



Obstacles Handbook

Requirements, Performance, & Evaluations

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foreword

Obstacles will be added to this list as approved by WHC. Not all variations of approved obstacles will be listed. This is designed to be used as a framework for competitors and organizers. The required maneuvers for each obstacle should be honored with any variation. If the rider chooses to dismount to complete an obstacle, a five (5) point penalty will be taken from the total score.

At all times the core values of promoting a sound working horse should be considered. Reasonable challenges that may be encountered by a working horse are encouraged. But at all times safety of horse and rider must be considered with the understanding that nothing is 100% safe when it involves working a horse.



obstacles

Obstacle	In-Hand	Lead Line	Beginner	Novice	Seasoned	Advanced
Backing an L or Zig Zag	●			●	●	●
Bank	●	●	●	●	●	●
Bridge	●	●	●	●	●	●
Checking Mail	●	●	●	●	●	●
Cowboy Curtain	●	●	●	●	●	●
Crossing Brush	●	●	●	●	●	●
Cup Switch	●	●	●	●	●	●
Double Slalom	●	●	●	●	●	●
Drag Item	● ●			● ●	● ●	● ●
Figure Eight	●	●	●	●	●	●
Flag Carry	● ●	● ●	● ●	● ●	● ●	● ●
Gate	● ●	● ●	● ●	● ●	● ●	● ●
Heads & Tails	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●
Jug	●	●	●	●	●	●
Jump	●	●	●	●	●	●
Knocking Over Objects	● ●	● ●	● ●	● ●	● ●	● ●
Linked Boxes	● ●	● ●	● ●	● ●	● ●	● ●
Mount / Dismount	●	●	●	●	●	●
Move Object	● ●	● ●	● ●	● ●	● ●	● ●
Pen	●	●	●	●	●	●

Obstacle	In-Hand	Lead Line	Beginner	Novice	Seasoned	Advanced
Putting on Slicker	●	●	●	●	●	●
Remove Pole	●	●	●	●	●	●
Replace Pole	●	●	●	●	●	●
Retrieve Ring	● ●	● ●	● ●	● ●	● ●	● ●
Roping a Dummy	● ●	● ●	● ●	● ●	● ●	● ●
Rounding Objects	●			●	●	●
Sidepass	●	●	●	●	●	●
Slalom	●	●	●	●	●	●
Straight Corridor	●	●	●	●	●	●
Three Barrels	●	●	●	●	●	●
Turning In a Box	● ●	● ●	● ●	● ●	● ●	● ●
Varied Terrain	●	●	●	●	●	●
Water	●			●	●	●

● Obedience/Bravery/Immobility

● Bravery/Cadence/Obedience

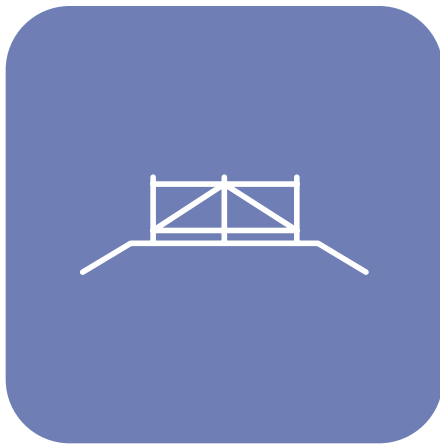
● Geometry/Symmetry/Adjustability

● Lateral Work/Adjustability

● Working Ability/Straightness/Attention/Confidence

● Ability to Work in Tight Areas

obstacle descriptions



bank obstacle

EVALUATION

The Judge will evaluate the quality of the gait, bascule, take-off and landing, balance, straightness, confidence, and rider position.

The horse should not over-jump the obstacle.

REQUIREMENTS

- The obstacle consists of a natural embankment eight (8) inches to twenty-four (24) inches above ground level.
- There may be a series of banks in a row creating a stair step effects.
- Each plateau must be at least three (3) feet and not more than a twenty-four (24) inch incline between levels.
- **Beginner Horsemen:**
not more than eight (8) inches high.
- **Novice Horsemen:**
not more than twelve (12) inches high.
- **Seasoned Horsemen:**
not more than sixteen (16) inches high.
- **Advanced Horsemen:**
not more than twenty-four (24) inches high.

PERFORMANCE

- The rider should approach the jump in the chosen gait.
- The horse should show confidence and no hesitation.
- If in canter takeoff and landing lead will be evaluated in accordance with the course navigation.
- The bank may be an up bank, down bank, or combination.
- When used as a combination it scores as a single obstacle.



backing an 'L' or 'Zig-Zag'

EVALUATION

The Judge will evaluate the horse on the confidence in the corridor, quality of the gait, immobility and squareness of the halt, fluidity of the back, clarity of the diagonal pair in the back and the lifting of the feet in the back.

The rider will be evaluated on quality of execution and use of aids.

Transitions will be evaluated. Bumping parts of the obstacle will lower the score. Knocking over parts of the obstacle will receive a penalty.

Failure to touch the object at the end of the corridor or retrieve the cup will result in a five (5) point penalty. Exiting the destination end of the corridor with all four (4) feet will result in a five (5) point penalty.

REQUIREMENTS

- This obstacle consists of an L-shaped or zig zag corridor made from parallel rails. Ideally the rails will be six to eighteen (6-18) inches off the ground.
- The supports may not be permanently fixed to the ground.
- The rails should be eight to twelve (8-12) feet in length.
- The corridor between the rails should be four to six (4-6) feet in width.
- At the destination end of the corridor there are two (2) options:
 - An object, as described in the straight corridor above, is placed at the destination end of the corridor.
 - » The rider must touch the object with their hand.

- Two upright poles are placed at each end of the corridor.
 - » Both poles at the destination end have cups, small cones or other similar object upside down on the pole.
 - » The rider must take one of the cups, back through the corridor and place it on the pole at the entrance end of the corridor on the same side that it was retrieved from.

PERFORMANCE

- The horse and rider enter the corridor at the chosen gait.
- They must halt at the end of the corridor and touch the object or retrieve a cup.
- The rider then must back down the corridor to the entrance.
- The obstacle is complete when all four feet have exited the entrance.
- If replacing a cup, a second halt should be demonstrated while the rider replaces the cup.
- If the cup is dropped, the rider may dismount and retrieve the cup for a two (2) point penalty.
- The rider must remount with the cup and place the cup on the pole while mounted.
- The rider may choose to have the cup handed back to them by the ground crew for a five (5) point penalty.
- If the pole that the cup is to be placed on is knocked down, the rider may dismount and upright the pole for a two (2) point penalty or have the ground crew upright the pole for a five (5) point penalty.
- The cup must be replaced on the pole while mounted or the rider will receive a five (5) point penalty.
- This obstacle is not used for Beginner Horsemen.
- The Zig Zag may not be used for Novice Horsemen.
- **Seasoned Horsemen:** corridor should be no wider than five (5) feet.
- **Advanced Horsemen:** corridor should be no wider than four (4) feet.
- For all other levels, the corridor should be not be more narrow than five (5) feet.



bridge obstacle

EVALUATION

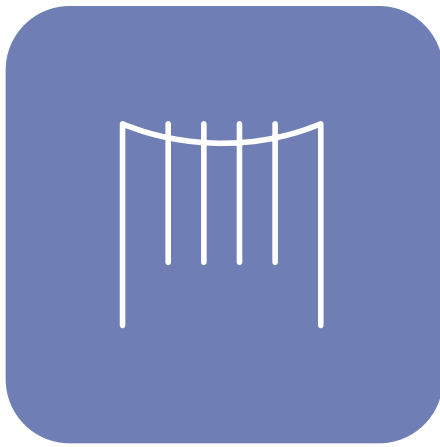
The Judge will evaluate the transition to the walk, the quality and regularity of the walk, the straightness of the horse going over the bridge, and the confidence of the horse and rider while navigating this obstacle. Points will be deducted if a horse shows any awkwardness, hesitation, or irregularity. Stepping off the bridge prematurely will be a course error if not corrected.

