



Shilo Riding Club

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www.shiloridingclub.ca

info@shiloridingclub.ca

June 6th, 2024

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SHOW RULES

THESE RULES WILL GOVERN ALL EVENTS RUN BY THE SHILO RIDING CLUB.

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



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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 (and past the orange marker posts) before running. A no-time will be issued by the Judge for an infraction of this rule.
7. The horse and rider must be in the ring within one minute (60 seconds) of their name being called by the announcer. If the horse and rider are unable to enter the ring in the time allotted, they will not be allowed to run and will be issued a no-time for an infraction of this rule.
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 inadvertently breaking the timer beam by the horse or rider before or during a run.
9. If you are excused by the Judge or Announcer, the rider shall exit the ring in a timely manner with minimal schooling.
10. 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.
11. Re-runs will be at the discretion of the Judge and Show Coordinator and will normally



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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.

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/her horse as determined by the Show Manager and Board of Directors.

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. Divisions:

- a. Leadline : any rider requiring assistance in the ring
- b. Peewee: 13 years old and under on January 1st of the current year.
- c. Junior: 14 to 18 years old on January 1st of the current year.
- d. Senior: 19 years and older on January 1st of the current year.
- e. Prime: 45 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.*

16. Contestants may ride any horse, regardless of ownership, and may show a maximum of 2 horses per class. Any additional horses run will be entered as an exhibition.

17. 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



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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.*

18. In order for a class to be run there must be a minimum of 3 entries.

19. For speed events, in the event of a tie, a run-off between the tied horse/riders will be held to determine the winner.

20. 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.

21. HIGH POINT: Points accumulated towards year end totals will be awarded to each horse/rider combination (excluding exhibition rides).



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Order of Events: Club Shows

1. Warm-Up
2. National Anthem
3. Leadline
 - Barrel Race, Dash, Keyhole
4. Pole Bending
 - Peewee, Youth, Senior, Prime
5. Barrel Race
 - Peewee, Youth, Senior, Prime
6. Dash
 - Peewee, Youth, Senior, Prime
7. Flag Race
 - Peewee, Youth, Senior, Prime
8. Keyhole
 - Peewee, Youth, Senior, Prime
9. Team Events
 - Relay
 - Pickup



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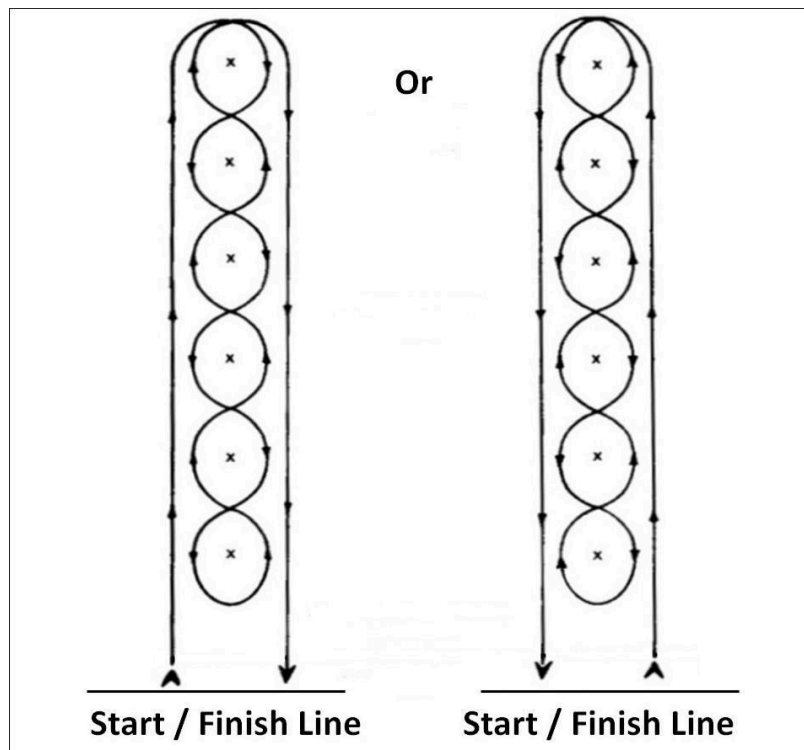
Class Rules: Pole Bending (Timed Event)

