

# Scio Buckaroos 2017 "Retro Play Day"

38866 Gilkey Rd., Scio Oregon 97374

## September 23, 2017

Daily Placings 1<sup>st</sup> through 6<sup>th</sup> << Daily High Point & Reserve

**Absolutely NO dogs (except Certified Service Dogs) or alcohol allowed on Scio Buckaroos grounds.**

**\*\*Office opens: 7:00\*\* Play Day begins at 8:30am sharp\*\***

### CIRCLE THE CLASSES YOU WISH TO ENTER:

- |   |                                       |
|---|---------------------------------------|
| 1. Ride-A-Buck Open (\$1.00 entry)              | 16. Quad-Rangle-11 & under            |
| 2. Bareback Relay (3 riders/1 horse)-11 & under | 17. Quad-Rangle -12-17                |
| 3. Bareback Relay (3 riders/1 horse)-12-17      | 18. Quad-Rangle 18-30                 |
| 4. Bareback Relay (3 riders/1 horse)-18-30      | 19. Quad-Rangle -31 & over            |
| 5. Bareback Relay (3 riders/1 horse)-31 & over  | 20. Pole Figure 8 Cowhorse-11 & under |
| ***15 Minute Break***                           | 21. Pole Figure 8 Cowhorse -12-17     |
| 6. Egg & Spoon-11 & under                       | 22. Pole Figure 8 Cowhorse -18-30     |
| 7. Egg & Spoon – 12-17                          | 23. Pole Figure 8 Cowhorse -31 & over |
| 8. Egg & Spoon – 13-17                          | 24. Ribbon Race-Pony (52" & under)    |
| 9. Egg & Spoon – 18-30                          | 25. Ribbon Race-Horse                 |
| 10. Egg & Spoon 31 & Over                       | 26. Rescue Race-Open                  |
| 11. Red Light, Green Light-Open                 | 27. Dolly Parton Race-11 & under      |
| 12. Speed and Action-11 & under                 | 28. Dolly Parton Race -12-17          |
| 13. Speed and Action -12-17                     | 29. Dolly Parton Race -18-30          |
| 14. Speed and Action -18-30                     | 30. Dolly Parton Race -31 & over      |
| 15. Speed and Action -31 & over                 |                                       |

### Age Divisions (As of Jan. 1<sup>st</sup>):

Pee Wee: 11 & Under Junior: 12-17 Senior: 18-30 Jack Benny: 31 & Over

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### RETRO PLAY DAY ENTRY FORM--2017

Entry # \_\_\_\_\_

Date of Play Day \_\_\_\_\_

Rider's Name: \_\_\_\_\_ Rider's Birth Date: \_\_\_\_\_

Mailing Address: \_\_\_\_\_ Phone: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_ Email: \_\_\_\_\_

Horse's Name: \_\_\_\_\_ Division: \_\_\_\_\_

**RELEASE:** Signing this document affects your rights in the event of injury or death. **It is written in accordance and will adhere to the OR Equine Statute 30.687 to 30.697 which stipulates that an equine sponsor(s) is immune from liability for the death or injury of a participant, arising out of riding, training, grooming or riding as a passenger upon an equine.** I agree to release and hold harmless the Scio Buckaroos, Inc., all people in any way associated the Scio Buckaroos, Inc., arena owners, arena operators and promoters, and any person connected with the Scio Buckaroos, Inc., from any losses, damages, or injury to me, my minor child, my equipment and/or my animals resulting from attending and/or participating in any Scio Buckaroos, Inc., sanctioned event. This release is an agreement between the parties thereto and the terms are contractual and not a mere recital.

