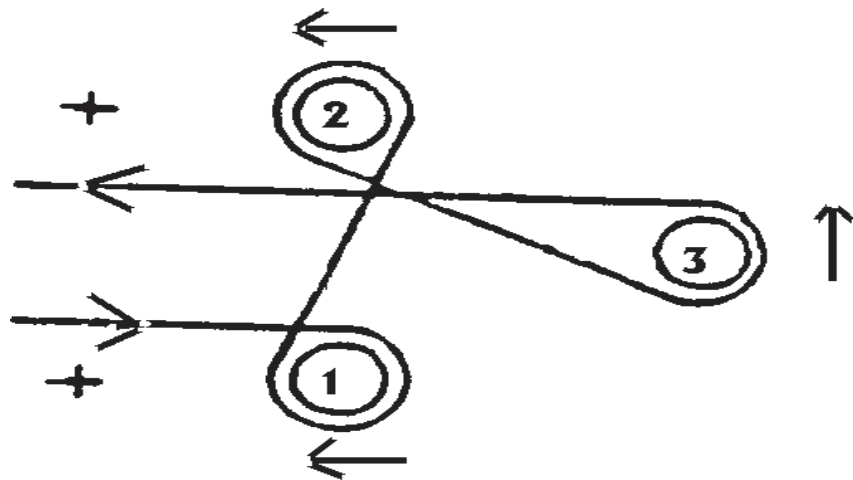


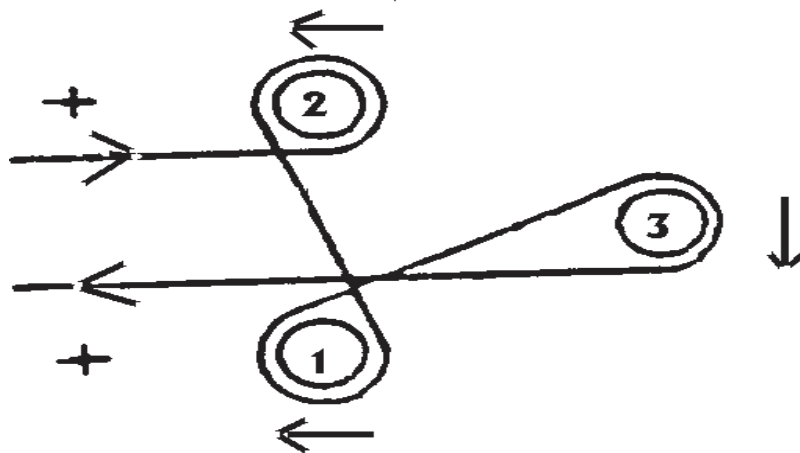
## 8.4 Course Pattern Diagrams

### Barrels

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.



