



**Playday & Award Series
2025**

OFFICIAL RULEBOOK

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Playday Calendar

2025 Dates		Barrel Exhibitions	Pole Exhibitions	Playday Start	Special Event
March 8		3:00pm	4:00pm	5:00pm	Hourglass
April 12		3:00pm	4:00pm	5:00pm	Hitch & Go
May 10		3:00pm	4:00pm	5:00pm	Cat's Cradle* *double point event
June 14		5:00pm	6:00pm	7:00pm	Big O
August 9		5:00pm	6:00pm	7:00pm	Turn & Burn
September 13		3:00pm	4:00pm	5:00pm	Lariat
October 11		3:00pm	4:00pm	5:00pm	Spur
November 8		3:00pm	4:00pm	5:00pm	Big M* *double point event

Raindates/Canceling or Rescheduling

- Raindates: in the event of a rain date the event will be held *the following day, Sunday*, at Kings Trail Cowboy Church with a playday start time of 2:00pm. There will be NO expos.
- Should a scheduled playday be canceled or moved, the rescheduled date and/or location will be communicated through Facebook.
- Should the rescheduled date also be canceled, the playday will not be rescheduled.
- Always check social media and/or the BRRRC website before hauling.

Membership & Playday Entry Fees

- Member and non-member riders are welcome to participate in BRRC playdays.
- Riders must be a BRRC member in good standing to earn points in the Playday & Award Series and be eligible for end-of-year awards.
- Points will begin to accrue the day that membership is paid. No points will be awarded retroactively.
- Membership forms and associated fees are available for completion and submission on the BRRC website. Membership forms and fees may also be completed and paid at any BRRC event, or may be mailed in.
- Membership fees:
 - Single (required for 18+) = \$35
 - Family = \$55
 - 65+ single = \$20
 - 65+ family = \$30
- Playday entry fees:
 - Expos will be \$5 each
 - \$20 flat fee for Lead Line/Assisted riders
 - \$10 per event for unassisted age group events
 - A \$5 arena fee will be added for non-member participants

Order of Events

Arena Prep: Water/Drag, Set-up Pattern, timers, sound system	2:00 pm
Onsite Sign-ups Open	2:30 pm
★ Barrel Expos ★ Pole Expos ** June and August - expos start @ 5:00pm	3:00 - 3:45 pm 4:00 - 4:45 pm
Playday Set-up - Lead Line Poles	4:45 - 5:00 pm
Royalty Line Up for Anthem	4:45 pm
Playday Starts <ul style="list-style-type: none"> ● Welcome, Prayer, Anthem ● Modified Events for Lead Line/Assisted ● Poles for all other age divisions ● Special Event for all other age divisions ● Barrels for all other age divisions **June and August - playday start @ 7:00pm	5:00 pm

Rules and Procedures

- Each participant must abide by the Playday Rulebook, Arena Rules, and Arena Etiquette.
- All participants under the age of 18 **MUST** have a parent, sponsor, or designated adult present while riding.
- All participants **MUST** have a signed waiver on file with BRRRC before riding on the BRRRC property.
- Absolutely no alcohol use or profane language is allowed.
- Cell phones should not be used while riding.
- Deliberate abuse of an animal will not be tolerated.
- It is everyone's duty and responsibility to treat the grounds and property of the Blue Ridge arena, or any property the club rents, with care and respect.
- Repeated infractions of these rules may jeopardize riding privileges and/or club membership.
- Participants must complete sign up forms and pay entry fees before entering the arena.
- Entries must be received before the age group event begins.
- A participant's age group division is determined by their age on the date of the first playday of the season (see Age Groups in next section).
- A participant must compete in their age group division.
- A participant may only compete in one age group division throughout the playday series.
- Participants must make their run during their age group division for each event during the playday.
- All decisions by an Arena Judge are final. No protests will be allowed.
- All riders must ride in a shoe or boot with a riding heel.
- **Absolutely no refunds will be given for entries or expos once a playday starts. If you choose to skip an event, any paid fee will be forfeited.**
- Riders should be in the warm up area ready to ride when their name is called. A rider may be disqualified after the 3rd call at the discretion of the arena judge or playday coordinator.
- Riders should be alert and aware of others at all times, especially in the warm up area and near the alley.

Age Groups & Playday Events

Age Groups		Playday Events	
<ul style="list-style-type: none"> ● Lead Line ● 10 & Under ● 11-13 	<ul style="list-style-type: none"> ● 14-17 ● 18 & Over 	Quarter Horse Poles	Cloverleaf Barrels
<p>Age group divisions are based on the participant's age as of the first playday of the season.</p>		<p style="text-align: center;"><u>Special Event Options</u> Hourglass, Hitch & Go, Cat's Cradle, Big O, Turn N Burn, Lariat, Spur, Big M</p> <p style="text-align: center;">One will be chosen for each Playday.</p>	

- Assisted and/or Lead Line:
 - This division includes riders with an assistant who is leading the horse, more than one person on the horse, or when more than one person crosses the timer line. The patterns for the assisted age group shall be modified/shortened. (example: they will only run 3 of the 6 quarter horse poles)
 - Riders of any age can ride in this group and will stay in this group for the full season.
 - This class is open, non-competitive and will receive participation awards at the end of the year. This class does not compete for a year end saddle.

- Other Divisions
 - Ten and Under (10 & Under)
 - Fourteen to Seventeen (14-17)
 - Eleven to Thirteen (11-13)
 - Eighteen and Over (18+)

- There will be 3 events at each playday.
 - Quarter Horse Poles
 - Special event
 - Barrels

- The special event schedule is included in the playday calendar in this book and will be posted to social media and on the website.

Point System

First Place (1st)	6 points
Second Place (2nd)	5 points
Third Place (3rd)	4 points
Fourth Place (4th)	3 points
Fifth Place (5th)	2 points
Participation Points*	1 point
*One point per event will be awarded to member riders who ride in the event but do not finish in 1st through 5th place.	
**The special event at May and November playdays will be awarded double points.	

