

# 2024 District 2 Fall Series

## Possible Play Day Patterns

### PLAY DAY POLES

This is a timed event. The pole pattern is to be run around six (6) poles. The rider may start either on the left or right side of the poles, cross the timer line and immediately begins weaving through the poles in and out, pivot around the sixth pole and then weave in and out through the poles, ending on the opposite side from which they began, crossing the finish line. Poles are placed twenty-one (21) feet apart with the first pole (21) feet from the timer line.

#### EQUIPMENT

1. Timer Line (designates the beginning and end of each race marked by the timer.)
2. The base will be a minimum of 14" to a maximum of 17" diameter.
3. The poles will be a minimum of 6 feet and a maximum of 7 feet in height.
4. PVC cap on the top of each pole.
5. Bases to weigh a maximum of 12 lbs.
6. Six poles made of PVC pipe, a minimum of 1" to a maximum of 1 1/2" in diameter.

#### PENALTIES

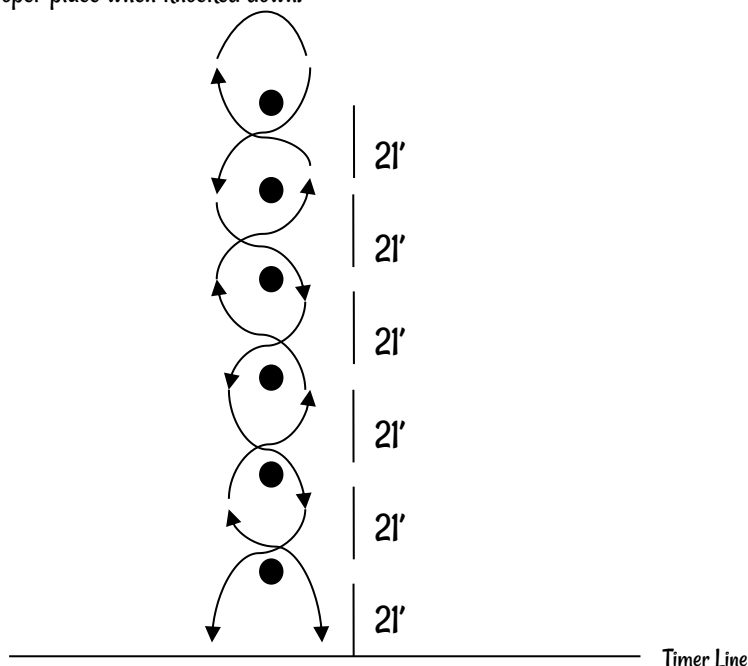
Five (5) second penalty for knocking a pole (5 seconds per pole knocked down)

#### DISQUALIFICATION

1. Failure to complete race
2. Breaking the pattern

#### JUDGES

There should be at least 2 judges standing in the arena at all times. One should be on either side of the poles to observe pattern and set up any poles in their proper place when knocked down.



\*May start from the left or right side; will end on the opposite side from which the pattern was started.

# TURN 'N BURN

This is a timed event. The rider may start either on the left or right side of the barrel. Rider races to the barrel, circling it completely, and then races to cross the timer line. The rider may not change directions in the middle of the run. The barrel is placed one hundred five (105) feet from the timer line.

## EQUIPMENT

1. Timer Line (designates the beginning and end of each race marked by the timer.)
2. One (1) 55 gallon standard oil drum, with the dimension being 23 inches from outside to outside on the end and 34 ½ inches long from the outside lip on top to the outside lip on bottom, placed 105' from the timer line.

