

Bramble Tangle Ridden or Led



Scoring Guidelines: Effectiveness + Style

Suggested variations for levels:

Level	Height	Width A	Width B
1	1.2m	1.5m	0.7m
2	1.2m	1.3m	0.5m
3	1.5m	1.2m	0.3m

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 0.3 - 0.7m
- 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

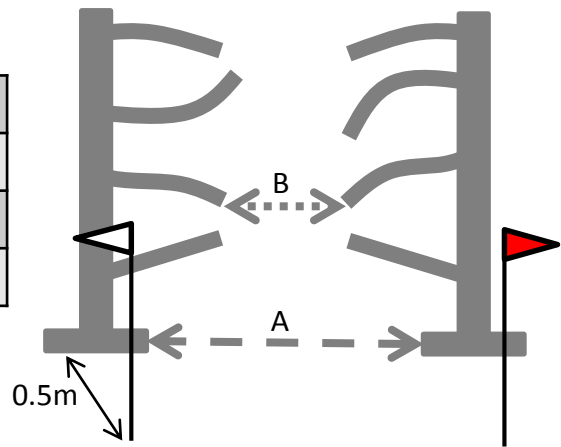
- Regular forward motion
- Good rider position
- Horse & rider maintaining balance at all times
- Horse moving in a straight line
- Discreet rider aids

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 0.3m, 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
- Regular forward motion
- Good rider position
- Horse & rider maintaining balance at all times
- Horse moving in a straight line
- Discreet rider aids

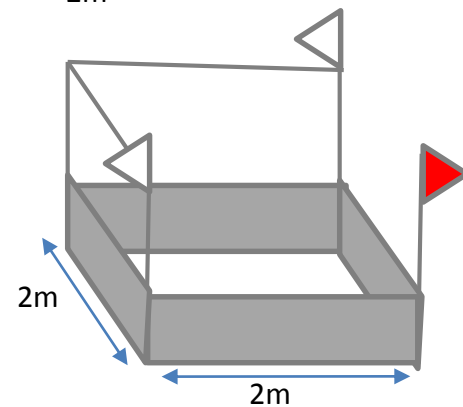
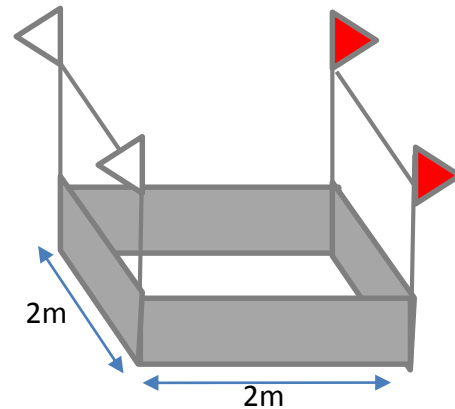
Deductions, led only

-1 Flapping stirrups

Penalties

-5 For Dangerous Method

-5 For Brutality



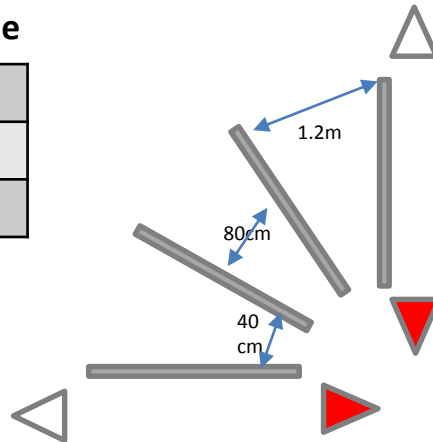
Kilnhanger Steps (Tree Roots)

(As poles may need moving too often, this can only be used if it is manned by 2 members from the same household.)



Scoring Guidelines: Effectiveness + Style

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

Sidepass - Ridden or Led

Scoring Guidelines: Effectiveness + Style

Suggested variations for levels:

Level	
All Levels	As diagram 1, min 2m distance either direction
2+	Min 2m distance, as diagram 2, entry/exit may change, as per course designer.

Equipment

- 2 red flags, 2 white flags, 1 number
- 1 pole/bar .If a round pole used, it must be fastened to the ground,
- If the ground doesn't allow fixing, a D Rail or similar must be used.