Penalties & Disqualifications

- A five (5) second penalty will be added for each pole, cone, or barrel knocked over.
- A “no time” (disqualification) will be given for
 - Failure to complete the pattern.
 - Broken pattern.
 - a broken pattern includes failure to maintain or stopping forward motion during the pattern
 - Broken timer.
 - crossing the timer after starting it but before completing the pattern

Re-Runs

- Broken tack or injury will not constitute a rerun.
- Re-runs will be granted for timer malfunctions.
- Reruns for any other reasons will be determined by an arena judge or captain.

Playday Awards Series Eligibility Requirements

The BRRC will award a saddle to the member-rider in each age group with the highest point total at the end of the year based on the following requirements.

- Members who **attend** 6 or more playdays **and complete work requirements** are eligible for awards.
- **Work Requirements:**

Members must complete the following minimum work requirements to qualify for awards:

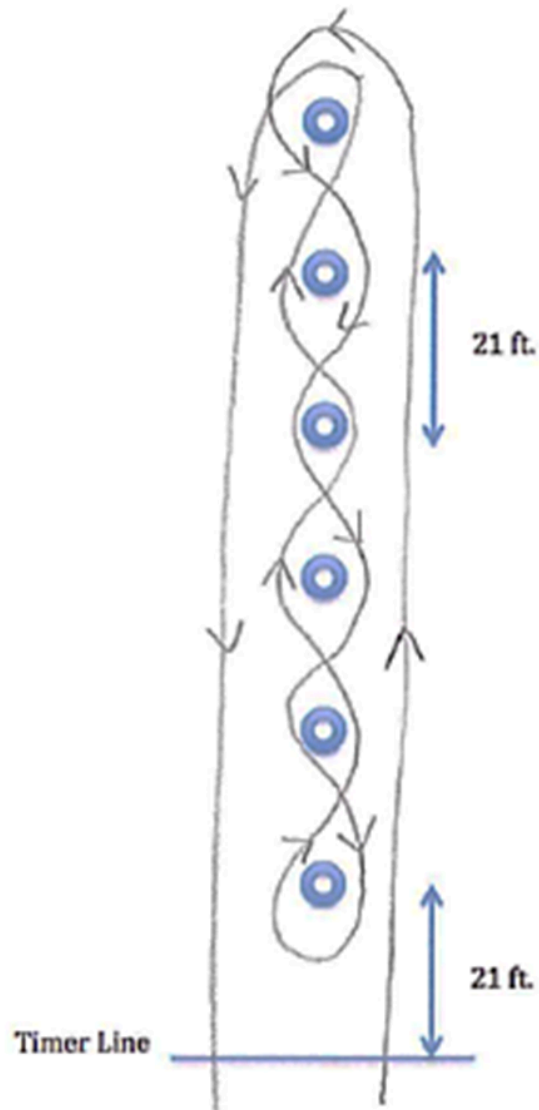
1. At least **one arena workday** during the year for a total of 3 hours, **AND**
2. At least **one Rodeo volunteer shift** for a total of 3 hours, **AND**
3. At least **three playdays work shifts**.
 - a. Work shift example: working the 11-14 barrels = 1 work shift

** If a member is unable to complete a work requirement, it is the member's responsibility to notify a member of the board **beforehand**. An alternate work event may be offered at the Board's discretion. It is the member's responsibility to report in and sign the volunteer worker sign-in sheet to verify work hours. Parents may also work for the member; but be sure the member's name is on the sign in sheet so they receive credit.*

- BRRC must host a minimum of 6 playdays in order to award year end saddles.
- The Lead Line/Assisted Rider Division will not compete in the saddle series.
- In order for a saddle to be awarded, the age group must have a minimum of six (6) riders at each playday.
- For each age group that meets the 6 rider requirement above, the BRRC will award top 3 buckles in addition to the saddle, at the year end awards. With 7 or more riders, the BRRC Board will determine the number of buckles for each age group.
- At the Board's discretion the 6 rider and 6 attendance requirement may be lessened and would apply to all age groups.
- Members must be in good standing to be eligible for playday series awards.
- Points will not be awarded and begin to accrue until a rider is a paid member of the BRRC.
- Points will be confirmed and made available in a timely manner after the completion of each playday.
- **When calculating points for year end awards, no points will be dropped.** ALL awarded playday points will be included in a rider's year end playday points total.
- In the event of a tie, the tie will be broken using the total number of points earned in the special event during the series; if that is a tie then the Board will select a tie breaker.

Events

QUARTER HORSE POLES



A timed event. The pole bending pattern is to be run around six (6) poles.

The rider starts either right or left, runs to the sixth (6) pole, pivots around pole, starts weaving in and out to the number one (1) pole, pivots around pole, weaving in and out to number six (6) pole, and then runs back across timer line. Each pole is twenty-one (21) feet apart with the first pole being twenty-one (21) feet from the timer line.

