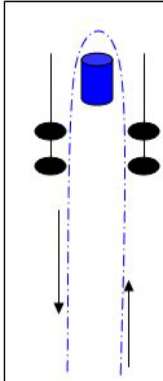


Game Patterns

KEYHOLE BARREL



Four Poles and a barrel are set 100 feet from starting line, 4 feet apart to form a 10 foot alley. Horse and rider team must race through alley go around barrel, race back through alley, and cross the finish line.

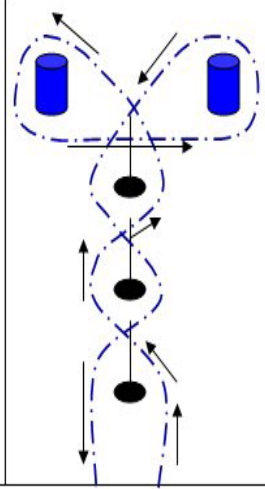
DISQUALIFICATION OCCURS IF ANY POLES OR BARREL IS KNOCKED OVER OR IF HORSE DOES NOT PASS THROUGH ALLEY.

BIG~T

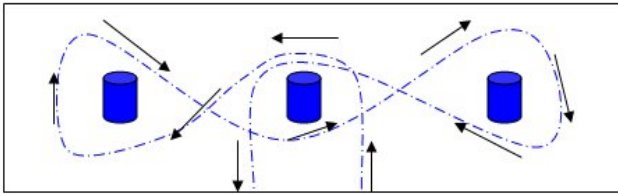
May Start Right or Left.

Weave the three poles in & out, make an inside turn around 1st barrel, then to the outside of the 2nd barrel weave the poles in & out, exiting on the opposite side.

A 5 SECOND PENELTY FOR EACH BARREL KNOCKED OVER, A 3 SECOND PENELTY FOR EACH POLE KNOCKED OVER.



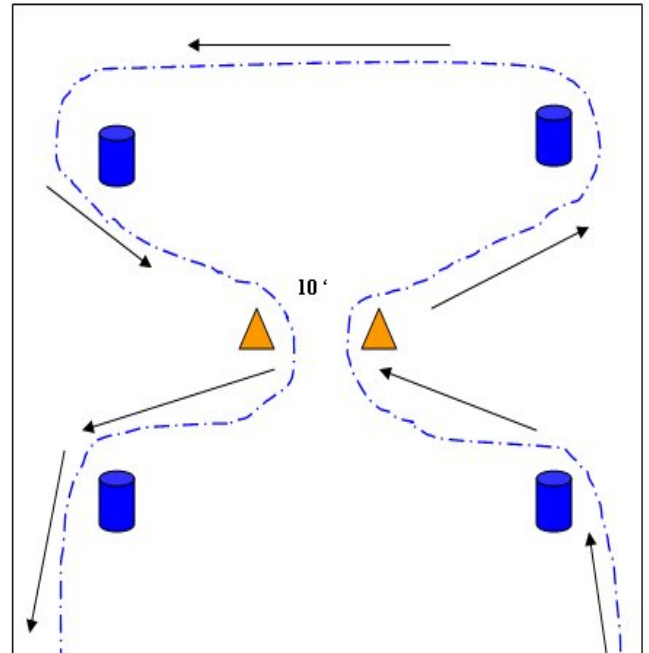
DOUBLE BOWTIE



May start left or right of the center barrel, Horse and rider team weave three barrels left to right then right to left. Exiting on the opposite side of the center barrel from entrance.

A 5 second penalty will be assessed for each knocked down barrel. disqualification occurs if team is off course.

HOURGLASS



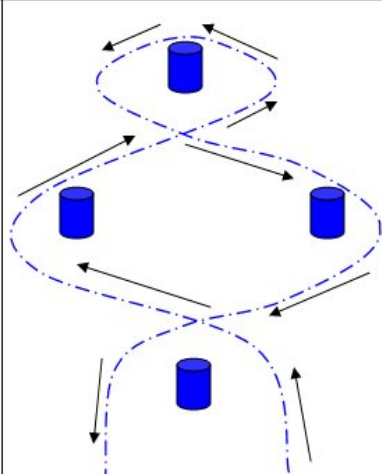
May start left or right, Start to the outside of first barrel, go between the cones turn the outside of second and third barrel, cross back between the cones turn the out side of the fourth barrel exit the arena.

A 5 SECOND PENELTY FOR EACH KNOCKED DOWN BARREL. DISQUALIFICATION OCCURS IF OFF COURSE.

CATS CRADLE

May start left or right of first barrel. Proceed to the outside of the second barrel, go around the third barrel, proceed to the outside of the fourth barrel exit on the opposite side of barrel one.

A 5 SECOND PENELTY FOR EACH KNOCKED DOWN BARREL. DISQUALIFICATION IF OFF COURSE



Extreme Team Race

