

## **YEAR END ELIGIBILITY**

A rider must be a paid up member in good standing to be eligible for year end awards.

A rider must show a minimum of THREE Games Days in order to be eligible for year end prizes.

Winners are determined by a point system at each Games Day. Points are awarded for first to sixth place finishes and those points are then recorded and added up for a year end total.

Year end trophies are awarded for the following categories:

1. Fastest Barrel time: to be calculated without divisions, fastest time overall wins,
2. Fastest Pole time: to be calculated without divisions, fastest overall time wins;
3. Most Barrel points: to be calculated separately from Games points, without divisions by fastest time of the day, through to sixth place. These placings will be given point standings and calculated for year end;
4. Overall Games High Point: to be calculated without divisions, most points total at the end of the year.

Year end prizes will be given in each division for first to fourth place in George Burns and Senior divisions, first to sixth place in all other divisions, to all eligible riders.

## **RIDER AGE DIVISIONS**

George Burns:	50 and wiser
Jack Benny:	Not to have reached their 50 <sup>th</sup> birthday as of January 1
Senior:	Not to have reached their 36 <sup>th</sup> birthday as of January 1
Intermediate:	Not to have reached their 20 <sup>th</sup> birthday as of January 1
Junior:	Not to have reached their 15 <sup>th</sup> birthday as of January 1
Tiny Mite:	Not to have reached their 10 <sup>th</sup> birthday as of January 1

## GAMES RULES AND REGULATIONS

1. General Rules of the Langley Riders Society apply at all Games Days.
2. **It is mandatory that participants under 18 years of age wear properly fitted, approved BSI or ASTM protective headgear with safety harness correctly secured at all times while mounted, riding during the competition or on event grounds. It is strongly suggested that all competitors wear protective headgear.**

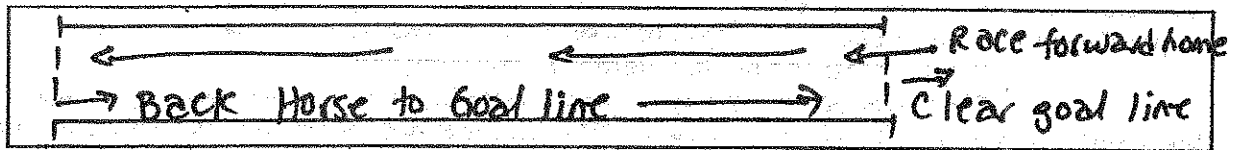
**If protective headgear is chose not to be worn by anyone over the age of 18 years then a waiver must be signed before competition.**

3. The Management of the Show will determine whether any class or event warrants elimination.
4. A horseman may enter more than one horse in any game event, providing he pays full entry fees on each horse and each horse entered is saddled prior to the event. He must declare, upon registration, prior to the show, which horse he will be riding for year end points.
5. All riders must be suitable attired as per General Western Rules (long sleeve western shirt, boots, western hat or helmet).
6. Horses shall be of any breed or combination of breeds, and shall be sound and fit. Any horse deemed unfit may be excused by show officials.
7. A contestant who is not ready when called or who refuses to perform as instructed may be disqualified from the event. A late contestant may be refused entrance to the ring after the event has started subject to the decision of the ring officials. No refund of entry fees will be made.
8. Horses must enter and leave show arena under full control or at a walk. Gate to arena must be closed at the start of each ride.
9. Martingales, tie-downs, hackamores, bosals, cavessons or humane type western bits are allowed. Spurs are optional. Approved flat curb chains permitted, not less than one half inch wide.

10. Type of reins used is optional. Two hands on reins are permitted.
11. Bats, quirts, scat bats or crops are prohibited in all games except the barrel race and pole bending. Bats are not allowed in the arena at all except for barrel racing and pole bending. Special allowances for Tiny Mites and Juniors, see rule 17.
12. Barrel racing rules: any type of riding tack allowed.
13. In all timed events a clearly defined starting line will be provided. Timing shall begin when a horse's nose passes over the start line and stop when horse's nose passes over finish line, except when otherwise stipulated. If using stop watches, the slowest time of the two watches will be used except when the discrepancy of two-tenths of a second or more is involved, then the average time of the two watches will be taken.
14. In the event of a tie, the horse declared the winner in a run-off must run the pattern within three seconds of its original time or the run-off must be held again.
15. Horses must start and finish across the designated line.
16. Hobbles, slickers and rope not required for games.
17. English tack and attire is allowed in Games. The mixing of English and Western tack is not allowed with the exception of snaffle bits. Protective head gear is allowed in both English and Western attire. If hard hats are worn, harnesses are mandatory.
18. Tiny Mites and Juniors are allowed to carry a bat, 24" or shorter with a popper of maximum 2' in length. Bat must be used at the shoulders or behind shoulders. Use of bat is at the discretion of the Games Director or designated official. If bat is misused, the following will be enforced:
  - First offence: warning with adult or guardian present
  - Second offence: disqualification in the event
  - Third offence: disqualification for the day, with no refund of entry fees.
19. Should an item be dropped during a game, the contestant has the option to dismount, pick up the item and remount without disqualification. Normal time limits for the specific event will still apply.

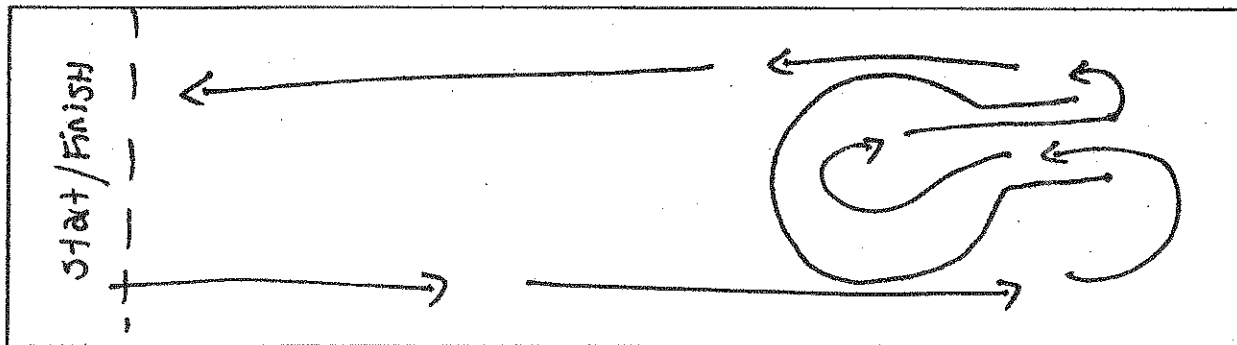
## BACKING RACE

Each rider lines up with their back to the goal, and starts backing up their horse. Each animal must be backed, within a 3-foot lane, for 50 feet. If the animal crosses a line he must then go forward 5 feet and start over. As each horse reaches the goal line he is flagged by the lineman and is allowed to canter back to the starting line. Tiny Mites maximum 25 feet.



## BACKWARDS KEYHOLE

Rules are the same as for Keyhole except that the keyhole is laid out with the opening facing the back of the arena. Rider may enter and exit from the same side. A keyhole judge will be stationed at keyhole to give either a thumbs up or down.



## BARREL PICKING

A standard barrel pattern is set up (see diagram for Barrel Race). Objects for pick up are placed on barrels number 1 and 2. Rider rides to the inside of barrel 1 and picks up object and races to the inside of barrel 2. Rider exchanges first object with the object on 2 and races with second object to barrel 3. Rider leaves the object on barrel 3 and races across the time line to finish.

Penalties: 3 second penalty will be awarded if rider knocks over any barrel.

Disqualifications: 1. If rider does not complete task before crossing the time line.

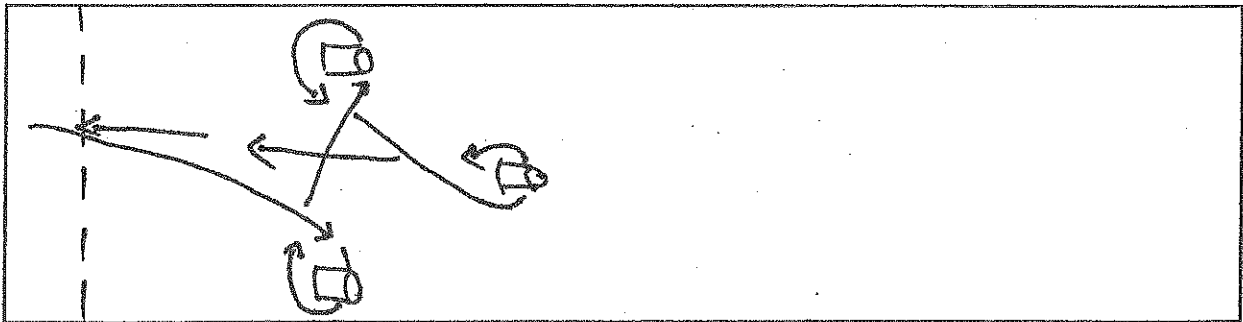
There will be no penalty for the rider rounding a barrel in order to pick up or drop off the object but obviously you will lose valuable time and it is not recommended. There is a 2 minute time limit for this game.

