

The Scottish Open for The Icelandic Horse Virtual Track & Trail Guide Junior Riders



Ridden & In-Hand

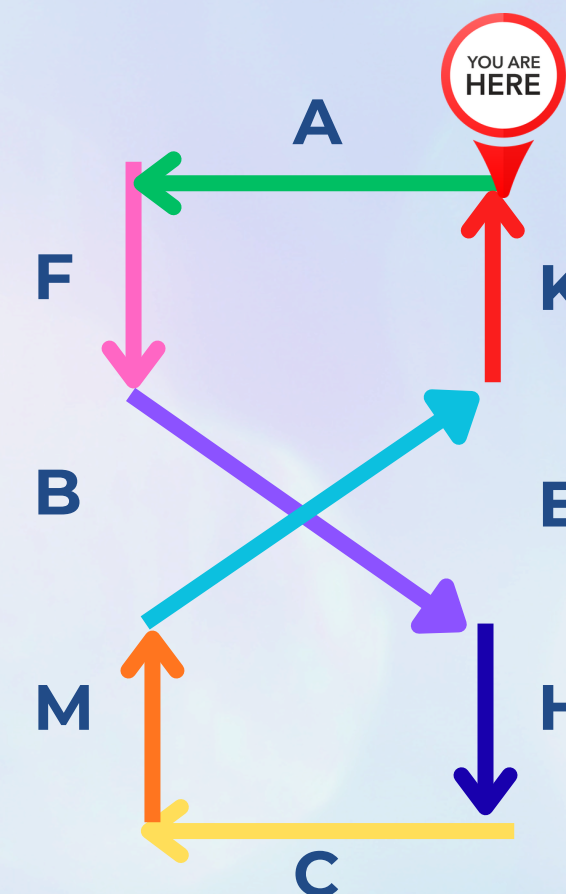
START & FINISH

Gait: Halt and Salute to Walk, Trot, Tolt

You will need:

Two Cones or something similar:

- Jump 'pods'
- Jump Wings
- Party Hats
- Gnomes
- Flags



Your start and finish point is between 'K' and 'A' (at the start of the green line and arrow end of the red)

Your Start and Finish points are at the same place.

Once you Halt and Salute at your start point the 'clock' will start this will keep running until you Halt and Salute at your finish point.

Clock starts when you Halt and Salute at your Starting Point.



