TRAIL HORSE

WESTERN and ENGLISH IN-HAND TRAIL

Prepared By the
Education/Evaluation Commission
and
Judges & Stewards Commissioner
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The class conduct and scoring system procedures stated herein shall be used in adjudication of all Trail classes (English, Western, and In-Hand Trail) in the Arabian division. Competition Management shall provide scribe(s) at judge(s) request.

TRAIL HORSE/IN-HAND - General
1. Trail classes may be offered for Western or English, but the two styles are not to be combined into one class at any time as there are distinct differences. (Exception: In-Hand Trail may combine the Western and English style competitors).
2. A trail horse is one that can maneuver through a course of obstacles with physical skill, expression and a good mental attitude. It should travel through and between obstacles with an inquisitive desire to go forward without compromising its calm, relaxed attitude and way of going. It should approach each obstacle squarely with authority and correct form, with its own style, yet maintaining its willingness to be dictated to completely by the rider/handler with no apparent resistance. Maximum credit should be given to the trail horse that negotiates its way through an entire course efficiently, in a timely manner, without excessive hesitation, with curiosity, expression, smoothness and style; in a manner that raises the degree of difficulty without sacrificing carefulness, control, and/or attitude. Ultimately, the trail horse is skillful, eye appealing, confident, and leaves one with the impression of being sure, safe and a pleasure to ride over a course of obstacles.
3. All entered exhibitors will be allowed to walk and inspect the course with the judge and with the course designer, if present, prior to the start of the class. In amateur and junior exhibitor classes, exhibitors may be accompanied by their trainer.
4. No time outs will be allowed.
5. The order of go to be drawn. See AR208.
6. There is no rail work. Except for In-hand Trail, the course must be designed to require each horse to show all three (3) gaits (walk, jog/trot at least thirty (30) feet, lope/canter right and left lead) somewhere between and/or over obstacles as part of its work, and quality of movement and cadence should be considered as part of the obstacle score. Unnecessary delays while approaching or negotiating an obstacle shall be penalized.
7. If at any time the trail obstacle is found to be unsafe, it must be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted. No horse shall be asked to repeat the course, except in the case of a tie.
8. The course must be posted at least twelve (12) hours before the scheduled starting time for the class. Exception: one (1) hour at AHA One Day Shows and twenty-four (24) hours at National Championship Shows.
9. There shall be a minimum of six (6) obstacles and a maximum of ten (10) obstacles on any course. (Exception: National Championship classes have no maximum number of obstacles).
10. The judge may alter the course prior to the course walk.
11. ASTM helmets are required for all under saddle English Trail classes.

TRAIL COURSE DESIGNERS
1. It is recommended that a Course Designer be contracted for all competitions and his/her name appears in the prize list. It is recommended that the Course Designer be present and available to the trail arena at all times during the trail classes.
2. It is required that a Course Designer, separate from one of the judges, be contracted at every National Championship Competition and his/her name appears in the prize list. At National Competitions, the Course Designer must be present and available to the trail arena at all times during the trail classes.
3. The Course Designer may judge (except at AHA National Championship competitions) or be an official.
4. Neither the Course Designer nor a member of his/her family may be a trainer, coach, exhibitor or rider in classes which he/she designs.
5. The Course Designer must supply the judges and office with copies of the trail courses each day, to comply with course posting requirements.
6. The Course Designer must be a USEF/EC Senior Member in good standing.

TRAIL OBSTACLE MANDATORY DIMENSIONS
All elevated poles must be in a pole holder e.g. trail blocks, trail risers, standard jump cups or similar type supports. The judge has the right to alter the course.

1. WALK-OVERS
   a. Single Poles: Maximum height 16”. In-Hand: Maximum height 12”
   b. Multiples: Maximum height 10”. In-Hand: Maximum height 8”
   c. Minimum width between poles 20” to 24” or multiples thereof, between poles is generally considered good spacing for walkovers, depending upon difficulty desired. No rolling poles.
2. LOPE OVERS WESTERN (not allowed In-Hand) For lope overs, a distance of 6'-6'6” is preferred.
3. CANTER OVERS ENGLISH (not allowed In-Hand) Canter overs: 6’6” to 8’ apart- 7’6” is preferable for most English horses.
4. JUMPS
   (Note: ASTM helmets are not required for Western Trail classes with jump obstacles. ASTM helmets are required for all under saddle English Trail classes.)
   a. Mounted: Maximum height 24”
   b. Amateur and Junior to ride classes jumps, mounted, must be cross rails and may not exceed 18”. The height of a cross rail shall be measured at the top of the center of the intersection of the poles. The height of the jump cups should be set so the angle of the poles does not exceed approximately 30 degrees.
   c. Lead Over: Maximum height 12”
   d. Minimum width between standards of a jump: 4 feet
   e. Combinations: 12 feet for a one stride; 6 feet for a no stride
   f. Box Jumps and L Jumps: Poles must be at least 12 feet long.
5. CAVALETTI/JOG OVERS WESTERN
   a. Jog overs: 3 feet to 3’6” apart or multiples thereof (space is measured between poles)
   b. Lope overs: 6 to 7 feet apart or multiples thereof - 6 feet is preferable for most horses.
6. CAVALETTI/TROT OVERS ENGLISH Trot overs: 3’6” to 4’ apart (space is measured between poles). 4 feet is preferred for most English horses.
7. CAVALETTI/TROT/JOG OVERS IN-HAND
   a. Single or Multiples: In-Hand Maximum height 6”
8. BACK THROUGHs
   a. On ground: 28” between Min.
   b. Elevated: 30” between Min.
   c. Barrels: 32” between Min.
9. SIDE PASSES
   a. Single pole: Up to 24” high. In-Hand Trail up to 6”
   b. Slots: Never closer than 24” wide (space is measured between poles).
10. SERPENTINES (jog arounds)
    a. Pylons 6 feet apart (base to base) minimum. Guardrails, if used, should be 3 feet to either side of the pylons.
    b. Pylons 3 feet apart (base to base) minimum. Guardrails, if used, should be 6 to 8 feet to either side of the pylons.
    c. If tall standards are used, dimensions can be looser.
11. GATE Approximately 60” high with latch available at that height. (Exception: In-Hand Trail gate must be operable by all handlers).

