

## **RULES OF RIDE & TIE** **(revised January 2025)**

### **Violation of any rule may result in disqualification.**

1. Each team will consist of two persons who are current members of the Ride and Tie Association and one horse. Throughout these rules “horse” means “horse, pony, donkey, burro, or mule.”
2. The horse must be at least four years (48 months) old if competing in distances 19 miles or less, and five years (60 months) old if competing in distances of 20 miles or longer.
3. No pregnant or lactating mares will be allowed to compete.
4. In alignment with AERC, no foreign substance or medication may be given or administered to any horse within 72 hours before starting the event or one hour after finishing the event. This includes ointments or solutions for topical use that contain local anesthetics. All medications administered during the two weeks prior to the event must be declared in writing to the veterinarian conducting the pre-ride examination.
5. All horses must be submitted for a pre- and post-ride examination.
6. All horse(s) must be presented for a post-ride veterinary examination within a half hour of the horse crossing the finish line. Horses must pass this examination for any member of that team to be eligible for completion awards and points.
7. There will be a predetermined number of vet checks where the horses will be observed and examined. There will be no mandatory time holds. Cut-off time limits for each check point may be established. Pulse, respiration, mucous membrane color and capillary refill, surface factors, attitude and soundness will be considered as part of the criteria for passing through to the next check. Vet check criteria will be announced prior to the ride start and will be determined by the Head Veterinarian after consideration of weather, terrain, and other factors.
8. All decisions of the Veterinarian staff regarding the health and safety of the horse are final. No abuse of a horse will be tolerated.
9. Before the Start there will be an Agreed upon “Start and Finish line”.
10. Artificial ties are illegal. An artificial tie is anything that does not exist along the trail for all participants to tie to. For example, a contestant cannot carry a metal stake and hammer with them and create an “artificial tie” as they go. Hand ties may be allowed at the Ride Manager's discretion. Any decision to allow hand ties will be announced at the pre-ride briefing.
11. Each team must switch from rider to runner and runner to rider at least six (6) times during an event. Teams may tie as many times as they desire anywhere along the trail as long as the ties do not obstruct the trail or are not made in designated “No Tie Areas.” A required exchange will occur at each vet check. A team must exchange at least twice between vet checks. Where vet checks are so close that two exchanges may be impractical, the Ride Manager may allow one exchange between two specific vet checks. If a runner on a team has not been overtaken by his partner before the next vet check, then the runner must wait at the vet check for his/her partner to arrive in order to meet the required vet check exchange.
12. With the exception of securing a loose horse, no person other than the team members and designated ride officials may handle a team’s horse on the trail during the event. Designated team crew may work with the horse at any vet check specified by ride officials to be open to crews. Ride officials may require crew to obtain a pass. Only contestants may take a horse through the vet checks during the event.
13. It is not permissible for both members of a team to use their horse at the same time for forward movement. “Tailing” (meaning the rider dismounts, grips the horse’s tail and allows the horse to pull him/her) is allowed but it is not permissible for one team member to ride while another tails.
14. No pacing by an un-entered horse or runner is allowed for any contestant.
15. Riders shall be responsible for their horse’s behavior prior to and during the event. If, at the discretion of the ride management, any horse becomes unruly or jeopardizes the safety of other participants, the team may be disqualified from the event.
16. Teams must pass and report to any trail marshals who are positioned along the course. Competitors inadvertently off course must return to the point at which they left the marked trail and complete the course correctly. Teams must stay on the marked trail.
17. Any protests must be made in accordance with the Association’s Protest Policy.
18. A team has not completed the event until both human teammates and their horse have crossed the finish line.
19. These rules apply to a sanctioned event. A ride may be of any distance, but to be sanctioned there must be a Ride & Tie of at least 20 miles in length offered within the same event.
20. Competitors under 16 years of age must wear approved safety helmets while mounted during a ride (helmet approval by AHSA, PCA, ANSIZ90.4, or Snell)