



Shilo Riding Club

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www.shiloridingclub.ca

info@shiloridingclub.ca

May 6, 2016

Show and Fair Rules

These rules will govern all events run by the Shilo Riding Club except where specific fair bylaws stand.

1. Proper Western attire consisting of a Western shirt with a collar (long or short sleeves are permitted, sleeveless shirts are not), long pants, Western hat or helmet and Western boots with a minimum ½ tall inch heel are required for competition.
 - a. All Peewee and junior riders are required to wear a helmet
 - b. Helmets are strongly recommended for senior riders
2. 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.
3. 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, will lose any accumulated points that day and will be banned from further competition on that day. He or she may also be subject to future disciplinary action of the Board of Directors.
4. A horse or pony must be serviceable, sound and properly groomed to be eligible for any class or event. Lameness shall be consistently observable at a trot under all circumstances and is defined as:
 - a. marked nodding, hitching or shortened stride
 - b. minimal weight-bearing in motion and/or at rest
 - c. inability to move
5. Stallions are prohibited in all Peewee and Youth classes.
6. The horse and rider must enter the chute at a walk. All four (4) feet of the horse must be in the chute before running.
7. The first pass through the timer beam will start the run and the second pass will end the run. No provisions are made for inadvertently breaking the timer beam by the horse or rider before or during a run.
8. If you are excused by the Judge or Announcer, the rider shall exit the ring in a timely manner with minimal schooling.



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9. 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. More than 4 consecutive strikes with a whip during a run will be deemed excessive for the purpose of this rule.
10. Re-runs will be at the discretion of the Judge and Show Coordinator and will normally only be given as a result of show or fair equipment malfunction. In the case of a timer or show equipment malfunction, up to 3 re-run attempts will be allowed in order for the rider to establish a time.
11. 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.
12. All exhibitors shall keep show grounds clean and neat. Each exhibitor shall be responsible for all damages caused by him/her or his/her horse as determined by the Show Manager and Board of Directors.
13. 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.
14. Age Divisions:
 - a. Peewee: 13 years old and under on January 1st of the current year.
 - b. Junior: 14 to 18 years old on January 1st of the current year.
 - c. Senior: 19 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.
15. Contestants may ride any horse, regardless of ownership, and may ride as many horses as they choose in a class. However, a horse may not be shown by more than one person in the same class, unless the following conditions are met:
 - a. Both contestants are members of the same immediate family
 - b. Neither contestant is showing any other horse in that class.

In no case will the same horse be run more than twice in the same class.
16. In order for a class to be run there must be a minimum of 3 entries.
17. For speed events, in the event of a tie, a run-off between the tied horse/riders will be held to determine the winner.
18. Time faults and penalties:
 - a. Barrel/marker knockdown: 5 second penalty per occurrence. A marker or barrel will be deemed knocked over if it lays in a position past 45 degrees of tilt.
 - b. 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.



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Order of Events: Club Shows

1. Warm-Up
2. National Anthem
3. Leadline
 - Barrel Race, Dash, Keyhole
4. Warm-Up
5. Command
 - Peewee, Youth, Senior
6. Barrel Race
 - Peewee, Youth, Senior
7. Stake Race
 - Peewee, Youth, Senior
8. Dash
 - Peewee, Youth, Senior
9. Flag Race
 - Peewee, Youth, Senior
10. Keyhole
 - Peewee, Youth, Senior
11. Pole Bending
 - Peewee, Youth, Senior
12. Team Events
13. Head-to-Head Keyhole (last show only)



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High Point: Club Shows

For Shilo club shows, points accumulated toward year-end totals will be awarded to each rider/horse combination (excludes exhibition runs).



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Class Rules: Command (Judged Event)

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 such as, but not limited to:

- Walk
- Trot
- Lope
- Counter Canter
- Halt
- Back Up
- Reverse (change direction, but maintain current gait)
- Side Pass

If your name is called, make your way to the center of the ring and wait patiently until the class is finished or the judge excuses the riders who have been called-out.



