



TREC Ireland

PTV DATA SHEETS

Obstacle No	Obstacle
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4	In-Hand Corridor
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6	In-Hand Drop
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10	Dip
11	In-Hand Staircase Down
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33	Slalom
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36	Horse Trailer
37	In-Hand Rein Back
38	The Shamrock
39	In-Hand Gate



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1 – LOW BRANCHES

Level 1	3 branches 35cm above the withers
Level 2	3 branches 30cm above the withers
Level 3	4 branches 20cm above the withers
Level 4	5 branches 20cm above the withers
L1+2	Gait: Walk, Trot, Canter
L3+4	Gait: Trot, Canter



Equipment...

- 2 red flags
- 2 white flags
- 1 number
- 3 to 5 movable low branches and their supports

Features...

- 3 to 5 movable branches placed at a straight line on even ground without a significant slope
- Height: 20cm to 35cm above the horses withers
- Width: 2m minimum
- Diameter: 2cm to 3cm
- Distance between two low branches: 1 - 2m

Objectives...

Passing under the low branches without knocking them off while keeping to the initially chosen gait.

Effectiveness faults...

- Knocking down or displacing one or more branches
- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Choice of gaits...

- Walk (only Level 1 and Level 2)
- Trot
- Canter

Level 3 and Level 4 can't choose "Walk".

Where there is a change of gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties...

- | | |
|-----------------------------------|------------------|
| • Brutality | -5 points |
| • Dangerous riding | -5 points |
| • Fall of the horse or rider | 0 points overall |
| • Foot outside the obstacle route | 0 points overall |



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2 – BANK

Level 1	Slope 30° to 35°
Level 2	Slope 30° to 35°
Level 3	Slope 30° to 45°
Level 4	Slope 30° to 45°



Equipment...

- 3 red flags
- 3 white flags
- 1 number
- Markers for the obstacle route

Features...

- Regular ground
- Slope: 30° to 45°
- Length: 5m to 6 m for each slope
- Front width: 2m to 4 m

Objectives...

The horse and rider must show correct balance while keeping to the initially chosen gait.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance between the slopes
- Horse moving straight
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of the horse or rider 0 points overall
- Foot outside the obstacle route 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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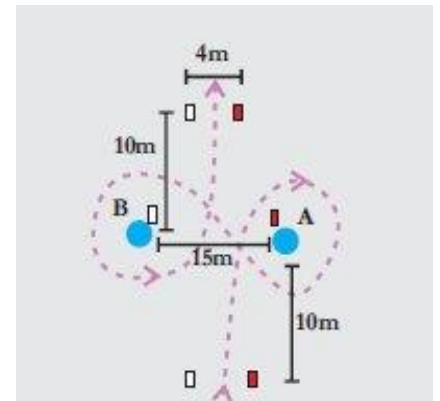
3 – RIDING ONE-HANDED, FIGURE OF EIGHT

Level 1	Gait: Walk, Trot, Canter
Level 2	
Level 3	Gait: Trot, Canter
Level 4	



Equipment...

- 2 red flags and 2 white flags,
- 2 barrels of 1m height minimum
- 1 number
- Letters A and B
- 2 flags, 1 red and 1 white



Features...

- Two barrels spaced 15m apart
- An entrance gate at 10m from the line of the barrels
- An exit gate 4m wide at 10m from the line of the barrels
- A line extending out from each gate flag to ensure that the ridden circle does not go beyond the line of the gate

Effectiveness faults...

- Touching a barrel
- Break in forward motion, change of gait
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Objectives...

The rider negotiates the barrels in order A to B holding the reins in one hand and without touching the barrels as shown in the diagram. The barrels are ridden in the order specified by the course builder.

Choice of gaits...

- Walk (only for Level 1 and Level 2)
- Trot
- Canter.

Level 3 and Level 4 can't choose "Walk".

Where there is a change of gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties

- | | |
|---|------------------|
| • Brutality | -5 points |
| • Dangerous riding | -5 points |
| • Change of hand or touching reins with free hand | 0 points overall |
| • Fall of horse or rider | 0 points overall |
| • Knocking down one or more barrels | 0 points overall |

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)

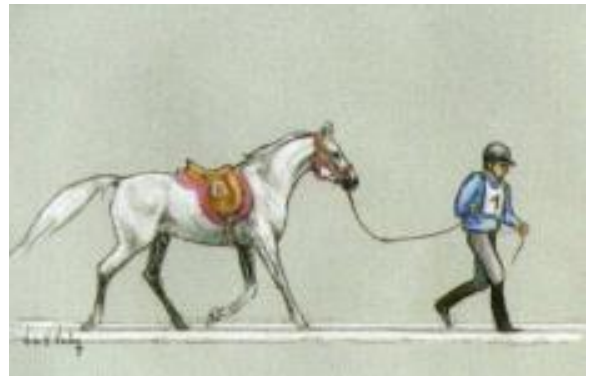


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4 – IN-HAND CORRIDOR

Level 1	Width: 0.7m
Level 2	Width: 0.6m
Level 3	Width: 0.5m
Level 4	Width: 0.5m



Equipment...

