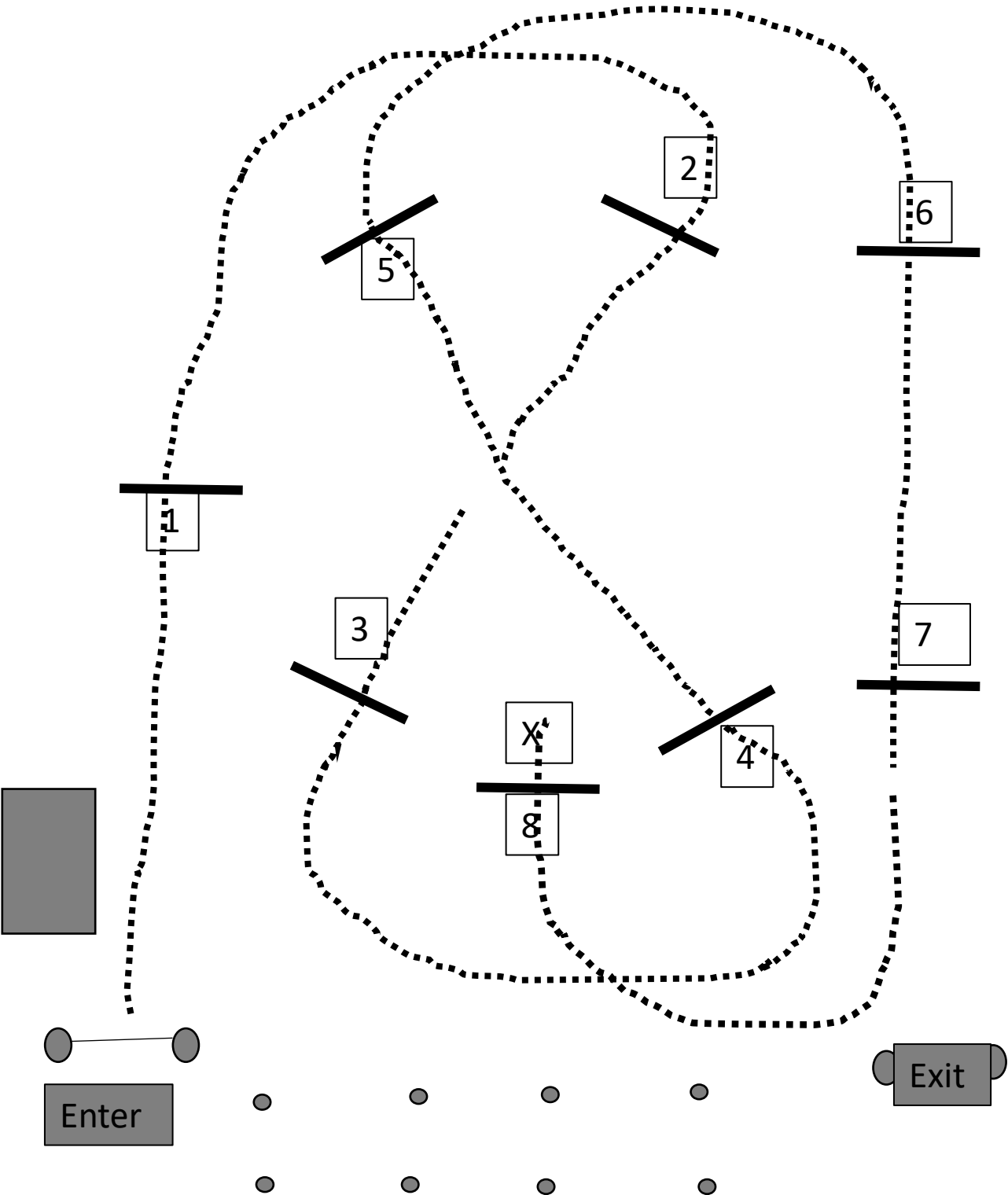
