

# PLAYDAY PATTERNS & RULES

**Brushy Creek**



**Saddle Club**

# CLOVERLEAF BARRELS

## ***THIS EVENT WILL NOT ROTATE. IT WILL BE RAN AT ALL PLAYDAYS***

This is a timed event. Rider will cross the timer line, make a 360 degree turn around the first barrel, go across the arena, make a 160 degree turn around the second barrel, then make a 360 degree turn around the third barrel and return between the first and second barrels, crossing the timer line. Rider may run either right or left pattern. (See pattern diagram below)

### **Equipment Required**

- Timer Line to designate the start and finish.
- Three (3) barrels placed in a triangle formation ninety (90) feet apart for a cloverleaf pattern. First and second barrels are sixty (60) feet from the timer line. Measurements should be taken from the center of the barrels. Barrels must be a minimum of fifteen (15) feet from the arena fence/wall.

### **Judges**

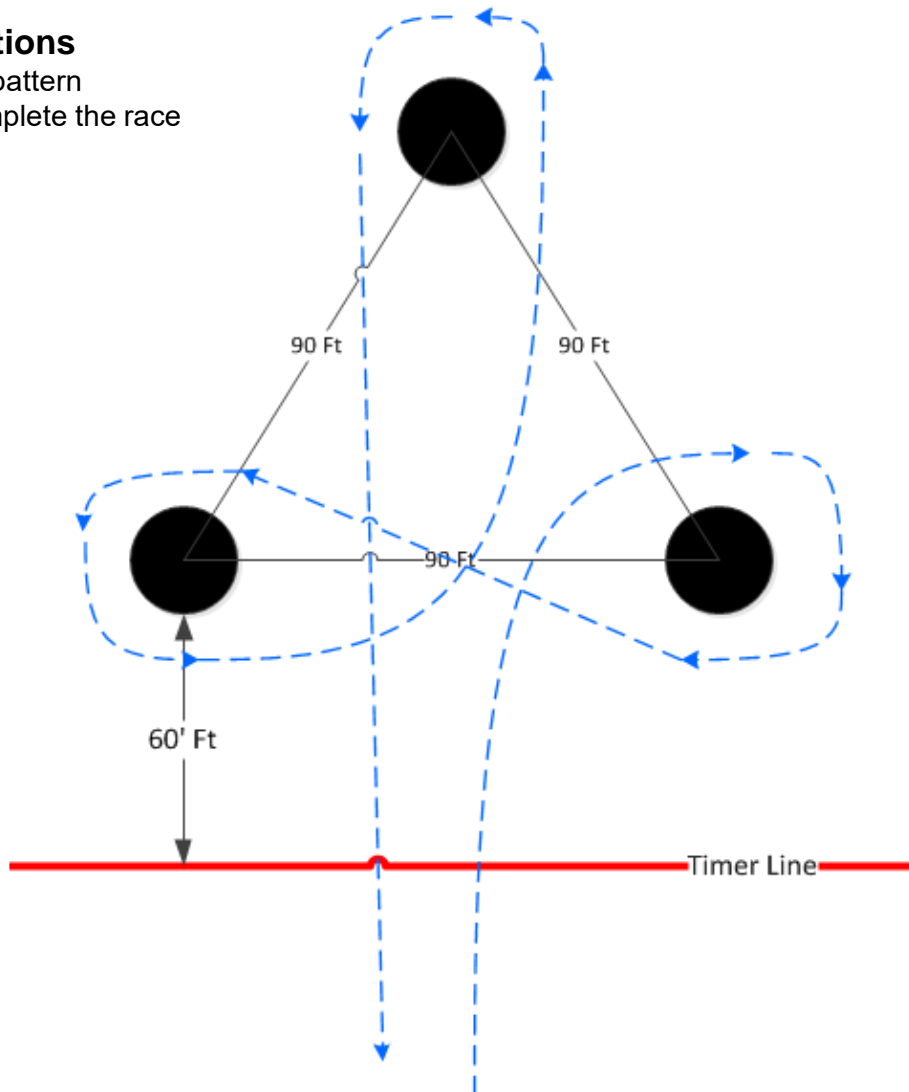
- **2** judges required – to observe pattern and set up barrels in their proper place when knocked over.

### **Penalties**

- 5 second penalty will be added to the rider's time for knocking over a barrel.

### **Disqualifications**

- Breaking the pattern
- Failure to complete the race



# POLES

## ***THIS EVENT WILL NOT ROTATE. IT WILL BE RAN AT ALL PLAYDAYS***

This is 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 pole, pivots, starts weaving in and out to the number one (1) pole, pivots around the number (1) pole, weaving in and out to the number six (6) pole and then runs straight back to the finish line. Each pole is to be twenty-one (21) feet apart with the first pole 21 feet from the starting/timer line. (See pattern diagram below)

### **Equipment Required**

- Timer Line to designate the start and finish.
- Six (6) poles in a straight line at 21 feet apart.

### **Judges**

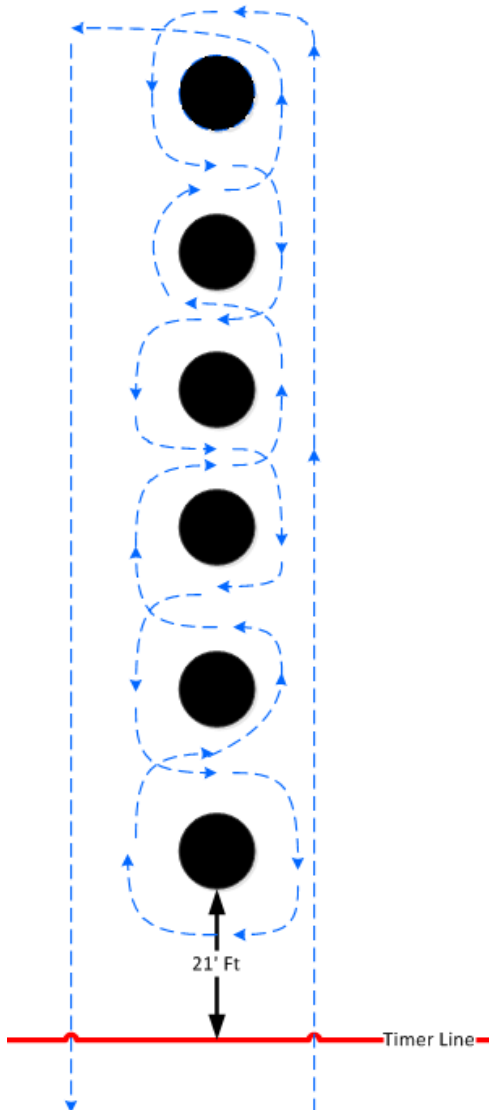
- **2** judges required – one to observe the 1st 3-poles and the other to observe the last 3-poles. Set up assigned poles in their proper place when knocked over.

