



Rabobank

Outdoor Brabant
Breda

Outdoor Brabant Breda 2014

CAIO - 4H & CAI2* - P1, 2, 4

Sep. 23th - 28th 2014



Competition:

marathon Horses Four in Hand

times to be driven in the marathon sections

Horses

Distance, Pace, Times

Section:	Distance: in m	Pace:	Speed:	TA	MT	TL	Compulsory Gates:
Section A	5000 m	free	15 km/h	20 Min. 0 Sec.	18 Min. 0 Sek.	24 Min. 0 Sek.	1
Transfer (Sektion T)	875 m		6 km/h	9 Min. 0 Sec.	keine	18 Min. 0 Sek.	2
Rest Veterinary check				10 Min. 0 Sec			
Section B, marathon	7900 m	free - after the last obstacle walk or trot.	14 km/h	33 Min. 51 Sek.	30 Min. 51 Sek.	67 Min. 43 Sek.	3 - 12

Section B:

Start B-G3-G4-O1-Km1-G5-O2-Km2-G6-G7-O3-Km3-G8-O4-Km4-G9-O5-Km5-O6-G10-Km6-G11-O7-G12-Km7-O8-Finish B

TA = Time allowed MT = Minimum time TL = Timelimit



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Competition:

marathon Pony's Single, Pair, Four in Hand

times to be driven in the marathon sections

Ponys

Distance, Pace, Times

Section:	Distance: in m	Pace:	Speed:	TA	MT	TL	Compulsory Gates:
Section A	5000 m	free	14 km/h	21 Min. 26 Sec.	19 Min. 26 Sek.	25 Min. 43 Sek.	1
Transfer (Sektion T)	875 m		5 km/h	10 Min. 30 Sec.	keine	21 Min. 0 Sek.	2
Rest Veterinary check	10 Min. 0 Sec						
Section B, marathon	7500 m	free - after the last obstacle walk or trot.	13 km/h	34 Min. 37 Sek.	31 Min. 37 Sek.	69 Min. 14 Sek.	3 - 12

Section B:

Start B-G3-G4-O1-Km1-G5-O2-Km2-G6-G7-O3-Km3-G8-O4-Km4-G9-O5-Km5-G10-G11-Km6-O6-G12-Km7-O7-Finish B

