

Southern Texas Playday Association (S.T.P.A.)

GENERAL RULES & REGULATIONS

(Subject to change at any time.)

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Southern Texas Playday Association (S.T.P.A.)

GENERAL RULES & REGULATIONS

(Subject to change at any time.)

SECTION 1: Mission

Our mission statement is: TO HAVE A FUN, EFFICIENT, AND LOW-COST FAMILY PLAYDAY.

It is recommended that there shall be (12) twelve to (24) twenty-four playdays in a calendar year held on Saturdays (2) two to (3) three times a month. *INDIVIDUAL* playdays that are canceled because of rain (or for other reasons) will not be re-scheduled unless otherwise posted. *Exception:* a *SERIES*, which would be governed by its own date schedule and rules.

SECTION 2: Volunteer Workers

Contestants will get the choice of a work position on a "first come, first served" basis. If the work positions are filled, late entries will have to pay the full price.

Workers should only have to work ONE time each playday and no more than TWICE for families. All workers *must* be 14 or older. Workers who are 14 through 17 must have permission from their parent/guardian to work the gates or arena.

Contestants are responsible to see that work positions are performed. If a worker cannot work his/her assigned time, it is up to the *contestant* to find a replacement. If a replacement is not found, and the assigned work position is not performed, the contestant will pay full entry fee for that playday.

Contestant will be disqualified if the full fee is not paid by the end of the playday. *Exception:* Injury to contestant, horse, or family member that requires *immediate* medical attention.

The *gate workers* will keep the gates closed while the contestant is in the arena. Contestants are not allowed to run in or out of the Friendswood arena (this is a closed arena) and riders may be disqualified if they do. *Exception:* A different arena and it must be posted. The gatekeepers are expected to call the infraction to the attention of the Announcer if this rule is broken. The entrance gate worker will have the next horse/rider and helper ONLY, ready in entrance chute, or entrance area. Do not allow pedestrians to stand around entrance/exit area. The gate-person must make sure the contestant's horse comes to a complete stop or that contestant has control of their horse, before opening a gate.

The *arena worker* will act as a back-up judge. He/she will stand conveniently in the timer area, but out of the pattern, to make sure no one but the rider crosses or touches the timer. This person will call to the attention of the announcer, any time the rider breaks the timer in the middle of a pattern (particularly Pole Bending), or if any part of a pattern or rules are broken by the contestant. While in the arena, the arena worker should be careful that the arena is clear when making adjustments to equipment and picking up any equipment or gear dropped by a rider or horse.

SECTION 3: Hold-Harmless Law

Southern Texas Playday Association and/or the arena will not be responsible for loss, damage or injury to horse, persons or property. Each participant will be required to endorse and sign an agreement that the

Association and/or the arena will not be responsible for theft, vandalism, or for loss, damage or injury to property, animal or persons. Minors (under eighteen) must have signed release from their responsible adult.

WARNING: Under Texas law (Chapter 87, Civil Practice and Remedies Code), an equine professional is not liable for an injury to or the death of a participant in equine activities resulting from the inherent risks of equine activities.

SECTION 4: Conduct

(a) Sportsmanship: When a contestant or contestant's guardians, is guilty of poor sportsmanship, the show management may suspend such contestant's rights to participate in future classes and/or shows for such a period as deemed appropriate by the S.T.P.A. Committee.

(b) Pets/Horses: All pets must be on leashes. All horses and pets must be in good health and under control at all times. Any unruly horses/pets, or animals showing signs of disease, will be asked to leave the grounds by the S.T.P.A. Committee.

(c) Un-attended Children/Unruly Persons: No unattended children allowed. Rowdy, unruly, unsafe persons will be expected to leave when asked by the S.T.P.A. Committee.

(d) Not Permitted: Intoxication will not be permitted. No alcohol, drugs or glass containers allowed. No sitting on the arena fence, standing in the alleyway or arena unless you are the contestant or assisting the contestant (*Exception:* arena worker).

