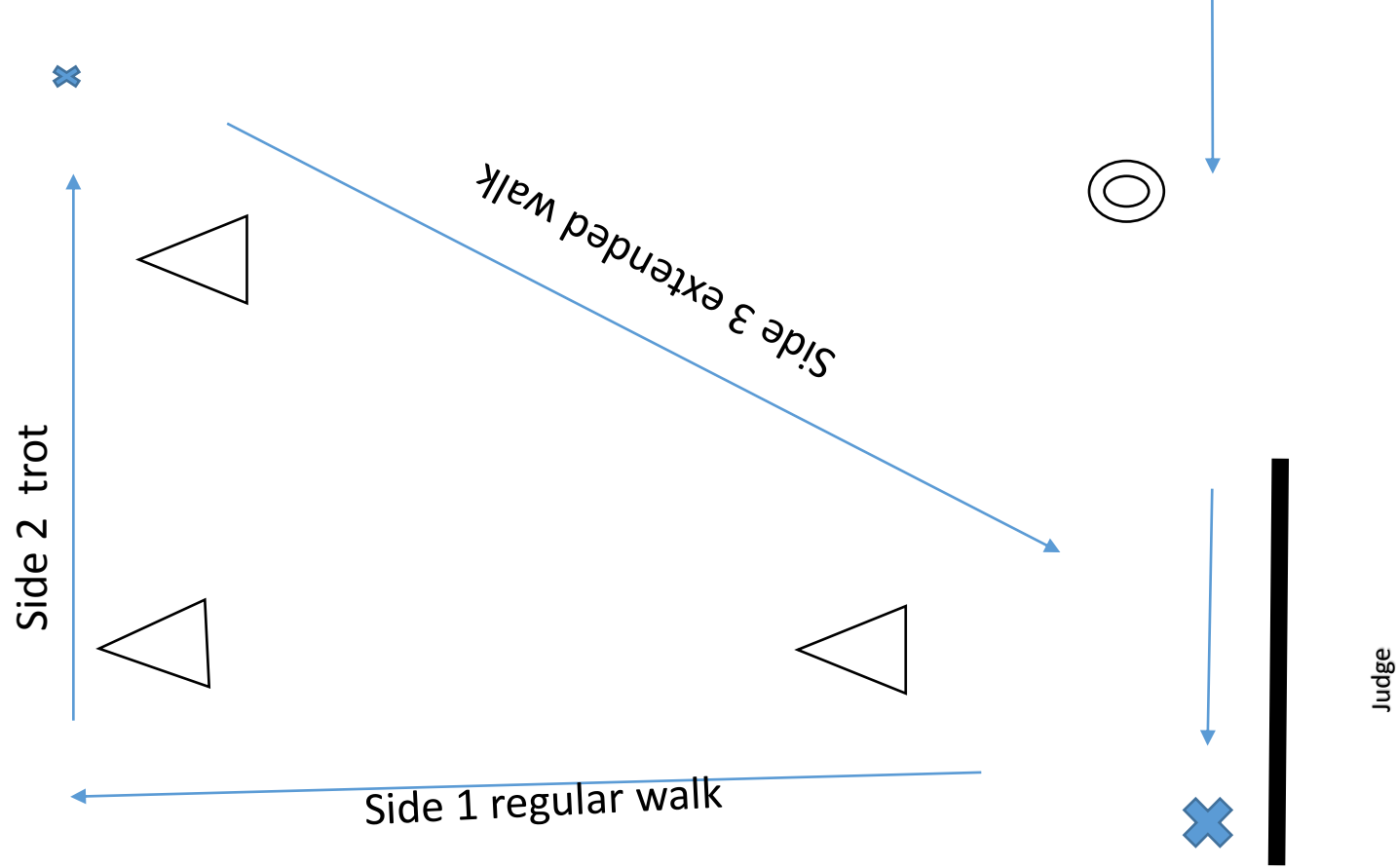


Miniature Horse Showmanship


Youth Showmanship

Therapeutic Showmanship Minimum & Maximum Assistance

Adult Showmanship



Enter ring. Be ready at marker.

Walk to  set up for inspection.

Walk side 1 of triangle.

Perform a trot side 2 of triangle. Halt at the  3 seconds. Turn right.

Perform an extended walk down side 3 of triangle.

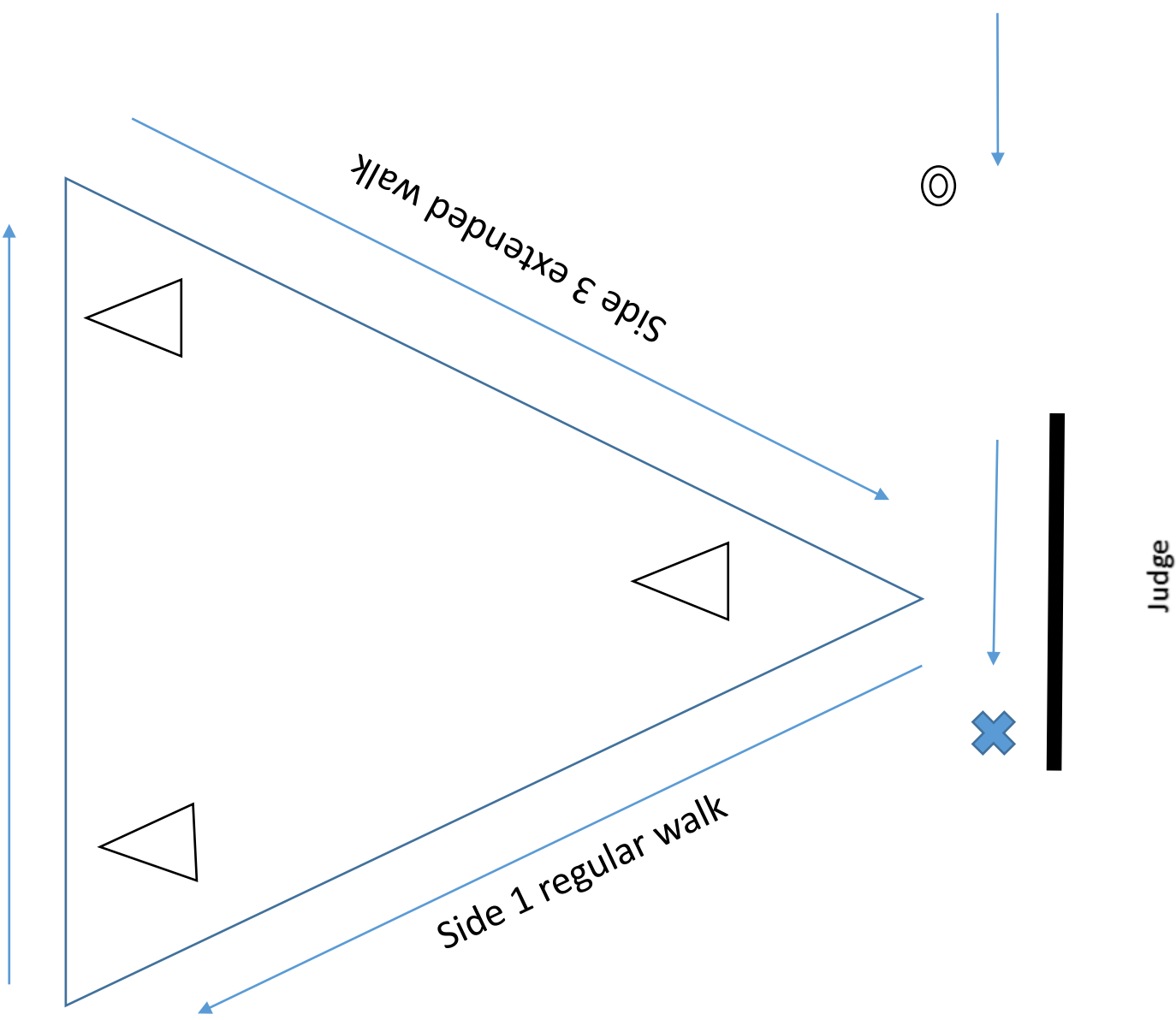
Return to . Exit ring when dismissed.

