

NYAH & DISTRICT PONY CLUB

Stockman's Challenge

1. Objective

The Stockman's Challenge is an individual equestrian competition involving navigating an obstacle course that includes ramps, small jumps, gates and tasks like picking up and carrying objects. The objective is to complete as many obstacles as possible within 3 minutes (or 5 minutes in the lead class). Riders score points for successfully completing each obstacle.

2. Rules

- 2.1 PCA National Gear Rules for Group E – Stockman's Challenge, must be adhered to by all competitors. Combinations must have a Gear Check completed prior to competing.
- 2.2 Competition comprises of one (1) timed round.
- 2.3 Competitors must present to the judge upon entering the arena and state their NAME and MOUNT NAME. Entering the arena must be done at the walk.
- 2.4 No schooling or obstacle familiarisation is to occur from the time the competitor enters the arena.
- 2.5 The start and finish lines shall each be marked with a red marker on right, and white marker on left.
- 2.6 The judge will ring the bell signalling to the competitor that they have 45 seconds to cross through the start flags. Time starts as the rider passes through the start flags.
- 2.7 Each competitor will be given three (3) minutes to complete as many obstacles as possible. In the case of lead rein (8yrs & under led) the competitor will be given five (5) minutes to complete as many obstacles as possible.
- 2.8 The course will comprise of obstacles such as barrels, bending poles, holding yards, stepping stones, bridge, gate, back throughs, bullring, jump etc.
- 2.9 All obstacles shall be numbered. Obstacles with more than one component shall carry a single number and distinguishing letters per component (e.g. 1A, 1B, 1C etc).
- 2.10 The obstacles can be completed in any order noting that if a specific direction is indicated on the obstacle map, the obstacle MUST be completed in that direction. If an obstacle with directional indicators is completed in the incorrect direction, no score will be awarded for the obstacle.
- 2.11 If an item is dropped, a 5 point deduction penalty shall be incurred. The competitor is required to move onto the next obstacle and completion points are not awarded.
- 2.12 A deduction of 5 penalty points is incurred if any obstacle is moved, knocked down or otherwise deconstructed, or if an obstacle boundary is stepped out of (e.g. Back through poles stepped over mid-way). If the obstacle is deconstructed in such a way that it is unable to be completed, no completion points shall be awarded.
- 2.13 If a combination has a refusal at an obstacle, a 5 point deduction shall be incurred. The competitor may elect to re-present to the obstacle. A further 5 point deduction shall be incurred if there is a second refusal at an obstacle and a third refusal at any one obstacle shall result no score for that obstacle and a further 5 point deduction. The competitor is required to move on to the next obstacle after a third refusal. The competitor may elect at any time to move to the next obstacle. A refusal is counted when the competitor stops completely and one or more steps backward are taken.
- 2.14 The bell will sound at the end of three (3) minutes to notify the competitor to pass through the finish flags. Time ends as the rider passes through the finish flags. No further obstacles shall be scored from the time that the bell has been sounded.

3. Scoring

- 3.1 Each completed obstacle shall be awarded 10 points
- 3.2 Dropped items incur a 5 point deduction penalty
- 3.3 Refusals at an obstacle incur a 5 point deduction for each occurrence.
- 3.4 A maximum of 3 refusals are allowed at any one obstacle
- 3.5 Placings are determined by the rider with
 - i. The highest number of points
 - ii. The fastest time
- 3.6 The Judges decision is final.



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