

# OFFICIAL RULE BOOK



June 2018 Edition

# NZCCA

[www.cowboychallenge.co.nz](http://www.cowboychallenge.co.nz)

# New Zealand Cowboy Challenge Association Inc. Rule Book

Updated June 2018

## 1. Definitions

- Rules will say "shall".
- Guidelines will say "should".
- Season is 1<sup>st</sup> June to 31<sup>st</sup> May.
- **Horsemanship:** Horsemanship is the most important element of cowboy challenge. A competitor should have a kind effective attitude showing consideration to their mount while going about their tasks in a workman like manner with some finesse. Good horsemanship is the manner in which a rider asks his/her horse to move freely forward while maintaining a soft feel on the reins.  
The rider should be gracious, working with their horse, they should look "as one".

## 2. Competition Divisions

- **Youth:** aged up to 18 years (inclusive). Youth age shall be computed as from 1st August each year and shall be maintained throughout the entire year. At organiser's discretion, the Youth Division may be divided into two age groups (12 and under and 13 to 18).
- **Rookie:** An adult rider & horse combination who can earn up to a total of 15 points at Points Approved Cowboy Challenges (accumulated). Once 15 points is achieved, the combination may finish the current season and shall then move up to Intermediate the following season.
- **Intermediate:** An adult rider & horse combination who is out of Rookie. The combination can earn up to a total of 15 points at Points Approved Cowboy Challenges (accumulated). Once 15 points is achieved, the Intermediate combination may finish the current season and shall then move up to Open the following season
- **Open:** Any combination who places 1-4 at a Points Approved Cowboy Challenge must remain in Open.  
Open riders may ride one or two handed regardless of tack. A rider riding one handed for the majority of the course will be rewarded with 3 bonus points. Definition for the majority of the course: rider may revert momentarily to two handed for correction and horsemanship, reverting immediately back to one handed.
- **Non-Points Beginners Class:** The organisers may run a non-points beginners class if they wish with the guidelines being that a beginner is someone who has not placed 1st, 2nd or 3rd at two or more Cowboy Challenges. They are able to ride any horse.

## 3. Entry Guidelines

- No horse shall be ridden in more than one division at any event with the exception of youth and beginner.
- A competitor can campaign up to two horses at any one event.
- In the Youth and Beginner Division only, a horse may be ridden by a maximum of two (2) riders.

## 4. Safety

- All competitors are expected to compete within their individual capabilities.
- Should a rider be bucked off or fall off, he/she may continue to compete provided he/she can catch their horse unassisted and remount within one minute. Should the horse leave the parameter of the course, the rider is disqualified from that round of competition.
- All competitors are expected to make certain their horse is in condition to compete in the Cowboy Challenge.
- All competitors are expected to ensure their tack is correctly fitted and in safe condition.
- Riders shall wear riding boots with a heel.
- The competitor or the parent (s) / legal guardian in the case of contestants under the age of 18 assumes all responsibility for participation in a Cowboy Challenge event.
- All youth 18 years and under are required to wear an NZSS approved safety helmet
- All hosts of events have the right to request and enforce the use of hard helmets and or NZSS approved helmets.
- All obstacles must be constructed with safety for the rider and horse in mind. (Example: no pointed posts, exposed waratahs and wire).
- All obstacles that are to bear the horses weight must be built from a minimum of 50mm thick timber, 17 mm plywood or equivalent steel construction and adequately supported with a strong supporting structure.
- Spectators shall be able to safely watch a competition without being in the way of riders and crew. They shall not be within 10 metres of an obstacle or defined path of the course and shall not be within 10 metres of the judges.

## **5. Dress Code**

- Traditional western attire is required.
- Dress jeans or coloured jeans are acceptable.
- Riders shall wear collared, long sleeve shirts to be worn down the full length of the arm while competing.
- Riders shall wear riding boots with a heel.
- Riders shall wear a western or stockman's style hat or NZSS approved riding helmet. All youth 18 years and under are required to wear an NZSS approved safety helmet.
- Caps are not allowed.
- Chaps, spurs and body protectors are optional.

## **6. Tack**

- Western/or horned saddles shall be used at All Points Approved Events, with the exception of Youth, Beginner, Rookie and Intermediate who may use Western, Stockman or English saddles.
- No mechanical hackamores, tie downs, standing/running martingales, drop nose bands or any form of gag bit or slip bit are allowed.
- A judge may disallow any tack they deem unsuitable or unsafe at their discretion.
- It is the competitor's responsibility to ensure they comply with the tack guidelines.
- The use of protective horse boots, bandages and shoes is allowed.

## **7. Cowboy Challenge Courses and Obstacles**

- All Divisions shall have 13 obstacles per event plus a score for "Overall Horsemanship" and total time.
- Youth and Rookie riders shall ride a course of R1-R4 rated obstacles.
- Open riders may ride a course of R1-R6 rated obstacles.
- Each Division has been assigned a specific level of difficulty for the obstacles that they are allowed to attempt. It is the riders' responsibility to have a clear understanding of their own ability and the ability they have achieved within the partnership with their horse. Should any rider approach an obstacle that he/she feels is beyond their ability, he/she is expected to skip that obstacle and go to the next obstacle.
- Obstacles will be assigned a difficulty rating of 1-6, with 1 being the easiest and 6 being the most difficult.
- All obstacles must be constructed with safety for the rider and horse in mind.
- Course must be approved by the judge(s) prior to the contestants walk through. Any adjustments to the course can only be made by the approving judge(s) for that Points approved event and the course designer and must be made prior to the contestants walk through.
- Each obstacle shall have a time limit. The rider will be allowed a maximum of 45 seconds per obstacle depending on the difficulty rating of that Obstacle. At the end of the allowed time period a whistle will be blown and the rider must move on to the next obstacle.
- If the rider does not complete the obstacle, points will be given or deducted based on his/her attempt. A valid attempt may be scored from .5 – to 2 points. The judges shall not give a 0 (zero) if a valid attempt is made.
- Cowboy Challenges shall use either electronic timers or a minimum of two stop watches for total time and each judge should have an electronic timer or stopwatch.
- In a points-approved Cowboy Challenge there will be an overall time limit for the course. This should differ between divisions. This will be set by the course designer/s with the judge's approval prior to the walk through. This time will be assessed on a course by course basis and will be based on a horse moving forward freely between the obstacles at a reasonable speed. If the rider exceeds the allotted time, but has not yet completed the course he/she will not be eliminated from the score but shall score no time points.

## **8. Judges**

- There shall be two or more NZCCA approved judges for each Points Approved Cowboy Challenge.
- Judges shall pay particular attention to good horsemanship. Judges should have knowledge of the different breeds and consider the breed in their judging. This means a judge must consider the way of going for any given breed and judge accordingly. A judge may ask any rider to drop the bridle after the rider completes the course. A judge may disqualify any horse/rider team if the horse has a bloody mouth that is determined to be caused by rough handling.
- Judges may not confer with each other with regard to the scoring of each combination.
- The judges may disqualify a rider for what the judges deem to be abuse of any animal, officials, organisers or the abuse of any of these rules. Judges may do this without notice or reason given.
- Abuse is any physical and/or verbal behaviour the judge deems unacceptable.
- At the judge's discretion, a contestant may be issued a re-ride should an outside distraction from beyond the course be so great as to inhibit the contestant from competing. Should such a distraction occur, the contestant must complete the course; receive an official time and seek a re-ride from the judges within one minute of completing the course. If a re-ride is granted,

the contestant will have the re-ride at the end of the competition that day. The judge's decision regarding a re-ride may not be challenged in any way for any reason.

- If a contestant cannot complete the course, the judges will disqualify the contestant. Should the contestant remain on the course without sufficient forward movement toward completing the course, the contestant will be disqualified. Example: the rider takes over 60 seconds with no forward movement toward the next obstacle.
- A judge may disqualify a rider if they appear affected by drugs/alcohol. Riders may not drink any form of alcohol until they have completely finished competing on the day they participate. All judge's decisions are final with no recourse for appeal.

### **9. Draw for “Order of Go”**

- The draw for order of go shall be held at a time convenient to the organisers prior to the Cowboy Challenge starting. The draw for the order of go may not be challenged and riders must compete in the order they are drawn. Not competing in the correct order will be grounds for immediate disqualification.

