

PONIES & PLANKS~ Freedom Equine Association Skijoring Fundraiser~

RULES AND REGULATIONS

Rules are solely for the safety of the competitors, both horse and human and to ensure fair competition. Rules and penalties will be reviewed verbally with all competitors prior to the start of the race. The pre-race competitors meeting is MANDATORY and all competitors must attend.

DIVISION AND COMPETITION CRITERIA

- Everyone does 1 timed run, you are then seeded into divisions
- Top 50% will advance to Division A, bottom 50% will compete in Division B
- Winning times will be determined by combining the times of your two runs for placement in your division (but you cannot cross divisions after your first run)

Division A teams will be eligible for cash prize (1,2,3rd place) Division B will be eligible for Prizes (1,2,3rd place)

SKIER/ SNOWBOARDER/ SNOWBLADER RULES:

1. A skier may compete on two separate teams, (four runs in a day).
2. All skiers **must** wear helmets.
3. Minimum age is 18 years.
4. There will be no substitutions for skier/snowblader/snowboarder/horse rider or horse mid competition. The same three heart beats who enter must be the ones who finish.

RIDER RULES:

1. A horse may only run on one team (maximum of two runs per day at the event).
2. A rider may ride up to two horses in a single day.
3. Horse should be in physical shape to participate in an extreme sport.
4. Must use a standard western bit.
5. Leg protection (boots or polo wraps) and bell boots are strongly recommended.
6. There will be no substitutions for skier/snowblader/snowboarder/horse rider or horse mid competition. The same three heart beats who enter must be the ones who finish.

RULES OF COMPETITION – GENERAL

1. Teams will have a 4-minute period to start their run upon entering the starting box. If a team exceeds the 4 minute period, they will be provide one additional chance to start.

2. Rules should be clearly posted and accessible to all competitors.
3. If a horse, rider, or equipment are deemed unsafe the rider and horse can be asked to leave at any time by the Horse Entrance Gate Officials.
4. If the Skier drops the rope BEFORE crossing the start line, he/she will be allowed a restart immediately after the team's fault start. If a delay or the skier drops the rope on the second attempt to start, that team is disqualified for that run. If the Horse runs the course, the team should be dropped down (in the order at the official's discretion) a few racers to allow for reasonable recovery time. If it is the last of the division, they should be scheduled to run 1st prior to the start of the next division.
5. The skier must finish in an upright position and on at least one ski, with rope in hand when crossing the finish line. Both skier boots must cross the finish line.
6. Both ski tips and both boots must go around a gate, or the gate is considered missed. Ski tips and ski boots must cross the horizontal plane of the gate and also the vertical plane. Both skis do not need to be on the surface when passing the gate but must not cross the vertical plane. Start and finish is determined by the skier/snowboarder boot crossing the start and finish line.
7. Run time plus penalties will be announced after each run and prior to the start of the next competitive run and placed on contestant board
8. Competitors will not be allowed to compete if intoxicated
9. The following will result in no time:
 - (a) Infraction of any law which exists pertaining to the exhibition, care, and custody of horses within the province or country where a race is being held.
 - (b) Abuse of an animal on the track and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition.
 - (c) Use of illegal equipment.
 - (d) Failure to dismount and/or present horse and equipment to the horse official if asked.
 - (e) The skier drops the rope.

RECOMMENDATIONS:

1. Horses will be randomly checked for equipment. The Horse Entrance Gate Official will check all tack and how the rope is attached to the saddle. If requested by the Horse Gate Official, a rider may be asked to drop their bit.

COURSE SAFETY RULES

- Run out length of the course is required to be a sufficient length.
- The Run out must provide a consistent footing for the horse.
- An ambulance and/or First responder crew will be on site with back up EMT on call. A veterinarian must also be present for the competition to proceed.
- A Signed Waiver is required as part of the registration process and prior to the start of the competition.

HORSE SAFETY & TREATMENT RULES:

- The on-site veterinarian/vet tech will have the authority to scratch a horse for health reasons or concerns pertaining to the safety of the horse. Any member of the organizing committee can require a horse to be examined by the veterinarian prior to racing.
- No person may abuse a Horse during an Event or at any other time. "Abuse" means an action or omission, which causes or is likely to cause pain or unnecessary discomfort to a Horse, including, but not limited to:
 - o Whipping or beating a Horse excessively
 - o Subjecting a Horse to any kind of electric shock device
 - o Using spurs excessively or persistently
 - o Jabbing the Horse in the mouth with the bit or any other device to abnormally sensitize or desensitize any part of a Horse

RACE EQUIPMENT RULES:

- Ropes will be provided by the race, though competitors can bring their own ropes, but must be certified by race officials prior to the start of the competition.
- Any rope not supplied by the race must be inspected and approved at the start line prior to the start of the day competition after the competitor meeting. Any ropes submitted for approval after this time will not be considered eligible for race use.

- Ropes cannot exceed 50 feet in length on the oval track
- Ropes are to be 3/8 or larger in diameter
- 1 Main Timer with 1 Backup Timer is mandatory in addition to automated timing system.
- Handles and knots are not permitted on ropes

- **NEW TO 2026- PLEASE read!**

Dallying or running rigging off the saddle is competitors' choice.

PLEASE carefully consider the following;

Running Rigging

This method involves running the rope through the front rigging D-rings and around the back of the cantle, often secured to the rear cinch D-rings.