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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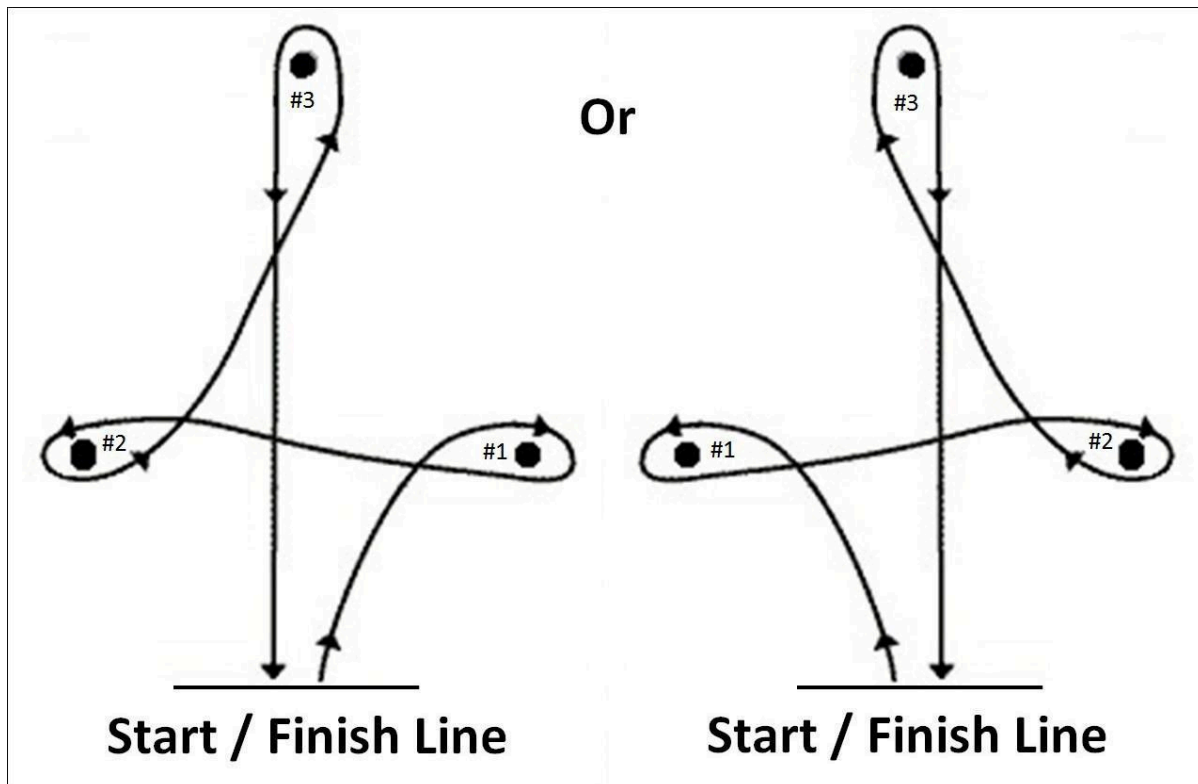
Class Rules: Barrel Race (Timed Event)

