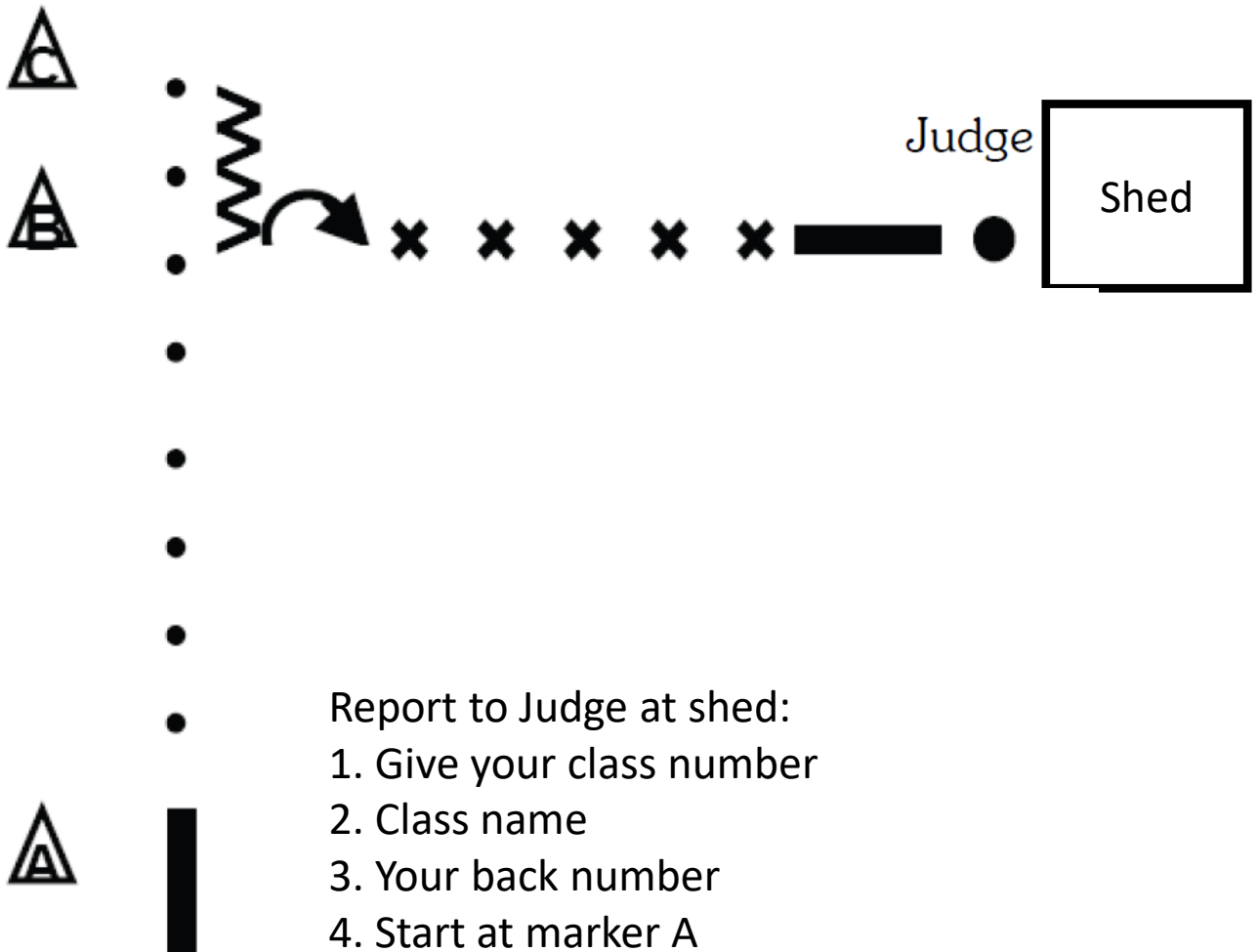


Showmanship – All divisions

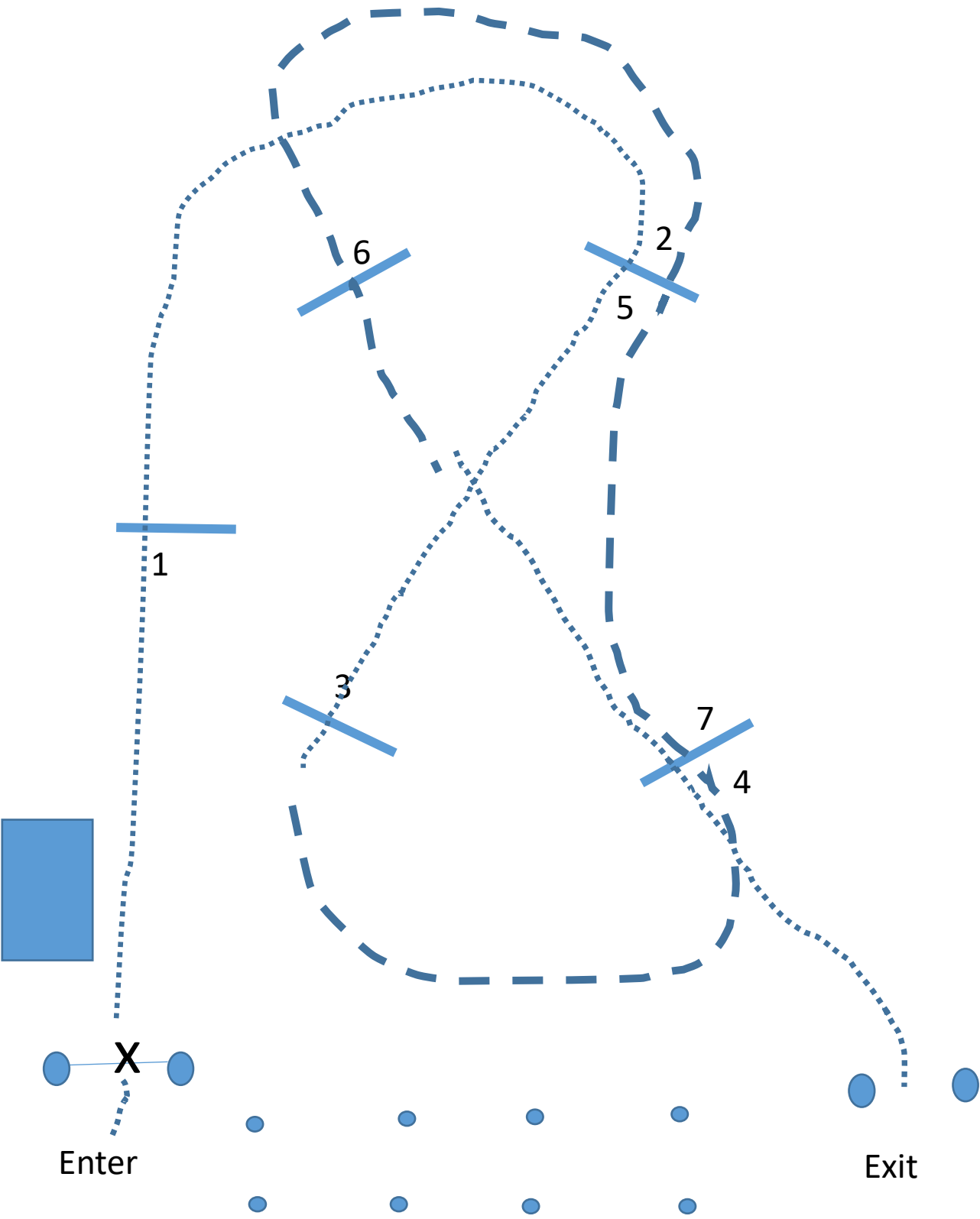
