



OFF TRAIL CHALLENGE RULES

Event Description: Timed obstacle course using natural and man-made obstacles. Pattern and obstacles will change month to month. Team (equine & rider) will be asked to work obstacles in forward, backward or sideways. Obstacles may include log crossing, navigation around props (barrels, poles, tires, etc.) crossing water, crossing brush, dragging items, picking up items, rocking bridges, step up, step downs, mailboxes, carrying items, opening gates, mount and dismount with and without mounting blocks, etc.

Divisions:

- **Youth: Rider (17 and under)**

Note: Youth riders are welcome to compete in the All-Age Division class appropriate to their skill level in addition to or instead of entering the youth class.

- **All Age**

- **Level 1**

Best for: new equine and / or rider combination. Working on control and execution of basic maneuvers (forward, back, side pass). Will not be asked to work gates, minimal side passing (straight lines) and backing requested through course year.

- **Level 2:**

Best for: Intermediate equine and/or rider combination. Comfortable with control and execution of basic maneuvers, working on refinement and correctness. Will be asked to work gates, carry objects, more side passing, and backing required.

- **Level 3:**

Best for: Seasoned equine and/or rider combination; will be asked to perform more complex maneuvers and combinations; side pass around obstacles, back around objects, back through gates, etc.

- **In Hand:**

Best for: young equine not yet ready for saddle. Equine and handler will navigate obstacles from the ground. There is no rider on the equine. This is not intended to be a lead line class.

****At the first show, the event host may request a team to move to a different division based on their demonstrated skill levels. We want your season to be FUN, yet competitive and challenging****

Placings: Placings determined by the equine / rider team completing the most obstacles correctly in the shortest time. Each equine/rider team is allowed two runs on the course, the best run (lowest time with most correct obstacles) will determine placing. Example of placing: Rider 1 completes the course in 3:10:06 and has no missed obstacles. Rider 2 completes the course in 2:45:05 but misses 1 obstacle. Rider 1 places ahead of rider 2.

Penalties:

All Classes: Refusal of obstacle, failure to complete obstacle patterns as directed (missing a turn etc.) Failure to execute an obstacle in three tries.

Open Class: Above + knocking over or drastic displacement of props, logs, etc. Nicks and ticks of logs not penalized.

* Additional obstacle specific penalties may be added to specific courses dates, refer to trail map and/or event host for specifics. *



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Scheduling: Every attempt will be made to schedule trail class concurrent to P&M Gymkhana. We are flexible in riding order to ensure contestants and families can compete in both shows. In the event of reschedules or conflicts, we may choose to “Double Point” a show. The contestants will run twice as normal, each run will be placed as a separate show. In the event of a “Double Point” two entry fees will be required to earn credits for both shows.

Awards:

- Ribbons are awarded at each show up to six (6) places.
- Points are earned by the equine and rider team for year-end awards. Rider may ride more than one equine in any division.
- Teams (equine & rider combination) must enter eight (8) shows to qualify for year-end awards. In the event you cannot make a show, you may purchase ‘show credit’ by paying the entry fee. Points are awarded to the equine/rider combination through the series. Equines may be switched out during the year only in special circumstances. Decision of the event host is final.
- Each team earns one (1) show point per paid entry, regardless of the number of entries in the show/class.
- Event points are awarded up to 10 places. Points earned are determined by the number of entries in each show/class.
 - Number of points for 1st place is determined by the number of entries in the class/show. For example: if there are 7 entries, 1st place receives 7 points, 2nd – 6 points, etc. Points are capped at 10; if there are more than 10 entries, places 11 and below do not receive points.

