

2024 OHIO STATE FAIR JUNIOR HORSE SHOW OBSTACLE CHALLENGE

ELIGIBILITY: In order to be eligible to enter the Obstacle Challenge, a youth must have qualified in two (2) PAS qualifying classes and have completed their online entry for the 2024 Ohio State Fair Junior Horse Show. AT LEAST ONE OF THE PAS QUALIFYING CLASSES MUST BE A RIDING CLASS.

ENTRIES: Entry must be submitted online by 1:00pm on July 1, 2024 at the link available online at <http://horse.osu.edu> on the Calendar of Events/Junior Horse Show page. Entries will be assigned a number and randomly selected using a lottery to select the maximum number of 20 entries per division (Junior/Senior) for the class. The exhibitor list will be posted online at <http://horse.osu.edu> on the Junior Horse Show page on Monday, July 8, 2024.

CLASS RULES: The obstacle challenge will follow the rules for Trail as stated in the Uniform Rules for 4-H Horse Shows with the exception that protective boots are allowed. There will be a maximum time limit of two (2) minutes per obstacle or three refusals, whichever comes first.

OBSTACLES: Six obstacles will be selected from the following list:

- Gate: opening, passing through and closing the gate.
- Walk Over: bridge, water, ditch, campfire/smoke, or tarp.
- Walk Through: cowboy curtains, tunnel, waterfall, pool noodle wall, bottle wall, or ball pit.
- Drag: log, tire, tarp, pallet, etc.
- Carry: slicker, water bucket, flag, sack, saddlebag, etc.
- Mounting: from block or log.
- Maneuvers: maze/chute, back through, turn on forehand/haunches, board & barrel.

SCORING: Each obstacle will be worth 10 points. Points can be given in ½ point increments.

0 = Not attempted.

1 = Attempt made; uncooperative horse; 3 refusals.

2 = Attempt made; uncooperative horse; 2 refusals.

3 = Attempt made; uncooperative horse; 1 refusal.

4 = Obstacle completed with hesitation; rough but done.

5 = Obstacle completed with slight deviation or hesitation.

6 = Obstacle completed as expected.

7 = Obstacle completed smoothly and willingly.

8 = Obstacle completed willingly with finesse.

9 = Obstacle completed willingly with a higher degree of difficulty.

10 = Obstacle completed willingly with a higher degree of difficulty and extreme finesse.