CLOVERLEAF
Also see In and Out the Paddock

Course: 4 jump poles (on blocks or drums) and 4 bending poles are arranged as shown below.
The spacing depends upon the area available. A typical distance is a 3.6m square for each corner.

The positions of the start/finish line, jump poles and bending poles are to be marked permanently for the entire fixture.
The height of the jump pole is determined by the organising committee and can be dependent on age or ability.

Event: Flying start is allowed.

The rider is to jump each pole and turn each bending pole as shown above.

A left hand course or right hand course can be used, but must be used specified by the organising committee for the entire fixture.

Elimination will result from:
- error of course (without correction),
- knocked down, or broken, bending pole,
- handling of a bending pole with the hand
- knock down of jump pole
- three refusals at the jump pole during the event.

Each horse may have only one start in the event.

This is a timed event. Horses are to be timed on the nose crossing the start and finish lines.
There are no equal places in sporting events. Competitors with the equal times will be rerun to decide placings.
No rider is to be on the event course prior to the event.
KEYHOLE BOUNCE

Course: A lane 10m long and 1.5m wide is marked, with an elongated circle 15m long with 6m in diameter at one end of the lane.

The starting line is at the end of the lane opposite the circle. Another line is marked 6m behind the starting line to create a starting zone. A jump, made from a pole placed on blocks or 20l drums is positioned at the end of the lane. Two pegs are placed in the circle.

The positions of the start/finish line, lane, jump and pegs are to be marked permanently for the entire fixture.

Event: Standing start.

The rider proceeds up the lane, over the jump, bends through the pegs, making a left turn around the second peg, bends back through the pegs, over the jump and down the lane.

Elimination will result from
- horse on or over the line at the start of the event,
- crossing or touching the markings of the lane or circle,
- knock down of the rail,
- knock down or breaking of a peg,
- peg touched by hand, or
- error of course.

Each horse may have only one start in the event.

This is a timed event. Horses are to be timed on the nose crossing the start and finish lines.

There are no equal places in sporting events. Competitors with the equal times will be rerun to decide placings.

No rider is to be on the event course prior to the event.
SNAKES and LADDERS

Course: As per diagram.

The positions of the start/finish line, hurdles and pegs are to be marked permanently for the entire fixture.
The hurdles are to be the same height and not to exceed 30cm high. Blocks or 20L drums are to be used for the jumps. Cavillettis are not to be used. Lower hurdles can be used for younger age groups at the organiser's discretion.

Event: Standing start

The rider bends through the hurdles keeping the first hurdle on the right side, does a right turn around the peg and comes straight home over the hurdles.

Elimination will result from:
- knocking down a hurdle,
- three refusals at the hurdles, the first two refusals are penalised by the time taken only,
- bypassing a hurdle and not retaking it,
- spreading two or more hurdles,
- knocks down or breaks turning peg or start/finish pegs,
- touching a peg with the hand

Showjumping rules do not apply.

Each horse may have only one start in the event.
This is a timed event. Horses are to be timed on the nose crossing the start and finish lines.

There are no equal places in sporting events. Competitors with the equal times will be rerun to decide placings.

No rider is to be on the event course prior to the event.
STRAIGHT BARREL RACE

Course: The course consists of three barrels in a straight row, as shown in the diagram.

The positions of the start/finish line and barrels are to be marked permanently for the entire fixture.

Event: Flying start is allowed.

The rider is to
- enter through the start/finish line,
- make left hand turns around drums 1, 2 and 3 in order, on the outward course,
- make right hand turns around drums 2 and 1 in order, on the inward course, and
- then proceed through the start/finish line.

Elimination results from:
- a knocked down drum,
- touching a drum with the hand
- error of course not rectified.

Each horse may have only one start in the event.

This is a timed event. Horses are to be timed on the nose crossing the start and finish lines.

There are no equal places in sporting events. Competitors with the equal times will be rerun to decide placings.

No rider is to be on the event course prior to the event.