

HORSE FUN & GAMES DAY
Sunday, September 17, 2017 – 9:00 am

Show Managers: Carole Ruttan, 705-645-1968; sagecreekfarm@hotmail.com
Committee: Lynn Wilson, 705-687-1563; donkeyshack@gmail.com

Registration: Registration will be accepted the day of the show at the Horse Show booth at the main ring or advance registration by email to sagecreekfarm@hotmail.com
Booth opens at 9:00 am. Children's classes begin at 9:30am.
Open to English and Western riders.

Competitors bringing horse trailers are asked to the greatest extent possible to park to the east side of the ring (closest to Hwy#11). No horses are permitted on the midway side of the ring.

- Rules:
1. All prize money will be paid to the rider and sent by mail in October.
 2. Proper attire is requested – long pants, shirts, hats, no shorts or tank tops.
 3. All competitors under 18 years of age must wear a correctly fastened (ASTM/SEI) approved helmet while mounted.
 4. Competitors are required to have a current Bracebridge Agricultural Society Membership for insurance purposes on the fairgrounds. Cards are available at the Fair Office prior to showing.
 5. No horse or pony shall be ridden faster than a walk, other than in the horse ring, and must be kept under control at all times, under penalty of dismissal.
 6. All riders must carry liability insurance and provide policy information at time of registration. While every precaution is taken, neither the Bracebridge Agricultural Society nor officials are responsible for any loss, damage or injury to property, animals or persons.
 7. There will be no use of the show ring for practice or orientation prior to the competition. Warm-up for afternoon games will be during and after the lunch break.
 8. Only snaffle bits (no long shanks) or bitless bridles (no mechanical hackamores) are allowed for Children's classes and Junior games. No spurs allowed.
 9. A Ring Steward is on-site to oversee rules and safety issues.

In case of show cancellation due to inclement weather, no premium or compensation will be paid.

Fees:	Children's Classes:	Free
	Junior Games:	\$5.00/game
	Youth/Adult Games:	\$5.00/game
	Youth/Adult Saddle Up Challenge:	\$10.00
	Agricultural Society Membership:	\$5.00 per rider

Free Children's Trail Classes – 9:30am

1. In-hand Trail Class – children under 12 years of age leading a pony, mini or Donkey (accompanied by an adult if required)
 2. Lead Line Trail Class – children under 12 years of age riding a pony, mini or donkey (accompanied by an adult if required)
- Prizes: Ribbons and prizes for all participants.

Junior Games (ages 12 – 17 years) – approx. 10:30am

3. Flower Power
Rider picks a flower from the basket, rides around the pilons or barrels on the course, places the flower in the scarecrow's basket, and then rides to the finish line.
4. Boots-in-the-Bucket
Rider picks up a pair of boots (tied together) from a bucket, rides around the pilons or barrels on the course, places them in another bucket, and then rides to the finish line.
5. Catalog Contest
Rider rides to the catalog on the barrel or table, tears out the assigned page, and rides back to the finish line (rider may dismount or stay mounted).
6. What a Racquet
Rider balances a tennis ball on a racquet and carefully rides around a pilon or barrel, and back to the finish line without dropping the ball. Slow and steady may win this race.

Prizes: Rosettes to 4th place, as well as cash prizes:
1st - \$25 2nd - \$20 3rd - \$15 4th - \$10

Lunch Break – approx. 12:00 noon

Registration for Saddle Up Challenge and Youth/Adult Games
Warm-up in ring for afternoon games

Saddle Up Challenge (gambler's choice of obstacles) – approx. 1:00pm

7-Y. Saddle Up Challenge – under 18 years of age (no lead lines)

7-A. Saddle Up Challenge - 18+ years of age

Rider chooses the obstacles to complete within the 2 minute time limit. Obstacles have a point value.

This event combines typical trail class obstacles (ie., gate, mailbox, bridge, etc.) with more challenging ones (ie., pole pivot, oodles of noodles, barrel squeeze, save the dummy, etc.). Obstacles are assigned a value of 1-5. Riders may choose any obstacles on the course without completing the same one back-to-back. Horse and rider have 2 minutes to complete as many obstacles as they can. There is a class for Youth (under 18 years) and Adult (18+ years). Horses (or ponies) are allowed to complete the course only once. No lead lines in this class. Should a rider be bucked off or fall off, he/she may continue to compete provided he/she can catch their horse unassisted and remount within one minute. Should the horse leave the perimeter of the course, the rider is disqualified. If there is a tie at the conclusion of the challenge, riders will share the prizes.

Obstacles:

It is the riders' responsibility to have a clear understanding of their own ability and the ability they have achieved within the partnership with their horse. Should any rider approach an obstacle that he/she feels is beyond their ability, he/she is expected to skip that obstacle and go to the next obstacle.

Horse and rider will have 2 minutes to choose and complete as many obstacles as possible. An obstacle can be completed more than once, but not back-to-back. Time begins as soon as horse and rider cross between the starting posts. When the time limit elapses, a whistle will be blown and the rider must leave the course. If a horse and rider have started an obstacle, they will be marked to that point.

Scoring:

A point value will be given to each obstacle, 1=low, 5=high. Obstacles should be completed at a safe speed, without hesitation, the horse working with a low head and a loose rein.

Judging:

The judges may disqualify a contestant for what they deem to be abuse of any animal or the abuse of these rules without notice or reason given. If a judge deems a horse unfit to compete for any reason, the horse shall be disqualified from the event. Every horse shall be treated with dignity and respect. Rough handling of the horse is always a deduction on any and all obstacles.

Tack:

Tack can be Western, English or Australian. Mechanical hackamores, tie downs, martingales, cavessons, drop nose bands and any form of gag bit or slip bit is not allowed. Spurs are not allowed.

The Course:

This is a "gambler's choice" event where the rider chooses the obstacles to complete. No practicing is allowed on the course prior to or during the event. Obstacles and course rules may be reviewed at that time. Only the contestants are allowed to ask the judges questions about any obstacle or rule on the course. It is the responsibility of the contestant to fully understand the rules, obstacles and the order of obstacles prior to the beginning of the event.

Questions regarding this event can be directed to sagecreekfarm@hotmail.com

Prizes: Rosettes to 4th place, as well as cash prizes:

1st - \$50 2nd - \$40 3rd - \$30 4th - \$20

Sponsored by: **Sage Creek Farm** **The Donkey's Shack & Feedstore**

Youth/Adult Games (Youth under 18 – no lead lines; Adult 18+ years of age) – approx. 2:00pm

8-Y. Youth Pole Bending

8-A. Adult Pole Bending

Rider weaves through a line of poles using the proper pattern then races for the finish line.

9-Y. Youth Barrel Racing

9-A. Adult Barrel Racing

Rider races around 3 barrels using the proper cloverleaf pattern then races for the finish line.

10-Y. Youth Flag Race

10-A. Adult Flag Race

Rider picks up a flag from the first barrel, rides around a second barrel, then returns the flag to the first barrel, and then rides to the finish line (flag must stay in the barrel to qualify).

11-Y. Youth Pony Express

11-A. Adult Pony Express

Rider picks up saddlebags from a stand, rides around pilons or barrels on the course, rides to a second stand, hangs the saddlebags up and then rides to the finish line.

Prizes: Rosettes to 4th place, as well as cash prizes:

1st - \$25 2nd - \$20 3rd - \$15 4th - \$10