

The Scottish Open for The Icelandic Horse



Virtual Track & Trail Guide

Ridden

START & FINISH

START

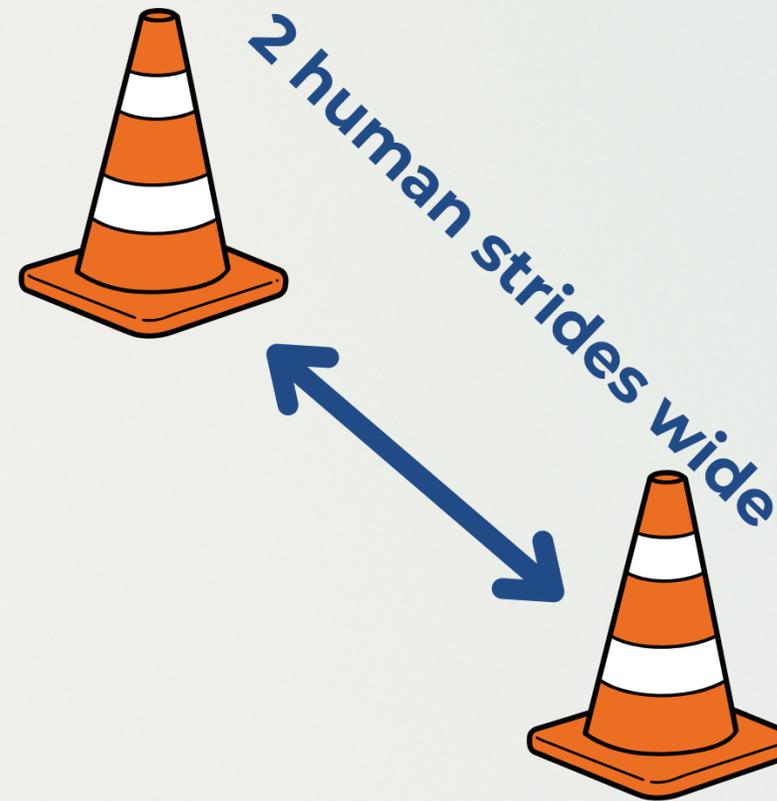
Ridden & In-Hand

Gait: Halt and Salute to Walk, Trot, Tolt

You will need:

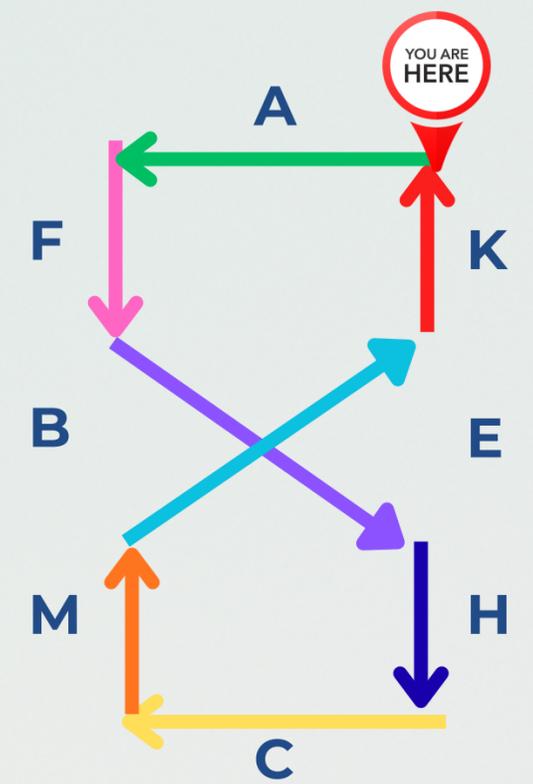
Two Cones or something similar:

- 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

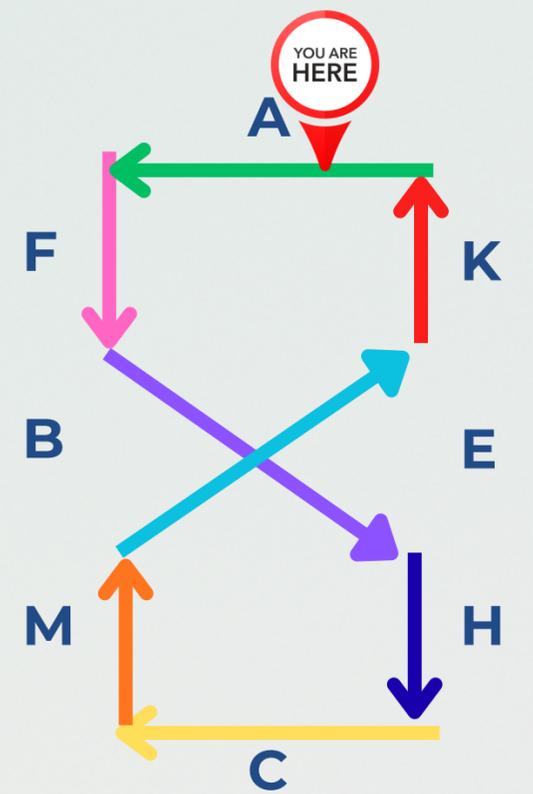
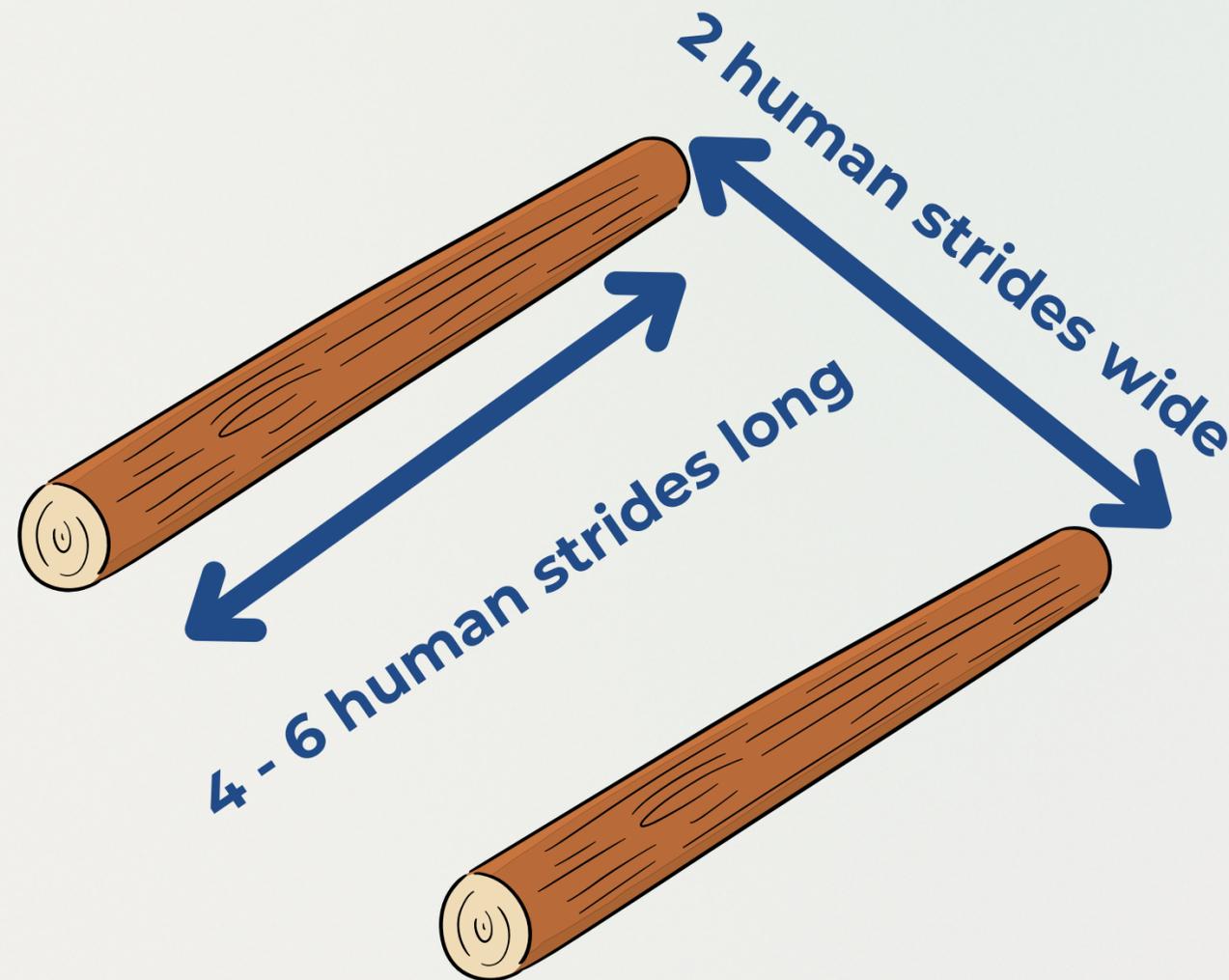
Gait: Walk, Trot, Tolt, Canter

