Barrel Racing

A. Objective - The contestant shall race his/her horse through a cloverleaf barrel pattern and do this in the least amount of time possible.

B. Rules

1. Time Limit – 60 seconds

2. Equipment – 55-gallon barrels must be used. Barrels must be closed on both ends; no open ends on barrels will be allowed.

3. Pattern – Shall be a cloverleaf pattern with barrels positioned in a triangular fashion in the arena.

4. Measurements – A full pattern will be the following measurements and should be used when arena conditions allow: 60 feet from arena fence to the start/finish line, 60 feet from the start/finish line to a line drawn between the 1st and 2nd barrel and 90 feet between the 1st and 2nd barrel and 105 feet from each the 1st and 2nd barrel to the 3rd barrel. No barrel may be closer than 20 feet from any fence or wall. When arena conditions do not allow a full pattern to be used, the pattern may be shortened as necessary, provided that it remains the same throughout the rodeo. It is mandatory that the 20-foot from any fence or wall safety zone be maintained even with a reduced pattern size.

5. It is mandatory that the positions of the start/finish line and each barrel be permanently marked so the barrels will be placed in the same spot from event to event.

6. The contestant will enter the arena, race across the start/finish line and to either the left or right barrel. If the right barrel is used as the first barrel, he/she will make a right hand turn around that 1st barrel and then proceed to the 2nd barrel. He/she will make a left hand turn around the 2nd barrel, and then race toward the 3rd barrel. He/she will make a left hand turn around the 3rd barrel and then race back across the start/finish line. The opposite will occur if the contestant chooses to go to the left barrel first.

7. Penalties – There will be a five (5) second penalty assessed for knocking over a barrel.

8. The contestant may reach down and touch a barrel in order to keep it from falling over if he/she chooses to and is able to do so.

9. If a barrel falls after the contestant crosses the finish line, it will be considered a qualified run and no penalty will be assessed.

10. The pattern will be raked at even intervals.

11. Contestant cannot run the horse through the “out” gate for safety reasons.

C. Disqualifications – Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/ or passing the plane of the barrel on the off side. Example: should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.

Pole Bending

A. Objective – The contestant shall race his/her horse through the pole bending pattern and do this in the least amount of time possible.

B. Rules

1. Time Limit – 60 seconds

2. Equipment – six (6) bases, each capable of holding upright a six (6) foot pole that will fall if it is hit by a contestant.

3. Pattern – The course shall consist of six (6) poles set in a straight line; the first one being set 21 feet from the start/finish line. Each pole after shall be set 21 feet apart. No pole may be closer than 20 feet from any fence or wall. It is mandatory that the pattern be staked so that the poles will be set in the same spot for the duration of the event.

4. The pattern will be raked at even intervals.

5. The contestant will enter the arena, race across the start/finish line and may start on either side of the pattern he/she chooses. He/she must race down along the side of the poles and upon reaching the sixth or end pole; he/she must turn around that pole. He/she must then weave back through the poles toward the first pole. He/she must then turn around the first pole and then weave back through the poles toward the sixth or end pole. He/she must then turn around this pole and then race alongside the poles back to and across the start/finish line.

6. Penalties – There will be a five (5) second penalty assessed for each pole that is knocked down.

7. The contestant may touch the pole by hand to keep it from falling if he/she chooses to and is able to do so. No penalty will be assessed for touching the poles.

C. Disqualifications – Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/ or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.

Flag Race

A. Objective – To race through the course mounted horseback, deposit a flag in the 1st bucket; retrieve a flag from the 2nd bucket and cross the finish line in least amount of time possible.

B. Rules:

1. Time Limit – there is no time limit for this event.

2. Equipment – two (2) five (5) gallon buckets, set on 55-gallon barrels. Sand must be used to fill the buckets. No other substance permitted. The sand must be approximately (six) 6 or more inches deep. On the retrieving bucket, the top of the flag must protrude above the rim of the bucket a minimum of (five) 5 inches.

3. Barrels with buckets on top should be set to size of arena.

4. The contestant may run the course either direction, from left to right or right to left.

5. In either case, the bucket on the 1st barrel he/she comes to shall not have a flag in it. The bucket on the 2nd barrel he/she comes to shall have a flag set in the bucket.

6. The contestant is given a flag just prior to or when he/she enters the arena. He/she then races across the start/finish line toward the 1st barrel. As he/she turns around the 1st barrel, he/she places the flag into the 1st bucket. He/she then crosses over to the 2nd barrel and takes the flag out of the 2nd bucket and races back across the start/finish line.

7. The contestant may circle the barrel, if they choose to do so, without penalty.

8. He/she must carry the flag in his/her hand. Carrying the flag any other place but in the hand carries a two (2) second penalty.

C. Disqualifications:

1. Knocking over a barrel or turning a bucket over.

2. Failure to keep the flag in the 1st bucket.

3. Crossing the finish line without the flag from the 2nd bucket.

4. Using the flag as a whip on the horse.

Dummy Roping

A. Objective: To rope the mounted horns three (3) times upon entering the designated area, and to do so in the least amount of time possible.

B. Rules:

1. Time Limit – 180 seconds

2. The time starts when the contestant enters the box that is 10 feet from back of steer.

3. There will be a Line Judge flagging the start and one flagging the finish.

4. Time will stop when the contestant's slack is pulled tight.

5. Legal catches are: a. two horns b. half head, or neck

6. Each contestant will rope the dummy three (3) times.

7. Fastest on three catches will be the winner.

8. Fishing is allowed.

9. Penalties - If contestant steps on or over the barrier line, a five (5) second penalty will be assessed.

C. Disqualifications:

1. A dropped loop is considered a thrown loop.

2. If loop is placed on the horns and not thrown it will be considered a no time.

3. Parents/helpers must stand behind the designated line.

Stick Horse Barrel Race

A. Objective - The contestant shall race his/her stick horse through a cloverleaf barrel pattern and do this in the least amount of time possible. The Stick horse must remain between the contestant's legs at all times during the race.

B. Rules:

1. Time Limit – No time limit on this event.

2. Equipment – 55-gallon barrels must be used. Barrels must be closed on both ends; no open ends on barrels will be allowed.

3. Pattern – Shall be a shortened cloverleaf pattern with barrels positioned in a triangular fashion in the arena. Parent or adult is allowed to run with contestant to show them the pattern, but cannot assist the contestant.

C. Disqualifications – Not following the clover-leaf pattern and stick horse not remaining between the contestant's legs at all times during the race will receive a no time.

Boot Race

Forthcoming