



BANK DOWN / IN-HAND



Level 1	Max height 60 cm
Level 2	Max height 75 cm
Level 3	Max height 90 cm
Level 4	Max height 110 cm

Description

A stepped change in ground level, such as a wall or embankment, with a distinct fixed edge. Obstacle to be negotiated from high ground to low ground. Stirrups without fenders must be secured.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse. Horse to follow on a loose rein, maintaining a respectful distance from the rider. Changes in gait and jumping from a standstill are permitted.

Features

- Distinct drop down
- Stable ground with a fixed edge and safe take-off and landing
- Front width: 2 to 3 m
- Maximum height based on rider level (see table above)
- Route for the rider provided as appropriate. This route not to be taken by the horse

Style Evaluation

- Regular forward motion
- Correct rider position, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids
- Progression on loose reins
- Horse's nose stays behind rider's shoulder

Effectiveness Faults

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

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



Obstacle #:

BANK DOWN / IN-HAND

Judge:

	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						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



BANK DOWN / RIDDEN



Level 1	Max height 60 cm
Level 2	Max height 75 cm
Level 3	Max height 90 cm
Level 4	Max height 110 cm

Description

A stepped change in ground level, such as a wall or embankment, with a distinct fixed edge. Obstacle to be negotiated from high ground to low ground.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse. To highlight the rider's ability to maintain control while jumping. Changes in gait and jumping from a standstill are permitted.

Features

- Distinct drop down
- Stable ground with a fixed edge and safe take-off and landing
- Front width: 2 to 3 m
- Maximum height based on rider level (see table above)

Style Evaluation

- Regular forward motion
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- 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 #:

BANK DOWN / RIDDEN

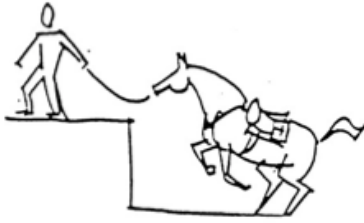
Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



BANK UP / IN-HAND



Level 1	Max height 60 cm
Level 2	Max height 75 cm
Level 3	Max height 90 cm
Level 4	Max height 110 cm

Description

A stepped change in ground level, such as a wall or embankment, with a distinct fixed edge. Obstacle to be negotiated from low ground to high ground. Stirrups without fenders must be secured.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse. Horse to follow on a loose rein, maintaining a respectful distance from the rider. Changes in gait and jumping from a standstill are permitted.

Features

- Distinct step up
- Stable ground with a fixed edge and safe take-off and landing
- Front width: 2 to 3 m
- Maximum height based on rider level (see table above)
- Route for the rider provided as appropriate. This route not to be taken by the horse

Style Evaluation

- Regular forward motion
- Correct rider position, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids
- Progression on loose reins
- Horse's nose stays behind rider's shoulder

Effectiveness Faults

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

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



Obstacle #:

BANK UP / IN-HAND

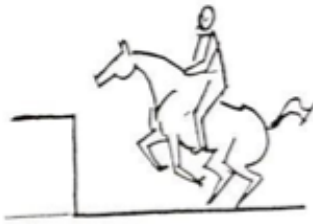
Judge:

	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						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



BANK UP / RIDDEN



Level 1	Max height 60 cm
Level 2	Max height 75 cm
Level 3	Max height 90 cm
Level 4	Max height 110 cm

Description

A stepped change in ground level, such as a wall or embankment, with a distinct fixed edge. Obstacle to be negotiated from low ground to high ground.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse. To highlight the rider's ability to maintain control while jumping. Changes in gait and jumping from a standstill are permitted.

Features

- Distinct step up
- Stable ground with a fixed edge and safe take-off and landing
- Front width: 2 to 3 m
- Maximum height based on rider level (see table above)

Style Evaluation

- Regular forward motion
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- 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 #:

Judge:

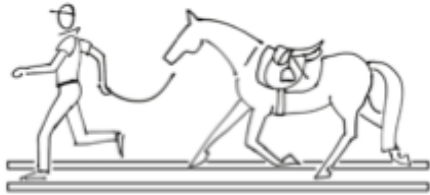
BANK UP / RIDDEN

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



CORRIDOR / IN-HAND



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A corridor marked by poles placed on level ground in a straight line. The poles must be fixed to the ground. Stirrups without fenders must be secured.

