

Wild Cowgirl Enterprises LLC

“COWBOY” Mountain Trail Challenge

Walla Walla, WA



June 7~8~9, 2013

The *ULTIMATE* Outdoor Trail Challenge

Bridges ♦ Gullies ♦ Trees ♦ Ditches ♦ Boulders
Water ♦ Logs ♦ Stumps ♦ Cows ♦ Gates ♦ and More...

**Great Prizes
Lots of Fun!**

Wild Cowgirl Enterprises LLC ~ 85631 Bork Ln ~ Milton-Freewater, OR 97862
Phone: 541.861.0067 ~ www.wildcowgirlenterprises.com

Wild Cowgirl Enterprises welcomes you to the 7th Annual “Cowboy” Mountain Trail Challenge

Dear Exhibitors,

Welcome..... We are excited to have you come and compete on the courses that we have designed in an effort to produce and sponsor events that will enable equine enthusiasts to further themselves and their equine partners to ultimate well balance, versatile trail horse and rider combinations.

In the quest to accomplish our goal of matching skills and abilities of equine, riders and trainers and to enhance the growth and potential of riders and equine alike we have developed two courses that will be the foundation of the events and trainings we will offer.

The “cowboy” is very important to us and we invite you to join us in celebrating this legend at our Cowboy Mountain Trail Challenge hosted annually.

Wild Cowgirl Enterprises has a strong belief that a finished horse should be able to transition from the show arena to a mountain trail seamlessly and be highly competent and successful in both venues. We feel that a finished horse is not the product of a certain number of rides or training sessions; that it truly emerges from the combination of solid foundational training, positive experiences with competent riders and handlers, hundreds of miles under saddle, a continual pattern of being challenged with tasks and obstacles, and endless wet saddle blankets. Through these a pattern of trust and willingness develops and a relationship is born. Balance of the mind and body and versatility are at the core of our definition of a finished horse and is evidenced by success within many disciplines.

Please read through the schedule of events, rules, requirements carefully. If you have any questions please don't hesitate to call or email.

Yee-haw! Let's ride!

The Wild Cowgirls



“Providing a venue to help equine enthusiasts create balanced and versatile trail horses.”

2013 “Cowboy” Mountain Trail Challenge



SHOW MANAGEMENT

- ◆ Office & Judging ~ Shanda Zessin
- ◆ Courses ~ Lana Bland
- ◆ Facilities (RV, Stalls, etc.) ~ Mickie Maxson-Box

SHOW OFFICE HOURS

Thursday June 6th ~ 1:00 PM – 7:00 PM
Friday June 7th ~ 7:00 AM – close 30 min after last class
Saturday June 8th ~ 7:00 AM – close 30 min after last class
Sunday June 9th ~ 7:00 AM – 6:00 PM

CONSESSION HOURS

Thursday June 6th ~ 4:00 PM – 6:00 PM
Friday June 7th ~ 6:00 AM – 6:00 PM
Saturday June 8th ~ 6:00 AM – 6:00 PM
RSVP Prime Rib Dinner ~ 6:30 AM – 8:00 PM
Sunday June 9th ~ 6:00 AM – 6:00 PM

Schedule of Events



Thursday, June 6th

- ❖ **Exhibitor Arrival Day** - Exhibitors are welcome to arrive anytime after 1:00pm.
- ❖ **Outdoor Arena & Obstacle Warm-up available** - The outdoor arena and obstacle warm-up will be available beginning Thursday & throughout the competition weekend.

* NWMTHPS - North West Mountain Trail High Point Series approved classes.

