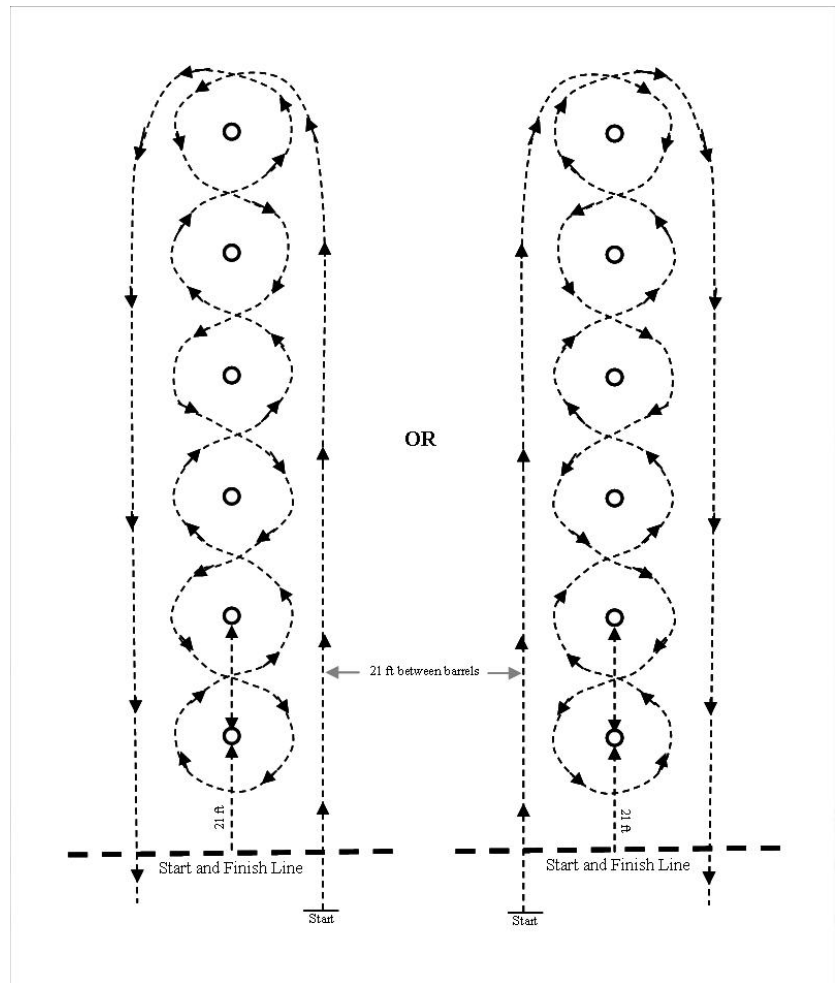


# Jackson County Horseman's Association

## Class Rules

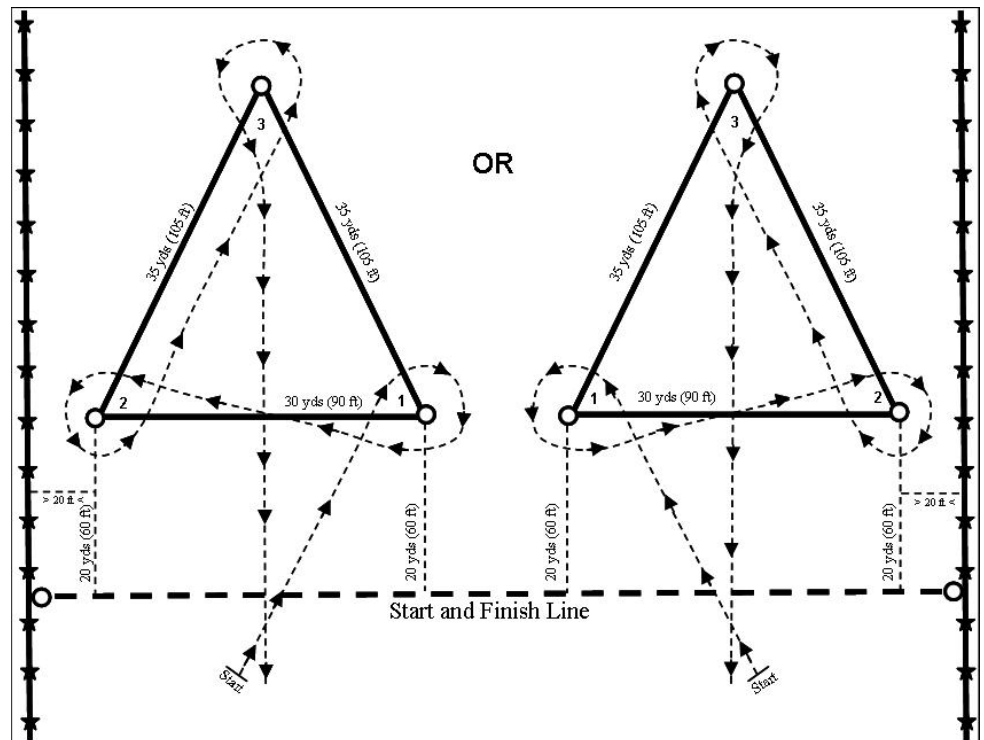
### Pole Bending

1. The pole bending pattern is to be run around six poles. The poles are to be 21 feet apart, and the first pole is to be 21 feet from the starting or timing line.
2. A horse may start to the right or to the left of the first pole and then run the remainder of the pattern accordingly (see pattern).
3. Each pole knocked over will add a 5-second penalty. Failure to follow the course will cause disqualification. A contestant may touch a pole with his or her hand in pole bending.
4. Pole bending is a timed event. Each contestant will begin from a running start.



### Barrel Racing

1. Barrel Racing is a timed event.
2. Each barrel knocked over will add a 5-second penalty. Failure to follow the course will cause disqualification. A contestant may touch a barrel with his or her hand in barrel racing.
