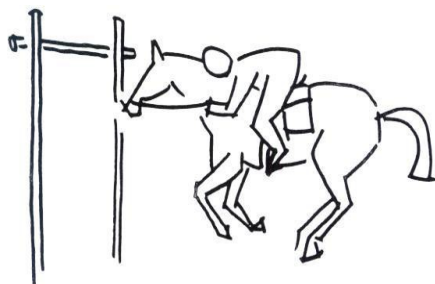




LOW BRANCHES



Description

A series of three to five movable low branches placed in a straight line on level ground.

Objective

To pass under the low branches without knocking them off and keeping to the initially chosen gait.

Equipment...

- 2 red flags
- 2 white flags
- 1 number
- 3 to 5 branches and their holders

Features...

- Width: 2 m minimum
- Distance between two low branches:
Placed at regular intervals 1-2 m apart.
- Height based on horse height & rider level.

L1 – Horse Height + 20" (.5 m)

L2 – Horse Height + 16" (.4 m)

L3 – Horse Height + 12" (.3 m)

L4 – Horse Height + 8" (.2 m)

Effectiveness faults...

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Break of gait.
- Knocking down one or several branches.

Choice of gait...

LEVELS 1 & 2: Walk / Trot / Canter

LEVELS 3 & 4: Trot / Canter

For break of gait: the lowest speed is taken into account, the recovery of the original gait is not involved in the note.



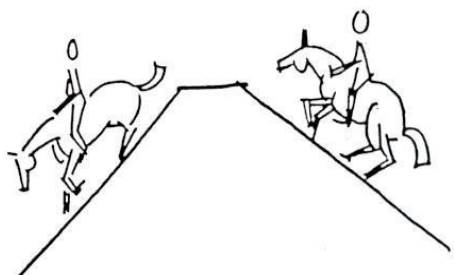
Obstacle Number

Judge

2020 TREC Obstacle Specifications & Scoresheets
Adapted from 2020 FITE Rules sportoftrec.com

LOW BRANCHES

	Rider n°								
Effectiveness									
Correct	7								
1 fault	4								
2 faults	1								
3 faults	0								
	Total E								
Gait	L 1 - L2	L 3 - L4							
Canter	+3	+3							
Trot	–	-2							
Walk	- 2	X							
	Total G								
Penalties									
Brutality	- 5								
Dangerous riding	- 5								
Fall of Horse or Rider	Rider Excused								
Leaving obstacle	X								
	Total P								
X=0 Score /Lowest Score = 0	E + G + P =								
Observations									



Description

An UP-DOWN Landform.

Objective

Showing the horse's correct balance and the correct posture of the rider while keeping to the initially chosen gait.

Equipment

- 3 red flags
- 3 white flags
- 1 number
- Markers for the obstacle route

Features

- Regular ground
- Slopes: approx. 30° to 45°
- Length: 5 to 6 m for each of the slopes
- Front width: 2 to 4 m wide

Effectiveness faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

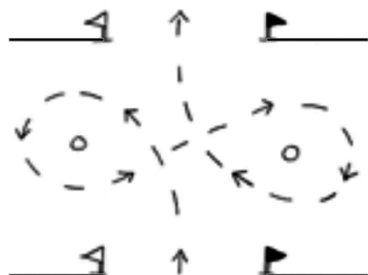
- Break of gait

Style Faults

- Irregular forward motion
- Incorrect rider position, not over the stirrups and light
- Horse or rider losing balance between the two slopes
- Incorrect rider aids
- Horse moving sideways
- Rider not looking forward
- Rider interfering with horse's balance



ONE HANDED FIGURE 8



Description

A figure 8 marked by 2 barrels.

Objective

Ride one-handed through the figure of eight, without touching the barrels, and keeping to the route and pace decided upon.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 2 barrels approx. 1.3 m high
- Letters A and B
- 2 flags, 1 red 1 white
- Ground marking equipment (lime, paint, shavings).

Features

- 2 barrels, 15 m apart
 - Entry gate 10 m before line of barrels
 - Exit gate 10 m after line of barrels
 - Entry and Exit gates 4 m w. on center line
 - Line marked on ground extending from either side of entrance and exit flags.
- Dimensions are the same for all Levels
The course designer may choose the direction in which the barrels are crossed. If not marked the choice is left to the rider.

Effectiveness faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Break of gait
- Barrel contact
- Figure 8 crosses the ground lines

Choice of gait

LEVELS 1 & 2: Walk / Trot / Canter

LEVELS 3 & 4: Trot / Canter

For break of gait: the lowest speed is taken into account, the recovery of the original gait is not involved in the note.



Obstacle Number

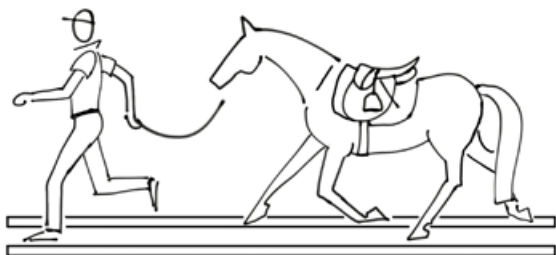
Judge

ONE HANDED FIGURE 8

	Rider n°								
Effectiveness									
Correct	7								
1 fault	4								
2 faults	1								
3 faults	0								
	Total E								
Gait	L 1 - L2	L 3 - L4							
Canter	+3	+3							
Trot	–	-2							
Walk	- 2	X							
	Total G								
Penalties									
Brutality	- 5								
Dangerous riding	- 5								
Fall of Horse or Rider	Rider Excused								
Leaving obstacle Knocking down barrel Two hands on reins	0								
	Total P								
X=0 Score /Lowest Score = 0	E + G + P =								
Observations									



CORRIDOR / IN HAND



Description

This obstacle is marked by poles placed on the ground in a straight line.

The poles must be fixed to the ground.

The stirrups must be crossed or raised.

Objective

To lead horse through the corridor without touching the bars and keeping to the initially chosen gait.

Equipment

- 2 red flags set at an angle
- 2 white flags set at an angle
- 1 number
- 4 poles of 4 m Or 2 poles 8m
- Means to fix poles to ground

Features

- Length: 8 m
- Width between poles: 0.50 m
- Level ground

Dimensions are the same for all Levels.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Break of gait
- Touching the poles (horse or rider)

Choice of gait

ALL LEVELS:

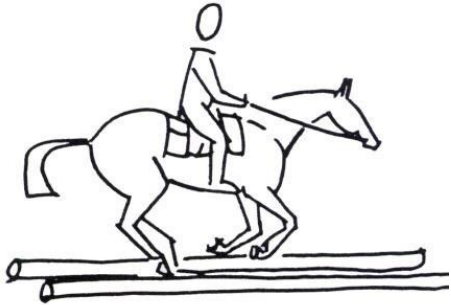
Walk 5 Max.

