

1. 360 DEGREE SPIN/TURN

The horse is asked to complete a circle by turning his front end around his hind end. This turn is generally an Open Division obstacle. This turn should be done on a level surface, either in the open or inside a large box or circle.

Judging criteria:

- This turn should be done slowly.
- Trail riders should not exhibit reining horse speed.
- The horse should pivot on the inside hind leg, crossing his front legs.
- The speed should be no faster than a trot. This is not a canter pirouette

2. ANIMAL ON THE RUN

A fake animal is to be put on a fishing line and pulled across the trail in front of the horse. The horse is to stand still in a designated circle on the ground.

Judging criteria:

- Horse will be penalized for moving out of the designated circle.
- Judge is to take note of horse's attitude. This is a bravery test.

3. BACK

Rider will be asked to back their horse.

Judging criteria:

- Horse is to back calmly and willingly, any sign of resistance will be penalized.
- The horse should back straight, horse's head should be on vertical (nice break at the poll), no opening or gaping of the horse's mouth. Horse should not toss head.
- Horse should back quietly and slowly, speed will be penalized.
- Rider should glance backwards to check out where he/she is going and check for any danger, rider is to then remain balanced with eyes forward.
- Rider's aids (cues) should be subtle.
- If backing through something (trees, rocks, cones, etc.), assess penalty for hitting object.

4. BANK (DOWN AN EMBANKMENT)

Rider will be asked to take horse down an embankment.

Judging criteria:

- The rider is to sink down and back into a secure position in their saddle, placing weight into their heels and stirrups.
- The rider should release the rein enough to allow the horse freedom to balance with his head and neck.
- The rider should regain a centered position upon landing.
- Penalize any loss of balance on the part of horse or rider.
- The horse should demonstrate balance, willingness, and athletic ability.
- Penalize run out, refusal, or prolonged hesitation.
- This obstacle should be done at a walk for pleasure/scout/junior divisions.
- Open division may approach at a trot or canter (keep safety in mind – extreme and not recommended).
- PLEASE USE CAUTION – any rider not confident should pass; please check with riders on this!

5. BANK (UP AN EMBANKMENT)

Embankment should be no higher than a barrel on its side.

Judging criteria:

- Up onto bank – The rider is to release the rein as to allow the horse use of his head and neck.
- Rider may grab mane without point deduction.

- Penalize hitting the horse in the mouth, or any loss of balance on the part of the rider (getting left behind by the horse's movement).
- English – rider may assume a 2 point position.
- Western – rider is to stand slightly forward with no loss of balance.
- Good release of rein is important.
- Judge horse on athleticism, calm steady approach, balanced landing.
- Penalty for refusal or run out.
- Penalty for a stumble.
- Western riders may place their hand on the horn to protect their body.
- MAKE SURE RIDER IS CONFIDENT ENOUGH TO ATTEMPT THIS TYPE OF OBSTACLE—IF NOT PLEASE ASK THEM TO PASS ON THIS OBSTACLE – NO SCORE.

6. BARREL BOARD PIN WHEEL

Two barrels spaced apart with a board laid across them and a rope handle on one end of the board. Rider to approach outside barrel and pick up handle end. Proceed to ride a circle replacing the board to its original position.

Judging criteria:

- Horse should make a nice round circle with an arc to their body and their head looking in the direction of travel.
- Horse should hold a steady rhythm or cadence.
- Rider receives max penalty if board is dropped from either end of barrel.
- Horse to be judged on calmness and control.

7. BRIDGE

All horses must walk over the bridge. For safety, horses MUST NOT be asked to trot over any bridge or slick surface.

Judging criteria:

- Horse is to proceed forward at rider's cue without hesitation.
- Horse may regard bridge for a moment without penalty, but must cross willingly when asked.
- Long hesitation will incur a penalty.
- Any form of disobedience or refusal is a penalty.
- Stepping off the bridge is a penalty.
- All rules for proper balanced equitation apply.

