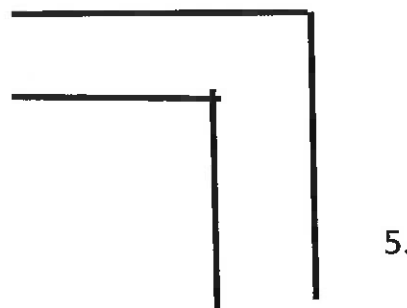
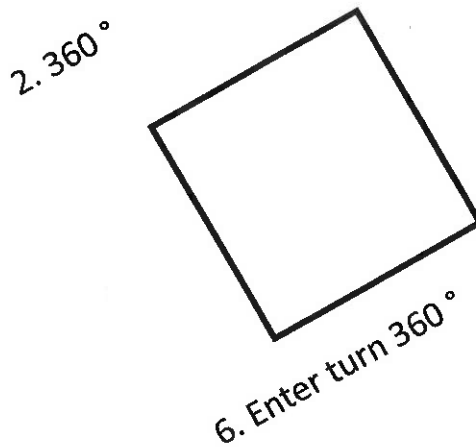


## **CLASS # 28 TRAIL OBSTACLE - IN HAND**

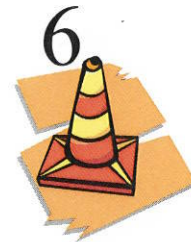
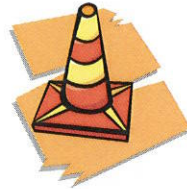
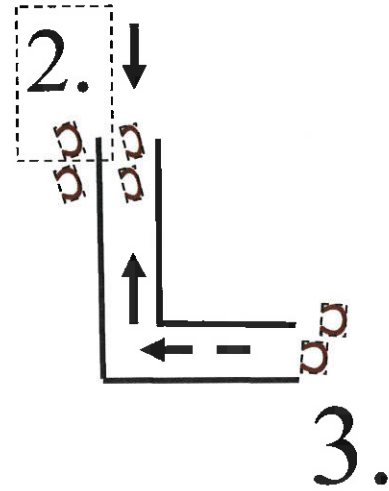
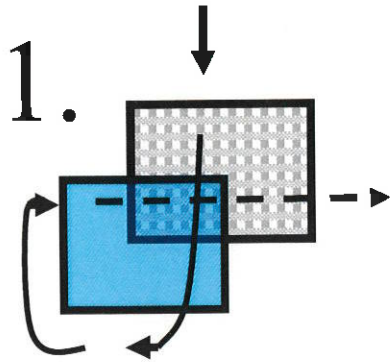
1. WALK OVER CAVALETTI
2. WALK OVER BRIDGE & GAIT TO CONES -  
CONTINUE TO GAIT THRU CONES
3. WHEN CLEAR OF CONES **stop** BACK  
THRU CONES
4. WALK THRU GATE
5. WALK BETWEEN OBJECT AND RAIL
6. EXIT RING

## CLASS # 29 JR TRAIL OBSTACLE HORSES 5 & UNDER

1. Stop and open gate leave open (will close at end of pattern)
2. Proceed to box turn 360° (Direction of turn is riders discretion).
3. Exit Box .
4. Cross Ground poles
5. Back "L"
6. Enter Box again turn 360°
7. Proceed to gate and close



# CLASS 30 Trail Obstacle 17 & Under



EXIT

7.

1. Walk thru boxes
2. Side pass right
3. Then back thru L
4. Open and close gate
5. Running walk to cone and Stop
6. Dismount, ground tie, walk to cone and return to horse
7. Exit ring