## BARREL RACE

Contestant is allowed a running start. The time of the event shall begin when the horse's nose reaches the starting line. This course may be run to the right or left.

Penalties: 3 second penalty for every barrel knocked over.

- Disqualifications:
1. Turning barrels incorrectly;
  2. Crossing finish line before course is finished;
  3. Cropping the horse ahead of the cinch;
  4. If batting going around the barrels. Only 2 bats allowed between barrels and only 3 bats allowed coming home.

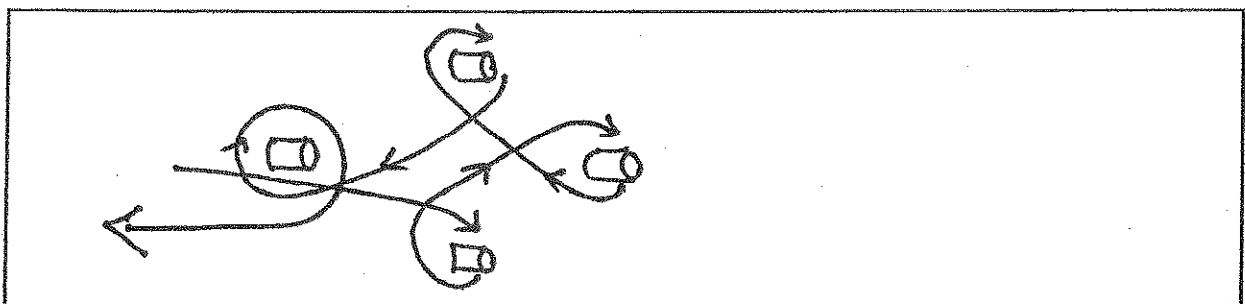


## BARREL TURNING

Four barrels are placed in a box diamond formation. Riders race to the first barrel, either left or right, turn first barrel, race to second barrel, turn barrel, race to third barrel, turn barrel, race to fourth barrel, completely turn barrel and race to finish line. ALL BARRELS ARE TURNED IN THE SAME DIRECTION.

Penalties: 3 second penalty for every barrel knocked over.

- Disqualifications:
1. Crossing time line before completing course;
  2. Going off pattern without correcting it.

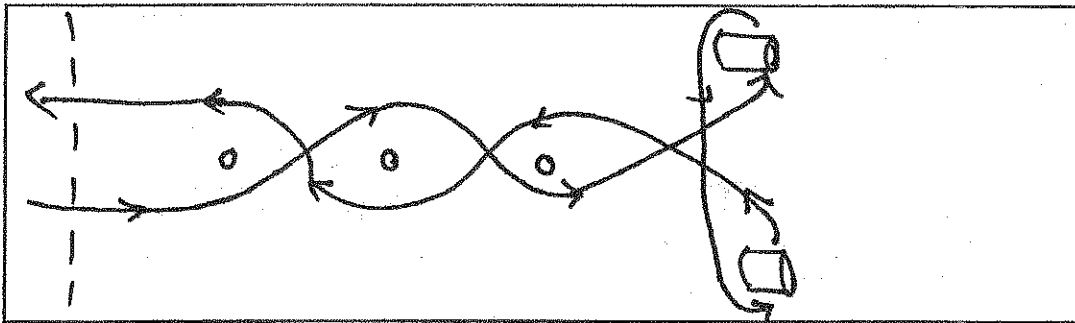


## BIG T

Three poles are set up in a straight line 18' apart. Two barrels are then placed to the right and left of the poles to create a 'T'. Riders race, weaving through the three poles, around each barrel and weave back through the poles and across the finish line. Riders may enter poles from either left or right side.

- Penalties:
1. 3 second penalty for knocking down a pole;
  2. 3 second penalty for knocking down a barrel

- Disqualifications:
1. Going off pattern and not correcting it;
  2. Crossing time line before completing task.

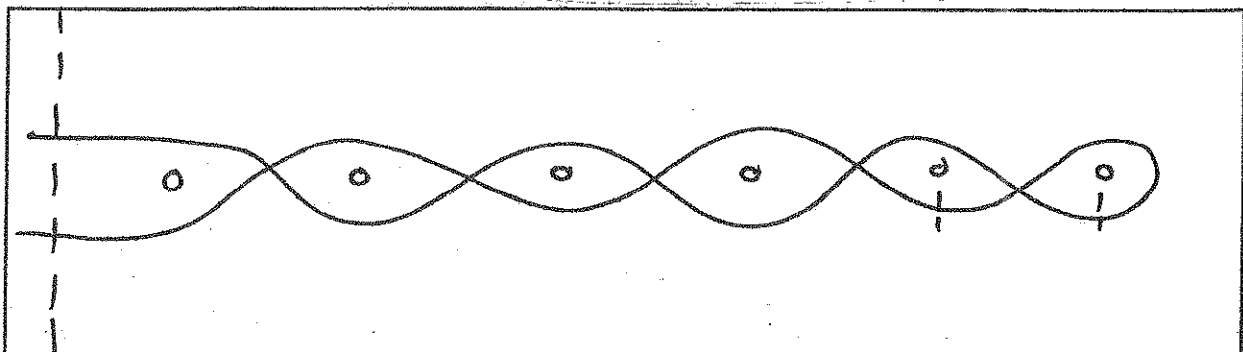


## CALIFORNIA POLES

Six poles are set up the same as Pole Bending. The course may be run from either side of the poles. The contestant is allowed a running start. The contestant races down the line of poles, bending on alternate sides, turns the last pole and returns in the same way to the finish.

- Penalties:
- 3 second penalty for each pole knocked down.

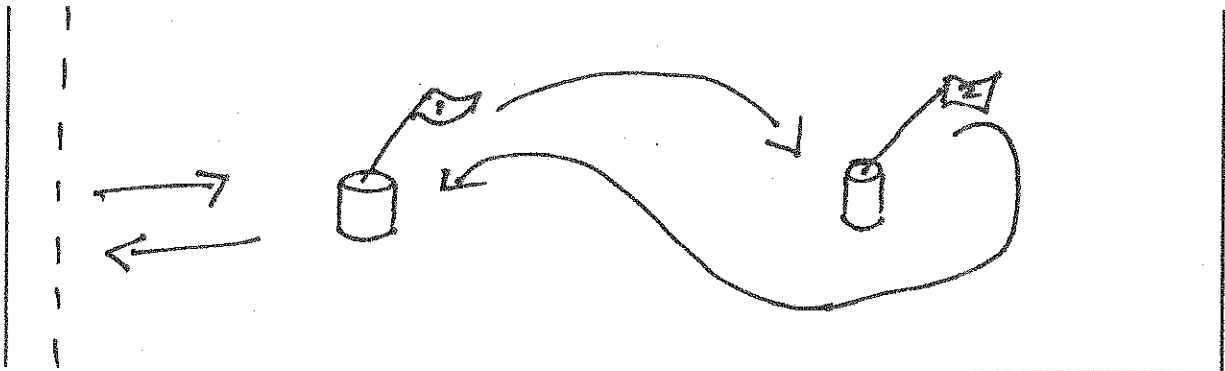
- Disqualifications:
1. Going off course or passing pole;
  2. Crossing finish line before course is completed.



## CHANGING FLAGS

Rider gallops to either side of the first bucket, takes the flag out and rides on to place it in the second bucket, then picks up the second flag and returns and drops it in the first bucket and races home for time. If the flag falls out of the bucket the rider must place it back in the bucket before crossing the finish line.

