

# NWSCA Rulebook



Revised 2010

Est. 1965

In 1965, a group of men tried to come up with ideas to increase both entries and interest in local horse shows as well as form a set of standard rules for the more common events. As a result, the Northwest Saddle Club Association (NWSCA) was organized.

The board shall consist of (1) President, (2) Vice-President, (3) Secretary/Treasurer, and (4) a board of directors consisting of two representatives from each club. The Secretary/Treasurer will receive a \$200 donation each year for the time and expenses incurred for the year (3/5/00).

### **Member Club Rules**

To become a member club, each club must pay yearly dues of \$75 to the NWSCA. When a new club wishes to join the NWSCA, they may make a request to the association. Upon receiving the request, two directors from each club will vote on the request. A majority vote is necessary.

Each club must send a list of their members and \$75 dues to the NWSCA secretary before the first show of the season in order to have their club members' points recorded for the year-end awards. Upon annual payment of their dues and supplication of their membership list, each club will receive two rulebooks. Additional copies will be sold for \$2.00 per book or \$2.75 per book if mail delivery is requested (subject to availability and cost of reproduction).

A club does not have to host a show in order to gain points, but the club must still pay the \$75 dues (4/4/93).

Any changes to the approved NWSCA list of events must be presented at the annual spring meeting for approval.

### **Points and Awards System**

In October of 1980, it was decided to keep points on a horse and rider combination participating in the approved NWSCA shows. An award will be given at the year-end awards banquet to the high-point horse and rider combination in each class. A Grand and Reserve Champion award will be presented to the overall high-point combination and the runner-up combination in the Children, Youth, Junior, and Senior Divisions. In the event of a tie, awards will be given to both winning combinations. A budget shall be set for the purchase of year-end awards.

A contestant must be a paid member of a participating club to qualify for points.

Points will be kept on a horse and rider combination. The same form of the contestant's name and the horse's name must be used the entire season. NO substitutions will be allowed. A different form will have points credited to that particular form. This will split the contestant's points and may affect the outcome of the year-end awards. The points will not be regrouped, as this will be considered an error on the part of the contestant.

Points will be awarded as follows:

- 1<sup>st</sup> place: 5 points
- 2<sup>nd</sup> place: 4 points
- 3<sup>rd</sup> place: 3 points
- 4<sup>th</sup> place: 2 points
- 5<sup>th</sup> place: 1 point

These points are awarded down to 5<sup>th</sup> place when five or more horses are competing. Otherwise, the points are awarded on the number of places given (i.e. if there are two horses in the class, first place would be awarded 2 points and second place would be awarded 1 point).

There will be a presentation of a Traveling Trophy to the club whose members compile the most points throughout the season in approved events. In March of 2000, it was decided that this trophy will have room for many nameplates. When all the nameplates are full, and after a year of ownership by the last club to win it, the trophy will be permanently retained by the club who has won it the most times.

In March of 1998, it was decided that there will be a fee of \$10 charged on all NSF checks. If the fee is not paid and the check honored immediately, it will be reported to the NWSCA Secretary. The NWSCA Secretary will remove all points for that show for each individual involved. Points will not be reinstated. Club secretaries that encounter this issue are encouraged to share this with the other club secretaries so the individuals may be put on a cash-only basis.

In March of 2003, it was decided that points shall be awarded to children who are being led in a class if they place to help keep our young children interested and involved.

Exhibition rides are not eligible for points.

### **Show Times**

All Saturday shows will have a start time of 9:00 a.m. CST.

All Sunday shows will have a start time of 8:30 a.m. CST.

### **Gate Fees**

Collection of gate fees will remain with the host club. The amount charged, with the stipulation that it not exceed \$1.50 per person, will be left up to the host club's discretion.

### **Prizes**

All classes will have a first place prize and ribbons for 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> places. In March of 2007, it was decided to make the prize for 1<sup>st</sup> place uniform amongst clubs. The 1<sup>st</sup> place prize shall be up to the discretion of each club but it is to be a minimum of \$5.00.

### **Contestant Age Requirements**

The age group is to be determined by the age of the exhibitor as of **January 1<sup>st</sup>** of the current year.

Senior: 19 and over

Junior: 15-18

Youth: 11-14

Children: 10 and under.

Due to a mix of age divisions in certain events, contestants must indicate the age division they are qualified for on each entry form for every class. If a contestant fails to do this, the NWSCA Secretary will not be able to ascertain the contestants correct age group, and it will lead to a loss of points. This will be considered a contestant error, and points will not be reinstated.

### **General Entry Information and Regulations**

The entry fee will be \$3.00 for all events. This entry fee will be dispersed in the following way:

\$.75 to the NWSCA

\$2.25 to the host club

A club may offer pre-registration. Entry fees must be paid when the entries are submitted as they are considered an entry for that show. It is suggested that a notice with a mailing address be posted at the preceding show if pre-registration is offered so contestants know where to send their payment.

Exhibition rides will be charged the regular entry fee of \$3.00 and are not eligible for points.

No entry fees will be refunded for any reason.

Member club offices are encouraged to close entries no earlier or later than two classes prior to the start of the particular class.

Those contestants riding in the Children's age division may enter any class specified as Children's and:

Youth Horsemanship

Snaffle Bit Trail

Youth Western Riding

Snaffle Bit Reining

Youth Flag Race

Ring Race

Youth Trail

Snaffle Bit Western Pleasure

Youth Reining

Ribbon Race

Youth Keyhole

Contestants riding in the Youth division may enter any class specified as Youth and:

Jr. Showmanship at Halter

Snaffle Bit Western Pleasure

Ribbon Race

Snaffle Bit Trail

Snaffle Bit Reining

Ring Race

Contestants riding in the Junior division may enter any class specified as Junior and:

Open Horsemanship	Snaffle Bit Trail
Snaffle Bit Western Pleasure	Snaffle Bit Reining
Ribbon Race	Open Flag Race
Open Keyhole	Ring Race

Contestants riding in the Senior division may enter any class that is not specified as Childrens, Youth, or Junior.

Each rider will be assigned a number at the beginning of the season. The NWSCA will provide riders with one (1) number and will not provide replacements if it is lost. Numbers will be assigned as follows: 100's children, 200's youth, 300's Jr., and 400's Sr.

Family members may share a horse and that horse may be ridden in Children, Youth, Junior, and Senior divisions with different riders. Family members are defined as mother, father, son, daughter, and grandchildren. Horses may be used by riders in different age groups within the same family in open classes if they have been sharing the horse all day.

Points may be earned by only 1 family during the current show season. Non-family members wishing to ride may exhibition in events.

A rider may exhibit two horses per event with the option for the second horse to be judged **OR** ridden as an exhibition. A horse may compete only once per class.

Contestants will be called twice to exhibit in a single event. If they are not at the gate by the second call, they will forfeit their entry. Special consideration will be given for tack changes, however, the contestants should make the individuals collecting entries and the person at the gate aware of a required tack change.

