

**The Scottish Open for The Icelandic Horse**



# **Virtual Track & Trail Guide In-Hand**

# START & FINISH

## START

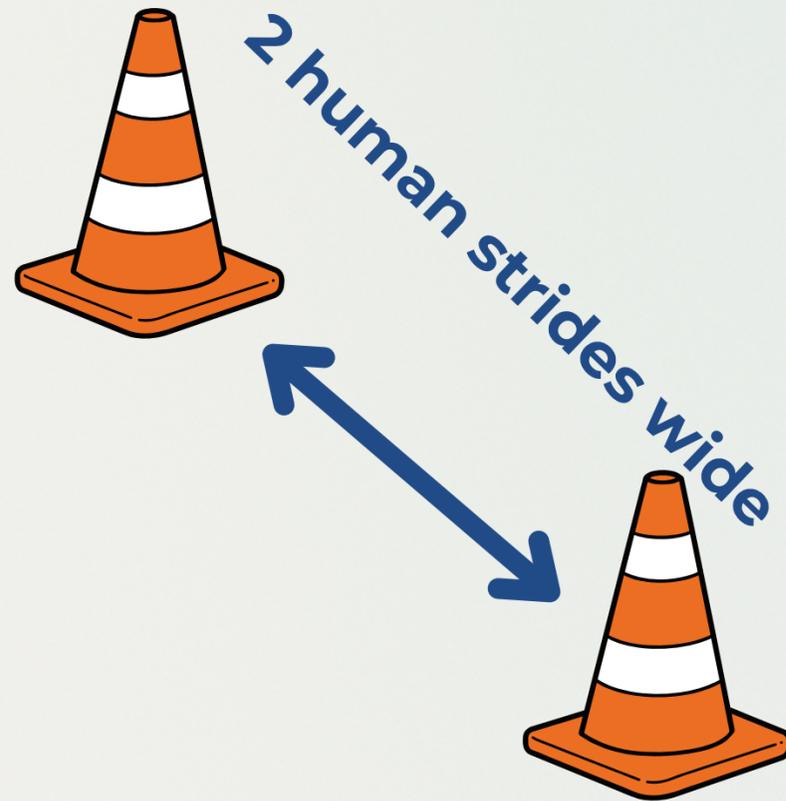
## Ridden & In-Hand

Gait: Halt and Salute to Walk, Trot, Tolt

You will need:

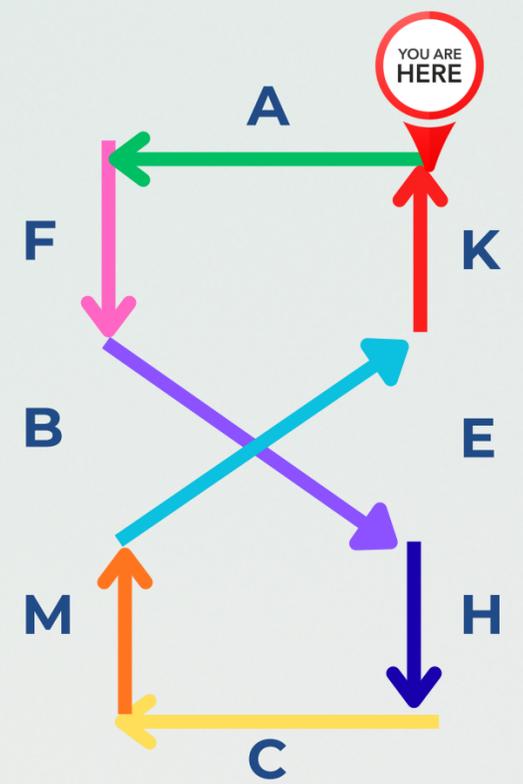
Two Cones or something similar:

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



Your Start and Finish 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.



