STHSA Playday Rules

- All contestants must be able to produce a birth certificate if requested
- All equines brought to the event must have proof of a current, negative Coggins test.
- Good sportsmanship is encouraged at all times.
- No beating or abuse of horses.
- No profanity.
- We have the right to refuse service to anyone.
- Dress Code applies to all contestants in the Arena: (A) No shorts. (B) Must wear close toe shoes in the Arena. (C) No tennis shoes while riding. (B) no Spaghetti strap tops.
- Under 10 years of age are required to wear a helmet.
- The judge's ruling will be final.
- The same judges or flagman must be used throughout the entire class, unless there is an emergency, or they are participating.
- Any complaints must be in writing and accompanied by a $50.00 cash only fee. You will be notified of any action taken. If your complaint is valid, your money will be returned. If it is denied, you will be notified, and your money is forfeited.
- Drags will be every 5 riders. There is no warming-up in the Arena during drags or you will be given a no-time for next event.
- All entry fees must be paid in full prior to start of age group.
  - Payments accepted are Venmo, Cash or Check.
- Speed books will close at start of age events.
- Assisted Lead line class must have someone over the age of 12 in the Arena to assist with the patterns. No times are given to this class, but all contestants will receive an award.
- Contestants may run a different horse for each event but may not enter the same class more than once.
- If more than one contestant is riding the same horse and you need spacing between runs, the STHSA should be notified by adding a note on the entry blank at the time of entry of the Playday and verbally letting the sign-up office know.
- Contestants will be given 3 calls at 20 second intervals and then your turn will be forfeited. There will be no refunds for missed calls.
- No re-runs for your equipment or tack failure.

STHSA Playday Rules

- A contestant will be given a no-time for breaking the pattern, breaking the timer or failing to attempt forward motion.
- Pre-entry sign-up will be available online one week prior to Playday.
- Sign up day of, which will incur an additional $10 fee, begins at 8am, books close at start of event for age group. Leadline begins at 9am.

Series Award Eligibility-

- 15 work points per contestant for the year, and/or 25 work points per family for the year to be eligible for awards.
  - Option to purchase work points for $25 each
- You must sell the minimum number of raffle tickets provided.
- To qualify for series-end prizes, contestants must participate in 5 out of 6 playdays *and* all 4 events per playday.
- Membership fees must be paid for the year. $30/individual, $50/family
- Leadline must participate in all 6 playdays. They have the option to ride forward or back. ONLY Leadline has the option of either, so you do not need to be present but can still enter to be eligible for year-end awards.
- For all age groups with the exception of Leadline, if you can't make every playday, you can ride forward only, not backwards. You must decide at time of registration of each playday, prior to books closing and prior to your run if you are choosing to carry over your time or choosing to run twice. You must also pay in advance for events you are riding forward.
- In the event of a tie-

1) Contestant with most 1st places trumps
2) If equal number of 1st place, contestant with most 2nd places and so on.
3) If funds are available, at STHSA discretion, we may give ties, equal prizes.

Order of Events:

- Leadline – 9:00 am start time. Regular events start promptly after Leadline.
- Pole Bending
- Arena race
- Figure 8 Barrels/ Straight Barrels
- Clover Leaf Barrels

STHSA Playday Rules

Additional Rules:

1. A signed release of liability is required before participation is allowed. Parent or legal guardian to sign for under 18 years old.
2. The age groups are as follows: Ages based as of January 1 of current year.
   a. Lead Line 6 & under:
   b. Unassisted 6 & Under:
   c. Intermediate 7-9:
   d. Sub Juniors 10-13:
   e. Juniors 14-18:
   f. Seniors 19-44:
   g. Super Seniors 45+

h. STHSA reserves the right to combine the Seniors and Super Seniors age groups if not enough contestants to make the two classes.

3. A contestant member may receive a no time in an event and/or be disqualified from the current Playday and/or Playday for the following:
   a. Falsification of name, age, or signature of parents, or failure to comply with STHSA Rules.
   b. Cheating or attempting to cheat. The attempt to fix, threaten, bribe, or harass the judges at any time between opening and closing dates of the Playday, in or out of the arena.
   c. Smoking in the arena.
   d. Conduct or speech of any kind detrimental to the sport of Rodeo/Playdays in or out of the arena, including fighting or quarreling, failure to pay bills, bad checks, vandalism, theft, mistreatment of stock or being boisterous.
   i. Contestants' parents or families cause any unnecessary disturbance, such as quarreling with officials, using profanity, etc. at the Playday.
   e. Failure to comply with the STHSA dress code. Long pants and boots are required and no spaghetti strap tops.
   f. Any electrical device attached to animal.
   g. Contestant receives assistance of any kind during the run.

STHSA Playday Rules

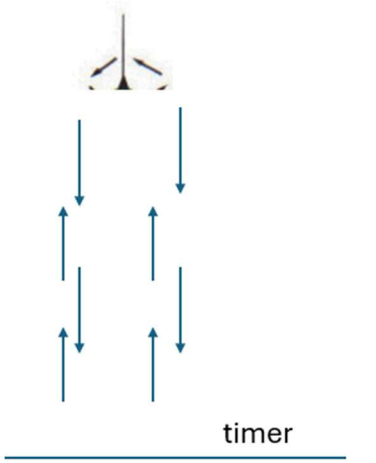
4. Entry fees, or awards may be changed during the playday series at the discretion of the STHSA board.
5. Once books close (at the beginning of your age event) you will not be refunded for your entry fees if you decide to scratch.
6. Points:
   a. Points for series-end awards will be tallied as follows:

Placing	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Points	10	9	8	7	6	5	4	3	2	1

7. Leadline classes
   a. Will be a modified smaller pattern of all listed standard patterns.
   b. Only 4 poles will be used for Pole bending.
   c. All 4 events will be set up at the same time in the arena.
   d. Contestants will make their way around all 4 events in no particular order.

