



Texas Trail Challenge
~ Competitive Trail Ride ~
Guidelines and Rules 2009



A Texas Trail Challenge CTR is an obstacle course laid out on a trail located on public or private land. The horse and Rider are tested for their trail skills in a natural setting over the course of several miles and in camp. Obstacles are natural to their region and are ones typically encountered while on a trail ride. Trail obstacles are not composed of artificial arena-style tests. A judge at each obstacle evaluates the way both Rider and horse negotiates each obstacle. The Riders are judged by keeping common sense and safety in mind. A Texas Trail Challenge is not a race. Any breed of horse or any style of riding makes this an excellent family activity.

SECTION 1 - MANAGEMENT OF RIDES

- 1.1 Ride Manager - responsible for all matters pertaining to the ride.
 - a) This position is the chief executive of the ride.
 - b) The Ride Manager can also be the Trailmaster.
 - c) The Ride Manager can also judge obstacles.
- 1.2 Trail Master - responsible for all trail matters pertaining to the ride.
 - a) Have a well marked trail of varied terrain prepared in advance for the TTC.
 - b) Provide a map for Riders with the trail visibly marked and various obstacle times recorded clearly.
 - c) Evaluate the obstacles and determine if they allow adequate space for multiple horses waiting and room to negotiate the obstacle.
 - d) Evaluation of the obstacles will include appraising the terrain, especially as it pertains to the skills of the Tenderfoot participant.
 - e) Each obstacle will have a suitable and safe means of bypassing the obstacle while providing a smooth transition to the next obstacle.
- 1.3 Sr. Judge - Must be familiar with and in good standing with other trail competitive horsemanship events (example: NATRC, AQHA, CHA). Must be one of the following: 1) current horsemanship judge for other trail competitive events, 2) riding or horsemanship instructor, 3) CTR Regional Championship recipient. Each TTC will have one Sr. Judge.
 - a) Shall have at least one assistant to take notes during the judging of obstacles.
 - b) Shall preview the course and obstacles prior to the event. Approval of the course design is contingent on obstacles being category appropriate.
 - c) Shall approve the less challenging advanced obstacles for the Tenderfoot & Maverick categories.
 - d) Has the authority to disqualify any participant from an obstacle, or if appropriate, from the entire ride for unsportsmanlike conduct, or conduct that may reasonably result in physical harm to any person, animal or property. (Section 9.2.e)
 - e) Is responsible for marking a final ruling if there is a grievance from a competitor.
 - f) Shall consult with ride management on respective obstacles to be sure none of them are unsafe or artificial.
- 1.4 Judge - Must be one of the following: 1) current horsemanship judge for other trail competitive events, 2) riding or horsemanship instructor, 3) Regional Championship recipient. Each TTC will have two or more judges. All judges from the 2007 to 2008 TTC events are grandfathered in.
 - a) Judges shall review the obstacles the Sr. Judge has assigned them.
 - b) All judges are responsible for the placement of their team's belongings. The belongings are not to become part of the obstacle or impact the Rider's way of going, unless so intended.
 - c) Stay in communication and adhere to the times set by the Trailmaster on the Riders' maps.
- 1.5 Assistant Judge - Must be one of the following: 1) current horsemanship judge for other trail competitive events, 2) riding or horsemanship instructor, 3) Regional Championship recipient, 4) competed in 2 or more competitive trail venues for 5 or more years.
 - a) Assistant Judges shall review the obstacles they have been assigned.
 - b) Assistant Judges are limited to judging timed obstacles or visual checks. (i.e. tack or map check, timed accuracy obstacle or determined by management).
 - c) All judges are responsible for the placement of their team's belongings. The belongings are not to become part of the obstacle or impact the Rider's way of going, unless so intended.
 - d) Stay in communication and adhere to the times set by the Trailmaster on the Riders' maps.

