

Association of Irish Riding Clubs



Le Trec Rule Book

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F.I.T.E.



F.I.T.E. is the international governing body for Le Trec.

The International Federation of Equestrian Tourism (FITE) was created in 1975, on France and Italy's own initiative. It now has a membership across three continents; the Association of Irish Riding Clubs is the official member for Ireland.

The goals of F.I.T.E. are:

- To group together at international level the National Equestrian Tourism Organisations (designated by the abbreviation ONTE).
- To ease relations and understanding between the different F.I.T.E. organisations, to give them support, help and encouragement, to strengthen their authority and prestige.
- To co-ordinate and harmonise their actions, to define on an international level equestrian tourism routes.
- To promote and improve the use of the horse in all forms of equestrian tourism and the use of the horse for leisure.
- To promote the organisation of meetings and international equestrian competitions.
- To influence national and international authorities on every question and regulation directly or indirectly concerning equestrian tourism.
- And generally, to show interest at international level on all questions concerning the horse regarding its links with tourism, open-air activities, the environment, preservation of trekking paths and roads, as well as any questions which could be directly or indirectly linked with one of the above mentioned subjects, or any other similar or allied subject.

General Rules



PRESENTATION OF THE COMPETITION

It is a combined event that aims to reward horse-rider combinations that successfully manage to tackle a range of obstacles rather than their success at any one particular obstacle. This is a competition in which outdoor training and riding school flat-work go hand in hand.

Success in Le Trec can lead to representing the A.I.R.C. and Ireland at world championship level.

The three phases

Turnout and equipment inspection (10 minutes prior to POR start), omission's (maximum)	10 penalties
a) An optimum time speed and orienteering course (POR), marked out of	240 points
b) A test to determine the riders control of his horses paces (CG), marked out of	60 points
c) A timed cross-country trials course (PTV), involving 16 natural or simulated obstacles, marked out of	160 points
Maximum total possible from all phases	460 points

GENERAL CONDITIONS

1. The Organisation

- The organiser is responsible for the efficient running of all aspects of the competition.
- Competitors are deemed to have accepted the general rules of LeTrec and the specific conditions of a competition by the act of entering that competition.
- All competitions at any level run as part of the A.I.R.C. national programme require the presence of an official steward appointed by A.I.R.C.
- An equine health check during POR is a requirement in all competitions at level 3 or above.
- Only participation in and the results from official A.I.R.C. Le Trec competitions will count towards qualification for regional and national championships and for the selection for World Championships.

2. General Conditions for Participation

- All members taking part in A.I.R.C. Le Trec competitions must be over seventeen years of age on the date of the competition and must be bona fide members of a riding club.
- Horse/ponies must be at least four years of age.
- Normally a competitor partners the same horse /pony for all phases.
- There are no formal requirements for determining what a team should represent.

3. The Event

The phases normally take place over two days but can take place over one day. The two days need not be consecutive. It is possible for a Le Trec based competition to run without using all three phases.

A record card/book is given to all competitors at the start of the competition. The competitor is obliged to preset it to all check point stewards. All competitors must also wear a number in all three phases

The starting times and order is determined by the organiser for the three phases.

4. Marking

The method of marking each phase is described in specific rules. The individual, pair or team winners will be those having gained the highest points total over the three phases (A+B+C). In the instance of equality, the result will be decided on the

General Rules



basis of the two most important phases (A+C). If there is still absolute equality of the scores, it is phase A (POR) that will decide the winning individual, pair or team.

In pairs, the sum of both riders' scores determines their placings. Team placings are calculated on the basis of the best three team scores. The individual placings, in which team members will also figure, will be announced separately.

5. Elimination from a competition

Retiring voluntarily from one of the three phases eliminates the competitor from that phase but not the competition. If a competitor, for other reasons, is unable to finish a phase he/she may finish the rest of the competition and be placed (this clause does not apply in the event of a competitor being definitively stopped during a fitness check).

Any competitor who loses their record book/card or whose record book/card is unreadable is eliminated from the POR.

Also entailing elimination from a competition:

- Any competitor whose horse has been definitively stopped by the veterinarian
- Any competitor assisted in route finding during the POR or who communicated the route to anyone whatsoever.
- Any competitor receiving outside assistance during phase two (CG) or three (PTV). (NB – assistance in remounting is permitted)
- Any competitor found guilty of the misuse of prohibited substances in breach of the current FEI (International Equestrian Federation) rules, the annual guidelines of the FITE, or any relevant regulations by the EFI (Equestrian Federation of Ireland) and the A.I.R.C.

6. Complaints

Protests or complaints may be lodged only by the chairman of the competing riding club (or their representatives appointed in writing). These must be in writing and accompanied by a deposit of €50. They must be addressed to the organiser of the competition.

Protests must be made not later than half an hour after the occurrence which gave rise to them, half an hour after the marks have been published, or in the case of protests against qualification of competitors or horses, one hour after the start of the event. The steward will give his decision after investigation, and his decision will be final.

The deposit is forfeit unless the objection is upheld, or it is decided that there were good and reasonable grounds for the lodging of an objection. All protests must be made and handled in an orderly and mature manner.

Any event outside of the organisers control cannot be subject to a complaint.

7. Veterinary inspections (championships only)

The first veterinary inspection will take place before the start of the event, preferably the day of the championships. It shall in no instance be organised between the taking down of the route and the start of the competitor on the POR.

After the optimum speed and orienteering course (POR), the veterinary inspection will take place approximately thirty minutes after the competitor has returned to starting area. It will take place in a designated area.

The final veterinary inspection will take place before the control of gaits phase.

8. Levels of competition

The levels of official Le Trec competitions are:

<i>Level</i>	<i>POR</i>	<i>Gaits</i>	<i>PTV</i>
One	Up to 12kms	75/150m	Approximately 2'
Two	Up to 20kms	75/150m	Approximately 2'4"

General Rules



Three	Up to 32kms	75/150m	Approximately 2'7"
Four	Up to 40kms	75/150m	Approximately 3'
International/Championships	Up to 45kms	75/150m	Approximately 3'3"

At any level it is possible to divide classes into Series A and Series B. Series A would denote a more technically demanding POR phase than Series B but the other phases could be run over the same course.

Only at level three or upwards might the POR phase include a night time section.

At level three and above, competitors should be prepared to use grid references (8 figure) and bearings only for the purposes of navigation.

TURNOUT, TACK AND EQUIPMENT

1. Turnout

Competitors are expected to wear clothing that is suitable and practical for riding out in the countryside. A suitable protective hard hat with chin strap to current AIRC standards must be worn at all times when mounted. The organiser/steward reserves the right to stop competitors starting with inappropriate or ill-suited equipment.

Horses that are normally unshod may compete unshod. A horse losing a shoe during the POR must be fitted with appropriate protective footwear (i.e a horse boot).

2. Tack

The horses tack must be suited to the horse. All phases must be performed with the same tack (same bit and saddle). Saddle packs may be set aside for the control of gaits and the PTV phases.

Any sort of bit may be used, providing it is suitable to the horse/pony. Fixed martingales and other fixed reins are forbidden.

Competitors must have all of the necessary equipment or a day long ride including equipment for night time riding.

The use of GPS equipment is not permitted.

Mobile phones may be carried for use in an emergency. Anyone carrying a mobile phone must inform the competition organiser at the start of the competition and leave the number with the organiser.

