

PLAYDAY GAMES

The section of Playday Games is to acquaint the membership with the games that have been approved to be run at the Playday Finals and the rules governing them. The playday activities of the AASP&RC are a family affair. In many cases the entire family participates in the competition along with doing the manual labor in the registration booth, concession stand, the announcer's vantage point where the records are kept. This tends to prove that there are many aspects by which the entire family may contribute in many ways to the Association motto of "Horsemanship, Sportsmanship and Citizenship".

The member clubs of the AASP&RC compete at the district level to qualify its contestants to go to the Playday Finals of the Association. These individuals from each club who qualify to represent their district at the Playday Finals compete for individual and district recognition.

Records are of great importance. The Association playday records are kept in the office by the system which accumulates individual points. This enables all contestants to compare times with each other regardless of location of the competition or arena size. Each game has its own formula of adjusting the dimensions according to the size of the arena.

NEW GAMES

The games to be run at the playday finals will be on a rotating basis starting year 2010 playday season with the exception of poles and barrels. Delegates at the convention can adjust or amend all playday games. Beginning in 2010, the following game rotation will be in effect:

The games are listed with a number. After year one (1) each game at the top of the list will simply drop to the bottom and the rest will move up one spot in the rotation. (TBD indicates the event yet to be named.) Each year, we will run the events indicated in red PLUS Poles and Barrels.

Clover leaf barrels and poles are not part of the rotation as decided at a previous convention. Only the first six (6) on the list are used each year.

Year 1 (2010)

1. Spur
2. Bowtie
3. Flags
4. Pylon
5. Straight barrels
6. Flying W
7. Hitch & Go
8. Larryette
9. Baseball

Year 2 (2011)

2. Bowtie
3. Flags
4. Pylon
5. Straights
6. Flying W
7. Hitch & Go
8. Larryette
9. Baseball
1. Spur

Year 3 (2012)

3. Flags
4. Pylon
5. Straights
6. Flying W
7. Hitch & Go
8. Larryette
9. Baseball
1. Spur
2. Bowtie

Year 4 (2013): 4, 5, 6, 7, 8, 9, 1, 2, 3

Year 5 (2014): 5, 6, 7, 8, 9, 1, 2, 3, 4

Year 6 (2015): 6, 7, 8, 9, 1, 2, 3, 4, 5

Year 7 (2016): 7, 8, 9, 1, 2, 3, 4, 5, 6.

Year 8 (2017): 8, 9, 1, 2, 3, 4, 5, 6, 7

Year 9 (2018): 9, 1, 2, 3, 4, 5, 6, 7, 8

Year 10(2019): 1, 2, 3, 4, 5, 6, 7, 8, 9

In 2011, Spur will go out and Hitch N Go will come in. Spur will move to the bottom of the above list after Baseball. In 2012, Bow Tie will go out and Name TBD will come in. Bow Tie will move to the bottom of the list after Spur. In 2013, Baseball will come in and Flags will go out and move to the bottom of the list. This rotation will continue until amended by the delegates at Convention.

RULE 1 Description of games.

Refer to specific game following the rules.

RULE 2 Arena Specifications

- A. For arena specifications, see arena diagram preceding games.
- B. Adjustments for sub-standard arenas - refer to Specific Games.
- C. Starting line will be un-marked.
- D. Any person assisting a playday rider into the arena shall be on foot.
- E. There will be an arena drag every ten riders listed on the time sheets, with alteration at the discretion of the Playday Chair, according to arena conditions.

RULE 3 Equipment

- A. Refer to specific game.
- B. Equipment shall be handed to the rider after he enters the arena.
- C. Recommended that each district use equipment of the same color as listed-in rule 8 B under Playday Games.

RULE 4 Game Rules

- A. Age Division: Contestants in the games shall be divided into 14 Classes: Classic Senior Men, Classic Senior Women, Super Senior Men, Super Senior Women, Senior Men, Senior Women, Intermediate Men, Intermediate Women, Junior Boys, Junior Girls, Pee Wee Boys, Pee Wee Girls, Super Pee Wee Boys, Super Pee Wee Girls (refer to Age Division, Article VII Section 8-H)
- B. Calls to Ride: Contestants shall be present at the time of call for any event. Three calls will be made; if the contestant is not ready to ride on the third call, he will be disqualified.
A rider can move 10 riders up or down within his age group until the end of the age group. After that, either ride or be disqualified. Rider can only move up or down with good cause to be determined by gate judge. If the timer malfunctions, that rider may either ride immediately or drop down ten to reride. If the rider is peewee or younger, parent is to make decision. .
- C. Scoring of Points: Points to determine individual winners will be as follows: 10 points for 1st down to 1 point for 10th. (If only 6 places given, 1st place would be 6 points, down to 6th place 1 point. Number of points may not exceed the number of contestants in the class or event. 1st through 10th Place should be awarded.
- D. Closed Arena: All games are to be run in a closed arena. The gate must be closed before the rider starts his pattern or before starting forward motion, with a disqualification on the rider if the gate is not closed. The gate should be closed until the rider brings his horse under control after the pattern. No equipment will be handed to contestant until he is inside the arena. The use of "L" gates (the opening in the arena fence is considered to be the "gate") will be considered a closed arena. Once a rider has completed the event and has his horse under control, another rider may enter the arena.
- E. Horse Rule: A horse may not be ridden but one time in each class or event with the exception of a horse used by an immediate family (Immediate family will include parents or legal guardians and children whether married or unmarried and grandchildren. This also includes sons-in-law or daughters-in-law). Violation will result in disqualification of ineligible rider.
- F. Tie: Single Event: When running off a tie for a single event, a contestant must run within two seconds or less of their original time to win. This rule applies when the runoff time is slower than the original time. If after two unsuccessful efforts, this has not been accomplished, flip of the coin may be used. **Each contestant must use the same horse as in the original contest, unless the horse is unable to be ridden, then the horse rule applies. If a rider's horse is injured and they do not have a second horse, then coin toss will decide the winner.**

Tie: **Overall Highpoint: When running off a tie for Overall High Point you must ride the original horse that was competed on, unless the horse is injured, then horse rule applies.**

- G. A family can represent only one district at playday finals.
- H. Designated people in the arena: No one except those designated by the arena director will be allowed in the arena.
- I. Time starts and stops when the horse's nose reaches the timer line.
- J. Striking a horse: A horse may not be struck with playday equipment at anytime.
- K. No physical assistance shall be given past the starting line in any class. Only one assistant per rider may be in the arena during that contestants ride. Any rider with mental or physical disabilities and/or special needs may be allowed as many assistants as needed past the starting line.

