

I. Equestrian

EVENTS

FALL SHOW – FALL GAMES

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| <ul style="list-style-type: none">• Drill Team• Obstacle Race• Barrel Race• Figure 8 Stall Race | Team Relays: <ul style="list-style-type: none">• Egg and Spoon• Pass the Baton Relay• Tennis Ball Drop Relay |
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NOTES

1. Equestrian will hold two competitions annually. Riders will compete in “Open” Horseshow at Summer Games and Fall events at the Fall Horseshow.
2. All riders must show proof of a negative coggins test within the last six months for their horse.
3. All events at the Fall horseshow will also be offered as Unified events.

RULES

DIVISIONING

1. Riders are assigned to a division according to their ability to safely negotiate any movements required in their class. The following divisions will be used in all competition:
 - a) A Level: Walk, Trot/Jog, Canter/Lope – Independent only. Rider is expected to compete without modifications.
 - b) B Level: Walk and Trot/Jog only
 - 1) B-I: Independent, can complete any class requirements unassisted.
 - 2) B-S: Supported, can complete any class requirements unassisted.
 - c) C Level: Riders will ride at the walk only
 - 1) C-I: Independent, can complete any class requirements unassisted.
 - 2) C-S: Supported, can complete any class requirements unassisted.

ATTIRE

1. All riders must wear ASTM approved helmets with full chin harness which must be fastened at all times while working with horses.
2. English Task Style Attire
 - a) A short, dark-colored riding coat.
 - b) A solid color, preferably white, riding shirt or Oxford style long or short sleeved .shirt.
 - c) Tie or choker.
 - d) Breeches or jodhpurs.
 - e) Gloves are optional.
 - f) High or low riding boots are optional, but all riders must wear appropriate footwear with at least a ½” heel.
3. Western Tack Style Attire
 - a) Pants/Jeans.
 - b) A long sleeved shirt of conservative color with a collar.
 - c) A belt under loops.
 - d) Neckties, kerchiefs, bolos, chaps, and gloves are optional.
 - e) Western boots are optional, but all riders must wear appropriate footwear with at least ½” heel.

TACK

1. There will be a safety inspection of tack and equipment before riders mount.
2. Saddles must fit horse appropriately. Adapted saddles must be approved by the event director prior to competition.
3. Halters are required for all supported classes. Lead line must be attached to the halter and not to the bridle.
4. Prohibited Tack and Equipment:
 - a) Earplugs of any kind.
 - b) Martingales of any kind (except in Prix Caprilli).
 - c) Bearing, side or running reins.
 - d) Seat covers.
 - e) Boots, bandages, or blinders.
 - f) Nose Covers.
 - g) Bit guards.
5. Riders may use adaptive equipment without penalty but they may in no way be attached to the horse or saddle.
6. Bridles must be appropriate to the class entered.

JUDGING

- a) The following points (where appropriate) have equal consideration in judging all classes:
 - 1) Riders Balance
 - 2) Riders Seat
 - 3) Use of Aids
 - 4) Ability to follow directions
 - 5) Ring etiquette and safety
 - 6) Sportsmanlike conduct
 - 7) Performance of the horse are not to be considered more important than the performance of the rider.
 - 8) Suitability of horse to rider.

