



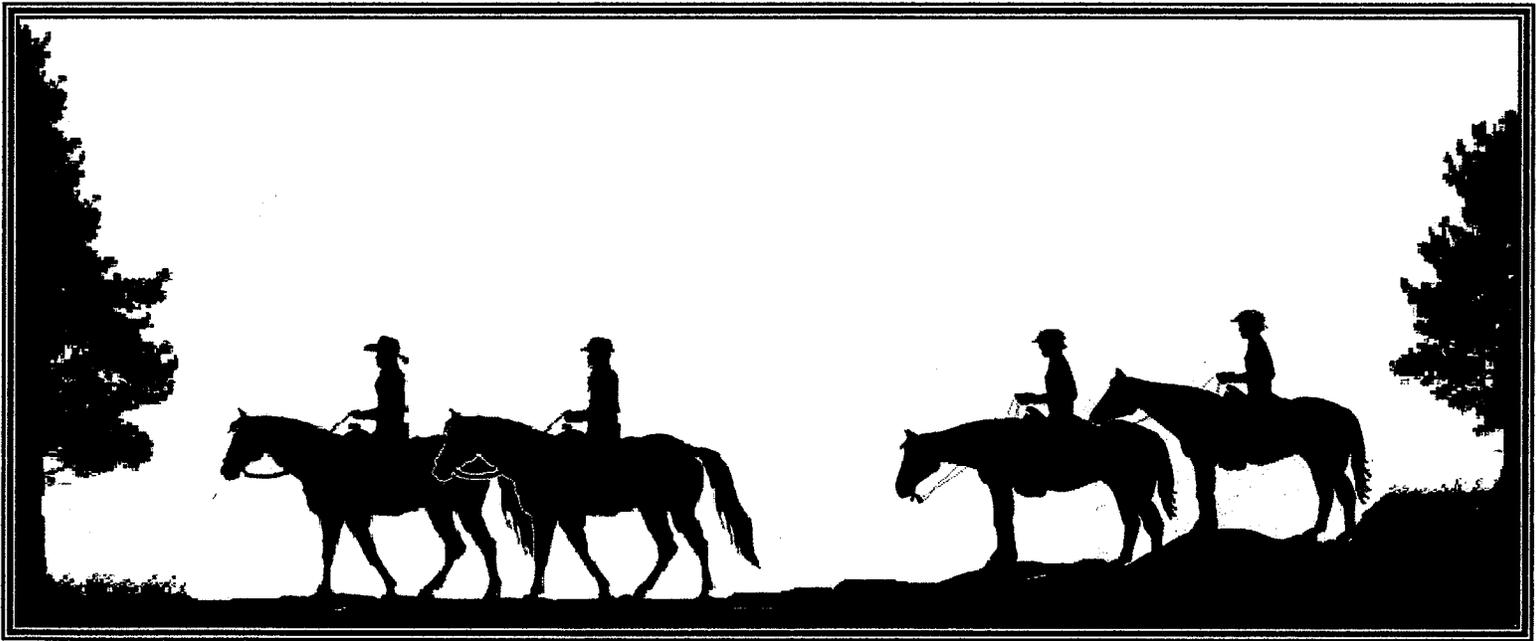
SPOKANE COUNTY 4-H



HORSE PROJECT COMMITTEE

COMPETITIVE TRAIL RIDE RULES

2010



PURPOSE OF COMPETITIVE TRAIL RIDING

Competitive trail ride are sponsored primarily to:

- ❖ Stimulate greater interest in the breeding and use of good saddle horses possessed of stamina, hardiness and quality to make good mounts for trail use.**
- ❖ Demonstrate the value of type and soundness and proper selection of horses for a long trip.**
- ❖ Learn and demonstrate the proper selection of training and conditioning horses for a long trip.**
- ❖ Train and demonstrate the best methods of caring for horses during and after long rides without the use of artificial methods or stimulants.**

ACKNOWLEDGMENTS

A special thanks to Mary Evans and Ginger Marel, members of the Washington State Horseman/Competitive Trail Ride Division for their time and patience in teaching us this system.

Also thanks to the 1992/1993 Spokane County 4-H Competitive Trail Ride Committee, Paul Botzen, Kim Delano, Kathy Fisher, Diana Robertson and Ron Zeller for their input and help in adapting the rules of the Washington State Horseman to that of Spokane County 4-H.

These rules were approved by the Spokane County 4-H Rules Committee on May 4, 1993. The Spokane County 4-H Horse Leaders then approved the rules on June 8, 1993. These rules had proposed changes presented to the Spokane County 4-H Horse Project Committee at the October, 2005 meeting and accepted at the November, 2005 meeting.

The rules have been revised and approved by the Spokane County Horse Project Committee for use effective Jan. 20, 2009

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WHAT IS A COMPETITIVE TRAIL RIDE

There is a nation wide interest in saddle horses. Horsemen everywhere are turning to the hills and back country to enjoy their favorite pastime. Groups of riding horse owners are getting together in friendly competition to compare the abilities of their mounts as working trail horses, to learn to condition themselves as well as their horses, to improve their horsemanship in long distance riding, and to better their knowledge of what makes a good working saddle horse.

Several states have one hundred mile, three day competitions, while others hold one hundred mile, one day competitions. We, in Washington State, being favored with some of the nation's finest riding country, have been riding competitive trail rides since 1952. For a number of years before this, local riding clubs have sponsored events of forty to one hundred miles to test endurance and condition.

Some rides are held in relatively level, open country where speed is of primary importance. Other events are held in heavily wooded, hilly terrain where agile footwork, climbing ability, and trail hazards complicate the marked trail.

Horses of any type, size or breed are eligible. Entry is open to mares and geldings.

