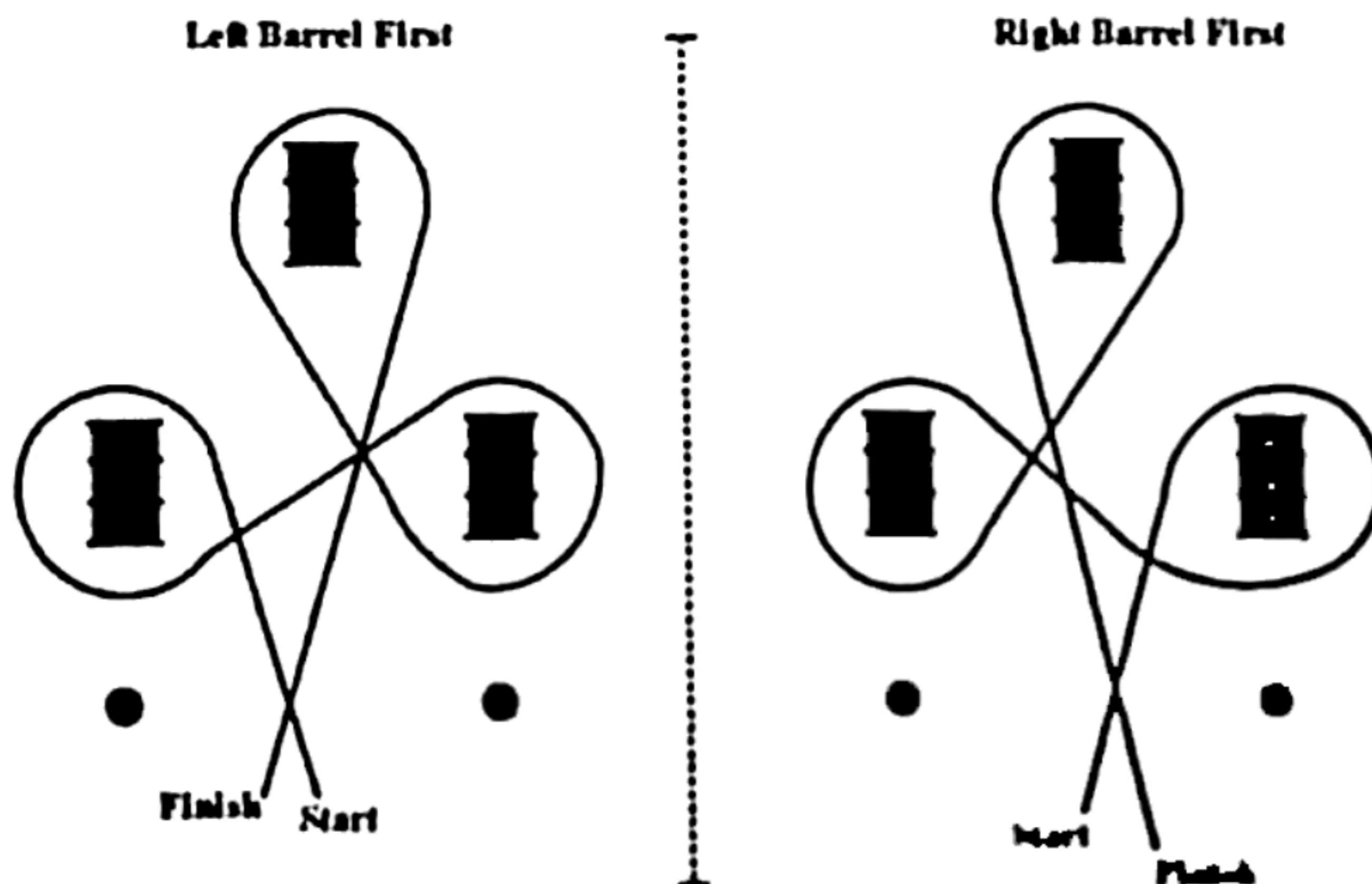


Barrel Racing

Classes 544, 545, 546, 547, 548, 549

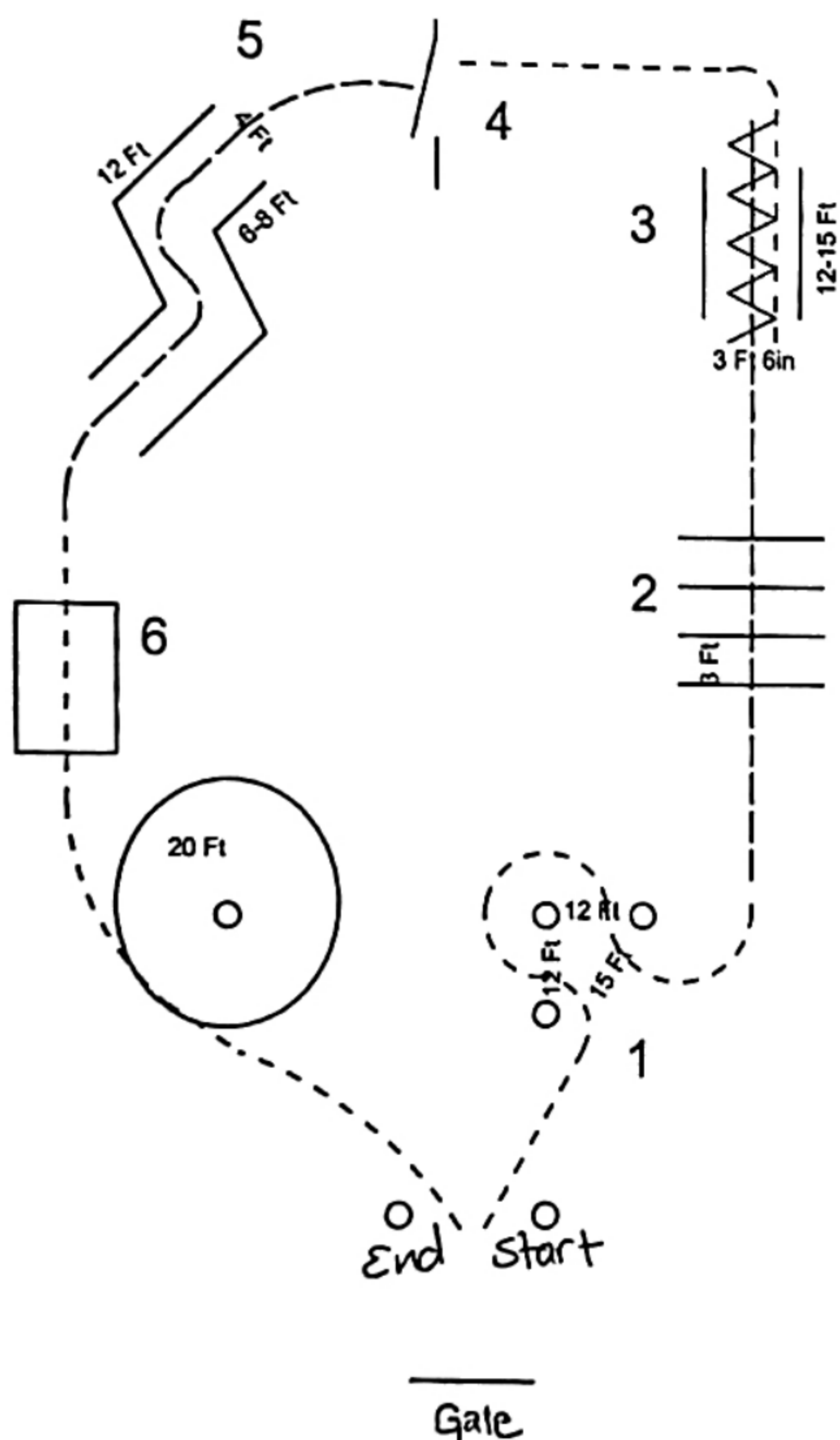
Barrel Racing

An exciting race against the clock in which exhibitors follow a course consisting of three barrels in a triangular "cloverleaf" pattern. Riders choose to circle either the right or left barrel first, race to the opposite barrel and complete the course after circling the third barrel and racing down the center of the three barrels to stop the timer. Knocking over a barrel carries a five-second penalty.



