

- The Video

- Video must be shot from where the camera is marked on the map (using the zoom is greatly appreciated)
- Horse and Rider must be in video view 100% of the time.
- Video must be continuous and no edits, any visible edits will result in a DQ
- Videos may not be longer than 6 minutes. With 30 seconds per obstacle 6 minutes is plenty of time to complete the course. Any obstacles completed after 6 minutes will not be judged.
- All videos links will be posted on Facebook for everyone to view.

- Scoring

- COCS Judging Matrix will be used which can be found on their website www.coloradoobstaclechallengeseries.com
- Freestyle Obstacle #6 is worth 10 additional points. Based on creativity. For example, if you choose to rope and you rope your home-schooled teenager you would get more points than just throwing a rope in the air.
- Judges score sheets with notes will be available upon request.
- One judge will be provided by COCS & one by Super Starr Equine
- In the event of a tie score, the tie videos will be reviewed by a 3rd judge to determine the placing.

- In Hand

- **In-Hand Obstacles are ONLY being offered Virtually and will NOT be offered at any "regular" Colorado Obstacle Challenge Series Event.**
- This division will be judged on the performance of the horse (in-hand) over/through obstacles, with emphasis on manners and horsemanship.
- The in-hand division includes all age groups and is intended for horses, ponies, mules or cows that are considered green or for whatever reason cannot be ridden through the course.
- A horse entered in the In-Hand Division can NOT also be entered in the "normal" riding division.
- Horses must be shown in a halter, regular or show type is acceptable and NOT wearing a saddle (Think Showmanship Class)
- The horse is to be led through the course with the handler on the horse's left side. Handler may change sides to negotiate obstacles.



Colorado Obstacle Challenge Series & Super Starr Equine
Virtual Obstacle Challenge



- SAFETY! A handler should never lead a horse from the front when negotiating an obstacle. Handlers need to “send” their horse over or through obstacles. Judges will penalize an obstacle score & overall horsemanship score if there is a safety concern at any point.
 - Credit will be given to horses negotiating the obstacles with style, without hesitancy and willingly responding to the handler’s cues.
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- General Rules will follow COCS standards which can be found on the website www.coloradoobstaclechallengeseries.com
 - **Please dress appropriately for the weather and how you would dress if you were in a regular obstacle challenge.** (Proper show attire listed in the COCS rules)
 - Course can be done in an arena, pasture or anywhere with appropriate space.
 - Entries are open from March 1, 2021 through March 20, 2021. Videos are due by 10 p.m. April 11, 2020.
 - Divisions:
 - Open (Adult 17 & Over)
 - Youth (16 & Under) A youth may enter open if they wish, but not both.
 - In Hand (Any age) Horse may not be entered in any other Division
 - Videos must be uploaded on **YOUTUBE** and the link mailed to coloradoobstaclechallenge@gmail.com AND SuperStarrEquine@outlook.com no later than midnight April 11, 2021
 - Each horse/rider team entry will be \$20
 - Paypal entries are preferred: Click on the paypal link located at www.SuperStarrEquine.net under the “Virtual Obstacle Challenge” Tab. Or send direct paypal payment to Starr.BaxterDavis@outlook.com
 - **PUT YOUR NAME, HORSES NAME AND DIVISION** in the “Description” “Notes” section.
 - Snail mail entries must be post marked by March 20, 2020 and mailed to
Cindy Williams
13660 US Highway 287
Eads, Colorado 81036
 - Proceeds:50% will go to COCS and 50% will go to Super Starr Equine
 - Awards
 - Ribbons will be awarded for 1-3rd in each division.
 - Additional awards may be added depending on participation and/or donations.
 - Results will be posted on our website and on Facebook as soon as they are available, once results are posted any rider may request a copy of their scoring and judges notes.

