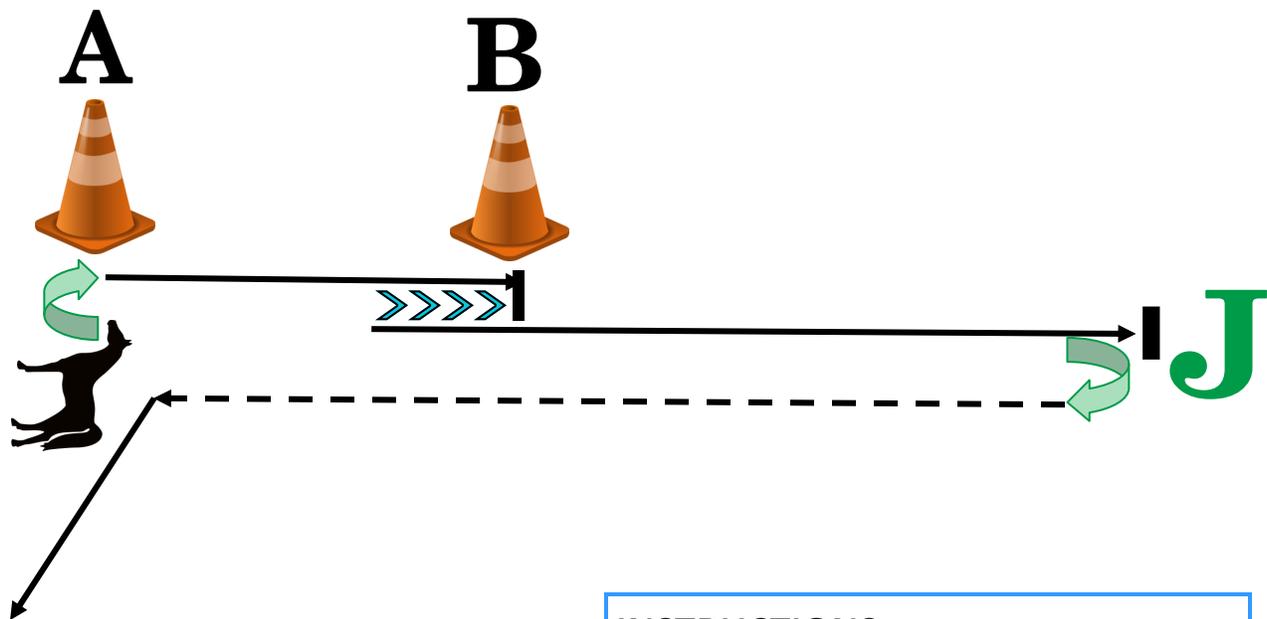


Novice Showmanship



LEGEND:

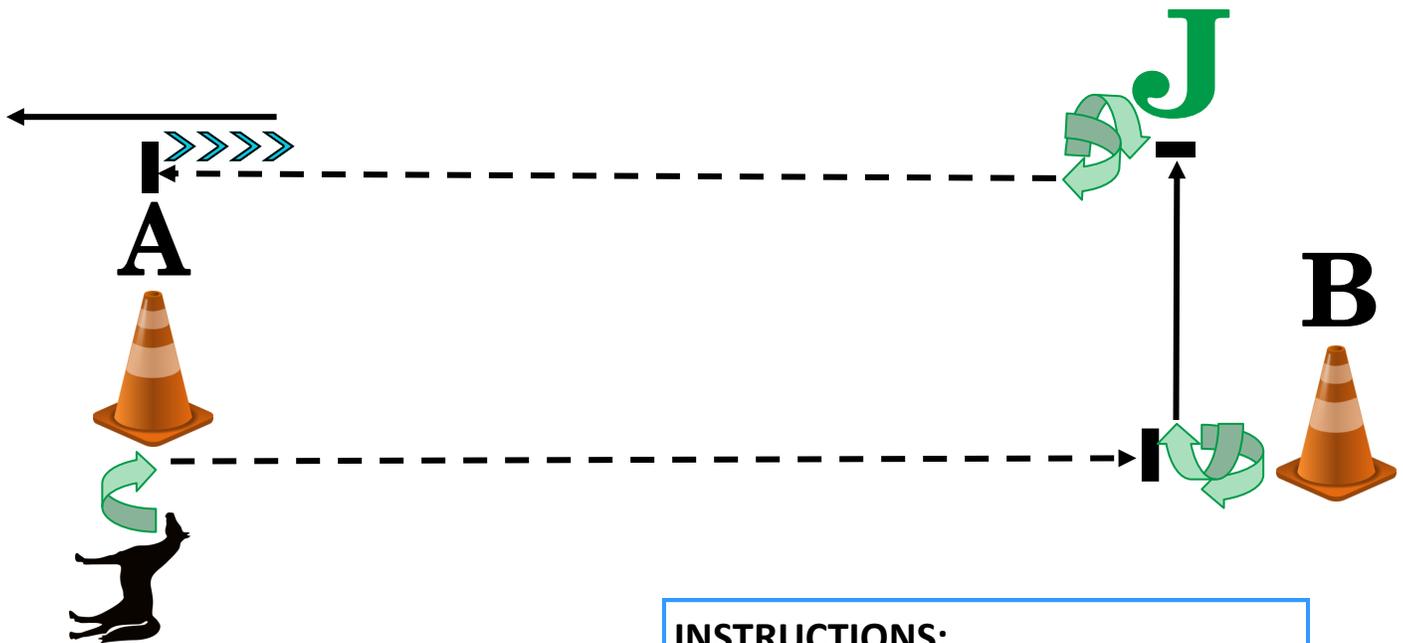
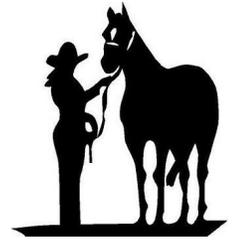
| | | | |
|-----------|---|-------------|---|
| Start: |  | Judge: | J |
| Halt: |  | Pivot Turn: |  |
| Walk: |  | | |
| Trot/Jog: |  | | |
| Back Up: |  | | |

INSTRUCTIONS:

- Be ready at cone A facing the cone.
- 1/4 pivot turn right
- Walk to cone B.
- At cone B halt & back up 4 strides.
- Continue in walk to the judge.
- Halt in front of judge and set up your animal for inspection.
- After inspection do a 1/2 pivot turn right, & then trot/jog your animal back to cone A.
- Walk at cone A and continue back into line (or to exit depending on instructions from the ring master).



Advanced Showmanship



INSTRUCTIONS:

- Be ready at cone A facing the cone.
- 1/4 pivot turn right.
- Trot/jog to cone B.
- Halt facing cone B.
- Do a 3/4 pivot turn right, and continue in walk to the judge.
- Halt in front of judge and set up your animal for inspection.
- After inspection do a 3/4 pivot turn right and then proceed in trot until in line with cone A.
- Halt and back up 4 strides.
- Proceed in walk and continue back into line (or to exit depending on instructions from the ring master).

LEGEND:

Start: Judge: **J**

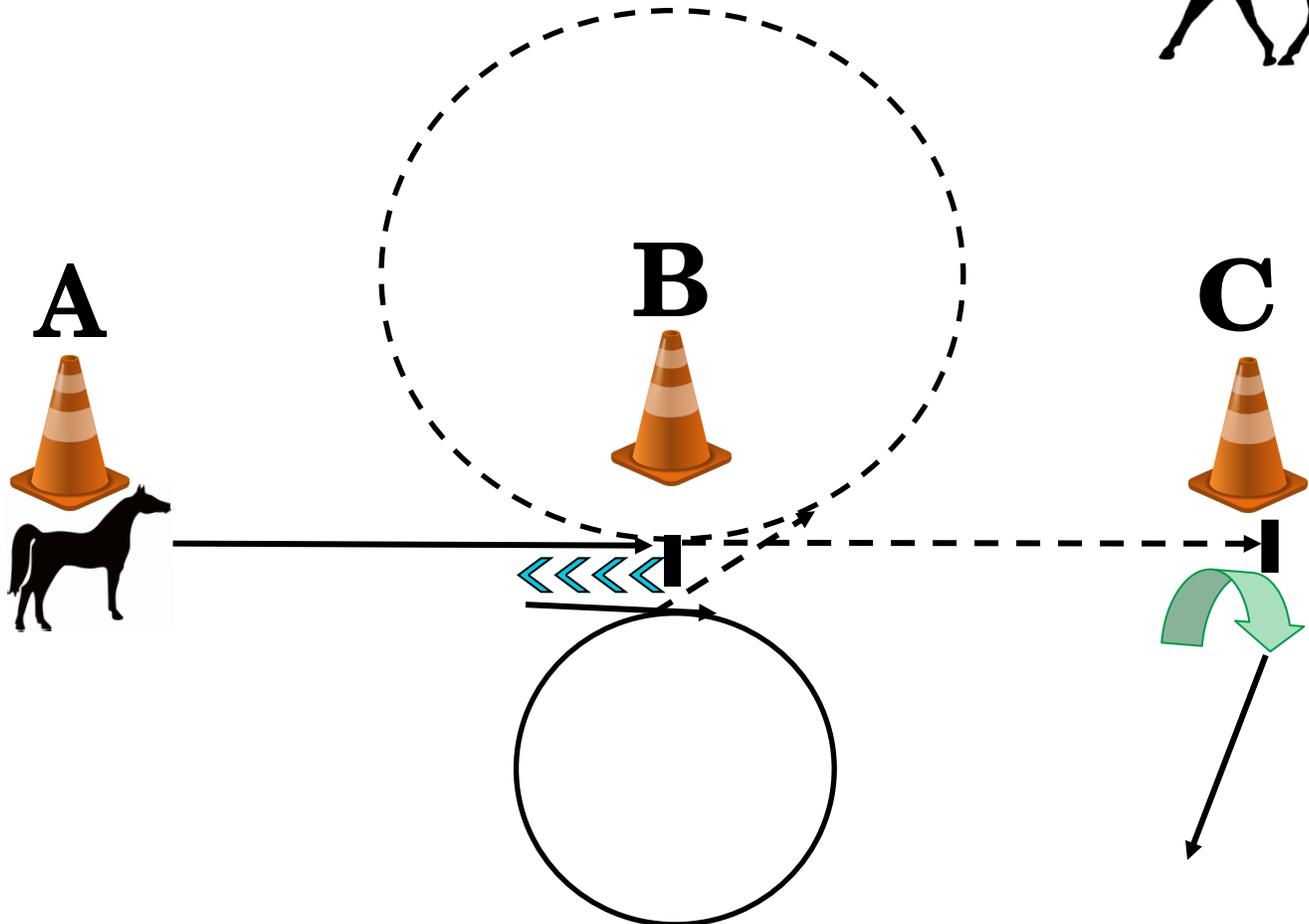
Halt: Pivot Turn:

Walk:

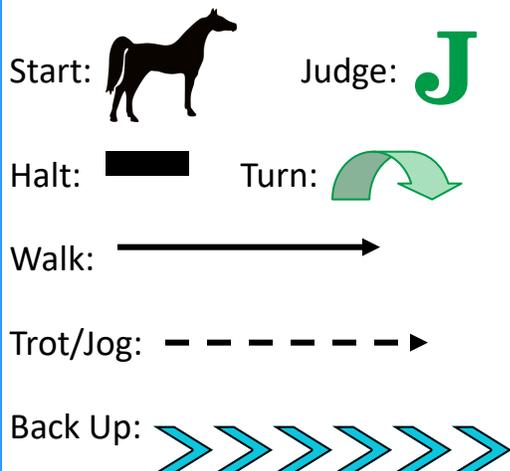
Trot/Jog:

Back Up:

