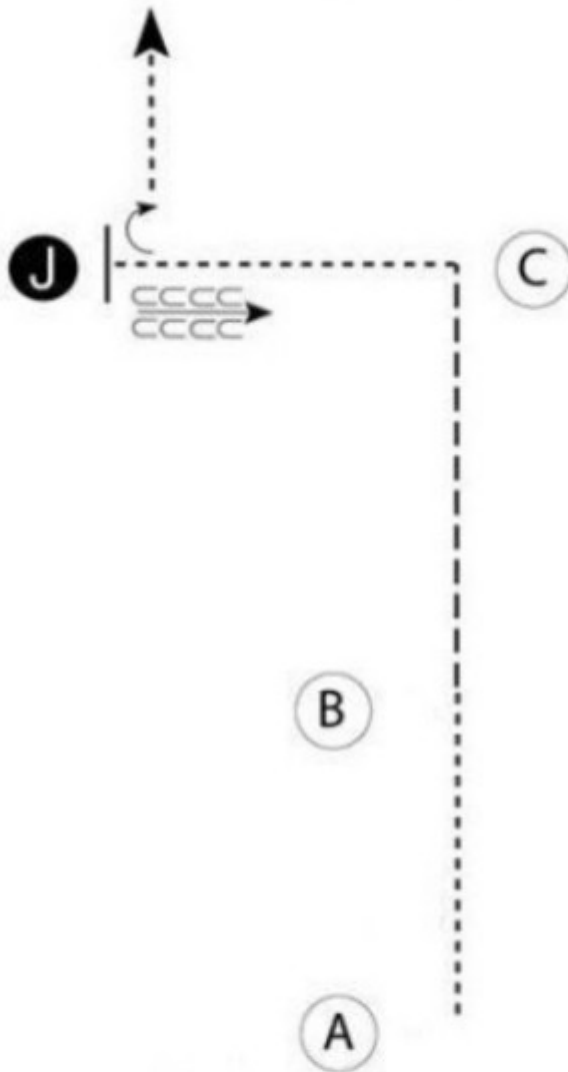


Class 10 Showmanship Pattern

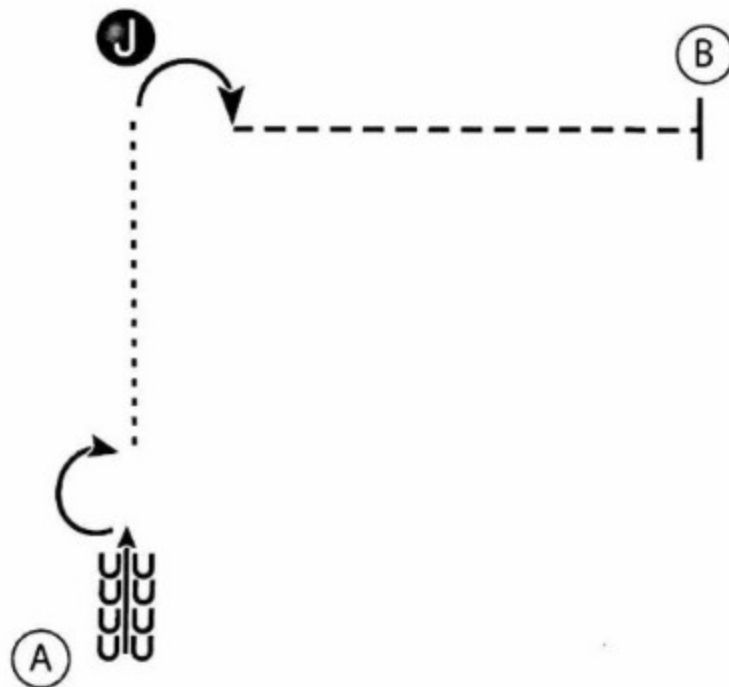


1. Be Ready at A.
2. Walk A to B.
3. Trot at B until even with C.
4. At C break to a walk and walk to judge.
5. Stop and set up for inspection.
6. When dismissed back 5 steps and turn 90 degrees.
7. Walk away from the judge.

Follow the instructions of your ring steward.

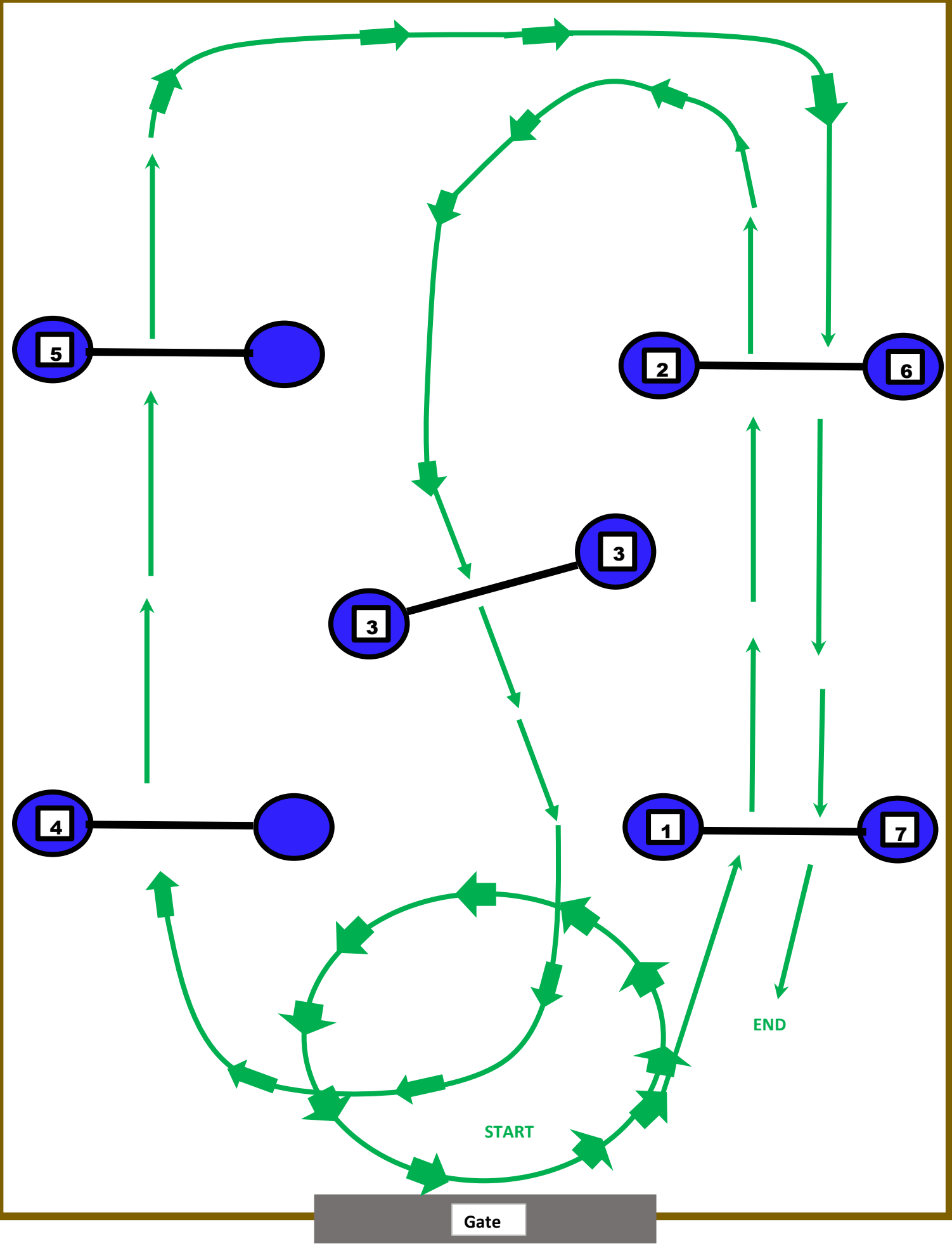
Walk -----
Trot -----
Back ← 
Marker (B)
Judge (J)

