



Hodgemoor Le Trec 2017

www.hodgemoor.org.uk

Phase 3,
orienteeing, will be
after the two phases
in this field

Phase 2 Control of paces:
canter up 150m slow in
more than 33 seconds, walk
back fast, less than 67
seconds.

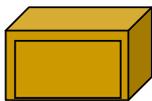
If there are holdups on the obstacles
you might be asked to do Phase 2
before finishing Phase 1

Warm-up area



Horsebox and
trailer parking

Phase 1
Obstacles
1-16



8. Past bunting

9. Mini dressage

10. S bends

11. One Hand

6. Jump

7. Water
obstacle

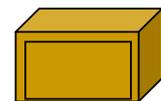


5. Clover Leaf

4. Bending
Poles

12.
Dismount
and
Immobility

Phase 1
FINISH



3. Roadworks
& Rein back

13. Mount

15. Raise
your glass!

Phase 1
START

2. The Hill

14. Garrocha

1. Corridor



1. Corridor: 8 metres	Ride down the 0.8 metres wide corridor without a foot touching the side. * Max points: canter 10, trot 8, walk 6.
2. The Hill	Go straight over hill, turn left round post, back up steep side and back the way you came. * Max points: canter 10, trot 8, walk 6.
3 . Roadworks with rein back	Ride down corridor to Roadworks sign, then rein back to start.
4. Bending Poles	Ride in and out of 6 poles, 5 metres apart. There and back * Max points: canter 10, trot 8, walk 6.
5. Clover leaf	Enter between the two white posts, go round the far cone clockwise, the right cone anticlockwise, the left cone clockwise and exit by the two white posts. * Max points: canter 10, trot 8, walk 6.
6. Jump	Choice of 2 heights Max points 10 high, 8 low
7. Ride over "Water"	Either jump or walk over the blue plastic sheet
8. Past bunting	Ride as close to line of bunting as possible. Regular pace. * Max points: canter 10, trot 8, walk 6.
9. Mini dressage test C E X B A	Enter at A, turn right at C, and do 20 m circle back to C. Turn right at C. Nice square halt 4 secs at centre X before leaving arena at A on long rein. Arena is 20X20metre square. * Max points: canter 10, trot 8, walk 6. If cantering, enter at trot, canter at C, come to trot between E and C before turning at C. Points for regularity of pace and good square halt!
10. S Bends	Walk through without moving or exiting planks
11. One Hand only	Ride figure of eight round 2 cones with just one hand on reins. Max points 10 canter, 8 trot, 6 walk
12. Dismount and Immobility	Dismount & lead your horse into the circle in the corner then release. The horse must stay motionless in the circle for 7 seconds. * Points: 1 point per second up to 7 for effectiveness.
13. Mount	Enter the circle and mount within 15 seconds. More points if you do not use the mounting block in.
14. Garrocha!	Take out pole from barrel, then aim at red target. More points the faster you go but no points if you miss the ball!
15. Raise your glass: it's the end!	Go to barrel, pour yourself a glass of water and raise it above your head without spilling!

* but read scoring details on next page

Hodgemoor Le Trec. Scoring

Phase 1 obstacles

Each of the 15 obstacles carries a maximum score of 10 points, 7 for effectiveness and 3 for style. "Effectiveness" scores 0 to +7 points and "Style" -2 to +3. Further negative points up to -3 can be given if there are clear errors of execution. A competitor will not be given a score less than 0.

The maximum score for Phase 1 Obstacles is **160**.

Phase 2 Control of Paces

Competitor must canter as slowly as possible over the 150 metres (target 33 seconds or more) then return in walk as fast as possible (target 67 seconds or less). See table for scoring. Horses scores zero if they do not remain at the required gait, stop, go backwards on the course, or put a foot out of the corridor. Please raise you hand when passing the distant marker outbound and inbound so the judge (at the near marker) can click the stopwatch.

Score	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Walk	67 & more secs	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97
Canter	33 & less secs	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18															

The score for Phase 2 Control of Paces is out of **60**.

Phase 3 Orienteering

There are 10 questions to answer in writing, given to you just before leaving on the orienteering phase. Each answer indicates that you have found the checkpoint and you lose 10 points for a wrong answer.

You can go round with one or two other riders but you will all lose 10% of the score.

Competitors are also marked on how close to their declared time they reach each of 15 checkpoints (including the finish) (maximum available, 20 points each (total of 300 points) taking into account the choices of the competitor (full or short course, and slow, medium or fast horse).

Better than	10%	20%	30%	40%	(plus or minus)
Score	20	15	10	5	

The score for Phase 3 Orienteering is out of **300**.

The maximum score for all 3 phases is out of 520