Novice Riding



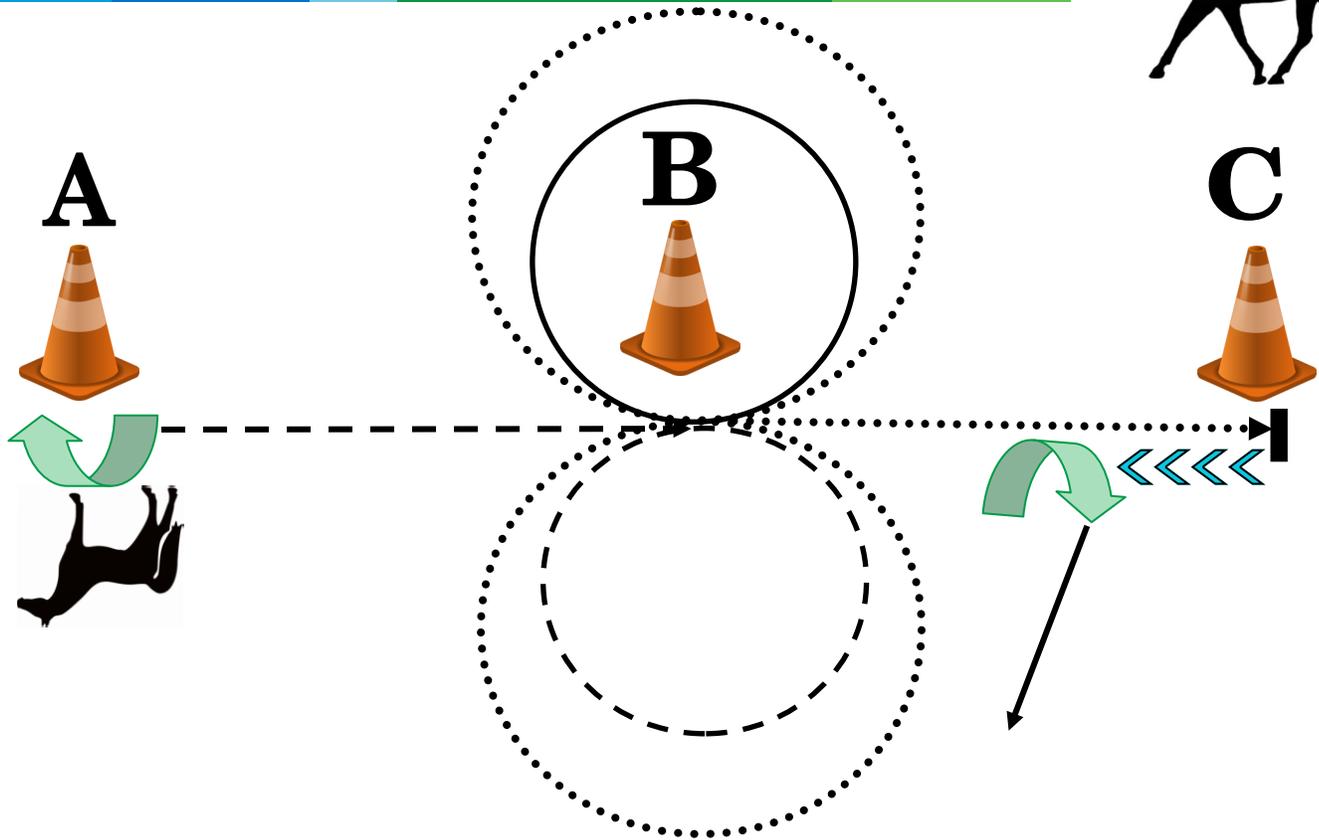
LEGEND:



INSTRUCTIONS:

- Be ready at cone A.
- Walk to cone B, halt & back up 4 strides.
- Proceed in walk back to cone B, and walk small circle to the right.
- As you approach cone B again transition to trot/jog and trot/jog large circle left.
- Then continue in trot/jog to cone C.
- At cone C halt for 10 seconds.
- Then do a 90° turn on the haunches left and walk back into line (or to exit depending on instructions from the ring master).