TA = Time allowed MT = Minimum time TL = Timelimit



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Breda

section A pony's and horses
length: 5 Km

section T (transfer) pony's and horses
length: 875 meter



Start Section A

Finish Section A

Start Section T

Finish Section T

Rest

5 Km

1 Km

G2

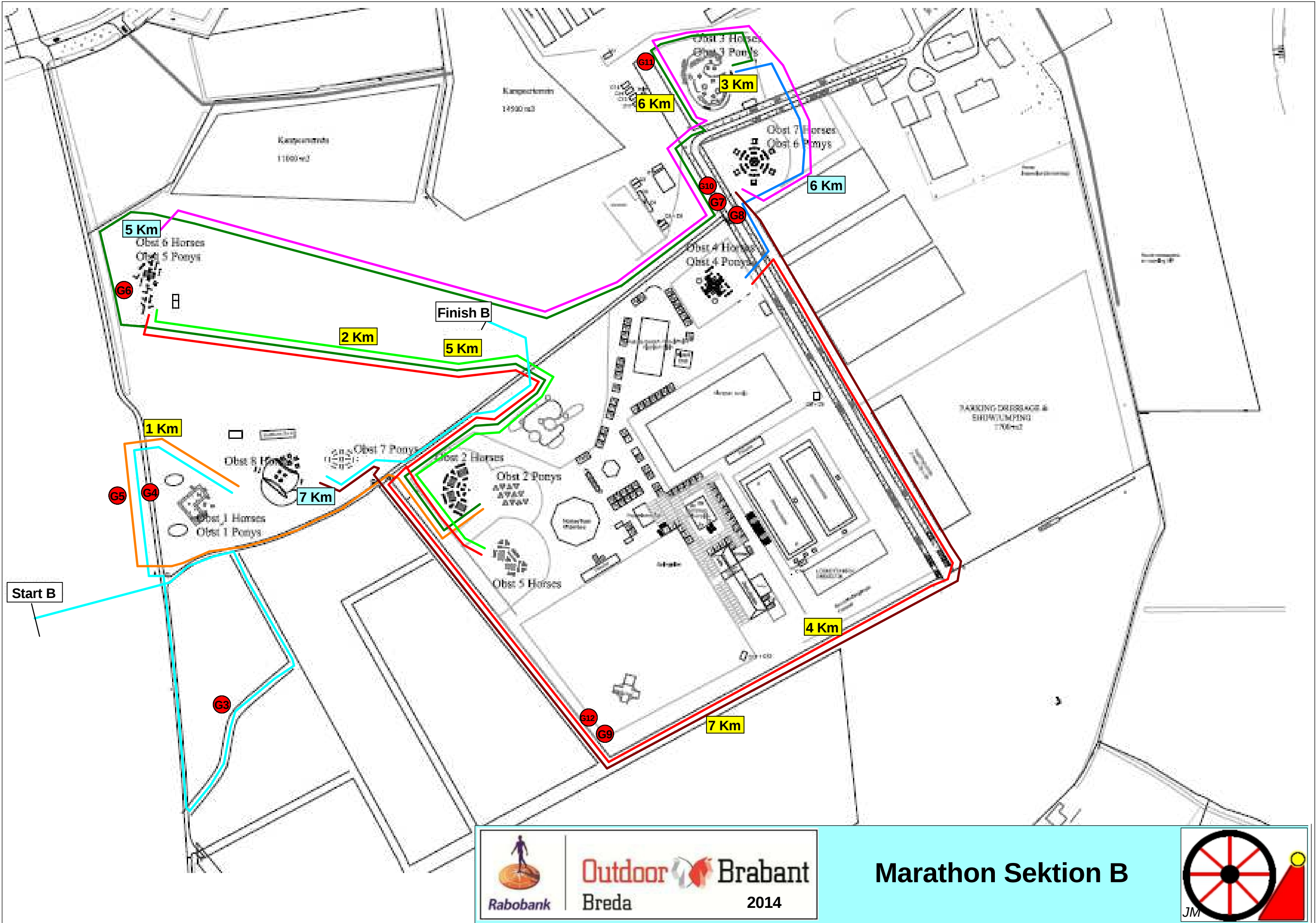
4 Km

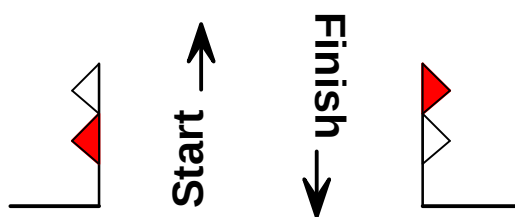
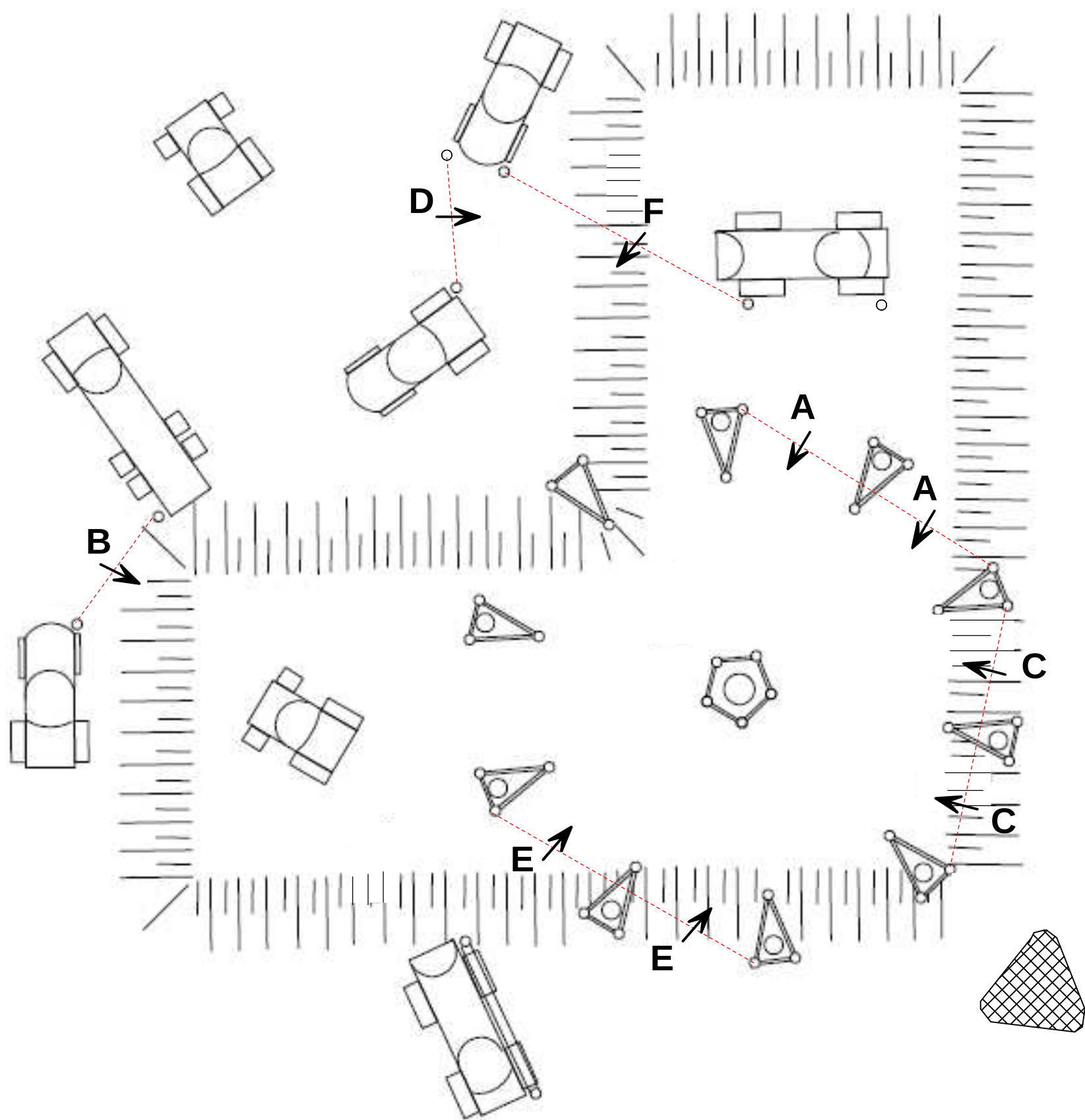
2 Km