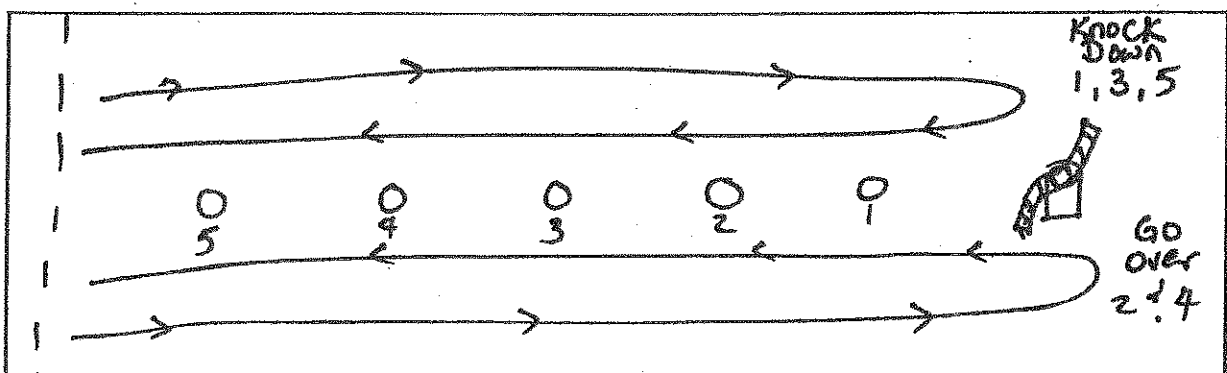
- Disqualifications:
1. Knocking over bucket;
  2. Not going around bucket;
  3. Going off course;
  4. Stopping timer before course is complete;
  5. Flag not in bucket when stopping timer.



## DOWN AND OUT (Pairs)

Five poles set the same as Pole Bending and a barrel set at the far end of the arena. Each contestant rides up either side of the poles to the barrel and picks up the rope. Each rider must hold one end of the rope. Together they knock down the first pole with the rope, over the second pole, knock down the third pole, over the fourth pole, knock down the fifth pole then race to cross the finish line not letting go of the rope.

- Disqualifications:
1. Knocking down wrong pole;
  2. Not holding rope when crossing finish line;
  3. Stopping timer before course is completed.



## DONUT HOLE RACE

Contestant rides to the other end of the arena, dismounts, whistles, eats a donut, remounts, whistles again and races to cross the finish line for time. A judge is stationed to hear you whistle and watch you devour your donut.

## EGG STOMP

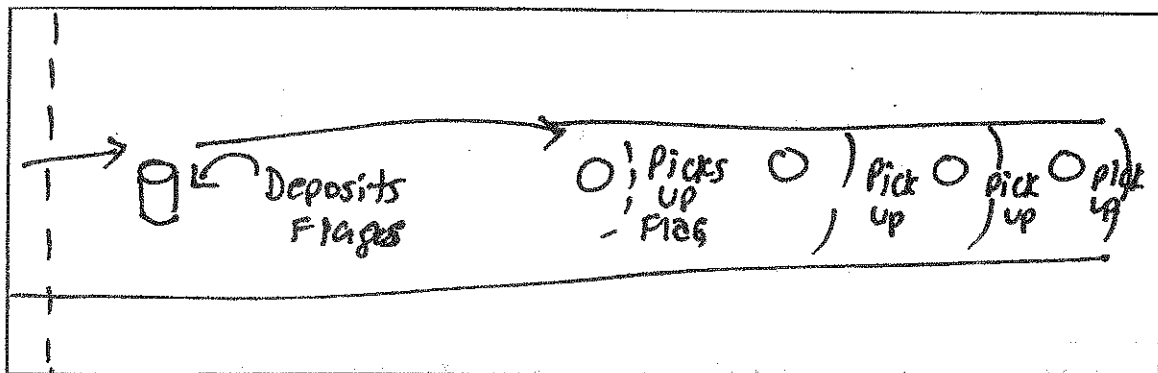
Contestant rides to the other end of the arena where an egg has been placed on the ground. Rider must get horse to stomp and break the egg. When the egg is crushed the rider will ride back across the time line. A judge is stationed to give thumbs up or down when egg is stomped.

- Disqualifications:
1. Crossing the time line before the egg is crushed;
  2. Horse not stomping the egg.

## FLAG PICKING

Riders races past empty bucket to the first bucket, picks flag from the bucket, returns and drops it in the empty bucket, races to pick up second flag and so on until all four flags are deposited in the first bucket and rider crosses finish line.

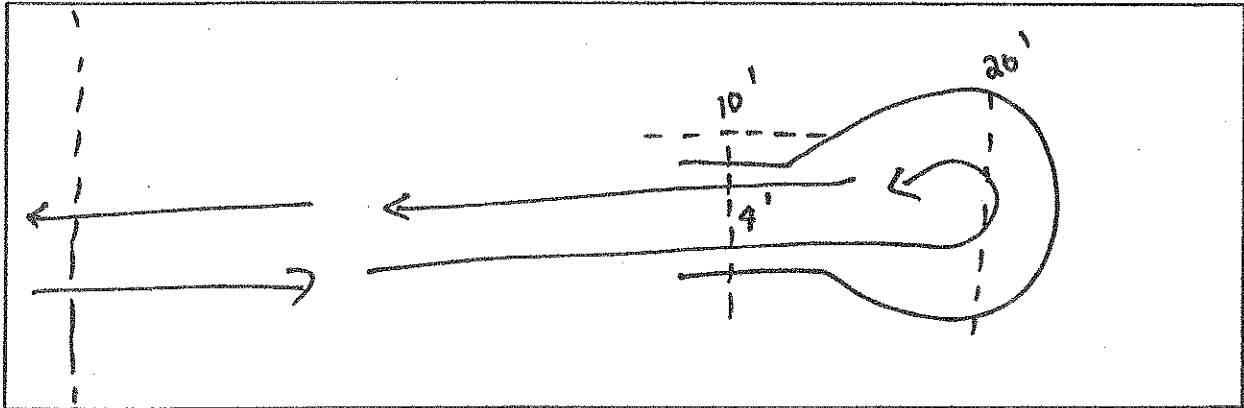
- Disqualifications:
1. Not going around each bucket;
  2. Not picking flags in proper order;
  3. Knocking over a flag or bucket or dropping a flag;
  4. Crossing finish line before course is completed;
  5. Striking horse with a flag.





## KEY HOLE

Contestant is allowed a running start. The rider races to any point within the keyhole, turns and races out to the finish line. At no point is the horse allowed to step on or over the keyhole or circle rope. Stepping on or over the keyhole will result in a no time disqualification. A keyhole judge will be stationed at keyhole to give either a thumbs up or down.



## GRANDMOTHER'S BOW

Four barrels are set up according to designated pattern. Rider races between barrels 2 and 3 and rounds barrel 1. Rider continues back toward barrel 2, rounds it and then rides back to barrel 1, rounds it, continues to barrel 3, rounds it, runs back to barrel 1, rounds it rides to barrel 4, rounds it and rides back to barrel 1 one last time, rounds it and finishes between barrels 3 and 4.

Sound complicated? It's not if you can remember these few things:

Always turn barrel 1 on your right side;

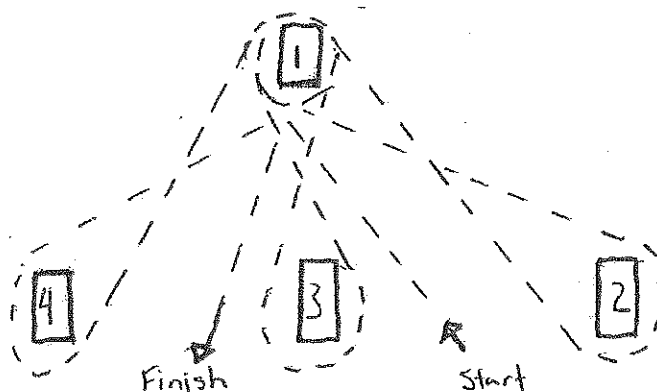
Always turn barrels 2, 3 and 4 on your left side;

Start and finish are between different barrels.

Penalties: 3 second penalty for every barrel knocked over.

Disqualifications: 1. Going off pattern or not starting and finishing correctly;

2. Crossing time line before race is finished.



## HORSE COOKIE RACE

Contestant rides to the barrel at the other end of the arena where there is a bag of horse cookies. Rider must take 2 cookies from the bag and ride back across the time line.

- Disqualifications:
1. Crossing time line without both cookies;
  2. Knocking over barrel.



