



**RULES AND  
REGULATIONS**  
**Friday, Saturday, Sunday**  
**November 2, 3, & 4, 2018**  
 NDSU Equine Center, 5180 19<sup>th</sup>  
 Ave. N., Fargo ND

**Schedule of Events:** This schedule is tentative. All schedules posted in catalog or notifications to the website take precedence over this schedule.

|                                     |   |   |
|-------------------------------------|---|---|
| Friday,<br>Aug 31st                 |   | All advertising to be included in the catalog due. This is a hard deadline, <b>no exceptions</b> .<br><br>Consignments and Futurity Entries due. Late fees will apply for entries <b>postmarked</b> Sept 1 and later.   |
| Friday,<br>Oct 19th                 |   | Maturity/AQHA Ranch Horse Versatility/Barrel Racing Entries due. Maturity/RHV entries will not be accepted after this date, as cattle need to be ordered 2 weeks ahead of time. These entries will not be included in the Dakota 50/50 catalog.   |
| Thursday,<br>Nov 1st:               | 4:00 pm   | <b>NDSU Equine Center doors will open.</b><br>Horses are not to arrive prior, as the barn will not be ready. The only exceptions will be those on the committee to ready the barn. The arena will not be available for open riding until all scheduled NDSU classes are completed.  |
| Friday,<br>Nov 2nd:                 | Show Office open<br>6 am – 5pm<br><br>7:00 am<br>8:00 am<br>4:00 pm<br>5:00 pm<br>6:00 pm | Check-in: Check-in for Maturity, Versatility and Barrel Racing required.<br>Optional check-in for Consignments and Futurity Horses<br><br>Maturity/AQHA Ranch Horse Versatility Competitor Meeting - All riders required to attend.<br><br>Maturity/AQHA Ranch Horse Versatility Competition<br><br>Barrel Racing will follow the Maturity/Versatility Competition, but not before 4:00 pm. A 30-minute warm up period in the arena will be provided between the Maturity and Barrel Race.<br><br>Maturity/RHV/Barrel Racing Awards Ceremony<br><br>Mane Event Social doors open, meal at 7:00 pm |
| Saturday,<br>Nov 3rd:               | Office hours: 8-<br>10 am<br><br>9:00 am<br>10:00 am<br>3:00 pm,<br>approximately         | Check-in: Check-in for Consignments and Futurity Horses – all Futurity horses must be checked in before the competitor meeting. All sale consignments must be checked in by 10 am.<br><br>Futurity Competitor Meeting - All riders required to attend.<br><br>Dakota 50/50 Futurity Show I<br><br>Dakota 50/50 Sale! Will follow the Futurity Show I, but will not start before 3:00 pm   |
| Sunday,<br>November 5 <sup>th</sup> | 10:00 am  | Dakota 50/50 Futurity Show II<br><br>Futurity Awards Ceremony to follow 30 minutes after completion of the show. All horses must be tacked up and in the arena.   |



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Please read this document carefully, as many rules have been updated for 2018. Only one copy will be provided per owner, regardless of number of eligible horses owned. Additional copies may be downloaded from the Dakota 50/50 website: [www.dakota50-50.com](http://www.dakota50-50.com).

## Contact Information:

### Officers for 2014:

|                 |                 |              |
|-----------------|-----------------|--------------|
| President:      | Dave Geiszler   | 701-263-4110 |
| Vice President: | Kim Kraft       | 701-871-1663 |
| Secretary:      | Sarah Shively   | 701-537-3313 |
| Treasurer:      | Larry Halvorson | 701-370-6561 |

### Catalog or Entry Info:

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**An individual must be in good standing with the Dakota 50/50 to compete, purchase or participate in any event hosted by the Dakota 50/50.**

### Attention:

All horses admitted to a state-owned property must have a negative **Coggins test**. The NDSU Equine Center is a state-owned entity. Therefore, all Futurity/Maturity/RHV and Barrel horses must have a negative Coggins test within 12 months prior to the Dakota 50/50.

**Health Certificate** Effective May 24, 2011, a certificate of veterinary inspection is required for all equines entering North Dakota for any length of time. There will no longer be an exemption for equines entering temporarily for less than 7 days.

### **Importation Questions?**

Refer to <http://www.agdepartment.com/Programs/Livestock/BOAH/AnimalImportation.htm>

**Any rules not covered in this document will be left to the discretion of the judges and show committee.**

### **GOALS OF THE DAKOTA 50/50 BREEDERS ORGANIZATION**

Purpose – to train and develop all horses in a humane manner, protecting at all times, their physical and mental potentials.

1. To promote a good moving, well broke individual whose conformation is correct and sound, and with eye appeal.

*HORSES THAT RIDE, WORK, AND LOOK GOOD DOING IT*

2. To promote a variety of disciplines through their participation in the Sale & Futurity.

3. Provide an event that is enjoyable to the spectator.

4. Provide an event that is beneficial to the Dakota Horse Industry.

Summary: To promote kinder training methods, resulting in a more efficient horse and to establish a greater market for good riding horses – horses that have a soft mouth, respond to a light rein and have a comfortable head carriage.

### **SALE EXPLANATION**

All weanlings selling in the sale will be eligible to compete in the Dakota 50/50 Futurity at 2 years of age and in the Maturity and other associated events as they come of age.

50% of the selling price of the weanlings sold in the 50/50 Sale will be retained by the Dakota 50/50 Sale and Futurity and Maturity and used as operating expenses, purse, & member/consignor awards in the 50/50 Futurity and Maturity as follows:

35% of the selling price goes to the “FUTURITY PURSE”

5% of the selling price goes to the “MATURITY PURSE”

5% of the selling price goes to the “BREEDERS INCENTIVES”

5% of the selling price goes to the Operating Expenses.

50% is remitted to the seller.

**Attention Full-Time College Students:** Any full-time college student that purchases a weanling at the 50/50 Sale will have the entry fees waived when they come back to show as the owner/rider (even if no longer going to school). Proof of full-time student status within 30 days of sale is required (unofficial transcript or current semester schedule of classes with advisor signature).

### **“Wildcard”**

The first lot in the sale will be a “Wildcard”. The winning bidder for the “wildcard” lot will have his/her choice of *any* weanling in the sale. With no colt in the ring, the auctioneer will ask for bids on the “wildcard”. It will be auctioned in the same manner as every other foal in the sale, with the exception that no one will know until the bidding is over, and the winning bidder chooses his/her foal, which horse has been sold. That foal must be claimed immediately on winning the bid – and then would be removed from the catalog order. The sale will resume with the remainder of the consigned foals in catalog order.

## **General Info: Applicable to ALL Dakota 50/50 Competitive Events:**

### **EXHIBITORS**

Exhibitors may be changed after the entry has been submitted if the Dakota 50/50 Management is informed of the change. However, the horse must be shown in all divisions by the same exhibitor. If an exhibitor is showing two horses they must designate a handler for the conformation class for one horse, same handler both days. In the case of the futurity, showing over two days, the same handler must exhibit the same horse in conformation both days.

### **OWNERSHIP**

Eligibility for 50/50 events is based on having sold through the Dakota 50/50 Sale as a weanling. Should any horse change ownership after the 50/50 weanling Sale it retains its eligibility for the futurity, maturity and any other events associated with the Dakota 50/50. The Dakota 50/50 management should be notified of the change of ownership at the time of sale. The Dakota 50/50 can only assure notification and entry forms be sent to the owner of record at the closure of the 50/50 sale for each respective foal crop. All monies will go to the current owner of the entry as posted on the current registration certificate provided to the Dakota 50/50 at the time of entry.

### **PROTEST**

A protest must be made **IN WRITING** to the President within 6 hours of the time of the issue of the protest. No protest will be entertained unless it is accompanied by a deposit of \$500.00 cash, which shall be forfeited if protest is not sustained.

### **CONDUCT**

Conduct on show grounds of members and non-members, exhibitors, trainers, owners, and their representatives, together with all other persons being present on show grounds such as spectators, shall be orderly, responsible, sportsmanlike and humane in the treatment of horses such as to promote the implementation of the show and promote fair competition. Unsportsmanlike or irresponsible conduct or any other form of misconduct, such as illegal, indecent, or profane action, and the inhumane treatment of horses is prohibited. Show management may immediately expel offenders from show grounds and/or disqualify exhibitors and their horses to preserve the decorum of the show and shall file a written report with the Dakota 50/50 concerning the transaction.

### **LAMENESS**

The judge shall examine and check for lameness of all horses brought into any class. The judge has the authority to excuse any horse from the class, due to lameness, at any time while being judged.

### **DRUG TESTING**

All horses competing in the Dakota 50/50 Futurity or Maturity are subject to random drug testing.

### **PRIZE MONEY**

1. All prize money and awards will be distributed by mail or delivery when drug test results have cleared, or at discretion of the show committee.
2. Anyone winning \$600 or greater must provide their Social Security Number to the 50/50 for tax purposes, prior to receipt of payment. A space will be provided on the entry form.
3. All horses that place in the Futurity or Maturity will be escorted from the arena by members of the show committee to the veterinary station for drug testing by blood draw.
4. Prize money will be paid to the top ten in the Futurity.
5. Prize money will be paid in the Maturity based on the number of entries, at the discretion of the Maturity Committee.
6. Money will be split in case of a tie.

7. In the event of a tie for an **award** (not prize money) the tie will be broken by total cumulative points. For instance, if horse A and horse B have both earned 36 points in the Rail Division and are tied for the Division Award, but horse A has a total of 49 points and horse B has a total of 55 points, horse B would win the Rail Division.
8. Member/Consignor award prize money to be paid to the Breeders of the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place futurity horses, as a “Breeder’s Incentive”.
9. **All entries to remain in arena following the show, dressed in show attire with horses tacked during the awards ceremonies and mounted. Presentations and pictures will take place in main arena immediately following each event.**

### STALLS

Stalls are available for Maturity, Versatility Ranch Horse, and Barrel Horses at a cost of \$20.00 per night, **reserved and payable at time of entry**. Dakota 50/50 Consignments and Futurity Entries will be placed in the main barn first, with Maturity horses, Versatility Horses and Barrel horses stalled based on order of entries received, with the Hart Barn used when west end of main barn is filled.

### HANDLING AN NSF CHECK:

The Dakota 50/50 purse is based on a percentage of revenue of the Dakota 50/50 Sale. Therefore, all announcements of the purse will be considered “unofficial” until all checks have cleared the bank. The official purse of the Dakota 50/50 will be a percentage of the total collected sales.

Any check that does not clear the bank on the first deposit will be resubmitted upon receipt. If the check does not clear on the second deposit, arrangements will be made to return the horse to the original consignor within 15 days at the expense of the buyer or face prosecution. This is to avoid concern regarding condition of the colt. Payment will not be made to a consignor until the check for their respective colt clears the bank.

A \$500 charge (the same as a grievance fee) will be assessed on all unsatisfied NSF checks. Therefore, a person who writes an unsatisfied NSF check to the 50/50 will need to remit \$500 Money Order to be in good standing with the Dakota 50/50. Good standing is required to consign, purchase or participate in any Dakota 50/50 event.

Upon return of the colt to the original consignor, it may retain its eligibility in the Dakota 50/50 Futurity and Maturity by payment from the original consignor to the Dakota 50/50 in the amount equaling 50% of the sale price of the colt or 50% of the average sale price of colts consigned to that respective sale, whichever is less. That money will be distributed per norm, with 80% deposited to the purse and 20% to the general fund. No additional payment will be due the consignor.

### INHUMANE TREATMENT

1. Every horse at a Dakota 50/50 approved event shall, at all times, be treated humanely and with dignity, respect and compassion. Abuse is defined as an action, or failure to act, which a reasonable, prudent person, informed and experienced in the customs, accepted training techniques and exhibition procedures, or veterinary standards would determine to be cruel, abusive, inhumane or detrimental to the horses’ health. Individuals will be disciplined if it is determined that there was willful abuse of the horse under any of the following circumstances:

- a) The individual physically participates in the abuse of the animal or shows or rides the horse in a condition considered to be abusive.
- b) No persons shall exhibit any horse, which appears sullen, dull, lethargic, emaciated, drawn or overly tired.
- c) No person on show grounds, including but not limited to, barns, stalls, practice area and show arena, may treat a horse in an inhumane manner, which includes, but is not limited to:
  - i. Placing an object in a horse's mouth so as to cause undue discomfort or distress;

- ii. Tying a horse in a manner as to cause undue discomfort or distress in a stall, trailer or when lunging or riding;
  - iii. Use of inhumane training techniques or methods;
  - iv. Use of inhumane equipment, including, but not limited to, saw tooth bits, hock hobbles, tack collars, tack hackamores;
  - v. Any item or appliance that restricts movement or circulation of the tail;
  - vi. Intentional inhumane treatment which results in bleeding;
  - vii. Tying a horse's head up (above withers), back, or around in a stall or anywhere in a manner as to cause undue discomfort or distress.
2. Penalties for a violation of the abuse rules are as follows:
- a) First offense: Disqualification.
  - b) If a pattern of abuse is identified by an appropriate committee, the Dakota 50/50 retains the right to ban the owner, exhibitor or responsible party from participation in future events.

**DAKOTA 50/50 BOARD OF DIRECTORS RESERVE THE RIGHT TO:**

- 1. Reject any entry not believed to match the sale entry.
- 2. Inspect all horses and match them to the registration papers on file from the weanling sale.
- 3. Decide any point not covered by the rules and to correct any errors or make any necessary alterations as it sees fit.
- 4. Change date and locations of the Dakota 50/50 Sale and Futurity.
- 5. Test any Futurity or Maturity entry for illegal or controlled substance, according to Dakota 50/50 rules. See section on illegal practices, p. 5.**
- 6. Hold another 50/50 Sale (eg. Spring) of yearlings and 2-year-olds making them eligible for the Futurity.

**ILLEGAL PRACTICES**

- 1. All horses entered in Dakota 50/50 events are subject to drug testing. Drug testing of the horses entered in Dakota 50/50 approved events will be conducted by a licensed veterinarian(s), approved by the Dakota 50/50, at the request of show management or Dakota 50/50. Said veterinarian(s) may appoint a technician(s) to perform certain duties under this article.
  - a. A veterinary station will be set aside for the collection of samples.
  - b. Each owner, exhibitor, trainer and agent is responsible for compliance with these rules.
  - c. No person shall cause to be administered internally or externally, to a horse, either before or during an approved event, any medication, drug, mechanical device or artificial appliance which is of such character as could affect its performance or appearance at that event, EXCEPT FOR THOSE CONDITIONALLY PERMITTED THERAPEUTIC MEDICATIONS, THE USE OF WHICH IS SPECIFICALLY PROVIDED FOR IN THE THERAPEUTIC MEDICATION SUBSECTION OF THIS RULE AND NOT OTHERWISE PROHIBITED BY GOVERNMENTAL REGULATIONS. Upon discovery of administration of such drug, medication, mechanical device or artificial appliance, show management shall immediately report the matter to the Dakota 50/50. Any action or substance administered internally or externally, whether drugs or otherwise, which may interfere with the testing procedure and/or detection of any foreign substance to mask or screen the presence of such drug, is forbidden.
- 2. Presence of such medication or drug in a horse participating in a Dakota 50/50-approved event shall be grounds for the Executive Committee or other appropriate committee to disqualify the horse if it is determined that the use of said drug or medication was not within the guidelines set in the Therapeutic Medication section of this rule.
  - a. It is presumed that the sample of urine, saliva, blood or other substance tested by the approved laboratory to which it is sent is the one taken from the horse in question, and its integrity is preserved. All procedure of such collection and preservation, transfer to the laboratory, and analysis of the sample are correct and accurate, and that the report received from the laboratory pertains to the sample taken from the horse in question. It correctly reflects the condition of the horse during the event in which

he/she was entered, with the burden on the exhibitor or other responsible party to prove otherwise at any hearing regarding the matter, conducted by the Dakota 50/50.

- b. Presence of such medication or drug in a horse participating in a Dakota 50/50-approved event shall be grounds for the appropriate committee of the Association to take the following action: The horse and the individual(s) responsible for the condition of the horse shall forfeit any points, prizes and/or earnings earned at the Dakota 50/50 event.

The above-specified individuals are absolutely responsible for a horse's condition and are presumed to know all rules and regulations of the Association and the penalty provisions of said rules. Their voluntary action in presenting or causing the horse to be presented at show grounds for exhibition, entering a horse or exhibiting one in an approved event, and their absolute responsibility for the condition of the horse, may make them eligible for disciplinary sanctions, whether or not they had actual knowledge of the presence of a forbidden drug, directly participated in the administration thereof, innocently miscalculated its retention time in the horse's system, or for any other reason that its presence is established.

An individual is absolutely responsible for a horse's condition if:

- 1) She/he designates him/herself on the entry blank as exhibitor, or authorizes another to designate him/her as exhibitor on the entry blank;
- 2) She/he signs the entry blank on behalf of him/herself or another, or causes an agent or representative to sign it;
- 3) She/he physically participates in the event in riding or showing the horse; or
- 4) She/he is the actual trainer, having presented or caused to be presented the horse at the show grounds for exhibition. Both the exhibitor designated on the entry blank and one having actual possession of the horse while physically participating with the horse in the event are conclusively presumed to be authorized by the owner to execute all documents, necessary or convenient, to allow the horse's participation in a Dakota 50/50-approved event, including documents pertaining to drug testing and use of Lasix. If an individual is prevented from performing his/her duties, including absolute responsibility for the condition of the horse, by illness or otherwise, or is absent from the show, he/she shall immediately notify the show secretary and, at the same time, appoint a substitute. Such substitute shall place his/her name on the entry blank forthwith. The exhibitor and owner acknowledge an exhibitor represents the owner regarding his/her horses entered in an approved show.
  - a) The trainer/exhibitor or his/her representative must be present when the saliva, urine, or other specimen is taken from his/her horse and must remain until the specimen is sealed and the official form signed by him, or his representative, as witness to the taking of the specimen.
  - b) Every exhibitor shall, upon request of show management or representative or Dakota 50/50 representative, permit a specimen of urine, saliva, blood or other substance to be taken for testing. Refusal to comply with such request shall constitute grounds for immediate disqualification of the horse. If the laboratory report on the chemical analysis of saliva, urine, blood or other substance taken from the horse indicates the presence of a forbidden drug or medication, this shall be taken as prima facie evidence that such substance has been administered to the horse either internally or externally. Failure on the part of the owner, trainer/representative/exhibitor, to be present at, or refusal to allow the taking of any specimen, or any act or threat to prevent or otherwise interfere therewith, shall be cause for disqualification of the horse involved.