### **Contestant Clothing Requirements**

No baseball caps or visors will be allowed in any event. Approved riding helmets are acceptable in all NWSCA events.

On cold or windy days, the judge may waive the hat rule and opt for jackets.

#### **Trail Western Pleasure, Western Riding, and Reining**

Contestants will wear long-sleeved western shirts or show jackets, western boots, and western hats. Chaps and spurs are considered optional attire. Sweaters will not be allowed.

#### **Barrels, Ribbon Race, Poles, Flag Race, Keyhole, and Ring Race**

The contestant must wear a long-sleeved western shirt with western boots. Hats of any kind are not permitted. Shirts are to be buttoned and tucked in. Sleeves may be rolled up. Riders may wear an NWSCA sponsored t-shirt during gaming events.

### **Announcers, Gate Keepers, Ring Stewards, and other arena help**

Arena help is encouraged to keep the show moving along in a swift manner. Announcers can do this by making certain all contestants are aware of the current event in progress and by reading the order of contestants in events frequently. Gate keepers are encouraged to have a list with the order of the contestants at the gate. They should also try to have the next contestant who is to exhibit waiting at the gate.

In the interest of safety, gate keepers are encouraged to use good sense in getting the contestants into the arena.

No run-ins will be allowed in any event and the gate must be securely closed before the horse crosses the finish line.

### **Judges**

The judges are to be selected and hired by each individual club. It is suggested that clubs check with a prospective judge to be certain that individual is not already booked for an approved NWSCA show the same summer. It is desirable to have different judges at each show.

The judge must remain on the show grounds through all judged events and is encouraged to remain until the end of the show.

In the interest of running an expeditious show, all individual clubs should encourage their judges to work as quickly as they can. The quantity of entries is large and shows run quite late when a judge does not work quickly. For this same reason, all pleasure classes will be brought in on the rail when the class preceding it has been lined up in the center of the arena. The backing of horses can be done on the rail rather than individually in the center of the arena. The judge should not use individual work to determine places.

**IN ALL CASES, THE JUDGE'S DECISION IS FINAL!** Problems with a judge's decision are to be taken to the Board of Directors or the individual Show Director only if the judge's decision is in conflict with the NWSCA rules.

### **Safety**

All pleasure classes are to use the full arena rather than cutting the arena in half for small classes.

Horses cannot be left unsupervised unless they are safely secured.

No run-ins will be allowed in any event and the gate must be securely closed before the horse crosses the finish line.

No riding is allowed in the spectator area.

Approved helmets are allowed in any class but are not required.

## **Tack Requirements**

A pony rider has the option to ride with or without a saddle.

In case of doubt, the judge has the authority to ask for the removal or alteration of any piece of equipment, which in the opinion of the judge would give the horse an unfair advantage.

### **Showmanship at Halter**

A halter and lead are the only tack requirements.

### **Horsemanship, Trail, Western Pleasure, Western Riding, and Reining**

A horse must be shown in a western saddle. A rope or rawhide bosal or a bit (curb, half-breed, space, etc.) is permissible. **Wire curbs are not permissible.** A running martingale, noseband, or tie-down is prohibited. Chain curbs are permissible, but must meet approval of the judge.

### **Barrels, Ribbon Race, Poles, Flag Race, Keyhole, and Ring Race**

A horse must be shown in a western saddle. Hackamores, martingales, tie-downs, snaffle bits, gag bits, as well as bits previously mentioned are permissible. Wire curbs are not permissible. Disqualification will result for any rider crossing the timer wearing a hat of any sort, except a secured helmet.

## **Standards and Patterns for Events**

### **Judged Events**

When a pattern is specified, any horse and rider not following that pattern will be disqualified.

In the interest of running an expeditious show, all pleasure classes will be brought in on the rail when the class preceding it has been lined up in the center of the arena. The backing of horses can be done on the rail rather than individually in the center of the arena. The judge should not use individual work to determine places.

### **Showmanship at Halter**

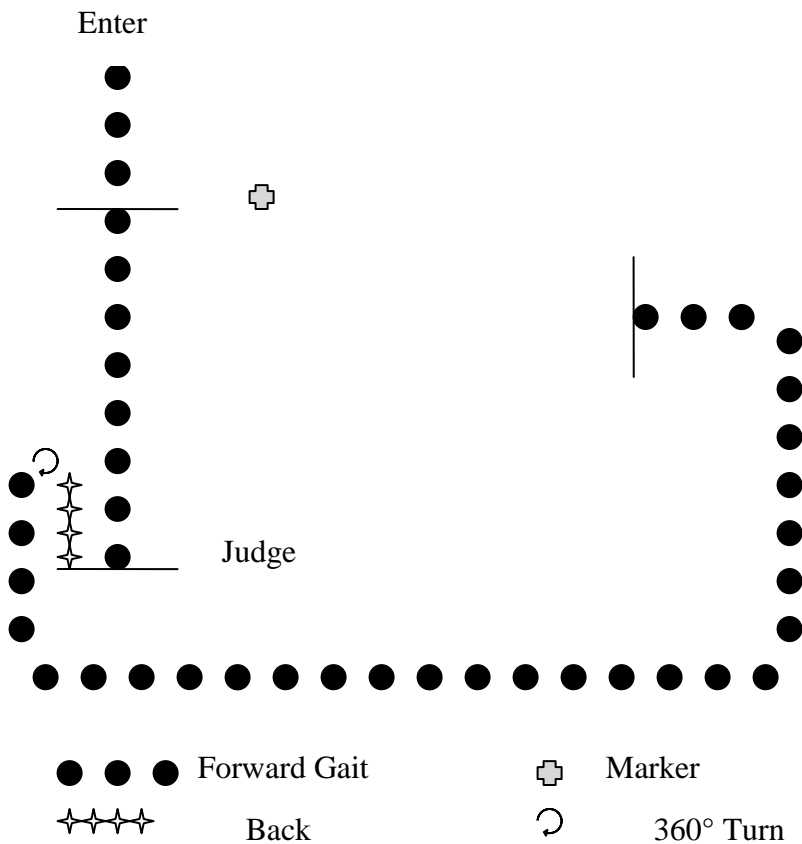
Each contestant will perform the required pattern. The horse will be judged on the neatness, dispatch, ease, calmness, and speed with which it performs the pattern.

There will be two patterns for Showmanship at Halter. The choice of the pattern used will be the choice of the judge. The pattern is to be posted where contestants can see it.

## Showmanship at Halter Pattern #1

1. Enter gate and wait at marker until the judge is ready for you.
2. Walk or trot to the judge (gait will be at the judge's discretion).
3. Set your horse at the judge for inspection.
4. Back your horse four steps.
5. Complete a 360° turn.
6. Walk your horse to the center of arena into a line-up position and set your horse.

Note: This pattern is designed so the judge will not require further inspection of horses once contestants have completed step #6. However, contestants must still present their horse to showmanship specifications while in the line up.