Trot 10 Max.

For break of gait: the lowest speed is taken into account, the recovery of the original gait is not involved in the note.



CORRIDOR / RIDDEN



Description

This obstacle is marked by poles placed on the ground in a straight line. The poles must be fixed to the ground.

Objective

Moving through the corridor without touching the bars and keeping to the initially chosen gait.

Equipment

- 2 red flags set at an angle
- 2 white flags set at an angle
- 1 number
- 4 poles of 4 m or 2 poles of 8 m
- Means to fix poles to ground

Features

- Length: 8 m
- Width between poles: 0.50 m
- Level ground

Dimensions are the same for all Levels.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Break of gait
- Touching the pole(s)

Choice of Gait

LEVELS 1 & 2: Walk 5 / Trot 7 / Canter 10

LEVELS 3 & 4: Trot 5 / Canter 10

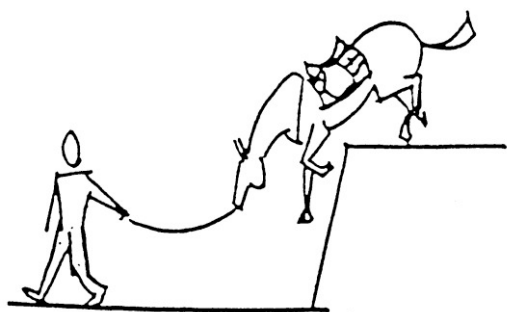
For break of gait: the lowest speed is taken into account, the recovery of the original gait is not involved in the note.

CORRIDOR / RIDDEN

	Rider n°									
Effectiveness										
Correct	7									
1 fault	4									
2 faults	1									
3 faults	X									
	Total E									
Gait	L 1 - L2	L 3 - L4								
Canter	+3	+3								
Trot	–	-2								
Walk	- 2	X								
	Total G									
Penalties										
Brutality	- 5									
Dangerous riding	- 5									
Fall of Horse or Rider	Rider Excused									
Foot Outside	X									
	Total P									
X = 0 Score / Lowest Score = 0	E + G + P =									
Observations										



DROP / IN HAND



Description

A stepped change in ground level, such as a wall or embankment, with a distinct fixed edge.

Objective

Horse to follow on a loose rein, maintaining a respectful distance from the rider.

Highlighting the forwardness of the horse as well as the correct approach of the rider and his correct posture giving proper control of the horse.

Equipment

- 1 red flag
- 1 white flag
- 1 number

Features

- Obstacle with a distinct drop down.
- Stable ground with a fixed edge.
- Route for the rider provided as appropriate
- This route not to be taken by the horse.
- Front width: 2 - 3 m
- Maximum heights based on Rider Level:

L1: 2' (.61m) L2: 2'- 6" (.76m)
L3: 3' (.91m) L4: 3'- 6" (1.1m)

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

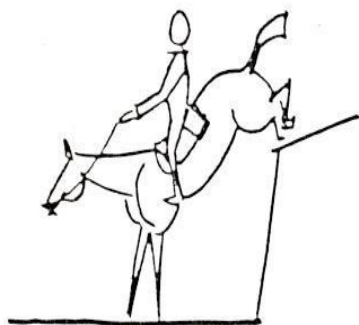
Change of gait / jumping from a standstill permitted.

Style Faults

- Incorrect approach
- Incorrect rider position (facing horse)
- Progression on tense reins
- Loss of balance of horse and rider
- Incorrect rider aids (excessive hand cues)
- Horse moving sideways
- Horse's nose passing rider's shoulder



DROP / RIDDEN



Description

A stepped change in ground levels, such as a wall or embankment with a distinct fixed edge.

Objective

Highlighting the forwardness of the horse as well as the correct approach of the rider.

Equipment

- 1 red flag
- 1 white flag
- 1 number.

Features

- Obstacle with a distinct drop down.
- Stable ground with a fixed edge.
- Take off and landing without any hazard
- Front width: 2 - 3 m
- Maximum heights based on Rider Level:

L1: 2' (.61m) L2: 2'- 6" (.76m)
L3: 3' (.91m) L4: 3'- 6" (1.1m)

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

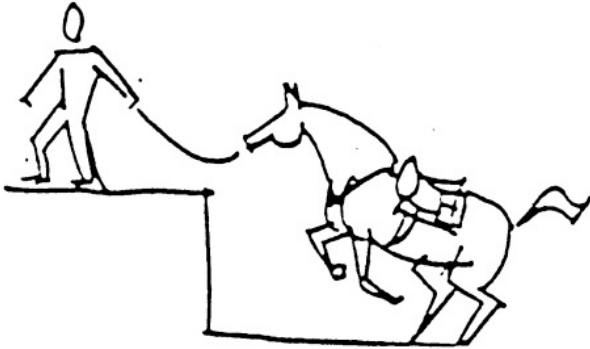
Change of gait / jumping from a standstill permitted.

Style Faults

- Irregular forward motion
- Incorrect position of the rider, not over the stirrups and light
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse going sideways
- Rider not looking forward
- Rider interfering with horse's balance



STEP-UP / IN HAND



Description

A stepped change in ground level, such as a wall or embankment with a distinct fixed edge.

Objective

Horse to follow on a loose rein, and maintain a respectful distance from the rider.

Highlighting the forwardness of the horse as well as the correct approach and attitude of the rider.

Equipment

- 1 red flag
- 1 white flag
- 1 number.

Features

- Obstacle with distinct edge.
- Stable ground.
- Ground Pole at Base
- Take off and landing without any hazard
- Route for the rider provided as appropriate
- This route is not to be taken by the horse.

- Front width: 2 - 3 m
- Maximum heights based on Rider Level:

L1: 2' (.61m) L2: 2' - 6" (.76m)
L3: 3' (.91m) L4: 3' (.91m)

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Change of gait / jumping from a standstill permitted.

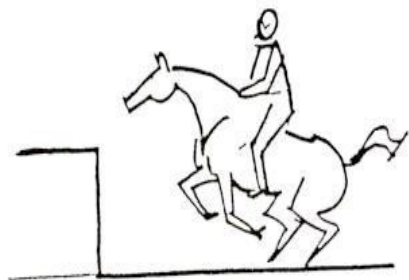
Style Faults

- Irregular forward motion
- Loss of balance of the horse or the rider
- Incorrect rider aids (rider facing horse)
- Progression on tense reins
- Horse moving sideways
- Horse's nose passing rider's shoulder



STEP-UP / RIDDEN

Description



A stepped change in ground level, such as a wall or embankment with a distinct fixed edge.

Objective

Highlighting the forwardness of the horse as well as the correct approach and attitude of the rider.

