



COMAL COUNTY SHERIFF'S POSSE

FALL PLAYDAY RULES

1. **Conduct yourself in an appropriate manner at all times.** Sportsmanship is encouraged at all times.
2. **“Purposely” striking a horse with Playday equipment will result in disqualification of the event.** Although correction of your horse is encouraged, excessive beating or abusing horses will result in a *NO-TIME*. This decision will be up to the Playday Committee and the decision will be final.
3. **Loud and excessive yelling of negative comments during events will result in a NO-TIME.**
NO PROFANITY.
4. **You must be 18 years old to ride a stallion on Comal County Sheriff's Posse grounds.**
5. **Be considerate of fellow contestants.** Keep the alleyway clear of horses at all times. Only judges and helpers are allowed in the arena during events. If you need the alleyway gate closed during your run, *YOU* are responsible for making sure the gates are closed.
6. **Be ready for your class and event.** Your name will be called **three times** then we will proceed with the next contestants and you will be disqualified from that event. *NO EXCEPTIONS.*
7. **Once an event starts, the books are closed to all age groups.** *THIS WILL BE STRICTLY ENFORCED.*
8. **You will be required to have five work points** for qualification of the high point awards at the end of the series. You or your parent will be responsible for signing up on the work sheet as this is the only way we can keep track of the series work points. **NO SIGN IN...NO WORK POINTS.** You will be awarded one work point for each event you work.
9. **Scoring of points** to determine individual winners (regardless of the number of riders in the class) will be as follows: **six points for first, five points for second, four points for third, three points for fourth, two points for fifth and one point for sixth.**
10. **NO second run during any ride.** After you come back across the time line your ride is over.
11. **COMAL COUNTY SHERIFF'S POSSE (CCSP)** will at no time or in any way be responsible for injury to any rider, horse, equipment or guest before, during or after playday events.
12. **Contestants must wear jeans and boots while participating in the Playdays.**
13. If rider is riding more than one horse, per playday - rider must designate which horse will be the high point for each playday.
14. If there is a tie for high point at the end of the series, a run-off will be held at the conclusion of the third playday. Event will be drawn out of a hat. Person with the fastest time wins.
15. **A waiver *MUST* be signed for all participants.**
16. **Once entry forms are signed and turned in, there will be *NO REFUNDS*.**
17. **PLAYDAY COMMITTEE RULING IS FINAL! NO EXCEPTIONS.**
There will be no arguing with the judge or the committee members at anytime. Any complaints will need to be taken to the Playday committee immediately after the playday. Complaints must be in writing, accompanied with a \$50 filing fee. If a complaint is ruled valid, the protest fee will be refunded. The protest fee for invalid rulings will not be refunded and will be considered a donation. Witnesses other than the judges or Playday Officials at the particular Playday will not be allowed to testify during a protest hearing. The judges will not accept video cameras in an effort to change or reverse a decision. A ruling will be made by the following Playday. NO decisions will be made the day of the Playday in question.

ANY SITUATIONS WHICH ARISE AND ARE NOT COVERED BY THESE RULES WILL BE GOVERNED BY THE JUDGES AND THE PLAYDAY COMMITTEE AT THE TIME.

OFFICIALS OF THE COMAL COUNTY SHERIFF'S POSSE OR MEMBER OF THE PLAYDAY COMMITTEE RESERVES THE RIGHT TO ASK YOU TO LEAVE THE CCSP PREMISES AT ANYTIME FOR FAILURE TO ABIDE BY THE STATED RULES.

REMEMBER: This is a family oriented Playday. Competitiveness is good, but this is supposed to be *FUN FOR EVERYONE!* We ask that you abide by these rules to keep this a safe and fun event for everyone.

PLAYDAY RULES & REGULATIONS

General Rules

- a. All Contestants and parents/guardians are responsible for reading the rules carefully and any questions shall be directed to the Play Day Chairperson or Head Judge for the playday.
- b. All members, participants, contestants, parents/guardians and any other individual that is taking part on a Play day is doing so at their own risk and should understand they are responsible for the care, inspection, custody and control of their animal and their equipment.
- c. For safety of all individuals; running horses outside the arena will not be allowed. If a contestant is reprimanded more than two times, they will be disqualified from participating in the remaining events and could be prohibited from participating in future Playdays.
- d. All contestants must wear boots and jeans.

