



SIMPLE OBSTACLE TRAINING IDEAS



Inspire your imagination with these few pieces!


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Use these suggestions as building blocks to enhance your horse's training.

Start simple, perfect your results, then add more challenges.

Practice YOUR horsemanship also. Key in on your communication skills so you can be the leader your horse needs!


Basic pieces to start with:


4 heavy poles 10' long
Get a few 8' poles also

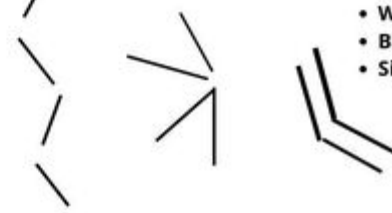

3 barrels


6 - 8 cones

Poles

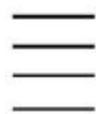

• Walk, trot, and lope over or through
• Walk: 1 - 2' spacing, trot: 2.6' -3.6', lope: 6'-7'
• Sidepass over either pole
• Back through: 3' - 4' spacing
• Position perpendicular to wall/fence. Back or sidepass to wall.

Walk or trot overs



"Dog Leg"

- Walk through 3'-4'
- Back between
- Sidepass either side


• Walk, trot, and lope over
• Walk: 2' spacing, trot: 2.6' -3.6', lope: 6'-7'
• Sidepass over
• Back through: 3' - 4' spacing
• Serpentine: 5' spacing


Use the alphabet!

"L"

- Sidepass
- Back beside
- Trot over, and between

"T" or "X"

- Walk or trot 10' poles
- Sidepass
- Back beside
- Loop through center



• Back between 3' - 4' spacing
• Back between, pivot in middle, walk or back out
• Sidepass, switching direction
• Serpentine
• Walk, trot, or lope between

"H"

- Trot over ends, and loop through center

"V" & "W"

- Walk, trot over
- Back into and beside
- Sidepass/pivot
- Trot through V points


• Walk in, stop, 360 turn
• Trot in, stop, pivot, walk out
• Sidepass
• Trot through and loop around

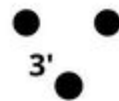
"U"

- Back through 3'-5' width
- Sidepass center, back out
- Trot over, loop around



While barrels & cones are similar, the different heights provide variety. These examples are helpful to remind riders to look ahead and plan. If you look down, you'll miss your marker!

Barrels



- Walk or back around
- Trot through, loop around
- Drape something like a horse blanket on one



- Carry object from one barrel to the other
- Back a figure 8
- Practice tight walking circles; widen spacing & trot round circles

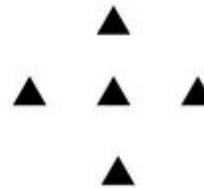


- Walk or trot around all, either in a straight line or staggered.
- Back around, pivot to change direction
- Sidepass between

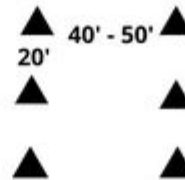


- Ride through & back between raised plastic pipe or poles

Cones



- Arrange cones in a large circle (40" diameter)
- Make loops around opposite cones
- Serpentine
- Stop at specific cones, back up
- Circle around inside and outside of perimeter
- More cones = more options



- Using a large area, set up cones
- Trot a serpentine across (strive for straight lines, round curves), as well as up vertically and across diagonally



Make up games with the cones.
Example: walk from A to B, trot at B. Stop at C, back 6 steps, trot to D & continue a round circle around cone and stop