1 Right turn and 2 Left turns.

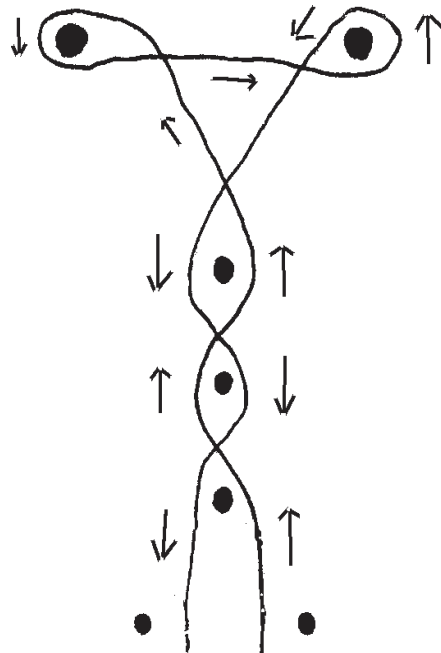


1 Left turn and 2 Right turns.

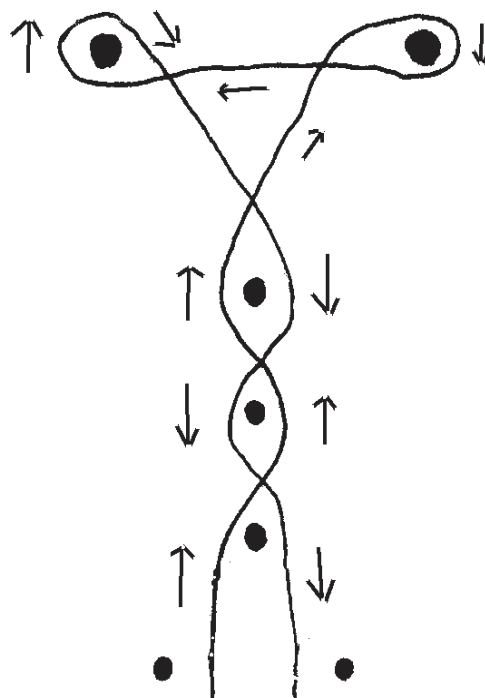
## Big T

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.



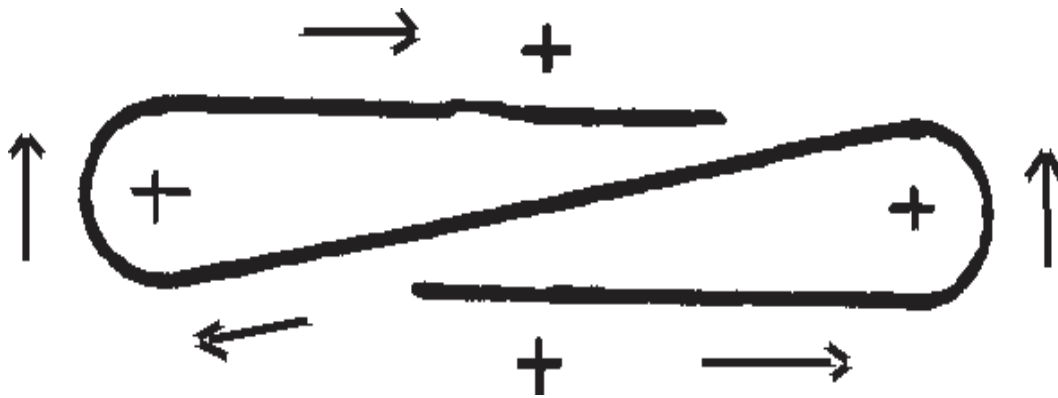
Left turn around each of the two barrels.



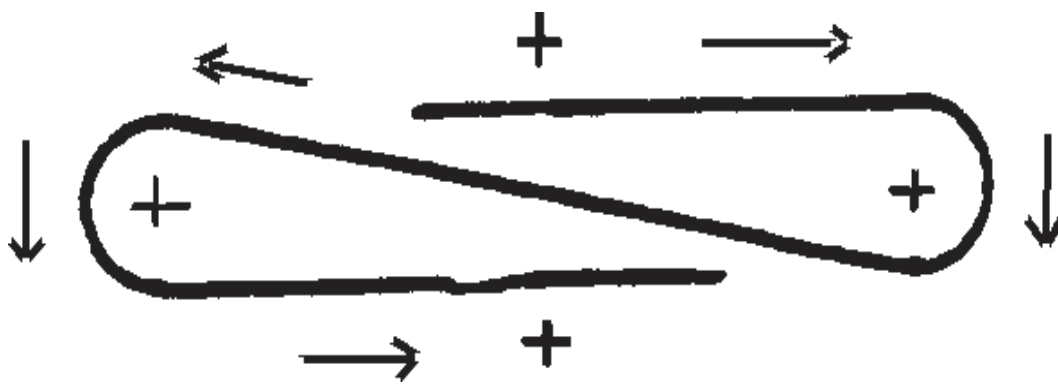
Right turn around each of the two barrels.

## Figure 8 Stake

Start from either end of the course. Go through the timing line to the first pole, go around it in either direction. Go across the timing line to the next pole and go around it in the opposite direction, then return across the timing line.



