

The Scottish Open for The Icelandic Horse



SCOTTISH OPEN
JUNIORS
2026

Virtual Track & Trail Guide

SCOTTISH OPEN FOR THE ICELANDIC HORSE

TRACK & TRAIL



Fancy Dress

You and your horse are encouraged to 'dress up', extra marks will be given.

You can 'mix and match' or choose one theme from the list:

- Tartan and Highland Dress
- Scottish Folklore (Kelpies, Selkies, Brownies, The Wulver or Scottish Unicorn)
- Thistle and Heather
- Nessie and Skotti

Trail Only

You can miss out the Track part and just do the Trail part.

Ridden or In-Hand

Elements Three, Eight and Nine are different for Ridden and In-Hand

Timed Trail

You will now be timed from a starting point of the trail section to a finishing point.

Ease of Movement

You will be marked on ease of movement, how easily you and your horse complete each element.

Precision

You will be marked on the precision, how precisely you complete each element.



How to Use This Guide



Ridden & In-Hand



The ridden & in-hand trail section is slightly different. In red will signal if the element is for 'Ridden Only', 'In-Hand Only' or 'Ridden & In-Hand'

You will need:

Item One

Item Two

↑ What equipment you will need to create the element will be listed here, with examples of alternatives. You can use whatever you have available as long as it is safe for you and your horse.

The maximum time allowed on an element before time penalties are given.

Maximum Time: In Seconds



Element Number

Element Name



The element number and name will be in the left had corner.

Gait: Walk, Trot, Tolt, Canter



What gait you can use for the element will be listed.

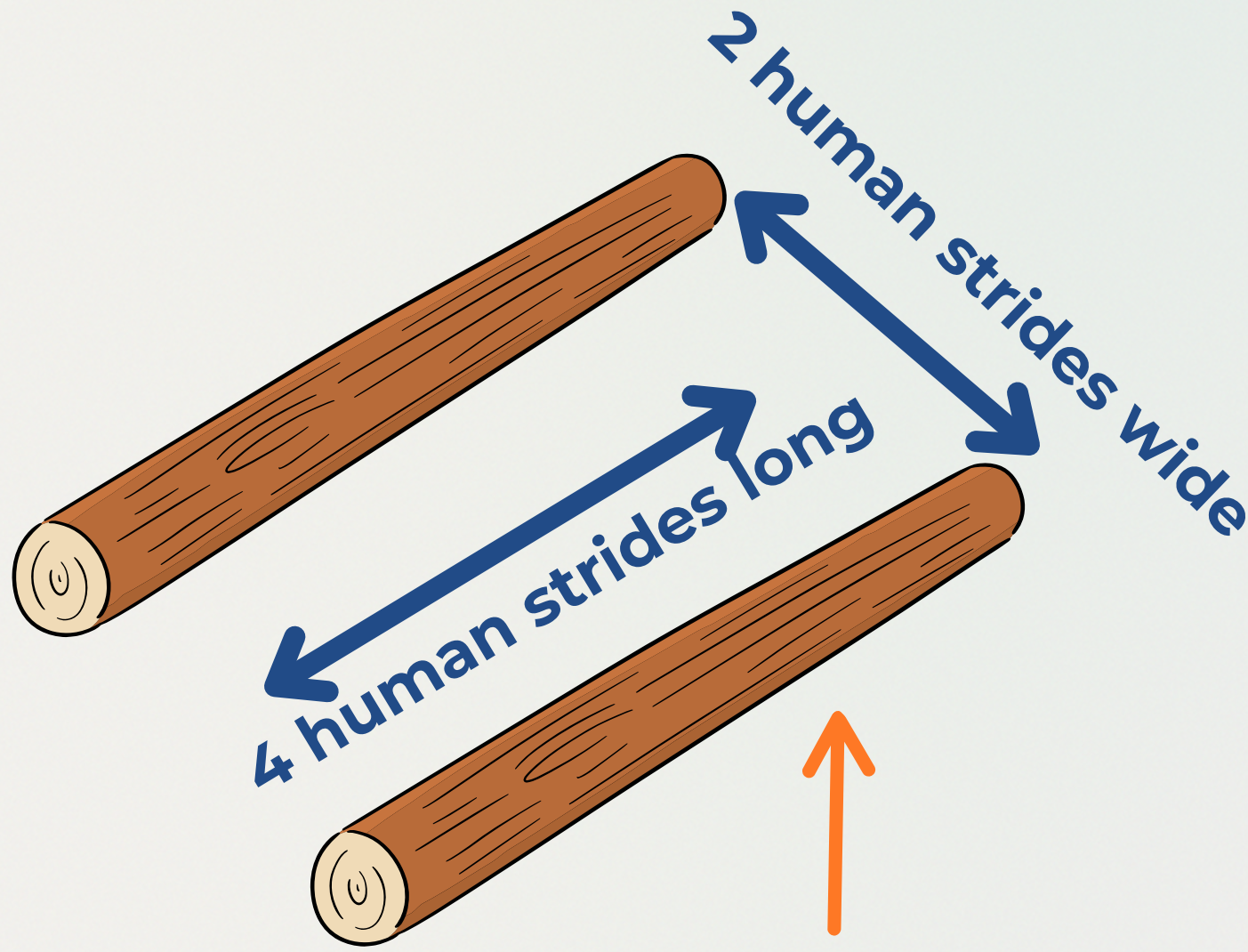
You will need:

- Two Logs
- Two Poles

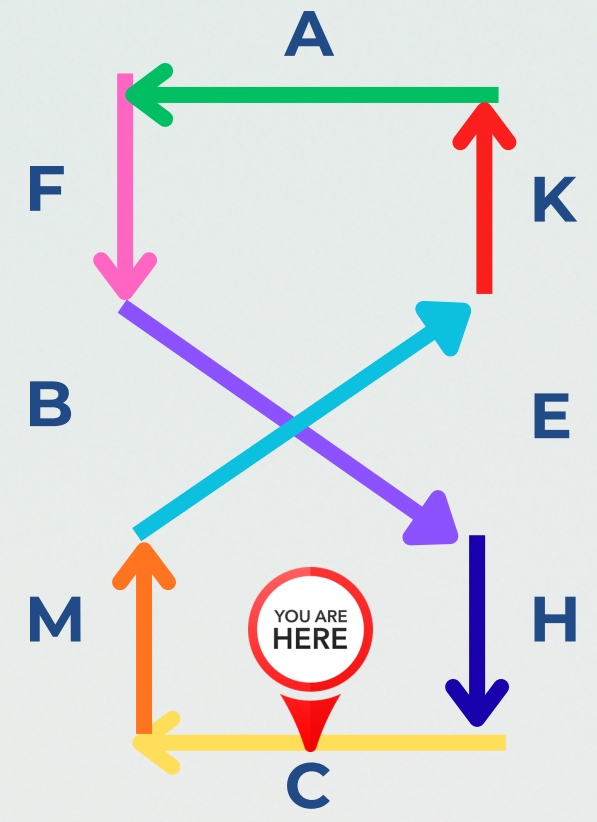


How to Use This Guide

Ridden & In-Hand



Elements may need to be certain lengths, widths and/or heights, this will be shown on each element. A human stride is your normal walking stride.



Position at 'C' (middle of yellow arrow)



The trail is set on a 'box' figure of eight (8). Each element will be marked by the 'you are here' sign.

Maximum Time: 10 seconds





HOW YOU ARE MARKED

Ridden & In-Hand

Fancy Dress

		*What the Judge is looking for:
Amazing	20	Your costume is super creative, matches your theme really well, and looks safe and comfy for your horse. You both look like you're having a brilliant time.
Great	15	Your costume is creative, fits the theme nicely, and looks safe for your horse
Good	10	Your costume shows effort and fits the theme, but could use a little more detail or decoration
Nice Try	5	You have a costume and a theme, but it's quite simple or only partly matches. Still a good effort.

*The 'what the Judge is looking for' points listed are not exhaustive, marks are given at the Judges discretion.

HOW YOU ARE MARKED

Ridden & In-Hand



Precision

Be as exact and accurate as you can be for each element.

