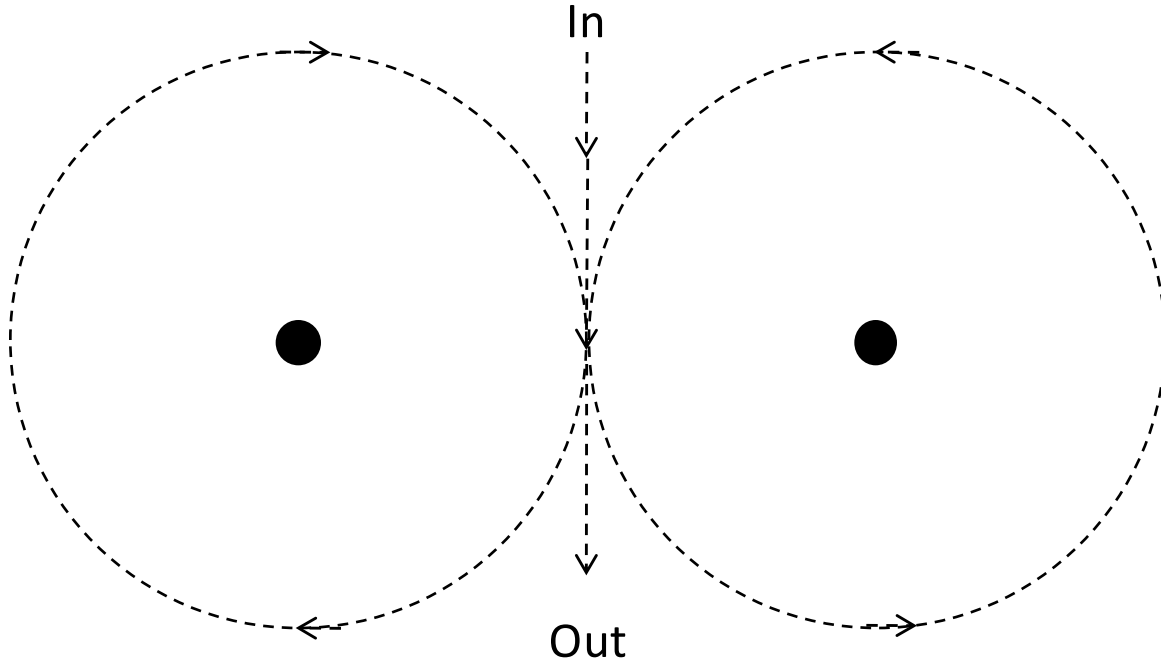
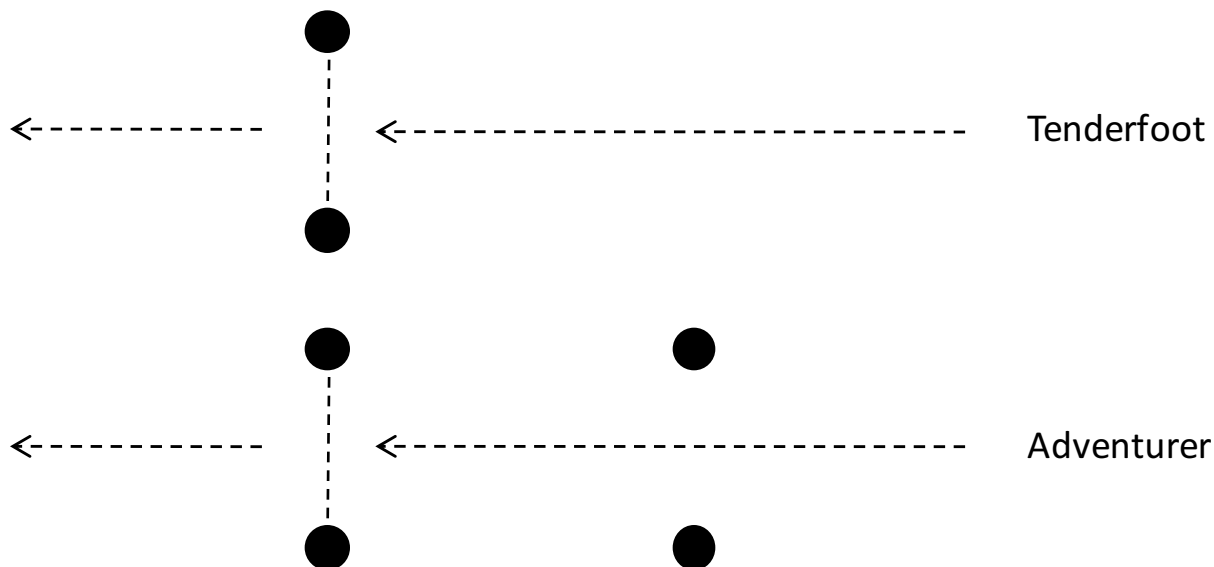