Friday, June 7th

~ Course Walk Through at 7:30 AM ~ Competitions begin 15 minutes following walk thru

COWBOY COURSE			COWPOKE COURSE			
1	Open Cowboy 1 st go	(NWMTHPS)	13	Tenderfoot (First-Timer)	22	Ranch Gelding/Stallion
2	Amateur Cowboy 1 st go	(NWMTHPS)	14	Lil Wranglers (10 & under)	23	Solid Ranch Horse
3	Buckaroo (Timed & Judged) 1 st go		15	Youth Ranch Hand (11 - 14)	24	Colored Ranch Horse
4	Intermediate Cowboy 1 st go	(NWMTHPS)	16	Junior Ranch Horse		
5	Novice Ranch Hand 1 st go		17	Junior Ranch Hand (15 - 17)		
6	Novice Ranch Horse 1 st go		18	Adult Ranch Hand (18 - 49)		
7	Maiden Ranch Horse		19	Old Timers (50 & over)		
8	Ranch Mare		20	Senior Ranch Horse		
9	Ranch Gelding/Stallion		21	Ranch Mare		

INDOOR ARENA	12	All Around Ranch Hand - Reining Pattern 7:00 PM
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Saturday, June 8th

~ Course Walk Through at 7:30 AM ~ Competitions begin 15 minutes following walk thru

COWBOY COURSE			COWPOKE COURSE			
1	Open Cowboy 2 nd go	(NWMTHPS)	25	Tenderfoot (First-Timer)	34	Ranch Gelding/Stallion
2	Amateur Cowboy 2 nd go	(NWMTHPS)	26	Lil Wranglers (10 & under)	35	Solid Ranch Horse
3	Buckaroo (Timed & Judged) 2 nd go		27	Youth Ranch Hand (11 - 14)	36	Colored Ranch Horse
4	Intermediate Cowboy 2 nd go	(NWMTHPS)	28	Junior Ranch Horse		
5	Novice Ranch Hand 2 nd go		29	Junior Ranch Hand (15 - 17)		
6	Novice Ranch Horse 2 nd go		30	Adult Ranch Hand (18 - 49)		
10	Ranch Hand (18 - 49)		31	Old Timers (50 & over)		
11	Old Timers (50 & over)		32	Senior Ranch Horse		
			33	Ranch Mare		

OUTSIDE ARENA	12	All Around Ranch Hand - Cowboy Pleasure
SPECIALTY EVENT	49	Pony Express Race

Sunday, June 9th ~ Cowboy Church at 7:30 AM ~

~ Course Walk Through at 8:30 AM ~ Competitions begin 15 minutes following walk thru

COWBOY COURSE			COWPOKE COURSE			
1	Open Cowboy 3 rd go	(NWMTHPS)	37	Tenderfoot (First-Timer)	46	Ranch Gelding/Stallion
2	Amateur Cowboy 3 rd go	(NWMTHPS)	38	Lil Wranglers (10 & under)	47	Solid Ranch Horse
3	Buckaroo (Timed & Judged) 3 rd go		39	Youth Ranch Hand (11 - 14)	48	Colored Ranch Horse
4	Intermediate Cowboy 3 rd go	(NWMTHPS)	40	Junior Ranch Horse		
5	Novice Ranch Hand 3 rd go		41	Junior Ranch Hand (15 - 17)		
6	Novice Ranch Horse 3 rd go		42	Adult Ranch Hand (18 - 49)		
			43	Old Timers (50 & over)		
			44	Senior Ranch Horse		
			45	Ranch Mare		

COW PENS	12	All Around Ranch Hand - Cow Work
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About the Competition

The “Cowboy” Mountain Trail Challenge is a mountain trail horse competition where the emphasis is slightly different than that of an arena trail competition. The epitome of horse and rider combination would most closely resemble the attitude and mannerisms of a cowboy that uses the horse as a tool to accomplish the day’s work that is required of him in the most efficient and effective manner. Not only is time of the essence but Cowboys normally display a generous dose of ingenuity and flare. The horse is the Cowboy’s right hand and needs to be able to transition between gaits and show the desired willingness and attributes throughout the length of the course. The cowboy has a responsibility to show off his horse’s skills and abilities while following the course requirements.

