CANADIAN PONY CLUB

WESTERN ONTARIO REGION

REGIONAL TREC OBSTACLES

August 2014

PHASE C – OBSTACLE COURSE DATA SHEETS

The obstacles included in this document have been used at previous WOR Regional Trec Competitions and those that are the International TREC obstacles as provided by the International Federation of Equestrian Tourism (FITE). All are potential obstacles that may be encountered at Regionals including those listed in the CPC Le Trec Handbook. The FITE obstacles are for International competition but will be modified and selected based on Pony Club rider levels. As stated in the CPC Le Trec Handbook, this list of obstacles is meant to be a guide and organizers have the option of utilising obstacles or tasks which are not included here or in the handbook.

PHASE C – OBSTACLE COURSE DATA SHEETS

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PHASE C – OBSTACLE COURSE DATA SHEETS

RIDE THROUGH L SHAPED CORRIDOR AND REIN BACK (BACK UP)

Suggested PC Levels – All levels

Features	Rein back 1m in a 1.0m wide corridor made of poles placed on the ground
Equipment	Two red and two white flags; poles for 20m, station number; penalty zone markers optional.
Aim	Ride forward through L shaped corridor without touching poles. When reaching the end: D and D1: Stop and back horse at least 4 steps without touching or displacing the poles. D2 +: Back all the way through L shaped corridor without touching poles or displacing the poles. To present calm, willing horse while the rider maintains proper control of the horse.
Style - Important points to look for	Calmness and accuracy of the combination and lack of resistance of the horse Regular paces and good balance of the horse Good position of the rider (over the centre of gravity), legs remaining on the horse, retaining the reins Feet remain within the corridor, not touching the poles
Faults to be avoided	Poles are touched or displaced and/or horse's feet step outside corridor Pausing in movement whilst reining back Disobedience of the horse
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, forward and straight through the L and in the rein back without touching the poles Faults 1 – One failed attempt: refusal to proceed, breaking pace, touching the poles Faults 2 – Two failed attempts: any two of the above. Faults 3 – Three failed attempts: any three of the above
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

DEMONSTRATE WALK-TROT-WALK TRANSITION

Suggested PC Levels: D and D1

Features	Safe enclosed area. Flags designate start and finish. Markers designate transition boxes.
Equipment	Two red and two white flags; station number; eight markers for transition boxes (2x4)
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique
Style - Important points to look for	Calmness, obedience and willingness of horse to accomplish transitions as directed. A regard for safety on part of rider. Ability to walk, trot and direct horse to a specific point, accomplish obedient transitions.
Faults to be avoided	Refusal to walk on or trot Refusal to be directed Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control walk and trot or direct the horse.
Effectiveness	Faults 0 – Accomplished, horse proceeded in a straight line from point to point and accomplished transitions on first attempt. Faults 1 – One failed attempt: not a straight line, refused or was reluctant to accomplish transitions. Faults 2 – Two failed attempts. Faults 3 – Three failed attempts.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

DEMONSTRATE TROT-CANTER-TROT TRANSITION

Suggested Level – D2 and Above

Features	Safe enclosed area. Flags designate start and finish. Markers designate transition boxes.
Equipment	Two red and two white flags; station number; eight markers for transition boxes (2x4)
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique
Style - Important points to look for	Calmness, obedience and willingness of horse to demonstrate down and up transitions in trot and canter as directed. A regard for safety on part of rider. Ability to trot and direct horse to a specific point, proceed in canter to next point and trot on, accomplish obedient transitions.
Faults to be avoided	Refusal to maintain trot or canter on correct lead. Refusal to be directed Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control or direct the horse.
Effectiveness	Faults 0 – Accomplished, horse trotted and cantered in a straight line from point to point and accomplished transitions on first attempt. Faults 1 – One failed attempt: not a straight line, refused or was reluctant to accomplish transitions. Faults 2 – Two failed attempts, any two of the above. Faults 3 – Three failed attempts, any three of the above.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

BUSH SIMULATOR/NARROW CONFINES

Suggested PC Levels: D1 and Higher

Equipment	Two jump standards with 2-3 pool noodles/branches affixed perpendicularly at different heights. Rider and horse will go between the two standards which will be placed so that the pool noodles/branches will brush the horse as it passes through. Narrowness of path determined by level of rider.
Aim	Horse and riders ability to handle new situations. Calmness and obedience of horse to move through the obstacle without refusing and or backing up on approach.
Important points to look for	Good forward movement, willingness to encounter strange things, no break in chosen pace. The rider's aids should be smooth and not obvious. Finesse will score higher than obvious cues. Riders should look where they are going. Riders should stay centered and balanced – do not lean. The horse and rider team should demonstrate their ability to handle narrow spaces similar to moving through dense bushes on the trail.
Faults to be avoided	Change of pace. Stopping forward movement. Knocking standards over
Elimination	Dangerous or unsafe riding
Effectiveness	Faults 0 – Accomplished, horse and rider navigated obstacle while maintaining forward movement. Faults 1 – One failed attempt: refusal to approach, backing up, change of gait (break in forward movement/accelerated forward movement). Faults 2 – Two failed attempts, any two of the above. Faults 3 – Three failed attempts, any three of the above.
Style	Excellent: completed on first attempt with confidence, ease, and familiarity and effortlessly with complete control of horse and excellent position of rider smoothness. Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

SERPENTINE AND CONES

Features	3 - 4 cones evenly spaced from 5m (Masters) – 8m (Discovery) apart, in a straight line. A corridor 4m wide (2m each side of the posts) with a starting gate 4m before the first post and a finishing gate 4m after the last post. Ground poles connecting every other set of cones or set perpendicular to cones alternating sides.
Equipment	Two red and two white flags; station number; cones and ground poles Corridor marked on the ground with chalk, sand, paint etc.
Aim	Riding a serpentine pattern through cones evenly spread in a straight line at a distance of 5 – 8m (depending on the level of competition) and maintaining the initially chosen gait while willingly being directed over the poles in as straight a fashion as possible with balance. To present calm, willing and supple horse that moves through the obstacle balanced and forward while the rider maintains proper control of the horse.
Style - points to look for	Calmness and obedience of horse to complete the pattern. Appropriate use of aids and a regard for safety on part of rider.
Faults to be avoided	Touching the cones or ground poles Change of gait (break in forward movement) Stepping outside the corridor Missing any post or pole in the sequence will result in a zero score .
Elimination	For safety, inability to control or direct the horse.
Effectiveness	Faults 0 – Accomplished, horse and rider completed serpentine pattern without missing a cone and negotiating the poles without touching them. Faults 1 – One failed attempt: touched a pole, change of gait (break in forward movement), stepped outside the corridor. Faults 2 – Two failed attempts, any two of the above. Faults 3 – Three failed attempts, any three of the above.
Style	Excellent: completed on first attempt with confidence, ease, and familiarity and effortlessly with complete control of horse and excellent position of rider smoothness and consistency of serpentine pattern. Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

OPENING A GATE WHILE MOUNTED

Suggested PC Levels – D and D1

Features	Rope gate able to be opened from horseback. Height ~1.2m and width ~ 2m
Equipment	Pair of red and pair of white flags; station number; penalty zone markers optional. Jump standards, lunge line
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids
Important points to look for	Calmness of the horse Rider keeps hold of the gate, although a change of hand is permitted Regard for safety
Faults to be avoided	Horse refused to proceed through the gate Dangerous riding – rider allows rope gate to hit the horse Rider lets go of the gate before riding completely through
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse proceeds calmly and obediently through the gate as rider opens it without letting go or hitting the horse. Faults 1 – One failed attempt: refusal to proceed let go of gate, hit the horse. Faults 2 – Two failed attempts: any two of the above. Faults 3 – Three failed attempts: any three of the above
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

OPENING AND CLOSING A GATE WHILE MOUNTED

Suggested Pony Club Levels D2 and above

Features	Rope gate able to be opened from horseback. Height ~1.2m and width ~ 2m
Equipment	Pair of red and pair of white flags; station number; penalty zone markers optional. Jump standards, lunge line
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids
Important points to look for	Calmness of the horse Rider keeps hold of the gate, although a change of hand is permitted Regard for safety
Faults to be Avoided	Horse refused to proceed through the gate Dangerous riding – rider allows rope gate to hit the horse Rider lets go of the gate before riding completely through
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse proceeds calmly and obediently through the gate as rider opens and closes it without letting go or hitting the horse. Faults 1 – One failed attempt: refusal to proceed, let go of gate, hit the horse. Faults 2 – Two failed attempts: any two of the above. Faults 3 – Three failed attempts: any three of the above
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

TROTTING OVER POLES ON THE GROUND

Suggested PC Levels – All levels

Features	Safe enclosed area. Flags designate start and finish. Ground poles adjusted to appropriate distance for size of horse.
Equipment	Two red and two white flags; station number; five ground poles
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids
Style - Important points to look for	Calmness, obedience and willingness of horse to be directed in straight line over the poles; balance over poles. A regard for safety on part of rider. Appropriateness of leg to hand aids on part of rider.
Faults to be avoided	Refusal to be directed in a straight line and remain at trot; knocking poles. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse trotted steadily at even pace in a straight line down the centre of the poles. Faults 1 – One failed attempt: horse did not wish to go over poles; was crooked, knocked one pole. Faults 2 – Two failed attempts: refused twice to go over poles; knocked two poles. Faults 3 – Three failed attempts: refused three times to go over poles; knocked three poles.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

WALKING OVER RAISED POLES

Suggested PC Levels – All levels

Features	Safe enclosed area. Flags designate start and finish. Poles adjusted to appropriate height for level of rider. Elevated level not to exceed 12" (30cm). Spaced 22" to 24" (50cm to 60cm) apart.
Equipment	Two red and two white flags; station number; five poles, all poles must be placed in a notched block or standards with jump cups so poles cannot role.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids
Style - Important points to look for	Calmness, obedience and willingness of horse to be directed in straight line over the poles; balance over poles. A regard for safety on part of rider. Appropriateness of leg to hand aids on part of rider.
Faults to be avoided	Refusal to be directed in a straight line and remain at walk; knocking poles. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse walked steadily at even pace in a straight line down the centre of the raised poles. Faults 1 – One failed attempt: horse did not wish to go over poles; was crooked, knocked one pole. Faults 2 – Two failed attempts: refused twice to go over poles; knocked two poles. Faults 3 – Three failed attempts: refused three times to go over poles; knocked three poles.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

PUMPKIN PATCH/WOODPILE

Suggested PC Levels: All Levels

Equipment	Marked corridor approx. 12 ft. wide and 20ft long marked with poles. Populate length of corridor with pumpkins/split wood; branches etc. to simulate a pumpkin patch/scattered woodpile.
Aim	Horse and riders ability to handle new situations. Enter corridor and walk through the pumpkin patch/scattered woodpile without stepping outside the corridor, on poles, pumpkins/wood blocks or branches.
Important points to look for	Good forward movement, willingness to encounter strange things, no break in chosen pace or horse stepping outside marked area, on pumpkins or hitting poles/pumpkins or wood. The rider's aids should be smooth and not obvious. Finesse will score higher than obvious cues. Riders should look where they are going. Riders should stay centered and balanced – do not lean. The horse and rider team should demonstrate their ability to navigate numerous small obstacles in unfamiliar surroundings.
Faults to be avoided	Stepping outside marked area. Change of pace. Stopping forward movement. Stepping on/knocking pumpkins/wood blocks, branches or poles.
Elimination	Dangerous or unsafe riding
Effectiveness	Faults 0 – Accomplished, horse and rider navigated corridor without stepping on pumpkins, poles, while maintaining forward movement and staying within marked area Faults 1 – One failed attempt: refusal to approach and enter corridor, hitting pole, stepping on or knocking pumpkins, change of gait (break in forward movement). Faults 2 – Two failed attempts, any two of the above. Faults 3 – Three failed attempts, any three of the above.
Style	Excellent: completed on first attempt with confidence, ease, and familiarity and effortlessly with complete control of horse and excellent position of rider smoothness and consistency of circle. Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

