Pony Club

Trail
Rulebook
2026

THE USPC PLEDGE

As a Member of the United States Pony Clubs, Inc., I stand for the best in sportsmanship as well as in horsemanship. I shall compete for the enjoyment of the game well played and take winning or losing in stride, remembering that without good manners and good temper, sport loses its cause for being. I shall endeavor to maintain the best tradition of the ancient and noble skill of horsemanship, always treating my mount with consideration due a partner.

USPC MISSION STATEMENT

The United States Pony Clubs, Inc. is an educational organization which builds the foundations of teamwork and sportsmanship through riding, mounted sports, care of horses and ponies, while developing and enhancing leadership, confidence, responsibility, and a sense of community in its youth and adult members.

USPC VISION STATEMENT

To be the leading source and voice of education in horse care, safety, and equestrian pursuits.

USPC CORE VALUES

Horsemanship with respect to healthcare, nutrition, stable management, handling, and riding a mount safely, correctly, and with confidence.

Organized teamwork including cooperation, communication, responsibility, leadership, mentoring, teaching, and fostering a supportive yet competitive environment.

Respect for the mount and self through horsemanship; for land through land conservation; and for others through service and teamwork.

Service by providing an opportunity for members, parents, and others to support the Pony Club program locally, regionally, and nationally through volunteerism.

Education at an individual pace to achieve personal goals and expand knowledge through teaching others.

Introduction

The goal of the mount and rider combination in Trail is negotiating the course and obstacles without errors or disobediences. Each Trail course is intended to demonstrate the mount's maneuverability, willingness, grace, training and obedience, as well as the rider's horsemanship. The obstacles include objects or challenges that mimic what a working ranch mount may encounter or need to negotiate. Trail improves the agility and focus of both mount and rider and utilizes both physical skills to not only negotiate a series of obstacles, but to plan the proper approach for success.

Competitions

A Trail competition is usually comprised of multiple rounds that feature courses designed to challenge the mount and rider in many ways. Trail courses can consist of anywhere from 8 to 12 obstacles, and often include a gate, poles (either raised or on the ground), a bridge, a backing obstacle, water, cones, and a task such as transferring an object from one location to another. The mount and competitor negotiate the specified course in an allotted time without major disobediences. Each obstacle is designed to challenge a mount and competitors's precision, communication, training, and mental preparedness.

Trail in Pony Club

Members compete on a team of three to four competitors with a stable manager and generally complete two to three rounds at a rally. Each obstacle is judged using a scale which evaluates the mount and rider team and how successful they were at negotiating the obstacle/challenge. One round may be a speed round with a time limit. Each obstacle must be negotiated successfully, and bonus points may be rewarded for successfully completing more obstacles than required within the time limit. Another round may be outside of an arena and take place in the open in an area the size of a pasture, on a cross-country course, or along an actual trail that can be up to two miles long.

Members who are eligible and meet the requirements of the discipline at their regional rally may go on to compete in Championships.

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- USPC website www.ponyclub.org

- USPC Trail webpage www.ponyclub.org/learn/disciplines/trail

- United States Equestrian Federation (USEF) www.usef.org

Reminder: This is a new Rulebook for 2026. Additions, deletions, and changes have been made since the last rulebook was issued. Be sure to read the entire publication carefully so you will be aware of all the rules for the upcoming rally season.

This rulebook should be kept in a 3-ring binder to allow for addition of revisions and new instructional sections. Do not remove pages from your rulebook; be sure to make copies of all forms and charts before writing on them.

These rules are based on copyrighted Rules of the U.S. Equestrian Federation and are printed with the permission of the USEF, which neither sponsors nor is responsible for their publication or implementation at any United States Pony Clubs event.

SECTION I: USPC Uniform Officiation Rules

Article 1—Rally Definition

Pony Club rallies are team competitions, whether competing unmounted or mounted. All mounted rallies (standard and modified) must include riding and Horse Management competitions. Mounted rallies may run within the framework of a local or recognized show. A rally may take place all in one day or may span several days.

This rulebook is intended to establish standards for United States Pony Clubs (USPC) rallies. Organizers of competitions should work with their regional supervisors (RS) to offer the levels and divisions that they feel are appropriate for their local needs. It is the responsibility of the organizer and RS to offer the appropriate standard or modified rallies and divisions for their members wishing to become eligible for Championships.

Regions may host more than one rally per discipline in the same year. In modified rallies and divisions, organizers and RSs may make rule allowances based on the competitor's needs. Competitors aiming for Championships must strictly follow all attire and equipment specifications. Organizers must outline any rule adjustments in the entry information. Criteria for standard and modified rallies are listed below.

Standard Rallies

Standard rallies are always preferred. These rallies specifically follow all the rules outlined in the discipline rulebooks including utilizing a Chief Horse Management Judge (CHMJ) from the approved CHMJ list on the USPC website, and any other specified licensed officials.

Modified Rallies

Modified rallies do not explicitly follow the discipline rulebooks and generally occur because of limited resources.

Each year, regions should host rallies and are encouraged to work cooperatively with other regions to host joint rallies as appropriate. At all levels, organizers are encouraged to keep rallies simple and inexpensive. Local and regional rallies are team competitions involving club/centers from only one region. Interregional rallies are team competitions between two or more regions.

If an individual's region does not offer a rally in the desired discipline, they may earn eligibility in another region upon obtaining approval from the RS in both regions.

Rally competitions are normally held in a team format, but sometimes members compete as individuals based on the needs of the hosting group. In all rallies, teams should be recognized for their achievements in the competition. In mounted rallies, team/competitor placings will be based on a combination of their riding scores and their Horse Management scores. Separate Horse Management awards are often given for the team/individual with the lowest Horse Management penalties.

Article 2—Governing Rules

With regards to standard rallies, this rulebook is a precise specification of rules that must be followed. For modified rallies/divisions/competitors, this rulebook should be viewed as a guide that can be adjusted by the rally organizer/RS to best meet the needs of the region. Modifications should be listed in the rally entry information. Additional governing documents for all rallies are the following:

- Annual Discipline Newsletters
- USPC Horse Management Handbook (current edition)
- Official Amendments and Clarifications from USPC
- Appropriate parent organization rulebooks (i.e. USEF, APA). If the rally is being run in conjunction with a recognized event, the parent organization rulebook will supersede this rulebook. If the rally is not being run in conjunction with a recognized event, then this rulebook is to be followed.

Since rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the discipline ground jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these rules. If there is an inconsistency, the discipline rulebook takes precedence over the Horse Management Handbook.

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Article 3—Responsibility

All competitors are ultimately responsible for knowing these rules and complying with them. The appointment of an official, whether or not provided for in these rules, does not absolve the competitor from such responsibility.

Article 4—Legal Liability

Neither the USPC, host club/center/region(s), the organizer, competition officials, staff, nor any other person acting on behalf of the organizer, shall be held liable for any loss, damage, accident, injury, or illness to competitors, mounts, or to any other person or property whatsoever.

Article 5—Member Participation and Eligibility

Participation in Rallies

At local, regional, and inter-regional rallies, participants

- May be of any age or certification
- Must be a member in good standing, must have paid all local, regional, and national dues, and insurance fees
- Must be a member on record with the USPC National Office at the time of the rally

SECTION I: USPC Uniform Officiation Rules

Members, parents, and anyone participating in USPC activities must all abide by the applicable Code of Conduct. Members seeking Championships eligibility must meet the eligibility criteria outlined in this document. The member's age as of January 1 shall be the age of record throughout the competition year.

Competitors and mounts are expected to participate in all aspects of the rally including briefings, horse inspections, mounted competition, and Horse Management. For overnight rallies, all mounts are expected to stay on the competition grounds unless the competitor makes other arrangements with the rally organizer prior to the start of the competition.

While competitors are expected to participate fully in the rally, they are encouraged to get out of the barn if their mount is properly cared for with food and water. Based on the competition schedule, competitors may leave the rally grounds during competition hours.

If a mount is removed from the competition grounds without prior consultation with the rally organizer, the competitor may be penalized by the ground jury.

Championships Competitor Age and Certification

District commissioners (DCs) and center administrators (CAs) are responsible for the eligibility of competitors and mounts at all rallies. It is the responsibility of DCs/CAs and club/center primary instructors:

- To see that mounts and riders are entered in rallies at the appropriate level.
- All competitors are aware of health requirements (i.e., Coggins, immunizations, and state health certificates with valid dates).
- Entry forms are complete and submitted to the rally secretary on time.
- All Pony Club members in their jurisdiction have access to a copy of the current USPC discipline rulebook, current USPC Horse Management Handbook (HMH), current USPC discipline annual newsletter(s), and any other relevant information from the USPC Competitions Committee or the organizer of a specific rally where they will be competing.

Each discipline/division has minimum age and certification requirement for participation in Championships. Championships competitors must meet the age requirement based on January 1 of the Championships' competition year. They must have competed at the minimum or higher certification level at a standard or modified rally. Any standard rallies should base their division entry status on the competitor's age for the following year and all rallies should take into account planned advancements in certification level.

Article 6—Member in Good Standing

(Policy 1002) Members are considered in good standing if they are current with all dues and fees owed the registered club/riding center program, region, and USPC, and have met all compliance requirements.

Article 7—Code of Conduct Expectations

The officials of the competition may immediately suspend or expel any individual from the competition upon consulting with the discipline ground jury for anyone not conforming to the Code of Conduct.

DCs, CAs, RSs, rally organizers, officials, and judges must be familiar with, and enforce, the Participating Member and Adult Code of Conduct.

Participating Member Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork, and well-behaved members. The USPC expects appropriate behavior from all members, parents, and others participating in any USPC activity. Inappropriate behavior may include, but is not limited to: possession, use, or distribution of any illegal drugs or alcohol; profanity, vulgar language or gestures; harassment (i.e., using words or actions that intimidate, threaten, or persecute others before, during, or following USPC activities); failure to follow rules; cheating; and abusing a mount.

Adult Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork, and well-behaved members. It expects no less from the parents, guardians, adult family members, or others who volunteer for the organization. The USPC expects appropriate behavior when participating in any Pony Club activity. Inappropriate behavior may include, but not be limited to: profanity, vulgar language or gestures; harassment (e.g., using words or actions that intimidate, threaten, or persecute others before, during, or following any Pony Club activity); failure to follow rules; cheating; or abusive behavior.

"I understand that USPC activities operate under the governance of USPC and are subject to all applicable USPC By-laws, Policies, Rules, and Regulations. I understand that I have access to these By-laws, Policies, Rules, and Regulations and that it is my responsibility to read them. I agree to adhere to these By-laws, Policies, Rules, Regulations and this Code of Conduct. Failure to do so may, at the discretion of USPC, result in being restricted from attendance or participation in Pony Club activities."

SECTION I: USPC Uniform Officiation Rules

Article 8—Substances and Weapons

(Policy 0500) In the interest in the safety and welfare of all, it is the policy of the Board of Governors, during any Pony Club activities, to prohibit the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden.

Article 9—Mounts

(Policy 0840) Mounts used at a regional or interregional rally should be the participant's regular USPC mount, and accustomed to being handled by its rider without adult supervision. A participant may use a different mount only with the advance permission of the DC/CA and RS.

Ownership of a mount is not a prerequisite for membership in USPC. The responsibility for obtaining a suitable mount for mounted activities rests with the individual or parents/guardians of the individual member.

Per USPC Policy 0840 suitable mounts are defined as follows:

1. Stallions are not considered suitable mounts.

2. Mounts must be serviceably sound, in good overall health, and in condition for the activity in question.

3. Mounts must be appropriate for the certification level of the rider and must be at a level of training to participate safely in the activity.

4. Except as noted below, mounts must be at least five (5) years of age in order to participate in USPC competitive, instructional, and recreational programs and activities. In establishing the age of mounts, the first year is considered to be January 1 following the date of foaling.

5. Members holding a riding certification of C-1 and above may participate in all USPC activities on an appropriate mount at least four (4) years of age.

A mount must be excused from any activity if in the opinion of the instructor, examiner, or appropriate authority, it is unsafe either to its rider or to other riders or mounts.

Article 10—Substitution of Mounts

For all mounted rallies (except Tetrathlon), mount and rider become eligible for Championships as a team. Therefore, a competitor must enter Championships only on the mount on which they earned eligibility.

In extraordinary circumstances, after becoming eligible for Championships, a substitute mount may be requested via the online application a minimum of five days before Championships move-in by the RS. The panel reviews each application to verify the substitute mount meets the same mount eligibility requirements as the original entry. Refer to the Mount Substitution application found on the USPC website.

- Mounted Games and Polocrosse teams may bring a spare mount for the competition. See Section II and III for additional information (Discipline Rulebooks).

- Tetrathlon mounts do not need to have participated in a regional rally prior to Championships participation.

Article 11—Sharing of Mounts

In some disciplines and in some competitions, the sharing of mounts may be allowed. At regional rallies, the rally organizer, in consultation with the RS, may allow for the sharing of mounts by competitors. For Championships, requests for shared mounts must be submitted using the Mount Substitution online application found on the USPC website. Each request will be reviewed on a case-by-case basis, for approval or denial. Determination of shared mounts must take into consideration the discipline, competition schedule, and suitability of mount. The welfare of the mount will be the highest priority in this situation and all competitors must agree that if the horse management judges (HMJs), technical delegate (TD)/steward, or organizers on-site feel that the health of the mount is in jeopardy at any time, they may be removed from the rest of the riding portion of the competition.

Article 12—Veterinary Care and Medications

(Policy 0860 and 0860 P.1) To promote the safety and welfare of Pony Club members, their mounts, and provide fair and unbiased competitions, the Policy of the Board of Governors is that all mounts in USPC sponsored activities be serviceably sound and healthy. The definition of serviceably sound may vary based on the mount's duties and competition level.

Medications may be administered to mounts, provided their use does not create an unfair advantage or allow an unfit mount to participate as determined by the rally officials.

It is the owner/rider's responsibility, in coordination with a veterinarian, to determine what medication(s) are appropriate.

Competitors participating in USPC rallies held in conjunction with other competitions may be subject to medication rules of other organizations in addition to those of USPC.

Additional requirements and information:

- Any mount receiving medication for chronic conditions must have medications listed on their stall card.

- Mounts requiring medications for acute conditions treated by a veterinarian, the competitor/parent, or owner, must coordinate with the responsible party for the activity or Horse Management staff prior to administration.

- Medication is defined as any substance that is not water, salt, electrolytes, or a supplement, and is not considered a normal foodstuff.

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Article 13—Cruelty to and Abuse of a Mount

Cruelty to or the abuse of a mount present on the grounds of any competition is forbidden and renders the offender subject to penalty. The organizing committee will bar violators from further participation for the remainder of the competition.

Any action(s) against a mount by a competitor or other person, which are deemed excessive by a judge, steward, TD or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, elimination, or other sanctions which may be deemed appropriate by the organizing committee. Such action(s) may include, but are not limited to, excessive use of the whip or spurs.

USPC, judges, stewards, or TDs may appoint a veterinarian to inspect any animal on competition grounds or entered to compete. Refusal to submit an animal for examination by an authorized veterinarian after notification shall constitute a violation.

The following are included under the words cruelty and abuse but are not limited thereto:

1. Abuse. Any act or series of actions that, in the opinion of a judge, TD, steward, member of the discipline ground jury, or other rally official can clearly and without doubt be defined as abuse of mounts shall be penalized by disqualification. Such acts include, but are not limited to:
   - Riding an exhausted mount.
   - Continued pressing of a tired mount.
   - Excessive use of whip and/or spurs, and/or bit.
   - Striking a mount in front of the shoulder.
   - Riding an obviously lame mount.

2. Rapping. All rapping (poling) is forbidden.

3. Whip. The use of the whip must be reasonably administered, at an appropriate time, and in the right place.
   - Reason—The whip must only be used as an aid to encourage the mount forward.
   - Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. Instances of inappropriate use of the whip include the whip used after elimination, after the last fence on course, and/or multiple times between obstacles.
   - Place—As an aid to go forward, the whip may be used down the shoulder or behind the rider's leg. It must never be used overhand (e.g., a whip in the right hand being used on the left flank). The use of a whip on a mount's head, neck, etc., is always excessive use.
   - Severity—A whip should never be used more than two times for any one incident. If a mount is marked by the whip (e.g., the skin is broken or has visible marks from the use of the whip), its use is excessive. It must never be used to vent a competitor's temper. Such use is always excessive.

4. End of the Reins (Trail and Western Dressage only) - The use of the end of the reins must be reasonably administered, at an appropriate time, and in the right place.
   - Reason—The end of the reins must only be used as an aid to encourage the mount forward.
   - Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. Instances of inappropriate use of the end of the reins include use after elimination, after the last obstacle on course, and/or multiple times between obstacles.
   - Place—As an aid to go forward, the ends of the reins may be used down the shoulder or behind the rider's leg. They must never be used overhand (e.g., the ends of the reins in the right hand being used on the left flank). The use of the ends of the reins on a mount's head, neck, etc., is always excessive use.
   - Severity—The ends of the reins should never be used more than two times for any one incident. If a mount is marked by the ends of the reins (e.g., the skin is broken or has visible marks from the use of the ends of the reins), its use is excessive. It must never be used to vent a competitor's temper. Such use is always excessive.

5. Spurs—Spurs must not be used to reprimand a mount. Such use is always excessive, as is any use that results in a mount's skin being broken.

