

Time Trial

Course

1. Start course at Start / Finish Pegs
2. Jump line of 5 jumps
3. Proceed to drum 'A', pick up flag
4. Bend through pegs starting with first peg on your right
5. Proceed to drum 'B' making a clockwise turn around drum
6. Proceed to drum 'C' making an anti-clockwise turn around drum
7. Proceed to drum 'D' making an anti-clockwise turn around drum
8. Proceed to drum 'E', put flag in bucket
9. Return by bending through jumps starting with the first jump on your right
10. Finish course through Start / Finish pegs

Rules

1. Knocking over a drum, peg or jump pole will result in a 5 second penalty per drum, peg or pole.
2. If flag is dropped rider must dismount, pick up flag, remount and can then continue course.
3. Error of course will result in elimination.

