



ted. Mechanical hackamores may be used, however, the judge may disqualify a horse that is using shanks that are felt to be too severe. The judge may prohibit the use of bits or equipment that he considers severe. Cavasons, whips, crops or bats of any kind are prohibited.

(b) The course must be measured exactly. If the course is too large for the available space, then the pattern should be reduced five yards at a time until the pattern fits the arena. Remember to leave adequate space between barrels and any obstacle. The distance from barrel number three to the finish line need not be reduced five yards at a time if there is sufficient room for the horse to stop.

(c) When measuring the area for the barrel course, remember to leave ample room for the horses to complete their turns and to stop at the finish.

(d) A clearly visible starting line must be provided. Barrel Racing is a timed event. An electric timer or at least two watches will be used, with the time indicated by the electric timer or the average time of the watches used by the official timers to be the official time.

(e) The contestant is allowed a running start. Timing will begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

(f) At a signal from the starter, the contestant will run to barrel one, pass to the left of it, and complete an approximately 360 degree turn around it; then go to barrel number two, pass to the right of it, and complete a slightly more than 360 degree turn around it; then go to barrel number three, pass to the right of it, and do another approximately 360 degree turn around it, and then sprint to the finish line.

(g) This barrel course may also be run to the left. For example, the contestant will start by running to barrel number two, turning to left around this barrel then to barrel number one, turning to the right, then to barrel number three, turning again to the right, followed by the final sprint to the finish line.

(h) Knocking over barrels will cause a five second penalty per barrel. A contestant may touch the barrel with his hand in Barrel Racing. A contestant that breaks the pattern or fails to follow the course will be disqualified.

(i) In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two seconds of its original time or the runoff must be held again.

