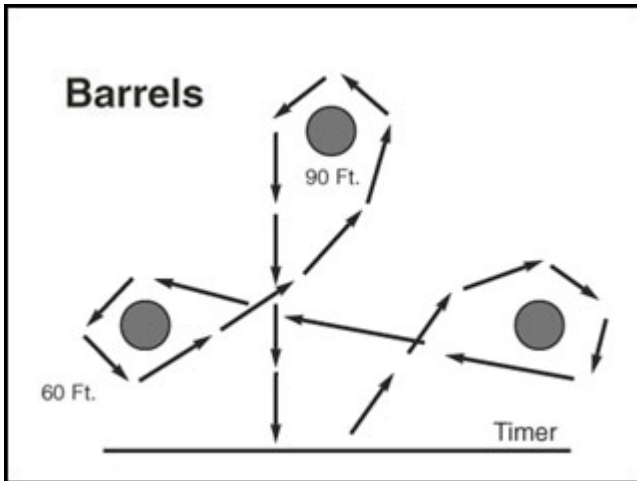


ORCC Playday Patterns



Clover Leaf Barrels

A timed event. Rider will cross timer line, make 360 degree turn around the first barrel, go to second barrel make 360 degree turn around barrel, go to third barrel make a 360 degree turn around barrel, and run back across timer line. Rider may run either right or left pattern.

Penalties

Five (5) second penalty added for each barrel knocked over.

Disqualifications

Failure to complete pattern. Breaking the pattern.

Spur

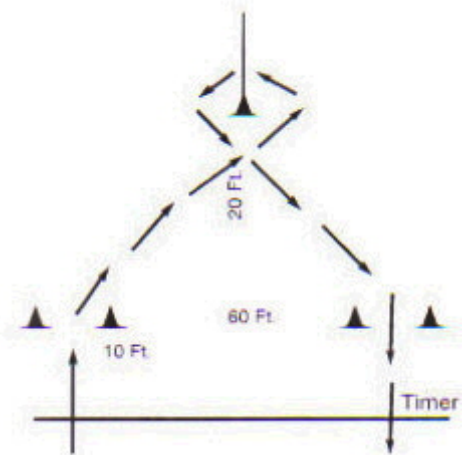
A timed event. The horse and rider must go through the first set of pylons, make a 360 degree turn around the pole, returning through the second set of pylons. Race may be either a right or left pattern.

Penalties

Only penalties are disqualifications.

Disqualifications

Breaking the pattern. Failure to complete the race, any leg of the horse passing over any cone rather than around the cone, knocking over any cone. Knocking over anything.



Straight Away Barrels

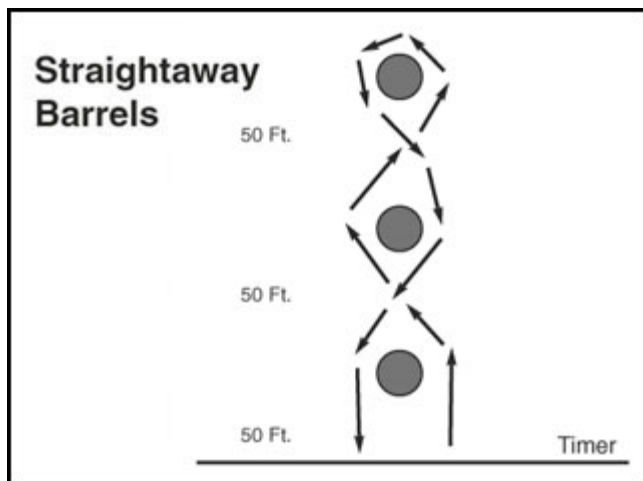
A timed event. Rider crosses timer line weaving right or left of the barrel, continuing weaving in and out to third barrel, and weave back through to timer line.

Penalties

Five (5) second penalty added for each barrel knocked over.

Disqualifications

Failure to complete pattern. Breaking the pattern.



