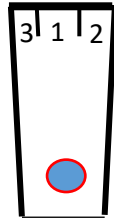
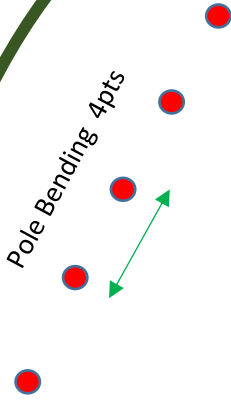
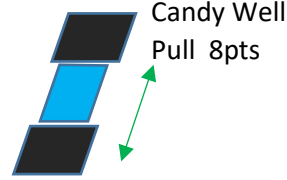


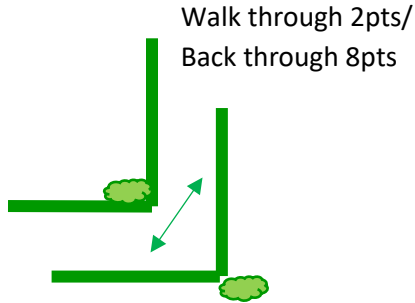
Pole Bending 4pts



Broom Skeeball 3pts



Candy Well Pull 8pts

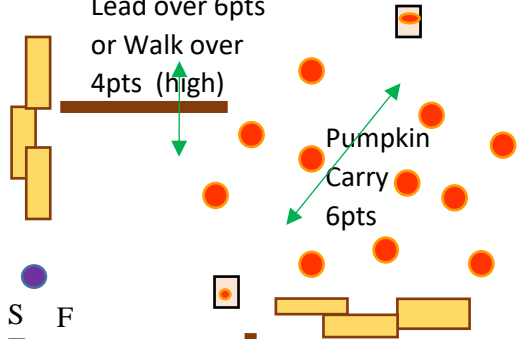


Walk through 2pts/
Back through 8pts

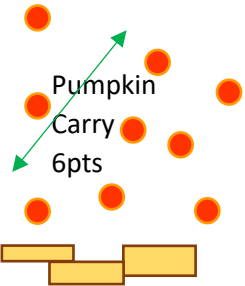
J
o
u
s
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g 8pts



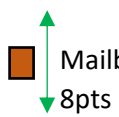
Lead over 6pts
or Walk over
4pts (high)



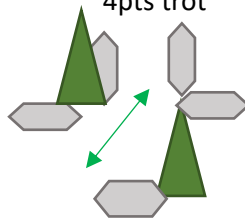
Pumpkin Carry 6pts



Mailbox 8pts

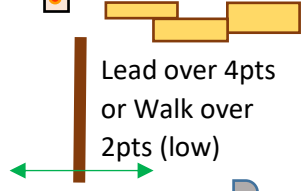


Blizzard of OZ
2pts walk
4pts trot

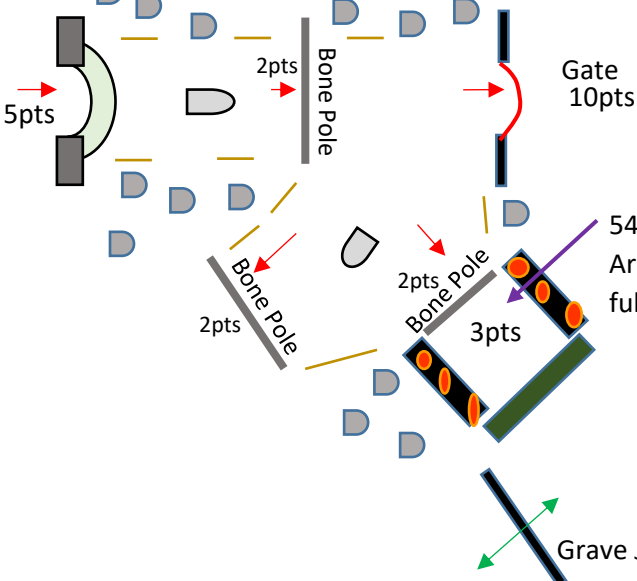


S
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A
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S
H

Lead over 4pts
or Walk over
2pts (low)



