

PLAY DAY RULES

PLAY DAY GENERAL RULES

- A. 4-H rules will be followed unless otherwise noted
- B. Any rules not addressed in the 4-H rules or CCHPC rule book pertaining to showing/placing will be at the Judge's discretion.
 - a) THE JUDGE'S DECISION IS FINAL! Riders are expected to treat judges with respect and consideration.
 - b) If a rider has a complaint regarding a judge, please voice it to the Play Day Series Chairperson(s), President, or put it in writing and present it at the next club meeting.
 - c) Speed classes during Play Days are judged by the chairperson/committee members, announcer, gate workers, and set-up staff.
- C. Attire
 - a) The club encourages a relaxed atmosphere at our events. For safety, all riders on the premises must wear boots with heels. NO TENNIS SHOES!
 - b) Lead line riders are encouraged to wear boots but are permitted to wear alternative safe footwear.
 - c) Long jeans or breeches suitable for riding are required. Hats and coats are optional. A Play Day rider's number must be placed on the rider's back, leg, or on either side of the saddle pad. This number must be visible to the judge. If the number is not visible, it is possible the rider may not be placed.
 - d) Helmets are encouraged for safety.
- D. Tack
 - a) Tack type is optional, however, any type of bit or other equipment considered severe by the judge will be marked down accordingly.
 - b) In Pleasure and Horsemanship classes (including walk-trot open), martingales, draw reins, tie downs, etc. will disqualify the rider.
 - c) For safety reasons, riders in 10 & under classes may use single rein or tie split reins if necessary. Riders using two hands with a shank bit will not place ahead of a rider using a single rein hand.
 - d) Tack should be appropriate for type of seat being shown. Australian saddles can be used in either Western or English classes. However, the corresponding tack must be consistent with any type of seat being shown.
 - e) The following classes may be shown either English or Western:
 - Trail
 - Bareback Pleasure (if showing English, rider must post at the trot)
 - Lead Line
 - Walk-Trot
 - Egg Race
 - Showmanship
 - Working Pleasure
 - Discipline Rail

SHOW RULES

- A. Junior horses, 5 years and younger, may be shown in a bosal or snaffle bit as well as two handed in all classes including horsemanship and trail.
 - a. Age of horse will advance on year upon January 1st regardless of actual birth month.
- B. 4-H rules will be used unless otherwise stated except:
 - a. Dismount is not required for games
 - b. Over unders are permitted
- C. A horse may not be ridden twice in the same class event despite being in different age groups.
- D. The same horse cannot be used for Ranch Pleasure and Western Pleasure.
- E. A horse may be ridden only once in any Trail class at any one Play Day.
- F. Horse and rider are not allowed to practice Trail course prior to being judged on that day.
 - a. Some trail obstacles will remain set up for practice after all entrants have competed for that day.
- G. PATTERNS are allowed at the Judge's discretion for Horsemanship and Equitation. However, Chairperson(s) may review and decide level of difficulty of chosen patterns at any show.
- H. Lead Line entries may or may not be asked to trot and the rider must back the horse unaided by the leader if asked.
 - a. LEADERS MUST BE AT LEAST 16 YEARS OF AGE.
- I. Novice classes are for Novice riders of all ages.
 - a. A Novice rider has two years or less of show experience. Novice riders will NOT be able to ride in any other Pleasure/Equitation class where a lope/canter is required.
 - b. Novice riders may enter speed events but must not lope. The announcer will announce a reminder that novice riders cannot lope for speed events.
- J. Speed Event rules – follow 4-H rules:
 - a. Notes: Barrels - 5 second penalty for downed barrel, Poles- 2 second penalty for downed pole, Keyhole - knocking down a bucket is NT, Figure 8 - knocking down a pole is a NT
- K. The Baton Race is limited to two runs per horse and rider. Your first run will be the only run that will count for year-end awards.