		*What the Judge is looking for:
Correct	10	You and your horse do the obstacle perfectly. Ridden: You sit nicely and give clear, gentle signals. In-Hand: You stand in the right place and guide your horse clearly.
1 Fault	7	Your horse bumps something or steps outside the obstacle area. Ridden: You go the wrong way or knock something. In-Hand: You go the wrong way or knock something.
2 Faults	4	You didn't do the obstacle the right way or didn't finish it
3 Faults	0	Your horse says 'no' three times, or it takes more than 30 seconds to start, or you can't close the gate.

Ease of Movement

Freedom of the horses movement

		*What the Judge is looking for:
Very Good	10	Your horse moves freely and smoothly, looks happy to go forward, listens well, feels light to ride or lead, and looks confident
Quite Good	7	Your horse moves freely and smoothly, wants to go forward, feels light, and looks confident
Good	4	Your horse moves steadily, tries to go forward, feels light, and looks fairly confident
Average	2	Your horse moves but needs a bit more 'go' or smoothness
Poor	1	Your horse is scared of the obstacle or can't do the task, like not being able to close the gate.

*The 'what the Judge is looking for' points listed are not exhaustive, marks are given at the Judges discretion.

HOW YOU ARE MARKED

Ridden & In-Hand

Total Trail Time

The time from when you cross the 'starting point' of the 'Trail' section to the time you cross the finish point.

Track Score

(Track & Trail Option Only)

The Mark you get for your lap of your selected gait.

Time Penalties

Time penalties can be used, they will be deducted from your final mark.

Time Penalty	*Reason
5 Seconds (0.05)	The rider/handler/horse knocks or makes contact with an element.
10 Seconds (0.10)	Not performing the element correctly. Not completing the element. More than 30 seconds to begin the element.
20 Seconds (0.20)	Inability to close gate. Missing out an obstacle. Three (3) refusals.

*The reasons listed are not exhaustive, time penalties added are at the Judges discretion.





HOW YOU ARE MARKED

Ridden & In-Hand

Element 9

You get to choose something special to do with your horse! This element has two parts.

Part One	*What the Judge Is Looking For
15	You and your horse do your chosen skill really smoothly, calmly, and confidently. Lovely teamwork and clear communication
10	You and your horse complete the skill well with good teamwork and control.
5	You and your horse try hard and complete most of the skill nicely

Part Two	*What the Judge Is Looking For
15	You give your horse a lovely hug or kiss, walk back calmly, halt softly, and salute with confidence. Beautiful teamwork
10	You show your horse some love, finish calmly, and give a clear salute
5	You remember to hug your horse and salute, with just a little wobble or hesitation

*The What the Judge Is Looking For is not an exhaustive list, marks given are at the Judges discretion.

TOTAL SCORE CALCULATION



Ridden & In-Hand

Total Score Trail Only

Fancy Dress + Total Precision Marks + Total Ease of Movement Marks + Total Trail Time + Element 9 Part One + Element 9 Part Two - Time Penalties = Total Score

Example	Fancy Dress	Total Precision Marks	Total Ease of Movement Marks	Total Trail Time	Element 9 Part One	Element 9 Part Two	Time Penalties	Total Score
Example	7	56	46	Used in the case of the same marks	15	10	0.10 Seconds	133.9

Total Score Track & Trail

Fancy Dress + Total Precision Marks + Total Ease of Movement Marks + Total Trail Time + Track Mark + Element 9 Part One + Element 9 Part Two - Time Penalties = Total Score

Example	Fancy Dress	Total Precision Marks	Total Ease of Movement Marks	Total Trail Time	Track Mark	Element 9 Part One	Element 9 Part 2	Time Penalties	Total Score
Example	10	59	45	Used in the case of the same marks	4.5	10	15	0.05 Seconds	143.45

