

TOURNAMENT RUNNING

LOCATION

- Start and finish box for each savvy section.
- All tasks for the section as close as possible.
- Choose 4 tasks for each section. Total of 4 minutes for each section.

EQUIPMENT

- Measuring Wheel or Tape (feet)
- Lime or Chalk
- 12', 22', or 45' Line for measuring
- 50' Round Pen (electric fence posts & tape)
- Tarp (approx. 10' x 10')
- Barrels
- Cones
- Cavalettis (not more than 2ft or less than 1ft)
- Ostrich Plumes or Palm Fronds (used instead of Carrot Sticks during Freestyle)
- Cable ties (used during Finesse & On-Line, 4" catamount multi-purpose tie 18lbs. breakaway) or equivalent
- Hula Hoops
- Small Tent Pegs (to pin Hula Hoops down)

TIME TO RUN A TOURNAMENT

e.g. 16 people, 4 groups of 4 time to complete the whole tournament would be 82 min. or approximately 1.5 hrs.

STUDENTS/GROUPS

- 4 groups of 2-4 students depending on numbers, stay in "group" when on the course
- 2 min. minimum change for groups to move to new section
- Entrants given a map of the course, officials demonstrate the course, entrants then given time to walk the course and work out strategies

TIMERS/STEWARDS (TOTAL 5 TIMERS/STEWARDS)

- one overall timer for the entire course: calls start, counts down minutes and seconds, waits 1 min. before starting next person from "group"
- 2 stewards per section responsible for scoring and timing (monitors and records time)

EQUIPMENT FOR STEWARDS & SCORERS

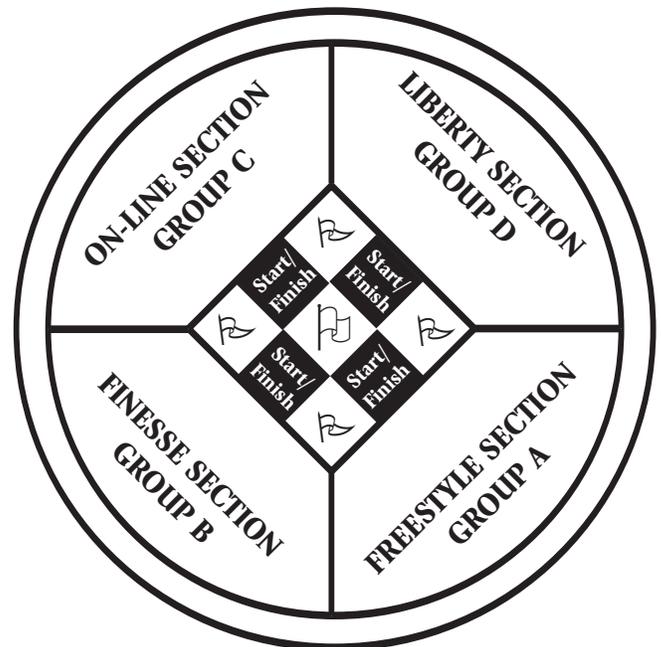
- Stop Watch for Each Steward (5 total)
- Clip Boards & Pens
- Score Sheet (for each individual competitor which they will carry around the course with them)

SCORING

- There are individual and group categories
- Scoring is determined by points awarded
- Prizes are awarded within a certain scoring range

SAMPLE SET-UP

- Set-up can be adjusted to the shape of the area available
- Only the Liberty section has to be enclosed
- Choose 4 tasks for each section
- 4 groups: A, B, C & D all start at the same time in each section and then rotate around the course



Start/Finish Start/Finish Box is 12' x12'

 Overall Timer

 Stewards/Timers

ON-LINE TASKS

All On-Line tasks are to be completed with breakaway ties attached through the halter loop and then to the snap of the line.

ON-LINE #1 TARP

Set-up: Tarp, 12' Lead or Measuring Tape & Chalk
(Mark a 24' diameter circle and place a tarp inside.)

Equipment: 12' Line, Horseman's Halter, Carrot Stick, Savvy String & Breakaway Ties

Goal: Horse has to stay inside the circle either on or under the tarp for at least 7 seconds while the human stays outside of the circle.

10 Points - Horse stands with all 4 feet on the tarp for 7 seconds

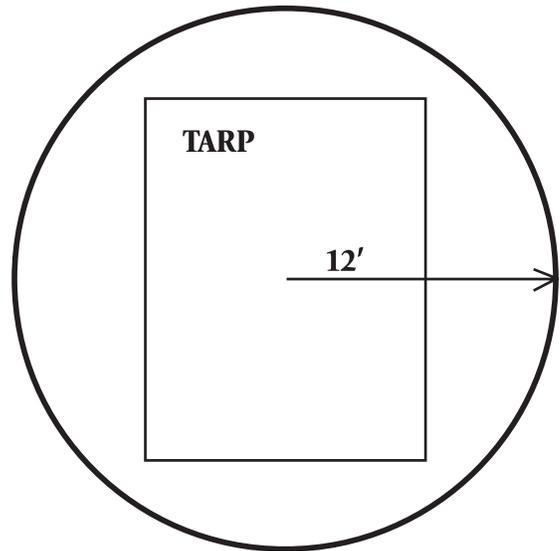
- Send horse into the circle.
- Steward counts 7 seconds

20 Points - Horse stands under tarp for 7 seconds

- Send horse into the circle.
- Place tarp on horse
- Steward counts 7 seconds

No points if:

- the horse steps outside of circle
- position is not maintained for 7 seconds
- trying for 20 points and Zones 2,3 & 4 are not covered by the tarp
- the human steps inside the circle
- the breakaway tie breaks



On-Line #1

ON-LINE #2 LEAD BY THE HALTER

Set-up: 3 Barrels, Measuring Tape & Chalk
(Place barrels in a triangle 30' from each other. Mark start/finish line 12' from and parallel to two of the barrels.)

Equipment: Horseman's Halter & Breakaway Ties

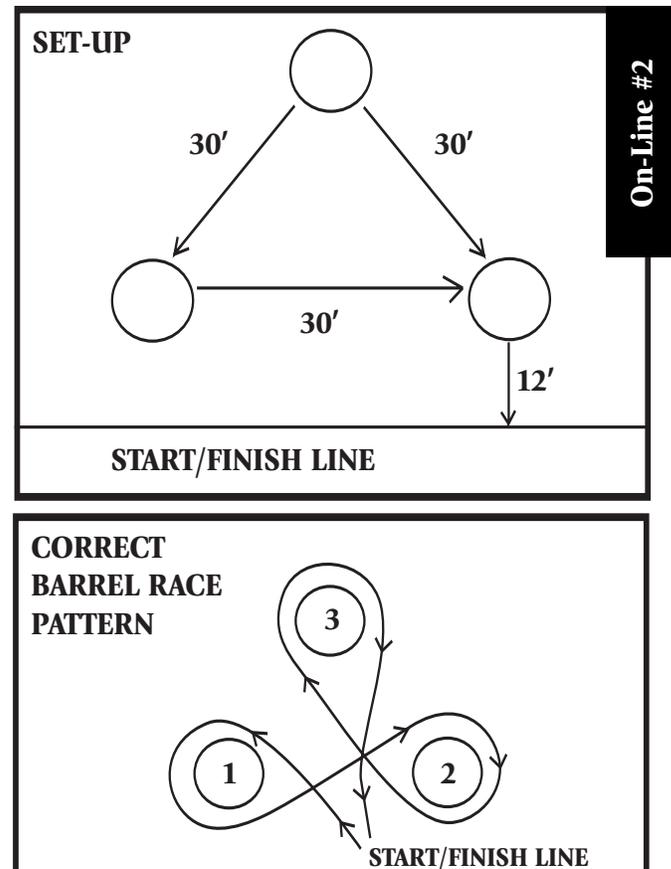
Goal: With one finger in the breakaway tie, lead your horse through the Barrel Race pattern (starting on the left, two turns to the right & one to the left, crossing your track each time). Cross the finish line and back up 7 steps.