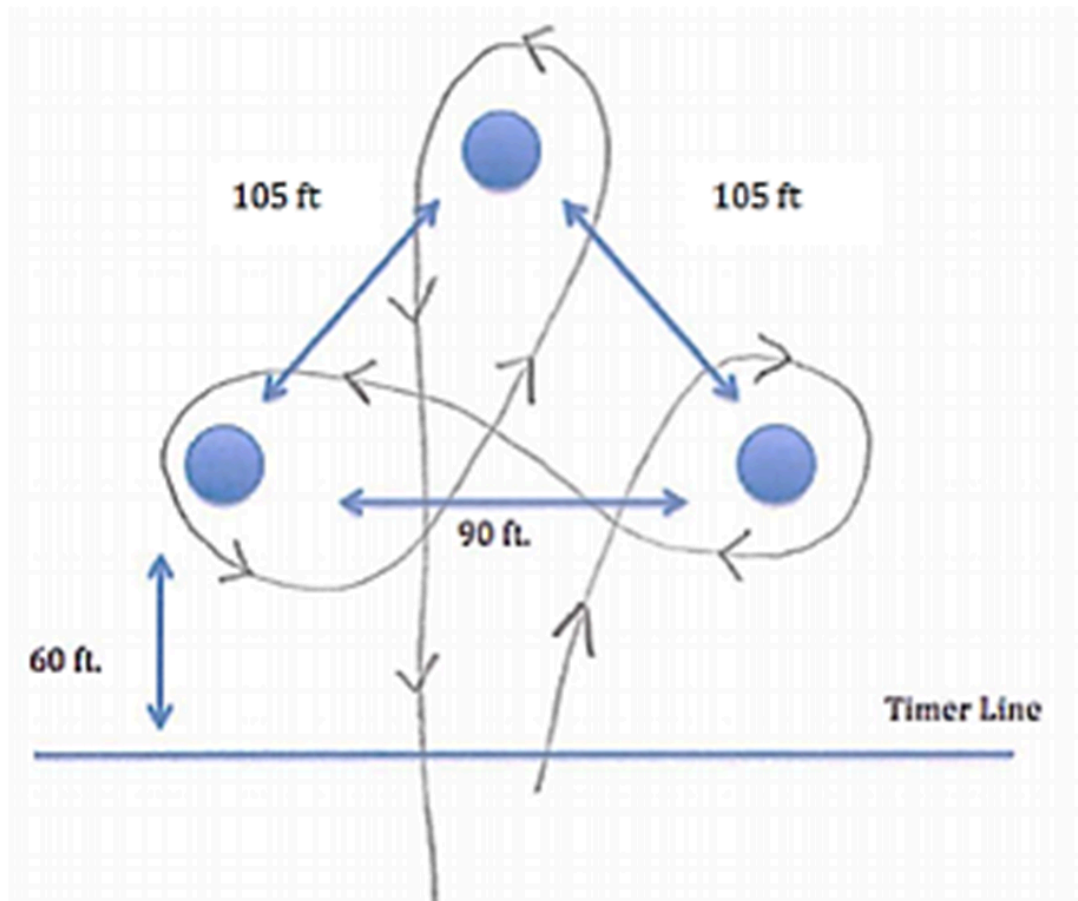
Penalties

Five (5) second penalty for each pole knocked over.

Disqualifications

Failure to run a correct or complete pattern.

CLOVER LEAF BARRELS



A timed event. May be started either to the left or right side.

Rider will cross timer line, make a 360-degree turn around the 1st barrel, go to the 2nd barrel make a 360-degree turn, go to the 3rd barrel make a 360-degree turn around the barrel, and run back across the timer line.

Penalties

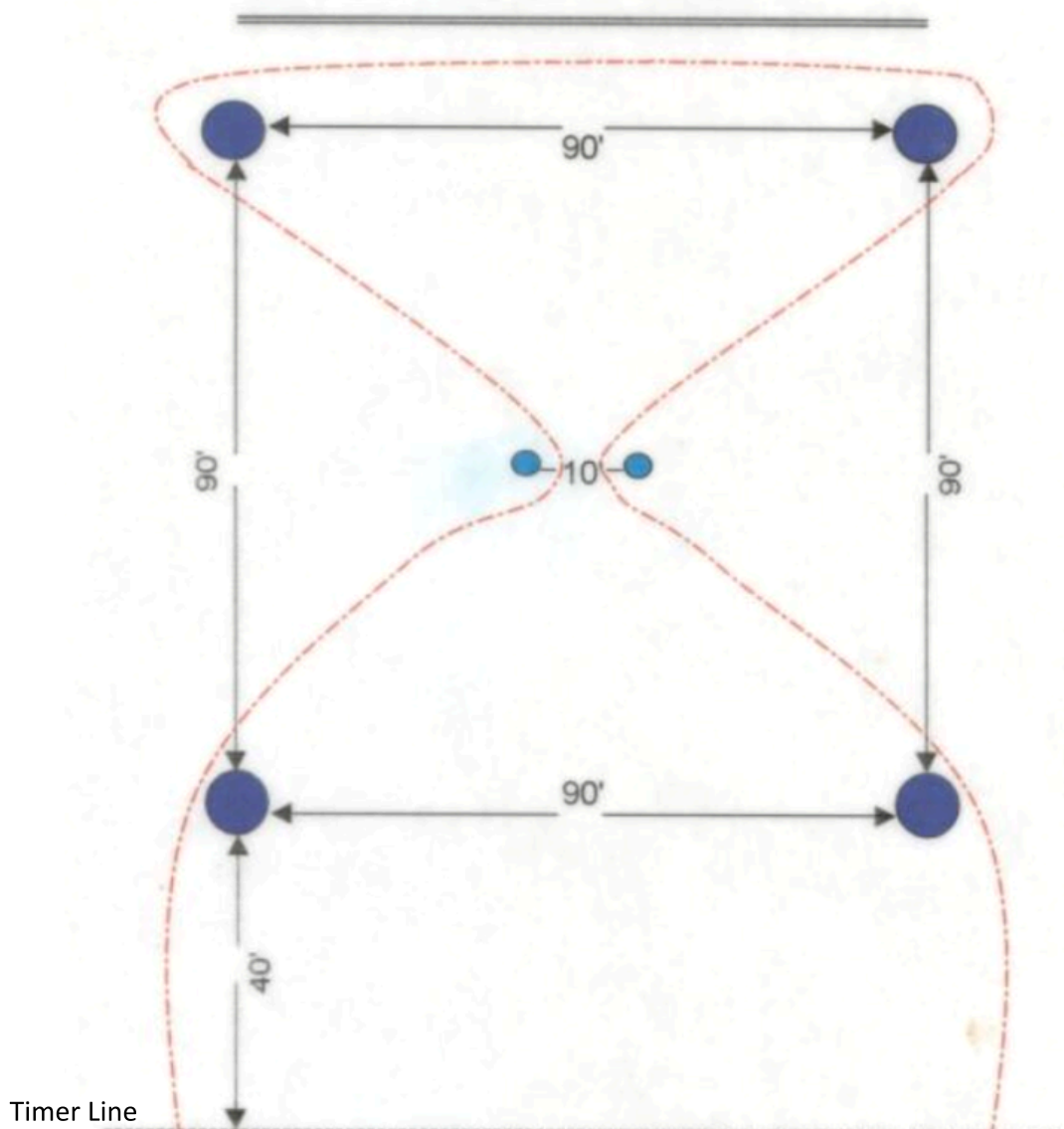
Five

(5) second penalty for each barrel knocked over.

