

The Australian Light Horse Association Ltd.

~ ASSOCIATION CUP ~

EVENT 8

OBSTACLE RACE

GENERAL

This event is designed to test the ability of horse and rider to navigate a series of obstacles. This is a **TIMED EVENT** with time penalties being added for incorrect passage of the obstacles and for poor drill.

LAYOUT

1. The course should be laid out in an area that gives the best view for the spectators as well as the greatest challenge for the riders.
2. The course **MUST** include the following elements:
 - a, A jump consisting of hay bales, and wings in line (4.5 m x 0.6 m)
 - b, Wooden Bridge (2.7 m x 0.8 m)
 - c, Water crossing or a blue tarp (2.7 m wide x 4.2 m long)
 - d, The rescue of four Dummies should be part of the last obstacle.
3. The host troop can also include **TWO** more obstacles of their own design.
4. The Finish Line should be in a central position in front of the spectators

EVENT DRILL DESCRIPTION

The following is the drill sequence for this event.

1. The section forms up behind the Starting Line. On the signal they cross the start line and jump the hay bales-in section. They form single file and proceed through the obstacles including wooden bridge, water crossing and the two host obstacles.
2. After the last obstacle they form half section and proceed to the four dummies, they halt in half section next to the four dummies; they dismount, place the dummies over the fronts of the saddles and mount.
3. Form a section and continue around the course to jump the hay bales in section, still carrying all 4 dummies.
4. Stop on the finishing line in Section Formation.

RULES

1. This is a timed event, with the section scoring the lowest **TOTAL TIME** winning the event.
2. A **5 second** time penalty will be added for each rider who incorrectly passes through an obstacle. If a horse disturbs the water crossing in a way that prevents the next team member from using it, the team will receive a **5 second** time penalty.
3. A maximum of **10 seconds** drill faults may be added to the time for poor drill.
4. The **TOTAL TIME** scored = Time taken + Obstacle Faults + Drill Faults.
5. The time stops when the section comes to a halt with front feet on the Finish Line. If a horse or horses cross over the Finish Line, the time will not stop until the horses are brought back to the Finish Line and stop in Section Formation.
6. In the event of a draw the section with **the lowest Obstacle and Drill faults will win.**

DISQUALIFICATION

1. If in the opinion of the judge, a competitor mistreats his horse, that rider may be disqualified from the competition.
2. If a rider fails to finish the course with the Dummy, the section will be disqualified.

WEAPONS

No weapons are required for this event

GROUND CREW

Ground crew in the centre of the ring shall be limited to an absolute minimum. They should be ready to rebuild obstacles quickly between competing sections.

EQUIPMENT

1. Wooden Bridge construction, ensure that the decking is running across the Direction of the bridge hazard to minimize slipping.
2. When a blue tarp is used as a water crossing, it must be anchored securely with sand bags or hay bales.
3. The dummies must be full adult human sized and made of a pair of overalls stuffed with a suitable medium. The dummies should be laid out in two rows, approximately 3 meters from left to right and 5 meters from front to rear.