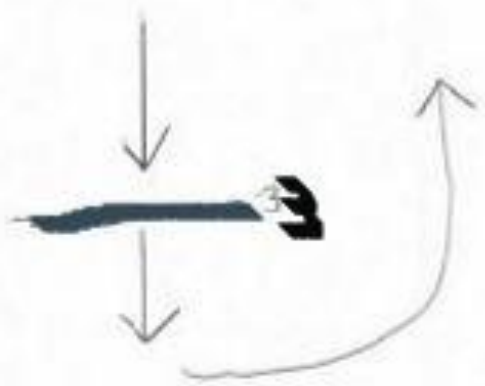
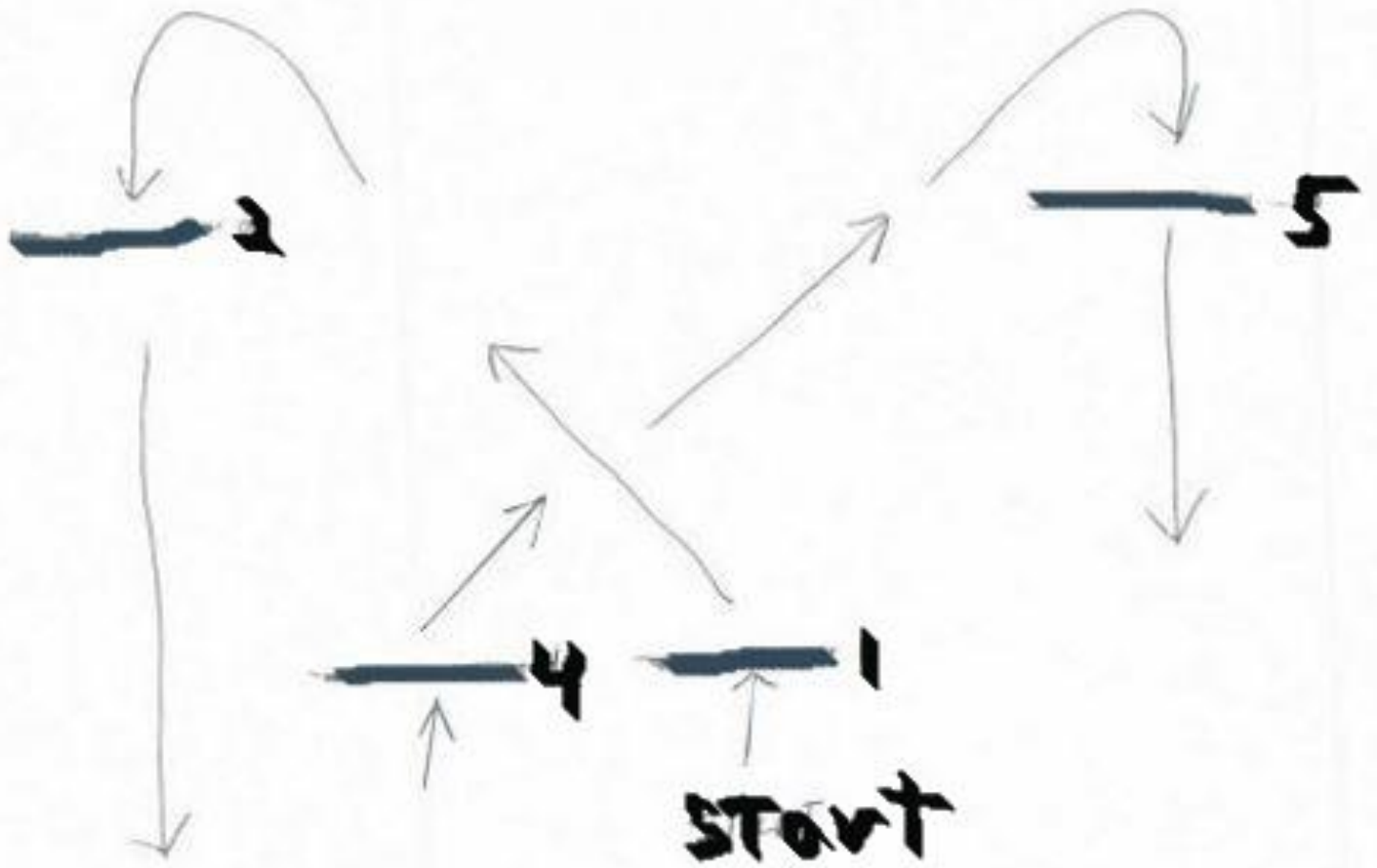
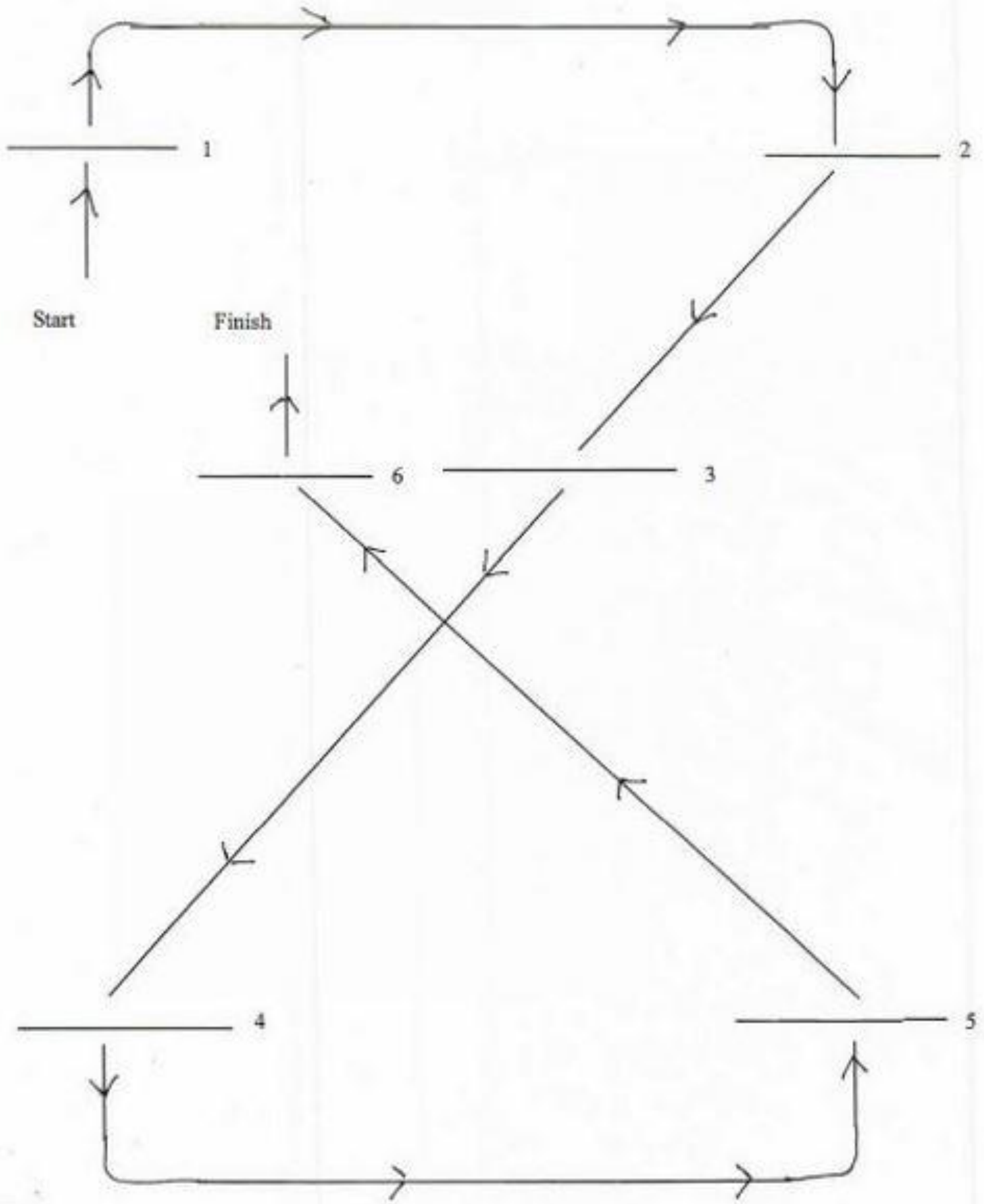


