

Speed Division

ATTIRE: Clothing must be clean and neat. Exhibitors shall wear a western hat and cowboy boots. A **western style boot with a minimum of 1-inch heel can be used.** A minimum of a short-sleeved shirt is required. The shirt must button or snap down the entire length of the shirt. Pullovers are not acceptable as a substitute for the shirt. Spurs may be worn at the option of the rider.

All riders are required to wear properly fitted equestrian headgear with fastened chin harness (ASTM/SEI approved helmets) in all speed events (Barrel Racing, Pole Bending and Stake Race). The helmet must remain securely fastened on the exhibitor the entire time the exhibitor is in the arena. If the helmet falls off, is loosened or is taken off prior to leaving the arena, the exhibitor will be disqualified. Helmets are acceptable and encouraged in all classes.

TACK: Horses shall be shown in a stock or appropriate speed event saddle. Legal bits are defined as:

1. 8-1/2 inch maximum length shank. Shanks may be fixed or loose;
2. With regard to mouthpieces, bars must be round, oval, or egg shaped, smooth and unwrapped metal of 5/16 to 3/4 inch in diameter, **measured 1 inch from the cheek.** They may be inlaid but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three piece, connecting ring of 1-1/4 inches or less in diameter, or a connecting flat bar of 3/8 to 3/4 inches (measured top to bottom with a maximum length of 2 inches), which lies flat in the horse's mouth is acceptable.
3. The port must be no higher than 3-1/2 inches maximum, with rollers and covers acceptable. Broken mouthpieces, half-breed and spades are standard.
4. Slip or gag bits and donut and flat polo mouthpieces are not acceptable in judged classes, but are acceptable in speed events. Mechanical hackamores, tie downs, running martingales and draw reins are acceptable in Barrel Racing, Pole Bending, Stake Race, Roping, classes.

POLE BENDING

Pole bending is a timed event.

Each contestant will begin from a running start, and time shall begin and end as the horse's nose crosses the line. A clearly visible starting line must be provided. An electronic timer or at least two watches shall be used, with the time indicated by the electric timer or the average time of the watches used by the official timers to be the official time.

The pole bending pattern is to be run around six poles. Each pole is to be 21 feet apart, and the first pole is to be 21 feet from the starting line. Poles shall be set on top of the ground, 6 feet in height, with no base more than 14 inches in diameter.

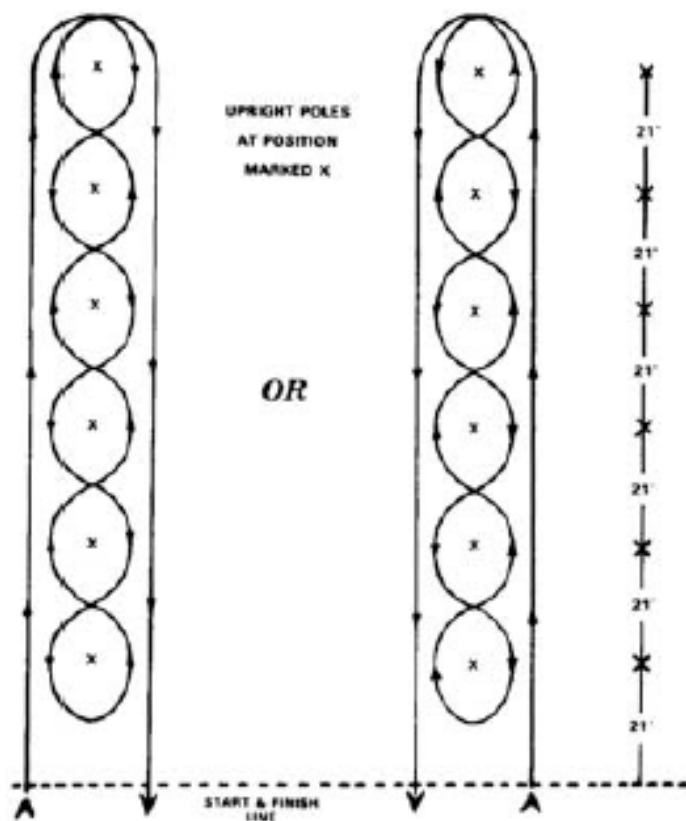
A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.

