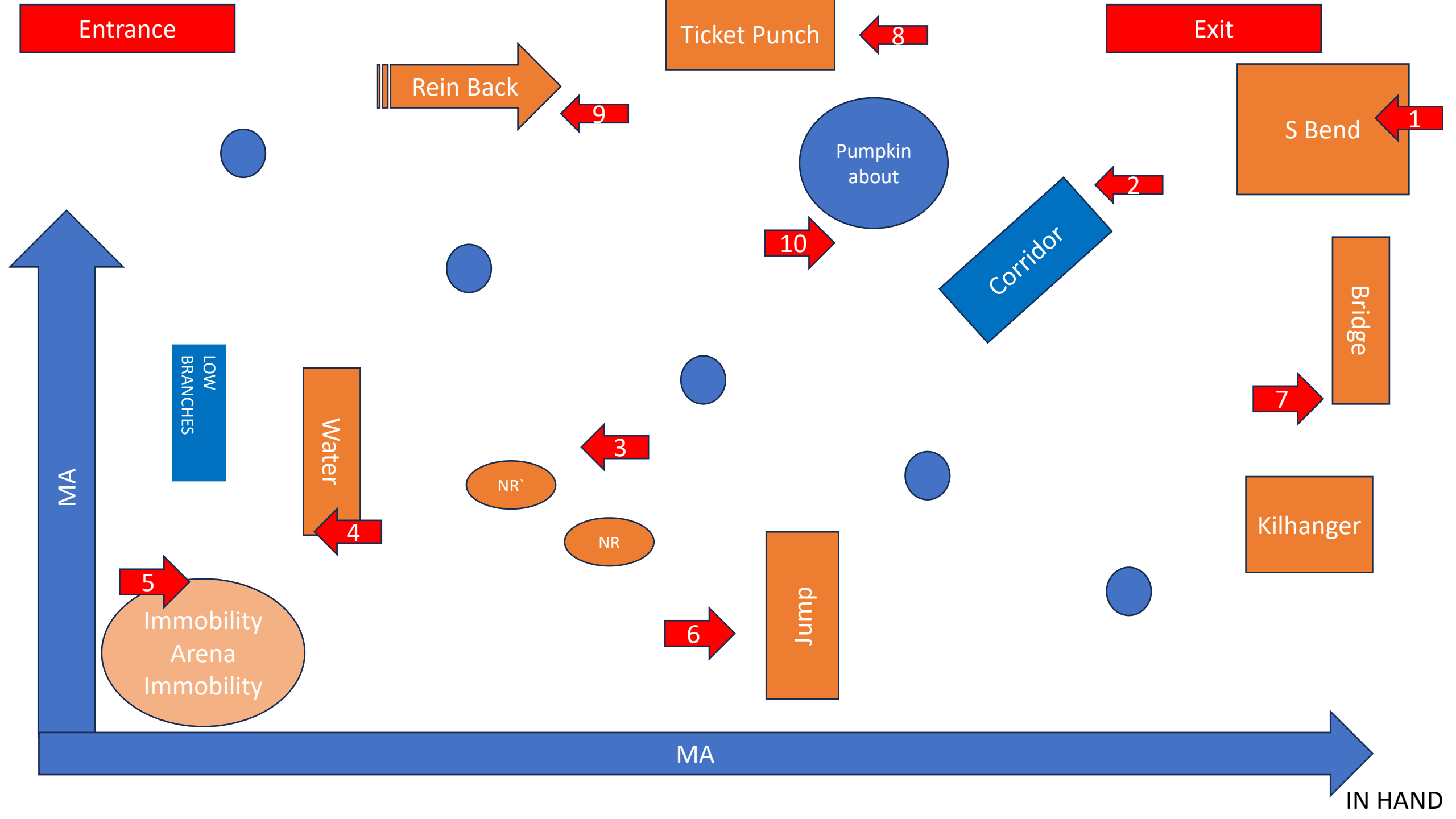


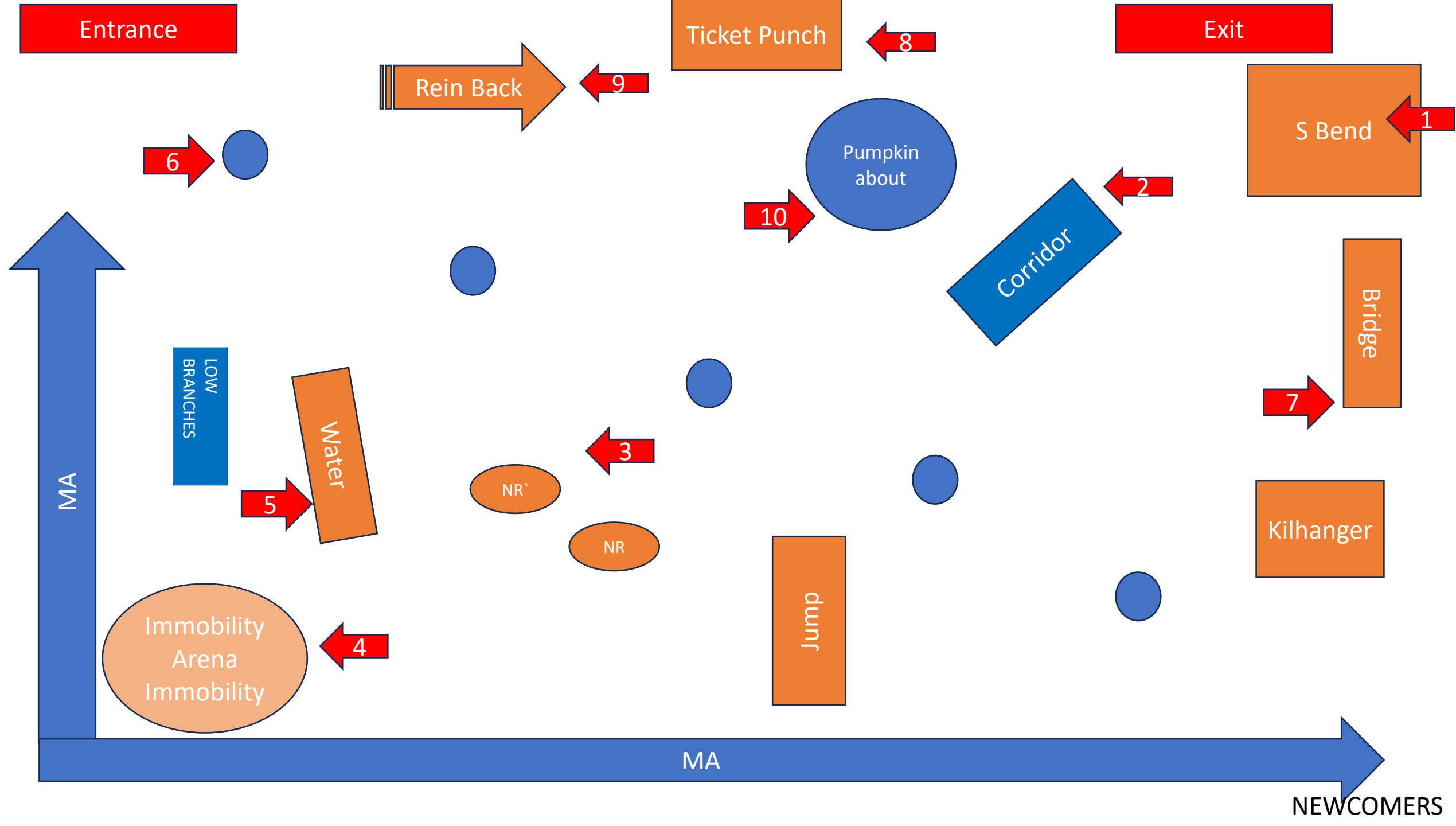
Course Plans

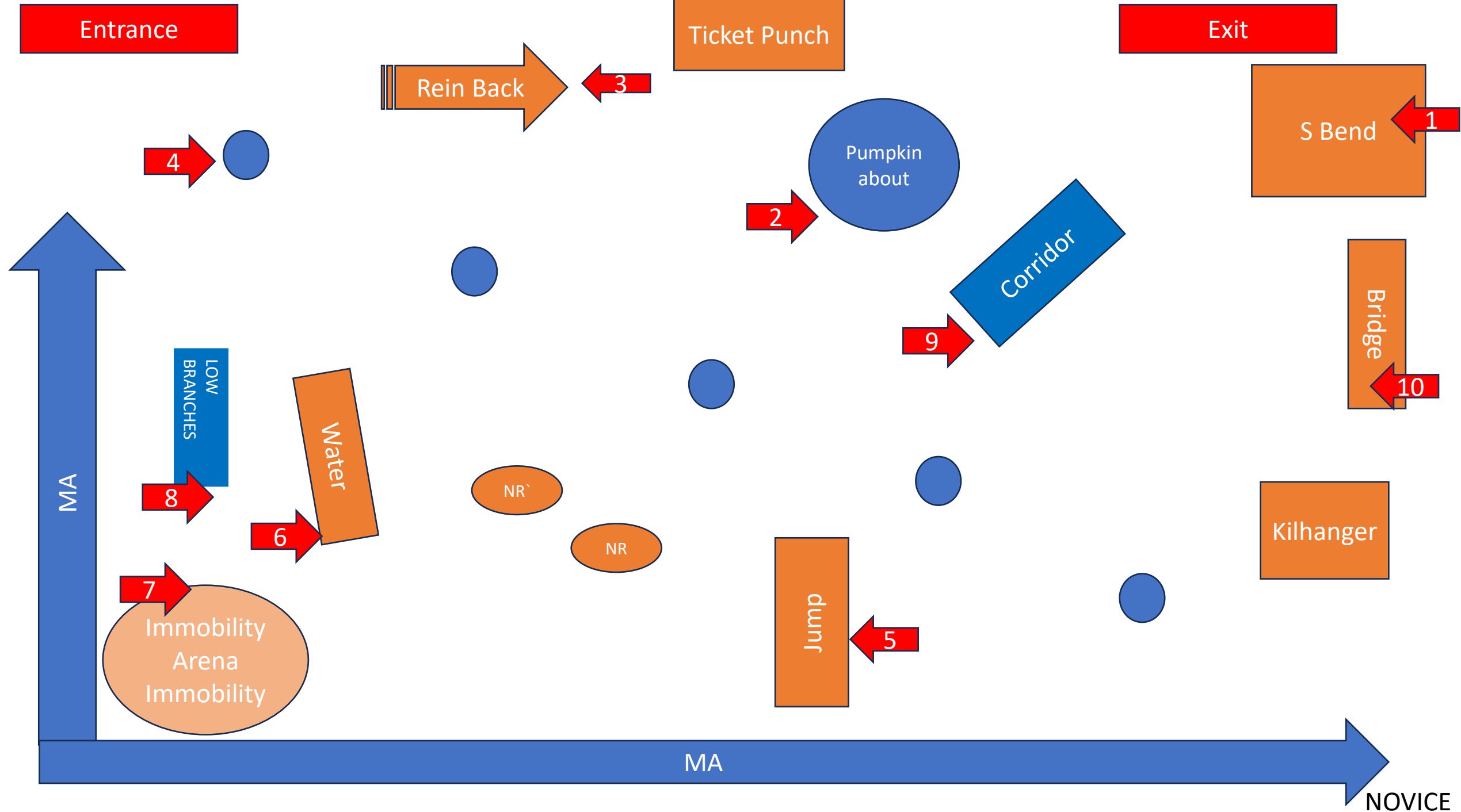
Northhill Equestrian

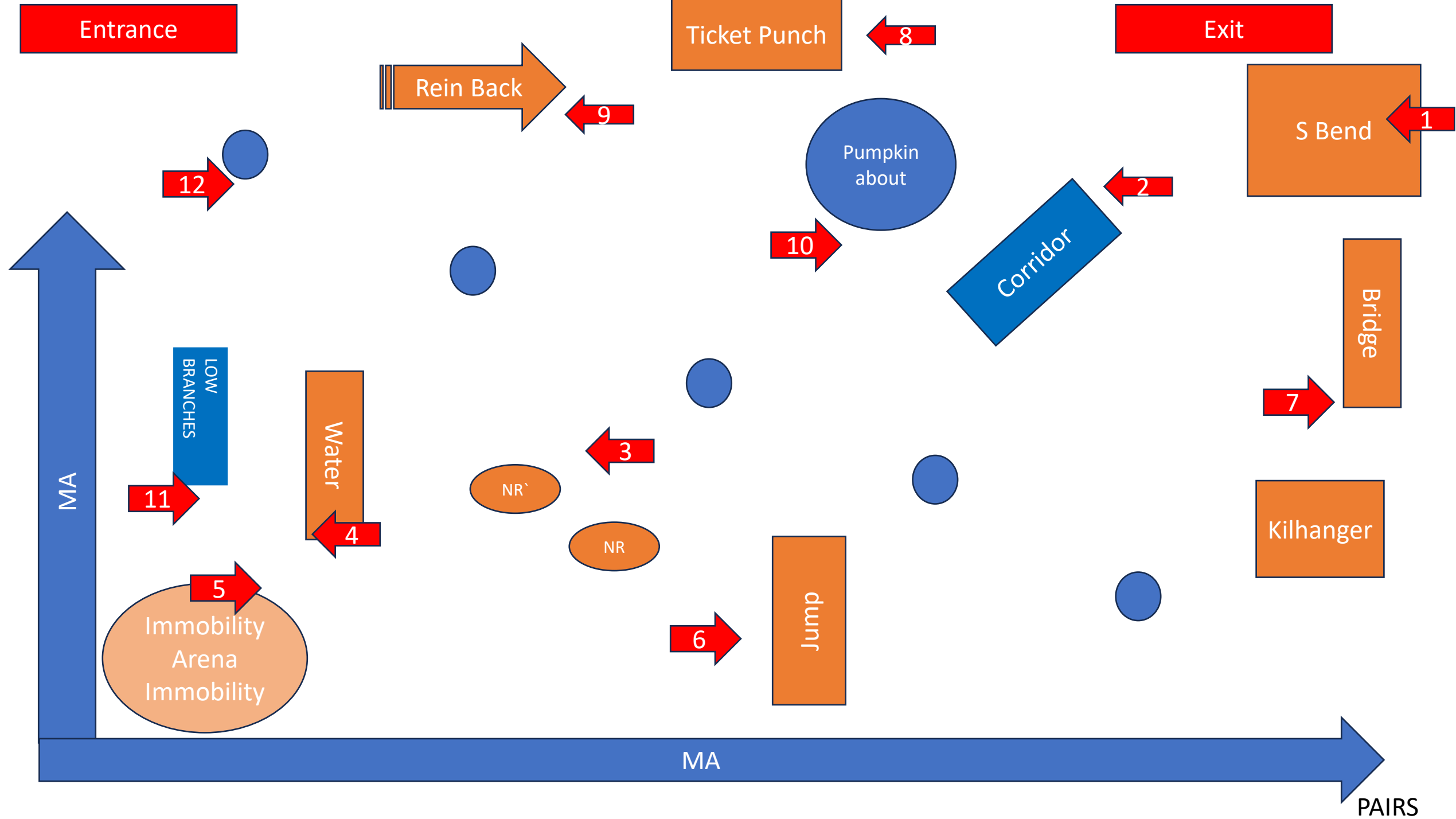
11 October 2026

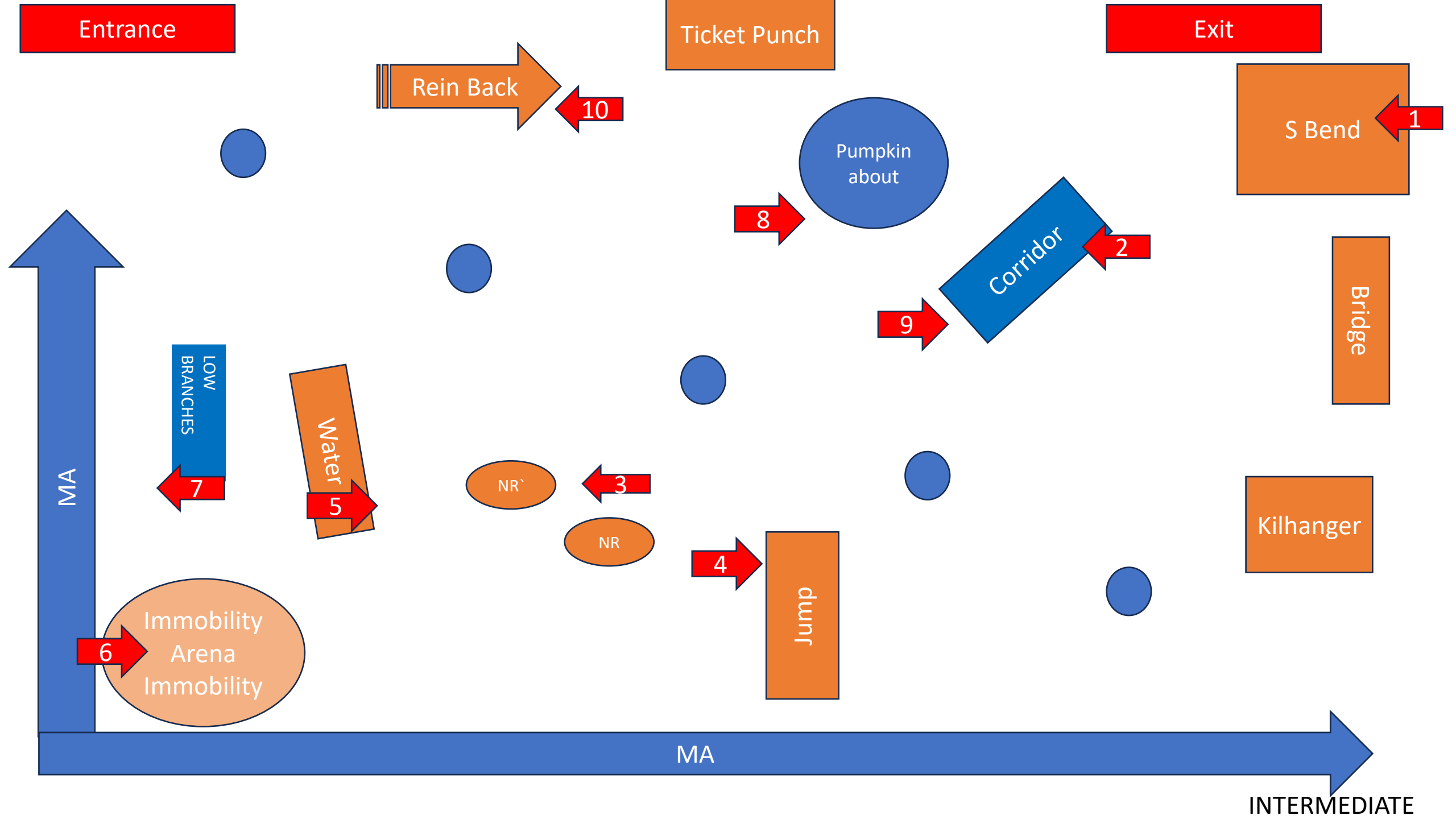
Designed by Karen Barker

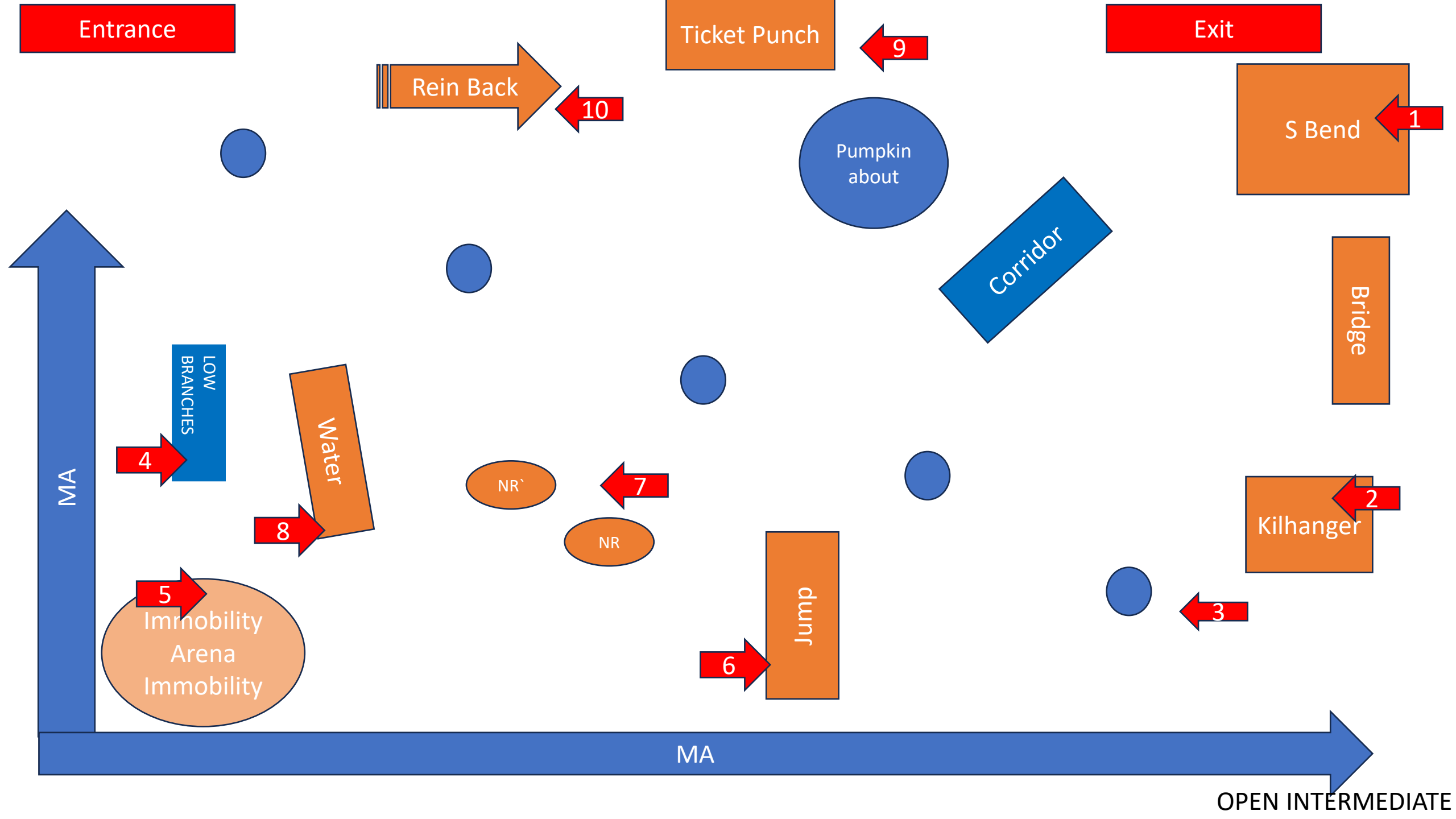