## Trail

To be judged on manner of performance of the horse over the obstacles and at the gaits specified, response to the rider, intelligence, and confirmation. The gaits between obstacles will be at the discretion of the judge.

A time limit of 2 ½ minutes per course will be imposed. All trail courses must be designed so an average working trail horse can work the course within that limit. There will be a stop watch time kept on each contestant's run. If the time elapses prior to the completion of the course, the contestant will be excused.

There will be no more than 6 obstacles. Each member club is at their own discretion as to which obstacles to use. Rail work is discouraged. Obstacles are to be safe. If trail class riders feel obstacles are not safe, they are to let representatives or directors know.

There will be no practicing of the trail course in the morning prior to the Trail Class. Riders doing such practice will be disqualified.

The Trail Class is to be set up outside the arena so that the main arena can be used for warm-up. In March of 2001, it was decided that it is allowable to run the Trail Class simultaneously while continuing the rest of the show.

## Snaffle Bit Trail

Qualifications for Snaffle Bit Trail are as follows:

1. Any age rider, horse must be 4 years old or younger.
2. A horse ridden in Snaffle Bit Trail may not be ridden in any other Trail Class. Once a horse is entered in any other Trail Class, it can not be ridden in Snaffle Bit Trail.
3. The horse that wins the year-end Grand Champion award must move into a regular Trail class the following year.
4. The same horse may be ridden in Snaffle Bit Trail for a limit of two years and then the horse must move to a regular Trail class the following year.
5. A D-ring or O-ring snaffle bit or a bosal are acceptable. No other restraints or bits are allowed.
6. **Twisted wire snaffle bits are not permitted.**
7. Chain curb straps are not permitted.
8. Reins must be crossed.

## Horsemanship

Judge will determine pattern for each class. Placings will be determined by performance on pattern, no rail work will be used to place class. The Open Horsemanship will run before Youth Horsemanship to minimize time lost to tack changes. Snaffle bit horses are eligible per criteria outlined in the Snaffle Bit Trail, Snaffle Bit Western Pleasure, and Snaffle Bit Reining classes.

## Western Pleasure

Horses are to be shown at a walk, trot, and lope on a reasonably loose rein without restrain. Horses must work both ways in the ring at all three gaits and demonstrate an ability of using both leads. A judge may ask the horses to change from any gait to another gait. Horses may be asked to reverse at any gait. Horses are to be reversed to the

inside, away from the rail. In the interest of safety, all pleasure classes are to use the full arena rather than cutting the arena in half for small classes.

In the interest of running an expeditious show, all pleasure classes will be brought in on the rail when the class preceding it has been lined up in the center of the arena.

Pleasure classes with 15 or more entries are to be split into 2 sections.

#### Snaffle Bit Western Pleasure

Qualifications for Snaffle Bit Western Pleasure are as follows:

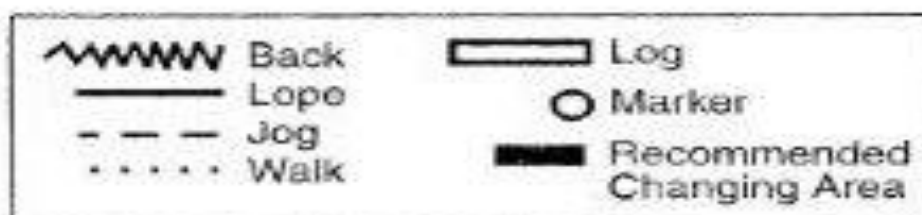
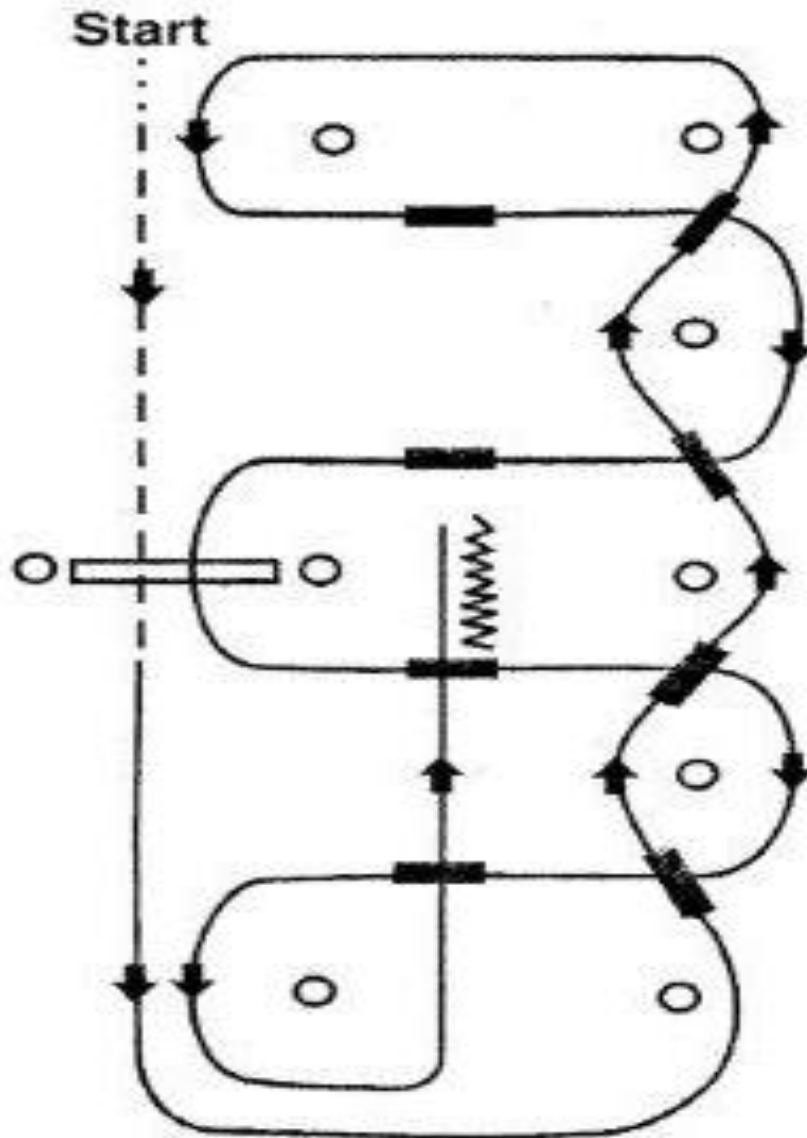
1. Any age rider, horse must be 4 years old or younger.
2. A horse ridden in Snaffle Bit Western Pleasure may not be ridden in any other Western Pleasure class. Once a horse has been entered in any other Pleasure Class, it can not be ridden in Snaffle Bit Western Pleasure.
3. The horse that wins the year-end Grand Champion award must move into a regular Western Pleasure class the following year.
4. The same horse may be ridden in Snaffle Bit Western Pleasure for a limit of two years and then the horse must move to a regular Western Pleasure class the following year.
5. A D-ring or O-ring snaffle bit or a bosal are acceptable. No other restraints or bits are allowed.
6. **Twisted wire snaffle bits are not permitted.**
7. Chain curb straps are not permitted.
8. Reins must be crossed.

