

For use at 3PE comps from 1st July 2019



HORSE RIDING CLUBS ASSOCIATION OF VICTORIA INC.

OBSTACLE GUIDELINES (Including Style Phase directives)

The design of the obstacle course will depend on the size and shape of the available area, the footing, and the obstacles and materials that are available. Whilst there may be some allowance for variation in design, all obstacles must be safe and comply with HRCV standards and Level Requirements.

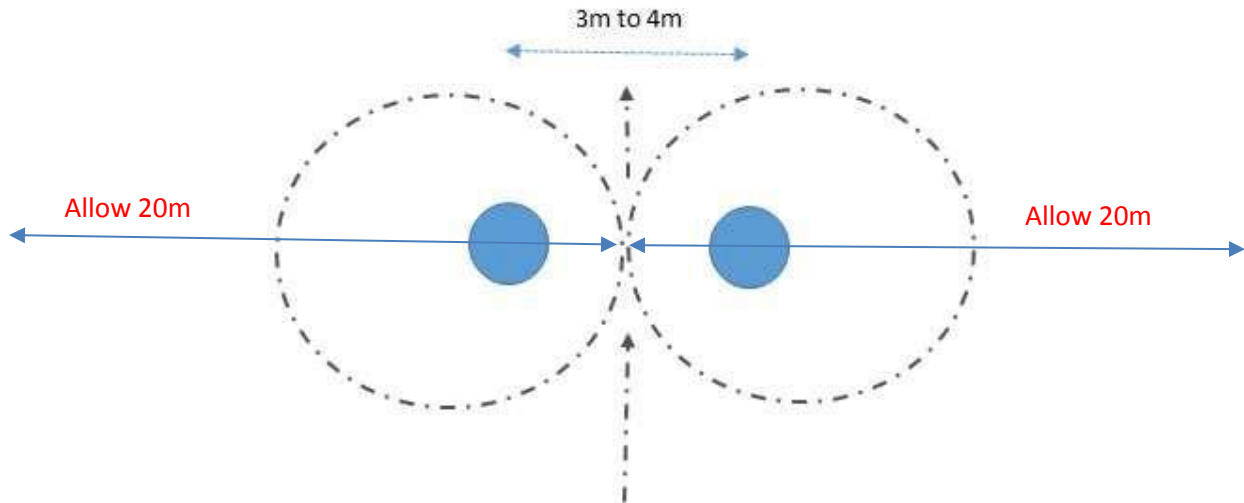
Note: A mounting block must be made available on the course.

List of allowed obstacles:

- | | |
|------------------|--------------------|
| 1 Two barrels | 11 L corridor rein |
| 2 Three barrels | 12 Switch cup |
| 3 Double slalom | 13 Pole pick up |
| 4 Single slalom | 14 The Ring |
| 5 Bridge | 15 Pole drop off |
| 6 Jump | 16 Water |
| 7 Gate | 17 Bank |
| 8 Jug table | 18 Move item |
| 9 Side pass pole | 19 Varied footing |
| 10 Bell corridor | 20 Stock Pen |

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1. Two Barrels



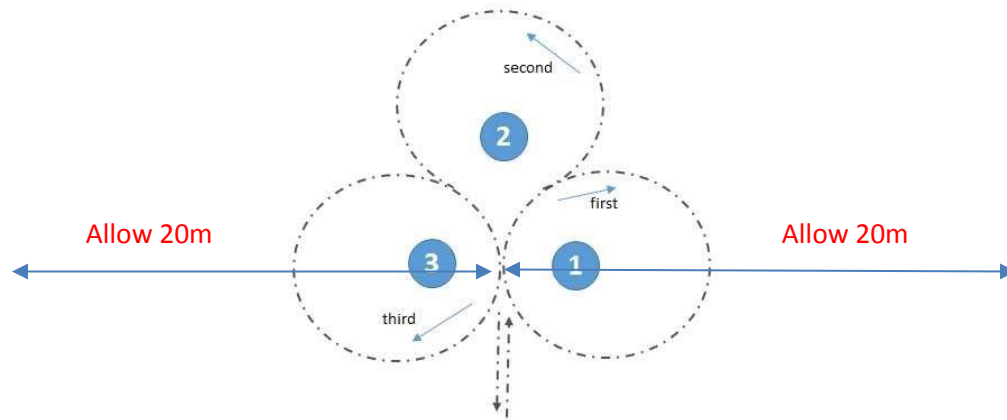
This obstacle consists of two barrels (or similar) placed 3 to 4 metres apart.