### **Penalties**

- 5 second penalty will be added to the rider's time for knocking over a pole.

### **Disqualifications**

- Breaking the pattern
- Failure to complete the race



# BASEBALL

This is a timed event. Rider races to the barrel and picks up the baseball while turning barrel, then returns to the barrel nearest finish line, depositing the baseball in the barrel before crossing the finish line. Rider may run either right or left pattern. Rider may circle either barrel as long as the rider comes in one side and goes out on the other side without running a figure eight (must continue forward motion in same direction).

## Equipment Required

- Timer Line to designate the start and finish.
- One (1) barrel placed 152 feet from the timer line with 1-sand filled bucket & 1-baseball placed on top.
- One (1) barrel placed 20 feet from the timer line (in line with and between the other barrel and the timer line). This barrel has an open top and bottom.

## Judges

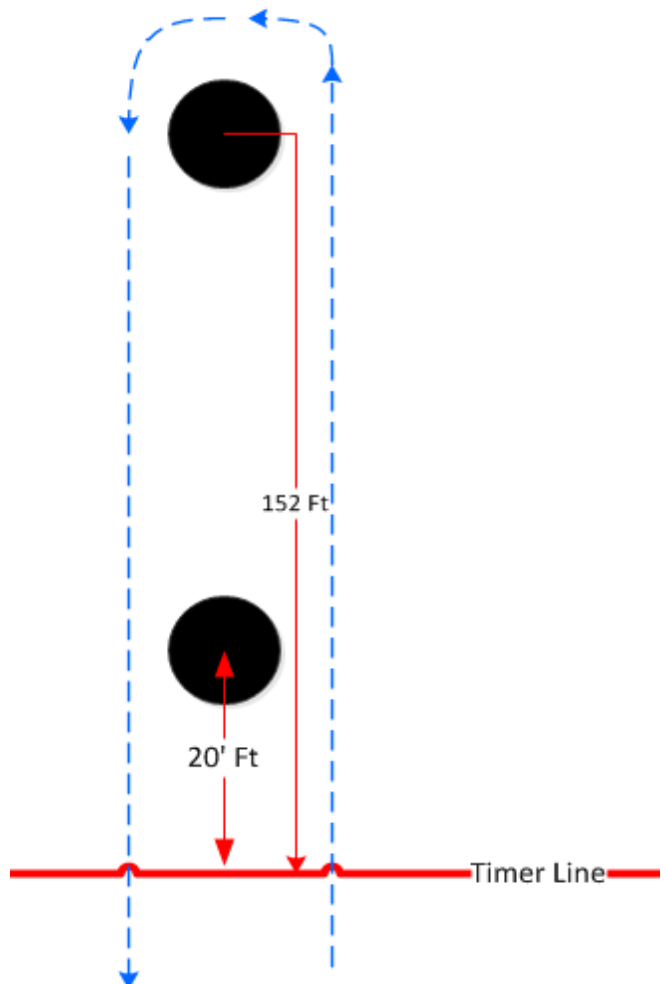
- 2 judges required – 1 at each barrel. In addition to judging, they are responsible for placing the baseball in the bucket and removing the baseball from the goal barrel after each ride.

## Penalties

- None

## Disqualifications

- Breaking the pattern, running a figure eight of the barrels or failure in any other way to run pattern according to diagram.
- Failure to pick up the ball
- Dropping the ball
- Knocking over bucket or barrel
- Ball touching barrel or ground due to actions of horse or rider
- Failure to deposit ball in goal barrel
- Failure to complete the race



# BOWTIE

This is a timed event. Rider can start from the left or right side of the center cone. Beginning on the right side of the center cone, the rider will run past the center cone and run towards the top left cone. The rider will then make a left turn around the upper and lower cones, run past the center cone (above it) to the right side cones, make a right turn around the upper and lower right cones, then a left turn around the center cone and back across the timer line. (See pattern diagram below)

## Equipment Required

- Timer Line to designate the start and finish.
- Five (5) traffic cones/pylons. The center cone is 72 feet from the timer line. The lower left and right cones are 42 feet from the timer line and 40 feet apart. The upper left and right cones are 102 feet from the timer line (or 60 feet from the lower cones) and 40 feet apart.

## Judges

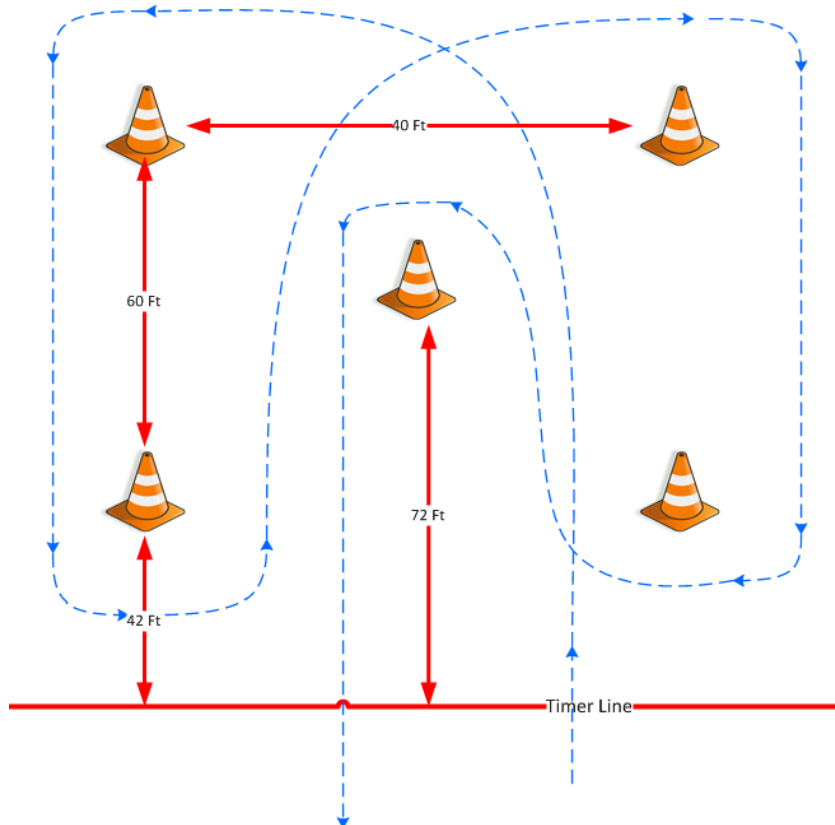
- **2** judges required – one on each side of the arena to observe pattern and set up pylons in their proper place.

