

GOLDEN SPUR SADDLE CLUB INC.

SHOW RULES AND REQUIREMENTS

Exhibitors will be subject to disqualification, and/or disbarment from show grounds for violation of the following rules.

GENERAL RULES

General Rule #1

Golden Spur Saddle Club Inc. reserves the right to remove any unruly person(s) or animal(s) from the show grounds. No abusive action toward person(s) or animal(s) will be tolerated on the show grounds.

General Rule #2

Exhibitors must wear suitable attire for classes. Western style hat and/or a safety helmet are required for all western style pleasure classes. English helmet and/or a safety helmet are required for all English style classes. A safety helmet is not required for contesting but is strongly recommended. All exhibitors must have a minimum four-inch sleeve and long pants. Exhibitors must wear boots; no style of tennis shoe is accepted. Proper attire applies to warm up classes and/or open arena time.

General Rule #3

An appointed Show Chairman will help show committees or judge, when any misunderstanding or questions arise regarding rules or patterns on any classes. Show Chairman's decisions will stand.

General Rule #4

All Exhibitors must stay out of the arena until called in by judge or announcer, before and after all classes.

General Rule #5

4-H rules apply to all pleasure classes, Golden Spur Saddle Club Inc. rules supersede when applicable.

General Rule #6

Western type tack shall be used in all Western style classes. English style tack shall be used in all English style classes. Any appropriate tack shall be used for contesting classes.

General Rule #7

A person's age shall be determined by the age he/she is on January 1. That age shall carry all year even though he/she may have a birthday,

General Rule #8

All classes must be ran according to show with the exception of a common sense ruling due to adverse weather conditions, which must be approved by all of the show committee and board members present.

General Rules (continued)

General Rule #9

Once an approved show has started and is then canceled due to "an act of God", any point class that has been completed will count for points. A reasonable effort will be made to complete remainder of show bill.

General Rule #10

NO Alcoholic beverages allowed on show grounds.

General Rule #11

All Arena entryways are not play areas. NO children allowed unsupervised

General Rule #12

Anyone under the age of 18 may NOT show a stallion in any class.

General Rule #13

No Refunds on Entries unless the show is canceled due to "an act of God." Entries are forfeited once exhibitor removes their horse(s) from the grounds..

General Rule #14

Anyone can enter more than one horse per class in contesting and trail classes.

General Rule #15

More than one person can ride the same horse in a contesting trophy class.

General Rule #16

Two people cannot ride the same horse in any contesting payback class.

General Rule #17

No disqualified horse and rider combination can re-enter the same class.

General Rule #18

No tying to facility fence or posts.

General Rule #19

No dogs allowed on the show grounds except service animals.

CONTESTING RULES

Contesting Rule #1

An electric timer must be used. If the electric timer quits and no other timer is available the show may be finished by a stopwatch. If a different timer is set up or switched to a stopwatch in the middle of a class the entire class must be reran.

Contesting Rule #2

In case of a timer failure, the contestant is entitled to a rerun. If the initial run was a clean run and the rerun was a penalty run, the contestant will be allowed one more rerun. The last run will be the official time. If the initial run was a penalty run, one rerun will be allowed. A re-ride will be allowed if any obstacle, such as a pole, is blown over by wind.

Contesting Rule #3

NO running in or out of the arena gate. Show Chairman's, officer's, or board member's call will stand.

Contesting Rule #4

No re-rides for broken equipment, such as girth, reins, chin straps, etc.

Contesting Rule #5

One-minute rule applies. Once announcer calls your name you have one minute to start timer. Once timer has started and you break pattern you have one minute to correct and complete pattern. After one minute is up you will be dismissed from arena.

Contesting Rule #6

No hitting horse(s) in front of cinch. Bats which are humane in nature may be used. No wires, sticks, chains, etc. are to be used, and all bats are subject to inspection by any attending GSSC officer, board member, or show chairman. While on the show grounds no electrical devices are to be used.

Contesting Rule #7

The rules for each event are to be posted for all contestants and spectators before the event is started.

Contesting Rule #8

The time of each contestant is to be announced by the announcer after each contestant has participated.

Contesting Rule #9

All clean runs place above penalty runs. Penalty runs will be placed in +5 increments. Once clean rides have been placed then all +5 runs will be placed, then all +10 runs will be placed and so on.