#### Western Riding

The horse will be judged on riding qualities of gaits, lead changes, response to the rider, manners, disposition, and intelligence. The exhibitor will proceed with the routine as indicated by the pattern. Only one hand may be used on the reins and hands must not be changed. Simple lead changes should not be disqualified. Pattern 1 will be used for the youth class and the judge will decide on pattern #1 or #2 for junior and senior classes.

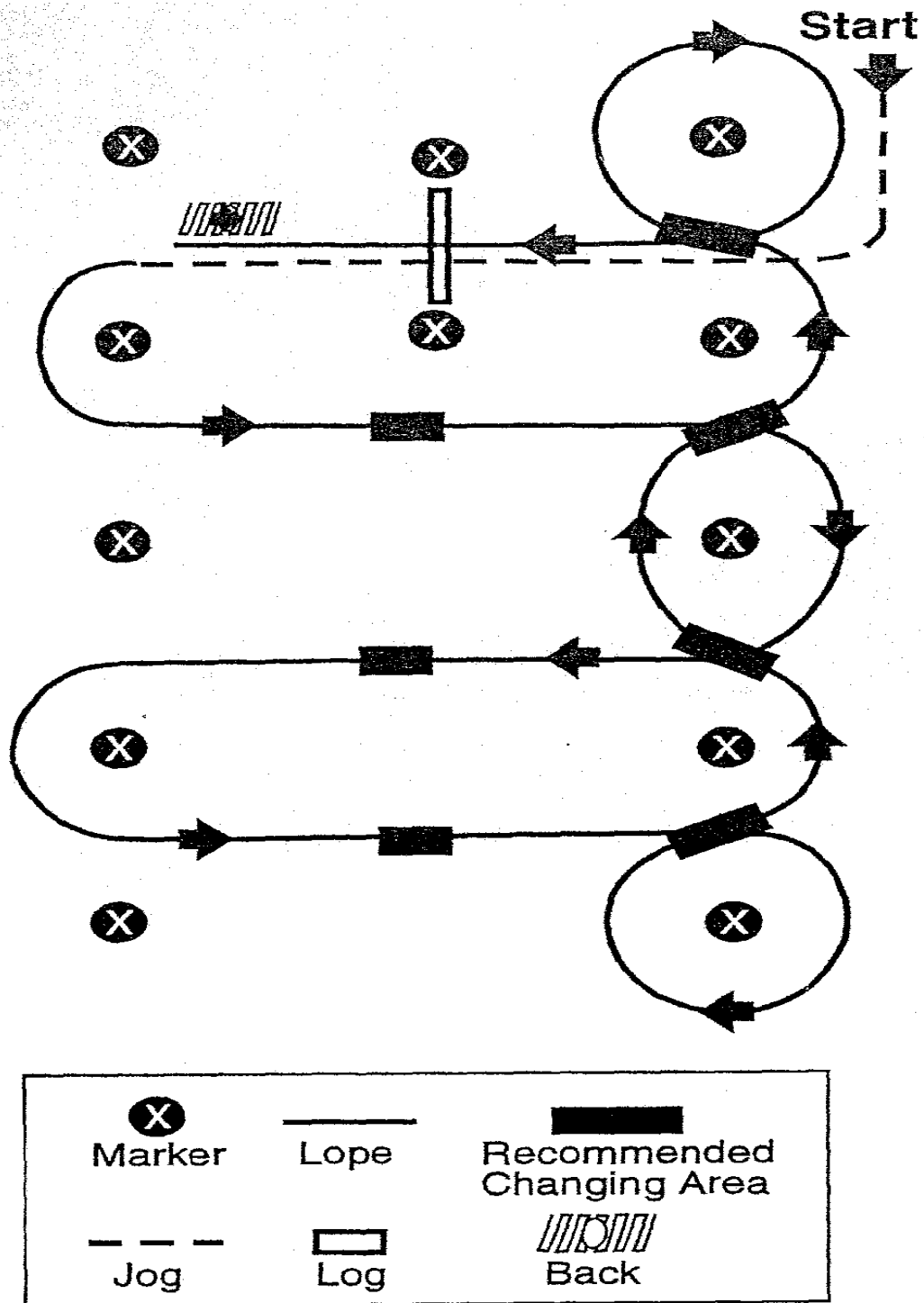
## Western Riding Pattern #1 (2008 4-H Pattern #1)

1. There will be no gate.
2. Begin with a trot at the point of entrance to the arena.
3. Transition to lope immediately after crossing the log.
4. The markers should be separated by a uniform distance of not less than 30 feet or more than 50 feet on the side consisting of five markers.
5. One log is recommended, just high enough to break the horses stride.



**Western Riding Pattern #2 (2008 4-H Pattern #2)**

1. Walk, transition to jog and jog over log.
2. Transition to lope.
3. Complete pattern as indicated.
4. The markers should be separated by a uniform distance of not less than 30 feet or more than 50 feet on the side consisting of five markers.
5. One log is recommended, just high enough to break the horses stride and about 8 feet long.



## Reining

Each contestant will perform the required pattern individually and separately. The horse will be judged on the neatness, dispatch, ease, calmness, and speed with which it performs the pattern. Simple lead changes should not be disqualified.

There will be four reining patterns. The judge will choose from patterns #2-4 for Junior and Senior Reining. The pattern for Youth and Snaffle Bit Reining will be Reining Pattern #1 at all shows. The patterns are to be posted where the contestants can see them.

Faults against the horse:

1. Opening mouth excessively
2. Breaking gaits
3. Refusing to change leads
4. Anticipating signals
5. Stumbling and falling
6. Wringing tail
7. Bouncing or sideways steps
8. Backing sideways

Faults against the rider:

1. Changing hands on the reins
2. Losing stirrups
3. Two hands on the reins (Unless showing in the Snaffle Bit Reining Class)
4. Aid given to the horse such as talking, petting, or spurring