GENERAL INFORMATION

The following is a rundown on valuable hints to aid the competitive trail rider, both the experienced and inexperienced. As is often the case, everything you need to know is NOT in the list of OFFICIAL rules. An enormous amount of what the competitor needs to know to compete well is found out the hard way, trail and error, so we are listing a few things we hope will make the learning a little easier, and make you and your horse future winners!!

Most riders like to get to the campgrounds the night before the ride. This not only gives you time to set up camp, but helps adjust your horse with the surroundings. This is to his/her advantage, as he/she will be more relaxed and tractable the following day. Getting there early also prevents delays due to flat tires, motor trouble, getting lost, etc.

Judging usually starts at 7:00 a.m., but the ride can start anytime, so ask to be sure because you must have yourself ready at the start time. Getting your after ride needs together and in place prior to the ride is an excellent idea. You won't have time after the ride and you should not be leaving the area. Have all your cleaning aids, buckets of water for drinking and cleaning, feed for your horse, and everything else you think you might need before the competition is over.

It is permissible to have another 4-H member help you in the before and after ride preparation. Remember to be courteous and good mannered to riders and horses around you. Sometimes a judge will be at the gate judging your camp manners.

After you are timed out, pace your horse so you'll approach the one mile out marker in about ten to fifteen minutes. If you arrive at the halfway point fifteen to twenty minutes early, it is probable you will need to balance the time to finish the ride. Rest your horse once in a while, especially after a hard climb. Give your horse time to take a few deep breaths before continuing on. At the top, check your saddle and reset it if necessary. Some judges prefer your horse to walk all hills, small or large, but others have different views. It's up to you to figure out what will seem most sensible and shows the best horsemanship. This is what can win or lose the ride.

When you come upon other riders, don't fly by them. Be considerate and ask to pass. Slow your horse somewhat as you are passing as some horses spook when they are passed on the trail. You don't want to be responsible for another person's horse acting up.

When at water holes, wait if someone is ahead of you. Let your horse drink if it wants to. If another horseman approaches, wait and see if their horse will drink. If you leave the water hole too fast, the other horse may become too excited to drink. This doesn't mean you spend the whole ride "baby-sitting", but good manners never hurt anyone and you may need the same favor some time.

Ride the ride as if you were out for business. Don't be visiting or dawdling along. The judges like to see riders alert and watching the trail, not hooraying around)

Travel faster when the trail permits as there is bound to be rougher country where you can't make time at all. These rides are timed to travel the appropriate speed for the terrain, but you know your horse and you should make allowances if necessary. Judged obstacles are natural and tough, but not dangerous, as no one intends for horses to get hurt. Treat your horse right and it will work well for you.

Now you are back at the judging area and the ride is over. Hard work begins again! As you check in with the time, dismount, loosen your cinch, while being sure not to block the gate for other riders coming to check in. Walk your horse for a few minutes with the saddle on. Keep walking and cooling your horse until it seems to be drying off. Allow your horse small amounts of water.

Take your horse to where it is to be groomed and tie it securely. Now give yourself a long drink of water. You will need it to see yourself through the next couple of hours. You'll bring every brush, comb, hoof pick, wipe rag and curry comb you have with you. When you think your horse is spotless, you'll see something you missed. A good rubdown will help relax the horse.

It is helpful to have several weeks of this type of routine behind you so the horse's hair is shiny and it is as slick as a ribbon. Clipping a bridle path is a good idea and very practical. The horse showing a little extra care has to warrant the judge's attention.

While you are grooming your horse, you will notice the judges walking around taking notes. No matter how hot and thirsty you are, take care of your horse first. If you came in near the end of the ride, you will probably have more than an hour to take care of grooming. Just be patient as the judges are working as efficiently as they can, trying to judge everyone as fairly as possible and still move along as quickly as possible. As time goes along and you go to more and more rides, you will find there will be times when you won't place even though you feel you should have. There will be times when you'll place even though you didn't think you should have. We like to think it all evens out in the long run. The judges are just people and can't be expected to see everything that goes on out on the trail. They sincerely try to do their best which is all anyone can do.

HOW DOES ONE PREPARE FOR A COMPETITIVE TRAIL RIDE?

It takes time to train and condition a good trail horse, just as it takes time to train a horse for any other type of competition. It means spending long hours on the trail for both you and your horse. Not all horses and people enjoy trail riding, but those who do really love what they are doing and take pride in their animal working for them. The condition of both horse and rider is all important. Hard riding one or two days a week, then nothing for the rest of the week will not condition either horse or rider. Two hours a day of well balanced riding should include lots of work at the walk, up and down hills, considerable exercise at the trot, and lengthy, easy gallops.

Careful and thorough grooming each day for several weeks before the ride and during the ride will almost do as much to condition the horse as the recommended exercise. Grooming stimulates the muscles and increases the circulation, thus relieving fatigue and enabling the horse to benefit from its rations as well as toughening its skin.

Sensible feeding of your horse at regular hours in addition to proper division of its feed insures good digestion and health. If your horse is accustomed to a noon time grain feeding, by all means, plan to stop at noon and let him have this grain ration. If he is not use to being grained at noon, it is best not to grain him at noon on the ride, as digestion difficulties may arise.

Plenty of water at the right time is important. Do not keep water from your horse all night and then let it fill itself up the next morning just before starting a ride. Let your horse have all the water it wants to drink during the whole night before the competition. On the trail, if your horse is excessively warm or overly tired, let it drink a small amount from a convenient stream and then move on without pressing too hard for a short time. Do not let a "HOT" HORSE DRINK HIS FILL AND THEN STAND STILL.

When on the trail, walk or travel easily the first mile out to warm up your horse slowly. Walk going up or down steep hills. Use caution on lesser hills. Remember that you can trot where the terrain might not be safe to lope or gallop. When cantering, change leads frequently. When resting a horse on a hill, stand your horse across the grade rather than up and down if the width of the trail allows.