Legal Requirements

- a. Under Texas Law (Chapter 87, Civil Practices and Remedies Code), an equine professional is not liable for an injury to or the death of a participant in equine activities resulting from the inherent risk of equine activities.
- b. You must have with you a current and official Negative Equine Infectious Anemia test document, a VS-10-11, for each horse brought on to the grounds. It must be the yellow copy or a photocopy with the issuing Veterinarian's original signature on the duplication.

Conduct of Contestants, Parents, Guardians and Spectators

- a. Contestants, Parents, Guardians and Spectators shall refrain from quarreling, fighting, and/or using profanity within the surrounding grounds at any time or any place during the Playday. Failure to refrain from these activities will cause the individual to be removed from the Playday grounds and disqualification of a contestant.
- b. Contestants, Parents, Guardians and Spectators, shall conduct themselves in a manner consistent with good sportsmanship behavior.
- c. Any Horse that exhibits the possibility of posing a threat to its rider, other riders, arena help or spectators may be banned from participating.

General Rules for the events

- a. You will be required to have five work points for qualification of the high point awards at the end of the series. You or your parent will be responsible for signing up on the work sheet as this is the only way we can keep track of the series work points. NO SIGN IN ...NO WORK POINTS. You will be awarded one work point for each event you work.
- b. Points will be awarded according to participants in the event. i.e. six or more in the event then points will be 6,5,4,3,2,1 from first place to sixth place. If three contestants are in the event then points will be 6,5,4 for places from first to third.
- c. A disqualification or no time constitutes no points for the participant in the event.
- d. All points earned for the entire three play days will be added to determine the high point individual. We will not drop any points from a play day.
- e. Break of Pattern will be anytime a horse does not follow the correct pattern as drawn or stops forward motion. An incorrect turn in an attempt to follow the pattern will be considered a broken pattern.
- f. The Announcer will announce a contestants name three times with at least 30 seconds in between each call.
- g. Purposely striking a horse with Playday equipment, striking a horse in any manner and in any location other than its hip and shoulder with a crop will result in a no time and a possible disqualification for the remaining events.
- h. Once an event is paid for their will be no refunds.

- i. In lead line events, the handler, must be in contact and control of the horse at all times, from start to finish of the event. If not, a no-time will be given. Handler must stay even with or behind the horse's head. At the start line, if the timer starts and then stops, this will be a no-time since the handler started the time and the horse's head stopped the time. In addition, lead line contestants and peewees will run a shortened pattern. In all other age groups an adult may help contestant in gate, but no further physical assistance will be allowed with the pattern or a no time will be given.
- j. PeeWees (assisted & non-assisted) will only compete in Straight-Away Barrels, Cloverleaf Barrels, Baseball Toss(PeeWees will use golf balls), Poles and Spur. Once a Pee Wee starts the season either as an assisted or non-assisted contestant, then they must continue as that type of contestant for the whole season.

EVENT RULES:

STRAIGHT AWAY BARRELS

- Time begins and ends upon horse and rider crossing the timer
- Touching a barrel by rider or horse is permitted
- Knocking over a barrel shall carry a 5-second penalty for each barrel knocked over
- Contestant can start the pattern either from the left or right
- Contestants shall follow the pattern after crossing the start line until the run is concluded at the finish line
- Contestant shall be disqualified for passing the timer more than twice, break of pattern or if contestant backs up, its considered a broken pattern

CLOVERLEAF BARRELS

- Time begins and ends upon horse and rider crossing the timer
- Touching a barrel by rider or horse is permitted
- Knocking over a barrel shall carry a 5-second penalty for each barrel knocked over
- Contestant can start the pattern either from the left or right
- Contestant shall follow the pattern after crossing the start line until the run is concluded at the finish line
- Contestant shall be disqualified for passing the timer more than twice, break of pattern or if contestant backs up, its considered a broken pattern

