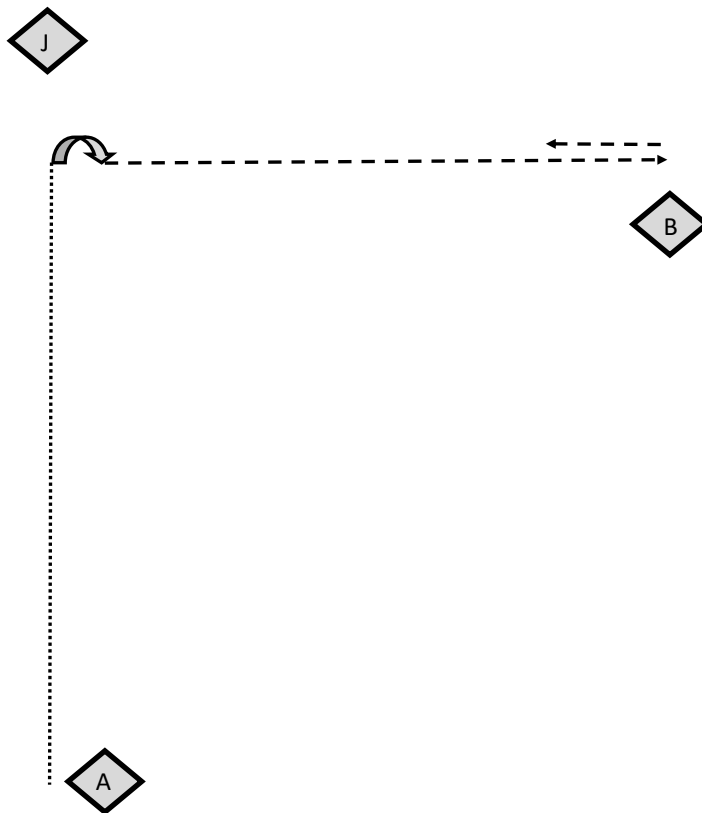


Showmanship Level 1 & Horseless Horse

1. Start at cone A and walk the judge (J); stop and set-up for inspection.
2. After inspection turn 90-degrees right and trot to B. Stop and back four (4) steps.
3. Exit by walking towards fence and then to the holding area.



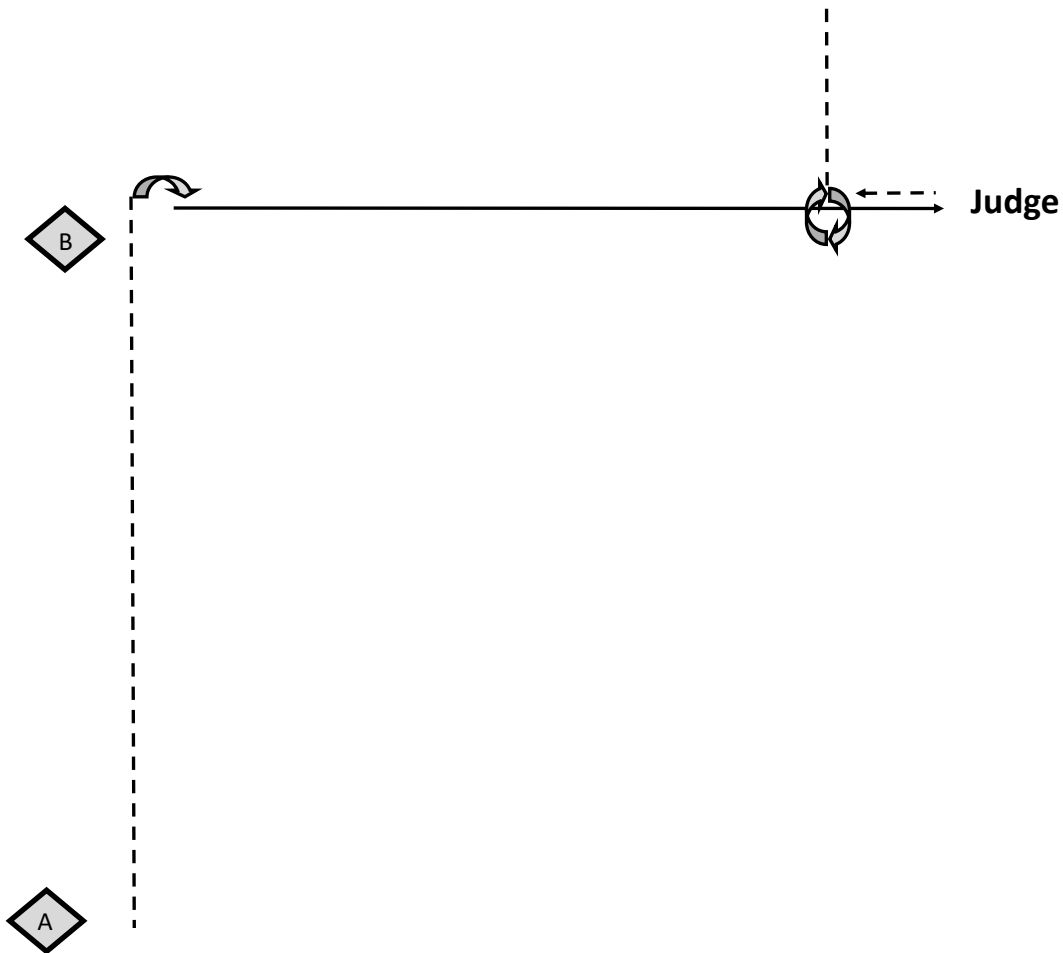
Showmanship Level 2

1. Start at cone A, walk to B
2. Trot past and around cone B to judge.
3. Stop and set-up for inspection
4. Back four (4) steps; perform 270-degree pivot to right.
5. Walk off and follow ring steward's directions