#### **THERAPEUTIC MEDICATIONS (Does not apply if prohibited by governmental regulations)**

EXHIBITORS, OWNERS, TRAINERS AND VETERINARIANS ARE CAUTIONED AGAINST THE USE OF MEDICINAL PREPARATIONS, TONICS, PASTES AND PRODUCTS OF ANY KIND, THE



INGREDIENTS AND QUANTITATIVE ANALYSIS OF WHICH ARE NOT SPECIFICALLY KNOWN.  
MANY OF THEM MAY CONTAIN A FORBIDDEN SUBSTANCE.

Forbidden Drugs or substances:

- A. Any drug or substance considered a Class 1 or Class II substance as defined in the *ARCI's Uniform Classification guidelines for Foreign Substances*, Revised Edition, February 14, 1995.
- B. Any stimulant, depressant, tranquilizer or sedative, which could affect the performance of a horse (stimulants and depressants are defined as substances which stimulate or depress the cardiovascular, respiratory or central nervous systems.)
- C. Any substance, regardless of how harmless or innocuous it might be, which might interfere with the detection or quantitation of any substance defined in (1), (2) or (3).
  1. Conditionally permitted therapeutic medication
  2. Any drug, medication or substance, which could affect the performance of a horse that is used for the legitimate treatment of illness or injury and is not specified as a forbidden substance as defined in paragraph i (1) above.

HOWEVER, THESE DRUGS OR SUBSTANCES ARE FORBIDDEN, AND USE THEREOF SUBJECTS THE PERSON TO DISCIPLINARY ACTION, UNLESS ALL CONDITIONS OF THEIR ADMINISTRATION ARE MET.

Each of the following requirements is a condition to authorize administration of conditionally permitted therapeutic medications, which shall be verified in a written medication report (see page 14). It will be completed in its' entirety and filed with show management before exhibition of the horse. Administration by a veterinarian who is licensed to practice veterinary medicine in the state where the event is being held or from a written prescription (written instruction) by a licensed veterinarian, which documents administration of medication necessary for the treatment of illness or injury. The administration of a conditionally permitted therapeutic medication for the purpose of transport, grooming, training, etc. is not therapeutic under this authorization rule.

- a. The horse must be withdrawn and kept out of competition for not less than 24 hours after the medication is administered.
  - b. Identification of the medication: (name, amount, strength, and mode of administration.)
  - c. Date and time of administration.
  - d. Identification of the horse: name, age, color, sex and entry number.
  - e. Diagnosis of illness/injury, reason for administration, and name of administering and/or prescribing veterinarian.
  - f. Signature of veterinarian or person administering the medication. If by prescription (written instructions) a copy must be attached to medication report.
  - g. The medication report form must be filed with show management within one hour after administration of the medication or one hour after show management is available, if administration occurs at a time other than during competition hours.
  - h. While this report must be filed only if the administered medication will be present in amounts detectable in blood and/or urine samples at the time of competition/sampling, exhibitors are hereby cautioned that it is their responsibility to determine whether or not such medication has had time to clear the horses' system. IF THERE IS ANY DOUBT, A MEDICATION REPORT SHOULD BE FILED.
3. Restrictions concerning use of a conditionally permitted medications that may be administered within 24 hours of showing:
    - a. Only the ten (10) drugs or medications listed below may be administered within 24 hours of showing and should be administered in accordance with the recommendation following each to best assure compliance with maximum allowable plasma levels.

- b. **Phenylbutazone** – The maximum permitted plasma concentration of phenylbutazone is 15.0 micrograms per milliliter, and the maximum permitted trace level is 2.0 micrograms per milliliter. When phenylbutazone is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 2.0 milligrams per pound of body weight should be administered. For a 1000-pound animal, the maximum daily dose is 2.0 grams, which equals two 1.0-gram tablets, or two 1.0-gram units of paste, or 10.0 cc of the injectable (200 milligrams per milliliter). No part of a dose should be administered during the twelve (12) hours prior to competing. If the medication is administered in the feed, the medicated feed must be consumed and/or removed at least twelve (12) hours prior to competing. The medication should not be used for more than five consecutive days.
- c. **Flunixin** – The maximum permitted plasma concentration of Flunixin is 1.0 microgram per milliliter, and the maximum permitted trace level is 0.2 micrograms per milliliter. When Flunixin Meglumine (Banamine) is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 0.5 milligrams per pound of body weight should be administered. For a 1000-pound animal, the maximum daily dose is 500 milligrams, which equals two 250 milligram packets of granules, or one 500 milligram packet of granules, or 500 milligrams of the oral paste (available in 1500 milligram dose syringes), or 10.0 cc of the injectable (50 milligrams per milliliter). No part of a dose should be administered during the twelve (12) hours prior to competing. Any medicated feed must be consumed and/or removed at least twelve (12) hours prior to competing. The medication should not be used for more than five successive days.
- d. **Ketoprofen** - The maximum permitted plasma concentration of ketoprofen is 40.0 nanograms per milliliter, and the maximum permitted trace level is 10.0 nanograms per milliliter. When Ketoprofen (Ketofen) is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 1.0 milligram per pound of body weight should be administered. For a 1000 pound animal, the maximum daily dose is 1.0 gram, which equals 10.0 cc of the injectable (100 milligrams per milliliter). No part of a dose should be administered during the twelve (12) hours prior to competing. The medication should not be used more than five successive days.
- e. **Meclofenamic Acid** - The maximum permitted plasma concentration of Meclofenamic Acid (Arquel) is 1.0 micrograms per milliliter, and the maximum permitted trace level is 0.1 micrograms per milliliter. When Meclofenamic Acid is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 1.0 milligram per pound of bodyweight should be administered. For a 1000-pound animal, the maximum daily dose is 1.0 gram, which equals two 500 milligram packets of granules. No part of a dose should be administered during the twelve (12) hours prior to competing. Any medicated feed should be consumed and/or removed at least twelve (12) hours prior to competing. The medication should not be used for more than five successive days.
- f. **Naproxen** - The maximum permitted plasma concentration of Naproxen is 40.0 micrograms per milliliter, and the maximum permitted trace level is 2.0 micrograms per milliliter. When Naproxen is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 4.0 milligrams per pound of body weight should be administered. For a 1000-pound animal, the maximum daily dose is 4.0 grams, which equals eight (8) 500 milligram tablets. No part of a dose should be administered during the twelve (12) hours prior to competing. Any medicated feed should be consumed and/or removed at least twelve (12) hours prior to competing. The medication should not be used for more than five successive days.
- g. **Acetazolamide** - may only be administered to horses documented through DNA testing to be positive (N/H or H/H) for HYPP (Hyperkalemic Periodic Paralysis). When

Acetazolamide is administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 3 milligrams per pound of body weight should be administered. For a 1000-pound animal, the maximum daily dose is 3 grams.

- h. **Furosemide or Lasix** - when used, must be administered intravenously at least 4 hours prior to competition.
- i. **Lidocaine/Mepivacaine** - when administered within 24 hours of showing, may only be used under actual observation of event management (or their designated representative) and/or the official show veterinarian, either of which must sign the medication report form, to aid in the surgical repair of minor skin lacerations, which, by their very nature, would not prevent the horse from competing following surgery. Medication report form must be filed with show management as required in Section 2 above.
- j. **Isoxsuprine** - when administered, the dose should be accurately calculated according to the actual weight of the animal. Each 24 hours, not more than 1.6 milligrams per pound of body weight should be administered (usually divided in two equal doses given 12 hours apart.) For a 1000-pound animal, the maximum daily dose is 1600 milligrams, which equals eighty (80) twenty (20) milligram tablets. No part of a dose should be administered during the four (4) hours prior to competing. Any medicated feed should be consumed and/or removed at least four (4) hours prior to competing.
- k. **Diclofenac (Surpass)** - The maximum permitted plasma concentration of Diclofenac is 0.005 micrograms per milliliter. Every 12 hours, not more than 73 mg of diclofenac liposomal cream should be administered (not more than 146 mg per 24-hour period) to one affected site. This 73 mg dose equals a 5-inch ribbon of cream not greater than 1/2 inch in width, which should be rubbed thoroughly into the hair over the joint or affected site using gloved hands. Administration of diclofenac cream should be discontinued 12 hours prior to competing. Do not apply diclofenac cream in combination with any other topical preparations including DMSO, nitrofurazone, or liniments and do not use on an open wound. Diclofenac cream should not be administered for more than 10 successive days.
- l. If more than one non-steroidal anti-inflammatory drug substance (NSAID) is present in the same plasma or urine sample, no more than one is to be present in a concentration which exceeds trace levels.
- m. If two of the non-steroidal anti-inflammatory drugs listed above are administered at any time during the seven days prior to competing, one of them should not be administered during the 48 hours prior to competing, in order to avoid exceeding the maximum permitted trace level when two are present in the plasma.
- n. If any third non-steroidal anti-inflammatory drug is administered, it should not be administered during the seven days prior to competing. (Exception :) Dipyron, a "masking" substance, is not to be administered during the 24 hours prior to competing. In the event a non-steroidal anti-inflammatory drug is administered in a manner that might cause the plasma concentration to exceed the quantitative restrictions of the rule (in the case of those permitted to be used) or might cause the drug to be detected at any level in plasma or urine (in the case of those not permitted to be used) the trainer and owner should withdraw the horse from competition. The animal should be withheld from competition until the plasma concentration of any permitted drug returns to acceptable levels and/or until any nonsteroidal anti-inflammatory drug not permitted by the rules is no longer present in the blood or urine. In the event Dipyron is administered to a horse, the trainer and owner must comply with all of the requirements of this organization as stated in this document.
- o. Each of the ten (10) medications allowed in section (1) above must be administered in accordance with the recommendations as given for each. Should the testing laboratory report the presence of one of these drugs in an amount greater than that which would be

consistent with the recommendations or at a level higher than the maximum permitted plasma concentration for those listed in this document, the matter will be reviewed, and disciplinary action may be taken.