Equipment

- 1 red flag
- 1 white flag
- 1 number

Features

- Obstacle with distinct fixed edge.
- Stable ground
- Ground pole at base.
- Take off and landing without any hazard
- Front width: 2 - 3 m
- Maximum heights based on Rider Level:

L1: 2' (.61m) L2: 2'- 6" (.76m)
L3: 3' (.91m) L4: 3'- 6" (1.1m)

Effectiveness Faults

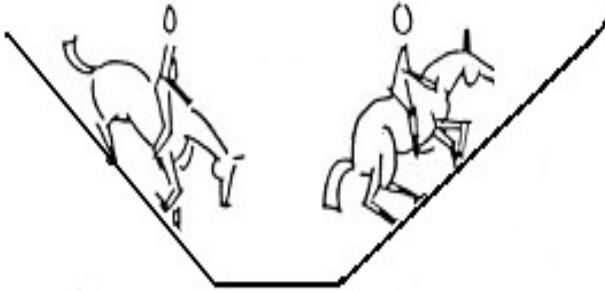
Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Change of gait / jumping from a standstill permitted.

Style Faults

- Irregular forward motion
- Incorrect position of the rider, not over the stirrups and light
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse going sideways
- Rider not looking forward
- Rider interfering with horse's balance



Description

A DOWN - UP Landform.

Objective

Showing the horse's correct balance and the correct posture of the rider. Horse to maintain the gait initially chosen by the rider.

Equipment

- 3 red flags
- 3 white flags
- 1 number
- Markers for the obstacle route

Features

- Level ground
- Slope: 30° to 40°
- Length: 5 to 6 m for each of the slopes
- Front width: 2 to 4 m

This obstacle is the same for all levels.

Effectiveness faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Break of gait

The gait chosen by the rider does not impact the overall score.

Style Faults

- Irregular forward motion
- Incorrect rider position; such as not over the stirrups and light
- Loss of balance of the horse or rider
- Horse moving sideways
- Horse maintained on the line of the slope
- Rider not looking forward
- Rider interfering with horse's balance



STAIRCASE DOWN / IN HAND



Description

A natural or man-made staircase of 3 or more steps.

Objective

Horse to follow on a loose rein, and maintain a respectful distance from the rider.

Highlighting the calm and balance of the horse as well as the correct approach and attitude of the rider.

Walk is mandatory.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- Marking for the obstacle route

Features

- Natural or man-made fixed staircase
- Length: 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Stair Depth: Around 0.4m (16")
- Stair Height: 0.20 to 0.30 m (8 - 12")

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

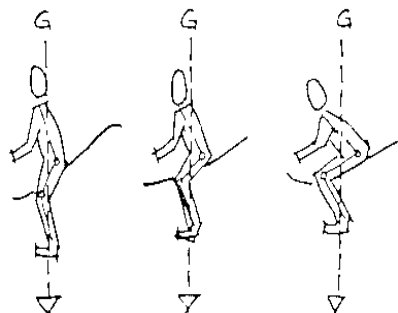
- Break of gait

Style Faults

- Irregular forward motion
Note: Horse may skip stair step(s) if the rhythm of the stride is consistent
- Progression on tense reins
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse moving sideways
- Horse's nose passing rider's shoulder



STAIRCASE DOWN / RIDDEN



Description

A natural or man-made staircase of 3 or more steps.

Objective

Highlighting the calm and balance of the horse as well as the correct approach and attitude of the rider.
Walk is mandatory.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- Marking for the obstacle route

Features

- Natural or man-made fixed staircase
- Length: 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Stair Depth: Around 0.4m (16")
- Stair Height: 0.20 to 0.30 m (8 - 12")

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Break of gait

Style Faults

- Irregular forward motion
Note: Horse may skip stair step(s) if the rhythm of the stride is consistent
- Incorrect position of the rider; not over stirrups and light
- Loss of balance of horse or rider
- Incorrect rider aids
- Horse moving sideways
- Rider not looking forward
- Rider interfering with horse's balance



STAIRCASE UP / IN HAND



Description

A natural or man-made staircase of 3 or more steps.

Objective

Horse to follow on a loose rein, and maintain a respectful distance from the rider.

Highlighting the calmness and balance of the horse as well as the correct approach and attitude of the rider.

Walk is mandatory.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- Marking for the obstacle route

Features

- Natural or man-made fixed staircase
- Length: 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Stair Depth: Around 0.4m (16")
- Stair Height: 0.20 to 0.30 m (8 - 12")

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

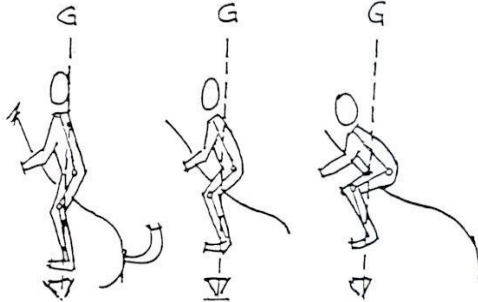
- Break of gait

Style Faults

- Irregular forward motion
Note: Horse may skip stair step(s) if the rhythm of the stride is consistent
- Progression on tense reins
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse moving sideways
- Horse's nose passing rider's shoulder



STAIRCASE UP / RIDDEN



Description

A natural or man-made staircase of 3 or more steps.

Objective

Highlighting the calmness and balance of the horse as well as the correct approach and attitude of the rider. Walk is mandatory.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- Marking for the obstacle route

Features

- Natural or man-made fixed staircase
- Length: 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Stair Depth: Around 0.4m (16")
- Stair Height: 0.20 to 0.30 m (8-12")

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

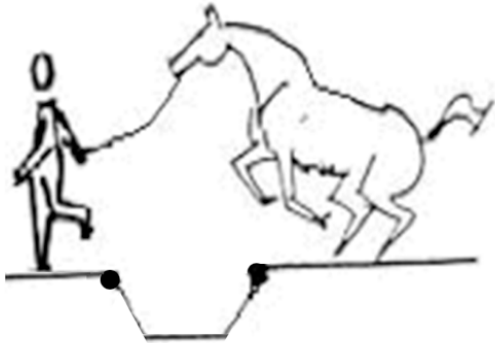
- Break of gait

Style Faults

- Irregular forward motion
Note: Horse may skip stair step(s) if the rhythm of the stride is consistent
- Incorrect position of the rider, not over stirrups and light
- Loss of balance of horse or rider
- Incorrect rider aids
- Horse moving sideways
- Rider not looking forward
- Rider interfering with horse's balance



DITCH / IN HAND



Description

A natural or man-made ditch with distinct edges, with or without water for the horse to jump or step across. Take off and landing level with the ground surface.

Objective

Horse to follow on a loose rein and maintain a respectful distance from the rider.

To highlight the willingness of the horse, as well as the correct approach and attitude of the rider.

