



Pine Tree Riding Club Trail Rule Book

January 2010

As per EC guidelines

TRAIL HORSE

GENERAL RULES

1. The Trail Horse Class is the performance of a safe, sensible, well-mannered horse over a course of obstacles.
 - a. A responsive horse should approach an obstacle with alertness, carefully checking the obstacle by sight and sound.
 - b. A well designed trail course should consist of a minimum of six obstacles comprised of three mandatory and at least three optional, alternating each obstacle with a walk, jog or lope gait.
 - c. The course pattern shall be posted a minimum of one hour prior to the start time of the event.

CONDUCT OF HORSE & RIDER

1. This class will be judged on the performance of the horse over the obstacles, with emphasis on manners, response to the rider and quality of movement
2. Credit will be given to those horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles, to having the capability of picking their own way through course when obstacles warrant it, and to willingly responding to rider cues on more difficult obstacles.
3. Horses shall be penalized for any unnecessary delay while approaching obstacles. Horses with artificial appearance over obstacles should be penalized as should exaggerated standing in stirrups and leaning forward over horse's neck by rider.
4. Riders shall be penalized for obviously cueing their horses on the neck or anywhere forward of the cinch. Except for horses shown with hackamore or snaffle bits, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle. While horse is in motion, rider's hand shall be clear of horse and saddle.
5. Horses cannot be asked to do rail work. The course must be designed, however, to require each horse to show the three gaits (walk, trot/jog, and canter/lope) somewhere between obstacles as a part of its work and quality of movement and cadence should be considered as a part of the final score.

MANDATORY TRAIL OBSTACLES

1. Opening, passing through, and closing gate. (Loosing control of gate is to be penalized.)
2. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is to be measured. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the elements. Spacing for walkovers, trot overs, and lope overs should be as follows:
 - a. The spacing for walkovers shall be 40 to 60 cm (20 – 24”) and may be elevated to 30 cm.(12”). Elevated walkovers should be set at least 55cm (22”) apart.
 - b. The spacing for trot overs shall be 90cm – 1.05m (36 to 41 inches) and may be elevated to 20cm (8 inches).
 - c. The spacing for lope overs shall be 1.8 – 2.1 meters (6-7 feet)
3. Backing obstacle.
 - a. Backing obstacles to be spaced a minimum of 70cm or 28 inches. If elevated, 75cm or 30 inches spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.
 - b. Back through and around three markers.
 - c. Back through L, V, U straight or similar shaped course. May be elevated no more than 60cm (24 inches).

Optional obstacles but not limited to:

1. Water hazard (ditch or small pond). No metal or slick bottom- boxes will be used.
2. Serpentine obstacles at walk or jog. Spacing to be minimum of 1.8m (6’) for jog.
3. Carry object from one part of arena to another. Only objects which reasonably might be carried on a trail ride may be used.
4. Ride over wooden bridge. Bridge should be sturdy, safe and negotiated at a walk only. Suggested minimum width shall be 90cm (36”) wide and at least 1.82m (6’) long.
5. Put on and remove slicker.
6. Remove and replace materials from mailbox.
7. Side pass (may be elevated to 30cm (12”) maximum.)
8. An obstacle consisting of four logs or rails, each 1.5 - 2.1m (5 to 7’) long, laid in a square. Each contestant will enter the square by riding over log or rail as designated. When all four feet are inside the square, rider should execute a turn, as indicated, and depart.

9. Any other safe and negotiable obstacle that may be reasonably a combination of two or more of any obstacle is accepted.

Prohibited obstacles:

1. Tires
2. Animals
3. Hides
4. PVC pipe
5. Dismounting
6. Jumps
7. Rocking or moving bridges
8. Water box with floating or moving parts
9. Flames, dry ice, fire extinguisher, etc.
10. Logs or poles elevated in a manner that permits such to roll.
11. Ground ties

The judge has the right to remove or change any obstacle he/she deems unsafe.

TACK

Same as Western Pleasure and/or English Pleasure (as per PTRC rule book)

SCORING

(as per PTRC scoring rules)

Each obstacle will be given a score of 6 points per obstacle
For a Rider to receive a top score of 6 points they must not have done any of the following listed below

Recommended Penalty Point Deductions:

1 POINT DEDUCTION (-1)

- a. tick of log, pole, cone or rail obstacle

2 POINT DEDUCTIONS (- 2)

- a) hit or stepping on a log, pole, cone or rail obstacle.
- b) break of gait at walk or jog

3 POINT DEDUCTIONS (- 3)

- a) Wrong lead or break of gait at the lope
- b) First refusal, balk or attempting to evade any obstacle by shying or backing away.
- c) Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle.

5 POINT DEDUCTIONS (- 5)

- a) Blatant disobedience of horse (kicking out, rearing, striking and bucking)
- b) Dropping rope gate, slicker or any object required to be carried on course
- c) Stepping outside the confines of, falling or jumping off, or out of an obstacle
- d) Failure to follow the posted trail pattern

6 POINT DEDUCTION (-6)

- a) Failure to complete obstacle
- b) Use of either hand to instill fear to your horse