



Rule Book

This rule book is an evolving document and will be updated when required Updated
31st December 2024 - Second Edition

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AEORA



Welcome to the new and exciting equine sport to hit Australia. Extreme Obstacle Racing, an action filled competition showing skills of both horse and rider. Offering riders from the age of 7, and horses from the age of 1 the opportunity to showcase their horsemanship skills and the partnership shared between horse and rider/handler.

Australian Extreme Obstacle Racing involves a challenging obstacle course consisting of such things as bridges, gates, water boxes, dragging objects, platforms, rollbacks, lead changes and many more. Horse and rider need to navigate their way through with speed, style and control. Each obstacle or manoeuvre is scored on approach, departure, and the execution of the obstacle itself, how the horse is ridden/handled, the horse's acceptance of the obstacle/manoeuvre and the contact and tightness on the reins/lead rope, an overall score is also given on horsemanship. Horse and rider will also display walk, trot and canter at various speeds.

Like most equine sports, it is essential to have a good working relationship with your horse, the trust and understanding between the two, making sure your horse understands what you are asking and being consistent to develop a successful partnership.

SANCTIONED DIVISIONS

PRO

An individual is considered a professional if they receive compensation, be it gifts or money, training horses or running clinics for personal financial gain. A Pro rider must be 18yrs or over. A Pro rider may ride an unlimited number of horses in a class, a Pro rider cannot ride down in division eg: Amateur, they are only permitted to ride in Pro, Open, Green Horse and Snr Handler. A Pro rider is permitted to ride any horse owned by another competitor but can only be ridden if it has not exceeded the 3 run limit for the day.

AMATEUR

An individual is considered an Amateur if they do not receive compensation of any kind be it gifts or money for training horses or running clinics. A failure to declare such activities will result in the loss of their Amateur status and the loss of all competition points for that year. An exemption to this rule will only apply when raising funds for a club or a charity and you must provide receipts and proof of deposit into the desired club or charity account, judges are permitted to accept payment of any kind and will not lose their Amateur status. Competitors must be 13 years and over to ride in an Amateur class. An Amateur rider can ride an unlimited number of horses in Amateur, Pro, Open, Masters, Green Horse, Senior or Junior Handler classes. An Amateur member cannot ride down in the Encouragement or Rookie class. Amateur riders cannot share horses on the day of competition.



MASTERS

This class is open to riders from the age of 50 years. A Master competitor can ride an unlimited number of horses in Masters, Amateur, Open, Encouragement, Green Horse and Senior Handler. Pro riders are not permitted in a Masters class.

ENCOURAGEMENT

An Encouragement rider is an individual who has developed basic riding skills and has had minimal or no competition experience. This class allows the rider to gain confidence and skills. Once a rider reaches 30 points in the Encouragement division or wins an Open, Pro, Amateur, Masters at an AEORA event, they are no longer deemed an Encouragement rider and will advance to the next division of Rookie. An Encouragement rider can ride an unlimited number of horses in the Encouragement, Rookie, Amateur, Pro, Open, Masters and Green Horse. This class is open to riders 7 years and over. Points for Encouragement riders roll over to the next competition year. If a rider reaches 30 points before May 1st they must progress to the Rookie division.

ROOKIE

A Rookie is a rider that has horsemanship skills but lacks confidence and knowledge of the more advanced horseman. Once a Rookie reaches 60 points or wins an Open, Pro, Amateur, Masters at an AEORA event, they are no longer deemed a Rookie and will advance to the next division of Amateur. A Rookie cannot ride down in the Encouragement division. A Rookie can ride an unlimited number of horses in the Rookie, Masters, Amateur, Open, Pro and Green Horse. This class is open to riders 7 years and over. Points for Rookie riders will roll over to the next competition year. If a rider reaches 60 points before May 1st they must progress to the Amateur division.

JUNIOR

A Junior rider is an individual aged 13 years and under 18 years. A Junior can ride an unlimited number of horses in Junior, Amateur, Open, Encouragement, Junior Horse and Junior Handler. In the event that a Junior rider wins any of the above mentioned classes, they will remain a Junior. A Junior rider must wear a helmet at all times while mounted. A Junior is permitted to use a riding crop, no dressage whips permitted. If a Junior turns 18 before May 1st in the new competition year they must move up to the next division.



