# THE EQUINE CLICKER SHOW RUBRIC

### CLASS 332: JUMP OBSTACLES

Level 3: Specialized Riding

Division 3: Trail

Objective: To demonstrate effective communication while

navigating jump obstacles.

**Equipment:** Liberty Handling

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. Over from Right	The equine goes over the jump obstacle with the handler to their right.	10		
3. Over from Left	The equine goes over the jump obstacle with the handler to their left.	10		
4. Over from Front	The equine goes over the jump obstacle with the handler in front of them.	10		
5. Back	After pausing in a calm default position, the equine backs two steps.	10		
<b>Equine Overall</b> 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				
	7	Total Score	e:	%



### THE EQUINE CLICKER SHOW SUPPLEMENTAL

## TRAIL OBSTACLE DIAGRAMS (1/2)

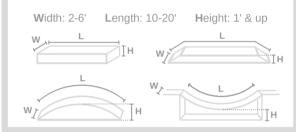
Level 3: Specialized Riding

**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

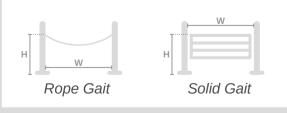


#### Class 332: Jump Obstacles

- 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



#### 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



