

## **Wild West Shiver Skijoring 2023 Rules and Regulations**

Rules are solely for the safety of the competitors, both horse and human and to ensure fair competition.

### **CATEGORIES**

There will be five categories:

- Youth (12 yrs & Under)
- Adult (13 yrs & Over)
- Youth Costumes
- Adult Costumes
- Horse-Pulled KIDS GT Race

### **COMPETITION CRITERIA**

- A 2 second penalty for every pylon and/or ring missed, 5 sec penalty for missing a jump.
- Disqualification will occur if you break pattern.
- Hitting or knocking over a pylon will not be penalized.

### **SKIER/BOARDER RULES:**

1. A skier/boarder may compete up to four times in a category.
2. All skiers/boarders must wear approved snow sport helmets.
3. All equipment must be in good working condition.

### **HORSE RIDER RULES:**

1. A rider may ride up to two horses in a single day.
2. Horse should be in physical shape to participate in an extreme sport.
3. Use a standard western bit.
4. Leg protection (boots or polo wraps) and bell boots are strongly recommended.

### **RULES OF COMPETITION – GENERAL**

1. Racers need to be vigilant about their starting time and be ready.
2. Substitutions in any class are allowed for any team member (horse, skier or rider), ONLY under the following circumstances:
  - That substitute team member (horse, skier or rider) is eligible to compete in that class;
  - That the team member being substituted is unable to compete due to injury, family emergency or other reason acceptable to the Producer and Arena Director.
3. If a horse, rider or equipment are deemed unsafe, the rider and horse may be asked to leave at any time by the Horse Gate Official.

4. If the skier/boarder drops the rope BEFORE crossing the start line, he/she will be allowed a restart immediately after the team's fault start. The four-minute rule restarts upon the arena judge's determination of a clear course. 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 the horse to rest for a reasonable time. If it is the last run of the category, they should be scheduled to run 1<sup>st</sup> prior to the start of the next category.
5. The skier must finish in an upright position and on at least one ski, with rope in hand when crossing the finish line. The time will stop when both boots have crossed the finish line.
6. Both ski tips and both boots must go around a pylon or the pylon is considered missed.
7. All Competitors will be informed of their time at the end of their run prior to the start of the next competitive run.
8. Tow Rope must be a minimum 30 feet and be no longer than 60 feet.
9. Before a decision is made with any protests, the competitors will be allowed to state their case before the deliberation of ruling.
10. Horses will be randomly checked for equipment. The Horse Gate official will check all tack and how the rope is attached to the saddle. If requested, a rider may be asked to drop their bit.
11. The following will result in no time:
  - 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.
  - 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.
  - Use of illegal equipment, including added wire on bits or curb chains.
  - Failure to dismount and/or present horse and equipment to the horse official if asked.
12. Rules will be reviewed verbally with all competitors prior to the start of the race.
13. Competitors will be required to sign a Waiver prior to competing.
14. Prize for Best Dressed Costume in both Costume Categories.

#### **HORSE SAFETY & TREATMENT RULES:**

No person may abuse a Horse during the 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:

- Whipping or beating a horse excessively
- Subjecting a horse to any kind of electric shock device
- Using spurs excessively or persistently
- Jabbing the horse in the mouth with the bit or any other device to abnormally sensitize or desensitize any part of a horse