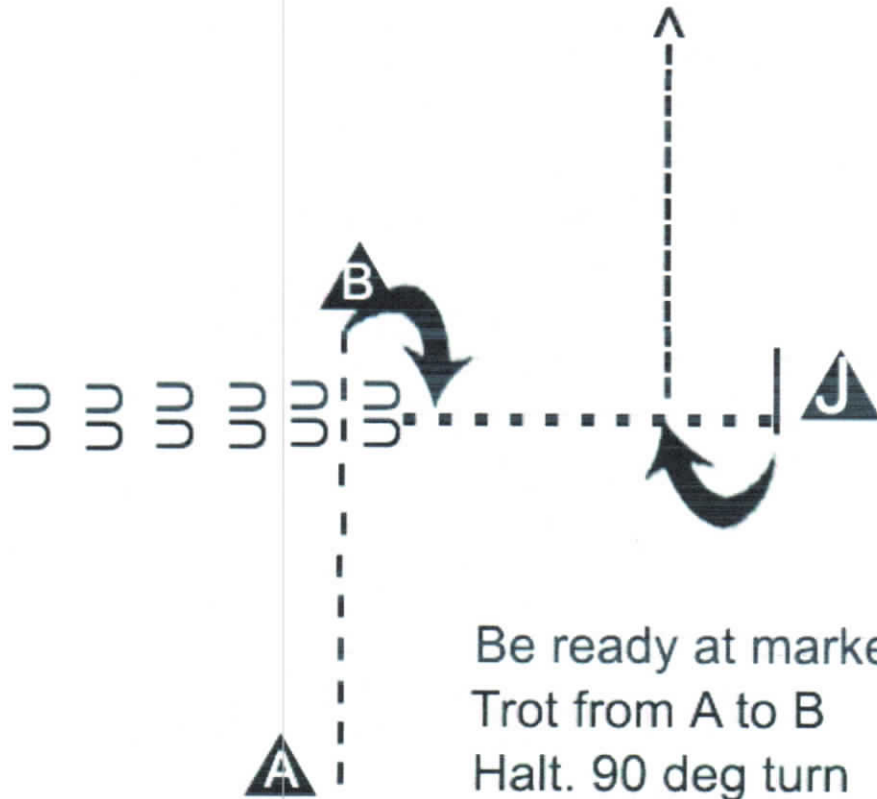


1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.

