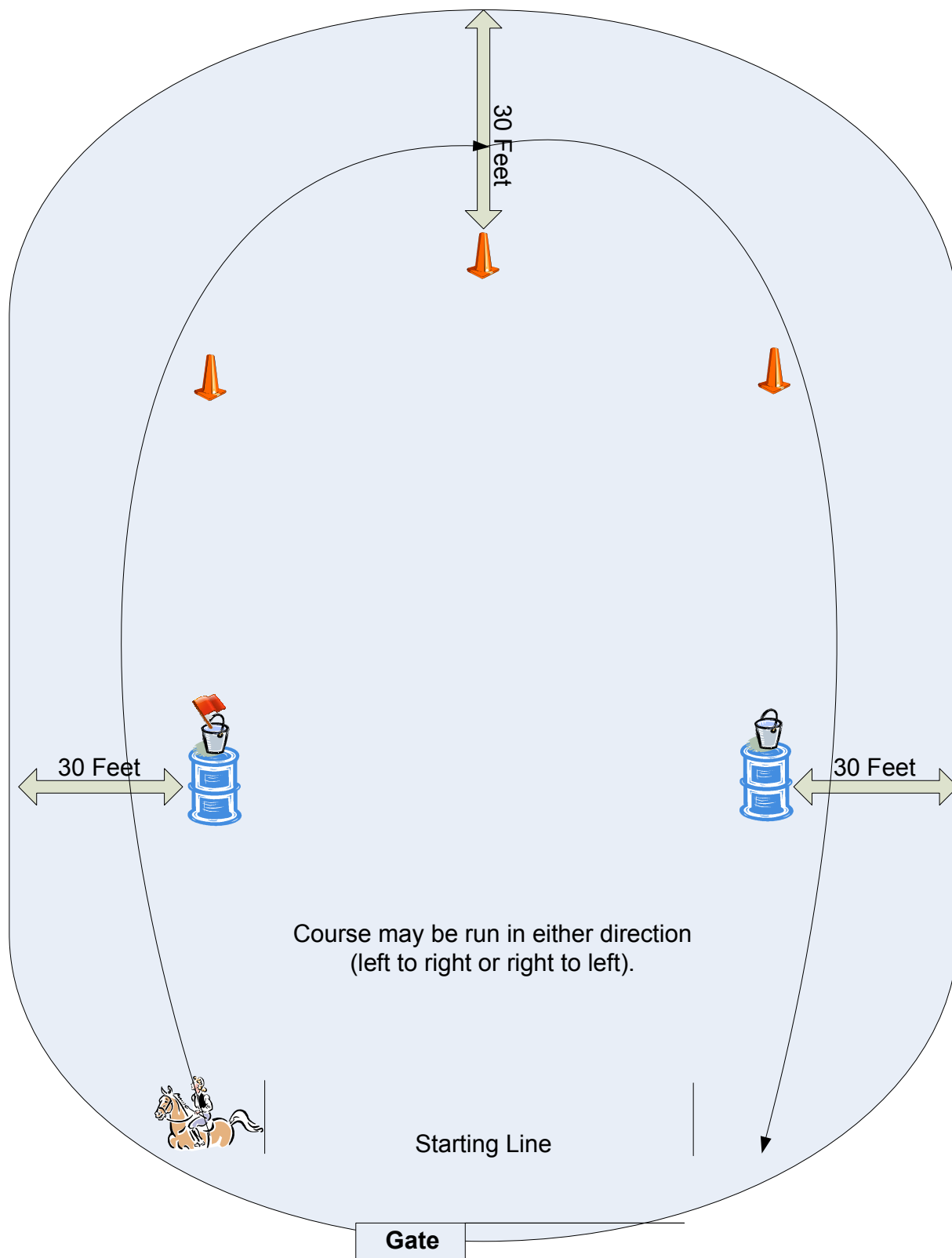


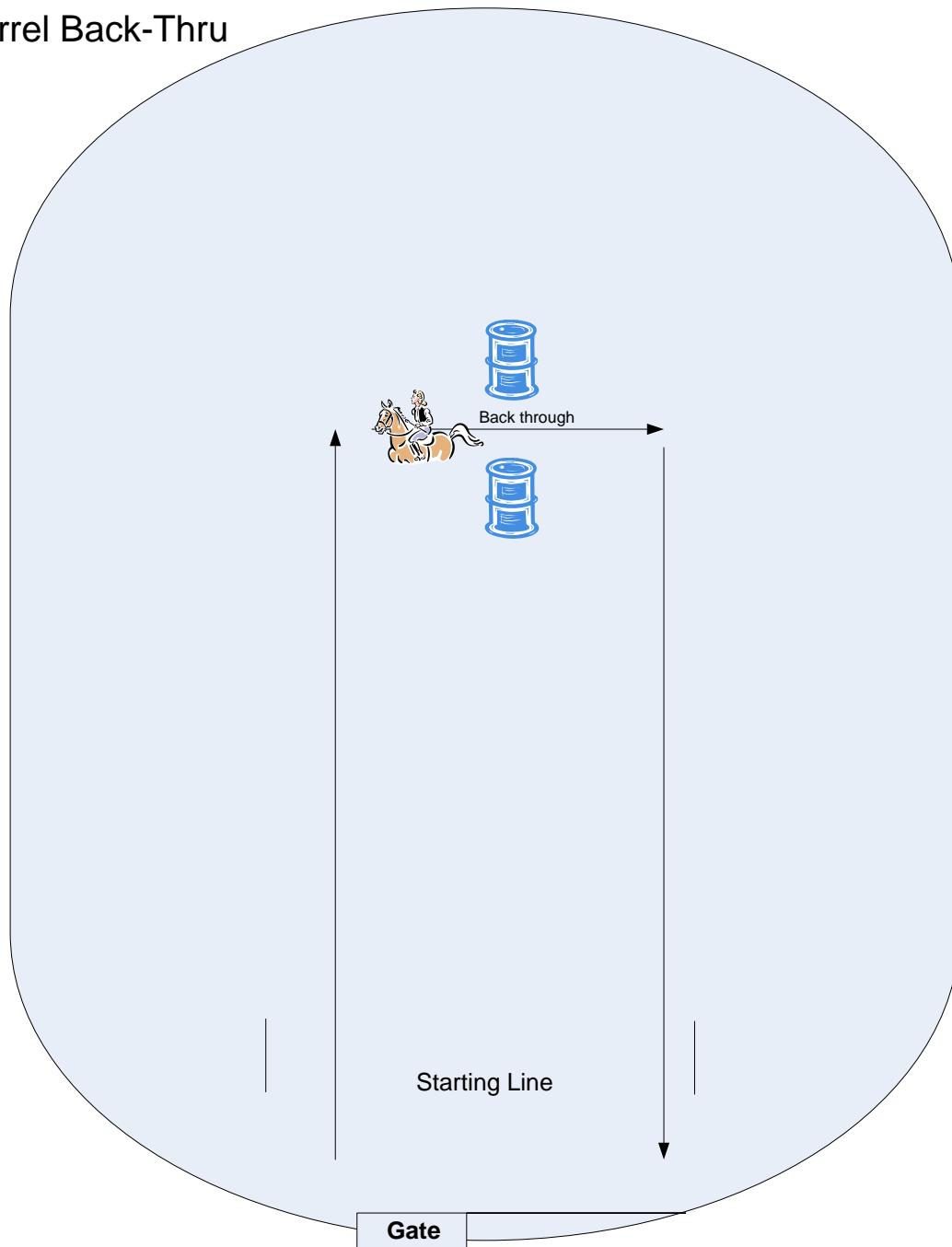
FLAG RACE



Rider begins at Starting Line, and rides along the rail and takes the flag from the bucket on top of the barrel. Rider then continues to ride along the rail and deposits flag into the bucket on top of the 2nd barrel.

Knocking over the barrel, dropping the flag, falling from the horse, or failing to stay on the rail side (outside the barrels and cones) disqualifies