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Congratulations and welcome to *Extreme Cowboy Association*. Your membership, participation and loyalty will make cowboy racing the fastest growing and most exciting sport in the equine world.

We appreciate your continued support. Don't forget to "*Ride Hard, Live Large, Keep It Extreme*" and we will see you on the trail.

— *Craig Cameron*

Extreme Cowboy Association

The Extreme Cowboy Association (EXCA) Rulebook

- A. EXCA is the recognized association for the equestrian sport of Extreme Cowboy Racing. EXCA is the only association that provides the official rules and guidelines of the sport.
- B. The EXCA recognizes only those events that are conducted under the rules and guidelines set forth in this rulebook.
- C. Extreme Cowboy Racing is a multi-faceted equestrian sport that requires the contestants to demonstrate both speed and horsemanship.
- D. The safety of the contestant and the horse are **always** most important.
- E. This rulebook contains the specific rules and guidelines adopted by the Extreme Cowboy Challenge, Inc.
- F. All EXCA members **shall** sign the Participation and Liability Release Agreement. Young Gun and Youth members **shall** have their parent and/or legal guardian sign their Participation and Liability Release. *See Participation and Liability Release section for the approved form.*
- G. When an EXCA Division has age restrictions, the age of the EXCA member on January 1st is the recognized age for that entire competition year.
- H. A Club may establish a maximum time allowed for the course to be completed for any Division. Should a Club choose to establish a maximum time allowed, it must be announced prior to the beginning of the competition. Any

obstacle not completed in the maximum course time allowed will receive an obstacle score of 0 (zero) plus a 30 second time penalty.

- I. A horse may be ridden one time in each Division with the exception of Young Guns and Youth, in which case the horse may be ridden multiple times. The same Young Gun or Youth may ride a maximum of two horses.
- J. Riders may compete on multiple horses in the same Division. The rider must pay an entry fee for each horse.
- K. Non-Pro competition shall be run prior to Ride Smart competition. The reason is that every Ride Smart competitor has the option to compete in Non-Pro but not every Non-Pro can compete in Ride Smart because of the age requirement of being 55 or older.
- L. A Novice, Youth, Ride Smart or Non-Pro can not ride in the Pro Division using the same horse. Riders must ride a horse that has not been competing in the lower Divisions.

Definitions:

- Rules will say “**shall**”.
- Guidelines will say “**should**”.

Competition Divisions:

- **7-11, Young Guns.** Any rider between the ages of 7-11 is eligible to compete in the Young Guns Division.
 - Course for Young Guns shall contain 6 obstacles plus Overall Horsemanship and time points.
 - Obstacles shall be rated 1 & 2.
- **12-17, Youth.** Any rider between the ages of 12 – 17 is eligible to compete in the Youth Division.
 - The Youth course shall contain 13 obstacles plus overall Horsemanship and time points.
 - Obstacles shall be rated 1 – 4.
- **Novice.** The Novice Division is designed for riders that are new to the sport of Extreme Cowboy Racing. The purpose of the Novice Division is to provide competition that is fair to all new riders.
 - A Novice rider will be moved to a higher Division of competition when the rider accumulates 3,000 points as a Novice Rider. Novice riders are allowed to ride “up” into higher Divisions of competition. Any points earned in the higher Divisions will also count toward the 3,000 Novice point accumulation.
 - Should a rider reach the 3,000 points prior to the conclusion of the season, he/she will be allowed to complete the season in the Novice Division.
 - The Novice course shall have 10 obstacles plus overall Horsemanship and time points.
 - Obstacles shall be rated 1 - 3.
- **18 & Over, Non- Pro.** A Non-Pro rider is an individual that has experience as a rider but does not receive any form of compensation for riding or training horses, ponies or mules. This definition applies to all riders age 18 and over. It does not apply to anyone under the age of 18.

- The course shall contain 13 obstacles plus overall Horsemanship and time points.
- Obstacles shall be rated 1 – 5.
- **18 & Over, Pro.** An individual is considered a professional rider if he/she is age 18 or over and receives any form of compensation for riding or training horses, ponies or mules.
 - An EXCA Professional may ride an unlimited number of horses in the Pro Division and may also compete in the Futurity Division.
 - In order for a professional to return to a lower level of competition, he/she must not receive any form of compensation for riding or training horses, ponies or mules for a period of 5 years prior to applying to return to a lower level of competition.
 - The course shall contain 13 obstacles plus overall Horsemanship and time points.
 - Obstacles shall be rated 1 – 6.
- **55 & Over, Ride Smart.** The Ride Smart Division is designed for non- professional riders age 55 and over.
 - The course shall have 13 obstacles plus overall Horsemanship and time points.
 - Obstacles shall be rated 1 – 5.
- **12 and Over, Futurity Division (3 and 4 year olds only).**
 - The Futurity Division will have sanctioned competition at the EXCA World Championship only.
 - A futurity horse must be nominated by April 1 to be accepted for the EXCA World Championship competition.
 - Horses must be registered and registration papers must accompany the nomination form.
 - The Futurity fee will be paid in installments as follows: \$250.00 with the nomination form; \$250.00 by June 1; \$250.00 by August 1 and \$250.00 by October 1.
 - **Should a futurity horse be scratched from nomination, any fees that have been paid are non-refundable.**
 - A futurity horse may be used for demonstration purposes only prior to the EXCA World Championship.

Sanctioned Events

- A Club shall submit an EXCA Event Application a minimum of 30 days prior to the scheduled event.
- There is a \$200.00 **annual** sanctioning fee for each Club. The Club may host one or **multiple** events during the year.
- The Club establishes the amount of the entry fee for each of their events. EXCA shall receive \$10.00 per entry. This \$10.00 fee is used by EXCA to pay the annual liability insurance premium that covers your event and for point tracking throughout the season. For example, if you determine that you need to charge an entry fee of \$50.00 per rider, EXCA suggests that you charge \$60.00 per rider to cover your expenses and pay EXCA the \$10.00 per rider fee. It is the Club's decision how you use the remaining \$50.00, however EXCA recommends that after expenses, 50% of the money goes to contestants in payback or prizes for all Divisions with the exception of the Pro Division

which should receive a higher percentage of the entry fee in payback and/or prizes.

- Should a Club choose to give a buckle with the EXCA logo, or use the verbiage Extreme Cowboy Association or Extreme Cowboy Race on the buckle the Club **must** order their buckles through the EXCA office. **No Exceptions.**
- Following the EXCA Event, the Club must send the original score sheets and the insurance and point tracking fees (\$10 per rider) to EXCA within 5 business days. Any score sheets not submitted within 5 business days from the conclusion of the event will be subject to a fine of \$50.00 per day. Score sheets may be submitted by email to results@extremecowboyassociation.com or by mail to EXCA, P.O. Box 50, Bluff Dale, TX. 76433. All fees are to be mailed to The EXCA office in Bluff Dale.

Safety

- All competitors are expected to compete within their individual capabilities.
- Should a rider be bucked off or fall off, he/she may continue to compete provided he/she can catch their horse unassisted and remount within one minute. Should the horse leave the parameter of the course, the rider is disqualified from that round of competition.
- All competitors are expected to make certain their horse is in condition to compete in the Extreme Cowboy Challenge.
- Parent(s) or their designate may be on the course when a **Young Gun** is competing. The purpose of the parent or designate is for safety, not coaching the rider through the obstacles.
- Should a Young Gun, Youth or Ride Smart competitor be required to dismount, he/she may use a mounting block or hay bale to remount. Getting a "leg up" is not allowed.
- The competitor or the parent(s) / legal guardian in the case of contestants under the age of 18 assumes all responsibility for participation in an Extreme Cowboy Challenge event.

Extreme Cowboy Challenge Courses

- Obstacles will be assigned a difficulty rating of 1-6, with 1 being the easiest and 6 being the most difficult.
- There shall be 6 obstacles for Young Guns plus a score for "Overall Horsemanship" and a time score.
- There shall be 10 obstacles for the Novice Division plus a score for "Overall Horsemanship" and a time score.
- All other Divisions shall have 13 obstacles, a score for "Overall Horsemanship" and a score for time.
- The Regional Championships shall have 14 obstacles plus "Overall Horsemanship" and total score.
- The number of obstacles for the World Championship will be determined by the EXCA Board of Directors.
- Young Guns may ride a course of only 1 & 2 rated obstacles.
- Youth may ride a course of 1- 4 rated obstacles.
- Novice may ride of course of 1 – 3 rated obstacles.
- Non-Pro and Ride Smart may ride a course of 1-5 rated obstacles.

- Pro may ride a course of 1 – 6 rated obstacles.
- The Futurity Division may ride a course of 1 – 6 rated obstacles.
- Course obstacles should be posted one hour prior to the event.

Jumps and bank jumps or drops

- No permanent “fixed” jumps over 22”.
- Bank jumps must be no more than 36”.
- Drops must be no more than 54”.

All obstacles must be constructed with safety for the rider and horse in mind.

- Example: no exposed T – posts, rebar.

Extreme Cowboy Challenge Obstacles.