Features

- Step sideways along marked area of a bar placed on the ground, minimum distance 2m, maximum 4m

Objectives

- To show the appropriateness of the rider's aids & obedience of the horse when asked to step sideways
- Judging will commence when the horses' front feet are over the bar outside the marked area & will finish when the horse has side passed along the marked length of the bar
- The rider may exit at any gait but must go through the exit flags

Effectiveness Faults

- Running out or circling before entering the obstacle
- Refusal including stepping back
- Knocking or stepping over the pole whilst in the marked area
- Pausing in movement whilst performing the sidepass

Style evaluation

- Regular sideways motion
- Good rider position
- Horse & rider maintaining balance at all times
- Discreet rider aids
- Calmness & accuracy of the combination

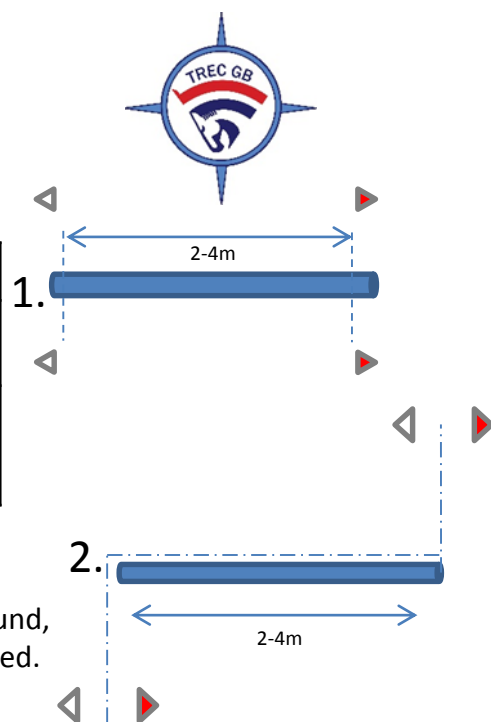
Deductions – Led Obstacle

-1 for flapping stirrups

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,
- Rein Back towards C then exit the obstacle forwards through A
- Led only. 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
 - 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

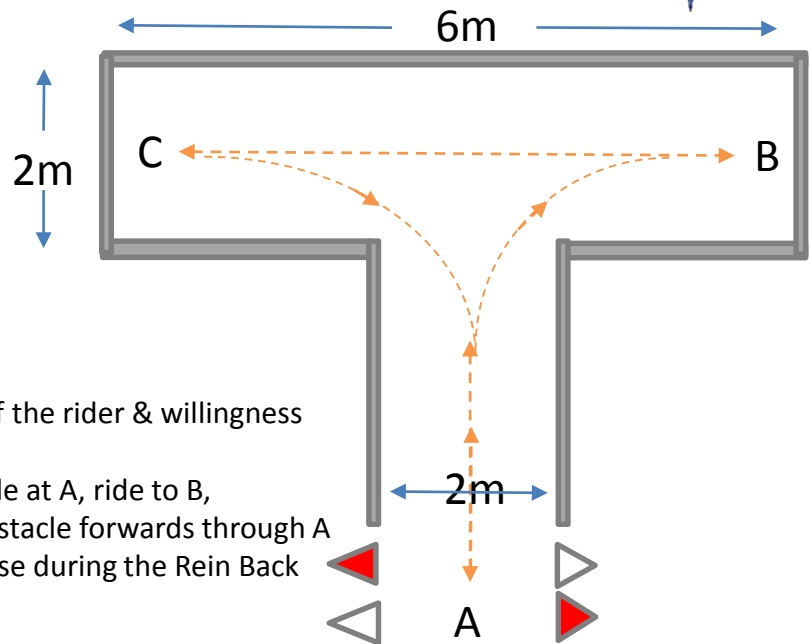
Deductions, led only

-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 80cm	Reinback 3m - 4m

Equipment

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

Features

- Poles or similar
- Distance between poles and zones, as per variations above

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 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
- The rider may use light pressure on either the reins or the lead rope