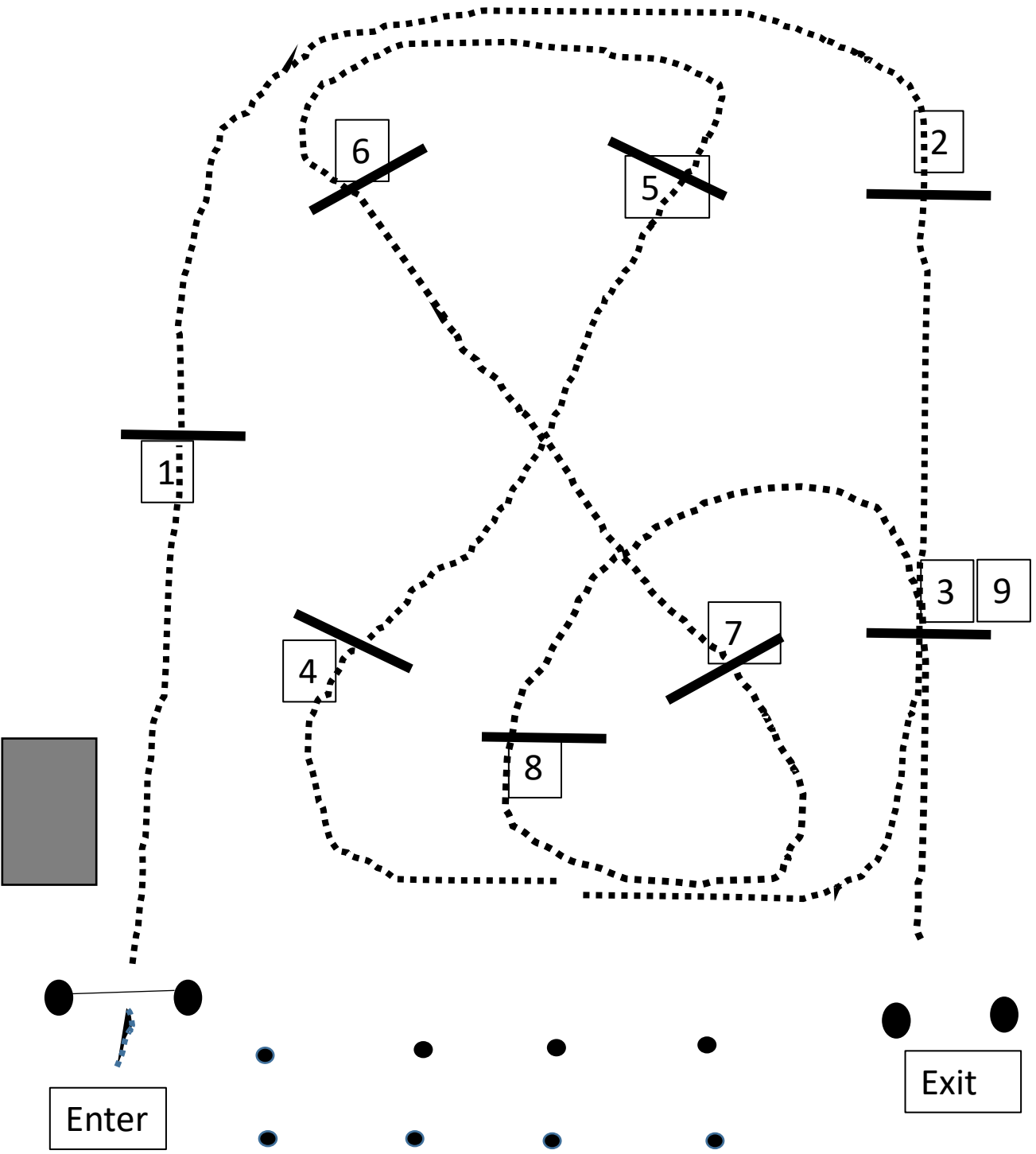