run. For this class, the rider does not need to go through the starting poles. Fastest qualified run wins.

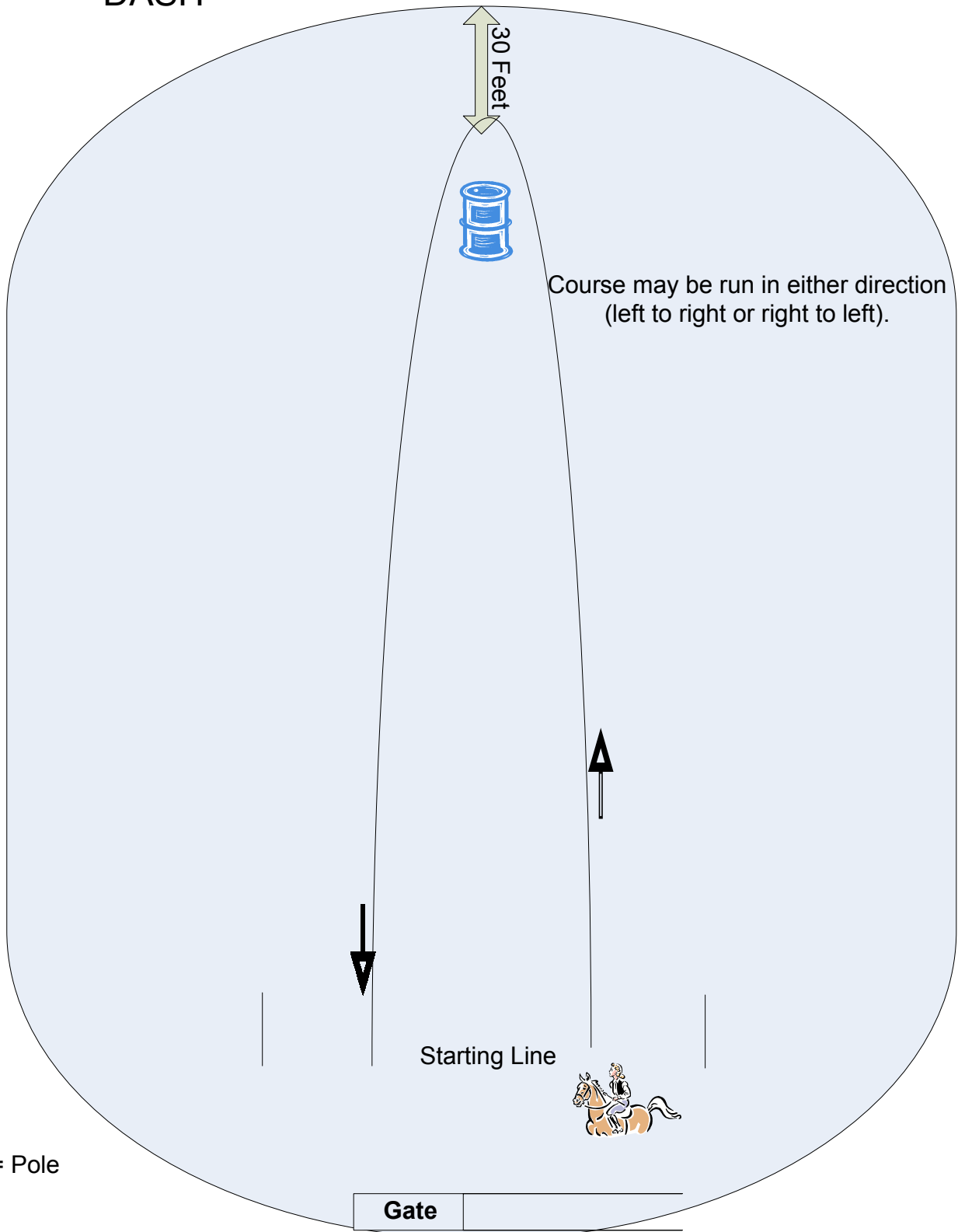
Barrel Back-Thru



Rider begins at Starting Line; rides up to the barrels, backs the horse through the barrels, then races back across the finish line. Pattern can be run in either direction.

Knocking over a barrel, falling from the horse, or breaking pattern disqualifies the run. Fastest time wins.

