

Bramble Tangle Ridden or Led



Scoring Guidelines: Effectiveness + Style

Suggested variations for levels:

Level	Height	Width A	Width B
1	1.2m	1.5m	<u>0.8m</u>
2	1.2m	1.3m	<u>0.7m</u>
3	1.5m	1.2m	<u>0.5m</u>

Equipment

- 1 red flag, 1 white flag, 1 number
- 2 upright posts
- 8-12 soft foam, or soft leafy branches

Features

- Width between foam strips, or branches 0.5 - 0.8m
- An entrance gate 0.5m from the obstacle

Objectives

- Obstacle must be negotiated at walk
- Demonstrate the correct approach of the rider & willingness of the horse

Effectiveness Faults

- Running out or circling before entering the obstacle
- Refusal including stepping back
- Change of gait, including break in forward motion

Style evaluation

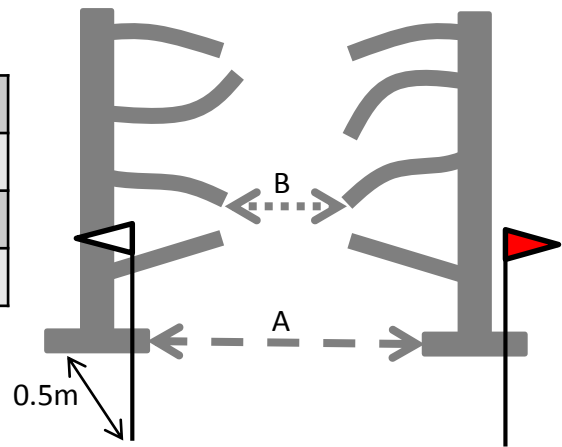
- Regular forward motion
- Good rider position
- Horse & rider maintaining balance at all times
- Horse moving in a straight line
- Discreet rider aids

Deductions, led only

- 1 Flapping stirrups

Penalties

- 5 For Dangerous Method
- 5 For Brutality





Horse Stile Ridden or Led

Scoring Guidelines: Effectiveness + Style

Suggested variations for levels:

Level	
1	Ride straight through
2	Turn through 90°
3	Turn through 90°

Equipment

- 1 or 2 red flags, 2 white flags, 1 number
- 4 posts
- 4 boards
- 2 side rails

Features

- Board height **0.25m**, maximum, preferably fixed
- Entry Board width 2m, minimum
- Distance between boards 2m, minimum
- Obstacle may be straight through, or turn through 90°

Objectives

- Obstacle must be negotiated at walk
- Demonstrate the correct approach of the rider & willingness of the horse.

Effectiveness Faults

- Running out or circling before entering the obstacle
- Refusal including stepping back
- Change of gait, including break in forward motion

Style evaluation

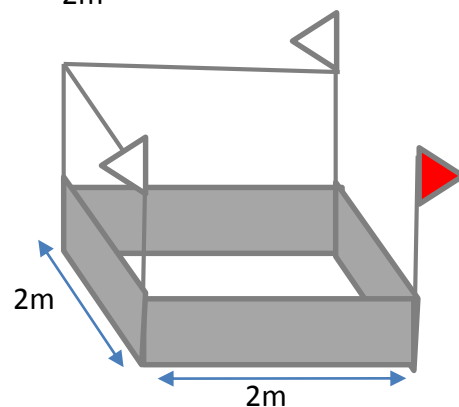
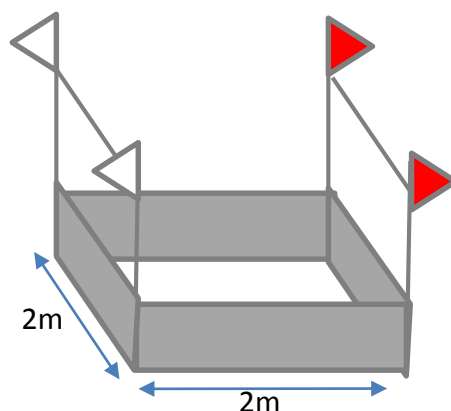
- Knocking the boards **-1 for each touch of the boards**
- Regular forward motion
- Good rider position
- Horse & rider maintaining balance at all times
- Horse moving in a straight line
- Discreet rider aids

