

# Longreach Show Working Horse Challenge Obstacle Course

Competitor Name: \_\_\_\_\_

Horse: \_\_\_\_\_

1. Acknowledge judge – overall presentation	<b>/10</b>	
2. Trot to turn style gate, walk horse push to 45 degrees	<b>/10</b>	
3. Trot around towards jump, canter 3 strides before jump	<b>/10</b>	
4. Jump the jump, canter left circle, canter over jump and continue to canter right circle, jump back over the jump.	<b>/10</b>	
5. Walk through flower garden	<b>/10</b>	
6. Walk through spear trap	<b>/10</b>	
7. Walk to L, back through first half of the L, turn and side pass along the other side	<b>/10</b>	
8. Trot to drum, pickup cup of water and trot to other drum to empty the cup of water	<b>/10</b>	
9. Pick up the sword, at a trot collect the rings.	<b>/10</b>	
10. Walk to judge	<b>/10</b>	
<b>TOTAL</b>		<b>/100</b>

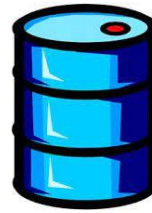


JUDGE

WALK

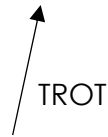


Sword & Ring collection  
at a trot

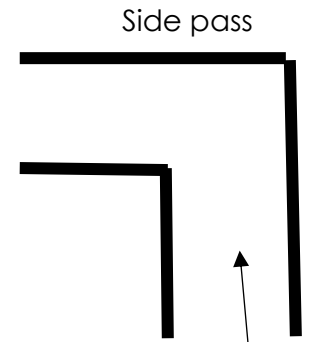


Drum & Cup

TROT

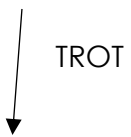


TROT

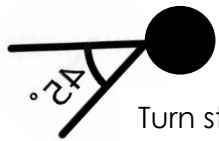


Side pass

Back through L

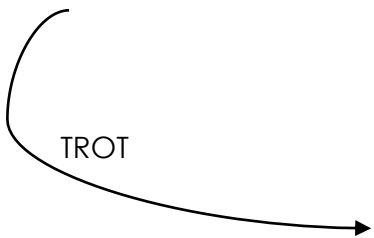


TROT

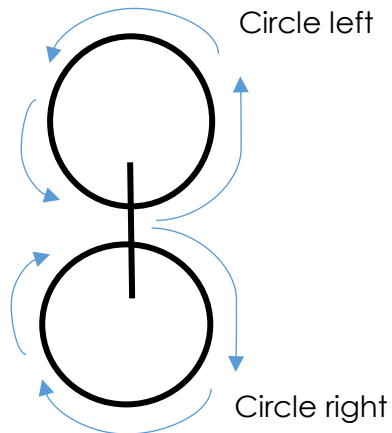


Turn style gate

# Longreach Show Working Horse Challenge Obstacle Course



TROT



Circle left

Circle right



WALK



Flower Garden



WALK

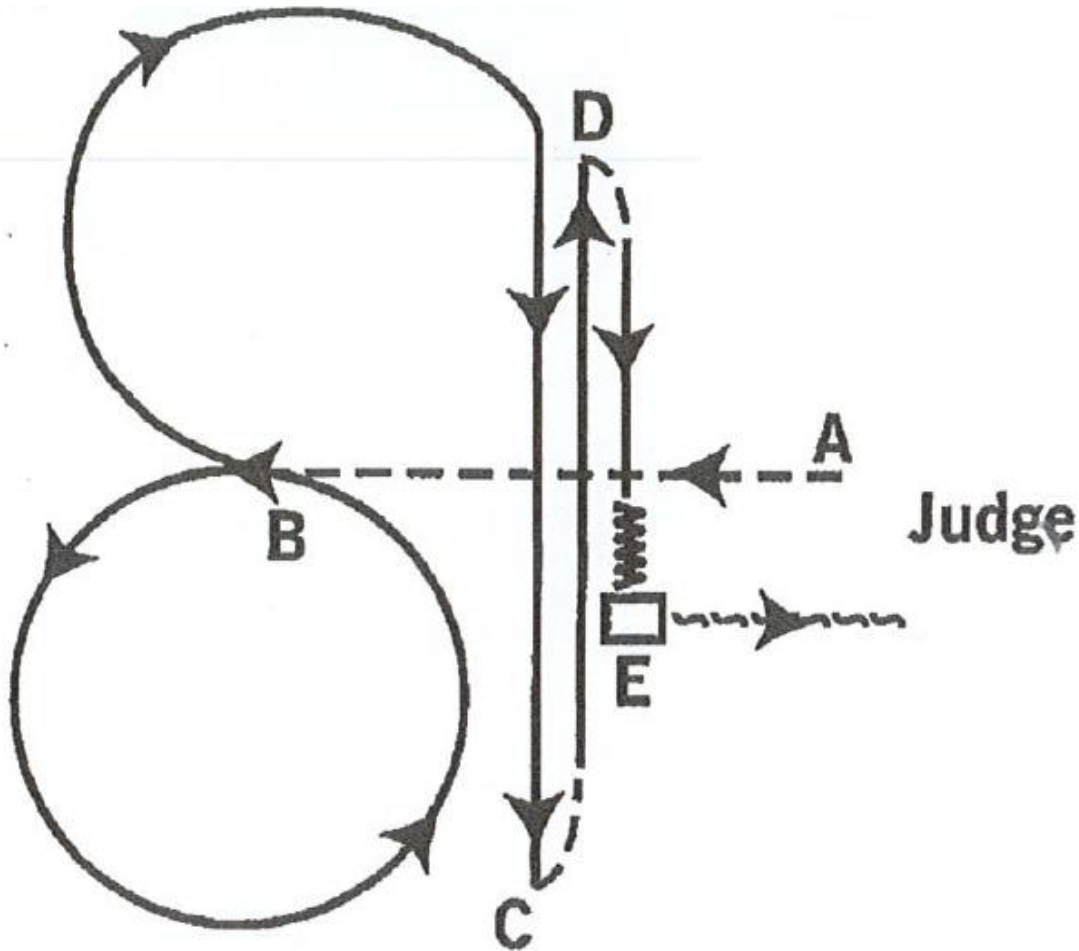


trap gate

WALK

Longreach Show  
Working Horse Challenge  
**ROOKIE - Pattern**

Competitor Name: \_\_\_\_\_ Horse: \_\_\_\_\_



	POSSIBLE POINTS	ALLOCATED POINTS
1. Trot from A with light rein contact	10	
2. At B canter circle to left	10	
3. Simple change at B, three quarter circle to right and continue straight to C	10	
4. At C stop and roll back to left	10 x 2 (20)	
5. Canter straight to D and stop and roll back to right	10 x 2 (20)	
6. Canter to E, stop, settle and back up 4 paces	10	