## PENALTIES

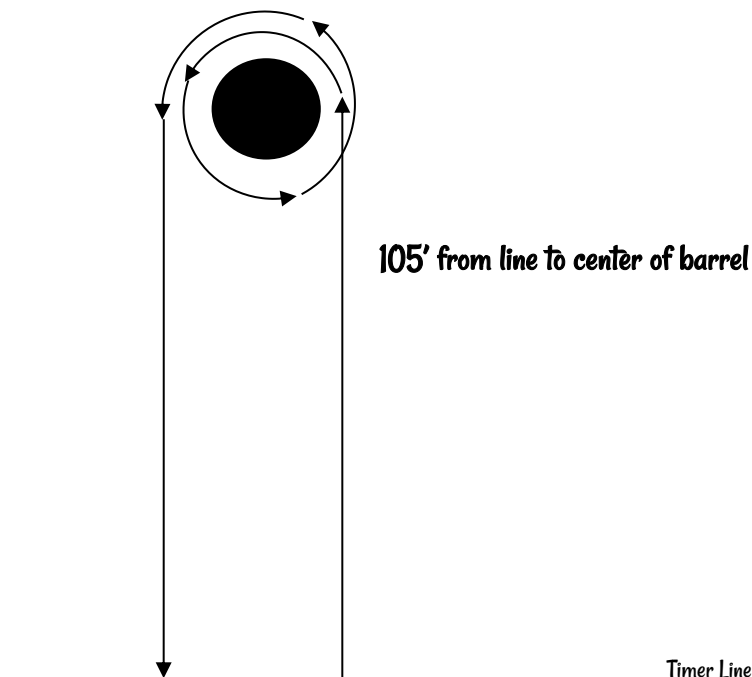
Five (5) second penalty for knocking down barrel

## DISQUALIFICATION

1. Failure to complete race
2. Breaking the pattern

## JUDGES

There should be at least 2 judges standing in the arena at all times. One should be on either side of the barrel to observe pattern and set up barrel in its proper place when knocked down.



\*May start from the left or right side; will end on the opposite side from which the pattern was started.

# HORSESHOE FLAGS

This is a timed event. The rider crosses the timer line, as he rides past the first barrel, he picks up the flag from the bucket on the middle of the barrel and races past the "third" barrel, placing the flag into the dirt on the "second" barrel, and then returns back across the timer line. Rider may start either on the left or right barrel and may circle any barrel. Rider may not change directions. Flag may be placed in bucket by rider right side up or flag side down.

## EQUIPMENT

1. Timer Line (designates the beginning and end of each race marked by the timer.)
2. Three (3) 55 gallon standard oil drums, with the dimension being 23 inches from outside to outside on the end and 34 ½ inches long from the outside lip on top to the outside lip on bottom. Barrels should have foam barrel rings on them, if they are available.
3. Barrels to be placed 10' from barrel stakes.
4. Two (2) rubber buckets (2 or 3 gallon size without obstructions, such as bails or ears), filled with sand to the top, but not packed hard. One placed on the "first" and one placed on the "second" barrel of the pattern. Buckets should be set on the center part, back of the barrel. Rider will identify which direction/barrel they will start with. The flag will be placed in the center of the bucket indicated by the rider.
5. Two (3) 6x8 inch flags of red/orange color.
6. All sticks will be 14" long by ½ inch in diameter, tapered on the end and will be natural in color.

## PENALTIES

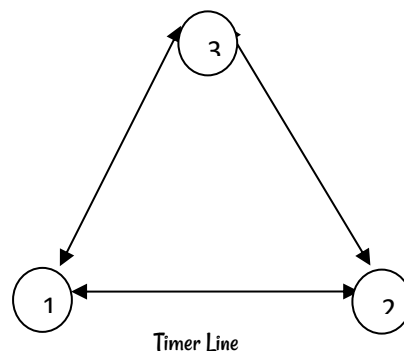
Only penalties are disqualifications.

## DISQUALIFICATION

1. Failure to complete race
2. Breaking the pattern
3. Flag falling from the bucket (onto the barrel or onto the ground)
4. Knocking over a barrel or a bucket, or both
5. Failure to place flag in bucket of sand

## JUDGES

There should be at least 2, preferably 3 judges standing in the arena at all times. One should be on either side of the barrel to observe pattern and set up barrel and refill bucket when necessary and return it to its proper place when knocked down.



