

Rules for VPR Obstacle Challenge 2017

1. Safety is the number one priority.
2. This is a timed and accumulated point event during which the performance of the horse and rider will be judged at the approach, execution and departure of each obstacle. Judges will award points on a scale of 1-10, in ½ point increments based on the horse's attitude, the rider's horsemanship, cadence and their overall performance. (0 = not completed, 10 = best). At the judge's discretion, points will be deducted for rushing your horse through the obstacle(s).
3. The course will consist of 10-12 obstacles for all divisions except Buckaroos which will have 5 to 6 obstacles.
4. Times will be translated into points as follows: 1st fastest time = 10 pts, 2nd = 9.5 pts, 3rd = 9 pts, 4th = 8.5 pts, 5th = 8 pts, 6th = 7.5 pts, 7th = 7 pts, 8th = 6.5 pts, 9th = 6 pts, 10th = 5.5 pts and all else will receive 5 pts each. Points from the obstacles and overall horsemanship points will be added to the time points. The horse and rider with the most points wins. In the case of a point tie, the fastest time wins.
5. Open to any rider, discipline and breed.
6. Judges and timers decisions are final. Arguing, complaining or challenging can be grounds for disqualification.
7. Judges will disqualify any horse that is not deemed fit and sound. No refunds will be allowed.
8. Riders may not abuse horses for any reason. Any abuse, as defined by the judge or management, is grounds for disqualification.
9. Entry fees are non-refundable.
10. The official timer will make all decisions related to timing of competitors. Their decisions are final and may not be challenged in any way by contestant or any representative at any time. Timing starts when competitor is signaled to start and will continue until competitor completes the course or is disqualified.
11. The event chair and/or their committee are responsible for designing the course, creating and handing out the map on the day of competition. It is the competitor's responsibility to understand the course before they compete.
12. Breaking the course pattern (skipping an obstacle and then returning to it) will result in disqualification. Missing an obstacle will result in a score of zero for that obstacle and an additional time of 30 seconds added to the score.
13. Refusal of an obstacle will be judged and given points on the approach, the horsemanship during the attempt, and the departure. Acknowledge to the judge that you will be moving on to the next obstacle.
14. Competitors will be allowed 60 seconds to complete each obstacle once it is approached. There is a 30 second time allowance to start each obstacle, after which the obstacle will be considered refused and the competitor will be asked to move to the next obstacle.
15. Only one competitor on the course at a time.
16. A horse may be ridden more than once as long as it is a different rider in a separate division (with exception made for Buckaroos because it is a lead line class). Competitors may enter twice per class providing they ride a different horse and a separate entry form is completed and additional entry fee paid.
17. Competitors can only compete on the same horse in two divisions.
18. Entry fees are per horse/rider team.
19. No horses or riders on the course prior to walk through.
20. If you are dismounted and you can regain control of your horse and remount unassisted, you may continue the obstacle challenge. Youth riders may be assisted. There is a 60 second time limit to remount and continue the course after which the rider becomes disqualified. If your horse leaves the course you will be disqualified.
21. Should a distraction from inside or outside the obstacle area be so great as to inhibit the competitor from competing, a competitor may ask and be granted a re-ride at the judge's discretion. If so, the re-ride will take place at the end of the class/division.
22. All riders must sign a Release of Liability.
23. Riders under the age of 18 must wear a helmet. All riders are encouraged to wear helmets.
24. Competitors must ride with a saddle and bridle. No mechanical hackamores, gag bits, standing martingales or tie downs allowed. If you have a question about whether your tack is legal, please ask the judge before you ride.
25. All riders and lead line walkers must wear appropriate attire and shoes (no tank tops or shorts).
26. Ribbons to the top five in each division after each show. After the 4th show, each division's Champion (high point) will receive a buckle and the Reserve Champion (2nd place) will receive a prize for the best 3 out of 4 scores in the series.
27. Once a rider/horse combination wins Champion (buckle), then that rider/horse combination may not compete in that same division again and should move up to the next higher division at any future VPR obstacle series event (does not apply to the Buckaroos, Wranglers, **Young Riders** or the Open divisions).
28. Contestant's names will be drawn to determine the order of go and may not be changed. Contestants will compete in the order drawn or be disqualified.
29. For divisions having a payout of entry fees they will be calculated in the following manner: 1st place, 25%; 2nd place, 15%; 3rd place, 10%. Cash will be paid out at the end of each show.
30. VPR reserves the right to change the rules.

I have read and understand the above listed rules.

Signature: _____ Date: _____ updated 3/14/17