

Cowboy Challenge 2022

Competition Rules, Regulations & Registration

Description: The Cowboy Challenge is a competition of skill that measures a rider's horsemanship and encourages horses to develop a partnership based on trust. A rider's partnership is scored on an obstacle course designed to challenge their ability level yet allows good horsemanship along with a time bonus to further push efficiency.

Purpose: This event will give you the opportunity to set goals, measure progress, expose horse to new things, as well as gain confidence and creating a safer trail horse. The Challenge is about having fun, promoting good horsemanship and taking riders to new levels.

Horse Eligibility

Horses may enter each division only once and may enter in more than one division. These challenges are open to any breed, skill level and riding discipline. **No Stallions!**

Divisions

Green Horse: For horses who have been under saddle less than 1 year prior to the start of the season or for horses who have not placed 1st - 3rd in any obstacle or trail competition prior to the season.

Senior: For horses at any level and riders 55 years and over.

Novice: For horses at any level and beginning level riders 18 years and over. A Novice has not placed 1st -3rd in any obstacle or trail competition or any similar event prior to the year. A Novice has never been paid to ride, train or give lessons.

Youth: For horses and riders at any level who are 12 – 17 years of age as of January 1st of the year.

Amateur: For horses and riders of any level of 18 years of age and over. An Amateur rider does not receive payment to ride, train or give lessons.

Open: Open to all ages of horses of any level and of 12 years of age and over. Riders under 17 years allowed with guardian permission.

Exhibitor Order will be determined by show management 1 week prior to the event. Riders first to enter will be last to go. Entries made the day of the event will be first to go in the order. Accommodations are made for exhibitors with multiple horses. And an estimated time frame for the day will be posted at the beginning of the challenge.

Courses

- 1. Green Horse:** Suitable courses for all horses that have never shown before. Courses consists of 8 obstacles. Obstacles are worth 10 points each. 8-minute time limit applies, 30 seconds per obstacle. Scored only, no time bonus points. Daily awards but does not qualify for the series awards.
- 2. Senior & Novice:** Beginning level courses suitable for all horses. Courses consists of 10 obstacles, no water, no jumping. Obstacles are worth 10 points each. 8-minute time limit applies, 30 seconds per obstacle. Scored with time bonus points. Qualifies for daily and series awards.
- 3. Youth & Amateur:** Intermediate level suitable for all horses. Courses include loping, jumping and more challenging obstacles. Course consists of 13 obstacles worth 10 points each. Scored and 8-minute time limit applied. Time is worth up to 10 points. Qualifies for daily and series awards.
- 4. Open:** Advanced level suitable for all horses. Courses include loping, jumping and a higher level of difficulty and skilled obstacles. Course consists of 13 obstacles worth 10 points each. Scored and 8-minute time limit applied. Time is worth up to 10 points. Qualifies for daily and series awards.

NOTES: *Course maps will be posted 1 hour before the start of the challenge. A course walk through with the judge for competitors on foot will be held 1/2 hour before each division starts. It is the competitor's responsibility to fully understand the course and rules at this time.*

Tack & Attire

Attire: Boots with a heel are mandatory. Dress should be appropriate: jeans, long sleeved button collared shirt (tucked in), belt, and Cowboy hats. No ball caps allowed. For adults, helmets are encouraged. **Helmets are required for age 17 and under.**

Tack: Must be safe, humane and in good working condition. If show management determines an item to be unsafe or not humane the exhibitor has 10 minutes to correct the problem and return to the course.

Snaffle Bits and Bosals: Any horse may be shown 2 handed using a snaffle or bosal.

Horses that are shown in bit with a shank should be ridden one-handed. Use of two-hands is allowed but will be penalized.

Discouraged Equipment: Mechanical hackamores, side pulls, gag or twisted wire bits, cavessons, tie-downs, draw reins, martingales, and wire chinstraps strongly discouraged.

Safety

Obstacles are designed with safety in mind. However, if you feel an obstacle is beyond the abilities of you and/or your horse you may skip that obstacle after acknowledging the obstacle. You will receive a zero for that obstacle plus 30 seconds but will still receive a score for the course and that obstacle.