\*May start from the left or right side; will end on the opposite side from which the pattern was started.

## Cloverleaf Barrels

This is a timed event. Rider will cross timer line, make a 360 degree turn around the first barrel, go across arena, make a 360 degree turn around the second barrel, then make a 360 degree turn around the third barrel and return between first and second barrels, crossing timer line. This is known as a clover leaf barrel pattern. Rider may run either right or left pattern.

### EQUIPMENT REQUIRED

1. Timer line (designates the beginning and ending of each race marked by the timer).
2. Three (3) 55-gallon standard oil drums with the dimensions being 23 inches from outside to outside on the ends and 34-1/2 inches long from the outside lip on top to the outside lip on bottom, placed in a triangle formation ninety (90) feet apart for a cloverleaf pattern. First and second barrels are sixty (60) feet from timer line. Measurements should be taken from the center of barrels. Barrels must be a minimum of fifteen (15) feet from any arena fence.
3. Barrels must have barrel protectors.

### PENALTIES

A five (5) second penalty will be added to the rider's time for knocking over a barrel.

### DISQUALIFICATIONS

1. Breaking the pattern.
2. Failure to complete the race.

### JUDGES

There needs to be at least 2 judges in the arena standing at all times during the event to observe pattern and set up any barrels in their proper place when knocked over.

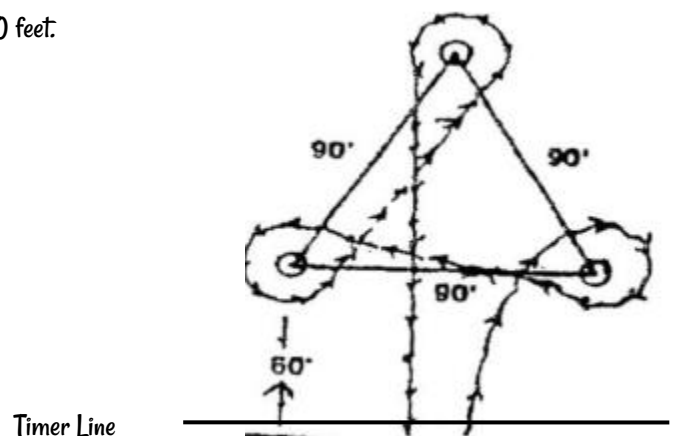
### PATTERN ADJUSTMENTS

Adjustment for non-standard arenas. See the arena size diagram preceding games. The arena that is too large creates no problem because the standard pattern can always be used. The arena that is too narrow can be adjusted by placing number one (1) and number two (2) barrels at the fifteen (15) foot minimum distance from the fence, then measuring the distance between the one and two barrels and subtract from total standard pattern of 270 feet. Number three (3) barrel should be placed half of this distance from number two (2) barrel. The triangle totaling 270 feet.

Example: 100 foot arena - 30 feet (15 feet each side) = 70 feet.

270 feet - 70 feet = 200 feet. 200 feet divided by 2 = 100 feet.

Third barrel is 100 feet from first and second barrels.



\*May start from the left or right side; will end on the opposite side from which the pattern was started.

# Two Pole

This is a timed event. Rider will cross timer line, make a 360 degree turn around the left pole, go across arena, make a 360 degree turn around the second pole and return between first and second poles, crossing timer line. This is known as the two pole pattern. Rider must begin circling the left pole and end circling the right pole.

## EQUIPMENT REQUIRED

1. Timer line (designates the beginning and ending of each race marked by the timer).
2. The base will be a minimum of 14" to a maximum of 17" diameter.
3. The poles will be a minimum of 6 feet and a maximum of 7 feet in height.
4. PVC cap on the top of each pole.
5. Bases to weigh a maximum of 12 lbs.
6. Two (2) poles made of PVC pipe, a minimum of 1" to a maximum of 1 1/2" in diameter.

