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| **OBSTACLE #1**  **GATE** | Credit: V. From Saint Vaulry |
| **Equipment/Material Needed for Obstacle**   1. Two Jump Wings or something similar on which to hang a rope.Jump wing should be 1.4 meters (4 feet) high. Set 2 to 4 meters apart (6 to 12 feet) 2. Rope hung from one Jump Wing to the other. 3. May use a swinging gate. | **Procedures**  **Same procedure for all levels**   1. Approach the gate at a walk. 2. Open the gate with the left hand. 3. Always maintain contact with the gate/rope. 4. For a rope gate, the rider may change hands but should not drop the rope. |
| **Demerits or faults counted down**   1. Refusal to approach the gate. 2. Drops the gate or looses contact with the gate. 3. Horse rushes through. | **Style Rewarded**   1. Controlled walk 2. Fluid 3. Horse does not touch gate 4. Horse does not exceed the axis of the rider’s shoulders. |

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| **OBSTACLE #2**  **IMMOBILITY IN A CIRCLE** |  |
| **Equipment/Material Needed for Obstacle**   1. A 2.50 meter (8 foot) circle drawn on a flat ground 2. Two pennants/cones. The pennants/cones delineate the entry and exit to the circle. They are positioned 180 degrees apart on the perimeter of the circle | **Procedures**  **Novice Level**   1. Enter the circle at a walk 2. Halt horse in center of circle. 3. Remain immobile for 10 seconds. Count out loud, « One thousand one, One thousand two….up to One thousand ten) 4. Exit circle at a walk   **Medium Level**   1. Complete Novice steps 1,2,3 2. Exécute a 180 degree turn on the haunches 3. Exit the circle at a walk   **Advanced Level**   1. Complete Novice steps 1,2,3 2. Exécute a 360 degree turn on the haunches 3. Exit the circle at a walk |
| **Demerits or faults counted down**   1. Refusal to enter the circle. 2. Stepped on the edges of the circle. 3. Did not remain immobile for 10 seconds. | **Style Rewarded**   1. Controlled walk 2. Fluid 3. Horse remained still for 10 seconds.   **Medium Level & Advanced Level**   1. Hind leg remained stationary as front legs cross over. |

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| **OBSTACLE #3**  **JUMP** | Credit: V. From Saint Vaulry |
| **Equipment/Material Needed for Obstacle**   1. Jump Pôles 2.5 – 3 meters, (8 – 10 feet) wide 2. At Novice level, pôles are set on ground 3. At Medium level jump is not to exceed 0.5 meters (22 inches) 4. At Advanced level, jump consists of a solid looking obstacle at 0.5 meters (22 inches) | **Procedures**  **Novice Level**   1. Approach pôles at a walk 2. Walk over ground poles   **Medium Level**   1. Approach pôles at a corto 2. Jump   **Advanced Level**   1. Approach pôles at a canter 2. Jump |
| **Demerits or faults counted down**   1. Refusal to approach jump/pôles 2. Rider imblalanced. 3. Rushing the jump | **Style Rewarded**   1. Horse approaches and jumps cleanly, naturally and with assurance. 2. Correct position of the rider    1. Chest is slightly ahead of vertical    2. Rider is balance over stirrups    3. Heels down    4. Far-off look |

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| **OBSTACLE #4**  **CARRY BETWEEN BARRELS** | Credit: V. From Saint Vaulry |
| **Equipment/Material Needed for Obstacle**   1. Two barrels or any flat top item. 2. Coat for Novice level 3. Bucket half full of water for Medium level. 4. Tablespoon and tennis ball for Advanced level | **Procedures**  **Novice Level**   1. Approach barrel at a largo 2. Halt 3. Take coat from first barrel.Do not have to put coat on, just lay over saddle. 4. Carry to second barrel.   **Medium Level**   1. Approach barrel at a largo 2. Halt 3. Take bucket from first barrel. 4. Carry to second barrel.   **Advanced Level**   1. Approach barrel at a largo 2. Halt 3. Pick up tablespoon, put ball in tablespoon. 4. Carry to second barrel. |
| **Demerits or faults counted down**   1. Refusal to approach either barrel 2. Halt was not square. 3. Horse shies when item is picked up. 4. Item is dropped | **Style Rewarded**   1. Halt is square. Horse remains still until rider cues to proceed. 2. Unhurried as approach barrel. 3. Remains still as item is picked up 4. Approaches second barrel calmly |

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| **OBSTACLE #5**  **SIDE PASS** | Two pole placement for the Advanced Level |
| **Equipment/Material Needed for Obstacle**   1. Novice and Medium level – One pole 2.5 – 3 meters (8 to 10 feet) long 2. Advanced level – Two pôles laid end to end with 3 meters (10 feet) between the pôles. | **Procedures**  **Novice Level**   1. Horse approaches the pole perpendicular. 2. The horse’s legs must cross in a lateral movement over the rail, keeping the rail between the horse’s front and hing legs. 3. Horse must side pass down pole in one direction from right to left.   **Medium Level**   1. Same as Novice level 1 & 2. 2. Horse must side pass down pole in one direction from right to left but must stop in middle and resume the side pass..   **Advanced Level**   1. Same as Novice level 1 & 2. 2. Horse must side pass down one pole. 3. Do a 180 degree turn on the haunches in the middle of the two pôles. 4. Side pass the second pole. |
| **Demerits or faults counted down**   1. Refusal to approach the pole(s). 2. Horse hits the pôles 3. Horse does not remain perpendicular to the pole(s). 4. Horse does not keep pole between front and hind feet, Horse steps over the pole. 5. Stops without completely side passing the entire pole(s) | **Style Rewarded**   1. Fluid sidewise movement. 2. Horse remains perpendicular to the pole 3. Horses leg cross evenly 4. Rider does not lean. Stays vertical and balanced. |

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| **OBSTACLE #6**  **SLALOM** | Credit: V. From Saint Vaulry |
| **Equipment/Material Needed for Obstacle**   1. Five Cones set 7 meters (22 feet) apart. | **Procedures**  **Novice Level**   1. Slalom through the cônes at a walk.   **Medium Level**   1. Slalom through the cônes at a corto 2. Stop after the 3rd cone. 3. Slalom the remaining cônes at a corto   **Advanced Level**   1. Same as Medium level 1, 2 & 3. 2. Back through the cônes. |
| **Demerits or faults counted down**   1. Refusal to approach the cônes 2. Break gait. 3. Touch cônes. | **Style Rewarded**   1. Fluid 2. Rider does not lean in. 3. Back is fluid with corners rounded |

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| **OBSTACLE #7**  **CHUTE** | Credit: V. From Saint Vaulry |
| **Equipment/Material Needed for Obstacle**   1. Pôles to mark the chute .Chute should be 2 meters (6 feet) wide. Could just draw chute on the ground. 2. At Novice level, chute is just a straight chute. No turns 3. At the Medium level, chute is L shaped 4. At the Advanced level, chute is U shaped | **Procedures**  **Novice and Medium Level L Shaped Chute**   1. Largo through the chute. 2. Halt at end of chute 3. Back through chute   **Advanced Level U Shaped Chute**   1. Largo through the chute. 2. Halt 3. Side pass over pole 4. Back out 5. Exit at a walk |
| **Demerits or faults counted down**   1. Refusal to enter the chute. 2. Steps on pôles 3. Rushes through | **Style Rewarded**   1. Fluid 2. Remains in gait 3. Back is balanced. Horse is not gapping its mouth. |