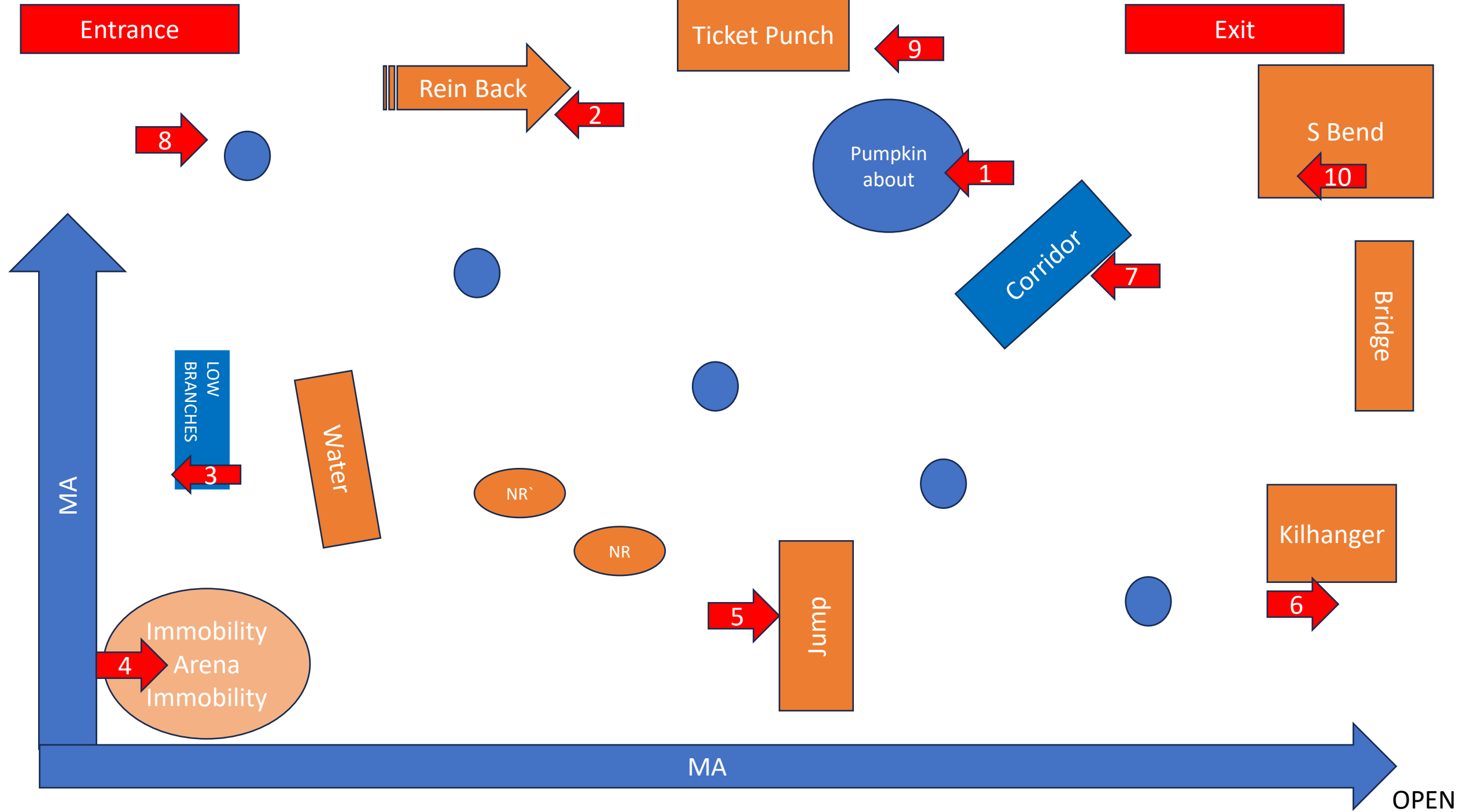












	In Hand Blue Numbers	Newcomers Red Number 5 minutes	Novice Red Numbers 5 minutes	Pairs Blue Numbers	Intermediate Red Numbers 5 minutes	Intermediate Open Red Numbers 4 ½ mins	Open Red Numbers 4 ½ mins
1	S Bend	S Bend	S Bend	S Bend	S Bend	S Bend	Pumpkin about (1 handed)