Advanced Riding



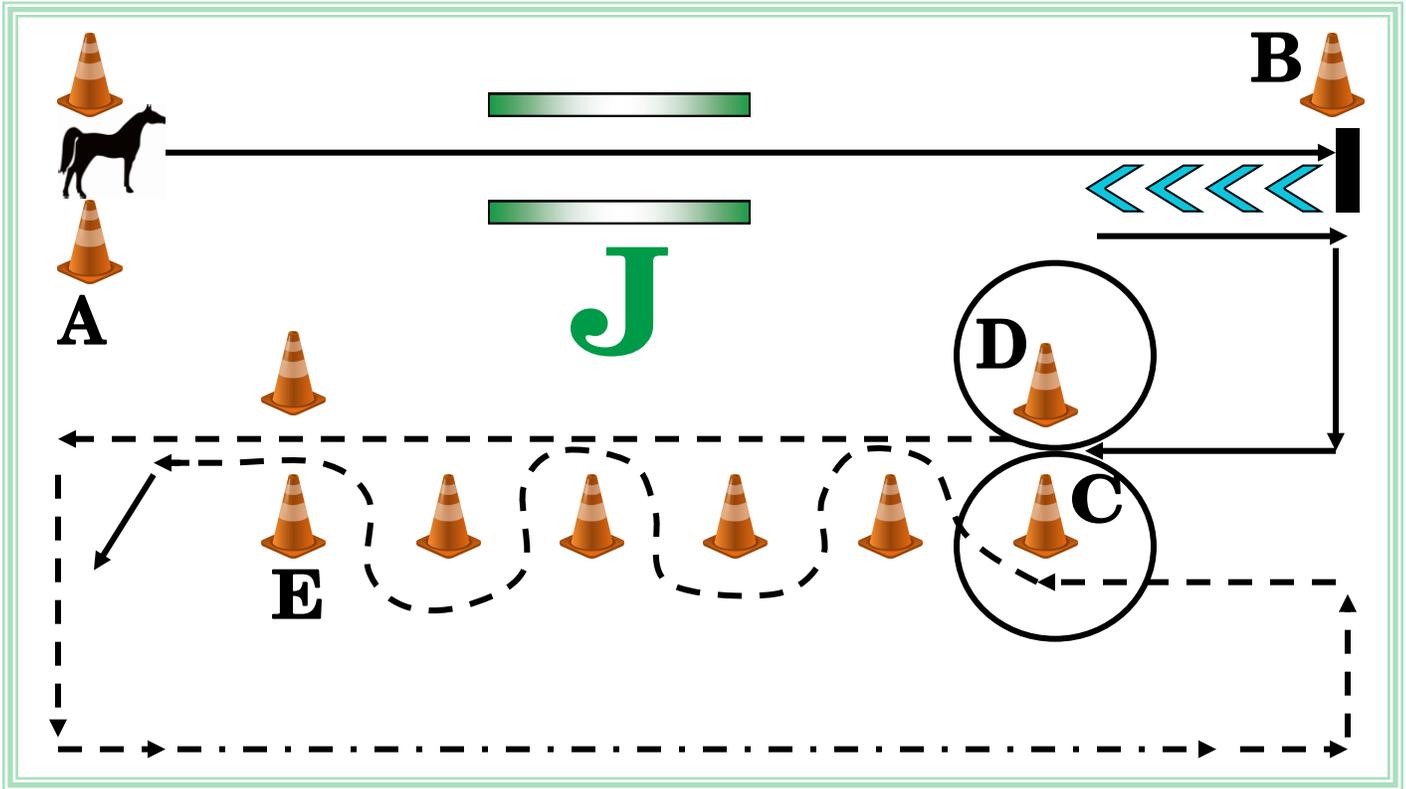
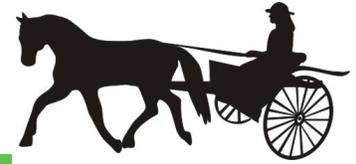
LEGEND:

| | | | |
|--------------|---|--------|---|
| Start: |  | Judge: | J |
| Halt: |  | Turn: |  |
| Walk: |  | | |
| Trot/Jog: |  | | |
| Canter/lope: |  | | |
| Back Up: |  | | |

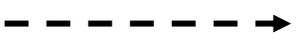
INSTRUCTIONS:

- Be ready at cone A.
- Do a 180° turn on the forehand right and proceed in trot/jog.
- At cone B trot/jog small circle right.
- As you approach cone B again transition to canter/lope and canter/lope large circle right.
- At cone B transition to walk and walk small circle left.
- As you approach cone B again transition to canter/lope and canter/lope large circle left.
- Continue in canter/lope to cone C, then halt and back up 4 strides.
- Then do a 90° turn on the haunches right and walk back into line (or to exit depending on instructions from the ring master).

