

CROWNEST SKIJORING (THE POLE & SPUR)

2019 RULES AND REGULATIONS

Rules are solely for the safety of the competitors, both horse and human and to ensure fair competition.

DIVISION AND COMPETITION CRITERIA

- Everyone does 1 timed run, you are then seeded into divisions
- Top 50% will advance to Division 1, bottom 50% will compete in Division 2
- Winning times will be determined by average of your two runs for placement in your division (but you cannot cross divisions after your first run)

SKIER RULES:

1. A skier may compete up to four times in a day.
2. All skiers are highly encouraged to wear helmets.
3. Minimum age is 18 years.

RIDER RULES:

1. A horse may not run more than two times in a day.
2. A rider may ride up to *two horses* in a single day.
3. Horse should be in physical shape to participate in an extreme sport.
4. Use a standard western bit.
5. Leg protection (boots or polo wraps) and bell boots are strongly recommended.

RULES OF COMPETITION – GENERAL

1. Races need to be vigilant about starting on time.
2. Rules should be clearly posted and assessable to all competitors.
3. Substitutions in any class are allowed for any team member (horse, skier or rider), **ONLY** under the following circumstances:
 1. That substitute team member (horse, skier or rider) is eligible to compete in that class.
 2. That the team member being substituted is unable to compete due to injury, family emergency, or other reason acceptable to the Producer and Arena Director.
4. If a horse, rider, or equipment are deemed unsafe the rider and horse can be asked to leave at any time by the Horse Gate Official.
5. If the Skier drops the rope **BEFORE** crossing the start line, he/she will be allowed a restart immediately after the team's fault start. The four-minute rule restarts upon the arena judge's determination of a clear course. If a delay or the skier drops the rope on the second attempt to start, that team is disqualified for that run. If the Horse runs the course, the team should be dropped down (In the order at the officials discretion) a few racers to allow for reasonable recovery time. If it is the last of the division, they should be scheduled to run 1st prior to the start of the next division.
6. The skier must finish in an upright position and on at least one ski, with rope in hand when crossing the finish line. Both skier boots must cross the finish line.
7. Both ski tips and both boots must go around a gate, or the gate is considered missed. Ski tips and ski boots must cross the horizontal plane of the gate also the vertical plane. Both skis do

not need to be on the surface when passing the gate but must not cross the vertical plane. I.e. Consider the gate is extended straight up to the sky; both skis must go around the imaginary gate extended to the sky.

8. All Competitors must be informed of their time at the end of their run prior to the start of the competitive run.
9. Race Venues must have a protest protocol in place for every race.
 1. Before a decision is made with a protest, the competitors may state their case before the deliberation of ruling.
10. The following will result in no time:

(a) Infraction of any law which exists pertaining to the exhibition, care, and custody of horses within the province or country where a race is being held.

(b) Abuse of an animal on the track and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition.

(c) Use of illegal equipment, including added wire on bits or curb chains.

(d) Failure to dismount and/or present horse and equipment to the horse official if asked.

RECOMMENDATIONS:

1. Rules and penalties should be reviewed verbally with all competitors prior to the start of the race.
2. Horses will be randomly checked for equipment. The Horse Gate Official will check all tack and how the rope is attached to the saddle. If requested by the Horse Gate Official, a rider may be asked to drop their bit.

COURSE SAFETY RULES

- Run out length of the course is required to be a sufficient length.
- The Run out must provide a consistent footing for the horse.
- An ambulance and/or EMT crew will be on site with back up EMT on call.
- Signed Waiver is required prior as part of the registration process.

HORSE SAFETY & TREATMENT RULES:

- The on-site veterinarian/vet tech will have the authority to scratch a horse for health reasons or concerns pertaining to the safety of the horse. Any member of the organizing committee can require a horse to be examined by the veterinarian prior to racing.
- No person may abuse a Horse during an Event or at any other time. "Abuse" means an action or omission, which causes or is likely to cause pain or unnecessary discomfort to a Horse, including, but not limited to:
 - Whipping or beating a Horse excessively
 - Subjecting a Horse to any kind of electric shock device
 - Using spurs excessively or persistently
 - Jabbing the Horse in the mouth with the bit or any other device to abnormally sensitize or desensitize any part of a Horse

RACE EQUIPMENT RULES:

- Ropes must be provided by the race, though competitors are allowed to bring their own ropes, but must be certified by race prior to competition.
- Any rope not supplied by the individual race must be inspected and approved by the Start Master or his designee prior to the start of each race
- Ropes cannot exceed 50 feet in length on the oval track
- Ropes are must to be 3/8 or larger in diameter
- Handles are not permitted on ropes
- Attachment must be to the saddle horn or behind the saddle. If the attachment is behind the saddle it must be secured to the primary rigging rings of the saddle by a non-elastic attachment so that the pulling rope is within 6 inches of the cantle, carabineer included. Prior to the race, the Start Master, or his designee must approve any attachment to the saddle. Quick release shackles are highly recommended.
- 1 Main Timer with 1 Backup Timer is mandatory

SPORTSMANSHIP

Good sportsmanship is important to the success of every event. Registration signature pledges a competitor's word to the humane treatment of their horse and respectful relationships to all fellow competitors and volunteers hosting this exciting competition. Failure to comply with the spirit of friendly competition at any of the scheduled events may result in the disqualification of your team or banishment from future competitions.

PENALTIES

2 second Penalties will be applied if:

- Pylons/Markers are missed/incomplete
- Horse & Rider go off course and hit markers/pylons

5 second Penalties will be applied for missed/incomplete jumps.

Failure to complete the course – horse runs off, skier crashes, etc will result in a DNF (did not finish)

PROTEST PROTOCOL

- Time will be announced after run and placed on contestant board
- Maximum of 10 minutes after run to lodge any disputes. After 10 minutes, time and penalties will stand
- Deliberation will occur with judge and dispute committee
- Rerun may be granted in certain circumstances, as decided by dispute committee

*** You will not be allowed to compete if intoxicated***