# ENTRIES	11 +	10	9	8	7	6	5	4	3	2	1
Place	EVENT POINTS EARNED										
1 st	10	10	9	8	7	6	5	4	3	2	1
2 nd	9	9	8	7	6	5	4	3	2	1	
3 rd	8	8	7	6	5	4	3	2			
4 th	7	7	6	5	4	3	2	1			
5 th	6	6	5	4	3	2	1				
6 th	5	5	4	3	2	1					
7 th	7	7	3	2	1						
8 th	3	3	2	1							
9 th	2	2	1								
10 th	1	1									

OFF TRAIL CHALLENGE EXAMPLE OBSTACLES

The following illustrations are examples of obstacles we may use for any given course. There are typically 7 to 10 obstacles for each event. Equine and rider team should practice controlled forward, backward and lateral (side pass) motions for a successful run. We do not penalize for small ticks/hits of obstacles or logs. Drastic misplacement of an obstacle, refusal to complete obstacle or missed pattern will result in penalty. In all cases the decision of the event host is final.

Obstacle 3: Walk through poles, sidepass left, back through poles and out.

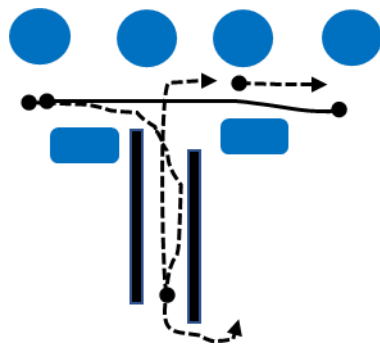
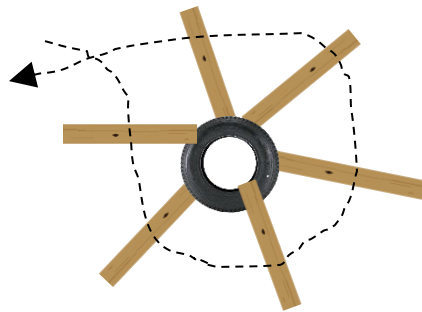
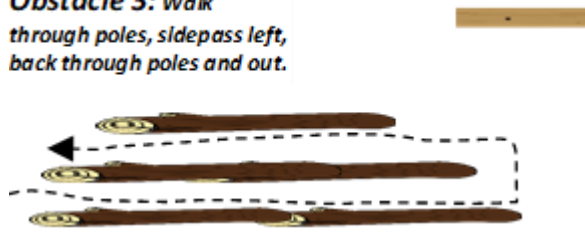


Figure 6: into tunnel, right to end; back to opposite end, out tunnel



Figure 3: Walk over ramp; stop in middle, turn and exit off side

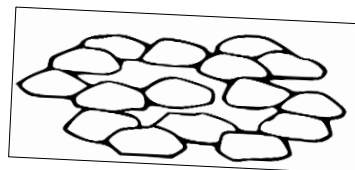


Figure 2: Walk into Rock Box; Stop in center; Continue. **MUST MAKE COMPLETE STOP**

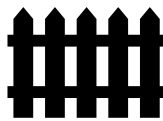
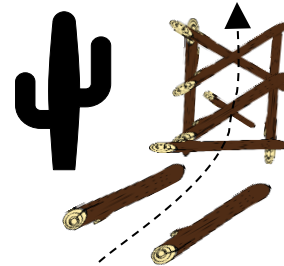
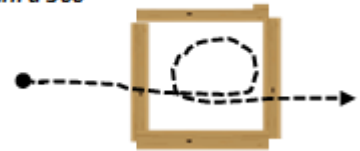


Figure 5: Through Gate: Left Hand push

Obstacle 2: Walk into barrels, around end barrel and out. **Open:** Back through barrels.



Obstacle 5: Walk into box and turn a 360



Side pass the L

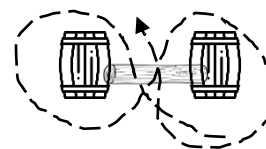
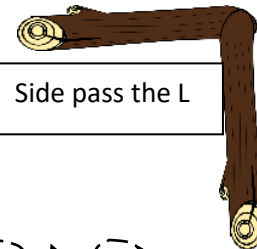


Figure 4: Figure 8 around barrels; start in middle and cross back over

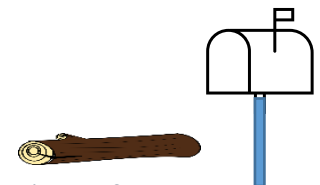


Figure 1: Step over end of log, side pass to mailbox. Show Mail, close box; side pass back to end, walk off