Deductions, led only

- 1 Flapping stirrups

Penalties

- 5 For Dangerous Method
- 5 For Brutality

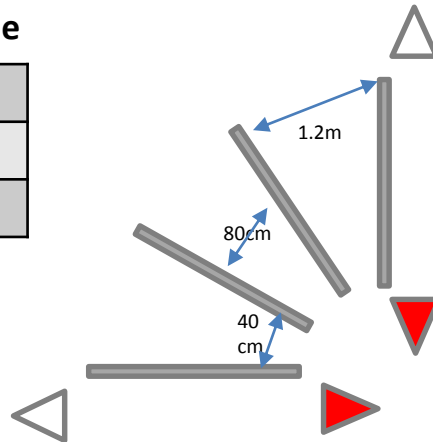


Kilnhanger Steps (Tree Roots)



Scoring Guidelines: Effectiveness + Style

Level	Suggested Variations
1 & 2	Fan of 4 poles, ground or raised
3 - 4	Fan of up to 6 poles, raised



Equipment

- 2 red flag, 2 white flag, 1 number
- 4 to 6 poles or similar

Features

- Poles or similar, round ground poles, preferably fixed
- If raisers are used, 20cm maximum height of the riser
- Obstacle must be in a fan or arc shape, to suit all size equines
- In fan or arc, suggested distances, top 1.2m mid 80cm to 40 cm as a minimum

Objectives

- Obstacle must be negotiated in trot
- Demonstrate the correct approach of the rider & willingness of the horse

Effectiveness Faults

- Running out or circling before entering the obstacle
- Refusal including stepping back
- Change of gait, including break in forward motion
- Dislodging the poles, when raised

Style evaluation

- Touching the poles
- Regular forward motion
- Good rider position
- Horse & rider maintaining balance at all times
- Discreet rider aids

Penalties

- 5 For Dangerous Method
- 5 For Brutality

Road Closed - Ridden or Led

Scoring Guidelines: Effectiveness + Style

Equipment

- 2 red flag, 2 white flag, 1 number
- 8 poles or similar

Features

- Poles or similar
- Corridor width 2m

Objectives

- Obstacle must be negotiated at walk
- Demonstrate the correct approach of the rider & willingness of the horse.
- The horse and rider enter the obstacle at A, ride to B,
 - **front feet to go over marked line**
- Rein Back towards C,
 - **back feet to go over marked line.**
 - then exit the obstacle forwards through A
- Led only. The rider must face the horse during the Rein Back
- **B and C positions to be decided by course designer**

Effectiveness Faults

- Running out or circling before entering the obstacle
- Refusal including stepping back
- Change of gait, including break in forward motion
 - Stopping at B & C, to perform the changes of direction, is allowed
- Knocking the poles, or stepping onto marked edges, if poles are not used
- Stepping out of the marked area, horse or rider, zero score for effectiveness

