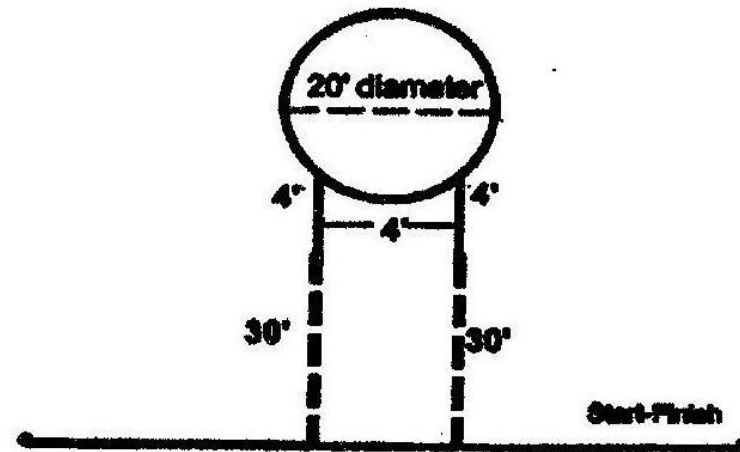


KEYHOLE RACE



1. Time starts when the horse crosses the starting line. He must enter the four-foot opening, turn around within the circle, and run out again through the four-foot opening. The clock is stopped when the rider crosses the starting line. Lime or flour is suggested to lay out pattern.
2. Disqualification results when the horse steps on or outside the markings of the circle or opening.