



**A judged trail course
designed to challenge & build
confidence in you & your horse.**

2013 EVENTS

April 27: TRC Spring Fling

9-noon: Instruction & Practice

1:00: TRC – In-Hand, Basic & Trail Rider
Crannell Creek Horse Farm, Tekamah, NE

June 15 : TRC , 9am

In-Hand, Basic, Trail Rider, Extreme
Crannell Creek Horse Farm, Tekamah, NE

July 20: TRC , 9am

In-Hand, Basic, Trail Rider, Extreme
Kesselring's, Seward, NE

August 1: Extreme TRC

Register by 6:15 pm, Begins 7:00 pm
Seward County Fair, Seward, NE

Sept. 8: TRC & BUCKLE Championship Class

Starts at Noon, In-Hand, Basic, Trail Rider,
Extreme, Year-End Awards
Crannell Creek Horse Farm, Tekamah, NE

Description

The Trail Rider Challenge (TRC) is an unique event that encourages you and your horse to develop a partnership based on trust and measure your horsemanship skills. Your partnership is then scored on an obstacle course designed to challenge your skills at all levels and encourage good horsemanship.

Purpose

This event will give you the opportunity to set goals, measure your progress, gain confidence, expose your horse to new things, and win prizes. The TRC is about having fun, building confidence, promoting good horsemanship and challenging you and your horse to new levels. It is an encouraging, supportive group of people who want to learn and challenge themselves.

COURSES

- 1. In-Hand Course:** 5-7 obstacles to be completed while leading your horse.
- 2. Basic Course:** In an arena and basic. 6-8 obstacles. Walk-Trot.
- 3. Trail Rider Challenge Course:** 10 obstacles. Often in an open area, includes loping and more challenging obstacles. Time Limit
- 4. Extreme Trail Challenge Course:** 10 obstacles. Scored and timed. Time is worth 10 points. Often in an open area, includes loping and a higher level of difficulty and skill. Open riders over 14 and youth riders with permission. Time Limit

DIVISIONS

Four divisions will be at each event and have year-end prizes.

- 1. Youth Division:** Riders 13 & under as of January
- 2. Novice Division:** For beginner riders. Novices have never won a TRC, a Trail Class or a similar event. Novices have never been paid to ride, train or give lessons.
- 3. Green Horse:** For horses who have been under saddle less than 6 months prior to the start of the season. (Horses started after October 1, 2012 are eligible)
- 4. Open Division:** Open to all horses and riders.

HOW TO ENTER

Entries close 20 minutes before a division begins.

10% discount for pre-registrations (post-marked by the Monday prior to the event)

Mail to: TRC, 380 Co Rd 34, Tekamah, NE 68061

Registrations accepted at the event.

Spectators: Free. Bring a lawn chair.

Exhibitor Order will be determined by show management by drawing and posted. Accommodations are made for exhibitors with multiple horses. You must compete in this order.

ENTRY FEES

In-Hand	\$10
Basic Course	\$15
Trail Rider Course	\$25
Extreme Trail Challenge	\$35
Ride All Day	\$75 (16 and over)
Ride All Day (No Extreme)	\$45 (15 and under)
NO MEMBERSHIP FEES!	

PRIZES

Ribbons 1st – 5th

“**TRC CASH**” will be awarded as follows:

Trail Rider Course	\$5 per entry
Extreme Trail Challenge	\$7 per entry
TRC CASH awarded to 4 places per class: 40%, 30%, 20%, 10%	

“TRC CASH” can be used as follows: In the “TRC Store” at events, for future TRC entry fees or clinics with Kelli Paulson.

High Point and Reserve High Point Medal

awarded in each division at each 4 Course/4 Division event.

September 8, 2013

CHAMPIONSHIP BUCKLE CLASS

Horse/Rider teams from any division who score an average of “6” on a Trail Rider or Extreme course during the season will be invited to compete in a CHAMPIONSHIP BUCKLE CLASS!

The class winner will be the

2013 TRC CHAMPION!

YEAR END AWARDS: Jacket for High Point

Rider in each Division. Framed certificates for 2st-3th in each division. Must compete in 2 or more events to be eligible.

OBSTACLES

Most obstacles will come from this list. Show management has the right to be creative.

TYPICAL OBSTACLES:

1. GATE - Opening, passing through and closing
2. CROSSING OBSTACLE – logs, bridge, tetter-totter, water, ditch, or tarp
3. DRAGGING OBSTACLE – log, tire, pallet
4. ROPE A STATIONARY STEER
5. LOADING INTO A TRAILER
6. REMOVE, CARRY AND REPLACE AN ITEM
7. BACK thru &/or around obstacles or up/down hill
8. SIDEPASS over a single pole or poles.
9. JUMP – Lope or trot over a small jump
10. MAILBOX
11. THROUGH – Cowboy curtains, tunnels
12. NATURAL TERRAIN - brush, ravines, hills
13. MOUNTING – From fence, block, log, windmill
14. CIRCLES or Straight Lines, lead changes
15. SMOKE - campfire
16. LOUD NOISES
17. MAZE or tight fit
18. PICKING UP HORSES FEET
19. PONY A HORSE (Xtreme division)
20. MANUEVERS - Pivots, rollbacks, stops
21. CATTLE – Move from pen to pen (Extreme)
22. WATER – crossing, sprinkler, carry, creek
23. DEBRIS

A course walk through for competitors will be 20 minutes before competition begins. It is the competitor's responsibility to fully understand the course and rules at this time. Obstacles must be completed in the designated order. It is acceptable to ask the judge where to go next.

