

CENTRAL TEXAS ARABIAN HORSE CLUB PLAY DAY – OPEN SHOW

DATE: SUNDAY, NOVEMBER 8, 2009
TIME: EVENTS BEGIN AT 9:00 AM
LOCATION: SIGNAL HILL RANCH ARENA, 11000 BURNT OAK DRIVE
(Southeast corner of the intersection of Burnt Oak Drive & Nutty Brown Road), 1.5 miles south of Hwy 290 W on Nutty Brown Road.
JUDGE: Alison Cowden
ENTRY FEE: \$5.00 PER CLASS OR \$50 FOR THE WHOLE DAY
HIGH POINT: \$5.00 PER HORSE



Ribbons will be awarded for places 1-5 in each age group. High-point ribbons will be awarded at each show for age groups outlined below. Riders must enter at least 1 halter class, 2 performance classes and 2 timed events to be eligible for high point. Top scores are totaled to determine high point. Riders who compete on more than 1 horse will have points totaled separately for each horse they enter for high point. Riders entering High Point will be provided a score-keeping sheet to keep their own scores. Each horse/rider combination will need a separate sheet. If a rider is led through a class, that class will not be eligible for high point. Exhibitors and their family and friends are expected to display good sportsmanship and to conduct themselves in a manner that does not endanger others. Unsportsmanlike and/or dangerous behavior may result in expulsion from the show grounds. **NEGATIVE COGGINS (12 MONTHS) WILL BE REQUIRED.**

These classes are open to riders who would like to gain more experience in a schooling setting before participating successfully in more competitive shows. Judges will be local experts who will offer suggestions to riders to improve their skills. Show attire is not required and helmets are recommended, but optional. Sneakers are not allowed. Martingales and leg wraps are allowed. At the end of the year, high-point awards will be given to Junior and Senior riders who are CTAHC members. Points do not accumulate until becoming a CTAHC member.

CLASSES:

1. Open Halter (any age)
2. Arab Halter (any age)
3. Hunter Pleasure (19 & Older)
4. Hunter Pleasure (18 & Under)
5. Hunter Pleasure Equitation (any age)
6. Lead Line
7. Walk/Trot (any age). Green Horse or Rider. This class is for those riders who will not compete in canter classes.
8. Walk/Trot (19 & Over). May ride English or Western. (May not do canter classes.)
9. Walk/Trot (18 & Under). May ride English or Western. (May not do canter classes.)
10. Western Pleasure (19 & Over)
11. Western Pleasure (18 & Under)
12. Western Pleasure Equitation (any age)

LUNCH BREAK

TIMED EVENTS:

13. Lead Line Egg & Spoon
Barrels or pylons are placed at the top end of the arena. Riders line up at the other end of the arena and are each given a spoon with an egg placed in

it. When "go" is announced, riders race to the end of the arena, around the barrels or pylons and back across the finish line. The first rider across the finish line with the egg still in the spoon is the winner. All riders who drop an egg must stop where they drop. Riders must hold the spoon at the end of the handle and may not try to hold the egg in place with their fingers or body.
No Thumbs Allowed!

14. Egg & Spoon
15. Poles Race – See back.
16. Keyhole Race
A 20 feet in diameter circle with a 4' wide x 10' long neck is drawn in the arena with lime or chalk powder. The starting line is 50 to 100 feet according to arena and or associations from the entrance of the keyhole. Time starts as contestant crosses the starting line and runs to through entrance of keyhole, stopping within the confines of the circle. They may turn right or left in the circle. return to the entrance of the keyhole and run through it and back to finish line. Sets of markers are used at both start and finish lines and the horse must pass between both markers in order of their time to be valid.
17. Pylon Race – See back.
18. Straightaway Barrels – See back.
19. Cloverleaf Barrels – See back.
20. Double Flag Race – See back.
21. Baseball Race – See back.

High point age groups for morning classes:

18 & Under Age breaks may vary from show to show
19 & Older depending on the ages of the exhibitors.