Disqualifications

Failure to run a correct or complete pattern.

HOURGLASS



A timed event. May be started either to the left or right side.

Rider crosses the timer line and runs to the outside of the first barrel, runs between the 2 poles in the center, and then to the second barrel, third barrel, back through the 2 poles and finally around the fourth barrel and back across the timer line.

Penalties

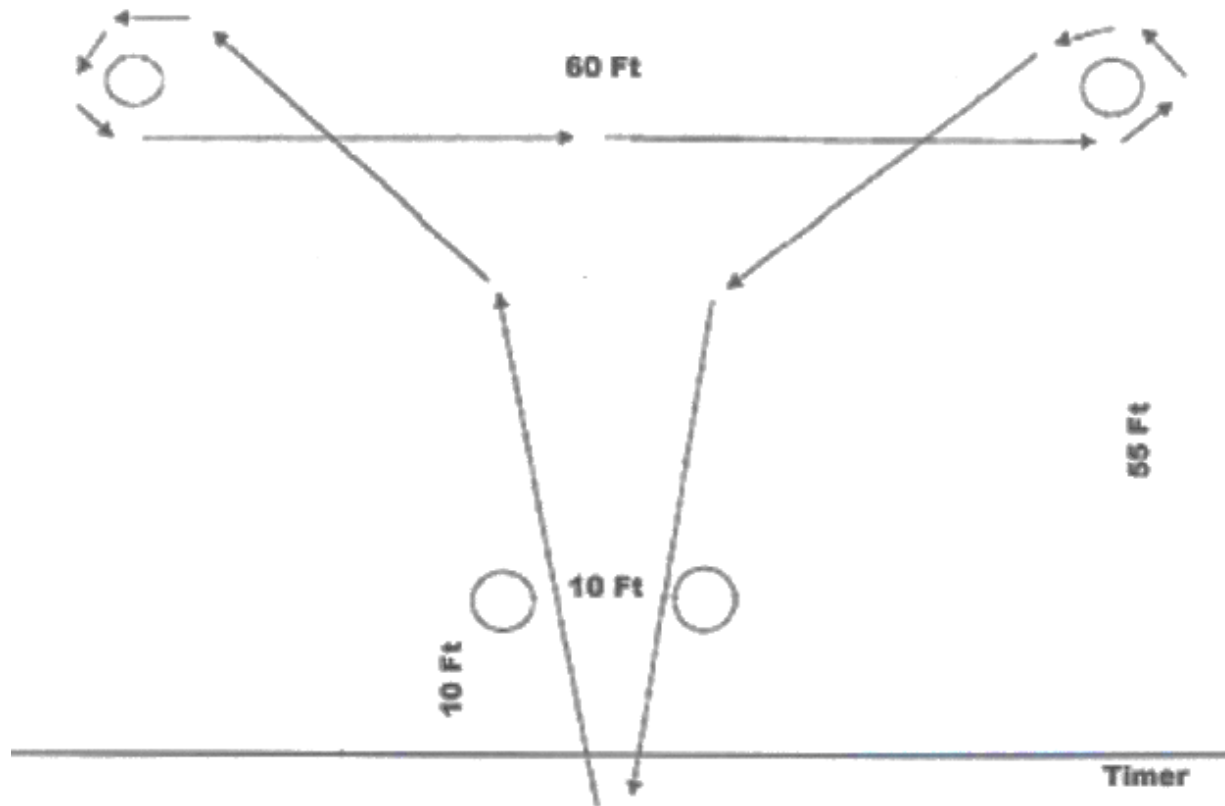
Five (5) second penalty for each knocked over barrel or pole.

Disqualifications

Failure to run a correct or complete pattern will be a disqualification.

***Note – poles and cones may be used instead of barrels (4 poles at corners, 2 cones in the center).*

HITCH & GO



A timed event. May be run either to the left or right side.

