

2011 SOUTHERN ALBERTA REGIONAL 4-H HORSE COMMITTEE HORSE SHOW & GYMKHANA RULES & REGULATIONS

*** Revised Edition April 2011***

Changes/Updates/Revisions are bolded

The main purpose of the Southern Alberta Regional 4-H Light Horse Show is:

- To provide members the opportunity to showcase their year's work in a safe environment.
- To meet with others who share a common interest to learn more about horses, themselves and others.
- Most importantly, to have fun.

A. General Rules

1. All exhibitors are subject to the rules and regulations of the Southern Alberta Regional 4-H Horse Show Committee and Provincial 4-H Policies & Procedures.
2. A regional show is defined as a show open to any 4-H horse project member from within the Southern Region.
3. Exhibitors must be members in good standing in their own 4-H club, and any previous club(s) with this to be declared by club leaders on show entry forms.
4. Stallions are not allowed.
5. The judge may ask for an individual performance, and may also ask questions concerning horsemanship, anatomy, tack, etc.
6. A rider will not be asked to perform on someone else's horse or asked to remove a piece of equipment for the purpose of placing the class.
7. The judge shall have the authority to request the removal or alteration of any piece of equipment etc, which in his opinion would give a horse an unfair advantage, or which he believes is inhumane.
8. Unsoundness shall not penalize a rider unless it is sufficiently severe to impair the required performance.
9. All class patterns will be posted a minimum of one hour prior to the start of the class. Locations to be outside the show office and at the horse entrance to the indoor arena on the east end.
10. The age of the horse shall be computed by the calendar year starting January 1st of the year foaled. Example: a horse foaled any time in 2010 will be termed one year old on January 1, 2010.
11. The administration of any tranquilizer is strictly prohibited.
12. The judge and/or ring steward will dismiss from the ring any entry that is unruly or not in sufficient control to ensue the safety of handler and other exhibitors.
13. No person other than the exhibitors and show officials will be allowed in the ring while the show is in progress.
14. Members may exhibit one (1) horse per class.
15. Classes may be combined if four entries or less.
16. Each member is allowed only two horses, one to be their main project horse, according to 4-H rules, which must be entered in 50% of the events. A record book must be completed for each horse entered.
17. While a class is in progress, coaching from sidelines may disqualify the exhibitor.
18. Every member in attendance must have an adult parent or guardian on site at all times during the show. This must be indicated on the entry form.
19. Any point not covered will be addressed by the show committee.

B. Levels

1. Classes are compiled based on horse MOUNTED levels completed or are currently working on. Levels are to be re-evaluated annually by the club leader. The level in which each member is entered will be at the leader's discretion, on the honour system. It is suggested that the member enter the higher level if in question as to which level is more appropriate.
2. Class sizes to be determined by the show committee accordingly.
3. Once a rider has established a riding/skill level and has participated at a competition at that level, the rider may not drop to a lower level at future shows.
4. Level 1 members will not be asked to lope/canter their horses. Level 2 members may be asked to lope/canter their horses. In gymkhana events, in Level One there will be a 5 second penalty for every loping stride with a maximum of 10 strides in an entire run. After 10 strides it would be a no time.
5. Members riding a Junior Horse may ride in their riding level class OR in the Junior Horse Class for that particular event, BUT NOT BOTH. No Cross entries allowed.
6. Members will compete in the one level throughout the show. Member will remain in the same level if riding in both Western and English disciplines.

C. Show Entries

1. Exhibitors must be nine (9) years of age as of January 1 of the current year.
2. **SHOWMANSHIP and the participation in the Parade of Clubs is MANDATORY unless the show entry form is accompanied by a written letter with a viable excuse. If this is not done, the disciplinary committee will make the final decision regarding the member in question participating in the rest of the show.**
3. All 4-H clubs participating at the Regional Horse Show must not have any outstanding debts or fees owing to their applicable District Committee, Southern Alberta Regional Council or to the Southern Alberta Regional 4-H Light Horse Committee.
4. Payment of entry fees must be made at the time of entries. It shall be each club's responsibility to collect all fees and submit one (1) cheque payable to the Southern Alberta Regional 4-H Horse Committee.
5. In the case of N.S.F. cheques, the Committee will notify the club after receiving notification from the bank. Payment must be made in full, including bank charges, prior to the event or the club will not be considered entered.
6. Misrepresentation of any information on any entry form, unless notice is given to the Show Committee prior to the show, will result in forfeiture of fees and prizes. It is the club's responsibility to check entry forms and ascertain that all information is correct.
7. Entry fees will only be refunded with a veterinarian's certificate, a doctor's note, or at the discretion of the Show Committee.
8. **POST ENTRIES ARE NOT ACCEPTED.**
9. Horses must be deemed show fit. This is to be at the discretion of the show committee and/or veterinarian.

D. Conduct and Behavior

1. Any act of discourtesy or disobedience to a judge or official by the exhibitor or his/her family may, at the committee's discretion, expel the exhibitor from the show, with no refund of fees.

2. Abuse or inhumane treatment of a horse by an exhibitor, his family, or 4-H leader will not be tolerated. The exhibitor will be excused from the show with no refund of fees, at the discretion of the Show Committee.
3. PARENTS, LEADERS, ADULTS OR NON-4-H MEMBERS ARE NOT ALLOWED TO RIDE ANY PROJECT HORSE AT ANY TIME AT ANY REGIONAL SHOW.
4. The judge's decision is final in respect to any horse in competition (ie. placings, soundness, etc.)
5. The judge may excuse any unruly horse or one whose actions endanger other exhibitors or their horses.
6. No one shall approach a judge with regard to a decision. However, a question may be directed to the Show Manager and/or Ring Steward who will then direct the question to the judge and relay the judge's response to the questioner following completion of the class, or arrange for an appointment with the judge.
7. An exhibitor must be correctly attired for the class in question. The Show Committee or its' representatives may, at their discretion, ban any entry from entering the ring if not suitably presented.
8. Exhibitor number(s) must be clearly visible and fastened securely to the blanket on each side of the horse for Western classes and on the back of the exhibitor for Showmanship and English classes.
9. All exhibitors are expected to be on time for their designated classes. Any exhibitor late for a class, regardless of reason, may be denied entrance to the class.
10. Any exhibitor acting contrary to the rules and regulations or in any manner deemed improper, dishonest or unsportsmanlike (abusive language or actions included) will be excused from the show without refund of fees, at the discretion of the Show Committee.
11. Members consuming alcohol or smoking risk being expelled from the show.
12. All protests and complaints will be submitted in writing with a \$25.00 fee to the Show Manager and will be dealt with at the Committee's next meeting. All grievances must be submitted in writing by the exhibitor within one hour of the end of the class.
13. Remember the 4-H motto "*Learn to Do by Doing*". Parents and leaders are there to supervise and occasionally assist, but not do the work for the member.

E. General Safety

1. Boots must be worn when riding. These must be of the "pull on" variety for Western mounted classes, unless a member provides written documentation as to a health or other related reason.
2. All horses must be ridden with bridles. No riding with halters at any time.
3. Riding double is prohibited – including the Costume Class.
4. All horses must enter and leave the arena in a controlled manner.
5. When not mounted, ensure English stirrup irons are run up.
6. Horses must be walked in all areas other than in the warm-up areas.
7. No riding in the barns.
8. Stall doors are not to be left open, with ropes across the doorway, with the horse left unattended. A halter should be available hanging on the outside of every occupied stall.
9. All dogs to be kept on a leash
10. NO SMOKING IN THE BARN.
11. No bikes, skateboards, rollerblades or low wheeled children's toys allowed.
12. Equipment and clothing etc. is not allowed to be hung along any arena fence.
13. A red ribbon must be tied in the tail of any horse that kicks.

14. It is strongly recommended, but not mandatory, that all riders wear safety helmets when riding. Helmets are mandatory for any bareback, English and jumping classes, and must be worn when warming up if riding bareback, English or jumping. Helmets must have an attached harness and be ASTM approved.

F. Washrack Safety

1. SAFETY FIRST. A PARENT OR LEADER MUST SUPERVISE EACH AND ALL OF THEIR CLUB MEMBERS WHILE AT THE WASHRACK.
2. Members encouraged to wash their own horse. Assistance is allowed for younger or inexperienced members or members with excited horses.
3. Appropriate footwear is required by all members, leaders and parents at the washrack, at all times. No Sandals or flip-flops.
4. No piling of manure in the washrack area. It must be removed and placed in the manure pit immediately. Any non-compliance may be subject to disciplinary action by the Show Committee.

G. Stalls and Barn Management

1. Stalls are assigned on a first PAID basis. Stall assignments will be posted at the end of the barns.
2. Do NOT place a horse in any stall prior to the Stall Assignment List being posted
3. Do NOT move your horse from the assigned stall without permission from the Show Committee.
4. One horse per stall only.
5. Bedding will be provided. All manure to be placed in the manure pit. Do not dump manure or shavings in any other locations.
6. Stalls and alleyways MUST be cleaned before departure. Clubs WILL BE FINED \$20.00 per stall for any uncleaned stalls.
7. Please supply your own feed, rakes, shovels, wheelbarrows and water buckets.
8. Stall name plates/signs, club banners and awarded ribbons are the only decorations allowed on stalls and in the barns.