In Hand Ground Poles  
Therapeutic & Lead Line  
Walk only



Mounted Ground Poles  
Therapeutic & Leadline Walk only

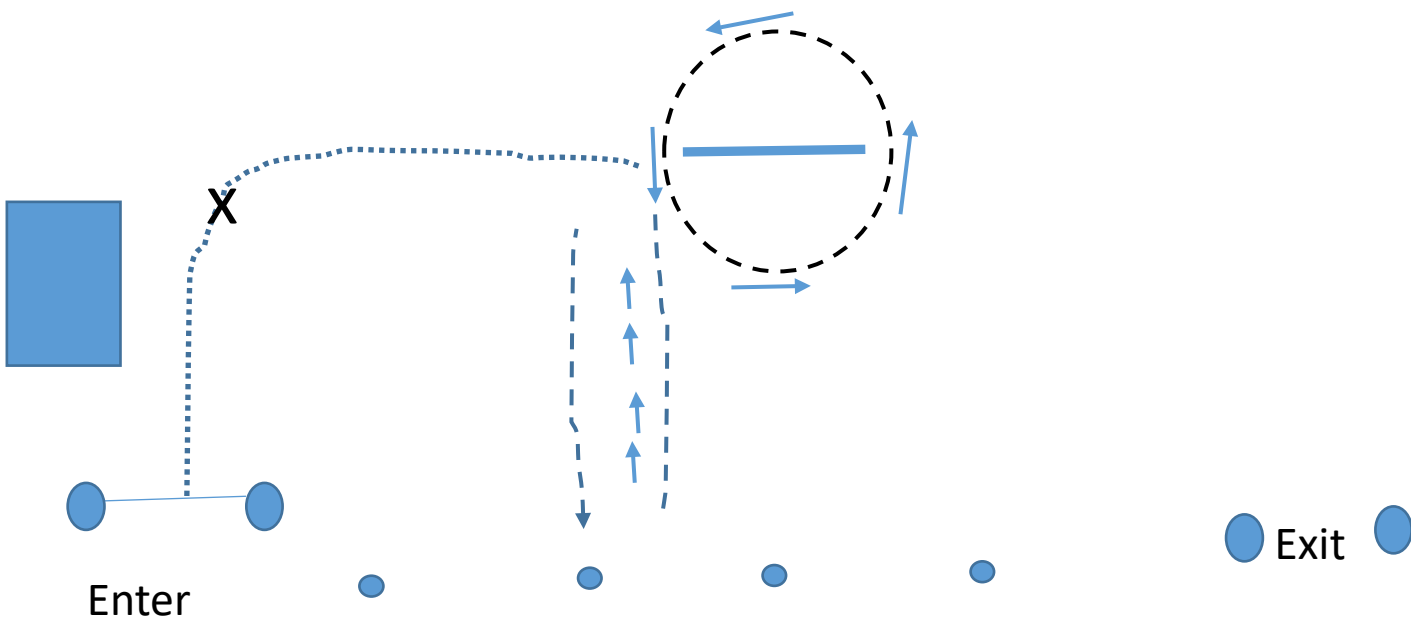


# Showmanship – All divisions

Open until noon

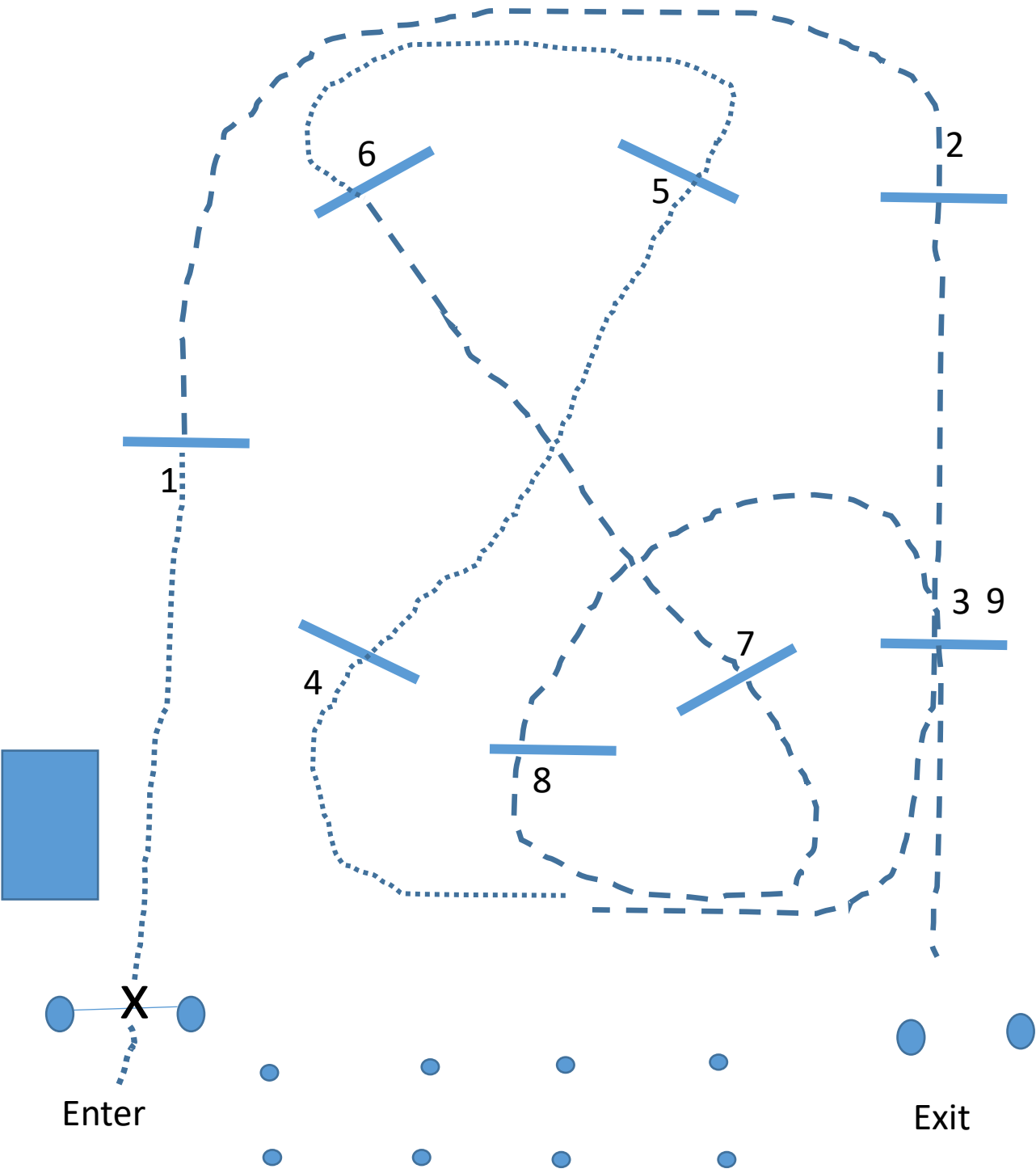
Report to Judge:

