



EQUESTRIAN SPORTS  
NEW ZEALAND

## A GUIDE TO

# Cross Country Course Design





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# Introduction & General Overview

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**This Guide is not just for course designers but is intended to support all Officials in understanding the cross country test and design of cross country courses. It is not a rule book nor is it a stand alone document, rather it is to be used as a supplementary document alongside the official ESNZ Eventing documents and the ESNZ Eventing Officials Education programme.**

The Guide is also intended to be an “open project” to reflect all new ideas, findings and lessons learned.

The purpose of the guide is to share information based on experience and is intended to help with designing and evaluating cross country courses.

Not all eventualities are covered and it is up to the Event Officials to make decisions based on the fundamental principles of fairness to horse and rider alongside the overall aim of minimising risk. This Guide is intended to provide a document for referring to on a regular basis. They are notes for guidance and are not rules nor do they represent a complete guide to course design.

The Guide seeks to help officials achieve the same standard at each level at each competition and seek to improve the standards of safety for horse and rider.

## Design Visions & Objectives

At the levels covered in this guide the emphasis is very much on the education of horse and rider introducing both parties to a wide variety of fences and simple questions. As the levels progress so the degree of difficulty of the courses should suitably reflect the particular level.

At the levels up to and including CCN105/1\* the cross country course should not be to “test the best” but rather be thinking about a fair course that is appropriate for the level that should give the average horse and rider the opportunity to complete.

It is the Course Designer’s responsibility to design courses that help to produce better horses and riders.

The goal of seeing as many finishers as possible is desirable for all levels, but the degree of difficulty should not be compromised in order to achieve this, for example by the over-use of alternatives.

It is also important that all officials recognise the different standards of, and understand, what is appropriate at, the various levels. The belief is that the levels should be the same around the country, i.e. a CCN95 in the Hawkes Bay or Christchurch should be the same degree of difficulty as a CCN95 in Northland or Taupo.

Where different levels are running on the same venue at all levels the goal should be to minimize the number of shared fences (i.e. less than 10% of the fences on course).

At all levels horse and rider should be encouraged and have their confidence built, not destroyed.

## Design and Construction

- The siting and positioning of fences is important and great care should be taken when looking at approach, take-off and landing.
- Groundwork should be done well in advance so it is stable and able to cope with the number of horses running over it in competition.
- Portable fences should be strong and robust and designed in such a way that they can be set into position and secured to minimise the risk of them moving if hit by a horse.

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**Remember to be ‘an educator’ not “an examiner”**

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## Flow of Course and Intensity

### Flow

In every course, there should be a beginning, middle and end.

**Beginning:** 3- 5 fences to get Horses and Athletes thinking forward with a good rhythm and jumping in a good shape. The lower the level the more fences at this stage of the course are recommended.

**Middle:** The meat of the course, where the main questions are asked. Don't start with the most difficult question (or combination) but rather let the difficulty progress and then ease off towards the end when Horses maybe getting tired. In principle after every 'question' there should be an easier confidence boosting fence, particularly at the lower levels.

**End:** 3 or 4 easier interesting fences/easier questions to produce a feel good factor. At the end of the course these fences/questions should if possible be off a turn to control and manage pace and they should still keep horse and rider paying attention.

### Intensity

When considering the "intensity of effort" officials should take into account both terrain and ground conditions and discuss with the Course Designer their thought process.

Course Designers should understand the number of efforts they have on every minute of their course. A large number of efforts (6-9) combined with significant terrain is not appropriate in any given minute.

The Course Designer should also understand the physical effort involved with every fence. For example the straight forward galloping fence jumped out of rhythm actually gives a horse a 'breather'. The fence where the horse lands 'static' and has to accelerate away is very tiring.

The window of distances and efforts is there to give designers flexibility but it is essential that courses should flow and have a good feel and balance. In general there should not be more than an average of one jumping effort per commenced 100m over the entire length of the course. It is recognised that there are occasions when a course will have a better flow and balance if working on a slightly lower distance per effort. In such situations the Technical Delegate (TD) and Course Designer (CD) should be in agreement.