\_\_\_\_\_  
*Signature of rider or parent/guardian if under 18 years of age,*

\_\_\_\_\_  
*Date*

**Play Day Rules. Read carefully before entering.**

- \* **This is a drug and alcohol-free facility. Offenders will be asked to leave and will forfeit any entry fees paid.**
- \* **NO DOGS are allowed on the Scio Buckaroos grounds at any time, with the exception of certified service dogs.**
- \* An adult must accompany children at all times. Children who are not riding are asked to stay in the roped-off area by the grandstands.
- \* The decision of the judge and/or show committee is final in all events.
- \* Boots are required for all classes. Boots must cover ankle and have a heel.
- \* Shirts/tops **MUST** be long enough to tuck into pants.
- \* Pants **MUST** be long enough to cover the top of riding boots, or tuck inside.
- \* Helmets are recommended for all. **Helmets are required for all riders under 18 years of age and MUST be worn while mounted on, or leading the horse.**
- \* Abusive behavior will not be tolerated. No striking the horse in front of the cinch either in or out of the arena. Participants will be excused from the grounds and entry fees will be forfeited.
- \* All training aids and equipment shall be open to inspection by the judge or show committee and, if found to be abusive, shall be banned from use.
- \* Disruptive, exhausted or out-of-control horses will be dismissed. Foul language will not be tolerated. You may be asked to leave and will forfeit any fees paid.
- \* **Horses must be kept at a walk on the driveway, on the grass and around pedestrians**
- \* Entries paid on a per-class basis must be paid prior to that class. Once an class has started, further entries for that class are closed.
- \* It is the rider's responsibility to be ready at the gate. Rider has 30 seconds to enter the arena when it is his/her turn. Failure to enter on time will result in a no-show for that class.
- \* Shows may be rescheduled due to heavy rain. For show status, call the Scio Buckaroos at 503-394-2284 after 6:30am on the day of the show. Light rain will not cause cancellation.
- \* No refunds will be given by the show committee unless a show is cancelled.
- \* Stallion handlers must be over 18 years of age.
- \* Age of rider is determined by their age as of January 1st of this year.
- \* Points will be awarded based on the number of participants in each class with a maximum of 6 points possible for 1st place.
- \* A parent or legal guardian must sign the release for any person under 18 years of age to enter any Scio Buckaroos event.
- \* Western equipment is to be used. Saddles must have a horn, bridle type is optional - no halters.
- \* Two lanes will be run in all events except barrels. Lanes will be marked 1 (one) and 2 (two).
- \* A white line will split the arena. Crossing over the line out of your lane will result in a NO TIME.
- \* **First-Timers:** Never to have participated in a play day prior to this series. No age limitation. May not cross-enter into any other age group Class at the same play day. Must be able to sit in the saddle unsupported and guide own horse. May have one coach in the arena who may run beside or stand, but NOT guide the horse.
- \* **Re-Rides:** In the event of interference, a re-ride shall be at the discretion of the official game judge or judges, with all re-rides to be run after the last rider in that class has completed the course. No re-rides will be permitted for a falling horse or for broken or improperly adjusted tack. Upon timer failure a re-ride will be awarded.
- \* **Ties:** It shall be the option of the riders to flip a coin or accept a runoff. In breaking a tie, the loser takes the next lower position. In the event of a disagreement, the decision shall be left to the game judge.

**\*\*A three strike rule is in place.** Those not following rules will be warned once. Second time will result in the loss of the next class. The third time will result in the loss of all classes and the forfeit of fees for the day.

**Retro Play Day Fees: \$5.00 per event      OR      \$35.00 All Day**

\*\*Number of Events \_\_\_\_\_ x \$5.00 per event = \_\_\_\_\_      or      ALL DAY (\$35) \$ \_\_\_\_\_

**Total Fees \$ \_\_\_\_\_**

**Mail entries to Scio Buckaroos, c/o Scio Buckaroos PO Box 212, Scio Or 97374**

For more information email: [buckaroboard@gmail.com](mailto:buckaroboard@gmail.com) or visit us on Facebook, or at [www.sciobuckaroos.com](http://www.sciobuckaroos.com)

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## **\*\*\*GAME DESCRIPTIONS\*\*\***

*Enjoy games of speed, skill and versatility from “back in the day”.*

**Ride-A-Buck:** The announcer will put you through your paces as you ride bareback with a dollar bill tucked under one leg. You may not touch the dollar bill at ANY time with any part of your body other than the leg it is under. If you lose your dollar, your ride is over. At that time you go into the safety area in the middle of the arena and wait for the class to finish. Last rider takes all! This game is also known as “bareback dollar bill”.  
\*The exhibitor provides their own one dollar bill to compete in this game.

**Bareback Relay:** This is a timed event. Each team consists of 3 riders and 1 horse. The first rider begins mounted bareback. Your time begins as you cross the start line to go around a barrel (like NSCA flag race, without the flag) and cross the finish line. Next rider mounts as fast as they can and does the same thing. Last rider up does same thing and crosses the finish line for your combined time. If you tip the barrel over it is a +5 penalty. Off course is disqualification.

**Egg and Spoon:** Riders enter the arena and are given a teaspoon and a raw egg. As you enter the arena, your egg must be balanced in your spoon. The announcer puts you through your paces as you keep your egg in the spoon. If you touch or support the egg with anything other than the spoon, you are disqualified. If your egg falls, your ride is over. At that time you go into the safety area of the arena and wait for the class to finish.

