

**Grimes County Fair Horse Show
Pee Wee, Junior and Senior
Speed, Top Hand and Top Horse Show**

Chairman: Wesley Goodson (936) 970-6715
Secretary/Treasurer: Melissa Goodson
Committee Members: Danielle Dove, Vance Goodson, Lori Smith, Ron Spinks, Donna Spinks, Charlene Ward
Advisor: Stacey Byars-Cosby
Fair Board Rep: Marybeth Shimshack
Entry Fees: \$10.00 per class (classes without stock), \$15.00 per class (classes with stock, indicated with *)
Entry Deadline: Tuesday, April 17, 2012 at 8:00 p.m.
Entry forms must be in the possession of the Chairman or Secretary/Treasurer. Entry forms must be turned in at the mandatory meeting. Entry forms can be downloaded from the fair website.
Mandatory Meeting: Tuesday, April 17, 2012 at the Grimes County Fairgrounds
Meeting Time: 7:00 p.m.

Pee Wee Lead Line/Walk Trot

Check-In Date and Time: Friday, June 1st, 6:00 p.m.
Judging Time: Friday, June 1st, 7:00 p.m.

Speed Show

Check-In Date and Time: Friday, June 1st, 6:00 p.m. (ALL AGE GROUPS)
Judging Date and Time: Friday, June 1st, following Pee Wee Lead Line/Walk-Trot
* Slack for Speed Show will run on Saturday, @ 7:00 a.m. before Top Hand Show for participants that missed Friday night due to Graduation.

Top Hand Show

Check-In Date and Time: Saturday, June 2nd, 6:00 a.m.
Judging Date and Time: Saturday, June 2nd, 7:00 a.m. or after slack from Speed Show

Top Horse Show

Check-In Date and Time: Saturday, June 2nd, 6:00 a.m.
Judging Date and Time: Saturday, June 2nd, following Top Hand Show

General Rules:

1. Contestants are governed by requirements in the General Rules of the fair book.
2. Western Attire: Riders shall wear western hat or riding helmet (optional in speed events only), long-sleeve shirts worn with sleeves down and cuffs buttoned or snapped with no rolled up sleeves, and western boots. Western boots shall include typical cowboy boots and lace-up ropers with riding heel. All other footwear is prohibited. The use of spurs shall be optional. Clothing should be neat and clean.
3. Equipment: Western-type equipment must be used. The use of a mechanical hackamore, gag bit or other type of bridle is the contestant's choice. However, the officials or judge may require the removal or alteration of equipment if it is being used in a severe or inhumane manner. Refusal to comply with requirement will result in a disqualification. Contestants may use tie downs.
4. Lead Line/Walk-Trot contestants must be between the ages of 3-7 years. Age group divisions for the Speed Show will be as follows: PEE WEE (3-8 years and in the 2nd grade), JUNIOR (8 years and in the 3rd grade to 13 years), SENIOR (14 – 18 years). Contestants must be between the ages of 5 years and 18 years of age to participate in the Top Horse and Top Hand Shows. Age will be determined as of January 1, 2012.
5. Contestant can only enter each class once.
6. High Point Awards will be awarded for the Speed Show, Top Hand Show and Top Horse Show. Points are accumulated on one horse one rider for the Top Horse Show award only. Different horses may be ridden by contestants throughout the Speed Show and the Top Hand Show, but not in the same class. To be eligible for Top Hand High Point Award, contestants must compete in all 3 events within the Top Hand Show. To be eligible for Top Horse High Point award, contestants must compete in all 3 events within the Top Horse Show.
7. Incentive Awards will also be awarded in the Top Horse Show and Top Hand Show. Two different exhibitors will receive this award, one (1) in each show. The winner will be chosen by the judge and will be an exhibitor 14 years of age or younger who demonstrates superior effort and potential.
- 8. No stallions allowed.**
9. A negative Coggins test (within the last 12 months) on the horse being shown will be required to gain entry into the fairgrounds. Coggins test must be presented at the gate and/or at check-in the day of the show.
10. The exhibitor and/or parent or guardian is required to make the one and only mandatory meeting for eligibility to show. Rules and safety issues will be explained at mandatory meeting.
11. A tie will be broken by the most firsts followed by the most seconds and then thirds. If a tie still exists, the tie breaker class for the speed show will be cloverleaf barrel racing,

ranch trail for the top horse show and breakaway roping will be the tiebreaker class for the top hand show.