REQUIREMENTS

- The bridge should be made of wood or similar construction and be solidly constructed to ensure that it is not a danger for the horse or rider.
- The deck of the bridge must not be slippery.
- Ideally a product such as Granite Grip will be applied to the bridge deck to add traction.
- The bridge may be arched or angled in its rise. Recommended dimensions are minimum width: four (4) feet; minimum length: five (5) feet; minimum height: six (6) inches.
- The bridge may have side railings. If railings are used, safety considerations must include the rails be constructed in a way that they can be quickly and easily removed without the use of tools.
- Side rails be a minimum of three (3) feet high from the deck of the bridge.

PERFORMANCE

- The bridge may be crossed in chosen gait. Safety of the horse and rider must be considered. Judge may require a walk if conditions or construction warrant a lower gait.



cowboy curtain

EVALUATION

The horse and rider will be evaluated on the transition entering and exiting the obstacle.

The confidence of the horse while navigating the curtain will be evaluated. The quality and regularity of the gait is considered in the score.

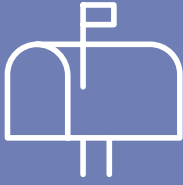
The horse should not show any hesitation or stress.

REQUIREMENTS

- A variety of pool noodles, rubber sheeting, cloth strips, or other similar item may be used.
- The items must be fixed/suspended at the top between posts or in tree branches at least ten (10) feet off the ground.
- The objects should dangle to a length at of around three (3) feet off the ground.
- They must be suspended in a way that they will not become attached to horse, rider, or equipment as the horse passes through.

PERFORMANCE

- The horse and rider must pass completely through the obstacle.
- The horse must advance forward through the obstacle.
- The horse should approach confidently and maintain rhythm through the obstacle.
- The horse should not show fear or hesitation.



checking mail

EVALUATION

The horse and rider will be evaluated on their harmony and confidence.

The precision of the pattern and quality of execution will be taken into consideration.

The correctness of the gait as well as any transition are factored into the score.

The horse must remain immobile while the rider retrieves and replaces the mail.

The straightness of the approach, departure, and placement of the halt will be factored into the score.

REQUIREMENTS

- This obstacle must have a mailbox fixed to a post that is four to five (4-5) feet from the ground.
- There must be a piece of mail in the box.

PERFORMANCE

- The rider should approach the mailbox in the chosen gait.
- The rider should halt with their shoulder even with the mailbox.
- The rider must open the mailbox, remove the mail, show it to the judge, or read the statement on the mail, replace mail and close box.
- The rider should depart in the chosen gait.

- This may be combined with a side pass pole. The mailbox would be at the end of the pole. The rider would be required to side pass to the mailbox and away from the mailbox. The combined elements would be score as a single obstacle.
- This obstacle may be combined with the corridors. The mailbox would be placed at the end of the corridors and scored as a single obstacle.
- If the mail is dropped, the rider may dismount and retrieve mail for a two (2) point penalty.
- The rider must hold mail while remounting, and replace the mail in the box while mounted on the horse.
- The rider may opt to stay on the horse and have a member of the ground crew hand them back the mail for a five (5) point penalty.
- The mail must be in the box when the rider departs the obstacle.
- Failing to open the mailbox and retrieve mail will result in a score no higher than four (4). The rider should still be evaluated on approach, departure and immobility.



crossing brush

EVALUATION

The horse and rider will be evaluated on the transition entering and exiting the obstacle.

The confidence of the horse while navigating the brush will be evaluated.

The quality and regularity of the walk is considered in the score.

The horse should not show any hesitation or stress.

REQUIREMENTS

- A variety of bushes, limbs, or other brush heavy enough, or safely fixed in a way as to not be able to be dragged if touched by horse.
- Brush/Limbs on the ground may not exceed twelve (12) inches in height.
- Corridors of brush should be four to five (4-5) feet wide and six to ten (6-10) feet long.

PERFORMANCE

- This obstacle must be performed in the walk.
- The horse should approach confidently and maintain rhythm through the obstacle.
- The horse should not show fear or hesitation.



flag carry

EVALUATION

The Judge will evaluate the manner in which the horse approaches the obstacle.

The horse should not change rhythm, break gait, lose straightness, or show hesitation.

The Judge will evaluate the rider's handling of the flag, as well as, the horse's confidence and obedience.

REQUIREMENTS

- The obstacle consists of a flag on a pole a minimum of five (5) feet long.
- This obstacle must be used in conjunction with remove pole and replace pole.
- There may be obstacles in between, and they do not have to be in consecutive order.
- The flag must be securely attached to the pole.

PERFORMANCE

- The competitor must carry the flag through a designated pattern or obstacle(s).
- The horse must maintain the gait chosen for completing of the obstacle.
- If this is different than the gait chosen between obstacles, the horse should transition one (1) horse length prior to the obstacle.
- If the flag is dropped, the rider may dismount and retrieve the flag for a two (2) point penalty.
- The rider may choose to have the flag handed back to them by the ground crew for a five (5) point penalty.



cup switch

EVALUATION

The Judge will evaluate the horse's attitude, straightness, immobility, squareness of the halt, and relaxation. The rider will be evaluated on the use of aids, and quality of performance. The transitions to and from halt will be evaluated for balance, suppleness, and accuracy. All transitions should be fluid, uphill, and come from the hind leg.

REQUIREMENTS

- This obstacle consists of two (2) upright poles that are approximately four (4) feet in height.
- The base of the poles is not secured to the ground. The poles are set four (4) feet apart measured inside of pole to inside of pole.
- A cup, small cone, or other similar object is placed upside down on one of the poles.

PERFORMANCE

- The obstacle should be approached in the gait the rider is traveling between obstacles.
- If the rider chooses a lower gait, the transition should happen approximately one (1) horse length prior to entering the obstacle.
- The rider should halt, showing immobility, move the cup from one pole to the other, and immediately exit in the same gait the obstacle was entered in.
- If the cup is dropped, the rider may dismount and retrieve the cup for a two (2) point penalty.
- The rider must remount with the cup and place the cup on the pole while mounted.
- The rider may choose to have the cup handed back to them by the ground crew for a five (5) point penalty.
- If the pole that the cup is to be placed on is knocked down, the rider may dismount and upright the pole for a two (2) point penalty. or have the ground crew upright the pole for a five (5) point penalty.
- The cup must be replaced on the pole while mounted. If the cup is placed on the pole from the ground, this will result in a five (5) point penalty.
- After switching cup, rider should advance forward and leave obstacle in chosen gait.



pen

EVALUATION

The Judge will evaluate the horse's relaxation and confidence, quality of gaits, and the rider's serenity and use of aids in performing the obstacle.