ELEMENT ONE

Lead Corridor

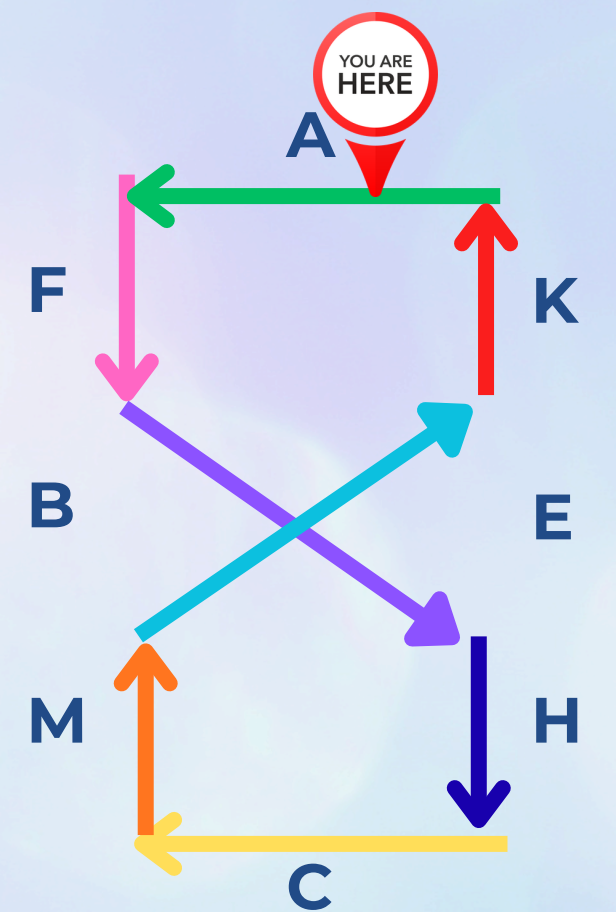
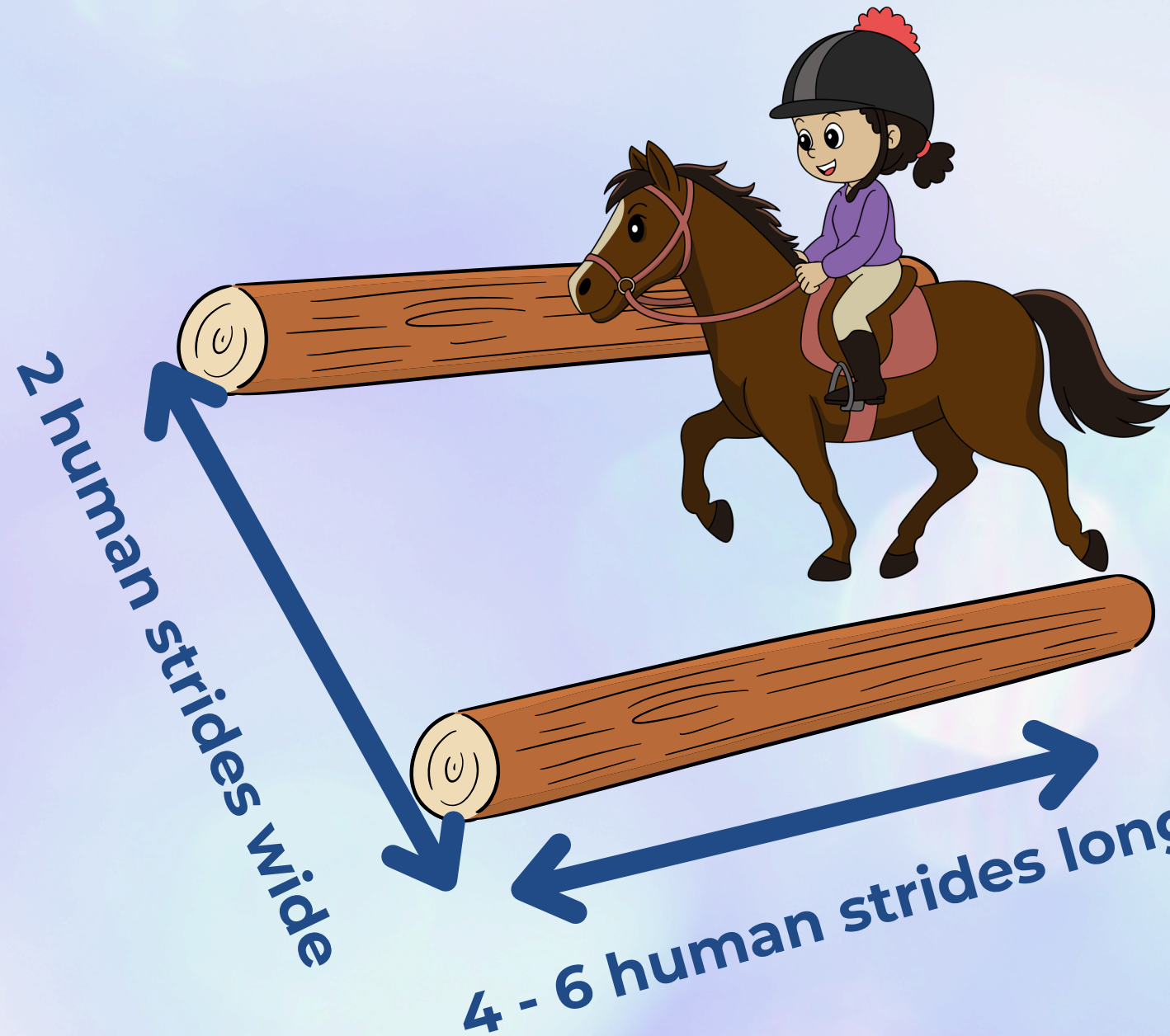
Gait: Walk, Trot, Tolt, Canter

You will need:

Two Poles or similar:

- Two Logs
- Two Jump Poles
- Two Planks
- Two lengths of drain pipe

Ridden & In-Hand



Position on the quarter line, just before 'A' (on the green line a good 5 human strides from your start markers)