10 Points - 1 x through pattern

20 Points - 2 x around each barrel

No points if:

- your finger comes out of the breakaway tie
- it's not the correct pattern
- you knock over a barrel
- the breakaway tie breaks



On-Line #2

ON-LINE #3 SLALOM

Set-up: 6 Cones, Measuring Tape & Chalk
(Place all cones in a straight line 12' apart. Mark the start line perpendicular to the first cone 12' away. Draw the 10 point box around the cones with the sides parallel to the cones 9' away and each perpendicular end 12' away. Draw the 20 point line 9 more feet away from the 10 point line on the right hand side only.)

Equipment: 22' or 45' Line, Horseman's Halter, Carrot Stick, Savvy String & Breakaway Ties

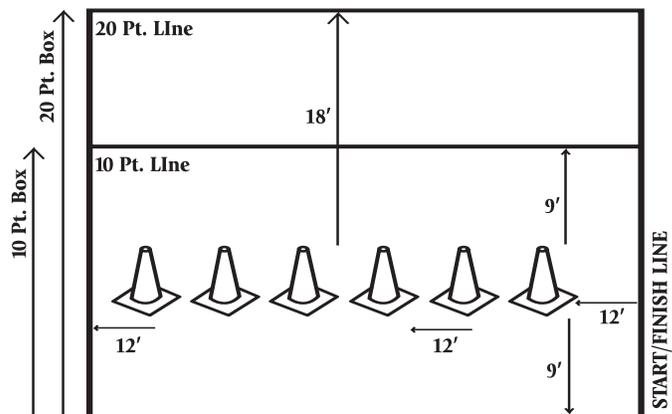
Goal: Drive your horse through the slalom both ways, cross the finish line and back-up 7 steps.

10 Points - The human must stay outside of the 10 point box and send the horse through the slalom. The horse must stay inside of the 10 point box.

20 Points - The human must stay outside of the 20 point box and send the horse through the slalom. The horse must stay inside of the 20 point box.

No points if:

- your horse does not stay inside the appropriate 10 or 20 point box during the slalom (back-up at finish line an exception)
- it's not the correct pattern
- a cone is knocked over
- the human steps over the 10 or 20 point line into the box
- the breakaway tie breaks



On-Line #3

ON-LINE #4 YO-YO BETWEEN BARRELS

Set-up: 2 Barrels, Measuring Tape, Chalk & Chair
(Place barrels 6' apart. Mark barrel line right in front of barrels. Mark one start/finish line parallel to and 18' away from the barrel line. Mark a second start/finish line parallel to and 35' away from the barrel line. Run a perpendicular line from each outside edge of the barrels to create a box.)

Equipment: 22' or 45' Line, Horseman's Halter, Carrot Stick, Savvy String & Breakaway Ties

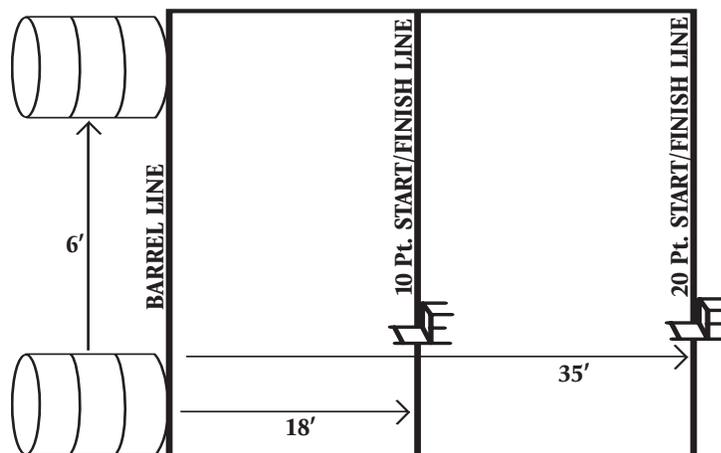
Goal: Yo-Yo two times between 2 barrels while sitting in a chair. Continue backing until the horse's front two feet cross the barrel line. Bring your horse back and rub its nose before the second Yo-Yo.

10 Points - Start/finish 18' away from barrel line.

20 Points - Start/finish 35' away from barrel line

No points if:

- your horse steps out of the side lines
- the chair crosses the start line
- your butt comes out of the chair
- a barrel is knocked over
- horse's front feet don't cross the barrel line when backing
- the horse does not back up over the start line
- human doesn't touch the horse's nose between Yo-Yos
- two Yo-Yos are not completed
- the breakaway tie breaks



On-Line #4

ON-LINE #5 CIRCLING GAME

Set-up: Hula Hoop, Measuring Tape, Tent Pegs & Chalk
(Place a hula hoop on the ground pinned down with tent pegs. Mark the start line radiating from the center of the hula hoop 22 feet long.)

Equipment: 22' or 45' Line, Horseman's Halter, Carrot Stick, Savvy String & Breakaway Ties

Goal: Send your horse for 4 laps at any gait. You must stay within the hula hoop. The Steward will determine which direction to start with: right or left.

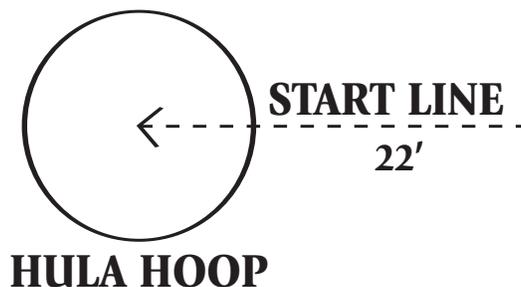
10 Points - 4 laps in one direction and crossing the start line 5 times

20 Points - 4 laps in each direction and crossing the start line 10 times

No points if:

- the Carrot Stick is used after the initial send unless changing direction
- the human steps out of the hula hoop
- the start line is not crossed the appropriate number of times
- the human comes out of neutral (does not have 2 hands resting on the Carrot Stick)
- the breakaway tie breaks

Note: This task takes the most time to conduct. May be the last task performed in the On-Line section.



ON-LINE #6

SIDEWAYS STRADDLING A POLE OR BARRELS

Set-up: 12' Pole, 3 Barrels, Measuring Tape & Chalk
(Lay the barrels on their sides in a straight line. The ends of the barrels do not have to be touching. Place the pole 12 feet away. Mark two lines perpendicular to the pole and barrels at each end.)