The turn and change of lead are evaluated for placement in relation to the pen, balance, cadence, and correctness of execution over the hind legs.

REQUIREMENTS

- This obstacle consists of a round pen twenty to twenty-five (20-25) feet in diameter.
- The entrance to the pen should be eight to ten (8-10) feet wide.
- In the middle of the pen there is a second pen. This pen should be no more than twelve (12) feet in diameter.
- There must be a corridor between the two pens of at least 5ft and a maximum of 8ft.
- This inner pen will replicate where livestock might be held.
- Animals or statuary may be placed inside the inner pen. If live animals are used, their welfare must be maintained throughout the competition.

PERFORMANCE

- The horse should enter the obstacle at the chosen gait.
- They must pass through the obstacle on both right and left track.
- After exiting the first pass, the horse should demonstrate a turn that places the weight over the hind quarters and reenter the pen the second direction.
- If cantering, it is acceptable to perform a transition to the walk to perform the turn. This will score one half (0.5) coefficient point lower than a horse that performs the turn in canter.
- The rider may choose the initial direction unless the judge has designated the first direction on the course map.
- If cantering, a change of lead will be required.
- In the Agility phase, the Pen is performed in one direction. The rider will choose the direction.



double slalom

EVALUATION

The Judge will evaluate the horse's gait, fluidity, quality of the bends, quality of the changes, and calmness. The Judge should consider correctness, balance, and attitude during the change of lead and/or changes of bend. Late or delayed lead changes and/or changes of bend will result in a lower score. Failure to perform lead changes and/or changes of bend will result in lower score and one (1) point penalty per occurrence. The shape, symmetry, precision of the bending line, and the horse's response to the rider's aids will be considered. A penalty will be given for knocking down any of the poles. Simple changes through the walk will receive one (1) bonus point for each correct change. Correctly executed flying changes will result in a two (2) point bonus per occurrence.

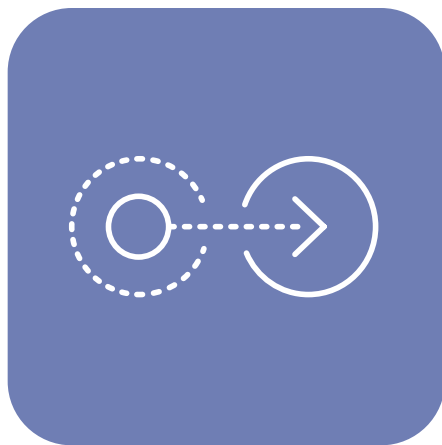
REQUIREMENTS

- This obstacle consists of an odd number of upright poles, cones, or similarly shaped objects.
- There must be a minimum of five (5) and a maximum of nine (9) poles.
- Each pole should be a minimum of four (4) feet high.
- The poles are staggered in a way that the midpoint between the first two (2) poles of the first line directly lines up opposite the first pole of the second line.

PERFORMANCE

- The obstacle is entered in the chosen gait.

- If there are not flags marking the exit of the obstacle, the obstacle is complete when the horse has broken the line between the two (2) final poles in the line containing the largest number of poles.
- The rider should perform half turns around the poles.
- The turns should be consistent size and shape at each pole.
- There should be straight lines executed between the two lines of poles, not diagonal lines from pole to pole.
- The pattern is tight turns and straight lines not loops.
- For all levels:
 - Walking the turns and trotting or cantering on the straight line is allowed.
 - If this method is chosen, the score may not be higher than six (6).
 - Failure to demonstrate trot or canter (depending on what is chosen) on the straight will qualify as a break of gait.
 - Changing bend or lead should happen at the midway point between the two (2) poles.
 - The changes of lead and bend should happen in the same place for each change.
 - A different lead must be demonstrated on each straight line. Alternating between leads.
 - Changes of bend and lead are to be executed at each change of direction.
 - The correct bend must be demonstrated for the turn and lead.
 - The horse's lead and bend should be in conformity with the turn.
 - Changes of lead or bend that happen at the poles will result in a lower score.
 - All changes of lead should be the same style.
 - Mixing of style will lower the score.
 - Simple changes through the walk will receive one (1) bonus point for each correct change.
 - Flying changes will receive two (2) bonus points for each correct change.



drag item

EVALUATION

The horse and rider will be evaluated on their harmony and confidence.

The precision of the pattern and quality of execution will be evaluated in the score.

Quality of the gait and transitions will be considered in the scoring.

REQUIREMENTS

- This obstacle consists of a log or similar object that would be found in and resembles work required in the field.
- The weight should not exceed thirty (30) pounds.
- The drag item should be securely attached to a standard rope a minimum of twenty (20) feet long.
- The coiled end will be placed on a platform or hooked to a fence at least four (4) feet off the ground.

PERFORMANCE

- The rider may halt or walk to retrieve the coiled end of the rope.
- The rider will drag the item in the prescribed pattern on the course map.
- This pattern could be a straight line, circle, figure eight (8), loop or other similar pattern.
- Once the rider has retrieved the coiled end of the rope they should proceed in the chosen gait for the obstacle.
- Once the pattern is completed the rider must return the coiled end of the rope to the designated area.
- Riders with horns may dally the rope.
- If the rope is dropped, the rider may dismount and retrieve rope for a two (2) point penalty.
- The rider must hold the rope while remounting and replace the rope on the platform while mounted on the horse.
- The rider may opt to stay on the horse and have a member of the ground crew hand them back the rope for a five (5) point penalty.
- The rope must be on the platform when the rider departs the obstacle.
- Seasoned and advanced horsemen may be required to drag item while backing.



jug

EVALUATION

The Judge will evaluate the approach to the obstacle. The horse should be on the correct lead (if the rider is approaching with the platform on the right, the horse should be on the right lead). The horse should remain straight and balances in the halt. The horse should halt square. The horse should remain immobile through the execution of the obstacle. The jug must remain upright on the platform until the rider has departed. The transition to and from halt will be evaluated.

REQUIREMENTS

- A jug sits on top of a platform that is at least four (4) feet high.
- The platform must not be higher than five and a half (5.5) feet from ground level.
- A platform may be constructed of common materials: crates, hay, sacks of feed, wood, plastic, barrels.
- The jug must be able to be easily picked up by the competitor.
- If weighted, it should not be so heavy that the competitor cannot lift it with one hand.
- The jug must be placed in the same position on the platform for each competitor.

PERFORMANCE

- The competitor approaches the platform in the chosen gait between obstacles.
- The rider should halt with their leg even with the platform.
- The rider will lift the jug and raise it off the table a minimum of twelve (12) inches.
- The obstacle must be approached from the numbered side, however, once approached the rider may stop at any location around the platform.
- The horse must depart at the chosen gait between obstacles.
- If the jug is dropped, the rider may dismount and retrieve jug for a two (2) point penalty. The rider must hold the jug while remounting and replace the jug on the platform while mounted on the horse.
- The rider may opt to stay on the horse and have a member of the ground crew hand them back the jug for a five (5) point penalty.



figure eight

EVALUATION

The Judge will evaluate the straightness of the approach to the obstacle; correctness of the horse's posture during the change of lead; the passage half way between the barrels; the shape, symmetry, and precision of the circles; and the horse's response to the aids.