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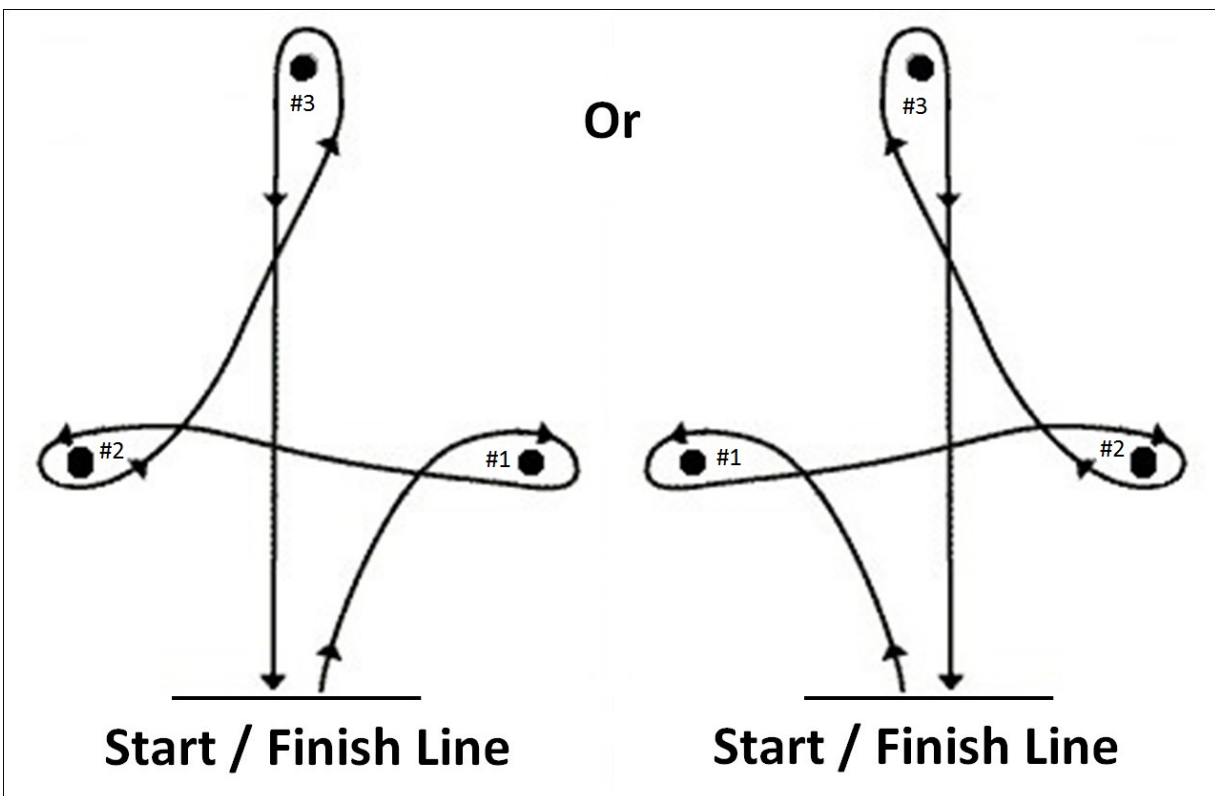
Class Rules: Barrel Race (Timed Event)

The contestant will run to barrel number 1, pass to the left of it, complete an approximately 360 degree turn around it; then go to barrel number 2, pass to the right of it, complete a slightly more than 360 degree turn around it; then go to barrel number 3, pass to the right of it, complete an approximately 360 degree turn around it; then sprint to the finish line, passing between barrel number 1 and 2. The barrel course may also be run to the left.

The barrels shall be placed a safe distance from the sides and end of the ring (min. 18ft and 36ft respectively). A contestant may touch a barrel with his or her hands to prevent it from falling over.

Disqualifications:

- Off pattern





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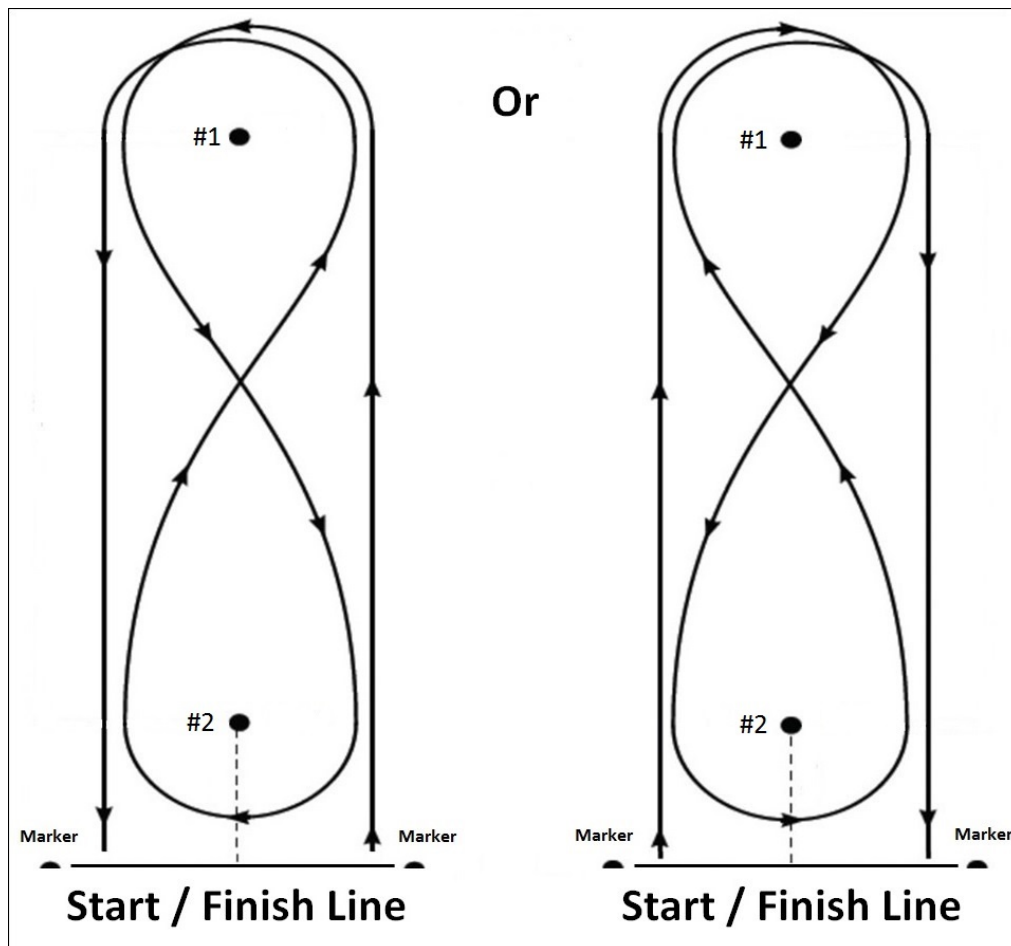
Class Rules: Stake Race (Timed Event)

