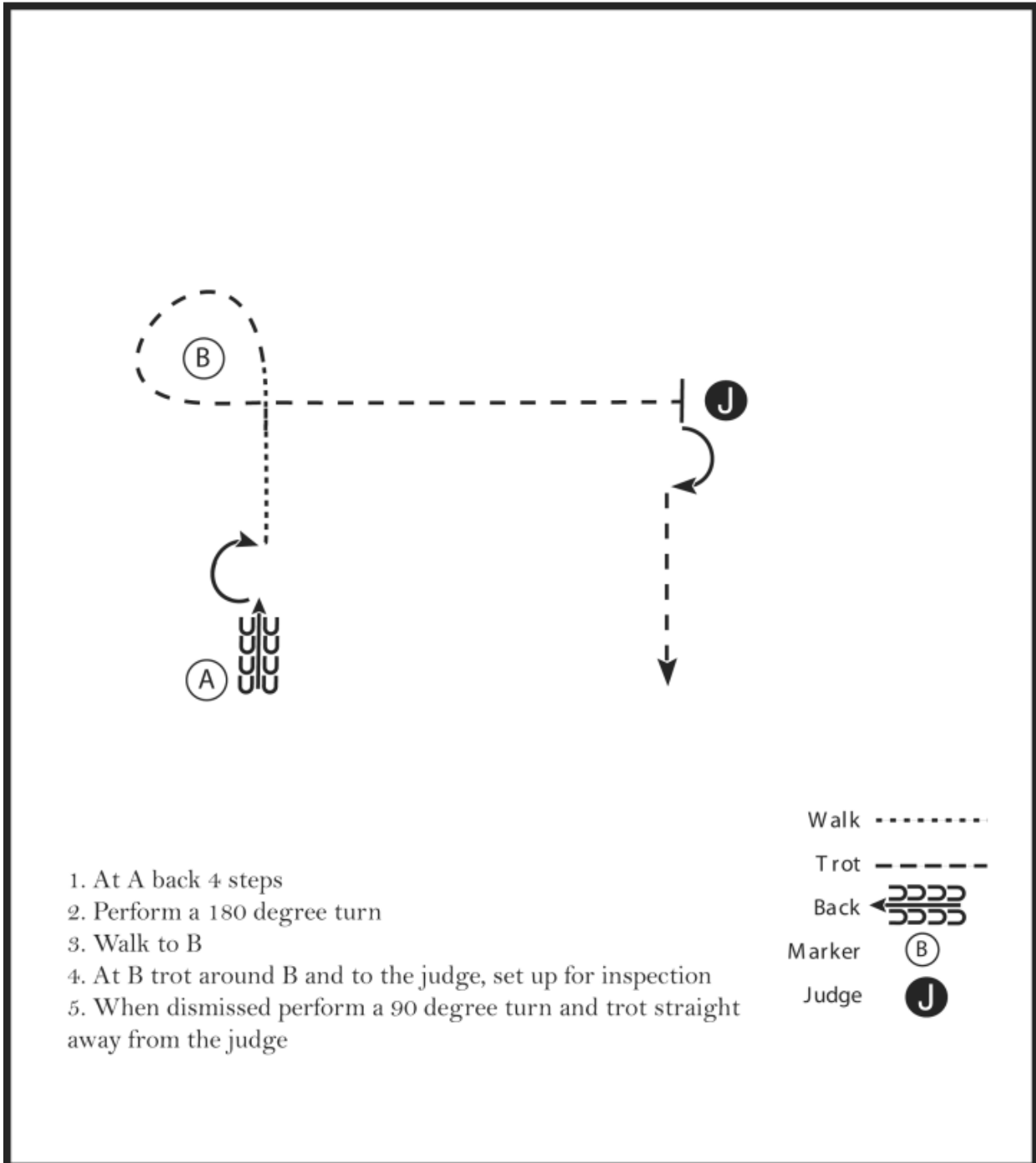
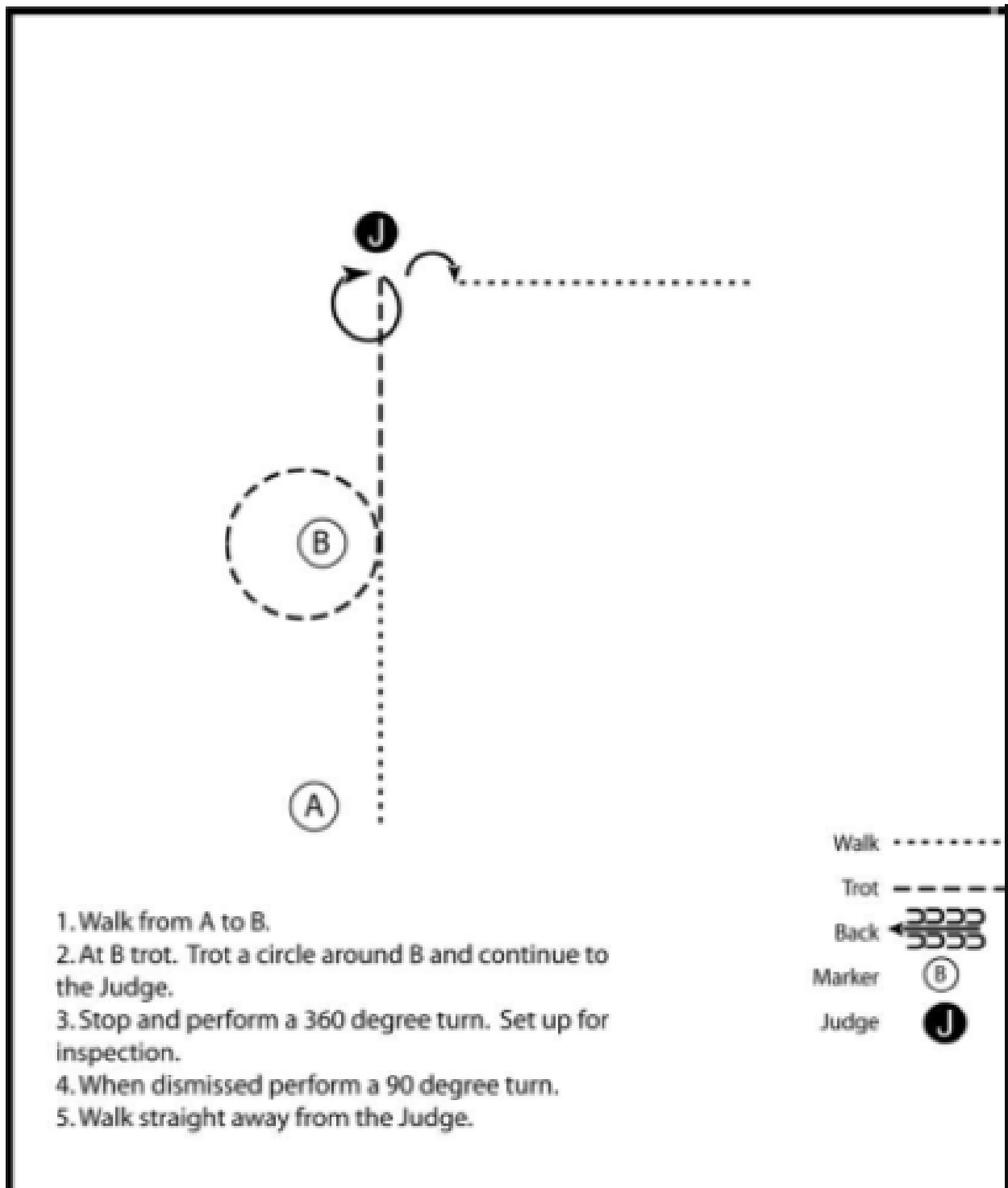
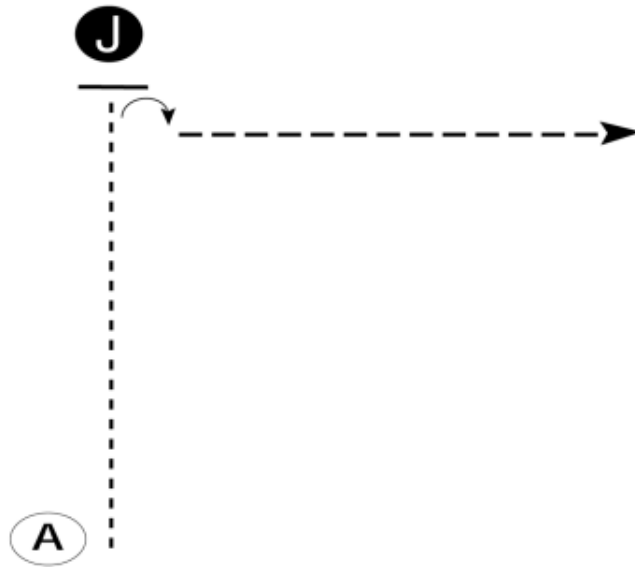


