

Canadian Horse Breeders Association - Atlantic District
Saturday October 20
(Rain date October 27)
2018 IRON HORSE COMPETITION
(plus additional fun classes)

The Iron Horse Competition (IHC) consists of 4 activities to test for strength, agility, obedience and speed. Traditionally it was intended to show the versatility of each individual Canadian horse, as the overall points scored by each horse in the 4 activities determine the champion.

In addition to the Iron Horse activities there will be more classes: pleasure (in harness and under saddle), open trail horse, driving obstacles, and 2 (time dependant) FUN classes (games-type).

For this competition all classes will be open to any breed of horse, and the Iron Horse Championship award will go to the horse with the best overall score in the 4 categories of speed, strength, agility and obedience.

Preliminary schedule:

9 AM: Driving classes

IHC Speed (driving cross country ~1/3 mile loop)
IHC Strength (stone boat pull)
Driving Pleasure
IHC Agility (driving cones)
Driving Obstacles/Trail style

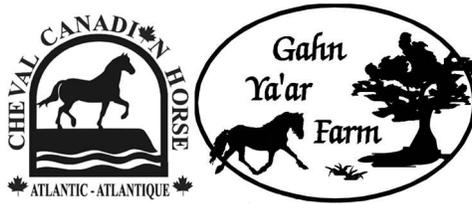
12-2: AGM (Canadian Horse Breeders Atlantic District)

***A fund-raising luncheon will be held – bring your appetites!

2 PM: Under saddle classes

IHC Obedience (trail)
Open trail
Pleasure (English & western)
Games1 & 2

The day's activities will be held at Gahn Ya'ar Farm in Center Rawdon, in the beautiful rolling Rawdon Hills, 2626 South Rawdon Rd., Center Rawdon



IRON HORSE COMPETITION Event & Scoring

The entire Iron Horse competition is scored out of 100 points, with 25 points coming from each of the four sections.

If a horse is eliminated from one section, this does not preclude them from being in the rest of the Iron Horse competition. This simply means that they receive a score of 0 for that particular section.

1. Trail Class (Obedience)

- Course is timed. Time not used for Iron Horse point calculation but only for awarding prizes to the class, in event of tie.
- English or western tack may be used.
- Each obstacle to be scored out of 5.
- The rules specify that the following five obstacles must be used:
 - ❖ GATE
 - The rider must open and close the gate while remaining mounted.
 - Time allowed: 2 minutes
 - If the rider lets go of the gate or exceeds the time allowed, he is eliminated from this obstacle. 5 points are lost and they must proceed onto the next obstacle.
 - ❖ BRIDGE
 - Dimensions: 6 feet wide, length: ~8 feet
 - Time allowed: 2 minutes
 - Penalties: 2 points lost per refusal. A refusal is when the horse stops and steps back.
 - Disqualification: more than time allowed or 3 refusals. The rider loses 5 points and must proceed onto the next obstacle.
 - ❖ WATER
 - Natural ditch style obstacle. Dimensions: minimum 6 feet across X 10 feet wide. Shallow water and river rock. Not more than 30 cm deep.
 - Time allowed: 2 minutes
 - Penalties: 2 points lost per refusal. A refusal is when the horse stops and steps back. Disqualification: more than time allowed or 3 refusals. The rider loses 5 points and must proceed to the next obstacle.



❖ JUMP (log)

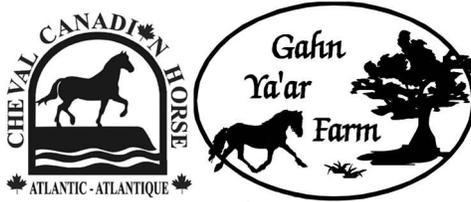
- Height: ~45 cm (18 inches)
- Standard jump width (12 -14') Time allowed: 2 minutes
- May step over or jump
- Penalties: 2 points lost per refusal. A refusal is when the horse stops and steps back.
- Disqualification: more than time allowed or 3 refusals. The rider loses 5 points and must proceed to the next obstacle.

❖ BACK UP

- 2 rails or pieces of wood on the ground.
- Dimensions: 4 feet apart, 12 feet long.
- Rider must back up between the rails.
- Rider starts the backup in front of the rails. They are not allowed to go through the rails and back up.
- Time allowed: 2 minutes
- Disqualification: if one or more legs of the horse steps over the side of the rails or exceeding the time allowed.

