

Livestock Pen



Hill Climb



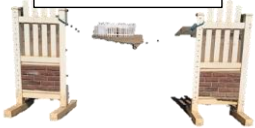
Tarantula



Ring Bell



Rope Gate



Metal Gate



Slalom



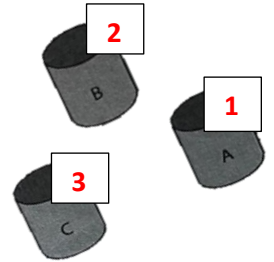
Jug



Drag



Clover Leaf



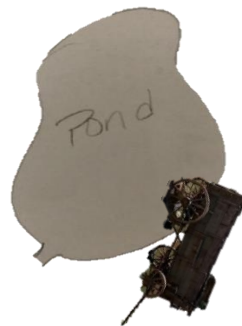
Tire



Bridge



Whirly Bird



Switch Cup



Noodle Squeeze



Start



Finish



Ladder Alley



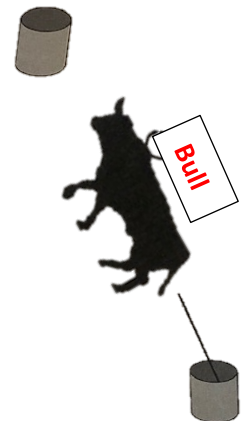
Flintstone Mobile



Cowboy Curtain



Bull



Obstacle Course Entrance

## COWBOY COMBO OBSTACLE TEST

### Class 1 – WJ1/Obstacle 1 – Intro

### Class 5 – Obstacle 5 - Intro

<b>1.</b>	<b>Ladder Alley - Walk</b>
Travel over poles at a walk without hesitation or ticking the poles.	
<b>2.</b>	<b>Switch Cup - Trot</b>
Approach the obstacle at a trot and halt with horse's feet square. Remove the cup from the pole where it is set, place it on the other pole, and exit the obstacle.	
<b>3.</b>	<b>Ring the Bell – Walk</b>
Enter the corridor at a walk and halt with horse's feet square at the end of the corridor. Ring the bell and back out of the corridor centered and straight.	
<b>4.</b>	<b>Single Slalom – Trot</b>
Enter the single 3 pole slalom at a trot and weave through the poles one direction and exit. The line of travel should be weaving through the poles with lateral movement rather than loops around the poles.	
<b>5.</b>	<b>Livestock Pen - Walk</b>
Walk one full circle through pen (either direction) then exit.	
<b>6.</b>	<b>Tire - Walk</b>
At a walk, place front feet on tire, halt for 3 seconds, then exit.	
<b>7.</b>	<b>Jug – Walk</b>
Approach the barrel at a walk and halt with horse's feet square and your leg even with the barrel. Raise the jug above your head then replace the jug on the barrel and exit.	
<b>8.</b>	<b>Bridge - Walk</b>
Cross the bridge at a walk. The Judge will evaluate the quality and regularity of the walk, straightness of the horse going over the bridge and the confidence of the horse and rider while navigating through the obstacle.	

# COWBOY COMBO OBSTACLE TEST

## Class 2 -WJ3/ Obstacle 2 – Novice

### Class 6 – Obstacle 6 - Novice

#### 1. Ladder Alley - Walk

Travel over poles at a walk without hesitation or ticking the poles.

#### 2. Cowboy Curtain – Walk or Trot

Approach the curtain at a walk (or trot for extra points) and cross through. The horse and rider should cross through with confidence. Putting horses nose on the noodles first is allowed.

#### 3. Bull – Walk or Trot

Pick up the pole from the first barrel, skewer the ring on the bull with the tip of the pole then deposit the pole in the second barrel. The horse must travel in a straight line and maintain gait at a walk (or trot for extra points).

#### 4. Clover Leaf - Trot

Ride a symmetrical clover leaf around the barrels at a trot with cadence, bend, and balance. Enter the clover leaf between barrels 1 and 3, circle right around barrel 1, left around barrel 2, and right around barrel 3, then exit between barrels 1 and 3.

#### 5. Single Slalom – Trot

Enter the single (3 pole) slalom at a trot and weave through the poles in one direction and exit. The line of travel should be weaving through the poles with lateral movement rather than loops around the poles.