The obstacle rating is designated to the right of each obstacle i.e. **1R, 2R, 3R, 4R, 5R and 6R**. (*R means rating*)

- Each Division has been assigned a specific level of difficulty for the obstacles that they are allowed to attempt. It is the riders’ responsibility to have a clear understanding of their own ability and the ability they have achieved within the partnership with their horse. Should any rider approach an obstacle that he/she feels is beyond their ability, he/she is expected to skip that obstacle and go to the next obstacle.
- Each obstacle shall have a 20 – 30 second time limit. The time begins when the rider approaches and begins to negotiate the obstacle. If the time limit elapses, a whistle will be blown and the rider must move on to the next obstacle. The judges may allow the rider to continue provided the horse/rider team was making substantial forward progress toward completing the obstacle when the whistle was blown.
- If the rider does not complete the obstacle, points will be given or deducted based on his/her attempt. A valid attempt may be scored from .5 – 2 points. The judges **shall not** give a 0 (zero) if a valid attempt is made.
- If a rider skips an obstacle and begins the next obstacle (example: the rider completes obstacles 1 – 4 and skips obstacle 5 and begins obstacle 6) he/she may not go back to the obstacle that was skipped. If the rider does go back to the skipped obstacle at any time, it will be considered “off course” and will result in a DQ (disqualification) for that round of competition. The rider will receive a score of 0 (zero) and a 30 second time penalty for any obstacle that is skipped.

EXCA Scoring and Judging System

EXCA is establishing a new judging and scoring system that will aid judges in a correct and simple coring system during the race as well as help the racers learn how the judges are scoring. The EXCA judging of each obstacle will be done on a scale of 1 – 10, but will be divided into three phases for each obstacle; the Approach (+1 or -1 point), the Obstacle (0 - 8 points) and the Departure (+1 or -1 point). The purpose of this is to improve horsemanship and to allow the judge to provide a more accurate score for each obstacle, as well as pinpoint areas for improvement. The following is a breakdown of the scoring system defining each phase as well as what the judge will be looking for on each obstacle.

THE APPROACH

Every rider will start the approach with a score of 0, and receive quarter point increments or deductions, based on performance. Total points for the approach are not to exceed -1 or +1 point in this section.

The approach to any obstacle might involve a downward transition to a trot or walk from a canter or even a gallop. EXCA places an emphasis on riding with a loose rein. The judge will be scoring on what happens when those loose reins are picked up to make a transition or start the maneuver.

The downward transition should be smooth, soft and balanced. The horse should be in a natural frame and willingly respond to cues from the rider. The horse should look as if it knows how to do the transitions, and that they are following the cues they were taught. The horse should not look like it is being pulled down by strength or gaping its mouth open or throwing its head up in the air to resist to the point of notice. The horse should not be swapping leads on the way in. The approach should be as straight as possible.

Penalties (-1/4) point per incident

- Incorrect lead
- Riding two handed in a shanked bit
- Gaping mouth
- Not changing in the back during a lead change (cross firing)
- Excessive spurring
- Hanging or balancing on your reins to maintain balance
- Going too fast when conditions make footing unstable
- Being heavy handed
- Having excessive speed going into an obstacle creating an unnecessary risk for the horse and rider
- Not keeping the horses' hind leg planted during a turn around
- On a turn around, hopping and not crossing over correctly on the front end

Awards (+1/4) point per incident

- Starting on and maintaining the correct lead
- Riding on a loose rein
- Keeping the horse's inside leg planted during a turn around
- On a turn around, showing speed and crossing over in the front without hopping
- Big sliding stop, without pulling on the horses' face, causing a gaping mouth and head elevation
- Good speed control with lots of rate
- Backing through an obstacle with straightness, cadence and speed while having the horse bridled up and broke at the poll

- Keeping the horse collected and correct throughout the obstacle maintaining the proper framed body

THE OBSTACLE

The rider shall start the obstacle portion with an average score of 5. A judge may award up to 3 additional points for the execution of the obstacle and may deduct to a score as low as 0. The maximum score of an obstacle shall be 8. Contestants shall be awarded or penalized using quarter point increments as shown below.

After transitioning down to the appropriate safe speed the horse should look like it has seen and done the obstacle before and is looking to find their way through the challenge. On the obstacle, the EXCA is looking for a horse working on a loose or soft rein. For example, does the horse have a catty look with his head down hunting the obstacle? And, does the rider know where the horses' feet are? Ideally, the horse and rider should look confident and even a little relaxed. Again, horsemanship is always stressed as well as speed with control.

Penalties (-1/4) point per incident

- Incorrect lead
- Riding two handed in a shanked bit
- Gaping mouth
- Not changing in the back during a lead change (cross firing)
- Excessive spurring
- Hanging or balancing on your reins to maintain balance
- Going too fast when conditions make the footing unstable
- Being heavy handed
- Having excessive speed going into an obstacle
- Not keeping the horses' hind inside leg planted during a turn around
- On a turn around, hopping and not crossing over correctly on the front end

Awards (+1/4) point per incident

- Starting on and maintaining the correct lead
- Riding on a loose rein
- Keeping the horses' hind inside leg planted during a turn around
- On a turn around, showing speed and crossing over in the front without hopping
- Big sliding stop, without pulling on the horses' face, causing gaping mouth and head elevation
- Good speed with lots of rate
- Backing through an obstacle with straightness, cadence and speed while having the horse bridled up

and broke at the poll

- Keeping the horse collected and correct throughout the obstacle maintaining proper framed body

THE DEPARTURE

In the departure, the rider shall be awarded up to 1 point or deducted as much as 1 point depending on his performance done in ¼ point increases or deductions.

Leaving an obstacle is probably a little easier to do and judge. How the actual obstacle is accomplished will have a lot to do with how the horse and rider leave. If an obstacle went well, the EXCA would expect to see a smooth exit and an efficient line being established to the next obstacle. Like jumpers coming down from one jump while looking and lining their horse up for the next jump.

The upward transition should be smooth and on the correct lead for the line of travel. Leads are really important here but may not always happen within the parameters of the obstacle. A lot of riders trot out and acquire the new lead on the way to the next obstacle. That correct or incorrect lead will be judged in the overall horsemanship category.

Balance, cadence and confidence are what the EXCA wants to see coming into and out of obstacles. Smoothness up and down through the gait transitions, similar to hydromatic transmissions, rather than four speeds with popping clutches.

Penalties (-1/4) point per incident

- Incorrect lead
- Riding two handed in a shanked bit
- Gaping mouth
- Not changing in the back during a lead change (cross firing)
- Excessive spurring
- Hanging or balancing on the reins to maintain balance
- Going too fast when conditions make the footing unstable
- Being heavy handed
- Having excessive speed going into an obstacle
- Not keeping the horses' hind inside leg planted during a turn around
- On a turn around, hopping and not crossing over correctly on the front end

Awards (+1/4) point per incident

- Starting on and maintaining the correct lead
- Riding on a loose rein
- Keeping horses' hind inside leg planted during a turn around

- On a turn around, showing speed and crossing over in front without hopping
- Big sliding stop, without pulling on the horses' face, causing gaping mouth and head elevation
- Good speed control with lots of rate
- Backing through an obstacle with straightness, cadence and speed while having the horse bridled up and broke at the poll
- Keeping the horse collected and correct throughout the obstacle maintaining proper framed body

Example of point breakdown

Approach	Obstacle	Departure
Average score of 0 + or – ¼ points not to exceed -1 or 1	Average score of 5 + or – ¼ points not to exceed a total of 8	Average score of 0 + or – ¼ points not to exceed -1 or 1

A perfect ride and a score of 10 should be extremely rare.

10. Showboating

Contestants are not allowed to add any components to an obstacle that are not required without prior approval from the judges. Should additional components be added, it will be classified as “showboating” and points will be deducted from the obstacle score. If competitors have a creative idea they should consult with the judge prior to the event. Originality and flair are encouraged.

11. Submission of a Rule Change

When you have an idea for a “new rule” or a suggestion to “modify” an existing rule, we encourage you to let the EXCA know about your ideas. You may submit your suggestions to your local Club and your Regional National Advisory Board member. They will forward your suggestions to the EXCA Office.

12. Request for an Obstacle to be Approved

If you have an obstacle that you would like to use in your event that is not currently listed, contact EXCA by Email to bhextremecowboy@gmail.com or call 254-595-2393.

13. Judges

- Judges are required to successfully complete the Judge's Certification test that is found on the EXCA website, www.extremecowboyassociation.com. The fee to take the 2010 test is \$35.00. Each applicant shall take the test online and submit the completed test to bhextremecowboy@gmail.com. The test will be scored and the applicant will receive notification of the test results. A score of 90% or higher is required for EXCA Judge's Certification. Upon successful completion of the test, the Judge will receive his/her Judge's Card and a copy of the 2010 EXCA Rulebook.
- Judges' will be rated on a scale of 1 – 5 depending on their experience and reputation. A rating of 5 is the highest rating and a rating of 1 is the lowest rating. All Judges' are encouraged to attend a Judging Seminar hosted by Craig

Cameron. Details of these seminars can be found by going to www.craigcameron.com.

