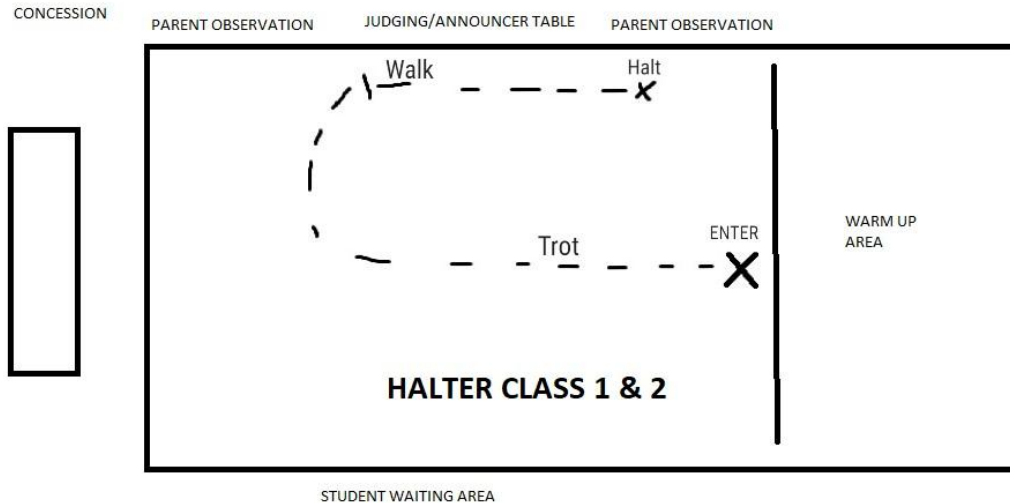


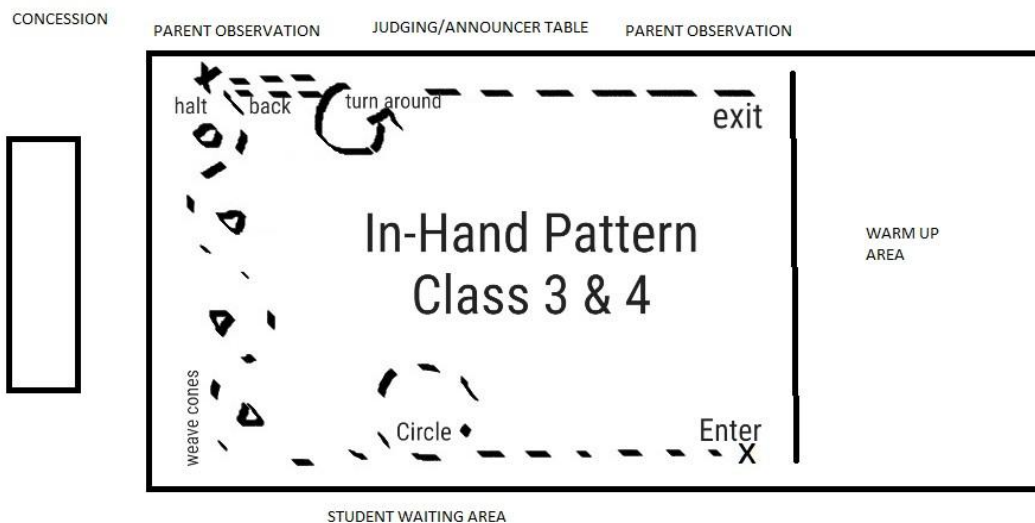
PATTERNS & CLASS DESCRIPTIONS

HALTER CLASS 1 & 2



Halter classes are meant to judge the conformation of the horse. Each student enters at the X one at a time, trots straight toward the judge and then around toward the judging table and to the side of the arena, come to a walk and then halt in a line. Square your horse up and stand directly in front of your horse. The next student will enter the arena once your horse has stopped. Stay in front of your horse while the judge walks around the horse to access them once all of the horses in the class have entered. Try to keep your horse as still as possible for accurate judging. Keep two horse spaces between your horse and the horse in front of you to allow the judge space to walk around your horse and to prevent horses kicking at each other. When the judge dismisses the class, walk the horse out of the arena toward where you entered and go to the student waiting area.

IN-HAND PATTERN CLASS 3 & 4



In-hand Pattern Classes are meant to show the ability of a student to lead a horse through a short obstacle course.