Equipment

- 1 red flag
- 1 white flag
- 1 number.

Features

- Obstacle with distinct fixed edges.
- Stable, level ground.
- Take off and landing without any hazard.
- Take off and landing level with ground.
- Front width: 3 - 4 m
- Minimum depth 12" (.31 m)
- Maximum width across based on rider level.

L1: 2' (.61m) L2: 2'- 6" (.76m)
L3: 3' (.91m) L4: 3'- 6" (1.1m)

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Foot in ditch (Horse)

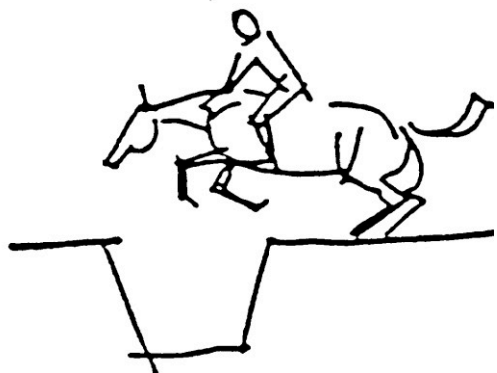
Change of gait / jumping from a standstill permitted.

Style Faults

- Irregular forward motion
- Progression on tense reins
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways
- Horse's nose passing rider's shoulder



DITCH / RIDDEN



Description

A natural or man-made ditch with or without water for the horse to jump or step across.
Take off and landing level with the ground surface.

Objective

Highlighting the willingness of the horse as well as the correct approach of the rider and his correct posture while maintaining proper control of the horse.

Equipment

- 1 red flag
- 1 white flag
- 1 number.

Features

- Ditch with distinct fixed edges
- Stable ground.
- Take off and landing without any hazard.
- Front width: 3 - 4 m
- Minimum depth 12" (L4 .5-1m / 20-40")
- Max. width across based on Rider Level.

L1: Max W 2'-0" (.62m) Max D 1'-3" (.40m)
L2: Max W 3'-0" (.92m) Max D 2'-0" (.62m)
L3: Max W 4'-3" (1.3m) Max D. 2'-9" (.85m)
L4: Max W 4'-11" (1.5m) Max D. 3'-3" (1m)

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Foot in ditch (Horse)

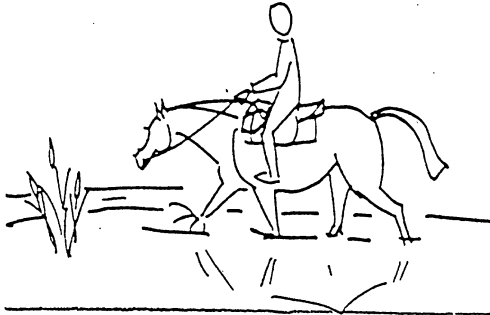
Change of gait / jumping from a standstill permitted.

Style Faults

- Irregular forward motion
- Incorrect position of the rider, not over stirrups and light
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways
- Rider not looking forward
- Rider interfering with horse's balance



WATER CROSSING



Description

A natural body of water.

Objective

To show the willingness and boldness of the horse in forward movement and the correct rider aids.

Walk is mandatory.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- Additional flags as needed for marking the obstacle route

Features

As far as possible, the water must not have any distinct edges.

- Length: 4 m minimum
- Depth: 0.50 to 1 m approx.
- Width: 3 to 5 m

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

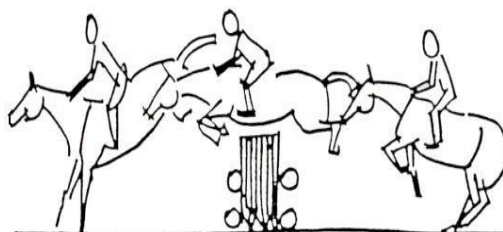
- Break of gait (Walk is mandatory)

Style Faults

- Irregular forward motion
- Incorrect position of the rider, not over stirrups and light
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways
- Rider not looking forward
- Rider interfering with horse's balance



HEDGE



Description

A natural or man-made hedge with a fixed solid element placed in front of the brush.

Objective

To highlight the willingness of the horse as well as the correct approach and attitude of the rider.

L1 - L2 may step over. L3 - L4 must jump.

Equipment

- 1 red flag
- 1 white flag
- 1 number.

Features

- Thickness: up to 1' - 8" (.50 m)
- Front width: Around 10' (3 - 4 m)
- Heights based on rider level

	FIXED HEIGHT	BRUSH HEIGHT
L1:	6" - 1'-0" (.30 m)	2'-0" (.61m)
L2:	1' - 0" (.30 m)	2'-6" (.76m)
L3:	1' - 6" (.45 m)	3'-0" (.91m)
L4:	2' - 0" (0.6 m)	3'-6" (1.1m)

Effectiveness faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

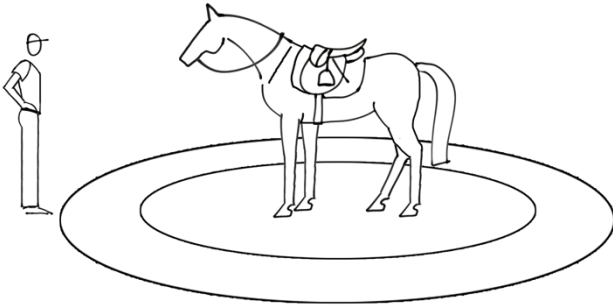
Change of gait / jumping from a standstill permitted.

Style Faults

- Irregular forward motion
- Incorrect position of the rider, not over stirrups and light
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways
- Rider not looking forward
- Rider interfering with horse's balance



IMMOBILITY



Description

Two concentric circles marked on the ground.

Objective

The rider has 10 seconds to position the horse in the inner circle and step to the outside of the outer circle. The horse must remain in the inner circle without rider intervention. The rider earns 1 point per second that the horse stays in the inner circle - up to 10 points total.

Equipment

- 1 red flag and white flag.
- 1 number
- Marking equipment: lime, paint, shavings
- 1 timer.

It is recommended to provide a closed area to avoid horses escaping.

Features

Two concentric circles marked on the ground.

- Inner circle 4 m in diameter
- Outer circle 8 m in diameter

Dimensions are the same for all Levels.

Rules

- The rider may enter the obstacle either mounted or leading the horse.
- Stirrups must be secured if rider leads horse.
- When the horse or rider enters the inner circle, the first timer is started.
- The rider has 10 seconds to position the horse and come out of the inner circle.
- When the rider is between the two circles, a neutral non-timed zone, any intervention toward the horse by the rider is considered a fault.
- When the rider comes out of the outer circle, the second (points) timer is started and the rider must remain immobile.
- The timer stops when the rider intervenes or when the horse steps out of the inner circle.
- The horse can move within the inner circle.
- The reins must be left free on the neck or looped through the bridle.
- Calm use of the voice is permitted.
- Ground tying is not allowed.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Each rider intervention
- Horse steps outside of inner circle.
- Horse puts its head down to graze



IMMOBILITY MOUNTED



Description

1 (2.5m) circle marked on the ground.

