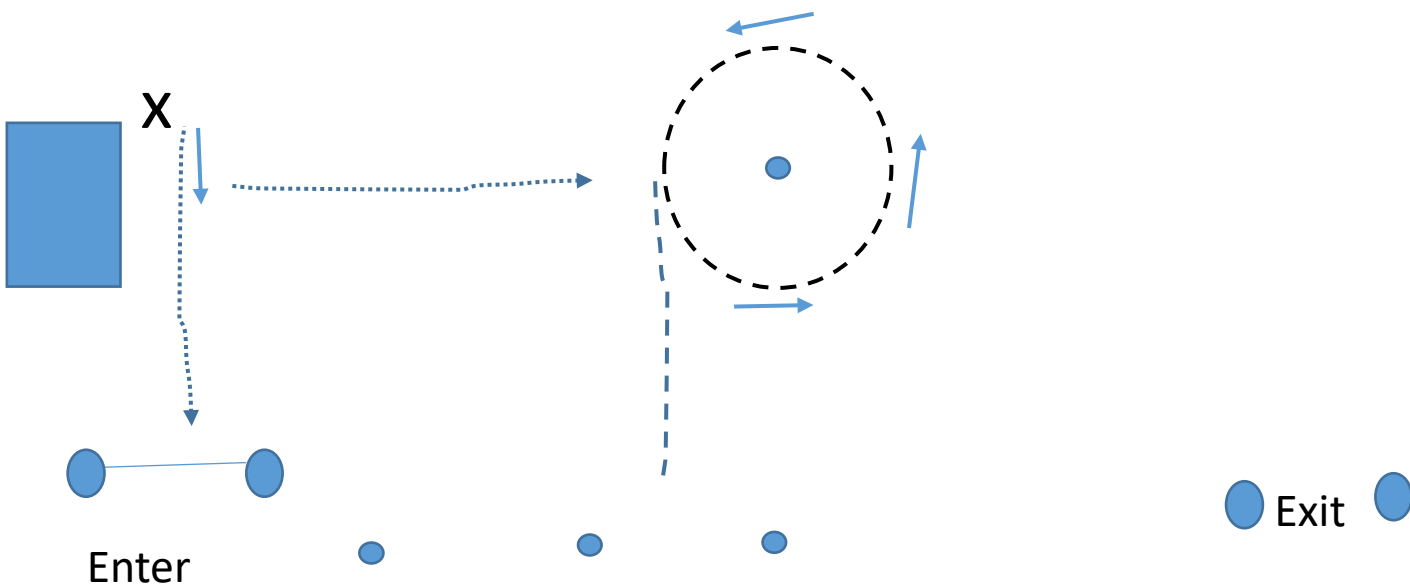


Showmanship – All divisions

Open until noon

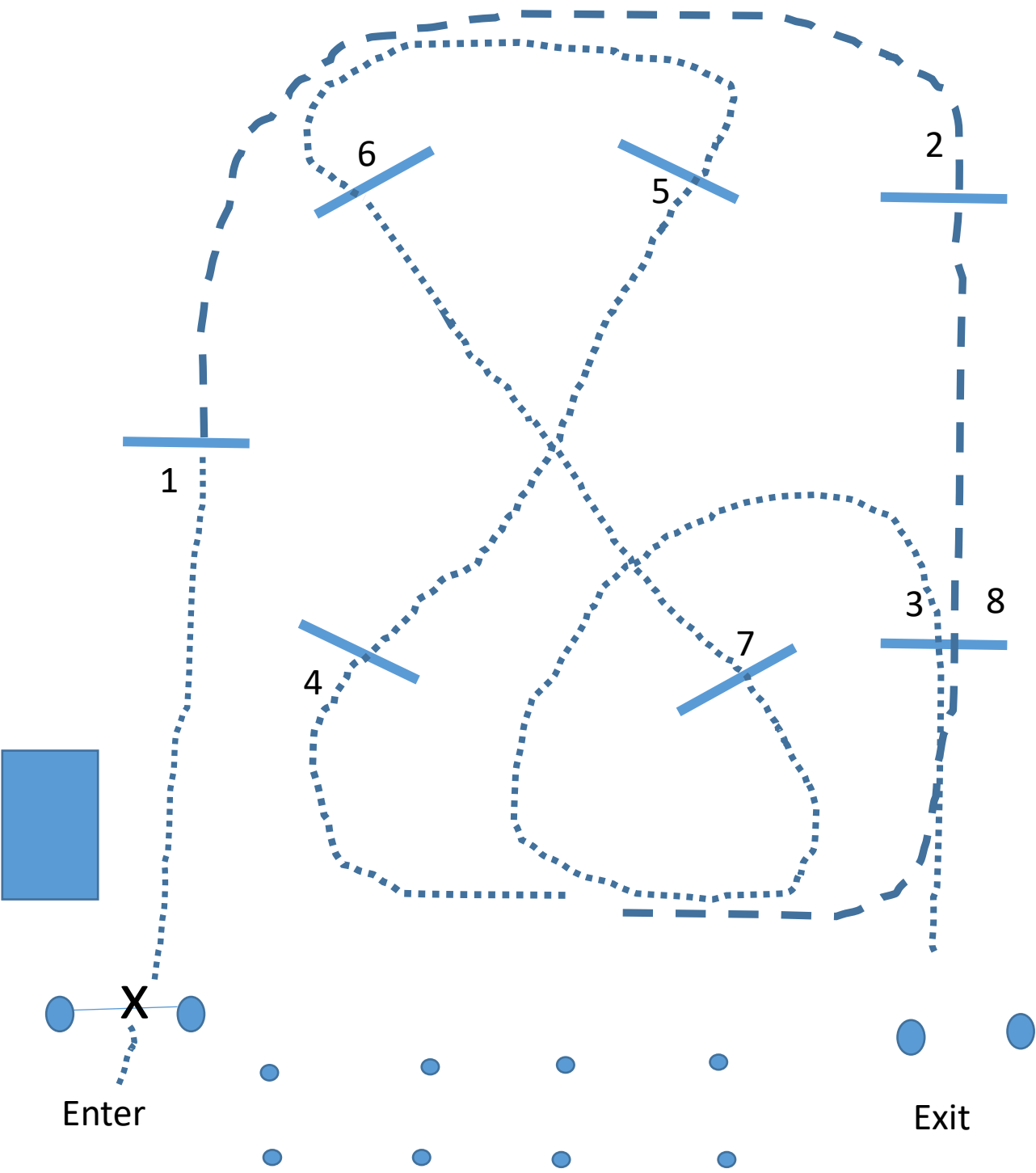
Report to Judge:

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 back 4 steps
6. Walk straight to the cone
7. Trot a circle around the cone counterclockwise.
8. Exit at a trot.