- 8. BROKEN REIN** This obstacle simulates having a rein broken on the trail and tests the horse and riders communication skill via leg pressure, voice control as well as the ability to direct and indirect rein. It can be used on a variety of obstacles. Directions. Riders with split reins are to drape one rein over the horses neck and remain holding the other rein. Riders with a continuous loop rein are to remove one hand and simulate a break in the rein by relief of any pressure on one side.

9. CAMPSITE

A campsite with a tent, cooler, and campfire simulation is to be set up. Dry ice may be used to simulate campfire smoke. The tent needs to be at a safe distance so that the ropes and pegs do not pose a danger to horses. Horse and rider will ride up to camp and circle the campfire.

Judging criteria:

- Horse is to be judged on a calm/quiet attitude, the ability to stand still, and bravery.
- A good arcing circle around the campfire
- Balanced stop
- Control of horse under unusual situation

10. CANTER (LOPE)

Rider may be asked to canter their horse in a straight line on either lead. Rider may be asked to canter in a circle on the correct lead.

Judging criteria:

- Penalize an incorrect lead.
- Smoothness of canter departure will be judged.
- Judge should reward a slow soft canter (lope).
- A flying lead change will not be required, a simple lead change may be asked (drop to trot).
- A flying lead change will be awarded with a plus if a horse & rider team does a flying lead change, demonstrating balance and athleticism.
- Canter to stop may be judged together (optional).
- Rider is to be judged on quietness and fluidity of seat.
- Quiet aids, immediate response from horse, and quiet hands a must for a high score.

- 11. CURBSIDE** – Horse will be positioned at a 45 degree angle to a mounting aid. Horse should move his hindquarters over and position himself parallel to the mounting aid. Voice command MAY be used but is not required.

12. CLOSE ENCOUNTERS

Riders will encounter a biker or hiker on trail, and the contestant must safely ride past the hiker/biker.

Judging criteria:

- Horse is to demonstrate bravery on trail.
- Any backing or bolting will be penalized.
- Riders who move the hind end of the horse away from the hiker/biker are to be given a plus, as this demonstrates safety and courtesy to the human on the ground.

13. DISMOUNT

Rider will be asked to dismount their horse in a safe manner.

Judging criteria:

- The horses are to stand absolutely still! (Deduct points for movement).
- The rider should clear the rump of the horse as he/she swings their leg over the horse.
- The rider's foot should not be left in the stirrup once the 2nd foot touches the ground (unsafe).
- The rider should land softly on the ground facing forward.
- The rider should maintain control of the reins the entire time they dismount.

14. DON'T FEED THE BEARS!

Lift your sackful of food up and away from wildlife critters. Ride up and grab the rope from the tree. Back your horse lifting the backpack above the judge's head. Stop. Ride forward, lowering the backpack to the ground. Return rope to tree.

Judging criteria:

- Horse is to back calmly and willingly, any sign of resistance will be penalized.
- The horse should back straight, no gaping of the mouth.
- Horse should back quietly and slowly.
- Riders should glance backwards to check out where he/she is going, and check for any danger. Rider is to remain balanced.
- All rules of good balanced equitation apply.
- Harsh use of aids will be penalized.

- (open-turn on forehand)-The front legs of the horse are to remain relatively still, while the hind end crosses over.

15. DON'T SPRAY ME!

Riders are to dismount and lead their horses properly; approximately 6 big steps to a table with spray bottles filled with water. Contestants are to spray their horses on each side. Ride Hosts are to have enough water and spray bottles to accommodate their riders. Riders may spray themselves if desired.

Judging criteria:

- Riders should dismount on left side making sure they are free of their stirrups before touching the ground.
- The rider should take the reins over the horses head, and lead him to the water bottles.
- Riders should never drag their leg over the horse's rump.
- Horses should lead quietly, walking willingly next to their rider's shoulder. Horses should not walk behind or ahead of their rider. Horse should show a pleasant expression with no ears back.
- Horses should stand quietly while being sprayed. Any movement or head tossing will be penalized.

