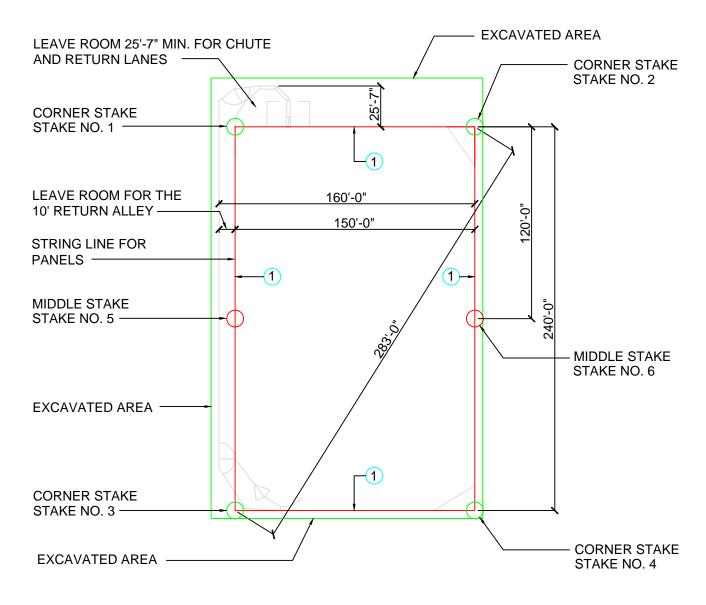


150' X 240' w/ EXTENSIONS **EXCAVATION AREA**

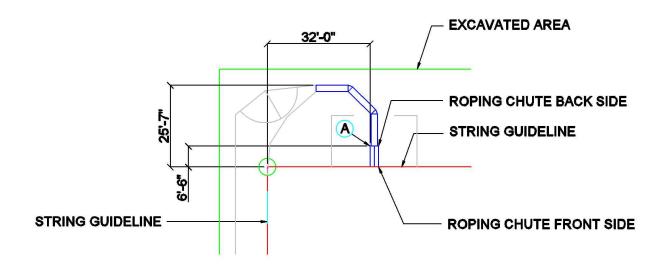
(1) Start by staking out the Arena Area (150'-0" by 240'-0") to use as a guideline for panels.

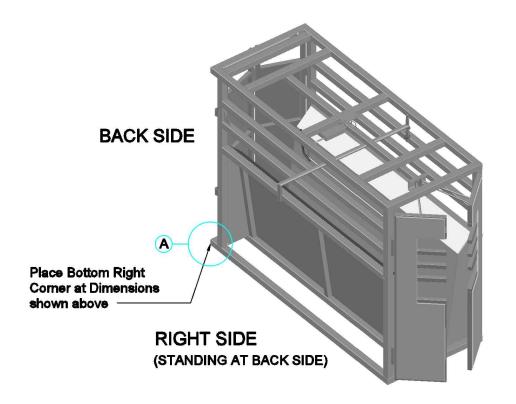
NOTE: IF EXCAVATION EXCEEDS THE GIVEN DIMENSIONS OWNER WILL NEED TO COMPENSATE ACCORDINGLY



150' X 240' w/ EXTENSIONS ROPING CHUTE LOCATION

2 Position the BACK Corner (A) of the Roping Chute at the dimension shown below:



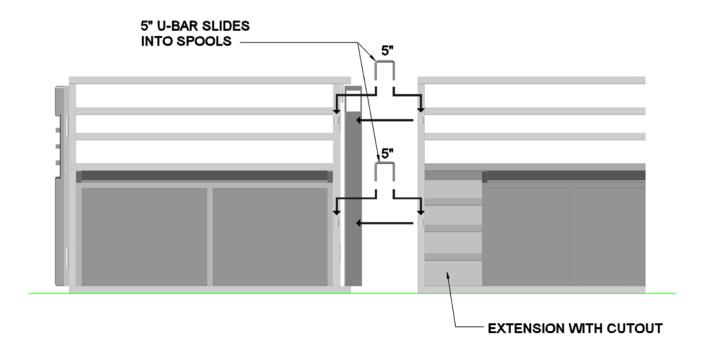


LEFT SIDE (STANDING AT BACK SIDE)

FRONT SIDE (FACES THE ARENA)

EXTENSION TO CHUTE CONNECTION

1.) Slide 5" U-BARS into CHUTE and EXTENSION spools.



ROPING CHUTE LEFT SIDE

CHUTE EXTENSION

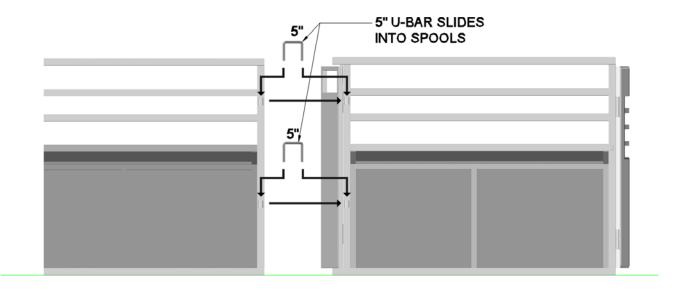
LEFT SIDE STANDING BEHIND THE CHUTE EXTENSION TO LEFT SIDE CHUTE CONNECTION w/ 5" U-BARS

Red River Arenas

LEADUP TO CHUTE LEFT SIDE

EXTENSION TO CHUTE CONNECTION

1.) Slide 5" U-BARS into CHUTE and EXTENSION spools.



CHUTE EXTENSION

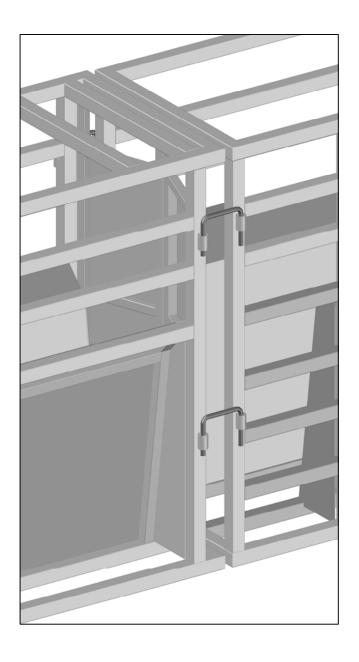
ROPING CHUTE RIGHT SIDE

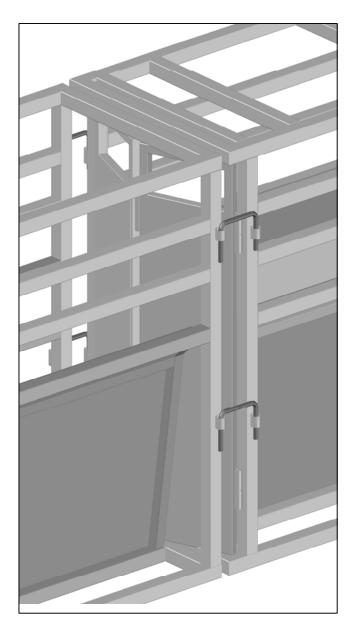
RIGHT SIDE STANDING BEHIND THE CHUTE EXTENSION TO RIGHT SIDE CHUTE CONNECTION w/ 5" U-BARS

Red River Arenas

LEADUP TO CHUTE RIGHT SIDE

EXTENSION TO CHUTE CONNECTION





ROPING CHUTE LEFT SIDE (1/2" x 5" U-BAR)

ROPING CHUTE RIGHT SIDE (1/2" x 5" U-BAR)

STANDING BEHIND CHUTE LEFT AND RIGHT EXENSION TO CHUTE U-BAR CONNECTIONS

Red River Arenas

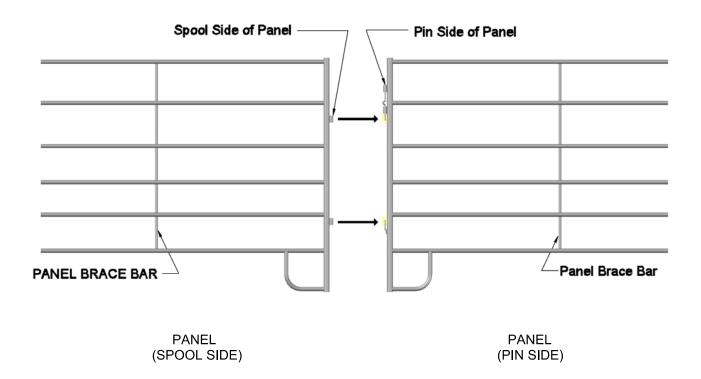
EXTENSIONS TO CHUTE CONNECTION

PANEL TO PANEL CONNECTION

(SPOOL TO PIN)