8. Events

Arena Race



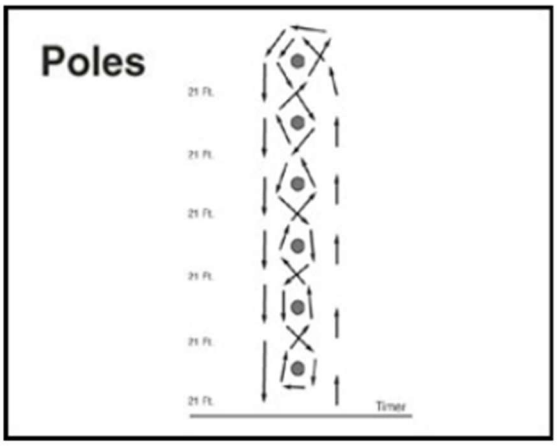
Contestants will start from behind the starting line, run to the left or the right of the single pole, turn around the pole, then continue to pass the timer. Pattern run must reflect effort to be all in forward motion.
If the contestant displays excessive backing up, it is considered a broken pattern.
The time starts when contestant crosses starting line and stops when she/he crosses it on the way back after running pattern.
Contestant must handle his or her horse. With the exception of LeadLine class.
Disqualification and No-Time:
A No-Time if you knock the pole over
Unassisted 6 & Under: Pole will be set where #1 Pole is for Pole bending
Intermediate 7-9: Pole will be set where #5 Pole is for Pole bending
Sub Juniors 10-13: Pole will be set where #4 Pole is for Pole bending
Juniors 14-18: Pole will be set where #3 Pole is for Pole bending
Seniors 19-44: Pole will be set where #2 Pole is for Pole bending
Super Seniors 45+: Pole will be set where #1 Pole is for Pole bending

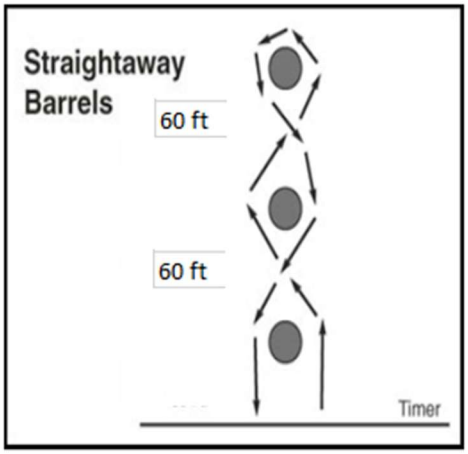
STHSA Playday Rules

Poles
A timed event. The pole bending pattern is to be run around six (6) poles. The rider starts either right or left, runs to the sixth (6) pole, pivots around pole, starts weaving in and out to the number one (1) pole, pivots around pole, weaving in and out to number six (6) pole, and then runs back across timer line. Each pole is twenty one (21) feet apart with the first pole being twenty one (21) feet from timer line.

Penalties
Five (5) second penalty added for each pole knocked over.

Disqualifications
Failure to complete pattern. Breaking the pattern.





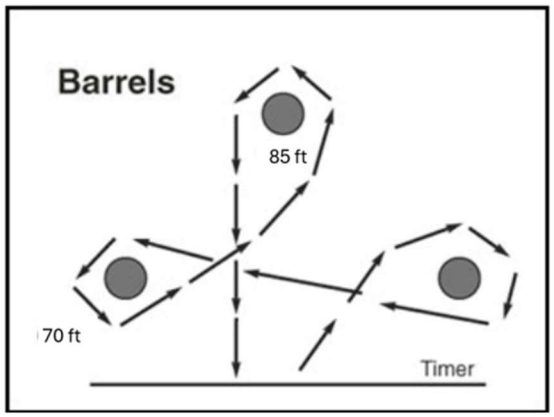
Straight Away Barrels
A timed event. Rider crosses timer line weaving right or left of the barrel, continuing weaving in and out to third barrel, and weave back through to timer line.

Penalties
Five (5) second penalty added for each barrel knocked over.

Disqualifications
Failure to complete pattern. Breaking the pattern.

**55 minimum and 60ft max between straights. Minimum of 5 ft from timer to first straight barrel. Minimum of 18 feet from 3rd barrel to fence.

STHSA Playday Rules



Clover Leaf Barrels
A timed event. Rider will cross timer line, make 360 degree turn around the first barrel, go to second barrel make 360 degree turn around barrel, go to third barrel make a 360 degree turn around barrel, and run back across timer line. Rider may run either right or left pattern.

Penalties
Five (5) second penalty added for each barrel knocked over.

Disqualifications
Failure to complete pattern. Breaking the pattern.

Minimum of 15 feet off arena wall, adjust pattern as needed to fit arena.

Set laser dot on edge of barrel to give most space between barrels and fence.

Timer at 29ft from gate board edge as reference.