## Penalties

- None

## Disqualifications

- Knocking over a cone
- Straddling a cone
- Breaking the pattern
- Failure to complete the pattern



# DOUBLE BARREL FLAGS

This is a timed event. The rider crosses the timer line, passes the middle barrel going behind it. The rider picks up the flag from the bucket on the middle barrel and replaces it in the bucket on an outside barrel, then returns back across the timer line. Rider may run right or left pattern and may circle the barrel, but must continue in a forward motion (cannot turn to change direction). (See pattern diagram below)

## Equipment Required

- Timer Line to designate the start and finish
- Run with 3 barrels and 6"x8" red flags on 14" x 1/2" natural sticks

## Judges

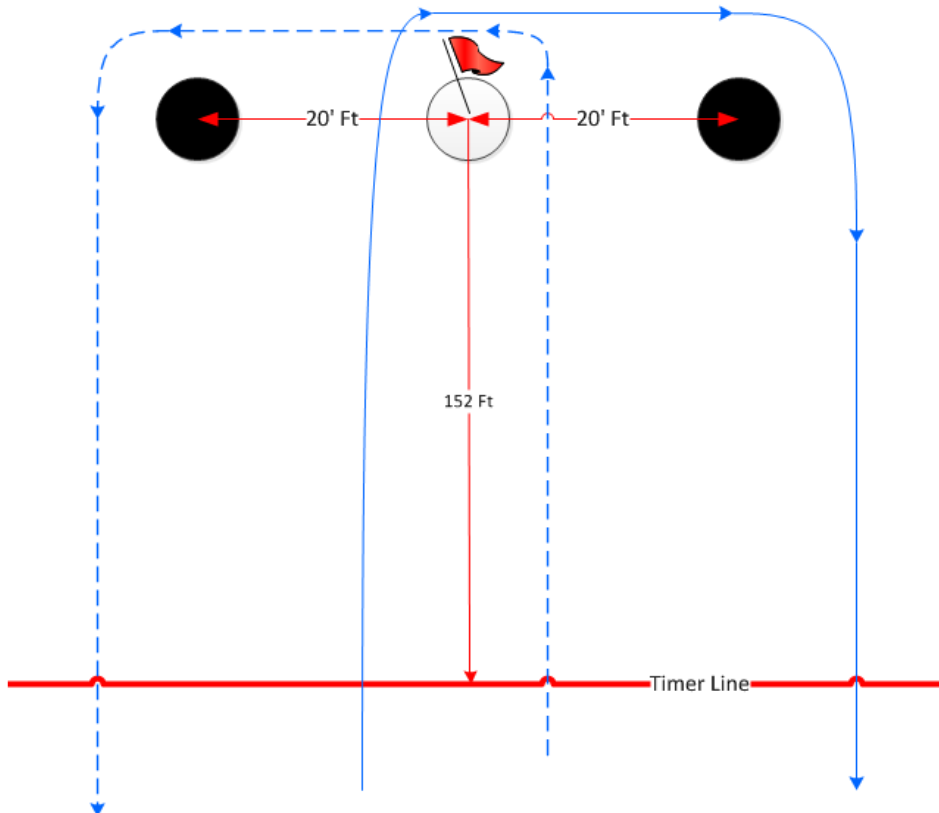
- **2** judges required – 1 at each barrel to observe the pattern and replace flags and/or set up barrels/buckets before each run.

## Penalties

- None

## Disqualifications

- Breaking the pattern
- Flag falling from the bucket
- Knocking over the barrel or bucket
- Failure to place flag in the bucket
- Failure to complete the race



# FLYING W

This is a timed event. Rider crosses the timer to the back pole and turns it, weaving each pole, turns the last pole and returns across the timer line. Rider may run either a right or left pattern. (See pattern diagram below)

## Equipment Required

- Timer Line to designate the start and finish
- Run with 5 quarter horse poles

## Judges

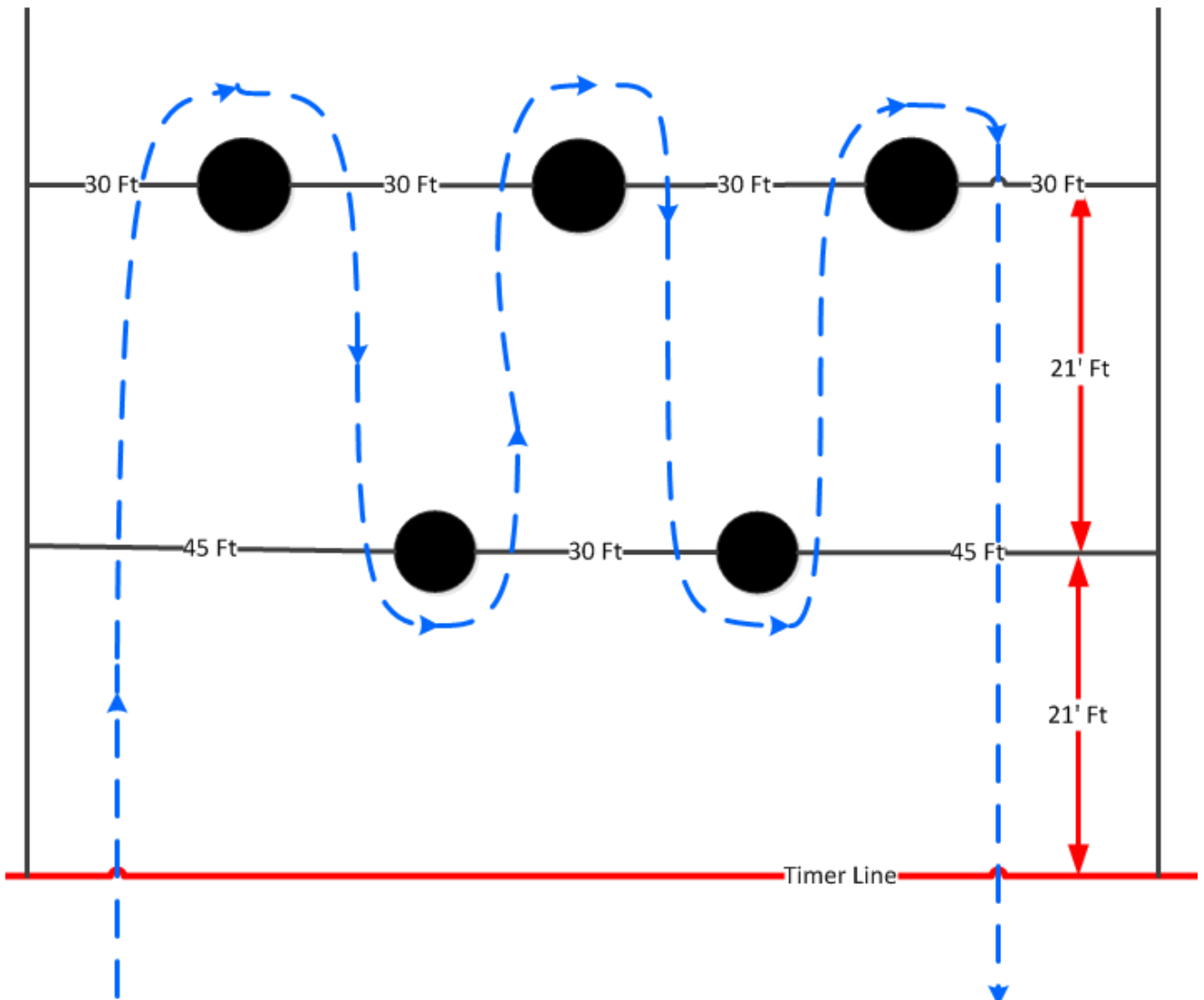
- 2 judges required – to observe the pattern and set up poles in their proper place.