Skill 1 – Figure 8. Walk or trot between the 2 cones and circle to the right (around the right cone) until you are back between the cones, then circle to your left (around the left cone) until you are back between the cones again. Make nice smooth round circles and maintain a constant gait and pace.

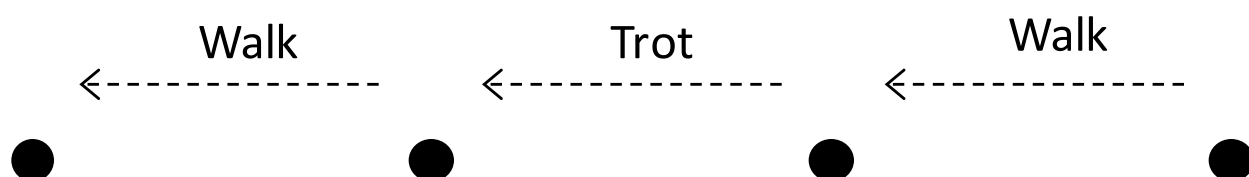


Skill 2 – Immobility/Hill Stop. Tenderfoots: Drive up to the 2 cones and halt (horse's front feet should stop between the cones). Remain stopped and immobile for 5 seconds. Your horse's feet should not move. Drive on.

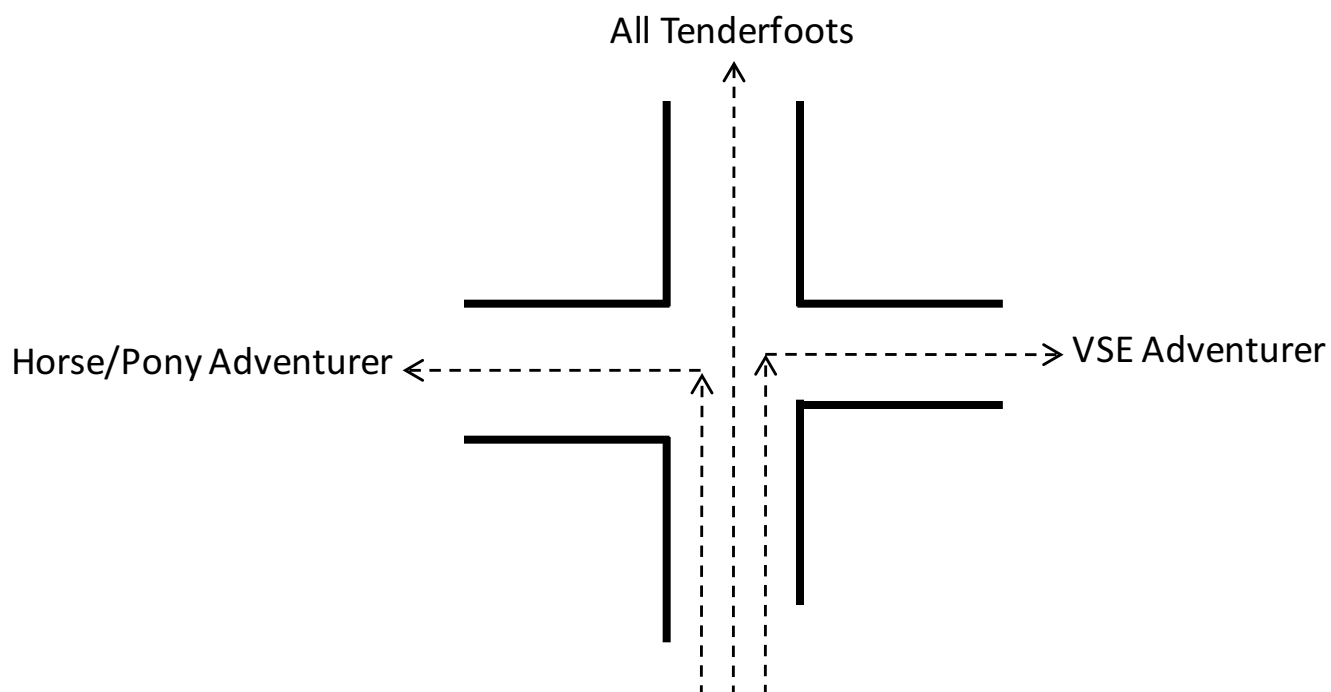
Adventurers: Drive up the slight incline into the box formed by the 4 cones and halt. Remain stopped and immobile for 5 seconds. Your horse's feet should not move. Walk on up the hill without slipping backward.