- Should an applicant fail to successfully complete the test, he/she may submit a fee of \$20.00 to take the test a second time.
- Should the applicant fail to successfully complete the test the second time, he/she must wait a period of at least 60 days to resubmit their application to take the test. A fee of \$35.00 will be charged to take the test and renew the process.
- Note: As some EXCA Regions are continuing in the growth process, they may have difficulty finding good judges in their geographic area. Should this occur, an NAB member from that Region shall contact the EXCA office in writing (bhextremecowboy@gmail.com) to request an exemption to the certification process.
- There should be two judges for each EXCA event.
- Each judge should have a scribe to record Judge's scores and notes.
- Judges shall be knowledgeable of good horsemanship and shall judge each event based on good horsemanship and speed with control.
- Judges shall pay particular attention to the riders balance, cadence, soft hands (loose reins), the use of their legs and seat and speed with control. Judges shall pay attention to the horse being on the correct lead going into an obstacle and leaving an obstacle as they move toward the next obstacle.
- Judges shall have knowledge of the different breeds and consider the breed in their judging. This means a judge must consider the way of going for any given breed and judge accordingly. Example: A judge shall not score his/her preferred breed higher than his/her less preferred breed unless his/her preferred breed actually has a better "go" than his/her less preferred breed. Judge's must always keep in mind that this event is about "getting it done correctly"; it is not a popularity contest.
- A judge may ask any rider to drop the bridle after the rider completes the course. A judge may disqualify any horse/rider team if the horse has a bloody mouth that is determined to be caused by rough handling.
- The Judges may disqualify a contestant for what they deem to be abuse of any animal or the abuse of these rules without notice or reason given.
- A Judge, Producer/Host shall disqualify any contestant if it appears the contestant has used any form of alcohol/drugs that may or may not inhibit their ability to navigate the course. Contestants shall not consume any form of alcohol during the event until competition is complete on the day they compete.
- If a contestant is unable to complete the course for any reason, the contestant shall be disqualified from that round of the event. Should the event have additional rounds, the contestant shall be allowed to compete in the following round (s).
- Judges shall not confer with each other while a rider is on course **or** being scored.
- At the judge's discretion, a contestant may be issued a re-ride should an outside distraction from beyond the course be so great as to inhibit the contestant from competing. Should such a distraction occur, the contestant must complete the course; receive an official time and seek a re-ride from the judges within one minute of completing the course. If a re-ride is granted, the contestant will have the re-ride at the end of their Division that day. The Judges decision regarding a re-ride may not be challenged in any way for any reason.
- In the event that a Judge is also a professional trainer, he/she shall not teach any lessons to an EXCA contestant 7 days prior to judging an event where the contestant (student) shall be entering the competition.

- Should a contestant choose to file a complaint about a Judge, there will be a filing fee of \$50.00. The complaint will be reviewed by the NAB from the Region and the event Producer/Host. Should the complaint be deemed as valid, the \$50.00 will be returned to the contestant that filed the complaint. The NAB will send a written report of the complaint and their findings to the EXCA office, (bhextremecowboy@gmail.com).

14. Tack

- All tack must be traditional western or Australian unless stated differently for a specific event.
- Mechanical hackamores and tie downs are not allowed.
- It is acceptable to ride without a bridle or bareback.

15. Draw for “Order of Go”.

- The draw for the order of go shall be held in one of three ways:
 - It may be determined by an electronic draw.
 - It may be a random draw with contestants present.
 - It may be determined by the order of registration.
- The draw for the order of go may not be challenged and contestants must compete in the order they are drawn unless given specific permission to change by the Judges.
- Riders shall be ready to compete in the order they are drawn. Failure to be ready in the correct order is grounds for disqualification from that round.

16. Walking the Course

- Contestants will walk the course with the Judges prior to the event. No horses are allowed on the course during the walk through and no practicing is allowed on the course prior to or during the event.
- Obstacles and course rules will be reviewed at that time.
- Only the contestants are allowed to ask questions about any obstacle or rule on the course.
- It is the responsibility of the contestant to fully understand the rules, obstacles and the order of obstacles prior to the beginning of the event.
- It is acceptable for event officials to conduct one walk through for all Divisions. This means that every obstacle to be used in competition that day shall be explained. It is the contestants' responsibility to know which obstacles are to be maneuvered in their Division and the sequence of these obstacles. If one walk through is to be used for multiple Divisions, the Producer/Host shall provide a map to every contestant describing their Division.

17. Tie Breaker

- If there is a tie at the conclusion of the Event that involves the top places, the winner is determined by the fastest time.

18. Timing

- Events shall use either electronic timers or a minimum of two stop watches for total time. The 20 – 30 second limit for obstacle time will be done by a separate stop watch.
- There should be a primary timer and a back up timer for total time.
- The obstacle time (20-30 seconds) begins when the horse/rider team approaches each obstacle.
- The obstacle timer will blow a whistle if a rider reaches the 20-30 second limit to indicate to the rider that they must move on to the next obstacle.

19. Dress Code

- Traditional western attire or Australian Stock attire is required.
- Dress jeans or colored jeans are acceptable.
- Riders shall wear long sleeve button up shirts.
- Logo shirts, jackets or attire are not allowed unless approved by the EXCA office.
- Shirts must be tucked in when the rider begins competition.
- Riders must wear riding boots with a heel. Tennis shoes are not acceptable.
- Riders shall wear a western style hat or certified riding helmet. Caps are not allowed.
- Chaps and spurs are optional.

20. Obligations of an EXCA Member

- Being a member of EXCA is a privilege, not a right.
- The EXCA Board of Directors has the authority to direct disciplinary action or sanctions against an individual member or EXCA Club.
- Good sportsmanship is mandatory at all times. Any display of poor sportsmanship is grounds for suspension or revocation of EXCA membership.
- Individual members are responsible for their own safety and the safety of their horse.
- Examples of actions that could be considered detrimental to the EXCA are:
 - Threatening or aggressive behavior to others during or following the competition.
 - Tampering with another rider's horse, tack or equipment is not allowed.
 - Non-payment of debt to EXCA or EXCA Club.
 - Competing under the influence of non-prescription drugs or alcohol.
 - EXCA event Promoters/Hosts, volunteers and staff are strictly prohibited from consuming any form of alcohol during the competitive portion of an event.

- Unauthorized use of the EXCA trade mark™ or copyrighted material.
- Failure to conduct EXCA sanctioned events in strict compliance with EXCA rules.

21. Fraternization

- Contestants may not fraternize with Race Officials or EXCA staff or officials during the event or away from the event course until the entire event is completed.

22. World Point Qualifying Events (WPQ)

- No more than one WPQ event may be held at one location in a single day.
- No more than two WPQ events may be held at one location in a single weekend.

23. EXCA Regional Championships (Triple Points, one entry fee)

- Each Region shall have one Regional Championship.
- Regional Championships dates and location shall be approved by the EXCA.
- Regional Championships shall offer all six divisions.
- Any EXCA member may compete in the Regional Championship.
- The top 10 riders in each division have an automatic invitation to compete in the regional championship. Their entry form and entry fee must be received by the deadline to guarantee their participation in the competition.
- Each region may limit the number of entries that can be accepted on a first come, first serve basis.
- All points accrued through the current season are included to determine the regional champion in each division.

24. EXCA World Championship

- The date and location of the EXCA World Championship shall be determined the EXCA.
- Qualification to compete in the EXCA World Championship requires that the horse /rider team must be in the top 60% of their Division. A minimum of the top 3 will be invited from each Division.

25. Horses

- Horses that are competing in EXCA events may be of any breed.
- There are no age or gender restrictions, unless specifically stated for a specific event in which age restrictions may apply. Any event with an age restriction must be approved by the EXCA.
- All EXCA events should have post race exams by a licensed veterinarian.
- All Regional Championships and the World Championship shall have post race exams by a licensed veterinarian.

26. Welfare of the Horse

- Every horse shall be treated with dignity and respect.
- Any action or treatment that is deemed to be cruel, abusive or inhumane will result in immediate disqualification from the sanctioned EXCA Event.
- Such disqualification shall be reported by the EXCA Event host. The EXCA Event host shall report the incident to the EXCA office within 3 business days following the EXCA Event. The EXCA Board of Directors will review the details of the incident and have the authority to take additional disciplinary action as deemed necessary.

27. Lameness

- The EXCA judges and EXCA veterinarian have the responsibility and authority to disqualify any horse that is obviously lame. Lameness is determined if:
 - A. The horse is showing consistent lameness at a trot.
 - B. Obvious nodding, hitching and shortened stride.
 - C. Minimal weight bearing while moving or standing still.

28. Insurance

- The hosting landowner is covered by the EXCA general liability policy.
- The hosting landowner or designated agent must be a member of EXCA.
- Should the hosting landowner require a Certificate of Insurance the landowner shall request the Certificate by ordering the Certificate online from the EXCA website, www.extremecowboyassociation.com . The Certificate should be ordered at least 14 days prior to the event.
- The landowner or designated agent shall pay any fee associated with acquiring the Certificate of Insurance.

29. Membership Fees

- An individual membership fee to join the EXCA shall be as follows:
- \$650.00 for a Life Time membership. A Life Time membership will also include one official buckle of the EXCA.
- \$65.00 per year for an individual membership in Novice, Non-Pro, Pro , Futurity and Ride Smart Divisions
- \$45.00 per year for Youth and Young Gun membership.
- \$105.00 per year for a family membership.
- \$35.00 for a Greenhorn membership to compete in a sanctioned EXCA event for a period of 30 days. Once the 30 days has expired, the Greenhorn member must pay the additional \$30.00 Individual membership fee to compete in an EXCA sanctioned event. No exceptions.
- \$25.00 for an Associate membership. Associate members may not compete in an EXCA sanctioned event.
- A "Club" may be an individual EXCA member of a group of EXCA members that host sanctioned EXCA Events during the year.

- The “Club” shall pay an annual sanctioning fee of \$200.00 to EXCA.
- The “Club” may host one or multiple EXCA Events during the year.
- There shall be a Liability Insurance fee of \$5.00 per contestant in each EXCA event. This fee shall be forwarded to the EXCA within five (5) business days following each EXCA event.
- There shall be a Point Tracking fee of \$5.00 per contestant shall be forwarded to the EXCA within five (5) business days following each EXCA event.

30. Additional Membership Benefits

- Each EXCA member shall receive an EXCA membership card.
- Each member shall receive “The Brave Horse” the EXCA Electronic News Letter with EXCA news, EXCA member and contestant interviews, general stories of interest, event scores and ‘Horsemanship Tips & Tales’ from EXCA Founder, Craig Cameron.
- Members shall receive discount prices for merchandise purchased from the EXCA Tack & Gift Shop located on the EXCA website.

EXCA Approved Obstacles

Archery Shoot (standing still, 3R; walking or trotting, 4R; loping, 5R).

- The rider must pick up a bow and blunted arrow and shoot a fixed obstacle.
- Maximum of two arrows
- Target must be attached to a bale of hay, straw or another form of safety barrier.
- The rider will have the opportunity to familiarize themselves with the bow during the walk through.
- The shooting will always be toward the center of the course, away from any observer, judge, spectator or helper.
- Riders are judged on smoothness and control.
- Points are deducted for poor marksmanship, uncoordinated effort and/or loss of control of the horse.

Backing 2R, 3R, 4R, 5R, 6R

- This is a test where the contestant must back straight or on a designated path from one point to another.
- The back can vary from 10' to 60'.
- Judges are looking for a fluid back up, straightness, willingness and good collected position of the horse.
- Point deductions are given for an unwilling horse, heavy hands, high headedness of the horse and loss of

straightness.

Backing - Downhill 3R, 4R, 5R , 6R

- In this test, riders are to back down a hill or a grade.
 - A fluid back up that is straight and on course will receive the highest score.
 - Judges are looking for straightness, loose rein, collection and fluid back up.
 - Getting off pattern or off course are point deductions.
 - Deductions will be taken for horses that are unwilling and high headed.
 - Riders should work with soft hands and loose reins.
-

Backing - Uphill 4R, 5R, 6R

- In this test riders are to back up a hill or grade.
 - A fluid back up that is straight and on course receives the highest score.
 - Judges are looking for straightness, loose rein, collection and fluid back up.
 - Getting off pattern or off course are point deductions.
 - Deductions will be taken for horses that are unwilling and high headed.
 - Riders should work with soft hands and loose reins.
-

Bareback Non - Pro and Pro Only

- The rider removes the saddle at the designated point on the course.
 - The rider mounts his/her horse from the ground or with the use of a mounting block or hay bales.
 - The rider then rides to the designated point on the course. The horse's gait can be at a walk, trot or canter.
 - Highest scores are given for a smooth mount from the ground and then maintaining good balance and control at speed on a loose rein.
 - Point deductions will be made for inability to remount.
 - Additional point deductions will be made for poor balance, lack of control, tight reins and slower speed.
-

Bareback Double Rider 6R Only

- The rider removes the saddle at the designated point on the course.
 - The rider mounts his/her horse from the ground or with the use of a mounting block or hay bales.
 - The rider then rides to a designated point and picks up the double rider.
 - There should be hay bales for the double rider to stand on to swing up to mount behind the rider.
 - Highest scores are given for a smooth mount from the ground and maintaining good balance and control at speed on a loose rein. Once the double rider is mounted, speed should be at a pace that allows the double rider to maintain balance until it is time to dismount. Speed with control will receive the highest score.
 - Point deductions will be given for the inability to remount.
 - Additional point deductions will be made for poor balance, lack of control, tight reins, slower speed, inability to carry the double rider and tight reins.
-

Barrel Jumps 3R, 4R, 5R, 6R

- This is a jump made out of 50 gallon drums that are laid horizontally, side by side, on the ground.
 - Typically, this obstacle is made with 3-4 barrels to make a wide jump.
 - Like all jumps, high points are given for willingness, straightness, loose reins and an eye appealing, athletic approach, jump and landing by the horse.
 - You can make 3-4 jumps in succession with 25-30 feet between jumps.
 - Highest scores are given for a straight, non-hesitant approach to the barrels; the rider maintaining good balance and position; the horse taking the jump in the center of the obstacle with a good crest release (hands forward) on the takeoff and landing. Additional points will be given when the rider maintains the correct stride between multiple jumps, meaning he/she does not approach the jumps too short or too long.
 - Point deductions will be taken for hesitation, shying or refusal to take the jump(s), not staying in the center of the jump(s), poor crest release on takeoff or landing, failure to maintain good balance and position and not maintaining the correct strides between jumps.
-

Barrel Turns 2R, 3R, 4R, 5R, 6R

- This is a challenge where the rider rides around 50 gallon barrels in a traditional 3 leaf clover pattern, 4 leaf clover pattern or a simple figure 8.
- Highest scores are given for tight, fluid turns, correct leads, lead changes, straightness, speed and control.
- Points are deducted for wide, sloppy turns, incorrect leads, failure to change leads, lack of straightness, lack of speed, poor control and incorrect use of the reins

Blindfold and Lead Your Horse 5R – 6R Non-Pro and Pro only.

- The blindfold can be made with a fly mask with a piece of cloth material sewn to the outside of the fly mask, covering the horse's field of vision.
- The contestant is to blindfold the horse at a designated point on the course and lead the horse a designated distance over or through an obstacle.
- Judges will be looking for your horse to lead easily without hesitation.
- This obstacle is designed to show the horses trust in the handler.
- This obstacle begins once the fly mask/ blindfold is on the horse.
- The highest scores are given to the horse/rider team that demonstrates an athletic dismount; the horse willingly accepts the blindfold and is willingly led to and/or through the obstacle.
- Points are deducted for an awkward, sloppy dismount; the horse being hesitant or unwilling to accept the blindfold and the horse being hesitant or unwilling to lead to or through the obstacle.

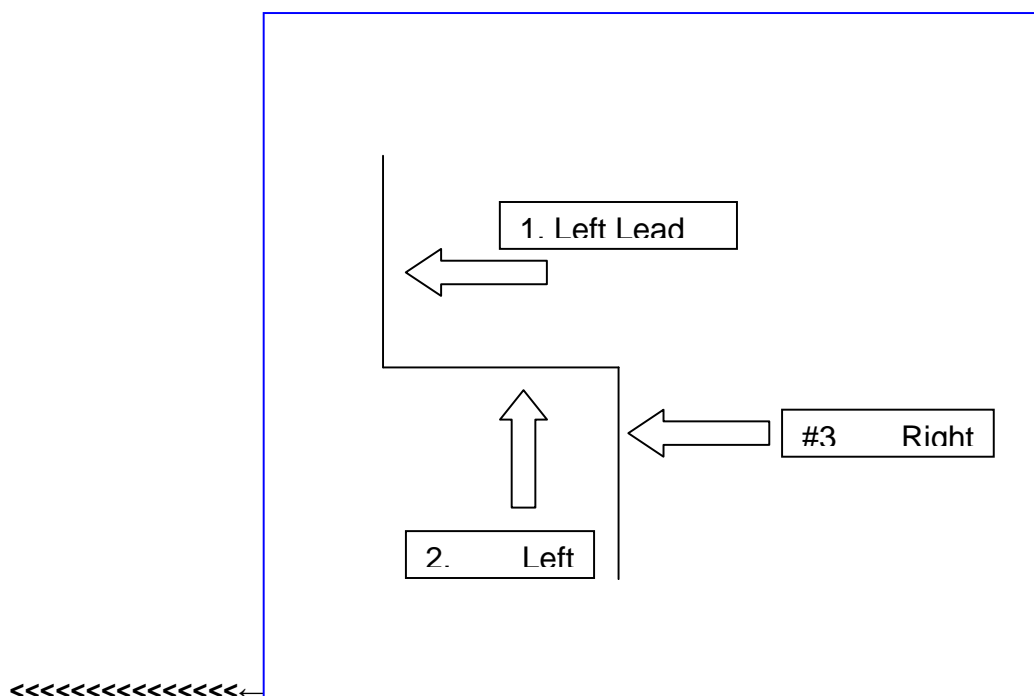
Branding-chalk 2R, 3R, 4R, 5R, 6R

- This is a task in the Extreme Cowboy Challenge where the contestant steps off his horse at a designated spot, picks up a branding iron, dips the branding iron into the chalk and brands a tied horse on a specific part of the body, such as the hip or shoulder; puts the branding iron back in the chalk bucket; remounts and rides to the next obstacle.
- Riders are judged and scored on their dismount; their approach to the horse that is to be branded; application of the brand; how well the contestant's horse stood ground tied and their remount.
- High points are given for an athletic dismount, a quiet approach to the horse that is to be branded, smooth application of the brand; the rider's horse remaining ground tied and a smooth re-mount and departure.
- Points will be deducted for an uncoordinated dismount; a sloppy, fast approach that spooks the horse to be branded; sloppy application of the brand; the rider's horse not staying ground tied and an uncoordinated remount and departure.

