

## Welcome

to the second Northland Horsemanship Games! This event has been put together by a group who share a love of horses, a passion in developing their relationship with their horse in a natural way, and the dream of bringing like-minded people together to celebrate and share their skills. The games are open to all ages and abilities, giving the opportunity for everyone to participate at the level they are comfortable with. This booklet includes instructions for the games so you can practice and are not necessarily in the order the games will run on the day. We also have Practice Cards available for purchase which have more detailed instructions and tips to help you practice. It is important to read and understand the rules to ensure a safe and enjoyable day.

## Rules

- \* The relationship with your horse comes first and foremost at all times (if a NHG Official considers force is being used, points will **not** be awarded)
- \* Participation should be at the skill level you and your horse are comfortable with
- \* You can choose to enter some or all of the games
- \* Each game will be run by a NHG official who will instruct you when to start and finish
- \* Horses are **not** to be hit with the carrot stick and/or savvy string
- \* Covered shoes/boots to be worn at all times around horses
- \* You are advised to wear a helmet when riding
- \* A halter/hackamore with lead attached **must** be on your horse when riding with savvy string, carrot stick or at liberty (for use in an emergency, **no** points awarded if used)
- \* No stallions



## Objectives

- \* To challenge yourself and your relationship with your horse in a safe supportive environment
- \* To create the opportunity to meet others who share a love for natural horsemanship
- \* To encourage others to hold Horsemanship Games in their area
- \* To have fun!

## Equipment allowed

Carrot stick and savvy string  
Rope halter with rope lead (12ft, 22ft, 45ft)  
Rope hackamore or similar  
Bridle with snaffle or similar bit  
Saddle or bareback pad

## How the day will run

The morning will comprise of games on the ground with games on horseback after lunch. There will also be demonstrations by talented horse people showcasing their talents, including two demonstrations by Russell Higgins, 4\* Parelli Instructor. A program will be available on the day. Most games have a time limit, you will be told when this time starts and ends. You are expected to stop and leave the arena promptly when your time is up or you have completed the game, to ensure the smooth running of the games. You can only enter for one of the point options (5 points, 10 points or 20 points) in each game.

## Prizes

Ribbons will be awarded at the discretion of the Judge to those who successfully complete the game at the level attempted. There will also be special prizes throughout the day and prizes for the most points awarded at each level and overall.



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## Games on the Ground



### Slalom

Weave your horse through the slalom, around the last cone and back over the start/finish line. Your horse must **not** step outside the boundary and you must stay behind your nominated line except for 5 points. (3 minutes time limit).



**5 points:** you can be in the same area as your horse or use "stick to me" where your horse walks beside you rather than being led (12ft lead rope)

**10 points:** behind the 10 pt line (9ft) 22ft lead rope

**20 points:** behind the 20 pt line (12ft) 22ft lead rope or at liberty

**DOUBLE points:** if you can do this at a trot!

#### No points when:

- \* Horse does not stay inside the lines
- \* A cone is knocked over or missed
- \* You step over the line (except for 5 points)
- \* Horse drags behind so is being led
- \* Game is not completed within 3 minutes

(Use 5 markers & start with your horse on the other side of the first cone)

### Jump, Turn and Jump

Starting with three barrels laid end to end— stand in the circle and send your horse over the barrels, ask him to turn, pause for 3 seconds and then jump back over the barrels. Your horse must **not** go behind you, past the end of the barrels or between you and the barrels. One barrel is taken away after each successful jump until there is only one barrel left. (3 minute time limit).

**5 Points:** successful at jumping one barrel -12ft lead rope (standing at the end of the barrel)

**10 Points:** successful at jumping one barrel - 22ft lead rope (your circle approx. 6ft from end of barrel)

**20 Points:** successful at jumping one barrel - 22ft lead rope or at liberty (your circle approx. 12ft from end of barrel)

**DOUBLE points:** jump one barrel upright!

#### No points when:

- \* Horse does not successfully jump over the barrel
- \* Horse does not pause for 3 seconds between jumps
- \* Horse steps past the end of the barrels/behind you/between you and the barrels
- \* You step out of the circle
- \* Game is not completed within 3 minutes





### Sideways straddling barrels

Send your horse sideways from start to finish straddling the pole or barrels while you remain behind the start line (except for 5 points). There will be an added obstacle of a pole at right angles to the pole/barrels situated midway which your horse must step over. (3 minutes time limit).



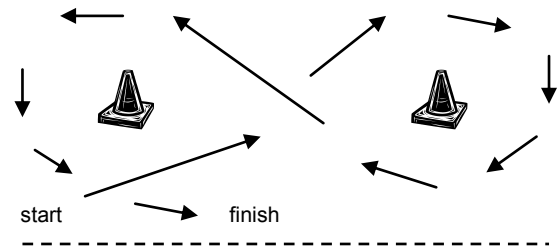
- 5 points:** in front or straddling the pole, you may move with your horse (12ft lead rope)
- 10 points:** straddling the pole or barrels, you must stay behind the 10 points line (approx. 6 ft) 22ft lead rope
- 20 points:** straddling the barrels, you must stay behind the 20 point line (approx. 12 ft) 22ft lead rope or at liberty

**No points when:**

- \* Horse is not moving sideways as it crosses the start/finish line
- \* Human steps over the start line (except 5 points)
- \* Horse stops straddling the pole/barrel
- \* Game is not completed within 3 minutes

### Figure Eight

Standing behind the line, start with your horse between you and the cone. Send him away from you and around the cone, back past you and around the next cone in a figure eight pattern. Finish with your horse back in front of you. (3 minute time limit).