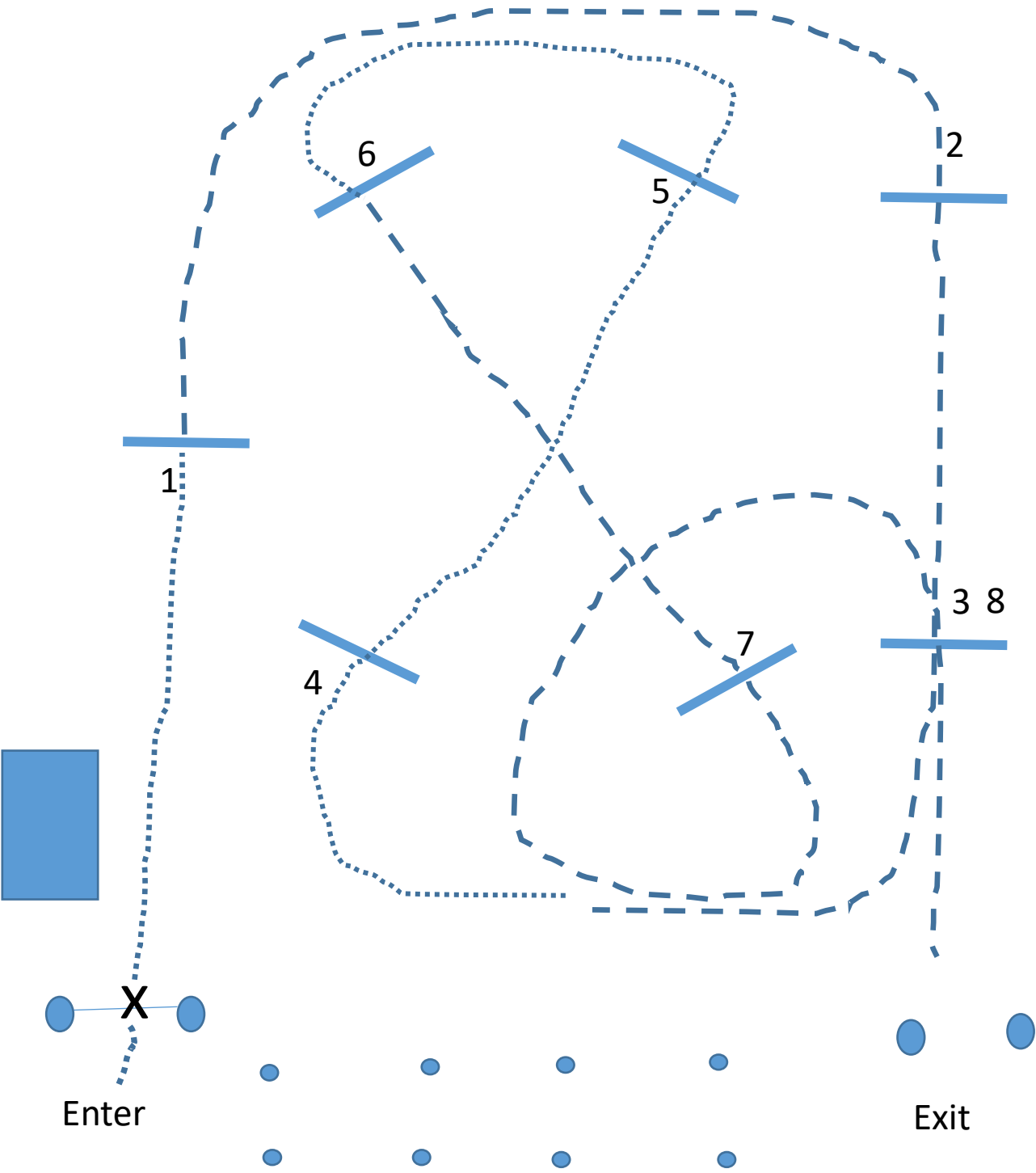


In-Hand Ground Poles

10 & Under, Jr. Youth, Sr. Youth, Adult,
Leadline (Walk Only)