RULE 5 Officials

- A. Announcer:
 - 1. Number required (1) with assistants.
 - 2. Duties:
 - a. Call off contestants in the order in which they will run. (Suggestions, call rider by name,
 - b. Instruct the next one up to be at the gate and the following be ready.
 - c. Announce the judges' decisions.
 - d. Announce placing.
 - e. Keep event moving.
 - f. Not talk to excess.
- B. Timekeepers
 - 1. Number required two (2) **Back up timekeeper must be a member from a different district than the Primary timekeeper and playday shall not move forward until the backup timekeeper is in place.** .
 - 2. Equipment: Two electronic timers (**to be labeled PRIMARY and SECONDARY**) or at least two (2) 100 second stop watches.
 - 3. Duties
 - a. Make sure timer is clear before the contestant starts pattern.
 - b. Both timekeepers read timer, one calls aloud the time for the announcer and the scorer.
 - c. Never clear the timer until timekeepers have agreed on the reading.
- C. Record
 - 1. Number required (1) with substitutes.
 - 2. Equipment- Playday worksheets and pencils
 - 3. Duties
 - a. Record the total time, including penalty, in the time column of worksheets as called out by the timekeeper, indicate No Time, with NT and No Show with NS, indicating a contestant failed to show up to ride.
 - b. Record the penalty, if any in the penalty box.
- D. Awards Recorder
 - 1. Number required one (1) or more.
 - 2. Equipment- Awards required.
 - 3. Duties
 - a. Determine first through sixth for each class in each event by lowest time receiving first place, second lowest time, second place etc.
 - b. Record placing on worksheets.
 - c. Prepare awards (Ribbons, etc.) for distribution to winners.
- E. Entry Booth Personnel
 - 1. Number required depends on size of entry booth and personnel available. Ideal situations would be one for each class, plus a cashier.
 - 2. Equipment-Entry forms.
 - 3. Duties
 - a. Make entry forms available for each contestant.

- b. Cashier receives entry forms with money and see that all information is complete (name, class, games entered, and amount due).
- c. Sort entry forms into proper classes.
Person working with the class prepares them in the desired running order for the first game (deleting those that are not entered in that game) for the announcer.
- d. This procedure of sorting classes as to running order must be done so that announcers list will be correct for each class.

F. District Secretary.

Even though the above officials may be appointed by the district and/or a specific club within the District, those work details are under the supervision of, and the responsibility of, the district secretary.

1. Duties

- a. Entry forms for contestants.
- b. Running order of contestants for announcer.
- c. Prepare awards for winners.
- d. Playday worksheets
 - 1) Record times, places, and points.
 - 2) List date and location of play day
 - 3) Return original to Association office for update and keep second copy for district records.

G. Line-up Judge: May disqualify a rider for: running with an open gate; or not breaking forward motion.

1. Number required one or more per gate, as necessary.

2. Duties

- a. Entrance gate, open gate for contestant to enter and close gate as per Rule 4 E.
- b. Exit Gate, Open gate after contestant has completed his ride and gotten his horse under control. Refer to Rule 4. E. Note Entrance and exit gates may be the same. Where a permanent L shaped gate is provided by an arena, the gateman is not needed.

H. Arena Officials Refer to specific Game

- I. Arena judges to be Intermediate or above.
- J. Judges for a highpoint run off during Playday Finals must be selected by the playday chairperson from the representatives that are on the rules committee.

RULE 6 Penalties- Refer to specific Playday Games

RULE 7 Disqualifications.

- A. Striking a horse with playday equipment will disqualify rider for the event in which he is participating at the time
- B. Failure to be ready to ride on the third call by the announcer.
 - 1. A rider may move 10 riders up or down within the age group until the end of the age group. After that, either ride or be disqualified. Rider can only move up or down with good cause to be determined by gate judge. If the time malfunctions, that rider may either ride immediately or drop down ten to reride. If the rider is peewee or younger, parent is to make decision.
- C. Refer to Article VII Section 8 A
- D. Refer to Article VII Section 8 B (Disqualification under this rule is for entire playday.
- E. Refer to Article VIII Section 8 C
- F. Refer to Playday Games Rule 4 E closed Arena

RULE 8 Playday Finals

The top contestants from each district compete for personal and district recognition awards.