The contestant will run in between the start/finish line markers to pole 1, pass to the right of it, complete an approximate 180 degree turn around it; then go to pole 2, pass to the left of it, complete an approximate 180 degree turn around it; then go back to pole 1, pass to the right of it, complete an approximate 180 degree turn around it; then sprint to the finish line, passing between the start/finish line markers. The stake race course may also be run to the left.

The start/finish line markers shall be spaced 36ft apart. Pole 1 shall be placed a safe distance from the end of the ring (min. 36ft). Pole 2 will be placed 21ft from the start/finish line. A contestant may touch a pole with his or her hands to prevent it from falling over.

Disqualifications:

- Off pattern





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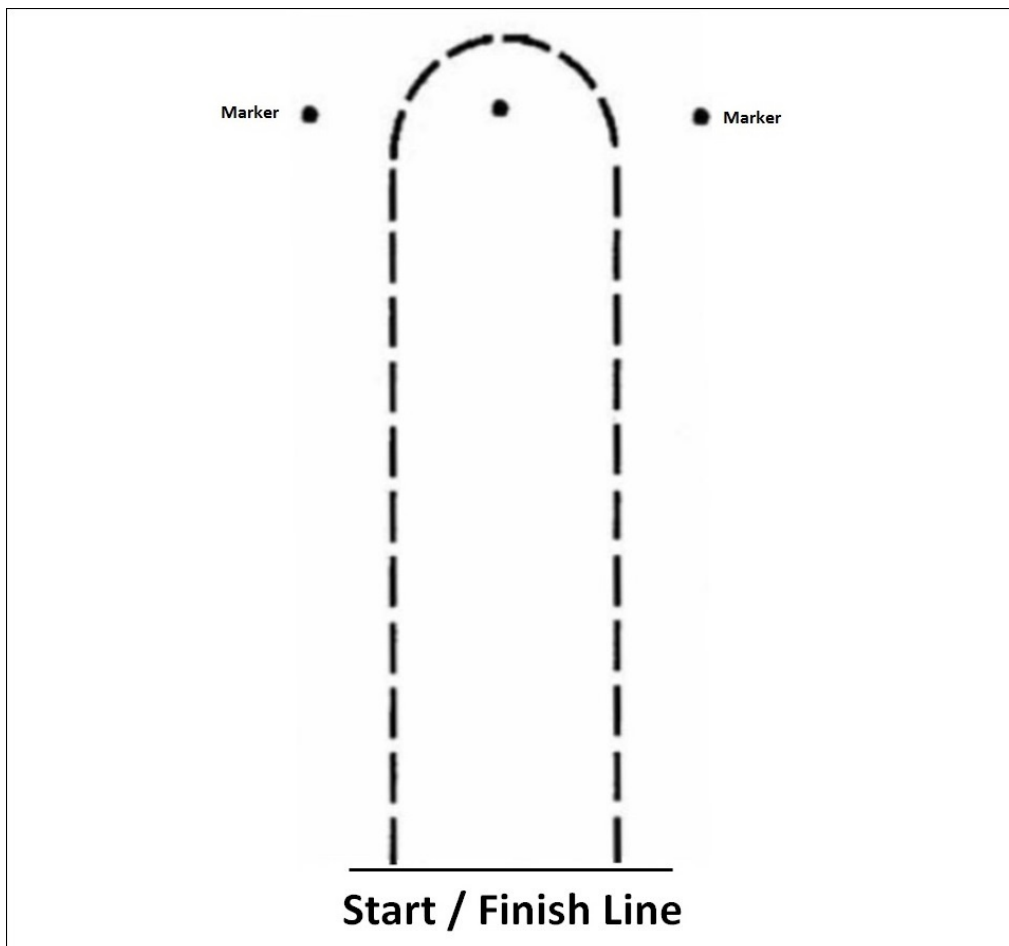
Class Rules: Dash (Timed Event)

The contestant will run to the barrel, pass to the right of it, complete an approximately 180 degree turn around it; then sprint to the finish line. The turn must be made inside the end markers. The dash course may also be run to the left.

