

**2012**



A judged trail course designed to challenge  
& build confidence in you & your horse.

**[www.TrailRiderChallenge.com](http://www.TrailRiderChallenge.com)**

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## **TRAIL RIDER CHALLENGE**

### **Description**

The Trail Rider Challenge (TRC) is an unique event that encourages you and your horse to develop a partnership based on trust and measure your horsemanship skills. Your partnership is then scored on an obstacle course designed to challenge your skills at all levels and encourage good horsemanship.

## **Purpose**

This event will give you the opportunity to set goals, measure your progress, gain confidence, expose your horse to new things, and win prizes. The TRC is about having fun, building confidence, promoting good horsemanship and challenging you and your horse to new levels. It is an encouraging, supportive group of people who want to learn and challenge themselves.

## **2012 Events**

June 16	TRC & WD Crannell Creek Horse Farm, Tekamah, NE
July 8	TRC Fun Day Kesselring's, Seward, NE
August XX	TRC & WD Skyline Arena, Elkhorn, NE
September 8	TRC & WD 2012 Finals! Crannell Creek Horse Farm, Tekamah, NE
October 27	Haunted TRC Location TBA

## **SCHEDULE for TRC & WD**

**(Fun Days have different schedules)**

Registration opens at 8:00 am.

9:00 am	In-Hand and Basic Course
11:00 am	Trail Rider Challenge Course
1:00 pm	Fun Classes Run-Ride-Lead Pony a Horse Trail Horsemanship
2:00 pm	Extreme Trail Rider Challenge
4:00 pm	Western Dressage

## **ENTRY FEES for TRCs and WD**

**(Fun Days vary by event)**

In-Hand	\$10
Basic Course	\$15
Trail Rider Course	\$25
Fun Classes	\$ 5 each
Extreme Trail Challenge	\$35
Extreme Jackpot	\$20 per horse/rider*
Western Dressage	\$10 per test

Ride all day in one division (14 and over) for \$85

Ride all day except Extreme Trail Challenge - Youth (13 and under) for \$50. Youth must have management approval to ride in Extreme division.

**NO MEMBERSHIP FEES!**

**\*Jackpot paid back 100% to top 3 scores of those who entered jackpot. Jackpot is in addition to all day ride fee.**

## **Courses**

**1. In-Hand Course:** Course is in the arena and consists of 5 obstacles to be completed while leading your horse. Suitable for horses of all ages and ponies..

**2. Basic Course:** Course is in the arena and basic. Suit for all ages of horses and riders. Walk-Trot.

**3. Trail Rider Challenge Course** is scored and timed. 10 obstacles are worth 10 points each. Time is worth 10 points. It is in an open area, includes loping and more challenging obstacles. Open to all ages and skill levels of horse and rider. Time Limit

**4. Extreme Trail Challenge Course:** is scored and timed. 10 obstacles are worth 10 points each. Time is worth 10 points. It is in an open area, includes loping and a higher level of difficulty and skill. Open riders over 14 and youth riders with permission. Time Limit.

## Divisions

**Four divisions** will be at each event and have year-end prizes.

1. Youth Division: Riders 13 & under as of January 1.
2. Novice Division: For beginner riders. Novices have never won a TRC, a Trail Class or a similar event. Novices have never been paid to ride, train or give lessons.
3. Green Horse: For horses who have been under saddle less than 1 year prior to the start of the season or horses who have never competed in any event prior to season.
4. Open Division: Open to all horses and riders.

## PRIZES & AWARDS

Ribbons 1st – 6<sup>th</sup>. in all divisions.

**“TRC CASH”** will be awarded as follows:

Amount of TRC Cash paid back per class:

In-Hand	\$3 per entry
Basic Course	\$5 per entry
Trail Rider Course	\$7 per entry
Fun Classes	\$1 per entry
Extreme Trail Challenge	\$10 per entry
Western Dressage	\$2 per entry

TRC CASH awarded to 4 places per class: 40%, 30%, 20%, 10%

**“TRC CASH”** can be used as follows:

- In the “TRC Store” for various items such as T-Shirts, Caps, Tack, Flags, Jewelry, Buckles, Gift Certificates, Trail Obstacles and more. Many items will be at event. Even more items online: [www.TrailRiderChallenge.com](http://www.TrailRiderChallenge.com). Items will be added throughout the season.