Equipment: 22' or 45' Line, Horseman's Halter, Carrot Stick, Savvy String & Breakaway Ties

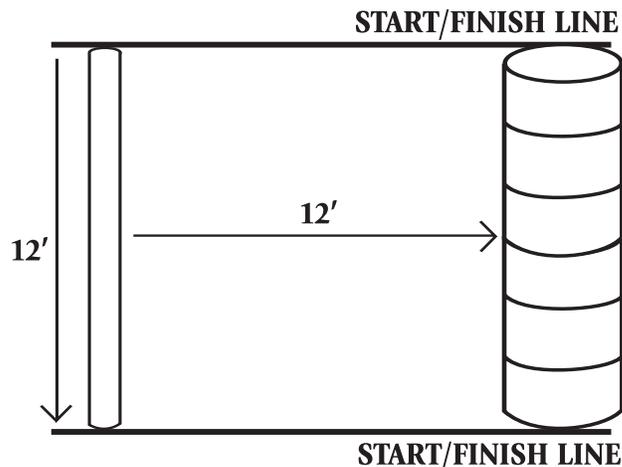
Goal: Send your horse sideways from start to finish straddling the pole or barrels. The human must remain behind the start/finish line. The Steward will determine which direction.

10 Points - horse goes sideways straddling the pole

20 Points - horse goes sideways straddling the barrels

No points if:

- the horse is not moving sideways as it crosses the start and finish line (both directions)
- the horse has all four feet on one side of the pole
- the human steps over the start line
- the breakaway tie breaks



ON-LINE #7 SQUEEZE OVER JUMP

Set-up: 2 Hula Hoops, Measuring Tape, Tent Pegs, Cavaletti & Chalk

(Place one hula hoop in line with the jump 18' from the center of the jump. Pin down with tent pegs. Place the second hula hoop in line with the first, 35' from the center of the jump. Mark the foul line through the center of the equipment.)

Equipment: 22' or 45' Line, Horseman's Halter, Carrot Stick, Savvy String & Breakaway Ties

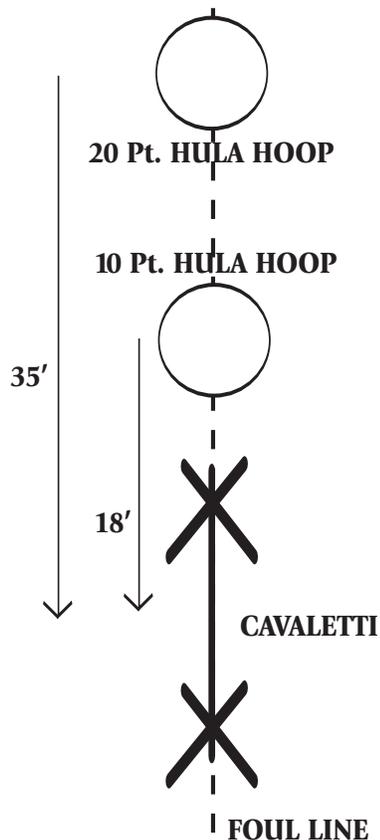
Goal: Send your horse two times each way over the jump. The horse must then turn, face you and remain immobile for 7 seconds between each jump. The Steward will start re-count if the horse moves.

10 Points - from the 10 point hula hoop (18' away)

20 Points - from the 20 point hula hoop (35' away)

No points if:

- the horse crosses the foul line in front or behind the human
- the human steps out of the hula hoop
- the horse does not stand still for 7 seconds on each side
- the breakaway tie breaks



LIBERTY TASKS

LIBERTY #1 TARP

Set-up: Tarp, 12' Lead or Measuring Tape & Chalk
(Mark a 24' diameter circle and place a tarp inside.)

Equipment: Carrot Stick & Savvy String

Goal: Horse has to stay inside the circle either on or under the tarp for at least 7 seconds while the human stays outside of the circle.

10 Points - Horse stands with all 4 feet on the tarp for 7 seconds

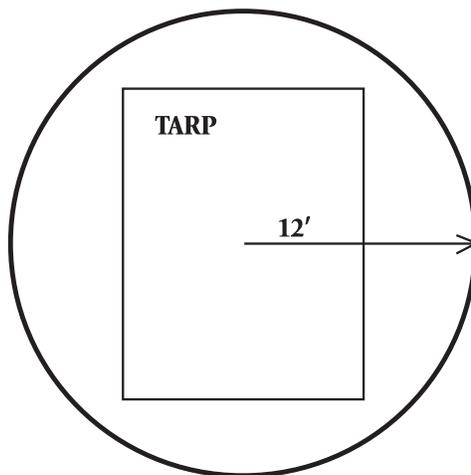
- Send horse into the circle
- Steward counts 7 seconds

20 Points - Horse stands under tarp for 7 seconds

- Send horse into the circle
- Place tarp on horse
- Steward counts 7 seconds

No points if:

- the horse steps outside of circle
- position is not maintained for 7 seconds
- trying for 20 points and Zones 2,3 & 4 are not covered by the tarp
- the Savvy String is used as a restraint e.g. placed around the neck
- the human steps inside the circle (exception when placing tarp on horse)



LIBERTY #2

PORCUPINE BACKWARDS THROUGH SLALOM

Set-up: 3 Cones, Measuring Tape & Chalk
(Place all cones in a straight line 10' apart. Mark the start line perpendicular to the first cone 10' away. Draw a box around the cones with the sides parallel to the cones 10' away and each perpendicular end 10' away.)

Equipment: None

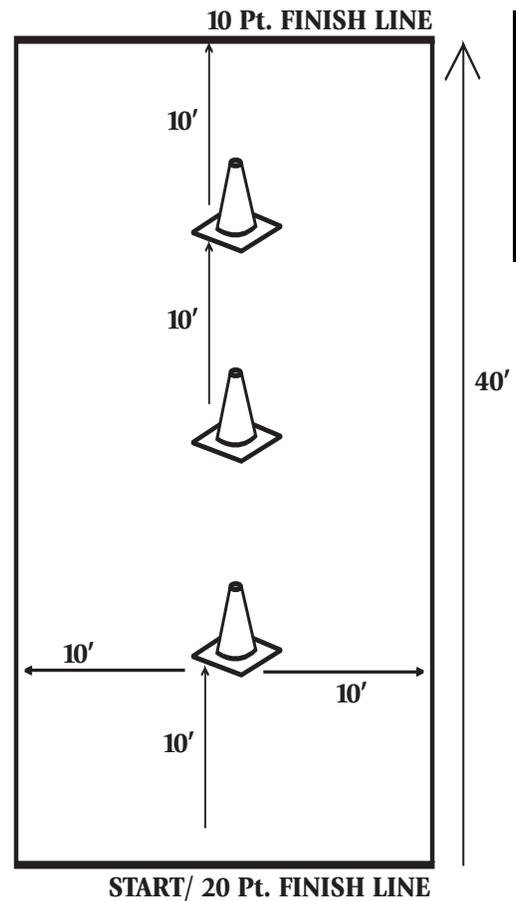
Goal: Using the Porcupine Game and pushing on your horse's nose or chest, back across the start line and continue to weave backwards through the cones.

10 Points - Slalom backwards across the finish line.

20 Points - Slalom backwards across the finish line, circle the horse around the end cone and slalom backwards back across the start line.

