THE EQUINE CLICKER SHOW RUBRIC

CLASS 331: BRIDGE OBSTACLES

Level 3: Specialized Riding
Division 3: Trail
Objective: To demonstrate effective communication while navigating bridge obstacles.

Equipment: Ridden
Arena: Any that allows the pattern to be completed
Contact: Full

Behavior	Description	Points	Score	Remarks
1. Calm Default	The equine remains still and calm, with head forward in a clam default position, as the competitor provides a click & treat from each side of the horse's body.	10		
2. Forward Over - Right	The equine walks forward over the bridge obstacle with the handler to their right.	10		
3. Forward Over - Left	The equine walks forward over the bridge obstacle with the handler to their left.	10		
4. Forward Over - Front	The equine walks forward over the bridge obstacle with the handler in front of them.	10		
5. Back Over	The equine backs over the bridge obstacle.	10		
6. Back	After pausing in a calm default position, the equine backs two steps.	10		
Equine Overall *Check if accomplished* *1 pt each*	☐ Relaxation ☐ Willingness ☐ Precision ☐ Movement ☐ Turnout	5		
Competitor Overall *Check if accomplished* *1 pt each*	☐ Relaxation ☐ Confidence ☐ Communication ☐ Attunement ☐ Turnout	5		

Notes

Total Score: _____ / 70 = _____ %

THE EQUINE TECS CLICKER SHOW

TRAIL OBSTACLE DIAGRAMS (1/2)

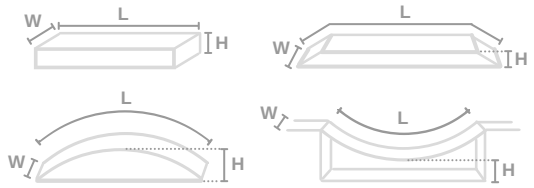
Level 3: Specialized Riding
Division 3: Trail

The arena may not be flat and/or clear of other obstacles. It must be safe and have safe footing. Trail obstacles may be built or designed in a variety of ways. The diagrams below show examples and specifications, however, not all obstacles need to look exactly like these. Contact TECS to confirm whether or not an obstacle meets TECS standards/requirements.

Class 331: *Bridge Obstacles*

- Bridges may be flat or arched
- Bridges may be rigid or suspended
- Bridges may have a "step up" or a ramp, and ramps are included in overall length
- Bridges may be on the ground or create a bridge over air, a trench, water, etc.
- Bridges must be safe for both the horse and the competitor

Width: 2-6' **L**ength: 10-20' **H**eight: 1' & up

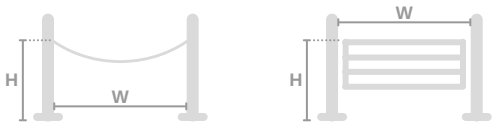


Class 332: *Jump Obstacles*

- Jumps must be:
  - at least 6" tall at the lowest point
  - at least 12" tall at some point
  - under 18" tall at the highest point
  - at least 2" wide at the narrowest point
  - under 12" wide at the widest point
- Jumps must safely break away if struck by an equine or competitor
- Competitors are permitted to place a blanket over the jump if desired

Class 333: *Gate Obstacles*

- Rope gates are secured to a post on one side and looped onto the post on the other
- Solid gates have hinges on one side and a latch or chain on the other
- Gates should be at least 1.5x the width of the equine's shoulders and no more than 12' wide
- Gates should be between 3-6' tall



Rope Gait *Solid Gait*

Class 334: *Mailbox Obstacles*

- Mailboxes should be an appropriate size, shape, and height for the area in which the competitor is performing
- Mailboxes should be safe to approach and handle