The barrel will be placed a safe distance from the end of the ring (min. 36ft). A contestant may touch the barrel with his or her hands to prevent it from falling over.

Disqualifications:

- Off pattern





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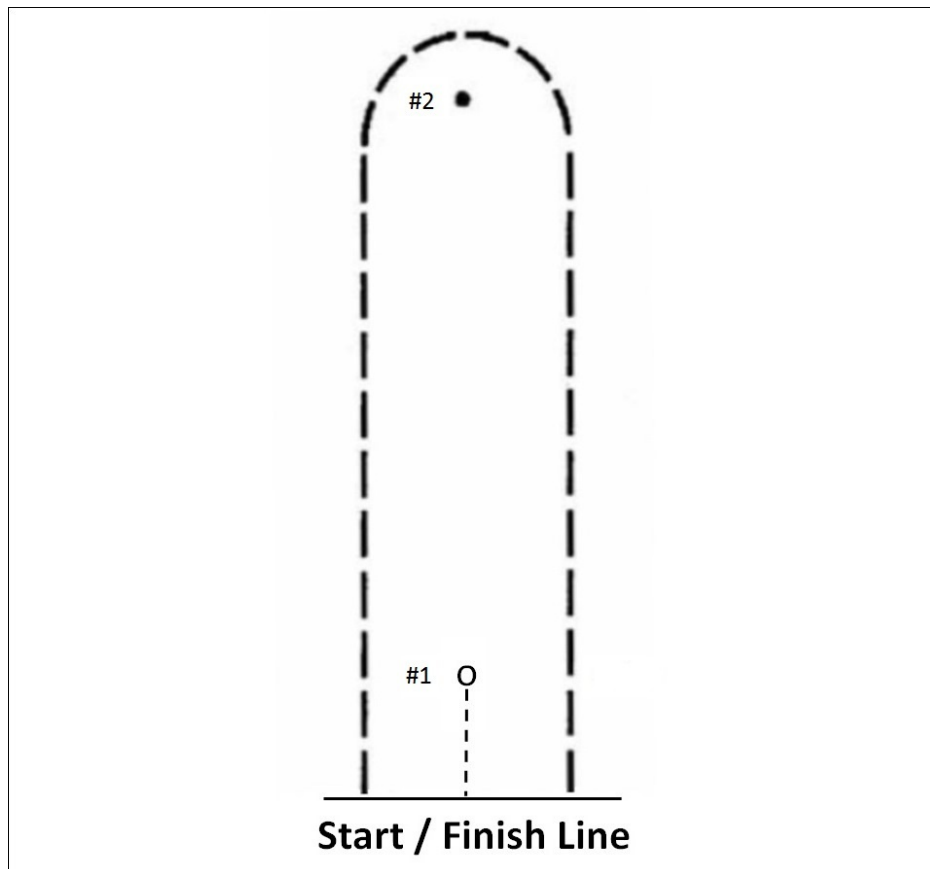
Class Rules: Flag Race (Timed Event)

The contestant will run to barrel 1, pick up the flag, run to barrel 2, complete an approximately 180 degree turn around it; then run to barrel 1, place the flag in the barrel; then sprint to the finish line. The dash course may be run to the left and in a figure 8 (crossing between barrels 1 and 2 before and after the turn). Once replaced, the flag must remain in barrel 1 until the contestant has crossed the finish line.

Barrel 1 shall be placed 21ft from the start/finish line. Barrel 2 shall be placed a safe distance from the end of the ring (min. 36ft). Barrel #1 will be partially filled with sand (amount to be determined by the ring crew). A contestant may touch a barrel with his or her hands to prevent it from falling over.

