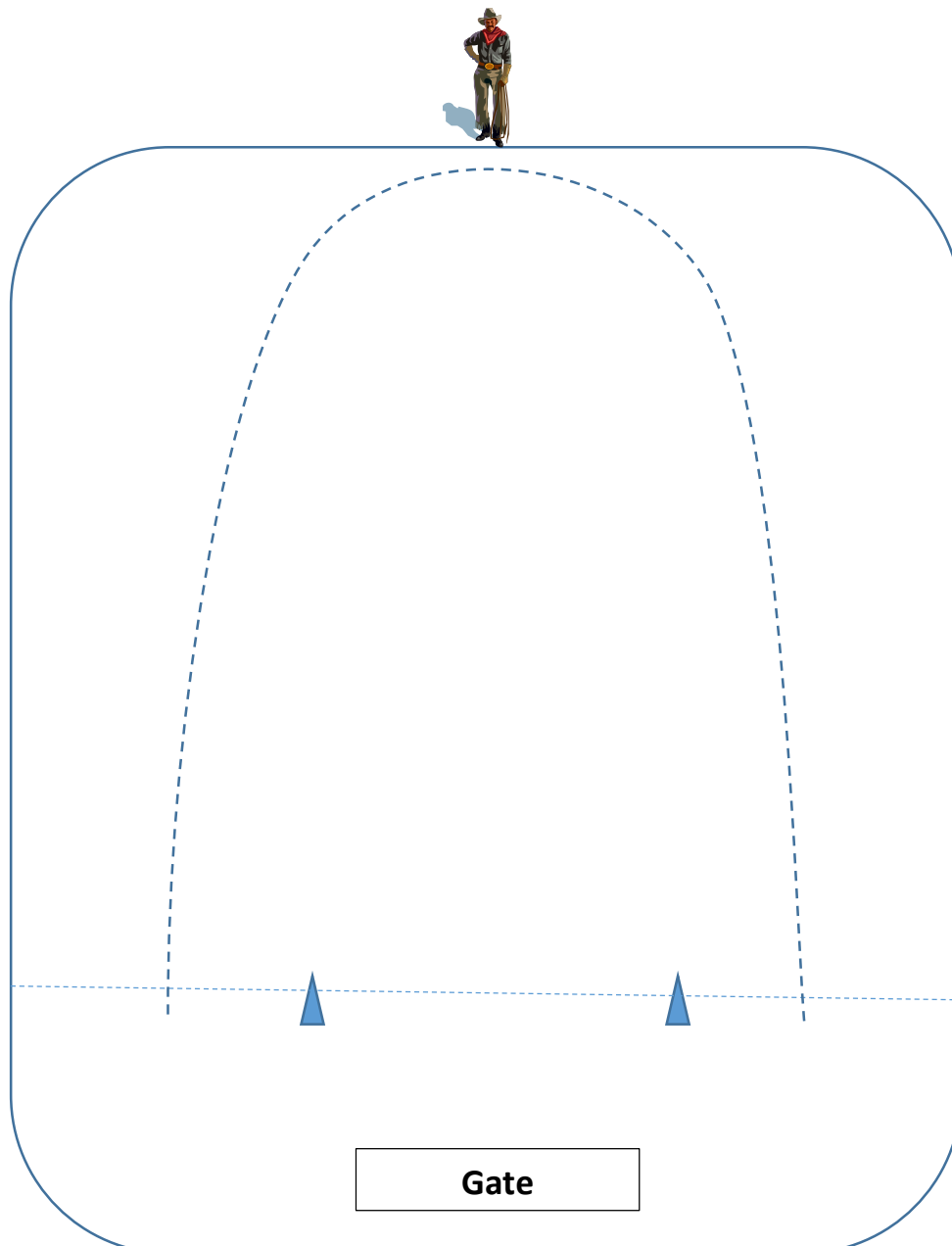


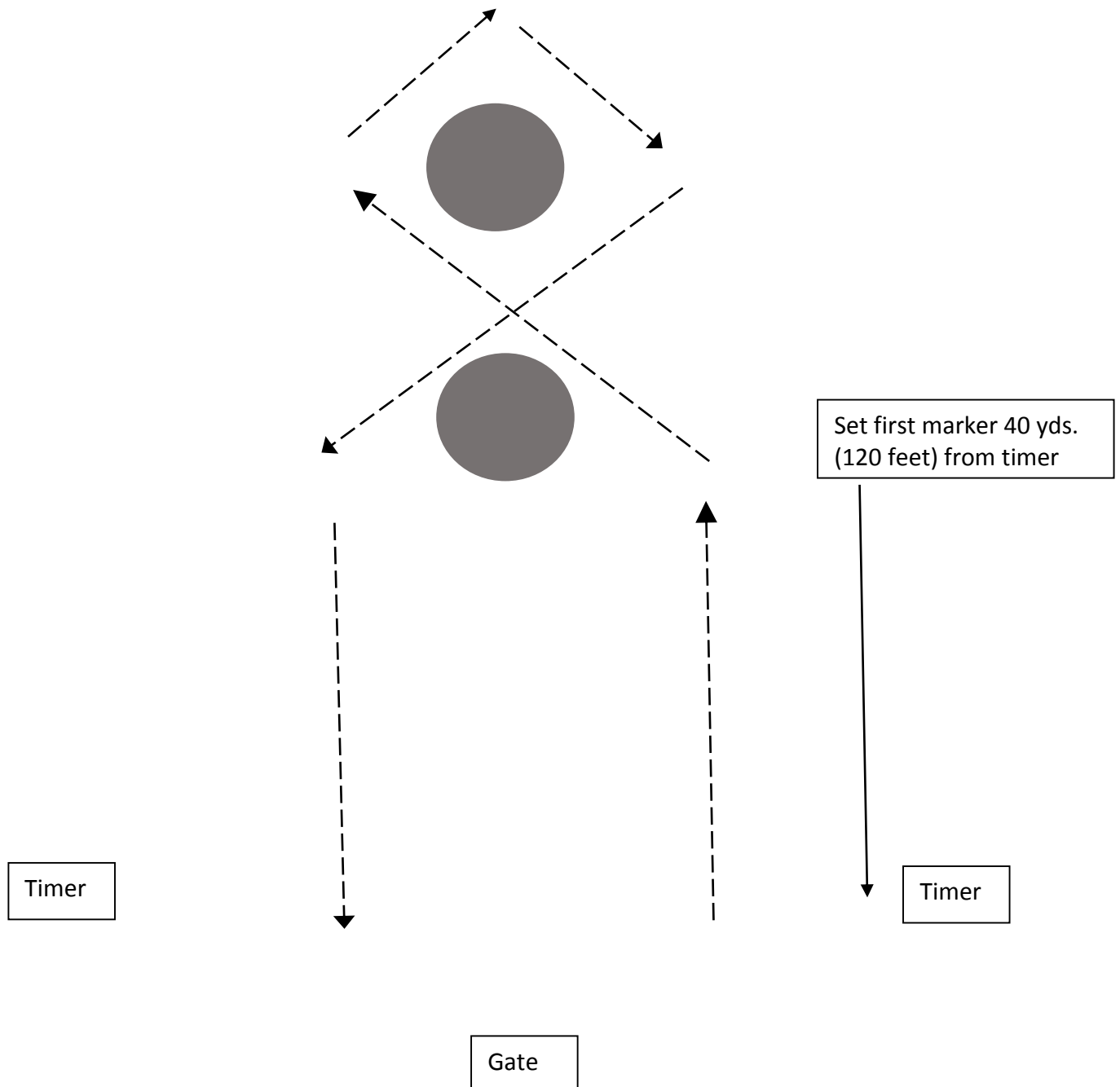
Steady Eddy – Each contestant picks up a cup of water from the ring master and takes their place on the rail. The announcer will call commands. The participant with the most water left in their cup at the end of the class shall place the highest. The top six are placed.

