



IMMOBILITY / IN-HAND



**Levels
1 - 4**

Dimensions are the same for all levels

Description

Two concentric circles marked on the ground. The inner circle is 4 m in diameter. The outer circle is 8 m in diameter. The rider earns 1 point per second (up to 10) that the horse stays within the inner circle.

Objective

To demonstrate the obedience and calmness of the horse.

Rules

- The rider may enter the obstacle either mounted or leading the horse. If leading, stirrups without fenders must be secured.
- When the horse or rider enters the inner circle, the first timer is started
- The rider has 10 seconds to position the horse and come out of the inner circle
- When the rider is between the two circles, a neutral non-timed zone, any intervention toward the horse by the rider is considered a fault
- When the rider comes out of the outer circle, the second (points) timer is started and the rider must remain immobile
- The timer stops when the rider intervenes or when the horse steps out of the inner circle
- The reins must be left free on the neck or looped through the bridle. Ground tying is not allowed.
- Calm use of the voice is permitted

Effectiveness Faults

- Horse moves within inner circle
- Horse puts its head down to graze
- Running out
- Error of course corrected
- Refusal
- Stepping back (before entering)
- Circling (before entering)

Penalties

Zero Overall Score

- Rider takes more than 10 seconds to position horse
- Reins not free on the neck or looped through the bridle

Points Subtracted

- -1 - Flapping stirrups
- -5 - Brutality
- -5 - Dangerous riding/handling



Obstacle #:

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Judge:

	Rider #					
Time						
Seconds	Total T					
Effectiveness						
Correct	-					
1 Fault	-3					
2 Faults	-6					
3 Faults	X					
	Total E					
Penalties						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
> 10 sec position	X					
Incorrect reins	X					
Fall of rider/horse	Excused					
	Total P					
Score	T + E + P =					

Observations (Rider #, Comment):