



EXTREME TRAIL RIDER CHALLENGE

A course designed to challenge your horsemanship skills.

Open to all riders, breeds and disciplines.

SUNDAY, May 10 - 9:00AM

EAST ARENA

Check-in: 8:15 – 8:25 am Walk-thru: 8:30am sharp. **No Horses.** Begin: 9:00am sharp

Awards presentation 30 minutes after Competition

PRIZES: OPEN – TROPHY BELT BUCKLE 1st place. Ribbons and other prizes 1st – 6th

NOVICE – First place award TBA. Ribbons and other prizes 1st – 6th

New YOUTH – First place award TBA. Ribbons and other prizes 1st – 6th

IN-HAND – First place award TBA. Ribbons and other prizes 1st – 6th

THEME: Saddle Up With Mom (Mother's Day)

JUDGES: Double Judged. Judges TBA

ENTRY FEE: \$80 - Each horse **MUST** have Health Papers and Horse Fair Vet inspection before entering the Fairgrounds.
Coggins required for out of state horses.

STALL FEE: \$100 includes 2 bags of bedding– Pay once for the entire fair. **No Jump outs allowed.**

RIDER DIVISIONS

1. **Novice (Amateur) Division:** For beginner riders. Novices have not won a TRC, a Trail Class or a similar event. Novices have never been paid to ride, train or give lessons or ride at a national level. If you have questions, contact Kelli. Contact info at end of information.
2. **Open Division:** Open to all horses and riders. More competitive and confident riders.
3. **Youth:** Ages 10-17. More competitive riders may enter the Open division if they wish.
4. **In-Hand:** Class is open to all ages of horses and riders. A Horse in In-Hand may not appear in riding classes. A horse can only see the course once.

YOUTH are encouraged to ride in the Novice or Open division. They should select the appropriate division for their abilities.

THE COURSE

Extreme Trail Challenge Course: Course is scored and timed. 10-15 obstacles worth 10 points each. Time is worth 10 points. Includes loping and any of the obstacles listed below. Time Limit. All riding divisions ride the same course.

Exhibitor Order will be determined by show management by drawing. Exhibitor order will be emailed to participants before 5:00pm Saturday. NOTE: On your entry form, LIST ANY OTHER HORSE FAIR ACTIVITIES YOU ARE IN. We will work with you to accommodate your schedule. RIDER ORDER BECOMES FINAL 5:00PM ON SATURDAY.

TYPICAL OBSTACLES: Most obstacles will come from this list. Show management has the right to be creative as long as safety considerations are kept.

1. GATE - Opening, passing through and closing
2. CROSSING OBSTACLE – logs, bridge, teeter- totter, water, ditch, or tarp
3. DRAGGING OBSTACLE – log, tire, pallet
4. ROPE A STATIONARY STEER
5. LOADING INTO A TRAILER
6. REMOVE, CARRY AND REPLACE AN ITEM
7. BACK thru &/or around obstacles or up/down hill
8. SIDEPASS over a single pole or poles.
9. JUMP – Lope or trot over a jump
10. MAILBOX
11. THROUGH – Cowboy curtains, tunnels
12. NATURAL TERRAIN - brush, ravines, hills
13. MOUNTING – From fence, block, log, windmill

14. CIRCLES or Straight Lines, lead changes
15. MAZE or tight fit
16. PICKING UP HORSES FEET
17. PONY A HORSE
18. HORSEMANSHIP ELEMENTS - circles, straight lines, lead changes, pivots, rollbacks, stops (see below)
19. WATER – crossing, sprinkler, carry, creek
20. DEBRIS

HORSEMANSHIP ELEMENTS: These items can be an obstacle of their own or incorporated into other obstacles.

1. Pivots on hindquarters, forehand, or in combination.
2. Circles, straight lines, serpentine or other patterns in the line of travel.
3. Lead changes: may be simple or flying, in a designated location.
4. Gaits: walk, trot, extended trot, lope both directions
5. Stops
6. Backing: straight, in a circle or in a pattern

COURSE WALK THROUGH: A **course walk through** for competitors will be 30 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. No horses allowed at this time.

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 ask the judge to skip that obstacle. You will receive a zero for that obstacle and a 30 second time penalty but will still receive a score for the course. An attempted obstacle will score higher than a skipped obstacle. Helmets are encouraged but not required.

RULES

1. Open to any discipline and breed(s) of horse.
2. Horses may go through the course only once. Two riders cannot ride the same horse.
3. All riders must sign a release form. Riders 17 years of age and under must have a parent/guardian signature on release form. Competitors and parents/legal guardians of youth assume all responsibility when on the grounds and participating in the event.
4. Riders must pay a non-refundable entry fee.
5. Equines must be serviceably sound and in good condition as determined by the judge and/or show manager.
6. Each horse shall be treated humanely with kindness and respect at all times.
7. The judge or show manager always has the option of disqualifying an exhibitor for safety reasons, disrespect or misconduct.