Bat Race – This is a timed event. Two cones will be set at the timing line. The rider will start their run on the outside of the cones. Proceed to the far end of the ring and pick up the bat (or crop) from the ring master and return to the timer line on the outside of the other cone.



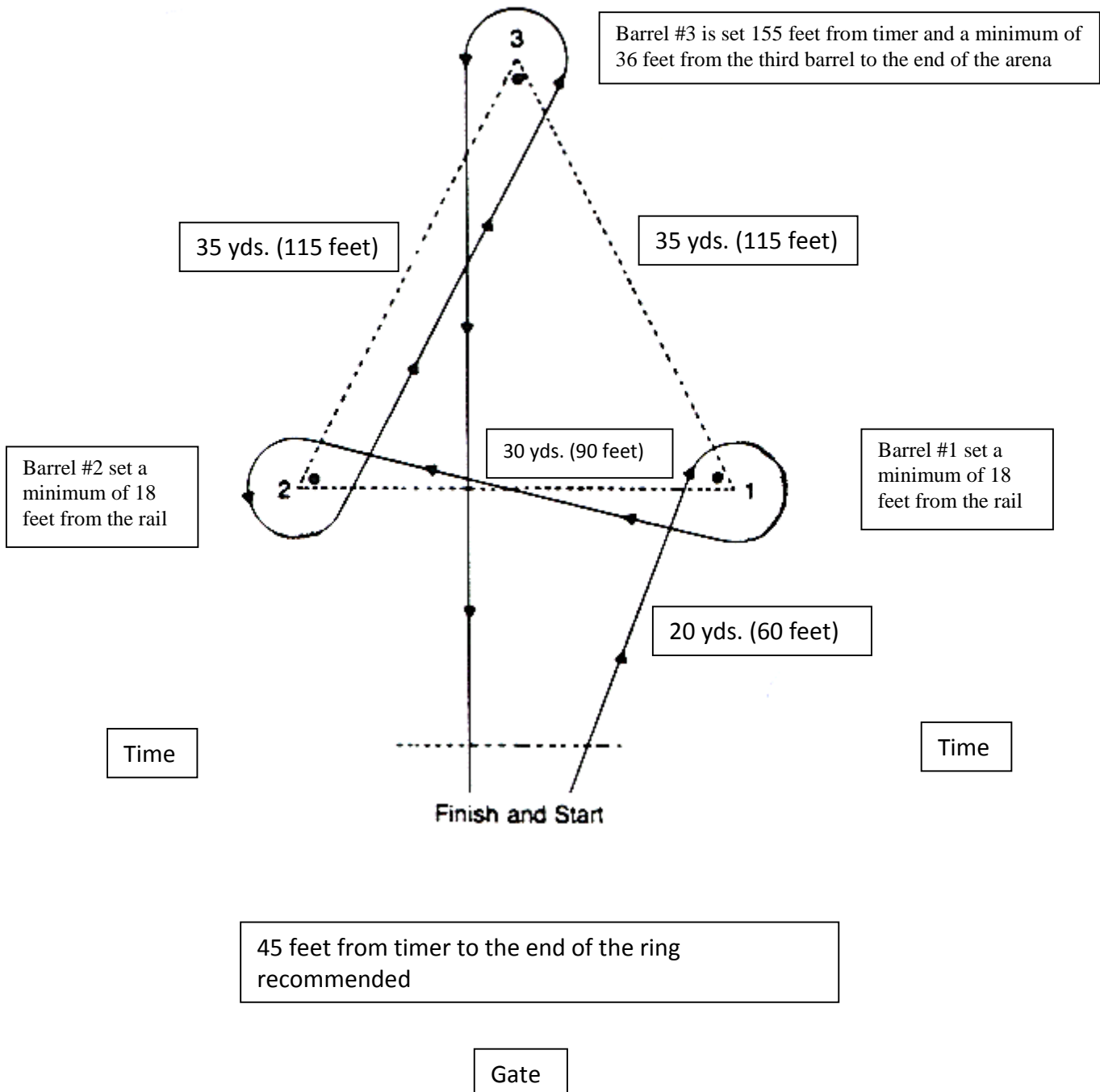
THREAD THE NEEDLE CLASS - This is a timed event. Horses cross the starting line with a running start and proceed to between the markers located 40 yards (120 feet) from the starting line go behind the back marker go back between the markers. If space is limited, a shorter distance may be used. The markers will be set no closer than 10 feet apart. It is strongly recommended to use 28 inch traffic cones or barrels. A three second penalty will be assessed if either of the two markers are knocked over (both cones - 6 seconds). Elimination will result if the markers are jumped or the exhibitor fails to exit between the designated markers. Course may be run in reverse.