- p. Burden of persuasion to establish correct dosage and time limitation rests with the responsible person.
    - i. Additionally, as drugs or substances described above, in order to avoid disqualification by detection of a presence in the horses' system, the medication must be administered or prescribed (letter of instruction) by a veterinarian, for the legitimate treatment of illness or injury, and administered at least 24 hours before exhibition. Should the testing laboratory report the presence of these drugs in an amount greater than that which would be consistent with the specified dosage and/or time constraint or dosage for legitimate treatment of illness or injury, the laboratory test result will be reviewed, and disciplinary action may be taken.
    - ii. Laboratory detection of an excessive dosage of an otherwise conditionally permitted therapeutic drug or drugs specified within this document shall constitute presumption of a violation of this rule, and the responsible party has the burden of persuasion to establish that the dosage was administered within rule specifications.
    - iii. To avoid this rule violation presumption and the stringent responsibilities of this rule, the responsible party may decide to simply withdraw the horse.
    - iv. The above guidelines are not considered as authorization administration of medication to any horse in any quantity and shall not be deemed to modify this rule in any manner regarding maximum allowable concentrations. These guidelines do not guarantee compliance with this rule **but are offered to assist responsible parties in complying with the requirements of this rule.** Responsible parties are advised to consult a knowledgeable veterinarian. Reliance upon these guidelines will not serve as a defense to a charge of violation of Dakota 50/50 rules regarding administration of forbidden substance.
17. Notwithstanding the general prohibition of this rule against artificial appliances, the use of a pacemaker or prosthetic eye may be permitted if the owner files written request for permission and submits documentation as requested. Request will then be submitted to Dakota 50/50's Executive Committee for consideration, after which, if the request is approved, such authorization will be noted on the horse's show record at the Dakota 50/50 Office.

## Equine Medication Withdrawal Timetable

(Delare Associates, 2012, Available from: <http://dalarelabs.com/equine-drug-testing/withdrawal-time-table/>)

| Medication   | Withdrawal Time |  | Medication | Withdrawal Time |
|--------------|-----------------|--|------------|-----------------|
| Acepromazine | 7 Days          |  | Ivermectin | 24 Hours        |

|                          |          |  |                              |          |
|--------------------------|----------|--|------------------------------|----------|
| Acetaminophen            | 72 Hours |  | Indomethacin                 | 72 Hours |
| Acetazolamide            | 72 Hours |  | Isoflupredone                | 36 Hours |
| Acetylsalicylic Acid     | 48 Hours |  | Isoxsuprine                  | 72 Hours |
| ACTH                     | 36 Hours |  | Ketamine                     | 48 Hours |
| Adequan                  | 24 Hours |  | Ketoprofen                   | 48 Hours |
| Alterenogest             | 36 Hours |  | Lidocaine                    | 48 Hours |
| Ampicillian              | 24 Hours |  | Meclofenamic Acid            | 48 Hours |
| Aspirin Injectable       | 36 Hours |  | Mefanamic Acid               | 48 Hours |
| B Vitamins               | 24 Hours |  | Mephenesin                   | 36 Hours |
| Betamethasone            | 36 Hours |  | Methocarbamol                | 36 Hours |
| Butorphanol              | 7 Days   |  | Methotrexate                 | 48 Hours |
| Camphor                  | 48 Hours |  | Methylergonovine             | 48 Hours |
| Carprofen                | 10 Days  |  | Methylprednisolone           | 48 Hours |
| Ceftiofur                | 24 Hours |  | Naproxen                     | 72 Hours |
| Chorionic                | 24 Hours |  | Nimezulide                   | 72 Hours |
| Cimetidine               | 48 Hours |  | Omeprazole                   | 48 Hours |
| Clenbuterol              | 7 Days   |  | Oxyphenbutazone (2 grams IV) | 38 Hours |
| Cromolyn                 | 48 Hours |  | Oxytetracycline              | 24 Hours |
| Dantrolene               | 36 Hours |  | Pentoxyfylline               | 72 Hours |
| Dembrexine               | 48 Hours |  | Phenylbutazone (2 grams IV)  | 36 Hours |
| Depomedrol in joint      | 14 Days  |  | Piroxicam                    | 72 Hours |
| Dexamethasone            | 36 Hours |  | Prednisolone                 | 36 Hours |
| Diclofenac               | 48 Hours |  | Prednisone                   | 36 Hours |
| Diflunisal               | 72 Hours |  | Procaine Penicillin G        | 14 Days  |
| Dimethylsulfoxide (DMSO) | 36 Hours |  | Pyrantel pamoate             | 48 Hours |
| Dipyron                  | 4 Days   |  | Pyrilamine                   | 96 Hours |
| Dormosedan IV            | 48 Hours |  | Ranitidine                   | 48 Hours |
| Doxycycline              | 24 Hours |  | Selenium/Vitamin E           | 48 Hours |
| Enrofloxacin             | 24 Hours |  | Sucralfate                   | 24 Hours |
| Eqstim                   | 24 Hours |  | Sulfa Drugs                  | 96 Hours |
| Ergonovine               | 36 Hours |  | Dulindac                     | 72 Hours |
| Erythromycin             | 24 Hours |  | Tenoxicam                    | 72 Hours |
| Estradiol cyprionate     | 24 Hours |  | Terfenadine                  | 72 Hours |
| Etodolac                 | 72 Hours |  | Testosterone                 | 14 Days  |
| Fenbendazole             | 48 Hours |  | Thiosalicylate               | 36 Hours |
| Fenoprofen               | 48 Hours |  | Tiaprofenic Acid             | 72 Hours |
| Flumethasone             | 36 Hours |  | Tolmetin                     | 72 Hours |
| Flunixin                 | 48 Hours |  | Triamcinolone                | 36 Hours |
| Flubiprofen              | 72 Hours |  | Trichlormethiazide           | 36 Hours |
| Gentamycin               | 24 Hours |  | Trimeprazine                 | 48 Hours |
| Griseofulvin             | 36 Hours |  | Trimethoprim                 | 96 Hours |
| Guaifenesin              | 36 Hours |  | Tripellenamine               | 96 Hours |
| Hydrochlorthisazide      | 36 Hours |  | Vaccines in General          | 24 Hours |
| Hydrocortisone           | 48 Hours |  | Xylazine                     | 48 Hours |
| Ibuprofen                | 72 Hours |  | Zomepirac                    | 72 Hours |
| Iodide Powder            | 24 Hours |  |                              |          |



## Medication Report Form

**A. IDENTIFICATION OF HORSE (Please type, print or write clearly)**

|                          |                  |           |
|--------------------------|------------------|-----------|
| 1. Name of Horse:        |                  | Reg. #:   |
| 2. Age:                  | 3. Sex:          | 4. Color: |
| 5. Entry #:              | 6. Owner's Name: |           |
| 7. Trainer/Rider's Name: |                  |           |

**B. IDENTIFICATION OF MEDICATION**

**Note: It is not necessary to file this form for the administration of Phenylbutazone, Flunixin, Ketoprofen, Meclofenamic Acid, Naproxen, Acetazolamide, Furosemide or Lasix, Isoxsuprine, or Diclofenac**

|  |  |            |
|--|--|------------|
| 8. Product Name:   |  |            |
| 9. Amount Administered:  | 10. Strength:                          |            |
| 11. Route of Administration: <input type="checkbox"/> Oral <input type="checkbox"/> Topical <input type="checkbox"/> IM Injection <input type="checkbox"/> Subcutaneous Injection <input type="checkbox"/> Intravenous |  |            |
| 12. Date of Last Administration:   | 13. Time of Last Administration: am/pm |            |
| 14. Diagnosis and Reason for Administration: (therapeutic purpose only)  |  |            |
| 15. Name of licensed veterinarian prescribing/administering medication:  |  |            |
| 16. Name of person administering the medication  | Print:                                 | Signature: |

**C. Instructions to Show Management**

**You should accept this form only after all blanks above have been completed. Incomplete forms must be returned immediately to the owner/rider for completion. If Lidocaine/Mepivacaine is administered within 24 hours of showing, it must be done under actual observation of show management or the official show veterinarian.**

|   |                      |            |
|---|----------------------|------------|
| If all blanks above are completed, please indicate the following:   |                      |            |
| Date Received:  | Time Received: am/pm |            |
| Name of Show/Event:   |                      |            |
| Name and signature of Show Management   | Print:               | Signature: |
| Please write any comments you may have as well as the name of a witness, as designated by show management, if Lidocaine/Mepivacaine was administered: |                      |            |

## FUTURITY EXPLANATION

The Dakota 50/50 Futurity is designed to promote quality horses. There will be one event consisting of three (3) equal parts or divisions in which points are totaled to achieve a *winner*.