SECTION 2 - TERMS

- 2.1 Whenever the word horse is used it also refers to mules and ponies.
- 2.2 Whenever the word he is used it also refers to she.
- 2.3 Texas Trail Challenge will be referred to in this document as TTC.
- 2.4 Riders under the age of 18 will be referred to as Junior Riders.

SECTION 3 - GENERAL RULES

3.1 Trail:

- a) A TTC-CTR is a one day event starting at approximately 8 am and ending by approximately 5 pm.
- b) Riders will be moving down the trail between 3 to 4.5 mph. Each Rider will have a map with points marked on the map indicating the earliest and latest a Rider can arrive.
- c) The trail will be well marked and in between 7 to 12 miles long.
- d) Ten plus obstacles will be observed on the trail and in camp.
- e) All obstacles must be those that might naturally occur on the trail ride. Obstacle should reflect the riding conditions typical of the local environment with the goal being to maintain the character of an authentic trail ride.
- f) Indiscriminate overuse of inappropriately placed man-made materials designed only to increase the challenges (spook or startle) will not be allowed. (Section 9.2.e)
- g) Riders will be instructed, by a judge or assistant, how to navigate obstacles (excluding the hidden observations). The Rider may repeat the instructions back to the judge or assistant or ask for them to be repeated if they deem necessary.
- h) No less than two obstacles will be viewed by a hidden judge, these will be called observations. These can include but are not exclusive to: going down the trail, uphill, downhill, transitions, water crossings, water stops, waiting for an obstacle, etc.
- j) No less than two obstacles will be timed, the time will be noted on the Rider Team Card as well as the score for that obstacle, this can determine a tie breaker. (Example: opening a gate)
- k) Each Rider will receive a map with designated locations. These designated locations will be marked with the earliest time the Rider can arrive and the latest they can arrive. This ensures that the judges can move down the trail for additional judging opportunities and all Riders are kept in a manageable time window.
- l) The ride will go on rain or shine; however, the Ride Manager has the option of delaying the start time of the ride, shortening the length of the ride and/or taking away obstacles as they see fit and to ensure the safety of the Riders, horses, judges, and the management team.

3.2 Rider:

- a) Ownership of a horse is not required. Events are open to all Riders.
- b) The Rider and horse are judged equally on each obstacle. Each Rider will receive their Scorecard after all awards are presented. (Section 7 - Scoring)
- c) Any type of cruelty to animals such as excessive use of spurs, crops, etc. will be penalized. A Rider will be subject to dismissal if it continues.
- d) TTC points will be accrued for the year, year end placings will be posted on the TTC website.
- e) Each Rider is responsible for his own safety and the safety of his mount. Earned points and resulting awards are to be considered secondary to safety.
- f) Each participant must maintain control of their horse throughout the ride. Failure to do so could result in disqualification.
- g) Riding double, ponying an animal with or without a Rider, or a loose foal on the side is not allowed. Ponying a horse as part of an obstacle shall not be allowed.
- h) Junior Riders must have written consent of a parent or guardian in order to participate in a TTC.
- j) Junior Riders 14 and under must be accompanied by a sponsor on the trail. A maximum of 4 Jr. Riders shall be allowed for each sponsor.
- k) Junior Riders shall wear a helmet at all times when mounted either in camp or on the trail.
- l) All Riders are encouraged to wear a helmet when mounted either in camp or on the trail.
- m) Riders may dismount and walk their horses at any point in the trail unless otherwise instructed for an obstacle. The Rider should be aware by doing so they could be subject to missing a hidden observation and receive penalty points for doing so.
- n) Each Rider is judged on their trail ability, negotiating obstacles, or observations on the trail.