AMATEUR JUMPER

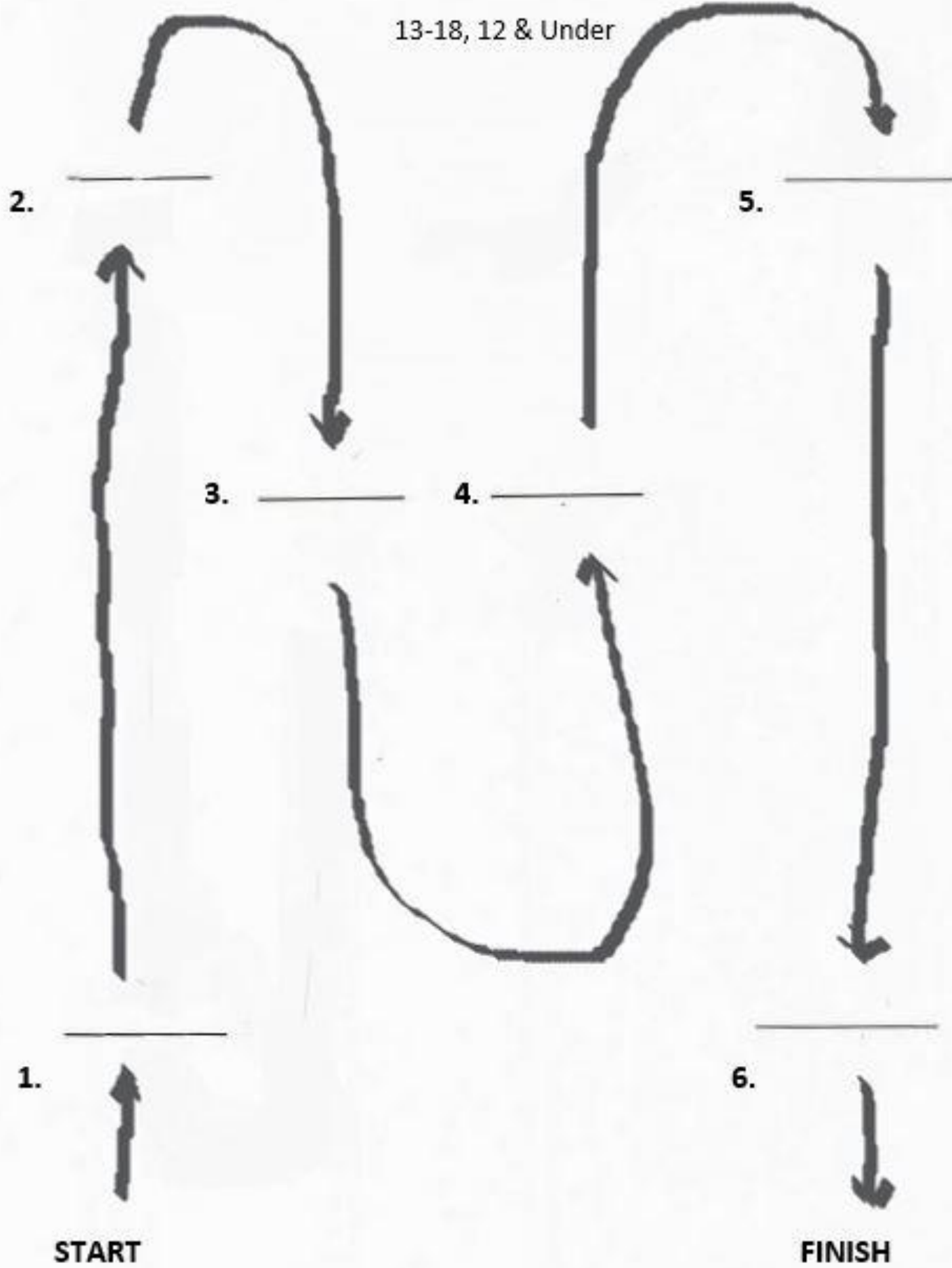


OPEN JUMPER



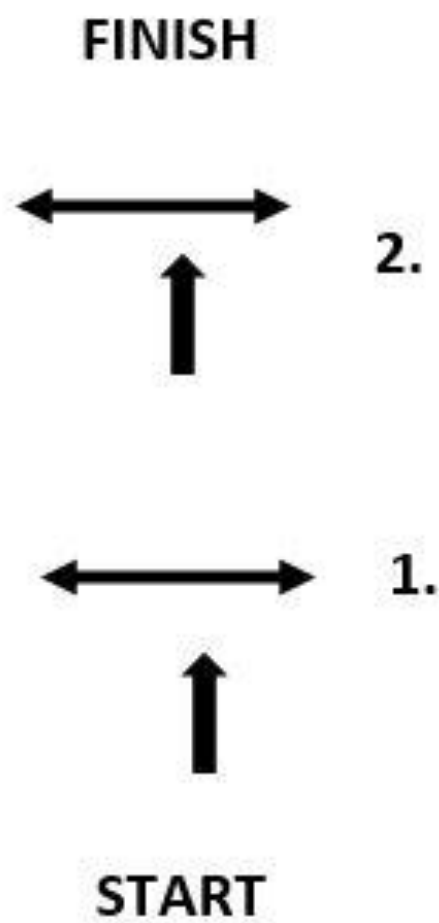
YOUTH JUMPER

13-18, 12 & Under

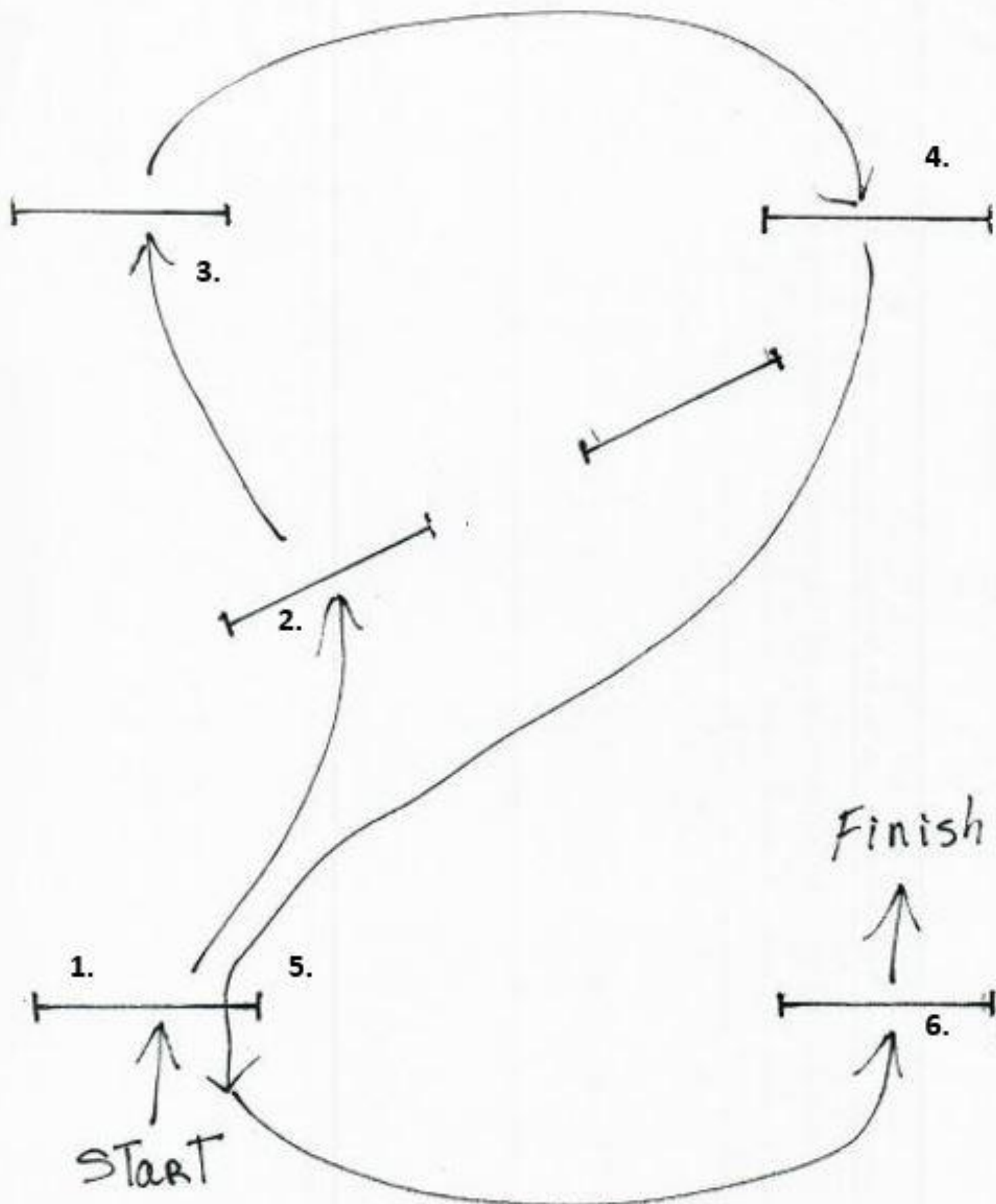


Youth Hunter 7 & Under

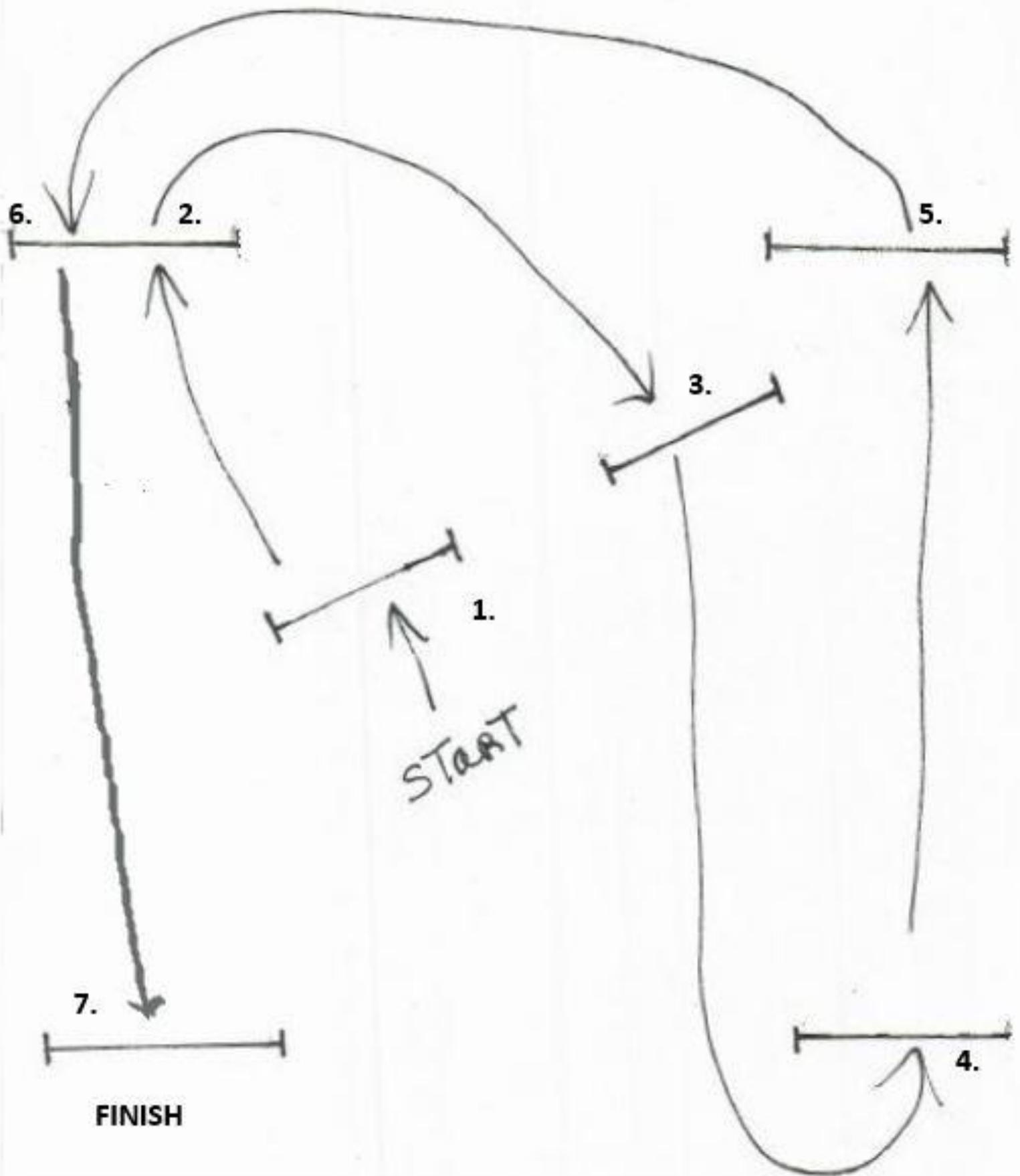
Cool Hunter



OPEN HUNTER

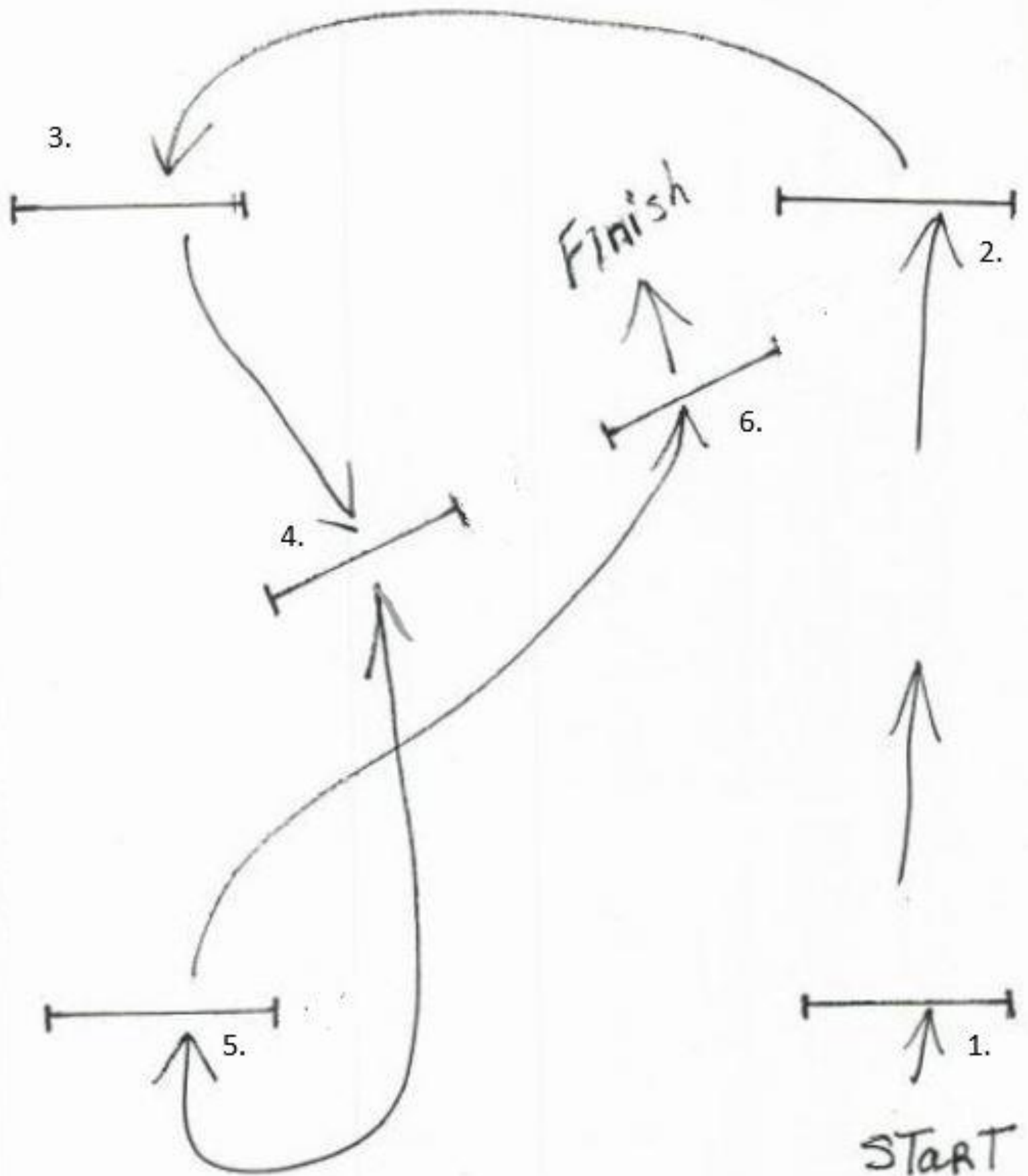


AMATEUR HUNTER



YOUTH HUNTER

VSE, 13 – 18, 12 & Under



SHOWMANSHIP

Youth 7 & Under

Youth Cool