Skill 3 – Walk Trot. Walk from the first cone to the second cone. Trot from the second cone to the third cone. Walk from the third cone to the fourth cone. Change gaits when the horse's nose is even with the cone. Both walks and the trot should be done with a loose rein.

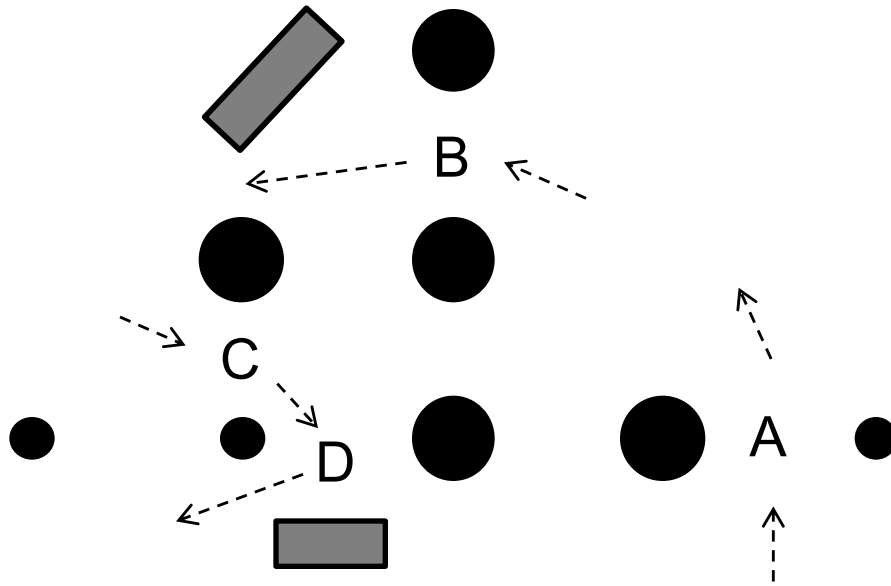


Skill 4 – Drive Between Poles. Walk or trot between the poles without touching them. Tenderfoots drive straight through. Adventurer Horses and Ponies turn left. Adventurer VSEs turn right. Don't touch the poles and maintain a constant gait and pace.