6. Bit—The bit must never be used to reprimand a mount. Any such use is always excessive.

7. Reporting—Officials must report such actions as soon as possible to the discipline ground jury, supported where possible by statements from witnesses.
   - Discipline ground jury—if such actions are reported, the discipline ground jury shall decide if there is a case to be answered. If an individual member of the discipline ground jury observes such actions, they are obliged to disqualify the competitor forthwith on their own authority. There is no appeal against a discipline ground jury's decision in a case of abuse.

Article 14—Dangerous Riding

1. Any competitor who rides in such a way as to constitute a hazard to the safety or well-being of the competitor, mount, other competitors, their mounts, spectators, or others will be penalized accordingly. Dangerous riding may include but is not limited to the following:
   - Riding out of control (mount clearly not responding to the competitor's restraining or driving aids).
   - Riding obstacles too fast or too slow.
   - Repeatedly standing off fences too far (pushing the mount to the base of the obstacle, firing the mount to the fence).

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- Repeatedly being ahead or behind the mount's movement when jumping.
- Series of dangerous jumps.
- Severe lack of responsiveness from the mount or the competitor.
- Continuing after three clear obstacle refusals, a fall, or any form of elimination.
- Endangering the public in any way (e.g., jumping out of the roped track).

2. Any act or series of actions that in the opinion of the judge, TD, steward, or member of the discipline ground jury can be defined as dangerous riding shall be penalized at the discretion of the discipline ground jury.

3. If such actions are reported, the discipline ground jury shall decide if there is a case to be answered. There is no appeal against a discipline ground jury decision.

Article 15—Safety

(Policy 0800) USPC is committed to safety while recognizing that equestrian activities are inherently dangerous. The USPC Safety Handbook is an excellent resource for making safety a priority at all rallies and Pony Club functions. This dedication to safety extends to requiring certain equipment be utilized during Pony Club activities. These include:

1. Protective Headgear (Policy 0810): USPC requires members participating in mounted and some unmounted activities to wear a properly fitted equestrian helmet, securely fastened, containing certification that it meets the criteria established by the following international or national safety bodies:

   - ASTM F1163-15 or ASTM F1163-23 with SEI Mark (North America) (required for USEF Competitions)
   - SNELL Memorial Foundation E2021
   - PAS 015-2011 with BSI Kitemark (United Kingdom)
   - AS/NZS 3838 with SAI Global Mark (Australia and New Zealand)
   - VG1 01.040 2014-12 BSI Kitemark and/or IC Mark (European)
   - EN 1384 BSI Kitemark and/or IC Mark (European)

2. Safety Vest/Body Protector (Policy 0830): USPC requires wearing a properly fitted equestrian body protection vest (per manufacturer's guidelines) containing the standards and certifications that meet criteria established by specific safety bodies when jumping cross-country/solid obstacles during any activity sponsored by the USPC, its Regions, Registered Clubs, or Riding Center programs. A member may wear a body protector at their discretion for any mounted activity.

   - ASTM F1937-04
   - EN 13158:2018 BETA Level 1, Level 2, or Level 3

3. Medical Armbands and Bracelets (Policy 0820 and 0820P):

   - USPC requires that members participating in any USPC affiliated mounted or unmounted activity, must wear either a medical armband or medical bracelet while participating in the activity. The member may choose which one to wear.
   - Medical armbands must include a current completed copy of the individual's USPC or USEA Medical Card. It must be worn on the upper arm. If the member has small arms, they may safety pin the armband to their upper sleeve, (armbands are available for purchase from Shop Pony Club).
   - Medical bracelets must visibly list these six items on them: name, date of birth, contact information, known allergies, current medications, and existing medical conditions. More information is acceptable, but these six items are required to be on the bracelet.
   - All officials on-site at the USPC mounted or unmounted activity are encouraged to work with the competitors to remind them of this requirement.
   - Any member at a USPC-affiliated mounted or unmounted activity* found not wearing either a medical armband or medical bracelet must be removed from the activity until the member conforms to the policy requirement.

     Tetrathlon competitors will not be required to wear them while actually shooting or swimming but must have them visible and next to them for these activities and must wear them at all other times.

4. Unmounted Footwear: When working in the barn or near mounts, unmounted footwear must meet all the following criteria:

   - Thick-soled shoes/boots (short or tall)
   - Cover the ankle
   - In good condition
   - Made of leather or synthetic materials
   - Entirely closed
   - Securely fastened
   - Well-fitted to foot
   - Sturdy construction (e.g., Ugg-type boots do not meet this requirement)

   Examples: paddock/jodphur boots, rubber riding boots, rain boots/wellies, western boots.

5. Smoking: In the interest of barn safety, it is strictly forbidden for anyone to smoke in or around barn and stable areas.

Article 16—Heat-Related Information

(Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the Centers for Disease Control and Prevention (CDC) heat illness training module.

SECTION I: USPC Uniform Officiation Rules

At all USPC activities, rally officials must consider the:

- Temperature and humidity using the "Heat Index Chart" (Appendix II).
- Time of day and season of activity.
- Level of exertion necessary for participation in the activity.

The Heat Index (HI) or "Apparent Temperature" is the temperature the body feels when heat and humidity are combined. This reduces the amount of evaporation of sweat from the body and outdoor exercise becomes dangerous even for those in good shape. Please refer to Appendix II.

Steps to prevent heat-related illness include:

- Providing unlimited cool water for consumption in ALL areas, especially riding areas.
- Make water breaks mandatory.
- Do not depend on thirst as an indicator of the need for water.
- Avoid the hottest part of the day if this is an option.
- Consider shortening the length or level of exertion of the activity.

During rallies, the discipline ground jury (overall ground jury at Championships) is responsible for monitoring the Heat Index and taking appropriate action as necessary. Those actions could include, but are not limited to:

- Waiving of coats/jackets
- Banning of coats/jackets
- Altering of schedule

Any official can and should bring a potentially dangerous heat situation to the attention of the president of the ground jury. If coats/jackets are waived or banned the following processes should be followed.

Waived Coats/Jackets

When the temperature and humidity are recorded in the danger zone, removal of coats during warm up is mandatory.

If the rider wants to put their coat/jacket on for their competition round, they may leave their neckwear and helmet cover on during warm up.

If the rider does not want to put their coat/jacket on for their competition round, then they must remove all neckwear and their helmet cover during warm up.

Additional Information

- When coats are waived, the competitors must be turned out per Competition Attire (including coats/jackets) unless they choose to compete wearing Basic Riding Attire.
- Riders must wear a collared shirt with long or short sleeves if they are not wearing a jacket.

- T-shirts are not permitted.

Competitors must also remove neckwear and helmet covers on vented helmets if they do not wish to wear their jackets for their competitive ride.

Banned Coats/Jackets

When temperature and humidity are recorded in the danger zone and based on the decision of the discipline ground jury (overall ground jury at Championships), coats/jackets may be banned for the safety of competitors. If coats/jackets are banned, then competitors must remove coats/jackets, neckwear, and helmet covers for turnout inspections, warm up, and competition rounds.

Heat-Related Illness Return To Play

A member believed by a leader, coach, parent, or official of a USPC unmounted or mounted activity or competition to be suffering from heat illness shall be removed from play at that time and given appropriate treatment before being allowed to return to play.

Article 17—Concussion and Return to Play

(Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the concussion training module.

A member believed by a leader, coach, parent, or official to have sustained a concussion during a USPC unmounted or mounted activity must be referred to medical personnel. Medical personnel, in conjunction with rally officials and organizers, will determine if a written release is required for the member to return to the competition.

Article 18—Unauthorized and Permitted Assistance

1. Unauthorized Assistance: Unauthorized assistance is help and/or assistance during the competition from anyone other than other competitors, HMJs, and rally officials. Unauthorized assistance can occur in-person or through the use of electronic communication, unless allowed by the specific discipline rulebook (e.g., coaches in certain situations).

2. If, in the opinion of a member of the ground jury, unauthorized assistance has been received by a competitor, that competitor may be eliminated from that phase of the rally, or in extreme cases, disqualified from the competition. The discipline ground jury makes the final decision. There is no appeal.

3. Permitted Assistance:
   - Adults may aid in the unloading of mounts and carrying of heavy gear into the stable area upon arrival, after which non-competitors must immediately leave the area.

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- After a fall or dismount of a competitor, they may be assisted to catch their mount, adjust their saddlery, remount, or be handed any part of their saddlery or equipment, including a whip, while they are dismounted or after they have remounted. Helmets must be replaced, and chin harnesses refastened before riders may remount.
  - Exception for loose mounts in Mounted Games only: In Mounted Games, a loose mount may be caught by any competitor or official already in the arena when the loose mount is behind Lines A and C. However, only the mount's rider may enter the playing area to catch it.
- A competitor may receive clarification of jumping penalties from an obstacle judge (e.g., after jumping a flag at a corner, the judge may clarify whether it was a run-out or not).
- If bodily harm to mount and/or rider is imminent, assistance from anyone (official or otherwise), without concern for penalties, is expected. Time permitting, the situation should be brought to the attention of an official. If immediate intervention is necessary, then an official will be notified as soon as possible concerning the situation.
- If a mount is ill or injured, the owner/agent of the mount will be called in to discuss care.

Article 19—Excused

1. May also be called a "Technical Elimination"

2. To grant permission to, or request that a competitor leave the phase/round/game due to circumstances outside of the competitor's control (e.g., illness of rider, illness or lameness of mount)

3. Decided by
   - Inspection panel at mount inspection
   - Judge
   - Discipline ground jury

4. May not ride; therefore, will not receive any riding score during the excuse, but
   - May request a lameness recheck
   - Rider may request to compete in following phases/rounds/games if illness passes.
   - Both the mount and rider shall stay on rally grounds (unless the mount is transported for medical reasons) and continue to participate with the team and continue to be scored in Horse Management.
   - If ill, mount will be moved to another area, if possible.

Article 20—Elimination

- Elimination means to exclude a competitor or mount, for cause, from judging consideration in a class/phase due to a mistake (e.g., use of illegal equipment, violation of the rules of phase/rounds/games.)
- After elimination, the discipline ground jury, in consultation with the organizer, may allow participation in subsequent phases/rounds/games.
- Determined by judge or discipline ground jury.
- Refer to scoring of penalties for additional discipline-specific reasons for elimination.

Article 21—Disqualification

Disqualification is a punishment for misconduct arising from a deliberate attempt to contravene the rules and regulations of USPC applied at the discretion of the discipline ground jury. Any disqualified competitor and their mount may not take further part in the competition, including in Horse Management.

Reasons for disqualification include, but are not limited to:
- abusive or unsportsmanlike conduct
- obscene or inappropriate language
- the inappropriate or illegal use of drugs (other than those prescribed by a physician), alcohol, or tobacco (Article 8)
- rude and disruptive behavior
- cheating
- cruelty (Article 13)
- rough or dangerous riding
- knowingly riding a lame, sick, or exhausted mount
- misuse of equine medications (Article 12)

If a rally official identifies a competitor behaving in a way that could lead to disqualification, that official may issue a written warning to the competitor using Appendix VII, a Yellow Card. If the rally official believes the Yellow Card should have penalties attached to it, or that the competitor should be disqualified, they must refer the situation to the discipline ground jury.

The discipline ground jury shall investigate the situation and interview the competitor(s) and all applicable witnesses before making a final decision on penalty points.

If a Yellow Card with penalty points is assigned to a competitor, it may not exceed a 50% impact on the associated phase/round score if related to a single phase/round, or a 50% impact on the overall score. There is no appeal against a discipline ground jury decision on issuing a penalty point or disqualifying a competitor.

Refer to Section V for additional discipline specific reasons for disqualification and scoring (Discipline Rulebooks).

SECTION II: General Regulations

Chapter 1—Team Composition

Article 22—Team Formation

Regional Rallies

The district commissioner (DC) or center administrator (CA) of local clubs/centers are responsible for club/center team formation at regional rallies. A team made up of members from one local club/center remains the ideal and is always the goal. However, scramble teams made up of members from multiple clubs/centers are also acceptable. The DCs/CAs of the clubs/centers involved may assist the rally organizer in forming scramble teams. The regional supervisor (RS) may have final determination.

Championships

The RS (or individual designated by the RS) is responsible for marking (on the USPC website) all members who have earned eligibility for Championships regardless of their intent to participate.

As members register, the RS is responsible for putting together the teams based on the offered Championships divisions. A team made up of members at the same competition level, and from one region remains the ideal and is always the goal.

Once registration closes, RSs lose the ability to merge teams. Based on the final competition numbers, the discipline secretary shall make the final adjustments to teams and scrambling of individuals without a full team. Requests for preferred teammates may be submitted but are not guaranteed. The discipline secretary reserves the right to adjust teams as needed for the competition.

Article 23—Team Configuration

1. Teams shall normally consist of three or four riding members and an unmounted stable manager. One member of the team will be designated as team captain. A competitor may serve as both the stable manager and team captain at the same time. The team members can all belong to one or possibly multiple competition levels as determined by the rally organizer.

2. At the organizer's discretion, there may be an alternative configuration of teams based on entries.

3. The requirement of an unmounted stable manager may be waived at regional rallies by the RS.

Article 24—Team Captains

Each team entered in the competition shall have one member designated as team captain who shall act as spokesperson for the team. Only the team captain may lodge a protest on behalf of any team member (see Article 64).

The team captain is the official spokesperson for the team and is responsible for all communications between the team and rally officials. In the event of an inquiry, protest, or appeal, the captain represents the team. The competitor involved should accompany the captain. It is the responsibility of team captains to ensure that their team members follow all rules and regulations of the competition and to transmit to them any changes or additional instructions provided by rally officials. Any withdrawal of a team member must be reported to the TD/steward.

Teams losing a team captain to illness must designate another team member to take over the responsibilities of captain. If the original captain returns, they will resume the responsibilities of captain.

Article 25—Stable Managers

At Championships, a non-riding stable manager is required. At regional rallies, non-riding stable managers are highly recommended. Riding stable managers may be allowed at the discretion of the RS. The stable manager works closely with the team captain to coordinate preparations for the rally, in addition to assisting in keeping the team organized and on schedule during the competition.

Article 26—Mount Specifications

All mounts entered in USPC Trail rally must meet the requirements outlined in Article 9.

Article 27—Chaperones/Emergency Contacts

All competitors below the age of majority must have an official chaperone, 21 years of age or older, listed with rally organizers. All competitors above the age of majority must have an emergency contact, who is available during the competition, listed with the rally organizers. Please review the following criteria for chaperones and emergency contacts.

Chaperones

- Any team with a competitor under the age of majority must have an official chaperone, 21 years of age or older, designated for the competition.

- The chaperone will act as the contact person for that team and must always be on the rally grounds during competition hours.

- Several individuals may share one team's chaperone duties, but only one name will be listed as the official chaperone. All persons sharing this duty should be made aware of this name and answer to it.

- The chaperone should serve as a volunteer for the competition but may not assume coaching duties.

- Anyone serving as team chaperone must understand and agree to the duties outlined in Appendix III.

Emergency Contacts

- Any competitor above the age of majority must submit a completed Emergency Contact Form (Appendix III) with their entry.

- Those listed as an emergency contact must be available by phone during the competition.

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Article 28—Coaches and Coaching

Trail coaches are allowed, but not mandatory for all rallies. There may be one or more coaches per team. Coaches may not also serve as chaperone. The presence of a coach at a Trail rally is to promote safety, good sportsmanship, and good horsemanship in the warm-up area and competition ring. Coaches are expected to help any Pony Club competitor who asks for assistance or whose coach is not present in the warm-up area.

Competitors in a rally may also coach other competitors, providing they meet the following criteria:

- Must be 18 years of age as of January 1st of the competition year.
- No scheduling changes will be made to accommodate the coaches/competitors ride times.
- Competitor's responsibilities and mount's care always take precedence over coaching duties.

Trail Coaches:

- Must read, understand, sign, and return a Coaches Form with the team entry (Appendix VI).
- Must know the USPC Trail rules, especially regarding unauthorized assistance (Article 18). Access to the team is limited and they may not enter the stable area except during authorized visiting times.
- At Championship competitions, coaches must attend the opening competitor briefing, and any coaches briefings.

Chapter 2—Competition Levels and Divisions

Article 29—Competition Levels

At regional rallies, a competitor may compete in any level offered in which they feel their mount would be able to perform. Below are the most commonly offered levels at a Trail rally:

- In-Hand (walk only, walk/jog, and walk/trot)
- Rookie (walk/jog and walk/trot) – This regional-only level is a mounted introduction to Trail
- Level 1—This level is for competitors who have developed basic skills and includes all three gaits (walk/jog/lope and walk/trot/canter).
- Level 2—This level is for competitors who are proficient in handling obstacles and includes all three gaits.
- Level 3—This level is for competitors who are skilled in handling the obstacles and are expected to complete more challenging obstacles.

Article 30—Competition Divisions

Competition divisions differ from competition levels in that competitors may be separated into divisions based on age and/or other parameters. A competitor's age is determined by their age as of January 1 in the year of competition. See Article 5 for more details on age minimums.

Junior Divisions—Up to and including 17 years of age
Senior Divisions—18 years of age and above

Note: Rally divisions can be split further or combined based on entry numbers and approval of the organizer and RS. Junior competitors can always compete up a division as a senior to fill out a team. Senior competitors can never compete down in a junior division. Before combining junior and senior competitors on the same team, rally organizers must get the written approval of the junior competitor and their parent/legal guardian. This does not apply when combining divisions (Appendix IV).