Class 11 Natural Horsemanship In Hand Pattern

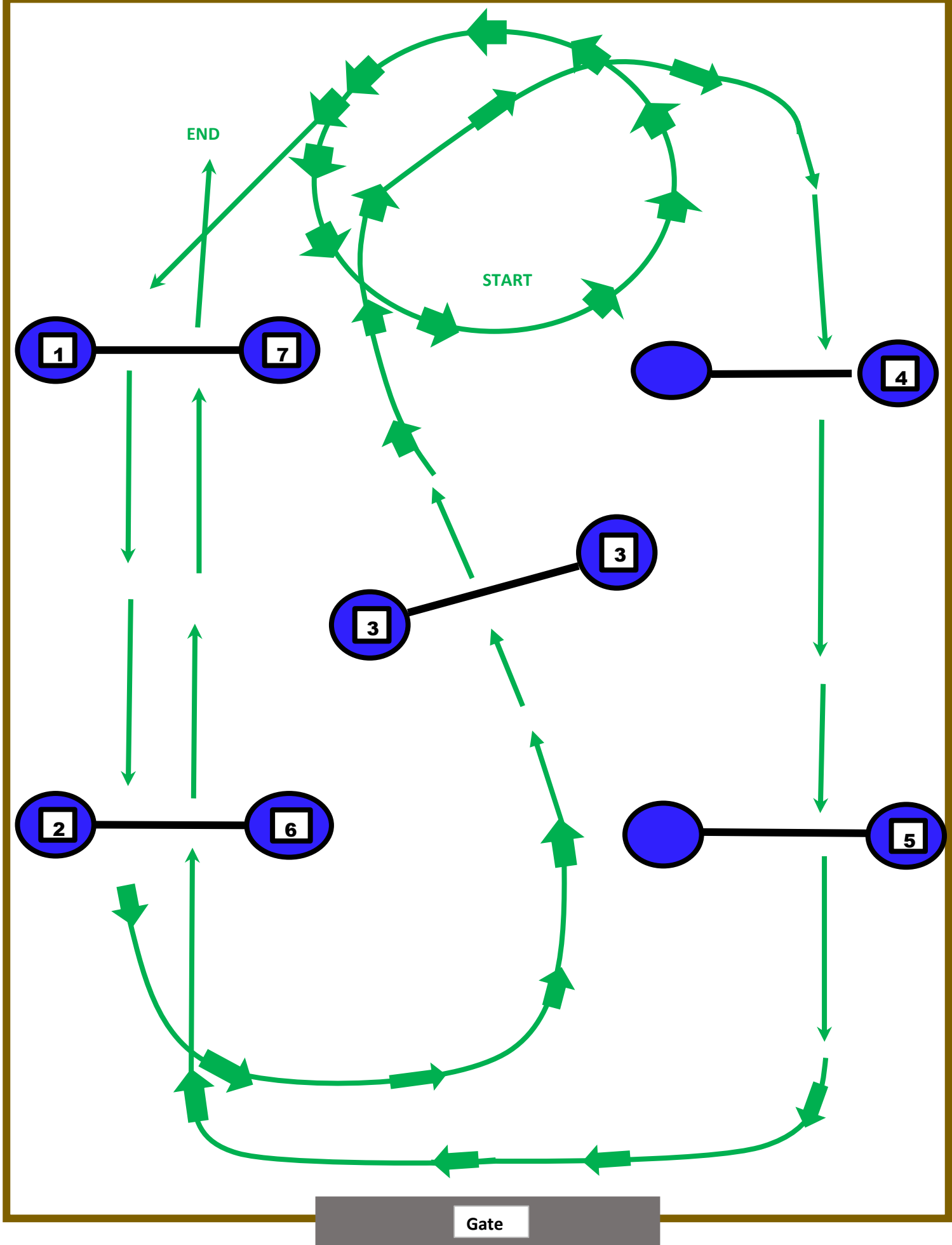


1. Back 4 steps at A
2. Perform a 180 degree turn
3. Walk to the judge and set up for inspection
4. When dismissed perform a 90 degree turn and trot to B
5. Stop at B

Walk
Trot - - - - -
Back ← 
Marker (B)
Judge (J)



