


Williamsport Childrens Series
Set up



Flower Box



Flower Box




Wall



Flower Box



Flower Box



Flower Box



Roll top

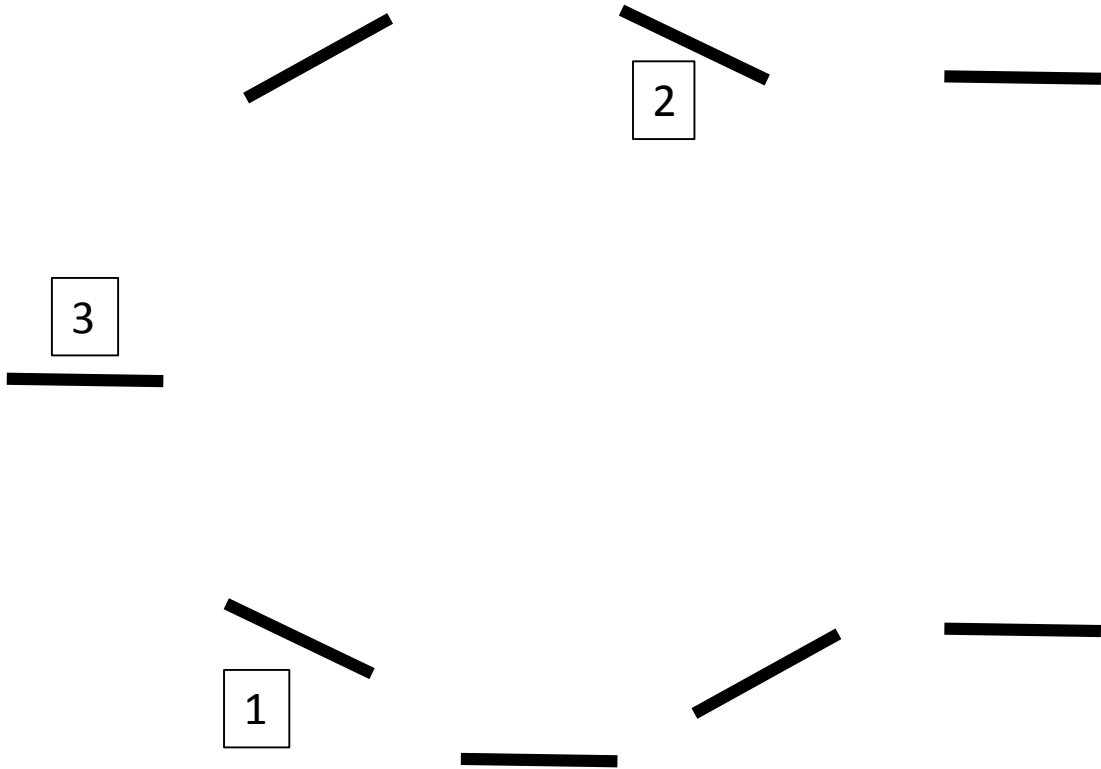


Brush box

Line up

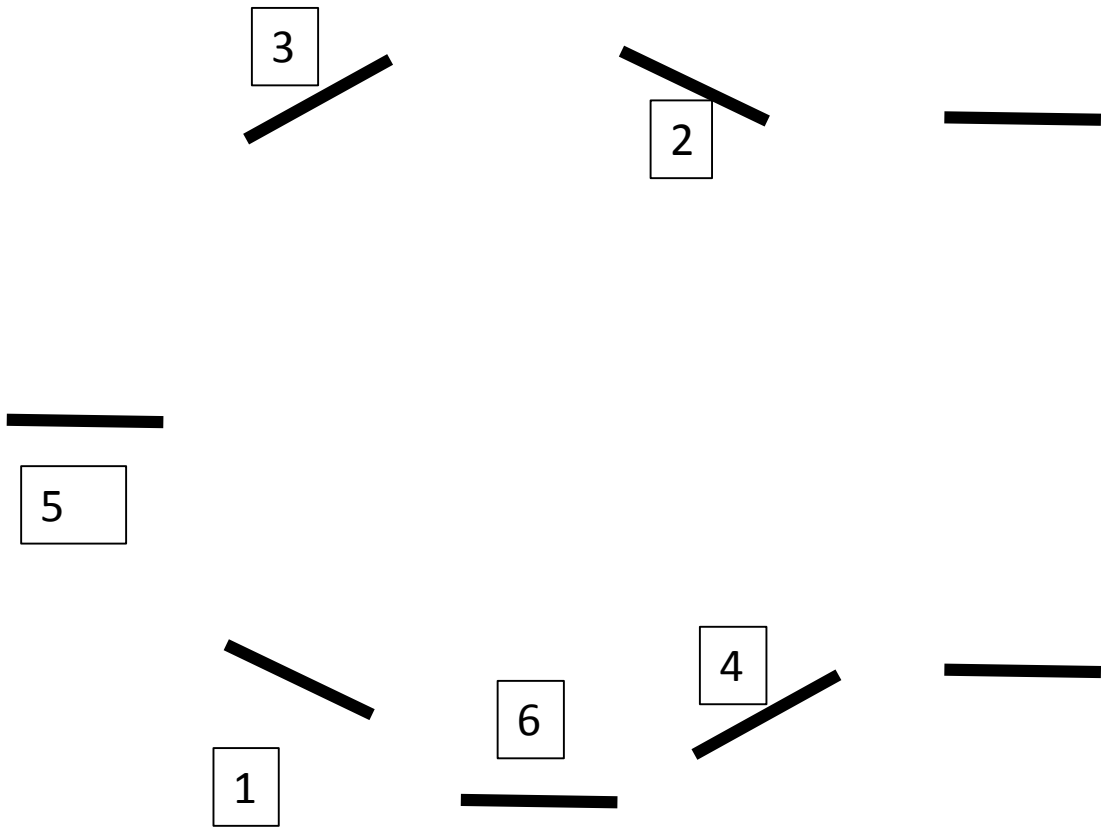
Gate

Cross Rail Hack & Youth Hunter Hack
Classes #10, #14, #18, #22, #26



