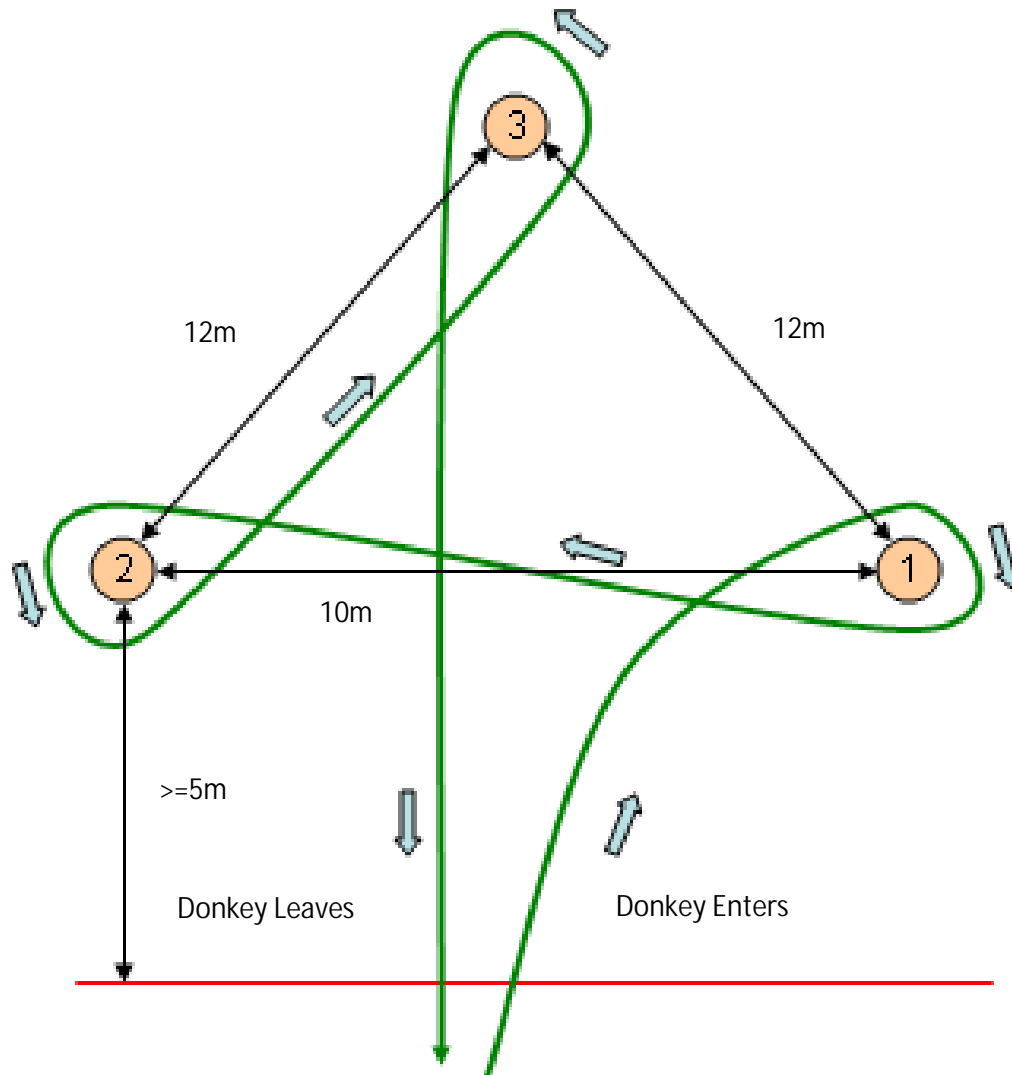


BARREL RACING - Cloverleaf



Guide

1. Donkey enters ring and proceeds to barrel one.
2. Donkey goes around barrel one in the direction of arrows.
3. Donkey then trots to barrel two and goes around barrel two in the direction of arrows
4. Donkey then trots to barrel three and goes around in the direction of arrows.
5. Donkey then trots straight back to the start.

Rules

- Donkey is judged on time and accuracy
- Measurements of barrel placements are a guide only. If mammoth donkeys are competing distances will need to be increased.
- Donkey may trot or canter but must be under control at all times.
- If cone is missed eliminated.
- Going the wrong way 10 seconds is added to the time.
- If cone is knocked over 5 seconds is added to the time.
- A time limit may be applied