

# 2018 NCRC Class Judging Guidelines For Game Shows

- **Rider will be disqualified for hitting your horse with any NCRC's equipment.**
- **All lead liner's handler must make an honest attempt to stand beside the horse in anyone class. (10 second penalty)**
- **A rider who is 5 or under must have a spotter and that spotter must be 18 or over.**
- **Any Lead liner handler must be at least 18 and over.**
- **Enter and depart through the cones to avoid disqualifications.**
- **All age groups will have the same points and disqualifications.**

<b>Bat Race</b>	Rider rides down to designated area, dismounts, hands the horse to a horse holder, receives a bat, puts one's head to ban with the bat on the ground, spins the number of times according to age group, remounts the horse, and runs back to the finish line. (12 and under—3 spins; 13 to 17—5 spins, and 18 and over—8 spins)
<b>Balloon Race</b>	Rider picks up a balloon at the gate, rides down to the designated area, hands the horse to the horse holder, sets on the balloon until it pops, remounts his/her horse, and rides to the finish line.
<b>Big "T" Race</b>	The course is made up of <b>Markers*</b> where the horse and rider form a "T." For each pole or barrel that is knocked over, a five (5) second penalty will be added. If off course, the rider will be disqualified.
<b>Carrot Race</b>	The fun class will require the rider to get their horse to "follow them" to the finish line by using a carrot! The rider must go around the barrel before he/she dismounts to get the carrot. Also, the rider cannot touch his/her horse once the carrot is in her/his hand and must cross the finish line at approximately at the same time with the horse. The rider will be disqualified as being off course if he/she does not go around the barrel, touches the horse after the carrot is in hand, or if the horse goes across the finish line before rider.
<b>Cloverleaf Barrels</b>	Three barrel's make up the course. You may start either to the right or left and run a designated cloverleaf course. Knocking over a barrel results in a five (5) second penalty for each knocked down barrel. Failure to follow the course shall result in a disqualification.
<b>Costume Parade</b>	Rider and horse combo will show off their creative costumes!!!
<b>Figure Eight</b>	Riders cross start line; ride down side of course (side optional) to barrel B; turn barrel B; ride to barrel A; turn barrel A (opposite direction of A); and ride across finish line, having ridden a figure eight pattern. Knocking over a barrel results in a five (5) second penalty for each knocked down barrel. Failure to follow the course shall result in a disqualification.
<b>Flag Race</b>	Two buckets on barrels make up the course. The rider shall run to the first barrel and picks up the flag, then the rider will go to the far barrel placing the flag in the bucket, turn around the outside of the barrel while picking up the second flag, then sprinting to the first barrel and place the second flag into the bucket. Missing the bucket or the flag not staying in the bucket will result in disqualifications. The rider will also be disqualified for knocking over a barrel.
<b>Horse-in-a-Box</b>	Rider will ride along the rail until reaching designated box area, remains in the box for 5 seconds, and then proceeds around rail to the finish line. If the horse steps out of the box, time will restart. You have 3 chances before you are disqualified.
<b>Hour Glass</b>	You and your horse go through a pattern that forms an hourglass. The fastest time wins. Knocking over a barrel results in a five (5) second penalty for each knocked down barrel. Failure to follow the course shall result in a disqualification.

\***Markers** may consists of poles, barrels, or cones.