3. Equipment

The following is required for all levels (additional items may be included for your own comfort):

All phases

- Helmet complying with current AIRC standards
- Safe and appropriate clothing and footwear (for this competition experience has shown that footwear with a thread sole and half chaps are more suitable than the more conventional riding boot)
(NB – if using a running martingale on the PTV, for dismounted obstacles, the horse should be lead using a head collar or the reins should be detached from the martingale)

Orienteering only

- Compass (standard flat one – generally Silva are the most versatile and cheapest)
- Pens (for map marking – two colours, permanent ink with thin nibs, red and fluorescent orange are popular, and black or blue for notes)
- Torch (in case caught by darkness – sufficient to map read but ideal as head lamp)

General Rules



- First Aid equipment (basic for equine and human – e.g. bandage, antiseptic wash, sterile dressing, wound powder)
- Waterproofs (lightweight jacket is usually sufficient)
- Whistle (for use in emergencies)
- Head collar and Lead rope or combination bridle
- Emergency farrier tools and equi-boot (only compulsory at level three and above)

Recommended

- Fluorescent or high viz clothing (for safety)
- A map case
- Saddle bag for POR (or suitable alternative)
- Coins and/or mobile telephone for emergency phone call
- Telephone numbers to call (supplied by organiser)
- Drink and snack for rider
- Digital watch or stopwatch

Specific Rules



A) POR COURSE

1. Definition

The principle of the POR is to follow the set route of a given ride at predetermined speeds. This route must be long enough to assess the fitness of a horse, and can vary, according to the level of the competition.

The POR can be organised over a number of routes, including one night time ride (Level 3 and above), within a period of less than 24 hours.

All assistance to riders, except in dangerous circumstances, is strictly forbidden and results in elimination from the competitions.

The route must include topographical difficulties creating route-finding problems and posing choices in terms of which route to take.

During the competition it is vital that competitors observe the country code, do no damage to crops, fences, etc. do not upset livestock and leave all gates as they were found. They are expected to show consideration to other users of the countryside.

The average speeds at which the riders must cover the course are predetermined. Each competitor's score is calculated on the basis of the difference between the time it takes them to cover the course, measured at check-points that are not known about in advance, and an optimum time calculated according to the set speeds and the distance to be covered.

The target speeds are:

- displayed on a notice board
- told to riders by the steward at the start of the rest time between each stage
- constant over the stage in question
- chosen by the organisers to be between 6 and 12 km/h (the organisers will ensure that no two successive stages have the same optimum speeds). In some circumstances, speeds below 6km/h may be used.

The route is shown to each competitor on 1/25,000 or 1/50,000 scale maps. They must mark the route onto the maps that are given to them. Certain stages can involve a route to be followed with a compass or simply by giving the co-ordinates of a meeting point, which does not necessarily have to be a check-point (level 3 and above). Where bearings and/or grid references are to be used, the competitor must receive written instructions indicating what is expected of them at the start of the stage. Competitors are not given any information prior about the POR phase by anyone else whatsoever.

The competitors are given an appropriate time not exceeding twenty minutes prior to the start in order to mark down their route in the map room

2. Checkpoints

The checkpoints must be tackled in ascending numerical order. The competitors are unaware of the number and the position of the check points. The time taken for each stage of the ride is measured from when the start line and the finish line is crossed by the leading foreleg of the horse.

The start and finish lines at each check-point comprise two visible regulatory flags (red and white) of a maximum of 30 cm high. When within sight of the checkpoint, competitors must go directly to it by the correct route as indicated on the official map, without altering gait or and without stopping.

A checkpoint or intermediate checkpoint ((no time halt or change of speed) maybe sited to check an incorrect route. These are also known as 'ticker points.'

3. Halts

Specific Rules



A halt of between 5 and 10 minutes must be imposed by the organisers at each check-point. This halt may be increased to 15 minutes should it include an equine fitness test.

The stewards have the power to change the halt time according to the circumstances, especially to avoid competitors meeting on the route.

4. Fitness Inspection

Where a veterinary inspection forms part of the competition, the vet or other designated person checks the condition of the horses. He/she can decide if the horse needs to be held temporarily or definitively stopped and his decision is final.

In the instance of the vet deciding that a horse should be temporarily held, the competitor is penalised by 1 point for each complete minute that they are held over the time allowed.

5. Penalties

The phase is marked by deducting the number of penalty points from a total optimum of 240 points assigned at the start to each competitor; the final result can be negative. Penalty points are incurred in accordance with the following scoring system:

- 1 point per minute of vet-imposed halt (see above)
- 1 point per full minute's difference with the optimum time (quicker or slower)
- 30 points for each competitor who, when within sight of a check-point, does not keep moving straight and forward on the correct path
- 30 points for arriving at a check-point by a route other than that intended
- 30 points for missing an intermediate checkpoint ('ticker point') or for arriving at any checkpoint that is not part of their official route
- 50 points for any missed checkpoint. The two successive stages each side of the missed checkpoint are then considered as one stage to be completed at the speed set for the first of those stages.

For each stage of this phase, the score is calculated independently of the other stages. Because of this, penalties incurred in any one stage are definitively incurred and cannot be won back on the other stages.

Any rider not starting from a check-point (including the initial check-point) at the set time is penalised by one point for each full minute that they are late (e.g. a rider leaving the checkpoint 4'59" late will be penalised 4 points). The new start time is marked on the record book along.

6. Accuracy of measurements

The distances measured on the map by the jury are considered to be final.

7. Falls

Competitors experiencing a fall during this phase are required to report the details to the organiser. A fall during the POR phase does not result in automatic elimination.

8. Elimination

Any competitor who does not cross the finishing line is eliminated from the competition and from the championship.

B) CONTROL OF GAITS

1. Aim

Showing that a trek / trail rider is capable of making his horse go quickly at walk and slowly at canter on a given path.

2. Stages

Specific Rules



- a) Go as quickly as possible at walk along a 150m long, reasonably level, marked corridor between 2 and 2.20m wide.
- b) Go as slowly as possible at canter along the same 150m corridor or one that is identical to it.

Please note that the corridor can be less than 150m and need not be in a straight line if the ground does not permit this.

3. Judging

In both stages of this test, the horses score 0 if they:

- do not remain at the required gait
- stop or go backwards on the course
- put one foot or more out of the corridor during the test

It is the inner border of the corridor that counts for this purpose. The horse must cross the start and stop line at the required gait. Competitors must do the canter test first

4. Falls

A fall during either the canter stage or walk stage of this phase will result in a zero score for that stage only. A fall during the Control of Gaits does not result in automatic elimination.

5. CG Marking for 150m

MARK	CANTER	WALK
	<i>Time in seconds</i>	<i>Time in seconds and 10ths of a second</i>
30	33.8 or more	67.0 and less
29	33.6	68
28	33.5	69
27	33.3	70
26	33.2	71
25	33.0	72
24	32.9	73
23	32.7	74
22	32.6	75
21	32.4	76
20	32.3	77
19	32.1	78
18	32.0	79
17	31.8	80
16	31.7	81
15	31.5	82
14	31.4	83
13	31.2	84
12	31.1	85
11	30.9	86
10	30.8	87
9	30.6	88
8	30.5	89

Specific Rules



MARK	CANTER	WALK
	<i>Time in seconds</i>	<i>Time in seconds and 10ths of a second</i>
7	30.3	90
6	30.2	91
5	30.0	92
4	29.3	93
3	28.5	94
2	27.8	95
1	27.0	96
0	26.3	97

C) PTV OBSTACLE COURSE (CROSS-COUNTRY TRIALS COURSE)

1. Definition

This phase is intended to highlight the high degree of training required for a Le Trec horse (confidence, courage, handiness, balance, sure-footedness) as well as the correctness and appropriateness of the rider's aids and his "experience" across country. It is the rider-horse combination that is tested.

2. The course

A route is followed up to 5 km to be carried out in a set time (around 12 km/h). The course comprises of up to 16 natural or simulated obstacles that can be encountered during the course the course of a ride.

Each obstacle is numbered (2m high flags, red on the right and white on the left, with the number on a 20cm x 20cm board attached to the red flag's pole at a height of 1.50m) and must be tackled by competitors in chronological order. Certain obstacles may include a penalty zone.

3. Walking the course

Competitors may walk the course. The course is officially opened and closed for walking at times set by the AIRC steward.