Article 31—Championships Divisions—Minimum Age and Certifications

To be eligible for Championships, competitors must meet the age parameters and minimum certifications for the offered Championships divisions. There are no age and no certification exceptions to the below requirements. See Article 5 for more details on age and certification minimums.

Championships Divisions

Division	Level	Age	Certification
Junior	Level 1	10-17	
Senior	Level 1	18+	
Junior	Level 2	10-17	**D-2** DR/EV/EV1/ HSE/WST/ WDR
Senior	Level 2	18+	
Junior	Level 3	10-17	
Senior	Level 3	18+	

EV1 - Also known as Eventing Phase 1 (formerly known as Eventing Flat). Please check your certification on your profile to be sure it is reflected properly.

Stable managers must meet the minimum age and certification criteria of their division.

Note: Championship divisions and levels may be combined based on entry numbers and approval from the Vice President of Activities and the overall organizer.

Article 32—Championships Eligibility Process

Each individual Pony Club member who desires to compete at Championships must compete in a regional rally and be judged at the minimum HM level and same competition level in which they intend to compete at Championships. This constitutes the "individual eligibility" of the competitor.

Members wanting to become eligible for Championships must meet the below division criteria.

Eligibility Criteria

Complete 2 courses at a Trail rally.

OR

SECTION II: General Regulations

If no Trail rally is available, complete two courses at a competitive Trail event and complete a mounted rally as a competitor at a D-2 or above HM certification level.

Article 33—Eligibility Requirements for C-3/B/A Certified Members

Certified C-3, B, and A members wishing to compete at Championships do not have to participate at a regional Trail rally, but must have permission of their RS.

Article 34—Exceptions to Competition Eligibility Requirements for Championships

Exceptions to the competition eligibility process are occasionally granted. There are no exceptions to minimum age and certification requirements. The process for requesting an exception is outlined on the USPC website. All requests for exceptions must be submitted by the RS to the review panel using the online application found on the USPC website.

Chapter 3—Presentation of Competitor and Mount

Article 35—Competitor Identification

Identification numbers (pinnies, bridle numbers, etc.) must be worn in a prominent manner on the competitors or mounts, as designated by rally officials. Pinnies must be worn at all times in the barn area. Competitor nametags must be worn at all times, except when mounted.

Article 36—Competitor Attire

Each participant is responsible for organizing their own attire and equipment which must meet all safety requirements outlined in Article 15. Competitors should be neat and clean with permitted jewelry only; see Horse Management Handbook for specifications. Participants must wear a medical armband or bracelet as specified in Article 15.3. A Pony Club pin must be worn at all times unless otherwise stated by rally officials. Felt can be placed behind pins using the below designations:

Certification	Felt Color
A	Royal Blue
H-A	Orange
B	Red
H-B	Brown
C-3	White
C-1 and C-2	Green
D-1 through D-3	Yellow

Depending on the activity, different attire expectations exist. The different situations and attire expectations are listed below.

1. General Barn Attire—Attire must be safe and free of rips and tears. Shirts must have sleeves to the point of the shoulder or longer and appropriate unmounted footwear.

2. Mount Inspection (Jog Outs)—Attire must be safe, appropriate, neat, and clean. It must include a helmet (meeting USPC Helmet Policy, Article 15.1), and appropriate unmounted footwear (Article 15.4). Workmanlike and discipline appropriate attire including a tucked in collared shirt with pants/skirt/mid-length shorts/riding pants. If the pants/skirt/mid-length shorts/riding pants have belt loops, a belt is required.

3. Turnout Inspection and first round of competition—All competitors must turnout and compete in appropriate competition attire. Any competitors not seeking Championships eligibility may turnout and compete in appropriate competition attire or in basic riding attire as detailed below. Attire requirements may be adjusted based on excessive heat as detailed in Article 15. In inclement weather, competitors will be allowed to wear a helmet cover and a transparent or conservative colored raincoat.

4. Competition Attire for Trail allows competitors to decide between competing in western attire/tack or in english attire/tack. Competitors must compete following all western attire and tack rules or all english attire and tack rules. The mixing of western and english attire or tack is not permitted. If an Australian stock saddle is used, it can be considered either western or english and the rest of the attire/tack must be either all western or all english.

Basic Riding Attire

Any competitors not seeking Championships eligibility may turnout and compete in appropriate competition attire or in basic riding attire as detailed below.

Western Unrated and D-1

Required	Permitted
Helmet—Any color meeting USPC Helmet Policy (Article 15.1).	*Belt*—Any type/color.
Hair—Hair should be neatly secured (away from the eyes) and may not cover competitor number.	*Gloves*—Any type/color.
	Safety/Protective Vests—Any color.
Shirt—Collared shirt with sleeves and tucked in.	*Spurs*—As described in Western Competition Attire.
Pants—Long pants.	
Footwear—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.	

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English Unrated and D-1

Required	Permitted
Helmet—Any color meeting USPC Helmet Policy (Article 15.1). *Hair*—Hair should be neatly secured (away from the eyes) and may not cover competitor number. *Shirt*—Collared shirt with sleeves and tucked in. *Pants*—Long pants. *Footwear*—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.	*Belt*—Any type/color. *Gloves*—Any type/color. *Half-chaps*—Any type/color. *Safety/Protective Vests*—Any color. *Spurs*—As described in English Competition Attire.

Western D-2 and Up

Required	Permitted
Helmet—Any color and meeting USPC Helmet Policy (Article 15.1). *Hair*—Hair should be neatly secured (away from the eyes) and may not cover competitor number. *Shirt*—Collared shirt with sleeves and tucked in. *Pants*—Trousers, pants or split riding skirt of a conservative color. *Belt*—If pants have belt loops, belts are required. *Footwear*—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.	*Gloves*—Any type/color. *Safety/Protective Vests*—Any color. *Spurs*—As described in Western Competition Attire.

English D-2 and Up

Required	Permitted
Helmet—Any color meeting USPC Helmet Policy (Article 15.1). *Hair*—Hair should be neatly secured (away from the eyes) and may not cover competitor number. *Shirt*—Collared shirt with sleeves and tucked in. *Pants*—Breeches, jodhpurs (with garters), or riding pants. *Footwear*—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.	*Belt*—Any type/color. *Gloves*—Any type/color. *Half-chaps*—Any type/color. *Safety/Protective Vests*—Any color. *Spurs*—As described in English Competition Attire.

See page 12 for competition attire.

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Competition Attire

This section is for those seeking Championships eligibility as well as for turnout inspections. All competitors must present at turnout inspection in appropriate competition attire, including a jacket.

Western

Required	Permitted	Not Permitted
Helmet—Any color that meets the USPC Helmet Policy (Article 15.1). *Hair*—Hair should be neatly secured (away from the eyes) and may not cover the competitor number. *Shirt*—Long sleeve shirt with any type of collar, tucked in, of a conservative style. *Pants*—Trousers or pants of a conservative style. *Belt*—Required if pants/skirt has belt loops. Conservative style. Trophy buckles are also permitted. *Footwear*—Conventional type of Western riding footwear that covers the ankle, has a heel and smooth sole is required. Western boots should be a conservative style. Boots with a severely pointed toe are discouraged.	*Neckwear*—Bolo, kerchief, necktie, or pin. *Coat/Jackets/Sweater/Vest*—Any color. *Safety/Protective Vests*—Any color. *Gloves*—Conservative style. *Equitation Suit*—one-piece long-sleeved suit is acceptable if it includes a collar. Of conservative style. *Apron*—Sidesaddle riders must wear an apron of either closed or buttoned type, or with waist band cut the same as a pair of chaps and double thickness. *Chaps*—Conservative style, any material, any length, any style. *Spurs*—Western style spurs with shank and rowel no longer than 2". Rowel to be blunt and is not to exceed 1".	Work boot/ lugged or "waffle" soles.

English

Required	Permitted	Not Permitted
Helmet—Any color that meets the USPC Helmet Policy (Article 15.1). *Hair*—Hair should be neatly secured (away from the eyes) and may not cover the competitor number. *Coat/Jacket*—Any color, must be secured. *Shirt*—A light colored shirt with a collar and sleeves, tucked into pants and fastened at the neck. *Breeches/Jodhpurs*—Any color. *Belt*—If breeches have belt loops, belts are required. *Footwear*—Riders may wear black or brown tall boots or jodhpur/ paddock boots with or without matching half chaps made of full grain leather or leather-like material, with no added decoration or accent.	*Gloves*—Any color. *Safety/Protective Vests*—Any color. *Spurs*—Spurs must be made of smooth metal. Rowel spurs with serrated edges are not permitted. Hammer spurs are allowed. Smooth metal or plastic "impulse" spurs with round hard plastic or metal knobs and "dummy" spurs with no shank are allowed. The contact surface with the horse and all edges must be smooth and rounded. When mounted, athletes may wear only one spur on each boot.	Full chaps Suede half chaps Western Boots Neckwear

SECTION II: General Regulations

Article 37—Bits, Saddlery, and Equipment

Trail rallies allow competitors to decide between competing in western tack/attire or english tack/attire. Competitors must compete following all western tack/attire rules or all english tack/attire rules. The mixing of western and english tack/attire is not permitted. If an Australian stock saddle is used, it can be considered either western or english, and the rest of the tack/attire must be either all western or all english.

The following information is the most basic description of allowable bits, saddles, and equipment for Trail. Final determination of permitted and prohibited bits, saddlery, and equipment may require referencing the USEF Western Division Rulebook and the USEF Jumper Division Rulebook, which are available on the USEF website for the most up-to-date information.

All competitors seeking Championships eligibility must turnout and compete per the specific bits, saddlery, and equipment rules outlined in this rulebook and the USEF Rulebooks. Any competitors not seeking Championships eligibility may request bits, saddlery, and equipment allowances from the rally organizer and RS. (i.e., Kimberwick bits, grazing reins, etc.)

The following restrictions begin upon arrival on the competition grounds and continue throughout the duration of the rally. All equipment must be properly fitted and consistent with their intended use.

1. Western Tack Specifications

   A. Bridles and Nosebands

B. Reins

Permitted	Not Permitted
Any type of western reins. Must be attached to each shank or ring of the bit. • Loop/connected reins. • Split reins. • Romal reins. • Mecate reins. • Buckled reins.	Any rein design that increases the effective length and leverage of a curb bit. Any reins without a breakaway feature.

C. Bits
   • See page 14

D. Saddlery

A standard American western stock saddle with swells, a seat, cantle, skirt, fenders, western stirrups, and fastened girth or cinch is required.

Permitted	Not Permitted
Horn. May be made of leather, synthetic, or a combination. The rear cinch is optional. A working western sidesaddle. A whip may be used in this case.	Bareback pads. Trick riding saddles. Peacock stirrups. Tapaderos.

Permitted	Not Permitted
Any western-type headstall must be used. • Must be leather over the poll and around the ears. • May have a browband or earpiece. One or two ear headstalls are acceptable. A hackamore includes a bosal rounded in shape and constructed of braided rawhide or leather and must have a flexible non-metallic core, attached to a suitable headstall. • Bosals may be wrapped in smooth electrical tape to prevent rubbing. Bitless bridles must be cross-under, of western style, and made of flat leather or leather-like materials. • A simple and subtle two loop system, one over the poll and one over the nose that embraces the whole of the head. No other variations are permissible. The western two rein bridle, snaffle or curb ridden over a full or pencil bosal or bosalita. • The two rein with a snaffle bit must be ridden two handed. • The two rein with a curb bit can be ridden with split reins or romal reins. • The end of mecate (bosal rein) called the tail, can be wrapped around the saddle horn, held by the rider, or slipped under the rider's belt. • Specifications on rider hand position can be found in the USPC Western Dressage Rulebook, Article 49.	Metal studs of any kind or other harsh substances used in conjunction with or part of a western cavesson. Mechanical hackamores. Bitless bridles with side pulls. Flash, figure eight, or dropped nosebands.

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C. Bits

Permitted		Not Permitted

Snaffle—Defined as a center jointed single rounded, unwrapped smooth mouthpiece.
 	
• Mouthpiece diameter of 5/16" to ¾" measured 1" from the ring with gradual decrease to the center of the mouthpiece.
 	
• The rings may be 2" to 4" outside diameter
   • Loose type
   • Egg butt
   • Dee ring
   • Center mounted without cheeks
 	
• The inside circumference of the ring must be free of rein, curb, or headstall attachment hooks.
 	
• If a curb strap is used it must be attached below the reins.
	Curb—Defined as having a shank with a maximum length overall of 8 ½". The mouthpiece will be a metal bar.
	
	• Mouthpiece diameter of 5/16" to ¾" measured 1" in from the shank. Bars may be inlaid but must be smooth or latex wrapped.
	   • The bars may be encased in tubular barrels that rotate around the bars with a diameter no larger than listed above.
	
	• Nothing may protrude above or below the mouthpiece designed to intimidate the horse.
	
	• Rollers attached to the center of the bit are acceptable.
	
	• Jointed mouthpieces are acceptable and may have two or three pieces, one or two joints.
	   • The connecting ring on a three piece mouthpiece can have a diameter of 1 ¼" or less.
	   • The connecting flat bar on a three-piece mouthpiece can have a width between 3/8" to ¾" with a maximum length of 2".
	
	• The port must be no higher than 3 ½".
	
	• Jointed mouthpieces, half-breeds, and spade bits are standard.
	
	• Curb bits must be used with a curb chain or curb strap.
	   • The width must be at least ½".
	   • It shall lie flat against the jaw and be free of bars, wire, and/or twists.
		Slip or gag bits.
		
		Donut or flat polo mouthpieces.
		
		Roping bits with both reins connected to a single ring at the center of cross bar.
		
		Any device that increases the effective length and leverage of a curb bit.
		
		Anything that alters the intended use of equipment as provided.
		
		Rolled, rounded, braided, or rawhide curb straps.
		
		Hackamore bits.

E. Extra Equipment

Permitted	Not Permitted
A breastplate/collar. Crupper. Tie downs, made entirely of flat leather. Running Martingale with rein stops. Seat savers.	Earmuffs or plugs. Any decoration of the horse with extravagant items, such as ribbons or flowers, etc., In the mane, tail, etc. Tail bandages. Whips of any kind unless using a sidesaddle. Bandages and boots of any type.

2. English Tack Specifications

A. Bridles and Nosebands

Permitted	Not Permitted
Any english-style bridle and noseband configuration. • Hackamore with shanks less than 7 ½" in overall length (headstall attachment to rein attachment). • Dr. Cook bitless bridle. • Micklem multibridle.	Double bridle.

B. Reins

Permitted	Not Permitted
A single set of reins which are connected and have a snap or leather breakaway feature on both sides.	Split reins. Draw reins. Side reins.

C. Bits

Permitted	Not Permitted
Snaffle • There are no limitations surrounding the use of a snaffle bit in english tack. Leverage Bit • The only limitation surrounding leverage bits is the use of a curb strap. • Constructed of loose links, joints, and/or lie smooth against the jaw of the mount. • Free of twists, sharp objects, or anything inhumane. • May be wrapped or inserted in a cover for the comfort of the mount.	A bit used for anything other than its intended purposes.

D. Saddlery

Permitted	Not Permitted
Any english-type saddle.	Bareback pads.
• Sidesaddle. A whip may be used in this case.	Jockey saddles.
	Peacock stirrups.

E. Extra Equipment

Permitted	Not Permitted
• A breastplate/collar.	German martingale.
• Crupper.	Metal or cable tie downs.
• Running, standing, or irish martingale.	Whips of any kind unless using a sidesaddle.
• Seat savers.	Bandages and boots of any type.

3. In-Hand Tack Specifications

Permitted	Not Permitted
Horses may be shown in a halter and lead (without a chain shank) or a snaffle bridle (western or english style, to match attire).	Spurs.
	Whips.
All western or all english tack or equipment.	

Article 38—Competitor and Horse Inspections

Mounts must be well groomed. Braiding or banding manes and tails is optional, as long as it does not interfere with the competitor's responsibilities to their mount. Braids and bands must be removed prior to turnback. Mounts need not be shod, but their feet are expected to be in good condition and not in need of any attention upon arrival at the rally. The discipline ground jury may exclude unsafe, inappropriate, lame, otherwise unsound, or exhausted mounts from the competition at any time during the rally.

Examinations of Mount and Rider Required at Trail Rally:

1. Horse Inspections (Jog Outs):

Horse Inspections are required at standard rallies and Championships and recommended for all rallies. Before the beginning of competition, the mounts must be examined for soundness in hand, by an inspection panel. All mounts shall be serviceably sound. Should the soundness of a mount be questioned, the matter shall be reported immediately to the TD/steward, who shall request an inspection of the mount by the veterinarian. In the absence of the veterinarian, the judges or TD/steward shall determine the ability of the mount to compete. All decisions by the veterinarian, TD/steward, or judges regarding the soundness of a mount and its ability to compete are final.

It is recommended that the president of the ground jury be present at the initial inspection.

The discipline ground jury may, at its discretion, at any time, have any mount jog for soundness before the inspection panel.

2. Turnout Inspection:

Approximately 45-60 minutes prior to the first round of the competition, all competitors will report to their turnout inspection. The rally organizer will designate turnout inspection times. At turnout inspection, competitors must wear the appropriate attire for their discipline and present their mount with all the equipment they will wear/use in the first round of the competition. More details about turnout inspection requirements are listed in the HMH.