3. The course must be measured exactly. If the standard course is too large for the available space, then the pattern should be reduced in 5 feet increments until the pattern fits the arena, maintaining at least 20 feet from wall or fence.
4. The contestant is allowed a running start. Timing will begin as soon as the horse reaches the starting or timing line and will be stopped when the horse passes over the finish line.

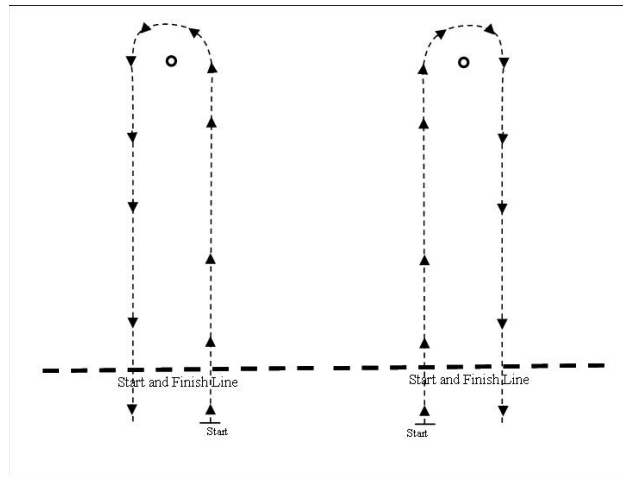


# Jackson County Horseman's Association

## Class Rules

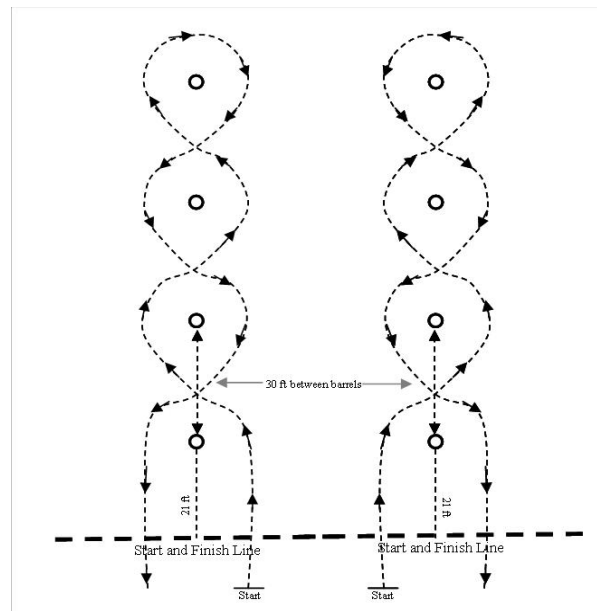
### Arena Race

1. Arena race is a timed event.
2. If barrel is knocked over it will add a 5-second penalty. Failure to follow the course will cause disqualification. A contestant may touch a barrel with his or her hand in arena race. Barrel can be turned from either side.
3. The contestant must run from gate and around a barrel at the opposite end of the arena and run back to gate.
4. The contestant is allowed a running start. Timing will begin as soon as the horse reaches the starting or timing line and will be stopped when the horse passes over the finish line.



