

# OBSTACLES

The following obstacles will be COMBINED to create a series of 2 to 3 obstacles for each station.

There are options in difficulty for each obstacle based on the Division you are riding in - not listed.

We will **START** the competition on the ranch property and then go up into the mountains with the **FINISH**, back on the ranch. This event is open to the public, so tell your friends to come! Since two obstacles are on ranch property, they get to watch you.

Elevation begins at 6,000 ft. Be prepared for beautiful scenery, wildflowers, wildlife, comradely and possibly cows!

We will start each group with more time in between to allow for the addition of the obstacle series, expecting 3 to 5 minutes per competitor, per obstacle station. **WE ALSO HAVE A FEW BONUS OBSTACLES - FOR PRIZES!**

## 1. GATE

Team ride to gate - ride up parallel to gate, push gate away and walk horse through opening - turn horse and side pass to close gate. Requires mounted rider to open and close a gate. Credit can be given for positioning of Horse, opening gate and closing gate. More value can be earned by keeping hand on gate at all times.

## 2. BRIDGE

Horse is to proceed forward at rider's cue without hesitation

## 3. POLES (CAVALETTIS)

Set 3-6 poles 3ft.6in apart for a trot, 11' for a canter/lope; distance may be changed at management discretion

## 4. SLICKER (raincoat)

- OPEN DIV.-Remove the slicker from a post and put it on/off.
- Rider should not hand-cuff themselves by placing both hands in the slicker at once (penalty). Riders should never let go of their reins, one hand should have control of the reins.
- PLEASURE DIV.- Lift slicker off post and place across front of saddle.

## 5. HAT PICK UP

The judge will toss a hat on the ground near the horse, and hand the rider a stick and ask the rider to retrieve the hat from the back of the horse

## 6. WATER OBSTACLE

The horse is to cross or enter the water as instructed

## 7. MOUNT

## 8. DISMOUNT

## 9. DRAG

Drag log (or something similar) that is not too heavy in a straight line from point A to point B. This is a Walking pace and log should be 3 to 4 feet behind horse.

## 10. BACK

Horse is to back calmly and willingly - back up a hill; back down a small incline (never anything steep); back over a pole on the ground; back a figure 8 around 2 trees

## 11. CANTER (LOPE)

Judge may ask horses to canter a straight line on either lead

## 12. MAILBOX

Horse and rider must quietly approach a box and open to remove contents.

## 13. L-BACK, V-BACK, W-BACK

Horse should back with straightness and not step out of "L, V or W."

## 14. TROT TRANSITIONS

Ask for an extended posting trot, or a transition to a sitting trot. This may be executed on a straight line from point to point

## 15. TURN ON HAUNCHES, FOREHAND AND 360'S

- Haunches
  1. Hind quarters to remain as still as practical.
  2. Front legs "cross over" each other.
- Forehand
  1. Front end to remain as still or quiet as practical.
  2. Hind legs "cross over" each other.
- 360 Spin----FOR ADVANCED AND OPEN ONLY
  1. Horse DOES NOT HAVE TO WORK AT SPEED; SLOW IS OK.
  2. However must execute properly crossing front legs while pivoting on inside hind leg.
  3. This is a trotting type maneuver not a canter pirouette.

## 16. BARREL BOARD PIN WHEEL

Description- two barrels spaced apart with a board laid across them and a rope handle on one end of the board

## 17. SIDE PASS

Horse-A correct side pass is a lateral move. The horse moves sideways, moving his hips and shoulders at the same time. If the horse is moving to the left his right front foot should cross over in front of his left and vice versa. Point deduction for crossing behind, or moving his legs sideways but next to each other.

## 18. TARP

The horse is to cross the tarp as instructed.

### Cache Your Food

Requires rider to ride Horse up to a tarp lying on the ground, take rope from the judge, walk Horse away to lift tarp off the ground, and walk back to gently lower tarp back to ground. Extra credit can be given for facing tarp while lifting and for lifting tarp at least 3 inches.

## 19. TROT WEAVE

Horse & rider team is to weave through poles, barrels, trees, etc.

## 20. VINE SIMULATOR (ropes dangling down)

Horse should proceed willingly at a walk.