- A. Qualification for Playday Finals Competition: To qualify for finals, you must have ridden at the District level in each event in which you wish to participate in. Each district may send as many participants as are qualified in each class for each event. A qualified ride is one in which the contestant is not disqualified.
- B. Representation: A family may represent only one district at Playday Finals.
- C. Pre-Registration: It is the responsibility of each district to submit names and required fee (registration and entry) of the qualified contestant participating in the playday finals, as indicated by the results of the district playdays, to the Association office and must be postmarked 21 days prior to the Playday Finals. Entries can be made after the 21 days and up to noon on Tuesday **for a fee of \$50.00 per entry**. Their name will not be in the program, rider will not be put in rotation but ride at the bottom of the class. No Refunds.
- D. Equipment: All approved equipment used at Playday Finals will be furnished by the Association in the following colors.
 1. Poles-White
 2. Flag Sticks- Natural color(with red material for flag)
 3. Barrel protectors are official equipment
 4. Barrels- A combination of two colors with blue predominant
 5. Electronic Timer
 6. Baseball Barrel
 7. Baseball/ Golf balls
- E. Drawing: There will be a drawing of region numbers by the playday chairperson to determine the order in which the regions will run the first event at playday finals. Thereafter, the regions will rotate after each event. The order in which districts within each region will be run shall be determined by the region.
- F. Rules Committee: Any questions presented to the rules committee must be presented by regional rules committee men. Playday rules clarification meeting has one representative from each district. The Playday rules committee shall be made up of two representatives from each region, each from a different class. Each District must have a rules person and one alternate on the grounds at all times during events. Each region shall have a representative present at any protest meeting.
- G. Awards:
 1. District awards: The Miller family has donated a Memorial Sponsorship Award in the Memory of Jamie Miller to be placed in the Association office with winners plates to be added to the trophy each year.
 2. Individual Awards:
 - a. High Point awards in each class.
 - b. First through 6th place in each class in each event.
 - c. After places one through six high point awards have been secured, awards are open to clubs, districts, etc. to donate places seven through ten high point awards. These awards are at the discretion of the awards chairperson and are not to exceed the value of sixth place.
- H. Numbers: Participants are required to wear their numbers on their back or left side of their saddle pad at Playday Finals or be disqualified.

- I. Recreational Vehicles (excluding campers): will not be allowed at Playday Finals subject to the following:
 - 1. Exception- Official use, and before games begin, and after they are over for the day, until 11:00 pm.
- J. Licensed Vehicle: At all Association functions licensed vehicles must be driven by licensed Drivers. Reckless driving will be dealt with (head of security).
- K. Protest Fee: A \$100.00 cash only protest fee along with a protest in writing will be used. This means that if a person puts up \$100.00 and a protest in writing, and he loses, the money is kept by the Association. If he wins, he is refunded his \$100.00. Protests must be made within 10 minutes of the conclusion of the class. The person who files the protest must go to the announcers stand within 10 minutes of the end of the class to file it before it goes to the playday chairman. The protest committee meeting will be held in the office and only the protestor and the protestee and the protest committee can attend. However if individual parties are named, both the protestor and the one protested against must be present at the protest meeting.
 - 1. If a protest is lodged and a Region Rulesman has a family member that rides in the class being protested, said Rulesman must recuse himself from the meeting and the other appointed Region Rulesman from that Region shall attend the rules meeting to vote on the validity of the protest. If both Rulesmen have family members in the class under protest, their Region VP will immediately appoint an alternate rulesman to attend the protest meeting for vote. If the Rules Chairperson has a family member involved in a protest, he will present the protest and then immediately excuse himself from the meeting before any discussion begins. In this case, the rulesmen in attendance will select an Interim Chairperson until the protest is decided.
- L. Officers and Playday Chairman have a choice as to whether they ride at the first of their class or in normal Rotation during finals. They must notify Playday Chairperson prior to event lineup.

CURRENT PLAYDAY GAMES

BARREL RACE

This is a timed event. Rider will cross timer line, make a 360 degree turn around the first barrel, go across arena, make a 360 degree turn around the second barrel, then make a 360 degree turn around the third barrel and return between first and second barrels, crossing timer line. This is known as a clover leaf barrel pattern. Rider may run either right or left pattern.

EQUIPMENT REQUIRED

1. Timer line (designates the beginning and ending of each race marked by chalk or lime).
2. Three (3) 55-gallon standard oil drums with the dimensions being 23 inches from outside to outside on the ends and 34-1/2 inches long from the outside lip on top to the outside lip on bottom, placed in a triangle formation ninety (90) feet apart for a cloverleaf pattern. First and second barrels are sixty (60) feet from timer line. Measurements should be taken from the center of barrels. Barrels must be a minimum of fifteen (15) feet from any arena fence.
3. Barrels must have barrel protectors.

PENALTIES

A five (5) second penalty will be added to the rider's time for knocking over a barrel.

DISQUALIFICATIONS

1. Breaking the pattern.
2. Failure to complete the race.

OFFICIALS

There needs to be at least 2 judges in the arena standing at all times during the event to observe pattern and set up any barrels in their proper place when knocked over.

PATTERN ADJUSTMENTS

Adjustment for non-standard arenas. See the arena size diagram preceding games.

The arena that is too large creates no problem because the standard pattern can always be used.

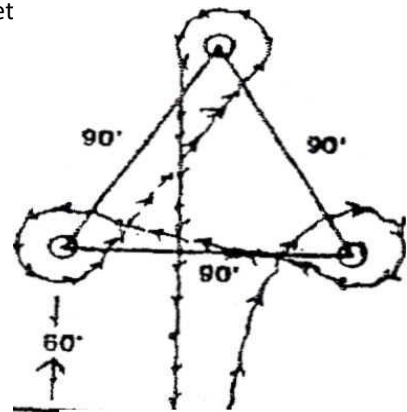
The arena that is too narrow can be adjusted by placing number one (1) and number two (2) barrels at the fifteen (15) foot minimum distance from the fence, then measuring the distance between the one and two barrels and subtract from total standard pattern of 270 feet. Number three (3) barrel should be placed half of this distance from number two (2) barrel. The triangle totaling 270 feet.

Example: 100 foot arena - 30 feet (15 feet each side) = 70 feet

270 feet - 70 feet = 200 feet.

200 feet divided by 2 = 100 feet.

Third barrel is 100 feet from first and second barrels.



Start and Finish Line

STRAIGHT AWAY BARRELS

This is a timed event. Rider crosses timer line weaving either right or left of first barrel, continuing weaving in and out to the third barrel, 360 degree turn around third barrel, then weaves back thru barrels to cross the timer line.

EQUIPMENT REQUIRED

1. Timer line (designates the beginning and end of each race marked by chalk or lime).
2. Three (3) 55 gallon standard oil drums with the dimensions being 23 inches from outside to outside on the ends and 34-1/2 inches long from the outside lip on top to the outside lip on bottom, placed (50) feet apart and third barrel 150 feet from timer line.
3. Barrels must have barrel protectors.

PENALTIES

A five (5) second penalty for knocking over barrel.