Poles

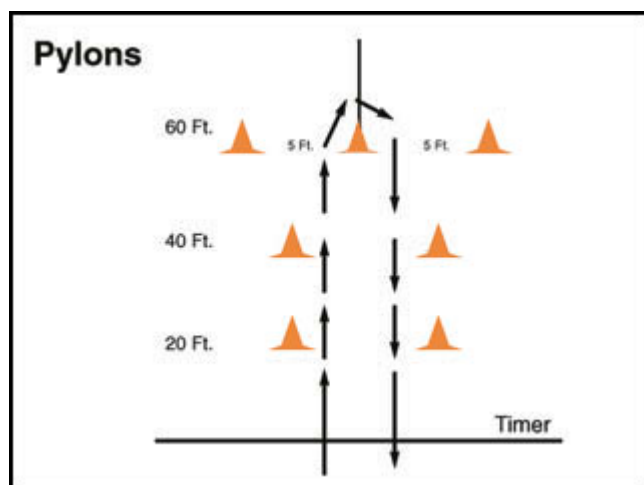
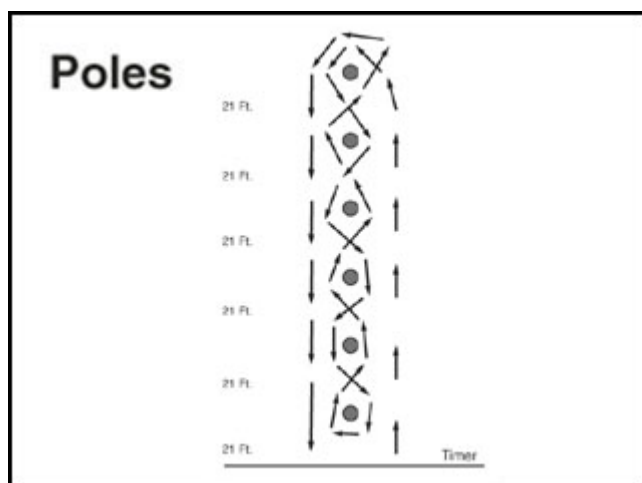
A timed event. The pole bending pattern is to be run around six (6) poles. The rider starts either right or left, runs to the sixth (6) pole, pivots around pole, starts weaving in and out to the number one (1) pole, pivots around pole, weaving in and out to number six (6) pole, and then runs back across timer line. Each pole is twenty one (21) feet apart with the first pole being twenty one (21) feet from timer line.

Penalties

Five (5) second penalty added for each pole knocked over.

Disqualifications

Failure to complete pattern. Breaking the pattern.



Pylon Alley

A timed event. Rider crosses the timer line between the cones in the first and second set, makes a turn around the center cone (of the last three) and returns, going between the cones in the second and first set. A left or right turn may be made around the center cone.

Penalties

Only penalties are disqualifications.

