



TREC Ireland

PTV DATA SHEETS

v2023_1 (01.04.2023)

This document contains the data sheets for the PTV obstacles that are approved for all PTV competitions, including Championships. The obstacles are listed in the table below by number and references the relevant score sheet to be used.

The six new generic TREC Ireland score sheets are based on how an obstacle is judged (by gait, style, or time) and whether the obstacle is ridden or in-hand. The various categories (which have been colour coded for easy identification) are as follows:

[S/Sheet 1: Ridden, Gait]

[S/Sheet 3: Ridden, Style]

[S/Sheet 5: Immobilities, Time]

[S/Sheet 2: In-Hand, Gait]

[S/Sheet 4: In-Hand, Style]

[S/Sheet 6: Mounting, Style]

Obstacle No	Obstacle Name	Relevant Score Sheet	Obstacle No	Obstacle Name	Relevant Score Sheet
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2	Bank	S/Sheet 3	34	Tree Trunk	S/Sheet 3
3	Riding One-Handed, Figure Eight	S/Sheet 1	35	In Hand Tree Trunk	S/Sheet 4
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10	Dip	S/Sheet 3	42	One Handed 8 - Style	S/Sheet 3
11	In-Hand Staircase Down	S/Sheet 4	43	Ticket Punch	S/Sheet 3
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23	Mounting	S/Sheet 6			
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26	Ridden Footbridge	S/Sheet 3			
27	Leading Up an Incline	S/Sheet 4			
28	Riding Up an Incline	S/Sheet 3			
29	Leading down an Incline	S/Sheet 4			
30	Riding down an Incline	S/Sheet 3			
31	Gate	S/Sheet 3			
32	Ridden Rein Back	S/Sheet 3			



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T.I.
1

[S/Sheet 1: Ridden, Gait]

Note: change of gait is penalised

Low Branches

Level 1	3 branches 35cm above the withers	Gait: Walk, Trot, Canter
Level 2	3 branches 30cm above the withers	
Level 3	4 branches 20cm above the withers	Gait: Trot, Canter
Level 4	5 branches 20cm above the withers	



Equipment...

- 2 red flags, 2 white flags, 1 number
- 3 to 5 movable low branches and their supports

Features...

- Movable branches placed at a straight line on even ground without a significant slope
- Height: 20cm to 35cm above the horse's withers
- Width: 2m minimum
- Diameter: 2cm to 3cm
- Distance between branches: 1m - 2m

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse as they pass under the low branches at rider's choice of gait.

Effectiveness faults...

- Knocking down or displacing one or more branches
- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Choice of Gait...

- Walk (Level 1 and Level 2 only; Level 3 and Level 4 can't choose Walk)
- Trot
- Canter

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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T.I.
2

[S/Sheet 3: Ridden, Style]

Note: change of gait is penalised

Bank

Level 1	Slope 30° to 35°
Level 2	
Level 3	Slope 30° to 45°
Level 4	



Equipment...

- 3 red flags, 3 white flags, 1 number
- Markers for the obstacle route

Features...

- Regular ground
- Slope: 30° to 45°
- Length: 5m to 6 m for each slope
- Front width: 2m to 4 m

Objectives...

The horse and rider must show correct balance while negotiating the bank at rider's choice of gait.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance between the slopes
- Horse moving straight
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside the obstacle route -10 points

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T.I.
3

[S/Sheet 1: Ridden, Gait]

Note: change of gait is penalised

Riding One-Handed, Figure of Eight

Level 1	Gait: Walk, Trot, Canter
Level 2	
Level 3	Gait: Trot, Canter
Level 4	

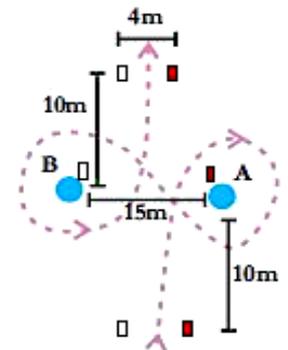


Equipment...

- 3 red flags, 3 white flags, 1 number, letters A and B
- 2 barrels of 1m minimum height
- Marking equipment, e.g. sand, paint or cones (if required)

Features...

- Two barrels spaced 15m apart, to be labelled A and B
- A flag on top of each barrel, red = ridden clockwise (red flag to right shoulder), white = ridden counterclockwise (white flag to left shoulder)
- An entrance gate at 10m from the line of the barrels
- An exit gate 4m wide at 10m from the line of the barrels
- A line extending out from each gate flag to ensure that the ridden circle does not go beyond the line of the gate



Objectives...

Demonstrate the correct approach of the rider and willingness of the horse. The course designer will specify which barrels will be A and B. The rider negotiates the barrels in order A to B **with one hand only on the reins**, at rider's choice of gait, and without knocking any of the barrels over. The rider must not touch the reins with their free hand until the hind feet have exited the flags.

Effectiveness faults...

- Touching a barrel
- Break in forward motion, change of gait
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Choice of Gait...

- Walk (Level 1 and Level 2 only; Level 3 and 4 can't choose Walk)
- Trot
- Canter

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points

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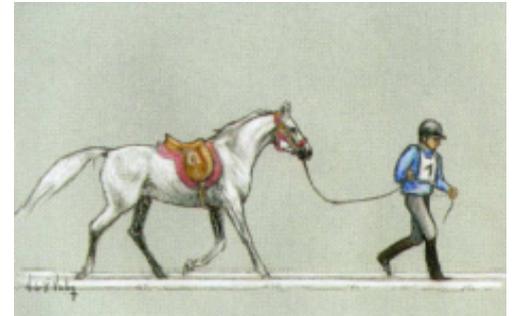
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T.I.
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[S/Sheet 2: In-Hand, Gait] In-Hand Corridor

Note: change of gait is penalised

Level 1	Width: 0.7m
Level 2	Width: 0.6m
Level 3	Width: 0.5m
Level 4	Width: 0.5m



Equipment...

- 2 red flags, 2 white flags, 1 number,
- 1 sign "In-hand"
- 4 poles of 4m

Features...

- The corridor is marked with bars placed and fixed on the ground
- Length: 8m
- Width: 0.5m to 0.7m

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse. The horse and rider must move through the corridor at rider's choice of gait.

Effectiveness faults...

- The horse or rider touching the bars
- Break in forward motion, change of gait
- Running out, Circling, Refusal including stepping back
- Rectified error of course

Choice of Gait...

- Walk
- Trot

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points
- Foot outside -10 points

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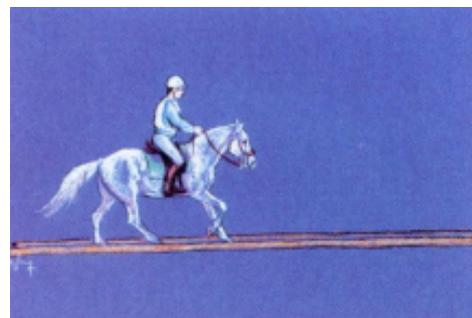
T.I.
5

[S/Sheet 1: Ridden, Gait]

Note: change of gait is penalised

Ridden Corridor

Level 1	Width: 0.7m	Gait:
Level 2	Width: 0.6m	Walk, Trot, Canter
Level 3	Width: 0.5m	Gait:
Level 4	Width: 0.5m	Trot, Canter



Equipment...

- 2 red flags, 2 white flags, 1 number
- 4 poles of 4m

Features...

- The corridor is marked with bars placed and fixed on the ground
- Length: 8m
- Width: 0.5m to 0.7m

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse. Ride through the corridor at rider's choice of gait.

Effectiveness faults...

- Touching the bars
- Break in forward motion, change of gait
- Running out, Circling
- Refusal including stepping back
- Rectified error of course

Choice of Gait...

- Walk (Level 1 and Level 2 only; Level 3 and Level 4 can't choose Walk)
- Trot
- Canter

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside -10 points

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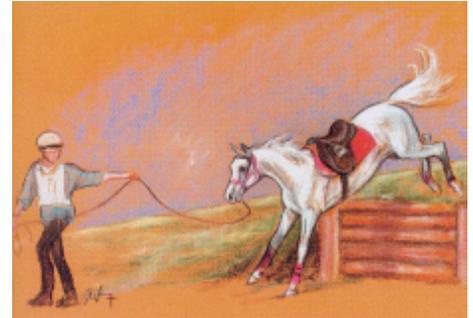
T.I.
6

[S/Sheet 4: In-Hand, Style]

In-Hand Drop

Note: change of gait is NOT penalised

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 1.1m



Equipment...

- 1 red flag, 1 white flag, 1 number
- 1 sign "In-hand"

Features...

- The obstacle must have a distinct drop down
- Firm ground with safe take-off and landing
- Height 0.6m to 1.1m
- Front width: 2m to 3m
- A route for the rider may be provided as appropriate. This must not be taken by the horse.

Objectives...

Demonstrate the correct approach of the rider and the willingness of the horse.
Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out, Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method, includes fall of rider -5 points
- Fall of the horse -10 points
- Foot outside -10 points

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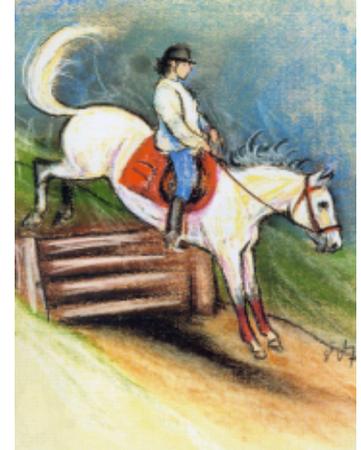
T.I.
7

[S/Sheet 3: Ridden, Style]

Note: change of gait is NOT penalised

Ridden Drop

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 1.1m



Equipment...

- 1 red flag, 1 white flag, 1 number

Features...

- The obstacle must have a distinct drop down
- Firm ground with safe take-off and landing
- Height 0.6m to 1.1m
- Front 2m to 3m

Objectives...

To be ridden to show the correct approach of the rider and the willingness of the horse. Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points

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T.I.
8

[S/Sheet 4: In-Hand, Style]

In-Hand Step Up

Note: change of gait is NOT penalised

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 0.9m



Equipment...

- 1 red flag, 1 white flag, 1 number
- 1 sign "In-hand"

Features...

- The obstacle must have a distinct edge
- Firm ground with safe take-off and landing
- Height 0.6m to 0.9m
- Front width: 2m to 3m
- A route for the rider may be provided as appropriate. This must not be taken by the horse.

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.
Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Good position of the rider in relation to the horse
- Horse moving in a straight line
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method, includes fall of rider -5 points
- Fall of the horse -10 points
- Foot outside -10 points

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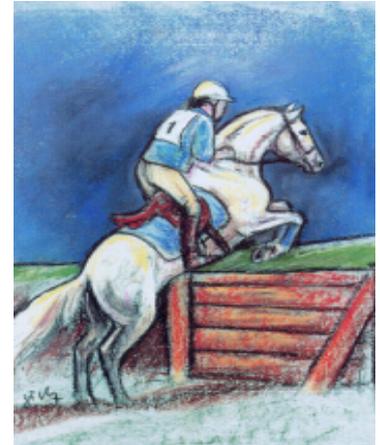
T.I.
9

[S/Sheet 3: Ridden, Style]

Ridden Step-Up

Note: change of gait is NOT penalised

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 1.1m



Equipment...

- 1 red flag, 1 white flag, 1 number

Features...

- The obstacle must have a distinct edge
- Firm ground with safe take-off and landing
- Height 0.6m to 1.1m
- Front width: 2m to 3m

Objectives...

To be ridden to show a good approach of the rider and the willingness of the horse. Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points

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PTV DATA SHEETS

T.I.
10

[S/Sheet 3: Ridden, Style]

Note: change of gait is penalised

Dip

Level 1	Slope 20°
Level 2	Slope 20° to 30°
Level 3	Slope 30° to 40°
Level 4	Slope 30° to 40°



Equipment...

- 3 red flags, 3 white flags, 1 number
- Markers for obstacle route

Features...

- Level ground
- Slope: 20° to 40°
- Length: 5m to 6m for each slope
- Front width: 2m to 4 m

Objectives...

The horse and rider must show correct balance at rider's choice of gait.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance between the slopes
- Horse moving straight
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside the obstacle route -10 points

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T.I.
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[S/Sheet 4: In-Hand, Style]

Note: compulsory WALK only

In-Hand Staircase Down

Level 1	Not Allowed
Level 2	Allowed
Level 3	Allowed
Level 4	Allowed



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 sign "In-hand"
- Markers for the obstacle route

Features...

- Natural or man-made staircase
- Length: 5m to 10m according to degree of slope
- Front width: 1m to 1.5m
- Steps: depth of around 0.4m, height 0.2m to 0.3m

Objectives...

