

# MEADOW WOOD FARM - NATURAL TRAIL COURSE

1. EVERYONE in your party MUST SIGN a liability release waiver. Even non-riders and spectators must sign a release.
2. Be considerate of the property, do NOT ride on the hay fields.
3. Below is a map to get to the course, allowing you to take the lane around to the hay fields or a path through the woods. Please watch for the pink ribbons and follow the trail.
4. There is a rake available, we ask that you spread or toss any manure piles from your horse on the course.
5. You may use the high tie line for your horse, bring your own lead rope. Scatter any manure from your horse.
6. If any obstacle gets broken, please let us know about it ASAP.
7. Remember, this is set in a Natural Woodland. The ground is soft and has roots and rocks and divots and sticks. It's a great place to teach your horse to handle different ground conditions.
8. Parties of up to 6 are allowed and you have 4 hours on the course.
9. Parking will be at Windy Ridge Farm, located 1/2 mile from the course. You can saddle up and ride along a quiet dirt road to the course. The path through the woods is well marked, follow the pink ribbons and check your map. Or you can lead your horse to the course where there is a large field for ground games/warm-up and a high tie line.
10. You will be provided with a judge's card, and information on how to use the course.

This course has many options for you. You can lead your horse through the course, you can have a ground assistant help you and your horse you can ride as a team taking turns, you can ride it alone, or at the walk or trot.

If you want to time your run, the timer starts with the ringing of the bell and ends when the bell is rung again.

We have a "Judge's Seat" in the middle of the course, if you are doing it as a judged event.

Each obstacle has a 3-level point system -

5 points for approaching the obstacle and interacting with it

10 points for completing a portion of the challenge

15 points for completing the entire challenge at the obstacle

The judge can add "Flair points" for an especially high level of completion of the obstacle.

- Always keep your horse's confidence and willingness in mind.
- Don't force or push them at the obstacles.
- Give them time to check out the obstacle and get comfortable with it.
- The venue being in the woods makes even the simplest challenge much more difficult for the horses.

In case of emergency please call 911.

Give the address 1403 Rosell Road Holly Michigan - this is the house across the street from the entrance to Meadow Wood Farm.

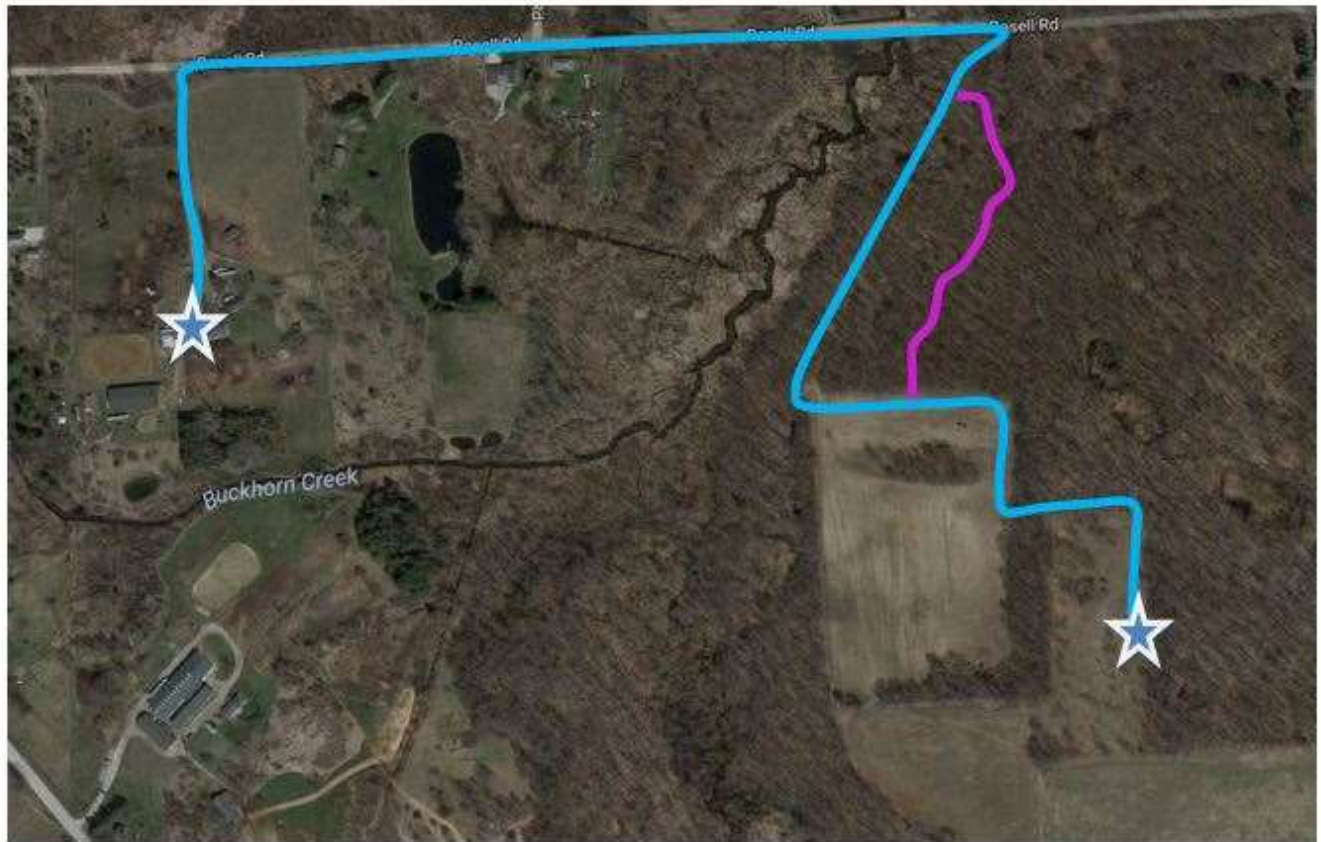
Send a person out to the entrance at the road to meet Emergency personnel and guide them to the site.