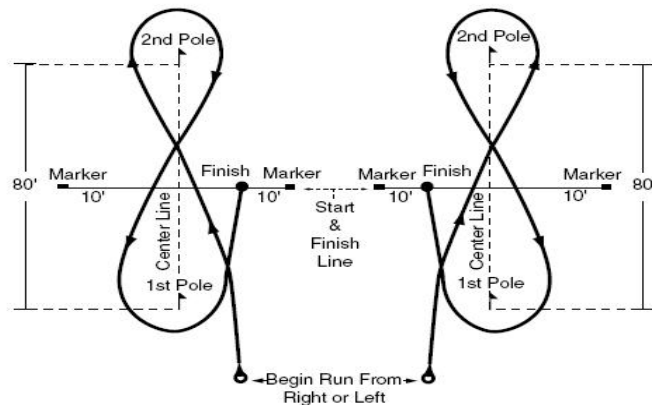
GENERAL RULES – FALL SHOW

1. All events except drill teams are timed and the winner will be the competitor with the fastest time.
 - a. The start/finish line will be designated by two cones placed approximately 6 feet apart.
 - b. Time will begin when the horse's nose crosses the start/finish line and end when the horse's nose crosses the start/finish line.
 - c. In the event of a time tie, the performance of horse and rider will be taken into consideration.
2. Disqualification will be assessed for the following:
 - a. Failure to follow the course.
 - b. If the helmet chin strap is not properly fastened on the athlete's head for the entire time the rider is in the arena.
 - c. Excessive use of a bat, crop, whip, or rope.

CLASS SPECIFIC INFORMATION

1. Figure 8 Stall Race
Course Set-up
 - a) The first and second poles marking the centerline are 13m (40') from the start/finish line, making them a total of 25m (80') apart
 - b) The start/finish line should be designated by 2 upright markers 6.1m (20') apart at the halfway point

- 1) The markers are set 3.5m (10') on each side of the centerline.



Event Information

- a) At a signal from the starter, the athlete will complete a figure "8":
- 1) Start by crossing the centerline between the upright markers and then, run to the second pole
 - 2) Turn around the second pole to the right.
 - 3) Run to the first pole.
 - 4) Turn around the first pole to the left, making the Figure of 8.
 - 5) Complete the course by running back across the start/finish line.

Disqualifications:

- a) Failure of the athlete to cross over the start/finish line between the markers before turning the second pole.
- b) Failure of the athlete to cross over the start/finish line after turning the second pole and going to the first pole.
- c) Knocking over a marker indicating the start/finish line.

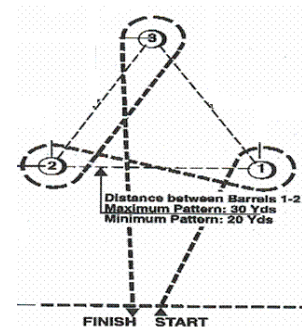
2. Barrel Racing

a) Course Setup

1) Barrels should be set up in a triangular configuration approximately 40 feet apart with the start/finish line designated by two cones set in between and a few feet in front of the first 2 barrels.

b) Judging – at a signal from the starter the athlete will enter through the start/finish cones:

- 1) The rider will run barrel number 1, pass to the left of it and complete approximately 360 degree turn around it. (Can be done in opposite direction.)
- 2) The rider will go to barrel number 2, pass to the right of it and complete a slightly more than 360 degree turn around it.
- 3) The rider will then go to barrel number 3, pass to the right of it and do another approximately 360 degree turn around it.
- 4) The rider will then sprint to the finish line, passing between barrels number 1 and number 2. Time will be stopped when the horse's nose crosses the start/finish line.



