

Sand & Sage Horse Club Open Trail Course Benefit - Rules and Order of Go

RULES

1. All Contestants must be able to ride their horse without outside help or coaching.
2. No outside coaching or assistance at any time, only the judge can talk to the contestant while competing. Cheering is permitted!
3. Dress code is required. Western hat or helmet, long sleeve shirt, jeans and boots. Failure to appear in dress code is grounds for DQ.
4. You will have 60 seconds, or until you run out of points, before you must go on to the next obstacle. This is not a training event; expos can be purchased, and you can use them after the Open is completed.
5. A rider can enter as many horses as they wish, entry fees must be paid prior to showing each horse.
6. Some obstacles need to be "Reset" between riders. We will do our best to make sure each obstacle is as close to the same as possible for each rider. If you see something off on the course, please notify us **prior** to starting your turn.
7. Order of Go must be followed. Failure to stay on course will lose you points or be a DQ. Asking to skip an obstacle will only result in a 0 score for that specific obstacle.
8. Displaying non-horsemanship is grounds for DQ. No excessive whipping, spurring, yanking, or hitting at any time. **The judge has the right to disqualify any rider based on conduct, abuse or any action deemed misconduct during the challenge.**
9. A walk-through on foot will be permitted prior to the start of the event. **No horses are allowed on the course prior to starting. Anyone found breaking this will automatically be DQ.**
10. Any disputes need to be brought to the attention of S&S and the judge and we will make a final decision.
11. Horses must be ridden by one person only, no sharing.
12. All decisions of the judge/SSHC are final.
13. Have Fun! We are so excited to put on this event to benefit Loving Steps Riding Academy!

ORDER OF GO

**Start at the entry poles. Once past them your time will start.

1. Red Gate
2. Railroad Crossing
3. Cowboy Car Wash
4. Drag

5. Trot Over
6. Step Up and Turn
7. Pit
8. 2 Step Bridge
9. Mailbox
10. Trail of Tires
11. Tunnel
12. Red Tires
13. Deadfall
14. Carry the Flag
15. Chute & Noodles
16. Ground Tires
17. T-Backup
18. Tarp Cross
19. Basic Bridge

****End time after passing thru the Basic Bridge**

1. Red Gate- Start on the south side. Open the gate with either hand, go through and close and latch the gate.



2. Railroad Crossing – Cross over the railroad between the crossing signs without touching a sign or ticking a board.



3. Cowboy Carwash – Pass under the arch covered with streamers. Do not touch any of the wood arch or any of the poles on the ground.



4. Drag – There will be a log to drag. Start at the pole by collecting the rope, dally one time, and drag the item around the second pole and back to the start pole, then replace the rope on the hook. Do not drop the rope or undally while dragging. Must drag around second pole and back to start pole. (U shape pattern).



5. Trot Over – There will be 2 poles on the ground spaced out, trot over them and the space between the poles. Trot until over second pole.



6. Step Up and Turn – Start on the north end (small step side). Beginning with the smallest step, walk over each until at the highest step. Turn your horse in a circle, step down to middle box, turn a circle, step to lowest box, turn a circle. Circles can be done left or right but must be the same for all 3 circles. All left or all right.



7. Pit – This pit is sloped on both sides; the pit will be full of debris to navigate. Horse must pass through debris and exit opposite side of the pit to finish.



8. 2 Step Bridge – Step up and over the bridge. Start on one end, cross and exit the opposite side. Must keep all 4 feet on bridge.



9. Mailbox – Side pass up to the mailbox, open it, remove and show the judge the mail, return the mail, close the box, side pass the opposite direction out. Can start left or right but must exit in the opposite direction.



10. Trail of Tires – Start on the side closest to the previous obstacle. Exit the opposite side. Do not touch tires.



11. Tunnel – Dismount your horse. Hand walk it through the tunnel and remount your horse once passing to the other side. Mounting and dismounting are judged. You may use the provided mounting block without any point deductions. Failure to hand walk your horse through the tunnel is an automatic DQ on this obstacle. No riding through the tunnel, No exceptions! The gates will be opened and you will not move or close them.



12. Red Tires – Walk up and onto the center tire and stop with all 4 feet on the tire, then exit. Do not touch the upright tires.



13. Deadfall – Starting on the side with the poles flat on the ground, walk over each ground pole, then across the larger raised poles. Do not move or tick a pole.



14. Carry the Flag – Remove the flag from the base. Trot your horse around the deadfall obstacle (not over it) past the cone and back to the base and stop to replace the flag back in the base. Maintain trot after collecting flag. Make a full stop to replace flag. Do not drop the flag or that is 0 points.



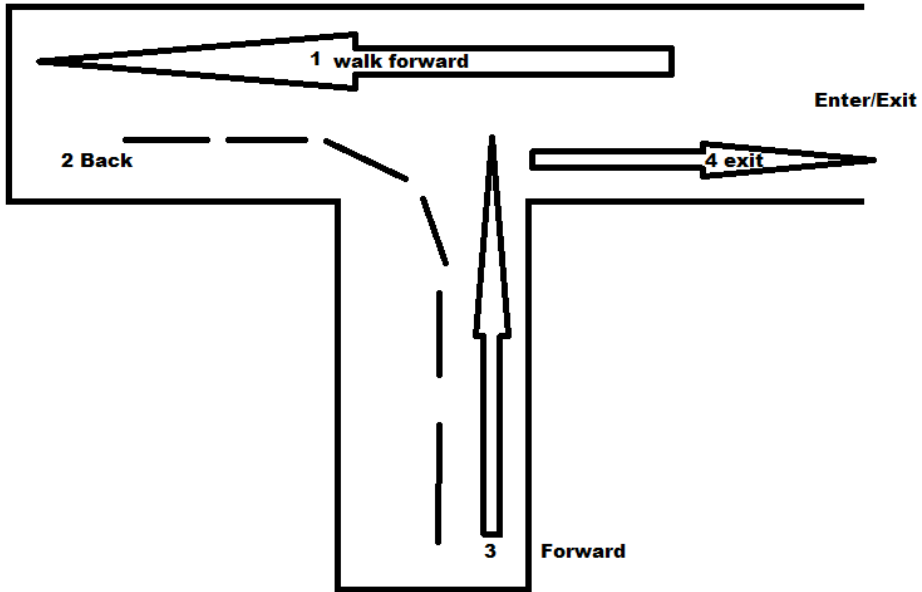
15. Chute – Begin on the side of the chute with the noodles. Pass through the noodles and continue through the chute and out the opposite side. Do not touch the chute, or the ground poles.



16. Ground Tires – Cross over one of the two white tires (either one is acceptable) with all 4 feet. Then stop and stand on the red tire with all 4 feet. Then exit. All 4 feet must cross over the white tire and must stop on the red tire.



17. T-Back Up – Walk your horse into the frame on the opposite side. Then back into the 90-degree space. Then walk out of the frame where you entered. Do not tick or move any poles.



18. Tarp Cross- Start on one side of the tarp and cross over to the opposite side to exit. Do not touch any items around the tarp.

(Image Not Provided)

19. Basic Bridge – Cross over the bridge from one side and exit the opposite side. All 4 feet must pass over the bridge.



**Once you pass over the basic bridge your time will end!