G
R
A
V
E
Y
A
R
D



5pts

2pts

Bone Pole

Gate 10pts

2pts

Bone Pole

2pts

Bone Pole

3pts

540* Turn
Around- One
full and 1/2 turns

Grave Jump 5pts

Revised Trail Obstacle Take Your Own Line

Take your own line. All obstacles are pointed, must start and finish through the cones. Bonus points may be given by judge for obstacles taken at higher gates. 6 obstacles must be performed, none may be repeated. If you have a problem with an obstacle, you can have 2 attempt, but that obstacle will only receive ½ points. , should you miss at the 2nd attempt you must forfeit that obstacle and move on to the next one. Your 6 Obstacles will be timed, as time will break ties. Lead over must only be done 1st or last and time starts/ends when rider crosses through start/finish cones.

Obstacles

Choose 6 of the numbered obstacles listed below

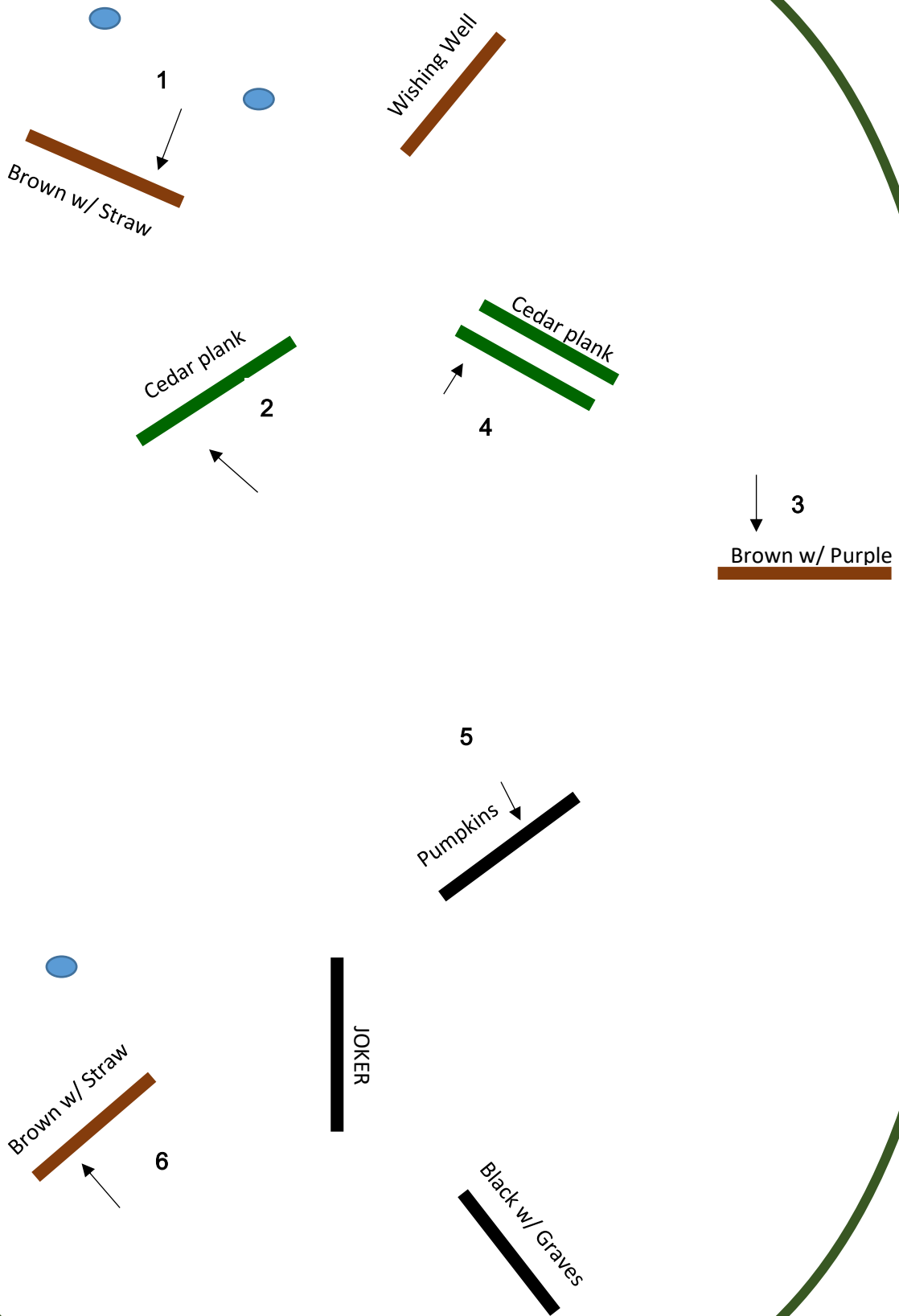
1. **Walk Lead over-** May use the hay bales to mount- Either direction- Low Walk over =2 Points
Low Lead over=4 Points : High Walk over =4 Points High Lead over=5 Points
2. **Pumpkin Carry-** Carry one pumpkin from the first table to the second Table. Either direction = 6 Points
3. **Mailbox-** Find your own letter and take with you. Either direction =8 Points
4. **Pole Bending-** Bend through the poles -Either direction. =4 Points
5. **Broom Skeeball-** Shoot the ball to receive additional points. 3 Points for attempt
6. **Candy Well Pull-** Raise the bucket w/pully and feed horse a candy/carrot then lower bucket. =8 Points
7. **Walk through/ Back Through-** Can be done either way. Backing Through=8 Points : walk Through=2 Points
8. **Blizzard of Oz-** Ride Through the Blizzard either way = 2 pts at the walk/ 4 pts at the trot
9. **Jousting-** Collect all the rings and Place them and the Foil on the next table. 1 Bonus Point for each ring placed on the table. Lost points for rings that fall, no points if Foil falls. 8 Points for Attempt
10. **Grave Jump-** may be jumped either way = 5 Points . Stop or knockdown no points
11. **Graveyard-** Enter if you Dare- Only One Way in, two ways out. WALK ONLY if you trot/canter through Graveyard, you will be eliminated. 5 Points for Entering
Bone Poles 2 Bonus Points per pole but do not count as an obstacle they are part of the Graveyard obstacle
12. **Exit through the Gate** = 10 Points
13. Take a trip through the **540 degree turn around** on your way out. Counts as an obstacle =3Points