MAILBOX

Features	Mailbox able to be opened from horseback. Height ~40" from ground to bottom of mailbox
Equipment	Pair of red and pair of white flags; station number; penalty zone markers optional. Mailbox mounted on post and fixed to ground or fence to ensure safety
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids
Important points to look for	Calmness of the horse Rider positions horse opens mailbox and removes mail to show judge and returns mail to mailbox, closing door. Regard for safety
Faults to be avoided	Horse refused to approach mailbox Dangerous riding Rider unable to pick up mail drops mail or is unable to return it to the mailbox.
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse proceeds calmly and obediently to the mailbox, stands quietly as rider opens mailbox, removes mail, shows it to the judge and returns it. Faults 1 – One failed attempt: refusal to approach the mailbox, horse moves so mailbox is out of reach, inability to retrieve mail, inability to return mail or close the mailbox. Faults 2 – Two failed attempts: any two of the above. Faults 3 – Three failed attempts: any three of the above
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

WALKING INTO BOX AND TURNING 360 DEGREES

Suggested PC Levels: All Levels

Features	Safe enclosed area. Flags designate start and finish. Ground poles arranged in square approx. 5-6 ft. square. To increase level of difficulty for higher Pony Club levels add ground poles on approach and/or exit.
Equipment	Two red and two white flags; station number; four ground poles
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids
Style - Important points to look for	Calmness, obedience and willingness of horse to be directed in straight line over the poles; stop and turn 360 degrees to left without touching poles or stepping out. A regard for safety on part of rider. Appropriateness of leg to hand aids on part of rider.
Faults to be avoided	Refusal to be directed into the box; knocking poles; stepping out of box before completing 360 turn. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse walked steadily at even pace into the box. Turned 360 degrees and walked steadily out of box. Faults 1 – One failed attempt: horse did not wish to go into box; knocked one pole or stepped out before completing. Faults 2 – Two failed attempts: refused twice to go into box; knocked two poles and/or stepped out. Faults 3 – Three failed attempts: refused three times to go into box; knocked three poles and / or stepped out.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

PICKING UP AND CARRYING OBJECT WHILE MOUNTED

Suggested PC Levels: All Levels

Equipment	Object (small pail of grain, water bottle, and jacket) and two barrels or tall stumps/posts to hold object within reach of riders while mounted and for them to set it down while mounted.
Aim	Horse and riders ability to handle new situations. Rider will demonstrate ability to approach obstacle pick up and carry object while mounted on a horse
Important points to look for	Riders should never let go of reins, one hand should have control of the reins. Ease of picking up and putting down object. Judge is looking for a calm and still horse. Points will be deducted for movement or poor attitude on the part of the horse. Rider is to stay in control of the horse and stay balanced as they carry object to new location.
Faults to be avoided	Letting go of reins with both hands. Movement of horse while picking up or putting down object. Dropping object. Lack of control moving between pick up and drop off.
Elimination	Dangerous or unsafe riding
Effectiveness	Faults 0 – Accomplished, rider was able to pick up object, rider did not let go of reins, horse stood still while picking up and putting down object, horse moved calmly in a straight line to new location while rider carried object. Faults 1 – One failed attempt: rider was unable to pick up object, rider dropped object, rider did not hold on to reins, horse moved away either during pick up or putting down, horse did not move calmly at designated gait in a straight line to drop off point. Faults 2 – Two failed attempts, any two of the above. Faults 3 – Three failed attempts, any three of the above.
Style	Excellent: completed on first attempt with confidence, ease, and familiarity and effortlessly with complete control of horse and excellent position of rider. Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

RIDING OVER A BRIDGE

All Levels

Features	Maybe on the ground, over a stream or ditch, between two mounds of earth etc. Minimum 5M length, width around 1-2m depending on the level of competition. May have one or two hand rails.
Equipment	Two red and two white flags; one foot bridge, station number; penalty zone markers optional.
Aim	To present calm, willing horse that moves over the bridge balanced and forward while the rider maintains proper control of the horse. This obstacle must be performed at a walk.
Style - Important points to look for	Calmness and obedience and willingness to move forward Regularity of the crossing Correct aids of the rider
Faults to be avoided	Refusal, includes stepping back Change of gait Jumping onto or off the bridge
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse proceeds calmly and obediently over the bridge Faults 1 – One failed attempt: jumping onto or off the bridge, change of gait, refusal, includes stepping back. Faults 2 – Two failed attempts: any two of the above. Faults 3 – Three failed attempts: any three of the above
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	Completing the majority of the obstacle in a gait other than walk will result in a zero score.
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

MAYPOLE

Suggested PC Levels: All Levels

Equipment	10 foot tall pole with soft rope affixed to top. Mark circle around pole to designate area for rider to stay within.
Aim	Pick up rope and ride around circle staying within the marked area. D – Walk/Trot, D1 – Trot, D2- Trot/canter, C+ - Trot/Canter
Important points to look for	Good forward movement, no losing hold of the rope, no break in chosen pace or horse not stepping outside marked circle.
Faults to be avoided	Dropping rope. Stepping outside marked circle. Change of pace. Stopping forward movement
Elimination	Dangerous or unsafe riding
Effectiveness	Faults 0 – Accomplished, horse and rider completed full circle while holding onto rope, maintaining gait, forward movement and staying within marked circle Faults 1 – One failed attempt: dropped rope, went outside of designated circle, change of gait (break in forward movement). Faults 2 – Two failed attempts, any two of the above. Faults 3 – Three failed attempts, any three of the above.
Style	Excellent: completed on first attempt with confidence, ease, and familiarity and effortlessly with complete control of horse and excellent position of rider smoothness and consistency of circle. Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

S BEND - RIDDEN

Features	For each bend of the S - length 4m, width D & D1 1.3m, D2 Novice 1.2m, C+ 1.1m,
Equipment	Two red and two white flags; station number; sufficient poles to construct the obstacle penalty zone markers optional.
Aim	Manoeuvring around an S shaped corridor made from poles (preferably raised) Without touching or displacing them and without changing gait. This obstacle must be performed at a walk. To present calm, willing horse that moves through the obstacle balanced and forward while the rider maintains proper control of the horse. Riders should stay in balance and not lean; riders should have good hands and not pull or jerk their horses. Finesse will be rewarded. Horses should appear supple and athletic
Important points to look for	Calmness of the horse Obedience to rider's aids
Faults to be avoided	Poles are not touched or displaced and/or horse's feet do not step outside corridor Change of gait (break in forward movement) Refusal, includes stepping back
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse proceeds calmly and obediently through the S Bend without touching or displacing poles Faults 1 – One failed attempt: touched or displaced pole, horse's feet step outside corridor, change of gait, refusal, includes stepping back. Faults 2 – Two failed attempts: any two of the above. Faults 3 – Three failed attempts: any three of the above
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

WHEEL

Suggested PC Levels – All levels

Features	Safe enclosed area. Flags designate start and finish. Poles laid out around cone in a wheel formation. D – Walk or Trot, D1 – Trot, D2-Trot or canter, C+ Canter
Equipment	Two red and two white flags; station number; four ground poles and one cone. Measure poles two feet minimum from cone.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids
Style - Important points to look for	Calmness, obedience and willingness of horse to be directed in a circle over the poles; balance over poles. A regard for safety on part of rider. Appropriateness of leg to hand aids on part of rider.
Faults to be avoided	Refusal to be directed in a circle and remain at trot/canter; knocking poles. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse trotted/cantered steadily at even pace, in a consistent circle over the poles. Faults 1 – One failed attempt: horse did not wish to go over poles; was crooked/lopsided circle, knocked one pole. Faults 2 – Two failed attempts: refused twice to go over poles; knocked two poles. Faults 3 – Three failed attempts: refused three times to go over poles; knocked three poles.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

WILDLIFE ENCOUNTER

Suggested PC Levels: All Levels

Equipment	12 ft box marked with poles. Populate center of box with branches, wildlife (stuffed animals) etc.
Aim	Horse and riders ability to handle new situations. Enter marked area and circle around the wildlife without stepping outside box, on poles or wildlife.
Important points to look for	Good forward movement, bend on the circle, willingness to encounter strange things, no break in chosen pace or horse not stepping outside marked area, on wildlife or hitting poles. The riders aids should be smooth and not obvious. Finesse will score higher than obvious cues. Riders should look where they are going. Riders should stay centered and balanced – do not lean. The horse and rider team should demonstrate their ability to turn a small circle in unfamiliar surroundings.
Faults to be avoided	Stepping outside marked area. Change of pace. Stopping forward movement. stepping on wildlife, branches or poles.
Elimination	Dangerous or unsafe riding
Effectiveness	Faults 0 – Accomplished, horse and rider completed full circle around wildlife while maintaining forward movement and staying within marked area Faults 1 – One failed attempt: refusal to approach and enter box, hitting pole, stepping on wildlife, exiting box before complete circle, change of gait (break in forward movement). Faults 2 – Two failed attempts, any two of the above. Faults 3 – Three failed attempts, any three of the above.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider smoothness and consistency of circle. Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

ZIG-ZAG - RIDDEN

Suggested PC Levels: All Levels

Features	Track approximately 8 ft. wide.
Equipment	Two red and two white flags; station number; sufficient poles to construct the obstacle penalty zone markers optional.
Aim	Maneuvering back and forth in a zig-zag pattern between edges of corridor without touching lines or displacing poles and without changing gait. This obstacle must be performed at a walk. To present calm, willing horse that moves through the obstacle balanced and forward, demonstrating suppleness and obedience while the rider maintains proper control of the horse.
Important points to look for	Calmness of the horse Obedience to rider's aids
Faults to be avoided	Poles are not touched or displaced and/or horse's feet do not step outside corridor Change of gait (break in forward movement) Refusal, includes stepping back
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse proceeds calmly and obediently through the corridor in a zig-zag fashion without touching or displacing poles Faults 1 – One failed attempt: touched or displaced pole, horse's feet step outside corridor, change of gait, refusal, includes stepping back. Faults 2 – Two failed attempts: any two of the above. Faults 3 – Three failed attempts: any three of the above
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

BENDING POLES

Suggested PC Levels: All Levels

Features	6 posts evenly spaced from 5m (Masters) – 8m (Discovery) apart, fixed into the ground or into heavy based containers, in a straight line. A corridor 4m wide (2m each side of the posts) with a starting gate 4m before the first post and a finishing gate 4m after the last post.
Equipment	Two red and two white flags; station number; 6 posts (approx. 2m high) Corridor marked on the ground with chalk, sand, paint etc.
Aim	Weaving through 6 posts evenly spread in a straight line at a distance of 5 – 8m (depending on the level of competition) and maintaining the initially chosen gait. To present calm, willing and supple horse that moves through the obstacle balanced and forward while the rider maintains proper control of the horse.
Style - Important points to look for	Calmness and obedience of horse to complete the pattern. Appropriate use of aids and a regard for safety on part of rider.
Faults to be avoided	Touching the posts Change of gait (break in forward movement) Stepping outside the corridor Missing any pole in the sequence will result in a zero score .
Elimination	For safety, inability to control or direct the horse.
Effectiveness	Faults 0 – Accomplished, horse and rider completed bending pattern without missing a post. Faults 1 – One failed attempt: touched a post, change of gait (break in forward movement), stepped outside the corridor. Faults 2 – Two failed attempts, any two of the above. Faults 3 – Three failed attempts, any three of the above.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