H. 4-H Project Ownership and Replacement Policy

1. All horsemanship level project animals shown by 4-H members in 4-H classes must be owned by the member or in partnership with his/her immediate family, or the member must have access to the horse through a formal written lease agreement. The horse must be in the continual care of the 4-H member 90 days prior to the Regional Show.
 - i. To give all members a specific timeline in which to maximize their horsemanship skills with their horse(s)
 - ii. To be in complete control of their project animal.
2. The ownership of the horse must be declared by the leader(s) on the show entry form
3. Project horse replacement is only allowed due to illness, lameness, death, or horse not suitable. This is to be at the discretion of the club leader and club. Replacement must be of equal ability or less.
4. It is strongly recommended that all horses have their annual vaccinations up to date.
5. Any horse showing signs of a communicable disease will be asked to leave the grounds.

J. Judges and Officials

1. Judge(s) will be selected by the Horse Show Committee for the Regional Horse Show using the following criteria:
 - i. Familiarity with the 4-H Horse Program
 - ii. Youth-orientated show experience
 - iii. Willingness to observe Southern Regional 4-H Horse Show procedures
2. An alternate judge should be available in case of emergency.
3. A separate judge may be used when more than one class is judged at a specific time. Example: Showmanship, Trail, Dressage
4. Judge(s) are to arrive prior to the show to meet and review show rules and classes at a specified time with Show Manager, Ring Stewards, announcers.
5. All judging in the Regional Horse Show is based on the member's ability to show his/her horse. The judge is encouraged to give only constructive criticism or suggestions for improvement as well as to point out superior performance to exhibitors whenever possible.

K. Show Job Descriptions:

Show Manager

- available for all classes during the show. Any decisions to be made concerning the show will be made by the Show Manager(s).
- answer any questions regarding what may arise during the Show
- make show run as smoothly as possible
- designate jobs if required
- very familiar with the Rules and Regulations

Gymkhana Manager

- responsible for coordinating of the gymkhana events and ensuring appropriate equipment available when required ie. Tape measure, barrels, poles, stop watches, rakes, etc.
- available for questions or concerns pertaining to the gymkhana events
- very familiar with the Rules and Regulations and patterns for the gymkhana classes

Show Secretary

- responsible for getting show packages sent out
- record, entries, receive the fees, assign numbers to horse/rider combinations
- make up programs

Show Announcer Organizers

- arrange for announcers for the duration of the show
 - announcer positions are volunteer based so it may be appropriate to have more than one individual assigned for the duty
 - The announcer will be responsible for keeping the show on track and flowing
 - Good, clean, entertaining jokes and stories are appreciated.
 - Recommended that that announcer familiarize himself with class lists and names prior to the show
- ensure that the announcers are provided the necessary food and water breaks

Disciplinary Committee

- consists of 3 to 5 individuals from different districts
- responsible for dealing with any complaints that need addressing, abusive behavior, or disrespectful behavior towards horses, other members, parents or leaders.
- Shall be able to excuse a member parent or leader from the show with no refund of fees

Performance Patterns Organizer

- Responsible for making patterns for showmanship, horsemanship, reining etc that are suitable for the conditions of the arena and the level of the members participating
- Two sets of patterns are to be posted, in two different locations and easily accessible to members, at least one hour before class is to begin
- Responsible for pylons and stop watches for appropriate classes

English Patterns Organizer

- Responsible for making patterns for English Equitation and jumping that are suitable to the level of the members participating and the condition of the arena
- Two sets of patterns are to be posted, in two different locations and easily accessible to members, at least one hour before class is to begin
- Responsible for setting up the jump standards and course
- Recommend that organizer speak to an English instructor to determine appropriate heights and proper set-up of jumps

Gate Steward Manager and Sheriff

- Responsible for informing the “Gate Stewards”: of their duties and responsibilities
- Responsible for policing the hitching ring, barn and arena for overall safety
- Gate Stewards:
 - Various clubs will be designated different shifts throughout day and evening
 - Have contestants line up and ready for next class, look after general conduct and safety of contestants while in the holding area, and should pace classes by allowing the next class entering while the previous class is being placed.

Tack Manager

- Responsible for advising members entering the class of legal equipment and the appropriate attire as set by the Show Committee.
- It should firstly be noted by leaders that their members are all using legal equipment for their designated classes
 - If the leaders are unsure, then they should consult the EC (Equine Canada) handbook or the Tack Manager

L. Awards:

BARN PROFICIENCY –

- Awarded to a club for clean, tidy, neat stalling area and presentation
- Winning club from previous year is the judge
- Competition runs from Sunday until end of Tuesday

SPORTSMANSHIP –

- Each club submits the names of three members from other clubs as their choice for most helpful, friendly, most sportsmanlike.
- To be handed in at the office between Monday afternoon and Tuesday afternoon.

M. Showmanship - The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well-groomed and conditioned horse, quickly and efficiently performing a requested pattern. Horse shall be shown with a well-fitting, clean leather or web halter and lead shank, which is safe and practical. A rope halter is not permitted.

1. Showmanship shall be judged strictly on the contestant's ability to fit and show his horse.
2. A halter must be used for a contestant in Western attire
 - i. The end of the lead shank must be coiled with a finger between coils, or held in a figure eight.
3. An English bridle must be used if contestant is dressed in English attire with one finger placed between the reins in a half figure eight
4. If using a lead shank with a chain, it may be attached in one of the following:
 - a. at the right throatlatch ring, run down the side of the halter, through the ring on the right side of the muzzle, then under the jaw to exit the ring at the muzzle on the left side of the muzzle (see diagram in appendix).
 - b. Chain may be run across the bridge of the nose and up the side of the halter
 - c. Through the ring and under the jaw of the horse
 - d. The chain may be a maximum length of 18 inches so that when it is doubled, it has a maximum length of 9 inches.
5. Chaps and/or spurs are not allowed.
6. No bats or whips are allowed.
7. Patterns will be posted prior to the start of the class.

N. English

1. **PERSONAL APPOINTMENTS:** Jacket (A solid colored long-sleeved sweater is acceptable in exchange for Jacket) jodhpurs or breeches, high English boots or paddock boots and ASTM or SEI helmet or other approved Equestrian head gear complete with chin strap. Light colored shirt or blouse complete with tie or choker must be worn. Pin is optional. English spurs (unrowelled type) are optional. Riders must be neat and clean. Contestant's hair should be neat and contained.
2. **TACK:** Tack is to be clean, neat and in good working order. The saddles must be of an English type. It is required that saddle pads be white or natural color except in classes over fences, which allows for colored pads. All bridles are to have nosebands, browbands and joined reins. English snaffles do not have a chin strap. .
 Allowable equipment includes:
 - snaffles with a smooth, egg shaped, round or oval mouthpiece, with a minimum 5/16" diameter, measured 1" in from cheek piece.
 - Pelhams with two reins (no converters) – not allowed in Dressage.
 - Full bridles.
 - Kimberwicks - not allowed in Dressage
 Optional Equipment:
 - Spurs of the unroweled type that are blunt, round and no longer than one inch

- gloves
- English breast plate
- Braiding of mane and/or tail
- Protective boots, leg wraps and bandages are allowed in classes over jumps only
- Standing or running martingales in working hunter, jumping or equitation over fences only.

Prohibited Equipment:

- Western bits.
- Roweled spurs
- Twisted wire snaffles.
- Figure "8"s, flashes or drop nosebands except in jumping.
- Leg wraps or splint boots except in jumping.
- Whips.
- Crops or bats, except in Hunter Hack, Dressage and jumping (must not exceed 30" or 75 cm in length).

(For further clarification, refer to attached summary of English Bits - Addendum #1 & 2.)

3. *ENGLISH EQUITATION:* Riders may be asked to do individual tasks, rail work, or a combination of both. To be shown at a flat-footed walk, ordinary trot, collected (sitting trot), extended trot and easy canter, dependent on the class level. Hand gallop at the judge's discretion (8 riders or less). Light contact is to be maintained. Contestants may be asked to rein back (back-up). Horses may be worked both ways of the arena at all gaits. The judge may ask the riders to drop irons or ride without stirrups. The class is judged on the rider and his or her effect on the horse. Participants may be required to perform an individual pattern and may be asked questions regarding horsemanship, anatomy, tack, etc. In a flat class, if a rider or horse should fall, it does not necessarily mean elimination, but rider may be penalized at the judge's discretion.

4. *ENGLISH PLEASURE:* In judging, emphasis will be placed on the horse's performance, manners and way of going. Members will work on the rail in both directions at a walk, trot, canter and hand gallop (8 riders or less) at the judge's discretion and depending on the class level. Horses are to stand quietly and back readily. The order of gaits is not specified and may vary. Horses are to stand quietly and back readily.

5. *HUNTER HACK:* Maximum height of jumps is to be 2'6", dependent on class level. Double bridle (full bridles) leg wraps and/or splint boots are not allowed. Crops, not to exceed 30" in length, are permitted. An ASTM or SEI approved helmet with full harness is required. The class will be judged on style over two fences, even pace, a smooth, quiet and willing performance, manners and rail work. Horses are to be shown at a walk, trot and canter (depending on level) both ways of the ring. At the discretion of the judge, contestants may be asked to hand gallop, pull up or back and stand quietly following the last fence. Horses are required to jump two fences, height ranging from x-rails to a maximum of 2'6", dependent on the class level. Jumps are recommended to be in increments of 12 feet (3.5 meters) but adjusted to no less than two strides. A ground line is recommended for each jump. Faults include wrong leads, excessive speed or slowness, balking, refusing, opening the mouth or being out of control. Jumping too high, too soon or too late will be penalized. Horses eliminated in over fence portion of the class shall be disqualified. A fall of either a horse or rider in all classes over fences will result in disqualification.

