



# Ultimate Trail Race

## Rules

The “Ultimate Trail Race” and The Amazing Mule Race - The same rules apply in the Amazing Mule Race except this is for mules only. This race is a test of skill of the horse/mule and rider as a team, training of the horse/mule, and speed in which the course can be completed. In order to win, each of the tasks/*challenges* must be completed with bands collected then be the first across the finish line. *Speed alone will not win the race.*

1. Good Sportsmanship is an absolute. The *Challenge Referee* has the last word and may disqualify any rider if they witness poor sportsmanship.
2. The Challenge Referee has the right to stop any rider and horse if he/she believes the horse is being over taxed.
3. Horse and rider must cross the finish line together.
4. You must have the required number of bands when crossing the finish line or you will be disqualified. Riders will be told at the beginning of each race how many bands they must have when crossing the finish line.
5. White bands are given by the *Challenge Referee* for an acceptable completion of a *challenge*.
6. Black bands are given when rider chooses to end that specific *challenge*. Example, horse will not do the *challenge* or rider cannot do the *challenge* and the rider does not want to spend the time trying. This option is to allow the rider to make a smart choice for safety.
7. Black bands cause a drop of one level at the finish line. Example, if a rider crosses the finish line first but has a black band then the second rider crosses the finish line after the first rider but has all white bands the second rider wins first place and the first rider receives second place and so on. Each rider must have at least one white band, if each rider has the same number of white bands places are awarded according to the order each crosses the finish line.
8. When a written clue is given, unless specified, the end result is important and there may be some variation in getting to the end *challenge*. Example, picking up an object, one might jump off the horse, pick it up and remount; another rider might loop a rope around and lift. Both are correct.
9. You must give your age for grouping. Age groups are 10-14 years old, 15-30 years old, 31-45, and 45+. A rider may choose to compete up from the 10-14 yr. group or down a group from the 45+ group. If there is *not* enough to compete in an age group then a rider may choose to compete in another group when permission is given by the finish line judge.
10. The Championship racers are the first place winners of each preliminary group up to 6 racers. In the case where there is only one preliminary group the *Challenge Referee* may choose to combine two age groups for the final race.
11. All Championship racers must ride the same horse as they did in the preliminary race. In the event the 1<sup>st</sup> place winner cannot race in the championship the second place winner of their group may take that spot.

Equipment that you must have; bridle and saddle with breast strap

Recommended equipment; rope.