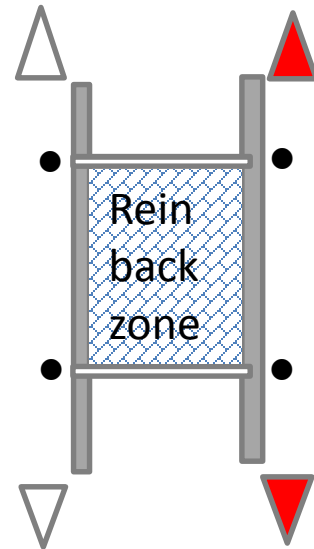
Deductions

-1 for flapping stirrups

Penalties

-5 For Dangerous Method

-5 For Brutality



Turnabout Box – Ridden or Led

Scoring Guidelines: Effectiveness + Style

Equipment

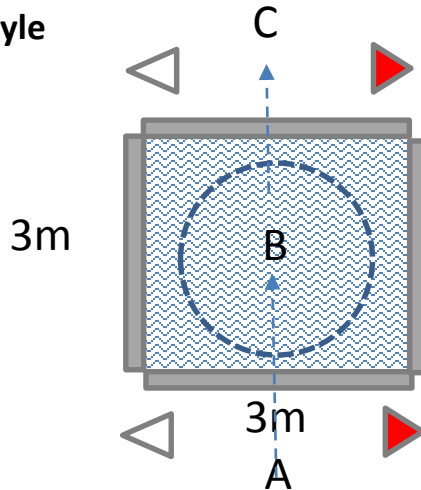
- 2 red flag, 2 white flag, 1 number
- 4 poles or similar to mark the area

Features

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

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
- Knocking the poles, or stepping on the marked lines
(poles knocked whilst entering or exiting the area, are not counted)
- Stepping out of the marked area, horse or rider, when led, 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



Scoring Guidelines: Effectiveness + Style

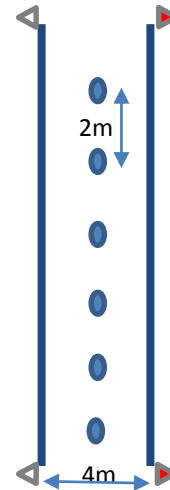
Level	Corridor Width
1 & 2	4m minimum, based on the actual objects used
3 & 4	3m minimum, based on the actual objects used

Equipment

- 2 red flags, 2 white flags, 1 number
- 6 Cones, 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 the corridor poles
- 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 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

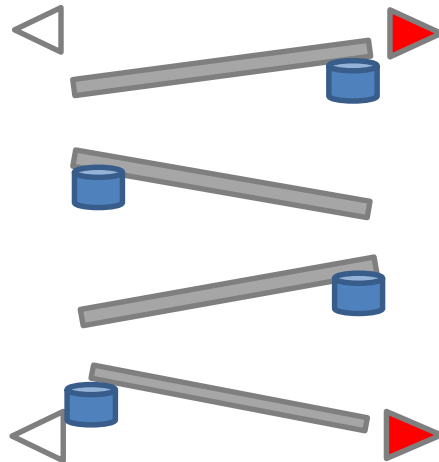
Fallen Branches Ridden or Led

As poles may need moving too often, this can only be used if it is manned by 2 members from the same household.



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

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

L Shaped Reinback

Scoring Guidelines: Effectiveness + Style

Level	Suggested Variations
1	Led ONLY
2	Corridor width 2m – 3m
3 & 4	Corridor width 1.5m – 2m

Equipment

- 2 red flags, 2 white flags, 1 number
- 4 poles or markers
- Markers for rein back zone

Features

- The horse and rider enter the obstacle, by riding between the poles, until the horse's front feet are over the furthest ('start') line.
- They then rein back, negotiating the corner, the length of the rein back zone, until the horse's front feet are behind the nearer ('finish') line
- Rider to exit forwards, when the course allows

Objectives

- To show the appropriateness of the rider's aids & obedience of the horse
- Judging will commence when the horse's front feet are over the start line and finish when both the horse's front feet are behind the finish line
- Touching the bars before and after the reining back zone is not counted (unless a foot is in the zone)
- Only the rein back is evaluated
- The gait that the horse enters and leaves the obstacle is not fixed

Effectiveness Faults

- Change of gait, including break in forward motion, (one break in backward motion allowed to negotiate around corner)
- Touching the poles
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Stepping outside of the obstacle, zero score for effectiveness

Style evaluation

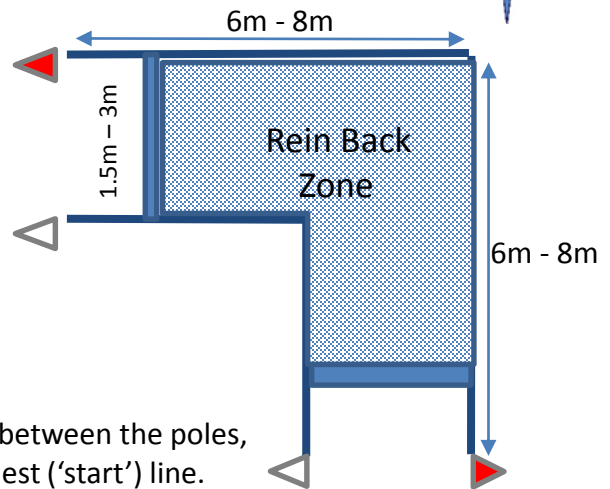
- Regular backward motion and impulsion
- Good rider position
- Discreet rider aids