12. BRIDGE - Suggested (not mandatory) dimension
   a. Bridges must be built of sturdy design non-slip surface and a bridge should be approximately 3’ wide and approximately 6’ long. Any bridge deemed to be unsafe by the judge must be altered or removed.
   b. minimum of 36” wide
   c. minimum of 6’ long
   d. no higher than 12”

13. ANY OTHER MANEUVERS: Figure horse’s wheelbase at five feet front hooves to back hooves.

14. UNACCEPTABLE OBSTACLES
   a. Live Animals
   b. Hides
   c. PVC poles
   d. Dismounting
   e. Rocking or moving bridges
   f. Water box with floating or moving parts
   g. Flames, dry ice, fire extinguisher, etc.
   h. Logs or poles elevated in a manner that permits such to roll
   i. Tarps are prohibited to be used within an obstacle, defined as where the entry will be expected to walk, jog, lope or back. They can be used for decorative purposes but must be secured.
   j. Hay bales
   k. Rolling Poles

15. WALK/TROT-JOG OBSTACLES
Obstacles are to consist of no more than three non-elevated walk over poles and no more than three jog over poles, serpentine(s), pass through an open gate, straight back through and a bridge. Prohibited obstacles include water, tarps, drags, pick-up objects, ground tie and closed gates.

TRAIL DEFINITIONS
1. Knockdown - When any component, element, or portion of an obstacle is displaced from its original position by horse or rider/handler.

2. Refusal: Any action taken by the horse to avoid performing an obstacle, part of a combination of obstacles or portion of a trail course. These actions may include, but are not limited to the following:
   a. Balking: (Any action that results in a horse blatantly and continuously refusing a rider’s/handler’s command).
   b. Evading or running past an obstacle to be negotiated.
   c. Each complete loss of the gate determined by the entry letting go of gate or dropping a rope gate.
   d. Any blatant action by the horse that demonstrates an unwillingness to approach, negotiate and/or complete an obstacle.

3. At the judge’s discretion or when a judge has deemed three (3) refusals have occurred at an obstacle the exhibitor will proceed to the next obstacle. (In multiple judging situations the call judge will determine when to instruct the exhibitor to proceed to the next obstacle). Any time a judge instructs an exhibitor to proceed to the next obstacle, a five (5) point penalty will apply for being asked to move to another obstacle and as such is not in accordance with course direction. This penalty is in addition to the two (2) five (5) point penalties received for refusals or blatant disobedience for a total of three (3) five (5) point penalties.
4. Off Course:
   a. Taking an obstacle in the wrong direction.
   b. Deliberately failing to enter, exit or work obstacle from correct side or direction.
   c. Negotiating obstacles in the wrong sequence including skipping an obstacle unless directed by the judge.
   d. Not following the correct line of travel (i.e. the drawn pattern and/or Judge’s instruction/direction).
   e. Pulling gate when designated to push in course directions (or visa versa) or when using a rope gate, walking through gate when designated to back through (or visa versa).
   f. Sidepassing the wrong end of a horse in slot.
   g. Riding or leading outside designated boundary marker of the course.

WESTERN or ENGLISH TRAIL APPOINTMENTS
1. For rules regarding correct Western Trail appointments, refer to Western Pleasure - Appointments.
2. Horses entered in a Western Junior Horse Trail classes must be shown in a snaffle bit or hackamore (See AR144)
3. A Trail Junior Horse that has been shown in a Western event in a bridle may compete in a Western Junior Horse Trail class wearing a hackamore (Western only) or snaffle (Western or English).
4. For rules regarding correct English Trail appointments refer to Park Horse, English Pleasure, Country English Pleasure, English Show Hack, Hunter Pleasure, or Working Hunter - Appointments. ASTM Helmets are required for all English Trail classes
5. Horses entered in English Junior Horse Trail classes must be shown in a snaffle bit as appropriate to style of attire. Hackamores are not permitted in English Trail.