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

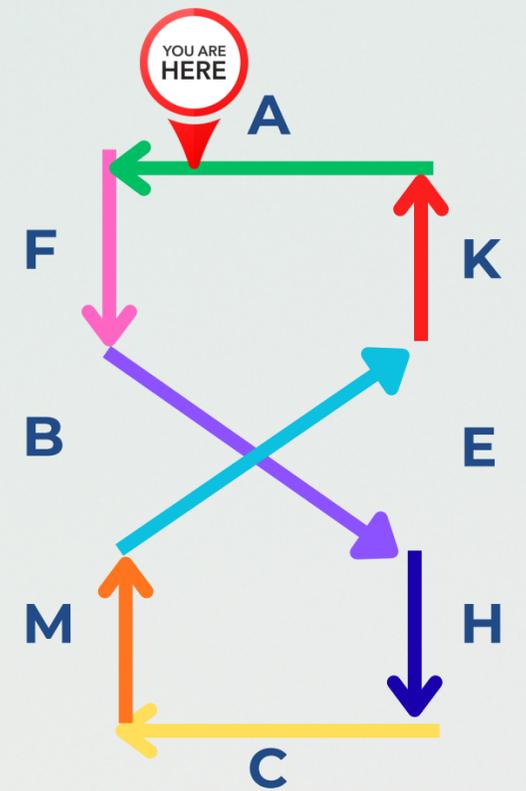
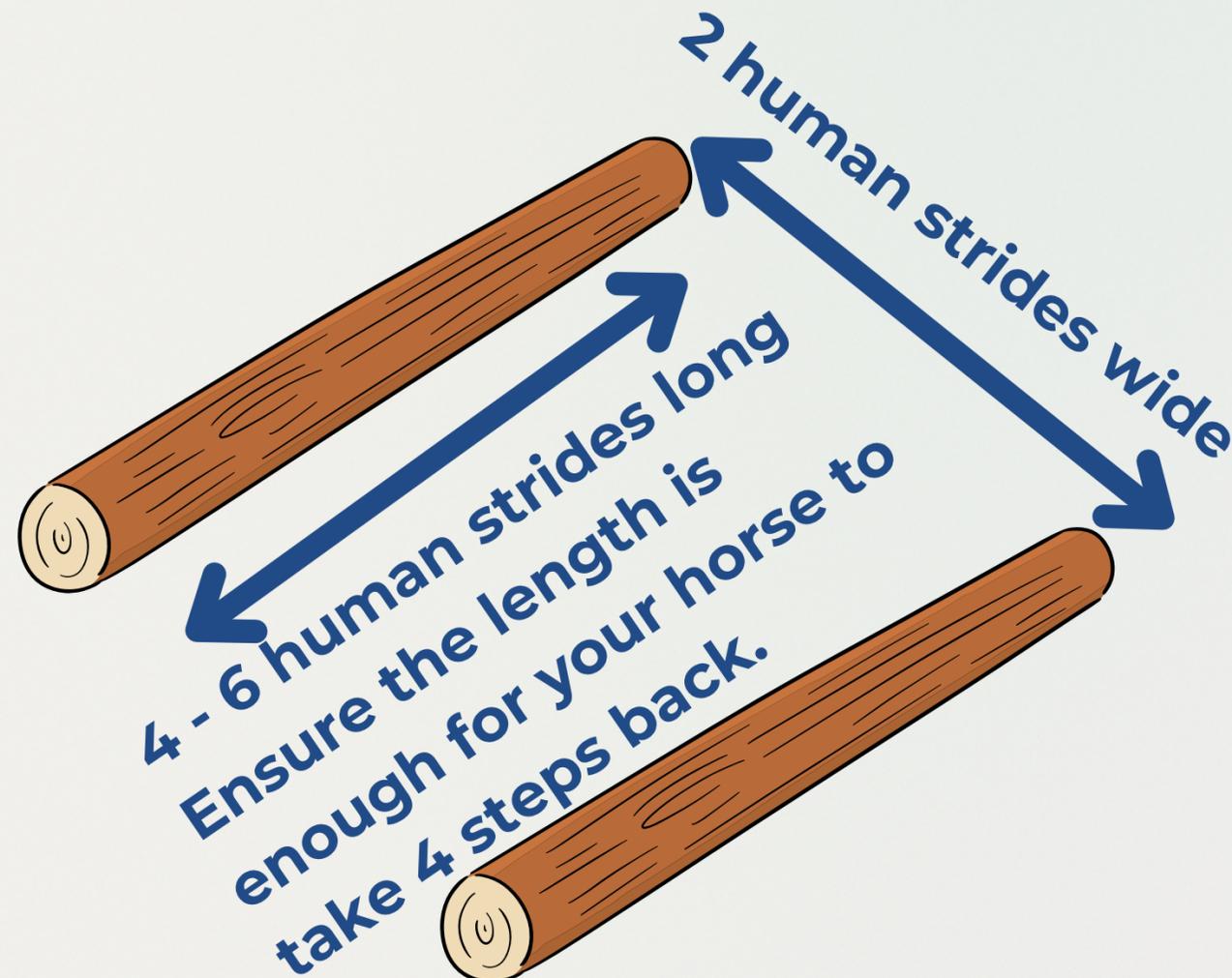
Rein Back Corridor

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

Ridden

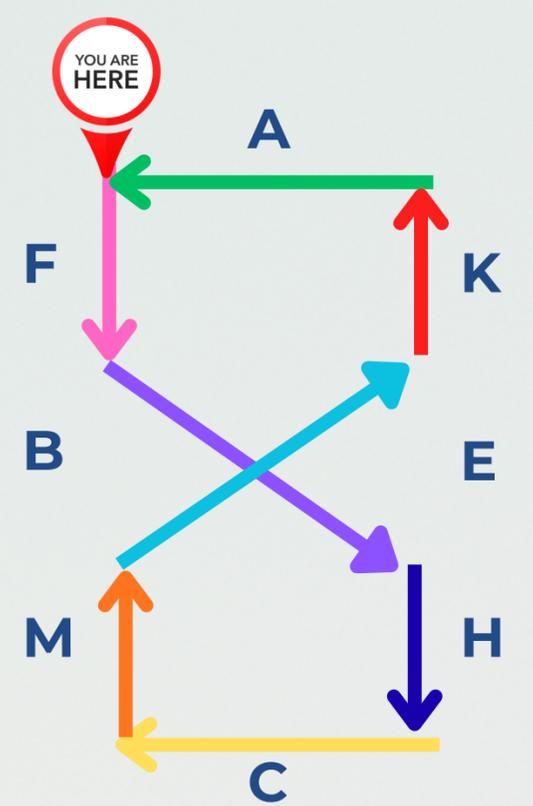
Mount from Block

Gait: Halt, Immobility

You will need:

Mounting Block or similar:

- Steps
- Concrete Block(s)
- Up Turned Bucket



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

Maximum Time: 20 seconds



ELEMENT FOUR

Neck Rein with one hand.

You can either put your 'free' hand on your head or hold it out to the side.

