

Equine Country USA Game Show Guidelines

Jan 2019

Overview

General rules and time regulations	Page 3
Key Hole (class 1-4)	Page 4
Speed Race (class 5-8)	Page 5
Speed Ball (class 9-12)	Page 6
Apple Race (class 13-16)	Page 7
Barrel Drop (class 17-19)	Page 8
Flying T (class 20-22)	Page 9
Pole Bending (class 23-26)	Page 10
Basket Weave (class 27-30)	Page 11
Flag Race (class 31-33)	Page 12
Texas Barrels (class 34-37)	Page 13
Ring Spear (class 38-40)	Page 14
Barrel Racing (class 41-44)	Page 15 ₂

General Rules and time regulations

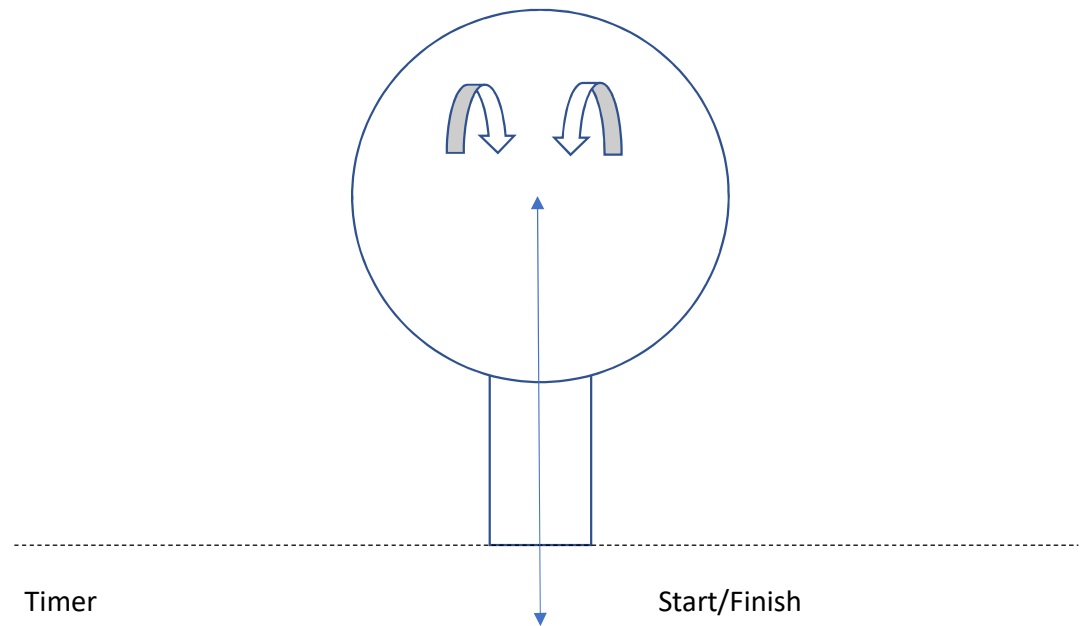
- All riders will be given a 2 min gate call, any rider not in the arena after their 2 min gate call will be passed scratched without refund.
- All horses must walk through the IN and OUT gate.
- Any rider to “Break Time” will be given a **no time**
 - **Breaking time** refers to crossing the timers prior to the completion of the pattern.
- Any rider “off pattern” will be given a **no time.**
 - **Off Pattern** refers to riding the pattern incorrectly.
- Lead line Riders refer to riders 6 and under
- Pee Wee riders refers to riders 7-11
- Junior riders refers to riders 12-17
- Adult Riders refers to riders 18 and over
- Riders Age reflects the age as of January 1st.

Time Additions

- Knocked Barrel - 5 seconds per barrel
- Knocked pole or cone – 2 seconds per pole or cone
- Missed ring in ring spear – 2 seconds per ring
- During different events knocked barrels could result in no time, please see specific events for regulations.