### Texas Barrel Weave

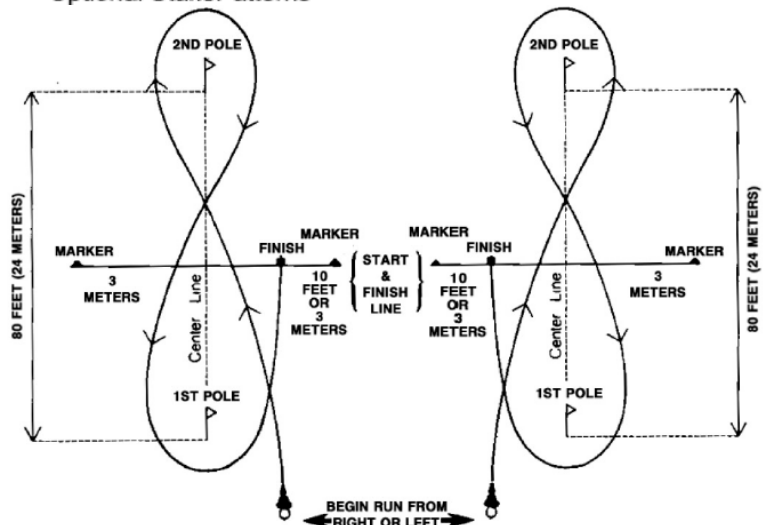
1. Texas Barrel Weave is a timed event with four barrels in a straight line. Barrels are set 30 feet apart with the first barrel 21 feet from the timer.
2. If barrel is knocked over it will add a 5-second penalty. Failure to follow the course will cause disqualification. A contestant may touch a barrel with his or her hand in the barrel weave. Contestant can enter the arena from either side of pattern.
3. The contestant must run from gate, weave through four barrels turning the last barrel and weave back through the barrels leaving the arena.
4. The contestant is allowed a running start. Timing will begin as soon as the horse reaches the starting or timing line and will be stopped when the horse passes over the finish line.



### Stake Race

1. This is a timed event. Two poles are set 80 feet apart at opposite ends of the course. Two cones designating the start-finish line are set 20 feet apart (10 feet on each side of midline) midway between the two poles.
2. The contestant starts between the two center markers and runs the patterns around the two end poles. The first turn may be left or right; however, the next turn must be opposite of the first.
3. The contestant must cross start and finish lines between the center markers. Failure to do so is a disqualification.
4. Each pole or marker knocked over will add a 5-second penalty. Failure to follow course is a disqualification. A contestant may touch a pole with his or her hand in the stake race.