Helmets are required for age 17 and under. For adults, Helmets are encouraged. Competitors and parent/legal guardians of youth assume all responsibility when on the grounds and participating in the event.

Rules

1. All riders must sign a liability release. Riders 17 years of age and under must have parent/guardian signature.
2. All riders must pay a non-refundable office fee of \$10 per horse.
3. Entry fees are non-refundable 72 hours prior to each event. Fees will be refunded if classes are cancelled by management.
4. The event is open to any discipline of riding and breed(s) of horse.
5. A horse may only enter in a division once. A rider may exhibit multiple horses in a division.
6. Horses may be shown in any division if they and/or the rider is eligible for the division.
7. Horses may not be on the course prior to competition; on competition day.
8. Horses must be serviceably sound and in good condition as determined by the judge.
9. It is expected that each horse shall be treated humanely with kindness and respect at all times. Horses should have the opportunity to display their great natural ability not hindered by drugs, surgical alterations or inhumane treatment. Our position is to hold the highest standard of integrity in treatment and care of the horse.

10. Riders will be given 1 minute to start their course. If a rider fails to be ready and does not start within that time frame, they will be disqualified.
11. Obstacles will not be numbered and must be completed in the designated order.
12. Tripping the timer or riding off course will result in a disqualification.
13. If riders choose to lead a horse through an obstacle they must remount before moving toward the next obstacle. This will result in a low obstacle score.
14. If a rider comes off their horse, they will have 1 minute to catch their horse and remount, or it will result in a disqualification.
15. It is acceptable to have someone outside of the course call out each obstacle that is next in the order of the pattern.
16. The judge will blow whistle and ask the contestant to move on to next obstacle upon the third refusal or after 30 seconds of not completing an obstacle. The rider MUST move on to the next obstacle. Riders who do not move on will be disqualified.
17. Failure to complete an obstacle will result in a zero score for that obstacle, 30 seconds added, but not a disqualification.
18. It is permissible to change rein hand to work with an obstacle.
19. The judge always has the option of disqualifying an exhibitor for safety reasons, disrespect or misconduct.
20. No whining, moaning, or complaining. The object is to have fun and to better our horsemanship. Suggestions are welcome.
21. Riders may not consume alcoholic beverages before or during their ride. A rider will be disqualified if it appears that the rider is using drugs or alcohol.
22. Please respect the facility, treat it well and clean up before leaving the facility.
23. Show management has the right to add additional rules if necessary. Rule additions will be posted at registration table.

Obstacles

Obstacles may come from this list of examples. Show management has the right to be creative in designing the obstacles used for the challenge.

Typical Obstacles:

1. **Gate:** opening, passing through and closing. Standard panel gate, rope, or pole.
2. **Crossings:** poles, logs, deadfall, various widths and heights of bridges, ditch, trash or tarp.
3. **Dragging Obstacle:** Log, tire, tarp, pallet, etc.
4. **Trailer Loading**
5. **Carry:** slicker, bucket, ball, flag, saddlebag, tarp, etc.
6. **Backing:** or ride thru and around obstacles or up and down a hill.
7. **Side Pass:** Single ground poles, raised poles or barrels.
8. **Jump:** Trot or lope over a jump (logs, hay bales or barrels).
9. **Mailbox:** Approaching the object and handling an item.
10. **Through:** Cowboy curtains, tunnels
11. **Moguls**
12. **Mounting:** From the ground, block, log, fence, or other stands.
13. **Circles or straight line:** trot, lope, lead changes, slow, fast.
14. **Cashe Hoist:** using a rope to hoist an object above the horse's head.)
15. **Rollbacks:** using the fence to build better stops.
16. **Tunnels:** made out of barrels, hay bales, tarps, or decorated panel walls.
17. **Hoof Check**
18. **Spins**
19. **Water:** water falls, bogs, sprinklers, boxes.
20. **Ground Tie**
21. **Spearing Rings**
22. **Zig Zag:** maneuvering around cones or poles at trot or lope.
23. **Smoke:** crossing by flares or campfire.
24. **Roping:** either livestock or dummy.
25. **Serpentine:** weaving cones or poles at a walk, trot, or lope.
26. **Straight Line:** holding a straight line at a trot or lope.
27. **Gun Shot:** black powder mounted shooting blanks, fired at balloons. Open riders only.
28. **Double Rider**
29. **Pony Horse**
30. **Cow Sort**