THREAD THE NEEDLE PATTERN – TWO MARKERS



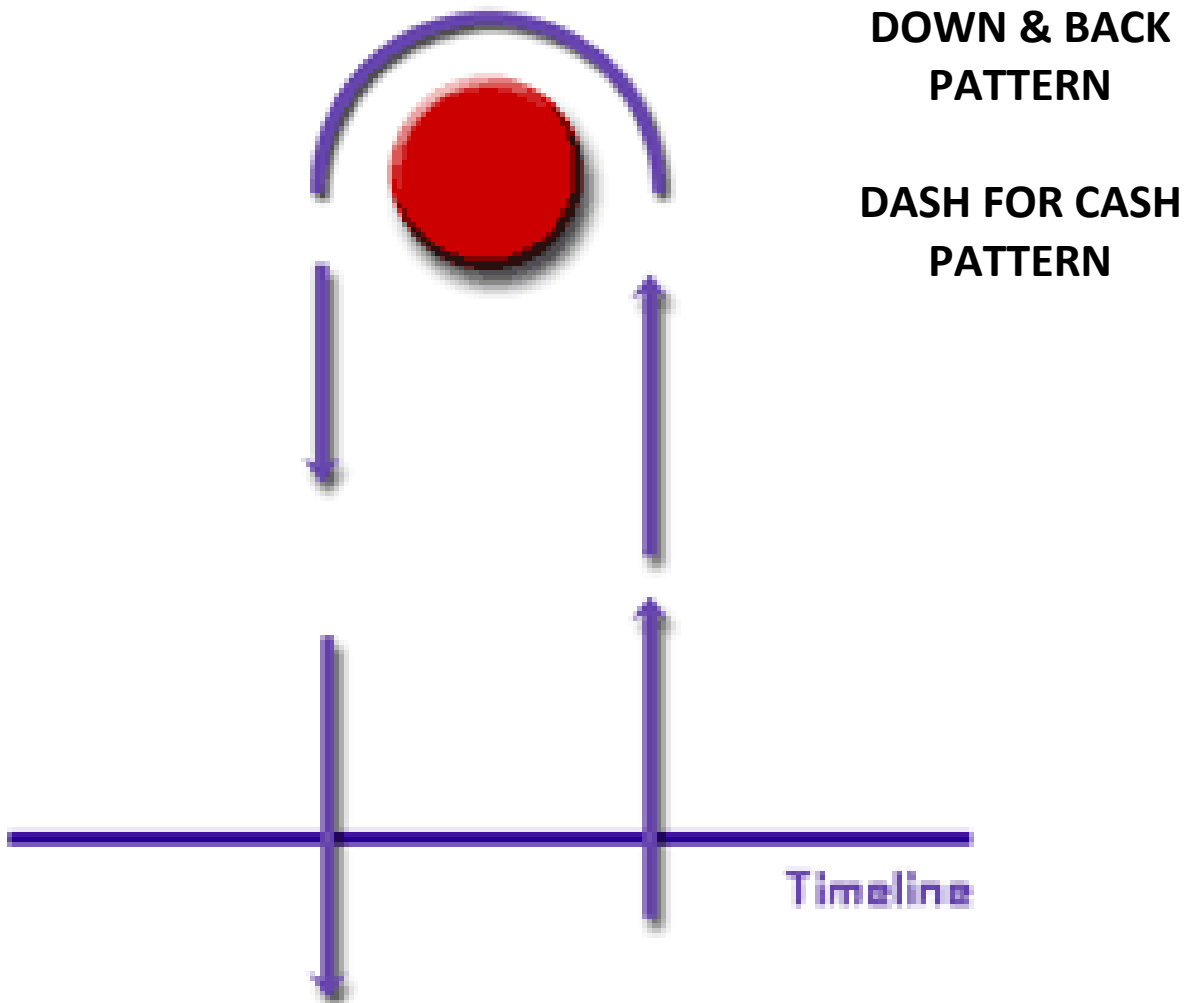
CLOVER LEAF BARREL PATTERN -This is a timed event using three barrels set in a triangular pattern. The distance from the arena walls/fence must be a minimum of 18 feet from the first and second barrels and a minimum of 36 feet from the third barrel to the end of the arena. A distance of 30 yards between the first and second barrels and 35 yards between the second and third and third and first barrels is required with the following exception: If the arena space does not permit regulation distances, the distance between barrels may be reduced in 5 yard increments. The timer should be set 20 yards or 60 feet from the line intersecting the first and second barrels. It is recommended that there be at least 45 ft. from the starting line to the end of the arena. Horses cross the starting line with a running start and proceed to the first barrel on the right, circle it from the left side and proceed to the barrel directly across from it, circle it from the right side, and proceed to the end barrel and circle it from the right side, then run with speed to the finish line. Knocking over a barrel incurs a three second penalty per knockdown. Crossing the finish line before the end of the course shall cause disqualification. The pattern may be run reversed.