In gate

Cross Rail Course A
Classes #11, #15 & 19



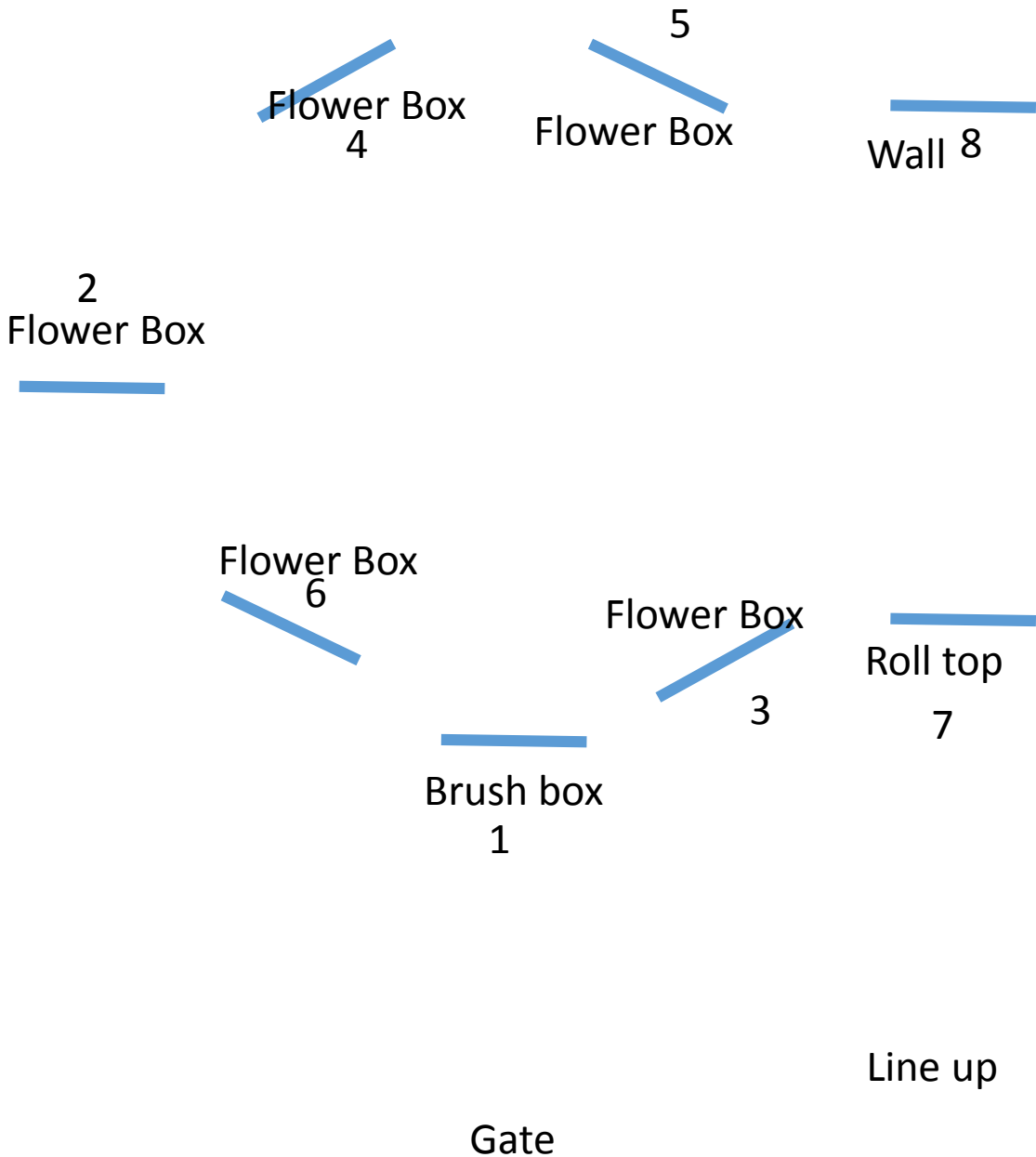
In gate

Gate

coop

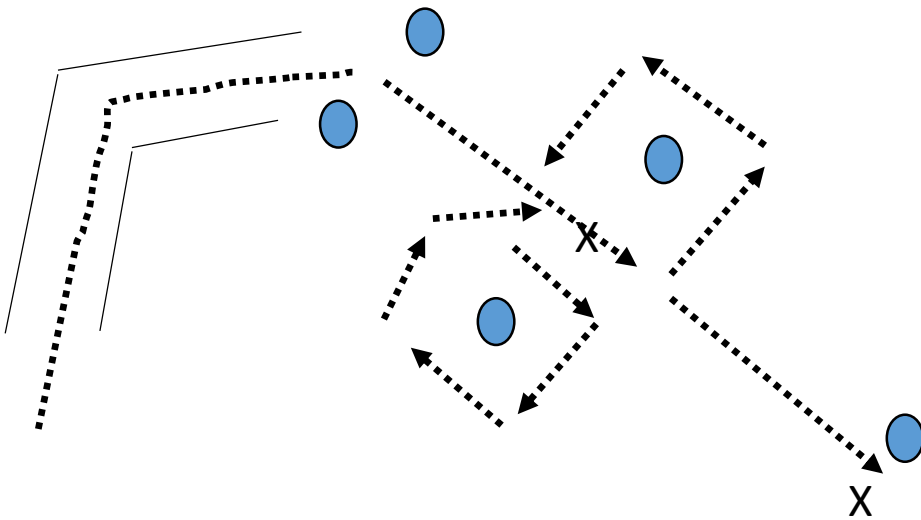
Brick

Williamsport Children's Series
Youth Hunter Course A
Classes #23 & 27



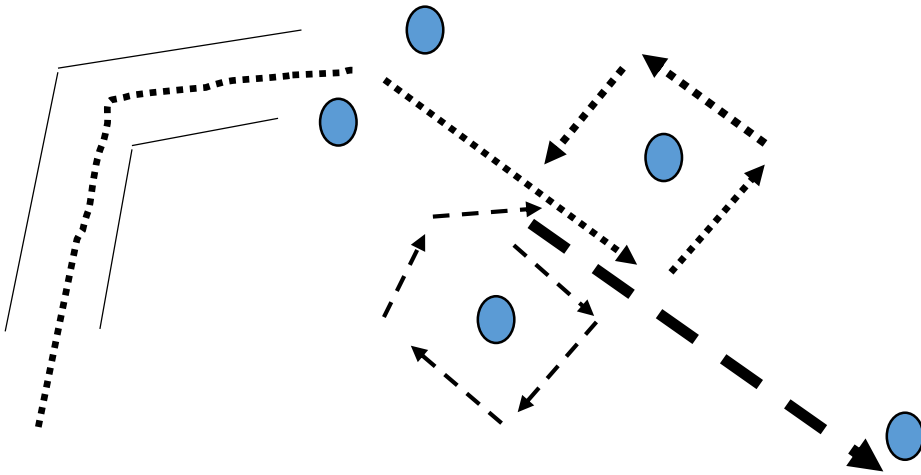
Obstacle /Pattern Classes Walk & Whoa

1. Enter at dog leg and cones at a walk
2. Halt between cones 3 seconds
3. Walk first part of figure 8 to the left
4. Return to between the cones
5. Halt 3 seconds
6. Complete other half of figure 8 at a walk
7. Walk to last cone halt wave to the Judge. Exit pattern.



