**THE WILD WEST**

**SPOOKTACULAR**

**ADVENTURE CROSS COUNTRY COURSE**

The Wild West Spooktacular Adventure Cross Country Style will be the best of two (2) runs, if the competitor wishes to run the course a second time and we have enough daylight.

 a. The track is 3-5m wide, fenced along most of its length and 700m long. Encompassing a winding cross-country course with potential changes of direction, terrain, an off side shot and a long-distance shot.

 b. There are 15 targets. Some 2D & 3D, ground, hanging, off side and a long shot. Time allotted-to be determined.

 c. The **Right Handers,** will start on the regular 90m track with 15m to the first of 3 targets then ending at the pasture gate after the figure 8 of 12 shots. The **Left Handers**, will start at the pasture gate, do the figure 8 of 12 shots, then ending at the normal end of the 90m track, 15m after the last of the 3 shots.

 d. The 90m track will have a forward, side and back cowboy dummy shot.

 e. The figure 8 track will have a coyote, cougar, Mt goat, deer, elk, bear, snake and owl 3D targets. Also, a small hanging round, hanging target inside hoop, a 10 circle 60cm off side target and a 50m, 8’X8’ long shot.

**General Rules**

 a. The competitor is allowed to have 1 warm up trot **(without)** arrows.

 b. The number of shots is unlimited. All runs must be at a gallop while shooting the target. If horse breaks into a trot while shooting, that target is a 0.

 c. Competitors may go in loaded and may shoot before the start line, as well as after the finish line. Only 1 arrow is allowed in the

 hand at the start but competitor may grab more once on the track after the first arrow is shot.

 d. Competitors may hold the arrows in their hand, quiver or both. All quivers must be attached to the body at hip, thigh or back. NO quivers can be attached to the horse at any time. PLEASE, do not have quivers that slap the horse while running. Arrows must be drawn from the quiver, not clipped. **No clips allowed. Only one**

 **arrow shot at a time.**

 e. Any and all arrows hitting the long shot anywhere will count. They do not have to stick but the tip must hit first.

 f. **Right Handers**, will start on the 90m track. You may go in loaded with the first forward target 15m from the start line.

 Once thru the pasture gate you will proceed straight shooting at the coyote, cougar, then bearing left for the Mt goat.

 After the elk you will go straight to the hanging drum, bear and off side shot until you shoot the long shot and finish thru the pasture gate.

 g. **Left handers**, will start at the pasture gate. You may go in loaded, going straight and shooting the long shot first and bearing right to shoot the owl, snake and off side shot, continuing straight to the elk and hoop tree until you shoot the cougar, coyote and go up onto the 90m track. There you will shoot the forward, side and back shot with 15m from the back shot to the finish line.

**Scoring**

 a. The score for a run is counted as a sum of points gained on targets and time bonus/penalties. These scores will NOT be part of the Over All score.

 b. If 2 or more competitors have the same final result after all runs, the one with the most arrow points wins.

 c. The number of shots is 1 at each target. The exception will be the long shot, you may shoot up to 3 and all count.

 d. Time bonus is gained at 0.5pts. for every second under the par time or deducted at the same rate for over par. Max of 7 points under the time of 1:45.

 e. Time bonus is only awarded if sufficient targets are hit.

 Four (4) Out of 15 targets, must be hit.

**Points**

 a. Cowboys arms 1

 body 3

 heart 5

 b. 3D Animals Protruding legs 1( No points on deer legs)

 body 3

 heart 5

 c. Hanging Drum outer ring 3

 inner ring 5

 d. Hanging Hoop outer ring 3

 inner ring 5

 e. Off Side Shot 10,9,8,7,6,5,4,3,2 & 1

 f. Long Shot 10 for each hit

Penalties

 a. Disqualification occurs if a run takes more than twice the par time and zero points will be scored for that run.

 b. No points for the off side shot if shot is not done with the opposite hand on the opposite side of the horse. (NO crossing over)

 c. No points for an arrow hitting the tree target with hoop if the arrow

 does not go thru the hoop first. If it hits the hoop and goes thru it,

 that will count.

 d. The Elk target is between 2 bushes. You must shoot between the bushes for your shot to count, not over or before them.

 e. If a rider falls off the horse, that run is disqualified. However, we

 encourage you to get back on and finish the course.

 f. If the horse leaves the track and the competitor gets back on at the same spot, within 10 seconds, they can continue but will have 5 points deducted for that run. If they do not get back on the track in the place they left it, within 10 sec, they are disqualified for that run.

 g. **If a competitor’s horse is deemed too fast for the track by the host or horse owner, yet they wish to compete, we will try and find a horse (if possible) for them, for 1 run.**

 Arrows held in hand with **TIPS UP Will** be allowed!