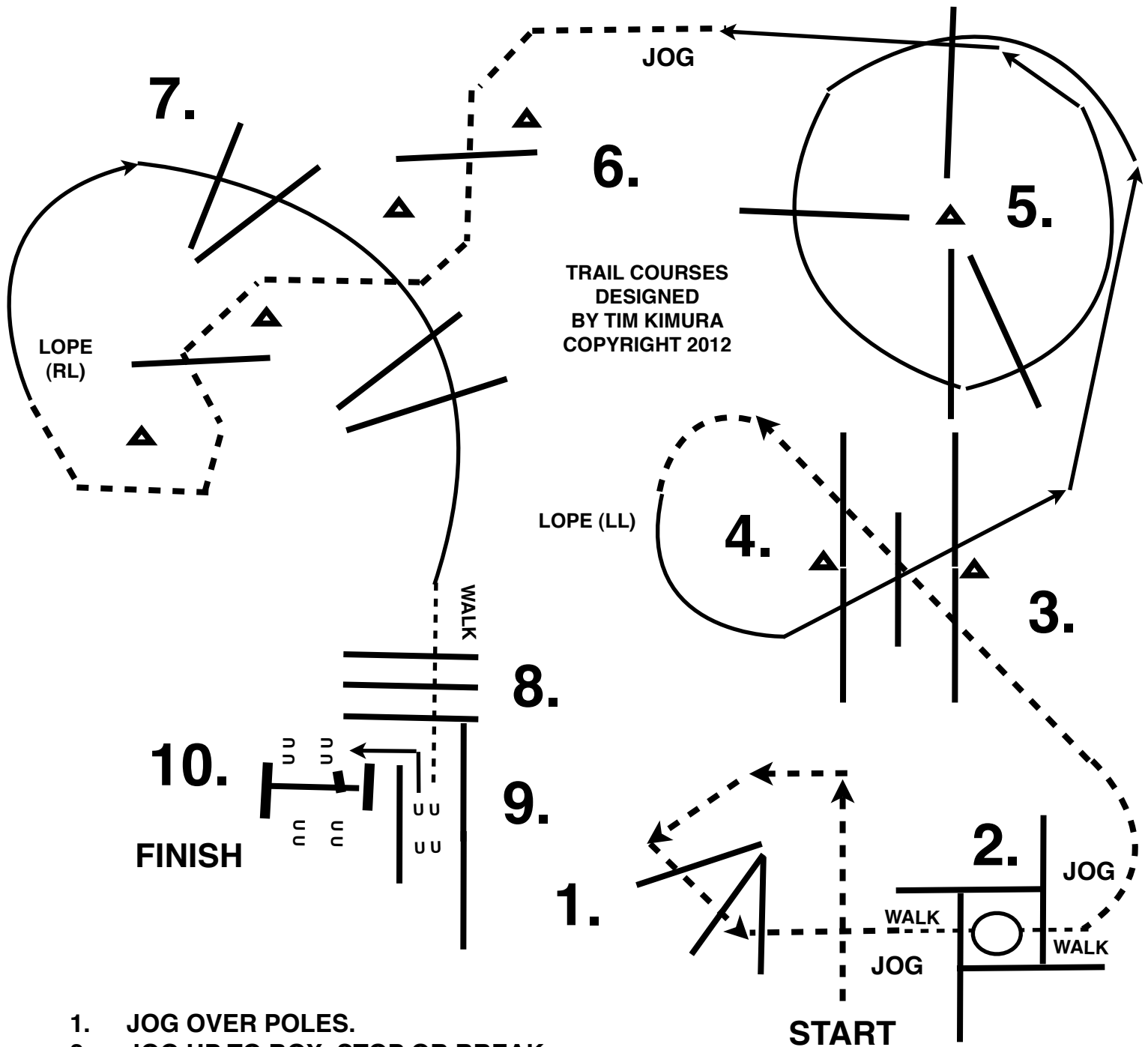
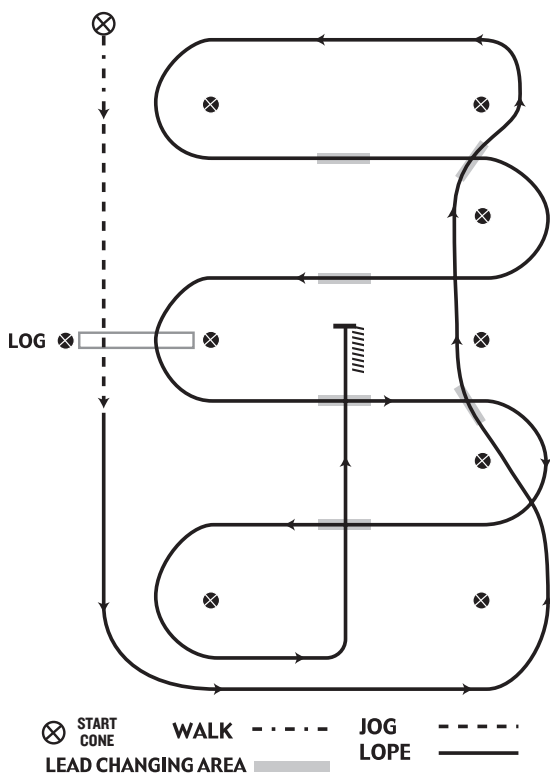


