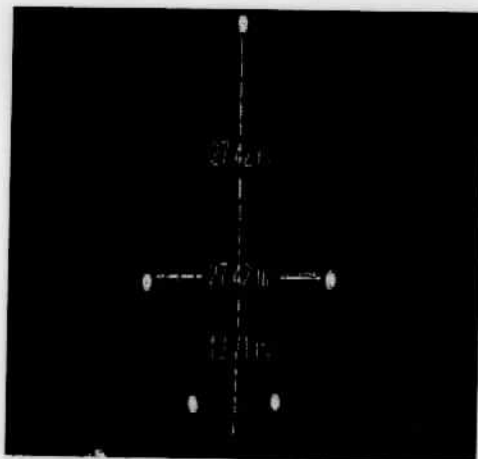


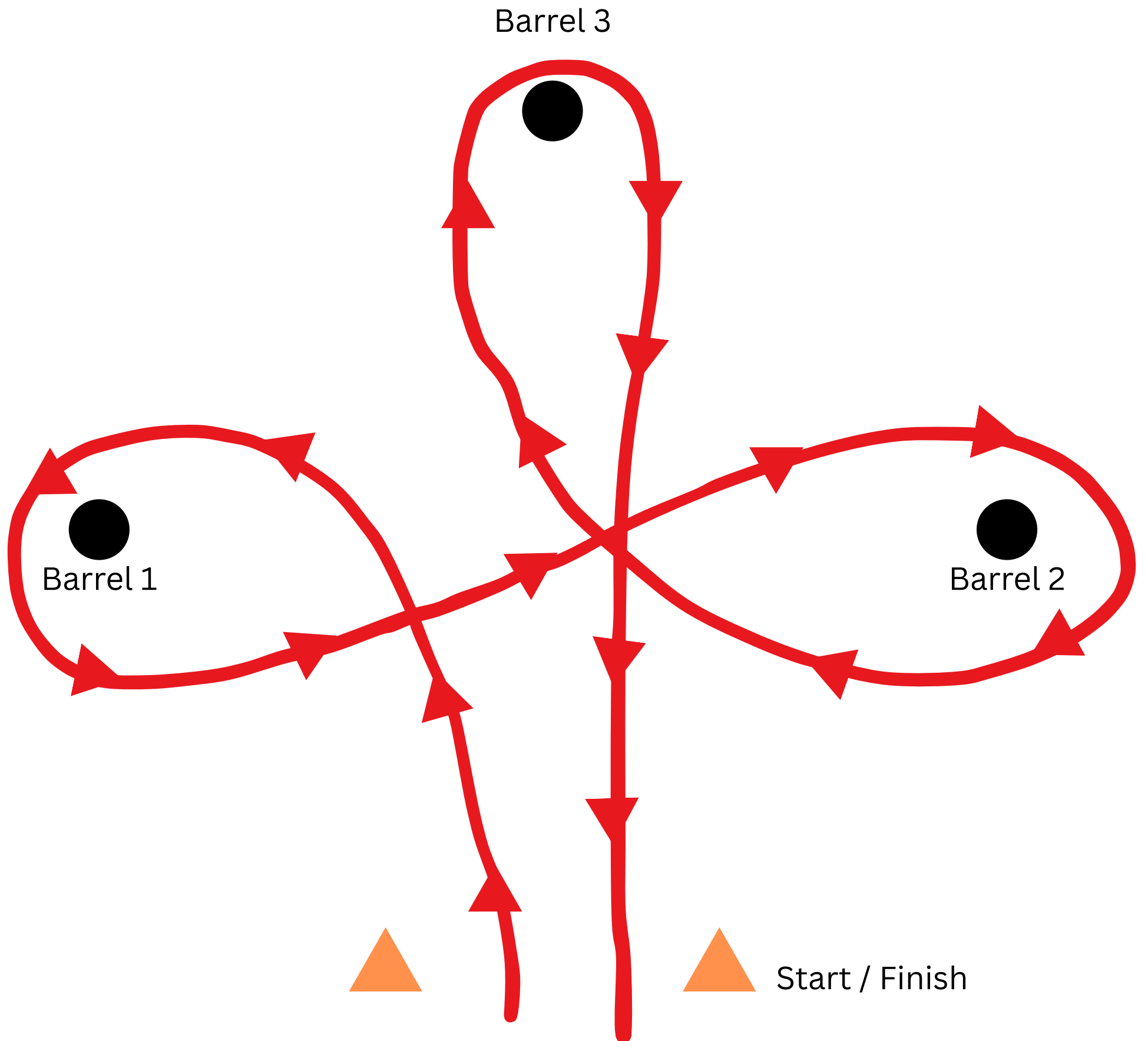
BARREL RACE

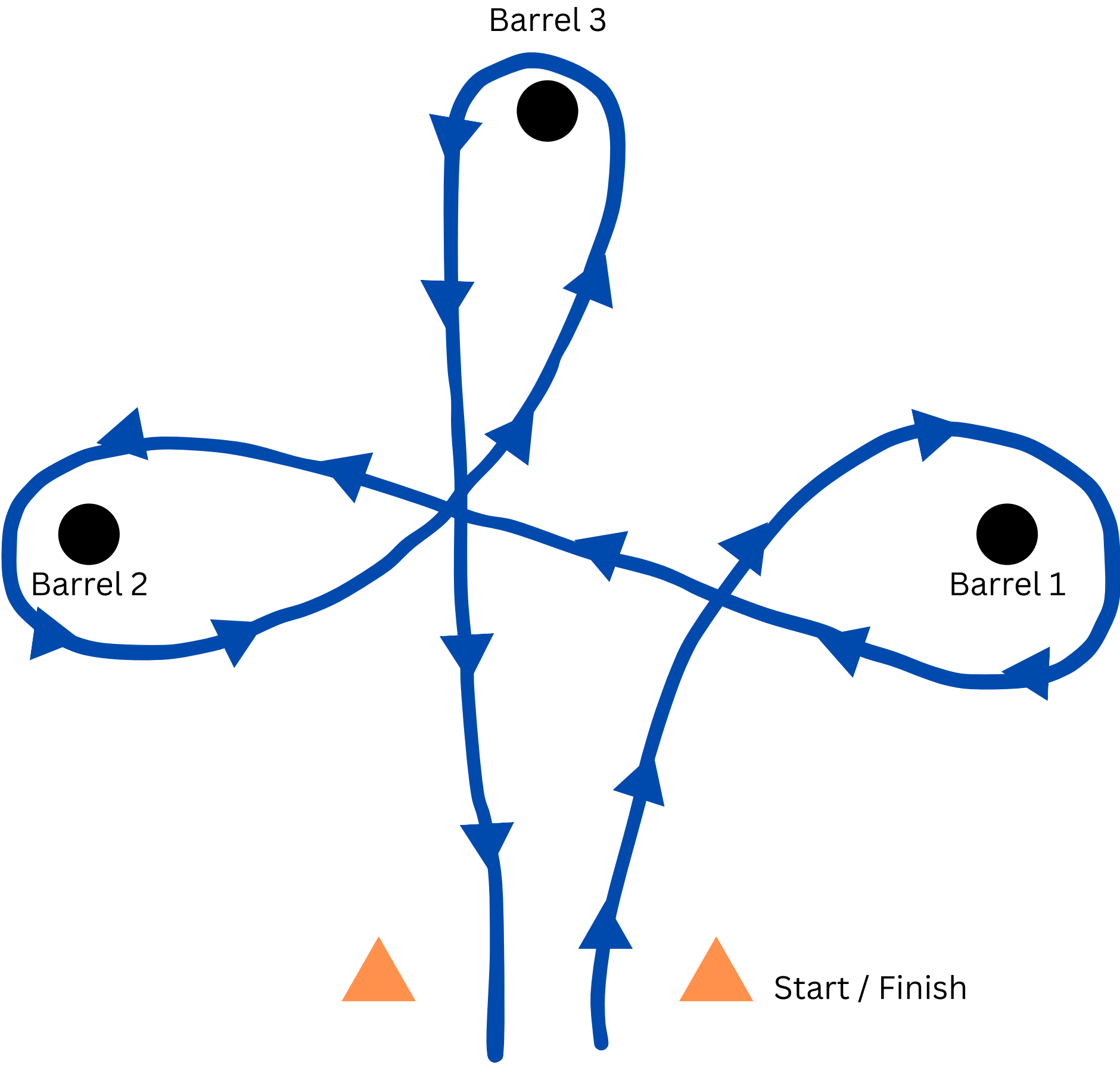
1. Barrel distances are as shown on the sketch. The outside edge of the barrel will touch the measured spot in order that the horse will be required to travel only the measured distance.
2. Barrels are to be 44 gallon size drums, with tyres.
3. Riders may go to either right or left barrel first, but must make one left hand turn and two right turns, or one right turn and two left turns.
4. The starting and finishing line and the position of the barrels must be marked permanently for the entire fixture.
5. A 5 second penalty will be added for:
 - a. each barrel knocked over;
 - b. each barrel touched with hand.
6. A flying start is allowed.
7. Riders are in the hands of the judges once they say they are ready, but judges will not start riders until they advise they are ready.
8. Watches used to be in at least tenths of a second.
9. Horses are to be timed on the nose crossing the starting and finishing line.
10. In any championship there are to be at least 2 official timers — an official timer and a check timer. These timers are to remain the same throughout the championship, except in the case of sickness or injury.
11. Each horse may have only one start in the event.
12. In determining the first 5 placings, if any horses register equal times, the horses concerned will be re-run to determine their placings.
13. Horses registering equal times for placings for 6th to 10th place will be scored by equalizing the points.

Disqualification to result from:

- a. Not following the prescribed barrel racing patterns.
- b. Any horse which in the opinion of the judge is deemed to be unfit for the event, to be disqualified at the discretion of the judge or judges.
- c. Excessive hitting of the horse with spurs, whips or any object whatsoever.
- d. The carrying of whip in the mouth.







Barrel 3

Barrel 2

Barrel 1

Start / Finish