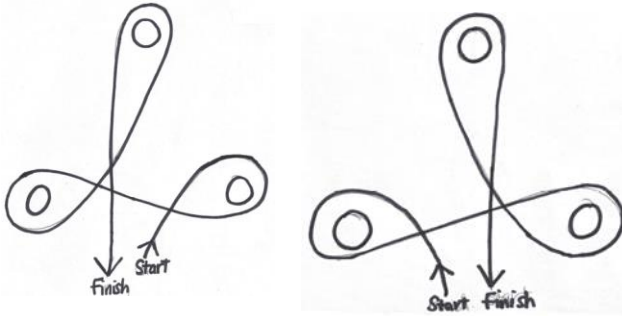


HORSE PATTERNS

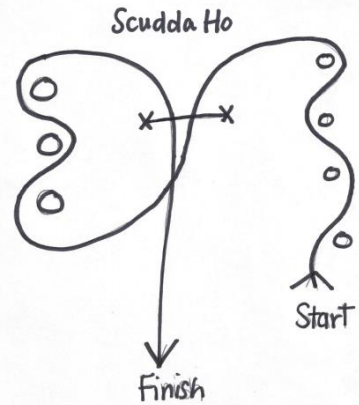
Barrels: Riders will either make one left turn with two right turns or one right turn with two lefts.

- Knock down barrel is a 5 second penalty.



Scudda Ho: Riders start by weaving the poles. Head through the centre over the jump. Down around the end barrel, weave up to the top then over the jump in the middle to the finish line.

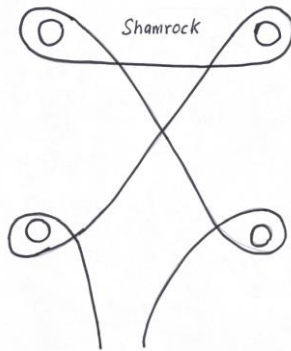
- Knocked over a barrel or pole is a 3 second penalty.
- 5 seconds for not completing the jump.
- Not completing the jump is not a broken pattern.



Shamrock is a basic 4 leaf clover pattern.

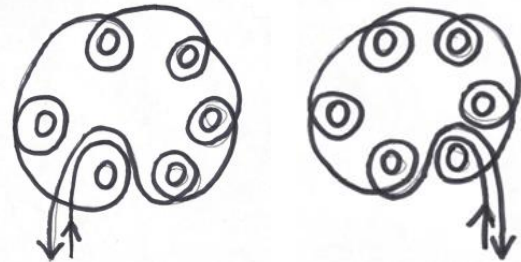
Riders are welcome to start on whichever side of their choosing.

- Knocking over the barrel is a 5 second penalty.



Stop the Clock: Riders will turn six barrels all going the same direction. Riders have the option to go to the left or the right.

- Knocking over a barrel will be a 5 second penalty.



Andiamo is a fun pattern including many different items. First, the rider will weave the pole, then they work the bridge, followed by doing a figure 8 around two barrels. Then over a jump they are to work the gate ending over two more jumps.

- Knocking over a pole or barrel is a 3 second penalty.
- Obstacles such as the gate and bridge have a max of 3 attempts 5 seconds added if failed all 5 attempts.
- Leadline and WeePee may have assistance with the gate.
- PeeWee, Junior and Adult will receive no time for skipping the bridge or gate.