16. DOWNHILL

Rider will be asked to ride their horse downhill. Backing downhill is not allowed.

Judging criteria:

- Walk only.
- Rider is to remain supple and fluid while controlling their sway as not to unbalance their horse. Too much sway will be penalized.
- Rider may adjust their seat slightly back to accommodate steepness.
- Rider cannot lean too far backward (like a bull rider).
- Rider's hands should not flail or wave.
- Rider should appear balanced and in control.
- Rider may place more weight into their stirrups to maintain balance.
- Rider may never balance off their reins.
- Horse should appear calm and athletic; stumbling will incur a severe penalty.
- Rushing will incur a penalty.
- Any form of resistance from the horse will incur a penalty.

17. DRAG

Drag log (or something similar) that is not too heavy in a straight line from point A to point B. Next horse can go from B to A to keep things moving. A nylon or cotton rope must be used similar in thickness to a horse lead rope. This rope will not inflict injury on human or horse.

- Western – riders are to wrap rope one turn toward their belt buckle, keeping their thumb up and out of the way. Rope should release immediately upon rider release.
- English or saddles without a horn- rider can hold rope in a figure 8 in their hand, they must be able to drop rope and NOT COIL IT AROUND THEIR HAND.

Judging criteria:

- Object being dragged should be kept a comfortable distance (a horse's length) from horse; care should be taken not to bump horse's legs.
- Horse will be judged on calmness and willingness.
- Rider will be judged on balance and safety.

- RIDER IS NEVER TO WRAP THE ROPE IN A MANNER THAT CANNOT BE RELEASED IMMEDIATELY!!
- JUDGE IS TO INSTRUCT RIDER TO DROP ROPE IMMEDIATELY IF HORSE PANICS

18. FROG IN POND

Use a bucket, natural water source, or kiddie pool. Riders are to walk up parallel to water source and toss a rock or rubber frog into the water source, as to create a splash (simulation of a frog jumping into a pond).

Judging criteria:

- Horse should approach quietly and stand quietly parallel to the water source. This is a test of bravery on the part of the horse. The horse should stand quietly, enduring the splash without spooking for a high score. Points will be deducted for severity of spook.
- Riders should prepare for a spook by gathering up their rein, and moving their seat toward the back of the saddle for security. A plus may be given to a rider who rides a spook well if a spook should happen. However, the highest score will be given to the team that manages this obstacle without the horse spooking.

19. GATE

Team ride to gate – ride up parallel to gate and stand quietly, open gate in any manner in which the gate swings (unless specified by the Ride Host) and walk horse through opening – turn horse and side pass to close gate.

Judging criteria:

- Rider must maintain control of the gate by keeping their hand on the gate at all times. Judge will deduct points from rider if they remove their hand from the gate.
- Horse will incur penalty points for: spooking, backing away, refusing to cooperate with riders aids, gaping mouth, head tossing, any sign of disobedience, or pushing the gate with their head or chest.
- Judge is to always reward refined and subtle aids or cues. Punishing aids from rider will result in a lower score.

20. HAT PICK UP

The judge will toss a hat on the ground near the horse, and hand the rider a stick and ask the rider to retrieve the hat from the back of the horse. This is meant to be a FUN obstacle.

Judging criteria:

- The horse is to remain calm and quiet. Spooking will receive a deduction in points from horse. The horse may move only when asked by rider.
- Horse may retrieve the hat in his mouth if trained to do so.
- The judge is to reward smoothness and quickness on the part of the rider.
- Calm and willing attitude on the part of the horse will be rewarded.
- IF THE HORSE PANICS, THE JUDGE IS TO INSTRUCT THE RIDER TO DROP THE HAT AND STICK IMMEDIATELY.