The “Cowboy” Mountain Trail Challenge offers different levels of competition on two different courses; The Cowboy Course and the Cowpoke Course. **(A person may only ride on one course on any given day.)**

The **Cowboy Course** is designed with more difficult/extreme obstacles and elements that can be found on a working mountain ranch. Exhibitors may enter the one time classes or the 3 day classes of their choice. 3 day classes are judged on one run through the course each day for 3 consecutive days in which scores will be added together to determine overall winners. The obstacles and route through the Cowboy Course will be different each day. The course is done primarily at a walk, however some gait transitions may be necessary to complete a specific obstacle(s). Course maps will be posted daily at least one hour prior to the start of competition. Exhibitors will have the opportunity to walk the course prior to their class. Course designers will be available for questions during official walk through(s).

The **Cowpoke Course** is designed with similar working mountain ranch obstacles and elements, for the exhibitor that may not quite be ready for a difficult/extreme course. This course also accommodates the Novice/Youth level riders/horses. These classes are placed both independently (daily) and cumulatively (3 days). Course maps will be posted daily at least one hour prior to the start of competition. Exhibitors will have the opportunity to walk the course prior to their class. Course designers will be available for questions during official walk through(s). **(Professionals or horse/rider combinations that have placed in the top 3 more than 6 times in any outdoor competitive trail type competition can not ride in the Cowpoke Classes.)**

The **Pony Express Race** is a team relay designed to recapture the essence of the pony express rider delivering the mail. This is a timed speed event where riders maneuver through obstacles while being judged on SAFETY and execution. Course maps will be available upon close of entries at Noon, Saturday June 8th. Exhibitors will have the opportunity to walk the course prior to the race. Course designers will be available for questions during official walk through.

Prizes/Awards

Cowpoke Classes: - Ribbons will be awarded through 6th place for each class each day.
- Top 3 cumulative points will be awarded for each class at the end of the 3 days.
- The Youth & Adult earning the most points will each receive a **High Point Award**.

Cowboy 1 Day Classes: - Prizes will be awarded through 3rd place for each single day class.

Cowboy 3 Day Classes: - Prizes will be awarded through 3rd place at the conclusion of 3rd day.
- Paybacks for Cowboy Division are based on the number of entries in the class.
- All Around Ranch Hand is awarded to the exhibitor who earns the highest cumulative score from the 3 required classes.

Pony Express Race: - The team receives payback only.

VIRGEL AMMONS Memorial Award



My father, Virgel Ammons, worked as a cowboy in his early years and was quite the horseman. Wild Cowgirl Enterprises' first Cowboy Mountain Trail Challenge was held the last June that Dad spent on earth with us. At the age of 92 years he was at the trail challenge every day for many hours. Even though he couldn't help he loved sitting and watching the riders come and go. Dad was a Shriner and a Mason and he lived the belief that he was here to help and serve. Since many of you didn't get the opportunity to meet him I'll share that he and Mom strongly supported equine activities. They particularly loved watching the kids ride and developed lasting relationships with many of them. They always watched to see who the best sportsmen were. Being spectators, they enjoyed the folks that always displayed a positive attitude and supported those that they competed against and set a good example for the kids. The family that wanted to develop and sponsor this award has asked to remain anonymous. Santos Garcia of Santos Saddle Shop, a fellow Mason and close friend of Dad's, was commissioned to make this award each year.

This award will be given on Sunday to the individual that demonstrated the kind of sportsmanship and positive attitude during the event that Mom and Dad would have expected from us all. *Shanda Zessin*

SHANGRA LA - Youth Award

George and Jeanne Ehmer of MILTON-FREEWATER, OR have donated an award to be presented to the junior rider who has the best attitude and sportsmanship, someone that helps other riders and has the most smiles.