4. Marking

Each obstacle is marked out of ten in accordance with the marking scheme that the judges are given (this making a total of 160 points for all 16 obstacles).

Refusal: 3 refusals at an obstacle mean 0 points being awarded for the obstacle, but the competitor is not eliminated from the competition.

The rider not wanting to attempt an obstacle must nonetheless present the horse to the relevant judge before continuing on his/her way.

Uncorrected error of course: elimination from the phase (e.g. missing an obstacle without informing the judge).

5. Time scoring (for the whole course)

Penalties: the first minute exceeding the time limit set by the organisers incur 5 penalty points; the second incurs 10 additional points, the third 15 additional points. No penalties are incurred for being under the time.

No more than 30 penalty points can be incurred for exceeding the optimum time.

Specific Rules



6. Start and finish

The start and finish lines must be flagged in an identical manner to the other obstacles on the course.

7. The obstacles

Numbered from 1 up to 16, they are placed between red flags (on the right) and white flags (on the left). Horse and rider must both go between the flags which form an integral part of the obstacle in addition to its other features (height, width, length, etc.).

8. The penalty zones

Certain obstacles may include penalty zones (3 to 5m) before and after. They aim to define and set the limits within which penalties will be incurred for a refusal or a fall. If a competitor/horse steps out of the penalty zone, once entered, and re-enters to complete the obstacle, this is considered a refusal.

The zones are marked as deemed appropriate (flags, plaster, sand, etc.) by the organisers. If flags are used, do not use red or white ones, nor ones that are the same colour as the route markers.

9. Gaits

Generally speaking breaking stride or changing of gait or pace involves passing up or down from one gait to another or the stopping of a movement that is being performed.

Competitors are free to choose the horse's gaits in between the obstacles. Sometimes a certain gait may be imposed by the jury at certain points on the course (for security reasons, considering weather conditions, for instance, the jury can punctually interfere). Gaits are imposed by rules as well.

This irregularity of gait is only penalised at the obstacle itself, in other words as soon as the horse's forefeet have crossed the line between two entry flags up until the two hind feet cross the line between the two exit flags.

In the instance of breaking of gait whilst an obstacle is being tackled involving several options (canter, trot, walk) in addition to the incurred penalty mark (for effectiveness), the lowest gait is taken into consideration for the style mark.

10. General marking principles

Marks will be accorded at each obstacle on a scale of 0 to 10. This mark will result from those for effectiveness and style. Effectiveness and style are marked separately in accordance with the marking schemes below.

11. Effectiveness

This mark is determined by whether the obstacle is successfully negotiated or not according to one particular criterion:

- done / not done
- passed / not passed
- touched / not touched
- moved / not moved
- disobedience / no disobedience

And only according to this criterion

These marks will be as follows:

7 = 0	disobedience	- foot didn't touch	- didn't act	- didn't break stride etc.
4 = 1	disobedience	- foot touched once	- acted once	- broke stride once etc.
1 = 2	disobediences	- 2 feet touched	- acted twice	- broke stride twice etc.
0 = 3	disobediences	- 3 feet touched	- acted three times	- 3 breaking of stride etc.

This mark is to be put in box E on the score sheet.

12. Style

Specific Rules



The style mark will be added to or subtracted from the effectiveness mark. It will be given according to how the exercise is carried out in terms of one criteria:

- very good +3
- good +2
- quite good +1
- average 0
- poor -1
- bad -2

This mark is put in box S on the score sheet

13. Penalties

Negative marks incurred for obstacles negotiated with brutality or in a manner that is considered to be dangerous: -3
 This mark is put in box P on the score sheet. On some obstacles failure to secure stirrup irons can incur a 1 point penalty.
 This rule does not apply to Western saddles.

14. Falls

A fall (of horse or rider) within a penalty zone or at an obstacle itself results in a 0 score for effectiveness at that obstacle.
 Two falls on the PTV course results in elimination from the PTV phase.

15. Overall mark

This is calculated: $E + S - P$. It cannot be less than 0.

At all obstacles, a 0 score in the effectiveness column means an overall 0 score for the obstacle. The mark is written on the score sheet as shown below:

OBSTACLE:	NAME:		JUDGE:	
	No.			
RIDER NUMBER	E	S	P	Mark
1	7	2		9
2	1	1		2
4	4	2	-1	5
3	7	3		10
5	0			0

PTV Obstacles



LIST OF PTV OBSTACLES

The following PTV obstacles are approved for use in championships:

1. Riding up an incline at least 10 m long and 30 to 45 degrees of slope)
2. Riding down an incline (at least 10 m long and 30 to 45 degrees of slope)
3. A step-up of around 1 m high (ridden & leading up)
4. A drop of around 1.30 m (ridden & leading down)
5. A tree trunk (90 cm high, 1 m wide) (to be jumped)
6. A ditch of around 1.50 m wide (ridden & led)
7. A hedge (90 cm high, 50/60 cm wide) (to be jumped)
8. A course of 6 bending poles to be taken at trot or canter (4 m between them)
9. Water crossing at walk, at least 4 m wide (around 50 cm deep)
10. Leading the horse up an incline (at least 10 m long and around 30 to 45 degrees of slope)
11. Leading the horse down an incline (at least 10 m long and around 30 to 45 degrees of slope)
12. Foot bridge crossing, 1 m wide and 5 m long
13. Riding through a corridor, 0.5 m wide and 8 m long
14. Immobility in a circle : the horse must remain loose in a 4 m circle for 10 seconds whilst the rider is in a concentric 8 m circle
15. Leading the horse into and out of a two-horse trailer (rear loading and front unloading type)
16. Open and close a gate whilst mounted
17. S-bend test
18. Low branches
19. Mounting on the near or off side in a 2.50 m wide circle
20. Reining back 4 m in a 0.80 m corridor
21. Bank
22. Staircase up
23. Staircase down

Other types of obstacles maybe encountered in other competitions, but the judging criteria must remain consistent with the philosophy of Le Trec. In the event of other obstacles being used the organiser must inform competitors how the obstacle is to be tackled and how it is judged. At all levels obstacles should be adjusted to allow for the anticipated level of skill and experience of the riders at that competition.

Description of PTV obstacles

A certain amount of data is provided on the shapes, dimensions, materials, etc. in the following obstacle data sheets. It is important to remember that this data is given for course builders starting entirely from scratch on a piece of land. In all cases it is recommended that natural obstacles are used wherever possible, whatever size and dimensions are used, as long as they represent a fair obstacle without creating an dangerous situation.

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

RIDING UP AN INCLINE

OBSTACLE DATA SHEET

Features

- Level incline (no steps up)
- sloped between 30° and 45°
- length between 6 m and 12 m depending to the angle of the incline
- between 2 and 4 m wide

Equipment

- 2 red flags
- 2 white flags

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.

