



CHAMPION TIMED EVENT RODEO ASSOCIATION LADIES BARREL RACE RULES

DRESS CODE:

Contestants must wear pants, long sleeve shirt, western hat and western boots.

BARREL RACE DETAILS:

- *Barrel race is a timed event, using brightly colored 55 steel drums.
- *Both ends of the barrel must be enclosed.
- *There shall be no rubber or plastic barrels or barrel pads used.
- *Time will begin when contestant crosses the start/finish line.
- *Contestant will be assessed a five(5) second penalty for knocking over a barrel before horse and rider cross eye/flag line completing run. Touching barrel is permitted.
- *Barrel must be set back on marker, if barrel is moved.
- *There shall be at least (1) judge in the barrel race.
- *Flag judge shall flag each contestant's horse's nose at the start/finish line.
- *Judge shall have the right to stop the barrel race during a performance or slack due to "unsafe ground" conditions.

RERUNS:

- *Reruns would not be given on an individual basis due to ground conditions. If ground conditions are such that a rerun would be granted, barrel race should be stopped and all contestants declared by judges granted a rerun when ground conditions are corrected. Each contestant shall have the option to rerun or keep her recorded time. No penalties will be carried over to her rerun.
- *If electric eye and back-up times are missed, contestant shall be granted to re-run with no penalties assessed.
- *Should for any reason, the barrels not be placed on the markers or the flag man not be in the correct place, things must be put in correct order and all contestants who ran on the incorrect course must be rerun with no penalties assessed. However, if it is to the contestants' disadvantage, then she shall be allowed to choose whether to rerun or take her original time.
- *If a contestant feels she has been fouled during a competition run, she must immediately declare herself to the judge (i.e. Pull up) for the option for a rerun. This does not apply to unsafe ground conditions.
- *When a rerun is required for any reason, there shall be a delay of thirty (30) minutes, if contestant so desires.
- *Penalties assessed will not be carried over to rerun.

Disqualification:

- *Contestant will be disqualified for missing pattern, consisting of a cloverleaf pattern, consisting of one right and two left turns, or vice versa.
- *Contestant must be mounted on her horse when she crosses the finish line. Horse and rider must cross the finish line at the same time.
- *Entry and exit gates will remain the same during the entire rodeo.

GROUND PREPARATION:

*Ground must be worked if more than six runs. Turnouts and releases will be included in the count.

UNSAFE ARENA CONDITIONS:

* If the arena conditions are deemed at any time to be unsafe by the arena director, or judge, competition may be stopped until such time as the arena conditions are deemed satisfactory by the individual or individuals who initially determined the arena conditions were unsafe. If arena conditions cannot be changed and improved to make conditions safe, event may be canceled by judge or arena director.

BARREL PATTERN:

* The standard course for Barrel Race is ninety (90) feet between barrel one (1) and two (2); one hundred five (105) feet between barrel one (1) and three (3) and between barrel two (2) and three (3); sixty (60) feet from barrels one (1) and two (2) to the score line. Score line should be at least sixty (60) feet from end of arena, if arena allows, and not less than forty five (45) feet.

**The following shall be used in smaller arenas.

Barrels one (1) and two (2) should be at least eighteen (18) feet from the sides of the arena. In extra small arenas they may be less. In no instance should they be any closer than fifteen (15) feet from the sides of the arena.

Barrels three should be no closer than twenty five (25) feet to the end of the arena.

**Barrel pattern should be situated in such a manner as is centered to the gate with the first and second barrel equal distance from the gate.

**If arena size permits, a standard pattern should be set and no longer.

**In smaller arenas, it is recommended the pattern be reduced proportionately to a standard barrel pattern. By no means shall the stopping distance be less than forty five (45) feet.

**A "run out" alley may be included as part of the stopping distance, when necessary, or when the overall length of the arena does not allow for forty five (45) feet stopping distance. Decision is subject to Director approval. An open gate into a "safe" alley may be used as part of the forty five (45) feet stopping distance when necessary and upon Director approval. A "safe" alley must be a minimum of ten (10) feet wide.

**Horses shall not be worked around official pattern with or without barrels. Barrels shall be set not less than fifteen (15) feet off markers.

MARKING BARRELS:

*Determine from which gate contestants will enter the arena from the mark pattern accordingly. If arena gate is to be used as a center gate, and contestant is required to run in, barrel pattern must be situated in such manner as is centered to the gate with the first and second barrel equal distance from the gate. If contestant is not required to run in, a standard pattern must be set, and no larger, as arena size and conditions permit.

*You may use a pointed metal stake, horseshoe or can with a chain or rope attached to the end of it. Cover the object, leaving only chain or rope on top of the ground.

*Markers should be buried at the location of each barrel, so the barrels will be in the same place during each complete go round.

*Permanent markers should be set for the timer.

*Once a barrel pattern is set, any changes to the pattern must be approved in writing, on the original barrel pattern sheet, by the judge.

*Person(s) measuring and marking the barrel position MUST post one copy and give one copy of the measurements to the rodeo secretary or the judges.

** When setting barrels on marker, center of barrel shall be positioned over where marker comes out of the ground.

ELECTRIC EYE SETUP

*Equipment necessary; complete electric eye timer plus one extra timing clock or AT LEAST ONE (1) stopwatch to be operated manually.

*In the event the electric eye fails to operate; the backup watch(es) shall be used.

*Permanent markers shall be put in the ground for the electric timer. Electric timers shall be placed on the score line no closer than the width of the first two (2) barrels for the electric eye to be centered in each performance.

*When setting electric eye on the markers, center of eye should be positioned over point where marker comes out of the ground.

*Line on fence for flag man shall be well marked. These markers should be checked every performance along

with the barrel markers and restaked if pulled out.

*Set timer the same height and position each performance and lock the legs. Height of tripod shall be waist high.

TIMERS:

*In the event the electric eye fails to operate; at least one(1) backup watch shall be used. A zero will be added to the tenth (i.e 17.1 becomes 17.10) If two watches are used, the times will be averaged.

*If the electric eye fails to work for more than one half of the contestants who competed in an entire go round, the back up (manual) recorded time will be the official time for all contestants in that go round.

*If electric eye and backup times are missed, contestant shall be granted a rerun with no penalties carried over.

Flagging:

*Read out box times must be read and recorded by official timer in 100ths of second. One timer will record the times that appear on the electric eye readout. Additional timers will operate the backup manual clocks and will record the time shown thereon. They will operate from the flag man's signals, and record the time in tenths of a second.

*The flagger/judge shall stand directly behind the electric eye and shall not move from his position at the time.

*The flag man shall flag the barrel race, when the horse's nose reaches the starting line and will flag when the horse's nose reaches the finish line. The start and finish line are the same.