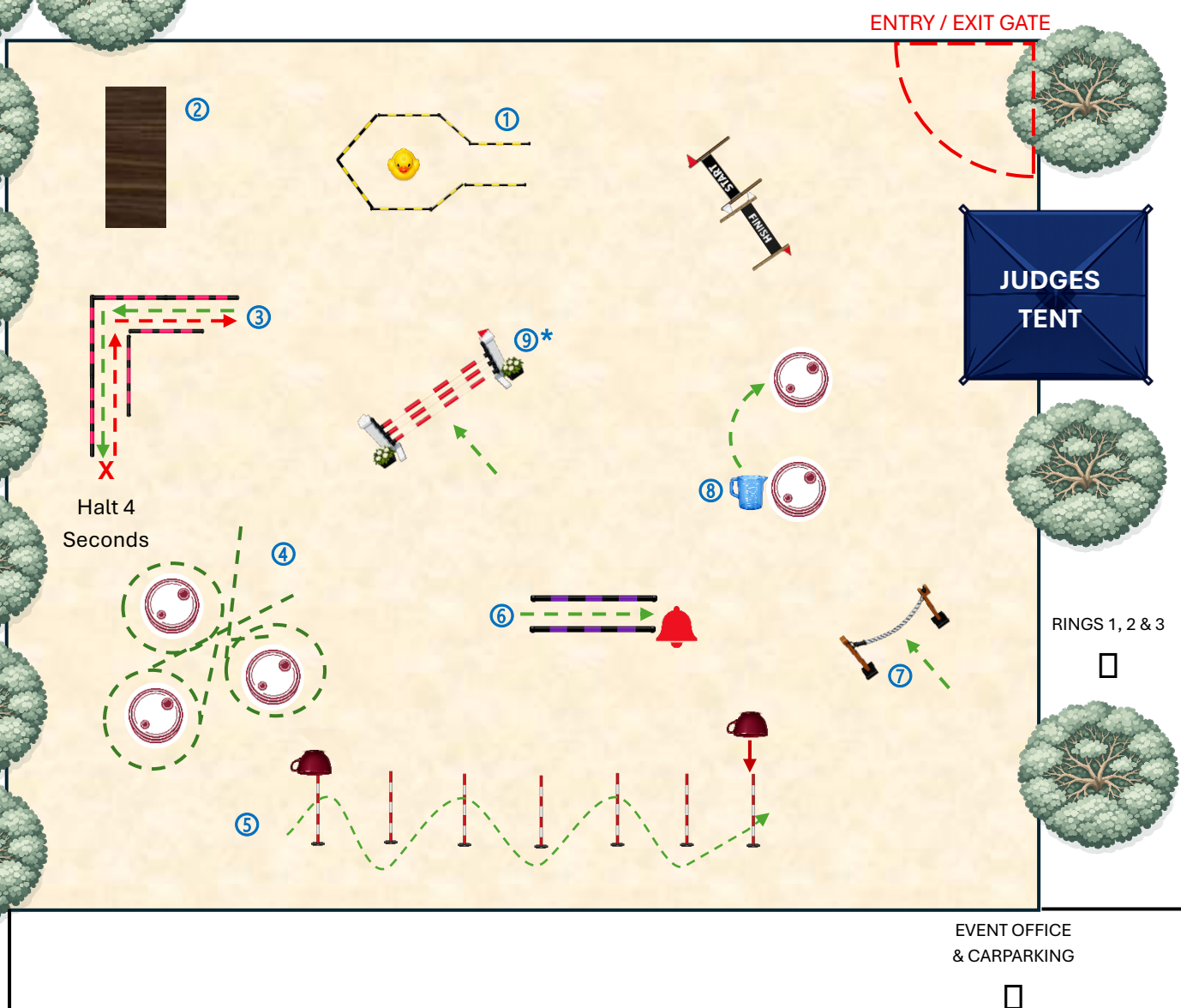


RING 4 - STOCKMANS CHALLENGE



**** Obstacles can be completed in any order ****

**** Enter and Exit the Arena at a WALK ****

- ① **Sheep Yard** Enter and go around the sheep yard without knocking any rails
- ② **Bridge** Ride over the bridge (to be crossed at a WALK only)
- ③ **L Shape Back Through** Ride through the L shape, halt 4 seconds, rein back through the L shape
- ④ **Barrels** Complete a clover leaf pattern around the barrels, crossing tracks at each barrel
- ⑤ **Cup Bending** Pick up the cup from the first pole, bend through the poles and place the cup on the last pole
- ⑥ **Bell** Ride through the shute and ring the bell
- ⑦ **Gate** Open the gate, ride through and close the gate without dropping the rope
- ⑧ **Water jug** Fill the water jug at the first barrel, empty the water jug at the second barrel
- ⑨ **Jump*** Go over the jump keeping red flag on right

**The jump obstacle is excluded for led riders*