Contesting Rule #10

Participants entering in lead line contest classes can ride more than one horse per class.

Contesting Rules (continued)

Contesting Rule #11

Participants entering in lead line classes can run pattern at any gait.

Contesting Rule #12

Participants entering in lead line classes must use a three-foot lead rope approved by the club.

Contesting Rule #13

Horse must maintain forward motion at all times in any contesting class.

POINTS

Points Rule #1

Points will be awarded for 1st thru 5th place, 5-4-3-2-1 accordingly. If there are only 4 participants than points given will be 4-3-2-1 accordingly and so on. If an entry is scratched or disqualified it will still count towards the total number of entries for that class

Points Rule #2

Disqualified or no time runs are not eligible for points.

Points Rule #3

All clean runs place over penalty runs. Penalty runs will be placed in +5 increments. Once clean runs have been placed then all +5 runs will be placed, then all +10 runs will be placed and so on.

Points Rule #4

All points will be awarded to a specific horse and rider combination. No substituting any horse or rider will be allowed.

Points Rule #5

Any horse and rider combination must show at 2 or more shows prior to October to be eligible for double points at the October show.

Points Rule #6

Members must stay consistent with the name of the horse and rider entered on the entry forms.

Points Rule #7

No points will be awarded in any open payback classes.

Points Rule #8

Members are also responsible, if riding more than one horse, to make sure you have the right one in the right class. (This error can also negatively affect your points.)

CLASSES

Ball Race

- I. Equipment
 1. One 55gallon drum with open end up.
 2. One nerf or plastic softball
- II. Rules
 1. Rider must make right or left 180 degree turn around barrel and drop ball into the open barrel then race to the finish line.
 2. Barrel set in center of arena, at far end.
 3. Pattern will be adjusted upward in length for the middle age group and upward in length again for the adults.
- III. Penalty
 1. If ball bounces out of barrel or if rider fails to get ball into the barrel then five seconds will be added to the time.
- IV. Disqualification
 1. If barrel is knocked over.

Barrel Race

- I. Equipment and set up
 1. Three 55 gallon drums
 2. Barrels to be placed in a triangular position. Barrels #1 and 2 are to form the base of the triangle.
 3. Leave adequate space between barrels and any obstacles, such as fence.
- II. Rules
 1. Horse allowed to run course only one time except in the event of a tie.
 2. The contestant is allowed a running start. The time shall begin when the horse breaks the timer barrier.
 3. Contestant rides to barrel #1 passing to the left of this barrel, completes a 360 degree turn, then on to barrel #2, this time passing on the right with another 360 degree turn. At barrel #3 the same passage to the right and 360-degree turn is accomplished.
 4. As soon as the last turn is made, the contestant sprints the horse to the finish line.
 5. This barrel course may also be run to the left. For example, the contestant will start to barrel #2, tuning to the left then to barrel #1, turning to the right, then to barrel #3 turning to the right again.
 6. Pattern will be adjusted upward in length for the middle age group and upward in length again for the adults.
- III. Disqualification
 1. If contestant does not follow pattern.
- IV. Penalties
 1. Five seconds added for each barrel knocked over.

Flag Race

- I. Equipment
 1. Three 55 gallon drums
 2. Two 5 gallon buckets, each bucket filled with sand, 3 to 5 inches from the top.
 3. Flag attached to a small wooden stick 16 to 18 inches in length, pointed and up to 1 inch in diameter.
 4. Cloth of flag should be made of 4 x 6 cloths with 4-inch side attached to stick.
 5. Extra sand and flags to be on hand.
- II. Rules
 1. Drums to be placed in a triangular form and spaced apart according to size of arena. Barrel #1 and #3 to form the base of the triangle. On top of barrel #1 (on the right side as facing barrel #2) and barrel #3 there is to be a bucket filled with sand, with a flag in bucket on barrel #1.
 2. Riders allowed a running start across starting line, ride past barrel #1, picking up the flag, ride past barrel #2, and sticking the flag into bucket on barrel #3 then crossing the finish line. Sticking the flag is defined as penetrating the sand with the flag not resting on the edge of the bucket.
 3. A left-handed rider may reverse the course.
 4. Pattern may be ran inside to inside or outside to outside of barrel's #1 and #3.
 5. All horses must be timed separately.
 6. Pattern will be adjusted upward in length for the middle age group and upward in length again for the adults.
- III. Disqualification
 1. If barrels and/or buckets are knocked over,
 2. If rider whips horse with flag.
- IV. Penalty
 1. Ten seconds is added for not picking up the flag. Five seconds for not sticking the flag. (If the flag is dropped before turning the end barrel it will be the same as not picking up the flag).