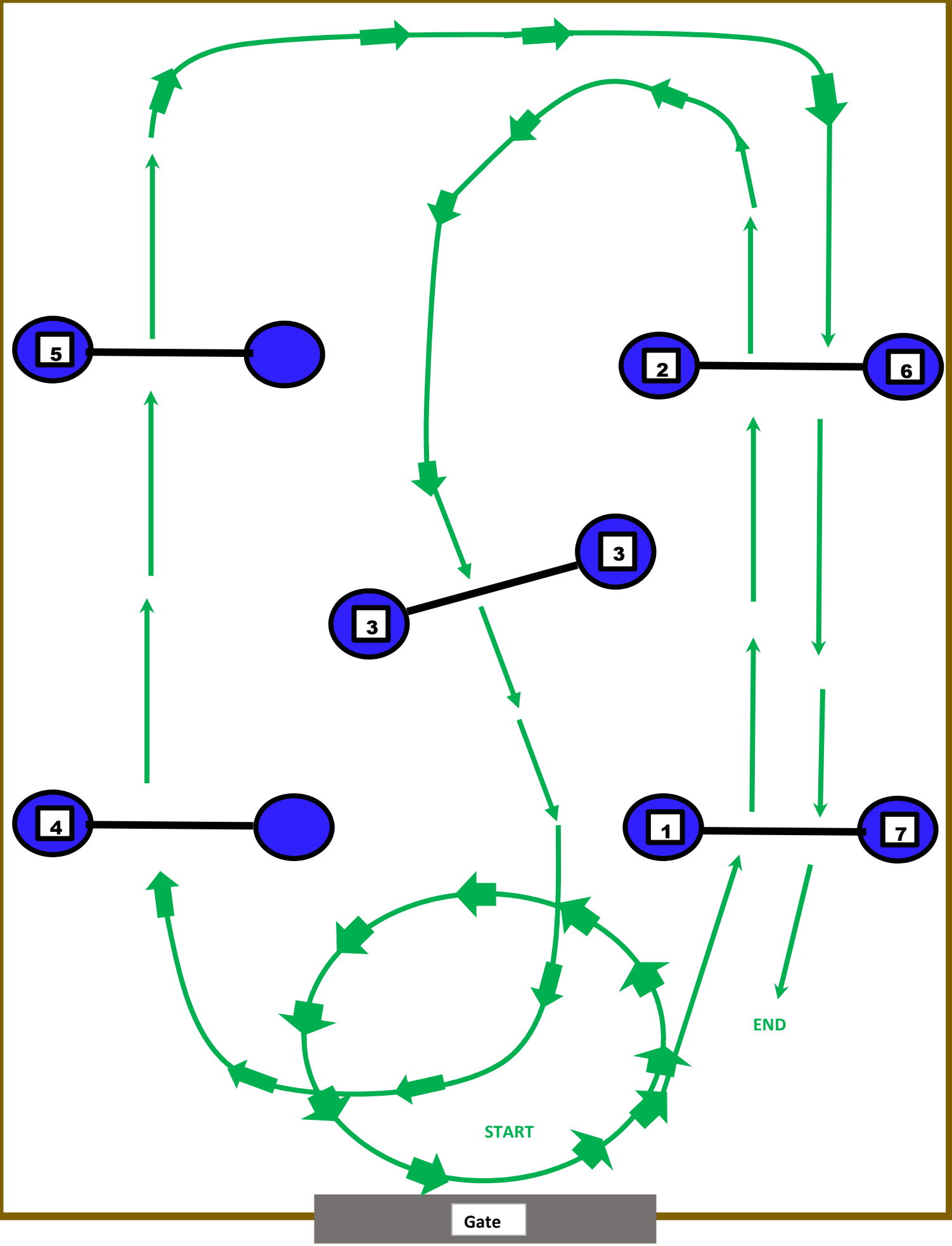
CLASS 7 SHOWMANSHIP

Showmanship

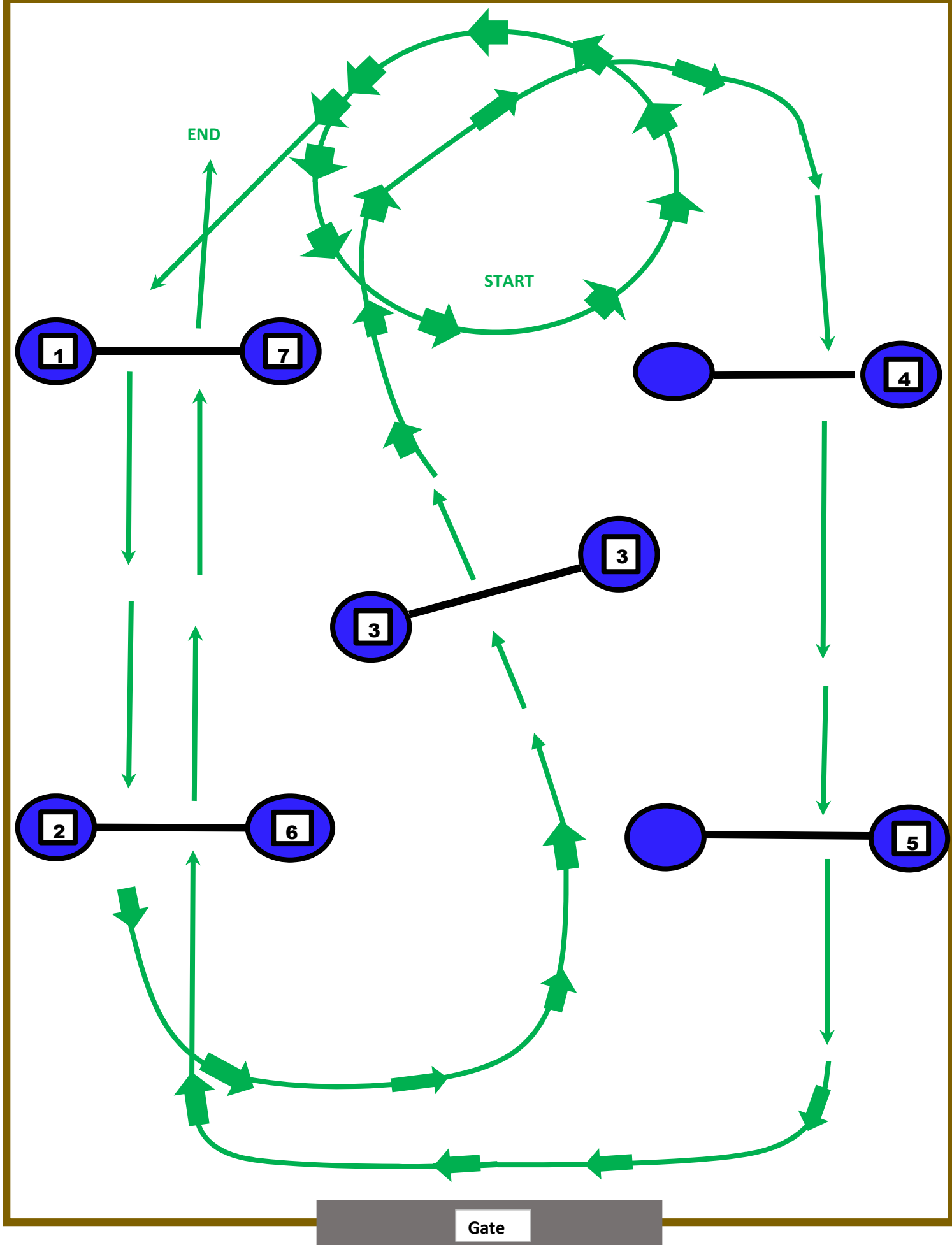


Be ready at marker A
Trot from A to B
Halt. 90 deg turn
Back 6 steps
Walk to judge
Set up for inspection
270 deg turn trot away.
Line up