Enter the obstacle, perform circle around the right hand barrel, then circle around the left hand barrel.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot*	Gait, shape and evenness of circles, circle size <20m diameter
4	Walk or Trot*	Gait, rhythm, , relaxation , shape and evenness of circles, circle size <20m diameter
3	Trot or canter*	Gait, rhythm, bend, shape and evenness of circles, circle size <15m diameter
2	Trot or Canter*	Gait, rhythm, bend, shape and evenness of circles, quality of transitions, circle size <15m diameter
1	Trot or Canter*	Gait, rhythm, bend, shape and evenness of circles, quality of transitions, circle size < 15m diameter
Advanced	Trot or Canter*	Gait, rhythm, bend, shape and evenness of circles, quality of transitions, circle size < 10m diameter
<p>The objective is to perform 2 evenly sized circles, consistent with the level directives. At level 2, changes of lead should be through trot At level 1, should canter be the chosen gait, simple changes of lead should be performed. At Advance, should canter be the chosen gait, flying changes are encouraged.</p> <p>*Correct execution at the higher gait will receive a better score than the same at the lower gait.</p>		

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2. Three Barrels



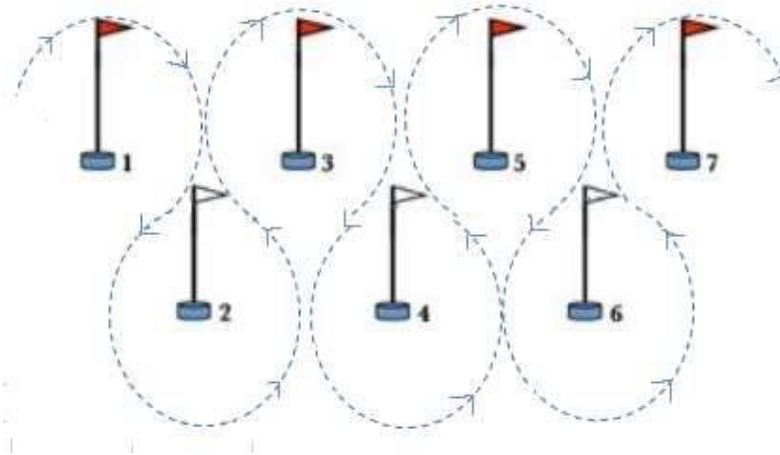
This obstacle consists of three barrels (or similar) placed in a triangle. The distance between each barrel to be no less than 3 metres and no more than 5 metres. Lower levels may have the barrels at the greater distance.

To perform this obstacle, the combination must enter between drums 1 and 3. They perform a complete right circle around the first drum. Upon completing a full circle around the first drum, at the point of crossing an imaginary line between the first drum and the second drum and at the point halfway between the drums, the horse shall change direction to the left. Upon completing a $\frac{3}{4}$ circle around the second drum, at the point of crossing an imaginary line between the second drum and the 3rd drum and at the point halfway between the drums, the horse shall change directions and begin a full circle to the right around the final drum. Upon completing a full circle around the third drum, the combination shall pass between the first and third drum to exit the obstacle on the same line of travel by which they entered the obstacle.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot*	Gait, Shape and evenness of circles, circle size <20m diameter
4	Walk or Trot*	Gait, Rhythm, relaxation , shape and evenness of circles, circle size <20m diameter
3	Trot or canter*	Gait, Rhythm, bend, shape and evenness of circles, circle size <15m diameter
2	Trot or Canter*	Gait, Rhythm, bend, shape and evenness of circles, Quality of transitions, circle size <15m diameter
1	Trot or Canter*	Gait, Rhythm, bend, shape and evenness of circles, Quality of transitions, circle size < 15m diameter
Advanced	Trot or Canter*	Gait, Rhythm, bend, shape and evenness of circles, Quality of transitions, circle size < 10m diameter
<p>Combinations should aim to ride the same size circles around the drums to create symmetry, consistent with the level directives.</p> <p>At level 2, changes of lead should be through trot</p> <p>At level 1, should canter be the chosen gait, simple changes of lead should be performed.</p> <p>At Advance, should canter be the chosen gait, flying changes are encouraged.</p> <p>*Correct execution at the higher gait will receive a better score than the same at the lower gait.</p>		