Left Turn First

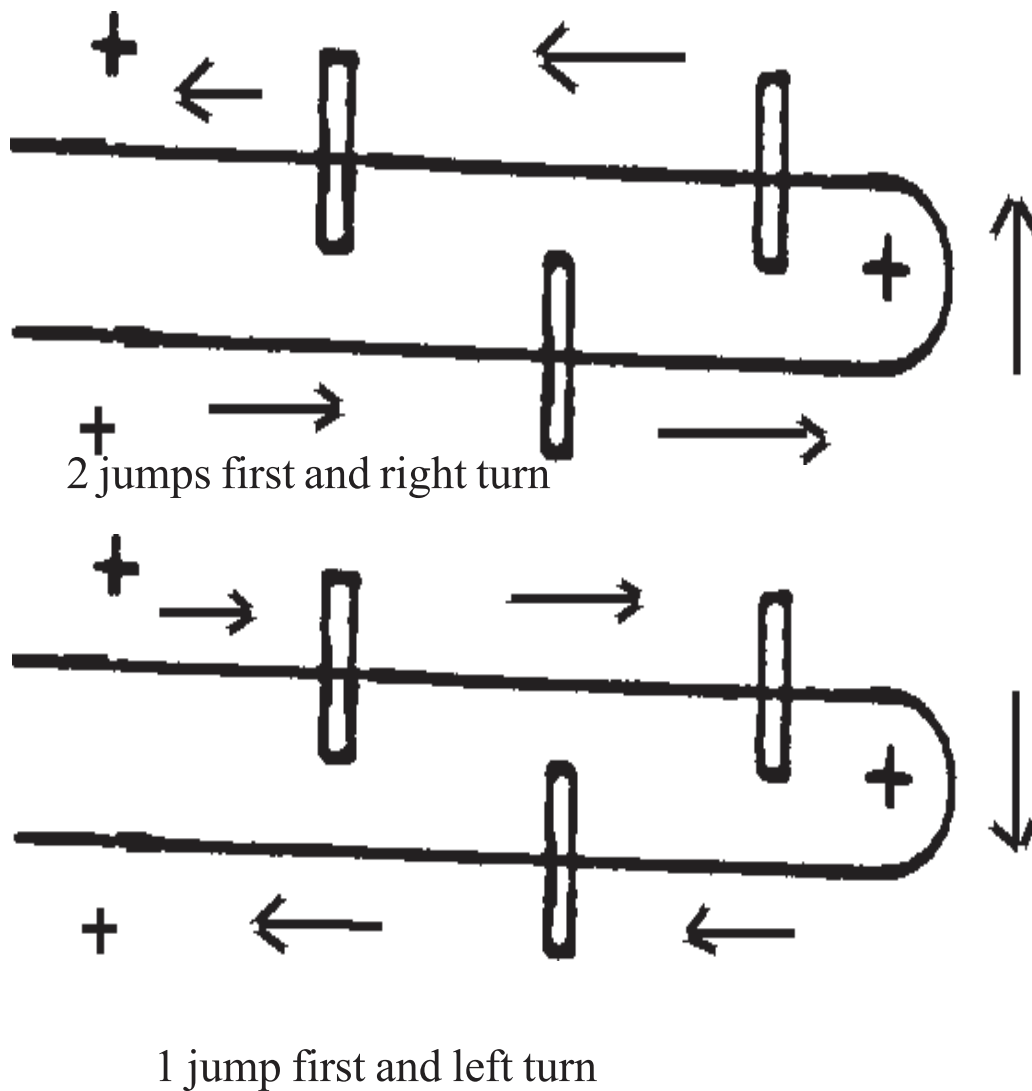


Right Turn First

# Hurry Scurry

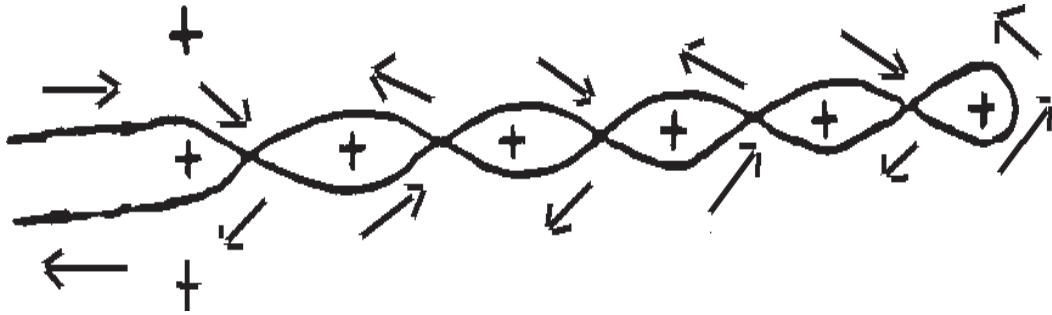
Go through timing line and either go down left side making two jumps, a right turn around the pole and 1 jump, or go down right side making 1 jump, a left turn around the pole and two jumps, then go back across the timing line.

**Special penalty:** The rider will be disqualified if all four feet of the horse do not go over each jump and the course is not corrected.

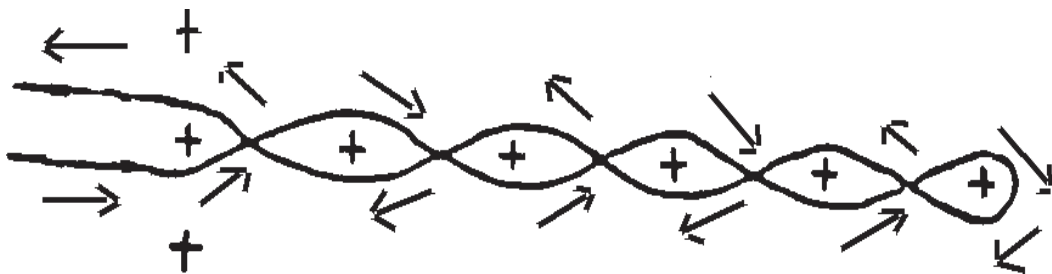