2. Cones Course (Agility)

- 10-15 gates will be used, adjusted to fit the arena dimensions.
- Each ball down or cone dislodged will incur a 5 second penalty which be added to the total time.
- If a horse canters for more than three strides, they are to be eliminated and will not receive a score for this portion of the competition.
- The fastest driver will be awarded 25 points. The time posted by this driver will be the reference time. The penalties for the other drivers will be calculated by multiplying each second over the reference time by 0.1 points. The resulting number of points are subtracted from an initial starting score of 25 to get the final score for each driver.
- The class is awarded by the fastest time (including penalties).
- The Iron Horse score out of 25 is applied to the total calculation.



3. ~1/3 Mile Trot (Speed)

- This will be a cross-country trotting loop, following trails, driveways, and fields. There will be sections that should be done more cautiously and sections where trotting on is obviously encouraged.
- The trot gait is mandatory except where going more slowly is necessitated by the trail. If the horse breaks to the canter, the driver has three full strides to come back down to the trot. More than three strides will result in elimination, **as will crossing the finish line at a canter.** If eliminated, no score will be awarded for this portion of the competition.
- The fastest time will receive the full 25 points and will be the reference time. The penalties for the other drivers will be calculated by multiplying each second over the reference time by 0.1 points. The resulting number of points is subtracted from an initial starting score of 25 to get the final score for each driver.

4. Stoneboat Pull (Strength)

- The horse is put to a stoneboat (provide) which will weight ~300lb. A reasonable weight harness in good condition will be adequate.
- Stoneboat to be hooked to singletree, preferably with quick release couplers.
- The driver or the groom is responsible for hooking the swingletree to the stoneboat, while someone else heads their horse.
- The total weight must be pulled a distance of 100 feet, all in one continuous pull.
- The finish line will be a rope buried in sand or line chalked on the ground, so that the stoneboat can be pulled across it, without disrupting it.
- At the end, the driver must stop the back of the stoneboat as close as he can to the finish line. The distance from the back of the stoneboat to the line is measured and the competitor with the shortest measured distance is the winner.
- The contest is to be done at the walk. 3 strides at a gait other than this will incur elimination and no score will be received.
- Whips are prohibited. The driver is not allowed to whip the horse with either a whip or the reins. Doing this will incur elimination and no score will be received.
- The driver can either walk beside the stoneboat or can ride on it.
- The driver must hold the reins and drive the horse from behind or to the side. He cannot lead the horse by the bridle.
- Penalty Point Calculation: The driver who stops closest to the finish line receives the full 25 points. Each of the other drivers lose 0.1 point for each inch away from the finish line, from their initial starting score of 25.



Other classes:

Pleasure under saddle, English or Western tack. Walk, trot and canter both directions required, calm but ground covering gaits. Halt on track and stand quietly. Reinback.

Pleasure driving. Walk and trot both directions. Different trot speeds may be requested. Halt & stand quietly. Reinback.

Open trail horse (under saddle): There will be up to 10 obstacles, and may include same as found in the iron horse competition. Additional ones could be: irregular walking rails, mounting & dismounting from different sides, picking something out of a mail box & putting it somewhere nearby, a dressing station (pick up a coat, put it on, change your mind & rehang it but from the other side of the horse), 'a stirrup cup', The Dead End Trail (step into a rail-defined box, pivot & leave), possibly other obstacles as well!

Driving Trail horse: There will be up to 10 obstacles which may include any of following: cone style obstacles ('L' obstacle, 'T' obstacle, parallel ground rails, serpentine) bridge, water, brush underfoot, exit & enter your vehicle from different sides (groom/header required), picking up something from a pole and replacing it from the other side of the vehicle, Dead End Trail (cone defined box that will require a fan-style U-turn 180°), possibly other obstacles as well!

Games (u/s) (Suggestions welcome)

Any number of the following possibilities, depending on time & interest.

- 1) The Slurp & Burp Race: Competitors at 1 end of ring, glass of carbonated beverage of your choice at the other end. Gallop down, drink the entire glass. Gallop back. 1st across the finish line wins
- 2) Egg & spoon . 1st across the finish line with the egg still in the spoon wins
- 3) 50/50 Bareback command class. \$10 entry and winner shares total class entry with club (this is after all a fund raiser event!)
- 4) Saddle-up & head out: riders start mounted bareback at 1 end of ring, saddle & pad at other end. Gallop to saddle, saddle up, mount up (!), gallop back. Winner is 1st across the line with the **saddle & pad on correctly** – they will be checked!