### FEES AND GUARANTEES

Horses properly entered are considered paid up into the Futurity with the exception of a \$200.00 fee which includes the office, stall, judges and drug test fees payable by August 31<sup>st</sup>, 2018. A \$50.00 late fee will be charged on entries received after August 31<sup>st</sup>, 2018.

### **All Checks to be made payable to the Dakota 50/50 Futurity, Maturity and Sale.**

### EQUIPMENT

1. All horses are to be shown in standard headstall (brow band, shaped or split ear).
2. All horses to be shown in Western Equipment and attire.
3. All horses are to be shown in a bosal or snaffle bit with a minimum 5/16" bit measurement with a ring size of not less than 2 inches and no more than 4 inches.
  - Bosals:
    - a. A braided rawhide or leather bosal or rope bosal may be used in lieu of a snaffle bit, no more than 3/4" (three-quarter inch) diameter at the cheek. The core may be of rawhide or flexible cable. The bosal must be a minimum one finger space (approximately 3/4") between the bosal and nose. Absolutely no metal or rigid material is allowed under the jaw or on the nose or anywhere on the bridle regardless of how padded or covered it is. Bosals shall be soft and flexible. The bosal should be properly fitted relative to the horses' size and conformation. Hair bosals are permitted.
    - b. A mechanical hackamore is not allowed.
    - c. All bosals must use a mecate' rein, which may or may not include the tie rein.
  - Bits:
    - a. Allowable bits include the conventional O-ring, egg-butt or D-ring with a ring no less than 2 inches and no larger than 4", and the bars must be a minimum of 5/16" in diameter measured one inch from the cheek piece with a gradual decrease to the center of the snaffle.
    - b. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex wrapped. The mouthpiece may be two or three pieces. A three-piece connecting flat bar of 3/8" to 3/4" measured top to bottom, with a maximum length of 2" which life flat in the horse's mouth is acceptable.
    - c. A loose curb strap is required, and may be made of leather or nylon only, and must be attached below the reins.
4. All equipment and bits will be checked by an equipment judge.
5. **Training devices (anything other than the legal snaffle-bit or bosal as stated in the above Rule #3) are prohibited in the show arena and designated warm-up arena at all times.**
6. All tacking to take place at horse's stall. Random tack checks may take place at any and multiple times by the ring steward.
7. Split or tied reins may be used, however all horses are to be shown with both hands on the reins.
8. Horses with false or deadened tails, or illegal or inhumane equipment in the show arena will be eliminated from competition. **Hair to hair extensions are not permitted** in the Dakota 50/50 Futurity. Every horse in the 50/50 futurity must have a natural tail function. Any horse believed not to have a natural tail function will be inspected by the attending veterinarian. If it is determined that the horse does not have a natural tail function it will be excluded from the 50/50 futurity competition.
9. Horses and equipment are subject to examination by the Steward, Show Management and/or Judges in the show arena and designated warm-up arenas at all times.
10. We remind all horseman that this is a show, and the warm up time is a privilege and courtesy extended by

the show management. Horses and riders must vacate the arena immediately upon request by the announcer or committee. Any rider remaining in the arena for 60 seconds after the announced request to “clear the arena” will be penalized 3 points (major fault) on their ride, with an additional 3-point penalty for every 30 seconds after that...3 minutes would equal a 15-point penalty. These penalties will be assessed by the show secretary and announcer and will not be eligible for dispute.

### PURSE AND PRIZES

| 2018 Futurity Payout |              |                       |             |
|----------------------|--------------|-----------------------|-------------|
| 1st (28%)            | \$ 2,915.50  | Breeders Incentive    | \$ 1,487.50 |
| 2nd (17%)            | \$ 1,770.13  | 1 <sup>st</sup> (50%) | \$ 743.50   |
| 3rd (14%)            | \$ 1,457.75  | 2 <sup>nd</sup> (30%) | \$ 446.25   |
| 4th (11%)            | \$ 1,145.38  | 3 <sup>rd</sup> (20%) | \$ 297.50   |
| 5th (9%)             | \$ 937.13    |                       |             |
| 6th (7%)             | \$ 728.88    |                       |             |
| 7th (5%)             | \$ 520.63    |                       |             |
| 8th (4%)             | \$ 416.50    |                       |             |
| 9th (3%)             | \$ 312.38    |                       |             |
| 10th (2%)            | \$ 208.25    |                       |             |
| Total                | \$ 10,412.50 |                       |             |

**Amateur Award:** To be eligible for the amateur award the rider must be riding a horse they own, or owned by an immediate family member (father, mother, sister, brother) and must carry an amateur card from the respective breed association of the entered horse.

**Youth Award:** A trophy **Buckle** will be presented to the high-point youth rider (18 years of age or younger by January 1, 2018).

**Youth and Amateur Award Scoring:** The high-point youth and amateur awards are based on the high-point rider of those respective contestants in the overall event. In the event that there are no youth or amateur riders who have earned points, the scores from the riding events are used to make the decision, with participants placed in the order of their scores with points given per number of competitors in the respected category (3 riders: 3 points to the highest score, 2 points for the middle score, 1 point for the lowest score). A broken pattern or disqualification will be entered as a score of 0 for that event. Scores from the conformation class will be added only if a horse was placed in the 1<sup>st</sup> -12<sup>th</sup> position, as above, as the judges only provide placing 1-12 for the conformation classes, no other horses are placed. (Example 1, 3 competitors: Contestant 1 places 5<sup>th</sup> in Conformation, contestant 2 places 12<sup>th</sup> in halter and contestant 3 does not place. Contestant one would get 2 points, contestant 2 would get 1 point, and contestant 3 would get 0 points. Example 2, 3 competitors: Contestant 1 places 5<sup>th</sup> in Conformation, contestants 2 and 3 do not place. Contestant 1 gets 1 point, contestants 2 and 3 get 0 points.

**Division Awards:** The top horse in each division will be presented with an award. Ties to be broken by total cumulative points.

**Sportsmanship Award:** An award will be presented to the person displaying the best sportsmanship throughout the futurity as voted on by their peers.

### GENERAL SCORING RULES

1. Futurity will consist of two go-rounds, evaluated by two judges in each round, total of



- four judges.
2. All judges' scores will be used.
  3. The winner of the Futurity will be the horse receiving the most points overall from the three divisions in the two go-rounds.
  4. Horses placing in the top ten in each class will be given one point plus an additional point for each horse placing below him, not to exceed 10 points for first place. Points are calculated through ten placings only.  
EXAMPLE – If 10 in class – 1<sup>st</sup> place horse gets 10 points, 2<sup>nd</sup> place horse – 9 points, etc. In a class of 7 horses – 1<sup>st</sup> place horse gets 7 points, 2<sup>nd</sup> place horse gets 6 points and so on.
  5. In the case of any ties in a class, points will be equally split.
  6. All horses must compete in all divisions, both days in order to be eligible for the purse. Missing a division, on either day, for any reason, including illness or injury to the horse or rider, disqualifies the horse from any and all awards and will not be allowed back into the arena.
    - a. A horse **excused** from the arena, whether by judge, show committee, or rider, for issues of lameness will be subject to veterinary assessment by the attending show veterinarian at the owner's expense. A clean bill of health by said veterinarian will reinstate the horse as eligible to compete in the remaining divisions for points, prizes, and or purse. The horse being inspected will be moved to the end of the class draw order.
    - b. A horse dismissed from the arena for rearing, bucking, horse or rider falling to the ground, excessive abuse by the rider, or exiting the arena prior to completion of all the elements of the division, whether by judge, show committee, or rider, will disqualify the horse from any and all awards and will not be allowed back into the arena.
  7. Random tack checks may take place at any and multiple times by the ring steward.
  8. One exhibitor may show a maximum of up to two (2) horses in the Futurity Show.
  9. The same contestant must exhibit or compete in all divisions – one horse, one rider – with the exception being if an exhibitor is competing on two horses. In such a case, the exhibitor must show both horses in all riding classes (Rail and Pattern), and show one horse in the Conformation class, while also designating a handler to show the second horse in the Conformation class, same handler for both days. Handlers must be dressed appropriately in western attire, and ready on time for their class as expected with any other contestant. Exhibitors are responsible for notifying show committee of who the handler of their second horse is. Failure to do so may result in disqualification.
  10. Each horse will be allowed 6 minutes, cumulative, to complete the rail and pattern class. Time between classes for the judges to score the horse will not be counted in this time.

