

# NEKSAG 2024 RULEBOOK

North East Kansas Small Area Group



## RULES AND GUIDELINES

Website: [www.neksaganythinghorses.com](http://www.neksaganythinghorses.com)

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These are the rules and guidelines set up and approved by NEKSAG as of **\*February 4, 2024**. Changes from 2024 are annotated in **red text** with a **"\*"**. They are a guideline that each Saddle Club is responsible for enforcing at their shows. The classes listed are for the NEKSAG Point Classes **ONLY**. Each Saddle Club may add any class they wish, but if they are not listed, they will not be a point class. Each show should include at least 60% of the NEKSAG Point Classes.

### NEKSAG KING and QUEEN:

Each Saddle Club is responsible for having their King and Queen and Alternates picked BEFORE the Spring Kick-Off Show. To be eligible to compete for the NEKSAG King and Queen you must be a King or Queen or an Alternate of a Saddle Club. The NEKSAG King and Queen and Alternates should try to attend as many shows as possible to represent the NEKSAG organization.

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## GUIDELINES FOR SADDLE CLUBS:

**JUDGE:** The judge must be at the show grounds at least 15 minutes prior to the start of the show. The judge must have the patterns to be posted before the show starts. The appointed judge should not judge one of their own horses or one they have trained in the last 6 months. **\*SUSPENDED FOR 2024:** Family members of judges cannot show in judged classes under that judge. Family members include immediate family (i.e. mother, father, sister, brother, son, daughter, steps). The judge will not visit with the contestant before the start of the show.

Saddle Clubs are responsible for ensuring Judges have the current year NEKSAG rulebook, and that only NEKSAG rules are followed during shows. Judges must be at least 18 years old. **\* The Judge's decision is final.** Only one judge is required for NEKSAG shows. If more than one judge is determined necessary by the Saddle Club, then points are counted separately for each judge's placings and participants pay twice for each class entry as they will be earning payout and NEKSAG end of year points from each judge.

### CLASS FEES:

Class prices are determined at the annual NEKSAG meeting. For 2023, the NEKSAG classes were set at \$3/class. Saddle clubs may have a higher class fee (no more than \$3 per class) upon notification to NEKSAG Board members 2 weeks in advance of the show.

**PAYOUTS:** When the classes are \$3 per class then \$0.25 goes towards NEKSAG, \$1.75 goes back to the Saddle Club and \$1.00 goes towards payback prorated 40-30-20-10 for the top four placings.

**PAYBACK:** \$1.00 goes towards payback prorated 40-30-20-10 for the top four placings.  
A Payout spreadsheet is available.

# in classes	1	2	3	4	5	6	7	8	9	10
Places										
1	1.00	1.20	1.50	1.60	2.00	2.40	2.80	3.20	3.60	4.00
2	---	0.80	0.90	1.20	1.50	1.80	2.10	2.40	2.70	3.00
3	---	---	0.60	0.80	1.00	1.20	1.40	1.60	1.80	2.00
4	---	---	--	0.40	0.50	0.60	0.70	0.80	0.90	1.00

**OTHER FEES:** It is customary for there to be an additional charge to the participant for expenses occurred by the Saddle Club to include expenses for the timer, judge and arena costs. In order to provide Saddle Clubs enough reimbursement yet keep fees low for the participant, we request that additional fees not exceed more than \$5 each. Please notify the board within 2 weeks in advance of the show if other fees shall be more than \$5.

**CLASSES:** Saddle Clubs are welcome to add classes that deviate from the NEKSAG core classes listed in this rulebook, however will not earn NEKSAG points. NEKSAG classes must still comprise at least 60% of classes offered.

## NEKSAG NOMINATIONS:

Each nomination is a one horse one participant combination. You can nominate more than one person per horse, but the horse can only compete in any class **one time**. Participant may receive points on any horses in same class **however, the participant must designate which horse will go first** and the order will apply throughout the show of the day. **Should the participant scratch or want to change the order, the horse changing will have to scratch.** *This is to prevent confusion of which horse is up.*

At every NEKSAG Show each NEKSAG Point class will be placed 1st thru 6th. Points will be kept on the 6 placings with 1st receiving 6 points, 2nd- 5 points, 3rd- 4 points, 4th -3 points, 5th - 2 points, 6th - 1 point. The points will accumulate through the season and this is how the year-end awards are decided. In case of ties, tiebreakers are: First, who attended the most shows competing in that class, if still tied: Second, who had most first places.

Nomination fee is \$5.00 for each horse/participant combination. Example: If you are 1 person with 5 horses nominated the fee is \$25.00. If 2 people are nominated on same 5 horses the fee will be \$50.00. If you have 2 or more people in same family with same horse, the fee is still \$5.00 per participant/horse combination....**If you do NOT belong to a Saddle Club, the nominating fee is \$50.00.** You can nominate at any time of the year as long as you do it before you ride in that class. If you nominate at the Spring Kick-Off Show your points will be kept from that show on through the year. If you nominate half way through the show season, your points will start at that time. You do not have to be nominated to ride at any show, only if you want to have points kept. If you wish to nominate please contact **Julie Hetherington**, or Tossie Kirkham at the show or ask for nomination forms left at the entry stand at any NEKSAG show. Nomination forms should be filled out with a current email address and turned in to one of those officers with a check attached. Forms are also available on the NEKSAG website and can be printed for your convenience. Once the points keeper receives the nomination form, the participant will receive a confirmation number (ex: 2022-1) for that current year by email.

**YEAR-END AWARDS & TROPHIES:** To be able to receive year-end awards, the participant-horse combination must be nominated and must compete in a qualifying class/event 3 times, regardless of placing. Each class Hi-point winner receives a high point trophy each year. These trophies **MUST BE RETURNED** to NEKSAG trophy committee by the NEKSAG fall banquet. You will be charged a replacement fee for any missing brass plates or damage. If you are unable to attend the banquet, you need to coordinate to have the trophy delivered to a board members so it can be presented to the new winner. If the individual chooses to purchase the trophy, they must pay whatever the current replacement cost is and they will receive the new trophy (not the old one that has been in circulation a number of years). ***They must let the trophy committee know in advance of the Year End Award Banquet what their intentions are and submit payment before end of year payout will be awarded.*** **If a year end trophy is not returned or purchased by the NEKSAG fall banquet, you will be invoiced and not receive year end awards &/or money. If the trophy is not returned or invoice paid, you will not be able to nominate for the following show season.**

**YEAR-END HIGH POINT AWARDS:** This is an incentive to entice participants to compete in as many classes as they can win a year end high point award. Only 1 high point award (chairs, shirts, sweatshirts etc.) will be awarded for each participant. If person wins both dual age groups such as 6 & Under and 9 & Under or 18 & Over and 40 & Over that person will receive recognition, points and payouts, just not dual awards.