Gate

Sport Horse In-Hand

(Modified Pattern)

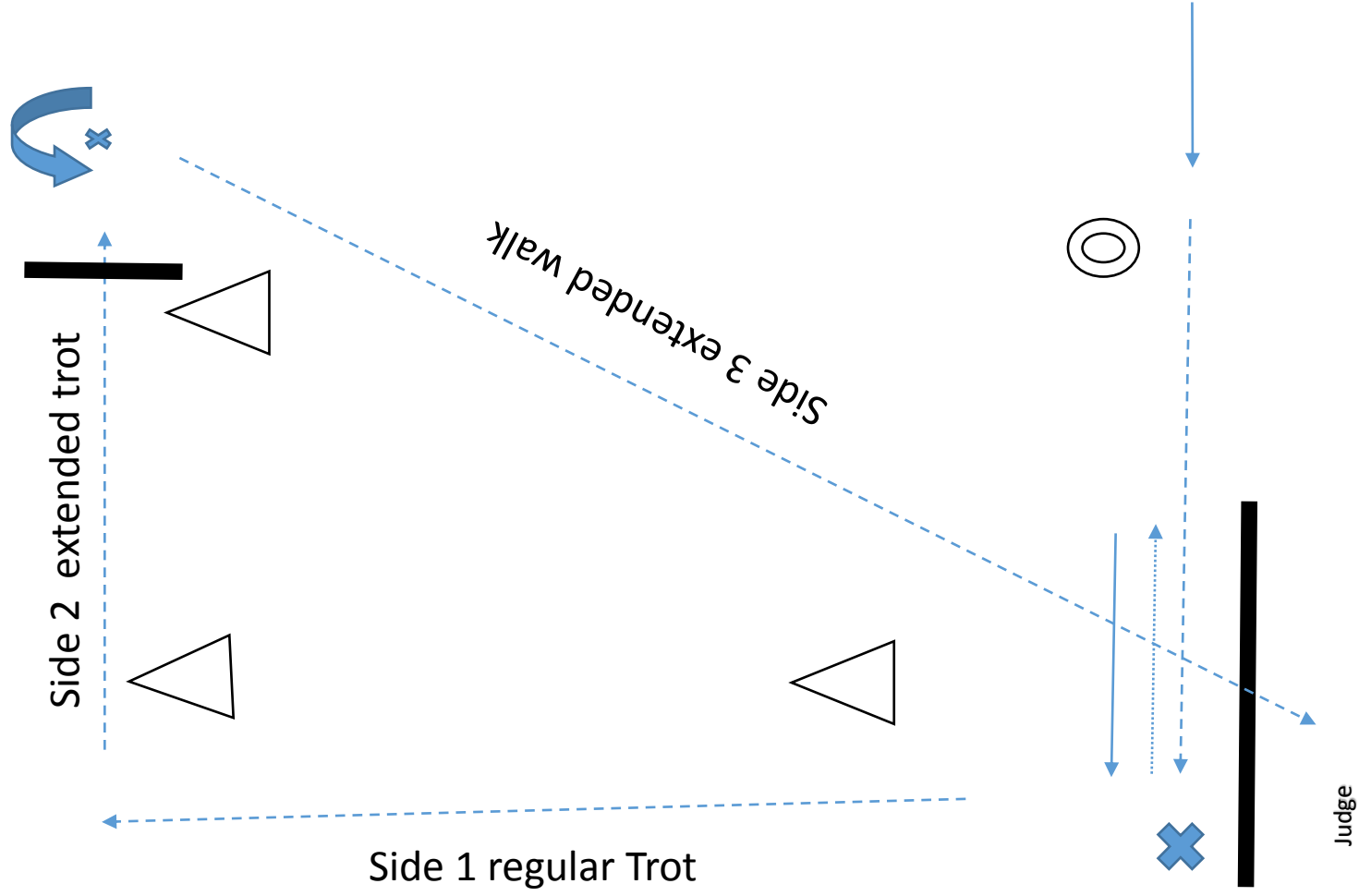
Side 2 extended Trot



- Enter ring. Be ready at marker. ◎
- Walk to ✕ . Set up for inspection.
- Walk side 1 of triangle.
- Perform an extended trot side 2 of triangle.
- Perform an extended walk down side 3 of triangle.
- Return to ✕ . Exit ring when dismissed.