Trail A & B

Classes 540, 541, 542

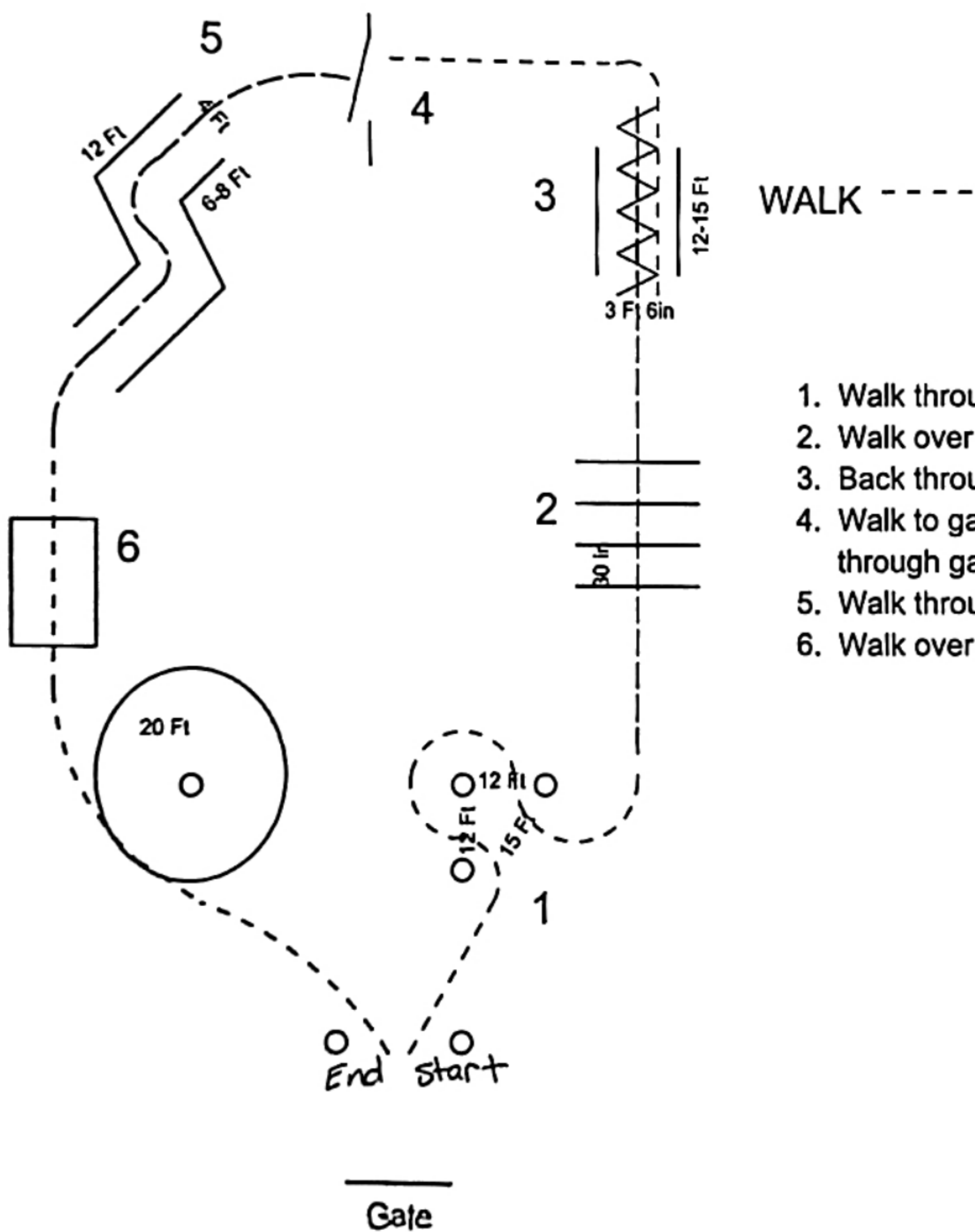


WALK - - - -
 JOG - · - · -
 LOPE ————

1. Walk through and around cones.
2. Trot over logs and into chute.
3. Back through chute.
4. Walk to gate, work with either hand.
5. Trot through logs.
6. Walk over bridge.
7. A - Lope circle to left around cone, walk to exit.
 B - Trot circle to left around cone, walk to exit.