A lower score will be given if the change of lead and/ or change of bend are not centered between the drums.

A lower score will be given if the horse changes bend late, has a disconnected flying change or breaks gait.

A lower score will be given if all changes of lead are not of the same style.

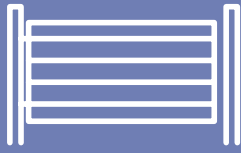
REQUIREMENTS

- Two (2) barrels (or similar upright items) are placed twelve feet (12) apart measured inside to inside.

PERFORMANCE

- The judge will specify the direction of the first circle on the course map.
- Example of execution beginning right barrel first: The rider performs a circle around the right hand barrel. The number should be sitting on or in front of the barrel that is to the right of the approach. Upon completing the circle at the halfway point between the barrels, the rider will change direction to begin a circle of the same diameter around the left-hand barrel. Once the second circle is completed, the rider will pass between the barrels to exit the obstacle.

- The circles must be uniform in size with the change of lead and/or bend on-center between the barrels.
- The circles should be ten to twelve (10-12) feet in diameter.
- Seasoned Horsemen and Advanced Horsemen may be asked to back through the figure 8 pattern after the initial forward circles are completed.
- The judge must indicate the back option on the course map and indicate the direction to be backed first.
- All changes of lead should be the same style. Mixing of style will lower the score.
- Simple changes through the walk will receive 1 bonus point for each correct change.
- Flying changes will receive two bonus points for each correct change.



gate

EVALUATION

The Judge will evaluate the horse's obedience, calmness, response to the rider's aids, and fluidity.

The horse should pay attention to the rider without showing any signs of insecurity or disobedience.

A two (2) point penalty will be given if the rider releases control of the gate by letting go for more than a momentary adjustment of hand position at any time during the execution of this obstacle.

Switching hands to operate the gate during execution will result in a five (5) point penalty per occurrence.

REQUIREMENTS

- The gate must be at least four (4) feet, six (6) inches high and a minimum of six and a half (6.5) feet wide.
- The gate must be constructed in a way as to not tip over during normal operation. It may be supported by two (2) weighted supports or supports fixed to the ground.
- The gate should not be more than six (6) feet high and ten (10) feet long.
- A latch easily operated from horseback should be used.
- The gate can be opened to the right or left depending on how the obstacle is set in the course.

- The judge may require the gate be pushed or pulled with either the right or left hand.
- A rope between two (2) posts can be used instead of a solid gate.

PERFORMANCE

- The rider will approach perpendicular to the gate at a walk.
- The walk transition should happen one (1) horse length prior to the gate.
- The rider then performs a turn on the forehand or on the haunches to move parallel to the gate.
- The horse should show an immobile halt with the rider alongside the latch.
- The rider must lift the latch, open the gate, and go through the gate.
- Once on the other side of the gate, the rider may back up to close the gate.
- The horse should be squarely halted, the rider will securely fasten the latch complete the obstacle.
- If the rider loses control of the gate during execution (lets go with hand) they will receive a two (2) point penalty for each occurrence.



knocking over objects

EVALUATION

The Judge will evaluate the manner in which the horse approaches the obstacle. The horse should not change rhythm, break gait, lose straightness or show hesitation.

Knocking over the object will result in a bonus point.

To receive a ten (10) the rider must complete all objectives including knocking over the object.

REQUIREMENTS

- The obstacle consists of balls or plastic bottles placed on barrels, platforms, tables or other similar objects.
- This obstacle must be used in conjunction with remove pole and replace pole.
- There may be obstacles in between, and they do not have to be in consecutive order.
- Ideally if using multiple objects, the objects should be at different heights.
- The objects can be separate obstacles if an obstacle is placed between them.

PERFORMANCE

- The competitor must knock over the objects with the tip of the pole.
- The horse must maintain the gait chosen for completing of the obstacle.
- If this is different than the gait chosen between obstacles, the horse should transition one (1) horse length prior to the obstacle.
- If the pole is dropped, the rider may dismount and retrieve the pole for a two (2) point penalty.
- The rider may choose to have the pole handed back to them by the ground crew for a five (5) point penalty.
- Knocking over objects with the butt end of the pole will result in a five (5) point penalty.
- The horse should not react negatively to the balls falling off the pedestal.



putting on a slicker

EVALUATION

The horse and rider will be evaluated on their harmony and confidence. The precision of the pattern and quality of execution will be taken into consideration. The correctness of the gait as well as any transition are factored into the score. The horse must remain immobile while the rider puts on and takes off the slicker.

REQUIREMENTS

- This obstacle must have a post at least four (4) feet high to hang a slicker on.
- Slicker should be standard rain type or oilskin jacket.
- Plastic disposable ponchos may not be used.

PERFORMANCE

- The rider must pick up the slicker and put it on in a way that covers the riders shoulders.
- For a five (5) point penalty the rider may lay the slicker over the saddle in front of the rider.
- The rider then must ride a loop or circle of at least twelve (12) feet in the chosen gait and return the slicker to the post.
- If the slicker is dropped, the rider may dismount and retrieve slicker for a two (2) point penalty.
- The rider must hold or wear the slicker while remounting and replace the slicker on the post while mounted on the horse.
- The rider may opt to stay on the horse and have a member of the ground crew hand them back the slicker for a five (5) point penalty.
- The slicker must be on the post when the rider departs the obstacle.



mounting & dismounting

EVALUATION

The horse and rider will be evaluated on their harmony and confidence. The manner in which the rider holds the reins will be factored into the score.

Dragging a leg across the saddle or horse will result in a lower score.

The rider should clearly swing the leg over the horse. The lightness in which the rider sits in the saddle while mounting will be evaluated. The immobility and relaxation of the horse will be considered. The transitions will be factored into the score. The fluidity and accuracy of the mount and dismount are scored. The squareness of the horse will be factored into the score. The relaxation of the horse and rider will be considered in scoring.

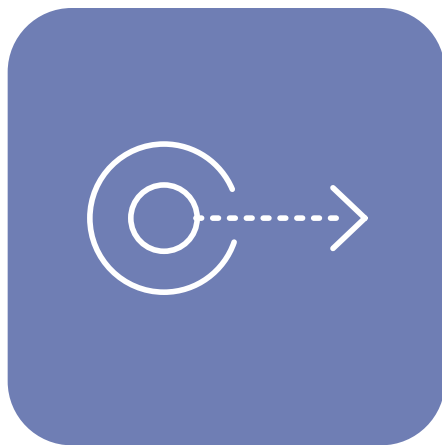
REQUIREMENTS

- This obstacle must have a mounting block, bale of hay, log, ditch or other similar object.
- The object must be at least eight (8) inches high and no more than twenty-two (22) inches high.

PERFORMANCE

- The rider must approach the dismounting location in the chosen gait.
- The rider should halt with their leg next to the object close enough to safely dismount.
- The rider should dismount the horse.