Objective

To lead the horse through the corridor without touching the poles and keeping to the initially chosen gait. The gait chosen by the rider impacts the score.

Features

- Length: 8 m
- Width between poles: 50 cm

Choice of Gait

All Levels

- 10 possible points - Trot
- 5 possible points - Walk

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

Effectiveness Faults

- Touching pole(s) (horse or rider)
- Break of gait
- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

- -1 - Flapping stirrups
- -3 - Incorrect leading (horse's nose passes rider's shoulder / tense reins)
- -5 - Brutality
- -5 - Dangerous handling



Obstacle #:

CORRIDOR / IN-HAND

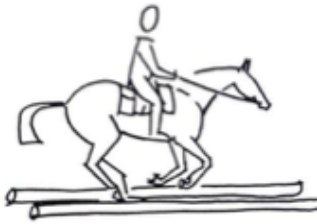
Judge:

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

Observations (Rider #, Comment):



CORRIDOR / RIDDEN



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A corridor marked by poles placed on level ground in a straight line. The poles must be fixed to the ground.

Objective

To move through the corridor without touching the poles and keeping to the initially chosen gait. The gait chosen by the rider impacts the score.

Features

- Length: 8 m
- Width between poles: 50 cm

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

- Touching the pole(s)
- 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 #:

CORRIDOR / RIDDEN

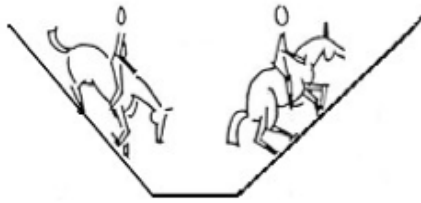
Judge:

	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):



DIP



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A downhill slope followed by an uphill slope with a marked obstacle route 2 to 4 m wide.

Objective

To show the horse's correct balance and the correct posture of the rider while keeping to the initially chosen gait. The gait chosen by the rider does not impact the score.

Features

- Level ground
- Slopes: 30° to 40°
- Length: 5 to 6 m for each of the slopes

Style Evaluation

- Regular forward motion
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance on and between the slopes
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- 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 #:

DIP

Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



DITCH / IN-HAND



Level 1	Max width 60 cm
Level 2	Max width 75 cm
Level 3	Max width 90 cm
Level 4	Max width 110 cm

Description

A ditch with distinct edges, with or without water, for the horse to jump or step across. Take off and landing level with the ground surface. Stirrups without fenders must be secured.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse. Horse to follow on a loose rein, maintaining a respectful distance from the rider. Changes in gait and jumping from a standstill are permitted.

Features

- Distinct fixed edges
- Stable ground and safe take-off and landing
- Front width: 3 to 4 m
- Maximum width across based on rider level (see table above)
- Route for the rider provided as appropriate. This route not to be taken by the horse

Style Evaluation

- Regular forward motion
- Correct rider position, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids
- Progression on loose reins
- Horse's nose stays behind rider's shoulder

Effectiveness Faults

- Foot in ditch (horse)
- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

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



Obstacle #:

DITCH / IN-HAND

Judge:

	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						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



DITCH / RIDDEN



Level 1	Max width 60 cm
Level 2	Max width 75 cm
Level 3	Max width 90 cm
Level 4	Max width 110 cm

Description

A ditch with distinct edges, with or without water, for the horse to jump or step across. Take off and landing level with the ground surface.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse. To highlight the rider's ability to maintain control while jumping. Changes in gait and jumping from a standstill are permitted.

Features

- Distinct fixed edges
- Stable ground and safe take-off and landing
- Front width: 3 to 4 m
- Maximum width across based on rider level (see table above)

Style Evaluation

- Regular forward motion
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- Foot in ditch
- 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 #:

DITCH / RIDDEN

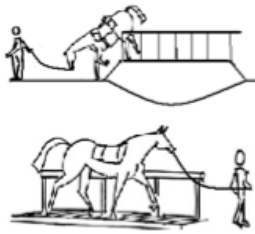
Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



FOOTBRIDGE / IN-HAND



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A footbridge on the ground, across a stream, or between two banks. Stirrups without fenders must be secured. Must be negotiated at the walk.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse. Horse to follow on a loose rein, maintaining a respectful distance from the rider.

