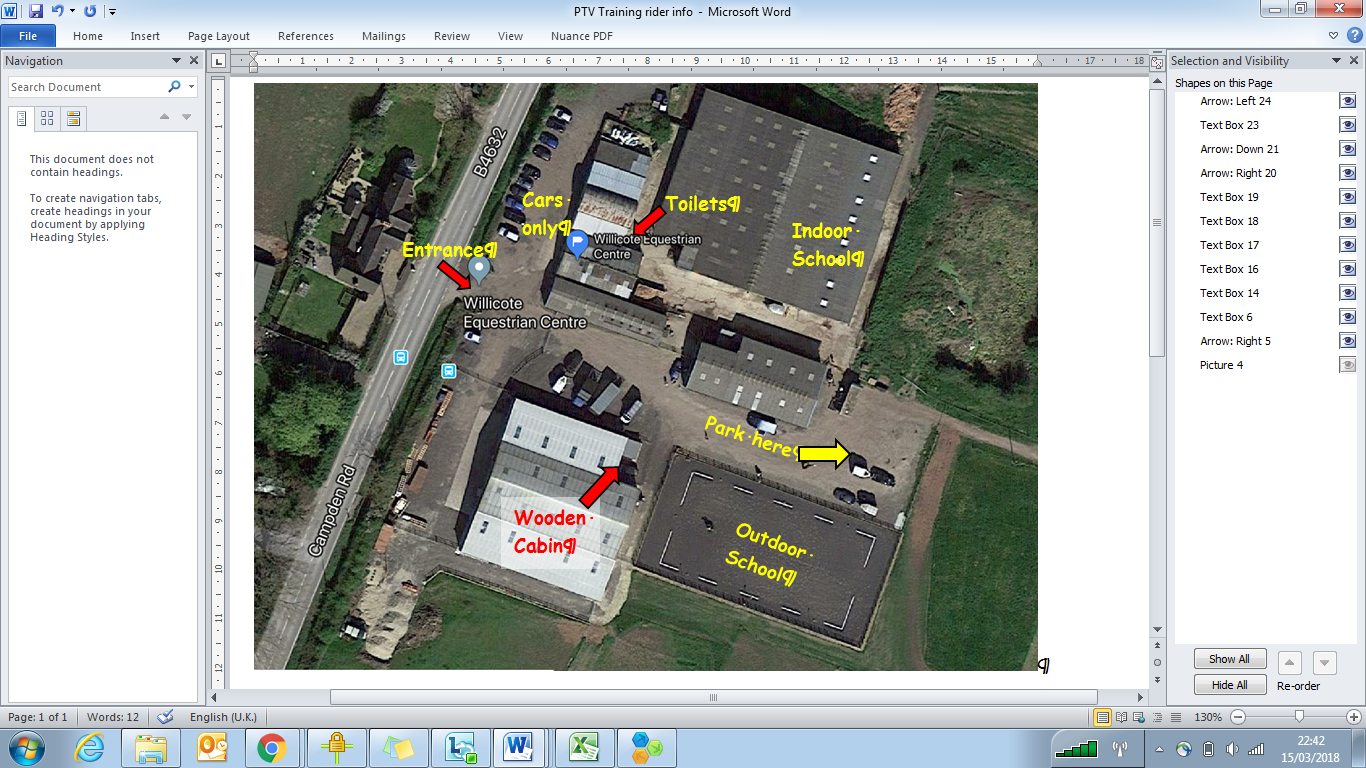
Willicote Arena TREC Competition

Competitor Information

# On Arrival

* Contact – Any problems on the day please contact Trish Donnelly on 07891 106425
* Parking – On entering the gates, bear right and park trailers or lorries in the areas indicated as marked on aerial picture. Park considerately as space is slightly limited.



* Course building – If any competitors or their helpers are able to help set up the course please come to the indoor arena – we will be aiming to build from just after 8am – but more hands ensures that the course is ready in time for open riders to have chance to walk it.
* Number bibs – Please collect your competitor number bibs from the Secretary located in the wooden cabin as indicated on the aerial photo above.