YOUNG RIDER

A Young Rider is an individual aged 7 years and under 13 years. A Young Rider must be able to ride independently and not be led. A Young Rider can ride an unlimited number of horses in Young Rider, Junior, Encouragement and Junior Handler. In the event that a Young Rider wins any of the above mentioned classes, they will remain a Young Rider until reaching the age of 13 years when they will become a Junior competitor. A Young Rider must wear a helmet at all times while mounted. A Young Rider may use a crop, no dressage whips permitted. If a Young rider turns 13 before May 1st they must move up to the Junior division. A parent, guardian or coach may stand in the arena with the competitor in this division for support if the judge permits, but cannot assist physically or coach competitors. Young Riders are the only competitors permitted to use english attire.

GREEN HORSE

A horse is deemed a Green Horse that is uneducated. A Green Horse can be ridden by an individual aged 13 years and over. A Green Horse cannot compete in Amateur, open, pro or masters. When a horse reaches 30 points they must progress out of green horse. A green horse can be ridden by an adult in Green Horse and a Junior in the Junior division on the same day. A green horse can be ridden by different riders throughout the season. Green horses will also accumulate points in the encouragement and rookie classes, points won in the junior classes will not count for green horse.



NON SANCTIONED CLASSES

SENIOR HANDLER

An individual aged 18 years and over. Horses from the age of 1 year (yearling), are permitted. Horses will compete unsaddled and in a halter/headstall, no chains on the headpiece will be accepted, Stallions however are permitted to wear chains on halters/headstall, or a bridle. Handlers must present in traditional western or stockman attire, riding boots must be worn no runners accepted. A horse is only permitted to compete in one handler class, it cannot compete in both senior and junior handler classes. Whips are not permitted for senior handlers.

JUNIOR HANDLER

An individual aged 7 years and under 18 years. A Junior Handler cannot compete in a Senior Handler class. Horses from the age of 2 years are permitted. Horses will compete unsaddled and in a halter/headstall, no chains on the headpiece will be accepted. Handlers must present in traditional western or stockman attire, riding boots must be worn no runners accepted, all junior handlers must wear a helmet. Stallions are not permitted in the Junior Handler class. A horse is only permitted to compete in one handler class, it cannot compete in both senior and junior handler classes. Whips are permitted for Junior handlers only.

TEAM TRIAL

A team is made up of 2 riders. The team can consist of any combination of riders however 2 Pro Riders cannot pair up together. A Team Trail is a novelty class, it is a non-sanctioned event therefore no points will be awarded. This can also be run as a Jackpot race. Both riders' scores are added up to determine the winner.

PRO FOR PRO

A class limited to professional riders only, This is a non-sanctioned event therefore no points will be awarded. This can also be run as a Jackpot race

TINY TOTS

A free class for riders under the age of 7 years, this is a non sanctioned class and will not be judged, however the judge may be present to encourage our little ones. Tiny Tots must sign a waiver to take part in this class. Tiny Tots can ride off or on a lead. A handler under the age of 18yrs must wear a helmet. A horse that has not yet competed on the day cannot be used for Tiny Tots.



OPEN MASTERS

Competitors aged 50 years and over of any level rider.

NEW COMPETITORS

New competitors will be assessed at a practice day, clinic or at their first competition to determine their riding capabilities and be advised to which division they will be suited. The club president and or the AEORA president have the authority to move competitors up in division.

SHARING HORSES

Rookie, Encouragement, Junior and Young Rider competitors are permitted to share a horse, however, cannot borrow a horse that is at pro level. eg, Jane is an encouragement rider, her horse is Rocky, she can ride Rocky in the Encouragement, Jill is a rookie rider, she can also ride Rocky in the Rookie, they both cannot ride Rocky in the same class, Rocky can still only compete in 3 ridden classes per day.