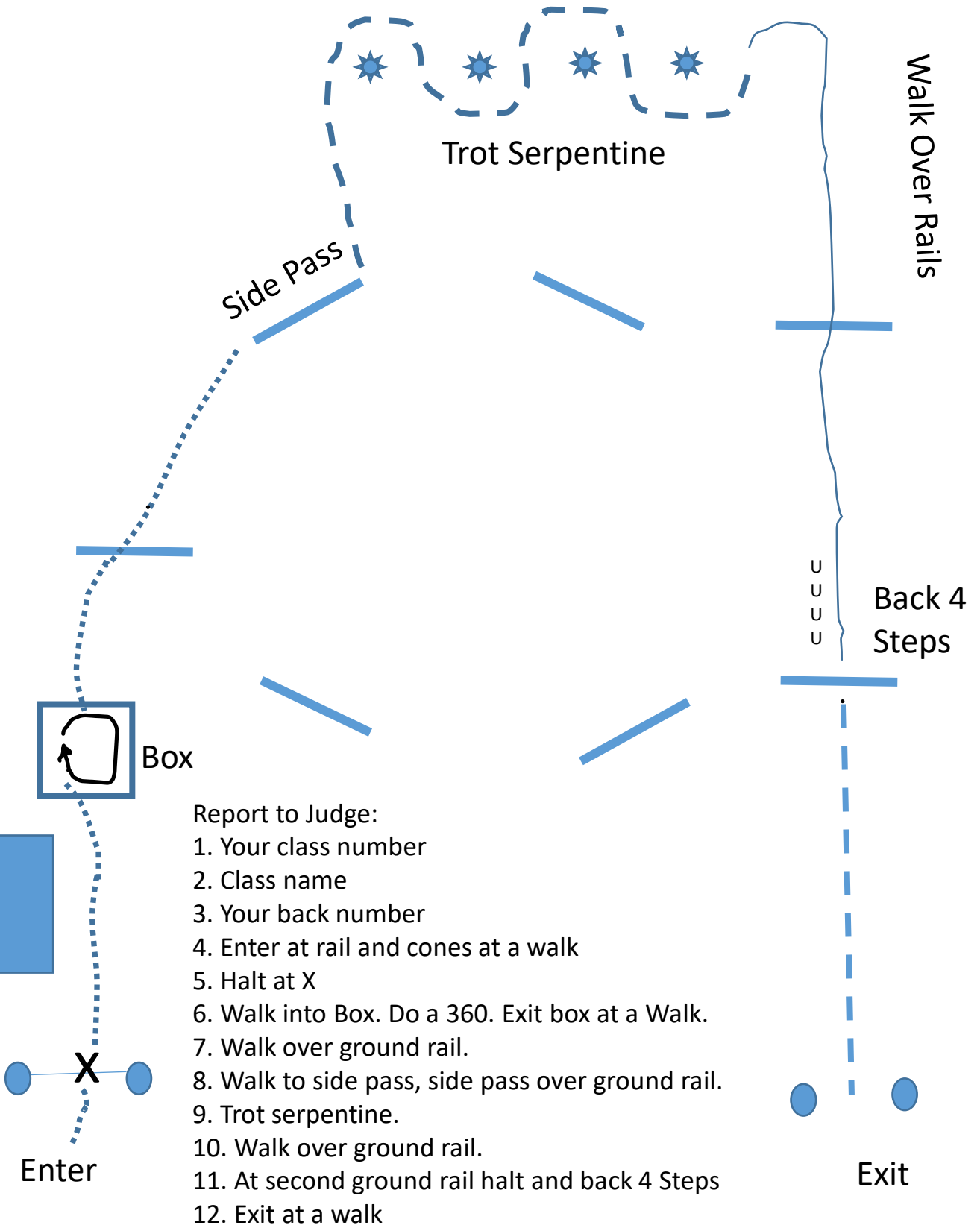


Mounted Ground Poles
10 & Under, Jr. Youth, Sr. Youth, Adult,
Leadline (Walk Only)



Miniature Horse Trail – All divisions

Open until noon



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
6. Walk into Box. Do a 360. Exit box at a Walk.
7. Walk over ground rail.
8. Walk to side pass, side pass over ground rail.
9. Trot serpentine.
10. Walk over ground rail.
11. At second ground rail halt and back 4 Steps
12. Exit at a walk

Miniature Horse Jumping Course A

If course A is jumped cleanly proceed to course C

Pool Noodle Jump
2

5

Broom head Jump
4

3
Brush box Jump


Frisbee Jump
6

7
1
Timers

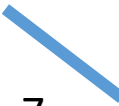
Miniature Horse Jumping Course B

If course B is jumped cleanly proceed to course C


5
Pool Noodle Jump

A blue diagonal line representing a jump obstacle.

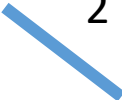
7

A blue diagonal line representing a jump obstacle.


Broom head Jump
4

A horizontal blue line representing a jump obstacle.


2
6

A blue diagonal line representing a jump obstacle.

Frisbee Jump
3

A horizontal blue line representing a jump obstacle.

8
Brush box Jump

A horizontal blue line representing a jump obstacle, flanked by two blue circles with a cross inside.

