

Shilo Riding Club

Show and Fair Rules

1. These rules will govern all events run by the Shilo Riding Club except where specific fair by-laws stand.
2. Proper Western attire consisting of a Western shirt with a collar (long or short sleeves are permitted, but not sleeveless), long pants, Western hat or helmet and Western boots with a ½ inch heel will be appropriate for competition.
3. The Judge and Show Coordinator will deem what constitutes a horse and rider being "Safe to Compete". They will take into consideration the safety of the horse, rider, other competitors and the general public. A rider and/or horse will be excluded from further competition if deemed to be unsafe. The competitor may appeal, in writing, to the President following the decision of the Judge and Show Coordinator but may not compete in any class until a decision has been reached.
4. A horse or pony must be serviceable, sound and properly groomed to be eligible for any class or event.
5. Stallions are prohibited in all Youth (Junior) and Peewee classes.
6. Excessive spurring, whipping, batting and/or hitting in front of the cinch or with an open hand or any other abuse of an animal will not be tolerated and a no-time will be issued by the Judge for an infraction of this rule.
7. Re-runs will be at the decision of the Judge and Show Coordinator and will normally only be given for show or fair equipment malfunction.
8. The first pass through the timer beam will start the run and the second pass will end the run. No provisions are made for inadvertent breaking of the timer beam by the horse or rider before or during a run.
9. The horse and rider must enter the ring at a walk. **At no time will running starts through the gate be permitted.**
10. If you are excused by the Judge or Announcer, please exit the ring in a timely manner with minimal schooling.
11. All horses or ponies are to be kept under control while on show grounds. Any rider who in the opinion of the Show Manager, Board of Directors, or on written complaint, causes or allows a hazardous situation to develop, or acts in an unsportsmanlike manner toward Judges, show management, other exhibitors or spectators, may be subject to future disciplinary action of the Board of Directors.

12. All entrants must be current members of the Shilo Riding Club, except in the case of Special Guest Exhibitors invited by the Shilo Riding Club Executive in writing. Guest exhibitors are not eligible for Shilo year-end awards.
13. All exhibitors shall keep show grounds clean and neat. Each exhibitor shall be responsible for all damages caused by him/her or his or her horse as determined by the Show Manager and Executive.
14. Proof of public liability insurance for one million dollars (\$1 000 000.00) minimum for the current year must be presented to show secretary before any exhibitor will be allowed to show in any class or event.
15. Time faults and penalties:
 - Barrel/marker knockdown: No Time
 - A one (1) second penalty will be assessed if the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena/ring.
16. For speed events, in the event of a tie, a run-off between the tied horse/riders will be held to determine the winner.
17. Divisions:
 - Peewee: 13 years old and under on January 1st of the current year.
 - Junior: 14 to 17 years old on January 1st of the current year.
 - Senior: 18 years and older on January 1st of the current year.
 - Riders may move up to a higher division, but may not move back down once they have competed in the higher division. Any points accumulated in the lower division will not be carried to the higher division.
18. In order for a class to be run there must be a minimum of 3 entries.