## LITTER RACE

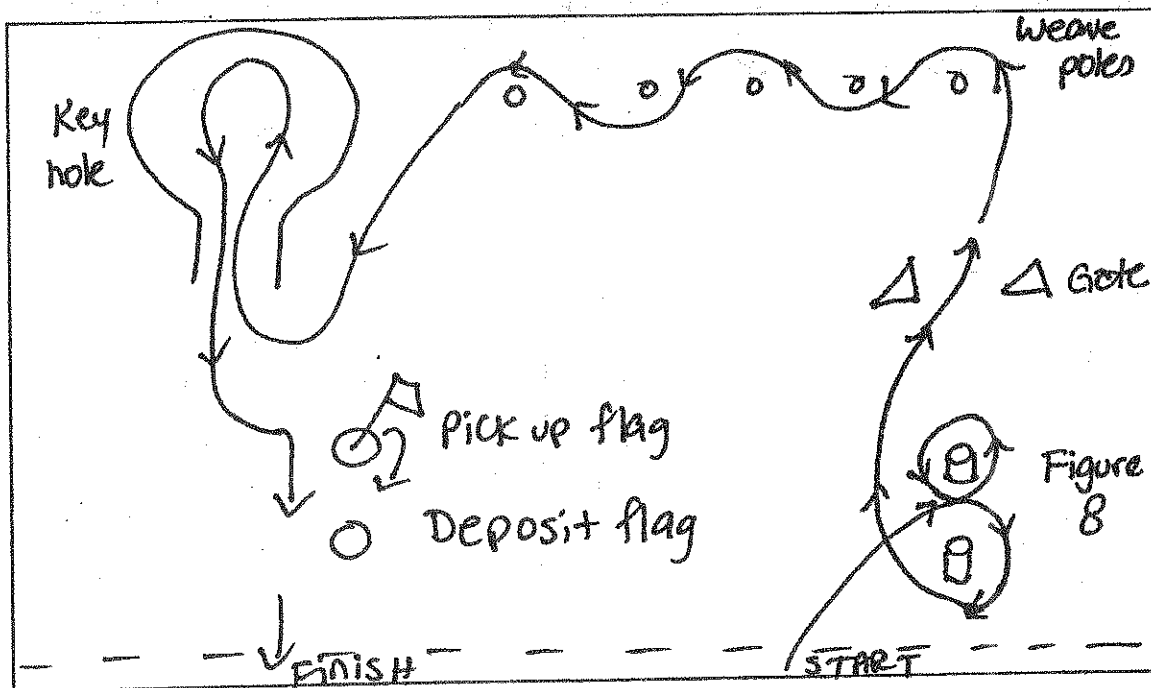
Rider races to the end of the arena with a pole in hand. Scattered at the end of the arena are a number of 1 liter milk cartons. The rider must pick up a milk carton with the end of the pole and carry it that way to a bucket where it is to be deposited before crossing finish line.

## OBSTACLE RACE

Rider completes a figure 8 around barrels then races through a gateway. Rider then races to a series of 5 poles. Rider bends around the outside of the first pole, weaving all consecutive poles. Finishing poles the rider races to keyhole, enters, turns and races to bucket containing flag. Rider picks up flag and races to second bucket to deposit the flag. Rider then races to finish line.

- Penalties:
1. 3 second penalty for knocking over each barrel;
  2. 3 second penalty for knocking over gate marker;
  3. 3 second penalty for each pole knocked over;
  2. 3 second penalty for flag falling out of bucket.

- Disqualifications:
1. Going off course and not correcting it;
  2. Failure to complete task;
  3. Stopping timer before task complete.

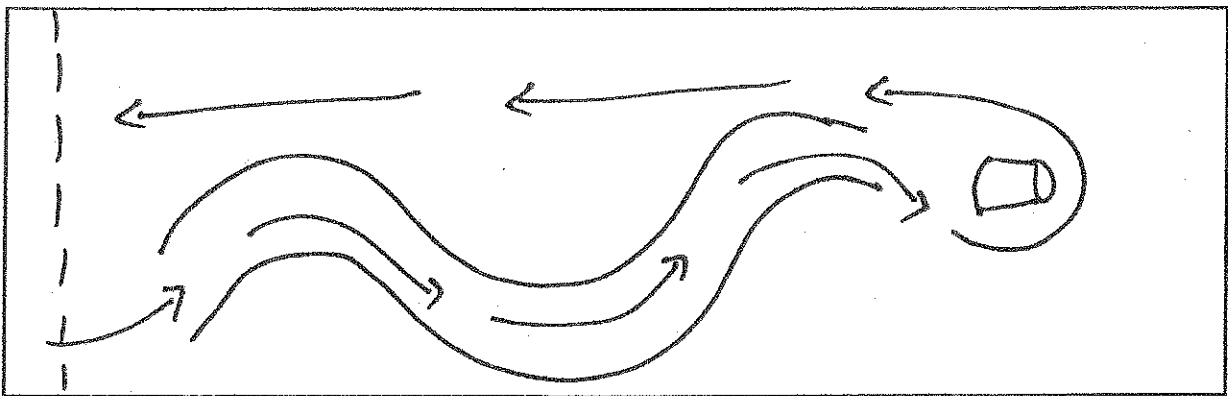


## PATHFINDER

Contestant races to rope path laid out on the ground, 4 feet apart at all points. Rider must navigate through path without stepping on or over the rope. Completing the path rider races around barrel at the end of the course and runs to finish line. A judge will be stationed at rope.

Penalties: 3 second penalty for knocking over barrel

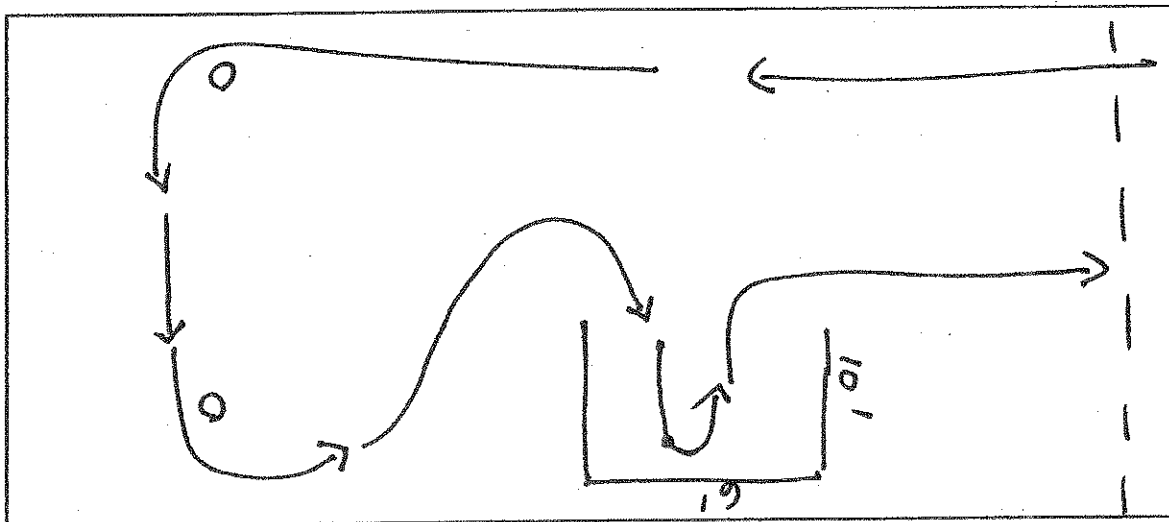
- Disqualifications:
1. For crossing time line before completing task;
  2. Rider to receive a no-time disqualification for stepping on or over rope.



## PEN RACE

Rider races around the outside of arena poles into a 6' x 10' laid out rectangle. Horse is required to stand in pen for a full five seconds without stepping on or over rope or line. At signal from the judge the rider may back out or turn out and race to finish line.

- Disqualifications:
1. Stepping on or over the pen rope;
  2. Not finishing task;
  3. Crossing over the time line before finishing task.

