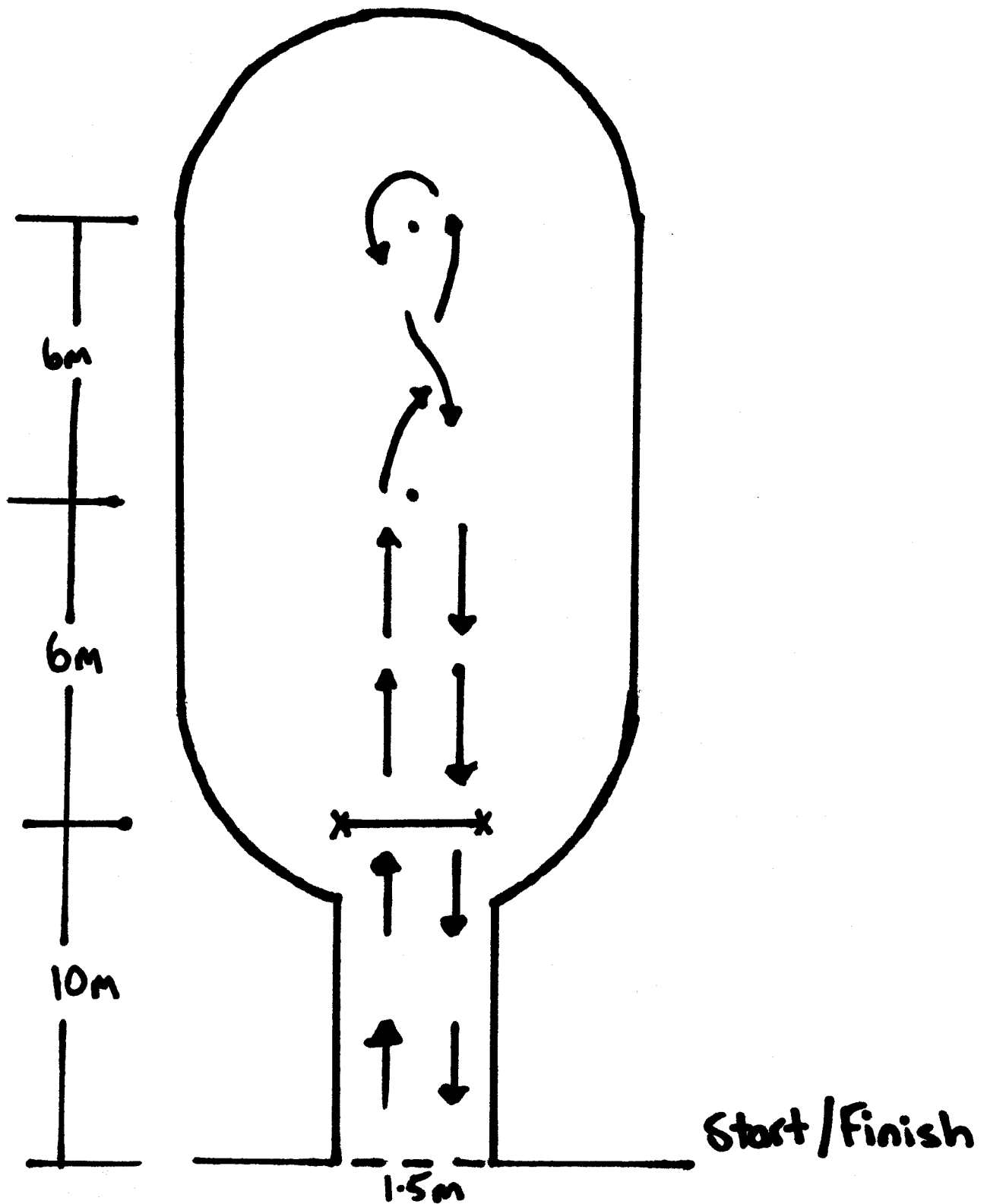


Keyhole Bounce

Elimination: Horse on or over the line
Peg or rail down
Deviation of course



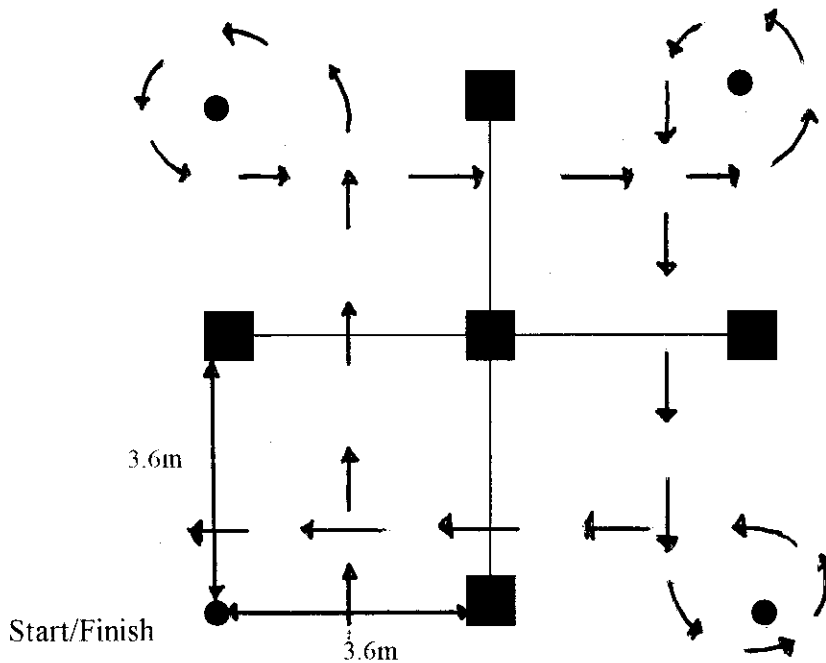
In & Out the Paddock

Equipment

1. Four jumping rails, four bending poles, drums or jump blocks for poles to rest on. Set up as per diagram.
2. Course as shown in diagram. The rider enters through the start/finish, over jump and around bending pole on left rein. Course is completed on same rein.