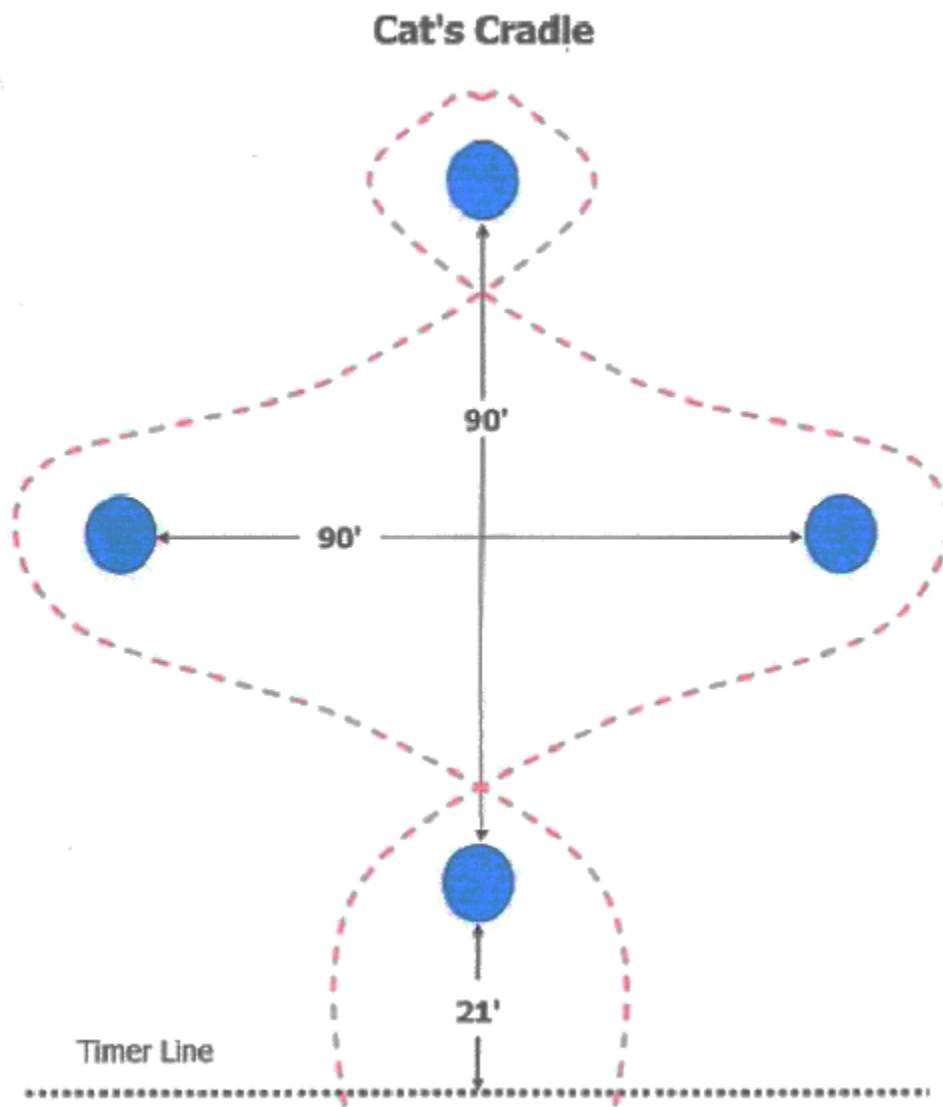
Rider crosses the timer line going between the first two (2) poles, runs to the inside of either the far left or right pole and makes a 360° turn around the pole, across the arena to the outside of the opposite pole and makes a 360° turn finishing on the inside of the pole, runs back between the two (2) poles in the center and on to cross the timer line.

Penalties

Five (5) second penalty for each knocked over pole.

Disqualifications

Failure to run a correct or complete pattern will be a disqualification.



A timed event. May be run either to the left or right side.

Rider will cross the timer line and run to the outside of the first barrel, run to the outside of the second barrel, run to the far side bottom of the top (third) barrel and make a 360° turn around the barrel, run to the outside of the fourth barrel, and back to the outside of the first barrel and on to cross the timer line.