Class 9 – Adult Showmanship



Class 10 – Youth Showmanship (14-18)






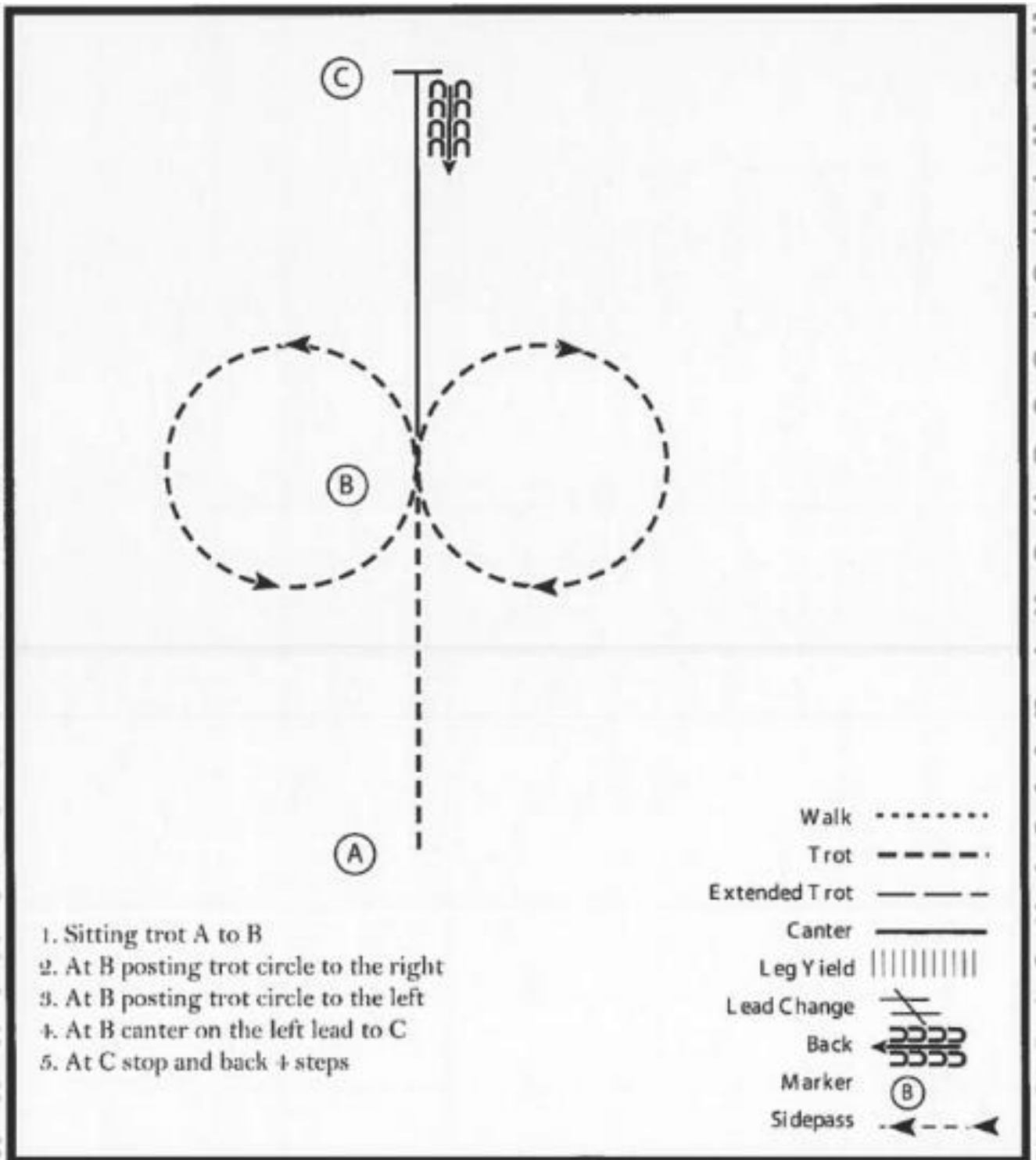
Be ready at A.

