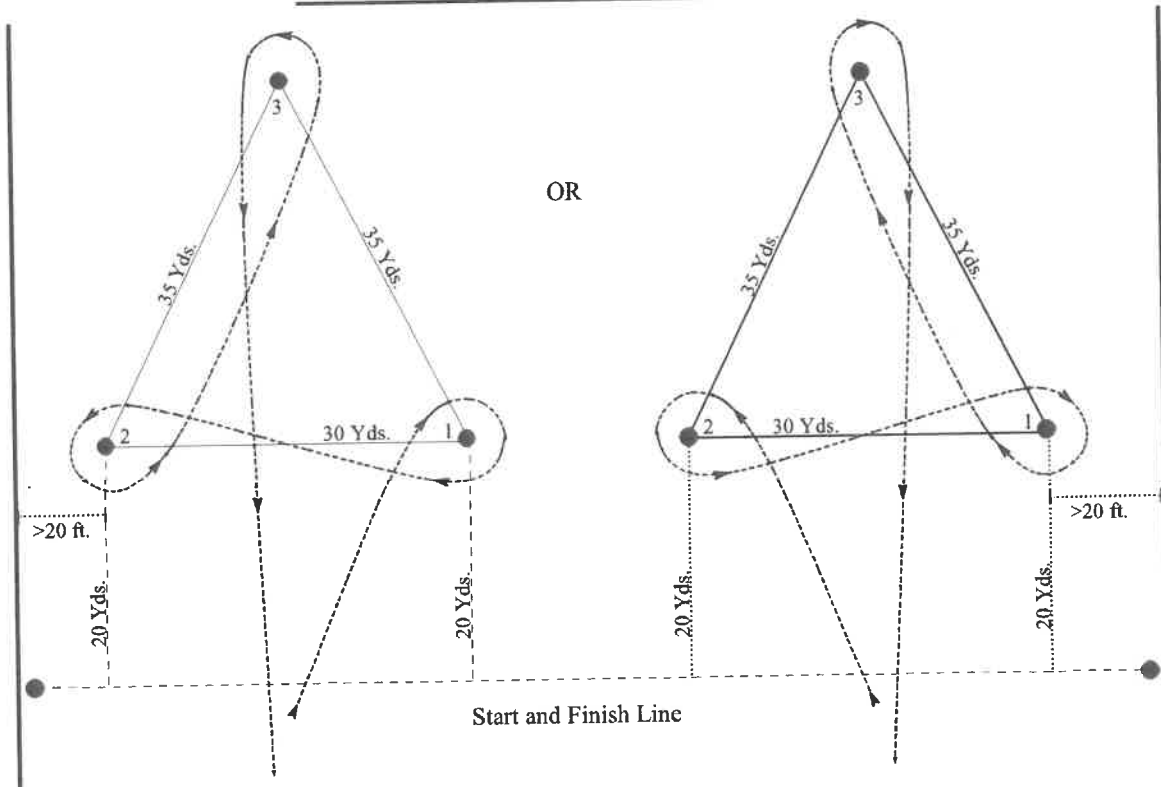


## BARREL RACE, Classes 32–33

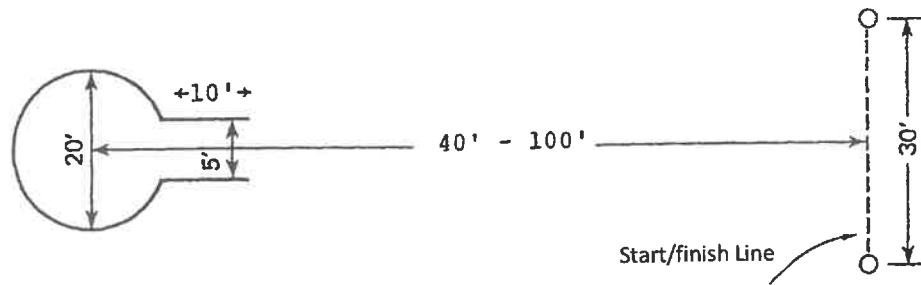
1. The course must be measured exactly. If the course is too large for the available space, then the distance between the barrels should be reduced five yards at a time until the pattern fits the arena. The distance from barrel number 3 to the finish line need not be reduced five yards at a time if there is sufficient room for the horse to stop. Remember to leave adequate space between barrels and obstacles. First and second barrel should be at least 20 feet from fence.
2. At a signal from the starter, the contestant will run to barrel number 1, pass to the left of it, and complete a slightly more than 180 degree turn around it; then go to barrel number 2, pass to the right of it, and complete a slightly more than 180 degree turn around it; then go to barrel 3, pass to the right of it, and turn approximately 180 degrees around it; and then sprint to the finish line passing between barrels 1 and 2.
3. This barrel course may also be run to the left. For example, the contestant will start to barrel number 2, turning to the left around this barrel, then to barrel number 1, turning to the right, then to barrel number 3, turning to the right, followed by the final sprint to the finish line.
4. Each barrel knocked over shall carry a five (5) second penalty