IN-HAND TRAIL APPOINTMENTS
1. In-Hand Tack
   a. Suitable halter (Leather preferred) (with or without silver trim), leather lead (with or without a chain) to be used. If a chain is used with the lead it must not be run through the horse’s mouth or over the horse’s nose.
2. In-Hand Attire
   a. See AR230
   b. No crop, whip, chaps, chinks or spurs allowed.

IN-HAND TRAIL – GENERAL
1. Judges should consider the overall appearance of the horse, conditioning, grooming, and the equipment in the overall score. Also to be considered is the correctness of the horse while being led. For safety reasons, those handlers continuously holding the chain on the lead, tightly coiling the lead shank around the hand, or dragging the lead shank must be penalized.
2. To include a walk and jog of suitable duration to determine the way of going. Management is encouraged to design courses that can be negotiated in ninety (90) seconds.
3. In-Hand course designers. See AR225.
5. In-Hand Trail definitions. See AR227.
**English Trail – An Overview and Comparison.**

First of all English trail is not defined as any particular style of riding other than that of English equipment. This should allow for horses showing in Hunter, Show Hack, Dressage or Saddle type to be considered equal. While Hunter is the post predominate form seen in the show ring today, credit should not be awarded solely based on the style of riding.

An English Trail horse should not look like a Western horse in English attire. The horses should be suitable for the seat presented. A Hunter presentation should give the impression of a horse capable of negotiating a Bridle Path Hack course or to be taken on a fox hunt. The more Saddle type or Dressage type should give the impression of a horse that may have been ridden by Royalty on an outing through a park or field. Displaying grace and confidence when approaching an obstacle, but not necessarily changing its frame dramatically.

A willing and soft way of going with no resistance and a horse that is dictated to completely is desirable in an English Trail horse. Horses should be presented with light contact and not “absent of contact” at any time during a course. Extreme or dramatic drape should be penalized.

Note: An example of extreme drape that may not be appropriate for the English Trail horse is at the walk. While the “look and expression” at the bridge or other walk over obstacles is desirable, an English trail horse should not be asked to overly drop it head and neck when already being ridden in a forward seat position. This distracts from the suitability factor of a true English trail horse and is awkward from a balance stand point.

Course design is a big factor in distinguishing an English Trail Class from a Western Trail class. Not only should the distances for the canter vs. the lope and the trot vs. the jog be greater to account for a greater length of stride, but also the distances between obstacles and the “tightness” in which components of an obstacle are set. A course should benefit the good moving, free flowing, and athletic English Trail horse. Course designers should be encouraged to use various distances to allow the “true” English horses rise to the top on a course. A good English trail horse should be able to lengthen and shorten (extend and collect) its stride at any time and do so while maintaining a smooth and even cadence in each gait.

Although either is acceptable, it is deemed more desirable for a rider to post the trot in between obstacles and while performing an obstacle at the trot, unless it is a “tighter” set obstacle requiring quicker turning and maneuverability. The sitting trot if used should still resemble a collected trot and not a jog, with greater suspension and impulsion.

**WALK-JOG TRAIL CLASS REQUIREMENTS**

WALK-JOG TRAIL - Riders may not be more than ten years of age as of December 1 of the current competition year. Horse and rider must follow the appointments as set forth in the Arabian Western Pleasure Sub-Chapter. The rider must never have been judged in a class at a Licensed Competition that required a canter or lope. Exception: Short Stirrup Reining Riders and Cross Rails 10 & Under.

**Acceptable Obstacles:**

1. Walk-overs – No more than 5 consecutive poles, of which no more than 2 may be elevated with a maximum height of 8”.
2. Jog-overs - No more than 5 consecutive non-elevated poles.
3. Serpentine – Walk Around – No more than 5 consecutive pylons a minimum of 6 feet apart (base to base). Guard-rails, if used, should be 3 to 4 feet to either side of pylons. (English Trail Walk Trot – minimum 8 feet apart with guard-rails, if used, 4 to 5 feet either side of pylons).
4. Serpentine – Jog Around – No more than 5 consecutive pylons a minimum of 10 feet apart (base to base). Guard rails, if used, should be 8 to 10 feet on either side of pylons. (English Trail Walk Trot – Trot Serpentine minimum 12 feet apart with guard rails, if used, 10 to 12 feet on either side of pylons).
5. Open Gates – The actual opening and closing of a gate may not be negotiated, however, simulation of doing so by touching gate standards is encouraged. A single non-elevated walk over pole may be placed in the “open” gate.
6. Bridge – A safe unobstructed bridge (no poles or obstacles on the bridge) Bridges should be of sturdy design with a non-slip surface.
   a. Minimum 40” wide
   b. Minimum 6 feet long
   c. Maximum 8” in height
7. Straight Back Through – of reasonable width 40” or greater.
8. Turns of 90 or 180 degrees within a box or confined area no smaller than 8’ x 8’; 270 or 360 degrees within a box or confined area of no less than 10’ x 10’.
9. Prohibited Obstacles
   a. Water
   b. Water boxes (empty)
   c. Drags
   d. Pick-up object
   e. Closed gates
   f. Side pass