8. No whining, moaning, or complaining. The object is to have fun and to better our horsemanship. Suggestions are welcome.
9. No horses on the course before their turn. Once course setup begins, the arena is closed to all horses. If a horse is in the arena before their turn, they will be disqualified.
10. If you choose to lead your horse through an obstacle you must remount before moving toward the next obstacle.
11. If you happen to fall off your horse and you can regain control without assistance and remount you may do so.
12. An official will ask the contestant to move on to the next obstacle 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!
13. **Failure to complete an obstacle** - results in a zero for that obstacle (or a low score for partial completion/attempting the obstacle – 3 or under) for that obstacle. The rider will still receive a score for the course. A rider who does not complete every obstacle is not eligible for time points.
14. It is permissible to change the rein hand to work with an obstacle.
15. Show management has the right to add additional rules if necessary. Rule additions will be announced and posted at the registration table.

TACK & ATTIRE

*Attire: Boots with a heel are mandatory. Long sleeve western or English shirt or jacket. Pants or jeans without holes. Show clothing is not required. Cowboy hat or helmet mandatory. Boots (shoe with heel) are mandatory – Some allowance may be granted for clothing fitting the theme of the event.

*Tack: must be safe, humane and in good working condition.

*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 on reins when using a shank bit are penalized 1 point per occurrence.*

*NO: Mechanical hackamores, tie-downs, draw reins, martingales, or wire chinstraps.

*Equipment must work through the entire course.

BONUS POINTS

Tack & Attire (0-3pts) - – Nice, Neat, Good Working Gear. Bling is not encouraged. Saddle Up with Mom/Mother's Day-theme encouraged! Horsemanship (0-3 pts) – Overall skill of rider, impression, execution of obstacles, and partnership with horse.

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 its 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 solid trail 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.

The judge should walk the course and make any adjustments necessary for safety.

SCORING

Each obstacle will be worth 10 points. Points can be given in .5 increments.

Obstacles skipped will receive a zero. Obstacles not completed will receive a score of 3 or less. If an obstacle is skipped or not completed, the rider will not receive time points. Riders will still receive a score for what they complete on the course.

SCORING SYSTEM

1. 0– Not Attempted
2. 1– Obstacle not Completed. Attempt made, uncooperative horse, 3 refusals.
 - a. Obstacle is not at least half completed.
3. - Bad. Attempt made, uncooperative horse, 2 refusals.
 - a. Obstacle mostly completed.
4. – Poor. Attempt made, uncooperative horse, 1 refusal. Significant issues with basics.
 - a. Obstacle completed.
5. 4– Not Satisfactory. Obstacle completed with hesitation, rough but done
6. 5– Completed. Obstacle completed w/ slight deviation or hesitation
7. 6 - Satisfactory. Obstacle completed as expected.
8. 7–Good. Obstacle completed smoothly and willingly

Note: To score an 8 or above – the horse must be willing, confident and brave, moving with rhythm and balance. The rider must be a partner to the horse, using small cues, timing and feel. The pair should be working together effortlessly.

8 – Very Good. Obstacle completed willingly and with finesse

9-Excellent. Obstacle completed willingly with a noticeable higher quality.

10 - Obstacle completed willingly w/ a higher degree of quality and extreme

TIME: The official timer will have the final time decision and may not be challenged.

TIME LIMIT: A time limit, usually 4 to 8 minutes, for each course will be announced at walk through. When time ends, the rider must leave the arena immediately. Points will be given for obstacles completed.

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

TIME POINTS: Time points are given in 15-second increments.

Time points are given in addition to the exhibitors score for obstacles.

The fastest time is awarded 10 pts

Exhibitors within 15 seconds of the fastest time receive 9pts.

Exhibitors within the next 15 seconds will receive 8pts.

Exhibitors within the next 15 seconds will receive 7pts.

Exhibitors within the next 15 seconds will receive 6pts.

Exhibitors within the next 15 seconds will receive 5pts.

Exhibitors within the next 15 seconds will receive 4pts.

Exhibitors within the next 15 seconds will receive 3pts.

Exhibitors within the next 15 seconds will receive 2pts.

Exhibitors within the next 15 seconds will receive 1pts.

If a rider receives a zero on an obstacle doesn't complete an obstacle and was moved on by an official without completing an obstacle, the rider is no longer eligible for time points. The rider will receive a score for all obstacles completed.

GOOD LUCK!

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ENTRY INSTRUCTIONS

Preferred Entry Deadline: April 1. All paid entries received on April 1 accepted.

After April 1st, entries accepted only if there is room. 30 entries maximum.

HEALTH PAPERS ARE REQUIRED TO CHECK IN WHEN YOU ARRIVE AT THE IOWA HORSE FAIR! NO HORSES WILL BE ALLOWED OFF THE TRAILER UNTIL HEALTH PAPERS ARE CHECKED. COGGINS IS REQUIRED FOR OUT OF STATE HORSES.

Stalls are \$100 for the weekend and include 2 bags of bedding.

A release of liability form must be signed.

QUESTIONS: Duly Zwiefel - skibikeride@mchsi.com 515-681-3715

RULE QUESTIONS: Kelli Paulson – crannellcreek@gmail.com 402-889-6042