

## Getaway Horseplay On Course

### Performance and partnership activities for you and your horse

Select any level on any course.      Receive scores.      Earn and collect Kudos for prizes!

#### Courses

Participants Under Saddle:

- 3 Courses numbered 1, 2 and 3
- 3 Levels
  - Green Circle** Easiest level. Gait is at the Walk
  - Blue Square** Moderate level. Gaits could be Walk, Jog/Trot or gaited horse equivalent
  - Black Diamond** Advanced Level. Gaits could be Walk, Jog/Trot or gaited horse equivalent, Lope/Canter
- Activities are performed in the saddle and on the ground

Participants In Hand

- 1 course with 3 levels
- **Green Circle** Easiest level. Gait is at the Walk
- **Blue Square** Moderate level. Gaits could be Walk, Jog/Trot or gaited horse equivalent
- **Black Diamond** Advanced Level. Gaits could be Walk, Jog/Trot or gaited horse equivalent, Lope/Canter

Courses are not timed. No stopwatch.

#### Participants

- Any riding discipline
- Any horse breed, mule and pony
- **Divisions:**
  - Novice:
    - Junior (Under 18)
    - Adult
    - Senior (60 & over)
  - Professional
- Mares, Geldings, Stallions (for Adult, Senior, and Professional riders only)

#### Tack and Equipment

- Safe, humane and in good working condition
- Standard in the horse industry and recognized events
- Shank/curb bits may be ridden with two hands
- Headgear for the horse is required – i.e. No bridle-less or liberty
- Prohibited: Bareback riding or pads. Gimmicks, Mechanical hackamores, tie-downs, draw reins, martingales

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- Helmets are **required** for Junior riders and recommended for adults and Seniors
- Boots or riding shoes with a heel
- Clothing should be neat, appropriate and functional
- Management and judges may check equipment and horses at any time.

#### How the courses and levels work

- Each course is assigned a level (Green Circle, Blue Square, Black Diamond) at start
- The level that is available for each course will be posted.
- The sequence for levels on a course will always be:  
**Green Circle to Blue Square to Black Diamond**  
**Blue Square to Black Diamond to Green Circle**  
**Black Diamond to Green Circle to Blue Square**

*Example: Course 1 is open for Black Diamonds. After all the Black diamonds have performed, the course closes for Black Diamonds then opens only for Green Circles.*

*After all Green Circles have performed, the course opens only for Blue Squares*

- Check your map to see the level you selected for each course
- Select a course available with your selected level.
- Only one horse and rider at a time on course, so please wait your turn.
- Begin after the judge signals ready
- After you finish, exit away from the course.
- Check the other courses for availability at your selected level.

#### Types of activities on course

- **Maneuvers:** guiding, backing, side passing, move parts of the horse
- **Obstacles:** natural or constructed. bridges, logs, gates, barrels, cones
- **Patterns:** serpentine, straight lines, circles
- **Objects:** pick up, carry, drag
- **Games:** egg on spoon, ring, bean bag or ball toss
- **Sounds:** bells, plastic crackling, rattling
- **Distractions:** decorations, flowers, movement from wind
- **Gaits:** walk, jog/trot, lope/canter or other gaits
- **Transitions:** walk to a stop, jog to lope, etc.
- **In hand:** leading, lunging, pick up feet, activities done from the ground

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#### Judging criteria is based on these ideals

- **Quality of the performance:** accurate, precise, correct, efficient, prompt, coordinated, smooth, steady.
- **Horse behavior and attitude:** willing, calm, quiet, attentive, responsive, obedient, relaxed, confident, content
- **Rider horsemanship and aids:** prepared, organized, clear, effective, gentle, subtle, balanced, mindful and in control.

#### Horses will be horses!

- It's ok for horses to pause and sniff or investigate. Looking is fine. They shouldn't try to eat bushes or graze on course.
- Sometimes horses get startled by an unexpected movement or noise. If they flinch a few times, that's ok!
- Obvious movements made by the horse without direction from the rider may be considered a lack of control.
- A fall is considered any involuntary dismount of a rider, a horse dropping to the ground above its knees, or lying down in water which may result in a 0
- A refusal is a horse that balks or moves their feet away (any direction). Upon several attempts a judge may tell the rider to move to the next activity on the course. Snorting is not considered to be a refusal.
- It's ok to reassure or pet your horse! Praise them too! Make it a positive experience!