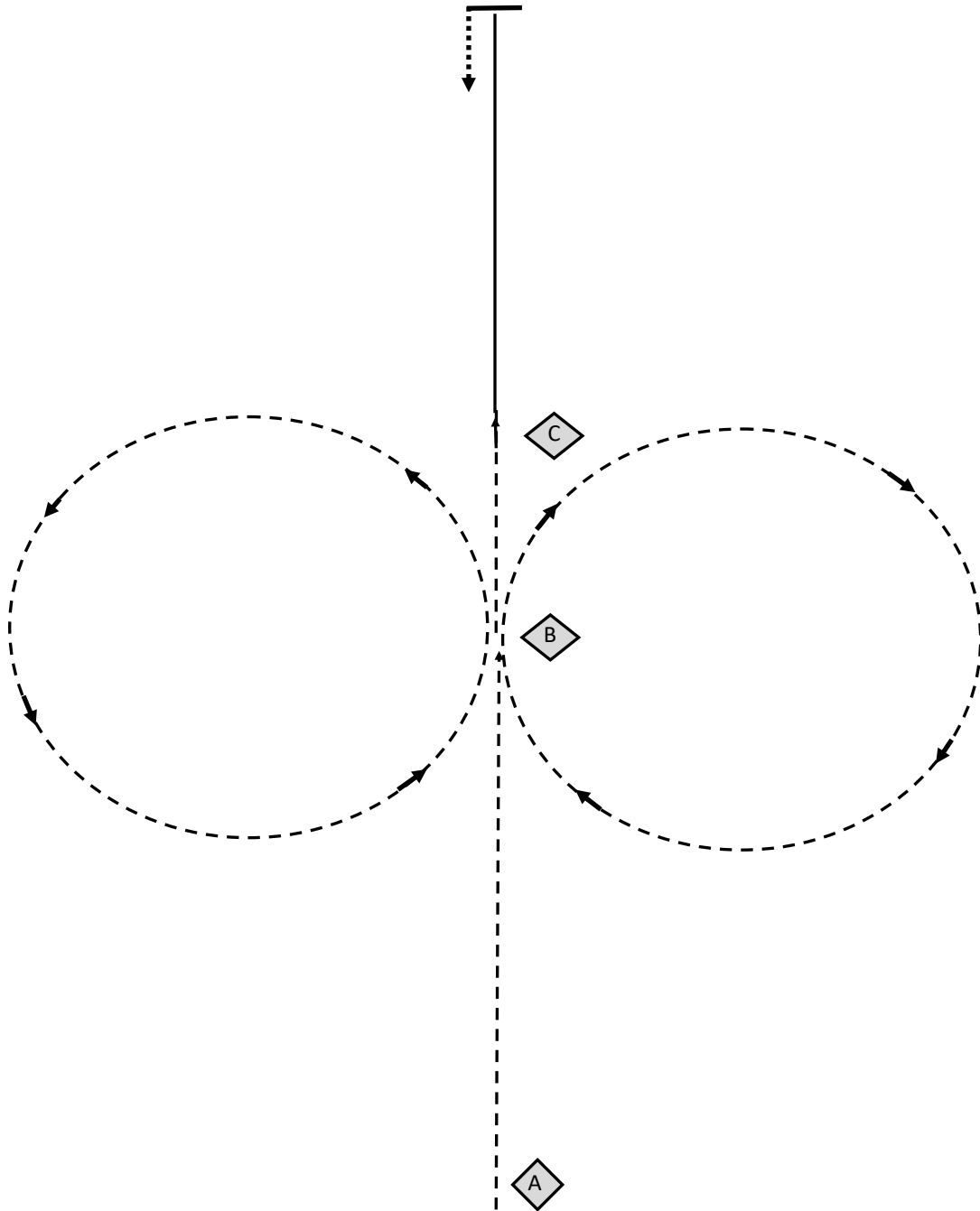


Showmanship Level 3

1. Begin at A; trot from A past B
2. Stop and perform a 90-degree turn
3. Walk to the judge; stop and set up for inspection
4. When dismissed back one horse length and perform a 270-degree turn
5. Trot off
6. Follow ring steward's directions for exiting the arena



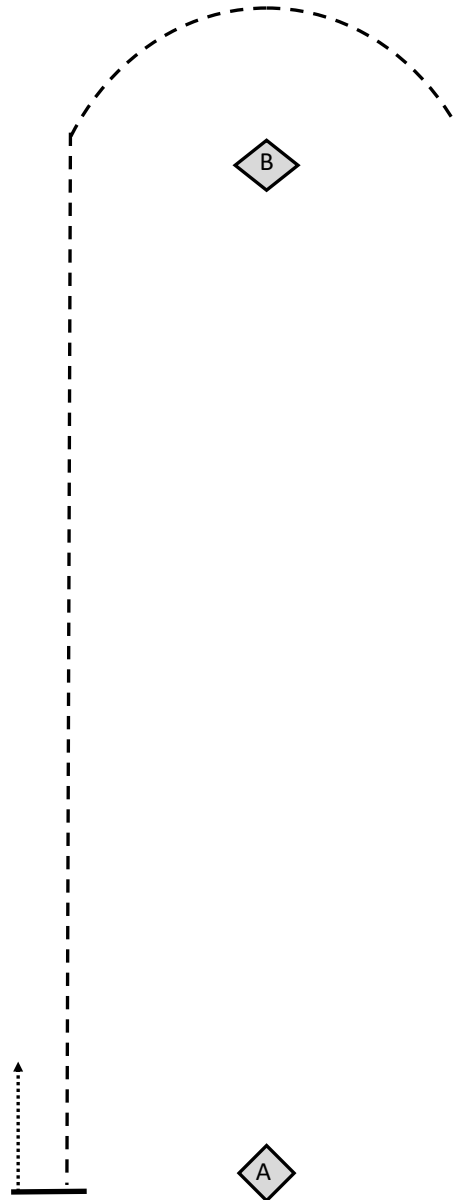
English Equitation All Levels



1. Sitting trot from A to B.
2. Perform a figure eight at the posting trot starting to the right.
3. Continue posting to C.
4. Canter right lead to D.
5. Stop, back five (5) steps.
6. Exit arena at a trot at ring steward's direction.