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 walk straight to the ground rail
6. Trot a circle around the rail counterclockwise
7. Trot and back 4 steps and exit trot



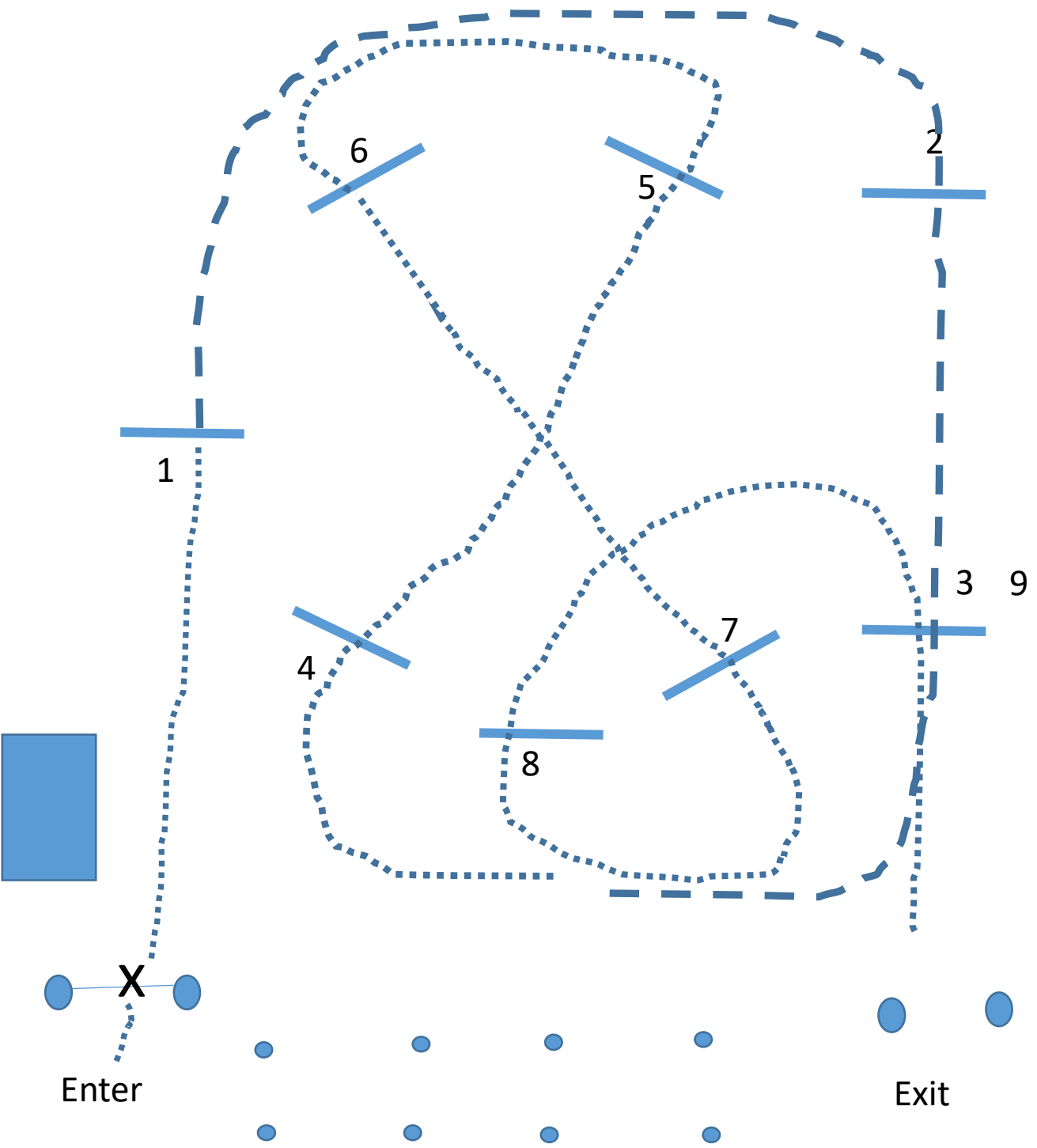
# Mounted Ground Poles

10 & Under, Jr. Youth, Sr. Youth, Adult



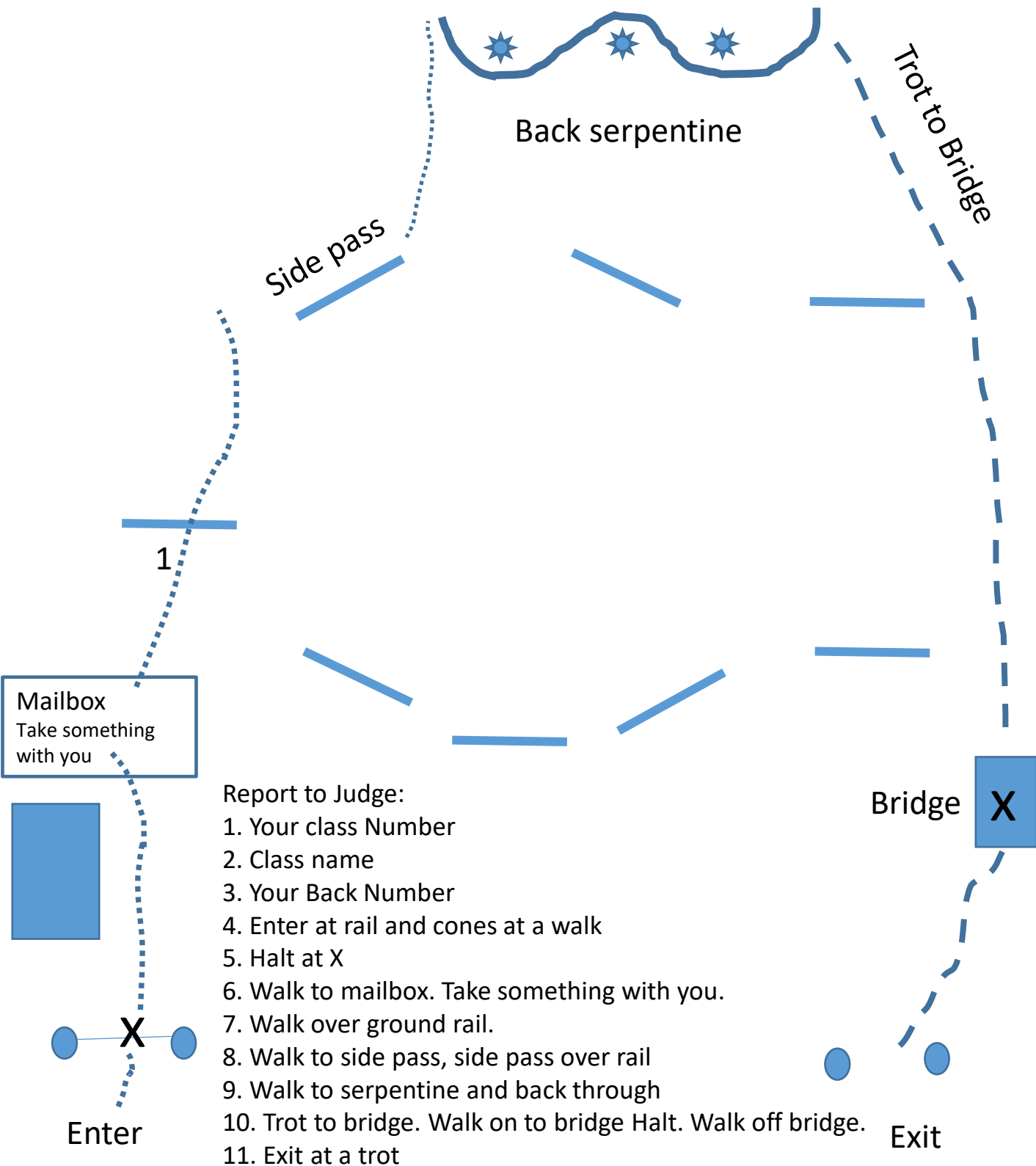
# In-Hand Ground Poles

10 & Under, Jr. Youth, Sr. Youth, Adult



# 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  
3

5

6

Broom head Jump

4

2

7

Frisbee Jump

8

Brush box Jump




Timers

1


# Miniature Horse Jumping Course B

If course B is jumped cleanly proceed to course C


6  
Pool Noodle Jump

A blue diagonal bar representing a pool noodle jump.

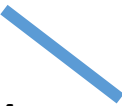
5

A blue diagonal bar representing an obstacle.


Broom head Jump  
7

A horizontal blue bar representing a broom head jump.


4

A blue diagonal bar representing an obstacle.




8  
2

A horizontal blue bar representing an obstacle.

3  
Frisbee Jump

A horizontal blue bar representing a frisbee jump.

