PRESENTED BY THOROUGHBRED CHARITIES OF AMERICA

## Competitive Trail Preliminary Competition

Max Course Time: 7 minutes

## OCT. 11-14 | THE KENTUCKY HORSE PARK

Wait for the steward to indicate when the timer will start your run through the course. Riders may elect to move at a faster gait where in between obstacles to make up time.

1. CAMPSITE - Confidently navigate through campsite following the marked path. Continue to the next obstacle.
2. DON'T FEED THE BEARS - Stop at rope. Pickup rope that is attached to knapsack. With horse facing the knapsack, back horse while raising the knapsack eye-level with horse. Walk forward gently lowering the knapsack to the ground and replace rope. Continue to the next obstacle.
3. FANCY FOOTWORK - From start marker, walk horse forward about 20 feet to the second marker. Straddle ground pole and side pass RIGHT the entire length of the ground pole stopping at the third marker and stop. Back horse past final marker and continue to the next obstacle.
4. LOPE AND JUMP - Immediately begin at a lope following the marked path in the right lead. Jump the log and then transition to a jog as you approach the mounting block at obstacle \#5.
5. DISMOUNT/EXCHANGE/MOUNT - Dismount, check feet, check tack and remount. (If you are a team, Rider \#1 - dismount and check front feet. Hand off horse to Rider \#2. Rider \#2 - check tack and mount horse. The use of a mounting block is optional for all competitors. Points will not be deducted for using a mounting block or mounting from the ground.) Continue to the next obstacle.
6. BRIDGE - Cross over the length of the rolling bridge. Continue to the next obstacle.
7. FIRST AID - Retrieve rope and drag travois around marker and return rope to the hook. Continue to the next obstacle.
8. DUCK POND - Cross through the water and continue to the next obstacle.
9. PICK YOUR PATH - From the first marker, navigate a clear path through the stumps to the exit marker. Continue to your final obstacle.
10. RING THE DINNER BELL - Ride up to the dinner bell. Using striker, ring the dinner bell. This will signify you have completed the final obstacle.

