The Australian Light Horse Association Ltd.

Event 8 OBSTACLE RACE ____/___/ 201___

Judge_____   Steward_____

1. From the start line take a 600 mm high jump as a section.
2. Form **single file** and proceed through a series of obstacles following any instruction created
by host Troop, Form **half section** and proceed to four dummies laid out on the ground.
3. Dismount and place dummies over the front of your saddles.
4. Mount and proceed in **section** formation over a 600 mm jump and STOP on the finish line in
section formation.
5. **TIMING-** The fastest time with lowest penalty score wins. A maximum **10 second** time
penalty may be added for poor drill. 5 secs will be added per fault at an obstacle.

TROOP	NAME	TIME Min and sec	JUMP 1	BRIDGE	TARP	1	2	DUMMY	TOTAL

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THE ASSOCIATION CUP

OBSTACLE RACE

Time Start …………… **Judge** ………………...
Time Finish …………… **Booker** …………………
Host Troop …………… **Date** …………………

RULES

1. This is a timed event with a **5 second** time penalty added for each rider for an incorrect passage of an obstacle.
2. A maximum of a **10 second** time penalty may be added for poor drill.
3. Start off in **section** and take a 600 mm high jump in section.
4. Form **single file** and proceed through a series of obstacles to test both horse and rider, including crossing wooden bridges, crossing tarps and passing rifle fire. These elements can vary but MUST include three obstacles.
5. Form **half section** and proceed to four dummies laid out on the ground.
6. Dismount and place dummies over the front of your saddles.
7. Mount and proceed in **section** formation over a 600 mm jump and STOP on the finish line in **section** formation.

Note: TOTAL TIME = Time + Obstacle Faults + Drill Faults
No. NAME TIME
Min Sec
OBSTACLE
FAULTS
(5 sec. each)
Sec
DRILL
FAULTS
Out of 10
Sec
TOTAL
TIME
Min Sec
PLACE