## Criteria for evaluating difficulty and risk level

### Approach:

- **Uphill** – easier
- **Downhill** – more difficult
- **Straight** – more difficult
- **Off a turn** – easier

### Footing:

- **Good footing** – easier
- **Deep, loose or soft footing** – more difficult

### Materials:

- **Brush** – easiest and most forgiving
- **Sloping leading edge** – forgiving
- **Log** – still forgiving
- **Rails/rounded leading edge** – less forgiving
- **Sawn Timber/90° leading edge** – unforgiving – unacceptable
- **Stone** – unforgiving

### Profile:

- **Vertical with uphill approach** – acceptable
- **Vertical with downhill approach** – unacceptable
- **Vertical with flat approach** – would be preferable off a bend.

## Equine Vision, Light to Dark/Shadows/the Sun

Course Designers (CD) should understand that Horses see in contrast and, it is believed, dichromatically rather than in colour as humans see colour. Therefore, the contrast and the definition between the top of the fence and the background is of the utmost importance.

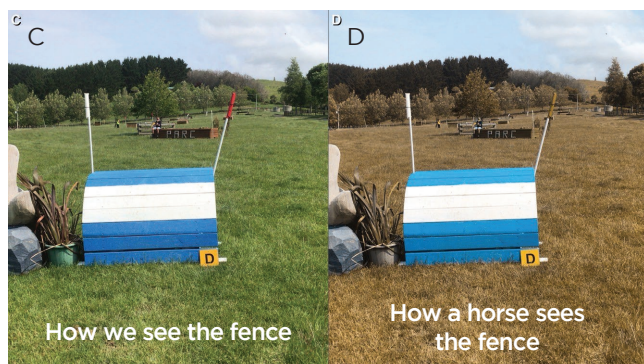
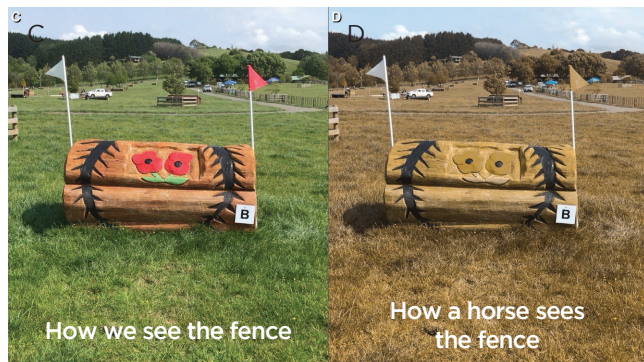
At all levels Course Designers should recognise the effect of shadow and light to dark. When going from light to dark horses should be given time to adjust to new circumstances, the suggestion being that they should have at least 2 full strides, preferably more.

Course Designers should recognise and take into account when designing and siting fences the effect of shadows and the sun particularly early and late in the day and the time of year of the competition.

It is essential to not present a silhouette to horses when jumping from the dark towards light or towards the sun.

It is believed that horses take longer to adjust to light changes than humans.

There are ways to help horses 'read' a fence. For example, on spread fences, have some definition on the top at the front and/or back to help define the spread; a spread fence with barrels on the front and back will be read more easily than one without; a fence in a fenceline should have the front of the fence in line with the fenceline rather than the back or some trees put on both sides of the fence towards to front.



## Leading Edges

It is essential that every effort is made not to have an unforgiving leading edge on any fence. Research has shown that the more a horse's mass can be deflected and the less it is stopped at impact the more forgiving the fence and the less the chance of a rotation. In the same vein a smooth surface is more forgiving than rough bark.

It is recommended that the front leading edge of verticals and upright spread fences, corners, etc are built at approximately 45° from the highest point.

## Profiles of Fences/Lower Rails

Where there is a fence with a top rail and a lower rail on the front face (e.g. an oxer or an upright post & rails) the lower rail needs to be not less than half way up the fence, and that in these situations there should be some sort of ground line also.