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3. Double Slalom



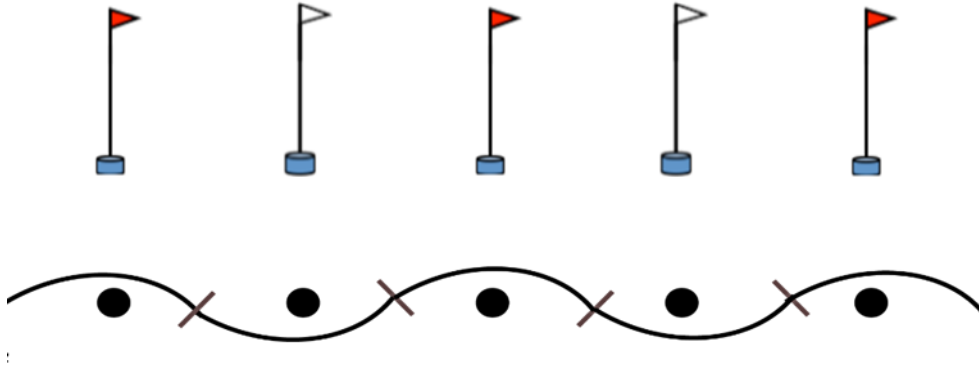
This obstacle consists of five or seven slalom poles placed in two, off set parallel rows approximately 8m to 10m apart. The slalom poles should be flagged with red flags to be on the rider's right and white flags to be on the rider's left.

Enter the obstacle and ride a serpentine around the poles.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot*	Gait, Shape and evenness of loops.
4	Walk or Trot*	Gait, Rhythm, relaxation, shape and evenness of loops
3	Trot	Gait, Rhythm, bend, shape and evenness of loops
2	Trot or Canter*	Gait, Rhythm, bend, shape and evenness of loops, Quality of transitions
1	Trot or Canter*	Gait, Rhythm, bend, shape and evenness of loops, Quality of transitions
Advanced	Trot or Canter*	Gait, Rhythm, bend, shape and evenness of loops, Quality of transitions
<p>The objective is to perform evenly sized loops, showing accuracy consistent with the level directives.</p> <p>At level 2, changes of lead should be through trot</p> <p>At level 1, should canter be the chosen gait, simple changes of lead should be performed.</p> <p>At Advanced, should canter be the chosen gait, flying changes are encouraged.</p> <p>*Correct execution at the higher gait will receive a better score than the same at the lower gait.</p>		

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4. Single Slalom



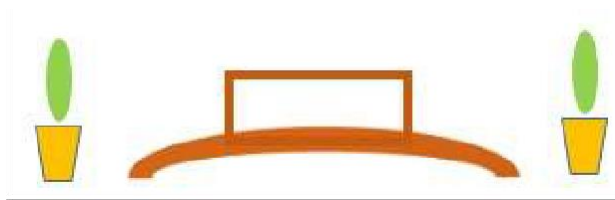
This obstacle consists of five or seven slalom poles placed in a line approximately 8m to 10m apart. The slalom poles should be flagged with red flags to be on the rider's right and white flags to be on the rider's left.

Enter the obstacle and **weave through the poles rather than perform loops around the poles.**

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot*	Gait, Shape and evenness of serpentine
4	Walk or Trot*	Gait, Rhythm, bend, shape and evenness of serpentine
3	Trot	Gait, Rhythm, bend, shape and evenness of serpentine
2	Trot or Canter*	Gait, Rhythm, bend, shape and evenness of serpentine, Quality of transitions
1	Trot or Canter*	Gait, Rhythm, bend, shape and evenness of serpentine, Quality of transitions
Advanced	Trot or Canter*	Gait, Rhythm, bend, shape and evenness of serpentine, Quality of transitions
<p>The objective is to perform evenly sized loops, showing accuracy consistent with the level directives.</p> <p>At level 2, changes of lead should be through trot</p> <p>At level 1, should canter be the chosen gait, simple changes of lead should be performed.</p> <p>At Advance, should canter be the chosen gait, flying changes are encouraged.</p> <p>*Correct execution at the higher gait will receive a better score than the same at the lower gait.</p>		

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5. Bridge



This obstacle consists of a solid wooden bridge no less than 3m long and 1m wide. It may or may not have sides.

The bridge **must** be ridden at a walk. **Transition markers placed 2 metres from each end of the bridge are compulsory for this obstacle.**

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk	Straightness
4	Walk	Rhythm, straightness, transitions
3	Walk	Rhythm, straightness, transitions
2	Walk	Rhythm, straightness, transitions
1	Walk	Rhythm, straightness, transitions
Advanced	Walk	Rhythm, straightness, transitions

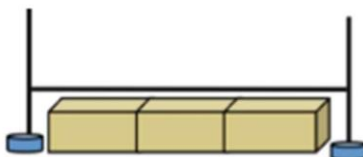
The horse should approach and complete the obstacle in a **longer framed walk, consistent with the level directives.**
In level 5 the expectation is that transitions will be performed within 3 strides of the marker, in level 4 within 2 strides of the marker and in level 3 within 1 stride of the marker. By level 2 all transitions should be smooth and on the marker.