Features

- Length: 5 m
- Width: approx 1 m
- Height above ground: 0.5 to 1.2 m
- One or two handrails approx 1 m high

Style Evaluation

- Regular forward motion
- Correct rider position, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids
- Progression on loose reins
- Horse's nose stays behind rider's shoulder

Effectiveness Faults

- Break of gait
- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

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



Obstacle #:

FOOTBRIDGE / IN-HAND

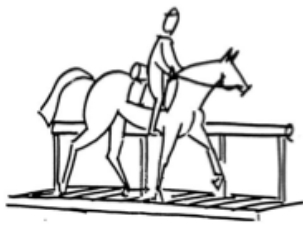
Judge:

	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						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



FOOTBRIDGE / RIDDEN



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A footbridge on the ground, across a stream, or between two banks. Must be negotiated at the walk.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse.

Features

- Length: 5 m
- Width: approx 1 m
- Height above ground: 0.5 to 1.2 m
- One or two handrails approx 1 m high

Style Evaluation

- Regular forward motion
- Correct rider position, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- 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 #:

FOOTBRIDGE / RIDDEN

Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



GATE



**Levels
1 - 4**

Dimensions are the same for all levels

Description

While mounted - the rider is to open a hinged gate, ride the horse through, and close the gate without letting go of the gate or attached rope / handle.

Objective

To show the obedience and willingness of the horse as well as the correct approach of the rider. The rider is to maintain control of the horse and the gate throughout.

Features

- Height: approx 1.2 m
- Width: approx 2 m
- The gate must swing freely in both directions on its hinges.
- The hinge must be fixed and must not be loose. No part of the gate may stick out from the frame.

Style Evaluation

- Horse maintains regular motion in the direction asked by the rider
- Correct rider position, over the stirrups and light
- Horse and rider maintain balance
- Horse does not touch the gate
- Discreet and correct rider aids

Effectiveness Faults

- Letting go of the gate
- Horse banging into gate with force
- Running out
- Error of course corrected
- Stepping back (before entering)
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

- -5 - Brutality
- -5 - Dangerous riding



Obstacle #:

GATE

Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



HEDGE



	Fixed	Brush
Level 1	Max height 30 cm	Max height 60 cm
Level 2	Max height 30 cm	Max height 75 cm
Level 3	Max height 45 cm	Max height 90 cm
Level 4	Max height 60 cm	Max height 110 cm

Description

A hedge with a fixed solid element placed in front of the brush. Levels 1 & 2 may step over. Levels 3 & 4 must jump.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse. To highlight the rider's ability to maintain control while jumping. Changes in gait and jumping from a standstill are permitted.

Features

- Stable ground and safe take-off and landing
- Thickness: up to 50 cm
- Front width: 3 to 4 m
- Maximum height based on rider level (see table above)

Style Evaluation

- Regular forward motion
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Stepping over (L3 & L4)
- Foot outside obstacle boundaries

Points Subtracted

- -5 - Brutality
- -5 - Dangerous riding



Obstacle #:

HEDGE

Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Step over (L3/L4)	X					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



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 #:

IMMOBILITY / IN-HAND

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):



IMMOBILITY / RIDDEN



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A circle marked on the ground, 2.5 m in diameter. The rider earns 1 point per second (up to 10) that the horse stays within the circle without touching the reins.

Objective

To demonstrate the obedience and calmness of the horse.

Rules

- The rider enters the obstacle mounted
- When the first hoof crosses the line of the circle, the rider has 10 seconds to position the horse and release the reins
- A rider positioning the horse in the circle cannot be given circling penalties
- The points timer is started when the rider has placed the reins freely on the horse's neck
- The timer stops when the rider takes hold of the reins or when the horse's hoof goes outside the circle
- Calm use of the voice is permitted
- Ground tying is not allowed

Effectiveness Faults

- Horse moves within the 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

Points Subtracted

- -5 - Brutality
- -5 - Dangerous riding



Obstacle #:

IMMOBILITY / RIDDEN

Judge:

	Rider #					
Time						
Seconds	Total T					
Effectiveness						
Correct	-					
1 Fault	-3					
2 Faults	-6					
3 Faults	X					
	Total E					
Penalties						
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):



INCLINE DOWN / IN-HAND



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A smooth sloped incline to descend with marked obstacle route 2 to 4 m wide. Stirrups without fenders must be secured. Must be negotiated at the walk.

