Sample Course No 1. (Older riders)

9. Holding Yard

10. Big Ball

2. Bridge
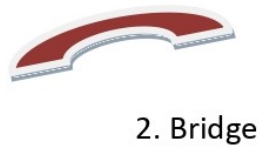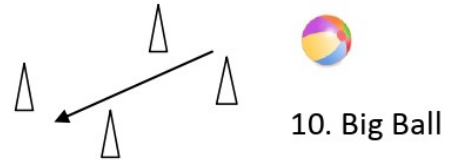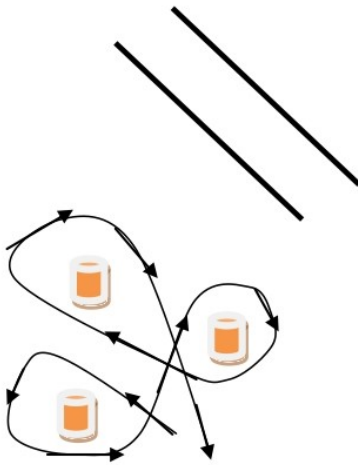
3. Bending over jumps
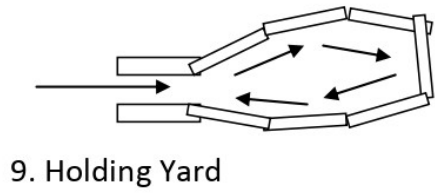
8. Rein back
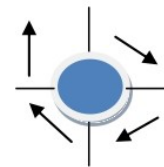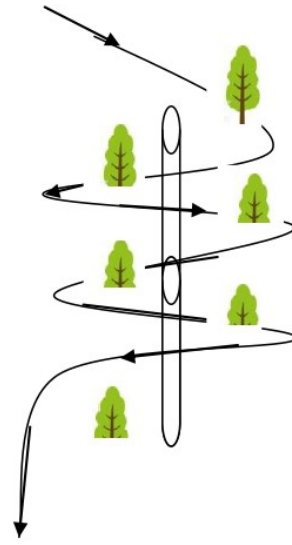
5. Clover leaf

1. Gate
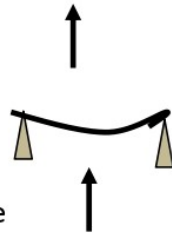
4. Dismount & remount

6. Jump the sheep

Start & Finish
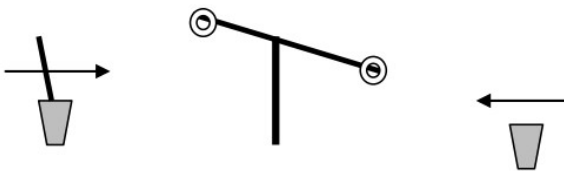
7. Bullring

Rules and Guidelines for Sample Course No 1.

Senior Stockman's Challenge

Course as per map

1. Open and pass through the gate. Close the gate
2. Walk over Bridge
3. Bend in between tree jumping the log
4. Dismount on to table, lead the horse to the other side of the table from the table, remount
5. Clover Leaf as per the map
6. Jump the sheep
7. Bull Ring- pick up the Garrocha pole from the bin. Ride toward the stand skewer the hoop and return it to the nearest bucket. Repeat on the other side
8. Rein back between poles
9. Holding Yard (as per map)
10. Push the giant ball through the cones

Scoring

1. Time starts as rider passes through the start flags.
2. Rider has 3 minutes to compete as many obstacles as possible
3. Bell will ring at 3 minutes to notify rider to finish and pass the finish flags.
4. Time ends as rider passes through the finish flags.
5. Course is ridden in any order.
6. If the combination has a refusal at an obstacle it is marked as 10 points.
7. If combination makes an error e.g. drops a hoop it is marked as 10 points.
8. Third refusal at effort = mark **NC** for not completed and rider told to move onto next obstacle.
9. Placings are determined by the Rider with the
     i. Least **NC**
    ii. Lowest penalty points
   iii. Fastest time

Basic equipment to get you started

Barrels	Water trays
Bending poles	Cones
Hay bales for holding yards	Plant Poles for rein back
Stepping stones	Tyre on a rope to drag
Bridge	Giant blowup ball
Gate	Be creative - but safe…