Adult Cool

INSTRUCTIONS FOR PATTERN #1

Walk to the judge in a straight line.

Stop and set up your horse.

Upon acknowledgment from the judge-Do a 180 degree turn.

All turns are to be to the right.

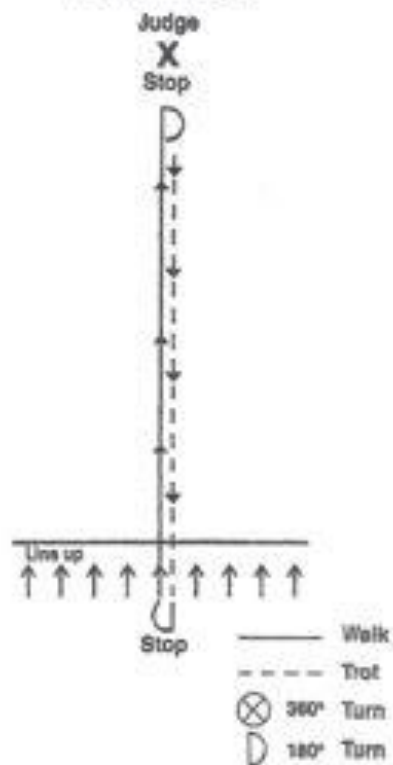
Trot in a straight line-past the line up-stop.

Do a 180 degree turn.

Walk horse forward to the exact spot in the line up (where you were when you started pattern) and set up your horse.

This pattern must be used for Showmanship 7 and under and all Special Needs Showmanship Classes.

Pattern No. 1



SHOWMANSHIP

Youth 8 – 12

INSTRUCTIONS FOR PATTERN #2

Walk toward the judge in a straight line.

Stop 1/2 way between the line up and the judge and do a 360 degree turn-stop.

All turns are to be to the right.

Continue at a walk toward the judge in a straight line.

Stop and set up your horse.