## PENALTIES

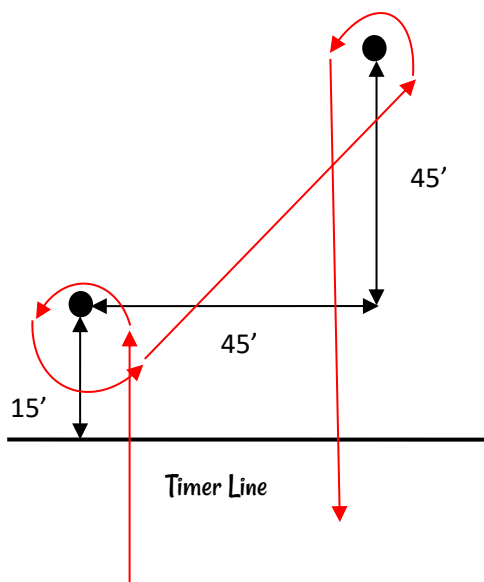
A five (5) second penalty will be added to the rider's time for knocking over a pole.

## DISQUALIFICATIONS

1. Breaking the pattern.
2. Failure to complete the race.

## JUDGES

There needs to be at least 2 judges in the arena standing at all times during the event to observe pattern and set up any barrels in their proper place when knocked over.



# Speed on Crack

This is a timed event. Rider will cross timer line, pass between the pole and the barrel, make a 360 degree turn around the barrel, pass between the pole and the barrel on the alternate side and return across the timer line. Rider may run this pattern from the left or right side of the barrel.

## EQUIPMENT REQUIRED

1. Timer line (designates the beginning and ending of each race marked by the timer).
2. The base will be a minimum of 14" to a maximum of 17" diameter.
3. The poles will be a minimum of 6 feet and a maximum of 7 feet in height.
4. PVC cap on the top of each pole.
5. Bases to weigh a maximum of 12 lbs.
6. Two (2) poles made of PVC pipe, a minimum of 1" to a maximum of 1 1/2" in diameter.
7. One 55-gallon standard oil drums with the dimensions being 23 inches from outside to outside on the ends and 34-1/2 inches long from the outside lip on top to the outside lip on bottom.
8. Barrel must have a barrel protector.

## PENALTIES

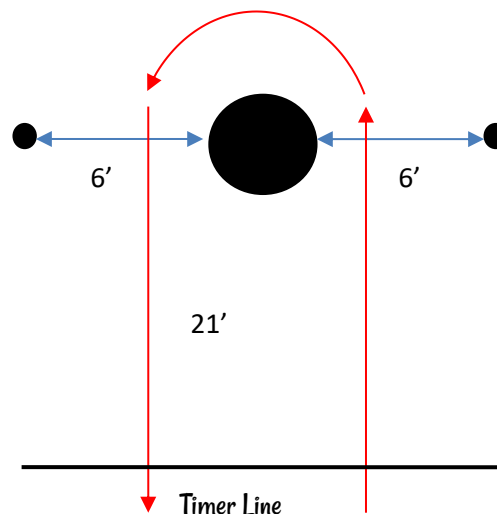
A five (5) second penalty will be added to the rider's time for knocking over a barrel or pole.

## DISQUALIFICATIONS

1. Breaking the pattern.
2. Failure to complete the race.

## JUDGES

There needs to be at least 2 judges in the arena standing at all times during the event to observe pattern and set up any barrels in their proper place when knocked over.



\*May start from the left or right side; will end on the opposite side from which the pattern was started.

# STRAIGHT AWAY BARRELS

This is a timed event. Rider crosses timer line weaving either right or left of first barrel, continuing weaving in and out to the third barrel, 360 degree turn around third barrel, then weaves back thru barrels to cross the timer line.