- You may save your TRC Cash and redeem anytime before 12/31/2012.
- You may use your TRC Cash for future TRC entry fees.
- You may use your TRC Cash for clinics with Kelli Paulson.

## **YEAR END AWARDS**

### **TRC**

Frame certificates will be awarded for 1<sup>st</sup>-4<sup>th</sup> in each level.  
Riders must compete in 2 or more events to be eligible for awards.

A special award will be given to each horse & rider whose score average is over 6 at 3 events.

A special award will be given to each horse & rider whose score average is over 7 at 3 events.

### **WD**

Frame certificates will be awarded for 1<sup>st</sup>-4<sup>th</sup> in each division.  
Riders must compete in 2 or more events to be eligible for awards.

A special award will be given to each horse & rider whose score average is over 65 at 3 events.

**How to Enter:** Entries close 20 minutes before a division begins.  
10% discount for pre-registrations (post-marked by the Monday prior to the event) Mail to: TRC, 380 Co Rd 34, Tekamah, NE 68061  
Registrations accepted at the event.

**Spectators:** Free. Bring a lawn chair.

### **Horse Eligibility**

Horses may see a course only once. Open to any breed and riding discipline.

**Exhibitor Order** will be determined by show management by drawing and posted. Accommodations are made for exhibitors with multiple horses. You must compete in this order.

## **Trail Rider Challenge OBSTACLES**

Most obstacles will come from this list. Show management has the right to be creative.

### **TYPICAL OBSTACLES:**

1. GATE - Opening, passing through and closing the gate.
2. CROSSING OBSTACLE – poles, logs, bridge, water, ditch, or tarp
3. DRAGGING OBSTACLE – log, tire, tarp, pallet, etc
4. ROPE A STATIONARY STEER – judged on horse, not rider's roping ability
5. LOADING INTO A TRAILER
6. REMOVE, CARRY AND REPLACE AN ITEM - slicker, bucket, ball, flag, saddlebag, etc
7. BACK or ride thru & around obstacles or up and down hill
8. SIPEPASS over a single pole or poles.
9. JUMP - Lope over a small jump (log or small barrel). Youth may trot.
10. MAILBOX – Approaching the object and handling an item
11. THROUGH – Cowboy curtains, tunnels
12. NATURAL TERRAIN - brush, sticks, downfall areas, ravines, hills, debris
13. MOUNTING – From fence, block, log, windmill
14. CIRCLES or Straight Line– trot, lope, lead changes, slow, fast
15. SMOKE - campfire
16. LOUD NOISES
17. MAZE or tight fit
18. PICKIN UP HORSES FEET
19. PONY A HORSE (Xtreme division)
20. MANUEVERS - Pivots, rollbacks, stops, weaving or pattern
21. CATTLE – Move from pen to pen (Xtreme division)
22. WATER – crossing, sprinkler, carry, creek

**A course walk through for competitors will be 15 minutes before competition begins.** It is the competitor's responsibility to fully understand the course and rules at this time. Obstacles must be completed in the designated order. It is acceptable to ask the judge where to go next.

## **SAFETY**

Obstacles are designed with safety in mind. However, if you feel an obstacle is beyond the abilities of you and/or your horse you may skip that obstacle. You will receive a zero for that obstacle but will still receive a score for the course.

Helmets are encouraged but not required.

Competitors and parents/legal guardians of youth assume all responsibility when on the grounds and participating in the event.

## **RULES**

1. Open to any discipline of riding and breed(s) of horse.
2. Horse can go through each course only once. A rider may exhibit multiple horses.
3. All riders must sign a release form. Riders 17 years or age and under must have parent/guardian signature on release form. Release forms online.
4. Riders must pay a non-refundable entry fee.
5. Riders may not consume alcoholic beverages before or during their ride. A rider will be disqualified if it appears that the rider is using drugs or alcohol.
6. Equines must be serviceably sound and in good condition as determined by the judge.
7. Horses may be shown in any division if the rider is eligible for the division.
8. It is expected that each horse shall be treated humanely with kindness and respect at all times. Horses should have the opportunity to display their great natural ability not hindered by drugs, surgical alterations or inhumane treatment. Our

position is to hold to the highest standard of integrity in treatment and care of the horse.