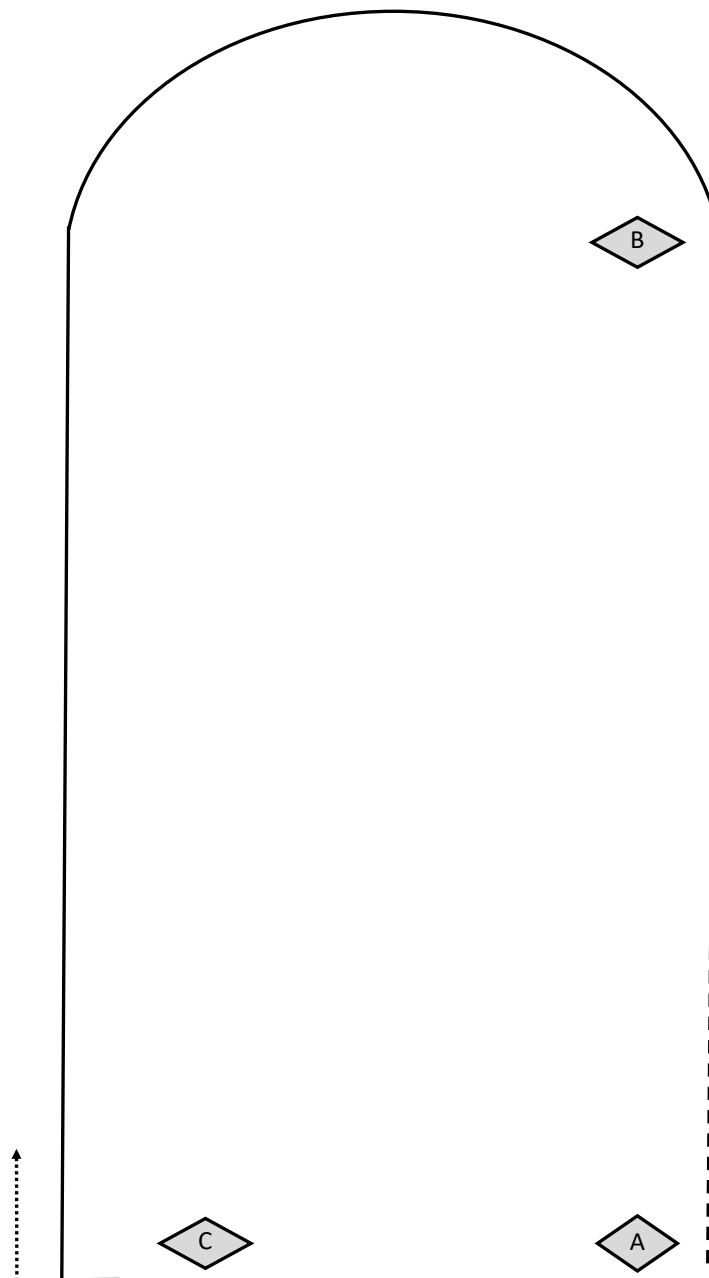
Walk-Trot Horsemanship/Equitation

1. Start at A, walk to B
2. At B begin to trot, complete a semi-circle around B, and continue to trot back to A
3. Stop at A
4. Back four (4) steps