DISQUALIFICATIONS

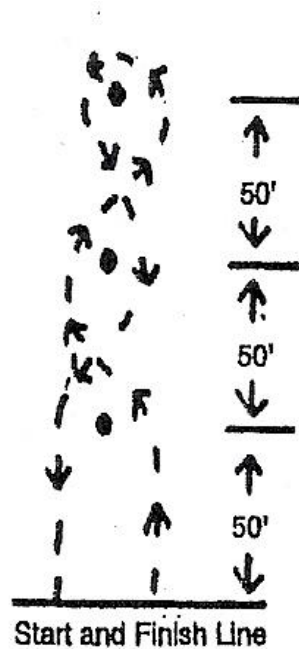
1. Breaking the pattern
2. Failure to complete the race.

PATTERN ADJUSTMENTS

Adjustments for non-standard arena - none

JUDGES

There needs to be at least 2 judges in the arena standing at all times during the event to observe pattern and set up any barrels in their proper place when knocked over.



PYLON ALLEY

This is a timed event. The rider crosses the timer line between the cones in the first and second set, makes a turn around the center cone (of the last three) and returns, going between the cones in the second and the first set. A left or right turn may be made around the center cone.

EQUIPMENT REQUIRED

1. Timer line (designates the beginning and ending of each race marked by chalk or lime).
2. Seven (7) traffic cones with the size of base being 10-1/2 inches from outside to outside with the height being 17 inches tall. One standard pole with base (see Quarter Horse Poles for dimensions). The first set of cones are six (6) feet apart and twenty (20) feet from the timer line, the second set are six (6) feet apart and forty (40) feet from the timer line, and the last three (3) cones are six (6) feet apart and sixty (60) feet from the timer line, with a standard pole in the center cone.
3. Cones are to be measured 6' from top center of the cone to top center of the cone.

PENALTIES

The only penalty is disqualification.

DISQUALIFICATIONS

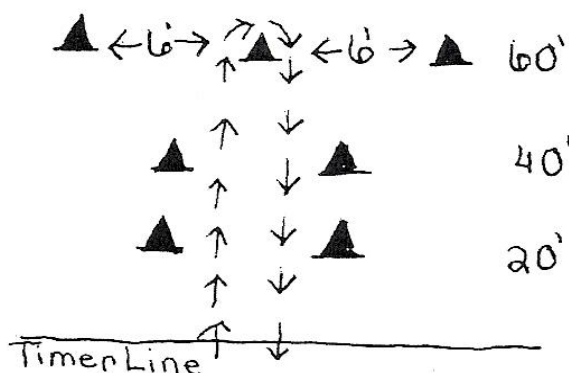
1. Breaking Pattern
2. Failure to complete race.
3. Any leg of the horse passing over any cone rather than around the cone.
4. Knocking over any cone or pole.

OFFICIALS

Three (3) judges, one to observe first set of cones, one judge the second set of cones and one judge the last three cones.

PATTERN ADJUSTMENTS

Adjustments for non-standard arena – none



SPUR

This is a timed event. The horse and rider must go through the first set of pylons, make a 360 degree turn around pole, through the second set of pylons. Race may be run from either a right or left pattern

EQUIPMENT REQUIRED

1. Timer line (designates the beginning and end of each race marked by chalk or lime.)
2. 5 traffic cones with the size of base being 10-1/2 inches from outside to outside with the height being 17 inches tall. Center cone should contain a standard pole with base (see Quarter Horse Poles for dimensions). Center cone is placed 120 feet from the start/finish line and centered in the arena. Two (2) gates are formed, one on each side of the arena, with 2 cones used for each gate. The cones forming the gates are set 10 feet apart, and 10 feet from the start/finish line, and 30 feet from center line of arena, to leave 60 feet between the two gates. All measurements made from the inside base of cones.

PENALTIES

None

DISQUALIFICATIONS

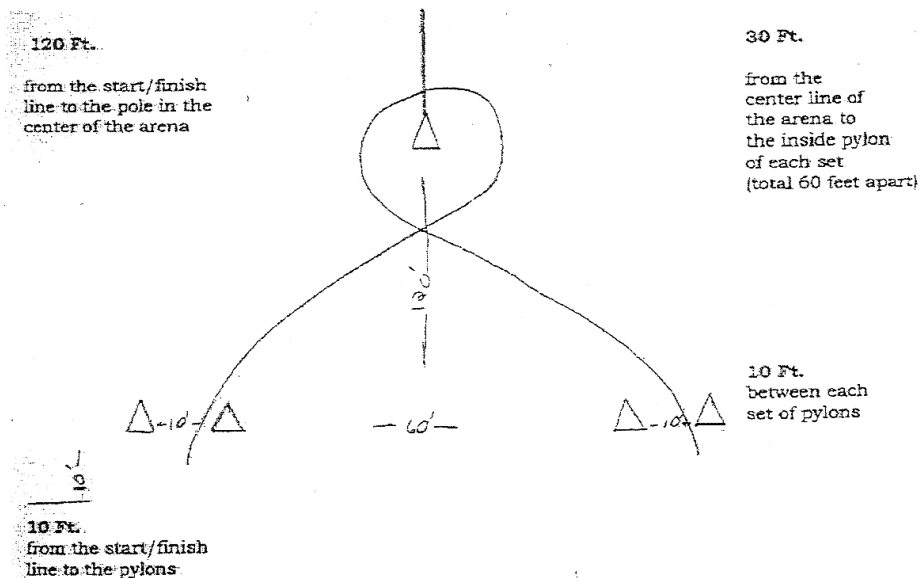
1. Knocking over anything.
2. Breaking pattern

PATTERN ADJUSTMENTS

Adjustments for non-standard arena - None

Judges

There needs to be at least 2 judges standing at all times to observe pattern.



