

Square Yard Race

1. Square, made of poles and drums
2. Three bending poles
3. Start and Finish Drums, distances as shown in diagram
4. Course as shown in diagram. The rider enters through the start/finish and can take either direction. Rider jumps over each pole and around the right side of each bending pole (making a cloverleaf). Then over the pole at start/finish. Timed event.

Elimination

- Error of course – must jump each pole not corners
- Knocking down jump pole

Five second penalty

- Knocking over bending pole