Knocking over a pole shall carry a five-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch a pole with his or her hand in pole bending.

The helmet must remain securely fastened on the exhibitor's head the entire time the exhibitor is in the arena. IF the helmet falls off or is taken off prior to leaving the arena, the exhibitor will be disqualified.

In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two seconds of its original time or the runoff must be held again. Penalty time will not apply to the two-second rule, but will apply to the final runoff time.

The judge, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope in front of the cinch. No assistance, to either horse or rider, is permitted past the arena gate.

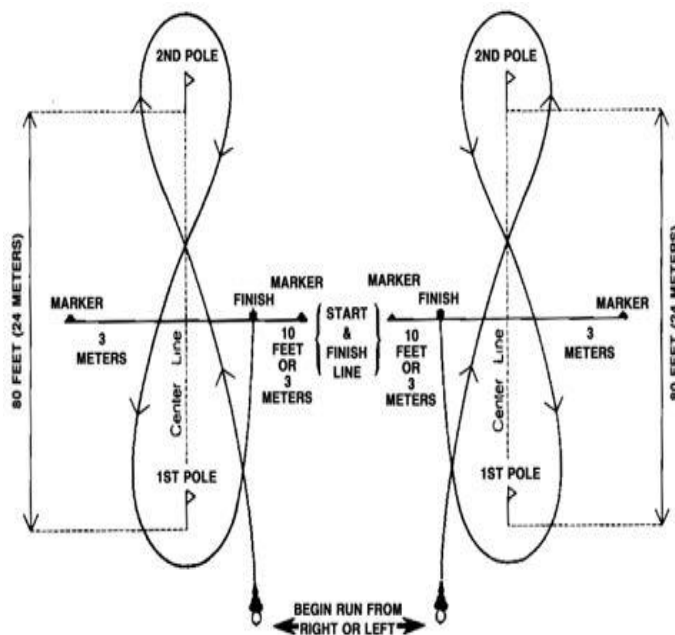
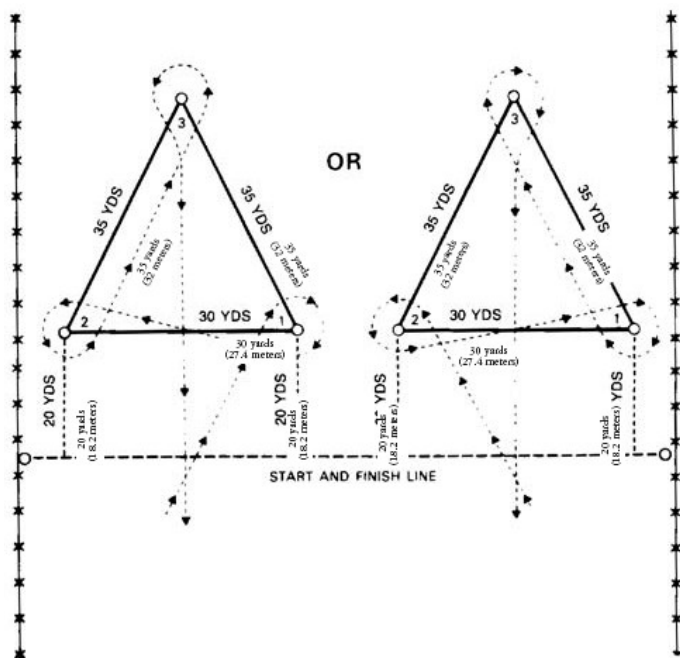


BARREL RACING

Barrel racing is a timed event.

- A. The course must be measured exactly according to diagram and cannot exceed these dimensions. However, if the course is too large for the available space, the pattern should be reduced five 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 course, allow ample room for horses to complete 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.
- B. Brightly colored 55-gallon steel drums with both ends in must be used. There shall be no rubber or plastic barrels or barrel pads used.