Bridge construction guidelines

The Bridge obstacle must be constructed of safe, non-slip timber and/or metal with no sharp protrusions. The length of the bridge should be between 3 and 4.5 metres. The width should be no less than 1 metre. The bridge may be enhanced with railings, flowers, plants etc, giving consideration to horse safety at all times. If there is no ramp on the bridge, the maximum step up is 20cm. During competition, organisers must ensure the bridge remains safe in inclement weather, and can take such steps as deemed necessary to ensure safety. (eg. place sand/secure rubber matting/carpet on bridge, sweep bridge in between rounds).

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6. Jump



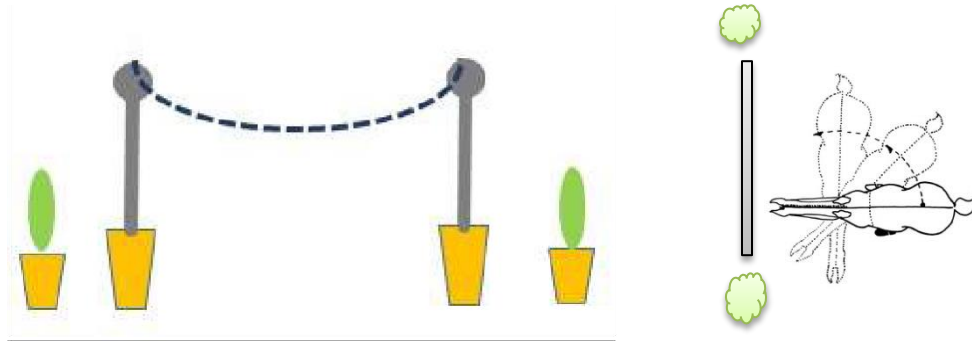
This obstacle consists of a small jump or cross rail with a maximum height of **45cm** for levels 4 and 5 and **60cm** for other levels. If something other than a rail is used eg. a log, the width must not exceed the height.

Where a cross rail is used, the obstacle should be measured off centre at two thirds the length of the pole.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Trot – max 45cm	Gait, Straightness
4	Trot – max 45cm	Gait, Rhythm, straightness, quality of jump
3	Trot or canter* – max 60cm	Gait, Rhythm, straightness, quality of jump
2	Trot or Canter* – max 60cm	Gait, Rhythm, straightness, quality of jump
1	Canter– max 60cm	Gait , Rhythm, straightness, quality of jump
Advanced	Canter– max 60cm	Gait , Rhythm, straightness, quality of jump
<p>The approach and depart should be straight, consistent with the level directives.</p> <p>*Correct execution at the higher gait (where applicable) will receive a better score than the same at the lower gait.</p>		

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7. Gate



The gate can be a solid opening (hinged) or a rope gate and a min of 1m height. The opening to be of approximately 2m. Generally, if a solid gate is used for the Style phase it can be replaced with a rope gate for the Speed and Accuracy phase.

The rider to approach perpendicular to the gate, then move the quarters parallel to the gate with horses head toward the latch and then open the gate. The horse should then walk through the gateway. Level 5 and 4 riders, are not required to close the gate and at this point should halt (if a rope gate is being used it can be dropped once in halt). For other levels, once the horse has fully exited the other side of the gate, the rider may back up one or two steps to close the latch. .

Level 5 and 4, Halt not required in the Speed and Accuracy phase.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk, halt	Steadiness of halt, relaxation
4	Walk, halt	Straightness of approach, steadiness of halt, relaxation
3	Walk	Straightness of approach, transition, relaxation, fluidity.
2	Walk	Straightness of approach, transition, relaxation, fluidity
1	Walk	Straightness of approach, transition, relaxation, fluidity
Advanced	Walk	Straightness of approach, transition, relaxation, fluidity
<p>The gate must be approached in a walk.</p> <p>Level 5 and 4, riders are not required to close the gate, but halt for 5 seconds in the gateway then proceed to the next obstacle.</p> <p>Level 2 and above, hand must remain on the gate or rope.</p>		

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8. Jug table

This obstacle is only used in the Style Phase and consists of a drum or table at least 1m high, upon which is placed an earthenware jug or similar item.

If the jug is dropped, knocked or falls off the table, and is broken, a replacement jug will be used.

Riders are not required to dismount to replace the jug if dropped.