Alternatively, if a top rail and a ground line are used there needs to be some dressing (e.g. a shrub/tree/bush) to ensure that there is a good profile to the front of the fence and not just a gap between the top rail and the ground line.

## Groundlines

Groundlines are intended to help horses read the fence and as such unless there are exceptional circumstances they should always be used on fences at all levels

Groundlines should be used to improve the profile of fences and to help prevent horses getting too 'deep' to a fence. It is expected there should be a discussion between the course designer and technical delegate about groundline use.

Course Designers and all officials need to assist and encourage horses to take off in a good spot. There are several ways to do this one of which is to help horses with their depth perception. There are 3 key reference points which it is believed will assist horses with this. They are; one on either side of the fence and one in the centre.

Groundlines can be rails, flowers, mulch/woodchip, or anything suitable that will help or further improve the profile of a fence.

Groundlines should be used on steps out of water.

A single rail must never be used without a groundline.

False groundlines are not acceptable under any circumstances.





Decorating can make a big difference to the look of the jump.  
Here the flowers accentuate the ground line and also define the width of the jump.



These two photos show the difference trees can make to the look of a jump.



Use of groundlines



Clearly defined ditch



Well defined ditch with trees at side and clear edge



Raised middle rail to help with jump shape.  
Top rail has a MiM clip.



Use of decoration

## Measurement of the course

The course should be measured fairly and on a realistic riding line after the fences and course roping are in position. It is inappropriate if riders are measuring the course approximately 100m longer than the officials. The measurement of the course needs to include the base spread of all fences.

The use of GPS or an app is not considered best practice in measuring a course. Measuring wheels (regularly checked to ensure continuing accuracy) with a wheel diameter > 70 cm, are considered the best way to measure a course.

## Measurement of Fences

The height of an obstacle is measured from the point which the average horse would normally take off.

The top spread of an open obstacle (e.g. oxer) is measured from the outside of the rails or other material making up the obstacle. The spread of a closed obstacle with a solid top (e.g. table) is measured from the highest point to the highest point.

The drop on an obstacle is measured to the point that the average horse is expected to land.

## Combinations and related distances

The more strides there are between fences the easier the question. The exception is when the Course Designer has set up an exercise.

The distances given below represent inside measurements between elements in a simple combination on flat ground, the variation depends on type of fence and level of competition. The shorter distances are more appropriate for CCN80 and CCN95 level competitions.

Combination Type	Guide Distance
One stride	7.5m to 8m
Two strides	10.5m to 11m
Three Strides	14.5m to 16m

Slope, steps up or down and fences before water may also require adjustment to the distance. It is important the Course Designers and Technical Delegate discuss combination distances before the final fence placement.

It is very important for course designers to understand how horses jump different types of fences in different situations so that they can adjust distances accordingly. Watching fences jumped is always educational as is walking the footprints at fences after they have been jumped.

## Frangible Devices:

A fence should never be designed or built with a frangible device if the Course Designer would not normally build it as a fixed obstacle. Frangibles are designed to reduce the possibility of a serious fall NOT compensate for a wrongly or poorly designed or sited fence.

TAG (Technical Advisory Group) recommends that all fences that fit the criteria for a frangible device from CCN2\* and above have a device fitted, especially open rails, gates, open oxers, and open oxer corners.

All fences that meet the criteria in levels CCN105/CCN1\* and below should be constructed in another way as to avoid having to fit a frangible device. Ascending profile of fences is important.

## Securing Down of Portable Cross Country Fences

All reasonable steps must be taken to ensure that portable fences are secured in a way that will minimise the risk of them moving if hit by a horse. A "Belt and Braces" approach (too many fixings rather than too few) is a good one to have as fences lifting or moving may increase the chances of a fall.

In order to achieve this there are various ways of securing portable fences to the ground, the two most common ones are the Spirafix Ground Anchor system and the use of posts.

In some situations, such as lined water jumps or all-weather arenas, posts or ground anchors cannot be used. Fences should be weighted down commonly with ballast, concrete or containers full of sand or water. Please seek advice from your Technical Delegate for the most appropriate option.

