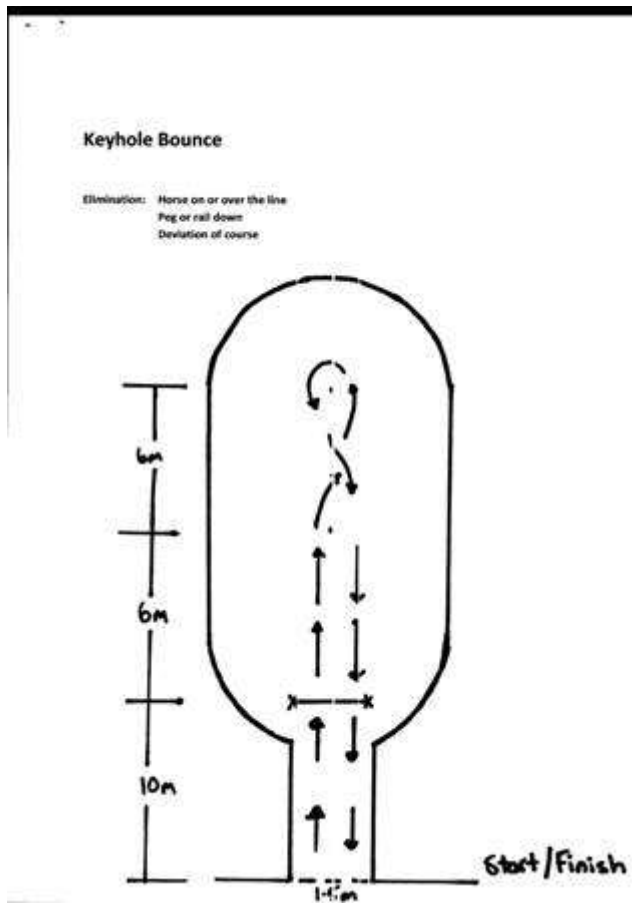


## KEYHOLE BOUNCE

Elimination: Horse on or over the line, peg or rail down, deviation of course.



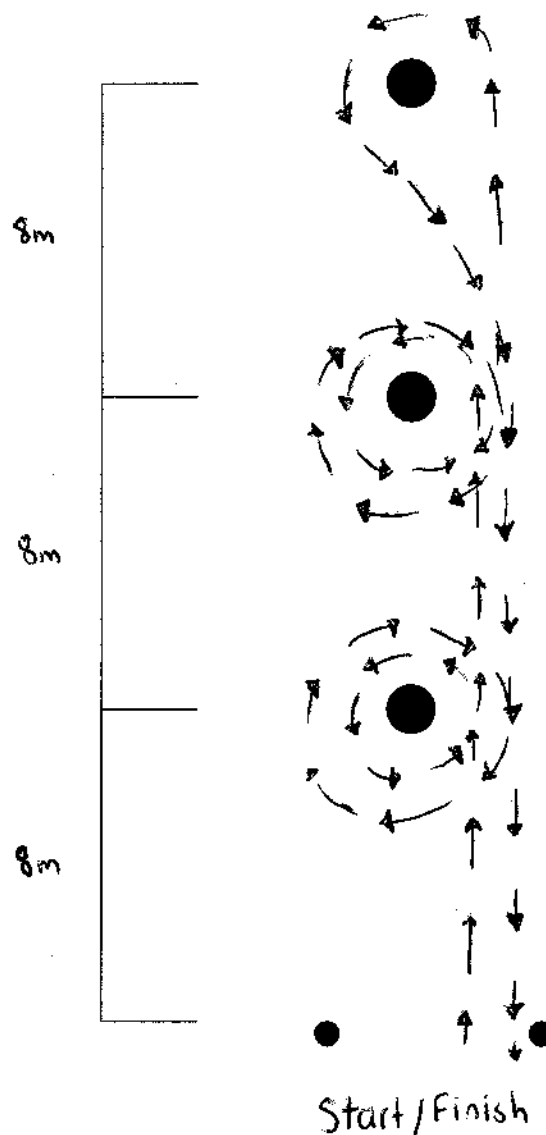


## STRAIGHT BARREL RACE

1. There will be three 44 gallon drums in a straight row, distances as shown in diagram.
2. Course as shown in diagram. The rider enters through the Start/Finish posts and takes the drums as follows:

*On the outward course, all three drums on a left hand turn.  
On the return course, final two drums on a right hand turn.*

3. This is a timed event. Competitors may have a flying start.
4. Elimination will result from:
  - Error of course not rectified
  - Touching a drum with the hand
  - Knock down of drum



