

Western Trail Qualification for European Hobbyhorse Championship

This presentation is the only qualification Western Trail process agreed by IHHF for European HobbyHorse Championship 2026 held in Prague.



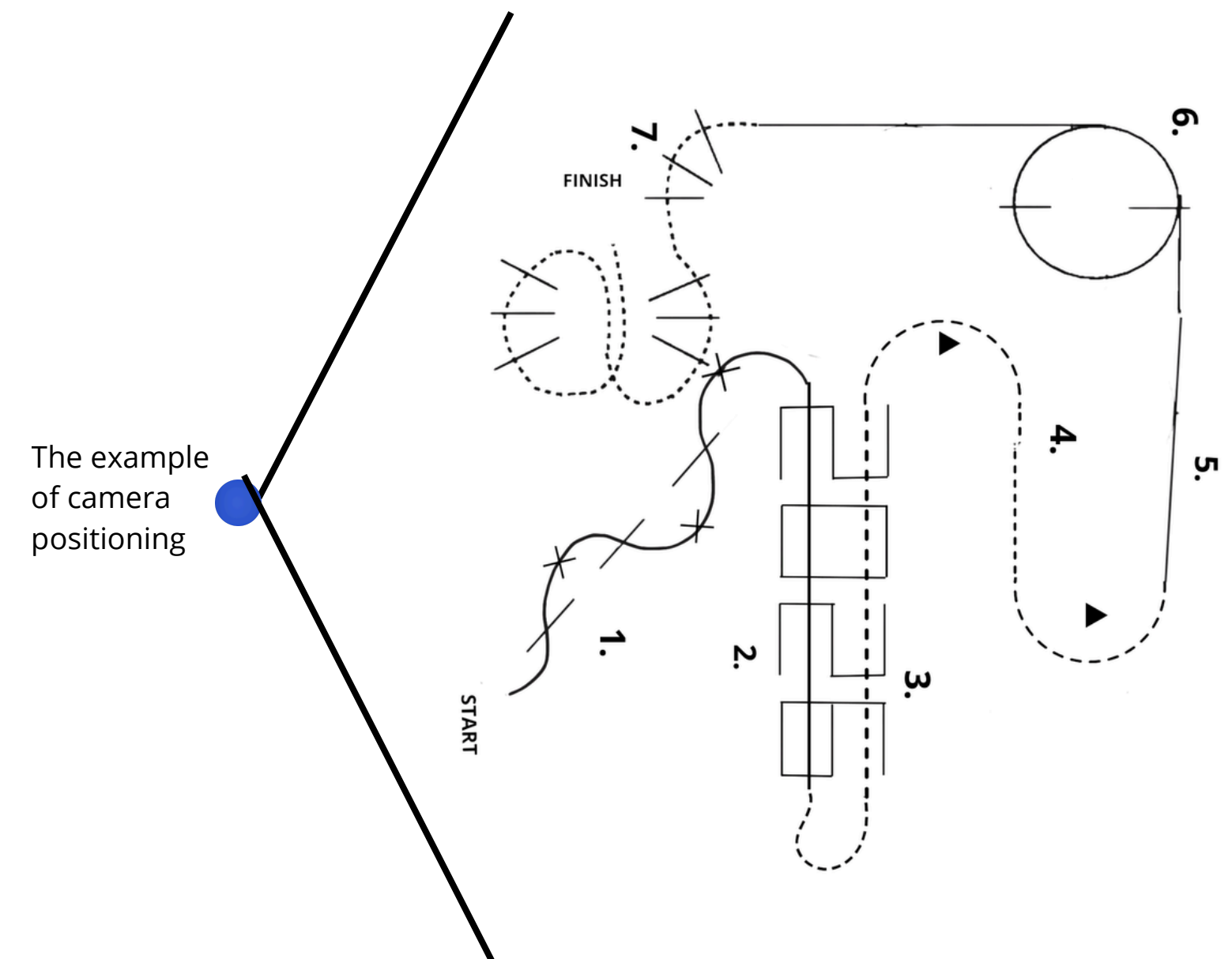
