

NEW YORK STATE 4-H TRAIL CLASS

I. PERSONAL ATTIRE AND APPOINTMENTS

Must be correct for the seat being ridden. Refer to the personal attire and appointments list for the appropriate division.

II. TACK AND EQUIPMENT

Must be correct for the seat being ridden. Refer to the tack and equipment list for the appropriate division.

III. GENERAL SPECIFICATIONS

The Trail equine will be tested for manners and obedience over and through a series of obstacles that insofar as possible are limited to those that might be encountered in normal riding. The equine should handle each obstacle quietly and willingly, but not without showing some curiosity about the obstacle. A good trail equine should be relied upon to investigate obstacles to determine the safety of proceeding over or through them. The equine should not forge ahead without inspecting the obstacle.

A. Class Routine

1. Contestants may be asked to ride an elimination course from which finalists may be selected.
2. Finalists will be required to work through another series of obstacles and may in addition be asked to work on the rail.
3. The class may be judged by combining scores of a series of independent judges.
4. Obstacles used may include but will not be limited to:
 - a) Gate
 - b) Logs or ground poles
 - c) Bridge
 - d) Back-up with at least a 30 degree turn
 - e) Obstacle to be walked over or jumped, at least 14" high but not more than 24" high
 - f) Slicker to be picked up and put back, while mounted
 - g) Carrying a bucket or pail
 - h) Side passing over L- or T-shaped rails demonstrating ability in both directions. Rails may be elevated up to 12" to 18".
 - i) Mailbox to be opened and closed
 - j) Dragging a log or sack with a rope
 - k) Passing tractor, truck or motorcycle
 - l) Water hazards

PLEASE NOTE: Youth will not be asked to mount or dismount. See General Equine Show Rules - "Procedures".

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5. It is strongly recommended that obstacles used other than those mentioned should be similar to those that would actually be found while trail riding. Bizarre obstacles such as fresh animal skins, flares, fires, car horns, etc. should be avoided.
6. If an entry fails to completely negotiate an obstacle in one minute, only partial points will be awarded. Failure to begin to negotiate an obstacle with 30 seconds of arrival at that obstacle, or three refusals, regardless of the length of time, will result in a zero at that obstacle. Failure to follow the prescribed order of obstacles will result in **disqualification**. Failure to score at any three obstacles will result in **elimination**. No obstacle may be passed without permission of the judge.

B. Scoring

1. Emphasis will be placed on the equine's suitability as a safe, dependable trail equine. Scoring will be based entirely on scores given at each obstacle.
2. A trail class will be composed of up to 8 obstacles. A score of 0 to 10 will be given for each obstacle. A score of 5 would indicate that an average job was done at that obstacle. A score less than 5 would indicate grades of a poor job. A score higher than a 5 would indicate grades of a good job. Any score between 0 and 10 can be assigned, no 1/2 points.
3. a) Trail Class cannot be ridden using two hands. The only exceptions would be:
 - riding a junior equine with two hands
 - riding in Hunt Seat or Saddle Seat Division Trail Classesb) It is permissible to change hands to work an obstacle.
4. Ties may be broken on the basis of performance at one or more predetermined obstacle(s) or on appointments, 30%; conformation, 40%; and suitability of mount to rider, 30%.
5. See the score card on the following page.

TRAIL CLASS SCORE CARD

Exhibitor No. _____

SCORE ALL OBSTACLES FROM 0 TO 10 USING AN AVERAGE SCORE OF 5
**** No 1/2 points ****

Obstacles	Description	Score
1. _____	_____	(_____)
2. _____	_____	(_____)
3. _____	_____	(_____)
4. _____	_____	(_____)
5. _____	_____	(_____)
6. _____	_____	(_____)
7. _____	_____	(_____)
8. _____	_____	(_____)

Total _____

(Maximum total points = 80)

_____ Judged by (initials)

_____ Score tallied by (initials)

Comments: