

EVENTS.

Prizes (not money) will be given to the values undernoted.

		1st.	2nd.	3rd.	Tot'l Val.
1	100 YDS. DASH	7	5	3	15
2	TENT PEGGING	12	7	5	24
3	QUARTER MILE RACE	9	6	4	19
4	DISMOUNTING GUN (9 Pounder Field Gun)	25	25
5	OFFICERS RACE QUARTER MILE	10	7	17
6	WHEEL RACE—100 yds	5	3	2	10
7	HALF MILE RACE	11	7	5	23
8	SWORD EXERCISE MOUNTED—"best squad of six"	42	24	66
9	OPEN AMATEUR RACE—Half-Mile	10	7	17
10	OBSTACLE RACE	15	12	7(5)	39
11	ARTILLERY DRIVING, Three Paces....	40	30	20	90
12	HURDLE RACE, "Foot" 220 yds	12	5	3	20
13	DONKEY RACE, in Costume—Officers only	10	8	18
14	HURDLE RACE, MOUNTED—Two miles Open to all corps, officers and men ..	20	20
15	SINGLE STICK (Mounted)	15	9	24
16	HURDLE RACE—Open to "mounted officers and men only," on chargers that have been regularly ridden at annual drill	25	15	40
17	DRILL ORDER RACE,—“Go as you please”—Half-Mile race. Open to all corps, each competitor to carry a short rifle and sword bayonet, or long rifle and bayonet	15	12	7	34
18	POST PRACTICE, "Taking the Ring," (Mounted)	12	8	4	24
19	SWORD vs. BAYONET	12	8	20
20	TUGS OF WAR—12 men per team from each corps	24	24