Broken Jump 4R, 5R, 6R

- This obstacle is constructed by setting up a series of 3 jumps that are connected, with two of the jumps set in a vertical pattern that has a connecting horizontal jump.

See diagram:



- This obstacle can be approached on either a left or right lead and should be maneuvered making certain there is at least one lead change as the horse/rider team jumps each of the 3 jumps.
- Points are given for approaching and departing the obstacle on the correct lead at a lope on a loose rein, going over each jump cleanly and changing leads when required.
- Points are deducted for approaching and departing from the obstacle on the incorrect lead, failure to go over the jumps cleanly and tight reins.

Carry Saddlebags 3R, 4R, 5R

- The horse/ rider team rides to a designated point on the course to pick up the saddle bags. The saddle bags should have loose items in them such as tin cans with BB's or some other type of item that creates noise.
- The rider then carries the saddle bags to the designated drop off point.
- Highest scores will be given for a smooth, unhesitant approach to pick up the saddle bags including a good stop on the horses hindquarters; a smooth, balanced ride with loose reins to the drop off point; a good stop at the drop off point and placing the saddle bags in the designated spot.
- Point deductions will be given for the horse balking, spooking or hesitating when approaching the saddle bags; a rough stop on the front end or shying at the saddle bags. Points will also be deducted for tight reins, an unbalanced ride and rough stop when approaching the drop off point.

Circles Big and Small - Slow and Fast 2R, 3R, 4R, 5R

- This is a test where the rider rides perfect designated circles, first at a slow speed and then at a fast speed.

- Horse should depart on the correct lead and remain on the correct lead.
 - The rider may be required to change speeds at any point in the pattern.
 - You may choose to have the rider turn across the middle of the circle to reverse direction asking their horse for a flying lead change or simple lead change.
 - Flying lead changes will score higher than a simple lead change (when a horse drops to a trot to change leads).
 - Points are deducted for no speed changes, dropping gait, high headedness, tight reins and the rider leaning in the circles.
-

Climb Windmill - Ring Bell 3R, 4R, 5R

- The rider dismounts at the wind mill or similar object such as a ladder leaning against a barn in a safe manner and may either ground tie or tie his/her horse to an appropriate object.
 - The rider then climbs the ladder on the wind mill and rings the bell. The rider comes down the ladder and remounts his/her horse and moves on to the next obstacle.
 - Higher scores are given for a smooth stop at the wind mill; an athletic, coordinated climb up and down the ladder; the horse remains ground tied or stands quiet if tied and the rider has a smooth remount for departure to the next obstacle.
 - Point deductions will be taken for a sloppy or difficult climb up or down the ladder; the horse not remaining ground tied or not standing quietly if tied and a sloppy remount.
-

Cow Sort 4R 5R

- Horse and rider team must sort a numbered cow or cow of a certain color from the herd.
 - Depending on the construction of the pen, the rider may be required to open and close the gate when entering and exiting the pen. The pen may be a single pen or a double pen with a second interior gate.
 - The highest scores will go to the rider that opens and closes the entry gate in a smooth manner (if required); enters the herd in a quiet, controlled manner, sorts the designated cow within the time allowed and opens and closes the exit gate in a smooth manner.
 - Point deductions will be taken for the inability or awkward opening and closing the entry gate (if required); entering the herd in a fast, rough manner; DISTURBING THE HERD; not sorting the designated cow within the time allowed and the inability to open and close the exit gate in a smooth manner.
-

Cowboy Curtain 3R, 4R, 5R

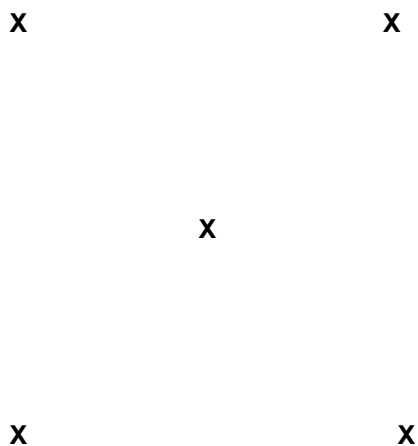
- Rider must be mounted.
- Curtain may be constructed of rope or plastic strips and should be 7'-10' wide and high enough for a safe entry.

- The highest scores will be given for a non-hesitant approach to the obstacle; loping through the obstacle with good balance on a loose rein and moving smoothly on to the next obstacle.
 - Point deductions will be taken for balking or hesitating on the approach; jumping or leaping through the obstacle; poor balance, lack of control and tight reins.
-

Daisy Chain

- The Daisy Chain can be constructed by using 5 pole bending poles or 5 cones. It is constructed by placing 4 of the cones or poles in a square with a space of 21' – 28' between each corner. A cone or pole is placed in the center of the square to serve as the hub of the obstacle. The hub should also be spaced 21' – 28' from each corner cone or pole.
- The rider enters the obstacle by approaching the hub and going around the hub on a left lead and then approaches a corner cone or pole to maneuver in a figure 8 pattern which requires a change to the right lead, returning to the hub changing to a left lead and so on. Each corner cone or pole is included in the obstacle.
- All turns around the center cone or pole are on a left lead and all turns around the corner cones or poles are on a right lead.
- Points will be awarded for being on the correct lead, flying lead changes and loose reins.
- Points will be deducted for dropping out of a lope, incorrect leads, simple lead changes and tight reins.

See diagram below:



Dead Fall 3R, 4R, 5R

- The Dead Fall obstacle represents rough country found in a forest or on a ranch, made up of limbs, branches, logs or natural debris.
- The dead fall crossing shall be at least 15' and no further than 120' in length.

- Depending on the density of the dead fall, the rider may take his/her horse through the dead fall crossing at a walk or trot.
 - Highest scores will be given for the horse being sure footed; low head and crossing the dead fall in a safe manner.
 - Points will be deducted for reckless speed, tripping, high headedness and poor control.
-

Doubling (turning) into the Fence 3R, 4R, 5R

- This is a performance move turning into the fence (between 2 marks on the fence) approximately 60' apart.
 - In this maneuver there may be as few as two turns and as many as five turns.
 - Unlike the roll back, this is a moving turn similar to turning a cow into the fence in a working cow horse event.
 - The horse and rider are judged on lightness, athleticism and willingness.
 - The horse should turn, pivot and drive off the hind quarters.
 - When working at a canter, the horse should change leads with each turn.
 - The highest scores are given to the horse/rider team for a smooth turn into the fence; a strong, athletic pivot and driving the horse off the hindquarters as they move to the point for the next turn or next obstacle. This maneuver should be done with loose reins. Highest scores are given to the horse /rider team working at a canter.
 - Point deductions will be taken for awkward, rough turns into the fence; sloppy or uncoordinated pivot, not driving the horse forward off the hindquarters and tight reins.
-

Flag Race 2R, 3R, 4R, 5R

- Rider picks up a small hand held flag planted in a bucket of sand sitting on a 55 gallon drum or barrel and takes the flag to the next barrel and plants the flag into the bucket of sand sitting on the barrel.
 - The highest scores will be given to the horse/rider team that has a smooth approach to the flag and can pick up the flag without stopping the horse; carry the flag to the NEXT barrel with speed, balance and control on a loose rein and successfully deposit the flag in the sand bucket on the barrel.
 - Point deductions will be taken from the horse/rider team that has difficulty approaching the flag due to lack of control, balking or spooking; the inability to pick up or deposit the flag in a smooth, athletic manner; lack of balance; inability to travel in a straight line, lack of speed and tight reins.
-

Flares and Smoke 3R

- Flares may be on the ground and horse and rider must ride by or through the flare smoke.
- Highest scores will be given for a quiet, smooth approach and ride to or through the flare and / or smoke on a loose rein.