POINT SYSTEM AND YEAR-END AWARDS

- A. Play Days are held from April through October
- B. Non-Members may attend as many shows as they wish, however, they will not earn points toward year-end awards.
- C. Members will earn points toward year-end awards as of date membership is paid
 - a. For example: If a rider shows at the April and May shows, but does not pay their dues until June, the April and May points will NOT count.
- D. Members must meet the volunteer requirements to be eligible for year-end awards. To host successful events, riders must work at events during the season.
- E. Volunteer requirements and eligibility:
 - a. Individual Adult or Youth members – 4 cumulative hours
 - b. Family – 6 cumulative hours

- c. Hours may be donated within a Family membership (example: parent that does not ride much puts forth required hours to cover for children to be eligible for awards)
- d. Qualifying tasks for volunteer hours include but are not limited to: set up for speed events, run the gate, announce, take entries in the office, clean up day, mowing and ground upkeep etc.
- e. Members are required to track their own points on the posted chart in the office
 - i. All event dates will be listed for all series
 - ii. Volunteer hours at any series account for awards (Ex: running the gate for 5D counts for playday requirements)

F. Point system:

- a. Points are counted on the RIDER, not the horse. If a rider rides more than one horse in the same event and age group, the FIRST ride will receive points. Subsequent ride(s) will be in an exhibition status and will not receive points.
- b. Jackpot classes do not receive points.
- c. No points for green horse
- d. No points for Scratches

1 st place	8 points
2 nd place	7 points
3 rd place	6 points
4 th place	5 points
5 th place	4 points
6 th place	3 points
7 th place and below	2 points (must be a clean pattern)
DQ/No Time	1 point

G. Year-end Awards requirements

- a. Member must be in good standing and have attended at least 50% of the events held. If an odd number of events was held, the requirement will be rounded up. (Example: 7 events held, the required events will be 4 to receive awards.)
- b. Number of placings for each age group is as follows (changes may be made per Board of Directors and chairperson/committee discretion):
 - i. 10 & Under – 1st through 6th
 - ii. 11 through 14 – 1st through 6th
 - iii. 15 through 18 – 1st through 6th
 - iv. 19 through 40 – 1st through 6th
 - v. 41 & Over – 1st through 6th
- c. Tie Breakers – A tie for points will be broken by the following:
 - i. Number of shows attended by the rider
 - ii. If number of shows attended is the same, next will be number of 1st place finishes for each event for the year
 - iii. Should all methods still show a tie, the situation will result in a tie for year-end awards and an additional award item will be ordered.

CLUB RULES

- A. When club members use the CCHPC arena to practice, barrels must be returned to the outside of the arena and NOT left in the arena.
- B. When using the arena to practice, all gates must be shut, all equipment put away, all lights off, and all buildings locked prior to leaving.
- C. Play Day and Speed Series fees:
 - a. Office fee:
 - i. \$10.00 for family and non-members
 - ii. \$5.00 members
 - iii. On-site entries will incur ADDITIONAL fee of \$5.00 (online pre-entries preferred and do not incur the \$5.00 additional fee)
 - b. Class entry fees are \$3.00 per class.
 - c. There will be no refunds for scratches unless extreme circumstances apply (i.e., injury, emergency) and it must be approved by the President and Committee Chairperson.
- D. Stallions will be allowed on a case by case basis and must be pre-approved by the board in writing prior to show day.
 - a. Rider must be 19 and over. The Board reserves the right to revoke approval.
- E. All dogs must be on a leash and completely controlled by its owner at all times. Owner of nuisance dogs will be asked to remove the dog(s) from the premises.
- F. No running or galloping horses outside of arena or practice arena.
- G. All tabs must be paid by the end of the show. Any insufficient funds checks will place member on a cash only basis for the rest of the show season.
- H. No one is allowed to borrow any equipment or take equipment from the grounds without the permission of the Board or the President.
- I. Rental fees for the use of the arena is \$200.00/day (includes timer). Arena rental must be approved by the Board of Directors in advance.
 - a. Rental Fees can be waived for coordinating a show per approval from the Board of Directors.
 - b. A rental contract must be signed in advance and will be negotiated with the Board of Directors
 - c. Additional lights and tractor fees may apply.
- J. Speed event exhibition classes will be held prior to the event if exhibitions are scheduled for that class.
 - a. Exhibitions Limits - Exhibitions will be limited to 20 exhibitions per speed event.
 - b. Exhibitions Time Limits - All exhibitions will be limited to 60 seconds for all speed events. No time limit for riders 10 and under.
 - c. Multiple horses (speed events) - Only one horse maybe entered per speed event for points. Additional horse(s) maybe run in the age group but will be considered an exhibition and not earn points.
 - i. The Board and/or Chairperson/committee may change the number of exhibitions allowed per sake of time for larger shows
- K. For safety reasons, no horses are allowed within the fenced area of the office and cook shack.
- L. As a safety concern, please ensure that all horses are tied adequately to trailers. Untied horses must not be left unattended during shows.

