## The Thirteen Standard Events in CGA

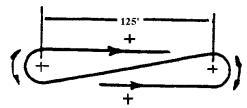
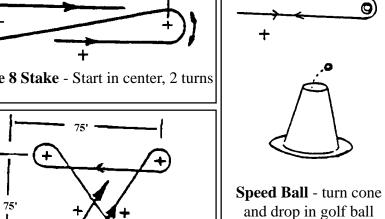
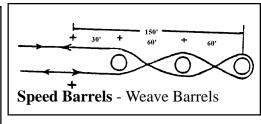
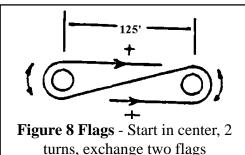
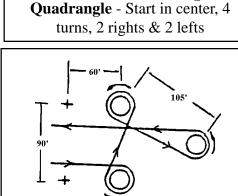


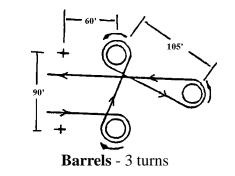
Figure 8 Stake - Start in center, 2 turns

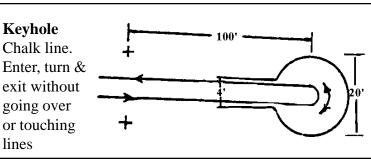


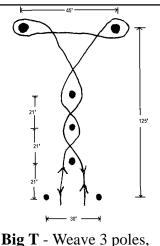






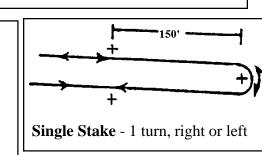


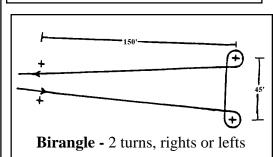


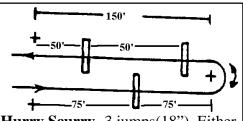


turn 2 barrels, weave 3

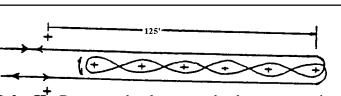
poles back.







**Hurry Scurry-** 3 jumps(18"). Either 2 jumps, turn pole, 1 jump; or reverse-1 jump, turn pole, 2 jumps



Poles II - Run to end pole, weave back, weave again, run home.

