



DOUBLE C FARM, LLC

MOUNTAIN TRAIL CHALLENGE SERIES RULES AND REGULATIONS



Double C Farm, LLC ~ 16011 Comus Road ~ Clarksburg, MD 20871

Table of Contents

About Double C Farm, LLC.....	3
Overview of Show Season.....	4
Year End Awards.....	4
Payments.....	4
Refund Policy.....	4
Divisions.....	5
Levels.....	6
In-Hand Expectations.....	7
Riding Expectations.....	8
Judging Standards and Expectations.....	9
Tack & Equipment.....	10
Rider/Handler Attire.....	10
General Rules and Scoring.....	11
List of Obstacles.....	13

About Double C Farm

Double C Farm, owned and operated by Cridder Halle, is a private facility located in upper Montgomery County, Maryland, near Sugarloaf Mountain. We are conveniently located for riders in Maryland, Virginia, West Virginia, Pennsylvania, and Delaware.

The Mountain Trail Course at Double C features over 30 obstacles including a high bridge, balance beams, a trench, several moving bridges, and water obstacles.

Along with our 4-part Mountain Trail Challenge Series, we offer an extensive lesson and clinic program as well as several Course Play Days throughout the year.

Riding the obstacle course helps a horse and rider:

- **build a deeper partnership**
- **cultivate trust, respect, and confidence**
- **increase flexibility and agility**
- **develop better communication skills**



Overview of Show Season

The Double C Farm Show season will consist of four Challenges and Year End Awards. In order to be eligible for year end awards each rider must pay a Year End Awards tally fee (\$50/division) and must compete in three of the four Challenge dates. The top 3 scores will be calculated for award placements.

Year End Awards will be awarded as follows:

GRAND CHAMPION for each DIVISION
RESERVE CHAMPION for each DIVISION
1st - 3rd PLACE for each LEVEL

Points will be calculated as follows:

1st place = 6 points	4th place = 3 points
2nd place = 5 points	5th place = 2 points
3rd place = 4 points	6th place = 1 point

Payments:

All payments must be received prior to each Challenge. A \$10.00 office fee will be added to any payments received on the day of the event. Payments can be made via PayPal (convenience fee applies) or mailed to 16011 Comus Road, Clarksburg, Maryland 20871. Checks should be made payable to Double C Farm, LLC.

Refund Policy:

Requests for cancellation made at least 10 days prior to the event will receive a full refund (minus a \$20.00 administration fee). Requests received within 10 days of the event will not be refunded.

DIVISIONS

ROOKIE:

Open to competitors in their 1st year of showing in ANY organized trail competition. A reader is allowed for this division.

GREEN HORSE:

Open to all competitors (including professionals) showing horses with little to no formal training.

YOUTH:

Open to competitors 17 years and under as of January 1st. A reader is allowed for this division. Stallions are not permitted in this division.

ADULT:

Open to any non-professional competitor 18 years or older as of January 1st. Stallions are permitted in this division.

OPEN:

Open to all competitors (except those entered in the Rookie Division). Stallions are permitted (except for competitors 17 years and under).

- A competitor may compete in as many divisions as they and their horse qualify.
- A horse that competes in Green Horse is considered green and shall not be entered in any other division.
- Professionals and trainers may only enter the Green Horse or Open Divisions.
- Professionals and trainers include any competitor who is compensated (monetarily or in-kind) to train or give lessons
- A reader (Rookie and Youth divisions ONLY) is allowed to cue the rider/handler as to the next obstacle on the course. They are not permitted to give any additional information about how the obstacle is to be performed.
- While we encourage cheering and applause for each horse/rider team, double-handling and coaching from the side lines is prohibited.
- All competitors aged 17 years and under (no matter in which division they are competing) MUST wear a helmet whether they are showing in-hand or riding.

LEVELS

(In-Hand and Riding)

Rookie:

Walk only. 6 - 8 non-moving obstacles.

Green Horse:

Walk only. 6 - 8 non-moving obstacles.

Level 1:

Walk only. 6 - 10 moving and non-moving obstacles.

Level 2:

Walk and trot. 9 - 12 moving and non-moving obstacles. May include sidepass, back, 180° & 360° turns on some obstacles.

