



Color My Ride Obstacle Challenge

Course Description

May 18, 2019

Class(s) 8- Adult Amateur

Arena: Warm Up Area/Outside Course

Wait in start box until it is your turn to compete, acknowledge judge. Once judge has acknowledged you, begin course. You will have one minute to complete each obstacle. You will be given a warning when you have 15 seconds remaining. When one minute has elapsed the judge will ask you to move on to the next obstacle, and you will be scored accordingly.

1. Walk to gate obstacle, open gate with a left hand push.
2. Walk to the L bridge, walk on and over.
3. Trot to Bony Pony pen, walk in going to the left. Exit, turn horse and re enter going right.
4. Trot to pedestal, walk on and over. All four feet making contact.
5. Trot to waterbox, walk in and halt in center for 5 seconds. Walk out.
6. Trot to garracha pole. Pick up pole and spear ring on Fluffy Buffy. Return pole to second barrel, colored tip facing up.
7. Trot to duck pond. Walk in and past Duckie, continue to the other side, turning right, pick up the trot.
8. Continue trotting to the straw bale steer. Pick up rope, swing overhead 3x's. Rope the steer. Recoil rope and return.
9. Trot to the log stepover. Walk to the center. Halt for 3 seconds, walk out.
10. Pick up left lead canter. Canter over ground poles, one full circle. Halt between poles at the top of circle.
11. Trot to straw bales, trot over.
12. Trot to barrels. Halt, turn horse and back through, backing around center barrel and back out. Walk forward 10', halt and acknowledge judge.

When acknowledged by judge, exit.