## EQUIPMENT REQUIRED

1. Timer line (designates the beginning and end of each race marked by chalk or lime).
2. Three (3) 55 gallon standard oil drums with the dimensions being 23 inches from outside to outside on the ends and 34-1/2 inches long from the outside lip on top to the outside lip on bottom, placed (50) feet apart and third barrel 150 feet from timer line.
3. Barrels must have barrel protectors.

## PENALTIES

A five (5) second penalty for knocking over barrel.

## DISQUALIFICATIONS

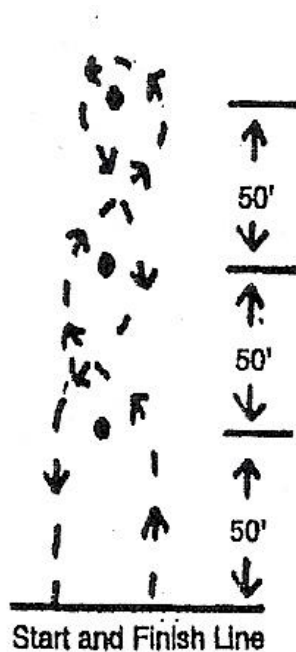
1. Breaking the pattern
2. Failure to complete the race.

## PATTERN ADJUSTMENTS

Adjustments for non-standard arena - none

## JUDGES

There needs to be at least 2 judges in the arena standing at all times during the event to observe pattern and set up any barrels in their proper place when knocked over.



# Spur

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

## EQUIPMENT REQUIRED

1. Timer line (designates the beginning and end of each race marked by chalk or lime.)
2. 5 traffic cones with the size of base being 10-1/2 inches from outside to outside with the height being 17 inches tall. Center cone should contain a standard pole with base (see Quarter Horse Poles for dimensions). Center cone is placed 120 feet from the start/finish line and centered in the arena. Two (2) gates are formed, one on each side of the arena, with 2 cones used for each gate. The cones forming the gates are set 10 feet apart, and 10 feet from the start/finish line, and 30 feet from center line of arena, to leave 60 feet between the two gates. All measurements made from the inside base of cones.

## PENALTIES

None

## DISQUALIFICATIONS

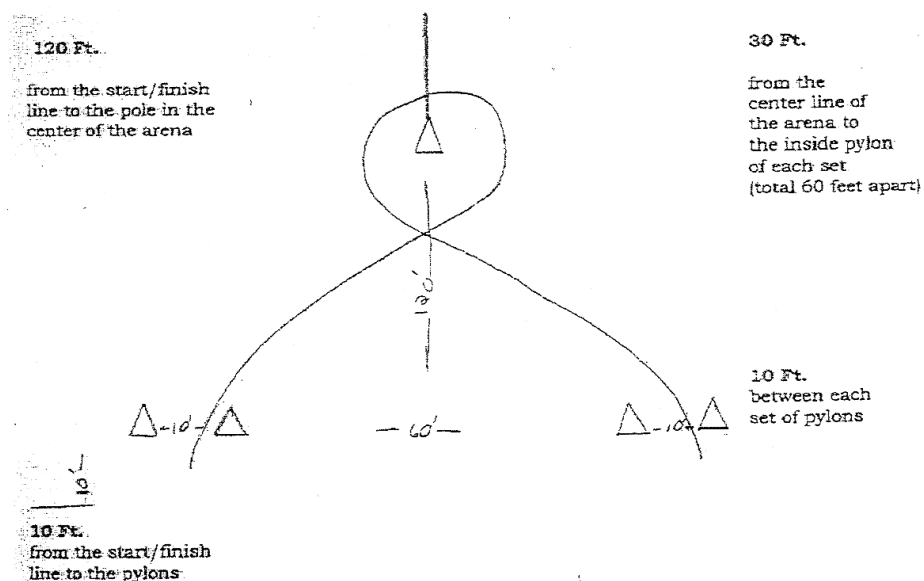
1. Knocking over anything.
2. Breaking pattern

## PATTERN ADJUSTMENTS

Adjustments for non-standard arena - None

## JUDGES

There needs to be at least 2 judges standing at all times to observe pattern.