SCORING PROCEDURES
1. The class conduct and scoring system procedures stated herein shall be used in adjudication of all Trail classes in the Arabian division. Competition Management shall provide scribe(s) at judge(s) request.
2. When a judge is adjudicating in a multiple judge system, the scores should be transferred to the ring steward or clerk in a manner that the other judges do not hear their score.
3. All individual judges of Trail classes are required to announce the score of each horse immediately following the horse's work and prior to the work of the subsequent horse. If a score is being held for review, this is announced instead of the score.
   a. When one judge is used, their score will place the class.
   b. When more than one judge is used, scores will be totaled to determine the placing of the class.
   c. When five judges are used, one high and one low score will be eliminated and the remaining three scores will be totaled to determine the placing of the class.
4. The prescribed AHA score sheet must be used. Obstacle scores and any penalties will be totaled to arrive at a final score.
5. Score sheets must be posted.
6. For method of breaking ties in Trail classes see AR210. In the event of a further tie, refer to the order of the judges’ cards (i.e. #1, #2, #3).
7. Judge(s) may review official video (if available) on no score, zero, 10 point, or 5 point penalties only. Refer to AR208 (Video review is solely the judge(s) decision.)
TRAIL SCORING - General
All horses enter the arena with a score of 70. With each obstacle, the judge will instruct a scribe to assign a score as well as any appropriate penalties if one or more occurs. At the end of the work, obstacle scores will be totaled. Any penalties will then be subtracted to arrive at a final score. All horses are judged from the time they enter the arena until the completion of the last obstacle.

Each obstacle will be scored as follows; half point increments can be used from +3 to -3:

+3 EXCELLENT: The horse approaches and negotiates obstacle in correct form with definite style. The horse performs in an efficient manner with curiosity and athleticism, while maintaining the qualities of an ideal trail horse. The horse’s performance over the obstacle is VISUALLY IMPRESSIVE.

+2 VERY GOOD: The horse approaches and negotiates obstacle in correct form with noticeable style. This horse definitely displays many qualities of the ideal trail horse. The horse’s performance over the obstacle is VISUALLY ATTRACTIVE.

+1 GOOD: The horse approaches and negotiates obstacle in correct form with some degree of style. This horse may display some qualities of the ideal trail horse, but lacks those qualities to the degree they are exhibited by the Very Good or Excellent performer. The horse’s performance over the obstacle is VISUALLY PLEASING.

0 AVERAGE: For the most part, horse approaches and negotiates obstacle in correct form. Minimal style is exhibited. If the horse’s performance displays any qualities of the ideal trail horse they are negated by slight errors in form. The horse’s performance over the obstacle leaves a visually NEUTRAL IMPRESSION.

-1 POOR: The horse fails in some way to approach and/or negotiate obstacle in correct form. There is a noticeable void in some of the qualities of the ideal trail horse. Willingness to guide or control may have been compromised but not safety.

-2 VERY POOR: The horse approaches and negotiates obstacle, but noticeably fails to do so in correct form. There is a definite deficiency in the qualities of the ideal trail horse. Safety may have been compromised. The horse exhibits noticeable resistance.

-3 EXTREMELY POOR: The horse approaches and/or negotiates obstacle in unacceptable form, but avoids elimination. This horse’s performance is probably reckless, careless, and/or dangerous. The horse exhibits significant resistance towards the rider’s commands.

SCORING PENALTIES
In addition to the obstacle score, each entry may incur penalties for the following infractions:

NO SCORE
a. Illegal equipment. This includes any attachment which alters the movement of or circulation to the tail.
b. Abuse to the animal inside or outside the competition arena and/or evidence that an act of abuse has occurred. This includes lameness and/or fresh blood in the mouth, chin, shoulder, barrel, flank or hip areas.
c. Disrespect or misconduct by exhibitor.
d. No whips allowed in In-Hand Trail.
DISQUALIFIED 0-SCORE

a. Use of two hands (except snaffle bit or hackamore classes designated for two hands) or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle as outlined in Art. 144, or to straighten reins when stopped (Exception: Does not apply for English Trail or In-Hand Trail.)

b. Failure to maintain 16” of rein between hands. (Exception: Does not apply to English Trail or In-Hand Trail.)

c. No attempt to perform an obstacle.

d. Equipment failure that delays completion of pattern excessively or repeatedly touching the horse on the neck to lower the head.

e. Entering or exiting an obstacle from the incorrect side or direction.

f. Working obstacle the incorrect direction; including overturns of more than ¼ turn.

g. Riding outside designated boundary maker of the arena or course area.

h. Failure to ever demonstrate correct gait as designated.

i. Failure to follow the correct line of travel between obstacles excessive schooling, pulling, turning, stepping or backing anywhere on course.

j. Baiting is not allowed in In-Hand Trail.

