

The Stockman's Obstacle challenge requires the riders to demonstrate both speed and horsemanship through the negotiation of various obstacles. The safety of the rider and the horse are always most important.

A horse may only have a maximum of 3 runs throughout the competition with 1 run and no more than 1 rider in each division except for Young guns and Junior where it may have up to a maximum of three different riders.

Riders may compete on multiple horses in the same Division. The rider must pay an entry fee for each horse. Each horse must be tacked and ready to compete when called.

**Young Guns - Minimum age of 7- maximum age of 11.** Any rider between the ages of 7-11 is eligible to compete in the Young Guns Division. Young Guns riders are allowed to ride "up" into the Junior Division with parental permission.

- o The same Young Gun may ride a maximum of two horses.
- o The course shall contain 10 obstacles plus Overall Horsemanship and time points.
- o Obstacles shall be easiest.

**Junior - Minimum age of 12- maximum age of 17.** Eligible Youth may ride up to Open with parental approval.

- o A Junior may ride a maximum of three horses.
- o The course shall contain 13 obstacles plus overall Horsemanship and time points.
- o Obstacles shall be of medium difficulty, slightly more difficult than Young Guns.

**Novice – 18 years & Over.** For riders who have not won an obstacle course or Stockman's Challenge). Novice riders are allowed to ride "up" into Open.

- o Novice shall not be required to jump but may be required to ride over obstacles. The obstacle is made of logs or ground poles of different sizes, lengths, and heights. Log height for Novice is no more than 12 inches.
- o The Novice course shall have 10 obstacles plus overall Horsemanship and time points.
- o Obstacles shall be easier as per Young Guns.

**Open - 12 years & Over.**

- o The Open course shall contain 13 obstacles plus overall Horsemanship and time points.
- o Obstacles shall be of medium - high difficulty.

## **Tack**

- All tack must fit the horse correctly and be safe to use.
- Mechanical hackamores, tie downs, martingales, and any form of gag bit or slip bit is not allowed.

## **Walking the Course**

- An optional (highly recommended) course walk with the Judge 10minutes prior to the event will be conducted. The course walk will be announced.
- Only the riders are allowed to ask questions about any obstacle or rule on the course.
- A course map will be posted both at the secretaries office and at the entry gate.
- 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.

## Safety

- All riders are expected to compete within their individual capabilities.
- A rider falling from their horse is not eligible to remount and continue in that class, but may continue to compete in other classes only if cleared as fit to continue by the first aid official.
- A rider may be disqualified if they are unable to cross the start line within 30 seconds.
- A rider may not be tied or attached to their saddle in any manner.
- Parent(s) or their designate may be on the course (on foot) when a Young Gun is competing. The purpose of the parent or designate is for safety, not coaching the rider through the obstacles. Due to safety, fairness and insurance standards, no person will be allowed to follow a rider on horseback for the purpose of coaching, promoting, encouraging, or assisting that rider in any division, this includes the leading of a rider around the course.
- Should a Young Gun or Junior rider be required to dismount, he/she may use a mounting block or hay bale to remount. Getting a "leg up" is not allowed.
- The rider or the parent(s) / legal guardian in the case of riders under the age of 18 assumes all responsibility for participation in the Stockman's Obstacle Challenge event.

## Tie Breaker

- If there is a tie at the conclusion of the Event that involves the top places, the winner is determined by the fastest time.

## Dress Code

- Riders must wear riding boots.
- All riders **MUST** wear an approved helmet at all times whilst astride a horse either in or out of the competition arena.
- Chaps and spurs are optional.

## 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 event.

## Lameness

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

## **Stockman's Obstacle Challenge Courses**

- A Course map will be posted one hour prior to the event. Obstacles will not be numbered.
- Each Division has been assigned a specific level of difficulty for the obstacles. 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.
- Each obstacle shall have a 30 second time limit. The time begins when the rider approaches and begins to negotiate the obstacle. If the time limit elapses, the rider will be asked to move on to the next obstacle.
- If the rider does not complete the obstacle, points will be given based on his/her attempt. The judge shall not give a 0 (zero) if a valid attempt is made.
- If a rider skips an obstacle and begins the next obstacle (example: the rider completes obstacles 1 – 4 and skips obstacle 5 and begins obstacle 6) he/she may not go back to the obstacle that was skipped. If the rider does go back to the skipped obstacle at any time, it will be considered "off course" and will result in a DQ (disqualification) for that round of competition. The rider will receive a score of 0 (zero) and a 30 second time penalty for any obstacle that is skipped.

## **Stockman's Obstacle Challenge Scoring and Judging System**

The following is an explanation of the Stockman's Obstacle Challenge 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 judging of each obstacle will be done on a scale of 1 – 10, with 5 ½ being considered an average score. There are three basic components to each obstacle: the Approach (1 point), the Obstacle itself (0 - 8 points) and the Departure (1 point). Although there are three components to consider, the judge only records one number for each obstacle score. 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.

Judges shall pay particular attention to the rider's balance, cadence, soft hands (loose reins), the use of their legs and seat. They would expect the rider to go at a speed with control and suited to the level & training of both the horse and rider. Balance, cadence and confidence are what the judge wants to see coming into and out of obstacles. Judges shall pay attention to the horse being on the correct lead going into an obstacle and leaving an obstacle as they move toward the next obstacle.

The Judge may disqualify a contestant for what they deem to be abuse of any animal or the abuse of these rules without notice or reason given.

If a judge deems a horse unfit to complete for any reason, the horse shall be disqualified from the event.

If a contestant is unable to complete the course for any reason, the contestant shall be disqualified from that round of the event. Should the event have additional rounds, the contestant shall be allowed to compete in the following round(s).

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 their Division that day. The Judge's decision regarding a re-ride may not be challenged in any way for any reason.