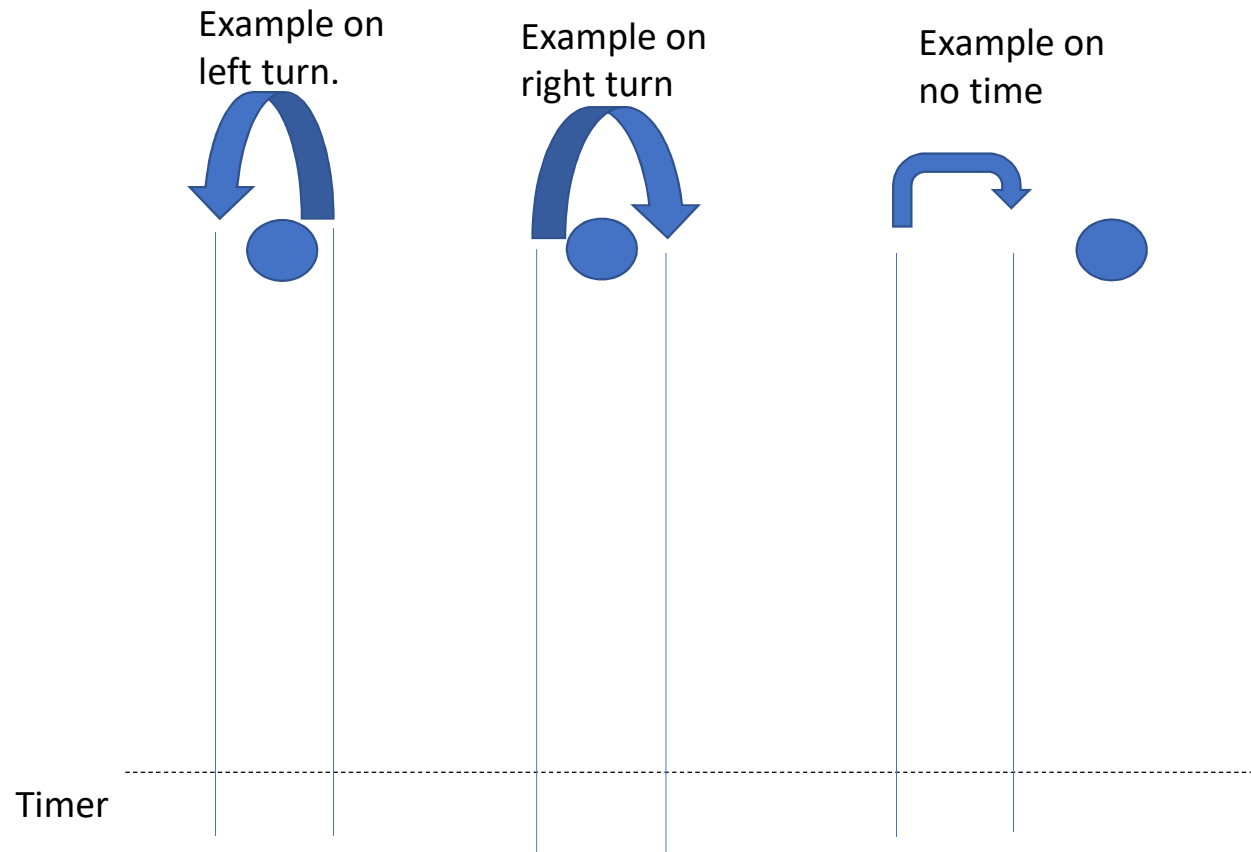
Key Hole

- The Key Hole is laid out on the arena floor with a white chalk-like substance.
- Riders must enter through the lines, turn 180 degrees and exit while staying in the lines of the key hole.
- Riders May turn Left or Right within the Key Hole.
- Any horse/rider who step out of the lines while competing will be given a no time.



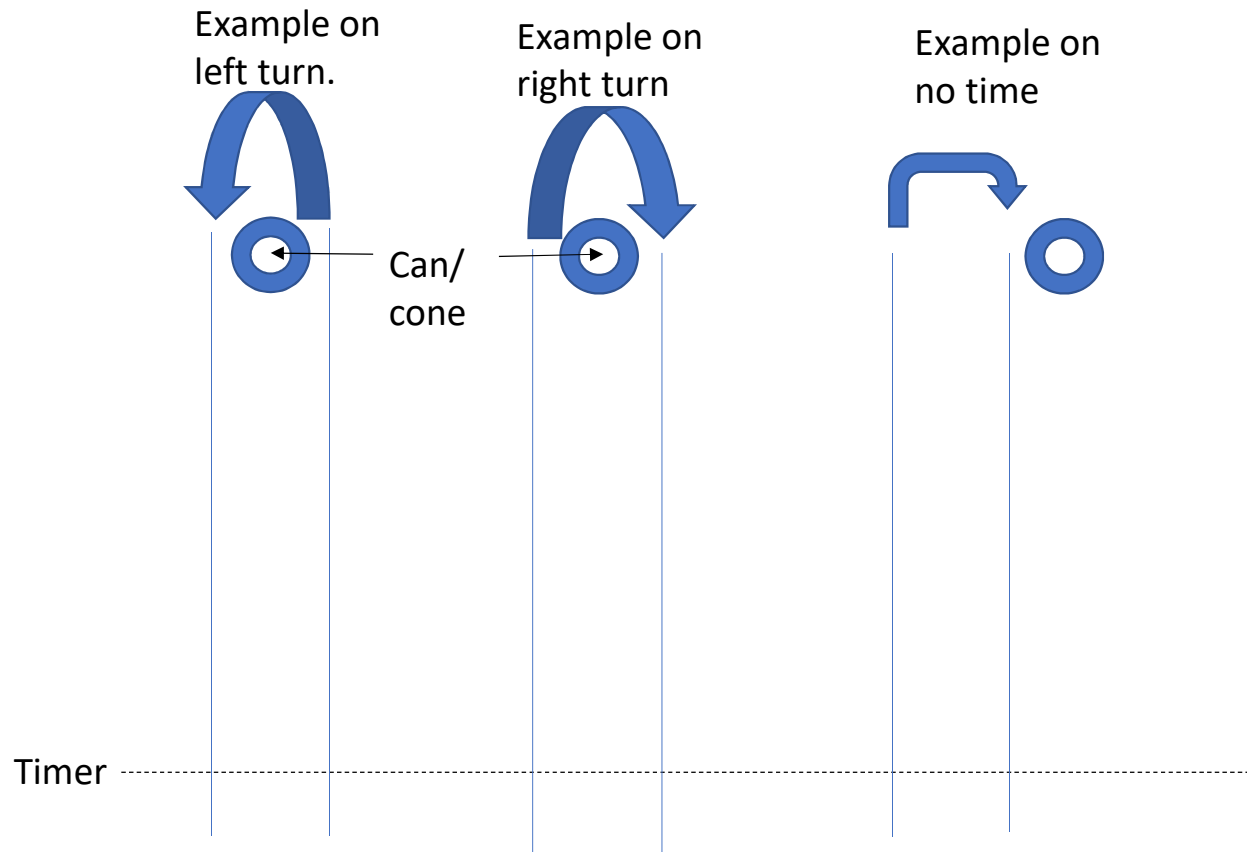
Speed Race

- Objective- run to last barrel go around the barrel and run back
- Once riders cross time they must ride to the barrel turn left or right and return to the gate.
- Knocked barrel results in a 5 second time penalty
- Riders **MUST** turn around the barrel, a horse or rider who runs past the barrel and returns from the same side will result in a no time.



