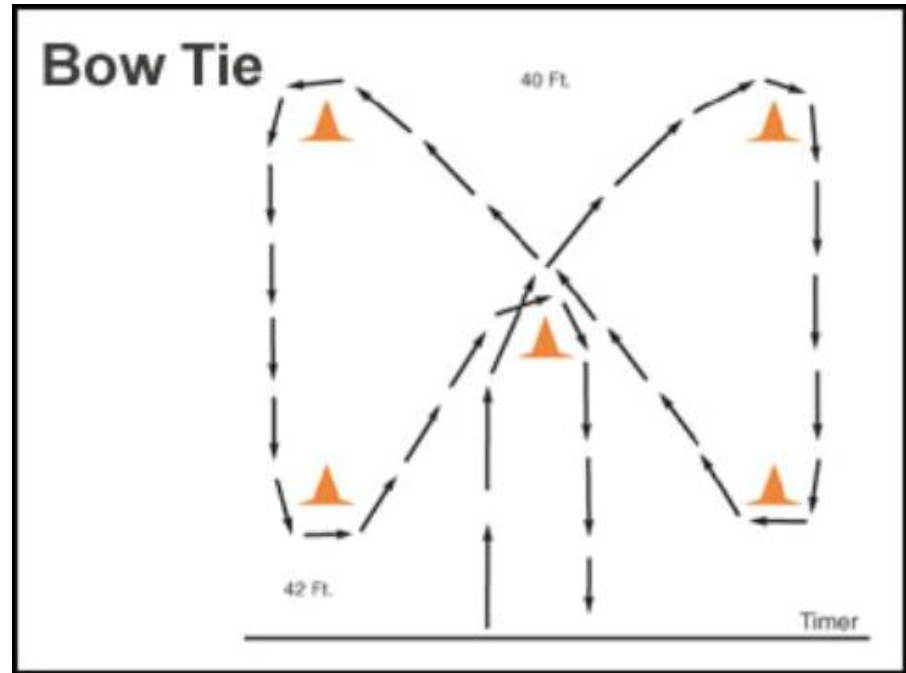
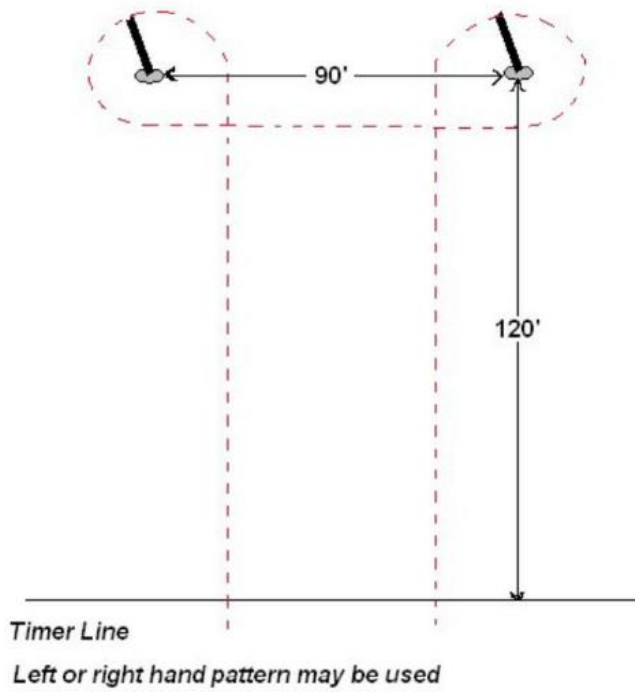


# Playday Games

## Birangle



## BASEBALL

This is a timed event. Rider races to the barrel and picks up the baseball while turning barrel, then returns to the barrel nearest the finish line, depositing the baseball in it before crossing the finish line. Rider may run either right or left pattern. A rider may circle either barrel as long as the rider comes in one side and goes out on the other without running a figure eight.