Watch your horse's feet. Pick them out carefully before leaving on the ride and inspect them whenever you stop to rest. See that your horse is well shod. If it should need shoeing, have this done at least a week before the ride to give it time to become accustomed to the new length and angle of the shoe.

Watch your tack to see that it is clean where any part of it might touch your horse. The cinch should be smooth, flexible and comfortably adjusted.

A good rider does not need an excessively tight girth to maintain their balance. The horse cannot breathe properly when a cinch is too tight. This is also true when a breast collar is too tight. An improperly positioned cinch will also cause sores.

On all day rides, your horse is probably not use to bearing weight of the rider for seven or eight successive hours. It will be less likely to develop tenderness, swelling or abrasions under the saddle and tack if the following precautions are taken:

- Do not ride more than ten minutes at any gait.
- Do not expose a hot back to cold wind or rain (the same applies to a wet back)
- At the end of the ride, loosen the cinch and walk the horse a few minutes with the saddle in place; this allows the circulation to come back slowly.
- After unsaddling, give the horse a thorough hand rubbing.

A horse need not be over ridden to be in good condition. Begin riding ten miles, fifteen to twenty miles, and then twenty five miles a day once or twice a week with rest days in between.

A horse that has not been over ridden should be able to compete for years. It is recommended that horses not be competed heavily before reaching age five.

See SAMPLE "Training schedule and conditioning record"

WHAT DOES THE JUDGE LOOK FOR IN THE RIDER?

Some people are excellent horsemen, but very poor in horsemanship. A good horseman will get a maximum degree of efficient performance from their horse with a minimum of effort. Posture in the saddle is upright, relaxed and balanced. Light but steady contact with the horse's mouth is important.

A quiet but commanding voice is a good aid. A good horseman dominates their mount in an unobtrusive manner, exacting performance with effort that is hardly perceptible. They should inspire courage and confidence in their mount and not worry them unnecessarily. This will result in the rider getting a smooth performance without commotion or disturbance.

Horsemanship pertains to the rider's ability to care for their horse. A person who excels in this field will give full consideration to the welfare and care of their horse at all times. They will keep a watchful eye on their equipment to see that it is adjusted and comfortable for their mount. They will feed and water their horse at appropriate times, including grazing and watering in route.

Riding trail and camp manners are very important. Mount and dismount quietly, allowing plenty of room for others, whether in the camp or on the trail. Yield ground to others in close quarters on the trail and point out dangerous spots to those who follow closely. Control your mount at all times so they are not an annoyance or danger to others. Along roads or highways, bring the horse to a walk when a car or truck is passing. All horses are to be ridden on the right side of the roadway. On one lane roads, please yield right of way to the vehicles. Maintain a safe distance between horses on a narrow trail, both for courtesy and safety. Increase this distance as the pace increases. If you come upon another rider or group going at a slower pace and wish to pass, please ask permission and wait for the others to pull off the trail. Those being passed should keep their horse's heads toward the trail to prevent kicking of the passing animals. Those passing should go by the other horses with as little commotion as possible.

If you stop to rest, pick a place where both you and your horse can be completely off the trail so others may continue without waiting for you to get out of the way. Comply with all rules and regulations pertaining to the ride.

WHAT DOES THE JUDGE LOOK FOR IN THE HORSE?

Manners, way of going, suitability, soundness, and condition are the principle things the judge will be considering about your horse.

A horse with good manners will stand quietly for mounting and dismounting. They will remain calm, mounted or dismounted at the halt, and travel quietly in front, behind, beside or between horses at any gait. Your horse should remain tractable in confusion and turmoil. Such a well mannered animal will submit patiently to grooming, saddling, shoeing, leading, other handling, and will not resent other horses or riders. He should not exhibit excessive timidity or become frightened at a strange object. They will be alert and bold, and be responsive to leg, hand, voice and other aids.

Your horse's way of going is another factor. This will vary with breed and type, but should be safe, comfortable for you and easy on him. They should be safe and move easily at all gaits, traveling in a straight line and have true action with no excess or loss of action or motion. They should be sure footed and readily able to adapt his speed to meet the situation, and then carry on with consistent gait and rate of march. They should move along without having to be pushed by the rider, and if properly conditioned, should appear to be enjoying the ride.

Your horse's conformation, too, will vary with their breed or type, but they should be generally well balanced and properly proportioned. They should be muscled sufficiently to denote power and ability.

A working trail horse must be serviceably sound. Horses that carry unsoundness, such as enlarged tendons, ringbones, or have flesh injuries such as raw cinch sores are usually a poor risk. However horses with old splints, minor blemishes, that are well healed and not interfering with their way of going will generally work sound.

Condition will vary with each horse and rider, but both should be prepared to do the task at hand, i.e., make the march with ease and comfort. Guard against either over conditioning or under conditioning.

Your horse may not be in high flesh but should make the trip without undue loss of weight or excessive tiring. The entries in top condition will finish the days ride strong, alert and with the appearance of having strength in reserve for many additional miles.

WHAT EQUIPMENT MAY BE USED?

Types of equipment are optional; however, saddles, headstalls, halters, and leads must be used. This is a competitive ride so elaborate gear does not count over clean, serviceable equipment. Your equipment does not need to be new. New equipment is frequently uncomfortable to both horse and/or rider. It should be in good condition and clean. Equipment that is not properly cared for often becomes dangerous. Each rider must look after their own horse during the ride. The use of cloths, saddle pads and ordinary grooming tools is permitted, but no liniments, salves or any medication may be used.

