

Sam's Posse Obstacle Challenge 2023

Rules

1. This is a timed and accumulated point event during which the performance of the horse and rider will be judged at each obstacle. For each obstacle and overall horsemanship, judges will award performance points on a scale of 1 – 10 (0 = not completed, 10 = best, in ½ point increments) based on the horse's attitude, the rider's horsemanship, cadence and their overall performance. Judges will award performance points for the approach to the obstacle, the negotiation of the obstacle and the departure from the obstacle.
2. The course will consist of 10 – 12 obstacles.
3. Times will be translated into points as follows: 1st fastest = 10 pts, 2nd = 9.5pts., 3rd = 9.0 pts., 4th = 8.5 pts., 5th = 8.0pts., 6th = 7.5 pts., 7th = 7.0 pts., 8th = 6.5 pts., 9th = 6.0 pts., 10th = 5.5 pts. All remaining contestants that finish will receive 5 pts. Points from the obstacles and overall horsemanship will be added to the time points. The horse and rider with the most points wins. In the case of a point tie, the fastest time will win.
4. Horses may be ridden in any discipline desired, i.e., Western, English, Dressage, Hunter, etc. Training devices such as martingales (standing, running, and German) and tie downs may not be used. No gag bits. If you have a question about whether your tack is legal, please ask management and/or judge before you ride.
5. Judges and timers' decisions are final. Arguing, complaining, or challenging will be grounds for disqualification.
6. Horses must be fit and sound in the judge's opinions in order to compete. Disqualified horses/riders will not be granted refunds.
7. Riders may not abuse horses or livestock for any reason. Any abuse, as defined by judge or management is grounds for disqualification.
8. Entry fees will not be refunded for any reason.
9. The official timer will make all decisions related to timing of the contestants. Their decisions are final and may not be challenged in any way by the contestant or any representative at any time.
10. Time starts when contestant is signaled to start and will continue until contestant completes the course or is disqualified.
11. Course lay out for each division will be available the day of the event. It is the responsibility of the contestant to fully understand the course and the rules of the course before the competition begins.
12. Breaking the course pattern (skipping an obstacle and returning to it) will result in disqualification.
13. A missed obstacle will receive 0 points for that obstacle plus a 30 second time addition per occurrence.
14. Refusal of an obstacle will be judged and given points on the approach, the horsemanship during the attempt, and the departure. Acknowledge to the judge that you will be moving on to the next obstacle.
15. After 3 refusals of an obstacle, move on to the next obstacle.
16. Only one contestant and their horse are allowed on the course at a time and must complete the course unassisted.
17. A horse may not be ridden by more than one contestant per division. Contestants may enter twice per class providing they ride a different horse and a separate entry is completed and paid for. A horse may not compete more than three times on the day of the event.
18. Entry fees are per horse/rider team.

19. Contestant's names will be drawn to determine order of go and may not be changed. Contestants will compete in order drawn or be disqualified.
20. Should a rider become dismounted the rider may remount and continue the course but do so unassisted (youth may be assisted). There will be a 60 second time limit to remount and continue the course, after which the rider will be disqualified.
21. Should a distraction from inside or outside the arena be so great as to inhibit the contestant from competing, a contestant may ask to be granted a re-run, at the judge's discretion. If so, the re-run will take place at the end of the class/division.
22. All classes, 1st place, will receive a buckle. 1st – 5th place will receive ribbons. Gambler's Choice, 1st place, will be paid in cash. Prizes will be awarded for high point and best horse/rider costume.
23. If there is a concern about your score, it must be brought to the management's attention prior to leaving the show grounds. In the event that you leave prior to your score being given, please contact management the day following the show.
24. The Event Director may amend or change rules at any time without notice. Any rule change will apply to all contestants.