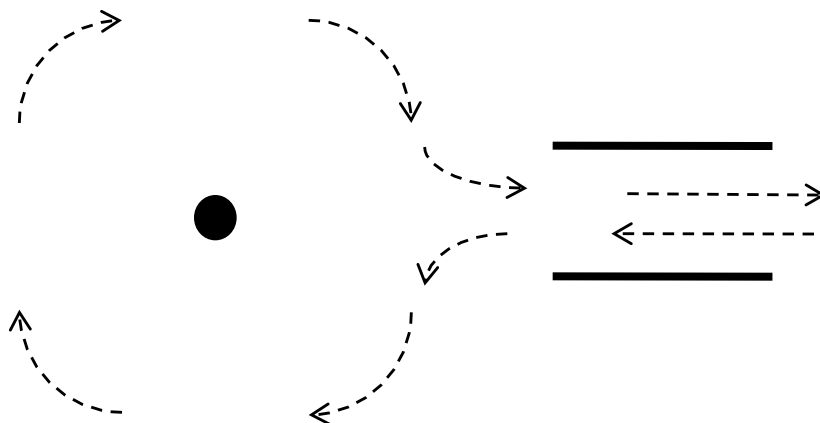


Equestrians' Institute Driven TREC – 3 May 2014

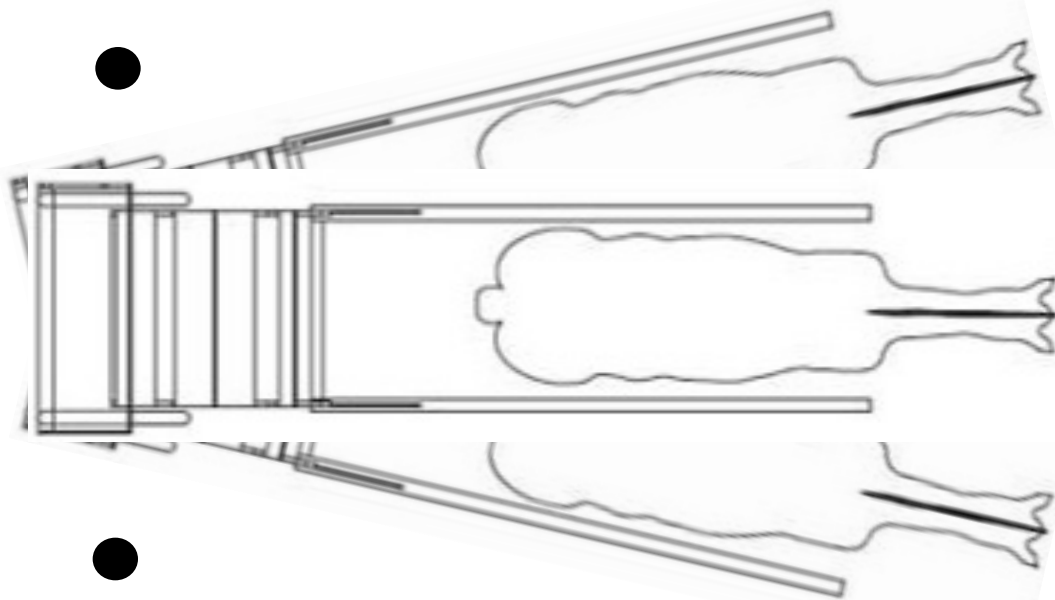
Skill 5 – Nuke Site. Walk or trot through the “Nuke Site” passing through gates A, B, C, & D in order. Drive smoothly, be kind to your horse, and maintain a constant gait and pace.



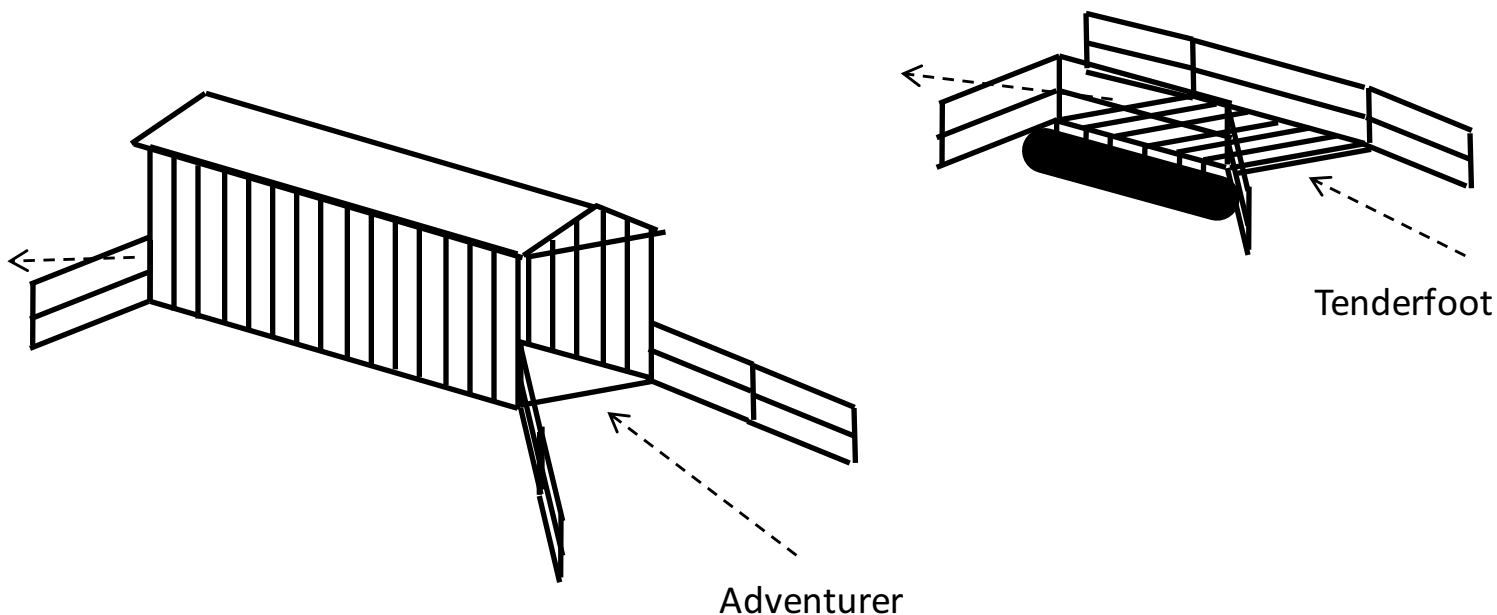
Skill 6 – Keyhole. Walk or trot in between the 2 poles, circle left or right around the cone, and drive back out between the poles. Make a tight but smooth turn around the cone and maintain a constant gait and pace. Don't touch the poles!