## Penalties

- 5 seconds for each pole knocked down

## Disqualifications

- Breaking the pattern
- Failure to complete the race



# HITCH & GO

Rider crosses timer line going between the first two (2) poles. Proceed to the next set of poles, either to the right or left pole. Going to the inside of the chosen pole, make a 360-degree turn around the pole. Proceed across the arena to the opposite pole and make same (right/left) 360-degree turn, finishing on the inside of the pole. Finish the pattern by going back between the first two (2) poles and crossing the finish/timer line.

## Equipment Required

- Timer line to designated the start and finish
- Four (4) standard poles

## Judges

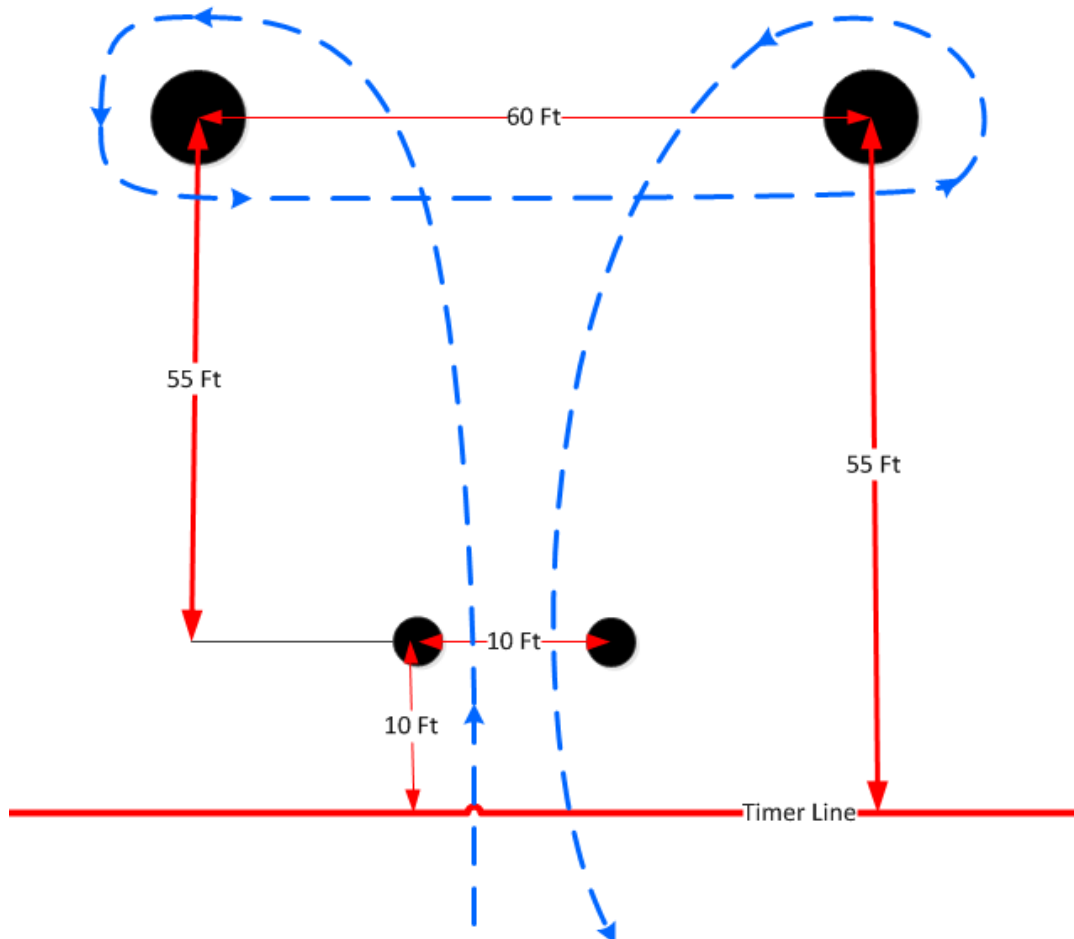
- 2 judges required – to observe the pattern & set up poles in their proper place.

## Penalties

- 5 second penalty will be added to the rider time for knocking over pole.

## Disqualifications

- Breaking the pattern
- Failure to complete the race





# LARRYETTE

This is a timed event. Rider will cross the timer line to either the right or left set of poles, going on the outside of the first pole, inside the second and outside of the third. Going around the outside of the barrel, the rider proceeds to the second set of poles going outside the first, inside the second and outside the third, and then runs to cross the timer line.