21. JUMP

The horse is to jump over a natural log no higher than a barrel lying on its side (18inches).

The log should be bordered by trees or cones to aid the horse, or to be of sufficient length to make it appealing to jump.

Judging criteria:

- The horse is to show athletic ability and good judgment in performing this obstacle.
- The horse should leave the ground no further back than the obstacle is high, performing a smooth arc.

- The horse should approach the obstacle in a straight line with attention on the obstacle.
- The horse should remain calm, with a steady rhythm.
- The horse should raise his knees and lower his head (using his shoulders) and clear the jump.
- Penalty for hitting the jump with his front or hind legs.
- The horse should continue forward motion for several strides after the jump and not land in a heap.
- The rider should look up and forward.
- The rider should rise up out of the saddle and release their hands forward. Penalty for loss of balance or balancing off the horse's mouth.
- English horses or saddles without horns -rider should close their hip angle (break forward at the waist – known as a two point position).
- Western riders should stand slightly, and release one hand forward, and the other hand may be placed against the horn to avoid body contact.
- The picture of horse and rider should appear rhythmical and smooth, with calm forward motion.
- Severe Penalty for refusal.
- The rider may approach at a walk and have their horse step over the obstacle; this will receive a lower score, but not constitute a refusal.
- SAFETY FIRST – A RIDER SHOULD PASS ON THIS OBSTACLE IF THEY ARE NOT COMFORTABLE WITH A JUMP.

22. L-BACK

Rider will be asked to back horse through an 'L' shaped obstacle.

Judging criteria:

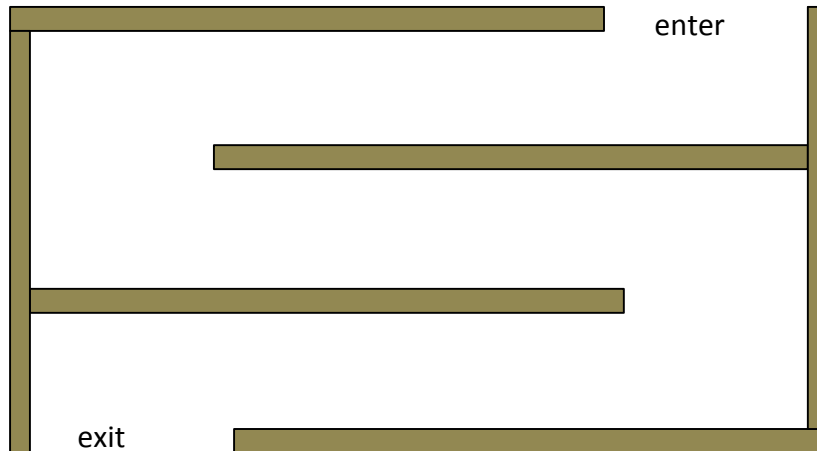
- Horse should back with straightness and not step out of "L".
- Penalize stepping on poles or dislodging a pole.
- Horse should be straight from head to tail.
- Reward subtle cues.
- Rider should be balanced in the middle of their horse.
- Rider may look back, but should return to centered position.
- Horse should be careful and slow.
- Penalize any resistance (tossing head, opening mouth, etc.).

23. LABYRINTH

A box (maze) made by arranging poles in a square, with an opening at the top and the bottom. There will be two poles in the middle, one extending from the right side and one extending from the left side. Horses must weave through the maze by backing through it or walking through it.

Judging criteria:

- Horses must negotiate the maze without hitting any poles.
- Horses should appear supple and athletic.
- Riders should stay in balance and not lean, maintaining good equitation.
- Riders should have good hands and not pull or jerk their horses. Finesse will be rewarded.



24. MAILBOX

Horse and rider must quietly approach a box and open to remove contents. This is meant to be a FUN obstacle.

Judging criteria:

- Horse is to stand quietly as rider completes this maneuver.
- Rider may loop reins thru arm, but should not drop their reins.
- Penalize any disobedience from horse.

