



# TREC GB Temporary Local Obstacles

Two obstacles that are in this list may be used in either the Summer or Winter series competitions. Clubs can include local obstacles of their own, however, a maximum of 2 local obstacles (including those within this document) may be used per level/class. Please see rule 6.3.2 on page 40 of the 6<sup>th</sup> Edition British TREC Rulebook (<https://trecgb.com/rules/>)

TREC GB National and Grassroots Championships may only use the obstacles listed in Appendix 6: PTV Obstacles of the 6<sup>th</sup> Edition British TREC Rulebook.

The marking scheme for any obstacles being used that are not in the Rulebook must be made available to the riders before the start of the PTV phase.

# 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

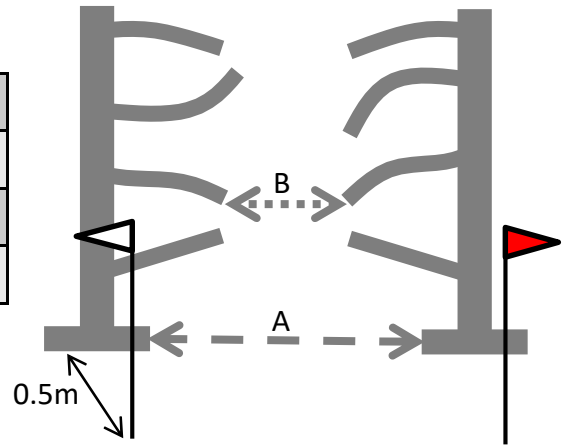
- Regular forward motion
- Good rider position
- Horse & rider maintaining balance at all times
- Horse moving in a straight line
- Discreet rider aids

### 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

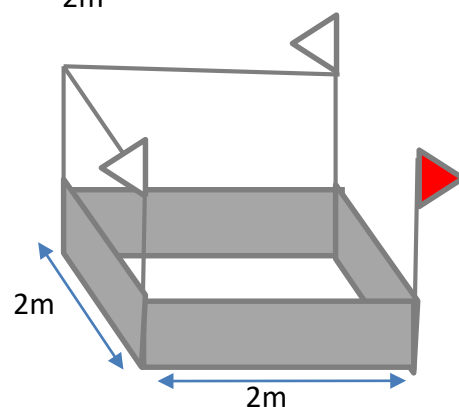
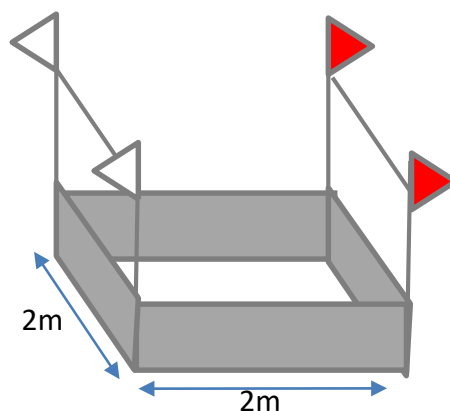
- Knocking the boards **-1 for each touch of the boards**
- Regular forward motion
- Good rider position
- Horse & rider maintaining balance at all times
- Horse moving in a straight line
- Discreet rider aids

### Deductions, led only

- 1 Flapping stirrups

### Penalties

- 5 For Dangerous Method
- 5 For Brutality

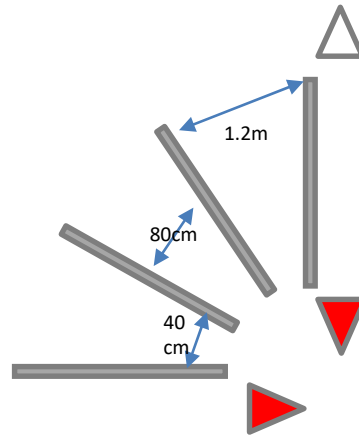


# Kilnhanger Steps (Tree Roots)



## 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

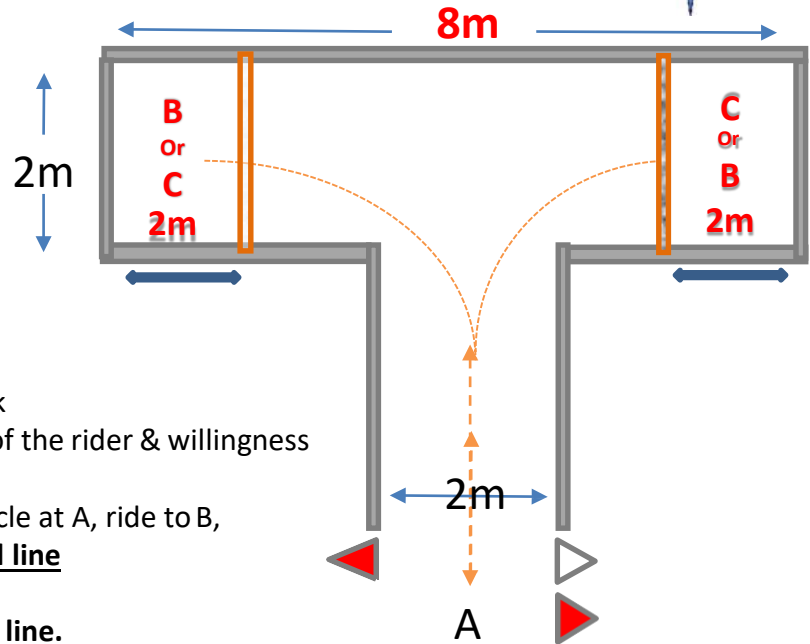
- 2 red flag, 2 white flag, 1 number
- 8 poles or similar