Good Luck

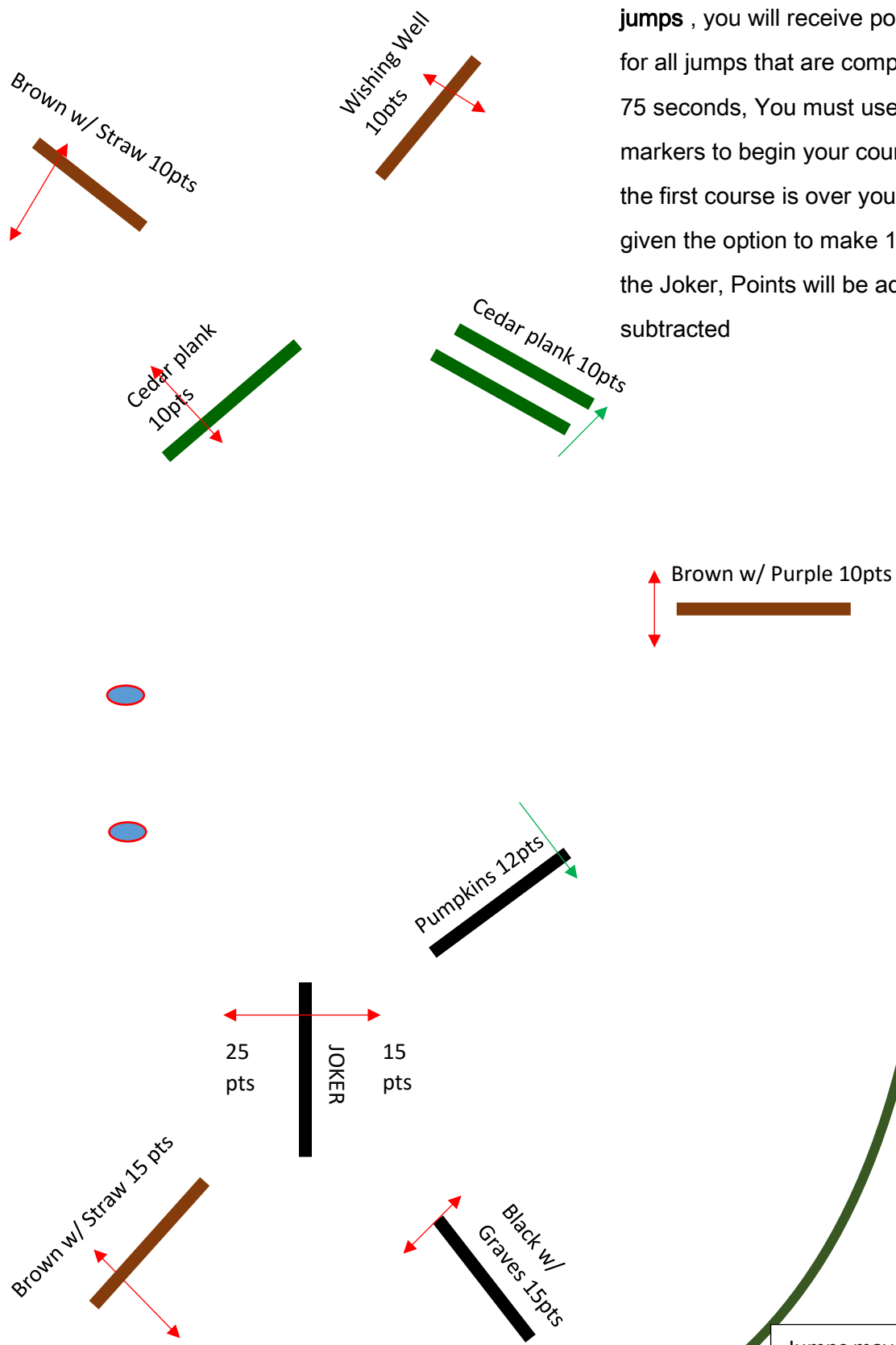
Argentinian

Jumpers-

Jump the 6 jumps, the one closest to the optimal time is the winner

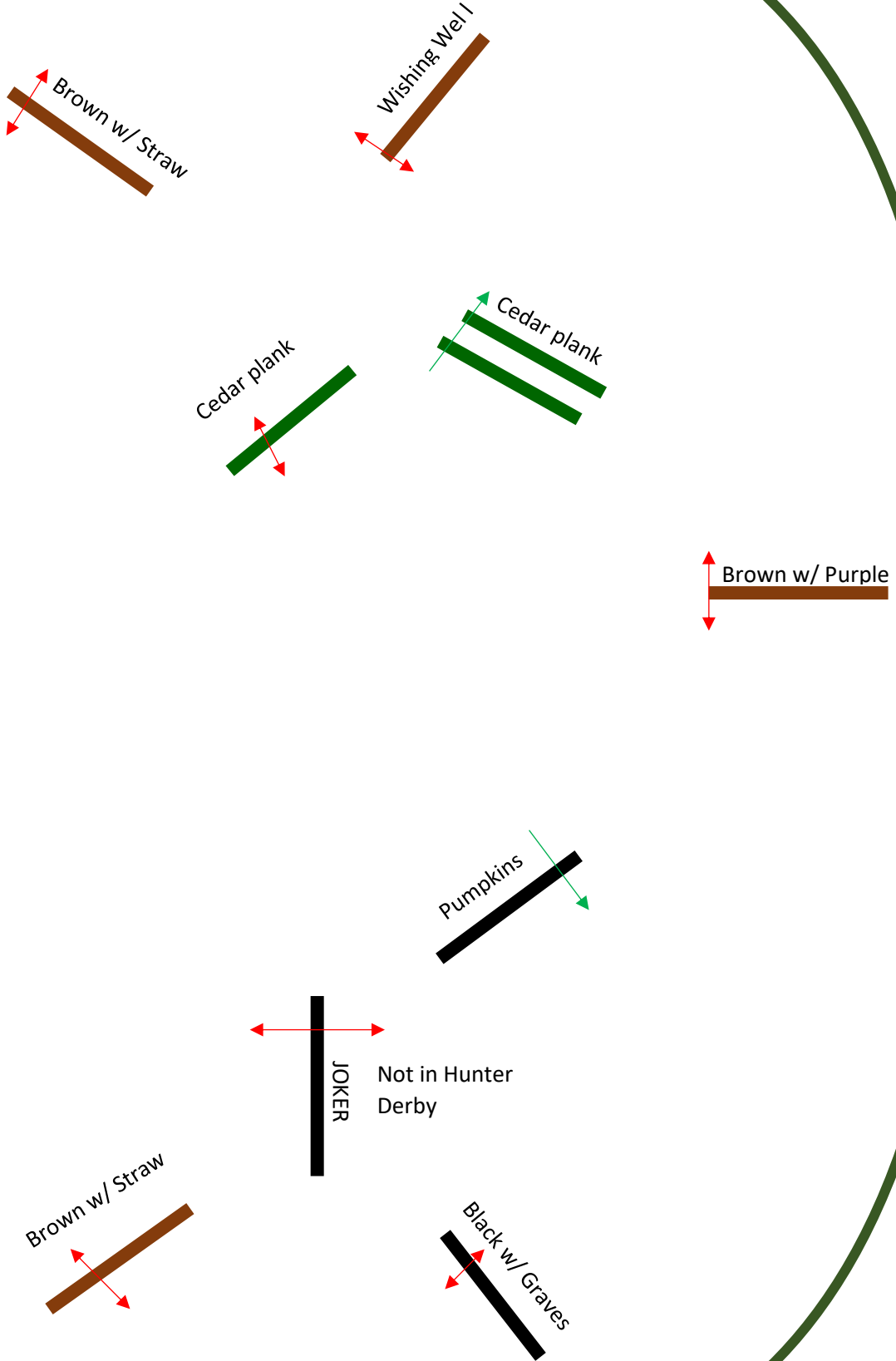


Gamblers choice Jumpers-You will have **75 seconds** to jump your chosen jumps , you will receive point values for all jumps that are completed in the 75 seconds, You must use the start markers to begin your course. After the first course is over you will be given the option to make 1 attempt at the Joker, Points will be added or subtracted