Class 8 NATURAL HORSEMANSHIP SHOWMANSHIP



Class 20 and 22 Jump Pattern



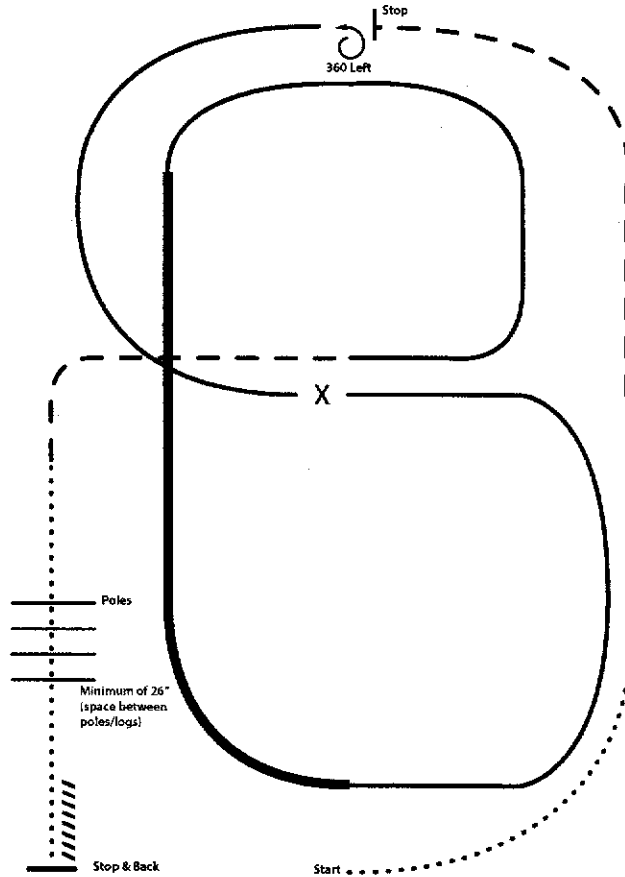
END

START

Gate

Class 21 and 23 Jump Pattern

RANCH RIDING - PATTERN I

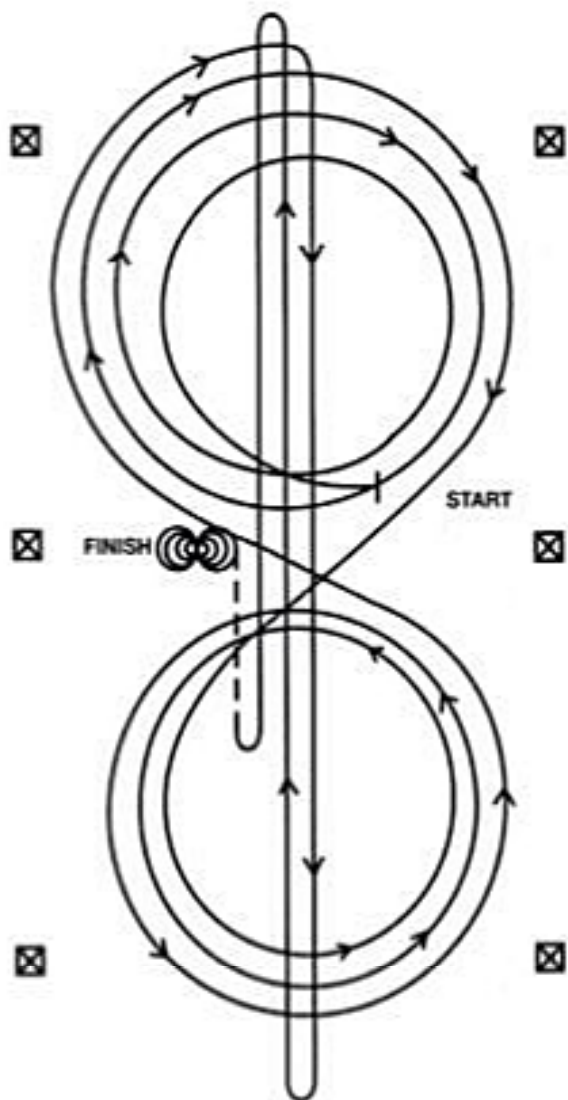


- X Lead Change