Style evaluation

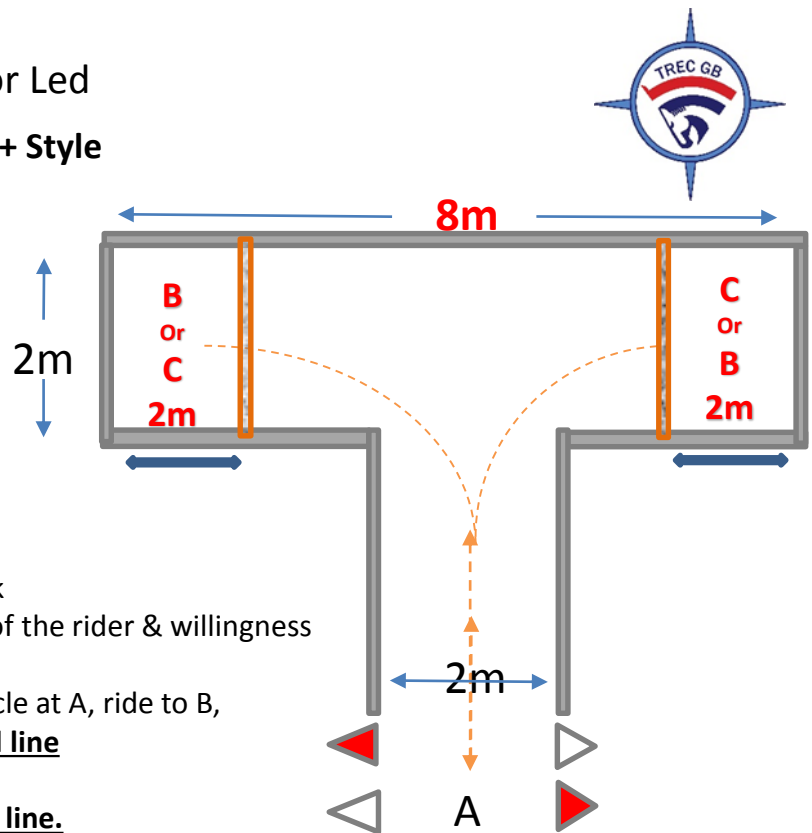
- Regular movement, both forwards or backwards
- Good rider position
- Horse & rider maintaining balance at all times
- Calmness and obedience of horse
- Discreet rider aids

Deductions, led only

- 1 Flapping stirrups

Penalties

- 5 For Dangerous Method
- 5 For Brutality



Led Reinback

Scoring Guidelines: Effectiveness + Style

Suggested variations for levels:

Level		
1	Width 1m	Reinback 2m
2	Width 90cm	Reinback 2m – 3m
3 - 4	Width 90cm	Reinback 3m

Equipment

- 2 red flag, 2 white flag, 1 number
- 4x 4m poles or similar
- Sawdust or markers to indicate Reinback zone.

Features

- Poles or similar, **preferably fixed to ground, in a straight line**
- Distance between poles and zones, as per variations above
- **Only the poles touched during the backward movement are taken into account**
- **The pace of the horse to entering or exiting the obstacle is a free choice**

Objectives

- Obstacle must be negotiated led
- Demonstrate the correct approach of the rider & willingness of the horse
- The rider must face the horse during the rein back

Effectiveness Faults

- Running out or circling before entering the obstacle
- Refusal including stepping back
- Change of gait, including break in forward motion
- Knocking - touching any poles, both horse and rider, until front feet of horse leave the 'zone'
- Horse or rider stepping out, zero score for effectiveness

Style evaluation

- Regular backwards motion
- Good rider position
- Discreet rider aids, voice may be used
- **All methods are accepted if they are discreet**
- **Horse moving backwards in a straight line**

