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Just to get random value

Bike or rider

Object info data source
X axis

Seed value

Random data source
Min: 1
Max: 4
Interval: Doesn't matter

Match the "Max" value with the amount of different obstacles/filters you have

Value

This section is to ensure once an obstacle is chosen it does not change with each checkpoint restart

Variable data source
Value: 1
Reset in checkpoint restart: Unchecked

Set value event
Type: Set
Value: 0

Set value event
Type: Set

Variable data source
Value: 0

Comparison value 1

On true

Use checkpoint trigger and target the filter

Generic filter
Equals
Comparison value 2: 1

On false

Generic filter
Equals
Comparison value 2: 1

Generic filter
Equals
Comparison value 2: 2

Generic filter
Equals
Comparison value 2: 3

Generic filter
Equals
Comparison value 2: 4

On true

Visibility event
Visible

Obstacle 1

Obstacle 2

Obstacle 3

Obstacle 4

Place all obstacles in the same place and uncheck the visible box

This shows how to have random obstacle generation at a checkpoint (with 4 possibilities, but more or less can be used).

If the obstacles are too close to the checkpoint the player will see it appear, so if this is a problem place the obstacles further away, or use the checkpoint before to decide the next checkpoint's obstacles.

Alternatively, use a trigger at the beginning (in place of the checkpoint above) to set the random values in all obstacles in your track right from the start.

There are much more complicated ways to change the obstacles (using OPEs etc) which are arguably better but this should be the most simple.