

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:

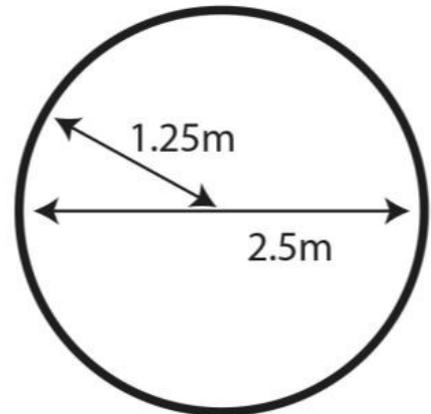
If a rider STOPS and informs you that they are not attempting an obstacle or that they wish to do a ridden obstacle led or vice versa, write 0 in the Total column.

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-1r Immobility (ridden)



Objectives:

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

Equipment required by judge:

- 2 stopwatches

Procedure:

- The rider enters the circle mounted.
- The rider has 10 seconds after the first hoof crosses the line of the circle to position the horse in the circle and release the contact.
- The timer starts when the rider releases the contact in the circle.
- The horse must stay in the 2.5m circle but may move within it.
- The timer stops IMMEDIATELY when the rider takes up the contact or a horse's hoof goes outside the circle.
- Use of the voice is authorised. The rider may hold or secure the reins as long as there is no contact.