Objective

Rider enters the circle mounted and places the reins on the horse's neck. The rider earns 1 point per second that the horse stays in the circle without touching the reins - up to 10 points.

Equipment

- 1 red and white flag on a single stick placed on the edge of the circle
– OR –
- 1 red flag and 1 white flag placed on opposite sides of the circle
- 1 number
- Equipment for marking the ground - lime, paint, wood shavings.
- 2 stopwatches.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Rider touches reins.
- Horse steps outside of circle
- Horse puts its head down to graze

Features

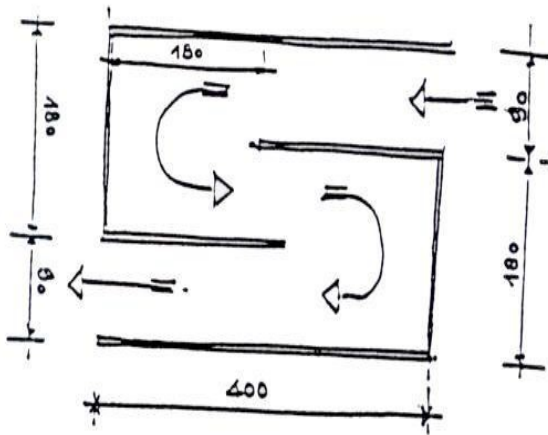
- 1 circle marked on the ground, 2.50 m in diameter.
- Dimensions are the same for all Levels.

Rules

- The rider enters the obstacle mounted.
- The rider has 10 seconds to position the horse and release the reins after the first hoof crosses the line of the circle.
- A rider positioning the horse in the circle cannot be given circling penalties.
- The stopwatch is started when the rider has placed the reins freely on the horse's neck.
- The watch is stopped when the rider takes hold of the reins or the horse's hoof goes outside the circle.
- Calm use of the voice is permitted.
- Ground tying is not allowed.



S-BEND / IN HAND



Description

An S-shaped corridor marked with raised bars balanced on upright holders.

Objective

To lead the horse through the s-bend in a fluid forward motion without knocking down the poles. To be performed at a walk.

Equipment

- 2 bars 4 m long
- 2 bars 2.20 m
- 2 bars 1.80 m
- 4 corner uprights
- 4 end uprights
- 2 red flags
- 2 white flags
- 1 number

Note: All bars approx. 2" x 2"

Features

For each S-bend per the diagram:

- Corridor Width: .90 m
- Overall Length: 4 m
- Height: Around .2 -.3 m (8-10")

Dimensions are the same for all Levels.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

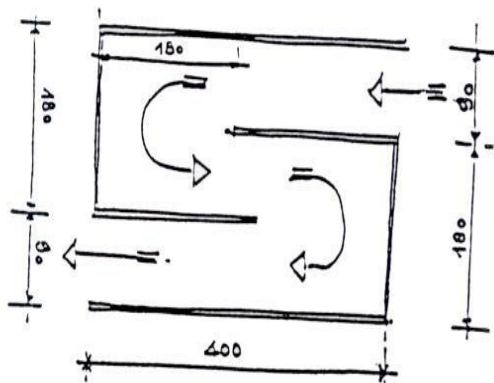
- Break of gait
 - Knocking off bars
- Each section (or part thereof) knocked down by horse or rider = 1 fault

Style Faults

- Irregular forward motion
- Progression on tense reins
- Loss of balance of the horse or the rider
- Incorrect rider aids (Rider intervention)
- Horse moving sideways
- Horse's nose passing rider's shoulder



S-BEND / MOUNTED



Description

An S-shaped corridor marked with raised bars balanced on upright holders.

Objective

To maneuver through the s-bend in a fluid forward motion without knocking down the poles.

To be performed at a walk.

Equipment

- 2 bars 4 m long
- 2 bars 2.20 m
- 2 bars 1.80 m
- 4 corner uprights
- 4 end uprights
- 2 red flags
- 2 white flags
- 1 number

Note: All bars approx. 2" x 2"

Features

For each S-bend per the diagram:

- Corridor Width: .90 m
- Overall Length: 4 m
- Height: Around .2 -.3 m (8-10")

Dimensions are the same for all Levels.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Break of gait
- Knocking off bars

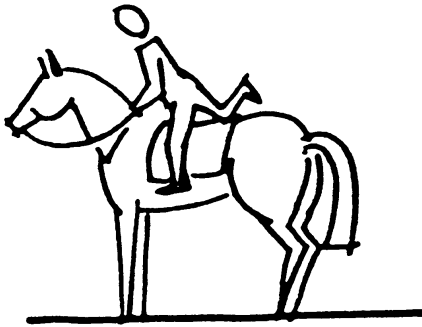
Each section (or part thereof) knocked down by horse = 1 fault

Style Faults

- Irregular forward motion
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Incorrect Rider Position (Leaning)
- Horse moving sideways
- Rider interfering with horse's balance



MOUNTING



Description

Rider mounts from level ground within a 2.5 m circle.

Objective

Rider has 15 seconds from horse's first foot entering the circle to mount the horse.
The horse should not move any of its feet.

Equipment

- 1 red and white flag on a single stick placed on the edge of the circle
- OR –
- 1 red flag and 1 white flag placed on opposite sides of the circle
- 1 number
- Marking equipment: lime, paint, shavings
- 1 timer.

Features

- 2.50 m circle marked on level ground

Dimensions are the same for all Levels.

Rules

- Riders may enter mounted or un-mounted.
- Time starts as horse first steps into circle.
- Rider may mount from either side.
- The rider may vault on the horse.
- Mounting is considered complete when the rider has put both feet into the stirrups.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Each time the horse moves a foot (fly stomping is not considered a fault).

Style Faults

- Rider's foot touches ground after starting to mount.
- Loss of balance of the horse or rider
- Rider mounts roughly (touches horse's back w/ leg or foot, takes up reins abruptly, etc.).
- Rider sits down heavily on the horse.

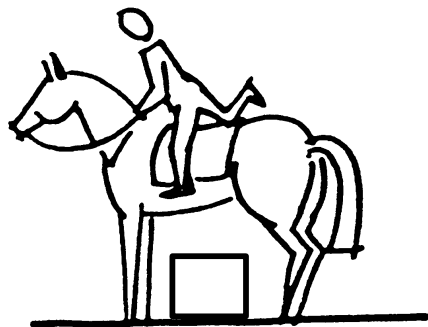
Time / Equipment Penalties

- 1 point per second over 15 second limit
- Stirrups not secured if horse is led in.
- Girth is loose.