Level 3:

Walk, trot and canter. 12 - 16 moving and non-moving obstacles. May include sidepass, back, 180° & 360° turns on some obstacles.

Each rider/horse combo can enter up to 2 consecutive Levels.

Rookie - Level 1

Level 1 - Level 2

Level 2 - Level 3

Rookie Riders may not enter Level 2 or Level 3.

A rider may not compete in a WALK ONLY class and a CANTER class with the same horse.

In-Hand Expectations for Both Horse and Handler

- 1. Horses and handlers are judged and scored as a team for each obstacle.**
- 2. The horse should maintain constant forward motion as they maneuver the course and all its obstacles. The handler should have a relaxed lead. The horse should be relaxed, keep a consistent gait, and should not be easily distracted.**
- 3. Acceptable tack:**
 - a. Halter: leather, rope (properly tied) and nylon materials are acceptable.**
 - b. Lead: 12-14 foot lead is recommended, but not required. Chains are not permitted on any lead.**
 - c. Horses may be tacked or untacked for any in-hand class, but for safety reasons, horses may not be lead with a bridle.**
- 4. Training aides such as crops, sticks or dressage whips may only be used to help guide the horse through the pattern, but may not touch the horse. Horsemanship points will be deducted if the training aid makes contact with the horse at any time.**
- 5. The lead may not make contact with the ground or be looped as the team maneuvers the course. Horsemanship points may be lost if the lead touches the ground or is looped in the handler's hand.**

Riding Expectations for Both Horse and Rider

- 1. Horses and riders are judged and scored as a team for each obstacle.**
- 2. Horses should exhibit a natural forward moving gait and headset acceptable for that horse's breed standard.**
- 3. The rider should maintain a relaxed rein. Contact is allowed as long as it is not excessive.**
- 4. The horse and rider team should move through their pattern with confidence and maintain forward motion. There should be no breaks in gait at any point while executing an obstacle.**
- 5. Hunting by the horse is encouraged at every obstacle.**
- 6. Horses should stay attentive and on task at all times. They should not be easily distracted or misbehave in any way.**
- 7. Riders may choose to ride their horse with one or two hands but must maintain that style throughout the course. A rider may slightly loosen or take up rein as necessary.**
- 8. A rider is permitted to grab the horn or cantle of their saddle for obstacles with a steep incline/decline.**
- 9. Only horses 2 years of age and older are permitted to show in any riding class.**

Judging Standards and Expectations

- 1. All judges used by Double C Farm shall carry some type of Official Judging Certification. All judges should uphold the standards of their Certification. Professionalism is a must at all times.**
- 2. Double C Farm requires all judges to arrive at least one hour prior to the start of any Challenge. They will be responsible for checking the course, obstacles, footing and patterns for any safety concerns.**
- 3. A judge has the right to modify any course they deem to be unsafe (either specific obstacle or maneuver) for the competition that day.**
- 4. Judges should arrive in proper attire. Proper attire includes a button up shirt (short or long sleeve), jeans (no holes or rips) or dress slacks, a cowboy hat or sun hat (ball caps and visors are not allowed), and clean boots.**
- 5. The judge has the right to offer a competitor a rerun for any unforeseen circumstances.**
- 6. All tack and bit discrepancies noticed by the Judge will be handled either before the start of the pattern or after the pattern is finished. No issues will be addressed during the run.**
- 7. A judge has the right to disqualify any competitor for (but not limited to) the following reasons:**
 - a. Abusive or aggressive behavior toward any horse;**
 - b. Disrespectful, argumentative, or unsportsmanlike conduct toward a judge or any other individual.**

Tack and Equipment

- 1. All styles of saddles are permitted. Riding bareback or bareback pads are not allowed while on the course.**
- 2. All styles of bridles are permitted. All bridles and bits must be deemed safe and acceptable by the judge. Romel reins are only allowed to be used with a shank bit.**
- 3. Silver and decorative accessories are neither encouraged nor discouraged. Points will not be awarded or deducted for the use of “bling”.**
- 4. Spurs, crops, and dressage whips are allowed in riding classes, but must not be used in an excessive or abusive manner.**
- 5. Breast collars or back cinches are permitted but must be fitted properly.**
- 6. Leg protection for your horse such as boots, polo wraps and splints are recommended, but not required.**
- 7. Prohibited equipment includes, but is not limited to:**
 - a. Wire curb straps;**
 - b. Mechanical hackamores;**
 - c. Draw reins, martingales or tie downs;**
 - d. Fake tails;**
 - e. Double twisted or chain mouthpieces;**
 - f. Bits of any style that have cathedrals, donuts, prongs sharp edges or rough sharp material**