1. HORSE CARE AND REQUIREMENTS

- 1.1. Stallions/colts must be double tied by neck strap and halter. Stallions will be allowed to be unrestrained in panel yards through daylight hours ONLY, panels must be anchored securely to a solid object e.g. truck, float, tree and be a minimum height of 1800mm high and minimum of 4 bars. Stallions must be double tied at night or unrestrained in a fully enclosed secure stable.
- 1.2. All stallions/colts MUST display a green disc or green bow on both sides of the bridle or breastplate.
- 1.3. Stallions/colts can only be ridden or handled by competitors 18 years and over.
- 1.4. Owners of horses are responsible for ensuring the safety of the public is not compromised by horses that show dangerous behaviour. Owners must take all necessary action to isolate or control such horses.
- 1.5. All horses must be presented in good body condition and soundness satisfactory to the judge and producer of the show, a failure to do so will result in disqualification from the competition. The judge and producer have the right to disqualify any horse not meeting the health requirements.
- 1.6. A horse may only compete once in each class.
- 1.7. Any breed of Horse, Mule or Donkey is accepted in Australian Extreme Obstacle Racing.
- 1.8. Each horse is limited to 4 classes per day, 3 ridden and 1 handler class.
- 1.9. Horse boots are highly recommended but not compulsory.
- 1.10. There is no age requirement for the horse regarding what bridle you choose to use.
- 1.11. Horse's can only be substituted during competition if they are injured, the substituted horse must still abide by the 3 runs a day limit.



2. DRESS CODE

- 2.1. Traditional western or Australian Stockman attire, no English riding apparel will be accepted. (Young Riders are the only competitors permitted to use English attire).
- 2.2. Riding pants, denim jeans and coloured jeans are accepted, jodhpurs, shorts or track pants will not be permitted.
- 2.3. All competitors must wear a long sleeve shirt rolled down, button front, snap fasteners, zipper front, western style lycra shirts are acceptable, all shirts must have a collar. A riding vest may be worn in conjunction with a shirt. Cotton drill type shirts with a half button front, T-shirts, singlets, polo or fishing style shirts are not permitted. Coats or jackets are only permitted during inclement weather.
- 2.4. Competitors must wear riding boots with a heel, joggers or casual footwear will not be permitted.
- 2.5. Competitors must wear a western style hat or an Australian Approved helmet (compulsory for riders under the age of 18 years), caps, beanies or sun hats will not be permitted.
- 2.6. Chaps, Chinks and Spurs are optional.
- 2.7. Jackets will be accepted in the event of inclement weather with approval from the Judge.
- 2.8. Excessive clothing for decoration such as flapping scarves, flags etc will not be permitted, western neck wraps/scarves and ties accepted. This ruling will be exempt in the case of a fancy-dress class or themed show. The helmet and footwear rule will still apply.

3. HORSE TACK

- 3.1. Saddles may be of a western, stock, fender or English style.
- 3.2. A horse may be ridden in a snaffle, shank, hackamore, bitless bridle (reins attached at the sides), bridleless or bosal. Twisted bits, running gags, chain bits, double bridles will not be permitted.
- 3.3. A horse cannot compete in a ridden class in a halter/headstall.
- 3.4. Tie downs of any kind are not permitted in competition eg: running reins, rings etc. Head checks are not permitted at any AEORA show, clinic or practice day.
- 3.5. Nose bands are accepted, they must have a gap to place two fingers between the horse's head and nose band, however they are not permitted when using a shank. Drop nosebands are not permitted.

Below are examples of bits, nosebands and martingales that are NOT acceptable during competition.



4. JUDGING REQUIREMENTS AND GUIDELINES

- 4.1. A judge must be 18 years of age or over.
- 4.2. A judge cannot judge a family member.
- 4.3. A judge cannot compete and judge at Club, State or National Championships e.g, judge one class and compete in another, however, it is acceptable at a regular club show.
- 4.4. A judge shall not run a clinic the day before a show where the participants will be competing.
- 4.5. A judge may ask a competitor to drop the bridle as a part of the competition, if an illegal bit is found the competitor will be disqualified from that class.
- 4.6. A Judge is not permitted to stay at a competitor's abode the night prior to a competition.
- 4.7. Judging will be based on
 - Speed e.g. rushing, too fast / too slow - Approach to obstacle
 - Departure from obstacle
 - Execution of the obstacle
 - Transitions e.g. smooth / rough - Heavy/Soft hands
 - Gaping mouth
 - Travelling straight lines
 - Tapping the pole in back-ups or side passes etc.
 - Excessive use of spurs
 - Knocking over obstacle
 - Dropping object
 - Overall control
 - Lead changes e.g. incorrect, cross firing, maintaining correct lead etc
 - Pulling (Overly tight reins)
 - Willingness and acceptance
 - Cadence
 - Obedience
- 4.8. Competitors can be guided from the sideline if they lose their way, it is not acceptable that they be helped with every obstacle.



