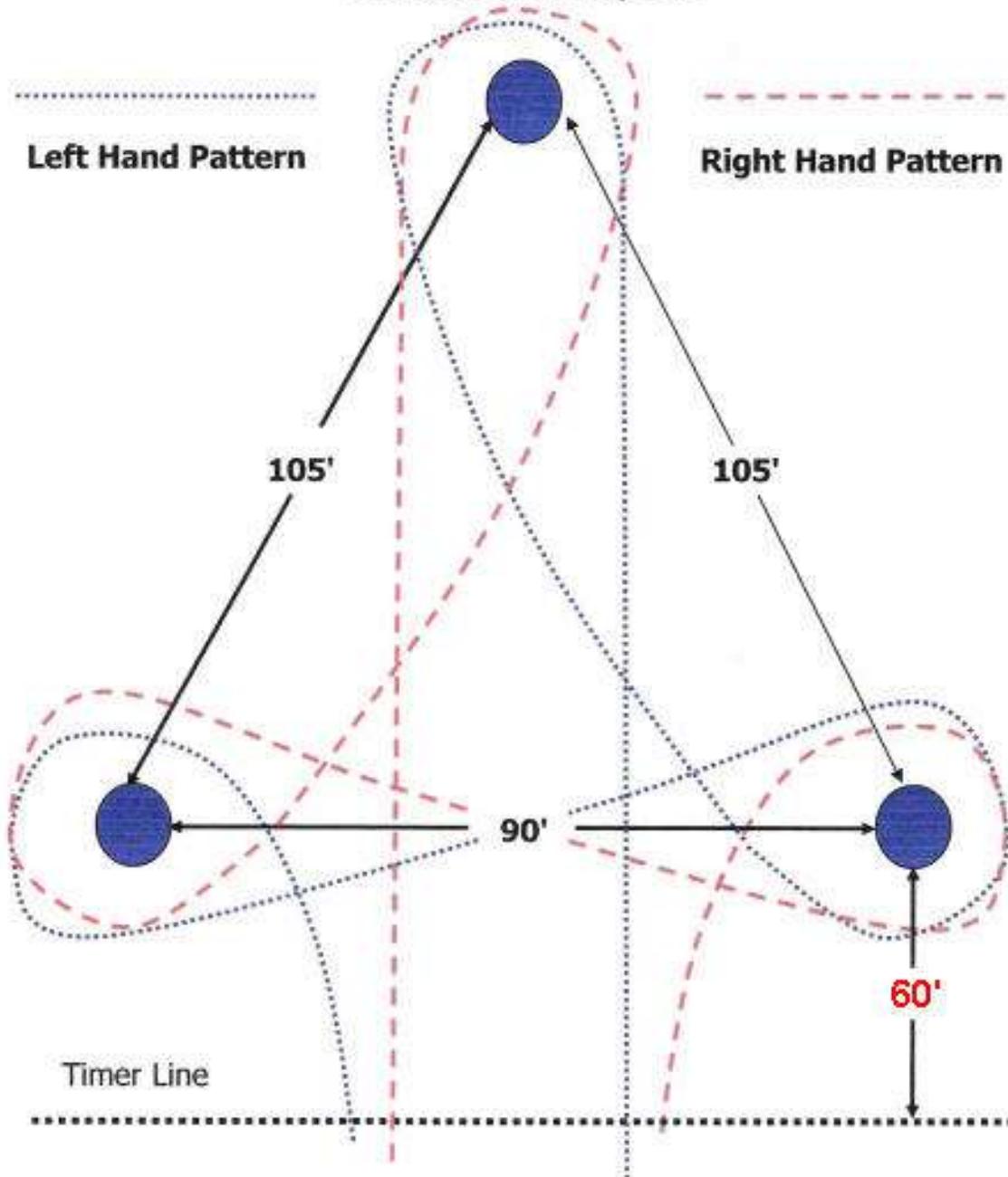


## Barrel Race Rules

1. The Barrel race is a timed event using three identical barrels set in a cloverleaf pattern.
2. The starting gate must remain the same throughout the entire event. The gate will open to allow rider to enter arena and closed for the duration of the run. The gate will reopen once the rider has completed their race.
3. The start/finish line and barrel positions will remain the same throughout the entire event.
4. The pattern must meet the following conditions:
  - a. The first two barrels must be a minimum of 15 feet off of the side fence.
  - b. A minimum of 30 feet between the third barrel and the back fence.
  - c. A minimum of 30 feet between the time line and the first barrel.
5. Any time a contestant crosses the starting line, time will begin.
6. A contestant will be given a "no time" for missing the pattern.
7. A contestant will be disqualified for running out of turn. It is the contestant's responsibility to know his/her draw position.
8. A contestant will be given a 5 second penalty for each barrel knocked over. Touching a barrel, including to keep it from falling, is permitted without penalty.
9. A contestant will be given a no time if the horse or rider falls during the run in such a manner as to break the pattern, or if the rider falls off the horse.
10. If a barrel is moved off its marker during competition, the barrel must be reset prior to the next competitor's run.
11. Contestants may ride any horse, regardless of ownership, and may ride as many horses as they choose in a class.
12. Order of riders shall be done in a random manner. Once set, the draw may not be changed, except to accommodate entries with the same horse or rider. Changes must be moved to the end.
13. Only one horse may be in the competition arena at any time during competition.
14. Reruns shall be granted if the timer fails to work properly or if the barrels are not placed properly on their markers. Any penalty incurred on the original run shall not be applied against the rerun.
15. Contestants who are given a no-time for missing the pattern, may complete the pattern.

## Cloverleaf Barrels



Left or right hand pattern may be used.  
Props: 3 large barrels.