



2014 Extreme Trail Challenge Rules and Scoring

Rules

Obstacles and race rules will be reviewed in an optional rider meeting before the race begins and another meeting will be held after lunch. It is the responsibility of the rider to fully understand the rules of the race before the race begins. Riders will be permitted to ask questions about the rules up until the first run begins. Judges will be happy to answer any questions or demonstrate each obstacle. Because this is considered an educational experience, each Partnership should have the opportunity to understand what is being asked of them. The course will be open for riders only (without horses) to walk through before the race and at lunch.

Division will be as follows:

Open Division - All ages. This is a Partnership where the horse and rider have established trust, can negotiate difficult obstacles, and complete the course at a higher speed.

Novice Adult - 18+. This is a Partnership where the horse and rider may not have an established trust or are unsure about each team member's ability to negotiate obstacles. Walk, trot, controlled canter. No galloping!

Novice Youth - Under 18. This is a Partnership where the horse and rider may not have an established trust or are unsure about each team member's ability to negotiate obstacles. Walk, trot, controlled canter. No galloping!

In-Hand - All ages. Open to horses and mini's.

Horse and rider will be required to complete each obstacle within 1:00 minute in order to receive points for the obstacle. If an obstacle is not completed within the 1:00 minute, the rider will be flagged/whistled and must move onto the next obstacle. Time subject to change based on the obstacle. If the rider goes over the time limit a score of "0" will be given.

Each horse and rider must complete the entire course, in order, as it is laid out. You must at least show an attempt at each obstacle. Riders may not choose to skip an obstacle. If a rider goes off course and skips an obstacle and continues with the course he/she will be disqualified. If a rider goes off course and misses an obstacle and realizes the mistake before moving on to the next obstacle on the course, he/she must go back and complete the obstacle. Neither judge(s) nor spectators will alert the rider that he/she missed an obstacle.

The rider should be mounted, except in-hand division, throughout the entire course once they have started the timer, unless specified by the course. If the horse refuses an obstacle and the rider chooses to dismount and lead their horse through the obstacle, the rider will not be disqualified but this will be reflected in their score.

Should a rider get bucked off, fall off, or lose control of their horse, he/she may continue to compete provided he/she can catch their horse unassisted and remount, except in-hand division, within one minute without setting off the timer. Should the horse leave the course boundaries, the rider will be disqualified from that run.

The course will be open during specific times (generally 10:00a - 12:00p and 12:30p - till all riders are complete). Rider from any division may ride/walk when they are ready. There will be no rider order.

If a rider feels they must scratch due to health, soundness, or safety issues they will be granted a refund only if they scratch **before they compete.**

If a rider's horse is injured during the competition, the rider must withdraw from the competition.

Any dispute or complaint by a rider must be brought to the attention of the official judge(s) prior to the horse/rider team leaving the course area. All riders agree to abide by the rulings of the judge(s). The decision of the judge(s) will be final and not subject to appeal.



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The judge(s) and the committee may disqualify a rider for abuse of any animal or violation of the race rules.

The crowd at the event is considered to be part of the course and each rider acknowledges that the crowd may be a distraction to his/her horse.

Riders may utilize any tack or equipment that is considered to be standard in the industry and in recognized events. For their safety, riders are encouraged to wear ASTM/SEI approved riding helmets. Riders under 18 years of age are required to wear an ASTM/SEI approved riding helmet. Boots with heels are required for all. Horses are permitted to wear protective leg wraps, boots or other leg gear.

Scoring

An Extreme Trail Challenge is a timed event during which the performance of each horse and rider team will be judged based on the Partnership's ability to navigate the course. For each obstacle, the judge(s) will award points on a scale of 0-10 based on 1) the horse 2) the rider. Scoring is as follows: 10=excellent, 9=very good, 8=good, 7=fairly good, 6=satisfactory, 5=sufficient, 4=insufficient, 3=fairly poor, 2=poor, 1=very poor, 0=not executed.

Scoring the classes is judged on how the Partnership works together. This working unit should negotiate obstacles with calmness and patience, moving safely through each obstacle. Horses should be aware, attentive and not spook, shy or spin as well as not be unaware and clip, stumble or tick obstacles. The Partnership should demonstrate the capability of picking its way through the course when obstacles warrant it and should willingly respond to the rider's cues on more difficult obstacles.

Emphasis is on manners, response to the rider and quality of movement. Horses should be relaxed and not display resistance. When completing the course, the Horse should not be overly exhausted. Credit will be considered when a Partnership negotiates the obstacle with style and rate of progress, providing correctness is not sacrificed.

The ride time calculated by the official timer for the competition will be deemed the official time for each team's ride and may not be challenged by any participant. If the primary timer should fail, there will be a backup stopwatch. If both timers fail, the horse and rider team will have the option to receive a re-ride at the end of the race.

Overall ride times will be translated into points by arranging all ride times from fastest to slowest and then awarding points per obstacle. Points will be adjusted based on the number of riders entered. For example:

5 points awarded to the horse/rider teams in the fastest 20%	5 pts
4 points awarded to the horse/rider teams in the next fastest 20%	4 pts
3 points awarded to the horse/rider teams in the next fastest 20%	3 pts
2 points awarded to the horse/rider teams in the next fastest 20%	2 pts
1 point awarded to the horse/rider teams in the next fastest 20%	1 pt

In the event of a tie, the scores from obstacles 1, 3, and 7 will be combined to establish a winner. Participants will be ranked based on the combined scores.

Best of luck to all horse and rider teams!



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Obstacle guidelines:

Leading: Horse is to follow willingly, not lagging or crowding. Horse must be led by a lead rope or unclipped reins.

Mounting: Rider must always check cinch before mounting; stirrup does not need to be laid over the saddle. Horse is to stand quietly and not move out when mounted. A smooth mount does not unbalance the Horse.

Dismounting: Horse is to stand quietly and not move off. Style of dismount by the rider is a smooth dismount that does not unbalance the Horse. Reins should remain in hand.

Hoof Check: Horse is to stand quietly. There is a penalty if the rider lets go of the reins or lead rope unless the Horse is tied to a stationary object.

Water Crossing: The Horse should walk through the water quietly in a continued forward movement. The Horse shall not be penalized for stopping for a drink or checking out the water before crossing.

Uphill: Rider should be positioned appropriately to maintain the center of balance. Rider and Horse are to negotiate slope in safe manner. No penalty is given for holding on the mane.

Downhill: Rider should be positioned appropriately to maintain center of balance. Rider and Horse are to negotiate slope in a safe manner. Rider may use a hand to support himself on the mane or saddle.

Stepover: Horse may hesitate and check out obstacle before proceeding over without striking the obstacle. Smaller Horses are not penalized for hopping over very tall obstacles as long as the action is done in a calm manner. If a rider declares to the judge that it is safer for them to jump the obstacle, no penalty will be given. However, when choosing to jump, it needs to be done in a safe manner for both Horse and rider.

Bridge: The Horse should step up, walk across, and step off quietly. No penalty is given for hesitating to acknowledge the obstacle.

Gate: Depending upon the type and position of gate, rider will decide whether gate should be a push/pull or left/right hand gate.

Drag: Rider may hold rope or dally once. There is to be no tying hard and fast. At no time should the rider or Horse get tangled in the rope. Horse should stand quietly during preparation and then pull or drag in control.

Stationary Obstacles: These are such things as slickers, balloons, map, trash, etc. Horse may acknowledge obstacle, and rider is to maintain control.