12. TOP HAND EVENTS: All roping events will be timed. All exhibitors must start from behind an automatic barrier (barrel may be substituted for automatic barrier). Breaking the barrier will result in a 10-second penalty added to the contestant's time. Length of score will be determined by arena conditions. One official will be designated as barrier judge and one official will be designated as official flagman. All claims of "foul" by barrier or gateman must be declared prior to contesting the cattle.
13. All decisions of the judges are final and not subject to protest. Unruly conduct between the contestant or parent of contestant and the judge will result in disqualification.
14. A closed gate will be used by show management. In the Speed Show events, the entrance gate will not be opened until contestant is completely in the alley way. The exit gate will not be opened until after the horse comes to a complete stop inside the arena. All roping events will be conducted with the "back gate" closed, with a thirty (30) second time limit.
15. If a contestant, while inside the show arena or show ring, is assisted in any manner by another person through an electrical or mechanical device, the contestant shall be automatically disqualified from all events.
16. A show official (including judge or flagman) may disqualify any horse or exhibitor from the competition for bad, unruly, and/or dangerous behavior. Horses are expected to be able to enter the box and wait for the barrier to be set. Decisions on such matters are made by show management personnel in charge of the roping events and are not subject to protest.
17. Abuse to cattle will result in disqualification of contestant.
18. Contestants in roping events must remove ropes from cattle before leaving arena.
19. Only contestants, judges and committee persons are allowed inside the arena, the only exception to this rule will be during the lead line/walk trot class.
20. Non-Contestants and spectators are required to stay away from the roping boxes and chutes during the roping events. This includes sitting on the fence where cattle are being loaded for the events. No Exceptions.
21. A parent of the contestant competing will be able to help their child with their horse, if needed. After contestant has completed their run, parents are required to obey these rules also.
22. These last 3 rules are for safety reasons and also so the events can be run more efficient.

Awards:

1. Awards will be awarded for 1st through 6th place in each event. Trophies will be awarded to lead line/walk-trot contestants.
2. HIGH POINT AWARDS: There will be a High Point and Reserve High Point award given in the Pee Wee, Junior and Senior age groups in the Speed Show. There will be a Top Horse High Point and Reserve Top Horse High Point award given in the Top Horse Show. There will be a Top Hand and Reserve Top Hand award given in the Top Hand Show.
3. All High Point awards and Incentive awards will be presented prior to the Premium Sale on Thursday, June 7, 2012. The committee will contact the award recipients by Tuesday, June 5, 2012.
4. Points will be kept on 1st through 6th place in each event as shown in the point system below, regardless of the number of entries. See point system below.

PLACE	POINTS
1	6
2	5
3	4
4	3
5	2
6	1

Classes for Speed Show

1. Pole Bending – Pee Wee
2. Pole Bending – Junior
3. Pole Bending – Senior
4. Figure 8 Barrel Racing – Pee Wee
5. Figure 8 Barrel Racing – Junior
6. Figure 8 Barrel Racing – Senior
7. Cloverleaf Barrel Racing – Pee Wee
8. Cloverleaf Barrel Racing – Junior
9. Cloverleaf Barrel Racing – Senior
10. Goat Ribbon Pull – Pee Wee*
11. Goat Tying – Junior*
12. Goat Tying – Senior*

Classes for Top Hand Show

13. Team Roping – Header*
14. Team Roping – Heeler*
15. Breakaway Roping*

Classes for Top Horse Show

16. Working Cow Horse*
17. Reining
18. Ranch Trail

*Classes that require \$15.00 entry (includes stock fee)

SPEED SHOW

Pole Bending

1. The pole bending pattern is to be run around six poles. The poles are to be 21 feet apart, with the first pole 21 feet from the starting line.
2. Contestants may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. Failure to follow the pattern shall cause disqualification.
3. Pattern run must be all in forward motion. If contestant backs up, it is considered a broken pattern.
4. If the contestant's horse breaks the plane by stepping across anywhere between the first and last pole while going from the start line to the last pole or from the last pole to the start line, it is considered a broken pattern.
5. The time starts when contestant crosses starting line and stops when he/she crosses it on the way back after running pattern.
6. Knocking over a pole shall carry a 5-second penalty.
7. Touching a pole with hand or body is not a disqualification.