KEITH
&
CARLA
DANIELSON

"NOVICE RANCH HAND" AWARD SPONSOR



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HOOPER, WA

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Judging Guidelines

The compilation of beliefs, that are the foundation of these judging and scoring guidelines, come mainly from Mitch and JoLinn Hoover's, Rising H Ranch, many years of experience and knowledge with trail competitions and training of both horses and riders for these types of events. Several of Mitch and JoLinn's students and fellow competitors have also contributed to these guidelines.

Wild Cowgirl Enterprises, LLC, endorses the criteria and standards set forth on the following pages; and appreciates the Hoover's for taking the time and making the effort to help bring some standardization, in regards to judging and scoring, to this great sport.

If you or your organization would like to endorse this philosophy and use these criteria please contact The Hoover's at jolinn@mjrisinghranch.com.

What is a Trail Challenge / Competition?

A competition such as Mountain Trail, Ranch Trail, Cowboy Challenge, Trail Trials, or any other event where the horse is being judged on its ability to handle natural or manmade obstacles and given tasks; and the rider is judged on horsemanship and showmanship. The horse and rider are judged as a pair.

What is a Competition Trail Horse?

A competition trail horse is one that is being judged on their ability to handle natural and simulated terrain that may be encountered in today's world in an environment such as would be found on a trail ride, hunting trip, on a working ranch, or any other similar use of our horses. One could expect to encounter normal natural terrain such as steep inclines and declines, rocks, logs, trees, water, and more. One would also find man-made objects such as bridges, tarps, tents, backpackers, bikers, and such other items in our world today. In addition to these, competition trail horses may encounter "live" obstacles such as other horses, mules, donkey's, llamas, cattle, sheep, and more.

While being judged, the competition trail horse will be presented with specific tasks to be accomplished as part of a judging criterion. These tasks are designed to showcase the horse and rider's ability to perform maneuvers that may be encountered on a ride in today's world. These can include opening/closing gates, dragging a log or tree branch, carry a tarp or backpack, putting on and taking off a slicker, and many other such tasks.

The competition trail horse may also be asked to exhibit certain maneuvers to show they are willing to accept the rider's guidance. These may include side-pass, haunch turns, forehand turns, gait changes, backing through obstacles, and more.

A competition trail horse should travel through and between obstacles exhibiting confidence and purpose. He should have an inquisitive, intent look that shows awareness of his surroundings and enjoyment of the job he is performing. He should have his head low enough to maintain the ability to see his path but not lose the awareness of the rest of his surroundings. Once over the obstacle he should raise his head enough to be noting what is around him while not being distracted to the extent that he loses focus of what is under his feet and in his immediate surroundings. He should be able to accept guidance and instruction from his rider softly and willingly with no signs of resistance or loss of focus on the task at hand. The rider should be able to guide his horse with both rein, and leg aides. The horse should be showing instant and willing response to the smallest signal from the rider between and within obstacles and within any gait changes. He should show curiosity and a willingness to be guided, having confidence in placement of his feet at all times. He should not only show the ability to take care of himself, but should also have an ability and awareness of taking care of his rider. The horse should maintain his headset and body frame in his natural way of movement, according to his breed and conformation, yet will lower his head as necessary to look where he is going and be drawn into and over obstacles in a quiet safe manner.

Scoring Guidelines

All Competition Trail classes should be scored with the same set of criteria and/or standard level of performance expectations. No allowances shall be made for lower level classes nor shall higher expectations given to higher level classes, as far as actual scoring. Rather, obstacles and/or pattern design for lower level classes should have less degree of difficulty, while obstacles and/or pattern design should increase in degree of difficulty as the level advances towards the upper level classes.

Scoring will be done on a scale that is the same and fair to all contestants. The system is a scale of 0 to 10 points for each obstacle or task. A score of 5 will be considered average. Scoring can be given in half point increments.