Disqualifications:

- Failure to pick up or return the flag
- Off pattern





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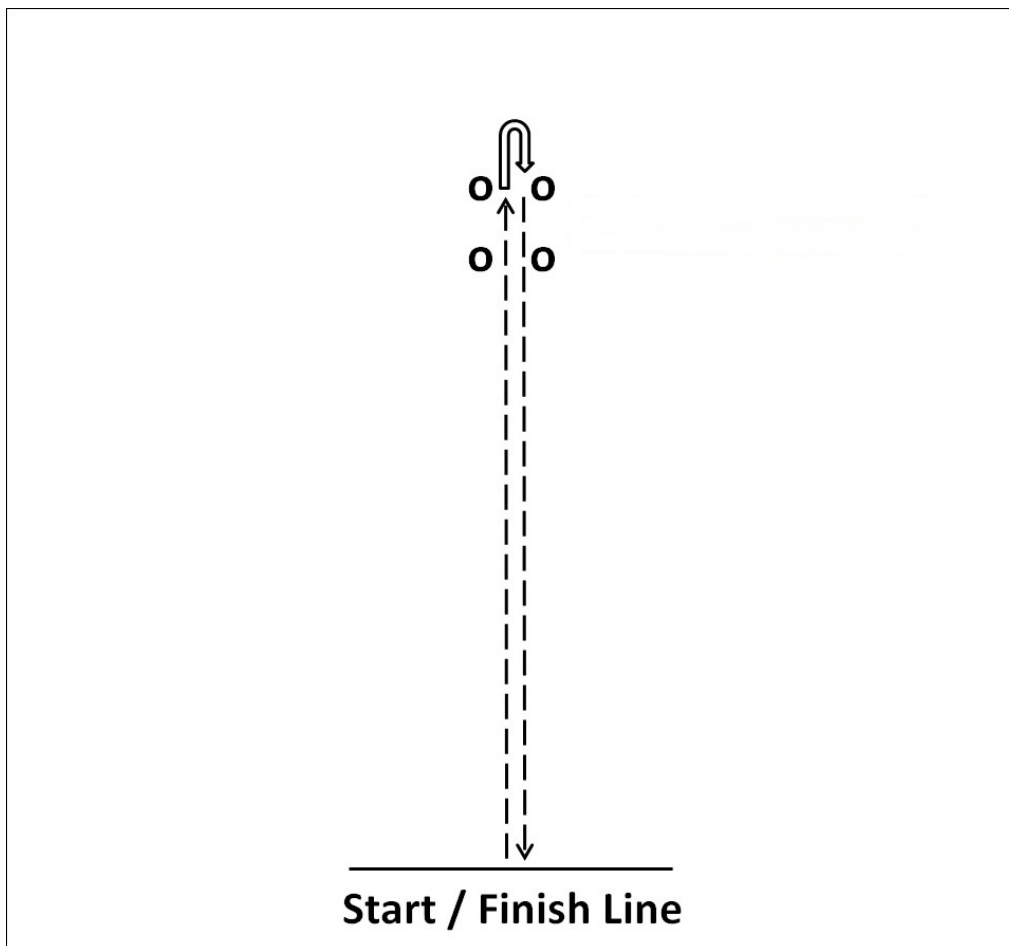
Class Rules: Keyhole (Timed Event)

The contestant will run down between the barrels (the “key”), complete a 180 degree turn; pass back through the barrels; then sprint to the finish line. Either a left or right turn is permitted.

The “key” shall be marked with barrels spaced 4ft apart (inside measurement). The end barrels shall be placed a safe distance from the end of the ring (min 36ft). A contestant may touch a barrel with his or her hands to prevent it from falling over.

Disqualifications:

- Off pattern





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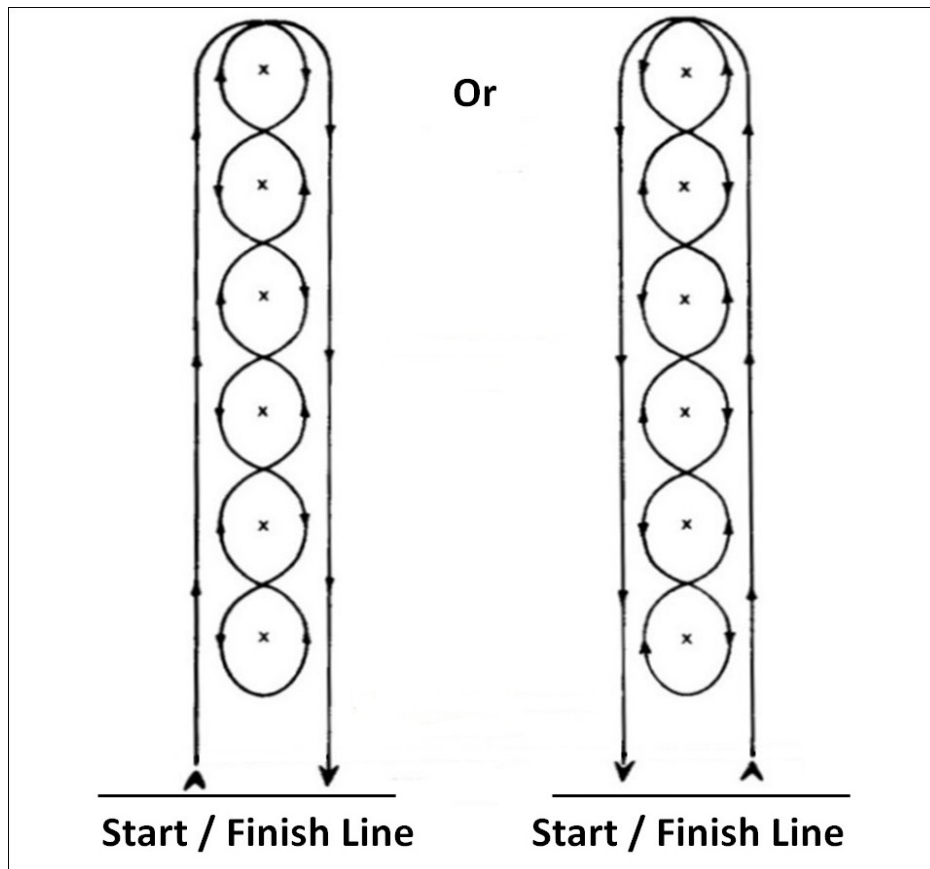
Class Rules: Pole Bending (Timed Event)

