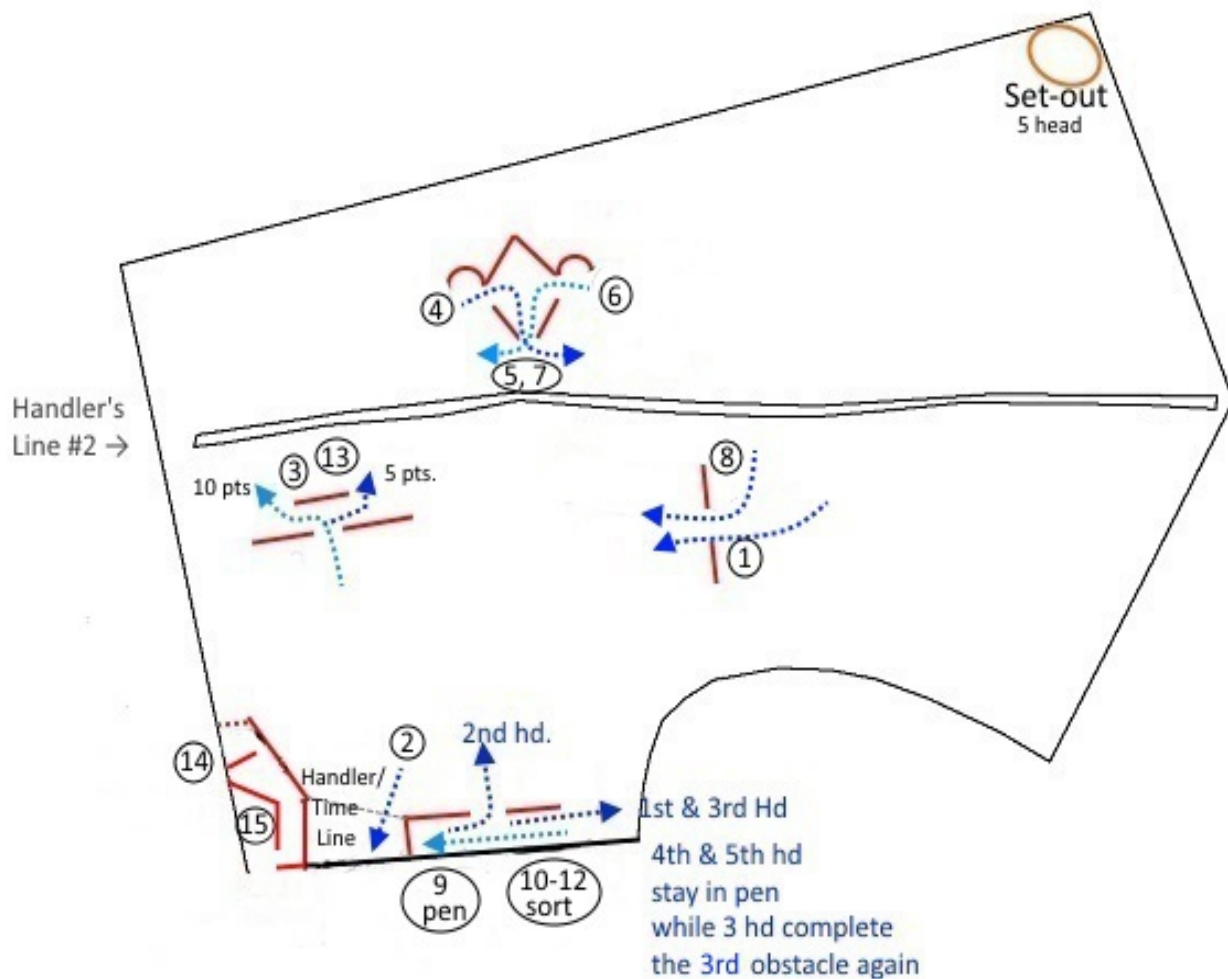


# Open Horseback - 3rd Run

## Main Field - 5 head



## Open Horseback #3 – Final on Main Field

### 5 Head of Cattle

1. Fetch gate, one attempt to complete, no retries. Total possible points: 25
2. Through Time line. Handler must stay behind this line until cattle clear the line. Once the handler is finished with this obstacle, then handler may move as long as they stay below the ditch/berm (Handler's Line #2). Total possible points: 50
3. Through panels going south with more points coming out the east side (10 pts/head) than the west side (5 pts/head). Total possible points: 50
- 4-7. Flying Diamond Ranch Weave. Cattle in on the east opening, out the north, in on the west opening, out the north. For full points, handler must stay below the ditch. Once they cross the ditch, they will get half points from that point on for that Flying Diamond Ranch weave. Any cattle that don't go through the obstacle in the order they should are 'dead' from that point on for that obstacle. Total possible points for all: 200 pts, or 50 points/opening.
8. Through gate panels, from west to east. Total possible points: 25
9. Into pen from either opening. Total possible points: 50
- 10-12. Sort with 1<sup>st</sup> head going out end, 2<sup>nd</sup> head out the side & 3<sup>rd</sup> head out the end. The other 2 head will need to stay in the pen while the sorted 3 head complete #12. MUST be in that order to get full points. Total possible points: 60
13. Same as #3 only with 3 head, other 2 head need to stay in pen to get points for this obstacle. Out the east side for maximum points (20 points per head), west side for fewer points (10 points per head). Once this obstacle is completed, then other 2 head will need to come out of pen to complete the rest of the course. Total possible points: 60
14. Into pen and through block with all 5 head. Total possible points: 50
15. Exhaust into the trailer. Time stops when last leg is in the trailer. Handler cannot go into this obstacle. Total possible points: 50.

5 bonus points when the horse did the whole course at a walk. No penalty for trotting, 20 points deducted for each time the horse lopes.

TOTAL of 625 points possible for whole course done correctly at a walk.