#### Optional Stake Patterns

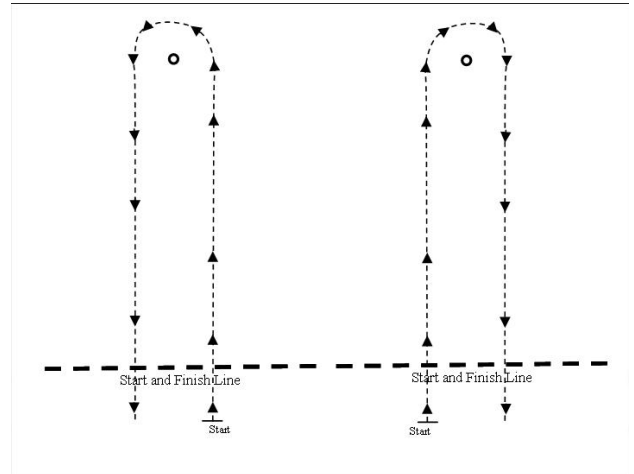


# Jackson County Horseman's Association

## Class Rules

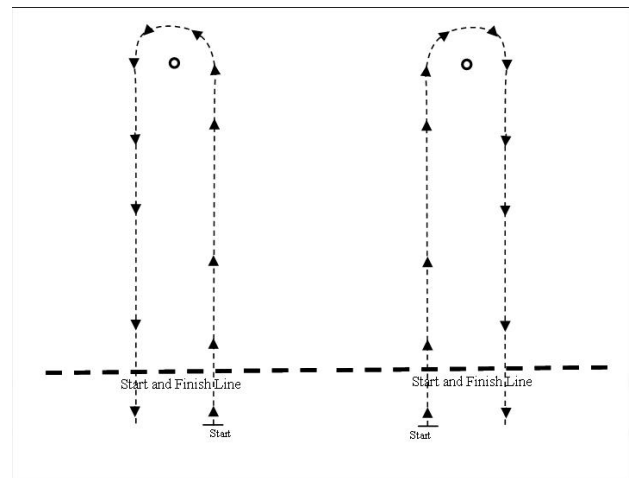
### Potato Race

1. The potato race is a timed event.
2. If barrel is knocked over it will add a 5-second penalty. Failure to follow the course will cause disqualification. A contestant may touch a barrel with his or her hand in potato race. Barrel can be turned from either side.
3. The contestant must run from gate and around a barrel at the opposite end of the arena picking up a potato off the top of the barrel and run back to gate dropping the potato in a small bucket approximately 10 feet from the timer.
4. The contestant is allowed a running start. Timing will begin as soon as the horse reaches the starting or timing line and will be stopped when the horse passes over the finish line.



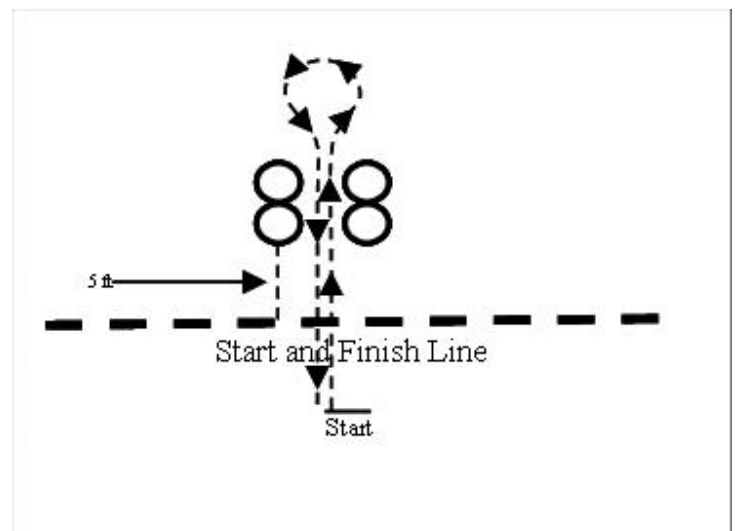
### Flag Race

1. The flag race is a timed event.
2. If barrel is knocked over it will add a 5-second penalty. Failure to follow the course will cause disqualification. A contestant may touch a barrel with his or her hand in flag race. Barrel can be turned from either side.
3. The contestant must run from gate with a flag in his/her hand and around a barrel at the opposite end of the arena switching the flag in hand with the flag in a bucket on top of the barrel and run back to gate.
4. The contestant is allowed a running start. Timing will begin as soon as the horse reaches the starting or timing line and will be stopped when the horse passes over the finish line.
5. A disqualification will be given if contestant drops the flag, breaks pattern or hits horse with flag. Not going around the barrel or not switching the flags results in a broke pattern, hence, disqualification.
6. Contestant can request which side they prefer the flag on.



### Thread-the-Needle

1. Thread-the-Needle is a timed event. Four barrels are placed two touching on each side of pattern 3 1/2 feet apart approximately 5 feet from the timer.
2. If barrel is knocked over it will add a 5-second penalty. Failure to follow the course will cause disqualification.
3. The contestant must run from gate between four barrels, turn around and run back through the same barrels.
4. The contestant is allowed a running start. Timing will begin as soon as the horse reaches the starting or timing line and will be stopped when the horse passes over the finish line.