## Equipment Required

- Timer line to designate the start and finish lines
- Six (6) standard poles
- One (1) 55-gallon barrel

## Judges

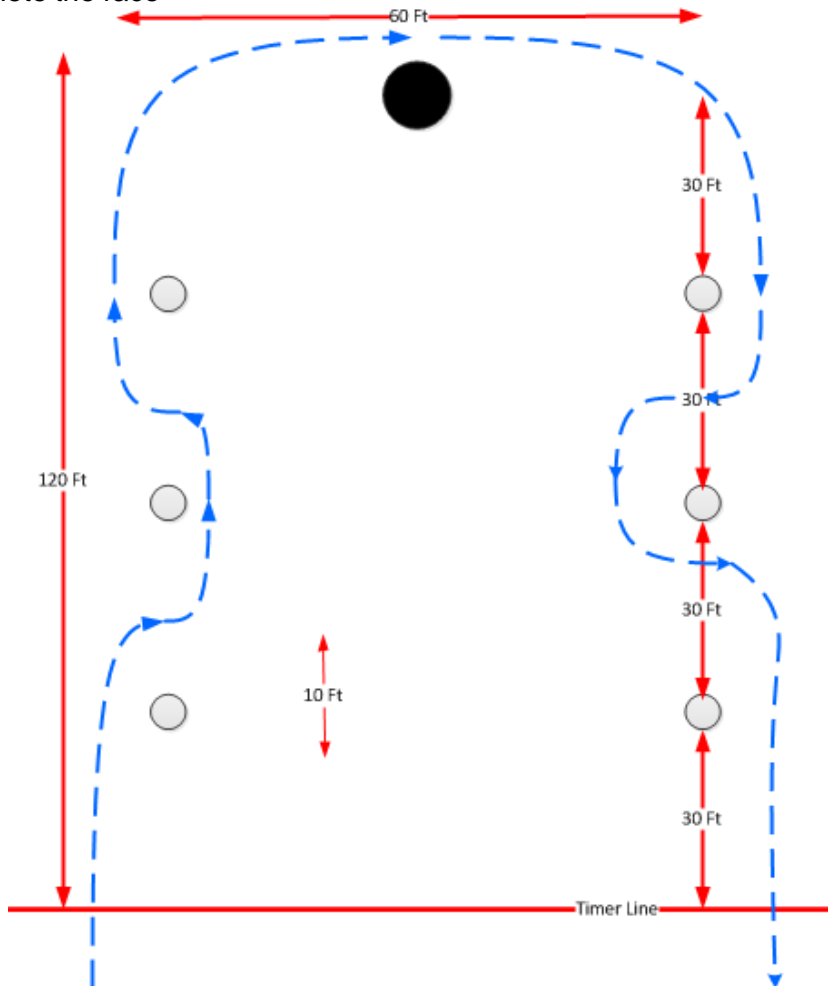
- 2 judges required – to observe the pattern & set up barrel or poles in their proper place

## Penalties

- 5 second penalty will be added to the rider's time for knocking over the barrel and/or each pole knocked over

## Disqualifications

- Breaking the pattern
- Failure to complete the race



# LAZY H

This is a timed event. Rider will cross the timer line and go through the set of cones to the left pole, then make a 360 degree turn around the pole and go straight across to the right pole, making a 360 degree turn around the pole. Then the rider will proceed back through the set of cones to the right barrel, make a 360 degree turn around the barrel, then make a figure 8 to the left barrel and a 360 degree turn around that barrel, then runs to cross the timer line. This event may be run either left or right.

## Equipment Required

- Timer line to designate the start and finish lines
- Two (2) standard poles
- Two (2) cones
- Two (2) 55-gallon barrels
- All measurements should be taken from the center of the cones, poles and barrel.

## Judges

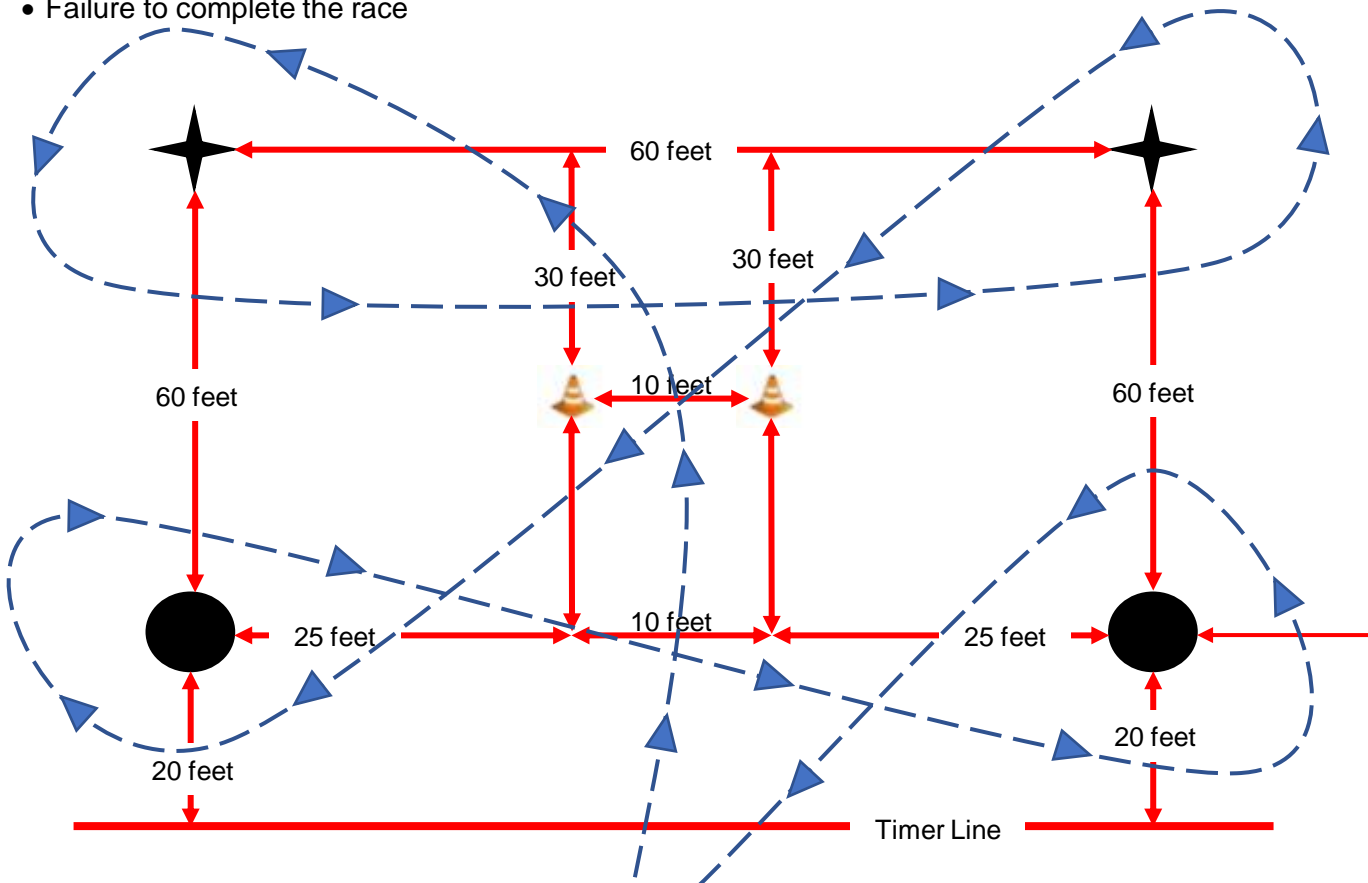
- 2 judges required – to observe the pattern & set up barrels, cones and poles in their proper place