# Quarter Horse Poles

This is 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 pole, pivots, starts weaving in and out to number one (1) pole, pivots around number (1) pole, weaving in and out to number (6) pole, pivots, and then back over the finish line. See pattern. Poles are placed twenty-one (21) feet apart with first pole (21) feet from starting line.

## EQUIPMENT

1. Timer line (designates the beginning and end of each race marked by chalk or lime).
2. The base will be a minimum of 14" to a maximum of 17" diameter.
3. The poles will be a minimum of 6 feet and a maximum of 7 feet in height.
4. PVC cap on the top of each pole.
5. Bases to weigh a maximum of 12 lbs.
6. Six poles made of PVC pipe, a minimum of 1" to a maximum of 1 1/2" in diameter.

## PENALTIES

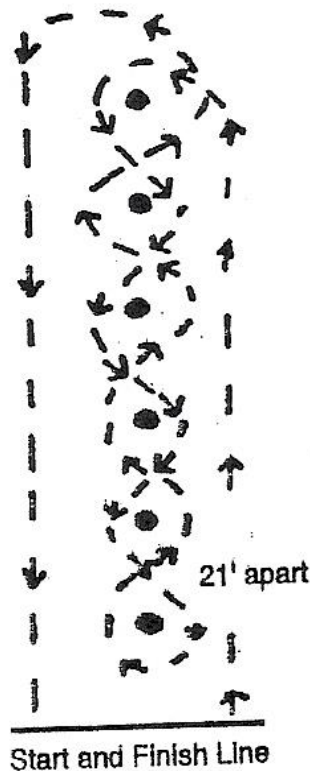
Five second penalty for knocking over a pole

## DISQUALIFICATION

1. Failure to complete race
2. Breaking the pattern

## JUDGES

There should be at least 3 judges standing in the arena at all times. One should stand at the end of the poles and one on either side of the poles to observe pattern and set up any poles in their proper place.



# Hitch & Go

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

## EQUIPMENT

Four (4) standard poles

## MEASUREMENTS

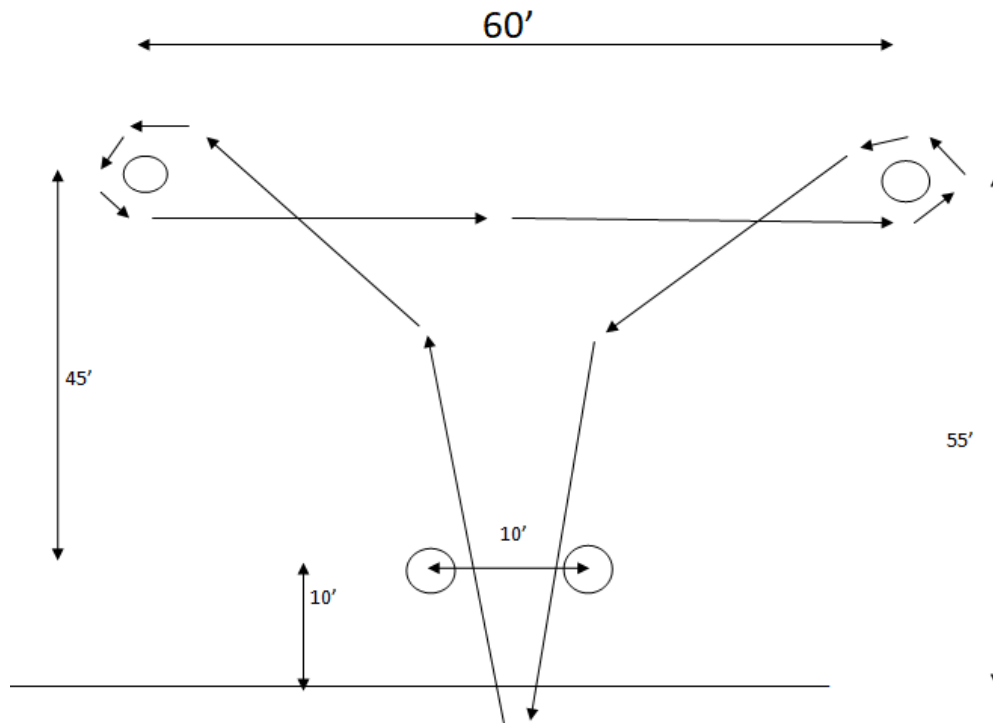
1. First two (2) poles are ten (10) feet from the starting line ten (10) feet apart, measured from the center of the poles and the center of the arena.
2. Second two poles are fifty-five (55) feet from the starting line and sixty (60) feet apart, measured from the center of the poles and the center of the arena.