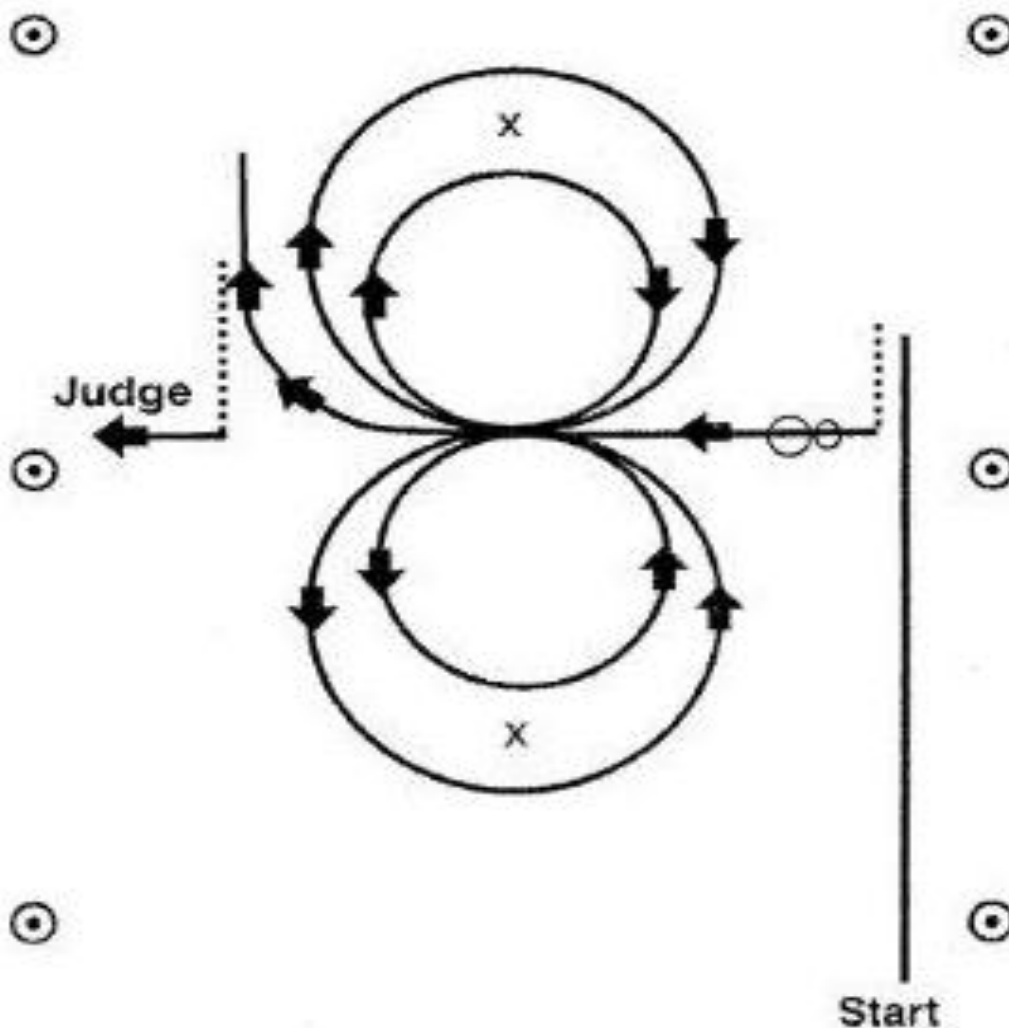
## Snaffle Bit Reining

Qualifications for Snaffle Bit Reining are as follows:

1. Any age rider, horse must be 4 years old or younger.
2. A horse ridden in Snaffle Bit Reining may not be ridden in any other Reining Class. Once a horse is entered in any other Reining Class, it can not be ridden in Snaffle Bit Reining.
3. The horse that wins the year-end Grand Champion award must move into a regular Reining Class the following year.
4. The same horse may be ridden in Snaffle Bit Reining for a limit of two years and then the horse must move to a regular Reining Class the following year.
5. A D-ring or O-ring snaffle bit or a bosal are acceptable. No other restraints or bits are allowed.
- 6. Twisted wire snaffle bits are not permitted.**
7. Chain curb straps are not permitted.
8. Reins must be crossed.

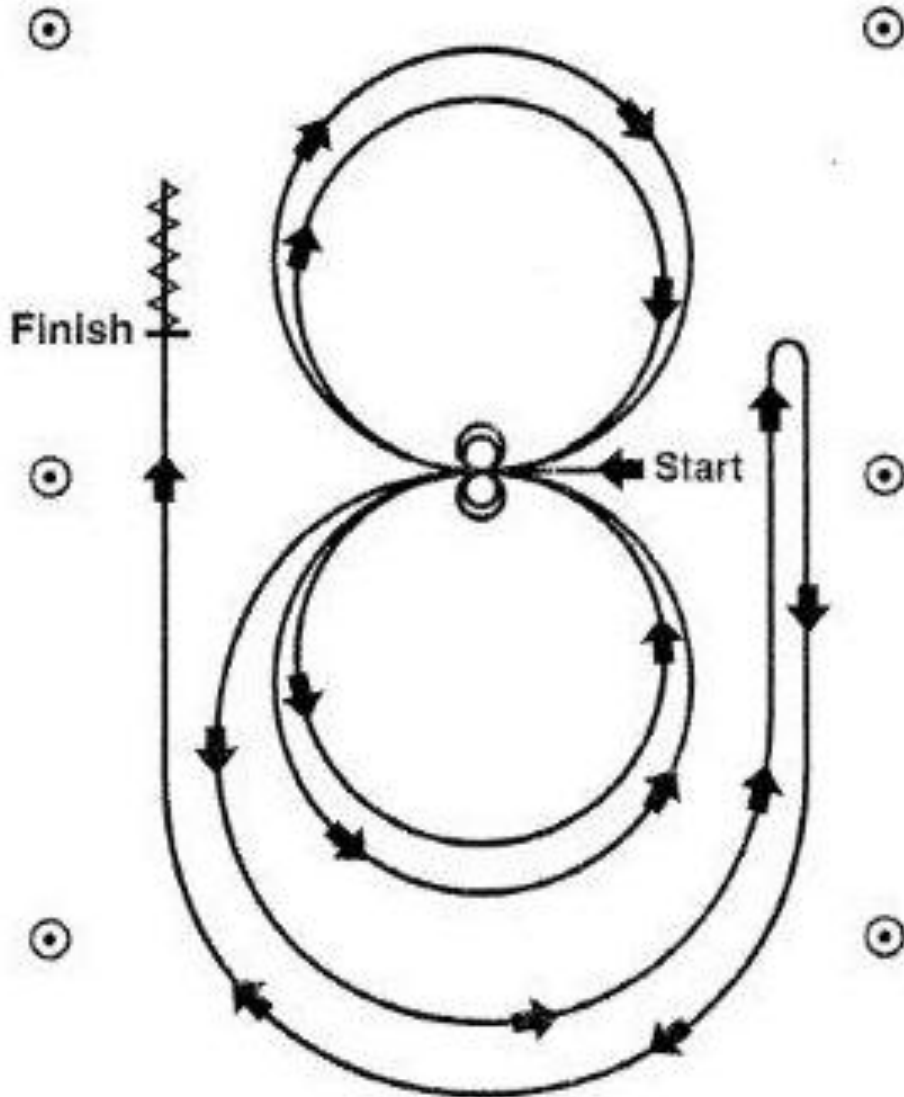
### Reining Pattern #1 (2008 4-H Pattern #1)