Figure 8 Barrel Racing

1. The figure 8 barrel racing pattern is to be run around three barrels. The barrels are to be 60 feet apart, with the first barrel 21 feet from the starting line.
2. Contestants may start either to the right or to the left of the first barrel and then continues the figure eight (8) pattern. Failure to follow the pattern shall cause disqualification.
3. Pattern run must be all in forward motion. If contestant backs up, it is considered a broken pattern.

4. The time starts when contestant crosses starting line and stops when he/she crosses it on the way back after running pattern.
5. Knocking over a barrel shall carry a 5-second penalty.
6. Touching a barrel with hand or body is not a disqualification.

Cloverleaf Barrel Racing

1. Barrels may be placed by the management at distances at least 15 feet from fences but will conform to the arena and arena conditions as decided by the judge and horse show chairman.
2. Contestants will start from behind the starting line, run around barrel number 1, then around barrel number 2, and continue around barrel number 3, finishing by crossing the starting line on the way back. This pattern may be altered by starting with the number 2 barrel, then to number 1, and continue around barrel number 3, and then back to the finish line. Failure to follow the pattern is a disqualification.
3. Pattern run must be all in forward motion. If the contestant backs up, it is considered a broken pattern.
4. The time starts when contestant crosses starting line and stops when he/she crosses it on the way back after running pattern.
5. Knocking over a barrel shall carry a 5-second penalty.

Pee Wee Ribbon Pull

1. Rules 1 & 6 in goat tying apply.
2. The contestant must be mounted on a horse and must ride from starting line to goat, dismount and pull ribbon from goat's tail.

Goat Tying

1. Stake is to be driven into ground so that none of it is visible. Goat is to be staked 105 feet from timer line. Goat shall be staked with a rope 10 feet in length. Goat is to be held at the end of the rope facing the starting line and released when contestant crosses starting line (when flag is dropped). Goat is to be changed after every 5 contestants.
2. The contestant must be mounted on a horse and must ride from starting line to goat, dismount, throw goat by hand and tie any three (3) feet together with leather string or pigging string, and stand clear of goat.
3. Goat must remain tied for at least five (5) seconds. Time will begin when contestant has moved at least 3 feet away from goat and rope.
4. Legs must be crossed and tied. To qualify as a legal tie, there will be one or more wraps around all three (3) feet, then a half hitch, or tied.
5. If goat is down when the contestant reaches it, the goat must be let up to a vertical position with at least three (3) feet dangling underneath and then be thrown by hand.

6. Time will start when the mounted contestant crosses the starting line and will stop when flag judge signals the completion of the tie.

TOP HAND SHOW

Team Roping - Header

1. This will be a timed event. Time starts with the release of the barrier and ends when the ropes are tight and the horses are facing the steer. The horses' front feet must be on the ground.
2. Legal head catches are both horns, half-head, and around the neck. A 5-second penalty will be assessed for roping only one hind foot.
3. Contestants must dally on both ends.
4. A maximum of three loops are allowed for each team. Failure to complete the requirements for time within this limit will result in no time. The run must be completed in thirty (30) seconds. The "back gate" will be closed.
5. Riders must remain mounted. Loss of the rope by either header or heeler is an automatic disqualification.
6. Points are only awarded to entered contestant in the class. Partner must be a 4-H or FFA member in good standing. Partner must be designated on entry to verify good standing.

