

Speed Events Rules

COMMON RULES

- 1 Riders must enter and exit the ring at a walk. The rider is allowed a running start once they are in the ring.
- 2 Riders must wait for the signal to start before beginning their run. Anyone starting before the signal or failing to start within 60 seconds of the signal will be eliminated.
- 3 Timing will begin as soon as horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.
- 4 Failure to complete the course before crossing the finish line will result in elimination.
- 5 A horse must enter and exit through start & finish markers or the run is disqualified.
- 6 Knocking down a marker, pole or barrel, results in a 5 second penalty added
- 7 Off pattern is a disqualification.

STAKE RACE

- 1 Start by crossing centre line between the upright markers, run a figure 8 around upright markers, and finish by again crossing center line.
- 2 Rider may go right or left, just so the figure 8 is run.

Set-Up

- 2 upright markers are set 40 feet on either side of the center point
- 2 upright markers will be placed on the starting line 10 feet on each side of the center point.

POLE BENDING

- 1 Start by riding down one side of the poles, reverse and weave through poles, reverse and weave through the poles again, then reverse and ride down the other side to finish line.
- 2 Rider may start on either side of poles.

Set-Up

- 6 upright poles set 21 feet apart
- 1st pole to be 21 feet from starting line.

BARREL RACE

- 1 Option 1 - Horse makes right turn around right barrel, left turn around left barrel, left turn around head barrel and back between base barrels to cross finish line.
- 2 Option 2 – Horse makes left turn around left barrel, right turn around right barrel, right turn around head barrel and back between base barrels to cross finish line.

Set-Up

- 3 barrels - each barrel is placed 20 feet from the outside edge of the ring.
- Course dimensions are:
 - between 1st & 2nd barrels is 30 yards
 - between 2nd & 3rd barrels is 35 yards
 - between 1st & 3rd barrels is 35 yards

FLAG

- 1 Option 1 - Rider rides one side of 1st barrel, picks up flag, rides around end barrel, rides back to other side of 1st barrel, deposits flag and runs across finish line.
- 2 Option 2 - Rider may ride a figure 8.
- 3 Rider may pick up flag from either side of the barrel.
- 4 Off pattern, dropping flag on ground, flag not finishing in barrel or striking horse with flag are disqualifications.
- 5 Flag must stay in barrel.

Set-up - Barrels are 35 feet apart; End barrel is 20 feet from edge of arena.

ARENA RACE

- 1 Rider rides around the outside of the start markers and barrels and stops in the box at finish line.
- 2 Rider must stay in box for 5 seconds.
- 3 Off pattern, stepping out of or leaving the box before 5 seconds is up are disqualifications

Set-Up

- Start marker is 20 feet from arena edge
- 2 barrels - 1 at each end corner, 20 feet from arena edge
- Box is made of 3 12' poles, with the direction that the rider is coming from being open.

DASH FOR CASH

- 1 Rider rides from starting line around the barrel, and back across start-finish line
- 2 Rider may ride in either direction.

Set-Up - Barrel is centered at end of arena at least 20 feet from the arena edge.