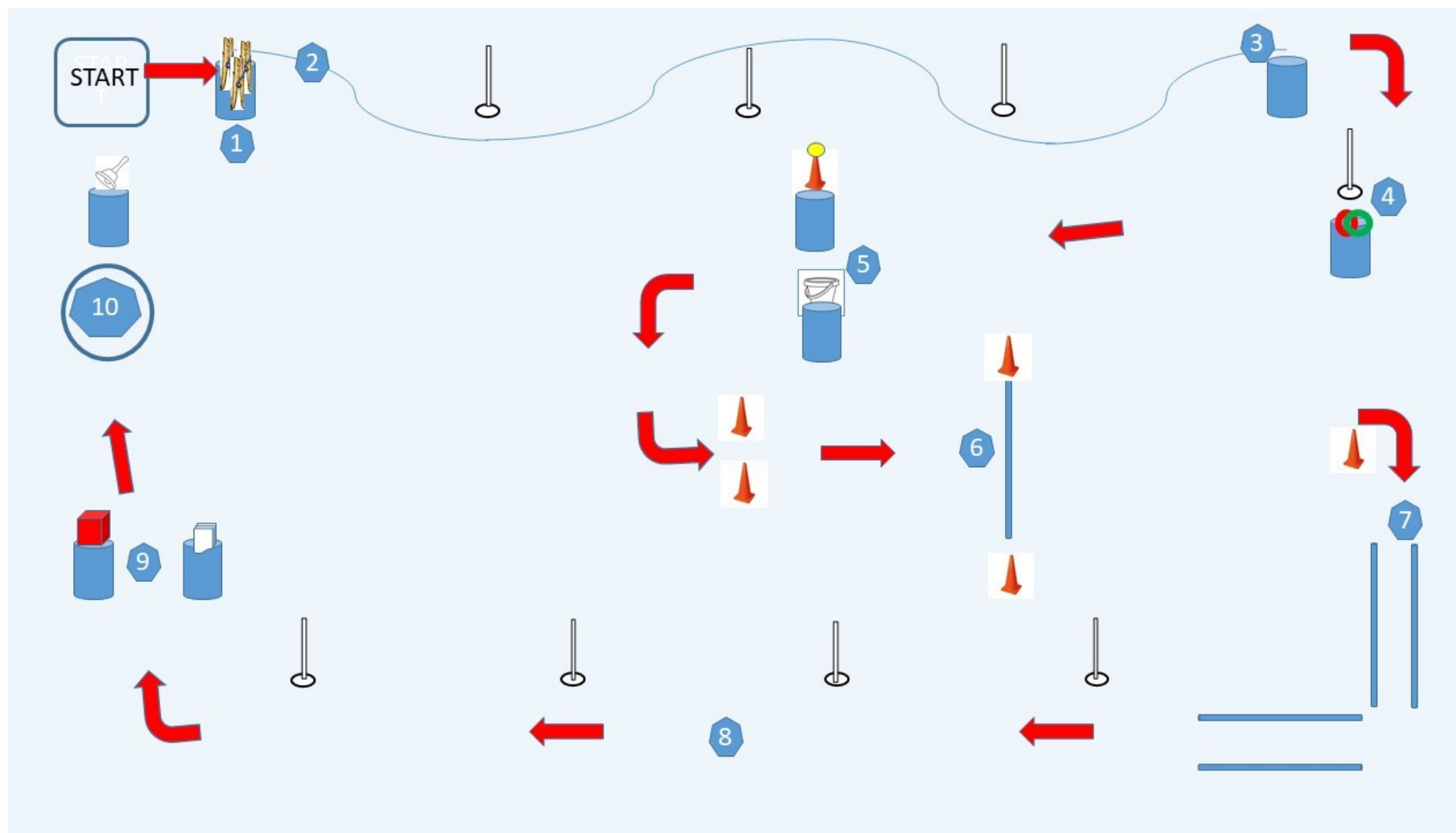


RDAQ STATE CHAMPIONSHIPS WORKING TRAILS 2025



## **RDAQ STATE CHAMPIONSHIPS WORKING TRAILS 2025**

Competitor keeps horse stationary with all four feet inside starting box and when Judge rings bell proceeds to:

1. Where the competitor keeps the barrel on their right and attaches a peg on each of the horse's mane, the saddle blanket, the reins and themselves.
2. Bends through the poles as shown on diagram – this is at a walk for all competitors. For each peg that falls off the rider will incur a five second penalty but they do not need to stop while it is retrieved.
3. Removes all the pegs and places them on the drum (from here until the cones before the jump riders may trot if they wish).
4. Picks up a throw ring from the barrel and places it over the pole, then repeats with second ring – must be done one at a time.
5. Picks up the ball from the top of the cone and places it in the bucket.
6. Walks over the ground pole in the two point forward position (once over the pole the rider may trot until the beginning of 8).
7. Negotiate the bend. There will be a 5 second penalty each time the horse steps outside the poles.
8. Slow from the first to second pole, fast walk or trot between second and third pole and then slow again between third and fourth pole. At the 4<sup>th</sup> pole proceed in medium walk to number 9.
9. Pick up a letter from one barrel and post it in the letterbox on the other barrel.
10. Enter the circle, ensuring all 4 of the horses feet are in the circle. Horse stands immobile in the circle while the rider/leader dismounts and leaves the circle to ring the bell. If the rider is unable to dismount the leader/assistant leaves the rider and horse in the circle to fetch the bell for the rider to ring while still mounted. The time ends when the rider rings the bell. There is a 5 second penalty if the horse does not stay within the circle.

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The distance between the peg barrel at number 1 and the first bending pole is 6 metres, 9 metres between the bending poles and 6 metres between the third bending pole number 3.

The distance between the elements at 4, 5 and 9 will be set at 1 metre but can be adjusted for any rider that has special needs.

The distance from the cones to the “jump” ground pole is 10 metres.

The distance between the ground poles at 7 is 1 metre

From the end of 7 to the first bending pole at 8 is 6 metres and then 9 metres between the poles.

The circle at 10 is 3 metres in diameter and the barrel with the bell 1 metre from the circle.

If any item at any element is dropped the rider must remain stationary while it is retrieved and placed back in its original position and then try again. This will be a timed event and time penalties will be added if, for example, the rider trots over the ground pole.

### **EQUIPMENT NEEDED**

Bending poles x 8

Ground poles x 9

Letterbox x 1

Field markers enough to make 3 metre circle

Pegs x 4

Bell x 1

Barrels x 9

Witches hats x 6

Letters to post x 2

Ball (Tennis ball size) x 1

Throw rings x 2

Bucket x 1