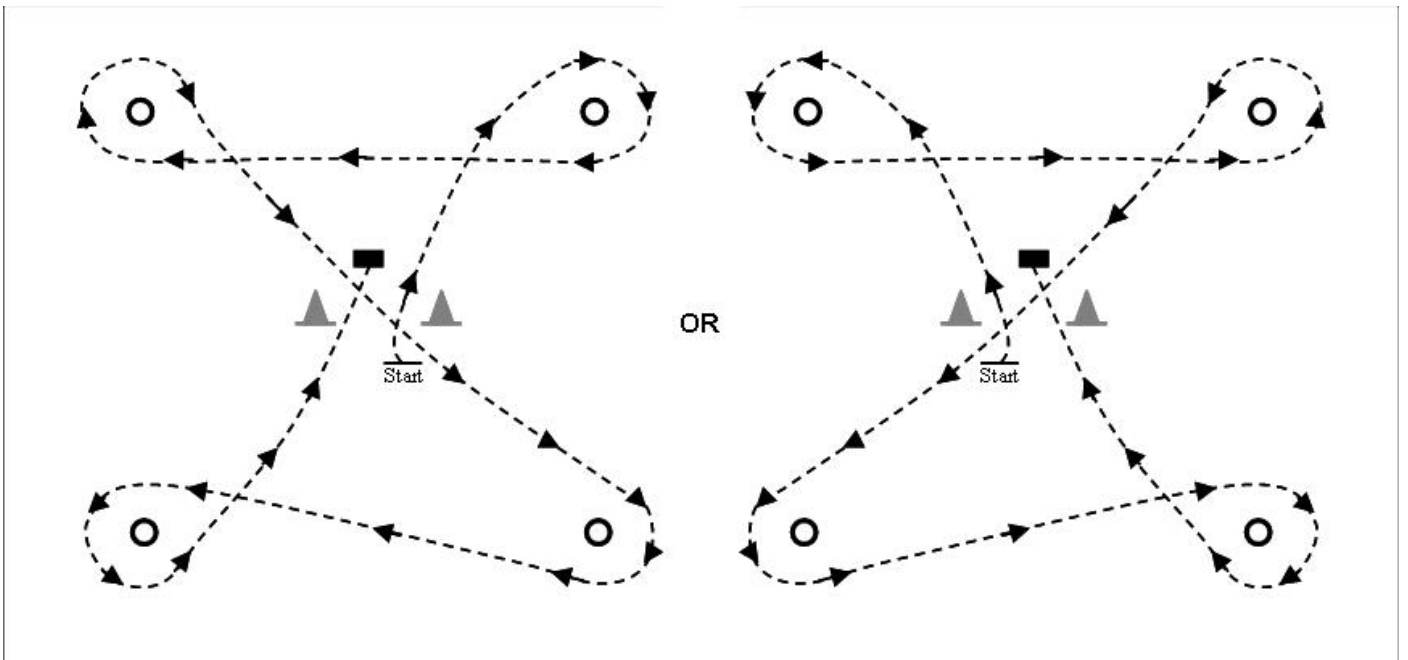
# Jackson County Horseman's Association

## Class Rules

### Quadrangle Poles (Quads)

1. This is a timed event. Four poles are set in each corner of the arena approximately 21 feet from the fence. Two cones designating the start-finish line are set 20 feet apart (10 feet on each side of midline) midway in the arena.
2. The contestant starts between the two center markers and runs the patterns around the two end poles. The first turn may be left or right; however, the next turn must be opposite of the first. Then the contestant runs to the opposite corner crossing between the cones to the next set of poles. Once pattern is complete, contestant crosses between the cones once again to stop the timer.
3. The contestant must cross start and finish lines between the center markers. Failure to do so is a disqualification.
4. Each pole or marker knocked over will add a 5-second penalty. Failure to follow course is a disqualification. A contestant may touch a pole with his or her hand.

### Optional Quad Patterns



### Mystery Events

Catalog Race –Similar to the arena race but contestant is given a page number. There will be a catalog on top of the barrel.

Contestant must dismount, find the page, tear it out, remount horse, go around the barrel and run out of the arena.

No time will be awarded if the contestant gets the wrong page, does not get the whole page, or does not go around the barrel.

Contestant must be on horse before it reaches timer.

Panty Race –Similar to the arena race but contestant is required to dismount and put on a pair of oversized panties.

No time will be awarded if the contestant with only one leg through panties, both legs through the same hole, or does not go around the barrel.

Contestant must be on horse before it reaches timer.

Rescue Race –Similar to the arena race but contestant is required to pick up a second rider.

No time will be awarded if the contestant is hanging on one side of horse, or does not go around the barrel.

