

# PLAY DAY AND SPEED SERIES RULES

(Amended January 22, 2021)

**Play Days and Speed Shows will follow State 4-H rules unless otherwise stated.**

## POINT SYSTEM AND YEAR-END AWARDS

Play Days are held from April through October (whenever possible) for the members of Capital City Horse and Pony Club. Non-Members may attend as many Play Days as they wish, however, they will not earn points toward year-end awards. **POINTS WILL NOT COUNT UNTIL MEMBERSHIP DUES ARE PAID – NO EXCEPTIONS.** For example: If a rider shows at the April and May Play Day, but does not pay their dues until June, the April and May points will NOT count. Also, members must have a minimum of four (4) or six (6) [see below] club volunteer hours to qualify for year-end awards. These hours can be donated by other members of a family membership.

**Volunteer requirements:** CCHPC events are put on by club members. To host successful events, riders need to work at events throughout the season. Riders may contribute four (4) hours in any cumulative increments (e.g. help set up for a speed event, run a gate for several shows). Family must contribute six (6) hours in any cumulative increments. Riders are responsible for recording their volunteer time worked. A chart will be posted in the office to record times worked.

## POINT SYSTEM

Placing	Participants					
	6+	5	4	3	2	1
1st	8	7	6	5	4	3
2nd	7	6	5	4	3	
3rd	6	5	4	3		
4th	5	4	3			
5th	4	3				
6th	3					
7th+	2					

\*\*\*DQ's receive zero points.

\*\*\*DQ's count as a participant.

\*\*\*Scratches do not count as a participant.

## YEAR-END AWARDS PLACINGS

10 & Under – 1<sup>st</sup> through 6<sup>th</sup>

11 through 14 – 1<sup>st</sup> through 6<sup>th</sup>

15 through 18 – 1<sup>st</sup> through 6<sup>th</sup>

19 through 40 – 1<sup>st</sup> through 6<sup>th</sup>

41 & Over – 1<sup>st</sup> through 6<sup>th</sup>

The age groups for year-end awards and placings may be changed at the discretion of the board. Speed Series follows Play Day rules.

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. Jackpot classes do not receive points.

**High Point** – All classes accrue points toward year-end awards and high point awards except exhibition rides. Exhibition rides will not receive points.

**Tie Breakers** – Should there be a tie for a year-end award, the rider who has attended the most shows will receive the higher placing. Should those two riders have attended the same number of shows, then the rider with the most 1st placings will receive the higher placing. Should all methods still show a tie, the situation will result in a tie for year-end awards.

**Year End Awards & Prizes** - Members in good standing that have participated in at least 51% of the events will qualify for the year end awards and prizes .

#### **PLAY DAY AND SPEED SERIES SHOW RULES**

Any rules not addressed in this rule book pertaining to showing/placing will be at the Judge's discretion. THE JUDGE'S DECISION IS FINAL! Riders are expected to treat judges with respect and consideration. If a rider has a complaint regarding a judge, please voice it to the Play Day/Speed Series Chairperson(s), President, or put it in writing and present it at the next club meeting.

Speed classes during Play Days and Speed Shows are judged by the announcer, gate workers, and set-up staff. Board members will have the final decision.

#### **ATTIRE**

The club encourages a relaxed atmosphere at our Play Days. Therefore, type of clothing is optional. For safety, all riders on the premises must wear boots with heels. NO TENNIS SHOES! Lead line riders are encouraged to wear boots but are permitted to wear alternative safe footwear. 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. Helmets are encouraged for safety.

If a Play Day rider is only entered in speed events, then the rider is not required to wear a number. Speed Series riders are not required to wear a number.

#### **TACK**

Tack type is optional, however, any type of bit or other equipment considered severe by the judge will be marked down accordingly. In Pleasure and Horsemanship classes (including walk-trot open), martingales, draw reins, tie downs, etc. will disqualify the rider. For safety reasons, riders in 10 & under classes may use single rein or tie split reins if necessary. 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.

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
- Working Pleasure

### **SHOW RULES**

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. Age of horse will advance on year upon January 1 regardless of actual birth month. State 4-H rules will be used at all Play Days unless otherwise stated except dismount is not required for games. Further rules clarification may be included in the online registration.

A horse may not be ridden twice in the same class as stated on the show bill. A horse may be ridden only once in any Trail class at any one Play Day.

Horse and rider are not allowed to practice Trail course prior to being judged on that day. Some trail obstacles will remain set up for practice after all entrants have competed for that day. 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. Lead Line entries may or may not be asked to trot and the rider must back the horse unaided by the leader. LEADERS MUST BE AT LEAST 16 YEARS OF AGE.

Novice classes are for Novice riders of all ages. 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. Novice riders may enter speed events but must not lope.

