

Horseman's Challenge

Team Challenge Course



PRESENTED BY



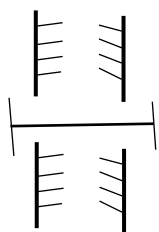
5 Rotate wheel one revolution, either direction, while maintaining hold



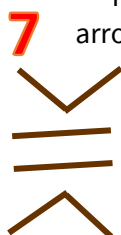
6 Dismount onto spool. Attempt one revolution with hula hoop. Remount.



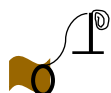
4 Ride through noodles. Ride through gate and noodles.



7 Trot poles, arrow direction.



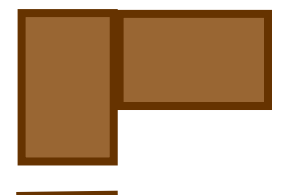
3 Lope along fence, execute a rollback each direction



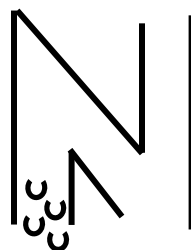
10 Jump



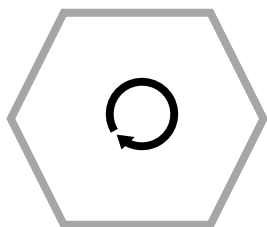
9 Walk bridges and logs either direction



8 Back through



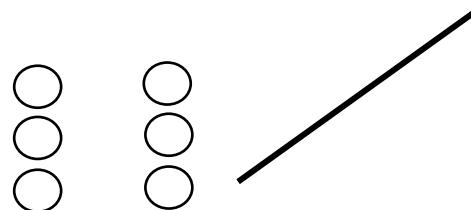
2 Drag item around box, return



1 Turn once each direction in box



11 Walk through



All teammates in arena. Each teammate holds flag during their obstacles. Flag must be returned and picked up via bucket between teammates and to start and stop time.

Note: The drawn description of this pattern is intended only for the general depiction of the pattern. Riders should use the space as needed.