- The rider may dismount without using the mounting block.
- Rider may lead horse in a circle of approximately ten (10) feet in diameter, or send the horse in a circle while standing on the mounting block.
- The rider should return to the object to remount the horse.
- The horse should be parallel to the object for mounting and dismounting.
- The horse should remain immobile for mounting and dismounting.
- The rider must hold the reins for mounting and dismounting.
- The rider should remove the feet from both stirrups when dismounting.
- **For In-Hand:** Horse should approach and stand parallel to the mounting block. The rider should be able to place leadline over the horse's back while the horse remains immobile.
- **For In-Hand:** Handler must approach mounting object in chosen gait. Handler should halt at the mounting object with the horse's girth area parallel to mounting object. Handler should stand on mounting object and rub horse's back prior to stepping down and moving to the next obstacle.



move object

EVALUATION

The horse and rider will be evaluated on their harmony and confidence.

The precision of the pattern and quality of execution will be evaluated in the score.

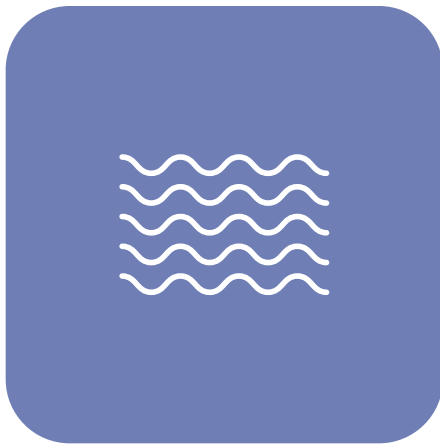
Quality of the gait and transitions will be considered in the scoring.

REQUIREMENTS

- This obstacle must have a platform at least four (4) feet high from ground level.
- If two (2) platforms are used they must be at least twelve (12) feet apart.
- There must be an object placed on one (1) of the tables.
- The total weight of the object may not exceed five (5) pounds.
- Objects may be bag, bell, bucket, or similar type object.
- If a bag is used it must be tied closed. The bag may be a feed bag, burlap, canvas, or cotton.
- The object must be able to be easily picked up and handled by the rider.

PERFORMANCE

- The rider must pick up the object and perform the pattern as outlined on the course map.
- This pattern could consist of a straight line, circle or figure 8.
- The rider may be required to back a portion of the pattern.
- The rider may halt or walk to pick up the object and then pick up the chosen gait for the pattern.
- They may return to walk or halt to replace the object on the platform.
- If the object is dropped, the rider may dismount and retrieve object for a 2-point penalty.
- The rider must hold the object while remounting and replace the object on the platform while mounted on the horse.
- The rider may opt to stay on the horse and have a member of the ground crew hand them back the object for a 5-point penalty.
- The bag must be on the platform when the rider departs the obstacle.
- This obstacle may be used in conjunction with other obstacles as outlined with the remove pole, replace pole, retrieve ring, carry flag.
- When used in conjunction with other obstacles the pickup of the object and replacement of the object will be scored as two obstacles.



water

EVALUATION

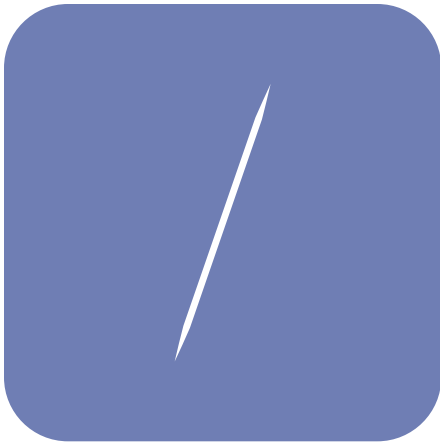
The horse and rider will be evaluated on the partnership, confidence, regularity of gait, straightness, transition and quality of execution. One foot must touch the water during crossing. The horse may not jump the water.

REQUIREMENTS

- The water obstacle should be a minimum of four (4) feet wide.
- The obstacle must be long enough for a horse to have two (2) feet in at a time.
- The minimum depth of the water should be three (3) inches.
- The water may not be more than two (2) feet deep.
- The footing under the water must be safe for horses to travel. It should not be excessively rocky, deep or slick.
- The obstacle may have designated entrance and exit points.
- If the horses have to step down into the obstacle or over a rail into an obstacle the drop, ledge, rail should not be more than four (4) inches.
- Gently sloping topography is preferable.

PERFORMANCE

- The horse should approach confidently and maintain rhythm through the obstacle.
- The horse should not show fear or hesitation.



remove pole/flag

EVALUATION

The Judge will evaluate how the horse and rider approach the obstacle, how the horse reacts to the movement and sound of the pole/flag in the barrel and how the rider handles the pole/flag.

Lower marks will be given for irregular rhythm, breaks of gait, circling the barrel prior to picking up the pole/flag, or knocking down the barrel.

REQUIREMENTS

- This obstacle consists of an open-topped barrel and a pole made from wood, plastic, bamboo.
- The pole should be eight to eleven and a half (8-11.5) feet in length.
- The diameter should be small enough to be easily gripped by the rider with one hand.
- The pole is placed in the drum, butt end in the barrel.
- The tip of the pole should be easily identified by a slight taper, tape or distinctive coloring.
- The pole should be placed in the same position within the barrel for all riders.

- Should the rider need the pole adjusted, they must request permission of the judge.
- If a rider adjust the pole without first asking the judge, there will be a penalty of five (5) points.
- Flag should be attached to a pole at least five (5) feet in length.

PERFORMANCE

- The rider should approach the barrel to retrieve the pole/flag without breaking gait.
- If the rider chooses a lower gait than the gait performed between obstacles, they should transition approximately one (1) horse length prior to the barrel and one (1) horse length after the barrel.
- The transition will be evaluated by the judge.
- The horse should not react negatively to the appearance of the barrel or the sound of the pole/flag leaving the barrel.
- The rider may circle the barrel before retrieving the pole flag.
- This approach is considered less difficult and will be scored accordingly. Each circle will lower the score.
- If the pole/flag is dropped, the rider may dismount and retrieve the pole/flag for a two (2) point penalty.
- The rider may choose to have the pole/flag handed back to them by the ground crew for a five (5) point penalty.
- This obstacle must be used in conjunction with Replace Pole/Flag. This obstacle may also be used with spearing the ring or knocking over objects. If set concurrently they are considered a single obstacle. If there are obstacles between each one, they are scored separately, e.g., if the Remove Pole and Spear Ring obstacles are performed in sequence and another obstacle is performed before Replace Pole is encountered, then Remove Pole and Spear Ring are considered a single obstacle, and Replace Pole is considered a separate obstacle). Remove flag, perform a pattern while holding flag, replace flag would be considered a single obstacle. Remove Flag, perform an obstacle such as the bridge, Replace Flag would be considered three (3) obstacles.



replace pole/flag

EVALUATION

The Judge will evaluate how the horse and rider approach the obstacle, how the horse reacts to the movement and sound of the pole/flag in the barrel and how the rider handles the pole/flag.

Lower marks will be given for irregular rhythm, breaks of gait, circling the barrel prior to depositing the pole/flag, or knocking down the barrel.