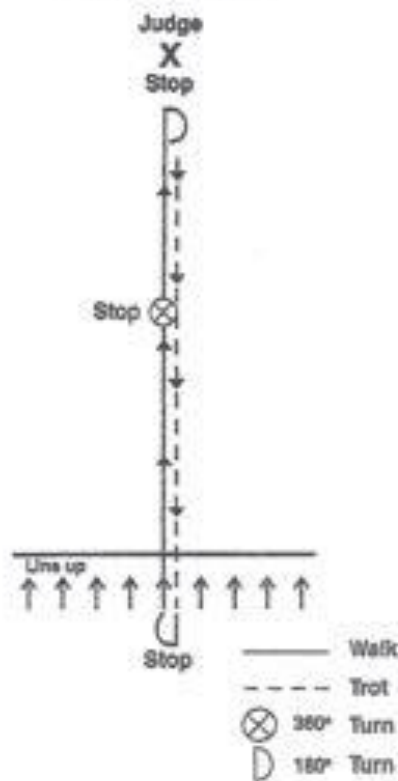
Upon acknowledgment from the judge-Do a 180 degree turn.

Trot in a straight line-past the line up-stop.

Do a 180 degree turn.

Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set up your horse.

Pattern No. 2



SHOW RULES

SHOWMANSHIP

Youth 13 – 18

Adult

INSTRUCTIONS FOR PATTERN #3

Walk to the judge in a straight line.

Stop and set up your horse.

Upon acknowledgment from the judge-Do a 180 degree turn.

All turns are to be to the right.

Trot toward the line in a straight line.

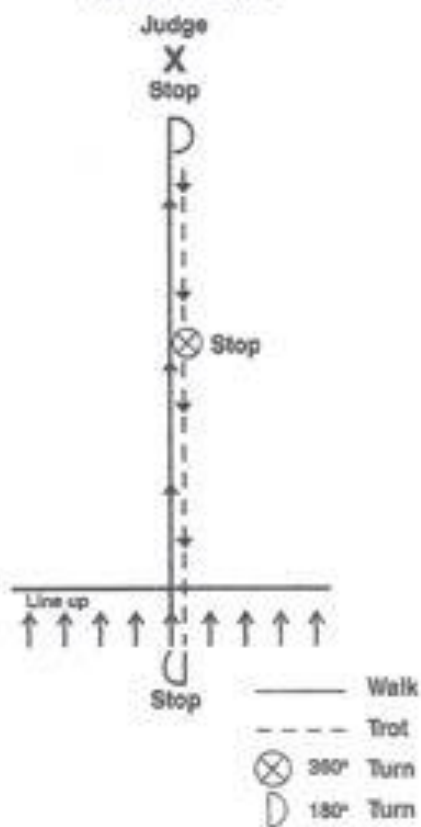
Stop 1/2 way between the judge and the line up and do a 360 degree turn-stop.

Continue at a trot in a straight line-past the line up-stop.

Do a 180 degree turn.

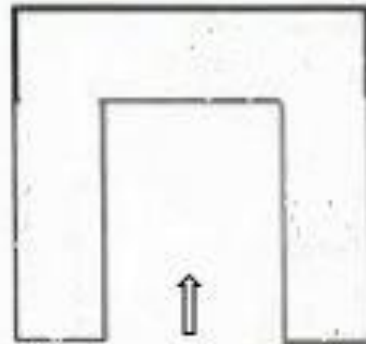
Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set up your horse.

