

TWIN VALLEY RIDERS CLUB
FUN DAYS GAMES RULES

Revised: June 4, 2011

POINT EVENTS

- Each horse is scored separately.
- A horse may be ridden only once per class per age division.
- A rider is limited to riding two horses per event.
- Intentionally trying to prevent an object, ie: barrel or pole from falling over, with your hand is a disqualification.
- The arena gate must be closed before a contestant crosses the starting line. A running start from outside the arena is not permitted.

BARREL RACE

21 feet from time line to front 2 barrels.

Breaking the pattern is a disqualification.

Tipping a barrel over is a 5 second penalty.

Intentionally trying to prevent a barrel from falling over with your hand is a disqualification.

Pattern: May circle either front barrel first.

Must circle from the inside of the barrel around the outside and cross your path.

Must then go to the other front barrel and circle it in the opposite direction as the first, crossing your path.

Then go to the back barrel and circle it in the same direction as the second, crossing your path and run to the time line.

POLE BENDING

21 feet from timeline to first pole; 21 feet between poles.

Ride pattern up either side of the poles; weave the poles back down circling the last pole; weave the poles back up; run back to the time line down the opposite side from the start.

5 second penalty for tipping a pole.

Intentionally trying to prevent a pole from falling over with your hand is a disqualification.

Breaking the pattern is a disqualification.

KEYHOLE

50 feet from time line to front of keyhole; alley is 4 feet wide and 10 feet long

Run through the keyhole alley

Turn around

Run back through to the start

5 second penalty for each pole tipped.

Intentionally trying to prevent a pole from falling over with your hand is a disqualification.

Breaking pattern is a disqualification.

FLAG RACE

Ride to the first barrel and pick up a flag.

Ride to second barrel, stick the flag into the sand pail & pick up other flag.

Ride around the second barrel and back to the first barrel.

Stick the flag into the sand pail and ride to the time line.

Both flags must be stuck in the sand to get a time, otherwise it's a disqualification.

Once a flag is released from your hand it cannot be picked up again.

Intentionally trying to prevent a barrel from falling over with your hand is a disqualification.

JUMP FIGURE 8

If you knock down the pole going in, 10 second penalty, if you knock it down going out, 5 second penalty.

5 second penalty for each barrel knocked over.

Breaking the pattern is a disqualification.

Intentionally trying to prevent a barrel from falling over with your hand is a disqualification.

Lead Line class will have the pole lying on the ground.

Children's Class will have the pole lying on the ground for everyone. (*Revised March 20, 2007*)

EGG & SPOON

Must hold the spoon between thumb and index finger one inch from the egg.

Must change gaits on command or will result in disqualification.

RESCUE RACE

Horse must go around the barrel.

Rescued rider must be on the horse with both feet off the ground when crossing the time line.

Person may be the rescued rider only once.

RESCUE EXCHANGE

First rider rides to opposite end of arena and exchanges places with rescue rider at the barrel (bails off).

Horse must go around the barrel.

Rescue rider returns and crosses the time line (must be sitting in the saddle).

HANG MAN

Hanging rider may not touch the ground.

Horse must go around the barrel before picking up the hangman.

May be the hang man only once.

MUSICAL TIRES

Ride counter clockwise.

Riders must stay in the saddle until the music stops.

Cannot reverse direction to go to a tire.

Cannot stop while the music is playing.

Cannot let go of your horse to get to a tire.

First to put a foot inside the tire stays in the event.

JOUSTING

Four rings strategically placed around the inside of the arena.
Rider must have at least 2 rings on the jousting stick when finished.
Rider must make an attempt to get all four rings – in other words, go all around the course.
May try more than once at each ring.
10 seconds will be deducted from the time for each ring over the minimum of 2.

WATER CUP RACE

Water must be transferred behind the barrel.
Must have water in the cup when crossing the time line.

SACK RACE

Running start.
Both riders must hang onto the sack the entire race.
Both horses must go on the outside of the barrels.
Horse and rider combination may run once on the inside and once on the outside.

GRAPEFRUIT RACE

Must pick up and hold grapefruit with your chin.
If you drop the grapefruit while running back across the time line the only way you can retrieve it is with your chin. You cannot touch it with your hands or you will be disqualified.

CUP RACE

Ride to the first pole take the cup off the pole
Ride to the second pole and place the cup on top of the pole
Ride around last pole and ride to the time line

RAT RACE

Must have two riders on two separate horses.
Second rider cannot pass first rider.
Pattern 21 feet from time line.
If barrel or poles are knocked down – 5 second penalty.
Upon completion of the pattern, you will have the shape of a bow (see diagram).

Diagram for Rat Race

Revised: May 17, 2005

Added May, 2006

FLYING "M"

Backwards barrels pattern – start with barrels in the back – always cross your path (any questions, ask Whitney or Cotie)

TWIN VALLEY RIDERS CLUB "FUN DAY" RULES

1. You must be a paid member of the Twin Valley Riders Club by the first show of the season or any show you compete in for your points to count for year-end awards.
2. Age will be determined as of the date of the first show of the year.
3. Points are kept on one horse/one rider combination. When riding more than one horse per event, points will count for year-end awards for both horses, but on an individual one-horse/one-rider combination. NOTE: This rule does not apply to lead line.
4. If a person uses more than one horse per show, separate points are kept for each horse and separate entry fee must be paid.
5. A horse may only be used once per class per age division.
6. Points can be switched from one horse to another if a "PERMANENT INJURY" (horse deemed no longer fit to be a gaming horse) or DEATH has occurred to the horse with the points. The participant will need to notify a member of the Board of Directors before the "Fun Show" begins. The Board of Directors will need to okay the transfer of any points from horse to horse prior to "Fun Day" events.

Revised 2-11-01

LEAD LINE RULES

1. The lead line class will not be timed. Instead just alternate the colors of the ribbons for each event, for example; blue, pink, purple, green, yellow and whatever. The ribbons will have on them "Twin Valley Riders Club Lead Line All-Stars.
2. Riders must wear long pants and shoes, preferably boots. No sandals or bare feet.
3. Speed limit: Walk or Trot.
4. Riders will not use bats or whips; they need both hands to hold on.
5. Lead line will have a shorter course than other classes (same type of pattern).
6. Helmets will be provided by the club for participants and it is recommended that they use them.
7. There will be no age limit on lead line classes but participants are encouraged to progress with their ability.
8. Participants must stay in the pattern through the game.
9. In the flag race, the runner must stop at the first barrel and hand the rider the flag, proceed to the second barrel, stop and exchange flags, hand the rider the second flag, go back to the first barrel, stop and put the second flag in the bucket and continue to the finish line.