

## **LCHA Judged Obstacle Challenge September 14, 2024**

### **PART I: IN –HAND (LEADING THE HORSE FROM THE GROUND)**

**What are the judges looking for?**

#### **General Judging Criteria for In-Hand**

##### **Negative:**

- Unstable Equine/Handler partnership- Equine “calling the shots” rather than the handler.
- Equine pushing into handler; spooking, disobedience, prolonged hesitation, refusal.
- Equine pinning ears, pawing, kicking, bucking. Nervous or rushing equine.
- Handler standing in front of horse or in unsafe position; handler coiling lead rope around hand
- Equine not going where handler is sending them
- Equine pulling on lead line
- Overt cues, handler pulling/tugging on lead line, taut lead line.

##### **Positive:**


- Solid Handler/equine partnership with handler as the leader
- Equine moving freely on lead line and stopping with ease. Loose lead line with relaxed horse.
- Equine proceeds at handler’s cue without hesitation.
- Calm, patient, willing equine.
- Handler has good lead line management and has lead line in hand at all times
- Lead line should be in figure 8, not coiled around the hand.
- Equine backs with soft neck and poll.
- Minimal detectable cues



**What are the obstacles?**


- There are 8 Obstacles for the In-Hand phase. They are meant to be a fun learning experience.


**What are the Obstacle levels? How do you choose the level? Does level 3 carry more points than level 1?**


- Level 1=Novice; Level 2=Intermediate; Level 3=Advanced
- Customizing is the theme! The Handler can pick a different level (1,2, or 3) at each obstacle. Maybe your horse is a pro at carrying a flag but is clumsy over poles or doesn't care for mailboxes. The Handler 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 customize your event!
- 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!



<p>Level- Choose 1,2, or 3</p>		<p><b>Obstacle 1 Honor the Judge: Flag Carry</b></p>
<p>1</p>	<p>Walk to barrel which holds the flag. Pat the flag. Then salute the judge by nodding your head.</p>	
<p>2</p>	<p>Walk to barrel holding the flag. Pick up the flag, unfurl, rewrap, then replace the flag in barrel. Salute judge by nodding your head.</p>	
<p>3</p>	<p>Walk to barrel holding the flag. Pick up the flag and walk with the flag to the judge. Salute judge by nodding your head, then return flag to the barrel.</p>	

<p>Level- Choose 1,2, or 3</p>	<p><b>Obstacle 2. You've Got Mail</b></p>	
<p>1</p>	<p>Walk to mailbox. Pat mailbox.</p>	
<p>2</p>	<p>Walk to mailbox. Open and close mailbox.</p>	
<p>3</p>	<p>Walk to mailbox. Open mailbox, retrieve item, replace item. Close mailbox.</p>	
<p>Level Choose 1,2, or 3</p>	<p><b>Obstacle 3. Noodle Spin</b></p>	
<p>1</p>	<p>Approach obstacle. Halt, let horse look, then walk around obstacle.</p>	
<p>2</p>	<p>Walk horse through noodles both directions.</p>	
<p>3</p>	<p>Trot horse through noodles in both directions.</p>	

Level Choose 1,2, or 3	<b>Obstacle 4. Misty Showers</b>	 A photograph showing a person from behind, wearing a bright yellow long-sleeved shirt, blue jeans, and a white bucket hat. The person is holding a blue spray bottle and spraying a brown horse. The horse is standing in a large, well-lit stable with a dirt floor. In the background, there are wooden pallets and a red traffic cone.
1	With water spray bottle, rub bottle on horse's body, no spray.	
2	With water spray bottle, spray legs	
3	With water spray bottle, spray legs, chest, shoulders	

<p>Level Choose 1, 2, or 3</p>	<p><b>Obstacle 5. The Maze (“L”)</b></p>	
<p>1</p>	<p>Handler guides horse through the L walking forward. Stops for 3 seconds at exit, then reverses and walks forward through L opposite direction.</p>	
<p>2</p>	<p>Handler guides horse moving backward at a walk through the L maze. Horse exits maze and stops for 3 seconds.</p>	
<p>3</p>	<p>Handler guides the horse backward through the maze at a walk. Exits the maze, stops for 3 seconds, then backs through L back to start.</p>	

<p>Level- Choose 1,2, or 3</p>	<p><b>Obstacle 6: lunging leapfrog</b></p>	
<p>1</p>	<p>Handler guides horse over each pole at a walk one direction.</p>	
<p>2</p>	<p>Handler guides horse over each pole at a walk, stopping at raised pole with horse's feet in front of pole. Stop 3 seconds, then continue to finish circle one direction.</p>	
<p>3</p>	<p>Handler guides horse over poles at a trot. Stops for 3 seconds, then reverses direction and trots over poles.</p>	

<p>Level- Choose 1,2, or 3</p>	<p><b>Obstacle 7. Dale Evans shoot</b></p>	
<p>1</p>	<p>Leads horse up to balloons, picks up water gun and replaces it in bucket.</p>	
<p>2</p>	<p>Leads horse up to balloons, picks up water gun and squirts water away from horse.</p>	
<p>3</p>	<p>Pick up water gun, shoots and hits 3 balloons</p>	
<p>Level Choose 1, 2, or 3.</p>	<p><b>Obstacle 8. Golf practice</b></p>	
<p>1</p>	<p>Pick up broom. Show broom to horse. Carry broom around cones and back to start.</p>	
<p>2</p>	<p>Use broom to weave ball through cones and back to start.</p>	
<p>3</p>	<p>Use broom to weave ball through cones. Hit soccer ball into bucket.</p>	

## Scoring Chart

Range of Scores	Score scale (key elements 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 elements. (attempts with substantial issues). 4>3>2 (low % of completion or low quality)
Average Results	5,6,7: has key elements completed but needs improvement. ("OK, average, almost good")7>6>5
Above Average Results	8,9,10: all components "good, excellent, perfect" 10>9>8 (every component completed with above average quality). 10-imperceptible cues;9-almost imperceptible cues; 8-some flaws noted but overall quality above average.



Example Score Card	Handler	Equine	Obstacle number	Level (1,2,3) Chosen by handler	Raw Score	Comments/Shout outs
# 107	Gary	Poudre	1-Flag carry	3	8	Relaxed, loose lead rope
			2- Mailbox	3	8	Relaxed, loose lead rope
			3- Noodles	3	8	Relaxed, loose lead rope
			4-Misty showers	1	5	Needs more relaxation
			5-Maze	1	5	
			6-Leapfrog	2	4	
			7-Waterguns	2	6	
			8-Broom golf	2	4	
			Total	17	48	

**Rider # 107 Total Levels =17 (falls in Intermediate Range)**

Novice	Intermediate	Advanced
7 -10	11-17	18-21
Level	Difficulty factor	
1. Novice	1.0	
<b>2. Intermediate</b>	<b>1.3</b>	
3. Advanced	1.6	

Raw score X Difficulty factor= Weighted Total Score (in whole numbers)

Rider # 107: 48 (raw score) X 1.3 (Difficulty factor) = **62 total points for In-Hand portion**