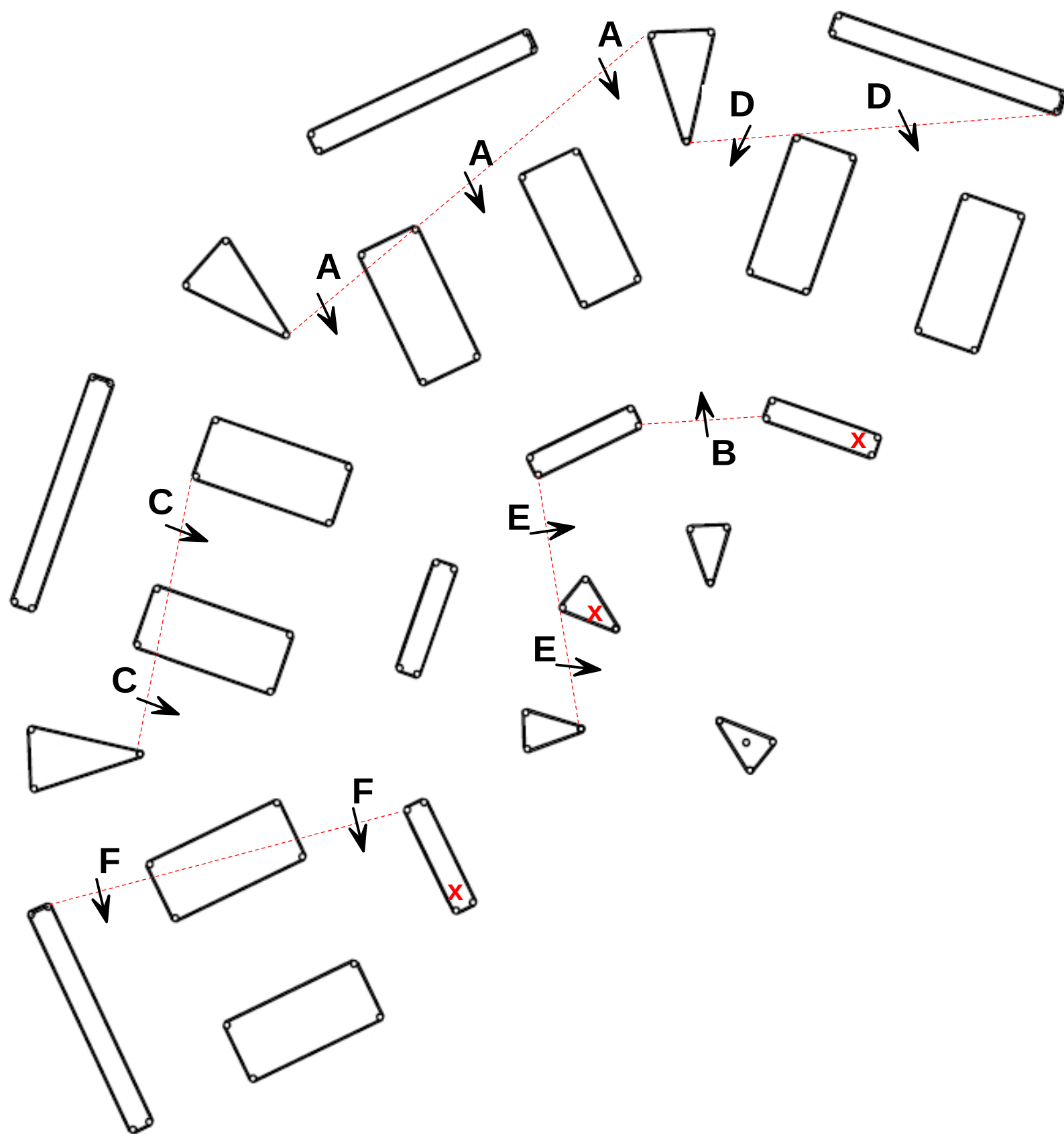
3 Km

G1

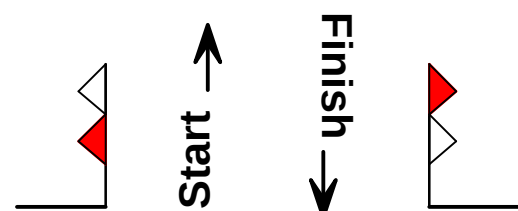


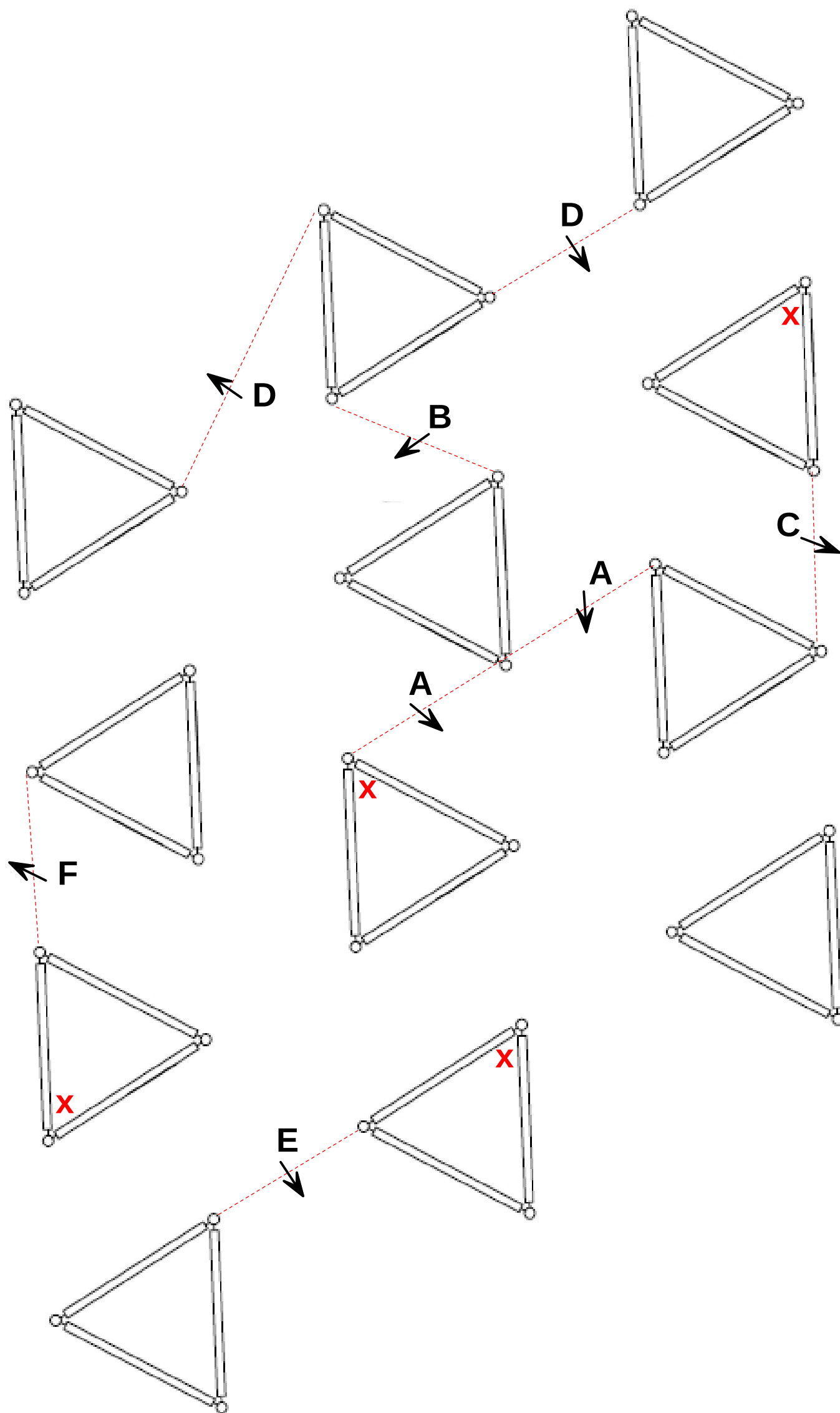