4.9. Coaching from the sideline is strictly prohibited and could result in disqualification. Both the coach/parent and competitor will be given ONE warning. If the coaching persists, they will be eliminated from the remainder of the show. The order of obstacles is the only thing permitted to be called from the sideline. Any type of electronic communication device is prohibited such as an earpiece, mega phone etc.

4.10. Any form of aggressive riding eg, jerking on the head or excessive spurring will result in disqualification.

4.11. Grabbing the front of the saddle e.g., horn of a western saddle or the front of a stock saddle/fender, is acceptable and will not be a deduction.

4.12. A competitor will be disqualified if they lose control of their horse (at the discretion of the judge), fall from the horse, the horse leaves the course or falls during the class.

4.13. In the event of a gear malfunction, if you are able to continue you are permitted to do so.

4.14. All protests carry a fee of \$100 and must be lodged within 15 mins of the completion of the class.

4.15. All late entries will be first in the running order. No late entries accepted at championships.

4.16. Judges must wear appropriate Western or Stockman attire as per competitor, comfortable shoes advised. Scribes must wear appropriate clothing.



5. THE COURSE

- 5.1. All courses will be designed by the judge or the Australian Extreme Obstacle Racing Association. The course shall be designed to be challenging to the horse and rider, to set the horse and rider up to succeed not to fail, but to test the skills of both horse and rider.
- 5.2. Obstacles will not be numbered.
- 5.3. Competitors will walk the course with the judge before the start of the class. Horses are not permitted on the course at any time unless competing. Only competitors in that class are permitted to walk the course, parents or guardians are allowed to accompany Youth and Young Riders, a coach may accompany a client.
- 5.4. Obstacles can be made of various materials ensuring that they are stable and safe for both horse and rider. Any safety concerns should be brought to the attention of the judge and the event organiser.
- 5.5. All obstacles will have a time limit of 20 seconds, the rider shall be notified by the scribe and asked to move on to the next obstacle, if the horse maintains a forward motion the judge shall allow the competitor to continue at their discretion. If you complete an obstacle and are not happy with how you went, you cannot attempt it again, only one attempt at each obstacle. If you do attempt it a second time, you will be scored on your first attempt.
- 5.6. A course will consist of 13 obstacles, Young Rider, Green horse and Encouragement will consist of 10 obstacles. Handler classes will consist of 8 obstacles.
- 5.7. Platforms are to be a minimum of 12 inches wide and jumps a maximum of 24" (2') high, bridges/teeter a minimum of 20 inches wide.
- 5.8. Bridges and platforms that are stacked must be secured to prevent being dislodged.
- 5.9. The obstacles must be completed in the order of the course plan, if an obstacle becomes damaged and removed prior to the event, you must complete the course in the order that the judge has specified.
- 5.10. The judge has the right to remove any obstacle that they deem unsafe.
- 5.11. In the event that there is no fence, the event organiser must clearly mark the course boundary with bunting, star picket posts MUST have safety caps.

5.12. Course plans will be posted at the start of the competition day.

5.13. An arena or the area provided shall not be smaller than 50m x 30m (1500 m2).

5.14. Practice obstacles are not permitted.

6. SCORING

6.1. The obstacles will use the following scoring system

- o 10 – Exceptional
- o 9 - Excellent
- o 8 – Great
- o 7 - VeryGood
- o 6 – Good
- o 5 – Satisfactory
- o 3-4 – Marginal
- o 1-2 – Poor
- o 0 - Missed obstacle or did not attempt + 20 seconds added to time

In addition scores can be given in quarter (1/4) point increments, either a plus (+) or minus (-) e.g. +1/4, 1/2, 3/4 or, -1/4, 1/2, 3/4

6.2. Obstacles will be scored on approach, execution and departure, and start on a score of 5.

6.3. Horsemanship will be judged out of a score of 10.

6.4. The winner of each class will be the competitor with the highest score, if there is an equal score then the score with the fastest time will place above the other, if a draw still exists, the highest horsemanship score will be the winner.

6.5. A competitor that misses an obstacle will be considered “off course” and will result in a zero score and 20 seconds added to their time, they cannot go back and do the missed obstacle.

6.6. A competitor cannot engage any obstacle at any time other than the one they are attempting e.g., ride over side pass rails at number 5 to get to your number 2 obstacle, or riding over obstacle 3 to get to obstacle 10. This will result in disqualification.