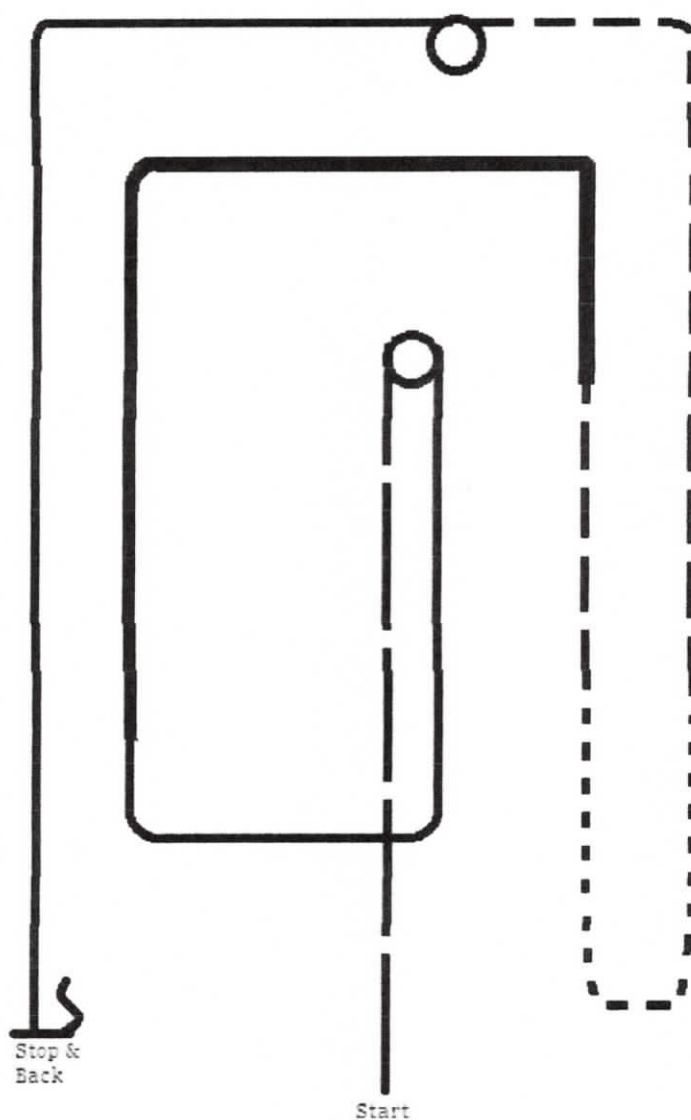
Class 23 and 25 Jump Pattern



Class 24 and 26 Jump Pattern

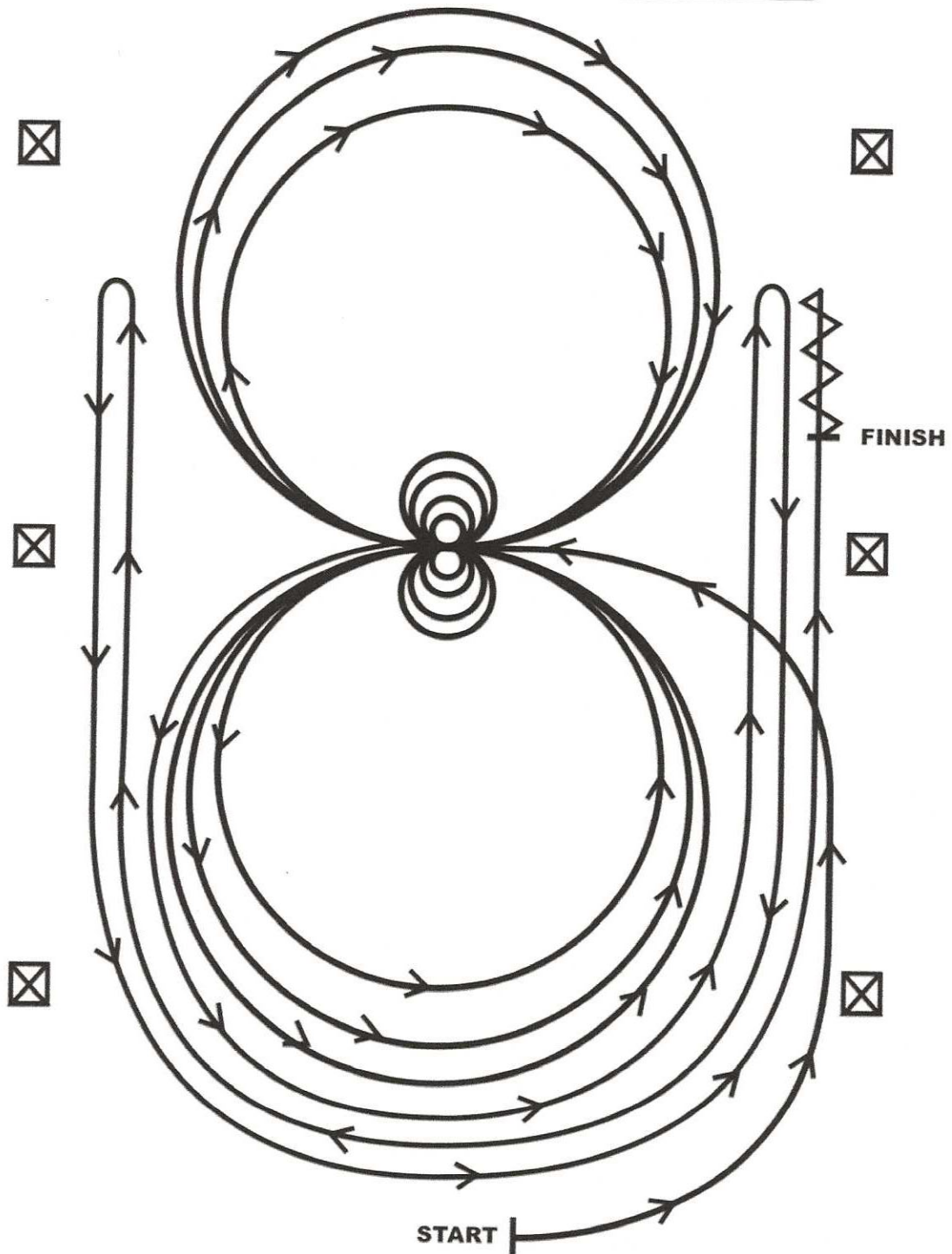
Ranch Riding Pattern 8

1. Extended trot
2. Stop, rollback right
3. Lope right lead, two corners
4. Extended lope (right lead) two corners
5. Trot
6. Walk
7. Trot
8. Stop, 360 left
9. Lope left lead
10. Stop and back



Ranch Horse Riding Class 27

Class 29

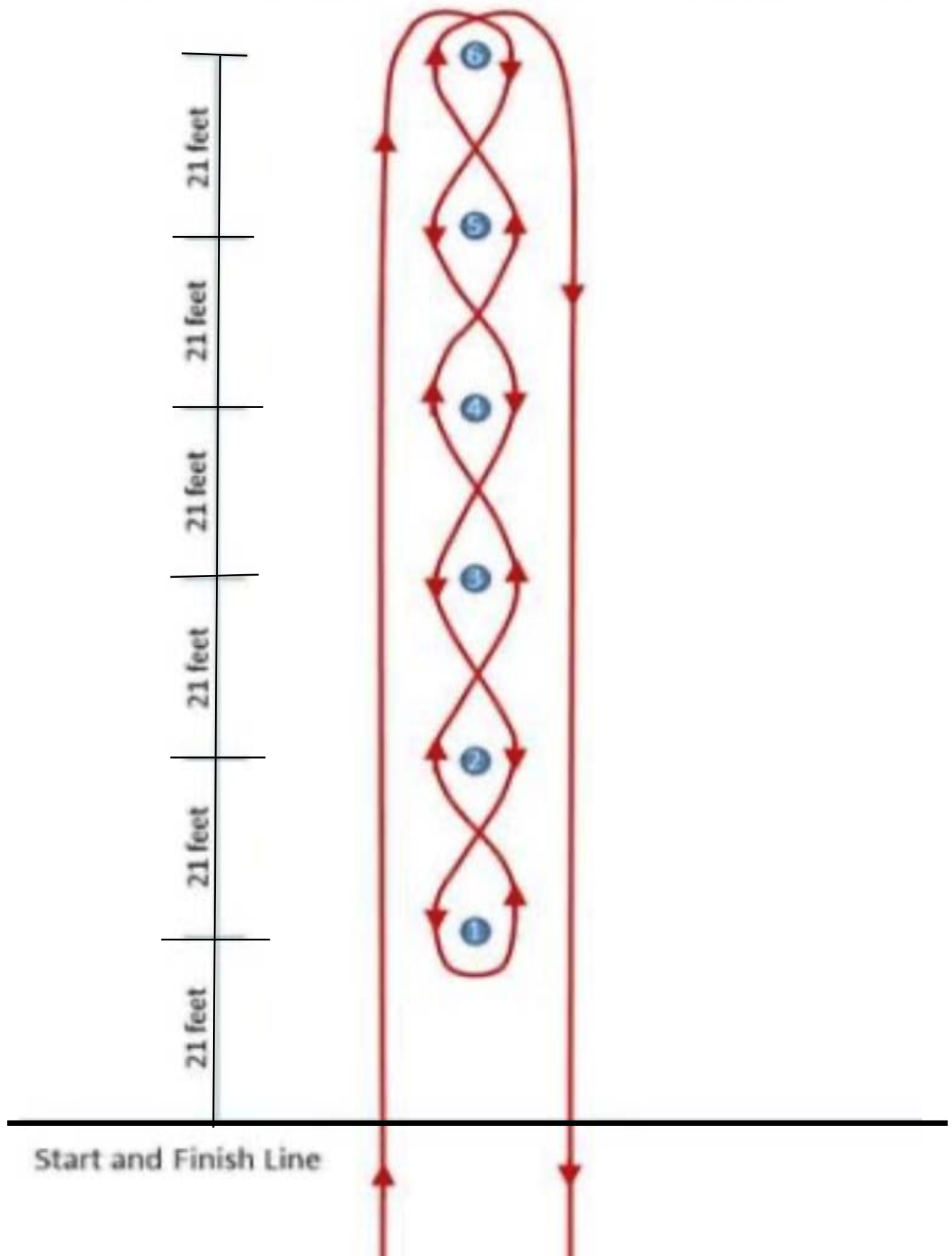


Description Class 29 Pattern

Begin on the left lead. Continue to the center of the arena to begin the pattern facing toward the left wall or fence, without stopping or breaking gait.

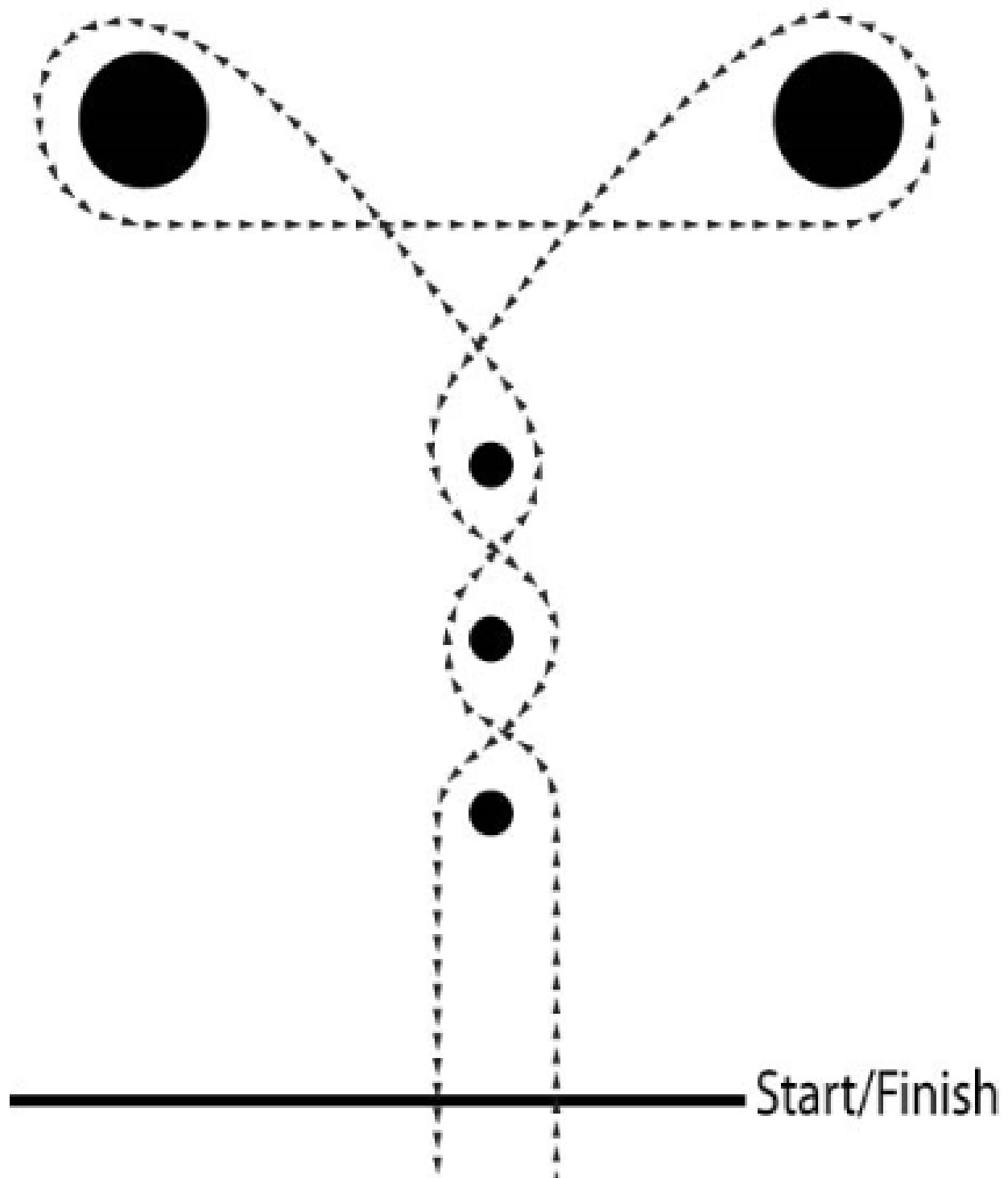
1. Continue on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena (figure 8).
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6meters) from the wall or fence-no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall

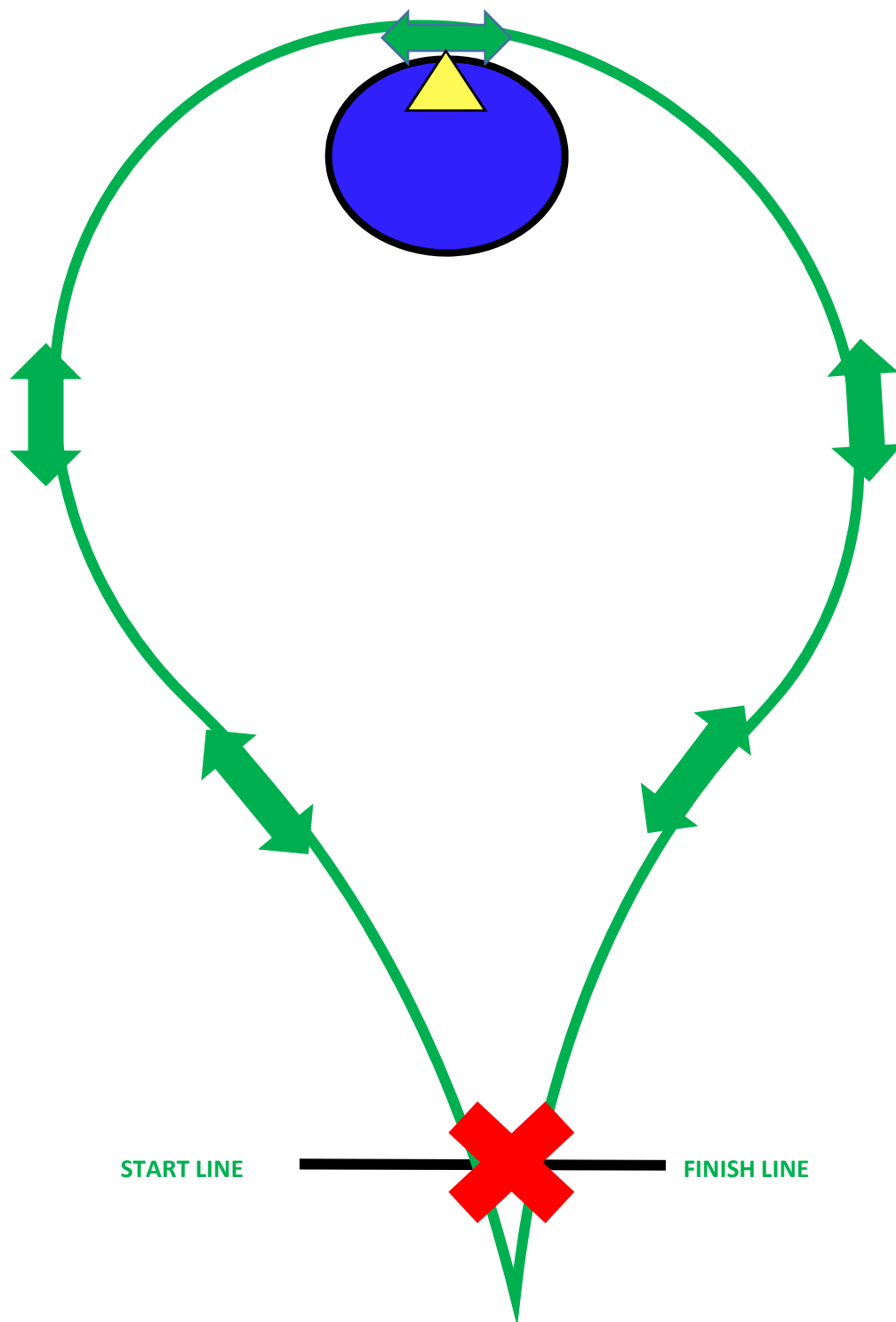
Pole Bending Set-up and Riding Pattern



POLE BENDING SET-UP AND RIDING PATTERN

BIG T

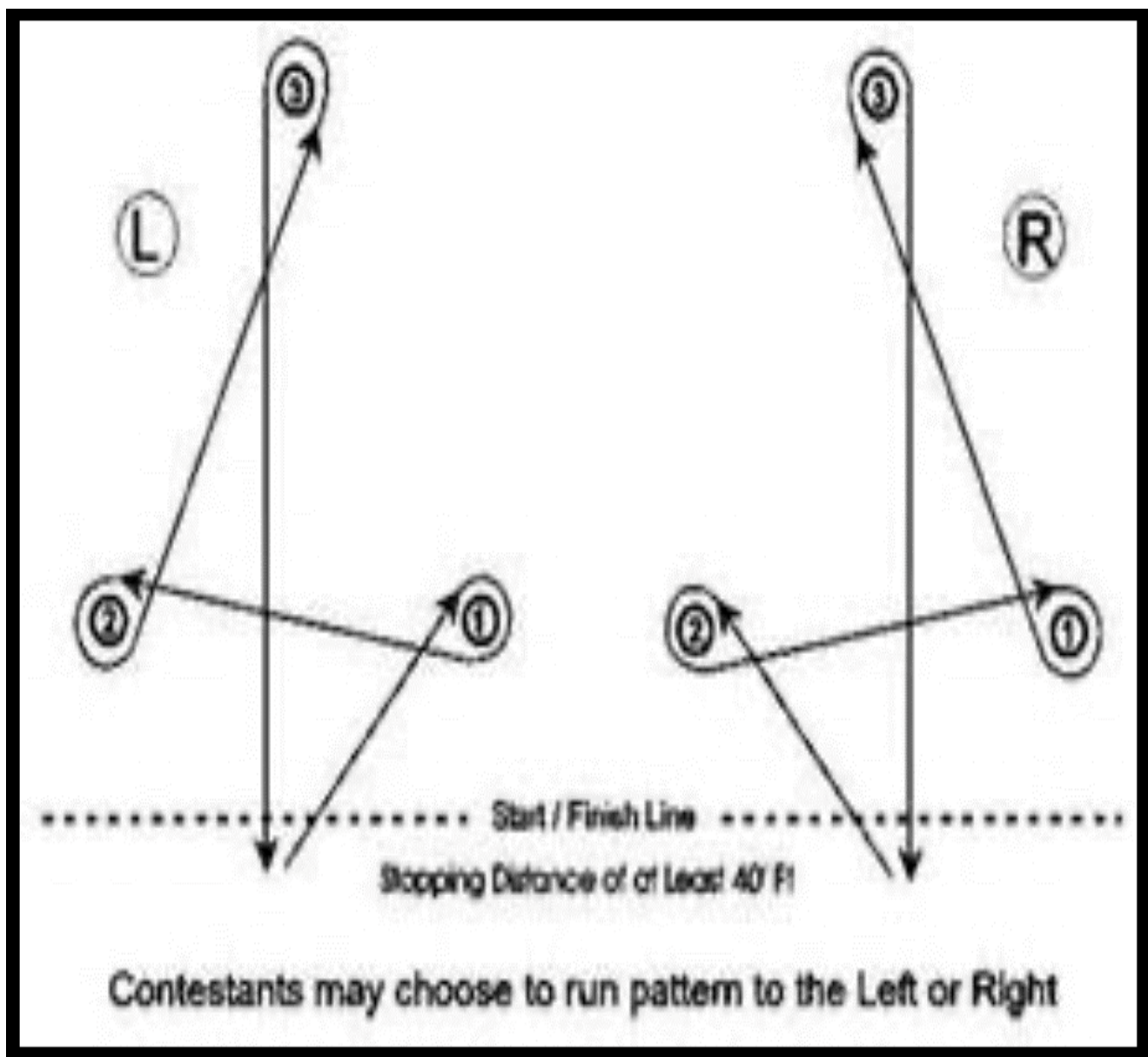




Pony Express - Timed from Start Line to Crossing over Finish Line. Rider and horse must run down go behind barrel pick up sack  and run it back thru the Finish Line. Direction of run is riders choice.