Faults (to be scored accordingly, but not cause disqualification during the rail work) include:

- (1) Being on wrong lead and/or wrong diagonal at the trot
- (2) Excessive speed (any gait)
- (3) Excessive slowness (any gait)
- (4) Breaking gait
- (5) Failure to take gait when called

6. *WORKING HUNTER*: A hunter course shall be any course which management deems a fair test of a hunter. To be judged on manners, way of going and style. jumping. Horses shall be credited with maintaining an even hunting pace that covers the course with free-flowing strides. Fences shall simulate obstacles found in the hunting field, such as natural looking post and rail, brush, walls, coops and ascending oxers. Minimum of four obstacles. Horses to jump a minimum of eight fences. One change of direction is mandatory. Preference will be given to horses with correct jumping style that meet fences squarely, jumping at the center of fence. Judges shall penalize unsafe jumping and bad form over fence, whether touched or untouched, including twisting. Any error which endangers the horse and/or its rider, particularly refusals or knockdowns, shall be heavily penalized. Distance between fences is recommended to be in 12-foot (3.5 meters). Circling once upon entering the ring is permissible.

Elimination:

- (1) A total of three disobediences which can include any of the following: refusal, stop, run out, or extra circle.
- (2) Jumping an obstacle before it is reset.
- (3) Bolting from the arena.
- (4) Off course.
- (5) Deliberately addressing an obstacle.

7. *EQUITATION OVER FENCES*: The class objective is to judge the rider's ability over the fences, not the horse's. Only the effect the rider has on a horse is to be considered. How a rider elects to ride the course, the pace and approach to the jumps are used to evaluate the rider's judgment and ability. At least four obstacles are required and horses must jump a minimum of six fences. At least one change of direction is required. The exhibitor is being judged as soon as he/she enters the arena. Exhibitors have the option of entering the arena at any gait (unless otherwise stated on the course), making transition to canter from halt, walk or trot before approaching the first fence. Each competitor may circle once before approaching the first obstacle, then proceed around the course keeping an even pace throughout. Rider must obtain correct lead to properly turn around end of arena before breaking into final trot circle. The class is not over until the exhibitor trots a circle and walks out of the ring. Riders should leave the arena at a walk unless otherwise instructed. Except for refusals, jumping faults of the horse are not to be considered unless it is the result of the rider's ability. The following will result in an elimination:

- (A) Three accumulative refusals; and
- (B) Off course.
- (C) Fall of horse or rider - If elimination occurs during a ride-off, the competitor is placed last of all those chosen for the ride-off.

8. *DRESSAGE: Will not be offered in 2011*

Walk-Trot - To show beginning to move forward, with rhythm becoming more established and suppleness beginning to develop. Walk and trot only.

Pretraining or Training - To show moving forward in a steady rhythm, with increased evidence of suppleness, and beginning to accept contact. Walk, trot and canter gaits. Riders at this level should be able to deliver an accurate ride, while demonstrating a more effective seat and increased connection from leg to hand. Score sheets are available to the competitors for viewing immediately after the final ride of the class. The Free-style competition has a 4 minute time frame in 20x40 arena. Music on cd or tape, and tape player, to be provided by the competitor prior to the competition. Compulsory movements are indicated on the addendums attached.

9. *ENGLISH/WESTERN VERSATILITY CLASS* – Rider and horse perform under English attire and tack, as in English Pleasure. Part way through the class, judge will call for grooms to enter arena. At this time, the rider's groom will enter the arena, bringing his or her Western tack and some clothing. Groom and dismounted rider will change tack on horse to Western, and rider will make appropriate clothing changes to Western. Please note – change time is limited therefore English breeches and boots may be worn for entire class, but Club shirts must be worn for Western portion of class. Groom to assist rider to remount if necessary and then leave the arena with English clothing and tack. Class will resume with rail work as in Western Pleasure. Horse and rider judged on suitability of gaits and performance to both styles.

O. Western

1. *PERSONAL APPOINTMENTS*: Clothes must be clean and neat. Riders must wear a cowboy hat or approved equestrian helmet, long sleeved shirt (with sleeves down at all times), and pull-on cowboy boots for mounted classes (unless a member provides written documentation as to a health or other related reason). Belt is optional. Shirt must tuck in. Slinky shirts are permissible. Shirts with excessive cut outs are not acceptable. It is optional for shirts with turn down collars to be closed with a tie or pin, but consider neatness at all times. Mandarin and tuxedo collars are allowed. The wearing of blue jeans is acceptable, providing they are clean and in new condition. Chaps and spurs are optional. Spurs must be humane and of the western type. Slide on spurs are prohibited equipment for safety reasons and are not allowed in any classes

2. *TACK*: Horses must be shown with a western **style** saddle and western pad or blanket **where appropriate in the rules**. Breast collar and back cinch are optional. If using a back cinch, it must be attached to the front cinch. All tack must be clean, tidy and in good repair. No extra points will be given for silver or colored trim. Tapaderos are allowed but not recommended. Western bridles with browband must have a throatlatch. Any suitable humane western bit, as described below, is acceptable:

- It must have a maximum overall length of 8 ½" (measured from the inside of the top ring to the pull point of the bottom ring).
- Mouth pieces must be a minimum of 5/16" measured 1" in from the cheek
- Mouth piece may be one, two or three pieces and should be smooth, egg shaped, round or oval.
- The port of a curb bit must not exceed 3 ½".

Equipment not allowed in Western Performance classes includes:

- Nosebands, cross reins, draw reins, martingales, tie downs, barrel/roper reins, leg wraps, splint or skid boots.
- Twisted wire (single or double), wire wrapped or chain mouthpieces, gag bits, donuts and prong bits.

Snaffle bits and bosals are acceptable in Junior horse classes only. (Junior horses are 5 years of age and younger as of January 1st of the current year.) A snaffle bit

is defined as a non-leverage bit (no shanks). The three acceptable types are o-ring, eggbutt, and d-ring, with the ring no larger than 4 inches. Half cheek snaffles are acceptable. Chin straps are required with a snaffle bit and must be mounted below the reins.

Horses over 5 years of age must be shown in a shanked bit in Level 4 and up. Members in level 1 to 3 on horses over 5 years of age may use 2 hands with legal shanked or snaffle bit.

Curb straps may be either leather or chain but must be at least ½" wide and lay flat. This applies to each portion of the chin strap, combined width. (Refer to attached summary of Western Bits - Addendum #3.)

Reins must be attached to each shank.

If split reins are used:

- One finger is permitted between the reins.
- The end of the reins must fall on the same side as the rein hand.
- Riders must not change their rein hand during a class – trail is the exception.
- The free hand (whether using a romal or split reins) must not touch the horse or saddle or grab the reins to use two hands.
- By level 1 to 3 riders riding with 2 hands, reins may be in the bridged position or crossed over neck (refer to 4-H Horse Reference Manual)

When using romal reins:

- the rider's hand shall be around the reins with the thumb on top and the fingers closed lightly around the reins. No fingers between the reins are allowed.
- The extension may be carried in the free hand with 16" spacing between the reining hand and the free hand holding the romal.
- The requirements for hobbles to be on a saddle when one piece reins are used, will NOT be enforced.
- The romal cannot be used forward of the cinch or act as a whip

3. *WESTERN PLEASURE*: Horses are to be shown at a walk, jog and lope in both directions of the ring, dependent on the requirements of the class level. Horses will be required to back easily and stand on a loose rein. Extension of any gait may be asked for. In Western Pleasure, the horse is judged more than the rider and will be judged on performance, manners and way of going.
4. *WESTERN EQUITATION or HORSEMANSHIP*: Participants may be required to perform an individual pattern and may be asked questions regarding horsemanship, anatomy, tack, etc. Horses are to be shown at a walk, jog and lope and may be asked to back up. In Western Equitation, the rider will be judged more than the horse, and will be judged on seat, hands and the ability to control and show the horse. Cues and aids should not be noticed. Riders should display a precise ride in total unison with their horse, exhibiting poise and confidence. Patterns (if required) will be posted prior to class.
 - Members in levels 3 and under may ride with two hands in western classes, regardless of age of horse. This applies to both Equitation and Pleasure Classes.
 - Members in Levels 4-7 must ride with one hand with the exception of Junior horses 5 and under, which may be ridden with two hands if using a snaffle bit or bosal. This applies to both Western Pleasure and Equitation Classes.

1. The age of a horse shall be reckoned as beginning on January 1 in the year in which it was foaled. A Junior Horse must be five (5) years of age or under on January 1st of the current year.
2. A Junior Horse may be shown in either a snaffle bit or bosal with two hands, or a shanked bit with one hand. An acceptable bit is defined as any humane western bit having a smooth egg shaped, round or oval mouthpiece being a minimum of 5/16" in diameter, measured 1" in from the cheek. An acceptable snaffle bit will be the same, but without shanks. Twisted wire, wire wrapped or chain mouthpieces, gag bits, donuts and prong bits are not acceptable. Mechanical hackamores are not acceptable and bosals with metal in the noseband are not permitted. No side pulls. Chin straps are required with a snaffle bit and must be mounted below the reins.

Q. Trail Horse Class

1. A horse must work over and through obstacles as directed by a predetermined course. Obstacles will not be dangerous or hazardous to a horse.
11. Horses will be allowed 2 refusals or maximum 30 seconds to attempt an obstacle and will then be asked to move on.
12. Horses may be asked to display 3 basic gaits between obstacles, depending on the level requirements.
13. Once the trail class has been set, there will be no practicing.
14. Classes will consist of a minimum of 5 obstacles.
6. Except for Junior horses with bosal or snaffle bits, and dependent on the level requirements, only one hand may be used on the reins. It is permissible to change hands to work an obstacle, such as a gate. While horse is in motion, the rider's hands shall remain clear of the saddle.
7. Obstacles may include a gate, ride over logs or poles at a walk, jog or lope, and backing through markers, logs, rails, etc.
 Acceptable obstacles include the following: Slickers, bridge, mailbox, side passing, carrying an obstacle and any combination of the above items.
 Prohibited obstacles include: tires, animals, hides, jumps, ground tie, moving bridges, plastic tarps, dismounting, water box with floating moving objects, flames and dry ice.