2	Corridor	Corridor	Pumpkinabout	Corridor	Corridor	Kilnhanger Steps	Rein Back
3	Neck Rein (1 handed)	Neck Rein	Rein Back	Neck Rein	Neck Rein	Bending	Branches
4	Water	Immobility	Bending	Water	Jump	Branches	Immobility
5	Arena Immobility	Water	Jump	Immobility	Water	Immobility	Jump
6	Jump	Bending	Water	Jump	Immobility	Jump	Kilnhanger Steps
7	Bridge	Bridge	Immobility	Bridge	Branches	Neck Rein	Corridor
8	Ticket Punch	Ticket Punch	Branches	Ticket Punch	Pumpkin about	Water	Bending
9	Rein back	Reinback	Corridor	Pumpkin about	Led Corridor	Ticket Punch	Ticket Punch
10	Pumpkinabout	Led Pumpkinabout	Led Bridge	Rein Back	Led Rein Back	Led Rein Back	Led S Bend
11				Branches			
12				Bending			

Please course walk to check the flow it may change from the plans given.
MA can be started in either direction. Pairs 1-6 rider 1, 7-12 rider 2

Kilnhanger Steps (Tree Roots)

Scoring Guidelines: Effectiveness + Style

Level	Suggested Variations
1 & 2	Fan of 4 poles, ground or raised
3 - 4	Fan of up to 6 poles, raised

Equipment

- 2 red flag, 2 white flag, 1 number
- 4 to 6 poles or similar

Features

- Poles or similar, round ground poles, preferably fixed
- If raisers are used, 20cm maximum height of the riser
- Obstacle must be in a fan or arc shape, to suit all size equines
- In fan or arc, suggested distances, top 1.2m mid 80cm to 40 cm as a minimum

Objectives

- Obstacle must be negotiated in trot
- Demonstrate the correct approach of the rider & willingness of the horse

Effectiveness Faults

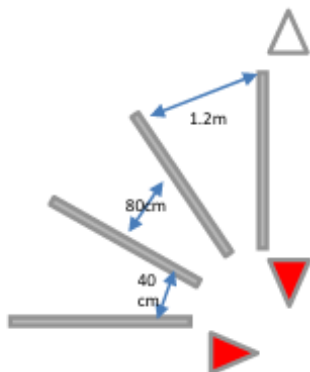
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Change of gait, including break in forward motion
- Dislodging the poles, when raised