- 5 points:** at a walk, complete one figure eight pattern (12ft lead rope)
- 10 points:** at a trot, complete two figure eights (22ft lead rope)
- 20 points:** at a canter, complete two figure eights (22ft lead rope or at liberty), you may change leads at a trot between the cones (no more than 4 strides of trot)

**DOUBLE points for a flying change!**

**No points when:**

- \* Horse or person steps over the line
- \* Horse knocks over a cone
- \* Horse doesn't complete correct figure eight pattern
- \* Horse trots more than 4 strides before cantering when changing leads (20 points)
- \* Game is not completed within 3 minutes

### Trust Me Game

Stand in a circle and send your horse towards an object which will be moving and/or making noise. Allow your horse to stand still for **3 seconds** facing the object, **in a calm, quiet & unafraid manner**. Then retreat and move onto the next object. (3 minutes to complete the game)

	20 points	
.....		
	10 points	
.....		
	5 points	
.....		

**Objects:** Big green ball (being bounced)  
Flag being waved

- 5 points per object:** your horse stands still calmly facing the object within 12ft from the object
- 10 points per object:** your horse stands still calmly facing the object within 6ft from the object
- 20 points per object:** your horse stands still calmly facing the object within 3ft from the object

**DOUBLE points:** if your horse touches the object with his nose (object will stop moving to allow this)

**No points when:**

- \*Horse does not willingly approach the object
- \*Horse does not stand still in a calm, quiet and unafraid manner for 3 seconds
- \*You step out of your circle
- \*Both objects not completed within 3 minutes



### Float Loading

Send your horse into the float while standing on the ground outside the float, allow your horse to stand completely inside for 10 seconds unfastened, then back out down the ramp, finishing in front of you for a rub. (3 minutes time limit).

- 5 points: 12ft lead rope
- 10 points: 22ft lead rope
- 20 points: 45ft lead rope or at liberty

**DOUBLE points:** Can your horse do it backwards? Sideways? With you sitting on a chair? Show some imagination when you load your horse into the float, stand still for 10 seconds and back out again and we will double your points.

#### No points when:

- \* Horse does not go completely inside the float
- \* Horse does not stand in the float for 10 seconds
- \* Game is not completed within 3 minutes



### Back up between barrels

Whilst seated on a chair, back your horse until he is between the barrels with his front feet behind the barrel line. Allow your horse to stand for three seconds, then bring your horse back to you for a rub (3 minutes time limit).

- 5 points: 12ft lead rope (chair approx. 6ft away)
- 10 points: 22ft lead rope (chair approx. 9ft away)
- 20 points: 22ft lead rope or at liberty (chair approx. 12ft away)

#### No points when:

- \* Horse steps out of the boundary lines
- \* Your bottom comes out of the chair
- \* A barrel is knocked over
- \* Horse's front feet do not cross the barrel line
- \* Game is not completed within 3 minutes



### Obstacle Trail

There will be **one** obstacle trail combining **both** on the ground and on horseback tasks, so you will need to have your horse ready with the equipment you wish to use (saddle/bareback pad, bridle and/or halter). There will be something to use to mount from.

The trail will be designed to give a little more of a challenge for those familiar with natural horsemanship (ie passed level 1 Parelli or similar) **so will not be suitable if you are just beginning.**

Instructions, rules and a demonstration will be provided on the day. Some obstacles will be different from last year.

You will be judged on your partnership, your horse's willingness to attempt the obstacle and the successful completion of each task. There will be prizes for best at their points level and for best overall.

Photos from NHG 2011  
Obstacle Trail



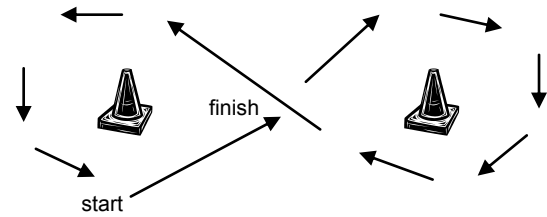


# Games on Horseback



## Figure Eight

Starting in front of one cone, ride behind and around the other cone, cross over in the middle and ride around the first cone making a figure eight pattern. Finish between the cones, stop and stand for 3 seconds. (3 minute time limit).



**5 points:** at a walk (under 13 yrs) or trot, one figure eight, using two reins (hackamore/bridle)

**10 points:** at a trot, two figure eights, using one rein/one rein and carrot stick

**20 points:** at a canter, two figure eights, using savvy string/two carrot sticks or at liberty, you may change leads at a trot between cones (no more than 4 strides at a trot)

**DOUBLE points for a flying change!**

### No points when:

- \* Horse does not maintain gait
- \* Horse knocks over a cone
- \* Horse doesn't complete the figure eight pattern
- \* Horse trots more than 4 strides before cantering to change leads (20 points)
- \* Game is not completed within 3 minutes

## Slalom

Ride your horse through the slalom, around the last pole, back through the slalom and across the start/finish line (3 minute time limit).