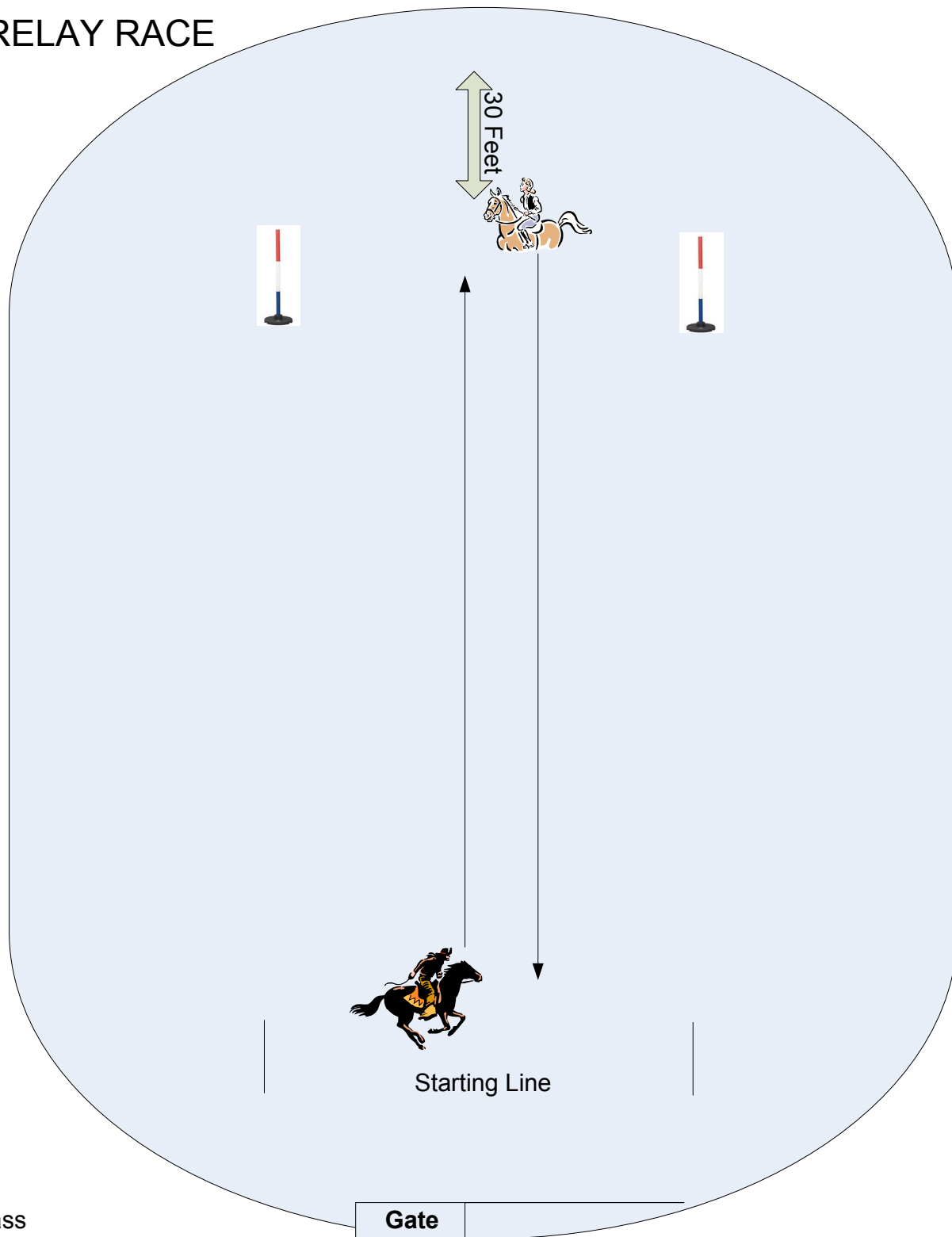
DASH



Rider begins at Starting Line, rides up around the barrel, and races back across the finish line.

Knocking over the barrel, falling from the horse, or failing to go through start/finish poles disqualifies run. Fastest qualified run wins.

