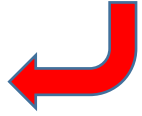
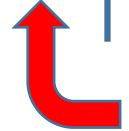
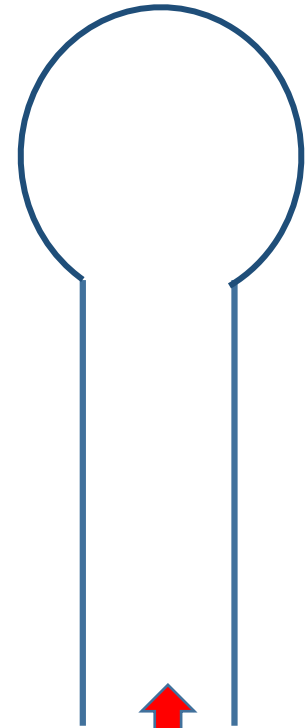
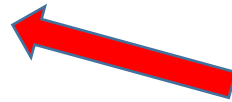
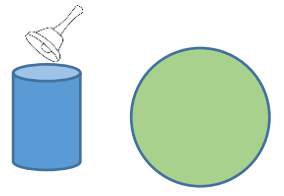
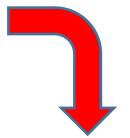
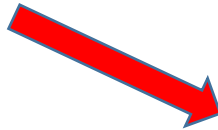
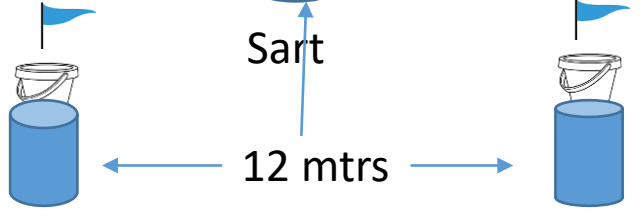


START



Rules For Obstacle/Trail Course Number 2

- Start in the square and proceed to Diamond Flag Race
 - The rider is handed a flag at drum 1, rides to the second drum where they change flags, around the third drum to the 4th drum where they change flags and back to drum 1 where they hand their flag over. It is completed in a clockwise direction.
The rider must keep to the outside of all the drums but may circle a drum in order to change flags.
If a flag is dropped the horse must stop and stand until the flag has been retrieved and handed back to the rider.
If a flag does not stay in the sand the rider must try again
If a rider goes inside the drums unless circling there will be a time penalty of 5 seconds added
 - The drums are all 6 metres from the centre of the diamond
- Proceed to the Scoop and Splash Race
 - At the first barrel fill the cup at least ½ full of water using either hand
 - Ride to the second barrel and tip the water into the bucket using either hand
 - Place the cup on either the barrel or in the bucket
- Proceed to the Post a Letter Race
 - At the first barrel pick up the letter
 - Weave through the bending poles which are 9 metres apart
 - Post the letter in the post box on the second barrel
- Proceed to the Keyhole Race
 - The rider rides down the lane turning inside the circle and returning down the lane
 - There will be a 5 second penalty each time the horse puts a foot outside the line in either the lane or the circle
 - The lane is 12 metres long and 1.2 metres wide and the circle is 6 metres in diameter
- Proceed to the Cone and Ball Race
 - The rider is handed a cone and picks up a ball from the first bending pole
 - Weave through the bending poles which are 9 metres apart
 - Place the cone and ball on the last bending pole
- Proceed to the Split Up and Ring the Bell
 - Horse stands immobile in the circle while the rider/leader dismounts and leaves the circle to ring the bell. If the rider is unable to dismount the leader/assistant leaves the rider and horse in the circle to fetch the bell for the rider to ring while still mounted

FINISH AND LEAD HORSE FROM ARENA