MOUNTING FROM BLOCK

(LEVELS 1-3 ONLY)



Description

Rider mounts from a mounting block placed in a 2.5 m circle marked on the ground.

Objective

Rider has 15 seconds from the horse's first foot entering the circle to mount the horse.
The horse should not move any of its feet.

Equipment

- 1 red and white flag on a single stick placed on the edge of the circle
- OR -
- 1 red flag and 1 white flag placed on opposite sides of the circle
- 1 number
- Marking equipment: lime, paint, shavings
- Stable Mounting Block
- 1 timer.

Features

- 2.50 m circle marked on level ground
- Mounting block placed at edge of circle.
- Dimensions are the same for all Levels.

Rules

- Riders must enter the circle un-mounted.
- Time starts as horse first steps into circle.
- Rider may mount from either side.
- Rider may not move the mounting block.
- Mounting is considered completed when the rider has put both feet in the stirrups.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Each time the horse moves a foot (fly stomping is not considered a fault).

Style Faults

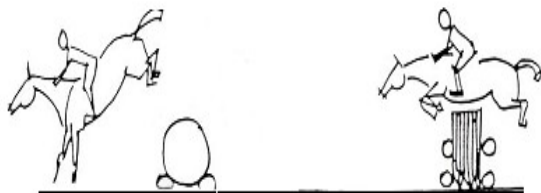
- Rider's foot touches ground after starting to mount.
- Loss of balance of the horse or rider
- Rider mounts roughly (touches horse's back with leg or foot, takes up reins abruptly, etc.).
- Rider sits down heavily on the horse.

Time / Equipment Penalties

- 1 point per second over 15 second limit
- Stirrups not secured when horse is led in.
- Rider moves mounting block.
- Girth is loose.



PATH CROSSING



Description

A combination of two jump obstacles built on stable and level ground 1-2 strides apart. Gait choice permitted.

Objective

To highlight the willingness of the horse as well as the correct approach and attitude of the rider while maintaining good control.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 2 letters: A and B

Features

A combination of two jumping obstacles built on stable and level ground.

- Front width: 3 m
- Maximum Heights based on Rider Level:

L1: 1 st	1' - 6" (.46 m)	2 nd	2' - 0" (.61m)
L2: 1 st	2' - 0" (.61m)	2 nd	2' - 6" (.76m)
L3: 1 st	2' - 6" (.76m)	2 nd	3' - 0" (.91m)
L4: 1 st	3' - 0" (.91m)	2 nd	3' - 6" (1.1m)

- Distance between elements: See Table.

Effectiveness faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Same as above
- If the horse refuses the second element the first element must be repeated.

Change of gait / jumping from a standstill permitted.

Style Faults

- Irregular forward motion
- Incorrect rider position, not over stirrups and light
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways
- Rider not looking forward
- Rider interfering with horse's balance

The rider is not judged on the number of strides.



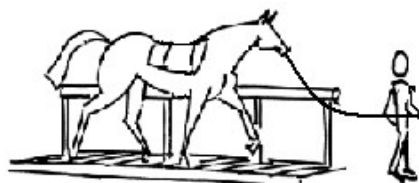
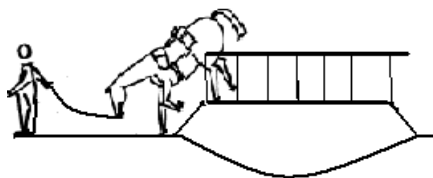
PATH CROSSING DISTANCES

BASED ON LEVEL 4 HEIGHT OBSTACLES

Combination Type	1 stride		2 strides	
Log / Hedge – Log / Hedge	7,30 m	24' – 0"	10,50 m	34' – 5"
Log / Hedge – Step Up	7 m	23' - 0"	10 m	32' – 9"
Log / Hedge – Drop	6 m	19' – 8"	9,50 m	31' – 2"
Step Up – Log / Hedge	5,40 m	17' – 8"	9,50 m	31' – 2"
Drop – Log / Hedge	7 m	23' - 0"	10 m	32' – 9"
Log / Hedge – Ditch	6,50 m	21' – 4"	9,50 m	31' – 2"
Ditch – Log / Hedge	6,50 m	21' – 4"	9,50 m	31' – 2"
Step Up – Step Up	5,40 m	17' – 8"	7,50 m	24' – 7"
Drop – Drop	6 m	19' – 8"	9,50 m	31' – 2"
Ditch – Ditch	X	X	X	X



FOOTBRIDGE / IN HAND



Description

Rider leads horse across a footbridge on the ground, across a stream or between two banks. Must be negotiated at a walk.

Objective

To show willingness of the horse and the correct actions of the rider. Horse to follow on a loose rein keeping a respectful distance.

Equipment

- Footbridge
- 2 red flags
- 2 white flags
- 1 number

Features

- Length: 5 m
- Width: around 1 m
- Height above the ground: 0.50 to 1.20 m
- One or Two Handrails approx. 1m high

Dimensions are the same for all Levels.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

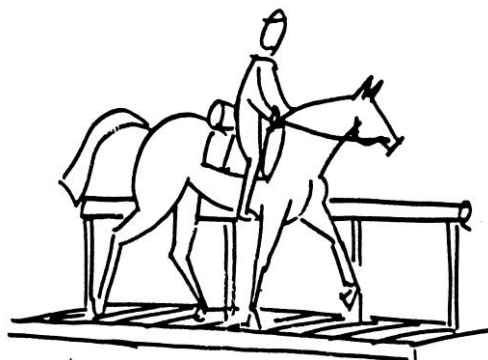
- Break of gait (Walk is mandatory).

Style Faults

- Irregular forward motion
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse moving sideways
- Horse's nose passing rider's shoulder



FOOTBRIDGE



Description

Rider rides horse across a footbridge on the ground, across a stream or between two banks.
To be negotiated at a walk.

Objective

To show willingness of the horse and the correct actions of the rider.

Equipment

- Footbridge
- 2 red flags
- 2 white flags
- 1 number

Features

- Length: 5 m
- Width: around 1 m
- Height above the ground: 0.50 to 1.20 m
- One or Two Handrails Approx. 1m high

Dimensions are the same for all Levels.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

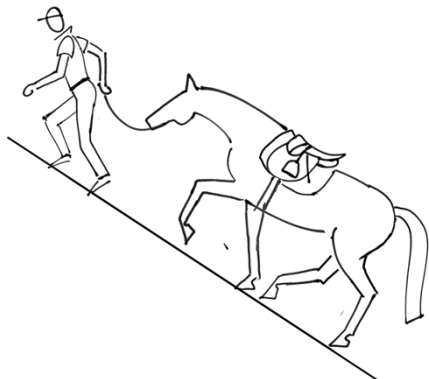
- Break of gait (Walk is mandatory).

