



Hosting a Ride and Tie at your Endurance Ride

Ride and Tie races and *Endurance rides* are basically the same sport with one important twist: Ride and Tie adds an extra human to the human/equine team. For the Ride Manager, most other details are the same including the course and vetting criteria. If you have already gone to the trouble and expense to put on an Endurance ride, then adding a Ride and Tie is a great way for you to increase interest and participation.

Our website www.rideandtie.org, our Facebook page and our YouTube channel all have a number of resources including a Ride Manager's manual to assist you. This document is a checklist to help you know the steps you will need to take to successfully offer a Ride and Tie along with your Endurance ride.

___ It is very common for the Endurance Ride manager to designate someone else to be the Ride and Tie Race Manager. This person can do all of the communication and coordination with the Ride and Tie association and assist you in ensuring that the other items on this checklist are coordinated to ensure a great race.

___ As soon as you decide on the date and place for the ride, contact the Ride and Tie Sanctioning Officer events@rideandtie.org. **Ask any and all questions you have!** Provide a race flyer (dates, race lengths, directions, camping information, etc.) and an entry form for posting on the Ride and Tie website as soon as possible. This may be the same documents you use for your ride or slightly altered specific ones to Ride and Tie

___ For a Ride and Tie to be a sanctioned race, you must offer at least one course with a minimum of 20 miles. Note that you are not required to have any team compete in that course. You are then welcome to offer other courses of any length. All miles in Ride and Tie count for career mileage and for the annual points competition.

___ You must be officially sanctioned through Ride and Tie at least 60 days before the event. Sanctioning involves filling out a form and agreeing to pay \$10 per team up to \$100 a day for insurance. This insurance is required even if your Endurance event is also insured. Your endurance event insurance likely does not cover Ride and Tie, so sanctioning is important.

___ You must join the Ride and Tie association in order to host a Ride and Tie. **Ride Managers are given complimentary annual memberships.** You must ensure that all competing team members are members of the Ride and Tie Association.

___ Include Ride and Tie in all Ride Briefings, Award ceremonies (including providing awards), and Activities (such as meals). This greatly enhances the experience for both Endurance riders and Ride and Tiers

___ Your head veterinarian sets all criteria for Ride and Tie as he/she does for Endurance. Typically the criteria are identical to the criteria for the Endurance horses with a couple of exceptions.

1. Ride and Tie does not require a hold at mid-race vet checks. Once the horse has successfully passed the vet check, it is allowed back on the course.
2. Because Ride and Tie does not require holds, veterinarians typically allow horses to go through mid-race vet checks without removing tack. The head veterinarian, however, may require that tack be removed for all horses or for any horse he/she deems in need of an exam requiring the removal of tack.
3. Ride Managers and Veterinarians often ask Endurance riders to allow Ride and Tie horse to "break" in line at the vet checks because they do not have a hold time making the vet check more time critical for them since the other human partner will already be back out on trail.

___ Ensure that your timers know the rules of Ride and Tie. The race does not end until all members of the team have crossed the finish line. That is the final time. Mid-race times (in and out) may be recorded for both horse and runner in order to keep track of the teams, but that data is not used by Ride and Tie. Unlike Endurance, there is no time limit for a race unless specified by the Ride Manager or the head veterinarian.

____ Post-race: provide race results, submit money for insurance, and turn in membership forms to Ride and Tie.

RULES OF RIDE & TIE

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 or mule.”
2. The horse must be at least five years old. No pregnant or lactating mares will be allowed to compete. 3. 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 race must be declared in writing to the veterinarian conducting the pre-race examination. The ride and tie association follows the same guidelines for prohibited substances as AERC. Please refer to their prohibited substance list at aerc.org.
4. All horses must be submitted for a pre-race examination.
5. 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 races start and will be determined by the Head Veterinarian after consideration of weather, terrain, and other factors.
6. Before the Start there will be an Agreed upon “Start and Finish line”.
7. All horse(s) must be presented to the veterinarians for a post-race 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. No abuse of a horse will be tolerated.
8. All decisions of the Veterinarian staff regarding the health and safety of the horse are final.
9. Artificial ties are illegal. Hand ties may be allowed at the Race Director’s discretion. Any decision to allow hand ties will be announced at the pre-race briefing.
10. 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 Race Director 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.
11. With the exception of securing a loose horse, no person other than the team members and designated race officials may handle a team’s horse on the trail during the race. Designated team crew may work with the horse at any vet check specified by race officials to be open to crews. Race officials may require crew to obtain a pass. Only contestants may take a horse through the vet checks during the race.
12. 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.
13. No pacing by an un-entered horse or runner is allowed for any contestant.
14. Riders shall be responsible for their horse’s behavior prior to and during the event. If, at the discretion of the race management, any horse becomes unruly or jeopardizes the safety of other persons, the team may be disqualified from the event.
15. 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.
16. A competitor may protest another competitor(s) but not for an alleged breach of a rule unless he/she was involved in or saw the incident. The protestor shall inform the protestee either before or at the first reasonable opportunity after the protestee finishes. A protest must be filed in writing/email with the Race Director within 5 days of the completion of the race. The Race Director may opt to forward to The Ride & Tie Association Protest Committee for a decision. If the Ride Manager deferred the decision to the Protest Committee, the chairperson shall:
 - o Ensure that all protest committee members declare any possible conflicts of interest.
 - o Allow any members of the protest committee who saw the incident to give evidence.