No points if:

- you or your horse does not stay inside the box during the slalom
- it's not the correct pattern
- a cone is knocked over
- horse does not begin backing up over the start line



LIBERTY #3

DRIVING GAME FORWARDS THROUGH SLALOM

Set-up: 6 Cones, Measuring Tape & Chalk
(Place all cones in a straight line 12' apart. Mark the start line perpendicular to the first cone 12' away. Mark the finish line perpendicular to the last cone 12' away. Mark the 20 point line to the left of the cones, perpendicular to and 6' away. Mark the opposite side 12' away from the cones.)

Equipment: Carrot Stick & Savvy String

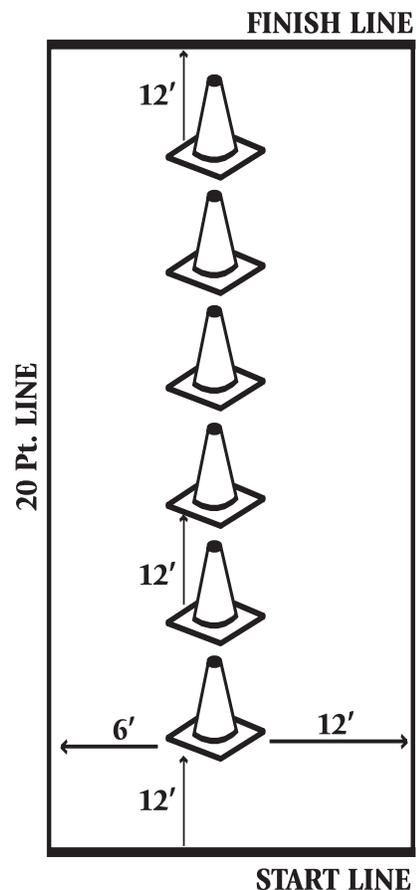
Goal: The horse will either follow the human through the slalom or be driven from the 20 point line.

10 Points - "Stick-to-me." Your horse follows you through the slalom. Human is on the inside of the box.

20 Points - Drive your horse through the slalom from the 20 point line. Human stands outside of the box.

No points if:

- your horse does not stay inside the box during the slalom
- it's not the correct pattern
- a cone is knocked over
- the Savvy String is used as a restraint
e.g. placed around the neck
- trying for 20 points the human steps inside the box



LIBERTY #4 YO-YO BETWEEN BARRELS

Set-up: 2 Barrels, Measuring Tape & Chalk
(Place Barrels 6' apart. Mark barrel line right in front of barrels. Mark one start/finish line parallel to and 12' away from the barrel line. Mark a second start/finish line parallel to and 20' away from the barrel line. Run a perpendicular line from each outside edge of the barrels to create a box.)

Equipment: Carrot Stick & Savvy String

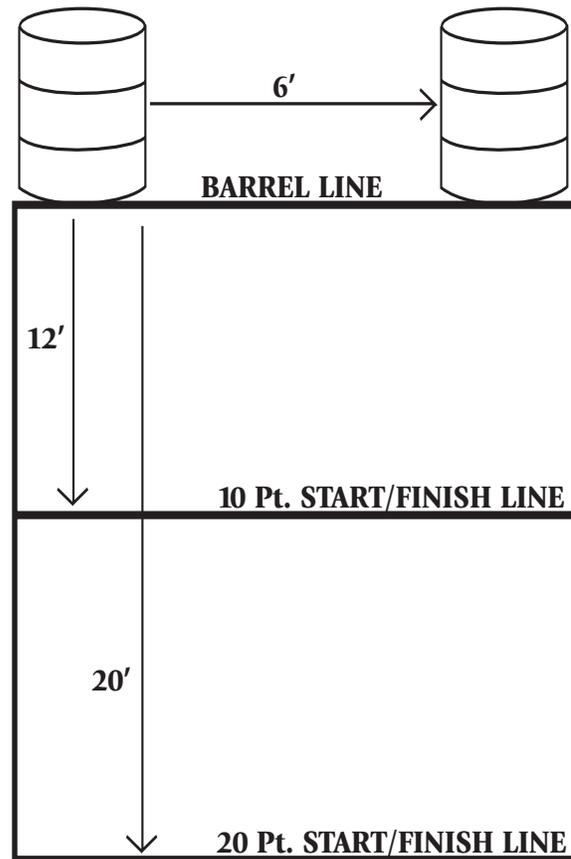
Goal: Yo-Yo one time between 2 barrels. Continue backing until the horse's front two feet cross the barrel line. Bring your horse back and rub its nose.

10 Points - Start/finish 12' away from barrel line.

20 Points - Start/finish 20' away from barrel line

No points if:

- your horse steps out of the side lines
- the human crosses the start line
- a barrel is knocked over
- the horse's front feet don't cross the barrel line while backing
- the horse does not back up over the start line



Liberty #4

LIBERTY #5 CIRCLING GAME

Set-up: Hula Hoop, Tent Pegs & Chalk
(Place a hula hoop on the ground in the center of a 50' round pen. Pin down with tent pegs. Mark the start line radiating from the hula hoop.)

Equipment: Carrot Stick & Savvy String

Goal: Send your horse for 4 laps at any gait. You must stay within the hula hoop and not pick up the Carrot Stick again after the initial send except to change direction. The Steward will determine which direction to send your horse.

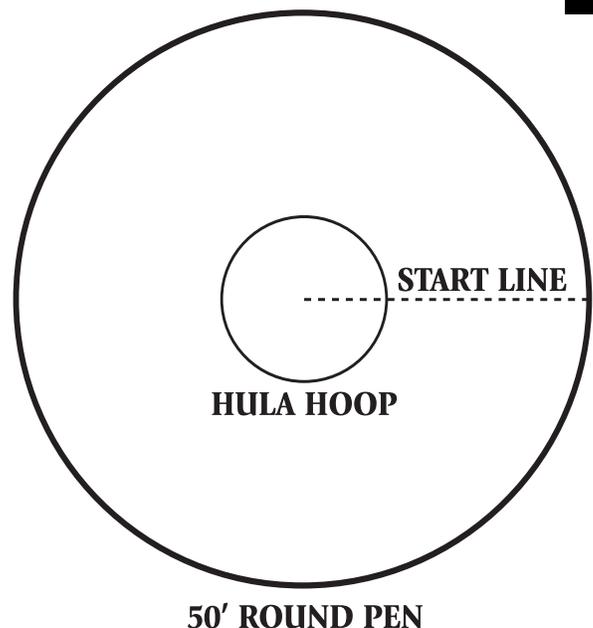
10 Points - 4 laps in one direction and crossing the start line 5 times

20 Points - 4 laps in each direction and crossing the start line 10 times

No points if:

- the Carrot Stick is used after the initial send unless changing direction
- the horse breaks its gait
- the human steps out of the hula hoop
- the start line is not crossed the appropriate number of times
- the human comes out of neutral (does not have 2 hands resting on the Carrot Stick)

Note: This task takes the most time to conduct. May be the last task performed in the Liberty section.



Liberty #5

LIBERTY #6

SIDEWAYS STRADDLING A POLE OR BARRELS

Set-up: 12' Pole, 3 Barrels, 12' Line or Measuring Tape & Chalk
 (Mark two lines perpendicular to the pole at each end. Place the barrels end to end and 12' away from the pole.)