Timers

1

Miniature Horse Jumping Course C Jump Off

Pool Noodle Jump
4

2

3

Broom head Jump

5

6

Frisbee Jump

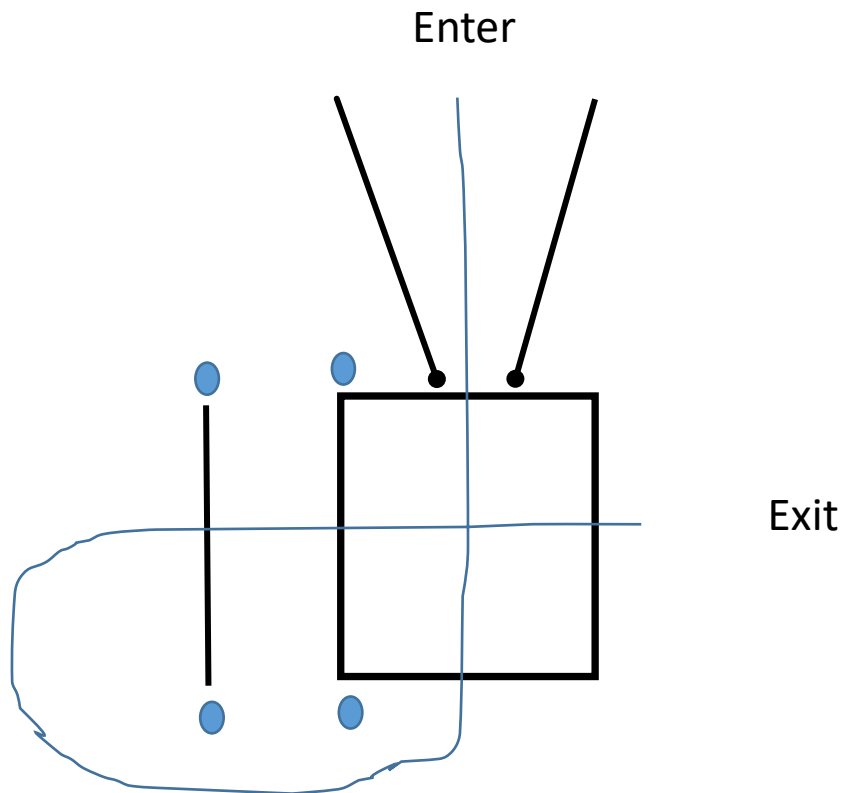
7
Brush box Jump
1

Timers

Obstacle /Pattern Class

Walk & Whoa

Class #7

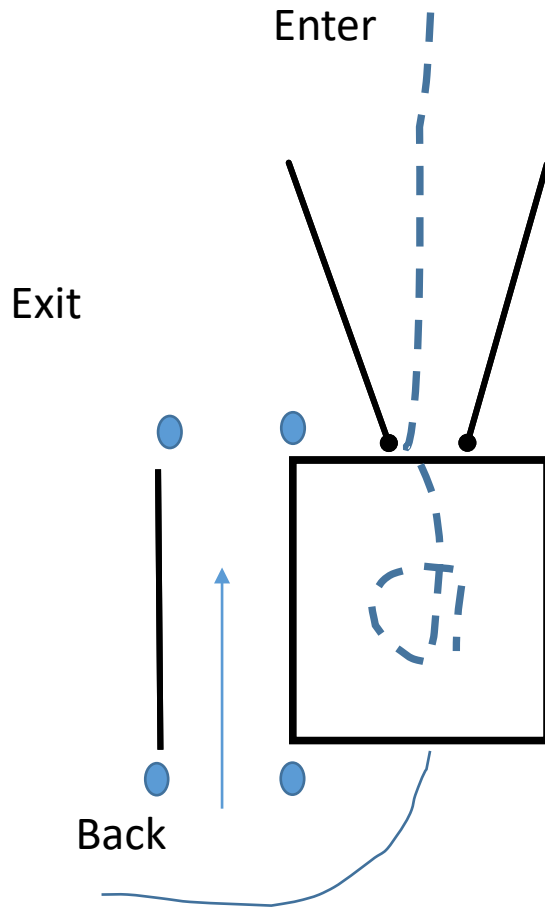


- Walk through rails
- Walk over first 2 rails
- Halt before 3rd rail
- Walk into and through Box and exit pattern

