

General Rules for Obstacle Race.

1. Any obstacle can be completed at any pace unless specified by obstacle description.
2. Missing an obstacle will result in disqualification.
3. Highest score for execution of the obstacles, within the allowed time limit, will be deemed the winner.
4. Time penalties will be incurred after ??? and be taken off final score.
5. In the event of a tied score on the execution of the obstacles the fastest time (within the time limit set) will be deemed the winner.
6. No horses other than the current competitor allowed in the arena.
7. Competitor may choose to attempt an obstacle up to three times and choose to move on at any stage, but will incur a score of 0 for execution for that obstacle.
8. An obstacle already ridden is considered “dead” and may be ridden through in any direction without penalty, although knocking an obstacle (even a dead one) will affect the final score.

2014 ANMS Obstacle Race Course Description.

For max points, Obstacles will be judged in neatness, accuracy, obedience, confidence and acceptance of aids as well as time.

1. Start at the cones, at any gait proceed to the bell entering between the rail and wall, to halt at the barrel. Ring the bell and then proceed at any pace. **No rein back allowed in corridor.**
2. Do a serpentine through the cones leaving first cone on your left.
3. Proceed to rein back corridor, ride in between poles of L shape and back out as you entered, staying within the boundary poles and not touching them for max points
4. At any pace, ride a cloverleaf pattern through 3 barrels, first, turn to right then to left and final to left leave between first 2 barrels. Accuracy and speed around barrels.
5. At any pace remove pole from barrel and ride past bull, removing a quoit from the horns, place pole and the quoit in next barrel. Maximum points for removal and retrieval of quoit. Points will be awarded for each move, picking up pole attempting to retrieve quoit, placing pole in barrel.
6. Approach and open the gate, step through and shut gate. Gate opened with hand on gate at all times for max points, if removed loss of a point will occur for each removal.
7. 7. Side pass over the pole left to right. Points lost for touching pole or not keeping it under the horse, max points for no hesitation and speed
8. Proceed over the bridge at any pace. At least one hoof must contact the bridge. Horse's body must pass over bridge, not sideways.
9. Proceed at your chosen gait over jump and through start/finish cones.