If multiple riders are sharing one mount:

• All competitors using the same mount will present at the first scheduled turnout inspection time for the mount. If tack is removed or changed between competitors, the mount must be returned to Horse Management for a safety check.

• Faults against a mount are received by all sharing that mount. Members will be judged individually based on their certification level.

3. Safety Check:

Safety checks occur before warm-up of each subsequent round. Failure to present for a safety check prior to a round is cause for elimination. More details about safety check expectations are listed in the HMH.

SECTION III: Competition

Article 39—Competition Format

USPC Trail rallies are competitions where teams compete against each other in both riding and Horse Management competition. USPC Trail rules and procedures are based on USEF rules. Refer to the USEF website for additional clarification: www.usef.org.

Organizers of competitions are free to select from any combination and number of the following types of rounds in a Trail rally. A rally must include a Classic Trail or Ranch Trail round and at least one other round. If both rounds are Classic Trail or Ranch Trail rounds, then at least some of the obstacles must be exchanged or performed in a different order and a new course map provided to competitors.

NOTE: No competitor/mount combination may compete more than once on each course.

After the official start of the rally, no competitor may ride/school/warm-up another competitor's entered mount. Doing so is grounds for elimination, from that round, of all parties involved.

Article 40—Competition Schedule

The following is a general schedule. The actual schedule will be determined by number of rounds competed.

1. Briefing—Competitors are responsible for knowing all information from all official briefings whether present or absent. At least one representative from each team must be present at every official briefing.

2. Horse Inspection (formerly jog out)—required at standard rallies, and recommended at all rallies. Opportunity to inspect mounts for soundness.

3. Turnout Inspection—Each rider reports at the assigned time and location for the turnout inspection with their mount. Rider/handlers must present for turnout inspection in the exact attire and with all the equipment they will wear/use in the first round of the competition.

4. First Competition Round (and subsequent rounds)—The secretary shall make up the order of go (OOG). The competitors will follow the order of go or risk elimination. The order of go will be available at the beginning of the rally and changes to the order of go may be made for subsequent rounds.

5. Saftey Check—One or more subsequent rounds of competition may occur on the same or later days. Prior to each additional round of competition, a complete safety check of each competitor's attire, mount, and equipment must take place. A safety check will not be required when rounds are run back-to-back.

6. Turnback—Following riding or in-hand phases, there will be an official check (turnback) of the mount, tack, and equipment used for that phase.

7. Awards

Article 41—Dimensions and Nature of the Competition Arenas

Competitions may be held in an indoor arena, outdoor arena, or outside of an arena. The TD/steward has the right to forbid an event to take place if a proposed competition area is in any way unsuitable for the competition.

For rounds ridden in an arena:

1. The dimensions and nature of the arena(s) should be given in the invitation to the competition.

2. The arena for certain rounds of competition must be enclosed. Temporary barriers are allowed. It is strongly recommended that the gate area be closed while a mount is competing, particularly for less experienced riders. If there is no gate or the gate is unusable, a temporary barrier (such as a rope) is appropriate.

3. An average-size arena for Trail competitions is 200 feet by 150 feet. In smaller arenas, particular care must be exercised to avoid a too tight or a too restrictive track or overcrowding the arena with obstacles.

4. The footing should be well-drained and level. Slight undulations and slopes are allowable, so long as they are not too great a problem for the caliber of competitors and they are considered by the course designer in their planning.

For In the Open Rounds:

1. Ideally, the course is a loop or horseshoe shape to allow for the start and finish areas to be located near each other.

2. The maximum distance of the course shall be two miles.

3. Gentle hills are acceptable but safety of the mount and rider/handler should be considered when planning the course.

4. The course should be clearly marked with signs and volunteers positioned along the route to assist with directions, disobedience, or emergencies.

5. The footing should be well-drained to minimize slips.

Article 42—Obstacles

Obstacles are categorized into three groups: agility, calmness, and control. Agility obstacles demonstrate an athleticism on the part of the mount/rider/handler pair. Calmness obstacles demonstrate the ability of the mount/rider/handler pair to perform possibly unfamiliar, and possibly scary (though not startling) tasks in a relaxed and confident manner. Control obstacles require rider/handler control over the direction of movement of the mount, generally at low speed. All courses must utilize at least two obstacles from each category. Please reference Appendix VIII for Obstacle Specifications.

Obstacle Considerations

- The obstacles must be varied in their overall shape and appearance.

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Type	Obstacle	In-Hand	Rookie	Level 1	Level 2	Level 3
Agility	Bank (in the open only)				Up to 24"	
Agility	Bridge	May include a halt	No halt	May include a halt	May include a halt or a change of direction if the bridge is suitable.	
Agility	Ditch (in the open only)			Allowed	Allowed	Allowed
Agility	Jump	Ground pole or cross-rail up to 12"	On the ground	Cross rail up to 18"	Up to 24"	
Agility	Platforms	On the ground	On the ground	Up to 12"	Up to 18"	
Agility	Ride-Over	On the ground	On the ground, trot	On the ground, trot	Raised trot or canter up to 12"	
Calmness	Drag				Straight line forward only	May include forward, backing, and turns
Calmness	Lift/Open/Carry Object	May involve lifting, opening, or carrying an object	Lift/Open only	May involve lifting, opening, or carrying an object		
Calmness	Squeeze	Straight and forward direction only			May include a change of direction or increase height and/or length of obstacle	
Calmness	Varied Footing	To increase the difficulty of the obstacle, the course designer may choose to have the competitor perform halts, direction changes, or turns.				
Calmness	Walk-Over	Up to 12"	Up to 18"		Up to 24"	
Calmness	Water Crossing	Forward only		May include turns	May include turns and backing	
Control	Back-Throughs	Straight			Includes one change of direction (e.g.. L)	Includes one or more changes of direction (e.g.. U, Z, 8, etc.…)
Control	Cloverleaf	To increase the difficulty of the obstacle, the course designer may choose to increase the gait and/or decrease the figure size.				
Control	Figure 8	To increase the difficulty of the obstacle, the course designer may choose to increase the gait and/or decrease the figure size.				
Control	Gate	Open inward or outward	Open and pass through only	Open outward	Open inward or outward	
Control	Serpentine	To increase the difficulty of the obstacle, the course designer may choose to increase the gait and/or decrease the figure size.				
Control	Sidepass	Single pole up to 6" in height	Straight			Includes one or more changes of direction
Control	Turn on Fore/Hind	Small circle/turn		On fore or hind		

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- Both the obstacles themselves and their constituent parts must be such that they can be knocked down, while not being so light that they fall at the slightest touch or so heavy that they may cause mounts to fall.

- The obstacles must not be unsporting, unduly alarming to riders/handlers or mounts (e.g., sudden motions, sounds, projectiles, moving surfaces), nor its purpose to cause surprise to either mount or rider/handler. All poles on the ground must not present an opportunity for the pole to roll if it is stepped on.

- Raised poles must not be taller than 12 inches.

- Obstacles should pose the same challenge to all riders/handlers, from first to last (e.g. avoid elements that might be unexpected or tricky for the first rider that are then not unexpected or tricky for later riders). Care in preparing the course should be exercised to prevent a direct advantage to either a small or large mount.

- Mounts must not be required to work on the rail. The course must be designed, to require each mount to show three gaits (walk, jog/trot at least 30 feet, canter/lope), except at In-Hand and Rookie level, which excludes the canter/lope. These can be designed as the only component of an obstacle, as part of navigating an obstacle task, or as part of entering or leaving an obstacle. Inclusion of both left and right leads at the canter/lope is desirable, but only required at Championships. Quality of movement and cadence at the gait should be considered as part of the obstacle score.

- When sizing obstacles, figure a mount's wheelbase at five feet from front to back hooves.

Agility Obstacles

Agility obstacles demonstrate athleticism on the part of the mount/rider/handler pair. The most common types of agility obstacles utilized in Trail competition include: banks, bridges, ditches, jumps, ride-overs, and platforms. Jog/trot and/or canter/lope circles or patterns can also be used as agility obstacles. Other agility obstacles conceived by the course designer may be used as long as they do not include prohibited elements or pose a safety hazard. Please refer to Appendix VIII for agility obstacle specifications.

Calmness Obstacles

Calmness obstacles demonstrate the ability of the mount/rider/handler pair to perform possibly unfamiliar, and possibly scary (though not startling) tasks in a relaxed and confident manner. The most common types of calmness obstacles utilized in Trail competition include: carrying objects, drags, water crossings, varied footing, and squeezes. Other calmness obstacles conceived by the course designer may be used as long as they do not include prohibited elements or pose a safety hazard. Bear in mind that while calmness obstacles may present an unfamiliar situation to the mount, they should not be startling or employ sudden movements of footing, projectiles, or loud sounds by design.

Please refer to Appendix VIII for calmness obstacle specifications.

Control Obstacles

Control obstacles require rider/handler control over the direction of movement of the mount, generally at low speed. The most common types of control obstacles utilized in Trail competition include: back-throughs, gates, serpentines, side passes, small clover-leaf, figure eights, or turns on the forehand or haunches. Other control obstacles conceived by the course designer may be used as long as they do not include prohibited elements or pose a safety hazard. Please refer to Appendix VIII for control obstacle specifications.

Article 43—Prohibited Obstacles

For safety reasons, the following items are not allowed to be used as an obstacle or as a part of an obstacle's construction or decoration.

A. Live animals

B. Hides

C. Tarps or curtains

D. PVC pipe as ground poles

E. Obstacles requiring a dismount

F. Rocking or moving bridges or platforms

G. Water box with floating or moving parts

H. Flames, dry ice, fire extinguisher, other smoke/steam/cloud/chemicals

I. Logs or poles elevated in a manner that permits such to roll

J. Tires that are not filled in with compacted dirt and secured to the ground

Article 44—The Course

1. The course is the track the competitor must follow (including obstacles) to complete a round. The length must be measured accurately, paying particular attention to the turns, from the start line along the path normally to be followed by a mount to the final obstacle or finish line.

2. There must be at least one change of direction in every arena course.

3. No two courses at a single level may be identical.

4. Every course must contain a minimum of eight obstacles.

5. Each course must contain at least two agility obstacles, at least two calmness obstacles, and at least two control obstacles.

6. Should circumstances make it necessary to alter the plan of the course after it has been posted (damage, safety, unforeseen conditions, etc.), the TD/steward, course designer, and judge(s) should consult to determine an alternative plan. Coaches and all competitors must be notified before the change is implemented.

7. Under no circumstances, once the competition has commenced, may any alterations be made to a course or may the conditions of the competition be changed. If it is necessary to interrupt the competition because of external factors, it must be resumed using the same course, obstacles, and conditions at the exact point where it was interrupted. Exception: Should an obstacle become so damaged it can no longer be used in that round, it shall be replaced with one as similar as possible. If at any time the Trail obstacle is found to be unsafe, it must be repaired or removed from the course. If it cannot be repaired and mounts have completed the course, the score for that obstacle shall be deducted. No mount shall be asked to repeat the course, except in the case of a tie.

8. The start line must be at least 12 feet from the first obstacle. The finish line must be at least 24 feet from the last obstacle. Flags or properly flagged start and finish markers must mark these two lines. When electric timing equipment is used, it shall be placed with these markers or flags or on a line with such markers or flags.

9. Some obstacles are inappropriate or may need to be modified for certain competition levels. Please refer to the table in Article 42.

Article 45—Course Map

1. A map showing the layout of the course must be posted at the in-gate at least one hour prior to the start of competition for the information of the competitors and coaches. In addition, a copy of the course plan must be given to the judge(s) before the commencement of the official inspection of the course, along with the scorecards.

2. Obstacles must be numbered consecutively, in the order in which they are to be attempted.

3. The plan must show the following:
   A. The relative positions of the start and finish lines
   B. The relative positions of the obstacles and their numbers
   C. The direction in which each obstacle is to be taken must by marked by an arrow
   D. Any compulsory passages or turning points
   E. The gaits allowed
   F. The length of the course as measured (when measuring courses in smaller arenas, the track taken should not require excessively tight turns)
   G. The time allowed for the round
   H. The speed round time limit (for Speed Rounds only)

Article 46—Flags or Signs

1. The start and finish line must be indicated and match the course map.

2. Some directional flags or signs signifying acceptable gaits may be utilized by the course designer to assist competitors for the purpose of safety and skill level.

3. If signage is used, the following is recommended for specified gaits.
   • Green = All allowed gaits
   • Yellow = Walk/Trot/Jog only
   • Black = Walk only

4. Entirely red flags and entirely white flags may be used to mark the following on the course;
   • Compulsory turning points
   • The side limits of the obstacles
   • Obstacles used in the schooling area
   • The start and finish line

5. If red and white flags are used, they must be placed so that competitors pass with the red flags on their right and the white flags on their left. Competitors must pass all flags correctly, under all circumstances.

Article 47—Start/Finish of Course and the Audible Signal (Bell, Whistle, Horn)

1. A start line must be established at least 12' from the first obstacle and a finish line at least 24' from the last obstacle, each indicated by two markers at least 12' apart. Mounts must cross the start line between the markers, and to complete the course they must cross the finish line between the markers in the proper direction. (Exception: Speed Round). Passing through the starting markers in the improper direction before starting does not incur penalty.

2. Failure to enter the ring within one minute of being called incurs elimination. The time limit for entering the ring must be enforced by management. To prevent unfairness to a competitor, management may extend the time limit for entering the ring.

3. A competitor will have 45 seconds from the time the judge(s) sound an audible signal to cross between the start markers in the proper direction and start on course. If a competitor does not cross through the start line within the 45 seconds, the time on course will start when the 45 seconds expires.

4. Different audible signals (e.g., one horn, one whistle, one bell) shall be used when competition arenas are close enough so the audible signal in one arena may be heard in another arena.

5. Audible signals are used for the following purposes:
   A. To give the signal to start the round
   B. To stop a competitor for any reason or for an unforeseen incident (designating a time out)
   C. To indicate that an obstacle has to be reset before being retaken after it has been knocked down during a refusal (designating a time out)
   D. To give the signal for a competitor to continue their round after an interruption, also designating time-in

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(Note: It is the competitor's responsibility to be ready to continue on the course when signal is given)

E. Two whistle blows will indicate for a competitor to abandon the current obstacle and move on to the next obstacle or finish line.

F. Three whistle blows to indicate the end of the time limit for the Speed Round.

G. Five whistle blows to indicate that the competitor has been eliminated

Regardless of the number of whistles blown, a competitor on course is expected to stop their current activity when the whistle is blown. Clarification may be sought from the judge if the rider is confused regarding the number of whistles.

Article 48—Access to the Arena

1. Competitors on foot may be admitted to inspect a course before competition. When the course is not open for inspection, a notice stating "Course Closed" must be placed at the in-gate or at the start line if the course is in the open. Permission to enter the arena or trail and inspect the course will be given by the TD/steward with input from the course designer or the officiating judges by sounding the audible signal and/or by an announcement over the public address system. A notice stating "Course Open" should also be displayed.

2. With the exception of In-Hand competitors, no competitor may enter the arena on foot once the competition has started except for designated course walks.

3. Competitors may not exercise or school their mounts in the course, except as indicated below, under penalty of disqualification.

4. The following are not considered to be practicing, exercising, or schooling obstacles in the arena:

   A. Participation in a previous competition.

   B. Participation in a parade of teams, provided none of the obstacles are shown to mounts.

   C. Participation for the benefit of the official photographer provided none of the obstacles are shown to mounts.

Article 49—Schooling Area

1. Only the warm-up steward or a coach may alter an obstacle, and only to replace it if broken or disturbed.

2. Every schooling area shall be under the jurisdiction of a warm-up steward who shall have complete authority to:

   A. See that competitors and coaches comply with all schooling area rules

   B. Limit number of competitors in warm up area (a safety consideration)

   C. Ensure general safety at all times

3. Schooling Area Rules:

A. All competitors and coaches must follow the instructions given by the warm-up steward.

B. Any action deemed not in the best interest of the mount will not be allowed.

C. Only one competitor may school an obstacle at a time.

D. Be courteous to other competitors, once a competitor has attempted a schooling obstacle for the third time, the competitor must move on and allow the next competitor the opportunity.

Article 50—Classic Trail Round

The Classic Trail round should test the mount's ability to cope with situations encountered while being ridden through a pattern of obstacles. The obstacles will be painted in appearance and may have a variety of colors or manmade obstacles. The round must be performed in an enclosed arena and is typically judged by a single judge. Additional judges may be necessary based on the course.

1. These rounds are judged under Article 53 and the Table of Penalties outlined in Article 54.

2. Rounds are not scored based on time, but the round time is recorded and used as a tie breaker when necessary.

3. If the rally includes a second Classic Trail or Ranch Trail round, at least two of the obstacles must be switched out and the remaining obstacles must be completed in a different order.

4. After three unsuccessful attempts at the obstacle, the judge may signal the competitor to move on to the next obstacle.

Article 51—Ranch Trail Round

The Ranch Trail round should test the mount's ability to cope with situations encountered while being ridden through a pattern of obstacles generally found during the course of everyday ranch work or on a natural trail. The obstacles will be natural in appearance. The round must be performed in an enclosed arena and is typically judged by a single judge. Additional judges may be necessary based on the course.