### EQUIPMENT REQUIRED

1. One (1) 55 gallon standard oil drum, with the dimension being 23 inches from outside to outside on the end and 34-1/2 inches long from the outside lip on top to the outside lip on bottom, placed 152' from the timer line.
2. One (1) three (3) gallon black rubber bucket without obstructions such as a bail or ears completely filled with sand placed on top of the 55 gallon drum at the back side (furthest edge away from the timer line)
3. Baseball: A standard major league baseball to be placed on the sand in the center of the bucket for each contestant. Golfball: Optional for riders in SuperPeeWee and PeeWee classes
4. One (1) regular 30 gallon drum placed 20' from the timer line (in line with and between the other barrel and the timer line.) This barrel has an open top and bottom.

### DISQUALIFICATIONS

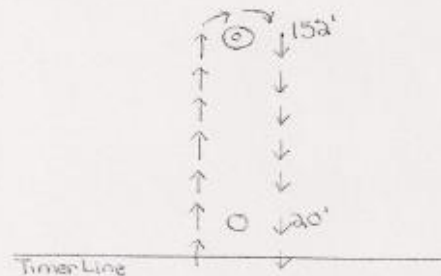
1. Breaking the pattern such as doing a figure eight.
2. Failure to pick up the ball
3. Dropping ball
4. Ball touching the 55 gallon barrel or ground due to actions of horse or rider
5. Failure to deposit ball in goal barrel
6. Failure to complete the race
7. Knocking over bucket or barrel
8. Ball not in barrel upon completion of ride.

### OFFICIALS

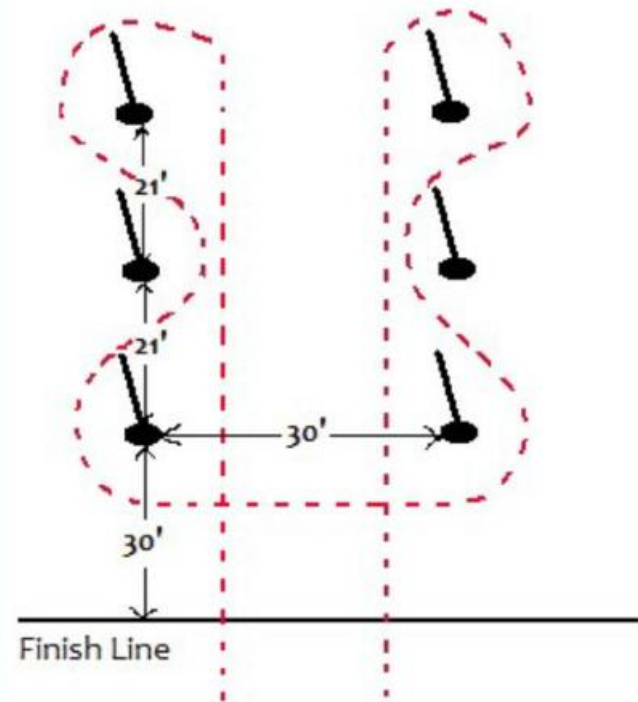
Two (2) judges, 1 at each barrel. In addition to judging, they are responsible for placing the baseball on the sand-filled bucket and removing the baseball from the goal barrel after each ride.