ALL TRAIL CLASSES Show 1

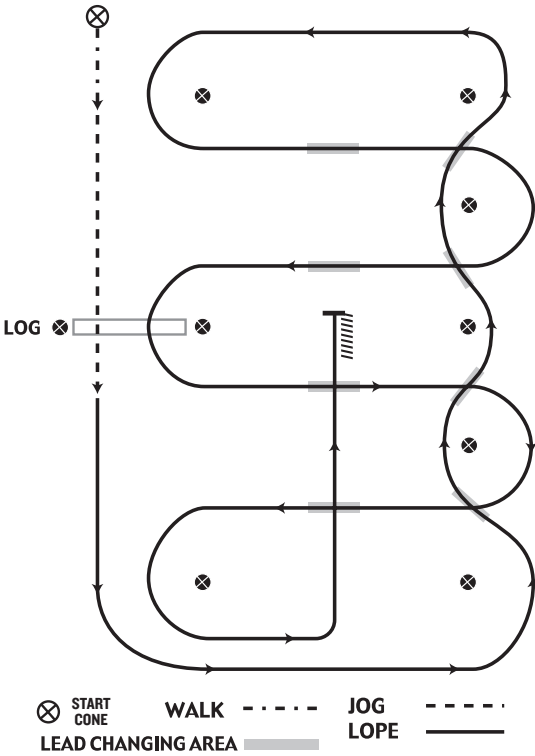


1. JOG OVER POLES.
2. JOG UP TO BOX, STOP OR BREAK TO WALK, WALK INTO BOX 360 EITHER WAY, WALK OUT BOX.
3. JOG OVER POLES.
4. LOPE OVER POLES (LL)
5. LOPE OVER POLES (LL)
6. JOG THRU SERPENTINE,