(e) Tying Horses/Riding Area: Do not tie horses to arena fence, in restricted areas (playground, soccer fields, etc.) or run horses outside of the arena (except in the warm-up area). Do not ride or park in the playground area or soccer fields. Be sensible and courteous where you tie your horse. If your horse is a known kicker, tie a red or yellow flag on his tail, and tie him up at or near your trailer and not in the pathway of other contestants and horses.

(f) Attire: Contestants should wear suitable and safe attire; pants and closed-in protected footwear with heels. Short sleeve shirts or T-shirts may be worn. No spaghetti-strap, strapless tops, or sports bras, and no shorts allowed by riders. Saddles *must* be used. In the interest of safety, contestants may wear appropriate riding safety helmets and equipment.

(g) Appeals Committee: The S.T.P.A. Committee will decide on all questions. Their decision will be final in all cases. All official protests *must* be made during or immediately upon conclusion of the *event*. **Series Only:** Any disputes about points must be arbitrated and settled **before** the next playday in the series.

SECTION 5: Playday/Events

(a) Emergency Time/Location/Event Change: S.T.P.A. reserves the right to move/change the time, location of the playday, and event due to arena conditions, weather, lateness of time, mechanical problems, and other hazards, for example heat. S.T.P.A. will make an attempt to notify contestants of this change in advance of the playday by making announcements at the previous show, by message on

the answer machine at 281-369-2375 (call before you haul), e-mail, and on the web site at www.angelfire.com/tx/southerntexasplayday.

(b) Hold/Cancellation of a Started Playday: A hold on a playday will be announced at the discretion of the S.T.P.A. Committee due to severe weather or other safety hazard, or due to an unforeseen event/obstacle that prevents the playday from continuing.

A fifteen (15) minute break will be declared. At the end of the (15) minutes the S.T.P.A. Committee will decide between the following:

1. Continue the playday. There will be a ten (10) minute wait to allow contestants to re-saddle their horses and get ready.
2. Call a vote of the contestants. A contestant must have been signed up for at least **three** events in order to be eligible to vote. Each eligible contestant will have **one** vote between the following:
 - a. Declare another ten (10) minute break. All contestants will meet at the end of the break (time will be announced). A vote will be called and each eligible contestant will have **one** vote between the following choices:
 1. Continue the playday. There will be a ten (10) minute wait to allow contestants to re-saddle their horses and get ready.
 2. Cancel the playday. See below.
 - b. Cancel the playday. The following will be in effect:
 - If **none** of the events are completed in ALL age groups, the awards are not given and a full refund will be given to all contestants.
 - If **one** or **more** events are completed in ALL age groups, the awards will be given and no refund. *Exception:* Refunds *will* be given for the exhibition runs *not* completed. *Note:* Each age group that has been completed will be counted towards the awards even if the event was not. If the age group was *not* completed, then the runs will *not* be counted.

*Refund must be claimed by the **start** of the next playday (during sign-up, or before). No exceptions.

(c) Cancellation of a Playday in a Series: If the last event is the only event that needs to be completed, it will be added to the end of the next scheduled playday. If the event is the same as the re-scheduled event, the contestant, before the event starts, must declare if they want to ride once and have the time count for both playdays or ride twice.

If more than one event needs to be completed, the playday will be re-scheduled. If the re-scheduled playday is the last playday, awards will be given at the end of the rescheduled show. Any age group that has been completed will not have to re-ride in the re-scheduled show. In the age groups that SOME or ALL of the contestants did not ride, ALL the contestants will be required to complete that event at the re-scheduled show. All contestants in an age group must run against the same clock and conditions.

(d) Arena Gates: The Friendswood arena is a CLOSED ARENA. NO running through the entrance or exit gate. Contestant may be disqualified if he/she is judged doing so. Arena gates will be closed after each run has begun. Rider can enter either gate, but must exit the exit gate.

Exception to “closed” gate rule: Playday at a different arena and it must be posted. If the arena is posted as being an “open” gate, then the contestant will be allowed to run in and out of the arena. Gate can be closed upon request.