Objective

To demonstrate the horse's correct balance and willingness. Horse to follow on a loose rein, maintaining a respectful distance from the rider.

Features

- Slope: approx. 30° to 45°
- Length: minimum 10 m

Style Evaluation

- Regular forward motion
- Correct rider position, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids
- Progression on loose reins
- Horse's nose stays behind rider's shoulder

Effectiveness Faults

- Break of gait
- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

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



Obstacle #:

INCLINE DOWN / IN-HAND

Judge:

	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						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



INCLINE DOWN / RIDDEN



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A smooth sloped incline to descend with marked obstacle route 2 to 4 m wide.

Objective

To show the horse's correct balance and the correct posture of the rider while keeping to the initially chosen gait. The gait chosen by the rider does not impact the score.

Features

- Slope: approx 30° to 45°
- Length: minimum 10 m

Style Evaluation

- Regular forward motion
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- 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 #:

INCLINE DOWN / RIDDEN

Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



INCLINE UP / IN-HAND



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A smooth sloped incline to ascend with marked obstacle route 2 to 4 m wide. Stirrups without fenders must be secured. Must be negotiated at the walk.

Objective

To demonstrate the horse's correct balance and willingness. Horse to follow on a loose rein, maintaining a respectful distance from the rider.

Features

- Slope: approx 30° to 45°
- Length: minimum 10 m

Style Evaluation

- Regular forward motion
- Correct rider position, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids
- Progression on loose reins
- Horse's nose stays behind rider's shoulder

Effectiveness Faults

- Break of gait
- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

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



Obstacle #:

INCLINE UP / IN-HAND

Judge:

	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						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



INCLINE UP / RIDDEN



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A smooth sloped incline to ascend with marked obstacle route 2 to 4 m wide.

Objective

To show the horse's correct balance and the correct posture of the rider while keeping to the initially chosen gait. The gait chosen by the rider does not impact the score.

Features

- Slope: approx 30° to 45°
- Length: minimum 10 m

Style Evaluation

- Regular forward motion
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- 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 #:

INCLINE UP / RIDDEN

Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



LOG / IN-HAND



**Levels
1 - 4**

Dimensions are the same for all levels

Description

One or more secured logs on level ground. Stirrups without fenders must be secured.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse. Horse to follow on a loose rein, maintaining a respectful distance from the rider. Changes in gait and jumping from a standstill are permitted.

Features

- Stable ground and safe take-off and landing
- Front width: 3 to 4 m
- Maximum height all levels: 60 cm
- Route for the rider provided on the side as appropriate, not to be taken by the horse

Style Evaluation

- Regular forward motion
- Correct rider position, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids
- Progression on loose reins
- Horse's nose stays behind rider's shoulder

Effectiveness Faults

- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

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



Obstacle #:

Judge:

LOG / IN-HAND

	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						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



LOG / RIDDEN



Level 1	Max height 60 cm
Level 2	Max height 75 cm
Level 3	Max height 90 cm
Level 4	Max height 110 cm

Description

One or more secured logs on level ground.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse. To highlight the rider's ability to maintain control while jumping. Changes in gait and jumping from a standstill are permitted.

Features

- Stable ground and safe take-off and landing
- Front width: 3 to 4 m
- Maximum height based on rider level (see table above)

Style Evaluation

- Correct approach with regular forward motion
- Correct rider position, over the stirrups and light
- Horse and rider maintain balance
- Horse moving straight
- Discreet rider aids

Effectiveness Faults

- 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 #:

Judge:

LOG / RIDDEN

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



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

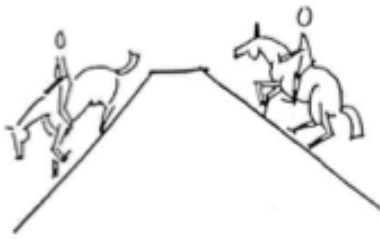
Judge:

	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):



MOUND



**Levels
1 - 4**

Dimensions are the same for all levels

Description

An uphill slope followed by a downhill slope with a marked obstacle route 2 to 4 m wide.