Shilo Riding Club

Class Rules

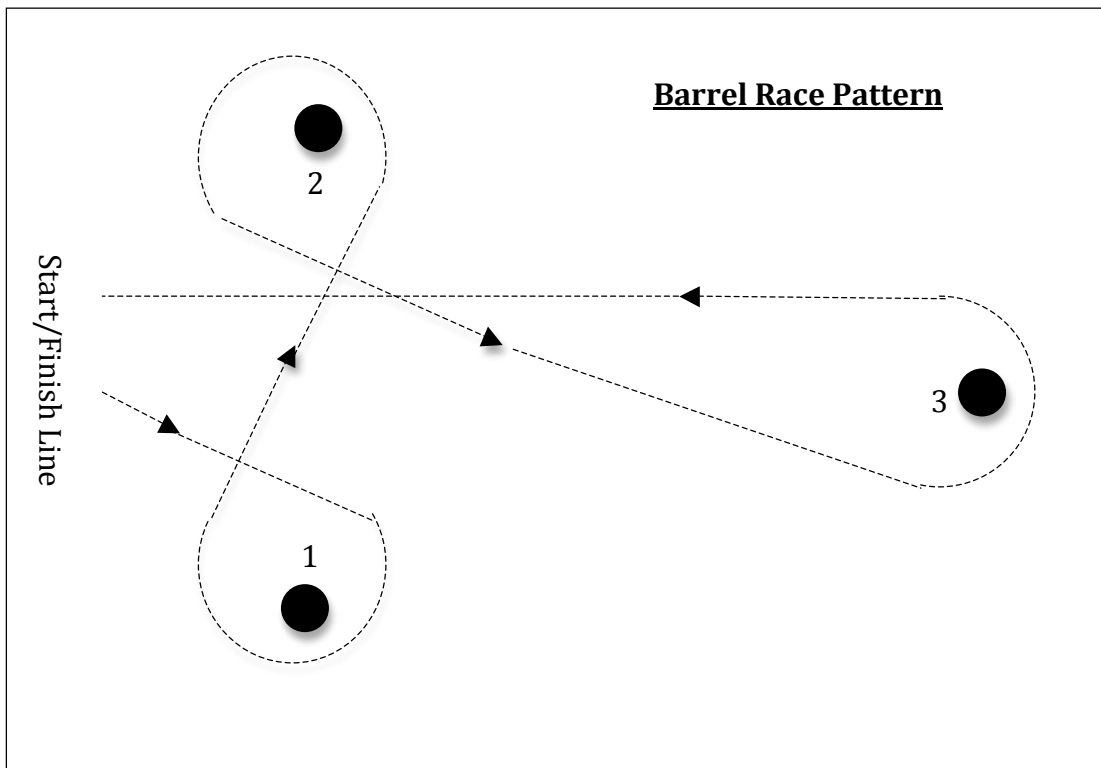
Command

The Command class is judged on an elimination basis. Commands may come directly from the Judge or announcer, at the judges' discretion, however, one method must be selected and used consistently throughout the class. The commands to be at the discretion of the judge but to include normal commands associated with a western performance horse.

Barrels Race

The contestant will run to barrel #1, pass to the left of it, and complete an approximate 360 turn around it, then go to barrel #2, pass to the right of it, complete an approximate 270 degree turn around it, then go to barrel #3, pass to the right of it and complete an approximate 180 degree turn around it, then return to the start finish line passing between barrels #1 and #2. The course may also be run in reverse, (#2-#1-#3).

Disqualification: Knocking over a barrel. Off course.



Dash

Horse and rider race straight to, and turn around barrel at the end of the ring and return to the start/finish line.

Disqualification: Knocking over a barrel. Off course.

Flag Race

The rider races down one side, past barrel #1, picks up the “flag”, runs down and turns an approximate 180 degree turn around barrel #2, and replaces the “flag” back in barrel #1 and races to the finish line. Once replaced, the “flag” must remain in barrel #1 until the contestant has crossed the finish line. Barrel #1 will be partially filled with sand, the amount of sand used to be determined by the ring crew. Barrel #2 will be placed a safe distance from the edge of the ring. A contestant may touch a barrel with his or her hands.

Turning 360 degrees around barrel #1 will be considered off course.

Disqualification: Failure to pick up the “flag”, failure to return the “flag” to barrel #1, off course and knocking over a barrel.

Keyhole Race

Horse and rider to race to the keyhole entrance, circle within the keyhole (180 degree turn) and return through the opening to the finish line.

Four barrels are to be used to form the “key”. Entrance 4 feet wide, 6 feet long. A contestant may touch the barrel with his or her hands.

Disqualification: Knocking over a barrel. Off course.

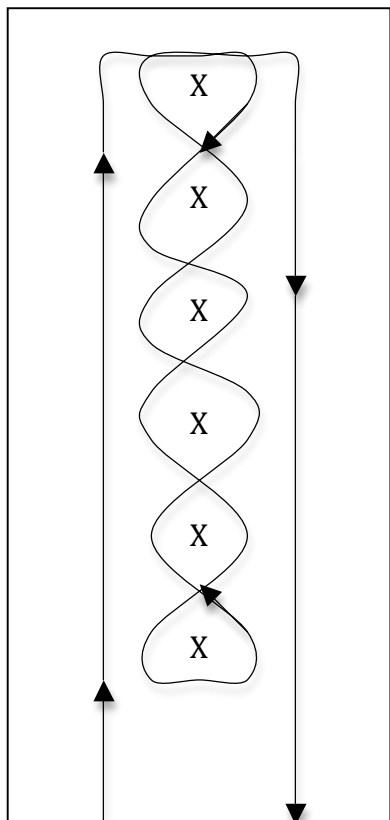
Pole Bending

The pole bending pattern is to be run around 6 poles. Each pole is to be 21ft apart and the first pole is to be 21ft from the starting line. Poles shall be set on top of the ground, 6ft in height with a base no more than 14 inches in diameter. A contestant may start either to the left or right of the first pole and run the pattern accordingly.

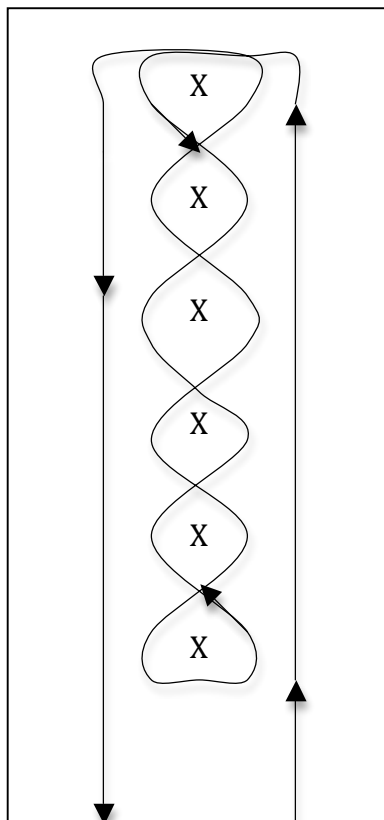
A contestant may touch a pole with his or her hands.

