

Stake Race (Alternate 2):

1. Two poles to be set 100 feet apart, at least 21 feet from end of arena.
2. Pre-marked poles to stay the same for the whole rodeo.
3. Start/finish line drawn midway between stakes and must be clearly visible either on the ground or on the fence.
4. Stakes may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a centre line the full arena distance must be used. Crossing the centre line will result in disqualification.
 - a. At start signal, cross center start line and proceed to a left hand turn around first pole (stake).
 - b. Make a right hand turn around second pole (stake).
 - c. Make a left hand turn around the third pole (stake) completing a figure eight pattern.
 - d. Race across centre line to finish the course.
5. The pattern may be run from a right or left hand turn at the start as long as the proper sequence of figure eight is completed correctly.
6. Touching a pole by either the horse or the contestant is permitted. However, knocking a pole over will result in disqualification.
7. Nose of horse to be timed across score line starting and finishing by timers/flag person.
8. Disqualification for going off pattern.
9. Pattern is broken if horse's shoulder goes past wrong side of pole.
10. Whips and/or spurs allowed.
11. No re-run due to faulty equipment being used by contestant.
12. Flagging out by judge to be done only after run in completed.
13. There must be at least 30 feet of stopping space.