## Spirafix System 50mm "C" type Ground Anchors

**This is a very good system but there are some key points to consider in their use:**

- The anchors must be at the front of the fence rather than at the back, or at the front as well as the back. At least two must be used.
- Where fences with small base spreads are to be fixed down extra ground anchors may be required at the front of the fence.
- There are two lengths of anchors available (460mm and 620mm) and it is important that the appropriate one is used depending on the soil type. I.e. long ones in sandy soil.
- The anchor brackets must be securely fixed to the frame of the fence so that the fence cannot break away from the brackets under a large impact.

## Posts

These should be substantial in size and well dug or knocked into the ground. A depth of approximately 0.75m in the ground would be the norm but ground conditions could require them to be in the ground more.

- Posts should be at the back of the fence and if set below the highest part of the fence should be put at the front as well to stop the front lifting on impact.
- Try to avoid using posts with lots of knots as this can weaken the post.
- Using a mixture of posts and anchors can be useful and is quite acceptable.

## During the competition:

Watch how combinations jump, and take note if you have got it right or whether next time you can improve in the way it is jumping by adjusting something or even perhaps decide not to use that combination again. Check on footing in front and behind fences. Endeavour to give every horse and rider the same conditions to compete in from start to finish. Obviously not always possible due to weather conditions, however it must not become dangerous.

## At the end of the competition:

Check the landing footprints, always a good learning exercise. Read through the analysis of the cross country and see if there were any fences that caused a lot of refusals or falls. Try to work out why and refer back to the guide. Was there too many questions asked too closely together for the level? Was the area too busy with other jumps that the horse couldn't read the question quickly enough? Did terrain have anything to do with it? Was the jump not well enough defined, too early in the course, or perhaps too technical for the level? At these lower levels it is a credit to you if you can produce a course that gives a good learning experience to horse and rider, one that will build their confidence and that the majority can get around without too many refusals.

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# CCN65 and CCN80 Levels:

## Introducing horse and rider to Eventing

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### Objective

The CCN65 and CCN80 classes will serve as an educational step for riders and horses, of all ages, towards competing and experiencing events at the lowest level, offering the benefit of the highest standards of course design and building.

Riders should be able to canter around the course in a good rhythm. They will be expected to be able to go up and down hills/slopes and to jump a variety of straightforward fences.

The CCN65 and CCN80 classes need to cater for 'CCN65 and CCN80 only' competitors as well as those who will use it as an educational stepping stone to progress up the levels. Time is not expected to be a key element at these levels.

It is intended that these guidelines be used to create a base standard for the CCN65 and CCN80 classes. Advice from Technical Delegates would be helpful during the design, construction and alteration of courses.

### Design and Construction

At this grassroots level, the variety in the way that obstacles appear and their profile is very important. Obstacles, which have a sympathetic and more forgiving profile, should be used wherever possible. All obstacles should have well defined groundlines and their jumpable width should be wide and inviting.

Courses should have a good balance of fences and the first six fences should encourage horses to jump confidently and in a rhythm.

The inclusion of more upright fences: post and rails, is appropriate and educational but care should be given in the correct positioning of upright fences, including a 45 degree leading edge and suitable groundlines.

Each individual jump should be a question on its own. By placing obstacles too close together does not allow the inexperienced horse or rider to understand clearly the question asked and therefore confidently tackle the obstacle. Examples are: placing a jump before a water complex, a question of a turn with undulating terrain and not enough distance between obstacles, narrow obstacles in related lines.

#### 1. Combinations and Related Distances

It is recommended there be a maximum of three combinations within the course for CCN80, excluding the water fence. They should appear in the last two thirds of the course, wherever possible, to allow sufficient time for competitors to have warmed up

before any questions are asked. Combinations should not appear before fence 4. (A Combination is defined as elements with two or less non-jumping strides in between. Related distances refer to distances above two non-jumping strides). CCN65 classes do not require combinations.

Combinations should be simple and straight forward consisting of not more than two elements.