1. Lope in a straight line at least 20 feet away from the rail. Stop and back to center of arena. Hesitate.
2. Complete one (1) spin to the RIGHT.
3. Do 1 ¼ spin to the LEFT.
4. Ride a small, slow circle to the RIGHT inside the marker. Ride a large, fast circle to the RIGHT outside the marker. Execute a simple lead change (or a flying lead change if desired).
5. Ride a small, slow circle to the LEFT inside the marker. Ride a large, fast circle to the LEFT outside the marker. Execute a simple lead change (or a flying lead change if desired).
6. Lope off on the right lead, stop before reaching the end marker. Settle horse.
7. Ride to judge for inspection. The bridle may be dropped at the judge's discretion



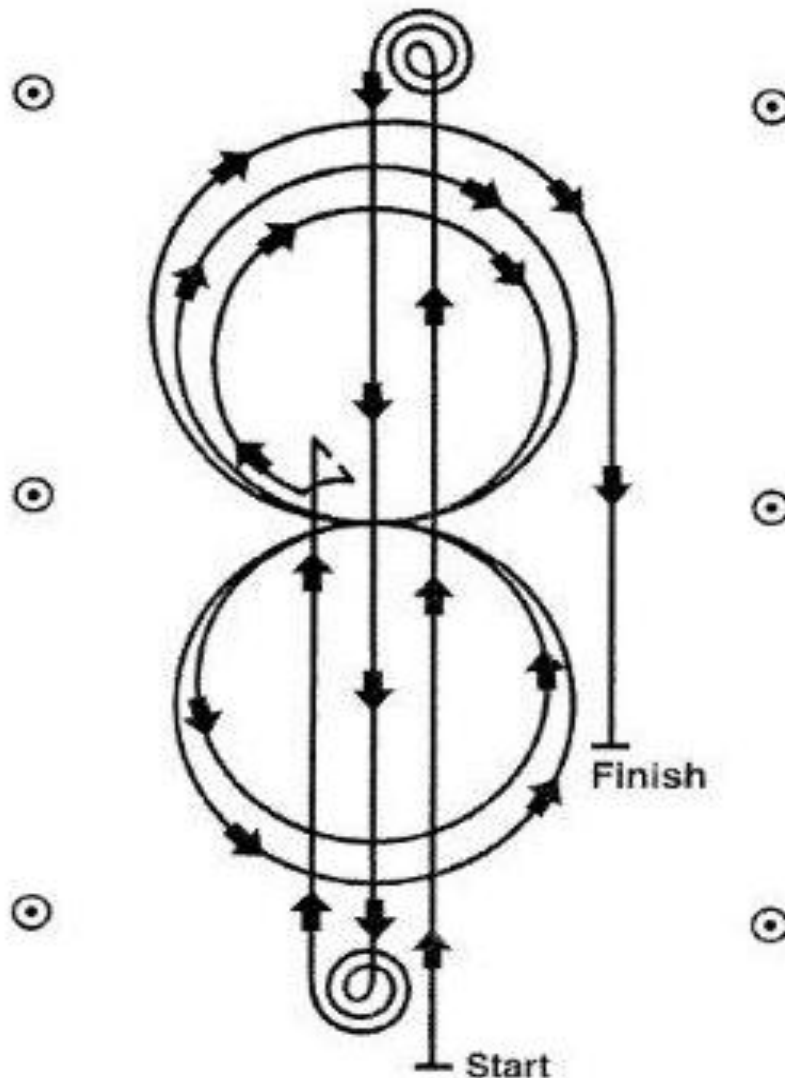
**Reining Pattern #2 (2008 4-H Pattern #2)**

1. Start in the center of arena facing the left wall.
2. Complete two (2) spins to the RIGHT.
3. Complete two (2) spins to the LEFT.
4. Beginning on the left lead, complete two (2) circles to the LEFT, the first small and slow; the second circle large and fast. Flying lead change at the center.
5. Complete two (2) circles to the RIGHT, the first small and slow; the second large and fast. Flying lead change at the center.
6. Begin a large, fast circle to the LEFT but do not close this circle. Run straight down the right side of the arena past the center marker and do a RIGHT rollback at least 20 feet from the wall or fence.
7. Continue back around the previous circle, run down the left wall at least 20 feet from the wall past the center marker and do a sliding stop. Back up to the center of the arena. Hesitate.
8. Ride to the judge for inspection. Bridle may be dropped at the judge's discretion.



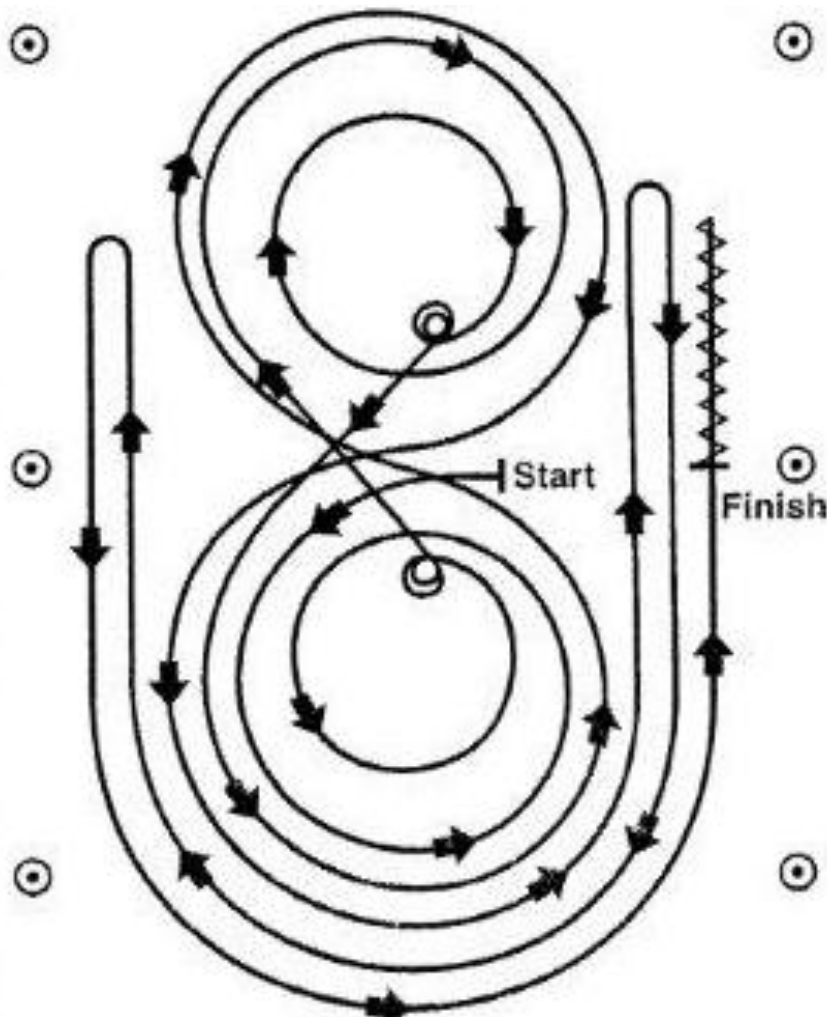
### Reining Pattern #3 (2008 4-H Pattern #3)

