

CALIFORNIA SCURRY: RULES [Amended 070812]

California Scurry Course #1: Optimum Time

The objective is to start from inside the box, run the cone gates in order and return to the box in the closest time to Optimum Time, without going under that time. The Optimum Time will be calculated by measuring the course and then applying the ADS Competition C speeds for Training and Prelim: Singles/Pairs = 180 meters per minute [mpm]; Tandem and Fours = 170 mpm; VSE = 160 mpm.

You may enter the arena at a walk, or trot, and will be allowed to familiarize your equine with the environment, but do not go through gates. Once you are ready, walk your equine inside the box [over the Finish Line], halt before the Start Line, and signal to the judge that you are ready. A whistle blast will indicate that you may start. As your horse's nose passes over the Start Line at the front of the box, the time starts. You track right to Gate 1 and drive the course in the pattern shown. No gates are numbered. If you knock a ball down you will incur a 2 second penalty for each ball displaced. After passing through the last gate, you enter into the box once again from the rear, over the Finish Line. As your horse's nose passes over the Finish Line of the box the judge stops the clock. You must then come to a full halt and stand your equine [still] inside the box for 5 full seconds. If your equine steps outside the box for any reason within the 5 seconds you are Eliminated. Your raw time for the run, plus any penalties for balls displaced will be recorded by the judge. If your raw time is under Optimum Time, the run will not count.

After 5 seconds you can walk out of the box and when ready you can re-enter the box again for your second run. All the rules for round one are the same for your 2nd round. Your best time is counted as your final time. After your second round you leave the ring at trot.

California Scurry Course #2: Dust Devil [amended 071711]

This is an event decided by aggregate time for each class. Flying start and flying finish. The clock starts when the horse's nose crosses the Start Line and stops when the nose crosses the Finish Line. Gates to be run in numerical order. Each ball down = 2 seconds added to your time. Each entry completes two runs in order of go. For the first run, the course will be completed at trot. A break to canter of three strides or more will be penalized with a penalty of 5 seconds for each error. For the second run, any pace may be used.

California Scurry Course #3: Slalom [Ponies/Horses/Drafts]

Object: Points Challenge. Each cone is worth 1 point. There are up to 27 points available on course. The cones are set in three lines, Line 1 is 7 cones, Line 2 is 9 cones and Line 3 is 11 cones. In the event of any clear rounds, a second go around is timed. In the second go around a ball down ends your round, and the clock stops so your time can be used for tie breaking.

California Scurry Course #3a: Slalom [VSEs]

Object: Points Challenge. Each cone is worth 1 point. There are up to 20 points available on course. The cones are set in two lines, [lines 2 & 3 of the full course]. Line 2 is 9 cones and Line 3 is 11 cones. In the event of any clear rounds, a second go around is timed. In the second go around a ball down ends your round, and the clock stops so your time can be used for tie breaking.
Note: VSEs cross the start line in the opposite direction to other classes but finish in the same direction as the others.

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California Scurry Course #4: Brit. Scurry [new addition 060312]

This is an event decided by aggregate time for each class. Flying start and flying finish. The clock starts when the horse's nose crosses the Start Line and stops when the nose crosses the Finish Line.

Obstacles to be run in numerical order. Each ball down = 2 seconds added to your time. Each entry completes two runs in order of go. For the first run, the course will be completed at trot. A break to canter of three strides or more will be penalized with a penalty of 5 seconds for each error. For the second run, any pace may be used.

The course is a combination of 8 gates consisting of pairs of cones, and 2 CDE marathon type hazards, each with 3 gates, A;B;C. These gates must be driven in the correct alphabetical order, and with the RED letter on the right and the WHITE letter on the left. Any error will result in elimination. Passing through any of the A;B;C gates in reverse direction, before they have been driven in the primary direction, will also result in elimination.

California Scurry Course #5: Clock [new addition 070812]

This is an event decided by points and aggregate time for each class. Flying start and flying finish. The clock starts when the horse's nose crosses the Start Line and stops when the nose crosses the Finish Line.

Object: Points Challenge. Each cone is worth 1 point. There are up to 12 points available on course. Twelve cones are set in the form of a clock, with an additional cone at the center of the clock face. Competitors enter through the Start gate and proceed to the center cone and turn RIGHT [round the center cone] to Cone 1. At Cone 1, turn LEFT [round the cone] and return to center cone. Turn LEFT [round the center cone] and repeat the pattern for cones 2-6. After Cone 6, turn LEFT at center cone the RIGHT at cone 7 and return to center cone. Turn RIGHT and repeat pattern for cones 8-11. For cone 12, turn RIGHT at the center cone, turn RIGHT at cone 12, return to the center cone, turn LEFT and proceed to the Finish gate. Round 1 will be at trot, Round 2 at any pace. Placings will be decided on points scored, with aggregate times splitting ties. Knocking down a ball does not end a round. There will not be a ball on the center cone but, if the cone is displaced, the clock will stop while it is reset. The competitor must halt on the judge's whistle, and remain stationary until a second whistle indicates the course is reset.

General Rules

1. The gates of cones are set at 6 feet 6 inches apart and are set the same for all entries. The marathon type obstacle elements in Course #4 are set at 10 feet apart.
2. No numbers are placed on the gates. Course plans will be posted at the arena entrance.
3. No groom is required for singles, but may be carried. Multiples must have a groom or grooms.
4. It is advisable to carry a whip for safety.
5. Walk; trot and canter are allowed paces. See specific course rules for details.
6. Everyone riding on a cart or carriage must wear an approved helmet at all times.
7. You get 2 goes per course. See specific course rules for scoring details.