25. MOUNT

Rider will be asked to mount their horse in a safe manner.

Judging criteria:

- The horses are to stand absolutely still! (Deduct points for movement).
- Rider is to grab rein and mane, while facing slightly forward. (This is to allow the rider the safest position should the horse move).
- The rider should land softly and politely in the saddle.
- The rider should not place his/her foot too far into the stirrup when mounting. Keep the stirrup up near the toe for ease of exit should the horse move.
- The rider should clear the cantle and rump of the horse as he/she swings his leg over the horse.
- The rider can and should use the terrain to assist their mount. (Use rock, stump, standing the horse in a ditch, etc.) Management will always provide a mounting block.
- Points should be deducted if:
 - ✓ the saddle is shifted or dislodged (heavy penalty)
 - ✓ the horse moves
 - ✓ any loss of control is noted
 - ✓ horse starts eating
 - ✓ rider lands heavily in the saddle
 - ✓ the rider faces the tail of the horse (unsafe)

- ✓ the rider grabs the horn and moves the saddle
- ✓ the rider swings their leg under and kicks horse in the belly

26. THE NARROWS

The horse will proceed through a series of narrow passages showing the straightness or tracking of their horse.

27. NOISE CONTROL

The horse should stand quietly in a box or circle as a noise goes off. The noise should be something that is common in this day and age: pop or crack, siren, bell, alarm, squeaky windmill, etc.

Judging criteria:

- Judge calmness and bravery of the horse.
- Judge on rider's balance and control.

28. PERFECT PICTURE

The rider will be handed a small box by the judge assistant (camera simulation). The rider is to proceed a short distance, and stand in a designated small circle. Rider is to turn their upper body to the right and simulate taking a picture on a loose rein. The rider should hand the box back to the assistant.

Judging criteria:

- Horse will be judged on his ability to stand quietly on a loose rein.
- Rider should remain balanced and centered with their feet and legs remaining under their body. Only their upper body should move.
- Riders are to loop their rein in their arm to avoid losing their reins. Split reins should be tied in a knot, and looped around the rider's arm.
- Reins should not be dropped, as this would constitute a loss of control in an emergency situation. Safety first!

29. POLES (CAVALETTIS)

Deadfall – falls in a forest in an unpredictable fashion. We suggest 3-6 poles 2ft. 8in. to 3ft.6in apart for a trot, 11' for a canter/lope; distance may be changed at management discretion.

Judging criteria:

- Penalize for hitting (slight bump), stepping directly on a pole (higher penalty), stumbling or moving the pole (most severe penalty).
- The rider is to rise slightly off the back of the horse, however, the rider should not collapse too much as to unbalance the horse (over-weight the horse's forehead).
- Balance and soft hands are important.

30. RECYCLE

A large box with a wood/rock border to outline a rectangle or square. The box is filled with empty plastic water bottles so that the crinkle sound would be unavoidable.

Judging criteria:

- The judge is looking for confidence and bravery from the horse.
- Any sign of nervous behavior will be penalized.
- The rider should demonstrate good balanced equitation with eyes up and forward.
- The horse should not rush through the box (maintain cadence at any speed).
- A refusal to place feet inside the box will score a zero.

31. SIDE PASS

A correct side pass is a lateral move. The horse moves sideways, moving his hips and shoulders at

the same time. If the horse is moving to the left his right front foot should cross over in front of his left and vice versa.

Judging criteria:

- Point deduction for crossing behind, or moving his legs sideways but next to each other.
- Rider should have a proper balanced position, heels, hips, and shoulders in a straight line. Heels down. Hands in front of the saddle. Riders may look where they are going, but should not be leaning or looking down.
- Western riders using shank bits should use one hand (point deductions will occur for using two hands).
- English, snaffle bit, or hackamore riders may use 2 hands.
- Horse to be judged on calmness and control.