RULES FOR RIDERS

1. Entries are open to certified mares and geldings of all breeds and must be four (4) years of age or older.
2. Only paid entries with certified horses under saddle will be allowed on the trail. Any pleasure riders will leave one hour after the last competitor has left camp.
3. All juniors, first year intermediates, and novice riders must have a sponsor. All others may ride with a sponsor.
4. An adult sponsor may sponsor two riders only. 4-H riders fifteen to eighteen may sponsor one rider. A sponsor must stay behind their rider.
5. If the sponsor should be forced to withdraw, and if another sponsor wishes to take the junior and/or first year intermediate, it is the responsibility of the original sponsor to make the decision.
6. If a sponsored rider cannot proceed, the sponsoring senior may proceed if the said junior and/or first year intermediate is left with a competitive trail ride judge or other responsible adult.
7. Breaking the following guidelines will be cause for disqualification:
 - a. Use of alcoholic beverages and/or illegal substances by adults and/or youth.
 - b. Dogs on the grounds unless on a leash and confined. Must not be in the area used by the participants.
 - c. Firearms in camp or on the trail.
 - d. Smoking and chewing tobacco is prohibited in the exhibit area.
 - e. Smoking and chewing tobacco are prohibited for all 4-H aged youth.
 - f. Failure to carry all gear required under rules 12-16.
 - g. The use of medication, stimulants, liniments, ice water or hot water on competing animals.
 - h. Rider being off the horse at any time while progressing on the trail. After three (3) refusals the rider may dismount and lead the horse across an obstacle if it is necessary for safety reasons.
 - i. Use of anything other than normal temperature water to clean horses from time judging begins until after final judging.
 - j. The use of walkman radios or other electronic devices except for cell phones.
 - k. Rider must wear boots with heels while on the trail.
 - l. If a participant does not care for and groom their own animal. The only exception is that a rider may have help from another 4-H member prior to the before and after judging.

8. Animals must be trimmed, shod and in good condition. Shoes are recommended. Any type of standard boots-i.e. easy boots, pads, etc are allowed. Splint boots. Protective leg wraps and bandages of any type that may hide unsoundness and/or blemish are prohibited.
9. The distress signal for a rider or judge needing help is for them to turn their number over so the blank side is visible. A judge can then step into view and confront the rider.
10. Competing animals must be left out of trucks and trailers until after the final judging of the day. Horse blankets of any type may be used except during judging.
11. After ride judging cannot start before one hour after the first rider is in. Each animal shall have at least one hour before he may be judged.
12. Types of equipment are optional. Saddles and headstalls (with throat latches) must be used. Competitors must also keep with them any and all gear, including halter and lead and other equipment or paraphernalia with which they begin the ride. Riders may not leave any of said items along the way with spectators.
13. All riders must wear boots, a long sleeved shirt, long pants, and a helmet.
14. Riders must have a halter and lead with them on the trail.
15. Western stirrups must have stirrup keepers.
16. All back cinches must have a front cinch connector.
17. Grooming brushes, curry combs and rub rags may be used at any time prior to presentation to the judges.
18. In consideration of the well-being of the horse, fly repellent may be used at any time.
19. If a judge stop a rider on the trail in excess of five minutes, the judge shall tell the rider and the time will be adjusted and subtracted from the time of the rider. No time will be allowed for shoeing.
20. There shall be no changes in horse or rider after the judging has begun.
21. No one other than the judges, secretary, student judges and competitor being judged shall be allowed in the immediate judging area while scoring is being done.
22. Horses will come in through a designated gate at the conclusion of the ride. **It is the rider's responsibility to check with the time keeper.** The competitors can then get grooming gear and feed for their horse.

JUDGING RULES

A judge may not judge a horse or contestant he has in training or has trained within the past three months.

CONDITION: Horses shall be examined at the beginning of judging. All old blemishes fault and unsoundness noted by the judge, or declared by the contestants at this time, are to be recorded by the secretary. Horses considered unequal to the ride shall be rejected at this examination.

Before and after the ride each judge must give a condition score and a fitting and handling score.

The chairman and judges shall decide jointly questions arising that may result in disqualification or loss of points. Decisions will be final and score sheets will determine the official rider results.

GUIDELINES

The committee shall supervise the planning, marking, and measuring of the official route. They arrange for lunch stops, if any, and other matters pertaining to accommodations in route. There will be markers indicating first mile and last mile in, as well as the halfway point. Halfway will be designated as halfway in time or distance. The better the trail is marked, the more successful the ride will be. Therefore, the trail will be marked so at any time the rider will not question being lost.

Numbers: Each 4-H entrant is to be identified by a set of numbers furnished by the 4-H. Competitive Trail Ride Committee. These numbers are to be worn on the front and back of each entrant at all times, from preliminary judging in the morning through final judging in the afternoon. The numbers will be constructed in such a way that the rider can easily remove them if it becomes necessary to do so. No entrant can be given a score without a visible number. We recommend that matching colored markers be affixed to number of Juniors, first time Intermediates and their sponsors.

The secretary shall officially record the findings of the judges. The ride management shall have sufficient assistants to handle their figuring of scores.

The timer shall keep an accurate record of the departure and arrival time of each entrant. The timer will check horses as they leave and return. The same watch should be used both times if possible.

Time: Time of the ride will be announced at the rider's meeting. The ride chairman shall make this information clear to all entrants. No time allowance will be given for beverage breaks unless specified by the ride management. There will be a time window over and under the set time of the ride which will also be announced at the rider's meeting. A penalty will be charged for each three minute interval or portion thereof, over and under the leeway, early or late. After the ride, judging cannot begin for at least one hour after the first horse arrives. Each animal shall have at least one hour before they are to be judged.

Awards and score sheets must be given on the same day as the ride. Awards shall be awarded to eight (8) places in each division.

In case of ties, after ride condition scores will determine the winner. If another tie occurs, the before ride condition score will prevail.