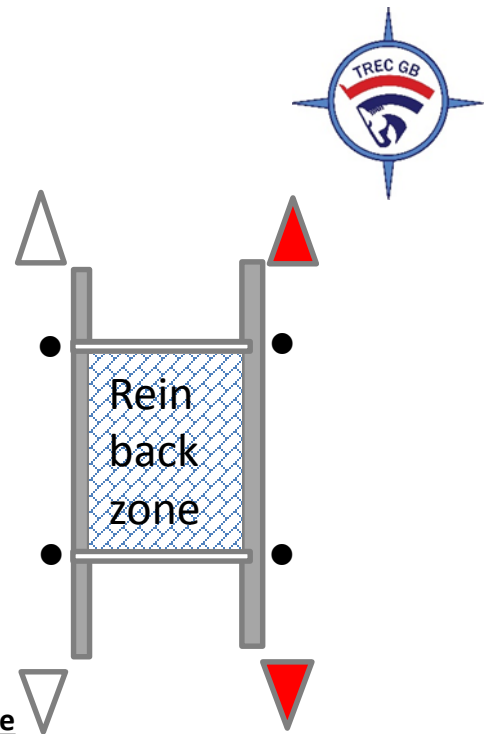
Deductions

-1 for flapping stirrups

Penalties

-5 For Dangerous Method

-5 For Brutality



Turnabout Box – Ridden or Led

Scoring Guidelines: Effectiveness + Style

Equipment

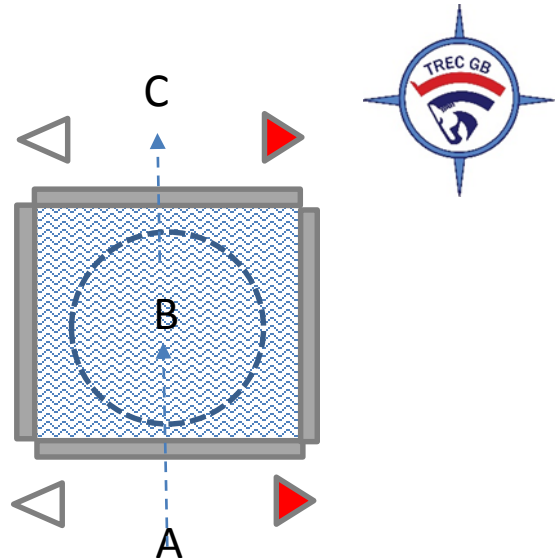
- 2 red flag, 2 white flag, 1 number
- 4 poles or similar to mark the area

Features

- Poles or similar
- Square 'Box' area width - length 3m maximum

Objectives

- Obstacle must be negotiated at walk
- Demonstrate the correct approach of the rider & willingness of the horse
- The horse and rider enter the obstacle at A, ride to towards B, Turn 360° within the Box and exit forwards through C



Effectiveness Faults

- Running out
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Change of gait, including break in forward motion
- **Stepping on, or outside of the marked area, horse or rider, will result in a zero score for effectiveness**

Style evaluation

- Regular movement
- Good rider position
- Horse & rider maintaining balance at all times
- Discreet rider aids

Deductions, led only

-1 Flapping stirrups

Penalties

-5 For Dangerous Method

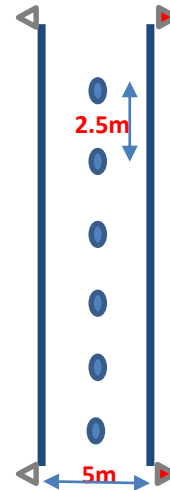
-5 For Brutality

Weave Ridden or Led Arena use ONLY



Scoring Guidelines: Effectiveness + Style

Level	Corridor Width
1 & 2	<u>5m</u> minimum, based on the actual objects used
3 & 4	<u>4m</u> minimum, based on the actual objects used



Equipment

- 2 red flags, 2 white flags, 1 number
- 6 **tall** poles or objects

Features

- Cones, poles or objects placed a minimum 2m apart

Objectives

- Obstacle must be negotiated in walk
- Ride the specified route i.e. Weave through each obstacle
- To demonstrate the flexibility and obedience of your horse by walking around the path of the obstacle
- The dimensions of the obstacle & number of poles may be altered between levels, with minimum dimensions as per diagram

Effectiveness Faults

- Touching cones, poles or objects
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Change of gait or break of pace (resuming walk will not be penalised further)
- If less than half done in walk, zero for obstacle
- Stepping **on or** outside the corridor, will result in a zero score for effectiveness

Style evaluation

- Regular forward motion
- Good rider position, with discreet rider aids
- Horse & rider maintaining balance at all times

