

KRHC 2024 Obstacle Challenge Buckle Series Rules

Each Level Division will have a max cap of 20 people. Registration will run from June 1st, 2024 to June 15th, 2024. Registration will close completely by 10:00pm June 16, 2024. There will be no late registrations allowed and no day of entries allowed. \$25 per entry.

OBSTACLE LEVELS:

L1 (beginner). L2 (intermediate). L3 (advanced). See additional notes at end of document.

DIVISIONS:

OPEN IN-HAND & OPEN RIDE: Any age. Experienced horse and person. Walk/trot/lope. 10-12 obstacles. Obstacles from all levels L1, L2, and L3 can be on the course. It is recommended that horse and person have attended at least a year in some kind of Obstacle Play to enter this division and have good horsemanship skills under speed.

MIDDLING IN-HAND & MIDDLING RIDE: Any age. Confident horse and person. Walk/trot only. 10-12 obstacles. Obstacles from levels L1, L2, and L3 can be on the course. It is recommended that a horse and person have attended at some Obstacle Play in the past to enter this division and have good horsemanship skills.

YOUTH IN-HAND & YOUTH RIDE: Ages 10-17. Confident horse and person. Walk/trot/lope. 8-10 obstacles. Obstacles from levels L1 & L2 can be on the course. It is recommended that a horse and person have attended at least some Obstacle Play in the past to enter this division and have good horsemanship skills under speed. No coaching allowed and the participant will have a no score if coached from on course or from side lines.

NOVICE IN-HAND & NOVICE RIDE: Any age. Novice is a step up from a Green horse/rider. Walk/trot only. 8-10 obstacles. Obstacles will be level L1 & L2 on the course. Some Obstacle Play experience is highly suggested. No coaching allowed and the participant will have a no score if coached from on course or from side lines.

PEEWEE: 9 years and under. Walk/trot only. Parent support on the course is allowed. 6-8 obstacles. Obstacles level will only be L1 on the course. It is recommended that a horse and rider have attended at least some Obstacle Play in the past to enter this division. A child should be experienced enough to ride their horse or pony with control. If a parent touches the horse or rider there will be a 15 second penalty on each occurrence. There will be a no score for Lead-Line participants.

ORDER OF RACERS:

Per Division, last to register, first to race. Then second last to register, races second and so on; until the First to register is the last to race in that Division. Order of Divisions: Novice, Youth, Ride Smart, Open. Friday will be PeeWee Races and Warm Up Times for the other Divisions. Divisions will start with In-Hand followed by Ride in that respective division.

TIMES:**Friday**

Sign In: From 10:00am till 7:00pm

PeeWee Division: 11:00am - 12:00pm – prizes afterwards for 1st, 2nd, 3rd

Approx Warm Up Times are in Groups based on # of entries
(In-Hand ONLY) ... 1 Warm Up Time per horse/person combo.

Warm Up Group 1: 1:00 - 2:00

15 min break

Warm Up Group 2: 2:15 - 3:15

15 min break

Warm Up Group 3: 3:30 - 4:30

15 min break

Warm Up Group 4: 4:45 – 5:45

Questions on the course, obstacles, rules, etc can be asked through out the day

An official discussion and Q&A will start at 6:00pm or before if Warm-Ups are done early

There are 24 stalls available and Wilderness Camping available – details on registration form / website

Large Arena Closed to Participants after 6:00pm

Small Arena Open to self-managed free use until dark

Saturday – Day 1

8:00 am – 9:00 am - SIGN IN (everyone must pre-reg / pre-pay).

Course Maps for Saturday Races will be handed out during the Sign-In

Course walk thru for each division (in-hand and ride at same time) before the race starts. Approx 5 mins

10:00 – Races Start: Novice In-Hand, Novice Ride, Youth In-Hand, Youth Ride, Middling In-Hand, Middling Ride, Open In-Hand, Open Ride

1:00pm – there will be a 30 min break for volunteers around 1pm in between divisions.