Sympathetic fence profiles should be used. Avoid using fence types which can jump erratically and alter distances between elements e.g. brush fence as the first part of a combination.

Combinations and related distances should not be sited at the end of long galloping stretches, on a downhill slope or in an area with a confined access or exit. Avoid areas in shadow or with poor light. A slow measured approach should be the designer's aim.

Distances: Bounce distances are not to be used at this level.

#### 2. Alternatives

Alternatives are unnecessary at this level, as no fences, combinations or related distances should be difficult enough to warrant an alternative.

#### 3. Water Obstacles

CCN65 and CCN80 competitors should be expected to negotiate a simple 'water' type complex, with a ramp into and out of water. Competitors are not expected to jump into or out of water. If you have the opportunity of more than one water complex then a step out of water is appropriate. Be sure to define the step with a groundline at the base of the step and a clearly defined colour on the top edge of the step.

#### 4. Narrow Fences

Narrow fences can be introduced at CCN65 and CCN80 levels. There should be a maximum of 3 minimum jumpable width fences. (Jumpable width is defined as 'between the flags')

**The minimum jumpable width should be 2.40m.** This should be made more inviting with the use of trees and dressing to create an impression of width and to help guide competitors in.

#### 5. Tables

All tables should be filled in with a sloping front face, with such face sloping away from the horse on the take off side of the fence. Seats must not be placed on the landing side of a table, as this may present a false ground line.

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# CCN95 and CCN105/CCN1\*: Continuing development of horse and rider

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## Objective

The CCN95 and CCN105 classes are to train inexperienced riders and horses by giving positive experiences that will produce confident and educated athletes, with the benefit of the highest standards of course design and building.

CCN95 Riders should be able to canter around the course, in a good rhythm. They will be expected to be able to go up and down hills/slopes and to jump a variety of straightforward fences.

CCN105 is to encourage less experienced riders and horses to compete in and enjoy the demands of ESNZ Eventing before progressing up the levels.

The course should be inviting and flowing with obstacles evenly spaced throughout, thereby reducing long galloping stretches. The course as a whole must be consistent and demanding enough that a successful competitor could progress to CCN2\* with confidence, yet inviting enough to allow riders and horses, not yet ready for CCN 2\* to gain confidence. It needs to be recognised and understood that many riders do not have the ambition to progress above this level.

Competitors will be expected to jump the course in a rhythm over a variety of straightforward fences including going up and down slopes and undulations. At CCN105 time begins to become a factor in the context of the competition.

These guidelines are intended to create a base standard for the CCN105 class.

## CCN95

The CCN95 class needs to cater for 'CCN95 only' competitors as well as those who will use it as an educational stepping stone to progress up the classes. Time is not expected to be a key element at CCN95 level. It is intended that these guidelines be used to create a base standard for CCN95 level.

## Design and Construction

At this grassroots level, the variety in the way that obstacles appear and their profile is very important. Obstacles, which have a sympathetic and more forgiving profile, should be used wherever possible. All obstacles should have well defined groundlines and their jumpable width should generally be wide and inviting.

Courses should have a good balance of fences and the first six fences should encourage horses to jump confidently and in a rhythm.

The inclusion of more upright fences: post and rails, is appropriate and educational but care should be given in the correct positioning of upright fences.

## CCN105/CCN1\*

The variety of fence design and materials used in construction plays a significant part in educating horses and riders in what they will face as they progress through the different classes.

Courses should have a good balance of fences and the first four fences should encourage horses to jump confidently and in a rhythm. All obstacles should have groundlines with their jumpable width as wide and inviting as possible. Approximately 75% of fences not asking a specific question (ie straight forward fences) should be as close to maximum dimensions as possible.

Fences that restore confidence should be used after combinations or more difficult questions.

### 1. Combinations and Related Distances

At CCN95 there should be a maximum of three combinations within the course, excluding the water fence. They should appear in the last two thirds of the course, wherever possible, to allow sufficient time for competitors to have warmed up before any questions are asked. Combinations should not appear before fence 4. (A Combination is defined as elements with two or less non-jumping strides in between. Related distances refer to distances above two non-jumping strides.)

