

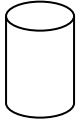
LEGEND



Rundown Barrel



Light Balloon



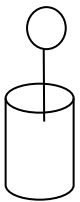
Random Barrel



Dark Balloon

GATE

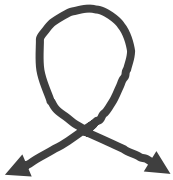
Gate-You must pass through these 2 objects. This may be done from either side.



TOB rule-If a balloon is set on top of a barrel it may be engaged either coming into or going out of the turn.



Indicates a partial barrel turn.



Indicates a Full Barrel Turn which means crossing your path by completely circling a barrel .

Standard spacing for a Rundown targets are 36 feet.

A standard Gate width is 15 feet

You may go between targets at anytime unless designated otherwise.

Random course indicates light balloons. Light balloons need to be engaged first unless designated otherwise.

If two targets are burst by gunfire, of the same or different color, it will not be considered a miss and poles do NOT have to be engaged. The extra round may be used to engage a missed legal target if the opportunity arises during the engaged course.

Competitors may pass through the gate from either side unless designated. Horse's entire body must pass through gate. Targets may be engaged before, after or while passing through a gate.

If a balloon is set on top of a barrel, it may be engaged going in or coming out of the barrel, (this includes the Rundown barrel).

Rounding a Barrel means going partially around a barrel, not just passing by a barrel, but not a full barrel turn.

FB - A Full Barrel Turn Means crossing your path by completely circling a barrel

A competitor may go back and round a barrel or pass through a gate to avoid a penalty.

Balloons may be engaged in any order, from either side, unless designated.

Idea arena size is 200 feet by 300 feet. Distance between the targets and barrels may be changed to accommodate a smaller arena.

It is each producer's responsibility to insure arena safety. If a competitor is concerned about the safety of an arena, they should withdraw from competition. Competitors enter at their own risk.

When in doubt, favor the competitor

If a competitor corrects their mistake, there is no penalty.

When the instructions indicate that a particular portion of the course is to be completed prior to rounding either the Rundown or Random barrel it shall be a 10 second penalty if any portion is completed after rounding the appropriate barrel unless the competitor goes back and corrects the error.

If the course includes a Rundown barrel, the competitor shall round the Rundown barrel prior to engaging any targets in the Rundown.

5 Second Penalties:

Missed target Knocked over barrel

Knocked over gate cone or automated target inflator

Dropping a gun while engaging the course

Failure to holster first gun

Unsafe gun handling including but not limited to gun twirling

10 Second Penalties:

Failure to engage the targets in proper order

Failure to engage all of the correct targets before rounding the barrel unless re-rounded after engaging all of the correct targets.

Failure to round barrel

Failure to go through the gate

Failure to follow the prescribed pattern

Non-Qualified Run: 60 second penalty

Engaging the course without the Range Masters go signal

Becoming dismounted during the course of fire

Passing behind the timer, being out of control

Re-crossing the time line after completing the course of fire and re-starting the timer with no record of the correct time of the run.

Crossing the time line before completing the course of fire.

Discharge of a firearm outside the course of fire at any time or place. The penalty will be assessed for the course immediately following the incident unless the match has concluded, then it will be assessed for the previous course run.

Breaking the timer, without engaging the course, shall have no penalty the first time during an event. The second time during the same event will be a non-qualified run (60 seconds)

If a competitor loads and/or shoots 6 rounds from the same gun in a stage