Obstacle /Pattern Classes Walk Trot

1. Enter at dog leg and cones at a walk
2. Walk first part of figure 8 to the left
3. Trot other half of figure 8
4. Extended Trot to last cone take place on the rail.



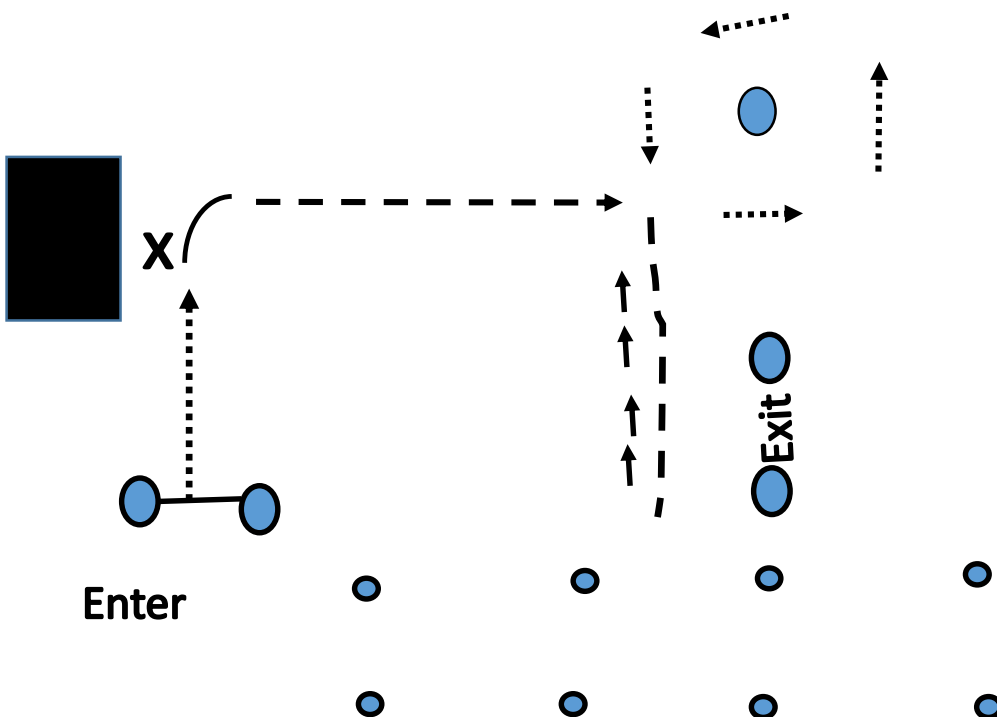
Showmanship – All divisions

Open until noon

Please social distance at the markers

Report to Judge:

1. Your class Number
2. Class name
3. Your Back Number
4. Enter at rail and cones at a walk
5. Halt at X for inspection turn 90 degrees
6. Trot to marker a circle around the marker at a walk.
7. Trot and back 4 steps and trot out through cones.