Open until noon



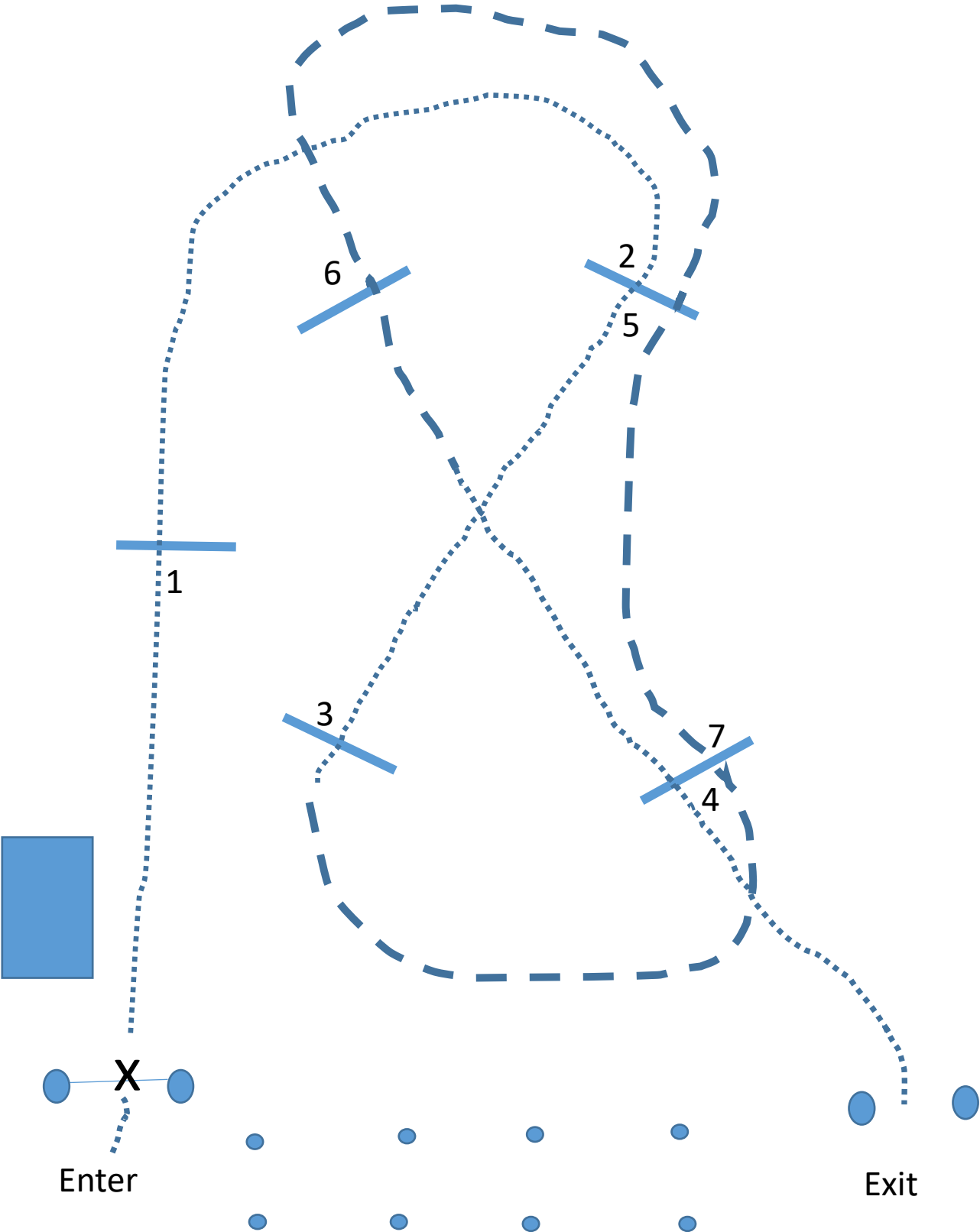
Report to Judge at shed:

1. Give your class number
2. Class name
3. Your back number
4. Start at marker A
5. Trot to C
6. Back to B
7. Perform a 90-degree turn walk to Judge
8. Set up for inspection
9. Exit at a walk when dismissed

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

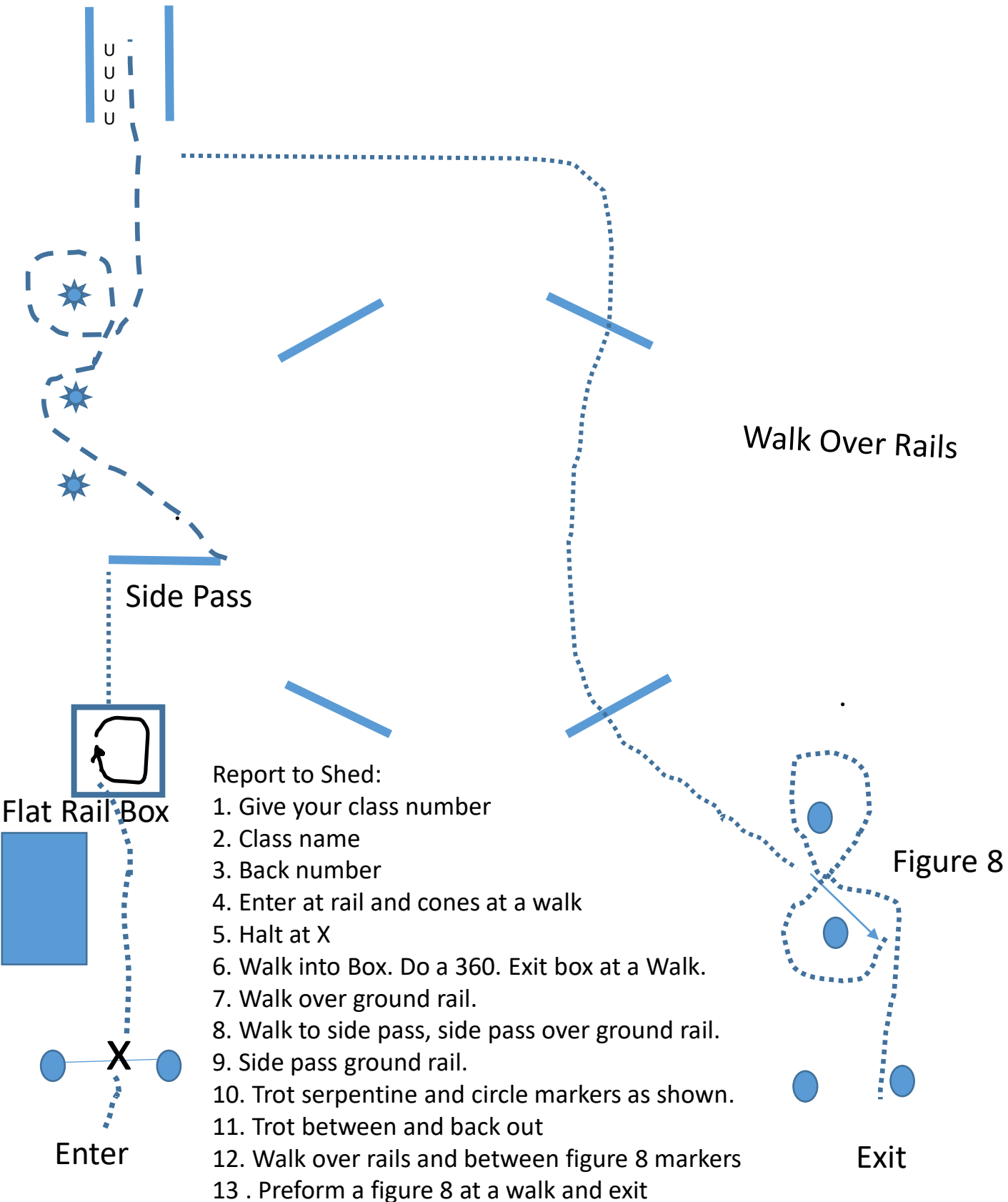


Mounted Ground Poles 10 & Under, Jr. Youth, Sr. Youth, Adult, Leadline (Walk Only)



Miniature Horse Trail – All divisions

Open until noon



Miniature Horse Jumping Course A

If course A is jumped cleanly proceed to course C

Pool Noodle Jump
2

3

Broom head Jump
6

4

Frisbee Jump
5

7
Brush box Jump
1

Timers

Miniature Horse Jumping Course B

If course B is jumped cleanly proceed to course C

Pool Noodle Jump
3

6

4

Broom head Jump

2

Frisbee Jump