CLOVER LEAF BARREL RACE PATTERN



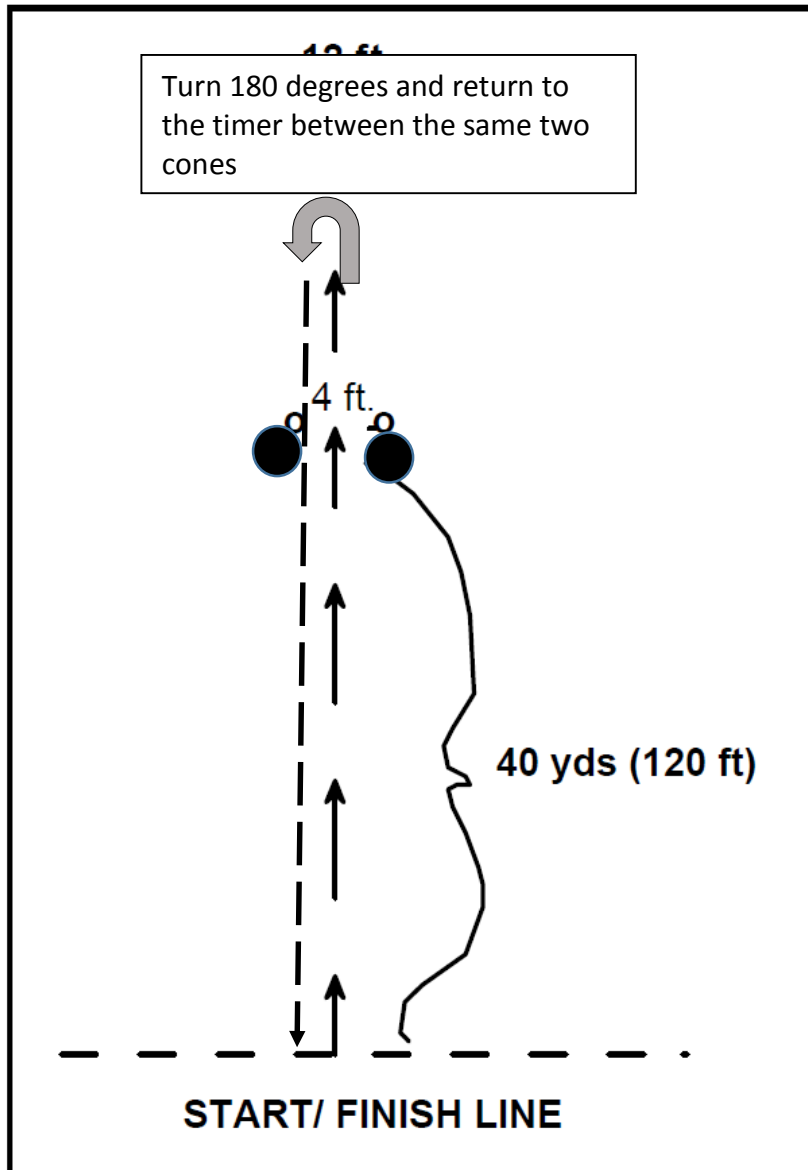
DASH FOR CASH CLASS & DOWN AND BACK- This is a timed event. A cone shall be located 40 yards (120 feet) from the starting line. If space is limited, a shorter distance may be used. It is strongly recommended to use 28 inch traffic cones. Horses cross the starting line with a running start and proceed to the Cone to the cone located at the opposite end of the arena. The exhibitor shall turn around the cone without dislodging the cone and return to the timing line. Elimination will result if the cones are jumped, dislodged or exhibitor goes off course.

