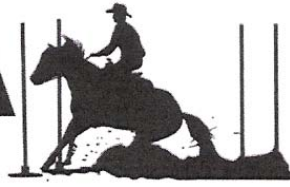


**PDIA**  
Playdayinathol.com



## Official Details & Rules

At Farragut State Park, Athol, ID

Registration 8:30-9:30am

Competition begins @ 10:00am

### Description

The Extreme Trail Challenge is a unique event that encourages you and your horse to develop a partnership based on trust while having fun and meeting other horse people. 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 some new fun goals with the possibility of winning money and/or prizes, too. The trail 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.

**Exhibitor Order** will be determined by show management and posted. You must compete in this order.

### Entry Fees

Novice: \$30.00

Youth (16 & under): \$30.00

Open: \$40

### How to Enter

Entries close 30 minutes before competition begins.

Entries may be mailed in ahead of time.

### TYPICAL OBSTACLES:

1. WATER – crossing, sprinkler, carry, creek
2. CROSSING OBSTACLE – poles, logs, bridge, water, ditch, or tarp
3. DRAGGING OBSTACLE – log, tire, tarp, pallet, etc
4. GATE - Opening, passing through and closing the gate.
5. FISHING
6. REMOVE, CARRY AND REPLACE AN ITEM - slicker, bucket, ball, flag, saddlebag, etc
7. BACK or ride thru & around obstacles or up and down hill
8. SIPEPASS over a single pole or poles.
9. JUMP - Lope over a small jump (log or small barrel). Youth may trot.
10. MAILBOX – Approaching the object and handling an item
11. THROUGH – Cowboy curtains, tunnels
12. NATURAL TERRAIN - brush, sticks, downfall areas, ravines, hills, debris
13. MOUNTING – From fence, block, log, windmill
14. CIRCLES or Straight Line– trot, lope, lead changes, slow, fast
15. MANUEVERS - Pivots, rollbacks, stops, weaving or pattern
16. LOUD NOISES
17. MAZE or tight fit
18. PUSH – large ball, wheel, etc.
19. LOADING INTO A TRAILER

**A course walk through for competitors will be 30 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.

## **SAFETY**

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.

Competitors and parents/legal guardians of youth assume all responsibility when on the grounds and participating in the event.

## **RULES**

1. Open to any discipline of riding and breed(s) of horse.
2. Horse can go through each course only once. Exception: beginner youth.
3. A rider may exhibit multiple horses.
4. All riders must sign a release form. Riders 18 years or age and under must have parent/guardian signature on release form.
5. Riders must pay a non-refundable entry fee.
6. 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.
7. The judge always has the option of disqualifying an exhibitor for safety reasons, disrespect or misconduct.
8. No whining, moaning, complaining or sniveling of any kind. **There will be a \$50.00 fee for whining.** There shall be a one-year ban on crybabies and poor sportsmanship and a three-year ban on jerks. **The object is to have fun and to better our horsemanship.**
9. No horses or humans 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 with out assistance and remount you may do so. If your horse leaves the course you are disqualified.
12. Upon the third refusal rider should move to the next obstacle.
13. Failure to complete an obstacle results in a zero for that obstacle and a one-minute time penalty, not a disqualification.
14. It is permissible to change rein hand to work with an obstacle.
15. Please respect the facility, treat it well and clean up after yourself.
16. 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.

**Numbers:** the show secretary will issue each rider one number. The number will be displayed in a visible manner. Failure to do so results in disqualification.

**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.

## **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 smoothness, calmness, finesse, 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 horse.

Riders will abide by the ruling of the judge. All judges' decisions are final.

The competition time keeper/time clock will record the entry/competitors time. The official timer will have the final time decision and may not be challenged.

**Scoring:**

Each obstacle will be worth 10 points.  
Points can be given in .5 increments.

**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 with 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 with a higher degree of difficulty
- 10 - Obstacle completed willingly with a higher degree of difficulty and extreme finesse

**Time system:**

There is 10-minute time limit for all divisions.  
Time points are given in 20-second increments.  
Time points are given in addition to the exhibitors score for obstacles.

The fastest time is awarded 15 pts  
Exhibitors within 20 seconds of the fastest time receive 13pts.  
Exhibitors within the next 20 seconds will receive 12pts.  
Exhibitors within the next 20 seconds will receive 11pts.  
Exhibitors within the next 20 seconds will receive 10pts.  
Exhibitors within the next 20 seconds will receive 9pts.  
Exhibitors within the next 20 seconds will receive 8pts.  
Exhibitors within the next 20 seconds will receive 7pts.  
Exhibitors within the next 20 seconds will receive 6pts.  
Exhibitors within the next 20 seconds will receive 5pts.  
Points are awarded based on the fastest time and 3 minutes thereafter.

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