5

7
Brush box Jump




Timers

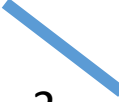
1

Miniature Horse Jumping Course C Jump Off


3
Pool Noodle Jump

A blue diagonal line representing a pool noodle jump obstacle.

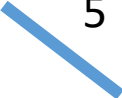
2

A blue diagonal line representing a broom head jump obstacle.

Broom head Jump
4

A blue horizontal line representing a broom head jump obstacle.




5

A blue diagonal line representing a frisbee jump obstacle.

Frisbee Jump
6

A blue horizontal line representing a frisbee jump obstacle.

7
Brush box Jump
1

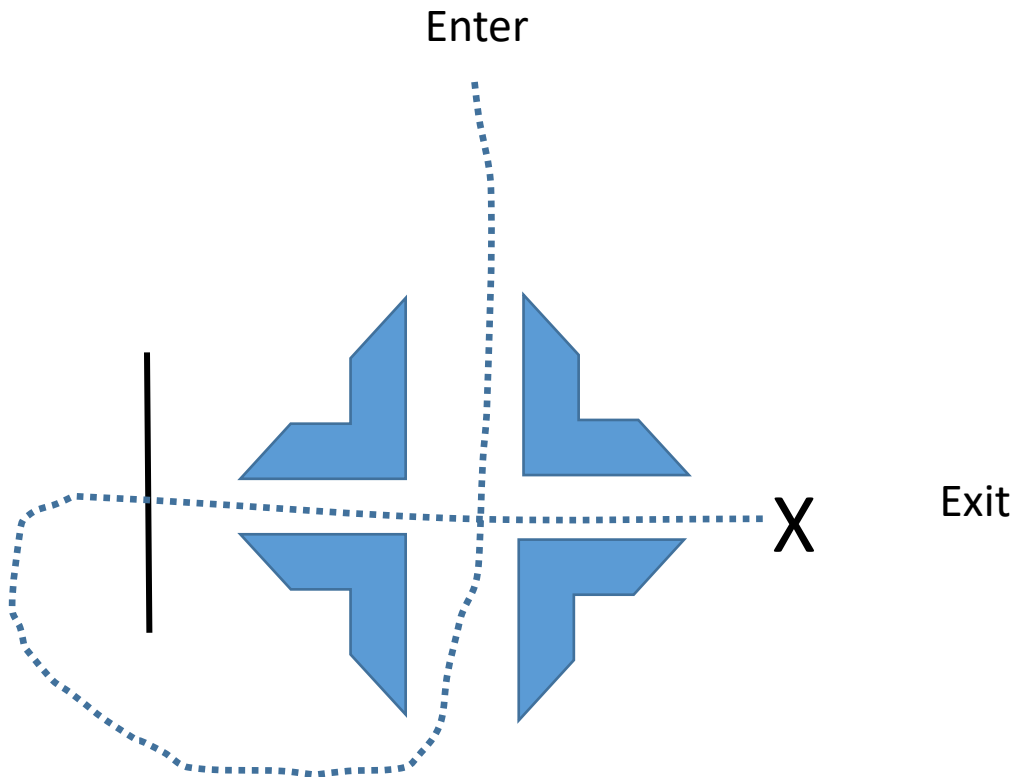
A blue horizontal line representing a brush box jump obstacle.
A blue circle with a crosshair representing a timer.
A blue circle with a crosshair representing a timer.