High point age groups for timed events:

12 & Under – Sponsored by Jen Mar Arabians
13-18 – Sponsored by Jen Mar Arabians
19 & Older – Sponsored by Aldeberon

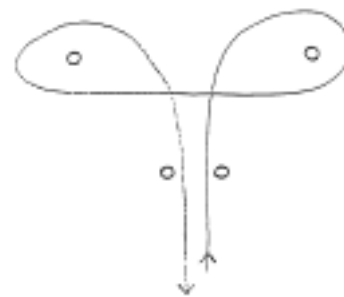
Arabian High Point

If you would like to volunteer to help with the show or have any questions, please call Joyce Hayes at (512) 858-4053. Day of show number (512) 921-0123 or (512) 791-0492.

Schooling horses will be available for fun and games.

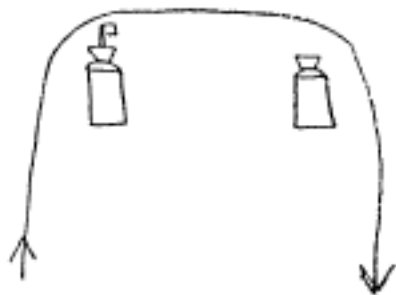
PYLON RACE

4 pylons are placed in the arena. 2 are placed in the center, 1 is placed to the right side of the arena and 1 to the left side. Exhibitors ride between the 2 center pylons and turn either to the left or right towards the pylons to the side of the arena. The rider completely circles the pylon by beginning to the back side of the pylon and then rides to the second pylon at the other side of the arena. The rider completely circles the second pylon and races back through the 2 center pylons and across the timing line. The fastest time wins. If the rider begins with the left pylon, he/she will make a left turn around the first pylon and a left turn around the second pylon. If beginning with the right pylon, he/she will make two right turns before returning through the two center pylons.



DOUBLE FLAG RACE

2 barrels are placed in a straight line across the top of the arena. 1 bucket of sand is placed on top of each barrel. In one barrel's bucket, a stick with a flag attached is placed. The rider races to the barrel and turns to the right, grabs the flag and races to the back of the right barrel, then shoves the flag into the bucket filled with sand and races back across the timing line. The fastest time wins. A rider is disqualified if he/she completely makes a circle around any of the barrels, if the flag does not remain standing in the bucket, if the flag is dropped, or if a barrel is knocked over.



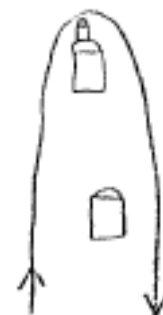
CLOVERLEAF BARRELS

3 barrels are placed in a cloverleaf pattern. The rider circles each barrel completely and races back across the timing line. The rider may begin with either the left or right barrel. The fastest time wins with a 5-second penalty for each barrel knocked over. Failure to follow the pattern correctly disqualifies the rider.



BASEBALL RACE

A barrel is placed at the top of the arena with a bucket filled with sand placed on top, along with a baseball. Further down the arena, another open barrel stands. The rider races to the barrel at the end of the arena, turns it and picks up the baseball, then runs to the open barrel and throws the baseball into it before racing back across the timing line. A rider is disqualified if he/she completely circles the barrel, if the thrown baseball misses the barrel or bounces out of it, or if a barrel is knocked over. The rider with the fastest time is the winner.



STRAIGHTAWAY BARRELS

2 barrels are placed in a straight line down the center of the arena. The rider races to either the left or right of the first barrel, weaves in and out of each barrel, turning the last one before weaving back through them again and back across the timing line. The fastest time wins with a 5-second penalty for knocking over a barrel. A rider is disqualified if he/she fails to complete the pattern correctly.



POLES RACE

You can start on either side of the first pole but must stay on pattern in that direction. For this example, start left of the first pole, right of the second, left of the third, circle the fourth then right of third, left of second, right of first. Knocking over a pole shall carry a five-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch a pole with his or her hand in pole bending.