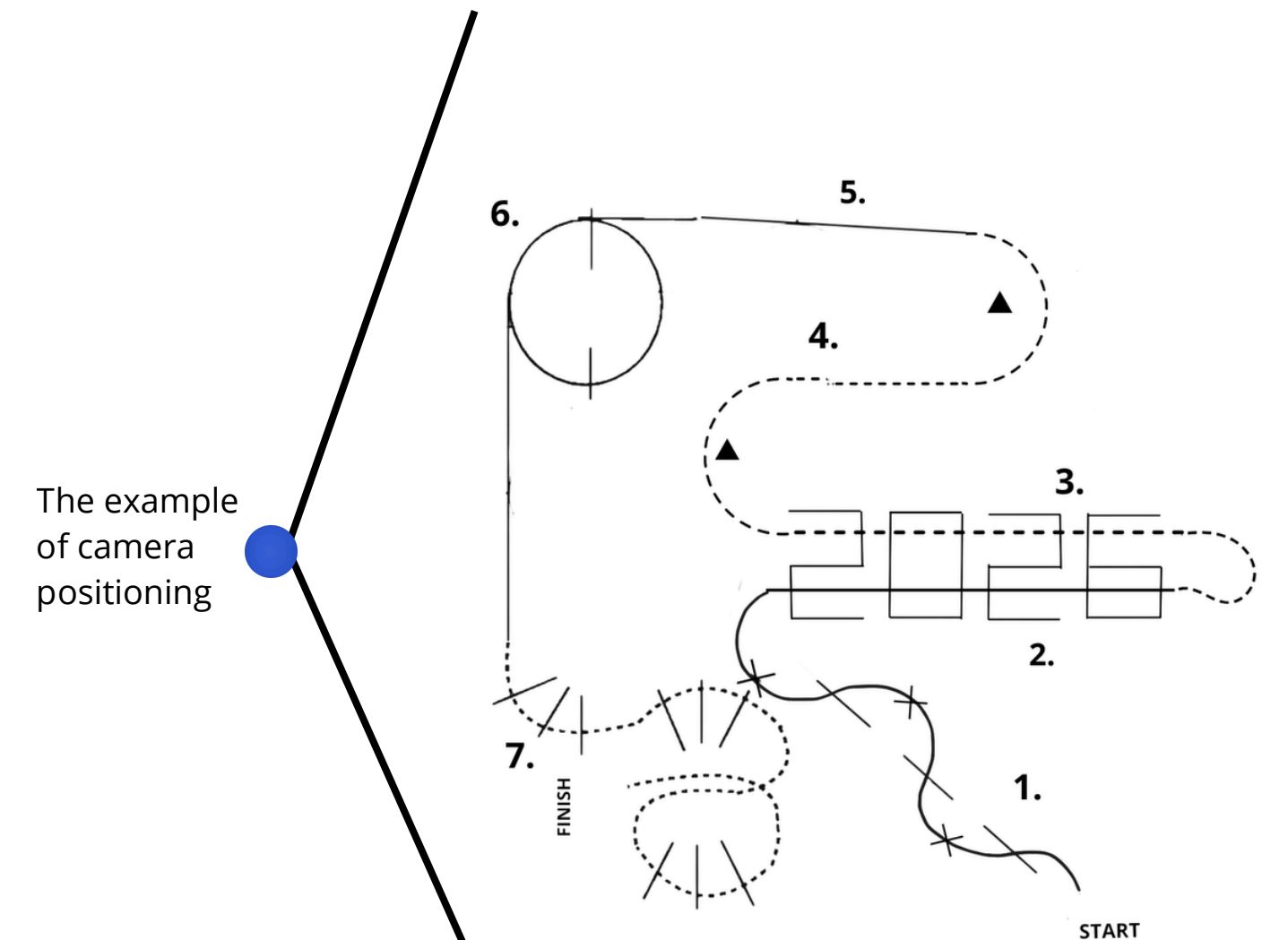
Content

- Video instructions
- Building the pattern
- Pattern
- Evaluation method
- Faults and penalties
- Reasons for elimination

Not following the instructions could lead to elimination!