R. General Rules for Gymkhana:

Poles, key hole, thread the needle and flags will be run in tandem with the white line extending the length of the arena all the way to the gate, and if a competitor crosses the line, he/she will be disqualified.

1. Whips, bats or quirts, not to exceed 30" or 75 cm in length, may be used in moderation behind the cinch.
2. Western or English tack and clothing can be used (refer to clothing rules in sections N and O). Long sleeved shirts with collar. Helmets or hard hats are highly recommended. Pins and neck ties are not required. Baseball hats, T- Shirts and tank tops are not permitted. Must wear club uniform until barrels and poles on Tuesday.
3. Bits are the option of the competitor but must be humane and must be mounted in a headstall to match the type of saddle used. (ie. If using an English saddle, you must use an English bridle, regardless of bit used. As well, if using a Western saddle, you must use a Western bridle.) Bridles with browbands must include throatlatch.

4. Tie downs, running martingales, mechanical hackmores, barrel/roper reins, splint and skid boots are acceptable in game events only.
5. No bare wire on equipment will be allowed.
6. Humane spurs are optional.
7. Excessive use of a whip, striking a horse in front of the front cinch, or excessively rough hands will result in disqualification.
8. Use of any equipment that the judge considers too severe will result in immediate elimination.
9. Riders may use 2 hands and may hold onto saddle.
10. Running starts are not permitted except for Barrel Racing.
11. Horses will be timed on the nose to start and finish.
12. Reruns are not allowed unless there is timer difficulty or substantial interference from another competing horse. (This is to be determined by the judge or Gymkhana Manager)
13. Contestants will be penalized 5 seconds for losing their hat. In the event that a rider drops a piece of equipment or clothing, it will be returned to the hitching ring. Contestants do not remain in the arena and retrieve items themselves.
14. Any amendments to the above rules will be adopted from the Provincial Rodeo Rules when they become available.

S. Reining

1. Pattern to be posted
2. Splint and/or skid boots are permitted.
3. Tack regulations are as indicated under Western Tack.
4. Level 4 and 5 will run a modified pattern. Level 6 and 7 will be disqualified for no flying lead changes.
5. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.
6. To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.

T. Costume Class

1. Safety first
2. Riding double is prohibited.
3. Helmets are mandatory for any bareback entry. Helmets must have an attached harness and be ASTM approved.
4. Boots must be worn when riding. These must be of the "pull on" variety for mounted classes, unless a member provides written documentation as to a health or other related reason.

U. Command Class

1. May be ridden Western or English. This is neither a race nor a gymkhana event. This event exhibits the abilities of a well-trained, responsive performance horse. Entries will be eliminated upon failure to execute commands as given by the judge.

V. *Delsey Derby and Pairs Classes*

1. May be ridden English or Western but entrants should exhibit under one entry number only
2. It is emphasized that the partner should be from a different club or else disqualification of the entry may occur as the objective and challenge is to meet someone new, with a horse similar to yours. Matching the tack and attire is then suggested to add to the appearance of continuity.

W. *Gymkhana Events*

*****NEW IN 2011 – Patterns for events will be attached to the rules in the HORSE SHOW ADDENDUMS sections.**

Barrel Racing

1. Metal or weighted plastic 45 gallon drums are to be used. No tires or rubber protectors allowed. No change of barrels is permitted.
2. Barrels should be placed in order to ensure that there is a minimum of 30' stopping distance.
3. Contestants may take either barrel first, but must follow one of two cloverleaf patterns.
4. From a riding position, a rider may hold up a barrel to prevent it from falling.
5. A five second penalty will be assessed for every barrel knocked over.
6. A rider will be disqualified if:
 - a. The start line is re-crossed during the run
 - b. The cloverleaf pattern is broken
7. Ground to be raked as required
8. A running start may be permitted
9. No rerun due to faulty or broken equipment being used by contestant.

Pole Bending

1. Poles are to be set 21 feet apart, 21 feet from the end of the arena and 21 feet from the start line
2. A five or six pole pattern may be used depending on the size of the arena with ample room for stopping
3. The course may be run from either the right or left side as long as the pattern is completed correctly. However, if two contestants are running at the same time, the riders must start on the same sides. I.e. both starting on the right sides of their respective poles.
4. Touching poles is permitted by either the horse or rider
5. A five second penalty will be assessed for each pole knocked over.
6. The pattern will be considered broken if a horse's shoulder passes the wrong side of a pole
7. A rider will be disqualified if the start line is re-crossed during the run or the pattern is broken
8. Contestants will be permitted to finish their run even if they have been disqualified
9. Horse and rider must enter and exit arena in a controlled manner.

Keyhole

1. The course consists of a white circle, having 20' diameter with a slot of 4 feet wide and 10 feet long drawn on the ground with the mouth of the slot being 100' from the start/finish line.
2. A rider will be disqualified if the horse steps on or over any part of the slot or the keyhole
3. Two judges should be at each keyhole and their decision is final

Stake Race

1. The Stake Race uses two stakes that are set 125 feet apart. Start/finish line is midway between the stakes.

2. Pattern may be run left or right hand turn to start as long as turn # 2 is opposite. The Stake Race is a figure-eight pattern. The horse does not have to start from a stop at the starting line, as long as the timers indicate that they are ready. Horse and rider cross the starting line, heading for stake #1, turn around the first stake and head for the opposite side of the 2nd stake (turn in the opposite direction than at the first stake) and race back across the start/finish line (1/2 way between the two stakes).
3. Proper sequence of figure-eight pattern must be completed. A five second penalty will be assessed for each stake/pole knocked over
4. Rider will be disqualified if the proper sequence of the "figure eight" pattern is broken

Flag Picking

1. Level 1 and 2 will pick up only 2 flags
2. Level 3 and up will pick up 4 flags.
3. A rider may be disqualified if:
 - a. they go around a flag more than once or
 - b. they don't pick the flags in the proper order
 - c. flag hits the ground – misses the barrel

Goat Tying/Tail Untying

1. The goat should be firmly tied to a stake with a rope 10 ft long. The goat peg must be ground level and a minimum of 25 ft from the fence. A collar must be used on the goat.
2. The goat is to be held at the end of the rope, perpendicular to the starting line until the flag is dropped when the contestant crosses the start line. Timing will start when the mounted contestant crosses the start line and will end when they signal the completion of the tie by raising arms above shoulder height. The Field Flagger will drop his flag.
3. A score line of a minimum of 15 ft from end of arena must be used.
4. The contestant must be mounted on a horse and make a run from behind the score line to goat, dismount, throw goat by hand and tie any three legs securely with a thong or soft goat string (no piggin strings). In Goat Tail Untying, the contestant must be mounted on a horse and run from behind the score line to the goat, dismount, run down the rope to the goat, grab the ribbon from the goat's tail and signal their completion by raising their arm above shoulder height.
5. Upon signaling completion of the tie, contestant must walk back approx. 10 ft from the tied goat. Goat must then stay tied for five (5) seconds on the stopwatch. To be timed by flag or field judge.
6. Should contestant contact the goat or rope with the horse, they will be penalized a 10 sec. penalty. If the goat should break away because of the fault of the horse, the contestant will be disqualified. If the goat should break away any other time the contestant will get a re-run.
7. If goat is down when contestant reaches it, the goat must be picked up off the ground and then thrown down by hand.
8. Levels 1 & 2 may compete in Goat Tail Untying or Goat Tying but not both, Level 3 and up will tie the goat.
9. Goat must stay tied for 5 seconds. A contestant is not allowed to untie his or her own goat.
10. Goats to be rotated as determined by numbers of contestants.
11. Unnecessary cruelty may result in the contestant being disqualified.

*Breakaway Roping **will NOT be offered in 2011***

1. Contestant only allowed 1 rope.
2. Rope attached to horn must break off

3. All breakaway ropers may come out of either the right or left hand box. Horse must be positioned in the back of the box before chute opens.
4. A caution line will be placed at about $\frac{3}{4}$ of the way down the arena at a safe distance from the gate. Contestants may not chase animals once they have crossed the caution line.
5. Rope to be a minimum of 25 ft. Surveyors ribbon must be tied to the end of rope at a minimum of 25 feet.
6. Rope must be attached to the horn in such a manner that it breaks off (soft, breakable string).
7. Flag chute person will flag steer when hip clears the chute. Field flag person will drop flag when string breaks. Judge is to flag time, then flag contestant out if run is not legal. Judge will not flag person out before time is recorded.
8. Roping calf without releasing loop from hand will disqualify catch. Any other catch is legal so long as it goes over the animal's head. The contestant will receive no time should he break rope away from horn by hand. However if rope should dally around the horn the contestant may ride forward, undally the rope and then stop horse to make rope break away.
9. If animal escapes illegally before the 30 sec. time limit a re-run will be given. Mechanical failure at the chute will result in another animal being awarded.
10. If both clocks malfunction on a qualified run a re-run must be awarded. Flag judge will make final decision.

Steer Daubing will NOT be offered in 2011

1. Arm must stay raised until steer is daubed. Failing to keep arm raised will result in disqualification. The steer may be "daubed" anywhere on it's body.
2. Maximum of 30 seconds per contestant
3. Dauber is 3-foot long pole with sponge attached. Sponge is dipped in washable paint or flour.
4. Must start in back of box.
5. Contestant must pass barrel or score line before daubing steer.