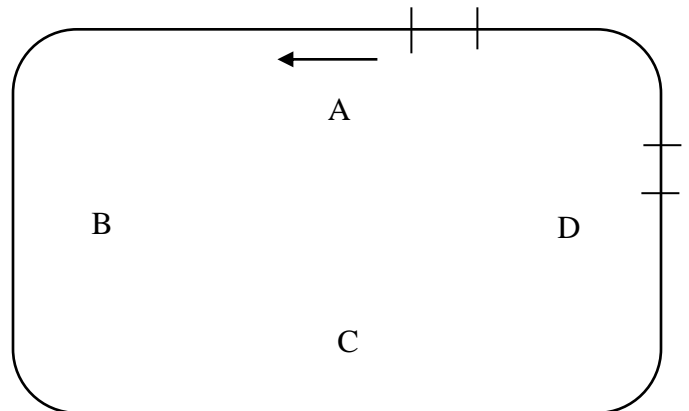
**Horses will enter the arena only one time for the rail and pattern divisions. The horse will complete the rail class, settle and be given no more than one minute to review the pattern or make a tack change; then begin the pattern when the judges give their nod.**

## Division Scoring Rules:

1. **CONFORMATION DIVISION** – *Emphasis* is to be placed on an individual that is conformationally *correct* and *sound* on all feet and legs. That is a balanced, smooth individual whose parts all blend together with eye appeal and the appearance of an athletic individual.
  - a. Procedure: Horses will walk to the judges, one at a time, at the judge's prompting. As the horse approaches, the judges will step aside to enable the horse to trot straight away. The horse will continue trotting to the end of the arena and will be guided by the ring steward for head to tail positioning. The judge will inspect each horse from both sides, front and rear.
2. **RAIL DIVISION** – *designed to show a free and easy moving individual that is relaxed, ears alert, looks balanced and his way of going forward is bright as well as responsive to the rider at various gaits.* When asked to extend the jog, or may be asked to extend the lope, he moves out with the same smooth natural way of going. Rail work consists of the walk, jog and lope with the extension of the jog and possibly the lope, in either direction of the ring to be shown on a loose rein or light contact without undue restraint. **Judging will be based on the horses' overall performance and way of going, as well as its ability to hold the designated gait and correct leads.**

Rail Division will be done on individual basis – one horse performing at a time. (These are the directions for completing the class only, not the criteria for judging.)

1. Enter ring @ gate A go to the right, continue at walk to B.
2. Jog  $\frac{3}{4}$  arena on the rail to A.
3. Lope on L lead on the rail returning to A.
4. Stop at A.
5. Reverse at a walk and then jog.
6. Jog on the rail  $\frac{1}{2}$  arena to C.
7. Extend the trot  $\frac{1}{2}$  arena to A.
8. Walk at cone A  $\frac{1}{4}$  arena to D.
9. Lope R lead on the rail returning to D.
10. Stop at D. Back 5 steps and stop.



**Note: Markers will be placed in the arena to be used as a guide.**

**This is not a horsemanship class – the markers are not to be considered precise transition spots.**

**Since the horse will enter the arena only one time for both the rail and the pattern divisions, the equipment for the pattern course will be set in the arena as well.**

**Scoring guide:** The rail class will be judged using scribes to mark the scores. **The format of the rail division is unique to the 50/50.**

**Exhibitors are to be scored from 0 to 100 with 70 denoting an average score. One-half point increments are acceptable. Maneuver scores will be indicated as follows:**

- 1 ½ = Extremely poor
- 1 = Very poor
- 1/2 = Poor
- 0 = correct
- +1/2 = Good
- +1 = Very Good
- +1 ½ = Excellent

**Penalties** assessed as follows (including but not limited to):

**Minor Fault: 1-point penalties**

Breaking gait  
Excessive slowness at any gait, loss of forward momentum (resulting in an animated and or artificial gait at the lope).  
Excessive speed at any gait  
Excessive resistance, balking  
Excessive rein contact  
Opening mouth excessively

**Major Fault: 3-point penalties**

Kicking  
Crow hop

**Dismissal**

Rearing or bucking  
Horse or rider falling to ground  
Excessive abuse by rider  
Run off

The class should be judged as if one was judging a rail class competing against other horses. An individual format was chosen due to limited space and to afford each individual a fair performance.

**WESTERN GAITS: Horses must be sound of limb.**

**A) THE WALK:**

- 1) **Poor Walk:** Is a horse with an uneven pace and no cadence. It has a robot appearance and hesitates. It has no flow, and it may appear intimidated, or appear to march.
- 2) **Average Walk:** Is a horse with a four-beat gait, a level top line, and appears relaxed. This done correctly is average.
- 3) **Good Walk:** Is a horse with a four-beat gait, level top line, and a relaxed appearance yet is bright and attentive; it flows and is soft touching the ground.

**B) THE JOG**

- 1) **Extremely Poor Jog:** This is a horse that cannot perform a two-beat gait and appears very uncomfortable in its attempt to accomplish the gait. It does not have any flow or balance in its motion and appears uncomfortable to ride.
- 2) **Very Poor Jog:** This is a horse that hesitates or skips a beat in its two beat motion. It does not keep an even and balanced motion with a level top line. A horse must have a true two beat gait to be average. This horse appears to shuffle.
- 3) **Poor Jog:** Is a horse with an average motion but exhibits negative characteristics in its performance. Some of the negative characteristics may be walking with the hind legs, dragging the rear toes as it jogs or taking an uneven length of stride with the front and rear legs.
- 4) **Correct or Average Jog:** This is a horse with a two-beat diagonal gait in which the left front and right hind foot touch the ground simultaneously and the right front and left hind do so also. It has a level top line and a relaxed appearance while being shown with light contact and appears to guide well. This is the standard or average jog.
- 5) **Good Jog:** Is a horse with an average motion but exhibits positive characteristics in its performance. Some of these positive characteristics may be balance and self-carriage while taking the same length of stride with the front and rear legs.
- 6) **Very Good Jog:** Is a horse that appears very comfortable to ride, always has a consistent two beat gait, is guiding well, and has a relaxed and level top line. It may let his hocks drift back into its tail from time to time, or bends its knee a little, but is obviously soft on the ground.
- 7) **Excellent Jog:** This is a horse whose motions seem effortless and very efficient. It swings its legs yet touches the ground very softly. The horse is confident, yet still soft in its motion. It is balanced and under control. It is flat with its knee and hock and has some cushion in its pastern. Its expression is bright and alert and exhibits more lift and self-carriage than the "very good jog".

### C) THE MODERATE EXTENDED JOG:

- 1) **Poor Extended Jog:** This horse never appears to lengthen its stride but just jogs faster. It may also appear to be jarring and rough to ride.
- 2) **Average Extended Jog:** Is a horse who when asked to extend, moves up in its pace and still appears smooth to sit on.
- 3) **Good Extended Jog:** Is a horse who when asked to extend has an obvious lengthening in its stride with a slight increase in its pace making him more versatile. This horse is still smooth but appears to have more length with less effort being exerted.

### D) THE LOPE:

- 1) **Extremely Poor Lope:** This is a horse that does not have a true three beat gait. It has no flow, no rhythm or balance, appears out of sync, and is obviously not comfortable to ride.
- 2) **Very Poor Lope:** Is a horse that may appear to have a three beat gait but has no lift or self-carriage. This horse shuffles, has no flow, and bobs its head, giving the appearance of exerting a great deal of effort to perform the gait. It also does not appear comfortable to ride.
- 3) **Poor Lope:** Is a horse with an average motion but exhibits negative characteristics in his performance. Some of these negative characteristics may be head bobbing, not completing the stride with the front leg and leaving the outside hock well behind the horse's buttocks. An over-canted horse generally displays these negative characteristics.
- 4) **Correct or Average Lope:** This is a horse that has a true three beat gait, with a level top line and very little head and neck motion. The horse has a comfortable motion and is relatively straight. It glides well and has a relaxed appearance. This is the standard or average lope.
- 5) **Good Lope:** Is a horse with an average motion but exhibits positive characteristics in its performance. Some of these positive characteristics may be balance and self-carriage, a steady top-line, responsiveness to the rider's aids and a relaxed appearance.
- 6) **Very Good Lope:** This is a horse that appears to have more lift and flow than the average horse. It also has a strong but smooth drive from behind. It may bend its knee a little, or allow its off lead hind leg or drive leg to fall behind into its tail, yet it still has a level top-line, exhibits self-carriage with a relaxed appearance and appears comfortable to ride.
- 7) **Excellent Lope:** This horse rounds its back and has a strong deep stride and a flat swing with its front legs. The horse swings its legs correct and long yet seems to do it effortlessly. It keeps a very level top-line; its hocks don't drift behind into its tail. This horse has a relaxed yet alert and confident appearance. This is a very special horse that is correct, yet soft. This horse has a great degree of lift and self-carriage.

### E) THE TOP-LINE:

- 1) **Poor Top-Line:** The horse's head may be too high or too low. If the horse's head is consistently higher than its eye level with its withers, its back becomes hollow and it loses its drive from behind. When the horse's head is consistently lower than its ear level with the wither, it becomes heavy on its forehead and has no lift or flow. In both cases the horse loses its self-carriage and appears to struggle.
- 2) **Average Top-Line:** A horse who generally displays a level top-line with the tip of the ear level with the wither at the lowest point or its eye level with the wither at the highest point but is inconsistent with its head carriage.
- 3) **Good Top-Line:** This horse will display a level top line with the tip of the ear level with the wither at the lowest point or its eye level with the wither at the highest point. It also displays a consistent top-line that exhibits self-carriage.

### F) THE BACK UP:

- 1) **Poor Back Up:** This horse appears resistant or heavy in front. It may gap its mouth, throw its head or back crooked.
- 2) **Average or Correct Back Up:** This horse should back straight at least one horse length quietly. This should be done smoothly with light contact and without hesitation.
- 3) **Good Back Up:** This horse will display balanced and smooth flowing movements, self-carriage, and look to be a pleasure to ride. The horse should back straight at least one horse length quietly and without gapping its mouth. This should be done smoothly with light contact and without hesitation.

3. **PATTERN DIVISION** – will consist of an individual pattern of work, designed to determine how well-broke the horse is. Emphasis is to be placed on the execution of the pattern with regard to the correctness of the maneuver and overall smoothness of the pattern. Horses will be asked to demonstrate leads and lead departures, circles, ~~simple lead changes~~, soft stops, back and turn on the haunches. Maneuvers to be judged at the two-year-old level.