<b>Key Hole Race</b>	A keyhole shaped is drawn in the center at the end of the arena. You are to take your horse into the keyhole, turn around and go the finish line. The fastest time win. Stepping out or on the keyhole shall result in a disqualification.
<b>Magazine Race</b>	The rider is given a page number from a magazine that is at the far barrel. The rider goes around the barrel and dismounts off his/her horse and tears out the page number; then gets back on the horse and goes to the finish line. The fastest time wins. Disqualified if the rider does not go around the barrel.
<b>Obstacle Course</b>	This will be a standard trail class with simple obstacles to be performed while mounted. A rider must try at least 3 attempts for each obstacle. A five (5) second plenty will be given for not completing an obstacle. You will be disqualified if you do not try each obstacle.
<b>Pole Bending</b>	Pole bending is a timed event that features a horse and one mounted rider, running a weaving or serpentine path around six poles arranged in a line. Knocking over a pole will result in a five (5) second penalty for each knocked down pole. Failure to follow the course shall result in a disqualification.
<b>Pony Express Team</b>	Two riders team up. First rider with the saddle bags starts the time by passing marker #1 and runs around the full arena staying outside all cone markers then passing saddle bags to the second rider BETWEEN the markers #1 & #2. The second rider continues around the full arena and stops the time by passing marker #1. Disqualification occurs if either rider drops the saddle bags, goes inside the cone markers or pass-off does not occur between the markers. If a rider is disqualified for hitting a horse without proper equipment, that rider cannot partner up with another odd rider in the Pony Express.
<b>Potato Polo</b>	Rider rides to designated area, scoops up a potato, and rides down to the finish line. Must have the potato in the scoop when crossing the finish line. If you drop it, you may go back to pick up the potato if you have not crossed the finish line. Disqualified if you do not have the potato in the scoop.
<b>Quad Barrels</b>	Rider rides to starting point in the center of the ring, rides around the outer side of the upper barrel, crosses over and rides around the outer side of the second upper barrel, goes across the starting line diagonal to the lower barrel, goes around the outer side the barrel, crosses over to the opposite barrel, rides around the outer side of the barrel, and then goes to the center for the finish. A 5 second penalty for knocking down each barrel. Failure to follow the course shall result in a disqualification.
<b>Rescue Bessie</b>	You and your horse will go around the barrel at the end of the arena and pickup Bessie and then go the finish line. The fastest time wins. If rider knocks over a barrel a 5 second penalty will be placed. If the rider hits his/her horse with Ralph or off course, the rider will be disqualified.
<b>Ride Tied</b>	You will have a partner and while both are mounted, with wrists tired together with crape paper, you will ride around the arena. The last team with their wrists still tired wins. If riders are touching hands, the riders will be disqualified. The judges/spotters must see the ribbon.
<b>Ride-a-Buck</b>	A dollar bill will be placed under the leg of rider who is bareback. The horses will be shown at walk, trot, and canter if required. Last rider with his/her dollar will win the dollars from the other riders. The rider must be in the proper gate in three strides or he/she will be disqualified.
<b>Sack Race</b>	Horse and rider combinations will ride down to opposite end of ring, on horseback. Dismount; there will be someone there to hold your horse. Each rider must touch the fence. Then each rider will put one leg into a sack and work as a team towards the opposite end of the ring (where timers are located) as fast as possible. The fastest time will win! Each partner/team combo will enter the ring individually to run the course for safety reasons. The riders will be disqualified if the legs do not remain in the sack.

<b>Scramble</b>	Rider weaves through three poles, jumps over the jump, circles around the barrel, jumps over the jump, and weaves through the poles. Knocking over a barrel or pole will be a 5 second penalty for each. Failure to follow the course shall result in a disqualification.
<b>Scud-a-Hoe</b>	Rider weaves through the four poles, goes over ground pole, weaves up barrels, goes over ground pole, and runs to the finish line. . Knocking over a barrel or pole will be a 5 second penalty for each. Failure to follow the course shall result in a disqualification.
<b>Simon Says</b>	“Simon” gives commands (walk, trot, and canter around the ring) and the riders must do it within three strides. The rider must be in the proper gate in three strides or he/she will be disqualified. The last rider remaining wins.
<b>Speed Barrel</b>	Go through the turning poles, pass the first barrel on either side, pass the succeeding barrels on alternate sides, turn around the third barrel, and return in the same manner through the timing line. Knocking over a barrel results in a five (5) second penalty for each knocked down barrel. Failure to follow the course shall result in a disqualification.
<b>Speed Race</b>	Rider will race around the arena on the outside of the barrels for the fastest time. The rider and horses will be disqualified for not being on course.
<b>Sweetheart Race</b>	The rider will go through a course that forms a heart. Fastest time wins. Knocking over a barrel results in a five (5) second penalty for each knocked down barrel. Failure to follow the course shall result in a disqualification.