Video instructions

- The camera should be positioned so that the entire pattern and all obstacles are visible.
- The camera must be placed on a tripod, table, wall, etc.
- The camera must not be held in the hand.
- The camera must not follow the competitor.
- The participant must be visible for the entire duration of the video.
- The video must be unedited.
- Sound must be on.
- Spectators, coaches, parents, etc. must remain silent for the entire duration of the video.
- As cavaletti, whips, ropes, poles, or straight branches may be used. For the entire task, 36 cavaletti of the recommended length of 1 meter are required. Cones or obstacles places to their position must be used.
- The participant may repeat the attempt as many times as they wish, but only one performance must be shown in the video.

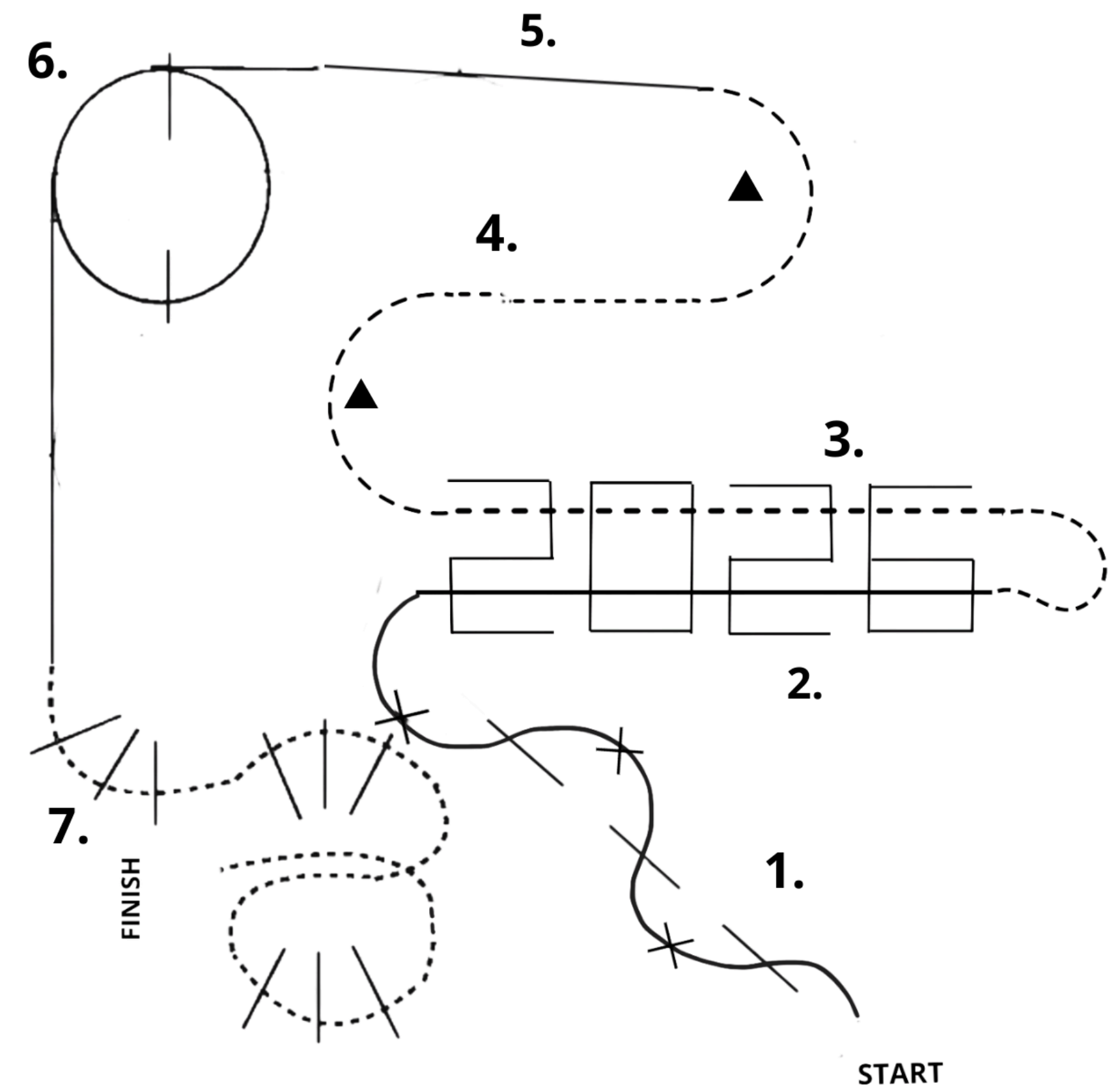


Building the pattern

- The arena is not needed to be marked
- Obstacles must be placed according to the course plan and the correct dimensions.
- The width of the poles must be at least 1 meter.
- The course must include all 36 poles and 2 cones.
- Poles and cones must be visible.
- Whips, ropes, poles, or straight branches may be used as poles.
- Shorter poles may be judged as not completed in case of uncertainty.
- The distance between poles must be 50 cm in walk and 100 cm in lope, measured from the center of the poles.
- Elements in the arena may be slightly shifted compared to the pattern, but their order must be maintained.
- However, the rider must still pass through the entire course.

