

LCHA Judged Obstacle Challenge September 14, 2024 - in saddle (mounted)

Obstacle 1. Ranch Gate into Riding Ring
Levels (1, or 2, or 3) and Key moves for Obstacle
Level 1. Ride up to gate. Pat the gate. Ask judge to open gate for you, then walk through. Halt at the start of Obstacle 2.
Or 2. Ride up to gate, Open gate, ride into ring. Halt at start to Obstacle 2.
Or 3. Ride to gate. Open gate, ride into ring while holding gate, shut gate. Halt at start to Obstacle 2.
Obstacle 2. Fly the Flag- Riding Ring
Levels (1, or 2, or 3) and Key moves for Obstacle
Level 1. Walk to barrel which holds the flag. Pat the flag. Salute judge by nodding your head. Halt until judge finishes scoring and opens the gate for you to exit.
Or 2. Walk to barrel which holds the flag. Pick up the flag and salute the judge by nodding your head. Carry the flag in both directions around the ring at a walk. Replace flag in barrel. Halt until judge finishes scoring and opens the gate for you to exit.
Or 3. Walk to barrel which holds the flag. Pick up the flag and salute the judge by nodding your head. Carry the flag in both directions around the ring at a trot. Replace the flag in the barrel. Halt until judge finishes scoring and opens the gate for you to exit.

Obstacle 3. Wagon Wheel (East Pasture)
Levels (1, or 2, or 3) and Key moves for Obstacle
Level 1. Walk the outside of the poles in one direction. Return to Start of obstacle and wait for judge to finish.
Or 2. Walk the outside of the poles in one direction. Then reverse and walk the outside of the poles the opposite direction. Return to Start and wait for judge to finish.
Or 3. Trot horse over outside of obstacles in one direction, then reverse and trot horse over outside of poles in the opposite direction. Return to Start of obstacle and wait for judge to finish.
Obstacle 4. Raincoat and llama vista (South pasture)
Levels (1, or 2, or 3) and Key Moves
Level 1. Walk horse to raincoat. Pat raincoat. Weave around cones and opposite standard at a walk and back to Start of obstacle. Halt and wait for judge to finish judging.
OR 2. Walk horse to raincoat. Put on raincoat. Weave around cones and opposite standard at a walk. Weave back through cones and take off raincoat and replace on standard. Halt and wait for judge to finish.
OR 3. Walk horse to raincoat. Put on raincoat. Weave around cones and opposite standard at a trot. Weave back through cones at a trot and take off raincoat and replace on standard. Halt and wait for judge to finish.
Obstacle 5. Campsite (East paddock)
Levels (1, or 2 or 3) and Key moves
Level 1. Walk horse past campsite; Reverse and return to obstacle Start at a walk. Halt until judge is finished judging.
Or 2. Walk horse past campsite as judge puts on backpack and stands up. Reverse and return to obstacle Start at a walk. Halt until judge is done.
Or 3. Trot horse past campsite as judge puts on backpack, stands up and opens umbrella. Reverse and trot back to obstacle Start at a trot. Halt until judge finishes.

Obstacle 6: Roll the Dice and Flag Alley (East paddock)**Levels (1, or 2 or 3) and Key moves****All Levels: Roll the dice. Travel around the course in way indicated by dice roll**

Roll a 1	Start at 1, then 2,3,4,5,6
Roll a 2	Start at 2, then 3,4,5,6,1
Roll a 3	Start at 3, then 4,5,6, 1,2
Roll a 4	Start at 4, then 5,6,1,2,3
Roll a 5	Start at 5, then 6, 1,2,3,4,
Roll a 6	Start at 6, then 1,2,3,4,5

Level 1. Roll dice and use order indicated. Proceed to circle around cones at a walk. At flag alley, walk thru one direction.

Or 2. Roll dice and use order indicated. Proceed to circle around cones at a walk. At flag alley, walk thru one direction, halt for 3 seconds and back through alley. Halt for 3 seconds, then proceed.

Or 3. Roll dice and use order indicated. Proceed to circle around cones at a trot. At flag alley, trot thru one direction. Halt for 3 seconds, then back through alley. Halt for 3 seconds, then proceed.

Obstacle 7. Ring Toss (East Paddock)**Levels (1, or 2, or 3) and key moves**

Note: Rider may choose rings from ring toss pegs on top of barrel or on the crossbar, whichever is easier for them to reach.

Level 1. Walk up to barrel with rings, pick up one ring that you can reach. Carrying ring, weave thru poles at a walk to the opposite barrel. Place ring onto target. Pick up one ring of a different color, weave back thru poles at a walk. Place ring onto target. Halt and wait for judge to finish.

Or 2. Walk up to barrel with rings, pick up all rings of one color that you can reach. Carrying rings, weave thru poles at a walk to opposite barrel. Place rings onto target. Pick up all rings of one different color, weave back thru poles at walk, carrying rings. Place ring onto target. Halt and wait for judge to finish.

Or 3. Walk up to barrel with rings, pick up all rings of one color that you can reach. Carrying rings, weave thru poles at a trot to opposite barrel. Place rings onto target. Pick up all rings of one different color, weave back thru poles at trot, carrying rings. Place ring onto target. Halt and wait for judge to finish.

Obstacle 8: Slay the Dragon, levels and key moves
Level 1. Horse walks to pole and touches pole with chest or nose. Rider returns horse to Obstacle start and stands quietly while judge finishes.
Or 2. Horse walks to pole and pushes pole in one direction. Rider returns horse to Obstacle start and stands quietly while judge finishes.
Or 3. Horse walks to pole and pushes pole in one direction. Horse reverses direction and pushes pole in opposite direction at a walk. Rider returns horse to Obstacle start and stands quietly while judge finishes.
Complementary Vet Check (East Paddock): no points-just for fun and education
Stand quietly while vet checks horses' pulse, respiratory rate or shows you how to perform the same. After check, exit the paddock.

How to choose the levels?

- There are 8 Obstacles for the In-Saddle phase. They are meant to be a fun learning experience. Many of the obstacles rely on natural terrain, and reflect obstacles that may be encountered on the trail
- Level 1=Novice; Level 2=Intermediate; Level 3=Advanced
- Customizing is the theme! The rider can pick a different level (1,2, or 3) at each obstacle. Maybe your horse is a pro at opening gates but has never seen a llama before. The rider chooses the obstacle level based on the horse's skill and behavior at that obstacle that day. Horses may be excited and often react differently than they do at home. Visualize the description, and chose your experience!
- You are placed into a bracket based upon the Levels you pick. Level 3 >Level 2> Level 1 when it comes to scoring. There are ribbons for each level: Novice (1), Intermediate (2), and Advanced (3) so you and your horse can relax, learn and have fun!
- Judges are looking for a solid rider/equine partnership with the rider as the leader. A balanced, soft overall picture with the equine moving freely and stopping with ease. A calm, patient, willing equine with a rider who gives minimal detectable cues. The rider uses positive reinforcement (gives “releases” at appropriate time) and rewards the equine for efforts.

Scoring Chart

Range of Scores	Score scale (key moves are those essential to maneuver)
Zero, One	0-Fall of horse or rider; Rider Passes on obstacle; Did not get past start; 1-Passed go.
Partial credit	2,3,4: missing key moves. (attempts with substantial issues). 4>3>2
Average Results	5,6,7: key moves completed but needs improvement. 7>6>5
Above Average Results	8,9,10: all moves “good, excellent, perfect” 10>9>8

