

EVENT INFORMATION



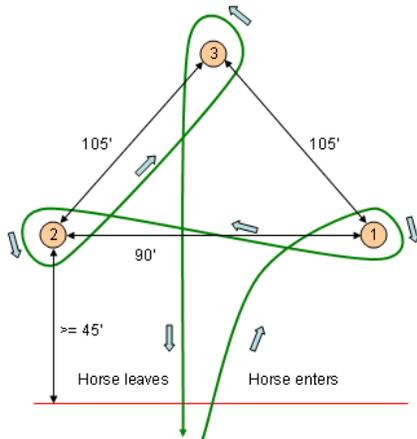
Barrel Racing

Riders enter at the red line, circle around the 1st barrel, proceed to the 2nd barrel, and then continue on to the 3rd where they will complete the pattern and finally exit the course crossing the red line a second time. This pattern is often referred to as a "Cloverleaf". The pattern may also begin with the left barrel first.

Penalty - Add 5 seconds for each barrel knocked over

Disqualification:

- Going off pattern
- Crossing backover the starting line before completing the pattern



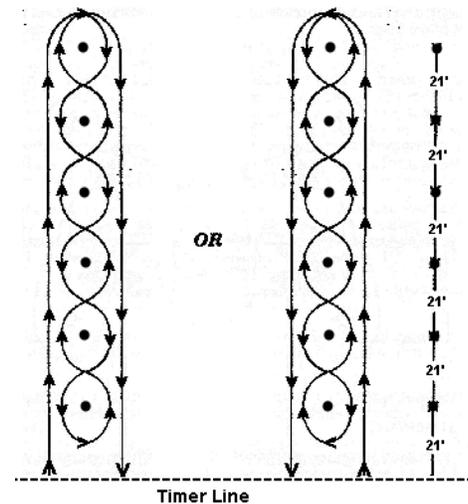
Pole Bending

A rider and horse run past a timer line to the end of a line of six poles, then turn the end pole and weave down through the pattern, again turn at the last pole and weave back up, then run back home across the timer line. The fastest time will win.

Penalty - Add 3 seconds for each pole knocked over

Disqualification:

- Going off course
- Going over finish line before completing course
- When running doubles, going over centre line

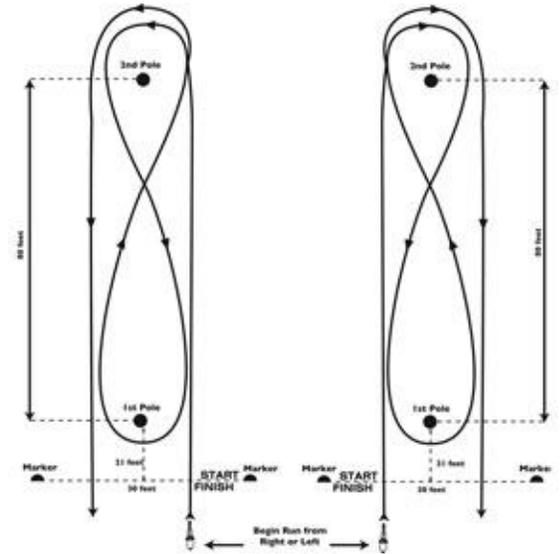


Stakes

Stakes to be set 100 feet apart and the second stake is to be 20 ft. away from the start line, with start and finish line being the same as all other events. The rider will start at the end of the arena, race down to the far pole and turn one direction, come back to the near pole and turn the opposite direction, go back to the far pole and turn the same direction as the first time, and then race back across the finish line at the end of the arena. No running starts. If running two riders at a time, both riders will turn the same direction on the stakes, which will be determined before the event begins.

Disqualifications

- Knocking over a stake.
- Stepping on or over the start line once the pattern has been initiated.
- Going off course - if the horse and rider correct the mistake before the horse's shoulder goes past the stake by backing up to do so and then continuing with the pattern, they will NOT be disqualified. Once the horse's shoulder passes the stake, the pattern is broken resulting in disqualification.
- Crossing the center line if running two contestants at a time.

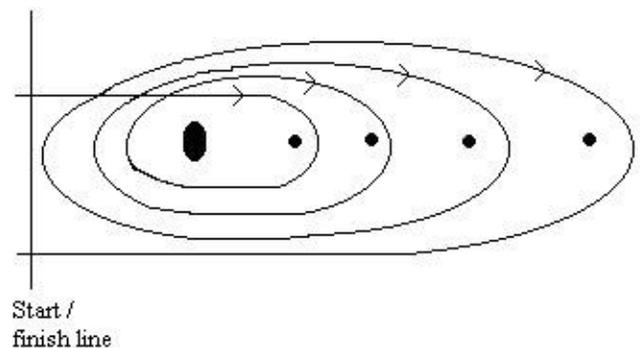


Flags

Course to be set up with four flag stakes in a straight line 10 feet apart. A container to hold flags to be set 50 feet away from the first flag and 20 feet from the start line. A rider crosses the line and runs to first flag, picks it up, returns to barrel and drops flag in barrel and continues consecutively up the row of flags. After the fourth flag is deposited, crosses the finish line. A rider may start on either side of the flags but must continue picking flags from the same side throughout.