RIDING UP AND/OR DOWN AN INCLINE

Suggested PC Levels: D2 and higher

Features	Natural or man-made even incline (no steps); sloped maximum 30 degrees; maximum 6 m; minimum 4m wide
Equipment	Pair of red and pair of white flags; station number; penalty zone markers optional.
Aim	Highlighting the calmness and balance of horse and correct posture of 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 a light seat) A regard for safety on part of rider.
Faults to be avoided	Breaking in forward movement (change of pace) Dangerous riding Loss of balance Horse not straight
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse willingly walks up and/or down the incline being both forward and straight. Faults 1 – One failed attempts: breaking of stride, loss of balance, loss of straightness Faults 2 – Two failed attempts: any two of the above. Faults 3 – Three failed attempts: any three of the above.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

PUTTING ON A SLICKER/RAINCOAT

Suggested PC Levels: All Levels

Equipment	Raincoat and gate or pole to hold raincoat within reach of riders while mounted.
Aim	Horse and riders ability to handle new situations. Rider will maneuver a raincoat while mounted on a horse
Important points to look for	Rider should not handcuff themselves by placing both hands in the slicker at once (penalty). Riders should never let go of reins, one hand should have control of the reins. Judge is looking for a calm and still horse. Points will be deducted for movement or poor attitude on the part of the horse Rider is to stay in control of the horse and stay balanced.
Faults to be avoided	Letting go of reins with both hands. Movement of horse. Placing both hands in slicker at once.
Elimination	Dangerous or unsafe riding
Effectiveness	Faults 0 – Accomplished, rider was able to pick up slicker, rider did not let go of reins, horse stood still, rider placed one hand at a time in slicker. Faults 1 – One failed attempt: rider was unable to pick up slicker, rider did not hold on to reins, horse moved away Faults 2 – Two failed attempts, any two of the above. Faults 3 – Three failed attempts, any three of the above.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider. Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

BANK (RIDDEN)

Suggested PC Levels: All Levels

Features	Natural or man-made even incline (no steps); sloped maximum 30 degrees; maximum 6 m each slope; minimum 4m wide; minimum 2m of horizontal ground at top of bank
Equipment	Two red and two white flags; station number; penalty zone markers optional.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids
Style - 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 a light seat), over changing slope. 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 Horse not straight
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, forward and straight Faults 1 – One failed attempt: refusal to proceed, lost straightness, loss of forward motion (breaking stride). Faults 2 – Two failed attempts: any two of the above. Faults 3 – Three failed attempts: any three of the above
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

RIDING A HORSE UP A STEP

Suggested Pony Club Levels – D2 or higher

Features	Steep sided obstacle maximum 0.3 m. Stable ground. Width 2-3 m. Flags designate start and finish.
Equipment	Pair of red and pair of white flags; station number; penalty zone markers optional.
Aim	Highlighting the calmness and balance of the horse and correct position and aids of rider for control of the horse
Important points to look for	Regularity, balance and impulsion Good position of rider A regard for safety on part of rider Change of pace and jumping from a stand-still is allowed
Faults to be avoided	Refusal Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse obediently and willingly proceeded up the step in a forward manner Faults 1 – One failed attempt: horse refused to proceed up the step on first attempt Faults 2 – Two failed attempts: two refusals. Faults 3 – Three failed attempts: three refusals.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

JUMPING A LOG

Suggested PC Levels: D1 and above

Equipment	Tree trunk or log pile without branches, around 0.5 m. Stable and level ground. Max diameter 0.5 m. One red and one white flag; station number; tree trunk or log pile; penalty zone markers optional.
Aim	Highlighting the calmness and balance of horse and the correct position of rider enabling proper control of the horse.
Important points to look for	Regularity, balance and impulsion Good position of rider Obstacle must be jumped Change of pace and jumping from a stand-still is allowed A regard for safety on part of rider.
Faults to be avoided	Refusal. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse
Effectiveness	Faults 0 – Accomplished, horse willingly jumped with balance Faults 1 – One failed attempt: horse refused to jump Faults 2 – Two failed attempts: two refusals. Faults 3 – Three failed attempts: three refusals.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

IMMOBILITY IN A CIRCLE

Suggested PC Levels: D2 and Higher

Equipment	Two concentric circles marked on the ground with chalk, paint etc. The horse stands in the inner circle and the rider stands outside the outer circle. Inner circle 4m in diameter, outer circle 8m diameter. A roped off area should be used to avoid horses getting loose. Ground tying is permitted only with split reins or lead rope.
Aim	To present a calm, willing horse that stands still when left for a short period of time
Important points to look for	Calmness and obedience and willingness of horse to stand quietly. A regard for safety on part of rider.
Faults to be avoided	Rider intervenes to prevent the horse from moving (exception is use of voice). An intervention is when rider has to return to horse after leaving inner circle but before leaving outer circle.
Elimination	For safety inability to control horse
Effectiveness	Faults 0 – Accomplished, horse remains in inner circle for 10 seconds while rider is outside the outer circle. While outside the inner circle rider only used voice commands. Any body or equipment movement will stop timing. Faults 1 – One failed attempt: rider returned to inner circle once, horse left inner circle, rider used command other than voice. Faults 2 – Two failed attempts: two of the following -rider returned to inner circle, rider used command other than voice, horse left inner circle. Faults 3 – Three failed attempts: three of the following -rider returned to inner circle, rider used command other than voice, horse left inner circle, did not meet 10 second requirement. Rider not leaving the outer circle within 10 seconds of the horse entering the inner circle will result on 0 score.
Style	Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse and excellent position of rider Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse and very good position of rider Good: completed with effort and good position of rider Average: completed with effort and poor position of rider Poor: completed with repeated effort applied to task and poor position of rider Bad: incomplete with poor position of rider

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults 0 – fall in zone	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct	**E+S-P** If E=zero, total must be zero Cannot be < zero	
Number	**Effectiveness**	**Style**	**Penalties**	**Total/10**	**Comments**

PHASE C – OBSTACLE COURSE DATA SHEETS

APPENDIX A: International TREC Obstacle Data Sheets

1. Low Branches
2. Bank
3. Riding One-Handed, Figure of Eight
4. In-Hand Corridor
5. Ridden Corridor
6. In-Hand Drop
7. Ridden Drop
8. In-Hand Step-Up
9. Ridden Step-Up
10. Dip
11. In-Hand Staircase Down
12. Ridden Staircase Down
13. In-Hand Staircase Up
14. Ridden Staircase Up
15. In-Hand Ditch
16. Ridden Ditch
17. Water Crossing
18. Hedge
19. Immobility
20. Steady in the Saddle
21. In-Hand S-Bend Test
22. Ridden S-Bend Test
23. Mounting
24. Path Crossing
25. In-Hand Footbridge
26. Ridden Footbridge
27. Leading Up An Incline
28. Riding Up An Incline
29. Leading Down An Incline
30. Riding Down An Incline
31. Gate
32. Reining Back
33. Slalom
34. Tree Trunk
35. Tree Trunk In-Hand

INTERNATIONAL TREC RULES

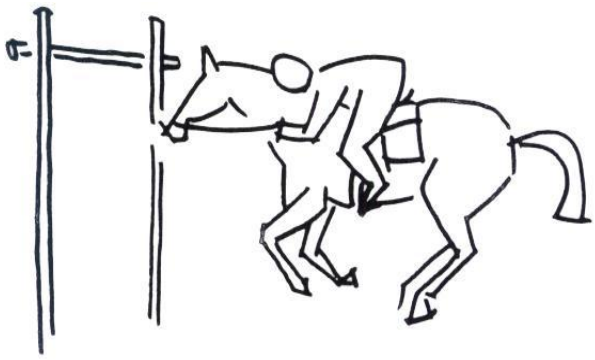
PTV SCORE SHEET

1 - LOW BRANCHES

LOW BRANCHES
Number

STEWARD

Rider No.	E +	G	P =	TOTAL



MARKING SCHEME E + G - P

Effectiveness E		Gait G		Penalty P	
* Correct	7	* canter	+ 3	Brutality	- 3
* 1 fault	4	trot	+ 0	Dangerous riding	- 3
* 2 faults	1			Fall	0
* 3 faults	0	walk	- 2	Horse leaving obstacle	0

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: no branches fallen, no break in forward motion, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 branch fallen, 1 break in forward motion, etc.
1 = 2 effectiveness faults: 2 branches fallen, 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 branches fallen, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

1 – LOW BRANCHES

PTV	**LOW BRANCHES**	OBSTACLE DATA SHEET

FEATURES
Series of three to five movable low branches placed in a straight line.
- Height: 20cm above the horse's withers
- Width: 1.80 to 2 m
- Diameter: approx. 2 to 3cm
- Distance between two low branches: 1 m

EQUIPMENT
- 2 red flags
- 2 white flags
- 1 number
- 3 to 5 branches and their holders

OBJECTIVES
Passing under the low branches without knocking them off and keeping to the initially chosen gait.

EFFECTIVENESS FAULTS
- Knocking down one or several branches
- Break in forward motion, change of gait
- Running-out
- Stepping back
- Refusal
- Circling

CHOICE OF GAIT
- Canter
- Trot
- Walk

PENALTIES
- Brutality
- Fall of the horse or rider
- Horse leaving the obstacle
- Dangerous riding

INTERNATIONAL TREC RULES

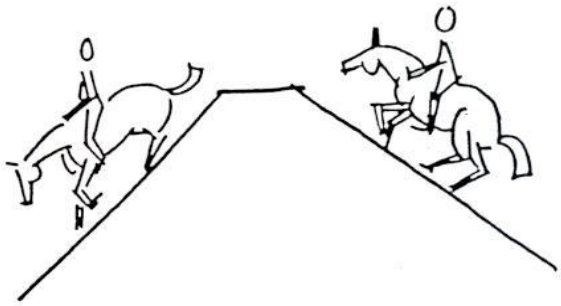
PTV SCORE SHEET

2 - BANK

BANK
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0	Foot outside	0
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, 1 run-out, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

2 – BANK

PTV	**BANK**	OBSTACLE DATA SHEET

FEATURES

- Regular ground
- Slopes: approx. 30° to 45°
- Length: 5 to 6 m for each of the slopes
- Front width: 2 to 4 m wide

EQUIPMENT

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

OBJECTIVES

Showing the horse's correct balance and the correct posture of the rider whilst keeping to the initially chosen gait.

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect rider position, not over the stirrups and light
- Horse or rider losing balance between the two slopes
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of the horse or rider
- Dangerous riding
- Foot outside the obstacle route

INTERNATIONAL TREC RULES

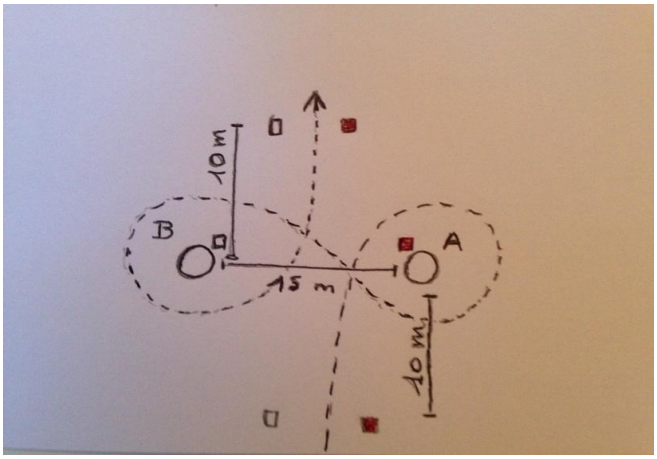
PTV SCORE SHEET

03 - RIDING ONE-HANDED, FIGURE OF EIGHT

SLALOM
N°

STEWARD :

Rider n°	C +	S -	P =	TOTAL



SCORING SYSTEM C + S - P

Contract C		Gait		Penalty P	
Correct	7	canter	+ 3	Brutality	- 3
1 fault	4	trot	0	Dangerous method	- 3
2 faults	1			Fall	0
3 faults	0	walk	- 2	Hold the reins with both hands	0
				Barrel fell	0

A score of 0 for effectiveness or as a penalty leads to an overall score of 0

7 = No effectiveness fault: no barrel contact, no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 post contact, 1 break in forward motion, etc…
1 = 2 post contacts, 2 breaks in forward motions, etc …
0 = 3 post contacts, etc …

INTERNATIONAL TREC RULES

PTV DATA SHEET

03 - RIDING ONE-HANDED, FIGURE OF EIGHT

VARIED TERRAIN COURSE	RIDING ONE-HANDED, FIGURE OF EIGHT	OBSTACLE FORM

FEATURES

- 2 barrels, 15 m apart,
- “Entry” gate, 10 m from line of barrels
- “Exit” gate 4 m of front width.
- The direction in which the barrels are crossed is left to the course designer’s discretion

EQUIPMENT

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

OBJECTIVES

Perform the one-handed ride through the figure of eight, without touching the barrels and according to the route and pace decided.