## 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.



# Larryette

Rider crosses the timer line either to the right or left set of poles. Rider goes on the outside of the first pole, inside the second, outside 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 crosses the finish line.

## EQUIPMENT

1. Six (6) standard poles
2. One (1) fifty-five (55) gallon barrel with barrel pad

## MEASUREMENTS

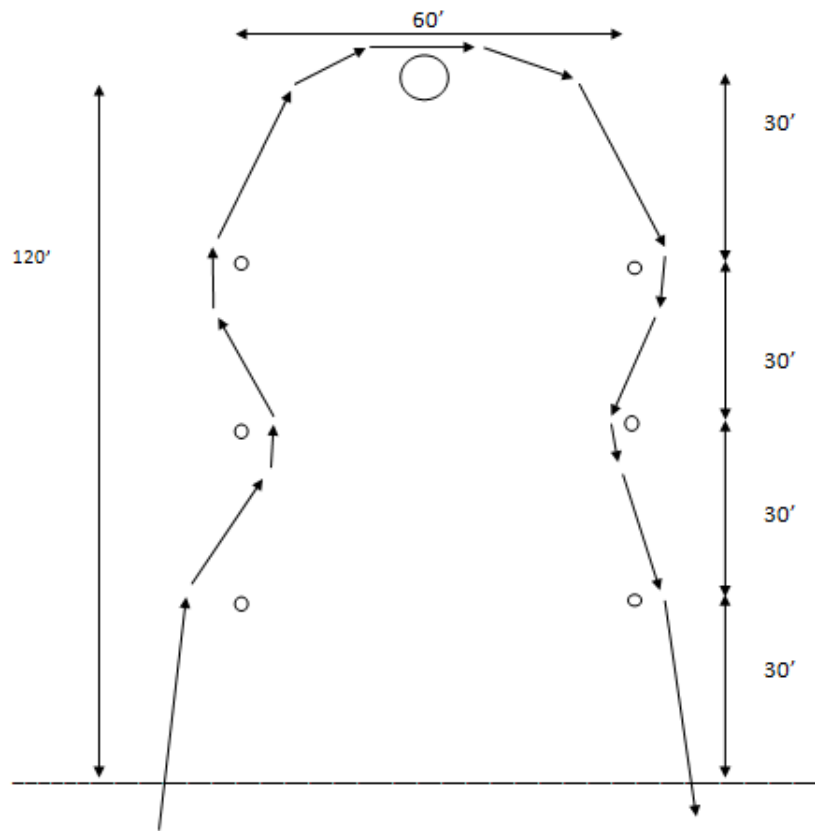
1. Poles are thirty (30) feet between each going down the arena
2. Poles are sixty (60) feet apart across the arena
3. Barrel is centered in the pattern and thirty (30) feet from the last poles

## PENALTIES

There will be a five (5) second penalty for knocking each pole or the barrel.

## DISQUALIFICATIONS

Failure to run a correct/complete pattern will result in disqualification.