DASH FOR CASH PATTERN & DOWN & BACK PATTERN



KEYHOLE CLASS - This is a timed event. The keyhole shall be located 40 yards (120 feet) from the starting line. If space is limited, a shorter distance may be used. The keyhole shall consist of two cones with 4 feet between the entry/exit cones, as measured from the base edge of each cone. It is strongly recommended to use 28 inch traffic cones. Horses cross the starting line with a running start and proceed to the keyhole located at the opposite end of the arena. The exhibitor shall enter the keyhole between entry/exit cones. Behind the two cones the exhibitor must turn his horse 180 degrees and exit through the same two entry/exit cones. A three second penalty will be assessed if either of the two required entrance cones are knocked over (both cones - 6 seconds). A cone that is knocked down and rights itself again is not considered a knockdown. Elimination will result if the cones are jumped or the exhibitor fails to exit between the designated cones.

KEYHOLE PATTERN MONTANA STYLE – TWO CONES

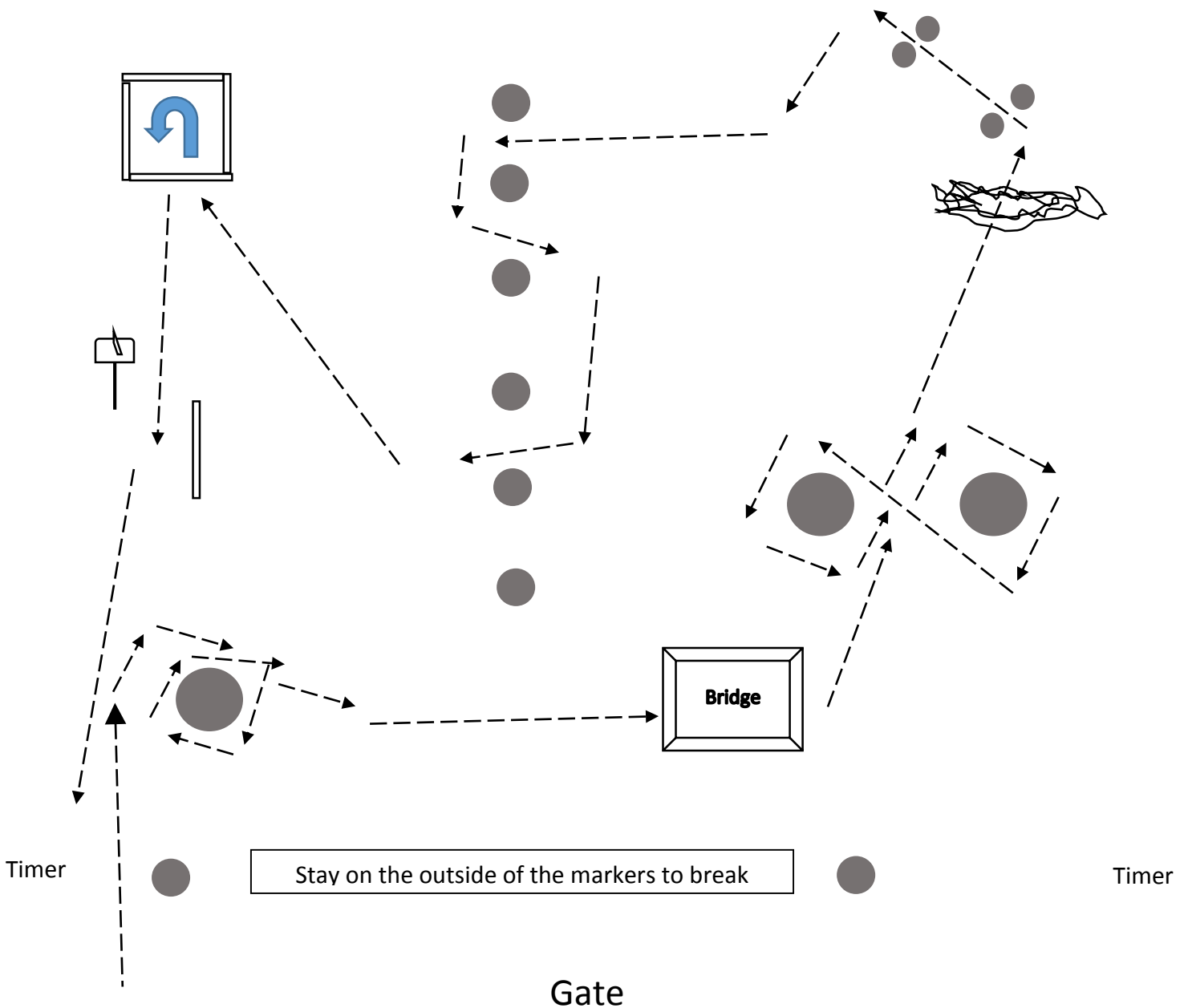


SPEED TRAIL CLASS - This is a timed event. Pick up an item at the gate. Horses cross the starting line on the outside of the timing marker. Circle the bucket clockwise, drop in the item, cross the bridge (all four feet must touch bridge), cross brush pile, Navigate the cones, weave the poles as shown below. Enter box roll back, Show mail to Announcer/Judge, return to box and close Mail box. Exit the pattern on the outside of the timing markers as shown.

PENALTIES - A three second penalty will be assessed for each marker or obstacle that is knocked over or dislodged and if mail is dropped.

NO TIME - No time will be given for the following:

- when an obstacle is skipped without three attempts to complete it
- when an exhibitor is off course
- when an exhibitor fails to enter or exit the pattern on the outside of the timer markers.
- when an exhibitor is dismounted before the timer is broken



Pole Bending Class - This is a timed event. The pole-bending pattern is to be run around six poles, spaced 21 feet apart, with the first pole 21 feet from the starting line. Poles shall be set on top of the ground, six feet in height, with no base more than 14 inches in diameter. The horse crosses the starting line with a running start either to the right or left of the first pole and then runs the remainder of the pattern accordingly. Crossing the finish line before completing the course shall cause disqualification. Knocking over a pole incurs a three second penalty per knockdown.

POLE BENDING PATTERN