- Points will be deducted for balking, shying or a hesitant approach; lack of balance and tight reins.
-

Free Ride 2R, 3R, 4R, 5R

- The Free Ride is an exciting and important part of every Extreme Cowboy Challenge.
 - The Free Ride can be done to music over the PA system to add excitement.
 - In the Free Ride, a rider has the opportunity to clearly show speed with control.
 - Typically, the Free Ride takes place at approximately the halfway point during a contestants ride.
 - The Free Ride can be around the perimeter of the entire race course or go through the middle or even weave around obstacles or through the course.
 - The Free Ride can entail obstacles such as jumps, barrel turns or whatever creative obstacle that does not slow down this exciting portion of the race.
 - High points are given for soft hands, loose reins, speed and control.
 - Point deductions are made for lack of straightness, tight reins, lack of speed and poor control.
-

Ground Tie 2R, 3R, 4R, 5R

- Ground tie may be done in several ways: Dismount and leave your horse and walk a prescribed distance from your horse or walk around a chalk circle with your horse inside the circle.
 - High scores are given for a smooth, athletic dismount; walking away from or around the horse in a quiet manner with the horse standing quietly without moving or walking away; re-approaching the horse and remounting in a smooth manner with the horse standing quietly.
 - Point deductions are taken for a sloppy, hurried dismount; hurriedly walking away from or around the horse; the horse moving or walking away; re-approaching the horse in a hurried fashion; sloppy or awkward re-mount and/or the horse moving during the re-mount.
-

Hay Carry 3R, 4R, 5R

- The hay carry is constructed by placing two cones on the ground approximately 10' apart. Three or four bales of hay are stacked next to one of the cones. The object of this obstacle is to dismount and ground tie your horse while you move the bales of hay to the second cone and stack them neatly.
 - The highest scores will be given for the horse staying quiet and ground tied without moving away while you move and re-stack the hay bales.
 - Points will be deducted for the horse not staying ground tied and for the inability to move or re-stack the hay neatly.
-

Hay Maze 2R, 3R, 4R, 5R

- This obstacle is constructed with round bales if available. If round bales are not available, square bales may be used. The hay bales should simulate a tunnel of or winding trail for the horse/rider team to negotiate.
 - Depending on the Division that is competing, the horse/rider team may go at a walk, trot or canter.
 - Highest scores are given for a smooth, balanced ride through the maze at a canter on a loose rein.
 - Point deductions are given for lack of balance or control, tight reins, slow pace, or failure to negotiate the maze.
-

Hay Ring 3R, 4R, 5R

- The ring must be a bull ring which means it is a minimum of 6 feet.
 - Rider must ride upright through the ring.
 - You may use 2 or 3 rings to make a longer or tunnel like obstacle.
 - Rings shall have a dirt path through them to assure safe footing for the horse.
 - Rings shall be secured on each side to prevent them from rolling or moving.
 - The highest scores will be given to the horse/rider team that approaches the ring without slowing down, balking or spooking; moves through the ring smoothly in a relaxed manner on a loose rein.
 - Point deductions will be taken for stopping or slowing down as the horse/rider team approaches the ring; balking, spooking or refusing to go through the ring; lack of balance, lack of control and tight reins.
-

Key Hole 2R, 3R, 4R, 5R

- Set four cones to form a square or use chalk to form a keyhole configuration. The square or keyhole should be large enough for the horse to enter the square at speed, stop and do a nice rollback to exit the square and go to the next obstacle.
 - High points will be given for a smooth entry, smooth stop with loose reins and a good rollback on the hindquarters.
 - Point deductions will be given for entering the square or keyhole too slow, tight reins, rough stop and a sloppy or poor rollback.
-

Lead Across a Water Obstacle 3R, 4R, 5R

- Rider must dismount and lead their horse across the water.
- Water may be belly to mid chest deep on the horse for leading across the water.
- The highest scores are given for the horse that willingly follows the rider into the water and leads across the water

on a loose rein or lead rope if the rider chooses to not lead by the reins. Additionally, higher scores are given to the rider that maintains their balance and a steady consistent pace and exits the water smoothly.

- Point deductions are given if the horse refuses or balks at being led into the water. Additional point deductions are taken for tight reins or lead rope; the rider losing their balance and/or pulling and tugging on their horse in the water and/or having difficulty exiting the water.
-

Leading Horse - from ground 2R, 3R, 4R, 5R

- Lead you horse at a walk, trot or canter from Point A to Point B as designated on the course.
 - Leading your horse with a loose lead rope will be given a higher score than pulling on your horse to follow you.
 - The horse should lead at the rate the handler is traveling, with the horses head at the handlers shoulder, on a loose lead.
-

Log Crossing 3R, 4R, 5R

- A natural obstacle made of logs or ground poles of different sizes, lengths and heights.
 - Example: Four logs, 30' apart that rider crosses in succession.
 - Highest score goes to the rider that is riding and/ or jumping with a loose rein, crossing the center of the logs in a straight line in total control.
 - This can be done at a walk, trot or canter, with a controlled canter receiving the highest score.
 - Point deductions will be taken for refusing, ducking, diving, hitting the jump, tight reins and the rider bouncing or becoming unseated.
-

Move golf ball from one cone to another cone 2R, 3R, 4R, 5R

- A golf ball is placed on the top of a cone.
- Cones vary in size and height depending on the degree of difficulty.
- The lower the cone the further the rider must lean down, thus a more difficult task.
- Cones for Young Guns should be tall.
- While on your horse, lean over and pick up the golf ball from the cone.
- Ride to the second cone and lean over to place the ball on the second cone.
- The highest score will be for an athletic lean down by the rider and the horse standing perfectly still; picking the ball up from the first cone and placing the ball on the second cone.

- Point will be deducted for an uncoordinated lean down; the horse moving during the lean down; inability to pick up the ball from the first cone; inability to place the ball on the second cone or drops the ball.
-

Log Pull 4R, 5R

- The lariat shall be securely attached to the log.
 - The lariat and log will be placed in the same location for each rider to pick to begin the log pull.
 - The average length of the log pull should be 30'.
 - The rider will take the lariat and either dally to the horn and pull the log or can pull the log by hand.
 - The log pull may be with either a heavy or light weight log.
 - The highest score goes to the horse that does not spook, goes straight, has good cadence, loose reins and the log should never touch the horses' hind legs.
 - Points will be taken for spooking, going crooked, lack of cadence, tight reins or the log touching the horses' hind legs.
-

Mail Box 2R, 3R, 4R, 5R

- While mounted the rider shall open and close the mailbox.
 - Another option is to open the mailbox, remove the "mail", close the mailbox and carry the "mail" to a designated deposit point.
 - The horse should stand quietly in a perfect position for the rider to access the mailbox.
 - For additional points the rider may side pass to the mailbox and do a rollback when they leave the mailbox.
 - Points will be deducted for the horse not standing quietly for the rider to access the mailbox, failure to close the mailbox, a sloppy departure or rollback as they leave the mailbox and lack of control.
-

Moguls 3R, 4R, 5R

- Moguls may be constructed of dirt or sand.
- Moguls may be of varying degrees of difficulty, being different sizes and heights.
- The rider must ride his/her horse over each mogul.
- The highest points will be given to the rider that keeps the horse moving forward at an even pace, centered on the moguls with loose reins and perfect control.
- Points will be deducted for lack of forward movement, moving to the side or off the mogul, lack of control, lack of

balance and /or tight reins.

Narrow Bridge 4R, 5R

- A narrow bridge should not be more than 24" wide and 15' – 20' long.
 - The bridge may be slightly elevated, not more than 24" in height.
 - The highest scores will go to the horse and rider that crosses at a safe speed, without hesitation, the horse working with a low head and a loose rein.
 - Point deductions will be made for balking, spooking, refusing to go on the bridge or not crossing the full length of the bridge. Additional points will be taken for crossing the bridge at an unsafe speed; the horses head being too high and heavy hands.
-

Open and Close Gate (rope gate or regular gate) 2R, 3R, 4R, 5R

- The rider is judged on approach, opening and closing the gate without bumping or hitting the gate or gate post in a smooth, controlled manner.
 - A higher score will go to the rider whose hand does not come off the gate in the opening and closing process.
 - The rider must unlatch and re-latch the gate as instructed by the judges for this particular obstacle.
 - Points will be deducted for hesitation on the approach to the gate, the rider's hand losing contact with gate or failure to open and close the gate.
-

Pallet Pull (Controlled) 5R only

- This is a pulling challenge designed to show complete control of the horse.
 - Example: A 3' X 4' pallet is loaded with approximately 350 pounds of small square hay bales. A 5 gallon bucket of water is placed on top of the stacked hay.
 - A lariat rope is tied to the middle of the pallet in a good pulling position.
 - The rider must then pull the stacked hay and bucket of water the allotted distance, 15' – 20'.
 - The highest score is given to the competitor that can pull the pallet smooth, straight and easy without spilling the bucket of water.
 - Points will be deducted for poor control while pulling the pallet and spilling the water.
-

Pick Up Horses Feet 2R, 3R, 4R, 5R

- This a task that is performed while on the course at a designated area where the contestant stops, dismounts and is required to pick up 1,2,3 or all 4 feet.
 - Contestant then remounts and rides to the next obstacle.
 - Contestants are judged on their stop; dismount; handling of the feet and how well the horse stands for the procedure and remount.
 - Highest scores are given for a smooth stop and athletic dismount; the horse standing still and allowing the rider to pick up the feet with very little effort; the riders picking up the feet in an appropriate manner; a smooth re-mount and departure.
 - Points will be deducted for a rough stop; sloppy dismount; the horse moving away to avoid having the feet picked up; the rider having difficulty or being unable to pick up the horse's feet; a sloppy re-mount and/or departure.
-

Pin Wheel

- This obstacle is constructed by using a cone and 4 poles that are at least 12' in length. The cone is used as the hub of the obstacle with each pole extending from the cone to form a circle with 4 equal quarters.
 - The rider must maneuver the obstacle by riding in a circle around the cone and over each pole.
 - Points will be awarded for riding the obstacle at a lope,; being on the correct lead; cleanly riding over the poles on a loose rein.
 - Points will be deducted for walking or trotting , being on the incorrect lead, not riding over the poles cleanly and having tight reins.
-

