

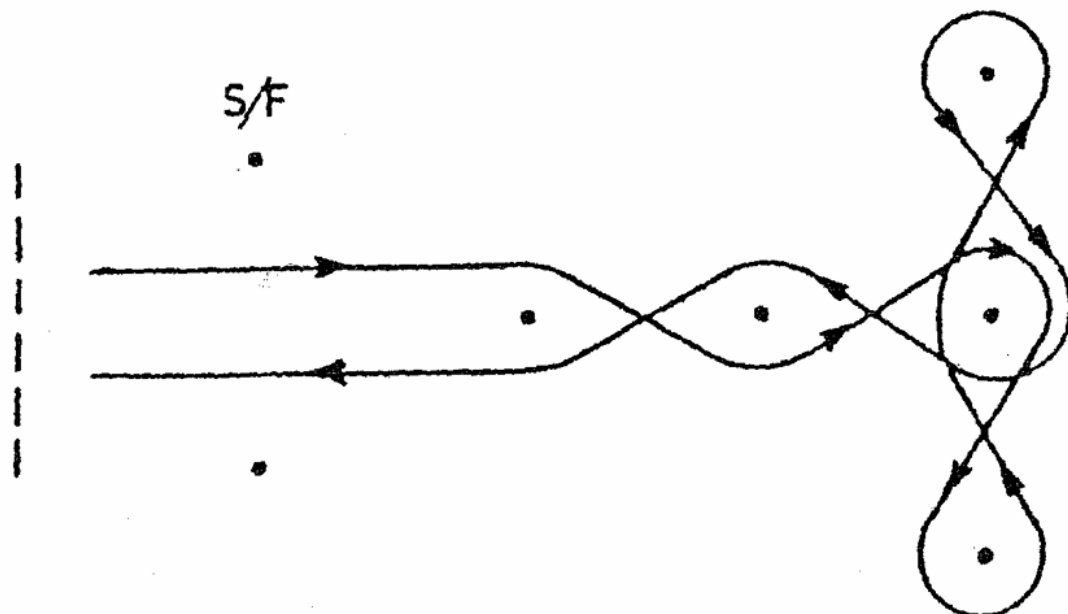
RUN FOREST RUN

Course as shown on diagram

ELIMINATION:

1. Error of course not rectified
2. Knocked down or broken peg
3. Knock down of a start/finish peg

Timed Event

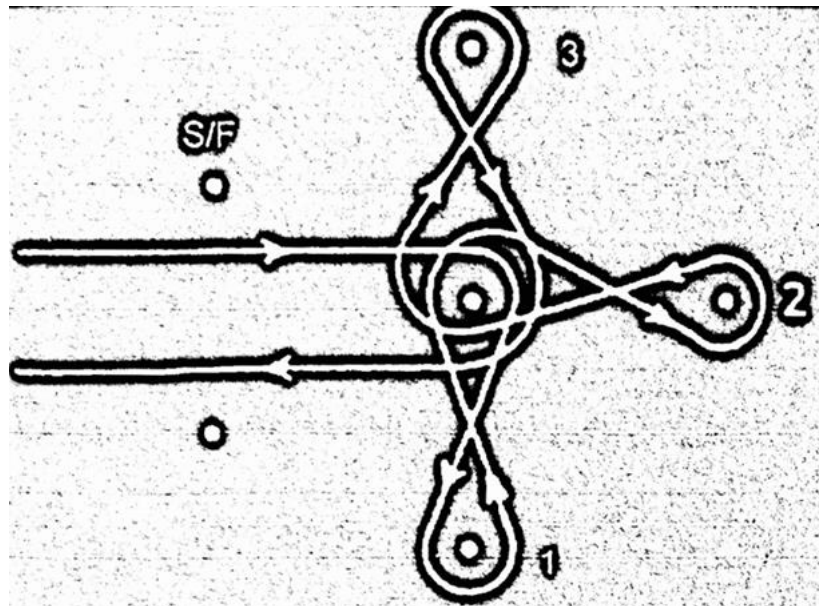


THE SHAMROCK

Course as shown on diagram

ELIMINATION:

1. Error of course not rectified
2. Knocked down or broken pole



ROUND AND ROUND THE MERRY GO ROUND

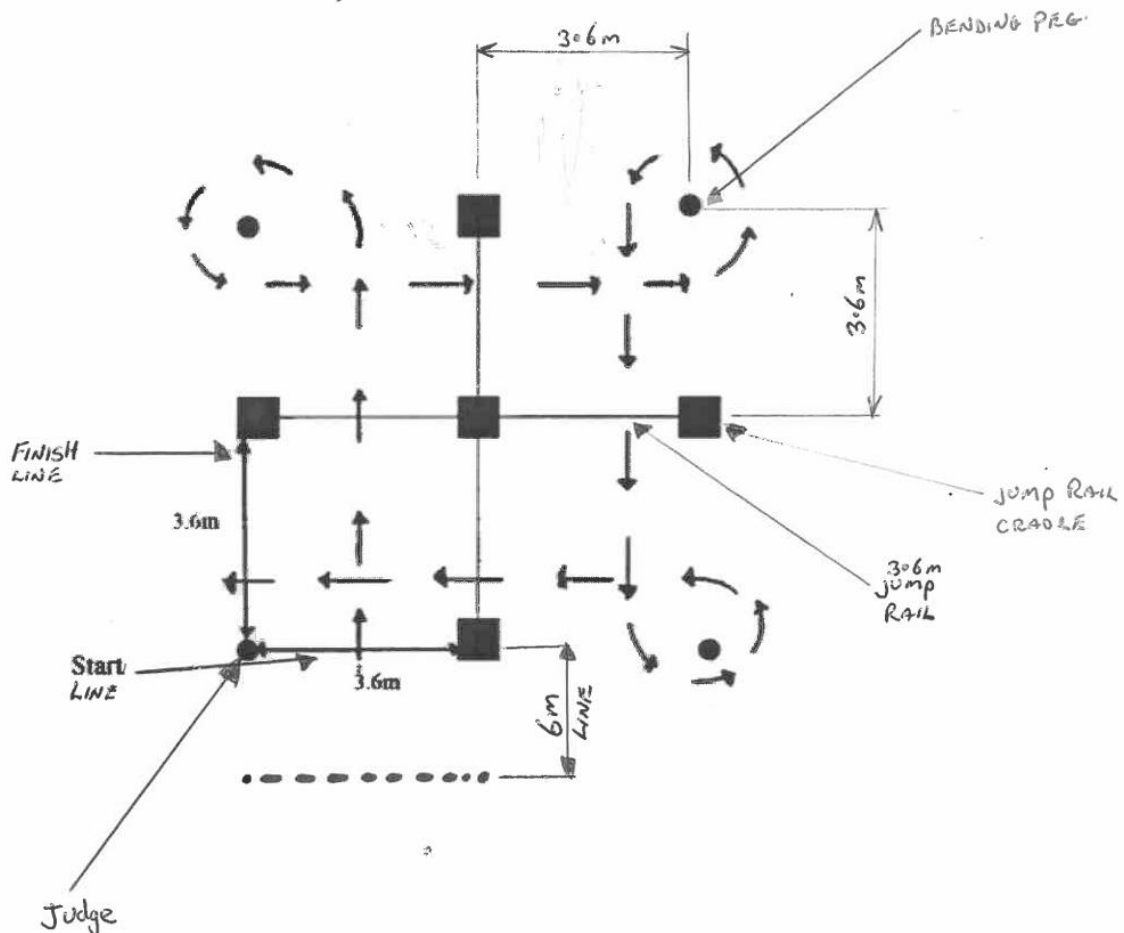
Equipment:

1. Four jumping rails, four bending poles, drums or jump blocks for poles to rest on. Set up as per diagram.
2. Course as shown in diagram. Competitor enters through the start/finish over jump and around bending pole on left. Course is completed on same rein.