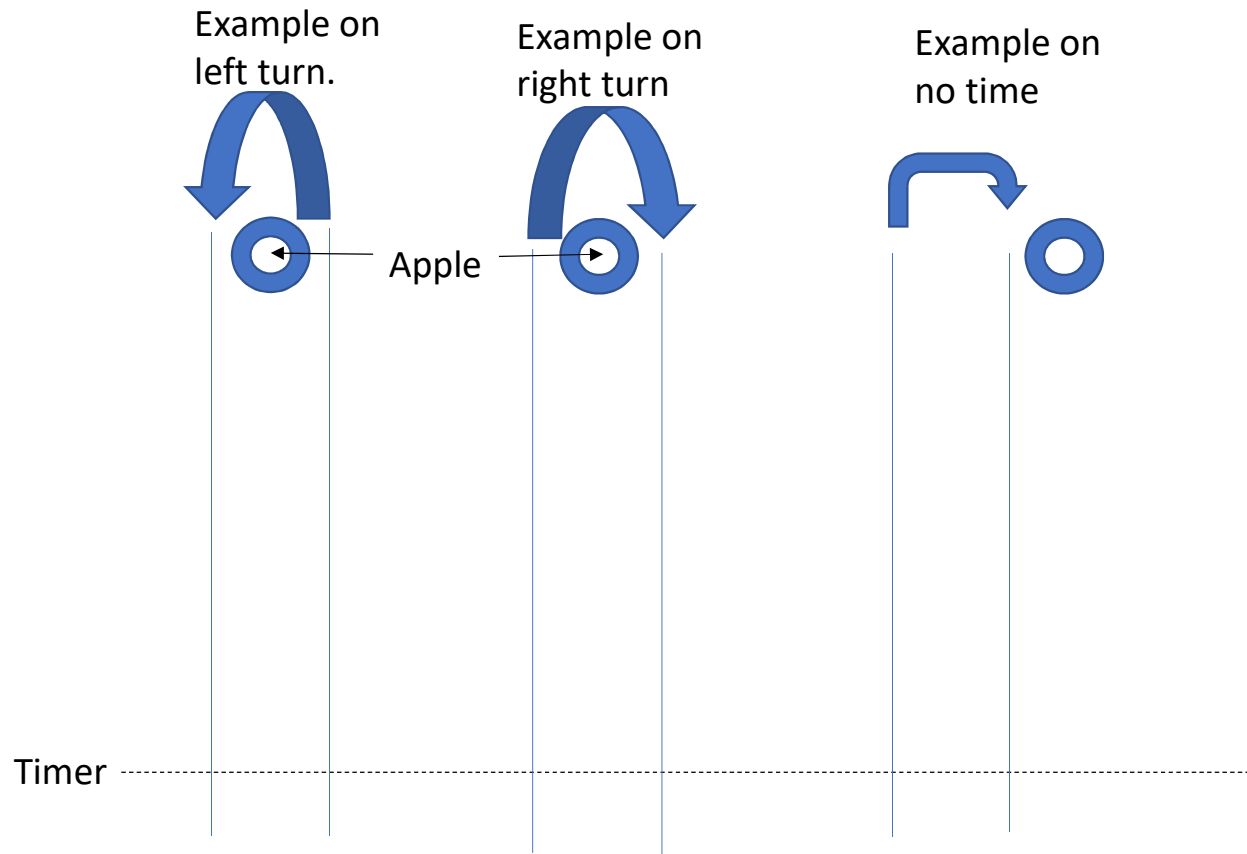
Speed Ball

- Objective- Run to last barrel, drop the golf ball into the CAN/CONE and run back.
 - Lead line and Pee Wee will use a Can
 - Junior and Adult Will use a cone
- Rider must complete a full turn around the barrel while dropping the golf ball.
- Riders may come to a complete stop or circle barrel while dropping the golf ball.
- Riders must enter the barrel from one side and exit from the other.
- Reasons for elimination-
 - Riders misses the cone or can
 - Rider knocks the cone or can off the barrel/barrel falls.