Pattern No. 3



YOUTH HALTER OBSTACLE

12 & Under



Back into

trot to circle



Forehand turn, front

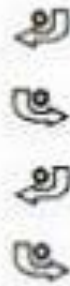


Feet in circle

trot to backthru



walk across bridge



trot around cones
...
trot to exit



walk over poles

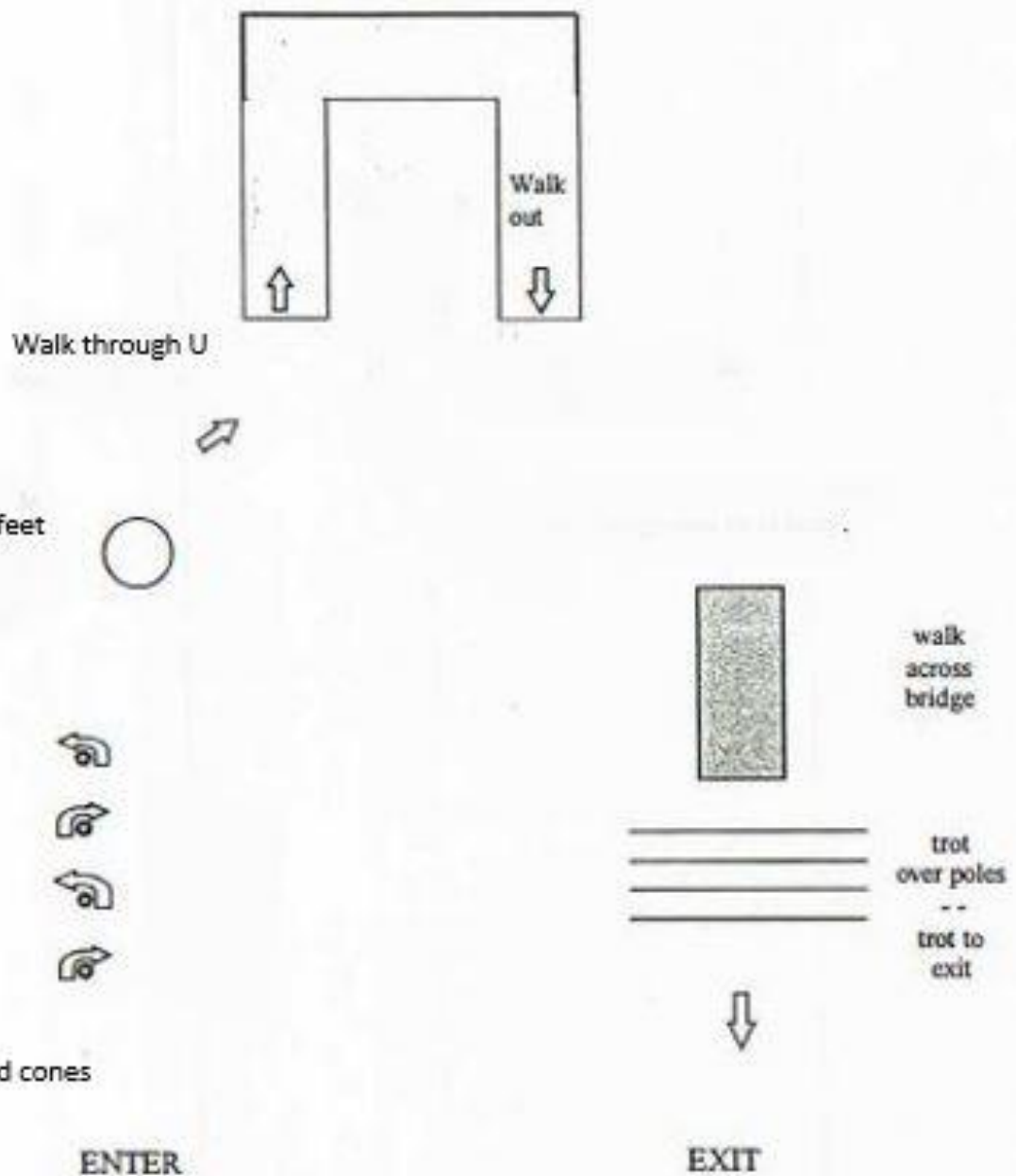
EXIT

ENTER

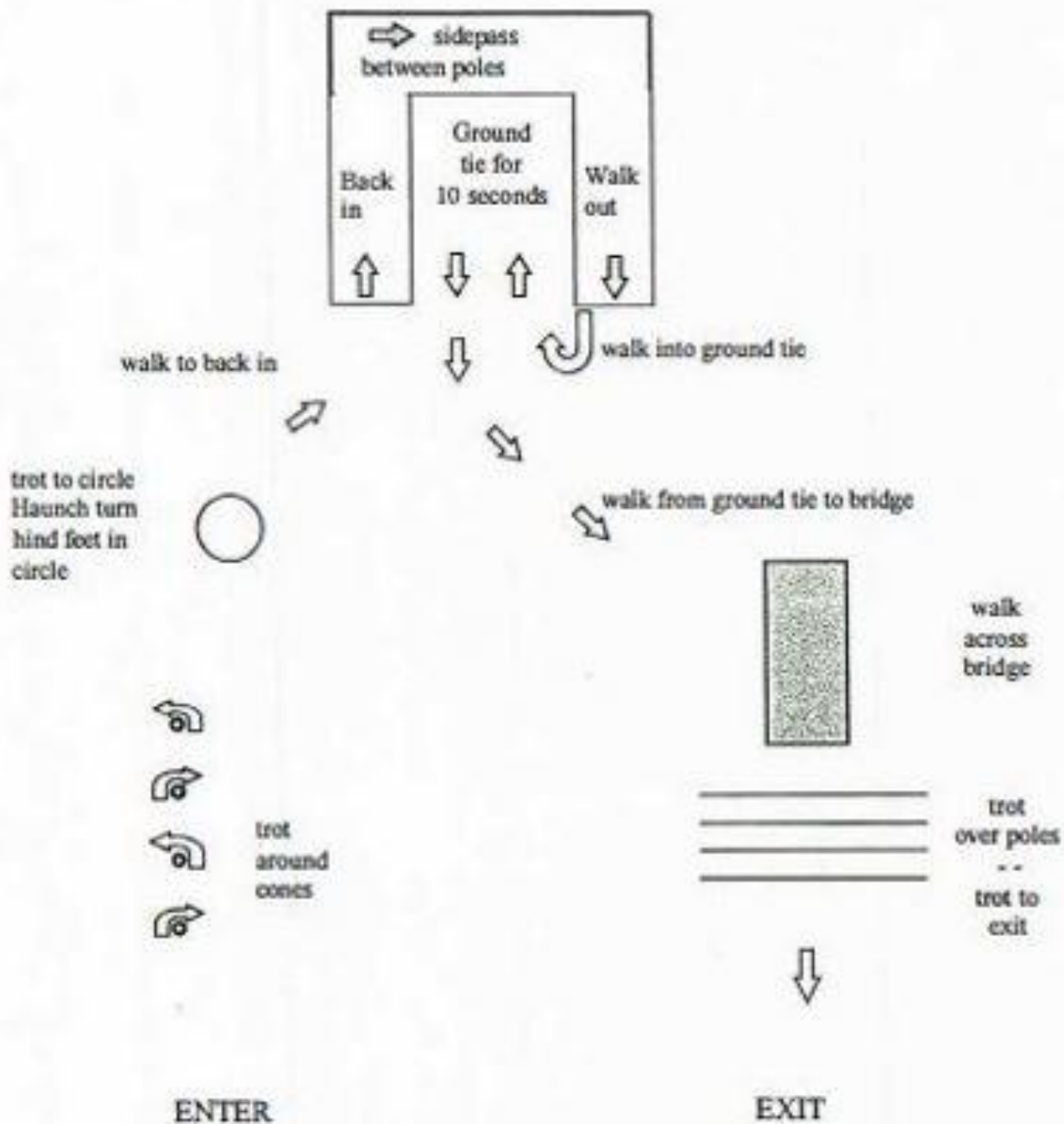
HALTER OBSTACLE

7 & Under

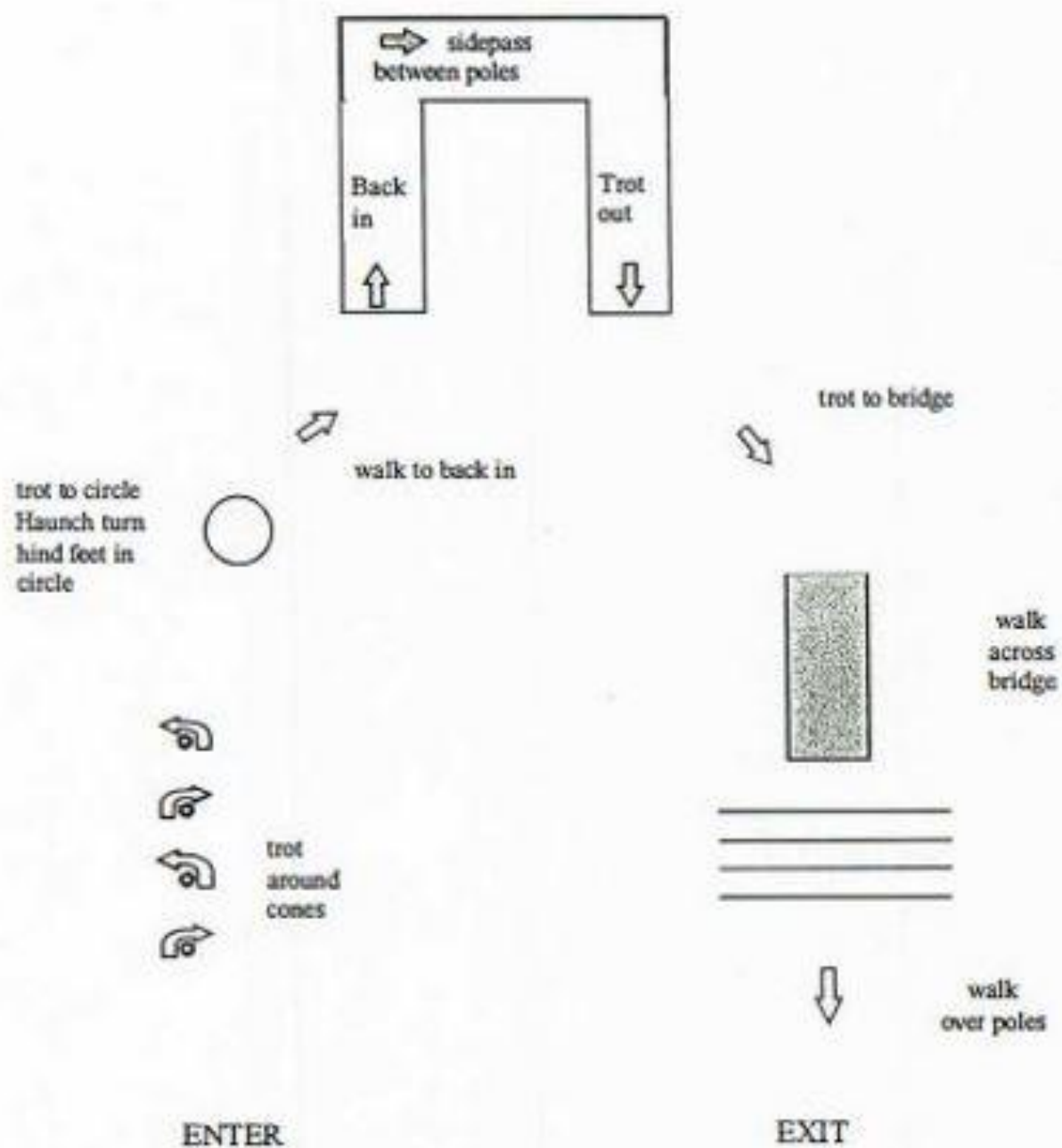
