



Gaited Trail Trials Registration Form

Saturday, September 3, 9AM SHARP!

Rain date: Sunday, September 4

Hobby Horse Farm, Carlton, MN

Two riders start every 15 minutes on the course – Order of Go by drawing.

SUPPER PROVIDED * AWARDS * DOOR PRIZES * YOUTH DIVISION

FEE: \$40/Horse & Rider combination. Make checks payable to MWhA.

Mailed to: Sally Frones, 2290 Schelinder Rd, Carlton, MN 55718

Only 30 horse/rider combinations so register early!

Complete a Registration Form for each horse/rider combination.

Name: _____

Address: _____

E-mail _____ Phone () _____

Horse's Name _____ Coggins # _____

Hobby Horse Farm, Carlton, MN

Directions: I 35, exit #227 – East on Co. Rd 4/5 for 2 miles to stop sign – South (right) on Co. Rd 5 for 1 mile to first cross road – East (left) on Schelinder Road – ½ mile to 2290 Schelinder Rd.

Contact Sally Frones at 218-389-6302
or sallyfrones@yahoo.com

Boots required and helmets required for youth division 17 yrs and under. No Dogs please! Horses must be tied to trailer or in your portable pen or high line for the day. Bring hay and water bucket.

Camping: Overnight camping available at St. Croix State Park – about 1 hr. south of Hobby Horse Farm. Some primitive overnight camping available at Hobby Horse Farm: Tie to trailer, tie line, or portable pen.



Gaited Trail Trials

What is it you ask? It is a judged obstacle trail ride. The trail is a course that includes several prominent obstacles. There is a judge at each obstacle who compares the way you and your horse handle the obstacle. This is not a timed event and you are only judged while at the obstacles. All obstacles are those that you may naturally find on a trail or situations that may actually happen while on a trail ride.

Gaited Trail Trials have become very popular in other regions, so it is natural for MWhA to hold such an event! The Gaited Trail Trials are set to take place this year once again at Hobby Horse Farm in Carlton MN, on Saturday, September 4. Awards are presented, supper is provided and door prizes are given!

Trail Trials is a new event in the Technical III Division of the FOSH Versatility High Point Program. These events have been popular in some areas, but in others, a totally new experience. This is a competition designed to test the trail skills of a horse/rider team. Riders are judged and scored on their skill and

ability to guide their horses through a natural obstacle course. Scores are ranked from lowest to highest with the lowest score denoting the winner. The event is a trail ride, usually between two- three hours, with obstacles along the way. The obstacles usually number 8 to 12.

A Trail Trial is not a race. Common sense and safety are of prime importance and it is the rider's responsibility to determine if their horse is capable of competing. The trail is to be clearly marked and the obstacles are not arena style, such as back through L, boxes etc. The obstacle should reflect riding conditions typical of the local environment with the goal being to maintain the character of an authentic trail ride.

A judge is stationed at each obstacle to evaluate the way horse/rider team negotiates the obstacle. The judge will mark the official score card for each competitor using a standard scoring system:

- 0- Perfect—no discernible errors
- 1- Above average—very minor errors
- 2- Adequate job—obvious errors

3- Made an effort—skills need development

4- No success; obstacle beyond team's skill level

24- Bypassed obstacle

24- Refusal- horse moves feet away from the obstacle

Notes: Snorting and looking are not refusals. Three attempts allowed: 8 points per refusal. Cinch check- when necessary and stated, failure to execute will be 2 points. Jumping on, into, off of, through or over any obstacle, unless required to do so, is a major fault.

Some required skills that may be used to negotiate the obstacles in a Trail Trial are: Whoa- halt cues with out argument, stand quietly, execute gaits calmly and as directed, move the horse laterally (side to side), turn on the forehand and/or haunches, back the horse in a straight line and/or around corners, back either horse's front or back feet over a raised object, emergency dismount- kick both feet out of the stirrup before landing on the ground, while maintaining control of horse through contact with a rein. ❖