Obstacle must be negotiated in walk. Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein, the horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points
- Foot outside of the obstacle route -10 points

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T.I.
12

[S/Sheet 3: Ridden, Style]

Ridden Staircase Down

Note: compulsory WALK only

Level 1	Not Allowed
Level 2	Allowed
Level 3	Allowed
Level 4	Allowed



Equipment...

- 2 red flags, 2 white flags, 1 number
- Markers for the obstacle route

Features...

- Natural or man-made staircase
- Length: 5 to 10 metres according to degree of slope
- Front width: minimum 1m
- Steps: depth of around 0.4m, height 0.2m to 0.3m

Objectives...

Obstacle must be negotiated in walk. Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside obstacle route -10 points

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TREC Ireland PTV DATA SHEETS

T.I.
13

[S/Sheet 4: In-Hand, Style] In-Hand Staircase Up

Note: compulsory WALK only

Level 1	Not Allowed
Level 2	Allowed
Level 3	Allowed
Level 4	Allowed



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 sign "In-hand"
- Markers for the obstacle route

Features...

- Natural or man-made staircase
- Length: 5 to 10 metres according to degree of slope
- Front width: minimum 1m
- Steps: depth of around 0.4m, height 0.2m to 0.3m

Objectives...

Obstacle must be negotiated in walk. Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (including fall of rider) -5 points
- Fall of the horse -10 points
- Foot outside obstacle route -10 points

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PTV DATA SHEETS

T.I.
14

[S/Sheet 3: Ridden, Style]

Ridden Staircase Up

Note: compulsory WALK only

Level 1	Not Allowed
Level 2	Allowed
Level 3	Allowed
Level 4	Allowed



Equipment...

- 2 red flags, 2 white flags, 1 number
- Markers for the obstacle route

Features...

- Natural or man-made staircase
- Length: 5 to 10 metres according to degree of slope
- Front width: minimum 1m
- Steps: depth of around 0.4m, height 0.2m to 0.3m

Objectives...

Obstacle must be negotiated in walk. Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside obstacle route -10 points

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PTV DATA SHEETS

T.I.
15

[S/Sheet 4: In-Hand, Style]

In-Hand Ditch

Note: change of gait is NOT penalised

Level 1	Not Allowed
Level 2	Width: 0.8m
Level 3	Width: 0.9m
Level 4	Width: 1.1m



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 sign "In-hand"

Features...

- Firm ground with safe take-off and landing. The ditch should have a defined edge.
- Width across: 0.8m to 1.1m
- Front width: 3m to 4m

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.

Changes of gait and jumping from a standstill are allowed. Horse must not step down into the ditch.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points

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TREC Ireland

PTV DATA SHEETS

T.I.
16

[S/Sheet 3: Ridden, Style]

Note: change of gait is NOT penalised

Ridden Ditch

Level 1	Width: 0.6m
Level 2	Width: 0.9m
Level 3	Width: 1.3m
Level 4	Width: 1.5m



Equipment...

- 2 red flags, 2 white flags, 1 number

Features...

- Natural or man-made. It can be with or without water. The ditch should have a defined edge.
- Firm Ground with safe take-off and landing
- The difficulty of the ditch will depend on its profile, to be defined by the course builder.
- Width across: 0.6m to 1.5m
- Depth: 0.5m to 1m
- Front width: 3m to 4m

Objectives...

To be ridden to highlight the willingness of the horse as well as the correct approach of the rider allowing control when jumping. Changes of gait and jumping from a standstill are allowed. Horse must not step down into the ditch.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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T.I.
17

[S/Sheet 3: Ridden, Style]

Note: compulsory WALK only

Water Crossing

Level 1	Entry and exit on a slope
Level 2	Entry on a slope, exit can vary
Level 3	Entry and exit can vary
Level 4	Entry and exit can vary



Equipment...

- 2 red flags, 2 white flags, 1 number
- Markers for obstacle route

Features...

- As far as possible, the water must not have distinct edges.
- Firm ground
- Length: minimum 4 m
- Depth: 0.5m to 1.0m approximately
- Width: 3m to 5m

Objectives...

Showing a good approach of the rider and willingness of the horse.
Obstacle must be negotiated in walk.

Effectiveness faults...

- Break in forward motion, change of gait.
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside obstacle route -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



TREC Ireland

PTV DATA SHEETS

T.I.
18

[S/Sheet 3: Ridden, Style]

Note: change of gait is NOT penalised

Hedge

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 1.1m



Equipment...

- 1 red flag, 1 white flag, 1 number

Features...

- Natural or man-made.
- A fixed bar at the height of 0.6m is placed in front of (and against) the hedge
- Firm ground with safe take-off and landing
- Height: 0.6m to 1.1m. The height is given for the compact part of the obstacle
- Thickness: 0.5m
- Front width: 3m to 4m

Objectives...

To be ridden to highlight the willingness of the horse as well as the correct approach of the rider allowing control of the horse.

Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion and impulsion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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[S/Sheet 5: Immobilities, Time]

In-Hand Immobility

Note: timed obstacle

Level 1	Same for all levels: Inner circle 4m diameter Outer circle 8m diameter
Level 2	
Level 3	
Level 4	



Equipment...

- 1 red flag and 1 white flag on a single stick
- 1 number, stopwatch
- Marking equipment: sand, paint etc.
- Rope etc. to provide ringed off area, if required, to prevent horse escaping

Features...

Two concentric circles with the inner circle 4m in diameter and the outer circle 8m in diameter.

Objectives...

Demonstrate the obedience and calmness of the horse while the rider stands a distance away.

- The rider can enter the obstacle either mounted or in-hand (*if entering in-hand the stirrups must be secure and not flapping; a rider who enters mounted may leave stirrups down*)
- **The reins must be left free on the neck and the lead rope secured (if used).**
- The first timer starts as soon as a foot (of horse or rider) crosses the line into the inner circle. **The rider has 10 seconds to position the horse and come out of the inner circle.**
- Once the rider leaves the inner circle and enters the neutral no-timed zone, any action of the rider is considered an effectiveness fault. Use of the voice is authorised and is not considered an action. The rider must then step outside the outer circle when ready.
- Once the rider is outside the outer circle, the second timer starts. The rider must remain immobile. Use of the voice is authorised.
- **The horse must remain in the inner circle for 10 seconds** (the horse may move within the inner circle).

Effectiveness faults...

- Running out, circling
- Refusal including stepping back
- Rectified error of course
- Rider's actions while in the neutral zone (each action to be marked as a separate fault)

Time...