- **Pros:**
 - **Better Distribution:** Evenly distributes the force of the "jerk" at the start, preventing the rope from pulling the saddle off-centre.
 - **Hands-Free for Rider:** The rider doesn't have to manage the rope, allowing them to focus entirely on steering the horse.
- **Cons:**
 - **Permanent Tension:** Unlike a dally, there is no way to "let out" slack instantly if the skier falls, unless a quick release mechanism is used. This runs the risk of the horse being tangled in the rope if the rider cannot release it quickly.
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Dallying Off the Horn

Similar to team roping, the rider wraps the rope around the saddle horn manually.

- **Pros:**
 - **Emergency Release:** The rider can "let the dally run" or drop the rope entirely if the skier falls or the horse panics.
- **Cons:**
 - **Increased Risk of Injury:** Dallying is high-risk for the rider's hands (e.g., rope burns or lost fingers) if they lack experience.
 - **Unbalanced Load:** Can pull the saddle to one side if the skier puts heavy pressure on the rope, potentially causing the horse to stumble. If your skier is inexperienced the likelihood of this occurring is higher.
 - **Rider Workload:** Requires the rider to actively manage the rope while simultaneously navigating a horse at high speeds.

*See final page for details on how to 'rig' your saddled

** You will need to bring your own rigging rope!

SPORTSMANSHIP

Good sportsmanship is important to the success of every event. Registration signature pledges a competitor's word to the humane treatment of their horse and respectful relationships to all fellow competitors and volunteers hosting this exciting competition. Failure to comply with the spirit of friendly competition at any of the scheduled events may result in the disqualification of your team or banishment from future competitions.

PENALTIES

2 second Penalties will be applied if:

- Pylons/Markers are missed/incomplete
- Horse & Rider go off course and hit markers/pylons

2 second Penalties will be applied for missed/incomplete jumps.

Failure to complete the course – horse runs off, skier crashes, etc will result in a DNF (did not finish)

PROTEST PROTOCOL

- Race Venues must have a protest protocol in place for every race.

1. Before a decision is made with a protest, the competitors may state their case before the deliberation of ruling.

A dispute must be lodged (to the protest committee) a maximum of 10 minutes after the run has been completed. After 10 minutes, time and penalties will stand.

- 20\$ dispute fee must be put forward by the team disputing their time.
- Deliberation will occur with judge and dispute committee. All decisions final by the dispute committee.

Rigging

Running a nylon rope through the front rigging D ring and behind the cantle helps to evenly distribute that initial jerk out of the start gate and prevents the rope from crossing over the rider, as opposed to dallying off the saddle horn.

The rules state:

Attachment must be to the saddle horn or behind the saddle. If the attachment is behind the saddle, it must be secured to the primary rigging of the saddle by a non-elastic attachment so that the rope starts no more than 9" from the cantle. Must be looped through D rings and a quick release, there must also be a safety strap. Violations are at the discretion of the Starter/Entrance gate keeper and teams can be asked to leave the start gate to re-rig. In such a case, the team will be given another chance to start at the end of the division. If the team has not corrected the violation upon restart, it will be disqualified from the competition. Rope rigging can be inspected and preapproved in the same manner as rope inspection to avoid the chance of violation.

SKIJOR RIGGING

- MUST go through the front saddle D-Rings
- MUST have a quick release snap
- MUST have a safety strap



Skijor tow rope MUST be disconnected from rigging when NOT in use

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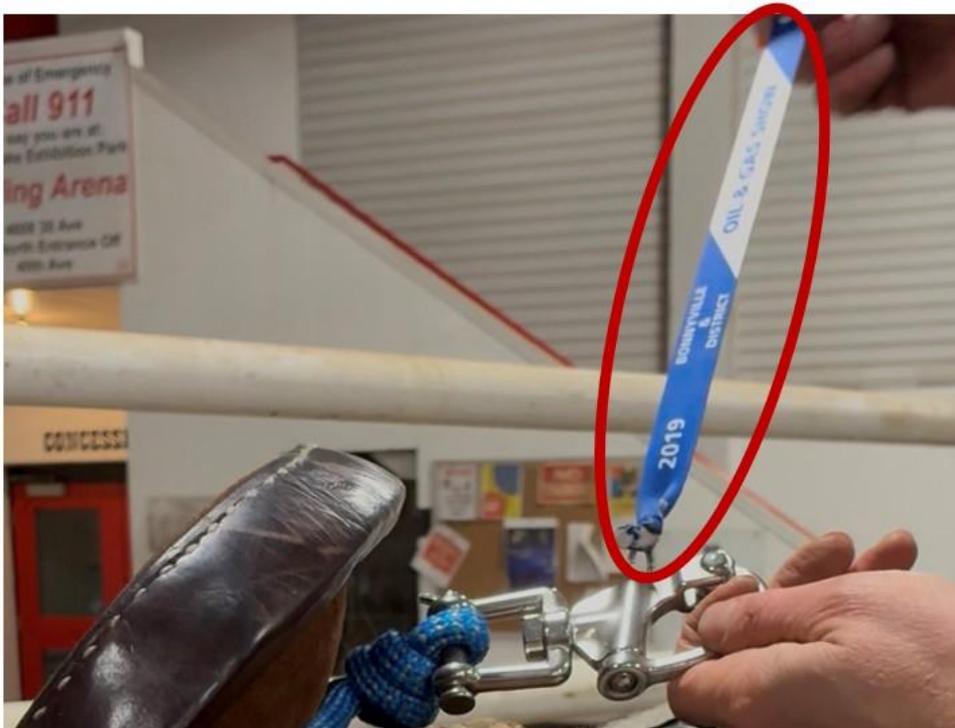
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