Important points to look for

- regular paces and good balance of the horse
- good position of the rider (vertical over the centre of gravity and light seat)
- horse stays straight in line with the axis of the slope

Faults to be avoided

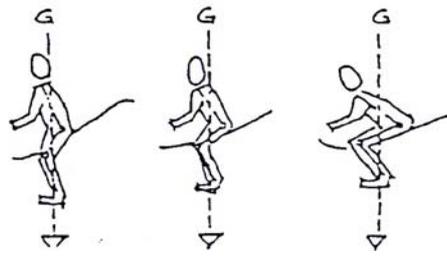
- break in forward movement (change of pace)
- dangerous riding
- loss of balance
- incorrect position of rider
- incorrect aids of the rider
- horse not straight

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness and straightness
Style: Marked from +3 to -2 in accordance with the marking scheme (riders position)
Penalties: -3 for brutality or dangerous riding

PTV Obstacles



 RIDING UP AN INCLINE No. _____ STEWARD: _____								
Rider No.	E +	S -	P =	TOTAL	IMPORTANT POINTS TO LOOK FOR <ul style="list-style-type: none"> Regular paces and good balance of the horse Good position of the rider (vertical over the centre of gravity and light seat) Horse stays straight in line with the axis of the slope 			
					MARKING SCHEME: E + S - P			
					Effectiveness (E)	Style (S)	Penalty (P)	
					Good	7	Very good + 3	
					1 fault	4	Good + 2	
					2 faults	1	Quite good + 1	Brutality or dangerous riding
					3 faults	0	Average 0	- 3
					Fail in the penalty zone	0	Poor - 1	
							Bad - 2	
					<i>A mark of 0 for effectiveness means an overall mark of 0</i>			

7 = 0 disobedience - 0 breaking of stride etc
 4 = 1 disobedience - broke stride once etc
 1 = 2 disobediences - broke stride twice etc
 0 = 3 disobediences - broke stride three times etc
 Mark to be put in box E of the score sheet

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

RIDING DOWN AN INCLINE

OBSTACLE DATA SHEET

Features

- Level incline (no drops)
- sloped between 30° and 45°
- length between 6m and 12m depending to the angle of the incline
- between 2m and 4m wide

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers if required

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.

Important points to look for

- regular paces and good balance of the horse
- good position of the rider (vertical over the centre of gravity and light seat)
- horse stays straight in line with the axis of the slope

Faults to be avoided

- break in forward movement (change of pace)
- dangerous riding
- loss of balance
- incorrect position of rider
- incorrect aids of the rider
- horse not straight

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness and straightness

Style: Marked from +3 to -2 in accordance with the marking scheme (riders position)

Penalties: -3 for brutality or dangerous riding

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

LEADING UP A STEP

OBSTACLE DATA SHEET

Features

Steep sided obstacle, stable ground.

- Height: 1.10m maximum
- 2m to 3m wide

Equipment

- 1 red flags
- 1 white flags
- 1 number
- penalty zone markers if required

N.B. The ground should be well prepared and stabilised on the landing surface (beams or poles holding up the upper edge) as well as on the take off surface.

Aim

Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the riders.

Important points to look for

- calmness, obedience and willingness
- a regard for safety
- change of pace and jumping from a stand-still is allowed

Faults to be avoided

- Refusal
- dangerous riding

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness

Style: Marked from +3 to -2 in accordance with the marking scheme

Penalties: -1 for flapping stirrup irons

-3 for brutality or dangerous conduct

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

DROP (RIDDEN)

OBSTACLE DATA SHEET

Features

Steep sided obstacle, stable ground.

- Height: 1.40m maximum
- 2m wide minimum

Equipment

- 1 red flags
- 1 white flags
- 1 number
- penalty zone markers if required

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.

Important points to look for

- regularity, balance, and impulsion
- good position of the rider
- change of pace and jumping from a stand-still is allowed

Faults to be avoided

- Refusal
- dangerous riding

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness

Style: Marked from +3 to -2 in accordance with the marking scheme

Penalties: -3 for brutality or dangerous conduct

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

LEADING DOWN A DROP

OBSTACLE DATA SHEET

Features

Steep sided obstacle, stable ground.

- Height: 1.40m maximum
- 2m wide minimum

Equipment

- 1 red flag
- 1 white flag
- 1 number
- penalty zone markers

Aim

Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids.

Important points to look for

- calmness, obedience and willingness
- a regard for safety
- change of pace and jumping from a stand-still is allowed

Faults to be avoided

- Refusal
- dangerous riding

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness

Style: Marked from +3 to -2 in accordance with the marking scheme

Penalties: -1 for flapping stirrup irons

-3 for brutality or dangerous conduct

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

TREE TRUNK

OBSTACLE DATA SHEET

Features

Compact tree trunk (or log pile) without any branches, placed on stable and level ground. Must be jumped.

- Height: 1m maximum
- Diameter: up to a maximum of 1m
- Width: 3m minimum

Equipment

- 1 red flags
- 1 white flags
- 1 number
- 1 large tree trunk or three smaller trunks
- penalty zone markers if required

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.

Important points to look for

- regularity, balance, and impulsion
- good position of the rider
- change of pace and jumping from a stand-still is allowed

Faults to be avoided

- Refusal
- dangerous riding

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness

Style: Marked from +3 to -2 in accordance with the marking scheme

Penalties: -3 for brutality or dangerous conduct

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

DITCH (RIDDEN)

OBSTACLE DATA SHEET

Features

Natural or man-made ditch which may be able to be negotiated without having to jump. It may have water in it or not

- Width: 1.50m maximum
- Length: 3m minimum
- Entrance and exit between 3m and 5m from obstacle (penalty zone)

Equipment

- 1 or 2 red flags
- 1 or 2 white flags
- 1 number
- penalty zone markers if required

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.

Important points to look for

- regularity, balance, and impulsion
- good position of the rider
- change of pace and jumping from a stand-still is allowed

Faults to be avoided

- Refusal
- dangerous riding

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness

Style: Marked from +3 to -2 in accordance with the marking scheme

Penalties: -3 for brutality or dangerous conduct

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

DITCH (LED)

OBSTACLE DATA SHEET

Features

Natural or man-made ditch which may be able to be negotiated without having to jump. It may have water in it or not

- Width: 1.50m maximum
- Length: 3m minimum
- Entrance and exit between 3m and 5m from obstacle (penalty zone)

Equipment

- 1 or 2 red flags
- 1 or 2 white flags
- 1 number
- penalty zone markers if required

Aim

Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids.

Important points to look for

- calmness, obedience and willingness
- a regard for safety
- change of pace and jumping from a stand-still is allowed

Faults to be avoided

- Refusal
- dangerous conduct

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness

Style: Marked from +3 to -2 in accordance with the marking scheme

Penalties: -1 for flapping stirrup irons

-3 for brutality or dangerous conduct

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

HEDGE

OBSTACLE DATA SHEET

Features

Natural or man-made hedge. Must be jumped.

- Height: 1m maximum (compact part of the hedge)
- Thickness: up to a maximum of 0.5m
- Width: 3m minimum

Equipment

- 1 red flag
- 1 white flag
- 1 number
- penalty zone markers if required

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.

Important points to look for

- regularity, balance, and impulsion
- good position of the rider
- horse must jump
- change of pace and jumping from a stand-still is allowed

Faults to be avoided

- Refusal
- dangerous riding

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness

Style: Marked from +3 to -2 in accordance with the marking scheme

Penalties: -3 for brutality or dangerous conduct

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

BENDING

OBSTACLE DATA SHEET

Features

- bending through 6 posts in the ground, evenly spread in a line at a distance of 5m from one another
- posts of a minimum of 2m high
- corridor of 4m wide (2m each side of the post)
- a starting gate 4m before the first post
- a finishing gate 4m after the last post

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 6 posts
- corridor marked on the ground

Aim

Showing the calmness and forwardness of the horse and the appropriate aids of the rider.