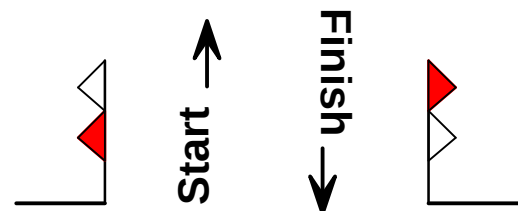


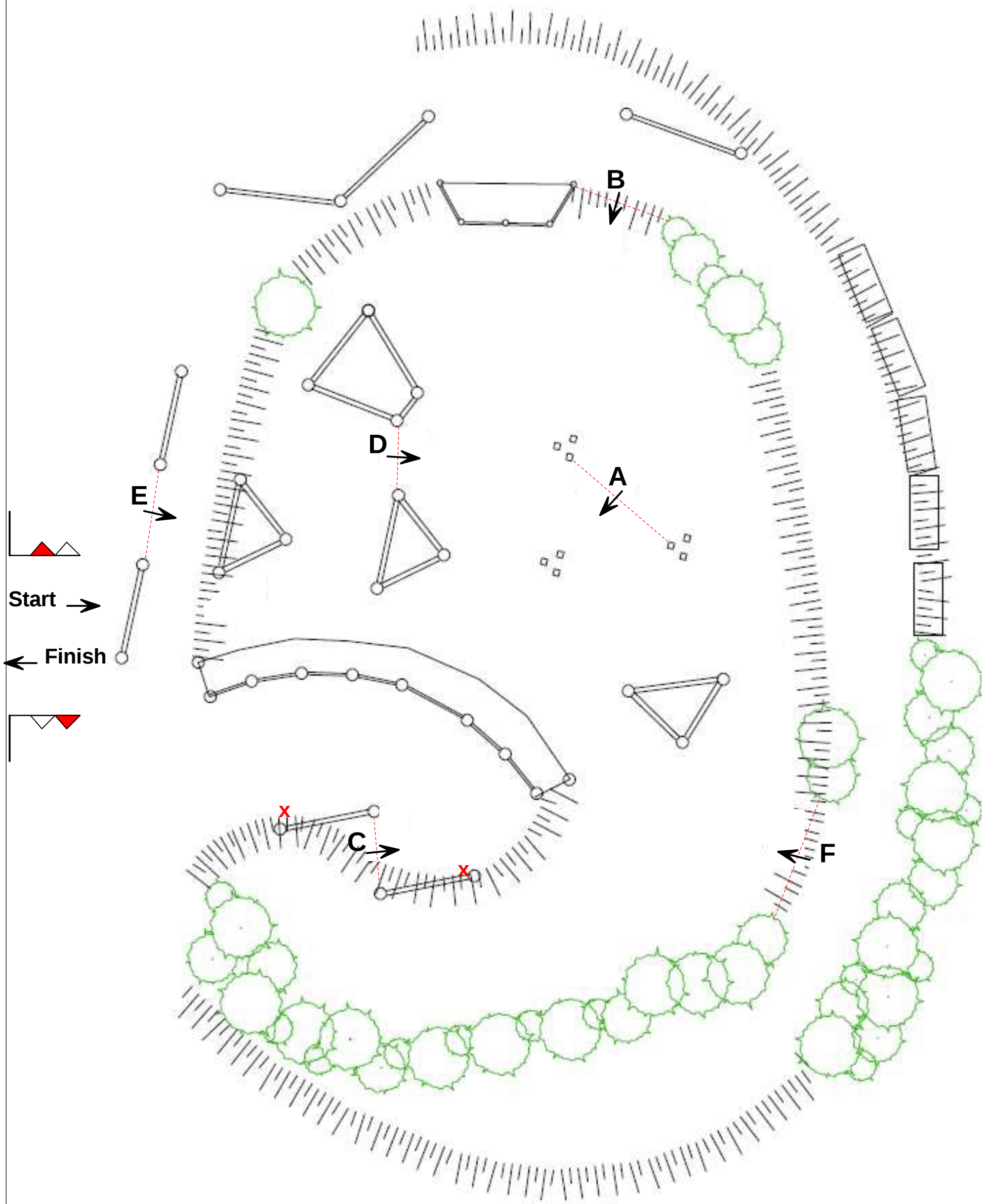
X = Knock down
(3x)



