

The 2021 IOWA HORSE FAIR



EXTREME TRAIL RIDER CHALLENGE

A course designed to challenge your horsemanship skills.

Open to all riders, breeds and disciplines.

SUNDAY, MARCH 28 - 9:00AM

INDOOR ARENA - Cattle Barn

Check-in: 8:15 – 8:30 am Walk-thru: 8:30am sharp. **No Horses.** Begin: 9:00am sharp

Awards presentation 30 minutes after Competition

PRIZES: OPEN – TROPHY BELT BUCKLE 1st place. Ribbons and other prizes 1st – 8th

AMATEUR – TROPHY BELT BUCKLE 1st place. Ribbons and other prizes 1st – 8th

NOVICE/ROOKIE – Special Award 1st Place. Ribbons and other prizes 1st – 8th

JUDGES: Double Judged. Niome Zeisneiss and Paul ____.

ENTRY FEE: \$50 - Each horse MUST have Health Papers and Horse Fair Vet inspection before entering the Fairgrounds.

STALL FEE: \$60 – Pay once for the entire fair. Stall fee includes 2 bags of bedding. Pay once for the entire fair. No Jump Outs allowed.

TO ENTER: Complete entry form included in packet and follow instructions.

RIDER DIVISIONS

1. **Open Division:** Open to all horses and riders. More competitive and confident riders, including riders who compete on a national level and trainers.
2. **Amateur Division:** Riders have not won a TRC, a Trail Class or a similar event. Novices have never been paid to ride, train or give lessons. Riders do not compete at a national level. If you have questions, contact Kelli. Contact info at end of information.
3. **Rookie Division:** (Beginner): For beginner horses or riders, who have never competed in Trail Rider Challenges, Trail Challenges or competitive trail events prior to this year. A rider or horse may qualify for this division. Horses started after November 2020 qualify for this class regardless of rider's level (formerly Green Horse Division). Walk/Trot. No cantering. No Extreme. A horse or rider qualifies for this class one year only.

YOUTH are encouraged to enter. They should select the appropriate division for their abilities.

THE TRAIL RIDER CHALLENGE COURSE

Open & Amateur Courses: Scored and timed. 10-15 obstacles worth 10 points each. Time is worth 10 points. Includes loping and any of the obstacles listed below. Time Limit on course. Open and Amateur divisions ride the same course.

The Rookie Course: Scored. 10-15 obstacles from the list below. Walk – Trot. Time Limit on course.

Exhibitor Order will be determined by show management by drawing and posted Saturday night at 5:00pm on the barn office bulletin board. Course maps will be available from Kelli at this time. Accommodations are made for exhibitors with multiple horses.

THEME: Wilderness Adventure

TYPICAL OBSTACLES: Most obstacles will come from this list. Show management has the right to be creative as long as safety considerations are kept.

1. GATE - Opening, passing through and closing
2. CROSSING OBSTACLE – logs, bridge, teeter- 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 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. MAZE or tight fit
16. PICKING UP HORSES FEET
17. PONY A HORSE
18. HORSEMANSHIP ELEMENTS - circles, straight lines, lead changes, pivots, rollbacks, stops (see below)
19. WATER – crossing, sprinkler, carry, creek
20. DEBRIS

HORSEMANSHIP ELEMENTS: These items can be an obstacle of their own or incorporated into other obstacles.

1. Pivots on hindquarters, forehand, or in combination.
2. Circles, straight lines, serpentines or other patterns in the line of travel.
3. Lead changes: may be simple or flying, in a designated location.
4. Gaits: walk, trot, extended trot, lope both directions
5. Stops
6. Backing: straight, in a circle or in a pattern

COURSE WALK THOUGH: A **course walk through** for competitors will be held at 8:30 a.m. It is the competitor's responsibility to fully understand the course and rules at this time. **No horses allowed.** Obstacles must be completed in the designated order.

SAFETY: Obstacles are designed with safety in mind. However, if you feel an obstacle is beyond the abilities of you and/or your horse, communicate to the judge and they will tell you how to proceed. You may receive a zero for that obstacle and a 30 second time penalty 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 the 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. 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. Equines must be serviceably sound and in good condition as determined by the judge.
6. Each horse shall be treated humanely with kindness and respect at all times.
7. The judge always has the option of disqualifying an exhibitor for safety reasons, disrespect or misconduct.
8. No whining, moaning, or complaining. The object is to have fun and to better our horsemanship. Suggestions are welcome.
9. No horses on the course before their turn.
10. If you choose to lead your horse through an obstacle you must remount before moving toward the next obstacle.
11. If you happen to fall off your horse and you can regain control without assistance and remount you may do so.
12. An official will blow whistle and ask contestant to move on to next obstacle 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!
13. **Failure to complete an obstacle** – may result in a zero for that obstacle. Rider will still receive a score for the course. Rider is not eligible for time points if they have not completed all obstacles.
14. It is permissible to change rein hand to work with an obstacle.
15. Show management has the right to add additional rules if necessary. Rule additions will be announced and posted at registration table.

