



**Michigan
Interscholastic
Horsemanship
Association**

2008

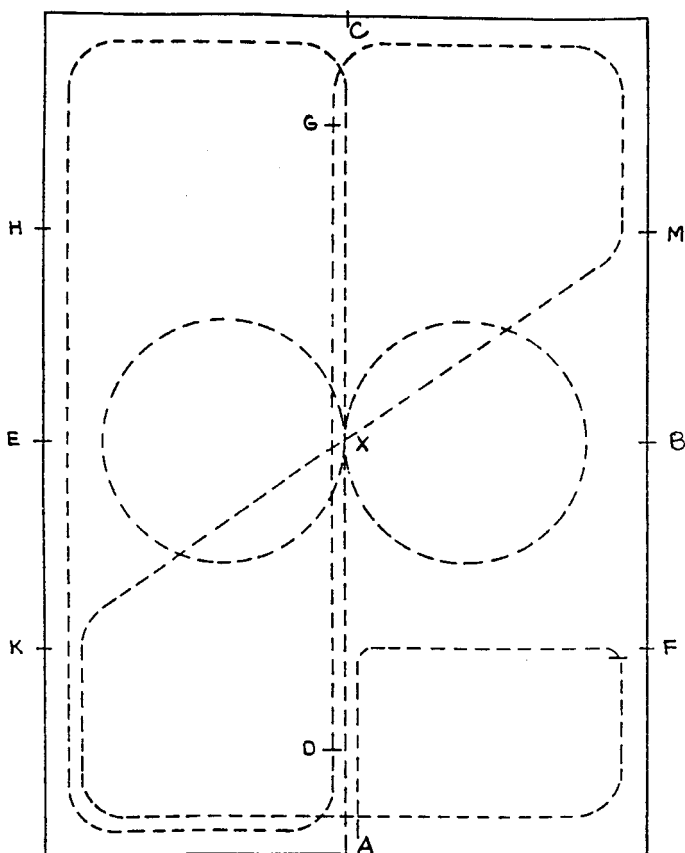
**Rules and
Regulations**

MICHIGAN INTERSCHOLASTIC HORSEMANSHIP ASSOCIATION

High School Saddle Seat Pattern #1

Each item to be scored from 0-10 points.
Total possible is 100 points.

#	Letter	TEST	Points	Total
1	A X	Enter rising trot or second gait down center line. Halt.	10	
2	X	Trot or second gait two figure eights showing change of diagonals.	10	
3	X C	Halt, drop irons, proceed at a rising trot or second gait down center line. Track to the left.	10	
4	K A D	Walk. Turn left down center line. Halt, pick up irons.	10	
5	D-G	Canter demonstrating two simple changes of leads. Sequence to be <i>right, left, right</i> .	10	
6	G C	Halt. Back three steps. Proceed at rising trot or second gait. Track to the right.	10	
7	M-X-K	Change reining and extend the trot or second gait. (Change the diagonal at <i>K</i>)	10	
8	K A	Normal posting trot or second gait. Walk.	10	
9	F	Halt; leave arena at a free walk on a loose rein.	10	
10		Rider's position and effective use of cues.	10	

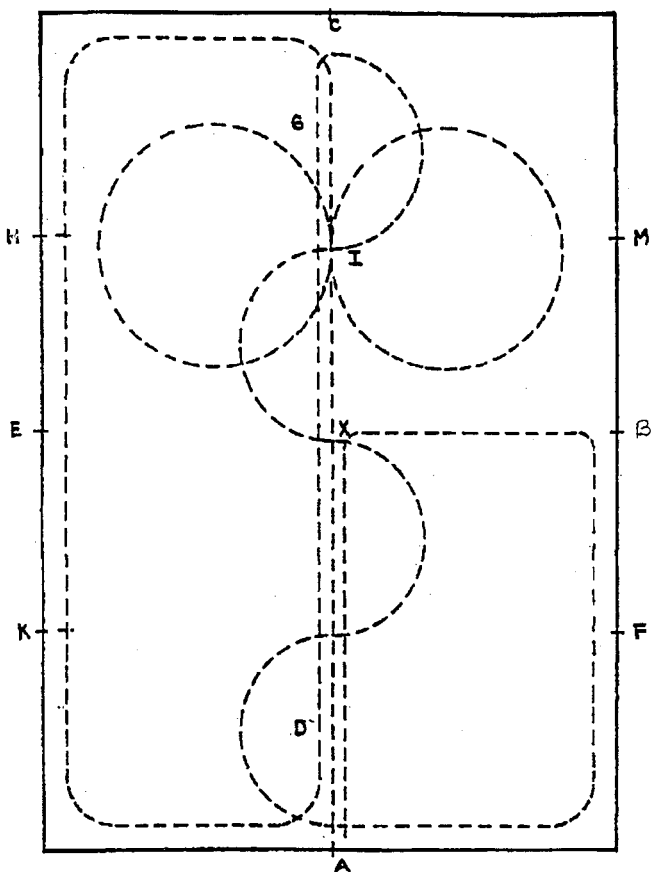


MICHIGAN INTERSCHOLASTIC HORSEMANSHIP ASSOCIATION

High School Saddle Seat Pattern #2

Each item to be scored from 0-10 points.
Total possible is 100 points.

#	Letter	TEST	Points	Total
1	A X	Enter rising trot or second gait down centerline. Halt. Proceed rising trot or second gait. Halt at <i>I</i> .	10	
2	I C	Figure eight; first circle, canter <i>left</i> lead, second circle sitting trot or second gait. Proceed rising trot or second gait to C. Track left.	10	
3	H	Halt, drop irons, proceed at a rising trot or second gait, correct diagonal.	10	
4	K A	Halt, pick up irons, proceed rising trot or second gait. Turn down centerline. Halt at <i>D</i> .	10	
5	D-G	Pick up canter, demonstrating TWO simple changes of lead; sequence to be <i>left, right, left</i> .	10	
6	G C	Sitting trot or second gait. Track right at rising trot or second gait.	10	
7	C-A	Serpentine at the trot or second gait demonstrating three changes of diagonals (on the centerline). This involves four loops in the serpentine.	10	
8	A B	Walk, track left on the rail. Turn down middle line.	10	
9	X	Halt, back four steps; leave arena at a free walk on a loose rein.	10	
10		Rider's position and effective use of cues.	10	

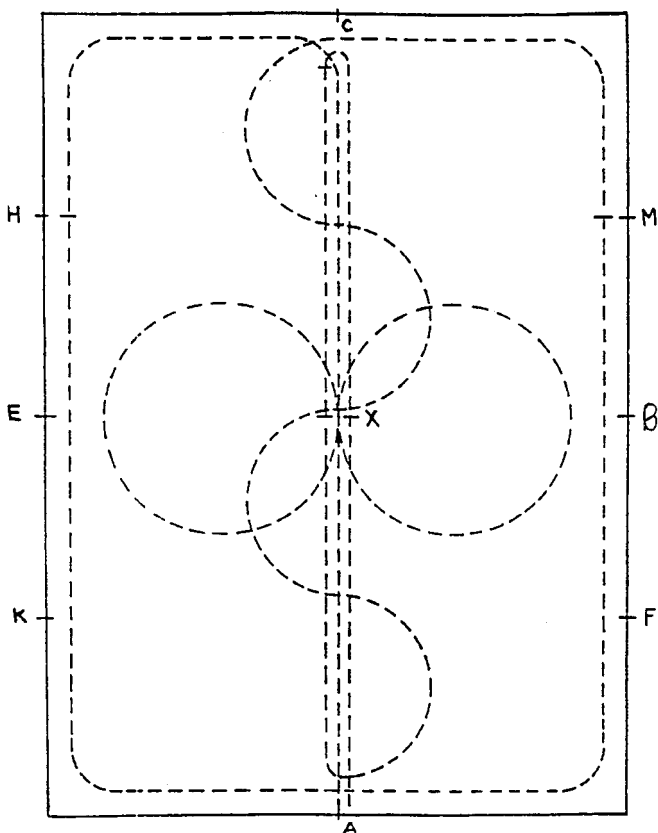


MICHIGAN INTERSCHOLASTIC HORSEMANSHIP ASSOCIATION

High School Saddle Seat Pattern #3

Each item to be scored from 0-10 points.
Total possible is 100 points.