7. Walk to judge on a loose rein	10	
8. Presentation & Overall Impression		
<b>TOTAL</b>		

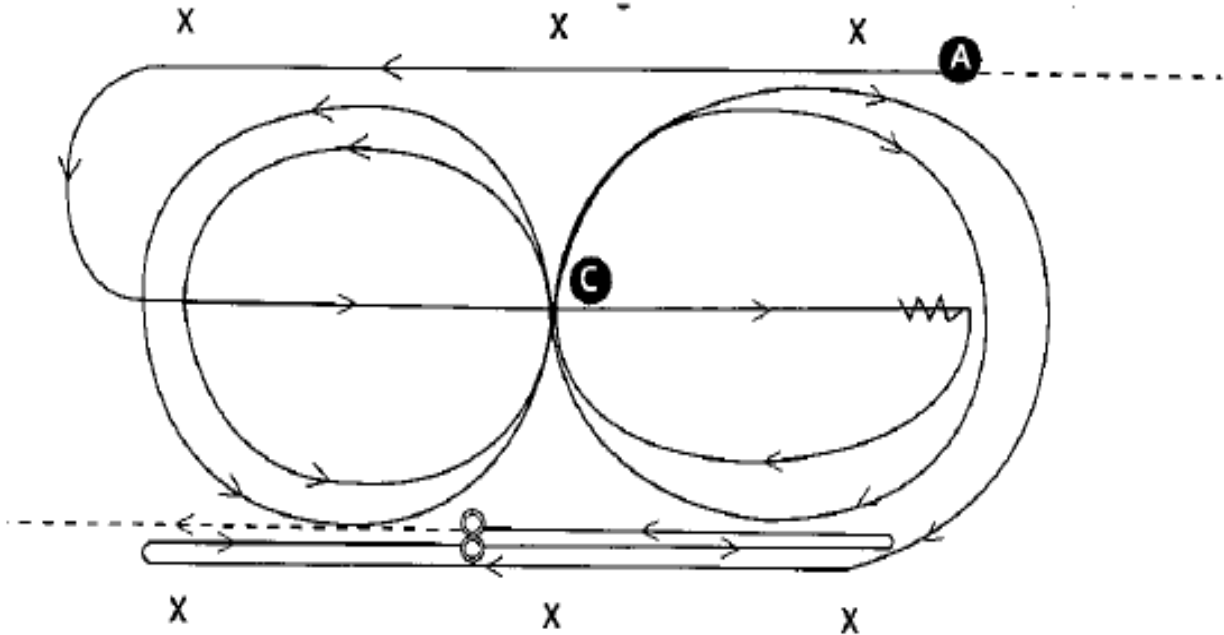
# Longreach Show Working Horse Challenge Obstacle Course

Competitor Name: \_\_\_\_\_ Horse: \_\_\_\_\_

1. Acknowledge judge – walk to Unicorn for a treat	<b>/10</b>	
2. Trot to turn style gate, walk horse push to 45 degrees	<b>/10</b>	
3. Trot around towards jump, canter 3 strides before jump	<b>/10</b>	
4. Jump the jump, canter left circle, canter over jump and continue to canter right circle, jump back over the jump.	<b>/10</b>	
5. Walk through flower garden	<b>/10</b>	
6. Walk through spear trap	<b>/10</b>	
7. Walk to L, back through first half of the L, turn and side pass along the other side	<b>/10</b>	
8. Trot to drum, pickup cup of water and trot to other drum to empty the cup of water	<b>/10</b>	
9. Pick up the sword, at a trot collect the rings.	<b>/10</b>	
10. Walk to judge	<b>/10</b>	
<b>TOTAL</b>		<b>/100</b>

Longreach Show  
Working Horse Challenge  
**OPEN - Pattern**

Competitor Name: \_\_\_\_\_ Horse: \_\_\_\_\_



	<b>SCORE</b>
1. Enter arena at walk, at A strike left canter lead. Canter straight line, track left and run down past end marker.	/10
2. Stop settle, rein back 6 meters	/10
3. Strike right canter lead, continue at slow canter to centre of arena; large fast circle right. Flying change at C.	/10
4. Canter slow small circle to left, gallop large fast circle to left.	/10
5. At C flying change, track right around working area; run down past end marker.	/10
6. Stop and without hesitation do a 180 degree turn to right	/10
7. Run down past end marker, stop and without hesitation do a 180 degree turn to the left.	/10
8. Run down past centre marker, stop settle.	/10
9. Do 1 x 360 degree spin to the right, stop, Do 1 x 360 degree spin to the left, stop.	/10
10. Presentation & overall impression	/10
<b>TOTAL</b>	<b>/100</b>