## Penalties

- 5 second penalty will be added to the rider's time for each barrel, cone or pole knocked over

## Disqualifications

- Breaking the pattern
- Failure to complete the race



# MAD MOUSE

This is a timed event. Rider will cross the timer line and pass between the cones, then circle a pole. The rider then passes the opposite side of the center barrel and circles the last pole. The rider must then pass between the cones and cross the timer line. Rider may run either right or left pattern. (See pattern diagram below)

## Equipment Required

- Timer Line to designate the start and finish.
- Two (2) cones will be placed ten (10) feet from the timer line. Cones will be eight (8) feet apart and centered on the alleyway.
- One (1) barrel will be placed sixty (60) feet from the timer line and centered on the cones.
- Two (2) poles will be placed sixty (60) feet from the timer line (one left and right thirty (30) feet from the center of the barrel). Poles and barrel will be parallel to the timer line.
- All measurements should be taken from the center of the cones, poles and barrel.

## Judges

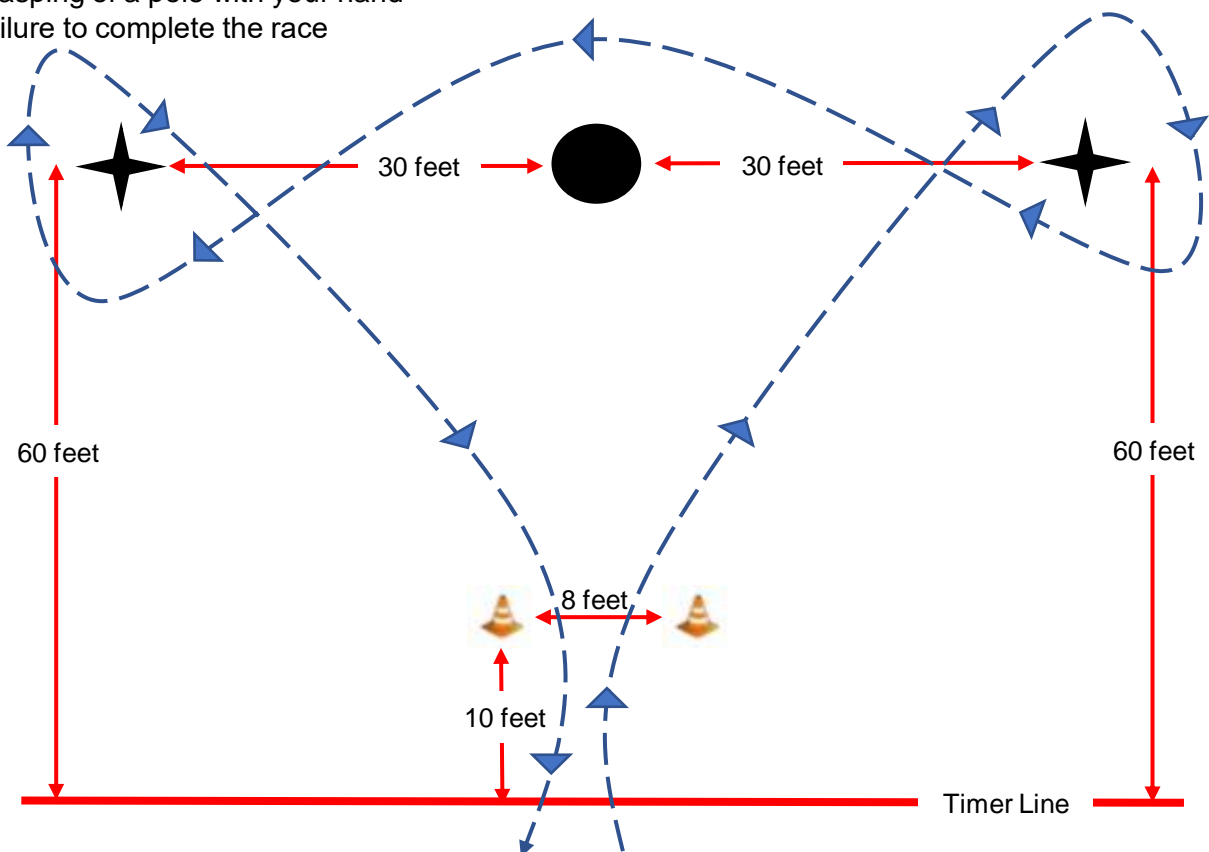
- As many judges as needed, but a minimum of 2 judges required – to observe pattern and set up barrels and poles in their proper place when knocked over.

## Penalties

- 5 second penalty will be added to the rider's time for each barrel, cone and/or pole knocked over.

## Disqualifications

- Breaking the pattern
- Grasping of a pole with your hand
- Failure to complete the race



# PEPPERMINT TWIST

This is a timed event. Rider will cross the timer line, make a 360 degree turn around the first barrel, go across the arena and make a 160 degree turn around the second barrel. The rider then cuts across the front of the first pole, weaves in and out of the poles, turns around the last pole, weaves in and out of the poles, then runs straight back across the timer line. Rider may run either right or left pattern as in the Cloverleaf Barrels. (See pattern diagram below)

## Equipment Required

- Timer Line to designate the start and finish.
- Two (2) barrels placed in a formation ninety (90) feet apart as in the cloverleaf barrel pattern. First and second barrels are sixty (60) feet from the timer line. Measurements should be taken from the center of the barrels. Barrels must be a minimum of fifteen (15) feet from arena fence/wall.
- Three (3) poles in a straight line centered between the barrels at 21 feet apart. Last pole will be 152 feet from timer line.

