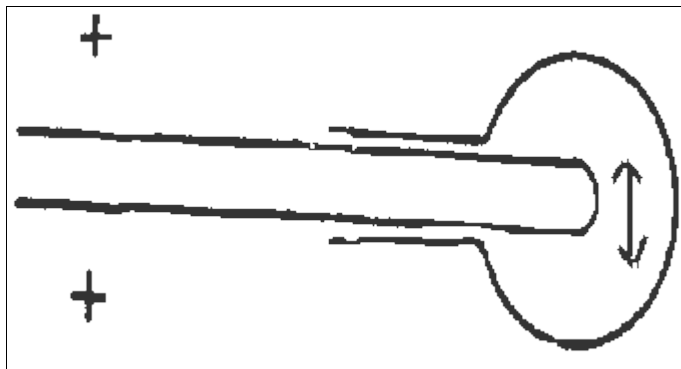


Keyhole

In and Out ... don't step over the line

The Pattern

Go through the timing line, run into the circle of the keyhole, turn in either direction, and return through the timing line. All four of the horse's feet must enter the circle. **Special penalty:** The rider will be disqualified if the horse's hoof touches the ground on or outside of any portion of the Keyhole (circle or wings). **Note:** A penalty judge shall be stationed near the Keyhole and will determine (by viewing hoof prints) the qualification of the ride. Such decision is final. One or more assistants will be stationed near the Keyhole with rakes and will rake the disturbed area near the Keyhole as needed.



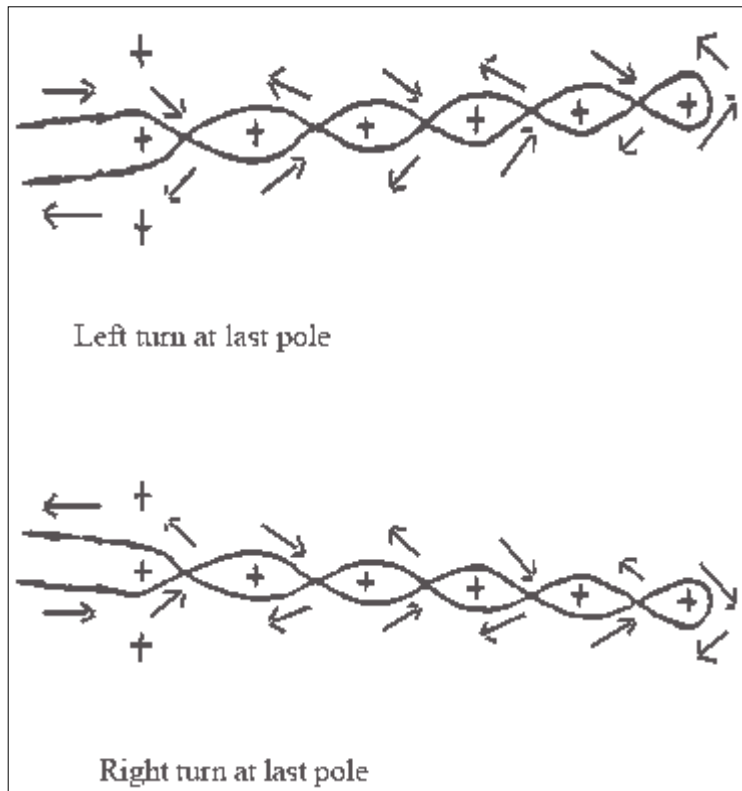
Basket Weave

(5 or 6 Baskets)

Six baskets. Weave up, weave back.

The Pattern

Go through the timing line, pass the first basket on either side, pass the successive baskets on alternate sides, turn the last basket and return, passing each basket on alternate sides.



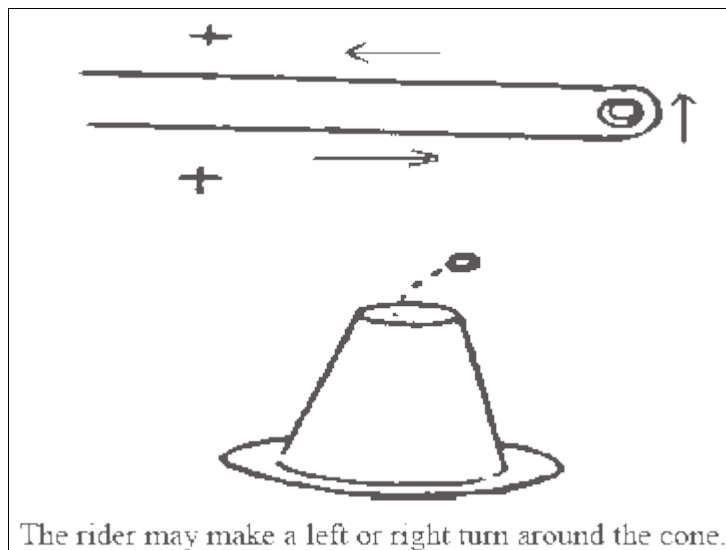
Baskets or poles can be used

Speedball

Get the ball in the cone ... it's that simple!