Timers

Obstacle /Pattern Class

Walk & Whoa

Class #7

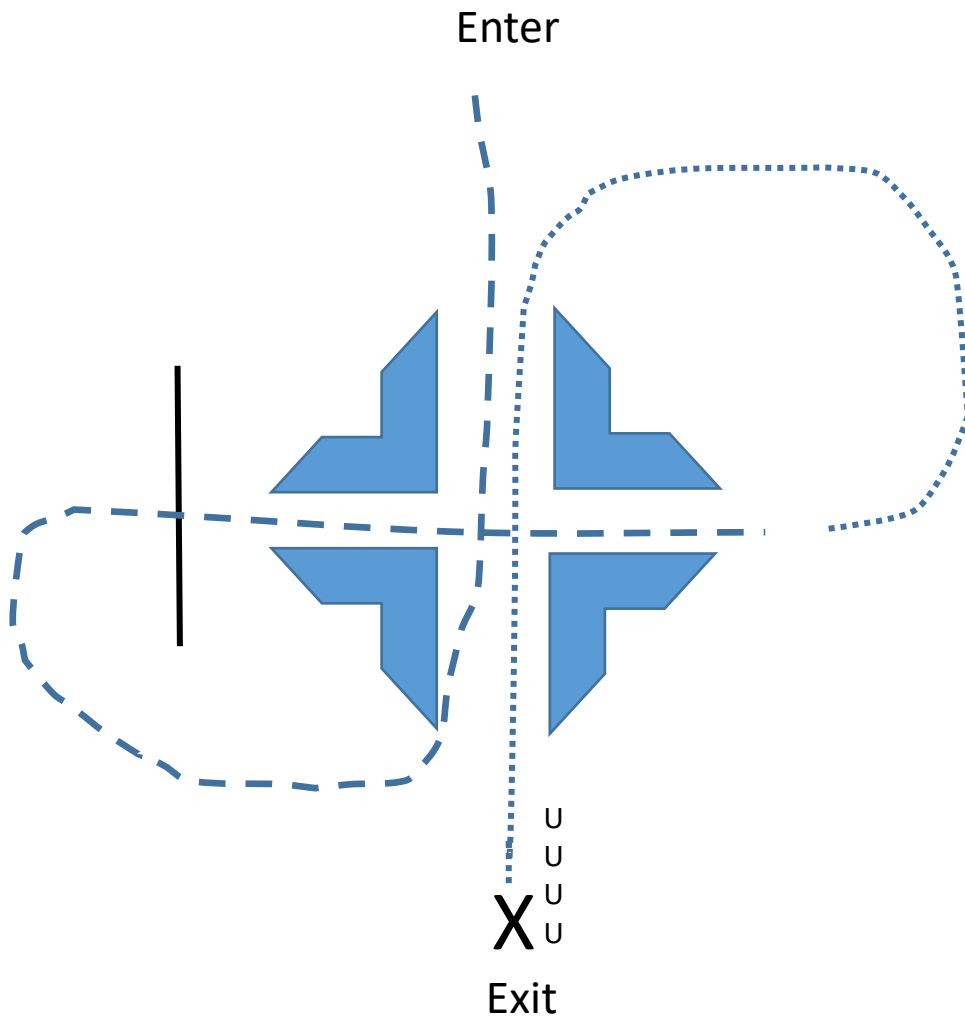


- Walk through turn right
- Walk over rail
- Halt 4 seconds
- Exit pattern at a walk