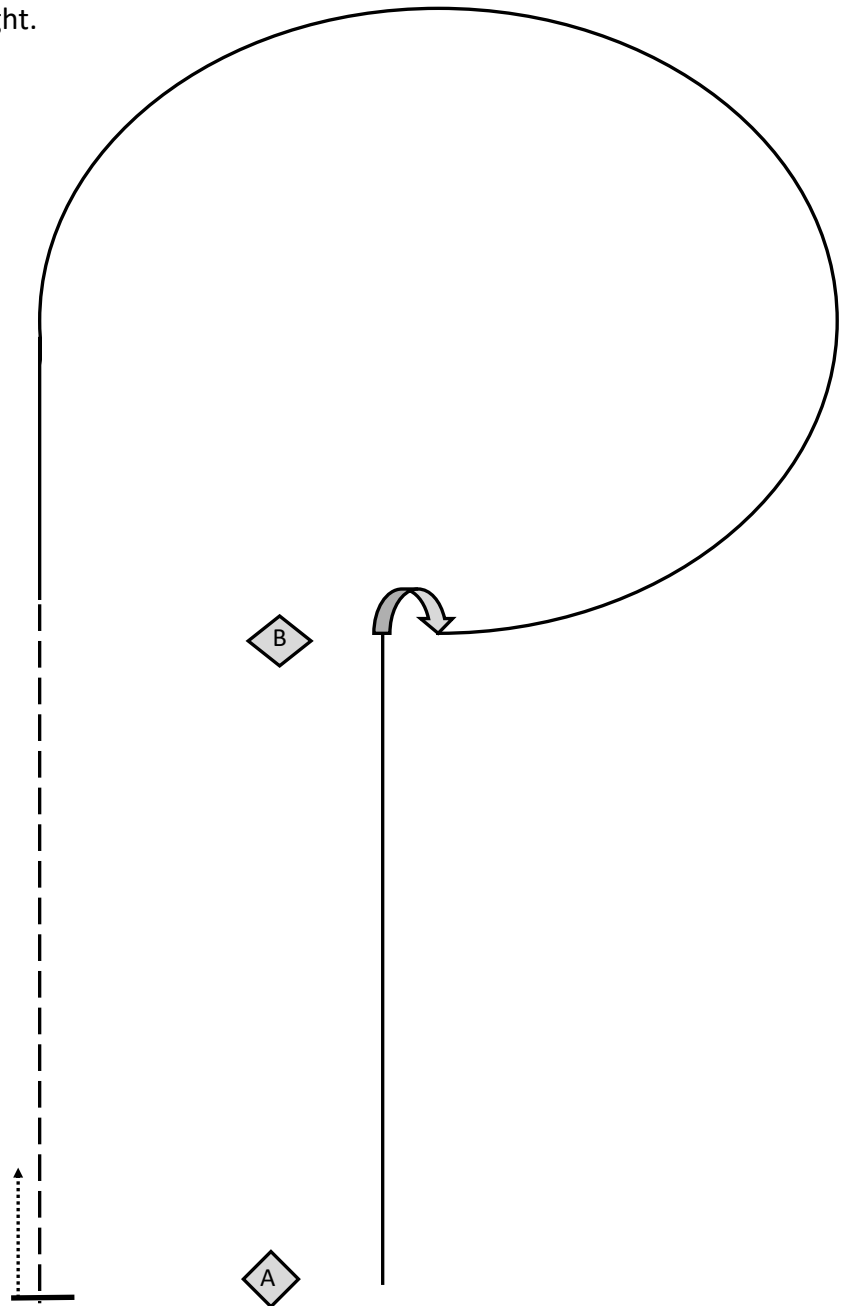
Horsemanship - Level 1

1. Start at A, jog from A to B
2. At B pickup the left lead and lope a semi-circle, and continue to lope to C
3. Stop at C.
4. Back four (4) steps.



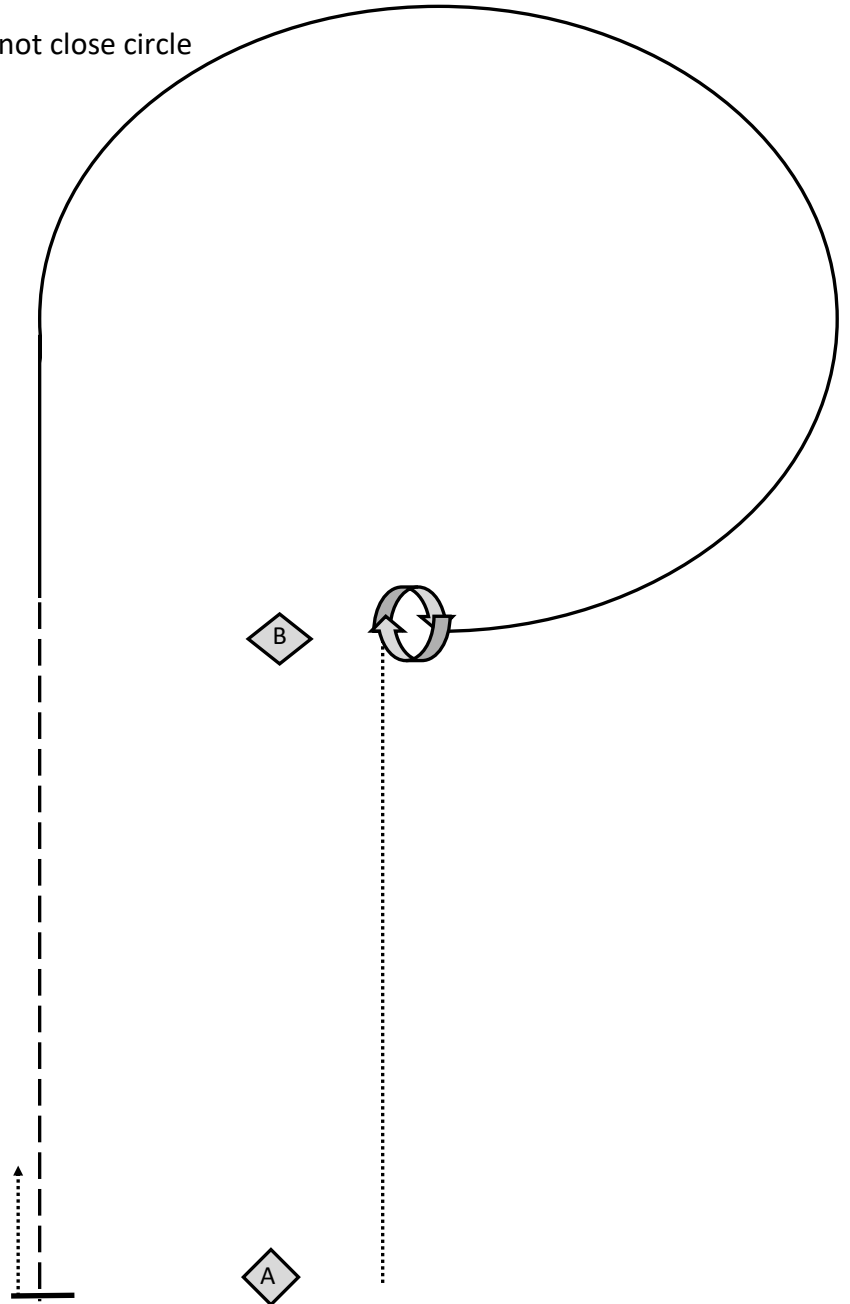
Horsemanship Levels 2

1. Lope on the right lead from A to B. Stop
2. At B perform a 90-degree pivot to the right.
3. Lope a circle to B on the left lead.
4. At B extend the job to A.
5. At A stop and back four (4) steps.