Scoring Committee

The people chosen to do this must have previous experience. This could include scoring, filling the secretary's position or helping during previous rides. Three people can do this task. It is helpful to keep everyone else away from the scoring area. This is a hectic procedure as everyone wants the scoring done quickly and efficiently.

There are several things the scoring committee can do in the morning after all riders have departed that will be time savers. They are:

1. Figure divisions and place them on entry and score sheets.
2. Put in time departed on appropriate sheet.
3. Double check that names, dates, etc., are filled in correctly before ride scores can be added.

Each competitive trail competition must have a consistent method of scoring the riders and horses. This system was adapted from the Washington State Horseman Incorporated, and has been tried and used over a period of years. The scoring method used is the result of many years experience and has been approved by the Spokane County 4-H Competitive Trail Ride Committee.

Scoring is based upon the theory of a given distance to be ridden in a definite time by a top trail horse without any injurious effect upon the horse. The ride tests the ability and stamina of the horse to cover a given distance in a given amount of time. The score is placed into six categories.

- | | | | |
|-----------------|-----------------------------------|------------------|----------------|
| 1. Conditioning | 2. Fitting & Showing | 3. Tack & Safety | 4. Trail Score |
| 5 PNR score | 6. Pre and Post Ride Herdsmanship | | |

The first two categories are of approximate value - perhaps 60% of the total score. The time factor is used as a penalty. Points are subtracted for being either too early or too late.

Each Judge scores every entrant independently from the other judges. These results are given to the secretary who turns them over to the scoring committee.

EXAMPLE:

Judge #1 -	Before ride score -	72	Judge #1 -	After ride score -	68
Judge #2 -	Before ride score -	76	Judge # 2 -	After ride score -	72
Judge #3 -	Before ride score -	74	Judge # 3 -	After ride score -	70
	TOTAL	222		TOTAL	210

CONDITIONING SCORE: When dividing the total before ride scores into the total after ride scores, you get a conditioning score of 94.59 (divided to the 4th place). This is based upon a possible 100 points for the condition of the horse for the day. All old blemishes and injuries are listed before the horse begins the ride. Only NEW blemishes and/or injuries incurred on the ride will be penalized. Make sure the judges note the old blemishes/injuries before the ride to prevent any misunderstandings as to when they occurred. Each judge will give a before ride condition score of at least (40) to (100) points. After the ride, each judge will give a condition score of at least (40) to (98) points. The after ride condition score is to be at least (2) points less than the before ride condition score.

(Passed 6/13/95)

TACK AND SAFETY CHECK: There are a possible twenty (20) points before the ride. There are possible negative points for broken tack after the ride. (See proposed change to Tack & Safety score sheet)

FITTING AND HANDLING: There are a possible fifty (50) points before ride and fifty (50) points after ride points. Before ride scores of 35 and 40 total 75. Divide the total by the number of judges to determine the before ride score. $75 \text{ divided by } 2 = 37.5$

After ride scores of 32 and 41 total 73. Divide the total by the number of judges to determine the after ride score. $73 \text{ divided by } 2 = 36.5$

TRAIL SCORE: Each judge deducts points from a total of ten (10) points per obstacle.

If judging more than one obstacle, they will make a final sheet with each rider's number and the score given to them at each check point. This information is then given to the secretary or scoring committee. Judges should see the horses on the trail as much as possible. All judge's score sheets should be retained by the trail ride committee for future reference.

TIME: Time is kept by the official timer and recorded on the score sheets with any penalties subtracted for the score.

DIVISIONS: Juniors, Intermediates, Seniors, and Novice are the four divisions. Each entrant competes only with those in their own division for awards within that division.

OBSTACLES: There will be a minimum of ten (10) obstacles on the trail.

Four (4) will be chosen from the approved list. Set up obstacles are allowed and use the same point system as natural obstacles. The same obstacle may not be used more than twice on the trail ride for judging.

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

- 1 point off for shying from the obstacle
- 1 ½ points off for the first refusal
- 2 points off for bolting from the obstacle
- 3 points off for the second refusal
- 5 points off for the third refusal

Obstacle 1 - Gate

- 1 point off for rider losing control of the gate
- 2 points off for changing hands after starting obstacle
- 4 ½ points off if rider is unable to regain control of the gate
- 10 points off for failure or refusal to complete obstacle.

Obstacle 2 - Obstacle to step or lead over

Not over 8 inches for ponies and/or 12 inches high for horses.

- ½ point off for each audible click of log, pole, etc. (maximum of 2 points off for clicking)
- 1 point off for displacing or stepping on each log, pole, etc.
- 2 points off if horse jumps over a step obstacle
- 3 points off if horse knocks down pole if walking
- 4 points off if horse knocks down pole if jumping
- 10 points off for failure or refusal to complete obstacle.

Obstacle 3 - Safe Bridge or Platform

All peaked bridges must have foot staves, either wood or rubber. Minimum width of 2 feet.

- 1 point off for each foot not on the bridge
- 2 points off for shying, shaking or crow hopping on the bridge
- 2 points off for jumping off end of bridge
- 4 ½ points off for stepping on bridge but not crossing
- 10 points off for failure or refusal to complete obstacle.

Obstacle 4 - Low jump

Not over 16 inches for ponies.

- 1 point off for clicking pole
- 2 points off walking over a jump obstacle
- 3 points off for knocking down pole if horse jumps
- 4 points off for knocking down pole if horse walks
- 10 points off for failure or refusal to complete obstacle.

This obstacle (4) is only offered to Seniors and Intermediates who have participated in at least one competitive trail ride previously. If a low jump is to be used in the competitive trail ride, it will be placed on the second loop.

OBSTACLE 5 - Water crossing

Not over 2 feet deep for ponies and 3 feet deep for horses. Horses may be allowed to drink without penalty.