Team Sorting will NOT be offered in 2011

1. Three people to a team.
2. Time limit of 1.5 minutes. Number is called as the first team member enters pen of cattle. Cattle must be sorted through gate in numerical order starting with that number. Sort until time runs out or until all cattle have been sent through gate in proper order. A "30-second" warning will be announced at the 1 minute mark.
3. "No time" if wrong numbered steer goes through gate.
4. No roughing of cattle. No artificial aids (i.e. ropes, whips etc to aid in moving cattle)
5. No time if any cattle re-enters herd once sorted through gate.
6. All riders must be mounted when time is called.

Ride and Lead – will NOT be offered in 2011

1. Competitors start, mounted at the starting line.
2. When "go", ride to the point indicated at the other end of the arena
3. Dismount and run back, leading horse, across the finish line.

Thread The Needle

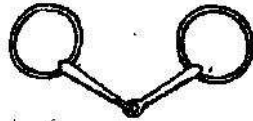
1. The course will consist of five poles. The first two poles will be set up four feet apart and 100 feet from the start/finish line. The next two poles will be set up four feet apart and 10 feet away from the first two poles, forming a rectangle 4 feet wide and 10 feet long. The fifth pole will be centered so that it is 2 feet from each side of the rectangle and the set 5 feet away from the end of the rectangle.

2. The contestant will run from the start line, go straight through the four foot wide sides of the rectangle, the turn either way around the fifth pole, and then go back straight through the rectangle and run back across the finish line.
3. The pattern will have been broken if the contestant enters or exits the rectangle other than by the 4 foot wide side or if the horse's shoulder goes past a pole on the outside of the rectangle. You may stop the horse, back up and enter properly providing your horse's shoulder does not pass the pole. Same applies to the second set of poles.
4. Contestants will be assessed a 3 second penalty per pole for knocking down any of the poles forming the rectangle. Contestants may touch any of the five poles with their hand to prevent it from being knocked over.
5. Contestants will be disqualified for:
 - a. Breaking the pattern,
 - b. Knocking over the fifth pole

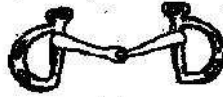
Big T Race Replaces Ride and Lead in 2011.

1. Cross the starting line, pass the first pole on either the left or the right, pass the next two poles on alternate sides.
2. If the 3rd pole is passed on the right side, proceed to the barrel on your left, making a left turn and then a left turn around the other barrel.
3. Then weave back through the three poles on opposite sides to cross the finish line.
4. **Note:** If the first pole is passed on the right side, the two barrels will both be left turns. If the first pole is passed on the left side, the two barrels will both be right turns.

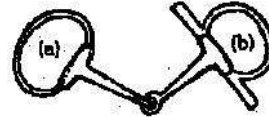
**ADDENDUM #1
Acceptable English Bits**



Ring snaffle



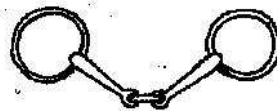
Kimberwick



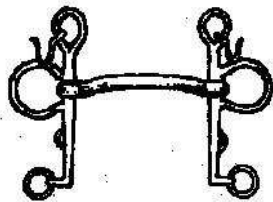
Egg-butt snaffle (a) without cheeks (b) with cheeks



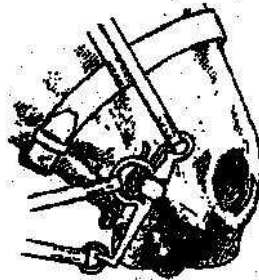
D Ring Snaffle



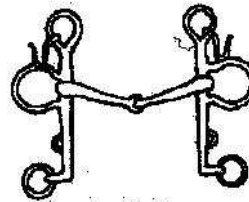
Double-jointed snaffle



Half-moon pelham



Proper use of Pelham Bit
Two Reins - No Converters



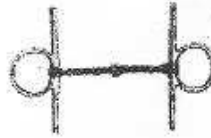
Jointed pelham

2009 CHANGE: KIMBERWICKS NOT ALLOWED IN DRESSAGE

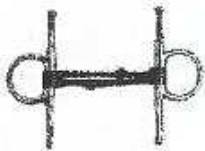
ADDENDUM #2
Examples of
Unacceptable English Bits



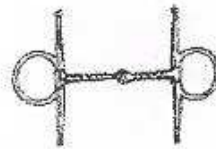
Slow Twist



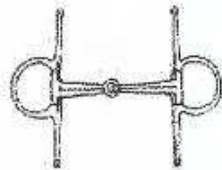
Single Twisted Wire



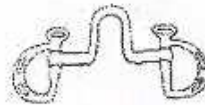
Double Twisted Wire



Corkscrew



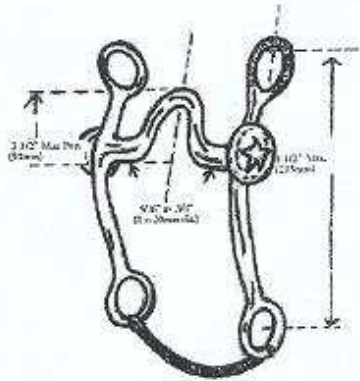
Triangular Mouth



Excessive Port

**2009 CHANGE: KIMBERWICKS NOT
ALLOWED IN DRESSAGE**

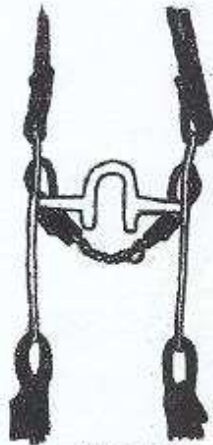
**ADDENDUM #3
Western Bits**



LEGAL BIT



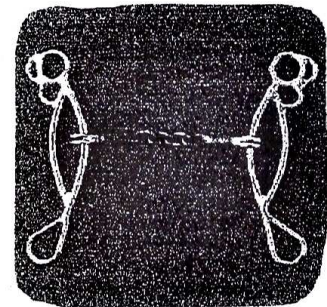
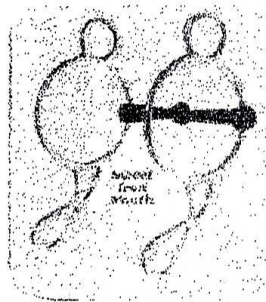
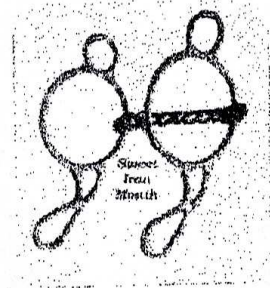
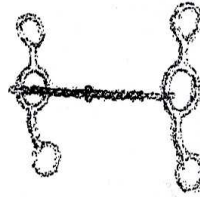
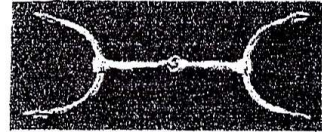
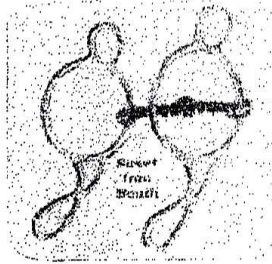
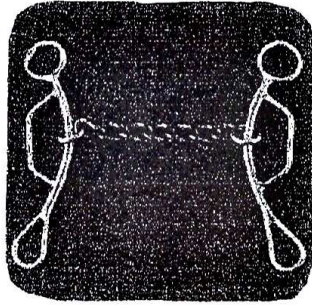
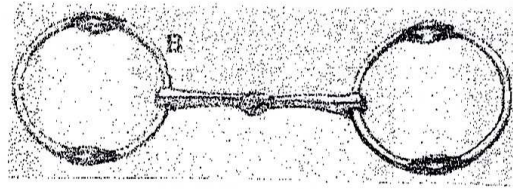
DONUT BIT



PRONG BIT

ILLEGAL BITS

ADDENDUM #4
Examples of Gag Bits -
All Unacceptable

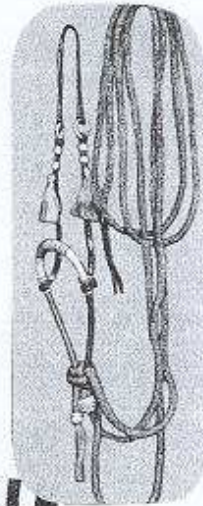
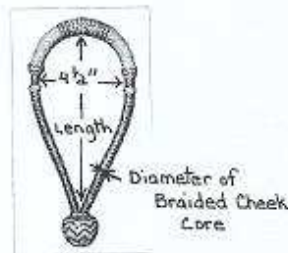


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ADDENDUM #5 Hackamore (Junior Horse)

References to Hackamore for use with Junior Horses means the use of a flexible, braided rawhide or leather, or rope bosal, the core of which may be either leather or flexible, non-metal cable. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Horse hair bosals are prohibited.

Following are examples of typical hackamores, all having bosals with rawhide inner cores of various stiffnesses, with a finished diameter of 5/8 to 11/16 inch and are from 11 to 12 inches in length. Mecates are 5/8 inch in diameter and are either rope or horse hair.



