

The Scottish Open for The Icelandic Horse



Virtual Track & Trail Guide



SCOTTISH OPEN FOR THE ICELANDIC HORSE

TRACK & TRAIL

Trail Only

Due to popular demand we have added a trail only option for our virtual competitors.

Ridden or In-Hand

The Ridden trail is different from the In-Hand trail.
In-Hand trail you can lead, lunge or long rein.

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



How to Use This Guide

Ridden & In-Hand

Element Number

Element Name



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

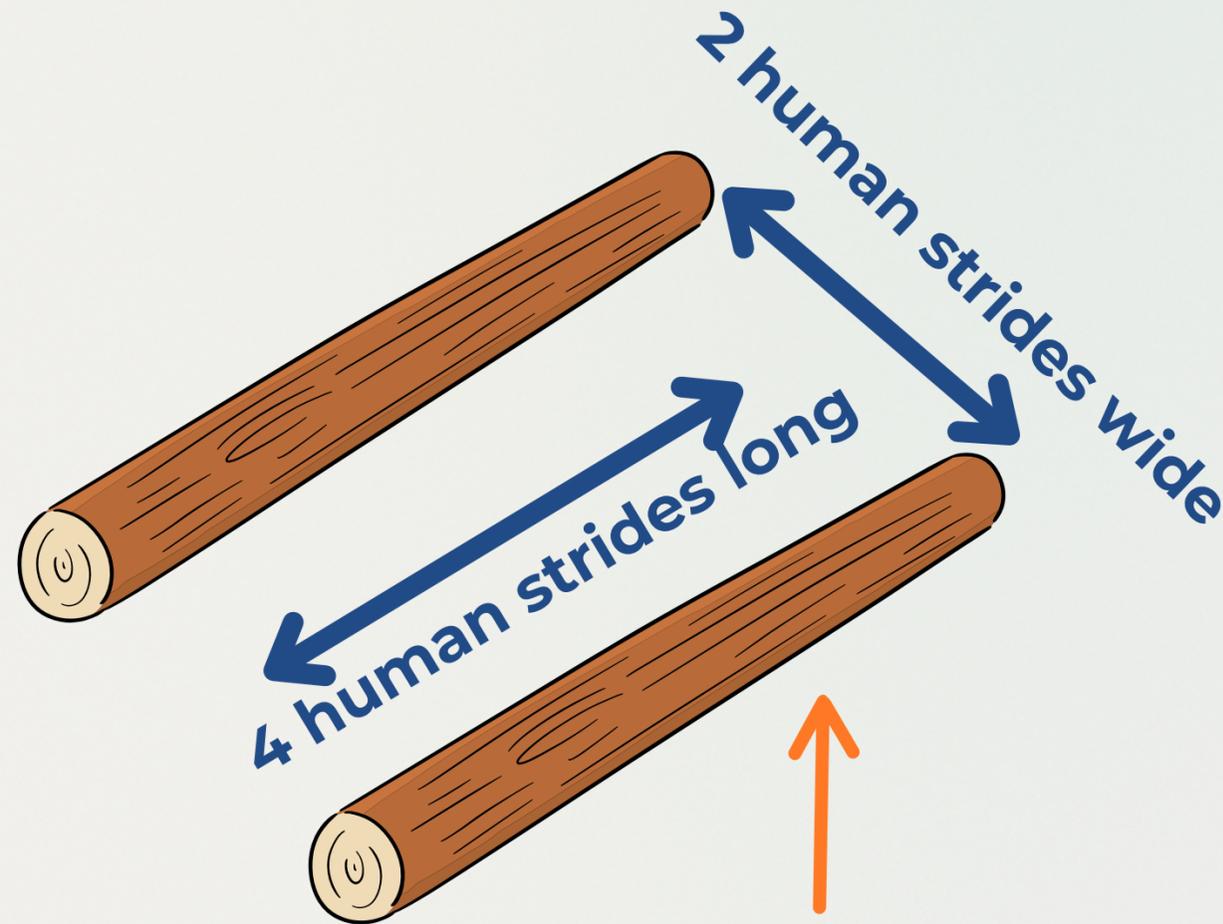
Gait: Walk, Trot, Tolt, Canter



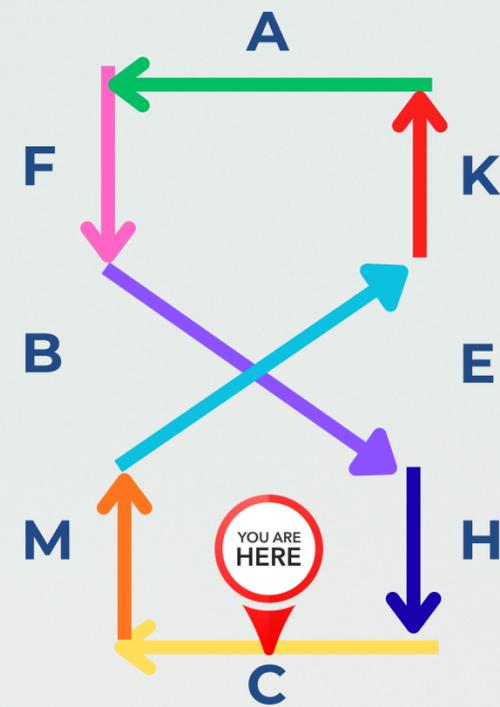
What gait you can use for the element will be listed.

You will need:

- Two Logs
- Two Poles



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

Precision

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

		*What the Judge is looking for:
Correct	10	Perfect, completed the element precisely. Ridden: Rider's position and seat correct, giving effective aids. In-Hand: Handlers position to horse and element correct, giving effective aids.
1 Fault	7	Horse: knocked the element, Stepped out of the element 'area'. Ridden: Rider completing element in the wrong direction, Rider knocking element. In-Hand: Handler completing element in the wrong direction, Handler knocking element.
2 Faults	4	Not performing the obstacle correctly Not completing the obstacle.
3 Faults	0	3 refusals or more than 30 seconds to begin the obstacle, inability to close gate

Ease of Movement

Freedom of the horses movement

		*What the Judge is looking for:
Very Good	10	Horse showing: Freedom & Steadiness, Impulsion (Willingness), Lightness & Ease of Movement, Acceptance of the Bit, Attention and Confidence
Quite Good	7	Horse showing: Freedom & Steadiness, Impulsion (Willingness), Lightness & Ease of Movement, Attention and Confidence