- 2 red flags
- 2 white flags
- 1 number
- 4 bars of 4m
- 1 sign "In-hand"

Features...

- The corridor is marked with bars placed and fixed on the ground
- Length: 8m
- Width: 0.5m to 0.7m

Objectives...

The horse and rider must move through the corridor without touching the bars while keeping to the initially chosen gait.

Effectiveness faults...

- The horse or rider touching the bars
- Break in forward motion, change of gait
- Running out, Circling, Refusal including stepping back
- Rectified error of course

Choice of gait...

- Walk
- Trot

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of the horse or rider 0 points overall
- Foot outside the bars 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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5 – RIDDEN CORRIDOR

Level 1	Width: 0.7m	Gait: Walk, Trot, Canter
Level 2	Width: 0.6m	
Level 3	Width: 0.5m	Gait: Trot, Canter
Level 4	Width: 0.5m	



Equipment...

- 2 red flags
- 2 white flags
- 1 number
- 4 bars of 4m

Features...

- The corridor is marked with bars placed and fixed on the ground
- Length: 8m
- Width: 0.5m to 0.7m

Objectives...

Ride through the corridor without touching the bars while keeping to the initially chosen gait.

Effectiveness faults...

- Touching the bars
- Break in forward motion, change of gait
- Running out, Circling
- Refusal including stepping back
- Rectified error of course

Choice of gait...

- Walk (only Level 1 and Level 2)
- Trot
- Canter

Level 3 and Level 4 can't choose "Walk".

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties

- | | |
|--------------------------|------------------|
| • Brutality | -5 points |
| • Dangerous riding | -5 points |
| • Fall of horse or rider | 0 points overall |
| • Foot outside the bars | 0 points overall |

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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6 – IN-HAND DROP

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 1.1m



Equipment...

- 1 red flag
- 1 white flag
- 1 number
- 1 sign "In-hand"

Features...

- The obstacle must have a distinct drop down
- Firm ground with safe take-off and landing
- Height 0.6m to 1.1m
- Front width: 2m to 3m
- A route for the rider may be provided as appropriate. This must not be taken by the horse.

Objectives...

Demonstrate the correct approach of the rider and the willingness of the horse.
Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out, Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of horse or rider 0 points overall

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PTV DATA SHEETS

7 – RIDDEN DROP

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 1.1m



Equipment...

- 1 red flag
- 1 white flag
- 1 number

Features...

- The obstacle must have a distinct drop down
- Firm ground with safe take-off and landing
- Height 0.6m to 1.1m
- Front 2m to 3m

Objectives...

To be ridden to show the correct approach of the rider and the willingness of the horse. Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall

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8 – IN-HAND STEP-UP

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 0.9m



Equipment...

- 1 red flag
- 1 white flag
- 1 number
- 1 sign "In-hand"

Features...

- The obstacle must have a distinct edge
- Firm ground with safe take-off and landing
- Height 0.6m to 0.9m
- Front width: 2m to 3m
- A route for the rider may be provided as appropriate. This must not be taken by the horse.

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.
Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of horse or rider 0 points overall

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9 – RIDDEN STEP-UP

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 1.1m



Equipment...

- 1 red flag
- 1 white flag
- 1 number

Features...

- The obstacle must have a distinct edge
- Firm ground with safe take-off and landing
- Height 0.6m to 1.1m
- Front width: 2m to 3m

Objectives...

To be ridden to show a good approach of the rider and the willingness of the horse. Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall

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10 – DIP

Level 1	Slope 20°
Level 2	Slope 20° to 30°
Level 3	Slope 30° to 40°
Level 4	Slope 30° to 40°,



Equipment...

- 3 red flags
- 3 white flags
- 1 number
- Markers for the obstacle route

Features...

- Level ground
- Slope: 20° to 40°
- Length: 5m to 6m for each slope
- Front width: 2m to 4 m

Objectives...

The horse and rider must show correct balance while keeping to the initially chosen gait.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance between the slopes
- Horse moving straight
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of the horse or rider 0 points overall
- Foot outside the obstacle route 0 points overall

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11 – IN-HAND STAIRCASE DOWN

Level 1	Not Allowed
Level 2	Allowed
Level 3	Allowed
Level 4	Allowed



Equipment...

- 2 red flags, 2 white flags
- 1 number
- 1 Sign "In-hand"
- Marking for the obstacle route

Features...