QUARTER HORSE POLES

This is a timed event. The pole bending pattern is to be run around six (6) poles. The rider starts either right or left, runs to the sixth pole, pivots, starts weaving in and out to number one (1) pole, pivots around number (1) pole, weaving in and out to number (6) pole, pivots, and then back over the finish line. See pattern. Poles are placed twenty one (21) feet apart with first pole (21) feet from starting line.

EQUIPMENT

1. Timer line (designates the beginning and end of each race marked by chalk or lime).
2. The base will be a minimum of 14" to a maximum of 17" diameter.
3. The poles will be a minimum of 6 feet and a maximum of 7 feet in height.
4. PVC cap on the top of each pole.
5. Bases to weigh a maximum of 12 lbs.
6. Six poles made of PVC pipe, a minimum of 1" to a maximum of 1 1/2" in diameter.

PENALTIES

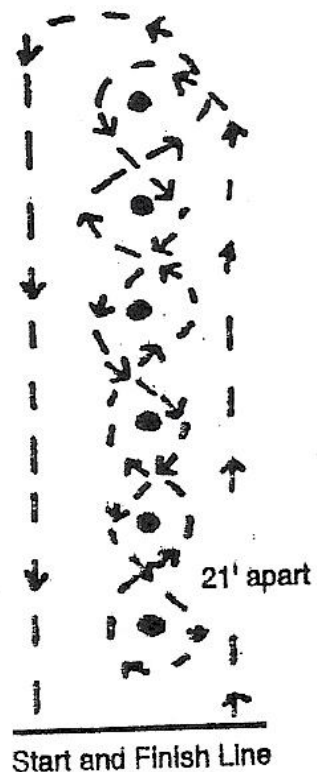
Five second penalty for knocking over a pole

DISQUALIFICATION

1. Failure to complete race
2. Breaking the pattern

Judges

There should be at least 3 judges standing in the arena at all times. One should stand at the end of the poles and one on either side of the poles to observe pattern and set up any poles in their proper place.



DOUBLE BARREL FLAG RACE

This is a timed event. The rider crosses the timer line, passes the middle barrel, going behind it. He picks up the flag from the bucket on the middle barrel and places it in the bucket on an outside barrel and returns back across the timer line. Rider may run right or left pattern and may circle any barrel.

EQUIPMENT REQUIRED

1. Timer line (designates the beginning and ending of each race marked by chalk or lime).¹
2. Three (3) 55 gallon standard oil drums with the dimensions being 23 inches from outside to outside on the end and 34-1/2 inches long from the outside lip on top to the outside lip on bottom, spaced twenty (20) feet apart and 152 feet from the timer line with three (3) rubber buckets (2 or 3 gallon size without obstructions, such as bails or ears), filled with sand to the top, one placed on each barrel. Bucket will be set on the back of the barrel and the flag in center of the bucket
3. The barrels must have protectors.
4. Two (2) 6x8 inch flags of red color.
5. All flag sticks will be 14" long by 1/2 inch in diameter tapered on the end and will be natural in color.

PENALTIES

Only penalties are disqualifications.

DISQUALIFICATIONS

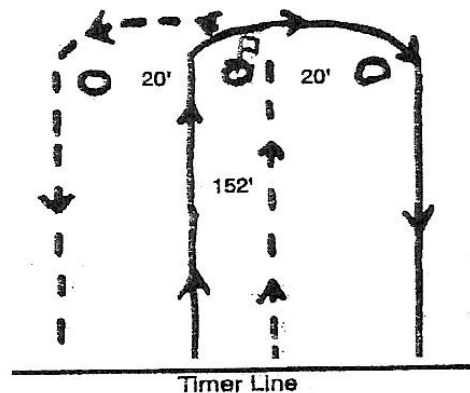
1. Breaking the pattern
2. Failure to complete the race.
3. Flag falling from the bucket.
4. Knocking over a barrel or bucket.
5. Failure to place flag in bucket.

OFFICIALS

Three (3) judges, one at each barrel to observe the pattern and replace the flags before each contestant runs.

PATTERN ADJUSTMENTS

Adjustment for non-standard arena – none



BASEBALL

This is a timed event. Rider races to the barrel and picks up the baseball while turning barrel, then returns to the barrel nearest the finish line, depositing the baseball in it before crossing the finish line. Rider may run either right or left pattern. A rider may circle either barrel as long as the rider comes in one side and goes out on the other without running a figure eight.

EQUIPMENT REQUIRED

1. One (1) 55 gallon standard oil drum, with the dimension being 23 inches from outside to outside on the end and 34-1/2 inches long from the outside lip on top to the outside lip on bottom, placed 152' from the timer line.
2. One (1) three (3) gallon black rubber bucket without obstructions such as a bail or ears completely filled with sand placed on top of the 55 gallon drum at the back side (furthest edge away from the timer line)
3. Baseball: A standard major league baseball to be placed on the sand in the center of the bucket for each contestant. Golfball: Optional for riders in SuperPeeWee and PeeWee classes
4. One (1) regular 30 gallon drum placed 20' from the timer line (in line with and between the other barrel and the timer line.) This barrel has an open top and bottom.

DISQUALIFICATIONS

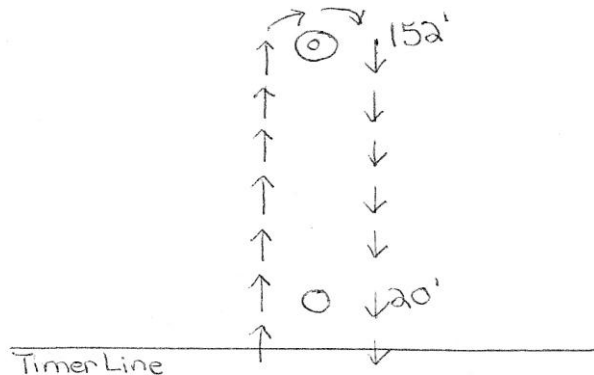
1. Breaking the pattern such as doing a figure eight.
2. Failure to pick up the ball
3. Dropping ball
4. Ball touching the 55 gallon barrel or ground due to actions of horse or rider
5. Failure to deposit ball in goal barrel
6. Failure to complete the race
7. Knocking over bucket or barrel
8. Ball not in barrel upon completion of ride.