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

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



# ELEMENT ONE

## Lead Corridor

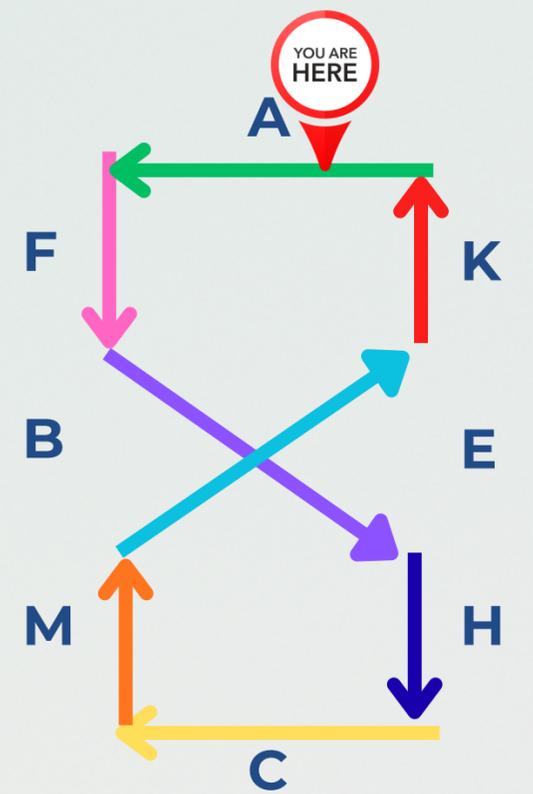
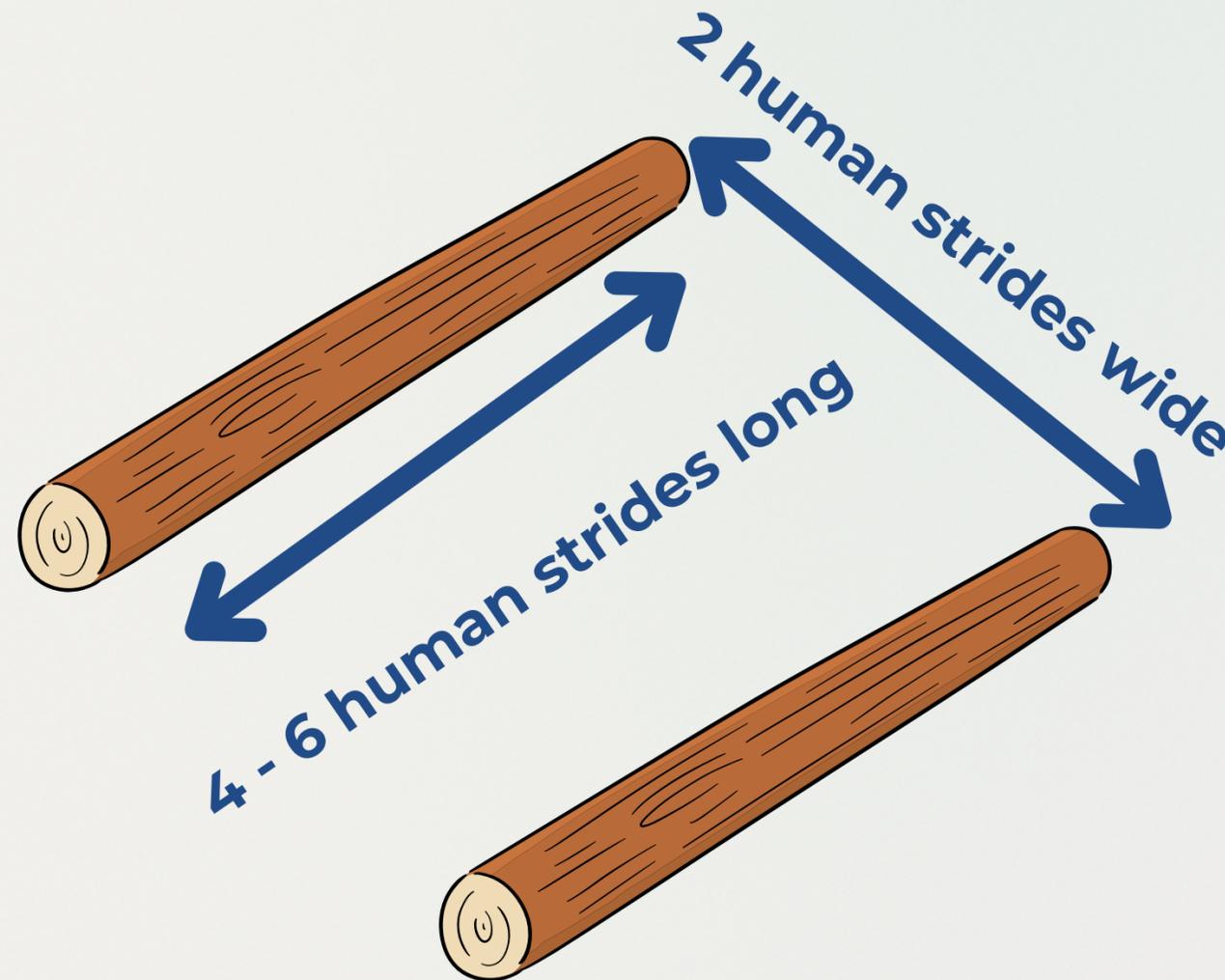
Gait: Walk, Trot, Tolt, Canter