RELAY RACE



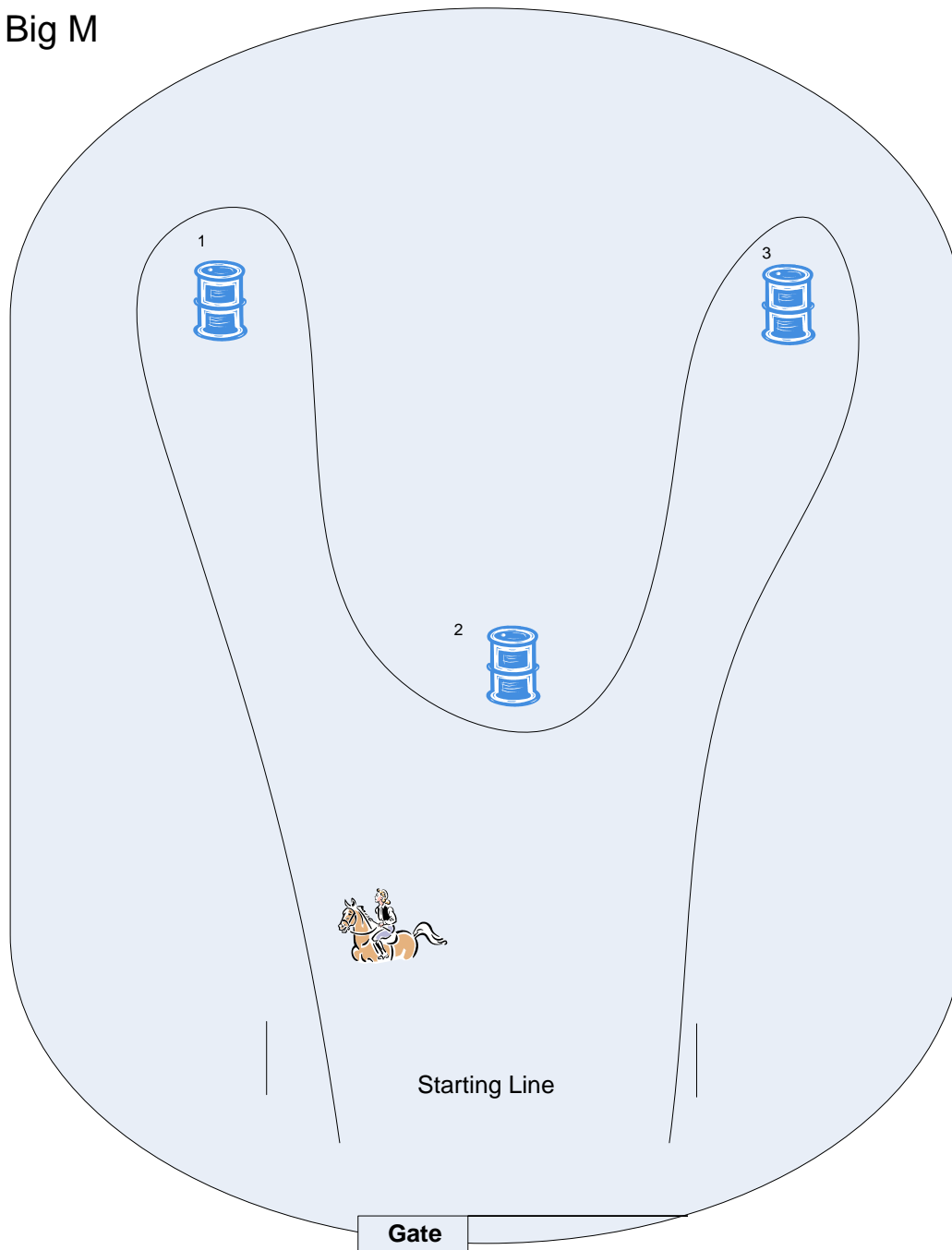
Pairs Class

Rider 1 begins at Starting Line, Rider 2 must wait behind the poles set at the far end of the arena. Rider 1 rides up, hands a baton or flag to Rider 2 and Rider 2 now races back to the finish line with the baton/flag; Rider 1 must now keep his/her horse behind the poles until Rider 2 has completed the run.

One horse must be behind the poles at all times; knocking over a pole, falling from the horse, or having both horses across the pole line disqualifies the run.

Time begins when Horse 1 crosses starting line and ends when Horse 2 crosses the finishing line. Fastest qualified run wins.

Big M

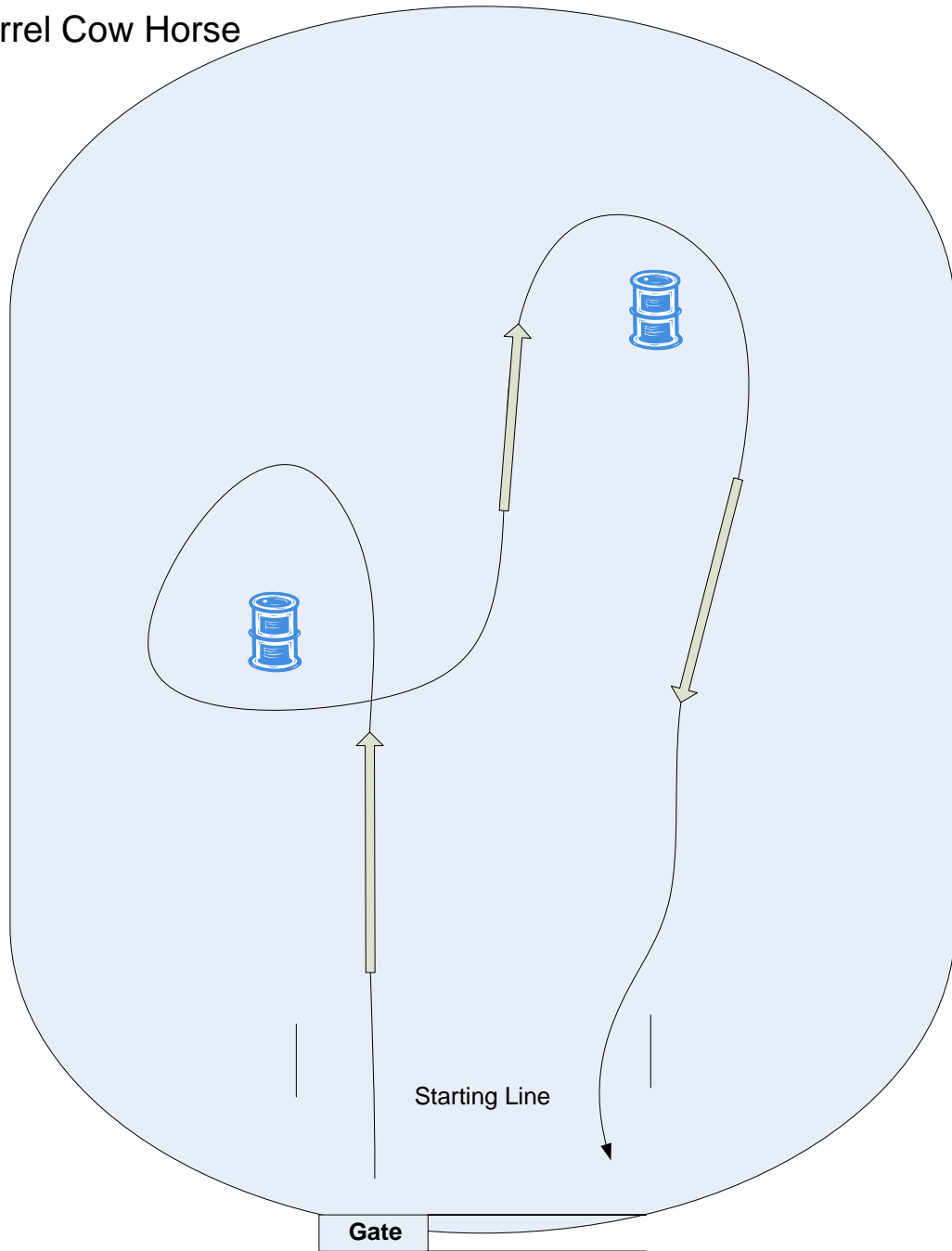


Rider begins at Starting Line and runs to the outside of barrel 1, takes a right turn around barrel 1 and heads back to barrel 2, takes a left turn around barrel 2 and heads for barrel 3. After taking a right turn around barrel 3, rider sprints horse back across the finish line between the start poles.

Pattern can be alternately run going from barrel 3, barrel 2, to barrel 1.

Knocking over a barrel, falling from the horse, or breaking pattern disqualifies the run. Fastest qualified run wins.