OFFICIALS

Two (2) judges, 1 at each barrel. In addition to judging, they are responsible for placing the baseball on the sand-filled bucket and removing the baseball from the goal barrel after each ride.

PATTERN ADJUSTMENTS

Adjustments for non-standard arena: none



FLYING W RACE

This is a timed event. The Flying "w" race is run with the same poles as used in the Quarter Horse Poles. See diagram below for measurements. Rider may run either a right or left pattern. Rider races to the first pole, turns it, weaving each pole, turns the last pole, and returns crossing the finish line.

EQUIPMENT

1. Timer line (designates the beginning and end of each race marked by chalk or lime).
2. The base will be a minimum of 14" to a maximum of 17" in diameter
3. The poles will be a minimum of 6 feet and a maximum of 7 feet in height.
4. PVC cap on the top of each pole
5. Bases to weigh a maximum of 12 lbs.
6. Five poles made of PVC pipe, a minimum of 1" to a maximum of 1 1/2" in diameter.

PENALTIES

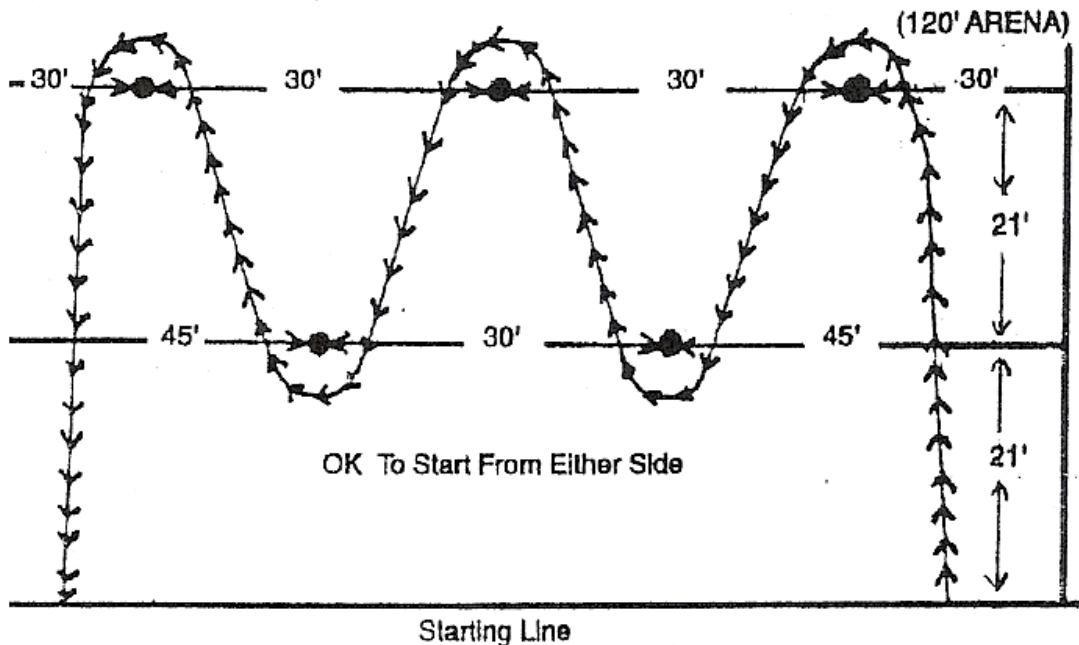
A five second penalty for each pole knocked over.

DISQUALIFICATIONS

1. Failure to complete the pattern
2. Breaking the pattern

Judges

There needs to be at least 2 judges in the arena standing at all times to observe pattern and set up any poles in their proper place when knocked over.



LAZY H

This is a timed event. Rider will cross the timer line and go thru the set of cones to the left pole and make a 360 degree turn around the pole and go straight across to the right pole and make a 360 degree turn around. Then the rider will proceed back thru the set of cones to the right barrel and make a 360 degree turn around and then make a figure 8 to the left barrel and make a 360 degree turn around and then runs to cross the timer line. The event can be run either left or right.

EQUIPMENT

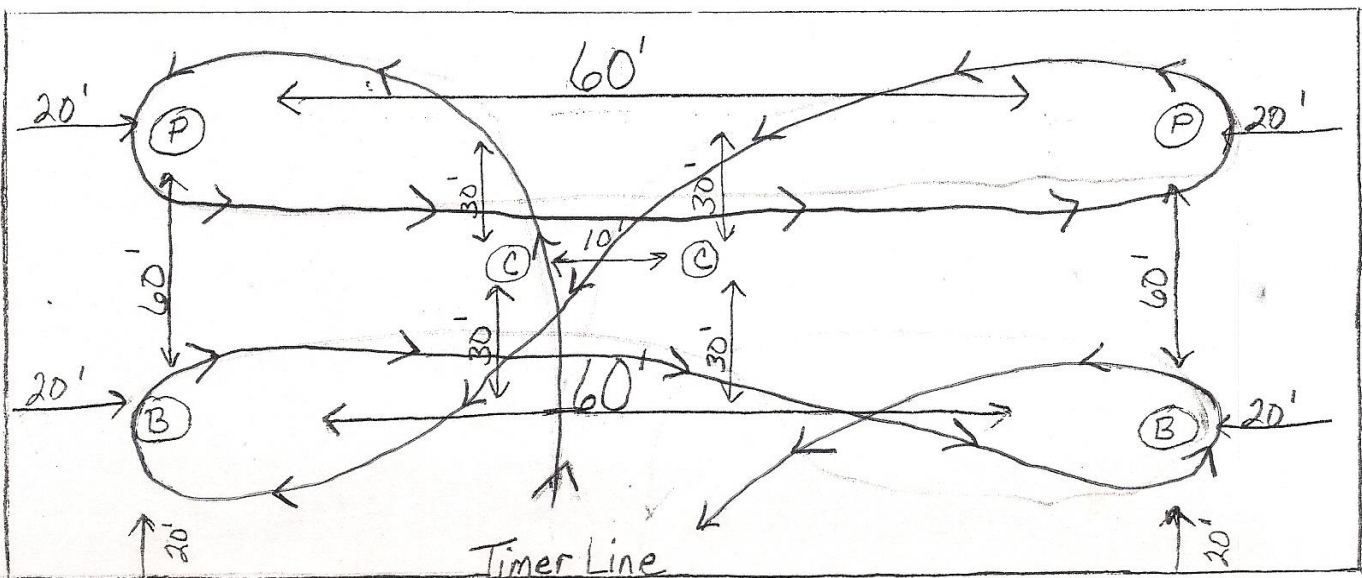
1. Timer line
2. Two (2) Poles
 - a. The base will be a minimum of 14" to a maximum of 17" diameter.
 - b. Pole will be a minimum of 6 feet and a maximum of 7 feet in height.
 - c. PVC cap on the top of each pole.
 - d. Bases to weigh a maximum of 12 lbs.
 - e. Poles made of PVC pipe, minimum of 1" to a maximum of 1 1/2" in diameter.
3. Two (2) Cones
 - a. The base will be 10 1/2 outside to outside" and 17" tall.
4. Two (2) 55-gallon drum barrels with protectors.