Judging

Each contestant will perform the required obstacle pattern individually. The best horse will be willingly guided with no apparent resistance. Any movement made by the horse on its own or deviation from the pattern must be considered a lack of control. Credit will be given for horsemanship, smoothness, calmness, finesse, forward motion, control, attitude, quickness and authority in performing the various obstacles while using controlled speed. This event is intended to display the versatile working ability of a horse.

A good horseman will never endanger themselves or their horse. A good working relationship between horse and rider should be rewarded. Riders will abide by the ruling of the judge. All judges' decisions are final.

****NOTE:** If you can accomplish this at a fast pace, that is even more points. However, sacrificing horsemanship for speed will not give you a better score.

Scoring

Each obstacle will be worth 10 points. Points can be given in 0.5 increments. Bonus point or .5 may be added for any obstacle.

Scoring System:

- 0- Not attempted
- 1- Attempt made, uncooperative horse, 3 refusals
- 2- Attempt made, uncooperative horse, 2 refusals
- 3- Attempt made, uncooperative horse, 1 refusal
- 4- Obstacle compete with hesitation, rough but done
- 5- Obstacle completed with slight deviation or hesitation
- 6- Obstacle completed as expected
- 7- Obstacle completed smoothly and willingly
- 8- Obstacle completed willingly with finesse
- 9- Obstacle completed willingly with a higher degree of difficulty
- 10- Obstacle completed willingly with a higher degree of difficulty and extreme finesse

Time

The competition will have an official Time Keeper who will record the competitor's time. The Time Keeper will have the final time decision and may not be challenged. Time limit for each division will be posted at walk through and in the division and course descriptions.

Time bonus points are given in 30 second increments. Time points are given in addition to the exhibitors score for obstacles.

The fastest time is awarded 10 pts.

Exhibitors within 30 seconds of the fastest time receive 9 pts.

Exhibitors within the next 30 seconds will receive 8 pts.

Exhibitors within the next 30 seconds will receive 7 pts.

Exhibitors within the next 30 seconds will receive 6 pts.

Exhibitors within the next 30 seconds will receive 5pts.

Exhibitors within the next 30 seconds will receive 4 pts.

Exhibitors within the next 30 seconds will receive 3 pts.

Exhibitors within the next 30 seconds will receive 2 pts.

Exhibitors within the next 30 seconds will receive 1 pt.

Points are awarded based on the fastest time and 4.5 minutes thereafter.

In the event of a tie score in any division, the fastest time will win.

Awards

- **Ribbons:** 1st - 6th in each Division.
- **Jackpot:** 50% Payout of total entry fees to winners in each Division. *
- **Buckles:** Awarded to overall winner in each division (Green Horse excluded) for **BOTH Arena and Field Course Scores Combined**. Scores totaled of all 4 shows in the series and then presented at the October Challenge at the end of the event.

*Jackpot Payout:

1-5 entries	1 placement (100%)
6-10 entries	1st place (60%) 2nd place (40%)
11-15 entries	1st place (50%) 2nd place (30%) 3rd place (20%)
16+ entries	1st place (40%) 2nd place (30%) 3rd place (20%) 4th place (10%)

Registration

Visit www.cvequestrianpark.org, download, print and fill out the registration form found on the "Cowboy Challenge" page. Mail in forms and fees to the address provided. To avoid late fees, send in the non-refundable office fee and at least 1 division entry. You may later add more entries later or at the event at the pre-registration entry fee rate. For more information, email Kati Anderson CVCowboyChallenge@gmail.com or call (928) 636-2547.