

# **Black Forest Saddle Club 2014 Speed Event Rules**

## **Code of Conduct**

- 1.** Contestants and parents/legal guardians will not at any time while on the BFSC grounds; harass, coerce, bribe, use profanity or obscenities, threaten or abuse (verbally or physically) any BFSC official, board member, volunteer or other contestant or parent/legal guardian.
  
- 2.** Contestants and parents/legal guardians are required to follow all BFSC safety rules and guidelines listed below. They are also responsible to be aware of and follow any further safety requirements addressed during annual membership meetings and opening announcements before each BFSC.
  - a.** All horses must be under control while entering or exiting the arena/ track.
  - b.** No horses will be allowed to run in or out of the arena/ track. (assistance will be allowed if needed)
  - c.** Neither contestants nor parents/legal guardians will run their horses outside of the arena/track. This includes the parking lot and all outer areas of the BFSC grounds. If a designated warm up area is provided, horses will be allowed to run in that area only.
  - d.** There will be no roping of any person or horse while on BFSC grounds. This does not include horses that are loose or being roped for safety reasons.
  - e.** Contestants must be in control of their horses at all times.
  - f.** No horses will be allowed in the concessions area or BFSC office area. This includes horses being led by contestants or parents/legal guardians.
  - g.** Horses are required to be properly tied when not being ridden or led. .
  
- 3.** There will be absolutely no use of alcohol or narcotics by any one on BFSC grounds. Out of concern for the fire risk and in deference to the Black Forest Fire victims, smoking is only permitted in an enclosed vehicle and cigarettes must be disposed of in the vehicle and not on the BFSC grounds.
  
- 4.** There will be no intentional or excessive abuse of horses or stock by any contestant or parent/legal guardian while on BFSC grounds.

5. All calls made by the arena judges are considered official and final. No contestant or parent/legal guardian will at any time confront, harass, or question any judge or BFSC official about a call made inside the arena.
6. Vandalism, littering, or intentional misuse of BFSC property in any way will not be tolerated by any contestant or parent/legal guardian.

\*Arena applies to both the main arena and the lower trail arena

## BFSC SPEED EVENT RULES

All rules herein are in accordance with the American Quarter Horse Association, the American Paint Horse Association, and Pinto Horse Association of America. These governing bodies' rules can be found at:

AQHA Handbook - <http://www.aqha.com/Resources/2014-Handbook.aspx>

APHA Rule Book - <http://www.apha.com/forms/rule-books>

PHAA Rule Book - <http://www.pinto.org/information/Rulebook14.pdf>

## Flag Race

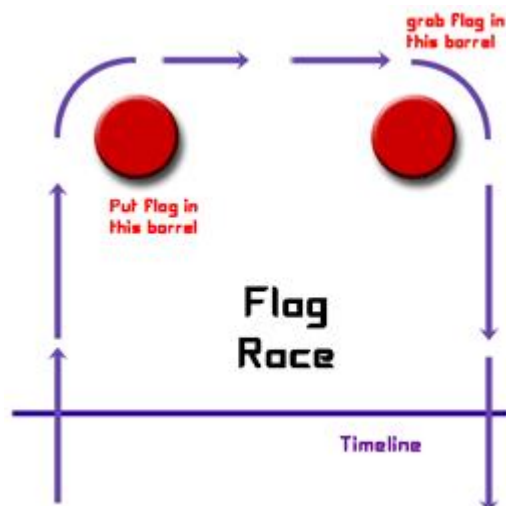
Description: The contestant is given a flag just prior to or when they enter the arena. The object is to place the flag carried in one hand in the empty bucket, retrieve other flag and race back to the finish line. The bucket on the first barrel they come to shall not have a flag in it. The bucket on the second barrel they come to shall have a flag. Contestants MUST run a standard "horseshoe" pattern on the outside of the barrels only. They may NOT circle back.

5 Second Penalty added on to the time:

- 1) Knock over the bucket holding the flags without knocking it off of the barrel.

Disqualifications and a "No Time" score:

- 1) Failure to pick up the flag on the first pass. (Again, you may not circle back.)
- 2) Failure to place the flag in the bucket on the first pass.
- 3) Drop the flag
- 4) Knock over the barrel
- 5) Knock the bucket holding the flags off of the barrel
- 6) Use the flag as a whip or an aid
- 7) Any deviation from the pattern



## Pole Bending

Description: This timed event consists of a series of six poles spaced 21 feet apart, which horses and riders weave through at a high rate of speed. Horses run to the far end of the series of poles, turn and weave in and out as they work their way back to the front. Horses then complete a turn around the front pole and maneuver through the series again. At the last pole, they complete that turn and race toward the finish line at full speed. A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. A contestant or horse may touch a pole without disqualification.