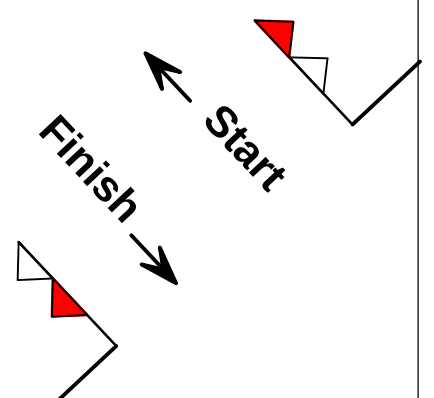


X = Knock down
(4x)

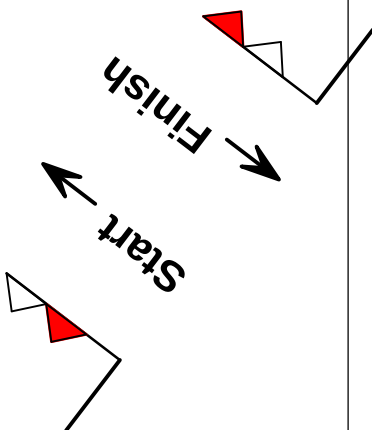
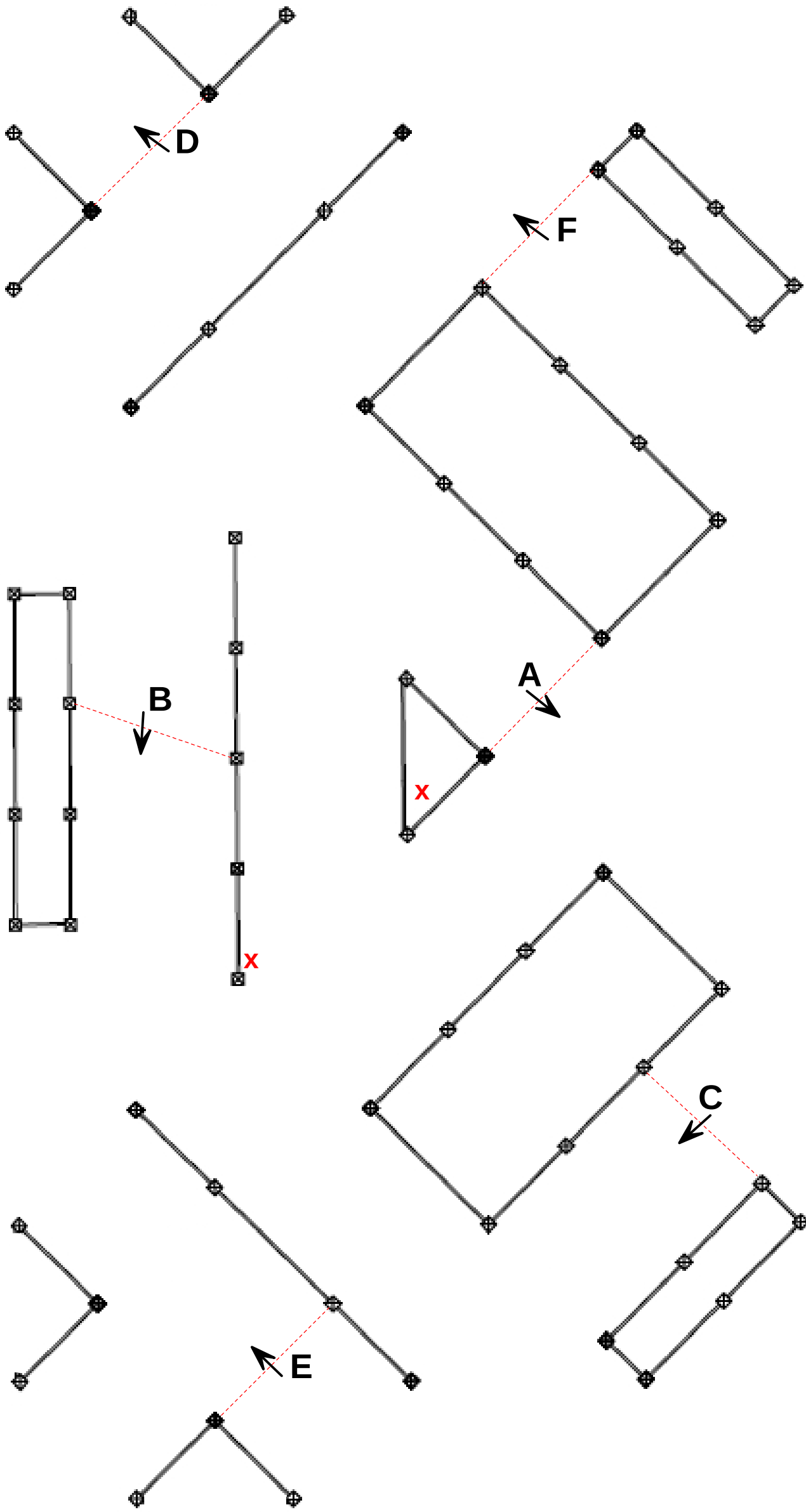
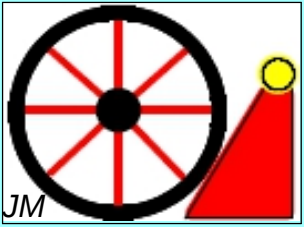