PENALTIES

1. A five second penalty will be added to the rider's time for each barrel, cone or pole knocked over.

DISQUALIFICATIONS

1. Failure to complete the race.
2. Breaking the pattern.



the three poles and sprints to the timer line.

Peppermint Twist

Equipment

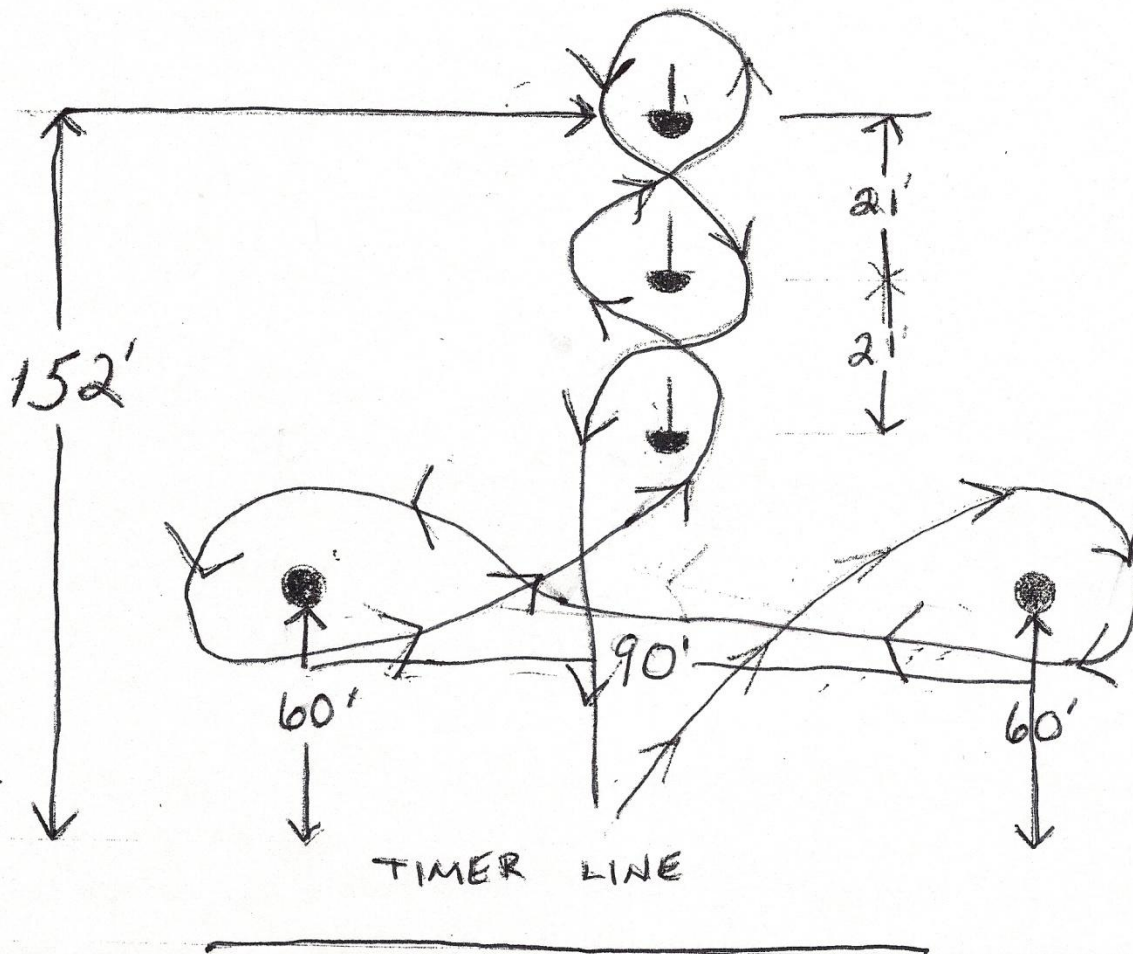
1. Timer Line
2. Three Poles
 - A. The base will be a minimum of 14" to a maximum of 17" diameter.
 - B. Pole will be a minimum of 6 feet and a maximum of 7 feet in height.
 - C. PVC cap on the top of each pole.
 - D. Bases to weigh a maximum of 12 lbs.
 - E. Poles made of PVC pipe, minimum of 1" to a maximum of 1 1/2" in diameter.
3. Two (2) 55-gallon drums and must have barrel protectors.
4. The number one and two barrels must be at least 15 feet off the fence.

Penalties

1. A five second penalty will be added to the rider's time for each barrel or pole knocked over.

Disqualifications

1. Failure to complete the race.
2. Breaking pattern.



HITCH & GO

Rider crosses timer line going between the first two (2) poles. Proceed to the next set of poles, either to the right or left pole. Going to the inside of the chosen pole, make a 360 degree turn around the pole. Proceed across the arena to the opposite pole and make same (right/left) 360 degree turn, finishing on the inside of the pole. Finish the pattern by going back through the first two (2) poles to the finish line.