#	Letter	Test	Points	Total
1	A X	Enter rising trot or second gait down centerline. Halt.	10	
2	X C	Figure eight; first circle, canter left lead, second circle rising trot or second gait. Proceed to C at rising trot or second gait. Track left.	10	
3	H	Halt. Drop irons. Canter left lead.	10	
4	K	Sitting trot or second gait.	10	
5	F M	Counter canter. Halt. Pick up irons. Proceed rising trot or second gait.	10	
6	C-A A	Serpentine at the trot or second gait showing three changes of diagonals (on centerline) four loops. Halt. Execute 90° turn on the haunches to the right.	10	
7	A-C C	Canter demonstrating TWO simple changes of lead, sequence to be <i>left, right, left</i> . Halt.	10	
8	C C-X	Execute a 180° turn on the forehand. Proceed rising trot or second gait down centerline.	10	
9	X	Halt, back four steps; leave arena at a free walk on a loose rein.	10	
10		Rider's position and effective use of cues.	10	

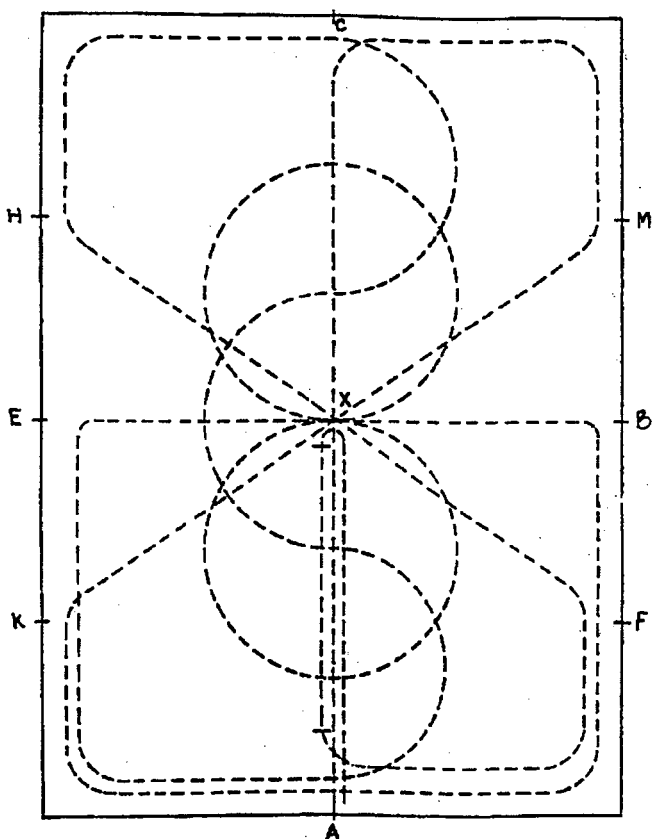


MICHIGAN INTERSCHOLASTIC HORSEMANSHIP ASSOCIATION

High School *Saddle Seat Pattern #4*

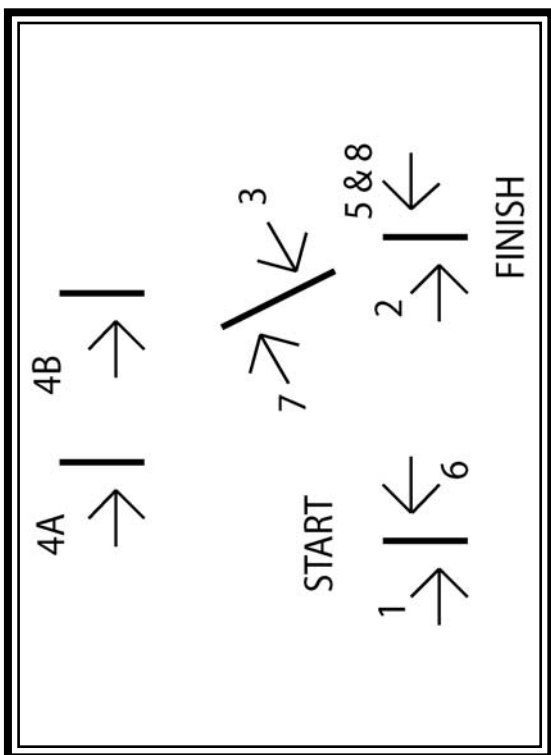
Each item to be scored from 0-10 points.
Total possible is 100 points.

#	Letter	Test	Points	Total
1	A X	Enter rising trot or second gait down centerline. Halt. Proceed sitting trot or second gait to C.	10	
2	C M-X-K	Track right, canter right lead. Continue to canter; at X show simple change of lead and continue on left canter lead.	10	
3	A B	Walk. Turn down middle line.	10	
4	X	Figure eight at rising trot or second gait demonstrating change of diagonal.	10	
5	X E A	Halt, drop irons and proceed to E at rising trot or second gait. Track left and continue rising trot or second gait. Halt. Pick up irons.	10	
6	A-C	Serpentine of three loops; first loop sitting trot or second gait, second loop canter right, third loop sitting trot or second gait.	10	
7	C H-X-F	Canter left lead, track left on rail. Continue to canter; at X show simple change of lead and continue on right canter lead.	10	
8	A	Halt, turn and walk down centerline to X.	10	
9	X	Halt, back four steps and leave arena at a free walk on a loose rein.	10	
10		Rider's position and effective use of cues.	10	