1. These rounds are judged under Article 53 and the Table of Penalties outlined in Article 54.

2. Rounds are not scored based on time, but time is recorded and used as a tie breaker when necessary.

3. If the rally includes a second Classic Trail or Ranch Trail round, at least two of the obstacles must be switched out and the remaining obstacles must be completed in a different order.

4. After three unsuccessful attempts at the obstacle, the judge may signal the competitor to move on down the trail to the next obstacle.

Article 52—In the Open Round

This optional round is meant to be completed in a similar fashion as the Classic or Ranch Trail rounds, with the exception of location. Obstacles are not confined to an arena, but instead in the open or found along a trail course. The course will be longer than an arena course with the obstacles more spread out.

Each obstacle is judged in the same way, however instead of having one judge for the entire arena, there is an individual judge for each obstacle. There is one chief judge to oversee all judging and one chief timer to oversee all timing. It is very important that each judge understands the expectations of the obstacle.

Similar to Eventing, there may be more than one competitor on the course at a time, but they must be spread out enough that they do not interfere with each other. Safety and volunteer ability must be considered by the rally organizer and course designer.

1. This round may or may not be offered as part of the Trail rally.

2. Rounds may be up to two miles in length.

3. Rounds are judged under Article 53 the Table of Penalties outlined in Article 54.

4. Rounds are not scored based on time, but the overall time is recorded and used as a tie breaker when necessary.

5. After three unsuccessful attempts at the obstacle, the judge may signal the competitor to move on to the next obstacle.

Article 53—Scoring for Classic, Ranch Trail, and In the Open Rounds

1. In each Classic/Ranch or In the Open round, competitors are scored utilizing positive points earned for each obstacle included in the course. Each obstacle has a potential score of 20 possible points, 10 points scored based on the performance of the mount and 10 points scored on the horsemanship of the competitor. Half points are allowed.

2. Each obstacle to be scored is listed on the judge's sheets. For each obstacle, the competitor and the mount will be scored from 0 to 10, using the below scale.

   10   Excellent

   9   Very Good—Executed with precision and a high level of skill

   8   Good—Well done

   7   Reasonably Good—Above average. Well done but with room for improvement

   6   Satisfactory—Average. Obstacle completed as described

   5   Reasonable—Average. Obstacle completed as described but without precision and/or with difficulty

   4   Insufficient—Below average. Attempt not completely successful, elements not performed, or incorrect

   3   Poor—Not much success achieved or observed

   2   Bad—Many mistakes, training, trust, horsemanship clearly lacking

   1   Very Bad—Mount or rider fails to execute

   0   Failure (No real attempt)

3. The competitor will be judged with emphasis on equitation, as well as horsemanship. Competitor should have a centered and balanced seat, straight posture, and eyes forward, heels, hips, and shoulders all in alignment, exhibit soft use of reins/bit, and subtlety in cues, and exhibit care for the mount's training, safety, and well-being. Scoring should reflect:

   A. Position in saddle (balanced seat)

   B. Ease of movements; stability

   C. Use of aids (natural and artificial)

   D. Control and timing

   E. Communication/partnership with mount

4. The mount will be judged with emphasis on manners, response to the rider, and quality of movement. Credit will be given to mounts negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Mounts should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the competitor's cues on more difficult obstacles. Mounts shall be penalized for any unnecessary delay while approaching or negotiating the obstacles. Mounts with artificial appearance over obstacles should be penalized. While on the line of travel between obstacles, the mount shall be balanced, carrying his head and neck in a relaxed, natural position. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving the appearance of resistance. Mount should proceed at competitor's cue without hesitation. Nervousness, rushing, excessive swishing of the tail, pinning ears, pawing, kicking, or bucking will earn lower scores. Scoring should reflect:

   A. Regularity and harmony of movements

   B. Quality of gaits

   C. Submission to aids, willingness

   D. Relaxation, patience

   E. Confidence in and trust of rider

5. Refer to the judging rubric in the Rally Organizer's Guide to provide volunteers and judges with guidance on how each obstacle is judged and what is required to earn higher scores. It is helpful to share this with volunteers who may be tasked with judging during an In the Open round.

6. To calculate a round score, all positive mount and competitor points are totaled. All penalties are added together and then they are subtracted from the total positive points to give the corrected total. The corrected total is then divided by the total points possible to determine the percentage score. Please see the formula and example as follows.

$$\frac{(\text{Mount Score} + \text{Rider Score} - \text{Penalties})}{(20 \times \text{number of obstacles in round})} \times 100 = \text{Round Score}$$

or to simplify,

$$\frac{\text{Corrected Total}}{\text{Total Possible Points}} \times 100 = \text{Round Score}$$

Example

Competitor/mount pair earned a corrected total of 106.5 in a round with 8 obstacles.

Corrected Total = 106.5

Total Possible Points = 20 X 8 = 160

Corrected Total / Total Possible Points = 106.5/160 = .6656

Round Score = 66.56% or 66.56

Article 54—Penalties and Eliminations for Classic Trail, Ranch Trail and In the Open Rounds

In each Classic Trail, Ranch Trail, and In the Open round, competitors may be assigned penalty points based on errors during the round or be eliminated. The table on page 23 outlines the possible infractions.

Article 55—Speed Round

1. In this optional speed round, competitors are scored using positive points earned for successfully completing as many obstacles on course as they are able within the specified time limit. The competitor determines the order of obstacles in the most efficient fashion possible considering their mount's strengths. After attempting each obstacle at least one time, competitors may proceed to the bonus portion of the round where they can repeat additional obstacles up to four times. Competitors do not need to attempt obstacles equally during the bonus portion. Once the time limit is reached, a whistle will blow three times to signal the competitor that their time is up. Only successfully completed obstacles count toward the competitor's final score.

2. Each obstacle successfully negotiated receives 10 points for the first successful negotiation. After all obstacles have been attempted, competitors may earn 6 points for the second successful negotiation, 3 points for the third successful negotiation and 1 point for the fourth successful negotiation. Full details about scoring Speed Rounds are included in Article 56 and the Table of Penalties in Article 57.

3. The round must be performed in an enclosed arena and is typically judged by a single judge. Additional judges may be necessary based on the course.

4. The Speed Round time limit must be adjusted for each competition level.

5. A Speed Round may use the same obstacle layout previously used in a Classic or Ranch round, however the obstacles may be attempted in any order the competitor chooses.

6. Course direction:

    A. Competitors may cross the start line from any direction.

    B. Some obstacles must be attempted from one direction. In this case, a red flag will be on the right of the obstacle and a white flag will be on the left.

    C. Some obstacles may be attempted from either direction. In this case, there will be no directional flags specifying the right/left of the obstacle.

7. Negotiating the Obstacles:

    A. Competitors may go from obstacle to obstacle at any gait permitted by the competition level.

    B. Some obstacles must be attempted at a certain gait or slower. The allowed gait for each obstacle may be designated by a sign attached to all approaches to the obstacle (Article 46).

    C. Safety of the mount and competitor must be considered when designing the course and determining the allowed gaits for each obstacle.

    D. Suggested gaits for each obstacle are found in Appendix VIII.

Article 56—Speed Round Scoring

1. Optional Speed Rounds will have a specified time limit, which is calculated by multiplying .75 by the time allowed for the course. This reflects the time of an efficient mount and competitor to complete the course.

2. The mount/competitor pair will receive either 10 points for each obstacle negotiated as described (task achieved) or zero points for failing to achieve the obstacle task as described. No points are given for equitation, style, or partial completion of obstacles. Once all obstacles have been attempted, competitor may repeat any obstacle(s) chosen in any order. Scoring for additional attempts at obstacles is as follows:

    A. Second successful attempt at obstacle: 6 points

    B. Third successful attempt at obstacle: 3 points

    C. Fourth successful attempt at an obstacle: 1 point

    D. No points for additional attempts

3. Each obstacle of the course must be attempted at least once (skipping an obstacle, i.e., repeating an obstacle before all obstacles are attempted at least once, will constitute off course) before repeating any obstacle for additional points.

4. When the time limit is reached, the competitor and mount must leave the course. Any obstacle in progress but not completed when time expires receives a zero score.

5. In the case of a tie, a clear round (no penalties) will prevail. In the case of identical clear round scores, the tie shall stand.

6. A competitor and mount score (total minus penalties) for each Speed round shall be calculated as follows:

    To calculate a round score, the positive points for the round are totaled. Penalties are then subtracted from the total to give the corrected total. The corrected total is then divided by the

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Table of Penalties and Elimination for Classic Trail and In the Open Rounds

Possible infractions resulting in a 0-SCORE on an individual obstacle:
- Performing the obstacle outside the specified order (off course)
- No attempt to perform an obstacle
- Failure to address obstacle within specified obstacle time
- Failure to enter, exit, or work obstacle from correct side or direction
- Failure to navigate correct line within or between obstacles
- Failure to work an obstacle in the specified/posted manner
- Leaving the vicinity of an obstacle in the process of attempting it (leaving the obstacle area but still inside the course boundary)
- Third refusal at obstacle
- Baiting a mount (In-Hand)

Possible infraction resulting in a ½ point deduction from the individual obstacle score (per infraction):
- For each tick or light knock of log, pole, cone, or obstacle by mount or handler

Possible infractions resulting in a 1-point deduction from the individual obstacle score (per infraction):
- Each major hit of or stepping on a log, pole, cone, or obstacle by mount or handler
  - Both front or hind feet in a single-stride slot or space
  - Skipping over or failing to step into required space
- Split pole in lope-over (pole between two front or two hind feet at lope/canter)
- Incorrect lead (when lope/canter lead is specified)
- Break of gait when a gait is specified (Including to correct a lead)
- Wrapping leadrope or rein around hand or horn
- Moving between obstacles at a non-allowed gait for the course.

Possible infractions resulting in a 2-point deduction from the individual obstacle score (per infraction):
- First refusal, balk (notable hesitation), or attempt to evade an obstacle by shying or backing more than 2 strides away
- Letting go of gate or dropping rope gate
- Blatant disobedience (kicking out, bucking, rearing, striking)
- Second refusal, balk, or attempt to evade an obstacle by shying or backing more than 2 strides away
- Severely disturbing an obstacle
- Negotiating an obstacle at a prohibited gait for that obstacle
- Handler touching the horse with either hand in In-Hand unless instructed by the judge, course designer, or performing a side pass.

Possible infractions resulting in an Elimination score for the round:
- Fall of mount or rider
- Starting before judge's audible signal to proceed
- Failure to enter the ring within one minute of being called
- Addressing any obstacle before crossing start line, unless said obstacle is designated as a practice obstacle
- Addressing any obstacle after crossing the finish line, whether forming part of the course or not
- Competitor and/or mount leaving the course boundary before finishing the course (penalized at any time the mount is in the ring)
- Failure to cross the finish line before leaving the arena
- Unauthorized assistance
- Riding another competitor's entered mount
- Dangerous or reckless riding

total points possible and multiplied by 100 to determine the percentage score. Please see the formula as follows.

Corrected Total = ((# obstacles successfully completed once x 10) + (# obstacles successfully completed twice x 6) + (# obstacles successfully completed three times x 3) + (# obstacles successfully completed four times x 1)) – Penalty Points

Total Possible Points = (20 x # of obstacles in round)

Round Score = (Corrected Total / Total Possible Points) X 100

7. The number of obstacles in the round is the number of different obstacles on the Speed course (the same for every competitor), not the number completed by the competitor within the Speed Round time limit.

Examples:

- There are nine obstacles on the course. The competitor successfully completes all nine within the time limit, and proceeds to successfully navigate them all again plus one additional obstacle before time is called with no penalties. Corrected Total Score would be (9 x 10) + (9 x 6) + (1 x 3) = 147. The Round Score will be 147/ (20 x 9) = 81.66% or 81.66.

- There are 10 obstacles on the course. The competitor attempts all 10, succeeding on eight. Still having time, the competitor proceeds to achieve five more of the obstacles a second time before time runs out with one penalty for ticking a cone. Corrected Total Score would be ((8 x 10) + (5 x 6)) - 2 = 108. The Round Score will be 108 / (20 x 10) = 54.00% or 54.00.

Article 57—Penalties and Eliminations for Speed Rounds

The below table will apply for Speed rounds.

Article 58—Time

Each round has a specified time allowed which is calculated by taking the distances between obstacles, multiplying them by the appropriate gait factors, and then adding the obstacle times. Individual obstacle times can be taken into consideration by the judge who, after a competitor exceeds the obstacle time, may signal to the competitor to proceed on to the next obstacle on the course without receiving a score on the attempted obstacle. Competitors are not penalized for exceeding the round time allowed or obstacle reference time, but the judge, at their discretion, may end a competitor's round if they have exceeded the round time allowed. Competitor time is documented as a tie-breaker and in determining Championships eligibility.

1. Time is taken from the instant the mount's chest reaches the start line until it reaches the finish line. The competitor is considered to have started the course when the chest of the mount crosses the "start line" (between the markers), in the proper direction.

2. The time of a round is not interrupted except as laid down in this article. The clock is not stopped for going off course, disobediences, or adjusting equipment.

3. If, as the result of a disobedience, a competitor displaces or knocks down any obstacle (with the exception of raised poles), a signal is given and time is stopped until the obstacle has been rebuilt. When the obstacle has been rebuilt, a signal is given to indicate that the course is ready and that the competitor may continue the round. Time is restarted at the moment when the mount re-approaches the obstacle where the disobedience occurred.

4. A signal may be given and time stopped due to an unforeseen circumstance hindering competitor progress or

Table of Penalties and Eliminations for Speed Rounds

Possible infractions resulting in a 2-point deduction from the individual obstacle score (per infraction):
• Per disobedience at an obstacle, 1 deduction (2 refusals at an obstacle earns a zero score for the obstacle, see Article 56)
• Per disobedience between obstacles
• For each tick, touch, rub, or light knock of log, pole, cone, or obstacle

Possible infractions resulting in a 5-point deduction from the individual obstacle score (per infraction):
• Knocking over or seriously disturbing an obstacle

Possible infractions resulting in an Elimination score for the round:
• Fall to the ground by mount or competitor
• Starting before judge's audible signal to proceed
• Failure to enter the ring within one minute of being called
• Competitor and/or mount leaving the course boundary before the time limit is reached
• Unauthorized assistance
• Riding another competitor's entered mount
• Dangerous riding

while an obstacle is being rebuilt due to it being knocked down or displaced for a reason other than negotiating or attempting the obstacle.

5. Disobediences are not penalized during interrupted time.

6. All rules governing elimination remain in force during interrupted time.

Article 59—Obstacle Reference Time

1. For Classic, Ranch, and In the Open Courses, each obstacle will have a defined reference time. Suggested reference times for obstacles are included in the Rally Organizer's Guide. Final obstacle reference times are determined by the course designer.

2. When a competitor has exceeded the reference time on an obstacle, they may be asked to move on to next obstacle, or the discretion of the judge.

Article 60—Round Time Allowed

1. Classic/Ranch/In the Open Round time allowed is calculated by measuring the course's length, taking into account the allowed gaits in the competition level, and then adding the obstacle reference time for each obstacle. Suggested obstacle reference times are included in the Rally Organizer's Guide.

2. The speed round time limit is calculated by multiplying 0.75 by the time allowed and adding it to the time allowed for that round.
(Time Allowed x 0.75) + Time Allowed = Time Limit

3. Time allowed must be announced and posted prior to the start of each round for each level.

4. The time allowed may be adjusted at the discretion of the judge if they feel it is inaccurate, but only after consultation with the course designer and/or the TD/steward. The time allowed may only be adjusted after the first competitor completes the round without a disobedience and not later than following the third competitor to complete the course without a disobedience. Time allowed may not be adjusted thereafter. Once a competitor has completed a course without a refusal and within the original time allowed, the time allowed may not be lowered to such an extent so that competitor exceeds the new time allowed.

5. After the first competitor has completed their round, the time allowed and the competitor's time should be announced. In cases where an electronic display clock is not available, or visible to the riders in the in-gate area, the round times for the first three competitors should be announced.

Article 61—Recording Time

1. The time shall be recorded in seconds.

2. Automatic timing equipment is recommended for all competitions, with time also taken by a backup stopwatch. The officiating judge should run the automatic timer and an additional stopwatch for timing the start from the signal, holds, etc. When automatic timing equipment fails in use, the time of the stopwatch will be used.

3. If an automatic timing system is not available, time may be taken by using two stopwatches. One watch will be primary and the other will be back-up, or both may be primary with time averaged between the watches.

Article 62—Disobediences

1. Evasion or Refusal of an Obstacle

   A. Refusal: Any action taken by the mount to avoid performing an obstacle, part of a combination obstacle, or any portion of a course. These actions may include, but are not limited to the following:

      • Balking: Any action that results in a mount blatantly and continuously refusing a competitor's command.

      • Evading or running past an obstacle.

      • Each complete loss of the gait.

      • Any blatant action by the mount that demonstrates any unwillingness to approach, negotiate, and/or complete an obstacle.

   B. Evading or passing the obstacle or the finish line or attempting an obstacle outside its limiting markers is penalized as a disobedience. The competitor must attempt the obstacle again or be signaled by the judge to move on to the next obstacle or finish line.

   C. A competitor should encourage their mount to attempt each obstacle, however if the mount refuses to attempt it, the judge may signal the competitor (two whistles or other audible signal) to move on to the next obstacle or finish line once at least three attempts have been made (three refusals result in zero obstacle score, see Article 54 and 57) or the obstacle reference time has been exceeded.