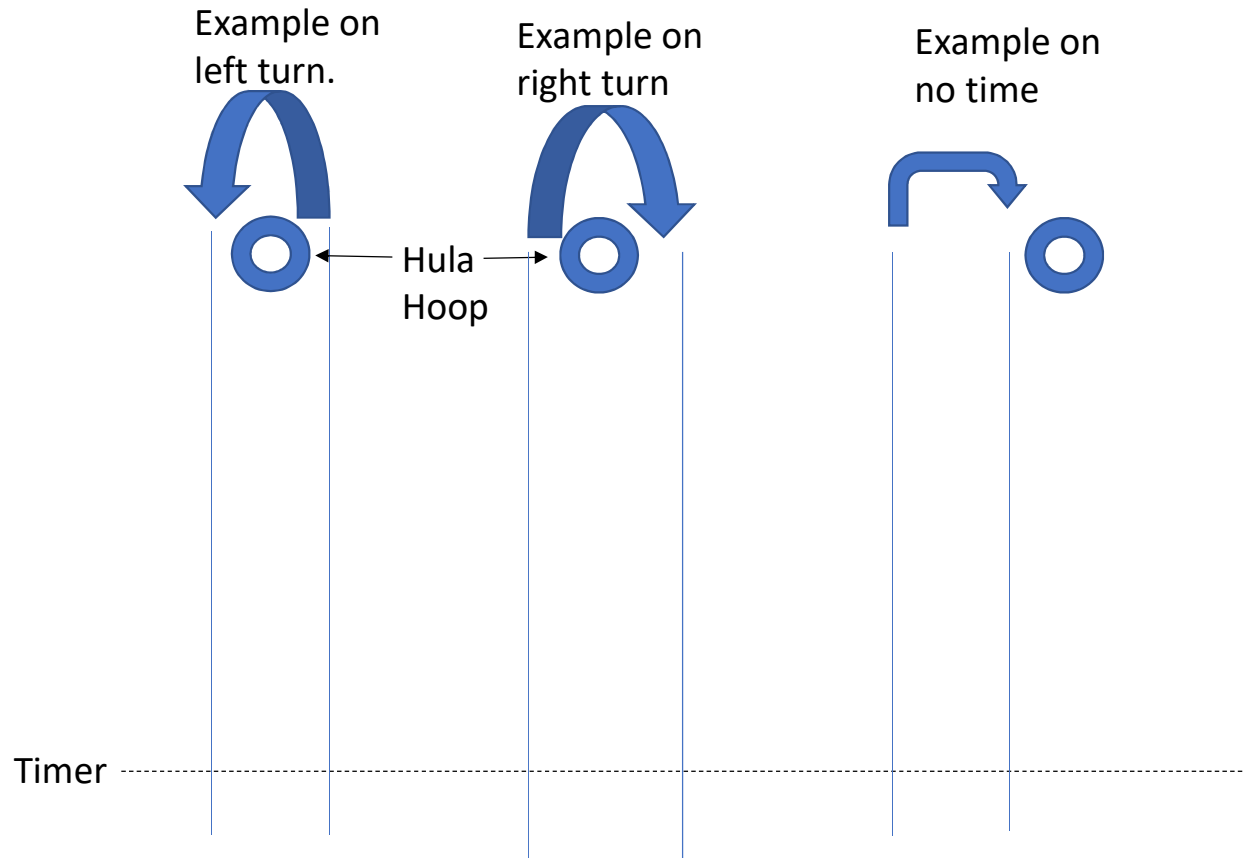
Apple Race

- Objective- Run to last barrel, collect the apple and run back.
- Lead line riders may be handed apple if need be.
- Rider must complete a full turn around the barrel while collecting the Apple
- Riders may come to a complete stop or circle barrel while collecting the apple
- Riders must enter the barrel from one side and exit from the other.
- Reasons for elimination-
 - Riders misses the apple
 - Rider knocks the apple off the barrel/barrel falls.
 - Rider drops the apple



Barrel Drop

- Objective- Run to last barrel, drop the hula hoop around the barrel
- Lead line riders may be assisted
- Rider must complete a full turn around the barrel while dropping the hula hoop.
- Riders may come to a complete stop or circle barrel while dropping the hula hoop.
- Riders must enter the barrel from one side and exit from the other.
- Reasons for elimination-
 - Riders misses the barrel with the hula hoop.
 - Rider knocks the barrel while placing the hula hoop.
 - Rider drops the hula hoop.