Gate

Pony Express Pattern



BARREL RACE PATTERN

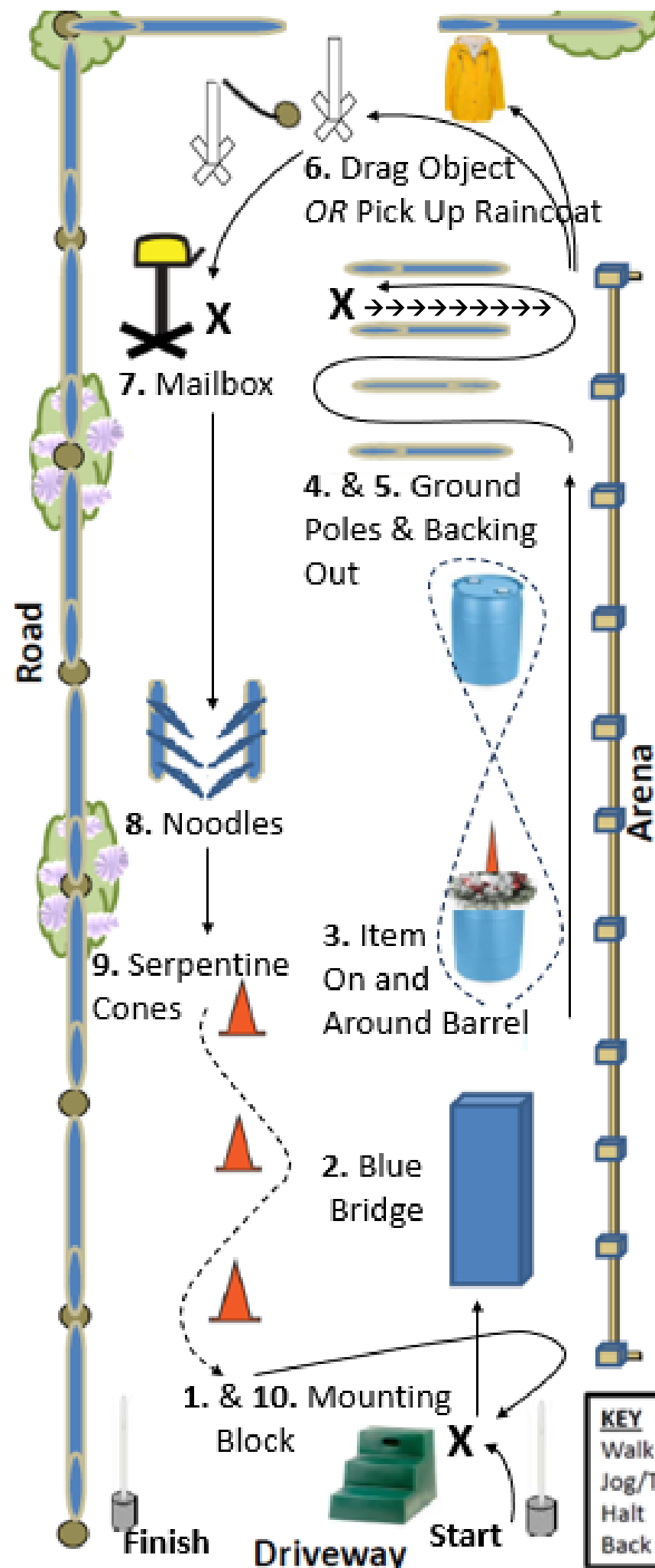
Versatility Trail Class #35

In-hand Natural Horsemanship

(To be shown in halter & loose lead, hold lead in one hand.*)

No.	Obstacle	Description
1	Mounting Block	Handler enters and squares horse up at mounting block. Have horse stand for a count of 5 before moving off.
2	Blue Bridge	Handler walks horse over bridge.
3	Item On/ Around Barrels	Pick up object from barrel, trot a figure 8 using the other barrel, place object on original barrel.
4	Walk Through Ground Poles and Halt	Enter from right, walk a serpentine between poles. Halt and stand for count of 5.
5	Back Between Ground Poles	Back straight through last pair of ground poles.
6	Drag Object OR Pick up Raincoat	Drag object from one standard to the other OR pick up raincoat, show it to horse and return it to the post.
7	Mailbox	Handler opens mailbox, removes object, shows it to horse, replaces object, closes mailbox.
	<i>Extra point</i>	<i>Touch horse with object (horse must stand still).</i>
8	Noodles	Handler walks horse through noodles.
9	Serpentine Cones	Handler trots horse through cones.
10	Mounting Block	Handler squares horse up at mounting block. Have horse stand for a count of 5 before moving off.

* Ideally, there is no physical touching of the horse. The handler holds a loose lead with one hand (the other hand remains at handler's side) but may use both hands if/when needed for safety.