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: 10 seconds



# ELEMENT TWO

## Ridden & In-Hand

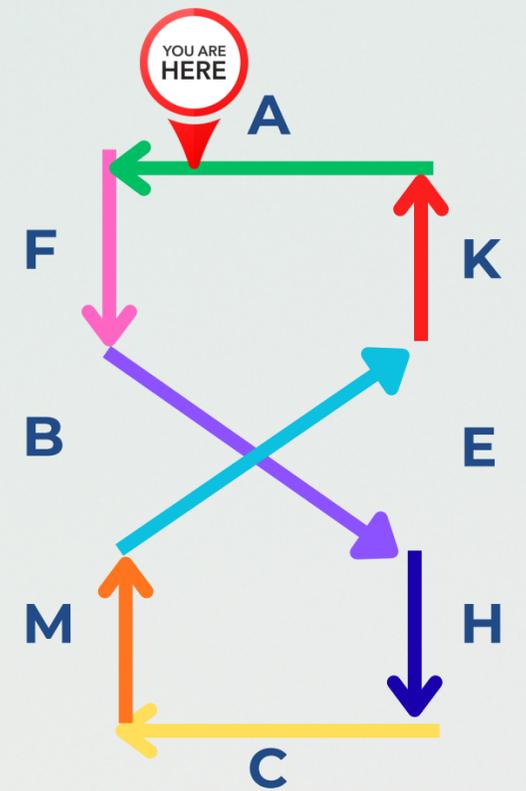
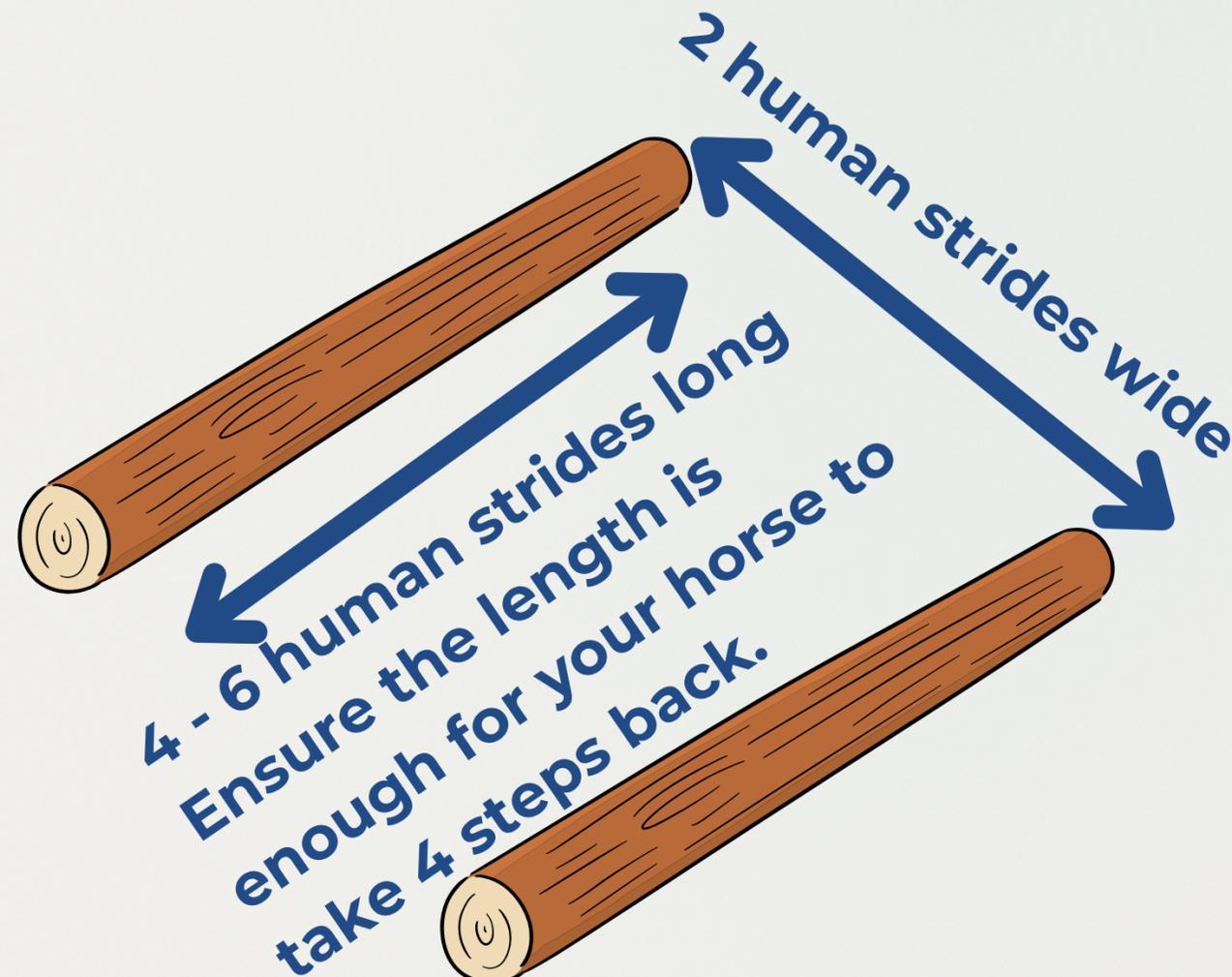
### Rein Back Corridor

