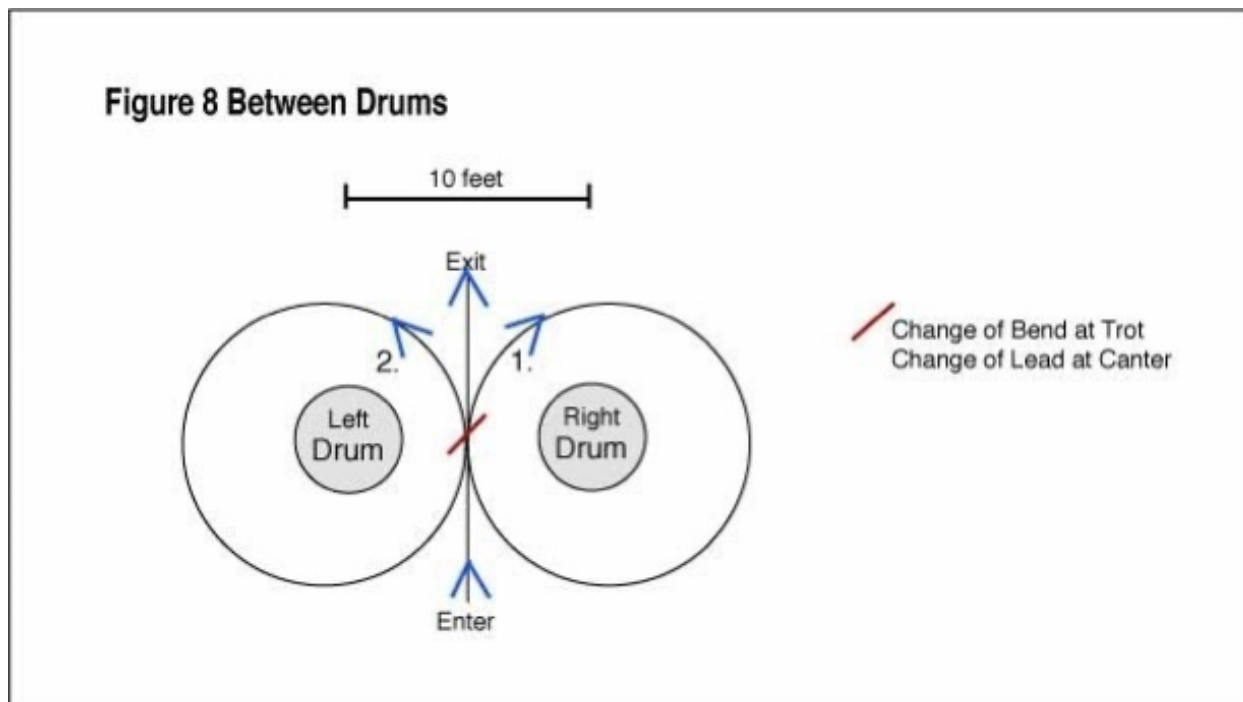


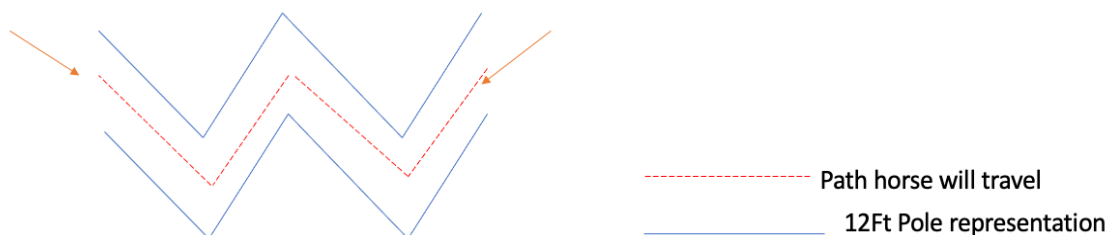
CADS Obstacle Challenge Obstacles:

The course time limit is 12 minutes. The horse's gait (walk, trot or canter) through the course is at the rider's discretion.

1. **Gate** - The rider approaches perpendicular to the gate and transitions to the walk as he/she approaches the gate. The rider then moves the horse laterally and halts alongside the gate. The rider must lift the latch, open the gate, and go through the entrance. When the horse has fully passed to the other side of the gate, the rider may back up to close the gate. With the horse squarely halted, the rider will then put the latch in place to complete the obstacle. The rider should not release control of the gate at any point in the performance of this exercise until the gate is latched. The obstacle may be required in both directions providing there is at least one obstacle in between the first and second execution.
2. **Jump** – A small cross-rail style jump with a minimum 10-foot span.
3. **Bridge** – Made of wood that can accommodate a horse and rider. Horses and riders should approach the bridge straight, without hesitation. They should transition to a walk before ascending the bridge. When scoring this obstacle, the judge will consider the quality of the transitions, the quality of the walk over the bridge, and the overall harmony and confidence exhibited by the horse and rider.
4. **Bell Tower** – The horse and rider enter the corridor and halt at the end of the corridor. The rider rings the bell, while the horse remains immobile, and then reins back through the corridor. The obstacle is completed when all four hooves of the horse clear the obstacle and course markers (if present).
5. **Slalom** – An odd number of vertical posts, approximately 2 meters (6.5 feet) in height are placed 6 meters (20 feet) apart in a straight line. A minimum of five posts is required for this obstacle. A marker indicating the correct side of entry or the obstacle number is placed alongside the first post. The posts should be placed on base, not fixed to the ground, so that the post will fall over if struck by the horse.
6. **360 Box** – This obstacle is a box constructed of 4 twelve-foot ground poles. The rider will enter and perform a 360-degree turn on the haunches or forehand to the left or right at the judge's discretion.
7. **Back-up corridor** – This obstacle is an L shape where competitors must back through the L without leaving the obstacle or knocking a pole.
8. **Mail Box** – This obstacle is a traditional mounted mailbox. To complete, the horse and rider will approach the mailbox. Halt at the mailbox. Open and close the mailbox door while remaining immobile. Then move off to the next obstacle.
9. **Barrel Figure 8** – To complete **Figure 8**, the horse and rider enter between the drums with the number on their right side and circle the right drum. As they pass through the center of the two drums, they change their bend and, if needed, canter lead, and circle the left drum. The horse and rider enter and exit the obstacle in the same direction of travel. The horse performs a circle around the righthand drum. Upon completing the turn, halfway between the drums, the horse will change direction and begin a circle of the same diameter around the left-hand drum. The horse must pass between the drums to exit the obstacle when completing the second circle. The circles must be uniform in size with the change of lead and/or bend on-center between the drums. A circle size of 3 m (10 ft) represents the highest degree of execution.



10. Pole Maze (W) – This obstacle will consist of a channel of 12-foot poles made in a W shape. The horse and rider will approach this obstacle going forward and will navigate the sharp turns of the W without knocking the poles or leaving the obstacle.



The horse can enter in either direction at the judge's discretion.

11. Object Carry – With this obstacle the rider must approach the obstacle and then carry the item to the next marked obstacle. The objective is to travel in a straight path without dropping the object.

12. Side Pass - The horse approaches the obstacle perpendicular to the rail. The horse's legs must cross in a lateral movement over the rail, keeping the rail between the horse's front and hind legs throughout the obstacle. The course map may indicate which direction (right or left) the horse and rider must pass over the rail; when not specified, the rider chooses the direction.