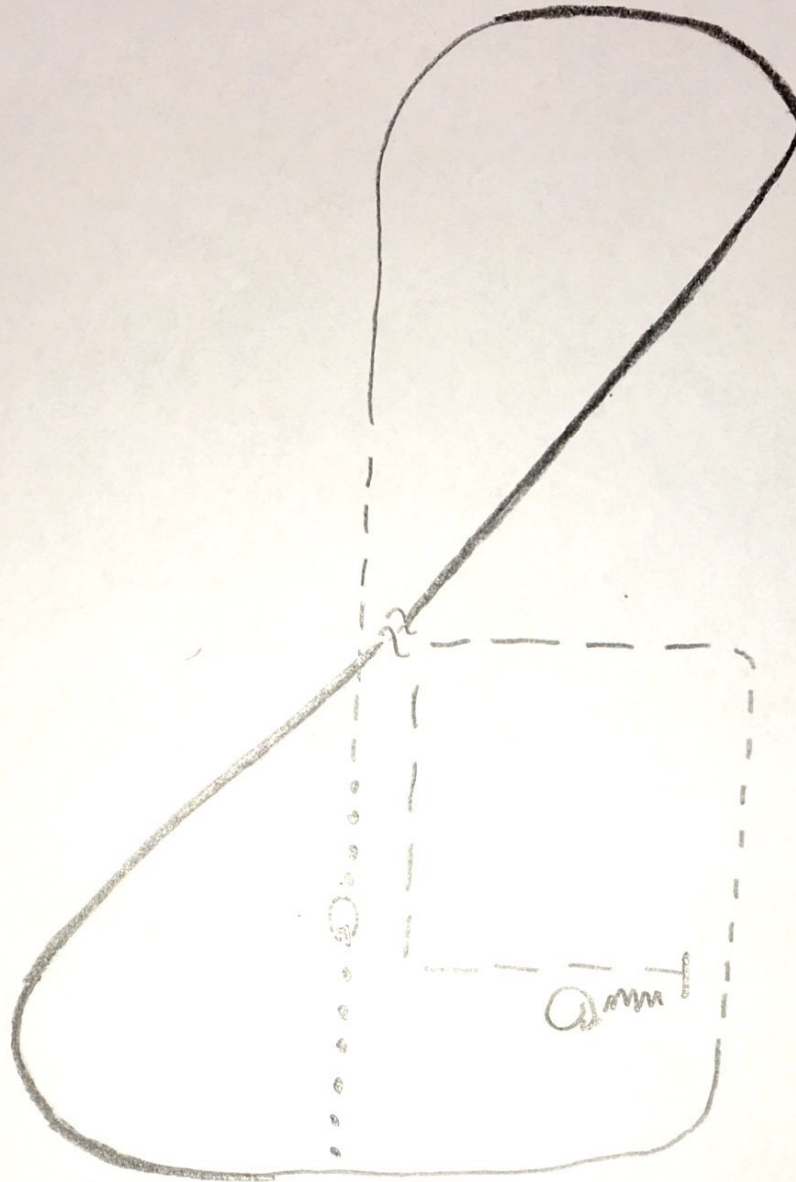
7. LOPE OVER POLES (RL)
8. STOP OR BREAK TO WALK, WALK OVER POLES AND INTO CHUTE.
9. BACK THRU POLES UP TO GATE
10. GATE: RH RIDE THRU CLOSE.



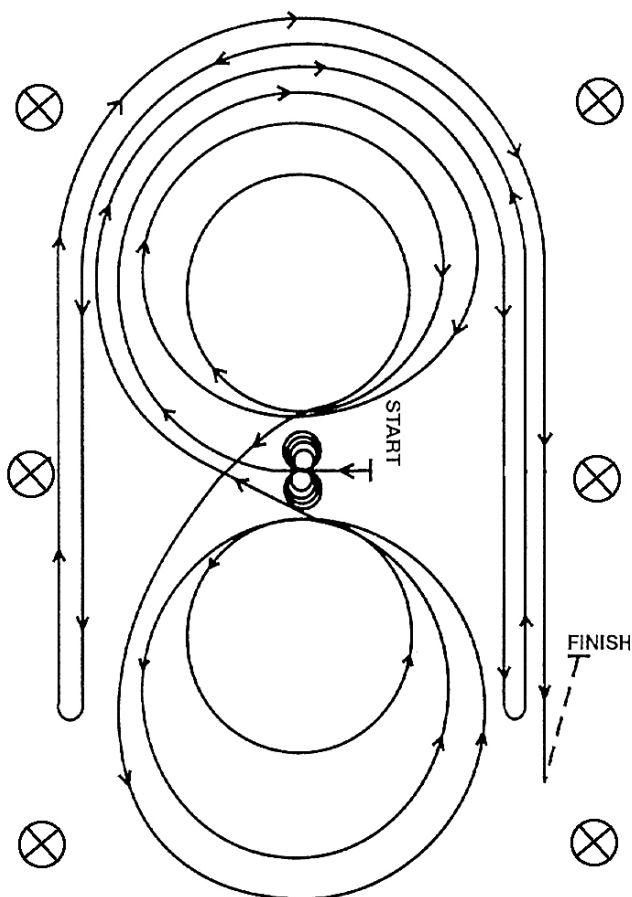
1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back



