

SCUDAHOE

Enter through Start/Finish pegs, bend through pegs, over jump to barrels, bend through barrels, then over the other jump, return home to Start/Finish pegs. Flying start allowed

Elimination

- Knocking peg down
- Touching barrel with hand
- Three refusals at jump
- Touching peg with hand

Five Second Penalty

- Knocking barrel down
- Dislodging rail

Jumps to be placed on 4 gallon (20 litre) drums on side or similar. Barrels in line with 1st and last peg. The middle one halfway between centre pegs.