Maximum Time: 20 seconds



ELEMENT TWO

Ridden & In-Hand

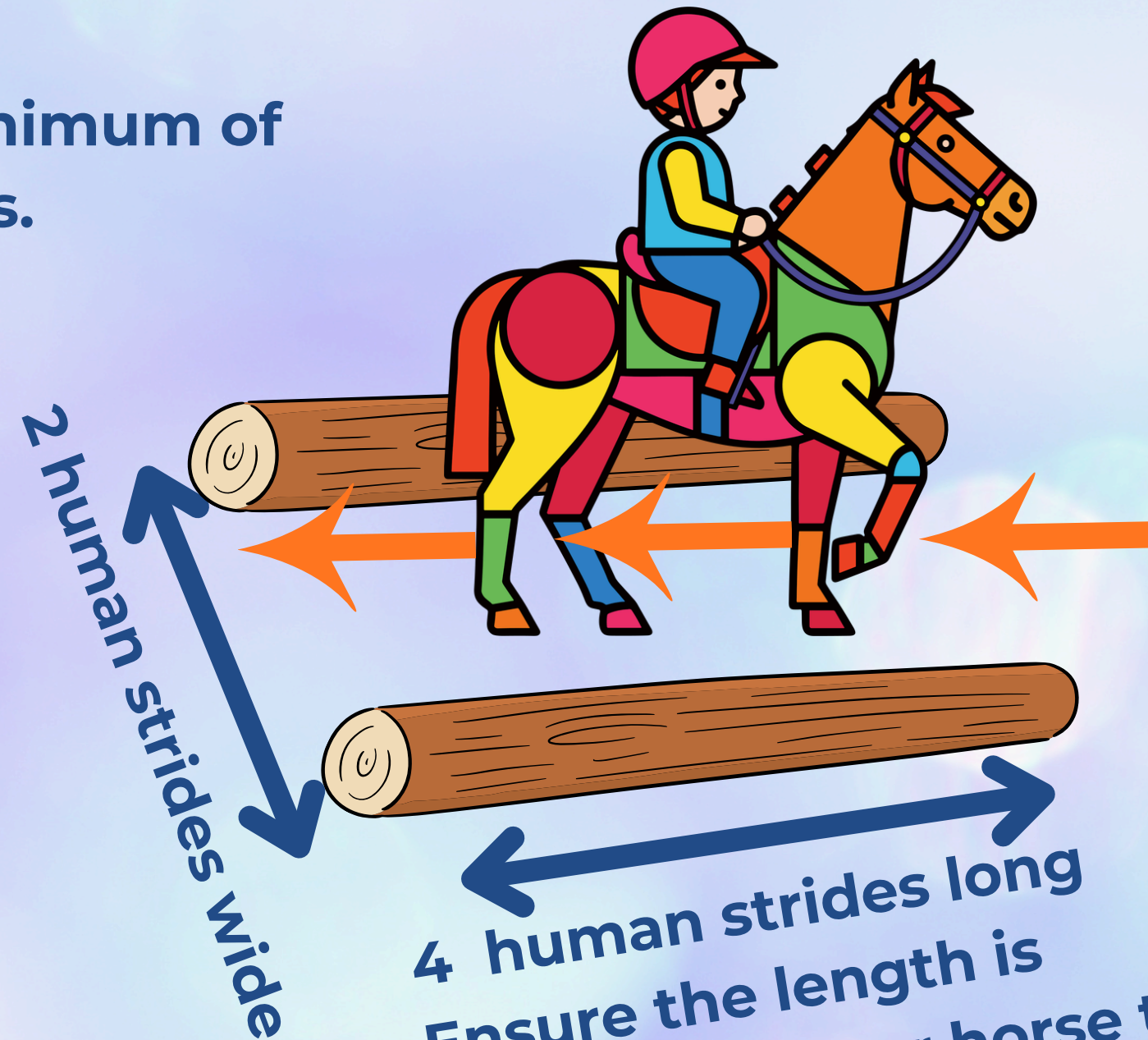
Rein Back Corridor

Gait: Walk - Backwards a minimum of four (4) of your horses strides.