#### Event Rules

- Participants may enter multiple horses, but each horse and rider pair will be judged as a team
- Horses can only be entered once under one participant per event
- **Riders are responsible for their level selection on course. If riders deem any activities, obstacles or maneuvers beyond their ability that could be dangerous or harmful they must omit that obstacle and pass!**
- **You must select your level on each course during the meeting before the event starts.**
- **Juniors must have a parent or legal guardian on the grounds**
- Judges' decisions are final
- Judges may dismiss a participant from the course for safety reasons.
- Coaching of participants during competition is prohibited by other participants or bystanders
- Management has the right to dismiss a horse from the event if it is obviously lame, sick, injured or has unruly behavior
- Any misconduct, unsportsmanlike behavior or harsh treatment towards other participants, horses or judges is unacceptable.
- Please clean up after your horse near your trailer!

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How points are calculated:

$$\begin{array}{rcl}
 \text{Amount} & & \\
 \text{X} & = & \text{Performance} \\
 \text{Quality} & & \\
 & & \text{X} & = & \text{Points} \\
 \text{Horse} & & & & \\
 + & = & \text{Partnership} \\
 \text{Rider} & & & & 
 \end{array}$$

Performance scores are based on the following categories and rating scale:

<b>Amount</b> of course completed	100% <b>5</b>	80% <b>4</b>	60% <b>3</b>	40% <b>2</b>	20% <b>1</b>	0% <b>0</b>
<b>Quality</b> of the activity	Perfect <b>5</b>	Great <b>4</b>	Good <b>3</b>	Fair <b>2</b>	Poor <b>1</b>	<b>0</b>

Partnership scores are based on the following categories and rating scale:

<b>Horse</b> behavior/attitude	Perfect <b>5</b>	Great <b>4</b>	Good <b>3</b>	Fair <b>2</b>	Poor <b>1</b>	0% <b>0</b>
<b>Rider</b> Horsemanship/Aids	Perfect <b>5</b>	Great <b>4</b>	Good <b>3</b>	Fair <b>2</b>	Poor <b>1</b>	<b>0</b>

Difficulty for each level is automatically factored in the Amount of course completed category

Rated	Green Circle	Blue Square	Black Diamond
<b>5</b> 100%	<b>1.00</b>	<b>2.00</b>	<b>3.00</b>
<b>4</b> 80%	<b>.80</b>	<b>1.60</b>	<b>2.40</b>
<b>3</b> 60%	<b>.60</b>	<b>1.20</b>	<b>1.80</b>
<b>2</b> 40%	<b>.40</b>	<b>.80</b>	<b>1.20</b>
<b>1</b> 20%	<b>.20</b>	<b>.40</b>	<b>.60</b>
<b>0</b> 0%	<b>0</b>	<b>0</b>	<b>0</b>

Maximum points possible for each course level

Green Circle	50
Blue Square	100
Black Diamond	150

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**How Points are Calculated:**

- Step 1** Amount x Quality = Performance
- Step 2** Horse + Rider = Partnership
- Step 3** Performance x Partnership = Points

#### Scoring:

**Determine score by dividing points into maximum points possible for the courses level**

Example: Earn 45 Points on a Green Circle level course  $45/50 = .90$  score is 90%

Earn 78 Points on a Blue Square level course  $78/100 = .78$  score is 78%

Earn 123 Points on a Black Diamond level course  $123/150 = .82$  score is 82%

**Degree of difficulty values for activity levels Green Circle, Blue Square and Black Diamond are automatically assigned in the Amount category. The Difficulty Column next to the Amount column represents the value used for calculating Performance. The computer program does all this. \* Refer to Tables Below.**

#### In the examples below:

If Granny Smith did activity level Green Circle on a course and received a 5 from the judge in the Amount category that 5 has a value of 1s

If Granny Smith did activity level Blue Square on a course and received a 5 from the judge in the Amount category that 5 has a value of 2

If Granny Smith did activity level Black Diamond on a course and received a 5 from the judge in the Amount category that 5 has a value of 3

**\*Look at the Amount category of other equestrians. Note what number they received from the judge then look at the values in the difficulty column\***

**Example Granny Smith on Blue Square (For Amount use the difficulty value instead of 5 which is 2)**

**Step 1**  $2 \times 5 = 10$

**Step 2**  $5 + 5 = 10$

**Step 3**  $10 \times 10 = 100$

**Maximum points possible for each course level:**

**Green Circle 50**

**Blue Square 100**

**Black Diamond 150**

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**How Score is determined:**

