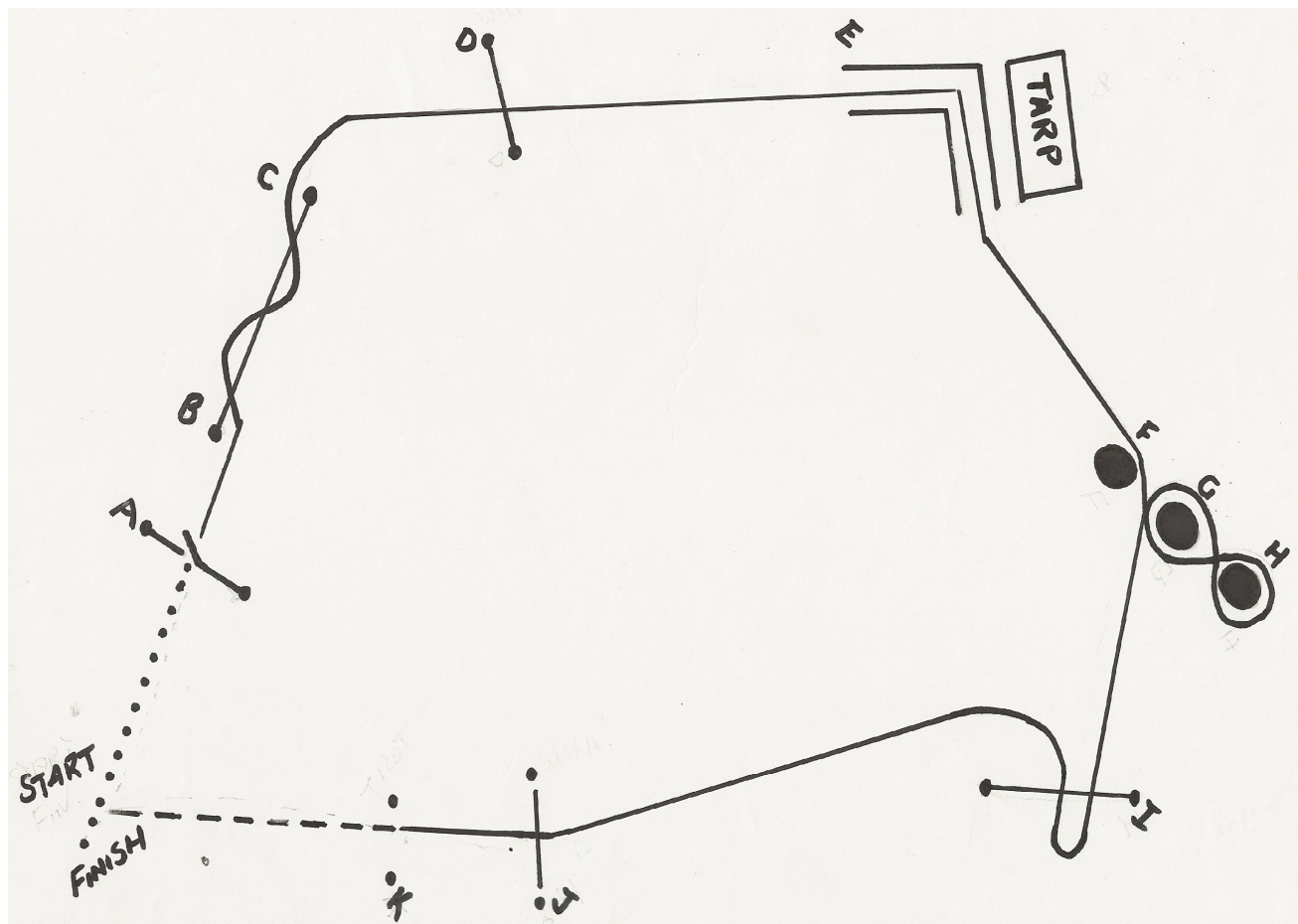


GUNDAGAI GIDDYUP

2012 Time Trial Pattern



1. Commence course between start and finish pegs at a walk, walk to gate A. Once the riders hand touches the gate rider may continue the remainder of the course at any pace to peg K.
2. Open the gate A, and pass through. Gate latch must be securely fastened and continue to B.
3. Jump log 3 times in a serpentine motion, starting with the log on the left, between pegs B and C, continue to D.
4. At D continue over jump, cracking stockwhip once while passing over the jump. Continue to E.
5. Pass through L shape at E and continue to Barrell F.
6. Approach barrels with F on off side, figure 8 around barrels G and H leaving barrels with G on near side. Continue to I.
7. Jump the log at I between the pegs, 180 degree turn to the right and jump the log again between the pegs. Continue to J.
8. At J continue over the jump, cracking stockwhip once while passing over the jump. Continue to K reducing pace to a trot prior to passing pegs at K.
9. Continue to trot from peg K to start/finish pegs, horse and rider must trot between these pegs to complete the course.

Rules

1. Time begins and terminates when the horses nose crosses the start/finish pegs.
2. A 1 second penalty will be incurred for every stride that is broken in the walk and trot sections.
3. A 3 second penalty will be incurred for any obstacle that is knocked over, out of place or is not correctly completed.
4. When jumping the log at pegs B, C and I, all 4 of the horses feet must touch the ground on the other side of the obstacle before returning over the log. Failure to do so will result in elimination.
5. A horse will be eliminated for not correctly or completely negotiating any section of the course.
6. Head restraints are not permitted.
7. The walk section must be a 4 beat pace walk. Penalties will be incurred for any break in beat.
8. Any penalties incurred will be added to the time and the time will become the score for the section.
9. The horse with the lowest score will be determined the winner.