**NEKSAG Shows:** NEKSAG hosts three shows each year. The Kick-Off is the first show of the year. It may get postponed to later in the year due to weather. Two other benefit shows will be held throughout the show season. The NEKSAG season will officially end at the conclusion of the first Sunday in October. **This year it will be Sunday, October 6, 2024.\*** NEKSAG benefit shows charge \$2 per class with no payout made available. The arena where the show(s) are held is determined by first request by a Saddle Club. **In providing an well run and fun event for all those involved, all participants, and watchers alike are asked to assist any duties required to include announcing, time keeping, and gate duties.**

## GENERAL RULES

**BAD CHECKS:** There will be a \$35 fee for EACH returned Check that is written to NEKSAG! Saddle Clubs can charge whatever they wish for Returned Checks! You will not be allowed to compete in ANY NEKSAG Shows until the Checks are made right with NEKSAG or Any Saddle Club under NEKSAG! If it comes down to the Year End Banquet and it has not been paid, you're Points and Awards will be FROZEN. On January 1 of the following year if they have not been paid in full by cash or money order, ALL awards will be reverted back to NEKSAG. First check will put you on probation for 1 year, which means you are on a CASH basis for that year. Second check will put you on a CASH basis INDEFINITELY!!

**DISPUTES:** It is up to the contestant and only the contestant to bring a dispute to the attention of the Judge or the Saddle Club Arena Director. If there is a dispute with the Judge, the matter must be taken up after the Judged events are over. The Judge's decision is final.

**EXCESSIVE ABUSE:** Excessive abuse is at the discretion of the Saddle Club members hosting the show and or any NEKSAG Officer. Excessive Abuse is towards any Animals or People attending any NEKSAG Event. You will be given 2 warnings. First time excessive abuse is reported, you will be given a warning. Second time excessive abuse is reported, you will be asked to leave the show without refund of entries and will not be allowed back for the remainder of that show. If asked to leave any 2 shows because of excessive abuse, you will be banned from NEKSAG events for the remainder of the calendar year and you will be disqualified from year end awards.

**HORSES: 9 and under Participants will be allowed to compete riding 1 horse only per class.** However, this does not exclude exhibition rides in 9 and under as long as an exhibition fee is paid. All exhibitions must be ridden at the end of the class in the correct age group the participant belongs to. This does **NOT affect** the 17 & Under Trail class or the Reining class which are split by 17 and under and 18 and over. **All others must be an exhibition.**

Participants **10 years and older are allowed to ride up to 3 horses per event** in classes that it is possible. Some classes including those with rail work would not allow a participant to get off and change horses. It would be up to the participant to check with show secretary if there will be rail work in a specific class, thus the participant would know how many horses to enter in the class. If you are going to ride 3 horses **the participant must designate which horse will go first and the order will apply throughout the day of the show. Should the participant scratch or want to change the order, the horse changing will have to scratch.** (i.e. – if horse #2 wants to go first they cannot. Horse #1 will go first and horse #2 will go second. If horse #1 isn't ready then that will be a scratch. Horse #2 will not move up into its place (even if it's ready to go), #2 will still run in the order it was signed up for. The same applies to horse #3). Participant may NOT switch up the horse order once classes have begun with the first class of 3 horse participation. The #1 and #2 and #3 order will remain the same throughout the day.

**REQUIRED EQUIPMENT:** For all judged and speed events; saddles are required unless otherwise stated.

**ONE HORSE-ONE PARTICIPANT:** Only one horse (whether nominated or NOT) may be used in a class per age group to win payback and/or receive points. For example, the same horse may be used by one participant for 7-9 Barrels and again for 10-13 Barrels. The same horse cannot be used by two participants in 10-13 Barrels for points or payback. The rider/horse earning payback and/or points will ride first. Exhibitions ride at the end of the class.

**PARTICIPANT AGE:** Contestants must show or ride in his or her own age group as of January 1st of the year they are competing. Any person 17 years and under cannot lead or ride a stallion in any event.

**HORSE AGE:** Horses must show or ride in his or her own age group as of January 1st of the year they are competing.

**ARENA EQUIPMENT:** Each Saddle Club's barrels, poles, stakes, kegs, or any obstacle must be uniform in size and height. An electric timer and back-up stopwatch must be used to time all running events. If two stopwatches are used, only one will be the official watch, and the other will be a back-up only.

**GATE RULE:** After the second call from the announcer there will be a **one minute** time limit to enter the arena or the contestant will be disqualified and forfeit all entry fees for the class. An exception will be made for saddle changes as long as prior notice has been given to the announcer.

## **JUDGED EVENT RULES**

**ATTIRE:** Western hat, (or helmet), boots, or heel downs, long sleeve shirt and long pants/jeans are required. Short sleeve/sleeveless collared shirt may be allowed at arena director's discretion due to heat. Hats may be waived at the discretion of the arena Director. Optional equipment includes chaps, tapaderos, spurs and carrying a rope. **Please remember this is judged classes only.**

In speed/timed events, sleeved shirts, capped sleeves, tank tops, straps are allowed.

**NO TUBE TOPS ALLOWED...**

**BITS:** JR. Horses 5 years and under can be ridden in a **ring snaffle or bosal and may be ridden with 2 hands.** When a bosal is used it must be rawhide, leather braided or rope bosal. **Horses 6 years and over must be rode in a half breed, shanked snaffle or a curbed bit.** Curb chains are permissible but must meet the judge's approval. They must be at least ½ inch in width and lie flat against the horses jaw. **Hackamores, tie-downs, running martingales and draw reins are prohibited in the Judged events.**

**REINS:** **All competitors must use split reins or romal reins in judged events.** Whenever the handbook refers to "romal" it means an extension of braided material or smooth leather attached to closed reins.

**RAIL WORK:** Any class that requires rail work must use the whole arena regardless of the size of the class. The only exception is in the Lead-In Horsemanship and then they may use half of the arena. The only gait a Judge can ask the participants off the rail is at a walk when completing a class.

**ASSISTED PARTICIPANT:** Any child or adult may be assisted at ANY point in ANY class. **IF they are assisted they will be placed after ALL unassisted participants in placing.** Being assisted means ANY person inside the arena helping to physically guide the horse or participant while the participant is being judged. Standing inside the arena for safety is allowed.

## WESTERN PLEASURE CLASSES

All equine breeds are permitted to compete in their age appropriate class.

**HALTER CLASSES:** Age Groups are based on the horse: 3 year old and under mares and geldings, Ponies 56" and under, 4 years and older Mares, followed by 4 years and older Geldings.

A Halter class is defined as a class where the horse is judged based upon its conformation. Conformation is defined as the physical appearance due to the arrangement of muscle, bone and other body tissue. It depends on an objective evaluation of balance, structural correctness, breed and sex characteristics and muscling. Balance is the most important and refers to the structure and aesthetic blending of body parts. Horses will walk to the Judge one at a time and the Judge will step to the side to enable the horse to trot on past. The Judge shall inspect each horse from both sides, front and rear.

**SHOWMANSHIP AT HALTER:** Age Groups: 9 and under, 10-13, 14-17, 18 and over

The Showmanship class shall be judged strictly on the exhibitor's ability to fit and show a horse at halter. The showmanship class should not be judged as a Halter class. The Judge must post a pattern before the start of the show.

