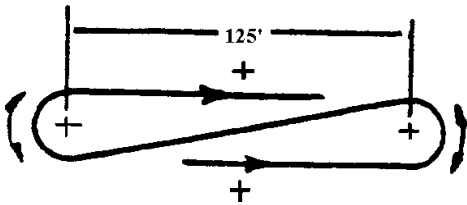
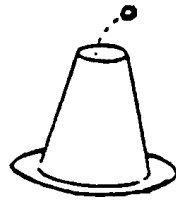
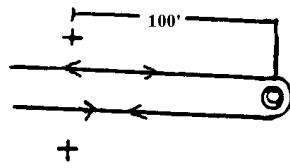


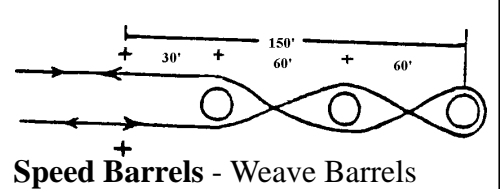
# The Thirteen Standard Events in CGA



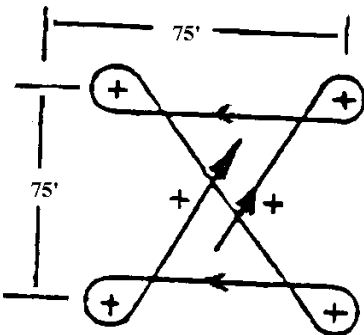
**Figure 8 Stake** - Start in center, 2 turns



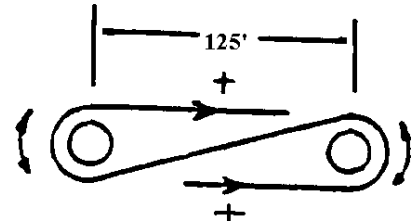
**Speed Ball** - turn cone and drop in golf ball



**Speed Barrels - Weave Barrels**



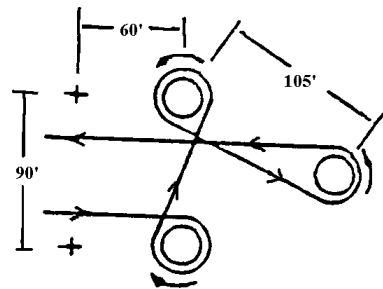
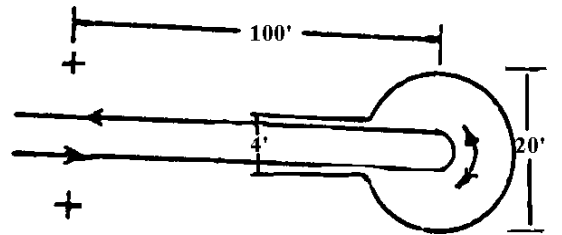
**Quadrangle** - Start in center, 4 turns, 2 rights & 2 lefts



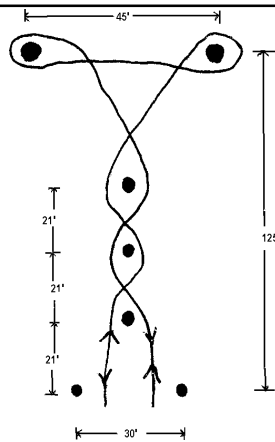
**Figure 8 Flags** - Start in center, 2 turns, exchange two flags

## Keyhole

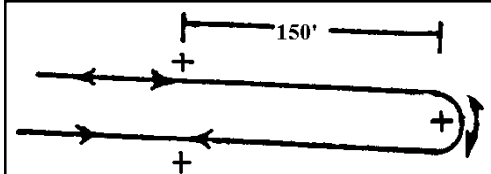
Chalk line.  
Enter, turn & exit without going over or touching lines



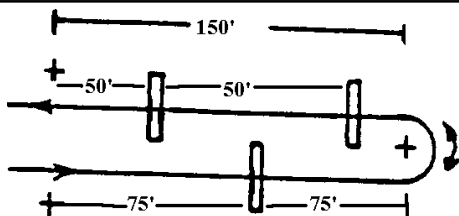
**Barrels** - 3 turns



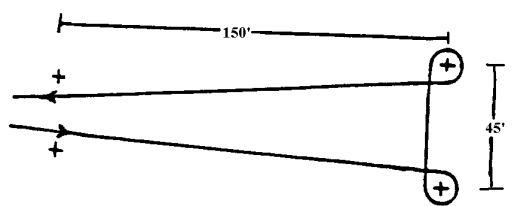
**Big T** - Weave 3 poles, turn 2 barrels, weave 3 poles back.



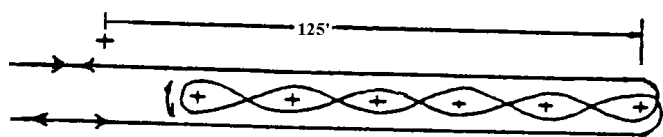
**Single Stake** - 1 turn, right or left



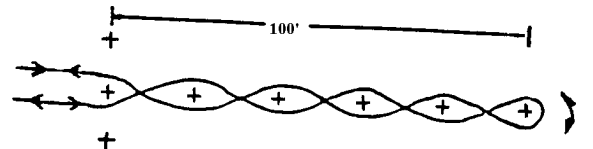
**Hurry Scurry**- 3 jumps(18"). Either 2 jumps, turn pole, 1 jump; or reverse-1 jump, turn pole, 2 jumps



**Birangle** - 2 turns, rights or lefts



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



**Poles I** - Weave down, weave back