5 Second Penalty added on to the time:

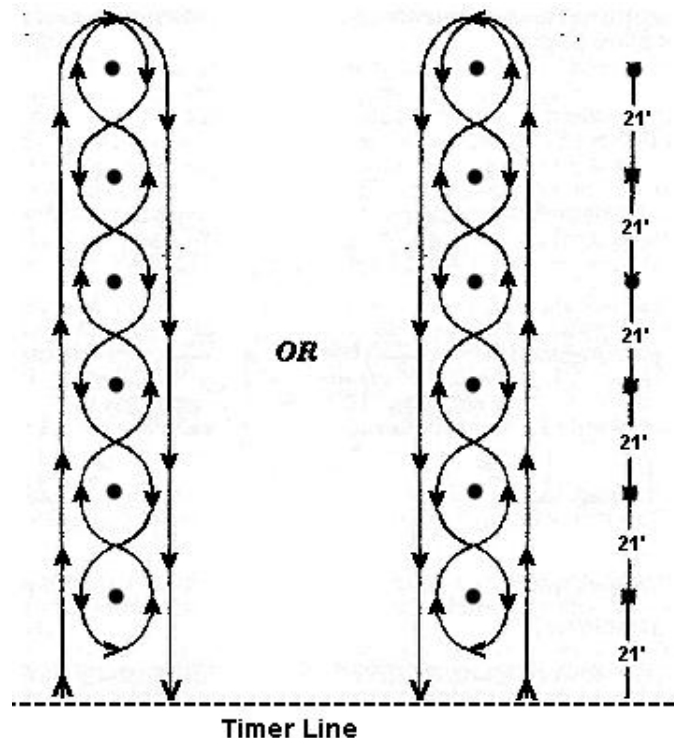
- 1) Each pole that is knocked over

Disqualifications and a "No Time" score:

- 1) Any deviation from the pattern
- 2) Cross back over the starting line before the run is complete

A deviation from the pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side (next pole).

Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.



## Keyhole Race

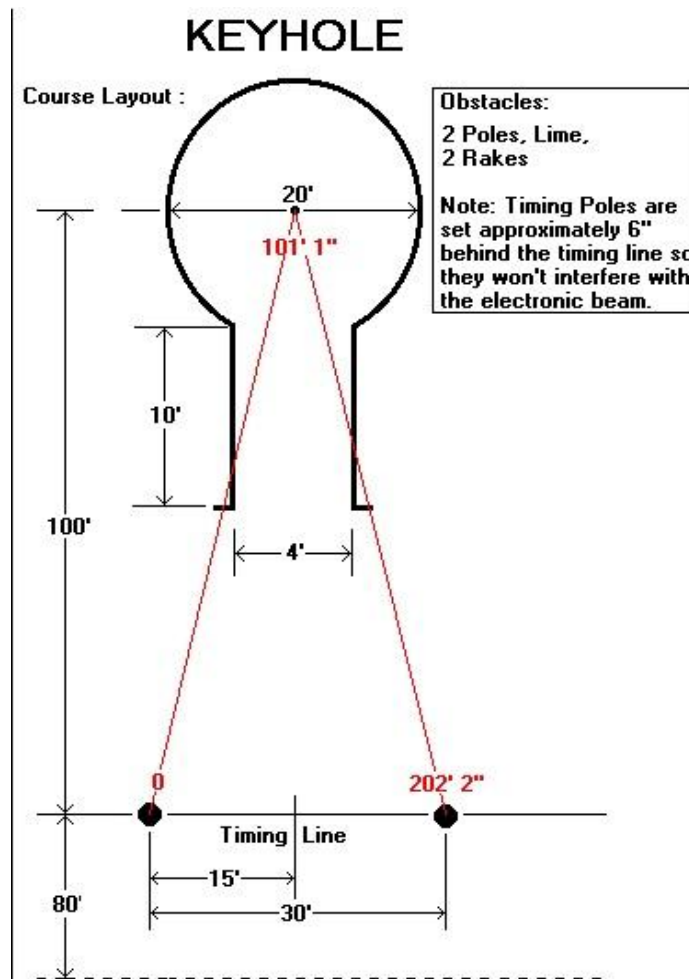
Description: The course shall be laid out as a keyhole, with the throat of the keyhole perpendicular to and facing the timing line, and the center of the circle of the keyhole one hundred feet from the timing line. The keyhole shall be in the form of a circle of cones 20' in diameter, with a throat 4' wide and 10' long, indicated by poles. The contestant shall cross the timing line, enter the circle of the keyhole, turn around in either direction, entirely within the circle of the keyhole, and re-cross the timing line.

5 Second Penalty added on to the time:

- 1) Knock over any obstacle in the course, pole or cone.

Disqualifications and a "No Time" score:

- 1) Step on or over the course boundary at any point
- 2) Turn around in the throat of the key, instead of the keyhole
- 3) Any deviation from the pattern



## Barrel Race

Description: Contestants race against the clock, following a course consisting of three barrels in a triangular “cloverleaf” pattern. Contestants must choose either the right or left barrel, circle it, and go to the next barrel, completing the course after circling the third barrel and running home. The pattern may be run starting with either the right barrel or the left barrel.