3.3 Horse:

- a) Horses may be of any breed but must be at least three years of age (36 months) at the time of competing. It is the Rider's responsibility to ascertain if the horse is capable of competing.
- b) Horses can wear any type of leg protection or hoof protection including leggings, bell boots, shoes and/or boots (Example: Boa Boots, Epic Easy Boots).
- c) Horses that kick must be tagged with a red ribbon in the tail. For the sake of this sport the horse should be socialized and be respectful to the Rider. Horses that show aggression on the trail are frowned on. It behooves the Rider to work on this at home, demanding the same respect on the ground, as in the saddle. (Section 9.1.f & 9.2.e)
- d) Horses will be observed for soundness before and after the judged trail obstacles. Each Rider will trot their horse by the judge, either in hand or mounted, to determine soundness. Points will be deducted for degrees of lameness, grade one (-10), grade two (-15), grade three horses will be dismissed from the ride. This exercise is considered an obstacle and will be graded on the Scorecard.
- e) All horses are subject to drug testing. If drugs are found the Rider/horse will lose all points and/or awards earned at the event.

SECTION 4 - RIDE ENTRY

- 4.1 Ride fees are \$50.00 for Adult/Senior and \$40.00 for Junior. A discount of \$5.00 per Rider will be applied for more than two family members riding. In addition a \$5.00 discount will be applied for NCTHA members.
- 4.2 Management determines whether a deposit is necessary to hold your entry or camp site. All money is due at check-in.
- 4.3 Check-in:
 - a) Starts on Friday at 2 p.m. and Saturday at 7 a.m. (for those that are not camping overnight). All Riders able to check-in on Friday are encouraged to do so, this will ensure the ride starts as scheduled Saturday morning. These times can be adjusted by each ride manager if needed.
 - b) Each Rider will receive a number for identification.
 - c) Horses do not need to be present for check-in; however, some rides may start their obstacle observations after checkin for riders that are present. The riders arriving the following day will complete those same obstacles with the same judge on that morning.
- 4.5 Camping fees are separate and will be designated by ride management for each ride.
- 4.6 Points will be kept in a database and available online. Points will accumulate for each year.
- 4.7 TTC's are unlimited; however, if management chooses they can choose the following: if more than 60 Rider entry forms are received a second day of competition will be added (typically Sunday). Riders will be informed before the event if the ride is filling and a second day is added.
- 4.8 Each Rider/horse combination is considered a team and will be awarded points as such.

SECTION 5 - EQUIPMENT

- 5.1 Any type of saddle or bridle, halter, sidepull, or hackamore is allowed. No bareback pads are allowed. It's the Riders responsibility to determine the appropriateness of his tack and to ensure that such tack is fitted and used properly. Horses that can not be controlled with the tack used are subject to dismissal of the event. (Section 9.2.e)
- 5.2 A halter and lead rope or halter bridle must be carried on the ride.
- 5.3 A hoof pick must be carried on the ride.
- 5.4 A knife capable of cutting a lead rope or tack must be carried by all adults on the ride.
- 5.5 As mentioned earlier: All Junior Riders are required to wear a helmet at all time while mounted while on the trail or in camp. Helmets are recommended for adults as well.

NOTE: Your horse may not be the normal trail horse you are used to riding during an event such as this. With many horses moving down the trail it can strike panic in some horses making them feel "left behind". Please be aware the tack you ride with will impact the way you are able to control your horse in this situation (i.e. - rope halters used as bridles)

SECTION 6 - CATEGORIES AND DIVISIONS

- 6.1 There are three levels of difficulty: Tenderfoot, Maverick & Horseman. (see website "Ride Divisions" for obstacle examples.)
 - a) Tenderfoot: Confident with horse on trail, no competitive trail ride experience, can complete primary skills listed on the Obstacle Skills (Section 10). No dragging / pulling objects, or tailing a horse up a hill will be allowed.
 - b) Maverick: Experienced trail riding team, is ready for challenging obstacles and can accomplish all skills listed on the Obstacle Skills (Section 10), able to complete multiple tasked obstacles. This more advanced team may be asked to complete variations of the trail. Some obstacles performed will be of the Tenderfoot level and others the Horseman level. Competitive trail ride level equal to Novice.
 - c) Horseman: Accomplished trail Rider and horse team, can complete all skills listed on the Obstacle Skill sheet. Can complete multiple tasks as directed by the judging team over demanding terrain and/or challenging environment. Competitive trail ride level equal to Competitive Pleasure and Open.