2. Off Course

   A. A competitor is considered off course when they deviate from the course as shown by the diagram and attempt an obstacle prior to rectifying the deviation. This could include:

      • Taking an obstacle in the wrong direction.

      • Negotiating an obstacle from the wrong side.

      • Skipping an obstacle unless directed by the judge.

      • Negotiating obstacles in the wrong sequence.

      • Not following the correct line of travel (i.e. The drawn pattern and judge's instructions).

   B. Anyone who draws the attention of a competitor to a deviation from the course is giving unauthorized assistance. In this case, the competitor may be eliminated at the discretion of the judge. Any such person giving

unauthorized assistance shall be immediately informed of the rule on unauthorized assistance by the TD/steward or the judge and be asked to leave the area.

3. Fall of Mount or Competitor

   A. A competitor is considered to have fallen when they are voluntarily or involuntarily separated from their mount (which has not fallen) in such a way that they have to remount or vault into the saddle.

   B. A mount is considered to have fallen when the shoulder and haunch on the same side have touched the ground or the obstacle and the ground.

   C. A fall of a mount and/or a competitor is penalized by elimination.

SECTION IV: Scoring

Article 63—Points and Penalties

In Classic Trail, Ranch Trail, and In the Open rounds both the rider and mount are scored based on Article 53 and 54. Speed Rounds are scored based on Article 55 and 56.

Article 64—Inquiries, Protests, and Appeals

- Only competitors have the right to dispute scores and only competitors can participate in the process. Any non-competitor involvement in the process is considered un-authorized assistance.
- Competitors may only inquire about their team/individual scores.
- Inquiries are encouraged if there are any scores with which the team does not agree or understand, or if they feel a mistake has occurred. Any disputes regarding scores are to be made following the procedures as stated in the governing documents.
- All inquiries, protests, and appeals must be made in a polite and courteous manner. Abuse of these procedures or rude behavior may be penalized up to and including elimination and/or disqualification.
- The process will include verbal inquiry, written inquiry, written protest, and written appeal and use Appendix I.

Horse Management

Horse Management Verbal Inquiry

Verbal inquiries may be initiated if the team captain/individual competitor does not agree or understand, or if they feel a mistake has been made. Horse Management verbal inquiries are made to the CHMJ following the posting of scores.

Inquiries must be:

Initiated within 30 minutes from the time the score sheet(s) are posted by the CHMJ, and made in person by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

If the team captain is riding when scores are posted and will not be available within the allowed thirty-minute period, another team member may notify the CHMJ that an inquiry is likely.

At the end of the required 30 minute inquiry period, the CHMJ must:

- Make any necessary adjustments/changes to scores based on the outcome of any inquiries that may have been made and are settled. (Only the CHMJ may adjust points as a result of inquiries.)
- Transcribe any changes in scores to the HM master score sheet and turn in master score sheet to the rally scorer.
- No further inquiries will be permitted, except for transcription errors. Transcription errors are a discrepancy between actual scores shown on Horse Management sheets and scores posted by the scorer.

Horse Management Written Inquiry

Written inquiries may be initiated if the team captain/individual competitor disagrees with the CHMJ's decision on a verbal inquiry. Written inquiries are made to the TD/steward via the rally office.

Written Inquiries must be:

- Made in writing, using the official Horse Management Written Inquiry Form.
- Signed by the team captain/individual competitor.
- Contain the references to the rules covering the reason for the inquiry.
- Delivered within 30 minutes of the CHMJ decision on the verbal inquiry to the rally office.

Mounted Competition

Mounted Competition Scoring Written Inquiry

Written inquiries may be initiated if the team captain/individual competitor does not understand, or if they feel a mistake has been made. Mounted competition written inquiries are made to the TD/steward following the posting of scores.

Inquiries must be:

Initiated within 30 minutes from the time the score sheet(s) are posted and made in person by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

If the team captain is riding when scores are posted and will not be available within the allowed thirty-minute period, another team member may notify the rally office that an inquiry is likely.

Written Protest to the Discipline Ground Jury

If a team does not agree with the TD/steward's decision on a written inquiry, they may advance a written protest (utilizing the existing written inquiry form) to the discipline ground jury.

The decision must be made while the team is sequestered and within 10 minutes after the TD/steward's announcement of the decision to the team.

Written Protests must be:

- Initiated by:
  - The team captain, if competitor is on a team. The competitor involved may go with the team captain.
  - The competitor involved (if competing as an individual).
- Made within 10 minutes of the TD/steward's announcement of the decision to the team.

Frivolous Protest

During a rally, each team is allowed one "free" protest to the TD/steward. After the first, the TD/steward may present to the discipline ground jury any protest presented in which the

decision of the judge was upheld and which the TD/steward deems frivolous and not in the spirit of good sportsmanship. Any protest deemed frivolous may be assessed 5 points by the discipline ground jury.

If any score change results, the chief scorekeeper must be notified by the official making the decision and changes recorded scores.

The discipline ground jury will meet, review the Written Inquiry/Protest Form, make a decision, document the decision on the original Written Inquiry/Protest Form, and report its decision.

THE DECISION OF THE DISCIPLINE GROUND JURY IS FINAL AT LOCAL AND REGIONAL RALLIES.

Written Appeal to the Championships Overall Ground Jury

If a team does not agree with the discipline ground jury's decision on a written protest, they may advance an appeal (utilizing the existing Written Inquiry Form) to the Championships overall ground jury.

The team's decision to appeal must be made while the team is sequestered and within 10 minutes after the announcement of the discipline ground jury's decision to the team.

Appeals must be initiated by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.

- The competitor involved (if competing as an individual).

THE DECISION OF THE CHAMPIONSHIPS OVERALL GROUND JURY IS FINAL.

Article 65—Scoring of Excused

Mounts excused after the beginning of competition will receive elimination scores for all of the following rounds, unless they are later judged to be sound and allowed to compete again.

Article 66—Scoring of Elimination

To determine the elimination score for all competitors eliminated in a round, the scorekeeper determines the worst score earned in that division in that round and deducts an additional 20 points. Each round will likely have a different elimination score. When determining the worst score in a round, the term division indicates all competitors competing for the same set of ribbons (which may include multiple competition levels) and does not equate to the competition level designation.

Article 67—Scoring of Disqualification

1. The discipline ground jury may disqualify a competitor and/or a team from competition, for the reasons stated in Article 21 and as listed below. Decisions of the discipline ground jury are final.

   Additional causes for disqualification in Trail are:

   A. Exercising mounts in the competition arena at any time, except as allowed by the organizer

   B. Willfully attempting any obstacle of a competition in which the competitor is going to compete except as allowed by the organizer

   C. Refusing to leave the arena at the end of a round or following elimination

   D. Schooling obstacles other than those provided by the organizer

2. Competitors (or teams) who are disqualified from competition shall have all their scores from the competition stricken. If the disqualification of a competitor causes an already short team, to become a shortened team, then shortened team ghost scoring will apply. If a stable manager is disqualified, all the team's Horse Management accumulated points will be split evenly among the remaining team members.

3. If the discipline ground jury assesses a Yellow Card with penalties to a competitor for a disqualifiable offense, the maximum number of penalties that can be assessed for a single round is 50 and the maximum number of penalties possible for the entire competition is found by multiplying 50 by the number of rounds. Yellow Card penalties are scored in the "Other" column of the score sheet and are subtracted from the positive score.

Disqualified competitors and their mounts may not take further part in the rally, and may be asked to leave the grounds. A disqualified competitor/team may not receive an award.

Article 68—Team Scoring

Based on the number of mounted competitors, teams may or may not have a drop score. Four rider teams will drop the worst (lowest) score for each round of the mounted competition. Three rider teams will keep all three scores from each round. If Horse Management ghost scores are needed, those will be calculated per the current Horse Management Handbook.

The final score is calculated using the below formula.

Overall Score = Riding/In-Hand Score + HM Bonus Score

1. Riding/In-Hand Score = Sum of round scores as calculated per Articles 50 and 53.

2. Horse Management bonus score varies according to the number of rounds

   - For a four-round rally, HM Bonus Score = 300—(Total HM Penalties X 3)

   - For a three-round rally, HM Bonus Score = 225—(Total HM Penalties X 2.25)

   - For a two-round rally, HM Bonus Score = 150—(Total HM Penalties X 1.5)

   *Additional information for calculating the Horse Management Score: The number of rounds only includes the rounds utilized for overall team scoring.

SECTION IV: Scoring

3. In extraordinary circumstances when a short team (three rider team) becomes a shortened team (two rider and one stable manager), prior to the start of competition, the following team scoring will take effect.

   A. In the event of the competitor being removed completely from the team, ghost Horse Management scores will be determined per the Horse Management Handbook. Ghost riding scores will be determined by averaging the riding/in-hand scores of the two remaining competitors.

   B. In the event of the competitor no longer being able to participate in the riding/in-hand portion of the competition, they shall continue to earn Horse Management scores, and ghost riding/in-hand scores will be determined by averaging the riding/in-hand scores of the two remaining competitors.

Note: The above scoring is not to be used in a four person team's loss of a rider or mount. It is only to be used with a three person team's loss of a rider or mount rather than losing a team completely from the rally.

Article 69—Individual Scoring

While rallies are normally scored only as teams, there are some instances when the tabulation of individual scores is necessary. To determine an individual's score:

1. The scores earned from each competitor's rides/in-hand rounds will be added together.

2. The individual Horse Management Bonus Score, will be calculated using the above formulas and added to the competitor's round score totals.

3. The winning individual is that individual who has the highest total score after all scores have been added.

Breaking A Tie

1. For Classic/Ranch or In the Open rounds, scores include both mount and competitor scores. The competitor with the highest competitor score in any single round will be placed above other competitors with the same overall score. If there is no highest competitor score (highest competitor score is tied), then highest total competitor scores for all rounds will prevail.

2. If both competitor scores are equal, the fastest average course time for all Classic/Ranch or in the Open rounds is used to break the tie. In the event a tie remains, the scores of pre-designated obstacle(s) will be utilized.

3. If a tie still remains, and Speed rounds were included in scoring, a clear round (no zeroes or penalties) will prevail. If there were no Speed rounds, or if both have clear Speed rounds, ties will stand.

Article 70—Posting of Scores

Depending on the length of the rally, scores may be posted multiple times during the rally or just once. Any time scores are posted there is a 30-minute inquiry period where competitors can inquire regarding the scores (Article 68). After the final inquiry period, the only changes that can occur are if a transcription error has occurred. Following the final inquiry period, final scores for all competitors must be posted for review by competitors, parents, coaches, etc.

Any time scores are posted during the competition, there will be an announcement of official score posting and time.

Article 71—Placing of Teams

The winning team is that with the best (highest) final score after riding scores and the Horse Management bonus score are added together.

Breaking a Tie:

1. The team with the highest total combined competitor scores from all Classic, Ranch, and In the Open rounds will be placed above teams with the same overall score. (Lowest score from each round is dropped if it is a 4-person team).

2. If combined total competitor scores are equal, then the average of all the fastest 3 course times for each Classic, Ranch, or In the Open round will prevail (dropping the slowest score of each round if a 4-person team).

Awards:

Overall team and Horse Management awards are usually presented at mounted rallies. Other awards may also be given and all awards must be published in the prize list.

Note: A disqualified mount/competitor combination may not be placed or receive an award.

SECTION V: Officiation

Overview

The use of appropriately licensed (USEF, etc.) officials is always preferable. In regards to standard rallies, appropriately licensed officials may be required. However, realizing that not every area has Pony Club-oriented licensed officials easily available, rally organizers are asked to utilize suitably experienced persons to fill official positions. Organizers needing help are encouraged to reach out to the Competitions committee (refer to www.ponyclub.org/about/contact/committees-activities to find contact information for the USPC committee members). These resource people, available by e-mail, can help with courses, officials, or other questions.

Article 72—Rally Organizer

The rally organizer serves as the manager of the competition. They must be on the grounds during competition and available to rally officials in the event a problem arises concerning the facility or equipment. Rally organizers do not participate in the officiation, unless required due to extenuating circumstances. They must engage individuals necessary to fill all official capacities at the competition. Full details and job descriptions for rally organizers are available in the Rally Organizer's Guide.

Article 73— Technical Delegate (TD)/Steward

The TD/steward oversees the technical and administrative arrangements for a competition. They are responsible for knowing and enforcing the rules of the competition. The TD/steward is the person to whom an inquiry is presented by the team captain in the event of a question regarding mathematical errors or scoring irregularities. If the initial inquiry to the steward fails to resolve the question at hand, the discipline ground jury then makes a final decision. The TD/steward may not be a member of the discipline ground jury.

1. The organizer shall appoint a knowledgeable person to serve as TD/steward. TD/steward should be licensed by USEF or of a comparable association. If a licensed TD/steward is not available, a knowledgeable Trail competition judge or other knowledgeable person may be used.

   A. The TD/steward shall act with complete impartiality and report to the organizer and USPC, protecting the interests of competitors, judges, officials, and the competition organizers. The TD/steward shall have no connection with the management or judging of a competition.

   B. No TD/steward may officiate at any competition in which a member of their family, any owned mounts, or any of their students are competing.

   C. No competition shall be organized and held without the presence of a TD/steward.

2. The duties, powers, and responsibilities of the TD/steward are defined as follows:

   A. Ensuring the competition is organized and managed in strict compliance with the USPC Trail Rulebook.

B. Inspecting competition areas, warm-up areas, courses, and obstacles prior to the competition with the course designer and/or judges.

C. Supervising the horse inspection jog(s).

D. Once the competition begins, the TD/steward is responsible for accounting for the presence of all competitors and mounts on rally grounds. Any withdrawals of mounts or competitors must be reported to the TD/steward as soon as possible.

E. Supervising the technical conduct of the competition.

F. Reporting any infraction or violation of the competition rules and regulations to the organizer by any competitor, coach, manager, competition official, staff member, or any other person present on the competition grounds, and seeing that immediate action is taken.

3. The TD/steward shall have no duties other than those specified above and included in this rulebook.

Article 74—Discipline Ground Jury

The discipline ground jury is the group that adjudicates the rally. The discipline ground jury makes proper inquiries into both sides of cases in all protests concerning decisions made by the TD/steward and other officials during a rally.

The discipline ground jury shall be composed of the chief judge, the CHMJ, and one other Pony Club knowledgeable person as appointed by the rally organizer. The following persons are ineligible to serve on the discipline ground jury:

1. Any competitor, manager, chaperone, coach, or owner of a mount entered in the competition

2. Any close relative of a person named in item 1. above

3. Any instructor or trainer of any competitor or mount entered in the competition

4. The organizer or any member of the organizing committee

5. Any other horse management judge from that competition

6. The TD/steward

Duties of the Discipline Ground Jury:

1. The discipline ground jury is ultimately responsible for the judging of the rally and for settling all problems that may arise during its jurisdiction. Together with the TD/steward and organizing committee, the discipline ground jury shall ensure that all arrangements for the rally, including that all competition areas are appropriate. If, after consultation with the TD/steward, the discipline ground jury is not satisfied with the arrangements or areas, it has the authority to modify them.

2. The discipline ground jury will be responsible for determining objections against decisions by technical personnel, including judges and time-keepers, and may substitute their judgement for that of any judge or official, whether or not in favor of the competitor.

SECTION V: Officiation

3. The discipline ground jury oversees all phases of a rally and determines whether competitors may continue in the next phase, after elimination or excusal.

4. The members of the discipline ground jury are obliged to be on the grounds from the official rally opening until awards have been made.

5. Any member of the discipline ground jury has the duty and authority at any time during the rally to disqualify any competitor who is unfit to continue because of physical exhaustion or impairment, abusive, or dangerous behavior. There is no appeal against such a decision.

Article 75—President of the Discipline Ground Jury

The chief obstacle judge shall be president of the ground jury.

Article 76—Championships Overall Ground Jury

At Championships (when multiple disciplines are competing at the same time and on the same facility), there will be Championships overall ground jury composed of three to five persons to include: the Vice President of Activities, the Championships Horse Management Organizer, and one or more knowledgeable horse persons designated by the organizer, one of whom will be designated president.

The purpose and duties of the Championships overall ground jury include:

• Determine dress requirements for turnout inspections and competition; and responsibility for waiving of dress requirements when the heat/humidity index so indicates

• Decide issues that affect all disciplines at the Championships, so as to promote uniformity among the competitions

• Handle instances regarding the uniform application of disciplinary action for poor sportsmanship, cruelty, or misbehavior by a competitor

• Make a proper inquiry into both sides of the cases in all appeals concerning decisions made by the discipline ground jury, or referred to the Championships overall ground jury by the discipline ground jury

The decision of the Championships overall ground jury is final.

The following may not serve on the overall ground jury at a Championships:

• Anyone serving as a TD/steward

• Anyone serving on a discipline ground jury

• Anyone serving as a CHMJ for the competition

• Anyone serving as a judge for the competition

Article 77—Horse Management Judges

• All rallies must include judging of Horse Management. Horse Management shall be judged in accordance with current USPC Horse Management Handbook. At all events, Horse Management judges will judge safety standards throughout the day.

• The Horse Management judges shall be responsible for conducting stable, turnout, and turnback inspections.