**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



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

Maximum Time: 15 seconds



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

# ELEMENT THREE

In - Hand

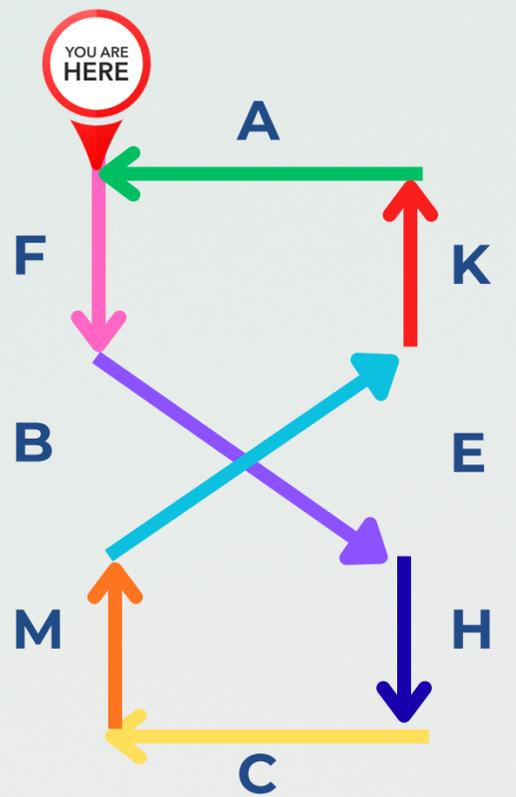
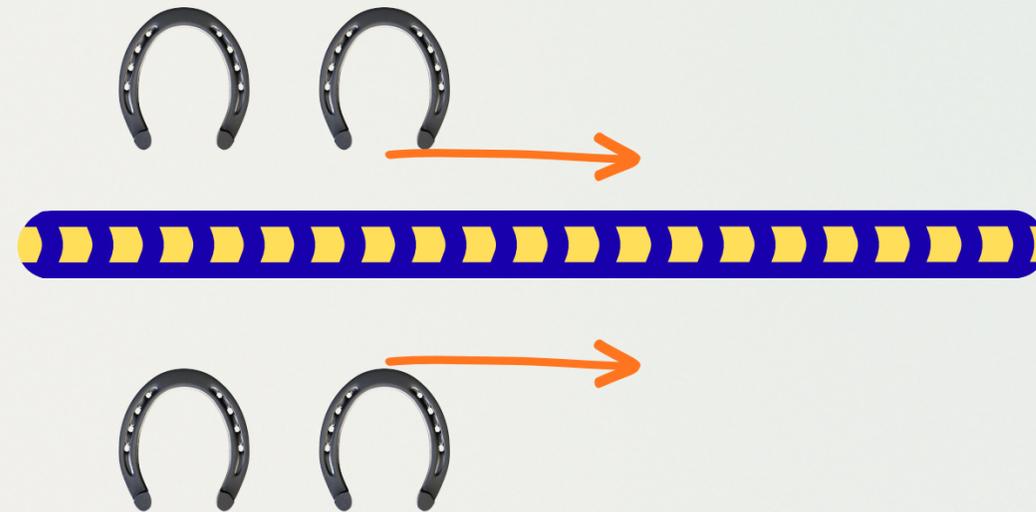
## Sideways Pole

Gait: Walk - Sideways Two Horse Steps

You will need:

Short Pole or similar:

- Broom Handle
- Short Plank of Wood



Position between 'A' and 'F' (on the start of the pink line)

How 2: Horses front hooves are over the pole, rear hooves behind the pole. Ask for two steps sideways. Your horses hind hooves must not go over the pole, until you have completed the two steps sideways.

Maximum Time: 25 seconds



# ELEMENT FOUR

In - Hand

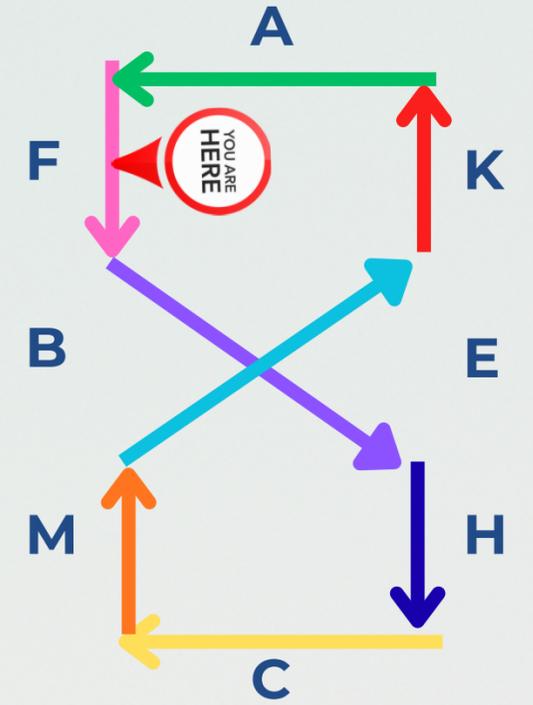
Remove & Put on a Jacket

Gait: Halt, Immobility

You will need:

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

- Any other jacket/fleece.



