

# ***KGC EVENTS***

FIRST FIVE EVENTS ARE CORE EVENTS AND WILL BE IN EACH SHOW. SURPRISE AND JACKPOT EVENTS WILL BE MADE UP FROM THE REMAINING EVENTS

*Rider may from a riding position prevent barrels or poles from falling.*

## **FLAG RACE**

Rider passes the empty barrel to the first flag, picks up the flag, turns the flag holder, then deposits into barrel, turns the barrel and repeats for remainder of the flags and the races across the finish line.

Direction of ride can be from either side.

SR, JR, Y = 2 flags    PW, B = 1 flag

No time - not following pattern, striking horse with the flag, breaking time barrier.

Penalties - 5 seconds for each flag dropped, 5 seconds if barrel knocked over.

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## **KEY HOLE**

Rider races to any point within the keyhole, makes a turn, and then races across the finish line.

No time - not following the pattern, stepping on or over the lines, breaking time barrier.

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## **BARREL RACE**

Rider rides around the three barrels in the form of a clover leaf. Direction of ride can be from either direction.

No time - not following the pattern, breaking time barrier.

Penalties - 5 seconds added for each barrel knocked over.

## **STAKE RACE**

Rider races to the far pole, turns the pole, performs a figure eight around the poles. Turns the far pole for a second time and then races across the finish line.

No time - not following the pattern, breaking time barrier.

Penalties - 5 seconds added for each pole knocked over.

## **POLE BENDING**

Rider races to the far pole, turns the pole then passes successive poles on alternating sides. Turns at the first pole and returns in the same manner. Turns the far pole for a second time and races across the finish line.

No time - not following the pattern, breaking time barrier.

Penalties - 5 seconds added for each pole knocked over.

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## **LONE BARREL**

Rider races around the barrel and then races across the finish line. Direction of ride can be from either direction.

No time - not following the pattern, breaking time barrier.

Penalties - 5 seconds added for knocking over barrel.

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## **QUAD STAKES**

When the rider passes between the center poles the timer will start. Rider turns either rights or lefts around the corner poles. Rider then passes between the center poles, turns either rights or lefts around the corner poles. Then races between the center poles and timer stops.

No time - not following the pattern.

Penalties - 5 seconds added for each pole knocked over.

## **SKILL BARRELS**

Rider races between the center poles to the center barrel, turns the center barrel in either direction. Then figure eights the outside barrels, turns the middle barrel again, races between the center poles to the finish line.

No time - not following the pattern.

Penalties - 5 seconds added for each pole knocked over. 5 seconds added for each barrel knocked over.

## **SCUDDY HO**

Rider races over ground rail to last barrel. Turns the barrel then passes successive barrels on alternating sides. Races over ground rail to last pole. Turns the pole then passes successive poles on alternating sides. Races over ground rail to finish line.

No time - not following the pattern.

Penalties - 5 seconds added for each pole knocked over. 5 seconds added for each barrel knocked over.

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## **CALIFORNIA STAKES**

Rider races to a corner pole, turns either right or left around pole, repeats for other opposite pole. Races to the finish line.

No time - not following the pattern.

Penalties - 5 seconds added for each pole knocked over.

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## **BIG T**

Rider races to first pole, passes poles on alternating sides. Turns the barrel on the same side as the last pole passed. Turns the opposite barrel on the same side. Passes the poles starting on the opposite side of the last barrel turned. Races to finish line. Ride can be done from either side.

No-time - not following pattern

Penalties - 5 seconds added for each pole knocked over. 5 seconds added for each barrel knocked over.

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## **Obstacle Race One**

Rider races to first pole, passes poles on alternating sides. Rides through cones. Races over ground rail to flag. Picks up flag and deposits into barrel. Races over ground rail, rides through barrels. Turns last barrel and performs a figure eight. Races to finish line.

No-time - not following pattern

Penalties - 5 seconds added for each pole knocked over. 5 seconds added for each barrel knocked over. 5 seconds for flag dropped. 5 seconds for each cone knocked over.

## Obstacle Race Two

Rider races to flag, picks up flag and deposits into barrel. Rides through the cones. Rounds the first barrel on the outside, weaves through the barrels. Rides through the poles. Races to the finish line.

No-time – not following pattern

Penalties – 5 seconds added for each pole knocked over. 5 seconds added for each barrels knocked over. 5 seconds added for each cone knocked over. 5 seconds added for flag dropped.

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## Speed Ball

Rider takes golf ball from arena attendant. Races to cone, drops ball into cone. Turns cone and races to finish line.

No-time – not following pattern

Penalties – 5 seconds added for dropped ball.

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## Figure Eight Flags

Ride starts from center of barrels. Rider turns far barrel and picks up flag. Deposits flag into opposite barrel. Turns barrel and picks up second flag. Deposits flag into opposite barrel. Turns barrel and returns to center of barrel.

No-time – not following pattern

Penalties – 5 seconds added for each flag dropped. 5 seconds added for each barrel knocked over.

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## Bounce Pony

Rider races to first pole. Rounds pole, races over ground rail to next pole. Turns pole and races over ground rail to next pole. Repeat till last pole. Races over finish line. Finish line for this event is at the opposite end of the arena.

No-time – not following pattern

Penalties – 5 seconds added for each pole knocked over.

## Hurry Scurry

Rider races over ground rail, turns pole. Races over the next two grounds rails. Races to finish line.

No-time - not following pattern

Penalties - 5 seconds added for pole knocked over.

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Other events will be added