5 POINT PENALTIES

a. Dropping slicker or object required to be carried on course each refusal (three refusals move to the next obstacle), balk, or evading an obstacle by shying or backing.

b. Letting go of gate or dropping rope gate.

c. Use of either hand to instill fear or praise.

d. Falling or jumping off or out of a bridge or water box with more than one foot once the horse has got onto or into the obstacle.

e. Stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360 degree box, side pass) with more than one foot once the horse has entered the obstacle.

f. Missing or evading a pole that is a part of a series of an obstacle with more than one foot.

g. Blatant disobedience (including kicking out, bucking, rearing, striking).

h. Holding saddle with either hand (EXCEPTION: Jumps, Elevated Lope Overs, or Elevated Jog Overs).

i. Handler touching the horse with either hand in In-Hand unless instructed by the judge, course designer or performing a side pass.

j. Performing entire obstacle on the wrong lead.

EXAMPLE #1:

CORRECT

Back ing an “L” configuration.

5 POINT PENALTY
**POINT PENALTIES**

a. Incorrect or break of gait at walk or jog for more than two strides.
b. Out of lead or break of gait at lope (except when correcting an incorrect lead.)
c. Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.
d. Falling or jumping off or out of a bridge or water box with one foot once the horse has got onto or into that obstacle stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360 degree box, side pass) with one foot once the horse has entered the obstacle. Missing or evading a pole that is part of a series of an obstacle with one foot.

**EXAMPLE: Lope/Overs**

Horse A completes obstacle with no more than Light ticks. **NO PENALTY**

Horse B noticeably displaces original configuration of poles. **3 POINT PENALTY**
1 POINT PENALTIES

a. Each hard hit, bite, or stepping on a log, cone, plant, or a component of the obstacle.

b. Incorrect or break of gait at walk or jog for two strides or less; both front or hind feet in a single-strided slot or space at a walk or jog.

c. Skipping over or failing to step into required space; spit pole in lope-over.

d. Incorrect number of strides, if specified.

EXAMPLE # 1:
Turn Around Box

CORRECT

3 POINT PENALTY

Steps one foot outside of box

Jog/Overs

CORRECT

3 Ft.

6 Ft.

3 Ft.

Horse puts two strides in center slot

Walk/Overs

1 POINT PENALTY

EXAMPLE:
Walk/Overs
WESTERN OR ENGLISH TRAIL HORSE CLASS SPECIFICATIONS
1. OPEN, AMATEUR, LADIES, GENTLEMEN
2. JUNIOR HORSE (See AR132.1a, AR136.1a, AR144.2b and DR121)
3. GREEN: A Green Trail Horse is a horse of any age in its first or second competition year and showing in any trail class at AHA/USEF/EC competition.

WESTERN OR ENGLISH IN-HAND TRAIL HORSE CLASS SPECIFICATIONS
1. OPEN, AMATEUR, JUNIOR EXHIBITOR
2. Weanlings, Yearlings, 2 Year olds, 2 & Under, 3 & Over
3. Colts, Stallions, Fillies, Mares, Geldings

WALK-JOG TRAIL CLASS REQUIREMENTS - Riders may not be more than ten years of age as of December 1 of the current competition year. Horse and rider must follow the appointments as set forth in the Arabian Western Pleasure Sub-Chapter. The rider must never have been judged in a class at a Licensed Competition that required a canter or lope. Exception: Short Stirrup Reining Riders. Obstacles are to consist of no more than three non-elevated poles and no more than three jog over poles, serpentine(s), open gates, straight back through. Prohibited obstacles include water, tarps, drags, pick-up objects and closed gates.
QUALITIES OF AN IDEAL TRAIL HORSE

1. Form and Style
Form is performing an obstacle in the correct standard method appropriate for that obstacle. Style is the unique manner in which a horse demonstrates its ability to perform a course.

2. Attention and Alertness
Attention is willingly approaching an obstacle without disinterest or indifference. Alertness is the exhibition of being bright and inquisitive up to and through the obstacles.

3. Smoothness
Smoothness is traversing between and through obstacles on a trail course in an even, uninterrupted movement and/or flow.

4. Good Attitude/Disposition
A good attitude/disposition is the expressing a desire by the horse to negotiate obstacles and respond to the rider. Furthermore, it is the manner in which the horse demonstrates its good manners and temperament.

5. Authority and Courage
Authority and courage is expressed by approaching a formidable obstacle without hesitation and negotiating said obstacle without incident or reversal of good attitude.

6. Willingness and Control
Absolute willingness is being dictated to completely by the rider without any signs of resistance. The horse must exhibit a high degree of obedience to the rider's cues and/or commands.

7. Clean
The horse/rider is said to be ‘clean’ by negotiating an obstacle without coming in contact with any part of portion of said obstacle.

8. Degree of Difficulty
The amount of skill necessary to negotiate an obstacle, whether it is in the components of the obstacle or in the selection of approaches and/or angles in which an obstacle is taken.

9. Athleticism
The ability to negotiate an obstacle, or series of obstacles in a fashion that raises the degree of difficulty without compromising style/form, smoothness, attitude/disposition, authority/courage, willingness/control, or cleanness.

