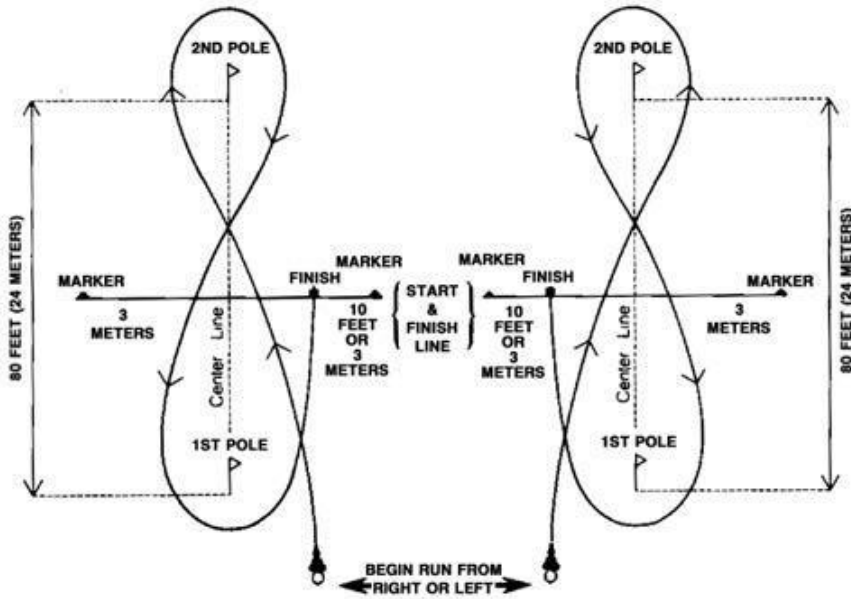


Stake Race AQHA Pattern



THIS STAKE RACE IS THE AQHA PATTERN.

1. RIDER PASSES THE START/FINISH LINE; WEAVING THROUGH THE POLES.
2. HORSE AND RIDER CIRCLE THE POLE; CROSS OVER WHILE RUNNING TO THE SECOND POLE.
3. CIRCLE THE LAST POLE AND RUN STRAIGHT; CROSSING THE TIMER AGAIN.