- The rider is awarded 1 point per second that the horse remains in the inner circle while the rider is outside the outer circle (up to 10 points for the full 10 seconds).
- The timer is stopped if the rider acts or if the horse leaves the inner circle

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulty, (www.saintvaulry.com)



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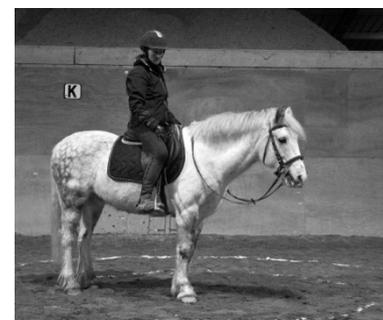
T.I.
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[S/Sheet 5: Immobilities, Time]

Note: timed obstacle

Mounted Immobility (Steady in the Saddle)

Level 1	The same for all levels: Circle 2.5m diameter
Level 2	
Level 3	
Level 4	



Equipment...

- 1 red flag, 1 white flag and 1 number
- Stopwatch(es)
- Marking equipment: plaster, sand, or other

Features...

- 1 circle 2.5 m in diameter marked on the ground.
- The red & white flags may either be placed on a single stick or be positioned diametrically opposite each other on the perimeter of the circle to define entry.

Objectives...

Demonstrate the obedience and calmness of the horse.

- The rider enters the circle mounted. The horse must stay in the 2.5m circle (the horse may move within the circle).
- *Once the first hoof crosses the line into the circle, the rider must position the horse and release the reins within 10 seconds of entering. A rider positioning the horse cannot be penalised for circling within the circle.*
- **The obstacle timer starts when the rider releases the reins freely and loosely on the horse's neck, with no rein contact on the mouth. The lead rope must be secured. The rider must clearly remove their hands from the reins and may not touch the horse. Use of the voice is authorised.**

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Time...

- The horse must remain in the circle for 10 seconds.
- The timer is stopped if the rider takes up the reins before the set time is achieved, if the horse's hoof steps on the line or goes outside the circle, or if the reins touch the ground.
- The rider is awarded 1 point per second during which the horse remains in the circle.

Penalties...

- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points
- Foot outside (before the rider releases the reins) -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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[S/Sheet 4: In-Hand, Style]

In-Hand S-Bend Test

Note: compulsory WALK only

Level 1	
Level 2	Same for all levels:
Level 3	Width 0.9m, Poles raised
Level 4	



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 sign "In-hand"
- 2 poles 4m long, 2 poles 2.2m long, 2 poles 1.8m long, and their holders
- Height of poles: maximum 0.40m

Features...

- An S-shaped corridor made with raised poles
- Width of corridor through the obstacle: 0.9m
- Length: 4m

Objectives...

Obstacle must be negotiated in walk. Demonstrate the correct approach and aids of the rider and the forwardness of the horse while manoeuvring through an S-shaped corridor.

Effectiveness faults...

- Knocking off poles (each pole = one fault)
- Break in forward motion, change of gait
- Refusal including stepping back
- Running out, circling
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points
- Foot outside **route, includes stepping over centre pole** -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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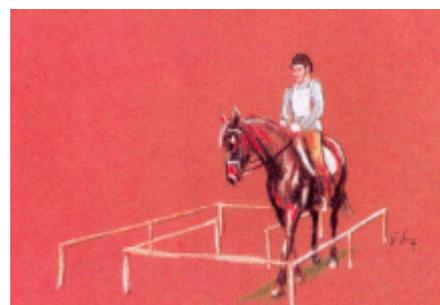
PTV DATA SHEETS

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[S/Sheet 3: Ridden, Style] Ridden S-Bend Test

Note: compulsory WALK only

Level 1	
Level 2	Same for all levels:
Level 3	Width 0.9m, Poles raised
Level 4	



Equipment...

- 2 red flags, 2 white flags, 1 number
- 2 poles 4m long, 2 poles 2.2m long, 2 poles 1.8m to 2m long and their holders
- Height of poles: maximum 0.40m

Features...

- An S-shaped corridor made with raised poles
- Width of corridor through the obstacle: 0.9m
- Length: 4m

Objectives...

Obstacle must be negotiated in walk. Demonstrate the correct approach and aids of the rider and the forwardness of the horse while manoeuvring through an S-shaped corridor.

Effectiveness faults...

- Knocking off poles (each pole = one fault)
- Break in forward motion, change of gait
- Refusal including stepping back
- Running out
- Circling
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside **route, includes stepping over centre pole** -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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[S/Sheet 6: Mounting, Style]

Note: this a STYLE obstacle that is also timed

Mounting

Level 1	25 seconds to mount, rider may step out of the area
Level 2	20 seconds to mount, rider cannot step out of the area
Level 3	15 seconds to mount, rider cannot step out of the area
Level 4	15 seconds to mount, rider cannot step out of the area



Equipment...

- Marking equipment: plaster, sand, paint, or other for marking the circle and rectangle areas
- 2 red flags and 2 white flags (1 set for each area), 1 number
- Stopwatch
- Mounting block (may be natural object) and "Offside" sign (if required)

Features...

Two areas must be clearly marked (see next page for diagrams):

- A circle (2.5m diameter) – to be used for mounting from the ground only
- A rectangle (minimum 2m x 2.5m) positioned around a mounting block (may be natural object)

Flags may be positioned on a single stick or on the perimeter of the area. Mounting can be from the nearside or offside as decided by the course designer (if offside, a sign must be displayed).

Objectives...

To demonstrate the obedience and calmness of the horse and the precision of the rider. The use of a mounting block is permitted. The timer starts as soon as rider or horse steps into the area. If leading in, the rider may put the stirrups down just before entering the area.

- To mount from the ground the rider may ride in or lead the horse into the circle. If entering mounted both feet of the rider must touch the ground when dismounting.
- To mount using the mounting block, the rider must lead the horse into the rectangle area.

The rider has 15 to 25 seconds to mount. The obstacle is considered completed when both feet are in the stirrups. The rider may vault on the horse. The horse may shift its weight but should not move any of its feet from the moment the rider addresses it for mounting.

Effectiveness faults...

- Horse moving foot (each movement equals 1 fault), **moving away from rider**
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Lightness, balance and accuracy of rider

Penalties...