SPECIAL INSTRUCTIONS: To avoid appearing to run through the gate, riding the following patterns: Obstacle Race, Thread-the-needle, Flying V, Flying W, or any pattern that lines up close to the arena sides. After entering, the contestant MUST wait until gate is closed before proceeding into pattern.

(e) Delayed Contestant: Failure to answer three gate calls will result in a ‘SCRATCH’. The contestant must declare that they are having trouble (unruly horse, broken tack, etc.) before the third call, and may only be dropped to the end of their age group in that event.

(f) Posting S.T.P.A. Rules & Patterns: Patterns and rules will be posted in the sign-up area. S.T.P.A. rules will apply.

(g) Breaking the Pattern: The rider may turn toward the barrel or pole merely enlarging the shape of the pattern, but the rider *cannot* make a circle in the line of the pattern, cross the line of the pattern, or turn away from the barrel or pole. The rider may back up, or stop, to adjust; forward motion is *not* mandatory. Breaking the time barrier in the middle of the pattern is a disqualification. The S.T.P.A. Committee reserves the right to be lenient, but not lax. The S.T.P.A. Committee will decide on all questions. Their decision will be final in all cases.

(h) Dismounting within Pattern: Contestant must remain mounted for the entire run. If the contestant has dismounted in the pattern, it is a "no time".

(i) Flipped Barrel: If contestant knocks over a barrel and it stands up on its other end (flips), it will be the same as knocking it over, and receives a penalty.

(j) Rider Assistance: A parent, guardian, instructor, trainer, etc., may help a rider in an event, by entering at the front of the arena to give instructions only. Said person must stay at least fifteen feet out of the pattern. If said person trips the timer during the contestant's ride, or interferes in the pattern, the ride will be declared a "No Time".

(k) Spotters/Event Substitution: The 9 & under age group only.

(1) Contestant will be allowed "spotters" within a pattern (by request, on the entry form) during the Mystery events only (not Cloverleaf Barrels, Straight-away Barrels, Pole-Bending or Jackpot Race).

(2) For safety's sake, Speed Race can be substituted for Potato Race, Flags, Ring-over-pole, or any other game designated by the S.T.P.A. as too difficult for this age group. *Exception:* Jackpot Race.

(l) Re-rides: No re-rides will be allowed for a broken pattern. No re-rides due to personal faulty equipment.

Exception: Re-rides will be allowed **IF**:

(1) There has been a timer problem or the fault of the playday. (A) If the timer breaks down for one contestant, the contestant will re-ride at the end of his/her class. Any penalty incurred on the original run shall not be applied against the re-run; however, any penalty occurring on the re-run shall be applied. (B) If the timer breaks down completely in the middle of an age group, and stopwatches have to be used, the contestants that have already rode will re-ride behind those who have not rode in sign-up order. All contestants in an age group must run against the same clock.

(2) Because of a foreign object, dog, etc. enters the arena and has jeopardized the contestant's ride. The decision to allow a re-ride is at the discretion of the S.T.P.A. Committee.

(n) Timer: All contestants in an age group must run against the same clock. Contestant's time will be announced promptly. An electric timer will be used. In the event of a complete timer breakdown, a stopwatch will be used. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

(m) Refunds: NO REFUNDS. *Exception:* sickness/injury to the contestant, family member, or horse that requires *immediate* medical attention. Only a written vet/doctor excuse will be accepted. Vet or medical release must be presented in the show office or received by mail within 30 days. Also see Section 5 Rule (b).

(o) Age Groups: The age groups are 9 & under, 10-13, 14-18, 19 & over. S.T.P.A. reserves the right to combine age groups with less than five entries. Age of the contestant as of the first of the year will govern the age group of the contestant for the entire year. **Note:** If a series extends into the following year, the contestant will continue to stay in the same age group regardless of age. The contestant **must** ride in their designated age group (*Exception:* Exhibition). Contestants **MUST** show proof of age regardless of age (birth certificate, driver's license, ID, etc.) at each playday/series **OR** give STPA a copy to keep on file. Proof of a Negative Coggins test required.