Obstacle /Pattern Class

Walk / Trot / Canter / Lope

Class # 43



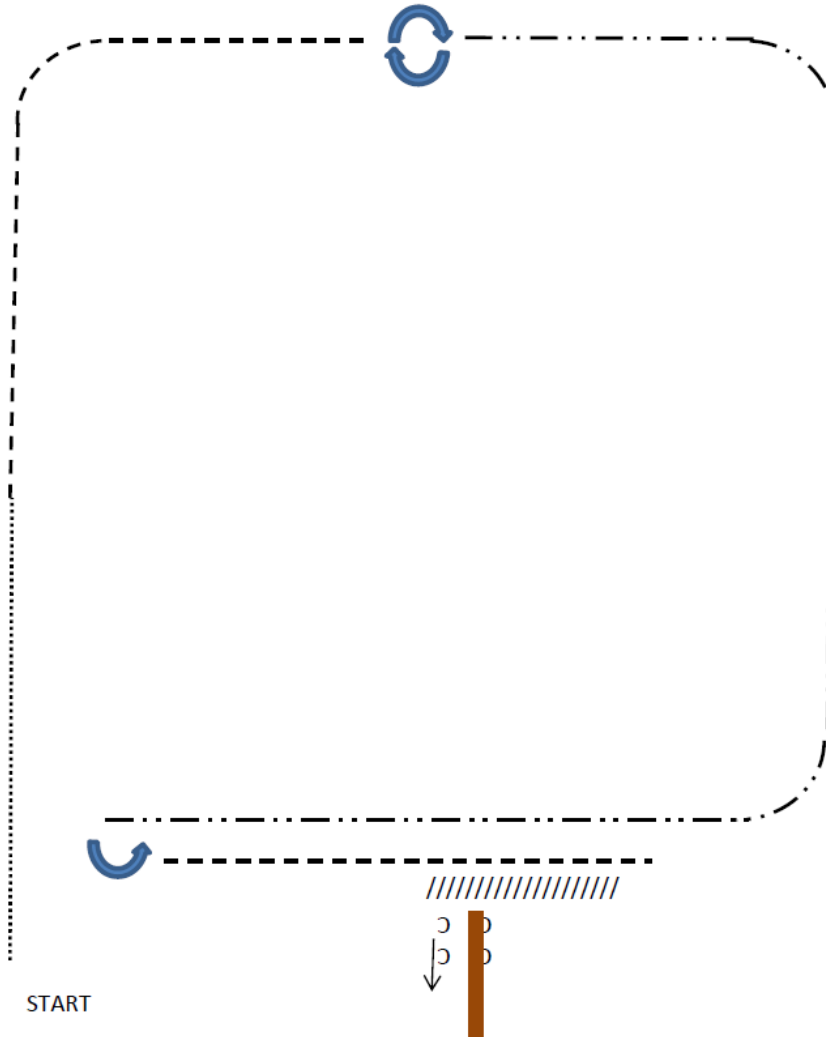
- Trot through V rails into box
- Turn 360 Degrees to the right
- Lope right lead out of the Box
- Back between single rail and box exit pattern