### **10. Walking the Course**

- Riders will walk the course with the judges prior to each Cowboy Challenge. No horses are allowed on the course during the walk through and no practicing is allowed on the course prior to or during the event.
- Each Obstacle in numbered order shall be viewed during the course walk: the course organiser will firstly read the rule (as per written in the NZCCA rule book) that applies to the obstacle before riders ask questions about the obstacle or rule.
- During the walk through, only the riders are allowed to ask questions about any obstacle or rule. It is the responsibility of the rider to fully understand the rules, obstacles and the order of obstacles prior to the beginning of the Cowboy Challenge.

### **11. Judging and Scoring**

The following is an explanation of the NZCCA scoring system. This is how judges will be looking at each obstacle. It is included to help riders learn how the judges are scoring. The NZCCA judging of each obstacle will be done on a scale of 0 – 10, with 5 ½ being considered an average score. There are three basic components to each obstacle: the Approach (+1 to -1 point), the Obstacle itself (0 - 8 points) and the Departure (+1 to -1 point). Although there are three components to consider, the judge records a number out of 10 for each obstacle using the following recommendations as a guide. There shall be a horsemanship score given by each judge for each rider in each round. This score is to be marked out of 20 at the judge's discretion. The purpose of this is to improve horsemanship and to allow the judge to provide a more accurate score for each obstacle, as well as pinpoint areas for improvement. The following is a breakdown of the scoring system defining each phase as well as what the judge will be looking for on each obstacle.

#### **The Approach**

Every rider will start the approach with a score of 0, and receive quarter point increments or deductions, based on performance. Total points for the approach are not to exceed -1 or +1 point in this section. The approach to any obstacle might involve a downward transition to a trot or walk from a lope or even a gallop. NZCCA places an emphasis on riding with soft feel. The judge will be scoring on what happens when the soft feel is picked up to make a transition or start the manoeuvre. The downward transition should be smooth, soft and balanced. The horse should be in a natural frame and willingly respond to cues from the rider. The horse should act as if it knows how to do the transitions, and that they are following the cues they were taught. The horse should not act as if being pulled down by strength, gaping its mouth, or throwing its head up in the air to resist to the point of notice. The horse should not be swapping leads on the way in. The approach should be as straight as possible.

#### **Penalties (-1/4) point per incident**

- Incorrect lead
- Gaping mouth
- Not changing in the back during a lead change (cross firing)
- Excessive spurring
- Hanging or balancing on your reins to maintain balance
- Going too fast when conditions make footing unstable
- Being heavy handed
- Having excessive speed going into an obstacle creating an unnecessary risk for the horse and rider
- On a turn around, hopping and not crossing over correctly on the front end

#### **Awards (+1/4) point per incident**

- Starting on and maintaining the correct lead
- Riding with soft feel

- On a turn around, showing speed and crossing over in the front without hopping
- Big sliding stop, without pulling on the horses' face, causing a gaping mouth and head elevation
- Good speed control with lots of rate
- Backing through an obstacle with straightness, cadence and speed while having the horse bridled up and broken at the poll
- Keeping the horse collected and correct throughout the obstacle maintaining the proper framed body

### **The Obstacle**

The rider shall start the obstacle portion with an average score of 5. A judge may award up to 3 additional points for the execution of the obstacle and may deduct to a score as low as 0. The maximum score of an obstacle shall be 8. Riders shall be awarded or penalized using quarter point increments as shown below. After transitioning down to the appropriate safe speed the horse should act as if it has seen and done the obstacle before and is looking to find their way through the challenge. On the obstacle, the NZCCA is looking for a horse working on a loose or soft rein. Ideally, the horse and rider should look confident and even a little relaxed. Again, horsemanship is always stressed as well as speed with control.

#### Penalties (-1/4) point per incident

- Incorrect lead
- Gaping mouth
- Not changing in the back during a lead change (cross firing)
- Excessive spurring
- Hanging or balancing on your reins to maintain balance
- Going too fast when conditions make the footing unstable
- Being heavy handed
- Having excessive speed going into an obstacle without control in a way that could endanger horse or rider
- On a turn around, hopping and not crossing over correctly on the front end
- Big sliding stop, pulling on the horse's face, causing gaping mouth and high head

#### Awards (+1/4) point per incident

- Starting on and maintaining the correct lead
- Riding with soft feel
- On a turn around, showing correctness, crossing over in the front without hopping
- Good speed with lots of rate
- Backing through an obstacle with straightness, cadence and speed while having the horse bridled up and broke at the poll
- Keeping the horse collected and correct throughout the obstacle maintaining proper framed body

### **The Departure**

In the departure, the rider shall be awarded up to 1 point or deducted as much as 1 point depending on his performance done in ¼ point increases or deductions. Leaving an obstacle is probably a little easier to do and judge. How the actual obstacle is accomplished will have a lot to do with how the horse and rider leave. If an obstacle went well, the NZCCA would expect to see a smooth exit and an efficient line being established to the next obstacle. Like jumpers coming down from one jump while looking and lining their horse up for the next jump. The upward transition should be smooth and on the correct lead for the line of travel. Leads are really important here but may not always happen within the parameters of the obstacle. A lot of riders trot out and acquire the new lead on the way to the next obstacle. That correct or incorrect lead will be judged in the overall horsemanship category. Balance, cadence and confidence are what the NZCCA wants to see coming into and out of obstacles. Smoothness up and down through the gait transitions, similar to automatic transmissions, rather than four speeds with popping clutches.

#### Penalties (-1/4) point per incident

- Incorrect lead
- Gaping mouth
- Not changing in the back during a lead change (cross firing)
- Excessive spurring
- Hanging or balancing on the reins to maintain balance
- Going too fast when conditions make the footing unstable
- Being heavy handed

- Having excessive speed going out of an obstacle
- On a turn around, hopping and not crossing over correctly on the front end

#### Awards (+1/4) point per incident

- Starting on and maintaining the correct lead
- Riding with soft feel
- On a turn around, showing speed and crossing over in front without hopping
- Good speed control with lots of rate
- Keeping the horse collected and correct throughout the departure maintaining proper framed body

- A score of 8 or 9 indicates the horse rider team had an outstanding Approach, Obstacle and Departure.
- A perfect ride and a score of 10 should be extremely rare.
- When there are two judges who are judging all of the obstacles, the two total scores should be added and then divided by two to arrive at the total point score. Example: Judge A gives a total score of 72 and Judge B gives a total score of 76 ½. The combined score is 148 ½; divided by two is a point score of 74 ¼. In this scenario the contestants score is 74 ¼.
- The score for total time shall be based on the following format:
  - 5 points awarded to contestants in the fastest 20%
  - 4 points awarded to contestants in the next fastest 20%
  - 3 points awarded to contestants in the next fastest 20%
  - 2 points awarded to contestants in the next fastest 20%
  - 1 point awarded to contestants in the next fastest 20%

Example: If there are 17 riders; 20% is 3.4 riders, so you shall round down to 3. For example: Riders # 1, 2 and 3 receive 5 points; riders # 4, 5, and 6 receive 4 points; riders # 7, 8 and 9 receive 3 points; riders #10, 11 and 12 receive 2 points and riders #13, 14 and 15 receive 1 point and riders #16 and 17 receive 0 points. If there are 18 riders; 20% is 3.6 riders, so you round up to 4. For example: Riders # 1, 2, 3 and 4 receive 5 points; riders #5, 6, 7, and 8 receive 4 points; riders #9, 10, 11 and 12 receive 3 points; riders #13, 14, 15 and 16 receive 2 points and riders #17 and 18 receive 1 point.

- Multiple Go-round Events. Some events may have two or more go-rounds. Example: The first round has 30 riders; the second round cuts down from 30 to 15; the third round cuts from 15 down to 8. Rider A scores a 75 during the first round and Rider B scores a 60. Rider A qualifies to go the second round with the score of 75 but rider B does not qualify for the second round with a score of 60. During the second round, Rider A scores a 77. Rider A now has 152 points and Rider B has 60. Rider A qualifies for the third round with 152 points and scores a 74 in the third and final round. Rider A now has 226 points and Rider B has 60 points.

- If less than 12 riders the first six places in the first go round go forward to the second go round.
- First round scores shall be available to everyone at the end of all first rounds on the day of competition and individual score sheets given to competitors. Individual score sheets for the second rounds shall be given out at or prior to the prize giving.
- Judges shall provide comments on individual score sheets as much as possible.
- If a rider forgets or misses an obstacle, he/she may go back and complete the obstacle unless they have already started the following obstacle in which case they may not complete the obstacle they missed. If an obstacle is missed the rider will receive 0 points and a 5 minute time penalty on the missed obstacle.