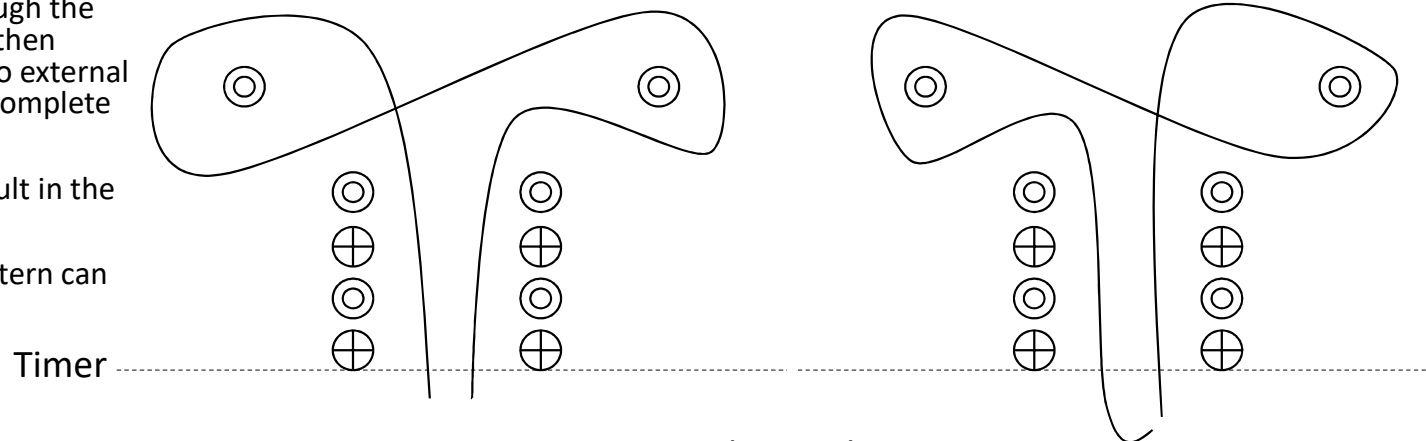
Flying T

- Objective - Riders Must enter through the "chute" made of poles and cones, then riders must figure 8 around the two external cones returning to the "chute" to complete the pattern.
- Knocking of poles or cones will result in the stated time penalties
- Examples are the only way this pattern can be ridden.