Gate

Ranch Horse Horsemanship

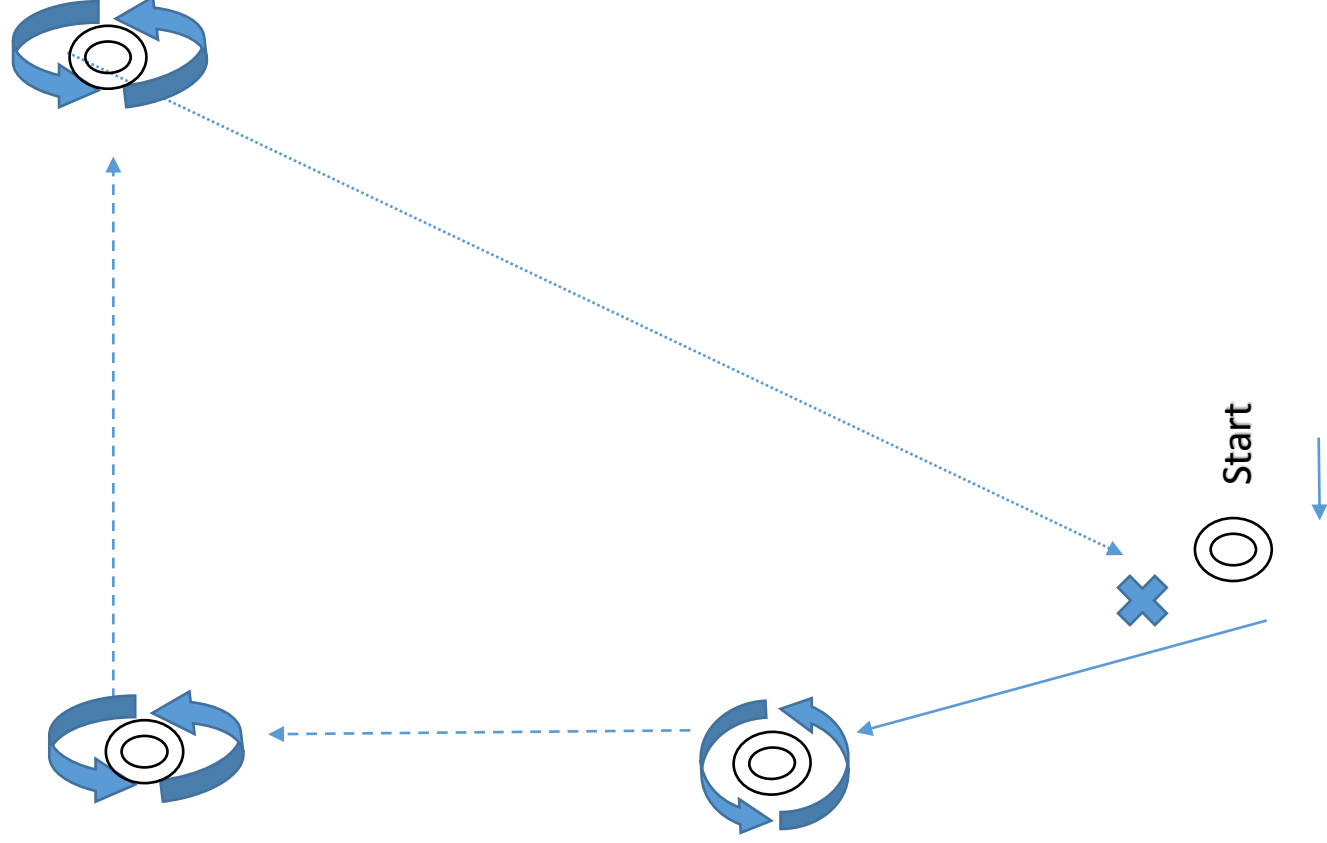


Enter ring. Be ready at marker.

Jog to X. Halt for 5 seconds. Back the length of rail . Walk forward.
Turn right. Trot side 1 of triangle. Turn right. Perform an extended trot side 2 of triangle over the rail. Halt at the X 3 seconds. Pivot on the haunches to the left. Then perform an extended walk down side 3 of triangle. Stop half way over the rail. Exit ring when dismissed.

Gate

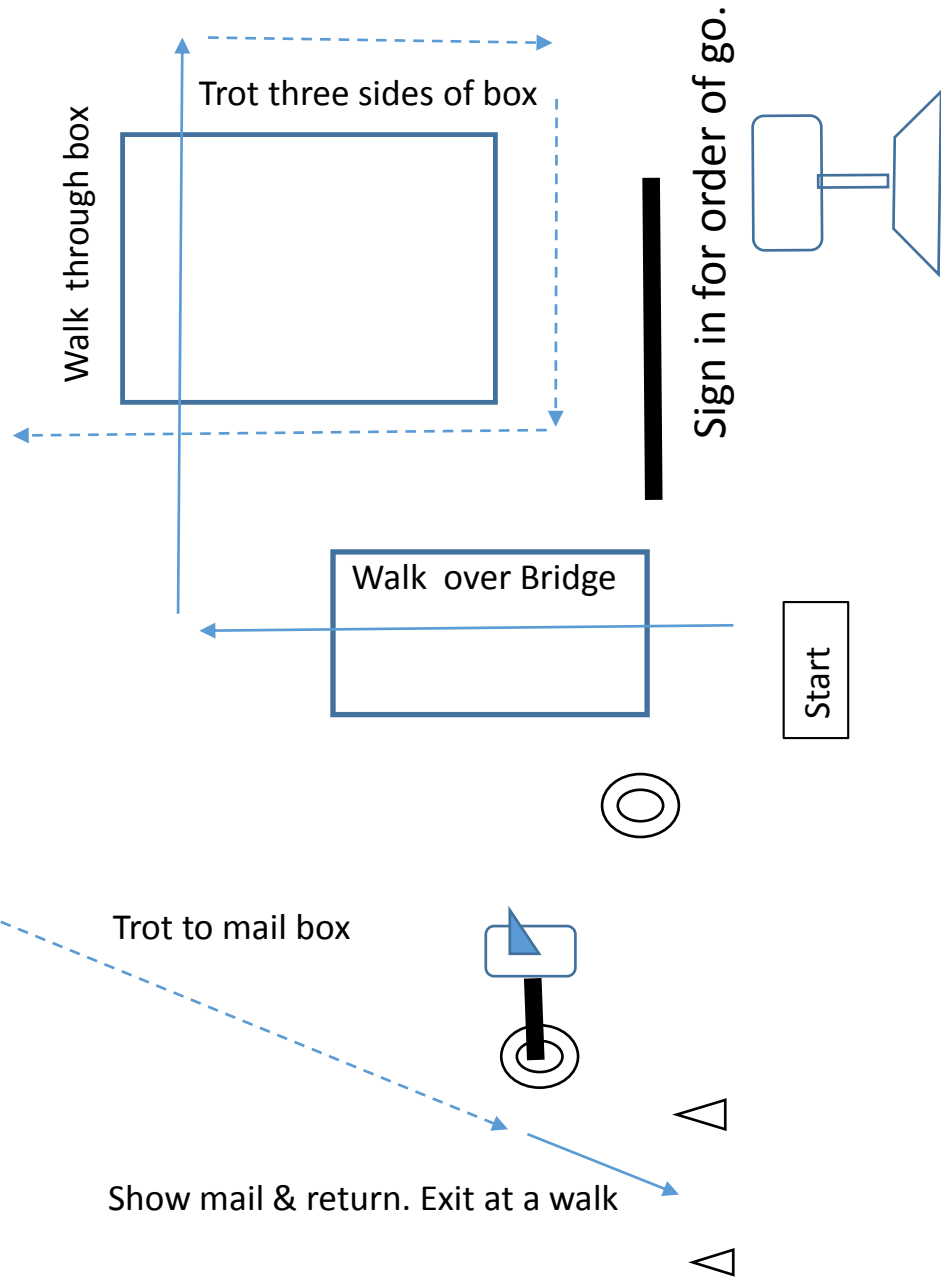
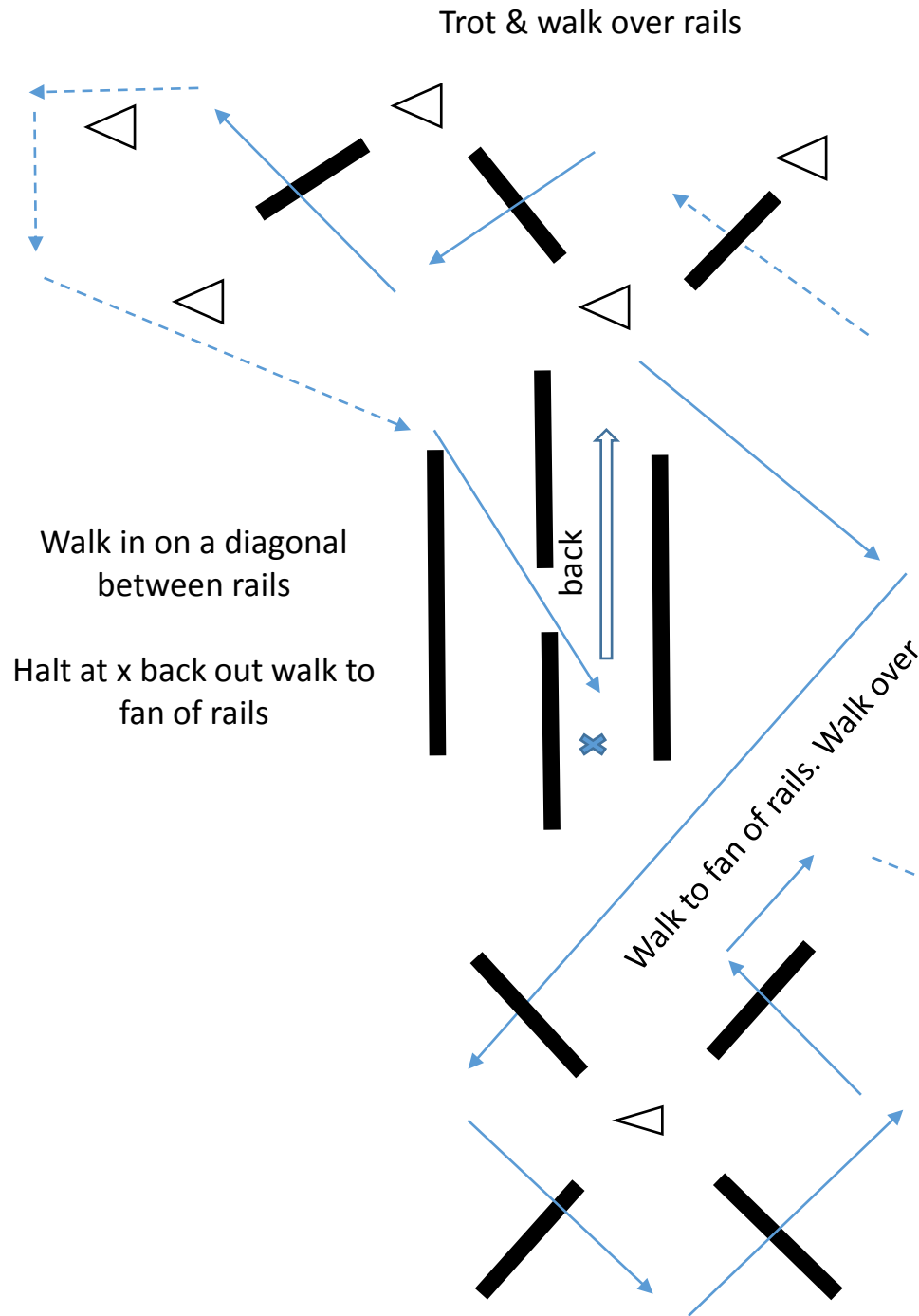
Ranch Horse Task class