THINGS TO CONSIDER BEFORE THE CLASS STARTS

1. Obtain a copy of the course(s). The Course Designer must supply the judges and office with copies of the trail courses each day, to comply with course posting requirements.
2. Request a scribe well in advance of classes and set up a score sheet.
3. Walk the course and make sure you know it and that you will be able to answer any questions from exhibitors when they walk it.
4. When you walk the course, inspect the course. Although the judge may or may not be the course designer he/she is ultimately responsible for the course.
5. Make sure someone is available to reset obstacles after each work and that they have a copy of the course with dimensions.
6. Inform gate person and exhibitors where you expect each entry to be in the arena when it is that entry's turn in the work order.
7. Course and work order must be posted twelve hours before the scheduled start time of a class. The Call Judge shall prepare in writing and have a pattern posted at least 24 hours prior to the first section of the Eliminations (Regionals/Nationals). Subsequent patterns are to be available immediately following the last working section of each phase.
EXAMPLE #1: Taking An Obstacle From The Wrong Direction.

The course directions are as follows:

Instead, you did this:

Off Course
**Off Course?**

**Example #2: Negotiating An Obstacle From The Wrong Side.**

The course directions are as follows:

![Diagram of course directions](image)

Instead, you did this:

![Diagram showing incorrect course](image)
EXAMPLE #2a: Negotiating An Obstacle From The Wrong Side.

The course directions are as follows:

1. Lope/Overs
2. Walk In Box.
   360 Degree Turn -LEFT, Walk Out.
3. Jog/Overs

Instead, you did this:

1. Lope/Overs
2. Walk In Box.
   360 Degree Turn -LEFT, Walk Out.
3. Jog/Overs

Trail Rules effective 12/1/18
**Off Course?**

**EXAMPLE #3: Skipping An Obstacle, Unless Directed By Judge.**

The course directions are as follows:

1. Walk in box, 360 degree turn, walk out.

2a. Sidepass LEFT and open & close mailbox.

2b. Sidepass RIGHT

3. Jog/Overs

**Instead, you did this:**

2a. Sidepass LEFT and open & close mailbox.

2b. Sidepass RIGHT

3. Jog/Overs

**NO ATTEMPT AT 2a OR 2b.**

1. Walk in box, 360 degree turn, walk out.

**Off Course**
EXAMPLE #4: Negotiating Obstacles In The Wrong Sequence.

The course directions are as follows:

Instead, you did this:
Off Course?

EXAMPLE #5: Not Following The Correct Line Of Travel.

The course directions are as follows:

Instead, you did this:

Off Course
**Off Course?**

**EXAMPLE #5a: Not Following The Correct Line Of Travel.**

The course directions are as follows:

1. Lope/Overs
2. Jumps

Instead, you did this:

1. Lope/Overs
2. Jumps

Off Course
SCORING EXAMPLES:

COURSE:

Example 1:
1st Obstacle: Poor
2nd Obstacle: Average
3rd Obstacle: Average
PENALTY: Stepping 2 Feet Outside Confining Element.
4th Obstacle: Good
5th Obstacle: Good
6th Obstacle: Good
7th Obstacle: Average
PENALTY: Knockdown
8th Obstacle: Very Poor

Example 1:

<table>
<thead>
<tr>
<th>DRAW</th>
<th>ENTRY</th>
<th>Penalties</th>
<th>Score</th>
<th>Subtotal</th>
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<tbody>
<tr>
<td>1</td>
<td>101</td>
<td>5</td>
<td>0</td>
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Trail Rules effective 12/1/18
SAMPLE TRAIL COURSE
BASIC LEVEL

5. Bridge
6. Sidepass Over Log Right

3. Lope (RL)
   Walk in Box, 360 Degrees Either Way (6’x6’)

4. Jog/Overs,

2. Gate, Rt. Hd. Push & Close
   Walk

1. Back 34”

7. Walk/Overs (24” apart)
   Lope (LL)

IN
OUT

*NOTE: Dimensions may require adjustment depending on arena conditions, size of equipment, caliber of competition, etc. Use these dimensions as guidelines.
SAMPLE TRAIL COURSE
PRELIMINARY LEVEL

1. Gate, Rt. Hd., Push & Close
   IN

2. Jog Serpentine,
   Full Circle Around Center Marker
   (8' Between Markers)
   (16' Between Guardrails)

3. Lope/Overs (LL)

4. Jog/Overs,
   (3' apart)

5. Sidepass Front Feet in Slot, Left
   (30")

6. Bridge

7. Walk/Overs
   (22" apart)

OUT

*NOTE: Dimensions may require adjustment depending on arena conditions, size of equipment, caliber of competition, etc. Use these dimensions as guidelines.
SAMPLE TRAIL COURSE
INTERMEDIATE LEVEL

6. Jumps (RL)
   (12' apart)
   (18' high)

5. Jog Serpentine
   (7' between Pylons)
   (12' between Guardrails)

4. Gate, Rt. Hd.
   Push Away & Close

3. Bridge with
   Step/Over

2. Lope/ Overs
   (6' apart)

1. Walk/Overs (22" apart),
Stop in Center (6') &
Turn 360 Degrees

7. Jog/Overs
   (3'6" apart)

8. Walk Through Water

OUT
IN

*NOTE: Dimensions may require adjustment depending on arena conditions, size of equipment, caliber of competition, etc. Use these dimensions as guidelines.
SAMPLE TRAIL COURSE
ADVANCED LEVEL