**LEAD-IN HORSEMANSHIP:** The participant must be 5 years and younger and leader must be 14 years of age or older. Emphasis will be placed on Horsemanship. This is shown at a walk only. Judge may use discretion to whether the entire arena is used.

**WALK-TROT PLEASURE:** Age: 9 years and under

The participant will only be asked to perform at a walk and trot on the rail. The participant will perform both ways at a walk and trot. **NO PATTERN IS TO BE DONE**

**WESTERN PLEASURE and OPEN PLEASURE:** Age Groups: 9 years and under, 10-13, 14-17, 18 and over, 40 years & Older and Open Classes

Horses shall be worked both ways at a walk, trot, lope and reverse to the inside. Reins shall be held in one hand and cannot be changed during the performance. The only exception is a JR Horse. (*Jr. Horse rules apply if O or D ring bits are used and may be "two-handed"*). The free hand shall not be used to support the participant by being placed on any part of the saddle. Horses shall be shown with a reasonable loose rein. The participants can be called off the rail at a walk only and may be asked to back.

**JR & SR HORSE WESTERN PLEASURE:** Age of horse: 5 yrs. & under SR. Horse – 6 & older

Refer to Bit Regulations. Class will be judged like Western Pleasure. **Only a JR Horse may be rode with 2 hands in a ring snaffle or bosal.**



**OPEN WALK / TROT PLEASURE:** Age Groups: 17 & Under, 18 & Over

Horses shall be worked both ways at a walk and trot; and reverse to the inside. Reins shall be held in one hand and cannot be changed during the performance. **The only exception is a JR Horse. (Jr. Horse rules apply if O or D ring bits are used and may be “two-handed”).** The free hand shall not be used to support the participant by being placed on any part of the saddle. Horses shall be shown with a reasonable loose rein. The participants can be called off the rail at a walk only and may be asked to back.

**CHARLIE TULL MEMORIAL RANCH HORSE WESTERN PLEASURE** Open

*This is a class where the horse moves out faster.*

The class shows the horses' ability to move at a working speed with a participant. Horses will be shown at three gaits walk, trot and lope in each direction of the arena. Horses will also be asked to reverse away for the rail, to stop and back. The judge must ask for an extended trot and extended lope at least one direction of the ring. A horse will be given credit for traveling with his head held in a normal position, ears alert and moving at a natural speed for the gait requested. Credit will also be given for making a smooth transition between the gaits, for keeping the correct lead, and for maintaining the gait requested until the judge requests a change. A participant must show his horse with only one hand on the reins, **unless the horse is 5 years old or younger and is being shown in a snaffle bit or hackamore (bosal).**

**WESTERN HORSEMANSHIP:** Age Groups: 9 & under, 10-13, 14-17, 18 & Over, 40 & Over

A pattern will be required and must be posted prior to the start of the show. The Judge will ask each participant to work individually. Rail work is at the option of the judge. Participants will be judged on 70% horsemanship and 30% manners and suitability. Participants 9 years and under will not be asked to dismount.

**OPEN WALK & TROT HORSEMANSHIP** Age Groups: 17 & Under, 18 & Over

A pattern will be required and must be posted prior to the start of the show. The Judge will ask each participant to work individually. Rail work is at the option of the judge. Pattern or rail work will be completed at a walk or trot.

**\*OPEN WORKING RANCH HORSEMANSHIP WALK-TROT: Open to all ages.**

A pattern will be required and must be posted prior to the start of the show. There are three (3) patterns the judge must chose from listed in this Rulebook. The Judge will ask each participant to work individually. Rail work is at the option of the judge. Pattern or rail work will be completed at a walk, trot, lope. The judge will post prior to the show which of the 3 approved patterns will be used. A broken pattern causes a disqualification. Please view following pages for descriptions of each pattern. The space below left intentionally blank so the patterns would each be on a single page for the saddle clubs to be able to copy and post for participant review before the class.

**OPEN WORKING RANCH HORSEMANSHIP:** Open to all ages.

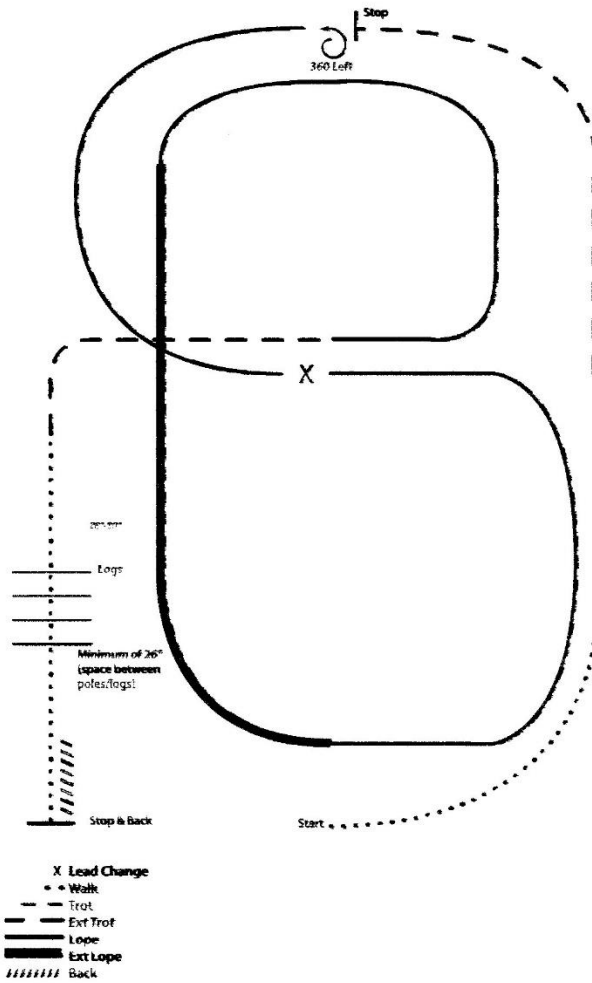
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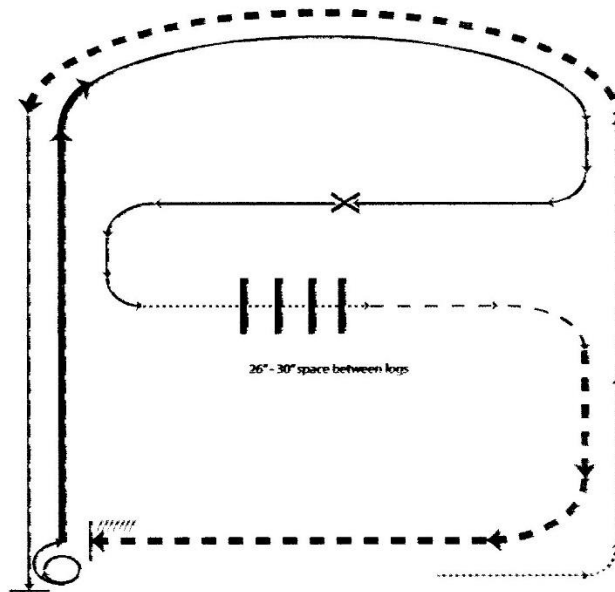
Patterns are listed here:

**RANCH RIDING - PATTERN I**



1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

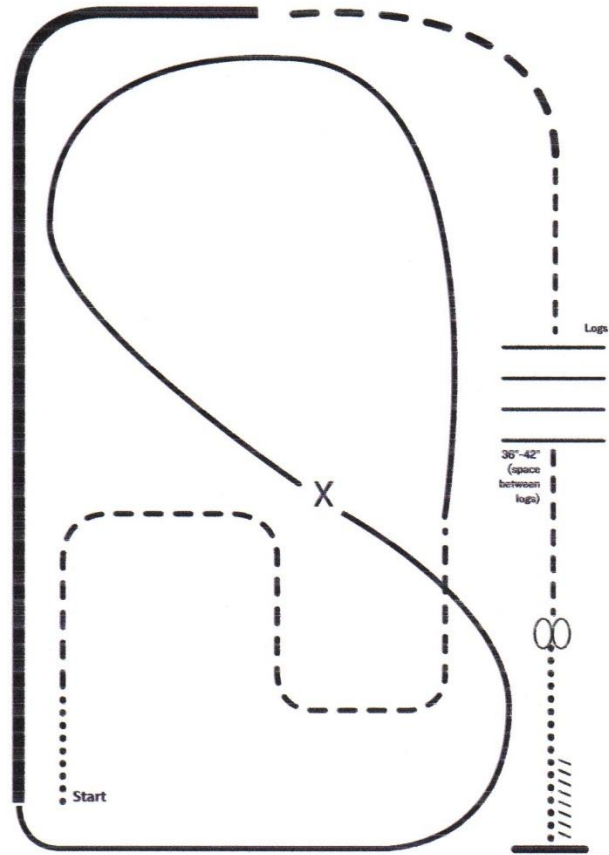
**RANCH RIDING - PATTERN 2**



- X Lead Change
- - - Walk
- - - Trot
- - - Ext Trot
- Lope
- Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

**RANCH RIDING - PATTERN 3**



- X Lead Change
- Walk
- - - Trot
- — — Ext trot
- Lope
- Ext Lope
- /////// Back

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
  - ii. Walk, stop and back

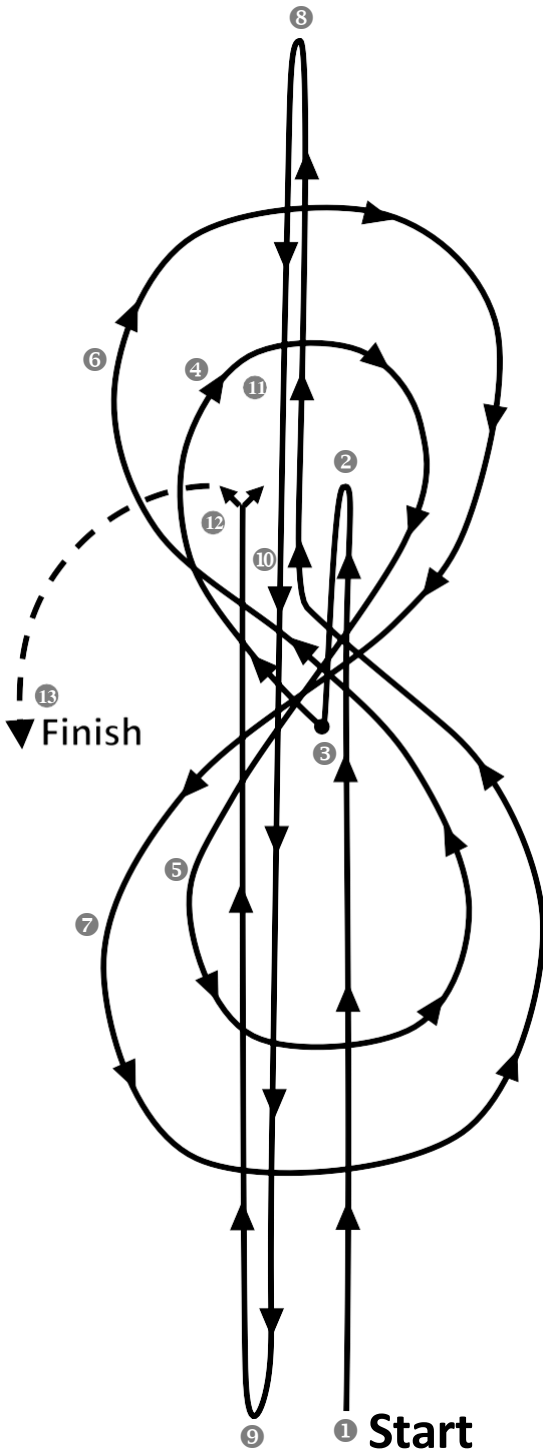
**TRAIL:** Age Groups: 17 years & under and 18 years & older

(Participant may show 3 different horses **except those in 9 and under group who can only show 1 horse.**) The pattern must be posted prior to the start of the show. **At least 5 obstacles and/or pattern changes must be chosen from the following;** gate, **log/pole walk/trot/lope over/through**, bridge, ground tie, L or S shaped back through, mail box, turn around box, side pass, or angle back through. A walk, trot, or lope can be used between obstacles. The ideal distance between log/poles for a walk-over is 15-24", trot-over distance is 36-42" apart and lope-over is 6-7 feet apart. The ideal distance between logs/poles for a back-through is 30-36" apart. The ideal box has equal sized logs/poles each meeting at the corner, each being 5 or 6' long. There is a 3 minute time limit to complete the pattern. The time expires the participant will be asked to stop and leave the arena. Western attire is to be worn. Disqualification will result in not doing the obstacles in the prescribed order, use of illegal equipment, and willful abuse.

### **REINING:**

Age Groups: Age Groups: 17 years & Under (one standard pattern throughout the year) and 18 years & older (3 patterns to choose from are listed below)

(Participant may show 3 different horses except those in 9 and under group who can only show 1 horse.) The judge will post prior to the show which of the 3 approved reining patterns will be used. A broken pattern causes a disqualification. Only 1 hand shall be used on the reins and hands must not change. The hand must be clear of the horse and saddle. Spurs are not to be used ahead of the cinch. The only exception is a Jr Horse and Jr Horse rules apply if proper bit is used. Only a Jr Horse may be rode with 2 hands in a ring snaffle or bosal. Please view following pages for descriptions of each pattern. The space below left intentionally blank so the reining patterns would each be on a single page for the saddle clubs to be able to copy and post for participant review before the class.



### 17 & UNDER Reining Pattern

(Taken from 2016 4H State Fair Show Rule book)



1. **Start.** From 1 to 2, run with speed, past center marker.

