

IHSGB SUMMER FESTIVAL and BRITISH CHAMPIONSHIPS 23rd – 25th June 2017

Orchardleigh, Northgate, Pinchbeck, Spalding, Lincs. PE11 3TA

By kind invitation of Mr & Mrs Savage

Track and Trail Class

The Roger Bax Memorial Trophy

Rules, guidance and course outline

Introduction

What it is not

The Track and Trail class is not just a 'handy pony' class for children, though of course children are encouraged to enter too. It's not 'just a fun class' though we would like you to have fun and enjoy the experience, and the judges and volunteers will help and guide you.

It is not a 'Le Trec' event and will be scored differently (more simply) though experience at Trec events will have been a good preparation for this class.

What it is

The Track and Trail class is intended to show a true partnership between horse and rider. The class will demonstrate a versatile Icelandic horse by combining a simple Gait test with a test of your horse's obedience and trust in your guidance as their rider.

It aims to be an all-inclusive class and provides a great opportunity for those of you who have limited or no experience on the Oval track to have a go in your best gait, and receive a mark and comment from a qualified judge. The obstacles in the trail section are a good test for any horse, things we should all be able to do while we are out hacking, so this provides a real test for those who usually only compete on the Oval track.

It is also open to lead-rein and in-hand entries, which will constitute a separate class.

Section 1 Track

Choose your best gait and decide on which rein you are going to enter. You will be asked to inform us of your chosen gait before the class commences.

Enter the track and begin your test before you reach the first corner, making clear nod to the judge when you start.

If you are showing canter you may start your test at the first corner.

For trot, slow tölt, fast tölt or canter show one complete circuit.

If you are showing walk (including lead-rein and in-hand entries) you are only required to show walk along one long side. When you have completed this please turn around and exit the track as quickly as you can.

If you are showing pace you complete one circuit showing pace on each of the long sides. You will be scored on your best attempt.

As soon as you have completed the Oval Track section proceed to the waiting area for the Trail section. Depending on the number of entries there may be a delay before you ride the second section.

Section 2 Trail

It is planned (subject to change) that this year's Trail section will be laid out along the Pace Track, however you are not required (or permitted) to ride this section in Pace!

You will not be permitted to ride the course before the class opens.

There will be approximately ten obstacles (see below) and a maximum time allowed for each entry. This will be confirmed on the day after the course has been tested, but is likely to be around five minutes. It is not a race and the timing will be ample to complete the course but is intended to keep up momentum, and allow you to judge if you should move on, or take time at each obstacle according to you and your horse's needs.

If you are unable to complete an obstacle you will not be permitted multiple attempts and in most cases the scoring is designed to give a zero mark after a set number of refusals. If you wish to ride a failed obstacle again for your horses' education we will try and accommodate this at the end of the class, depending on demands on the Pace Track.

Obstacles should be ridden in walk, trot, tölt or canter. However this is not a speed test and you should note that if you go past an obstacle this will count as a refusal. The course should be approached in a calm manner with the aim of completing the obstacles smoothly and giving a good experience to your horse. Points will be deducted for rough riding or for excessive use of a stick/crop.

Maximum mark for each obstacle is five.

A guideline on what the obstacles may involve (subject to change on the day)

1. Bending Poles

Why? Responsiveness to lateral aids and flexibility, co-operative led horses.

Five poles (or equivalent) in a straight line, weave through the posts. After passing the first post there is one point for each subsequent post passed on the correct side. Minus one point for any missed posts,

and for each incident of stepping over the edge of the Oval track or marked line. Plus one point for riding this in trot, tölt or canter.

2. Jump/step over

Why? Willingness and ability to negotiate a blockage on your path.

5 points – Jumped or stepped over clear without knocking

4 points – cleared but knocked once (jump stays up)

3 points – one refusal (stopping or running out) but then jumped/stepped clear.

2 points – Obstacle is cleared but jump is knocked down

1 point – one refusal then knocked down, but still completes the obstacle

0 points – more than one refusal or failure to complete

3. Rein-back

Why? Do you have a reliable reverse gear? The ability to guide your horse backwards in a straight line to get out of a tricky situation.

Enter the marked path and ride until the horse front feet are over the second line. Walk backwards until horses front feet are over the rear line. The judge will guide you. 5 points maximum. Minus one point for each time the poles are knocked by the horses' feet. Minus one point for one step outside the pole. Two steps outside the polls scores Zero for this obstacle.

4. Carry the Flag

Why? Riders balance and ability to control the horse whilst carrying or lifting something, calmness of the horse around things that move and flap!

Pick up the flag from the first receptacle and carry it to the second. 5 points maximum score. Minus one point for missing the pick-up (maximum of two misses allowed), minus one point for each miss of the put down (Maximum of two misses allowed) Zero score if flag is dropped, or you exceed permitted misses.

5. Side Pass

Why? Responsiveness to aids, ability to control your horses' feet. The side pass and rein-back are two building blocks for opening gates. Carry the Flag will also assist in preparation for gate opening.

Position your horse with front feet one side of the pole and hind feet the other. Ask your horse to walk sideways without knocking the pole.

Maximum mark 5. Minus one point for each knock or step over. Two step overs = Zero points.

6. Undefined obstacle according to Course Builders initiative of equipment available (eg Bridge, partially fallen tree, water element)

5 points maximum. Minus one point for each step off or refusal or according to Course Builders instruction

7. Dismount and stand

Why? Ability to leave your horse untied/ not held briefly. You never know when you might need to dismount and let go of your horse to deal with something while out riding.

Place horse in marked position and ask them to stand still. Walk to the designated point and wait. One point for each second your horse stays in the marked place, up to allocated time given.

8. Mount from the right, using a mounting block

Why? For safety reasons your horse must stand still for mounting. You should be able to mount your horse from either side, as when hacking it may not be possible to mount from the left side as people mostly do. Mounting from a block, or anything convenient and suitable is better for your horses back, so the ability to place them next to a block is important.

Position the horse next to the block, mount place feet in stirrups and wait 3 seconds. The judge will guide you. Maximum points 5. Minus one for each reposition of horse or movement during mounting.

9. S bend

Why? Responsiveness to the aids, control of your horses' feet and ability to manoeuvre the horse in restricted space.

Ride through the marked S-bend. Maximum 5 points. Minus one for each knock of the post. Two steps out of the S-bend = Zero points.

10. Walking over tarpaulin

Why? You need to be able to walk your horse over any surface your need her/him too to be able to deal with the unexpected when out riding.

Walk straight over the tarpaulin. 5 points maximum. Minus one point for each refusal (stepping back or sideways), up to maximum of 5 attempts.

The course outline is provided as a guide and we will keep as close to it as possible. However the course designer or Event Manager reserves the right to amend this course prior to the class starting, depending on local circumstances. Please check notices at the Show for any changes.