2 Barrel Cow Horse

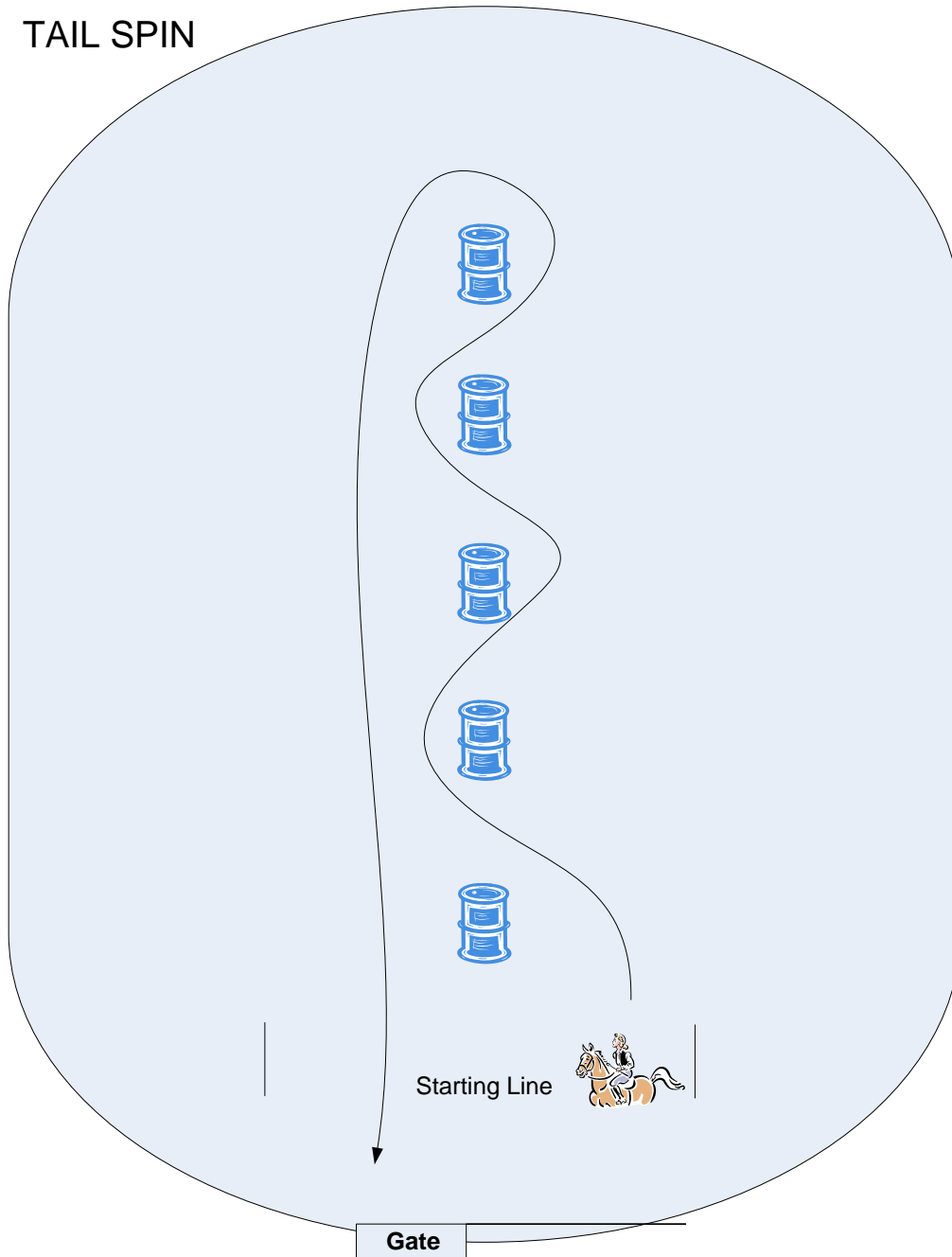


Rider begins at Starting Line, circles the first barrel (closest) to the left, continues on to the second barrel, makes a right turn around the 2nd barrel and races home.

Knocking over a barrel, falling from the horse, or breaking pattern disqualifies the run.

Fastest qualified run wins.