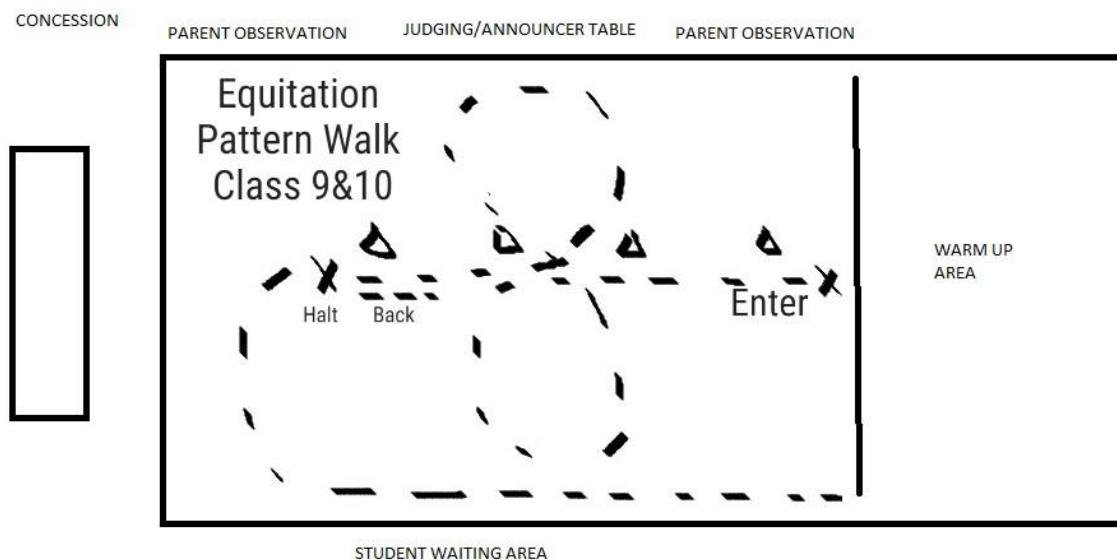
PATTERN:

- Student enters at X at a walk
- Student turns horse in complete circle at walk
- Student weaves four cones at walk
- Student stops horse in corner
- Student backs horse 2-3 steps
- Student turns horse around
- Student exits at trot
- Student returns to waiting area

NON-PATTERNED RIDING CLASSES 5, 6, 7 & 8

Student enters the arena from warm up area at a walk. Student stays on the rail during the class waiting for instructions to be called such as (ask your horse to stop please, ask your horse to turn around please and so on). Judge stands in the middle of the arena during judging. Horses will be asked to go out the way they came when class has ended.

**EQUITATION PATTERN WALK CLASSES
PATTERN ONE CLASSES 9 & 10**

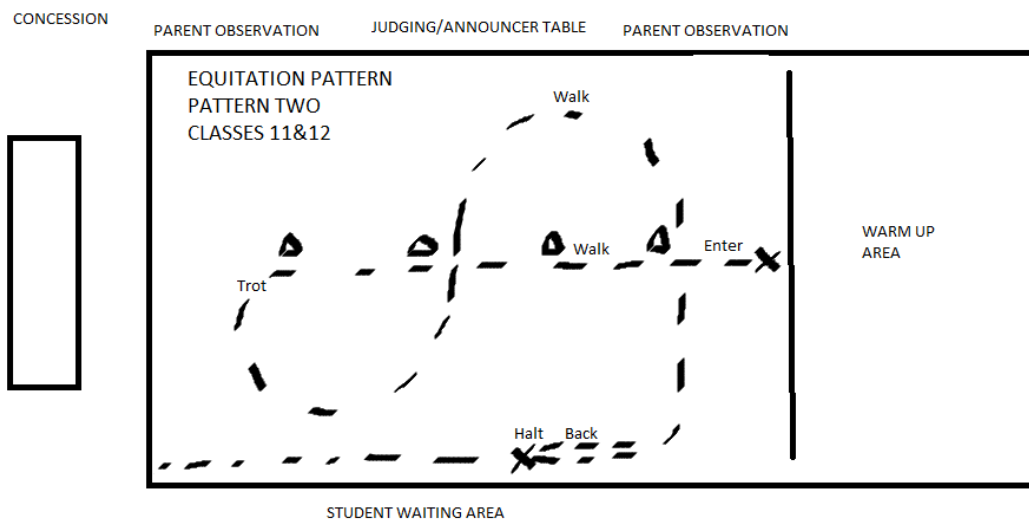


Equitation pattern classes display a rider's ability under saddle.

- Rider enters at X at a walk.
- Rider circles to the right and then to the left in a figure 8 between the second and third cones.
- Rider rides to the fourth cone and then halts.