32. SLICKER (raincoat)

Rider will maneuver a raincoat while mounted on the horse.

Judging criteria:

- Rider should not hand-cuff themselves by placing both hands in the slicker at once (penalty).
- Riders should never let go of their reins, one hand should have control of the reins.
- IF HORSE PANICS THE JUDGE IS TO INSTRUCT RIDER TO DROP THE SLICKER IMMEDIATELY.
- The judge is looking for a calm and still horse. Points will be deducted for movement or poor attitude on the part of the horse.
- The rider is to stay in control of the horse and stay balanced.

33. SPANISH POLE

A light weight pole, long straight branch, or light tree trunk stripped of branches. This simulates a tree that has fallen across a trail and can be moved by a rider. Many Spanish speaking countries use a long pole from horseback to move and control livestock. Place a light weight pole upright against a standing tree without low branches. The pole should form a triangle with the ground. The rider is to ride under the pole with their horse lifting the pole slightly as they pass under. Rider should then pivot their horse's hind end (turn on the forehand) and place the leaning pole back in its original position. This should demonstrate control of the horse, and the ability to move an obstruction from the trail on horseback. This obstacle should be done at a walk only.

Judging criteria:

- The rider should stay balanced with correct equitation.
- The horse should remain calm and cooperative and demonstrate good neck reining skills, as the rider must maneuver the pole with one hand.
- If the rider drops the pole, a zero score will be given.

34. SPIDER WEB

Poles/spokes extending outward from a center point, crossed by poles to form a web design.

Judging criteria:

- Horses will be penalized for striking or moving the poles.
- Riders should maintain balance and cadence of the horse.
- All rules of good equitation apply.
- A refusal is a zero score.

35. SQUIRT – This is a fun mounted shooting obstacle with a squirt gun. Contestant will shoot ping pong balls off a tee while mounted with a squirt gun. Horses should be obedient and perform quietly. Riders should be smiling and enjoying the fun.

36. STRAIGHT ARROW – The horse and rider team are to move forward in a straight line through two sets

of parallel poles with a space between them. The space should be a little longer than a horse's length. The width should be approx.. 16-18".

37. STOP

Rider will be asked to bring their horse to a stop.

Judging criteria:

- Horse is to stop in a balanced fashion.
- Open horses should stop quickly to achieve a high score.
- Horses should stop in a straight line.
- Penalize a head toss, open mouth, or any form of resistance.
- Penalize any steps past the stop marker.

38. TARP

The horse is to cross the tarp as instructed.

Judging criteria:

- The horse should demonstrate willingness.
- Prolonged hesitation will be penalized, as will backing up or sidestepping.
- Horse is to be judged on calmness and control.

39. TROT TRANSITIONS

Rider will be asked to transition from an extended posting trot to a sitting trot, or vice versa.

Judging criteria:

- When judging the trot pay special attention to the transitions. The horse should make a smooth transition from the faster trot to the slower trot or vice versa. There should be a noticeable difference in speed. The extended trot should be ground covering and floating, while the sitting trot or jog should be easy for the rider to sit, and have a steady rhythm and cadence.
- The rider should not post from his/her stirrup, which makes the rider go up too high, but rather move their hips slightly forward taking the vertical push from the horse and moving it horizontally.
- The rider should never bounce in the saddle – heavy penalty.
- The rider's hands should never bounce, but rather remain steady as if carrying a tray – heavy penalty for unsteady hands.
- On the circle a rider should post on the outside diagonal.
- On a weaving pattern riders should change diagonal every time they change directions.
- Riders can stand in a two point (optional).
- Gaited horse must gait properly for their breed. Smooth, calm, and on the bit is acceptable. They should be able to transition from slow to fast in a controlled fashion.
- A gaited horse's rider may be in a position slightly toward the cantle of the saddle (back), as that is what is traditional in the discipline.
- English riders should post a working trot.
- Western riders may post or stand.