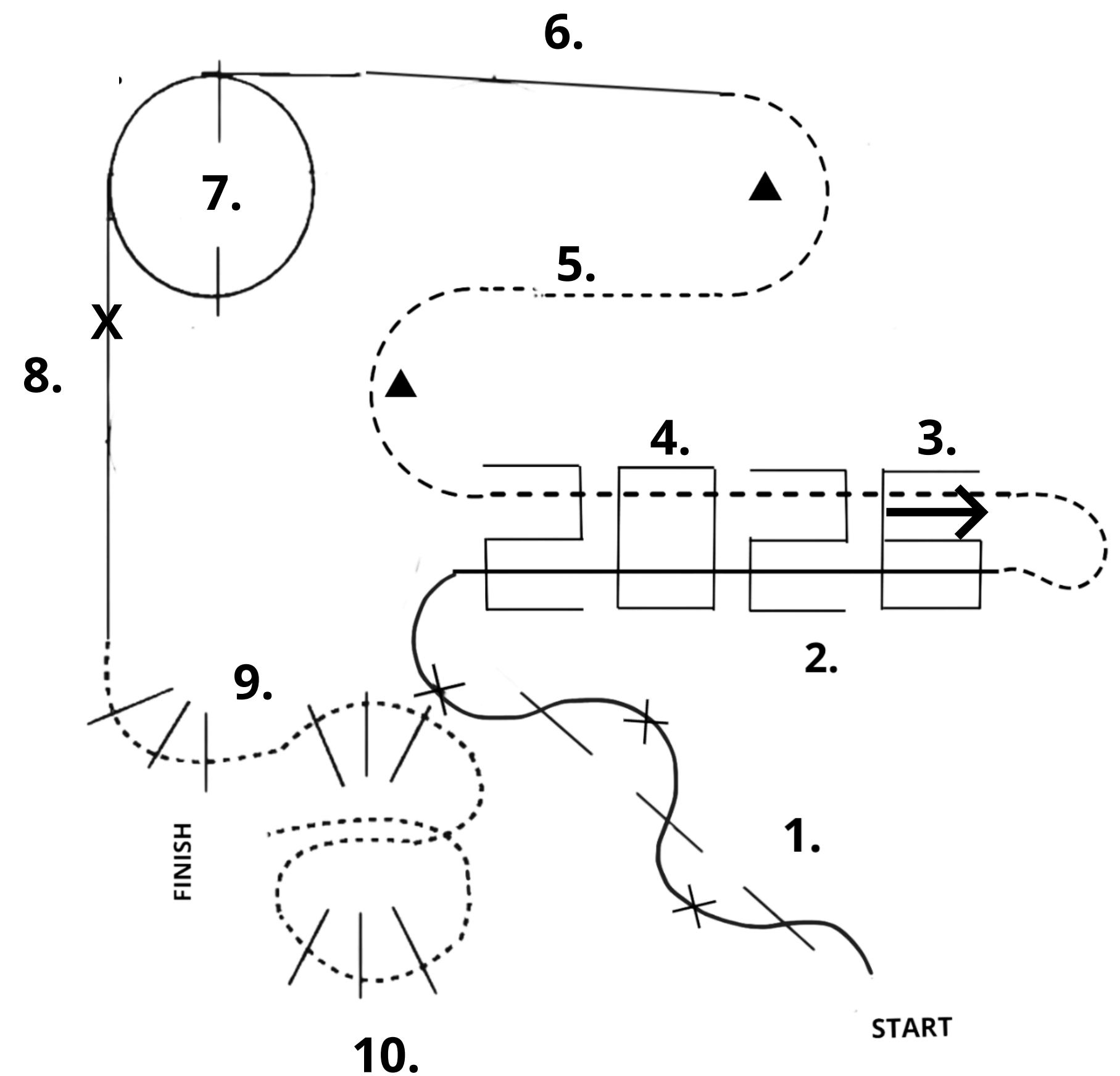
Pattern - JUNIOR - L2

1. Lope right lead over the poles in every X perform simple lead change
2. Lope over in right lead over the poles
3. Jog over the poles
4. Jog serpentine
5. Lope of left lead
6. Lope the circle over the poles left lead as in pattern
7. Jog over the poles



Pattern - OPEN - L3

1. Lope right lead over the poles in every X perform flying lead change
2. Lope over in right lead over the poles
3. Stop in chute and back up out
4. Extended jog over the poles
5. Jog serpentine
6. Lope of right lead
7. Lope the circle over the poles right lead (counter canter) as in pattern
8. Flying leadchange and lope left lead
9. Jog over the poles
10. Jog over the poles



Evaluation method

Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis:

-1.5 extremely poor

-1 very poor,

-0.5 poor

0 correct

+0.5 good

+1 very good

+1.5 excellent

0 points is an average performance without any special merits, the line of an average performance depends on the level of the class and the preferences of the judge.

Credits (points added)

- Clearing the obstacles with style and smooth pace
- Good balance throughout the course.

Every competitor gets regular scoresheet with all the marks for each obstacle with calculated total score.

Riders with best scores will be qualified.

In case of tie penalties decide (who has more penalties gets worse place)

Faults and penalties

Faults (points subtracted)

- Unnecessary delay while approaching or while during the obstacles
- Horse carried too low or too high

Penalties

Maneuver evaluations and penalty applications are to be determined independently.

The following penalties will be applied to each occurrence and be deducted from the final score:

0.5 penalties