Texas Keyhole Race

- I. Equipment
 - 1. Two cones placed on ground 6 feet apart at far end of arena.
- II. Rules
 - 1. Rider crosses timer barrier and runs thru cones at far end of arena and makes a 180 degree turn anywhere behind the cones, then passes back thru cones and runs back across timer barrier.
 - 2. Pattern will be adjusted upward in length for the middle age group, and the adults will run this same, longer, pattern.
- III. Disqualification
 - 1. If horse is off pattern.
 - 2. If cone is straddled.
- IV. Penalty
 - 1. Five seconds will be added if a cone is kicked.

Pole Bending

- I. Equipment
 - 1. Six poles placed 21 feet apart and first pole set 21 feet from timer barrier. Poles should be at least 7 feet in height.
- II. Rules
 - 1. Contestant crosses timer barrier from a running start and races to end pole. At end pull does a 180 degree turn and weaves back through the poles. At next end pole does another 180-degree turn and again weaves back thru poles down to end pole. At end pole do another 180 degree turn and race back to timer barrier.
 - 2. A horse may start either to the left or the right side of the poles and then run the remainder of the pattern accordingly.
- III. Disqualification
 - 1. If a contestant fails to stay on pattern.
- IV. Penalties
 - 1. Five seconds added for each pole knocked down.

Trail

- I. Equipment
 - 1. Will be provided by the club.
- II. Rules
 - 1. A new pattern will be posted at each show.
 - 2. Each new pattern must consist of not less than 6 obstacles.
 - 3. All three gaits (walk, trot and lope) will be demonstrated in each class, excluding minis who will demonstrate walk and trot.
 - 4. Each participant will get 3 attempts at each obstacle and then must move on to the next one.
 - 5. Unassisted riders will be placed above lead line riders in the 0-12 division.

Ring Race

- I. Equipment and setup
 - 1. 4 poles constructed of 2x4's, 8 foot tall with a 2x4 mounted to one end, 2 foot long creating an "L" shape. Bungee cord then attached to other end of 2-foot piece to hang down with a clothespin attached to hold rings.
 - 2. One pole will be placed in all four corners of the arena on the far side of the timer barrier. (They will need to be mounted to the fence or arena wall).
 - 3. Several rings made of plastic or rubber approx. 6 inches in diameter will be needed. One ring will be placed on each clothespin.
 - 4. Jousting tool can be made of a dowel rod approx 2 feet in length and ¼ in diameter. Attach a funnel to one end of dowel rod to act as a stopper for rings.
 - 5. One cone to be placed at far end of arena in the middle.
- II. Rules
 - 1. Contestant will take a joust in hand and race across timer barrier and attempt to pull all four rings off each pull located around the arena with joust. Contestant must run to the outside of cone at far end of arena. The cone is to be moved further toward the far end of the arena for the middle age group and further again for the adults.
 - 2. Pattern may be run starting from the left or right hand side.
 - 3. Pattern may be shortened to first two poles from timer barrier for different age groups. Extensions may be used for ponies to drop rings down lower.

III. Disqualification

- 1. If horse runs to inside of cone at far end
- 2. If rider hits horse with jousting stick.

IV. Penalties

- 1. Five seconds added for each ring that does not make it back across timer barrier on the jousting stick.

Rescue The Dummy

I. Equipment

1. One 55 gallon barrel
2. Dummy-toddler jeans stuffed (plastic bags)

II. Rules

1. Rider must make 180 degree turn around barrel and pick up dummy, then race to finish line.
2. Barrel set in center of arena.

III. Penalty

1. Five seconds added if dummy is missed or dropped before finish line.

IV. Disqualifications

1. If barrel is knocked over.
2. If rider whips horse with the dummy.