- C. Starting line markers or electric timers, when possible, shall be placed against the arena fence. An electric timer or at least two watches shall be used, with the time indicated by the electric timer or average time of the watches used by official timers to be the official time.
- D. 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.
- E. The contestant is allowed a running start. At a signal from the starter, the contestant will run to barrel number 1, pass to the left of it, and complete an approximately 360 degree turn around it; then go to barrel number 2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then go to barrel number 3, pass to the right of it, and do another approximately 360 degree turn around it; then sprint to the finish line, passing between barrel 1 and 2. This barrel course may also be run to the left. For example, the contestants will start to barrel number 2, turning left around this barrel, then to barrel number 1, turning to the right, then to barrel number 3, turning again to the right, followed by the final sprint to the finish line.
- F. Knocking over a barrel carries a five-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his or her hands in barrel racing.
- G. The helmet must remain securely fastened on the exhibitor's head the entire time the exhibitor is in the arena. IF the helmet falls off, is loosened or is taken off prior to leaving the arena, the exhibitor will be disqualified.
- H. The judge, at his or her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope in front of the cinch.
- I. In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two seconds of its original time or the runoff must be held again. Penalty time will not apply to the two-second rule but will apply to the final runoff time.
- J. No assistance, to either horse or rider, is permitted past the arena gate.



STAKE RACE

This is a timed event.

- A. 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.
- B. The contestant is allowed a running start and may begin the run from either the left or right side of the first pole. Start by crossing the center line again between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line.
- C. The start and finish line are 20 feet wide and marked by two upright markers (10 feet on each side of the center line and short enough so as to not interfere with the timer if one is used. Short pylons or cones are recommended.) The first and second poles marking the centerline are each 40 feet from the start and finish line, making them 80feet apart.
- D. The helmet must remain securely fastened on the exhibitor's head the entire time the exhibitor is in the arena. If the helmet falls off or is taken off prior to leaving the arena, the exhibitor will be disqualified.
- E. Failure of a contestant to cross the start and finish line between the markers shall result in no time.
- F. Failure of contestant to cross over the center line between the markers before turning the first pole and cross back over the centerline after turning the second pole shall result in no time.
- G. If an upright marker or pole is knocked down, it shall result in no time.
- H. No assistance, to either horse or rider, is permitted past the arena gate.

BREAKAWAY ROPING

This is a timed event with a 30-second time limit.

- A. This event shall be performed following the same general rules as youth calf roping under the usual common rodeo standards and conditions.

- B. Horse must start from behind a barrier. A 10-second penalty will be added to the time for breaking the barrier.
- C. Two loops will be permitted. One or two ropes are to be tied to the saddle horn by a heavy string (furnished by show management) in such a manner as to allow the rope to be released from the horn when the calf reaches the end of the rope. A visible cloth or flag must be attached to the end of the rope tied to the horn to make it easier for the flagger to see it break free.
- D. Should the roper desire to use a second loop, he may either recoil if carrying only one rope or use a second rope tied to the saddle horn. If the second loop falls loose, it cannot be rebuilt.
- E. The contestant may free his first rope from the horn after a miss, before getting his second loop ready if he wishes.
- F. The contestant shall receive no time should he break the rope from the horn by hand or touch the rope or string after the catch is made. If the rope dallies or will not break free when the calf reaches the end of it, the contestant will receive no time. No assistance is allowed in roping box.
- G. Time will be called from drop of flag at barrier to the break of rope string from the saddle horn. A legal catch is a loop that goes around the calf's head and draws up on any part of the body, causing the rope to break from the saddle horn. Roping the calf without releasing the loop from the hand is not permitted.
- H. The contestant shall not attempt to rope the animal until the barrier flag has been dropped. Any attempt by a contestant to position his horse behind the barrier, enabling the contestant to rope the calf without leaving the barrier or box, shall be considered a disqualification.
- I. Rope may not pass through bridle, tie-down, neck rope or any other device.
- J. A judge may, at his discretion, use the ring steward and other show officials to assist as barrier judges to help determine legal catches or any rule infractions.
- K. It is recommended, whenever possible, that the judge be on horseback and flag the class.
- L. Ropers are not allowed to practice roping in the barn after the roping classes have been completed.