9. The judge always has the option of disqualifying an exhibitor for safety reasons, disrespect or misconduct.
10. No whining, moaning, or complaining. The object is to have fun and to better our horsemanship. Suggestions are welcome.
11. No horses on the course before their turn.
12. If you choose to lead your horse through an obstacle you must remount before moving toward the next obstacle.
13. If you happen to fall off your horse and you can regain control without assistance and remount you may do so. If your horse leaves the course you are disqualified.
- 14. The judge will blow whistle and ask contestant to move on to next obstacle upon the third refusal or after 30 seconds of not completing an obstacle. The rider MUST move to the next obstacle. Riders who do not move on will be disqualified!**
15. Failure to complete an obstacle results in a zero for that obstacle and a 30 second time penalty, not a disqualification.
16. It is permissible to change rein hand to work with an obstacle.
17. Please respect the facility, treat it well and clean up after yourself.
18. Show management has the right to add additional rules if necessary. Rule additions will be posted at registration table.

## **TACK & ATTIRE**

**Attire:** Boots with a heel are mandatory. Dress should be appropriate for the weather and the event, neat and functional. Show clothing not required.

**Numbers:** The number will be displayed in a visible manner.

**Tack:** must be safe, humane and in good working condition. If show management determines an item to be unsafe or not humane the exhibitor has 10 minutes to correct the problem and return to the course.

**Snaffle Bits and Bosals:** Any horse may be shown 2 handed

using a snaffle or bosal.

**Horses that are shown in bit with a shank should be ridden one-handed.** Use of two-hands penalized.

**Discouraged Equipment:** Mechanical hackamores, tie-downs, draw reins, martingales, and wire chinstraps strongly discouraged.

## **JUDGING**

Each contestant will perform the required trail pattern individually. The best trail horse will be willfully guided with no apparent resistance. Any movement made by the horse on it's own or deviation from the pattern must be considered a lack of control. Credit will be given for horsemanship, smoothness, calmness, finesse, forward motion, control, attitude, **quickness** and authority in performing the various obstacles while using controlled speed. This event is intended to display the versatile working ability of a horse.

- A good horseman will never endanger themselves or their horse.
- A good working relationship between horse and rider should be rewarded

Riders will abide by the ruling of the judge. All judges' decisions are final.

## **SCORING**

Each obstacle will be worth 10 points for a possible total score of 110 points.

Points can be given in .5 increments.

Scoring system;

0 – Not Attempted

1 – Attempt made, uncooperative horse, 3 refusals

2 - Attempt made, uncooperative horse, 2 refusals

3 – Attempt made, uncooperative horse, 1 refusal

4 – Obstacle complete with hesitation, rough but done

5 – Obstacle completed with slight deviation or hesitation

6 – Obstacle completed as expected

- 7 – Obstacle completed smoothly and willingly
- 8 – Obstacle completed willingly with finesse
- 9 – Obstacle completed willingly with a higher degree of difficulty
- 10 - Obstacle completed willingly with a higher degree of difficulty and extreme finesse

## **TIME**

The competition time keeper/time clock will record the entry/competitors time. The official timer will have the final time decision and may not be challenged.

10-minute time limit for all divisions or as posted at walk through.

Trail Rider Challenge: Time points are given in 30-second increments. Time points are given in addition to the exhibitors score for obstacles.

The fastest time is awarded 10 pts  
Exhibitors within 30 seconds of the fastest time receive 9pts.  
Exhibitors within the next 30 seconds will receive 8pts.  
Exhibitors within the next 30 seconds will receive 7pts.  
Exhibitors within the next 30 seconds will receive 6pts.  
Exhibitors within the next 30 seconds will receive 5pts.  
Exhibitors within the next 30 seconds will receive 4pts.  
Exhibitors within the next 30 seconds will receive 3pts.  
Exhibitors within the next 30 seconds will receive 2pts.  
Exhibitors within the next 30 seconds will receive 1pts.  
Points are awarded based on the fastest time and 4.5 minutes thereafter.

In the event of a tie score in any division, the fastest time will win.

**GOOD LUCK!**