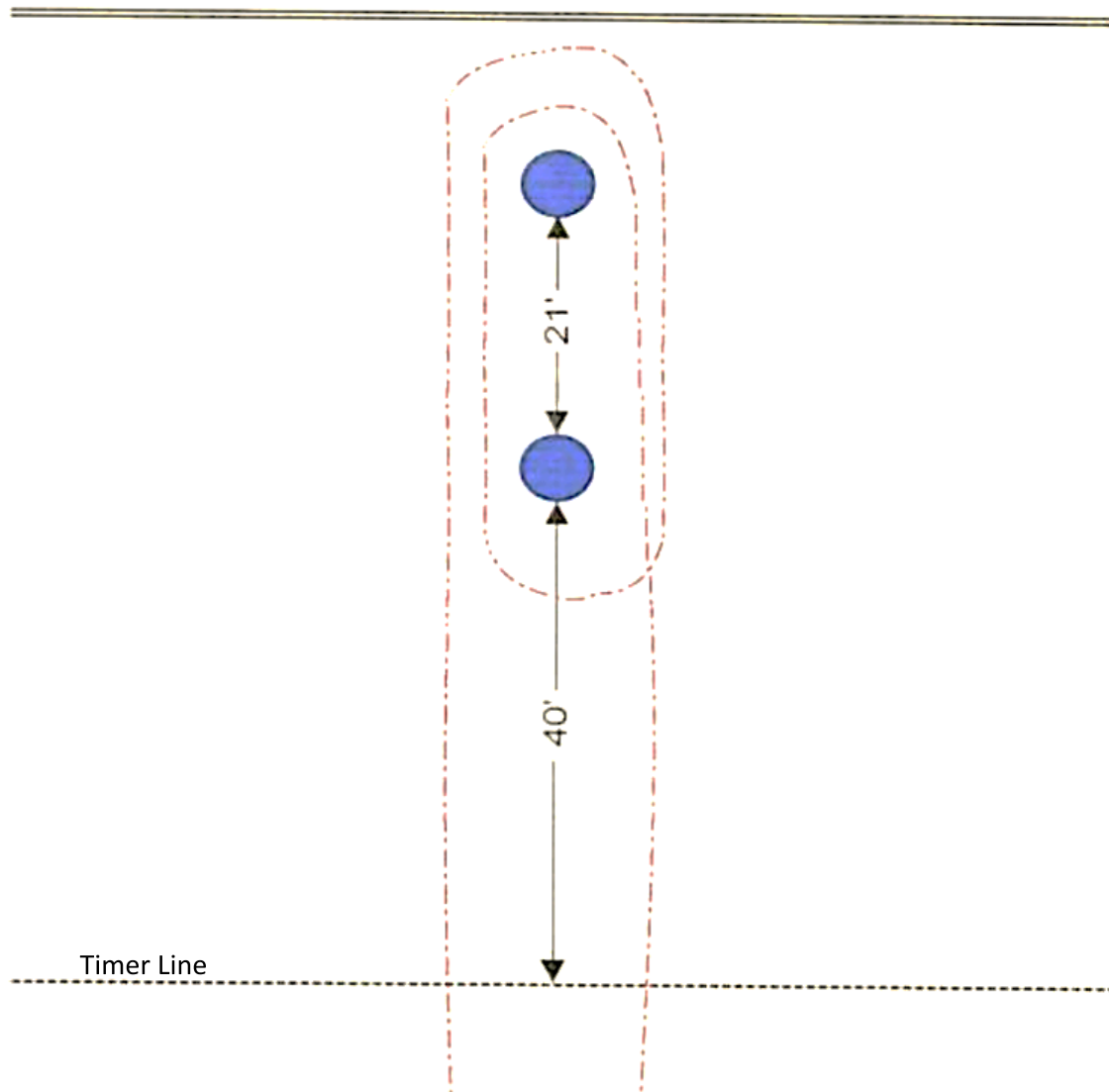
Penalties

Five (5) second penalty for each knocked over barrel.

Disqualifications

Failure to run a correct or complete pattern will be a disqualification.

BIG O



A timed event. May be started either to the left or right side.

Rider crosses the timer, runs to and rounds the top side of the far barrel, continues to and rounds the bottom side of the lower barrel, continues to and rounds the top side of the far barrel and returns to and crosses the timer line.

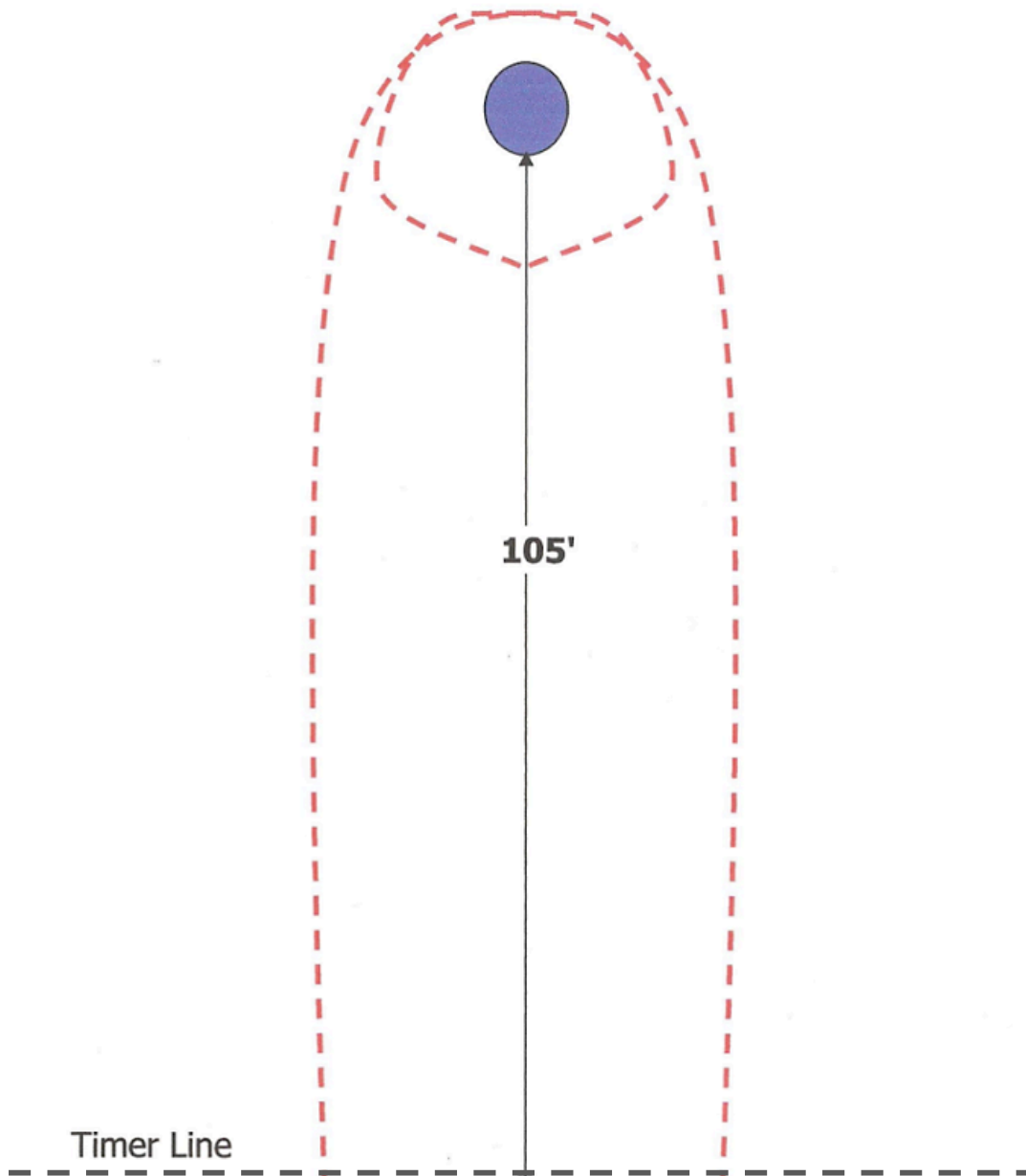
Penalties

Five (5) second penalty for each knocked over barrel.

Disqualifications

Failure to run a correct or complete pattern will be a disqualification.

Turn N Burn



A timed event. May be started either to the left or right side.

Rider crosses the timer, runs to the barrel and makes a complete circle and a half and runs back across the timer line.