Obstacle /Pattern Class

Walk / Trot

Class # 11, 15, 19, 23, 27, 31, 35, 39 & 57

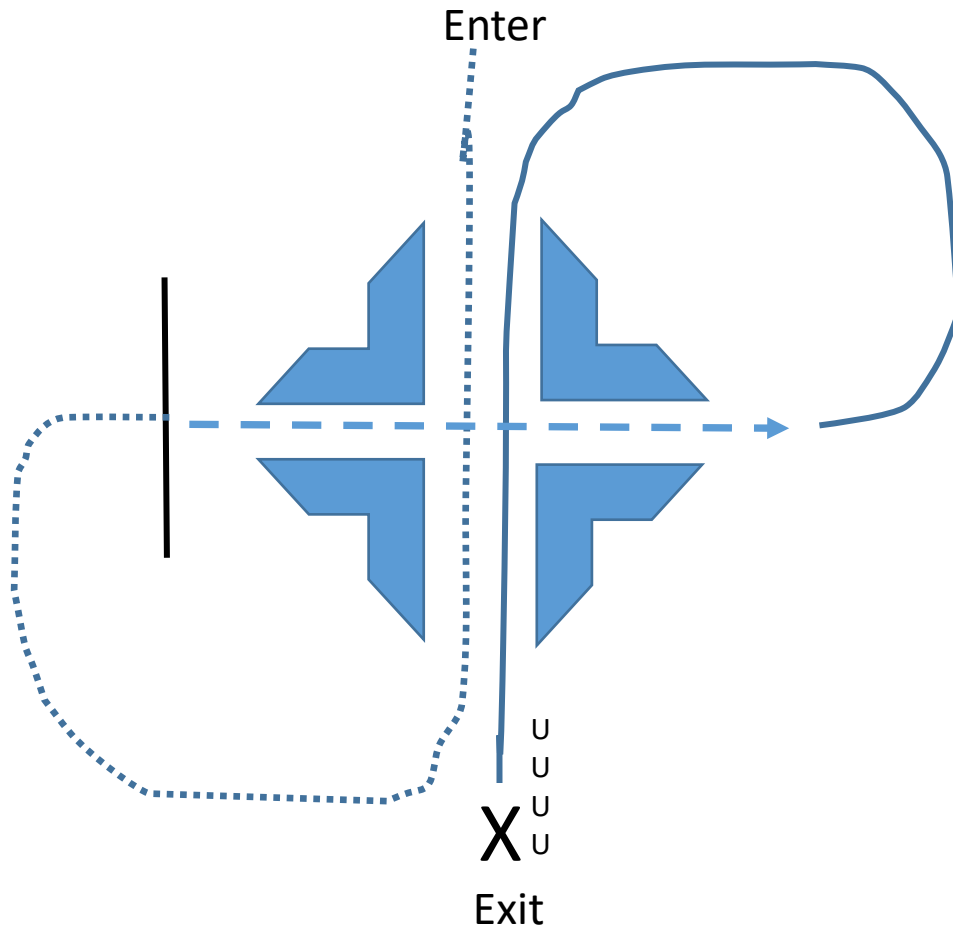


- Trot through turn right
- Trot over rail
- Break to the walk Turn left
- Halt 4 seconds
- Back 4 steps
- Exit pattern at a walk

Obstacle /Pattern Class

Walk / Trot / Canter / Lope

Class # 43



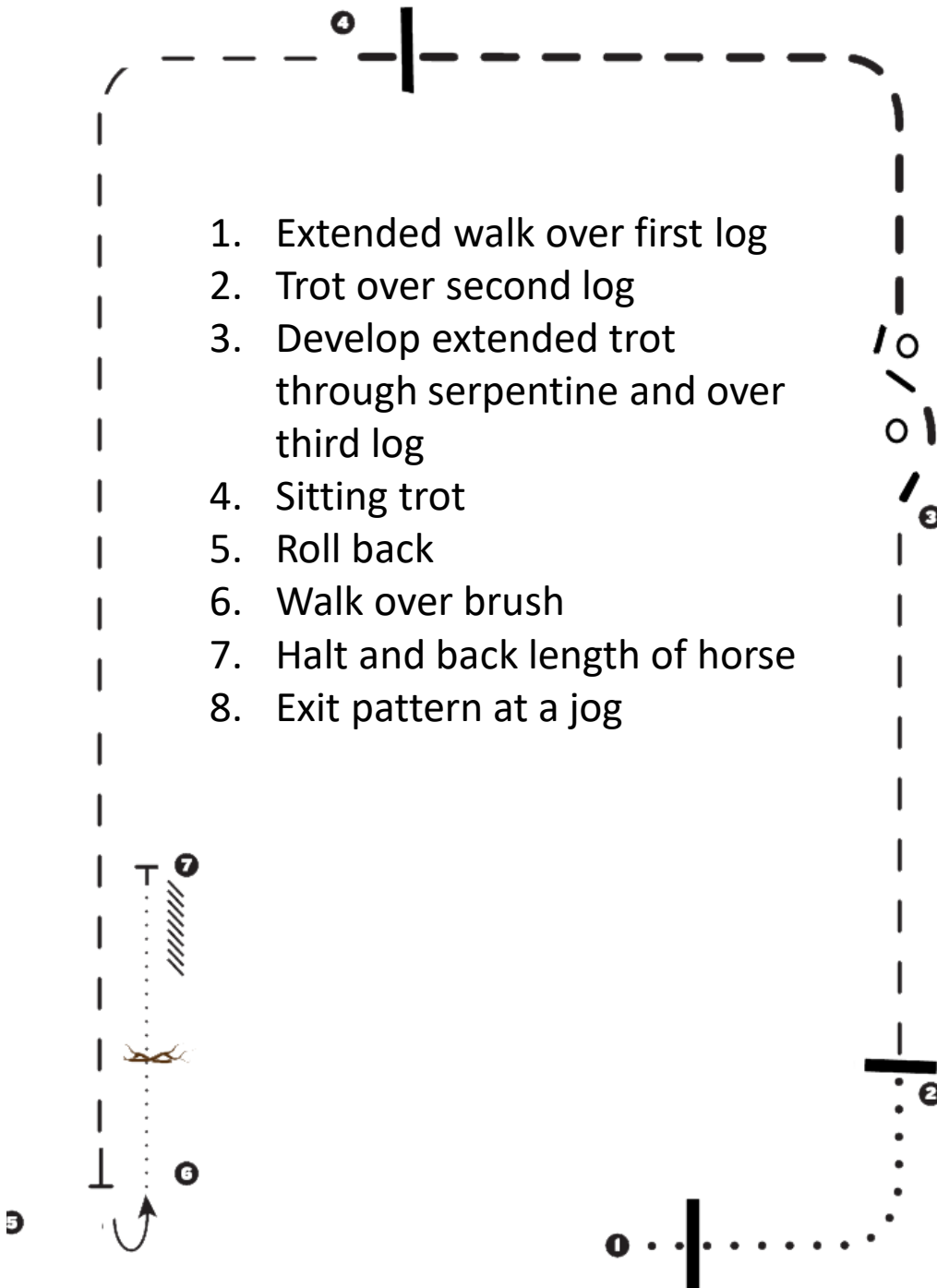
- Walk through obstacle turn right
- Walk over rail
- Trot through obstacle
- Pick up left lead turn left continue left and through obstacle
- Halt 4 seconds
- Back 4 steps
- Exit pattern at a walk