Novice Driving



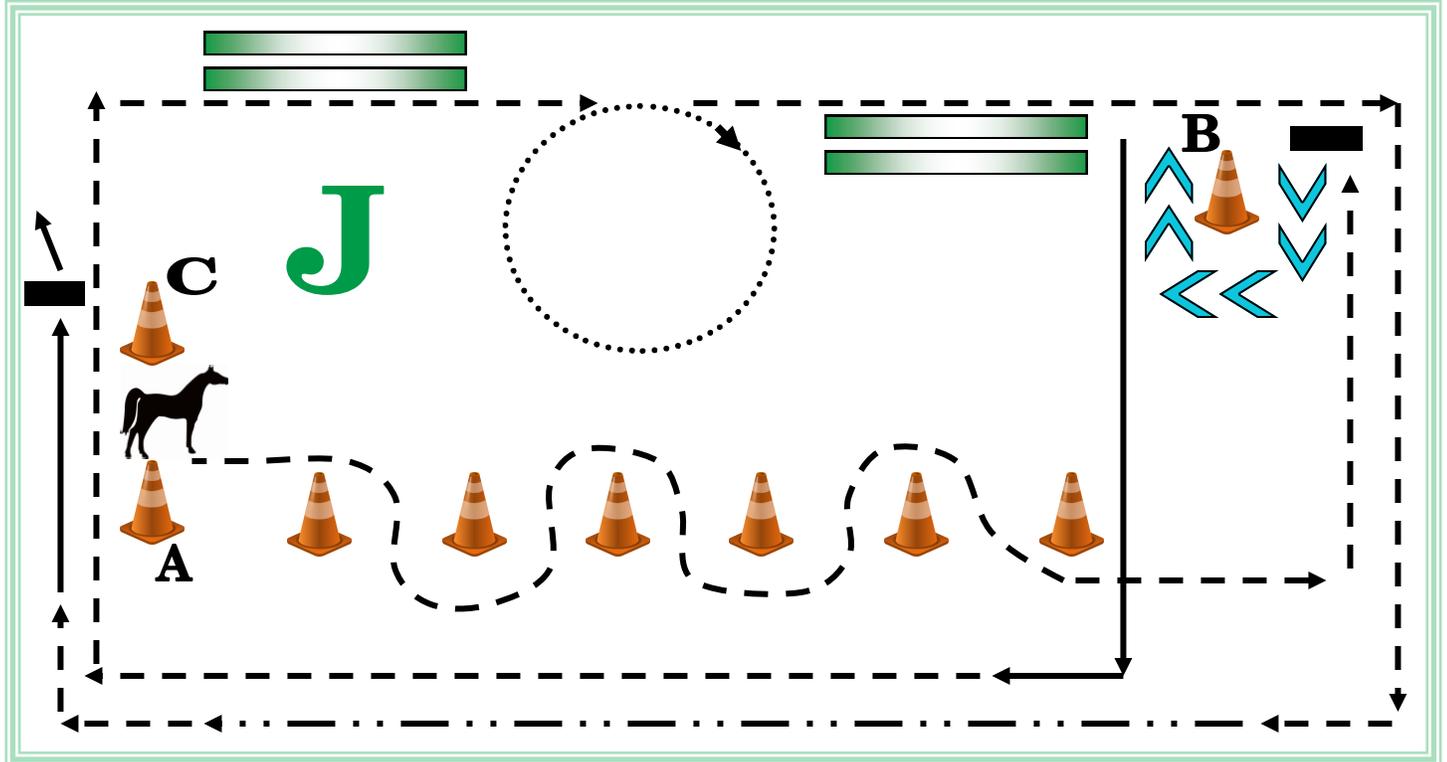
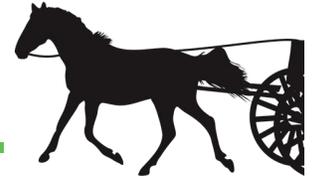
LEGEND:

- Start:  Judge: **J**
- Halt:  Walk: 
- Working Trot: 
- Lengthened Trot: 
- Extended Trot: 
- Collected Trot: 
- Back Up: 

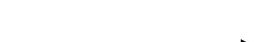
INSTRUCTIONS:

- Be ready at cone A.
- Begin in walk & proceed through ground poles.
- At cone B back up 4 strides & then proceed in walk.
- Turn right & then turn right again.
- Walk small circle left around cone C & then walk small circle right around cone D.
- Proceed in working trot & at rail turn left.
- After corner lengthen trot & then return to working trot before next corner.
- Turn left and then weave through six pylons.
- Finish at cone E & then transition to walk.
- Walk back into line (or to exit depending on instructions from the ring master).

