

The Weaving Game (Driven)



AIM OF THE GAME: To have fun! This game challenges drivers in a repetitive exercise to work on improving their communication with their horse at a distance.

SET UP: Use 4 weaving poles or cones with posts attached. Place the weaving poles 8m apart. Place a can (or cut soft drink bottle) over the top of each post. Use a uniform size can or bottle. Ensure that you can reach the cans, and that they are visible for the camera.

Commence the game seated, with your horse harnessed and with carriage hitched. Whips are not permitted - You will need your hands for the game! All drivers must wear a helmet.

HOW TO PLAY: Walk, trot or canter from your starting point and weave through the poles, collecting the cans as you go. You can hold or drop the cans in the footwell. Turn around at the last pole, and ride in a straight line (not weaving) down one side of the poles, replacing the cans as you go. Repeat the exercise 3 times. You can change the pace at any time.

SCORING: The game is not timed, accuracy and horsemanship is what counts. Each trip weaving the poles and back is awarded up to 20 points:

Weaving and Returning: 1 point for walking (each way), 2 points for trotting (each way), 4 points for cantering (each way). If you canter partway, and then trot, the lower pace (trot) points apply. Stopping earns zero points. Pace counts, not speed!

Cans: 1 point is earned for every can that is picked up and replaced. Lost cans may be retrieved, but stopping will lose your points!

Horsemanship: up to 5 points awarded by the judge for horsemanship (relationship & communication with your horse). Speed is not factor.

The each attempt to weave and return is judged separately, and all the points are totalled out of a possible 60. The highest score from all of the entries wins. The organisers reserve the right to divide large classes as needed.