The contestant will run to the far end of the series of poles, complete an approximately 180 degree turn around the back pole, weave in and out as they work their way to the front, complete an approximately 180 degree turn around the front pole, weave in and out as they work their way to the back, complete an approximately 180 degree turn around the back pole; then sprint to the finish line. The contestant may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.

The first pole shall be 21ft from the starting line. Each subsequent pole shall be spaced 21ft from the previous pole. The end pole shall be placed a safe distance from the end of the ring (min. 21ft). A contestant may touch a pole with his or her hands to prevent it from falling over.

Disqualifications:

- Off pattern
- Altering the course by intentionally grasping a pole





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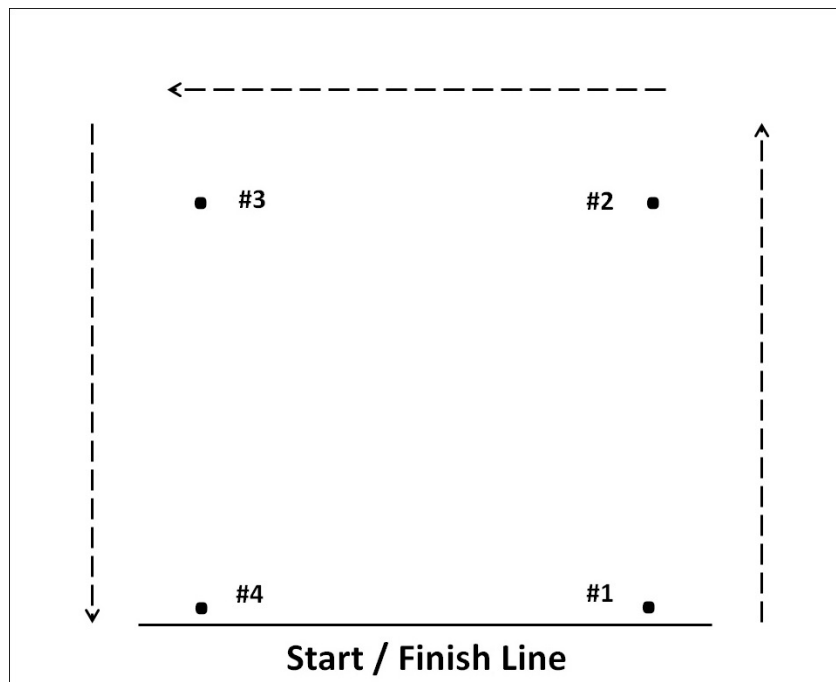
Team Events: Relay Race (Timed Event)

A team of two or three riders (as prearranged) shall comprise one entry. Contestant A, with relay baton in hand, will run around all four (4) markers, then pass the relay baton to contestant B between markers 4 and 1; then contestant B will, with relay baton in hand, will run around all four (4) markers. Time will begin at marker 1 with the contestant A and stop at marker 4 with contestant B.

Four markers will be placed in a rectangle. Markers 1 and 4 shall be placed on the start/finish line and a safe distance from the wall or fence (min. 36ft). Markers 2 and 3 will be placed in the far corners of the arena or show ring a safe distance from the wall or fence (min. 36ft). A contestant may touch a marker with his or her hands to prevent it from falling over.