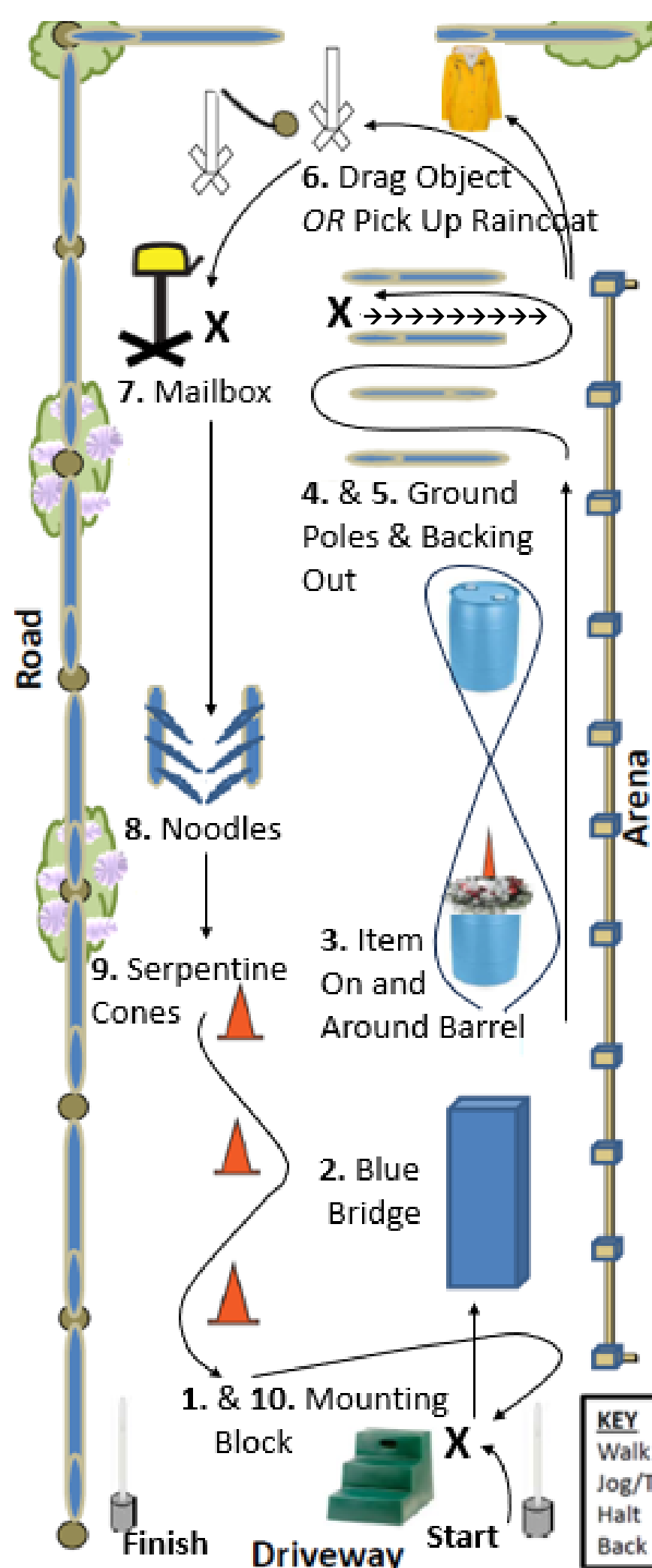


NOTE: NOT TO SCALE
Hollis Area Equestrians

Versatility Trail Class #36

Lead Line

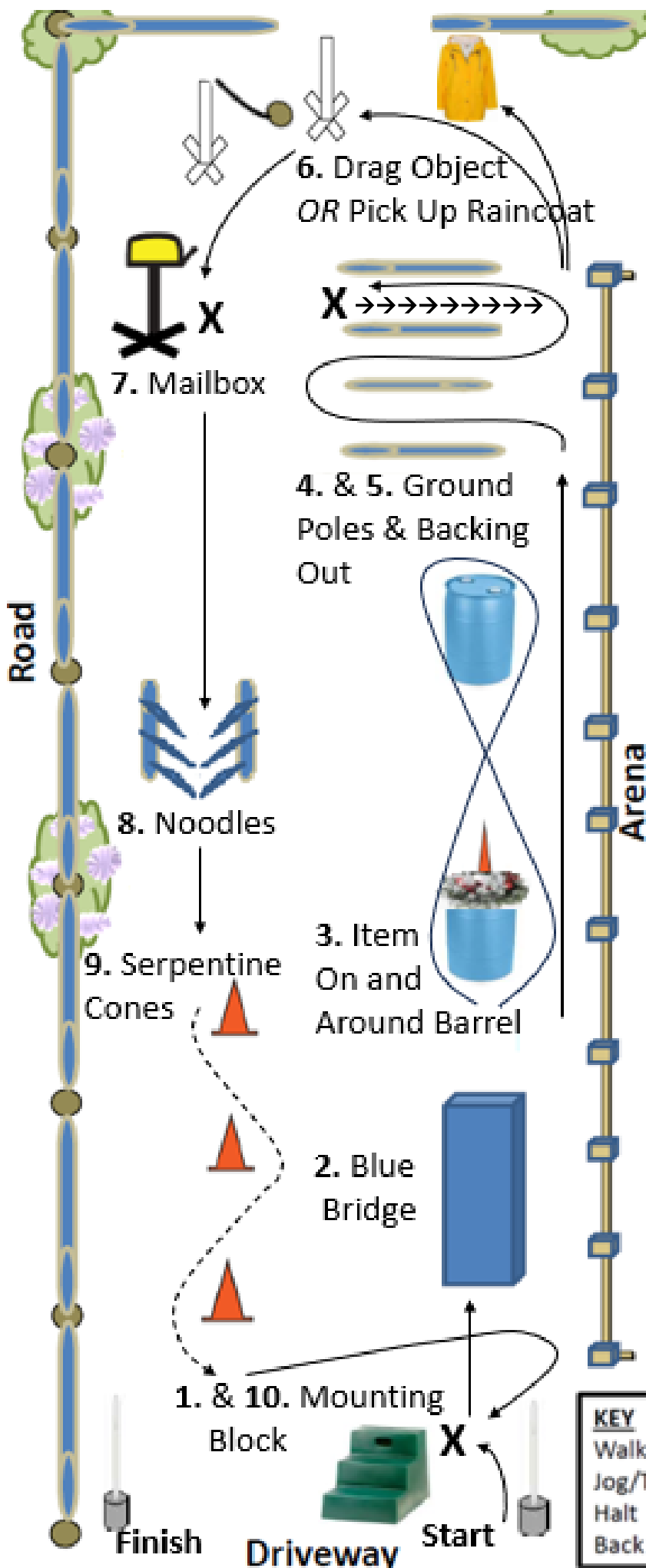
No.	Obstacle	Description
1	Mounting Block	Handler enters with rider mounted and stops at the mounting block. Have horse stand for a count of 5 before moving off. Rider tells judge his/her name and horse's name.
2	Blue Bridge <i>Extra Point</i>	Handler walks horse over bridge. Stand with all four feet on bridge for a count of 5 before moving off.
3	Item On/ Around Barrels	Handler picks up object from barrel, gives it to rider to hold, walks a figure 8 using the other barrel, rider gives object to handler to replace on original barrel.
4	Walk Through Ground Poles and Halt	Enter from right, walk a serpentine between poles. Halt and stand for count of 5.
5	Back Between Ground Poles	Back straight through last pair of ground poles.
6	Drag Object OR Pick up Raincoat	Handler drags object from one standard to the other OR picks up raincoat, shows it to horse and returns it to the post.
7	Mailbox	Handler opens mailbox, removes object, gives to rider to hold for a count of 5, handler replaces object, closes mailbox. <i>Extra point</i> <i>Touch horse with object (horse must stand still).</i>
8	Noodles	Handler walks horse through noodles.
9	Serpentine Cones	Handler walks horse through cones, stopping between each pair of cones for a count of 3.
10	Mounting Block	Handler squares horse up at mounting block. Have horse stand for a count of 5 before moving off.



NOTE: NOT TO SCALE
Hollis Area Equestrians

Versatility Trail Class #37

Walk-Trot/Jog (12 and Under)