Deductions, led only

- 1 Flapping stirrups

Penalties

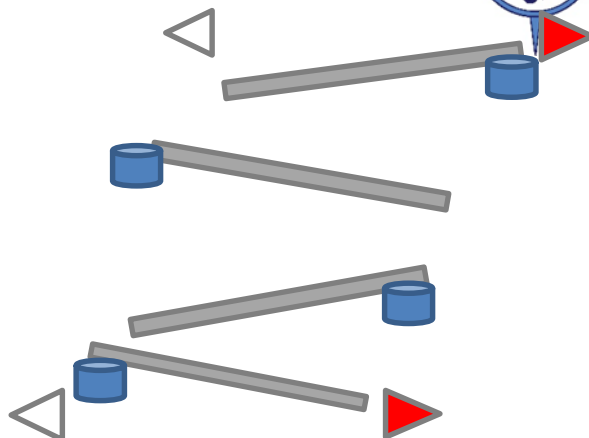
- -5 For Dangerous Method
- -5 For Brutality

Fallen Branches Ridden or Led



Scoring Guidelines: Effectiveness + Style

Level	Suggested Variations
1 & 2	Line of poles, raised on one side max 20cm
3 & 4	Line of poles, raised on one side max 30cm



Equipment

- 2 red flags, 2 white flags, 1 number
- 4 to 6 poles or similar

Features

- The distance between the poles will be determined as per course designer
- On a curve, or straight but not too close
- The path taken can be determined by the riders. But they must go over each pole in order
- Poles raised on alternate ends. Maximum raiser heights as above in variations
- **Poles, or branches, can be offset and do not have to be evenly spaced**

Objectives

- Obstacle must be negotiated in walk
- Demonstrate the correct approach of the rider & willingness of the horse

Effectiveness Faults

- Running out or circling before entering the obstacle
- Refusal including stepping back
- Change of gait, including break in forward motion
- Dislodging the poles, when raised
- Change of gait or break of pace (resuming walk will not be penalised further)
- If less than half done in walk, zero for obstacle

Style evaluation

- Touching the poles
- Regular forward motion
- Good rider position
- Horse & rider maintaining balance at all times
- Discreet rider aids
- Change of gait or break of pace (resuming walk will not be penalised further)
- If less than half done in walk, zero for obstacle

Deductions, led only

- -1 Flapping stirrups

Penalties

- 5 For Dangerous Method
- 5 For Brutality



Teardrop Arena use only

Scoring Guidelines: Effectiveness + Gait

L1	One Handed – or Both
L2 – L4	One Handed – or Both

Gait (G)	Points
Walk	-2
Trot	0
Canter	+3

Equipment

- 2 red flags, 2 white flags, 1 number
- Cone/Barrel

Features

- Go around cone & return, on either rein
- Recommended distance 10m for L1 & L2
- Recommended distance 15m for L3 & L4
- Entrance/exit, 3m wide
- Entrance gate 2m for L4

Objectives

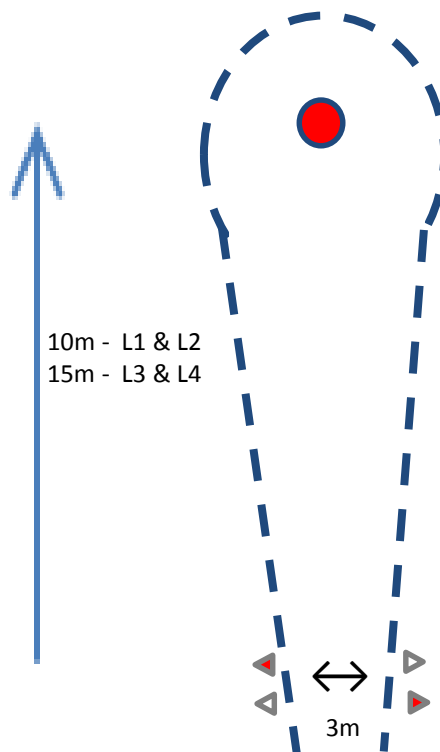
- To show the appropriateness of the rider's aids & obedience of the horse when asked to turn around the cone/marker, back to finish
- Ride at chosen pace turn around the marker & return in the original pace
- Riders choice of rein, free choice of circle size, to suit rider/horse
- **Course designer to specify how many hands are to be used, to be shown on course plan**

Effectiveness Faults

- Change of gait, including break in forward motion
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Knocking over or touching the Barrel

