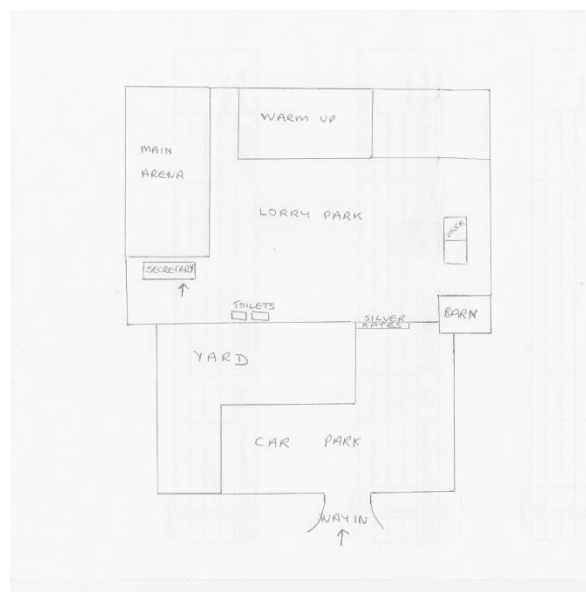TWIN TREES ARENA TREC COMPETITION TREC

Competitor Information

- Please see www.trecgb.com for the current obstacle rules, non-standard obstacle data sheets are available on CTG website. See list of obstacles at the bottom of competitor info.

- Parking: Please park any cars in the front car park. Lorries and trailers please continue through silver gates into the Lorry Park as indicated on signs.

- We are building the course before the day so it will be available for Open competitors to walk as soon as they arrive.

- We have over 60 rounds to complete so please ensure that you arrive in plenty of time for your round to minimise the risk of over run.

- The competition will be split to take place in 1 arena. Where the classes involve MA this will be completed first.

- Note the warm up arena is next to the Main arena.

- Please clear up all droppings and place in Muck Pit

- Catering is available on site serving drinks and snacks for lunch.

- Course plans will be displayed at the entrance of the arena for all classes.

- Any problems on the day please contact James on 07803 631400.

- Please note that for Arena TREC competitions timing of rounds needs to be controlled in order to avoid serious delay to the day. Each competitor has a time slot in the arena which is shown on the plan for that class. As you enter the arena please make your way to the start. The judges will start you promptly. On the PTV and if you run out of time the judge will blow a whistle. At this point you will stop scoring points (including for the obstacle that you are in, if applicable). You will then be asked to leave the course.

- We hope you will consider joining Central TREC Group. If you would like your results to be included in the Central TREC Group league or the national TREC GB league then it is a requirement that you are a member of the relevant organisation by the end of the day of the competition in which you are competing. We will have a supply of application forms at our events or you can apply beforehand online at www.trecgb.com.

- DAY MEMBERSHIP If you are not a CTG or TREC GB member then in order to be covered by our insurance please can you ensure that you sign in when you collect your number.

- The scoring guidelines for the Top Score class are on page 2 of this document.

- The obstacles being used during the day are as follows:

	Scoring Guidelines sheet required	Ridden	Led
Bending	Gait	Y (Rulebook G-1)	Y (CTG data sheet)
Bridge	Style	Y (Rulebook S3)	
Corridor	Gait	Y (Rulebook G2)	Y(Rulebook G2)
Ditch	Style	Y (Rulebook S1)	Y (CTG data sheet)
Figure of eight	Gait	Y (G-1)	
Gate	Style	Y (S-5)	Y (CTG data sheet)
Jump	Style	Y (Rulebook S-1)	Y (Rulebook S-1)
Mount from block	Style	Y (Rulebook S-4)	
Neck rein	Style	Y (Rulebook S-6)	
Post Letter	Style	Y (TT Data sheet)	Y(TT Data sheet)
Post letter pairs	Style	Y (TT Data sheet)	
Rein back	Style	Y (Rulebook S-7)	Y (CTG data sheet)
S bend	Style	Y (Rulebook S-3)	Y (Rulebook S3)
Shamrock	Gait	Y (Rulebook G-1)	Y (CTG data sheet)
Water crossing	Style	Y (Rulebook S-3)	Y (CTG Data Sheet)
Immobility	Time	Y (RulebookT-1R)	

The TREC GB data sheets are available at www.trecgb.com/Rulebook.html. The CTG data sheets referred to are all available via the CTG website.

Top Score scoring guidelines:

The arena will contain a number of obstacles, each of which is flagged (and may or may not be numbered).

Objective

The aim is to score as many points as possible in 3.30 minutes, with the following constraints:

- At least 6 different obstacles must be attempted in order for your score to count, minimum 3 ridden and 3 led. The same obstacle ridden and led counts twice (ie ridden ditch and led ditch count as 2 obstacles, not 1).

- No particular obstacle may be done more than twice.

Obstacle scores

Each obstacle will be scored out of 10 in the usual way.

Scores for the available obstacles will be weighted as follows: ridden obstacles x1, led abstacles x2.

Scoring Guidelines Effectiveness + Style

Equipment

Flagged area at least 3m long and 1.5m wide

One post box and one letter

Aim

To pick up the letter and hand it to your partner who then posts it in the letter box in a calm and safe manner.

Effectiveness marking

The first rider will pick up a letter from the tub and ride to their partner. They pass letter to the partner (whilst they are both stationary) and the partner then rides and posts letter in box.

Both horses stationary within the flagged area while letter is passed from one rider to the other = 7

Both horses within the flagged area while letter is passed from one rider to the other (but one horse moves one or more of its feet) = 4

Both horses within the flagged area while letter is passed from one rider to the other (but both horses move one or more feet) = 1

Dropping letter=0

Horse stepping outside flagged area for that rider =0

Style marks

Marked from +3 to -2 according to the general marking scheme

Penalties

Brutality/ dangerous riding = -3

Fall of horse or rider = 0 points overall

DATA SHEET :   Posting a letter Obstacle

Scoring Guidelines Effectiveness + Style

Equipment

Flagged area at least 3m long and 1m wide

One post box and one letter

Aim

To pick up letter then posts in letter box in a calm and safe manner.

Effectiveness marking

The rider will pick up a letter from tub then ride and post the letter in the box.

Horse is stationary while letter is picked up and when posted = 7

Horses moves when picking up letter or moves when posting letter (one or more horse's foot moves) = 4

Horses moves when picking up letter and moves when posting letter (horse moves one or more feet each time) = 1

Dropping letter = 0

Horse stepping outside flagged area = 0

Style marks

Marked from +3 to -2 according to the general marking scheme

Penalties

Brutality/ dangerous riding = -3

Fall of horse or rider = 0 points overall