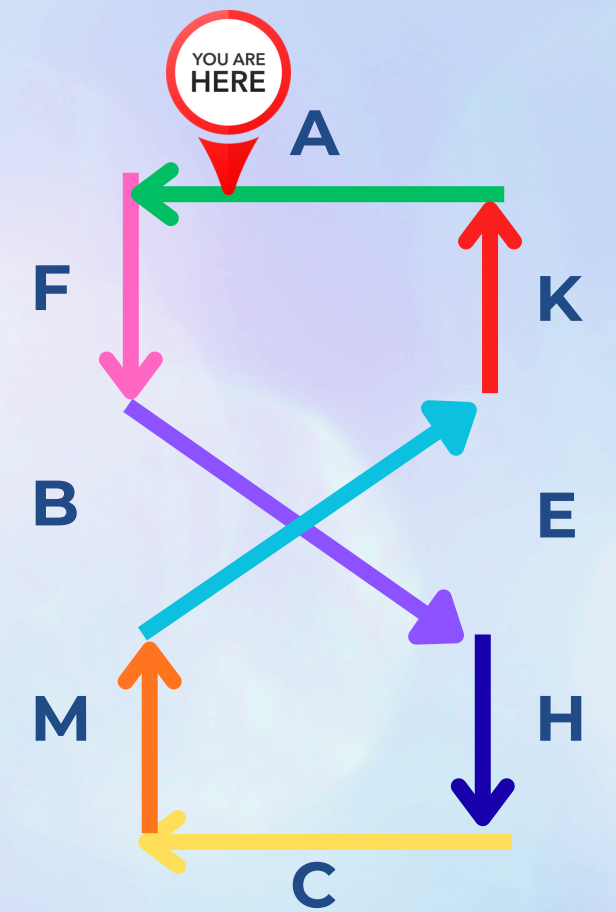
You will need:

Two Poles or similar:

- Two Logs
- Two Jump Poles
- Two Planks
- Two lengths of drain pipe



4 human strides long
Ensure the length is
enough for your horse to
take 2 steps back.



Position on the quarter line, just after 'A' (on the green line closer to the arrow end)

Maximum Time: 20 seconds



If you do not have another set of poles, you can rein back into element one (Lead Corridor)

In - Hand

Remove & Put on a Jacket

Gait: Halt, Immobility

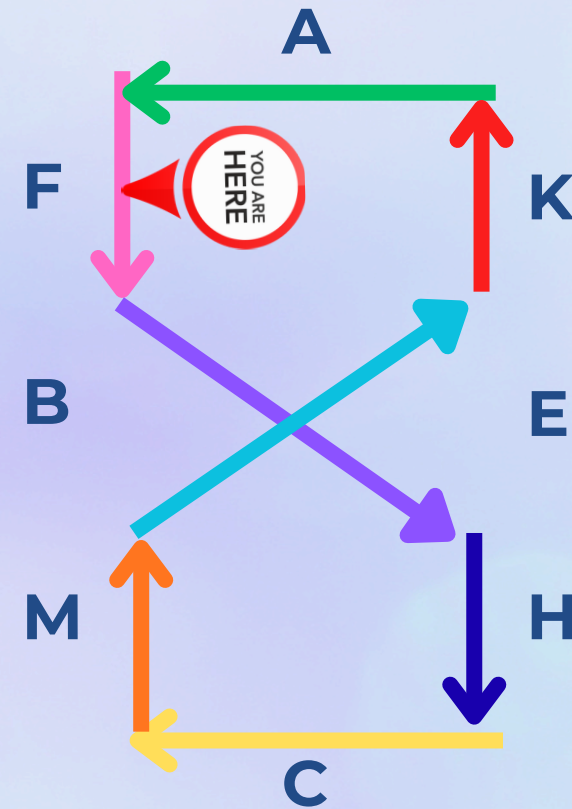
You will need:

Our 'Wear It With Pride'
Fleece or Puffa Jacket.

- Any other jacket/fleece.



ELEMENT THREE



Position at 'F' (near to
the pink arrow end)