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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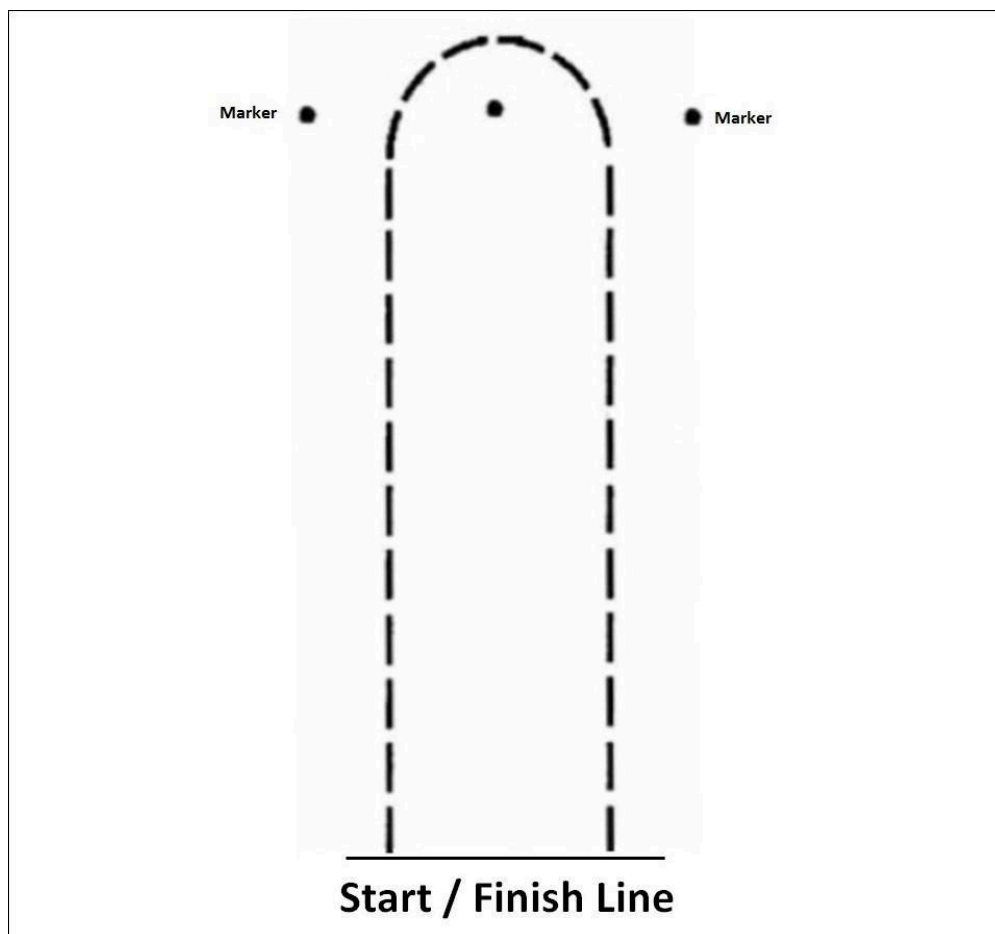
Class Rules: Dash (Timed Event)

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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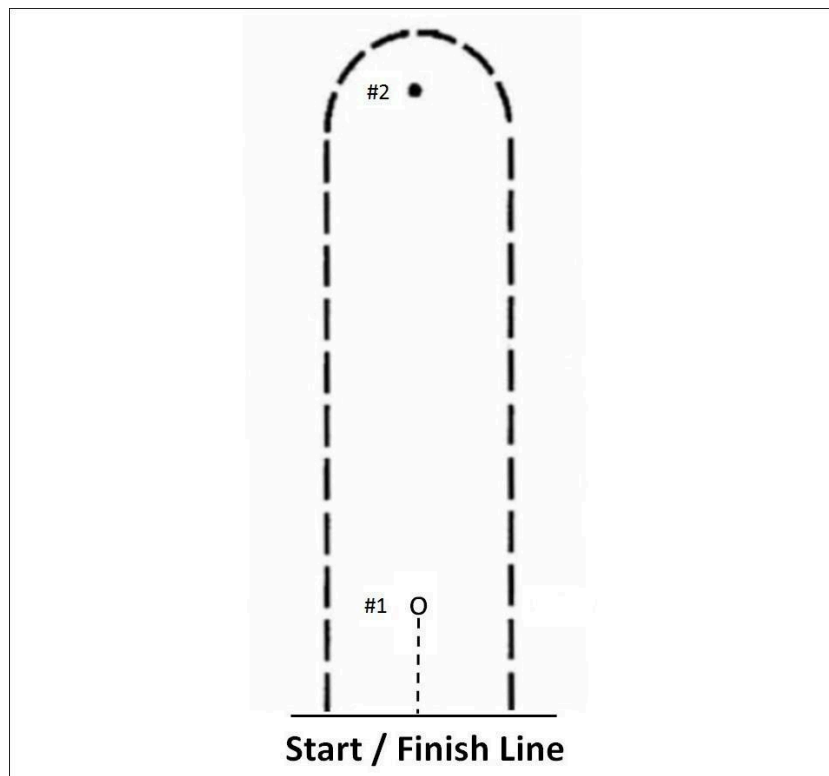
Class Rules: Flag Race (Timed Event)