10 is a perfect score
6 – 9 being above average
5 indicates an average performance
1 - 4 being below average
0 being an obstacle that is refused or missed

There is no exact, precise dictation of scoring on this scale due to the tremendous variation of classes, obstacles and tasks on different courses. However, there are certain expectations of horse and rider that can be used as judging criteria regardless of the obstacle or situation that is presented to them.

When a rider appears lost between obstacles or takes an incorrect path between obstacles, but then fixes it to the correct path, this incorrectness should be reflected in the score of the next obstacle.

A tie breaker obstacle, per class level, will be used if needed.

Cowpoke HI POINT TIE BREAKER will be the horse/rider team with most first place finishes, most second place finishes, etc...

Scoring of 6 – 10 points

Above Average performances should include (the more they are exhibited the higher the score):

- ❖ Rider should follow exact path and perform only obstacles indicated on the class pattern and/or set during walk-through.
- ❖ Where possible, all obstacles should be entered and exited straight and precise in the middle. Many obstacles such as log and rock piles require a meandering line and that should be taken in consideration, as should the horse that shows a degree of difficulty in handling a straight line well.
- ❖ Unless otherwise required by the pattern the horse should travel on a straight path through an obstacle with the least amount of guidance from rider to maintain that line.
- ❖ Horse should carry his head low enough that he can see his path but not down so low as to lose sight of his surroundings. Once the obstacle under his feet is accomplished, the horse should naturally pick his head up to check out his surroundings and track to the next obstacle with curiosity and intent.
- ❖ The rider should allow the horse enough rein to have the ability to get his head down so he may perform a task. But not so much rein that the rider loses the ability to control or help horse if needed or the reins become in danger of getting entangled on obstacles or horse's legs.
- ❖ Once the horse is set on his path by the rider he should maintain that path with little or no further guidance until asked for a change of direction or gait.
- ❖ The horse should maintain a smooth, even cadence of gait where possible with little or no rider assistance. Rider should allow horse to adjust his own gait in an obstacle where it is necessary but rider should not have to continually make adjustments themselves.
- ❖ The horse should be allowed to travel at his natural speed within each gait while showing the ability to take care of both himself and his rider. *(Keep in mind the natural travel speed in gaited horses, as well as natural speed due to various conformations throughout other breeds, i.e.; short strides vs. long strides, short legs on a tall log vs. long legs on a tall log.)*
- ❖ When a change of direction is required in an obstacle the horse should show a willing attitude to accept rider's instruction and have the ability to readjust his focus and feet to the new path.
- ❖ The horse places his feet clearly and confidently between obstacles such as rocks, logs, etc.
- ❖ The horse acknowledges and adjusts to various terrain quickly and clearly; mud, water, sand, inclines, declines, ditches, etc.
- ❖ The horse shows the ability to acknowledge a scary obstacle but proceeds with willing caution and curiosity without compromising it's calm, relaxed attitude and way of going (forward motion).

Scoring of 5 points

An Average Performance is evidenced by the horse and rider combination successfully completing the obstacle/task but exhibiting the following tendencies:

- ❖ Not entering an obstacle/task straight (where possible) or setting up for an obstacle/task incorrectly.
- ❖ Not maintaining a straight line through an obstacle/task where required or maintaining an even balance in an obstacle/task.
- ❖ A horse that occasionally has difficulty focusing on the rider's instruction and, at times, is slightly distracted.
- ❖ The horse frequently hits an obstacle with legs or feet such as logs or rocks. *(Keep in mind that some obstacles in these type events are so difficult to maneuver that a horse may have to place his feet on top of some logs or rocks to negotiate the obstacle at all.)*

Scoring of 1 – 4 points

Below Average Performances will be evidenced by (the more they are exhibited the lower the score):

- ❖ Break of gait or erratic gait between and/or over obstacle/tasks. Rushing through obstacle/task or hurrying to finish and not maintaining an even cadence.
- ❖ When obstacle/task is partially completed, the score is not 0 but shall be a below average score on the part of obstacle/task completed.
- ❖ A horse that continually has difficulty maintaining his path and gait without continual guidance from rider. The horse is easily distracted.
- ❖ An excessive rider micro-managing the horse thus resulting in lack of obstacle ownership by horse.