Style Faults

- Irregular forward motion
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse moving sideways
- Rider not looking forward
- Rider interfering with horse's balance



INCLINE UP / IN HAND



Description

Rider leads horse up a smooth sloped incline at a walk.

Objective

To show willingness of the horse and the correct actions of the rider. Horse to follow on a loose rein and keep a respectful distance from the rider.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- Marking for the obstacle route

Features

- A smooth sloped incline.
- Slope: 30° to 45°
- Length: minimum 10 m
- Width: 2 to 4 m

Dimensions are the same for all Levels.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Break of gait
- Foot Outside

Style Faults

- Irregular forward motion
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse moving sideways
- Horse's nose passing rider's shoulder



INCLINE UP / RIDDEN



Description

Horse is ridden up a smooth sloped incline maintaining the gait initially chosen by the rider.

Objective

To show the willingness and calmness of the horse and the correct position of the rider.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- Marking for the obstacle route

Features

- A smooth sloped incline.
- Slope: 30° to 45°
- Length: minimum 10 m
- Width: 2 to 4 m

Dimensions are the same for all Levels.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Break of gait
- Foot Outside

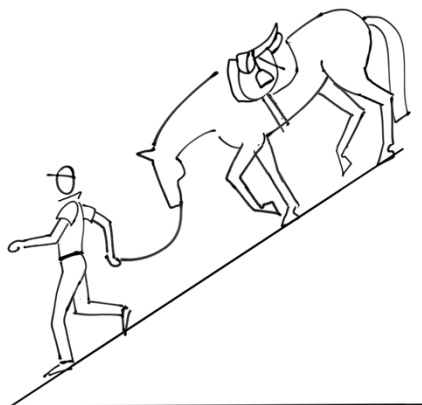
The gait chosen by the rider does not impact the overall score.

Style Faults

- Irregular forward motion
- Incorrect position of the rider, not over stirrups and light
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse moving sideways
- Rider not looking forward
- Rider interfering with horse's balance



INCLINE DOWN / IN HAND



Description

Rider leads horse down a smooth sloped incline at a walk.

Objective

To show willingness of the horse and the correct actions of the rider. Horse to follow on a loose rein and keep a respectful distance.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- Marking for the obstacle route

Features

- A smooth sloped incline.
- Slope: 30° to 45°
- Length: minimum 10 m
- Width: 2 to 4 m

Dimensions are the same for all Levels.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

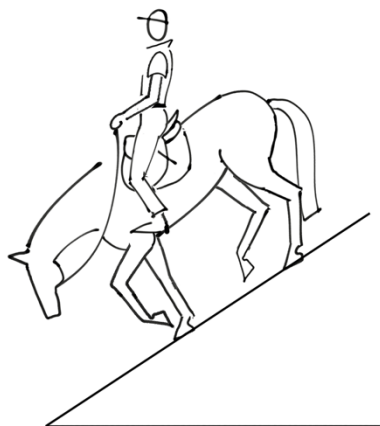
- Break of gait
- Foot Outside

Style Faults

- Irregular forward motion
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse moving sideways
- Horse's nose passing rider's shoulder



INCLINE DOWN / RIDDEN



Description

Horse is ridden down a smooth sloped incline maintaining the gait initially chosen by the rider.

Objective

To show the willingness and calmness of the horse and the correct position of the rider.

Equipment

- 2 red flags
- 2 white flags
- 1 number
- Marking for the obstacle route

Features

- A smooth sloped incline.
- Slope: 30° to 45°
- Length: minimum 10 m
- Width: 2 to 4 m

Dimensions are the same for all Levels.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Break of gait
- Foot Outside

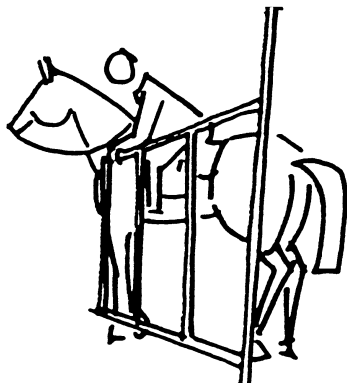
The gait chosen by the rider does not impact the overall score.

Style Faults

- Irregular forward motion
- Incorrect position of the rider, not over stirrups and light
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse moving sideways
- Rider not looking forward
- Rider interfering with horse's balance



GATE



Description

While mounted - the rider is to open a hinged gate, ride the horse through, and close the gate without letting go of the gate or attached rope / handle.

Objective

To show the obedience and willingness of the horse as well as the correct approach of the rider. The rider is to maintain control of the horse and the gate throughout.

Equipment

- 1 hinged gate in metal, or wood
- Rope or handle
- 1 red flag
- 1 white flag
- 1 number

Features

- Height: around 1.20 m
- Width: around 2 m
- Guidelines are the same for all Levels.

Note: The gate must swing freely in both directions on its hinges. The hinge must be fixed and must not be loose. No part of the gate should stick out from the frame.

Effectiveness Faults

Before the difficulty

- Running-out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

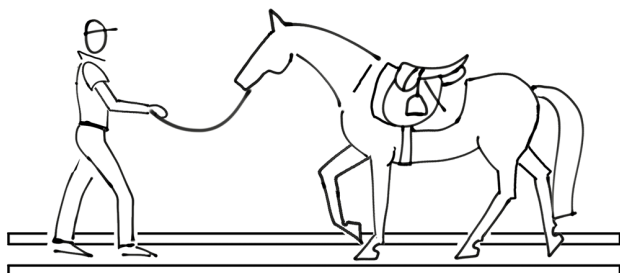
- Letting go of the gate
- Horse Banging into gate with force

Style Faults

- Irregular forward motion
- Incorrect position of the rider, not over the stirrups and light
- Incorrect or ineffective rider aids
- Loss of balance of horse or rider
- Horse evading the gate
- Horse lightly touching the gate



REINBACK IN HAND



Description

Backing In Hand for 4 m within an 8m corridor marked with bars fixed to the ground without touching bars or stepping outside of corridor.

Objective

Showing the obedience of the horse backing in hand & the appropriateness of the rider's aids.

Equipment

- 2 red flags set at an angle
- 2 white flags set at an angle
- 1 number
- Bars to make 8m corridor
- Method to fix bars to the ground
- Markings on bars to indicate the area of the back

Features

- Level ground
- Length: 8 m
- Width: 0.8 m

Rules

- No penalty for touching the bars before and after the backing zone.
- The rider may face the horse while backing.
- The rider must not touch the horse.
- Vocal Commands are permitted.
- The horse to enter and leave the obstacle at a walk following the rider on a loose lead.