REQUIREMENTS

- This obstacle consists of an open-topped barrel and a pole made from wood, plastic, bamboo.
- The pole should be eight to eleven and a half (8-11.5) feet in length.
- The diameter should be small enough to be easily gripped by the rider with one hand.
- The pole is placed in the drum, butt end in the barrel.
- The tip of the pole should be easily identified by a slight taper, tape, or distinctive coloring.
- Flag should be attached to a pole at least five (5) feet in length.

PERFORMANCE

- The rider should approach the barrel to replace the pole/flag without breaking gait.
- If the rider chooses a lower gait than the gait performed between obstacles, they should transition approximately one horse length prior to the barrel and one horse length after the barrel.
- The transition will be evaluated by the judge.
- The horse should not react negatively to the appearance of the barrel or the sound of the pole/flag entering the barrel.
- The rider may circle the barrel before replacing the pole/flag. This approach is considered less difficult and will be scored accordingly. Each circle will lower the score.
- If the pole/flag is dropped, the rider may dismount and retrieve the pole for a two (2) point penalty.
- The rider must remount with the pole and place the pole/flag in the barrel while mounted.
- The rider may choose to have the pole/flag handed back to them by the ground crew for a five (5) point penalty.
- Replacing the pole by placing the tip in the barrel will result in a five (5) point penalty.
- This obstacle must be used in conjunction with Retrieve Pole/Flag.
- This obstacle may also be used with spearing the ring or knocking objects. If set concurrently they are considered a single obstacle. If there are obstacles between each one, they are scored separately. e.g., if the Remove Pole and Spear Ring obstacles are performed in sequence and another obstacle is performed before Replace Pole is encountered, then Remove Pole and Spear Ring are considered a single obstacle, and Replace Pole is considered a separate obstacle). Remove flag, perform a pattern while holding flag, replace flag would be considered a single obstacle. Remove Flag, perform an obstacle such as the bridge, Replace Flag would be considered three obstacles.



retrieve ring

EVALUATION

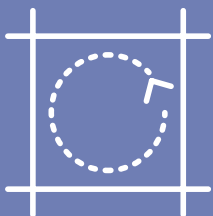
The Judge will evaluate the manner in which the horse approaches the obstacle. The horse should not change rhythm, break gait, lose straightness or show hesitation. Skewering the ring will result in a bonus point. To receive a 10 the rider must complete all objectives including skewering the ring. To receive the bonus point the ring must make it to the deposit barrel and stay on the pole when deposited.

REQUIREMENTS

- The obstacle consists of rings on barrels, artificial bulls, etc.
- This obstacle must be used in conjunction with remove pole and replace pole.
- There may be obstacles in between and they do not have to be in consecutive order.
- Ideally if using multiple rings, the rings should be at different heights.
- The rings can be separate obstacles if an obstacle is placed between them.
- The rings can be made out of wood, metal, or plastic and should be approximately five to eight (5–8) inches in diameter.

PERFORMANCE

- The competitor must skewer the ring(s) with the tip of the pole.
- The horse must maintain the gait chosen for completing of the obstacle.
- If this is different than the gait chosen between obstacles, the horse should transition one horse length prior to the obstacle.
- If the pole is dropped, the rider may dismount and retrieve the pole for a two (2) point penalty.
- The rider may choose to have the pole handed back to them by the ground crew for a five (5) point penalty.
- Retrieving the ring with the butt end of the pole will result in a five (5) point penalty.
- The horse should not react negatively to the sound of the ring on the pole.



turning in a box

EVALUATION

The horse and rider will be evaluated on precision, placement and quality of the turns, fluidity of the steps, bend, balance and regularity. The transition to halt will be evaluated. The confidence of the approach and entry to the box will be considered in the score. Knocking over or displacing any part of the box will result in a penalty.

REQUIREMENTS

- This obstacle should consist of a 3 or 4 sided box.
- It is acceptable to leave the entrance/exit side of the box open.
- The box should be constructed of ground poles 8 to 10 feet in length.
- The poles may be raised 4 to 6 inches off the ground.
- The box should be in the shape of a square with all sides being equal length.

PERFORMANCE

- The horse and rider should enter the box at chosen gait.
- The horse should perform a $\frac{1}{4}$ turn over the forehand and a $\frac{1}{4}$ turn over the haunches and leave the box where they entered.



straight corridor

EVALUATION

The Judge will evaluate the horse's confidence, straightness, quality of the gait, immobility of the halt. The rider will be evaluated on the placement of the halt, use of aids, and the quality of execution. The horse should exhibit clear diagonal pairs when backing. The feet should lift off the ground not drag on the ground. The back should be fluid. Penalties will be assessed for knocking over portions of the object. Failure to touch the object at the end of the corridor will result in a five (5) point penalty. Exiting the destination end of the corridor with all four (4) feet will result in a five (5) point penalty. For Seasoned Horsemen the corridor should be no wider than five (5) feet. For Advanced Horsemen the corridor should be no wider than four (4) feet. For all other levels, the corridor should be not be more narrow that five (5) feet.

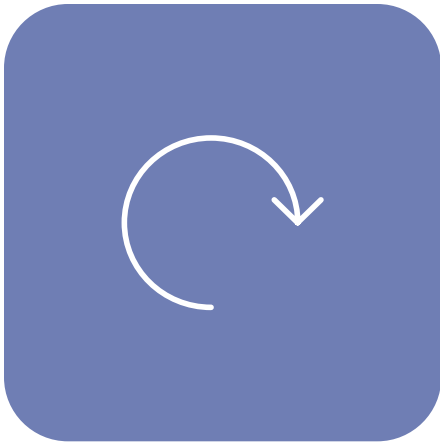
REQUIREMENTS

- A corridor is made from two (2) parallel rails.
- Ideally they will be on supports that raise them six to eighteen (6-18) inches off the ground.
- The supports may not be permanently secured to the ground.
- The rails should be eight to twelve (8-12) feet long and four to six (4-6) feet apart .
- At the end of the corridor there should be an object such as a bell, flag, ribbon, etc that the rider must touch with their hand.
- The object should be suspended at least six (6) feet off the ground.

- The object may be placed to either side or centered at the end of the corridor.

PERFORMANCE

- The horse and rider enter the corridor at the chosen gait.
- They halt at the end of the corridor where the rider can easily touch the object without having to excessively reach out of the saddle.
- Once the rider has touched the object, they must reinback the length of the corridor.
- This obstacle is complete when the all four (4) of the horse's feet exit the entrance end the corridor when executing the rein back.



rounding objects

EVALUATION

The Judge will evaluate the horse on the confidence in the corridor, quality of the gait, immobility and squareness of the halt, fluidity of the back, clarity of the diagonal pair in the back and the lifting of the feet in the back.

The rider will be evaluated on quality of execution and use of aids.

Transitions will be evaluated. Bumping parts of the obstacle will lower the score. Knocking over parts of the obstacle will receive a penalty.

Failure to touch the object at the end of the corridor or retrieve the cup will result in a five (5) point penalty. Exiting the destination end of the corridor with all four (4) feet will result in a five (5) point penalty.