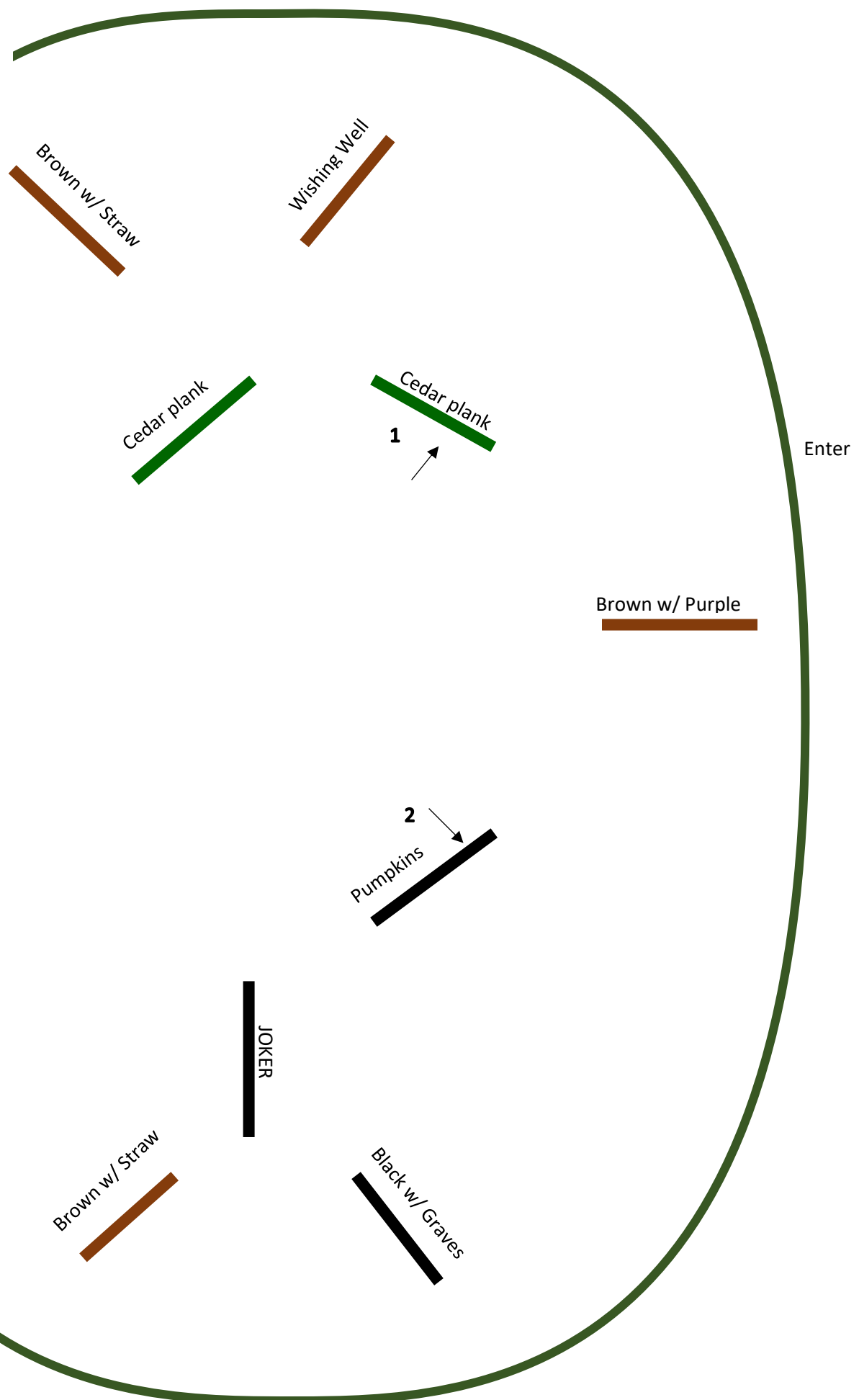
Jumps may be jumped only once in either direction if posted as multi-directional

Course Layout
Directions and
Strides



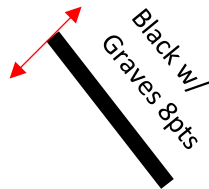
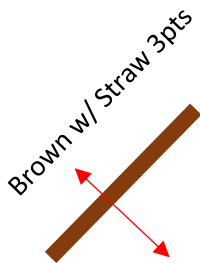
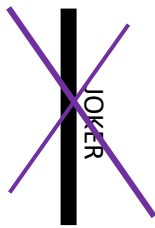
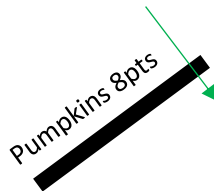
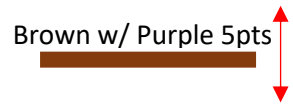
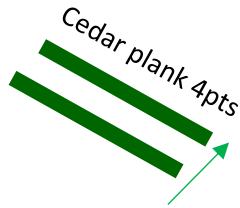
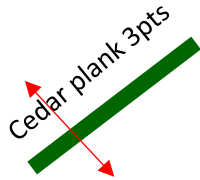
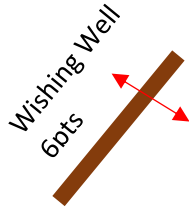
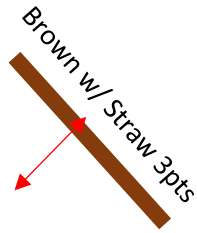
Hunter Hack-

Enter ring and line up, jump 1-2, Halt and back at the cones. Exit the ring and wait for hack portion.