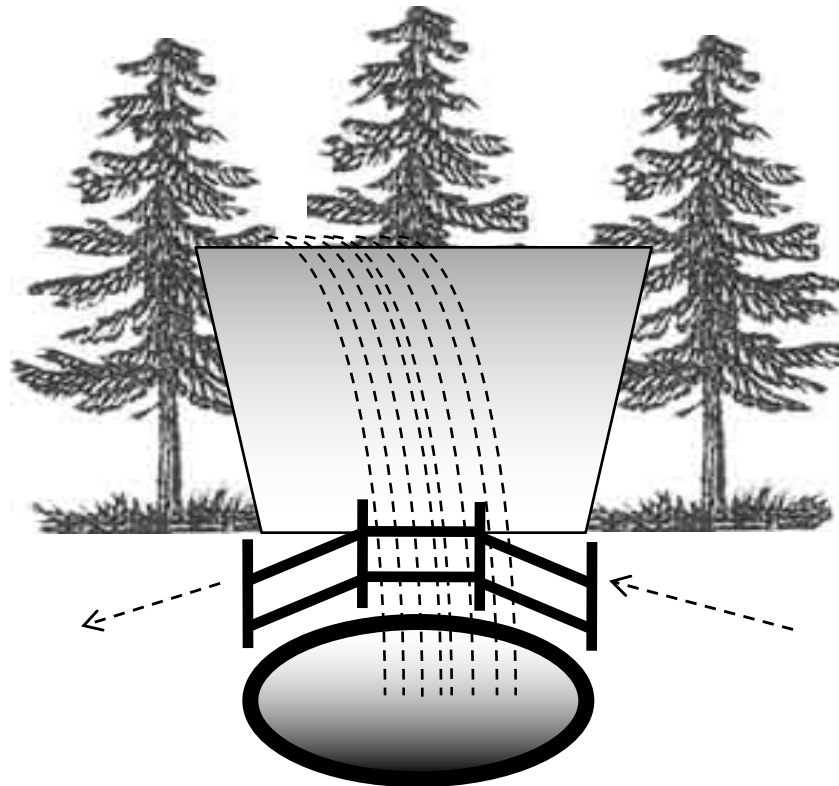
Skill 7 – Fan. Stop with axle (front axle) at cones. Fan to the right or left (horse steps sideways, angling cart to the side, 1 step for Tenderfoots, 2 steps for Adventurers) without cart or carriage moving forward or backward. Then fan the other direction (into initial position). Then drive on. Try to make the fan smooth and easy on your horse.



Skill 8 – Bridge Crossing. Walk or trot across the “Troll Bridge” (Tenderfoots) or the “Covered Bridge” (Adventurers). Maintain a constant gait and pace.



Skill 9 – Waterfall. Walk or Trot under the waterfall. Maintain a constant gait and pace.



Skill 10 – Tunnel. Walk or trot through the tunnel. Enter through the North front portal, turn left under the hill, and exit through the south portal. Maintain a constant gait and pace.