Ridden

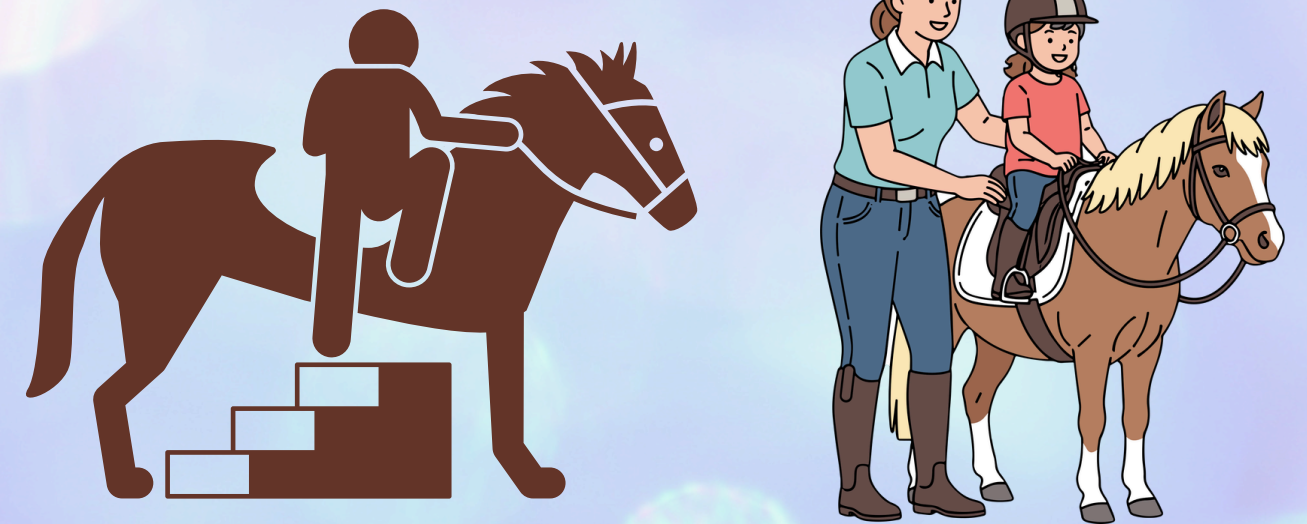
Mount from Block

Gait: Halt, Immobility

You will need:

A mounting block or any
item that is safe to
mount from.

Your groom can help you.



If you are already wearing a jacket/fleece remove and put back on.
If you are not wearing a jacket/fleece put one on and remove it.

Maximum Time: 20 seconds



ELEMENT FOUR

Ridden & In-Hand

Bridge Crossing

Gait: Walk, Trot, Tolt, Canter

You will need:

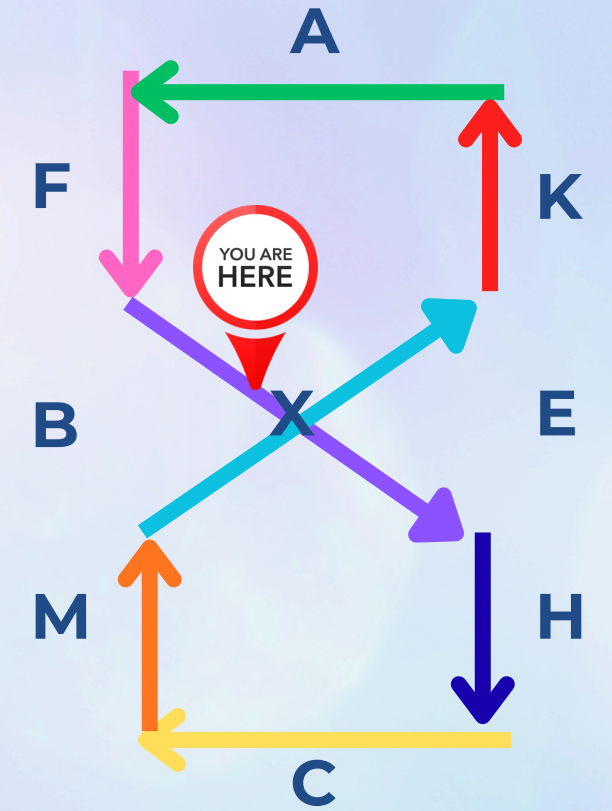
Tarpaulin with cones to weigh the corners down or similar:

'Bridge Alternative'

- Horse safe adapted pallet
- Tonne Builders bag
- Ground Sheet

'Weight Alternative'

- Garden Gnomes
- Party Hats
- Bricks
- Gold Bars



Position just before 'X'
(a quarter of the way from the start of the purple line)

Maximum Time: 15 seconds



ELEMENT FIVE

Ridden & In-Hand

Gate

Gait: Walk

Trot, Tolt or Canter up to the 'gate', open 'gate' transition back to Trot, Tolt or Canter.