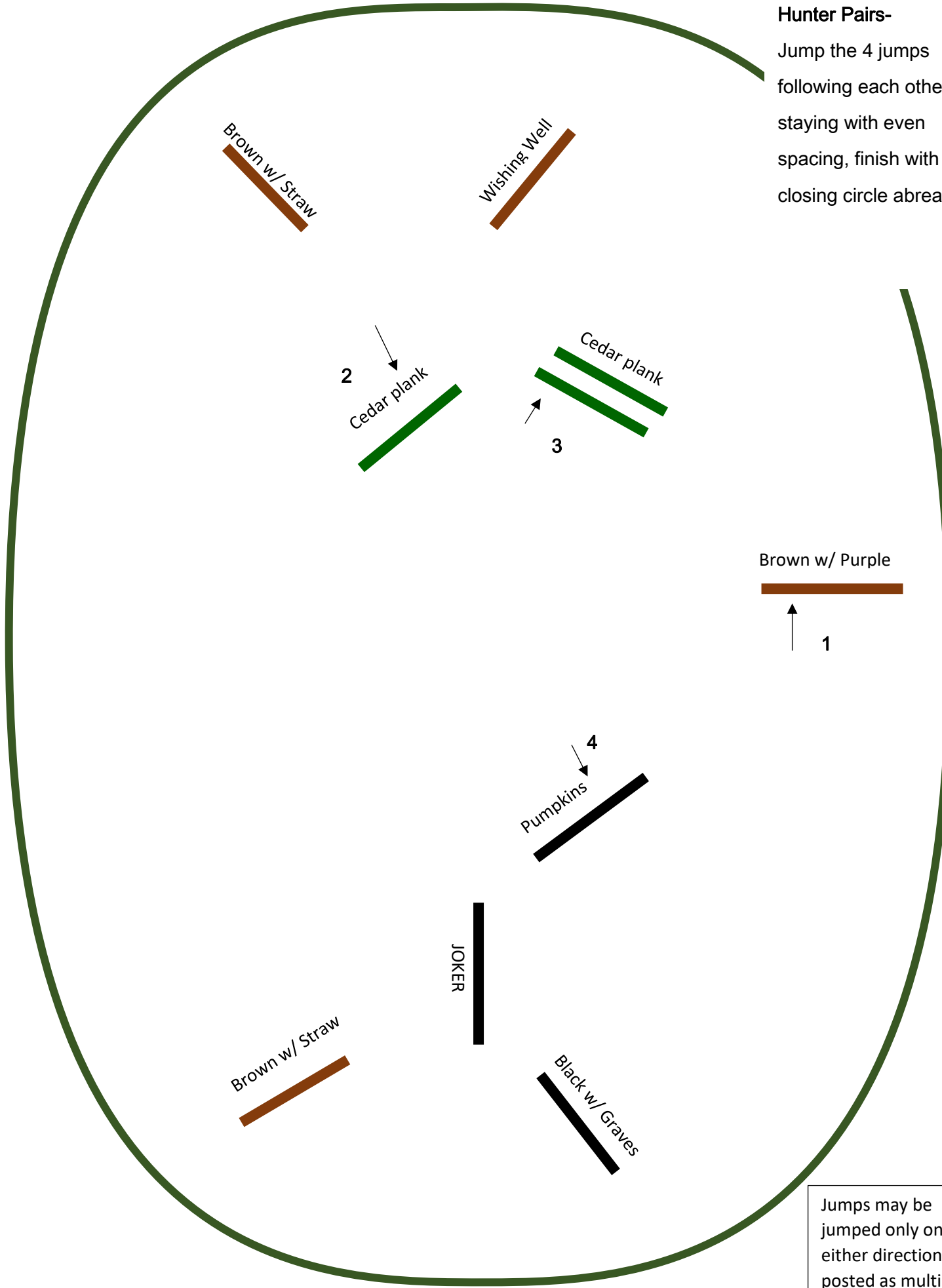
Hunter Derby-

Select 6 jumps, you will receive point values for the chosen jumps and a score, these will be added together for total score



Jumps may be jumped only once in either direction if posted as multi-directional

Hunter Pairs-
Jump the 4 jumps
following each other
staying with even
spacing, finish with a
closing circle abreast



Jumps may be
jumped only once in
either direction if
posted as multi -
directional