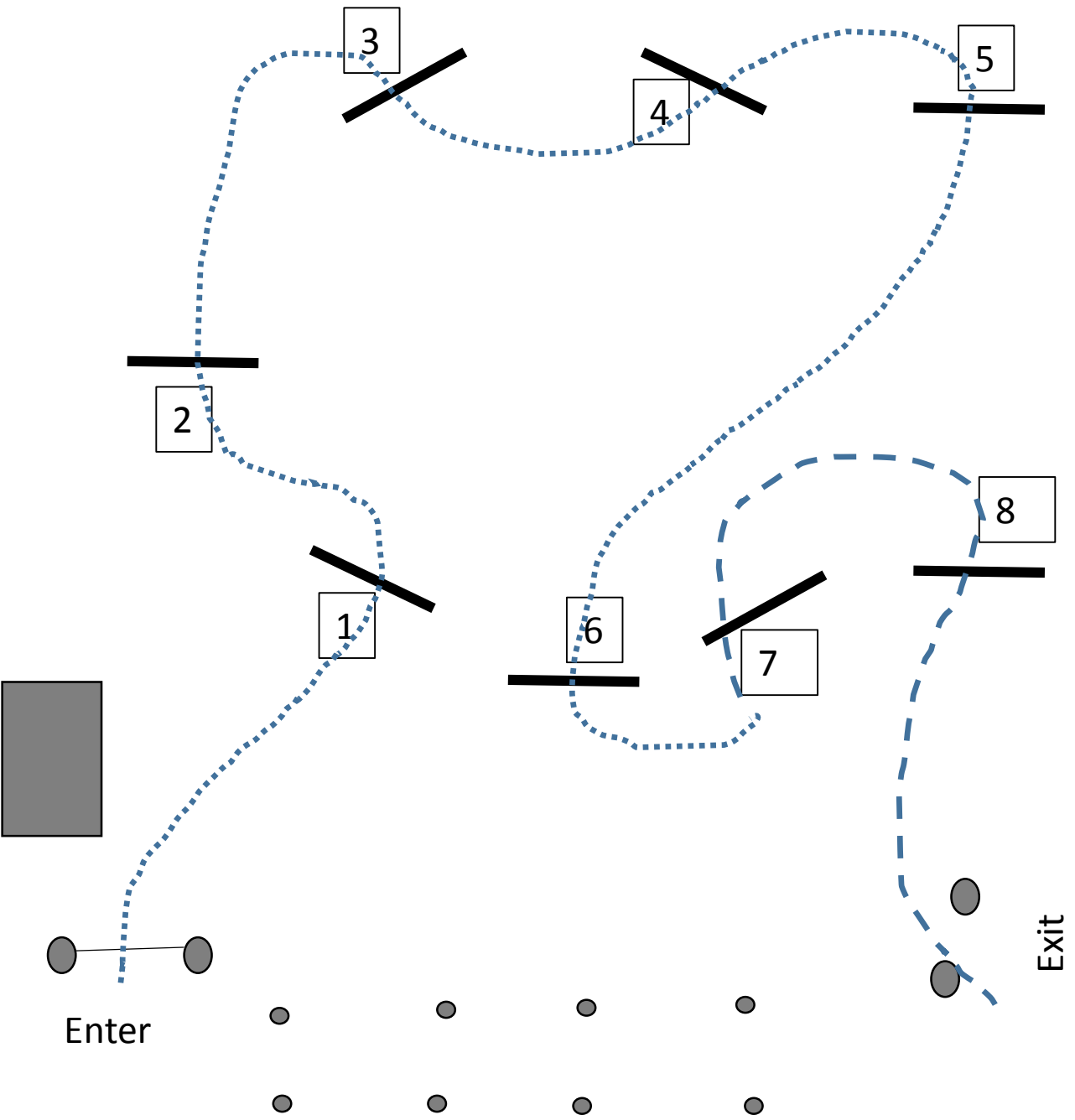


In Hand & Mounted Ground Poles Leadline & Therapeutic

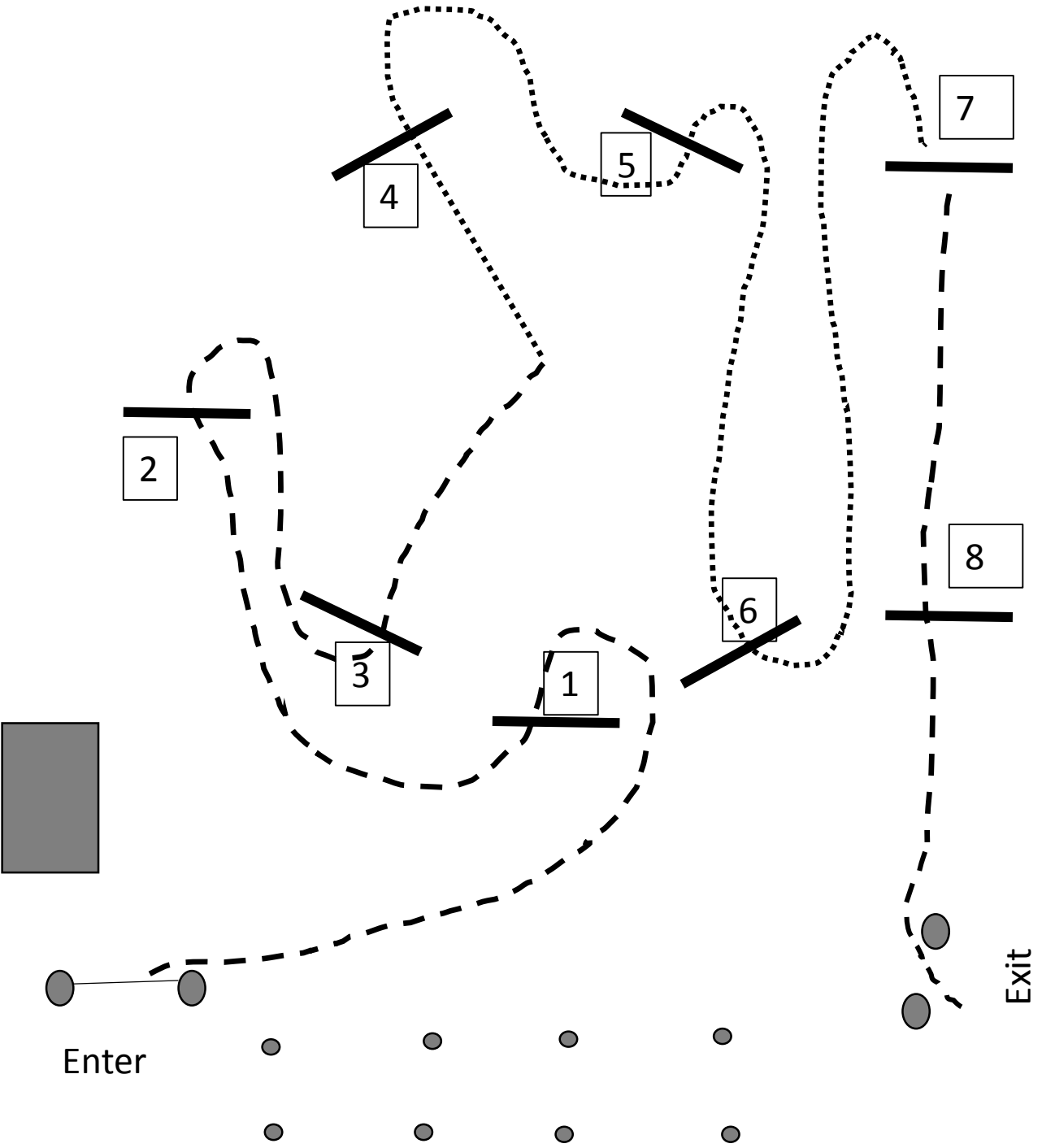