Style phase (Judging Criteria)		
Level	Gait (approach)	Directives
5	Walk or Trot*	Straightness, transition, calmness of the halt
4	Walk or Trot*	Straightness, transition, relaxation, quality of the halt
3	Trot or canter*	Straightness, transition, relaxation, quality of the halt
2	Trot or canter*	Straightness, transition, relaxation, quality of the halt
1	Canter	Straightness, transition, relaxation, quality of the halt
Advanced	Canter	Straightness, transition, relaxation, quality of the halt
<p>The rider will approach the obstacle at the gait required for the level of competition, clearly halt at the table, lift jug above head and then replace the jug.</p> <p>In level 5 the expectation is that transitions will be performed within 3 strides of the marker, in level 4 within 2 strides of the marker and in level 3 within 1 stride of the marker. By level 2 all transitions should be smooth and on the marker.</p> <p>*Correct execution with a transition from the higher gait will receive a better score than the same at the lower gait.</p>		

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9. Side Pass Pole



This obstacle consists of a pole raised 5-10cm above the ground. The horse moves sideways, with the pole positioned between his hind legs and front legs. Side pass poles may be a single pole, two parallel poles (one to be ridden in each direction)

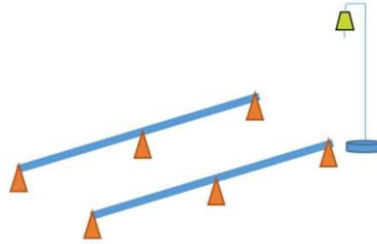
At Level 2 and above, an L or Z shape may be used.

Speed and accuracy phase – At Level 5 this obstacle is not permitted.

Style phase (Judging Criteria)		
Level		Directives
5	Halt over centre	Steadiness of halt, , relaxation
4	Halt over pole 1/3 along and sidepass off	Steadiness of halt, relaxation
3	Halt over centre and sidepass off	Quality of halt, relaxation, fluidity, crossing of the legs.
2	Sidepass full length of pole	Relaxation, fluidity, crossing of the legs.
1	Sidepass full length of pole	Relaxation, fluidity, crossing of the legs.
Advanced	Sidepass full length of pole	Relaxation, fluidity, crossing of the legs
<p>Level 5 riders are not required to side pass. Instead, halt for 5 seconds with the pole positioned between the hind legs and front legs, then ride forward.</p> <p>Level 4 and 3, halt for 5 seconds with the pole positioned between the hind legs and front legs, then side pass off.</p>		

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10. Bell Corridor



This obstacle consists of a corridor approximately 3m in length and 1.5m wide. The sides of the corridor should be around 50cm high. At the end of the corridor is a bell placed about 175cm from the ground.

The rider enters the corridor, halts* at the bell, rings the bell and performs rein back to exit the corridor at the initial entry point.

At level 5, rider not required to rein back out the corridor.

At level 4, rider performs between 2 and 5 backward steps then rides forward out the front of the corridor.

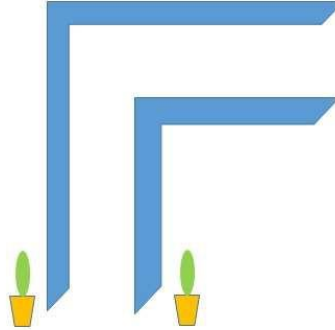
At level 2 and above, the corridor may be in an L shape. .

*Speed and Accuracy phase, no halt required.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot*	Gait, straightness, steadiness of the halt,
4	Walk or Trot*	Gait, straightness, steadiness of halt and between 2 and 5 backward steps
3	Walk or Trot*	Gait, Rhythm, straightness, quality of halt and rein back
2	Trot or canter*	Gait, Rhythm, straightness, quality of halt and rein back
1	Trot or Canter*	Gait, Rhythm, straightness, quality of halt and rein back
Advanced	Trot or Canter*	Gait, Rhythm, straightness, quality of halt and rein back
<p>The horse should approach and complete the obstacle consistent with the level directives.</p> <p>* Correct execution at the higher gait will receive a better score than the same at the lower gait.</p>		

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11. L Corridor rein back



This obstacle is restricted to Level 2, Level 1 and Advanced combinations.

This obstacle consists of a corridor approximately 6m in length and 1.5m wide, in the shape of an “L”. It may be marked by poles on the ground or have sides up to around 50cm high.