4.
Lope/Overs (LL)

5a.
Oxer Jump (LL)
(1'9" high)

5b.
Jog Serpentine
(16" Between Guardrails)
(8" Between Markers)

5c.
Oxer Jump (LL)
(1'9" high)

3a.
Walk/Overs
(22" apart)

3b.
Put Object Down

2b.
Bridge with 2 Step/Overs

2a.
Pick up Object

6.
Lope/Around

1a.
Lope/Overs 8" 2"

1b.
Jog/Overs

7.
Walk/Overs
(24" apart)

OUT

IN

*LNOTE: Dimensions may require adjustment depending on arena conditions, size of equipment, caliber of competition, etc. Use these dimensions as guidelines.*
SAMPLE TRAIL COURSE
UPPER ADVANCED LEVEL

6. Extend Lope Between Sets of Markers
Markers (1st Set)
Markers (2nd Set)

5a. Lope/Around 1 1/2 (LL)

5b. Roll Back Rt. & Lope Corner

4b. Bridge With Step/Over
Lope (LL)

4c. Walk/Overs (22” apart)
Lope (LL)

3. Jumps (RL) (12’ apart) (2’ high)

2b. Jog Serpentine
Lope (RL)

2a. Lope/Overs (RL) (6’6” apart)

1b. Back (34”) & Lope Out (RL)

1a. Gate-Rt. Hd. Pull & Close

1b. Walk/Overs, Water, Walk/Overs (24” apart)

OUT

*NOTE: Dimensions may require adjustment depending on arena conditions, size of equipment, caliber of competition, etc. Use these dimensions as guidelines.
1. All elevated poles must be set in a standard jump cup or similar type bracket. The judge has the right to alter the course.

2. Walk/Overs:
   Single Poles: Maximum Height - 16"
   Multiples: Maximum Height - 10"
   Minimum width between poles - 20"
   20" to 24," or multiples thereof, between poles is generally considered good spacing for walk/overs depending upon difficulty desired.
   NO ROLLING POLES

3. Jumps:
   Mounted: Maximum Height - 24" In Amateur and Junior to ride classes, jumps mounted may not exceed 18"
   Lead Over: Maximum Height - 12"
   Minimum width between standards - 4'
   Combinations: 12' for a one stride
   6' for a no stride
   Box Jumps and L Jumps:
   Poles must be 12' long.

No Stride Combination

One Stride Combination
4. Cavaletti:
Jog/overs: 3' to 3'6" apart (between poles) or multiples thereof
Lope/overs: 6' to 6'6"

**JOG OVERS**

\[ \text{3'} \quad \text{to} \quad \text{3'6'\"} \]

\[ \text{3'} \quad \text{to} \quad \text{3'6'\"} \]

\[ \text{3'} \quad \text{to} \quad \text{3'6'\"} \]

**LOPE OVERS**

\[ \text{6' to 7'} \]

\[ \text{6' to 7'} \]

\[ \text{6' to 7'} \]

5. Back Throughs:
On ground: 28" minimum
Elevated: 30" minimum
Barrels: 32" minimum

**On Ground**

\[ \text{28\" min.} \]

\[ \text{28\" min.} \]

**Elevated**

\[ \text{30\" min.} \]

\[ \text{30\" min.} \]

**Barrels**

\[ \text{32\" min.} \]

\[ \text{32\" min.} \]
Mandatory Trail Dimensions (Con’t)

6. Sidepasses:
Single Pole: Up to 24” high.
Slots: Never closer than 24” wide. (between poles)

7. Tires:
If there is a space between tires, it should be equal to the outside diameter of the tire.

8. Serpentinaes:
Pylons 6’ apart (base to base) minimum.
Guardrails 3’ to either side of pylons
Pylons 3’ apart (base to base) minimum.
Guardrails 6’ to 8’ to either side of pylons.
If tall standards are used, dimensions can be looser.

9. Gate:
Approx. 60” high with latch available at that height.

10. Any Other Maneuvers:
Figure horse’s wheelbase at 5’, front hooves to back hooves.

Bridges must be built of sturdy design with non-slip surface and a bridge should be approximately 3’ wide and approximately 6’ long. Any bridge deemed to be unsafe by the judge must be altered or removed.

Tarps are prohibited to be used within an obstacle defined as where the entry will be expected to walk, jog, lope or back. They can be used for decorative purposes but must be secured.