- Touching a pole, cone, course decoration or other objects in the arena, excluding obstacles requiring contact such as a bridge or a transportation task

1.0 penalties

- Hitting or stepping on a pole, cone, course decoration or other objects in the arena
- Incorrect gait for up to two strides
- Incorrect number of steps if a step number has been set (i.e. back-up)
- Stepping over the log with wrong (leading) foot in lope

3.0 penalties

- Incorrect gait or lameness for more than three strides
- Incorrect canter lead if lead is specified
- Breaking an obstacle, i.e. dropping a raised pole, knocking over a cone or moving another course marker
- Stepping out of the bounds (if specified) of an obstacle with one foot after beginning to ride through the obstacle

5.0 penalties

- Dropping a carry item
- Letting go of the gate or dropping rope gate before it's completed

Disqualification

- Riding obstacles from the wrong direction, in the wrong order or otherwise against the guidelines set in the pattern (wrong course)
- Overturning more than a quarter turn during an obstacle
- Failure to follow the correct line of travel between obstacles
- Failing to close the gate

Reasons for elimination

The participant will be eliminated if any of the following apply:

Pattern set up

- Obstacles are not placed according to the pattern.
- Incorrect type of obstacles are used.

Video and camera

- All obstacles are not visible throughout the performance.
- The camera is handheld, follows the participant, or is moved during the video.
- The video is cut, edited, paused, or speed up.
- Sound is turning off or is not clearly audible.

Identification and fairness

- The participant is not clearly identifiable for the entire performance.
- Someone else performance the course on behalf of the participant.
- Instructions, counting, coaching, or any assistance are heard during the video.