- • Walk
- - Trot
- - Ext Trot
- — Lope
- — Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

PATTERN

2



PATTERN

2

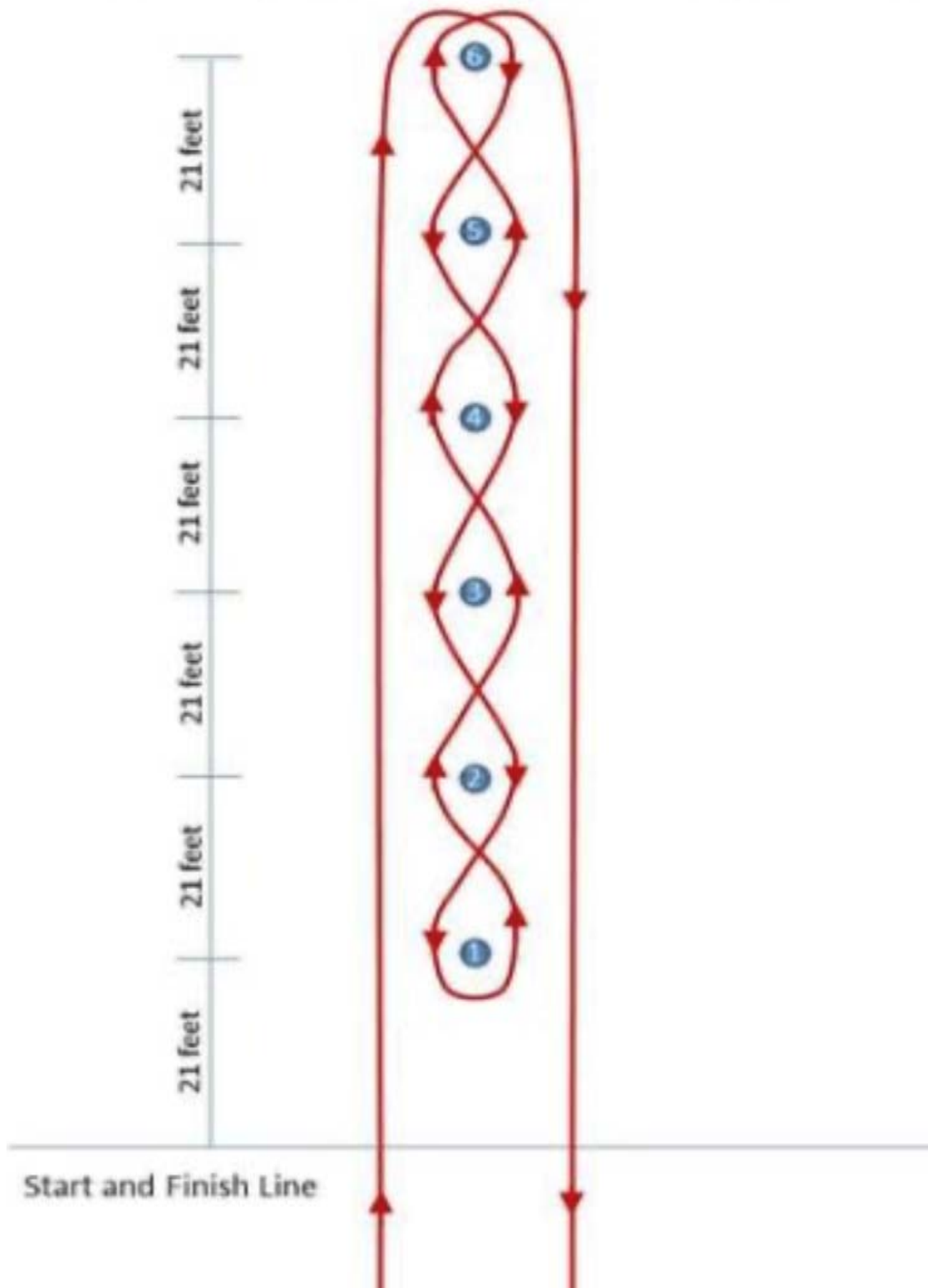
Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Simple or Flying Changes allowed.