EFFECTIVENESS FAULTS

- Barrel contact
- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

CHOICE OF PACE

- Canter
- Trot
- Step

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous method
- Knocking down one or several barrels.

INTERNATIONAL TREC RULES

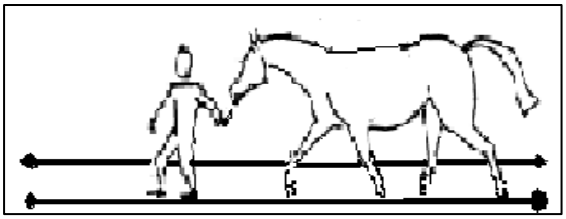
PTV SCORE SHEET

4 - IN-HAND CORRIDOR

IN-HAND CORRIDOR
Number

STEWARD

Rider No.	E +	G -	P =	TOTAL



Observations

MARKING SCHEME E + G - P =

Effectiveness E		Gait G		Penalty P	
Correct	7	trot	+ 3	Brutality	- 3
1 fault	4			Dangerous method	- 3
2 faults	1	walk	- 2	Flapping stirrup(s)	- 1
3 faults	0			Fall	0
				Foot outside	0

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no bars touched, no break in forward motion, no run-out, no step back, no refusal, no circling
4 = 1 effectiveness fault: 1 bar touched, 1 break in forward motion, etc.
1 = 2 effectiveness faults: 2 bars touched, 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 bars touched, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

4 – IN-HAND CORRIDOR

PTV	**IN-HAND CORRIDOR**	OBSTACLE DATA SHEET

FEATURES

This is marked out with bars placed and fixed on the ground in a straight line.
- Length: 8m
- Width: 0.50m

EQUIPMENT

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

OBJECTIVES

Moving through the obstacle without touching the bars and keeping to the initially chosen gait.

EFFECTIVENESS FAULTS

- The horse or the rider touching a bar(s)
- Break in forward motion
- Running out
- Stepping back
- Refusal
- Circling

CHOICE OF GAIT

- Trot
- Walk

PENALTIES

- Brutality
- Fall of horse or rider
- Flapping stirrup(s)
- Dangerous method
- Foot placed outside the bars

INTERNATIONAL TREC RULES

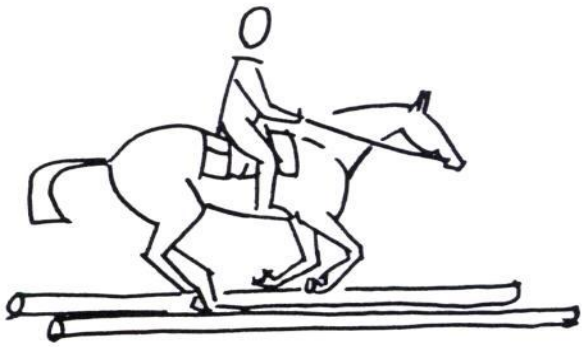
PTV SCORE SHEET

5 - RIDDEN CORRIDOR

CORRIDOR
Number

STEWARD

Rider No.	E +	G -	P =	TOTAL



MARKING SCHEME: E + G - P

Effectiveness E		Gait G		Penalty P	
Correct	7	canter	+ 3	Brutality	- 3
1 fault	4			Dangerous riding	- 3
2 faults	1	trot	0		
				Fall	0
3 faults	0			Foot outside	0
		walk	-2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no bars touched, no break in forward motion, no run-out, no step back, no refusal, no circling
4 = 1 effectiveness fault: 1 bar touched, 1 break in forward motion, etc.
1 = 2 effectiveness faults: 2 bars touched, 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 bars touched, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

5 – RIDDEN CORRIDOR

PTV	**RIDDEN CORRIDOR**	OBSTACLE DATA SHEET

FEATURES

This is marked by bars placed and fixed on the ground in a straight line.
- Length: 8m
- Width: 0.50m

EQUIPMENT

- 2 red flags set at an angle
- 2 white flags set at an angle
- 1 number
- 4 bars of 4m

OBJECTIVES

Moving through the corridor without touching the bars and keeping to the initially chosen gait.

EFFECTIVENESS FAULTS

- Touching bars
- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

CHOICE OF GAIT

- Canter
- Trot
- Walk

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding
- Foot placed outside the bars

INTERNATIONAL TREC RULES

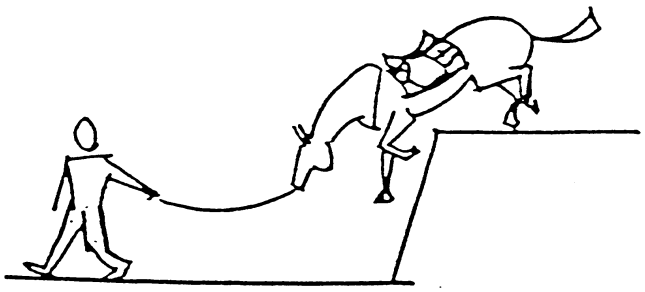
PTV SCORE SHEET

6 - IN-HAND DROP

IN-HAND DROP
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	very good	+ 3	Brutality	- 3
1 fault	4	good	+ 2	Dangerous method	- 3
2 faults	1	quite good	+ 1	Flapping stirrup(s)	-1
3 faults	0	average	0	Fall	0
		mediocre	- 1		
		bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no run-out, no step back, no refusal, no circling
4 = 1 effectiveness fault: 1 run-out etc.
1 = 2 effectiveness faults: 2 run-outs etc.
0 = 3 effectiveness faults: 3 run-outs etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

6 – IN-HAND DROP

PTV	**IN-HAND DROP**	OBSTACLE DATA SHEET

FEATURES
Obstacle with a distinct drop down.
- Height: 1.10 m for seniors
  0.90 m for young riders
- Front width: 2 to 3m

The ground must be stable where the horse takes off (sleepers, bars marking the top edge) and at the point of landing.
A route for the rider may possibly be provided as appropriate. This must not be taken by the horse.

EQUIPMENT
- 1 red flag
- 1 white flag
- 1 number

OBJECTIVES
Highlighting the forwardness of the horse as well as the correct approach of the rider and his correct posture giving proper control of the horse.
Changes of gait and jumping from a standstill are authorized.

EFFECTIVENESS FAULTS
- Running-out
- Stepping back
- Refusal
- Circling

STYLE FAULTS
- Incorrect approach
- Incorrect rider position
- Loss of balance of horse and rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES
- Brutality
- Fall of horse or rider
- Dangerous method

INTERNATIONAL TREC RULES

PTV SCORE SHEET

7 - RIDDEN DROP

DROP
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL

MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	very good	+ 3	Brutality	- 3
1 fault	4	good	+ 2	Dangerous riding	- 3
2 faults	1	quite good	+ 1	Fall	0
3 faults	0	average	0		
		mediocre	- 1		
		bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 run-out, etc.
1 = 2 effectiveness faults: 2 run-outs, etc.
0 = 3 effectiveness faults: 3 run-outs, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

7 – RIDDEN DROP

PTV	**RIDDEN DROP**	OBSTACLE DATA SHEET

FEATURES

- Obstacle with a distinct edge, stable ground
- Take off and landing without any hazard
- Height : 1.10 m for seniors
  0.90 m for young riders
- Front width: 2 to 3 m

EQUIPMENT

- 1 red flag
- 1 white flag
- 1 number

OBJECTIVES

Highlighting the forwardness of the horse and the correct approach and attitude of the rider.
A change of gait and jumping from a standstill are authorized.

EFFECTIVENESS FAULTS

- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect position of the rider, not over the stirrups and light
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse going sideways

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding

INTERNATIONAL TREC RULES

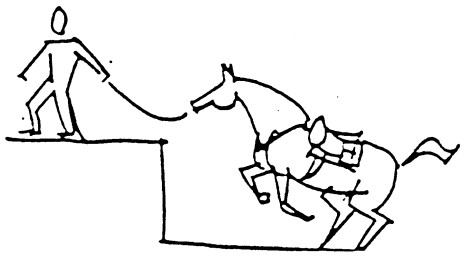
PTV SCORE SHEET

8 - IN-HAND STEP-UP

IN-HAND STEP-UP
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME: E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous method	- 3
2 faults	1	* quite good	+ 1	Flapping stirrup(s)	- 1
3 faults	0	* average	0	Fall	0
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 run-out, etc.
1 = 2 effectiveness faults: 2 run-outs, etc.
0 = 3 effectiveness faults: 3 run-outs, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

8 – IN-HAND STEP-UP

PTV	**IN-HAND STEP-UP**	OBSTACLE DATA SHEET

FEATURES

- Obstacle with a distinct edge. Stable ground
- Take off and landing without any hazard
- Height : 0.90 m for seniors and young riders
- Front width: 2 to 3 m
- Route for the rider provided on the side as appropriate, this must not be taken by the horse.

EQUIPMENT

- 1 red flag
- 1 white flag
- 1 number

OBJECTIVES

Highlighting the forwardness of the horse as well as the correct approach and attitude of the rider.
A change of gait and jumping from a standstill is authorized.

EFFECTIVENESS FAULTS

- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous method

INTERNATIONAL TREC RULES

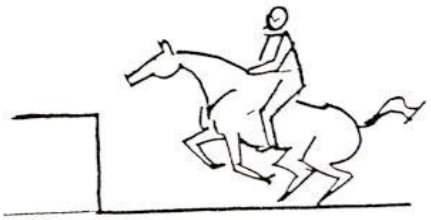
PTV SCORE SHEET

9 - RIDDEN STEP-UP

STEP-UP
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



Observations

MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0		
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 run-out, etc.
1 = 2 effectiveness faults: 2 run-outs, etc.
0 = 3 effectiveness faults: 3 run-outs, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

9 – RIDDEN STEP-UP

PTV	**RIDDEN STEP-UP**	OBSTACLE DATA SHEET

FEATURES

- Obstacle with a distinct edge, stable ground
- Take off and landing without any hazard
- Height : 1.10 m for seniors
  0.90 m for young riders
- Front width: 2 to 3 m

EQUIPMENT

- 1 red flag
- 1 white flag
- 1 number

OBJECTIVES

Highlighting the forwardness of the horse and the correct approach and attitude of the rider.
A change of gait or jumping from a standstill is authorized.

EFFECTIVENESS FAULTS

- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect position of the rider, lack of verticality over his stirrups and lightness
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding

INTERNATIONAL TREC RULES

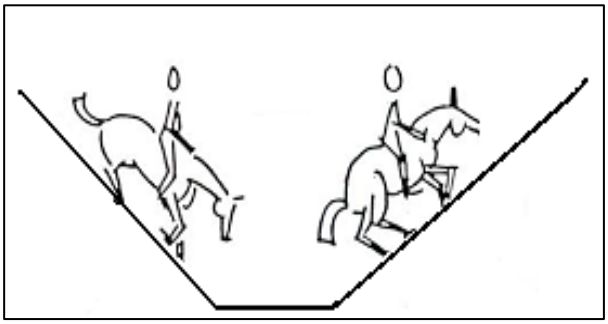
PTV SCORE SHEET

10 - DIP

CRATER
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME: E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0	Foot outside	0
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, 1 run-out, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

10 – DIP

PTV	**DIP**	OBSTACLE DATA SHEET

FEATURES

- Level ground
- Slope: 30° to 40°
- Length: 5 to 6 m for each of the slopes
- Front width: 2 to 4 m

EQUIPMENT

- 3 red flags
- 3 white flags
- 1 number
- Marking for the obstacle route

OBJECTIVES

Highlighting the calm and balance of the horse and the correct attitude of the rider whilst keeping to the initially chosen gait.