- 1 point off for plowing through
- 1 points off attempting to lay down - bending or kneeling
- 1 points off for excessive pawing
- 2 points off for going off course
- 3 points off for lunging or hopping
- 5 points off for laying down
- 10 points off for failure or refusal to complete obstacle.

OBSTACLE 6 - Bank

A bank is defined as a short, steep slope, under 5 feet, which is sandy or semi solid. This type of bank requires the horse to head straight up or down. Lunging is defined as a leaping motion with both feet.

- 1 point off for excessive hesitation
- 2 points off for lunging
- 2 points off for going sideways
- 3 points off for running or jumping
- 4 points off for if the saddle slips
- 10 points off for failure or refusal to complete obstacle.

OBSTACLE 7 - Hill

A hill is defined as a long, steep or semi steep grade over 5 feet. A steep hill may require a horse to zig zag one or more times while ascending or descending.

- 1 point off for excessive hesitation
- 2 points off for going sideways
- 2 points off for lunging
- 2 points off for not resting
- 3 points off for running or jumping
- 4 points off if saddle slips
- 10 points off for failure or refusal to complete obstacle.

OBSTACLE 8 – Mounting or dismounting

- 1 point off for improper dismount - wrong side
- 1 point off for improper mount - wrong side
- 1 point off for not checking cinch.
- 1 point off for not checking bridle
- 1 point off for horse circling more than 90 degrees
- ½ point off for horse circling 90 degrees
- ½ point off for horse moving up to three steps
- 1 point off for horse moving over three steps
- 10 points off for failure or refusal to complete obstacle.

OBSTACLE 9 - Go through pen or pasture of livestock

- 1 point off for excessive nervousness
- 1 point off for shying
- 1 point off for biting livestock
- 2 point off for kicking livestock
- 4 ½ points off for starting into but not completing obstacle
- 10 points off for failure or refusal to complete obstacle.

OBSTACLE 10- Log or cavaletti

Four or more logs varied distances apart. Horses should be allowed to pick their own way on natural windfalls. Minimum diameter of logs should be 3 inches. Maximum height of 12 inches for elevated cavaletti.

- ½ point off for each audible click, maximum of 2 points
- 1 point off for each dislocation of log
- 10 points off for failure or refusal to complete obstacle.

OBSTACLE 11 - Walking through bushes or other natural obstacles

- 1 point off for shying
- 1 point off for excessive nervousness
- 2 points off for lunging or jumping
- 10 points off for failure or refusal to complete obstacle.

OBSTACLE 12 - Loading Obstacle - Trailer

- 1 point – Hesitation
- 2 points – 1st refusal (backward or side movement)
- 3 points – 2nd refusal (backward or side movement)
- 4 points – 3rd refusal (backward or side movement)
- 10 points – Failure to load

PULSE & RESPIRATION SCORING CRITERIA

All horse will be timed into the P &R holding area. At 10 mins. the pulse and respiration will be checked by the P &R team. If the P &R are below the 16 per 15 see pulse and 16 per 15 sec respiration the horse and rider team is allowed to continue. If the horse elevated in either pulse or respiration they must be held on additional 10 minutes. If they are still above the criteria they must be held for 10 more minutes. The horse must reach recovery criteria within 30 mins. or be pulled from the ride and picked up by the rescue trailer as soon as possible by the ride management.

P & R NUMBERS ARE SCORED AS FOLLOWS-

Pulse

- 9 or less=+10
- 10-11=+8
- 12-13=+7
- 14-16=+6
- 16-17 (after 1st hold) =+4
- 16-17(after 2nd hold) =+3
- If > 16-17 after 2nd hold horse is disqualified

Respiration

For respiration 6-10, reduce score by 1 point

For respiration 11-13, reduce score by 2 points

For respiration 14-16, reduce score by 3 point

If respiration is greater than 16 in 15 seconds after 30 minutes rest the horse should be disqualified.

The veterinarian will look for the following items:

- Heart-irregular heartbeat murmurs, etc.
- Respiratory
- Body Condition
- Lameness
- Unsoundness

That may make the horse unfit for ride. The veterinarian may make a recommendation to the rider, but it will be the responsibility of the owner/rider to make the decision to continue to ride.

Judge's Name: _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

Obstacle 1: Gate

1	Point off for rider losing control of the gate
2	Points off for changing hands after starting obstacle
4 ½	Points off if rider is unable to regain control of the gate
10	Points off for total refusal
Comments:	

Judge's Name _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

**Obstacle 2: Obstacle to step or lead over
Not over 8 inches for ponies and/or 12 inches high for horses.**

1/2	Point off for each audible click of log, pole, etc. (maximum of 2 points off for clicking)
1	Point off for displacing or stepping on each log, pole, etc.
2	Points off if horse jumps over a step obstacle
3	Points off if horse knocks down the pole if walking
4	Points off if horse knocks down pole if jumping
10	Points off for total refusal
Comments:	

Judge's Name _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

Obstacle 3: Safe Bridge or Platform
All peaked bridges must have foot staves, either wood or rubber. Minimum width of 2 feet.

1	Point off for each foot not on the bridge
2	Points off for shying, shaking or crow hopping on the bridge
2	Points off for jumping off end of bridge
4 ½	Points off for stepping on bridge but not crossing
10	Points off for total refusal

Comments:

Judge's Name _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

Obstacle 4: Low Jump
Not over 16 inches for ponies.

1	Point off for clicking pole
2	Points off for walking over a jump obstacle
3	Points off for knocking down pole if horse jumps
4	Points off for knocking down pole if horse walks
10	Points off for total refusal

Comments:

Judge's Name _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

Obstacle 6: Bank
A bank is defined as a short, steep slope, under 5 feet, which is sandy or semi solid. This type of bank requires the horse to head straight up or down. Lunging is defined as a leaping motion with both feet.

