

SHW700. BARREL RACING. Exhibitors race against the clock, following a course consisting of three barrels in a triangular “clover-leaf” pattern. Contestants must choose either the right or left barrel, circle it, and go to the next barrel, completing the course after circling the third barrel and running home. Barrel racing is a timed event.

SHW700.1 The contestant is allowed a running start. At a signal from the starter, the contestant will run to barrel number 1, pass to the left of it, and complete an approximately 360 degree turn around it; then go to barrel number 2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then go to barrel number 3, pass to the right of it, and do another approximately 360 degree turn around it; then sprint to the finish line, passing between barrel number 1 and 2. This barrel course may also be run to the left. For example, the contestants will start to barrel number 2, turning to left around this barrel, then to barrel number 1, turning to the right, then to barrel number 3, turning again to the right, followed by the final sprint to the finish line.

SHW700.2 Knocking over a barrel carries a five-second penalty.

SHW700.3 Failure to follow the course shall cause disqualification.

SHW700.4 A contestant may touch the barrel with his or her hands in barrel racing.

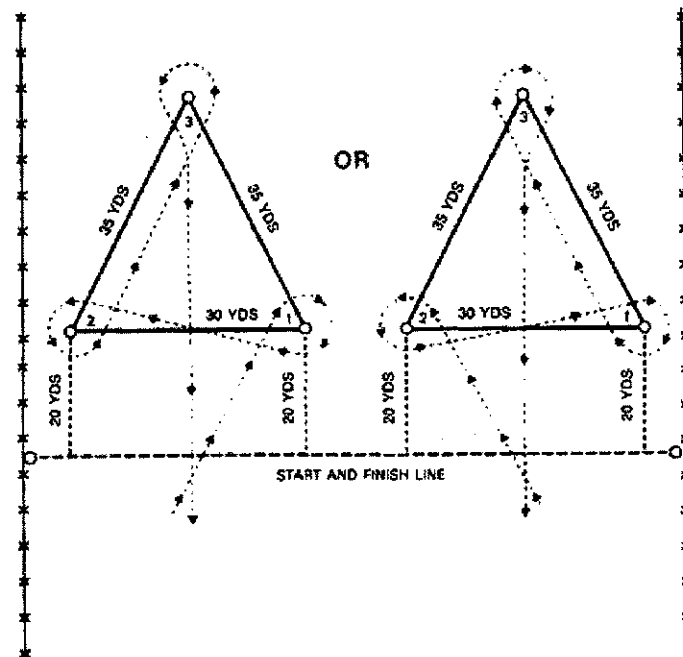
SHW700.5 A whip may not exceed two feet in length excluding over and unders which must be attached to the saddle.

SHW700.6 If exhibitor shows in more than one barrel racing class and pays entry fees for each class, exhibitor may run once and carry over the time for all the classes (roll over times).

SHW700.7 It is recommended that drags be conducted before the start of a barrel race and after every seven head. Show management may drag more frequently.

SHW700.8 The judge must disqualify any contestant for excessive use of a whip, rope, crop, bat or reins anywhere on the horse.

SHW700.9 If a tie occurs where points are involved, placing will be worked off if all tied exhibitors agree to participate in a run-off; if not, a coin toss will be used to separate the ties. The horse declared the winner in the runoff must rerun the pattern within two seconds of its original time or the runoff must be held again. Pen-



ality time will not apply to the two-second rule but will apply to the final runoff time.

SHW701. COURSE. The course must be measured exactly according to diagram and cannot exceed these dimensions. However, if the course is too large for the available space, the pattern should be reduced five yards at a time until the pattern fits the arena. Adequate space must remain between barrels and any obstacle. The distance from barrel number three to the finish line need not be reduced five yards (4.6 meters) at a time if there is sufficient room for the horse to stop.

SHW701.1 When measuring the area for the barrel course, allow ample room for horses to complete their turns and stop at the finish. It is recommended there be at least 45 feet (13.5 meters) from the starting line to the end of the arena, at least 18 feet (5.4 meters) from barrel number 1 and 2 to the fence and 36 feet (10.8 meters) from barrel number 3 to the end of the arena.