**Scoring guide:** The pattern class will be judged using scribes to mark the scores.

**Exhibitors are to be scored from 0 to 100 with 70 denoting an average score. One-half point increments are acceptable. Maneuver scores will be indicated as follows:**

- 1 ½ = **Extremely poor**
- 1 = **Very poor**
- 1/2 = **Poor**
- 0 = **correct**
- +1/2 = **Good**
- +1 = **Very Good**
- +1 ½ = **Excellent**

**Penalties** assessed as follows (including but not limited to):

**Minor Fault: 1-point penalties**

- Breaking gait
- Excessive slowness at any gait, loss of forward momentum (resulting in an animated and or artificial gait at the lope).
- Excessive speed at any gait
- Excessive resistance, balking
- Excessive rein contact
- Opening mouth excessively

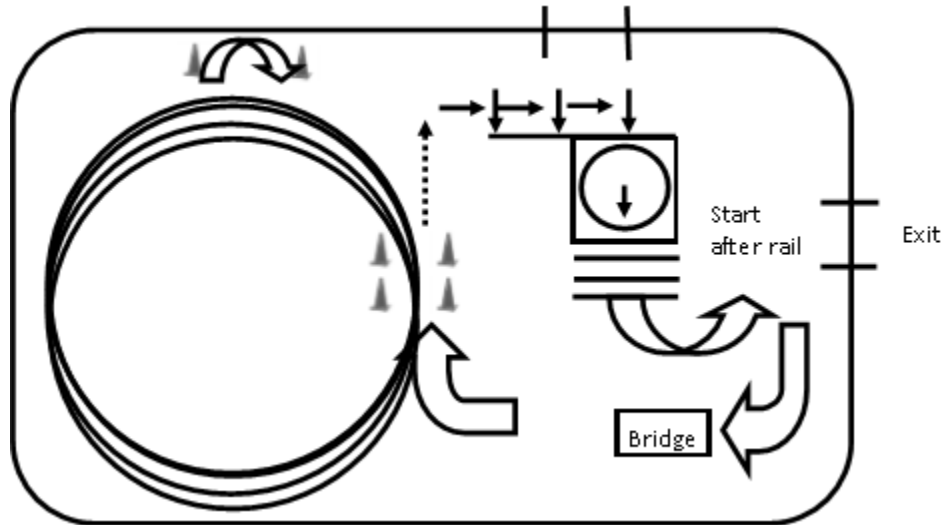
**Major Fault: 3-point penalties**

- Kicking
- Crow hop

**Dismissal**

- Rearing or bucking
- Horse or rider falling to ground
- Excessive abuse by rider
- Run off

## Pattern



### Pattern Explanation:

1. The pattern will follow the rail performance, begin with the nod from the judge.
2. Walk to and over the bridge, continue to the center of the arena.
3. Lope 2  $\frac{1}{4}$  circles to the left. First circle slow and the second circle faster, demonstrating horse's ability to increase speed.
4. Stop between the pylons at the wall and roll back or turn 180 degrees to the right.
5. Lope 2  $\frac{1}{4}$  turns to the right. First circle slow and the second circle faster, demonstrating horse's ability to increase speed.
6. Stop between center pylons and back up past the rail.
7. Sidepass to the left, length of rail, step into square, hesitate.
8. 360 to the right.
9. 360 to the left, hesitate.
10. Step through rails.
11. Jog to exit gate.

## MATURITY EXPLANATION

The Maturity will be one event consisting of 5 equal parts or divisions in which points are totaled to achieve a winner, following the rules of an AQHA Ranch Horse Versatility competition. For the 2018 Maturity, and in the foreseeable future, eligible horses will be **4, 5 and 6 years of age. Horses are eligible to compete for all three years without restriction.** The Dakota 50/50 reserves the right to make adjustments in subsequent years.

### GENERAL SCORING RULES

1. Maturity will consist of one go-round, evaluated by one judge.
2. **AQHA Versatility Ranch Horse Rules apply as printed in the 2018 AQHA Official Handbook of Rules and Regulations: <https://www.aqha.com/media/22201/aqha-rulebook-2018.pdf>. See pages 210-235.**
3. **Horses who also enter AQHA Ranch Horse Versatility Competition will show one time, with their scores rolled into that competition (Regardless of how many times they are entered – Open/Amateur/Youth).**
4. The winner of the Maturity will be the horse receiving the most points overall from the four divisions.
5. Horses placing in the top ten in each class will be given one point plus an additional point for each horse placing below him, not to exceed 10 points for first place. Points are calculated through ten placings only.  
EXAMPLE – If 10 or more in class – 1<sup>st</sup> place horse gets 10 points, 2<sup>nd</sup> place horse – 9 points, etc. In a class of 7 horses – 1<sup>st</sup> place horse gets 7 points, 2<sup>nd</sup> place horse gets 6 points and so on.
6. In the case of any ties, points will be equally split.
7. **All horses must compete in all divisions, in order to be eligible for the purse. Missing a division for any reason, including illness or injury of horse or rider, disqualifies the horse from any and all awards and will not be allowed back into the arena.**
  - a. A horse excused from the arena, whether by judge, show committee, or rider, for issues of lameness will be subject to veterinary assessment by the on-call show veterinarian at owner's expense. A clean bill of health by said veterinarian will reinstate the horse as eligible to compete in the remaining divisions for points, prizes, and/or purse. The horse being inspected will be moved to the end of the class draw order to allow it to still participate.
  - b. A horse dismissed from the arena for rearing, bucking, horse or rider falling to the ground, excessive abuse by the rider, or exiting the arena prior to completion of all the elements of the division, whether by judge, show committee, or rider, will disqualify the horse from any and all awards and will not be allowed back into the arena.
8. Random tack checks may take place at any and multiple times by the ring steward.
9. One exhibitor may show a maximum of up to two (2) horses in the Maturity Show.
10. The same contestant must exhibit or compete in all divisions – one horse, one rider – with the exception being if an exhibitor is competing on more than one horse. In such a case, the exhibitor must show both horses in all riding classes (Ranch Riding, Ranch Trail, Ranch Cow Work), and show one horse in the Conformation class, while also designating a handler to show the second horse in the Conformation class. Handlers must be dressed appropriately in western attire, and ready on time for their class as expected with any other contestant. Exhibitors are responsible for notifying show committee of who the handler of their second horse is. Failure to do so may result in disqualification.
11. Maturity order of divisions will be: Ranch Riding, Ranch Trail, Ranch Cow Work, and Conformation.
12. Each horse will be allowed 7 minutes to complete the reining and cow work.

### EXHIBITORS

Exhibitors may be changed after the entry has been submitted as long as the Show Management is informed of the change. The horse must be shown in all divisions by the same exhibitor, except if that exhibitor is showing two horses, then they may assign an assistant to be the handler of their second horse **only** in the Conformation Division, and must specify this on that horse's entry form or at the time of check-in. An exhibitor can show a maximum of two (2) horses.

## **ELIGIBILITY**

Any horse that has been through the Dakota 50/50 Horse Sale will be eligible to compete in the Dakota 50/50 Maturity, regardless of whether or not they competed in the Futurity as a two-year-old. In 2014, the Maturity is open to eligible horses aged four to six years. The horse may show any and all of its eligible years. The Show Committee reserves the right to limit entries to any Maturity show either in the future or this year. The Dakota 50/50 reserves the right to make adjustments in subsequent years.

## **FEES**

Entry fee \$150.00. 40% of this fee covers the costs of the event (judge, office fees, cattle fees, etc) with 60% going towards the Jackpot. These fees are payable by October 19, 2018. A \$50.00 late fee will be charged on entries received after October 19, 2018.

**All Checks to be made payable to the Dakota 50/50.**

## **Purse and Prizes:**

**2018 prize money distribution: Jackpot: 60% of entry fees + \$1487.50 added (5% of the 2016 Sale)!**  
Only horses sold through the Dakota 50/50 sale are eligible for this purse.

1<sup>st</sup> = 30% of purse

2<sup>nd</sup> = 25% of purse

3<sup>rd</sup> = 20% of purse

4<sup>th</sup> = 15% of purse

5<sup>th</sup> = 10% of purse

Any horses who receive a placing, and therefore prize money or awards, may be subject to a drug test by blood draw.

## **Maturity**

The Dakota 50-50 Maturity Committee and Show Management reserves the right to modify the prize money payout as they see fit, based on the number of entries received.

**Grand Champion:** A Trophy Saddle will be awarded to Grand Champion Maturity Horse.

**Youth Award:** A trophy buckle will be presented to the high point youth rider (18 years of age or younger by Jan 1, 2018). In the event that there is no youth with points, see the scoring guideline for the futurity youth award.

## **AQHA Versatility Ranch Horse Competition**

## **EXPLANATION**

This competition is open to all AQHA horses. AQHA Ranch Versatility Rules apply **as printed in the 2018 AQHA Official Handbook of Rules and Regulations: <https://www.aqha.com/media/22201/aqha-rulebook-2018.pdf>. See pages 210-235.**

The Versatility Ranch Horse competition promotes the athletic ability and versatility of the horse and is demonstrated in four classes – ranch riding, ranch trail, ranch reining/cow work and ranch conformation. The Dakota 50/50 event will hold divisions for open, amateur, and youth. For complete rules and regulations, refer to the [AQHA Official Handbook of Rules and Regulations](#).