Cool



Halter Obstacle Course OPEN



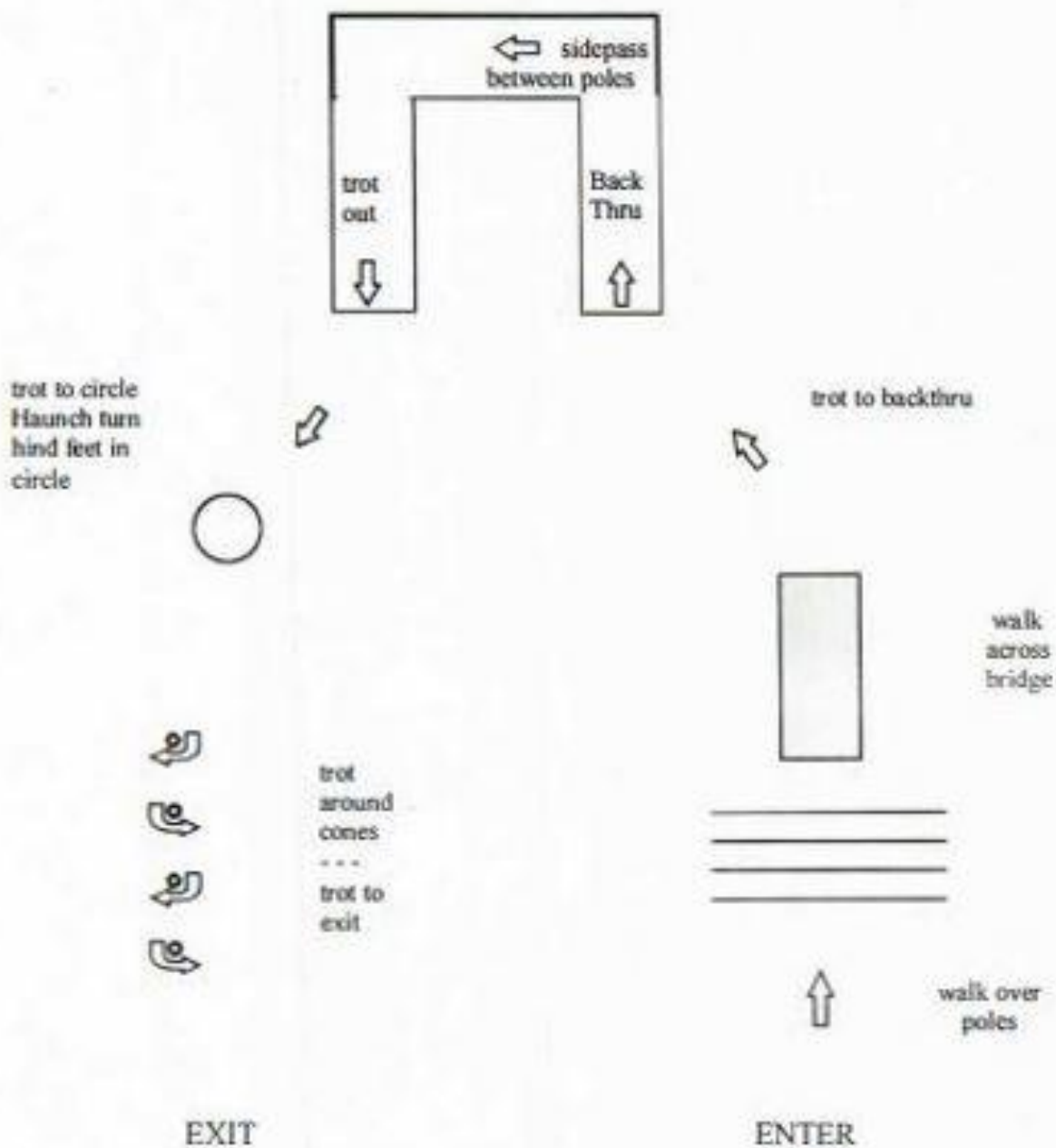
Halter Obstacle Course AMATEUR



YOUTH HALTER OBSTACLE

VSE

13-18



OBSTACLE DRIVING

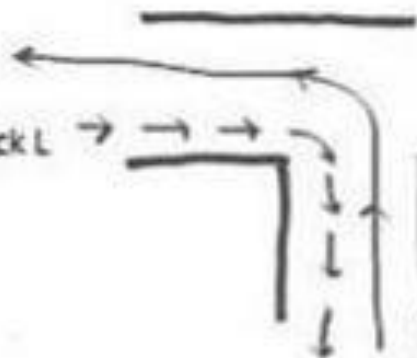
Open

7. Trot cones

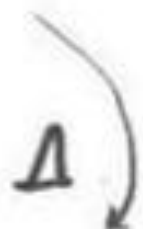


4. Halt, 270
Right pivot

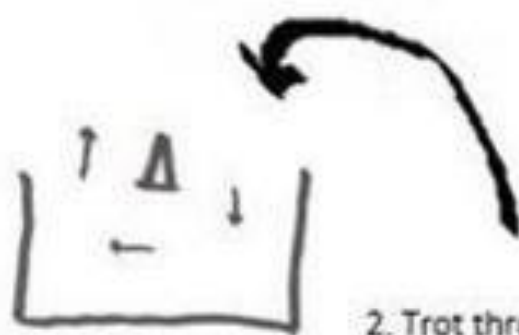
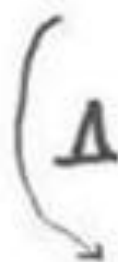
5. Back L