Equipment: Carrot Stick & Savvy String

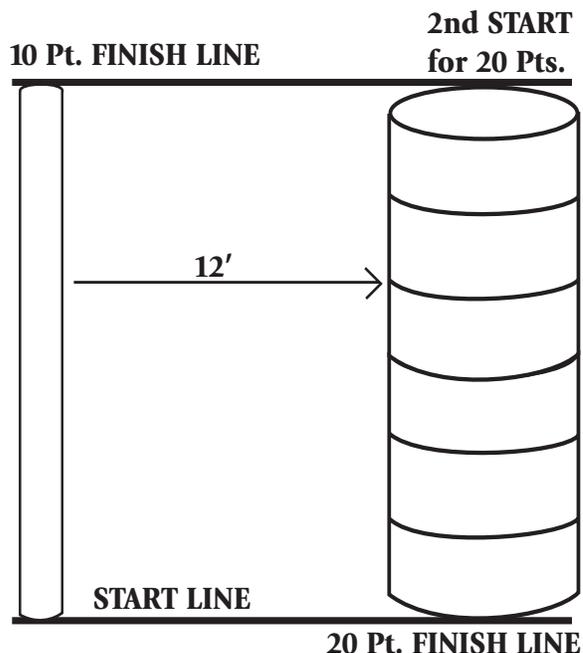
Goal: Send your horse sideways from start to finish straddling the pole, and then for 20 points have your horse back up and go sideways straddling the barrels.

10 Points - horse goes sideways straddling the pole while the human remains behind the start line

20 Points - horse goes sideways straddling the pole, then back your horse up to get into position to go sideways straddling the barrels

No points if:

- the horse has all four feet on one side of the pole or barrels
- the human steps over the start lines while the horse is going sideways (exception: the human can move to the opposite end to back the horse into position for the next sideways over the barrels)
- wrong direction (the Steward will determine)



LIBERTY #7 SQUEEZE OVER JUMP

Set-up: 2 Hula Hoops, Measuring Tape, 3 Barrels, Tent Pegs, Cavaletti & Chalk
 (Place one hula hoop in line with each jump 6' from the center of the jumps. Pin the hula hoops down with tent pegs. Mark the foul lines perpendicular to and on either side of the Cavaletti and barrels. Mark the sidelines 20' on either side of the Cavaletti and barrels and perpendicular to the foul lines.)

Equipment: Carrot Stick & Savvy String

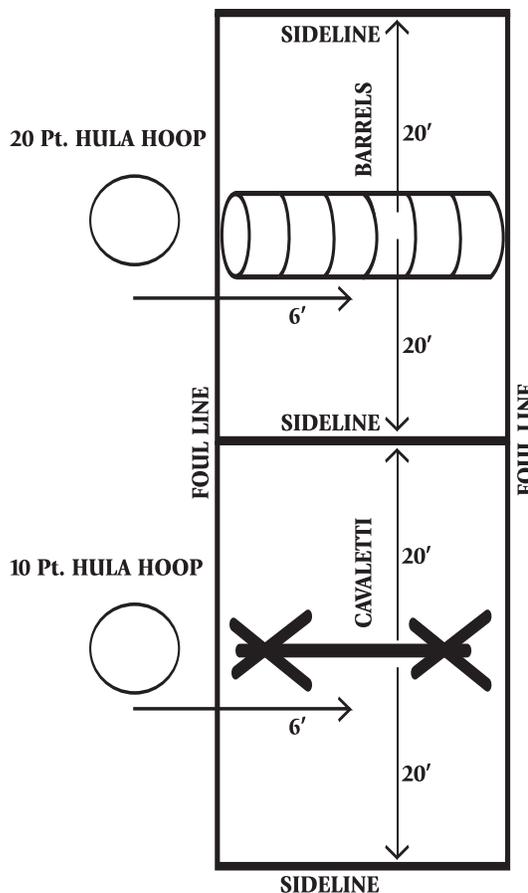
Goal: Send your horse two times each way over the jump. The horse must then turn, face you and remain immobile for 7 seconds between each jump. The Steward will start re-count if the horse moves.

10 Points - over the Cavaletti

20 Points - over the barrels

No points if:

- the horse crosses the foul line in front or behind the human
- the human steps out of the hula hoop
- the horse does not stand still for 7 seconds on each side
- the horse crosses the sidelines



FREESTYLE TASKS

FREESTYLE #1 STANDING IN THE SADDLE

Set-up: 12' Lead or Measuring Tape & Chalk
(Mark a 24' diameter circle.)

Equipment: Saddle & Savvy String for around horse's neck

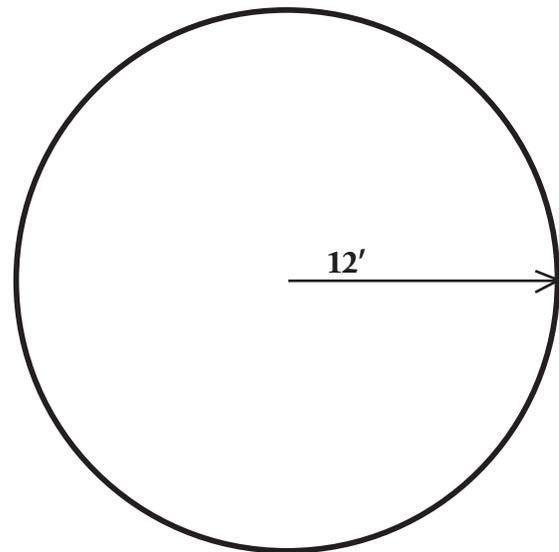
Goal: Kneel or stand in the saddle for 7 seconds.

10 Points - Ride your horse into the circle and kneel in the saddle for 7 seconds.

20 Points - Ride your horse into the circle and stand in the saddle for 7 seconds.

No points if:

- the horse steps outside of circle
- the human doesn't have both hands free



Freestyle #1

FREESTYLE #2

TURN AROUND FOREHAND & HINDQUARTERS

Set-up: 12' Lead or Measuring Tape, Hula Hoop, Tent Pegs & Chalk
(Mark a 24' diameter circle. Place the hula hoop in the center and pin down with tent pegs.)

Equipment: Saddle & Savvy String

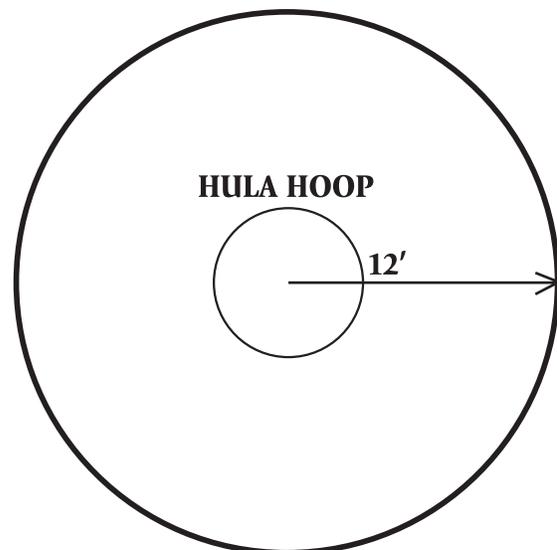
Goal: Back into the chalk circle, place the horse's front feet inside the hoop, make one turn around the forehand both directions and back out of the circle. For 20 points, after the turn around the forehand place the horse's hind feet into the Hoop, make one turn around the hindquarters in both directions and back out of the chalk circle.

