



## Description of Obstacles

障害物の説明 / Description des obstacles

### Obstacle 1 – Flower stand

Very straight forward first fence with uphill approach





### Obstacle 2 – Wind Shrine

A galloping fence (1.20m High) with 1.80m top spread and should help with letting the horses and riders get into a rhythm and create confidence.





### Obstacle 3 – Chop Sticks

As they get to the top of the hill, they will encounter this maximum size open oxer (1.20m high with 1.80m top spread) which will give them another positive fence before heading to the first combination on course. The MIM system frangible technology has been installed on this fence.





#### Obstacle 4 – Lakehouse

This fence will lead them into the first water combination. While this fence (1.20m High) has a more sloping profile thus not feeling as big, it will determine how they get to the Log which drops them into the water.





**Obstacles 5A/5B/5C – The Sanctuary (Log drop to Fish in the water)**

How they jump the Lakehouse will determine if they ride in the forward distance to the Log drop (1.80m drop) or if they will opt to add another stride on the right bend before they jump into the first water. Once in the water the fast route is to continue to the Fish which can either be ridden on a direct line or off a little right bend. There is a long option which takes them over a different Lakehouse (4) and then on to a Log (5A) before the water and then on to the two Birds in the Water(5BC) which are set on a two-stride distance. This level of difficulty in this route is less plus it will take more time.





### Obstacle 6 – Park Footbridge

This fence (1.20M High) should come out of the stride but the riders will need to pay attention. This fence and the ensuing gallop (450m to the next fence) should let the horses and riders settle before the next group of jumps. The MIM system frangible technology as well as the Reverse Pin has been installed on this fence.





**Obstacle 7 – 2020 Overlook Log**

After the long gallop, the riders will want to put their horses on a more active shorter stride to give them the best preparation for a positive jump here. While the log is very inviting the ground drops away just behind the jump and will take them down a steep slope to the approach of the next obstacle. Once down the steep slope they will bend around to the left which will lead them to the Lake Sea Forest combination.





**Obstacle 8ABCD/9ABC – Lake Sea Forest**

As they approach this combination, they will need to have their plan as there are two different routes through this complex. The direct route will have them jump a Log with a 1.80m drop into water followed by right hand bend to one of the Fishing Boats in the water. They will then keep bending right to the up bank out of the water and then directly to a left-handed corner. To attempt the direct way the horse will need to be brave and bold jumping into the water and then immediately be under control to make the turn to the next two elements. Once they have jumped the up bank, they will need to be deliberate and accurate to jump the Left-hand corner obstacle. The longer route will give the riders more time and distance to carry out the exercise over remarkably similar obstacles.







### Obstacle 10 – Station House

The Station House is a big wide Table (1.80m Top Spread) that should come out of the stride and will give them a little breather before heading to the 3<sup>rd</sup> water complex.





### Obstacle 11ABC – Dragon Fly Water

After the Station House they will gallop up a steep hill and then immediately back down a steep hill as they approach the Dragon Fly water. These grade changes could be tiring but they will also require the riders to keep their horse in a good balance and under control as they approach the Narrow Chevron brush which will ride big as the ground drops away on the landing. As they land on the slope, they will only have a couple of strides before entering the water and then once they are in the water they will only have a couple of strides before they come to another Chevron brush in the water. The rider will need to keep their position to enhance their chances of being perfectly accurate through this combination. The alternate route here is not as demanding but still does require them to jump two narrow Chevron brushes albeit with much more distance between them. There are a lot of terrain changes in this combination which start right from the steep approach all the way to jumping the chevron brush in the water.





### Obstacle 12AB – Harbor Turn

The long gallop (470m) prior to this fence will let them catch their breath however once they start getting close to this combination, they will need to know their line and maintain the power up the steep slope to have enough stride to make the distance between the two jumps ( Roll with Brush, 1.40m high brushed). I would anticipate all to go the straightway however there is an alternative line here that may be safe for some.





**Obstacle 13 – Picnic Table**

A galloping fence (1.20m high, 1.80m Top spread) which needs respect, but which should ride well and out of the stride.