Pistol/Rifle-Shoot Balloons (*black powder mounted shooting blanks*) 4R, 5R, 6R

- A ground handler will hand the pistol/rifle to the rider or the rider will pick up the pistol/rifle from a safe, stationary location.
 - The rider will return the pistol/rifle to the handler or to the stationary location upon completion of the obstacle.
 - The rider will have the opportunity to familiarize themselves with the pistol/rifle during the walk through.
 - Riders will shoot from one to three balloons in a straight or triangular pattern.
 - The shooting shall always be toward the center of the course away from any observer, judge, spectators or helpers.
 - The highest scores will be given to the horse and rider team that works smoothly, without the horse spooking and breaks all the balloon targets.
 - Point deductions will be made for horses spooking at the gun fire and failure to break the balloons.
 - If the pistol/rifle misfires, the rider will not receive a point deduction.
-

Pony or Lead a Second Horse 3R, 4R, 5R

- Rider will pick up a second horse from a handler or untie the horse from a stationary object.
 - This exchange shall be the same for each rider.
 - If the pony horses must be rested, the replacement horses must be of the same temperament and caliber.
 - The rider is judged on how well he/she handles and leads the pony horse.
 - The rider may be required to lead the pony horse over a predetermined course of obstacles. Example: Logs, ravine or water.
 - The highest score is given to the rider that handles this task in a smooth consistent manner.
 - Scores will be lower for the pony horse getting loose, the rider's horse kicking at the pony horse or handling the pony horse in a rough manner.
-

Put on Easy Boots and Then Ride 3R, 4R, 5R

- This is a challenge where the rider stops at a designated spot on the course; dismounts and puts on a pair of Easy Boots (protective boots) on the front feet and rides until they reach the designated area where the boots are removed.
 - The highest scores are given for a smooth dismount; the horse standing still while the Easy Boots are put on the front feet; a smooth re-mount and departure to the next obstacle.
 - Point deductions are given for an uncoordinated dismount; the horse moving while the rider is putting the Easy Boots on the front feet AND; an awkward re-mount and departure and the horse not accepting the boots in the riding portion.
-

Ravine Ride (*Deep or Shallow*) 3R, 4R, 5R

- A great obstacle where a natural or manmade ravine or gulley puts the horse and rider to the test.
 - The ravine or gulley can be deep or shallow, long or short.
 - The entry and exit points can be challenging but must be negotiable.
 - The ravine can have brush, debris, logs or water depending on the Division of the riders competing.
 - Riders will be judged on position and the horses' willingness, loose rein, smoothness and awareness of their feet.
 - Point deductions will be given for lack of control or the inability to negotiate the entire ravine.
-

Ride a Straight Line 2R, 3R, 4R, 5R

- This is a challenge for the rider to ride a straight line; the longer the distance the better.
 - The straight line can be marked or unmarked. The rider should ride a straight line at the canter to a designated location such as a barrel; turn around the barrel and return in a straight line.
 - Highest points are given for riding at a canter without breaking gait in a perfectly straight line; the horse being straight from poll to tail; loose reins; smooth turn and unity between horse and rider.
 - Points are deducted for not riding at a canter, breaking gait, not riding in a straight line; tight reins and lack of unity between horse and rider.
-

Ride Through Round Bales 2R, 3R, 4R, 5R

- This is an obstacle where large round bales are set up in a way that makes a narrow path between them that can be straight or curved that the contestant must negotiate his horse through.
 - This obstacle can be short or long depending on the availability of round bales.
 - Highest points are given for a clean, smooth and non-hesitant entry into the obstacle and a smooth, quick run through the round bales with loose reins and a willing attitude.
 - Point deductions will be made for the horse hesitating or shying from entering the obstacle; hesitating or spooking while completing the obstacle; failure to move through the obstacle at a consistent pace with a willing attitude on a loose rein.
-

Road Flashers 3R, 4R, 5R

- An obstacle designed to show the confidence of the horse in the rider to ride through or past the flashing lights.
 - The lights can be set up in lanes for the rider to ride past or through.
 - The lights can be ground level or be hung rider height.
 - The high score is given to the horse and rider that goes through without hesitation showing the willing and brave horse.
 - Points are deducted if the horse hesitates or is not willing to approach or go through the obstacle; the rider having poor balance, lack of control and tight reins.
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Roll backs 3R, 4R, 5R

- The Roll back should be performed at a canter.
- The judges are looking for a stop and 180 degree turn on the hindquarters going back the other direction the horse and rider came from.
- The first step of the canter after the roll back should be on the new or correct lead.

- Deductions will be made for stopping on the front end, jerking the horse to a stop, horses head high in the air, turning on the front end, trotting off or no lead change going the opposite direction.
 - The highest score will be a smooth sliding stop on the hindquarters with a pivot on the hindquarters going back the opposite direction. The first step of the canter should be on the correct lead.
 - There shall be 3-5 roll backs to exhibit this maneuver.
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Rope Livestock (*cattle or horses*) 4R, 5R

- The livestock should be kept, handled and worked in a safe corral.
 - Water and feed should be available to the livestock.
 - The contestant will be judged on entering the corral or a designated helper can let the participant into the corral.
 - At the point of entry the contestant will be told which livestock he/she is to rope.
 - The rope shall have a breakaway Honda, unless otherwise determined. The course will provide a rope or the contestant may use their own provided the rope has a bread away Honda, unless otherwise determined.
 - The contestant will be allowed to throw two (2) loops. If he/she misses the second loop he/she must move to the next obstacle. If the 30-second whistle sounds prior to the second loop he/ she must move to the next obstacle.
 - The highest score is given for quiet handling of the horse and livestock and throwing an expert loop.
 - Deductions are given for rough handling of the horse, or livestock and missing with the rope.
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Serpentine Through a Pattern (*built with panels, cones, ground poles or any object to create an S or snake-like pattern*) 2R, 3R, 4R, 5R

- The serpentine can be built in a variety of configurations that require the horse/rider team to continually change directions and make lead changes when at a canter.
 - The highest scores will be given for good balance, good control, proper lead changes and a loose rein.
 - Point deductions will be taken for breaking gait, poor lead changes or lack of lead changes, lack of balance and control and tight reins.
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Side Pass (*logs, ground poles or panel*) 2R, 3R, 4R, 5R

- This is an obstacle where the rider side passes through panels or over logs or designated obstacles.
- Logs of different diameters may be used in a straight or angled pattern.
- Examples: Two (2) 10' poles are put on the ground in a 90 degree angle.

- The object for the rider is to side pass in one direction with the horses' feet straddling the log with the front feet on one side of the log and the hind feet on the other side of the log. The rider side passes and makes the 90 degree turn while holding this position.
 - The high score is given to the rider that maintains cadence, straightness and correctness.
 - Points are deducted for stepping over or on the log, lack of straightness and, lack of cadence and poor side pass.
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Slicker or Tarp Carry 3R, 4R, 5R

- The contestant will pick up a slicker or tarp from a handler or stationary location and wear or carry the slicker or tarp and drop it at a designated spot.
 - The highest score is given to the rider that handles the slicker or tarp with absolutely no spook or fear from the horse and travels from point A to point B with speed and control
 - Points shall be deducted if the rider drops or loses the object or if the horse spooks or shy's from said object.
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Spearing Stationary Rings 2R, 3R, 4R, 5R

- This is a challenge obstacle where the riders spear a stationary ring made from 4" PVC pipe with a wooden pole (broom stick handle) from a moving horse.
 - The 4" PVC rings are placed vertically on the top of a piece of 4"- 6" PVC pipe which is secured into the top of a 6' wooden post which is planted in the ground.
 - There should be three (3) rings in a row, which are 20' TO 50'feet apart.
 - The rider should pick up the wooden spear (broom handle) out of a barrel then attempt to spear the three rings that are placed 20' TO 50' apart. If the rider misses or drops a ring they must ride to the next ring.
 - The rider rides to the drop point and drops the spear and rings in a barrel, then moves to the next obstacle.
 - The highest score is given to the rider that picks up the spear, travels at a good pace and collects and deposits all 3 rings and spear in the deposit barrel.
 - Point deductions are taken from the rider that misses or drops the rings or spear and lacks smoothness and control.
-

Spin 3R, 4R, 5R

- This is a performance move where the rider will step into a designated area or spin box which can be made from poles or logs and the box should be approximately 12 x 12 feet square
- The rider must do reining horse spins inside the box. Four spins to the right followed by four spins to the left.
- Highest score is given to the horse and rider team that exhibits flat and fast spins each direction with the front end of the horse moving around a stationary hind leg. The spin should start and end with the rider facing the same

direction.