## Judges

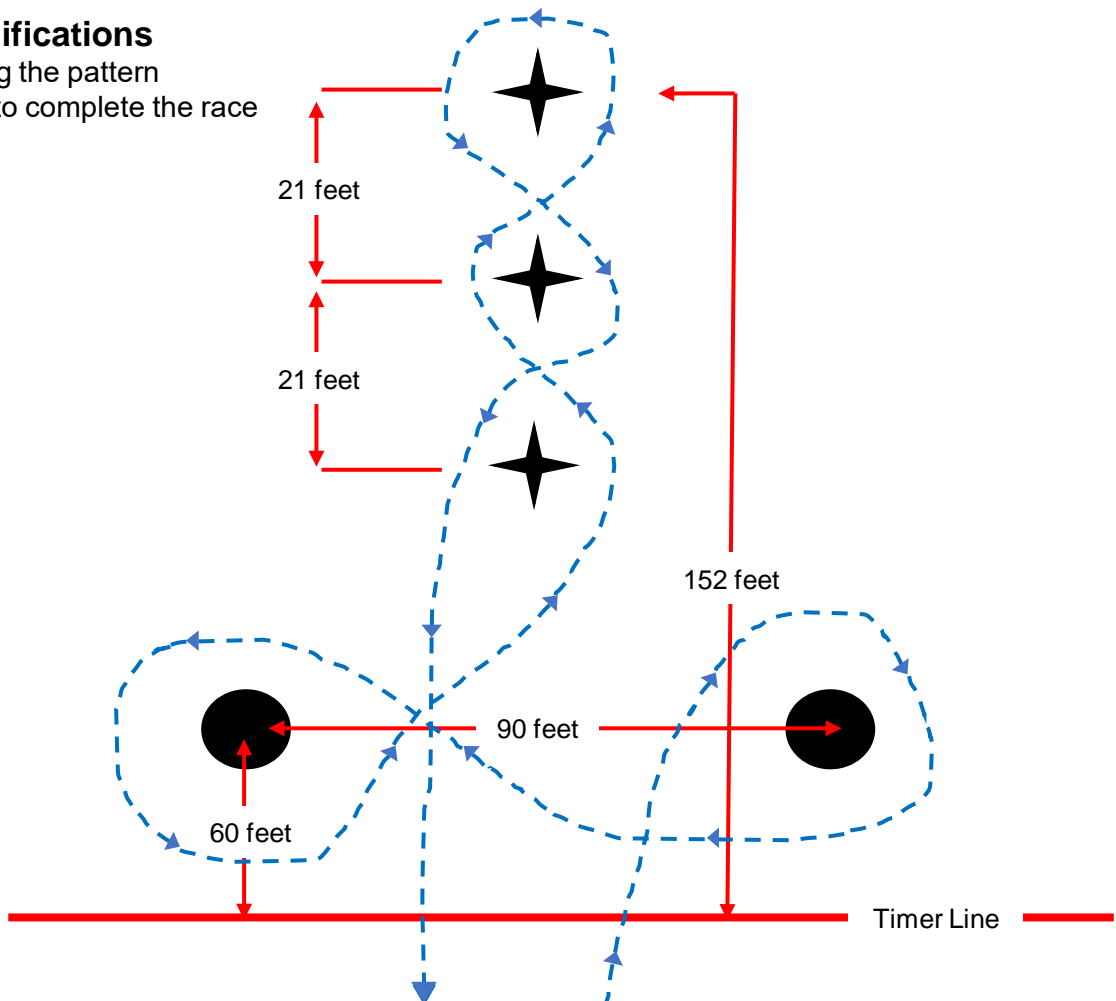
- As many judges as needed, but a minimum of 2 judges required – to observe pattern and set up barrels and poles in their proper place when knocked over.

## Penalties

- 5 second penalty will be added to the rider's time for each barrel and/or pole knocked over.

## Disqualifications

- Breaking the pattern
- Failure to complete the race



# PYLON

This is a timed event. The rider crosses the timer line between the cones in the first and second set, makes a turn around the center cone and returns home, going between the cones in the second and the first set. A left or right turn may be made around the center cone. (See pattern diagram below)

## Equipment Required

- Timer Line to designate the start and finish.
- Seven (7) pylons/cones. The first set of cones are six (6) feet apart and twenty (20) feet from the timer line. The second set are six (6) feet apart and forty (40) feet from the timer line. The last three (3) cones are six (6) feet apart and sixty (60) feet from the timer line, with the center cone centered between the first 2 sets of cones.
- One (1) pole.

## Judges

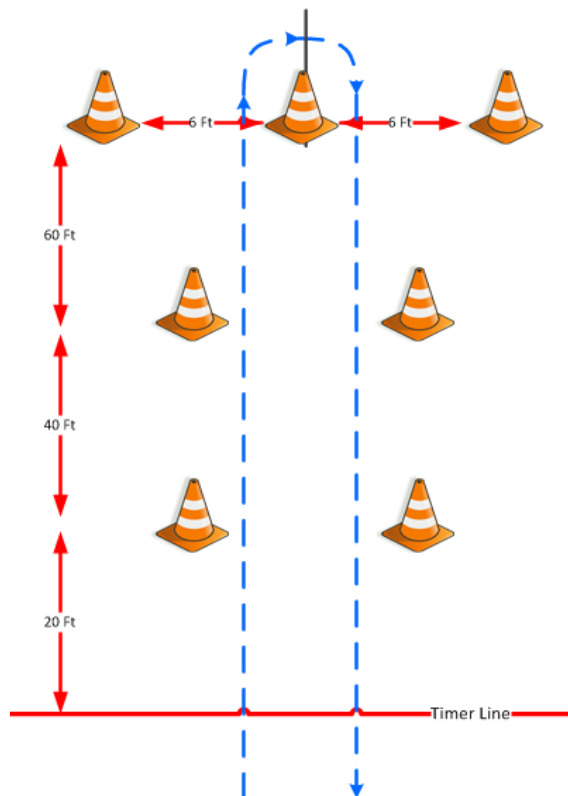
- **2** judges required – one between the 1st two sets of pylons and 1 for the last three pylons. Observe pattern & reset pylons when knocked over.