• Horse Management judges shall be responsible for safety checks. The safety checks will be performed in assigned areas, as close to warm up and competition areas as feasible.

Article 78—Chief Horse Management Judge (CHMJ)

One member of the rally Horse Management staff will be designated as the CHMJ. If the rally is a standard rally, the CHMJ must be selected from the current CHMJ list on the USPC website.

Article 79—Course Designer

1. The organizer shall appoint a qualified course designer (CD), and provide the course designer with a list of available obstacles to select from along with riding area measurements. If planning an In the Open round, the terrain and trail length must also be provided.

2. The CD will create a physical course map for each level and round of competition that can be communicated to competitors and their coaches.

3. The CD should supervise the layout of the course from the plan provided.

4. The CD is responsible for course layouts and measurements, which comply in all respects to the rules and regulations governing the courses, and obstacles permitted for the various types of competition as listed in this rulebook.

5. The CD shall have a clear understanding of the intents and purposes of USPC Trail competitions, be thoroughly knowledgeable of the USPC Trail Rulebook and ideally be experienced in the design and layout of trail courses. Whenever possible, the CD shall have Pony Club members not competing in the competition as assistants to provide an educational opportunity.

6. The CD shall do an official course walk with all competitors.

Article 80—Obstacle Judges

The rally organizer shall appoint the obstacle judges. All obstacle judges must be knowledgeable in the USPC Trail Rulebook and shall be given a copy of these rules. It is to be carefully noted that while these rules closely follow USEF rules, there are variances.

• A judge shall not officiate at any event in which any member of their family, any owned mount, or any of their students compete.

• Organizers are encouraged to give Pony Club members over 18 years of age the opportunity to assist and observe the qualified judges.

Article 81—Warm-Up Steward

1. There shall be a warm-up steward for each schooling area. This is typically a volunteer position.

SECTION V: Officiation

2. The warm-up arena is under the full jurisdiction and control of the discipline. The location of and the size of the warm-up arenas will dictate the number of volunteer stewards needed. Warm-up stewards need to be familiar with the discipline rules and report any unsafe riding, unsportsmanlike behavior, unauthorized assistance, or coaching issues to the discipline ground jury of the discipline. Competitors will have received safety checks from Horse Management prior to arriving in the warm-up area and will be allowed to make minor last-minute adjustments (tightening the girth or adjusting stirrup leathers) to their tack.

3. The schooling obstacles may be altered by either the coaches or by the warm-up steward.

4. The warm-up steward should have a working understanding of the obstacles within the USPC Trail Rulebook.

Article 82—Timekeepers

1. For each competition, two timekeepers must time all competitors, using either electric timing equipment with one backup stopwatch or two stopwatches. All timing devices must have a time-out feature.

2. One timekeeper may be designated as the chief. All timekeepers must be thoroughly knowledgeable of the USPC Trail Rulebook and the proper timing of competitors during a round. The chief timekeeper may also serve as a judge.

3. All timekeepers shall act with complete impartiality.

Article 83—Inspection Panel

An inspection panel made up of the president of the discipline ground jury, the CHMJ, and a veterinarian or other qualified mount person, will officiate over the horse inspections (jogging). The veterinarian's decision shall be final when a judge or the TD/steward requests an inspection or examination as to the serviceable soundness of a mount. In the absence of a veterinarian, the judges or the TD/steward shall have the right to excuse a mount from further participation on the grounds of unsoundness.

Article 84—Veterinarian

1. The veterinarian should be a part of the inspection panel for all mount inspections.

2. Regional competitions should have a qualified veterinarian present or on call for all phases of the competition.

3. The veterinarian shall assist the organizer in all matters pertaining to the health and welfare of the mounts at the competition.

4. The veterinarian, when required to be present at a competition, shall have the right to inspect and examine any mount at the competition. The judges or the TD/steward may request an inspection or an examination of any mount.

5. The veterinarian's decision shall be final when a judge or the TD/steward request an inspection or examination as to the serviceable soundness of a mount. In the absence of a veterinarian, the judges or the TD/steward shall have the right to excuse a mount from further participation on the grounds of unsoundness.

Article 85—Chief Scorekeeper

• The chief scorekeeper is responsible for prompt and accurate scorekeeping. The judges and timekeepers provide factual data for the chief scorer to use in the calculation of scores and place standings.

• Accurate, up-to-the-minute scorekeeping is very important to keep the competitors, officials, and spectators informed. Therefore, the judges and the chief scorekeeper shall work in close cooperation with the announcer.

• The chief scorekeeper shall appoint such assistants as they may require for the work. All scoring shall be conducted with complete impartiality.

Article 86—Required Medical Personnel

For mounted rallies—An EMT-Basic (paid or volunteer) is required onsite one hour prior to the first round of the rally and stay until rounds conclude for the day. The EMT or rally organizer must be aware of the closest ambulance and hospital locations.

The EMT must:
• Have CPR certification and license to perform basic assessment and non-invasive treatment.
• Not have any other duties at the mounted rally.
• Have a reliable means of communicating with the local EMS and knowledge of the nearest hospital.
• Have direct communication with all riding areas, especially those out of view.
• Coordinate with the rally organizer on how to handle injured parties.

Additional Information:
• An EMT who is Intermediate or Paramedic level, both meets and exceeds the minimum requirement.
• Facility requirements may exceed the minimum USPC EMT requirement.
• Rallies run as recognized events may exceed the minimum USPC EMT requirement.
• An on-site ambulance is highly recommended, but not required.

SECTION VI: Appendices

Appendix I: Mounted Competition Scoring Inquiry/Protest/Appeal Form

Remember
- Only competitors have the right to dispute scores and can participate in this process.
- For Horse Management score questions, a verbal inquiry must have been made to the CHMJ before this form can be used.
- After submission to the TD/Steward, no additional information can be added by the team.

Date: _____ Discipline: _____ Division: _____ Team #s: _____

Team Captain Name and Phone Number: _____

Team Member # for Protest: _____ Team Member Certification: _____

State infraction and provide points assessed:

Statement of Protest:

References (Name reference and page number):

Signature of Team Captain/Competitor: _____

SECTION VI: Appendices

Appendix I: Mounted Competitions Inquiry/Protest/Appeal Form
Written Inquiry/Protest/Appeal Review
For Official Use Only

Written Inquiry Disposition: Date/time:_____

Approved:_____ Denied:_____ Points awarded if any:_____

Technical Delegate:_____

CHMJ (if HM related) _____

Team Captain:_____

Requesting Advance to Protest Yes:_____ No:_____

Protest Disposition: Date/time:_____
Approved:_____ Denied:_____ Points awarded if any:_____ Penalty, if any:_____

Discipline Ground Jury:_____

Team Captain:_____

Requesting Advance to Appeal (Championships ONLY) Yes:_____ No:_____

Appeal Disposition: Date/time:_____

Approved:_____ Denied:_____ Points awarded if any:_____ Penalty, if any:_____

Discipline Ground Jury/Appeal Committee (Championships ONLY):_____

Team Captain:_____

Received by Scorer: (to indicate receipt and adjustment of a change)

_____

Appendix II: Heat Illness and Heat Index Chart

HEAT ILLNESS	Symptoms	What to do
Heat Stroke	• Confusion • Fainting • Seizures • Excessive sweating or red, hot, dry skin • Very high body temperature	• Contact Medical Personnel, EMT, or Call 911 *While waiting for help:* • Place person in shady, cool area • Loosen clothing, or remove outer clothing • Fan air, place ice packs in armpits, apply cool compresses • Provide fluids (water)
Heat Exhaustion	• Cool, moist skin • Heavy sweating • Headache • Nausea or vomiting • Dizziness • Light Headaches • Weakness • Thirst • Irritability • Fast Heart Beat	• Place person in shady, cool area • Provide fluids (water) • Cool person with cold compresses, ice packs, fans
Heat Cramps	• Muscle Spasms	• Rest in cool, shaded area • Drink water • Wait a few hours before returning to play

This chart is based upon shady, light wind conditions.
Exposure to direct sunlight can increase the Heat Index by up to 15°F.

SECTION VI: Appendices

Appendix III: Chaperone and Emergency Contact Information

Team Chaperones vs. Emergency Contacts

When competitors under the age of majority (minors) participate in a rally, there will be a designated "Official Team Chaperone." In the situation of scramble teams, the official team chaperone will be appointed by the rally officials and will be so noted in the rally program. The team chaperone serves as the team contact during the rally and a responsible guiding presence to prepare the team for success. Competitors who are above the age of majority (adults) participating in a rally will not have a designated chaperone but must submit the name and contact information for their emergency contact.

Team Chaperones

Time Commitment

The official team chaperone is responsible for team members during the hours of competition and on competition grounds only (from arrival on grounds until departing rally ground at beginning and end of each day of competition).

Transportation, Driving, and Lodging

- Decisions to allow a competitor that is a minor to drive or not, who they can or cannot ride with, who they can or cannot have in a vehicle that they are driving, where they stay at night and with whom they stay, and who is to be responsible for a competitor are all decisions that must be made by the parent/legal guardian. These decisions are not a decision of USPC, their region, club/center, or the rally organizer. Specific arrangements must be made by and between the parent/legal guardian and the adult assuming any of these responsibilities in the absence of the parent/guardian.

Preparing Your Team for Success

- Initiate contact with all team members prior to leaving for the competition and gather cell phone numbers as appropriate. In cases of scramble team members, request contact information from the rally secretary. Share this information with team captain and/or stable manager.

- Encourage the team to have meetings prior to leaving for rally. Be sure all members of a scramble team are included in the decision-making process, either by email or phone contact, if a distance away.

- Discuss team equipment, review all rules that apply, and any decisions regarding snacks, drinks, plans for meals, etc. Determine how the team members plan to provide snacks and drinks (i.e., each team member contribute a sum of money to a pot or each member is assigned specific items to bring). If each is contributing money, it must be collected before the rally. Be sure to know who is bringing cooler(s), as to avoid a trip to the local store.

- Plan arrival time at the competition site and any details such as arrangements for ordering bedding, if needed, and who is assigned to do this (again collect money in advance if needed).

- On the first day of the rally, gather the team together before they separate for the night and make plans for the next day. Include a review of their competition schedule and how they can best work together to help each other prepare.

- Determine a regular meeting place and de-brief the team at the end of each day of competition. Take this opportunity to offer words of praise, acknowledge their accomplishments, and encourage the sense of teamwork and team building. Guide the team towards constructive criticism and steer them away from finger pointing. Have the team make plans for the next day concerning time they will arrive on the competition grounds, who will feed mounts the next morning, who will re-supply the tack room cooler with ice, drinks, and snacks (get requests for drinks/snacks) and make the plans for lunch. Be sure any plans for cooler and/or lunch delivery follow any requirements as stated in the competition entry and they understand the plan. Have the team leave with a plan for the next day in place before they go off for an evening of relaxation.

Emergency Contacts

Anyone listed as an emergency contact for a competitor should be reachable by phone for the duration of the competition. Emergency contacts do not need to be on the competition grounds, but ideally are also within driving distance of the competition in the case of an emergency.

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Appendix III: Chaperone Form

To be completed by the chaperone and turned in with the rally entry for USPC members below the age of majority.

The primary function of the "Official Team Chaperone" is to ensure that there is a contact person for every USPC member below the age of majority, on the grounds for the duration of the competition.

While multiple Chaperone Forms may be turned in for a single team, only one person will be designated the Official Team Chaperone. If the Official Team Chaperone must leave the grounds during the competition, they must delegate the team chaperone duties to another responsible adult, making it clear that they are to respond to rally officials and any team members in your absence.

Chaperone duties shall include:

1. Be present and available to rally officials and all team members for the duration of the competition.

2. Being in contact with parents/guardians for all team members during competition hours.

3. Being in contact with all team members and their parents/guardians outside of competition hours.

4. Have copy of and be familiar with the current discipline rulebook and the current Horse Management Handbook. Rulebooks available for download from www.ponyclub.org.

5. Be aware that USPC members are required to wear a current, up- to-date USPC medical card/bracelet on their arm at all USPC activities.

6. Be familiar with the effects of heat and humidity and the potential risk for heat related illness. Take an active role in helping to keep all team members well hydrated and take every opportunity to encourage water breaks.

7. Uphold USPC Substances and Weapons Policy which prohibits the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden. Refer to About/About the Organization/By-Laws, Policies and Resolutions on www.ponyclub.org for the full policy statement.

8. Remember that administration of medications is the sole responsibility of the parent/guardian.

I have read and understand the duties of a chaperone as listed above.

Chaperone for the following team or individual(s)

_____

_____

_____

Name of Chaperone:_____   Signature:_____

Cell Phone Number:_____   Date:_____

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Appendix III: Emergency Contact Form
for USPC Members Above the Age of Majority

The age of majority is the threshold of adulthood in law. As USPC members above the age of majority are adults in the eyes of the law and therefore responsible for themselves; USPC does not require a "chaperone" for these members at competitions. USPC does require that members above the age of majority submit Emergency Contact information for each competition. Age of majority varies per state. *Denotes required.*

USPC Member*:_____Current Age*:_____State of Residence*:_____

Competition Name*:_____ Competition Date*:_____

Emergency Contact Name*:_____

Emergency Contact Relationship to Competitor*:_____

Emergency Contact Home Phone Number*:_____

Emergency Contact Cell Phone Number*:_____

An additional Emergency Contact can be included, but is not required.

Secondary Emergency Contact Name:_____

Secondary Emergency Contact Relationship to Competitor:_____

Secondary Emergency Contact Home Phone Number:_____

Secondary Emergency Contact Cell Phone Number:_____

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Appendix IV: Junior/Senior Team Formation

PERMISSION FOR JUNIOR COMPETITORS TO PARTICIPATE IN A RALLY ON A TEAM WITH SENIOR COMPETITORS

When merging a member under the age of 18 on a team with member(s) 18 years of age or older, written permission should be obtained by the person configuring the team. This form can be used for written permission, but other methods (email, etc.) are also acceptable. Written permission should be maintained with the rally entry paperwork.

This agreement acknowledges that _____ and their parent(s)/legal guardian(s) agree to
(Name of Participant)
the participant's placement onto a rally team with:

_____   _____
(Name of Senior Participant)   *(Name of Senior Participant)*

_____   _____
(Name of Senior Participant)   *(Name of Senior Participant)*

at _____ rally.
(name of rally)

PARTICIPANT NAME (*Print*):_____   DATE OF BIRTH: _____

PARTICIPANT SIGNATURE: _____   DATE: _____

PARENT/GUARDIAN NAME (*Print*):_____

PARENT/GUARDIAN SIGNATURE: _____   DATE: _____

*PARENT/GUARDIAN NAME (*Print*):_____

*PARENT/GUARDIAN SIGNATURE: _____   DATE: _____

Note: Combining junior and senior teams into one division is not the same as combining junior and senior members onto one team. Junior competitors can always compete up a division as a senior to fill out a team. Senior competitors can never compete down to a junior division. Before combining junior and senior aged competitors on the same team, rally organizers must obtain the permission of the junior competitor and their parent(s)/legal guardian(s).

*Second parent/guardian signature if applicable.

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Appendix V: USPC Rally Organizer's Report

This form is also available electronically on the Reporting and Rule Changes page of the USPC website or click here.

Region *_____ Rally Start Date *_____Rally End Date * _____

Rally Discipline(s) *_____ Standard or Modified*_____

Rally locations (please include all if multiple) _____
_____
_____

Rally Organizer's Name *_____ Phone *_____

Rally Organizer's Email Address * _____

CHMJ Name*_____ Phone * _____

CHMJ Email Address *_____

TD/Steward's Name *_____ Phone *_____

TD/Steward's Email Address *_____

Total number of competitors * _____ Total number of divisions * _____

If rally was Modified, explain variances from the rulebook.

Did you have any issues with the rulebook? *

Were there any safety concerns? *

What additional information, if any, would have made the rally planning process easier?*

Do you have any additional comments or thoughts you would like to share?

Please attach the final prize lists and rally scoresheets for all divisions.

Please email to events@ponyclub.org or mail to

Activities Department • United States Pony Clubs • 4041 Iron Works Parkway • Lexington, KY 40511
859.254.7669 • Fax 859.223.4652 • www.ponyclub.org

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Appendix VI: Trail Coaching Guidelines Form
Each coach should have a copy and a signed copy submitted with entries. Photocopy as necessary.

Penalties for violating these coaching guidelines will be assessed by the discipline ground jury and/or overall ground jury under the rules governing unauthorized assistance. Any coach not adhering to the rules set forth below may be removed from their position for the duration of the phase and/or competition.

Coaches are recommended for Trail rallies and Championships. There may be one or more coaches per team; the organizer or ring steward may limit the number of coaches in a warm-up area at any given time.

Agreement
By signing this form, you:
- Agree to be familiar with and observe all USPC By-Laws, Policies, and competition rules.
- Agree to be governed by Horse Management guidelines as expected of competitors, including appropriate attire, footwear, and conduct.
- Agree to adhere to the USPC Policy 0710, Conflict of Interest and Code of Ethics, in all your actions and decision
- Agree to conduct yourself in a fair and courteous manner.

Coaches Must
- Check in as requested and attend any official coaches' briefings.
- Be familiar with, understand, and comply with the current USPC discipline and Horse Management rules.
- Be aware of the welfare of mount and rider.
- Wear identification as provided by the organizer/secretary during the competition times.
- Follow all discipline coach parameters outlined in the discipline rulebook.
- Assist competitors in learning and understanding all rules pertinent to the competition.
- Help any Pony Club competitor who asks for help or who is present without a coach.