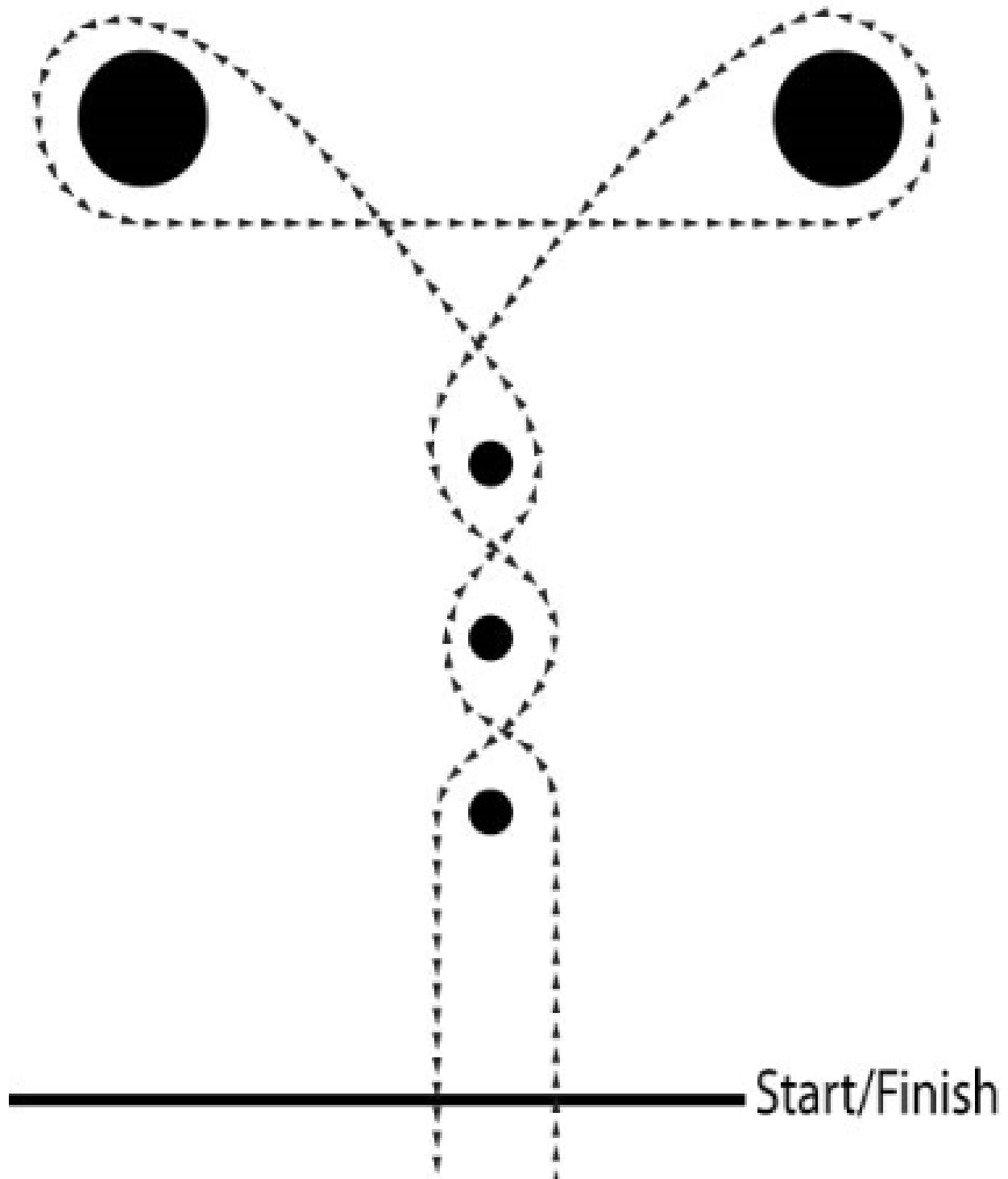
Western Reining

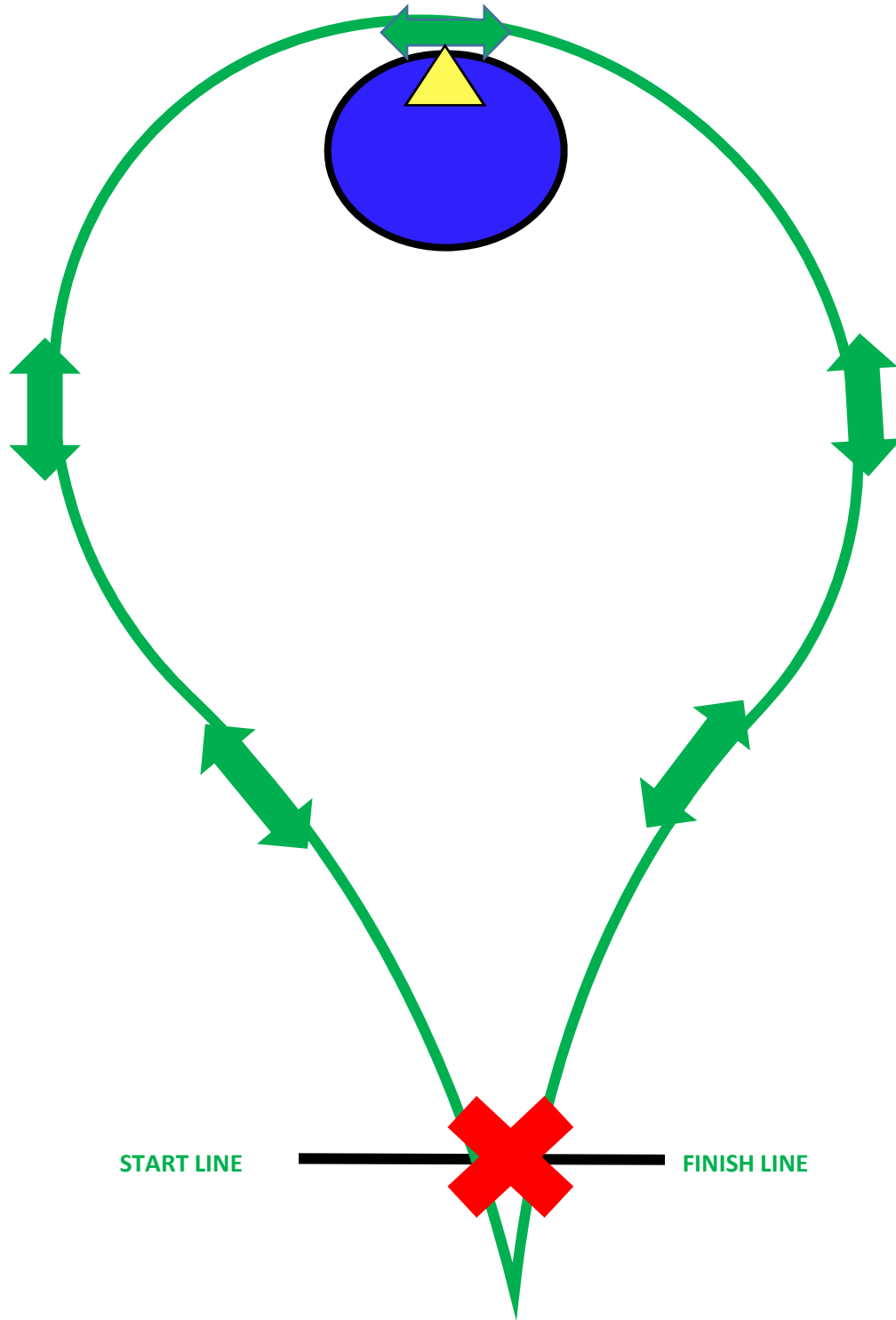
Pole Bending Set-up and Riding Pattern



POLE BENDING SET-UP AND RIDING PATTERN

BIG T

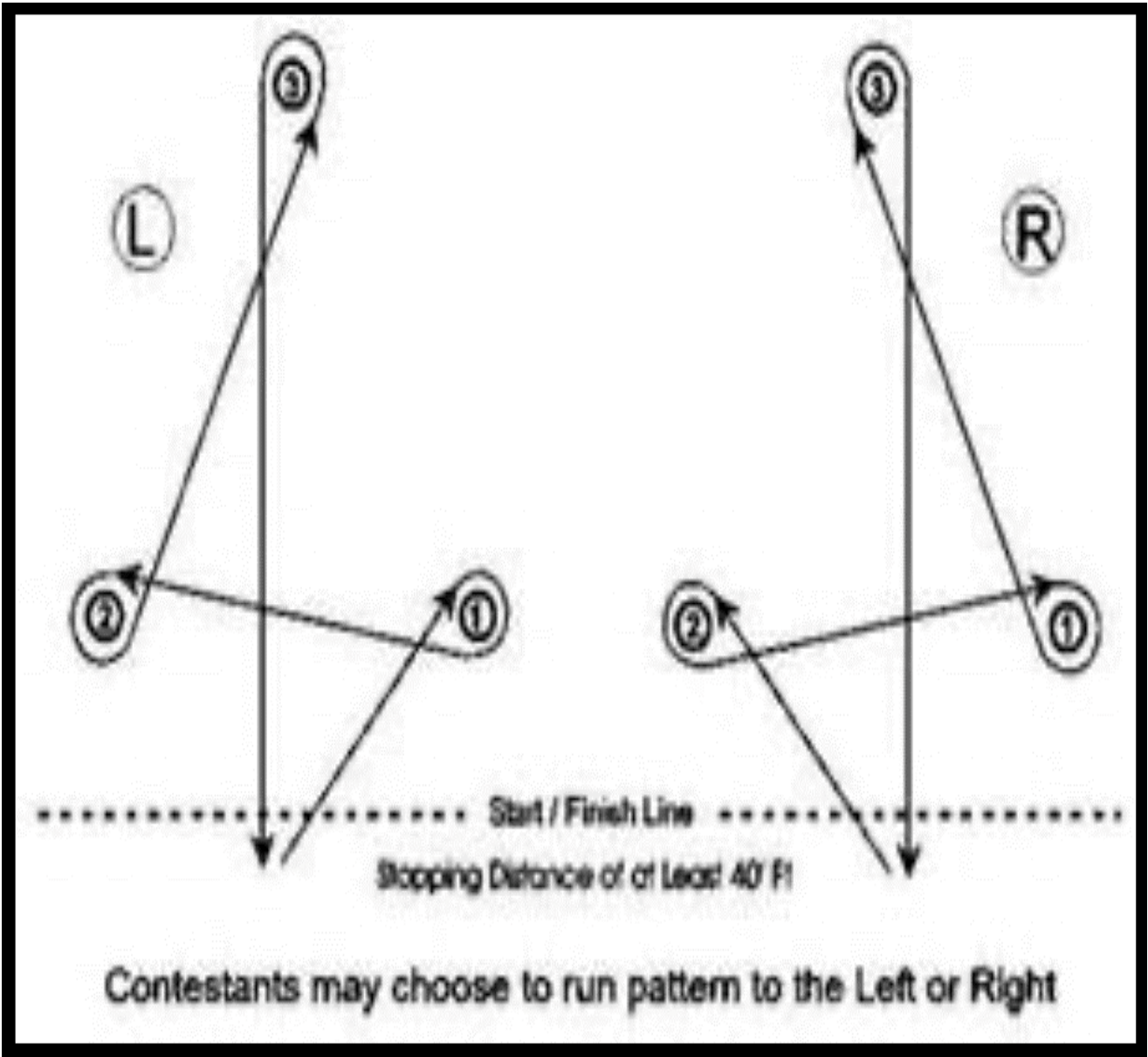




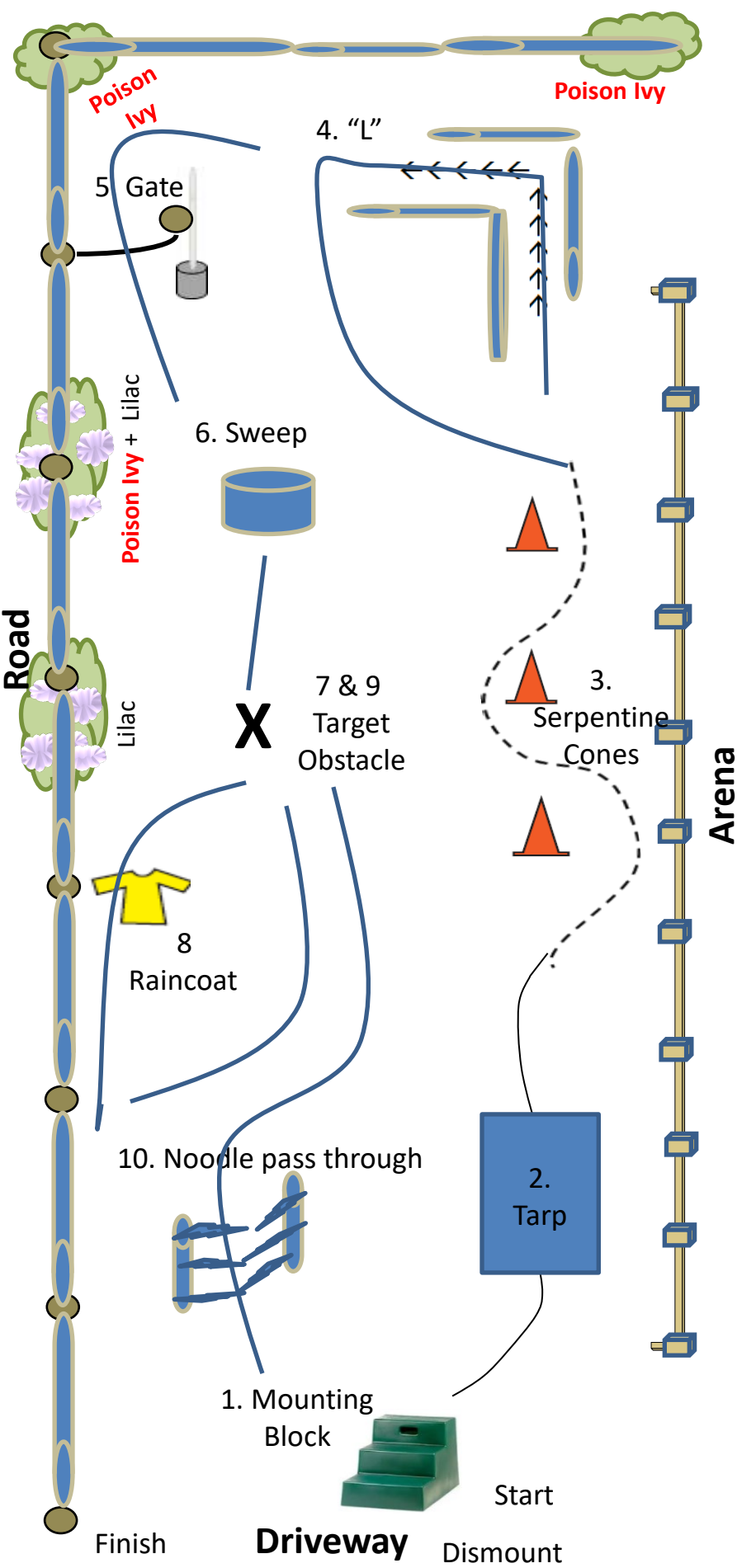
Pony Express - Timed from Start Line to Crossing over Finish Line. Rider and horse must run down go behind barrel pick up sack  and run it back thru the Finish Line. Direction of run is riders choice.

Gate

Pony Express Pattern



BARREL RACE PATTERN



NOTE: NOT TO SCALE

**Hollis Area Equestrians
Fun Show 2021**

- CLASSES**
- 32 Natural Horsemanship
 - 33 Lead Line
 - 34 Green Horse
 - 36 Youth
 - 37 Adult
 - 38 Walk / Trot

- Each Obstacle is worth 5 points
- Class 36+37 extra point for mounting from off side.
- All classes – We can tell you the course as you go or you can get an extra point for knowing the course.

KEY

Walk -----

Jog/Trot - - - -

Back up ←←←

Finish **Driveway** Dismount