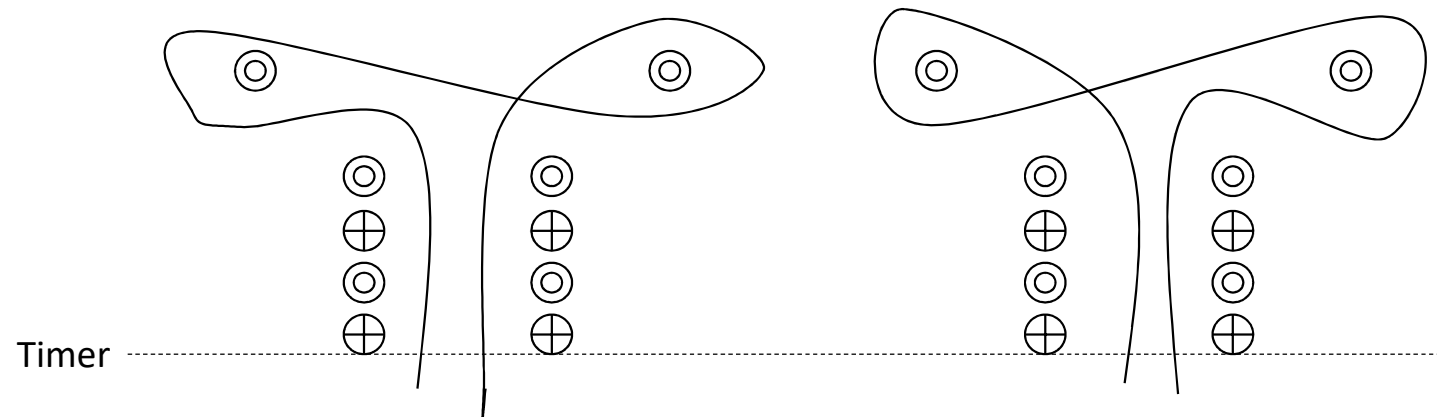
⊕ Cone

⊙ Pole

Example 1 and 2



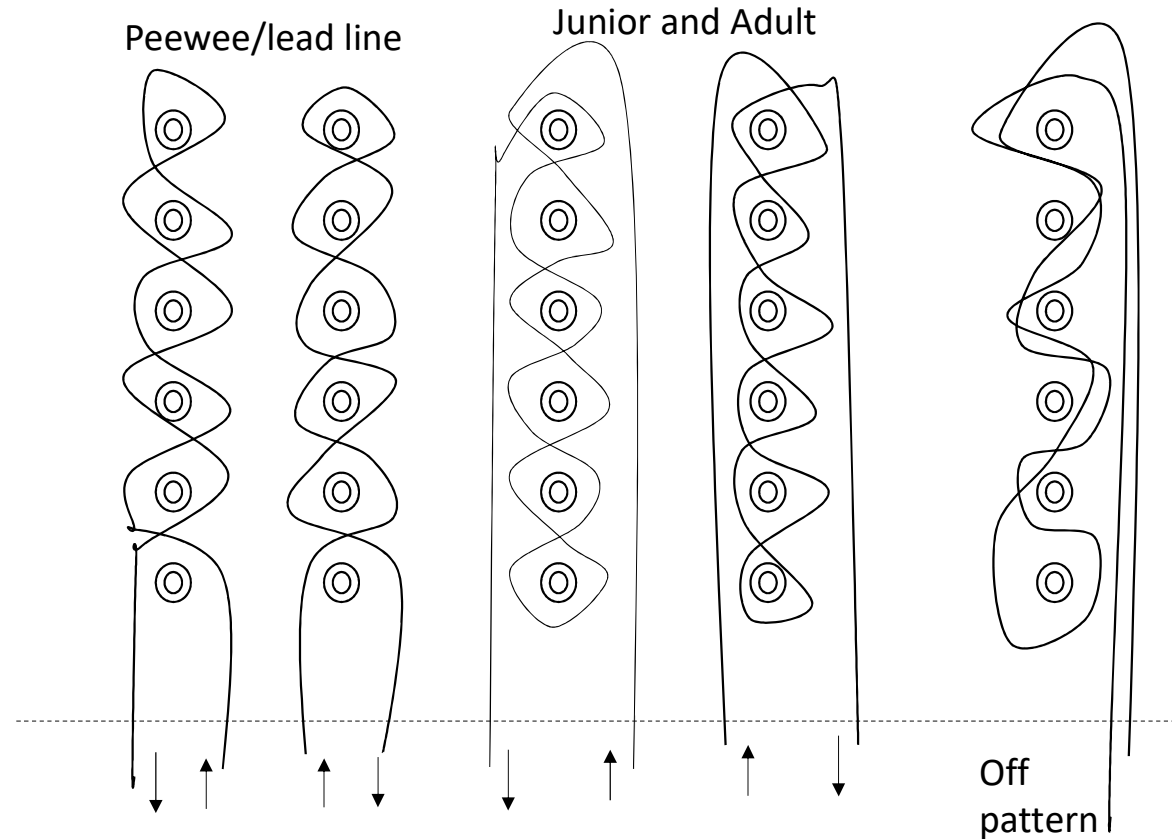
Example 3 and 4



Pole Bending

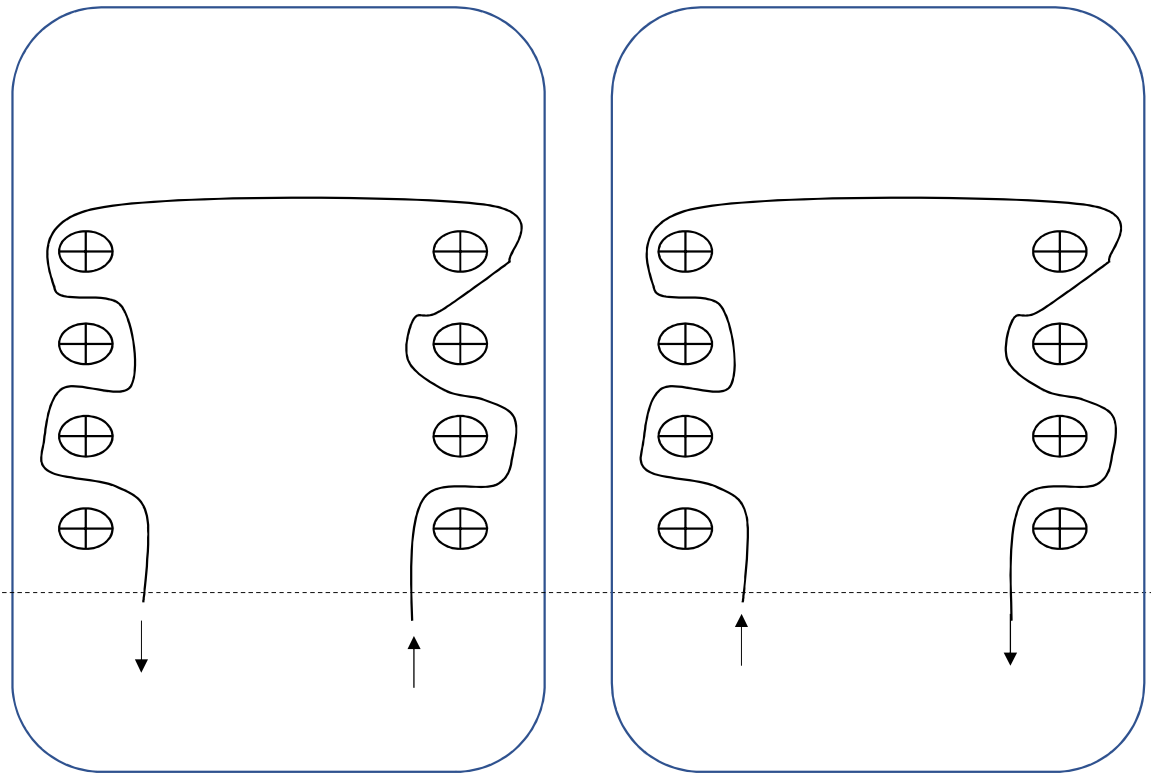
- Objective - Riders must enter the arena
 - For lead line or Pee Wee riders must weave down the line of poles and weave back. Starting from the left or right of the first pole.
 - For Junior or Adult riders must:
 - Run to the end of the poles, weave towards the gate, weave away from the gate and return to the chute.
 - Riders may Start to the left or the right of the pattern.
- A miss weave or missed poles will result in a no time.
- Knocked poles will result in a 2 second penalty.
- Poles are set 21' apart

⊙ Pole



Basket Weave


- Riders must enter the arena to the left or right.
- Objective - Riders must start to the inside of the first cone, weave in and out of the cones on one side of the arena, ride to the other side of the arena starting on the outside of the 5th cone weaving the other side, respectively.
- Riders who skip or jump cones will be considered off pattern.
- Knocked cones will result in a 2 second penalty.