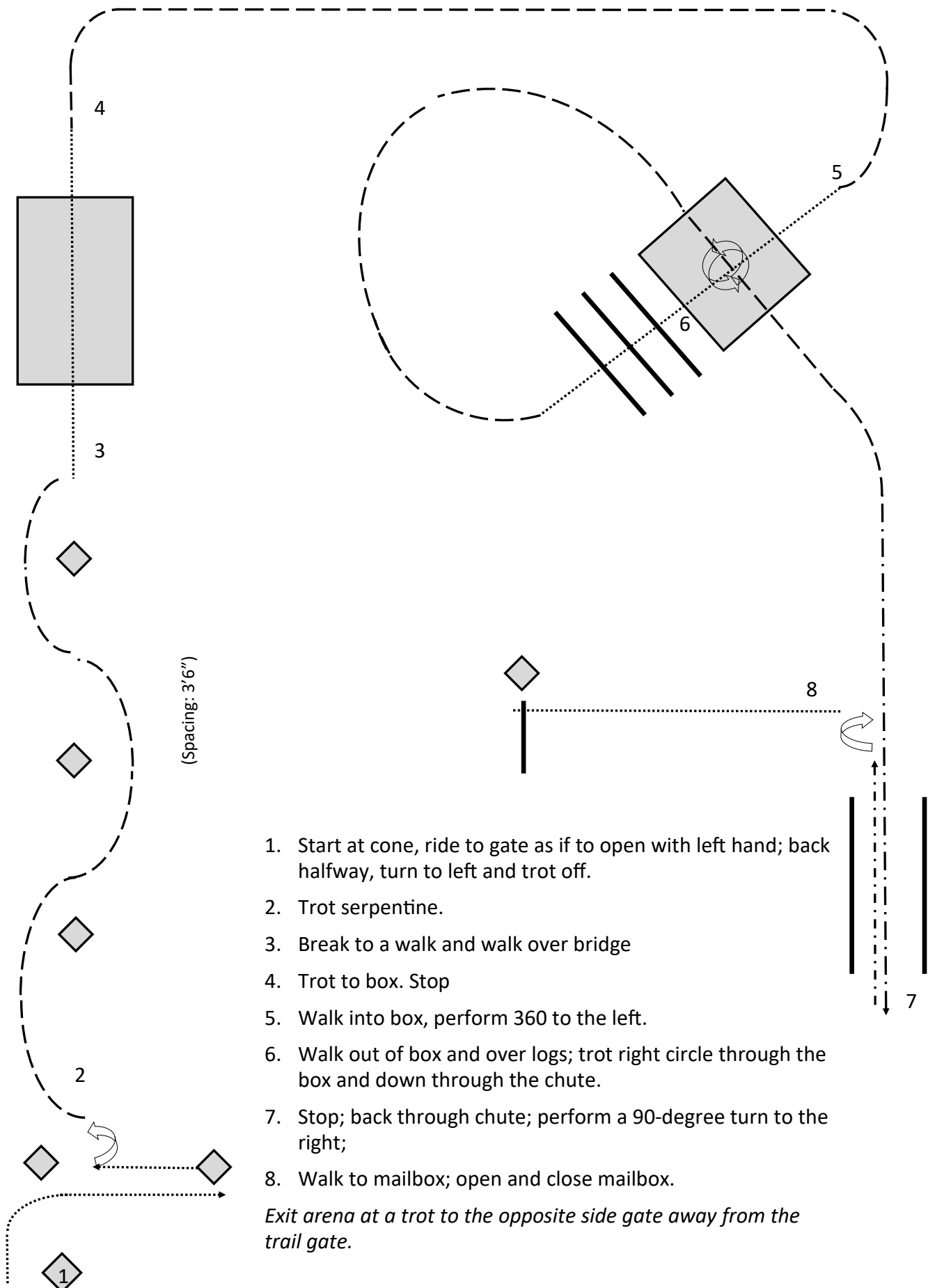
Horsemanship Level 3

1. Lope on the right lead from A to B. Stop
2. At B perform a 1 1/4 pivot to the right
3. Lope a circle to B on the left lead but do not close circle
4. At B break to the jog and jog to A
5. At A stop and back four (4) steps



