

2023 District 2 Fall Series 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

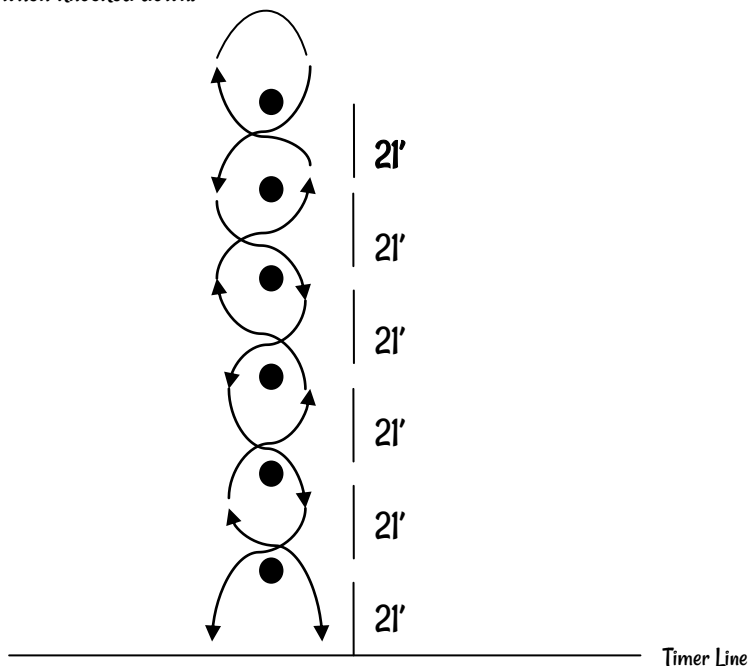
Five (5) second penalty for knocking a pole (5 seconds per pole knocked down)

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

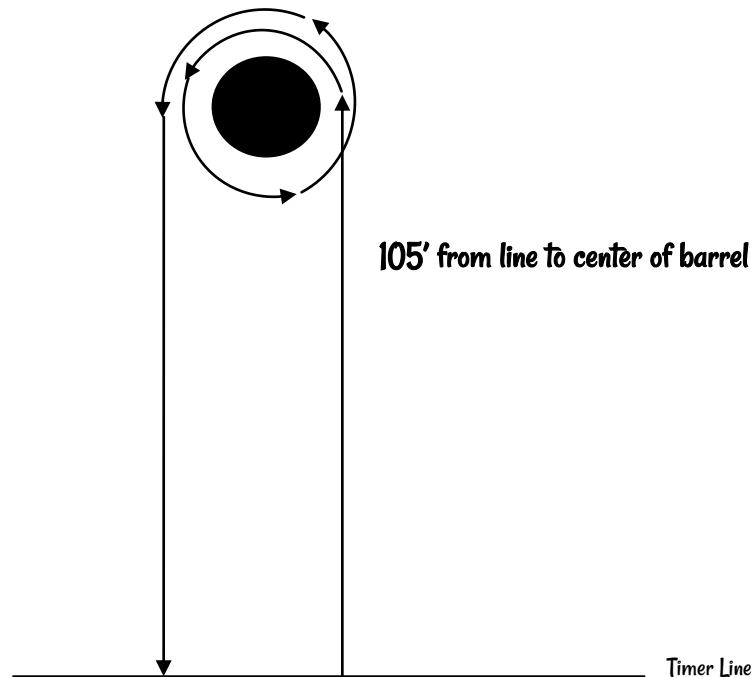
Five (5) second penalty for knocking down barrel

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

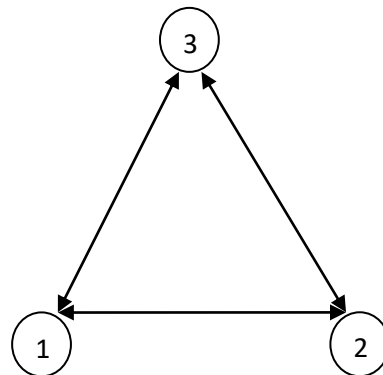
Only penalties are disqualifications.

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.



Timer Line

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 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 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.