TAIL SPIN

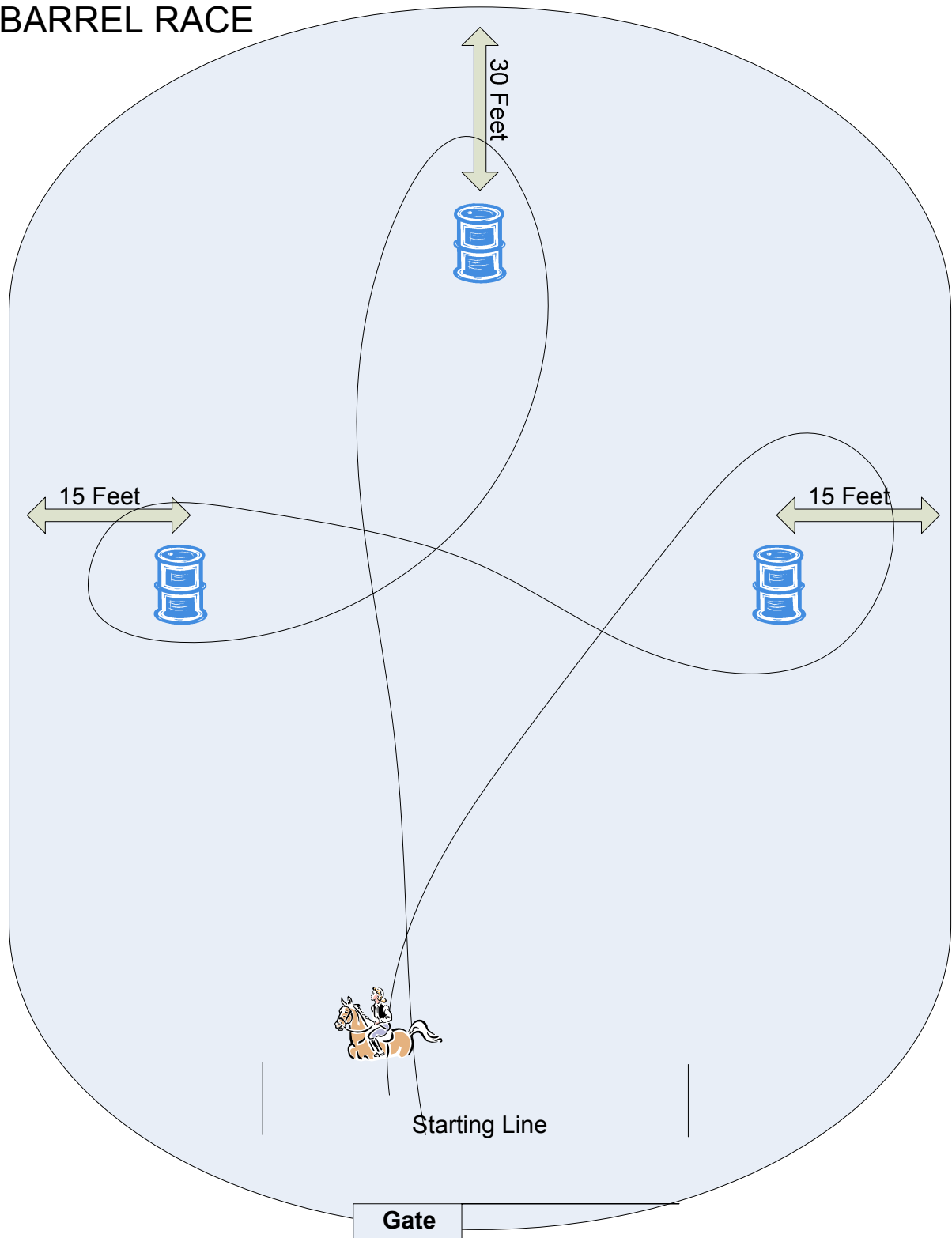


Rider begins at Starting Line and weaves up between five barrels. Course can begin to the right or left.

Knocking over a barrel, falling from the horse, or breaking pattern and failing to weave between two of the barrels disqualifies the run.

Fastest qualified run wins.

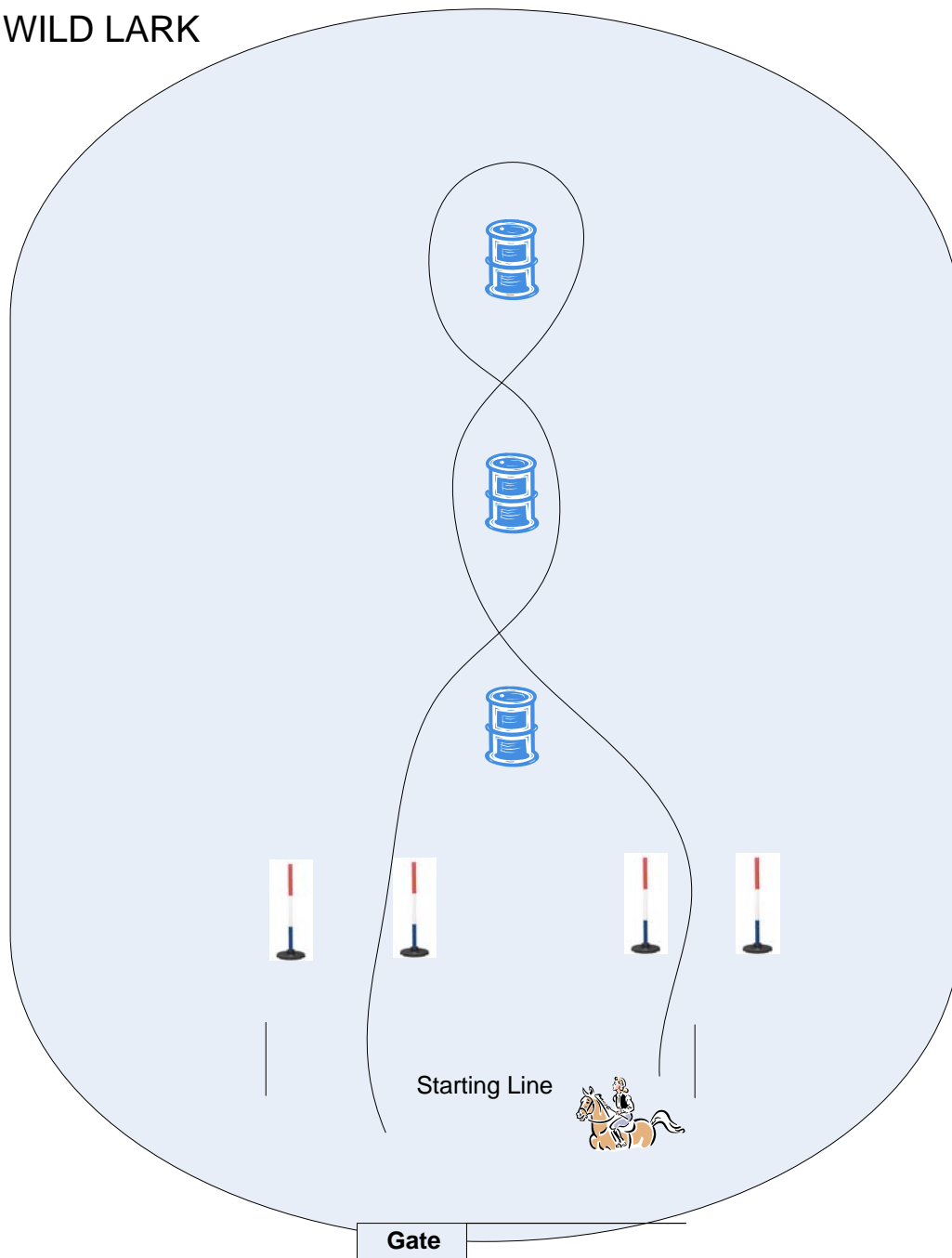
BARREL RACE



Rider runs the cloverleaf barrels pattern by circling barrel one, passing to the left of the barrel, then runs on to barrel two. Rider then circles to the right of barrel two, and runs on to barrel three, circling to the right, and then races back across the start/finish line.

Knocking over a barrel, falling from the horse, or breaking pattern disqualifies the run. Fastest qualified run wins.