TACK & ATTIRE

*Attire: Boots with a heel are mandatory. Long sleeve western or English shirt or jacket. Pants or jeans without holes. Show clothing not required. Cowboy hat or helmet mandatory. Please dress appropriately for the weather and the event.

*Tack: must be safe, humane and in good working condition.

*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 on reins when using a shank bit are penalized 1 point per occurrence.*

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

*Equipment must work through entire course.

UP TO 3 BONUS POINTS FOR APPEARANCE – Nice, Neat, Good Working Gear, not Bling.

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 its 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.

The judge should walk the course and make any adjustments necessary for safety.

SCORING

Each obstacle will be worth 10 points. Points can be given in .5 increments. Obstacles not completed will receive a zero. Riders will still receive a score for the course.

SCORING SYSTEM

0– Not Attempted

1– Obstacle not Completed. Attempt made, uncooperative horse, 3 refusals.

Obstacle is not at least half completed.

2 - Bad. Attempt made, uncooperative horse, 2 refusals.

Obstacle mostly completed but not fully completed.

3 – Poor. Attempt made, uncooperative horse, 1 refusal. Significant issues with basics.

Obstacle completed.

4– Not Satisfactory. Obstacle completed with hesitation, rough but done

5– Completed. Obstacle completed w/ slight deviation or hesitation

6 - Satisfactory. Obstacle completed as expected.

7–Good. Obstacle completed smoothly and willingly

Note: To score an 8 or above – the horse must be willing, confident and brave, moving with rhythm and balance. The rider must be a partner to the horse, using small cues, timing and feel. The pair should be working together effortlessly.

8 – Very Good. Obstacle completed willingly and with finesse

9-Excellent. Obstacle completed willingly with a noticeable higher quality.

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

TIME

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

TIME LIMIT: A time limit, usually 4 to 8 minutes, for each course will be announced at walk through. When time ends, the rider must leave the arena immediately. Points will be given for obstacles completed.

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

TIME POINTS: Time points are given in 15-second increments.

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

The fastest time is awarded 10 pts

Exhibitors within 15 seconds of the fastest time receive 9 pts.

Exhibitors within the next 15 seconds will receive 8 pts.

Exhibitors within the next 15 seconds will receive 7 pts.

Exhibitors within the next 15 seconds will receive 6 pts.

Exhibitors within the next 15 seconds will receive 5 pts.

Exhibitors within the next 15 seconds will receive 4 pts.

Exhibitors within the next 15 seconds will receive 3 pts.

Exhibitors within the next 15 seconds will receive 2 pts.

Exhibitors within the next 15 seconds will receive 1 pts.

If a rider receives a zero on an obstacle and was moved on by an official without completing an obstacle, the rider is no longer eligible for time points. The rider will receive a score for all obstacles completed.

GOOD LUCK!

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ENTRY INSTRUCTIONS

Preferred Entry Deadline: March 15. All paid entries received by March 15 accepted.

After March 15 entries accepted if there is room. 30 entries maximum.

HEALTH PAPERS ARE REQUIRED TO CHECKIN WHEN YOU ARRIVE AT THE IOWA HORSE FAIR!

TO ENTER

1. **COMPLETE ENTRY FORM.**
2. **INCLUDE \$50 Entry Fee**
3. **Complete and sign waiver**
4. **Complete stall reservation form and include fee if desired.**

STALL RESERVATIONS (IF NEEDED): Stall reservations must be included with entry OR made thru Barn Manager *prior* to entering. If you sent in stall reservation with another entry form, please indicate on entry form.

Stalls are \$60 for the weekend and include 2 bags of bedding.

A release of liability form will be signed at check-in.

Payment MUST accompany registration.

MAIL COMPLETED REGISTRATION FORMS TO:

Mike Monahan, 202 Oak Blvd Apt 107, Huxley, IA 50124

OR ENTER ONLINE: www.iowaHorseCouncil.org > Iowa Horse Fair > Be a Part of the Horse Fair > Bring Your Horse > Extreme Trail Challenge > Sign Up Now

GENERAL QUESTIONS: Mike Monahan – mike@kurrentelectric.net 515-450-4715

RULE/DIVISION/COURSE QUESTIONS: Kelli Paulson – crannellcreek@gmail.com

402-889-6042

2021 IOWA HORSE FAIR**EXTREME TRAIL RIDER CHALLENGE – ENTRY FORM****SUNDAY, March 29, 2021**

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Email: _____ Phone: _____

Emergency Contact

Name: _____ Phone: _____

Horse's Name: _____ Age: _____ Sex: _____

Breed: _____ Color: _____

Choose one: ___ Open ___ Amateur/Novice ___ Rookie

INCLUDE: ___ Stall Reservation (Separate form/required)

___ Waiver (Separate form/required)

___ \$50 entry fee

 ___ Please write a few interesting things for the announcer on
a separate piece of paper and attach it.