Combinations should be simple and straight forward consisting of not more than two elements.

Sympathetic fence profiles should be used. Avoid using fence types, which can jump erratically and alter distances between elements e.g. care should be taken when using brush fences as the first part of a combination.

Combinations and related distances should not be sited at the end of long galloping stretches, on a downhill slope or in an area with a confined access or exit. Avoid areas in shadow or with poor light. A slow measured approach should be the designer's aim.

At CCN105 the design of combinations and related distances should start to incorporate a variety of different obstacle profiles.

In introducing slightly more technical combinations and related distances, kinder profile obstacles should be used e.g. logs, in order to give a more positive experience. Avoid using fence types which can jump

erratically and alter distances between elements e.g. care should be taken when using brush fences as the first part of a combination.

Separately numbering obstacles, rather than ABC lettering, is a useful design tool to help the inexperienced and is strongly recommended where appropriate.

### **Distances**

Bounce distances, on fences with height, should not be used at this level. A bounce distance between two steps is permitted. If using a bounce, an alternative should always be presented to the horse and rider.

## **2. Alternatives**

Alternatives should not be necessary as the direct route should be suitable for the majority of competitors. Where they are considered necessary, they should be asking the same type of question as the direct route e.g. accuracy, be the same in construction (where possible) and be easier and more time consuming to execute.

## **3. Water Obstacles**

CCN95 competitors should be expected to negotiate a simple 'dew pond' type complex, with a ramp into and out of water or a simple drop into a water;

Obstacles before water: Obstacles placed before a ramp into water should be on two non jumping strides or more. Fence profiles should be sympathetic. Maximum height fences should be avoided.

Obstacles after water: Obstacles after a ramp out of water should be sited on two non jumping strides or more. Fence profiles should be sympathetic and avoid maximum height fences.

Steps out of water are acceptable, and must be well defined. Consider painting the top of the step out with a suitable defining colour and/or a log groundline.

CCN105 competitors can be expected to negotiate a variety of options.

Obstacles before water (i) Obstacles placed before a ramp into water, should be on 1 non-jumping stride or more. Fence profiles must be sympathetic. Maximum height fences should be avoided.

(ii) Obstacles placed before a step into water should be on at least 2 non-jumping strides from the edge of the step. Fence profiles must be sympathetic. Maximum height fences should be avoided.

Obstacles after water: Obstacles after a water complex can be placed after a ramp or step out. Obstacles should be on one non- jumping stride or more.

Jumps into water should not have significant height.

## **4. Narrow Fences**

Narrow fences should be introduced at CCN95 level to encourage accuracy. There should be a maximum of 3 minimum jumpable width fences. (Jumpable width is defined as between the flags)

The minimum jumpable width should be 2.00m. This should be made more inviting with the use of trees and dressing to create an impression of width and to help guide competitors in. In the case of brush fences, cutting in a 'scallop' shape creates such an impression.

The education started at CCN95 should be built upon at CCN105 level. We should be setting the horse and rider an increased test of accuracy while still allowing for less experienced horse and rider combinations. There should be a maximum of 3 minimum jumpable width fences. (Jumpable width is defined as between the flags) w

The minimum jumpable width for CCN105/CCN1\* should range between 1.8m to 2.0m depending on contour of the ground and the location of the fence in relation to others on the course. This can be made more inviting with the use of trees and dressing to create an impression of width. Some help can be given but learning to negotiate narrow fences is essential for progression.

## **5. Tables**

All tables should be filled in with a sloping front face, with such face sloping away from the horse on the take off side of the fence.

## **6. Frangible Fences**

If a fence meets the criteria for a frangible device, then it should be altered by filling in top or changing the size of the material.

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# **Levels CCN2\*, CCN3\* and CCN4\***

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**Please refer to the FEI Cross Country Course Design guide.**

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# General Overview of fence types

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## Verticals

Should be presented with suitable groundline for the levels. Should not be placed after a long gallop, where riders can approach too quickly or on a downhill approach. New builds should have a 45 degree leading edge.