Judge

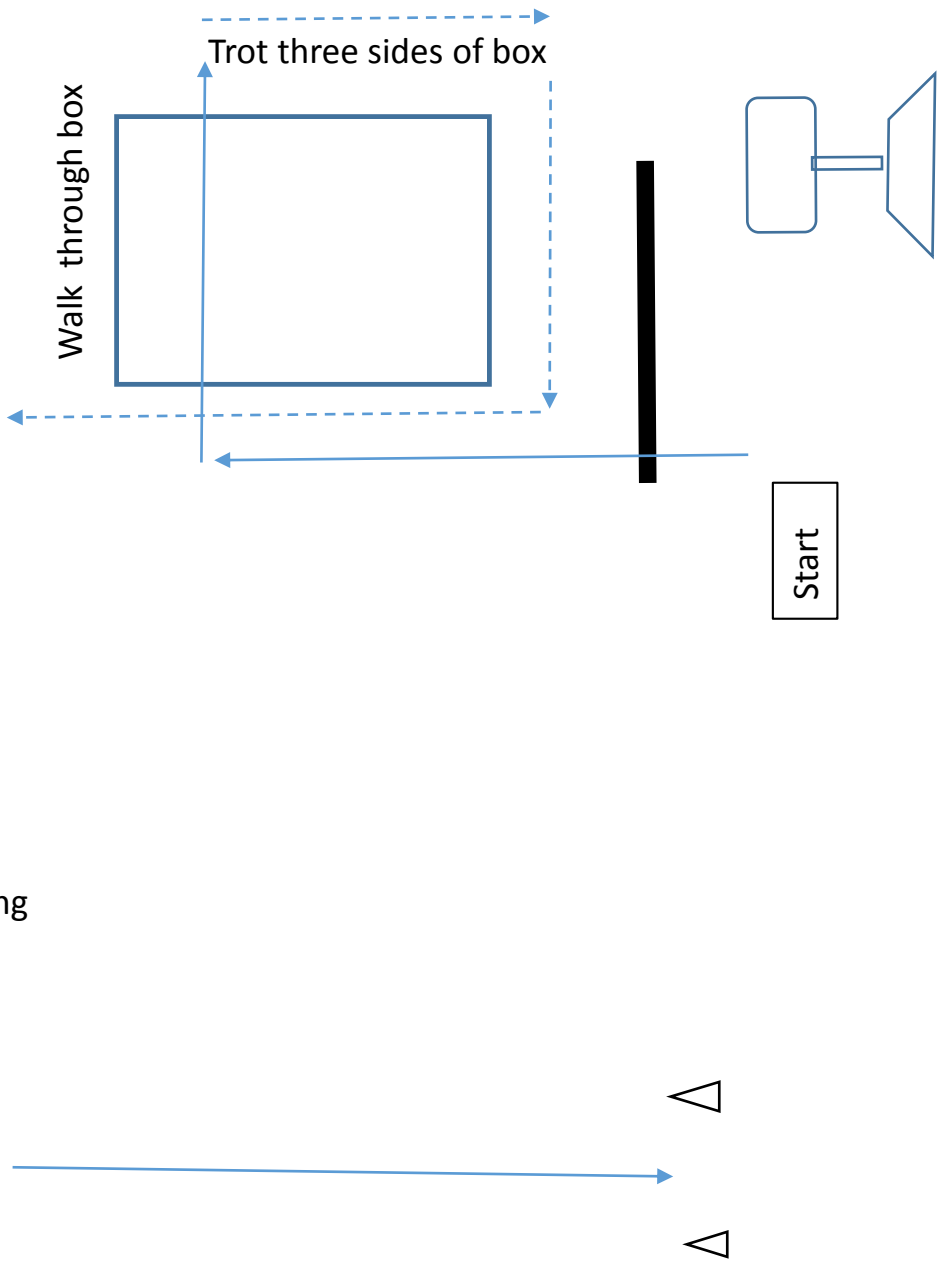
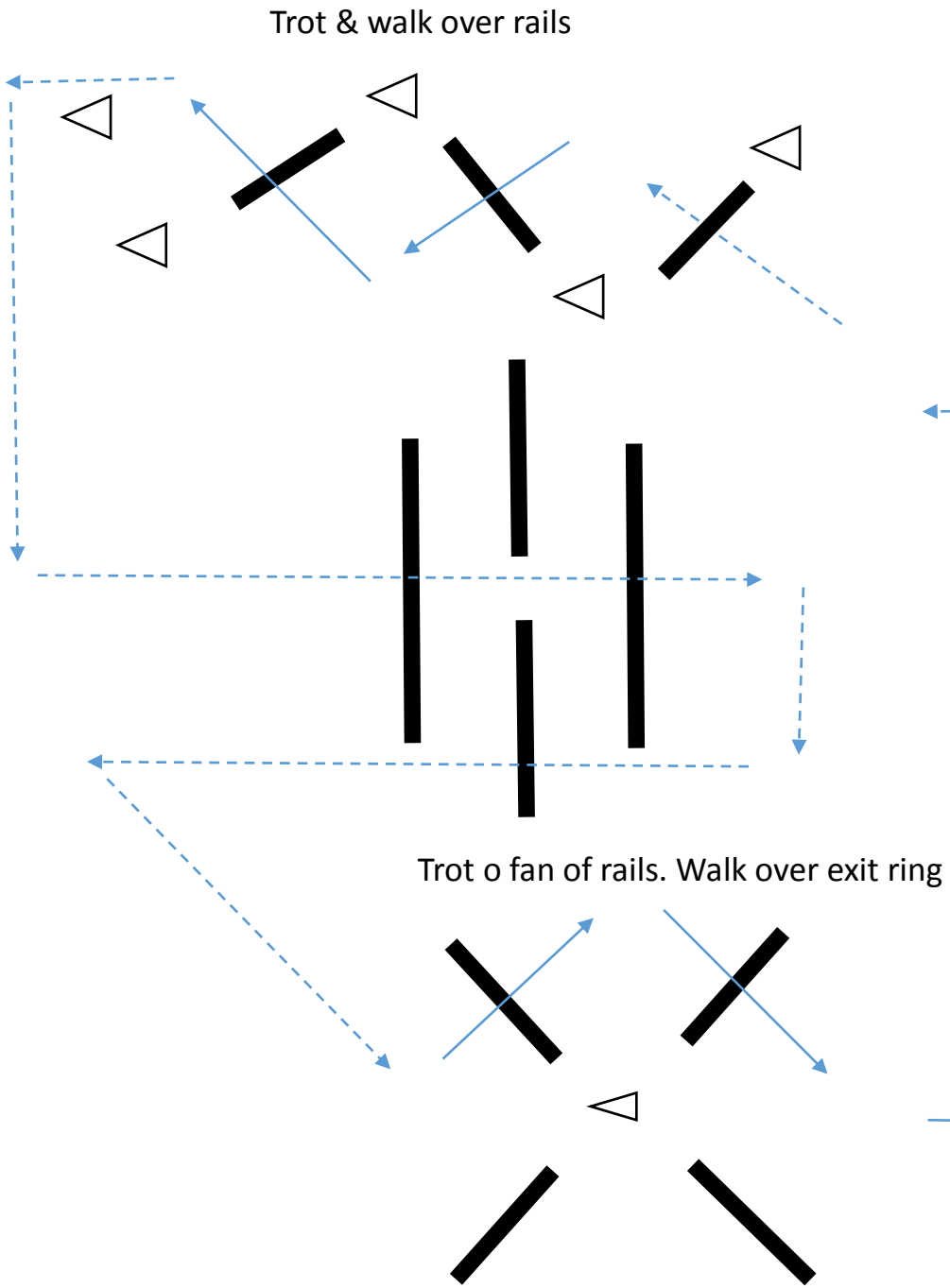
Enter ring. Be ready at marker.
Proceed to the right at an extended walk. Circle to the left at a regular walk.
Trot to the next marker. Trot counter clockwise around marker. Proceed to the next marker at an extended trot, Pick up a lope (left lead) around marker. Then perform an extended canter to right side of the starting marker. Halt at X.
Exit ring when dismissed.