NOTE: All categories and divisions will follow the same trail with little deviation to perform obstacles.

- 6.2 Ride managers shall endeavor to design the majority of obstacles with all levels of directions and they shall design obstacles that are category appropriate.
- 6.3 There will be one Junior division.

- 6.4 Tenderfoot, Maverick and Horseman will be divided into these two classifications:
18 - 49 = Adult
50 plus = Senior Rider
- 6.5 A Riders age for the purpose of determining category, shall be the Riders' age as of January 1 of the current ride year.
- 6.6 There must be at least 4 riders in each classification within each division or the classifications of Adult and Senior will be grouped together. In other words, if there are only 3 entries in an Adult class it will be combined with the Senior class within that division.
- 6.7 If a Rider meets or exceeds three first placings in one category they shall be required to move up a level the following ride year. This enables the team to finish the year for year end placings and awards.

SECTION 7 - SCORING

- 7.1 Riders will be scored on negotiating an obstacle under the direction of a judge or judges assistant. The individual areas of evaluation are outlined in Obstacle Skills (Section 10).
- 7.2 Each Rider/horse team will earn points by completing obstacles. Each obstacle is worth either 5 or 10 points. The Rider and horse are judged as a team.
- 7.3 Any judge may dismiss a participant from their obstacle for safety reasons. (Section 9.2.d)
- 7.4 The obstacles must be executed as stated in the judge's directions.
- 7.5 If any horse refuses at an obstacle, the participant will be allowed a total of three attempts to complete. The team is subject to deduction for each unsuccessful attempt. If the horse refuses a third time, the participant is dismiss from the obstacle and receives full penalty points.
 - a) The definition of a refusal is a horse that moves their feet away (any direction) from the obstacle. Looking and snorting are not considered refusals.
 - b) Pausing at an obstacle, water crossing or log crossing, to sniff or investigate is allowed as long as the judge assess that the horse is not balking.
- 7.6 If the Rider is asked a question (i.e., where are we on this map?), perform a specific skill, tie a specific knot to a hitching rail, or lead their horse, and the Rider does not perform the skill correctly, the judge may use this category to asses points.
- 7.7 Missing an obstacle: If the Rider misses an obstacle due to being too early, tardiness to an obstacle marked on the map or being off trail, the team will receive a full deduction in points.
- 7.8 Scorecards will not always reflect a comment on the horse and rider lines. It is at the judges discretion per obstacle what will be noted on the Scorecard.
- 7.9 Scoring values will be assessed per each section of judging per obstacle as follows:
 - 10 Excellent, smooth and effortless
 - 8 Good, no discernible mistakes
 - 6 OK, above average with very minor mistakes
 - 4 Adequate job, obvious mistakes
 - 2 Made effort, skills need development
 - 0 Passed, Rider chose to pass obstacle
- 7.10 Ride management has the option of adding "Extra Credit" obstacles. These obstacles should be of a higher difficulty for the horse and rider.
 - +6 Completed: exceptional performance
 - +3 Completed: addiquit performanace
 - +0 Could not complete

SECTION 8 - POINTS

- 8.1 Rider/horse teams will accumulate points throughout the year. (Dates and locations posted on the TTC website).
- 8.2 Points are awarded to all Rider/horse teams that complete the ride. Bonus points will be awarded to Maverick at 5 points per placing and for Horseman at 10 points per placing.