### PATTERN ADJUSTMENTS

Adjustments for non-standard arena: none

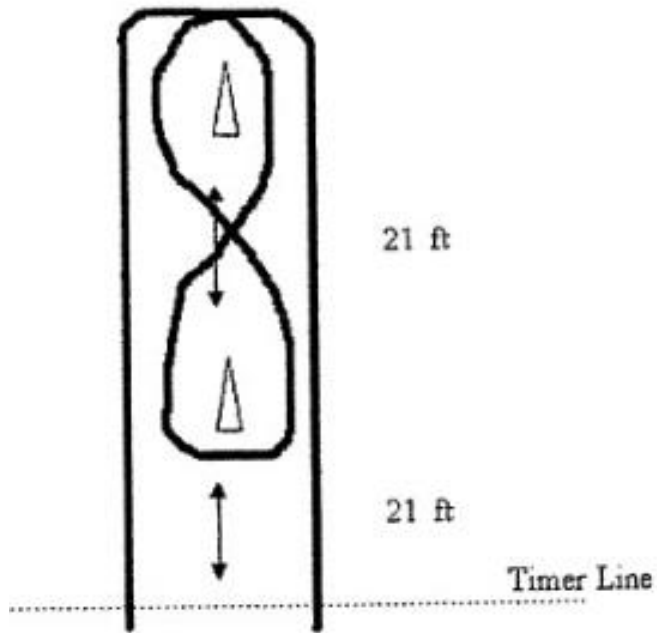


## Butterfly

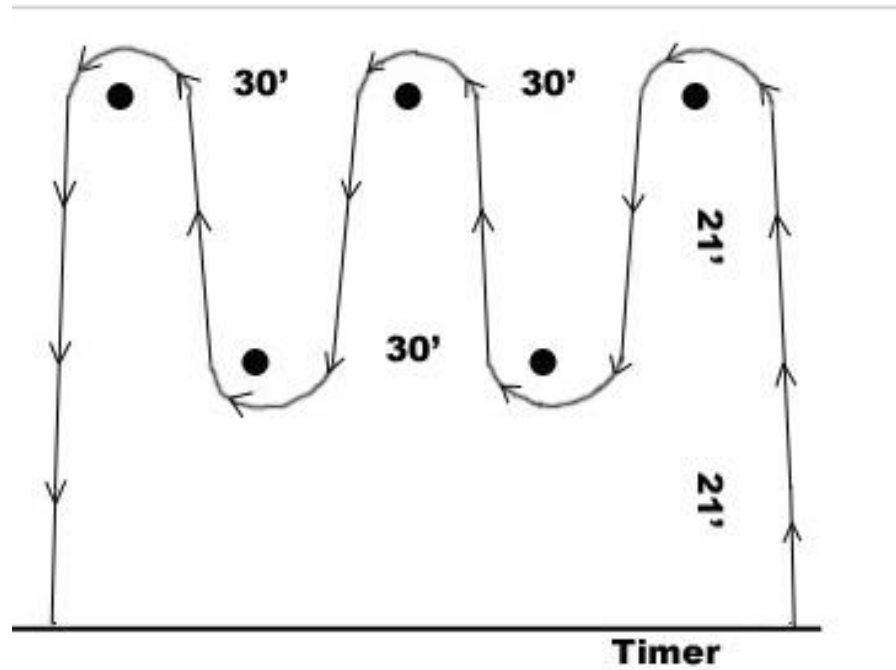


Left or Right hand pattern may be used.

