

The Thirteen Standard Events in CGA

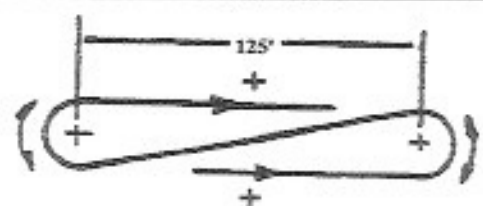
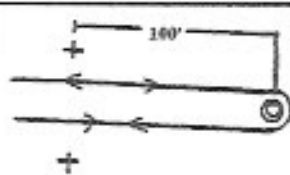
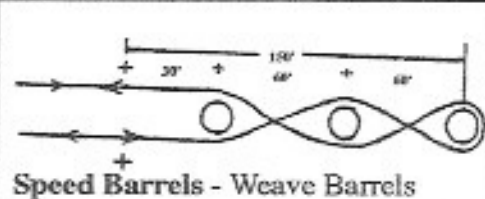


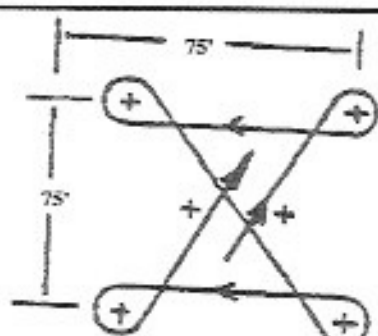
Figure 8 Stake - Start in center, 2 turns



Speed Ball - turn cone and drop in golf ball



Speed Barrels - Weave Barrels



Quadrangle - Start in center, 4 turns, 2 rights & 2 lefts

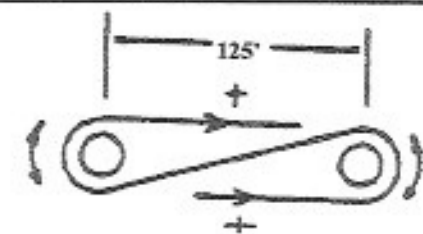
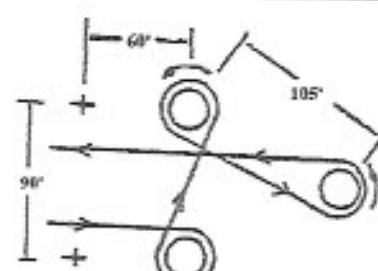
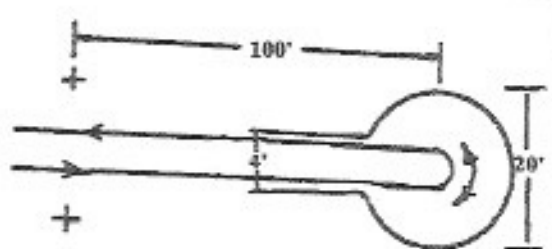
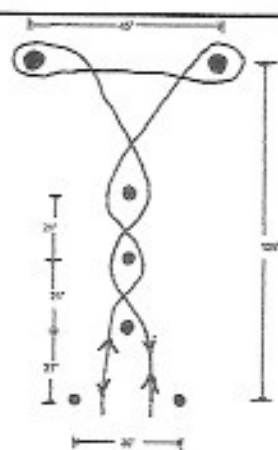


Figure 8 Flags - Start in center, 2 turns, exchange two flags

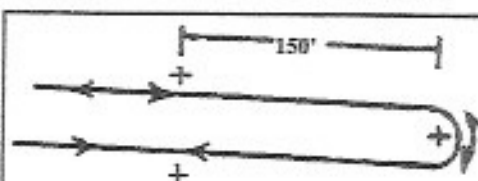
Keyhole
Chalk line.
Enter, turn &
exit without
going over
or touching
lines



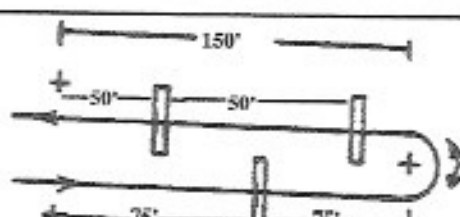
Barrels - 3 turns



Big T - Weave 3 poles, turn 2 barrels, weave 3 poles back.



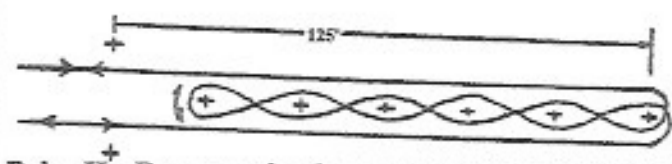
Single Stake - 1 turn, right or left



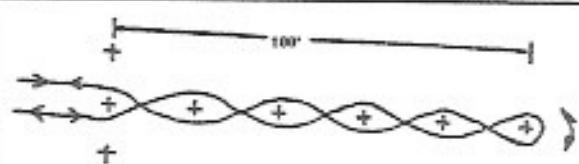
Hurry Scurry - 3 jumps (18"). Either 2 jumps, turn pole, 1 jump; or reverse-1 jump, turn pole, 2 jumps



Birangle - 2 turns, rights or lefts



Poles II - Run to end pole, weave back, weave again, run home.



Poles I - Weave down, weave back