

**MICHIGAN SHERIFF'S MOUNTED ASSOCIATION
RULES FOR PONY EXPRESS AND FALL CAMP OUT
HORSE SHOW**

1. Each county may be represented by only one team consisting of up to five of their members 18 years or older, designated to represent their county for the high point team trophy and will be so specified prior to the start of the horse show. Other Mounted Division members and guests may ride in the MSMA open class and the regular open class. MSMA members 55 years or older, may ride in the Senior class. If they elect to ride Senior, they may not ride in the team or open events.
2. One horse, one rider in all events. Same horse must be ridden by the same rider on the mail ride, trail ride or parade, to qualify to be ridden by the same in the horse show. With the exception that regular Open Competition need not ride in the mail ride or parade at Pony Express, but must ride the trail ride at the Fall Camp Out.
3. Any Mounted Division member riding on a team, in the MSMA Open class, the regular Open class, or in the Senior class, may accumulate points toward the combined all-around horsemanship and shooting trophy at the Fall Camp Out.
4. The horse show will consist of four (4) events for the county teams and three (3) events for the pen classes and the Senior class. Team events will be Speed and Action, Flags, Cloverleaf Barrel Race, and the three (3) Horse Relay Mail Race which is to be run last. It is suggested that the first three events be run in the order listed, but they may be changed if the horse show committee feels it is necessary. Open class and Senior class events will be the same as the team events, except there will be no mail race. All teams shall run an event first, followed by the MSMA Open, the Regular Open, and the Senior class will conclude the event. Show committees may run more events after the required events if time permits.
5. A point system will be used for scoring both team and individual competition for high point awards. No individual points can be earned for the Relay Mail Race. Individual points for each place shall be awarded as follows: 1st=6 points; 2nd=5 points; 3rd=4 points; 4th=3 points; 5th=2 points; 6th= 1 point. In case of a tie between two or more individuals or teams, the contestant or team with the lowest combined times in the most events shall be the winner. Ties in individual events shall be broken by a run off in the event.
 - a. Team points will be awarded as follows: the best three times of the team riders will be combined. Teams will be placed as a team based on these combined times. Individual times will be maintained for High Point standings. In the event that three riders for a team do not have qualifying rides, the riders will receive the slowest qualifying score plus ten (10) seconds.

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6. Trophies will be awarded for first place in the Team, MSMA Open, Regular Open, and Senior classes. Ribbons will be given for 1st through 6th place for each event in all classes. Team events require 3 sets of 6 ribbons and three trophies per event. This will allow all team members whose times are used for the total team score to receive the appropriate award. MSMA Open, Regular Open, and Senior class events require 3 sets of six ribbons each, one set for each event. One additional "I tried" Trophy shall be awarded to an individual who rides in all events, but does not receive any awards on that day.
7. Trophies shall be given to the individual High Point team rider, the individual High Point MSMA Open rider, the individual High Point Regular Open rider, and the individual High Point Senior rider. A traveling High Point team trophy shall be maintained.
8. The host county/horse show committee should designate the starting area if outside the arena and rope it off or put a barrier around it so as to keep it clear of horses and people. This is a safety precaution needed during the horse shows. The inside of the arena should be used for the starting area whenever possible, with the gate closed during each run. All contestants must start and stop within the designated starting area. When setting the pylons, kegs, pails, barrels, ect. For the events, the size of the arena should always be taken into consideration. When arena pattern has been set up and the first run has been made, it shall remain the same for all contestants in that event. The spotting of all pattern markers, (kegs, barrels, pylons, ect) shall be marked with lime, flour, chalk, ect. To assure that the pattern remains the same for all contestants in that event. If a contestant knocks over any of the above mentioned in any event, a five (5) second penalty shall be added to their time for each infraction unless covered in the individual rules for the event as outlined below.
9. SPEED & ACTION-A starting box measuring 16'X20' and marked with lime, flour, chalk, or a similar substance, not less than 15' from the nearest fence or barrier shall be at one end of the arena. Pails, kegs, or pylons should be used to mark the comers of the box. Three (3) pails, kegs, or pylons shall be centered at the opposite end of the arena, each measuring six (6) feet apart from their inside edges and at least fifteen (15) feet from the nearest fence or barrier. The contestant may have a running start through the box, must pass through both gates at the far end of the arena, and must stop all forward motion in the box. Stepping on a line or touching a keg, pail, or pylon marking the boundaries of the box, not stopping all forward motion, or not completing the pattern will result in disqualification.
10. FLAG RACE- The flag race is to be run around the outside of the cloverleaf pattern or "Texas Style". Contestants may run either right or left around the pattern and must indicate their choice prior to the start of the run. The flag must be picked up from the flrst pail on one side of the arena and deposited in the

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second pail on the opposite side of the arena, either end up. A five (5) gallon pail or similar container approximately 2/3 full of sand shall be placed on top of and to the outside edge of the 55 gallon drums at the sides of the pattern to be run. All drums or barrels shall be placed a minimum of fifteen (15) feet from any fence or barrier. The flag staff shall be 18" long by 3/4" in diameter and made of wood with an 8"X13" triangular piece of soft pliable material attached to one end in a manner not to cause injury to any contestant. designated area, or not running the correct pattern will result in disqualification. Contestants will be disqualified if they drop the flag, hit the horse with the flag, touch any barrel with the hand, if the flag does not stay in the pail, or if the correct pattern is not run.

11. COVERLEAF BARREL RACE- Three (3) 55 gallon drums shall be used for the pattern and shall be placed a minimum of fifteen (15) feet from any fence or barrier. The size of the pattern shall be adjusted to fit the arena. The recommended pattern size being 70 feet between barrels 1 & 2, and 90 feet between barrels 1 & 3 and 2 & 3. The maximum size shall be 105' between barrels 1 & 2 and 120" between barrels 1 & 3 and 2 & 3. Contestants may run either right or left making one right turn and two left or one left and two right turns. Touching the barrel with the hand, not running the correct pattern, or crossing the starting line before completion of the pattern will result in disqualification.

12. RELAY MAIL RACE- Use of saddle bags with or without soft weight is recommended but batons may be used. Teams to consist of any three (3) of the five (5) designated team riders. The race must be run inside the arena or track if available with 150' of straight distance or the longest straight away of the arena or track to be used for the passing area. The race is to be run on the rail of the arena with the inside of the oval marked with kegs, pails, or pylons that shall be at least 30 feet from any fence or barrier. Each rider shall finish where they started. The hand off rider can follow the mail carrier past the first turn but must not do so on the second turn. Following the mail carrier into the second turn, dropping the mail bags or baton, not completing the pass in the designated area, or not running the correct pattern will result in disqualification.