Gait: Walk, Trot, Tolt, Canter

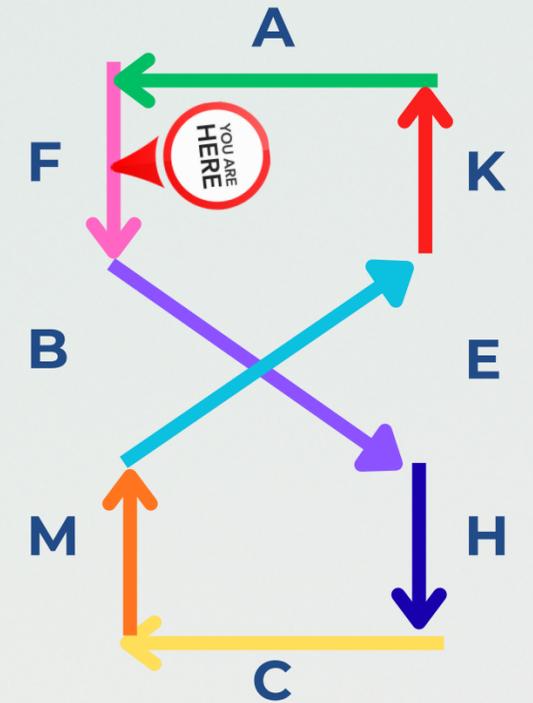
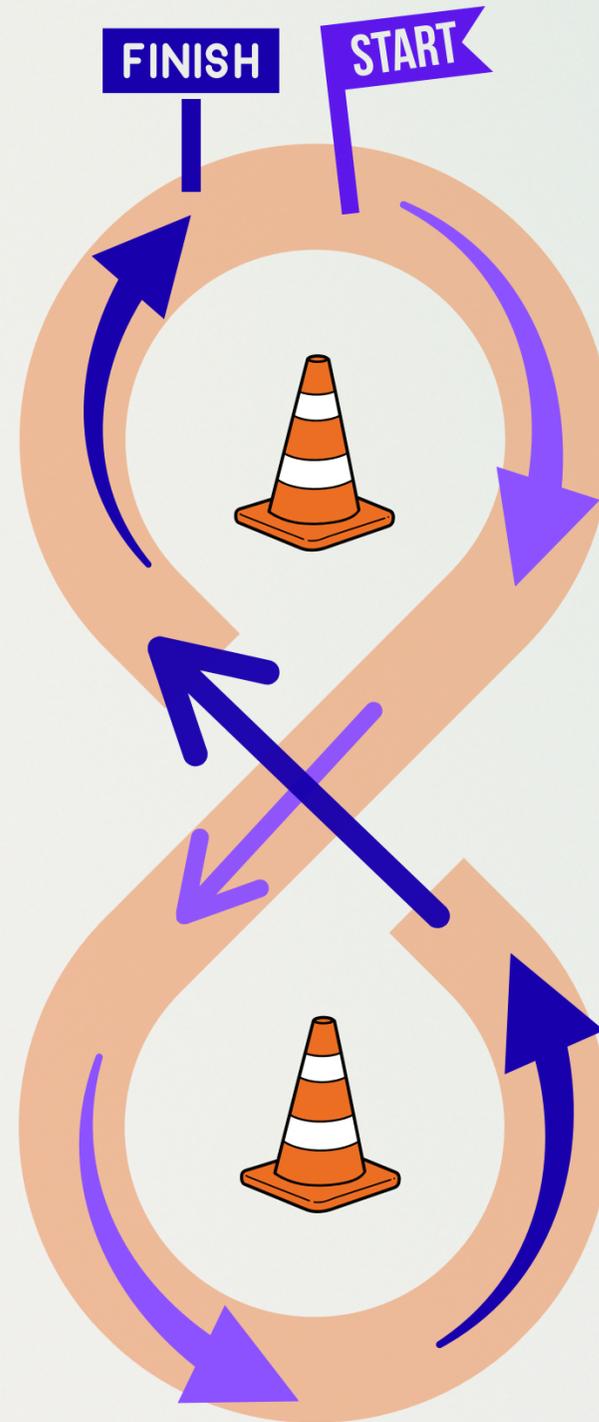
You will need:

Two Cones or something similar:

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

Space the cones so that you can complete a figure of eight (8) around them.

Ridden



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

Maximum Time: 15 seconds 

ELEMENT FIVE

Ridden & In-Hand

Bridge Crossing

Gait: Walk, Trot, Tolt, Canter

You will need:

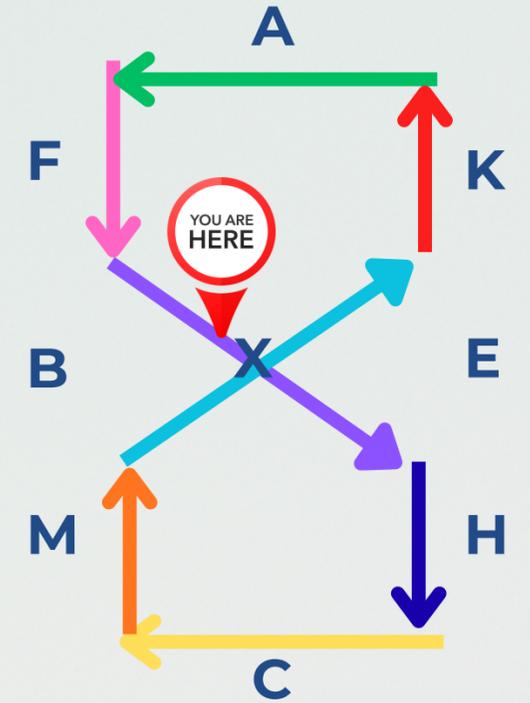
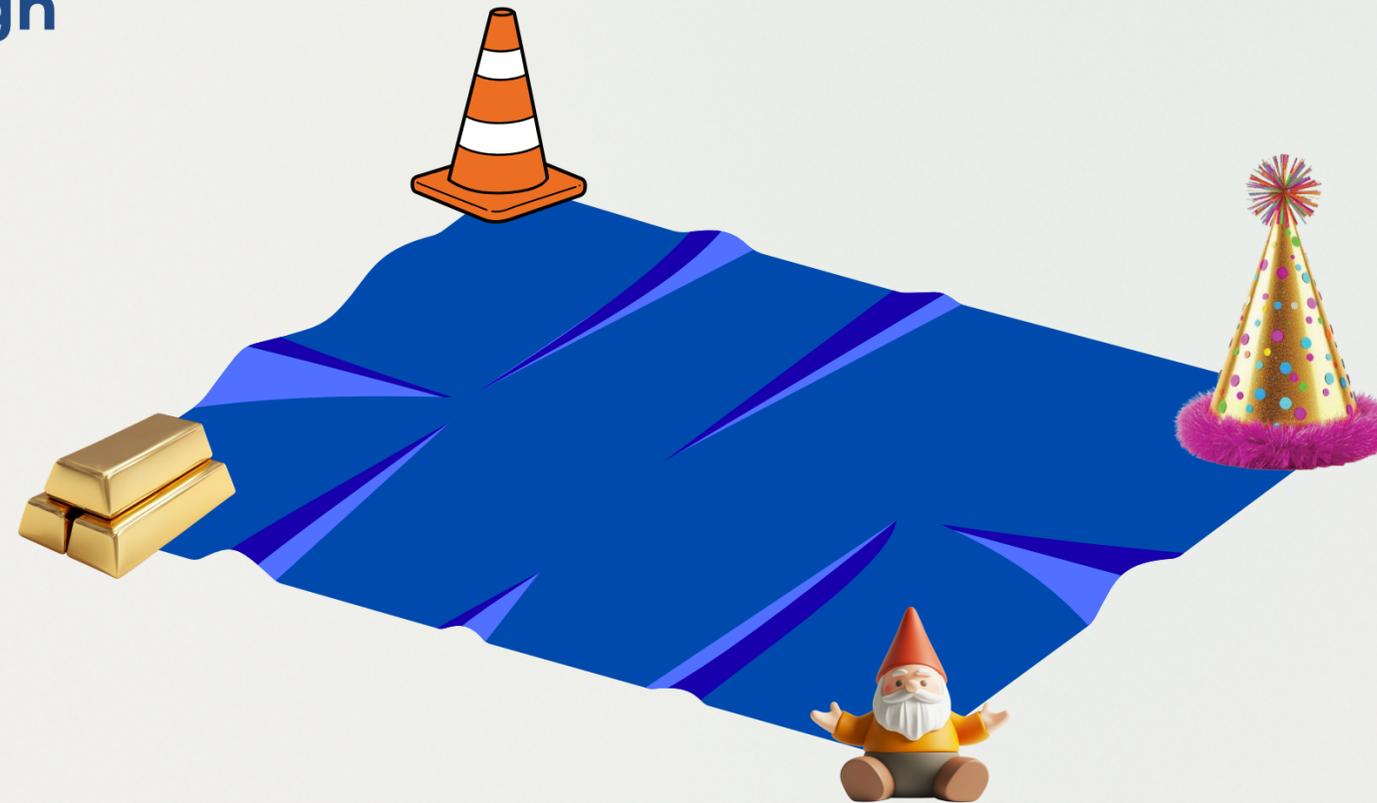
Tarpaulin with cones to weigh the corners down or similar:

'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 SEVEN

Ridden & In-Hand

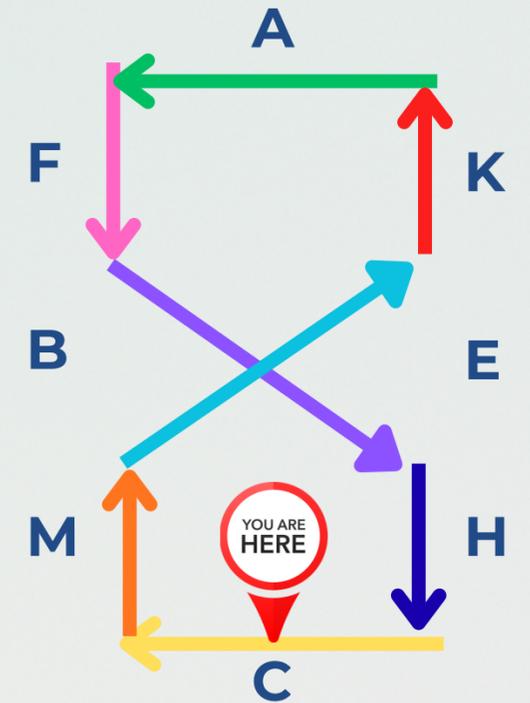
Jump

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

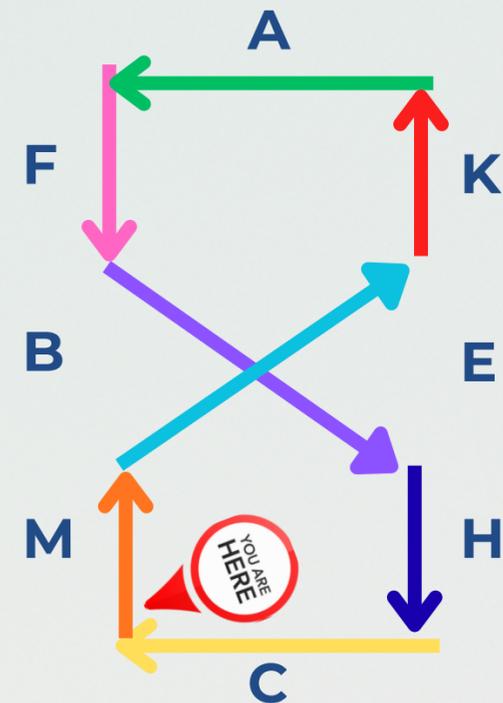
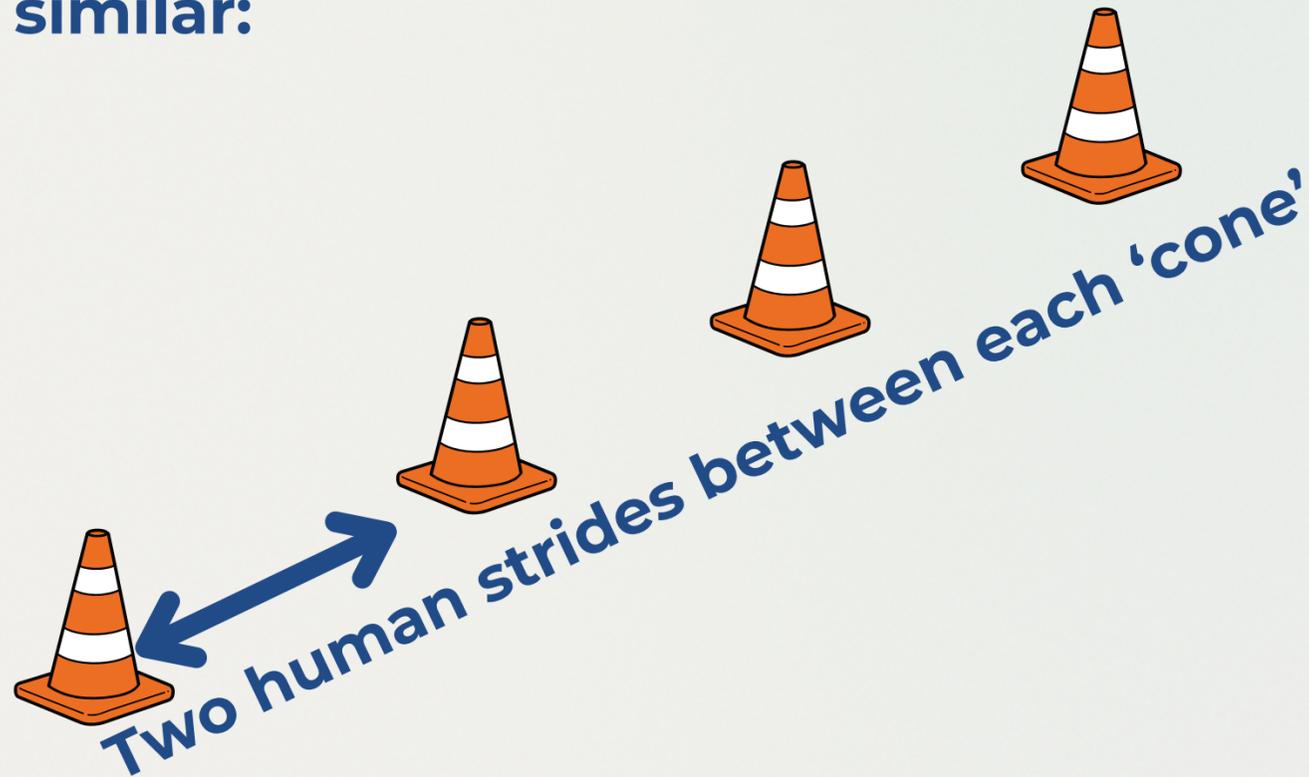
Bending

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

Ridden Corridor

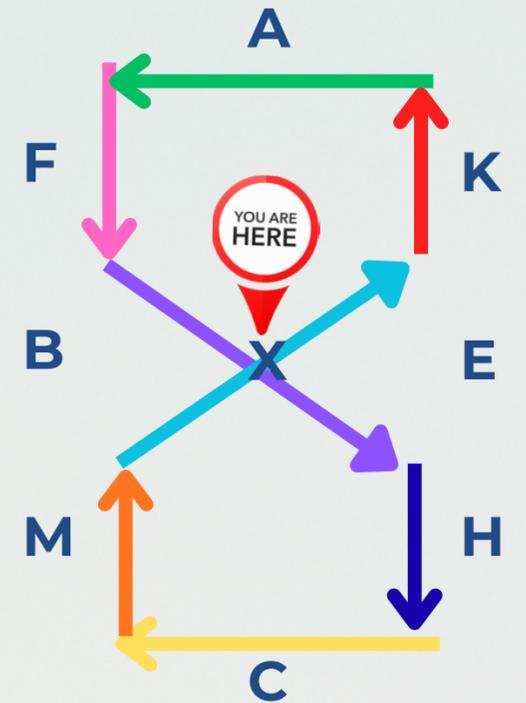
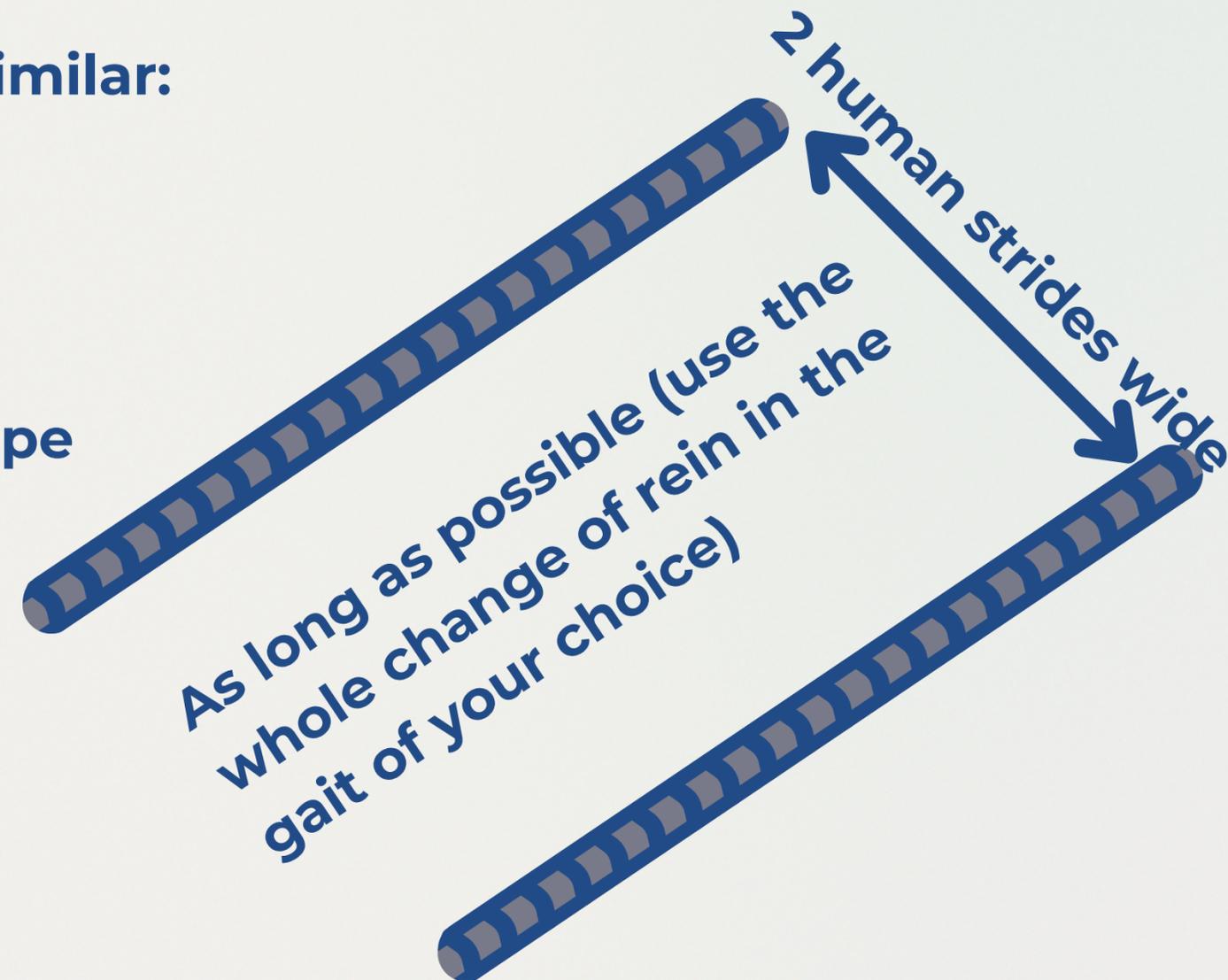
Ridden

