

2016 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 stand beside the horse in anyone class. (10 second penalty)**
- **Enter and depart through the cones to avoid disqualifications.**
- **All age groups will have the same points and disqualifications.**

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| Backwards Boogie-Mounted | How far/fast in allotted time can you ride your horse to backup on a designated distance??? The one who can get to the finish point first wins. |
| Big "T" Race | The course is made up of Markers* 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. |
| Carrot Race | 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. |
| Cloverleaf Barrels | 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. |
| Costume Parade | Rider and horse combo will show off their creative costumes!!! |
| Costume Race | You must take your horse around the barrel and put on a costume. You and your horse run back to the finish line. The fastest time wins. A five (5) second penalty will be added if rider and horse do not cross approximately the same time. |
| Figure Eight | 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. |
| Flag Race | 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. |
| Hour Glass | 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. |
| Key Hole Race | 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. |
| Magazine Race | 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. |

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

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| Obstacle Course | 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 penalty will be given for not completing an obstacle. You will be disqualified if you do not try each obstacle. |
| Pole Bending | 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. |
| Pony Express Team | 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. |
| Rescue Ralph | You and your horse will go around the barrel at the end of the arena and pickup Ralph 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. |
| Ride Tied | You will have a partner and while both are mounted, with wrists tied together with crape paper, you will ride around the arena. The last team with their wrists still tied wins. If riders are touching hands, the riders will be disqualified. The judges/spotters must see the ribbon. |
| Ride-a-Buck | 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. |
| Sack Race | 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. |
| Simon Says | “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. |
| Speed Barrel | 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. |
| Speed Race | 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. |
| Sweetheart Race | 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. |