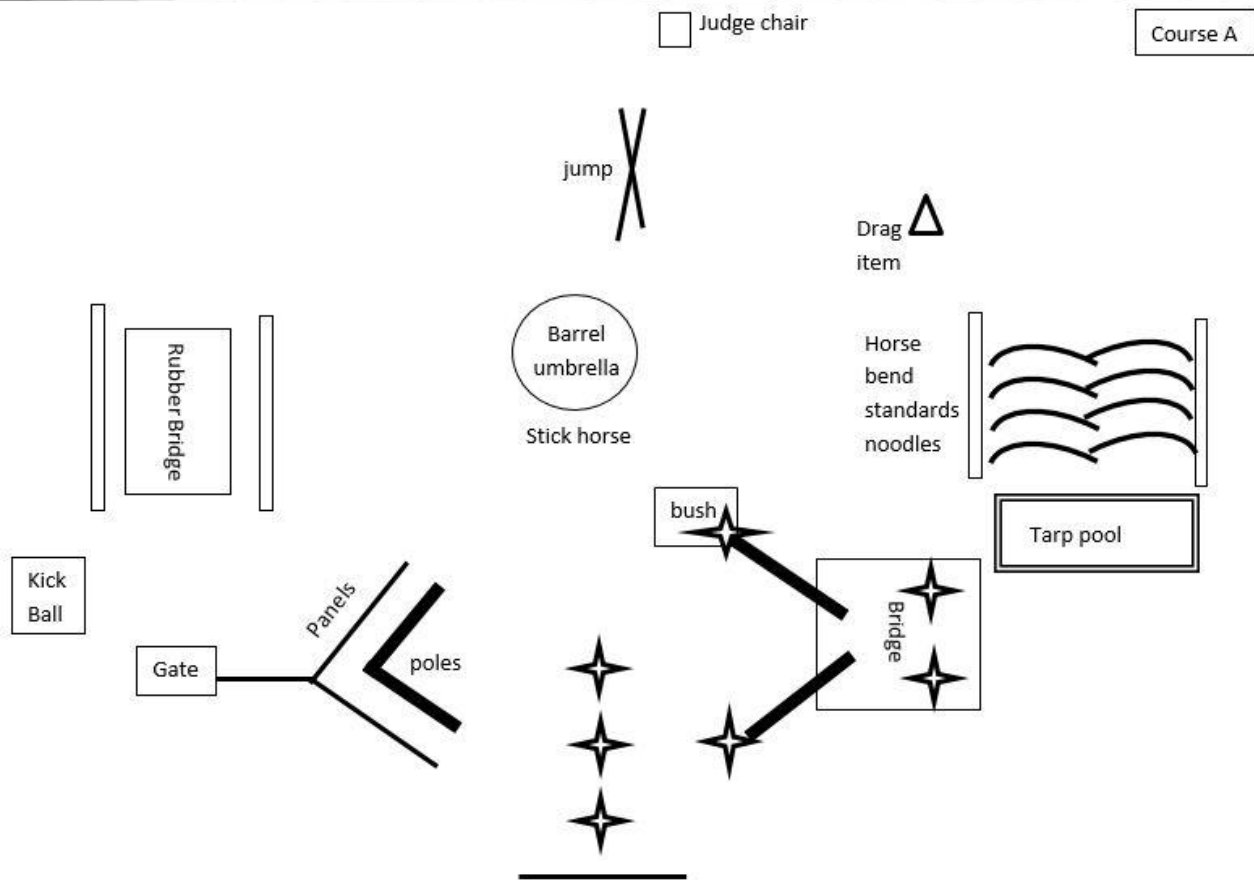


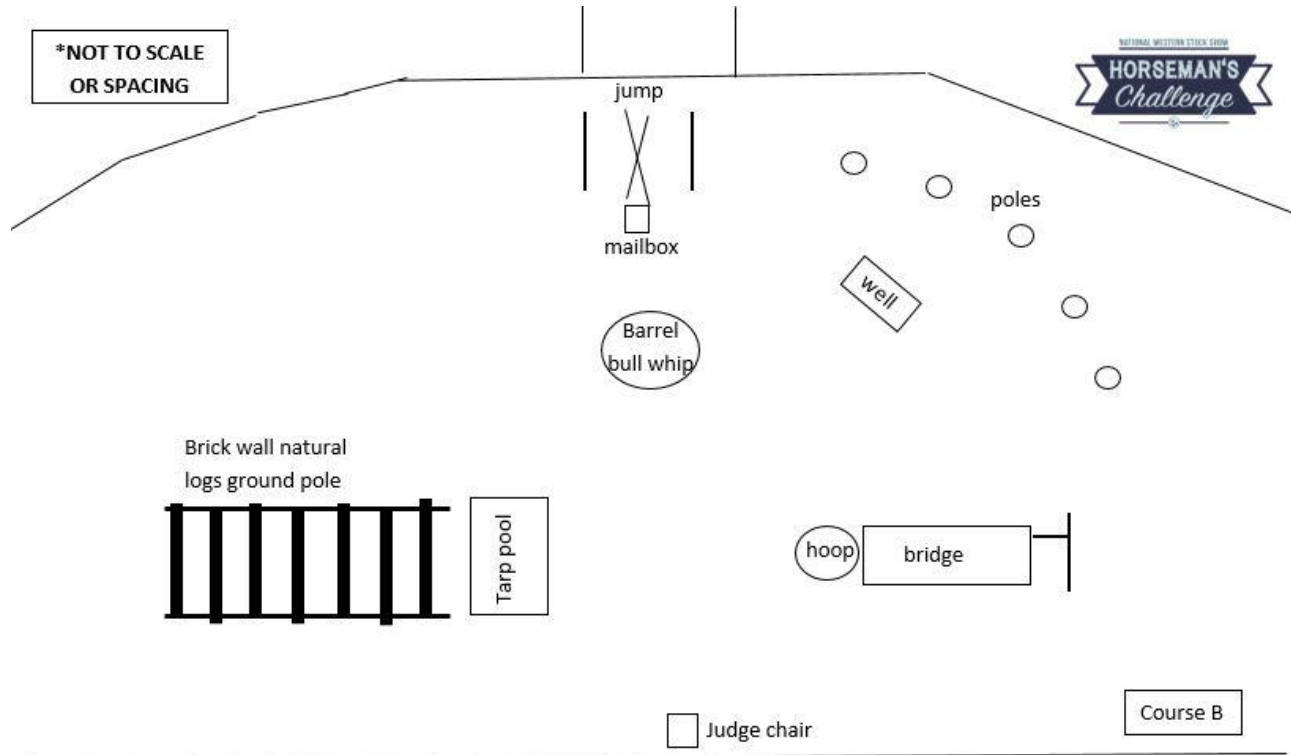
Horseman's Challenge Pattern A



Course A

1. Cross the course A time line and proceed at any speed and any direction to jump the Jump.
2. Ride to horse head jump standard and pick up rope and drag item. Drag it behind horse around the barrel. Then back through the L panels, pulling it in front of you. Return item to jump standard, rope coiled and hung up.
3. Stand in pool and make 360° turn in each direction.
4. Kick the ball using your horse, in between the pole and bridge.
5. Ride to barrel, dismount, open umbrella. Lead horse over bridge with umbrella overhead. Return to barrel, close umbrella, replace and remount.
6. Open gate from either side, walk through and close.
7. Cross the bridge, walk through pool and noodles.
8. Dismount at barrel, straddle stick horse and skip between bushes leading horse across time line and out of the arena.