1. Run to far end of arena past end marker, stop and complete 2 ½ spins to the LEFT.
2. Run to opposite end of arena past end marker, stop and complete 2 ½ spins to the RIGHT.
3. Run past center marker and do a sliding stop. Back up to the center of the arena. Hesitate.
4. Make ¼ pivot to the LEFT. Begin on the right lead and make two (2) circles to the RIGHT, the first small and slow; the second large and fast. Flying lead change at center of arena.
5. Make two (2) circles to the LEFT, first small and slow; the second large and fast. Flying lead change at center of arena.
6. Begin a large, fast circle to the right. Do not close this circle, but run straight down the side past the center and do a sliding stop at least 20 feet from the wall.
7. Hesitate to show completion. Ride to judge for inspection. The bridle may be dropped at the judge's discretion.



### Reining Pattern #4 (2008 4-H Pattern #4)

1. Begin at the center of the arena facing the left wall.
2. Beginning on the left lead, complete two (2) circles to the LEFT, the first large and fast; the second small and slow. Stop at the center of the arena.
3. Complete two (2) spins to the LEFT, hesitate.
4. Beginning on the right lead, complete two (2) circles to the RIGHT, the first large and fast; the second small and slow. Stop at the center of the arena.
5. Complete two (2) spins to the RIGHT.
6. Begin on left lead and make a figure-8 on top of the large circles, flying lead change at center of arena.
7. Close figure-8 and begin large, fast circle to the LEFT. Do not close this circle, but run straight down the side past center marker and do a RIGHT rollback at least 20 feet from the wall.
8. Continue back around previous circle. Do not close this circle, but run straight down the side past the center marker and do a sliding stop at least 20 feet from the wall, LEFT rollback.
9. Continue back around previous circle. Do not close this circle, but run straight down the side past the center marker and do a sliding stop at least 20 feet from the wall.
10. Back over slide tracks. Hesitate to show completion.
11. Ride to judge for inspection. The bridle may be dropped at the judge's discretion.



### Timed Events

When a pattern is specified, any horse not following that pattern will be disqualified.

Any equipment breakage or foul-up in a timed event is not basis for a re-run.

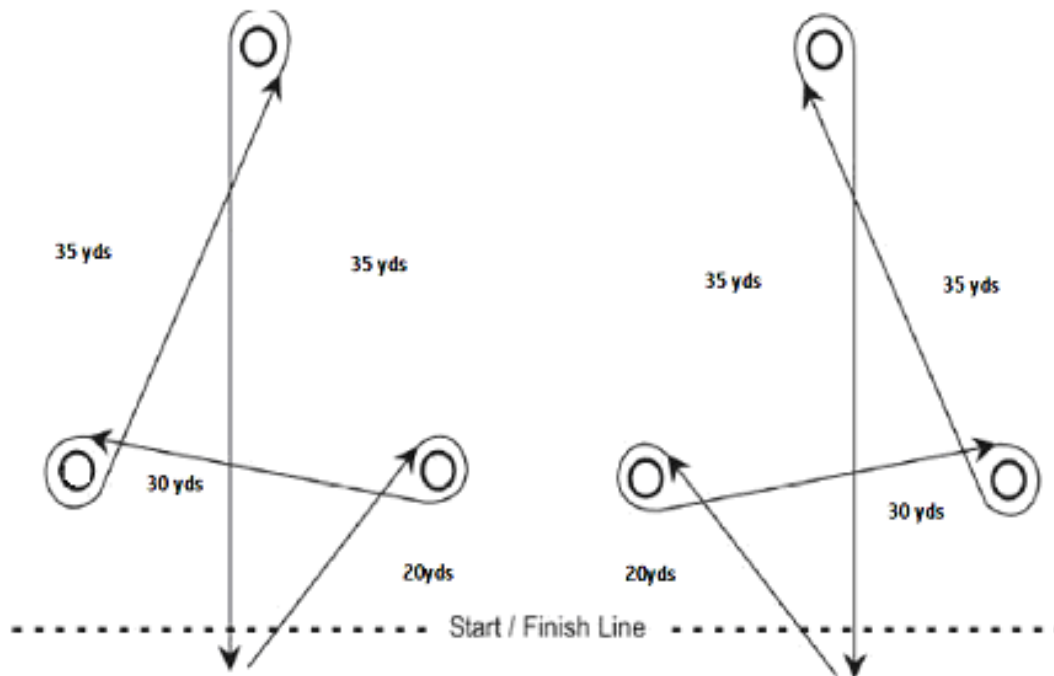
In the interest of running an expeditious show, in March of 2000, it was decided that in the occurrence of electric timer failure for any reason, the contestant must take the back-up (stopwatch) time. Electric timer failure is not basis for a re-run. The only time a re-run will be granted is in the event that neither the electric timer nor the back-up time was obtained.

No contestant can touch a barrel or pole in any timed event with either hand. Doing so will result in disqualification.

No run-ins will be allowed in any event and the gate must be securely closed before the horse crosses the finish line.

### Barrels

The barrel pattern is to be as illustrated below (allowing the rider the option to turn the right or left barrel first and proceed with the pattern). A five (5) second penalty will be added for each barrel knocked over. First barrel is 20 yards from time line. Barrels 1 & 2 are 30 yards apart. Barrel 3 is 35 yards from barrels 1 and 2.