The Pattern

Go through timing line to the cone. Turn the cone in either direction, dropping the golf ball in the cone. Go back through timing line. **Special penalty:** A rider will be disqualified if the golf ball does not go inside the cone or if the cone is knocked over. Any action by the horse or rider that causes the ball to be outside of the cone at the end of the ride shall be a "No Time" ride. The cone should be set on flat ground with no openings underneath the edges of the cone. If the ball rolls out from under the cone because of uneven ground, the rider shall be given a re-ride.

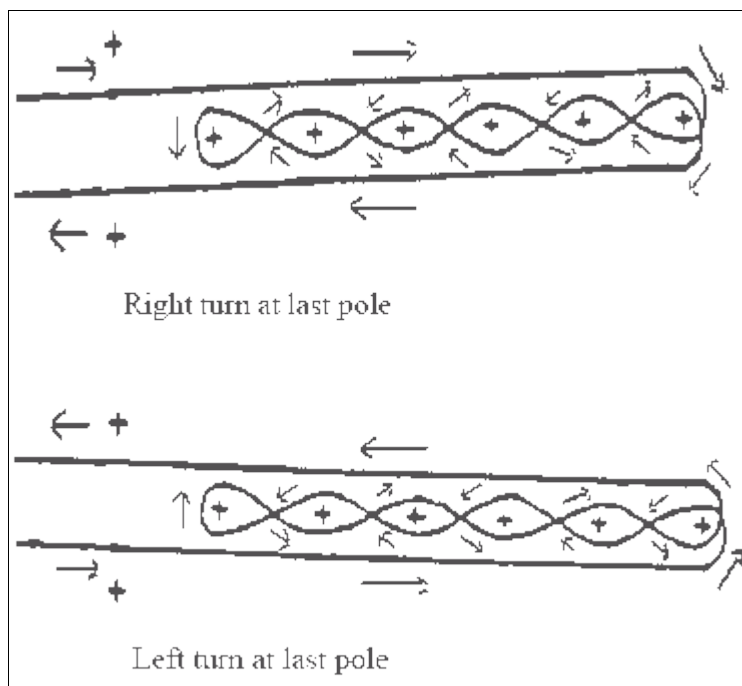


Pole Bending

The standard professional pole pattern. Six poles. Run to the end, weave back and weave up, run home.

The Pattern

Go through starting line, go along either side of the poles to the last pole, turn around last pole, pass successive poles on alternate sides, turn around first pole, continue to pass successive poles on alternate sides, turn around last pole and go along the side of the poles to the timing line.

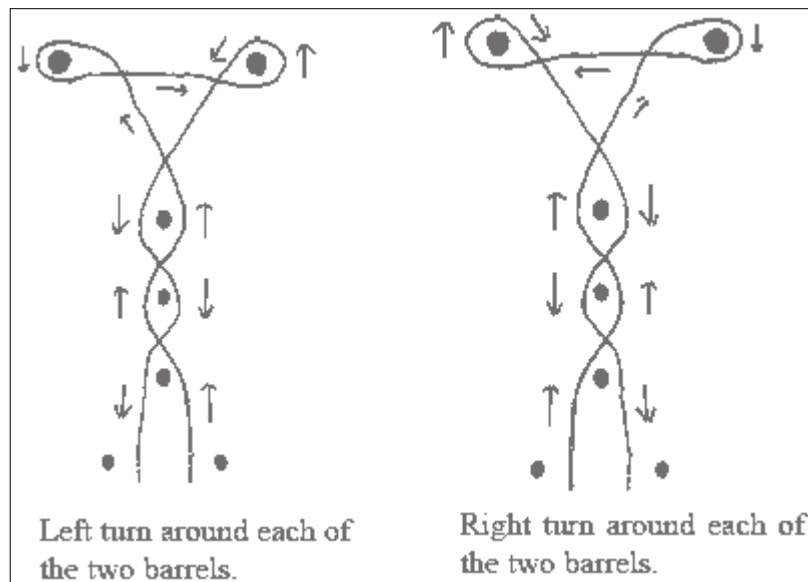


Big T Weave

Two Barrels, Three Poles

The Pattern

Go through the timing line, pass the first pole on either the left or the right, pass the next two poles on alternate sides. If the 3rd pole is passed on the right side, proceed to the barrel on your left, making a left turn and then a left turn around the other barrel. The weave back through the three poles on opposite sides to pass through the timing line. **Note:** If the first pole is passed on the right side, the two barrels will both be left turns. If the first pole is passed on the left side, the two barrels will both be right turns.