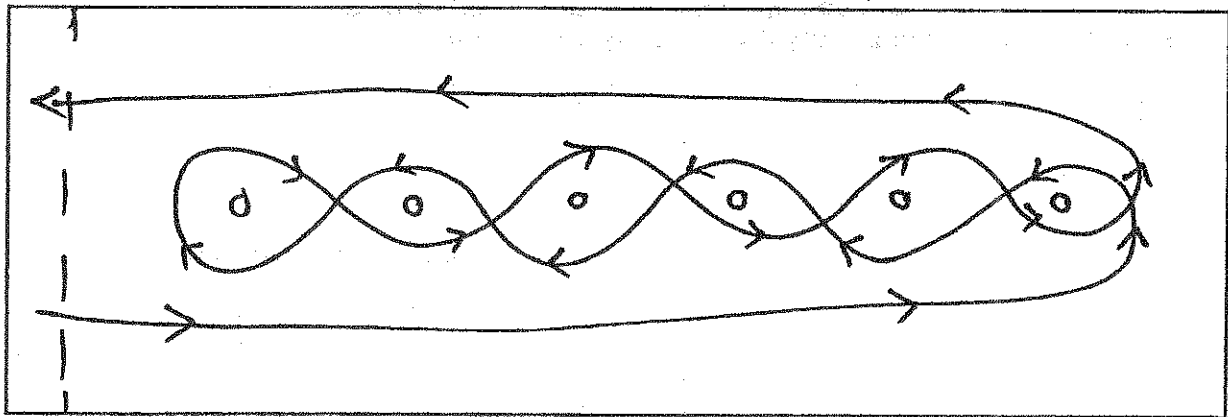


## POLE BENDING

Rider races up the side of the poles, turns around the last pole and weaves down remaining poles, turns end pole and weaves back up poles, turns end pole once more and races down side to finish line. Bats may be used, maximum of 2 hits going up and 2 hits going home.

Penalties: 3 second penalty for each pole knocked over.

- Disqualifications: 1. Turning pole incorrectly;  
2. Crossing finish line without completing task.

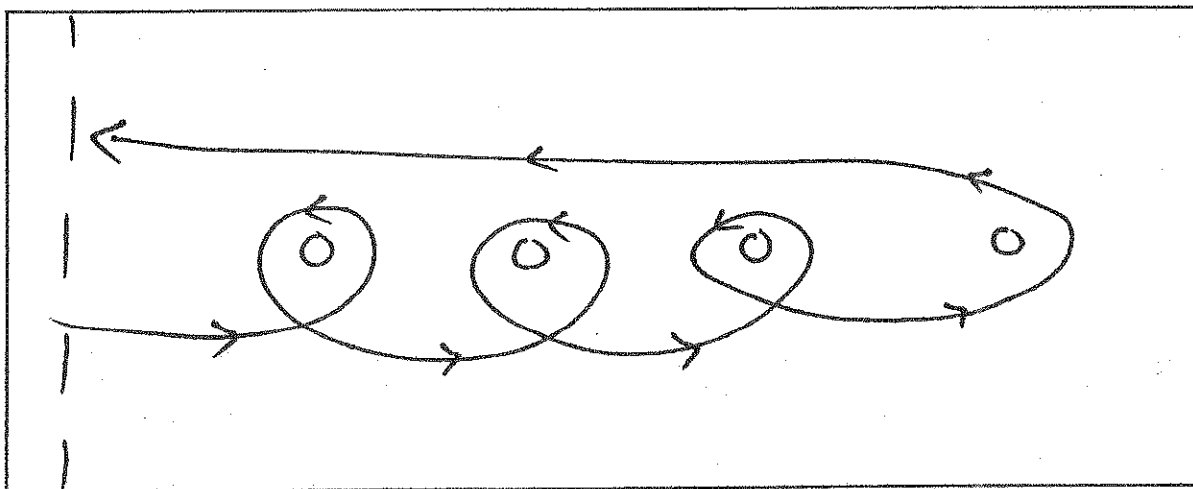


## POLE TURNING

Contestants may run to either side of poles to start. Rider makes a complete turn around first pole, races to second and then to third. The last pole is only a half turn and rider races to finish line.

Penalties: 3 second penalty for every pole knocked over

- Disqualifications 1. Going off course without correcting the error  
2. Stopping times before task is completed

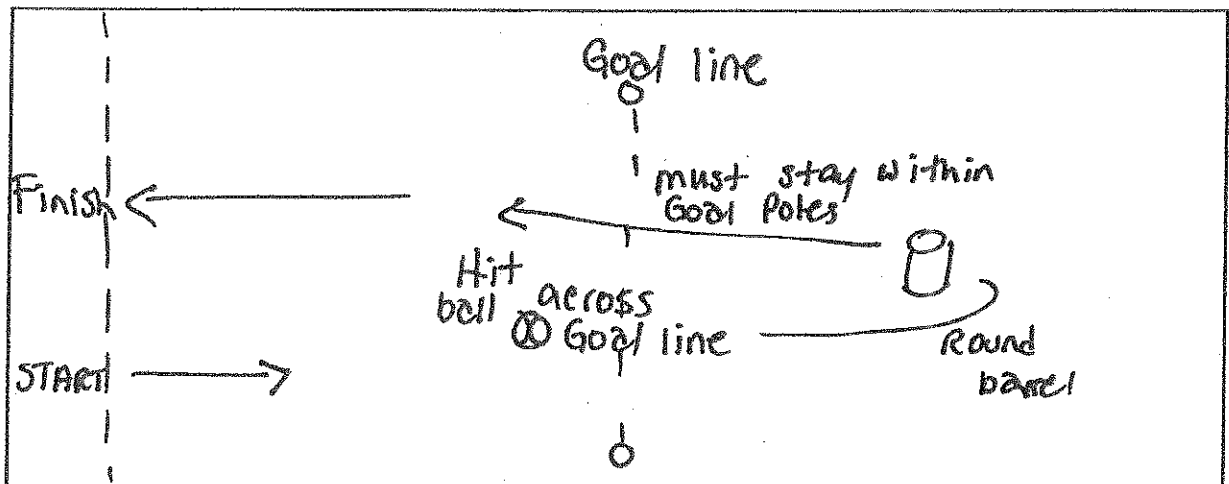


## POLO RACE

A ball is placed in front of a goal line at far end of arena. Rider crosses start line with broom "mallet" in hand, races to ball and knocks ball across goal line. Any part of the mallet or horse may touch the ball. Rider races around barrel and back to finish line. It is acceptable for rider to race for barrel as ball is crossing goal line. If ball does not cross goal line, rider must race back to ball and continue to hit it until it does cross goal line. As soon as the ball crosses the goal line rider may continue around barrel and for home. Rider must go between goal line poles on return.

Penalties: 3 second penalty for knocking over barrel

- Disqualifications:
1. Failure to have ball cross over goal line within the goal posts
  2. Crossing time line before completing task



## POTATO PICKIN'

Contestant races to far end of arena with stick in hand that has a nail on the end. Rider races to a pile or basket of potatoes on the ground and works to stab one potato on end of stick. Rider then races back across finish line with potato on stick. If rider loses potato on the race for finish he may to back and re-stab and continue race without penalty up to a maximum of 90 seconds.

## RELAY RACE (Pairs)

Teams of two line up with each partner at opposite ends of arena across from each other. One rider, closest to start line, starts with baton in hand, races to other partner and hands off baton. That partner then races down to the finish line. Placing determined by judge.

Disqualifications: Crossing over start line at far end without baton in hand.

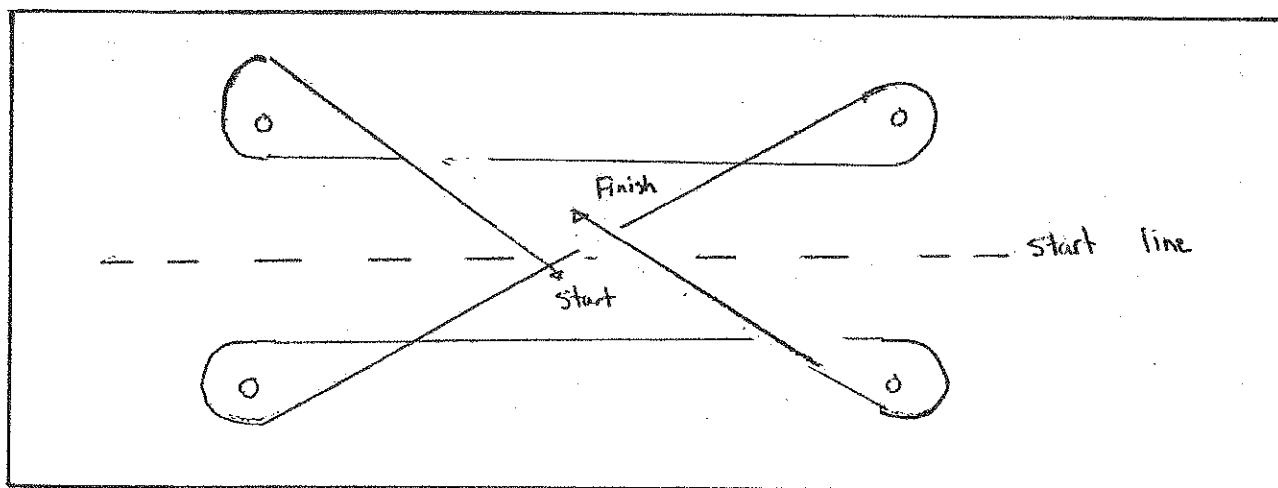
If excess of riders, two heats will be run. Top three from each heat will then ride to determine placings.