- Reins not over the head of the horse (if led into area) -1 point
- Exceeding time allowed -1 point per second over
- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside area (of horse, includes rider L2/L3/L4) -10 points

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[S/Sheet 6: Mounting, Style]

Note: compulsory WALK only

Mounting

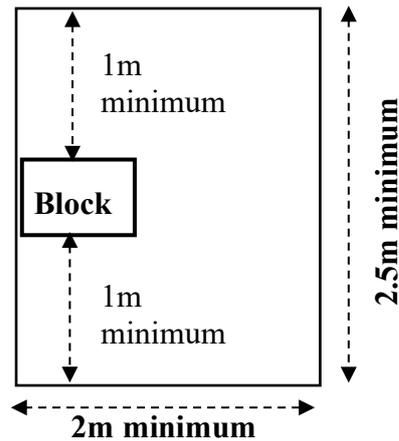
(continued)

Mount from Block

Minimum dimensions as shown

Lead in only

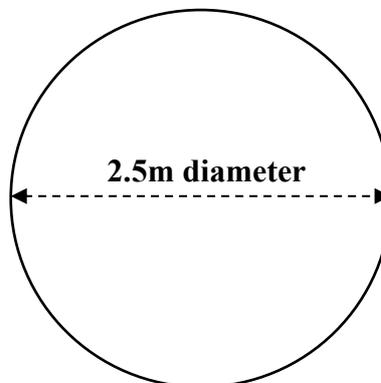
A rider may not enter this area while mounted



Mount from the ground

2.5m diameter circle

Lead in or ride in





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[S/Sheet 3: Ridden, Style]

Path Crossing

Note: change of gait is NOT penalised

Level 1	Not Allowed
Level 2	2 strides obstacle 1 \leq 0.6m obstacle 2 \leq 0.8m
Level 3	1 or 2 strides obstacle 1 \leq 0.7m obstacle 2 \leq 0.9m
Level 4	1 or 2 strides obstacle 1 \leq 0.9m obstacle 2 \leq 1.1m



Equipment...

- 2 red flags, 2 white flags, 1 number
- Letters A and B

Features...

- A combination of two obstacles to be jumped
- Firm ground with safe take-off and landing
- Height: 0.6m to 1.1m
- Distance between elements as per attached table
- Front width: 3m

Objectives...

To be ridden to highlight the willingness of the horse as well as the correct approach of the rider allowing control of the horse. Changes of gait and jumping from a standstill are allowed.

IMPORTANT: Parts A and B are to be completed as one obstacle. If a horse runs out or refuses part B, the rider must present to the start of the obstacle again to jump both parts A and B.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion and impulsion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse not moving sideways
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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[S/Sheet 3: Ridden, Style]

Note: change of gait is NOT penalised

Path Crossing

(continued)

Distances separating the different elements are:

TYPE OF PATH CROSSING	ONE STRIDE	TWO STRIDES
Tree Trunk or Hedge - to - Tree Trunk or Hedge	7.30 m	10.50 m
Tree Trunk or Hedge - to - Step Up	7 m	10 m
Tree Trunk or Hedge - to - Drop	6 m	9.50 m
Step Up - to - Tree Trunk or Hedge	5.40 m	9.50 m
Drop - to - Tree Trunk or Hedge	7 m	10 m
Tree Trunk or Hedge - to - Ditch	6.50 m	9.50 m
Ditch - to - Tree Trunk or Hedge	6.50 m	9.50 m
Step Up - to - Drop	5.40 m	7.50 m
Drop - to - Drop	6 m	9.50 m
Ditch - to - Ditch	Combination cannot exist	Combination cannot exist



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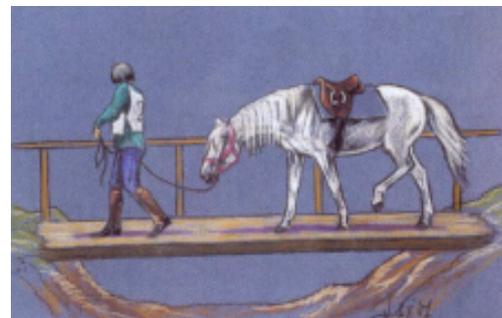
T.I.
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[S/Sheet 4: In-Hand, Style]

In-Hand Footbridge

Note: compulsory WALK only

Level 1	The same for all levels
Level 2	
Level 3	
Level 4	



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 sign "In-hand"

Features...

- Footbridge with one or two handrails
- Width: around 1m
- Length: around 5 metres
- Height above the ground: 0.5m to 1.2m

Objectives...

Obstacle must be negotiated at a walk. Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, including change of gait
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points
- Foot outside the obstacle route -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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[S/Sheet 3: Ridden, Style]

Ridden Footbridge

Note: compulsory WALK only

Level 1	The same for all levels
Level 2	
Level 3	
Level 4	



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 footbridge (in situ or built for purpose)

Features...

- The footbridge can be on the ground, across a stream or between two banks, etc and may have one or two handrails.
- Width: around 1m
- Length: around 5m
- Height above the ground: 0.5m to 1.2m

Objectives...

Obstacle must be negotiated at walk. Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside the obstacle route -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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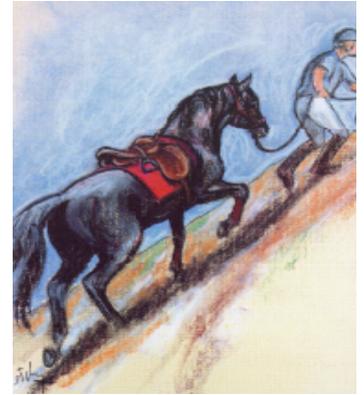
T.I.
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[S/Sheet 4: In-Hand, Style]

Note: change of gait is penalised

Leading Up and Incline

Level 1	Slope 20°
Level 2	Slope 30°
Level 3	Slope 30° to 45°
Level 4	Slope 30° to 45°



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 sign "In-hand"
- Markers for the obstacle route

Features...

- The ground should enable the horse to be led safely and regularly up the incline
- Length: minimum 10m
- Front width: 2m to 4m
- Slope: 20° to 45°

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Good position of the rider in relation to the horse
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points
- Foot outside the obstacle route -10 points

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[S/Sheet 3: Ridden, Style]

Riding Up an Incline

Note: change of gait is penalised

Level 1	Slope 20°
Level 2	Slope 30°
Level 3	Slope 30° to 45°
Level 4	Slope 30° to 45°



Equipment...

- 2 red flags, 2 white flags, 1 number
- Markers for the obstacle route

Features...