- Natural or man-made staircase
- Length: 5m to 10m according to degree of slope
- Front width: 1m to 1.5m
- Steps: depth of around 0.4m, height 0.2m to 0.3m

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.
Obstacle must be negotiated in walk.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein, the horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of horse or rider 0 points overall
- Foot outside obstacle route 0 points overall

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PTV DATA SHEETS

12 – RIDDEN STAIRCASE DOWN



Level 1	Not Allowed
Level 2	Allowed
Level 3	Allowed
Level 4	Allowed

Equipment...

- 2 red flags,
- 2 white flags
- 1 number
- Marking for the obstacle route

Features...

- Natural or man-made staircase
- Length: 5 to 10 metres according to degree of slope
- Front width: minimum 1m
- Steps: depth of around 0.4m, height 0.2m to 0.3m

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.
Obstacle must be negotiated in walk.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall
- Foot outside obstacle route 0 points overall

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PTV DATA SHEETS

13 – IN-HAND STAIRCASE UP

Level 1	Not Allowed
Level 2	Allowed
Level 3	Allowed
Level 4	Allowed



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 Sign "In-hand"
- Marking for the obstacle route

Features...

- Natural or man-made staircase
- Length: 5 to 10 m according to degree of slope
- Front width: minimum 1m
- Steps: depth of around 0.4m, height 0.2m to 0.3m

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.
Obstacle must be negotiated in walk.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of horse or rider 0 points overall
- Foot outside obstacle route 0 points overall

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PTV DATA SHEETS

14 – RIDDEN STAIRCASE UP

Level 1	Not Allowed
Level 2	Allowed
Level 3	Allowed
Level 4	Allowed



Equipment...

- 2 red flags
- 2 white flags
- 1 number
- Marking for the obstacle route

Features...

- Natural or man-made staircase
- Length: 5 to 10 m according to degree of slope
- Front width: minimum 1m
- Steps: depth of around 0.4 m, height 0.2m to 0.3 metres

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.
Obstacle must be negotiated in walk.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall
- Foot outside obstacle route 0 points overall

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PTV DATA SHEETS

15 – IN-HAND DITCH

Level 1	Not Allowed
Level 2	Width: 0.8m
Level 3	Width: 0.9m
Level 4	Width: 1.1m



Equipment...

- 2 red flags
- 2 white flags
- 1 number
- 1 sign "In-hand"

Features...

- Firm ground with safe take-off and landing
- Width across: 0.8m to 1.1m
- Front width: 3m to 4m

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse. Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of horse or rider 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



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PTV DATA SHEETS

16– RIDDEN DITCH

Level 1	Width: 0.6m
Level 2	Width: 0.9m
Level 3	Width: 1.3m
Level 4	Width: 1.5m



Equipment...

- 2 red flags
- 2 white flags
- 1 number

Features...

- Natural or man-made, this may be possible to cross without jumping. It can be with or without water.
- Firm Ground with safe take off and landing
- The difficulty of the ditch will depend on its profile, to be defined by the course builder.
- Width across: 0.6m to 1.5m
- Depth: 0.5m to 1m
- Front width: 3m to 4m

Objectives...

To be ridden to highlight the willingness of the horse as well as the correct approach of the rider allowing control whether jumping or not. Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall

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PTV DATA SHEETS

17- WATER CROSSING

Level 1	Entry and exit on a slope
Level 2	Entry on a slope, exit can vary
Level 3	Entry and exit can vary
Level 4	Entry and exit can vary



Equipment...

- 2 red flags
- 2 white flags
- 1 number
- Marking equipment for obstacle route

Features...

- As far as possible, the water must not have distinct edges.
- Firm ground
- Length: minimum 4 m
- Depth: 0.5m to 1.0m approximately
- Width: 3m to 5m

Objectives...

Showing a good approach of the rider and willingness of the horse
Obstacle must be negotiated in walk.

Effectiveness faults...

- Break in forward motion, change of gait.
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall
- Foot outside 0 points overall

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PTV DATA SHEETS

18–HEDGE

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 1.1m



Equipment...

- 1 red flag
- 1 white flag
- 1 number

Features...

- Natural or man-made.
- A fixed bar at the height of 0.6m is placed in front of the hedge and against it
- Firm ground with safe take-off and landing
- Height: 0.6m to 1.1m. The height is given for the compact part of the obstacle
- Thickness: 0.5m
- Front width: 3m to 4m

Objectives...

To be ridden to highlight the willingness of the horse as well as the correct approach of the rider allowing control of the horse.
Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion and impulsion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall

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PTV DATA SHEETS

19–IMMOBILITY



Level 1	The same for all levels
Level 2	The same for all levels
Level 3	The same for all levels
Level 4	The same for all levels

Equipment...

Two concentric circles with the inner circle 4m in diameter and the outer circle 8m in diameter.

- 1 red flag and 1 white flag on a single stick
- 1 number, stopwatch
- Marking equipment: sand, paint etc.
- Rope etc. to provide ringed off area, if required, to prevent horse escaping

Features...