Scoring of 0 points

A Zero Score will be given for an obstacle/task when:

- ❖ When obstacle/task is missed, refused 3 times at the point of entry, or judge motions rider on due to equine/rider safety concern, the score shall be 0 on that particular obstacle only.
- ❖ Rider must memorize their pattern. While on course no outside assistance or coaching is allowed with the exception of the Youth classes where noted in the class description. Judges cannot assist riders to stay on course. 0's will be given for obstacles/tasks that are not completed and in order, noted on pattern.

Definitions

Refusal:

Any complete loss of forward or backwards (backing up) motion on an obstacle/task that results in horse's feet moving away (forward or backward) from an obstacle/task. A horse that balks and blows sideways to get away from any obstacle would also be considered a refusal. When a horse turns away from an obstacle it is also considered a refusal.

Hesitation:

Loss of movement up to the point the feet stop regardless of the direction of travel.

Flow:

This is the cadence, rhythm and speed of a run between and within obstacles or tasks. It should be smooth, even and consistent, interrupted only by a horses need to adjust his stride within and between obstacles/tasks. All communication between horse and rider should be done with minimal rider cue. Flow may also be interrupted by the rider when necessary to perform an obstacle/task and then resumed on rider request. All gait transitions (up or down) should be executed smoothly to maintain even flows.

Loose Rein:

The horse should be free from restraint from the rider through use of the reins and bit. The reins may make a straight line from the hands to the bit but without interfering with the horse's head carriage.

Change of Flow:

Any variance in the flow of the run either up or down, not necessitated by an obstacle/task or by rider request. This could be caused by a rider's unnecessary influence or a horses concern over an obstacle/task or some outside stimuli that causes the horse to momentarily interrupt his flow but does not result in a complete hesitation or stop.

Gaits:

- Walk (shorter stride/more collection)
- Extended walk (lower head set/longer stride)
- Trot (shorter stride/more collection)
- Extended trot (lower head set/longer stride)
- Canter (on contact) or lope (loose rein)

Sprint:

Is a quick impulsion on the start, faster than a lope, smooth stop, performed on a loose rein.

Gaited Horses:

When pattern calls for a walk, they shall walk. When pattern calls for trot of any kind, gaited horses shall be allowed to perform in whatever is normal for their breed and shall not be discounted for doing so. At the canter/lope/gallop they shall canter/lope/gallop.

Break in Gait:

When a horse breaks from one gait to another, up or down, when not required nor requested. Such as when a trot is required in the pattern and the horse breaks into either a canter or a walk.

Speed within Gait:

A horse should be allowed to travel at his natural speed within each gait, according to his breed and conformation. A horse that travels out with a quick stride should be allowed to do so as long as he is traveling cleanly through obstacle/tasks, adjusting his speed of gait when necessary and is responding to rider instruction without appearing to be rushing or resisting. A slower moving horse should not appear to be doing so because of indifference, being overly cautious, laziness, or because he lacks proper impulsion. He should appear to be traveling at his naturally slower pace while maintaining impulsion/drive and be attentive and responsive to rider instruction.

Impulsion:

Is forward or backward movement with drive from the hindquarters in the amount of physical effort needed by the horse to complete said obstacle. Impulsion is important for safety on obstacles and can be obtained in the slowest of walks as well as at faster gaits.

Finishing an Obstacle:

An obstacle/task is not considered “finished” until the horse’s last foot has completed the task required.

Loss of Focus:

Horse is distracted from obstacle/task either by rider’s unnecessary influence or outside stimuli that cause him to not be focused on obstacle/task.

Rushing:

Maneuvering an obstacle/task at a faster speed than is safe or would be considered “normal” for that obstacle/task, or “normal” for the breed of horse. Horse is not taking enough care of foot placement, or not responding to rider instruction.