Trail C & D & In-Hand

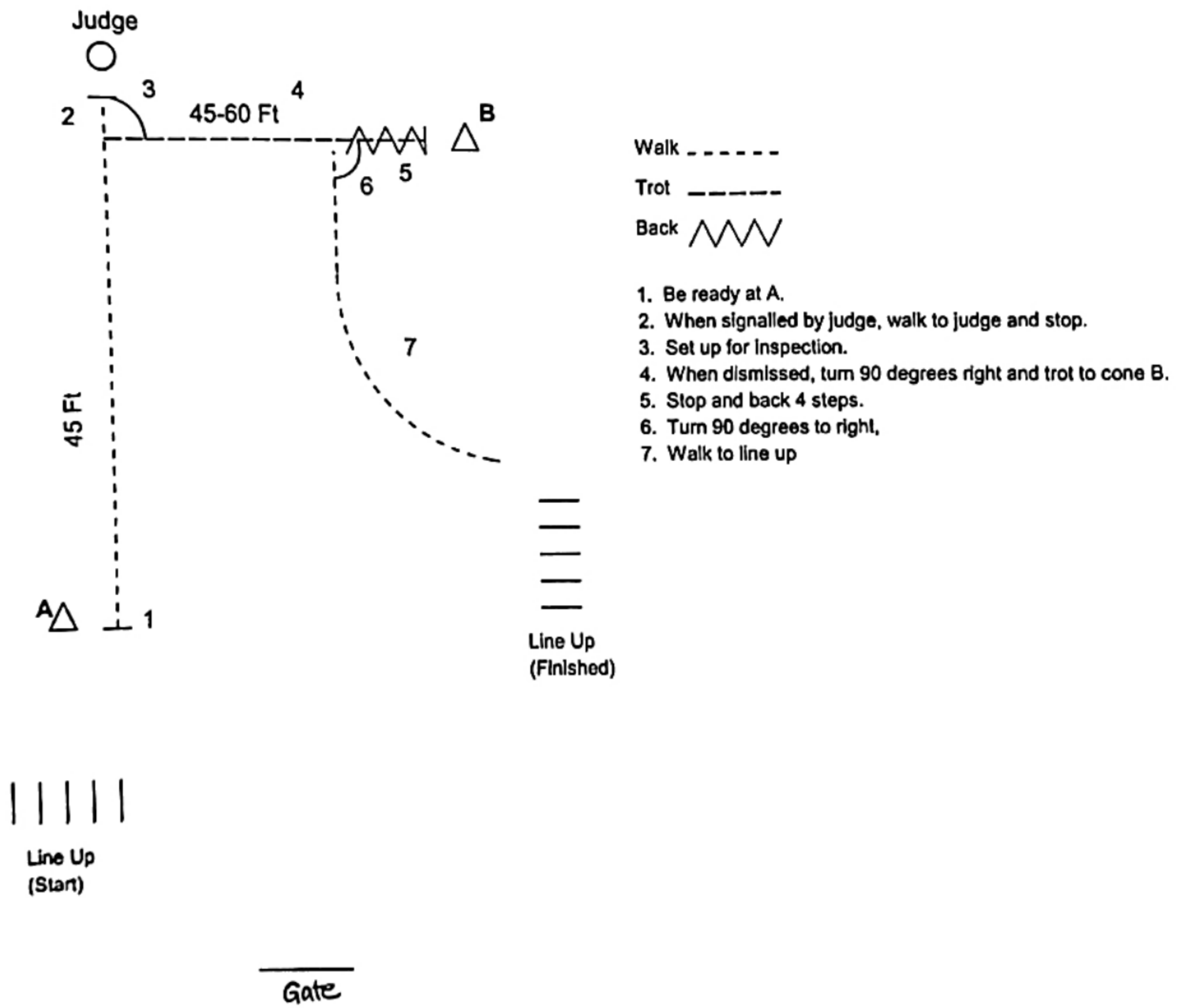
Classes 537, 538, 539, 543



1. Walk through and around cones.
2. Walk over logs and into chute.
3. Back through chute.
4. Walk to gate, work with either hand. D - walk through gate.
5. Walk through logs.
6. Walk over bridge, walk to exit.

