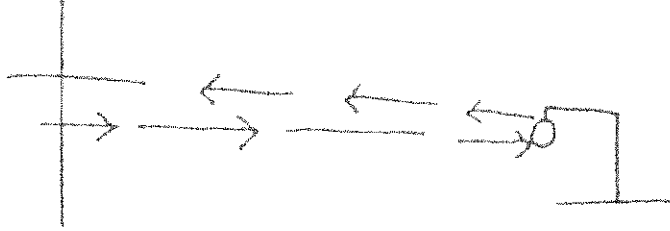


SIX & UNDER

9. RING GRAB

Contestant rides from start to ring grab stand, grabs ring and returns to start with ring in hand. (Height to be adjusted by judge.)
No Time for dropping or leaving the ring.

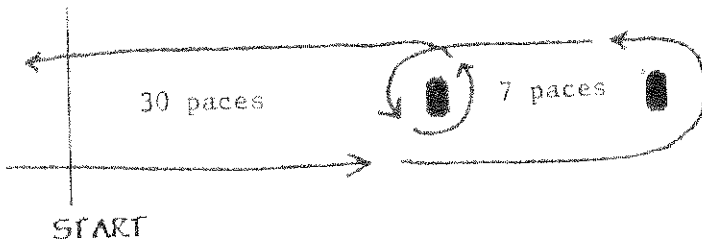


10. Candy Grab

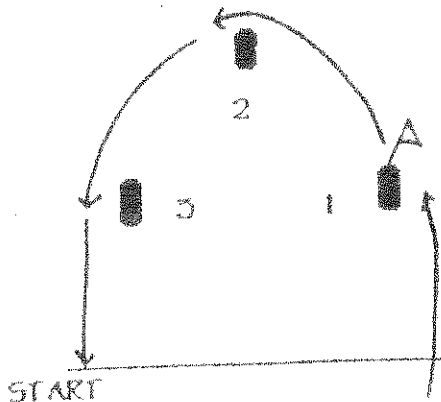
The same as the Ring Grab but substituting a candy bar for the ring. Contestants keep the bar.

11. SHOT GUN

5 sec. added for each barrel knocked down. No time for broken pattern.



12. FLAG RACE



Left or right pattern o.k..
Pick flag from bucket, carry to 3rd barrel and put in bucket on barrel.

No time for knocking over barrel or bucket or for dropping flag.

Rider must stay on outside of barrels and may not circle any barrel.

.. please set up like the "cloverleaf pattern".