Objective

To show the horse's correct balance and the correct posture of the rider while keeping to the initially chosen gait. The gait chosen by the rider does not impact the score.

Features

- Regular ground
- Slopes: approx 30° to 45°
- Length: 5 to 6 m for each of the slopes

Style Evaluation

- Regular forward motion
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance on and between the slopes
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- 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 #:

MOUND

Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



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:

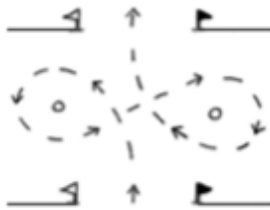
MOUNTING

	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):



ONE-HANDED FIGURE 8



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A figure 8 marked by two barrels. The course designer may choose the direction in which the barrels are crossed. If not marked, the choice is left to the rider.

Objective

To ride through the figure 8 with the reins in one hand, keeping to the initially chosen gait and route, without touching the barrels. The gait chosen by the rider impacts the score.

Features

- Two barrels 15 m apart
- Entry gate 4 m wide, 10 m before line of barrels
- Exit gate 4 m wide, 10 m after line of barrels
- Line marked on ground extending from either side of entry and exit gates

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

- Barrel contact (without knockdown)
- Break of gait
- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Knocking down barrel(s)
- Two hands on the reins
- Foot outside obstacle boundaries

Points Subtracted

- -5 - Brutality
- -5 - Dangerous riding



Obstacle #:

ONE-HANDED FIGURE 8

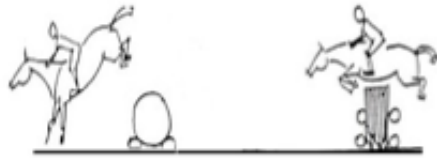
Judge:

	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					
Knockdown	X					
2 hands on reins	X					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + G + P =					

Observations (Rider #, Comment):



PATH CROSSING



	1st Element	2nd Element
Level 1	Max height 45 cm	Max height 60 cm
Level 2	Max height 60 cm	Max height 75 cm
Level 3	Max height 75 cm	Max height 90 cm
Level 4	Max height 90 cm	Max height 110 cm

Description

A combination of two jump obstacles built on stable and level ground 1 to 2 strides apart.

Objective

To demonstrate the correct approach of the rider and the willingness of the horse. To highlight the rider's ability to maintain control while jumping. Changes in gait and jumping from a standstill are permitted.

Features

- Elements may be chosen from any of the jump obstacles. Elements may be of the same or different types however, a ditch to ditch combination is not permitted.
- If the horse refuses the second element, the first element must be repeated.
- Stable ground and safe take-off and landing
- Front width: 3 m
- Maximum height based on rider level (see table above)
- Distance between elements based on rider level and element type (see table)

Style Evaluation

- Regular forward motion
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- 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 #:

PATH CROSSING

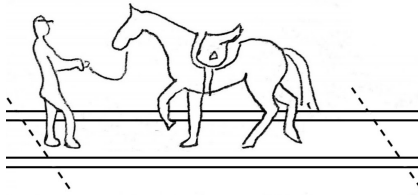
Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



REIN-BACK / IN-HAND



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A corridor marked by poles placed on level ground in a straight line. The poles must be fixed to the ground. A zone in which to back the horse is marked on the ground. The horse and rider are evaluated from the time the horse's front feet are in front of the start line of the backing zone, to the time the horse's front feet are behind the finish line of the backing zone. The rider may choose which gait to enter and exit the obstacle without impact to the score. Stirrups without fenders must be secured.

Objective

Showing the obedience of the horse while backing and the appropriateness of the rider's aids.

