

MRC playday judges notes (4/8/13)

Lane 1 is odd numbers – closest to announcer booth

Lane 2 is even numbers

Attire

- Boots with heels
- No clip on spurs
- Long pants

Starting

- Wait until all riders in an age group are in the arena and the gate is closed
- Make sure your lane is ready before turning the light green (rakers are clear, poles are set, etc.)
- Make sure the rider is the person the booth announced
- Rider has 2 minutes to cross the start line after you turn the light green
- Toggle the light to red after the rider has crossed the start line

Penalties

- Knock pole or barrel down (no penalty if pole/barrel stays up and is close to the original location) - 5 seconds each
- In flags:
 - if rider tries to grab a flag and misses - 5 seconds each
 - if rider doesn't get a flag back in the barrel – 5 seconds each
 - if rider doesn't try to grab a flag – disqualify
 - if rider knocks barrel/can over – disqualify

Reasons for disqualification

- crossing the center line into the other lane (we are lenient for riders in lane 1 who finish in lane 2 start area, as long as they don't repeat and stay close to lane 1)
- stepping on or over the line in key hole
- tripping the clock before finishing the pattern
- off course; no penalty if the rider retraces their steps to get back on course
- riders who repeatedly leave the arena at speed or don't stop before leaving the arena
- Unsafe riding
- Hitting the horse in front of the cinch

Let the booth know if there is a penalty or disqualification