

Class 208 – Western Fun and Games Show

Coordinators: Irene Wiles (519-619-1991)
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Junior and Small Fry Classes start Sunday at 9:00 a.m.
Registration at 8:00 a.m. (at booth ringside)
Gates open at 7:30 a.m. (only trailers are permitted at ringside)
Pee Wee, Youth and Open Classes start Sunday at 12:00 noon

All exhibitors must pay their Fair admission to compete

**Competitors must sign bottom of entry form
releasing the Fair Board from all liability.
Compete at own risk**

Proof of insurance required

2017 Class List in Order of Run (9:00 a.m.)

1. Small Fry Best Groomed
2. Junior Best Groomed
3. Small Fry Toy Pick up
4. Junior Ball Race
5. Small Fry Sack Race
6. Junior Musical Stalls
7. Small Fry Slow Walk
8. Junior Phonebook Race
9. Small Fry Egg Stomp
10. Junior Mounted Shooting
11. Open Costume Class

Classes 12 through to 32 will not start before 12:00 noon

12. Pee wee Keyhole
13. Youth Keyhole
14. Open Keyhole
15. Pee wee Poles
16. Youth Poles
17. Open Poles
18. Pee wee Flag
19. Youth Flag
20. Open Flag
21. Pee wee Barrels
22. Youth Barrels
23. Open Barrels
24. Pee wee Dash

25. Youth Dash
26. Open Dash
27. Peewee Head to Head Flag
28. Youth Head to Head Flag
29. Open Head to Head Flag
30. Peewee Jackpot Barrels
31. Youth Jackpot Barrels
32. Open Jackpot Barrels

Entry Fees

Junior Classes 1, 2, 3, 4, 5, 6, 7, 8, 9, 10	\$2.00
Costume Class 11	\$5.00
Peewee Classes 12, 15, 18, 21, 24	\$3.00
Youth Classes 13, 16, 19, 21, 25	\$4.00
Open Classes 14, 17, 20, 23, 26	\$5.00

Head to Head Classes

Peewee	\$10.00
Youth	\$15.00
Open	\$20.00

Jackpot Barrel Classes

Peewee	\$5.00
Youth	\$10.00
Open	\$15.00

Ribbons awarded to 5th place following classes unless otherwise stated.

**Competitors Must Sign the Bottom of their Entry Form
Releasing the Coldwater Fair Board of all Liability**

Rules

Payouts are as listed, and will be paid out by cheque according to fair policy.

Junior: 1st - \$10.00, 2nd - \$8.00, 3rd - \$6.00, 4th - \$4.00, 5th - \$2.00

Peewee: 1st - \$15.00, 2nd - \$12.00, 3rd - \$9.00, 4th - \$6.00, 5th - \$3.00

Youth: 1st - \$20.00, 2nd - \$16.00, 3rd - \$12.00, 4th - \$8.00, 5th - \$4.00

Open: 1st - \$40.00, 2nd - \$30.00, 3rd - \$20.00, 4th - \$10.00, 5th - \$5.00

Head 2 Head (winner take all)

Peewee: \$50.00

Youth: \$75.00

Open: \$100.00

Jackpot Barrels (Top 3 pays)

Peewee: 1st - \$30.00, 2nd - \$20.00, 3rd - \$10.00

Youth: 1st - \$50.00, 2nd - \$40.00, 3rd - \$20.00

Open: 1st - \$100.00, 2nd - \$50.00, 3rd - \$25.00

Rules

1. Judge's decision is final. Unsportsmanlike conduct will not be tolerated and may result in disqualification. No Refunds.
2. Show convenor reserves the right to alter conditions, classes or refuse entries at their discretion.
3. All competitors must have their numbers on when in the ring.
4. All competitors are not permitted to mount and enter the ring or warm up until entries are completed.
5. Competitors have 60 seconds to start their pattern once name has been called. Failure to do so with result in being excused from class.
6. Riders not in control of their mounts will be excused from the ring. No Refunds.
7. Off pattern in any class at Judge's discretion will result in a **"no time"**.
8. If a barrel or pole in Barrels, Dash or Pole bending is knocked, then each knock is a 5 second time penalty.
9. If you knock in Flag, Head to Head and Jackpot barrels you are given a **"no time"**.
10. If you miss the flag at any point this is a **"no time"**.
11. Riders under 18 year of age must wear an approved helmet with harness. Though not mandatory, helmets are strongly recommended and encouraged for all riders.
12. All Classes are optional, English or Western tack. All riders must wear appropriate attire for their chosen discipline. English or Western shirts buttoned up, tucked in with short, long or sleeveless, jeans or breeches, boots with heel, helmet with harness or cowboy hat.
13. Cross entry is only permitted in Jackpot class. You must be ready when you are called to the ring.
14. Open riders are any rider that is not a Lead Liner.
15. Youth riders are 18 years of age and under as of January 1st of the current year.
16. Peewee riders are 12 to 14 years of age as of January 1st of the current year.
17. Junior riders are 9 to 11 years of age as of January 1st of the current year.
18. Small fry riders are 8 years of age and under as of January 1st of the current year.
19. All riders must have proof of liability insurance.