Enter at walk

Walk 1-6

Trot 7 & 8 to Exit



In Hand & Mounted Ground Poles
10 & Under, Junior Youth & Senior Youth

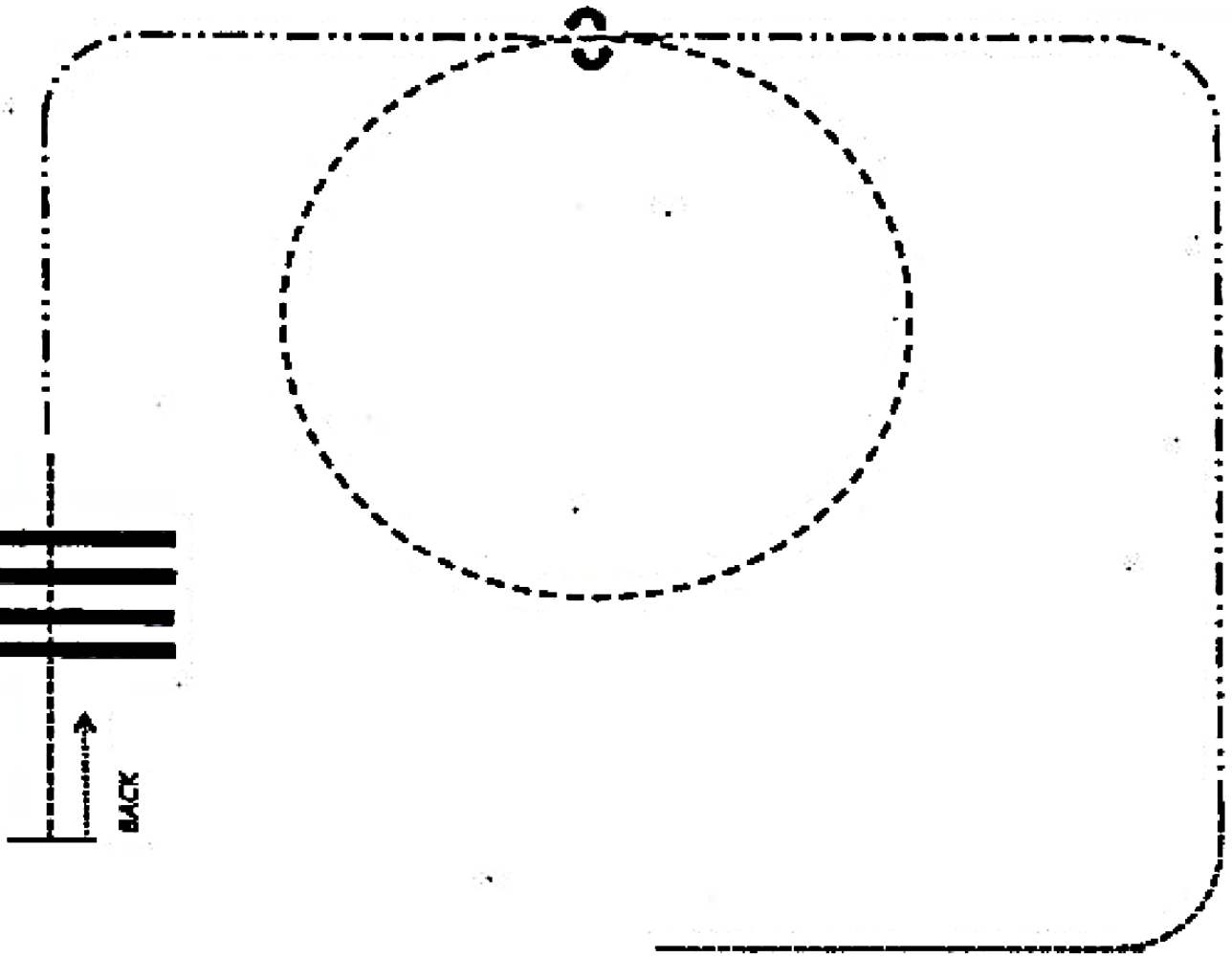