## Pole Bending I

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



Left turn at last pole

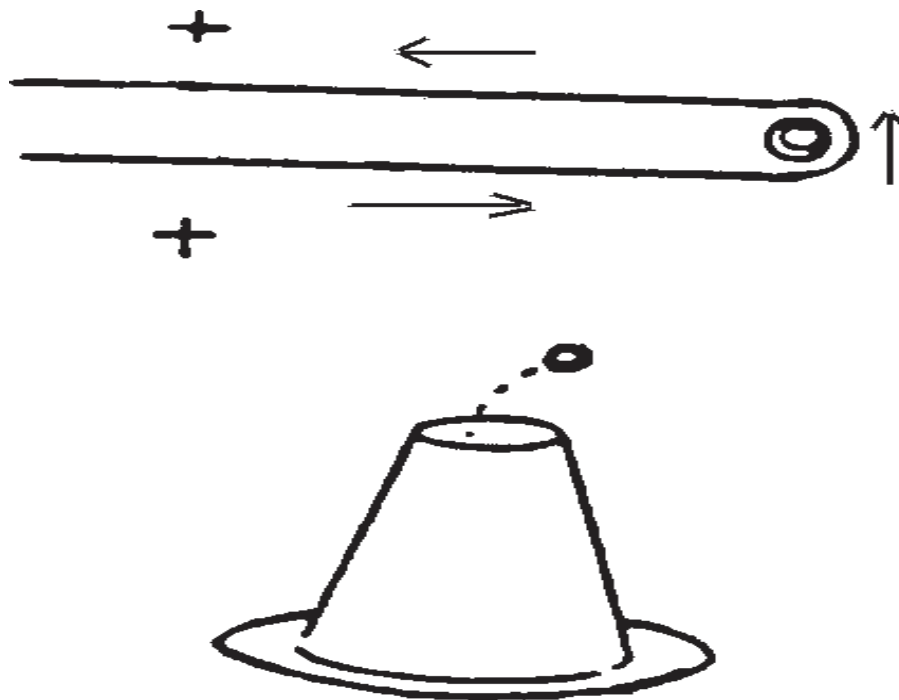


Right turn at last pole

## Speed Ball

Go through timing line to 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 shall 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, this shall be considered an illegal course, and the rider shall be given a reride.



The rider may make a left or right turn around the cone.