

2009 Goomeri Stock Horse Challenge

Workout Sheet

Round One

Approach the judge, allow the judge to inspect the horse from all angles. When indicated, walk the horse out 25m in a straight line away from the judge, make a 90 degrees turn on the haunches to the right and continue walking from another 10m, then trot another 15m on that line, then turn towards the judge and continue trotting to the judge. Halt and acknowledge the judge before leaving the arena. Saddle up and immediately proceed to the Round Two arena.

Round Two

Enter the arena at a gallop. Pass the judge and perform a controlled tight turn at speed towards the judge. Continue on a straight line and perform another controlled right turn at speed towards the judge (i.e. left then right, or right then left). These turns can be performed against the fence, for fewer points. Halt from speed in front of the judge. Reinback six steps. Walk directly away from the judge for about 15m. Continue in trot on a 20m circle right, then a 20m circle left, then canter a fast 15m circle right, then left, then a slow canter on a long rein a 20m circle right then left. Continue cantering towards the judge and perform a progressive halt through the trot and walk. Crack the whip at any relaxed pace. (You may use the judge's whip or carry your own). Acknowledge the judge and leave the arena, and proceed to the Round Three arena.

There will be a workout sheet displayed for inspection prior to your workout. You must know the workout, and carry it out without instruction from anyone.

You may miss any task but you will receive zero marks for that task. You will receive some marks for some attempt, for example, you will receive part marks for flipping the whip on the ground while your horse stays still, or entering at a canter, not a gallop.

Round Three

There is a time limit of five minutes, after which the judge will signal to the rider to leave the course. In the event of a tie in this round, the fastest time will win. In the event of a tie for the overall challenge, the highest score in round three will decide the winner. If there is still a tie, the fastest time will decide the winner. You may miss obstacles after any number of attempts to save time, but you must perform the obstacles in numerical order.

1. Open the gate, move through and close the gate without letting go of the gate. Any method is acceptable, provided the rider is mounted. Close the gate for maximum points.
2. Back the horse between two parallel rails. You can begin by walking through the rails, but you will get less points.
3. Sidepass along a rail to the right. You can begin by stepping over the middle of the rail, for less points.
4. Sidepass along a rail to the left.
5. Pick up an oilskin coat from the first drum and carry across the horse's wither around the second drum. Replace the coat back on the first drum.
6. Go through the water obstacle (a small volume of water in a tarp supported by logs in a square). All four feet must enter the water calmly for maximum points.
7. Jump the hay bales. Two bales high or wide for maximum points, one for less points.
8. Bend through the five slalom bending poles.
9. Go over the bridge.
10. Dismount and under the wire gate, lead the horse through. Close the gate. Continue leading the horse through the finishing gates.
Acknowledge the judge and leave the arena as directed.