10 Points - One turn around the forehand in both directions

20 Points - One turn around the forehand in both directions and one turn around the hindquarters in both directions

No points if:

- the horse does not back into or out of the chalk circle
- the horse steps out of the hula hoop
- the horse does not turn 361°



Freestyle #2

FREESTYLE #3 SLALOM

Set-up: 6 Cones, Measuring Tape & Chalk
 (Place all cones in a straight line 15' apart. Mark the start line perpendicular to the first cone 15' away. Draw a box around the cones with the sides parallel to the cones 12' away and each perpendicular end 15' away.)

Equipment: Saddle & 2 Ostrich Plumes

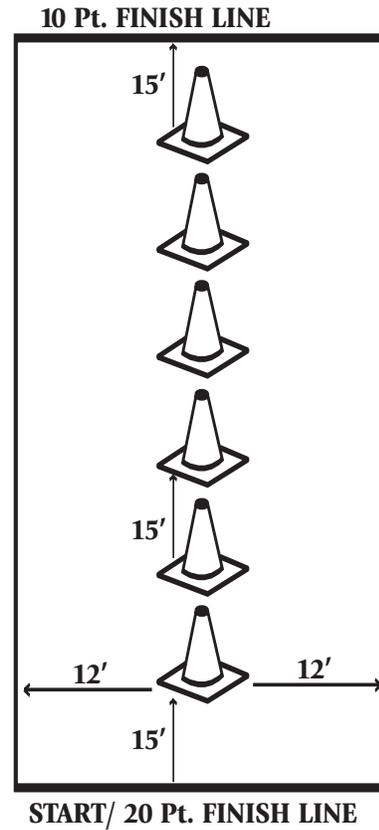
Goal: Weave your horse through the slalom.

10 Points - Slalom once through the cones to the 10 point finish line.

20 Points - Slalom through the cones and back again.

No points if:

- the horse crosses the sidelines
- it's not the correct pattern
- a cone is knocked over



FREESTYLE #4 CANTER YO-YO

Set-up: Measuring Tape & Chalk
 (Mark a rectangle, 12' wide and 90' long.)

Equipment: Saddle & 2 Ostrich Plumes

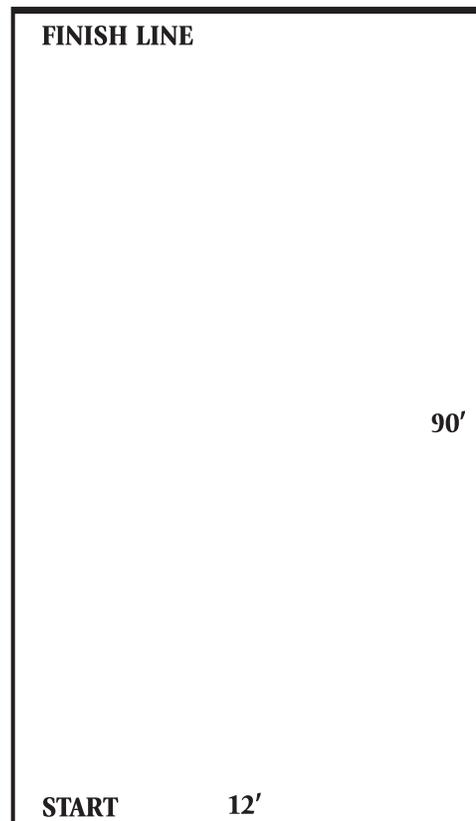
Goal: Starting inside the box, canter down the lane a minimum of 5 strides and then back up a minimum of 7 steps for each Yo-Yo.

10 Points - 2 x Canter Yo-Yos (in one direction)

20 Points - 4 x Canter Yo-Yos (2 Yo-Yos each way)

No points if:

- sidelines are crossed
- the start or finish line are crossed before the pattern is completed
- there are less than 5 canter strides per Yo-Yo
- there are less than 7 back up steps per Yo-Yo
- the horse goes outside of the box



FREESTYLE #5 CIRCLING GAME

Set-up: Barrel, 45' Line or Measuring Tape & Chalk
 (Place a barrel in the center of a 90' diameter circle. Mark the start line radiating from the barrel.)

Equipment: Saddle & 2 Ostrich Plumes

Goal: Circle around the barrel for 4 laps, and then stop with the horse's nose over the barrel for 7 seconds. Change direction and circle for 4 laps the other way. The Steward will determine which direction.

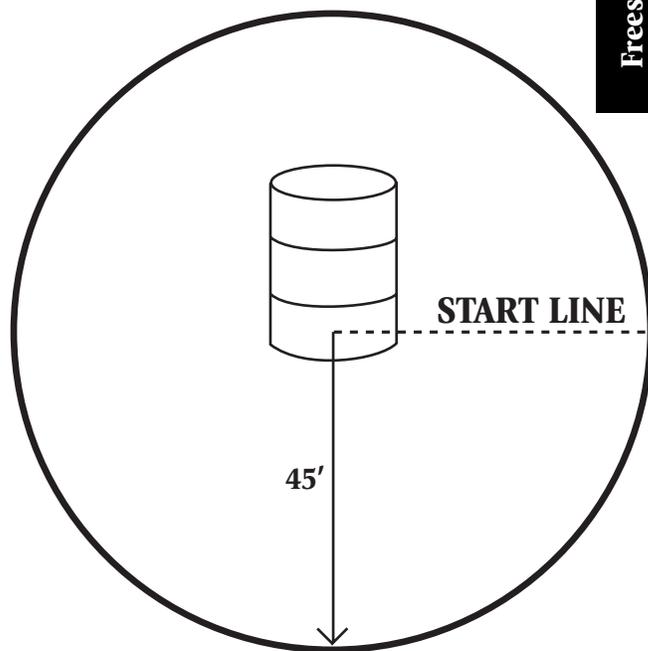
10 Points - 4 laps each way at a trot

20 Points - 4 laps each way at a canter

No points if:

- the horse steps outside of the circle
- the horse breaks its gait
 (except for the change in direction)
- start line is not crossed 5 times in each direction
- the horse doesn't stop in the middle with nose over the barrel for 7 seconds

Note: This task takes the most time to conduct. May be the last task performed in the Freestyle section.



FREESTYLE #6 SIDEWAYS STRADDLING A POLE

Set-up: 12' Pole, Measuring Tape & Chalk
 (Mark two lines perpendicular to the pole at each end.)

Equipment: Saddle & Savvy String or Ostrich Plumes

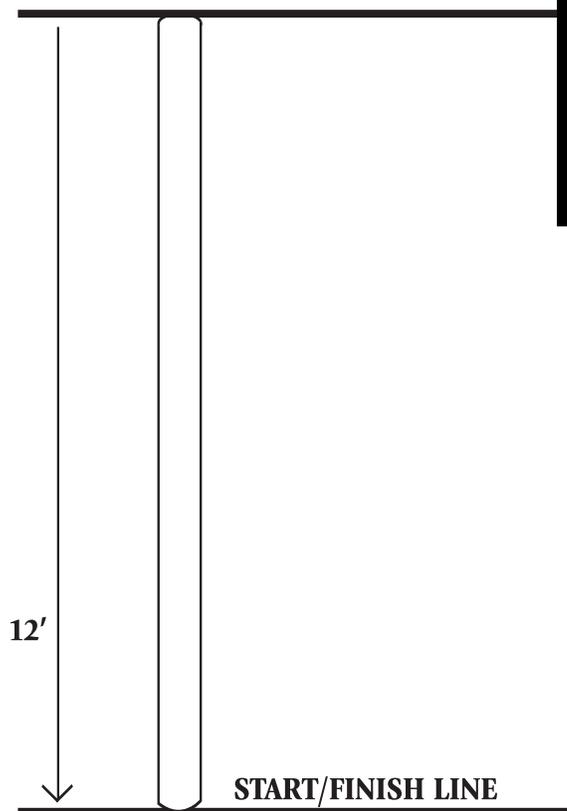
Goal: Straddling the pole ride your horse sideways to the end and back again.