**5 points:** walking (under 13yrs only) or trotting using two reins (hackamore/bridle)

**10 points:** trotting using one rein/one rein and carrot stick

**20 points:** trotting using savvy string/two carrot sticks or at liberty

### No points when:

- \* Horse does not stay inside the boundary lines
- \* Horse does not maintain gait
- \* A pole is knocked over or missed
- \* Game is not completed within 3 minutes

(There will be five weaving poles)

## Backup between barrels

Cross the start/finish line backwards & continue backing until the horse's front two feet cross the barrel line. Stand for 3 seconds then ride forward in a straight line across the start/finish line (3 minutes time limit).

**5 points:** using two reins (hackamore/bridle) from the 5 points line (approx. 6ft from barrels)

**10 points:** using one rein/one rein and carrot stick from the 10 points line (approx. 9ft from barrels)

**20 points:** using savvy string/two carrot sticks or at liberty from the 20 points line (approx. 12ft from barrels)

### No points when:

- \* Horse steps out of the boundary
- \* A barrel is knocked over
- \* Horse's front feet do not cross the barrel line
- \* Horse is resistant to your aids
- \* Game is not completed within 3 minutes





## Games On Horseback

### Sideways straddling a pole or barrels

Ride sideways in front of (5 points) or straddling the pole or barrels from the start line to the finish line. There will be an added obstacle of a pole at right angles to the pole/barrels situated midway which your horse must step over. (3 minutes time limit).



**5 points:** one way (two reins/hackamore/bridle) in front of or straddling the pole

**10 points:** one way (one rein/one rein and carrot stick) straddling the barrels

**20 points:** both ways (savvy string/two carrot sticks or at liberty) straddling the barrels

#### No points when:

- \* The horse is not moving sideways as it crosses the start and finish line
- \* Horse stops straddling the pole or barrels
- \* Game is not completed within 3 minutes

### Musical Hoops

Just like musical chairs only on horseback! As the music plays, ride your horse around the arena. When the music stops find a hoop and ask your horse to stand with one hoof inside the hoop. For 10 and 20 points the NHG Official will nominate which hoof in the hoop. The last horse unable to find a hoop is eliminated. Continue until there is one rider left.

**5 points:** at least any one hoof - winner using two reins (hackamore/bridle) at a walk

**10 points:** nominated front hoof - winner using one rein/one rein and carrot stick at a trot

**20 points:** nominated hind hoof - winner using savvy string/two carrot sticks or at liberty at a trot

#### Participants are eliminated when :

- \* You are unable to find a hoop
- \* Horse moves from the hoop before music starts
- \* Horse does not stand with the nominated hoof in the hoop



### Walking Race

Horses line up behind the start line, at the signal race at a walk to the finish line (distance to be determined on the day). If your horse breaks gait you must do a full circle (at a walk and within three strides of breaking gait) and then continue.



**5 points:** winner using two reins/hackamore/bridle

**10 points:** winner using one rein/one rein and carrot stick

**20 points:** winner using savvy string/two carrot sticks or at liberty

#### No points when:

- \* You obstruct another participant
- \* Your horse breaks gait for more than 3 strides before you do a circle



## Games On Horseback

### Shrinking barrels

Starting with three barrels laid end to end, You must start inside the start line, jump the barrels then stop before the finish line and back up three steps. One barrel is then taken away, repeat until there is only one barrel left.

**5 Points:** those who succeed at jumping one barrel using two reins (hackamore/bridle)

**10 Points:** those who succeed at jumping one barrel using one rein/one rein and carrot stick

**20 Points:** those who succeed at jumping one barrel using savvy string/two carrot sticks or at liberty

**DOUBLE points:** jump one upright barrel and we will double your points

#### No points when:

- \* Horse does not successfully jump over the barrel/s
- \* Horse steps past the start or finish line
- \* Horse does not back up three steps
- \* Game is not completed within 3 minutes

(The start and finish lines are approx. 20ft from the barrels)

### Break 'n' Out

As you ride around the arena, you will be asked to walk, trot, canter, halt and change direction, in any order as requested by the NHG Official. You must maintain the gait and direction requested until the next instruction. And you must change the gait as requested within 3 strides. If an official spotter catches you out, you are eliminated and the remaining riders continue until there is one left.

(Turn towards the centre and return to the edge of the arena when changing direction).

**5 points:** winner using two reins/hackamore/bridle (walk, trot and halt)

**10 points:** winner using one rein/one rein and carrot stick (walk, trot, canter, halt, change direction)

**20 points:** winner using savvy string/two carrot sticks or at liberty (counter canter may be also requested)

#### Participants are eliminated when:

- \* Horse does not maintain the requested gait
- \* Horse does not change gait within 3 strides when requested
- \* Horse moves when asked to halt



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