Penalties

- 5 For Dangerous Method
- 5 For Brutality



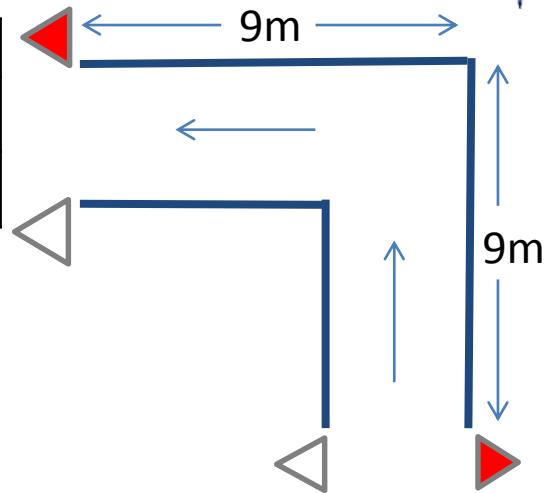
Ridden L

Scoring Guidelines: Effectiveness + Gait



Level	Suggested Variations
1 & 2	<u>Corridor width 2m in 3m Out</u>
3 & 4	<u>Corridor width, 2m in 2m Out</u>

Gait (G)	Points
Walk	-2
Trot	0
Canter	+3



Equipment

- 2 red flags, 2 white flags, 1 number
- 4 poles or markers

Features

- Gaited corner, L shape
- Can be ridden on either rein, as indicated by course designer

Objectives

- To show the appropriateness of the rider's aids & obedience of the horse
- Ride at chosen pace between start and finish

Effectiveness Faults

- Change of gait, including break in forward motion
- Touching the poles
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Stepping out of the marked area, zero score for effectiveness

Penalties

- -5 For Dangerous Method
- -5 For Brutality

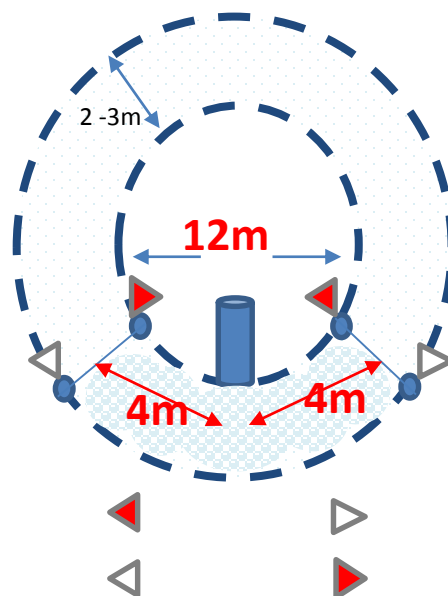


Roundabout

Scoring Guidelines: Effectiveness + Gait

L1	Both Hands
L2 – L4	One Handed

Gait (G)	Points
Walk	-2
Trot	0
Canter	+3



Equipment

- 4 red flags, 4 white flags, 1 number
- Cone/Barrel
- Markers for corridor

Features

- Inner circle **12m** minimum diameter
- Barrel or similar to mark Start & Finish
- A minimum of **4m** each side of the barrel will not be judged
- **The rider must stop at the barrel when starting/finishing the obstacle as is intended**

Objectives

- To show the appropriateness of the rider's aids & obedience of the horse
- Ride and maintain chosen pace around the marked corridor
- The direction of travel will be chosen by the course designer
- Pace must be maintained until rear legs are clear of the finish markers

Effectiveness Faults

- Change of gait, including break in forward motion.
- **The whole horse must cross the start and finish lines in their chosen gait**
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Knocking over the Barrel, **will result in a zero score**
- Stepping on outer or inner corridor markers, or outside of either, will result in a zero score
- **L2 – L4 Only. If an object is used, but dropped or not placed back on the barrel correctly, will result in a zero score.**