REQUIREMENTS

- Two (2) parallel lines of three (3) objects each.
- Objects must have a base diameter of at least eighteen (18) inches and no more than twenty-four (24) inches.
- The object should be a minimum of three (3) feet in height.
- The corridor between the objects should be five (5) feet wide.
- The distance between the objects in each line should be eight to ten (8-10) feet.
- At the destination end of the corridor there are two (2) options:
 - Two (2) objects, bell, flag, ribbon, etc must be placed on each side at the destination end of the corridor.
 - » The rider must touch the object with their hand.

- Two (2) upright poles are placed at each end of the corridor. Both poles at the destination end have cups, small cones or other similar object upside down on the pole.
- » The rider must take one (1) of the cups, back through the corridor and place it on the pole at the entrance end of the corridor on the same side that it was retrieved from.

PERFORMANCE

- The rider advances through the corridor at the chosen gait and halts between the last two (2) objects.
- The rider then picks up a cup or touches the object on one side.
- The rider then reins back in a reverse slalom around the middle post on the side of the corridor from which he/she removed the cup or touched the object.
- The rider must then halt between the two (2) objects at the entrance of the corridor and replace the cup.
- If there is no cup to replace, the rider must show a second halt between the two (2) objects at the entrance of the corridor.
- If retrieving a cup, the rider must keep the cup in his/her hand throughout the execution of the obstacle.
- Beginner horsemen will back to the middle pole and walk out of the corridor.
- Novice Horsemen will back straight out without weaving through the poles.
- If the cup is dropped, the rider may dismount and retrieve the cup for a two (2) point penalty.
- The rider must remount with the cup and place the cup on the pole while mounted.
- The rider may choose to have the cup handed back to them by the ground crew for a five (5) point penalty.
- If the pole that the cup is to be placed on is knocked down, the rider may dismount and upright the pole for a two (2) point penalty or have the ground crew upright the pole for a five (5) point penalty.
- The cup must be replaced on the pole while mounted.



slalom

EVALUATION

The Judge will evaluate the horse's gait, fluidity, quality of the bends, quality of the changes, and calmness. The Judge should consider correctness, balance and attitude during the change of lead and/ or changes of bend. Late or delayed lead changes and/ or changes of bend will result in a lower score. Failure to perform lead changes and/or changes of bend will result in lower score and one (1) point penalty per occurrence. Simple changes through the walk will receive one (1) bonus point for each correct change. Correctly executed flying changes will result in a two (2) point bonus per occurrence. The shape, symmetry, and precision of the bending line, and the horse's response to the rider's aids will be considered. A penalty will be given for knocking down any of the poles.

REQUIREMENTS

- This obstacle consists of an odd number of upright poles, cones, or similarly shaped objects in a straight line.
- There must be a minimum of five (5) poles and a maximum of nine (9) poles.

PERFORMANCE

- The obstacle is entered in the chosen gait.

- If there are not flags marking the exit of the obstacle, the obstacle is complete when the horse has broken the line between the two (2) final poles
- The pattern is a weaving line not loops.
- The rider should remain close to the poles with minimum deviation from the line of travel.
- **For all levels:** the changes of lead and bend should happen in the same place for each change.
- Changes of bend and lead are to be executed at each change of direction.
- The horse's lead and bend should be in conformity with the turn
- Changes of lead or bend that happen at the poles will result in a lower score.
- All changes of lead should be the same style.
- Mixing of style will lower the score.
- Simple changes through the walk will receive one (1) bonus point for each correct change.
- Flying changes will receive two (2) bonus points for each correct change.



sidepass

EVALUATION

The horse and rider will be evaluated on the precision, fluidity, crossing of the legs, straightness, bend, and confidence. Higher marks should be given for horses that fulfill the requirements and are bent in the direction of travel. Bumping the rail should lower the score. Lack of crossing will lower the score. Stepping over the rail will incur a one (1) point penalty for each leg. Per occurrence. Failing to cross over the entire rail and exiting prematurely is a course error and will receive a five (5) point penalty.

REQUIREMENTS

- This obstacle consists of rails eight to twelve (8-12) feet in length.
- They should be a diameter of four to six (4-6) inches.
- They may be placed on the ground or supported two to four (2-4) inches above the ground.
- The rails may be used in the following patterns:
 - Single rail – side pass one (1) direction.
 - Two (2) rails in a line separated by at least ten (10) feet – one rail sidepassed in each direction.

- Two (2) parallel rails separated by at least ten (10) feet – one (1) rail sidepassed in each direction. Horse should face middle of poles and ride forward to second pole.
- Two (2) rails in an “L” configuration – sidepassed in one (1) direction. Horse’s head should be inside L.
- Three (3) rails in a zigzag (“Z”) configuration; rails are set at ninety (90) degree angles from each other. Rails may be touching each other or spaced ten (10) feet apart to allow for changes of direction – sidepassed in one (1) direction or multiple directions depending on set up.
 - » Beginner horsemen, In-Hand, and Leadline may only be asked to execute the first three (3) options.
 - » Novice Horsemen may be asked to execute the first four (4) options..
 - » Seasoned Horsemen and Advanced Horsemen may be asked to execute any of the configurations.

PERFORMANCE

- The horse must pass laterally over the rail.
- At no time should the horse be bent or flexed away from the direction of travel.
- The horse’s legs should cross and the movement should be continuous and fluid.
- The rail must stay under the horse’s belly between the front and back legs.
- The judge may indicate which direction the rider must sidepass over the rails.
- Direction must be designated on the course map or the rider chooses the direction.



three barrels

EVALUATION

The horse and rider are required to perform the obstacle without break of gait unless required for a change of lead. The circles should be twelve to sixteen (12-16) feet in diameter depending on the distance the barrels are set from each other. Larger circles will be penalized significantly in the score. The judge will evaluate use of aids, balance in the bends and changes, quality of the execution, geometry, symmetry. Late changes of lead or bend will be penalized with one (1) point per occurrence.

REQUIREMENTS

- This obstacle consists of three (3) barrels.
- Objects similar in diameter may be used.
- The barrels are positioned in an equilateral triangle with twelve to sixteen (12-16) feet between the barrels inside of barrel to inside of barrel.

PERFORMANCE

- The rider enters the obstacle in the chosen gait.
- The gait must be maintained throughout the obstacle.
- The number will be placed in front of the first barrel to be circled.

- The direction will be notated on the course map.
- The rider will circle the first barrel once and then change bend/lead to circle the barrel at the top of the triangle in the opposite direction. This will be a three-quarter (3/4) circle at which point the rider will change bend and lead again to execute a final circle around the barrel that is opposite the first barrel executed at the entrance of the obstacle.
- All changes of bend and lead will be executed at the halfway point between barrels.
- All circles should be symmetrical and of the same diameter.
- All changes of lead should be the same style.
- Mixing of style will lower the score.
- Simple changes through the walk will receive one (1) bonus point for each correct change.
- Flying changes will receive two (2) bonus points for each correct change.



roping a dummy

EVALUATION

The horse and rider will be evaluated on their harmony, confidence and immobility.