#### • **Request for an Obstacle Approval**

If you have an obstacle that you would like to use in your event that is not currently listed, contact the NZCCA Secretary by email, detailing your idea. Leave plenty of time for this to be discussed at a meeting.

#### **12. Tie Breaker**

- If there is a tie at the conclusion of the Cowboy Challenge that involves the top places that are to receive cash or prizes, it will be resolved by the rider with the fastest overall time.

#### **13. Fraternalization**

- Riders may not fraternize with Cowboy Challenge officials before or during the challenge until the entire event is completed. While on the course, no rider may receive any outside assistance, either physically or verbally, from anyone.
- The only people to be in the office while scoring is being undertaken shall be the Secretary and their helper unless called upon. This includes all officials.

#### **14. Horses**

- Horses that are competing may be of any breed.

### **15. Welfare of the Horse**

- Every horse shall be treated with dignity and respect. Any action or treatment that is deemed to be cruel, abusive or inhumane will result in immediate disqualification from the Cowboy Challenge.
- The horse must be of suitable maturity and physical condition to comfortably complete the course.

### **16. Lameness**

- The judges have the responsibility and authority to disqualify any horse that is obviously lame. Lameness is determined if:
- The horse is showing consistent lameness at a trot.
- Obvious nodding, hitching and shortened stride.
- Minimal weight bearing while moving or standing still.

### **17. Training Days Before Points Approved CC**

- Training Days can be held the day before an official event as long as half of the course and obstacles are off limits and unriden by riders until the challenge day.

### **18. Annual Points**

- Annual points are only collected at Points Approved Challenges.
- All points approved Challenges shall use the official Judge's score sheets and master score sheet and return a copy of the master score sheet to the secretary within 7 days of the event. Failure to do so will result in the points being disallowed for that event.
- Each horse and rider combination shall only collect annual points in one division each season.
- Horse and rider combinations shall be registered for Hi points, using the official form, to be eligible for the end of season Hi points award for their division (highest number of points collected).
- The first tie breaker for annual points shall be the horse and rider combination with the win over the largest class. The second tie breaker shall be the horse and rider combination with the most wins for the season.
- Horse and rider combination Hi points will only apply from the time the application is received by the NZCCA secretary and will not be backdated.

### **19. Approval and Cancellation of a Points Approved CC**

- All points approved Cowboy Challenges must be applied for in writing on the official form no less than 30 days before the challenge.
  - The organiser of any points approved challenge must receive notice in writing from the NZCCA secretary confirming the date approved.
  - Approval must be received from the NZCCA before advertising the Cowboy challenge anywhere.
  - Once a challenge is approved, the secretary (or other delegated person) is to email, guidelines, score sheets and other templates provided by the NZCCA to the organiser.
  - The cancellation or changes to a points approved challenge must be given to the NZCCA secretary in writing before being advertised anywhere.
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## Cowboy Challenge Obstacles

Refer to Judging and Scoring Section for Judges' expectations in regards to scoring of the following obstacles.

### Archery Shoot: 3R, 4R, 5R, 6R

- The rider must pick up a bow and blunted arrow and shoot a fixed obstacle.
- Maximum of two arrows
- Target must be attached to a bale of hay, straw or another form of safety barrier.
- The rider will have the opportunity to familiarize themselves with the bow during the walk through.
- The shooting will always be toward the centre of the course, away from any observer, judge, spectator or helper.
- Riders are judged on smoothness and control.
- Points are deducted for poor marksmanship, uncoordinated effort and/or loss of control of the horse.

### Backing 2R, 3R, 4R, 5R, 6R

- This is an obstacle where the contestant must back straight or on a designated path from one point to another.
- The back can vary from 3m to 18m.
- Judges are looking for a fluid back up, straightness, willingness and good collected position of the horse.
- Point deductions are given for an unwilling horse, heavy hands, and high headedness of the horse and loss of straightness.

### Backing - Downhill 3R, 4R, 5R, 6R

- In this obstacle, riders are to back down a hill or a grade.
- A fluid back up that is straight and on course will receive the highest score.
- Judges are looking for straightness, soft feel, collection and fluid back up.
- Getting off pattern or off course are point deductions.
- Deductions will be taken for horses that are unwilling and high headed.
- Riders should work with soft feel.

### Backing - Uphill 4R, 5R, 6R

- In this obstacle riders are to back up a hill or grade.
- A fluid back up that is straight and on course receives the highest score.
- Judges are looking for straightness, soft feel, collection and fluid back up,
- Getting off pattern or off course are point deductions.
- Deductions will be taken for horses that are unwilling and high headed.
- Riders should work with soft feel.

### Ball push 2R, 3R, 4R, 5R

- While mounted horse & rider combinations will remove a large hoof ball or Swiss ball out of a circle or over a pre-determined course.
- The ball must be at least 45cm in diameter
- The ball can be pushed by the horse or picked up and carried by the rider.
- When pushing the rider must refrain from touching the ball.
- Highest scores will be awarded for the horse that stands quietly for the ball to be picked up and allows the rider to carry the ball, or approaches the ball calmly and quietly and maintains forward motion while pushing the ball.
- Points will be deducted for a rider touching or pushing the ball, horses baulking or refusing to approach or push the ball; riders approaching the obstacle in a dangerous manner; riders dropping the ball while carrying and combinations; losing control of the ball while pushing.

#### **Bareback 4R, 5R, 6R**

- The rider removes the saddle at the designated point on the course.
- The rider mounts his/her horse from the ground or with the use of a mounting block or hay bales.
- The rider then rides to the designated point on the course. The horse's gait can be at a walk, trot or lope.
- Highest scores are given for a smooth mount from the ground and then maintaining good balance and control at speed on a loose rein.
- Point deductions will be made for inability to remount.
- Additional point deductions will be made for poor balance, lack of control, tight reins and slower speed.

#### **Barrel Jumps 3R, 4R, 5R, 6R**

- This is a jump made out of 44 gallon drums that are laid horizontally, side by side, on the ground.
- Typically, this obstacle is made with 3-4 barrels to make a wide jump.
- Like all jumps, high points are given for willingness, straightness, soft feel and an eye appealing, athletic approach, jump and landing by the horse.
- You can make 3-4 jumps in succession with 7-9m between jumps.
- Highest scores are given for a straight, non-hesitant approach to the barrels; the rider maintaining good balance and position; the horse taking the jump in the centre of the obstacle with a good crest release (hands forward) on the takeoff and landing. Additional points will be given when the rider maintains the correct stride between multiple jumps, meaning he/she does not approach the jumps too short or too long.
- Point deductions will be taken for hesitation, shying or refusal to take the jump(s), not staying in the centre of the jump(s), poor crest release on takeoff or landing, failure to maintain good balance and position and not maintaining the correct strides between jumps.

#### **Barrel Turns 2R, 3R, 4R, 5R, 6R**

- This is a challenge where the rider rides around 44 gallon barrels in a traditional 3 leaf clover pattern, 4 leaf clover pattern or a simple figure 8.
- Highest scores are given for tight, fluid turns, correct leads, lead changes, straightness, speed and control.
- Points are deducted for wide, sloppy turns, incorrect leads, failure to change leads, lack of straightness, lack of speed, poor control and incorrect use of the reins.

#### **Blindfold 4R, 5R, 6R**

- The blindfold can be made with a fly mask with a piece of cloth material sewn to the outside of the fly mask, covering the horse's field of vision.
- The rider is to blindfold the horse at a designated point on the course and lead/ride the horse a designated distance over or through an obstacle.
- Judges will be looking for your horse to lead/ride easily without hesitation.
- This obstacle is designed to show the horses trust in the handler/rider.
- The highest scores are given to the horse/rider team that demonstrates an athletic dismount; the horse willingly accepts the blindfold and is willingly led/ridden to and/or through the obstacle.
- Points are deducted for an awkward, sloppy dismount; the horse being hesitant or unwilling to accept the blindfold and the horse being hesitant or unwilling to be led/ridden to or through the obstacle.

