

Spur

A timed event. The horse and rider must go through the first set of pylons, make a 360 degree turn around the pole, returning through the second set of pylons. Race may be either a right or left pattern.

Penalties

5 second penalty for knocking pole.

Disqualifications

Breaking the pattern. Failure to complete the race, any leg of the horse passing over any cone rather than around the cone, knocking over any cone.

Bismarck Horse Club Event: Spur