Gate



In-Hand Trail Course
Open & Miniature

Ground Poles Course
Open & Miniature Horse

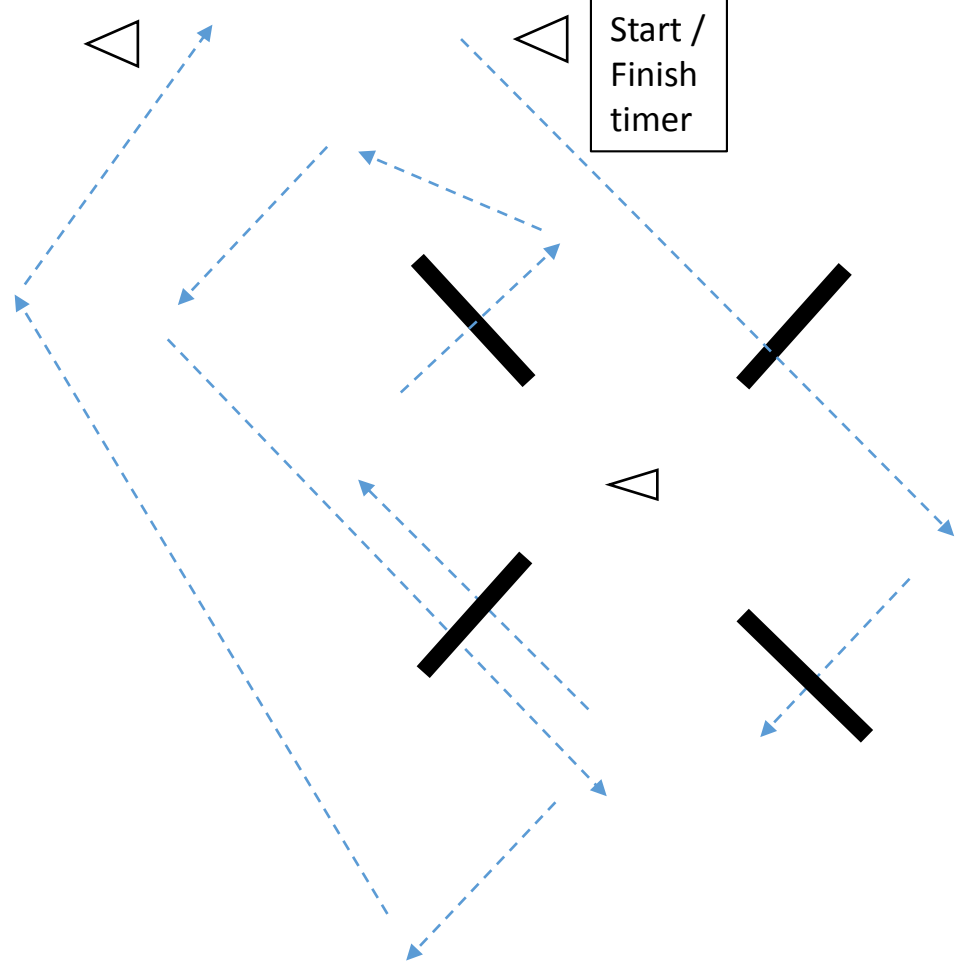


Sign in for order of go.