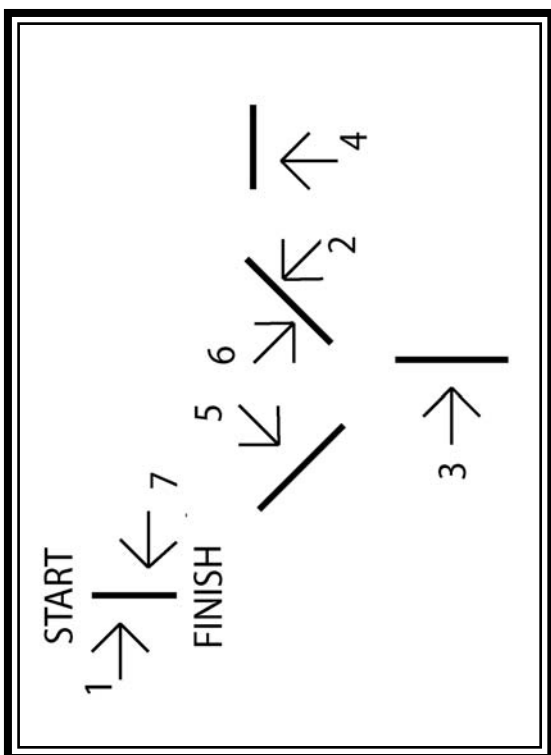


High School
Equitation Over Fences

PATTERN #1

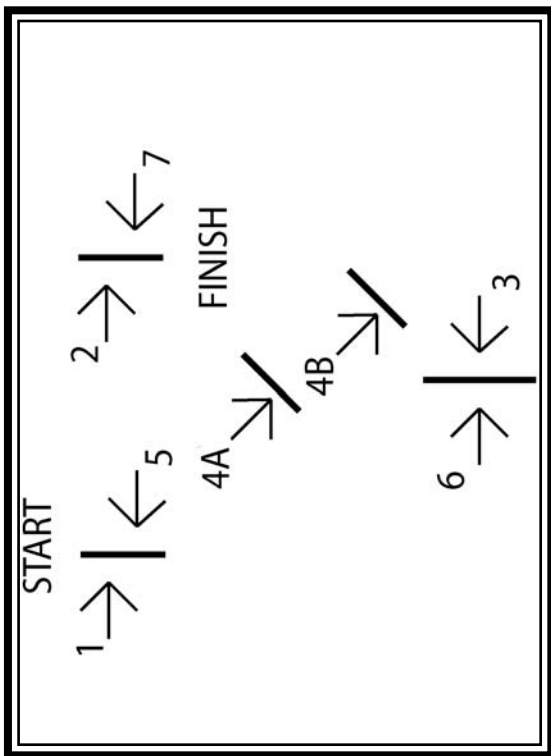


PATTERN #2

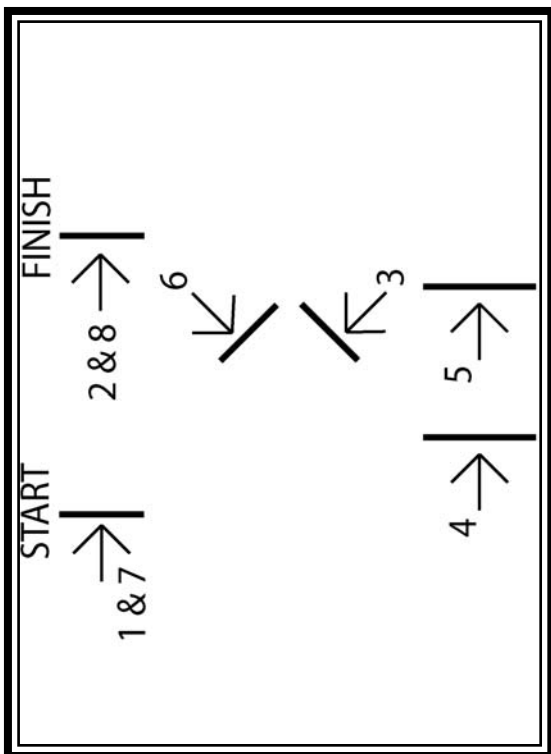


High School
Equitation Over Fences

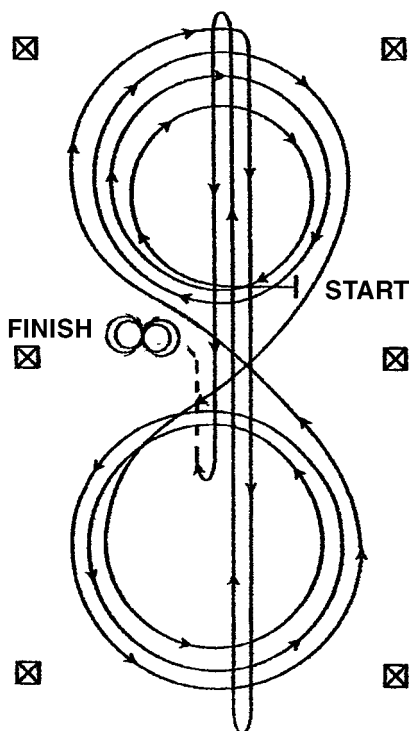
PATTERN #3



PATTERN #4



High School
Western Reining Pattern #2



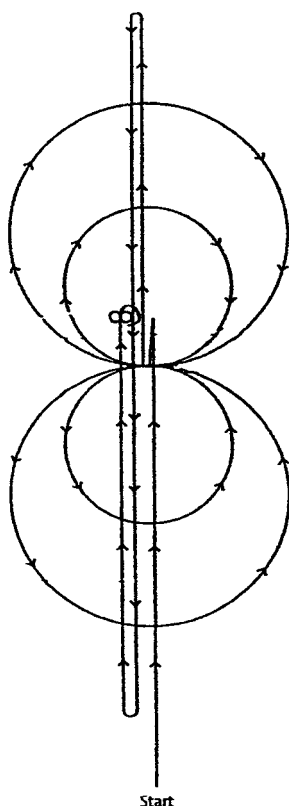
Set up of pattern: Six cones will be placed at the arena wall (see diagram for placement).

Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence:

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right roll back – no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate.
6. Complete two spins to the right.
7. Complete two spins to the left. Hesitate to demonstrate completion of the pattern.
8. Walk to judge and stop for inspection until dismissed.

High School
Western Reining Pattern #4



Mandatory Markers along Fence or Wall

The arena or plot should be approximately 50' x 150' in size. The Judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern will not be used.

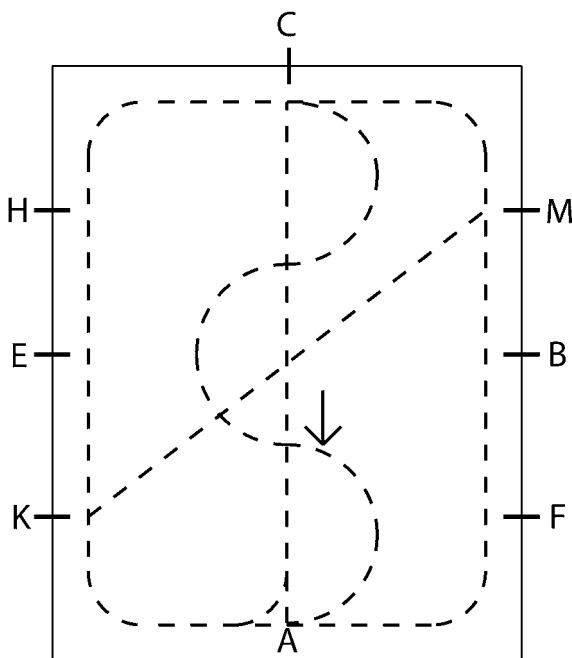
1. Run past center marker.
2. Stop and back up to center pattern.
3. Settle horse for approximately 10 seconds. Start lope.
- 4.&5. Ride two circles to the right, first circle small and slow, and second circle larger and faster.
- 6.&7. Ride two circles to the left, first circle small and slow, and second circle larger and faster.
8. Left roll back over hocks (should be past far end marker).
9. Right roll back over hocks (should be past far end marker).
10. Stop (should be past far end marker). Let horse settle, then in approximate area of stop, do spin.
11. Complete one spin to the left.
12. Complete one and three-quarter (1 3/4) spin to the right.