1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back



1. Walk toward center of arena
2. 360 Left
3. Walk
4. Trot toward center of arena
5. Lope Right lead toward end of arena
6. Extend lope around end of arena
7. Change leads
8. Continue in Extended lope in left lead
9. Collect lope around end of arena
10. Break to trot
11. Extended trot a 3 sides of a square
12. Stop and back
13. 360 right, pattern is complete



Horse must walk or stop prior to starting pattern.

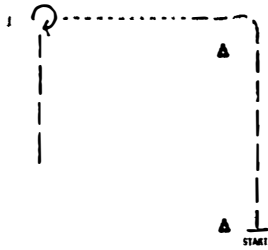
Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

Show 1 & 2

SMALL FRY SHOWMANSHIP

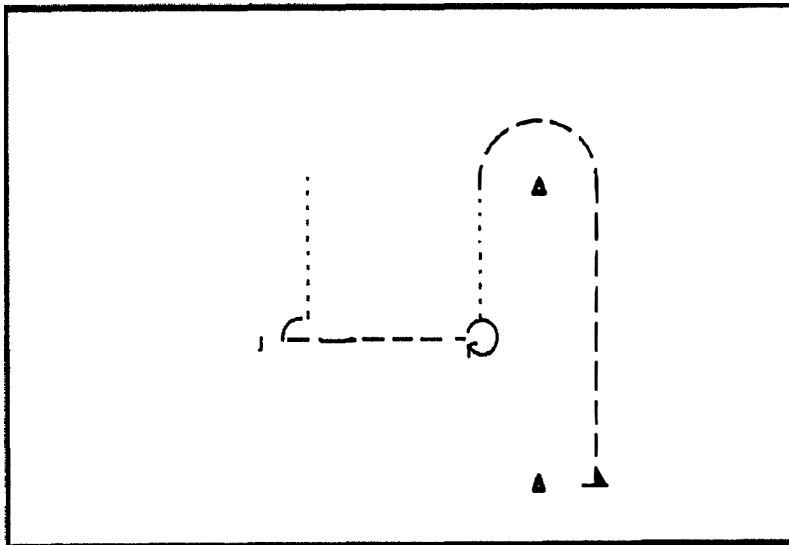


1. Start at the 1st marker and trot to and around the 2nd marker
2. Break to a walk and walk to the judge
3. Stop and set up for inspection
4. When excused, pivot $\frac{3}{4}$ turn and trot to exit

Show 1 & 2

SHOWMANSHIP

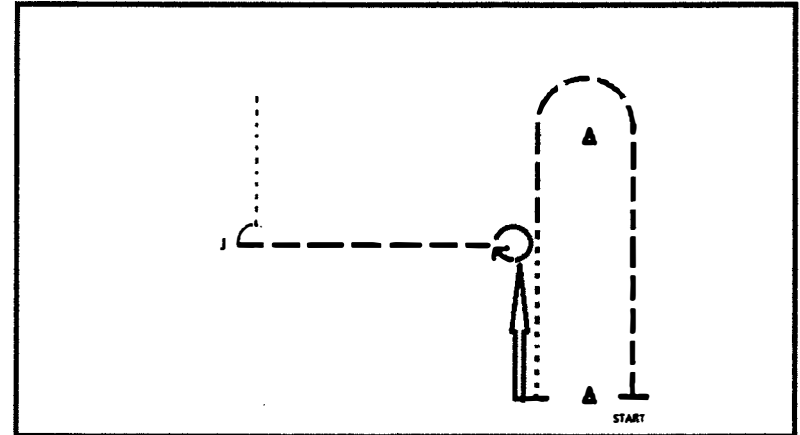
Novice Youth and Novice Amateur



1. Start at the 1st cone and trot around the 2nd cone and break to a walk
2. Walk until the horses' hip is even with the judge and pivot 1 ¼ turns
3. Trot to the judge and set up for inspection
4. Pivot ¼ turn and walk to exit