Effectiveness faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

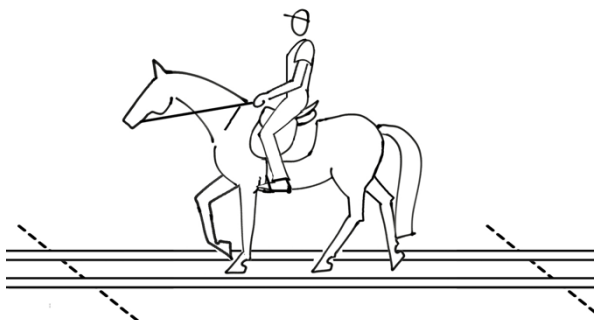
- Break of gait / stopping.
- Touching the horse.
- Touching the bars (horse or rider).
- Stepping outside of bars (horse or rider).

Style Faults

- Irregular motion / Resistance
- Incorrect position of the rider – rider must be in front of horse.
- Loss of balance of horse or rider
- Incorrect rider aids / Snatching the bit
- Horse moving sideways



REIN-BACK



Description

Rider backs horse for 4 m within an 8m corridor marked with bars fixed to the ground without touching bars or stepping outside of corridor.

Objective

Showing the obedience of the horse while backing and the appropriateness of the rider's aids.

Equipment

- 2 red flags set at an angle
- 2 white flags set at an angle
- 1 number
- Bars to make 8m corridor
- Method to fix poles to the ground
- Markings on the ground on the outside of the poles to indicate the zone in which to back

Features

- Level ground
- Length: 8 m (Fixed Poles)
- Width: 0.8 m
- Dimensions are the same for all Levels.

Rules

- No penalty for touching the bars before and after the backing zone.
- The gait that the horse enters and leaves the obstacle is chosen by the rider.
- The rider may rein back without stirrups.

Effectiveness faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

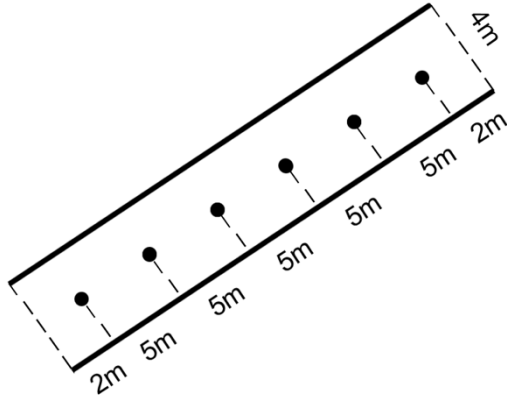
- Break of gait / stopping during the back.
- Touching the bars.

Style Faults

- Irregular motion; resistance
- Incorrect position of the rider, not over stirrups and light
- Loss of balance of horse or rider
- Incorrect rider aids
- Horse moving sideways
- Rider not looking forward
- Rider interfering with horse's balance



SLALOM



Description

A slalom course through 6 posts placed in the ground in a straight line.

Objective

Passing through the slalom course without touching the posts and keeping to the initially chosen gait.

Equipment

- 2 red flags set at an angle
- 2 white flags set at an angle
- 1 number
- 6 posts
- Markers for the obstacle route.

Features

- Post Height: Around 2 m
- Width of the obstacle route: 4 m
- Entry Gate: 2 m before the first post
- Exit Gate: 2 m after the last post
- Distance between poles: 5 m

Dimensions are the same for all Levels.

Effectiveness faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

In the difficulty

- Break of gait
- Touching a post(s)

Choice of gait

LEVELS 1 & 2: Walk / Trot / Canter

LEVELS 3 & 4: Trot / Canter

For break of gait: the lowest speed is taken into account, the recovery of the original gait is not involved in the note.



Obstacle Number

Judge

SLALOM

	Rider n°								
Effectiveness									
Correct	7								
1 fault	4								
2 faults	1								
3 faults	0								
	Total E								
Gait	L 1 - L2	L 3 - L4							
Canter	+3	+3							
Trot	–	-2							
Walk	- 2	X							
	Total G								
Penalties									
Brutality	- 5								
Dangerous riding	- 5								
Fall of Horse or Rider	Rider Excused								
Foot outside	0								
	Total P								
	E + G + P =								
Observations									



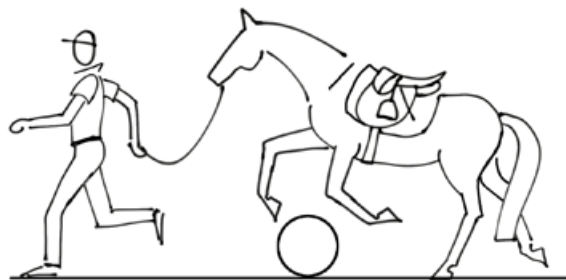
LOG / IN HAND

Description

Rider to lead horse over one or more logs or tree trunks, without branches, on stable, even ground.

Objective

To highlight the willingness of the horse as well as the correct approach of the rider and his correct posture while maintaining proper control of the horse. Horse to follow on a loose rein, and maintain a respectful distance from the rider.



Equipment

- One or more logs or tree trunks
- 1 red flag
- 1 white flag
- 1 number.

Features

- Front width: 3 m
- Maximum height all Levels: 2'-0" (.61m)
- Take off and landing without any hazard
- Route for the rider provided on the side as appropriate, not to be taken by the horse.

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

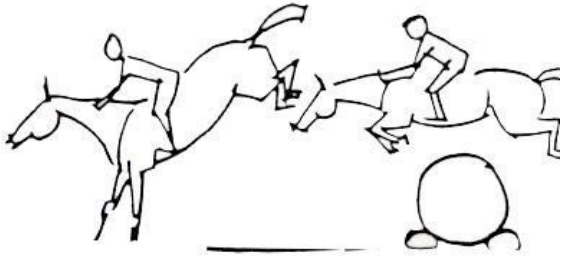
Change of gait / jumping from a standstill permitted.

Style Faults

- Incorrect approach
- Incorrect rider position
- Loss of balance of horse and rider
- Incorrect rider aids
- Horse moving sideways
- Horse's nose passing rider's shoulder



LOG / RIDDEN



Description

A compact tree trunk or a pile of logs without side branches placed on stable and level ground.

Objective

To highlight the willingness of the horse as well as the correct approach of the rider.

Equipment

- One or more logs or tree trunks
- 1 red flag
- 1 white flag
- 1 number.

Features

- Take off and landing without any hazard
- Front width: 3 - 4 m
- Maximum heights based on Rider Level:

L1: 2' (.61m) **L2:** 2'- 6" (.76m)
L3: 3' (.91m) **L4:** 3'- 6" (1.1m)

Effectiveness Faults

Before the difficulty

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Change of gait / jumping from a standstill permitted.

Style Faults

- Irregular forward motion
- Incorrect position of the rider, not over the stirrups and light
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse going sideways
- Rider not looking forward
- Rider interfering with horse's balance