### 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	<b>Width 90cm</b>	<b>Reinback 3m</b>

### 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**

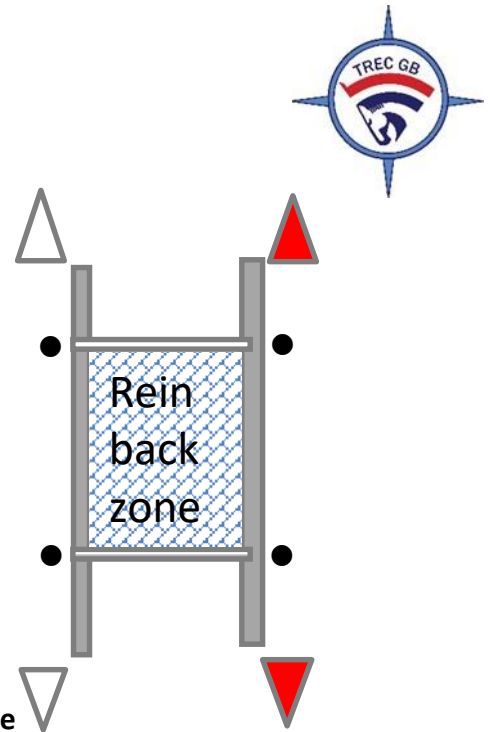
### Deductions

-1 for flapping stirrups

### Penalties

-5 For Dangerous Method

-5 For Brutality



# Turnabout Box – Ridden or Led

## Scoring Guidelines: Effectiveness + Style

### Equipment

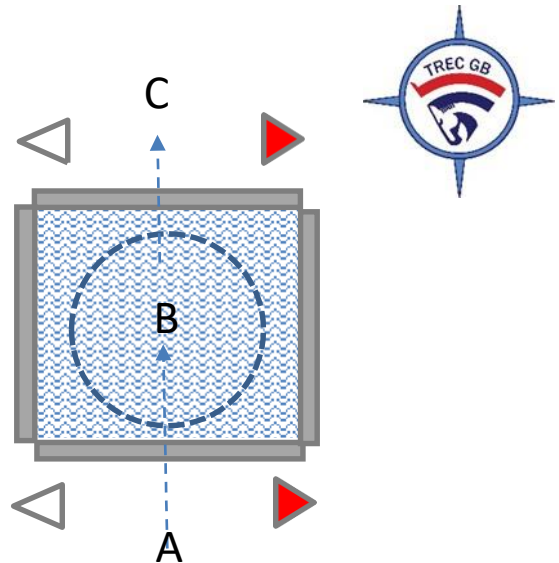
- 2 red flag, 2 white flag, 1 number
- 4 poles or similar to mark the area