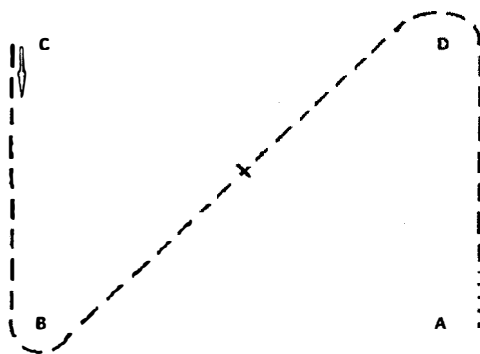
SHOWMANSHIP

Amateur Select, Amateur, and Youth 13 & under, 14-18



1. Start at 1st cone and trot to and around the 2nd cone until even with the judge.
2. Break to a walk and walk to 1st cone
3. Stop and back until the horses' hip is even with the judge
4. Pivot 1 ¼ turns and trot to the judge
5. Stop and set up for inspection
6. When excused pivot ¼ turn and exit at a walk

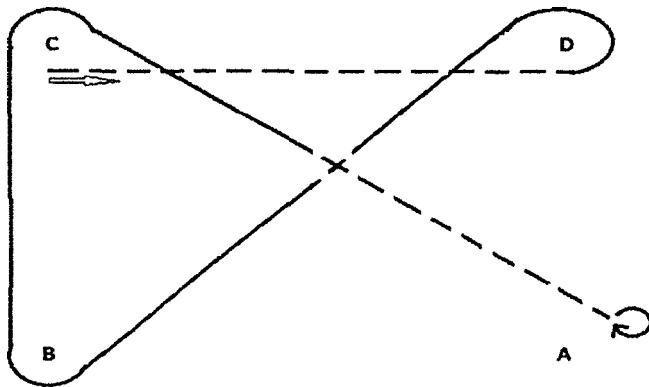
EQUITATION SMALL FRY



1. Begin at Marker A and walk 1 horse length
2. Start a posting trot on the right diagonal to and around D to the center of the arena and change diagonals
3. Continue around marker B to Marker C
4. Stop and back 1 horse length.... exit at a trot