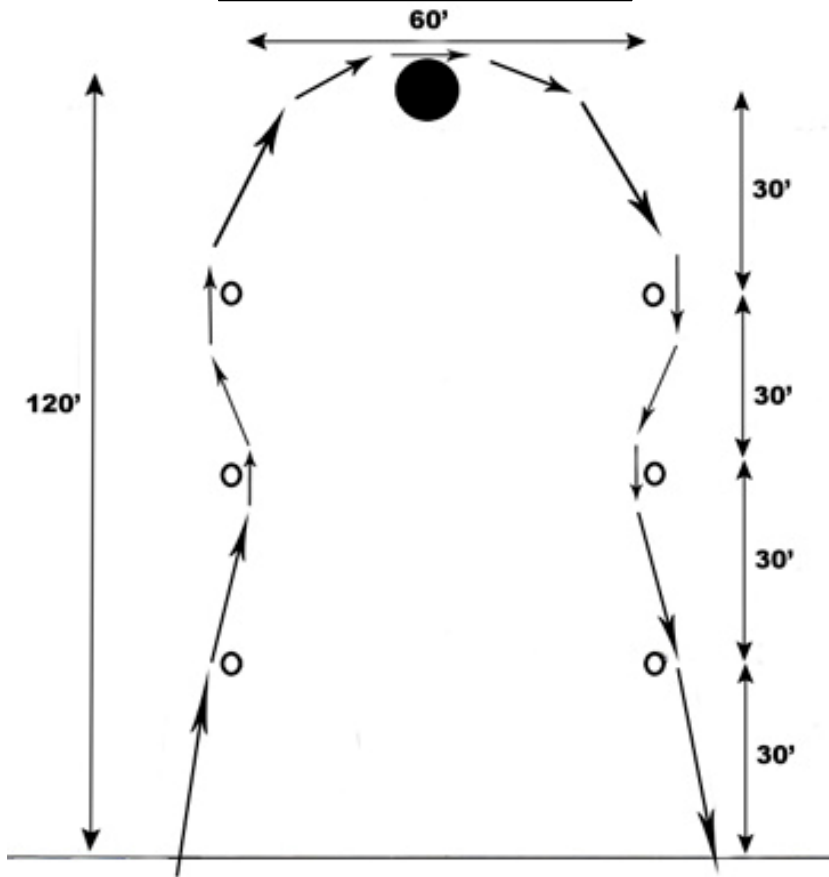
Figure 8



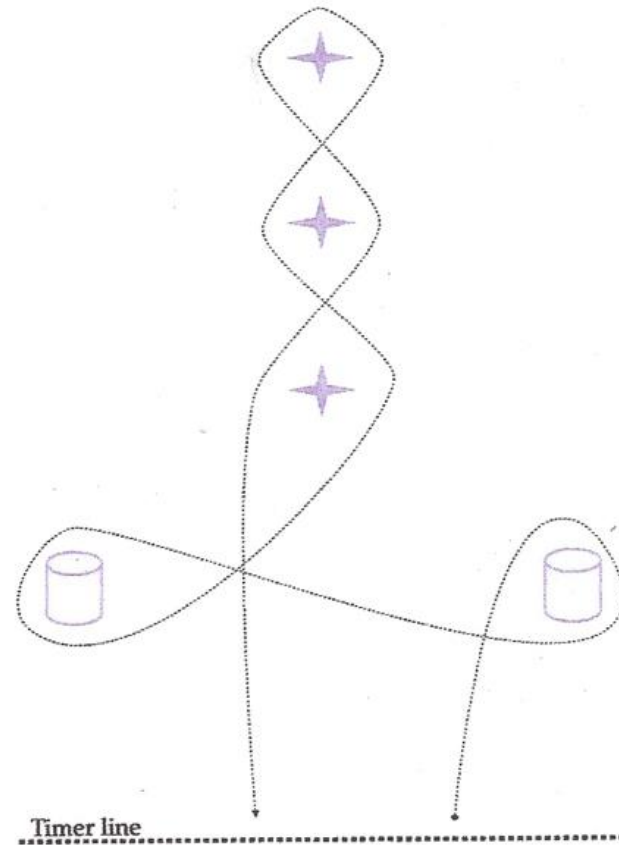
Flying W



# Lariat

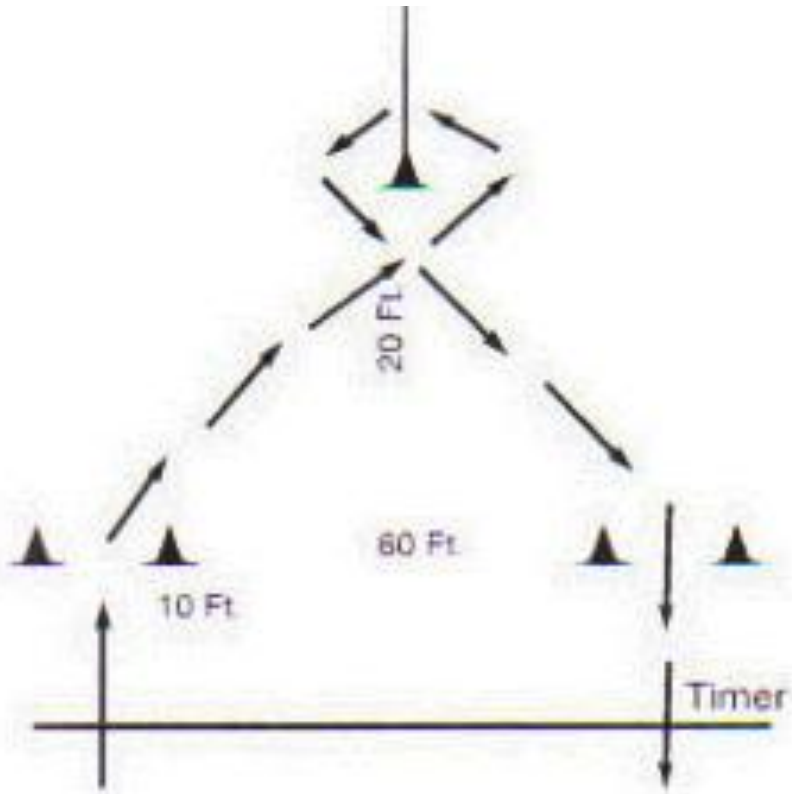


# Peppermint Twist



 = Pole       = Barrel

## Spur



Ride a Buck

Catalogue Race

Water Race

Stake Race

Keyhole

2-Flag

Ribbon Race

Banana Race

Boot Race

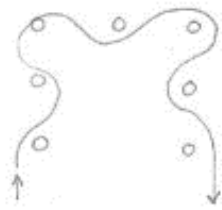
Stick Horse Race

Red Light/Green Light

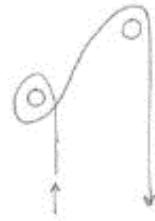
Apple Race

Lydia Says

Horseshoe Barrels  
(or Cones)



Two Barrel Cowhorse



2 Jump Cowhorse