### 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

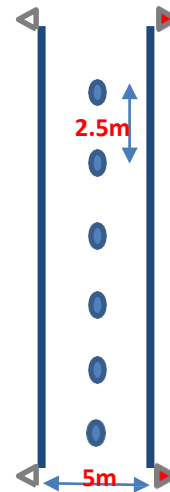
-5 For Brutality

# 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

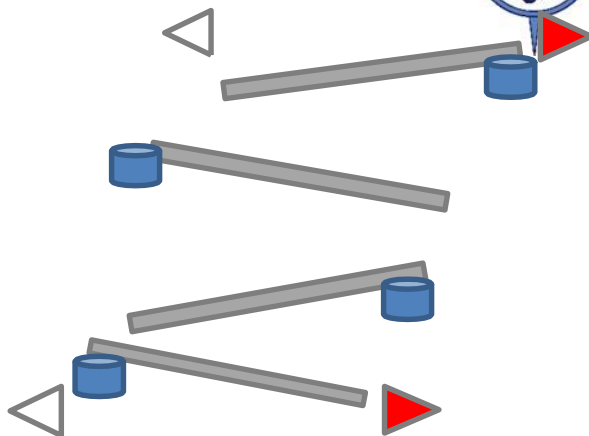


# Fallen Branches Ridden or Led



## 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

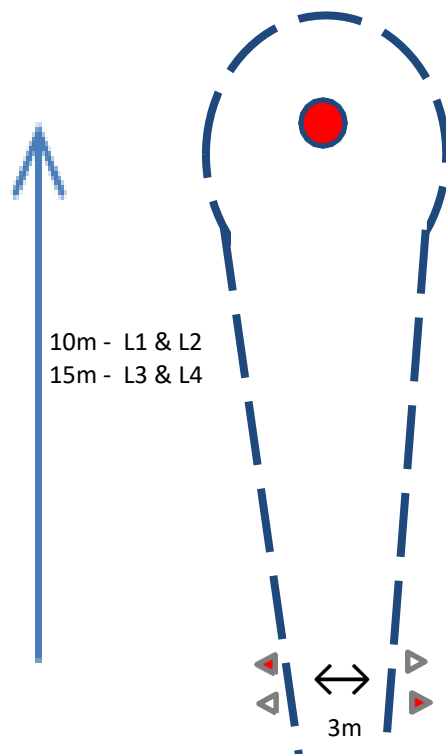
- To show the appropriateness of the rider's aids & obedience of the horse when asked to turn around the cone/marker, back to finish
- Ride at chosen pace turn around the marker & return in the original pace
- Riders choice of rein, free choice of circle size, to suit rider/horse
- **Course designer 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



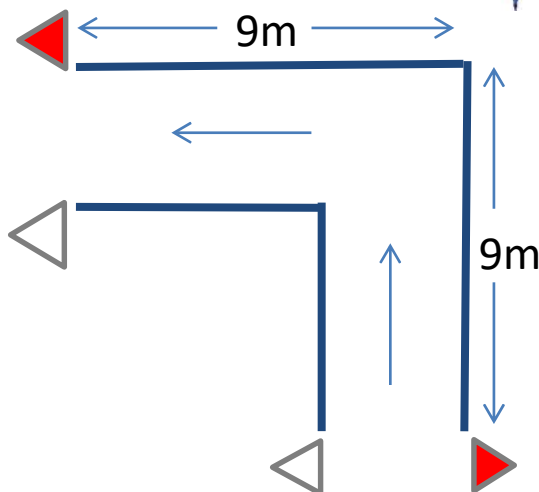
# Ridden L

## 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

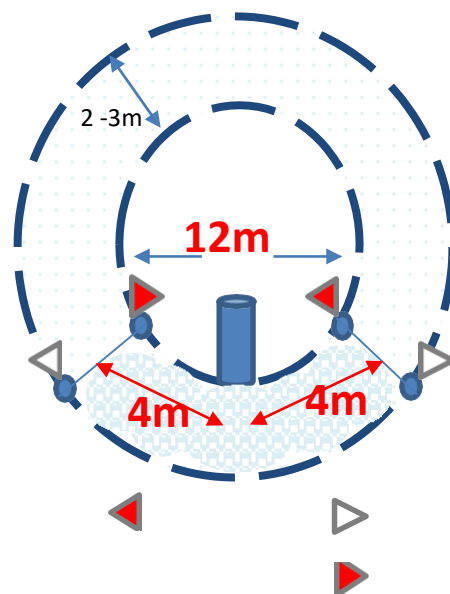


# Roundabout

## 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

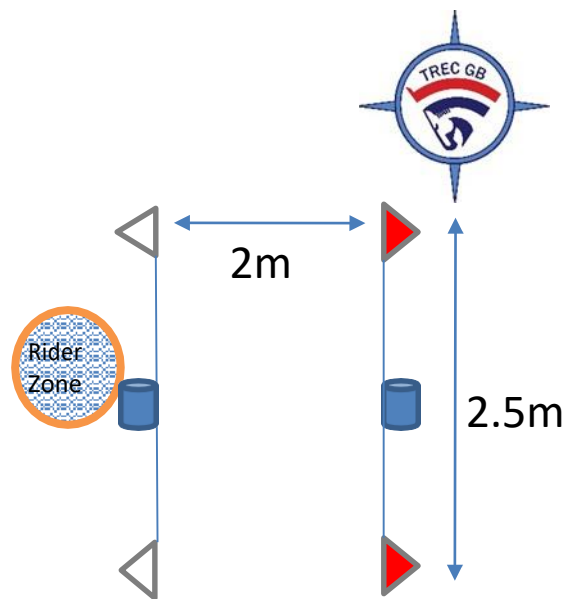
- The rider has 10 seconds to position the horse between the markers/cones and to step into their zone. If they exceed 10 seconds then zero for the obstacle
- The 1<sup>st</sup> timer starts when either horse or rider enters the obstacle flags
- The 1st timer stops and 2nd timer starts as soon as the 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



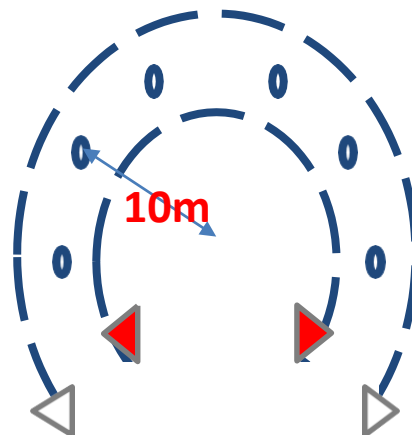


# Horseshoe Bending (Outdoors Only)

## 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