MICHIGAN INTERSCHOLASTIC HORSEMANSHIP ASSOCIATION

Junior Division *Saddle Seat Pattern #2*

**Each item to be scored from 0-10 points.
Total possible is 90 points.**

#	Letter	Test #2	Points	Total
1	A X C	Enter rising trot or second gait down centerline Walk, Track to the right	10	
2	C to A	Demonstrate a three (3) loop serpentine at the posting trot or second gait, showing two changes of diagonal (on centerline).	10	
3	A K	Track right on rail Walk	10	
4	Btwn H & C	Canter right lead	10	
5	A K-X-M	Walk Change rein	10	
6	Btwn M & C	Canter left lead	10	
7	K A	Trot Turn left on centerline	10 </td <td></td>	
8	X	Halt, Back four to six steps leave area at a free walk on a loose rein	10	
9		Rider's position and effective use of aids.	10	
Entry #			Total Points	



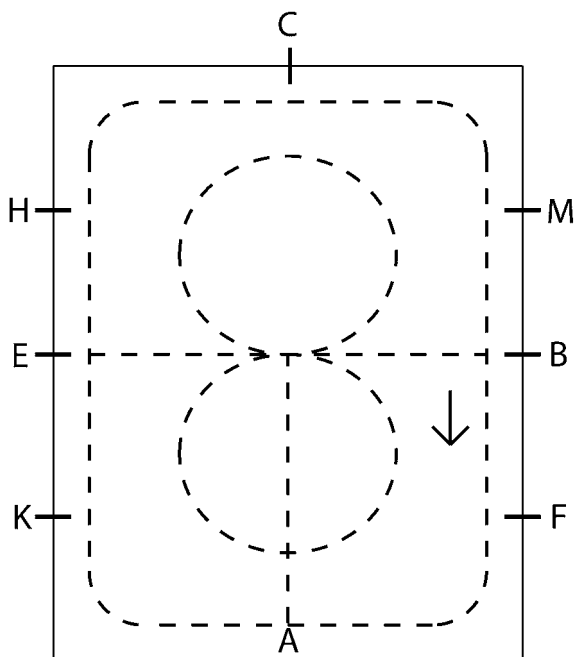
MICHIGAN INTERSCHOLASTIC HORSEMANSHIP ASSOCIATION

Junior Division *Saddle Seat Pattern #3*

Each item to be scored from 0-10 points.

Total possible is 90 points.

#	Letter	Test #3	Points	Total
1	A X	Enter rising trot or second gait down centerline Halt	10	
2	X	Execute a ninety (90) degree turn on the forehand to face E	10	
3	X	Demonstrate a figure-eight rising trot or second gait, right circle first, showing change of diagonal at X	10	
4	X E	Sitting trot or second gate to E. At a walk turn right at rail.	10	
5	Btwn H & C	Canter right lead	10	
6	K E B	Walk Turn right on middle line Turn left on rail	10	
7	Btwn M & C	Canter left lead	10	
8	F B	Walk Halt, Back four to six steps leave area at a free walk on a loose rein	10	
9		Rider's position and effective use of aids.	10	
Entry #			Total Points	

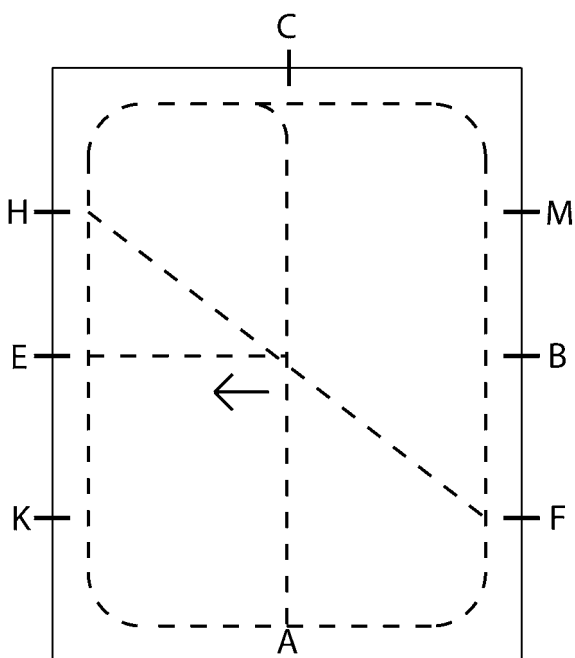


MICHIGAN INTERSCHOLASTIC HORSEMANSHIP ASSOCIATION

Junior Division *Saddle Seat Pattern #4*

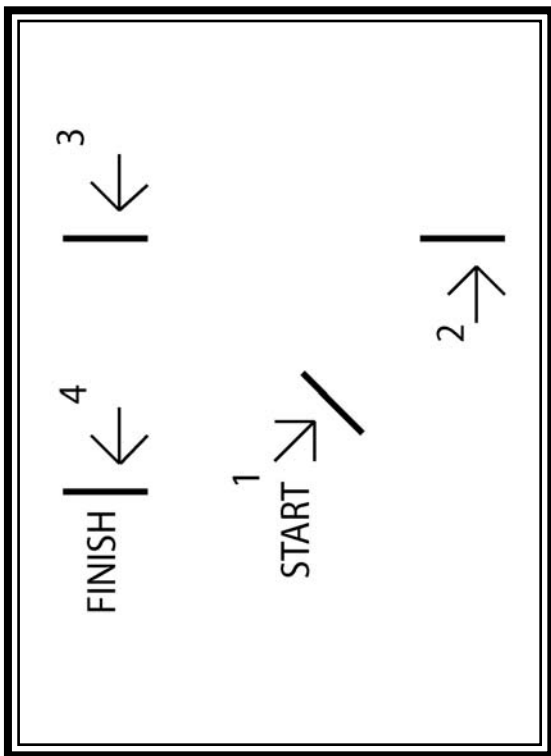
**Each item to be scored from 0-10 points.
Total possible is 90 points.**

#	Letter	Test #4	Points	Total
1	A X C	Enter rising trot or second gait down centerline Walk, Track to the left	10	
2	Btwn C & H	Canter left lead	10	
3	Btwn K & A	Rising trot, correct diagonal or second gait	10	
4	F-X-H	Change rein, (change the posting diagonal at X)	10	
5	Btwn H & C	Walk	10	
6	Btwn C & M	Canter right lead	10	
7	K E	Walk Turn on Middle Line	10	
8	X	Halt, Back four to six steps leave area at a free walk on a loose rein	10	
9		Rider's position and effective use of aids.	10	
Entry #			Total Points	