Disqualifications

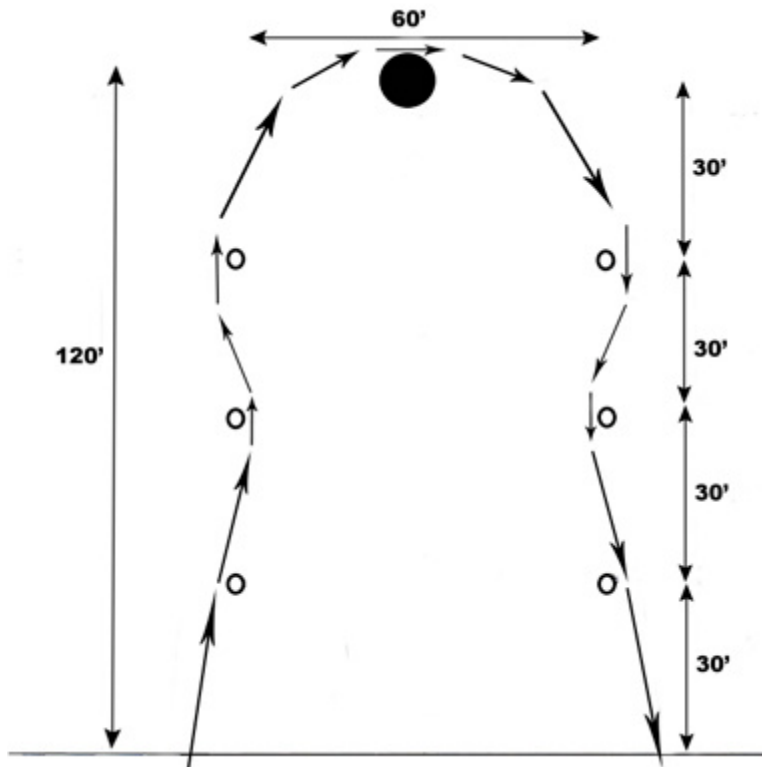
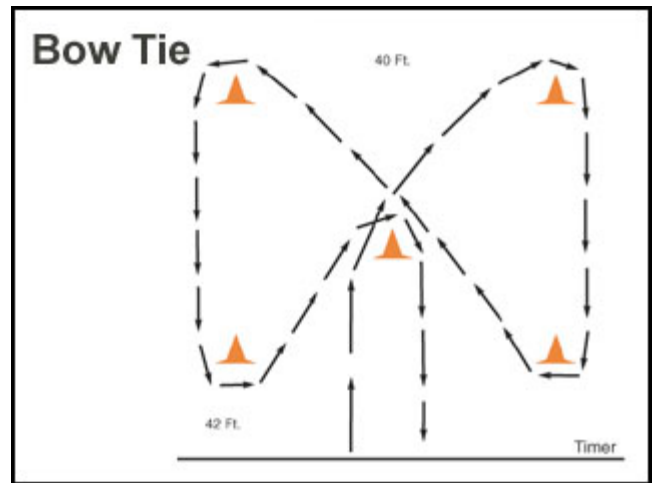
Breaking the pattern. Failure to complete the race, any leg of the horse passing over any cone rather than around the cone, knocking over any cone.

Bow Tie

A timed event. Rider crosses the timer proceeds to the left of the center cone and then goes right around the right side top and bottom cones, continues to the right of the center cone and around to the left of the left side top and bottom cones and finishes by making a 180 degree turn to the right around the center cone and back across the timer line. Race may begin on the right or left side of the center cone.

Disqualifications

Breaking the pattern, failure to complete the pattern, or knocking over or straddling a cone.



Larriat

This is a timed event. Rider will cross the timer line and goes on the outside of the first pole, inside of second and outside of the third. Going around the barrel rider proceeds to the second set of poles going outside the first, inside the second and outside the third and then runs to cross the timer line. The event can be ran either left or right.

Penalties

A five second penalty will be added to the riders time for each pole or barrel knocked over.

Disqualifications

Failure to complete the race
Breaking the pattern

Hitch & Go

A timed event. Rider crosses timer line going between the first two (2) poles to the next set of poles, either to the right or left pole. Going to the inside of the chosen pole, making a 360 degree turn around the pole, across the arena to the opposite pole and make same (right/left) 360 degree turn, finishing on the inside of the pole. Completing the pattern by going back through the first two (2) poles and across the

time line.

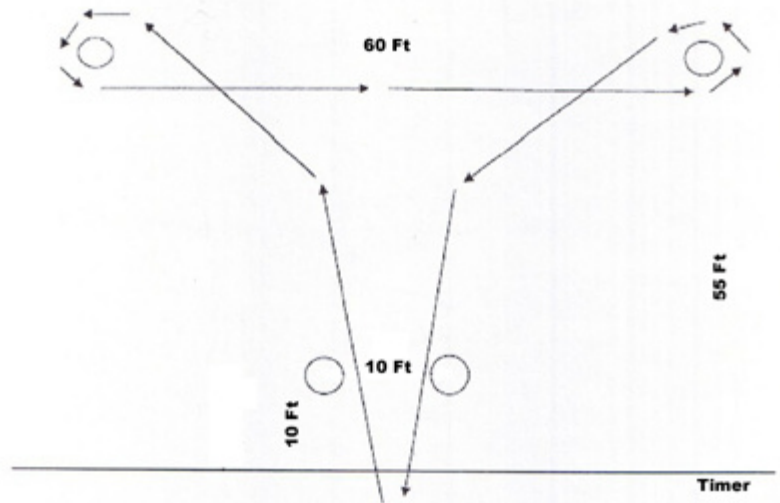
Penalties

There will be a five (5) second penalty for knocking over a pole.