40. TROT WEAVE

Horse & rider team is to weave (walk, trot only) through poles, barrels, trees, etc.

Judging criteria:

- Horse is to maintain a steady rhythm or cadence.
- Penalty for speeding up or slowing down.
- Penalty for bumping into poles, etc.

- Rider should not lean.
- Rider should keep their eyes forward.
- A plus should be given to any rider who can change diagonals.

41. TURN ON FOREHAND

The hind end of the horse will rotate around the front end in a clockwise or counterclockwise direction.

Judging criteria:

- The front legs of the horse will remain relatively still, while the hind end crosses over.
- All rules of good balanced equitation apply.
- Harsh use of aids will be penalized.

42. TURN ON HAUNCHES

The horse's front end (forelegs) turn around the hind end in a clockwise or counterclockwise direction.

Judging criteria:

- The horse's hind legs remain as still as possible, while the front legs cross over.
- Riders should remain balanced and may look either straight ahead or in the direction of movement.
- All good equitation rules apply.
- Harsh use of aids will be penalized.

43. UPHILL

Rider will be asked to ride their horse uphill.

Judging criteria:

- Horses should walk calmly uphill.
- Horse should not rush or lunge.
- Horse should demonstrate strength and athletic ability.
- Rider should be in an up and forward position to aid the horse on an uphill, getting off the horse's loins/back.
- A soft rein allowing the horse full use of his head and neck will be appreciated.
- Rider will be penalized for balancing on the horse's mouth or head.
- Riders may grab mane without penalty.
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44. VINE SIMULATOR

Rider will be asked to ride horse through brush (or anything simulating dangling vines).

Judging criteria:

- Horse should proceed willingly at a walk.
- Penalize any disobedience – hesitation, side step, or refusal.
- Penalize rushing or excited behavior.
- Look for balance, quiet cues, and soft rein aids from rider.
- Horse should be centered as they enter and exit vines.

45. WAGON WHEEL

Place poles extending outward from a raised center, to form a half circle. The inside will be higher than the outside. Height may vary depending on the difficulty desired. The poles will be closer together at the center, but still must allow a horse to place a foot down between the poles.

Judging criteria:

- This is more of an agility type obstacle, horses will be judged on athleticism and cadence.

- Stepping on or dislodging a pole will receive the highest penalty. A slight tick or rub will be penalized also, but not as many points will be deducted.
- Horses should not weave, and should travel with a slight arc.
- Horses will be penalized for moving out of the spokes.
- Riders should look in the direction of travel and maintain proper cadence.
- All rules of good balanced equitation apply.
- If a trot is asked for, riders may sit, post, or stand the trot. Gaited horses may gait at a speed similar to a trot.

46. WATER OBSTACLE

The horse is to cross or enter the water as instructed.

Judging criteria:

- The horse should demonstrate willingness.
- Prolonged hesitation will be penalized, as will backing up or sidestepping.
- Horse may not drink during the performance of an obstacle. Horses may drink prior to or after completion of the obstacle. Riders must be careful as not to obstruct or impede another competitor.
- Pawing and attempting to lie down will be penalized.
- Lying down in water is a disqualification (DQ).

47. Wildlife Box

Create a 12 foot square box using logs or poles. Place flowers and simulated wildlife in the center of the box. The contestants are to enter the box from one direction and turn a 360 degree turn around the wildlife without touching the wildlife (do not disturb the wildlife). They will exit the box in the opposite direction from the entrance (example: if they entered from the South they will exit on the North).

Judging Criteria

- Horses will be penalized for stepping on the rails or the simulated wildlife
- Horses will be judged on performing a smooth supple arc around the centerpiece
- The horse should bend his rib cage in response to the riders inside leg aid
- The horse will be penalized for stepping on any poles or stepping outside the box
- The horse will be penalized for stepping on the centerpiece
- The rider 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, and not lean
- The horse and rider team should demonstrate their ability to turn a small circle in unfamiliar surroundings