Features

- Overall Length: 8 m
- Length of backing zone: 4 m
- Width: 80 cm
- No penalty for touching the poles before and after the backing zone
- All discreet methods are accepted

Style Evaluation

- Regular backward motion without resistance or pause
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- Touching pole(s)
- Break of gait
- Running out
- Error of course corrected
- Stepping back (before entering)
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

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



Obstacle #:

REIN-BACK / IN-HAND

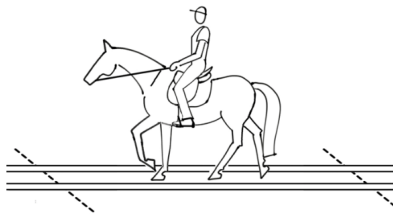
Judge:

	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						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



REIN-BACK / RIDDEN



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A corridor marked by poles placed on level ground in a straight line. The poles must be fixed to the ground. A zone in which to back the horse is marked on the ground. The horse and rider are evaluated from the time the horse's front feet are in front of the start line of the backing zone, to the time the horse's front feet are behind the finish line of the backing zone. The rider may choose which gait to enter and exit the obstacle without impact to the score.

Objective

To show the obedience of the horse while backing and the appropriateness of the rider's aids.

Features

- Overall Length: 8 m
- Length of backing zone: 4 m
- Width: 80 cm
- No penalty for touching the poles before and after the backing zone
- The rider may rein back without stirrups

Style Evaluation

- Regular backward motion without resistance or pause
- Correct rider position, over the stirrups and light
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- Touching pole(s)
- Break of gait
- Running out
- Error of course corrected
- Stepping back (before entering)
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

- -5 - Brutality
- -5 - Dangerous riding



Obstacle #:

REIN-BACK / RIDDEN

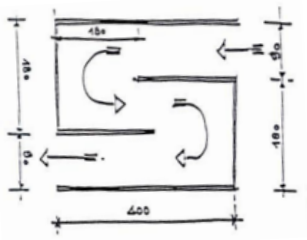
Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



S-BEND / IN-HAND



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A s-shaped corridor marked with raised poles balanced on upright holders. Stirrups without fenders must be secured. Must be negotiated at the walk.

Objective

To lead the horse through the s-bend in a fluid forward motion without knocking down the poles. Horse to follow on a loose rein, maintaining a respectful distance from the rider.

Features

- Corridor width: 90 cm
- Overall length: 4 m
- Height: approx 20 to 30 cm

Style Evaluation

- Regular forward motion
- Correct rider position, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids
- Progression on loose reins
- Horse's nose stays behind rider's shoulder

Effectiveness Faults

- Knocking down pole (one fault per pole)
- Break of gait
- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

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



Obstacle #:

S-BEND / IN-HAND

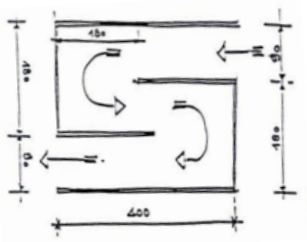
Judge:

	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						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



S-BEND / RIDDEN



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A s-shaped corridor marked with raised poles balanced on upright holders. Must be negotiated at the walk.

Objective

To maneuver through the s-bend in a fluid forward motion without knocking down the poles.

Features

- Corridor width: 90 cm
- Overall length: 4 m
- Height: approx 20 to 30 cm

Style Evaluation

- Regular forward motion
- Correct rider position, centered over the horse, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- Knocking down pole (one fault per pole)
- 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 #:

S-BEND / RIDDEN

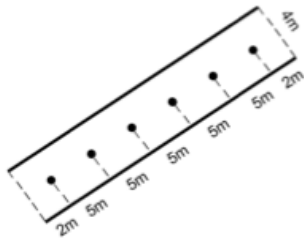
Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



SLALOM



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A slalom course through 6 posts placed in a straight line.

Objective

To pass through the slalom course without touching the posts and keeping to the initially chosen gait. The gait chosen by the rider impacts the score.

Features

- Post height: approx 2 m
- Width of obstacle route: 4 m
- Entry gate: 4 m wide, 2 m before the first post
- Exit gate 4 m wide, 2 m after the last post
- Distance between posts: 5 m

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

- Touching post(s)
- 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 #:

SLALOM

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):



STAIRCASE DOWN / IN-HAND



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A staircase of three or more steps to descend. Stirrups without fenders must be secured. Must be negotiated at the walk.

