

\$15,000 CINCH FIRST 2 FINISH TRAIL DUEL

First 2 Finish Trail Duel is a timed trail class where horses compete in a head to head competition over trail obstacles and the winners are based on a combination of time and penalties. Open and Non Pro exhibitors compete against one another for a \$15,000 purse with a \$1000 bonus being paid to the highest placing Non Pro exhibitor. Class will include a preliminary round held on Tuesday August 13 in the Pavilion and a finals held Wednesday August 14 at approximately 6:30 pm in the Ford Truck Arena. A pre-event party sponsored by CINCH will be held before the class both days.

RULES FOR COMPETITION

The class is open to any Youth, Non Pro or Open exhibitor on any age horse. Contestants can show multiple horses in the preliminaries. Only in the event that an exhibitor qualifies multiple horses for the finals, an alternate rider must be designated for the finals.

Horses will compete on identical courses in a head-to-head format. The top eight times from the preliminaries will advance to a bracketed finals. In the finals, winners of each bracket will advance to the next level until only two teams of horse and rider remain.

CINCH First 2 Finish Trail Duel is a timed event and all penalties occurring on course will be converted into time penalties. Gait preference while on course unless specifically noted on the pattern is the choice of the exhibitor. Only knockdowns, stepping out of the confines and breaks of gait where specified will be converted into time penalties.

\$15,000 guaranteed purse will pay as follows:

First Place - \$3500	Sixth Place - \$750
Second Place - \$2500	Seventh Place - \$600
Third Place - \$1500	Eight Place - \$500
Fourth Place - \$1200	9 th – 15 th \$350 (based on times from preliminary competition)
Fifth Place - \$1000	Highest Placing Non Pro Bonus - \$1,000

NSBA equipment rules as outlined in the 2019 NSBA Official Handbook prevail (rule 137). Unless specified below all NSBA rules apply.

CINCH First 2 Finish Trail Duel is scored on a mathematical basis and all penalties shall be converted into time penalties as follows:

- 1) **THREE POINT PENALTY** adds 5 seconds to time
 - a) Incorrect or break of gait where specified
 - b) Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle.
 - c) Stepping outside the confines of, falling or jumping off or out of an obstacle with one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with one foot
- 2) **FIVE POINT PENALTY** adds 10 seconds to time
 - a) Dropping slicker or object required to be carried on course
 - b) First or second cumulative refusal, balk, or evading an obstacle by shying or backing
 - c) Letting go of gate or dropping rope gate
 - d) Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with more than one foot
 - e) Blatant disobedience (including kicking out, bucking, rearing, striking)
- 3) **0 – SCORE – DISQUALIFICATION**
 - a) Use of more than one finger between reins
 - b) Use of two hands (except in Snaffle Bit or Bosal classes designated for two hands) or changing hands on reins; except for junior horses shown with bosal or snaffle

bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle.

- c) Use of romal other than as outlined: Whenever this handbook refers to romal, it means an extension of braided material attached to closed reins. This extension shall be carried in the free hand with a 16-inch (40 cm) spacing between the reining hand and the free handholding the romal. When using romal reins, the rider's hand shall be around the reins with the wrist kept straight and relaxed, the thumb on top and the fingers closed lightly around the reins. When using a romal, no fingers between the reins are allowed.
- d) Performing the obstacles incorrectly or other than in specified order
- e) No attempt to perform an obstacle
- f) Equipment failure that delays completion of pattern
- g) Entering or exiting an obstacle from the incorrect side or direction
- h) Working the obstacle the incorrect direction: including overturns of more than ¼ turn
- i) Failure to work an obstacle in any manner other than how it's described by the course
- j) Third cumulative refusal, balk or evading an obstacle by shying or backing
- k) Failure to follow the correct line of travel between obstacles
- l) Excessive schooling, pulling, turning or backing anywhere on course.
- m) Failure to open and shut gate or failure to complete gate