POLE BENDING

- Pole bending pattern is attached and must be run as drawn and a contestant can start either on right or left side of poles
- Time begins and ends upon crossing the starting line
- Failure to follow pattern or passing the timers more than twice will result in a no time
- Knocking over a pole shall carry a 5-second penalty per pole
- Touching pole with horse, hands, or body is not a disqualification
- Even if a pole has been knocked over, contestant must still follow the pattern around the down pole
- Turing the wrong direction in an attempt to correct the pattern will result in a no-time for break of pattern

RING THE POLE

- Time begins and ends upon the horse and rider crossing the timer
- Failure to follow the pattern or passing the timers more than twice will result in a no time
- Knocking over the pole or dropping the ring will be a no time
- Rider may circle the pole

BASEBALL

- Time will begin and end once a contestant passes the timer start/finish line.
 - Run straight down to last barrel, go around the barrel and grab the ball. Run to next barrel and throw the ball in the barrel. Then run home across the timer. Can go either direction.
 - Breaking the pattern, failure to complete race, circling either barrel, dropping the baseball, baseball touching the 55 gallon barrel or ground due to action of the horse or rider, failure to deposit ball in the goal barrel and/or knocking over the bucket or barrel will result in a disqualification and no time.
- See pattern.

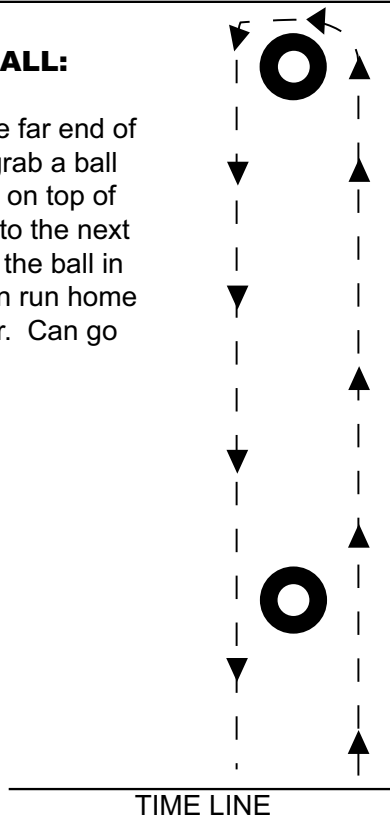
TWO BARREL COW HORSE

- Time begins and ends upon the horse and rider crossing the timer
- Touching a barrel by rider or horse is permitted
- Contestant can start the pattern in either direction
- Contestant shall follow the pattern after crossing the start line until the run is concluded at the timer
- Knocking over a barrel is a 5 seconds penalty
- A contestant shall be disqualified for passing the timer more than twice

CCSP FALL PLAYDAY EVENTS PATTERNS

BASEBALL:

Run down to the far end of the arena and grab a ball from the bucket on top of the barrel. Run to the next barrel and drop the ball in the barrel. Then run home across the timer. Can go either direction.



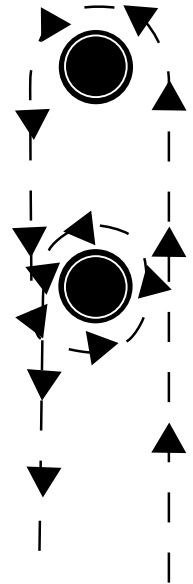
Double Barrel Cowhorse

The two barrels are placed in a straight line, horizontal with the timing line. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence.

