

2010 RM RTP Obstacles

Bridge

Description

Walk is preferred gait unless stipulated to go faster.

Horse is to proceed forward at rider's cue without hesitation.

Horse may regard bridge for a moment without penalty, but must cross willingly when asked.

Long hesitation will incur a penalty.

Any form of disobedience or refusal is a penalty.

Stepping off the bridge is a penalty.

Options

stop after bridge

back off bridge

stop in the middle of bridge

pick up something that is on the bridge, or place something on the bridge

dismount and walk over bridge safely and quietly, remount horse

Gate

Description

Team ride to gate - ride up parallel to gate, push gate away and walk horse through opening - turn horse and side pass to close gate.

Rider must maintain control of the gate by keeping their hand on the gate at all times. Judge will deduct points from rider if they remove their hand from the gate.

Horse will incur penalty points for: spooking, backing away, refusing to cooperate with riders aids, gaping mouth, head tossing, any sign of disobedience, or pushing the gate with their head or chest.

Judge is to always reward refined and subtle aids or cues. Punishing aids from rider will result in a lower score.

Options

(open) back through gate

(open) step over pole under gate

(open) side pass from marker to gate

(open) hang plastic bag on gate

Poles (Cavalettis)

Description

Set 3-6 poles 3ft.6in apart for a gait, 11' for a canter/lope; distance may be changed at management discretion.

Penalize for hitting (slight bump), stepping directly on a pole (higher penalty), stumbling or moving the pole (most severe penalty).

Options

raise poles 6 inches off the ground

uneven spacing

lay a cross pole diagonally

log jumble

stop between poles, 5 second halt on loose rein

straddle mid-pole, 5 second halt on loose rein

stop before last pole, 5 second halt on loose rein

straddle last pole and side pass off the pole (right or left)

Slicker (Raincoat)

Description

Remove the slicker from a post and put it on/off.

Rider should not hand-cuff themselves by placing both hands in the slicker at once (penalty).
Lift slicker off post and slide slicker on each side of horse in front of saddle and or behind the saddle.

IF HORSE PANICS THE JUDGE IS TO INSTRUCT RIDER TO DROP THE SLICKER IMMEDIATELY.

The judge is looking for a calm and still horse. Points will be deducted for movement or poor attitude on the part of the horse.

The rider is to stay in control of the horse and stay balanced.

Hat Pick up or moving objects

Description

The judge will toss a hat on the ground near the horse, and hand the rider a stick and ask the rider to retrieve the hat from the back of the horse.

The horse is to remain calm and quiet. Spooking will receive a deduction in points from horse.
The horse may move only when asked by rider.

Horse may retrieve the hat in his mouth if trained to do so.

The judge is to reward smoothness and quickness on the part of the rider.

Calm and willing attitude on the part of the horse will be rewarded.

This is meant to be a FUN obstacle.

IF THE HORSE PANICS, THE JUDGE IS TO INSTRUCT THE RIDER TO DROP THE HAT AND STICK IMMEDIATELY.

Options

Water Obstacle

Description

The horse is to cross or enter the water as instructed.

The horse should demonstrate willingness.

Prolonged hesitation will be penalized, as will backing up or sidestepping.

Horse may not drink during the performance of an obstacle. Horses may drink prior to or after completion of the obstacle. Riders must be careful as not to obstruct or impede another competitor.

Pawing and attempting to lie down will be penalized.

Lying down in water is a disqualification (DQ).

HORSES SHOULD NOT BE ASKED TO SWIM.

Options

Riders- May be asked to enter the water at a greater speed than a walk (show walk preferred, not canter).

Water can be simulated by the use of a tarp, rocks and a hose to create the impression of flowing water.

Riders -may be asked to step off a bank into the water.

Advanced riders -may back into the water.

Mount

Description

The horses are to stand absolutely still! (deduct points for movement).

The rider should land softly and politely in the saddle.

The rider should not place his/her foot too far into the stirrup when mounting. Keep the stirrup up near the toe for ease of exit should the horse move.

The rider should clear the cantle and rump of the horse as he/she swings his leg over the horse.

The rider can and should use the terrain to assist their mount. (Use rock, stump, standing the horse in a ditch, etc.) Management will always provide a mounting block.

Points should be deducted if:

the horse moves
any loss of control is noted
horse starts eating
rider lands heavily in the saddle
the rider faces the tail of the horse (unsafe)
the rider swings their leg under and kicks horse in the belly

Options

Off side mount mounting from the right side, (use of log or any mounting aid is permitted)
Have horse straddle log and mount from log (open)
Open division. Injured animal - Using a stuffed animal on the ground, the rider is to dismount and pick up the animal as if it were real. Place the animal over the horse in front of the saddle and remount without dropping the animal.