Disqualification: Knocking over a pole, off course, and altering the course by intentionally grasping a pole.

Pole Bending Pattern

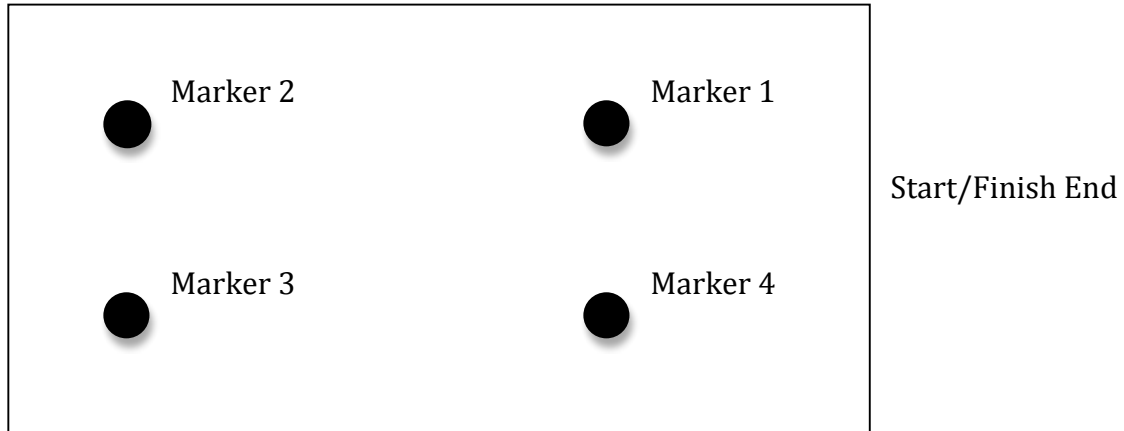


OR



Shilo Riding Club

Ring Set-up For Team Events



Relay Race

Four barrels will be placed in a rectangle, one in each corner of the arena or show ring a safe distance from the wall or fence. Time will begin at marker number 1 with the first rider and stop at marker number 4 with the second rider. A team of two or three riders (as pre-arranged) shall comprise one entry

Rider A with baton in hand, races around all four markers and passes to rider B between markers 4 and 1. Rider B then races around markers 1 through 4.

Disqualification: Hitting the horse with the baton, failure to pass on the baton between designated markers, off course, knocking over a marker. A contestant may touch the marker with his/her hands.

In the event of a tie, a run-off between the tied horses/riders will be held to determine the winner.

Pony Express

Four markers to be placed in a rectangle, at a safe distance from any wall or fence. Time starts at the first marker with horse A and finishes at marker 4 with horse B. Two assistants shall hold horses not being run, these horses must not interfere with the timers or run will be disqualified. Horse A races around course from marker 1, past markers 2, 3 and 4. Rider transfers to horse B and repeats the pattern. This event be run with 2 or 3 horses as pre-arranged.

Disqualification: Off course, horse or handlers interfering with timers, knocking over a marker, **failure of at least one foot of rider to touch the ground during transfer.**

In the event of a tie, a run-off between the tied horses/riders will be held to determine the winner.

Pick-up Race

Four markers to be placed in a rectangle at a safe distance from any wall or fence. Time starts at marker 1 and finishes at marker 4. Pick up man must be picked up between markers 2 and 3 and fully astride the horse before passing marker 4.

Pick-up men will be limited to jumping for maximum of four (4) teams. All pick-up men must sign a waiver form prior to the event.

Disqualification: Failure to enter and return through the start/finish line markers. Failure to pick up pick-up man between 2 and 3 markers, failure of the pick-up man to be fully astride by marker 4, off course, and knocking over a marker. The Judge, at his discretion, may disqualify any rider for excessive spurring.

In the event of a tie, a run-off between the tied horses/riders will be held to determine the winner.

Exchange Rider

Four markers to be placed in a rectangle at a safe distance from any wall or fence. Time starts at marker 1 and finishes at marker 4. Rider must exit horse and exchange rider must be picked up between markers 2 and 3 and fully astride the horse before passing marker 4.

Disqualification: Failure to complete exchange between markers 2 and 3. Failure of the exchange rider to be fully astride the horse by marker 4. Off course, knocking over a marker.

In the event of a tie, a run-off between the tied horses/riders will be held to determine the winner.