Miniature Horse Jumping

Course #A Cross Rail

Course #B Vertical Rail



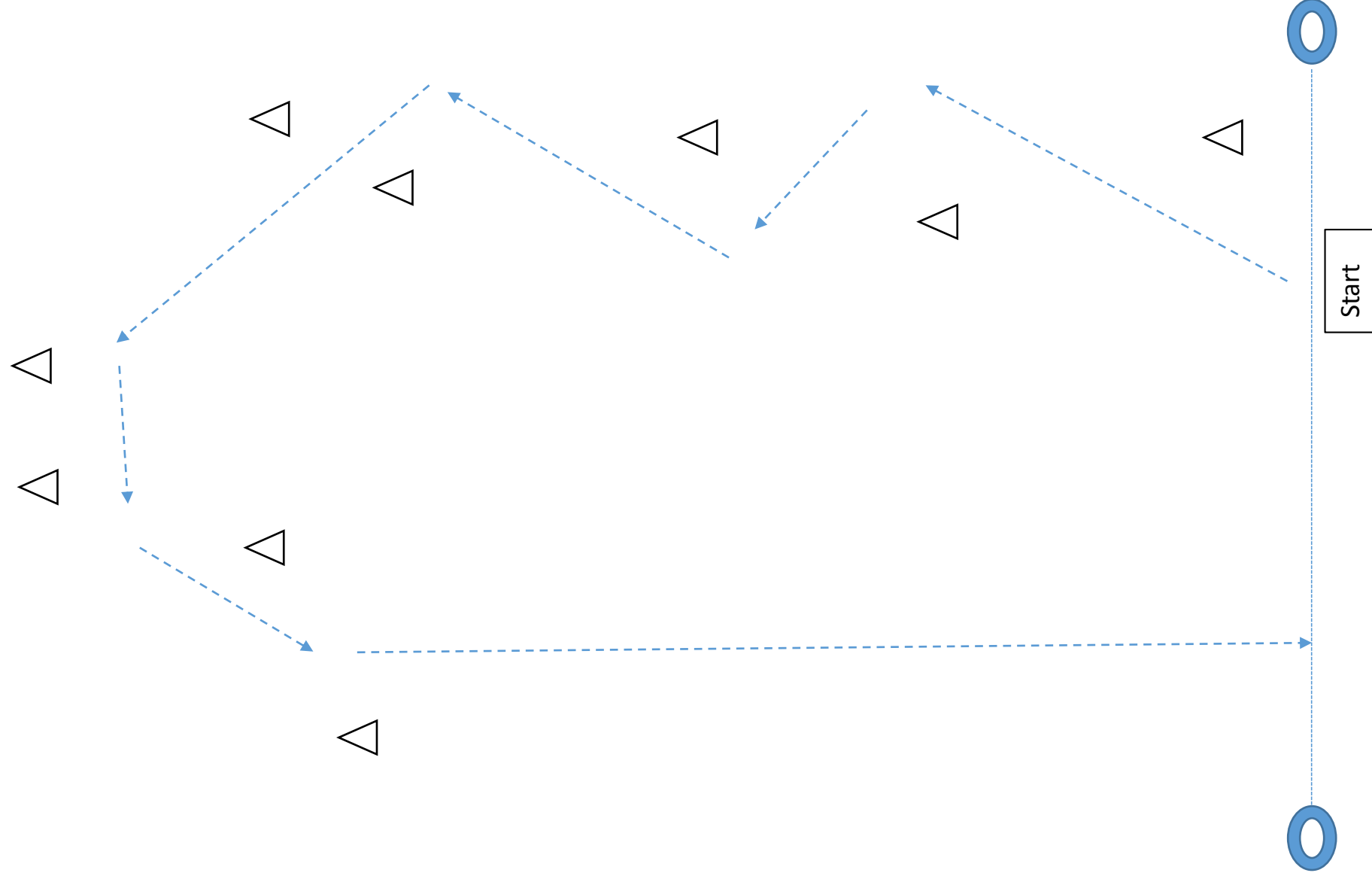
Clear round get a jump off.

Second clear go will time determines tiebreaker.

Faults: 4 fault for every knock down.

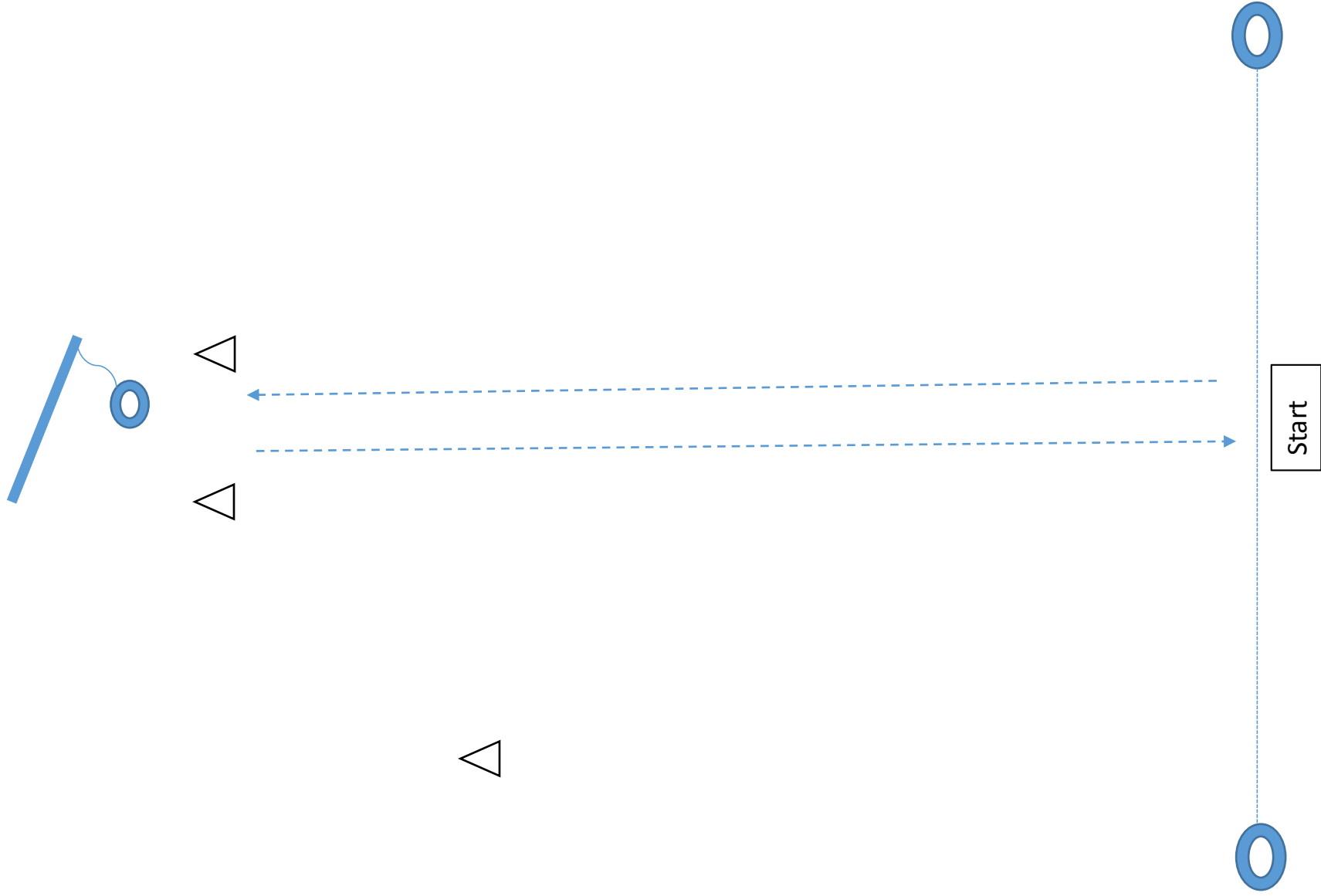
Three refusals and you are eliminated.

Miniature Horse Driving Task Class



Start by crossing the timing line.
Tap the balls off the top of the cones with whip.
Finish by crossing the timing line.