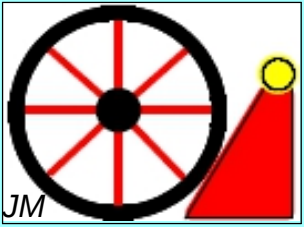
X = Knock down
(2x)



X = Knock down
(5x)



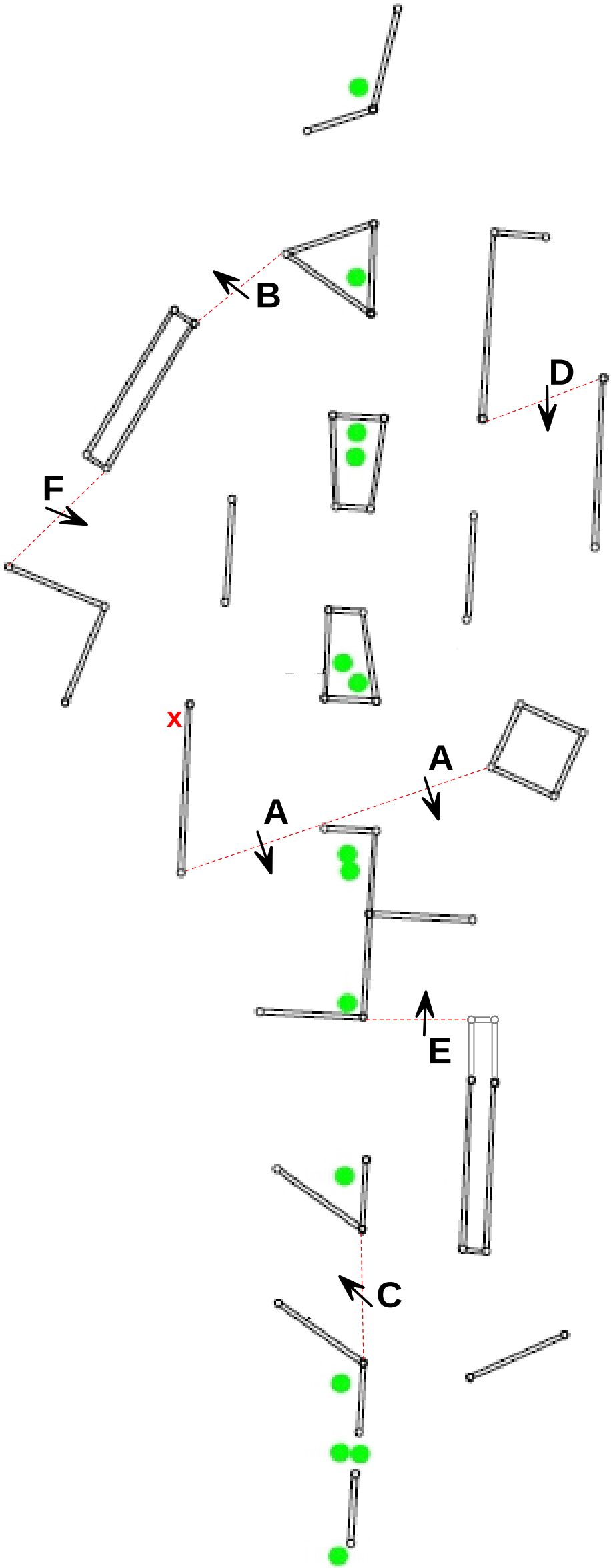
X = Knock down
(2x)