Addendum #6

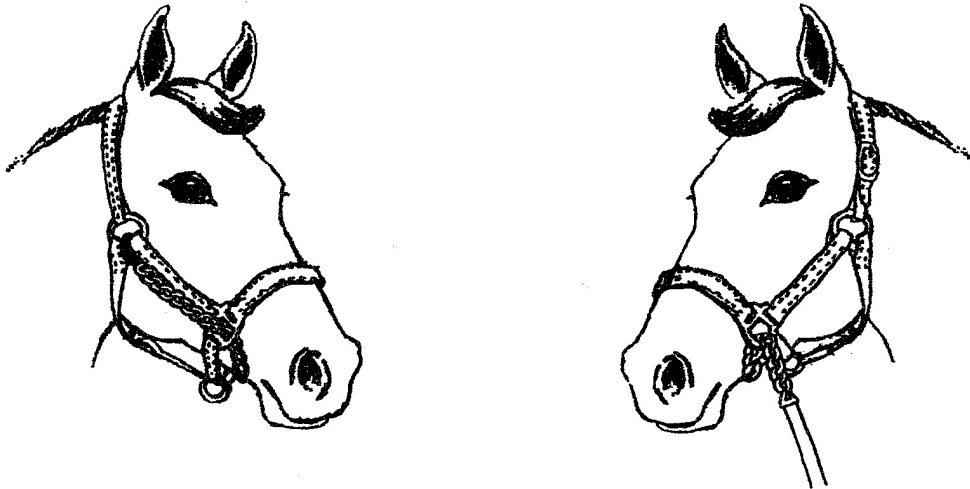
Proper Use of a Lead Shank with a Chain

Chains on lead shanks may be used for showing as described below, but it is suggested that they only be used if the member and the horse have had the proper training in using a shank with a chain.

- The snap is passed through the left cheek ring of the halter from the outside to the inside, passed under the horse's jaw, through the right cheek ring from the inside to the outside and then up to the top ring on the right side of the halter where it is snapped directly to the ring. (Note that the chain does NOT pass through the bottom ring of the halter under the horse's jaw.)
- Once the snap is attached, the length of the chain between the handler's hand and the left cheek ring on the halter should be only about 4 inches or 10 cm long. If it is too long, the chain must be readjusted by unsnapping it from the top right ring, passing the snap through this ring and snapping it back on the chain at an appropriate spot or back down to the lower right cheek ring, whichever would make it the proper length for the handler.

To avoid injury to the hand, **the handler must NEVER hold the chain part of the shank.**

* If the chain is too long, it would be best to take some of the links out of the chain to make it the appropriate length.



If the horse or the handler has never used the chain in this manner, it is recommended for 4-H that the member use a shank with just a snap and no chain. Although it is acceptable to use a shank with a short chain no longer than 4 to 6 inches or 10 to 15 cm. in length with the snap attached directly to the ring under the horse's jaw, the member will not have as much control and the chain could cause injury to the hand. In cases where the chain is too long and is doubled or tripled before snapping it to the ring under the jaw, there is more chance of injury to fingers if the horse was to pull back.

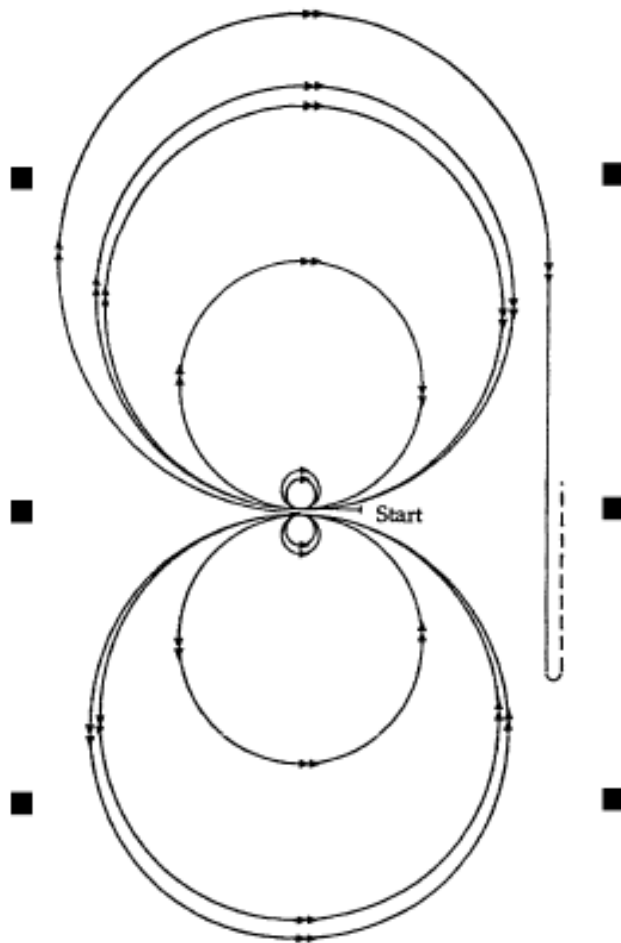
Once again, the handler must NEVER hold the chain part of the shank, to avoid injury to the hand.

Class 5A – Reining - Level 4 and 5

W C R A Beginner Pattern A

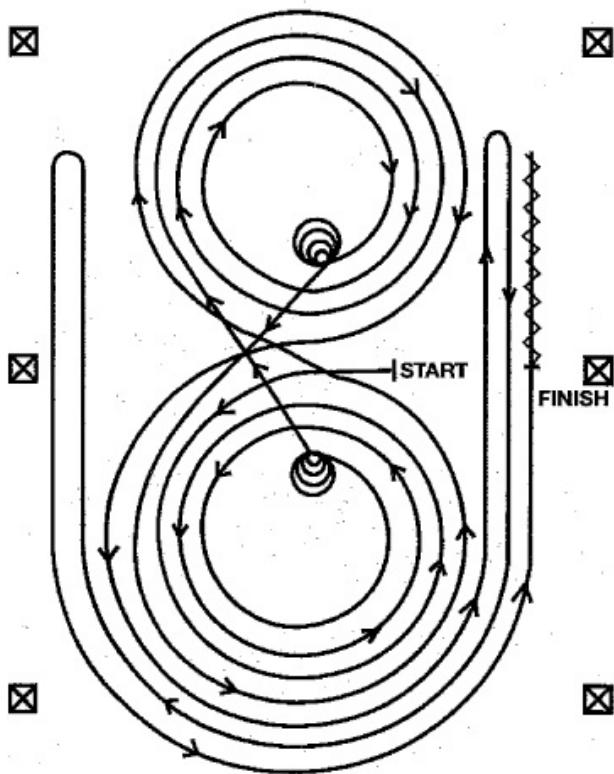
Beginning at the center of the arena face the left wall or fence.

1. Complete two spins to the right. Hesitate.
2. Beginning on the right lead, complete three circles to the right: The first two large and fast, the third circle small and slow. Stop at the center of the arena .
3. Complete two spins to the left. Hesitate.
4. Beginning on the left lead, complete three circles to the left: The first two large and fast, the third circle small and slow. Stop at the center of the arena .
5. Beginning on the right lead, begin a large circle to the right, do not close this circle, but run straight down the right side of the arena, staying at least 20 feet from the wall or fence, past the center marker and stop.
6. Back up. Rider must dismount and drop bridle to the designated judge .



Class 5 B – Reining – Level 6 & 7

PATTERN 5



Pattern 5

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

2. Complete four spins to the left. Hesitate.

3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

4. Complete four spins to the right. Hesitate.

5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)

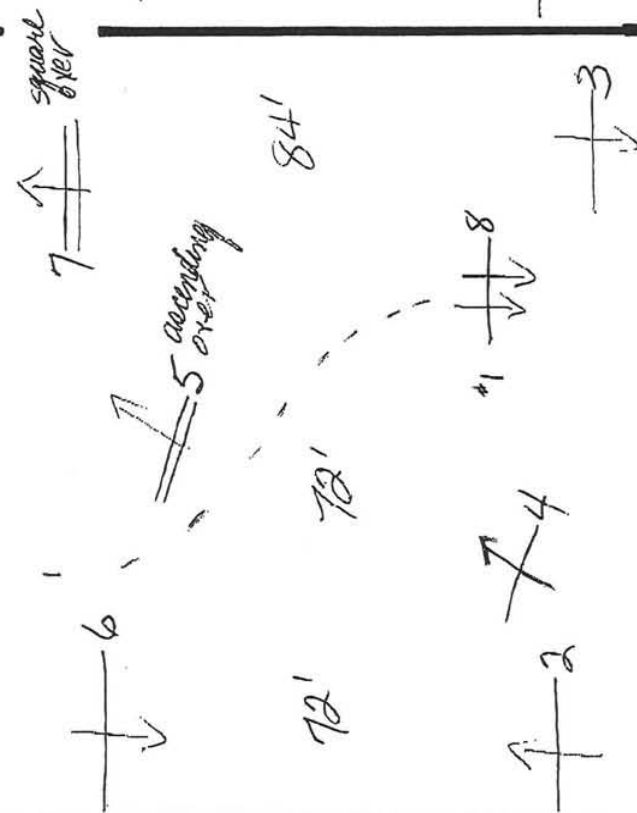
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence – no hesitation.

7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence – no hesitation.