Pattern:

A diagram of the course indicating the path, and obstacles/tasks required for each class of the competition.

Walk Through:

Contestants receive patterns and are allowed to walk the course with management and ask questions. No horses are allowed on course prior to, or during, or after the competition aside from their judged class runs.

Frequently asked questions:

- ❖ Whether the rider uses one hand or two, the horse that performs his obstacle(s) in the manner described in the “What is a Competition Trail Horse” section, with the least amount of rider guidance or interference shall earn a higher score. Thus, a rider who is two handed but allows his horse to drop his head and perform on a loose rein, maneuvers over and between obstacles with as little cues as would a horse who is one handed and neck reining could theoretically score higher than a one handed rider who performs poorly.
- ❖ In a situation that you are asked to dismount or mount, and it is not specified as to which side, it will be the rider’s discretion and the safer/easier side should score higher regardless of whether it’s off side or near side. Where the task requires a mount or a dismount: There will be no deductions for using a mounting object (such as a rock or stump). Mounting block, or other safe object, will be provided if mount/dismount is required.

- ❖ In a situation where a mounted task requires the use of two hands a rider could exhibit a higher level of trust by looping the reins over the saddle horn and using two hands to perform it. However, remember, if you are flawless (meaning your horse stands perfectly still and is not distracted) then you will score high but if you have to pick up your reins so that your horse doesn't walk off then you may score lower than someone that continues to hold the reins in one hand and the horse performs flawlessly. In a combination where the horse or rider is novice or green the rider is encouraged to loop the reins over an arm or hold them in some manner. Safety first!
- ❖ If ride management designates a more difficult path, worth higher points (this rider choice, along with the point difference, should be noted on the pattern) and an easier path worth less than 10 points, through an obstacle it should be noted on the pattern. In this situation a rider, who takes the more difficult path through the obstacle, executing it with flaws, may score lower than another rider, taking a less difficult path, who executes it flawlessly.
- ❖ In a task that requires either ground tying or hobbling (rider's discretion): If a horse ground ties flawlessly they will score higher than a horse that is hobbled. However, in a situation where the hobbled horse stays still and remains quiet and the ground tied horse moves, the hobbled horse could score higher.

Tack & Attire

ATTIRE:

- ❖ Specific attire is not required but English tack warrants English attire and the same applies to western.
- ❖ Heels on shoes are required, either boots or riding shoes.
- ❖ Helmets are optional.
- ❖ Please remember, that although specific attire is not required, when in a judged situation riders should strive to present themselves as a clean, well put together horse and rider team.

TACK:

- ❖ Snaffle bits: Riders may ride with two hands.
- ❖ Two hands on a shank bit is accepted; however, it needs to be understood that in the event of two comparable runs a rider using one hand may be given a higher score.
- ❖ If you use a solid mouth piece shank type bit, some sort of get down rope or lead is strongly encouraged.
- ❖ If you enter the class using one hand and switch back and forth to two hands it will detract from your score.
- ❖ No tie-downs.

Wild Cowgirl Enterprises LLC & Maxson-Box Stables

General Rules & Information

Arrival - Please check in at the office for stall and parking assignments. Please do not plan to arrive before 1:00 PM Thursday June 6th without calling ahead for permission. We reserve the right to change this schedule.

WCE reserves the right to limit entries at any time if parking or classes reach capacity. Entries received after June 4th may not be accepted. Once a person is entered (1 class with 1 horse, stall and RV if applicable), classes may be added or dropped until the draw has been run at which time the class is closed.

Entries - Payments:

1. No entries or stall reservations will be accepted unless accompanied with payment.
2. If payment is stopped on a check after entry deadline, or if check is returned by the bank for non-sufficient funds, exhibitor's name will be shared with other event management, will be turned in to **CHECKRITE** and will be charged a \$35.00 fee.