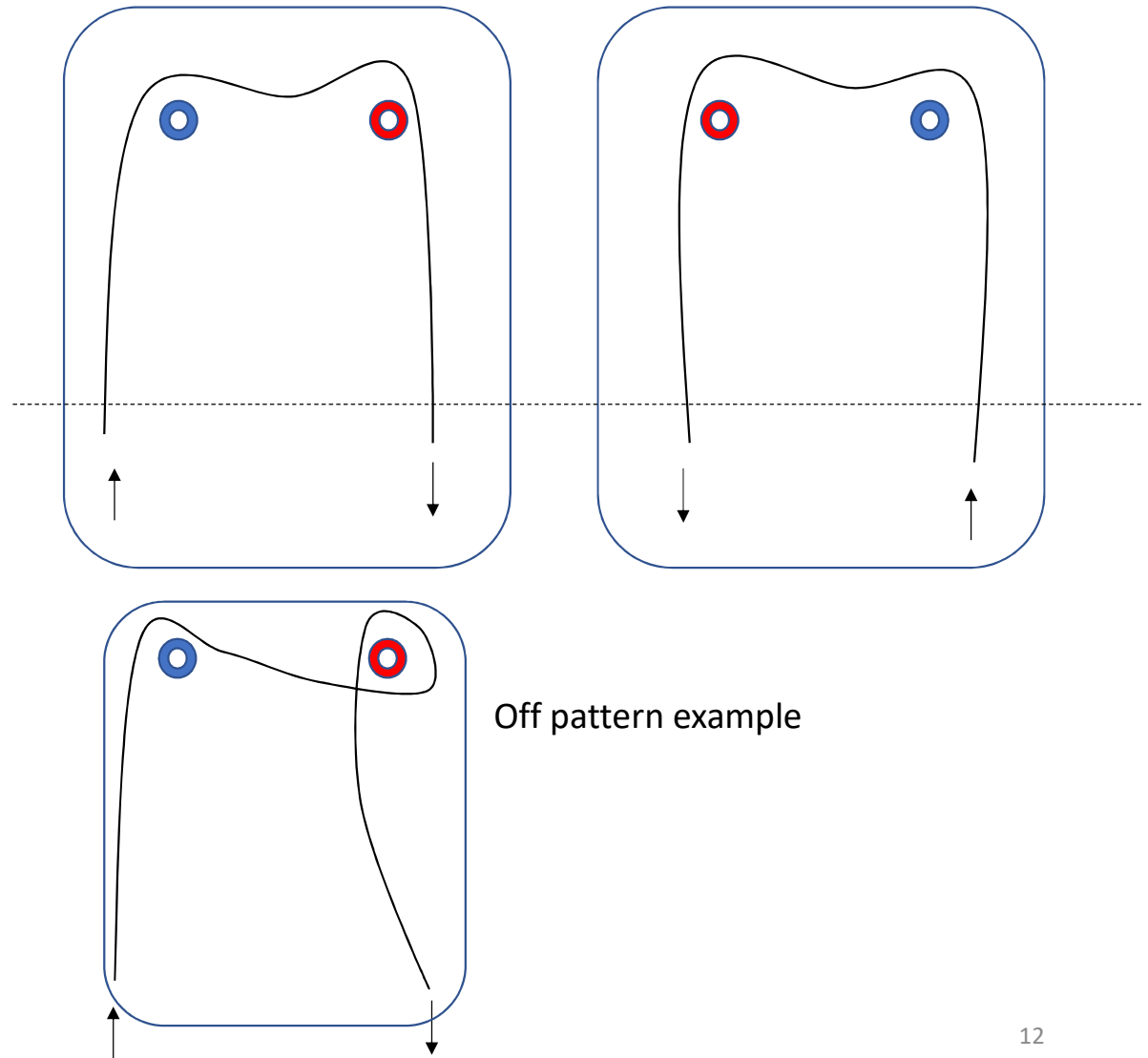


Flag Race

- Objective - Riders will enter the arena carrying a flag, run to the barrel with the empty can. They will place their flag in the empty can run to the next barrel and retrieve the flag from the second barrel and run home.
- Riders must indicate which barrel they would like to run to first
- Riders can not figure 8 the end barrels.
- Knocking the can will result in a no time.
- Riders may stop or circle barrel if need be.