EQUITATION

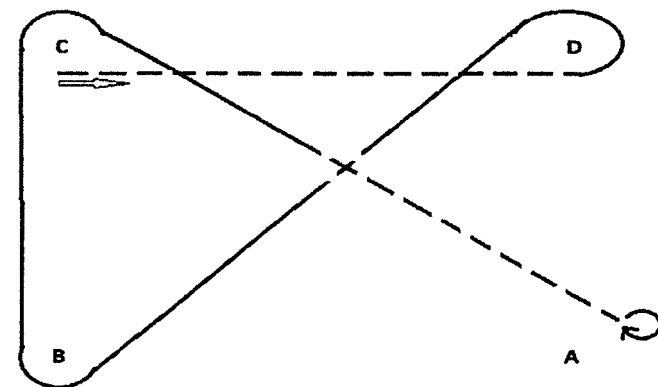
Novice Youth and Novice Amateur



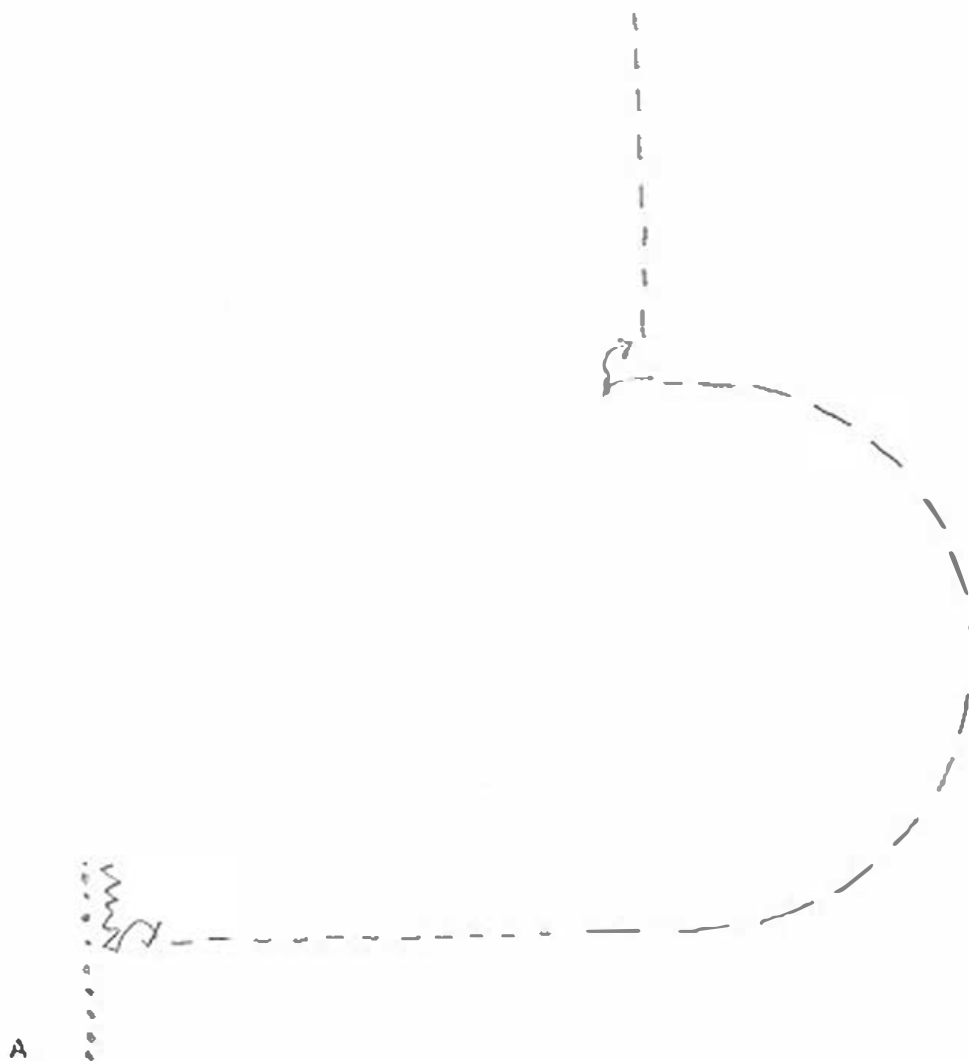
1. Execute a forehand turn to the right
2. Trot on the right diagonal to the center of the pattern
3. Canter on the left lead to C and around B to the center of the pattern
4. Perform a lead change and continue around D
5. Trot on the left diagonal to C
6. Stop, back 1 horse length...exit at a trot

