

Horsin' Around Expo & Battle of the Bulls 2010
Battle of the Breeds Competition Rules

1. A team consists of 4 riders and 4 horses.
2. There will be a limit of 10 teams accepted for the competition. Teams will consist of the following with applications accepted on "first come, first served" basis:
 - Registered Team:** Registered horses with the same breed association. Only one team of each breed will be accepted. If there are multiple team entries per breed, the 2nd, 3rd, etc. teams for the same breed will be put on a reserve list. If we do not have ten teams registered by July 1, 2010, teams from the reserve list will be added to the competition in order of entry date (earliest first).
 - Unregistered/Grade Team:** One team of unregistered/grade horses will be accepted.
Horses do not have to be the same breed-type.
3. Appropriate attire is required for all team members. At a minimum, team t-shirts are required.
4. For applications of registered teams to be accepted, a copy of registration papers for each horse on a team is to be attached to the application. Applications of unregistered/grade and mule teams are accepted without papers.
5. Each team will compete in the following events:
 - Team Showmanship – Class 5 of the Schooling Horse Show on Saturday
 - Gaming: 3 games only on Saturday
 - Trail – On Sunday
 - English Pleasure Class – Class 13 of the Schooling Horse Show on Saturday
 - Western Pleasure Class – Class 29 of the Schooling Horse Show on Saturday
 - Jumping (not to exceed 24 inches) – Class 23 of the Schooling Horse Show on Saturday
 - Team Horse Soccer – On Friday
6. Every member of a team will perform in Gaming, Trail, Western and English Pleasure Classes and Jumping. All four members of each team are to perform in Team Showmanship and Team Horse Soccer.
7. **Team Showmanship:** Class #5 of the Schooling Horse Show. The Pattern will be available on-line and mailed to each team 2 weeks prior to event. All members of each team will perform their showmanship pattern at the same time. The event will be scored as follows: Each team member will be judged on their individual performance for correctly completing the pattern and the team will be judged on how well they perform the pattern together as a team.
8. **Western/English Pleasure Class with a Pattern:** Each member of a team will compete in the English Pleasure (Class #13) and the Western Pleasure Class (#29) in the Schooling Horse Show. These event will be judged on how well each horse/rider performs rail work (walk, trot, canter) with the focus being on the horse.
9. **Jumping (not to exceed 24 inches):** Class #23 of the Schooling Horse Show. Two members of each team are to participate in this event. Competitors will have the opportunity to walk the jumping course before the start of this event. This event is both judged and timed. Each jump will be scored in accordance with how well the horse/rider completed the jump. Only three refusals are allowed for the jump course. Any stopping of forward motion counts as a refusal. After the 3rd refusal the horse/rider must exit the arena and the competitor is disqualified.
10. **Gaming:** Each member of a team will compete in 3 timed events: Pole Bending, Figure 8 & Keyhole. The times from each event will be added together and the team member's scores will be added together to get each team's final score for gaming. The team with the fastest times will be awarded 1st place for gaming.

- 11. Trail:** Each member of a team will compete in Trail. Several obstacles of various difficulties will be set up in the outdoor arena. Each competitor has 3 minutes and 20 seconds to complete as many obstacles as they can. Competitors can choose the order in which they do each obstacle. Each obstacle will be assigned points according to its level of difficulty. Points will be awarded for each obstacle that is completed successfully. A warning buzzer will sound at 3 minutes, leaving 20 seconds for rider/horse to cross the finish line and stop the clock. If a competitor is in the middle of an obstacle when the buzzer sounds, the competitor may choose to complete that obstacle, but will still need to cross the finish line within the remaining 20 seconds. Once a competitor crosses the finish line, each competitor will receive +1 points for each second under the 20 seconds or -1 points for each second over 20 seconds. After crossing the finish line, each competitor will then have the option of doing a bonus obstacle. If they choose to attempt the bonus obstacle, they will have 15 seconds to do so. If they are successful, the competitor will be awarded 100 points. If they are not successful by the time the buzzer sounds, 100 points will be deducted from their points.
- 12. Team Horse Soccer:** Each team will consist of 4 rider/horses. The number of games played will be determined by the number of teams. Please refer to the for Horse Soccer for Battle of the Breeds.
- 13.** All points from each of the seven events will be combined for a total score for each team.
- 14.** Teams will be competing for \$500, with payouts to 1st, 2nd and 3rd places as follows: \$300 to 1st place, \$150 to 2nd place and \$50 3rd place.
- 15.** Fees are as follows:

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| Entry Fee: | Pre Registration (July 1, 2010) | \$40 per rider |
| | Post Registration | \$45 per rider |
| Stall Fees: | \$40 dollars per horse (\$15 to be refunded if stall is left clean) | |
| Grounds Fee: | \$2 per horse | |
| Camping Fee: | \$10 Dry or \$25 w/Hook-up per weekend | |
- 16.** All team members must sign the Terms and Conditions release waiver (see entry form).
- 17.** All protests will be placed in writing and submitted within 30 minutes of the incident, together with a \$50.00 **cash** protest fee. If the protest is sustained or no decision is reached, the money will be returned. If the protest is denied, the money will be retained by the expo. Protests will be heard by five (5) members of the Horsin' Around Expo board. This group will assemble as soon as possible and resolve the protest by the end of day that protest is submitted.
- 18. If no protests are filed within the 30 minutes of the incident, all places first, second and third are final. Due to the pressing time schedule, any other contested scores and/or complaints will be assessed and will be used to improve next year's competition. However, the results of this competition are then FINAL!**
- 19.** Changes may be made to these rules up to 30 days prior to the event, but not after.