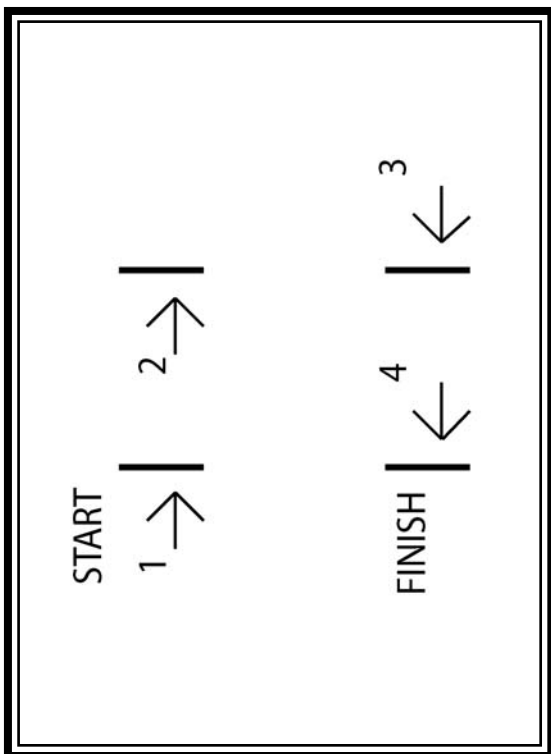


Junior Division
Equitation Over Fences

PATTERN #1

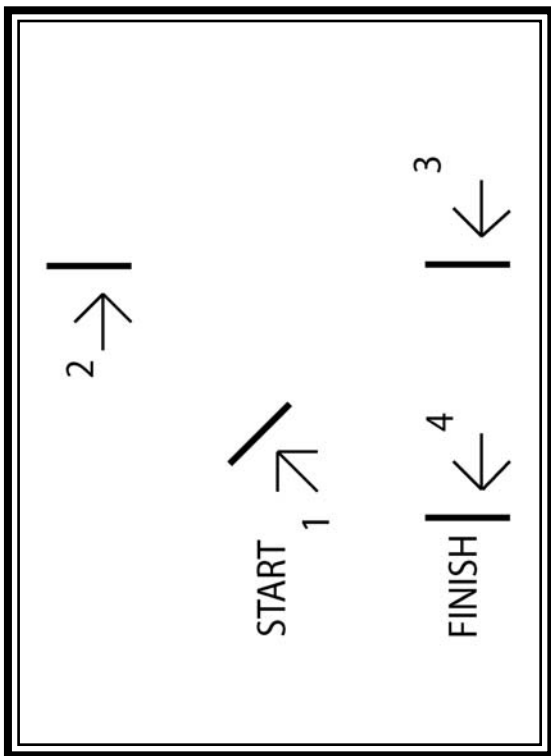


PATTERN #2

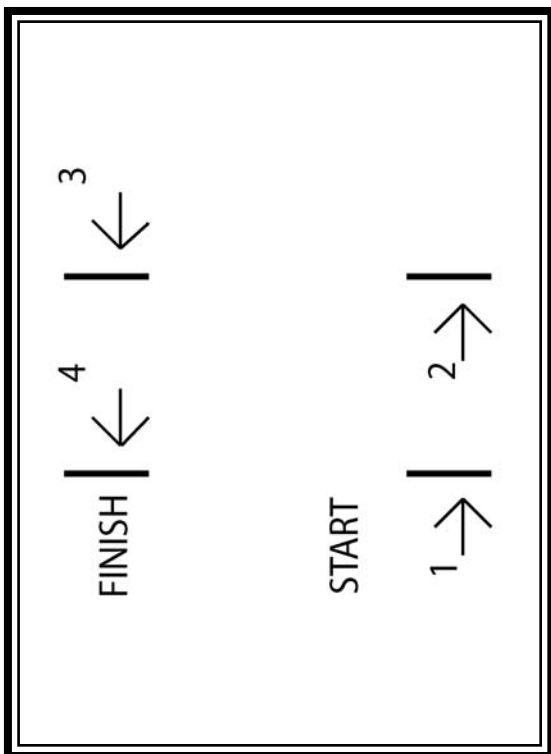


Junior Division
Equitation Over Fences

PATTERN #3

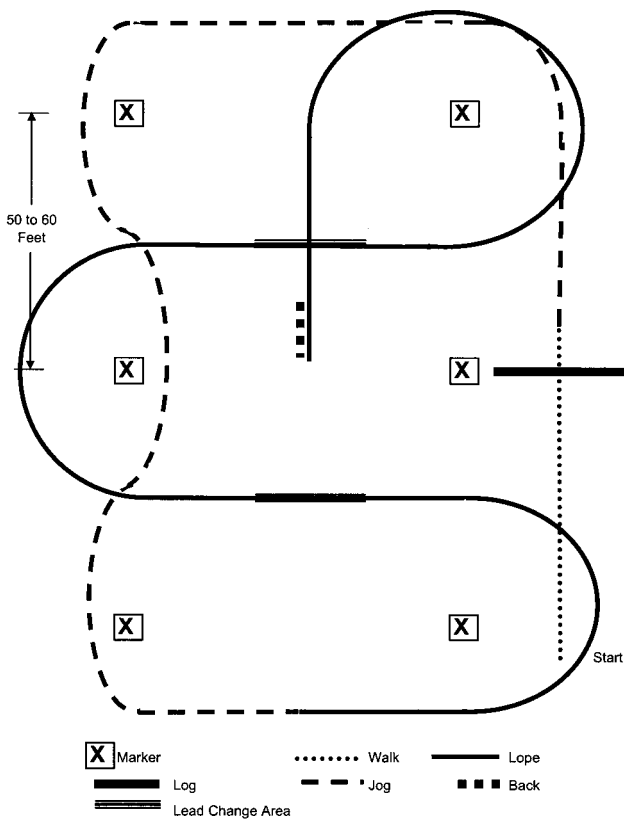


PATTERN #4



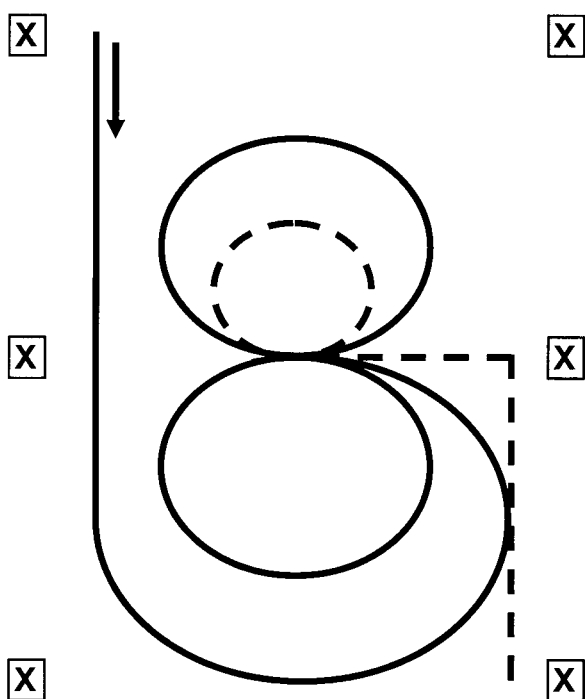
MICHIGAN INTERSCHOLASTIC HORSEMANSHIP ASSOCIATION

Junior Division *Western Riding Pattern #1*



1. Begin at the first cone. Walk over the log.
2. Pick up a jog, jog around the end.
3. Weave through the cones at the jog.
4. Pick up the lope at the middle of the end.
5. Do two crossing changes.
6. Circle the last cone, lope down the centerline.
7. Stop and back at least one horse's length.

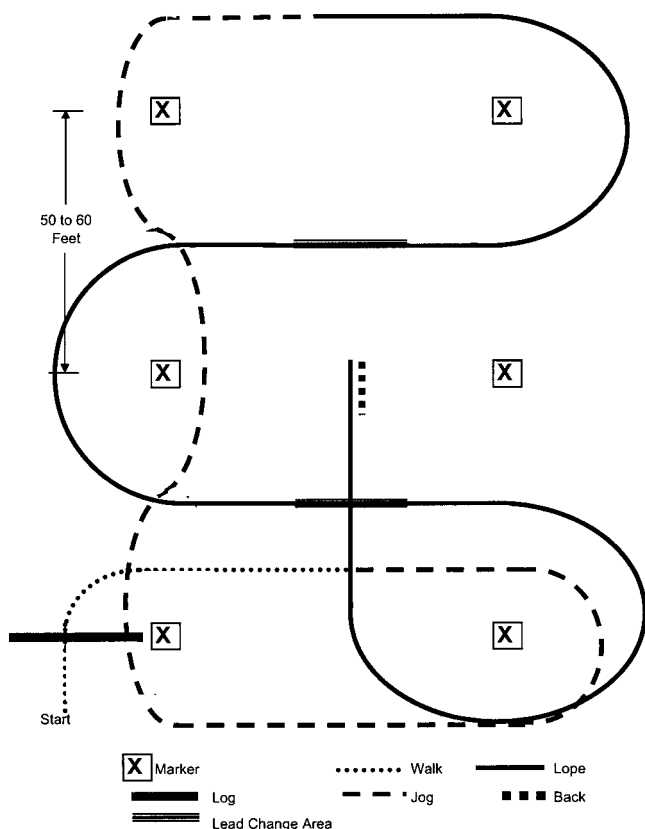
Junior Division
Western Reining Pattern #2