20. Lead liners may only compete in the Junior and Small Fry classes. Handler of the Lead Line mount, must not break timer line before rider and mount. This will result in a disqualification.

Class Descriptions

Best Groomed

This class is intended to encourage all exhibitors to take the utmost effort and care to present their horse/pony at the Fair in a clean and properly groomed manner. Judge is to use their discretion in deciding the winner of this class. The judge will be permitted to touch the mane, tail, body and possibly lift feet if required to assist in placing.

Toy Pick Up

Rider will ride down to a barrel and pick a toy up off the top of the barrel and carry the toy back over the finish line while mounted. You may take your time choosing specific toy you like, but you may only pick one. The rider gets to keep his chosen toy. However, this is a timed event. If the rider drops the toy there is a 5 second penalty. The fastest time wins.

Ball Race

Carry a ball while riding to a barrel with a bucket on top at end of the ring. Drop ball into the bucket on the top of the barrel and ride back. Riders are timed and placed accordingly. Ball must stay in bucket or there is 5 second penalty. The fastest time wins.

Sack Race

Riders ride down to a sack on the ground in front of a handler. The rider is to dismount, get in a sack and hop back to the finish line while leaving their horse/pony with the handler. First one to cross the finish line in their sack wins.

Musical Stalls

Riders are in the ring with sacks placed on the ground. There will be one less sack than the number of riders. Riders will ride around a defined area while the music plays. When the music stops, the riders must immediately dismount their horse/pony and run to a sack while leading their horse/pony and jump on a sack. The rider must maintain control of their equine partner. The rider without a sack to jump on is eliminated and the final 5 remaining riders are placed with the last remaining rider being the winner.

Slow Walk

Riders line up at far end of ring. Upon the start, they must continue in a forward movement without stopping. Last one to cross the finish line wins.

Top five (five slowest) will be placed accordingly. You **can not stop** at anytime. Stopping will result in a disqualification.

Egg Stomp

Riders will line up at one end of the ring. Upon “**go**”, riders will ride down to an egg on the ground with at the opposite end of the ring. While mounted, they must break an egg on the ground. Spotters will be placed at each egg to let the rider know when the egg is broken. Once the egg is broken (yolk must be seen) the rider must run back to the start. First rider back to the start wins. Class placed accordingly.

Costume Class

Open class to anyone of any age. You dress yourself and your horse in a costume of choice. Theme is “Poultry”. Judged on originality, level of difficulty and creativity.

Phonebook Race

Riders will be given a page number before they start. The rider must then ride down to a barrel with a phone book on top at the end of the ring. They must remove the page number given and ride back. This is a timed event.

Mounted Shooting

Riders are provided a water pistol and three targets around ring. All targets must be hit with water for the run to count. Misses are considered a 5 second penalty. Spotters will be at targets to let rider know if the target has been hit. Placed accordingly. This is a timed event

Keyhole

Riders are to ride to the end of ring and turn their horse around within a space marked on the ground without touching the marked area or going outside of marked area and ride back. Touching the marked area or going outside the marked area will be a “**no time**”. This is a timed event

Poles

Riders compete in a slalom pattern of six poles. Knocked poles are a 5 second penalty. Off pattern results in “**no time**”. This is a timed event.

Dash

Riders ride down to a barrel and go around the barrel and ride back. If the barrel is knocked over there is a 5 second penalty. Timed event

Flag

Rider will ride to the first barrel and pick up the flag, then carry the flag around the second barrel in a figure 8 pattern. The rider then places the

flag back in the first barrel before continuing back through the timer. The fastest completed time without missing a pickup or drop off wins. Missing of flag is no time. Knock of barrel is a **“no time”**.

Barrels

Riders must complete a proper clover leaf pattern around three barrels. The fastest time wins. A knocked barrel is a 5 second penalty. Off pattern is a **“no time”**.

Head to Head Flag

Same as flag class but two riders run it side by side on either side of the ring at the same time. The winner moves on and through a process of elimination. The last rider remaining wins. A missed flag or knocked barrel is a **“no time”**. Winner take all.

Jackpot Barrels

Same as barrels but only placed to third. A knock is a no time and an off pattern is a **“no time”**.