The contestant will run to barrel 1, pick up the 120cm (4ft) 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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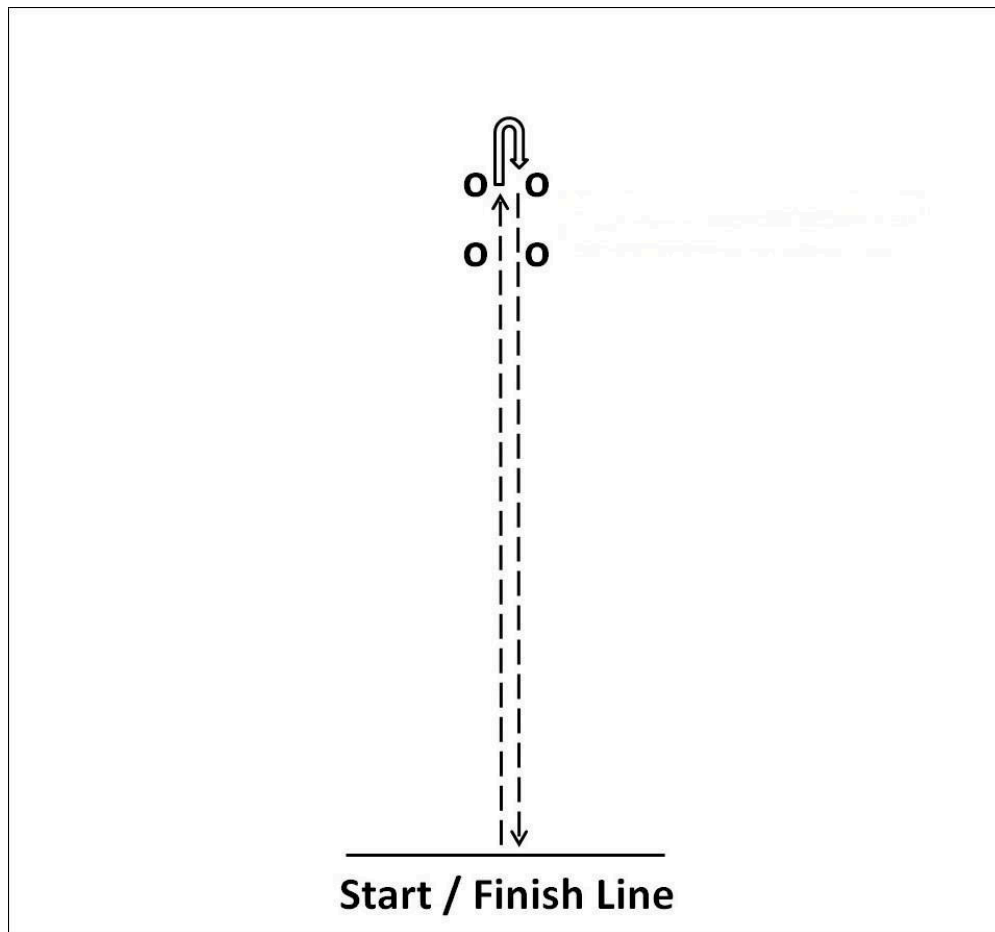
Class Rules: Keyhole (Timed Event)

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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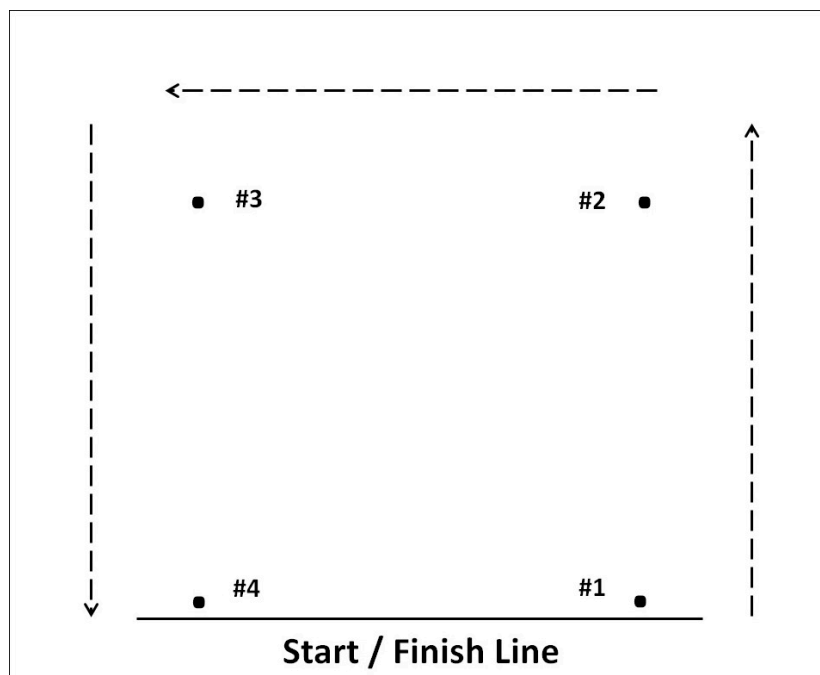
Team Events: Relay Race (Timed Event)

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: 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

