

The Indian Relay Race

Indian relay is America's oldest competitive sport. It dates back over 400 years ...

to when the horse was first reintroduced to the native cultures of America's.

Lakota culture insists that this was in fact the second coming of the horse and it's reintroduction and in the fact the relationship to the plains cultures and the horse is perhaps much older than that is realized. Archaeology seems to support that view.

It appears that Indian relay developed independently amongst the Indian nations.

Different cultures have different oral histories of its origins and most likely they are all true representations. To one tribe, relay was used as war games, to another, a relay strategy to hunt the buffalo, to another, a way to outrun the wild horses to enable their capture. Whatever the origins of relay the importance of it and of the horse to the plains cultures cannot be understated.

The horse was transportation, it provided sustenance, it provided protection.

The horse was considered sacred by many native cultures and revered by all.

It was a major source of status and a most sought after prize.

Relay provided the measure to test the horse, the rider and the team.

Indian Relay is also America's oldest competition, it's first and most exciting test of skill.

Today Indian relay is resurging as North America's newest and most extreme sport.

Warriors racing at lightning speed, leaping from one galloping horse and flying onto another, defying fear and gravity; displaying the ultimate bond of horse and rider, when the two become one.

"Wherever man/woman has left their footprints in the long ascent from war, transport, hunting, sport ,plowing teaching,& healing

Before times ...to this civilization,

We find the hoofprint of a horse beside it."

Dedicated to the Spirit of the Horse...

UNDERSTANDING ...THE INDIAN RELAY RACE

INDIAN RELAY RACE

- ◊ Team of 3 horses, 1 rider, 1 catcher, 1 exchange holder and 1 back holder.
- ◊ At start rider will have both feet on ground while catcher holds horse.
- ◊ The rest of the teams will be in designated boxes located in front of the grandstand.
- ◊ Start will be at the sound of a horn and rider will climb aboard horse and begin racing around the track
- ◊ Horse and rider will complete one round of track.
- ◊ Rider will ride to designated box where catcher catches the horse and rider dismounts and mounts horse number 2 held by exchange holder and races and again around track.
- ◊ Rider will ride horse number 2 to designated box where catcher catches the horse and rider dismounts and mounts final horse number 3 and races around track one final time.
- ◊ If timed winner is declared by fastest time after judges submit timesheets and penalties assessed.

WARRIOR RACE/CHIEF RACE

- ◊ Warrior, 1 holder and 1 horses per team or individual. Holders must be on foot. No mounted holders allowed.
- ◊ Warrior's race 100 m on foot to horse, mount and race once around track.
- ◊ All riders ride bare back, no saddles are allowed.
- ◊ First rider across finish line declared the winner (if timed then winner declared after judges submit times and penalties assessed).
- ◊ Chief race will be mounted start and one lap around track.

LADY RACE

- ◊ Lady, 1 horse
- ◊ Ladies will be on horse at start and race once around track.
- ◊ First rider across the finish line declared the winner (if timed then winner declared after judges submit times and penalties assessed).

TIMED RACE

- ◊ Each Judge will have a stop watch and time their assigned Box/Team.
- ◊ Time will start by horn/whistle/gun by starter/arena director
- ◊ Time will end when horse and rider cross the finish line.
- ◊ All races will be video taped for any discrepancies. Judges will use stopwatch and replay video for any penalties and/or timing issues.
- ◊ Placing will be determined based on fastest time.
- ◊ Payout will be based on fastest times.
- ◊ Depending on the width & Size of the track will determine how many teams can safely be on the track

RECOGNIZED TRIBES

Team members must be from a federally recognized tribe and be prepared to show proof of tribal enrollment or must be offspring of tribal members living on a recognized reservation.

TRADITIONAL REGALIA/PAINT

Traditional tribal regalia including moccasins, breechcloths and/or leggings are required for riders. Special leggings with fringe are acceptable. Tribal theme oriented regalia is encouraged for other members of teams or traditional ribbon shirts may be worn. Teams not in proper regalia will be reminded that the integrity and pride of Indian culture is being observed and teams should promote our unique sport.

All horses will be marked with traditional tribal war paint and decorations in colors determined by team tradition. Attached medicine and feathers may be used.

Each team is able to register with the association

any identifying mark, symbol and/or color to differentiate itself.

That mark will be printed in program and relay literature to help fans identify teams.

DISQUALIFICATIONS

- ◊ A loose horse on the track disqualifies the team for the heat. A loose horse in the arena is no cause for disqualification unless it wanders onto the track. If the loose horse is the cause of a foul by another team the team fouled will not be disqualified if the box judge determines that the loose horse was a result of a foul by another team. That decision will be made by the box judge where the foul occurred and must be confirmed by the head judge.

- ◊ A DQ is considered an automatic disqualification from the championship race unless all teams were to DQ. DQ teams will move to the bottom of the time tally sheet and their times will be counted only after teams having earned times in all qualifying heats. If a team were to DQ two or more times they would move below the teams with one DQ. If the DQ is caused by an act beyond the control of the team the HEAD JUDGE at its option and sole discretion may elect not to DQ the team if the DQ is judged to be caused by outside circumstances beyond their control. If such a determination is made that team will be credited a time equal to the slowest time run in that heat plus 1 second. For example, Team A makes a clean exchange in its box and a rider and horse from another team comes into their box and crashes into the rider and horse leaving the box causing the rider to fall and the horse to escape and run down the track. In this case, because the DQ is caused by a foul from the other team and no time was earned, the Board could choose to include the team under this rule and award a time. This is at the total discretion of the HEAD JUDGE.