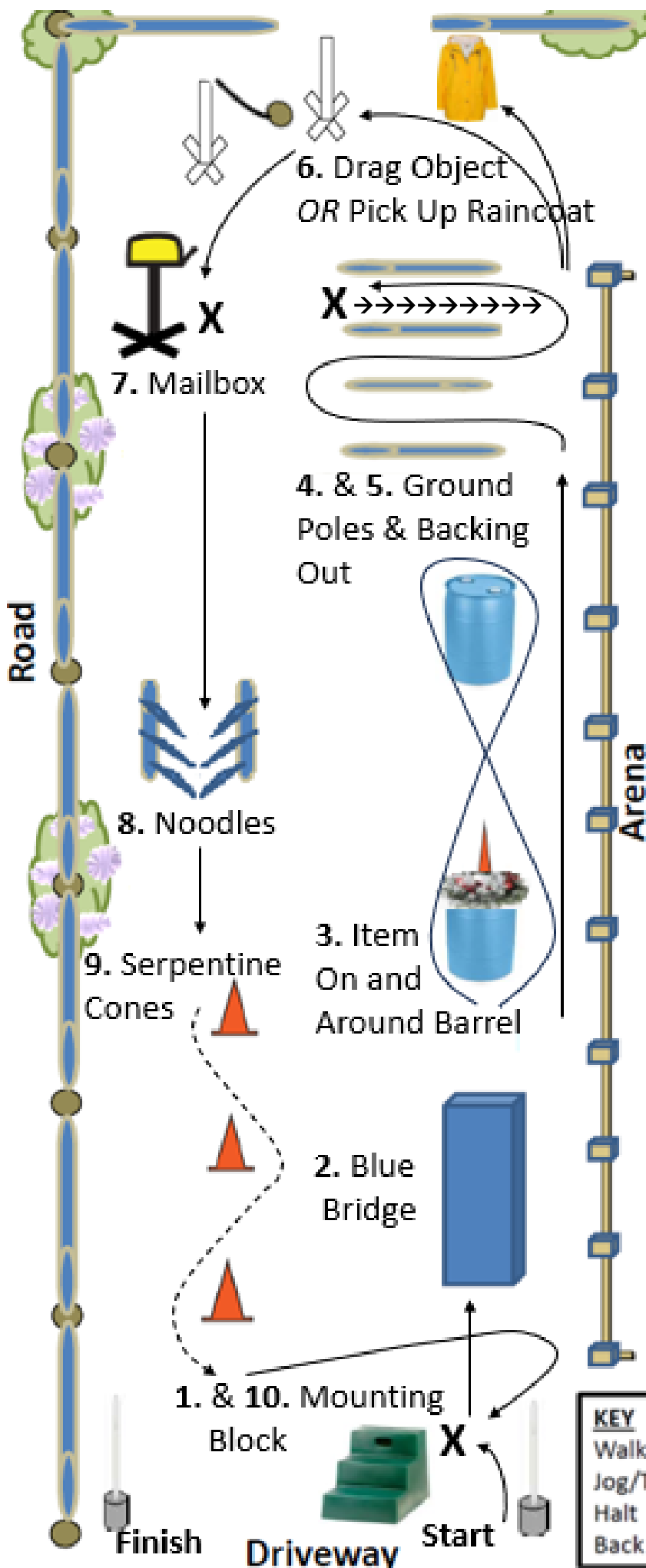


No.	Obstacle	Description
1	Mounting Block	Enter and mount at the mounting block. (May ask for assistance.) Have horse stand for a count of 5 before moving off.
2	Blue Bridge	Walk over the bridge. <i>Extra Point</i> Stand with all four feet on bridge for a count of 5 before
3	Item On/ Around Barrels	Pick up object from barrel, walk a figure 8 using the other barrel, place object on original barrel.
4	Walk Through Ground Poles and Halt	Enter from right, walk a serpentine between poles. Halt and stand for count of 5.
5	Back Between Ground Poles	Back straight through last pair of ground poles.
6	Drag Object OR Pick up Raincoat	Drag object from one standard to the other OR pick up raincoat, hold it for a count of 5, and then return it to the post.
7	Mailbox	Open mailbox, remove object, hold for a count of 5, replace object, close mailbox. <i>Extra point</i> Touch horse with object (horse must stand still).
8	Noodles	Walk through noodles.
9	Serpentine Cones	Trot through cones.
10	Mounting Block	Dismount at mounting block. (May ask for assistance.) Have horse stand for a count of 5 before moving off.

NOTE: NOT TO SCALE
Hollis Area Equestrians

Versatility Trail Class #38

Walk-Trot/Jog (All Ages)

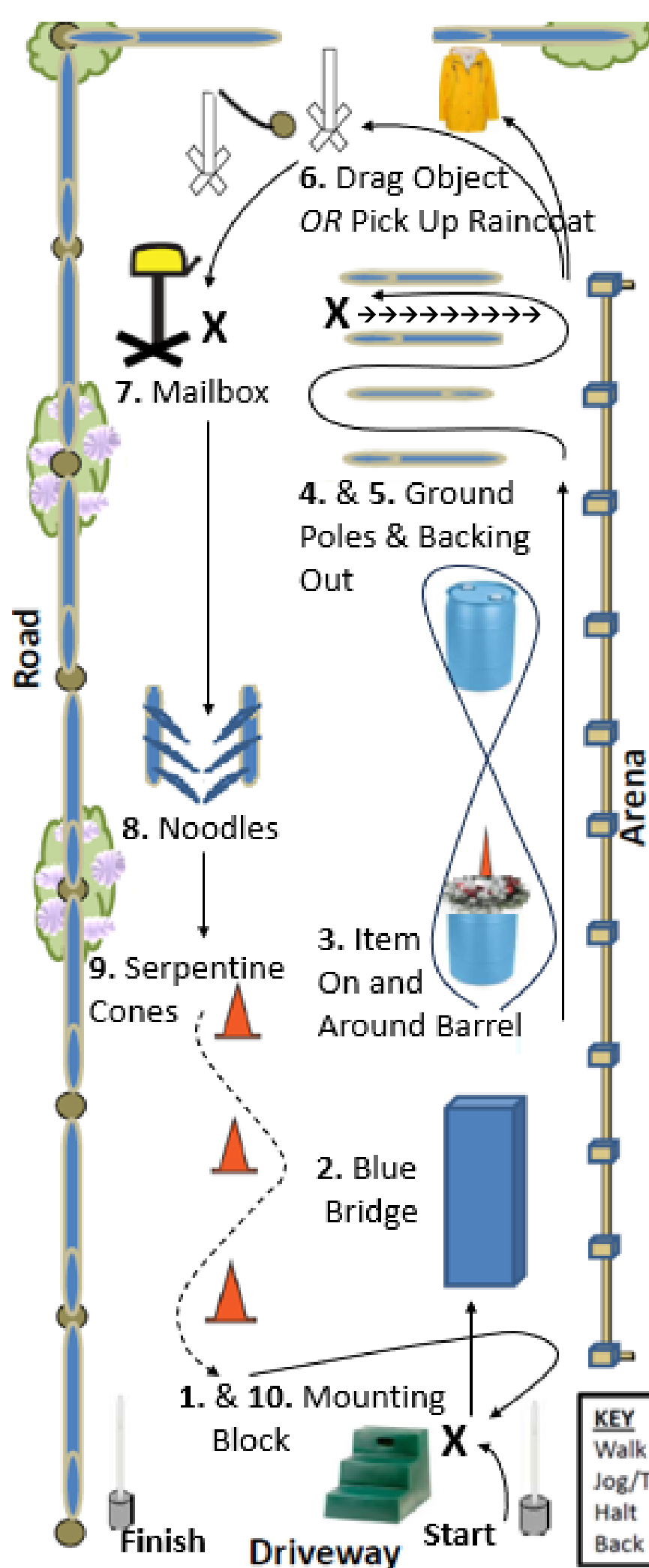


No.	Obstacle	Description
1	Mounting Block	Enter and mount at the mounting block. (May ask for assistance.) Have horse stand for a count of 5 before moving off.
2	Blue Bridge	Walk over the bridge. <i>Extra Point</i> Stand with all four feet on bridge for a count of 5 before moving off.
3	Item On/ Around Barrels	Pick up object from barrel, walk a figure 8 using the other barrel, place object on original barrel.
4	Walk Through Ground Poles and Halt	Enter from right, walk a serpentine between poles. Halt and stand for count of 5.
5	Back Between Ground Poles	Back straight through last pair of ground poles.
6	Drag Object OR Pick up Raincoat	Drag object from one standard to the other OR pick up raincoat, hold it for a count of 5, and then return it to the post.
7	Mailbox	Open mailbox, remove object, hold for a count of 5, replace object, close mailbox. <i>Extra point</i> Touch horse with object (horse must stand still).
8	Noodles	Walk through noodles.
9	Serpentine Cones	Trot through cones.
10	Mounting Block	Dismount at mounting block. (May ask for assistance.) Have horse stand for a count of 5 before moving off.