Ranch Horse Pattern Walk Trot

Class #47 & #52



RANCH RIDING
Pattern # 3
 WALK TROT



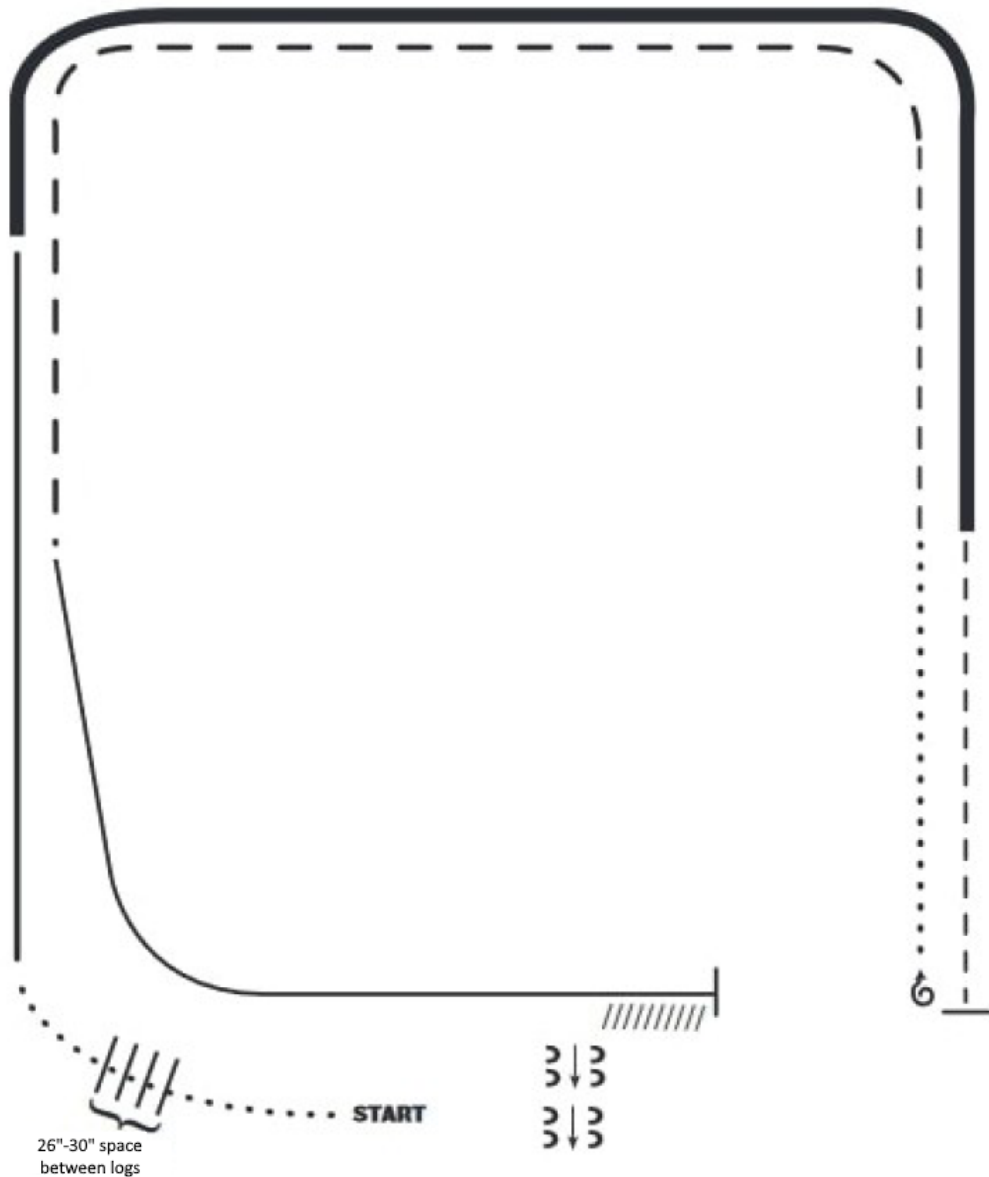
USE ONLY 1/2 of Arena

- | | |
|------------------|--------------------------|
| 1. Walk | 5. Stop, 180 Left |
| 2. Trot | 6. Trot, past center |
| 3. 360 Right | 7. Stop & Back to center |
| 4. Extended Trot | 8. Side Pass Rail Right |