Objective

To demonstrate the correct approach of the rider and the balance and willingness of the horse. Horse to follow on a loose rein, maintaining a respectful distance from the rider.

Features

- Natural or man-made fixed staircase
- Length: 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Stair depth: approx 40 cm
- Stair height: 20 to 30 cm

Style Evaluation

- Regular forward motion. Horse may skip stair step(s) if the rhythm of the stride remains consistent
- Correct rider position, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids
- Progression on loose reins
- Horse's nose stays behind rider's shoulder

Effectiveness Faults

- Break of gait
- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

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



Obstacle #:

STAIRCASE DOWN / IN-HAND

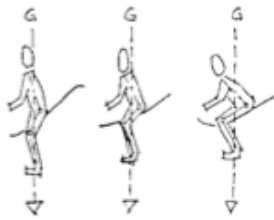
Judge:

	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						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



STAIRCASE DOWN / RIDDEN



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A staircase of three or more steps to descend. Must be negotiated at the walk.

Objective

To demonstrate the correct approach of the rider and the balance and willingness of the horse.

Features

- Natural or man-made fixed staircase
- Length: 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Stair depth: approx 40 cm
- Stair height: 20 to 30 cm

Style Evaluation

- Regular forward motion. Horse may skip stair step(s) if the rhythm of the stride remains consistent
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- 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 #:

STAIRCASE DOWN / RIDDEN

Judge:

	Rider #					
Effectiveness						
Correct	7					
1 Fault	4					
2 Faults	1					
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Mediocre	-1					
Bad	-2					
	Total S					
Penalties						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



STAIRCASE UP / IN-HAND



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A staircase of three or more steps to ascend. Stirrups without fenders must be secured. Must be negotiated at the walk.

Objective

To demonstrate the correct approach of the rider and the balance and willingness of the horse. Horse to follow on a loose rein, maintaining a respectful distance from the rider.

Features

- Natural or man-made fixed staircase
- Length: 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Stair depth: approx 40 cm
- Stair height: 20 to 30 cm

Style Evaluation

- Regular forward motion. Horse may skip stair step(s) if the rhythm of the stride remains consistent
- Correct rider position, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids
- Progression on loose reins
- Horse's nose stays behind rider's shoulder

Effectiveness Faults

- Break of gait
- Running out
- Error of course corrected
- Stepping back
- Refusal
- Circling

Penalties

Zero Overall Score

- Foot outside obstacle boundaries

Points Subtracted

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



Obstacle #:

STAIRCASE UP / IN-HAND

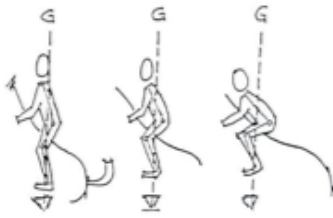
Judge:

	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						
Flapping stirrups	-1					
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



STAIRCASE UP / RIDDEN



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A staircase of three or more steps to ascend. Must be negotiated at the walk.

Objective

To demonstrate the correct approach of the rider and the balance and willingness of the horse.

Features

- Natural or man-made fixed staircase
- Length: 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Stair depth: approx 40 cm
- Stair height: 20 to 30 cm

Style Evaluation

- Regular forward motion. Horse may skip stair step(s) if the rhythm of the stride remains consistent
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- 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 #:

STAIRCASE UP / RIDDEN

Judge:

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):



WATER CROSSING



**Levels
1 - 4**

Dimensions are the same for all levels

Description

A body of water to be crossed. Must be negotiated at the walk.

Objective

To show the willingness and boldness of the horse in forward movement and the correct rider aids.

Features

- As far as possible, the water must not have distinct edges
- Length: minimum 4 m
- Water depth: approx 0.5 to 1 m
- Obstacle route width: 3 to 5 m

Style Evaluation

- Regular forward motion
- Correct rider position, over the stirrups and light, looking ahead
- Horse and rider maintain balance
- Horse moving straight
- Discreet and correct rider aids

Effectiveness Faults

- 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 #:

Judge:

WATER CROSSING

	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						
Brutality	-5					
Dangerous riding	-5					
Foot outside	X					
Fall of rider/horse	Excused					
	Total P					
Score	E + S + P =					

Observations (Rider #, Comment):