WILD LARK

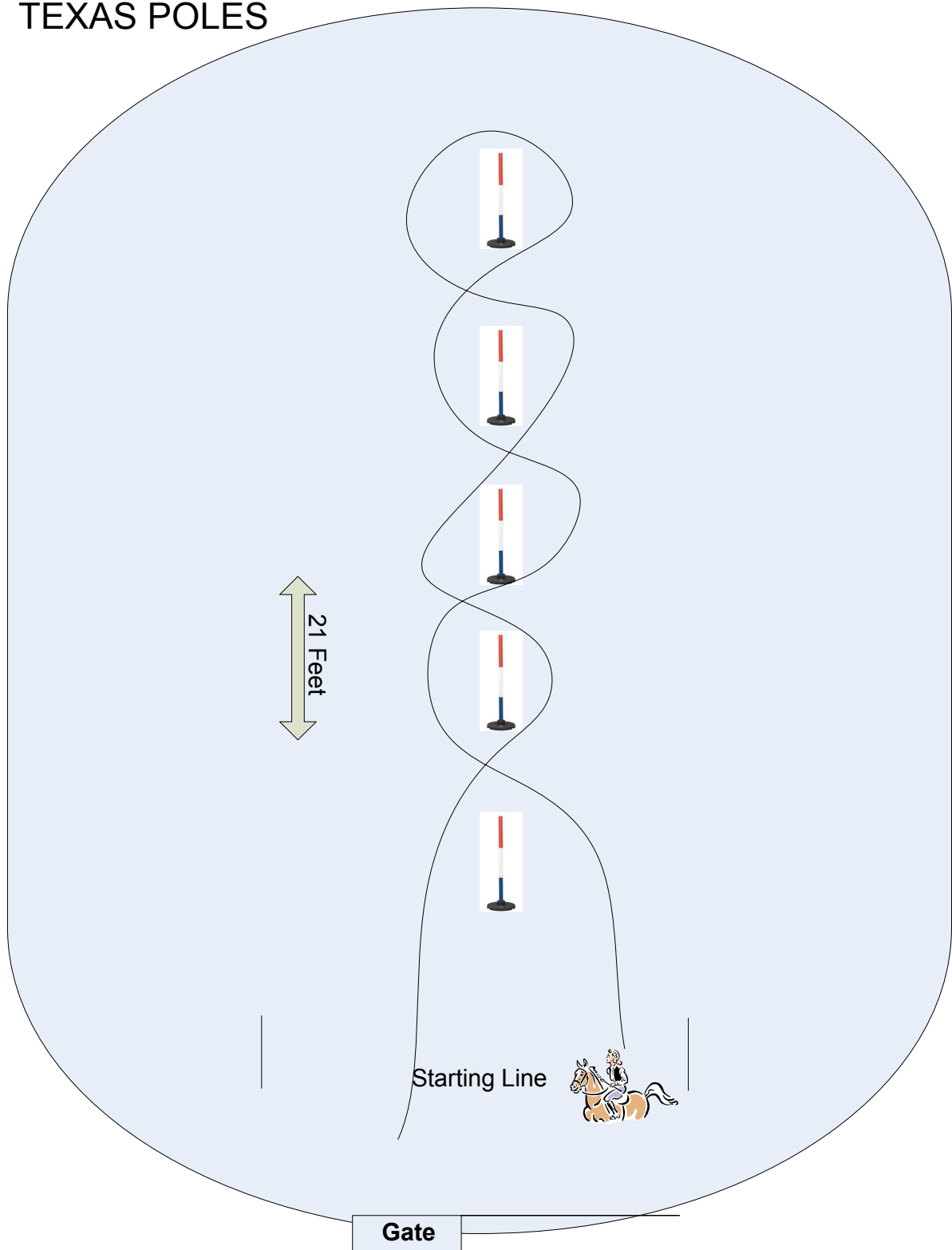


Beginning at start line, rider/horse runs between start poles then between either right or left pair of poles, weaves the three barrels up and back, finishing by running between the opposite set of poles and crossing the finish line between the start poles.

Knocking over a pole or barrel, falling from the horse, or breaking the pattern disqualifies the run.

Fastest qualified run wins.