NOTE: NOT TO SCALE
Hollis Area Equestrians

Versatility Trail Class #39

Green Horse

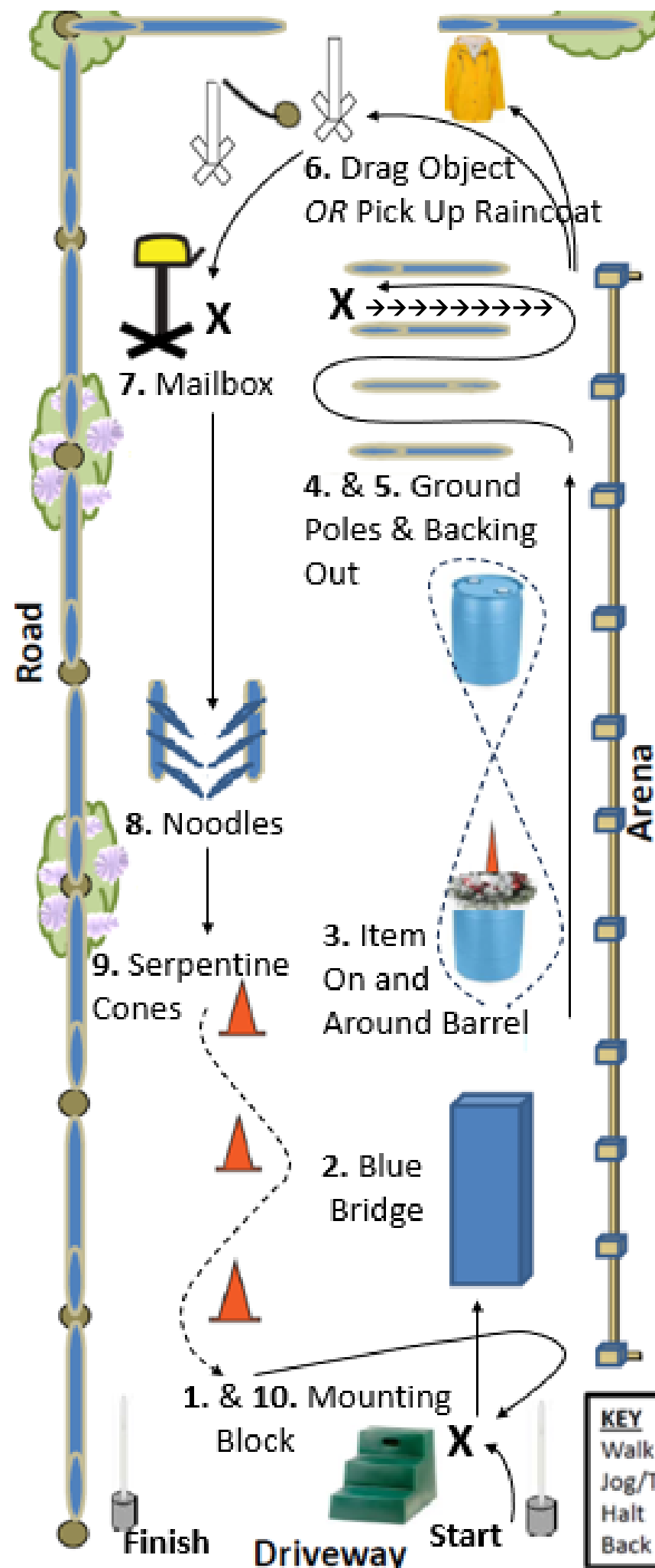


No.	Obstacle	Description
1	Mounting Block	Enter and mount at the mounting block. (May ask for assistance.) Have horse stand for a count of 5 before moving off.
2	Blue Bridge <i>Extra Point</i>	Walk over the bridge. <i>Stand with all four feet on bridge for a count of 5 before moving off.</i>
3	Item On/ Around Barrels	Pick up object from barrel, walk a figure 8 using the other barrel, place object on original barrel.
4	Walk Through Ground Poles and Halt	Enter from right, walk a serpentine between poles. Halt and stand for count of 5.
5	Back Between Ground Poles	Back straight through last pair of ground poles.
6	Drag Object OR Pick up Raincoat	Drag object from one standard to the other OR pick up raincoat, hold it for a count of 5, and then return it to the post.
7	Mailbox <i>Extra point</i>	Open mailbox, remove object, walk in a circle, replace object, close mailbox. <i>Touch horse with object (horse must stand still).</i>
8	Noodles	Walk through noodles.
9	Serpentine Cones	Trot through cones.
10	Mounting Block	Dismount at mounting block. (May ask for assistance.) Have horse stand for a count of 5 before moving off.

KEY	
Walk	—————
Jog/Trot	- - - -
Halt	X
Back up	←←←

NOTE: NOT TO SCALE
Hollis Area Equestrians

Versatility Trail Class #40 Youth (18 and Under)



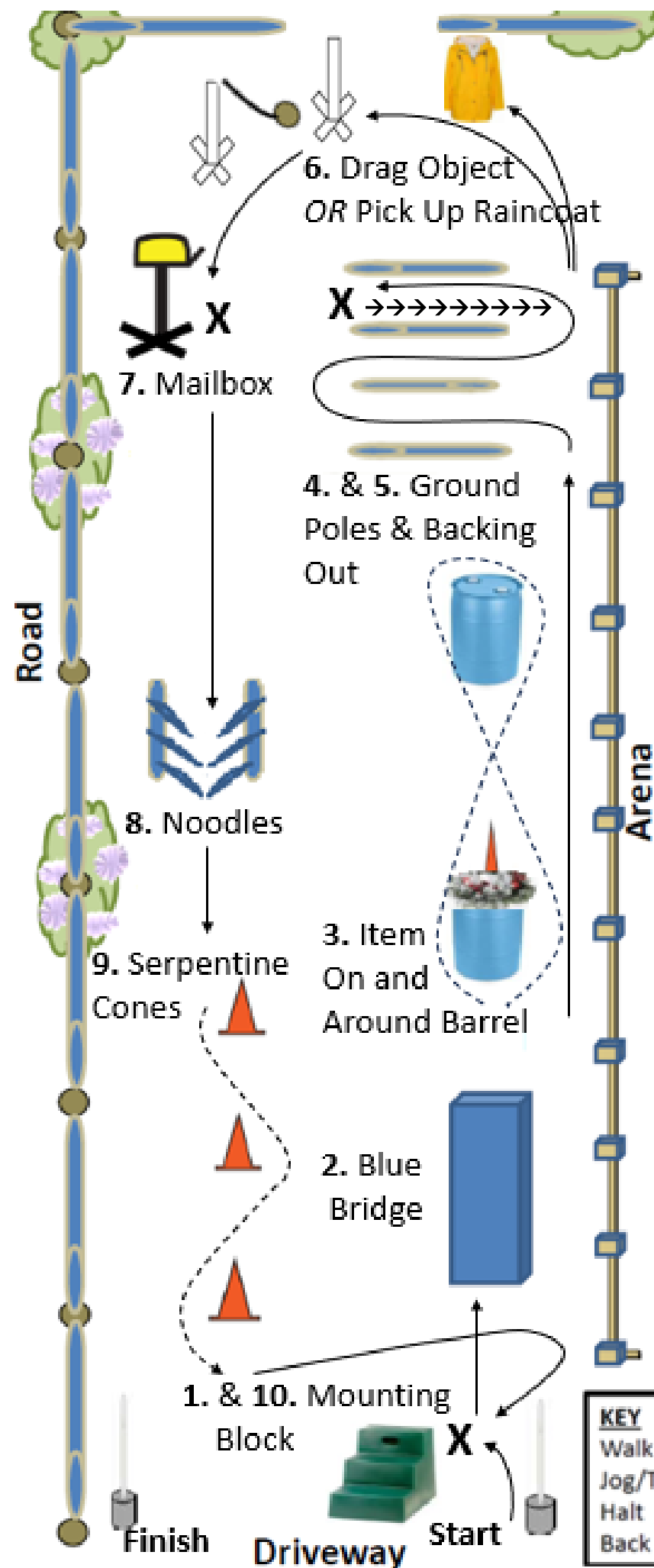
No.	Obstacle	Description
1	Mounting Block	Enter and mount at the mounting block. Have horse stand for a count of 5 before moving off. <i>Extra Point</i> Mount from the off side.
2	Blue Bridge	Walk over the bridge. <i>Extra Point</i> Stand with all four feet on bridge for a count of 5 before moving off.
3	Item On/ Around Barrels	Pick up object from barrel, trot a figure 8 using the other barrel, place object on original barrel.
4	Walk Through Ground Poles and Halt	Enter from right, walk a serpentine between poles. Halt and stand for count of 5.
5	Back Between Ground Poles	Back straight through last pair of ground poles.
6	Drag Object OR Pick up Raincoat	Drag object from one standard to the other OR pick up raincoat, walk in a circle, and return it to the post.
7	Mailbox	Open mailbox, remove object, hold for a count of 5, walk in a circle, replace object, close mailbox. <i>Extra point</i> Touch horse with object (horse must stand still).
8	Noodles	Walk through noodles.
9	Serpentine Cones	Trot through cones.
10	Mounting Block	Dismount at mounting block. Have horse stand for a count of 5 before moving off. <i>Extra point</i> Dismount from the off side.

KEY	
Walk	—————
Jog/Trot	- - - -
Halt	X
Back up	←←←

NOTE: NOT TO SCALE
Hollis Area Equestrians

Versatility Trail Class #41

Adult (Over 18)



No.	Obstacle	Description
1	Mounting Block	Enter and mount at the mounting block. Have horse stand for a count of 5 before moving off.
	<i>Extra Point</i>	<i>Mount from the off side.</i>
2	Blue Bridge	Walk over the bridge.
	<i>Extra Point</i>	<i>Stand with all four feet on bridge for a count of 5 before moving off.</i>
3	Item On/ Around Barrels	Pick up object from barrel, trot a figure 8 using the other barrel, place object on original barrel.
4	Walk Through Ground Poles and Halt	Enter from right, walk a serpentine between poles. Halt and stand for count of 5.
5	Back Between Ground Poles	Back straight through last pair of ground poles.
6	Drag Object OR Pick up Raincoat	Drag object from one standard to the other OR pick up raincoat, walk in a circle, and return it to the post.
7	Mailbox	Open mailbox, remove object, hold for a count of 5, walk in a circle, replace object, close mailbox.
	<i>Extra point</i>	<i>Touch horse with object (horse must stand still).</i>
8	Noodles	Walk through noodles.
9	Serpentine Cones	Trot through cones.
10	Mounting Block	Dismount at mounting block. Have horse stand for a count of 5 before moving off.
	<i>Extra point</i>	<i>Dismount from the off side.</i>

KEY	
Walk	—————
Jog/Trot	- - - -
Halt	X
Back up	←←←

NOTE: NOT TO SCALE
Hollis Area Equestrians