RANCH RIDING WALK TROT

Pattern #1

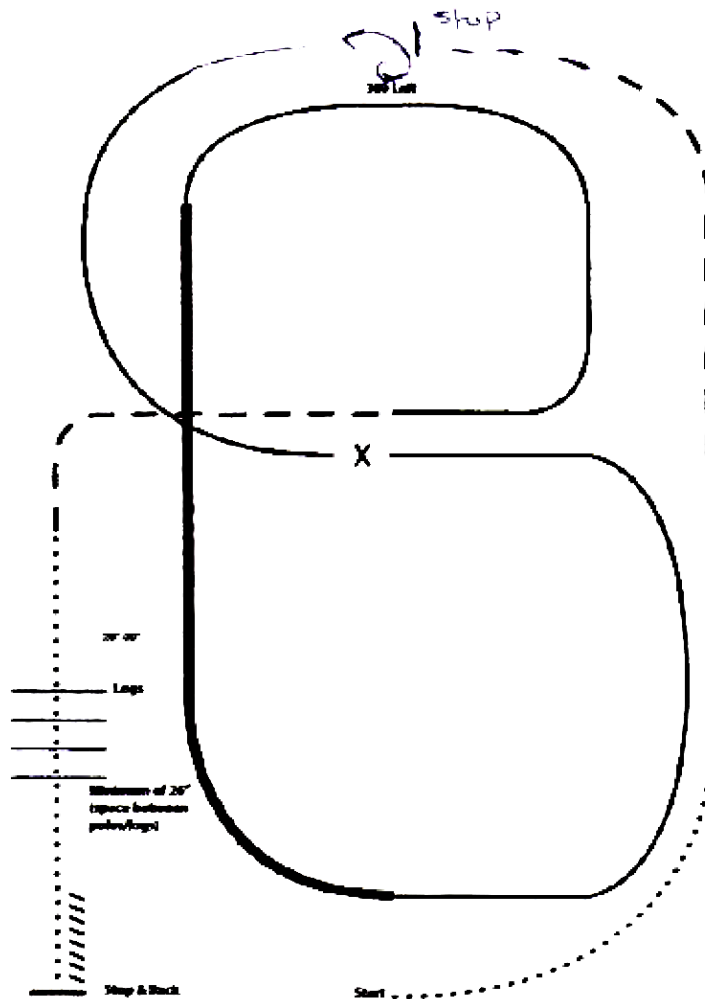
WALK	-----
TROT	- - - - -
EXT TROT	· · · · ·