1	Point off for excessive hesitation
2	Points off for lunging
2	Points off for going sideways
3	Points off for running or jumping
4	Points off for if the saddle slips
10	Points off for total refusal

Comments:

Judge's Name _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

Obstacle 5: Water Crossing
Not over 2 feet deep for ponies and 3 feet deep for horses. Horses may be allowed to drink without penalty.

1	Point off for plowing through
1	Point off attempting to lay down-bending or kneeling
1	Point off for excessive pawing
2	Points off for going off course
3	Points off for lunging or hopping
5	Points off for laying down
10	Points off for total refusal

Comments:

Judge's Name _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

Obstacle 8: Mounting or Dismounting

1	Point off for improper dismount- wrong side
1	Point off for improper mount-wrong side
1	Point off for not checking cinch
1	Point off for not checking bridle
1	Point off for horse circling more than 90 degrees
½	Point off for horse circling 90 degrees
½	Point off for horse moving up to three steps
1	Point off for horse moving over 3 steps
10	Points off for total refusal

Comments:

Judge's Name _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

Obstacle 7: Hill

A hill is defined as a long, steep or semi steep grade over 5 feet. A steep hill may require a horse to zig zag one or more times while ascending or descending.

1	Point off for excessive hesitation
2	Points off for going sideways
2	Points off for lunging
2	Points off for not resting
3	Points off for running or jumping
4	Points off if saddle slips
10	Points off for total refusal

Comments:

Judge's Name _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

Obstacle 10: Log or Cavaletti

Four or more logs varied distances apart. Horses should be allowed to pick their own way on natural windfalls. Minimum diameter of logs should be 3 inches. Maximum height of 12 inches for elevated cavaletti.

1/2	Point off for each audible click, maximum of 2 points
1	Point off for each dislocation of log
10	Points off for total refusal

Comments:

Judge's Name _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

Obstacle 9: Go through pen or pasture of livestock

1	Point off for excessive nervousness
1	Point off for shying
1	Point off for biting livestock
2	Points off for kicking livestock
4 1/2	Points off for starting into but not completing obstacle
10	Points off for total refusal

Comments:

Judge's Name _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

Obstacle 11: Walking through bushes or other natural obstacles

1	Point off for shying
1	Point off for excessive nervousness
2	Points off for lunging or jumping
10	Points for total refusal
Comments:	

Judge's Name _____

Rider's # _____

All obstacles are worth ten (10) points, with penalty points being assessed or deducted from the original ten (10) points.

Obstacle 12: Loading Obstacle - Trailer

1	Point off for hesitation
2	Points off 1 st refusal (Backward or side movement)
3	Points off 2 nd refusal (Backward or side movement)
4	Points off 3 rd refusal (Backward or side movement)
10	Points off for total refusal - Failure to load.
Comments:	

Judge's Name _____

Rider's # _____

Mounted Judge – score card

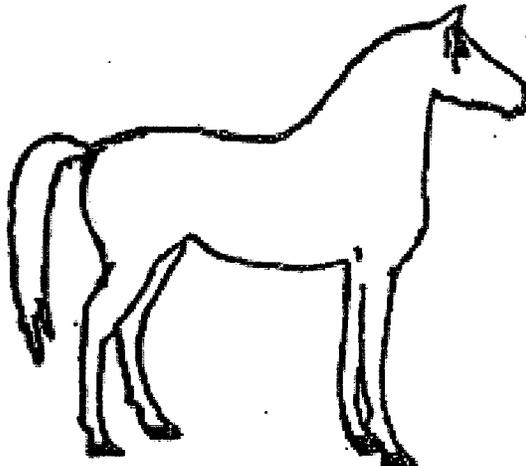
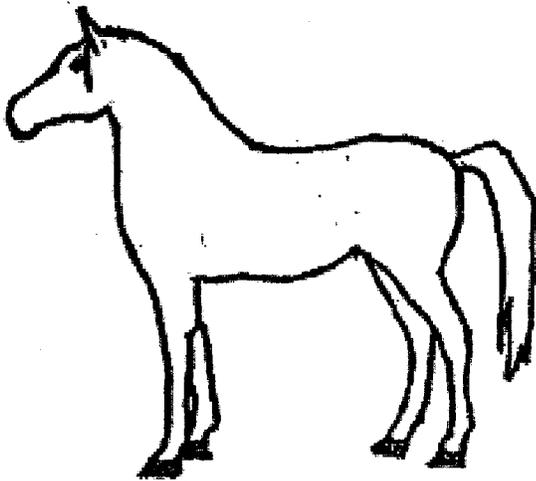
5	Minus 5 points if off course. Time _____
10	Minus 10 points if off course 2 nd time. Time _____
5	Minus 5 points if sponsor is ahead of rider.
1	Minus 1 point for trail etiquette.

Comments:

Entry # _____ Sponsoring Club _____

Date _____ Horse Cert. # _____

Junior		Time Allowed
Intermediate		10 Miles
Senior		25 Miles
Novice		



Use Blue Pencil Before Ride

Use Red Pencil After Ride

Before Ride Condition	After Ride Condition
Before Ride Fitting & Showing	After Ride Fitting & Showing

Time Scores	10 Miles	25 Miles
Time		
Stopped by Judge		
Actual Time Used		
Total Time for Ride		
Penalty Points – deduct 1 per each 3 min. over or under allowed time		

PNR Score	
Final Condition score	
Final Fitting & Showing Score	
Trail Obstacle Score	
Final Tack/Safety Score	
Penalty Points	
Total CTR Score	
Division	Placing

SAMPLE

Training schedule

Regularity of work is the most important part of a conditioning program. Increase the workload gradually without asking for too much too soon. Riders who overwork their horses in training often have fatigued or injured horses by the end of the ride. Remember, your training rides should be over terrain similar to the type you and your horse will encounter on the competitive ride. *A competitive horse should be used . . . not used up!* Rest is very important. Know your horse and listen to what it tells you.

