

ENGLISH/WESTERN PLAY DAY

WEDNESDAY, AUGUST 7, 2024

START TIME 9:00am

SHOW CHAIR: Kaitlyn Dudley 443-201-4468

Entry Fee: \$40.00 All Day, Pre-entry \$35 All Day (pre-entry must be complete by August 6, 12pm)

To Pre-Enter: Follow **ENTRY LINK** or email ironponysupplyllc@gmail.com

CASH OR CHECK ONLY- Checks made payable to Howard County Fair Association, Inc.

PREMIUMS IN EACH CLASS: 1st -\$12, 2nd-\$10, 3rd-\$8, 4th-\$6: RIBBONS 1st thru 6th

Open to horses, ponies, minis, mules, donkeys

HOWARD COUNTY FAIR RULES APPLY

No Dogs Allowed on Fairgrounds, including Horse Show Grounds. Please leave dogs at home.

All entrants must present a current **proof of Negative Coggins**. All entrants must complete a **Self-Certification of Equine Health Form** prior to unloading animal. This health form shall be presented, upon request, to the designated show/fair representative. Go to the Maryland Department of Agriculture website at www.mda.state.md.us for forms and current Maryland health regulations.

SAFETY is our first concern. Please be cautious and show courtesy to both competitors and spectators. We encourage the use of helmets and safety equipment. Boots or shoes with heels required. Shirts must have sleeves. No baseball caps. Jeans or long pants required.

Helmets are mandatory for ALL competitors under 18 years of age.

Judges will take a 30-minute lunch break – Time TBD dependent on number of entries

Class List –Fastest times win. Cross entering allowed in classes requiring pairs.

1. **Texas Barrels Open**– Weave thru 3 barrels
2. **Texas Barrels Walk-Trot/Jog**
3. **Barrels Open**– Cloverleaf pattern around 3 barrels
4. **Barrels Walk-Trot/Jog**
5. **Bleeding Heart Open** -Heart pattern around 3 barrels
6. **Bleeding Heart Walk-Trot/Jog**
7. **Relay Race (Pairs) Open**– One rider waits at the far end of the ring. The first rider is handed a baton then races around the perimeter of the ring and passes the baton to the waiting rider. Transfer of the baton must be done between the 2 cones. The waiting rider, now holding the baton, races for the finish line. This second rider must cross timers in the lead with baton.
8. **Relay Race (Pairs) Walk Trot/Jog**
9. **Plug Race Open**– Race down and around the single barrel and back through timers.
10. **Plug Race Walk-Trot/Jog**
11. **Ribbon Race (Pairs) Open**– Riders each hold the end of a piece of crepe paper ribbon and race around the barrels and return through the timers without breaking or releasing the ribbon.
12. **Ribbon Race (Pairs) Walk-Trot/Jog**
13. **Potato Race Open** – Rider is handed their potato upon entering the ring. Rider races down to the bucket drops potato in bucket and races home around bucket. If rider drops potato once time has started rider is eliminated, if potato bounces out of bucket rider is eliminated, if rider does not go around the bucket rider is eliminated.
14. **Potato Race Walk-Trot/Jog**

20 Minute Break

Costume Classes- Judges will determine winner(s)

15. **Costume Class Open**– Dress up the horse, rider.
16. **Costume Class Walk-Trot/Jog**- Dress up the horse, rider.