#### **Branding-chalk 2R, 3R, 4R, 5R, 6R**

- The rider steps off his horse at a designated spot, picks up a branding iron, dips the branding iron into the chalk and brands a tied horse on a specific part of the body, such as the hip or shoulder; puts the branding iron back in the chalk bucket; remounts and rides to the next obstacle.
- Riders are judged and scored on their dismount; their approach to the horse that is to be branded; application of the brand; how well the contestant's horse stood ground tied and their remount.
- High points are given for an athletic dismount, a quiet approach to the horse that is to be branded, smooth application of the brand; the rider's horse remaining ground tied and a smooth re-mount and departure.
- Points will be deducted for an uncoordinated dismount; a sloppy, fast approach that spooks the horse to be branded; sloppy application of the brand; the rider's horse not staying ground tied and an uncoordinated remount and departure.

#### **Bridle Remove 3R, 4R**

- Set 2 barrels, or other objects of suitable height, 6 to 10 meters apart. A rope halter is placed on one barrel.
- The rider must dismount at the barrel with the halter, remove their bridle and hang it on their saddle, halter the horse and lead at a run to the other barrel, where they reverse the procedure, and remount.

- High points are gained for a smooth dismount and remount; a horse that stands relaxed for the unbridling and re-bridling; and a horse that leads up at well at speed on a loose lead.
- Point deductions are given for a high-headed, un-relaxed horse and catching the horse's teeth with the bit.

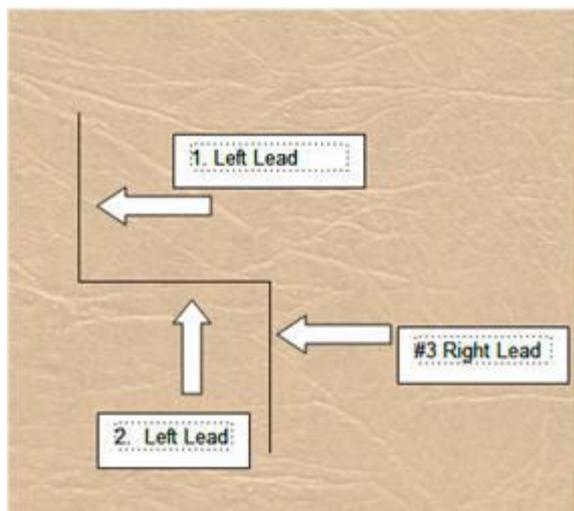
#### Bridge 2R, 3R, 4R, 5R, 6R

- The bridge may be slightly elevated, not more than 60cm in height.
- The highest scores will go to the horse and rider that crosses at a safe speed, without hesitation, the horse working with a low head and a soft feel.
- Point deductions will be made for balking, spooking, refusing to go on the bridge or not crossing the full length of the bridge. Additional points will be taken for crossing the bridge at an unsafe speed; the horses head being too high and heavy hands.

#### Broken Jump 4R, 5R, 6R

- This obstacle is constructed by setting up a series of 3 jumps that are connected, with two of the jumps set in a vertical pattern that has a connecting horizontal jump.

See diagram:



- This obstacle can be approached on either a left or right lead and should be manoeuvred making certain there is at least one lead change as the horse/rider team jumps each of the 3 jumps.
- Points are given for approaching and departing the obstacle on the correct lead at a lope on a soft feel, going over each jump cleanly and changing leads when required.
- Points are deducted for approaching and departing from the obstacle on the incorrect lead, failure to go over the jumps cleanly and tight reins.

#### Cache Hoist 3R, 4R, 5R, 6R

- This obstacle is constructed by tying a lariat to the end of an object to lift off the ground. It simulates hoisting your food or belongings off the ground at a campsite.
- The horse approaches the hoist and the rider reaches and takes the rope and begins to back up or side pass away from the object that is tied to the lariat, lifting the object up from the ground. The hoist rope can be tied off, leaving the object suspended in mid air, or can be let back down to the ground.

#### Carry Saddlebags 3R, 4R, 5R

- The horse/rider team rides to a designated point on the course to pick up the saddle bags. The saddle bags should have loose items in them such as tin cans with BB's or some other type of item that creates noise.
- The rider then carries the saddle bags to the designated drop off point.
- Highest scores will be given for a smooth, unhesitant approach to pick up the saddle bags including a good stop on the horse's hindquarters; a smooth, balanced ride with soft feel to the drop off point; a good stop at the drop off point and placing the saddle bags in the designated spot.
- Point deductions will be given for the horse balking, spooking or hesitating when approaching the saddle bags; a rough stop on the front end or shying at the saddle bags. Points will also be deducted for tight reins, an unbalanced ride and rough stop when approaching the drop off point.

### **Circles Big and Small - Slow and Fast 2R, 3R, 4R, 5R, 6R**

- This is a test where the rider rides perfect designated circles, first at a slow speed and then at a fast speed.
- Horse should depart on the correct lead and remain on the correct lead.
- The rider may be required to change speeds at any point in the pattern.
- You may choose to have the rider turn across the middle of the circle to reverse direction asking their horse for a flying lead change or simple lead change.
- Flying lead changes will score higher than a simple lead change (when a horse drops to a trot to change leads).
- Points are deducted for no speed changes, dropping gait, high headedness, tight reins and the rider leaning in the circles.

### **Climb Ladder- Ring Bell 3R, 4R, 5R, 6R**

- The rider dismounts at the ladder which is secured in a safe manner and may either ground tie or hold the reins.
- The rider then climbs the ladder and rings the bell. The rider comes down the ladder and remounts his/her horse and moves on to the next obstacle.
- Higher scores are given for a smooth stop at the ladder; an athletic, coordinated climb up and down the ladder; the horse remains ground tied or stands quiet if held and the rider has a smooth remount for departure to the next obstacle.
- Point deductions will be taken for a sloppy or difficult climb up or down the ladder; the horse not remaining ground tied or not standing quietly if held and a sloppy remount.

### **Controlled Pallet Pull 2R, 3R, 4R, 5R, 6R**

- This is a pulling challenge designed to show complete control of the horse.
- Example: A wooden pallet/sled or equivalent item is loaded with one to three small square hay bales. A 10 litre bucket of water is placed on top of the stacked hay.
- A lariat rope is tied to the middle of the pallet in a good pulling position.
- The rider must then pull the stacked hay and bucket of water the allotted distance, 4.5-6m.
- The highest score is given to the rider that can pull the pallet smooth, straight and easy without spilling the bucket of water.
- Points will be deducted for poor control while pulling the pallet and spilling the water.

### **Cow Sort 3R, 4R, 5R, 6R**

- Horse and rider team must sort a numbered cow or cow of a certain colour from the herd.
- Depending on the construction of the pen, the rider may be required to open and close the gate when entering and exiting the pen. The pen may be a single pen or a double pen with a second interior gate.
- The highest scores will go to the rider that opens and closes the entry gate in a smooth manner (if required); enters the herd in a quiet, controlled manner, sorts the designated cow within the time allowed and opens and closes the exit gate in a smooth manner.
- Point deductions will be taken for the inability or awkward opening and closing the entry gate (if required); entering the herd in a fast, rough manner; DISTURBING THE HERD; not sorting the designated cow within the time allowed and the inability to open and close the exit gate in a smooth manner.

### **Cowboy Curtain 3R, 4R, 5R, 6R**

- Rider must be mounted.
- Curtain may be constructed of rope, cloth or plastic strips and should be 2-3m wide and high enough for a safe entry.
- The highest scores will be given for a non-hesitant approach to the obstacle; loping through the obstacle with good balance on a loose rein and moving smoothly on to the next obstacle.
- Point deductions will be taken for balking or hesitating on the approach; jumping or leaping through the obstacle; poor balance, lack of control and tight reins.

### **Daisy Chain 2R, 3R, 4R, 5R, 6R**

- The Daisy Chain can be constructed by using 5 pole bending poles or 5 cones. It is constructed by placing 4 of the cones or poles in a square with a space of 6-9m between each corner. A cone or pole is placed in the centre of the square to serve as the hub of the obstacle. The hub should also be spaced 6-9m from each corner cone or pole.

- The rider enters the obstacle by approaching the hub and going around the hub on a left lead and then approaches a corner cone or pole to manoeuvre in a figure 8 pattern which requires a change to the right lead, returning to the hub changing to a left lead and so on. Each corner cone or pole is included in the obstacle.
- All turns around the centre cone or pole are on a left lead and all turns around the corner cones or poles are on a right lead.
- Points will be awarded for being on the correct lead, flying lead changes and soft feel.
- Points will be deducted for dropping out of a lope, incorrect leads, simple lead changes and tight reins.