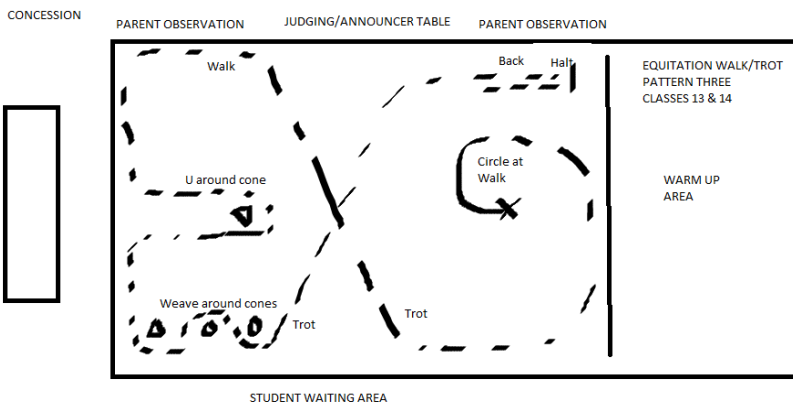
Rider backs the horse two to three steps.
 Rider takes the horse to the rail and exits the arena.

EQUITATION PATTERN WALK/TROT CLASSES PATTERN TWO CLASSES 11 & 12



Rider enters at the X at a walk.
 Rider begins trot at last cone.
 Rider does half circle to the left.
 Rider starts half circle to the right.
 Rider transitions to walk at third cone during half circle.
 Rider rides to rail.
 Rider halts at second cone on rail.
 Rider backs horse two to three steps.
 Rider returns to walk.
 Rider exits at a walk.

EQUITATION PATTERN WALK/TROT CLASSES PATTERN THREE CLASSES 13 & 14



Rider enters arena and halts.

Rider circles to the right back to the rail.
Rider rides at the rail til mid-point.
Rider crosses the arena at a diagonal at a trot.
Rider returns to walk at end of diagonal.
Rider turns to left to make a U shape around first cone.
Rider turns to the left to weave the other cones.
Rider trots after last cone across the diagonal of the arena.
Rider returns to walk at the end of the diagonal.
Rider turns to right along the rail.
Rider halts.
Rider backs 2 to 3 steps.
Rider rides forward 2 to 3 steps.
Rider comes to a halt.
Rider exits the arena.

FUN CLASSES

APPLE UNDER THE CHIN

Class 15 & 16

An apple is placed under the chin of the rider. Riders are to attempt to keep apple under the chin. Riders are given challenges to get them to drop the apple. Last rider with an apple wins.

EGG & SPOON

Class 17 & 18

Rider is given an egg that goes on a spoon. Riders attempt to keep egg on spoon as long as possible. Rider are given challenges to get them to drop the egg. Last rider with an egg wins.

DIZZY BAT RELAY RACE

Class 19 & 20

Volunteer or parent is paired with a rider. Volunteer or parent is given a bat and ribbon. Riders are placed at one end of the arena. Volunteer or parent is to spin ten times around back, drop the bat and race the ribbon to the rider. Once a rider has the ribbon the rider is to race the ribbon at a fast walk or trot to the other end of the arena. The first rider across the cones wins.