TEXAS POLES

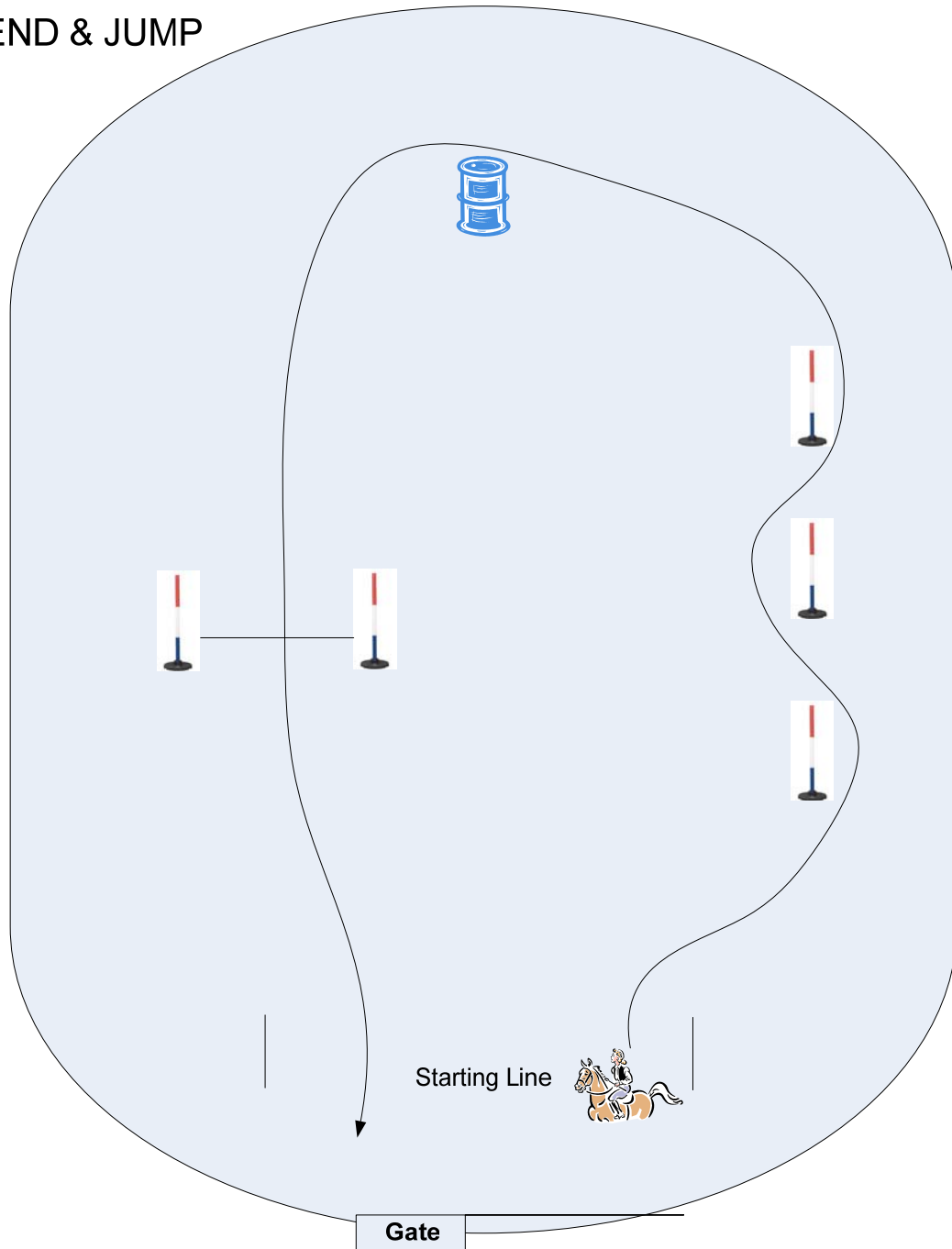


Rider begins at Starting Line and weaves up and back between five poles. Course can begin to the right or left.

Knocking over a pole, falling from the horse, or breaking pattern and failing to weave between two of the poles disqualifies the run.

Fastest qualified run wins.

BEND & JUMP

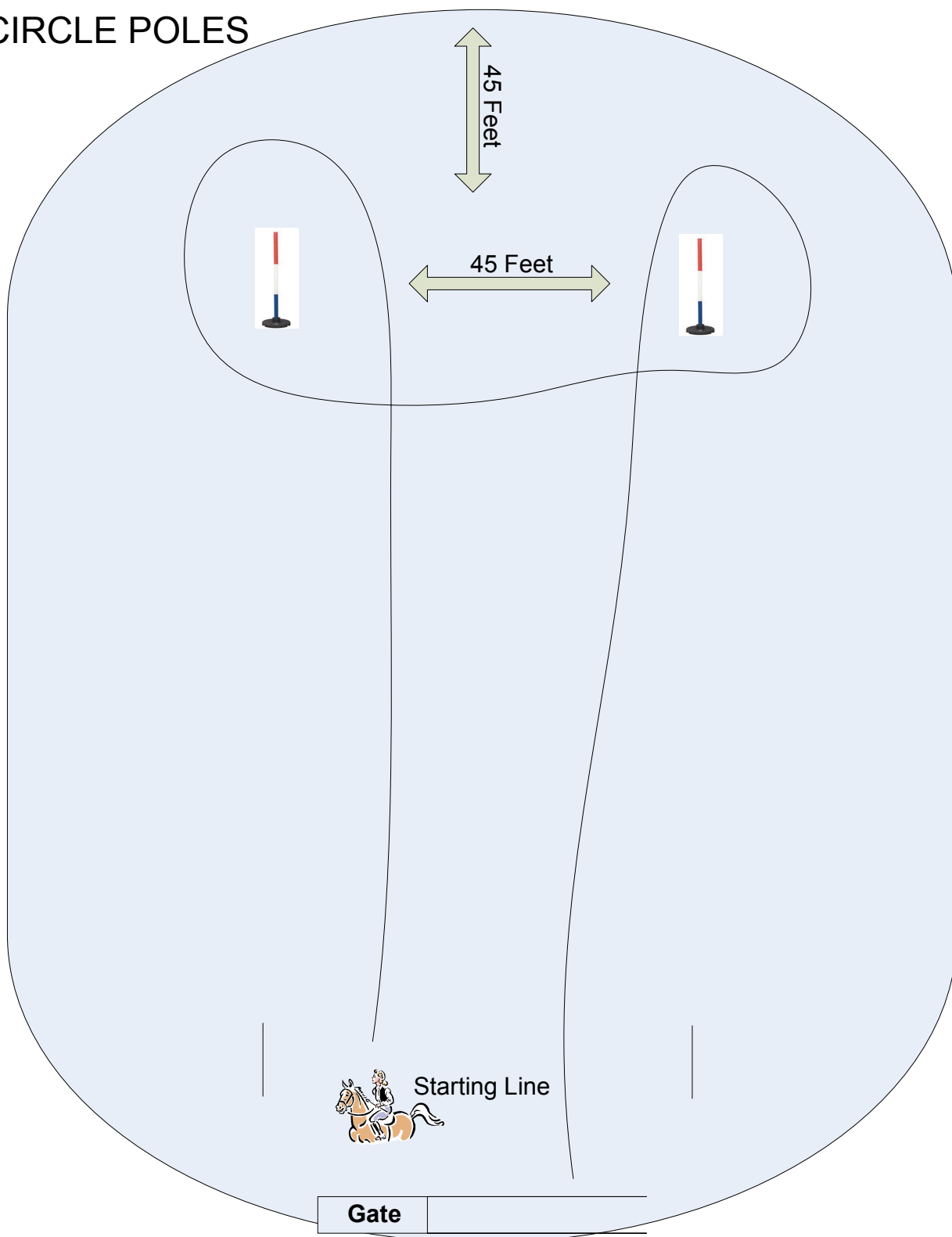


Pattern must be run beginning to the right of the weaving poles. Starting poles will be left in to show where the timer line is, but horse and rider do not have to begin or end between the start poles.

Rider weaves the three poles at the right side of the arena beginning to the right of the first pole, then makes a left hand turn around the barrel, jumps (leaving the pole up), and races back across the finish line.

Knocking over a pole, falling from the horse, breaking pattern, or knocking down the jump pole disqualifies the run. Jump to be set no higher than 12". Fastest qualified run wins.

CIRCLE POLES



Rider begins at Starting Line, and rides between the poles, making a left hand turn around the first pole, rides straight across to the second pole, makes a left hand turn around the second pole and runs home.

NOTE: Rider may choose to run the pattern beginning with the right pole and making two right hand turns also.

Knocking over a pole, falling from the horse, or breaking the pattern disqualifies the run.

Fastest qualified run wins.