See diagram:



#### **Dead Fall 3R, 4R, 5R, 6R**

- The Dead Fall obstacle represents rough country found in a forest or on a ranch, made up of limbs, branches, logs or natural debris.
- The dead fall crossing shall be at least 4.5m and no further than 36.5m in length.
- Depending on the density of the dead fall, the rider may take his/her horse through the dead fall crossing at a walk or trot.
- Highest scores will be given for the horse being sure footed; low head and crossing the dead fall in a safe manner.
- Points will be deducted for reckless speed, tripping, high headedness and poor control.

#### **Dismount/Remount 2R, 3R, 4R**

- At a designated point, the rider is to dismount on the near/left side of their horse, move around to the off/right side of horse and remount.
- Higher scores are given for a smooth dismount and remount for departure to the next obstacle.
- Point deductions will be taken for a sloppy remount.

#### **Flag Race 2R, 3R, 4R, 5R, 6R**

- Rider picks up a small hand held flag from a suitable holder and carries it on a designated course, returning the flag to a holder.
- The highest scores will be given to the horse/rider that has a smooth approach to the flag and can pick up the flag without stopping the horse; carry the flag with speed, balance and control on a soft feel and successfully deposit the flag into the holder.
- Point deductions will be taken from the horse/rider team that has difficulty approaching the flag due to lack of control, balking or spooking; the inability to pick up or deposit the flag in a smooth, athletic manner; lack of balance; inability to travel in a straight line, lack of speed and tight reins.

#### **Flares and Smoke 3R, 4R, 5R, 6R**

- Flares may be on the ground and horse and rider must ride by or through the flare/ smoke.
- Highest scores will be given for a quiet, smooth approach and ride to or through the flare and / or smoke with a soft feel.
- Points will be deducted for balking, shying or a hesitant approach; lack of balance and tight reins.

#### **Free Ride 2R, 3R, 4R, 5R, 6R**

- The Free Ride is an exciting and important part of every Cowboy Challenge.
- The Free Ride can be done to music over the PA system to add excitement.

- In the Free Ride, a rider has the opportunity to clearly show speed with control and the partnership between horse and rider.
- The Free Ride can take place at the beginning, middle, or end of a race.
- The Free Ride can be around the perimeter of the entire race course or go through the middle or even weave around obstacles or through the course.
- The Free Ride can entail obstacles such as jumps, barrel turns or whatever creative obstacle that does not slow down this exciting portion of the race.
- High points are given for soft feel, speed and control.
- Point deductions are made for lack of straightness, tight reins, lack of speed and poor control.

#### **Ground Tie 2R, 3R, 4R, 5R, 6R**

- Ground tie may be done in several ways: Dismount and leave your horse and walk a prescribed distance from your horse or walk around a chalk circle with your horse inside the circle.
- High scores are given for a smooth, athletic dismount; walking away from or around the horse in a quiet manner with the horse standing quietly without moving or walking away; re-approaching the horse and remounting in a smooth manner with the horse standing quietly.
- Point deductions are taken for a sloppy, hurried dismount; hurriedly walking away from or around the horse; the horse moving or walking away; re-approaching the horse in a hurried fashion; sloppy or awkward re-mount and/or the horse moving during the re-mount.

#### **Hay Carry 3R, 4R, 5R, 6R**

- The hay carry is constructed by placing two cones on the ground approximately 3m apart. Three or four bales of hay are stacked next to one of the cones. The object of this obstacle is to dismount and ground tie your horse while you move the bales of hay to the second cone and stack them neatly.
- The highest scores will be given for the horse staying quiet and ground tied without moving away while you move and re-stack the hay bales.
- Points will be deducted for the horse not staying ground tied and for the inability to move or re-stack the hay neatly.

#### **Hay Maze 2R, 3R, 4R, 5R, 6R**

- This obstacle is constructed with round bales if available. If round bales are not available, square bales may be used. The hay bales should simulate a tunnel or winding trail for the horse/rider team to negotiate.
- Depending on the Division that is competing, the horse/rider team may go at a walk, trot or lope.
- Highest scores are given for a smooth, balanced ride through the maze at a lope with a soft feel.
- Point deductions are given for lack of balance or control, tight reins, slow pace, or failure to negotiate the maze.

#### **Hay Ring 3R, 4R, 5R, 6R**

- The ring must be a bull ring which means it is a minimum of 1.8m.
- Rider must ride upright through the ring.
- You may use 2 or 3 rings to make a longer or tunnel like obstacle.
- Rings shall have a dirt path through them to assure safe footing for the horse.
- Rings shall be secured on each side to prevent them from rolling or moving.
- The highest scores will be given to the horse/rider team that approaches the ring without slowing down, balking or spooking; moves through the ring smoothly in a relaxed manner with a soft feel.
- Point deductions will be taken for stopping or slowing down as the horse/rider team approaches the ring; balking, spooking or refusing to go through the ring; lack of balance, lack of control and tight reins.

#### **Hobble 3R, 4R, 5R**

- The rider approaches the hobbles and dismounts, applies the hobbles and one of the following:  
 3R: Dismount and leave your horse at a designated point and walk around the marker which is placed 3 metres away and return to your horse  
 4R: Dismount and leave your horse inside the 6 metre diameter marked circle, walk around the circle and return to your horse.  
 5R: Dismount and leave your horse at a designated point, walk 3 metres, move three bales of hay from one marked point to another and return to your horse.

- Higher scores are given for the horse who willingly accepts the hobbles without struggle and who stands waiting for them to be removed in a quiet manner. Points will also be gained for a quiet manner in applying and removing the hobbles.

#### **Horse chest push 3R, 4R, 5R, 6R**

- Push obstacle to be made of a non-harmful material that the horse can slide, roll or spin using its chest.
- Horse to push object with its chest over a set distance or pattern.
- Highest scores are given to horse and rider that approach obstacle straight on with no hesitation of putting horse's chest on obstacle and obstacle is moved smoothly.
- Points will be deducted if rider pushes with their legs and or side pass into obstacle.

#### **Key Hole 2R, 3R, 4R, 5R, 6R**

- Set four cones to form a square or use chalk to form a keyhole configuration. The square or keyhole should be large enough for the horse to enter the square at speed, stop and do a nice rollback to exit the square and go to the next obstacle.
- High points will be given for a smooth entry, smooth stop with soft feel and a good rollback on the hindquarters.
- Point deductions will be given for stepping out of the keyhole, entering the square or keyhole too slow, tight reins, rough stop and a sloppy or poor rollback.

#### **Lead Across a Water Obstacle 3R, 4R, 5R, 6R**

- Rider must dismount and lead their horse across the water.
- Water may be belly to mid chest deep on the horse for leading across the water.
- The highest scores are given for the horse that willingly follows the rider into the water and leads across the water on a loose rein or lead rope if the rider chooses to not lead by the reins. Additionally, higher scores are given to the rider that maintains their balance and a steady consistent pace and exits the water smoothly.
- Point deductions are given if the horse refuses or balks at being led into the water. Additional point deductions are taken for tight reins or lead rope; the rider losing their balance and/or pulling and tugging on their horse in the water and/or having difficulty exiting the water.

#### **Leading Horse - from Ground 2R, 3R, 4R, 5R, 6R**

- Lead your horse at a walk, trot or lope from Point A to Point B as designated on the course.
- Leading your horse with a loose lead rope will be given a higher score than pulling on your horse to follow you.
- The horse should lead at the rate the handler is travelling, with the horse's head at the handler's shoulder, on a loose lead.

#### **Log Crossing 3R, 4R, 5R, 6R**

- A natural obstacle made of logs or ground poles of different sizes, lengths and heights. Log height for Beginner no more than 30cm.
- Example: Four logs, 9m apart that rider crosses in succession.
- Highest score goes to the rider that is riding and/ or jumping with a soft feel, crossing the centre of the logs in a straight line in total control.
- This can be done at a walk, trot or lope, with a controlled lope receiving the highest score.
- Point deductions will be taken for refusing, ducking, diving, hitting the jump, tight reins and the rider bouncing or becoming unseated.

#### **Log Pull 3R, 4R, 5R, 6R**

- The lariat shall be securely attached to the log.
- The lariat and log will be placed in the same location for each rider to pick to begin the log pull.
- The average length of the log pull should be 9m.
- The rider will take the lariat and either dally to the horn and pull the log or can pull the log by hand.
- The log pull may be with either a heavy or light weight log.
- The highest score goes to the horse that does not spook, goes straight, has good cadence, soft feel and the log should never touch the horse's hind legs.
- Points will be taken for spooking, going crooked, lack of cadence, tight reins or the log touching the horse's hind legs.

