



Speed Events

Discipline Rules



1. Overview

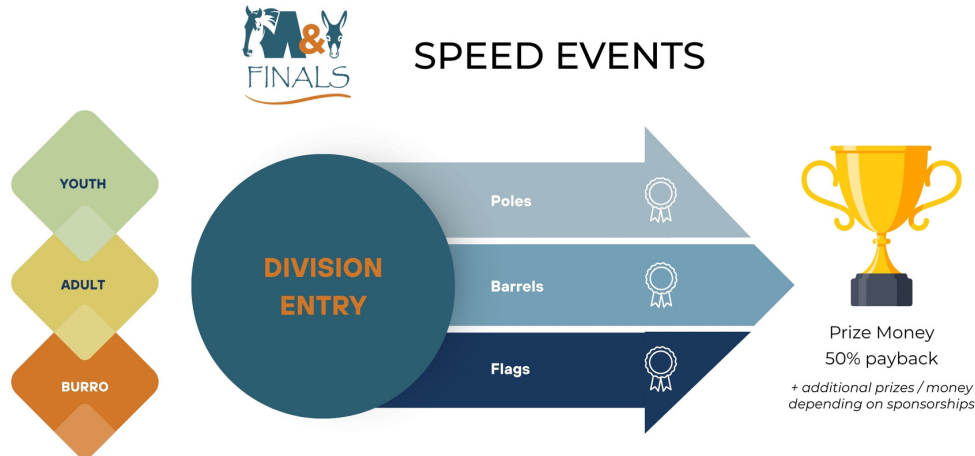
1.1 Purpose

The speed events demonstrate the athletic ability and training of horse and rider across three timed pattern classes: Poles, Barrels, and Flags. Placings are determined solely by time; runs are not judged on style.

1.2 Ages & Levels

- Youth (under 18 years)
- Adult (18 years & older)
- Burro (All ages)

Levels are determined by the age at date of competition.



2. Eligibility

2.1 Horse Eligibility

Horses must be a minimum of 4 years of age at the time of competition. All horses must meet the general eligibility requirements outlined in the General Rules.

2.2 Competitor Eligibility

Competitors must meet the age requirements for their respective level as of the date of competition. All competitors must meet the general eligibility and qualification

requirements outlined in the General Rules.

3. Equipment

3.1 Attire & Safety

Competitors must wear appropriate riding attire: a tucked-in shirt, riding pants or jeans, boots, and either a western hat or a helmet. **ASTM/SEI-certified helmets are required for all Youth competitors** and encouraged for Adult competitors. A western hat may be worn in place of a helmet by Adult competitors.

3.2 Tack

Any standard bridle, snaffle, curb, or bosal is permitted. Bits should be acceptable under welfare standards noted in the General Rules. Leg protection including splint boots and bell boots are permitted.

3.3 Prohibited Equipment

Tie-downs, draw reins, and weighted boots are not permitted. Use of prohibited equipment will result in elimination from the class. See also General Rules Section 9.2 regarding official authority over equipment.

4. Class Procedures

4.1. Classes & Order

Speed events shall consist of three (3) classes run in the following order: Poles, Barrels, Flags. The same scoring rules apply equally to all three classes.

4.2 Start & Finish

Timing begins when the animal's nose crosses the start/finish line. Timing ends when the animal's nose crosses the same line at the conclusion of the run. A competitor who enters the arena and does not cross the start line shall be considered a scratch for that class unless a rerun is granted under Section 7.

4.3 Poles

Six (6) poles shall be set in a straight line, each 21 feet apart, with the first pole 21 feet from the start/finish line. Poles must be a minimum of 6 feet in height with a base no more than 14 inches in diameter. The competitor may start to the left or right of the first pole and must weave the remaining poles accordingly. Knocking over a pole incurs the penalty described in Section 5.

4.4 Barrels

Three (3) barrels shall be set in a cloverleaf pattern. Barrels must be metal or approved plastic and may not be weighted. Competitors may elect to begin the pattern turning left or right; the pattern must be completed consistently in the chosen direction. Touching a barrel is permitted without penalty. Knocking over a barrel incurs the penalty described in Section 5.

4.5 Flags

Two (2) flag containers shall be set in the arena. The competitor must transfer the flag from the first container to the second within a single run. Dropping the flag constitutes an elimination infraction as described in Section 6. Knocking over a flag container incurs the penalty described in Section 5.

4.6 Burro Modifications

Burro competitors run the same three classes and patterns as mounted divisions. The following modifications apply:

- Competitors may handle their burro on foot for the duration of each run.
- Pattern distances shall be shortened.

