

# STRIDE RIDDEN JACKPOT TRAIL

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|---------|
| Entry # |
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|              |
|--------------|
| Points Total |
|--------------|

|       |
|-------|
| Place |
|-------|

|    | Obstacle           | Directives   | Points | Remarks |
|----|--------------------|--|--------|---------|
| 1  | Don/doff slicker   | Walk to pole with slicker. Retrieve and don slicker. Doff slicker and return to pole.  |        |         |
| 2  | Back Through       | Walk to backing obstacle. Turn and place hind feet at beginning of obstacle and back through "L". Proceed at walk to next obstacle   |        |         |
| 3  | Ring Bell          | Walk to bell. Halt <b>5 seconds</b> . Ring bell. Proceed at trot   |        |         |
| 4  | Garbage Dump       | Approaching obstacle transition to a walk. Walk into box marked with 4 poles. Walk straight through "garbage" exiting opposite side of box. Walk to next obstacle  |        |         |
| 5  | Pin Wheel Gate     | Approach 1 <sup>st</sup> barrel at a walk. Pick up end of 2 x 4 by attached rope from 1 <sup>st</sup> barrel. Without allowing other end of 2 x 4 to fall from 2nd barrel, execute a circle around 2nd barrel holding 2 x 4/ rope end until making complete circle and returning it to 1 <sup>st</sup> barrel. Proceed towards next obstacle at a trot |        |         |
| 6  | Bridge             | Approaching bridge transition to a walk. Quietly walk over bridge. Proceed at walk to next obstacle  |        |         |
| 7  | Mail Box           | Walk to mailbox. Halt. Open mailbox. Close mailbox. Put flag up. Proceed at walk   |        |         |
| 8  | Vine Simulator     | Approach obstacle at a walk. Quietly walk through the "vines". Walk to next obstacle.  |        |         |
| 9  | Rail Road Crossing | Walk quietly over the RR crossing. Proceed to next obstacle at a walk  |        |         |
| 10 | Mattress Walk Over | Walk quietly over Mattress and proceed to next obstacle at a walk.   |        |         |
| 11 | Obstacle Drag      | Halt. Secure rope on drag obstacle and drag obstacle until it passes cone. Drop rope. Proceed at trot.   |        |         |
| 12 | Water Crossing     | Enter water at a trot between 2 cone markers. Trot through water at a trot and exit through 2 <sup>nd</sup> set of cone markers leaving course at a trot   |        |         |

| Collective Marks                  |   | Points | Remarks |
|-----------------------------------|---|--------|---------|
| Gaits, impulsion                  | Freedom and regularity, desire to move forward                  |        |         |
| Submission, Acceptance of the bit | Acceptance of the bridle, attentive, confident, calm and bright |        |         |
| Rider Use of aids                 | Position and seat, correctness and effectiveness of aids        |        |         |

Signature of Judge\_\_\_\_\_

10-Excellent, 9-Very Good, 8-Good, 7-Fairly Good, 6-Satisfactory  
5-Sufficient, 4-Insufficient, 3-Fairly Poor, 2-Poor, 1-Very Poor,0-Not performed