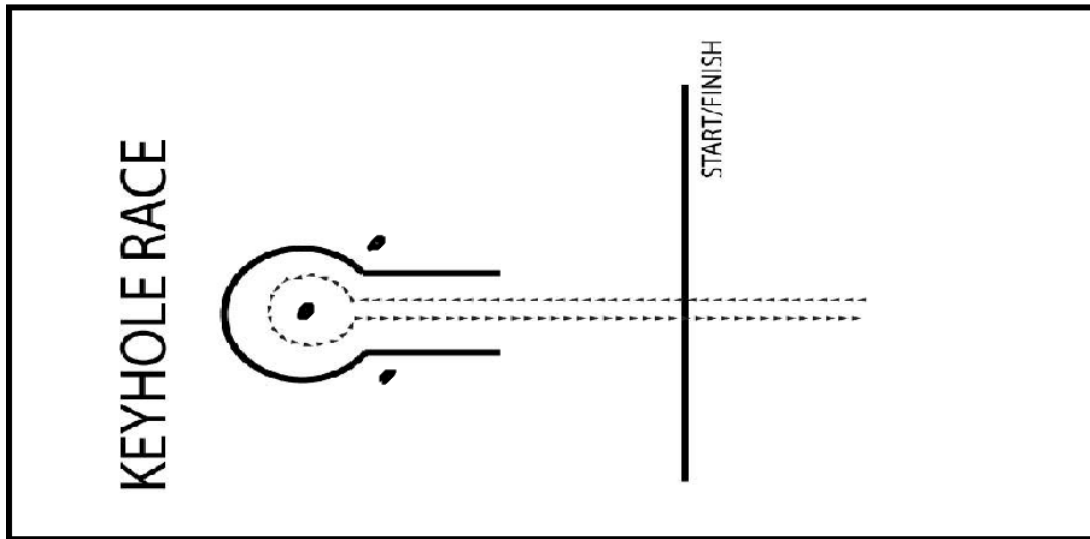
WATER CUP CHALLENGE

Class 21 & 22

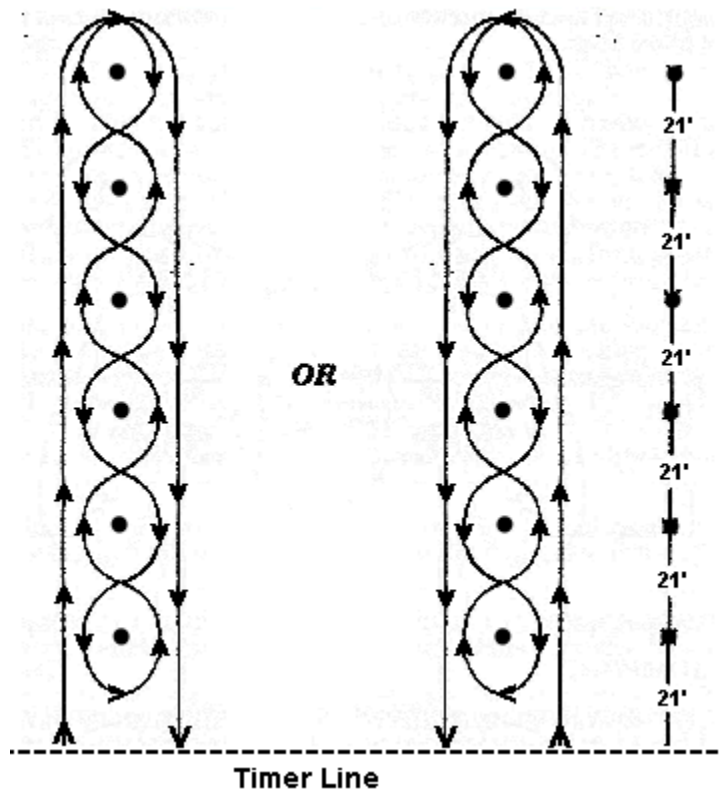
Riders are given a full cup of water to hold in one hand. Riders are to ride along the rail while given challenges such as stop, trot or back. The rider with the most water still in their cup at the end of the class wins.

CONTESTING CLASSES

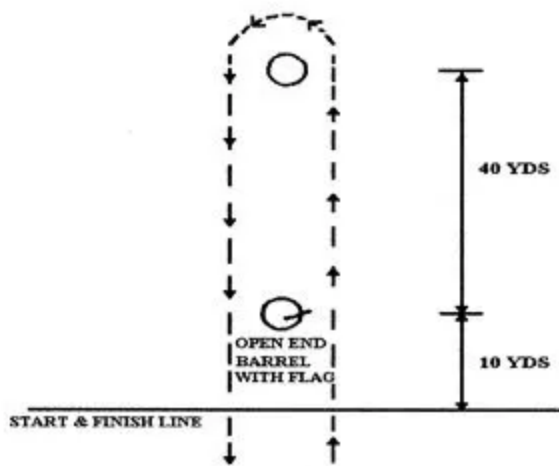
Class 23 & 24 Keyhole- Rider walks or trots down the arena, going between two poles, circling the center pole and then races back to the start. The fastest rider wins. Riders that go off pattern are disqualified. Riders that knock over poles get a 5 second penalty.



Class 25 & 26 Polebending- Rider rides down the one side of the poles without weaving, when rider reaches the end they weave toward the start, circling the end pole and weaving back, the rider again circles the end pole and races back to the starting pole. The fastest rider wins. Riders that go off pattern are disqualified. Riders that knock over poles get a 5 second penalty.



Class 27 & 28 Flags- Rider takes flag out of first barrel and rides to second barrel while attempting to drop flag in cup, circles second barrel and races to start. Rider who breaks the pattern is disqualified. Rider who knocks down a barrel gets a five second penalty. Rider who drops the flag gets a ten second penalty.



Class 29 & 30 Barrel Race- Rider rides horses in three leaf clover pattern around barrels, entering the barrel on the inside and completing a complete loop around each barrel, saving the center/lone barrel for last before racing back down the center to the start. Fastest time wins. Going off pattern results in disqualification. Knocked over barrels is a five second time penalty.