To succeed in competitive trail riding, you must be willing to make a daily time commitment. You should know the amount of time it will take to get your horse in proper condition for the ride. You must keep the ride date in mind since the horse needs to be at peak condition by that day. You also must know the rules of the ride so you can keep them in mind during training. It is useless to prepare for competition and then be eliminated for violating the rules.

One of your key concerns in conditioning a horse for a competitive trail ride is devising a training schedule that is realistic and workable. You should be able to get the average horse into condition for a 25- to 30-mile ride in 8 weeks. Keep in mind, there are always exceptions. A veteran campaigner bounces back more quickly than a horse in its first year of conditioning.

Plan your work schedule so that you work your horse five days a week for the entire eight weeks. You must be committed to a regular schedule, or your horse will not be in proper condition for a competitive trail ride. If you notice something is not quite right with your horse, let it rest and try to figure out what is wrong. Consult a veterinarian if needed. This can prevent serious illness or injury.

See the sample training schedules below for suggested conditioning programs for 25- and 30-mile competitive trail rides. These schedules are designed for the average horse and may not work for all horses. Adjust your training schedule according to your horse's condition and degree of fitness.

Sample training schedules

Eight weeks, 5 days a week, 25-mile ride

It is preferable not to work five days in a row. A suggested schedule is to work Monday, Tuesday, and Wednesday, rest Thursday, work Friday and Saturday, and rest Sunday. Then repeat this schedule for the eight-week training period.

Week One: 5 miles a day at a brisk walk.

Week Two: 5 miles a day. Gradually increase the pace to a trot. By the end of the week, you should do 5 miles in 1 hour.

Week Three: 5 miles per day. One 10-mile day, toward the end of the week, followed by a rest day.

Week Four: 5 miles per day. One 10-mile day, toward the end of the week, followed by a rest day. You should do this in 2 hours.

Week Five: 5 miles per day. One 15-mile day, toward the end of the week, followed by a rest day. You should do this in 2 1/2 hours.

Week Six: 5 miles per day. One 20-mile day, toward the end of the week, followed by a rest day.

Week Seven: 5 miles per day. One 20-mile day, toward the end of the week, followed by a rest day. You should do this in 3 hours.

Week Eight: 5 miles per day. Take the day off before the ride. Do some light exercise to keep the horse prepared.

Spokane County 4-H Competitive Ride Job Sheet

Please write in your name in the spot that you would like to volunteer with phone number. All volunteers should bring clothing appropriate for the weather (rain gear, chairs, snacks, bug spray, 2 way radio if you have one, etc.)

JOB	DESCRIPTION	VOLUNTEER NAME & PHONE #
Ride Chairman	Be in charge of the event, scheduling & organization.	1.
Co-Chairman	Assist Ride Chairman from beginning to end.	1.
Ride Secretary	Prepare rider envelopes (number, P&R sheet, Rules, Ride map, score card Prepare master score sheet, transfer ride data for points.	1. 2.
Awards Committee	Order, prepare and hand-out awards.	1. 2.
Trail Master	Determine the courses, obstacles and mark the trail.	1.
Assistant Trail Master	To assist trail master in marking of trail.	1.
Lead Volunteer	To ride with Trail Master, ahead of the competitors, check on obstacle judges & ensure all markers are in place.	1.
Drag Riders	To be last riders out, pick up Trail Markers and follow last riders.	1. 2.
Camp Manager		1.
Night Watch (1 or 2 people)	Supervise overnight campers and horses.	1. 2.
Time Keeper @ Base	Start riders on trail & record end times.	1.
In-Timer @ P&R Hold/Mid-Point	Record in times @ P&R/Mid-Point.	1.

Out-Timer @ P&R/Mid-Point	Record out times @ P&R/Mid-Point.	1.
Timer Assistants (4)	Assist timers (2) Runners (2)	1. 2. 3. 4.
Ambulance Truck & Trailer Driver	Transport horse back to base.	1. 2.
Emergency Assistant	Transport bucket/supplies to P&R/Mid-Point. Place water at Water Stops along trail.	1. 2. 3. 4.
Radio Crew (2)	Monitor riders progress on trail & communicate with check points	1. 2.
P&R Teams (2 teams)	Take and record P&Rs.	1. 2. 3. 4.
Hospitality Crew @ Mid-Point/P&R Hold	Provide snacks and drinks for riders	1. 2.
Scorers (6)	Help tabulate score sheets	1. 2. 3. 4. 5. 6.
Crossing guards (4)	Assist riders to cross at Seven Mile. Assist riders to cross at Rivermere.	1. 2. 1. 2.

Obstacle Judges (6)	Evaluate and score riders performance at trail obstacles.	1. 2. 3. 4. 5. 6.
Veterinary Scribe	Record for Vet	
Lay Judge Scribe	Record for Judge	
Check In at Registration Table (2)	Check all riders in and assign numbers	1. 2.

Horsemanship Judge: _____ Phone: _____
 On-Site Veterinarian: _____ Phone: _____



WASHINGTON STATE UNIVERSITY
 EXTENSION

4-H Youth Development Program 

Persons with a disability requiring special accommodation while participating in this program may call 477-2048, WSU Extension. If accommodation is not requested in advance, we cannot guarantee the availability of accommodation on site.

Extension programs and policies are consistent with federal and state laws and regulations on nondiscrimination regarding race, color, gender, national origin, religion, age, disability, and sexual orientation. Evidence of noncompliance may be reported through your local Extension office.