# Competing

* Course Walk – A guided course walk will be available before the Novice Horse class for both Novice Horse and Novice Rider classes. Be ready and waiting at arena door when the previous class finishes. These two classes will run over the same course, and there will be no gap between the classes for a second course walk (Unless we manage to be running early).
* Time keeping –
  + We have a lot of 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 2 arenas. Those entering classes with MA should report to judge in the outdoor arena 10 minutes before start time. It is vitally important that as soon as the MA is complete you move straight over to the indoor arena for your PTV round.
  + Those doing classes with just PTV should report straight to the indoor arena slightly before their time.
* Course time limit – Please note that for Arena TREC competitions timing of rounds needs to be controlled in order to avoid serious delay to the day. Each class has a time limit for the PTV course which is shown on the plan for that class. The judge will start a stopwatch shortly after you enter the arena for 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. Please ensure that you start promptly to ensure that we can fit everyone in and get the judges home in time for their tea.
* MA – Note the warm up area and MA course are in the same arena, although the MA will be along one side. Do not go into the MA corridor even in classes when it is not being used. Please be respectful of those doing their MA and keep your distance.
* PTV – Circling between obstacles will result in the loss of 3 points. A list of obstacles used on the day across all classes is towards the end of this document along with the rules used for each.

# After competing

* Cleanliness – Please clear up all droppings, hay and haylage.
* Catering – Stratford and Studley Young Farmers will be providing refreshments on the day. They will be located in the wooden cabin.
* Results & scoresheets – Provisional results will be published on a noticeboard at the Secretary as soon as possible after the class has completed. Queries should be made to the Scorer as soon as possible. Scoresheets will be produced for each round similar to a dressage scoresheet. Prize giving for all classes will be done on the day at which scoresheets will be issued, please make every effort to attend the prize giving or arrange for someone to collect your scoresheet and prize for you to avoid the organiser having to post after the event. Final class results will be posted on the Central TREC Group website shortly after the event.
* Number bibs – Please don’t forget to return your number bib to the Secretary prior to departure.

# Formalities

* CTG membership & league – 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](http://www.trecgb.com/).
* Obstacles & scoring – 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) |
| **Corridor** | Gait | Y (Rulebook G-3R) | Y (Rulebook G-3L) |
| **Gate** | Style | Y (Rulebook S-2) | Y (CTG data sheet) |
| **Jump** | Style | Y (Rulebook S-9R) | Y |
| **Rein back** | Style | Y (Rulebook S-15) | Y (CTG data sheet) |
| **S bend** | Style | Y (Rulebook S-18R) | Y (Rulebook S-18L) |
| **Side pass** | Style | Y (CTG data sheet) | Y (CTG data sheet) |
| **Ditch** | Style | Y (Rulebook S-1) | Y (Rulebook S-1) |
| **Immobility** | Time | Y (RulebookT-1R) |  |
| **Low Branches** | Style | Y (Rulebook G-3) | Y (CTG data sheet) |
| **Ticket Punch** | Style | Y (Rulebook S-8) | Y (Rulebook S-8) |
| **Shamrock** | Gait | Y (Rulebook G-1) |  |
| **Figure of Eight (one handed)** | Gait | Y (Rulebook G-1) |  |

The TREC GB data sheets are available at [www.trecgb.com/Rulebook.html](http://www.trecgb.com/Rulebook.html). The CTG data sheets referred to are all available via the CTG website at [www.trecgroup.co.uk/information-paperwork-and-forms](http://www.trecgroup.co.uk/information-paperwork-and-forms).

The Secretary or any other volunteers who are not judging at the time will be happy to answer any queries you may have regarding completion of or scoring of obstacles.

Top Score scoring guidelines

The indoor school will contain a number of obstacles, each of which is flagged (and may or may not be numbered) - Only complete the obstacle in the direction of the flags (going the wrong way through the flags will result in a 0 for that obstacle).

*Objective*

The aim is to score as many points as possible in 3 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.