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

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: 15 seconds



# ELEMENT FIVE

## Ridden & In-Hand

### Bridge Crossing

Gait: Walk, Trot, Tolt, Canter

You will need:

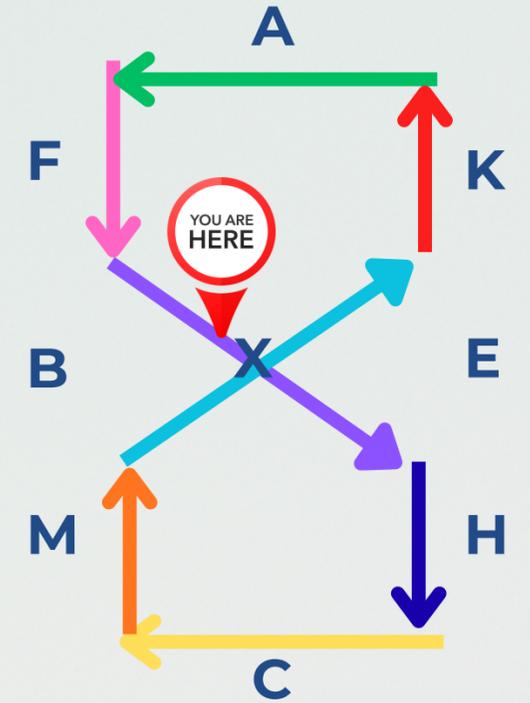
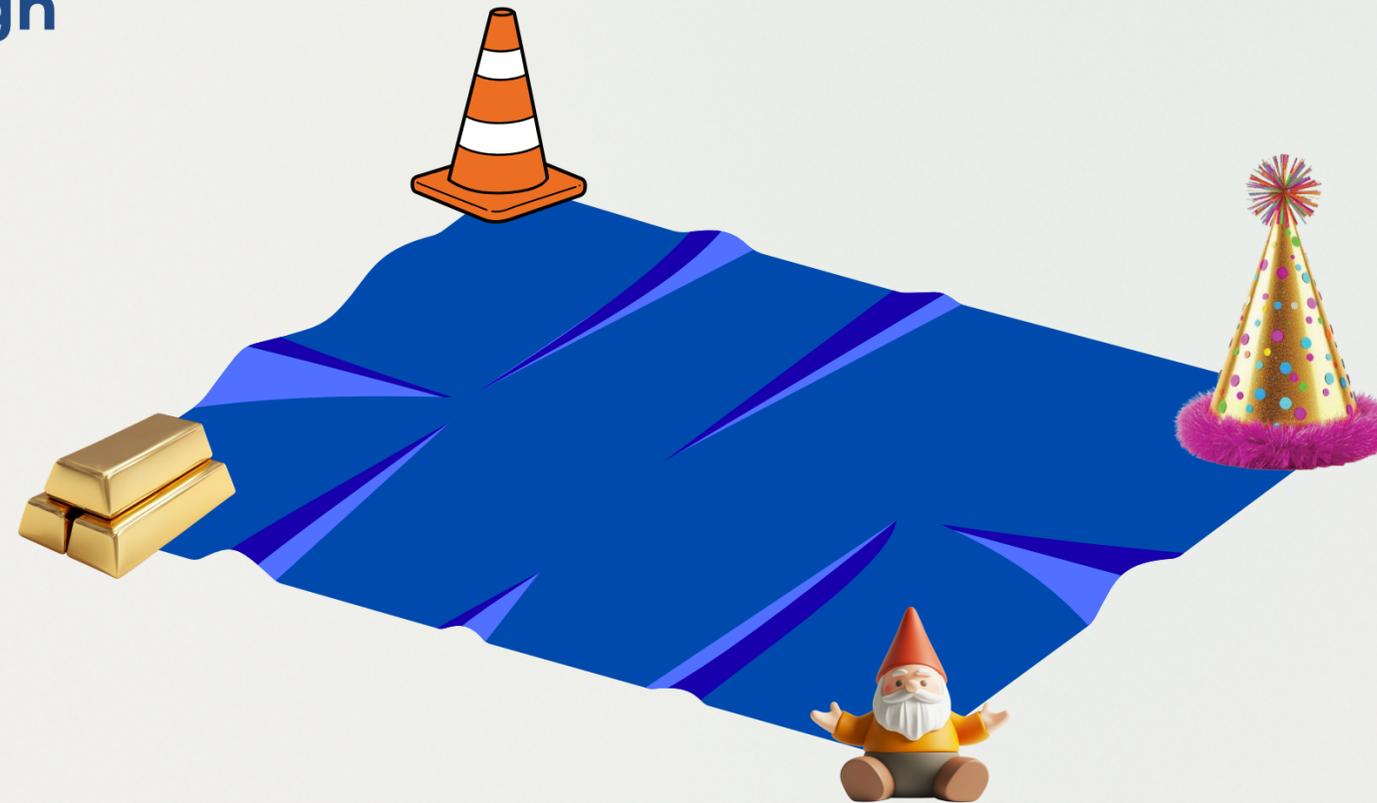
Tarpaulin with cones to weigh the corners down or similar:

#### '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: 10 seconds



# ELEMENT SIX

## 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:

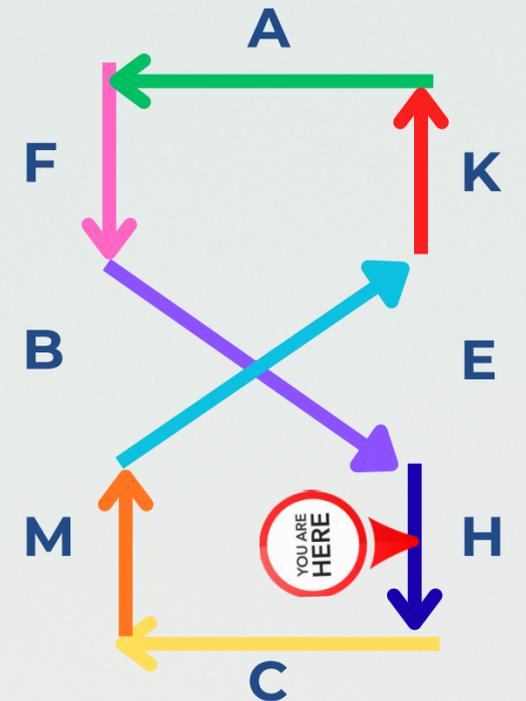
Two poles with Scottish Flag Bunting or similar:

'Pole Alternative'

- Jump Wings
- Electric Fence Posts

'Bunting Alternative'

- Rope
- Ribbon



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

Maximum Time: 25 seconds



# ELEMENT SEVEN

## Ridden & In-Hand

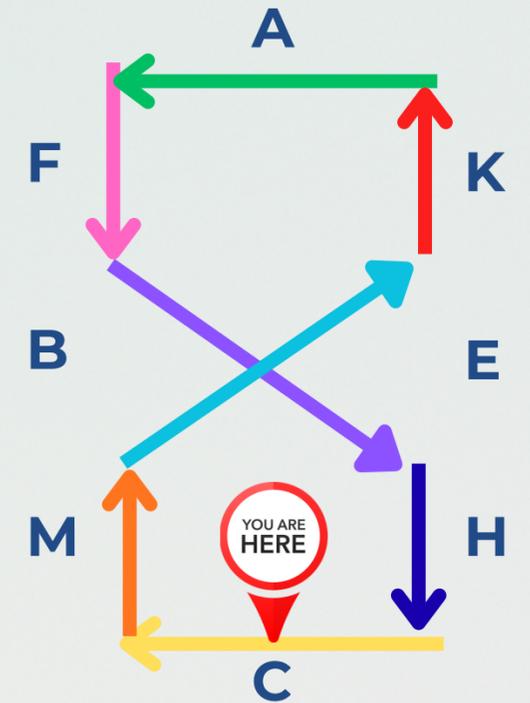
### Jump

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' needs to be a minimum of 1 foot (30.48 Centimeters)