- Level ground without any steps
- Length: minimum 10m
- Front width: 2m to 4m
- Slope: 20° to 45°

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside the obstacle route -10 points

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[S/Sheet 4: In-Hand, Style]

Leading Down an Incline

Note: change of gait is penalised

Level 1	Slope 20°
Level 2	Slope 30°
Level 3	Slope 30° to 45°
Level 4	Slope 30° to 45°



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 sign "In-hand"
- Markers for the obstacle route

Features...

- Level ground without any steps
- Length: minimum 10m
- Front width: 2m to 4m
- Slope: 20° to 45°

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Good position of the rider in relation to the horse
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points
- Foot outside the obstacle route -10 points

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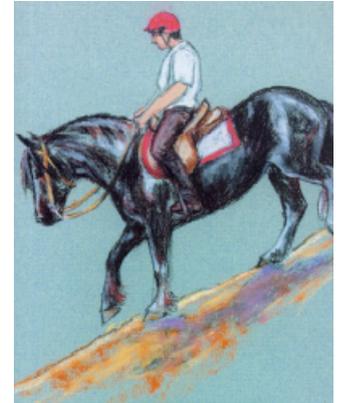
T.I.
30

[S/Sheet 3: Ridden, Style]

Note: change of gait is penalised

Riding Down an Incline

Level 1	Slope 20°
Level 2	Slope 30°
Level 3	Slope 30° to 45°
Level 4	Slope 30° to 45°



Equipment...

- 2 red flags, 2 white flags, 1 number
- Markers for the obstacle route

Features...

- Level ground without any steps
- Length: minimum 10m
- Front width: 2m to 4m
- Slope: 20° to 45°

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside the obstacle route -10 points

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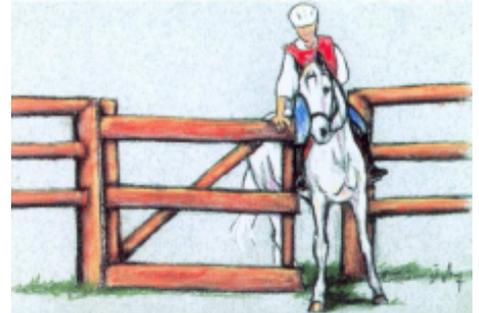
T.I.
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[S/Sheet 3: Ridden, Style]

Note: change of gait is NOT penalised

Gate

Level 1	Same for all levels
Level 2	Same for all levels
Level 3	Same for all levels
Level 4	Same for all levels



Equipment...

- 1 red flag, 1 white flag, 1 number
- 1 gate in metal tube, or wood, etc.

Features...

- Height: around 1.2 m
- Width: around 2 m
- The gate must swing freely in both directions
- No part of the gate should stick out from the frame.

Objectives...

Demonstrate the correct approach of the rider and willingness and correct movement of the horse. The rider must open and close the gate while remaining on horseback. Changing hands without releasing or letting go of the gate is allowed.

Effectiveness faults...

- Letting go of the gate
- Refusal including stepping back before the obstacle
- Running out
- Circling
- Rectified error of course

Style evaluation...

- Horse does not touch the gate
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points

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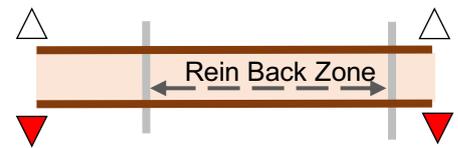


[S/Sheet 3: Ridden, Style]

Ridden Rein Back

Note: change of gait is penalised (in the zone)

Level 1	Length 2m, Width 1m
Level 2	Length 3m, Width 1m
Level 3	Length 4m, Width 0.8m
Level 4	Length 4m, Width 0.8m



Equipment...

- 2 red flags, 2 white flags, 1 number
- 4 poles 4m long
- Material for marking the rein back zone

Features...

- Level ground
- Length of corridor: 8m (4 poles 4m long, fixed to the ground)
- Width 0.8m to 1.0m
- White markings (or similar) on the ground outside of the poles to delimit the rein back zone

Objectives...

Reining back for 2m to 4m in a corridor. Rider must show the obedience of the horse at reining back and the appropriateness of the actions of the rider. The horse can enter and leave the obstacle in any gait. The rider may rein back without stirrups but must regain stirrups before moving off after the obstacle.

- Judging will commence when the horse's front feet are over the front line and finish when both horse's front feet are behind the finish line.
- Only the rein back is evaluated. Touching the bars before and after the reining back zone is not counted (unless a foot is in the zone).

Effectiveness faults...

- Touching bars
- Break in horse's motion, change of gait
- Running out, circling
- Refusal, including stepping back before the obstacle
- Rectified error of course

Style evaluation...

- Regular backward motion, horse and rider maintain balance at all times
- Discreet rider aids, good rider position, over the stirrup and light
- Horse moving straight

Penalties...

- | | |
|------------------------------|------------|
| • Brutality | -5 points |
| • Dangerous method | -5 points |
| • Fall of the horse or rider | -10 points |
| • Foot outside | -10 points |

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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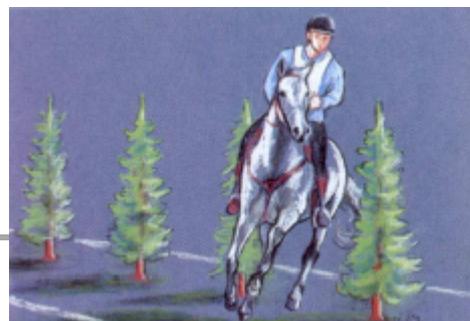
T.I.
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[S/Sheet 1: Ridden, Gait]

Note: change of gait is penalised

Slalom

Level 1	6 posts, 6m apart	Gait:
Level 2		Walk, Trot, Canter
Level 3	6 posts, 6m apart	Gait:
Level 4	6 posts, 5m apart	Trot, Canter



Equipment...

- 2 red flags, 2 white flags, 1 number
- 6 posts
- Marking equipment: sand, paint, etc.

Features...

- A slalom course through posts placed into the ground in a straight line
- Distance between the posts: 5m to 6m
- Height of posts: around 2m
- Width of route: 4m
- Starting and finishing gate: 4m from start / finish post

Objectives...

Demonstrate the correct approach of the rider and the willingness of the horse while riding through the slalom at rider's choice of gait, and without knocking any of the posts over.

Effectiveness faults...

- Touching the posts
- Break in forward motion, change of gait
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Choice of Gait...