### **Mail Box 2R, 3R, 4R, 5R, 6R**

- While mounted the rider shall open and close the mailbox.
- Another option is to open the mailbox, remove the “mail”, close the mailbox and carry the “mail” to a designated deposit point.
- The horse should stand quietly in a perfect position for the rider to access the mailbox.
- For additional points the rider may side pass to the mailbox and do a rollback when they leave the mailbox.
- Points will be deducted for the horse not standing quietly for the rider to access the mailbox, failure to close the mailbox, a sloppy departure or rollback as they leave the mailbox and lack of control.

### **Merry go round 3R, 4R, 5R, 6R**

- Materials needed: 2-4 circling rotating poles with a fixed point axis, poles must be of a height not to go under horse belly or stifles
- Natural or non-harmful material objects can be attached to poles for added effect.
- Each pole is 2.5-3ms long.
- The rider must hold one end of the pole and walk, jog, lope a circle/circles.
- Points will be deducted for letting go of the pole.

### **Mock/Sheep Carry 4R, 5R**

- Rider must dismount, pick up the sheep and place on the horse, remount and ride to a designated finish point.
- Mock sheep to be no more than 10kg in weight.
- High points are given for a rider that handles the sheep with no spook or fear from the horse.
- Point deductions will be given if the rider drops or loses the sheep or if the horse spooks or shies from the sheep.

### **Moguls 3R, 4R, 5R, 6R**

- Moguls may be constructed of dirt or sand.
- Moguls may be of varying degrees of difficulty, being different sizes and heights.
- The rider must ride his/her horse over each mogul.
- The highest points will be given to the rider that keeps the horse moving forward at an even pace, centred on the moguls with soft feel and perfect control.
- Points will be deducted for lack of forward movement, moving to the side or off the mogul, lack of control, lack of balance and /or tight reins.

### **Move Golf Ball from One Cone to Another Cone 2R, 3R, 4R, 5R, 6R**

- A golf ball is placed on the top of a cone.
- Cones vary in size and height depending on the degree of difficulty.
- The lower the cone the further the rider must lean down, thus a more difficult task.
- Cones for Youth should be tall.
- While on your horse, lean over and pick up the golf ball from the cone.
- Ride to the second cone and lean over to place the ball on the second cone.
- The highest score will be for an athletic lean down by the rider and the horse standing perfectly still; picking the ball up from the first cone and placing the ball on the second cone.
- Point will be deducted for an uncoordinated lean down; the horse moving during the lean down; inability to pick up the ball from the first cone; inability to place the ball on the second cone or drops the ball.

### **Narrow Bridge 2R, 3R, 4R, 5R, 6R**

- A narrow bridge should not be more than 60cm wide and 4.5 – 6m long.
- The bridge may be slightly elevated, not more than 60cm in height.
- The highest scores will go to the horse and rider that crosses at a safe speed, without hesitation, the horse working with a low head and a soft feel.
- Point deductions will be made for balking, spooking, refusing to go on the bridge or not crossing the full length of the bridge. Additional points will be taken for crossing the bridge at an unsafe speed; the horses head being too high and heavy hands.

### **Open and Close Gate (rope gate or regular gate) 2R, 3R, 4R, 5R, 6R**

- The rider is judged on approach, opening and closing the gate without bumping or hitting the gate or gate post in a smooth, controlled manner.
- A higher score will go to the rider whose hand does not come off the gate in the opening and closing process.

- The rider must unlatch and re-latch the gate as instructed by the judges for this particular obstacle.
- Points will be deducted for hesitation on the approach to the gate, the rider's hand losing contact with gate or failure to open and close the gate.

#### **Park-Up Mount 3R, 4R**

- Rider must dismount at a designated point and climb up a fence or other safe object. From that position the rider parks up (positions) the horse to enable a balanced and smooth remount from the elevated object.
- High points are given to a horse that parks up willingly and stands quietly and has a smooth dismount and remount.
- Point deductions are given for inability to position the horse; the horse moving while being mounted.

#### **Pick Up Horses Feet 2R, 3R, 4R, 5R, 6R**

- This a task that is performed while on the course at a designated area where the contestant stops, dismounts and is required to pick up 1,2,3 or all 4 feet.
- Contestant then remounts and rides to the next obstacle.
- Riders are judged on their stop; dismount; handling of the feet and how well the horse stands for the procedure and remount.
- Highest scores are given for a smooth stop and athletic dismount; the horse standing still and allowing the rider to pick up the feet with very little effort; the riders picking up the feet in an appropriate manner; a smooth re-mount and departure.
- Points will be deducted for a rough stop; sloppy dismount; the horse moving away to avoid having the feet picked up; the rider having difficulty or being unable to pick up the horse's feet; a sloppy re-mount and/or departure.

#### **Pin Wheel 2R, 3R, 4R, 5R, 6R**

- This obstacle is constructed by using a cone and 4 poles that are at least 3.6m in length. The cone is used as the hub of the obstacle with each pole extending from the cone to form a circle with 4 equal quarters.
- The rider must manoeuvre the obstacle by riding in a circle around the cone and over each pole.
- Points will be awarded for riding the obstacle at a lope, being on the correct lead; cleanly riding over the poles with a soft feel.
- Points will be deducted for walking or trotting, being on the incorrect lead, not riding over the poles cleanly and having tight reins.

#### **Pistol-Shoot 5R, 6R**

- Pistol may be a sports starter gun.
- A ground handler will hand the pistol to the rider or the rider will pick up the pistol from a safe, stationary location.
- The rider will return the pistol to the handler or to the stationary location upon completion of the obstacle.
- The rider will have the opportunity to familiarize themselves with the pistol during the walk through.
- Riders will shoot from one to three balloons in a straight or triangular pattern.
- The shooting shall always be toward the centre of the course away from any observer, judge, spectators or helpers.
- The highest scores will be given to the horse and rider team that works smoothly, without the horse spooking and hits the targets.
- Point deductions will be made for horses spooking at the gun fire and failure to hit the target.
- If the pistol misfires, the rider will not receive a point deduction.

#### **Pony or Lead a Second Horse 3R, 4R, 5R, 6R**

- Rider will pick up a second horse from a handler or untie the horse from a stationary object.
- This exchange shall be the same for each rider.
- If the pony horses must be rested, the replacement horses must be of the same temperament and calibre.
- The rider is judged on how well he/she handles and leads the pony horse.
- The rider may be required to lead the pony horse over a predetermined course of obstacles. Example: Logs, ravine or water.
- The highest score is given to the rider that handles this task in a smooth consistent manner.
- Scores will be lower for the pony horse getting loose, the rider's horse kicking at the pony horse or handling the pony horse in a rough manner.

**Protractor Pole 3R, 4R, 5R, 6R**

- Materials needed: 3-305m pole (PVC) and 2 or 3 barrels
- The pole is lying across two barrels that are approximately 2.5-3m apart.
- The rider must pick up one end of the pole and walk, jog, lope or side pass around the other barrel, leaving the other end of the pole in contact with the pivot barrel.

**Push Through 3R, 4R, 5R, 6R**

- Rider to ride through an area of dense, natural brush (e.g. gorse or broom) or any other material that will not harm rider or horse.

**Rain Coat or Tarp Carry 3R, 4R, 5R, 6R**

- The contestant will pick up a raincoat or tarp from a handler or stationary location and wear or carry the raincoat or tarp and drop it at a designated spot.
- The highest score is given to the rider that handles the raincoat or tarp with absolutely no spook or fear from the horse and travels from point A to point B with speed and control.
- Points shall be deducted if the rider drops or loses the object or if the horse spooks or shy's from said object.

**Ravine Ride (Deep or Shallow) 3R, 4R, 5R, 6R**

- A great obstacle where a natural or manmade ravine or gulley puts the horse and rider to the test.
- The ravine or gulley can be deep or shallow, long or short.
- The entry and exit points can be challenging but must be negotiable.
- The ravine can have brush, debris, logs or water depending on the Division of the riders competing.
- Riders will be judged on position and the horses' willingness, soft feel, smoothness and awareness of their feet.
- Point deductions will be given for lack of control or the inability to negotiate the entire ravine.