Disqualifications:

- Off pattern
- Hitting the horse with the baton
- Failure to pass on the baton between designated markers





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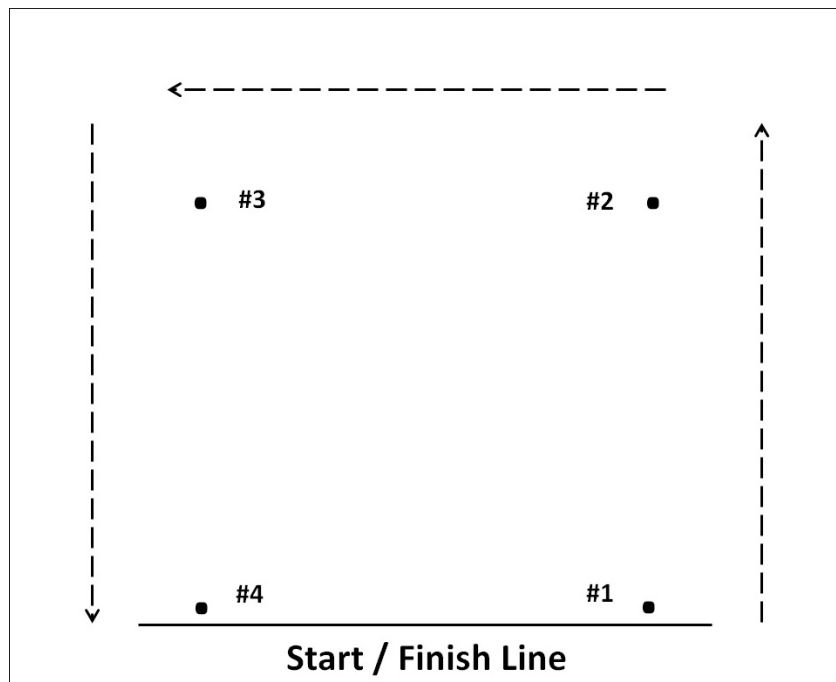
Team Events: Pony Express (Timed Event)

A team of two or three horses (as prearranged) shall comprise one entry. The contestant with horse A will run around all four (4) markers, then transfers to horse B between markers 4 and 1; then the contestant with Horse B will run around all four (4) markers. Time will begin at marker 1 with the horse A and stop at marker 4 with horse B. Assistants shall hold the horse(s) not being run. The horse(s) not being run must not interfere with the timers or run will be disqualified.

Four markers will be placed in a rectangle. Markers 1 and 4 shall be placed on the start/finish line and a safe distance from the wall or fence (min. 36ft). Markers 2 and 3 will be placed in the far corners of the arena or show ring a safe distance from the wall or fence (min. 36ft). If knocked, a contestant may touch a marker with his or her hands to prevent it from falling over.

Disqualifications:

- Off pattern
- Horse(s) or assistant(s) interfering with timers
- Failure of at least one foot of contestant to touch the ground during transfer.





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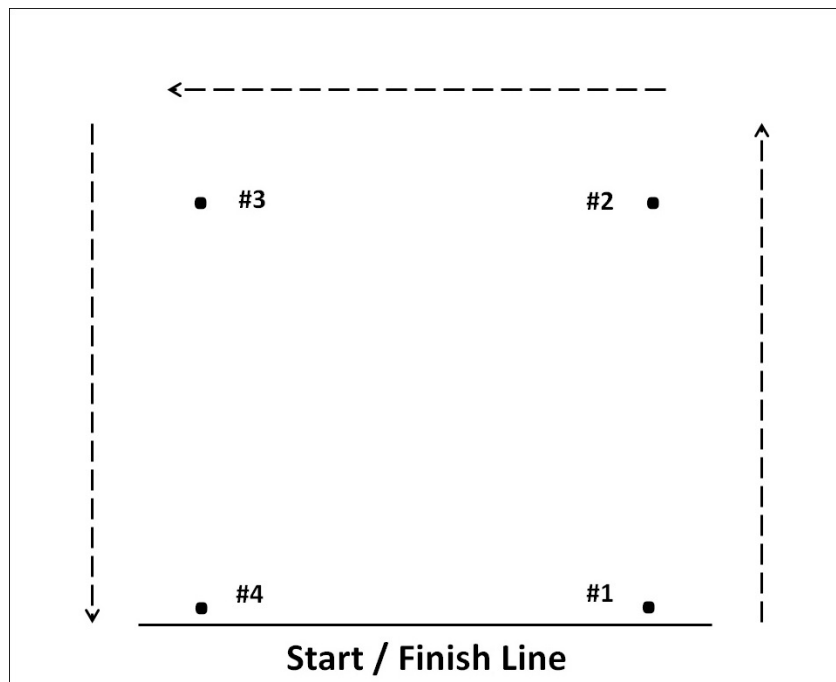
Team Events: Pick-Up Race (Timed Event)

The contestant will run around markers 1 and 2, the Pick-Up man or woman will get on the horse; then both the contestant and pick-up man or woman will race the horse around markers 3 and 4. The pick-up man or woman must be picked up between markers 2 and 3 and be fully astride the horse before passing marker 4. Time will begin at marker 1 and stop at marker 4. Pick-up men and women will be limited to jumping a maximum of four (4) races. All pick-up men and women must sign a waiver form prior to the event.