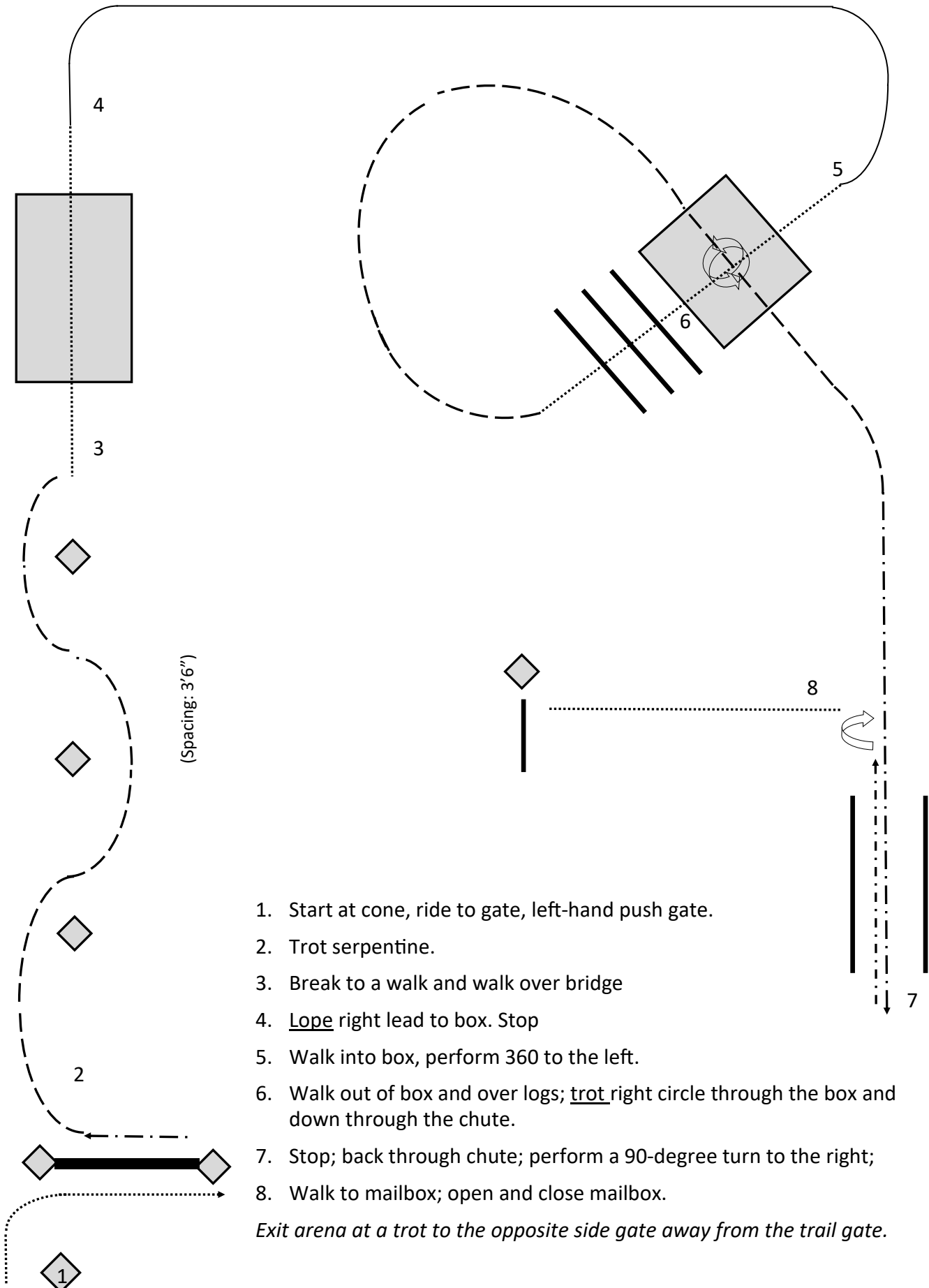
Trail - Walk Trot

Course will be set to size of arena, locations are approximate.



Trail Lope - Levels 1 & 2

Course will be set to size of arena, locations are approximate.