Dismount

Description

The horses are to stand absolutely still! (deduct points for movement).
The rider should clear the rump of the horse as he/she swings their leg over the horse.
The rider's foot should not be left in the stirrup once the 2nd foot touches the ground (unsafe).
The rider should land softly on the ground facing forward.
The rider should maintain control of the reins the entire time they dismount.

Options

Emergency dismount - rider dismounts quickly as horse comes to a stop. Both feet should hit the ground simultaneously.
Rider dismounts on one side and mounts on other side.

Drag

Description

Drag log (or something similar) that is not too heavy in a straight line from point A to point B. Next horse can go from B to A to keep things moving.
Riders - may wrap rope one turn toward their belt buckle, keeping their thumb up and out of the way. Rope should release immediately upon rider release or rider can hold rope in a figure 8 in their hand. **They must be able to drop rope and NOT COIL IT AROUND THEIR HAND.**

Object being dragged should be kept a comfortable distance (a horse's length) from horse; care should be taken not to bump horse's legs.

Horse will be judged on calmness and willingness.

RIDER IS NEVER TO WRAP THE ROPE IN A MANNER THAT CANNOT BE RELEASED IMMEDIATELY!!

JUDGE IS TO INSTRUCT RIDER TO DROP ROPE IMMEDIATELY IF HORSE PANICS

Options

Rider may - drag plastic bag with cans.
Rider may back horse in two directions, pulling away, and facing the object.
Rider may - Use small log or branch.

Back

Description

Horse is to back calmly and willingly; any sign of resistance will be penalized.
The horse should back straight; horse's head should be on vertical (nice break at the poll), no opening or gaping of the horse's mouth. Horse should not toss head.

Horse should back quietly and slowly; **speed will be penalized.**

Rider should glance backwards to check out where he/she is going and check for any danger, rider is to then remain balanced with eyes forward.

Rider's aids (cues) should be subtle.

If backing through something (trees, rocks, cones, etc.), penalties for hitting object.

JUDGE IS TO PAY ATTENTION TO CONDITION OF TERRAIN AND MODIFY OBSTACLE IF NEEDED (example: slickness due to rain) SAFETY FIRST!!

Options

back up a hill

back down a small incline (never anything steep)

back over a pole on the ground

Uphill

Description

Horses should walk calmly uphill, horses may move at a faster speed if stipulated.

Horse should not rush or lunge.

Horse should demonstrate strength and athletic ability.

Transition of gait may be asked at any point on hill or at top; transitions should appear effortless and subtle for a high score.

Rider will be penalized for balancing on the horse's mouth or head.

Riders may grab mane without penalty.

Faltering or stumbling will incur a severe penalty.

Options

Lay a pole on the ground - horse must stop before pole (transition to a stop) then proceed, crossing the pole.

Horse must straddle a pole on the ground (front feet over the pole).

Step over a line of cans on the ground.

Traverse (zig zag) uphill around cones or plastic bags filled with something to keep them in place.

Downhill

Description

Walk only.

Horse should appear calm and athletic; stumbling will incur a severe penalty.

Rushing will incur a penalty.

Any form of resistance from the horse will incur a penalty.

Options

transition to a stop

step over a pole

straddle a pole

traverse (zig zag) around cones, markers or bags (open div)

Stop

Description

Horse is to stop in a balanced fashion.

Advanced horses should stop quickly to achieve a high score.

Horses should stop in a straight line. Penalize a head toss, open mouth, or any form of resistance.

Penalize any steps past the stop marker.

Options

May be asked to gait up to a stop.

Gaiting

Description

Judge may ask horses to RM gait a straight line.

Judge smoothness of RM gait departure.

Judge may ask for a RM gait in a circle

Judge should reward a smooth fluid gait.

Riders may ask for a change of direction with smooth un-breaking rhythm.

Gaiting to stop may be judged together (optional).

Rider is to be judged on quietness and fluidity of seat.

Quiet aids, immediate response from horse, and quiet hands a must for a high score.

Open division may be asked to RM Pleasure gait to show athleticism of horse and rider. A noticeable change of speed must be observed for a high score, yet horse must remain in control.

Mailbox

Description

Horse and rider must quietly approach a box and open to remove contents.

Horse is to stand quietly as rider completes this maneuver.

Rider may loop reins thru arm, **but should not drop their reins**

Penalize any disobedience or movement of the horse.

Options

Rider and horse may side pass to mailbox.