Advanced Driving



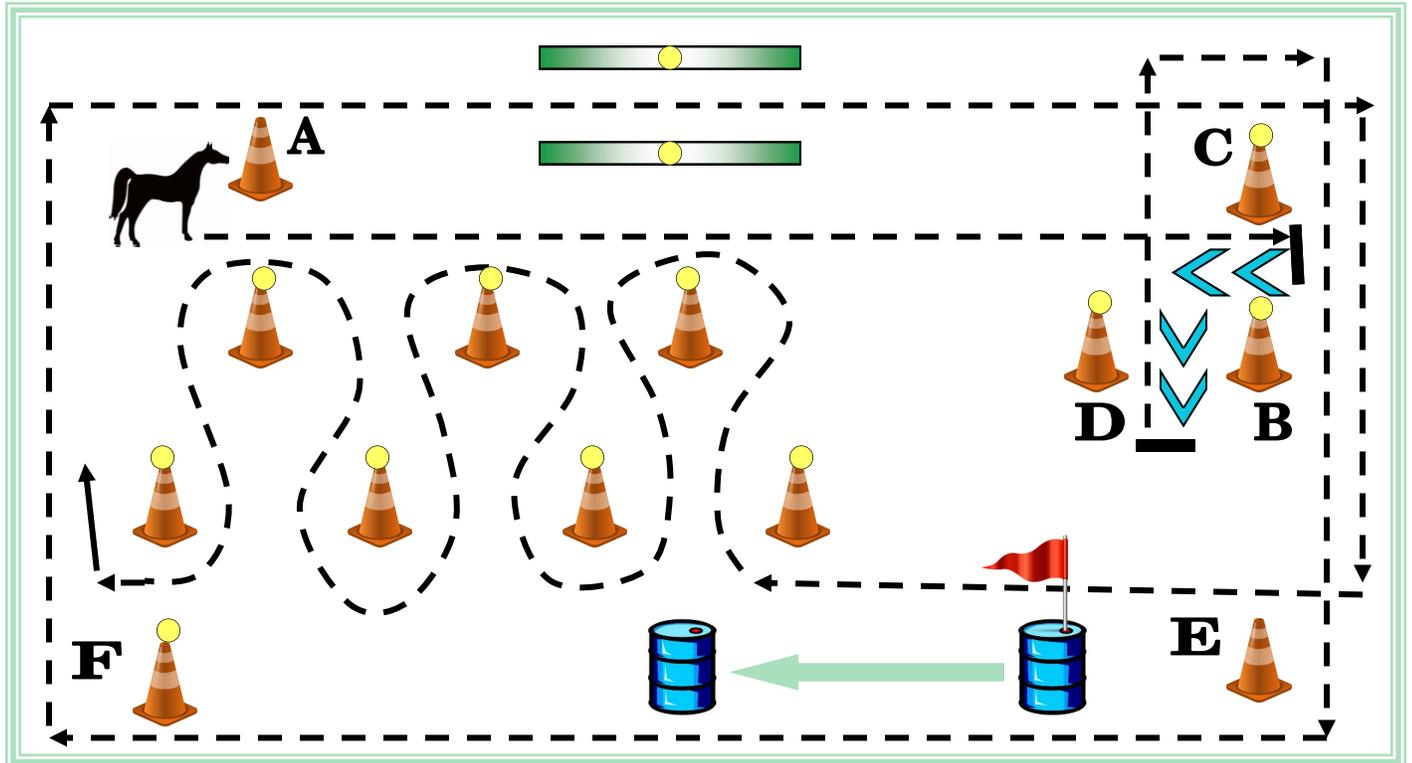
LEGEND:

| | | | |
|------------------|---|--------|---|
| Start: |  | Judge: | J |
| Halt: |  | Walk: |  |
| Working Trot: |  | | |
| Lengthened Trot: |  | | |
| Extended Trot: |  | | |
| Collected Trot: |  | | |
| Back Up: |  | | |

INSTRUCTIONS:

- Be ready at cone A & begin in working trot & weave through six pylons & at rail turn left.
- At cone B halt & back up around cone ("U" shape) & then proceed in walk.
- At rail turn right & transition to working trot.
- At first set ground poles have left wheel(s) between poles.
- Then medium sized circle right in collected trot.
- After circle transition back to working trot.
- At second set of ground poles have right wheel(s) between poles.
- Proceed around short side of arena in working trot.
- On long side of the arena show extended trot.
- Before corner transition back to working trot.
- After corner transition to walk & then halt at cone C for 10 seconds. Then walk back into line. *(or to exit depending on instructions from the ring master).*

Timed Obstacle Driving



LEGEND:

Start: 

Judge: **J**

Halt:  Walk: 

Walk or Trot: 

Back Up: 

Pick Up Obstacle: 

Tennis Ball: 

INSTRUCTIONS:

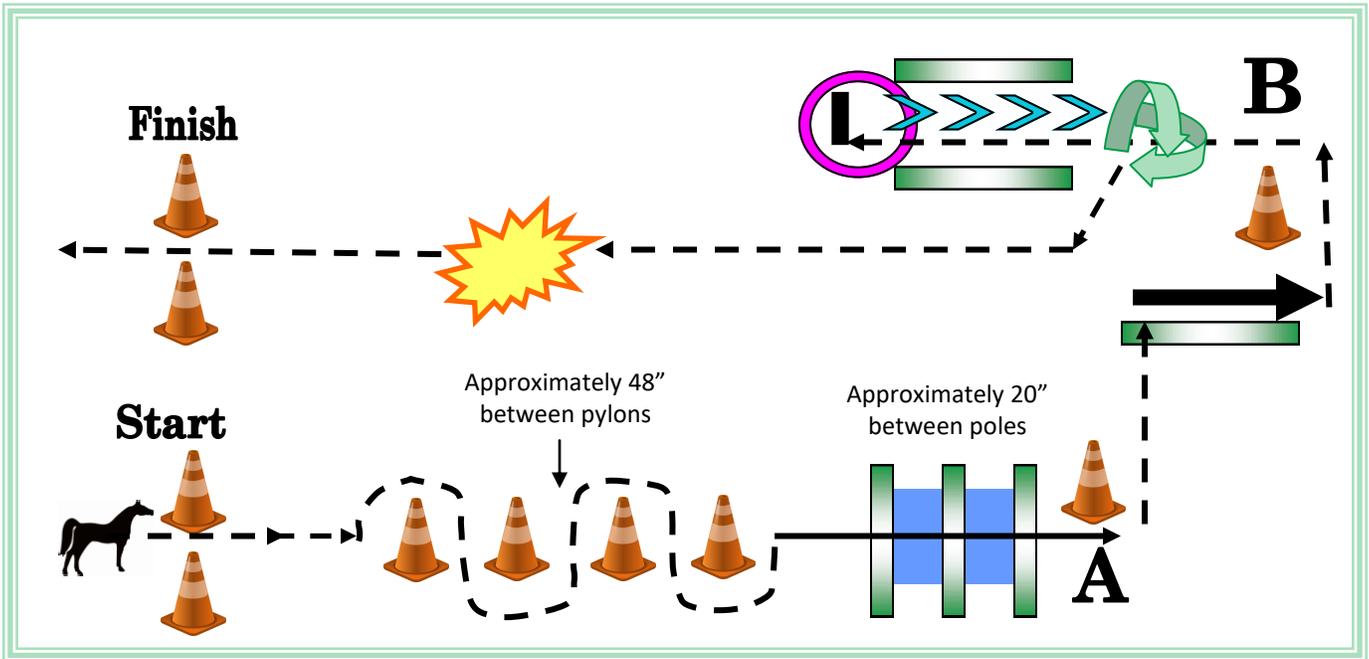
- Timer will start at cone A.
- Halt between cone B & C.
- Back up between cone B & D ("L" shape) & halt.
- Proceed in walk/trot & make a right U-turn around cone C.
- Proceed around outside of cone E.
- Proceed to pick up obstacle. Pick up object from holder & deliver it to the next holder.
- Proceed around outside of cone F.
- Proceed to and through ground poles.
- Turn right after cone C.
- Proceed to & through weave obstacle.
- Timer will stop when you pass by cone F.
- Exit in walk.

Penalties:

5 second time fault for each tennis ball knocked over.
Disqualified if off course or if your horse breaks into a canter.



Wash World In Hand Obstacle Race



LEGEND:

- Start: Judge: **J**
- Halt: Walk:
- Walk or Trot:
- Back Up:
- Tarp: Hoop:
- Mystery Obstacle:
- Pivot Turn:

INSTRUCTIONS:

- Timer will start when you pass the start line.
- Weave around the 4 pylons (*can start on either side of first pylon*).
- Then walk over poles which will have a tarp under them.
- Turn around outside of cone B.
- Halt with animal straddling left end of ground pole & then side pass animal right until clear of the pole.
- Proceed around outside of cone B.
- Proceed between ground poles & halt with just animal's front feet inside of hoop. Count to 5 seconds. Then back up animal until completely clear of the poles. Perform 270° pivot turn right.
- Continue to Mystery Obstacle.
- Timer will stop when you pass trough finish line.
- Exit in walk.

Penalties:

30 second time fault for each obstacle not completed & **disqualified** if off course.

60 seconds maximum is allowed for each obstacle—judge will ask competitor to move on to next obstacle if it this time is exceeded.

**unless specified it is up to the handler if they wish to walk or trot/jog to and/or through obstacles.*