Add/Drop/Change Class:

1. Classes can be added or dropped by completing the request form in the office.
2. Classes cannot be added or dropped after the draw order has been completed.

Refund Policy:

1. All requests for refunds prior to 5:00pm Friday May 24, 2013, will be refunded minus a \$25 office fee.
2. All fees are non-refundable after 5:00pm Friday, May 24, 2013. Only if you present a written letter by June 7th, 2013 from your doctor or your veterinarian stating you or your horse is/was unable to be ridden through the course will an exception be made. Applicable entry and stall fees will be refunded minus a \$25 office fee.

No Smoking - Smoking is NEVER permitted in any Maxson-Box Stables buildings or near farming fields. Smoking is permitted inside of your personal RV/Vehicle ONLY.

Dogs - Dogs are to be leashed or securely tied in a safe place away from horses, people and other dogs - **at all times**. Owners are financially liable for any dog-related incidents. Dogs **ARE NOT** allowed in or near the concession area, arenas, or on trail courses regardless of being on a leash.

Speed Limit - Please adhere to the 5 MPH speed limit while driving on the Maxson-Box Stables premises.

Parking - Please do not park in front of the Boarding Barn or Paddocks. Spectators and visitors may park in the gravel parking area on the North side of the indoor arena. Signs will be posted.

Admission to Courses - No person may ride in the area set aside for the Cowboy Mountain Trail Challenge. Failure to comply with this request could result in disqualification from subsequent classes and forfeiture of all entries, prize money, and awards.

Practice - Exhibitors WILL NOT be allowed to practice on the Competition Courses. Exhibitors will be given the opportunity to walk the course(s) Friday morning (no horses) and each day prior to the start of competition. There will be **NO** exceptions. **Warm-up obstacles** will be setup for exhibitors to use throughout the show. This is a stable facility with trail access. Exhibitor must stay within designated/signed areas.

RV/Camping - RV and camping spots are assigned per vehicle/trailer length. There are a limited number of RV spots available. There is no septic, water, or electrical hookups in the camping area.

Disputes Not Covered by Rules - Should any question arise not provided for in the rules, the question shall be referred to the show management whose decision will be FINAL.

Changes to this Handbook – We reserve the right to adjust the schedule or to substitute judges if necessary. Any changes or corrections will be posted in the Office.

Directions to Maxson-Box Stables

- ◆ **Traveling East or West on I-84** there are two exit options; 1) take **EXIT 210** for **OR-11** toward **Pendleton/Milton-Freewater**, turn **left** at **OR-11** (signs for **Milton-Freewater**) or 2) take **EXIT 216** toward **Milton-Freewater/Walla Walla**. From Milton-Freewater, head **north** on **OR-11** toward **Walla Walla**. When entering Washington (crossing the Stateline) continue on **WA-125** for 1.9 mi. Turn **left** at **S College Ave** and continue 2 mi through **College Place**. Turn **left** at **Wallula Ave**, continue 2.1 mi then turn **left** at **Old Hiway 12 Rd**, continue 0.9 tenths mi and turn **left** at **Last Chance Rd**. Continue 0.7 tenths mi to Maxson-Box Stables on right side of road. Follow signs to check-in.
- ◆ **Traveling East on US-12 toward Walla Walla**, turn **right** on **Old Hiway 12 Rd** (just past the Whitman Mission Historic sign), continue 3.4 mi then turn **right** on **Last Chance Rd**. Continue 0.7 tenths mi to Maxson-Box Stables on right side of road. Follow signs to check-in.
- ◆ **Traveling West on US-12 toward Walla Walla**, turn **left** on **Spangle Rd**, then turn left on **Old Hiway 12 Rd**. Continue a short 0.3 tenths mi, then turn **right** on **Last Chance Rd**. Continue 0.7 tenths mi to Maxson-Box Stables on right side of road. Follow signs to check-in.