The Race Director or Protest Committee shall:

- o Ensure that each party has had the opportunity to read the protest and ask each of them to tell their story.
- o Decide on the protest.
- o Inform the parties and give them a copy of the facts found, conclusions and rules that apply, and the decision. o File the protest with Protest Committee records. If either party wishes to appeal the decision, the appeal must be filed in writing/email within seven days of notification to The Ride and Tie Association Appeals Committee whose decision is final.

17. A team has not completed the race until both human teammates and their horse have crossed the finish line. 18. These rules apply to a sanctioned race. A race may be of any distance, but to be sanctioned there must be a Ride & Tie race of at least 20 miles in length offered within the same event.

19. Competitors under 16 years of age must wear approved safety helmets while mounted during a race (helmet approval by AHSA, PCA, ANSIZ90.4, or Snell)

Rules of Equathon

What is an Equathon: An Equathon consists of a TEAM of two persons (Rider/Runner) and one horse, or IRON consisting of one person (Rides/Runs) and one horse competing on a pre-determined course.

The Rider completes their portion of the course first before the Runner starts their portion of the event. The Runner may start after the horse reaches pulse criteria taken by official race staff, but prior to the veterinary examination. The clock runs continuously until the runner reaches the finish line.

Iron person rides the designated course first and then runs the second part of the course. The clock runs continuously until the runner reaches the finish line. They must start the run portion within 30 minutes of the horse passing the pulse criteria. Designated crew may present the horse for both the pulse and the veterinary exam.

Completion Time: The "Completion Time" is when the runner crosses the finish line. In addition, the horse must PASS the post-ride exam meeting "fit to continue" criteria otherwise the team will be disqualified.

Long Course: Is combined rider/runner mileage of 20 miles or longer.

Short Course: Is combined rider/runner mileage of less than 20 miles.

General rules:

1. All participants must be current members of the Ride & Tie Association.
2. All minors under age 16 must wear approved safety helmets by AHSA, PCA, ANSIZ90.4 or Snell while mounted during a race.
3. Before the Start there will be an Agreed upon "Start and Finish line".
4. The horse must be at least five years old. NO pregnant or lactating mares will be allowed to compete. "Horse" means horse, pony, donkey, burro, or mule.
5. All horses must be submitted for a pre-race and post-race examination.
6. All horses must be presented for a post-race veterinary examination within a half an hour of finishing. Horses must pass this examination for any member of that team to be eligible for completion awards and points.
7. If the ride portion is 20 miles or longer, there will be a mandatory hold as pre-determined by the head veterinarian for the horse at any vet check(s).
8. **Horses traveling less than 10 miles** require only Pre/Post Pulse criteria and trot out abbreviated examination. Horses traveling 10 miles or greater require standard pre and post examinations.
9. Veterinarians will determine pulse criteria which may differ from Ride & Tie horses. Pulse must be taken/certified by official race staff.
10. All decisions of the Veterinarian staff regarding the health and safety of the horse including altering any horse related Equathon rules are final. NO abuse of a horse will be tolerated.
11. In alignment with AERC, no foreign substance or medication may be given or administered to any horse within 72 hours before starting 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 race must be declared in writing to the veterinarian conducting the pre-race examination.
12. Riders shall be responsible for their horse's behavior prior to and during the event. If, at the discretion of the race management, any horse becomes unruly or jeopardizes the safety of other participants, the team may be disqualified from the event.
13. Competitors 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.

14. Any protests must be made in accordance with the Association's Protest Policy
15. The length of the run must be at least 25% of the length of the ride.
16. The runner (for both Standard Equathon and Iron Person) must report to the event timer for the official run portion start time and follow the designated course.

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