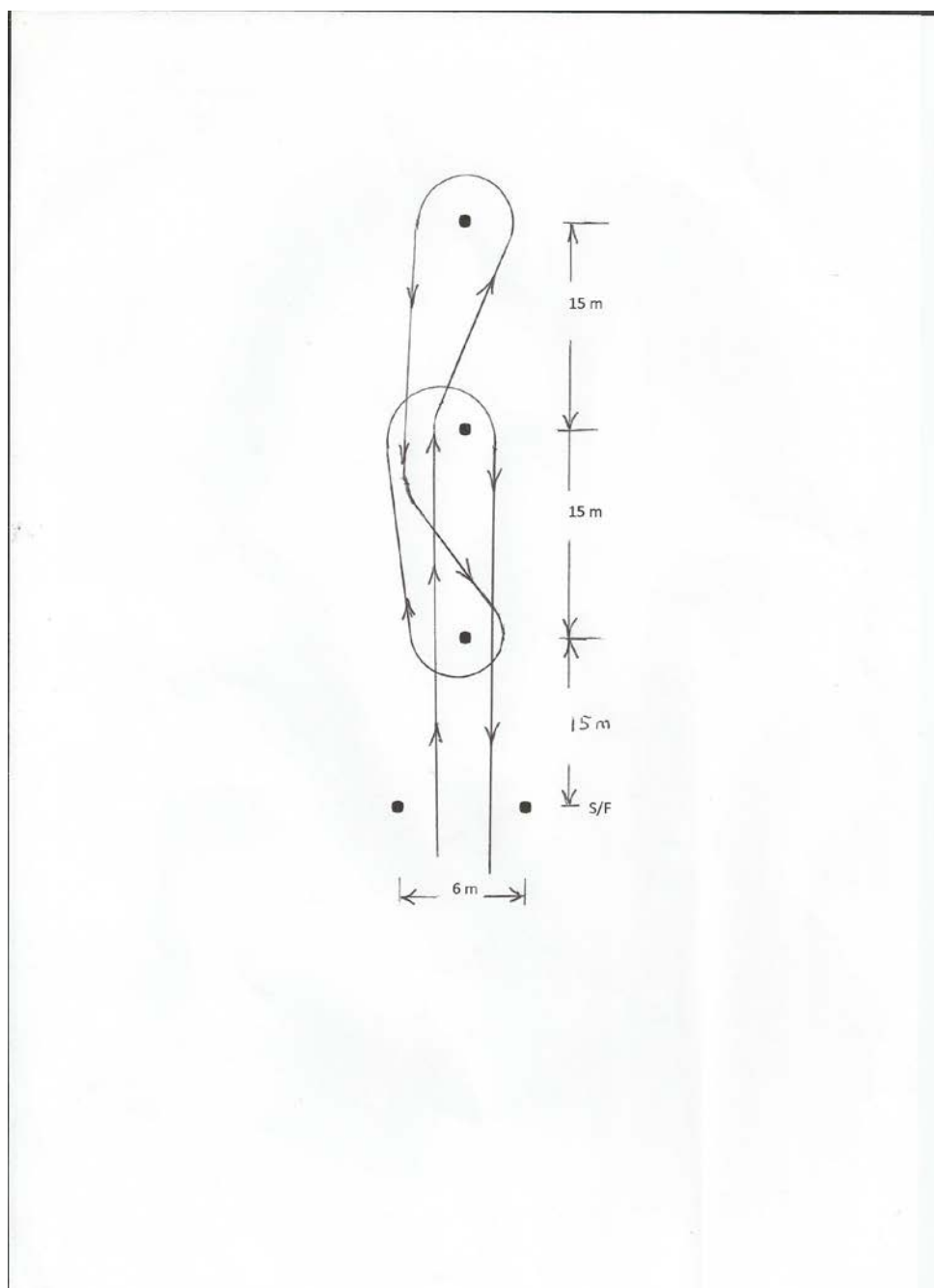
Elimination

- Error of course
- Knocking down jump pole
- Knocking over bending pole



STRAIGHT BARREL RACE

Competitor rides on the left hand side past the first two barrels then crosses the line of barrels and then turns left U turn around the third barrel, (see diagram) ride back towards the first barrel passing the middle barrel and then crosses the line of barrels turns right hand U turn around this barrel and proceed to the middle barrel and turns to the right and U turns around the middle barrel and continues to the start finish line.