8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

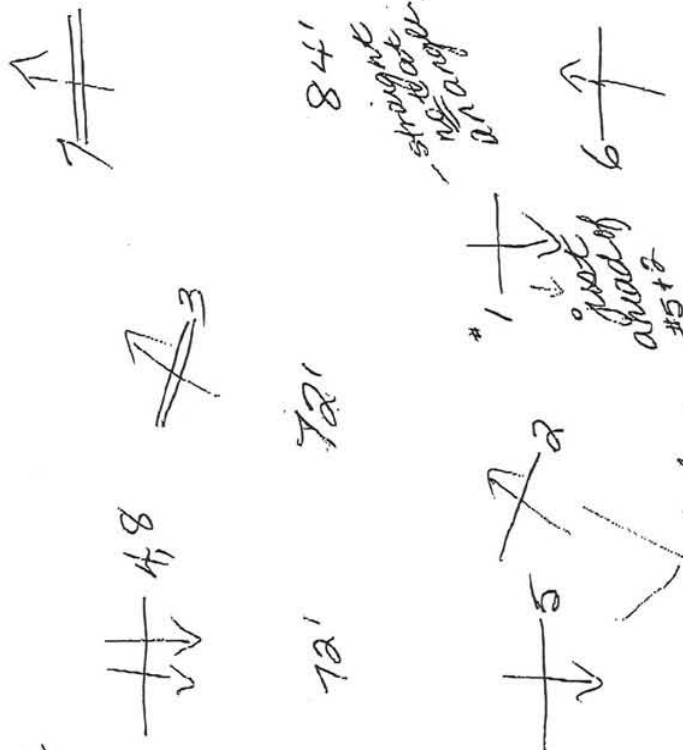
Rider must dismount and drop bridle to the designated judge.

Equitation over Fences



Fence #2 + #3 are the only ones that need to be reversed direction for Working Hunter

Working Hunter



Start these two fences from same point

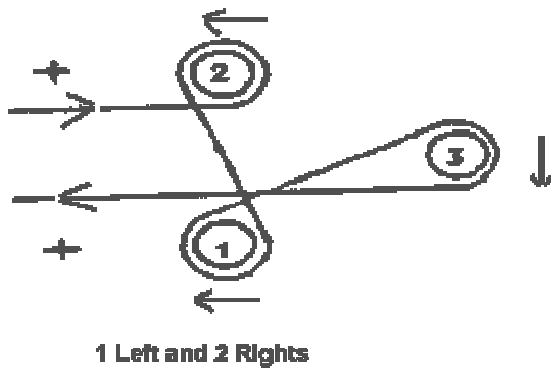
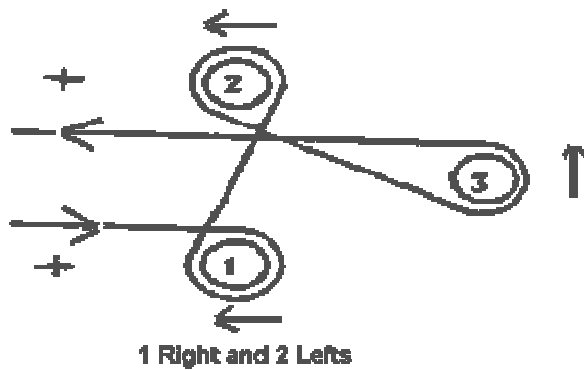
This line should be 6' ahead of other two lines.

Barrels

The classic cloverleaf pattern. The most well known event. Run everywhere by anyone, from Lead-Liners to World Champions

The Pattern

Go through the timing line, go to either barrel # 1 first, making a right turn and then to barrels #2 and #3, making left turns; or to barrel #2 first, making a left turn and then to barrels #1 and #3, making right turns; then return through the timing line.



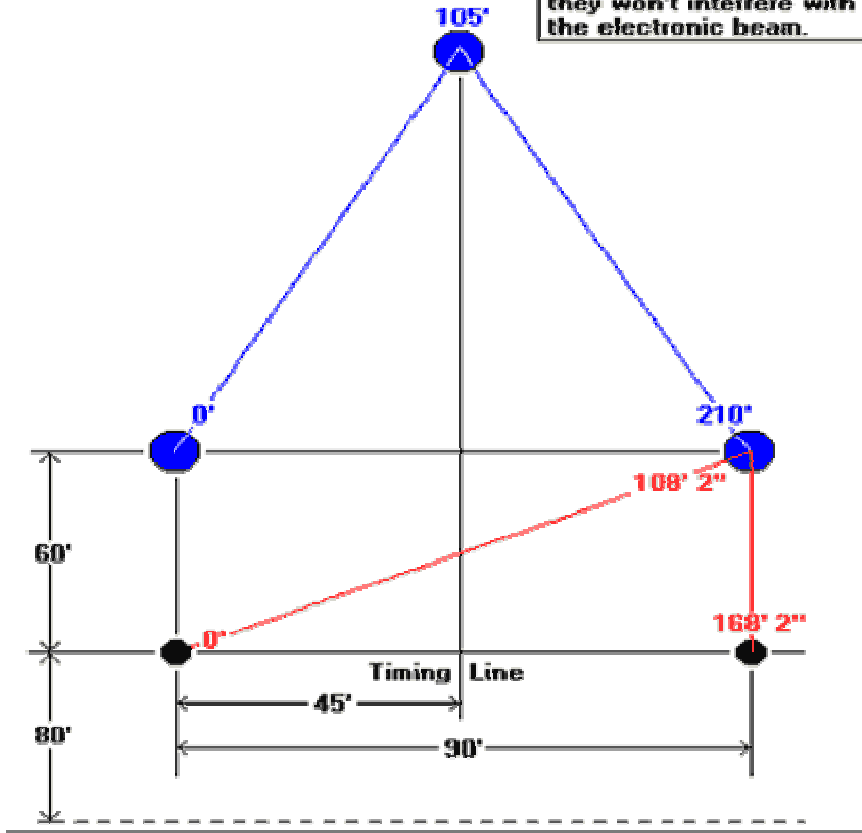
Course Layout

BARRELS

Course Layout :

Obstacles:
2 Poles
3 Barrels

Note: Timing Poles are set approximately 6" behind the timing line so they won't interfere with the electronic beam.

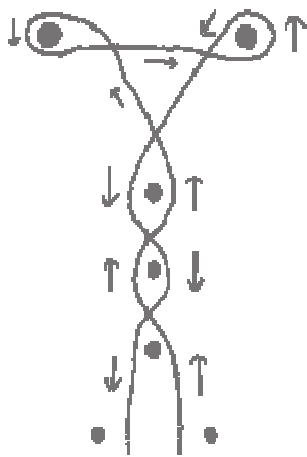


Big T

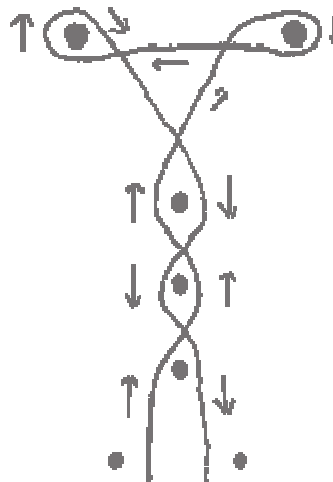
Two Barrels, Three Poles

The Pattern

Go through the timing line, pass the first pole on either the left or the right, pass the next two poles on alternate sides. If the 3rd pole is passed on the right side, proceed to the barrel on your left, making a left turn and then a left turn around the other barrel. The weave back through the three poles on opposite sides to pass through the timing line. Note: If the first pole is passed on the right side, the two barrels will both be left turns. If the first pole is passed on the left side, the two barrels will both be right turns.



Left turn around each of the two barrels.

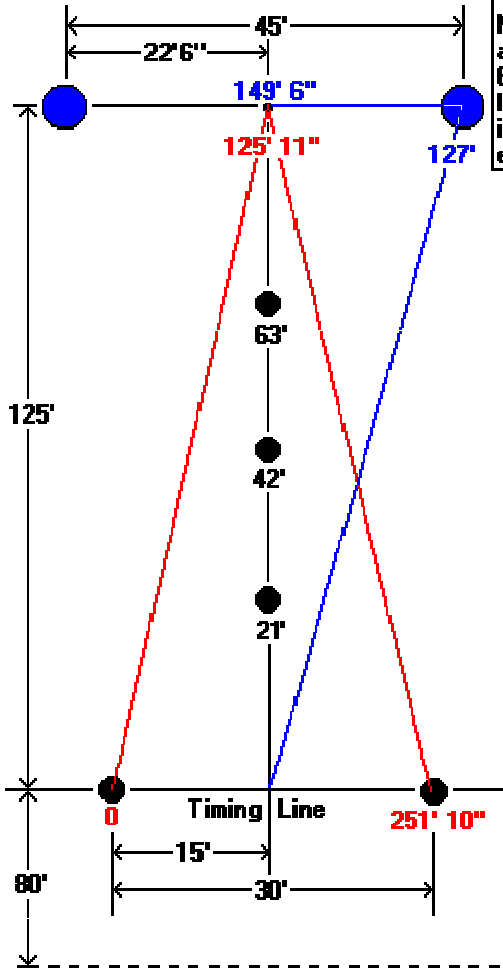


Right turn around each of the two barrels.

Course Layout

BIG "T"

Course Layout :



Obstacles:

5 Poles
2 Barrels

Note: Timing Poles are set approximately 6" behind the timing line so they won't interfere with the electronic beam.

Flags

Course to be set up with four flag stakes in a straight line 10 feet apart. A container to hold flags to be set 50 feet away from the first flag and 20 feet from the start line. A rider crosses the line and runs to first flag, picks it up, returns to barrel and drops flag in barrel and continues consecutively up the row of flags. After the fourth flag is deposited, crosses the finish line. A rider may start on either side of the flags but must continue picking flags from the same side throughout.