## QUADRANGLE STAKE RACE

A rider may start their run from either end of the course. Go across the time line, between the timing poles, turn the first pole (either right or left) of the square in the same direction, pass back through the timing poles and turn the poles on the opposite side, opposite in direction to the first two poles. Then pass back through the time line (2 rights then w lefts or 2 lefts then 2 rights).

Penalties: 3 second penalty added for each pole knocked down

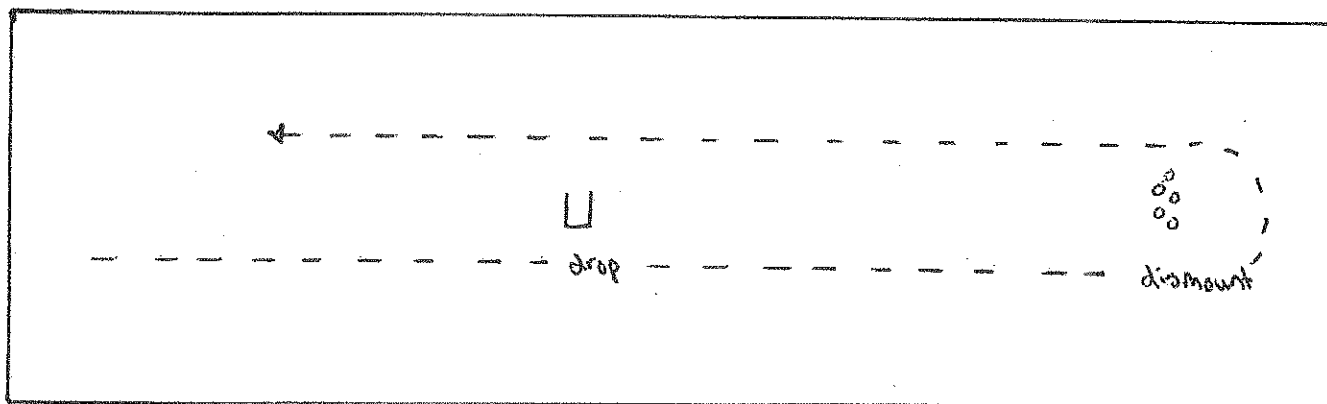
Disqualification: If rider goes off course



## SOCK RACE

A running start may be made. The contestant carries the sock, races to the first bucket and drops the sock in, then riders to the far end of the arena to the pile of socks, dismounts and picks up a sock, remounts and gallops carrying the sock to the finish line. If the sock fails to drop in the bucket, rider must dismount and place the sock in the bucket. Tiny Mites may have assistance to remount.

- Disqualifications:
1. Not putting sock in bucket;
  2. Crossing finish line without sock;
  3. Stopping timer before course is finished.

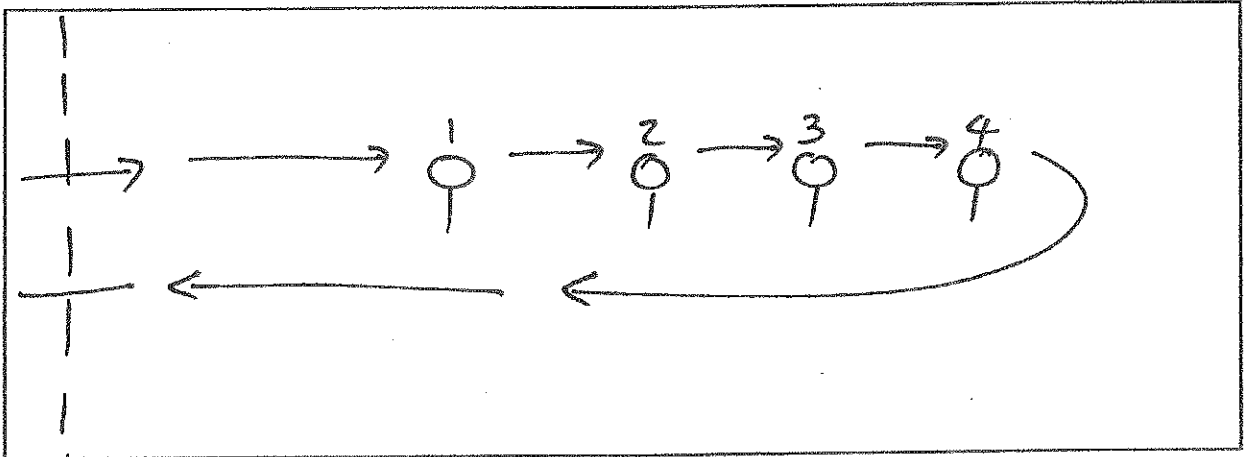


## RINGO: AUSSIE STYLE

Riders race with sword in hand to line of poles set up with four rings to top. Rider endeavours to spear all four rings, turn at the end and run for home.

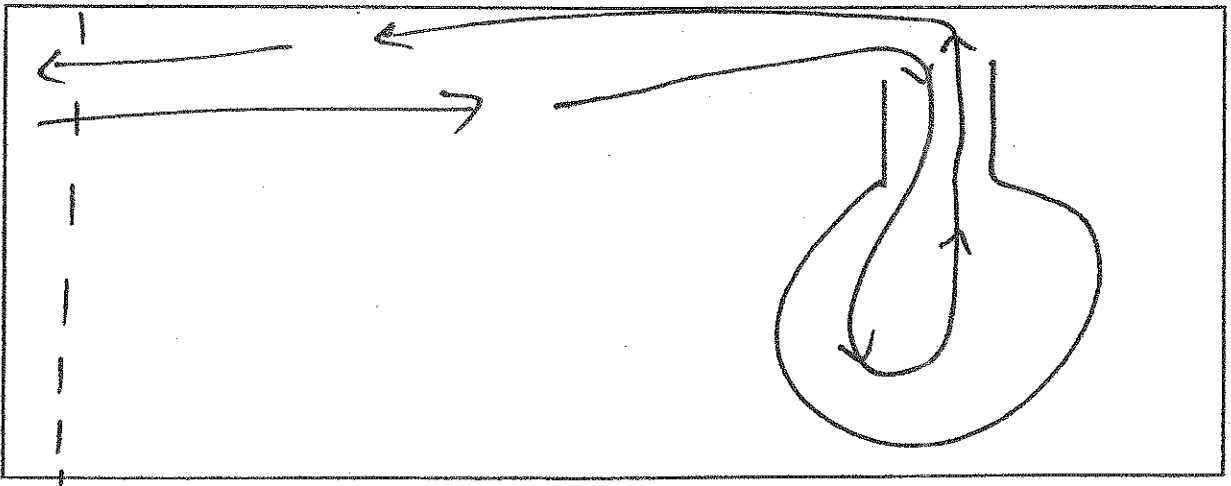
Penalties: 3 second penalty for each pole knocked over.

- Disqualifications:
1. Disqualified for not having all four rings when crossing finish line;
  2. Disqualified for stopping timer before completing task;
  3. Disqualified for holding rings with hand.



## SIDEWAYS KEYHOLE

A simple variation of Keyhole and Backwards Keyhole, where opening of keyhole is placed on the side. Rider races down, must enter and exit keyhole without stepping on or over rope at any time. Rider will be considered a no time disqualification for stepping on or over rope. Judged and time event.