Important points to look for

- does not touch the posts while passing through them or step out of the corridor
- regular forward motion, in whatever pace
- the calmness of the combination

Faults to be avoided

- touching the posts
- change of pace
- stepping out of the corridor

Marking

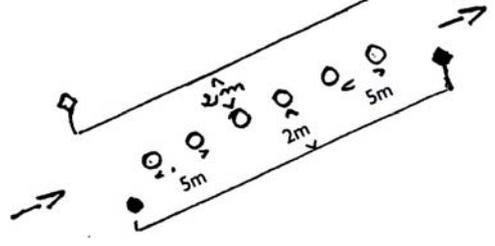
Effectiveness: Marked 7, 4, 1, or 0 depending on the regularity and the fact of 'touching or not touching'

Style: Canter = +3; trot = 0; walk = -2

Penalties: -3 for brutality or dangerous riding

PTV Obstacles



 BENDING No. _____ STEWARD: _____							
Rider No.	E +	S -	P =	TOTAL	<p style="text-align: center;">IMPORTANT POINTS TO LOOK FOR</p> <ul style="list-style-type: none"> ▪ Not touching or placing a foot outside of the corridor ▪ Calmness, and accuracy of the combination ▪ Regularity 		
MARKING SCHEME: E + S - P							
					Effectiveness (E)	Style (S)	Penalty (P)
					Good 7	Canter + 3	Brutality or dangerous conduct - 3
					1 touch or step outside 4	Trot 0	
					2 touches or step outside 1	Walk - 2	
					3 touches or step outside 0		
					Fall in the penalty zone 0		
<i>A mark of 0 for effectiveness means an overall mark of 0</i>							

7 = 0 disobedience - 0 breaking of stride, touch poles or step outside
 4 = 1 disobedience - broke stride, touched poles or stepped outside once
 1 = 2 disobediences - broke stride, touched poles or stepped outside twice
 0 = 3 disobediences - broke stride, touched poles or stepped outside three times
 Mark to be put in box E of the score sheet

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

WATER CROSSING

OBSTACLE DATA SHEET

Features

As far as possible, the water must not have high edges. It must be negotiated at a walk.

- Minimum of 4m length of crossing
- Depth of water up between 0.50m and 1m

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers if required

Aim

Showing the forwardness and determination of the horse and the appropriateness of the riders aids.

Important points to look for

- regularity of the crossing
- calmness and forwardness of the horse
- correct aids of the rider

Faults to be avoided

- the horse rolling
- rushing through the crossing
- break in forward motion (even to drink)

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the crossing

Style: Marked from +3 to -2 in accordance with the marking scheme (riders position)

Penalties: -3 for brutality or dangerous riding

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

LEADING UP AN INCLINE

OBSTACLE DATA SHEET

Features

- Look for level ground enabling the horse to lead safely and regularly up the incline
- Slope of around 30° to 45°
- 10m wide minimum

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers

Aim

Showing the combination's adeptness when the horse is being led. The obedience of the horse and the appropriateness of the rider's aids.

Important points to look for

- regularity of the climb in the median axis
- a regard for safety

Faults to be avoided

- the horse getting loose
- a horse that pushes forward or walks in front of its rider
- break in forward motion (do not penalise a horse that bounds up the slope)

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness and straightness
Style: Marked from +3 to -2 according to the position from which the rider leads the horse
Penalties: -1 for flapping stirrup irons
-3 for brutality or dangerous conduct

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

LEADING DOWN AN INCLINE

OBSTACLE DATA SHEET

Features

- Look for level ground enabling the horse to lead safely and regularly down the incline
- Slope of around 30° to 45°
- 10m minimum length

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers

Aim

Showing the combination's adeptness when the horse is being led. The obedience of the horse and the appropriateness of the rider's aids.

Important points to look for

- regularity of the descent in the median axis
- a regard for safety

Faults to be avoided

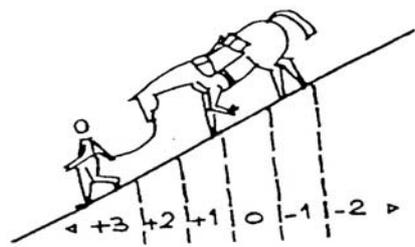
- the horse getting loose
- a horse that pushes forward or walks in front of its rider
- break in forward motion (do not penalise a horse that bounds down the slope)

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness and straightness
Style: Marked from +3 to -2 according to the position from which the rider leads the horse
Penalties: -1 for flapping stirrup irons
-3 for brutality or dangerous conduct

PTV Obstacles



 LEADING DOWN AN INCLINE No. STEWARD:								
								<p style="text-align: center;">IMPORTANT POINTS TO LOOK FOR</p> <ul style="list-style-type: none"> ▪ Regularity of climb in median axis ▪ A regard for safety
Rider No.	E +	S -	P =	TOTAL	MARKING SCHEME: E + S - P			
					Effectiveness (E)	Style (S)	Penalty (P)	
					Good	7	Rider Pos. In front + 3	
					1 fault	4	Head + 2	Brutality or dangerous conduct - 3
					2 faults	1	Shoulder + 1	
					3 faults	0	Girth 0	Flapping stirrup irons - 1
					Fall in the penalty zone	0	Hind feet - 1	
							Behind - 2	
					<i>A mark of 0 for effectiveness means an overall mark of 0</i>			

7 = 0 disobedience - 0 breaks in forward motion
 4 = 1 disobedience - 1 break in forward motion
 1 = 2 disobediences - 2 breaks in forward motion
 0 = 3 disobediences - 3 breaks in forward motion
 Mark to be put in box E of the score sheet

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

FOOTBRIDGE CROSSING

OBSTACLE DATA SHEET

Features

May be on the ground, or over a stream or between two mounds of earth, etc. Must be negotiated at walk.

- Minimum of 5m length of crossing
- Width: around 1m
- Height above the ground, between 0.2m and 1.2m (unless this poses an objective danger)
- One or two hand-rails

Equipment

- 2 red flags
- 2 white flags
- 1 number
- One footbridge (wooden, iron, etc)
- penalty zone markers if required

Aim

Showing the forwardness and determination of the horse and the appropriateness of the rider's aids.

Important points to look for

- regularity of the crossing
- calmness and forwardness of the crossing
- correct aids of the rider

Faults to be avoided

- the horse refusing
- rushing through the crossing
- jumping on or off the bridge

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness and disobedience's

Style: Marked from +3 to -2 in accordance with the general marking scheme

Penalties: -3 for brutality or dangerous riding

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

CORRIDOR

OBSTACLE DATA SHEET

Features

This is a narrow path made up by bars placed on the floor..

- 8m length
- Width: between poles 0.5m

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 4 x 4m poles
- penalty zone markers if required

Aim

Showing the calmness and forwardness of the horse and the appropriateness of the rider's aids.

Important points to look for

- not touching or placing a foot outside of the corridor
- regularity of the crossing at whatever pace
- calmness of the combination

Faults to be avoided

- feet touching or stepping outside of the bars
- change in gait

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness and whether the bar is touched or not

Style: canter = + 3; trot = 0; walk = - 2

Penalties: -3 for brutality or dangerous riding

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

IMMOBILITY

OBSTACLE DATA SHEET

Features

The Immobility test will take place in two well marked, concentric circles on level ground.

- Inner circle: 4m diameter
- Outer circle: 8m diameter

A ringed off area should be provided to avoid horses getting loose.

Equipment

- 1 number
- material for marking (sand, paint, sawdust, etc.)
- 1 timer
- rope to provide a ringed off area

Aim

Showing the obedience and calmness of the horse.

Marking

Effectiveness: Marked 1 point per second that the horse remains in the 4m circle, the rider outside the 8m circle up to a maximum of 10 seconds (10 points)

Style: According to the number of interventions the rider makes after leaving the 4m circle but before leaving the 8m circle and beginning the timing

0 interventions	- 10pts (max)
1 intervention	- 7pts (max)
2 interventions	- 4pts (max)
3 interventions	- 0pts

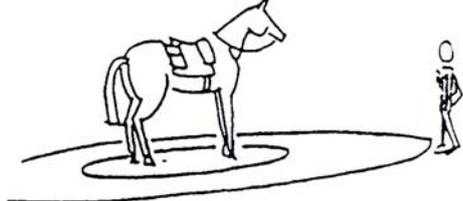
it is not possible to award an overall minus score.