#### 6. Livestock Pen – Walk or Trot

Enter the pen at a walk (or trot for extra points) and travel one full circle through the pen, exit the pen, change direction, and re-enter the pen and complete one full circle going in the opposite direction. When changing direction, the horse must execute a turn on the haunches.

#### 7. Climb Hill - Walk

Walk on the far side of hills 1 and 2 (closest to the fence) to hill 3. Turn right and climb onto hill #3, halt 3 seconds, then exit by climbing off the hill straight ahead.

#### 8. Ring the Bell – Walk

Enter the corridor at a walk and halt with horse's feet square at the end of the corridor. Ring the bell and back out of the corridor centered and straight.

**COWBOY COMBO OBSTACLE TEST**  
**Class 3 – WJL2/Obstacle 3 – Intermediate**  
**Class 7 - Obstacle 7 - Intermediate**

<b>1.</b>	<b>Bridge – Walk or Trot</b>
Cross the bridge at a walk (or trot for extra points). The Judge will evaluate the quality of the gait, straightness of the horse going over the bridge and the confidence of the horse and rider while navigating through the obstacle.	
<b>2.</b>	<b>Metal Gate - Walk</b>
At a walk, approach perpendicular to the gate. Lift the latch, open the gate, and go through the gate, then close and latch the gate.	
<b>3.</b>	<b>Hill Climb – Walk or Trot</b>
At a walk (or trot for extra points), climb up hills #1 and #2, then climb down to hill # 3 and exit straight ahead toward tarantula hill.	
<b>4.</b>	<b>Tarantula Hill – Walk or Trot</b>
Walk (or trot for extra points) up hill and over tarantula.	
<b>5.</b>	<b>Bull – Walk or Trot</b>
Pick up the pole from the first barrel, skewer the ring on top of the bull with the tip of the pole, then deposit the pole in the second barrel and exit. The horse must travel in a straight line and maintain gait at a walk (or trot for extra points).	
<b>6.</b>	<b>Noodle Squeeze – Walk or Trot</b>
Walk (or trot for extra points) through noodle squeeze maintaining gait and confidence.	
<b>7.</b>	<b>Flintstone Mobile – Walk or Trot</b>
From start, at a walk (or trot for extra points) push Flintstone Mobile to marker 2. Horse may push with nose, chest, and/or shoulder.	
<b>8.</b>	<b>Whirly Bird - Walk</b>
At a walk, turn whirly bird one full 360° circle and exit.	

**COWBOY COMBO OBSTACLE TEST**  
**Class 4 – WJL3/Obstacle 4 – Advanced**  
**Class 8 - Obstacle 8 - Advanced**

<b>1.</b>	<b>Whirly Bird - Walk</b>
At a walk, turn whirly bird one full 360° circle and exit.	
<b>2.</b>	<b>Flintstone Mobile – Walk or Trot</b>
From start, at a walk (or trot for extra points) push Flintstone Mobile to marker <b>3</b> . Horse may push with nose, chest, and/or shoulder.	
<b>3.</b>	<b>Noodle Squeeze – Trot or Lope</b>
Trot (or lope for extra points) through noodle squeeze maintaining gait and confidence.	
<b>4.</b>	<b>Double Slalom - Trot</b>
At a trot weave through double slalom poles in one direction and exit. The line of travel should be weaving through both rows of poles while maintaining cadence and symmetry.	
<b>5.</b>	<b>Metal Gate - Walk</b>
At a walk, approach markers and sidepass to the gate. Lift the latch, open the gate, and go through the gate, then close and latch the gate.	
<b>6.</b>	<b>Hill Climb – Walk or Trot</b>
At a walk (or trot for extra points), climb up hills #1 and #2, then climb down to hill # 3 and exit straight ahead towards tarantula hill.	
<b>7.</b>	<b>Tarantula Hill – Walk or Trot</b>
Walk (or trot for extra points) up hill and over tarantula.	
<b>8.</b>	<b>Log Drag – Trot</b>
Trot up to the barrel, pick up the rope, and drag the log around the pole and back to the barrel, then coil the rope and place it on the barrel.	
<b>9.</b>	<b>Bull – Trot or Lope</b>
At a trot (or lope for extra points), pick up the pole from the first barrel, skewer the ring on top of the bull with the tip of the pole, then deposit the pole in the second barrel and exit. The horse must maintain gait and cadence.	