

## 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, or dismount after crossing starting line
- 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, or dismount after crossing starting line
- If the horse's body (any part) goes between poles in any configuration other than the designated pattern
- Passing the plane of the pole on the off side
- Breaking forward motion to retrace their tracks
- 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, or dismount after crossing starting line
- Horse makes full turn prior to or after rounding the designated marker
- Crossing back over time line before completion of the pattern

## FLAG RACE

Only run one contestant at a time. Contestant will race up the arena to 1<sup>st</sup> barrel while holding flag (approx. 16" long) in his/her hand, deposit flag in the bucket sitting on top of barrel, race to 2<sup>nd</sup> barrel, retrieve a flag in the bucket sitting on top of barrel, and return to starting line. Contestants must run a continuous forward motion pattern. One circle around each barrel is allowed. There will be a 60-second time limit for this event.

Disqualifications:

- Any fall of horse or rider, or dismount after crossing starting line
- Failure to keep the flag in the 1<sup>st</sup> bucket
- Crossing the finish line without the flag from the 2<sup>nd</sup> bucket
- Knocking over a barrel or turning bucket over
- Touching horse with flag in any manner besides accidentally
- Any back-up in the pattern