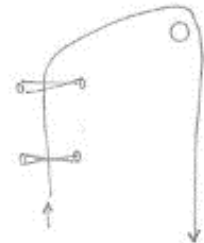
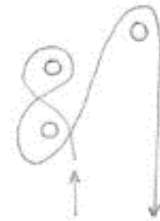


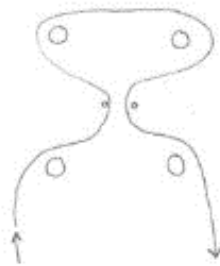
Figure 8  
Cowhorse



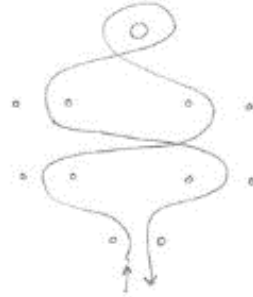
Scramble



Hour Glass



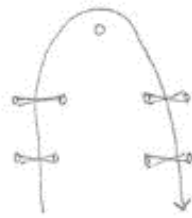
Boot Lace



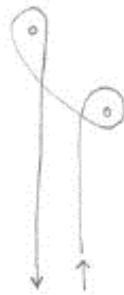
Key hole  
(version 2)



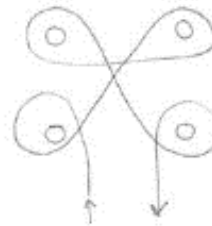
Scurry



2 pole Run



Four Leaf Clover



Butterfly

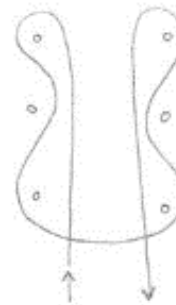
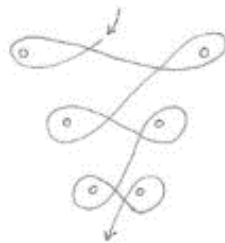
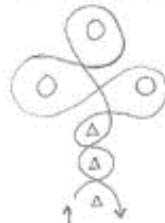