- The rider can enter the obstacle either mounted or in-hand.
- If in-hand the stirrups must be secure and not flapping.
- The first timer starts when either horse or rider enters the inner circle.
- The rider has 10 seconds to position the horse and come out of the inner circle.
- When the rider leaves the inner circle and enters the neutral non-timed zone, any action of the rider is considered a fault.
- When the rider is outside the outer circle, the second timer starts and the rider must remain immobile.
- The timer stops when the rider acts or when the horse leaves the inner circle.
- The horse may move within the inner circle.
- The reins must be left free on the neck and the lead rope secured.
- Use of the voice is authorised.

Objectives...

Demonstrate the obedience and calmness of the horse.

Effectiveness...

- The horse must remain in the inner circle for 10 seconds.
- The rider is awarded 1 point per second during which the horse remains in the inner circle.

Rider Actions...

- 1 action -3 points
- 2 actions -6 points
- 3 actions -10 points

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of horse or ride 0 points overall

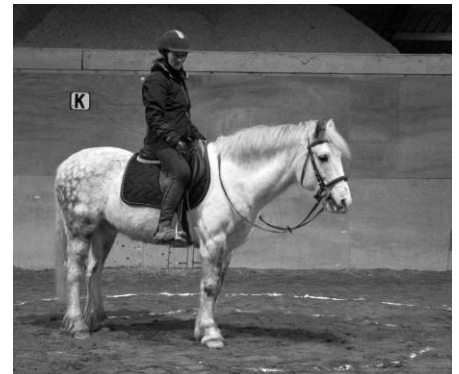


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PTV DATA SHEETS

20 – MOUNTED IMMOBILITY (STEADY IN THE SADDLE)

Level 1	The same for all levels
Level 2	The same for all levels
Level 3	The same for all levels
Level 4	The same for all levels



Equipment...

- 1 circle 2.5 m in diameter marked on the ground.
- 1 red flag and 1 white flag on a single stick, or
- 1 red flag and 1 white flag, which define the entry, are positioned diametrically opposite each other on the perimeter of the circle.
- 1 number
- Stopwatch(es), marking equipment: plaster, sand, or other.

Features...

- The horse must stay in the 2.5 m circle.
- The rider enters the circle mounted.
- The rider has 10 seconds to position the horse in the circle and release the reins after the first hoof crosses the line of the circle.
- A rider positioning the horse in the circle cannot be given penalties for circling
- The lead rope must be secured.
- The horse may move within the circle.
- The timer starts when the rider releases the reins loosely on the horse's neck with no rein contact on the mouth. the rider must clearly remove their hands from the reins.
- The timer stops when the rider takes up the reins, when the horse's hoof goes outside the circle or when the reins touch the ground.
- Use of the voice is authorised.

Objectives...

Demonstrate the obedience and calmness of the horse.

The rider receives 1 point per second whilst the horse is inside the circle.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Fall of horse or rider 0 points
- Reins not released within 10 seconds when positioning the horse -10 points



TREC Ireland

PTV DATA SHEETS

21 – IN-HAND S-BEND TEST

Level 1	Width 0.9m, Poles raised
Level 2	Width 0.9m, Poles raised
Level 3	Width 0.9m, Poles raised
Level 4	Width 0.9m, Poles raised



Equipment...

- 2 poles 4m long, 2 poles 2.2m long, 2 poles 1.8m long, and their holders
- Height of poles: maximum 0.40m
- 2 red flags, 2 white flags
- 1 number
- 1 sign "In-hand"

Features...

- Manoeuvring around an S-shaped corridor made raised poles
- Width: 0.9m
- Length: 4m

Objectives...

Demonstrate the correct approach and aids of the rider and the forwardness of the horse.
Obstacle must be negotiated in walk.

Effectiveness faults...

- Knocking off poles
- Break in forward motion, change of gait
- Refusal including stepping back
- Running out, circling
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of horse or rider 0 points overall
- Foot outside the obstacle route 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



TREC Ireland

PTV DATA SHEETS

22 – RIDDEN S-BEND TEST

Level 1	Width 0.9m, Poles raised
Level 2	Width 0.9m Poles raised
Level 3	Width 0.9m, Poles raised
Level 4	Width 0.9m, Poles raised



Equipment...

- 2 poles 4m long, 2 poles 2.2m long, 2 poles 1.8m to 2m long and their holders
- Height of poles: maximum 0.40m
- 2 red flags, 2 white flags
- 1 number

Features...

- Manoeuvring around an S-shaped corridor made with raised poles
- Width: 0.9m
- Length: 4m

Objectives...

Demonstrate the correct approach and aids of the rider and the forwardness of the horse.
Obstacle must be negotiated in walk.

Effectiveness faults...

