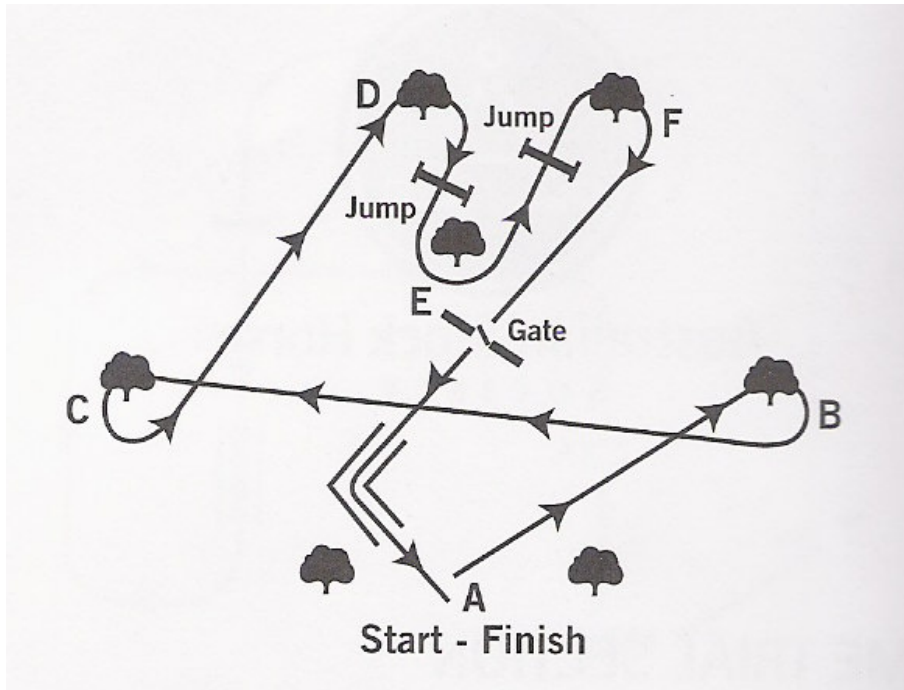


# GUNDAÇAI GIDDYUP

## Time Trial Pattern



### Course

1. Start between pegs at A proceed to peg B right turn around peg B.
2. Proceed to peg C left turn around peg C.
3. Proceed to peg D keeping it on your right side.
4. Turn and jump obstacle keeping peg E on left hand side. Turn and jump obstacle, proceed to peg F keeping it on your right hand side continue to gate.
5. Pass through gate, opening and closing.
6. Continue to and through L shape obstacle and finish between pegs at A.

**NB. At Jumps 1 & 2, whip MUST be cracked whilst going over the obstacle.**

### Rules

1. Time will start and finish only when a horse passes between pegs at A.
2. A three (3) second penalty will be incurred if a peg is knocked down or the horse does not complete either of the jumps or fails to go through the L shape obstacle.
3. A three (3) second penalty will be incurred for any jump the Judge deems to be sufficiently moved and a five (5) second penalty for a non attempt to crack the whip at jumps 1 & 2.
4. Two timekeepers are required and times will be averaged.
5. Committees are advised to use trees or pegs driven into the ground in preference to drums.
6. Committees should instruct competitors to walk the course to familiarize themselves with the course.