

MUST ACCOMPANY VERSATILE HORSE & RIDER APPLICATION



Equine Affaire's Versatile Horse & Rider Competition

November 11, 2016

Eastern States Exposition

West Springfield, MA

RULES AND JUDGING

1. The Versatile Horse & Rider Competition will be a timed event during which the performance of each horse and rider team will be judged on each obstacle for quality of horsemanship. For each obstacle, the judge will award performance points on a scale of 0–5 based on the horse's attitude, the rider's horsemanship, and the team's overall performance.

0 = Obstacle not completed	3 = Good/average performance
1 = Very poor performance	4 = Very good/above average performance
2 = Poor performance	5 = Excellent/outstanding performance
2. Contestants will be required to complete each obstacle within 30 seconds in order to receive points for the obstacle. If an obstacle is not completed within 30 seconds, the contestant will be flagged/whistled and must move on to the next obstacle.
3. Each contestant must complete the entire course within a specified amount of time (to be determined based on the number of obstacles in the course). Any contestant who fails to meet this time limit will be disqualified. This time limit will be announced at the contestant meeting prior to the competition and will also be listed in the materials each contestant will receive upon check-in at the Barn Office.
4. Any contestant who falls off of his/her horse will be disqualified, will not be permitted to remount, will be excused from the arena and will receive a score of 0.
5. Obstacles and competition rules will be reviewed in a contestant meeting before the competition begins. It is the responsibility of the contestant to fully understand the rules of the competition before the race begins. Contestants will be permitted to ask questions about the rules up until the first contestant enters the course. Questions should be directed to the Program Director (Coagi Long).
6. The course is subject to change at the discretion of the judge and/or the management of Equine Affaire up until the time that the first competitor enters the ring. Any changes in the course will be dated, timed, and posted in the Barn Office; it will be the contestant's responsibility to check for any course changes.
7. The crowd at the event is considered to be part of the course. Each contestant acknowledges that the crowd may be a distraction to his/her horse and the volume of people in the audience may fluctuate throughout the competition.
8. At the judge's discretion a contestant may be issued a re-ride should an outside distraction from beyond the course (such as a fire alarm going off, a medical emergency, etc.) be so great as to inhibit the contestant from having a fair opportunity to compete. If a contestant wants to request a re-ride, he/she must request a re-ride within two minutes of (a) the ride being stopped at the discretion of the judge or competition management, or (b) the rider completing the course and receiving a time. If a re-ride is issued, the contestant will receive the re-ride at the end of the rides on the same day.

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9. Each contestant must make an effort to complete each obstacle in the course; contestants may not choose to skip an obstacle. All obstacles must be accomplished in the order set forth in the course summary. Should a contestant veer off course and miss an obstacle, he/she must go back and complete the obstacle before moving on to the next obstacle. If contestant does not complete the course in proper order he/she will be disqualified. Neither the judge nor anyone on the competition crew will alert the contestant that an obstacle has been missed.
10. Contestants may utilize any English or western tack that is considered to be standard in the industry and in recognized competitions. Any bit, spur, or other piece of equipment deemed to be severe or inappropriate by the judge will not be allowed. The judge will evaluate the tack on the horse when it enters the arena. Mechanical hackamores and tie downs will not be permitted. For their safety, riders are encouraged to wear approved riding helmets. Riders should be neatly dressed in discipline appropriate attire. Horses should be well groomed and turned out in clean, discipline appropriate tack. Horses are permitted to wear protective leg wraps, boots, or other leg gear. Horses must be ridden with a bridle, no bridleless competitors.
11. All contestants will compete in the order in which their names are drawn; failure to compete in this order will result in disqualification.
12. Neither horse nor rider may be substituted for any reason during the competition.
13. Any dispute or complaint by a contestant must be brought to the attention of the official timer prior to the contestant leaving the course arena. All contestants agree to abide by the rulings of the judge; the decisions of the judge will be final and not subject to appeal for any reason.
14. The judge and/or the management of Equine Affaire, Inc. may disqualify a contestant for abuse of any animal or violation of any contest rule. No drugs may be administered to any contestant's horse to enhance the horse's ability to navigate the course. The administration of drugs will be grounds for disqualification. By participating in the competition, each contestant understands that his or her horse may be selected randomly for drug testing at the discretion of the management of Equine Affaire, Inc. and grants permission to have the show veterinarian draw samples to test for the administration of drugs. Such testing may be conducted at any time from November 9-12, 2016, and will be paid for by Equine Affaire, Inc. Equine Affaire, Inc. shall comply with the United States Equestrian Federation standard of Rules and Regulations for drugs and medications.
15. The ride time calculated by the official timer for the competition will be deemed the official time for each contestant's ride and may not be challenged by any contestant. There will also be a back-up timer. Should the primary fail, the back-up time will be made the official time. The timer's records are final and may not be challenged in any way by the contestant. Should all timers fail, the contestant will receive a re-ride at the end of all competitors for that day.
16. Overall ride times will be translated into points by arranging all ride times from fastest to slowest and then awarding points as follows:

1-5 (Fastest)	= 5 pts.	16-20	= 2 pts.
6-10	= 4 pts.	21-25 (Slowest)	= 1 pts.
11-15	= 3 pts.		
17. The points from each obstacle will be totaled and added to the time points.
18. All contestants will begin with a score of zero. The horse and rider team with the highest overall point score will be the 2016 Versatile Horse & Rider Champion.
19. In the event of a tie for first, second, third, or fourth place, the scores for a certain number of pre-selected obstacles will be combined, and the contestants with tied scores will be placed according to their combined scores for these obstacles. The obstacles that will be used to

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break a tie will be announced at the contestant meeting prior to the race. The obstacles will also be noted on the course map and summary that each contestant will receive up check-in at the Barn Office. Should the scores for the tie breaker obstacles be equal, the fastest overall time of those with tied tie breaker scores will determine final placings.

I have read the Versatile Horse & Rider Rules listed above and agree to comply with these Rules. I understand that if I fail to comply with these Rules, the judge and/or the staff of Equine Affaire may withdraw me from the Versatile Horse & Rider Competition, and I will forfeit all entry fees.

Name of Applicant (please print): _____

Signature of Applicant: _____

Date of Signature: _____