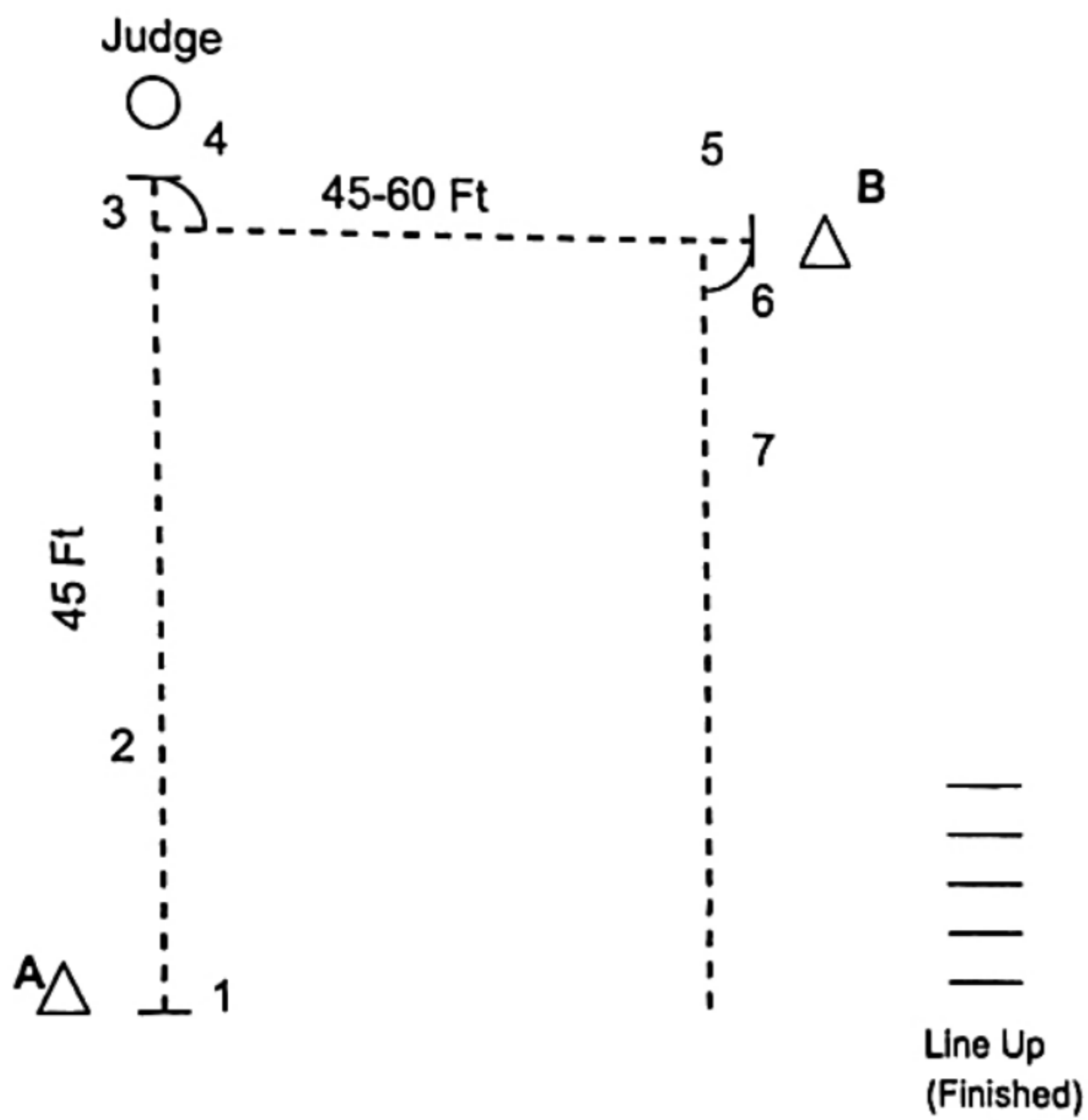
Showmanship At Halter A & B

Classes 528, 529, 530



Showmanship At Halter C & D

Classes 525, 526, 527



Walk - - - - -

1. Be ready at A
2. When signalled by judge, walk to judge.
3. Stop and set up for inspection.
4. When dismissed, turn 90 degrees to right.
5. Walk to cone B and stop.
6. Turn 90 degrees to right.
7. Walk to line up

Line Up
(Finished)

Line Up
(Start)

Gate