Rider/Handler Attire

- 1. Attire must be neat and clean:**
 - a. Collared shirts (no tank tops or sleeveless shirts);**
 - b. Jeans or breeches (no rips or tears);**
 - c. Cowboy hat or helmet (no ball caps or visors);**
 - i. Riders 17 years and under MUST wear a helmet while riding or showing in-hand.**
 - d. Boots with a heel and closed toe**

General Rules and Scoring

1. Each horse/rider team will start with a score of 70.
2. All obstacles have a point value of 9 broken down as follows:
 - a. Approach - 2 points
 - b. Obstacle - 5 points
 - c. Departure - 2 points
3. If an obstacle is completed with average success the rider will be awarded a score of zero.
4. If an obstacle is completed easily and is performed exceptionally well, the judge may award an extra point (+1) for each part of the obstacle. Competitors can earn an extra 3 points per obstacle.
5. Deductions for each obstacle are also broken down into the following 3 parts:

Approach Deductions:

- a. -1/2 point for each tic or if the horse is not straight
- b. -1 point if not centered, refusing the obstacle, hoof is over the edge of the obstacle, or horse jumped/hopped on to the obstacle.
- c. -1 1/2 points for any trip, stumble or bigger jump/hop onto the obstacle.
- d. -2 points for refusing the obstacle twice or if the horse makes an exaggerated jump onto the obstacle.

Obstacle Deductions:

- a. -1/2 a point for each tic or if the horse is not straight
- b. -1 point for break of gait, being off center, stepping on a log, hoof over the edge or outside the obstacle, or tripping.
- c. -2 points for rushing an obstacle, having a bigger trip,
- d. -3 points if the horse behaves in an unruly or disobedient manner.
- e. -4 points if the horse overreacts excessively to any obstacle (bolting, leaping or running).
- f. -5 points if the horse puts two or more feet outside of an obstacle, knocks down any part of an obstacle, handler/rider loses contact with the rope gate, or unmannerly behavior on the horse's part.

Departure Deductions:

- a. -1/2 a point for each tic or if the horse is not straight
- b. -1 point for break of gait, being off center, or rushing
- c. -1½ points for any trip, stumble or bigger jump/hop off the obstacle.
- d. -2 points for exiting the obstacle at the wrong place or lunging off the obstacle.

Incomplete (I):

Teams are allowed a maximum of 3 refusals at any obstacle. After the 3rd refusal, the judge will ask the rider to move on to the next section of the course. The obstacle will be scored as an “I” and will receive a score of -9 points.

Any team that receives an “I” may not be placed above any team with a clean run.

Off Pattern (OP):

Any team that bypasses the next correct obstacle on course (without acknowledgment), will incur an “OP” and will receive a -12 for that obstacle.

If the handler/rider realizes the error (*before* beginning the incorrect obstacle), they may go back and complete the obstacles in the correct order and will only incur a deduction in horsemanship points. Once the incorrect obstacle has been started, the handler/rider may not go back to the missed obstacle.

Any team that receives an “OP” may not be placed above any team with a clean run.

Disqualification (DQ):

- a. Rider dismounts unexpectedly or falls off of their horse at any point during the pattern.
- b. Rider/Handler using unacceptable, excessive or abusive force with their horse.
- c. Equipment Failure

List of Obstacles

Swinging Bridge	Teeter Totter
Rolling Bridge	High Bridge
The Hut	Switch Back
Wall	PinWheel
Snake	Tire
Trench	Push Pole
Cake Box	Water Box
Pond	Texas 2 Step
Side Pass Log	Logs
Cross Bucks	Raised Ladder
Small Bridge	Raised Back Thru
Maze	Steps
Rope Gate	45° Balance Beam
Long Balance Beam	Short Balance beam
Hexagon	Large Box
3-Way Balance Beam	