- Knocking off poles
- Break in forward motion, change of gait
- Refusal including stepping back
- Running out
- Circling
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall
- Foot outside the obstacle route 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



TREC Ireland

PTV DATA SHEETS

23–MOUNTING



Level 1	25 seconds to mount, rider may step out of the circle
Level 2	20 seconds to mount, rider cannot step out of the circle
Level 3	15 seconds to mount, rider cannot step out of the circle
Level 4	15 seconds to mount, rider cannot step out of the circle

Equipment...

- 1 circle 2.5 metres in diameter marked on the ground
- 1 red flag and one white flag on a single stick, or
- 1 red flag and 1 white flag, which define the entry, are positioned diametrically opposite on the perimeter of the circle.
- marking equipment: plaster, sand, or other.

Features...

The horse will be mounted on level ground in a circle of 2.5m diameter. The rider can enter the circle mounted or in-hand. If entering mounted both feet of the rider must touch the ground when dismounting. The rider may vault on the horse. Mounting can be from the near or off side as decided by the course designer. The timer starts when the horse or rider enters the circle. The rider then has 15 to 25 seconds to mount and mounting is considered to be complete when both feet are in the stirrups. The horse may shift its weight but should not move any of its feet from the moment the rider addresses it for mounting. If entering the circle in-hand the stirrups must be secured (run up or crossed over the saddle). The use of a mounting block is permitted, but the rider must lead the horse into the circle.

Objectives...

Demonstrate the obedience and calmness of the horse and the precision of the rider.

Effectiveness faults...

- Horse moving a foot. (each movement equals 1 fault)
- Exceeding time allowed (each second over time equals 1 penalty point)
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Lightness, balance and accuracy of rider

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Twisted stirrup, flapping stirrup(s) -1 point
- Reins not over the head of the horse -1 point
- Each second over time allowed -1 point
- Fall of horse or rider 0 points overall
- Foot outside the circle 0 points overall



TREC Ireland

PTV DATA SHEETS

24 – PATH CROSSING

Level 1	Not Allowed
Level 2	2 strides, obstacle 1, 0.6m, obstacle 2, 0.8m
Level 3	1 or 2 strides, obstacle 1, 0.7m, obstacle 2, 0.9m
Level 4	1 or 2 strides, obstacle 1, 0.9m, obstacle 2, 1.1m



Equipment...

- 2 red flags
- 2 white flags
- 1 number
- 2 letters: A and B

Features...

- A combination of two obstacles to be jumped
- Firm ground with safe take-off and landing
- Height: 0.6m to 1.1m
- Distance between elements as per attached table
- Front width: 3m

Objectives...

To be ridden to highlight the willingness of the horse as well as the correct approach of the rider allowing control of the horse.

Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion and impulsion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse not moving sideways
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Fall of horse or rider 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



TREC Ireland

PTV DATA SHEETS

24 – PATH CROSSING

*Distances separating the different elements are:

TYPE OF PATH CROSSING	ONE STRIDE	TWO STRIDES
Vertical (*) - Vertical (*)	7.30 m	10.50 m
Vertical (*) – Step-up	7 m	10 m
Vertical (*) – Step-down	6 m	9.50 m
Step-up - Vertical (*)	5.40 m	9.50 m
Step-down - Vertical (*)	7 m	10 m
Vertical (*) - Ditch	6.50 m	9.50 m
Ditch - Vertical (*)	6.50 m	9.50 m
Step-up – Step-down	5.40 m	7.50 m
Step-down - Step-Down	6 m	9.50 m
Ditch - Ditch	Cannot exist	Cannot exist

(*) : Considered as a vertical: tree trunk, hedge.



TREC Ireland

PTV DATA SHEETS

25 – IN-HAND FOOTBRIDGE

Level 1	The same for all levels
Level 2	The same for all levels
Level 3	The same for all levels
Level 4	The same for all levels



Equipment...

- 2 red flags
- 2 white flags
- 1 sign "In-hand"
- 1 number

Features...

- Footbridge with one or two handrails
- Width: around 1m
- Length: around 5 metres
- Height above the ground: 0.5m to 1.2m

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.
Obstacle must be negotiated at walk.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- | | |
|---|------------------|
| • Brutality | - 5 points |
| • Dangerous method | -5 points |
| • Flapping stirrup(s), reins not over the head of the horse | -1 points |
| • Fall of horse or rider | 0 points overall |
| • Foot outside the obstacle route | 0 points overall |

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



TREC Ireland

PTV DATA SHEETS

26 – RIDDEN FOOTBRIDGE

Level 1	The same for all levels
Level 2	The same for all levels
Level 3	The same for all levels
Level 4	The same for all levels



Equipment...

- 2 red flags
- 2 white flags
- 1 number

Features...

