

LCHA Judged Obstacle Challenge September 20, 2025

Note: Customize your ride by picking Level 1,2,3 at each obstacle.
Positive partnership rewarded! Walk/trot only. 1 horse per each entry.

A. UNDER SADDLE

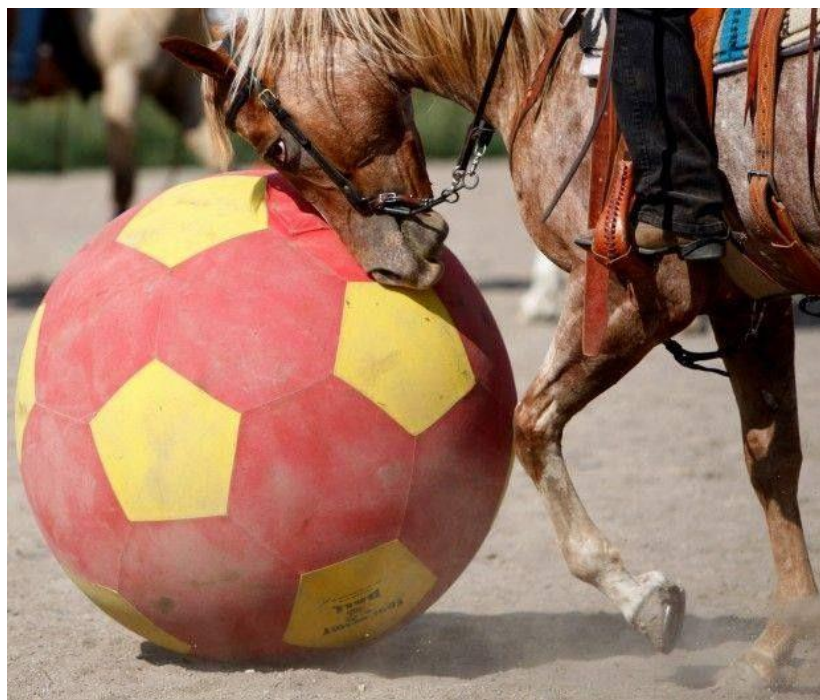
Obstacle 1. Ranch Gate (Round Pen)

Level	Maneuver-OPEN/CLOSE GATE
1	Ride up to gate. Pat the gate. Ask the judge to open the gate for you, then walk through. Proceed to Obstacle 2 start.
2	Open gate, ask judge to shut gate for you, proceed to Obstacle 2 start.
3	Level 3. Open gate, ride into ring, shut gate. Proceed to obstacle 2 start.



Obstacle 2. - PLAY BALL- (Round Pen)

Level	Maneuver
1	Level 1: Walk to Large exercise ball. Horse noses ball. Return to start/finish.
2	Level 2: Walk to Large exercise ball. Horse rolls ball with chest/nose to goal. Walk back to start/finish.
3	Level 3: Walk to large exercise ball. Horse rolls ball with chest/nose to goal, then rolls ball back to start/finish.



Obstacle 3. FLAG CARRY OVER LOGS AND Wagon Wheel (East Pasture)

Level	Maneuver-FLAG CARRY
1	Walk to Start. Walk over large logs. Proceed to wagon wheel and walk the poles between the cones in one direction. Return to start.
2	Walk to start. Walk over large logs. Proceed to wagon wheel and walk over poles between the cones one direction, then turn and walk the poles the other direction between the cones. Return to start.
3	Walk to start and pick up the flag. Walk over large logs carrying flag. Proceed to Wagon wheel and walk poles between cones one direction, then reverse and walk poles between cones the opposite direction. Return the flag to barrel at a walk.





Obstacle 4. CAMPSITE WITH BICYCLE (north paddock)

Level	Maneuver
1	Walk horse past campsite; Reverse and return to Start at a walk.
2	Walk horse past campsite as judge bicycles. Reverse and return to Start at a walk.
3	Trot horse past campsite as judge bicycles. Reverse and trot back to start.

Obstacle 5. Jurassic Park (north paddock)

Level	Maneuver
1	Walk up to the T-Rex. Pat the 2 headed dragon. Return to start/finish.
2	Have horse push pole with T-Rex one revolution. Return to Start/finish.
3	Have horse push pole with T-Rex one revolution, then reverse and push pole one revolution in opposite direction. Return to start/finish.

