

COMPETITIVE MOUNTED ORIENTEERING

Thanks for your interest in Competitive Mounted Orienteering (CMO). Here are a few introductory notes that will help acquaint you with our sport. The National Association of Competitive Mounted Orienteering (NACMO) organization supports active state chapters in several states/areas. We hope you can join us at some of our rides this season. Our ride schedules can be found on our national web site: www.nacmo.org.

CMO is a timed event covering a course of 10 to 20 miles (more or less depending on location) in which you try to find 5-10 markers (objectives) using a map (provided) and a compass. A marker is a plain 9" white paper plate with numbers and letters on it. A pre-ride clinic and practice session precede each ride. You will be taught how to find a marker, on foot, somewhere in the camp area, before the ride begins. During the event, riders compete either individually or in teams and may travel at any pace and find the markers in any order they choose. You will need an orienteering type compass, available for about \$10 at any store selling camping equipment (most ride managers have some available to borrow for the day). CMO is fun and easy to learn; developing trail smarts in both horse and rider, and bringing "horse people" of all disciplines together. Endurance riders, dressage and combined training enthusiasts, trail riders, western pleasure, gaited horse riders, mule and performance horse riders all enjoy CMO. All types of horses, ponies, mules and other equines are welcome (at least 3 years old). A long course and a short course are available at each event.

Riders start out at approximately 10 minute intervals. Start times are drawn during the pre ride instructions and your time starts when you receive your map. On one side of the map is the map itself with circles indicating the areas that you will go to search for each of the markers for that day. On the other side are the numbered clues (landmarks) with compass directions to/from the landmarks and the marker to help you find it.

To find a marker, ride until you are in the circle on the map. Then locate the landmarks described in the clues. The marker (9" paper plate) is attached to a tree or stump or other object and will be found where compass bearings from the different landmarks cross. For example, the plate may be located by finding the intersection of a compass bearing going 140° from a described type of tree, and another compass bearing going 230° from a described rock. (Many other things are used for landmarks) The markers are visible from horseback, though riders may dismount at any time during the ride. When you or one of your teammates finds the marker you write the letters shown on the plate on your map to prove that you found the marker. Markers and/or landmarks must not be tampered with in any way. So, look at them, read the letters, and leave them for all of the teams to find.

Even though start times are staggered, it is very possible that you will come across other teams during your ride. It is useful to have a code worked out with your teammates to let them know you have found a marker without tipping off your opponents.

There are no electronic aids like walkie-talkies, cell phones (except for emergency), electronic compasses, or GPS devices allowed.

Junior riders must have written permission from a parent, and certain ages must ride with an adult. There are national and state awards available for the juniors.

Most associations have a number of 1 and 2 day rides scheduled. For 2 day rides, most participants come for the weekend and camp overnight. Join us at a Saturday night campfire where we all tell about how we did that day. CMO riders are fun people to be with. They are horse folks who truly enjoy recreation with their horses. All levels of horses and riders compete. The entire ride can be done at a walk if you want, dismounting is fine at any time, and it is a wonderful activity for training young horses. The most successful riders maintain a good pace for most of the ride, and plan their route carefully. Finding the markers is equally as important as the speed. Often the fastest riders rush past the landmarks and lose time backtracking. A sample map and set of clues are attached.

Rides are sanctioned by NACMO. There are periodic newsletters and year end awards at the state and national levels. Cumulative records of points earned are kept on both horse and rider. Most state associations have an additional state awards program for their members, too.

Insurance regulations require that all riders be members to participate. One-day memberships cost \$5.00. Yearly memberships are \$20.00 (individual) or \$30.00 (family). The annual NACMO membership includes eligibility for the national and state awards. Local (state association) membership fees are determined by each association. These fees cover expenses such as mailings, supplies, and their own awards programs. Ride fees for each ride are determined by each ride manager. They average \$10 per person per day. Some state associations have a junior fee which is a little less.

NACMO hosts a web site at www.nacmo.org. Check it out for ride schedules, contact information, pictures and more.