Miniature Horse Driving Donut Race



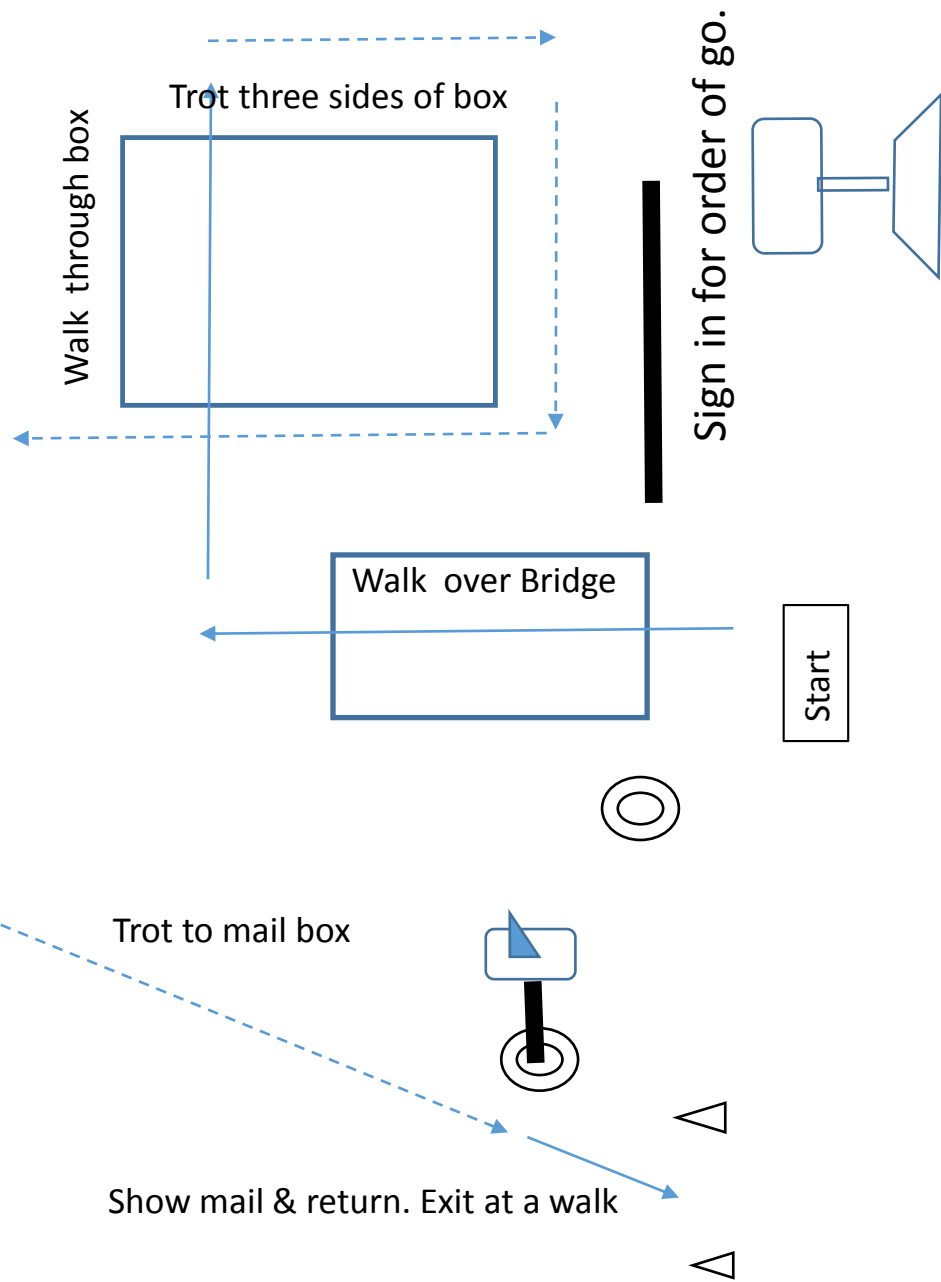
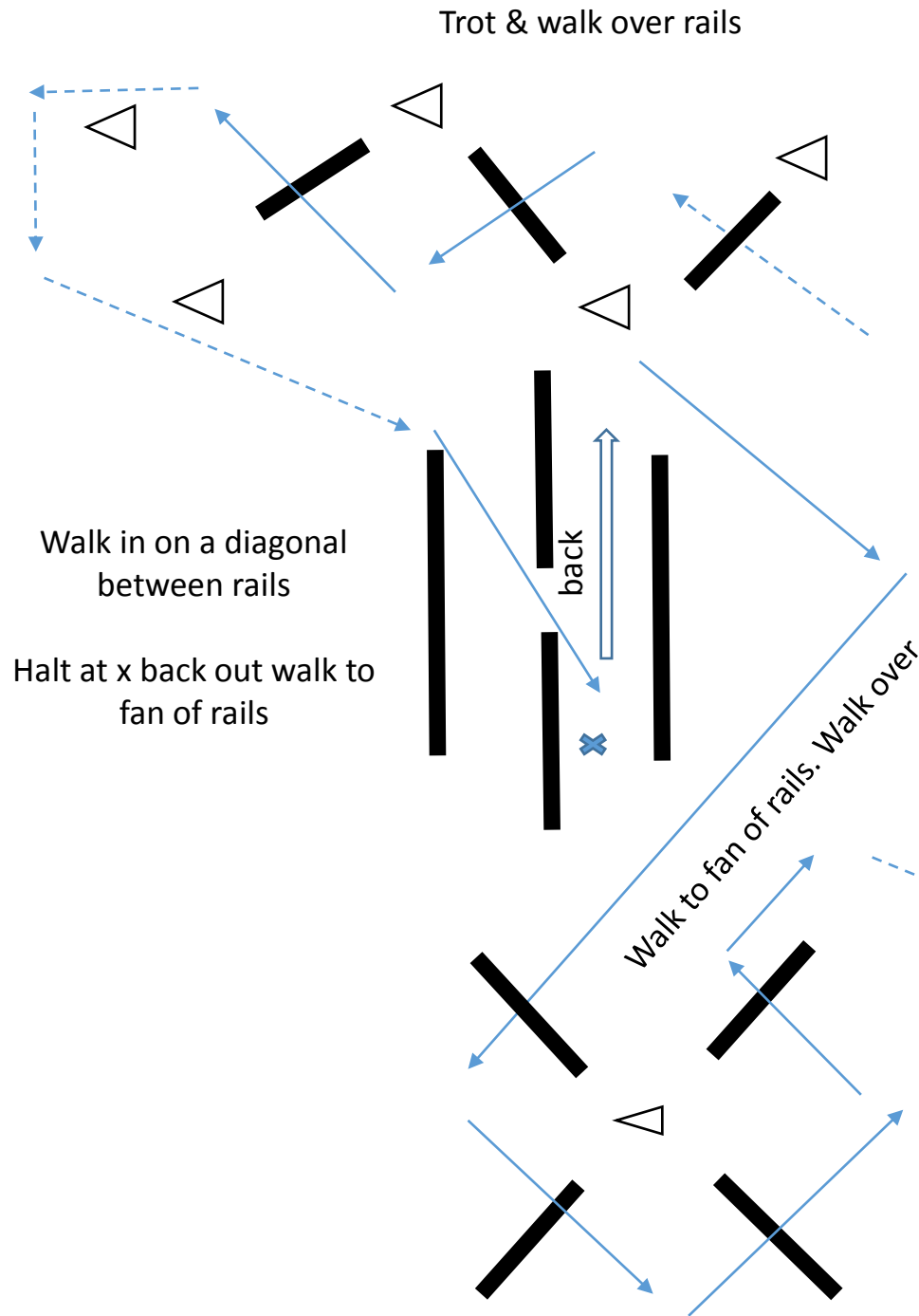
Start by crossing the timing line.

Go between the cones at far end of arena.

Bite off the mini donut from the string.

If you miss you may circle behind the cones to try again.

