

Barrel Racing

This is a timed event. The standard cloverleaf pattern is to be used, with the contestant having the option of running to either the left or right barrel first. Two stop watches and a flag man will be used if an electronic eye is unavailable. Knocking over a barrel shall carry a five (5) second penalty. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his/her hands in barrel racing. Either or both hands may be used on the reins.

Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. Contestants are allowed a running start. The contestants time will be announced immediately after the run.

The course must be measured exactly as stated below and cannot exceed these dimensions:

35 yards between barrels 2 and 3 and barrels 1 and 3.

30 yards between barrels 1 and 2.

20 yards between barrels 1 and 2 and starting/finishing line. However, if the course is too large for the available space, the pattern should be reduced 5 yards at a time until the pattern fits the arena.

Adequate space must remain between barrels and any obstacle. The distance from barrel number three to the finish line need not be reduced five yards at a time if there is sufficient room for the horse to stop. When measuring the area for the barrel course, allow ample room for horses to complete their turns and stop at the finish. It is recommended there be at least 45 feet from the starting line to the end of the arena, at least 18 feet from barrels 1 and 2 to the fence and 36 feet from barrel 3 to the end of the arena.

Penalties or disqualifications:

- a) Failure to follow or complete the course shall be cause for disqualification.
- b) If a hat or helmet is worn and is not on the exhibitor's person the entire time on the arena a five (5) second penalty shall be assessed.
- c) Knocking over a pole shall carry a five (5) second penalty for each pole knocked over.

Equipment and Dress:

1. Safety helmets are allowed and recommended but not required. If a helmet or Western hat is worn upon entering the arena, such helmet or hat is to remain on the exhibitor's person the entire time the exhibitor is in the arena.

2. Tack and equipment. Mechanical hackamore, tie down with noseband of leather, rope, nylon or padded covering may be used. Slip or gag-bits and donut and flat polo mouth pieces are allowed, if not severe. Leg wraps, boots martingale, whips, bats, spurs, and chaps are optional at the discretion of the rider.

In the event of a tie:

The contestants involved in a tie, for placing, maybe determined by mutual consent to either runoff or flip a coin to break the tie. If contestants cannot agree, the judge shall make the decision. In the case of a runoff. The horse declared the winner in the runoff must have re-run the pattern within two (2) seconds of it's original time or the runoff must be held again. Penalty time will not apply to determine the two (2) second time but will apply to the final runoff time.

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Pole Bending

This is a timed event with the standard six-pole pattern. A horse may start either to the right or the left of the first pole and then run the remainder of the pattern accordingly. They must first run to the end pole, weave the poles back to the first pole, weave the poles back to the end pole, and then run to the finish line. Two stop watches and a flag man will be used if an electronic eye is unavailable. Either or both hands may be used on the reins.

Poles shall be set 21 feet apart with the first pole 21 feet from the start/finish line. Poles shall be set on top of the ground, six feet in height, with no base more than 14 inches in diameter.

Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. Contestants are allowed a running start. The contestants time will be announced immediately after the run.

Penalties or disqualifications:

- a) Failure to follow or complete the course shall be cause for disqualification.
- b) If a hat or helmet is worn and is not on the exhibitor's person the entire time on the arena a five (5) second penalty shall be assessed.
- c) Knocking over a pole shall carry a five (5) second penalty for each pole knocked over.

Equipment and Dress:

1. Safety helmets are allowed and recommended but not required. If a helmet or Western hat is worn upon entering the arena, such helmet or hat is to remain on the exhibitor's person the entire time the exhibitor is in the arena.

2. Tack and equipment. Mechanical hackamore, tie down with noseband of leather, rope, nylon or padded covering may be used. Slip or gag-bits and donut and flat polo mouth pieces are allowed, if not severe. Leg wraps, boots martingale, whips, bats, spurs, and chaps are optional at the discretion of the rider.

In the event of a tie:

The contestants involved in a tie, for placing, maybe determined by mutual consent to either runoff or flip a coin to break the tie. If contestants cannot agree, the judge shall make the decision. In the case of a runoff. The horse declared the winner in the runoff must have re-run the pattern within two (2) seconds of it's original time or the runoff must be held again. Penalty time will not apply to determine the two (2) second time but will apply to the final runoff time.

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