- Footbridge with one or two handrails
- Can be on the ground, across a stream or between two banks, etc
- Width: around 1m
- Length: around 5m
- Height above the ground: 0.5m to 1.2m

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.
Obstacle must be negotiated at walk.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall
- Foot outside the obstacle 0 points overall

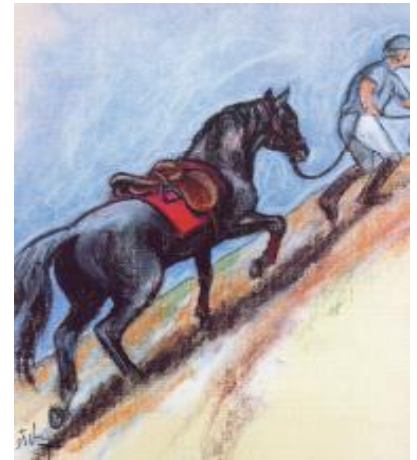
Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



TREC Ireland

PTV DATA SHEETS

27 – LEADING UP AN INCLINE



Level 1	Slope 20°
Level 2	Slope 30°
Level 3	Slope 30° to 45°
Level 4	Slope 30° to 45°

Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 Sign "In-hand"
- Marking for the obstacle route

Features...

- The ground should enable the horse be led safely and regularly up the incline
- Length: minimum 10m
- Front width: 2m to 4m
- Slope: 20° to 45°

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of horse or rider 0 points overall
- Foot outside obstacle route 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



TREC Ireland

PTV DATA SHEETS

28 – RIDING UP AN INCLINE

Level 1	Slope 20°
Level 2	Slope 30°
Level 3	Slope 30° to 45°
Level 4	Slope 30° to 45°



Equipment...

- 2 red flags, 2 white flags, 1 number
- Marking for the obstacle route

Features...

- Level ground without any steps
- Length: minimum 10m
- Front width: 2m to 4m
- Slope: 20° to 45°

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall
- Foot outside obstacle route 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



TREC Ireland

PTV DATA SHEETS

29 – LEADING DOWN AN INCLINE

Level 1	Slope 20°
Level 2	Slope 30°
Level 3	Slope 30° to 45°
Level 4	Slope 30° to 45°



Equipment...

- 2 red flags, 2 white flags, 1 number
- 1 Sign "In-hand"
- Marking for the obstacle route

Features...

- Level ground without any steps
- Length: minimum 10m
- Front width: 2m to 4m
- Slope: 20° to 45°

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of rider or horse 0 points overall
- Foot outside obstacle route 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)

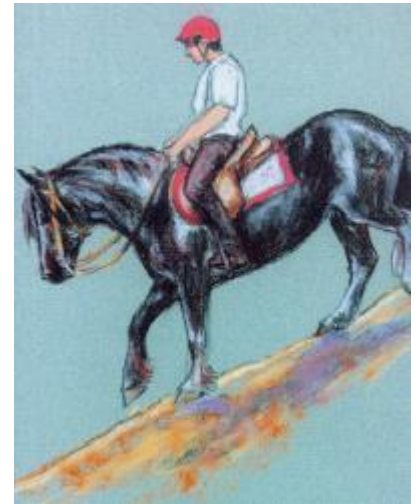


TREC Ireland

PTV DATA SHEETS

30 – RIDING DOWN AN INCLINE

Level 1	Slope 20°
Level 2	Slope 30°
Level 3	Slope 30° to 45°
Level 4	Slope 30° to 45°



Equipment...

- 2 red flags, 2 white flags, 1 number
- Marking for the obstacle route

Features...

- Level ground without any steps
- Length :minimum 10m
- Front width: 2m to 4m
- Slope: 20° to 45°

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.

Effectiveness faults...

- Break in forward motion, change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall
- Foot outside obstacle route 0 points overall



TREC Ireland

PTV DATA SHEETS

31 - GATE

Level 1	Same for all levels
Level 2	Same for all levels
Level 3	Same for all levels
Level 4	Same for all levels



Equipment...

- 1 red flag
- 1 white flag
- 1 number
- 1 gate in metal tube, or wood, etc.

No part of the gate should stick out from the frame. The gate must swing freely in both directions.

Features...

The rider must open and close the gate while remaining on horseback. The rider must not let go of the gate, however changing hands without releasing the gate is allowed.

- Height: around 1.2 m
- Width: around 2 m

Objectives...

Demonstrate the correct approach of the rider and willingness and correct movement of the horse.

Effectiveness faults...

- Letting go of the gate
- Refusal including stepping back before the obstacle
- Running out
- Circling
- Rectified error of course

Style evaluation...

- Horse does not touch the gate
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



TREC Ireland

PTV DATA SHEETS

32 – RIDDEN REIN BACK

Level 1	Length 2m, Width 1m
Level 2	Length 3m, Width 1m
Level 3	Length 4m, Width 0.8m
Level 4	Length 4m, Width 0.8m



Equipment...

- 2 red flags, 2 white flags
- Material for marking the rein back zone
- 1 number
- 4 poles 4m long, fixed to the ground

Features...