Deductions, led only

- -1 Flapping stirrups

Penalties

- -5 For Dangerous Method
- -5 For Brutality





Teardrop

Scoring Guidelines: Effectiveness + Gait

L1	Both Hands
L2 – L4	One Handed

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

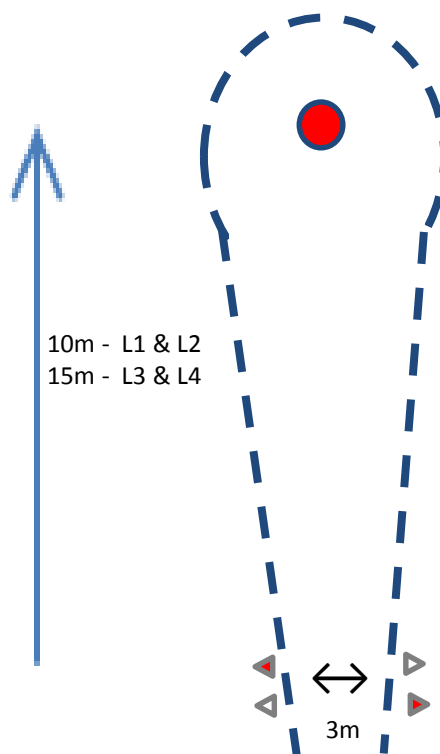
- To show the appropriateness of the rider's aids & obedience of the horse when asked to turn around the cone/marker, back to finish
- Ride at chosen pace turn around the marker & return in the original pace
- Riders choice of rein, free choice of circle size, to suit rider/horse

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

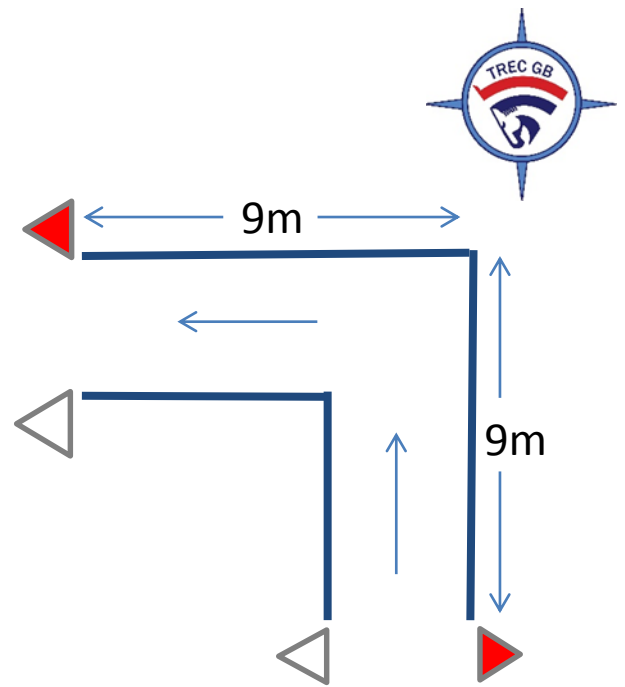


Ridden L

Scoring Guidelines: Effectiveness + Gait

Level	Suggested Variations
1 & 2	Corridor width 3m
3 & 4	Corridor width, 2m in 3m Out

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

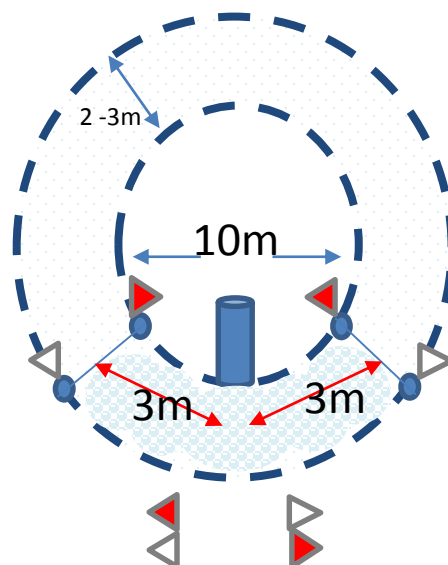


Roundabout

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 10m minimum diameter
- Barrel or similar to mark Start & Finish
- A minimum of 3m each side of the barrel will not be judged
- The rider must start/finish from the barrel.