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect rider position
- Not over the stirrups and light
- Loss of balance of the horse or rider
- Horse moving sideways
- Horse maintained on the line of the slope

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding
- Foot outside the obstacle route

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INTERNATIONAL TREC RULES

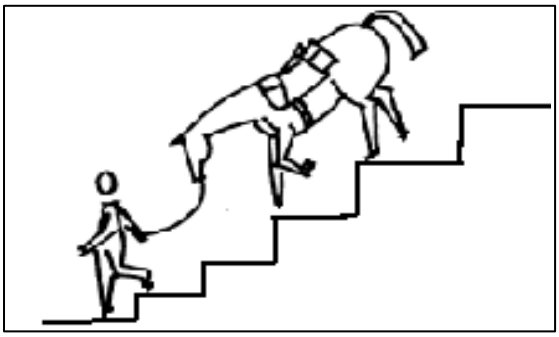
PTV SCORE SHEET

11 - IN-HAND STAIRCASE DOWN

IN-HAND STAIRCASE DOWN
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME: E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous method	- 3
2 faults	1	* quite good	+ 1	Flapping stirrup(s)	- 1
3 faults	0	* average	0	Fall	0
		* mediocre	- 1	Foot outside	0
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, 1 run-out, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

11 – IN-HAND STAIRCASE DOWN

PTV	**IN-HAND STAIRCASE DOWN**	OBSTACLE DATA SHEET

FEATURES

- Natural or man-made staircase
- Length: 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Steps: depth of around 0.4 m
  height 0.20 to 0.30 m

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number
- Marking for the obstacle route

OBJECTIVES

Highlighting the calm and balance of the horse and the correct attitude of the rider.
Walk is compulsory.

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running-out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Loss of balance of horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

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

INTERNATIONAL TREC RULES

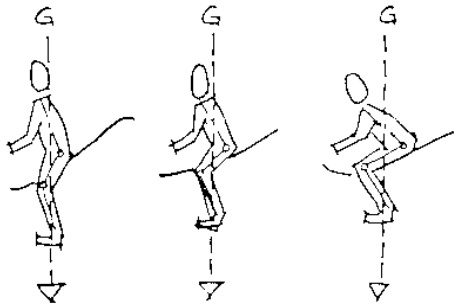
PTV SCORE SHEET

12 - RIDDEN STAIRCASE DOWN

STAIRCASE DOWN
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME: E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* Average	0	Foot outside	0
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, 1 run-out, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

12 – RIDDEN STAIRCASE DOWN

PTV	**RIDDEN STAIRCASE DOWN**	OBSTACLE DATA SHEET

FEATURES

- Natural or man-made staircase
- Length : 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Steps: depth of around 0.40 m
  height 0.20 to 0.30 m

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number
- Marking of the obstacle route

OBJECTIVES

Highlighting the calm and balance of the horse and the correct attitude of the rider giving good control.
Must be negotiated at walk.

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect position of the rider, not over stirrups and light
- Loss of balance of the horse or the rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding
- Foot outside the obstacle route

INTERNATIONAL TREC RULES

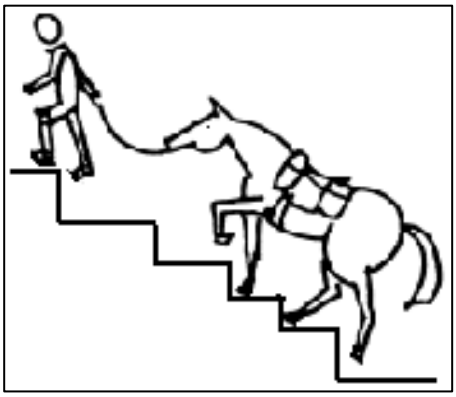
PTV SCORE SHEET

13 - IN-HAND STAIRCASE UP

IN-HAND STAIRCASE UP
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME: E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous method	- 3
2 faults	1	* quite good	+ 1	Flapping stirrup(s)	- 1
3 faults	0	* average	0	Fall	0
		* mediocre	- 1	Foot outside	0
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no fault: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 fault: 1 break in forward motion, 1 run-out, etc.
1 = 2 faults: 2 breaks in forward motion, etc.
0 = 3 faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

13 – IN-HAND STAIRCASE UP

PTV	**IN-HAND STAIRCASE UP**	OBSTACLE DATA SHEET

FEATURES

- Natural or man-made staircase
- Length: 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Steps: depth of around 0.40 m
  height 0.20 to 0.30 m

EQUIPMENT

- 2 red flags
- 2 white flags
- Marking for the obstacle route
- 1 number

OBJECTIVES

Highlighting the calm and balance of the horse and the correct attitude of the rider.
Must be negotiated at walk.

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

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

INTERNATIONAL TREC RULES

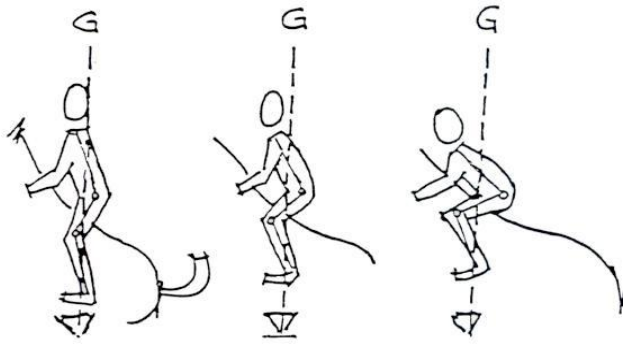
PTV SCORE SHEET

14 - RIDDEN STAIRCASE UP

STAIRCASE UP
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME: E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0	Foot outside	0
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

14 – RIDDEN STAIRCASE UP

PTV	**RIDDEN STAIRCASE UP**	OBSTACLE DATA SHEET

FEATURES

- Natural or man-made staircase
- Length: 5 to 10 m according to the degree of slope
- Front width: minimum 1 m
- Steps: depth around 0.40 m
  height 0.20 to 0.30 m

EQUIPMENT

- 2 red flags
- 2 white flags
- Marking for the obstacle route
- 1 number

OBJECTIVES

Highlighting the calm and balance of the horse and the correct attitude of the rider.
This obstacle must be taken at walk.

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect rider position, not over the stirrups and light
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of the horse or rider
- Dangerous riding
- Foot outside the obstacle route

INTERNATIONAL TREC RULES

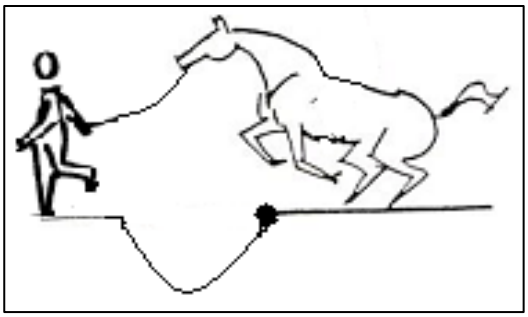
PTV SCORE SHEET

15 - IN-HAND DITCH

IN HAND DITCH
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME: E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous method	- 3
2 faults	1	* quite good	+ 1	Flapping stirrup(s)	- 1
3 faults	0	* average	0	Fall	0
		* mediocre	- 1	Foot outside	0
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, 1 run-out, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

15 – IN-HAND DITCH

PTV	**IN-HAND DITCH**	OBSTACLE DATA SHEET

FEATURES

Obstacle with a distinct edge. Stable ground. Take off and landing without any hazard.
- Width across: 1.10 m for seniors
  0.90 m for young riders
- Front width: 3 to 4 m

EQUIPMENT

- 1 red flag
- 1 white flag
- 1 number

OBJECTIVES

Highlighting the forwardness of the horse as well as the correct approach and attitude of the rider.
A change of gait and jumping from a standstill is authorized.

EFFECTIVENESS FAULTS

- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous method

INTERNATIONAL TREC RULES

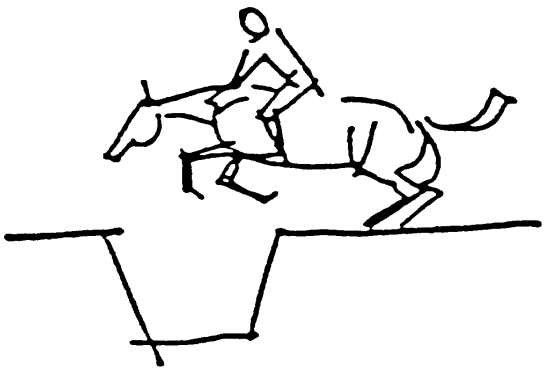
PTV SCORE SHEET

16 - RIDDEN DITCH

DITCH
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME: E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0		
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

16 – RIDDEN DITCH

PTV	**RIDDEN DITCH**	OBSTACLE DATA SHEET

FEATURES

Natural or manmade, this may be possible to cross without jumping. It can be with or without water.
The difficulty of the ditch will depend on its profile to be defined by the course builder.

- Width: 1.50 m for seniors
  1.30 m for young riders
- Front width: 3 to 4 m
- Depth: 0.50 to 1 m

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number

OBJECTIVES

Highlighting the forwardness of the horse as well as the correct approach and attitude of the rider allowing good control with or without jumping, as chosen by the rider.
A change of gait and jumping from a standstill is authorized.

EFFECTIVENESS FAULTS

- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect rider position
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding

INTERNATIONAL TREC RULES

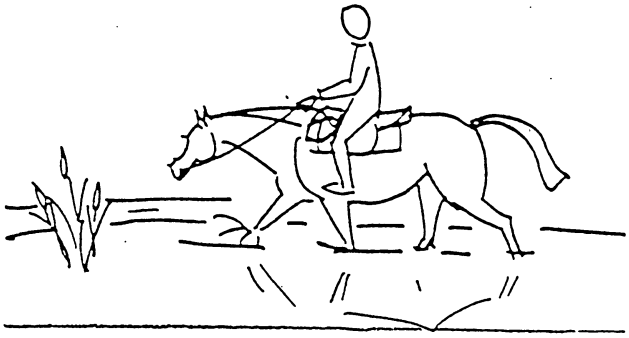
PTV SCORE SHEET

17 - WATER CROSSING

WATER CROSSING
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0	Foot outside	0
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to an overall mark of 0

7 = no effectiveness fault: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

17 – WATER CROSSING

PTV	**WATER CROSSING**	OBSTACLE DATA SHEET

FEATURES

As far as possible, the water must not have any distinct edges.
- Length: minimum 4 m
- Depth: 0.50 to 1 m approx.
- Width: 3 to 5 m

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number
- Marking equipment for the obstacle route.

OBJECTIVES

Showing the forwardness and boldness of the horse in forward movement and the correct rider aids.
Walk is compulsory.