1. Jog along the right rail to the center marker. Stop.
2. Execute a ninety (90) degree turn on the haunches to the left. Jog to the center of the arena, and do a figure eight and one-half, first circle to the right at the jog, left circle at the center, change leads at the center of the arena, then do a right circle at the center. Stop at the center of the arena.
3. Execute a one hundred and eighty (180) degree turn on the haunches to the right.
4. Lope around the end of the arena and down the left side. Stop approximately even with the third marker.
5. Back at least ten (10) feet. Hesitate to show completion of the pattern.
6. Walk to the judge and stop for inspection.

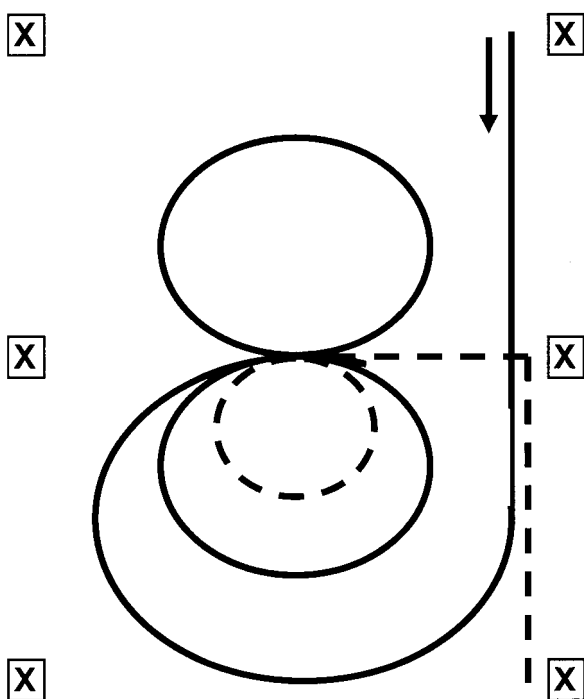
MICHIGAN INTERSCHOLASTIC HORSEMANSHIP ASSOCIATION

Junior Division Western Riding Pattern #3



1. Begin before the first cone. Walk over the log.
2. Pick up a jog half-way across the pattern, turn right and jog around the end.
3. Weave through the cones at the jog, passing over the log at the first cone.
4. Pick up the lope at the middle of the end.
5. Do two crossing changes.
6. Circle the last cone, lope down the centerline.
7. Stop and back at least one horse's length.

Junior Division
Western Reining Pattern #4



1. Jog along the right rail to the center marker. Stop. Execute a two-hundred and seventy (270) degree turn on the haunches to the right.
2. Jog to the center of the arena, and do a figure eight and one-half, first circle to the left at the jog, right circle at the center, change leads at the center of the arena, then do a left circle at the center. Stop at the center of the arena.
3. Execute a three hundred and sixty (360) degree turn on the haunches to the left.
4. Lope on the left lead around the end of the arena and down the right side. Stop approximately even with the third marker.
5. Back at least ten (10) feet. Hesitate to show completion of the pattern.
6. Walk to the judge and stop for inspection.

TIMED EVENTS

A. Clothing and Equipment

1. **REQUIRED:** Pants and boots must match the seat Ridden as defined under Stock Seat Classes Item A.2, Saddle Seat Classes Item A.2, or Hunt Seat Classes Item A.2. Upper body apparel with long sleeves will match seat ridden or may be team apparel with long sleeves. ASTM/SEI protective headgear must be worn in all "Timed Events" and the strap or harness must be secured under the chin in a manner that will insure that the headgear stays on the riders head for the duration of the event in which they are competing while in the ring.
2. **OPTIONAL:** Spurs, ties, belts, pins, jewelry, chaps or jackets to match seat ridden. Hackamores, tie-downs, martingales and splint, skid, shin or bell boots are allowed. Stirrups may be wrapped with a non-skid tread. Bats, hand quirts, and crops of any type as long as they match the seat ridden may be used behind the cinch only.
3. **PROHIBITED:** Draw reins, leg wraps, over & unders, the practice of rubber banding the rider's feet in their stirrups and the use of any device designed to hold the rider in their saddle. Hitting the horse or pony with reins and hitting the horse or pony in front of the cinch with anything including the hands is prohibited.

B. General Rules – FOR ALL TIMED EVENTS

1. Fall of the rider or horse shall disqualify the entry. Rider has fallen when he/she is separated from his/ her horse (which has not fallen) in such a way as to necessitate remounting or vaulting into the saddle. Horse has fallen when its shoulder and haunch on the same side touch the ground or touch an obstacle and the ground. Fall of the rider or horse shall disqualify the entry when fall of horse or rider occurs while being timed on course.
2. Riders must have their assigned number in a visible position, either on both sides of their pad or in the center of their back, during the class in which they are competing. Riders with hair covering and/or obstructing the view of their numbers shall be disqualified. Failure to wear a number or wearing an incorrect number while competing is cause for disqualification.
3. Re-rides will be given in the event of timer malfunctions and when course equipment is not in its' proper position, including the flag in flag race, being blown out of position.
4. Rider will be given one minute to start after his/her number has been called, or be disqualified.
5. When entering the arena, the gateman should make sure the judge and timers are set up and ready for the next rider before opening the gate and letting horse and rider enter.
6. It will be at the discretion of the rider to either lead or ride their horse into and out of the arena, under control. The use of a header while mounting inside the arena at the gate area is allowed.
7. Any horse showing evidence of inhumane treatment will be disqualified.
8. A rider's time will be publicly announced immediately after the ride.
9. Going off-pattern will result in disqualification.
10. If starting keg, drum or cone is knocked over, rider will be disqualified.

11. Spurring or kicking in front of the cinch or girth, will cause disqualification. Excessive spurring/kicking while the rider's feet are in or out of the stirrups will cause disqualification at the Judges discretion.
12. The judge, at his/her discretion, may disqualify a rider for excessive use of a bat, crop or whip.

Spur or spurring is defined as: a pointed device fastened to the back of a rider's boot or used to urge a horse on with spurs.

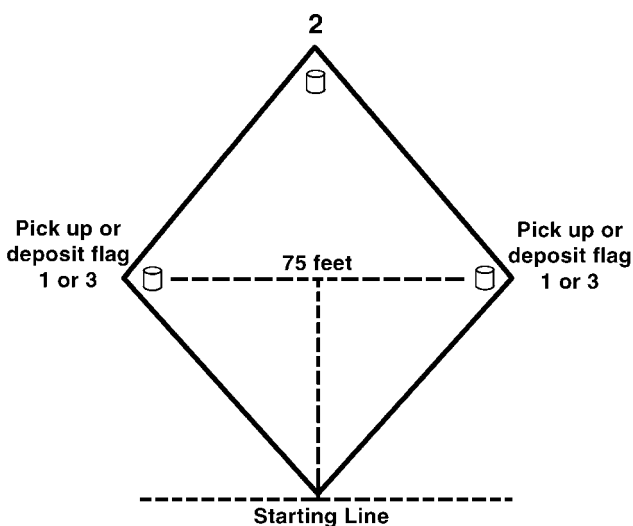
Kicking is defined as: to strike out or hit with the foot (with nothing attached to the boot).