1:30pm – Races will continue

Once Races are over all participants are required to leave the Large Arena for the night.

The Small Arena will be open for self managed general use till dark.

Sunday – Day 2

8:00 am – 9:00 am - SIGN IN (everyone must pre-reg / pre-pay).

Course Maps for Saturday Races will be handed out during the Sign-In

Course walk thru for each division (ride and in-hand at same time) before the race starts. Approx 5 mins

10:00 – Races Start: Novice In-Hand, Novice Ride, Youth In-Hand, Youth Ride, Middling In-Hand, Middling Ride, Open In-Hand, Open Ride

1:00pm – there will be a 30 min break for volunteers around 1pm in between divisions.

1:30pm – Races will continue

When races finish on Sunday the judges will have an hour (plus) to finalize scoring. The arena will be empty from participants at that time. There will then be the Award / Prize Ceremony afterwards.

OBSTACLES RULES & TIME PENALTIES:

Kettle River Horse Club Judges will have final say if an obstacle was not completed, or if any time faults are applied to the rider's run.

Obstacles must be entered and exited from straight on to the obstacle (course markers), with gait under control. All wooden obstacles must be crossed over at a walk, regardless of Level Division. There will be a 15 second time fault for breaking this rule, per occurrence.

If a horse breaks from the gaits allowed in their division, there will be a 15 second time fault for each occurrence. 2 strides will be allowed to regain control before the rider will be faulted.

Obstacles are made to combine finesse and control, with speed.

Failure to 'properly' complete an obstacle is a 5 second time fault. Examples: such as stepping partly off the obstacle, knocking part of an obstacle over, not entering or exiting straight. This will be judged in most cases by a 5 sec per foot rule.

An obstacle refusal or non-completion of an obstacle is a 30 second time fault. Example: dropping a carry item or the rope on drag item, would be non-completion. Not entering the water box, not entering the bridge are examples of obstacle refusals.

An obstacle must be started / entered into within 5 seconds of crossing the green / red markers; otherwise, it will be counted as a refusal and lack of forward motion, and a time fault of 30 seconds will occur. A horse / person will be allowed 1 retry on the refusal (if wanted) before they must pass on that obstacle. If the obstacle is then passed on (not completed) by the participant after the re-try, there will be no additional time fault incurred. ... For Novice and PeeWee the allowed time will be 10 seconds to enter an obstacle after crossing the markers.

A rider who falls off, or a horse and/or participant not under control, or anything deemed as unsafe by the Judges and the participant will be asked to stop the run.

A participant who does not follow the pattern correctly or misses an obstacle in the proper numbered sequence will incur a 1-minute penalty per obstacle missed. And they must go back to the original obstacle missed and continue the course in its numbered sequence, or they will face dismissal from that race and not be eligible for prizes or buckles.

In-hand horses in for Novice Division, the handler may either send or lead the horse through the obstacle unless specified on the course pattern. The handler may be on either side or in front of the horse. There will be no penalty if the handler steps out of / off an obstacle while in-hand.

GENERAL EVENT RULES:

Horse Council BC General Club Rules will apply. Horse Council BC is a requirement.

Rules and Divisions do not follow specific rules of BCMT, IMTCA, ECCA, WECAN or UWE.

All participants agree by default to any photo or video release for social media. Otherwise, participants will need to address the 'no consent' with KRHC Directors before race days.

HORSE & TACK RULES:

A horse may be used for both In-Hand and Ride so long as it is in the same selected Level Division by the same participant, and may not be moved from a selected Level Division with the same person. Example: Blaze the horse may be entered into Open Ride and Open In-Hand by his participant Sally. But then Sally can not move Blaze and also enter into Novice Ride. Once Blaze and Sally are selected to be in the Open Division level that's where this combination must stay. They can do both Ride & In-Hand in that Open Division and this would count as 2 entries.

The same horse may then be entered into a second Level Division by another participant. Example Blaze may also be used by Martha in Youth Ride and Youth In-hand. But 1 horse may only be entered by a max of 2 people each day.