When starting with the right barrel, the contestant will run to barrel number 1, pass to the left of it, and complete an approximately 360 degree turn around it; then go to barrel number 2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then go to barrel number 3, pass to the right of it, and do another approximately 360 degree turn around it; then sprint to the finish line, passing between barrel number 1 and 2. When starting on the right barrel, there will be one right turn and two left turns.

The diagram below shows how the course will be completed when starting with the left barrel. When starting on the left barrel, there will be one left turn and two right turns.

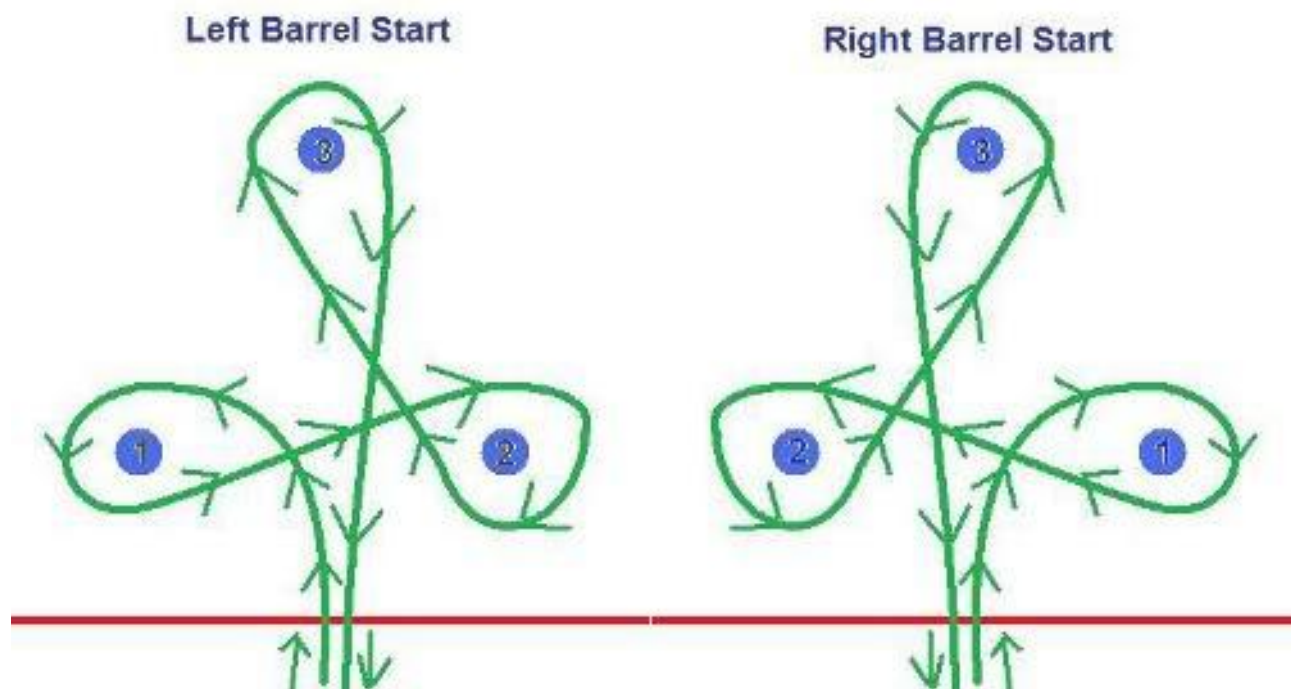
A contestant may touch the barrel with his or her hands in barrel racing.

5 Second Penalty added on to the time:

- 1) For each barrel knocked over

Disqualifications and a “No Time” score:

- 1) Any deviation from the pattern
- 2) Cross the start/finish line before finishing the pattern
- 3) More than three turns



## Timed Trail

Description: A minimum of 4 obstacles will be set (these may be changed at the discretion of the BFSC) that the contestant must complete within 3 minutes. The contestant will start with an envelope in his hand when entering the arena. He runs to the mailbox and places the letter in the mailbox and raises the flag. A dropped letter may be retrieved, but contestant must be mounted to deposit the letter in the mailbox. The contestant then takes his horse over the bridge. Two barrels shall be used for back-up box. The contestant will back his horse between two barrels placed 5 feet apart. The contestant will then take his horse through the two jump standards which are decorated to distract the horse (marked on the timed trail drawing below as a "gate"). The contestant can then choose to go over a low jump OR trot over 3 poles laid on the ground approximately 3 feet apart. The contestant then runs through the finish line.

5 Second Penalty added on to the time:

- 1) For each obstacle knocked over

Disqualifications and a "No Time" score:

- 1) Intentionally touching an obstacle with the intention of setting it up right after it has been bumped.
- 2) Failure to complete the course in 3 minutes. If the contestant has not completed the course in 3 minutes, the announcer will ask the contestant to exit the arena.