## Square Yard Race

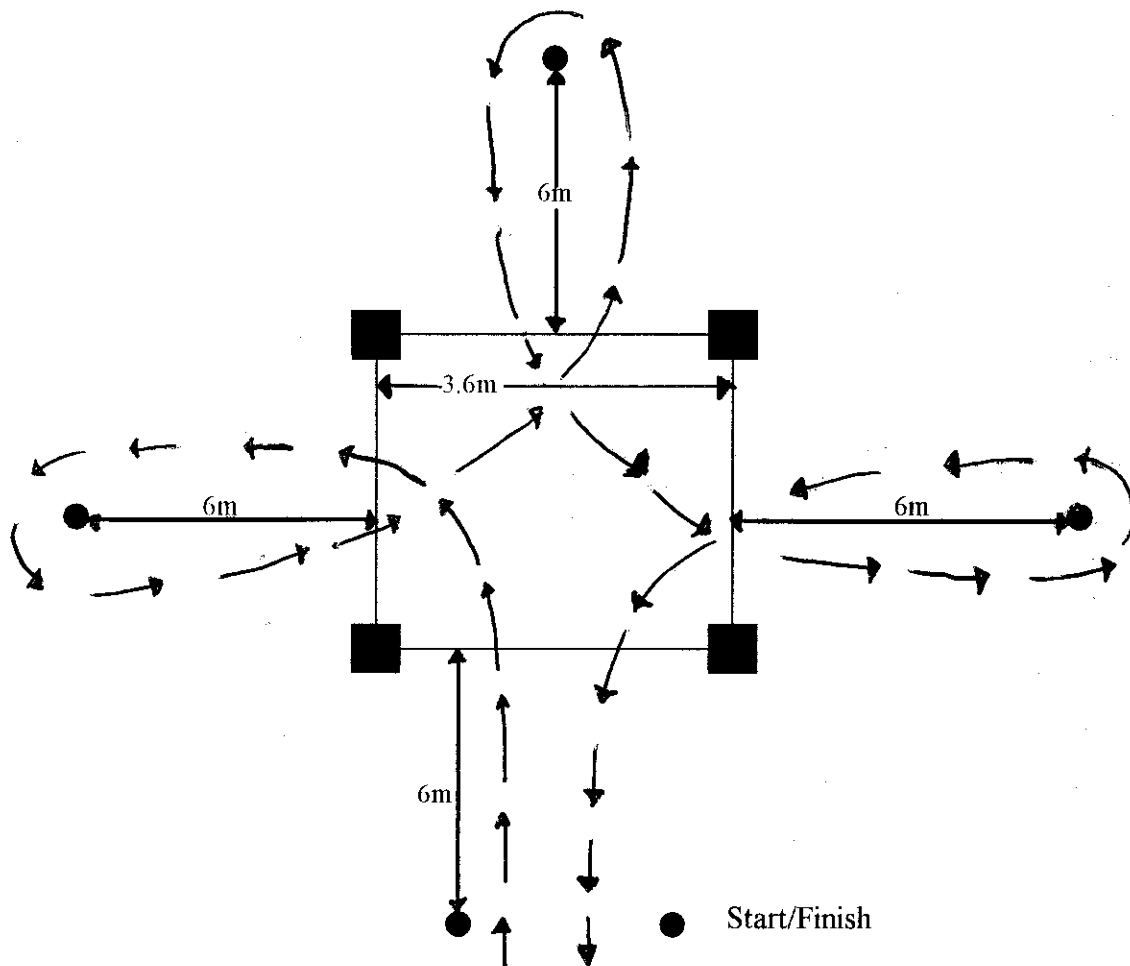
1. Square, made of poles and drums
2. Three bending poles
3. Start and Finish Drums, distances as shown in diagram
4. Course as shown in diagram. The rider enters through the start/finish and can take either direction. Rider jumps over each pole and around the right side of each bending pole (making a cloverleaf). Then over the pole at start/finish. Timed event.

### Elimination

- Error of course – must jump each pole not corners
- Knocking down jump pole

### Five second penalty

- Knocking over bending pole



## SCUDAHOE

Enter through Start/Finish pegs, bend through pegs, over jump to barrels, bend through barrels, then over the other jump, return home to Start/Finish pegs. Flying start allowed

### *Elimination*

- Knocking peg down
- Touching barrel with hand
- Three refusals at jump
- Touching peg with hand

### *Five Second Penalty*

- Knocking barrel down
- Dislodging rail

Jumps to be placed on 4 gallon (20 litre) drums on side or similar. Barrels in line with 1<sup>st</sup> and last peg. The middle one halfway between centre pegs.