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Loss of balance of horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding
- Foot outside the obstacle route

INTERNATIONAL TREC RULES

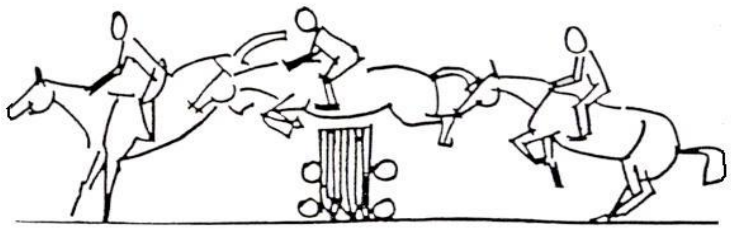
PTV SCORE SHEET

18 - HEDGE

HEDGE
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME: E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0		
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 run-out, etc.
1 = 2 effectiveness faults: 2 run-outs, etc.
0 = 3 effectiveness faults: 3 run-outs, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

18 – HEDGE

PTV	**HEDGE**	OBSTACLE DATA SHEET

FEATURES

Natural or man-made, there is a fixed bar at a height of 0.6 meters placed in front of the hedge and against it.
The height is given for the compact part.
- Height: 1.10 m for seniors
  0.90 m for young riders.
- Thickness: 0.50 m
- Front width: 3 to 4 m

EQUIPMENT

- 1 red flag
- 1 white flag
- 1 number

OBJECTIVES

Highlighting the forwardness of the horse as well as the correct approach and attitude of the rider.
It must be jumped.
A change of gait and jumping from a standstill is authorized.

EFFECTIVENESS FAULTS

- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect position of the rider, not over the stirrups and light
- Loss of balance of horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall or horse or rider
- Dangerous riding

INTERNATIONAL TREC RULES

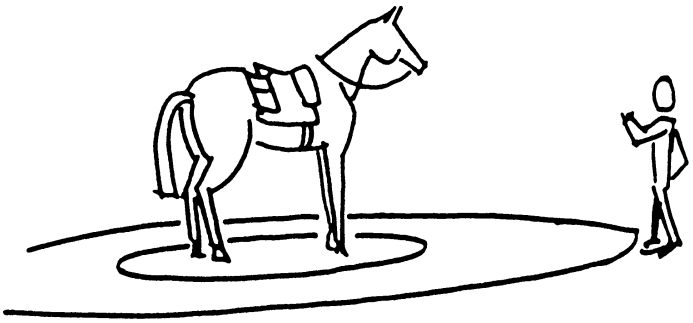
PTV SCORE SHEET

19 - IMMOBILITY

IMMOBILITY
Number

STEWARD

Rider No.	E +	A -	P =	TOTAL



MARKING SCHEME: E + A - P

Effectiveness E	Action	Penalty P
10 seconds 10	When the horse comes out of the circle	Brutality - 3
9 seconds 9	1 action - 3	Dangerous method - 3
8 seconds 8	2 actions - 6	Fall 0
7 seconds etc. 7	3 actions - 10	Flapping stirrup(s) -1 as the case
1 second 1		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

- **rider action: makes gestures, lifts his arms, shakes his stick…**
- **if the rider enters into the inner circle with his horse in hand, the stirrups must be put up**
- **if the rider enters into the inner circle ridden, the stirrups can remain down**
- **any physical action, lifting a hand, lifting a stick, etc. causes the timer to be definitively stoppe**

INTERNATIONAL TREC RULES

PTV DATA SHEET

19 – IMMOBILITY

PTV	**IMMOBILITY**	OBSTACLE DATA SHEET

FEATURES

- The rider can enter the obstacle either ridden or leading the horse.
- The stirrups must be put up or crossed over the saddle if the rider leads the horse into the obstacle.
- When the horse or rider enters the inner circle, the first timer is started.
- The rider has 10 seconds to position the horse and come out of the inner circle.
- When the rider is between the two circles, a neutral non-timed zone, any action by the rider is considered a fault.
- When the rider comes out of the outer circle, the second timer is started and the rider must remain immobile.
- The timer stops when the rider acts or when the horse comes out of the inner circle.
- The horse can move within the small circle.
- The reins must be left free on the neck and the lead line attached.
- Use of the voice is authorized.

EQUIPMENT

Two concentric circles:

- inner circle 4 meters diameter,
- outer circle 8 meters diameter.

N.B.: provide a closed area to avoid horses escaping

- 1 red flag and 1 white flag
- 1 number
- marking the equipment: sand, paint, etc.
- 1 timer

OBJECTIVES

Showing the horse's obedience and calm.

EFFECTIVENESS

The horse must remain 10 seconds in the circle.
The rider is given 1 point per second during which the horse remains in the inner circle.

RIDER ACTIONS

- 1 action: - 3 points
- 2 actions: - 6 points
- 3 actions: - 10 points

PENALTIES

- Brutality
- Fall or horse or rider
- Dangerous method

INTERNATIONAL TREC RULES

PTV SCORE SHEET

20 - STEADY IN THE SADDLE

STEADY IN THE SADDLE
No.

STEWARD:

Rider No.	E	+ T	- P =	TOTAL

MARKING SCHEME E + T - P

Effectiveness E		Time T		Penalty P	
Correct	ok	10 seconds	10	Exceeded the	
		9 seconds	9	10 s to release	
1 fault	- 3	8 seconds	8	the reins	- 10
		7 seconds	7		
2 faults	- 6	6 seconds	6	Brutality	- 3
		5 seconds	5		
3 faults	0	4 seconds	4	Dangerous	
		etc.		method	- 3
		1 second	1		
				Fall	0

A mark of 0 for effectiveness leads to an overall score of 0

7 = no effectiveness fault: no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 run out, etc.
1 = 2 effectiveness faults: 2 run outs, etc.
0 = 3 effectiveness faults: 3 run outs, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

20 – STEADY IN THE SADDLE

PTV	STEADY IN THE SADDLE	OBSTACLE DATA SHEET

CHARACTERISTICS

The steady in the saddle phase is completed on flat ground in a 2.5m diameter circle drawn on the ground.

- The rider enters the obstacle in the saddle.
- The rider has 10 seconds to position the horse and release the reins after the first hoof crosses the line of the circle.
- A rider positioning the horse in the circle cannot be given circling penalties.
- The stopwatch is started when the rider has placed the reins freely on the horse's neck.
- The lead rope must be attached.
- When the rider takes hold of the reins or the horse's hoof goes outside the circle, the stopwatch stops.
- Use of the voice is authorised.

EQUIPMENT

- 1 circle 2.5m in diameter marked on the ground.
- 1 red and white flag on a single stick.
- 1 number.
- 2 stopwatches.
- Plaster, sand, or other.

OBJECTIVES

To demonstrate the horse's submission and calmness.

The rider receives 1 point per second whilst the horse is inside the circle.

EFFECTIVENESS FAULTS

Circling, running out, refusal, rectified obstacle error.

TIME

Time during which the horse remains stationary in the circle.

PENALITIES

- Brutality
- Fall of horse or rider
- Dangerous method
- Stoppage time not respected to position the horse in the circle and let go of the reins.

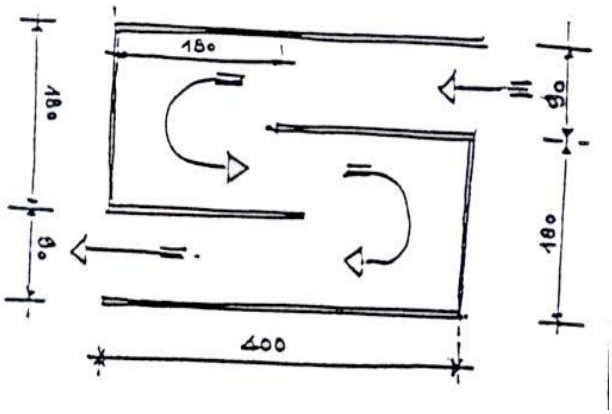
INTERNATIONAL TREC RULES

PTV SCORE SHEET

21 - IN-HAND S-BEND TEST

IN-HAND S-BEND TEST
Number

STEWARD



Rider No.	E +	S -	P =	TOTAL

MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous method	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0	Flapping stirrup(s)	- 1
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: no bars knocked off, no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 bar knocked off, 1 break in forward motion, etc.
1 = 2 effectiveness faults: 2 bars knocked off, etc.
0 = 3 effectiveness faults: 3 bars knocked off, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

21 – IN-HAND S-BEND TEST

PTV	**IN-HAND S-BEND TEST**	OBSTACLE DATA SHEET

FEATURES

Maneuvering around an S-shaped corridor marked with raised poles.
For each S-bend according to the diagram:
- Width: 0.90 m
- Length: 4 m

EQUIPMENT

- 2 bars 4 m long + 2 bars 2.20 m + 2 bars 1.80 m and their holders
- 2 red flags
- 2 white flags
- 1 number

OBJECTIVES

Showing the forwardness and boldness of the horse and the correct actions of the rider.
Must be negotiated at walk.

EFFECTIVENESS FAULTS

- Knocking off bars
- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Loss of balance of horse or rider
- Incorrect rider aids

PENALITES

- Brutality
- Fall of horse or rider
- Dangerous method

INTERNATIONAL TREC RULES

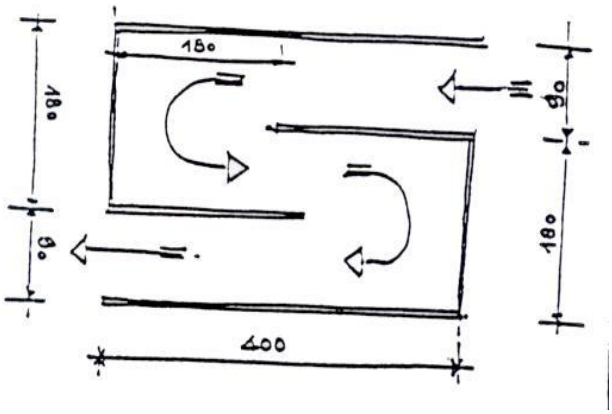
PTV SCORE SHEET

22 - RIDDEN S-BEND TEST

S-BEND TEST
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0		
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: no bars knocked off, no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 bar knocked off, 1 break in forward motion, etc.
1 = 2 effectiveness faults: 2 bars knocked off, etc.
0 = 3 effectiveness faults: 3 bars knocked off, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

22 – RIDDEN S-BEND TEST

PTV	RIDDEN S-BEND TEST	OBSTACLE DATA SHEET

FEATURES

Maneuvering around an S-shaped corridor marked with raised poles.
For each S-bend according to the diagram:
- Width: 0.90 m
- Length: 4 m

EQUIPMENT

- 2 bars 4 m long + 2 bars 2.20 m + 2 bars 1.80 m and their holders
- 2 red flags
- 2 white flags
- 1 number

OBJECTIVES

Showing the forwardness and boldness of the horse and the correct actions of the rider.
The obstacle must be negotiated at walk.

EFFECTIVENESS FAULTS

- Knocking off bars
- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect position of rider, not over the stirrups and light
- Loss of balance of horse or rider
- Incorrect rider aids

PENALITES

- Brutality
- Fall of horse or rider
- Dangerous riding

INTERNATIONAL TREC RULES

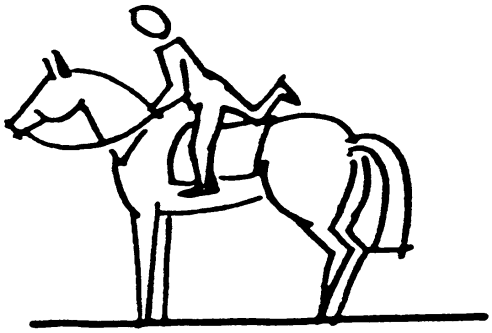
PTV SCORE SHEET

23 - MOUNTING

MOUNTING
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Flapping stirrup(s)	-1
2 faults	1	* quite good	+ 1	Stirrup(s) but on backwards	- 1
3 faults	0	* average	0	Foot outside	0
		* mediocre	- 1	Fall	0
		* bad	- 2	Per second over the allocated 15 seconds	- 1

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no foot moves, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 foot moves, etc.
1 = 2 effectiveness faults: 2 feet move, etc.
0 = 3 effectiveness faults: 3 feet move, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

23 – MOUNTING

PTV	MOUNTING	OBSTACLE DATA SHEET

FEATURES

The horse will be mounted on level ground in a circle of diameter 2.5 meters marked on the ground. The horse is halted in the circle, it is mounted from the left or the right. The rider may vault on the horse.
As soon as the horse has put a foot in the circle, the rider has 15 seconds to mount the horse without the horse moving any of its feet.
Mounting is considered to be finished when the rider has put both stirrups on his feet.
Stirrup(s) put on backwards = 1 penalty point.
Penalty for exceeding time = 1 point per second started.
The rider can enter the obstacle either ridden or in-hand.
Stirrups must be put up or crossed over the saddle if the rider comes into the circle with his horse in-hand

EQUIPMENT

- 2 flags
- 1 number
- 1 marking on the ground: sand, plaster, etc.
- 1 timer

OBJECTIVES

We are looking for both horse and rider to be calm. The immobility of the horse and the precision of the rider.

