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**Broome Horse Riders' Club Inc**

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**F U N D A Y 2**

**5 T H J U L Y 2 0 2 5**

**@ 5 P M**

**MAIN RODEO ARENA**

**ORDER OF EVENTS:**

- SPEED JUMPING
- FLAGS
- CAN RACE
- BARRELS

**\$ 5 P E R E V E N T E N T E R E D**

**DIVISIONS:**

- LEAD LINE
- SUB-JUNIOR 12 & UNDER
- JUNIOR 17 & UNDER
- OPEN

**E A C H C O M P E T I T O R C A N O N L Y  
E N T E R I N 1 D I V I S I O N**

**I F E N T E R I N G M U L T I P L E H O R S E S  
O N L Y T H E F A S T E S T T I M E  
O N 1 H O R S E C O U N T S  
T O W A R D S C H A M P I O N S H I P**



**BHRC**



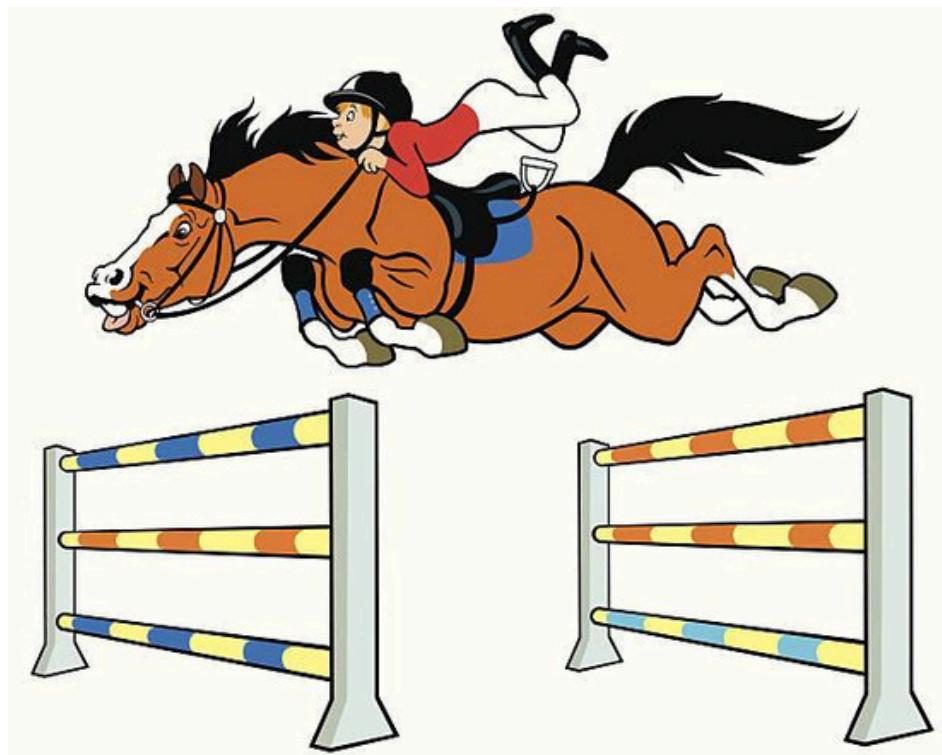
**BHRC**

# SPEED JUMPING

A SET JUMPING COURSE!!

FASTEAST TIME WINS

- 1 RUN PER COMPETITOR
- IF YOUR HORSE REFUSES A JUMP YOU MAY RETRY 2 TIMES (3 ATTEMPTS IN TOTAL)
- IF YOU MISS OR DO NOT COMPLETE A JUMP THERE WILL BE NO SCORE
- IF YOU KNOCK A POLE THERE WILL BE A 5 SECOND PENALTY ADDED TO YOUR TIME (PER POLE)



# FLAGS

RACE THROUGH TIMER, COLLECT EACH FLAG POLE ONE AT A TIME AND PLACE IN BARREL CLOSEST TO START LINE

FASTEST TIME WINS

- 1 RUN PER COMPETITOR
- IF YOU DROP A POLE YOU MAY DISMOUNT, COLLECT POLE, MOUNT AND CONTINUE
- IF YOU MISS WHEN TRYING TO PUT A POLE IN THE BARREL, YOU MUST DISMOUNT, COLLECT POLE, MOUNT WITH POLE AND PLACE POLE IN BARREL



# CAN RACE

RACE THROUGH THE TIMER, COLLECT THE BUNCH OF (POSSIBLY SCARY ) CANS FROM THE BARREL AT THE END OF THE ARENA AND PLACE IN BARREL CLOSEST TO START LINE

FASTEST TIME WINS

- 1 RUN PER COMPETITOR
- IF YOU DROP THE BUNCH OF CANS YOU MAY DISMOUNT, COLLECT CANS, MOUNT AND CONTINUE
- IF YOU MISS WHEN TRYING TO PUT THE BUNCH OF CANS IN THE BARREL, YOU MUST DISMOUNT, COLLECT CANS, MOUNT WITH CANS AND PLACE CANS IN BARREL



# Barrel Race



You know how this goes! Fastest  
time wins!

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