9  
Brush box Jump  
1

A horizontal blue bar representing a brush box jump.  
A blue circle with a crosshair representing a timer.  
A blue circle with a crosshair representing a timer.  
Timers



# Miniature Horse Jumping Course C Jump Off

Pool Noodle Jump  
3

4  
Broom head Jump

5  
Frisbee Jump

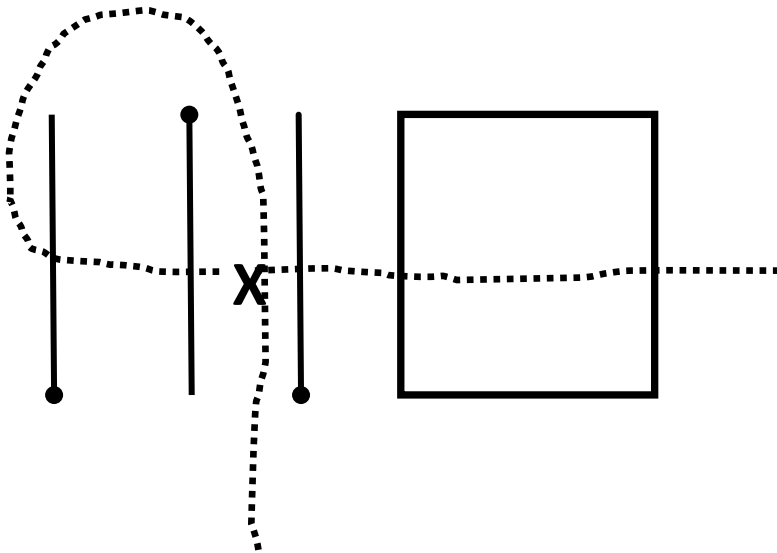
6  
Brush box Jump  
1  
Timers

# Obstacle /Pattern Class

## Walk & Whoa

### Class #7

### Saturday April 22



Walk through rails

Walk over first 2 rails

Halt before 3<sup>rd</sup> rail

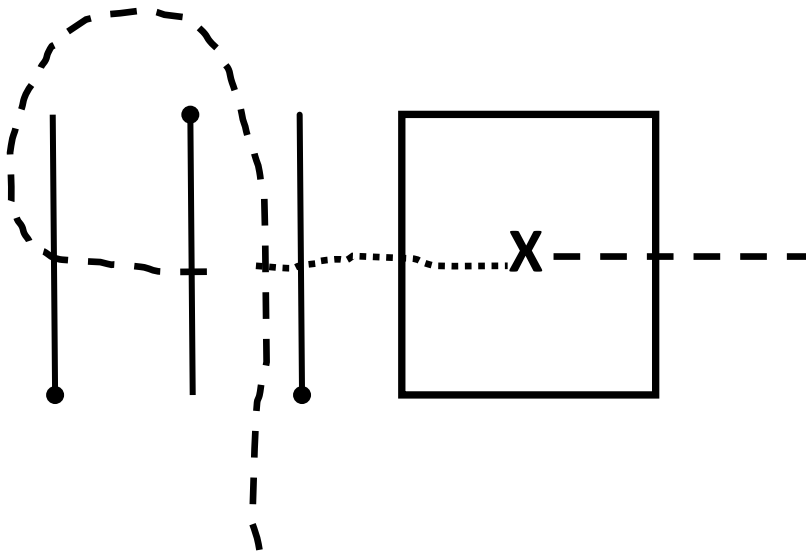
Walk into and through Box and exit pattern

