

**15 MARCH @ EQUESTRIAN PARK**



Obstacle  
Course

Map & Rules

# VERSATILE HORSE OF THE YEAR CHALLENGE

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## OBSTACLE COURSE MAP

### Course Notes

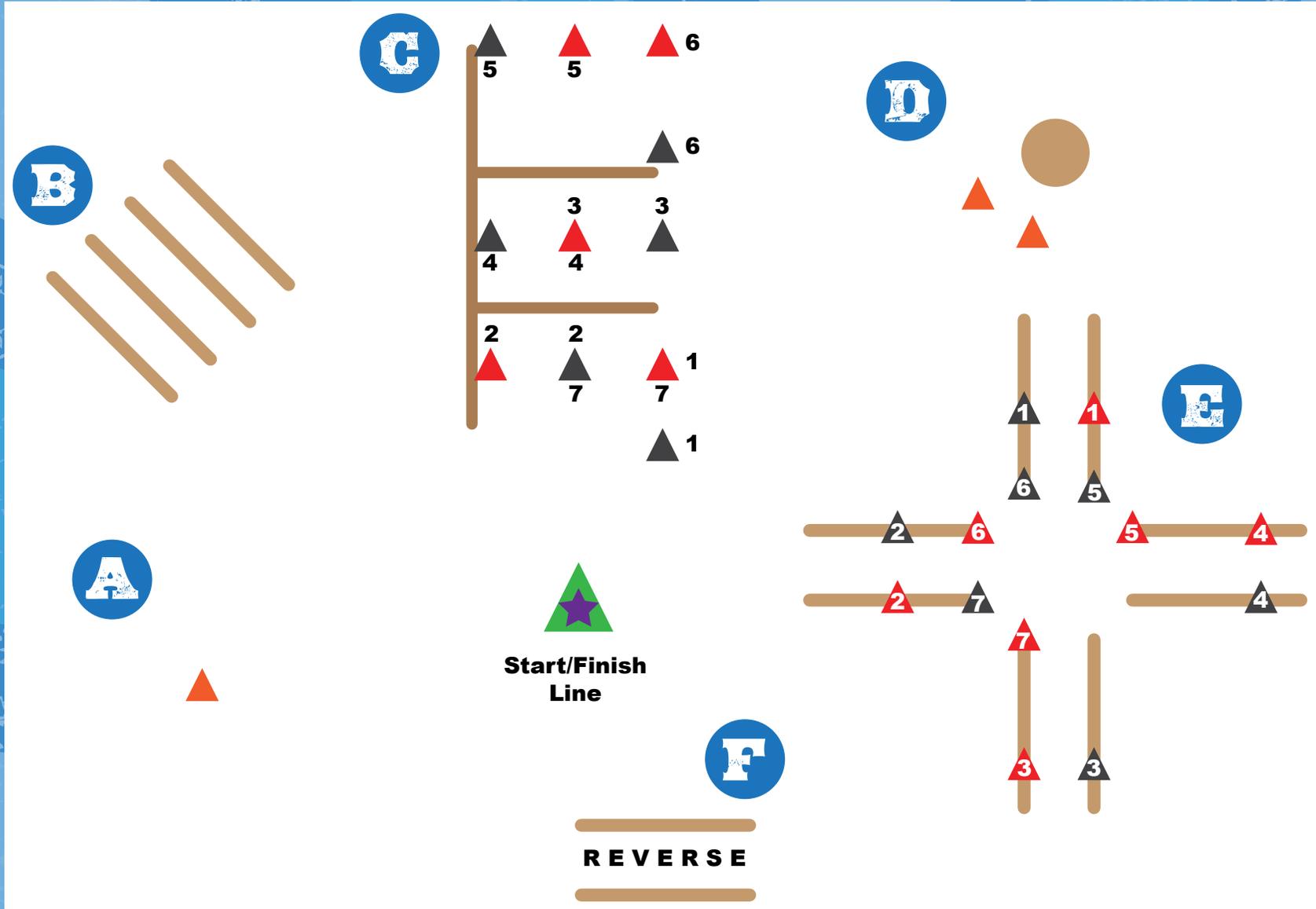
The course is to be ridden as lettered.

At Obstacle A, riders will pick up a small object from the starting barrel, ride around a cone and return it to the top of the barrel.

Trot poles (B) can be ridden in either direction.

The Barrel (D) is to be ridden through cones, around barrel, back through cones, and can be ridden in either direction.

Reverse (F) can be ridden in either direction. If a horse cannot complete reverse, they must ride through the obstacle at a walk in both directions.



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## RULES

1. There are two major obstacles and four basic challenges on the course.
2. Each major obstacle has a series of 7 “gates” that must be ridden or led in numerical order. At all times keeping the red number on the right and the white number on the left of the rider as each gate is ridden.
3. No gate may be ridden through out of order.
4. No gate may be ridden through in reverse, backwards or from the wrong side (even to get to another gate).
5. Once a gate has been ridden through a rider must not ride it again unless a “reride” whistle is blown.
6. Competitors must ride through all gates in correct order to complete each obstacle.
7. Sections of each obstacle will have spaces between cones or poles that are not gates and can be used numerous times in any direction to navigate the course.
8. If a competitor goes the wrong way through an obstacle the judge will blow a whistle. The competitor must return to the previously correctly ridden gate and attempt the incorrectly ridden section again. This is called a “reride”.
9. The clock will not be stopped for a “reride”.
10. Riders are given 3 chances to “reride” a section at Beginner and Preliminary level. At the 4th whistle they will be eliminated.
11. Riders are given 2 chances to “reride” a section at Intermediate and Open. At the 3rd whistle they will be eliminated.
12. The judge may assist riders to “reride” with verbal directions if required without further penalty.
13. A “reride” whistle will be used if the judge considers dangerous riding or riding endangering horse or rider is being shown. Riders are asked to ride safely and not at dangerous speed.
14. If cones or obstacle parts are moved or knocked over there will be a “reride” and the competitor will need to wait until the course is safe or rebuilt enough for continuance before proceeding.
15. Riders must not ride across poles in the obstacles. These are considered “walls”.
16. Riders may walk the course before competing. There will be several times throughout the day when the course will be made available for walking.
17. Horses must not be led over the course or ridden over the course before competing.

