

Scoring Guidelines: Time obstacles

Total mark = Time – Deductions – Penalties

= T – D – P

0 for Time gives zero for the obstacle, unless penalties are given.

Deductions **cannot** give a negative score for the obstacle, if Time – Deductions = negative then zero is given for the obstacle.

Penalties **can** lead to a negative score for the obstacle.

Time (T):

Seconds that the horse remains in the specified circle	Points
10	10
9	9
8	8
7	7
6	6
5	5
4	4
3	3
2	2
1	1
More than 10 seconds taken to position the horse and leave the circle/ release the contact	0

Deductions (D):

<i>Immobility (led)</i>	Points
Flapping stirrups (one or both stirrups)	-1

Penalties (P):

	Points
Brutality	Max -5
Dangerous method	Max -5

Falls:

Horse fall (horse's shoulders and quarters have touched the ground): Elimination.

Rider fall (when riding): 0 for obstacle for first fall, elimination for second fall. See rule 6.7.9.

Rider fall when leading: 0 for obstacle.

Holding rider:

If you hold a rider on course, time how long you held them for and write the number of minutes and seconds held in the Comments column.

Not attempting/ Missing obstacle:

If a rider STOPS and informs you that they are not attempting an obstacle or that they wish to do a ridden obstacle led or vice versa, write 0 in the Total column.

If a rider misses your obstacle or does a ridden obstacle led or vice versa without informing you, write X in the Total column.

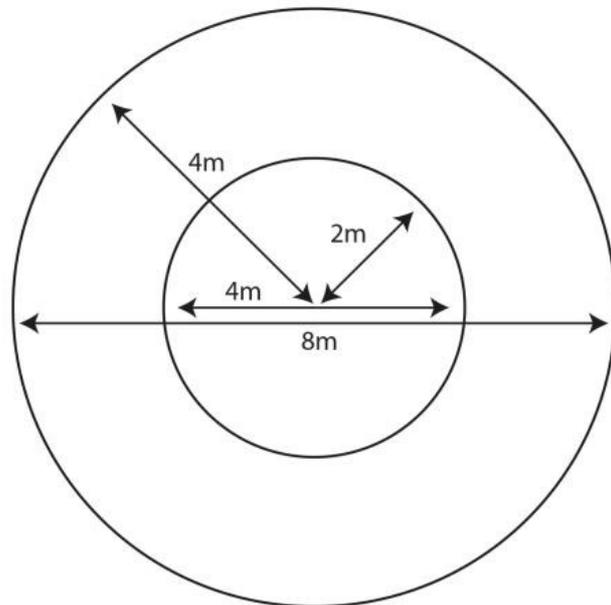
Comments:

Please make a note in the Comments column about anything relevant (time for rider to leave circle/ release reins, time horse remained in circle, horse with running martingale being led from reins, circling at any time before your obstacle, time held, falls or rider not attempting or bypassing obstacle).

T-11 Immobility (led)

Objectives:

Demonstrate the obedience and calmness of the horse when asked to stand in one place while the rider moves away.



Equipment required by judge:

- 2 stopwatches

Procedure:

- The rider may enter the obstacle either mounted or led. If led the stirrups must be secure and not flapping.
- The first timer starts when either horse or rider enters the inner circle.
- The rider has 10 seconds to position the horse and come out of the outer circle (**15 seconds for Level 1**).
- When the rider is outside the larger circle the second timer starts and the rider must remain immobile.
- The horse must stay within the inner circle but may move within it.
- The timer stops when the rider moves to intervene or when a horse's hoof goes outside the circle.
- The reins may be secured so that they cannot fall down but there must be no contact with the bit.
- Use of the voice is authorised. Ground tying with leadrope or split reins is permitted. **Leaving food or other props in the inner circle is not permitted.**