SHW701.2 Brightly colored 55 gallon (200 liters) steel drums with both ends in must be used.

SHW701.3 There shall be no rubber or plastic barrels or barrel pads used.

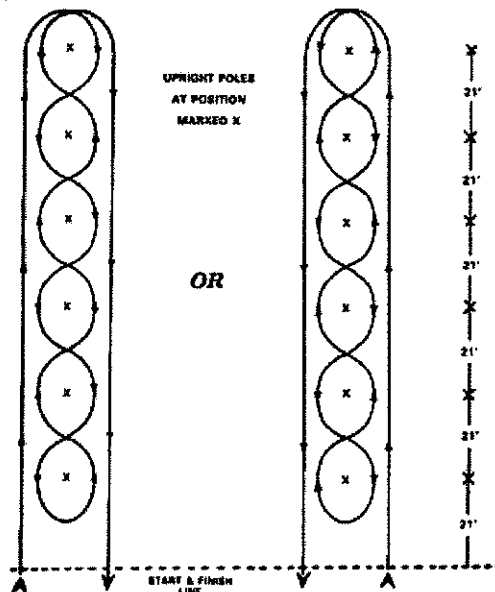
SHW702. Electronic timers are recommended to be used along with two back-up watches used by official timers. If electronic timer fails the average of the watches will be used to indicate the official time.

SHW702.1 Timing shall 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.

SHW703. POLE BENDING. This timed event consists of a series of six poles spaced 21 feet apart, which horses and riders weave through at a high rate of speed. Horses run to the far end of the series of poles, turn and weave in and out as they work their way back to the front. Horses then complete a turn around the front pole and maneuver through the series again. At the last pole, they complete that turn and race toward the finish line at full speed.

SHW703.1 Each contestant will begin from a running start, and time shall begin and end as the horse's nose crosses the line. A clearly visible starting line must be provided. 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.

SHW703.2 Knocking over a pole shall carry a five-second penalty.



SHW703.3 Failure to follow the course shall cause disqualification.

SHW703.4 A contestant may touch a pole with his or her hand in pole bending. If the original course is altered by a rider intentionally grasping a pole, a five-second penalty for each pole grasped will be assessed.

SHW703.5 A whip may not exceed two feet in length excluding over and unders which must be attached to the saddle.

SHW703.6 If exhibitor shows in more than one pole bending class and pays entry fees for each class, exhibitor may run once and carry over the time for all the classes (roll over times).

SHW703.7 It is recommended that drags be conducted before the start of a pole bending and after every seven head. Show management may drag more frequently.

SHW703.8 The judge must disqualify any contestant for excessive use of a whip, rope, crop, bat or reins anywhere on the horse.

SHW703.9 If a tie occurs where points are involved, placing will be worked off if all tied exhibitors agree to participate in a run-off, if not, a coin toss will be used to separate the ties. The horse declared the winner in the runoff must rerun the pattern within two seconds of its original time or the runoff must be held again. Penalty time will not apply to the two-second rule, but will apply to the final runoff time.

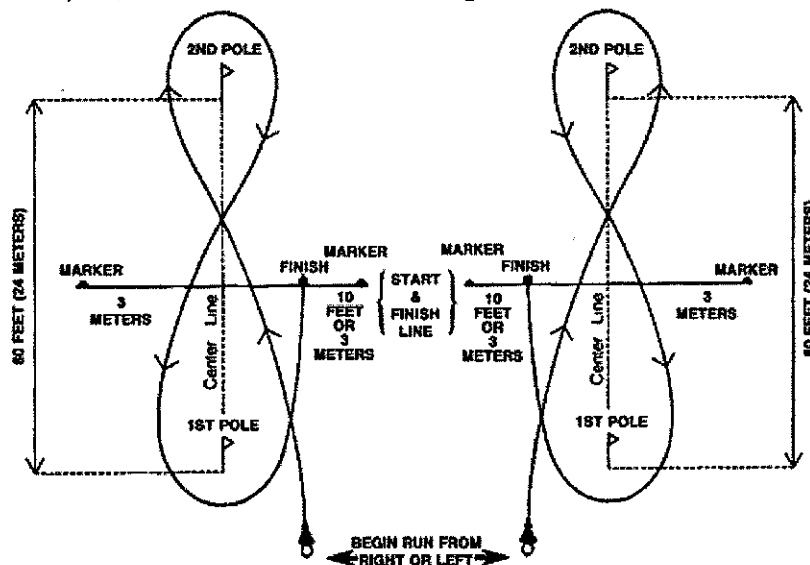
SHW704. COURSE. Each pole is to be 21 feet (6.4 meters) apart, and the first pole is to be 21 feet (6.4 meters) from the starting line. Poles shall be set on top of the ground, six feet (1.8 meters) in height, with no base more than 14 inches (35 cm) in diameter.