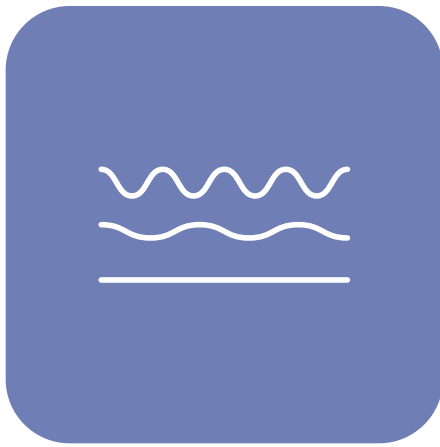
Transitions are factored into the score. The rider's comfort and experience handling the rope will be taken into consideration. The building of the loop, releasing loop and handling of the slack will be evaluated. Hitting the horse with the rope will result in a two (2) point penalty per occurrence.

REQUIREMENTS

- This obstacle consists of roping dummy, saw horse with "head" (bucket or other similar object).
- A standard rope with a loop.
- The rope will be hung on a fence or placed on a platform at least four (4) feet off the ground.
- The dummy should be six to twelve (6-12) feet from the rope.

PERFORMANCE

- The rider will approach in the chosen gait and halt next to the rope.
- The rider will retrieve the rope, make a loop and throw the loop over the head of the dummy.
- The rider may halt or walk to retrieve the rope.
- The rider may make three (3) attempts to rope the dummy.
- After a third failed attempt the rider will be asked to move on. A score of no greater than four (4) may be given.
- Even with three (3) failed attempts, the judge should still evaluate the rider on the handling of the rope, loop, and throw for each attempt.
- Once the dummy is roped, the rider will drop the rope and proceed to the next obstacle in the chosen gait.
- A successful catch will result in a one (1) point bonus.
- If the rope is dropped, the rider may dismount and retrieve rope for a two (2) point penalty.
- The rider must hold the rope while remounting and replace the rope on the platform while mounted on the horse.
- The rider may opt to stay on the horse and have a member of the ground crew hand them back the rope for a five (5) point penalty.



varied terrain

EVALUATION

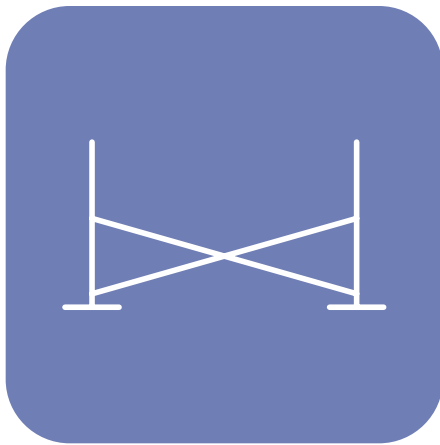
The horse and rider will be evaluated on the transition entering and exiting the obstacle. The confidence of the horse while navigating the footing will be evaluated. The quality and regularity of the walk is considered in the score. The horse should not show any hesitation or stress. Straightness of the line of travel will be evaluated.

REQUIREMENTS

- A variety of safe, uneven or textured footing may be used for this obstacle.
- Suggested substances include shavings, sand, bark, wet sand/ soil, grass, straw, light brush, gravel, rubber mats, or ground poles.
- Small hills may be used if footing is not too deep or slippery.
- The safety of the footing should be considered.
- The footing should not be slippery or excessively deep
- The obstacle must be a minimum of four by eight (4x8) feet.

PERFORMANCE

- The horse should approach confidently and maintain rhythm through the obstacle.
- The horse should not show fear or hesitation.
- Horse and rider may be asked to back through the obstacle once it has been ridden forward.



jump

EVALUATION

The Judge will evaluate the quality of the gait, bascule, take-off and landing, balance, straightness, confidence, and rider position.

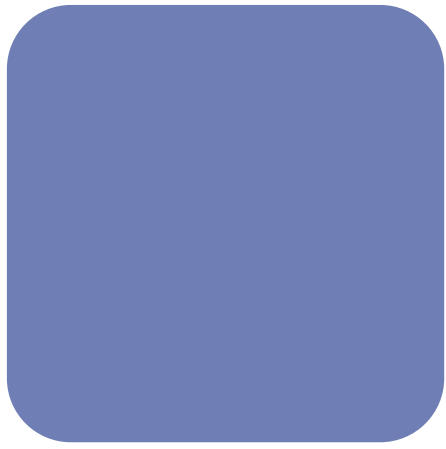
The horse should not over jump the obstacle.

REQUIREMENTS

- This may be a single jump or two (2) jumps in a line separated by ten to twelve (10-12) feet.
- Standard jump rails, cavalettis, crossrails, logs, flower boxes may be used.
- The jump must be five to ten (5- 10) feet across.
- Jumps may be eight to twenty-four (8-24) inches high as measured at the center of the jump.
- **Beginner Horsemen:** One (1) or two (2) jump(s) of not more than eight (8) inches high.
- **Novice Horsemen:** One or two (1 or 2) jumps of not more than twelve (12) inches high. If jumps are used in varying height, the shortest jump should be first in the sequence.
- **Seasoned Horsemen:** One (1) to two (2) jumps. Not more than sixteen (16) inches high. If jumps are used in varying height, the shortest jump should be first in the sequence.
- **Advanced Horsemen:** One (1) or two (2) jumps. Not more than twenty-four (24) inches high. If jumps are used in varying height, the shortest jump should be first in the sequence.

PERFORMANCE

- The rider should approach the jump in the chosen gait.
- The horse should show confidence and no hesitation.
- If in canter take-off and landing lead will be evaluated in accordance with the course navigation.



linked boxes

EVALUATION

Horse and rider are evaluated on precision, placement, and quality of turns, fluidity of the steps, bend, balance, and regularity.

REQUIREMENTS

- The back will be evaluated.
- The horse should approach and enter the obstacle with confidence.
- Bend and quality of turns will be evaluated.
- Knocking over pieces will result in penalties.
- There are two (2) boxes for beginner and below.
- The corridors will be between five (5) and eight (8) feet wide.
- Poles may be raised.
- Beginner and Leadline classes may only be required to ride forward.
- All other levels will ride forward and then back the obstacle.

PERFORMANCE

- The rider should approach in chosen gait.
- If cantering, lead changes will be evaluated.
- Turns should be executed over the hind leg.
- When backing out, bend should be in accordance with the turn.



heads & tails

EVALUATION

Horse and rider are evaluated on precision, placement, and quality of turns, fluidity of the steps, bend, balance, and regularity.

REQUIREMENTS

- Horse should approach and enter the obstacle with confidence.
- Bend and quality of turns will be evaluated.
- Knocking over pieces will result in penalties.
- Beginner, leadline, and in-hand only need to perform half a turn around the barrel.

PERFORMANCE

- Horse and rider will approach the barrel.
- For a forehand turn the horse should be facing the barrel.
- For a haunch turn, the horse should have the haunches close to the barrel.
- Horse and rider should keep head or haunches close to the barrel while executing a turn either on the forehand or haunches according to the course directions.
- Rider may be required to go left or right.
- Riders may be required to show both forehand and haunch turns.
- If turns are separated by another performed obstacle, the rotations count as two different obstacle scores, (i.e. turn on forehand to the left, cross bridge, turn on haunches to the right.).