EFFECTIVENESS FAULTS

- Any foot that moves
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Loss of balance of the rider
- The rider makes the horse uncomfortable, banging with the leg, etc.
- The rider sits down heavily

PENALITES

- Brutality
- Fall of horse or rider
- Dangerous riding
- Foot out of the circle

INTERNATIONAL TREC RULES

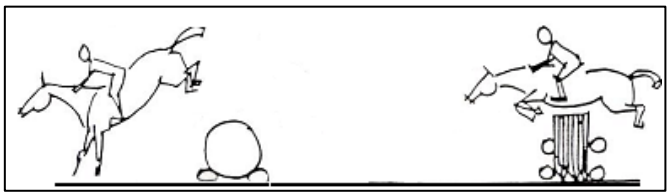
PTV SCORE SHEET

24 - PATH CROSSING

PATH CROSSING
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0		
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

24 – PATH CROSSING

PTV	**FOOTPATH CROSSING**	OBSTACLE DATA SHEET

FEATURES

A combination of two obstacles to be jumped, built on stable and level ground.
- Height: 1st part of 0.90 m, 2nd part of 1.10 m for seniors
  1st part of 0.70 m, 2nd part of 0.90 m for young riders
- Front width: 3 m
- Distance between the two elements: see table below.

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number
- 2 letters: A and B

OBJECTIVES

Highlighting the forwardness of the horse as well as the correct approach and attitude of the rider allowing good control.
A change of gait and jumping from a standstill is authorized.

EFFECTIVENESS FAULTS

- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect rider position, not over the stirrups and light
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALITES

- Brutality
- Fall of horse or rider
- Dangerous riding

*Distances separating the different elements are:

TYPE OF PATH CROSSING	ONE STRIDE	TWO STRIDES
Vertical (*) - Vertical (*)	7.30 m	10.50 m
Vertical (*) – Step-up	7 m	10 m
Vertical (*) – Step-down	6 m	9.50 m
Step-up - Vertical (*)	5.40 m	9.50 m
Step-down - Vertical (*)	7 m	10 m
Vertical (*) - Ditch	6.50 m	9.50 m
Ditch - Vertical (*)	6.50 m	9.50 m
Step-up – Step-up	5.40 m	7.50 m
Step-down - Step-Down	6 m	9.50 m
Ditch - Ditch	Cannot exist	Cannot exist

(*) : Considered as a vertical: tree trunk, hedge.

INTERNATIONAL TREC RULES

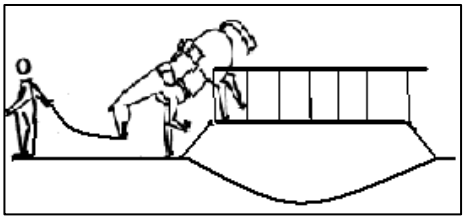
PTV SCORE SHEET

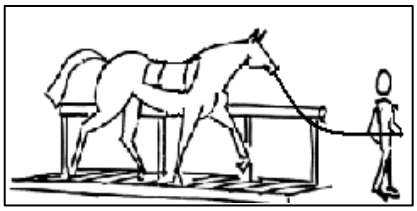
25 - IN-HAND FOOTBRIDGE

IN-HAND FOOTBRIDGE
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL





MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous method	- 3
2 faults	1	* quite good	+ 1	Flapping stirrup(s)	- 1
3 faults	0	* average	0	Fall	0
		* mediocre	- 1	Foot outside	0
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, 1 run-out, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET - PTV

25 – IN-HAND FOOTBRIDGE

PTV	**IN-HAND FOOTBRIDGE**	OBSTACLE DATA SHEET

FEATURES

Footbridge with one or two handrails:
- Width: around 1 m
- Length: around 5 m
- Height above the ground 0.50 to 1.20 m

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number

OBJECTIVES

Showing the calm and balance of the horse and the correct attitude of the rider.
Must be negotiated at a walk.

EFFECTIVENESS FAULTS

- Break in forward movement, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous method
- Foot placed outside the obstacle

INTERNATIONAL TREC RULES

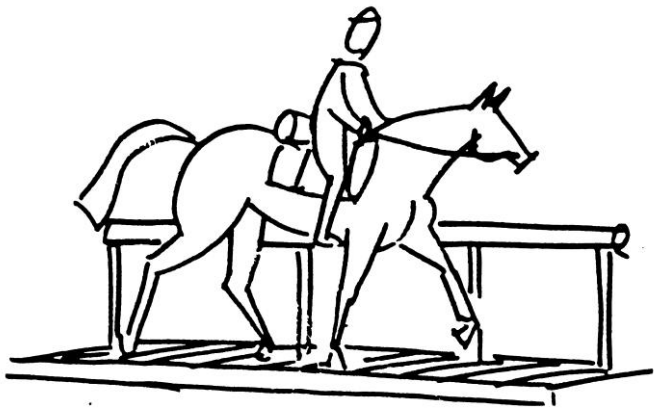
PTV SCORE SHEET

26 - RIDDEN FOOTBRIDGE

FOOTBRIDGE Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0	Foot outside	0
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, 1 run-out, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

26 – RIDDEN FOOTBRIDGE

PTV	**RIDDEN FOOTBRIDGE**	OBSTACLE DATA SHEET

FEATURES

This may be on the ground, across a steam or between two banks, etc.
- Length: 5 m
- Width: around 1 m
- Height above the ground: between 0.50 and 1.20 m
- One or two handrails

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number
- 1 wooden, iron, etc. footbridge

OBJECTIVES

Showing the forwardness and boldness of the horse and the correct actions of the rider.
Must be negotiated at walk.

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding
- Foot placed outside the obstacle

INTERNATIONAL TREC RULES

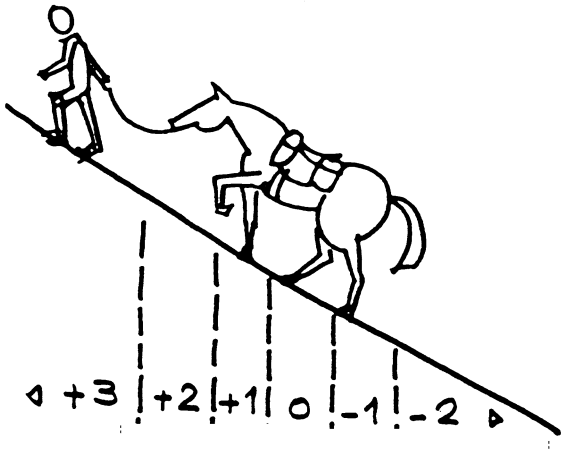
PTV SCORE SHEET

27 - LEADING UP AN INCLINE

LEADING UP AN INCLINE
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	very good	+ 3	Brutality	- 3
1 fault	4	good	+ 2	Dangerous method	- 3
2 faults	1	quite good	+ 1	Flapping stirrup(s)	-1
3 faults	0	average	0	Fall	0
		mediocre	- 1	Foot outside	0
		bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, 1 run-out, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

27 – LEADING UP AN INCLINE

PTV	**LEADING UP AN INCLINE**	OBSTACLE DATA SHEET

FEATURES

- Look for level ground enabling the horse to be led safely and regularly up the incline
- Slope: 30° to 45°
- Length: minimum 10 m
- Width across of 2 to 4 m

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number
- Marking of the obstacle route

OBJECTIVES

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

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

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

INTERNATIONAL TREC RULES

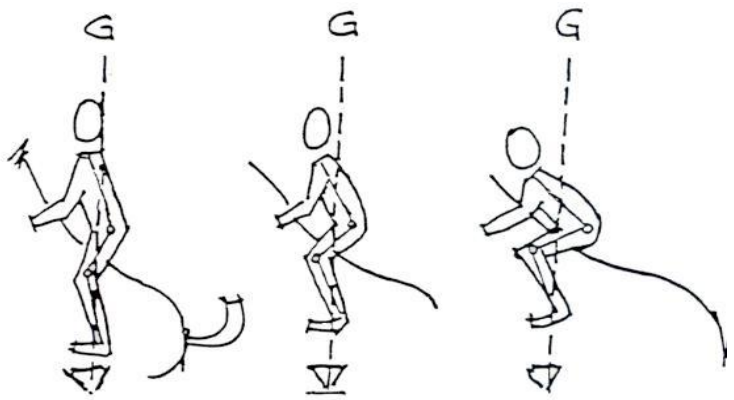
PTV SCORE SHEET

28 - RIDING UP AN INCLINE

RIDING UP AN INCLINE
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



Observations

MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
* correct	7	* very good	+ 3	Brutality:	- 3
* 1 fault	4	* good	+ 2	Dangerous riding:	- 3
* 2 faults	1	* quite good	+ 1	Fall:	0
* 3 faults	0	* average	0	Foot outside of the obstacle route:	0
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

INTERNATIONAL TREC RULES

PTV DATA SHEET

28 – RIDING UP AN INCLINE

PTV	**RIDING UP AN INCLINE**	OBSTACLE DATA SHEET

FEATURES

- Level ground without any steps up
- Slope of 30° to 45°
- Length of 10 m minimum
- Width across of 2 to 4 m

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number
- Marking of the obstacle route

OBJECTIVES

Showing the calm and balance of the horse and the correct attitude of the rider.

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular progression
- Incorrect rider position
- Not over the stirrups and light
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding
- Foot outside the obstacle route

INTERNATIONAL TREC RULES

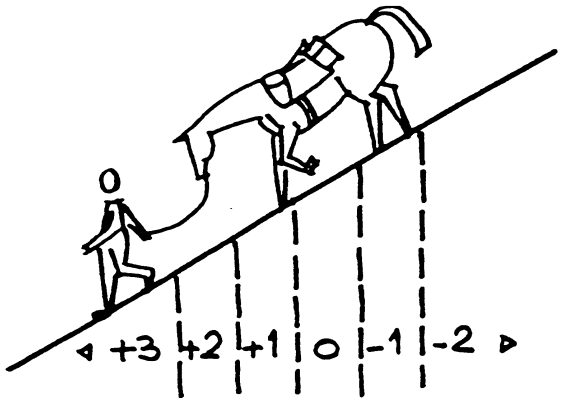
PTV SCORE SHEET

29 - LEADING DOWN AN INCLINE

LEADING DOWN AN INCLINE
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* in front	+ 3	Brutality	- 3
1 fault	4	* head	+ 2	Dangerous method	- 3
2 faults	1	* front foot	+ 1	flapping stirrup(s)	-1
3 faults	0	* side	0	Fall	0
		* rear foot	- 1	Foot outside	0
		* behind	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, 1 run-out, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

29 – LEADING DOWN AN INCLINE

PTV	**LEADING DOWN AN INCLINE**	OBSTACLE DATA SHEET

FEATURES

- Level ground without any steps down
- Slope of 30° to 45°
- Length of 10 m minimum
- Width across of 2 to 4 m

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number
- Marking of the obstacle route

OBJECTIVES

Showing the calm and balance of the horse and the correct attitude of the rider.