Good	4	Horse showing: Steadiness, Impulsion (Willingness), Lightness & Ease of Movement, Confidence
Average	2	Horse showing: Impulsion (Willingness) & Ease of Movement
Poor	1	Horse **spooking at element, inability to close gate

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

**Spooking classes as horse reacting to the element in a negative way, such as spinning/jumping/moving sideways away from element.

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 10

You will be given a list to select your 'element' to perform.

This element will be judged on the skill it takes to perform and its overall 'performance' elegance.

Dramatic flare is highly encouraged

Skill	*What the Judge Is Looking For
20	Ridden: Rider's position and seat correct, giving effective aids. In-Hand: Handlers position to horse and element correct, giving effective aids.
10	Ridden: Rider's position and seat balanced, giving aids. In-Hand: Handlers position to horse good, giving aids.
5	Ridden: Rider's position and seat unbalanced, ineffective aids. In-Hand: Handlers position to horse incorrect, ineffective aids.

Elegance	*What the Judge Is Looking For
20	Horse showing: Freedom & Steadiness, Impulsion (Willingness), Lightness & Ease of Movement, Acceptance of the Bit, Attention and Confidence
10	Horse showing: Steadiness, Impulsion (Willingness), Lightness & Ease of Movement, Confidence
5	Horse showing: Lack of Impulsion (Willingness), Heaviness & Stiffness of Movement, Lack of Confidence

*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

Total Precision Marks + Total Ease of Movement Marks - Time Penalties + Element 10 = Total Score

Example	Total Precision Marks	Total Ease of Movement Marks	Total Trail Time	Time Penalties	Element 10	Total Score
Example	50	35	Used in the case of the same marks	0.15 Seconds	15	114.85

Total Score Track & Trail

Total Precision Marks + Total Ease of Movement Marks + Track Mark - Time Penalties + Element 10 = Total Score