**Step 4** Points/Maximum points for the course level. Scores are rounded up and shown as a percentage.

**Example Granny Smith on Blue Square: Step 4**       $100/100 = 1$     Score is 100%

**Example Granny Smith on Black Diamond: Step 4**       $150/150 = 1$     Score is 100%

**Example Peter Piper on Black Diamond: Step 4**       $50.4/150 = .336$     round up to 34 and show as a percentage. 34%

**\*Table**

**Examples of scores for Green Circle**

Equestrian	Division	Equine	Amount	Difficulty	Quality	Horse	Rider	Performance	Partnership	Points	Score
Granny Smith	Senior	Appletini	5	1	5	5	5	5	10	50	100%
Peter Piper	Adult	Pepper	4	.80	3	4	3	2.4	7	16.8	34%
Holly Bush	Adult	Red	3	.60	2	4	2	1.2	6	7.2	14%
Billy Kid	Junior	Bandit	2	.40	4	4	3	1.6	7	11.2	22%
Tina Trainer	Professional	Star	1	.20	2	3	4	0.4	7	2.8	6%

**Examples of scores for Blue Square**

Equestrian	Division	Equine	Amount	Difficulty	Quality	Horse	Rider	Performance	Partnership	Points	Score
Granny Smith	Senior	Appletini	5	2	5	5	5	10	10	100	100%
Peter Piper	Adult	Pepper	4	1.60	3	4	3	4.8	7	33.6	34%
Holly Bush	Adult	Red	3	1.20	2	4	2	2.4	6	14.4	14%
Billy Kid	Junior	Bandit	2	.80	4	4	3	3.2	7	22.4	22%
Tina Trainer	Professional	Star	1	.40	2	3	4	0.8	7	5.6	6%

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Examples of scores for Black Diamond

Equestrian	Division	Equine	Amount	Difficulty	Quality	Horse	Rider	Performance	Partnership	Points	Score
Granny Smith	Senior	Appletini	5	3	5	5	5	15	10	150	100%
Peter Piper	Adult	Pepper	4	2.40	3	4	3	7.2	7	50.4	34%
Holly Bush	Adult	Red	3	1.80	2	4	2	3.6	6	21.6	14%
Billy Kid	Junior	Bandit	2	1.20	4	4	3	4.8	7	33.6	22%
Tina Trainer	Professional	Star	1	.60	2	3	4	1.2	7	8.4	6%

### How to earn and collect kudos to get prizes!

Accumulate Kudos over a lifetime per Equestrian/Equine combination for ribbons, medals, plaques, buckles and other goodies! Every 10 Kudos = a prize. Getaway Horseplay will track your personal scores and kudos email to you.

Score 100%	5 Kudos
Score 80% above	4 Kudos
Score 60% above	3 Kudos
Score 40% above	2 Kudos
Score 20% above	1 Kudo

**Get a "10" on Partnership points    1 Kudo**

### Senior, Adult, Junior and Professional division categories

Most points on course 1, 2, 3	1 Kudo
Most overall points	1 kudo
Best score on course 1, 2 and 3	1 Kudo
Highest Average score	1 Kudo

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**Activity level ranking points.** Must perform the same level on each course at an event to earn these kudos.  
(All Green Circles, All Blue Squares, All Black Diamonds)

1 <sup>st</sup>	5 Kudos
2 <sup>nd</sup>	4 Kudos
3 <sup>rd</sup>	3 Kudos
4 <sup>th</sup>	2 Kudos
5 <sup>th</sup>	1 Kudo

### Day of Event

- **Check in** Get your number. Sign forms as required by the facility.
- **Mandatory Meeting (MUST ATTEND) 9:00 AM:** Get map, walk the courses, ask questions. Horses may not go on course prior to start. Horses should be secured at trailer, in a pen or by another person.
- **Select your level** (Green Circle, Blue Square, Black Diamond) at each course. The Judge records your level on their score sheet. Circle the level for each course on your map so you don't forget.
- **Get your horse!**
- **Start** when all course levels have been recorded and the Judges are ready.

**Must Register for the event online at [GetawayHorseplay.com](http://GetawayHorseplay.com)**

**Deadline is 6pm day before event. No post entry at event**

**\$125 includes 3 courses and CA drug fee**

**\$45 for "in hand" only course and CA drug fee**