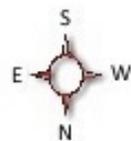
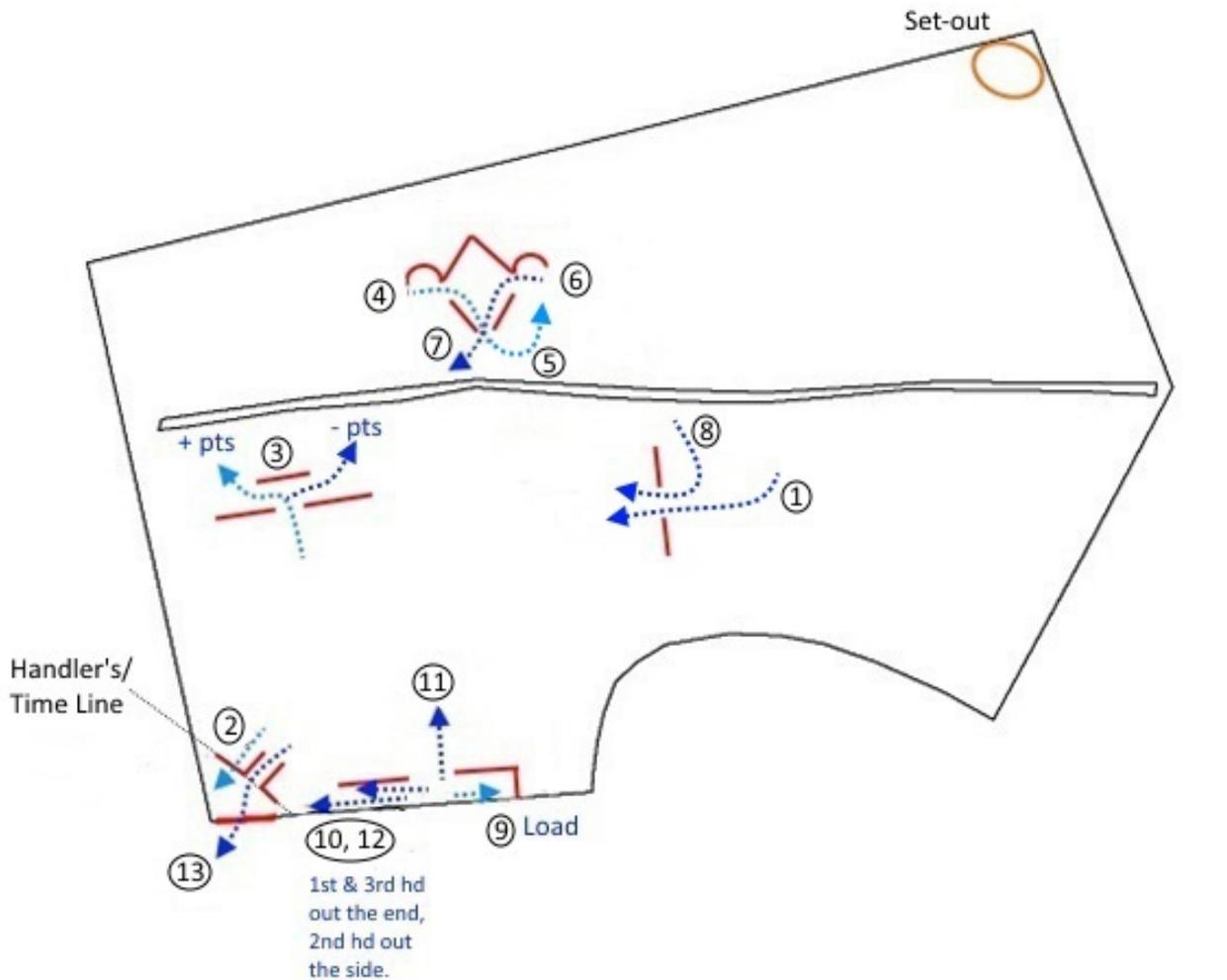


# Open Horseback - 1st Run Main Field - 3 head



## Open Horseback – 1<sup>st</sup> Run on Main Field

1. Fetch Panels, one time shot, no retries. 5 pts/head, 15 points total.
  2. Cross the plane of the Double L through any opening, this is also the time line. Handler & horse must stay behind this line until done with this obstacle, then they can go anywhere. (Obstacle will also be part of the exhaust.) 10pts/head, 30 points total
  3. Double panels. Out east side for maximum points (10 pts/head), lesser points on the west side (5 pts/head). 30 points possible.
  - 4-7. Flying Diamond Ranch Weave. Cattle in the east side, out the north, in the west side and out the north. MUST be done in order. Any head that does not follow the order will be 'dead' and not count for any more points for that obstacle. 120 points possible.
  8. Through the double panel from west to east (same as #1). 5 pts/head, 15 points total
  9. Pen (from either entrance). 10 pts/head, 30 points total. All cattle must be in pen to sort.
  - 10-12. Sort. Must be 1<sup>st</sup> head out the end, 2<sup>nd</sup> head out the side and 3<sup>rd</sup> head out the end. Must be in that order in order to get full points. 30 points. possible
  13. Exhaust: Handler will open gate with the cattle on the course/south side of the Fetch/Exhaust obstacle to get points. If any cattle are on the exhaust side of the obstacle, then no points for those cattle. Once gate is open it must stay open. Then cattle are to come through the center opening for maximum points, 10 pt/shead, or through the sides will be 5 pts/head, 30 points possible.
- 5 bonus points for the horse doing the whole course at a walk. No penalty for trotting, 20 points deducted for each time the horse lopes.
- TOTAL of 305 points possible for whole course done correctly at a walk.