Obstacle 6: (north paddock) Parallel Parking

Level	Maneuver
1	'Park" horse into space with forward motion. Settle for 3 seconds, Exit.
2	Walk horse up to "parking space"; Sidepass horse into 'parking space", settle for 3 seconds. Sidepass horse out of "parking space."
3	Back straight to "parking space." Move front hooves into space by turning on hind (yielding fore); Move hind hooves in by turning on fore (yield hind). Settle for 3 seconds. Move front hooves out by turning on hind; move hind hooves on by turning on fore. Exit.

Obstacle 7 (A-F). Gambler's Choice: (in North Paddock) -Enter at Start/Finish and wait for Judge's instructions. One horse/rider on course for 4 timed minutes. Have fun!

Rules: This timed obstacle event has 6 choices with different values. All Pass/Fail and all 6 can be chosen. Obstacles can be repeated twice. Walk/trot. Cantering more than 4 strides is a disqualification.

Obstacle	Maneuver	Points
COWBOY JOUSTING	Knock 4 bottles off a stand with a "jousting pole" (pool noodle).	10
CAR WASH	Go through pool noodle "car wash"	20
BACK U-TURN	Back horse through U-Turn at a walk	20
POLE BEND	Serpentine through poles both directions.	20
BRIDGE	Go over the bridge from either direction.	10
RING TOSS	Each cone must have a ring when you are done.	20

Gamblers Choice Scoring

GAMBLER'S CHOICE SCORING ONLY	TOTAL POINTS	LEVEL
	0-30	1. NOVICE
	40-70	2. INTERMEDIATE
	70-100	3. ADVANCED

IN HAND: HANDLER ON GROUND, HORSE WEARS HALTER AND LEAD.

Obstacle 1. Ground manner skill-PICK UP THE FEET

Level	Maneuver- GROUND MANNERS
1	Hold lead rope, pick up and replace near front foot.
2	Hold lead rope, pick up and replace near front and off front foot.
3	Hold lead rope, pick up and replace all 4 feet.



Obstacle 2: Ground Manner skill- PATIENCE

LEVEL	Maneuver-GROUND MANNERS
1	From start, walk horse into box (4 cones). Ask the horse to PARK while the handler steps outside the box to barrel, holding lead rope. Stop 3 seconds, return to horse and praise. Walk back to start/finish.
2	From start, walk horse into box. Ask horse to PARK. Holding lead rope, handler steps outside box to barrel, picks up flag, waves flag for 3 seconds, replacing flag, returns to horse and praise. Walk back to start/finish
3	From start, walk horse into box. Ask horse to PARK. Holding lead rope, handler steps outside box to barrel, picks up flag and walks around horse with flag, replace flag, return to horse and praise. Walk back to start/finish.



Obstacle 3: BRIDGE



LEVEL		Maneuver
1		Handler stays on ground while walking horse over bridge, then returns horse to start/finish.
2		Handler stays on ground, horse walks over bridge, halts for 5 seconds, returns horse to start/finish.
3		Handler stays on ground, horse walks over bridge, halts mid-way across bridge for 10 seconds; returns to start/finish

Obstacle 4: CLEAR THE TRAIL

Level	Maneuver
1	Lead horse to branch, let horse sniff branch, rub horse's near side with branch, return to start/finish.
2	Lead horse to branch, handler picks up branch and rubs horse's near and off side with branch. Return to start/finish.
3	Lead horse to branch, rub both horse's sides with branch, then handler drags branch back through cones to start/finish while leading horse.

Obstacle 5: Bucket of noodles- AROUND THE WORLD

Level	Maneuver
1	Lead horse to noodles, let horse sniff noodles, rub horses near side with noodle. Replace noodle and return to start.
2	. Lead horse to noodles, let horse sniff noodles, pick up noodle and rub both horses' sides with noodle. Replace noodle and return to start.
3	Lead horse to noodles, let horse sniff noodles, pick up 2 noodles and wave noodles around handler's body. Return noodles to bucket and return to start.