2. Stop and back up to center of pattern to 3.

3. Settle horse for approximately 10 seconds.

4. Start lope. Figure eight should be made inside the end markers, to right

5. Continue small figure eight at a slow lope.



6. Ride a larger figure eight at a faster lope.

7. Continue large figure eight at a faster lope.

8. At Center marker, ride adding speed to 8, Left roll back over hocks (should be made past far end marker).

9. Adding speed to 9, Right roll back over hocks (should be made past far end marker).

10. Stop (should be made past center marker). Let horse settle, and in approximate area of stop, start the pivots.

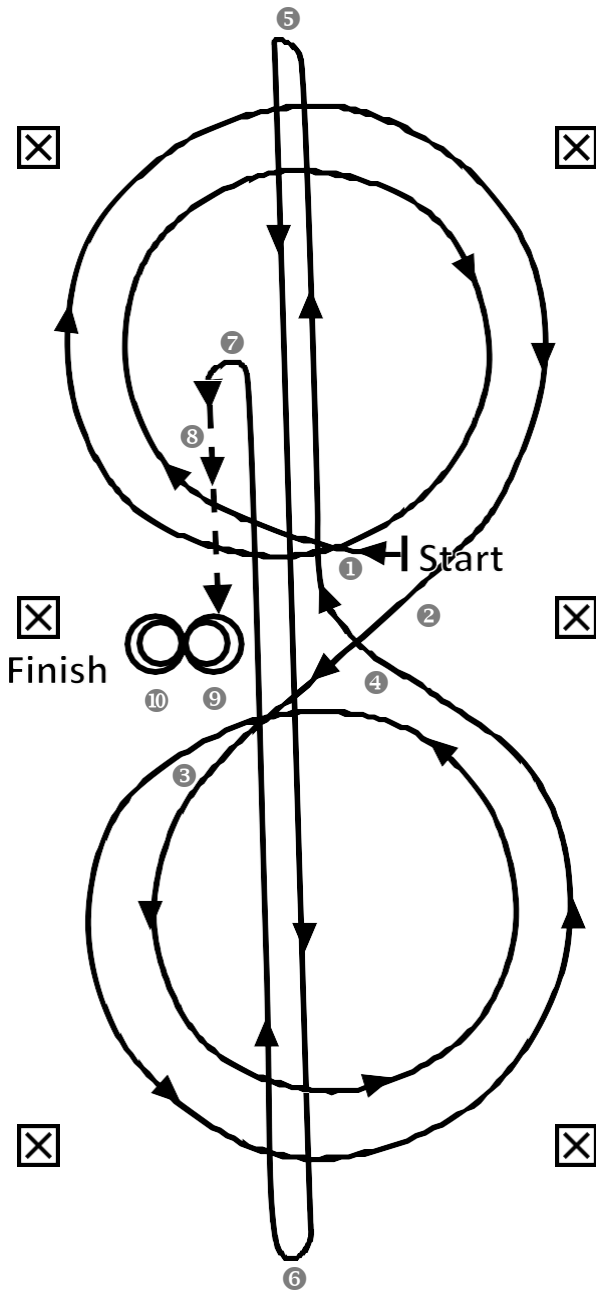
11. Pivot left, no more than 90°.

12. Pivot opposite direction - right, no more than 180°.

13. **Finish.** Walk to judge and stop for inspection until dismissed.

- A broken pattern causes a disqualification.
- Only 1 hand shall be used on the reins and hands must not change. The hand must be clear of the horse and saddle.

**18 & OVER Reining Patterns**  
**Reining Pattern #1**



**Start.** Begin at center of the arena facing the Judge.

1. Beginning on a right lead, complete two (2) circles to the right, the first circle small and slow, the second circle large and fast.
2. Change leads at the center of the arena.
3. Beginning on a left lead, complete two (2) circles to the left, the first circle small and slow, the second circle large and fast.
4. Change leads at the center of the arena.
5. Run down the center to the far end of the arena, past the end marker and do a left rollback, no hesitation.
6. Run down the center to the opposite end of the arena, past the end marker and do a right rollback, no hesitation.
7. Run down the center, past the center marker, do a sliding stop.
8. Back straight at least 10 steps, hesitate to settle your horse.
9. Complete two (2) spins to the right.
10. Complete two (2) spins to the left.

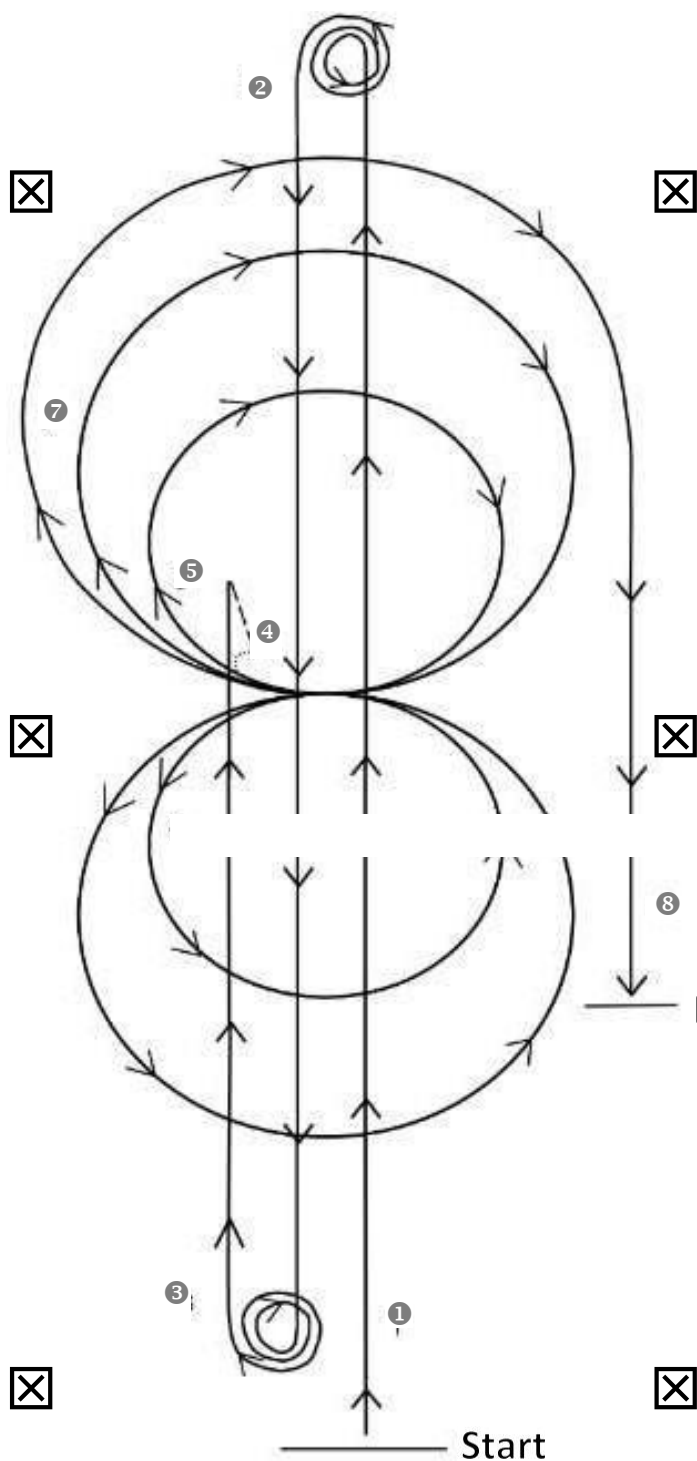
**Finish.** Hesitate to demonstrate the completion of the pattern. The bridle may be dropped at the Judge's discretion.

