



MOUNTING



Levels
1 - 4

Dimensions are the same for all levels

Description

A 2.5 m diameter circle marked on level ground. The rider has 15 seconds, from the horse's first foot entering the circle, to mount the horse. **A mounting block may be provided for levels 1 - 3.**

Objective

To demonstrate the obedience and calmness of the horse and the precision of the rider.

Rules

- Riders may enter mounted or in-hand
- If entered mounted, both feet of the rider must touch the ground when dismounting
- If entered in-hand, stirrups without fenders must be secured.
- **If a mounting block is provided, the obstacle must be entered in hand and the block may not be moved**
- The course designer may designate the side to mount from. If not designated, the choice is left to the rider
- The rider may vault on the horse
- Mounting is considered complete when the rider has put both feet into the stirrups
- The horse should not move any of its feet once the rider has addressed it for mounting

Style Evaluation

- Horse and rider maintain balance
- Rider mounts softly and quietly
- Rider's foot does not touch the ground after starting to mount

Effectiveness Faults

- Each time the horse moves a foot (fly stomping is not considered a fault)
- Running out
- Error of course corrected
- Refusal
- Stepping back (before entering)
- Circling (before entering)

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

- -1 - Per second over time limit (up to 10)
- -1 - Flapping stirrups (if entered in-hand)
- -3 - Loose girth
- **-5 - Moving mounting block**
- -5 - Brutality
- -5 - Dangerous riding



Obstacle #:

Judge:

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	Rider #					
Effectiveness						
Correct	7					
1 Fault	4					
2 Faults	1					
3 Faults	X					
	Total E					
Style						
Very good	3					
Quite good	2					
Good	1					
Average	-					
Mediocre	-1					
Bad	-2					
	Total S					
Penalties						
Each sec over	-1					
Flapping stirrups	-1					
Loose girth	-3					
Moving block	-5					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):