- Reining back for 2m to 4m in a corridor made of bars fixed to the ground.
- Level ground
- Length of corridor: 8m
- Width: 0.8m to 1.0m

Objectives...

Rider must show the obedience of the horse at reining back and the appropriateness of the actions of the rider. Judging will commence when the horse's front feet are over the front line and finish when both horse's front feet are behind the finish line. Touching the bars before and after the reining back zone is not counted (unless a foot is in the zone). Only the rein back is evaluated. The horse can enter and leave the obstacle in any gait. The rider may rein back without stirrups.

Effectiveness faults...

- Touching bars
- Break in horse's motion, change of gait
- Refusal or running out, circling
- Reining back before the obstacle
- Rectified error of course

Style evaluation...

- Regular backward motion, horse and rider maintain balance at all times
- Discreet rider aids, good rider position, over the stirrup and light

Penalties...

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall
- Stepping outside bars 0 points overall



TREC Ireland

PTV DATA SHEETS

33 - SLALOM

Level 1	6 posts 6.0m apart	Gait:
Level 2		Walk, Trot, Canter
Level 3	6 posts 6.0m apart	Gait:
Level 4	6 posts 5.0m apart	Trot, Canter



Equipment...

- 6 posts
- Marking equipment: sand, paint etc.
- 2 red flags
- 2 white flags
- 1 number

Features...

- A slalom course through 6 posts placed into the ground in a straight in a line
- Distance between the posts: 5m to 6m
- Height: around 2m
- Width of route: 4m
- Starting and finishing gate: 4m from start and finish post

Objectives...

Ride through the slalom course without touching the posts while keeping to the initially chosen gait.

Effectiveness faults...

- Touching the posts
- Break in forward motion, change of gait
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Choice of gait...

- Walk (only Level 1 and Level 2)
- Trot
- Canter

Level 3 and Level 4 can't choose "Walk".

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall
- Foot outside the obstacle route 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



TREC Ireland

PTV DATA SHEETS

34 – TREE TRUNK

Level 1	Height: 0.6m
Level 2	Height: 0.8m
Level 3	Height: 0.9m
Level 4	Height: 1.1m



Equipment...

- 1 red flag
- 1 white flag
- 1 number
- 1 tree trunk or a pile of logs without side branches

Features...

- Firm ground with safe take off and landing
- Height: 0.6m to 1.1m
- Diameter: 0,80m to 1m
- Front width: 3m to 4m

Objectives...

To be ridden to highlight the forwardness of the horse, the correct approach and attitude of the rider allowing control of the horse.
Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion and impulsion
- Good rider position, over the stirrups and light
- Horse and rider maintain balance at all times
- Horse moving in a straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Fall of horse or rider 0 points overall

Obstacle illustrations courtesy of Veronique de Saint Vaulry, (www.saintvaulry.com)



TREC Ireland

PTV DATA SHEETS

35 – IN HAND TREE TRUNK

Level 1	Height: 0.3m
Level 2	Height: 0.4m
Level 3	Height: 0.6m
Level 4	Height: 0.6m



Equipment...

- 1 red flag
- 1 white flag
- 1 number
- 1 sign "In-hand"
- 1 trunk or a pile of logs without side branches

Features...

- Firm ground with safe take off and landing
- Height: 0.3m to 0.6m
- Front width: 3m
- A route may be provided for the rider on the side, this must not be taken by the horse

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.
Changes of gait and jumping from a standstill are allowed.

Effectiveness faults...

- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Horse moving in straight line
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of horse or rider 0 points overall



TREC Ireland

PTV DATA SHEETS

36 – HORSE TRAILER

Level 1	Same for all levels
Level 2	Same for all levels
Level 3	Same for all levels
Level 4	Same for all levels



Equipment...

- 1 Horse Trailer with front ramp, connected to vehicle and with central partition removed
- 2 red flags
- 2 white flags
- 1 number

Features...

- Leading the horse in and out of a trailer
- The horse must be loaded from the rear and unloaded at the front

Objectives...

Demonstrate the correct approach of the rider and willingness of the horse.
The obstacle must be negotiated in walk.

Effectiveness faults...

- Break in forward motion including change of gait
- Running out
- Circling
- Refusal including stepping back
- Rectified error of course

Style evaluation...

- Regular forward motion
- Rider leading on a loose rein
- The horse's muzzle not ahead of the rider's shoulder line
- Good position of the rider in relation to the horse
- Horse and rider maintain balance at all times
- Discreet rider aids

Penalties

- Brutality - 5 points
- Dangerous method -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of horse or rider 0 points overall



TREC Ireland

PTV DATA SHEETS

37 – IN-HAND REIN BACK

Level 1	Length 2m, Width 1m
Level 2	Length 2m, Width 1m
Level 3	Length 3m, Width 0.8m
Level 4	Length 3m, Width 0.8m



Equipment...