A participant is not restricted on the number of horses they choose to enter, but common sense should apply as to how many horses a participant can care for / handle / race at any given time. Should there be a race delay to multiple horses a dismissal warning will be given.

Race times are recorded for the Saturday & Sunday. Shortest accumulated time (including time penalties) wins that Level Division. The same Horse & Person combo is required to complete both days of races in order to qualify for a division buckle and overall standings.

There are prizes for 1st, 2nd, 3rd on Saturday & Sunday for each Level Division. Buckles and Championship prizes are combinations of both days.

Helmets are suggested for everyone and required for youth under 18.

No whips or crops. No bareback riding.

Rope halters, side pulls or other bitless headstalls may not be ridden in. See the Equipment not allowed section. Rope halters vs flat halters for In-Hand divisions are encouraged.

Horses will be treated with kindness and respect. Horses must be healthy and sound to enter.

Riders of any discipline may enter. Show attire is requested.

Western, English, or Australian tack must be safe, clean, humane and in good working condition.

Participants will treat fellow competitors and any/all volunteers with kindness and respect. Rude behaviour or bullying in any fashion is not allowed and can be cause for event removal.

Animals not on the arena course must be under control and not cause a disturbance to others.

BOSALS maybe be used with 1 or 2 hands. Mechanical hackamores are not allowed.

Examples of Bosals:



SNAFFLE BITS must be used with 2 hands. Gag bits are discouraged from being used.

Examples of Snaffle Bits:



THIS IS A GAG BIT



SHANK BITS, either jointed or solid mouthpiece. 2 reins are to be held in 1 hand. There will be 10 second time penalty each time a rider uses 2 hands with a shank bit. (aka a rein in each hand) Changing of a rein hand with a shank bit to work an obstacle will not incur a time penalty. Gag bits with shanks are discouraged. Pee-Wee riders may use 2 hands. **THIS IS A GAG BIT**

Examples of Shank Bits:



NOTE: Riders with horses displaying excessive 'gapping of the mouth' from heavy handed riding; or a rider who excessively spurs their horse; or the use of any kind of excessive force; will receive an on-course / or afterwards warning from the Race Judges regarding dismissal from the race. A second occurrence will be dismissal from the race and event.

EQUIPMENT NOT ALLOWED:

No mechanical hackamores, tie downs, draw reins, martingales, wire chin straps, halter riding, side pulls, or bitless bridles are allowed.

IN-HAND HORSES:

In-Hand horses **MUST** be in a halter and lead, no bridle & reins. Rope or flat halters allowed. Leads with chains are **NOT** allowed. A lead should have enough length to safely manoeuvre an obstacle. 12 feet is suggested. Be aware walking / standing in front of a horse going through an obstacle that is scary to the horse can result in being run over by your horse. Use caution.

OBSTACLE CHALLENGE BUCKLE SERIES EVENT RULES have been designed and reviewed by a committee of 5 KRHC members, approved by the KRHC, and are not open for discussion or debate.

OBSTACLES:

Distance between obstacles will be at approximately 30 feet. Obstacles may be combined for variety and increased level difficulty.

L1 (Beginner) - obstacles will mostly likely have travel straight forward and straight back, unless involving turns for things like barrels, poles daisy chain, etc. A side pass may also be required at L1. No obstacle will have moving parts.

L2 (Intermediate) - obstacles can have travel straight forward and back, and also with 90 degree turns, such as stepping onto a box to turn 90 degrees and step off or go to another obstacle. Riders may need to carry an item from point A to B. Obstacles may have moving parts, like a pool noodle obstacle or teeter.

L3 (Advanced) - obstacles can have travel straight forward and back, as well as 90, 180, and 360 degree turns, both on or off the obstacle. Such as walking across a beam and turning 180 degrees to walk back across it. Or crossing a slanted obstacle. Obstacles may have moving parts.

NOTE: All wood obstacles that are 'crossed over' on must be taken at the walk, regardless of Level Division, otherwise a 15 second time penalty will be applied.