Elimination:

1. Error of course
2. Knocking down jump pole
3. Knocking over bending pole

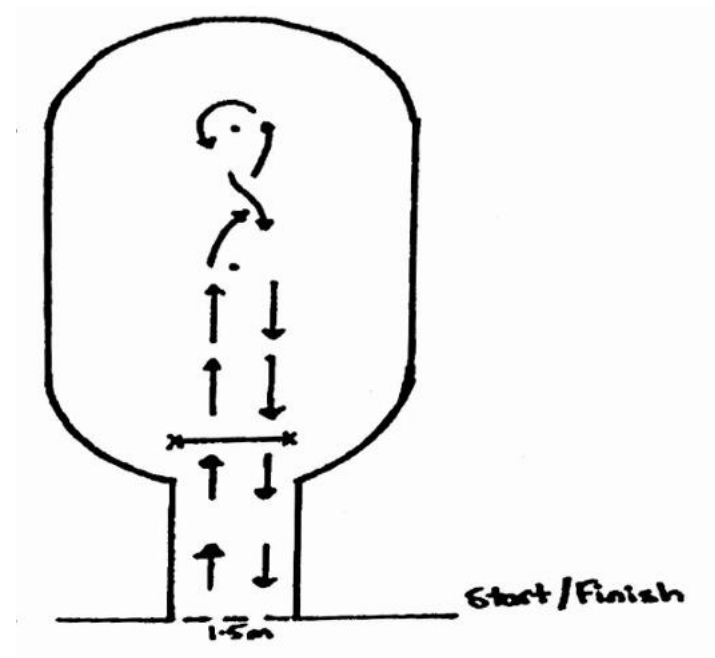
TIMED EVENT



KEYHOLE BOUNCE

ELIMINATION:

1. Horse or handler on or over the line
2. Peg or rail down
3. Deviation from course

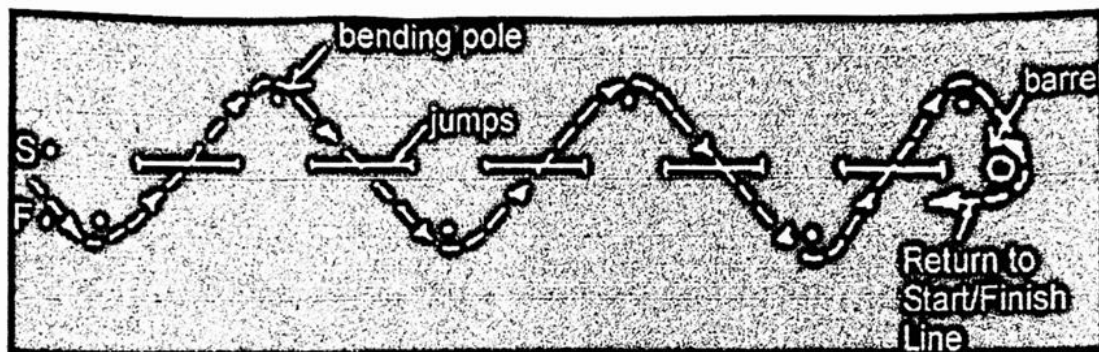


TWIST

1. Course as shown on diagram
2. Distance between jumps can vary depending on area available
3. Height of jumps determined by age of horse and/or handler
4. This is a timed event
5. 5 second penalty will be added for:
 - Each pole knocked down
 - Each jump knocked down
 - End barrel knocked down
 - Each pole or barrel touched by hand

ELIMINATION:

1. Error of course not rectified



LET'S DANCE TOGETHER

1. 2 competitors commence at the same time
2. Complete the course as per the diagram below
3. First person across the line advances to the semi/final until a winner is determined

