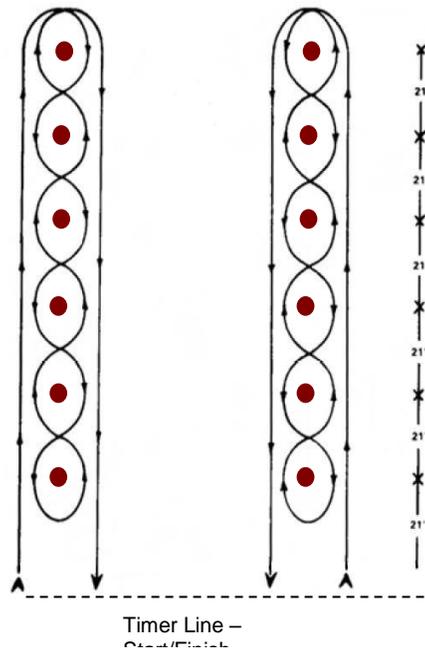


POLE BENDING

1. Event Description – AAYHA will reference AQHA rules beginning with SHW703 for the Pole Bending race.
2. AAYHA unique rules for the Pole Bending race will require participants to run a pattern around six (6) poles alternately going left and right around each pole as fast as possible according to the Pole Bending pattern in the following manner:
 - a. 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.
 - b. Participants may begin from an open or a closed gate and must return to a closed gate.
 - c. Timing begins when the horse's nose first crosses the timer line and ends as the horse's nose crosses the timer line again.
 - d. Two cones will be used to identify the Start/Finish line and the horse and contestant must start and end between these two cones.
3. Penalties – Knocking over a pole shall carry a five-second penalty. Failure to follow the pattern will cause disqualification (DQ). Contestants may touch a pole with their hand. However, if the original course is altered by a rider intentionally grasping a pole, a five second penalty for each pole grasped will be assessed.



General Speed Rules

1. In speed events, running through the gate and/or starting before the gate is closed is permitted and will not constitute a disqualification. However the participant must run back to a closed gate.
2. In Speed events, the intentional throwing of equipment will result in a five (5) second penalty.
3. The judge, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope in front of the cinch.
4. Shirts must be tucked in when show participants enter the arena. For a shirt to be considered "not tucked in", the shirt *tail* must be on the outside of the exhibitor's pants at the time of entry into the arena. A rider whose shirt becomes "un-tucked" during the course of the ride after entry into the arena will not incur a penalty.

5. In speed events, unless otherwise specified, time will begin when the horse's nose FIRST crosses the timer line and stops when the horse's nose crosses the timer line a SECOND time. If any part of the horse crosses the timer line BEFORE completing the course, rider will receive a no time for any speed event.
6. Failure to follow pattern will cause a disqualification. When a participant is disqualified, they are counted in the total number of participants of that event for award point determination, however, a disqualification results in NO points for that contestant.