- A broken pattern causes a disqualification.
- Only 1 hand shall be used on the reins and hands must not change. The hand must be clear of the horse and saddle.



## 18 & OVER Reining Patterns Reining Pattern #2

**Start.** This is a run in pattern.



1. Run to the far end of the arena, past the end marker, stop and do 2 1/2 spins to the left.

2. Run to the opposite end of the arena, past the end marker, stop and do 2 1/2 spins to the right.

3. Run down the center, past the center marker, do a sliding stop, no hesitation, back straight at least 10 steps, hesitate.

4. Make a 1/4 pivot to the left to face the Judge, hesitate to settle your horse.

5. Begin on a right lead and complete two (2) circles to the right, the first circle small and slow, the second circle large and fast.

6. Change leads at the center of the arena.

**Finish**

7. Complete two (2) circles to the left, the first circle small and slow, the second circle large and fast.

8. Change leads at the center of the arena.

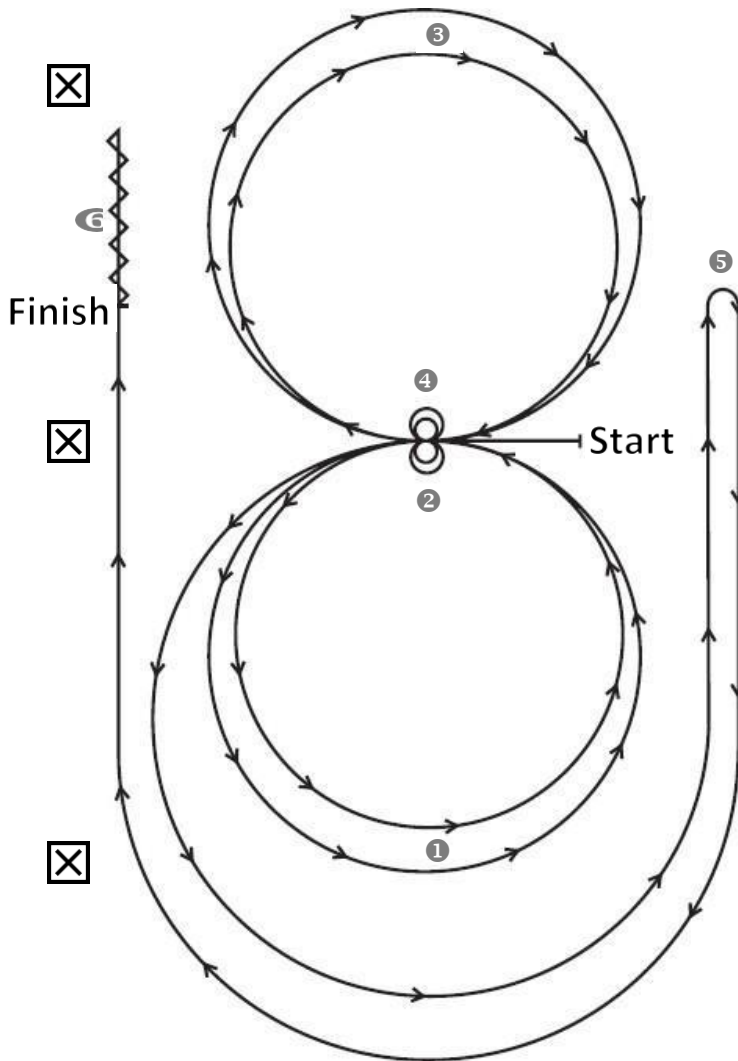
9. Begin a large fast circle to the right, do not close this circle, but run straight down the side of the area past the center marker, do a sliding stop.

**Finish.** Hesitate to demonstrate the completion of the pattern. The bridle may be dropped at the Judge's discretion.

- A broken pattern causes a disqualification.
- Only 1 hand shall be used on the reins and hands must not change. The hand must be clear of the horse and saddle.

**18 & OVER Reining Patterns**  
**Reining Pattern #3**

**Start.** Begin at the center of the arena facing the Judge.



1. Beginning on a left lead, complete two (2) circles to the left, the first circle large and fast, the second circle small and slow. Stop at the center of the arena, hesitate to settle your horse.

2. Complete two (2) spins to the left. Hesitate.

3. Beginning on a right lead, complete two (2) circles to the right, the first circle large and fast, the second circle small and slow. Stop at the center of the arena, hesitate to settle your horse.

4. Complete two (2) spins to the right. Hesitate.

5. Beginning on a left lead, begin a large fast circle to the left, do not close this circle, but run straight down the side of the arena, past the center marker, do a sliding stop and roll back to the right.

6. Continue in a right lead, around the end of the arena and run straight down the side of the arena, past the center marker, do a sliding stop, no hesitation, back straight at least 10 steps.

**Finish.** Hesitate to demonstrate the completion of the pattern. The bridle may be dropped at the Judge's discretion.

- A broken pattern causes a disqualification.
- Only 1 hand shall be used on the reins and hands must not change. The hand must be clear of the horse and saddle.

## TIMED EVENT RULES

It is each saddle club's responsibility to know the NEKSAG Rules and to enforce them. In the event of a dispute, it is up to the contestant to make a complaint to the show committee. All clubs should have a Line Judge present for any class that requires a participant to mount or dismount their horse.

**ATTIRE:** Long pants, jeans or heeled-down boots, shirts, blouses, or tank tops are to be worn. NO halter-tops or tube tops are allowed. **Hats lost in the arena will result in 2 seconds being added to your time. The 2 seconds will be added even if you have already crossed the finish line and lose your hat.** The Gate person should watch for these and notify the announcer if anyone breaks these rules. If you **wear a tube top or halter top or any other type of boots than listed, the participant will be disqualified** and will forfeit his/her entry fee for that class. The participant will not be allowed to enter the arena unless they have changed attire. In speed/timed events sleeves, capped sleeves, tank tops, straps are allowed. **NO TUBE TOPS ALLOWED...**

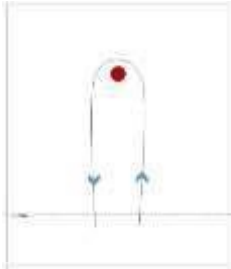
**GATE RULE:** The participant may start their run at the gate when the gate is open. This does not let the participant make a run at the gate. If an alleyway is used, the run can be started **IN** the alleyway but not **BEFORE** the alleyway. This means your **horses' nose must be at the gate or alleyway**. If you are warned because you did not start in the alley way, the 2<sup>nd</sup> warning will be disqualification and you will forfeit your entry fee for that class. There should be enough room for someone to walk between your horse and the gate. The gate does not have to be closed before the participant starts to run, but must be closed before the participant completes their run. The contestant has 1 minute after entering the arena to start their run or they will be disqualified and forfeit their entry fees for that class.