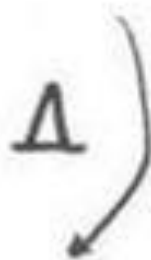
6. Trot out
Of L



3. Trot L wheel
Through pole





2. Trot through U



8. Exit at trot

1. Enter at trot

START   FINISH

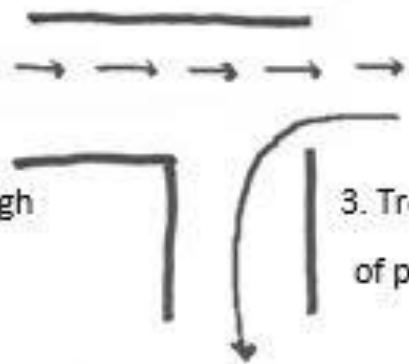
OBSTACLE DRIVING

Amateur



2. Halt, 180 R

Pivot, back through
Poles



3. Trot out
of poles



4. Trot L wheel
Through poles



5. Trot through

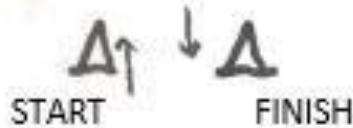
U



6. Exit at trot

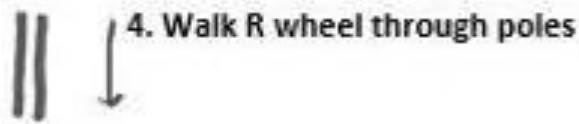
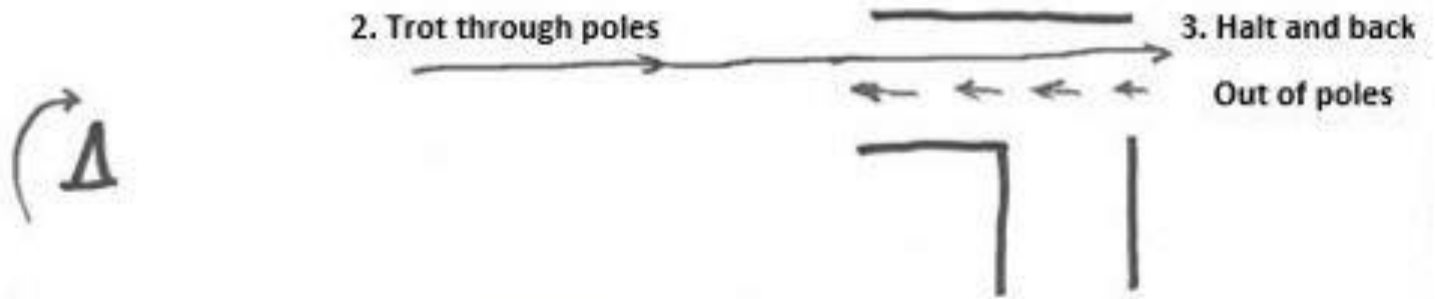


1. Trot cones as shown



OBSTACLE DRIVING

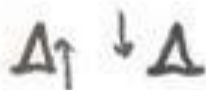
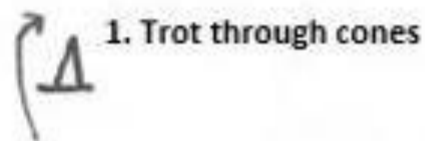
12 & Under



5. Walk through U



6. Exit at a walk

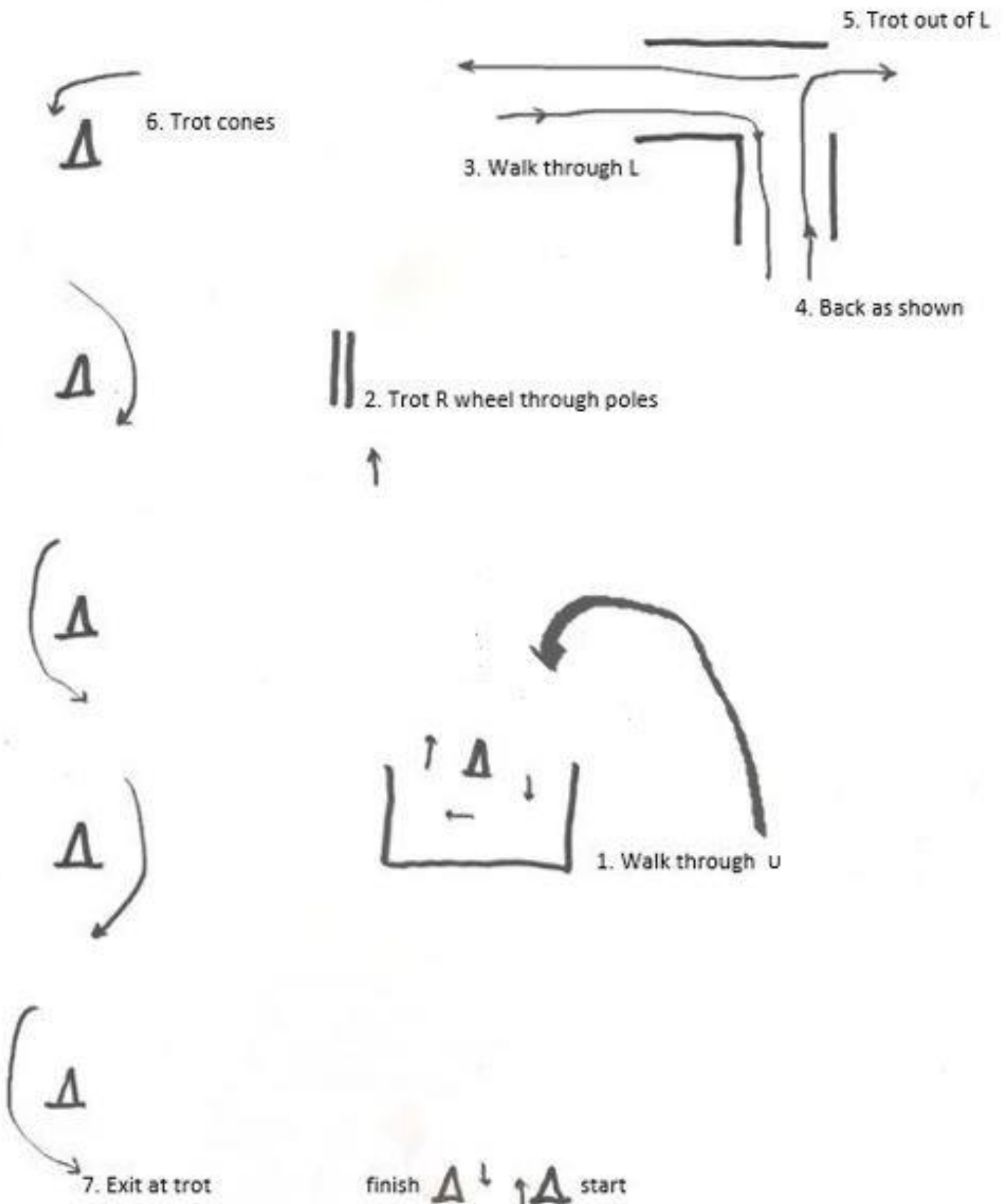


Start

finish

OBSTACLE DRIVING

VSE, YOUTH 13 – 18



CARRIAGE DRIVING OBSTACLE