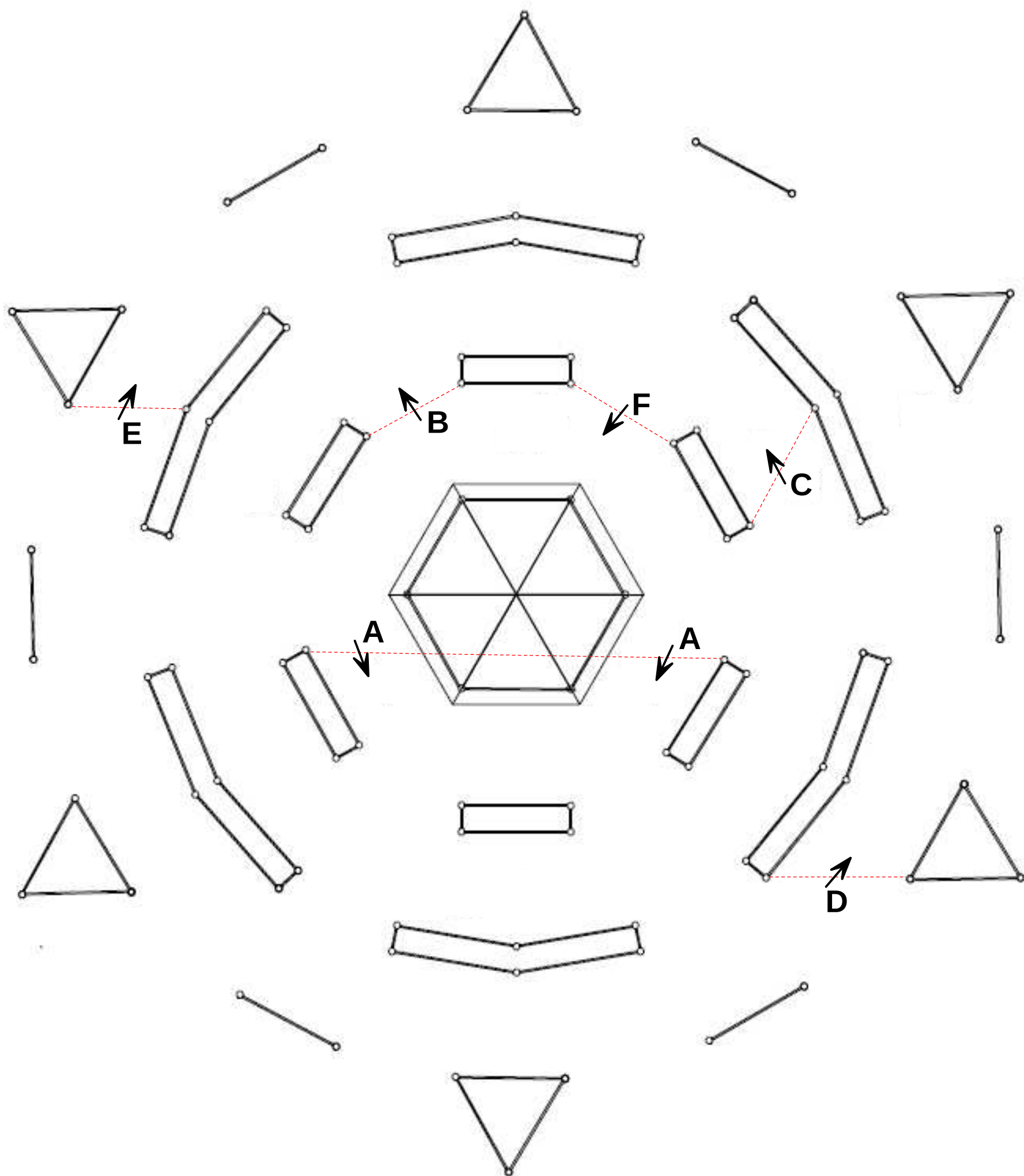


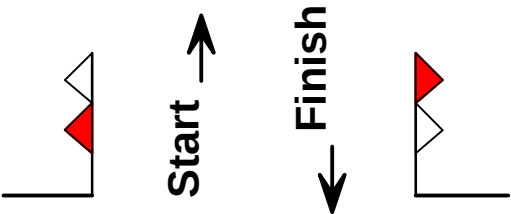
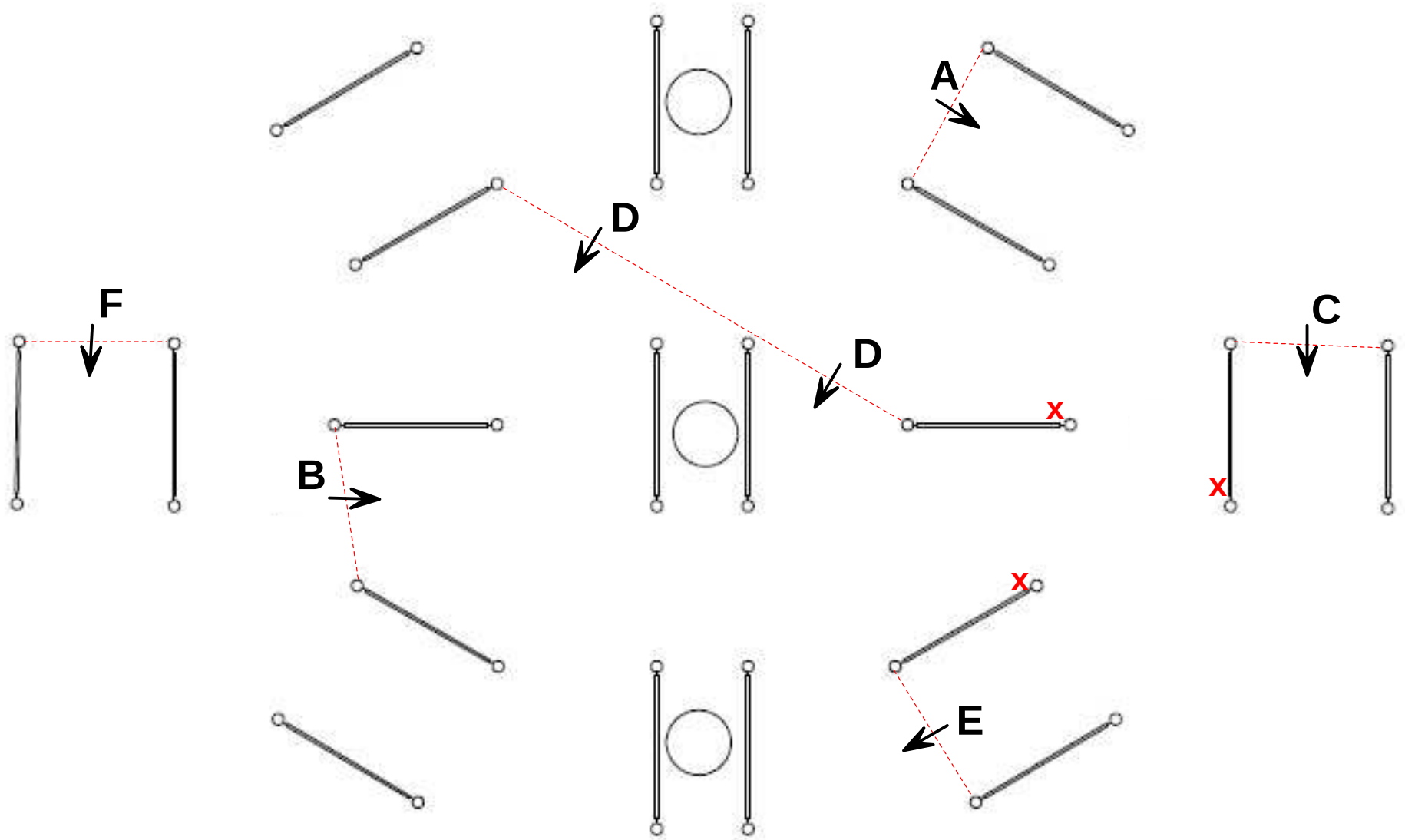
X = Knock down
(1x)