# Streaking Poles

Rider crosses the timer line either to the right or left set of poles. Rider goes through the chosen set of poles down the arena through the next set of poles and returning through the alternate set of poles, returning across the timer line.

## EQUIPMENT

1. Six (6) standard poles

## MEASUREMENTS

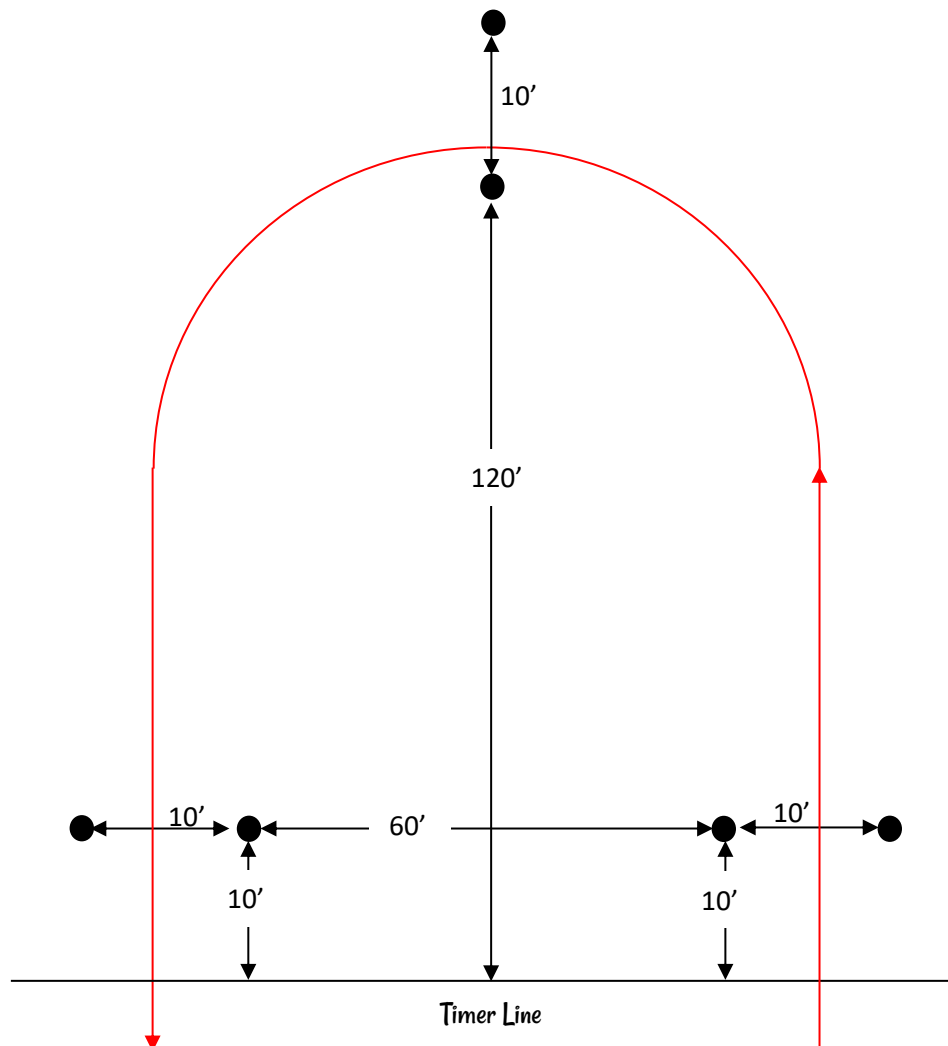
1. (2) Poles are set 10' from the timer line, 10 feet between the two poles on the left and right side of the arena
2. Sixty (60) feet between the two inside poles
3. The center set of poles are (120) feet from the timer line, and the outside pole is 10 feet from the inside pole

## PENALTIES

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

## DISQUALIFICATIONS

Failure to run a correct/complete pattern will result in disqualification.



\*May start from the left or right side; will end on the opposite side from which the pattern was started.