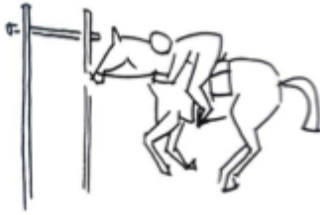




LOW BRANCHES



Level 1	Branches 50 cm above the horse's withers
Level 2	Branches 40 cm above the horse's withers
Level 3	Branches 30 cm above the horse's withers
Level 4	Branches 20 cm above the horse's withers

Description

A series of three to five movable low branches placed in a straight line on level ground.

Objective

To pass under the low branches without knocking them off while keeping to the initially chosen gait. The gait chosen by the rider impacts the score.

Features

- Width: minimum 2 m
- Branches placed at regular intervals 1 to 2 m apart
- Height of branches based on horse height and rider level (see table above)

Choice of Gait

Levels 1 & 2

- 10 possible points - Canter
- 7 possible points - Trot
- 5 possible points - Walk

Levels 3 & 4

- 10 possible points - Canter
- 5 possible points - Trot

If there is a break in gait, the lowest speed is used for scoring regardless of recovery of original gait.

Effectiveness Faults

- Knocking down one or several branches
- Break of gait
- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

- -5 - Brutality
- -5 - Dangerous riding



Obstacle #:

LOW BRANCHES

Judge:

	Rider #					
Effectiveness						
Correct	7					
1 Fault	4					
2 Faults	1					
3 Faults	X					
	Total E					
Gait						
	L1/L2	L3/L4				
Canter	3	3				
Trot	-	-2				
Walk	-2	X				
	Total G					
Penalties						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + G + P =					

Observations (Rider #, Comment):