SHW704.1 The pole bending pattern is to be run around six poles.

SHW705. Electric timers are recommended to be used along with two back-up watches used by official timers. If electronic timer fails, the average of the watches will be used to indicate the official time.

SHW710. STAKE RACE. An event for youth, amateur and Select exhibitors only, the stake race is a timed event consisting of markers set on either side of a center line. Contestants are given a running start to complete a figure 8 pattern. They must cross the center line between upright markers, head to either the right or left of the first pole, make a 180 degree turn, head to the second pole, turn around it in the opposite direction and then to the center line to stop the clock.

SHW710.1 The contestant is allowed a running start and may begin his run from either the left or right side of the first pole. Start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then



around the first pole and run back across the finish line.

SHW710.2 If an upright marker or pole is knocked down, it shall result in no time. If the original course is altered by a rider intentionally grasping a pole, a five-second penalty for each pole grasped will be assessed.

SHW710.3 All horses must start from same end of arena.

SHW710.4 Failure to cross the start and finish line between the markers shall result in no time.

SHW710.5 Failure to cross over the center line between the markers before turning the second pole and cross back over the center line after turning the second pole, shall result in no time.

SHW710.6 A whip may not exceed two feet in length excluding over and unders which must be attached to the saddle.

SHW710.7 It is recommended that drags be conducted before the start of a stake race and after every seven head. Show management may drag more frequently.

SHW710.8 The judge must disqualify any contestant for excessive use of a whip, rope, crop, bat or reins anywhere on the horse.

SHW710.9 If a tie occurs where points are involved, placing will be worked off if all tied exhibitors agree to participate in a run-off; if not, a coin toss will be used to separate the ties.

SHW711. COURSE. The start and finish line is 20 feet (6 meters) wide and marked by two upright markers 10 feet (3 meters) on each side of the center line and short enough so as to not interfere with the timer if one is used. Short pylons or cones are recommended. The first and second poles marking the center line are each 40 feet (12 meters) from the start and finish line, making them a total of 80 feet (24 meters) apart.

SHW712. Electric timers are recommended to be used along with two back-up watches used by official timers. If electronic timer fails, the average of the watches will be used to indicate the official time.

SHW712.1 Timing shall 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.

SHW750. COWBOY MOUNTED SHOOTING. As an AQHA-approved event, this is a fast-action, timed event over specific courses with a high degree of speed and agility from the horse and skilled shooting from the rider. Competitions will be held at existing Cowboy Mounted Shooting Association events.

SHW750.1 CMSA competition will be offered and approved through the Cowboy Mounted Shooting Association.

SHW750.1.1 Rules of the Cowboy Mounted Shooting Association are available at cowboymountedshooting.com

SHW750.2 AQHA horse and exhibitor eligibility requirements must be met.

SHW750.3 Approval privileges will be granted or denied by CMSA.

SHW750.4 POINTS. Points will be awarded in each division according to the existing point structure. Points and placing will be recorded on horses' and exhibitors' records. All points are eligible for existing AQHA awards.

SHW755 WALK/TROT CLASSES. Level I walk/trot classes can be held in western pleasure, western horsemanship, trail, hunter under saddle and hunt seat equitation. Walk/trot classes are available, at the discretion of show management, at any approved show in Level I youth and Level I amateur classes.

SHW755.1 The Level I walk/trot classes can only be held as an all-age class and cannot be split out into youth age groups or select.