The Barrens / Cushing Saturday

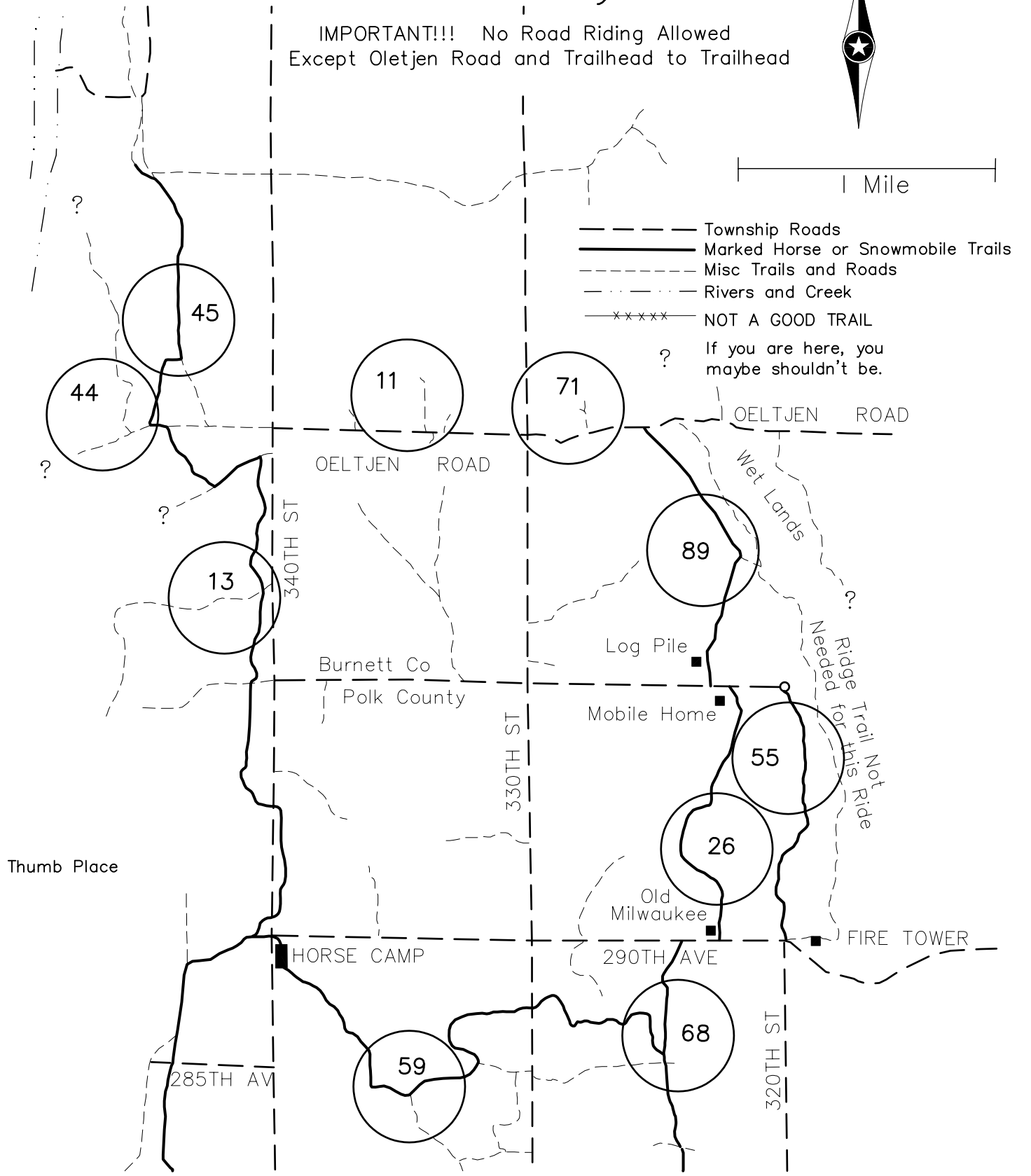
**IMPORTANT!!! No Road Riding Allowed
Except Oletjen Road and Trailhead to Trailhead**



1 Mile

- Township Roads
- === Marked Horse or Snowmobile Trails
- - - Misc Trails and Roads
- ~ ~ ~ Rivers and Creek
- ***** NOT A GOOD TRAIL

? If you are here, you maybe shouldn't be.



The Barrens/Cushing CMO SATURDAY

| LETTERS | PLATE # | CLUES |
|---------|-----------|--|
| | 89 | 30° From dead sticks and branches piled on a short stump, Bud Light nearby. 355° From part of old rusty 55 gallon drum |
| | 71 | 322° From white cover for a 5 gallon pail, on top of cut bank. 65° From really quiet metal sign. |
| | 59 | 313° From Triple oak 60 feet west of trail, has a lath in Vee. 223° From 3 oaks - one has sawmarks, one is cut down, there is a vertical dead stick in standing between two of the oaks |
| | 44 | 113° From dead 12 ft. tall Y oak, 35 ft. south of 2-track, styled after a fishing rod holder. 169° From marlboro on oak chunk. |
| | 55 | 93° From old stump, nearly driven over many times, dead pine branch behind. 129° From 35 ft. tall large dead tree, no whole branches left some bark, metal pail near base. |
| | 68 | 123° From PVC pipe lock box. 23° From Pine 2 red paint stripes and 1 horse. |
| | 11 | 109° From 11 ft. tall dead popple spike, has scars on face, 6 ft. off east side of 2 track. 197° From 6th pine (dead) from south end of single row of larger pine trees. |
| | 26 | 102° From grassy knoll. 292° From green rectangle. |
| | 13 | 68° From old pink balloon and ribbon on jack pine across trail from a choke cherry. 117° From twisty birch, 2 trunks, one wraps half way around the other, trunks less than 3" dia. |
| | 45 | 183° From wood post with one arrow that points towards 250 degrees 318° From pine spike, broken off at 9-1/2 ft., cut pine chunks at base. |