**TIES:** In the case of a tie, the participants have the option of a run off or flipping a coin. If there is a run off the participants must come within 2 seconds of the original time. If the participant fails to meet this requirement they automatically receive the lower place.

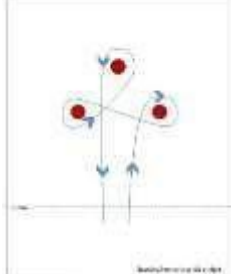
All racing events can be run to the right or left except those that have a specific pattern to follow. Participants 10 years and older may show 3 different horses in any of these classes  
Participants 9 years and under may compete in each class with only one horse for the age division classes

**ASSISTED PARTICIPANT:** Any child or adult participants may be assisted at ANY point in ANY class. **IF they are assisted they will be placed after ALL unassisted participants regardless of their time. Being assisted means ANY person helping guide the horse or assist the participant in a timed event past the timer line.** Any person may provide assistance by standing in the arena between the gate and the timer line and the rider will be considered unassisted. However, as soon as the person assisting goes beyond the timer line or comes in from a side gate beyond the timer line, then the participant will be considered assisted.

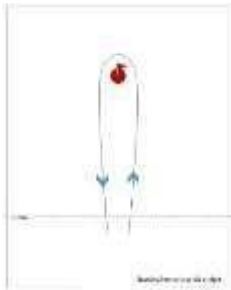
## TIMED EVENTS (6 & UNDER CLASSES)



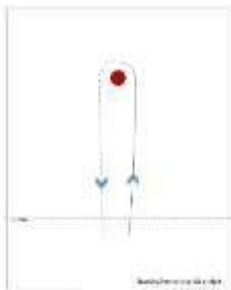
**AROUND THE BARREL:** The barrel is to be set 50 feet from the starting line. The contestant may ride at whatever speed they feel comfortable. They are timed from the starting line and must go around the barrel and back across the time line. Knocking down the barrel is a 5 second penalty. If a participant is assisted around the barrel they will be placed below a participant that rode unassisted. Disqualifications include: Breaking the pattern or re-crossing the time line before the pattern is completed.



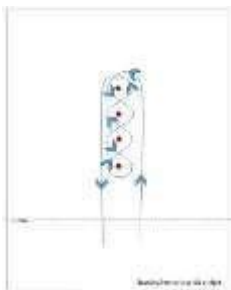
**TEXAS BARRELS:** Barrels are placed in a triangle position. Set the first and second barrel 25 feet from the time line. This is just a very small barrel pattern so they can start to learn the barrels. There is a 5 second penalty for each barrel knocked down. Disqualifications are breaking the pattern or crossing the time line before the pattern is completed.



**TEXAS FLAGS:** Barrel will be placed about half the distance from the starting line as all other older flag age groups will run. The participant rides down and around a barrel at the opposite end of the arena where the participant will pick up a flag out of the can and race back to the time line with the flag. The can holding the flag must be placed at the back of the barrel. Disqualifications include-knocking the barrel over, using the flag as a whip, re-crossing the time line before the pattern is completed, dropping the flag before time line or coming back on the same side of the barrel as you started.

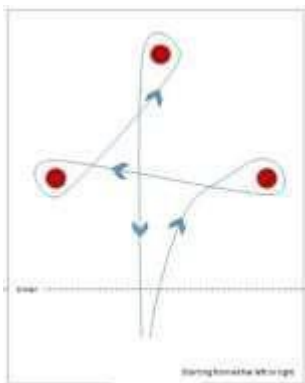


**TEXAS LEADBACK RACE:** Barrel will be placed about half the distance from the starting line as all other older age groups. The contestant rides down to the opposite end of the arena and dismounts **behind** the barrel. The contestant must lead the horse back with a lead rope no longer than 10 feet. A halter is not necessary, but a lead rope rather than reins is required. The reins must be in a controlled position on the horse's neck. Disqualifications include-the horse crossing the time line before the contestant, using the reins to lead the horse, not going around the barrel and dismounting in front of the barrel.



**TEXAS POLES:** The pole must be 6 feet tall and have a base no larger than 14 inches in diameter. The pattern is used with 4 poles (the 2 poles furthest from the time line removed from full pattern) with each pole being 21 feet apart. The first pole is 21 feet from the time line. The contestant may start from either side of the poles. Contestants run down to the last pole turn and weave the horse up and back through the poles then race for the time line. Each pole knocked over will be a 5 second penalty. Disqualifications include breaking the pattern, crossing the time line before the pattern is completed. If a participant does the pattern in any other way, they may be subject to a disqualified run and forfeit any entry fees for that class.

## ALL OTHER AGE CLASSES:



**BARRELS:** Age Group: 7-9 years, 10-13 years, 14-17 years, 18 years and older and 40 years and older. A person riding in the 40 & over class can also ride in the 18 & over class. (Participant may show 3 different horses except the 9 and under group who can only show 1 horse.) Barrels are placed in a triangle position. The first and second barrels are placed 45 feet from the time line. There is 90 feet between the 1<sup>st</sup> and 2<sup>nd</sup> barrels. The 1<sup>st</sup> and 2<sup>nd</sup> barrels are 105 feet from the 3<sup>rd</sup> barrel. If the arena is too small the pattern can be reduced to fit the arena. A 5 second penalty is added to the time for each knocked over barrel. Disqualifications include: Re-crossing the time line before completion of the pattern or breaking the pattern. It is acceptable if the participant breaks the pattern (such as running past a barrel) however corrects the mistake. The pattern may be run to either direction.

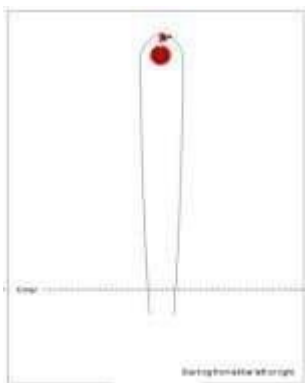
### **JUNIOR BARRELS:** Age of horse: 7 years or younger

A junior barrel horse cannot compete in age group barrel NEKSAG classes. Junior horses may compete in flags and other running events. The horse can compete in shows other than NEKSAG without restriction. Junior Horse cannot be the lead horse in two-in-line barrels.

### **2-IN-LINE BARRELS:** Age Group: Open to any age

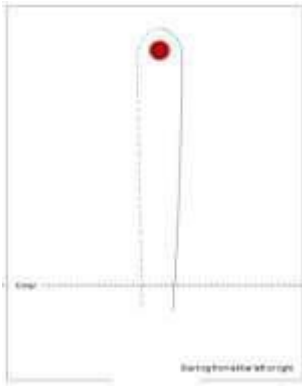
(Participant may show 3 different horses except the 9 and under group who can only show 1 horse.) Same rules apply as in barrels except there are 2 contestants. Disqualifications include-breaking the pattern, re-crossing the time line before the pattern is finished, or crossing the time line in a different order than the starting order. Participants can switch places once they start as long as they switch back to the way they started before crossing the time line at the finish. Junior Horse cannot be the lead horse in two-in-line barrels.