# Obstacle /Pattern Class

## Walk / Trot

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

Saturday April 22



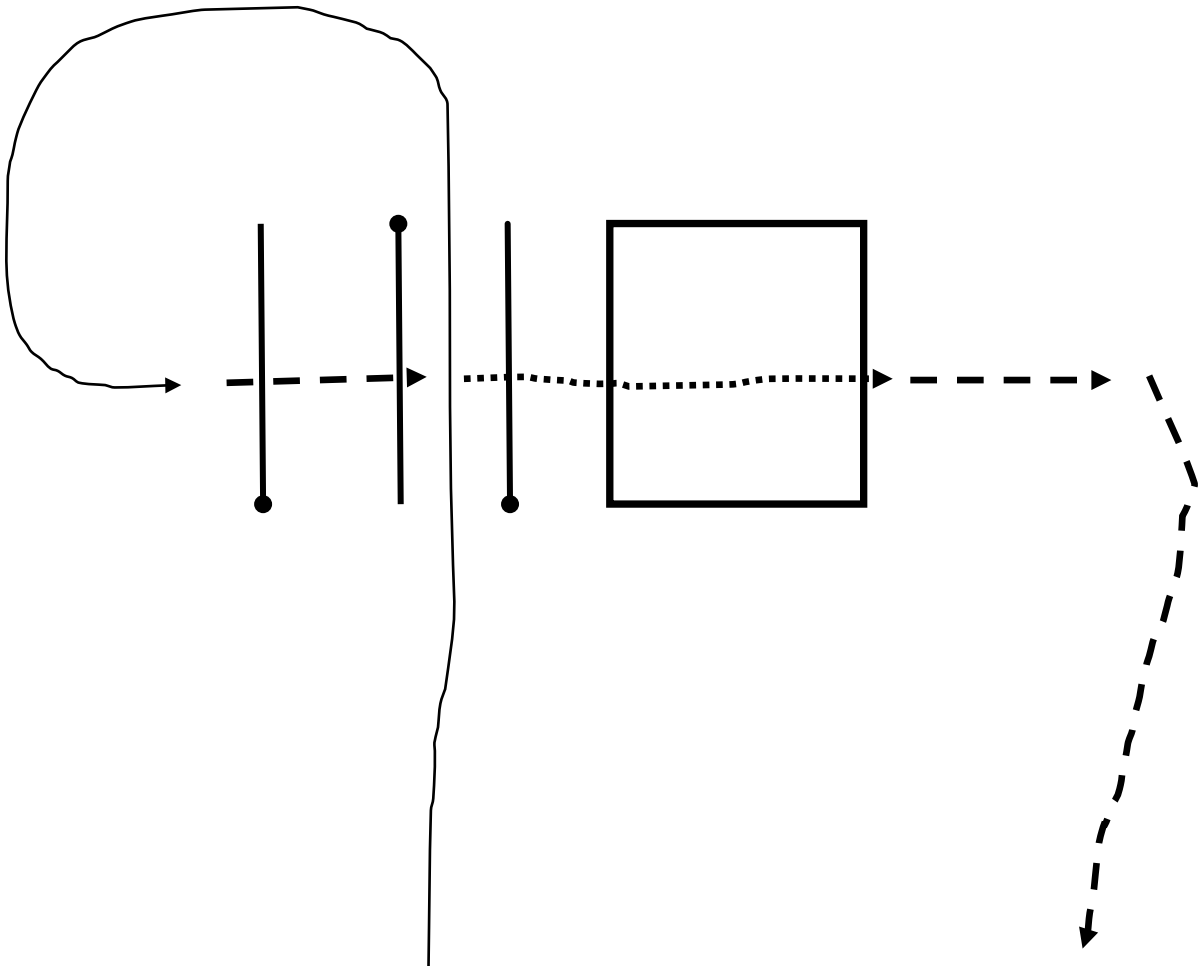
Trot through rails turn left

Trot over first 2 rails

Walk over 3<sup>rd</sup> rail and in Box halt 5 seconds

Trot out and exit pattern

Obstacle /Pattern Class  
Walk / Trot / Canter / Lope  
Class # 43  
Saturday April 22



Lope left lead through rails  
Trot over first 2 rails  
Walk over 3<sup>rd</sup> rail and over bridge  
Trot and exit pattern