- 2 red flags, 2 white flags
- Material for marking rein back zone
- 1 number
- 4 poles 4m long, fixed to the ground
- 1 sign "In-hand"

Features...

- Reining back for 2m to 3m in a corridor made of bars fixed onto on the ground.
- Level ground
- Length of corridor: 6 m
- Width: 0.8m to 1.0m

Objectives...

Rider must show the obedience of the horse at reining back and the appropriateness of the actions of the rider. Judging will commence when the horse's front feet are over the front line and finish when both horse's front feet are behind the finish line. Touching the bars before and after the reining back zone is not counted (unless a foot is in the zone). Only the rein back is evaluated.

Effectiveness faults...

- Touching bars
- Break in horse's motion
- Refusal, running out, circling
- Reining back before the obstacle
- Rectified error of course

Style evaluation...

- Regular backward motion
- Discreet rider aids
- Natural aids only allowed

Penalties...

- | | |
|---|------------------|
| • Brutality | -5 points |
| • Dangerous method | -5 points |
| • Flapping stirrup(s), reins not over the head of the horse | -1 points |
| • Fall of horse or rider | 0 points overall |
| • Foot outside bars | 0 points overall |



TREC Ireland

PTV DATA SHEETS

38 – THE SHAMROCK

Level 1	Gait: Walk, Trot, Canter
Level 2	
Level 3	Gait: Trot, Canter
Level 4	

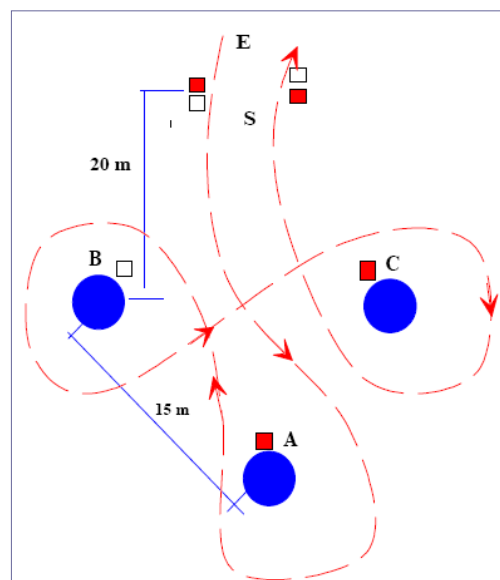


Equipment...

- 2 red flags and 2 white flags, 1 number
- 3 large barrels of 1.3m height minimum
- 3 letters and 3 flags (2 red and 1 white)

Features...

- The shamrock consists of 3 loops around barrels in the order of the letters on the barrels.
- Distance between the barrels: 15m
- Distance from the entrance gate to the line between barrel B and barrel C: 20m.



Effectiveness faults...

- Touching a barrel
- Change of gait including break in forward motion
- Running out, circling
- Refusal including stepping back
- Rectified error of course

Objectives...

The rider negotiates the Barrels in order A to C without touching the barrels as shown in the diagram. The barrels are ridden in the order, A from the left to right, B from the right to left and C from the left to right.

Choice of gaits...

- Walk (only Level 1 and Level 2), Trot or Canter
- Level 3 and Level 4 can't choose "Walk".

Where there is a change of the gait the obstacle is marked at the lowest gait. Resumption of initial gait is not acknowledged.

Penalties

- | | |
|-------------------------------------|------------------|
| • Brutality | -5 points |
| • Dangerous riding | -5 points |
| • Fall of horse or rider | 0 points overall |
| • Knocking down one or more barrels | 0 points overall |



TREC Ireland

PTV DATA SHEETS

39 – IN-HAND GATE

Level 1	The same for all levels
Level 2	The same for all levels
Level 3	The same for all levels
Level 4	The same for all levels



Equipment...

- 1 red flag
- 1 white flag
- 1 number
- 1 sign "In-hand"
- 1 gate in metal tube, or wood, etc.

No part of the gate should stick out from the frame. The gate must swing freely in both directions.

Features...

The rider must open and close the gate. The rider must not let go of the gate, however changing hands without releasing the gate is allowed.

- Height: around 1.2m
- Width: around 2m

Objectives...

Demonstrate the correct approach of the rider and willingness and correct movement of the horse.

Effectiveness faults...

- Letting go of the gate
- Refusal including stepping back before the obstacle
- Running out, circling
- Rectified error of course

Style evaluation...

- Horse does not touch the gate
- Regular forward motion
- Rider leading on a loose rein
- Horse follows the movements and turns with the rider
- The horse's muzzle not ahead of the rider's shoulder line
- Horse and rider maintain balance at all times
- Discreet rider aids

Penalties

- Brutality -5 points
- Dangerous riding -5 points
- Flapping stirrup(s), reins not over the head of the horse -1 point
- Fall of horse or rider 0 points overall