10 Points - using a Savvy String

20 Points - using ostrich plumes

No points if:

- the horse is not moving sideways as it crosses the start and finish line (both directions)
- the horse has all four feet on one side of the pole



FREESTYLE #7 JUMPING BARRELS

Set-up: 4 Barrels, 45' Line or Measuring Tape & Chalk
(Mark a 90' diameter circle. Place 4 barrels on their sides end to end across the center of the circle.)

Equipment: Saddle & 2 Ostrich Feathers

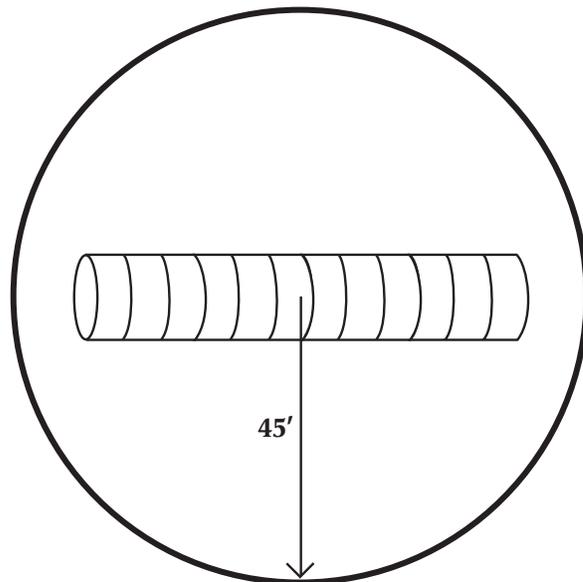
Goal: Jump the barrels, turn and face the barrels and then back up 7 steps.

10 Points - Jump 2 x each way

20 Points - Jump 4 x each way

No points if:

- the horse steps outside the circle
- the horse does not back up 7 steps



All Finesse tasks are to be completed with breakaway ties attached to one side of the snaffle for safety.

FINESSE #1 FRISBEE FLEXION

Set-up: Frisbee & Tent Pegs
(Place the frisbee on the ground and pin with tent pegs.)

Equipment: Saddle & Snaffle equipped with Breakaway Tie

Goal: Have your horse place its front foot on the frisbee. The horse must remain there for 7 seconds with Lateral Flexion or a Soft Feel. The Steward will determine which foot the horse should place on the frisbee.

10 Points - with Lateral Flexion for 7 seconds

20 Points - with Lateral Flexion for 7 seconds and then with Soft Feel for 7 seconds

No points if:

- the breakaway tie breaks
- the horse takes its hoof off the frisbee
- flexions are not held for 7 seconds

FRISBEE



FINESSE #2

TURN AROUND FOREHAND & HINDQUARTERS

Set-up: 12' Lead or Measuring Tape, Hula Hoop, Tent Pegs & Chalk
 (Mark a 24' diameter circle. Place the hula hoop in the center and pin down with tent pegs.)

Equipment: Saddle & Snaffle equipped with Breakaway Tie

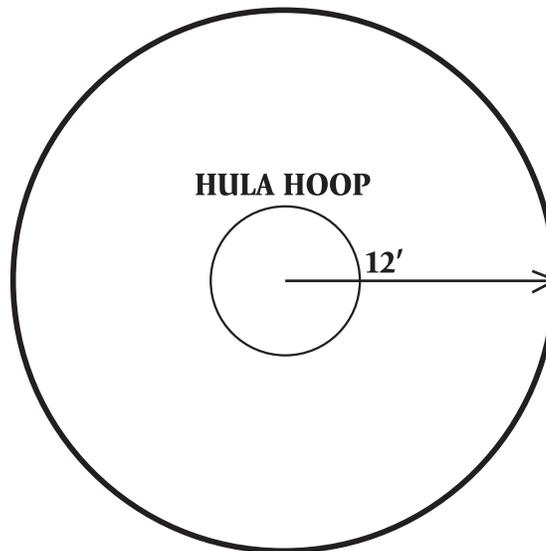
Goal: Back into the chalk circle, place the horse's front feet inside the hoop, make one turn around the forehand both directions and back out of the chalk circle. For 20 points, after the turn around the forehand place the horse's hind feet into the Hoop, make one turn around the hindquarters in both directions and back out of the chalk circle.

10 Points - One turn around the forehand in both directions

20 Points - One turn around the forehand in both directions and one turn around the hindquarters in both directions

No points if:

- the horse does not back into or out of the chalk circle
- the horse steps out of the hula hoop
- the horse does not turn 361°
- the breakaway tie breaks



FINESSE #3 SIMPLE LEAD CHANGES

Set-up: Measuring Tape & Chalk
 (Draw a box 24' x 120')

Equipment: Saddle & Snaffle equipped with Breakaway Tie

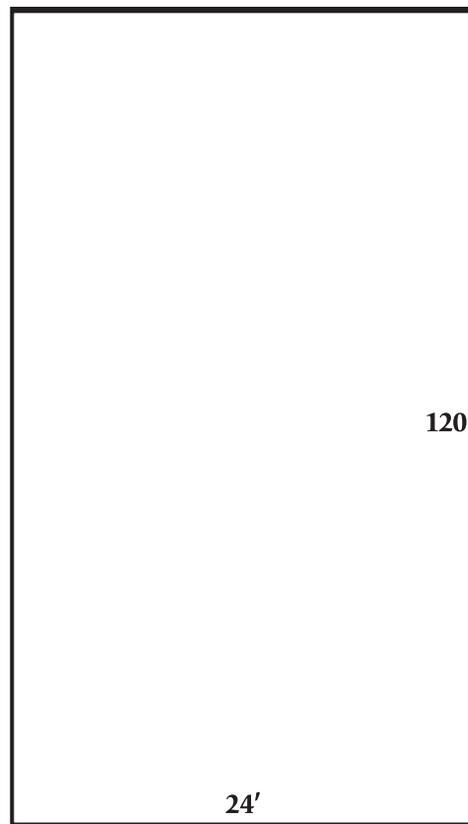
Goal: Simple lead changes

10 Points - 4 simple lead changes and stand still for 7 seconds

20 Points - 4 simple lead changes in one direction and then 4 in the other direction and then stand still for 7 seconds

No points if:

- the horse goes outside the box
- the breakaway tie breaks
- you do not start in the box
- the horse does not change leads



FINESSE #4 CANTER YO-YO

Set-up: Measuring Tape & Chalk
(Mark a rectangle, 12' wide and 120' long.)