Gait: Walk, Trot, Tolt, Canter, Pace

You will need:

Two Poles or something similar:

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



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: 10 seconds



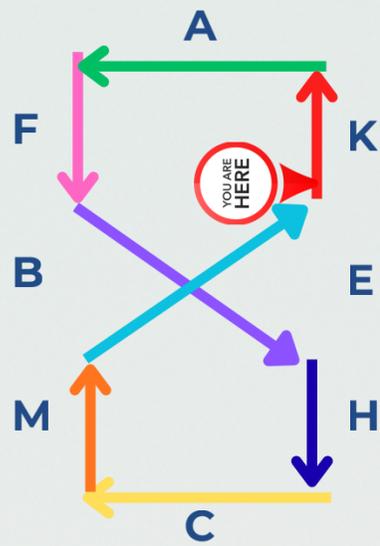
ELEMENT TEN

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

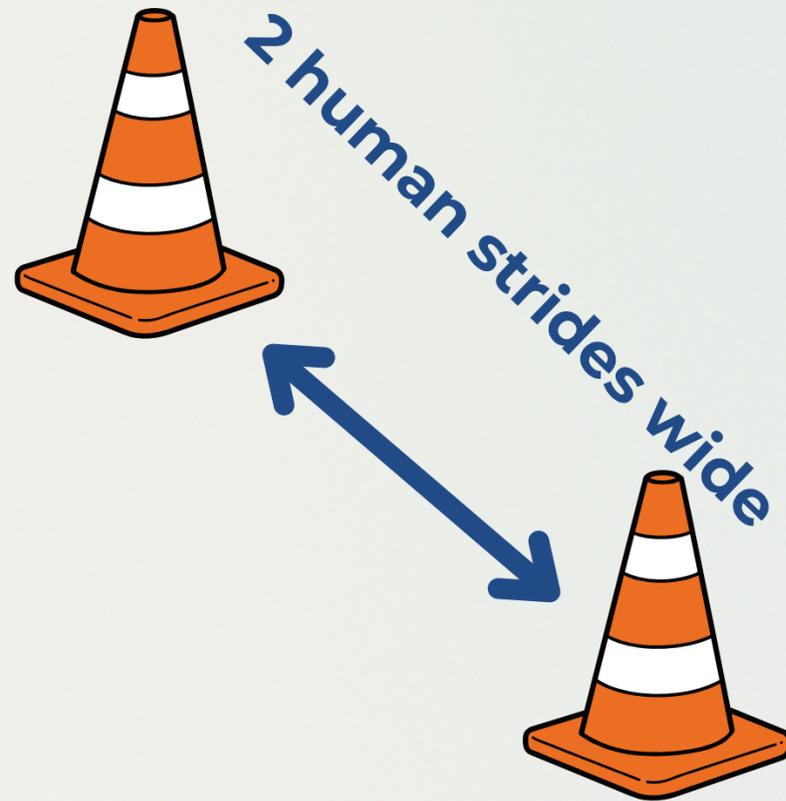
Ridden & In-Hand

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

You will need:

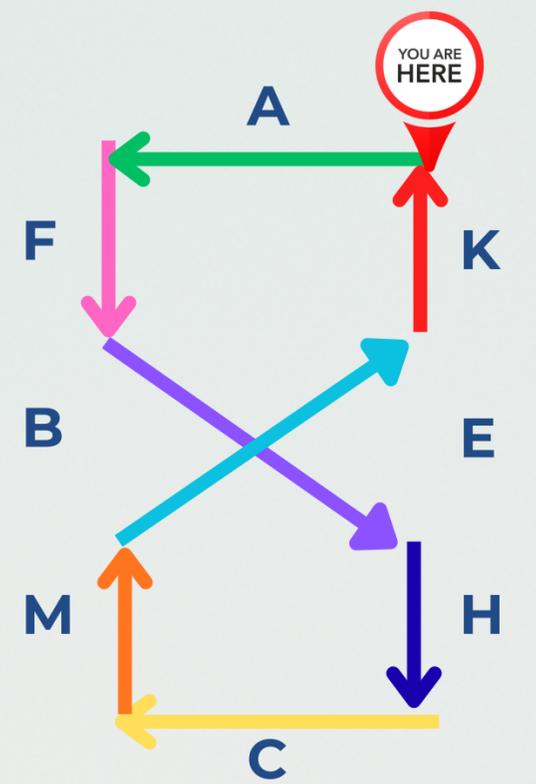
Two Cones or something similar:

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Your Start and Finish points are at the same place.

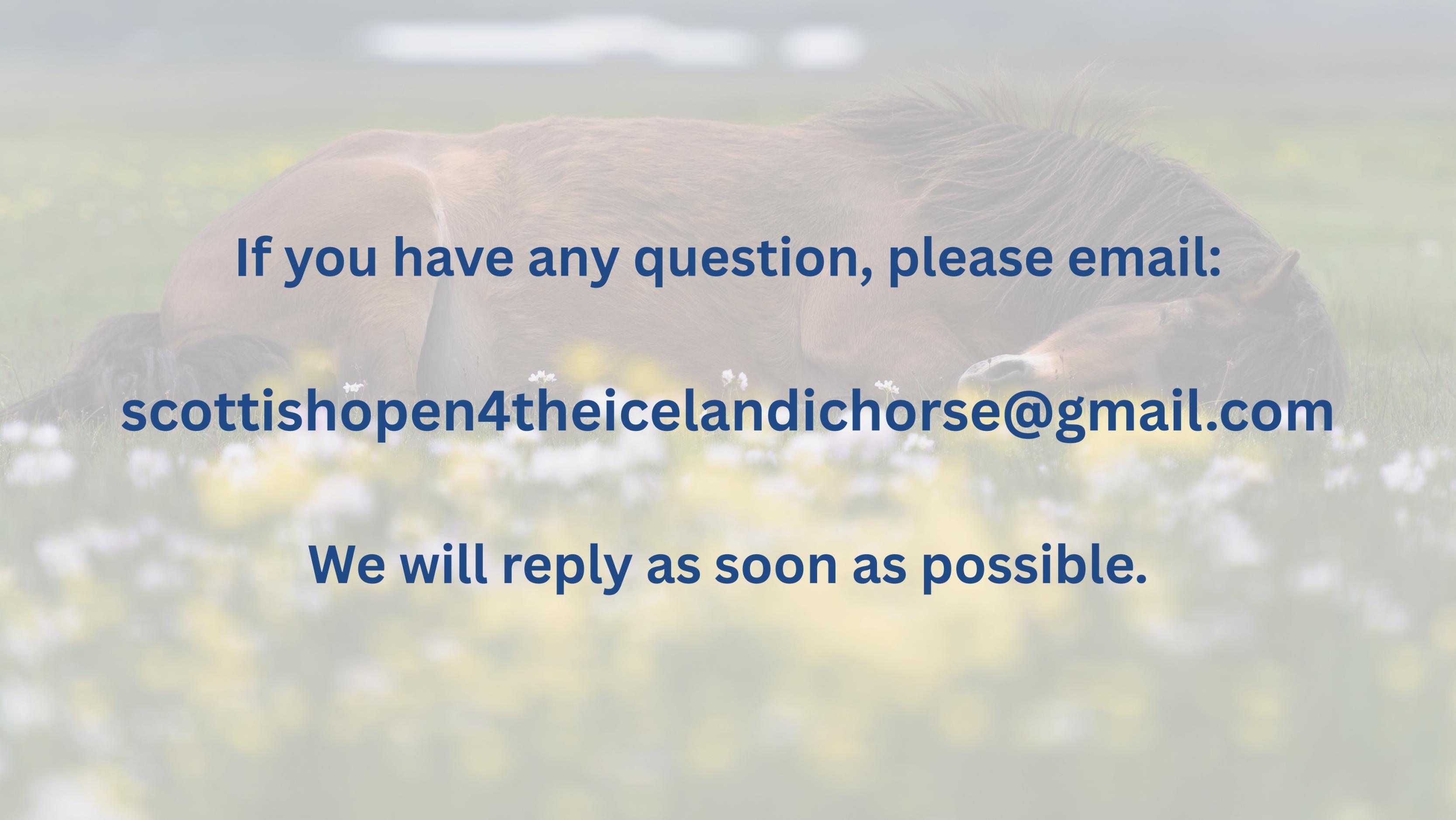
The 'clock' keep running until you Halt and Salute at your finish point.



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

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



A brown horse is lying down in a field of green grass and white flowers. The horse's head is resting on the ground, and its body is stretched out. The background is a soft-focus landscape with rolling hills and a clear sky.

If you have any question, please email:

scottishopen4theicelandichorse@gmail.com

We will reply as soon as possible.