START

1. WALK
2. EXT. TROT 1/2 way up the ARENA
3. TURN LEFT EXT. TROT to Center of ARENA
4. TROT CIRCLE to LEFT
5. 360 TURN RIGHT
6. 360 TURN LEFT
7. EXT. TROT
8. WALK over RAILS
9. STOP / BACK 1 Horse Length

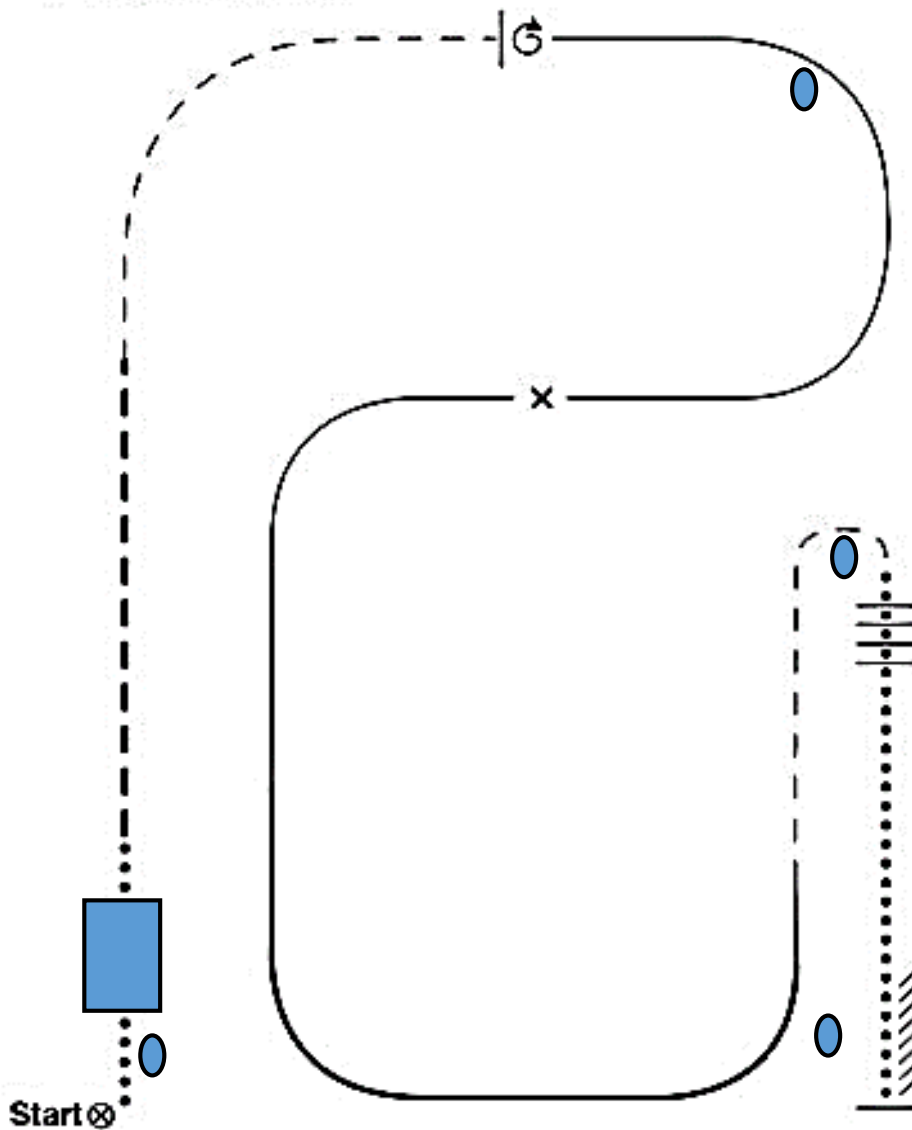
Ranch Riding Walk Trot Lope ECRRA



- X Lead Change
- - - Walk
- - - Trot
- — — Ext Trot
- Lope
- Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

Ranch Horse Trail



1. Walk over bridge
2. Extended trot
3. Trot
4. Stop, 360 right
5. Lope right lead
6. Change leads
7. Lope left lead
8. Extended lope, collect
9. Trot
10. Walk over logs
11. Walk
12. Stop and back