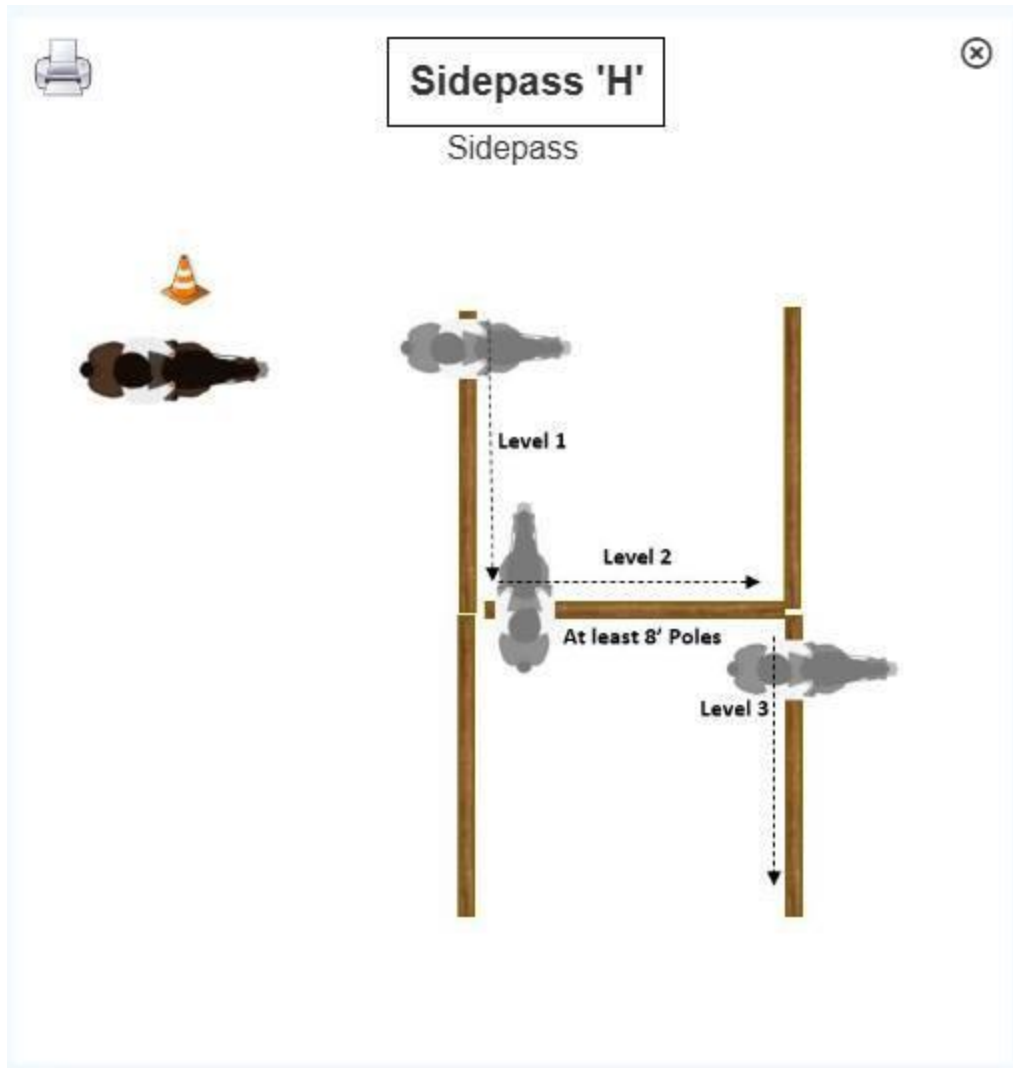
Obstacle 6: MAZE AND PIVOT

Level	Maneuver
1	Walk horse through maze, exit and return to start.
2	Walk horse through maze, before exit turn on forehand (yield hind end), and back through exit, return to start.
3	Walk horse through maze, at midpoint turn on forehand, and back the rest of the maze, return to start.



Obstacle 7: SIDEPASS THE 'H'

Level	Maneuver-Sidepass
1	From start cone, step over end of log of H with nose pointing towards center of H, straddle sidepass to right to center of H. Walk forward over logs to exit.
2	From start cone, step over end of log of H with nose pointing towards center of H, straddle sidepass to right to center of H. Turn on fore (yield hind) right, sidepass center log of H, walk forward and exit.
3	From start cone, step over end of log of H with nose pointing towards center of H, straddle sidepass to right to center of H. Turn on fore (yield hind) right, sidepass center log of H; Turn on hind (yield fore) to the right. Sidepass right off log. Exit.



Obstacle 8: ROPE THE CALF

Level	Maneuver
1	handler leads horse up to rope, and rubs both sides of horse with rope, replaces rope and returns to start.
2	handler leads horse to rope, rubs both sides of horse with rope, throws rope in front of horse, replaces rope and returns to start.
3	: Handler leads horse to rope, throws and successfully ropes plastic calf's head, replaces rope and returns to start.



EXTRA CREDIT: DRESS UP

Dress your horse with items from the basket. 1 point each for items such as funny hats, unicorn horn, ribbons, raincoat, etc.