Excessive is defined as: more than is usual, acceptable or needed.

13. Once the plastic barrels are set in the arena for the contesting events, no rider is allowed to practice the pattern that is set. If a rider or riders are caught they will be disqualified from the class which is set up and no substitutions of rider by coach will be allowed.
14. In classes where judges will be required to make a "line" call (Keyhole, Speed & Action and 2-Man Relay) the horse will be considered disqualified when the hoof touches the line. Pushing the line from inside the mark or the kicking of dirt that may make the line disburse will not be considered as a disqualification.
15. Junior Division exhibitors who participated in Western Equitation Walk/Trot or English Equitation Walk/Trot may only walk and trot in the timed events. Walk/Trot exhibitors will be disqualified if they canter three (3) or more consecutive strides while performing a timed event.

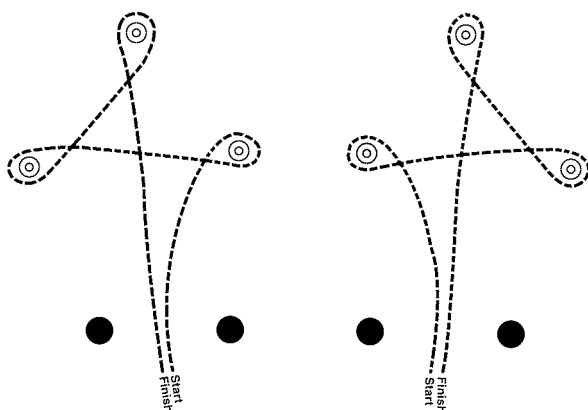
C. Flag Race

1. Causes for Disqualification
 - a. See General Rules for Timed Events.
 - b. Failure to pick up the flag on the first pass.
 - c. Failure to place flag in the bucket on the first pass.
 - d. Hitting any part of the horse's body with the flag or stick.
 - e. Dropping the flag.
 - f. Knocking over any barrel or knocking the bucket over or off the barrel.
 - g. Putting the flag end of the stick down in the bucket.
 - h. Going off-pattern or off-course.
2. Equipment for Pattern
 - a. Three 55 gallon plastic barrels or drums, minimal dimensions of 23.5" diameter top and 35" tall.
 - b. Two 5 gallon plastic buckets, with handles removed, minimal dimensions are a 12" opening and 14.5" tall.
 - c. Five inches (5") of playground sand will be placed in the bottom of each bucket.
 - d. One flag stick 21" long of wooden doweling 1" in diameter.
 - e. Flag is to be 6" square, firmly attached to the doweling. Flag material will be "nylon flagging". If multiple flags are to be used in the same event, the fabric and color must be the same.
 - f. Two starting markers such as: cones, kegs or drums.
3. Course design: Horse must start within 25 feet min., 50 feet max (ideal) depending on arena size, of two starting markers set at fence line. Three 55 gallon plastic barrels or drums shall be set to form an isosceles triangle. All barrels shall be at least 15 feet from any fence or wall. Riders may have the option of riding course A or B. Course A the rider shall cross the time line and staying on the outside of barrel 2 and deposit the flag in the bucket on top of barrel 3, then re-cross the time line. Course B is ridden by crossing the time line and riding the triangle in the opposite direction and then re-crossing the time line.
4. The flag race will be timed from when the horse's first leg crosses the time line until the first leg returns across the line.



D. Cloverleaf Race

1. Cause for Disqualification
 - a. See General Rules for Timed Events.
2. Cause for Penalty
 - a. Knocking over a barrel carries a five second penalty.
3. Equipment for Cloverleaf
 - a. Three 55 gallon plastic barrels or drums.
4. Course Design (See Below): Horse must start within 25 feet min., 50 max (ideal) depending on arena size, of two starting markers set at fence line. Three 55 gallon plastic barrels set in a triangle (the same Pattern used for the Flag Race) will be used. Rider will cross time line and run to the barrel on the right, make a right hand turn around the barrel, run to the left barrel, turn left around it, run to the third barrel, make a left turn around it and recross the time line. The course may be run going left around the first barrel and right around the next two barrels.



E. Timed Events Patterns

There are four timed events patterns: Speed and Action, Keyhole, Pole Bending and Dash Race.

Pattern number to be run will be determined annually by the membership from the suggested list.

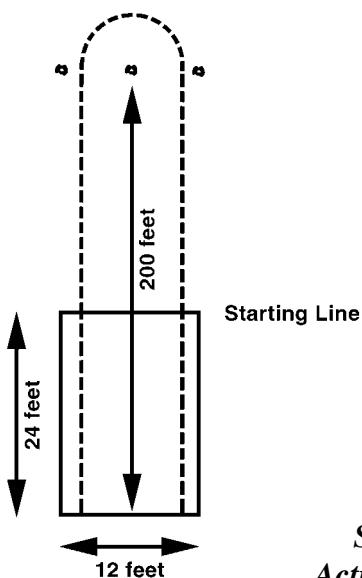
1. Pattern #1 – SPEED AND ACTION

a. Course Design/Rules

- i. Seven Markers are needed. Use four of the markers to form a 12 foot wide by 24 foot long box. Lines are to be made on both of the 24 foot sides as well as the back side of the box (see diagram on page 42) using lime or similar substance. The remaining 3 markers are to be placed at 7 foot intervals (from center to center) in a straight line parallel and a maximum of 200 feet from the starting line or a minimum of 25 feet back from the furthest rail, allowing for different arena sizes.
- ii. The horse and rider are to start by running through the box and past the start/finish line. Then continue to the markers 200 feet away, ride through two markers, circling the center marker and returning to the box. (Rider can turn either right or left around the center marker.) The rider must then ride past the start/finish line and stop within the box.

b. Causes for Disqualification

- i. See general rules for timed events.
- ii. Failure to start/finish between the start/finish markers.
- iii. Knock down any of the seven markers.
- iv. Leaving the finish box before being released by the judge.
- v. Jumping markers, the horse hoof touches the line before being released by the judge.



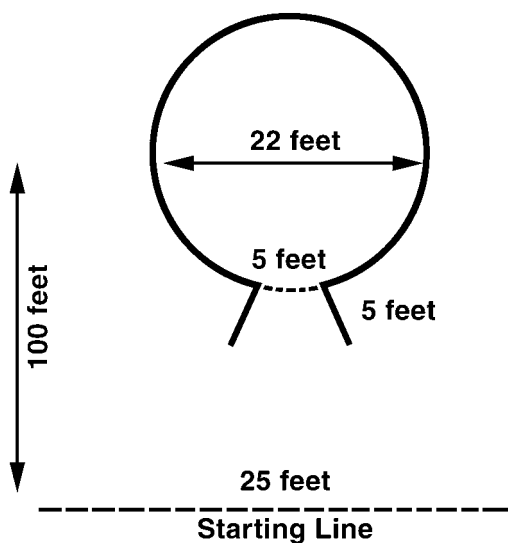
2. Pattern #2 – KEYHOLE

a. Course Design/Rules

- i. The ground will be laid out with a limed keyhole on the ground with the opening of the keyhole facing the starting line.
- ii. The center of the circle should be 100 feet from the timing line.
- iii. The keyhole will be in the form of a broken circle 22 feet in diameter with the throat 5 feet wide. The angled sides are 5 feet long.
- iv. The horse can have a running start across the timing line.
- v. The horse will cross the timing line, enter the circle of the keyhole, turn around, (in either direction) entirely in the circle of the keyhole and recross the timing line.

b. Causes for disqualification

- i. See general rules for timed events.
- ii. The horse will be considered disqualified when the hoof touches the line.
- iii. Turns around in the throat of the keyhole rather than in the circle.
- iv. Fails to complete the pattern.