Penalties: -3 for brutality or dangerous riding
-1 for flapping stirrup irons
-3 for reins not left on neck

riders interventions are counted every time he has to stop or return towards the horse, as soon as he has left the 4m circle. He must leave the outer circle within 10 seconds of the horse entering the inner circle. Failure to do so results in a zero score. The only aid allowed is the voice

PTV Obstacles



 IMMOBILITY No. STEWARD:								
Rider No.	E +	S -	P =	TOTAL	<p style="text-align: center;">IMPORTANT POINTS TO LOOK FOR</p> <ul style="list-style-type: none"> showing obedience and calmness of the horse 			
MARKING SCHEME: E + S - P					Effectiveness (E)	Style (S)		Penalty (P)
					10 seconds	10		
					9 seconds	9	One	Brutality or
					8 seconds	8	intervention	dangerous
					7 seconds	7		riding
					6 seconds	6	Two	- 3
					5 seconds	5	interventions	Flapping
					Etc.			stirrup irons
					Fall in the		Three	- 1
					penalty zone	0	interventions	Reins not
							0	left on neck
								- 3
<i>A mark of 0 for effectiveness means an overall mark of 0</i>								

10 = 0 disobedience - 0 interventions
 7 = 1 disobedience - 1 intervention
 4 = 2 disobediences - 2 interventions
 0 = 3 disobediences - 3 interventions

Mark to be put in box E of the score sheet

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

HORSE TRAILER

OBSTACLE DATA SHEET

Features

- leading the horse in and out of a horse trailer
- loading by the rear, unloading by the front

Equipment

- 1 horse trailer (connected to a vehicle)
- 1 red flag
- 1 white flag
- 1 number
- penalty zone markers if required

Aim

Showing the combinations ability to load into a horse trailer, the obedience of the horse and the appropriateness of the rider's aids.

Important points to look for

- regularity of the loading and unloading
- a regard for safety

Faults to be avoided

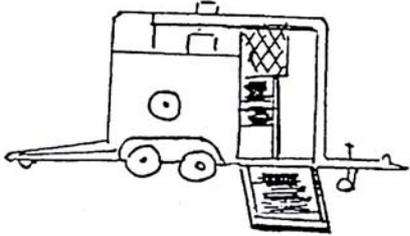
- the horse getting loose
- the horse that pushes or precedes the rider
- refusal

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness and regularity
Style: Marked from +3 to -2 in accordance with the general marking scheme
Penalties: -3 for brutality or dangerous conduct
-1 for flapping stirrup irons

PTV Obstacles



 HORSE TRAILER No. _____ STEWARD: _____																																										
Rider No.	E +	S -	P =	TOTAL	<p style="text-align: center;">IMPORTANT POINTS TO LOOK FOR</p> <ul style="list-style-type: none"> ▪ Regularity of the crossing ▪ Calmness and forwardness of the horse ▪ Correct aids of the rider <p style="text-align: center;">MARKING SCHEME: E + S - P</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 30%;">Effectiveness (E)</th> <th style="width: 10%;"></th> <th style="width: 30%;">Style (S)</th> <th style="width: 10%;"></th> <th style="width: 20%;">Penalty (P)</th> </tr> </thead> <tbody> <tr> <td>Good</td> <td>7</td> <td>Very good</td> <td>+ 3</td> <td></td> </tr> <tr> <td>1 fault</td> <td>4</td> <td>Good</td> <td>+ 2</td> <td>Brutality or Dangerous Riding - 3</td> </tr> <tr> <td>2 faults</td> <td>1</td> <td>Quite good</td> <td>+ 1</td> <td></td> </tr> <tr> <td>3 faults</td> <td>0</td> <td>Average</td> <td>0</td> <td>Flapping stirrup irons - 1</td> </tr> <tr> <td rowspan="2">Fail in the penalty zone</td> <td rowspan="2">0</td> <td>Poor</td> <td>- 1</td> <td></td> </tr> <tr> <td>Bad</td> <td>- 2</td> <td></td> </tr> </tbody> </table> <p style="text-align: center;"><i>A mark of 0 for effectiveness means an overall mark of 0</i></p>					Effectiveness (E)		Style (S)		Penalty (P)	Good	7	Very good	+ 3		1 fault	4	Good	+ 2	Brutality or Dangerous Riding - 3	2 faults	1	Quite good	+ 1		3 faults	0	Average	0	Flapping stirrup irons - 1	Fail in the penalty zone	0	Poor	- 1		Bad	- 2	
Effectiveness (E)		Style (S)		Penalty (P)																																						
Good	7	Very good	+ 3																																							
1 fault	4	Good	+ 2	Brutality or Dangerous Riding - 3																																						
2 faults	1	Quite good	+ 1																																							
3 faults	0	Average	0	Flapping stirrup irons - 1																																						
Fail in the penalty zone	0	Poor	- 1																																							
		Bad	- 2																																							

7 = 0 disobedience - no refusal
 4 = 1 disobedience - one refusal, etc
 1 = 2 disobediences - two refusals, etc
 0 = 3 disobediences - three refusals, etc
 Mark to be put in box E of the score sheet

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

GATE

OBSTACLE DATA SHEET

Features

Hinged gate to be opened and shut whilst mounted

- height: around 1.20m
- width: around 2m

Equipment

- 1 red flag
- 1 white flag
- 1 number
- penalty zone markers if required

Aim

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

Important points to look for

- calmness of the horse
- the rider must not let go of the gate from start to finish. Changing hands is permitted, providing one hand remains in contact with the gate at all times
- a regard for safety

Faults to be avoided

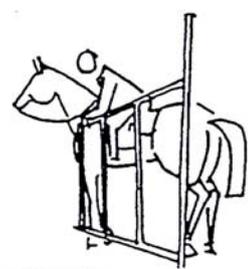
- the horse refusing
- the rider letting go of the gate before finishing the test
- the rider allowing the gate to hit the horse

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness and regularity
Style: Marked from +3 to -2 in accordance with the general marking scheme
Penalties: -3 for brutality or dangerous conduct

PTV Obstacles



 GATE No. STEWARD:								
Rider No.	E +	S -	P =	TOTAL	<p style="text-align: center;">IMPORTANT POINTS TO LOOK FOR</p> <ul style="list-style-type: none"> ▪ Calmness of the horse ▪ The rider must not let go of the gate from start to finish. ▪ a regard for safety 			
MARKING SCHEME: E + S - P								
					Effectiveness (E)	Style (S)	Penalty (P)	
					Good 7	Very good + 3		
					1 fault 4	Good + 2	Brutality or Dangerous	
					2 faults 1	Quite good + 1	Riding - 3	
					3 faults 0	Average 0		
					Fail in the penalty zone 0	Poor - 1		
						Bad - 2		
<i>A mark of 0 for effectiveness means an overall mark of 0</i>								

7 = 0 disobedience - not letting go
 4 = 1 disobedience - letting go once
 1 = 2 disobediences - letting go twice
 0 = 3 disobediences - letting go three times
 Mark to be put in box E of the score sheet

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

S-BEND TEST

OBSTACLE DATA SHEET

Features

Manoeuvring around an S shaped corridor made from poles (preferably raised). For each bend of the S (see diagram)

- width: 0.90m
- length: 4m

Equipment

- 2 x 4m poles – 2 x 2.20m – 2 x 1.80m long poles
- 1 red flag
- 1 white flag
- 1 number
- penalty zone markers if required

Aim

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

Important points to look for

- do not knock down the poles when passing through the corridor
- regularity of paces and of the route taken
- obedience of aids
- not stopping

Faults to be avoided

- the poles being touched
- lack of regularity in paces
- stepping back

Marking

Effectiveness: Marked 7, 4, 1, or 0 in accordance with the general marking scheme
Style: Marked from +3 to -2 in accordance with the general marking scheme
Penalties: -3 for brutality or dangerous riding