Vine Simulator (Ropes dangling down) or bells

Description

Horse should proceed willingly at a walk.

Penalize any disobedience - hesitation, side step, or refusal.

Penalize rushing or excited behavior.

Open division may trot or canter through.

Look for balance, quiet cues, and soft rein aids from rider.

Horse should be in center as they enter and exit vines.

Options

Back through

L-Back

Description

Horse should back with straightness and not step out of "L".

Penalize stepping on poles or dislodging a pole.

Horse should be straight from head to tail.

Reward subtle cues.

Rider should be balanced in the middle of their horse.

Rider may look back

Horse should be careful and slow but not hesitate or refuse.

Penalize any resistance (tossing head, opening mouth, etc.).

Noise Control

Description

The horse should stand quietly in a box or rope circle as a noise goes off (the noise should be something that is common in this day and age: pop or crack, siren, bell, alarm, squeaky windmill, etc.

Open division - a louder noise can be used.

Judge calmness and bravery of the horse.
Judge on rider's balance and control.

Bank (Up an Embankment)

Description

Execute either up or down,

Up onto bank The rider is to release the rein as to allow the horse use of his head and neck.
Rider may grab mane without point deduction.

Penalize hitting the horse in the mouth, or any loss of balance on the part of the rider (getting left behind by the horse's movement).

Judge horse on athleticism, calm steady approach, balanced landing.

Penalty for refusal or run out.

Penalty for a stumble.

MAKE SURE RIDER IS CONFIDENT ENOUGH TO ATTEMPT THIS TYPE OF OBSTACLE
IF NOT PLEASE ASK THEM TO PASS ON THIS OBSTACLE - NO SCORE.

Bank (Down an Embankment)

Description

Penalize any loss of balance on the part of horse or rider.

The horse should demonstrate balance, willingness, and athletic ability.

Penalize run out, refusal, or prolonged hesitation.

This obstacle should be done at a walk

PLEASE USE CAUTION - any rider not confident, should pass; please check with riders on this!

Barrel Board Pin Wheel

Description: Description- two barrels spaced apart with a board laid across them and a rope handle on one end of the board.

Rider to approach outside barrel and pick up handle end.

Proceed to ride a circle replacing the board to its original position.

Rider receives DQ if board is dropped from either end of barrel.

Rider has penalty if the circle is not smooth or resistance is given from horse

Horse to be judged on calmness and control.

Side Pass

Description

Horse- A correct side pass is a lateral move. The horse moves sideways, moving his hips and shoulders at the same time. If the horse is moving to the left his right front foot should cross over in front of his left and vice versa. Point deduction for crossing behind, or moving his legs sideways but next to each other.

Horse to be judged on calmness and control.

Tarp

Description

The horse is to cross the tarp as instructed.

The horse should demonstrate willingness.

Prolonged hesitation will be penalized, as will backing up or sidestepping.

Horse is to be judged on calmness and control.

Options

Water can be simulated by the use of a tarp, rocks and a hose to create the impression of flowing water.

Gait Weave

Description

Horse & rider team is to weave through poles, barrels, trees, etc.

Horse is to maintain a steady rhythm or cadence.

Penalty for speeding up or slowing down.

Penalty for bumping into poles, etc.

Pick out hooves

Horses should pick up hooves easily and stand quietly for hoof pick cleaning

Penalties for refusal of horse to pick up hoof

Penalties for jerking hoof from riders hands

Rider must hold the hoof to a 10 second count

Penalty for rider dropping hoof

Penalty for horse not standing still

Tires

Description

The horse is to cross the tires as instructed.

The horse should demonstrate willingness.

Prolonged hesitation will be penalized, as will backing up or sidestepping.

Horse is to be judged on calmness and control.

Options

Tires may be put in various patterns to add to the complexity of obstacle

Trailer loading

Description

The horse is to load calmly and quietly without the owner entering the trailer.

Penalize any disobedience from horse or owner entering the trailer.

The horse should demonstrate willingness.

Prolonged hesitation will be penalized, as will backing up or sidestepping.

Excessive force is a zero.

Options

Horses may be asked to enter stock, 2 place, or ramp load trailers.

Cow, Goat, Hiker, Pup tent, Balloons

Description

The horse should demonstrate willingness when passing obstacles.

Prolonged hesitation will be penalized, as will backing up or sidestepping.

Horse is to be judged on calmness and control.

Extreme panic on the horses part is a zero

Options

The horse may be asked to back up to or side-pass to touch an obstacle

Rider may be asked to hang a bell on the obstacle or hand a map to hiker.