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular progression
- Incorrect rider position
- Not over the stirrups and light
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

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

INTERNATIONAL TREC RULES

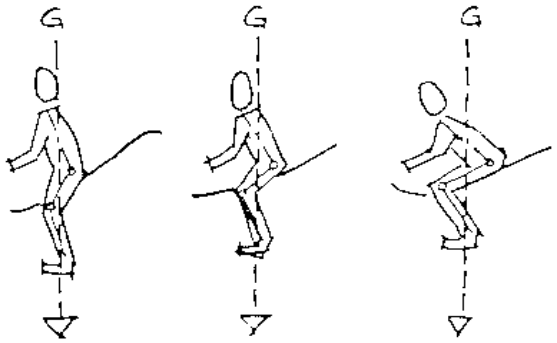
PTV SCORE SHEET

30 - RIDING DOWN AN INCLINE

RIDING DOWN AN INCLINE
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 fault	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0	Foot outside	0
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness fault: no break in forward motion, no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, 1 run-out, etc.
1 = 2 effectiveness faults: 2 breaks in forward motion, etc.
0 = 3 effectiveness faults: 3 breaks in forward motion, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

30 – RIDING DOWN AN INCLINE

PTV	**RIDING DOWN AN INCLINE**	OBSTACLE DATA SHEET

FEATURES

- Level ground without any steps down
- Slope of 30° to 45°
- Length of 10 m minimum
- Width across of 2 to 4 m

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number
- Marking of the obstacle route

OBJECTIVES

Showing the calm and balance of the horse and the correct attitude of the rider.

EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular progression
- Incorrect rider position
- Not over the stirrups and light
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding
- Foot outside the obstacle route

INTERNATIONAL TREC RULES

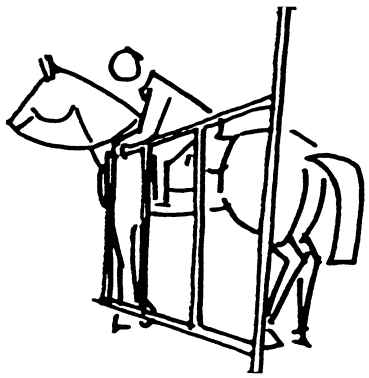
PTV SCORE SHEET

31 - GATE

GATE
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
letting go once	4	* good	+ 2	Dangerous riding	- 3
letting go twice	1	* quite good	+ 1	Fall	0
letting go 3 times	0	* average	0		
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: not letting go of the gate, not running out, not stepping back, no refu no circling
4 = 1 effectiveness fault: letting go once, one run-out, etc.
1 = 2 effectiveness faults: letting go twice, etc.
0 = 3 effectiveness faults: letting go 3 times, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

31 – GATE

PTV	**GATE**	OBSTACLE DATA SHEET

FEATURES

A hinged gate to open and close whilst remaining on horseback.
- Height: around 1.20 m
- Width: around 2 m

N.B.: Safety note: the hinge must be fixed and must not be loose. No part of the gate should stick out from the frame. The gate must swing freely in both directions on its hinges.

EQUIPMENT

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

OBJECTIVES

Showing the obedience and forwardness of the horse as well as the correct approach of the rider.
The gate must be held throughout, with the rider not letting go to open or close it.

EFFECTIVENESS FAULTS

- Letting go of the gate
- Running out
- Stepping back before the obstacle
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect rider position, not over his stirrups and light
- Loss of balance of horse or rider
- Incorrect rider aids
- Horse touches the gate

PENALTIES

- Brutality
- Fall of the horse or rider
- Dangerous riding

INTERNATIONAL TREC RULES

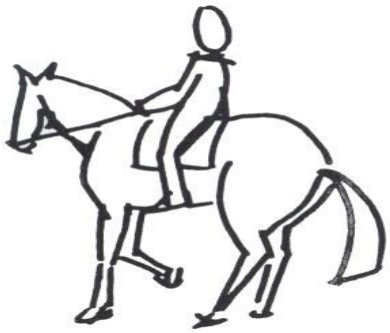
PTV SCORE SHEET

32 - RIDDEN REIN BACK

REIN BACK
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0	Foot outside	0
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: no bars touched, no break in the horse's motion, no running out, no stepping back, no refusal, no circling
4 = 1 bar touched, 1 break in the horse's motion, etc.
1 = 2 bars touched, 2 breaks in motion, etc.
0 = 3 bars touched, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

32 – REINING BACK

PTV	REINING BACK	OBSTACLE DATA SHEET

FEATURES

Reining back for 4 meters in a corridor marked using bars.
- Level ground
- Length: 8 m
- Width: 0.8 m

EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number
- 4 bars of 4 m
- The bars are fixed on the ground

OBJECTIVES

Showing the obedience of the horse at reining back and the appropriateness of the rider's aids.
Touching the bars before and after the reining back zone is not counted.
The gait that the horse enters and leaves the obstacle is not fixed.
The rider is authorized to rein back without his stirrups if he desires.

EFFECTIVENESS FAULTS

- Touching the bars when reining back
- Break in the horse's motion, change of gait
- Running out
- Reining back before the obstacle
- Refusal
- Circling

STYLE FAULTS

- Irregular motion
- Incorrect rider position, not over the stirrups and light
- Loss of balance of the horse or rider
- Incorrect rider aids

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding
- Foot placed outside of the bars

INTERNATIONAL TREC RULES

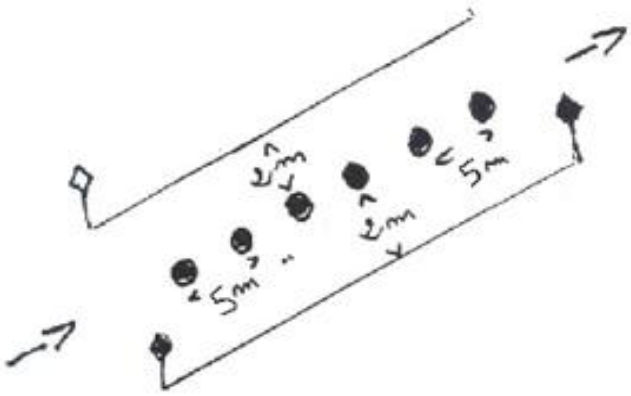
PTV SCORE SHEET

33 - SLALOM

SLALOM
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + G - P

Effectiveness E		Gait G		Penalty P	
Correct	7	* canter	+ 3	Brutality	- 3
1 fault	4	* trot	0	Dangerous riding	- 3
2 faults	1			Fall	0
3 faults	0	* walk	- 2	Foot outside	0

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: no post touched, no break in forward motion, no running out, no ste
no refusal, no circling
4 = 1 post touched, 1 break in forward motion, etc.
1 = 2 posts touched, 2 breaks in forward motion, etc …
0 = 3 posts touched, etc …

INTERNATIONAL TREC RULES

PTV DATA SHEET

33 - SLALOM

PTV	**SLALOM**	OBSTACLE DATA SHEET

FEATURES

- A slalom course through 6 posts placed in the ground in a straight line
- Space between 2 posts: 5 m for seniors
  6 m for young riders
- Height: around 2 m
- Width of the obstacle route: 4 m
- A starting gate 4 m before the first post
- A finishing gate 4 m after the last post

EQUIPMENT

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

OBJECTIVES

Passing through the slalom course without touching the posts and keeping to the initially chosen gait.

EFFECTIVENESS FAULTS

- Touching a post(s)
- Break in forward motion, change of gait
- Running out
- Stepping back
- Refusal
- Circling

CHOICE OF GAIT

- Canter
- Trot
- Walk

PENALTIES

- Brutality
- Fall of horse or rider
- Dangerous riding
- Foot outside the obstacle route

INTERNATIONAL TREC RULES

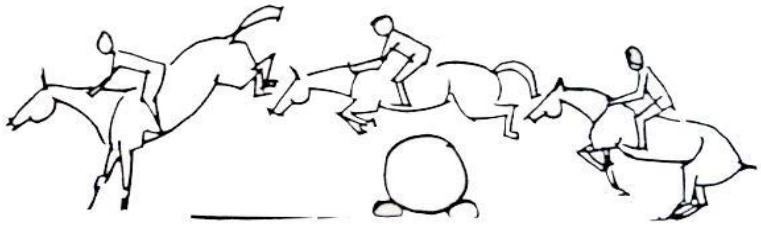
PTV SCORE SHEET

34 - TREE TRUNK

TREE TRUNK
Number

STEWARD

Rider No.	E +	S -	P =	TOTAL



MARKING SCHEME E + S - P

Effectiveness E		Style S		Penalty P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous riding	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0		
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to a overall mark of 0

7 = no effectiveness faults: no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 run-out, etc.
1 = 2 effectiveness faults: 2 run-outs, etc.
0 = 3 effectiveness faults: 3 run-outs, etc.

INTERNATIONAL TREC RULES

PTV DATA SHEET

34 – TREE TRUNK

PTV	**TREE TRUNK**	OBSTACLE DATA SHEET

FEATURES

A compact tree trunk or a pile of logs without side branches placed on stable and level ground.
- Height : 1.10 m for seniors
  0.90 m for young riders
- Diameter: 0.80 to 1 m
- Front width: 3 to 4 m

EQUIPMENT

- 1 red flag
- 1 white flag
- 1 number
- 1 large tree trunk or 3 smaller trunks

OBJECTIVES

Showing the forwardness of the horse and the correct approach and attitude of the rider giving good control.
It must be jumped.
A change of gait and jumping from a standstill is authorized.

EFFECTIVENESS FAULTS

- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS

- Irregular forward motion
- Incorrect rider position, not over the stirrups and light
- Loss of balance of the horse or rider
- Incorrect rider aids
- Horse moving sideways

PENALTIES

- Brutality
- Fall of the horse or rider
- Dangerous riding

INTERNATIONAL TREC RULES

PTV SCORE SHEET

35 - TREE TRUNK IN-HAND

TRENCH
No.

STEWARD:

Rider No.	E +	S -	P =	TOTAL

MARKING SCHEME E + S - P

Effectiveness E		Style S		Penality P	
Correct	7	* very good	+ 3	Brutality	- 3
1 fault	4	* good	+ 2	Dangerous method	- 3
2 faults	1	* quite good	+ 1	Fall	0
3 faults	0	* average	0	Flapping stirrup(s)	-1
		* mediocre	- 1		
		* bad	- 2		

A mark of 0 for effectiveness or as a penalty leads to an overall score of 0

7 = no effectiveness fault: no running out, no stepping back, no refusal, no circling
4 = 1 effectiveness fault: 1 run out, etc.
1 = 2 effectiveness faults: 2 run outs, etc.
0 = 3 effectiveness faults: 3 run outs, etc.

INTERNATIONAL TREC RULES

PTV SCORE SHEET

35 – TREE TRUNK IN-HAND

PTV	TREE TRUNK IN HAND	OBSTACLE DATA SHEET

FEATURES
One or more tree trunks, without branches, placed on stable, even ground.

- Height: 0.6m for seniors and young riders.
- Front width: 3m.
- Route for the rider provided along the side, as appropriate; this must not be taken by the horse.

EQUIPMENT
- 1 red flag
- 1 white flag
- 1 number
- 1 large tree trunk or three smallers trunks

OBJECTIVES
Highlighting the forwardness of the horse as well as the correct approach and attitude of the rider, resulting in good control.
Change of gait and jumping from standstill are allowed.

EFFECTIVENESS FAULTS
- Running out
- Stepping back
- Refusal
- Circling

STYLE FAULTS
- Irregular forward motion
- Loss of balance of the horse or the rider
- Incorrect rider actions
- Horse moving sideways

PENALITIES
- Brutality
- Fall of horse or rider
- Dangerous method