PTV Obstacles



S-BEND TEST											
No.					<p>IMPORTANT POINTS TO LOOK FOR</p> <ul style="list-style-type: none"> do not knock down the poles when passing through the corridor regularity of paces and of the route taken obedience of aids not stopping 						
STEWARD:											
Rider No.	E +	S -	P =	TOTAL				MARKING SCHEME: E + S - P			
								Effectiveness (E)	Style (S)	Penalty (P)	
								Good	7	Very good + 3	
								1 fault	4	Good + 2	Brutality or Dangerous
								2 faults	1	Quite good + 1	Riding - 3
								3 faults	0	Average 0	
								Fail in the penalty zone	0	Poor - 1	
										Bad - 2	
					<i>A mark of 0 for effectiveness means an overall mark of 0</i>						

- | | | | |
|-----|-----------------|-------------------|---------------------------------|
| 7 = | 0 disobedience | - 0 poles touched | - did not break stride, etc |
| 4 = | 1 disobedience | - 1 poles touched | - broke stride once, etc |
| 1 = | 2 disobediences | - 2 poles touched | - broke stride twice, etc |
| 0 = | 3 disobediences | - 3 poles touched | - broke stride three times, etc |
- Mark to be put in box E of the score sheet

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

LOW BRANCHES

OBSTACLE DATA SHEET

Features

- minimum of three supported branches, unfixed
- height: 20cms over the horses withers
- width: 1.80m

The obstacle should be able to accommodate range of horse heights (14 to 18 hands)

Equipment

- 1 red flag
- 1 white flag
- 1 number
- branches and their supports
- penalty zone markers if required

Aim

Highlighting the forwardness of the horse and the appropriateness of the rider's aids.

Important points to look for

- not touching the branches
- regularity of the whatever the pace
- the calmness of the horse and rider

Faults to be avoided

- branches were touched
- break in the pace

Marking

Effectiveness: Marked 7, 4, 1, or 0 according to the general marking scheme and whether the branches were touched or not (1 branch = 4; 2 = 1; 3 = 0)

Style: canter = + 3; trot = 0; walk = - 2

Penalties: -3 for brutality or dangerous riding

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

MOUNTING

OBSTACLE DATA SHEET

Features

The horse will be mounted on a level ground in a circle of diameter 2.50m, well marked on the ground (sand, paint, etc). Once the horse is at halt in the circle, it must be mounted from the near or off side (depending on instructions). The rider may vault on the horse. The rider may dismount before entering the circle.

Equipment

- 1 number
- marking equipment (sand, paint, etc)
- 1 timer

Aim

Showing the calmness of the combination and obedience of the horse.

Important points to look for

- immobility and calmness of the horse
- lightness and accuracy of the rider

Faults to be avoided

- the horse leaves the horse
- the rider annoys the horse (banging it with their leg)
- the rider sits down heavy
- any disobedience of the horse, forwards, backwards, or sideways must be penalised

Marking

Effectiveness: Marked 7 (immobility), 4 (1 disobedience), 1 (2 disobediences), or 0 (3 disobediences or if the horse steps outside of the circle with one or more feet)

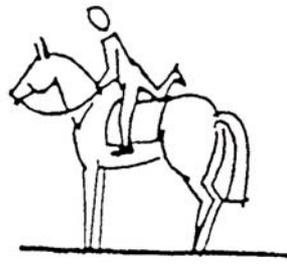
Style: Marked from +3 to -2 in accordance with the general marking scheme

Penalties: -3 for brutality or dangerous riding
-1 for a twisted stirrup leather
-1 for each second over the time allowed

Please note that from the time the horse first sets foot in the circle, the rider has 15 seconds to get on. Mounting is considered to be finished when the rider has put his feet in both stirrups.

PTV Obstacles



 MOUNTING No. STEWARD:							
Rider No.	E +	S -	P =	TOTAL	<p style="text-align: center;">IMPORTANT POINTS TO LOOK FOR</p> <ul style="list-style-type: none"> ▪ immobility and calmness of the horse ▪ lightness and accuracy of the rider 		
MARKING SCHEME: E + S - P							
					Effectiveness (E)	Style (S)	Penalty (P)
					Good 7	Very good + 3	Brutality or Dangerous Riding - 3
					1 4	Good + 2	
					2 1	Quite good + 1	Twisted stirrup leather - 1
					3 0	Average 0	
						Poor - 1	Per second over 15 sec
					Fail in the penalty zone 0	Bad - 2	time limit - 1
<i>A mark of 0 for effectiveness means an overall mark of 0</i>							

- | | | |
|-----|-----------------|--------------------------------|
| 7 = | 0 disobedience | - horse didn't move |
| 4 = | 1 disobedience | - horse moves one foot |
| 1 = | 2 disobediences | - horse moves feet twice |
| 0 = | 3 disobediences | - horse moves feet three times |
- Mark to be put in box E of the score sheet

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

REINING BACK

OBSTACLE DATA SHEET

Features

Rein back 4m in an 8m corridor made up by poles/bars placed on the ground.

- Level ground
- Length: 8m
- Width: 0.80m

Equipment

- 2 red flags
- 2 white flags
- 1 number
- 4 x 4m poles

Aim

Showing the obedience of the horse at reining back and the appropriateness of the rider's aids

Important points to look for

- not touching or placing a foot outside of the corridor whilst reining back and while exiting the corridor
- calmness and accuracy of the combination
- regularity

Faults to be avoided

- feet touching or stepping outside of the bars
- disobedience

Marking

Effectiveness: Marked 7, 4, 1, or 0 according to the general marking scheme

Style: Marked from +3 to -2 according to the general marking scheme

Penalties: -3 for brutality or dangerous riding

PTV Obstacles



REINING BACK No. _____ STEWARD: _____																												
Rider No.	E +	S -	P =	TOTAL	<p>IMPORTANT POINTS TO LOOK FOR</p> <ul style="list-style-type: none"> ▪ not touching or placing a foot outside of the corridor ▪ calmness and accuracy of the combination ▪ regularity <p>MARKING SCHEME: E + S - P</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="width: 30%;">Effectiveness (E)</th> <th style="width: 30%;">Style (S)</th> <th style="width: 40%;">Penalty (P)</th> </tr> </thead> <tbody> <tr> <td>Not touching</td> <td style="text-align: center;">7</td> <td style="text-align: center;">Very good + 3</td> </tr> <tr> <td>1 foot touches or steps outside</td> <td style="text-align: center;">4</td> <td style="text-align: center;">Good + 2</td> </tr> <tr> <td>2 feet touch or steps outside</td> <td style="text-align: center;">1</td> <td style="text-align: center;">Quite good + 1</td> </tr> <tr> <td>3 feet touch or steps outside</td> <td style="text-align: center;">0</td> <td style="text-align: center;">Average 0</td> </tr> <tr> <td>Fall in the penalty zone</td> <td style="text-align: center;">0</td> <td style="text-align: center;">Poor - 1</td> </tr> <tr> <td></td> <td></td> <td style="text-align: center;">Bad - 2</td> </tr> </tbody> </table> <p style="text-align: center; margin-top: 10px;"><i>A mark of 0 for effectiveness means an overall mark of 0</i></p>			Effectiveness (E)	Style (S)	Penalty (P)	Not touching	7	Very good + 3	1 foot touches or steps outside	4	Good + 2	2 feet touch or steps outside	1	Quite good + 1	3 feet touch or steps outside	0	Average 0	Fall in the penalty zone	0	Poor - 1			Bad - 2
Effectiveness (E)	Style (S)	Penalty (P)																										
Not touching	7	Very good + 3																										
1 foot touches or steps outside	4	Good + 2																										
2 feet touch or steps outside	1	Quite good + 1																										
3 feet touch or steps outside	0	Average 0																										
Fall in the penalty zone	0	Poor - 1																										
		Bad - 2																										

7 = 0 disobedience - 0 foot touches
 4 = 1 disobedience - 1 foot touches
 1 = 2 disobediences - 2 foot touches
 0 = 3 disobediences - 3 foot touches

Mark to be put in box E of the score sheet

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

BANK

OBSTACLE DATA SHEET

Features

- regular ground
- slopes of around 30° to 45°
- change of slope: between 1m and 2m of horizontal ground

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers if required

Aim

Highlighting the horse's good balance and correct position of the rider enabling proper control of the horse.