SPOOL TO PIN PANEL CONNECTION

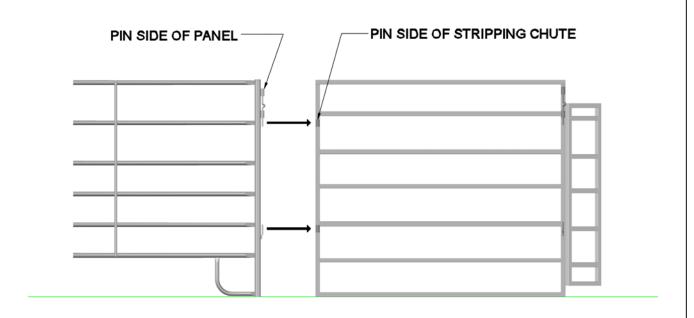
- 1. SLIGHTLY TILT UNCONNECTED PANEL AND PLACE BOTTOM SPOOL OVER OTHER PANELS BOTTOM PIN.
- 2. LIFT TOP PIN AND POSTION PANEL SPOOL UNDER PIN SIDE AND RELEASE PIN.
- 3. PANL SHOULD NOW BE CONNECTED. YOU CAN ADJUST ONE PANEL 90° FOR BALANCE.



NOTE: WHEN PLACING PANELS - THE PANEL BRACE BAR FACES OUTSIDE OF THE ARENA AREA

SPOOL TO PIN PANEL TO PANEL CONNECTION

PANEL TO STRIPPING CHUTE CONNECTION

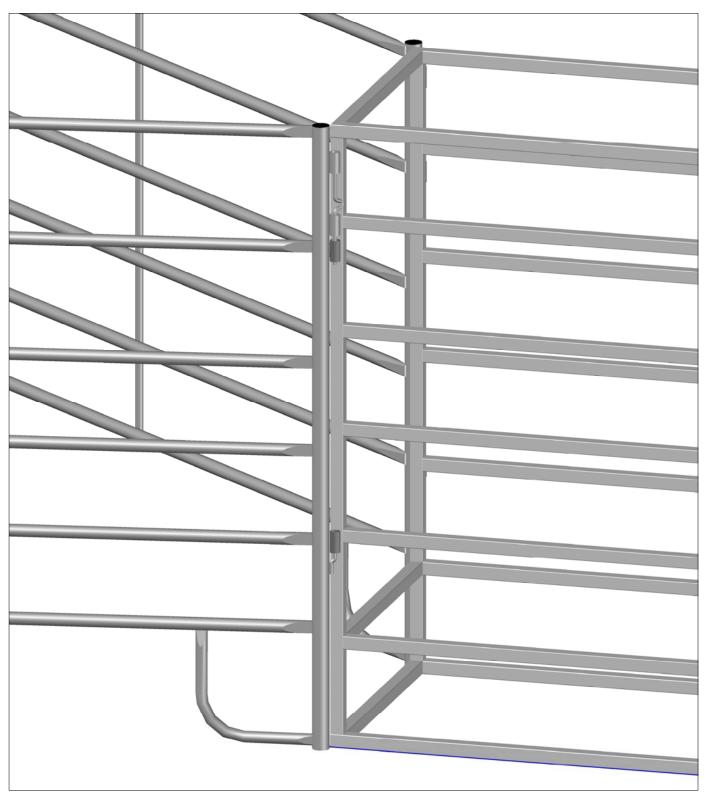


PANEL (PIN SIDE)

STRIPPING CHUTE

PANEL TO STRIPING CHUTE CONNECTION

PANEL TO STRIPPING CHUTE



PANEL TO STRIPPING CHUTE CONNECTIONS

Red River Arenas

PANEL TO STRIPPING CHUTE CONNECTION