### Obstacle 14ABCD – Lone Tree Moguls

After a long gallop (385m) the riders will need to make sure their horse is under control and in a good balance as they approach the Large Oxer (1.20m high, 1.80m Top spread) on the Mogul. This fence will ride big with the landing falling away and is immediately followed a few strides later by a left-handed corner (1.20m High) which is set off the edge of another mogul. To go the straight route here the riders will need a positive horse with power to jump across the oxer and then upon landing they will have to know the line to get to the corner on the correct number of strides. As there is a right bend to the corner, they will have to be quite precise in knowing the turn which will work for their horse. The horses will need to be honest and stay on the line to the corner to avoid having a run out. The longer option here will have them jumping a Nest before bending right to a different Left-hand corner which is not as big (1.15 High) and then proceeding to the other Nest. This route will give more time between the jumps and will burn up more time on the clock.





**Obstacle 15 – Stonebridge**

A good let up fence which is big (1.20m High, 1.70m Top spread) but which they should jump easily.





### Obstacle 16ABC – Mt. Fuji Drop

As they approach this set of jumps the riders will know the various routes and which one they are likely to take. The more direct route has them jumping down a large drop (1.80 drop) then bending left a few strides later a narrow brush jump and then continuing left-handed down the slope to a right-handed corner. The straightway requires a brave horse jumping down the drop which will then stay focused and keep the line to the brush and then maintain control down the slope and stay straight to the corner. The longer route still must jump down the drop, but the ensuing brush and right-handed corner have more distance between them which will give the rider more time for preparation.







### Obstacle 17– The Dragon

After having jumped the Mt. Fuji drop combination the riders will be happy to have this galloping type fence. While the Dragon head in the middle is quite ornate the Horses and Riders will be jumping either side which will have a big ditch in front of the brushed Dragon wings. They should not need to slow down as they jump it out of the stride.





**Obstacle 18ABCD – Bumps and Stumps**

As they approach up the rise, they will encounter a set of MIM rails (1.12m high) that will be followed one stride later by a ditch at the bottom of the slope and then one stride up the slope to the Narrow Brush Stump (1.40m high brushed). The horses will need to be in and active canter and not too long as they will need to be positive over the rails which have a MIM frangible device on them and will need to be jumped carefully so as not to activate the device. Once over the rails they will pop over the ditch but then they will need to stay straight to negotiate the Narrow Brush Stump. The longer route here has many of the same type of fences just on a different jumping line and with less intense grade changes.







### Obstacle 19 – Samurai Sword

This jump is a replica of a Samurai Sword (1.20m high) set over a ditch. If the riders are behind in their time this is a stretch where they could make up some time as the jump itself should not slow them down.





### Obstacle 20ABCD – Mt. Fuji Water

The mounds before the water are quite imposing and will require the riders to stay positive as they approach the Houses at the top. The direct way is much steeper going up and just as steep going down. The horses will need to have energy and be brave as they jump the House at the top while staying on a balanced stride down the slope to stay on the line to the right-handed Corner in the water. The steepness of the slope could have some horses shortening their stride when they land from the cabin and others may have the opposite happen with horses lengthening their stride. It is up to the riders to know their horses so they can plan accordingly for their ride to the corner. They want to have a good jump over the Corner so they can keep moving to the Bear at the top of the rise. If the horses do not jump across the corner with power, then the distance to the Bear could get long. The longer option gives the riders much more time between the obstacles to prepare themselves, but it will eat up seconds on the clock.







### Obstacle 21 – Temple Steps

As this fence is just three from the finish it should give the riders a good feeling to know they are almost done. The Steps are quite straightforward and should ride well. As before they need to pay attention and not get careless.





### Obstacle 22AB – Bullet Trains

A simple right bending line combination but one that asks the riders to stay organized and in control as they near the finish. Depending on their bend they will have options as to how many strides they get between the two trains. The trains are a likeness of the Bullet Trains that are seen throughout Japan.





**Obstacle 23 – Penultimate Gate**

A very inviting fence and one that the riders will be happy to see.