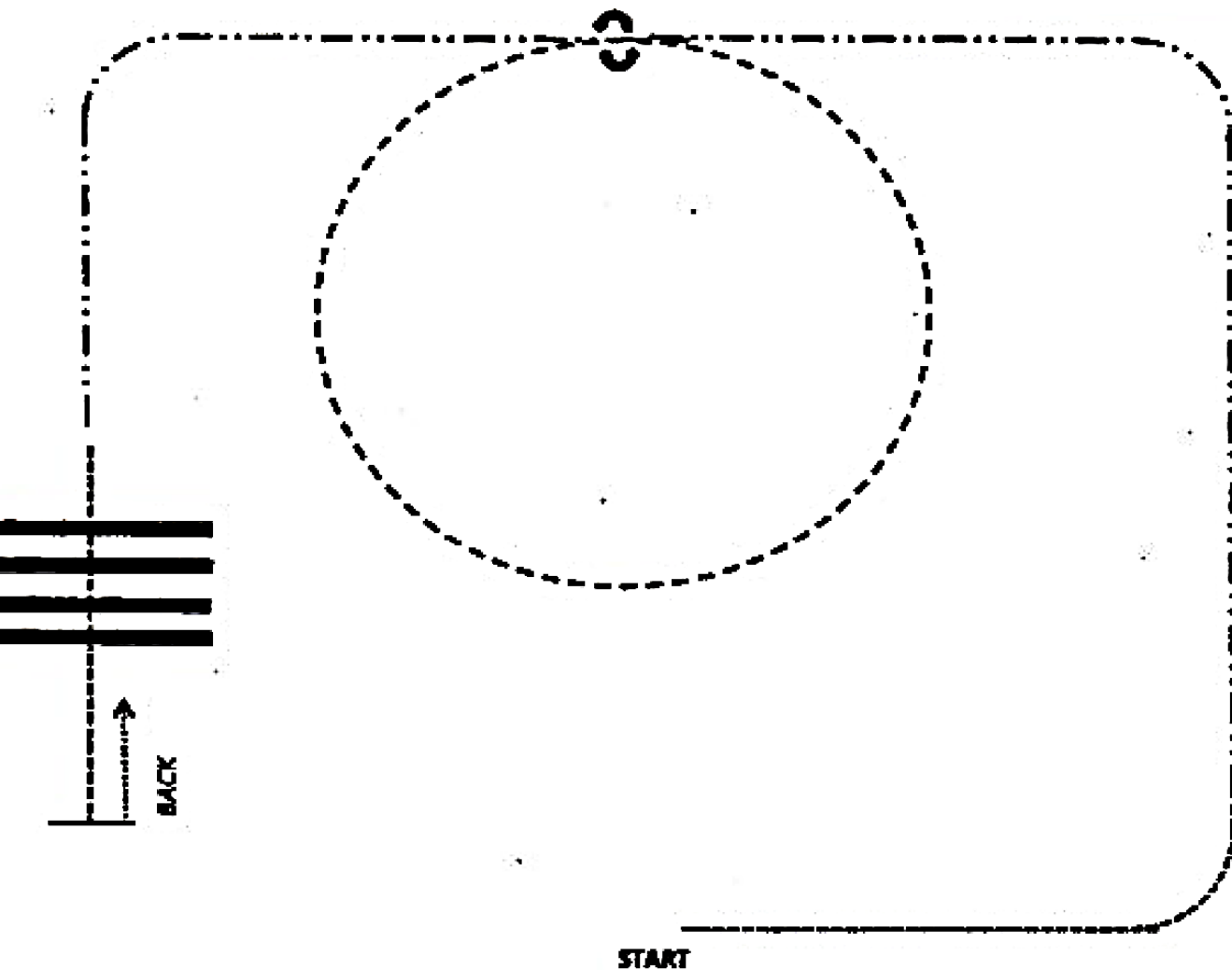


# RANCH RIDING WALK TROT

## Pattern #1

Class #52 Saturday April 22

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



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

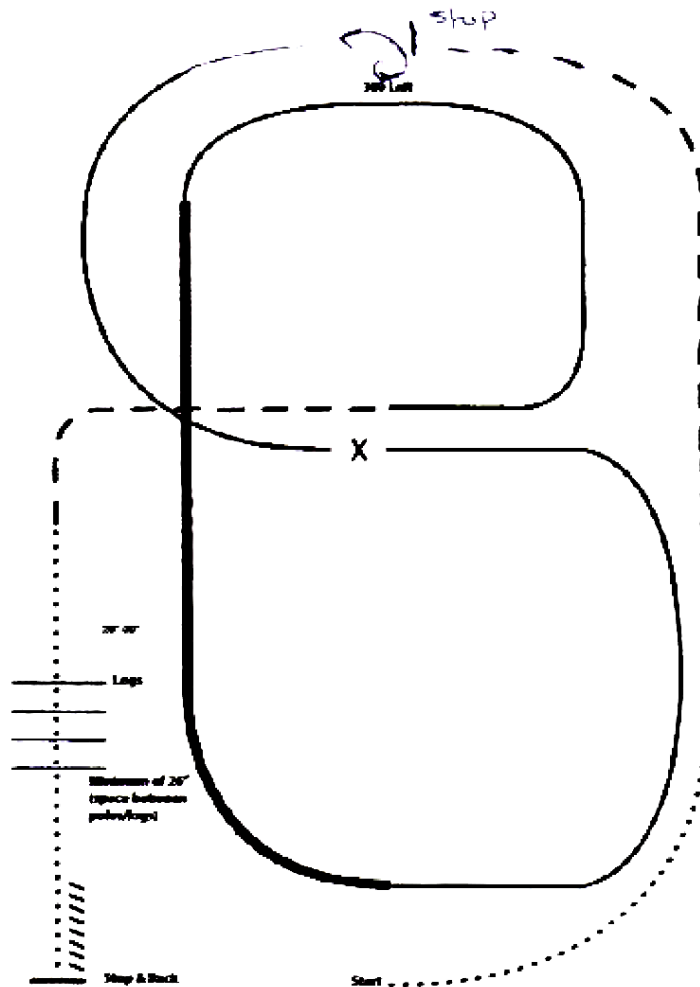
6. 360 TURN LEFT

7. EXT. TROT

8. WALK over RAILS

9. STOP / BACK 1 Horse Length

Ranch Riding Walk Trot Lope ECRRA Class #53 Saturday April 22



- 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  
Class #54  
Saturday April 22

