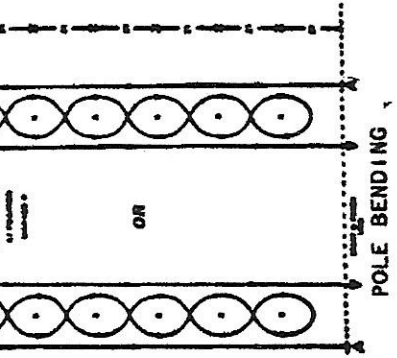


CLOVER-LEAF BARRELS

The contestant may start on either the right or left barrel. There will be a disqualification for not following the cloverleaf pattern. Barrel #1 is 20 yards from the start line. Standard distance is 30 yards from #1 to #2 and 35 yards from #2 to #3. Each barrel knocked over carries a 5 second penalty. There will be a disqualification for not following the pattern.



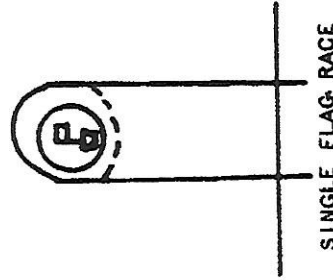
POLE BENDING

Six upright poles are placed 21 feet from the start line and 21 feet apart in a straight line. Knocking down a pole carries a 5 second penalty. You may start either to the right or left of the poles. There will be a disqualification for not following the pattern.



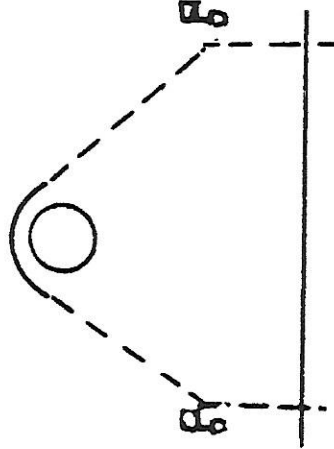
STRAIGHT-8 BARRELS

The contestant may start either to the right or left side of the barrels. Barrel #1 is placed 20 feet from the start line and 21 feet in between each barrel. Each barrel knocked down carries a 5 second penalty. There will be a disqualification for not following the pattern.



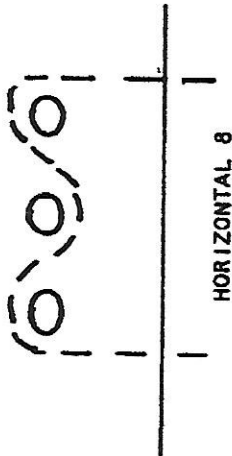
SINGLE FLAG RACE

The contestant may start either to the right or left of the barrel. A sand filled bucket is placed on top of a barrel 60 yards from the start line. The contestant must pass behind the barrel and return on the opposite side of the flag. If the flag is missed on the first pass the contestant must circle all the way around the barrel for a second pass. Not doing so will result in a disqualification. Striking the horse with the flag is an automatic disqualification. Knockdown of the bucket or the barrel is a 5 second penalty each.



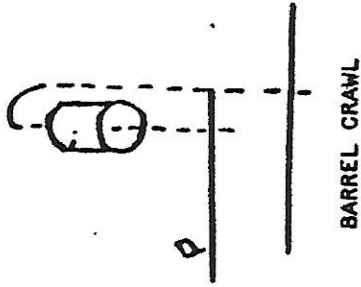
2-FLAG RACE

The contestant may start either to the right or left bucket first. Two sand filled buckets are placed across from each other 30 yards from start line attached to the fence (not on barrels). A barrel is placed in the center of the arena 30 feet beyond the flag buckets. If the flag is dropped or if the bucket is missed, the contestant must dismount and retrieve the flag or it is a no time. You must be mounted as the flag is taken out of or put back in the bucket. The amount of flags used will be decided by the Arena Director and be announced before the event starts.



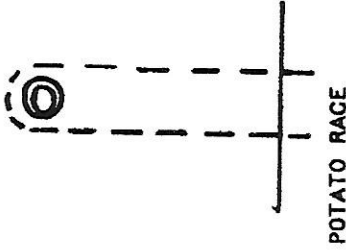
HORIZONTAL 8

The contestant may start on either the right or left side of the barrels. Barrels are set 21 feet in between each barrel. Each barrel knocked down carries a 5 second penalty. There will be a disqualification for not following the pattern.



BARREL CRAWL

A barrel, laying on its side, is placed in the center of the arena. The contestant runs (on their horse) to the barrel, jumps off, crawls through the barrel, and runs (on foot) 21 feet past the flag man. There will be a disqualification for not following the pattern.



POTATO RACE

The contestant may start either to the right or left side of the tire. A tire is placed 60 yards from the start line. The contestant must pass behind the tire, drop the potato in the hole, and return on the opposite side of the tire. If you drop the potato you may dismount - pick up the potato - remount (you must be on your horse to drop potato). If the potato misses or bounces out of the hole, you will receive a "No Time". There will be a disqualification for not following the pattern.

#### GOAT TYING

The contestant must be mounted on a horse and ride from the starting line to the goat, dismount, and throw the goat by hand and tie any three feet together with a leather thong or a cotton rope, (no pliggin strings will be allowed) and you must clear the goat. The legs must remain securely tied for six seconds after the contestant signals their tie is complete. If the goat gets up before the six seconds the rider receives a no time. If the contestant runs over the goat or rope with their horse while mounted they will be disqualified. A contestant is still mounted until both feet are on the ground. If the goat is down when contestant reaches it, goat must be daylighted and then cross and tie any three legs and clear the goat. There will be a two minute time limit.