## Penalties

- None

## Disqualifications

- Breaking the pattern
- Any leg of the horse passing over any cone rather than around the cone
- Knocking over any cones/pylons
- Failure to complete the race



# SPEED RACE

This is a timed event. Time will start when the contestant crosses the starting/timer line and stops when the contestant has completed the pattern and crosses the starting/timer line. Pattern may be run from the left or the right. (See pattern diagram below)

## Equipment Required

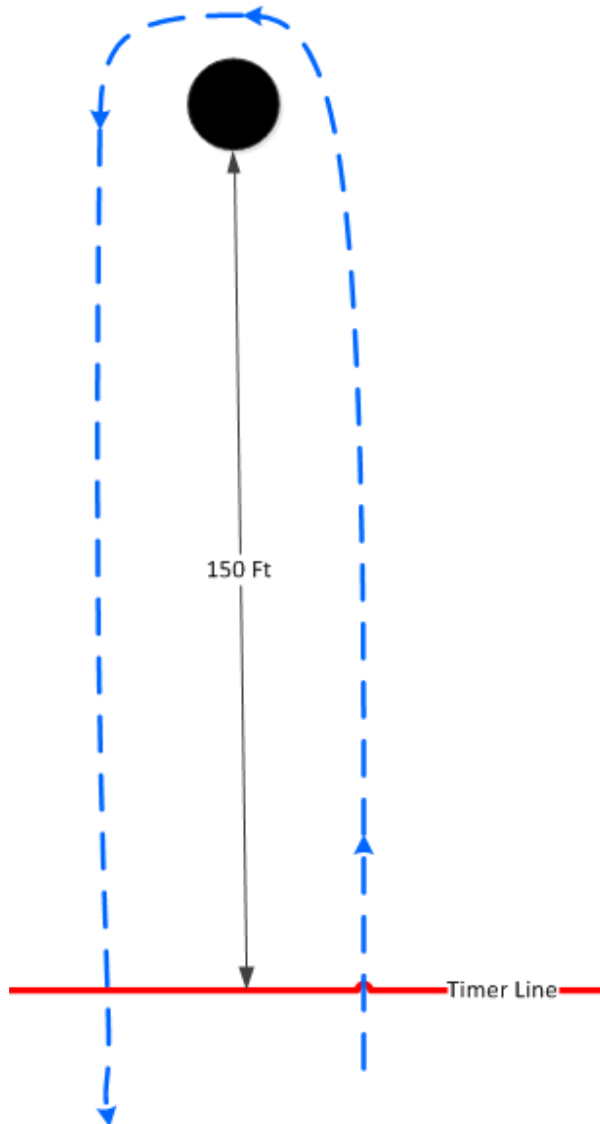
- Timer Line to designate the start and finish.
- One (1) barrel placed center of the arena 150 feet from the timer line (Measurements should be taken from the center of the barrels within the center of the arena).

## Penalties

- None

## Disqualifications

- Breaking the pattern
- Circle barrel more than once
- Knocking the barrel over
- Failure to complete the race



# SPUR

This is a timed event. The rider must go through the first set of pylons, make a 360 degree turn around the pole, then return through the second set of pylons and cross the timer line. A right or left-hand pattern may be run. (See pattern diagram below)

## Equipment Required

- Timer Line to designate the start and finish.
- Four (4) pylons/cones. The pylons form two gates on each side of the arena with two (2) pylons that are 10 feet apart and 10 feet from the timer line and thirty (30) feet from the centerline of the arena to leave sixty (60) feet between the set of pylons (All measurements are to be made from the inside base of the pylons).
- One (1) pole set 120 feet from the timer line in the center of the arena.

## Judges

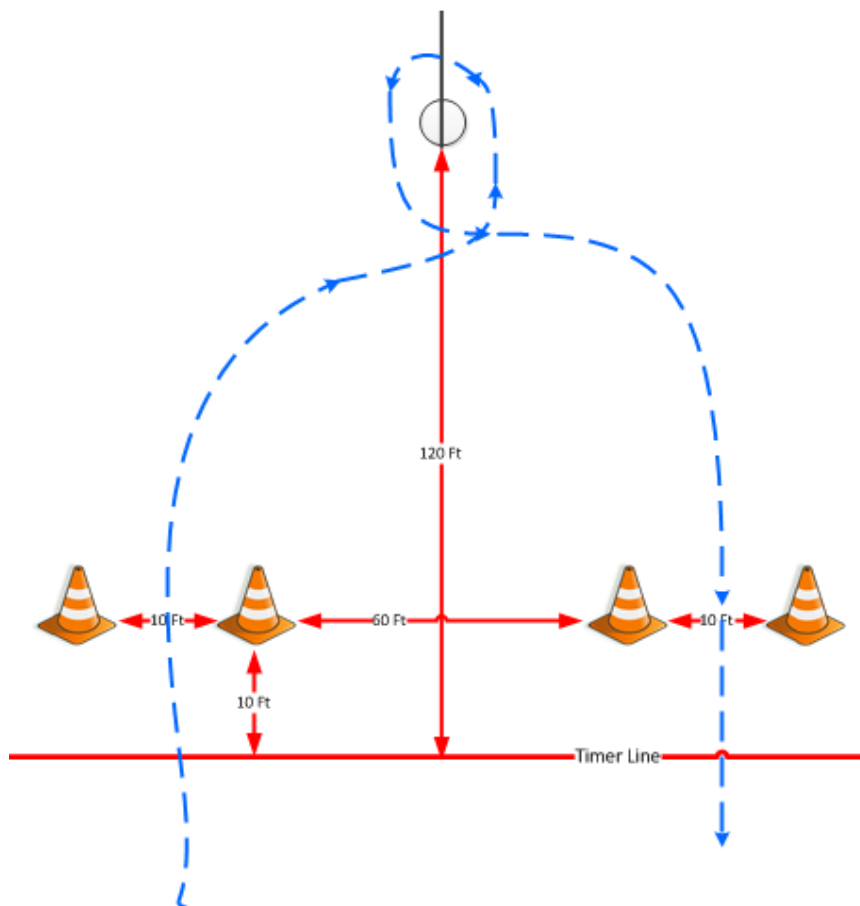
- **2** judges required – Observe pattern & reset pylons in the proper place if they are knocked over.

## Penalties

- None

## Disqualifications

- Breaking the pattern
- Knocking over any pylons
- Not going through one of the two pylon gates



# STRAIGHTAWAY BARRELS (aka STRAIGHTS)

This is a timed event. Rider crosses timer line weaving either right or left of the first barrel, continues weaving in and out to the third barrel, turning around the third barrel, then weaves in and out through the barrels and crosses the timer line. (See pattern diagram below)

## Equipment Required

- Timer Line to designate the start and finish.
- Three (3) barrels in a straight line at 50 feet apart (The last barrel will be 150 feet from the timer line).

## Penalties

- 5 second penalty will be added to the rider's time for knocking over a barrel.

## Disqualifications

- Breaking the pattern
- Failure to complete the race