## Palisades

The bottom on the ditch must be clearly defined from the surrounding ground. (ie clean out dead leaves and grass, or spray grass. Make sure ditch edge is clearly defined and not covered in grass. One end of the ditch should be sloping in case a horse gets stuck in the ditch.

## Narrow Fences

Recommended Minimum Jumpable Widths:

<b>CCN65 and CCN80</b>	2.40m
<b>CCN95</b>	2.00m
<b>CCN105/1*</b>	1.80m

It is recommended that trees and other decoration be used to define the jump and give an impression of width and teach the horse to jump through a gap.

Fences whose jumpable widths reduce from back to front i.e.: arrowheads should have a front face jumpable width of a minimum of 50% of the back. E.g.: a 2m wide arrowhead at the back, should taper to a minimum of 1m. Base spread should not exceed 75% of maximum allowed. **These types of narrow fences are not recommended for CCN65 and 80 and that if using this design of fence for CCN95/105 that the Course Designer uses sufficient decoration to enhance the profile of the fence.**

## Parallels

Back rail min 5cm higher than front. Be aware of the materials used and whether it would come within the recommendations of using a frangible device and therefore is it the correct type of material to use. These types of fences should not be used at the top of a rise. Use a suitable groundline if it has an upright profile.

## Table Top Type

Back of table min 5cm higher than front. If it has a open front be aware that if sponsorship placards are attached to the back of the fence that it doesn't create a false groundline. This can also happen if the horse can see the support system used in the construction of the obstacle. Plants etc at the front of the fence are effective in negating this effect.

## Bench / Chair

Front edges should be forgiving.

## Roll Tops

Suitable for all levels

## Brush Box

Recommended that the solid part of the fence is 5-10cm below maximum height.

## Bullfinch

Not recommended for CCN95 or below. Should be very wispy for CCN105

## Ramp

Suitable for all levels.

## Steps

No bounce on descent. Clearly define bank from the ground colour.

## Trakehner

For CCN65 and CCN80 taking off top soil below the log is enough to create the impression of a ditch. Clearly define the ditch and ditch edge from the surrounding ground colour.

## Water

The depth of water is never the test. Introduce water to the lower levels carefully and let the water be in only question asked. Remember areas around water jumps can become congested with jumps for all the levels and therefore at the CCN65, CCN80 and CCN95 the questions asked must be straight forward and easily understood by the horse.

## Half Ditch Complex

Recommend 2 non Half Ditch Complex jumping strides between elements for CCN95 and above and more strides for the CCN65 and CCN80 levels. (Remember these lower levels need time to understand each question separately). Jumping element can be before or after ditch.

## Full Ditch Complex

Not recommended for CCN95 and below.

## **Open Ditch**

Clearly define edges and base. Decorate the ends of the ditch to give definition of the width.

## **Sunken Road**

Not recommended for CCN95 and below

## **Bounces**

Not recommended for CCN95 or below and for CCN105/1\* an alternative should be given.

## **Corner**

It is recommended that corners are filled in. Steps must be taken to ensure a corner is not jumped where it is too wide.

## **Drop Fences**

If possible the landing should be on a downward slope, and never into an upward slope.

## **Log Piles**

Suitable for all levels.

## **Banks**

Suitable for all levels and define the top of the bank. If jumping up banks a groundline is recommended.

## **Elephant Traps**

Base spread recommend not more than 75% of max.  
Not for CCN95 and below.

## **Roofs & Keyholes**

Some horses tend to not jump in a good shape under a roof. Recommended not to have spreads or maximum height fences.

## **Steeplechase**

The solid part if recommended at least 10cm lower than maximum height with a good groundline out from the jump.

## **Sharks Teeth**

Should have plants in the gaps. Decorate well for lower levels.

## **Triple Bars**

Build with the middle a little higher giving a curve effect rather than a straight line from top to bottom.



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