Maximum Time: 10 seconds



# ELEMENT EIGHT

## Ridden & In-Hand

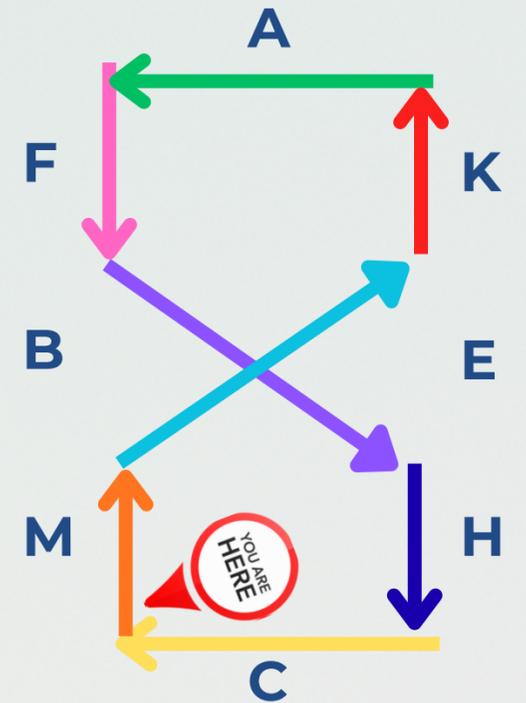
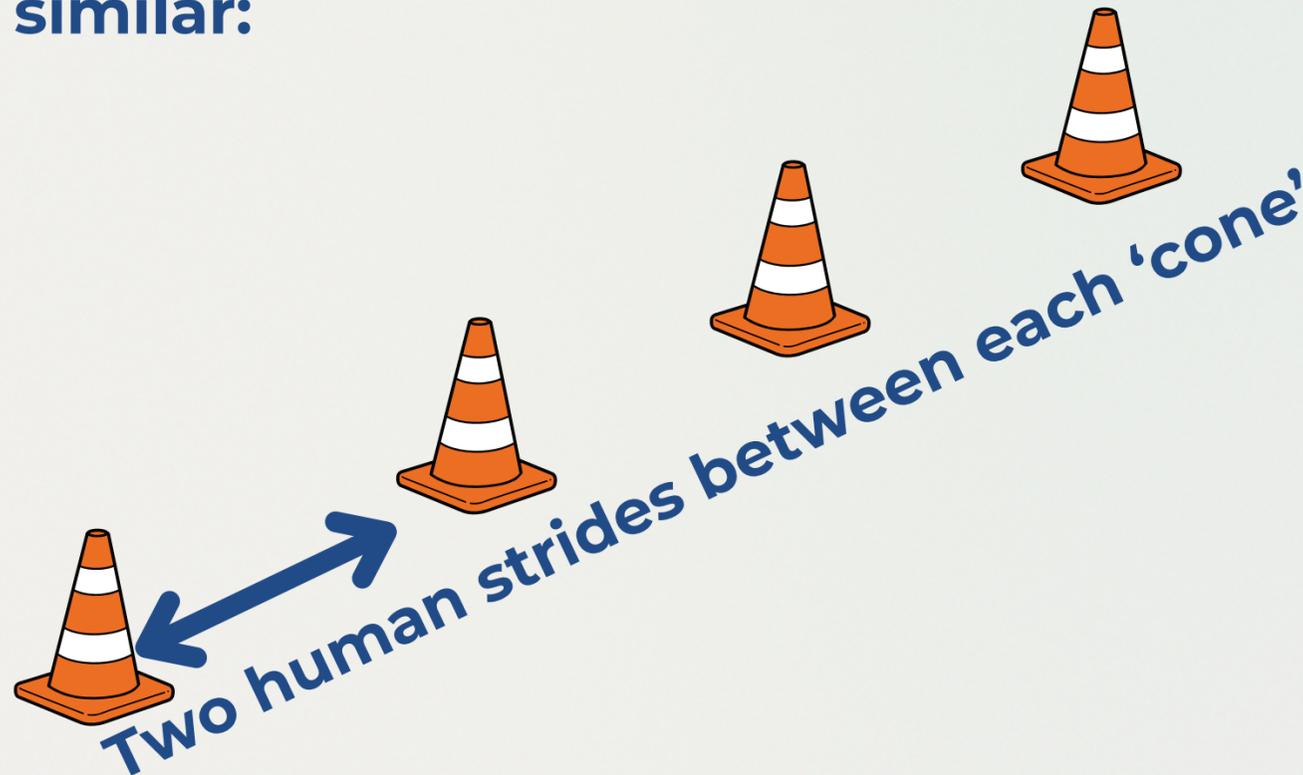
### Bending

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 NINE

## In-Hand

### Ground Tie

Gait: Walk, Trot, Tolt, Canter, Pace

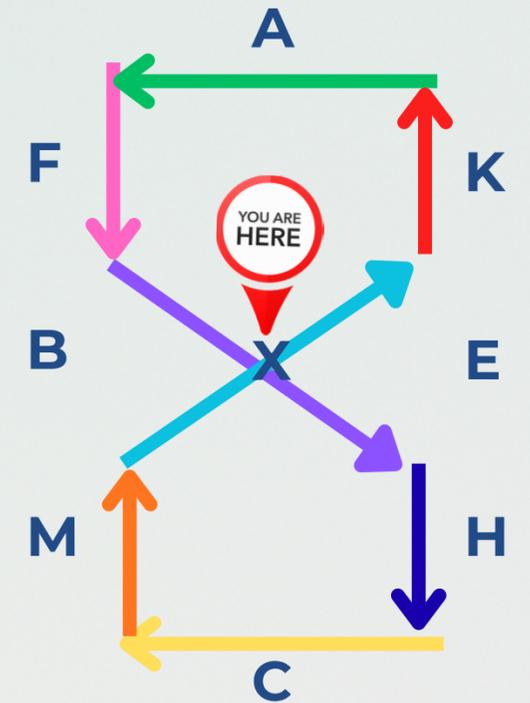
You will need:

A cone or something similar:

- 'Pods'
- Garden Gnome
- Bricks
- 'Audrey' from Little Shop of Horrors



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 )