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

Ranch Horse Pattern Walk Trot Canter
Class #48 & #53

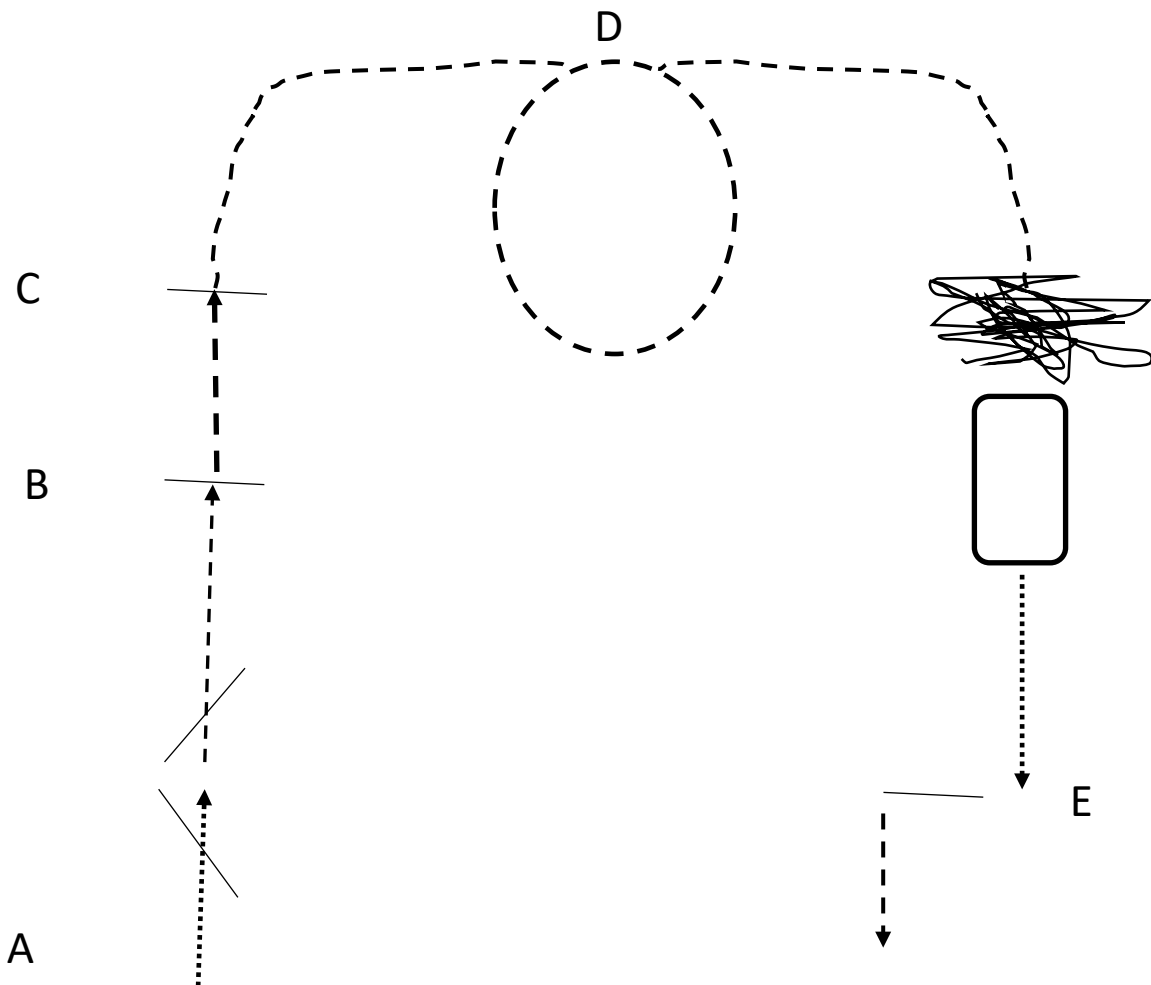
Ranch Riding-Pattern 4



- | | |
|-------------------------------|---------------------|
| 1. Walk | 7. Walk |
| 2. Walk over logs | 8. Trot |
| 3. Lope right lead | 9. Extended trot |
| 4. Extended lope (right lead) | 10. Lope left lead |
| 5. Trot | 11. Stop and Back |
| 6. Stop, 1 1/2 turns right | 12. Side pass right |

Ranch Horse Trail

Class 54



1. Walk from A over first log.
2. Pick up Jog before second log.
3. At B Extend the trot over the third and fourth log
4. Circle at D continue to Brush
5. Walk through brush and over Bridge.
6. Side Pass at E and trot to Exit.