You will need:

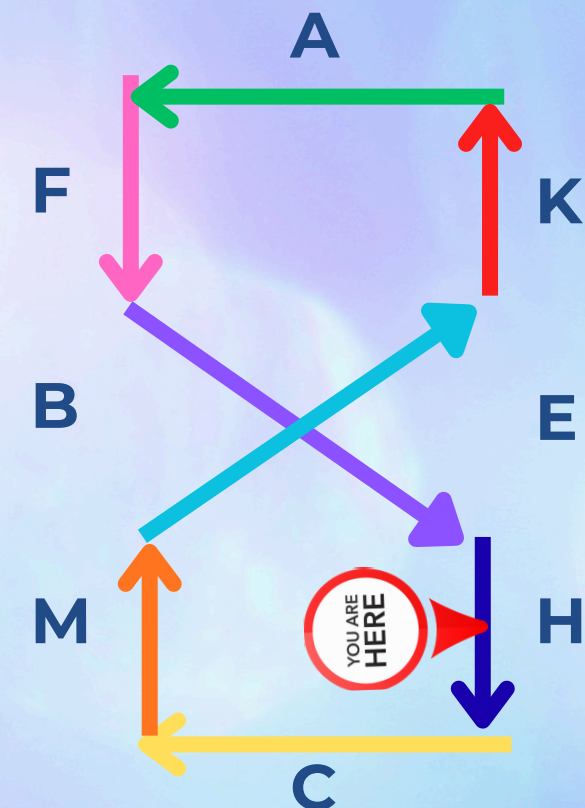
Two poles with Scottish Flag Bunting or similar:

'Pole Alternative'

- Jump Wings
- Electric Fence Posts

'Bunting Alternative'

- Rope
- Ribbon



Position at 'H' (half way along the blue line)

Maximum Time: 30 seconds



ELEMENT SIX

Ridden & In-Hand

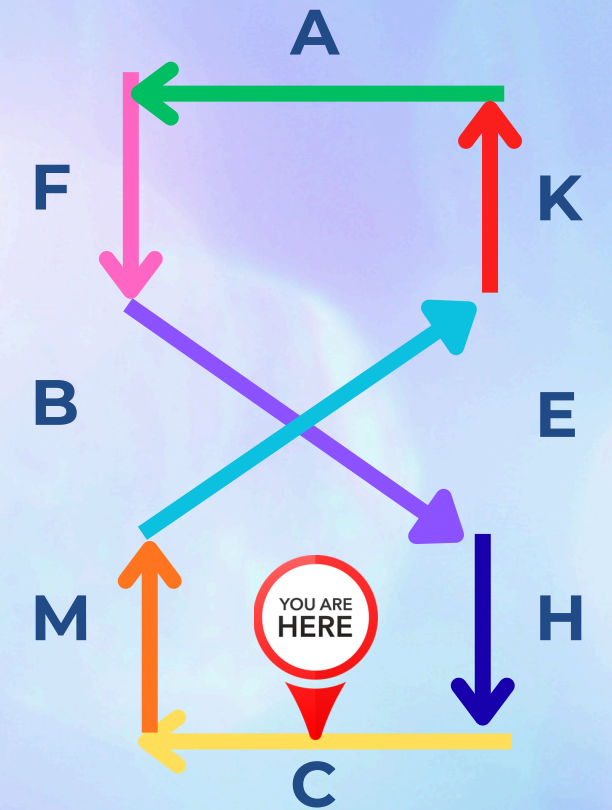
Jump

Gait: Walk, Trot, Tolt, Canter

You will need:

Jump Wings and Pole(s) or similar:

- Log
- Planks
- Straw Bales



Position at 'C' (half way along the yellow line)