Disqualifications: Not going around flag or barrel

Knocking over barrel

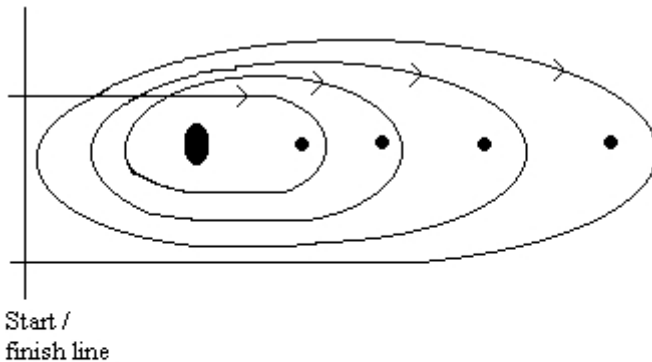
Not picking flags in proper order

Dropping or missing a flag

Crossing finish line before course is finished

Going off course

Touching horse with flag (that is: used as a crop)

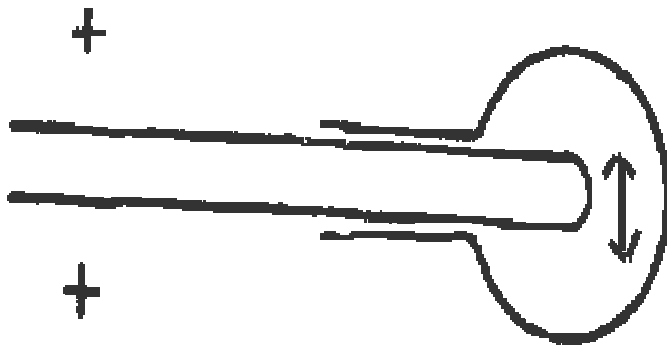


Keyhole

In and Out ... don't step over the line

The Pattern

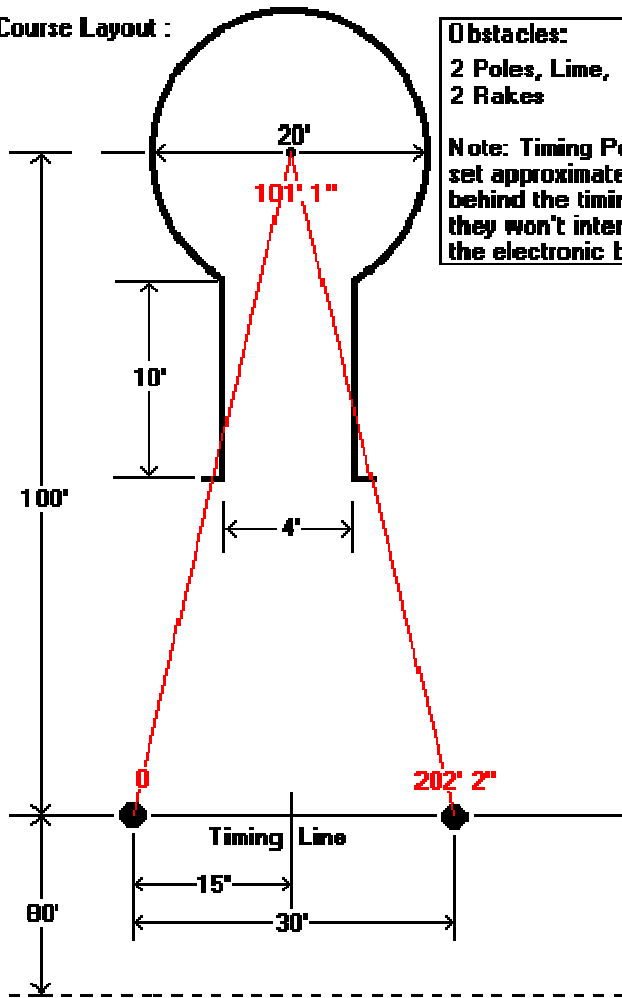
Go through the timing line, run into the circle of the keyhole, turn in either direction, and return through the timing line. All four of the horse's feet must enter the circle. Special penalty: The rider will be disqualified if the horse's hoof touches the ground on or outside of any portion of the Keyhole (circle or wings). Note: A penalty judge shall be stationed near the Keyhole and will determine (by viewing hoof prints) the qualification of the ride. Such decision is final. One or more assistants will be stationed near the Keyhole with rakes and will rake the disturbed area near the Keyhole as needed.



Course Layout

KEYHOLE

Course Layout :



Obstacles:

2 Poles, Line,
2 Rakes

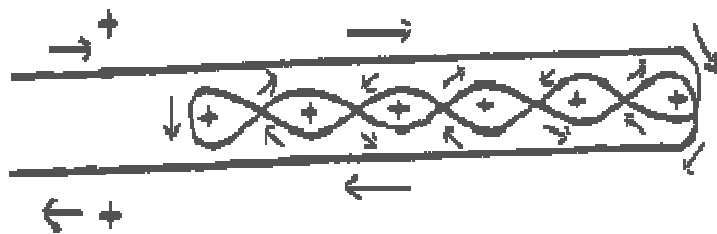
Note: Timing Poles are
set approximately 6"
behind the timing line so
they won't interfere with
the electronic beam.

Poles 2

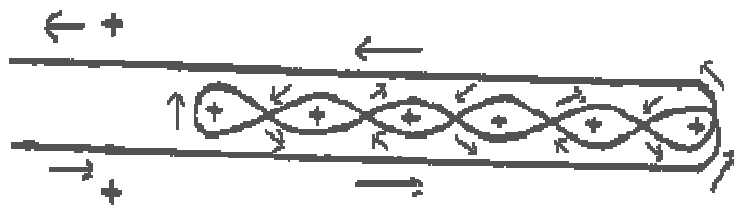
The standard professional pole pattern. Six poles. Run to the end, weave back and weave up, run home.

The Pattern

Go through starting line, go along either side of the poles to the last pole, turn around last pole, pass successive poles on alternate sides, turn around first pole, continue to pass successive poles on alternate sides, turn around last pole and go along the side of the poles to the timing line.



Right turn at last pole

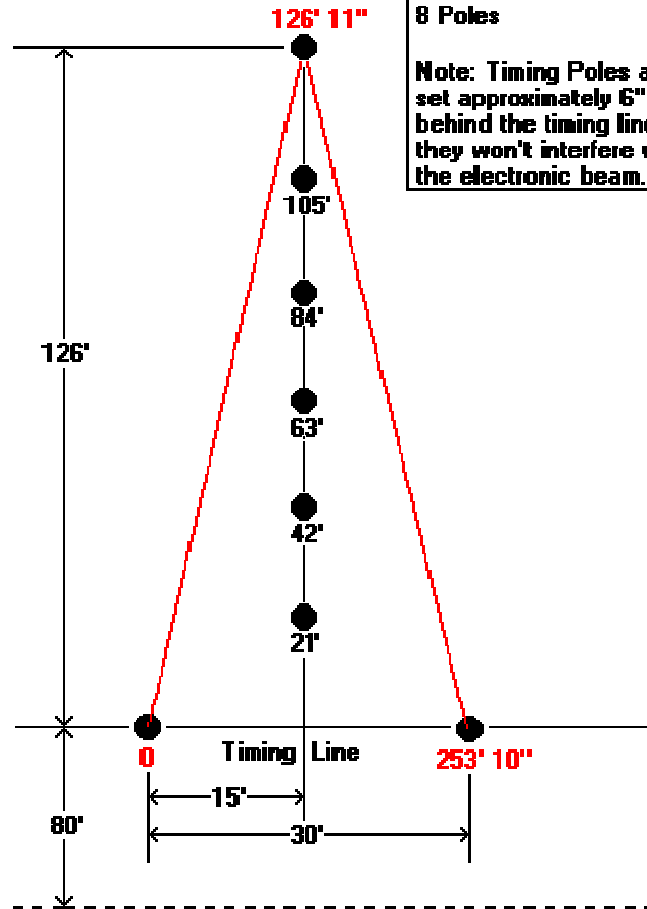


Left turn at last pole

Course Layout

POLES 2

Course Layout :



Obstacles:

8 Poles

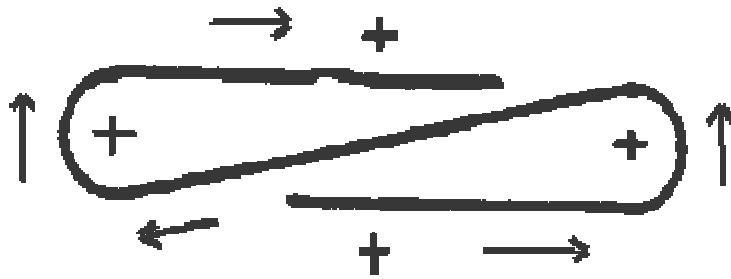
Note: Timing Poles are set approximately 6" behind the timing line so they won't interfere with the electronic beam.

Figure 8 Stake

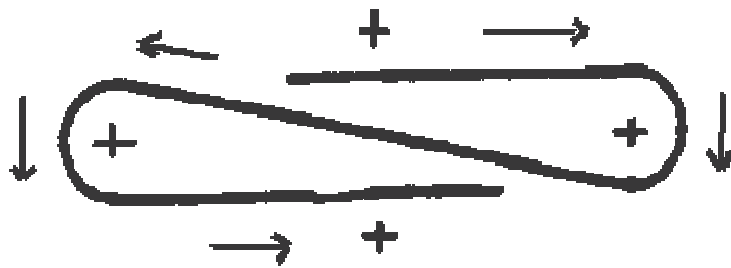
Two poles, Two Turns for a figure-eight

The Pattern

Start from either end of the course. Go through the timing line to the first pole, go around it in either direction. Go across the timing line to the next pole and go around it in the opposite direction, then return across the timing line.



Left Turn First



Right Turn First

Course Layout

FIGURE 8 STAKE

Obstacles:
4 Poles
Note: Timing Poles are set approximately 5" behind the timing line so they won't interfere with the electronic beam.

Course Layout :

