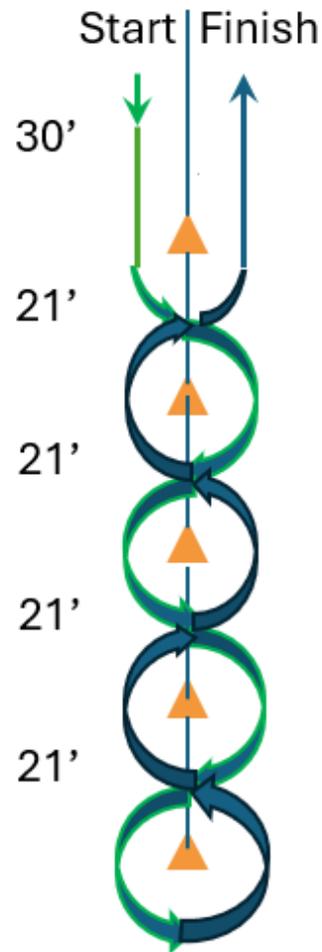
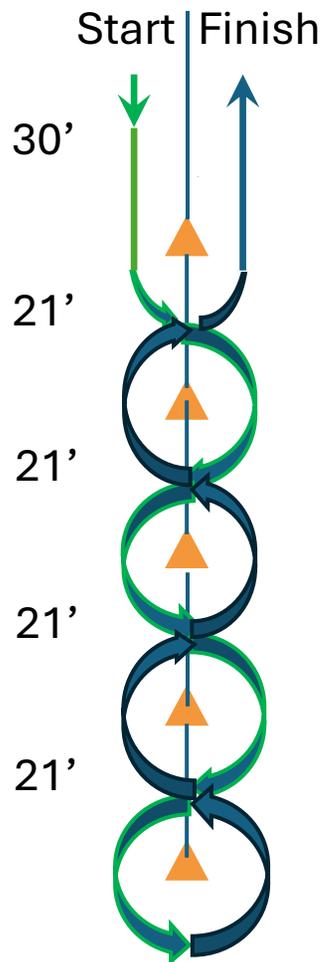


CONES

(side-by-side patterns)

Set five cones in a straight line, spaced 21 feet apart, with a start/finish line 30 feet before the first cone. Riders weave through all cones, circle the last cone, and weave back through the line of cones to the finish. Fastest “clean” time wins. Rider is DQ’d if they knock over a cone, miss a cone, or break the pattern.

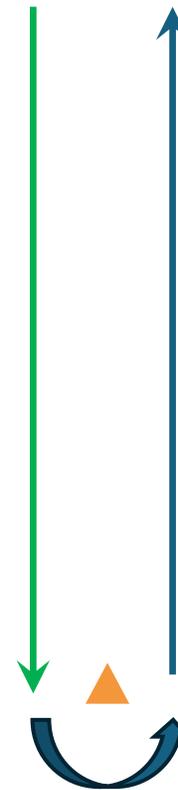


RING TOSS

(side-by-side patterns)

A cone is placed near the end of the arena. Riders begin at a start/finish line with a large plastic ring in hand. They run to the cone, circle behind it, toss the ring down over it and return to the finish line. Fastest “clean” time wins. Rider is DQ’d if they knock over the cone or fails to toss the ring on the cone.

Start Finish



Start Finish