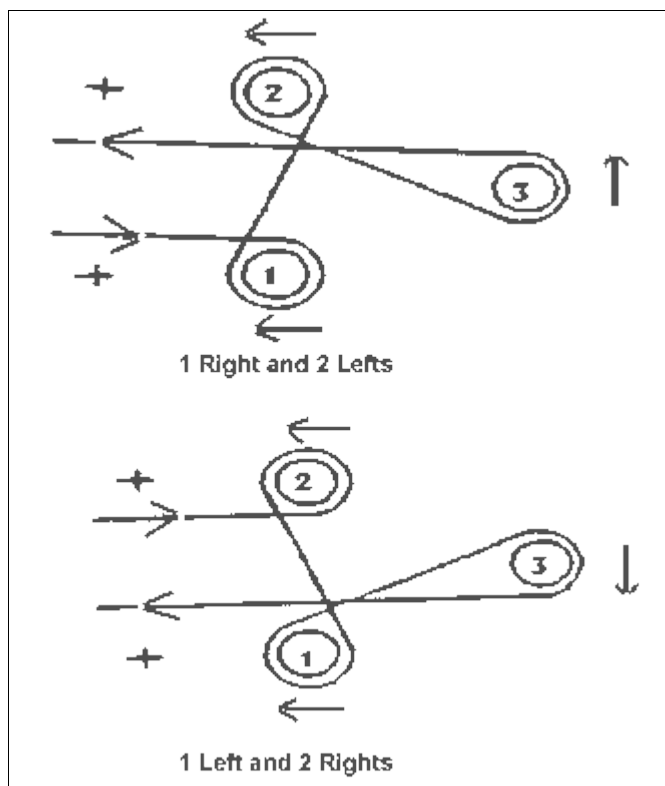


Cloverleaf Barrels

The classic cloverleaf pattern. The most well known event. Run everywhere by anyone, from Lead-Liners to World Champions

The Pattern

Go through the timing line, go to either barrel # 1 first, making a right turn and then to barrels #2 and #3, making left turns; or to barrel #2 first, making a left turn and then to barrels #1 and #3, making right turns; then return through the timing line.

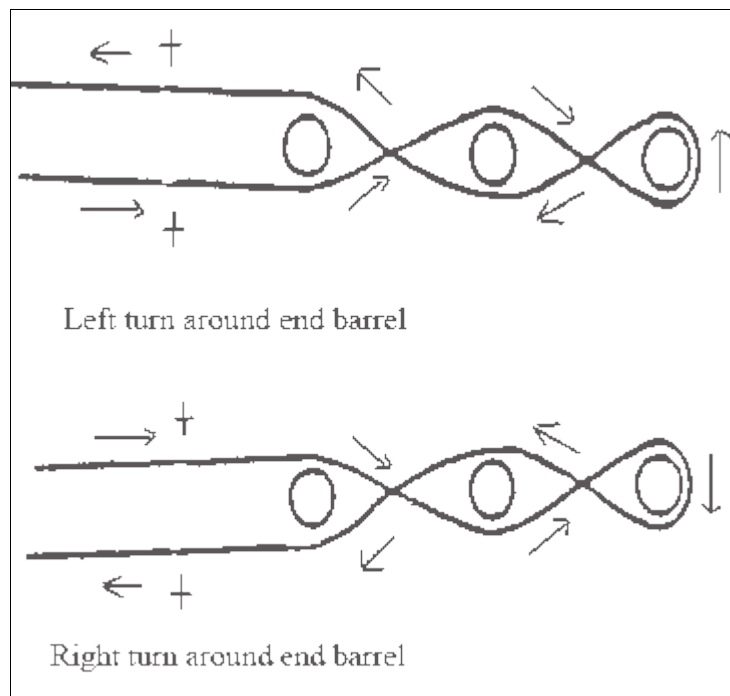


Speed/Texas Barrels

Three barrels in a line ... weave down, weave back.