**Red Light, Green Light:** The rider rides in a straight line from one end of the ring to the other and listen for commands. "Red Light" means to walk your horse. "Green Light" means to trot your horse. If rider makes a mistake they have to go back 5 steps. The first rider to cross the finish line is the winner. This develops the skills of eye contact and body language while encouraging control and calmness with the horse.

**Speed and Action:** A sixteen foot square box is marked in the arena. Rider starts in the box and then runs around the barrel at end of the arena. The rider returns to stop in the box and then stay within the box for five seconds. The horse must not step on or over the box line during the five second hold or the rider is disqualified.

**Quadrangle:** This course requires two left turns and two right turns. The turns around the first set of poles (poles 1 and 2) are executed in the same direction. The turns around the second set of poles (poles 3 and 4) are in the opposite direction. The rider can start the course from either side of the start/finish markers, and need not be inside the course (see diagram below)

(continued)

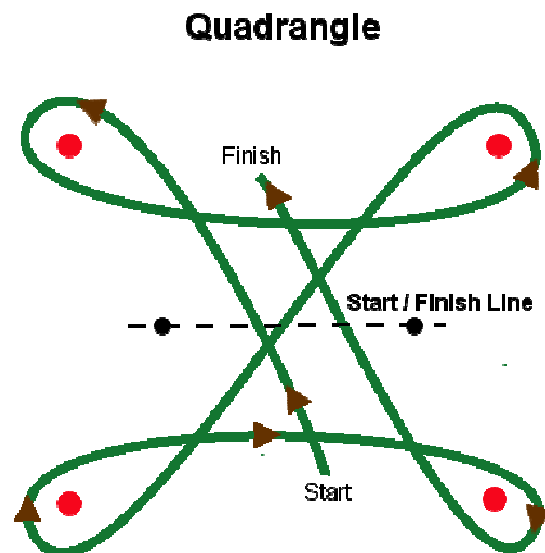
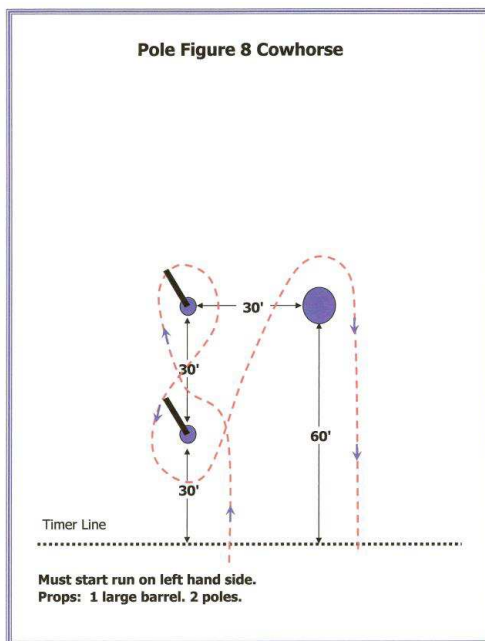
**Pole Figure 8 Cowhorse:** See diagram below

**Ribbon Race:** This is a 2 person timed event. Teams are given a piece of crepe paper streamer. A single barrel is at the end of the arena. Each rider holds onto an end of the ribbon/streamer and crosses the start line, runs down around the barrel (either side) and returns across the finish line without breaking the ribbon or separating riders. You must cross the finish line intact to receive a time. Separation or breaking of the ribbon results in disqualification. No holding hands. If you tip the barrel over it is a +5 penalty. **\*There is a pony class (52" & under) and a horse class for this event.**

**Rescue Race:** This is a 2 person timed event. As you enter the arena the rider to be "rescued" is dropped off at the South end of the arena. They will wait on the West side of the arena rail. Riders will line up behind the North rail of the arena (towards Scio). When it is your turn to run, you will ride out to the start line. Your teammate to be rescued will walk out towards the single barrel at the end of the arena. Your time begins as you cross the start line. Go down, pick up your teammate, go around the barrel and return across the finish line. Both riders MUST cross the finish line for a time. If you tip the barrel over it is a +5 penalty.

**Dolly Parton Race:** Rider wears a bra, races to end, puts in two water balloons, races back across finish line without dropping or breaking water balloons. Fastest time wins.

***In many of the old time games, speed is not always the key. Versatility, tolerance and a well rounded horse and rider usually prevail. Remember safety of horses and riders is always our main focus. Enjoy your day at the Scio Buckaroos Second Annual Retro Play Day!***



**Quadrangle: Can start either end like figure 8**