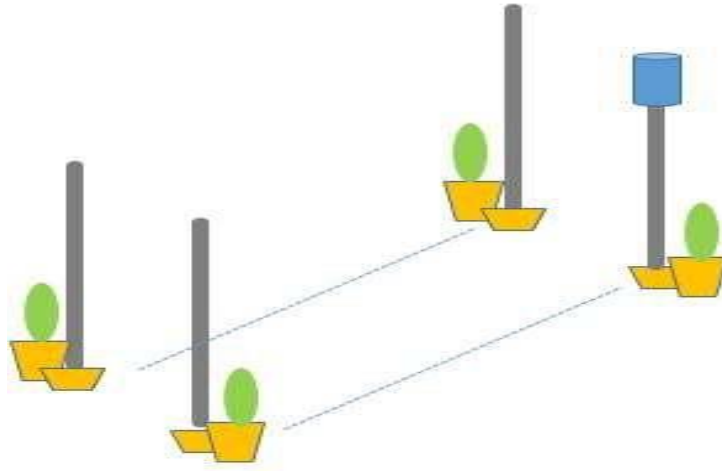
The rider will enter the corridor and halt* at the end. They will then rein back around the corner and out of the corridor.

*Speed and Accuracy phase, no halt required.

Style phase (Judging Criteria)		
Level	Gait	Directives
2	Trot or canter*	Gait, Rhythm, straightness, quality of halt and rein back
1	Trot or Canter*	Gait, Rhythm, straightness, quality of halt and rein back
Advanced	Trot or Canter*	Gait, Rhythm, straightness, quality of halt and rein back
<p>The horse should approach and complete the obstacle consistent with the level directives.</p> <p>*Correct execution with an entry at the higher gait will receive a better score than the same at the lower gait.</p>		

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12. Switch Cup



This obstacle consists of two upright poles a min of 1.5m high placed approx. 1.2m apart, or four poles placed in a rectangle approx. 1.2m by 3m, and a cup. Level 3, 4 and 5 riders are not required to rein back in this obstacle.

The rider approaches the poles and halts* between the two poles, one of which holds the upturned cup. The rider will pick up the cup, and switch it to a pole on the other side of the corridor (usually left to right).

Level 2 and above, may have a rectangle of poles, so would then rein back and place the cup on the opposite pole at the start of the rectangle.

Riders are not required to dismount to replace the cup if dropped.

*Speed and Accuracy phase, no halt required.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot*	Straightness of approach, steadiness of halt
4	Walk or Trot*	Straightness of approach, steadiness of halt, transitions
3	Walk or Trot*	Straightness, quality of halt, transitions
2	Trot or canter*	Straightness, quality of halt and rein back, transitions
1	Trot or Canter*	Straightness, quality of halt and rein back, transitions
Advanced	Trot or Canter*	Straightness, quality of halt and rein back, transitions
The horse should approach and complete the obstacle consistent with the level directives..		
*Correct execution with an entry at the higher gait will receive a better score than the same at the lower gait		

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13. Pole pick up



This obstacle consists of an open top barrel and a long pole between 1.5m and 2.4m in length. 2 poles of different lengths to be made available to enable riders to choose a suitable length of pole.

The rider will approach the barrel and pick up the pole with the thumb facing up. If the pole is dropped, the rider must dismount and replace it in the barrel then repeat the pick-up. Once **the rider has** picked up the pole continue to the next obstacle whilst carrying the pole. The course map will indicate what is required following the pole pick up.

Note: The pole may be carried while the rider is negotiating other obstacles. Consideration of level capabilities to be taken into account when designing the course and the pole is not to be carried over the jump at any level.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot*	Gait, Rhythm, straightness , accuracy
4	Walk or Trot*	Gait, Rhythm, straightness , accuracy
3	Walk, trot or canter*	Gait, Rhythm, straightness , accuracy
2	Walk, trot or canter*	Gait, Rhythm, straightness , accuracy
1	Trot or canter*	Gait, Rhythm, straightness , accuracy
Advanced	Trot or canter*	Gait, Rhythm, straightness , accuracy
<p>The rider will approach the barrel on a straight line and without breaking gait, The horse should approach and complete the obstacle consistent with the level directives, without showing any reaction to the drum or the picking up of the pole.</p> <p>*Correct execution at the higher gait will receive a better score than the same at the lower gait.</p>		

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14. The Ring



This obstacle consists of a ring about 15cm in diameter seated on a base or suspended at height between 1m and 1.7m

The rider will approach the obstacle and skewer the ring with the pole. After picking up the ring continue to the next obstacle whilst carrying the pole and ring. The course map will indicate what is required following the ring pick up.

If the pole is dropped, the rider must dismount and replace it in the first barrel then repeat the pick-up (which is only marked the first time). They will then recommence the obstacles from where the pole was dropped.