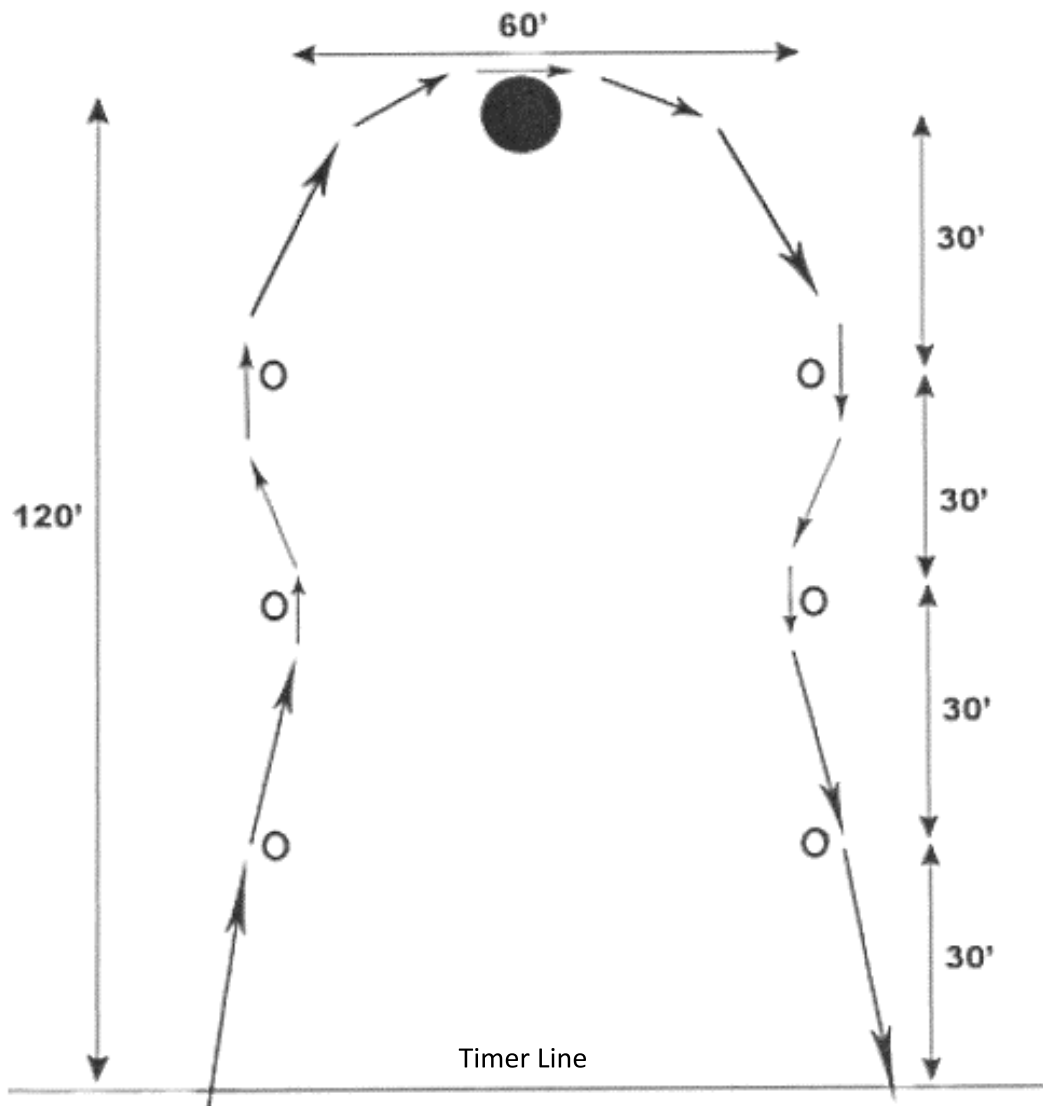
Penalties

Five (5) second penalty for each knocked over barrel.

Disqualifications

Failure to run a correct or complete pattern will be a disqualification.

Lariat



A timed event. May be run either to the left or right side.

Rider will cross the timer line and go to the outside of the first pole, inside of the second pole, and outside of the third. After going around the outside of the barrel at the far end, the rider proceeds to the second set of poles going to the outside of the first, inside the second and outside the third and then runs to cross the timer line.

