8. Arena size for this competition may be either 20 m x 40 m or 20 m x 60 m.

**SPEED EVENTS DIVISION** (Classes 48–55)

**APPOINTMENTS:**

**PERSONAL:** Clothing should be clean and neat. Riders shall wear western boots (no tennis shoes or sport shoes are acceptable) and western dress pants or jeans. Shirts must have a collar and sleeves (long or short) or be appropriate show attire (i.e. slinky’s, band collars, turtlenecks). All exhibitors are required to wear an SEI or SEI/ASTM approved equestrian safety helmet with fastened chin harness in every class (see rule #5 on page 7).

**TACK:** Western-type saddles will be used. A mechanical hackamore or other type bridles may be used. Use of two hands on the reins is allowed in speed events. Judge or appointed equipment official may prohibit the use of bits or equipment deemed too severe. Use of martingales, tie-downs and nosebands is permitted in these classes. Draw reins are not allowed in speed events. Bandages (leg wraps) are not permitted in any speed event class.

**BITS:** IMPORTANT - See Contest Rules, Regulations, and Procedures (page 11) for description of legal bits for Western and Speed Events Divisions. In addition, for speed events only, slip or gag bits will be allowed provided the mouthpiece and shank requirements/limitations are met as described in the section referenced above. “Rutledge Roper” bits will also be allowed.
1. These contests are strictly timed events. The contestant is allowed a running start. Timing shall begin as soon as the horse’s nose crosses the starting line and will be stopped when the horse’s nose passes over the finish line.

2. Horses must be started inside the arena unless an enclosed boxed area is available adjacent to the arena. The exit gate of the arena will not be opened until the horse is stopped and under control. Horse must be under the control of the rider upon entrance and exit of arena or stopping area and promptness in entering the arena is expected. No horse or rider will be assisted once inside the arena. Failure to comply will result in disqualification.

Show management reserves the right to refuse an exhibitor entry into any class or event if they deem that entry unsafe for the exhibitor and/or other exhibitors, animals, or show staff. With the exhibitor’s safety in mind, any activity or situation deemed unsafe can and will be stopped by show management and may result in disqualification from that class. (Examples to consider are: unruly horse attempting to enter the arena, unsafe mounting inside the arena, etc.)

3. When accessible, an electric timer will be used for official time. State show only: When an electric timer is used all timed events will be backed up by at least two stop watches. In the event of a malfunction by the electric timer, contestant will be given the option of taking the average time of the stop watches or a rerun. Decision must be made before contestant’s time is announced.

4. A clearly visible starting line shall be provided.

5. Times will be announced at the completion of each contestant’s run.

6. No string, rubber bands, or other material to tie feet or legs in stirrups is allowed.

7. No rerun will be given to any contestant if handicapped by failure of personal equipment or accident to horse or rider.

8. Loss of helmet from head while in arena will result in disqualification.

9. Failure to follow or complete course is disqualification.

10. Touching barrels or poles with hand(s) is disqualification. Contestant should leave no doubt as to whether or not they touched barrel or pole with hands. This may be accomplished by keeping hands completely away from these objects. Hands should be on the reins, some part of the saddle or holding a bat and completely away from the barrels and poles.

11. Striking a horse in front of cinch with anything other than the open hand is a disqualification. Striking the horse with anything including hand, in front of the throat latch is a disqualification.
POLE BENDING, Classes 48–49

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.

BARREL RACE, Classes 50–51

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.
KEYHOLE RACE, Class 52–53

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 54–55

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 upright markers. Contestant may or may not cross center (dotted) line in going to first end marker. At the first marker, contestant may go right or left. Between first turn and second turn horse must cross center (dotted) line. The second turn MUST be opposite the first turn. Finish by crossing or not crossing center (dotted) line between markers.

2. Upright end markers (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. Knocking over any markers or failure of contestant to cross start/finish line between markers will result in disqualification.

4. Knocking over pole constitutes a five (5) second penalty.

ACCEPTABLE STAKE RACE PATTERNS

Pattern may be run from either right or left, at discretion of contestant.