(p) Points: The points will be carried on the rider. Rider can enter only once in each class (except exhibition classes, which earns no points). The contestant's points for *all* events for the playday will be added for the All-Around places/awards. **Jackpot Race:** Will **not** count toward points/awards. If applicable, the places and points that the contestant earned in each playday in the series will be accumulated throughout the series for the end-of-series awards. An up-to-date Playday Series Point List will be emailed to each contestant, if email address is on file, and will be posted on the bulletin board at the next playday. **Note:** Any disputes must be arbitrated and settled **before** the start of the next playday.

(q) Point System/Ties: S.T.P.A. will either be using a Six-point or Ten-point system. The point system will be announced/advertised before the start of an individual playday or series.

Six-point System: The points will be accessed accordingly, regardless of the number of contestants entered in the event.

Ten-point System: The points will accessed accordingly; however, if there are less than 10 riders in

class, the first place points will be adjusted to the total number of contestants entered in the class for that event and so on.

A. "Individual event" ties will be broken by giving the points earned by the place, to BOTH riders.

Six-point System Example			Ten-point System Example		
Place	Points	Tie	Place	Points	Tie
1	5 ½	Tie for First	1	9 ½	Tie for First
1	5 ½	Tie for First	1	9 ½	Tie for First
3	4		3	8	
4	3		4	7	
5	2		5	6	
6	½	Tie for Sixth	6	4 ½	Tie for Sixth
6	½	Tie for Sixth	6	4 ½	Tie for Sixth
			8	3	
			9	2	
			10	½	Tie for Tenth
			10	½	Tie for Tenth

B. "All-around" ties will be broken in the following order:

1. If applicable, the contestant who rode in the most playdays in the series.
2. The contestant who rode in the most events will receive the place.
3. The contestant with the fewest "No Time", "Scratch", or Non-participation" will receive the place. *Note:* When breaking a tie a "No Time" (NT) is placed ahead of a "Scratch" (SC), which is ahead "Non-participation" (NP).
4. **Individual Playday Only:** *NOT* applicable, *IF* one contestant has a time over (60) sixty-seconds, and the other contestant has a NT, SC, or NP time. (*Note:* this is to avoid a NT, SC, or NP placing ahead of a contestant who just has a slower time.) Add the times, for all of the events in the playday, earned by the tied contestants. The contestant with the lowest accumulated time will dictate the place awarded. (60) Sixty-seconds will be substituted for any event the contestant received a NT, SC, or NP. *Note:* "No-time" - contestant rode, but did not receive a time because of a flawed ride in an event; "Scratched" - contestant did not ride in an event, but paid to ride; "Non-participation" - did not ride or pay to ride.
5. The place will be awarded to the contestant that has the most first places (second, third, etc.).
6. **Series Only:** *NOT* applicable, *IF* one contestant has a time over (60) sixty-seconds, and the other contestant has a NT, SC, or NP time. Add the times, for all of the events in the **LAST** playday of the series, earned by the tied contestants. The contestant with the lowest accumulated time will dictate the place awarded. (60) Sixty-seconds will be substituted for any event the contestant received a NT, SC, or NP.
7. Tie will be broken with a flip of a coin. Flip will dictate the place.

(r) Line-up/Number of Events and Deadlines: The line-up of events, number of events, the time that arena will be open, the books will close, and the time that exhibition poles and playday starts, will be governed by that particular individual playday's/series' flyer.

(s) Exhibition: Will be run before each event. All age groups will be combined. Lead-line will be permitted. There will be a (60) sixty-second limit on exhibition (*Exception:* Lead-line and ages 9 & under). If the contestant's ride is over the limit, a \$5 fine will be applied and must be paid by the end of the playday. If the fine is not paid, the contestant will be disqualified and no awards will be given.

(t) Riding Order: It will be necessary for a contestant to instruct the entry secretary, at the time of entry, of any necessary riding placement orders; for example: a separation of riders because they are riding the same horse, using the same tack and/or saddle, or any reasonable explanation for the special request. There will be no changes in riding order made after the playday starts. *Exception:* See Section 5 Rule (e).