**Ride a Straight Line 2R, 3R, 4R, 5R, 6R**

- This is a challenge for the rider to ride a straight line; the longer the distance the better.
- The straight line can be marked or unmarked. The rider should ride a straight line at the trot or lope to a designated location such as a barrel; turn around the barrel and return in a straight line.
- Highest points are given for riding without breaking gait in a perfectly straight line; the horse being straight from poll to tail; soft feel; smooth turn and unity between horse and rider.
- Points are deducted for breaking gait, not riding in a straight line; tight reins and lack of unity between horse and rider.

**Ride Through Bales 2R, 3R, 4R, 5R, 6R**

- This is an obstacle where hay bales are set up in a way that makes a narrow path between them that can be straight or curved that the contestant must negotiate his horse through.
- This obstacle can be short or long depending on the availability of round bales.
- Highest points are given for a clean, smooth and non-hesitant entry into the obstacle and a smooth, quick run through the round bales with a soft feel and a willing attitude.
- Point deductions will be made for the horse hesitating or shying from entering the obstacle; hesitating or spooking while completing the obstacle; failure to move through the obstacle at a consistent pace with a willing attitude with a soft feel.

**Road Flashers and/or Road Signs 3R, 4R, 5R, 6R**

- An obstacle designed to show the confidence of the horse in the rider to ride through or past the flashing lights.
- The lights can be set up in lanes for the rider to ride past or through.
- The lights can be ground level or be hung rider height.
- The high score is given to the horse and rider that goes through without hesitation showing the willing and brave horse.
- Points are deducted if the horse hesitates or is not willing to approach or go through the obstacle; the rider having poor balance, lack of control and tight reins.

### **Roll backs 3R, 4R, 5R, 6R**

- The Roll back should be performed at a lope.
- The judges are looking for a stop and 180 degree turn on the hindquarters going back the other direction the horse and rider came from.
- The first step of the lope after the roll back should be on the new or correct lead.
- Deductions will be made for stopping on the front end, jerking the horse to a stop, horses head high in the air, turning on the front end, trotting off or no lead change going the opposite direction.
- The highest score will be a smooth sliding stop on the hindquarters with a pivot on the hindquarters going back the opposite direction. The first step of the lope should be on the correct lead.
- There shall be 3-5 roll backs to exhibit this manoeuvre.

### **Roller Bridge 3R, 4R, 5R, 6R**

- This is a bridge crossing where the bridge is laid on top of multiple round poles or logs causing the bridge to roll at some point during the crossing. Poles/logs should have a set distance they can roll before bridge stops moving.
- This obstacle should be a 2.5-3m wooden bridge.
- Highest scores are given to the rider whose horse crosses this moving obstacle in a straight methodical manner with no spooking. The horse must travel the complete length of the bridge.
- Points will be deducted for hesitation, spooking or coming off the bridge prematurely

### **Rope Livestock (dummy calf, cattle or horses) 4R, 5R, 6R**

- The livestock should be kept, handled and worked in a safe corral.
- Water and feed should be available to the livestock.
- The contestant will be judged on entering the corral or a designated helper can let the participant into the corral.
- At the point of entry the contestant will be told which livestock he/she is to rope.
- The rope shall have a breakaway Honda, unless otherwise determined. The course will provide a rope or the contestant may use their own provided the rope has a bread away Honda, unless otherwise determined.
- The contestant will be allowed to throw two (2) loops. If he/she misses the second loop he/she must move to the next obstacle. If the 45 second whistle sounds prior to the second loop he/ she must move to the next obstacle.
- The highest score is given for quiet handling of the horse and livestock and throwing an expert loop.
- Deductions are given for rough handling of the horse, or livestock and missing with the rope.

### **Rubbish Ride 3R, 4R, 5R, 6R**

- This obstacle is created by making a min 2m wide alley approximately 8-12m long. The alley is then littered with trash such as feed sacks, paper bags, plastic bottles simulating trash on the highway or messy campsites. DO NOT use any litter that is unsafe for the horse or rider. The rider must then negotiate his/her horse through this littered alley.
- The highest score is given to horses that do not hesitate and travel the alley with their heads down with a soft feel, looking where they are going.
- Point deductions are taken from horses that spook or shy away or once in the alley, they run through out of fear.

### **See Saw Bridge 2R, 3R, 4R, 5R, 6R**

- This is a bridge crossing where the bridge is laid on top of a small pole or log causing the bridge to move at some point during the crossing. This obstacle should be an 2.5-3m wooden bridge.
- Highest scores are given to the rider whose horse crosses this moving obstacle in a straight methodical manner with no spooking. The horse must travel the complete length of the bridge.
- Point deductions for hesitation, spooking or coming off the bridge prematurely.

### **Serpentine / Zig Zag Through a Pattern (built with panels, cones, ground poles or any object to create an S or snake-like pattern) 2R, 3R, 4R, 5R, 6R**

- The serpentine can be built in a variety of configurations that require the horse/rider team to continually change directions and make lead changes when at a lope.
- The highest scores will be given for good balance, good control, proper lead changes and a soft feel.
- Point deductions will be taken for breaking gait, poor lead changes or lack of lead changes, lack of balance and control and tight reins

### **Side Pass (logs, ground poles, or panels) 2R, 3R, 4R, 5R, 6R**

- This is an obstacle where the rider side passes through panels or over logs or designated obstacles.
- Logs of different diameters may be used in a straight or angled pattern.
- The object for the rider is to side pass in one direction with the horses' feet straddling the log with the front feet on one side of the log and the hind feet on the other side of the log.
- The high score is given to the rider that maintains cadence, straightness and correctness.
- Points are deducted for stepping over or on the log, lack of straightness and, lack of cadence and poor side pass.

### **Spearing Stationary Rings 2R, 3R, 4R, 5R, 6R**

- This is a challenge obstacle where the riders spear a stationary ring with a wooden pole (broom stick handle) from a moving horse.
- There should be three (3) rings in a row, which are 6-15m apart.
- The rider should pick up the wooden spear (broom handle) out of a barrel then attempt to spear the three rings that are placed 6-15m apart. If the rider misses or drops a ring they must ride to the next ring.
- The rider rides to the drop point and drops the spear and rings in a barrel, then moves to the next obstacle.
- The highest score is given to the rider that picks up the spear, travels at a good pace and collects and deposits all 3 rings and spear in the deposit barrel.
- Point deductions are taken from the rider that misses or drops the rings or spear and lacks smoothness and control.

### **Spin 3R, 4R, 5R**

- This is a performance move where the rider will step into a designated area or spin box which can be made from poles or logs and the box should be approximately 3.5 x 3.5m square.
- The rider must do reining horse spins inside the box.
- Highest score is given to the horse and rider team that exhibits flat and fast spins each direction with the front end of the horse moving around a stationary hind leg. The spin should start and end with the rider facing the same direction.
- Point deductions will be given for horses that are hopping and are unable to maintain a stationary hind quarter or performs a poor, sloppy spin.
- Slow correct spins are not scored as high as fast correct spins.
- Slow and correct spins are scored higher than fast, incorrect spins.

### **Stand Up in Saddle, Hit Tennis Ball 4R, 5R, 6R**

- This is a control exercise where the rider goes to a designated area and stops his horse. The rider must then attempt to stand up on his horse and touch a dangling object, such as a tennis ball, which is suspended by rope or string from an overhead or tree limb. Depending on the degree of difficulty, the object should be approximately 3m high.
- Highest score is given to the rider whose horse stands perfectly quiet, never moving, and the rider exhibits total control and balance and stands completely up on his horse in a confident manner and touches the suspended object.
- Point deductions are given for a moving horse, loss of balance or if a rider jumps or falls from his horse. A rider can re-mount within the allotted time limit to try again.

### **Step-Down or Up 2R, 3R, 5R, 6R**

- A one step is a solid bank that the horse negotiates up or a drop that the horse negotiates down.
- Riders are to ride up or down smoothly, balanced, in control and with a soft feel.
- Point deductions are given for a balk, refusals, jerking on the horse's mouth and loss of seat or balance.
- Two step-down or up Rating depends on height. 30cm - 2R, 60cm - 3R, 90cm or higher - 5R, 6R
- A two step is two banks or drops in a row.
- Riders are to ride up or down smoothly, balanced, in control and with a soft feel.
- Point deductions are given for a balk, refusals, jerking on the horse's mouth and loss of seat or balance.
- High scores are given to the horse/rider team that approaches the obstacle and goes up or down the entire obstacle without hesitation with a soft feel with good balance and control.
- Point deductions are given for balking, tight reins, Poor balance and lack of control.
- Three step-down or up. Rating depends on height. 30cm - 2R, 60cm - 3R, 90cm or higher - 5R, 6R.
- A three step is three banks or drops in a row.
- Riders are to ride up or down smoothly, balanced, in control and with a soft feel.
- Point deductions are given for a balk, refusals, jerking on the horse's mouth and loss of seat or balance.