Disqualifications

Failure to run a correct/complete pattern will be a disqualification.

Hitch & GO



Flying W

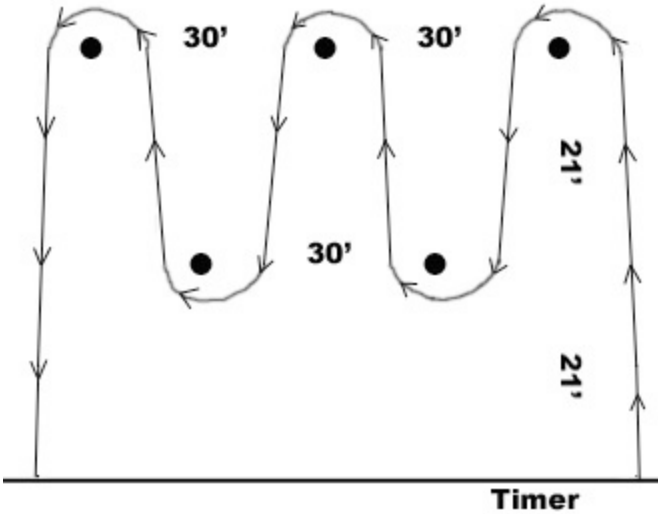
A timed event. Rider crosses the timer to the back pole and turns it weaving each pole, turns last pole and returns crossing the timer line. Rider may run either a right or left pattern.

Penalties

Five (5) second penalty added for each pole knocked over.

Disqualifications

Failure to run a correct/complete pattern will be a disqualification.



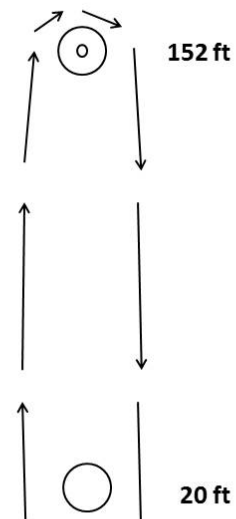
Baseball

A timed event. Rider races to the barrel and picks up the baseball while turning barrel, then returns to the barrel nearest the finish line, depositing the baseball in it before crossing the finish line. Rider may run either right or left pattern. A rider may circle either barrel as long as the rider comes in on one side and goes out the other without running a figure eight.

Disqualifications

1. Breaking the pattern such as doing a figure eight.
2. Failure to pick up the ball.
3. Dropping ball.

BASEBALL



Two (2) Bucket Flags

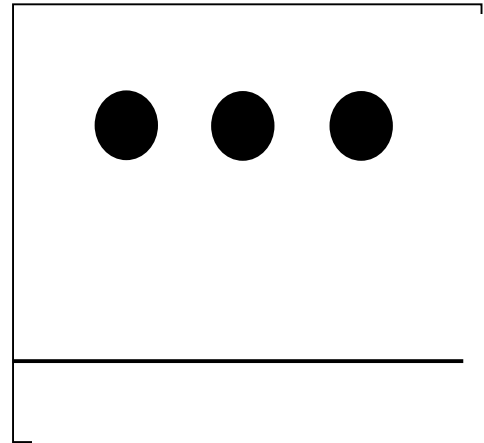
A timed event. The rider crosses the timer line, passes the middle barrel going behind it. He picks up the flag from the bucket or, the middle barrel and places it in the bucket on an outside barrel and returns back across the timer line. Rider may run right or left pattern and may circle any barrel.

Penalties

Only penalties are disqualifications

Disqualifications

1. Breaking the pattern
2. Failure to complete the race.
3. Flag falling from the bucket.
4. Knocking over a barrel or bucket..
5. Failure to place flag in bucket.



4. Ball touching the 55 gallon barrel or ground due to actions of horse or rider.
5. Failure to deposit ball in goal barrel.
6. Failure to complete the race.
7. Knocking over bucket or barrel.
8. Ball not in barrel upon completion of ride.