3. Obstacle Race

- a) Obstacle course race will be made up of obstacle stations listed below. Athletes will complete the course in the order listed below.
 - 1) All athletes will begin the course at the start line designated by two cones placed ten feet apart. The clock will start when the tip of the horse's nose crosses the starting line.
 - 2) The Obstacle course will be completed in the following order:
 - a) Athletes will weave in and out of three cones placed 5 meters apart each. Athletes will be assessed a three second penalty for any missed cone.
 - b) After weaving through the cones, the rider will then move to a barrel located 10 meters from the last cone in step one of the course. The rider will grab a flag that is placed in a bucket of sand on the top of the barrel and proceed to the next barrel located 5 meters away. The athlete will place their flag in the bucket of sand located at the top of the barrel. If the athlete should fail to grab the flag, drop the flag, or fail to place the flag in the second bucket, a three second penalty shall be assessed.
 - c) The third and final obstacle will be located 10 meters from the second barrel in step two of the course. The rider shall proceed to a "U" constructed of jumping poles laid on the ground. The rider will direct the horse into the "U", come to a complete halt, and must then back the horse out. If the rider fails to enter or exit the "U" properly the rider will be assessed a three second penalty.
 - d) Upon completion of the third station, the rider shall proceed back to the start line and the time shall stop when the tip of the horse's nose crosses the line.
3. Team Relays- for specific rules for relays see section 4
Relays offered: Pass the Baton, Tennis Ball Drop, and Egg and Spoon
General Rules:
- a) Walk only, trot only, and canter/lope divisions will be offered.
 - b) Teams in a division must have either 2 or 4 riders.
 - c) Two teams may compete at the same time.
 - d) The clock is started on the "go" command of the official race starter.
 - e) The clock is stopped when the nose of each team's last mount crosses the finish line.
 - f) If horse handlers are being used, they must walk behind the horse's nose. If a horse handler passes the horse's nose at any time, that rider must make a circle at a walk before continuing.
4. Relay specific rules
- a) Pass the Baton relay
 - 1) Each race will begin with a team on each side of the relay course. The start/finish line shall be designated with cones set 15 feet apart on each side of the ring.
 - 2) Each rider will have a baton in hand at the start of the race.
 - 3) The race will begin with a start command of "3,2,1.....go". The first rider will then ride to the opposite end of the course and around a cone on the same side of the team.
 - 4) The second rider shall begin when the first rider hands the baton to the 2nd rider. The 2nd rider will ride to the start/finish line and around the cone.
 - 5) If the team is made up of 4 people the 3rd and 4th rider will continue like the 1st and 2nd rider.
 - 6) In the case of a dropped baton then the rider must stop until a spotter in the ring hands the baton back to the rider. The rider then may continue.
 - 7) A three second penalty shall be assessed for each rider who drops the baton during the course of competition. In the case of a drop baton, the rider does not need to stop and pick it up – they may continue to their respective finish line.
 - 8) The team that completes the relay with the fastest time, including any deductions for dropped batons, shall be declared the first place finisher – the order of finish for all other teams finishes shall be declared in the same manner.

b) Tennis Ball Drop Race

- 1) All races will begin with all four riders of the relay team behind the start line. The start line will be marked with two cones. The course will be 30 meters in length. All four riders will have a tennis ball in hand at the start of the race.
- 2) Each race will begin with a start command of “3,2,1.....go”. The first rider will ride 30 meters to the barrel. Each barrel will have a bucket placed on top. Upon reaching the barrel, the rider will drop the tennis ball into the bucket, turn around, and ride back to the start line.
- 3) The second rider shall begin when the tip of the nose of the first rider’s horse crosses the start line. The race will continue until all four riders have completed the course.
- 4) A three second penalty will be assessed for any athlete who drops the tennis ball or fails to drop the tennis ball into the bucket and have it stay in the bucket.
- 5) The team that completes the relay with the fastest time, including any deductions for dropped batons, shall be declared the first place finisher – the order of finish for all other teams finishes shall be declared in the same manner.

c) Egg and Spoon Race

- 1) Each race will begin with two riders on each side of the relay course. The relay course shall be designated with cones at both ends of a 30 meter “straightaway”
- 2) Each rider will have a wooden spoon in hand at the start of the race. Prior to each racer starting their “ride”, an egg will be placed on the wooden spoon of the rider.
- 3) The race will begin with a start command of “3,2,1.....go”. The first rider will then ride to the opposite end of the course
- 4) The second rider shall begin when the tip of the nose of the first rider’s horse crosses the line. The third will begin when the tip of the horse’s nose of the second rider crosses the line and so on until all four riders have completed the race.
- 5) A three second penalty shall be assessed for each rider who drops the egg during the course of competition. In the case of a drop egg, the rider does not need to stop and pick it up – they may continue to their respective finish line.
- 6) The team that completes the relay with the fastest time, including any deductions for dropped batons, shall be declared the first place finisher – the order of finish for all other teams finishes shall be declared in the same manner.

5. Drill Teams of Two or Four

- a) Drill team may be made up of different divisions of riders; however the riders must stay within the qualifications of their division within the drill’s execution.
- b) A theme may be portrayed by music and costuming.
- c) This is not a timed event. Riders will be judged on their performance.
- d) A coach must present the drill team pattern to the judge prior to the class.

6. Unified Sports Events and Drill Teams

- a) During competition the team shall contain 1 athlete and 1 partner at all times (2 athletes and 2 partners for a four person team).
- b) Walk-only and trot-only will be offered.