

*****RULES FOR SUBMITTING TRAIL PATTERNS, LEADLINE OBSTACLE PATTERNS and FUN / GAME EVENTS FOR 2025*****

New this year!!! Members have the opportunity to submit a Trail Pattern, Leadline Obstacle Pattern AND / OR Fun Game Event. Patterns will be chosen at random for each of our shows by our Judges.

You must be a current member of Silver Heels Riding Club for patterns to be considered. Submissions should be sent using a PDF format and emailed to: shrcentries@yahoo.com or via Silver Heels Riding Club Facebook Messenger.

TRAIL:

Obstacles that Silver Heels have available for use are:

Bridge, rope gate, cones (8), poles, barrels (2), mailbox, standards. If you would like to include an obstacle that we do not have access to, you will need to provide that obstacle. It must be at the office by 7:00am the morning of the show.

Rules:

- Keep the pattern to a maximum of 5 obstacles and under 3 minutes.
- Keep pattern size to roughly 125 x 100 roughly ½ of Ring 2)
- Trail Pattern must include at least one WTC transition (be specific if it is a right or left lead).
- If using a gate, please be specific if it is a right or left handed gate.
- Walk Trot exhibitors will extend the trot where the canter is called for.
- The Judge has the right to modify the pattern for the In-Hand Trail Class, if need be.

Typical Trail Pattern Elements / Maneuvers / Obstacles to consider but not limited to:

- Gaits: walk, trot, extended trot, lope
- Poles: Walk-overs, trot-overs, lope-overs,
 - Pole spacing will be at the discretion of the Judge based on the following standards:
 - Walk-overs: 20" - 24"
 - Trot-overs: 3' - 3.5'
 - Lope-overs / Extended Trot-overs: 6' - 7'
- Horsemanship Elements:
 - Circles, straight lines, serpentine or other pattern in the line of travel, backing, lead changes, pivots, rollbacks, spins, stops/halts.
- Obstacles:
 - Rope Gate,
 - Crossing a Bridge,
 - Back-through obstacle,
 - Sidepass,
 - Mailbox,
 - Turning in a Box (min 6 ft, max 8 ft) – please indicate size of box and if it is a left turn or right turn.
 - Traveling through a box
 - Remove, carry and replace and item (be mindful of different horse sizes)
 - Any other obstacle that is safe and not overly difficult or impossible.

- **Obstacles to Avoid (avoid obstacles that could cause fear or difficulty):**
 - No tarps
 - No cowboy curtains
 - No hay bales
 - No pool noodles
 - No dragging of objects
 - No inflatable air blower tube man
 - No Tires
 - No Jumps
 - No Water hazards

LEADLINE PATTERN:

Common elements including by not limited to: basic gaits (walk & trot only), circles, serpentine, backing, ground poles (walk-over only), cones, bridge, stops/halts.

Maximum of 3 obstacles.

Any other obstacle that is not overly difficult or impossible.

All obstacles should be with safety in mind.

FUN EVENT / GAMING CLASSES:

Keep it FUN, Keep it SIMPLE.....

Please make sure both can be run WT and WTC.

Can be run individually or as a group class

Examples: Egg & Spoon, Barrel racing, Mint Julep, Red Light / Green Light, snail race, flag race, etc....