Equipment Required

Four (4) standard poles

Measurements

1. First two (2) poles are ten (10) feet from the starting line ten (10) feet apart, measured from the center of the poles and the center of the arena.
2. Second two poles are fifty-five (55) feet from the starting line and sixty (60) feet apart, measured from the center of the poles and the center of the arena.

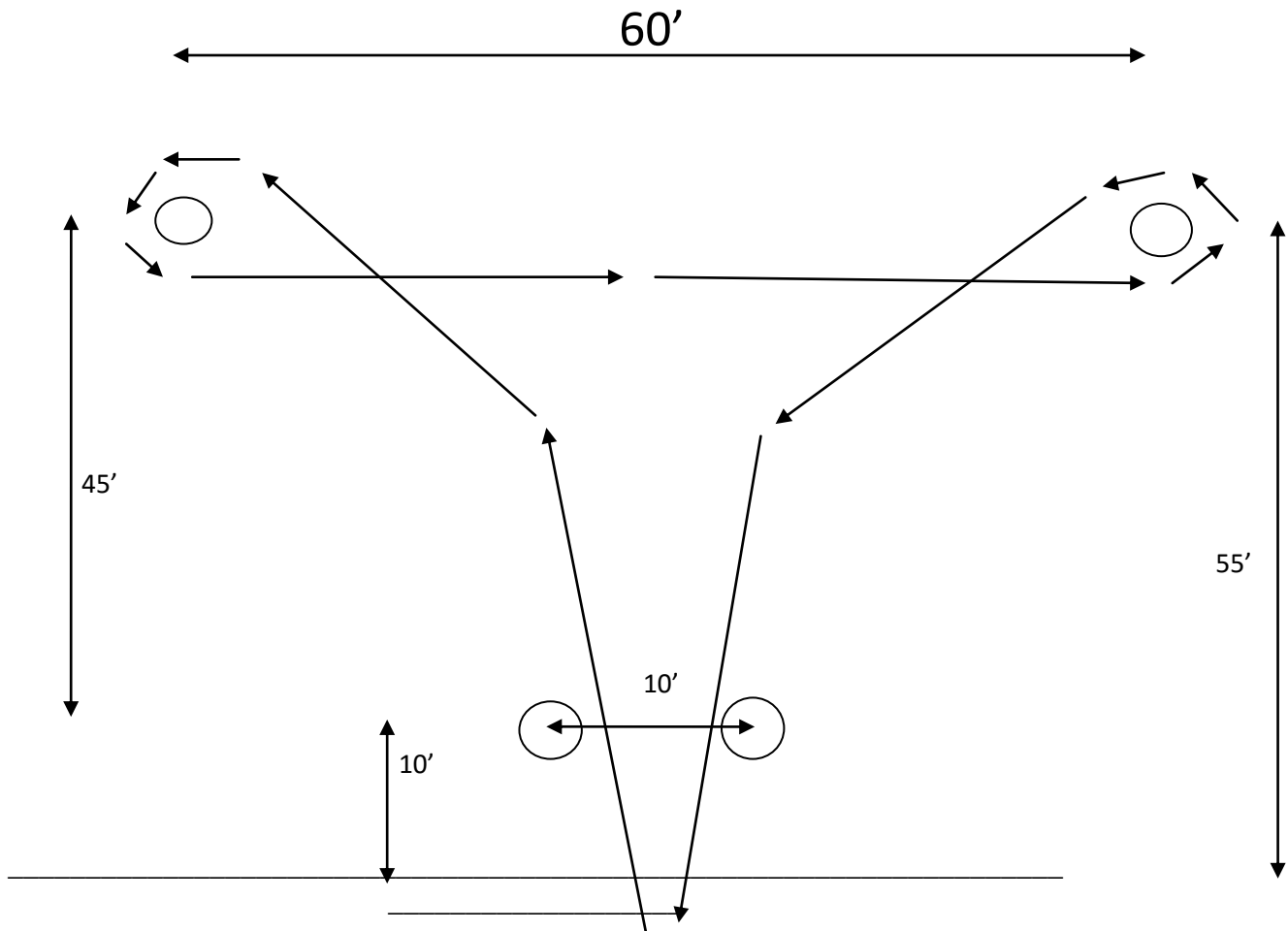
Penalties

There will be a five (5) second penalty for knocking over a pole.

Disqualifications

Failure to run a correct/complete pattern will be a disqualification.

HITCH N GO



LARRYETTE

Rider crosses the timer line either to the right or left set of poles. Rider goes on the outside of the first pole, inside the second, outside the third. Going around the barrel, rider proceeds to the second set of poles, going outside the first, inside the second and outside the third and crosses the finish line.

Equipment Required

Six (6) standard poles

One (1) fifty-five (55) gallon barrel with barrel pad

Measurements

Poles are thirty (30) feet between each going down the arena

Poles are sixty (60) feet apart across the arena

Barrel is centered in the pattern and thirty (30) feet from the last poles

Penalties

There will be a five (5) second penalty for knocking each pole or the barrel.

Disqualifications

Failure to run a correct/complete pattern will result in disqualification.

BOW TIE

A timed event. (Pattern for run beginning on left side of center cone.) Rider crosses timer line, curves right passing center cone (on the left side) to right turn around both upper and lower cones, then back on the right side of the center cone, curving left (passing center cone) to left turns around both upper and lower cones, then to the left side of center cone, making a right turn around center cone and back across the timer line. Pattern beginning on right side of center cone will be curve left, two left turns, passing center cone on the left to two right turns, back to left turn of the center cone and across timer line.

PENALTIES: A 5 second penalty for each pylon knocked down.

DISQUALIFICATIONS: Failure to complete the pattern, breaking the pattern, or straddling a cone.