Your 'Jump' can be less than 1 foot (30.48 Centimetres) in height

Maximum Time: 15 seconds



ELEMENT SEVEN

Ridden & In-Hand

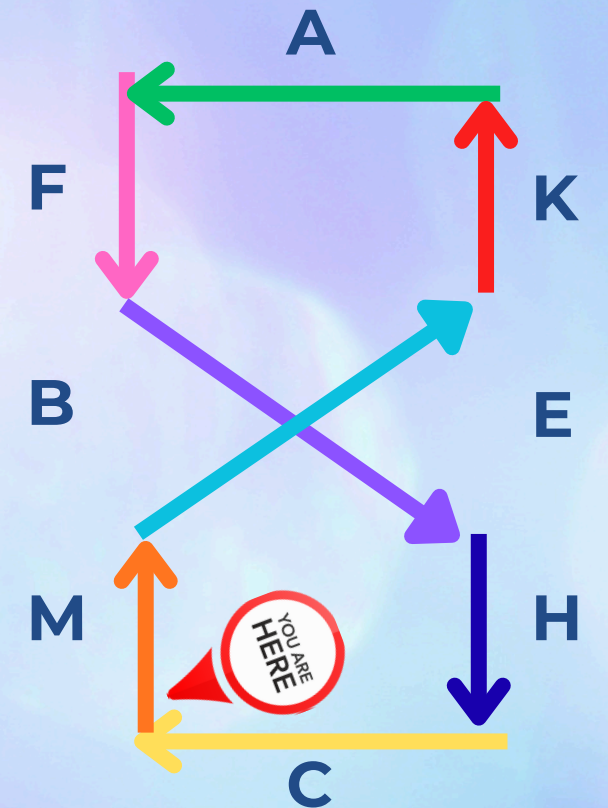
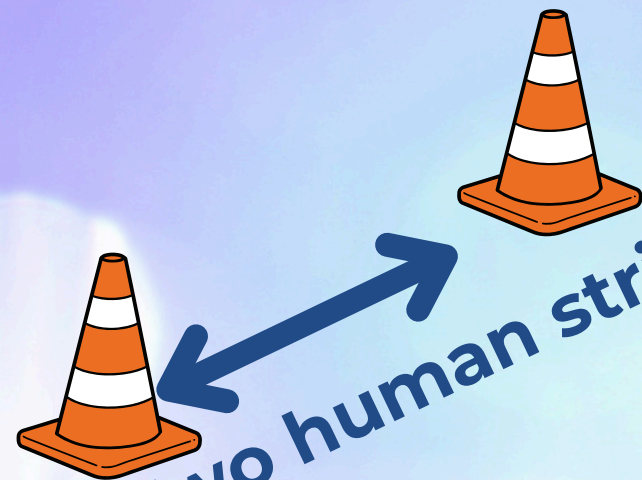
Bending

Gait: Walk, Trot, Tolt, Canter

You will need:

Four Cones or something similar:

- Jump 'pods'
- Party Hats
- Gnomes
- Flags



Position between 'C' and 'M' (The yellow arrow and the start of the orange line)

A minimum of four (4) items to 'bend around'.
A maximum of six (6) items to 'bend around'.

Maximum Time: 15 seconds



ELEMENT EIGHT

Ground Tie

In-Hand

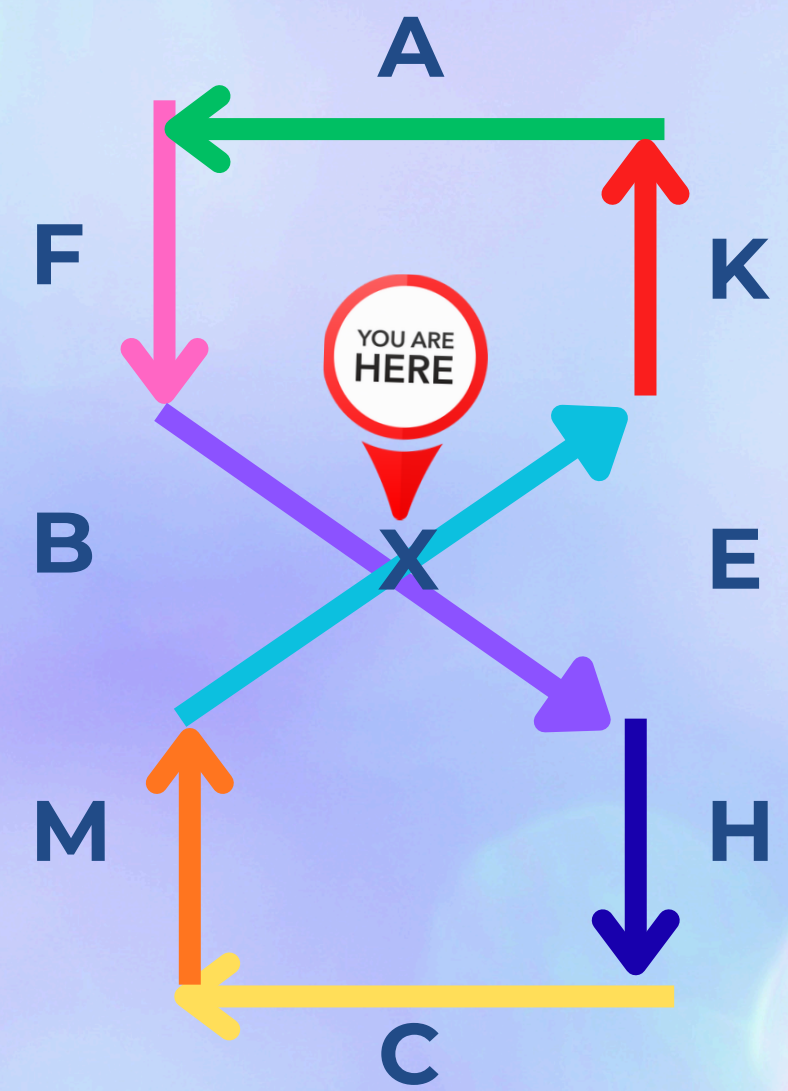
Gait: Halt

You will need:

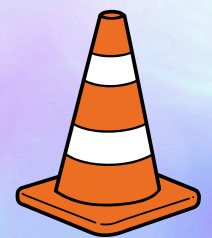
A cone or something similar:

- 'Pods'
- Garden Gnome
- Bricks
- Carrot Cake

Use your item to mark your 'halt point', take two steps back from your horse - count slowly to 5, collect your horse continue your change of rein.



Changing the rein across the diagonal from 'M/B' to 'E/K', place the element at 'X' (The middle of the turquoise arrow)



Halt Hands Free

Ridden

Gait: Halt

You will need:

A cone or something similar:

- 'Pods'
- Garden Gnome
- Bricks
- Carrot Cake

Use your item to mark your 'halt point', put your reins on the horses neck and your hands out to the side - count slowly to 5, collect your reins and continue your change of rein.

Maximum Time: 20 seconds



ELEMENT NINE You can View and Download Element 9 How to Guide for help selecting your choice.

Rider/Handlers Choice

Part 1

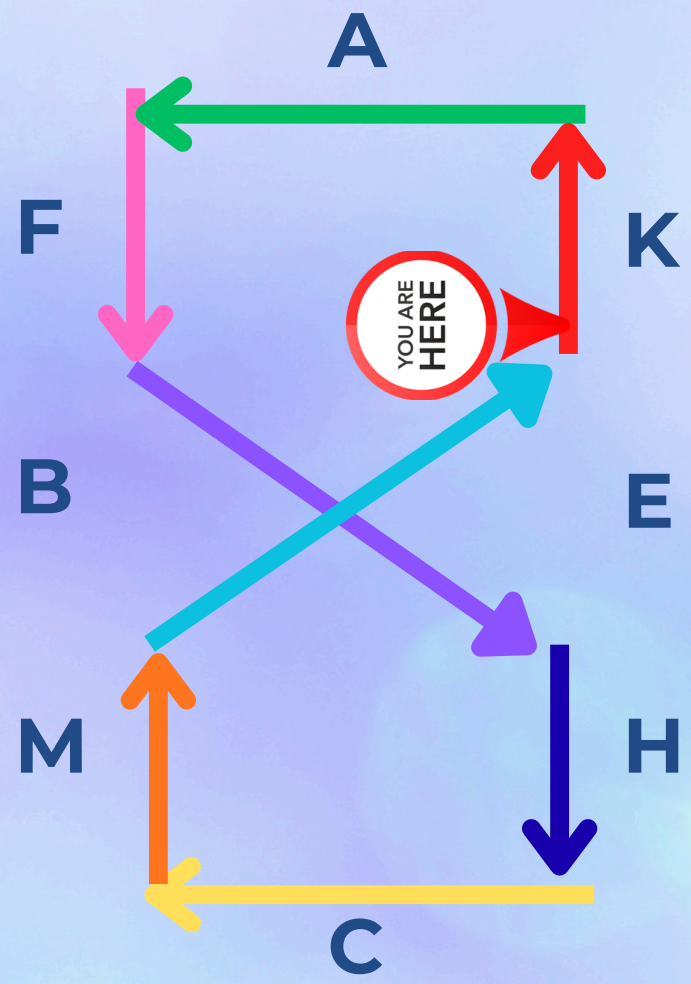
Select your 'element' from the below list to perform:

Ridden

- Round The World
- Toe Touch
- Lay Back

In-Hand

- Carrot Stretches
- Turning on The Haunches
- Pick Up Each Hoof



Position/start your element just before K (The start of the red arrow)

Part 2

Ridden

In-Hand

- Give your horse a big hug and/or kiss
- Continue to the start and finish point, halt and salute.
- The 'Clock' stops once you salute.

Maximum Time: 20 seconds