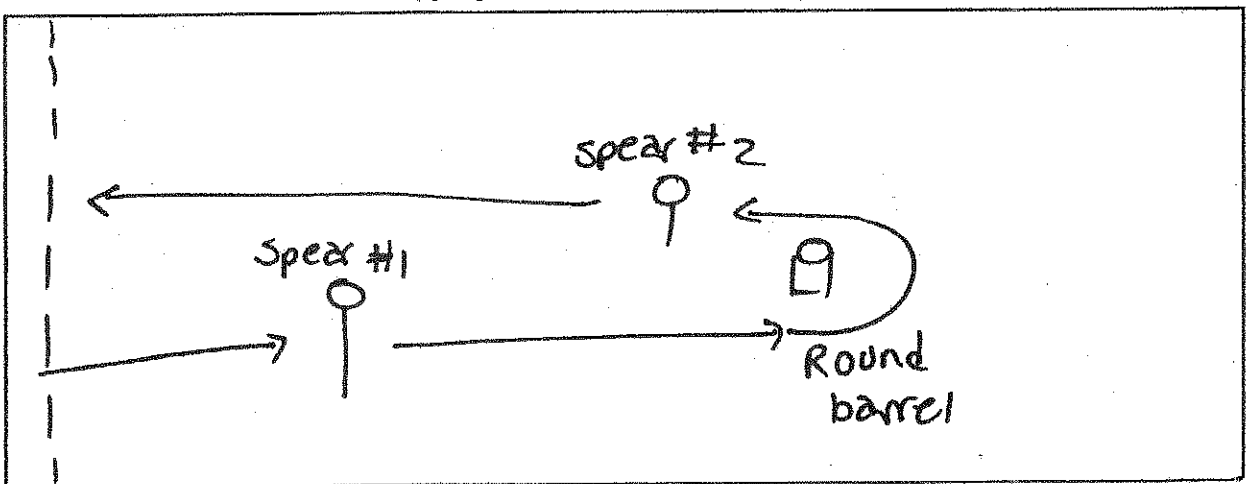


## SPEARING THE RINGS

The rider races to the first pole set up with a ring on top. Rider spears the ring and carrying the ring races around a barrel and to a second pole with a ring on top. Rider spears the second ring and races across the finish line carrying both rings.

- Penalties:
1. 3 seconds for knocking over barrel;
  2. 3 seconds for knocking down pole.

- Disqualifications:
1. Going off course and not correcting it;
  2. Stopping time before task is completed.

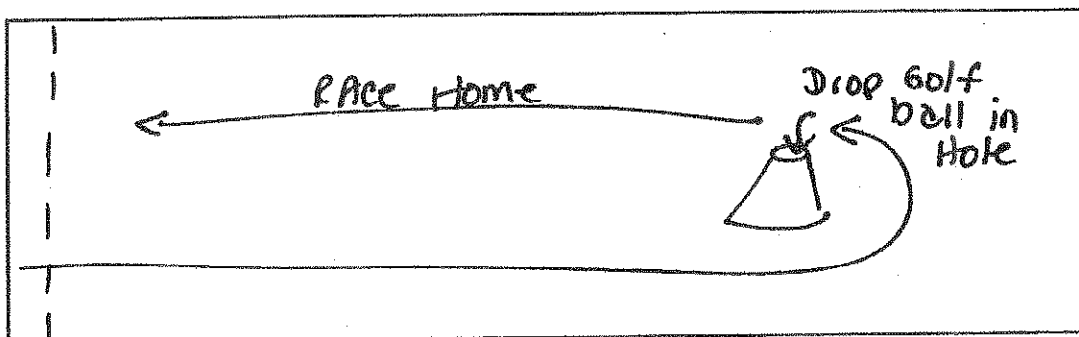


## SPEED BALL

A cone is placed 100' from the start/finish line. The rider races to the cone with a golf ball in hand, turns cone while dropping golf ball into the cone and races for the finish line. Cone may be placed on a platform at the director's discretion and for Tiny Mites.

- Penalty:
- 3 second penalty for knocking over the cone.

- Disqualifications:
1. Dropping the golf ball outside of the cone;
  2. Crossing time line before task is completed.

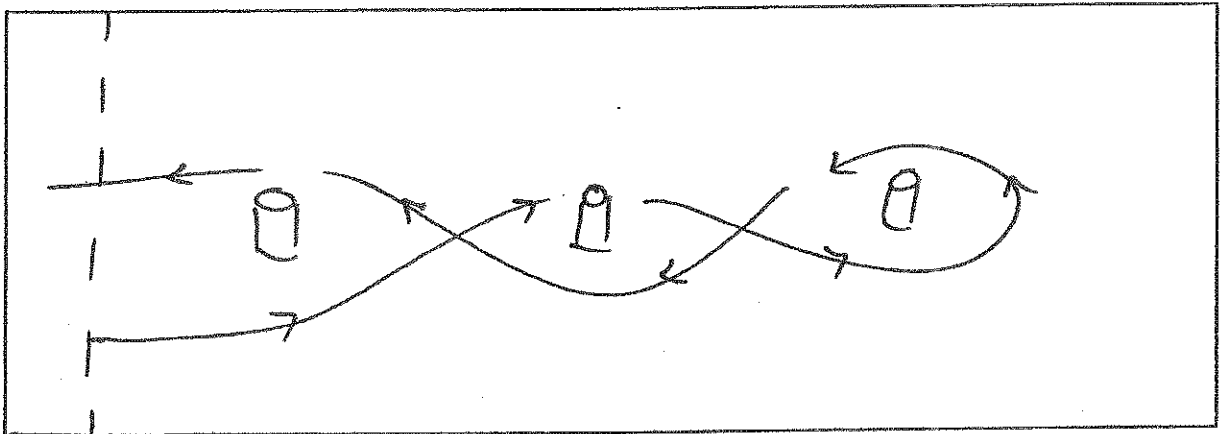


## SPEED BARRELS

Course may be run from either right or left side. Rider runs through the first and second barrel, then through the second and third barrel, rounds the third barrel, runs back through the third and second barrel, back through the second and first barrel and home.

Penalty: 3 second penalty for every barrel knocked over.

- Disqualifications: 1. Going off course and not correcting it;  
2. Crossing time line before completing task.



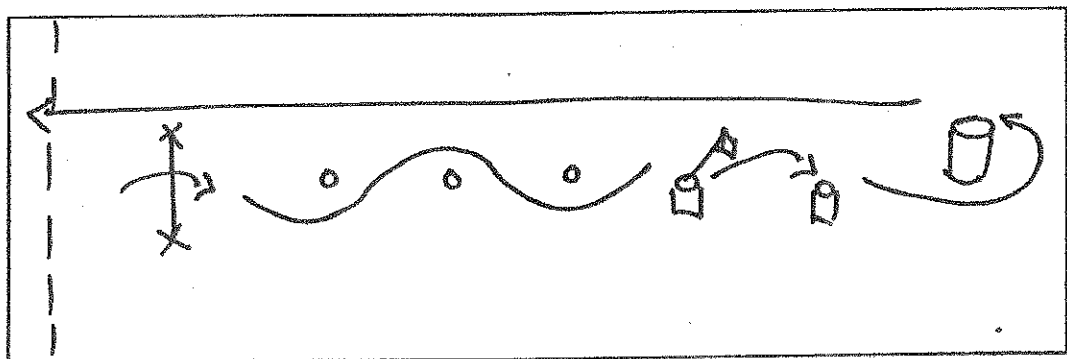
## SPEED OBSTACLES

This race combines elements from a number of other popular races. Rider starts by jumping small scurry pole, weaves through three upright poles, transfers flag from bucket 1 to bucket 2, rounds barrel at end of course and races for home in a straight line.

Penalties: 3 second penalty for each pole knocked down, dropping the flag, or knocking the barrel over.

- Disqualifications: 1. Going off course and not correcting it;  
2. Crossing time line before completing task.

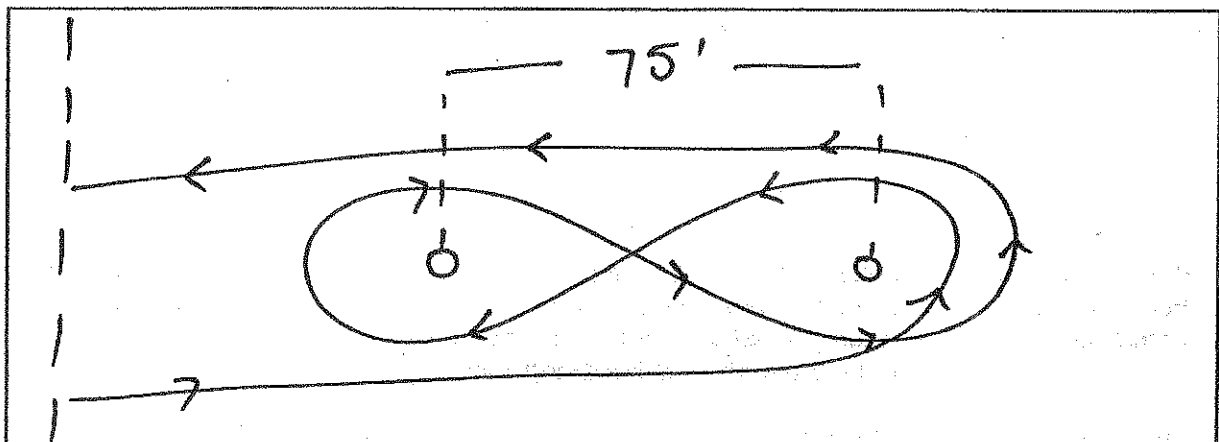
A two minute time limit is in effect for this game.