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- 6.7. If a competitor interferes with an obstacle other than the one they are attempting for example, if you are attempting obstacle 2 and interfere with obstacle 5, it will be considered out of control and result in elimination.
- 6.8. A horse can enter a class as a non-competitor (except at championships shows), this is considered a practice run therefore that horse cannot compete competitively for the rest of the competition. An entry fee will still apply.
- 6.9. In the case of an elimination, the competitor must be informed immediately after their run.
- 6.10. Each course has a maximum of 7 minutes to complete. You will not be disqualified, however for every 20 second block over 7 minutes will result in the loss of 1 point from your score. E.g. 7 minutes 1 second = -1 point / 7 minutes 21 seconds = -2 points etc
- 6.11. Riders must not engage or ride around an obstacle to warm up before starting.
- 6.12. Riders must wait for the judge's signal before starting.
- 6.13. The time is taken from when the horse's nose crosses the start and finish post or otherwise directed by the judge.
- 6.14. In the event that a horse wonder's off during a ground tie, you have 60 seconds to catch it and cannot mount it until you return to the ground tie position.
- 6.15. Late entries will be the first to compete in their nominated class.
- 6.16. You will be eliminated if you have started your race and your horse refuses the obstacle and backs through the start/finish line.



7. POINTS

- 7.1. Competition year is from January 1st to November 30th
- 7.2. Points will be awarded to 4th place 1st = 4 points 2nd = 3 points 3rd = 2 points 4th = 1 points
- 7.3. If there is less than 5 competitors in a class, points will only be given to 3rd place 1st = 3 points 2nd = 2 points 3rd = 1 point
- 7.4. Young Rider and Junior competitors points won in other classes will not accumulate into their junior division.
- 7.5. Points won in Handler classes will be separate from ridden classes.
- 7.6. In the event that a competitor rides more than one horse in a class, the points will be awarded separately for each horse. This will mean end of year high point awards are evenly spread out.
- 7.7. State Championships will be double point shows.
- 7.8. National Championships will be triple point shows.
- 7.9. Points will stay in the division that they are won eg; Amateur points won by a Rookie will stay in the Amateur division.
- 7.10. Entry refunds after closing date will only be given if a veterinary certificate or doctor's certificate is produced. A certificate from a pharmacist will not be accepted.
- 7.11. Full membership entitles competitors for the end of year high point awards and discounts on practice days and clinics.



8. MEMBERSHIP AND CLUB AFFILIATION

FULL MEMBERSHIP

- Adult (18yrs & over) \$70
- Junior (13yrs under 18yrs) \$50
- Young Rider (7yrs under 13yrs) \$30
- Tiny Tots (under 7) Free

Competition year January 1st to November 30th.

Championship show points will go towards end of year high point awards.

DAY MEMBERSHIP

- Adult (18yrs and over) \$25
- Junior (7yrs under 18yrs) \$20
- Tiny Tot (under 7yrs) Free

Day members will not receive points until they are full financial members, if a day member decides to gain full membership, they need only to pay the balance, but need to do so within 2 weeks after paying the day membership fee, any points earned as a day member WILL NOT roll over when they become a full member.

CLUB AFFILIATION

- \$500 Full Public Liability insurance

Clubs that hold AEORA insurance must charge non-members a day membership fee for practice days and clinics.

ALL affiliated clubs will receive association forms, an association flag and full support of the AEORA. Advertising on the AEORA Facebook page.

OBSTACLES

Following is an example of obstacles and guidelines for use

Let your imagination run wild, there are many more to choose from. Any questions regarding your ideas must be directed to AEORA.



GATE

The gate may be constructed of either timber or steel and have no sharp edges. It should be able to be opened backwards or forwards. The gate opening should be minimum 2m/6' and a minimum height of 1150mm. The gate may be executed in a forward motion or can be backed through. The rider should aim to keep hold of the latch from open to close.

BELL

The bell should be positioned at a minimum height of 2m. This can be approached through a corridor of poles in a straight line forward/backup, L shape forward/backup or sidepass. The corridor should be a minimum of 1.5m wide. Poles can be elevated or on the ground.

CLOVER LEAF

Barrels/cones etc to be a minimum of 3m apart for a trot pattern and minimum 4m for a loping pattern. Pattern may be executed from either the left or right side

BARRELS

Barrels to be a minimum 3m apart, can be executed at walk, jog/trot, canter or back through.