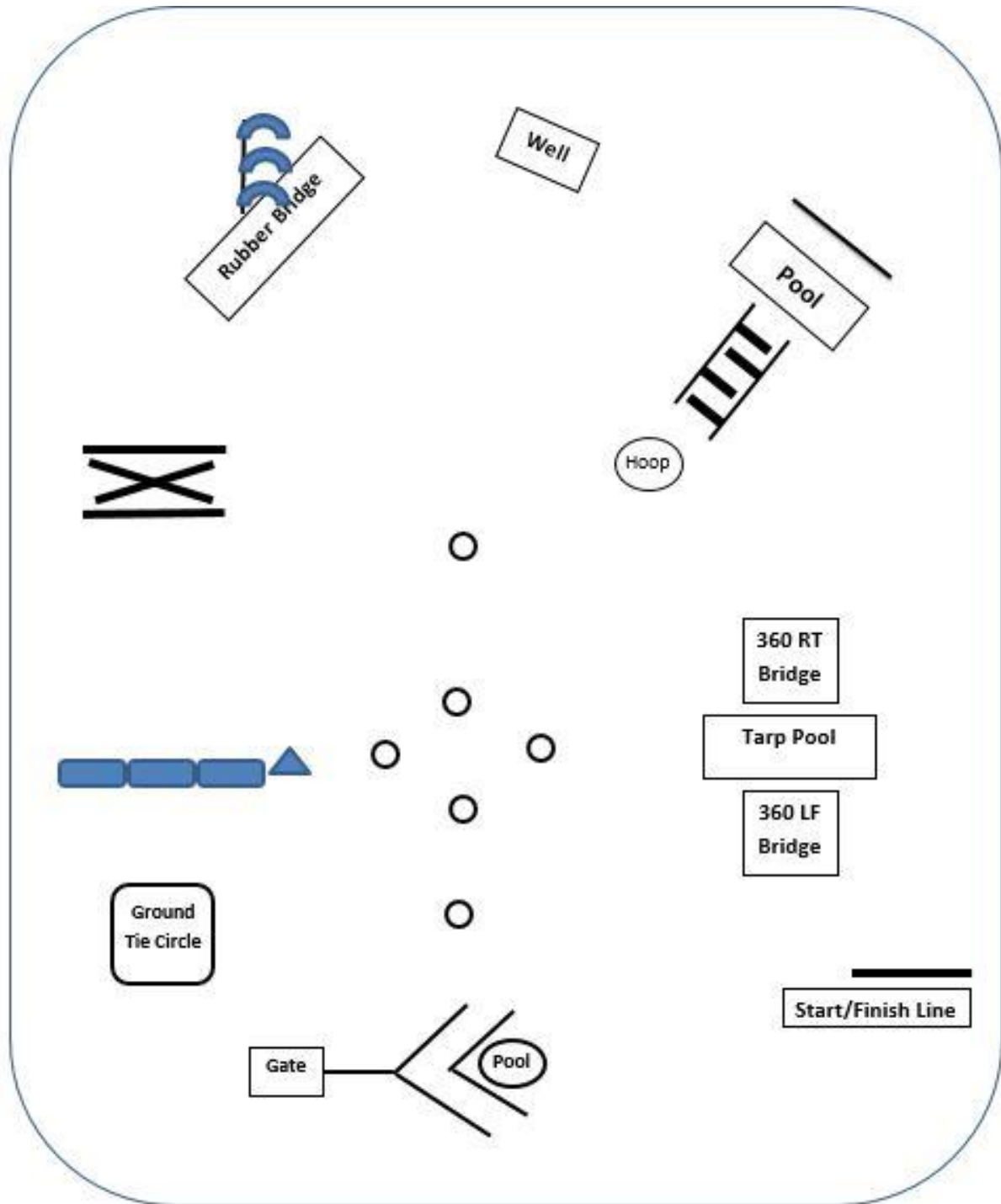
Horseman's Challenge Pattern B



Course B

1. Enter arena, stay to the right. Cross the time line, ride to far end of the arena and through the 5 poles, beginning on the right.
2. Get bucket of water from the well, carry it across the pole, bridge and hoop, circle to the right around the barrel and dump the water into the pool.
3. Walk through the pool and over the logs, with one foot in between each log. Return bucket to the well.
4. Jump the jump from either direction at any speed.
5. Ride to the barrel, pick up the bull whip. Ride to the Hoop. Stand your horse inside the hoop and swing the whip overhead 2 revolutions. Recoil the whip.
6. Walk across the bridge, and sidepass to the left with front feet past the pole. Return whip to barrel.
7. Open mailbox, carry the mail over the brick walls and between the logs in a serpentine, also crossing through the pool and return the mail.
8. Ride to bridge, back horse between bridge and pole then put front feet on bridge and sidepass to the left to the end of the bridge, walk through hoop and out of arena to cross the time line.

Horseman's Challenge Team Pattern



1. Teams must complete 12 obstacles, and each rider must successfully complete 2 obstacles minimum. Riders may not repeat any obstacle. They may choose from the course list.
2. **To Start Team Challenge:** All 4 riders standing by announcer table/ gate area. First rider carries 4 pennies, runs to wishing well, drops 1 penny in and makes a wish to start the time. Rider works his/her obstacles, then hands the 3 pennies to the next team member. That rider runs to the well, drops 1 penny in and makes their wish, then completes their obstacles. This pattern continues, with riders responsible to hand off the pennies and not lose them. The final rider will ride across the time line to stop the clock. At the end of each team's run, each rider will get 2 attempts to audibly crack the bullwhip! One bonus point will be awarded for every audible snap to be determined by the judge

TEAM CHALLENGE COURSE LIST:

1. Jump both jumps at any gait.
2. Pick up the mail and carry it through the poles in a left cloverleaf pattern as drawn. Return mail to mailbox.
3. Ride to ball and kick it through the L.
4. Ride to Water Well, carry bucket of water and cross the rubber bridge. Return water to well.
5. Ride to Water Well, carry bucket of water to double bridge. Put horse's front feet on bridge, sidepass to the right. Ride through pool and dump the water as you ride, turn 180° when out of pool. Put horses front feet on bridge as drawn and sidepass left. Return empty bucket to well.
6. Ride to Barrel, pick up Drag Item, back through poles in a U pattern as drawn and return item to Barrel.
7. Ride to Barrel, pick up bull whip, stand in Hoop and swing rope 2 revolutions overhead.
8. Walk into Hoop, make a 360 either direction, cross the logs, one foot in between each log at a walk, and walk through Pool.
9. Pick up Umbrella, open it and carry to bridge. Stand on bridge, with umbrella in right hand, arm outstretched. Turn 360 to the right. Ride through the Pool. Stand on second bridge, put umbrella in left hand, arm outstretched. Turn 360 to the left and return umbrella to barrel.
10. Pick up the mail, take it to the gate, open gate, walk through, close gate and return mail to mail box.
11. Pick up Umbrella, open it, ride over rubber bridge with noodles.
12. Go to Double Bridge, walk across first bridge, into pool, turn 360° in pool, walk onto next bridge, turn 180° and back off of the bridge.