Coaches Must Not
- Enter the barn except during authorized visiting times.
- Interfere with the immediate care of the mount under penalty of elimination of the competitor.
- Coach in a manner that interferes with the warm-up of other competitors.
- Be the organizer, member of the organizing committee, or any other official of the competition.
- Be a team chaperone.
- Be a RS at a regional competition.

Coaching Duties
- Warming-up competitors for competition in the designated warm-up areas only.
- In addition, a coach may lead a competitor's mount into the arena area.
- Coaches may observe but not participate in (unless requested), soundness checks or mount inspections.
- Meet with the team to discuss ride times, planning, and how to best utilize the coach within the team.

Communications between Coaches and Competitors
- Coaches may communicate with the competitors during the official briefing and any subsequent briefings as required by the organizer and in the warm-up area prior to and following the competitor's ride.
- Coaches may accompany competitors during their ride, arena inspection, course walks, or any other subsequent times competition areas are open for warm-up, during which they may give advice and coach.

Competitors who wish to Coach while Competing
Championships competitors who are 18 years of age as of January 1 of the competition year may coach other members recognizing that:
- No scheduling changes will be made to accommodate coaching/riding times.
- Care of mount and other competitor responsibilities take precedence over coaching.

All phase coaches must sign that they have read this sheet:

I _____*have read and agree to follow the USPC Trail Rulebook and above guidelines for coaching.*

Printed Name: _____   Signature:_____

Date: _____Cell Phone: _____Email:_____

Please list the competitors/teams you are coaching:

1._____ 3. _____

2. _____ 4. _____

3. _____ 6. _____

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Appendix VII: Trail Yellow (Warning) Card
UNITED STATES PONY CLUBS

A yellow warning card may be issued by any rally official at a USPC competition to any competitor, spectator or participant for improper conduct, or for noncompliance with the rules. If the offence is considered egregious, the discipline ground jury may decide to assess penalty points to accompany the Yellow Card as outlined in Article 21 and 67.

Important information to know about the issuance of a Warning (Yellow) Card:

1. A Yellow Card is a warning with possible attached penalty points given for any infraction that is a disqualifiable offense.

2. A Yellow Card may be, but is not required to be given before the disqualification of a competitor or team.

3. A Yellow Card that incurs penalty points that will be recorded in the "Other" column of the scoresheet.

4. There is no appeal against receiving a Yellow Card.

5. A copy of any Yellow Card issued must be sent to the Activities Department, events@ponyclub.org.

Issued to: (Name) _____ Competitor #_____

Region/Club/Center: _____

Address: _____

City/State/Zip: _____

At the following competition: _____

Date/Time of incident: _____

Description of incident: _____

_____

_____

_____

_____

(please use back of page if necessary)

Issuing Official: (print) _____ Position:_____

Signature: _____Date:_____

Phone:_____Email:_____

Please email to events@ponyclub.org or mail to
Activities Department • United States Pony Clubs • 4041 Iron Works Parkway • Lexington, KY 40511
859.254.7669 • Fax 859.223.4652 • www.ponyclub.org

Appendix VIII: Competition Obstacle Specifications

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Agility Obstacles		
Obstacle	**Obstacle Description**	**Obstacle Specifications and Estimated Obstacle Time**
Bank (In-the-open obstacle)	• A bank (embankment) has a level area (plateau) at both the top and the bottom. There may be ramps or natural terrain leading to and from the level plateaus. • May be executed as either an up-bank, a down-bank, or both and scored as one obstacle.	• Embankment must be at least 7' long in the direction of travel. Bank height may not exceed 24". Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 30 seconds
Bridge	• A bridge is a wooden structure designed to imitate bridges a competitor and mount may encounter on the trail. It may be a simple walk over or it can be paired with additional challenges at higher levels. * All bridges must be negotiated at a walk, even during a speed round.	• Minimum of 3' wide, minimum of 4' wide if railings are used. Railings are recommended and if used should be 3'-4' tall. • Minimum of 6' long. • Maximum height of 12". • All corners and edges must be smoothed to avoid injury if a mount steps off and rubs the edge/corner of the bridge. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 30 seconds
Ditch (In-the-open obstacle)	• A ditch is designed to imitate natural occurrences a competitor and mount may encounter on the trail. Mounts are expected to enter and exit the ditch calmly and without hesitation.	• Minimum width of 5' and length of 8'. • Maximum depth of 24". • Must have a visible barrier at the edges of the ditch. • May be dry or contain water. If it contains water, there may not be anything floating in the water. • May be framed with logs that mounts step over to go into or out of the water. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 30 seconds

Jump	• Jumps may be single or placed in series along a straight or curved path.
	
	* Jumps may be approached at any gait, based on competition level.
		• Maximum height is based on the level.
		  • In-Hand – Ground pole or cross-rail up to 12"
		  • Rookie – Poles on the ground
		  • Level 1 – Maximum height of 18"
		  • Level 2 and Level 3 – Maximum height of 24"
		• Minimum of 4' width between the standards .
		• Combinations: 12' for a one stride, 6' for a no stride (bounce).
		• Must be designed to be jumped from either direction if utilized in a speed round.
		
		Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 30 seconds

Platforms	A platform is an object raised above the ground designed to be mounted by the mount and competitor. A platform can be negotiated by simply stepping up onto with all four feet and then stepping off in a calm manner or it can be paired with additional challenges at higher levels.	• Minimum of 42" across in any direction. • Maximum height of 16". • If tires are used, they must be filled with compacted earth and fixed in place. • The top surface of the platform must be flat and strongly supported to prevent the possibility of tripping or catching a hoof. • All corners and edges must be smoothed to avoid injury if a mount steps off and rubs the edge/corner of the platform. • Railings are prohibited.
Ride-Over	• A ride-over obstacle involves riding over objects (generally small logs or poles of non-rolling design) placed on the ground or slightly elevated. • They may be negotiated at jog/trot or lope/canter as specified in the obstacle description provided by the course designer. • This obstacle generally includes at least 4 objects, which may determine a straight, curved, zigzag ,or a combination path.	• Maximum height of 10". • Jog/Trot overs: 3'-3'6" apart or multiples thereof (space is measured between poles). • Lope/Canter overs: 6'-7' apart or multiples thereof – 6' is preferable for most mounts. • No rolling poles. • All elevated poles must be in a pole holder. • Tires set up like a boot-camp drill are prohibited.

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Appendix VIII: Competition Obstacle Specifications

Calmness Obstacles		
Obstacle	**Obstacle Description**	**Obstacle Specifications and Estimated Obstacle Time**
Carrying and Handling Objects (can use both)	This obstacle requires a competitor to pick up, move or manipulate objects using the hands or another object.	• Objects must be positioned at a height of 4'. • Objects must be easily carried in one hand and should not have streamers or moving parts. • Objects must be easily dropped if necessary. • If a cup or small cone is used, it must be picked up from a pole and placed on a pole. • If a pole is used, it must be light enough to easily carry and maneuver while mounted. It is picked up from an opened-top barrel and deposited into a different opened-top barrel. • An object to be lifted should not easily blow over. • The surface the object sits on must be level. • If a mailbox is used, the height must be between 4'6"-5'. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 60 seconds
Drag	Requires competitor to move an object from atop the mount that is wholly or partly on the ground by means of a rope or by a gripping the object itself. Object should be dragged such that the rope/object stays away from mount's feet.	• Ropes must be made of cotton and must be attached to a weighted object. Competitors may half-dally the rope around the horn for leverage, but must not to tie or loop the drag rope completely around the saddle horn or any part of their body. • Objects must be heavy enough to be unaffected by wind. **Prohibited** • Nylon ropes or chains. • Objects with wheels. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 60 seconds
Varied Footing	The mount and competitor pair must to maneuver through terrain that differs from the rest of the course.	• Terrain must not blow in the wind. • Terrain must not have mud or slippery footing. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 30 seconds
Walk-Over	A walk-over is typically one or more large obstacles that are negotiated by a mount calmly approaching at a walk and stepping over without hesitation. Mounts should not jump any portion of the obstacle.	• Maximum height is 16". • Minimum spacing 20"-24" or multiples thereof, between poles is generally considered good spacing for walk-overs, depending upon difficulty desired. • Tires set up like a boot-camp drill are prohibited. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 60 seconds
Squeeze	A squeeze involves the competitor and mount passing between two or more objects that are relatively close together.	• Distance between obstacles must be between 42" and 48". • Obstacle must be designed to fall over or move if knocked by the competitor or mount. • Obstacle may be an arch or combined with a walkover to form a keyhole, but it must not contain a curtain or any form of hanging piece. • Obstacles are prohibited from using arena walls and boundary fence as a portion of the obstacle. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 30 seconds
Water Crossing	Water crossings involve competitor and mounts walking, without hesitation, into and through a natural water body or man-made water container. All four feet should enter the water during negotiation of the obstacle, though not necessarily at the same time if the water obstacle is less than 5 feet across.	• Must be a minimum of 5' length in direction of mount's path if all four hooves expected to be in water at the same time. **Prohibited** • Tarps • Moving or floating objects Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 30 seconds

SECTION VI: Appendices

Appendix VIII: Competition Obstacle Specifications

Calmness Obstacles		
Obstacle	**Obstacle Description**	**Obstacle Specifications and Estimated Obstacle Time**
Back-Through	This obstacle requires steering the mount backwards through a path (straight or not straight) marked on the ground or by objects standing above the ground.	• On ground: Minimum inside width of 32" • Elevated: Minimum inside width of 42" • Barrels: Minimum inside width of 48" • Poles on the ground must not break should a mount step on them. • Elevated obstacle must be designed to fall over or move if knocked by the competitor or mount. • Obstacles are prohibited from using arena walls and boundary fence as a portion of the obstacle. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 30 seconds
Gate	Requires opening, passing through, and closing a rigid, hinged or rope gate. Rigid, hinged gates or rope gates may be used.	• Must be 60" high with latch available at that height. • Operation of gate or knocking into gate must not endanger mount or competitor. • If a rope gate is used, the competitor must never flip the rope over the mount's head or change hands on the rope. • Rope should be substantial enough to prevent entangling, and held high enough to prevent the mount's legs from getting over it. **Prohibited** • Latches that could catch a mount, competitor, or their tack. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 60 seconds
Serpentines	This obstacle is performed around a series of objects such as vertical poles, barrels, or pylons at a gait specified by the course designer.	• Pylons must be a minimum of 6' apart (base to base). • Guardrails, if used, can be no more than 4' from either side of the pylons. • Pylons or standards must be allowed to be knocked over should a mount make significant contact. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 15-30 seconds depending on the length of the obstacle section and the gait being used.
Side Pass	This obstacle involves moving sideways over a single linear object (such as a pole on the ground) or along a marked channel (may require one or both pairs of legs in the channel).	• Maximum height for a single pole on the ground is 16". • Minimum inside width for a channel or slot of poles, is 24" (space is measured between poles). • Levels 2 and 3, may include the side pass be in a L or U shape or be incorporated into raised obstacles such as platform or bridge. • Poles on the ground must not roll. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 30 seconds
Cloverleaf or Figure-8	This obstacle requires competitors to perform a pattern around drums or barrels at a specified gait.	• Barrels must be allowed to be knocked over should a mount make significant contact. • The minimum spacing between the drums/barrels in a cloverleaf arrangement is 13' base to base. • The minimum spacing between the drums/barrels in a figure-8 arrangement is 10' base to base. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 15-30 seconds depending on the length of the obstacle section and the gait being used.
Turns on forehand or haunches	This obstacle may require full or partial turns, with the entire mount or only the pivoting legs within a marked area.	• Any boundaries on the ground must be configured or supported so they cannot roll or strike the mount should they be stepped on. Estimated Obstacle Time *(Course Map Obstacle Time Supersedes this Estimate)* - 30 seconds

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Appendix IX: Permitted Bits, Bridles, and Nosebands

NOTE: Final determination of permitted and prohibited bits and saddlery may require referencing the USEF Western Rulebook on the USEF website. Exception: Equipment restricted to mounts under 5 years of age under USEF rules is permissible for any age mount.

Examples of Permitted Western Bits

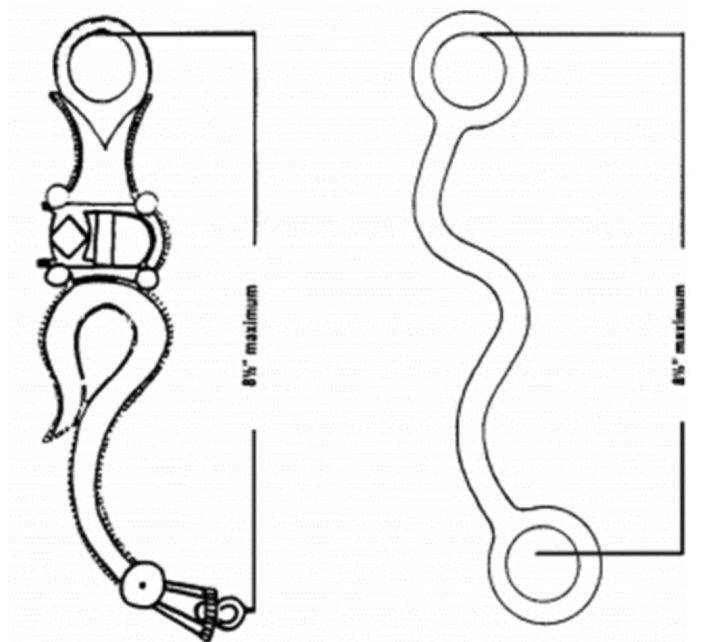(Not an all-inclusive list. Photos should be used as guidelines)

There shall be no discrimination against any standard Western bit.

A standard Western bit is defined as having a shank with a maximum length overall of 8 1/2". The mouthpiece will consist of a metal bar 5/16" to 3/4" in diameter as measured one inch in from the shank. The bars may be inlaid but must be smooth or latex wrapped. (The bars may be encased in smooth 5/16" to 3/4" in diameter tubular barrels that rotate around the bars). Nothing may protrude above or below the mouthpiece (bar) such as extensions, prongs, or rivets designed to intimidate the mount. Rollers attached to the center of the bit are acceptable and may extend below the bar. Jointed mouthpieces are acceptable and may consist of two or three pieces and may have one or two joints.

A three-piece mouthpiece may include a connecting ring of 1 1/4" or less in diameter or a connecting flat bar of 3/8" to 3/4" (measured top to bottom with a maximum length of 2"), which lies flat in the mouth, or a roller or port as described herein. The port must be no higher than 3 1/2" maximum with roller(s) and covers acceptable. Jointed mouthpieces, half-breeds and spade bits are standard.

When a curb bit is used, a curb strap or curb chain is required and must be at least 1/2" in width, lie flat against the jaw, and be free of bars, wire, and/or twists.
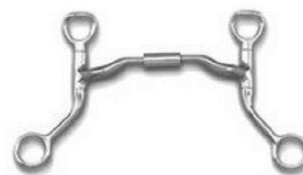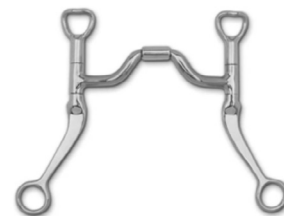
How to Measure Bit Length

Examples of Permitted Western Bits

Any low-port or mullen-mouth curb bit

Broken-mouth curb bit (such as Tom thumb)

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Examples of Permitted Western Bits (Continued)

Curbs with ported mouthpieces

Jointed Mouthpieces

Rollers

Examples of permiited curb chains

Examples of Permitted Snaffles

Standard snaffle bits are permitted. A standard snaffle bit is defined as a center jointed single rounded, unwrapped smooth mouthpiece of 5/16" to 3/4" diameter metal as measured from ring to 1" in from the ring with a gradual decrease to the center of the snaffle. The rings may be from 2" to 4" outside diameter of either the loose type, eggbutt, dee, or center mounted without cheeks. The inside circumference of the ring must be free of rein, curb, or headstall attachment hooks. If a curb strap is used it must be attached below the reins.

Other snaffle bits that are not center single jointed, that are otherwise permitted, and that do not appear on the "Not Permitted" list are acceptable.

Examples of Permitted Snaffle Bits

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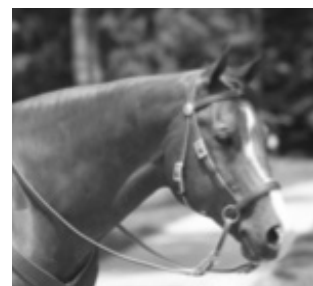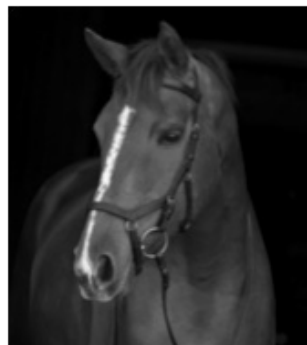
Examples of Permitted Bridles

Ordinary Headstall

Side pull, Dr. Cook bitless bridle, Micklem Multibridle, or other

Nechanical hackamore (shanks less than 7 1/2 inches)

Nosebands - plain or western cavesson (without tie-down)

Bosal (braided rawhide or leather)

Reins - attached to each rings or shank. hair, rope, leather or other materials and having a breakaway feautre.