## 21. THE JUNK YARD

Requires rider to instruct Horse to step over a series of marked logs on the "road" while ducking under branches. Credits can be given for each log stepped over. Additional values can be given for staying on the "road" and Horse lifting feet or feet position to clear logs.

## 22. THE MAIL DRAGON

Requires mounted rider to pick up saddlebag, carry the bag to the mailbox, extract a piece of paper and place a new paper in the bag, and return bag to branch. Extra value can be given for laying the saddlebag over saddle.

**ALL JUDGES SCORE SHEETS WILL BE AVAILABLE FOR REVIEW AFTER THE AWARDS ARE GIVEN.**



### WATER CROSS JUDGING CRITERIA:

- The horse should demonstrate willingness.
- Prolonged hesitation will be penalized, as will backing up or sidestepping.
- Horse may not drink during the performance of an obstacle. Horses may drink prior to or after completion of the obstacle. Riders must be careful as not to obstruct or impede another competitor.
- Pawing and attempting to lie down will be penalized.
- Lying down in water is a disqualification (DQ).
- HORSES SHOULD NOT BE ASKED TO SWIM.

Attention - although extra time may be given to accommodate this obstacle, the judge should excuse any rider whose horse is balking. The judge should pay close attention to the timing of this obstacle as to not cause a back up in the flow of the ride.

### WEAVE JUDGING CRITERIA:

- Horse is to maintain a steady rhythm or cadence.
- Penalty for speeding up or slowing down.
- Penalty for bumping into poles, etc.
- Rider should not lean.
- Rider should keep their eyes forward.
- A plus should be given to any rider who can change diagonals.

### TARP JUDGING CRITERIA:

- The horse should demonstrate willingness.
- Prolonged hesitation will be penalized, as will backing up or sidestepping.
- Horse is to be judged on calmness and control.

### SLICKER JUDGING CRITERIA:

- Rider should not hand-cuff themselves by placing both hands in the slicker at once (penalty). Riders should never let go of their reins, one hand should have control of the reins.
- IF HORSE PANICS THE JUDGE IS TO INSTRUCT RIDER TO DROP THE SLICKER IMMEDIATELY.
- The judge is looking for a calm and still horse. Points will be deducted for movement or poor attitude on the part of the horse.
- The rider is to stay in control of the horse and stay balanced.

### LOG DRAG JUDGING CRITERIA:

- Object being dragged should be kept a comfortable distance (a horse's length) from horse; care should be taken not to bump horse's legs.
- Horse will be judged on calmness and willingness.
- Rider will be judged on balance and safety.
- RIDER IS NEVER TO WRAP THE ROPE IN A MANNER THAT CANNOT BE RELEASED IMMEDIATELY!!
- JUDGE IS TO INSTRUCT RIDER TO DROP ROPE IMMEDIATELY IF HORSE PANICS

### GATE JUDGING CRITERIA:

- Rider must maintain control of the gate by keeping their hand on the gate at all times. Judge will deduct points from rider if they remove their hand from the gate.
- Horse will incur penalty points for: spooking, backing away, refusing to cooperate with riders aids, gaping mouth, head tossing, any sign of disobedience, or pushing the gate with their head or chest.
- Judge is to always reward refined and subtle aids or cues. Punishing aids from rider will result in a lower score.

### BACKING JUDGING CRITERIA:

- Horse is to back calmly and willingly, any sign of resistance will be penalized.
- The horse should back straight, horses head should be on vertical (nice break at the poll), no opening or gaping of the horse's mouth. Horse should not toss head.
- Horse should back quietly and slowly, speed will be penalized.
- Rider should glance backwards to check out where he/she is going and check for any danger, rider is to then remain balanced with eyes forward.
- Rider's aids (cues) should be subtle.
- If backing through something (trees, rocks, cones, etc.), assess penalty for hitting object.

### NOTE:

- When asked to Trot' on the obstacles sheet, please keep in mind the judges will adjust their scoring based on if your horses is gated. We are using Trot as a general term for faster than a walk.
- Also we are not judging on which hand you are using based on your style of riding, or if you are using two hands.