5. Timing & Penalties

5.1 Time Recording

All times shall be recorded to the thousandth of a second (e.g., 21.345).

5.2 Knockdown penalty

A five-second (5.000) penalty shall be added to a competitor's raw time for each knockdown of a barrel, pole, or flag container as determined by the judge.

5.3 Adjusted Time

The adjusted time (raw time + all knockdown penalties) shall be used for all scoring calculations.

6. Eliminations & No-Times

6.1 Elimination

A competitor shall be marked **Eliminated (EL)** for any rule violation including but not limited to: running the pattern incorrectly, turning a barrel the wrong direction, holding up a barrel or pole by hand, stepping out of lane boundaries, dropping a flag, hitting the horse/burro with equipment, or any other infraction as determined by the judge.

6.2 No Time

A competitor shall be marked **No Time (NT)** when the run cannot be completed or recorded including but not limited to: rider or handler falling or separating from their animal after crossing the start line, horse or burro falling during the run, failure to finish the course, or timer malfunction where no rerun is granted.

6.3 Removal from Scoring Pool

Competitors marked EL or NT shall be removed from the scoring pool for that class and shall not receive a division placement or field placing in that class.

6.4 Fall Before Start

A competitor who falls from the horse or loses control of their animal before crossing the start line may be granted a rerun at show management's discretion.

7. Reruns

7.1 Grounds for a Rerun

A rerun may be granted at show management's discretion in the event of timer malfunction, course setup error, or a fall before the start line.

7.2 Rerun Procedure

When a rerun is granted, the original time is discarded and the competitor shall run the course again for a new time.

8. Divisions / Splits

8.1 Division Threshold

Divisions shall only be applied when there are fifteen (15) or more valid competitors in a class. Valid competitors are those with a recorded adjusted time who have not been marked EL or NT.

8.2 Single Pool Scoring

When the valid competitor count is fewer than fifteen (15), all competitors shall be scored in a single open pool with no division designations.

8.3 Division Structure

When divisions apply, competitors shall be sorted by adjusted time (fastest to slowest) and divided into three (3) divisions: 1D, 2D, and 3D.

8.4 Division Sizing

Division sizes shall be determined by dividing the number of valid competitors evenly by three. Any remainder shall be distributed to the lowest (slowest) division(s) first.

- Example: 15 competitors = 5 / 5 / 5
- Example: 16 competitors = 5 / 5 / 6
- Example: 17 competitors = 5 / 6 / 6

8.5 Tied Competitors at Division Boundaries

When two or more competitors at a division boundary share the same adjusted time, all tied competitors shall be placed in the higher (faster) division.

9. Placings & Awards

9.1 Class Placings

Placings of 1st through 6th shall be awarded within each division. If fewer than fifteen (15) valid competitors exist (no divisions), placings of 1st through 6th shall be awarded from the single open pool.

9.2 Tied Competitors within a Division

When two or more competitors within a division share the same adjusted time, they shall receive the same placing and the corresponding number of subsequent placings shall be skipped. (Example: two competitors tie for 2nd place; both receive 2nd, and the next competitor receives 4th.)

10. Field Placing

10.1 Field Placing Assignment

Each valid competitor shall receive a field placing representing their rank across the entire class, numbered continuously from 1 starting with 1D through 3D. (Example: in a class with 6 competitors per division, the 1st place finisher in 2D receives a field placing of 7th.)

10.2 Purpose of Field Placing

Field placings are used exclusively for the Overall calculation described in Section 11 and are not used for class awards.

11. Overall Champion

11.1 Eligibility

To be eligible for the Overall placing, a competitor must have a recorded field placing in all three (3) classes (Poles, Barrels, and Flags). Competitors marked EL or NT in any class are ineligible for Overall.

11.2 Overall Score Calculation

The Overall score shall be the sum of the competitor's field placings across all three classes. The lowest Overall score shall be the Overall Champion.

The Overall calculation shall be performed after all three classes are complete.

11.3 Overall Tie-breaking Procedure

In the event of a tie in Overall score, the tiebreaker shall be applied in the following order:

- (a) The competitor with the better (lower) field placing in Flags shall prevail.
- (b) If still tied, the competitor with the better field placing in Barrels shall prevail.
- (c) If still tied, the competitor with the better field placing in Poles shall prevail.

12. Live Scoring

12.1 Real-time Recalculation

Division assignments and placings shall be recalculated in real time as each competitor completes their run. Division assignments are not final until all competitors in a class have completed their runs.

12.2 Notice to Competitors & Spectators

Competitors and spectators should be aware that division placements may shift as additional runs are recorded.