EQUITATION

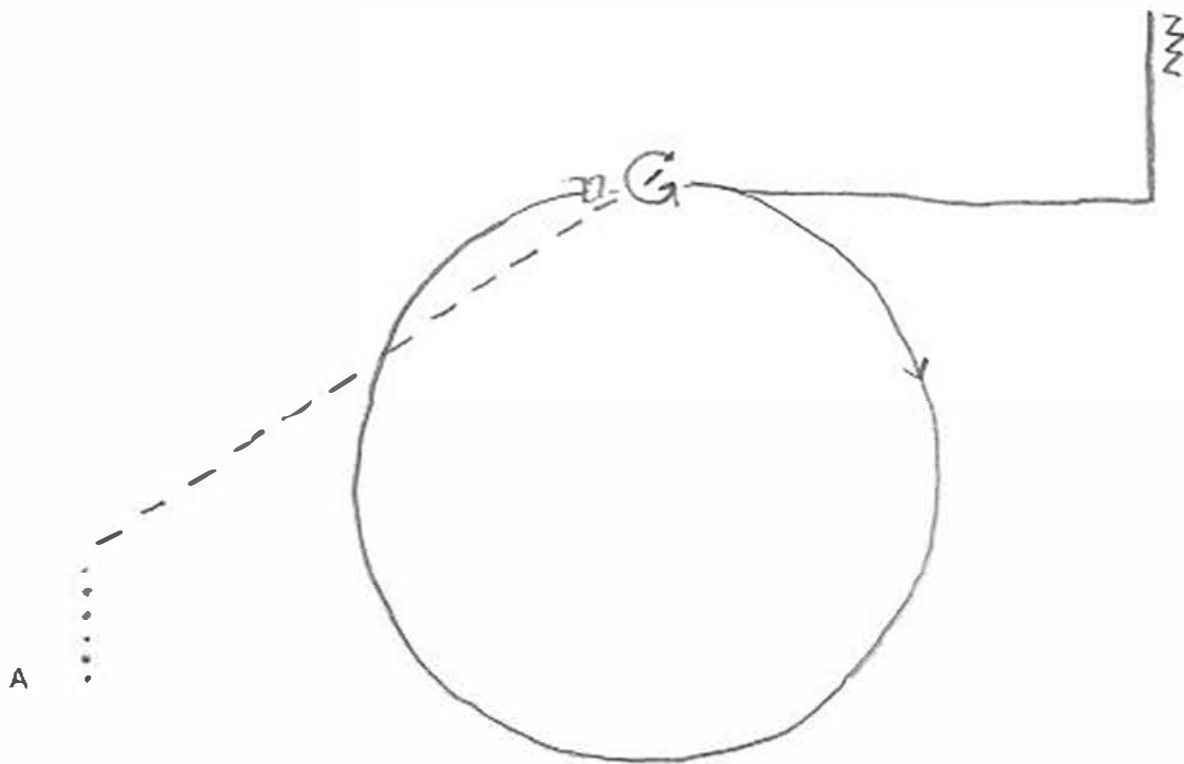
Youth, Amateur and Select Amateur



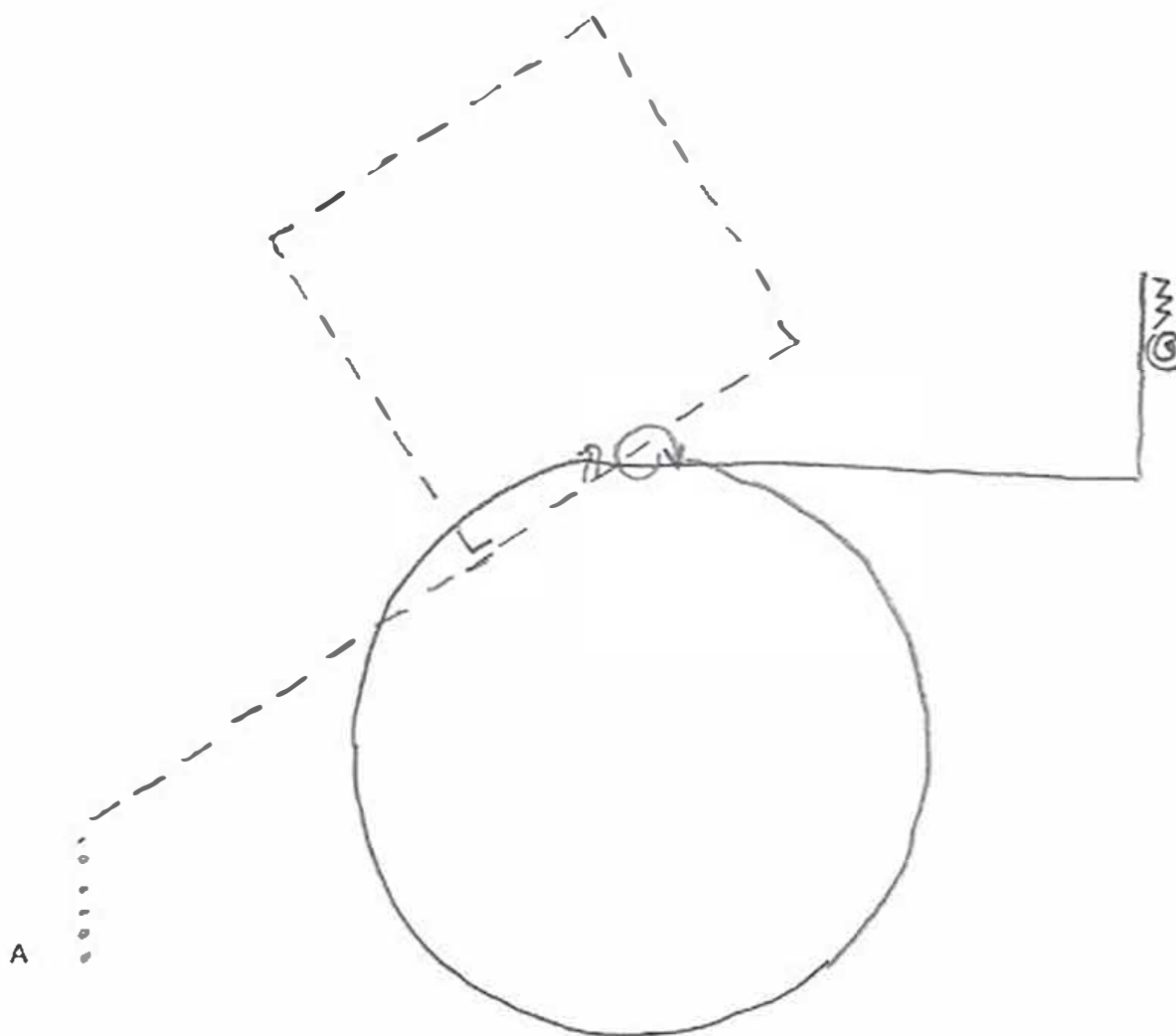
1. Execute a forehand turn to the right
2. Trot on the right diagonal to the center of the pattern
3. Canter on the left lead to C
4. Hand gallop from C to B
5. At B collect the canter and continue to the center of the pattern and change leads
6. Canter around D and trot on the left diagonal to C
7. Stop and back 1 horse length....exit at a trot



- 1 Be ready at A. Walk two horse lengths, back one horse length
- 2 Perform a 90 degree turn to the right
- 3 Jog towards middle of the arena
- 4 Perform a $\frac{1}{2}$ circle at the extended jog
- 5 Halt, perform 90 degree turn to right
- 6 Pattern is complete. Jog to lineup.



1. Begin at A, walk two horse lengths
2. Execute a slight corner and begin extended jog towards center of arena
3. Stop at center of arena and perform an approximately 315 degree turn to the left
4. Lope circle to the right on the correct lead
5. Change leads at center of arena, continuing across arena and lope a square corner
6. Stop, back one horse length
7. Pattern is complete, exit pattern area



1. Begin at A, drop stirrups (Select do not drop stirrups) and walk two horse lengths
2. Execute a slight corner and begin extended jog towards center of arena, performing a square at the extended jog
3. Stop at center of arena and perform a 1 and 1/8 turn to the right, pick up stirrups
4. Lope a large circle to the right on the correct lead with speed, at 5/6 point of circle collect lope
5. Change leads at center of arena, continuing across arena and lope a square corner
6. Stop, back one horse length
7. Perform two 360 turns to the left, increasing the speed through the second turn.
8. Pattern is complete, exit pattern area