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
- **L2 – L4 Only. An object may be on the barrel, this must be carried in the free hand and placed safely back on the barrel. NB. Only when conditions allow.**

Effectiveness Faults

- Change of gait, including break in forward motion
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Knocking over the Barrel
- 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. NB. Only when conditions allow.**

Penalties

- 5 For Dangerous Method
- 5 For Brutality

Park your Horse – 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

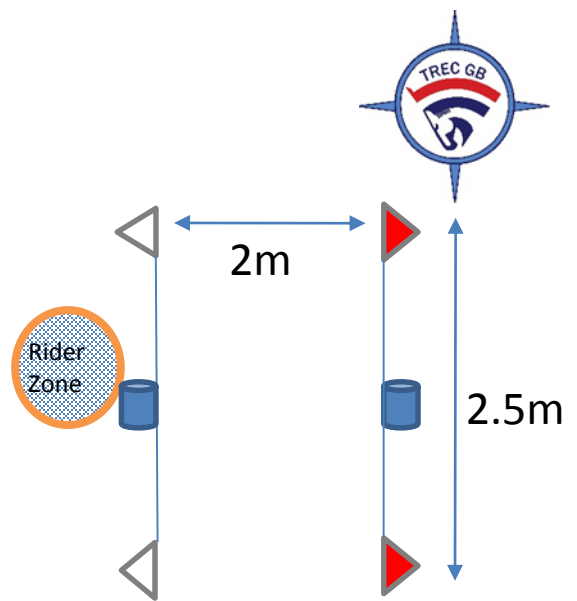
- The rider has 10 seconds to position the horse between the markers/cones and to step into their zone. If they exceed 10 seconds then zero for the obstacle
- The 1st timer starts when either horse or rider enters the obstacle flags
- The 1st timer stops and 2nd timer starts as soon as the rider steps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



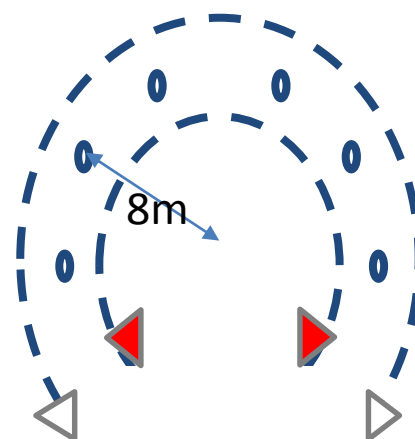


Horseshoe Bending (Outdoors Only)

Scoring Guidelines: Effectiveness + Gait

	Distance between poles
L1 – L2 – L3	7m
L4	6m

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, 6 – 7m depending on level
- Middle of Obstacle to poles, 8m
- 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

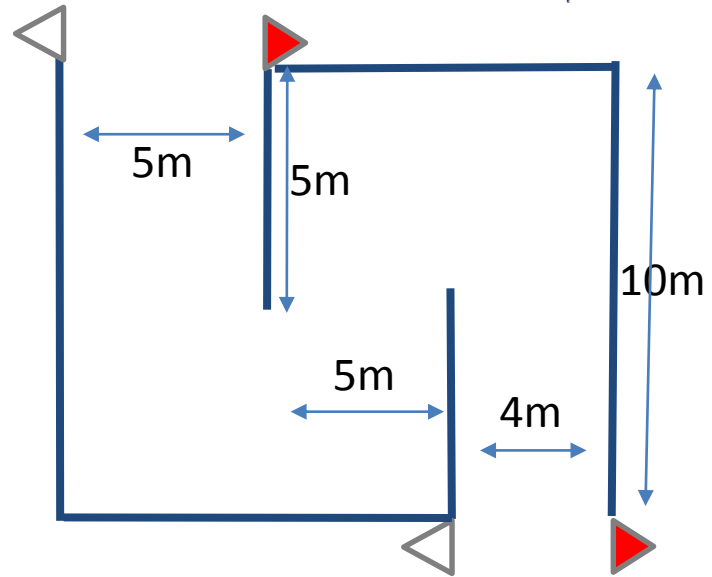
Double U Bend (Outdoors Only)



Scoring Guidelines: Effectiveness + Gait

Level	Suggested Variations
1 & 2	All Corridors width 5m
3 & 4	Corridor width, 4m in 5m Out

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



Equipment

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

Features

- Gaited corner, double U shape
- Can be ridden on either rein, as indicated by course designer e.g. right rein first

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 over centre poles
- Stepping out of the marked area, zero score for effectiveness

Penalties

- -5 For Dangerous Method
- -5 For Brutality