 Barrel with empty can

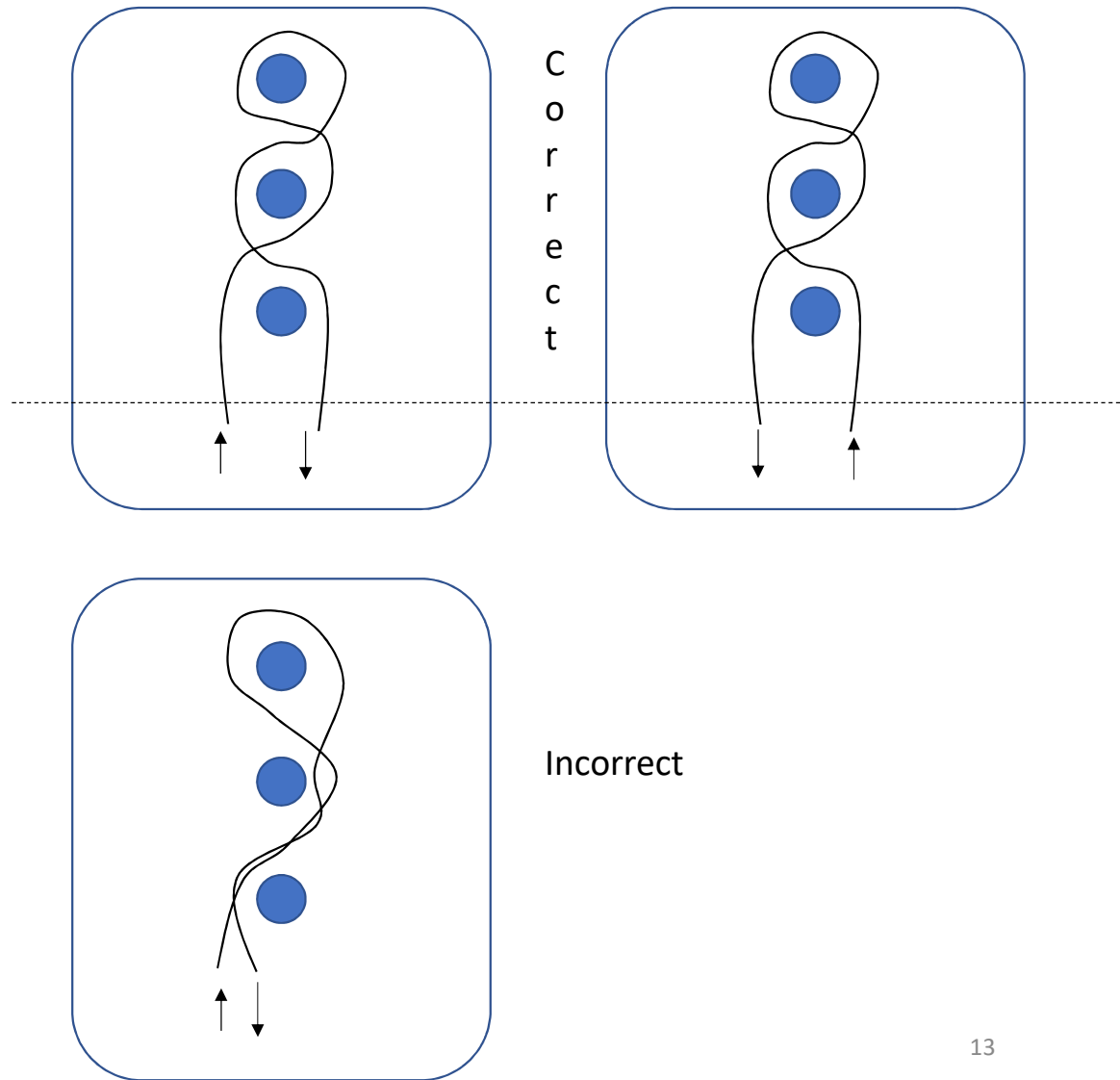
 Barrel with flag in can



Texas Barrels

- Objective – Rider will enter the arena run down weaving the barrels and weave back to the chute.
- Riders can enter weave from the left or right.
- Knocked barrels will result in a 5 second penalty.
- Failure to weave all barrels will result in off pattern.

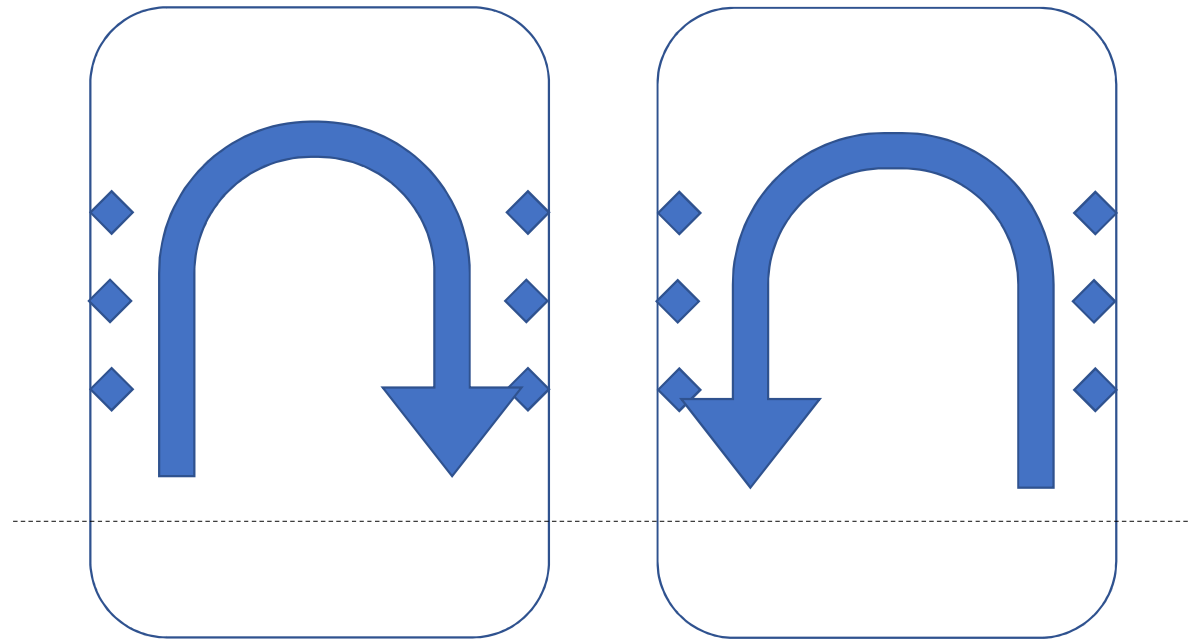
 Barrel



Ring Spear

- Objective – Rider will enter from left or right, run the fence of the arena collecting the rings.
- Riders goal is to collect all 6 rings.
 - Rider must collect at least 3 rings to be scored.
- Each missed ring will add 2 seconds to your time.

Riders may circle to a missed ring IF they have not collected any rings past the ring, they missed



Barrel Racing

- Objective – Riders Must enter the arena and run a clover leaf pattern around all three barrels.
- Riders may run to the left or the right barrel first.
- Riders may only turn around each barrel once.
- Any knocked barrel will be a 5 second penalty.