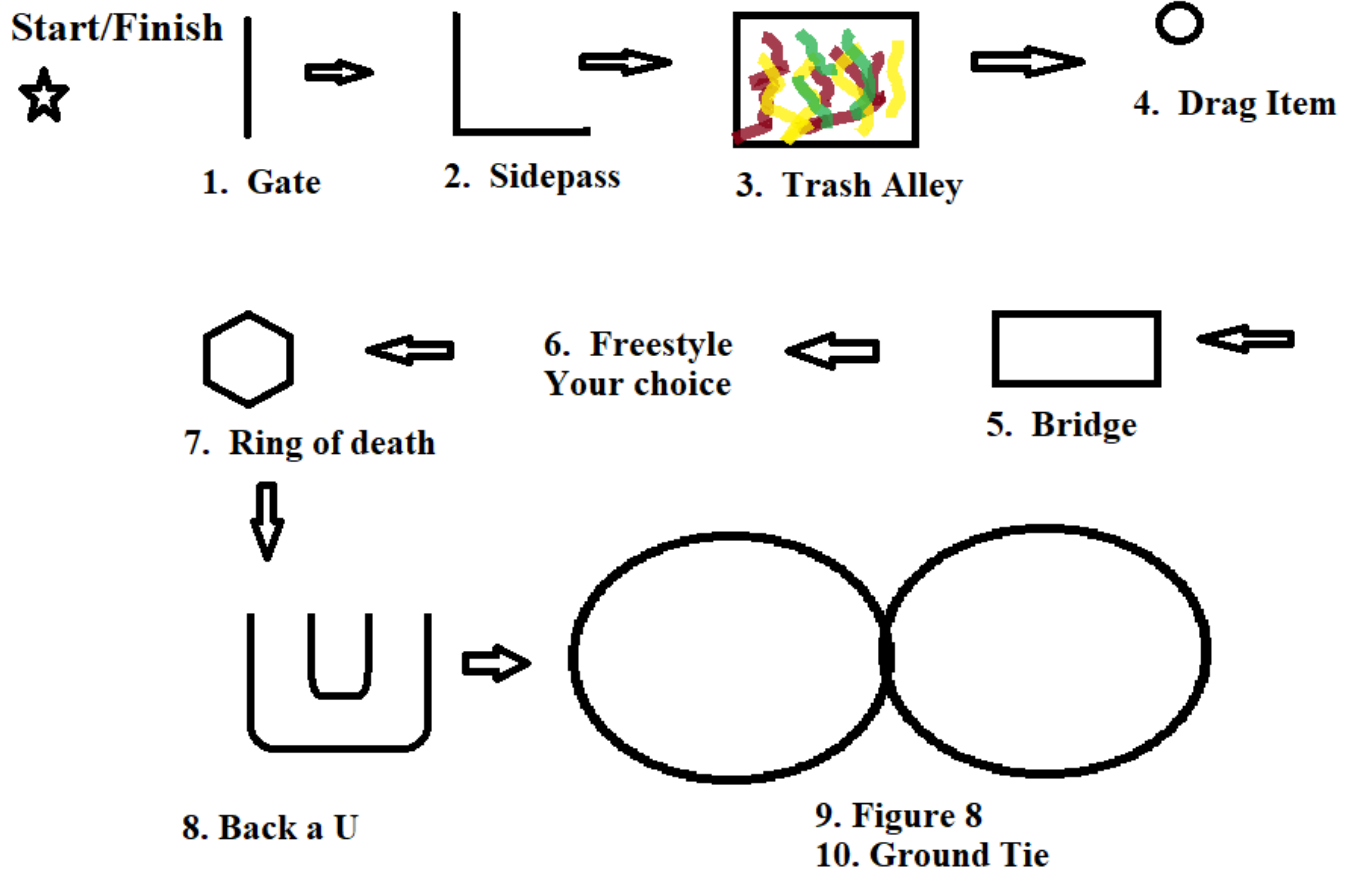
Course Instructions:

Enter the course from a start marker, (you can use anything that is visible to the camera as your marker.)

Oh YAY! Let's PLAY! Spring 2021 Obstacle Course

1. Gate
 - a. Rope Gate
 - b. Pole Gate
 - c. Hinge Gate
 - d. Gate to the arena
2. Side Pass an L – Both directions
3. Trash Alley
 - a. Make an area at least 6 ft x 6 ft with things to walk over/through.
 - b. Grain bags, logs, branches, pool noodles etc
 - c. Items should be on the ground and no have high walls that would block the cameras view.
4. Drag
 - a. Attach an item to the end of a rope, teddy bear, can, log, etc
 - b. Pick up the other end of the rope, pull your item behind you for at least 10 feet, turn around and back away from the item dragging it in front of you for at least 10 feet, Drop the rope, settle your horse and continue on.
5. Bridge
 - a. A bridge if you have one, or a tarp, cardboard box, mattress at least 6 feet long.
 - b. Step onto the “bridge” once all 4 feet are up, stop and perform one full circle, step off.
6. Freestyle
 - a. An obstacle of your choice, the only rule is you cannot repeat any obstacle already on the course.
 - b. Choose something that you and your horse can do well, it is your opportunity to show off.
 - c. There will be an additional 10 points for this obstacle for creativity, the riders who score a 10 for the judges for creativity will advance to a viewer's choice award for most creative. Voting for this will take place at the end of the challenge and while you wait for results.
7. Ring of Death
 - a. Use a hula hoop, hose, anything you can form into a circle 18” – 2' in circumference.
 - b. Place horse front feet in the circle, rear feet remain out, pivot full 360 both directions.
8. Back u
 - a. Use 3 ground poles, broom handles, etc. Make a 'U' shape.
 - b. Staying on the outside of the 'U' formation, back around entire obstacle.
9. Figure 8
 - a. Set 2 cones, buckets. Chairs, etc 20' – 22' apart.
 - b. Trot or lope 2 figure 8's, stopping in the center after completing both figure 8's.
10. Ground tie
 - a. Dismount in the center of the figure 8 pattern, leave horse ground tied while you return to the starting cones.

☆ Camera



This map is not to scale.

We understand you may have to set the course up based on your working area to accomidate for a gate.

You MUST do the obstacles in the correct Order.