- Point deductions will be given for horses that are hopping and are unable to maintain a stationary hind quarter or performs a poor, sloppy spin.
 - Slow correct spins are not scored as high as fast correct spins.
 - Slow and correct spins are scored higher than fast, incorrect spins.
-

Stand Up in Saddle, Hit Tennis Ball 4R, 5R

- This is a control exercise where the rider goes to a designated area, perhaps inside the spin box, and stops his horse. The rider must then attempt to stand up on his horse and touch a dangling object, such as a tennis ball, which is suspended by rope or string from an overhead or tree limb. Depending on the degree of difficulty, the object should be 10-11 feet high.
 - Highest score is given to the rider whose horse stands perfectly quiet, never moving, and the rider exhibits total control and balance and stands completely up on his horse in a confident manner and touches the suspended object.
 - Point deductions are given for a moving horse, loss of balance or if a rider jumps or falls from his horse. A rider can re-mount within the allotted time limit to try again.
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Step-Down or Up

One step-down or up. Rating depends on height. 12" - 2R, 24" - 3R, 36" or higher - 5R

- A one step is a solid bank that the horse negotiates up or a drop that the horse negotiates down.
- Riders are to ride up or down smoothly, balanced, in control and on a loose rein.
- Point deductions are given for a balk, refusals, jerking on the horse's mouth and loss of seat or balance.

Two step-down or up. Rating depends on height. 12" - 2R, 24" - 3R, 36" or higher - 5R

- A two step is two banks or drops in a row.
- Riders are to ride up or down smoothly, balanced, in control and on a loose rein.
- Point deductions are given for a balk, refusals, jerking on the horse's mouth and loss of seat or balance.
- High scores are given to the horse/rider team that approaches the obstacle and goes up or down the entire obstacle without hesitation on a loose rein with good balance and control.
- Point deductions are given for balking, tight reins, Poor balance and lack of control.

Three step-down or up. Rating depends on height. 12" - 2R, 24" - 3R, 36" or higher - 5R

- A three step is three banks or drops in a row.

- Riders are to ride up or down smoothly, balanced, in control and on a loose rein.
 - Point deductions are given for a balk, refusals, jerking on the horse's mouth and loss of seat or balance.
 - High scores are given to the horse/rider team that approaches the obstacle without hesitation and maneuvers the entire obstacle on a loose rein with good balance and/or control.
 - Point deductions are made for balking, tight reins and poor balance and/or control.
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Stops 2R, 3R, 4R, 5R

- This is a performance maneuver where the rider can exhibit a reining or sliding stop. The stops occur at a designated area on the course. These stops can be in natural ground or a groomed area for better stops.
 - Highest points will be given to the rider who stops from a lope or canter, exhibiting a straight sliding stop on the hind quarters. Judges will be looking for a controlled stop with a soft touch.
 - Point deductions are given for yanking or ripping the horse in the ground, high headedness by the horse, a gaping mouth, loss of straightness, or stopping on the front end.
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Tarp (*Drag, Carry, Ride over*) 3R, 4R, 5R

- This is a moving obstacle, where a rider picks up a tarp from a handler or stationary location and is required to drag a tarp by hand or rope behind his horse to a designated deposit area. The tarp should be dragged 50 to 75 yards.
 - The 50 to 75 yards can be in a straight line or a figure 8 pattern and/or end with a backup.
 - Highest scores are given to the rider whose horse stays cool, calm and straight during this exercise, exhibiting no fear and travels at the speed the rider requests.
 - Point deductions occur for spooky horse, loss of control, running sideways and turning loose and losing the tarp. Judges are looking for the brave horse.
-

Teeter-Totter Bridge 2R, 3R, 4R, 5R

- This is a bridge crossing where the bridge is laid on top of a small pole or log causing the bridge to move at some point during the crossing. This obstacle should be an 8 to 10 foot wooden bridge
 - Highest scores are given to the rider whose horse crosses this moving obstacle in a straight methodical manner with no spooking. The horse must travel the complete length of the bridge.
 - Point deductions for hesitation, spooking or coming off the bridge prematurely.
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Trailer Load 3R, 4R, 5R

- The trailer will be placed along the course, many times being the last obstacle in the race. Although not a requirement, a favorite is a simple stock-style trailer. For safety the trailer should be hitched to a truck. There are different ways a rider may load his horse in the trailer. A rider may dismount and lead or send his horse into the trailer. A rider may also ride his horse into the trailer. A rider may also grab the top of the trailer and swing off as his/her horse enters the trailer. Remember, safety to horse and rider is paramount and the judges are taking this into consideration with each style of trailer load. Depending on the requirement of each race, usually the trailer door is open on approach and the rider is required to close the trailer door after loading making certain the trailer is road ready.
 - The highest score goes to the rider whose horse loads willingly, smoothly, without hesitation. The rider that chooses to ride into the trailer or swing off must do so in an athletic, smooth and safe manner to receive a high score. Horses should stand still and quiet in the trailer.
 - Scoring deductions will come from hard to load, hesitating horses. Deductions will also come from unsafe or sloppy attempts by the rider to ride in or swing off. Points will also be taken for horses that turn around, unload or attempt to unload.
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Trash Ride (*trash between two panels*) 3R, 4R, 5R

- This obstacle is created by making a 10' wide alley with portable panels approximately 12-24' long. The alley is then littered with trash such as feed sacks, cans, paper bags, plastic bottles simulating trash on the highway or messy campsites. **DO NOT** use any litter that is unsafe for the horse or rider. The rider must then negotiate his/her horse through this littered alley.
 - The highest score is given to horses that do not hesitate and travel the alley with their heads down on a loose rein, looking where they are going.
 - Point deductions are taken from horses that spook or shy away or once in the alley, they run through out of fear.
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Tunnel 3R, 4R, 5R

- This is an object that can be created with tarps, panels, hay bales etc. to create a tunnel effect.
 - The tunnel can be long or short but must be safe in construction, height and width. Common sense in constructing the tunnel is paramount. The tunnel should simulate a tight canyon, ravine or concrete road culvert.
 - The rider must ride his/her horse forward through the tunnel.
 - If the horse is hesitating, backing through the tunnel will receive a lower score.
 - The highest scores are given to riders whose horses move through the tunnel without hesitation in a smooth manner at the speed the rider wishes to go. Riders may go fast as long as they have control.
 - Deductions will be taken for hesitation, lack of control and inability to negotiate the tunnel.
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Water Box 2R, 3R, 4R, 5R

- When a natural water challenge is unavailable, creating a water challenge by digging out a low spot on the course and lining it with a plastic tarp (if necessary) and filling it with water is a good substitute to create a water hazard. The boundary of the box can be made with posts or railroad ties which help to hold the plastic tarp in place.
 - Avoid making the water box a hole. The water box should have a safe sloping bank for entry and exit.
 - High scores are given for smooth entry and exit with the rider staying centered on a loose rein.
 - Point deductions are given for the horse balking, jumping, leaping, tight reins and an uncentered or unbalanced rider.
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Water Carry 4R, 5R

- Carry a full 5 gallon bucket of water from the pickup station and empty the bucket into a water tank or container.
 - The rider picks up a full 5 gallon bucket of water that is placed on top of a 55 gallon drum. The rider must then carry the bucket of water approximately 30' and pour the water into a water tank
 - High points are earned by the rider who carries the water quietly, without spilling excessive amounts of water, in a straight line to the water tank. At the water tank the rider is able to pour the water with two hands in an exaggerated fashion, while his horse is standing still on loose reins or dropped reins exhibiting no fear.
 - Point deductions-the rider is unable to pick up the water, spills the water, or drops the water bucket. Deductions are also given for traveling crooked with the water. Poor scores result from inability to control the horse when pouring the water into the water tank.
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Water Crossing (*shallow or deep*) 3R, 4R, 5R

- Water crossings can be as shallow as 6 inches or so deep that it requires the horse to swim which would be for our professional riders. A good average depth for a challenging water crossing would be 3 feet.
 - Water crossings should start shallow and go deep and end shallow so the horse and rider have a safe entry and exit.
 - High points go to the horse and rider team that enters willingly, travels straight, without fear, and exits with no problem. Crossings that are made with speed but maintain safety and control can receive higher scores.
 - Point reductions will be assessed for hesitating horses, horses that leap into the water from fear, attempt to exit the water prematurely or nearly unseat or unseat their riders.
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Waterfall 4R, 5R

- This is an obstacle made with a volume of water flowing or falling to create a waterfall effect.
- Depending on the design of the obstacle, the rider must ride near or through the falling water.
- High points are given for a spook less approach and a non-hesitant ride near or through the obstacle.

- Point deductions are given for the horse hesitating or spooking on the approach to the obstacle; shying or hesitant ride through the obstacle; poor balance and tight reins.
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Water Sprinkler 3R, 4R, 5R

- Water sprinklers may be positioned where the water goes up, down or sideways to create a challenging obstacle.
 - Ride your horse around the perimeter of the active sprinkler
 - Ride your horse through the water coming from the sprinkler.
 - The highest scores will be given for passing through the water without hesitation on a loose rein with a willing attitude.
 - Deductions will be given for balking or failure to move through the water. Rough handling of the horse is always a deduction on any and all obstacles.
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Zigzag 3R, 4R, 5R

- This is a pattern that tests the handiness of the horse.
- This obstacle can be set up with cones or poles.
- The obstacle is set up in a zigzag configuration where the rider maneuvers around each cone or pole.
- Judges are looking for speed, control and for the horse to change leads each time he changes direction.
- Higher scores are given for straightness, speed, loose reins and correct lead changes.
- Points are deducted for lack of speed, lack of control, failure to change leads and tight reins.