Tenderfoot

- 4 = Completion
- 5 = 6th placing
- 6 = 5th placing
- 8 = 4th placing
- 10 = 3rd placing
- 12 = 2nd placing
- 14 = 1st placing

Maverick

- 9 = Completion
- 10 = 6th placing
- 11 = 5th placing
- 13 = 4th placing
- 15 = 3rd placing
- 17 = 2nd placing
- 19 = 1st placing

Horseman

- 14 = Completion
- 15 = 6th placing
- 16 = 5th placing
- 18 = 4th placing
- 20 = 3rd placing
- 22 = 2nd placing
- 24 = 1st placing

- 8.3 In addition to the points earned for placing in individual divisions the Maverick riders will receive 5 bonus points for each placing and, Horseman will receive 10 points for each placing. Rider/horse teams can move up or down in divisions and are eligible for year end awards with accumulated points in the highest division they competed in. Each Rider/horse team will accumulate individual points. If the class is not full points will be adjusted to 1st place receiving no less than 10 points
- 8.4 Year end awards will be presented at the last ride of the season. Each division's top riders will receive awards: High Point and Reserve.
- 8.5 Texas Trail Challenge will compile all results for all of the rides. TTC's are sanctioned by the National Competitive Trail Horse Association. The NCTHA keeps track of riders points that are members and have submitted the proper paper work. More information can be found at www.nctha.com
- 8.6 Year end awards are presented to National Competitive Trail Horse Association members. For points earned see www.nctha.com

SECTION 9 - OBSTACLE JUDGING - SCORECARD STANDARDS

- 9.1 Rider awareness:
- a) Be courteous on the trail, announce when you are ready to pass, "Rider number 21, may I pass on your right".
 - b) After completing an obstacle wait for the next Rider to complete it before moving down the trail. The horse behind you may become excited at the site of your horse leaving and have difficulty completing the obstacle.
 - c) When as a watering spot wait for the other horses to finish, leaving while another horse is drinking can cause that horse to stop drinking.
 - d) Be careful not to crowd other horses. Riding or stand abreast is acceptable but when following or standing behind another horse leave a full horse length between your horse's nose and the other horse's tail.
 - e) A sponge to wet your horses neck is on a hot day is a good way to cool your horse down, but don't dip that sponge in a trough that other horses will drink out of.
 - f) If the Rider is having difficulty controlling their horse they should step off the trail, out of line to restore calmness to the horse. This can be done mounted or dismounted.
 - g) Pay attention to the judge or assistant's directions with the horse positioned at a safe distance from the judge and/or assistant. Repeating the directions or asking the judge to repeat them for clarification is acceptable.
 - h) The Rider should evaluate the obstacle for potential cautions before and during the obstacle before proceeding.

