

Buckeye Horse Park Obstacle Challenge Guidelines

This class is designed to showcase the strength of the partnership of a horse and rider team while they negotiate a series of obstacles of varying terrain and difficulty. It is to be worked at will in the field beside the arena.

Tack and Equipment

Riders may use any tack that is appropriate for trail riding. English, Western, Australian, and Endurance type saddles are permitted. Riders may use any style of bridle, bit, or headstall including bit-less bridles, with any style of saddle, as long as it is not considered harsh or cruel by the judge. **Protective leg wraps or boots are recommended.**

In hand classes, may use a halters or bridles of any type including rope, nylon, leather, or any other safe material. Horses are permitted to be saddled. Leads may be ropes or lounge lines with or without chains. If chains are used, they must be placed over the nose or under the chin, never through the mouth. No halters or training devices with metal over the nose or poll will be allowed.

Attire

Riders may wear anything suitable for trail riding, but must include long pants (jeans, breeches, or riding tights) and appropriate riding footwear (no sandals or tennis shoes). Professional appearance is encouraged, keeping tasteful choices of shirts in mind. Long or short sleeved shirts with a collar, polo shirts, and jackets in inclement weather are preferred. No tube/tank tops or t-shirts with questionable graphics please!

Helmets are encouraged for all riders, and are required for all youth divisions. Any style of hat is allowed, but a hat is not required.

Divisions

The classes are divided into pee wee, beginner, intermediate, and advanced for both youth and adult, with the pee wee division for children 8 and under.

Pee Wee: Courses will contain a small number of simple obstacles to be negotiated at the walk. Spotters are encouraged in both in-hand and riding divisions. Children may be lead in the riding division with credit being given to independent riders.

Beginner: Courses will compose of some of the less challenging obstacles to be negotiated mostly at the walk, with some trotting between and over obstacles.

Intermediate: Courses will consist of obstacles of moderate difficulty at both the walk and trot. Pivots, backing, and side pass may be required.

Advanced: Courses will have greater variety and number of obstacles to be performed at all three gaits. Backing, side pass, pivots on haunches or forehand may be required.

Scoring:

Riders will start with 100 points and receive penalties and credits for each obstacle on course as follows:

-3 points:

- Each refusal at an obstacle, maximum 9 points per obstacle, must move on to next obstacle after 3 refusals.
- Wrong gait at or between obstacles

-2 points: Falling off or stepping off obstacle each time it happens.

-1 point: Each tick of pole or log, or stepping on obstacle when working in space between obstacles

-5 Points:

- Disobedience (buck, rear, kick out) each time it happens.
- Dropping object to be carried

-12 points: No attempt or skipping an obstacle

-20 points: Off course

DQ: Abusive treatment of horse, inappropriate language to show officials.

Horse and rider teams may earn credits for each obstacle as follows:

+1 Good: Horse completes obstacle without penalties, but shows some lack of confidence or hesitation.

+2 Very Good: Horse completes obstacle without penalty and shows confidence in performance.

+3 Excellent: Horse performs with WOW factor. No hesitation, complete confidence, and excellent horsemanship by rider.

Horses and riders may also earn up to 5 credits for horsemanship skills, and up to 5 credits for horse's overall confidence in the performance.

Penalties will be subtracted from 100, and credits added to get a final score.

Courses will be timed, but time will only be used in the event of a tie.