Start ↑

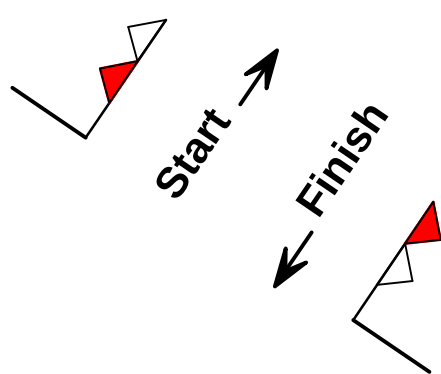
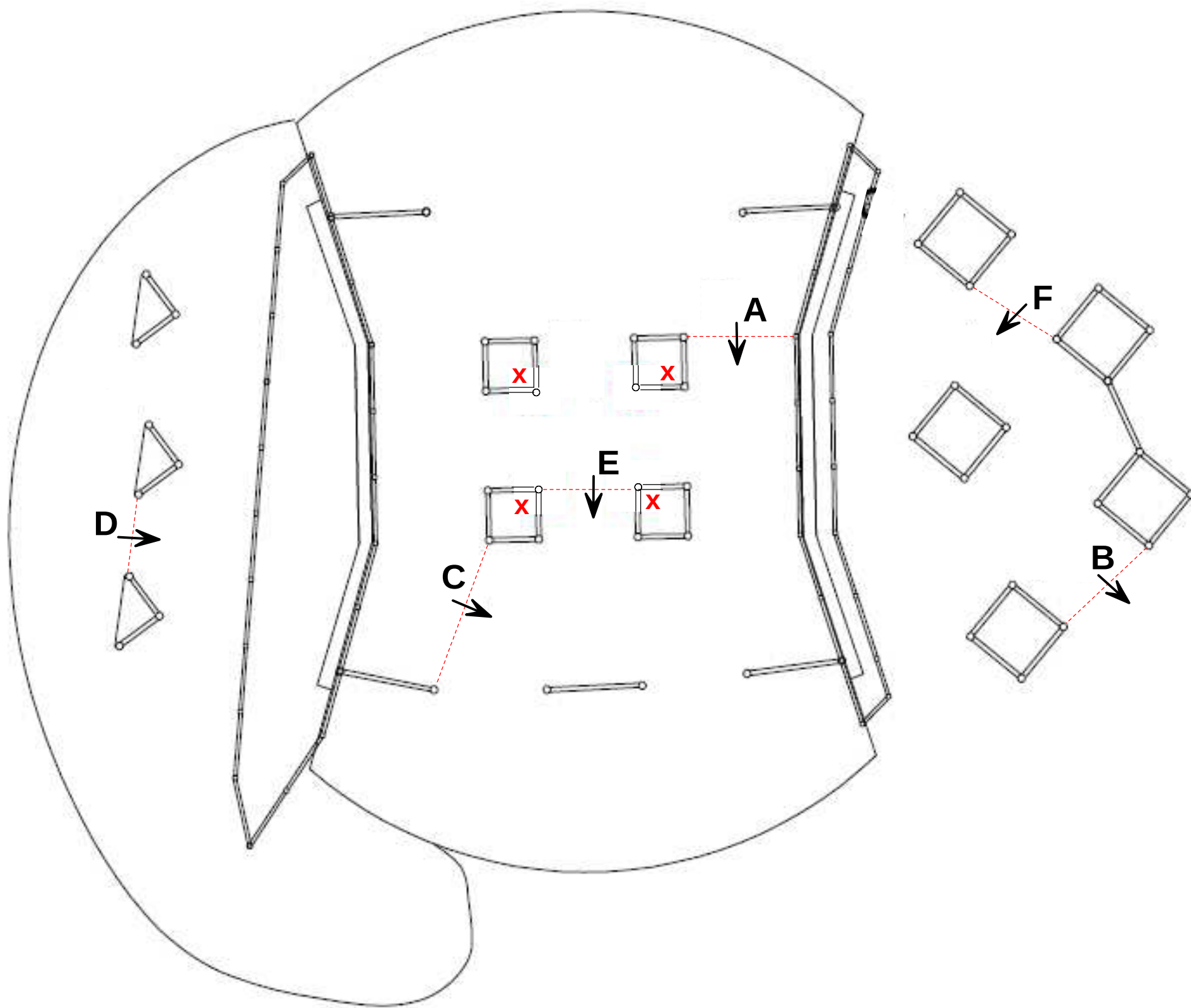
Finish ↑







X = Knock down
(3x)



X = Knock down
(4x)