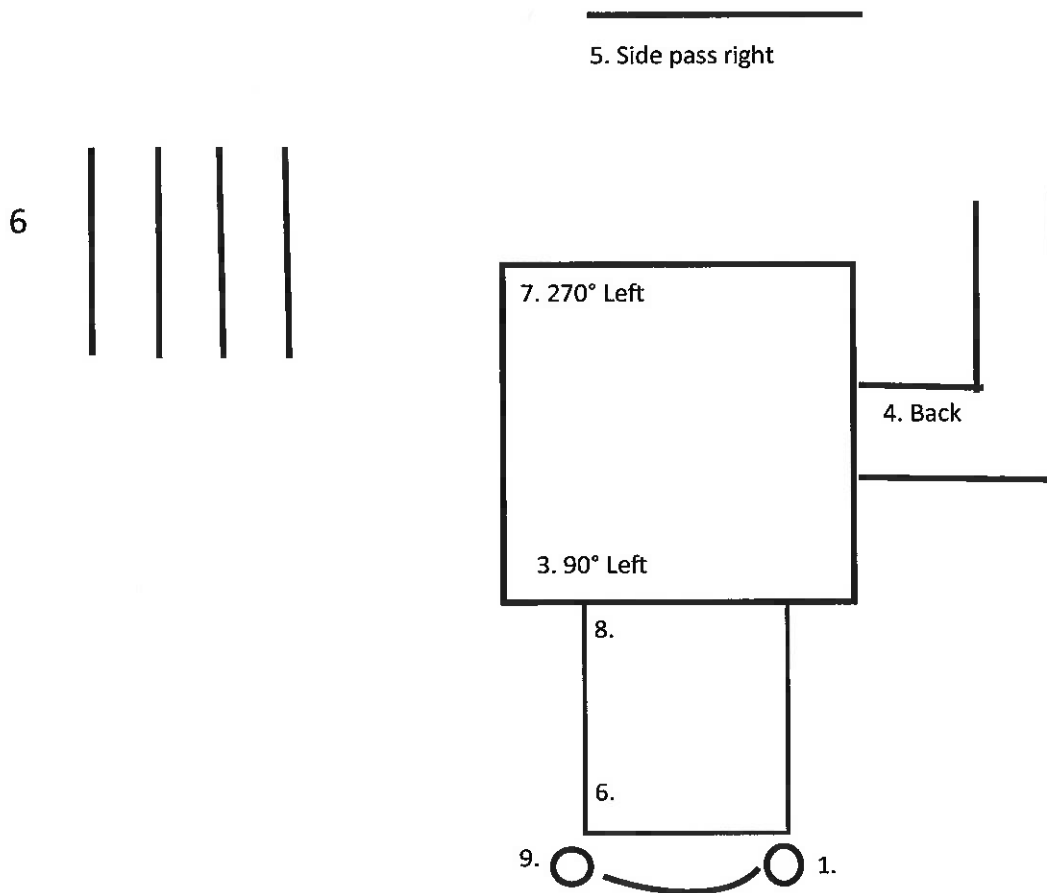
## **CLASS 31 TRAIL OBSTACLE YOUTH 11 AND UNDER**

- 1 . WALK OVER CAVALETTI
- 2 . GAIT TO CONES
- 2 . WALK THRU CONES
- 3 . WHEN CLEAR OF CONES stop BACK THRU CONES
4. WALK THRU GATE
- 5 . WALK BETWEEN OBJECT AND RAIL
6. EXIT RING



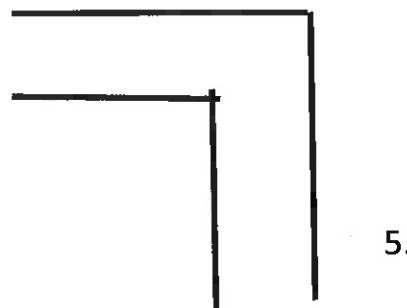
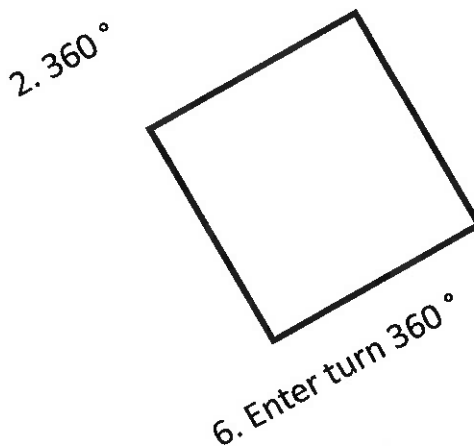
## CLASS # 33 TRAIL OBSTACLE ADULT OPEN

1. Stop and open gate leave open (will close at end of pattern)
2. Proceed ACROSS BRIDGE
3. Enter box—turn 90° to left
4. Back out opening—continue to back “L”
5. Back straight out of “L” and side pass to right
6. Continue to ground poles and walk over into box
7. Turn 270 to left
8. Exit Box over Bridge
9. After crossing bridge—close gate