Ranch Horse Pattern Walk Trot Class #47 & #52

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
////	Back
	Brush

1. Extended walk over first log
2. Trot over second log
3. Develop extended trot through serpentine and over third log
4. Sitting trot
5. Roll back
6. Walk over brush
7. Halt and back length of horse
8. Exit pattern at a jog




Ranch Horse Pattern

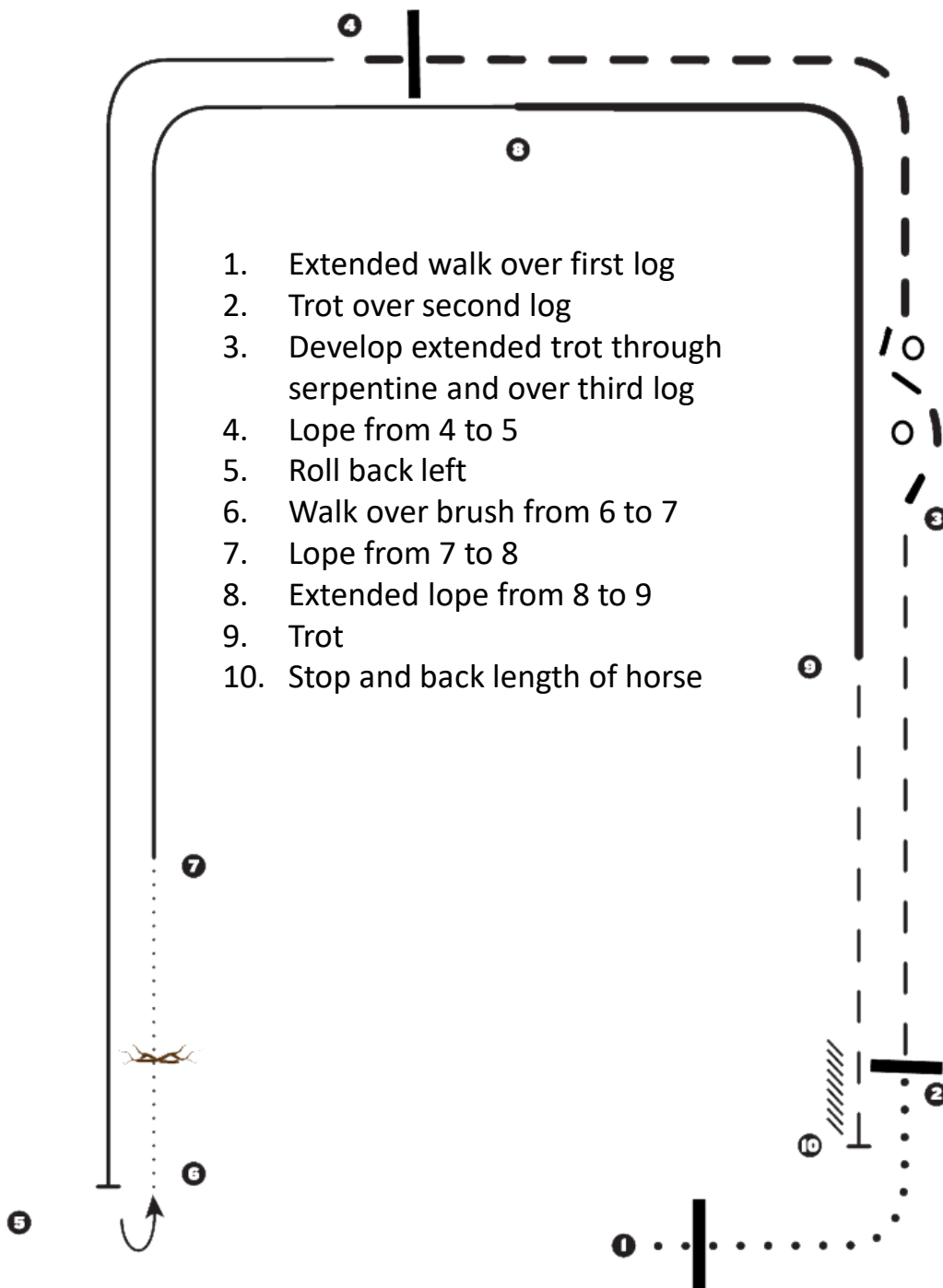
Walk Trot Canter

Class #48 & #53

LEGEND

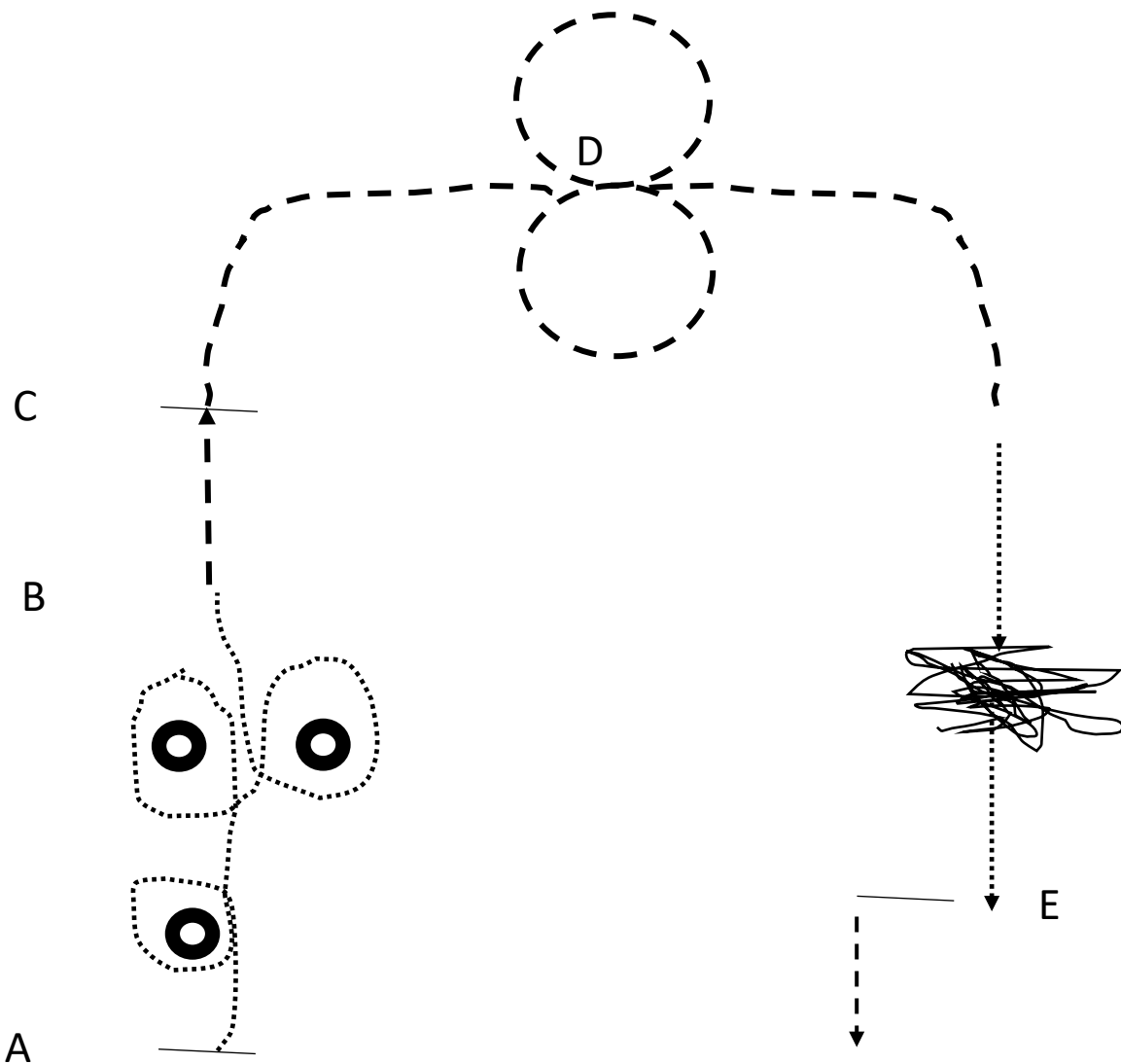
.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
//////	Back
	Brush

1. Extended walk over first log
2. Trot over second log
3. Develop extended trot through serpentine and over third log
4. Lope from 4 to 5
5. Roll back left
6. Walk over brush from 6 to 7
7. Lope from 7 to 8
8. Extended lope from 8 to 9
9. Trot
10. Stop and back length of horse



Ranch Horse Trail

Class 54



1. Walk over log, circle first marker & figure 8 the next two
2. Develop an extended trot between B and C
3. Trot Figure 8 at D.
4. C continue to Brush at the extended trot
5. Walk through brush.
6. Side Pass at E
7. Trot to Exit.