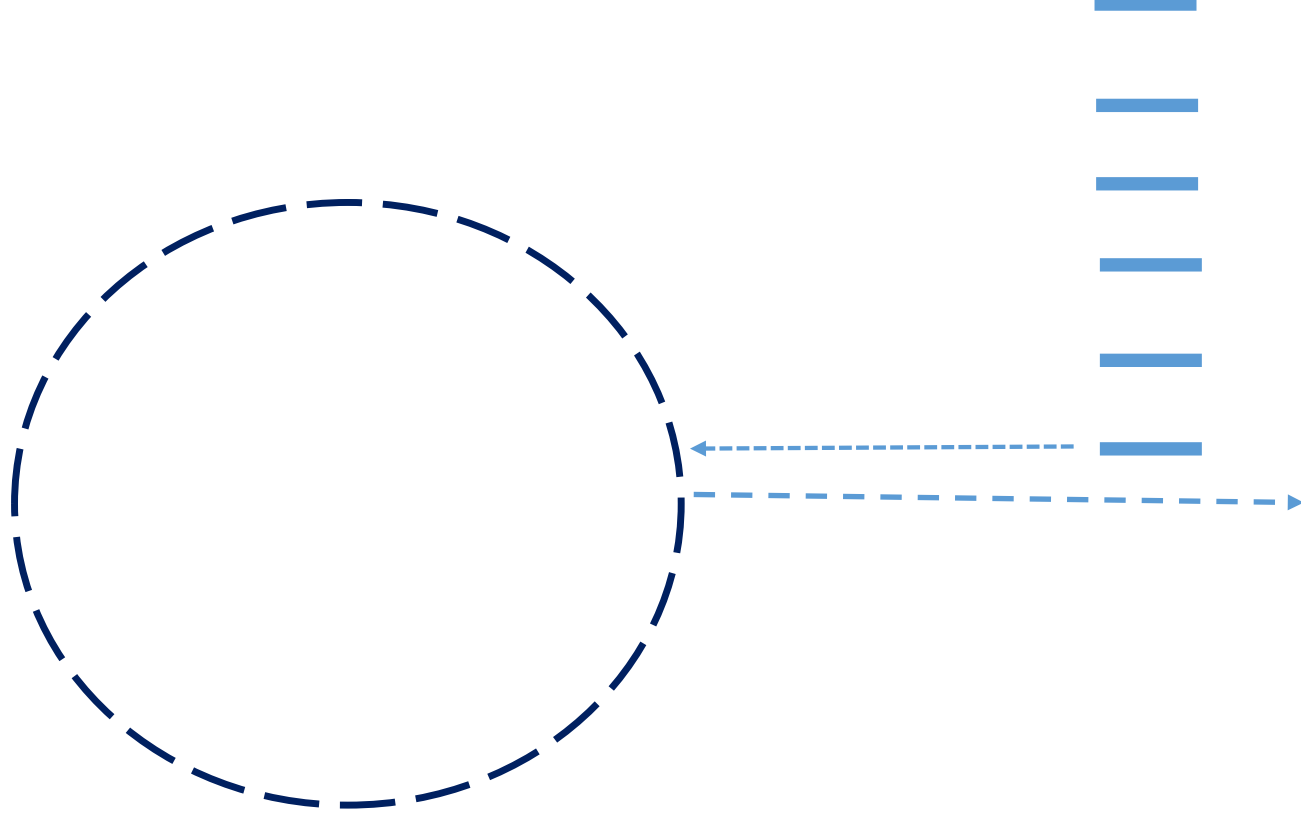
Finish by crossing the timing line.



Therapeutic Trail Course
 Youth Trail Course
 Adult Trail Course

Horsemanship

10 & under, Novice Youth, Novice Adult & Masters



From the line up. Walk ten meters in front of the line up.

Pivot to the left.

Ride a twenty meter circle clockwise at an extended trot.

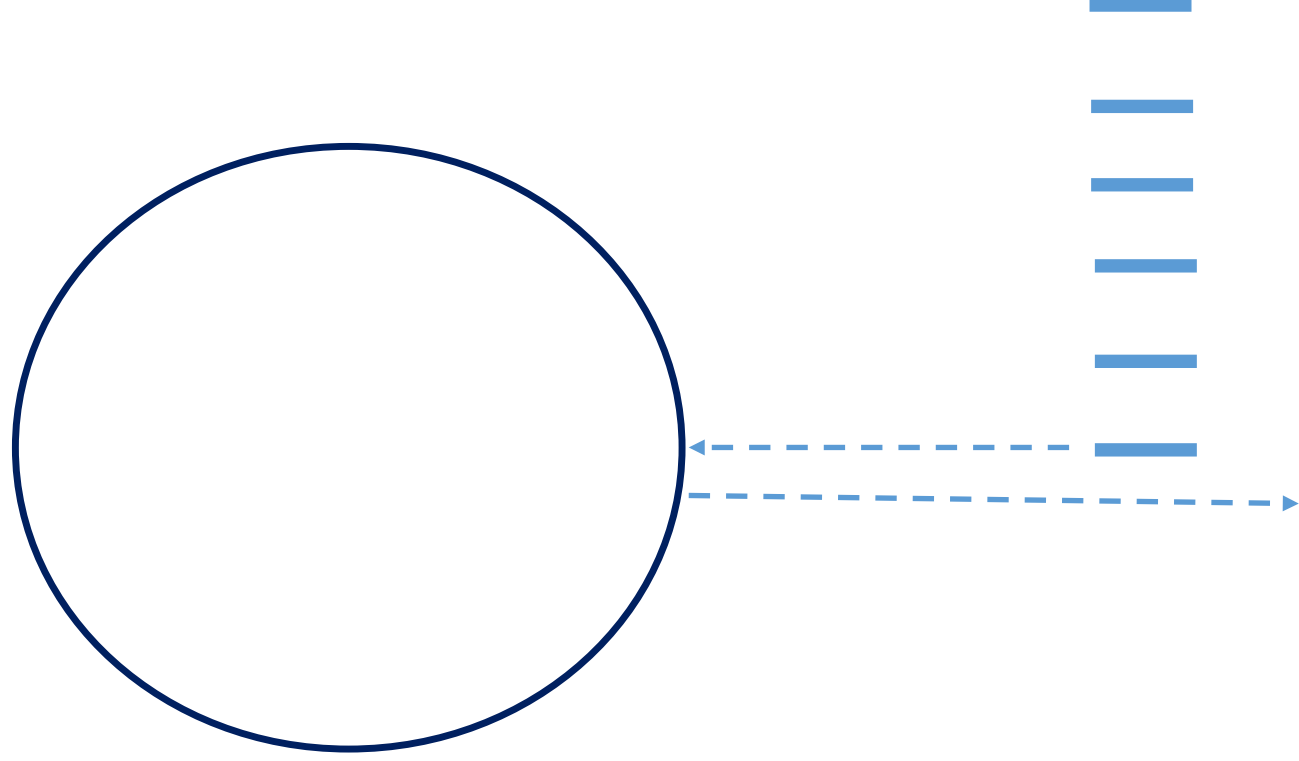
Halt.

Then turn to the left and perform a sitting trot through the line up.

Halt and return to line up.

Gate

Horsemanship
Junior Youth, Senior Youth & Adult



From the line up. Perform a rising trot ten meters in front of the line up. Pivot to the left.

Ride a twenty meter circle clockwise at a counter canter.

Halt.

Then turn to the left and perform a sitting trot through the line up.

Halt and return to line up.

Gate