- Walk (Level 1 and Level 2 only; Level 3 and Level 4 can't choose Walk)
- Trot
- Canter

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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[S/Sheet 3: Ridden, Style]

Note: change of gait is NOT penalised

Tree Trunk

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 1.1m



Equipment...

- 1 red flag, 1 white flag, 1 number
- 1 tree trunk or a pile of logs without side branches

Features...

- Firm ground with safe take off and landing
- Height 0.6m to 1.1m
- Diameter: 0.8m to 1m
- Front width: 3m to 4m

Objectives...

To be ridden to highlight the forwardness of the horse, the correct approach and attitude of the rider allowing control of the horse.

Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion and impulsion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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[S/Sheet 4: In-Hand, Style]

In-Hand Tree Trunk

Note: change of gait is NOT penalised

Level 1	Height: 0.3m
Level 2	Height: 0.4m
Level 3	Height: 0.6m
Level 4	Height: 0.6m



Equipment...

- 1 red flag, 1 white flag, 1 number
- 1 sign "In-hand"
- 1 trunk or a pile of logs without side branches

Features...

- Firm ground with safe take off and landing
- Height: 0.3m to 0.6m
- Front width: 3m
- A route may be provided for the rider on the side (this must not be taken by the horse).

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.
Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Good position of the rider in relation to the horse
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points

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[S/Sheet 4: In-Hand, Style] Horse Trailer

Note: compulsory WALK only

Level 1	Same for all levels
Level 2	Same for all levels
Level 3	Same for all levels
Level 4	Same for all levels



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 sign "In-hand"
- 1 Horse Trailer with front and rear ramp, central partition removed, connected to a vehicle

Features...

- The trailer must always be connected to a vehicle for stability and safety reasons.
- The trailer must be positioned to allow the horse to be safely loaded and unloaded.

Objectives...

Obstacle must be negotiated in walk. Demonstrate the correct approach of the rider and willingness of the horse while the horse is led in and out of the trailer. **The horse must be loaded from the rear and unloaded at the front.**

Effectiveness faults...

- Break in forward motion, including change of gait
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Good position of the rider in relation to the horse
- Horse and rider maintain balance at all times
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points
- Foot outside of route -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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[S/Sheet 4: In-Hand, Style] In-Hand Rein Back

Note: change of gait is penalised (in the zone)

Level 1	Length 2m, Width 1m
Level 2	Length 2m, Width 1m
Level 3	Length 3m, Width 0.8m
Level 4	Length 4m, Width 0.8m



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 sign "In-hand"
- 4 poles, 4m long
- Material for marking the rein back zone

Features...

- Level ground
- Length of corridor: 8m (to be built using 4 poles 4m long, fixed to the ground)
- Width 0.8m to 1.0m
- White markings (or similar) on the ground outside of the poles to delimit the rein back zone



Objectives...

Demonstrate the obedience of the horse at reining back and the appropriateness of the actions of the rider. All aids are accepted if they are discreet.

- Judging will commence when the horse's two front feet are over the front line and will finish when both front feet are behind the finish line.
- Touching the bars before and after the rein back zone is not counted (unless a foot is in the zone). Only the rein back is evaluated.

Effectiveness faults...

- Running out or circling before entering the obstacle
- Refusal including stepping back
- Break in forward motion, including change of gait
- Rectified error of course

Style evaluation...

- Regular backward motion
- Horse moving straight
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points
- Foot outside -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulty, (www.saintvaulry.com)



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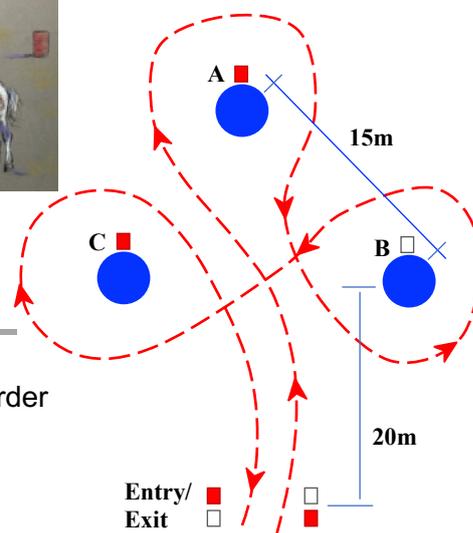
T.I.
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[S/Sheet 1: Ridden, Gait]

Note: change of gait is penalised

The Shamrock

Level 1	Gait: Walk, Trot, Canter
Level 2	
Level 3	Gait: Trot, Canter
Level 4	



Equipment...

- 4 red flags, 3 white flags, 1 number, letters A, B, C
- 3 large barrels of 1.3m height minimum

Features...

- The shamrock consists of 3 loops around barrels in the order of the letters shown on the barrels.
- Distance between the barrels: 15m
- Distance from the entrance / exit gate to the line between Barrel B and C: 20m
- A flag on top of each barrel: red on A & C = ridden clockwise (red flag to right shoulder), white on B = ridden counterclockwise (white flag to left shoulder)

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse, as the rider negotiates the barrels A-B-C as shown in the diagram at the rider's choice of gait without knocking any of the barrels over. The barrels are ridden in the order: barrel A from the left to right, barrel B from the right to left, and C from the left to right.

Effectiveness faults...

- Touching a barrel
- Change of gait, including break in forward motion
- Running out, circling
- Refusal, including stepping back
- Rectified error of course

Choice of Gait...

- Walk (Level 1 and Level 2 only; Level 3 and Level 4 can't choose Walk)
- Trot
- Canter

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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[S/Sheet 4: In-Hand, Style]

Note: change of gait is NOT penalised

In-Hand Gate

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 1.1m



Equipment...

- 1 red flag, 1 white flag, 1 number
- 1 sign "In-hand"
- 1 gate in metal tube, or wood, etc.

Features...

- Height: around 1.2 m
- Width: around 2 m
- The gate must swing freely in both directions
- No part of the gate should stick out from the frame

Objectives...

Demonstrate the correct approach of the rider and willingness and correct movement of the horse. The rider must open and close the gate. Changing hands without releasing or letting go of the gate is allowed.

Effectiveness faults...

- Letting go of the gate
- Refusal including stepping back before the obstacle
- Running out, circling
- Rectified error of course

Style evaluation...

- Horse does not touch the gate
- Regular forward motion
- Rider leading on a loose rein
- Horse follows the movements and turns with the rider
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Discreet rider aids

Penalties...