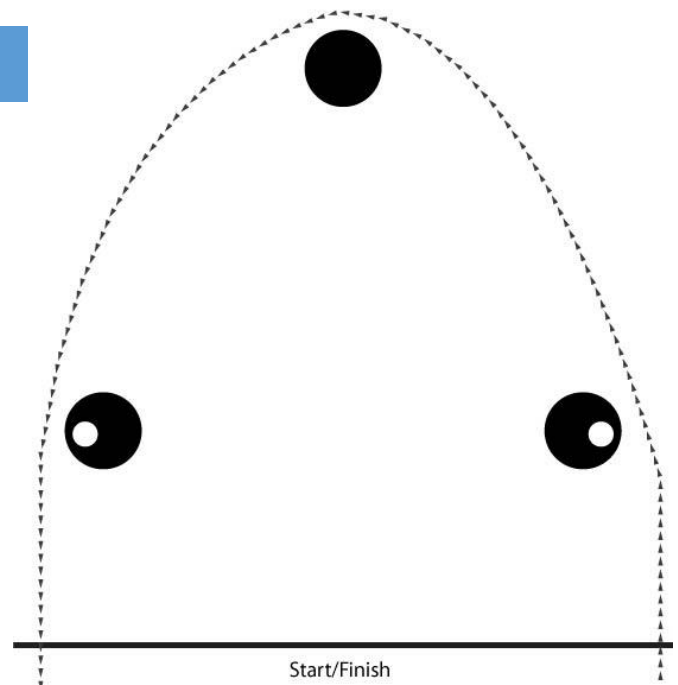
****TIMER POSITION SUBJECT TO CHANGE****

FLAG RACE

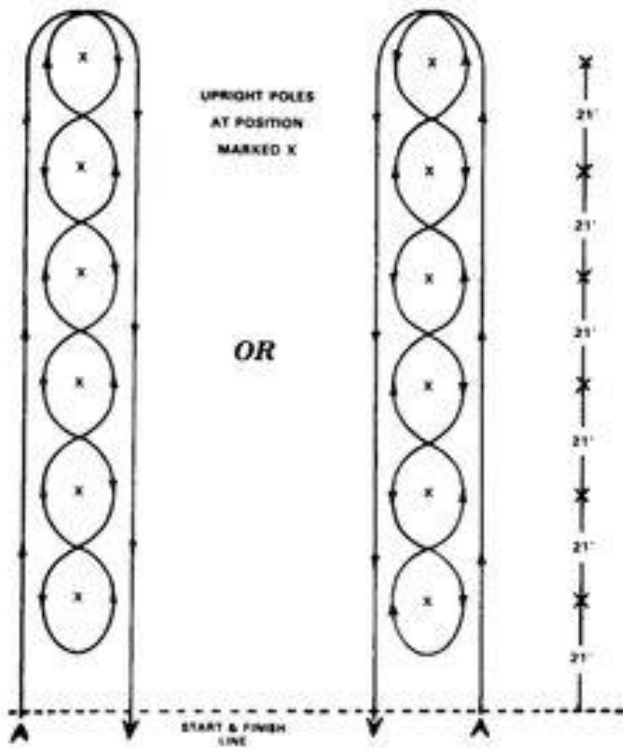
Flag Race

1. HORSE AND RIDER CROSS THE START/ FINISH LINE. EITHER ON THE OUTSIDE LEFT OR OUTSIDE RIGHT OF THE BARREL.
2. RIDER MUST GRAB THE FLAG FROM THE FIRST BARREL; ROUND THE FAR BARREL IN THE ARENA.
3. RIDER MUST DROP FLAG OFF IN THE LAST BARREL AND CROSS THE START/FINISH LINE.

****FLAG MUST STAY IN THE BUCKET TO GET A TIME.****



POLE BENDING PATTERN



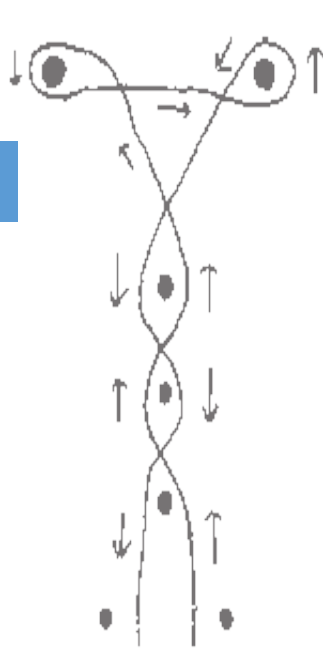
Pole Bending

1. PASS THE START FINISH LINE; RUN STRAIGHT DOWN TO FARTHEST POLE.
2. WEAVE ALL SIX POLES; DOWN AND BACK.
3. PASS THE FURTHEST POLE AND RUN STRAIGHT TO START/FINISH LINE.

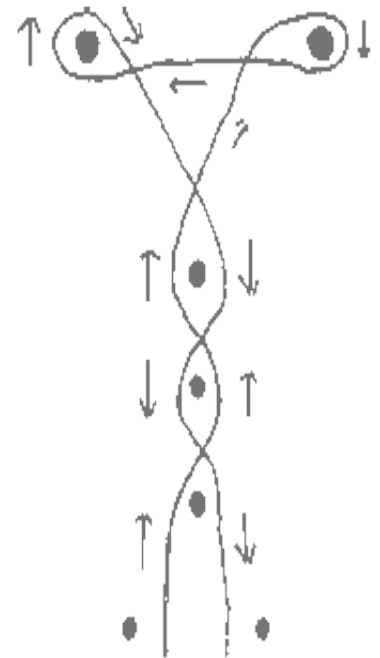
****YOU MAY START ON EITHER SIDE OF THE POLES****

Big T

1. PASS THE START/FINISH LINE; WEAVE THREE POLES.
2. RUN TO THE OUTSIDE OF THE BARREL; CIRCLE IT.
3. CIRCLE THE OTHER BARREL (WITH OUT CROSSING OVER TO THE OTHER SIDE)
4. WEAVE BACK THROUGH THE POLES; CROSS THE START/FINISH LINE.



Left turn around each of the two barrels.



Right turn around each of the two barrels.