## THE CLASSES

*Ranch Reining* – Ranch reining measures the ability of the stock horse to perform basic handling maneuvers. This class can be held with or separate from the ranch cow work class; if the two are held together, they are still scored and placed as individual classes. This what the judges are looking for in ranch reining: “To rein a horse is not only to guide him but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely.”

*Ranch Cow Work* – When it comes to the ranch cow work class, riders have the choice between ranch cow work or limited ranch cow work for youth and amateur exhibitors, where riders are allotted one minute and forty-five seconds to complete the work. There are three parts to the limited ranch cow work: boxing the cow; setting up the cow and driving it down the fence to the opposite end of the arena; and boxing it at the opposite end of the arena.

For ranch cow work, there are three parts to the class: boxing, fence work and roping or circling. The horse and rider must accomplish all three parts in three minutes.

**Ranch Reining and Ranch Cow Work will be run as one event. The exhibitor will complete the reining and then call for a steer to begin the Ranch Cow Work.**

*Ranch Riding* – For ranch riding classes, horses show individually, and the class can be conducted inside or outside an arena. In this class, judges are looking for relaxed, responsive horses with soft and cadenced gaits. The horse should make timely transitions in a smooth and correct manner, plus the horse should be soft in the bridle and yield to contact.

*Ranch Trail* – Obstacles found in a ranch trail pattern are approximate to those found during the course of everyday work. Judges are looking for a well-trained, responsive and well-mannered horse that can correctly navigate and negotiate the course, and to do so in a correct and efficient manner. Rule SHW561 outlines the class, including prohibited and mandatory obstacles.

**Ranch Riding and Ranch Trail will be run as one event. The exhibitor will hesitate at the end of Ranch Riding for the judge to nod to begin the Ranch Trail Pattern.**

*Ranch Conformation* – To be eligible to compete in the ranch conformation class, the horse must be shown in at least one class one of the other categories the day of the show. Judges are looking for balanced, structurally correct horses with adequate muscling. You’ll need to show your horse in a good working halter – rope, braided, nylon or plain leather – exhibit your horse at a walk and trot, then line up for inspection by the judge.

## THE DIVISIONS

*Open* – If you have a current AQHA or AQHYA membership, you are eligible to show your American Quarter Horse in open competition. Open competition is usually for the most experienced exhibitors, trainers and professional horsemen but many amateur and youth members can be tough competitors as well. Open division classes may be offered for junior and senior horses.

*Amateur* – American Quarter Horse owners who do not join the professional ranks may enjoy a full spectrum of competition in the amateur division. Proof of current Amateur status will be required.

*Youth* – Exhibitors 18 years of age or younger (age as of January 1) may show in this division.

Points, Awards and Zoetis VRH World Qualifying Points earned in individual classes count toward qualifying for the Zoetis AQHA Versatility Ranch Horse World Championships.

For AQHA year-end high-point awards, all-around versatile ranch horse titles are tracked. (In other words, high-points will not be awarded on the class-by-class basis).

All-around versatility ranch horse titles are awarded at every VRH show to the high-placing horse-and-rider team in the open, cowboy, amateur and youth divisions. To be eligible, the duo must enter and show in a minimum of three categories – meaning at least one cattle class (ranch cow work or ranch cutting), as well as conformation, plus at least one of the additional classes (ranch riding, ranch trail or ranch reining). See Rule SHW555 for more details.

### **FEES/Deadline**

Entry Fee of \$250, horses to compete in all 4 events. **There is no option to enter/pay on a per class basis.** 60% of this fee covers the costs of the event (judge, office fees, cattle fees, etc.) with 40% going towards the Payout. Entries close October 19<sup>th</sup> at close of business day (5:00 pm CT) as cattle must be ordered ahead of time.

Horses may be entered in both the Open and Amateur events, with points scored in their go applying to both divisions with the exception of the cattle work. Because the requirements are different between the Open and Amateur they will have the opportunity to show for each with the Open run first, and the Amateur run second. These will not be back to back runs.

### **Purse and Prizes:**

**2018 prize money distribution: Jackpot: 40% of entry fees in each division: Open, Amateur and Youth.**

Any horses who receive a placing, and therefore prize money or awards, may be subject to a drug test by blood draw.

1<sup>st</sup> = 30% of purse

2<sup>nd</sup> = 25% of purse

3<sup>rd</sup> = 20% of purse

4<sup>th</sup> = 15% of purse

5<sup>th</sup> = 10% of purse

The Dakota 50-50 Maturity Committee and Show Management reserves the right to modify the prize money payout as they see fit, based on the number of entries received.

## Dakota 50/50 OPEN Barrel Racing Rules and Payout Information

### ELIGIBILITY

1. The Dakota 50/50 Barrel Race will be limited to 25 Barrel Horses, with **preference given to Dakota 50/50 eligible horses through Sept 15<sup>th</sup>, after that entries will be taken in the order in which they are received.**
2. Dakota 50/50 eligible horses, 5 years of age and older, will compete for a purse available only to them, funded with 20% of the entry fees of all entered horses.
3. Owners can enter as many horses as desired.
4. Anyone may be designated to ride barrel horses, but any one person can only ride a maximum of three competition horses.

### GENERAL RULES

1. If you request a stall at the event, please make sure you are in your designated stall. Stall assignments will be posted on the stalls with the Horse/Rider names and a map of stalls will be posted throughout the building.
2. Please be available for the awards ceremony at the completion of the event.
3. Random drug testing and registration verification can occur at any time.
4. Please be appreciative to our many sponsors and helpers.
5. Judges and event officials may inspect any and all horses, and equipment prior to and during the event for inhumane or unsafe equipment.

### FEES

1. Entry fee is \$100.00 / covers two runs and jackpot payoff, due by Friday, October 19, 2018. Entries received after October 19<sup>th</sup> will be assessed a \$50 late fee. Dakota 50/50 Eligible Horses will be given preference for entries through September 15<sup>th</sup>, after that entries will be taken in the order in which they are received.
2. All Dakota 50/50 Eligible horses entered
3. Entry fee will be split as follows:  
70% jackpot payout to overall winners  
20% jackpot to Dakota 50/50 eligible  
10% withheld by the Dakota 50/50 to cover costs of event.
4. Payout and winning times are based on the "best time of your two runs", **not** an aggregate.
5. Any added money will be added to the total pot.

### PAYOUT:

**All Entries: \$500 Added by Lost Spur Trailers + 70% of entry fees!**

**Dakota 50/50 Side Pot: \$500 Added by Lost Spur Trailers + 20% of entry fees!**

| # OF HORSES ENTERED | # OF SPOTS PAID OUT | % OF PAYOUT           |
|---------------------|---------------------|-----------------------|
| 1 – 5               | 1                   | 100%                  |
| 6 – 10              | 2                   | 60 / 40               |
| 11 – 15             | 3                   | 50 / 30 / 20          |
| 16 – 20             | 4                   | 40 / 30 / 20 / 10     |
| 21 +                | 5                   | 33 / 26 / 20 / 14 / 7 |

### COMPETITION RULES

1. All contestants are expected to be in western attire during the competition; western boots, cowboy hat or helmet, button down collared shirt and jeans.
2. Each horse will have a saddle pad number, which must be visible at all times.
3. The Dakota 50/50 Barrel Futurity – Maturity is a timed event using three identical 55-gallon steel drums.
4. The starting gate will remain the same throughout the entire event. The gate will be closed after contestant enters the arena.
5. There is to be only one contesting horse in the arena at a time during the barrel race without exception.
6. The horse must enter the arena in forward motion and continue in forward motion. No circling is allowed in the arena prior to the timer line.
7. A Contestant cannot train or circle during competition. No more than one circle on each barrel while competing. No stopping or whipping a horse in the alley upon completion of the run. The alley belongs to the next contestant.
8. The start/finish line will be permanently staked and marked.
9. Anytime the contestant crosses the starting line, time will begin.
10. Contestant will be assessed a five (5) second penalty for knocking over a barrel. Touching a barrel is permitted.
11. Should a barrel be knocked over and it sets up again, the five (5) second penalty will be assessed.
12. If a barrel is moved off its marker during competition, the barrel must be reset prior to the next competitors run.
13. A contestant will be given a no time for a broken pattern
14. A contestant will be disqualified for running out of turn.
15. A contestant will be given a no time if the horse or rider fall during the run in such a manner as to break the pattern, or if the rider falls off the horse.
16. The draw shall be done in a random manner. All horses in the draw must be named. Riders with multiple entries must ride their horses in the position in which they draw up. Once set the draw may not be changed.
17. Reruns shall be granted if the timer fails to work properly or if the barrels are not placed properly on their markers. Any penalty incurred on the original run shall not be applied against the rerun, however, any penalty occurring on the rerun shall result in a “no time”.
18. Contestants who are given a no-time or a penalty for breaking the pattern or knocking a barrel may complete the pattern. However, show management may, at its discretion, ask a rider who is taking excessive time to train to leave the arena immediately.
19. Dakota 50/50 management has the right to disqualify any uncontrolled horse which does not begin performance within three minutes of the time the rider has been called.
20. This is a Two-run event and all horses must make both runs for the class to be considered complete. The fastest time of those two runs will be the time which is used to determine the winners.
21. A contestant will be allowed 3 calls into the arena before being excused.