- Flapping stirrup(s), reins not over the head of the horse -1 point
- Brutality -5 points
- Dangerous method (includes fall of rider) -5 points
- Fall of the horse -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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[S/Sheet 1: Ridden, Gait]

Note: change of gait is penalised

Slalom, Ridden One-Handed

Level 1	5 posts, 8.0m apart	Gait:
Level 2		Walk, Trot, Canter
Level 3	5 posts, 7.0m apart	Gait:
Level 4		Trot, Canter



Equipment...

- 2 red flags, 2 white flags, 1 number
- 5 posts
- Marking equipment: sand, paint, etc.

Features...

- A slalom course through 5 posts placed into the ground in a straight line
- Distance between the posts: 7m to 8m
- Height of posts: around 2m
- Width of route: 4m
- Starting and finishing gate: 2m from start / finish post

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse. The course designer will specify which barrels will be A and B. The rider negotiates the barrels in order A to B **with one hand only on the reins**, at rider's choice of gait, and without knocking any of the barrels over. The rider must not take back the rein with their free hand until the hind feet have exited the flags.

Effectiveness faults...

- Touching the posts
- Break in forward motion, change of gait
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Choice of Gait...

- Walk (Level 1 and Level 2 only; Level 3 and Level 4 can't choose Walk)
- Trot
- Canter

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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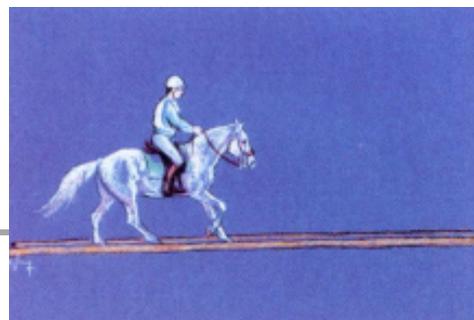
T.I.
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[S/Sheet 1: Ridden, Gait]

Note: change of gait is penalised

Ridden One-Handed Corridor

Level 1	Width 0.7m	Gait:
Level 2	Width 0.6m	Walk, Trot, Canter
Level 3	Width 0.5m	Gait:
Level 4	Width 0.5m	Trot, Canter



Equipment...

- 2 red flags, 2 white flags, 1 number
- 4 bars of 4m

Features...

- The corridor is marked with bars placed and fixed on the ground
- Length: 8m
- Width: 0.5m to 0.7m

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse. Ride through the corridor with **one hand only on the reins** at rider's choice of gait.

Effectiveness faults...

- Touching the bars
- Break in forward motion, change of gait
- Running out, Circling
- Refusal including stepping back
- Rectified error of course

Choice of Gait...

- Walk (Level 1 and Level 2 only; Level 3 and Level 4 can't choose Walk)
- Trot
- Canter

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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[S/Sheet 3: Ridden, Style]

Note: change of gait is penalised

One-Handed Figure of Eight, Style

Level 1	Gait: Walk, Trot, Canter
Level 2	
Level 3	Gait: Trot, Canter
Level 4	

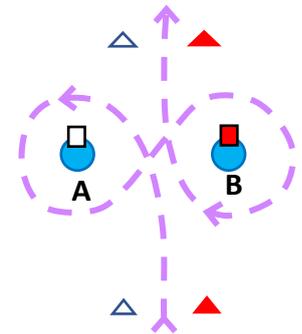


Equipment...

- 3 red flags, 3 white flags, 1 number, letters A and B
- 2 barrels of 1m minimum height
- Marking equipment, e.g. sand, paint or cones

Features...

- Two barrels spaced 15m apart, to be labelled A and B
- A flag on top of each barrel, red = ridden clockwise (red flag to right shoulder), white = ridden counterclockwise (white flag to left shoulder)
- An entrance gate set 2m-10m from the line of the barrels (min/max)
- An exit gate 4m wide set 2m-10m from the line of the barrels
- A line extending out from each gate flag to ensure that the ridden circle does not go beyond the line of the gate



Objectives...

Demonstrate the correct approach of the rider and willingness of the horse. The course designer will specify which barrels will be A and B. The rider negotiates the barrels in order A to B **with one hand only on the reins**, at rider's choice of gait, and without knocking any of the barrels over. The rider must not touch the reins with their free hand until the hind feet have exited the flags.

Effectiveness faults...

- Touching a barrel
- Break in forward motion, change of gait
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside -10 points

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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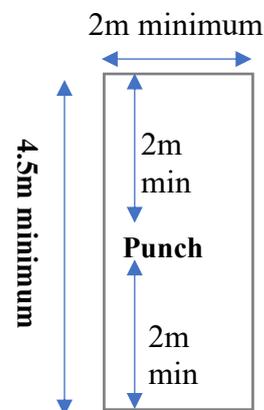
T.I.
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[S/Sheet 3: Ridden, Style]

Note: change of gait is NOT penalised

Ticket Punch

Level 1	Same for all levels
Level 2	Same for all levels
Level 3	Same for all levels
Level 4	Same for all levels



Equipment...

- 1 red flag, 1 white flag, 1 number
- Marking equipment e.g. sand or paint etc
- 1 ticket punch (orienteeing clicker type) or pen, on a string min 70cm
- A tree/bush/jump stand from which to suspend the ticket punch
- Pieces of card or a ticket (1 per rider)

Features...

- A marked area which is of minimum 4.5m long and minimum 2m wide containing a suspended punch; course builders are encouraged to make the obstacle larger if space allows
- The area must start at least 2m before the ticket punch and extend for at least 2m after it
- The punch should be suspended at a height of 1.5m-2m using a string at least 70cm long. It must be positioned fully within the marked area, but it can be in the centre or at the side of the area.
- A natural or man-made object may be used to suspend the punch, provided it is stable and strong enough to support the punch for the duration of the level/class
- The rider can be required to punch the card from the nearside or offside, or it can be left to their choice

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse. The rider must punch the card (on nearside or offside if specified) using the ticket punch suspended within the area. The gait that the horse enters and leaves the obstacle is not fixed.

Effectiveness faults...

- Running out or circling before entering the obstacle
- Refusal, including stepping back
- Rider letting go of the punch or string before the card has been punched
- Horse moving one or more feet while the rider punches the card (each movement = 1 fault)

Style evaluation...

- Calmness and obedience of the horse
- Lightness, balance and accuracy of the rider
- Discreet rider aids

Penalties...

- Brutality -5 points
- Dangerous method -5 points
- Fall of the horse or rider -10 points
- Foot outside -10 points

Obstacle design courtesy of TREC GB