In both the Style and the Speed and Accuracy phase, only one attempt is made at skewering the ring. If the attempt was unsuccessful, the combination continues to the next obstacle.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot	Gait, Rhythm, straightness, accuracy
4	Walk or Trot	Gait, Rhythm, straightness, accuracy
3	Walk, trot or canter	Gait, Rhythm, straightness, accuracy
2	Walk, trot or canter	Gait, Rhythm, straightness, accuracy
1	Trot or canter	Gait, Rhythm, straightness, accuracy
Advanced	Trot or canter	Gait, Rhythm, straightness, accuracy
Correct execution at the higher gait will receive a better score than the same at the lower gait. The horse should approach and complete the obstacle consistent with the level directives , without showing any reaction to the obstacle or the picking up of the ring and without breaking gait,		

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15. Pole drop off



This obstacle consists of an open top barrel.

The rider, carrying a pole and possibly the ring, will approach the barrel and place the pole (and ring) in the barrel with the rider's thumb facing up. If the pole is dropped before reaching the barrel, the rider must dismount and replace it in the first barrel. They can then pick up when mounted, and proceed to the drop off. If the pole bounces out of the drop off barrel the rider must dismount and replace it before proceeding.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot*	Gait, Rhythm, straightness , accuracy
4	Walk or Trot*	Gait, Rhythm, straightness , accuracy
3	Walk, trot or canter*	Gait, Rhythm, straightness , accuracy
2	Walk, trot or canter*	Gait, Rhythm, straightness , accuracy
1	Trot or canter*	Gait, Rhythm, straightness , accuracy
Advanced	Trot or canter*	Gait, Rhythm, straightness , accuracy
<p>The horse should approach on a straight line and complete the obstacle consistent with the level directives, without showing any reaction to the drum or the placing of the pole and without breaking gait,</p> <p>*Correct execution at the higher gait will receive a better score than the same at the lower gait.</p>		

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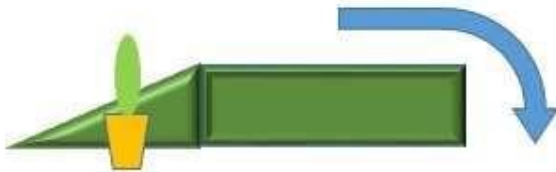
16. Water

The water obstacle should be at least 2m across and no more than 30cm deep with good footing. It should have a graduated ramp entry and exit, although a step up may be allowed at level 3 and above.

The rider approaches the middle of the obstacle, riding straight through the water.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot*	Gait, straightness
4	Walk or Trot*	Gait, straightness, <i>rhythm</i>
3	Walk or Trot*	Gait, straightness, <i>rhythm</i>
2	Walk or Trot*	Gait, straightness, <i>rhythm</i>
1	Walk, trot or Canter*	Gait, straightness, <i>rhythm</i>
Advanced	Walk trot or Canter*	Gait, straightness, <i>rhythm</i>
<p>The horse should approach and complete the obstacle <i>consistent with the level directives</i>, and travel through the water.</p> <p><i>*Correct execution at the higher gait will receive a better score than the same at the lower gait.</i></p>		

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17. Bank

The bank can be a natural obstacle or of similar construction to a wooden bridge. It should have a ramp up to a flat section of about 2m. The step down can be from 20-50cm in height. If constructed of wood it must be negotiated at walk.

Level 5, the maximum drop is 30cm. All other levels have a maximum drop of 50cm

Where **constructed of wood**, transition markers must be used.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot*	Gait, straightness
4	Walk or Trot*	Gait, straightness, rhythm.
3	Walk, trot or canter*	Gait, straightness, rhythm.
2	Walk, trot or canter*	Gait, straightness, rhythm.
1	Walk, trot or Canter*	Gait, straightness, rhythm.
Advanced	Walk, trot or Canter*	Gait, straightness, rhythm.
<p>The horse should approach and complete the obstacle consistent with the level directives.</p> <p>In level 5 the expectation is that transitions will be performed within 3 strides of the marker, in level 4 within 2 strides of the marker and in level 3 within 1 stride of the marker. By level 2 all transitions should be smooth and on the marker.</p> <p>*Correct execution at the higher gait will receive a better score than the same at the lower gait.</p>		

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18. Move item



This obstacle consists of an item placed on a drum or post at least 1m high, which is picked up and carried by the rider, then replaced either in the same place or elsewhere as instructed. The object could be a flag, small hessian feed bag, oil skin coat, or Akubra hat for example.

The rider will approach the table in a gait appropriate to the level, then halt* and retrieve the item. The rider will then walk, trot or canter to the drop off point, which may be close by or some distance away.