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.

### **CLUB RULES**

1. 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.
2. 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.
3. Play Day and Speed Series will have a \$5.00 office charge per individual membership and \$10.00 per membership. Office charge for non-members is \$10.00. Class entry fees are \$2.00 per class.
4. Stallions will be allowed on a case by case basis and must be pre-approved by the board.
5. Rider must be 19 and over. The Board reserves the right to revoke approval.
6. All dogs must be on a leash and completely controlled by its owner at all times. Owners

- of nuisance dogs will be asked to remove the dog(s) from the premises.
7. No running or galloping horses outside of arena or practice arena.
  8. 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.
  9. Checks may be written for no more than \$20.00 over the amount of entries.
  10. No one is allowed to borrow any equipment or take equipment from the grounds without the permission of the Board or the President. Rental fees for the use of the arena is \$200.00/day (includes timer). Arena rental must be approved by the Board in advance. Rental Fees can be waived for coordinating a show (must be coordinated with Play Day chairperson/President). A rental contract must be signed in advance and will be negotiated with the President and/or Board. Lights and tractor fees may apply.
  11. 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.
  12. Speed event exhibition classes will be held prior to each event.
    - a. **Exhibitions Limits** - Exhibitions will be limited to 20 exhibitions per speed event.
      - i. 4H members and members under 10 years of age will still be allowed 1 exhibition per speed event even if the 20 exhibition limit is met.
    - 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. Additional horse(s) maybe run as an exhibition only as long as the maximum 20 run has not been met. Maximum exhibitions per rider is 3 per event.

**THE BOARD/CHAIRPERSON(S) RESERVE THE RIGHT TO CHNAGE THE NUMBER OF EXHIBITIONS IN THE INTEREST OF TIME.**

13. For safety reasons, no horses are allowed within the fenced area of the office and cook shack.

**PLAY DAY & SPEED SERIES COORDINATOR LIST**

Please contact the current Play Day Director, President, or newsletter editor to volunteer to be a Play Day Chairperson.

Responsibilities are as follows:

1. Hire a ring judge
  - a. 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.
  - b. Must judge all non-speed events.
  - c. Judge can either be an adult or youth: older 4-H members with some judging experience are welcomed.
2. Arrange for a Ring Steward (Play Day only).
3. Set up Crew for speed events (3-4 people).
4. Two back-up timers for speed events.
5. Two gate people (in shifts).
6. Announcer and Helper.

7. Entry office help (3 people) in shifts throughout the entire show.
8. Trail Class Judge
  - a. Set up and tear down trail course
9. Check to see that the grounds committee mowed and the arena will be worked.
10. Unlock gates and buildings before show. Check and lock after everyone has left.
11. Purchase three (3) dozen eggs for the Egg Race (keep receipt).
12. Use the current membership list to call and ask for help or come to the meetings and recruit.

## **JUDGE AND ANNOUNCER'S LIST**

### **JUDGE'S LIST**

1. Patterns will be allowed upon approval of the chairperson(s).
2. Classes for Horsemanship and Pleasure will be run back to back in the same age group.
3. While the class is waiting to be placed, the next class will come into the arena and find a place on the rail.
4. After the class is placed, the class will be dismissed and the results will be announced.
5. The announcer will try to inform you of tack changes. Please inform announcer of any changes as soon as possible.
6. Lead Line classes may or may not be asked to trot.
7. A CCHPC Rule Book will be provided for viewing on the website and copies available in the show office.
8. Try to be as thorough as possible while keeping the show moving smoothly and at a good pace.
9. Any disqualifications must be noted by the judge on the judge's cards.

### **ANNOUNCER'S LIST**

1. Be ready to announce 15 minutes before the start of the show and give the first notice for the Play Day at that time.
2. Give a five-minute warning for the start of the show and call the first class to the arena.
3. 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.
4. Announce for Lead Line class that the leaders must be at least 16 years of age.
5. Be attentive to the judge and announce changes of gaits, etc. accurately.
6. Be aware of tack changes and keep the judge informed of them properly.
7. Announce throughout the show about CCHPC memberships, Play Days, and other club events e.g. 5D Barrels, Roping's, and Speed Series.
8. Refer to the rule book if necessary.
10. Announce for helpers for the gates, setting up and taking down speed events, etc.
11. Try to be as thorough as possible while keeping the show moving smoothly and at a good pace.
12. For speed events, announce for the rider on deck to be at the gate ready to go as the previous rider enters.
13. Play Day and Speed Series riders will be allowed 30 seconds to enter the arena after being called.

14. As a safety concern, please ensure that all horses are tied adequately to trailers. Untied horses must not be left unattended during shows.

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.