

Boyd County Fair Cowboy Obstacle Challenge (Obstacles and Rules)

AUGUST 17th 2010 7:00PM

- Boyd County Fair reserves the right to choose any of the following obstacles to be used in the 2010 Cowboy Challenge as well as add new obstacles without notice.
- There will be 3 different classes. Jr. Class (9-16years old) Novice Class (17 and older) and Open Class. Only 20 entries per class and the rider may ride in both Jr. and Open or Novice and Open classes.
- Entering this or any competition is at the "Riders Risk". The obstacles are constructed to be difficult and could possibly cause injury or even death of HORSE and or RIDER. Enter the competition at your own risk.
- All riders will be required to sign a liability waiver before being permitted to participate in the event.

*******The obstacles are in random order and may or may not appear in this order*******

1. **Bending 5 poles:** You must enter on the correct side and travel through the poles in a serpentine manner without knocking any of the poles over. Rules: The first pole will have a bucket on it; you must carry the bucket through the poles and place it on the last pole without knocking any of the poles over.
2. **Tipping Board:** 6' X 6' Platform raised 4" in the center. Rules: This platform will tip either forward or backward or side to side, NOT DIAGONALLY. You must step up on and cross the platform then step off of the opposite site with all 4 of your horse's feet staying on the platform at all times.
3. **"The L":** A 21' "L" stirrup height made of PVC supported by barrels. Rules: You must back the entire distance without you or your horse touching the "L". You may ride through forward, and then back the entire distance, but the tail of your horse must clear the opening to the "L" before your attempt.
4. **The Gate: Rules:** You must open the gate, pass through it and then close and latch the gate.
5. **Squeeze Box:** A 10' long box 8' in height, with curtains at both ends. Constructed of PVC and covered in plastic tarps. Rules: You must enter through the curtain, pass through and exit the opposite curtain.
6. **The Bridge:** A 22" high wooden bridge, 12' in length, ramped at each end. Rules: You must step up on, travel across and exit the opposite side, without stepping off of the sides.
7. **Spin Box:** 8'x8' Box on the ground. Enter the box and spin a minimum of 3 complete turns. Score points with good turnarounds!

8. **The Tarp:** A 10' X 14' common tarp. Rules: You must cross the tarp without stepping off of the sides.
9. **Free Style:** A pass around the arena. Rules: Showcase your ability and your horse. You may perform whatever you think will please the crowd, AT YOUR OWN RISK!
10. **The Tennis Ball:** A common tennis ball and 2 common road cones. Rules: You must pass the tennis ball from the top of 1 road cone to the other, without the tennis ball falling off or the road cone falling over.
11. **Tire Drag:** A small tractor tire on a rope. Rules: You must drag the tire "X" number of feet before releasing the rope.
12. **The Box:** An 8' X 8' box constructed of 4" PVC supported by 4 plastic barrels. You must enter, turn 360 with in the box and exit the opposite way you entered. If you back in, you pull out. If you pull in, you back out without touching the sides.
13. **The Mail Box:** A common mail box mounted to a plastic barrel. Rules: You must open the mail box, remove the catalog and tear out the last page in the book. Place the catalog back in the mailbox; close the door, without knocking the mail box or barrel over.
14. **Loading the Trailer:** A common stock trailer. Rules: You must load your horse without you setting your foot inside the trailer; you must close the door, latch it, reopen it, call your horse off of the trailer and close the trailer door again to stop your time.
15. **Water Relay:** There will be 2 barrels each with a bucket on top. The rider will pick up the bucket that is full of water and carry it to the barrel with the empty bucket and dump the water into the empty bucket.
16. **Calf Roping:** There will be a roping dummy on the course that must be roped within 2 tries.
17. **Calf Carry:** A bag will be placed on the course and must be picked up and carried from one cone to the other.
18. **Crawl Through:** Hay bales will be stacked to form a hole to crawl through. The rider must dismount the horse and crawl through the hole then re-mount the horse.
19. **Figure 8 Times 2:** Four poles will be set up in a square. The rider will do a figure eight around the poles that are diagonal from each other and then do another figure eight around the other two poles without knocking over any poles.
20. **Untack Horse and Lead it to the finish line!!!** Rider must ride to the middle gate and take off all tack and put on a halter then lead the horse to the finish line crossing through the timer.

21. **Pole Circles:** There will be a 16ft. PVC pole with the end inside a ring on the ground and the other end leaning on the fence. The rider will pick up the pole from the fence and do a complete circle around it in both directions without the pole leaving the ground inside the ring.

*****The event is judged for rider/horse communication, it is also timed to break ties. Each obstacle is given a point value of 0 to 10. Pass or no attempt is 0 and the manner each obstacle is completed will determine the score for that obstacle. There will be 10-15 maneuvers for a maximum of 100-150 points. Example: Rider "A" completes the course with 92 points and 5 minute and 20 seconds. Rider "B" completes the course with 96 points and 7 minutes and 4 seconds. Rider "B" is your winner. Time is only used to break ties.*****