Parking at Windy Ridge Farm - 950 Rosell Road, Holly Michigan

Pull in at gate, turn rig around in barn yard, pull along driveway off to the side to park.

You can saddle your horse and ride or walk to Meadow Wood Natural Trail Course.

It's 1/2 mile from Windy Ridge to Meadow Wood. Go out driveway to Rosell Road, turn Right. Pass Oakhurst road and pass the Buckhorn Creek. You'll see the gate to Meadow Wood on your right. Follow up driveway to first hay field, follow along edge of fields until you reach path to course. Follow the pink ribbon path through the woods for a fun bit of trail. The course entrance is marked with signs.



# **POINTS SYSTEM FOR JUDGING THE TRAIL COURSE**

## **1. Starting Block - Ring bell**

- 5 - approach bell, swing rope
- 10 - gently ring bell
- 15 - ring bell loudly

## **2. Stump Stand**

- 5 - approach stump, allow horse to smell it
- 10 - get horse to put one foot on stump
- 15 - get horse to stand on stump with 2 feet

## **3. Spin Cycle**

- 5 - approach rock ring, horse stands calmly next to it
- 10 - horse puts front feet in rock ring
- 15 - horse stands in rock ring and moves HQ 360 degrees

## **4. Merry go round**

- 5 - horse goes over one log
- 10 - horse walks over all 4 logs
- 15 - horse trots over all 4 logs

## **5. Squeezie Treezie**

- 5 - horse walks forward through the trees - or stops part way and backs out
- 10 - horse backs one way through the trees
- 15 - horse back through the trees, turns and backs back out

## **6. Flapping Flag**

- 5 - horse approaches and puts nose on flag
- 10 - rider picks up the flag and returns it to the holder
- 15 - rider picks up flag and rides around the tree and returns it to the holder.

## **7. Twisty Twizzler**

- 5 - horse walks around the weave
- 10 - horse walks and trots around the weave
- 15 - horse trots the whole weave

## **8. Christmas Tree Jump**

- 5 - horse walks over the log and jump, turns around and walks back
- 10 - horse walks over one jump and jumps the Christmas tree jump, turns and returns over both
- 15 - horse jumps both jumps, returns and jumps both again

## **9. Double Drag**

- 5 - approach the log drag, pick up rope and flap near horse
- 10 - pick up rope and pull the log toward you while backing your horse
- 15 - pull log behind your horse, to second tree, then backing pull log to start tree

## **10. Pinecone Pickup**

- 5 - get pinecone from basket and walk to stump, drop in
- 10 - get pinecone from basket, walk to stump, drop in lower basket
- 15 - get pinecone and drop into lowest basket

## **11. Jumping Jack Flash**

- 5 - walk over jump, turn and walk back over
- 10 - walk over jump, turn, trot and jump over
- 15 - trot and jump over both directions

## **12. Compass Needle**

- 5 - approach and touch the compass
- 10 - push the compass less than 360
- 15 - push the compass needle 360 degrees

## **13. Cattail Pond**

- 5 - approach and touch the pond or cattails
- 10 - step onto the pond
- 15 - step into the pond and through the cattails

## **14. Gateway**

- 5 - approach gate and rub it
- 10 - unhook gate and rehook it
- 15 - unhook gate, pass through , rehook it

## **15. Sidewinder**

- 5 - sidepass in front of the log in one direction
- 10 - sidepass in front of the log in both directions
- 15 - sidepass over the log in both directions

## **16. Back'em up Ls**

- 5 - walk into lane, back back out
- 10 - walk 1/2 way through lane, back back out
- 15 - turn around at the beginning of the lane and back through both Ls

## **17. Loping Lane**

- 5 - walk your horse down the lane, turn at tree and walk back
- 10 - trot your horse down the lane, turn at tree and trot back
- 15 - lope your horse on one lead to tree, turn lope back on other lead.

**RING BELL TO FINISH!**