(u) Special Arrangement for Conflicting Schedules: Contestants **MUST** notify the STPA ***before*** 8pm the Friday before the show (NOT the day of the playday), that they want to take advantage of our special arrangements because of a conflicting schedule by email at playday@pdq.net or call 281-369-2375.

A contestant, because of a conflict of schedule, can choose to:

1a. We will have the pattern for Poles set up at 4:30pm, ready for any contestant, any age, that needs to ride ahead of time. The contestant then can leave for the other event, and return for the rest of the playday. Since Exhibition Poles does not begin until 5pm, there will not be any delay in the normal start of the playday.

OR

1b. The contestant will be allowed to run **AFTER** the 19 & Over age group, but before the pole pattern is taken down. No delay will be allowed.

Note: This is legal because all the contestants will run against the same clock and conditions. The pole pattern position will not be changed during the whole event.

2. In the case that the contestant cannot return to the playday in time for their age group in the Cloverleaf Barrels or Straight-away Barrels event, they will be allowed to run **AFTER** the 19 & Over age group but before the pattern is torn down. No delay will be allowed.

We will announce before the event starts that we are holding the places and points until the contestant rides **AFTER** the 19 & Over age group. After recording their time, we will announce the places as quickly as possible.

(v) Drag: The arena will be dragged on regular, specific intervals and will be announced. The S.T.P.A. Committee reserves the right to stipulate what are "regular, specific intervals" according to conditions of the arena, not being more than 10 runs. *Exception:* Exhibition runs may be split in half or equally.

(w) Excessive Working of a Barrel or Pole: It is prohibited for all events (except: Potato Race, Flag Race, Ring Over Pole, Bunny Rescue, and Rescue Race) in all classes ***including*** exhibition. The fine is

\$5 and must be paid by the end of the playday. Excessive working is defined as *more than two turns* around any one barrel or pole.

(x) Awards: All-around awards will be presented after the *last event* of each playday (*Exception:* Series all-around awards, which are given at the end of the *last playday* of the series). When available, participation ribbons will be given at each playday. If possible, Lead-line All-around Rosettes will be given at the end of the 9 & under class after the second or third event at each playday.

Awards that contestants have not picked up within two months will be returned to the S.T.P.A. inventory. Awards will *not* be mailed.

Lead-line must enter at least two (2) events to be eligible for an All-around Rosette. The contestant does not have to ride in all the events to qualify for All-around awards.

Series Only: Minimum (10) shows. Additional dates may be added due to cancellations. Contestant must enter and ride in (7) shows to be eligible for end-of-series awards.

SECTION 6: Coggins Test

Effective January 1, 1997, the Texas Animal Health Commission is requiring a Coggins test for all horses, asses, mules, donkeys and zebras. The EIA test document--the VS 10-11 form--is proof of testing. "... Equine in ANY trail rides, shows, fairs, competitions or other events where equine are gathered must have had a negative EIA test **within the past 12 months**. The sponsors or hosts of events are responsible for checking the test papers."

Therefore, the organization (S.T.P.A.) will be obliged to make "a reasonable attempt" to be sure that each contestant show proof of the EIA test, the VS 10-11 form, for every equine brought to the playday upon entering each and every playday. Proof of an original, (or a signed copy with the veterinarian's signature), current negative EIA test IS REQUIRED AND WILL BE ENFORCED.

SECTION 7: Checks

Make checks payable to: Southern Texas Playday Association *or* S.T.P.A. All checks *must* be written in black or blue ink. The contestant will be responsible for all bank charges/fees on the playday's account due to an insufficient check. Mail to: 7107 Brian Court, Rosharon, TX 77583.

SECTION 8: General Rules & Regulations

The General Rules and Regulations are subject to change at any time. A public copy of the rules will always be on hand at every playday and will be available to anyone to read them. Requesting of a copy of the rules by mail will cost \$3 for shipping and handling. A copy can also be downloaded from the website at www.angelfire.com/tx/southerntexasplayday for free.