Important points to look for

- regularity and good balance of the horse
- good position of the rider and maintaining balance as the slopes change
- horse staying straight in line with the slopes axis

Faults to be avoided

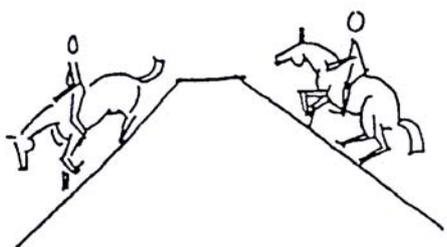
- dangerous riding
- break in forward movement (change in pace)
- loss of balance

Marking

Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness and straightness
Style: Marked from +3 to -2 in accordance with the marking scheme (riders position)
Penalties: -3 for brutality or dangerous conduct

PTV Obstacles



	BANK No. _____ STEWARD: _____																																	
Rider No.	E +	S -	P =	TOTAL	<p>IMPORTANT POINTS TO LOOK FOR</p> <ul style="list-style-type: none"> ▪ regularity and good balance of the horse ▪ good position of the rider and maintaining balance as the slopes change ▪ horse staying straight in line with the slopes axis <p>MARKING SCHEME: E + S - P</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 30%;">Effectiveness (E)</th> <th style="width: 20%;">Style (S)</th> <th style="width: 20%;">Penalty (P)</th> <th style="width: 30%;"></th> </tr> </thead> <tbody> <tr> <td>Good 7</td> <td>Very good + 3</td> <td></td> <td></td> </tr> <tr> <td>1 fault 4</td> <td>Good + 2</td> <td></td> <td></td> </tr> <tr> <td>2 faults 1</td> <td>Quite good + 1</td> <td>Brutality or dangerous conduct - 3</td> <td></td> </tr> <tr> <td>3 faults 0</td> <td>Average 0</td> <td></td> <td></td> </tr> <tr> <td rowspan="2">Fall in the penalty zone 0</td> <td>Poor - 1</td> <td></td> <td></td> </tr> <tr> <td>Bad - 2</td> <td></td> <td></td> </tr> </tbody> </table> <p style="text-align: center; margin-top: 10px;"><i>A mark of 0 for effectiveness means an overall mark of 0</i></p>			Effectiveness (E)	Style (S)	Penalty (P)		Good 7	Very good + 3			1 fault 4	Good + 2			2 faults 1	Quite good + 1	Brutality or dangerous conduct - 3		3 faults 0	Average 0			Fall in the penalty zone 0	Poor - 1			Bad - 2		
Effectiveness (E)	Style (S)	Penalty (P)																																
Good 7	Very good + 3																																	
1 fault 4	Good + 2																																	
2 faults 1	Quite good + 1	Brutality or dangerous conduct - 3																																
3 faults 0	Average 0																																	
Fall in the penalty zone 0	Poor - 1																																	
	Bad - 2																																	

7 = 0 disobedience - 0 breaks in forward motion
 4 = 1 disobedience - 1 break in forward motion
 1 = 2 disobediences - 2 breaks in forward motion
 0 = 3 disobediences - 3 breaks in forward motion

Mark to be put in box E of the score sheet

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

STAIRCASE UP

OBSTACLE DATA SHEET

Features

- natural or artificial staircase
- length between 5m and 10m depending on the angle of the incline
- around 1m wide
- steps: depth around 0.4m, height 0.2m to 0.3m

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers if required

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.

Important points to look for

- regular paces and good balance of the horse
- good position of the rider (vertical over the centre of gravity and light seat)
- horse stays straight in line with the slopes axis

Faults to be avoided

- dangerous riding
- break in forward movement (change in pace)
- loss of balance
- horse not straight

Marking

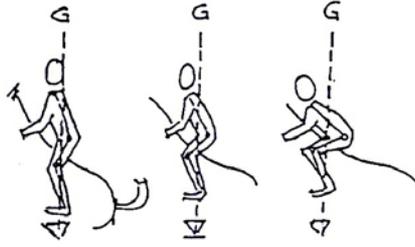
Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness and straightness

Style: Marked from +3 to -2 in accordance with the marking scheme

Penalties: -3 for brutality or dangerous riding

PTV Obstacles



 STAIRCASE UP No. _____ STEWARD: _____								
Rider No.	E +	S -	P =	TOTAL	IMPORTANT POINTS TO LOOK FOR <ul style="list-style-type: none"> regular paces and good balance of the horse good position of the rider (vertical over the centre of gravity and light seat) horse stays straight in line with the slopes axis 			
					MARKING SCHEME: E + S - P			
					Effectiveness (E)	Style (S)	Penalty (P)	
					Good	7	Very good + 3	
					1 fault	4	Good + 2	
					2 faults	1	Quite good + 1	Brutality or dangerous conduct - 3
					3 faults	0	Average 0	
					Fall in the penalty zone	0	Poor - 1	
							Bad - 2	
					<i>A mark of 0 for effectiveness means an overall mark of 0</i>			

7 = 0 disobedience - 0 breaking of stride
 4 = 1 disobedience - broke stride once
 1 = 2 disobediences - broke stride twice
 0 = 3 disobediences - broke stride three times
 Mark to be put in box E of the score sheet

PTV Obstacles



CROSS-COUNTRY TRIALS COURSE

STAIRCASE DOWN

OBSTACLE DATA SHEET

Features

- natural or artificial staircase
- length between 5m and 10m depending on the angle of the incline
- around 1m wide
- steps: depth around 0.4m, height 0.2m to 0.3m

Equipment

- 2 red flags
- 2 white flags
- 1 number
- penalty zone markers if required

Aim

Highlighting the calmness and balance of the horse and the correct posture of the rider enabling proper control of the horse.

Important points to look for

- regular paces and good balance of the horse
- good position of the rider (vertical over the centre of gravity and light seat)
- horse stays straight in line with the slopes axis

Faults to be avoided

- dangerous riding
- break in forward movement (change in pace)
- loss of balance
- horse not straight

Marking

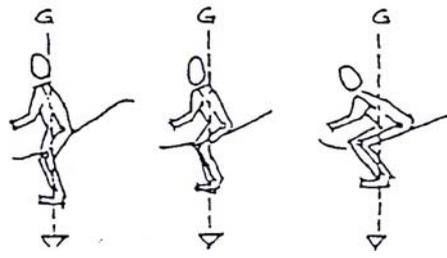
Effectiveness: Marked 7, 4, 1, or 0 depending on the forwardness and straightness

Style: Marked from +3 to -2 in accordance with the marking scheme

Penalties: -3 for brutality or dangerous riding

PTV Obstacles



 STAIRCASE DOWN No. _____ STEWARD: _____								
Rider No.	E +	S -	P =	TOTAL	IMPORTANT POINTS TO LOOK FOR <ul style="list-style-type: none"> Regular paces and good balance of the horse Good position of the rider (vertical over the centre of gravity and light seat) Horse stays straight in line with the axis of the slope 			
					MARKING SCHEME: E + S - P			
					Effectiveness (E)	Style (S)	Penalty (P)	
					Good	7	Very good + 3	
					1 fault	4	Good + 2	
					2 faults	1	Quite good + 1	Brutality or dangerous riding
					3 faults	0	Average 0	- 3
					Fail in the penalty zone	0	Poor - 1	
							Bad - 2	
					<i>A mark of 0 for effectiveness means an overall mark of 0</i>			

7 = 0 disobedience - 0 breaking of stride etc
 4 = 1 disobedience - broke stride once etc
 1 = 2 disobediences - broke stride twice etc
 0 = 3 disobediences - broke stride three times etc
 Mark to be put in box E of the score sheet