



# Contesting Discipline

# What does contesting include?

1. Barrel Racing
2. Flag Race
3. Keyhole
4. Pole Bending
5. Speed and Action

# Tack

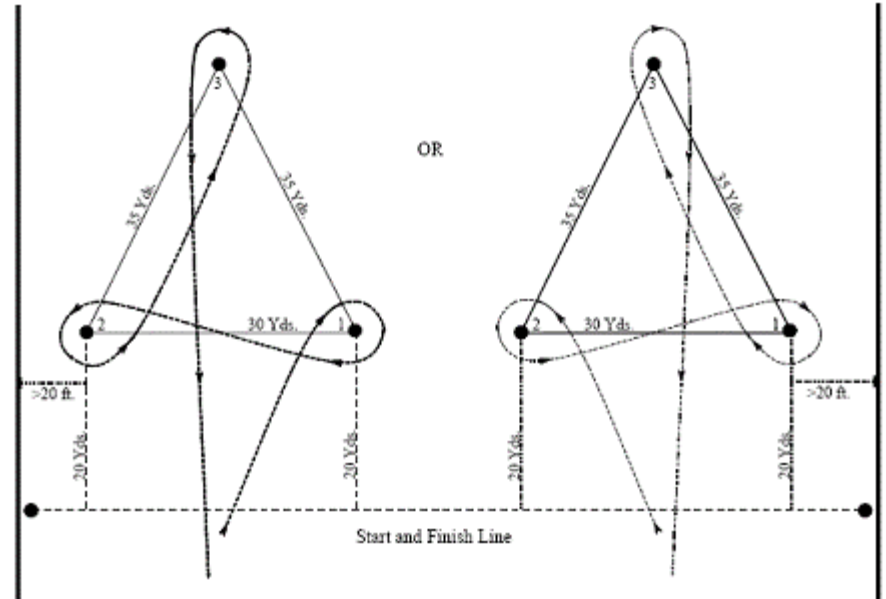
- Refer to Western or English tack
- Stirrups may not be attached to each other or the saddle by any means except the stirrup leathers
- Optional tack:
  - Mechanical hackamore
  - Closed reins
  - Tie downs
  - Crops
  - Cavesson nosebands
  - Bats
  - Twisted wire snaffle bit
  - Protective leg wraps or boots
- Prohibited Equipment:
  - Chain bits or any other sharp bit
  - Metal or cable nosebands

# Attire:

- Refer to Western or English attire
- Optional attire:
  - Safety equipment (vests or shin guards)
  - One light rubber band per foot
    - not exceed 1/16 in thick and ¼ in wide,
    - can only be wrapped around each boot and stirrup once

# What is Barrel Racing?

- A timed event that tests the ability of the rider to safely maneuver their mount at speed around a prescribed course
- There are two ways to go about the pattern:



# Disqualifications & Penalties

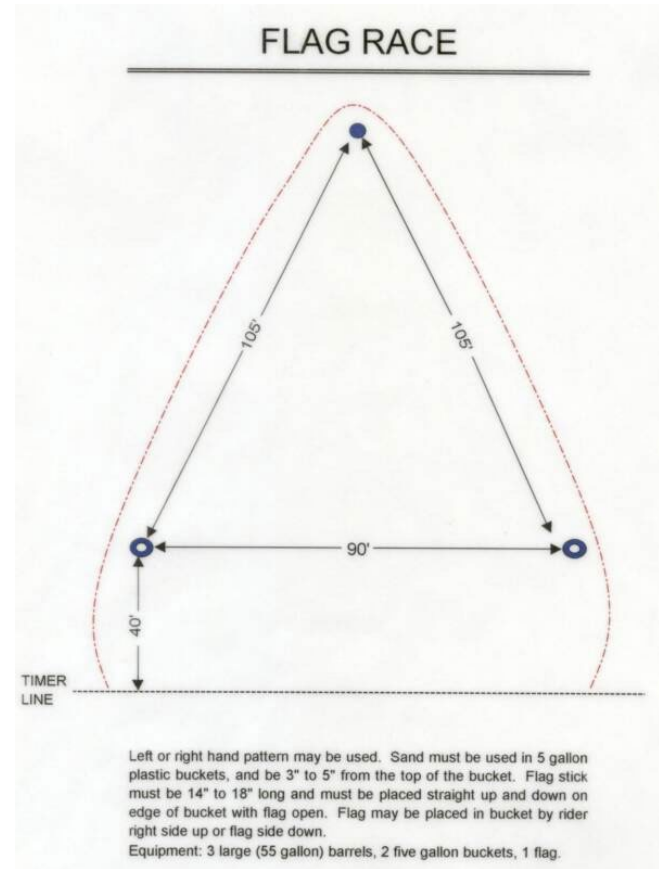
Disqualifications:

Penalties:

- Knocking over all three barrels - 5 secs added to your time per barrel knocked over
- Failing to follow course
- Spurring or striking horse in front of cinch

# What is the Flag Race?

- A timed event that tests the ability of the rider to safely maneuver their mount at speed around a prescribed course as well as the coordination of the rider on set course
- There are two ways to complete a flag race:



# Disqualifications & Penalties

## Disqualifications:

### Penalties:

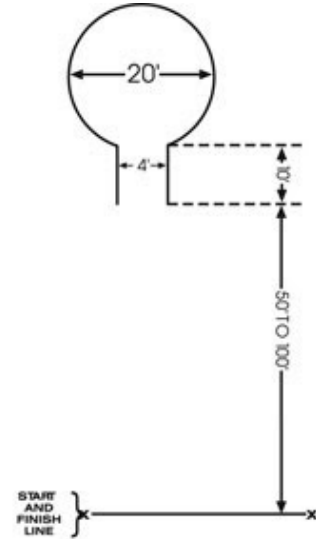
- Spurring or striking animal in front of cinch  
time if flag is not stuck
  - Knocking over any barrel or container
  - Failing to stay on course
    - Circling the barrel
    - Backing up back to the barrel
  - Failing to pick up flag at first barrel
  - Dropping flag before reaching second barrel
  - Striking animal with the flag
  - Failure to pass both inside or outside of both first and third barrels
- Added 5 seconds to



# What is the Keyhole Race?



- A timed event that tests the ability of the rider to safely maneuver their mount at speed, stop, and turn on a given course
- The rider can choose to either turn to the left or the right when in the circle



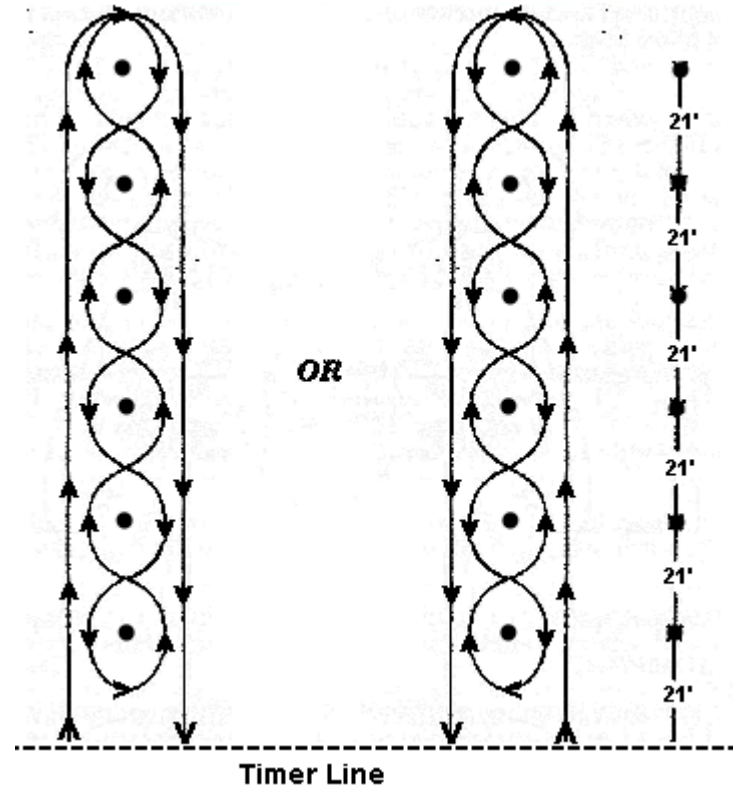
# Disqualifications

## Disqualifications:

- Stepping on or outside of the chalk line
- Spurring or striking animal in front of cinch
- Failing to stay on course

# What is Pole Bending?

- A timed event that tests the ability of the rider to safely maneuver their mount at speed around a given course
- At beginning of course, rider can choose which side of the poles they run down (left side or right side)



# Disqualifications & Penalties

## Disqualifications:

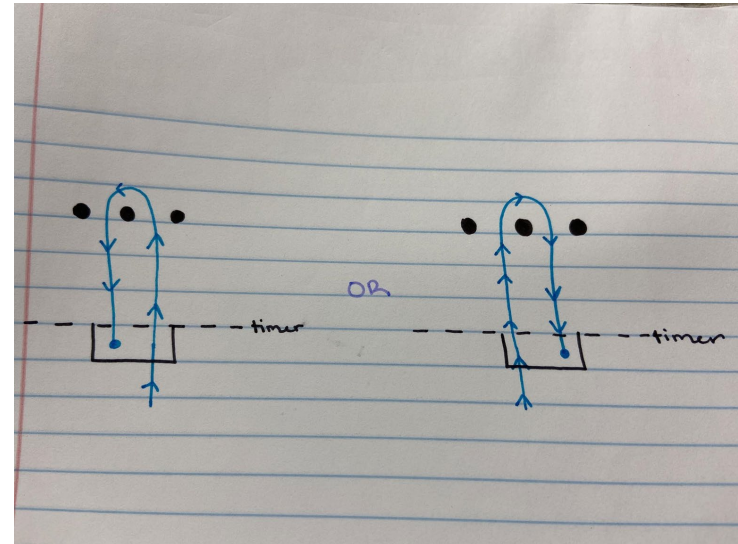
- Knocking over three or more poles
- Failure to follow the course
- Spurring or striking in front of the cinch

## Penalties:

- 5 seconds added to each pole that is knocked down
  - Unless rider knocks over 3+ poles then it is a disqualification

# What is Speed and Action?

- Timed event that tests the ability of the rider to safely maneuver their mount at speed and stop and turn on the given course
- This course can be completed in two ways:



# Disqualifications & Penalties

## Disqualifications:

- Stepping on or over the line of the box before being released by judge
- Jumping over cone or failure to stay on course between cones
- Crossing paths or doing a Texas rollback around cones
  - Going through a gate of cones one way and going out the same gate
- Turning more than 180 degrees when stopping in box
- Spurring or striking animal in front of cinch
- Failure to complete pattern

## Penalties:

- 5 second penalty per cone knocked over