Penalties

- 5 For Dangerous Method
- 5 For Brutality

Arena Immobility – In Hand

Scoring Guidelines: Time Obstacles

Equipment required

- 2 stopwatches
- 2 cones or similar
- 2 Red flags, 2 white flags, 1 number
- Cones or sand to mark 'zone' 1m Diameter

Objectives

- Demonstrate the obedience and calmness of the horse
- When they are asked to stand in one place while the rider moves away.
- Horse to remain still, 10 seconds for maximum score

Procedure

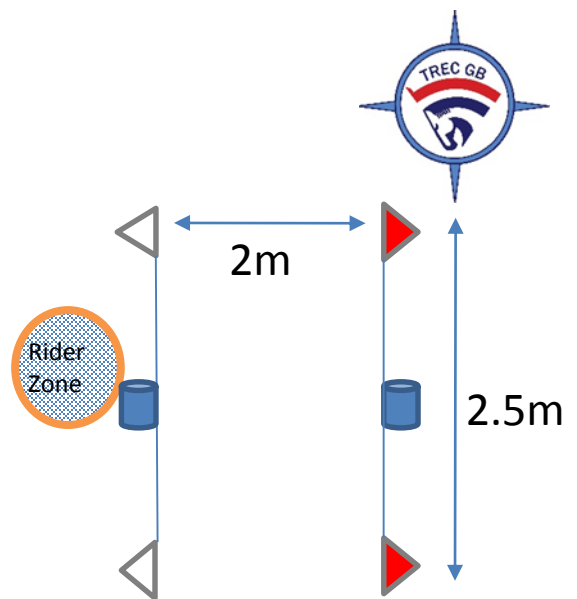
- The rider has 10 seconds to position the horse between the markers/cones and to step into their zone. If they exceed 10 seconds then zero for the obstacle
- The 1st timer starts when either horse or rider enters the obstacle flags
- The 1st timer stops and 2nd timer starts as soon as the rider steps into their zone
- The 2nd timer stops when the rider moves to intervene, steps out of their zone, or when a horse's hoof moves, either forwards, backwards or sideways
- The reins/rope should still be held throughout, though they should be loose without a 'contact'. Points will be deducted if they are considered tight
- Use of the voice is authorised, but no hand signals, or body movements to encourage the horse to remain 'parked'
- When notified the time is up horse and rider can leave the obstacle through the marked exit

Deductions

- -1 for flapping stirrups
- -1 to -3 for tight reins

Penalties

- 5 For Dangerous Method
- 5 For Brutality



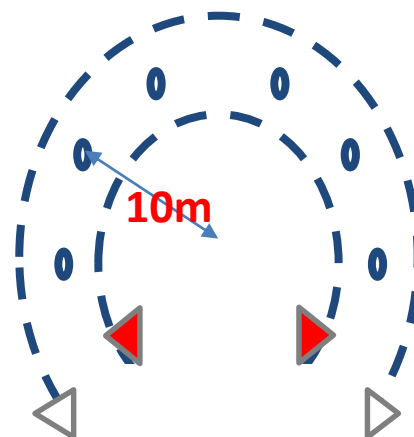


Horseshoe Bending (Outdoors Only)

Scoring Guidelines: Effectiveness + Gait

	Distance between poles
L1 – L2 – L3	<u>8m</u>
L4	<u>7m</u>

Gait (G)	Points
Walk	-2
Trot	0
Canter	+3



Equipment

- 2 red flags, 2 white flags, 1 number
- 6 poles or similar

Features

- Bending obstacle, performed in a horseshoe shape
- Corridor Width 4m minimum
- Distance between poles, 7 – 8m depending on level
- Middle of Obstacle to poles, 10m
- Start /Finish Flags 5m from First/Last pole
- Can be ridden on either rein, as indicated by course designer

Objectives

- To show the appropriateness of the rider's aids & obedience of the horse
- Weave through/past each pole alternately

Effectiveness Faults

- Change of gait, including break in forward motion
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Touching the poles
- Stepping on or outside corridor, results in a zero score for effectiveness

Penalties

- 5 For Dangerous Method
- 5 For Brutality