The pattern can be run either left or right. Contestant may touch a barrel to prevent it from falling over. Any changes made in the pattern once a class has started will cancel all times run and call for the rerunning of the entire

Disqualifications:

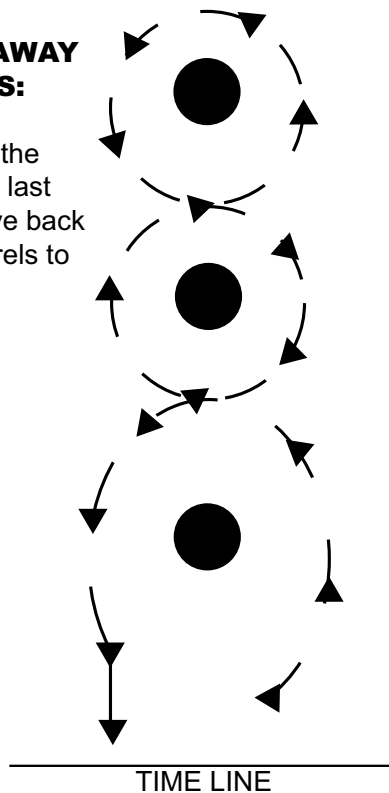
Contestant is disqualified for knock down of barrel, broken pattern, running off course, or separation of rider and horse/pony during the timing period. or right pattern



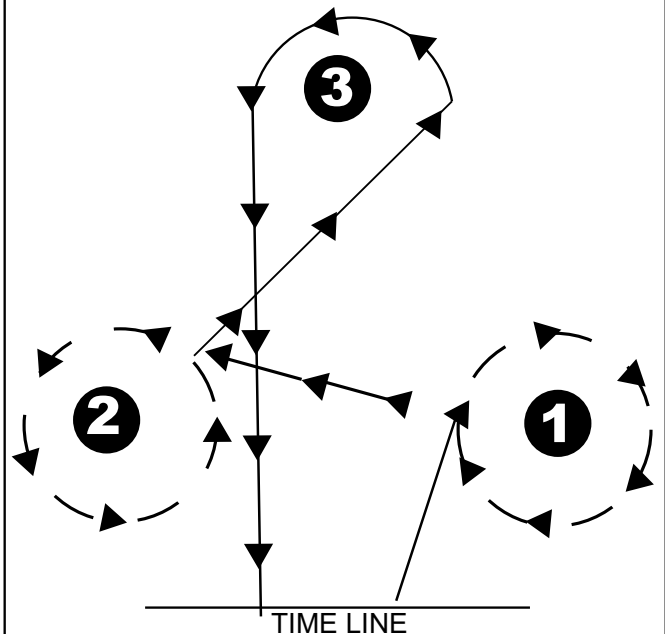
TIME LINE

STRAIGHT AWAY BARRELS:

Weave through the barrels, turn the last barrel and weave back through the barrels to cross the timer. Can go either direction.



TIME LINE



TIME LINE

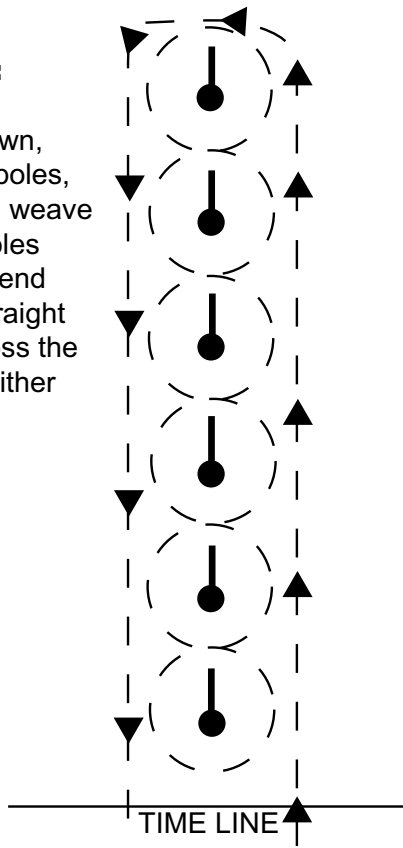
CLOVERLEAF BARRELS:

Run to barrel #1 and go around it. Then run to barrel #2 and go around it. Then run to #3, around it and run home. Can go either direction.

CCSP FALL PLAYDAY EVENTS PATTERNS

POLES:

Ride straight down, weave through poles, turn at last pole, weave back through poles then turn at the end pole and ride straight back home across the timer. Can go either direction.



RING THE POLE:

Ride straight down, with ring in your hand, turn at last pole, and drop ring on the pole and ride straight back home across the timer. Can go either direction.