ARHERY

Arrow points must be filed down smoothly. Can be executed at a walk, trot or canter. Shooting the arrow MUST be done towards the centre of the arena. All targets used must be able to penetrate the arrow. Bonus points will be given for hitting the target.

BAREBACK

Rider to unsaddle at a designated point and remount. Riders are permitted to use a mounting block.

JUMPS

Can be executed as a bounce, maximum height of 2'/24".



BRIDGES/PLATFORMS

Minimum width 12", maximum height 24". Any platforms sitting on top of one another MUST be secured safely to ensure they do not become dislodged.

CARRY

Can be such things as a coat, tarp, giant teddy etc

DRAG

Can be a tarp, canoe, wagon, log, bags etc, DO NOT under any circumstance, tie a drag to a saddle or a person.

DOUBLE DINK

Rider picks up another person from a designated spot, mounts behind the rider, executes a pattern and returns to the pickup point, a large teddy may be used as a replacement. Bonus points will be awarded for riders choosing another rider.

HOIST

This obstacle is a rope tied to an object run through a pulley system from a pole, the rider approaches, pulls the rope either backing or sidepassing away lifting the object off the ground. The rope can either be lowered back to the ground or be tied off to leave the object elevated.

COWBOY CURTIAN

Can be made of such things as pool noodles, fabric, vinyl etc. Materials used must not be thin e.g., rope, to avoid wrapping around riders as they ride through.

FLAG

The flag should be held at shoulder height or higher to display acceptance from the horse, can be used in free ride or moved from one area to another.

UMBRELLA

This object to be opened on pickup, held at shoulder height or higher and closed before replacing it back to the designated area.

NOODLE BRUSH

Pool noodle secure to pole in a vertical or horizontal angle. This obstacle can be used to back through as well as walking or trotting and can be incorporated into other obstacles.

MATRESS

A foam mattress is recommended for this obstacle, it can be used on its own or incorporated with other obstacles. Inner spring mattresses are not permitted at a competition, clinic or practice days.

TRASH ALLEY

Can be made using a dry water box or portable panels etc. Objects used can be plastic milk bottles or water bottles, ensuring plastic rings are removed from bottles to prevent being caught in horseshoes.

SEESAW/TEETER

Minimum 2' wide and must be made of either steel or heavy structured timber.

WATER BOX

Designed for the horse to travel through, can be made out of timber or tarp, hard plastic wading pools are not permitted for use.

MAYPOLE

A pole with a rope attached to the top. This obstacle is designed so that the rider can execute circles around the pole at a walk, trot or lope, changing direction while holding the rope. The pole must be a minimum height of 2m and rope minimum length of 2m.

CAROUSEL

This obstacle is a similar design to a clothesline. It must have a minimum of 3 arms extending out from a centrepiece. Must be able to rotate both ways. Arms must be a minimum length of 1.8m. The object is to hold on to a rope or handle at the end of one of the bars, walk, trot or lope circles in each direction, you can either hold on to the rope or handle not let go, or let it go and turn outwards to change direction.



SEND AROUND

A rider dismounts onto a mounting block or platform and asks his mount to lunge circles in both directions, remount and ride to the next obstacle.

PLATFORM PIVOT

This obstacle asks for a pivot on a platform, either forehand or hindquarter.

GROUND TIE

The rider dismounts and runs around an object or to a designated area while the horse waits without following or walking off.

PIVOT POLE

A pole is placed between 2 barrels, the pole is picked up and moved to another barrel without losing contact with the other barrel, this can be done with 2 or 3 barrels. The 3 barrels can be in a straight line or in a triangle. Pole length must be a minimum of 2m and barrels 2m apart.

Australian Extreme Obstacle Racing Association Inc has the right to refuse any membership application.

Australian Extreme Obstacle Racing Association Inc will **not** tolerate any bullying and or abuse from competitors or spectators, **NO EXCEPTION!** This behaviour will result in a meeting between the club committee, **AEORA** and the offending person to determine an outcome, be it suspension or expulsion from **AEORA**.

Australian Extreme Obstacle Racing Association Inc will **not** tolerate illegal drug use either horse or competitor, riding under the influence of alcohol or drugs will not be tolerated at any time. Alcohol cannot be brought into the arena or the marshalling area.

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