Team Roping – Heeler

1. This will be a timed event. Time starts with the release of the barrier and ends when the ropes are tight and the horses are facing the steer. The horses' front feet must be on the ground.
2. Legal head catches are both horns, half-head, and around the neck. A 5-second penalty will be assessed for roping only one hind foot.
3. Contestants must dally on both ends.
4. A maximum of three loops are allowed for each team. Failure to complete the requirements for time within this limit will result in no time. The run must be completed in thirty (30) seconds. The "back gate" will be closed.
5. Riders must remain mounted. Loss of the rope by either header or heeler is an automatic disqualification.
6. Points are only awarded to entered contestant in the class. Partner must be a 4-H or FFA member in good standing. Partner must be designated on entry to verify good standing.

Breakaway Roping

1. Exhibitors may throw one loop only.

2. Rope must be tied to the saddle horn or swell with a breakable string. Time starts at the signal of the barrier flag and stops when the flagman signals that the rope breaks away from the saddle as a result of a legal catch.
3. The only legal catch is a "bell collar" catch.
4. Judges will rule whether a catch is legal and whether the rope breaks away as a result of legal catch, or as a result of the horse or calf stepping on the rope or similar occurrence. The exhibitor will be given a "no time" when something other than a legal catch causes the rope to break away.
5. A piece of cloth should be attached to the knot end of the rope to signal when the rope breaks.

TOP HORSE SHOW

Working Cow Horse

This event tests the horse's skills that are applicable to ranch work. Our competition will consist of one part: actual cow work. Judging is based on good manners, smoothness and cow sense. One cow will be turned into the arena. Upon receiving the cow, the contestant shall hold the cow on one end to demonstrate the ability of the horse to contain the cow for approximately 30 seconds. The contestant shall then take the cow down the fence, to the other end of the arena and hold the cow again for approximately 30 seconds. Then the contestant shall take the cow down the fence, turning the cow into the fence to stop forward movement. Bring the cow toward the center of the arena and either circle the cow or rope the cow and bring it to a stop. The horse is judged on his ability to trail, rate and stop the cow. There will be a 2-1/2 minute time limit on the event. If the cow is roped, there is to be no dragging, and the exhibitor is allowed only two throws. Ropes cannot be tied to the saddle horn. It's not necessary for the exhibitor to catch to receive a score. However, if there is no catch, a penalty will be subtracted from the score.

Reining

Horses may walk or trot to the center of arena. Horses must come to a complete stop prior to starting pattern.

1. Beginning on the left lead, complete two half pen circles to the left stopping at the center of the arena. Hesitate and do two full spins to the left.
2. Beginning on the right lead, complete two half pen circles to the right stopping at the center of the arena. Hesitate and do two full spins to the right.
3. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back to the right.

4. Continue around the end of the arena to run down the left side of the arena past the center marker. Do a sliding stop and back past the center marker or at least ten feet.
5. Hesitate to show the judge you have completed the course.

Ranch Trail

The trail class tests the horse's ability to cope with many situations encountered in everyday ranch work. The horse is ridden through a pattern of obstacles and is judged on his ability to negotiate them correctly. It is important that the horse be asked to trot and lope during the event course.

No less than five and no more than eight obstacles can be used in the event. Obstacles may be placed in any order and location, however, obstacles should nearly approximate those found on the ranch during the course of everyday ranch work. The horse will be judged on three gaits walk, trot and lope performed between the six obstacles to be determined when the judge chooses the pattern. A horse will be rewarded with higher credit for performing these gaits on the correct lead and with an alert attitude. The actual trail course cannot be made available to exhibitors or posted prior to competition. The course may be walked on foot, but no horses are allowed on trail course prior to competition.

Trail Class Obstacles

Following is a list of obstacles from which selections can be made, but not limited to:

Open – close gate	Walk over bridge	Carry sack of feed
Jump over obstacle	Do side pass maneuver	Walk over water obstacle
Ground tie	Pick-up feet	Hobble
Stand to saddle	Lead at the trot	Walk through brush
Swing rope	Load in trailer	Trot or lope over posts
Step in & out of obstacle	Put on slicker or coat	Stand to mount
Ride double	Open gate on foot	Rope dummy steer head
Drag obstacle with rope thru obstacle		Back thru, in, or around selected areas