SAFTEY

Obstacles are designed with safety in mind. However, if you feel an obstacle is beyond the abilities of you and/or your horse you may skip that obstacle. You will receive a zero for that obstacle but will still receive a score for the course. Helmets are encouraged but not required.

RULES

1. Open to any discipline and breed(s) of horse.
2. Horse may go through each course only once.
3. All riders must sign a release form. Riders 17 years or age and under must have parent/guardian signature on release form. Release forms online. Competitors and parents/legal guardians of youth assume all responsibility when on the grounds and participating in the event.
4. Riders must pay a non-refundable entry fee.
5. Riders may not consume alcoholic beverages before or during their ride. A rider will be disqualified if it appears that the rider is using drugs or alcohol.
6. Equines must be serviceably sound and in good condition as determined by the judge.
7. It is expected that each horse shall be treated humanely with kindness and respect at all times.
8. The judge always has the option of disqualifying an exhibitor for safety reasons, disrespect or misconduct.
9. No whining, moaning, or complaining. The object is to have fun and to better our horsemanship. Suggestions are welcome.
10. No horses on the course before their turn.
11. If you choose to lead your horse through an obstacle you must remount before moving toward the next obstacle.
12. If you happen to fall off your horse and you can regain control without assistance and remount you may do so. If your horse leaves the course you turn is over.
13. **The judge will blow whistle and ask contestant to move on to next obstacle upon the third refusal or after 30 seconds of not completing an obstacle. The rider MUST move to the next obstacle. Riders who do not move on will be disqualified!**
14. Failure to complete an obstacle results in a zero for that obstacle. Rider will still receive a score for the course. Not completing an obstacle in Extreme will incur a 30 second time penalty.
15. It is permissible to change rein hand to work with an obstacle.
16. Please respect the facility, treat it well and clean up after yourself.
17. Show management has the right to add additional rules if necessary. Rule additions will be posted at registration table.

TACK & ATTIRE

Attire: Boots with a heel are mandatory. Dress should be appropriate for the weather and the event, neat and functional. Show clothing not required. Helmets are encouraged but not required.

Numbers: The number will be displayed in a visible manner.

Tack: must be safe, humane and in good working condition. If show management determines an item to be unsafe or not humane the exhibitor has 10 minutes to correct the problem and return to the course.

Snaffle Bits and Bosals: Any horse may be shown 2 handed using a snaffle or bosal.

Horses that are shown in bit with a shank should be ridden one-handed. Use of two-hands penalized.

NO: Mechanical hackamores, tie-downs, draw reins, martingales, or wire chinstraps.

JUDGING

Each contestant will perform the required trail pattern individually. The best trail horse will be willfully guided with no apparent resistance. Any movement made by the horse on it's own or deviation from the pattern must be considered a lack of control. Credit will be given for horsemanship, smoothness, calmness, finesse, forward motion, control, attitude, **quickness** and authority in performing the various obstacles while using controlled speed. This event is intended to display the versatile working ability of a solid trail horse. A good horseman will never endanger themselves or their horse. A good working relationship between horse and rider should be rewarded. Riders will abide by the ruling of the judge. All judges' decisions are final.

SCORING

Each obstacle will be worth 10 points.

Points can be given in .5 increments.

will receive a zero for that obstacle but will still receive a score for the course.

Scoring system;

0 – Not Attempted

1 – Attempt made, uncooperative horse, 3 refusals

2 - Attempt made, uncooperative horse, 2 refusals

3 – Attempt made, uncooperative horse, 1 refusal

4 – Obstacle complete with hesitation, rough but done

5 – Obstacle completed w/ slight deviation or hesitation

6 – Obstacle completed as expected

7 – Obstacle completed smoothly and willingly

8 – Obstacle completed willingly with finesse

9 – Obstacle completed willingly w/ a higher degree of difficulty

10 - Obstacle completed willingly w/ a higher degree of difficulty and extreme finesse

TIME

The official timer will have the final time decision and may not be challenged.

10-minute time limit for all divisions or as posted at walk through.

Extreme Trail Rider Challenge: Time points are given in 30-second increments.

Time points are given in addition to the exhibitors score for obstacles.

The fastest time is awarded 10 pts

Exhibitors within 30 seconds of the fastest time receive 9pts.

Exhibitors within the next 30 seconds will receive 8pts.

Exhibitors within the next 30 seconds will receive 7pts.

Exhibitors within the next 30 seconds will receive 6pts.

Exhibitors within the next 30 seconds will receive 5pts.

Exhibitors within the next 30 seconds will receive 4pts.

Exhibitors within the next 30 seconds will receive 3pts.

Exhibitors within the next 30 seconds will receive 2pts.

Exhibitors within the next 30 seconds will receive 1pts.

Points are awarded based on the fastest time and 4.5 minutes thereafter.

In the event of a tie score in any division, the fastest time will win.

GOOD LUCK!