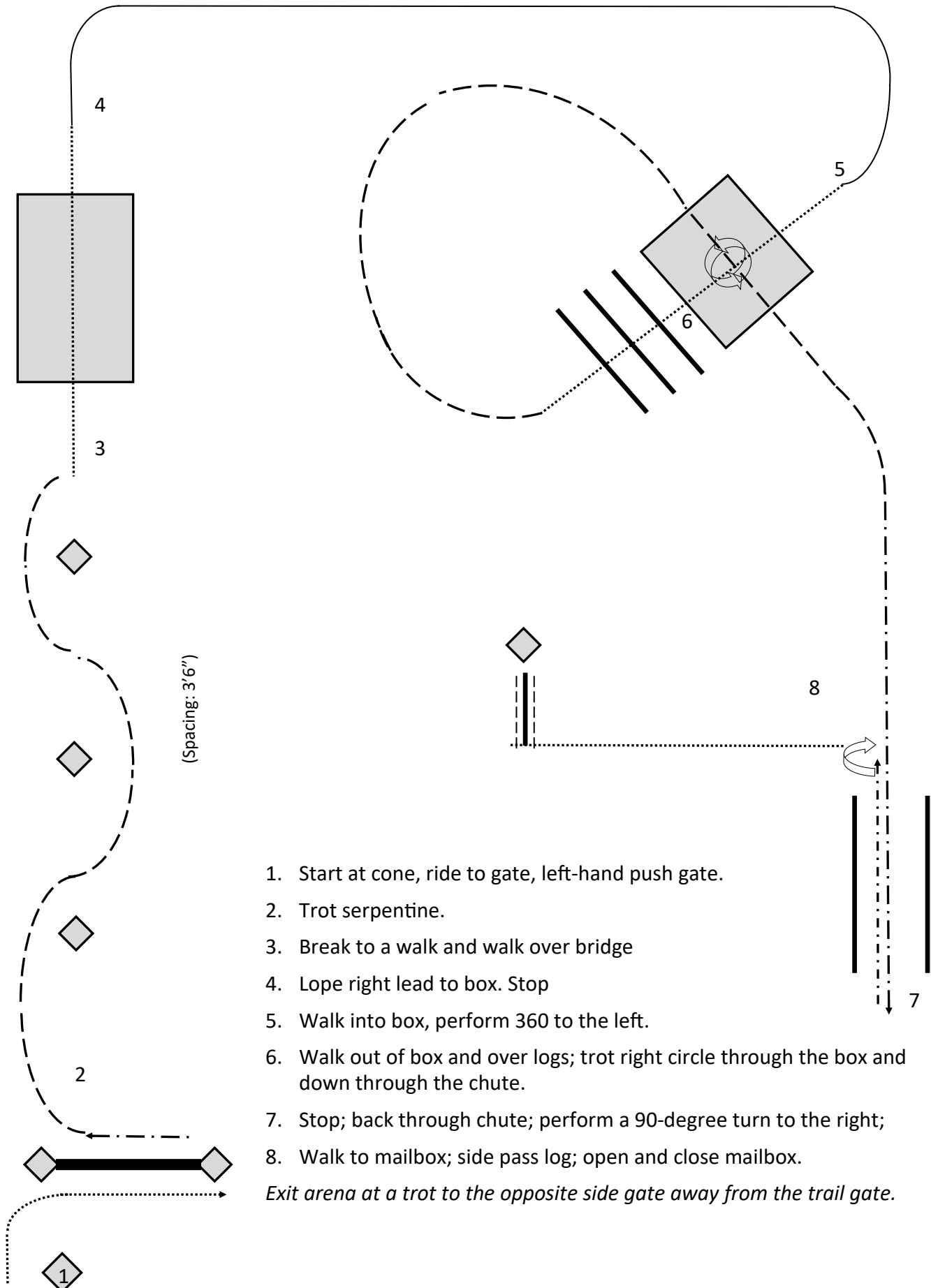


1. Start at cone, ride to gate, left-hand push gate.
2. Trot serpentine.
3. Break to a walk and walk over bridge
4. Lope right lead to box. Stop
5. Walk into box, perform 360 to the left.
6. Walk out of box and over logs; trot right circle through the box and down through the chute.
7. Stop; back through chute; perform a 90-degree turn to the right;
8. Walk to mailbox; open and close mailbox.

Exit arena at a trot to the opposite side gate away from the trail gate.

Trail Lope - Level 3

Course will be set to size of arena, locations are approximate.

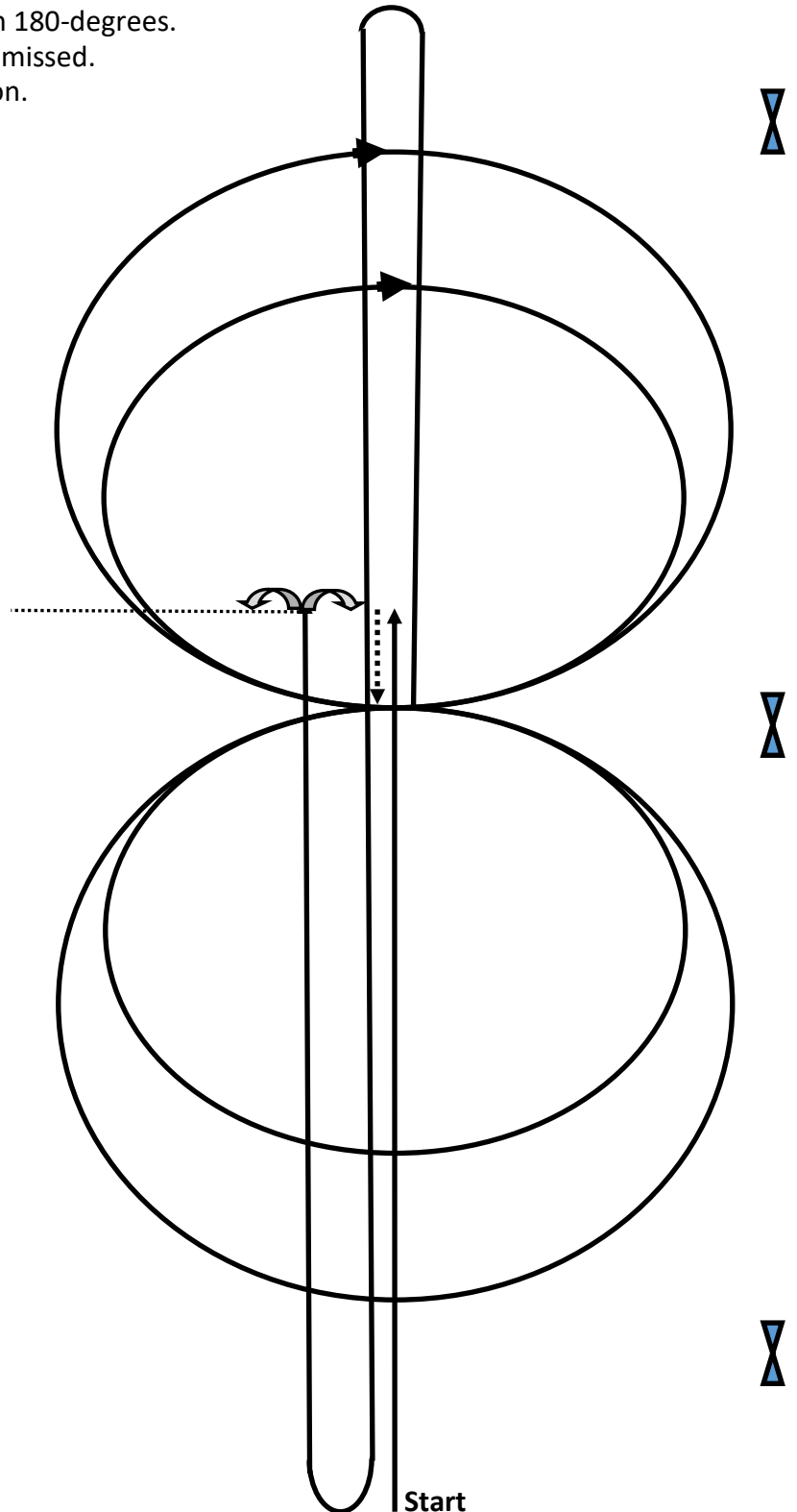


1. Start at cone, ride to gate, left-hand push gate.
2. Trot serpentine.
3. Break to a walk and walk over bridge
4. Lope right lead to box. Stop
5. Walk into box, perform 360 to the left.
6. Walk out of box and over logs; trot right circle through the box and down through the chute.
7. Stop; back through chute; perform a 90-degree turn to the right;
8. Walk to mailbox; side pass log; open and close mailbox.

