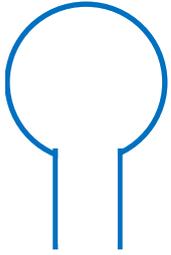




STRIP POKER! The Bitless Game (Ridden)

AIM OF THE GAME: To have fun! This game challenges riders in a repetitive exercise to try bareback and bridle-less in increasing degrees, and to work on improving their position and communication with their horse.



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 8m/ 26ft 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 mounted, with your horse wearing a saddle, bitless bridle with reins (with rein clips), a halter under bridle, and a neckrope. Whips and sticks are not permitted. Have a mounting block next to the start. All riders 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. Remove the horse's **bridle** leaving it at the marker, clip the reins to the halter, and repeat the keyhole exercise. At the marker, remove or cross your **stirrups**, and repeat the keyhole. Back at the marker, remove your **saddle**, hop back on, and repeat the keyhole. Remove the **halter** and ride with the neckrope. Remove the **neckrope**, and ride the keyhole bareback and bridle-less.

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.