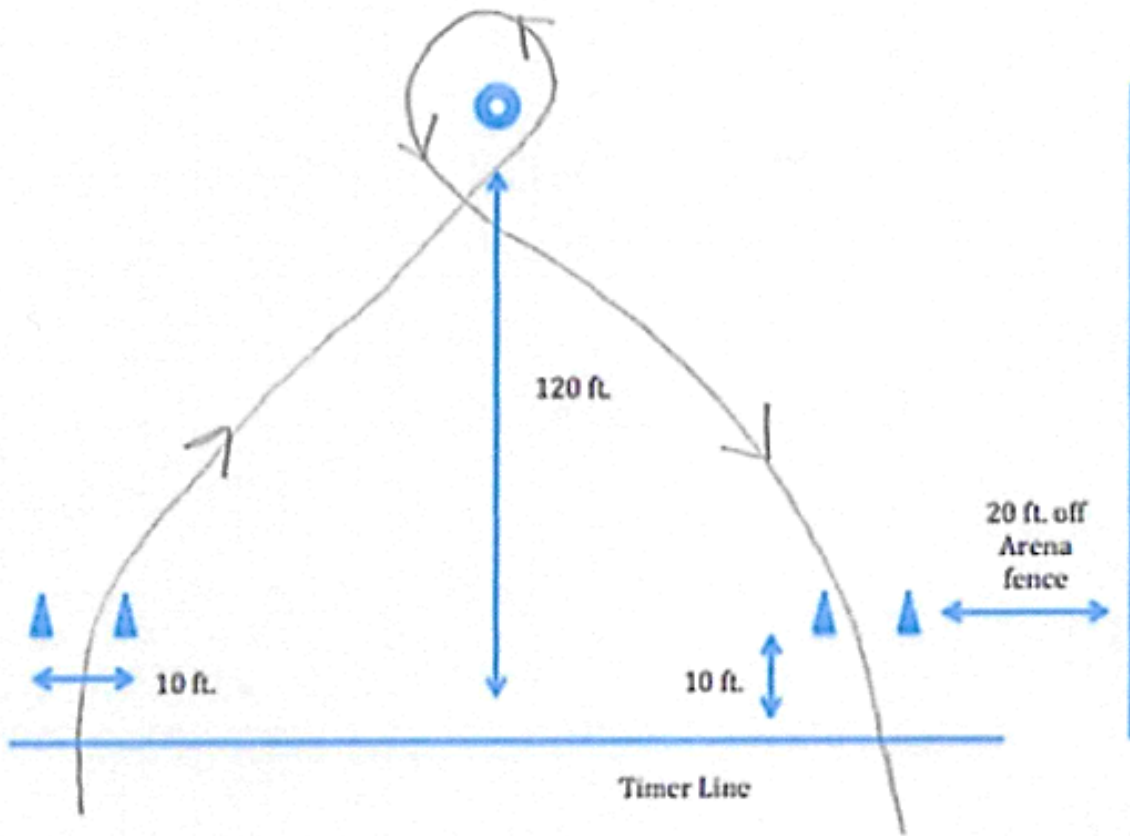
Penalties

Five (5) second penalty for each knocked over pole.

Disqualifications

Failure to run a correct or complete pattern will be a disqualification.

SPUR



A timed event. May be started either to the left or right side.

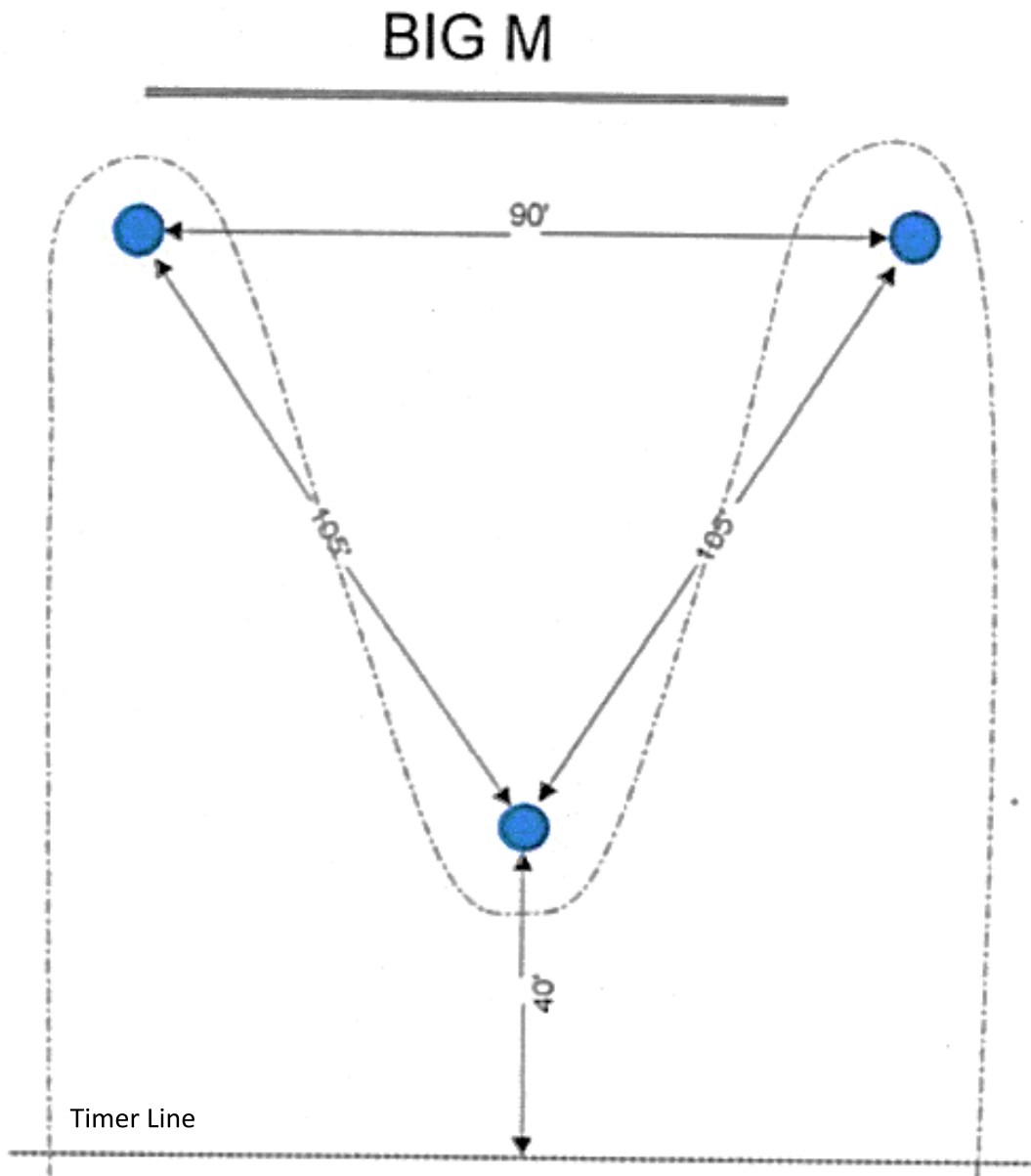
Rider crosses the timer line and runs through the first set of pylons to the pole, makes a 360° turn around the pole, and returns through the second set of pylons.

Penalties

Five (5) second penalty for knocking over the pole.

Disqualifications

Failure to run a correct or complete pattern will be a disqualification. Any leg of the horse passing over the pylon or knocking over a pylon.



A timed event. May be started either to the left or right.

Rider crosses the timer, runs to the back barrel rounding it at the top, runs down to the middle barrel rounding it at the bottom, runs up to the second back barrel rounding it at the top and returns back to cross the timer line.

Penalties

Five (5) second penalty for each knocked over barrel.

Disqualifications

Failure to run a correct or complete pattern will be a disqualification.