TIE-DOWN ROPING

- A. Contestant must catch calf, dismount, go down the rope, throw the calf by hand, cross and tie any three legs.
- B. If a calf is down when roper reaches it, calf must be stood on at least three feet and rethrown. If roper's hand is on calf when calf falls, calf is considered thrown by hand. Rope must stay on calf until roper gets hand on calf. Tie must be finished with half hitch or "hooley."
- C. Tie must hold for five seconds after roper gives slack to calf and then must be passed by the field judge. Roper will be disqualified if he touches calf after he signals the finish of the tie. No person may touch the calf until the field judge evaluates the tie.
- D. Any catch on any part of calf with rope will be considered legal.
- E. If any part of barrier fails to work and such failure results in disadvantage to roper, roper may request calf over, at discretion of barrier judge, if he declares himself immediately. Once calf is roped at, no roper will receive calf over because of equipment failure. No assistance is allowed in roping box.
- F. A 10-second penalty will be added to the roper's time for beating or breaking the barrier.
- G. Two loops will be permitted in a limit of 30 seconds. Contestant has 30 seconds from barrier break to throw two loops. Time is to continue up to a maximum of one minute if calf is roped during the 30-second roping time allotment. Should the roper desire to throw a second loop, he may recoil rope or use second rope tied to the saddle. If a roper misses with two loops, he must retire, and no time will be allowed. Roper must release loop from hand when calf is roped.
- H. Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf. If a horse drags a calf, judges may stop horse, and roper may be disqualified.
- I. If a tie comes loose or the calf gets to its feet before the tie has been examined and ruled a fair one, roper will receive no time.
- J. Types of bridles or other equipment used are optional choices of the contestant; however, officials may prohibit use of any equipment they consider severe. Tack collars or tie downs with bare metal in contact with any part of the horse's body are prohibited. Neck ropes are required.
- K. Jerk lines are permitted.
- L. Ropers are not allowed to practice roping in the barn after the roping classes have been completed.

GOAT TYING

General Rules:

- A. Starting lines will be clearly visible.
- B. Starting line will be at least 100 feet from the stake.
- C. Contestants will start their run from inside the arena. Arena gate will close and remain closed until the run is complete.
- D. Two flags will be used, one at the start line to begin time and one by the judge to indicate the completion of the run.
- E. Time will begin when the horse's nose crosses the starting line. Goat holders must release the goat when the start flag is dropped.
- F. All goats used will be tied a maximum of 5 consecutive runs before another run on the goats can begin. At the judge's discretion a new goat can be used before 5 runs are complete if they feel the goat is too difficult.
- G. Goat handlers must stand directly behind the goat. Judges will position themselves so they are able to have a clear view of the goat.
- H. The goat should be tied to a stake with a rope 10 feet in length.
- I. The stake should be completely under the ground so no part is visible or above ground.
- J. The contestant must ride from the start line to the goat, dismount and flank the goat by hand. Once flanked the contestant must cross wrap and tie by hand at least 3 feet together using a leather string, rope or pigging string. No wire is to be used in the goat string.
- K. **Legal Ties:**
 - I. If using a leather string or rope there should be at least one complete wrap around at least 3 legs and a half hitch, hooley or knot. The contestant will tie the goat by hand with no pre-made wraps, coils, knots, hooleys or half hitch.

2. If the contestant uses a pigging string, they must string the front leg first and then cross and tie any three legs. There must be at least one wrap around all three legs and finished with a half hitch or hooley. A hooley is a half hitch with a loop.
- L. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet before the contestant can begin the tie.
 - M. Time will stop when the contestant signals the completion of the tie.
 - N. The legs of the goat must remain crossed for 6 seconds after completion of the tie for the run to qualify. Once contestants signal the end of the run they must move away from the goat and remain clear of the goat before the judge starts the 6 second time run off.
 - O. If the goat gets up before the end of the 6 seconds the contestant will receive a no time.
 - P. If contestant gets the rope of string holding the goat wrapped around their leg, they can ask permission from the judge to remove it. After receiving permission from the judge, they can remove the rope and then move away from the goat for the 6 second run off to begin.
 - Q. Contestants will receive a no time if they touch the goat or attempt to retie the goat after they have signaled the end of the run.
 - R. If contestants horse crosses over or comes in contact with the rope or goat before the contestant signals for the end of the run a 10 second penalty will be added.
 - S. If goat should break away because of the horse the contestant will receive a no time.
 - T. No re-run will be given due to a contestants faulty or broken equipment.
 - U. Management should provide goats that are uniform in size.
 - V. Sharp horns should be tipped.

Time Limit:

There will be a maximum of 1 minute for the class. Contestants will have 30 seconds to flank the goat. If contestants flank the goat within the first 30 seconds of the run, they will be given an additional 30 seconds to tie the goat.