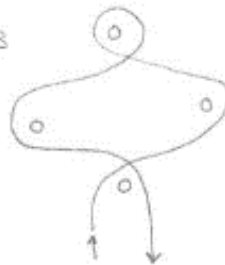
Figure 8c



Cones and Barrels

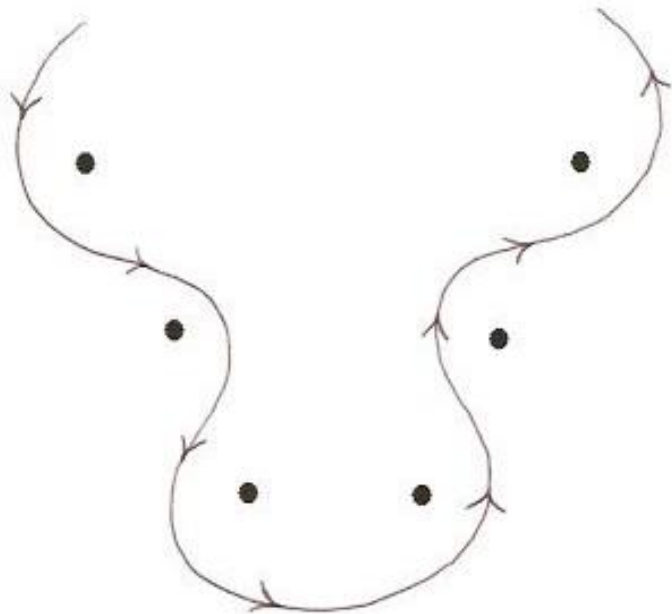


Cats Cradle



Line Through Lark



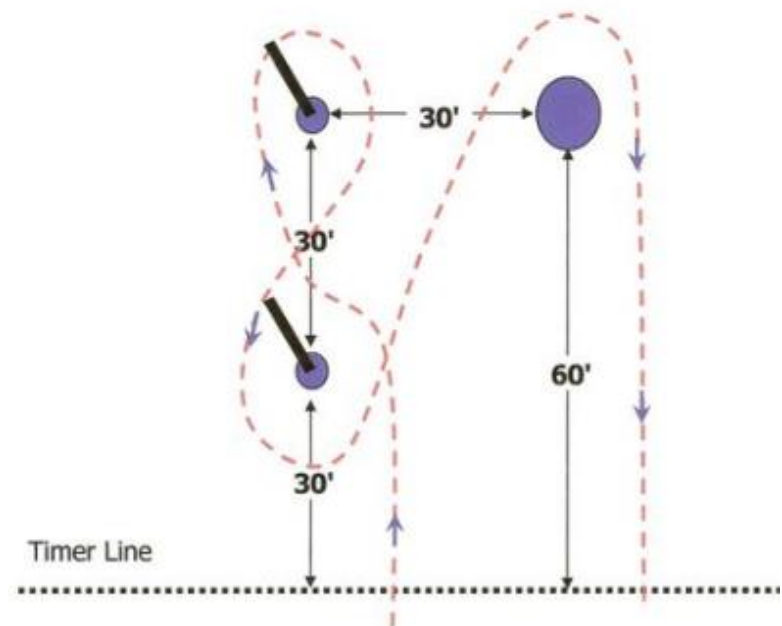


**Zig Zag**

Work from the wide end to the narrow end

This pattern can be worked at a walk, trot or canter. Make sure you are in control and allow your horse plenty of room.

**Pole Figure 8 Cowhorse**



**Must start run on left hand side.  
Props: 1 large barrel. 2 poles.**