PLAY DAY COORDINATOR LIST

- A. Responsibilities are as follows:
 - a. Play Days: Hire a ring judge
 - i. Judges will be paid \$150.00 plus mileage at the federal per diem rate for mileage outside 50-mile radius of the grounds. Board approval is required if mileage is anticipated to exceed \$50.00. Other adjustments considered and per board discretion with unanimous vote.
 - ii. Must judge all non-speed events.
 - iii. Judge can either be an adult or certified youth: older 4-H members with some judging experience are welcomed per chair/committee discretion.
 - iv. Arrange for a Ring Steward (Play Day only).
 - v. Purchase three (3) dozen eggs for the Egg Race (keep receipt).
 - b. Play Day and Speed Shows
 - i. Set up Crew for speed events (3-4 people).
 - ii. Two gate people (in shifts).
 - iii. Announcer and Helper.
 - iv. Entry office help (3 people) in shifts throughout the entire show.
 - v. Check to see that the grounds committee mowed and the arena will be worked.
 - vi. Unlock gates and buildings before show. Check and lock after everyone has left.
 - vii. Use the current membership list to call and ask for help or come to the meetings and recruit.

JUDGE AND ANNOUNCER'S LIST

PLAY DAY JUDGE'S LIST

- A. Patterns will be allowed upon approval of the chairperson(s).
- B. While the class is waiting to be placed, the next class will come into the arena and find a place on the rail.
- C. After the class is placed, the class will be dismissed and the results will be announced.
- D. The announcer will try to inform you of tack changes. Please inform announcer of any changes as soon as possible.
- E. Lead Line classes may or may not be asked to trot.
- F. A CCHPC Rule Book will be provided for viewing on the website and copies available in the show office.
- G. Try to be as thorough as possible while keeping the show moving smoothly and at a good pace.
- H. Any disqualifications must be noted by the judge on the judge's cards.

PLAY DAY ANNOUNCER'S LIST

- A. Be ready to announce 15 minutes before the start of the show and give the first notice for the show at that time.
- B. Give a five-minute warning for the start of the show and call the first class to the arena.
- C. When the class has been called to line up, announce for the next class to enter the arena and find a place on the rail, unless directed differently by the judge.
- D. Announce for Lead Line class that the leaders must be at least 16 years of age.
- E. Be attentive to the judge and announce changes of gaits, etc. accurately.
- F. Be aware of tack changes and keep the judge informed of them properly.

- G. Announce throughout the show about sponsors, CCHPC memberships, Play Days, and other club events e.g. 5D Barrels, Roping's, and Speed Series.
- H. Refer to the rule book if necessary. The committee, announcer, and judge may convene for rule clarity.
- I. Announce for helpers for the gates, setting up and taking down speed events, etc.
- J. Try to be as thorough as possible while keeping the show moving smoothly and at a good pace.
- K. For speed events, announce for the rider on deck to be at the gate ready to go as the previous rider enters.
- L. Play Day and Speed Series riders will be allowed 30 seconds to enter the arena after being called for sake of time.

Changes may be made to these rules throughout the season at the discretion and vote of the Board of Directors. Changes will be announced and published to the membership. This list will be updated at that time.

Revision History

Date Approved	Changes made
4/16/23	<ul style="list-style-type: none">• Initial document