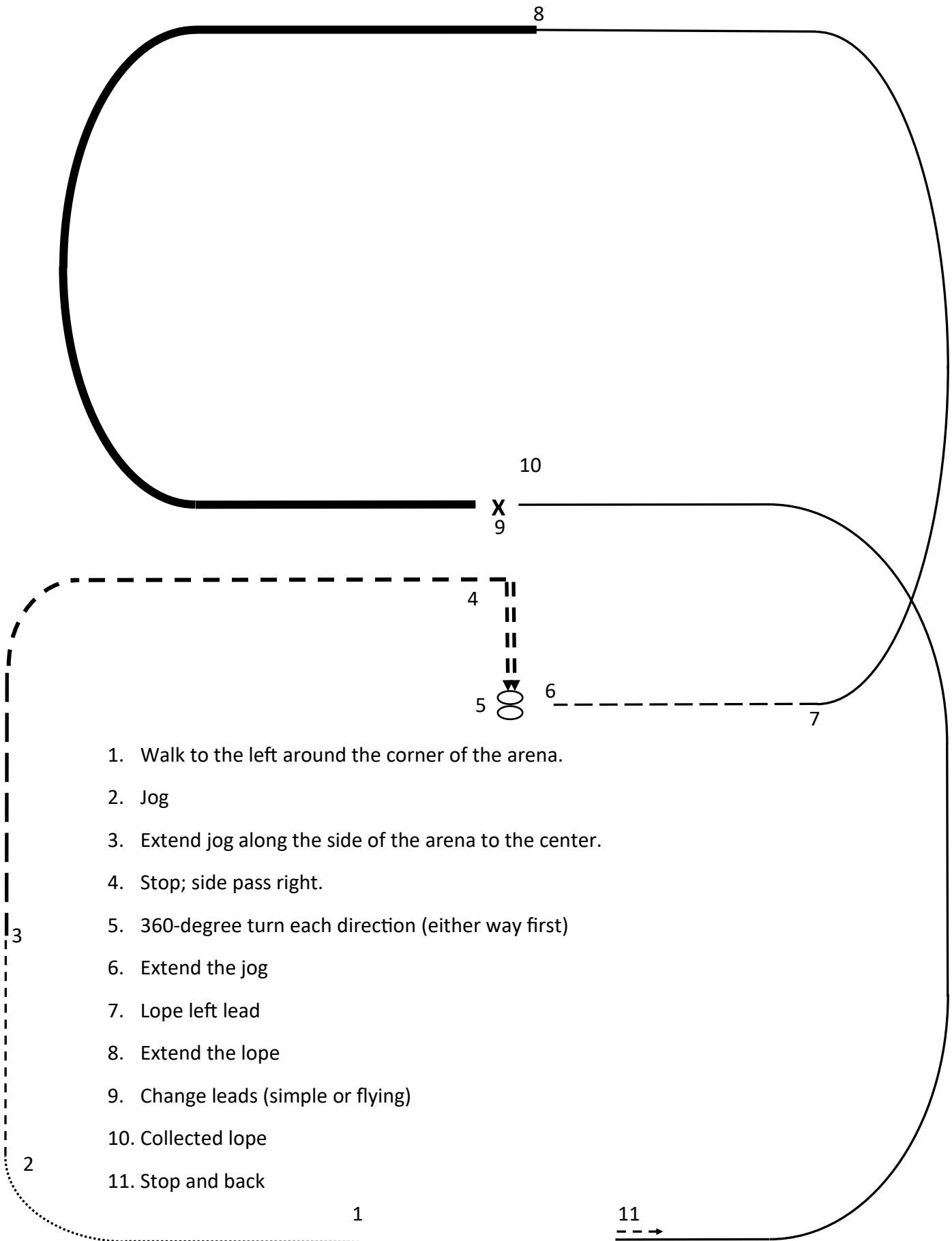
Exit arena at a trot to the opposite side gate away from the trail gate.

Reining - All Levels - Pattern 1

1. Lope with speed from start to past center marker.
2. Stop and back up to the center of pattern.
3. Settle horse for approximately 10 seconds.
4. Turn left; start lope to the right; circles should be made inside the end markers.
5. Ride two circles to the right; first circle small & slow, second circle larger and faster
6. Ride two circles to the left; first circle small & slow; second circle larger and faster.
7. Do not close circle but lope with speed down the center past the end marker. Stop. Left roll back over hocks.
8. Lope with speed down the center past the end marker. Stop. Right rollback over hocks.
9. Lope past center marker. Stop.
10. Pivot right 90-degrees. Pivot left no more than 180-degrees.
11. Walk to judge and stop for inspection until dismissed.
12. Bridle may be dropped at the judge's discretion.



Ranch Riding All Levels



1. Walk to the left around the corner of the arena.
2. Jog
3. Extend jog along the side of the arena to the center.
4. Stop; side pass right.
5. 360-degree turn each direction (either way first)
6. Extend the jog
7. Lope left lead
8. Extend the lope
9. Change leads (simple or flying)
10. Collected lope
11. Stop and back