

## BARREL RACING

Only run one contestant at a time. Contestant may run to the left or right barrel first and then continue in a cloverleaf pattern. One left and two right turns, or one right and two left turns. A five-second penalty shall be assessed for each barrel knocked over.

Disqualifications:

- Any fall of horse or rider
- Any turn outside of pattern other than those listed as part of the pattern sequence
- If horse passes on the wrong side of any barrel within the designated pattern
- Crossing back over time line before completion of the pattern

## POLE BENDING

Only run one contestant at a time. Contestant begins on either left or right side with full run down to the last of 6 poles. 180° turn and weave between poles back to first pole, 180° turn and weave back, another 180° turn and full run back across finish line. A five-second penalty will be assessed for each pole knocked down.

Disqualifications:

- Any fall of horse or rider
- If the horse's body (any part) goes between poles in any configuration other than the one described
- Any back-up in the pattern
- Crossing back over time line before completion of the pattern

## 75 UP AND BACK

Only run one contestant at a time. Contestant will race up the arena around a stake or barrel and return across the starting line. There is no penalty if marker is knocked over.

Disqualifications:

- Any fall of horse or rider
- Horse makes full turn prior to or after rounding the designated marker
- Crossing back over time line before completion of the pattern