Disqualifications:

- Not going around flag or barrel
- Knocking over barrel
- Not picking flags in proper order
- Dropping or missing a flag
- Crossing finish line before course is finished
- Going off course
- Touching horse with flag (that is: used as a crop)

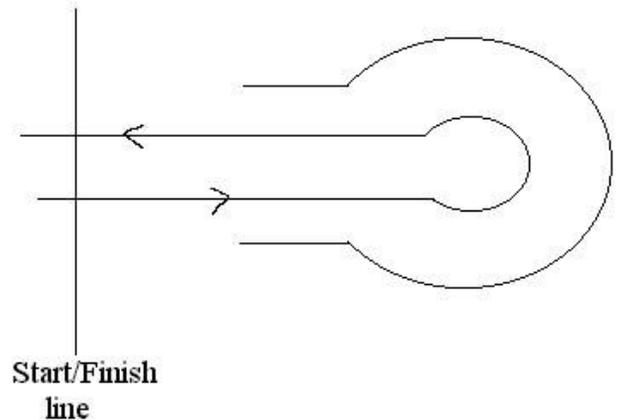


Keyhole

The keyhole is a 20 foot diameter circle with a slot 4 feet wide and 10 feet long. A starting line is set 100 feet back from the mouth of the slot. A rider is timed from crossing the line, running through the slot, turning and running out through the slot and back across the finish line. Horse must not step on the white marked lines. A judge is appointed to watch for stepping on or over the lines.

Disqualifications:

- Stepping on or over the slot or keyhole
- Going off course



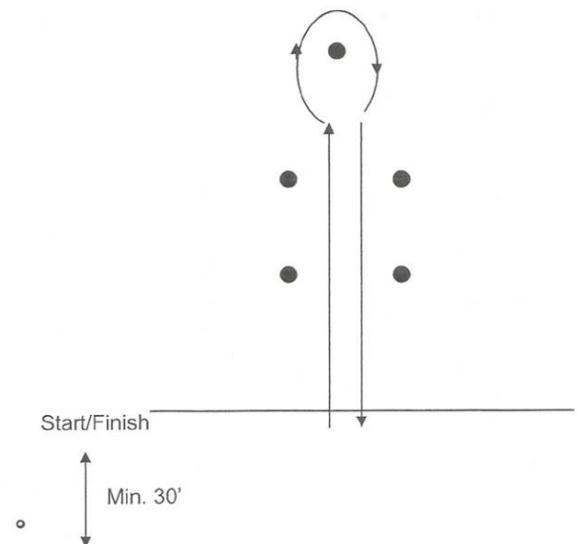
Thread The Needle

Course will be set up using 5 poles as shown on the diagram. 2 poles will be placed four feet apart approximately 100 feet from the start/finish line. The next 2 poles will be placed 10 feet from the first 2 with the final pole in the middle about 5 feet from the second set of poles. The rider will run from the start line between the first four poles, turn around the 5th pole (in either direction), run back through the four poles to the finish. NO running starts.

Penalty - a 3 second penalty will be added for any of the first four poles that are knocked over.

Disqualifications:

- Knocking over the 5th pole.
- Stepping on or over the start line before the pattern has been completed.
- Going off course - If the horse and rider do not enter the poles through the middle of the first set, the rider may stop the horse, back him up and continue with the pattern as it should be. The rider may not turn the horse and return to where they broke the pattern or they will be disqualified.
- Crossing the center line if running two at a time.



Goat Tying

Time will start when the contestant crosses the starting line and will stop when she signals the completion of the tie. Should the horse cross or come in contact with the goat or goat rope any time during the run a ten (10) second penalty will be assessed. If the goat should break away because of the fault of the horse, the contestant will receive a no time for that run. The goat is to be tied to a stake with a rope ten (10) feet in length and made of cotton. Stake should be pounded completely into the ground so that no part is visible. Contestant must ride mounted on a horse from starting line to goat, dismount from horse, throw goat by hand, cross and tie any three legs together with tie string of contestant's choice.

- Wee Pee & Pee Wee riders will participate in goat tail un-tying, by pulling a survey ribbon off the goat.
- The 11-14 boys goat tying must tie goat with piggin string just like a calf.
- The tie will be passed on by field judge and if it is not secure for five (5) seconds the contestant receives no time. If the contestant returns to tie after signaling completion and before five (5) seconds is up she will receive no time. After signaling completion, contestant will step back at least three (3) feet from the goat and await the five (5) second time limit. After the five (5) second time limit has passed the JUDGE will remove the string from the goat.
- If the goat is down when the contestant reaches it, the goat must be cleared of the ground before tie is made.
- If contestant's hand is on the goat when the goat falls, goat is considered thrown by hand.
- Flagger's decisions will be final.
- Goat must be tied with at least one wrap and hooley or a knot.
- When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-run.

Dummy Roping

Wee Pee & Pee Wee: 1 legal head catch, one helper allowed. Each contestant will get three loops in the preliminary round and if they catch all three they will return for the finals.

FISHING IS ALLOWED

Junior: Each contestant will get three loops in the preliminary round and if they catch all three they will advance to the finals. No helper permitted. NO FISHING ALLOWED

Intermediate: Each contestant will get three loops in the preliminary round and if they catch all three they will advance to the finals. No helper permitted. NO FISHING ALLOWED