Example	Total Precision Marks	Total Ease of Movement Marks	Total Trail Time	Track Mark	Time Penalties	Element 10	Total Score
Example	55	51	Used in the case of the same marks	5.5	0.80 Seconds	10	77.3

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

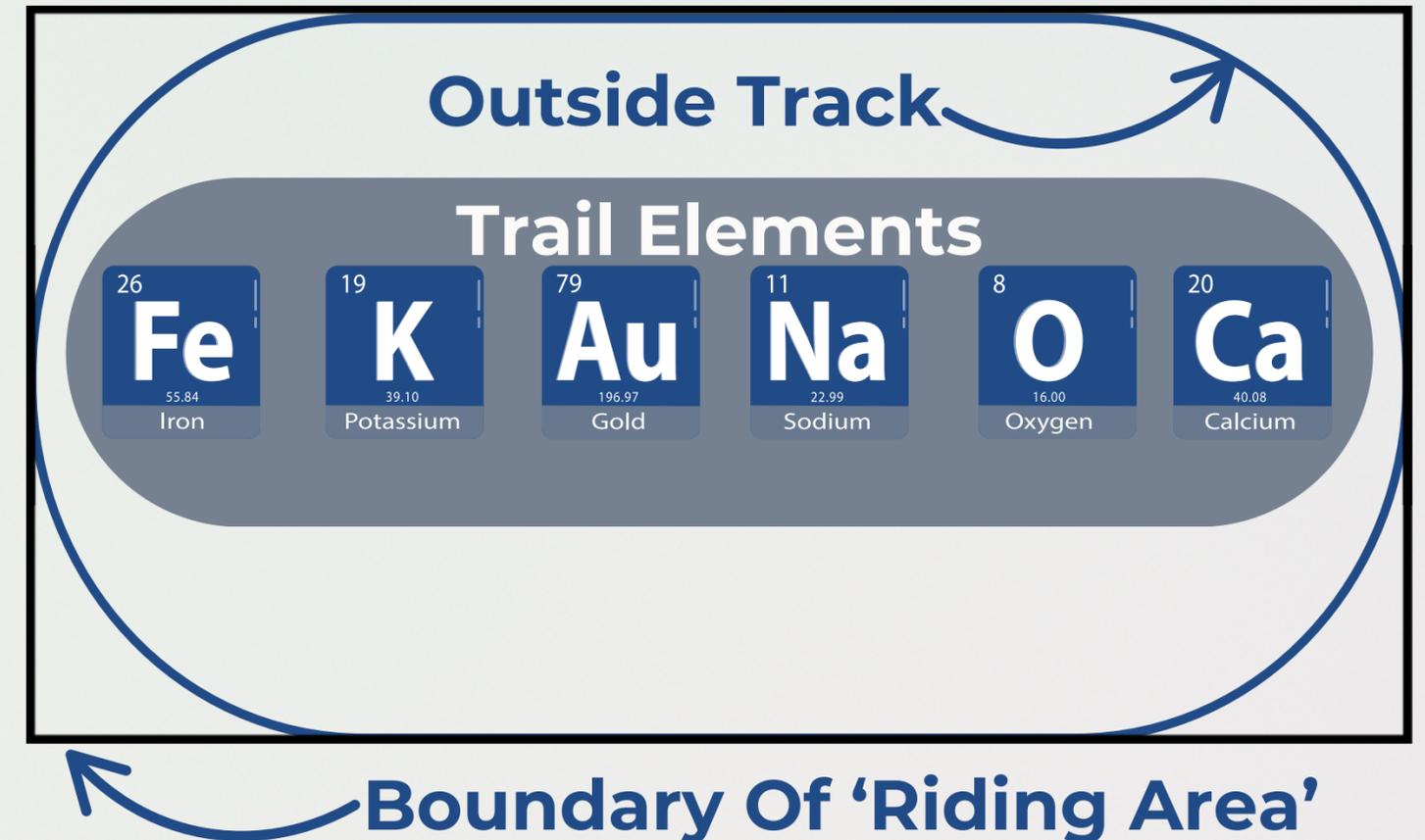
- Walk
- Tölt
- Trot
- Canter