Four markers will be placed in a rectangle. Markers 1 and 4 shall be placed on the start/finish line and a safe distance from the wall or fence (min. 36ft). Markers 2 and 3 will be placed in the far corners of the arena or show ring a safe distance from the wall or fence (min. 36ft). If knocked, a contestant may touch a marker with his or her hands to prevent it from falling over.

Disqualifications:

- Off pattern
- 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





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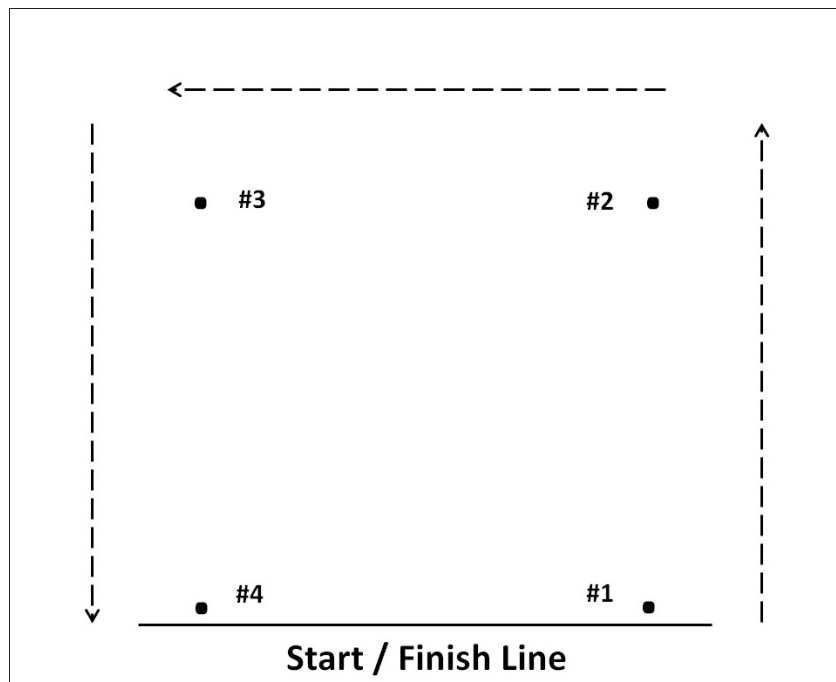
Team Events: Exchange Rider (Timed Event)

Contestant A will run around markers 1 and 2 then dismount the horse. Contestant B will then mount the horse and run around markers 3 and 4. Contestant B must mount between markers 2 and 3 and be fully astride the horse before passing marker 4. Time will begin with contestant A at marker 1 and stop with contestant B at marker 4.

Four markers will be placed in a rectangle. Markers 1 and 4 shall be placed on the start/finish line and a safe distance from the wall or fence (min. 36ft). Markers 2 and 3 will be placed in the far corners of the arena or show ring a safe distance from the wall or fence (min. 36ft). If knocked, a contestant may touch a marker with his or her hands to prevent it from falling over.

Disqualifications:

- Off pattern
- Failure to complete exchange between markers 2 and 3
- Failure of contestant B to be fully astride the horse by marker 4





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Class Rules: Head-to-Head Keyhole

Two parallel lanes will be laid out in the ring with the separate keyholes established for each lane. The lanes will be visually marked to provide a positive indication of the dividing line between the two lanes. In most cases this will consist of a line of poles.

The horse and/or rider must not cross into the other rider's lane at any time. **THIS INCLUDES THE RUN OUT AT THE END OF THE RACE BEYOND THE FINISH LINE. YOU WILL BE DISQUALIFIED FOR CROSSING INTO THE OTHER LANE. NO EXCEPTIONS.**

Lane choice will be determined by fastest qualifying time. Where there is no qualifying round, or there is a tie, a coin toss will determine lane choice.

Where qualifying times exist, pairings for heats will be established by pairing first against last, then second against second last, etc.

A judge will be positioned at the finish line and will call the winning horse.

Each horse/rider will enter the ring, at the fence, and face 180 degrees from the keyhole.

When each horse/rider is set in the starting position, the announcer will start the race by giving a verbal count down. "3-2-1-GO".

Horses/Riders may not turn toward the keyhole until the word "GO" is heard from the announcer.

Only one (1) false start will be permitted for each horse/rider.

Horses/riders will turn and sprint to the keyhole, pass through the barrels or markers, turn 180 degrees and return through the barrels to the start/finish line.

The first horse to return to the start/finish line, with its rider aboard, will be declared the winner and move on to the next round. The second horse will be eliminated from the contest.

In the case where barrels or markers are knocked over, the clean rider will be declared the winner of the heat. If both riders in a heat knock over a barrel or barrels, the first one to cross the finish line will be declared the winner of the heat.

For further certainty, all normal rules of Keyhole race will apply.