Riders are not required to dismount to replace the item if dropped.

*Speed and Accuracy phase, no halt required.

Style phase (Judging Criteria)		
Level	Gait (approach)	Directives
5	Walk or Trot*	Gait, Relaxation, steadiness of the halt
4	Walk or Trot*	Gait, Straightness, transition, relaxation, steadiness of the halt
3	Walk, Trot or canter*	Gait, Straightness, transition, relaxation, quality of the halt
2	Trot or canter*	Gait, Straightness, transition, relaxation, quality of the halt
1	Trot or Canter*	Gait, Straightness, transition, relaxation, quality of the halt
Advanced	Trot or Canter*	Gait, Straightness, transition, relaxation, quality of the halt

In level 5 the expectation is that transitions will be performed within 3 strides of the item, in level 4 within 2 strides of the item and in level 3 within 1 stride of the item. By level 2 all transitions should be smooth and on the item. The horse should approach and complete the obstacle consistent with the level directives.

*Correct execution with the approach at the higher gait will receive a better score than the same at the lower gait.

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19. Varied footing



This obstacle consists of an enclosed frame, constructed of sleepers 3-4 metres in length and 1-1.5 metres wide. Inside the frame can be **one or more** items of varied footing such as rubber mats, carpet, wood chips, etc.

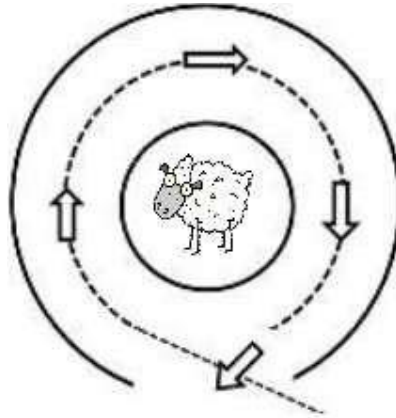
The varied footing must be ridden at a walk. **Transition markers placed 2 metres from each end of the bridge are compulsory for this obstacle.**

No plastic tarps or other plastic to be used.

Style phase (Judging Criteria)		
Level	Gait	Directives for Style phase
5	Walk	Straightness,
4	Walk	Rhythm, straightness, transitions
3	Walk	Rhythm, straightness, transitions
2	Walk	Rhythm, straightness, transitions
1	Walk	Rhythm, straightness, transitions
Advanced	Walk	Rhythm, straightness, transitions
<p>The horse should approach and complete the obstacle in a longer framed walk, consistent with the level directives.</p> <p>In level 5 the expectation is that transitions will be performed within 3 strides of the marker, in level 4 within 2 strides of the marker and in level 3 within 1 stride of the marker. By level 2 all transitions should be smooth and on the marker.</p>		

For use at 3PE comps from 1st July 2019

20. Stock Pen



This obstacle consists of a round enclosure with an entrance approximately 4m wide, containing another enclosure which could be decorated with artificial animals etc to imitate a pen of stock.

The following materials must not be used in the construction of the Stock Pen;

- Electric fencing tape, rope, plasticized cable or other similar, continuous unbreakable product.
- Driven in stakes or steel droppers.

The outer circle must be a minimum of 12m in diameter. The obstacle should be performed by entering and doing a full circuit in one direction, exiting then changing rein outside the pen with a half circle. The pen is then ridden again in the opposite direction to the first circuit. This obstacle can be ridden in one direction only in the Speed and Accuracy Phase.

Style phase (Judging Criteria)		
Level	Gait	Directives
5	Walk or Trot*	Gait, shape and evenness of circles, change of rein
4	Walk or Trot*	Gait, shape and evenness of circles, rhythm, change of rein
3	Walk or Trot*	Gait, shape and evenness of circles, rhythm, bend, quality of the change of rein
2	Trot or Canter*	Gait, shape and evenness of circles, rhythm, bend, balance, quality of the change of rein
1	Trot or Canter*	Gait, shape and evenness of circles, rhythm, bend, balance, quality of transitions and the change of rein
Advanced	Trot or Canter*	Gait, shape and evenness of circles, rhythm, bend, balance, quality of transitions and the change of rein

For use at 3PE comps from 1st July 2019

The objective is to perform 2 evenly sized circuits maintaining gait from the first entry to the second exit, consistent with the level directives.

At level 2, changes of lead should be through trot

At level 1, should canter be the chosen gait, simple changes of lead should be performed.

At Advance, should canter be the chosen gait, flying changes are encouraged.

*Correct execution at the higher gait will receive a better score than the same at the lower gait.