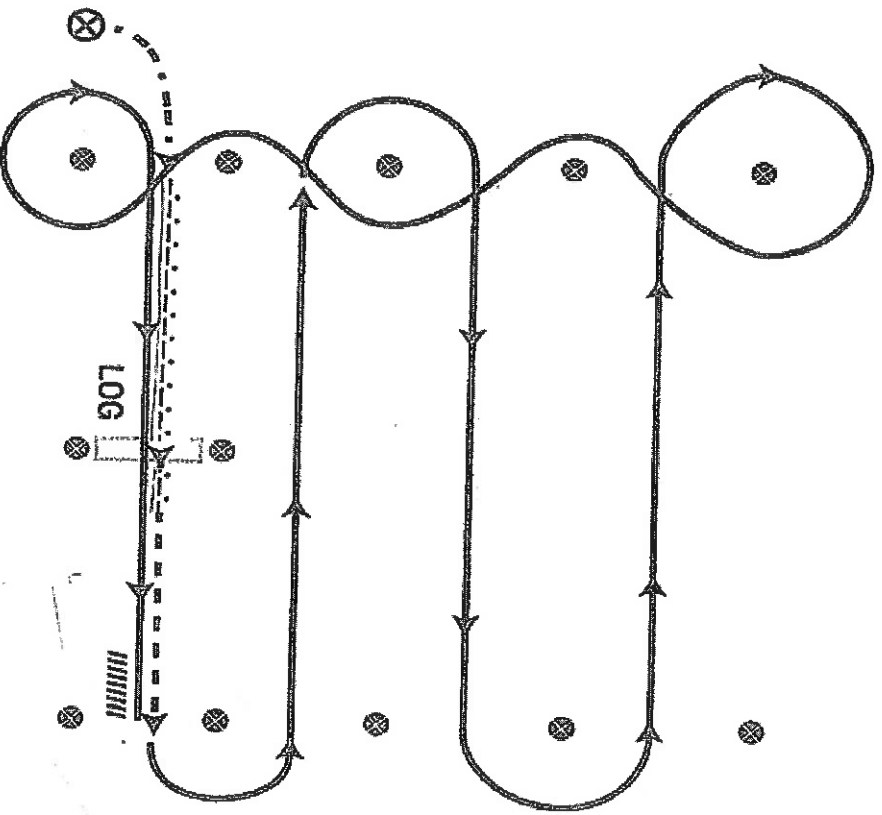
## CLASS # 36 TRAIL OBSTACLE NOVICE RIDER

1. Stop and open gate leave open (will close at end of pattern)
2. Proceed to box turn 360° (Direction of turn is riders discretion).
3. Exit Box side pass over pole at riders discretion.
4. Cross Ground poles
5. Back "L"
6. Enter Box again turn 360°
7. Proceed to gate and close



# Class 37 Western Riding - PATTERN 2

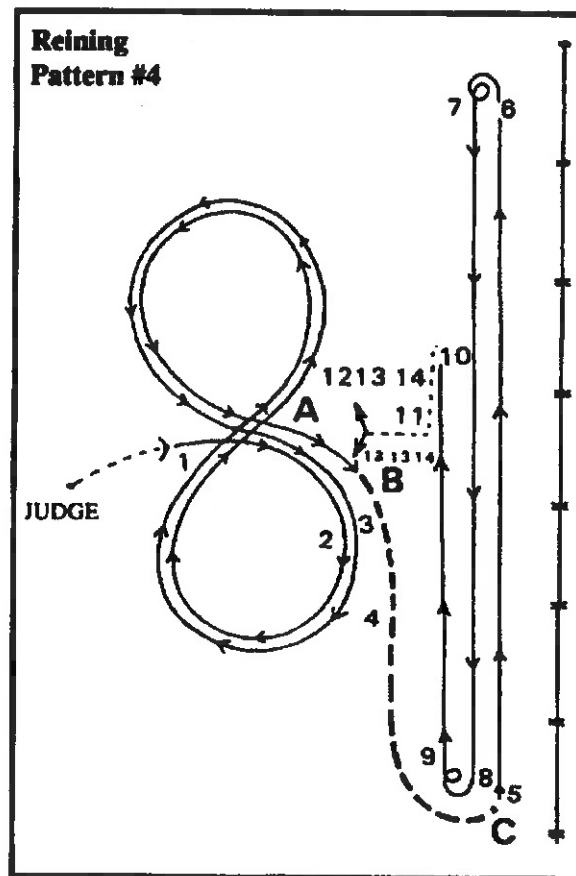
## WESTERN RIDING PATTERN 2



1. Walk over log and start flat walk.
2. Transition to lope on left lead at marker.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope over log.
11. Lope, stop and back.



## CLASS 38 BASIC REINING PATTERN 4



### Reining Pattern #4:

1. Begin work to the right.
2. First figure eight, slow.
3. Second figure eight, faster (lead change must take place at Point A).
4. Proceed from Point B to Point C at flat walk or running walk.
5. Begin run.
6. Sliding stop.
7. Turn away from the rail do a spin and a half, no hesitation.
8. Sliding stop.
9. Turn away from the rail do a spin and a half, no hesitation.
10. Sliding stop.
11. Back over slide marks. Face Judge, walk a few steps.
12. Pivot right or left, no more than 90 degrees.
13. Pivot the opposite direction, no more than 180 degrees.
14. Pivot in direction taken as #12, no more than 180 degrees.
15. Walk to Judge and stop for inspection until dismissed.
16. The bridle may be dropped at the Judge's discretion.