

JUDGES RULES AND GUIDELINES

- Riders are to line up on their designated lane, along the fence. Black and white “Keep Forward” boards are there to let riders know to line up between the timer line and the end of that black boards. This is for safety reasons. If a rider elects to line up after that point, they are putting themselves at risk of being in run off area. Judge is not to remind riders to move forward.
- Crossing over the start/finish line before riders name is called is a DQ from the judge.
- Rider can go back and correct pattern to receive a clean time. If rider is off course and does not correct, they are still allowed to finish the course, and judge is then required to make the no time/ off course call directly to timekeeper.
- If making a correction to the course pattern rider has a one-minute time limit to correct and complete the course.
- If rider crosses the start/finish line when still on course, the rider may continue the pattern and receive no time. Rider may not restart the pattern, once they crossed the start/ finish line (including if outside the timer poles).
- In Leadline class the handler must cross both the start and finish line with the horse, not in front or behind the horse/rider.
- A lead rope needs to be attached to the horse during the Leadline age group.
- Parents and leaders are allowed on course during the Leadline and Buckaroo age groups. Judges may assist the Buckaroo age group riders if needed.
- Leadline and Buckaroo age groups will receive a +5 for each barrel or pole that is knocked over.
- Junior – Silver Spurs age groups will receive a no time if any barrel or pole is knocked down. Riders in these age groups will also receive no time for flags not placed in barrels.
- Circling a barrel or pole when it is not designed in the pattern is off course.
- Flags is only event that rider may circle the flag barrel in order to obtain the flag, if circling the second barrel – it must be in the correct direction of the course and not reverse to the direction rider came from, rider must obtain the correct flag to proceed to next barrel and finish pattern.
- Crossing over the white line marking each lane will be an off course.
- Profanity, striking in a destructive manner will result in a DQ and rider will get 1 warning before DQ for the rest of Day.
- Any disputes will be brought directly to the Playday Chairperson(s).
- MRC is a family friendly environment, and a learning facility. Remember that we are all here to have fun and learn.