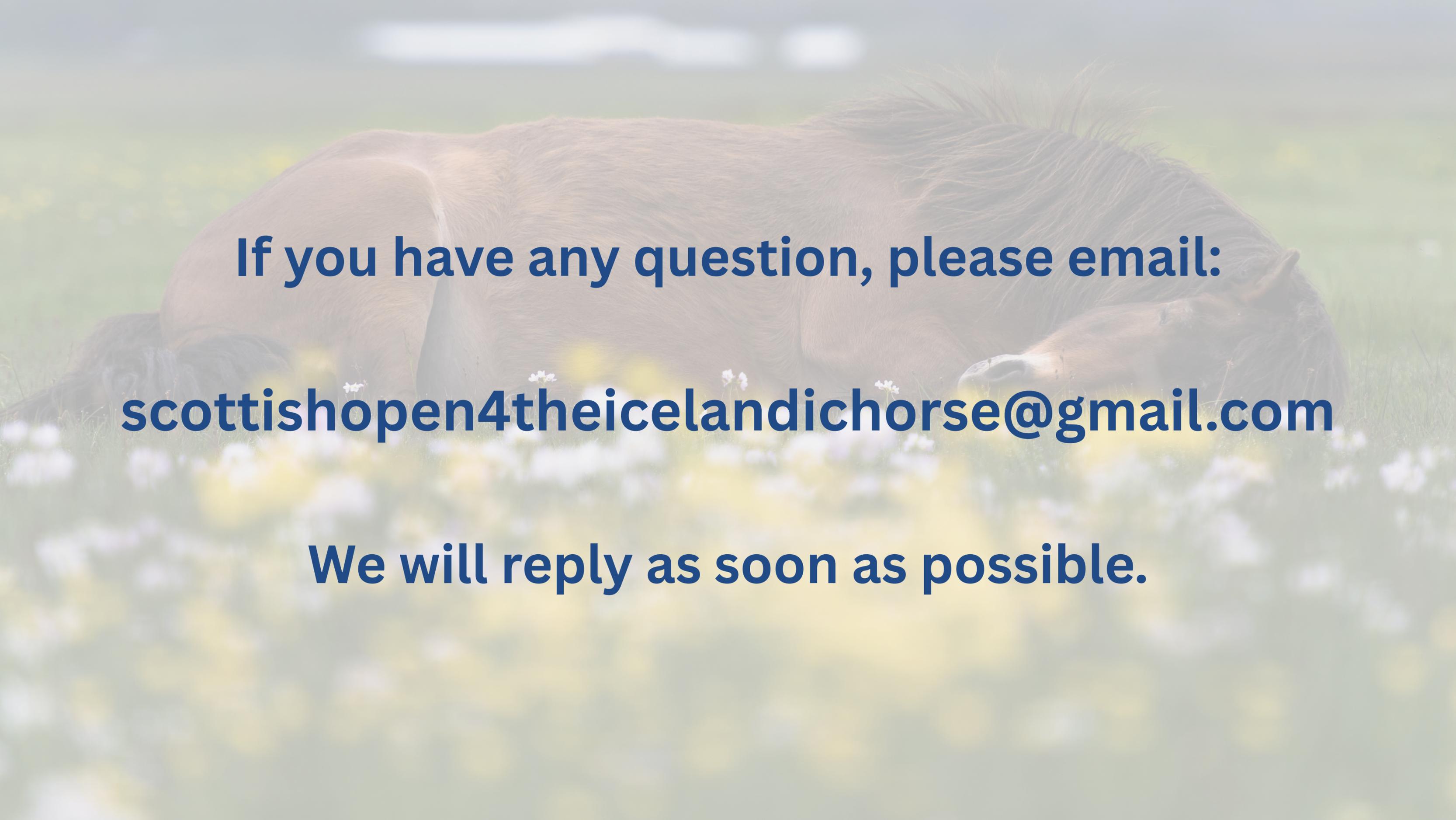
Number of Laps

- 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.



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 more greenery and a hint of a fence or structure in the distance.

If you have any question, please email:

scottishopen4theicelandichorse@gmail.com

We will reply as soon as possible.