Equipment: Saddle & Snaffle equipped with Breakaway Tie

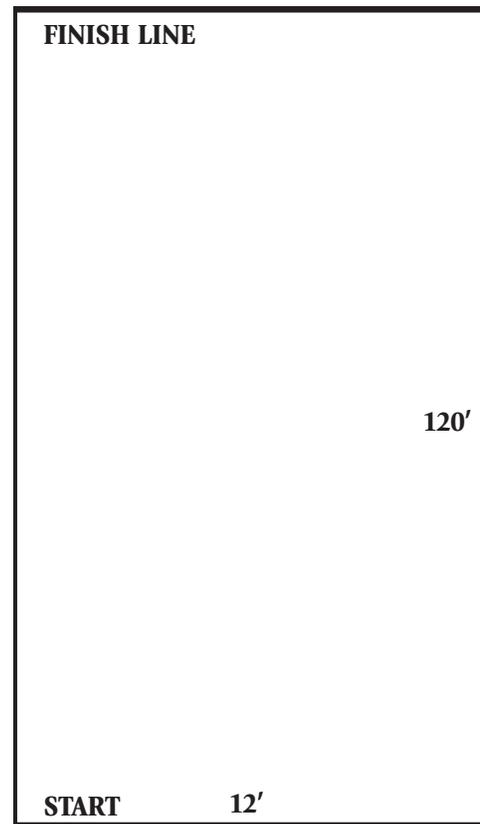
Goal: Canter down the lane a minimum of 5 strides and then back up a minimum of 7 steps for each Yo-Yo.

10 Points - 2 x Canter Yo-Yos

20 Points - 4 x Canter Yo-Yos

No points if:

- there are less than 5 canter strides per Yo-Yo
- there are less than 7 back up steps per Yo-Yo
- the breakaway tie breaks
- the horse steps outside of the box



FINESSE #5 CIRCLING GAME

Set-up: 45' Line or Measuring Tape, Barrel & Chalk
(Mark two circles. A 44' diameter circle inside of a 90' diameter circle with the start line radiating from the middle. Place a barrel standing upright in the center.)

Equipment: Saddle & Snaffle equipped with Breakaway Tie

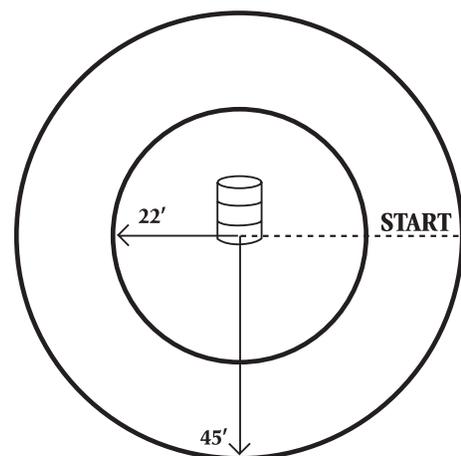
Goal: Circle in the lane for 2 laps, change directions through the middle, circle in the lane for 2 laps in the other direction and then stop with the horse's nose over the barrel for 7 seconds. The Steward will determine which direction.

10 Points - Simple Lead Change

20 Points - Flying Lead Change

No points if:

- the horse steps outside of the lane (except for the change of direction or to stop in the center)
- the horse breaks gait (except for the simple lead change)
- horse does not canter across start line 5 times total
- the horse doesn't stop in the middle for 7 seconds
- the breakaway tie breaks
- the pattern is not completed
- wrong direction
- lead change not completed within the center circle



FINESSE #6 SIDEPASS & COUNTER ARC

Set-up: Measuring Tape & Chalk

(Make a rectangle, 12' wide and 44' long. Mark a line half way or 22' from either end.)

Equipment: Saddle & Snaffle equipped with Breakaway Tie

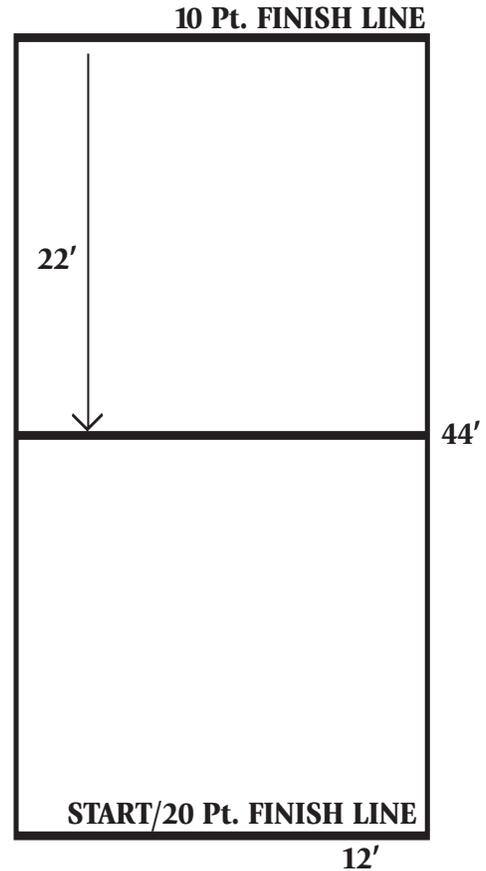
Goal: Sidepass down the lane for 22'. Continue travelling sideways with a Counter Arc for the remaining 22'.

10 Points - one way

20 Points - both ways

No points if:

- the breakaway tie breaks
- horse is not traveling sideways when crossing the start/finish lines
- horse crosses the sidelines
- horse does not change flexion at 22' from Sidepass to Counter Arc
- trying for 20 points your horse does not cross the finish line with all 4 feet before going back in opposite direction



Finesse #6

FINESSE #7 SHOOT THE BAD GUY

Set-up: Measuring Tape & Chalk

(Draw two 12' diameter circles 45' from each other and connect them with a 6' wide lane.)

Equipment: Saddle & Snaffle equipped with Breakaway Tie

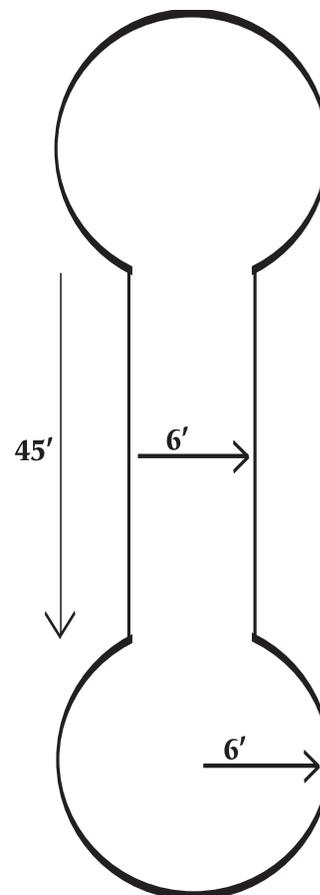
Goal: Start in one circle, ride to the other circle, turn around using an indirect and direct rein, simulate shooting at the opposite circle, ride to the opposite end and repeat, stop in the center of the lane when finished and drop reins. Horse must remain immobile for 7 seconds.

10 Points - 2 turns (1 in each direction)

20 Points - 4 turns (2 in each direction)

No points if:

- the breakaway tie breaks
- horse crosses any of the lines
- horse is not immobile for 7 seconds at the finish



Finesse #7