Keyhole Course

3. Pattern #3 - POLE BENDING

a. Course Design/Rules

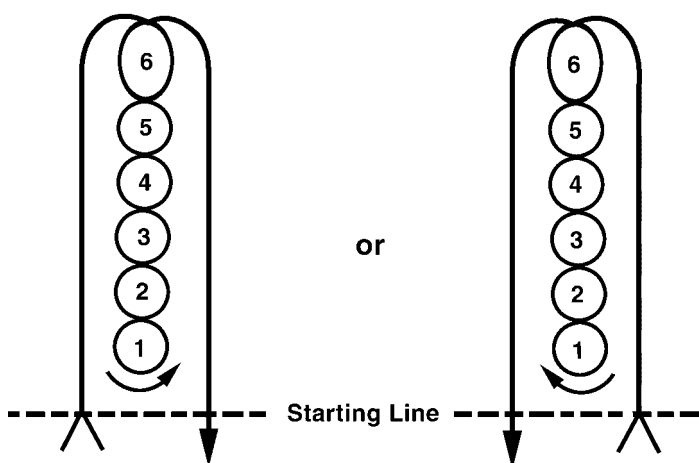
- i. Six poles a minimum of 6 feet high set on top of the ground, with bases 10 inches to 14 inches in diameter will be set 21 feet apart in a straight line perpendicular to the starting line. The first pole will be set 21 feet from the starting line and the remaining 5 poles at 21 feet intervals thereafter. It is recommended that a small amount of lime be placed under each base for ease of placement. (See diagram below.)
- ii. Contestants may start on either side of the line of poles. Horse and rider will begin by running through the start/ finish line, move in an approximately straight line to pole 6, make a 180 degree turn around pole 6, then pass between pole 6 and 5, bending through the poles to pole 1, circle pole 1, pass between pole 1 and 2, bending through the poles back to pole 6, make a 180 degree turn around pole 6 Course Design (see Appendix) and run down on the opposite side of the poles that the horse and rider started on and through the start/finish line.

b. Causes for Disqualification

- i. See General Rules for Timed Events.
- ii. Knock down of poles.

c. Causes for Penalty

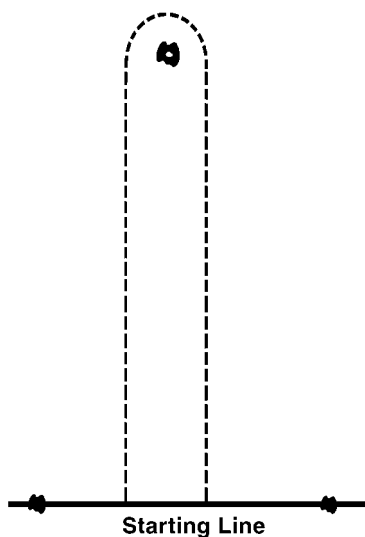
- i. Knocking over a Pole carries a five second penalty.



Pole Bending Course

4. Pattern # 4 - DASH RACE

- a. Course Design/Rules (See diagram below.)
 - i. One plastic 55 gallon barrel will be placed at a minimum of 25 feet off the furthest rail from the start/finish line which will be designated with two markers set 40 feet apart. Horse and rider will begin by running through the start/finish line; continue riding to the far end of the arena and around the barrel (turning around the barrel either right or left is acceptable) then running back across the start/finish line.
- b. Causes for Disqualification
 - i. See General Rules for timed Events.
 - ii. Knock down of barrel.
 - iii. Failure to start/finish between markers.

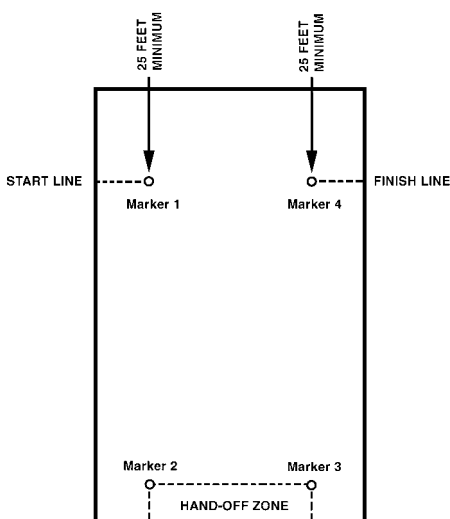


Dash Race Course

F. Two-Person Relay Race

1. Course Rules
 - a. Each team may have three Two-Person Relay teams and will ONLY use one slot per team. The “Point Rider” will need to be designated at least two classes prior to the commencement of the Two-Person Relay Race. The second rider in the Two-Person Relay Race will be called the “Silent Rider” and will not use any of their available slots by participating in the Two-Person Relay Race.
 - b. A rider cannot participate more than once in the Two-Person Relay Race.
 - c. A horse cannot participate more than once in the Two-Person Relay Race.
2. Causes for Disqualification
 - a. See General Rules for Timed Events.
 - b. Horse knocks over or cuts inside a marker.
 - c. Horse is hit with the baton.
 - d. Baton is dropped.
 - e. Rider 1 or rider 2 or both riders go outside the hand-off zone before hand-off is completed. Riders cannot leave hand-off zone and then return.

- f. Rider 1 circles marker three or goes on into the course after the hand-off.
 - g. Rider 2 enters the course before the hand-off.
 - h. The horse will be considered disqualified when the hoof touches the line.
3. Equipment for Two-Person Relay Race
- a. Four markers such as cones, 55 gallon barrels or drums. If drums are metal, tires or safety wraps are to be put around the top of each drum.
 - b. Lime or flour.
 - c. Baton: 2 foot long, 3/4" flexible hose, such as pressure hose used for cars.
4. Course Design (see diagram below).
- a. Four barrels or cones are to be set a minimum of 15 feet off the arena wall or fence to form a rectangle at the four corners of the area.
 - b. The start and finish line will be in a line from the wall through barrels 1 and 4 to the opposite wall.
 - c. The hand-off zone will be marked with lime or flour from the arena wall to barrel 2, from barrel 2 to barrel 3, and back to the wall (see diagram below)



Two-Person Relay Course

5. Pattern for Two-Person Relay Race
- a. Rider 1: Has the choice of riding the pattern either direction of the arena.
 - b. Rider 1: Must start within 25 feet min., 50 max (ideal) depending on arena size, of starting time line and follow course past marker 1 and marker 2 carrying the baton in either hand. Upon entering hand-off zone, rider 1 must successfully hand off the baton to rider 2 within the lined off area of the zone. Method of hand-off can be done at the rider's discretion. Rider may stay in box or may pull up to center and cannot chase the second horse.
 - c. Rider 2: Enters hand-off zone before the start of the race and stands quiet. Rider may take a position anywhere in the hand-off zone. Method of hand-off is at the rider's discretion. After hand-off, rider 2 will then continue on around marker 3 to the timing line at marker 4 and end the race.