

- 1. Slalom (path similar to Pole bending race)**
- 2. Open & close gate (rope gate)**
- 3. Dismount to elevated bridge. Lead your horse around the whole obstacle. Remount and ride to the next obstacle.**  
**An elevated bridge can be two large hay bales, a row of five barrels with a space between them or two large tables.**
- 4. Trash Ride with flag (Take the flag at the entrance on the left and place at the exit to the right)**  
**Trash Ride should be in width of 1 meter and 3 meter length with plastic bottles and plastic bags on the floor.**
- 5. Sticking a pitchfork or bayonet (take a pitchfork or bayonet that is stuck in a small hay bale, circle the trash passage and stick back in the hay).**
- 6. Pivot Pole: do at least one circle moving forward and one circle back (two barrels with a pole placed on them. Lift the pole on one side with its other side standing on the barrel and move with it).**
- 7. Rollback or doubling into the Fence 3 times.**
- 8. Backing: back movement in the shape of an "L". (A corridor of meter twenty wide, The length of the side of at least 3 meters.)**
- 9. Send around your horse over a jump: Dismount the horse, stand in the X mark, Send the horse around to jump twice in each direction.**  
**(A jump can be two barrels that are laid horizontally or anything else at a height of 50-60 cm which is safe).**
- 10. Teeter totter bridge: 3 swings.**
- 11. bridge - full rotation for each side.**
- 12. 3 jumps in a row: Distance between jumps 2 meters. Jumps can be of barrels that are laid horizontally, side by side or poles in height 50-60 cm.**
- 13. Stop at the finish line, Dismount your horse from the right, leave the horse ground tied, take the flag, move to the left, go up the ladder and wave the flag 3 times to finish.**

## NON PRO AND RIDE SMART

- 1. Slalom (path similar to Pole bending race)**
- 2. Open & close gate (rope gate)**
- 3. Dismount to elevated bridge. Lead your horse around the whole obstacle. Remount and ride to the next obstacle.**  
**An elevated bridge can be two large hay bales, a row of five barrels with a space between them or two large tables.**
- 4. Trash Ride**  
**Trash Ride should be in width of 1 meter and 3 meter length with plastic bottles and plastic bags on the floor).**
- 5. Sticking a pitchfork or bayonet (take a pitchfork or bayonet that is stuck in a small hay bale, circle the trash passage and stick back in the hay).**
- 6. Pivot Pole: do two cycles moving forward (two barrels with a pole placed on them. Lift the pole on one side with its other side standing on the barrel and move with it).**
- 7. Rollback or doubling into the Fence 3 times.**
- 8. Backing: back movement in the shape of an "L". A corridor of meter twenty wide, The length of the side of at least 3 meters.**
- 9. Send around your horse over a jump: Dismount the horse, stand in the X mark, Send the horse around to jump twice in each direction.**  
**(A jump can be two barrels that are laid horizontally or anything else at a height of 50-60 cm which is safe).**
- 10. Teeter totter bridge: 3 swings.**
- 11. bridge - full rotation for each side.**
- 12. 3 jumps in a row: Distance between jumps 2 meters. Jumps can be of barrels that are laid horizontally, side by side or poles in height 50-60 cm.**
- 13. Stop at the finish line, Dismount your horse on the right, leave the horse ground tied, take the flag, move to the left, go up the ladder and wave the flag 3 times to finish.**

## GREEN HORSE

- 1. Slalom (path similar to Pole bending race)**
- 2. Open & close gate (rope gate)**
- 3. Trash Ride**  
**Trash Ride should be in width of 1 meter and 3 meter length with plastic bottles and plastic bags on the floor).**
- 4. Pivot Pole: do two cycles moving forward (two barrels with a pole placed on them. Lift the pole on one side with its other side standing on the barrel and move with it).**
- 5. Rollback or doubling into the Fence 3 times.**
- 6. Backing: back movement in the shape of an "L". A corridor of meter twenty wide, The length of the side of at least 3 meters.**
- 7. Send around your horse over a jump: Dismount the horse, stand in the X mark, Send the horse around to jump twice in each direction.**  
**(A jump can be two barrels that are laid horizontally or anything else at a height of 50-60 cm which is safe).**
- 8. Teeter totter bridge: 3 swings.**
- 9. bridge - full rotation for each side.**
- 10. Stop at the finish line, Dismount your horse on the right, leave the horse ground tied, take the flag, move to the left, go up the ladder and wave the flag 3 times to finish.**

## YOUTH AND INTERMEDIATE

- 1. Slalom (path similar to Pole bending race)**
- 2. Open & close gate (rope gate)**
- 3. Dismount to elevated bridge. Lead your horse around the whole obstacle. Remount and ride to the next obstacle.**  
**An elevated bridge can be two large hay bales, a row of five barrels with a space between them or two large tables.**
- 4. Trash Ride**  
**Trash Ride should be in width of 1 meter and 3 meter length with plastic bottles and plastic bags on the floor).**
- 5. Side Pass: Do a side pass over a pole - back and forth.**
- 6. Pivot Pole: do at least one cycle moving forward (two barrels with a pole placed on them. Lift the pole on one side with its other side standing on the barrel and move with it).**
- 7. Rollback or doubling into the Fence 3 times.**
- 8. Backing: Slalom backward movement.**  
**4 markers, 2 meters distance between markers.**
- 9. Send around your horse: Dismount, stand inside a hoop or on a block, send around your horse twice in each direction.**
- 10. Teeter totter bridge: 3 swings.**
- 11. bridge – full one rotation.**
- 12. Jump: Jump can be of barrels that are laid horizontally, side by side or poles in height 50-60 cm.**
- 13. Stop at the finish line, Dismount your horse on the right, leave the horse ground tied, take the flag and run a full round around your horse. Time stops when the flag is returned.**

## YOUNG GUN

- 1. Start the run with a closed lasso in hand, run in a straight line to the last barrel. Thread the lasso onto a cone placed on the barrel and return in a straight line.**
- 2. Open & close gate (rope gate)**
- 3. Trash Ride (should be in width of 1 meter and 3 meter length with plastic bottles and plastic bags on the floor).**
- 4. Rollback or doubling into the Fence 3 times.**
- 5. Backing: Slalom backward movement. 4 markers, 2 meters distance between markers.**
- 6. Teeter totter bridge: crossing.**
- 7. bridge – full one rotation.**
- 8. Stop at the finish line, dismount your horse, leave the horse ground tied, run and hit the first barrel to stop the time.**

## NOVICE

- 1. Start the run with a closed lasso in hand, running in a straight line to the last barrel. Thread the lasso onto a cone placed on the barrel and return in a straight line.**
- 2. Open & close gate (rope gate).**
- 3. Dismount to elevated bridge. Lead your horse around the whole obstacle. Remount and ride to the next obstacle.**  
**An elevated bridge can be two large hay bales, a row of five barrels with a space between them or two large tables.**
- 4. Trash Ride (should be in width of 1 meter and 3 meter length with plastic bottles and plastic bags on the floor).**
- 5. Pivot Pole: do at least one cycle moving forward (two barrels with a pole placed on them. Lift the pole on one side with its other side standing on the barrel and move with it).**
- 6. Backing: Slalom backward movement. 4 markers, 2 meters distance between markers.**
- 7. Send around your horse: Dismount, stand inside a hoop or on a block, send around your horse twice in each direction.**
- 8. Teeter totter bridge: crossing.**
- 9. bridge – full one rotation.**
- 10. Stop at the finish line, dismount your horse on the right, leave the horse ground tied, run and hit the first barrel to stop the time.**