- High scores are given to the horse/rider team that approaches the obstacle without hesitation and manoeuvres the entire obstacle with a soft feel with good balance and/or control.
- Point deductions are made for balking, tight reins and poor balance and/or control.

#### **Stops 2R, 3R, 4R, 5R, 6R**

- This is a performance manoeuvre where the rider can exhibit a reining or sliding stop. The stops occur at a designated area on the course. These stops can be in natural ground or a groomed area for better stops.
- Highest points will be given to the rider who stops from a lope or lope, exhibiting a straight sliding stop on the hind quarters. Judges will be looking for a controlled stop with a soft feel.
- Point deductions are given for yanking or ripping the horse in the ground, high headedness by the horse, a gaping mouth, loss of straightness, or stopping on the front end.

#### **Swing Stock Whip 3R, 4R**

- Rider to pick up stock whip from a designated point and swing while mounted.

#### **Suspension swing bridge 4R, 5R, 6R**

- This is a bridge crossing where the bridge is suspended no more than 30cm above the ground
- This obstacle should be 5-8m long and 1.2m wide and constructed of 50ml timber or a material that can hold at least 1000kg. The suspension cable should be wire rope or chains that can at least hold 1000kg
- Highest scores are given to the rider whose horse crosses this moving obstacle in a straight methodical manner with no spooking. The horse must travel the complete length of the bridge.
- Points will be deducted for hesitation, spooking or coming off the bridge prematurely.

#### **Tarp Drag 3R, 4R, 5R, 6R**

- This is a moving obstacle, where a rider picks up a tarp from a handler or stationary location and is required to drag a tarp by hand or rope behind his horse to a designated deposit area. The tarp should be dragged 45 – 65m.
- The 45 -65m can be in a straight line or a figure 8 pattern and/or end with a backup.
- Highest scores are given to the rider whose horse stays cool, calm and straight during this exercise, exhibiting no fear and travels at the speed the rider requests.
- Point deductions occur for spooky horse, loss of control, running sideways and turning loose and losing the tarp. Judges are looking for the brave horse.

#### **Tarp Ride-Over 3R, 4R**

- The rider rides over a tarp which is secured to the ground.

#### **Trailer/Float Load 3R, 4R, 5R, 6R**

- The trailer will be placed along the course. For safety the trailer should be hitched to a truck. There are different ways a rider may load his horse in the trailer. A rider may dismount and lead or send his horse into the trailer. A rider may also ride his horse into the trailer. A rider may also grab the top of the trailer and swing off as his/her horse enters the trailer. Remember, safety to horse and rider is paramount and the judges are taking this into consideration with each style of trailer load. Depending on the requirement of each race, usually the trailer door is open on approach and the rider is required to close the trailer door after loading making certain the trailer is road ready.
- The highest score goes to the rider whose horse loads willingly, smoothly, without hesitation. The rider that chooses to ride into the trailer or swing off must do so in an athletic, smooth and safe manner to receive a high score. Horses should stand still and quiet in the trailer.
- Scoring deductions will come from hard to load, hesitating horses. Deductions will also come from unsafe or sloppy attempts by the rider to ride in or swing off. Points will also be taken for horses that turn around, unload or attempt to unload.

### **Tunnel 3R, 4R, 5R, 6R**

- This is an object that can be created with tarps, panels, hay bales etc. to create a tunnel effect.
- The tunnel can be long or short but must be safe in construction, height and width. Common sense in constructing the tunnel is paramount. The tunnel should simulate a tight canyon, ravine or concrete road culvert.
- The rider must ride his/her horse forward through the tunnel.
- If the horse is hesitating, backing through the tunnel will receive a lower score.
- The highest scores are given to riders whose horses move through the tunnel without hesitation in a smooth manner at the speed the rider wishes to go. Riders may go fast as long as they have control.
- Deductions will be taken for hesitation, lack of control and inability to negotiate the tunnel.

### **Doubling (turning) into the Fence 3R, 4R, 5R, 6R**

- This is a performance move turning into the fence (between 2 marks on the fence) approximately 6m apart.
- In this manoeuvre there may be as few as two turns and as many as five turns.
- Unlike the roll back, this is a moving turn similar to turning a cow into the fence in a working cow horse event.
- The horse and rider are judged on lightness, athleticism and willingness.
- The horse should turn, pivot and drive off the hind quarters.
- When working at a lope, the horse should change leads with each turn.
- The highest scores are given to the horse/rider team for a smooth turn into the fence; a strong, athletic pivot and driving the horse off the hindquarters as they move to the point for the next turn or next obstacle. This manoeuvre should be done with a soft feel. Highest scores are given to the horse /rider team working at a lope.
- Point deductions will be taken for awkward, rough turns into the fence; sloppy or uncoordinated pivot, not driving the horse forward off the hindquarters and tight reins.

### **Water Box 2R, 3R, 4R, 5R, 6R**

- When a natural water challenge is unavailable, creating a water challenge by digging out a low spot on the course and lining it with a plastic tarp (if necessary) and filling it with water is a good substitute to create a water hazard. The boundary of the box can be made with posts or railroad ties which help to hold the plastic tarp in place.
- Avoid making the water box a hole. The water box should have a safe sloping bank for entry and exit.
- High scores are given for smooth entry and exit with the rider staying centred with a soft feel.
- Point deductions are given for the horse balking, jumping, leaping, tight reins and an un centred or unbalanced rider.

### **Water Carry 4R, 5R, 6R**

- Carry a full 10 litre bucket of water from the pickup station and empty the bucket into a water tank or container.
- The rider picks up a full 10 litre bucket of water that is placed on top of a 44 gallon drum. The rider must then carry the bucket of water approximately 10m and pour the water into a water tank.
- High points are earned by the rider who carries the water quietly, without spilling excessive amounts of water, in a straight line to the water tank. At the water tank the rider is able to pour the water with two hands in an exaggerated fashion, while his horse is standing still on loose reins or dropped reins exhibiting no fear.
- Point deductions-the rider is unable to pick up the water, spills the water, or drops the water bucket. Deductions are also given for travelling crooked with the water. Poor scores result from inability to control the horse when pouring the water into the water tank.

### **Water Crossing (shallow or deep) 3R, 4R, 5R, 6R**

- Water crossings can be as shallow as 6 inches or so deep that it requires the horse to swim which would be for our professional riders. A good average depth for a challenging water crossing would be 0.9m.
- Water crossings should start shallow and go deep and end shallow so the horse and rider have a safe entry and exit.
- High points go to the horse and rider team that enters willingly travels straight, without fear, and exits with no problem. Crossings that are made with speed but maintain safety and control can receive higher scores.
- Point reductions will be assessed for hesitating horses, horses that leap into the water from fear, attempt to exit the water prematurely or nearly unseat or unseat their riders.

### **Waterfall 4R, 5R, 6R**

- This is an obstacle made with a volume of water flowing or falling to create a waterfall effect.
- Depending on the design of the obstacle, the rider must ride near or through the falling water.
- High points are given for a spook less approach and a non-hesitant ride near or through the obstacle.
- Point deductions are given for the horse hesitating or spooking on the approach to the obstacle; shying or hesitant ride through the obstacle; poor balance and tight reins.

**Water Sprinkler 3R, 4R, 5R, 6R**

- Water sprinklers may be positioned where the water goes up, down or sideways to create a challenging obstacle.
- Ride your horse around the perimeter of the active sprinkler
- Ride your horse through the water coming from the sprinkler.
- The highest scores will be given for passing through the water without hesitation with a soft feel with a willing attitude.
- Deductions will be given for balking or failure to move through the water. Rough handling of the horse is always a deduction on any and all obstacles.

**Wheelbarrow Push 1R, 2R, 3R, 4R**

- Rider must dismount and push a wheel barrow to a designated point and pick up a load which may or may not be pre-loaded. Then continue to the finish point while leading their horse.
- Higher scores are given to a horse that leads, stops and starts willingly on a loose lead/rein.
- Point deductions given for losing the load or losing balance and/or control of the wheel barrow.

END