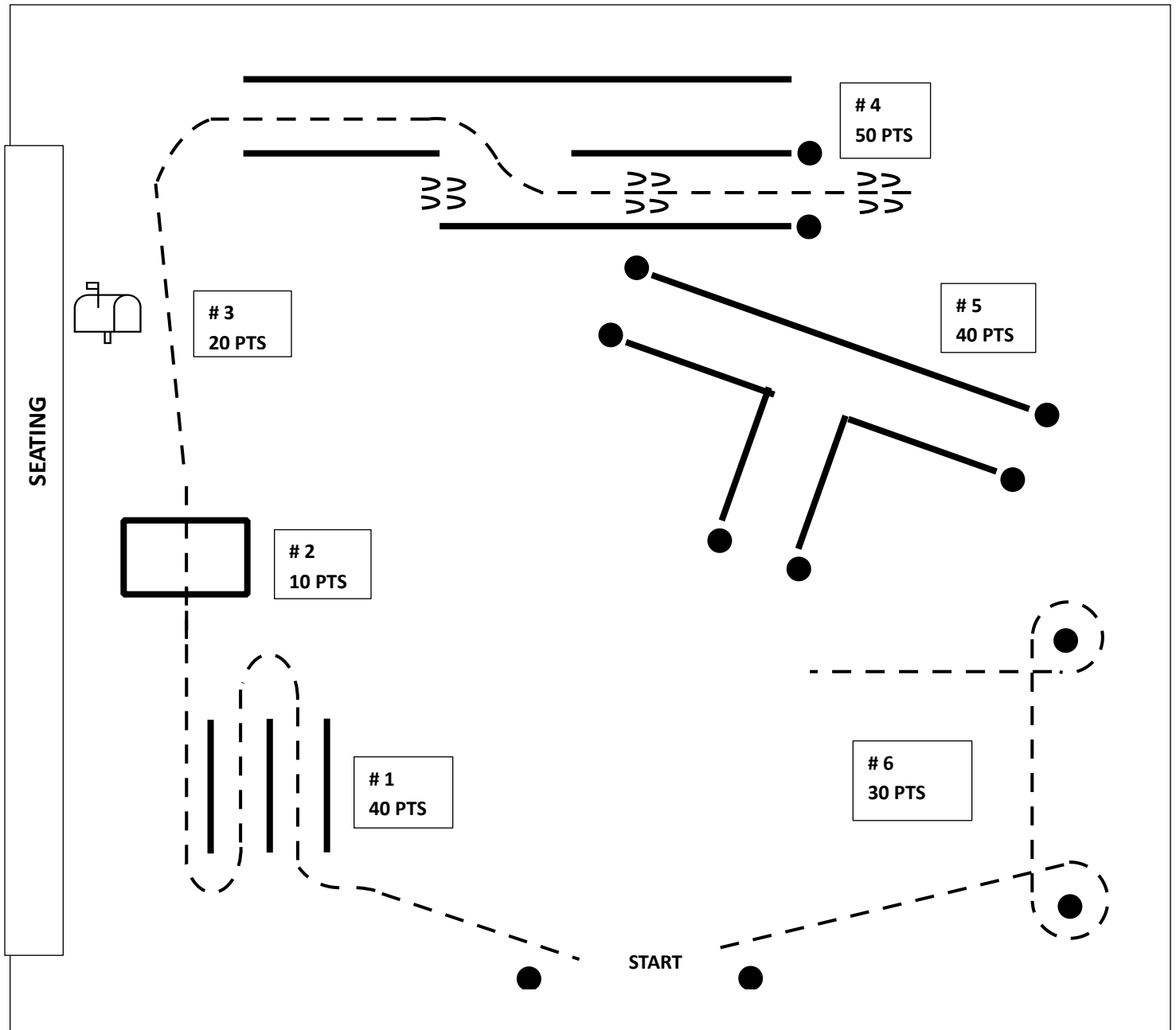


GAMBLERS CHOICE PATTERN & RULES



CORRECT WAY TO NAVIGATE OBSTACLES

After passing through the starting line, the competitor may drive through the obstacles, in any order, from any direction except for # 4 which must be entered from the west end.

1. Proceed through log alleys without disturbing the logs.
2. Cross the Plywood Bridge
3. Stop at mailbox. Take out paper, wave so judge can see, put paper back in box and proceed
4. Enter chute from the end closest to seating area (as shown) until axels passes through markers. Back out.
5. Go through T in your choice of direction. Axel must pass through each set of cones at least once.
6. Proceed to Barrels. Circle Barrel counterclockwise and then circle next Barrel counterclockwise.

GAMBLERS CHOICE RULES

1. All judges' decisions are final. This class is for a **SINGLE** horse/mule driven with a two-wheel cart.
2. There will be TWO carts on the course at the same time. Obstacles may include a bridge, mailbox, loading dock, serpentine, and a pole slot.
3. Each exhibitor will have THREE (3) minutes on course, with a 30 second warning, to negotiate as many obstacles as possible.
4. Points will be awarded only with the successful completion of a task. Changes to the pattern for this class may be made at show time.
5. Each obstacle is assigned a point value according to its degree of difficulty and each driver tries to amass as high a score as possible within the time allowed.
6. Before repeating an obstacle, the driver must complete all obstacles.
7. Each obstacle may be repeated but not in succession.
8. If a horse refuses an obstacle without disturbing it, the driver may elect not to attempt it and may drive to another obstacle without penalty. The obstacle may be attempted later and if correctly driven, the appropriate points will be recorded.
9. No points will be awarded for an incorrectly completed obstacle.
10. If the signal sounds when the competitor is committed to an obstacle, the competitor may complete the obstacle and receive the appropriate points, then proceed through the finish markers for total time to be recorded.
11. Whether or not the competitor committed to the last obstacle at the signal will be left to the discretion of the judge.
12. Placings will be determined on a high score basis.
13. If a tie occurs, the Premiums of each tied place will be combined and divided between the two individuals.
14. Cantering is permitted.