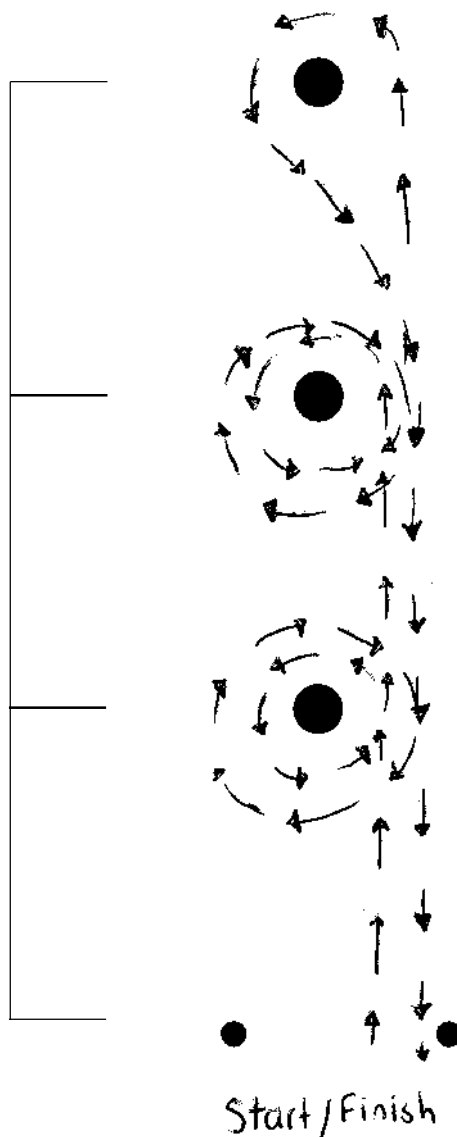
BARREL TWIST RACE

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

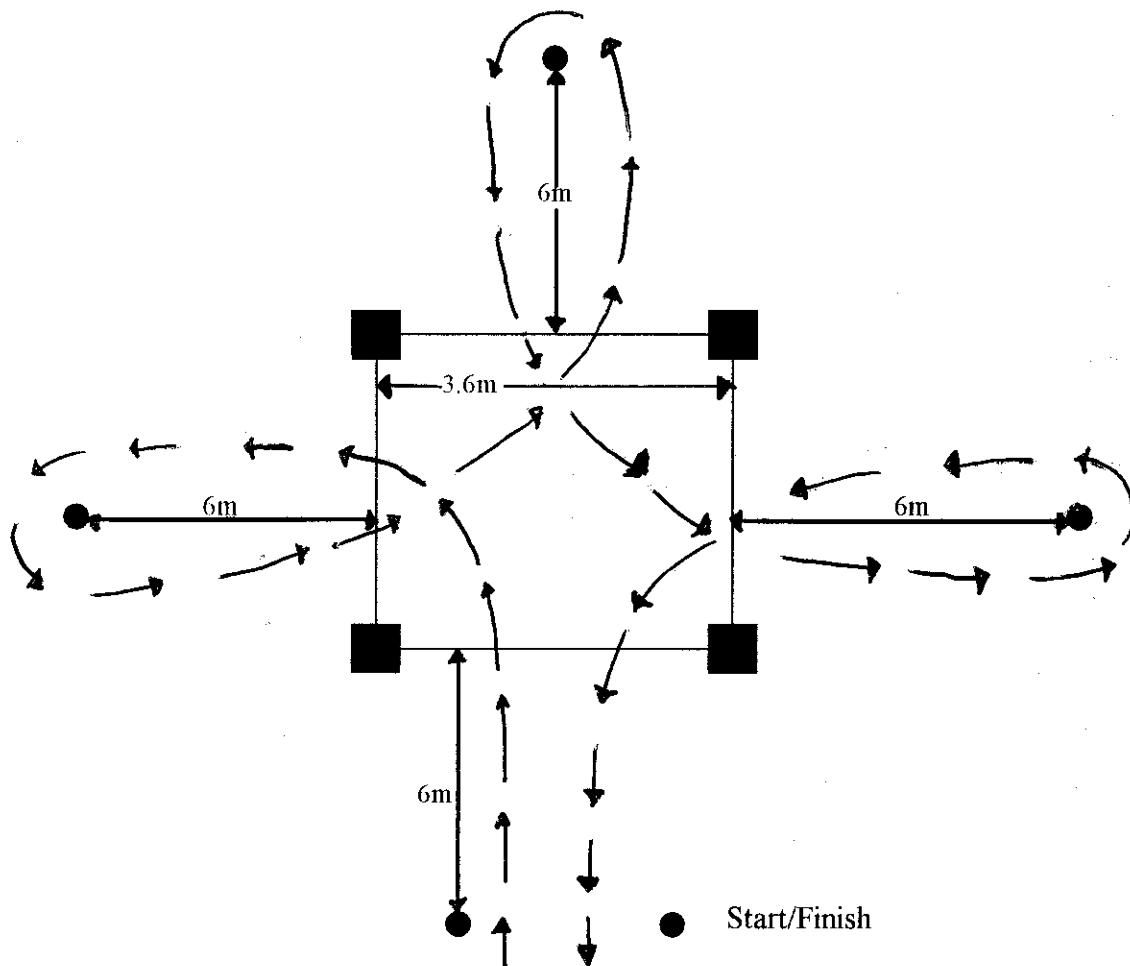
1. Square, made of poles and drums
2. Three bending poles
3. Start and Finish Drums, distances as shown in diagram
4. Course as shown in diagram. The rider enters through the start/finish and can take either direction. Rider jumps over each pole and around the right side of each bending pole (making 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 1st and last peg. The middle one halfway between centre pegs.

