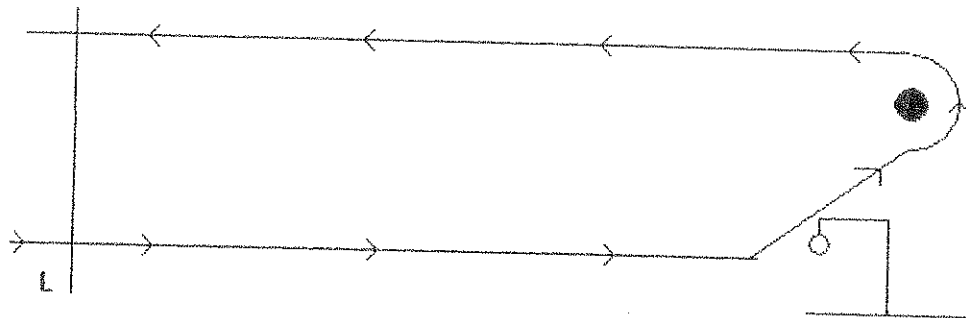


SEVEN & OVER

9. RING GRAB

Barrel is 45 paces from start line, in the center of the arena. Contestant rides from start line, grabs ring, holding it in hand, proceeds around barrel and returns to start. (Height to be adjusted by the judge). 5 Sec. penalty for tipping over barrel. No time for dropping ring or for breaking pattern.

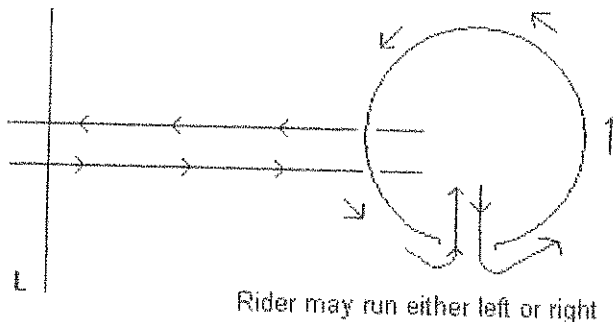
Pat
30



Barrel at 45 paces, arena center

10. RING STAND

The circle is to be 7 paces in diameter and 20 paces from the start line. The door is to be 1 1/2 paces wide and at either 3 o'clock or 9 o'clock position. A horse may touch or walk over any part of the circle in order to enter the circle. A rider dismounts and must leave the horse and exit the circle through the doorway on foot. They must remain on the "outside" of the circle at all times as they run around the circle. They must reenter the circle by the doorway, catch up their horse's reins and lead the horse out of the circle. They may exit the circle at any place they do not have to use the doorway. They then return to finish line. A no time will be given if either the horse's foot or rider touches the chalk line of the circle ONCE the rider has dismounted to make their run around the circle. Once a rider is on the outside of the circle, they can not touch horse or tack or use any means other than vocal commands to their horse. To do so will cause a No Time to be given to the rider. Rider may run either left or right. Rider must unhook one rein if they are roping reins: unless they have a halter with a lead rope. (revised 10/01/2009).



Circle at 20 paces from L, 7 paces in diameter. Door at 3 or 9 o'clock, 1 1/2 paces wide.

Rider may run either left or right