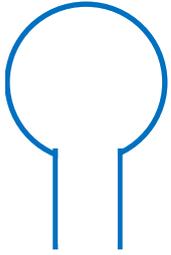




STRIP POKER! The Bitless Game (Driven)

AIM OF THE GAME: To have fun! This game challenges drivers in a repetitive exercise to try in hand and liberty in increasing degrees, and to work on improving their communication with their horse at a distance.



SET UP: Use cones, posts or spray marker to lay out a key hole shape, that is 1.5m/5ft wide at the mouth and 1.5m/5ft long, and 10m/ 32ft wide in the circle. Ensure that it can be seen by the camera. Have another marker 10m/33ft from the mouth of the key-hole, which is the start and finish.

Commence the game seated, with your horse harnessed and with carriage attached, and holding a whip. Use of the whip is optional, excessive use or striking the horse with a whip will result in disqualification. All drivers must wear a helmet.

HOW TO PLAY: Walk, trot or canter from your start marker into the key-hole, turn your horse around, and walk, trot or canter back to the start point. Drop your **whip** at the marker, and repeat the keyhole exercise. Next, remove your horse's **carriage**, and repeat the keyhole by long reining. Back at the marker, remove or shorten your **long reins**, and repeat the keyhole, leading your horse with a loose lead rope (or the shortened long reins). Next, remove the **bridle** and repeat the keyhole with a neckrope and lead. Remove the **neckrope**, and repeat the keyhole at liberty.

You can stop at any point, without elimination, it is not necessary to do all of the rounds and ride bareback and bridle-less. You can also change the pace at any time.

SCORING: The game is not timed, accuracy and horsemanship is what counts. Each trip into the keyhole and back is awarded up to 15 points:
Between start and keyhole: 1 point for walking (each way), 2 points for trotting (each way), 3 points for cantering (each way). 1/2 point is awarded for riding straight. If you canter partway, and then trot, the lower pace (trot) points apply.
Turning in the key hole: 1 point for turning the horse in a circle (all 4 feet move), 2 points for turning on the forehand (hindquarters move while forelegs move in place), 3 points for turning on the hindquarters (forelegs move while the hindlegs move in place). Leaving the circle results in zero points.
Horsemanship: up to 5 points awarded by the judge for horsemanship (relationship & communication with your horse). Speed is not factor. The each trip to the keyhole is judged separately, and all the points are totalled out of a possible 90. The highest score from all of the entries wins. The organisers reserve the right to divide large classes as needed.