

# CRC Trail Obstacle Challenge

**DIVISIONS:** **In-Hand** (may only enter this division)

**Youth** (18 yrs. & under)    **Non-Pro Adult**    **Open**

You may enter more than 1 division but your horse can only ride the course once. Your points will carry over to the other divisions you enter.

## Rules/Guidelines

1. Proof of Negative Coggins within 1 year must be provided to be on the show grounds.
2. You do not need to be a CRC member to participate. However, members do get a discount.
3. Open to any discipline and equine breed. In-hand equines must be at least 2 yrs. old. Equines that are being ridden must be at least 3 yrs. old.
4. Stallions may only be shown by an adult. Stallions must be calm and under control at all times.
5. Rider may ride more than one horse but the horse may only go through course once.
6. No equine may be on the course before their turn.
7. Equines must be serviceably sound and in good condition as determined by the judge.
8. Any horse may be ridden with two hands.
9. You may change rein hand to work the obstacle.
10. You may choose to lead your horse around an obstacle, but you must remount before moving towards next obstacle. You will receive a 0 for the obstacle you went around.
11. If you happen to fall off your horse and can regain control without assistance, you may remount and continue the course. If there is a second fall, you will be disqualified.
12. After the 3<sup>rd</sup> refusal of an obstacle and no advancing to work the obstacle, the judge may ask you to move on. You must immediately go on to the next obstacle. Riders who do not will be disqualified.

## Attire & Tack

1. Boots with a heel are mandatory.
2. Jeans or long pants are required for shows.
3. Clothing should be nice and neat. No skinny strap tops or halter tops.
4. Youths must wear helmets. Adults may wear a helmet but it is optional.
5. Equines must be ridden with a saddle; no bareback or pads.
6. A horse may be ridden bitless. Bitless headstalls that apply compressive pressure and mechanical hackamores are not allowed.
7. Halters are allowed to be worn under a bridle.
8. No mechanical hackamores, gag bits, draw reins, martingales or wire chin straps.
9. If a piece of tack breaks during the course but the rider can finish safely, they may continue to finish the course. Ex: broken throat latch or breast collar. If it is unsafe to continue riding, the rider is disqualified. Ex: headstall breaks and no longer stays on horse. Or front cinch or billet breaks. Final decision is up to the judge.
10. Fly masks, ear protectors, nose nets are acceptable.
11. Leg wraps, bell boots, splint boots are acceptable.

## **Course Walk Through**

A course walk through will be done with the judge before the show starts. A course map will be available when you sign up and before the walk through for competitors. It is the competitor's responsibility to fully understand the course and rules.

## **Scoring**

Each obstacle is worth 10 pts. Points can be given in ½ increments. If an obstacle is not completed, a score of 0 will be given for that obstacle. Riders will still receive a score for the course.

0 – No attempt or obstacle not completed.

1 – Obstacle approached, uncooperative horse, 3 refusals but obstacle was completed.

2 – Obstacle approached, uncooperative horse, 2 refusals but obstacle was completed.

3 – Obstacle approached, uncooperative horse, 1 refusal but obstacle was completed.

4 – Obstacle complete, horse nervous and dancing around, rough but done.

5-6 – Obstacle completed w/slight deviation or hesitation, constant encouragement, horse finishes quickly.

7-8 – Obstacle completed willingly with no hesitation, slight deviation, side stepping but under control.

9-10 – Obstacle completed willingly with no hesitation, smoothly and focused; leaves obstacle calmly.

There will be a time limit to complete the course. It will be announced during the course walk through. When the time ends, the rider must leave the arena. Points will be given for the obstacles completed.

6 Placings for each division. Placings will start with those competitors that complete the course in the allotted time using their scores. In the event of a tie score in the division, the fastest time will be placed higher. If more competitors are needed to fill the placings for the division, then it will be picked from the remaining competitors in that division using their scores. Judge's decisions are final.