Each horse whether nominated or not may only participate in each event once to earn payback and/or points.



**FLAG RACE:** Age Group: 7-9 years; 10-13 years, 14-17 years and 18 years and older (Participant may show 3 different horses except the 9 and under group who can only show 1 horse.)

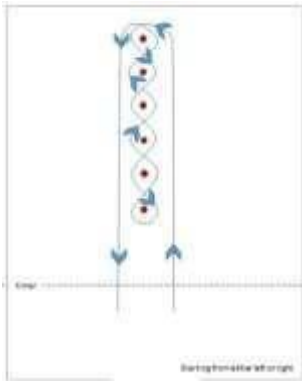
The participant rides down and around a barrel at the opposite end of the arena where the participant will pick up a flag out of the can and race back to the time line with the flag. The can holding the flag must be placed at the back of the barrel. Disqualifications include-knocking the big barrel over, using the flag as a whip, re-crossing the time line before the pattern is complete, dropping the flag before time line or coming back on the same side of the barrel as you started.



**LEADBACK:** Age Group: 7-9 years, 10-13 years, 14-17 years and 18 & Over. (Participant may show 3 different horses except the 9 and under group who can only show 1 horse.) The contestant rides down to the opposite end of the arena and dismounts behind the barrel. The contestant must lead the horse back with a lead rope no longer than 10 feet. A halter is not necessary, but a lead rope rather than reins is required. The reins must be in a controlled position on the horse's neck. Disqualifications include-the horse crossing the time line before the contestant, using the reins to lead the horse, not going around the barrel and/or dismounting in front of the barrel.

**RESCUE RACE:** Open to any age.

**1 JUMP / 1 RIDE ONLY!** This is a two-person team where one contestant rides down to the opposite end of the arena to pick up the other contestant who is waiting **behind** the barrel. Both participants must be astride the horse in a seated position before crossing the time line. **Disqualifications include-knocking the barrel over, jumper standing on top of the barrel, the jumpers feet touch the ground after passing the front of the barrel or jumper falling off before reaching the time line.** Anyone receiving assistance getting on as a jumper (other than from the rider) will be considered assisted and placed behind unassisted participants regardless of time. In order for your points to be counted in this class, the participant(s) must be nominated on the horse being used.



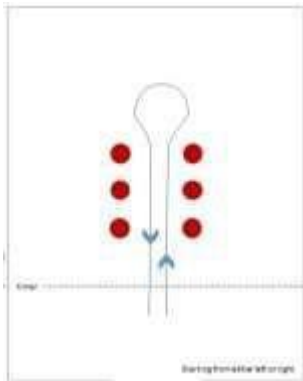
**POLE BENDING:** Open to any age. (Participant may show 3 different horses except the 9 and under group who can only show 1 horse.) A person in the 40 and older age class may also run in the 18 and older age class. The pole must be 6 feet tall and have a base no larger than 14 inches in diameter. The pattern is run around 6 poles with each pole being 21 feet apart. The first pole is 21 feet of the time line. The contestant may start from either side of the poles. Contestants run down to the last pole turn and weave the horse up and back through the poles then race for the time line. Each pole knocked over will be a 5 second penalty. Disqualifications include crossing the time line before the pattern is complete or breaking the pattern. It is acceptable if the participant breaks the pattern (such as running past a pole) however corrects the mistake while keeping forward motion.

**JUNIOR POLE BENDING:** Age of horse: 7 years or younger.

A junior pole bending horse cannot compete in age group barrel NEKSAG classes. Junior horses may compete in flags and other running events. The horse can compete in shows other than NEKSAG without restriction. Junior Horse cannot be the lead horse in two-in-line pole pending.

**2-LINE POLES:** Open to any age. The same rules and pattern as in regular poles except there are 2 contestants. Disqualifications include: Breaking the pattern, re-crossing the time line before pattern is completed or crossing the time line in a different order than started. The participants may switch places after starting their run, but must switch back before they cross back across the time line. Junior Horse cannot be the lead horse in two-in-line pole pending.

Each horse whether nominated or not may only participate in each event once to earn payback and/or points.



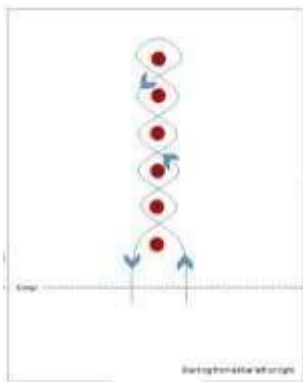
**KEYHOLE RACE:** 13 & Under, 14 & Up

(Participant may show 3 different horses except the 9 and under group who can only show 1 horse.) There are 3 markers on each side (kegs). The lane is 4 feet wide and is 6 feet long. The participant rides across the time line, through the lane, turns around and rides back through the lane across the time line. Disqualification includes knocking or jumping over a marker, breaking the pattern, or crossing the time-line before the pattern is complete.

**MYSTERY CLASS:** Open to any age.

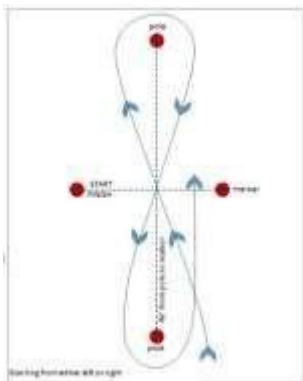
(Participant may show 3 different horses except the 9 and under group who can only show 1 horse.)

It must be a timed event, consisting of 1-4 man team at the Saddle Clubs discretion. The pattern and Rules must be posted by the club before the running events start.



**KEG BENDING:** 13 & Under, 14 & Up

(Participant may show 3 different horses except the 9 and under group who can only show 1 horse.) The pattern is to be run around 6 kegs that are set 21 feet apart. The first keg is 21 feet off the time line. Kegs are set in the same place as poles. Horses may start from either side of the kegs, and starts weaving on the way down and weaves back across the time line. Each keg knocked over is a 5 second penalty. Disqualifications include-breaking the pattern, jumping a keg or re-crossing the time line before pattern is completed. A Line Judge should be available



**STAKE RACE:** 13 & Under, 14 & Up

The start and finish line is marked by 2 up right markers (kegs, or buckets). The first marker is 42' from the timer line and second marker is 63' past the first marker. Hand timing shall begin as soon as the horse crosses the starting line. Participants may start from either side. If starting from right side of the first pole, you must make a right turn around the second pole, then left when returning to the first pole. The opposite pattern applies if starting from the left. Participant turns poles in almost a figure 8 before running across the finish line. Disqualifications include breaking the pattern, knocking over a pole or marker.

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