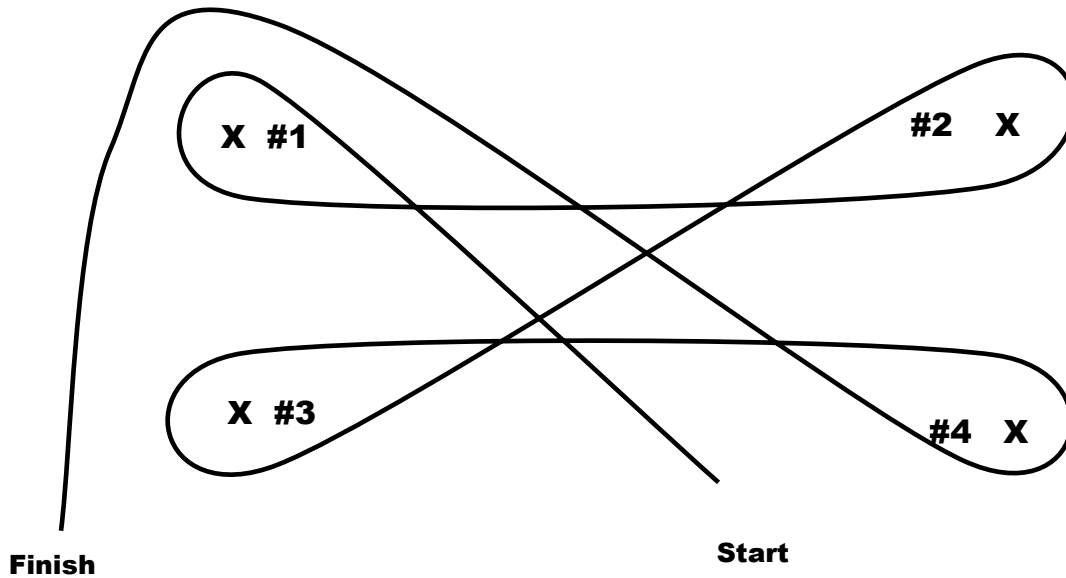
The Pattern

Go through timing line, pass first barrel on either side, pass the succeeding barrels on alternate sides, turn around last barrel, pass remaining barrels on alternate sides, go through timing line.



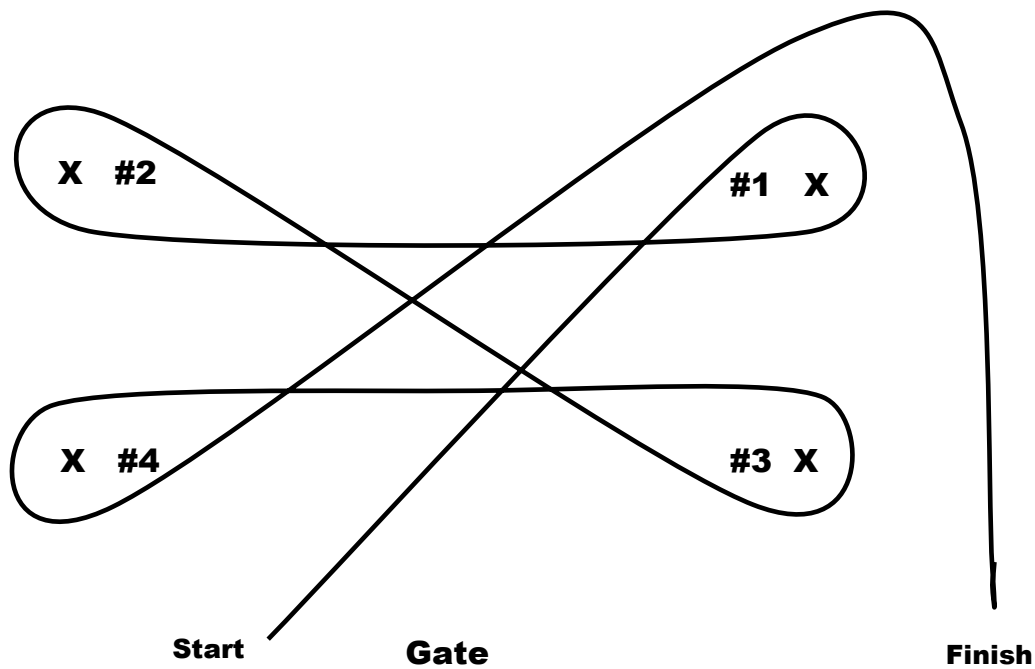
Quadrangle Stake

Starting from the gate, go through the timing line toward the furthestmost set of poles, turn the first pole from the inside, turn the second pole in the same direction, then heading back toward the gate turn the third pole from the inside in the opposite direction as the first two poles, and finally turn the fourth pole in the same direction as the third pole then follow through around the inside of the first pole and race back through the timing line on the outside.



Gate

STARTING WITH LEFT TURNS



Start

Gate

Finish

STARTING WITH RIGHT TURNS