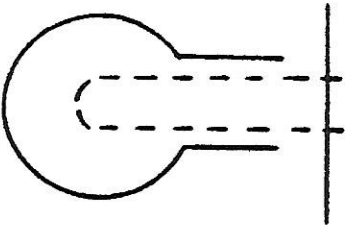
Distribution

#### BREAK-AWAY ROPING

Two loops allowed if two ropes are carried. The rope must be attached to the saddle so that when the calf is roped the rope will break-away from the saddle horn. The loop must go over the calf's head but may draw up any place on the animal. Time will stop when the rope breaks-away from the saddle horn.

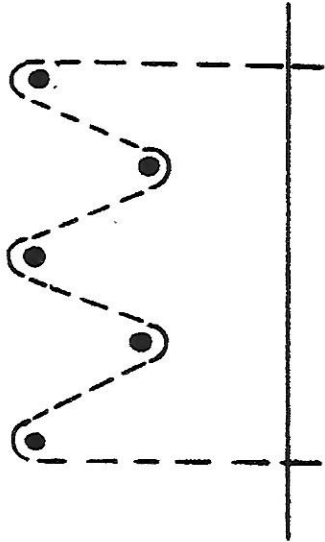
#### OTHER TIMED EVENTS

Other timed events as obstacle, ribbon race, etc., will have their rules announced before the event is ran.



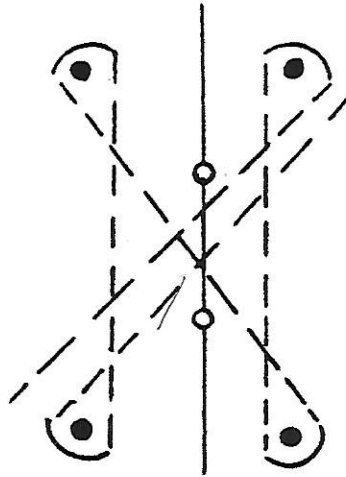
KEY HOLE

The circular portion shall be 30 ft. and the neck will be 7 ft. wide and 15 ft. long. The opening of the neck will be 40 ft. from the starting line. Horses crossing or stepping on or outside the pattern will be disqualified. No points of the pattern will be closer than 15 ft. from any fence.



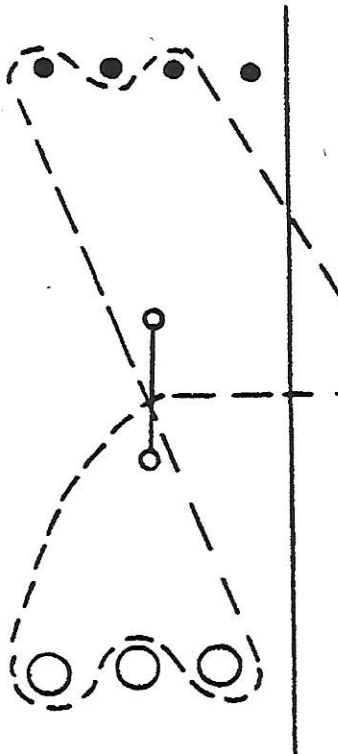
FLYING-W

3 poles are used in the back row, placed 20 ft. from the back fence line, and centered 15 yards apart across the arena. 2 poles are placed 15 yards apart and centered in the front row. Each pole knocked down will be a 5 second penalty.



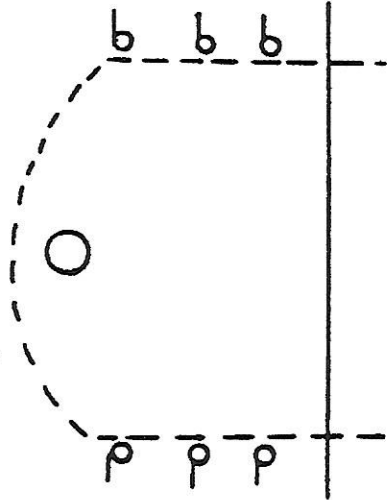
4-CORNER STAKE RACE

2 poles form the gate on the start line. 2 poles are placed 15 ft. from the starting line and 30 ft. apart. 2 poles are placed the same distance on the other side of the starting line. Each pole knocked down carries a 5 second penalty.



SCUDDA-HO

Four poles are set on the right side of the arena, the first pole is 21 ft. from the starting line and each pole 21 ft. apart. Three barrels are set up on the left side 21 ft. apart. A jump is in the center that is 12 to 24 inches high. A cone is on each end of the jump. The poles must be ridden through first. Each pole, barrel or jump knocked down is a 5 second penalty. Failure to make the jump is an automatic no time. A broken pattern is a no time. Knockdown of a jump marker is not a penalty, but cones must have been hit from inside the jump area, or a no time will be given.



RINGS

There will be 3 ring holders on each side of the arena. A barrel will be placed at the far end of the arena around which you must ride. There will be a 3 second penalty for each ring missed and a no time if you do not have at least 2 rings on your pole when you cross the finish line. It is a 5 second penalty if you knock down the barrel.