- 9.2 Horse can be faulted or dismissed as reads below:
- It is the fault of the horse if it is too aware by spooking, shying, and/or spinning.
 - If a horse clips or stumbles because of lack of awareness, score will be deducted (see Balance in Section 9.5).
 - If the horse moves while being examined by a judge while the Rider is mounted or dismounted. Moves 1 or 2 steps or turns shall be a -1 deduction. Walks off shall be a -2 deduction.
 - If a horse takes an obvious bite or kick at a judge, Rider or another Rider or horse, the team will receive a -5 or -10 point deduction to be determined by the attending judge.
 - If a horse is fractious, unruly, or dangerous (bites, kicks, threatening to others), the team is subject for dismissal.
- 9.3 Horses' response to cues: When the Rider applies aids or cues the horse, the horse is to react appropriately. The Rider should not have to resort to very strong aids to obtain a response from the horse, nor should cues create a reaction whereby the horse over reacts. (i.e.. side passing or back too far). The horse should approach an obstacle as cues (i.e. straight on, side pass) and not avoid direct approach. the horse should stand quietly while mounted (no movement of feet). If the horse is tied, the horse should stand quietly and not pull back.
- 9.3 Rider's control: The Rider must maintain control of the horse at all times. This will be maintained by having the Rider control either with the reins or lead rope. Rider's control of the horse is whether mounted or in-hand. The Rider should also control the horse by knowing HOW to ask for their horse to execute the obstacle as well as keep the horse under control if the horse shies or spooks. When in-hand the Rider shall lead the horse slightly to the side of them with the horse's head even with the Rider's shoulder. While leading the horse the Rider should not let the horse crowd or lean on them.
- 9.4 Balance: This applies to both rider and horse. The rider should be will balanced in the saddle. For uphill, the rider should be in line with the trees, vertical to horizon, with legs balanced under rider and not hitting horse's flanks. Lifting out of the saddle to relieve pressure on the horses back. The rider can take hold of the mane to gain balance but not hitting the back of the cantle. For downhill, the rider should lean slightly back, staying light in the saddle. The rider is not to lean excessively forward, back or sideways. The horse is to be balanced while negotiating obstacles. For downhill obstacle hindquarters should be under the horse and the horse should not lean on the forehand. While negotiating stepovers, the horse is to be balanced and pick up feet and avoid clipping and stumbling. The rider can stay balanced by looking ahead and not at the horse feet while negotiating obstacles.
- 9.5 On course: The rider is to follow directions as given and stay on course. Excessive response, avoidance or rider's misunderstanding of the direction will be penalized. The participant must remain within the boundaries of the obstacle as marked. Avoiding or going outside marked boundaries constitutes being off course.
- 9.6 Passing on an obstacle: It is the rider's responsibility to pass an obstacle they deem as beyond their team's skill level. Safety and common sense should always be kept in the participant's mind. The team has three opportunities to attempt an obstacle; demerits to be assessed for each attempt. After the horse refuses three times the rider is disqualified for this obstacle and receives penalty points.

SECTION 10 - OBSTACLE SKILLS

- 10.1 Horse shall following willingly when lead, not crowding or lagging behind. Excess rope shall be held in the non-lead hand, looped over hand and not coiled around it.
- The horse must be lead with a halter and lead rope, not the reins unless the horse is wearing a halter-bridle. The rider does not have to be lead with a separate halter but can unclipped the reins from the bit rings and correctly fastened them to the leading-ring of the halter bridle.
 - Reins should be secured to the horn of a Western saddle, or appropriately secured, if no saddle horn is available.
 - Stirrups without fenders on saddles such as English, Endurance, Austrian, etc., shall be secured by running the stirrups up the leathers, or secured by crossing over the saddle.
 - A rider ground handling his horse through challenging terrain, over logs, through tight spaces shall secure a safe position prior to asking this horse to negotiate the obstacle.
 - If the rider is instructed to lead the horse on a narrow path the rider will give out enough lead for the horse to follow behind them at a safe distance.
- 10.2 Mounting: Horse will stand quietly and not move off when mounted. Style of mounting is not considered, only a smooth mount that does not unbalance the horse or land hard in the saddle. A rider must have the reins in hand while mounting. Mavericks and Horseman may be asked to execute an offside mount.
- 10.3 Dismounting: Horse will stand quietly and not move off. Style of the dismount not considered, only a smooth dismount that does not unbalance the horse. A rider must have the reins in hand while dismounting. Mavericks and Horseman may be asked to execute an offside dismount.
- 10.4 Hoof check: Horse will stand quietly. The criterion for this obstacle is a safe leg pick up, not the method of cueing the horse to pick up the leg. If the rider is holding the horse rather than tying him, letting go of the lead rope will be penalized. The lead must be held in two hands to maintain control.
- 10.5 Water crossing: Horse should walk quietly through the water. Horses will not be penalized for stopping to drink. Horses will not be penalized for acknowledging the obstacle before entering it.