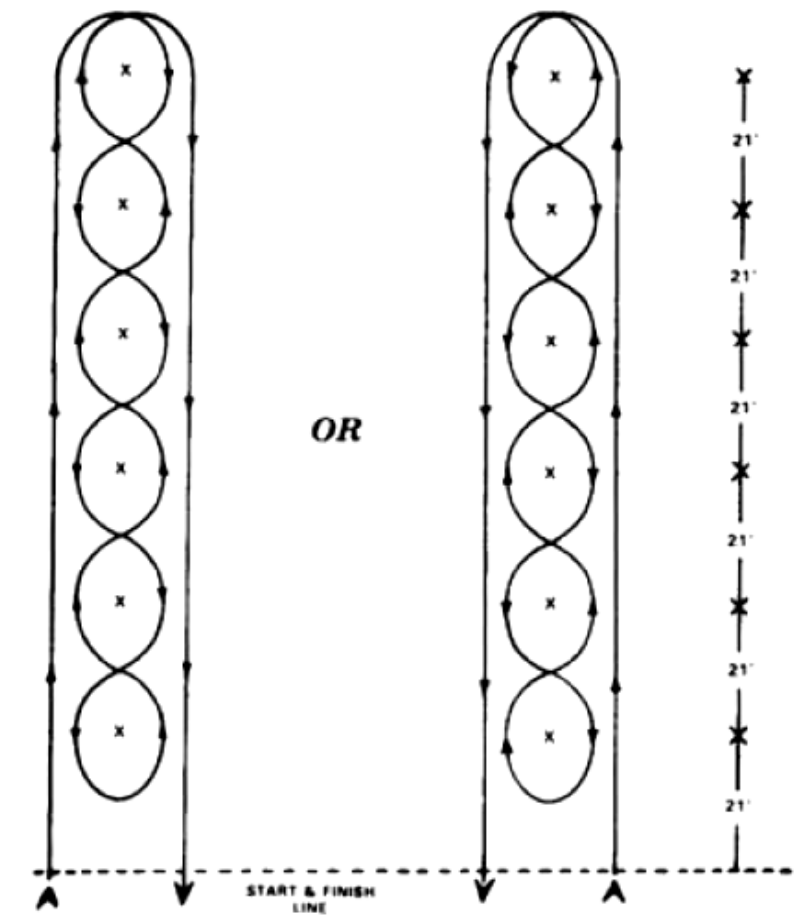


### Ribbon Race

1. The pattern will be the same as specified for Barrels.
2. Two riders are needed.
3. The two riders must complete the specified pattern together while each rider holds one end of a crepe paper ribbon, 2 inches wide and 3 feet long, in a hand. Should one rider drop the ribbon or the ribbon breaks before the team completes the pattern, the team is disqualified.
4. Each Ribbon Racing team is encouraged, but not mandatory, to stay the same all year. Each team is to be counted as two entries on the show report that is turned into the NWSCA Secretary. Member Club secretaries please pay close attention to the detail. The report cannot show an odd number of entries in the Ribbon Race.
5. Each rider combination is to receive equal points. Points will only be earned on one ride per show day.
6. Each rider that places is to receive an award or ribbon.
7. Holding hands is not permitted.

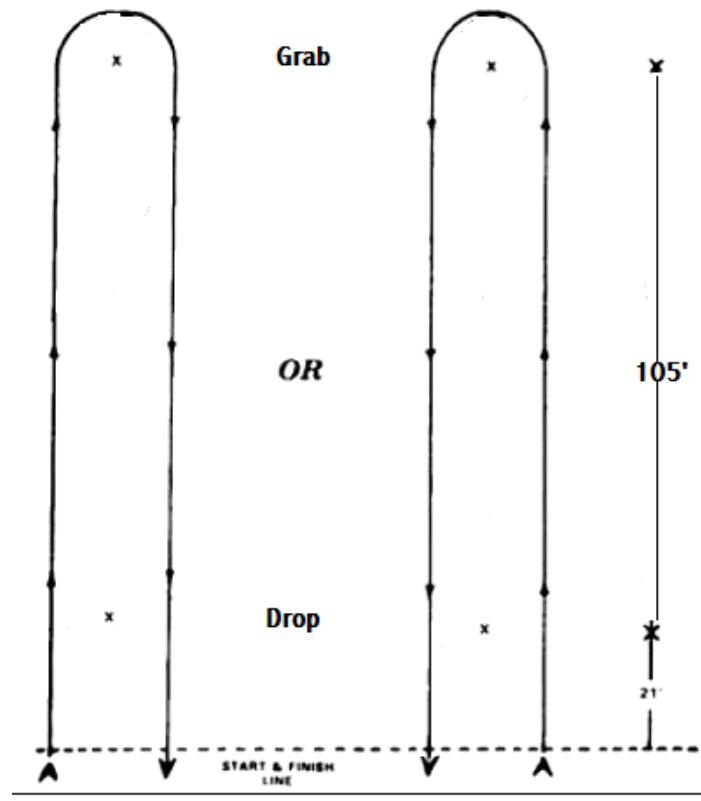
### Poles

1. The poles should be a minimum of 12 pounds, 17 inches in diameter at the base, and 5-7 feet tall.
2. The pole pattern is to be as illustrated (allowing the rider the option of making the first turn to the right or to the left).
3. A penalty of five (5) seconds will be added for each pole that is knocked over.
4. No poles will be reset until the rider has completed the run.



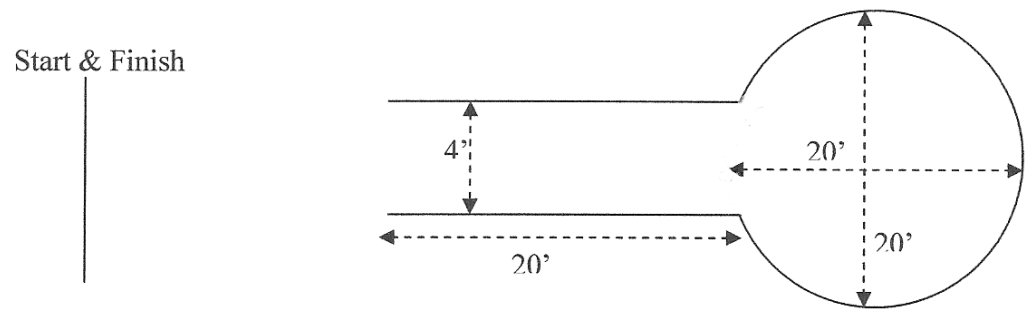
## Flag Race

1. There will be 2 barrels place at the location of the 1<sup>st</sup> and 6<sup>th</sup> poles with 5 gallon buckets on top of them.
2. The rider will start with 1 flag (made of a 5 gallon paint stick with a flag on the end). The 2<sup>nd</sup> flag will be in the bucket on the 2<sup>nd</sup> barrel.
3. The rider will drop their flag in the 1<sup>st</sup> bucket and continue on to grab the 2<sup>nd</sup> flag.
4. If the rider misses the 2<sup>nd</sup> flag, they may continue around the barrel in the same direction until they have the flag in hand.
5. Any changes in direction will result in a disqualification.
6. Contact between horse and flag will result in a disqualification
7. The flag must be placed upright in the bucket or disqualification will result.
8. If the flag hits the ground, regardless, then disqualification will result.
9. If the rider has the flag in hand and then the barrel or bucket is tipped, then a 5 second penalty is added.



Keyhole (try to set up in an area where it will not spook horses in events to follow)

1. The pattern is as illustrated below.
2. The pattern will be set up using flour.
3. The contestant is to take their horse down the middle of the lane, make a half-turn within the circle, and come back out the lane without touching the flour.
4. If a contestant's horse steps on or over the flour, they will be disqualified.



### Ring Race

1. The ring race will be set up with six (6) rings, three on each side of the arena.
2. The contestant will need to spear 3 rings to qualify.
3. A 2 second penalty will be added for each ring missed.
4. The spear should be approximately 2' long.
5. Contact between the horse and the spear will result in disqualification.
6. No rings will be replaced until the contestant has completed their run.
7. In the interest of running an expeditious show, all contestants are to be gathered in the center of the arena with caution to location of time line. They will assist in replacing rings following each run.