### ACCEPTABLE BARREL RACE PATTERNS



## KEYHOLE RACE, Class 26–27

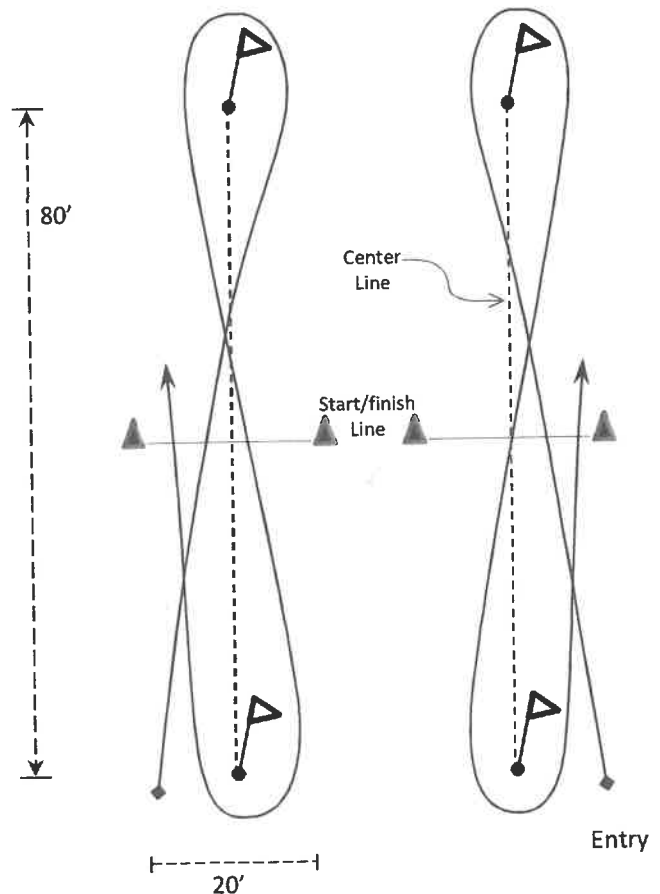
1. Time starts as the contestant crosses the start-finish line, which should be designated by markers. Contestant shall proceed through the five-foot entrance, turn right or left in the circle, return through the entrance and cross the start-finish line between markers. Time stops as the contestant crosses the start-finish line.



2. The starting line shall be 40 to 100 feet (according to arena size) from the entrance to the keyhole.
3. The entrance shall be 5 feet wide and 10 feet long, connected to a circle 20 feet in diameter.
4. A contestant is disqualified if a horse steps on or outside the markings of the circle or the opening or fails to cross start-finish line between markers.
5. Lime or flour is suggested to lay out the patterns.

## STAKE RACE, Class 28–29

1. The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the start line and will be stopped when the horse's nose passes over the finish line. Start by crossing start line between start/finish markers. Contestant must cross center line (dotted) when going to first end pole. At the first pole, contestant may go right or left. Between first turn and second turn horse must cross center line (dotted). The second turn **MUST** be opposite the first turn. Finish by crossing or not crossing center (dotted) line between start/finish markers.
2. Upright end poles are set 40 feet on each side of the start/finish line. Two upright markers will be placed on the start/finish line (10 feet on each side of the dotted center line). If an electric timer is used, it is suggested that rubber cones, short enough so as not to interfere with the timer, be used.



3. Failure of contestant to cross start/finish line between markers will result in disqualification.
4. Knocking over pole or any start/finish marker constitutes a five (5) second penalty.

## POLE BENDING, Classes 30–31

1. 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.
2. 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.
3. Knocking over a pole constitutes a five (5) second penalty.

