

2010 Rolla Saddle Club Events

at the Rolla Saddle Club Arena

Rolla, MO 65402

Vet Day Fun Show	Fun Show *	Extreme Cowboy Race	Fun Show *	Fun Show *	Speed Event	Trophy Payback Show *
April 10 10 am	May 8 2 pm	June 26 4 pm	June 12 2 pm	July 10 4 pm	Aug 8 4 pm	Sept 11 2 pm

* Points for year-end club awards

1 Halter - Pony

Halter - Gelding

- a) Pony 54" & under
2 b) Youth
c) Teen
d) Senior



Halter - Mare

- a) Pony 54" & under
3 b) Youth
c) Teen
d) Senior



4 Lead Line (6 & Under)

Walk Trot

- a) Pony 54" & under
5 b) Youth
c) Teen
d) Senior



Western Pleasure

- a) Pony 54" & under
6 b) Youth
c) Teen
d) Senior

Gaited Pleasure

- a) Pony 54" & under
7 b) Youth
c) Teen
d) Senior

Poles

- a) Pony 54" & under
8 b) Youth
c) Teen
d) Senior

Barrels

- a) Pony 54" & under
9 b) Youth
c) Teen
d) Senior

Jackpot Race

- a) Pony 54" & under
10 b) Youth
c) Teen
d) Senior

Entry Fees For FUN Show:

12 & Under - \$3.00 per event or \$10.00 for the show

13 & Over - \$3.00 per event or \$15.00 for the show

Jackpot Race \$5.00 per ride 50% payback

More than 1 ride per event: \$5.00 per additional horse except Jackpot Race \$5.00 per additional ride

Separate fee charged for pony & Horse Classes

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Event Description

Halter ~ Pony, Gelding, Mare:

Fairly straight forward, halter the horse and lead it into the arena as directed by the Judge. Mare or gelding can only be shown in one halter class.

Lead Line: This is for the younger riders (6 and under). A youngster rides in on the back of a horse that's being led in by someone else.

Walk/Trot: The rider enters the arena and walks or trots, as directed by the Judge. Gaited, and Western Pleasure: Involves riding around the arena at varying speeds as directed by the Judge.

TIMED EVENTS

Penalties against the times are acquired for broken patterns, etc.

Poles: There are 6 poles in the arena. The rider goes straight to the end of the last pole, circles around it, and then weaves back and forth around the poles back toward the other end, circles again and re-weaves through the poles, rounding the end pole again and coming straight back toward the timer line.

Barrels: 3 barrels are arranged in the arena. The rider crosses the timer line, rounds the first barrel from the far side, circles around (crossing the path) to the second barrel, rounding it from the far side, and then crosses over that path again to go around the end barrel from the far side and returns back to the timer line