- 10.6 Uphill: A rider is to be positioned appropriately, maintaining the center of balance. No penalty for holding the mane or neck to secure the forward position. Horse to negotiate a slope in a safe manner and not rushing. If the rider is asked to stop on a uphill and there is sufficient room, the rider shall rest their horse so that all four hooves are on ground that is as level as possible. The location of the stop shall be clearly marked and given in the directions for the uphill. At no time should a rider position his mount, haunches toward a drop off.
- 10.7 Downhill: The rider to be positioned appropriately maintaining the center of balance. Horse to negotiate the slope in a safe manner and not rushing. If the rider is asked to stop on a downhill and there is sufficient room, the rider shall rest their horse so that all four hooves are on ground that is as level as possible. The location of the stop shall be clearly marked and given in the directions for the downhill. At no time should a rider position his horse with haunches toward a drop off.
- 10.8 Stepmover: This is a forward motion obstacle. Horse to look at an obstacle and proceed over carefully, avoiding striking the obstacle. Size of an animal relative to an obstacle to be considered. Small horses and ponies not to be penalized for hopping very tall stepovers, if they otherwise negotiate the obstacle calmly and with deliberation. For consecutive, in stride stepovers ride management will endeavor to select obstacles with are no higher then approximately 12 inches. the rider should look forward as not to off balance the horse.
- 10.9 Bridge: Horse should walk across quietly. No penalty for acknowledging the obstacle before starting to cross. Horse should step on and off the bridge quietly.
- 10.10 Gate: Competitors may be required to negotiate a gate either mounted or in-hand. The horse and rider combination will move through the obstacle quietly, deliberately and under the rider's direction. If mounted the rider must keep hand contact on the gate at all times.
- 10.11 Drag or pull: This is an advanced obstacle, Tenderfoot class will not complete. The rider shall hold the rope in their right hand. No typing hard and fast or dallying. The rider should demonstrate awareness by looking at both the drag object and the direction they are going. The horse or rider should never become entangled in the rope. Horse to stand quietly during preparation then pull or drag an object quietly and in control. Wrapping the rope around the rider's working hand is to be severely penalized.
- 10.12 Tailing: This is an advanced obstacle, Tenderfoot class will not complete. The rider shall instruct the horse to go uphill while controlling the horse with a single rein and holding onto the horse's tail. This demonstration is typically used when an 'uphill' is too steep for a rider to navigate safely on horseback (i.e. - low branches), not safe to lead a horse or difficult for a rider to go up the hill without assistance (being pulled by the horse).
- 10.13 Standing tied: Some obstacles may require riders to tie their horse. Horses will be tied with the halter and lean rope or correctly configured halter-bridle, using a knot that is safe and appropriate for the situation and horse. The knot must be secure and the horse must be tied in a location that is safe for the horse, the rider and spectators. Other methods may be used if approved by the event manager. Horses will be required to hold their position for the duration of the obstacle. NOTE
- 10.14 Stationary Obstacles: These are such things as slickers, balloons, maps, trash, etc. A rider is to maintain control of the horse as he acknowledges the obstacles.
- 10.15 Moving Obstacles: These are such things a backpackers, bicycles, vehicles and carts. A rider is to maintain control of the horse as he acknowledges the obstacles. Safety of all parties, including those persons providing the obstacle, is the primary concern.
- 10.16 Jumping: Jumping on, into, off of, through, or over any obstacle, unless required to do so, is a major fault.
- 10.17 Stopping: At a walk a horse should stop with little aid from the rider. Effort will increase slightly for the trot/gait, and again for the canter. The horse should stand quietly after the stop.
- 10.18 Skills: The following abilities will help riders negotiate obstacles successfully. This list is meant only to provide a reference for riders. Riders and horses may be asked to perform the following skills in the negotiation of trail obstacles:
- a) Stop - responds to halt cues without argument.
 - b) Be able to ask horse to stand quietly on level ground or a raised surface.
 - c) Execute all gaits calmly and as directed. All gaits natural to a breed are acceptable.
 - d) Be able to move the horse laterally (side to side) mounted or in-hand.
 - e) Make turns on the forehand and/or the hindquarters.
 - f) Be able to back a horse in a straight line and/or around corners. When backing, the rider should demonstrate awareness by first looking in the direction to be traveled.
 - g) All riders should be prepared for a tack check which includes halter or halter bridle, lead line, hoof pick, knife (for adults), helmet (mandatory for Juniors, suggested for adults).
 - h) Your horse should be clean and free of any debris that could cause rubs.
 - j) Horses should have well fitted tack, no rubs or abrasions from the tack should be evident.
 - k) Horse should be able to complete obstacles mounted as well as in-hand.