TRACK ELEMENT

Track & Trail Only

Ridden & In-Hand

Ridden

Select Your Gait

- Walk
- Tölt
- Trot
- Canter

Number of Laps

- Walk - ½ (half) a Lap
- Tölt - 1 Lap
- Trot - 1 Lap
- Canter - 1 Lap

In-Hand

Select Your Gait

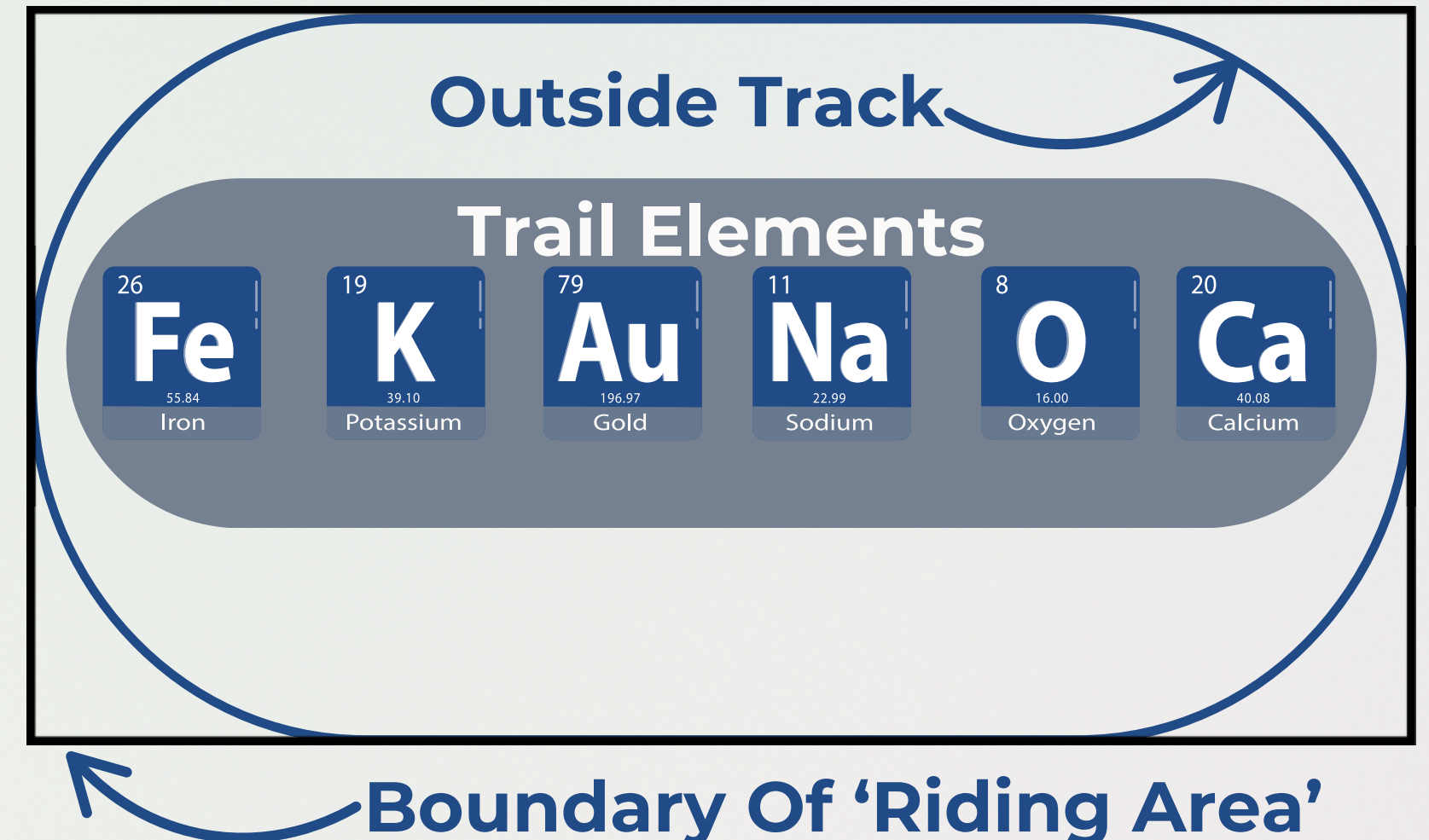
- Walk
- Tölt
- Trot
- Canter

Number of Laps

- Walk - ½ (half) a Lap
- Tölt - 1 Lap
- Trot - 1 Lap
- Canter - ½ (half) a Lap

Lay Out

Set out your trail elements in the centre of your riding area, use the 'outside track' to complete your lap.





**If you have any questions, ask your parent,
guardian or instructor to email us:
scottishopen4theicelandichorse@gmail.com
We will reply as soon as possible.**