Style evaluation

- Touching the poles
- Regular forward motion
- Good rider position
- Horse & rider maintaining balance at all times
- Discreet rider aids

Penalties

- 5 For Dangerous Method
- 5 For Brutality



Arena Immobility – In Hand

Scoring Guidelines: Time Obstacles

Equipment required

- 2 stopwatches
- 2 cones or similar
- 2 Red flags, 2 white flags, 1 number
- Cones or sand to mark 'zone' 1m Diameter

Objectives

- Demonstrate the obedience and calmness of the horse
- When they are asked to stand in one place while the rider moves away.
- Horse to remain still, 10 seconds for maximum score

Procedure

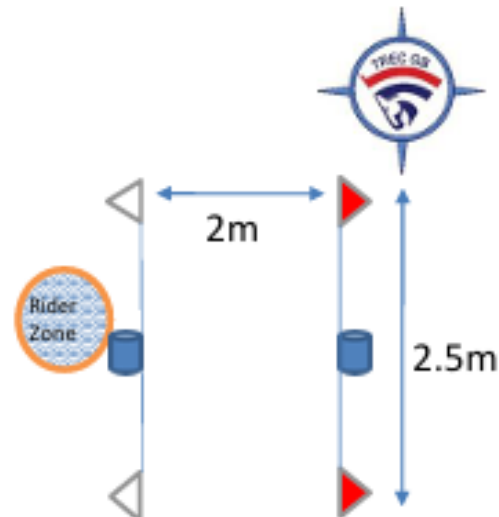
- The rider has 10 seconds to position the horse between the markers/cones and to step into their zone. If they exceed 10 seconds then zero for the obstacle
- The 1st timer starts when either horse or rider enters the obstacle flags
- The 1st timer stops and 2nd timer starts as soon as the rider steps into their zone
- The 2nd timer stops when the rider moves to intervene, steps out of their zone, or when a horse's hoof moves, either forwards, backwards or sideways
- The reins/rope should still be held throughout, though they should be loose without a 'contact'. Points will be deducted if they are considered tight
- Use of the voice is authorised, but no hand signals, or body movements to encourage the horse to remain 'parked'
- When notified the time is up horse and rider can leave the obstacle through the marked exit

Deductions

- -1 for flapping stirrups
- -1 to -3 for tight reins

Penalties

- 5 For Dangerous Method
- 5 For Brutality



Pumpkin-about

This obstacle is judged as the ridden roundabout in addition the rider will collect the mini pumpkin from the barrel ride the obstacle and replace the mini pumpkin on the barrel.

Zero score if the pumpkin is dropped or eaten by the horse!

Newcomers, Novice, Pairs & Intermediate can use 2 hands

Open only use 1 hand

Roundabout Ridden

Scoring guidelines Objectiveness and Gait

L4 Gaited obstacles, if used in Summer competitions must be scored using the L4 only scoring sheets

L1	Both Hands	Gait	
L2 – L4	One Handed	Walk	-2
		Trot	0
		Canter	+3

Equipment

- 4 red flags, 4 white flags, 1 number
- Cone/Barrel
- Markers for corridor

Features

- Inner circle 12m minimum diameter
- Barrel or similar to mark Start & Finish
- A minimum of 4m each side of the barrel will not be judged
- The rider must stop at the barrel when starting/finishing the obstacle as is intended

Objectives

- To show the appropriateness of the rider's aids & obedience of the horse
- Ride and maintain chosen pace around the marked corridor
- The direction of travel will be chosen by the course designer
- Gait must be maintained until rear legs are clear of the finish markers

Objectiveness Faults

- Change of gait, including break in forward motion.
- The whole horse must cross the start and finish lines in their chosen gait
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Knocking over the Barrel, will result in a zero score
- Stepping on outer or inner corridor markers, or outside of either, will result in a zero score
- L2 – L4 Only. If an object is used, but dropped or not placed back on the barrel correctly, will result in a zero score.

Penalties

Excessive use of aids or horse resisting aids -1

Dangerous method zero for the obstacle

Brutality = zero for the obstacle, 2 occurrences on the course will result in elimination, from the class and possibly the whole event

[See main rules for clarification](#)