Maximum Time: 15 seconds



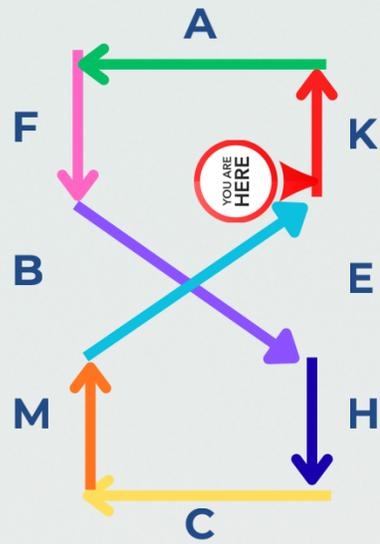
# ELEMENT TEN

## Ridden In-Hand

### Rider/Handlers Choice

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

- Garrocha pole - Complete one (1) five (5) meter circle with the pole.
- Turn on The Forehand
- Turn on The Haunches
- Horse Bowing - Full, partial or just head
- Spanish Walk - 4 - 6 steps
- Umbrella - Open and Close
- Horse to Kiss or Hug
- Horse to Touch or Pick up a non-food related item



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

You can View and Download Element 10 How to Guide for help selecting your choice.

Maximum Time: 10 seconds



# START & FINISH FINISH

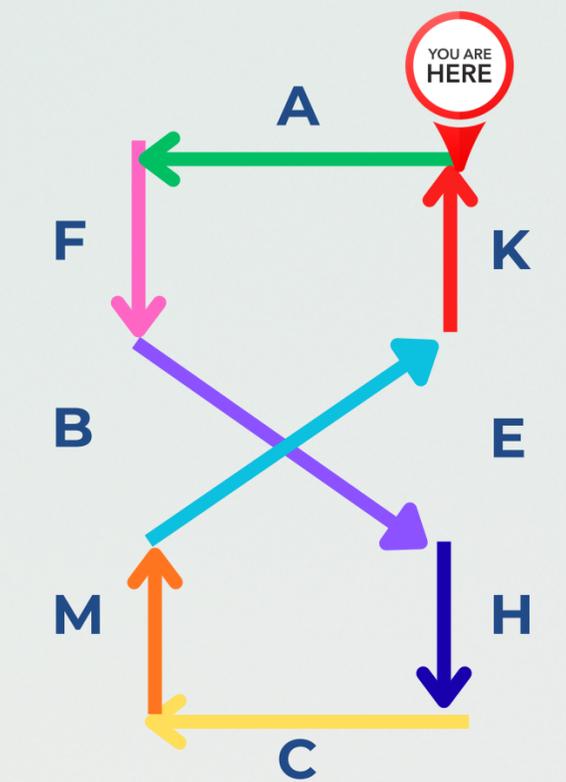
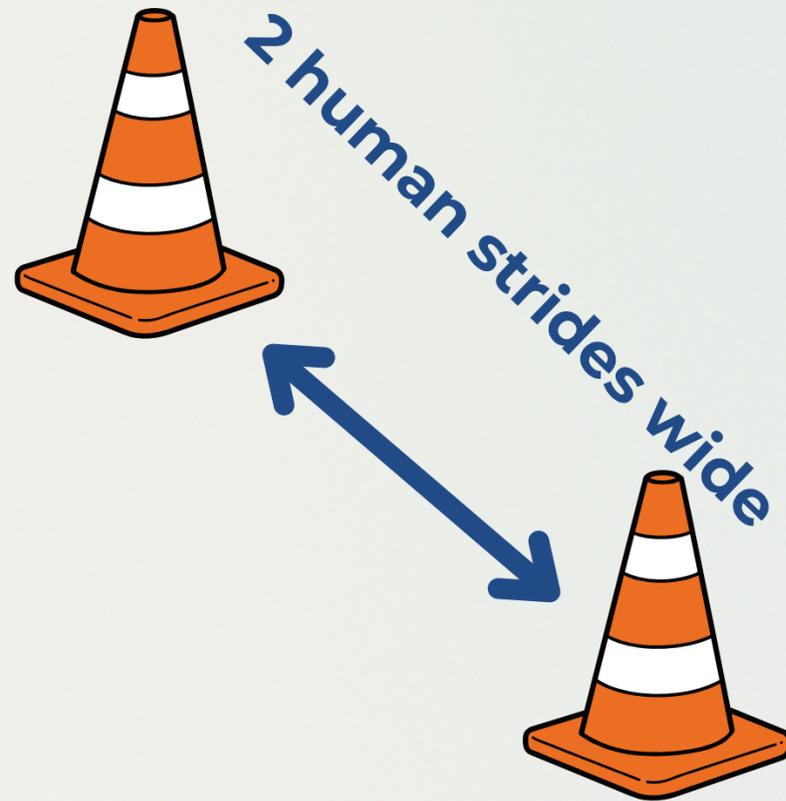
## Ridden & In-Hand

Gait: Walk, Trot, Tolt, Canter to Halt and salute.

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.

The 'clock' keep running until you Halt and Salute at your finish point.

Clock finishes when you Halt and Salute at your finish point.