## STAKES RACE A

Contestant is allowed a running start. Contestant races horse up to and around the farthest pole, crosses between poles and turn the nearest pole in the opposite direction. Rider then races back up between the poles and turns the far pole one more time creating a figure 8 and running for home. Rider may start the race on either side but all of the turns must be opposite.

- Disqualifications:
1. Knocking over pole;
  2. Failure to follow course correctly.

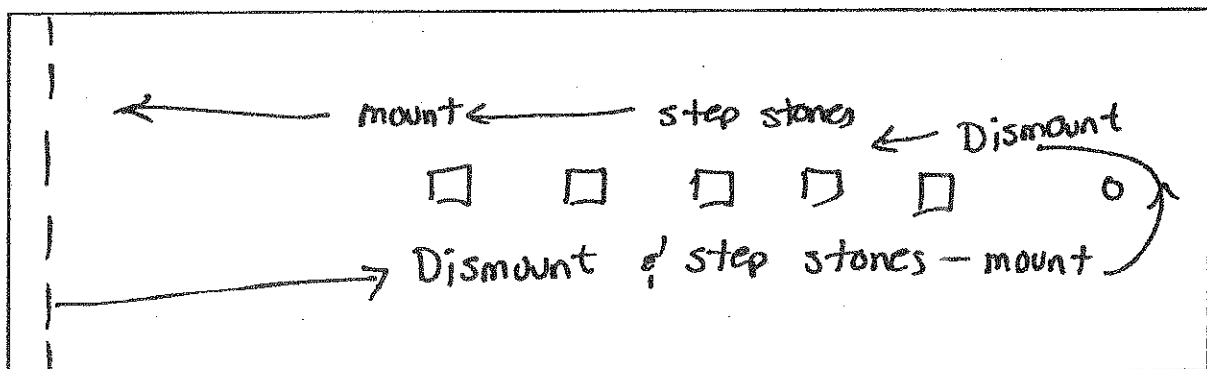


## STEPPING STONES

The rider races to the stepping stones, dismounts and dashes across them leading his horse. Rider then mounts up and races to round a pole and back to the stepping stones. Rider once more dismounts, dashes across stones leading horse, remounts and races for home. At any time if rider falls off of the stones, he must return to cross the stones again. Time Mites may have assistance to mount.

Penalty: 3 second penalty for every stone/bucket knocked over

- Disqualifications:
1. Not stepping on every stone;
  2. Stopping timer before task is completed.



## TEXAS BARRELS (Pairs)

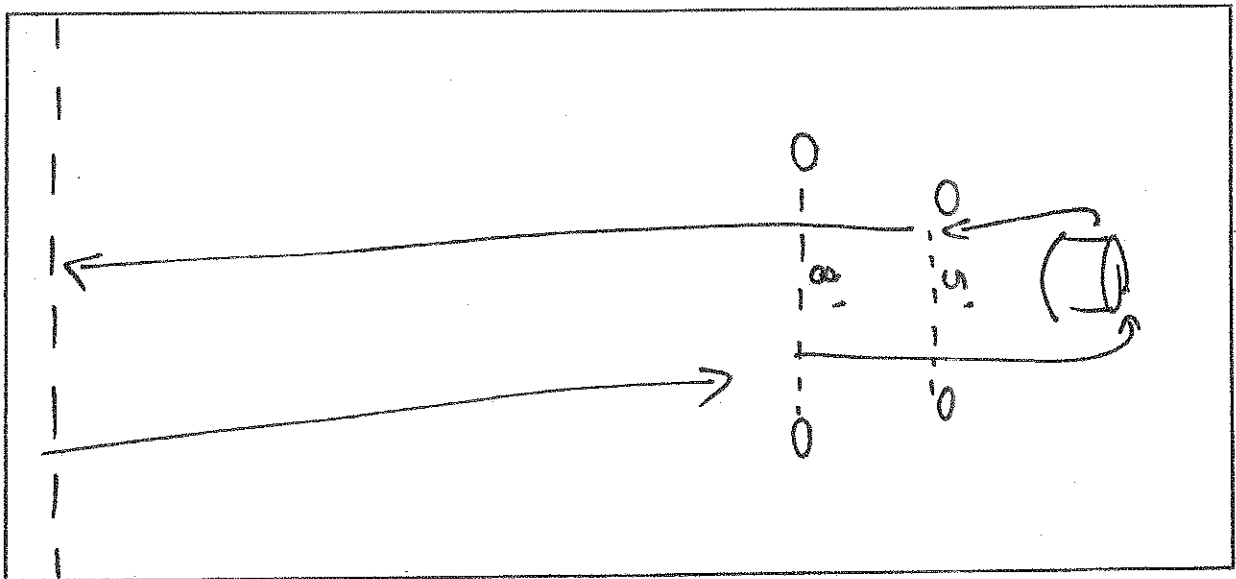
Texas Barrels is the same pattern as regular barrels except that you do it with a partner. Each person holds one end of a length of rope and tries to do the pattern together without letting go. Dropping an end of the rope will result in a no-time disqualification. Other disqualifications and penalties are the same as regular barrels. Time Mites may run this race with an adult partner.

## THREAD THE NEEDLE

Rider races down between a series of gate poles to a barrel which must be turned and then race back through the gate poles to the finish. Rider may turn barrel in either direction.

- Penalties:
1. 3 second penalty from knocking down each pole;
  2. 3 second penalty for knocking over barrel

- Disqualifications:
1. Failure to go between poles;
  2. Failure to complete task before crossing time line;
  3. Going off course and not correcting it.

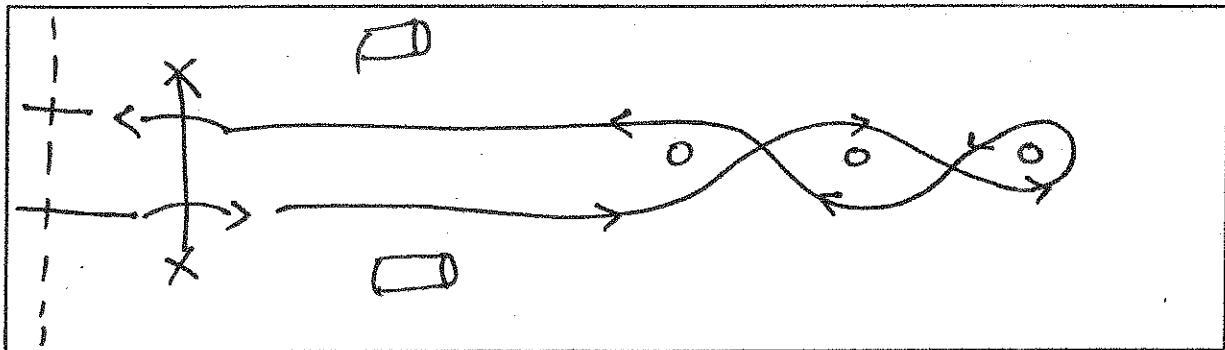


### THREE POLE SCURRY

Rider races across start line, jumps a 1' scurry pole (Time Mites to jump rail at ground level) passes between two barrels, weaves through three poles, turns end pole, weaves back, passes again through two barrels, once again jumps scurry pole and then rides for home.

- Penalty:
1. 3 second penalty for knocking down pole;
  2. 3 second penalty for knocking down barrel;
  3. 3 second penalty for knocking over or rolling jump.

- Disqualifications:
1. Going off course and not correcting it;
  2. Crossing time line before task is complete;
  3. Having three refusals to go over scurry.



### WATER RACE

Rider is given a full cup of water marked with a water line on it. With cup in hand, rider must race down, around barrel and back. If rider has spilled enough water so that the water line is exposed, the rider will be disqualified with a no time. Only those who have water at or above the water line on the cup will be given a time.

- Disqualifications:
1. Not having sufficient water remaining in cup for a time;
  2. Crossing time line before task is complete;
  3. Covering top of cup with hand.