Scorecard:

Each obstacle is worth 8 points, 4 for the rider & 4 for the horse

Horse can be faulted or dismissed as reads below:

- a) It is the fault of the horse if it is too aware by spooking, shying, and/or spinning.
- b) If a horse clips or stumbles because of lack of awareness, score will be deducted (see Balance).
- c) If a horse takes an obvious bite or kick at a judge, rider or another rider or horse, the team will receive a -5 or -10 point deduction to be determined by the attending judge.
- d) If a horse is fractious, unruly, or dangerous (bites, kicks, threatening to others), the team is subject for dismissal.
- e) If the horse moves while being examined by a judge while the rider is mounted or dismounted. Moves 1 or 2 steps or turns shall be a -1 deduction. Walks off shall be a -2 deduction.

There are three categories.

- a) Tenderfoot: Confident with horse on trail, no competitive trail ride experience, can complete primary skills listed on the Obstacle Skills (Section 10). No dragging or pulling objects will be allowed.
- b) Maverick: Experienced trail riding team, is ready for challenging obstacles and can accomplish all skills listed on the Obstacle Skills (Section 10), able to complete multiple tasked obstacles. This more advanced team may be asked to complete variations of the trail. Some obstacles performed will be of the Tenderfoot level and others the Horseman level. Competitive trail ride level equal to Novice.
- c) Horseman: Accomplished trail rider and horse team, can complete all skills listed on the Obstacle Skill sheet. Can complete multiple tasks as directed by the judging team over demanding terrain and/or challenging environment. Competitive trail ride level equal to Competitive Pleasure and Open.

Each category will have the following divisions divided by age as follows:

8 - 17 = Junior Rider

18 - 49 = Adult

50 plus = Senior Rider

Riders will be scored on negotiating an obstacle under the direction of a judge or Each rider/horse team will start with 100 points. Each obstacle is worth 8 points. Any judge may disqualify a participant from their obstacle for safety reasons. The obstacles must be executed as stated in the judge's directions.

If any horse refuses at an obstacle, the participant will be allowed a total of three attempts to complete. The team is subject to deduction for each attempt. If the

- a) The definition of a refusal is a horse that moves their feet away (any direction) from the obstacle. Looking and snorting are not considered refusals.
- b) Pausing at an obstacle, water crossing or log crossing, to sniff or investigate is allowed as long as the judge assess that the horse is not bulking.

If the rider is asked a question (i.e., where are we on this map?), perform a specific skill, tie a specific knot to a hitching rail, or lead their horse, and the rider does not perform the skill correctly, the judge may use this category to assess points.

Missing an obstacle: If the rider misses an obstacle due to being too early, Scoring values will be assessed per each section of judging per obstacle as follows:

+ Excellent, smooth and effortless

- 0 Perfect, no discernible mistakes

-1/2 Above average, very minor mistakes

- 1 Adequate job, obvious mistakes

- 2 Made effort, skills need development

- 3 No success, beyond team's skill level

- 4 Passed, rider chose to pass obstacle

- 10 or 5 Excellent, smooth and effortless
- 8 or 4 Good, no discernible mistakes
- 6 or 3 OK, above average with very minor mistakes
- 4 or 2 Adequate job, obvious mistakes
- 2 or 1 Made effort, skills need development
- 0 Passed, Rider chose to pass obstacle
- +3 Extra credit completed
- +5 Extra credit exceptional

[Ride scores will be compiled for TTC year end awards, which can be viewed on the TTC website. The N](#)

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