

Redneck Express - 2023

1. Team member #2 will enter the arena through Gate #2 and stand in the **hand-off zone** until Team member #1 hands off the mail (rings).
2. Team member #1 will enter the arena through Gate #1 (with Ribbon in hand), start the timer.
3. Team member #1 will enter the cone course. ***5 second penalty** for **each** knocked over cone.
4. Team member #1 will open the mailbox, retrieve the mail (rings) from the mailbox, then close the mailbox. ***Must open AND close the mailbox, *5 second penalty** will be added if mailbox is left open, if the mailbox is knocked over, it must be set back up by the team member OR team will receive a **NO TIME**.
5. Team member #1 will go over Jump 1, Zig Zag 1, Jump 2, and Zig Zag 2. ***5 second penalty** will be added for **each** downed pole.
6. Team member #1 will hand off the mail (ring) to team member #2. The hand off must be done within the **hand off zone**. A **no time** will be given if the hand off is outside of the **hand off zone**.
7. Team member #1 will enter & remain in the railroad tie square; have ribbon ready and prepare for team member #2 to join them for the ribbon course.
8. Team member #2 will go over the bridge ***ALL 4** of the horse's feet must touch the bridge, **30 second penalty** will be added for non-complete obstacle
9. Team member #2 then will open the gate, pass through the gate & close the gate, if the gate is left open or the obstacle is unable to be completed, a **NO TIME will be given for OPEN division; Youth division will not have to open/close gate**.
10. Team member #2 will then go through the noodle curtain / tunnel.
11. Team member #2 will deliver the mail (rings) the mailbox must be closed after the mail (rings) have been placed inside. ***5 second penalty** will be added if mailbox is left open, ***if the mailbox is knocked over, it must be set back up by the team member OR team will receive a NO TIME**.
12. Team member #2 will pass through the cone course. ***5 second penalty** for **each** knocked over cone.
13. Team member #2 will meet Team member #1 within the railroad tie square.
14. Once both team members are in the railroad tie square, each team member is required to hold the ribbon. If the ribbon is broken after leaving the railroad tie square, a no time will be given.
15. Each team member will hold the ribbon while maneuvering the ribbon course and return to the square
16. Once both team members return to the square the connection can be broken.
17. Team member #2 will run towards Gate #1 to break the timer, then exit the arena
18. Team member #1 will exit the arena through Gate #2





