

2017 Stonybrook Obstacle Showdown Obstacle Possibilities

The following obstacles may or may not be included in this year's SOS series.

1. *Broomball obstacle*: rider hits an object (ball) to a desired area from horseback
2. *Walk Over obstacles*: ride horse over various materials (bottles, tarps, balloons, etc.)
3. *Walk Through obstacles*: ride horse through/under objects such as a cowboy curtain, noodle gate, etc.
4. *Blindfold obstacles*: blindfold horse and perform described task
5. *Step Onto and Stand/Walk obstacles*: some examples are standing platform, bridge, teeter totter, etc.
6. *Push obstacles*: horse pushes an object as described
7. *Back Up obstacles*: rider is asked to back up horse in a specific way, may or may not be through objects
8. *High Step obstacles*: horse is asked to step through an obstacle that may ask rider to be mindful of horse's hoof placement (tires, poles, logs, ladder, etc.)
9. *Jumping obstacles*: small jumps in a variety of forms (will be no higher than a barrel jump)
10. *Body Control obstacles*: riders may be asked to side pass, pivot shoulders, pivot hind end, or a combination of all. May or may not involve an object to maneuver around/over.
11. *Pick Up/Put Down obstacles*: rider is asked to pick up an object from point A to place at point B. May or may not involve an additional task. (example would be a mailbox obstacle)
12. *Water obstacle*: rider walks horse through a water obstacle
13. *Trailer Load obstacle*: rider loads horse onto trailer as described by judges/show pattern
14. *Dismount/Remount obstacle*: dismount horse for an obstacle, perform a task, and remount
15. *Gun obstacle*: shoot a gun off of the horses back or on the ground, however the pattern describes. Gun will never be a live round, and will always be a blank.
16. *Drag/Pull obstacle*: pull or drag something while riding
17. *Gate obstacle*: open a gate, take horse through, and shut gate. Gate may be made of any type of material.
18. *Flag or Tarp obstacle*: carry a flag or tarp while riding
19. *Pivot Pole*: maneuver a pole from horseback as described
20. *Hang, Tie, & Hoist obstacles*: rider may be asked to perform tasks such as hang, tie, or hoist object from horseback
21. *Roll Back obstacle*: perform a proper roll back at the fence, asking the horse to roll over its hocks as it changes directions
22. *Bow and Arrow obstacle*: shoot a bow and arrow from horseback
23. *Smoke, Fire, Fog, & Other Scary Sites*: walk horse past some unusual sites
24. *Noise obstacles*: may be asked to walk horse past a noisy obstacle, or you may be asked to handle a noisy obstacle from horseback (examples can of beans, bells, etc.)
25. *Free Ride obstacle*: at the point at which the pattern specifies, rider completes a "free ride" lap around the arena at whichever speed the rider chooses to go, but must maintain a consistent gait for the entire freeride.