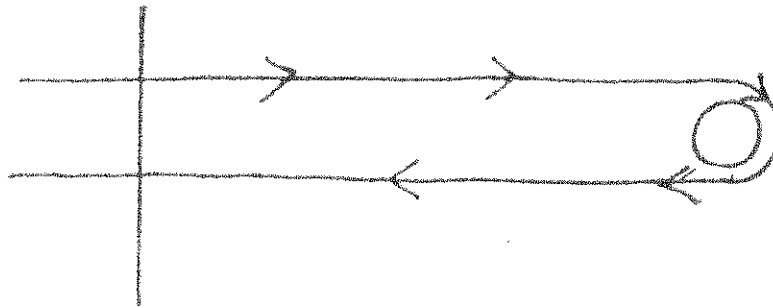


SIX & UNDER

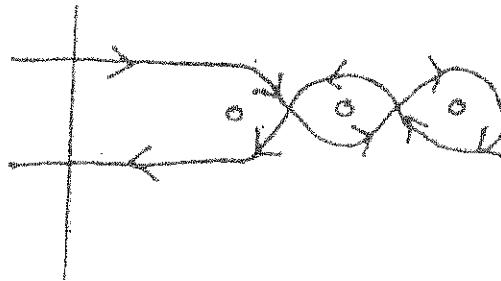
3. LONE BARREL

25 Paces to barrel. Go around the barrel and return to start. Right or Left OK. No time for knocking over barrel.



4. 3 STAKE RACE

10 paces from start to first stake, 7 paces between stakes. Right or left pattern OK. 5 sec. added for knocking over barrel or pole (per object.) No time for broken pattern.



5. KEY HOLE RACE

Approach to begin 20 paces from start line. Approach to be 4 paces long and 1 1/2 paces wide. Circle to be 7 paces in diameter. Horse may not step on or over any line.. to do so will give rider a no time.

