

PLAYDAY GAMES

1. POLES 6 poles, 21 ft apart.
5 second penalty for each pole knocked over
No time for broken pattern.
2. KEYHOLE Circle marked with lime in center of arena 20 ft. in diameter. Entrance into circle is 6 ft. wide and 10 ft. long.
No time for broken pattern, including horse stepping on or crossing any line.
All four feet must go into the circle.

ARENAVATOR (20 minute break)

3. BARRELS 105 ft between 1st/3rd and 2nd/3rd barrels.
90 ft between 1st and 2nd barrels. 60 ft. run to finish line.
5 second penalty for each barrel knocked over.
No time for broken pattern.
4. SCURRY RACE
2 Jumps, 40 ft. apart with barrel at end of arena. Poles set on sides of each jump.
Rider crosses 2 jumps, turns barrel, and comes back over 2 jumps.
5 second penalty if barrel knocked over.
5 second penalty for each jump knocked over.
No time for broken pattern.