Trail Rules effective 12/1/18
<table>
<thead>
<tr>
<th>Penalty Description</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Off course</td>
<td>Off course</td>
</tr>
<tr>
<td>Knockdown or displace obstacle</td>
<td>Knockdown or displace obstacle</td>
</tr>
<tr>
<td>Double striding or adding steps/strikes</td>
<td>Double striding or adding steps/strikes</td>
</tr>
<tr>
<td>Evading or skipping an obstacle</td>
<td>Evading or skipping an obstacle</td>
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<tr>
<td>Fall off side of bridge</td>
<td>Fall off side of bridge</td>
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<tr>
<td>Deliberately failing to enter, exit, or work obstacle</td>
<td>Deliberately failing to enter, exit, or work obstacle</td>
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<tr>
<td>from correct side or direction</td>
<td>from correct side or direction</td>
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<tr>
<td>Break of gait for more than 2 strides</td>
<td>Break of gait for more than 2 strides</td>
</tr>
<tr>
<td>Balking/continuous refusal</td>
<td>Balking/continuous refusal</td>
</tr>
<tr>
<td>Two hands on reins or changing hands when using curb bit</td>
<td>Two hands on reins or changing hands when using curb bit</td>
</tr>
<tr>
<td>Abuse of animal</td>
<td>Abuse of animal</td>
</tr>
<tr>
<td>Two or more feet outside of confining element</td>
<td>Two or more feet outside of confining element</td>
</tr>
<tr>
<td>Blatant action demonstrating unwillingness to approach obstacle</td>
<td>Blatant action demonstrating unwillingness to approach obstacle</td>
</tr>
<tr>
<td>Losing drag or object carried</td>
<td>Losing drag or object carried</td>
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<tr>
<td>Pulling gate when told to push</td>
<td>Pulling gate when told to push</td>
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<tr>
<td>Fingers between closed reins</td>
<td>Fingers between closed reins</td>
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<tr>
<td>Stepping on an element</td>
<td>Stepping on an element</td>
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<tr>
<td>Blatant disobedience</td>
<td>Blatant disobedience</td>
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<tr>
<td>Evans or misses component of obst.</td>
<td>Evans or misses component of obst.</td>
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<tr>
<td>Skipping slot</td>
<td>Skipping slot</td>
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<tr>
<td>Not following correct line of travel</td>
<td>Not following correct line of travel</td>
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<tr>
<td>Fall of horse or rider</td>
<td>Fall of horse or rider</td>
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<tr>
<td>Spurring or obvious cueing or touching in front of cinch</td>
<td>Spurring or obvious cueing or touching in front of cinch</td>
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<tr>
<td>Performing obstacle at wrong gait/lead</td>
<td>Performing obstacle at wrong gait/lead</td>
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<tr>
<td>Approaching obst. at wrong gait/lead</td>
<td>Approaching obst. at wrong gait/lead</td>
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<tr>
<td>Temporary loss of control</td>
<td>Temporary loss of control</td>
</tr>
<tr>
<td>Asking exhibitor to proceed without completing the obstacle</td>
<td>Asking exhibitor to proceed without completing the obstacle</td>
</tr>
<tr>
<td>Complete loss of the gate</td>
<td>Complete loss of the gate</td>
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<tr>
<td>One foot outside confining element</td>
<td>One foot outside confining element</td>
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<tr>
<td>Holding saddle with free hand except over a jump or elevated jog over</td>
<td>Holding saddle with free hand except over a jump or elevated jog over</td>
</tr>
<tr>
<td>One foot off of side of bridge</td>
<td>One foot off of side of bridge</td>
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<tr>
<td>Sidestep wrong end of horse</td>
<td>Sidestep wrong end of horse</td>
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<tr>
<td>Failure to maintain 16” of rein between hands when using romal reins</td>
<td>Failure to maintain 16” of rein between hands when using romal reins</td>
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<tr>
<td>Disrespect or misconduct by exhibitor</td>
<td>Disrespect or misconduct by exhibitor</td>
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<tr>
<td>Switching leads or wrong lead</td>
<td>Switching leads or wrong lead</td>
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<tr>
<td>Blatant action showing unwillingness to complete or negotiate obstacle.</td>
<td>Blatant action showing unwillingness to complete or negotiate obstacle.</td>
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<tr>
<td>Cross leading at lope</td>
<td>Cross leading at lope</td>
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<tr>
<td>Negotiating obstacles out of sequence</td>
<td>Negotiating obstacles out of sequence</td>
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<tr>
<td>Equipment failure/loss of shoe that delays completion of course</td>
<td>Equipment failure/loss of shoe that delays completion of course</td>
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<tr>
<td>Three refusals at one obstacle</td>
<td>Three refusals at one obstacle</td>
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<tr>
<td>Illegal equipment</td>
<td>Illegal equipment</td>
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<tr>
<td>More than one finger between split reins</td>
<td>More than one finger between split reins</td>
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<tr>
<td>Stampede or run through obstacle</td>
<td>Stampede or run through obstacle</td>
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<tr>
<td>Each refusal</td>
<td>Each refusal</td>
</tr>
<tr>
<td>Break of gait for 2 strides or less</td>
<td>Break of gait for 2 strides or less</td>
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<tr>
<td>Riding outside designated boundary markers of course</td>
<td>Riding outside designated boundary markers of course</td>
</tr>
<tr>
<td>Dropping rein that contacts ground while horse in motion</td>
<td>Dropping rein that contacts ground while horse in motion</td>
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</tbody>
</table>
Trail Horse Score Sheet

SHOW ________________________________ DATE: ________________________________
CLASS NO: ______ Class Title: ________________________________

Scores +3 = Excellent; +2 = Very Good; +1 = Good; 0 = Average; -1 = Poor; -2 = Very Poor; -3 = Extremely Poor

<table>
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JUDGE SIGNATURE ________________________________ Page # ________ of ________