Both contestants must be straddling horse before it reaches timer. Contestant being picked up can mount from the ground or top of the barrel.

# Jackson County Horseman's Association

## Class Rules

### Mystery Events (Continued)

Ribbon Race –Team event. Similar to the arena race but two contestants run the pattern at the same time while connected together by a ribbon approximately 5 feet long.

No time will be awarded if the contestants break or let go of ribbon, or does not go around the barrel.

Both contestants must be break timer at the same time entering and exiting the arena.

Barrel can be turned from either side but both contestants in each team must turn the same way.

Boot Race –Similar to the arena race but contestant is required to dismount and find their boots out of a pile, put on both boots, remount and exit the arena.

No time will be awarded if the contestant with only one boot, the wrong boots, or does not go around the pile.

Contestant must be on horse before it reaches timer.

Pony Express –Team event. Similar to the rescue race but contestant is required to dismount and let another rider remount and exit the arena.

No time will be awarded if the contestant is hanging on one side of horse, or does not go around the barrel.

Goat Tying -

Event Rules:

1. There should be at least a 15-yard starting line.
2. Starting line will be 100 feet from stake.
3. The goat should be tied to a stake with a 10-foot-long rope.
4. The stake should be completely under the ground so that no part of it is visible or aboveground.
5. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from his/her horse, and throw the goat by hand.
6. If the goat is down when the contestant reaches it, the goat must be stood on at least three feet (goat must be elevated by contestant so that at least three feet are dangling straight underneath goat, and the goat must be rethrown). Then the contestant must cross and tie at least three legs together with a leather thong, pigging string, or rope and stand clear of the goat.
7. Legs must remain crossed and secure for 6 seconds after completion of tie.
8. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and half hitch, hoey, or knot.
9. Time will start when the horse's nose crosses the starting line.
10. Time will stop when the contestant signals the completion of the tie.
11. The contestant must move back 3 feet from the goat before the judge will start the 6-second time limit on the tie. The goat's legs to remain crossed and tied. If the contestant gets the rope that is holding the goat wrapped around her leg, she may ask the judge if she can remove it. After getting permission from the judge, removing the rope, and moving back 3 feet, the contestant's 6-second time limit will start

# Jackson County Horseman's Association

## Class Rules

## Team Penning

*A team of three horsemen must cut from the herd and pen three head of cattle with the assigned identity neckband/number.*

- Team Penning will be conducted as close as possible to rules used by AQHA. Some of these are included below.
- The cattle will be "held" in the cattle zone by two riders (not the current competitors). The holders should hold the cattle until the announcer calls the number for the current competitors and then turn back to the outside and exit the arena without disturbing the current competitors' run.
- The Start / Foul Line will be designated with markers on the fence visible from within the arena.
- The current competitors should enter the arena in a timely manner and set-up at the Start / Foul Line. When the cows are set in the cattle zone and the announcer gives the OK, the current competitors may cross the Start / Foul Line to begin their run.
- The cattle number for the current competitors to cut out of the herd and pen will be announced and time will begin when the first horse's nose of the current competitors crosses the Start / Foul Line.
- The time limit for each penning will be 90 seconds.
  - A warning will be given at 60 seconds to let the current competitors know there is 30 seconds left for the penning.
  - To call for time: once the correct numbered cows are in the pen, one rider must enter the gate opening and stop, raise his/her hand and call for time.
  - A team may call for time with only one or two assigned cattle being penned. However, teams penning three head of cattle place higher than two, and two higher than one, regardless of time.
- No Trash Rule – no cows, other than the announced numbered cows, are allowed to cross the Start / Foul Line. If an incorrect numbered cow crosses the Start / Foul Line, that penning will be ruled a "No Time".
- In multiple go-round contests, teams that pen in each go-round will beat teams that fail to pen in a go-round, regardless of the number of cattle penned or time.
- In a multiple go-round contest, in the event that teams pen their cattle in only one go-round, the fastest time wins, regardless of which go-round.
- In multiple go-rounds, times are accumulated to determine placings.
- Contact with cattle by hand, hats, ropes, bats, romal, or any other equipment is a disqualification. A team exhibiting any unnecessary roughness or roping of cattle will be judged **no time**. No hazing with whips, ropes, romals, or hats is allowed. Romals or reins may only be swung or popped on chaps or horses
- Decisions of the judges/arena master are final.