1. Walk from A to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 90 degree turn.
4. Trot away from judge.
5. Follow the instructions of your ring steward.

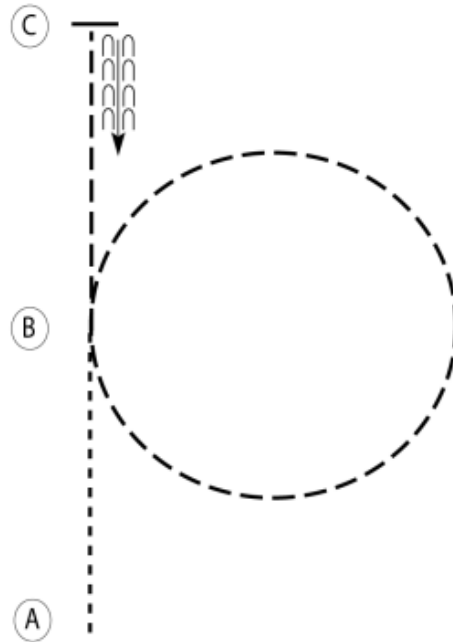
Exhibitors will perform their pattern to the green 4-H cones.

Walk	-----
Trot	- - - - -
Back	← 
Marker	⊙ B
Judge	● J

Class 17 – Adult English Equitation



Class 18 – Youth English Equitation



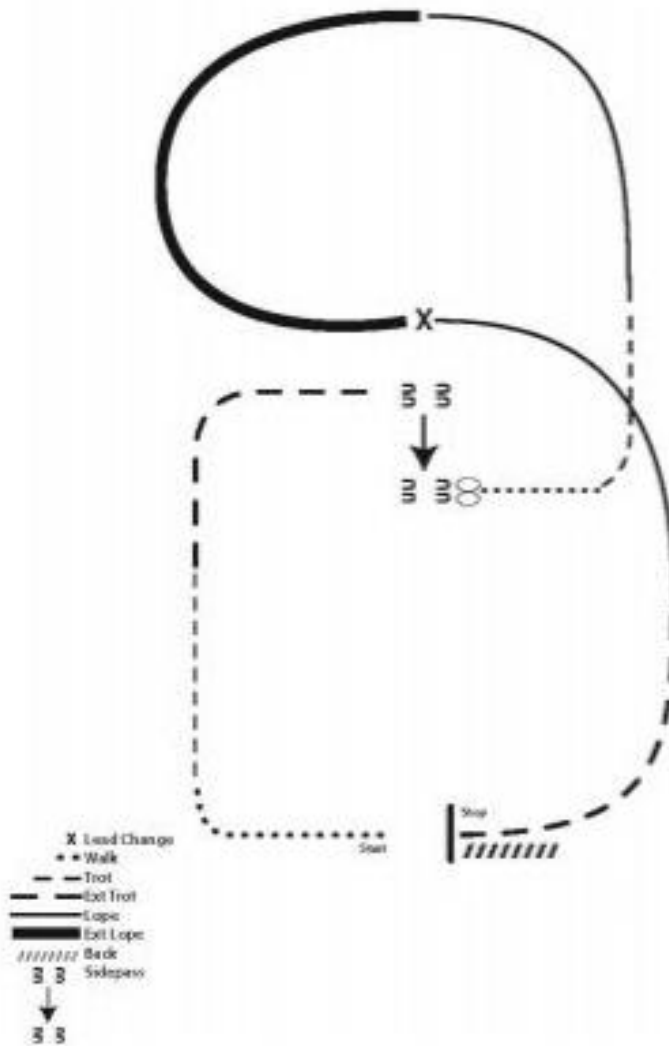
Be ready at A.

1. Walk from A to B.
2. At B, perform a trot circle to the right.
3. Return to B and trot to C.
4. Stop at C and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	—/—
Back	← ccc
Marker	ⓑ
Sidepass	←---←
Hand Gallop	-----

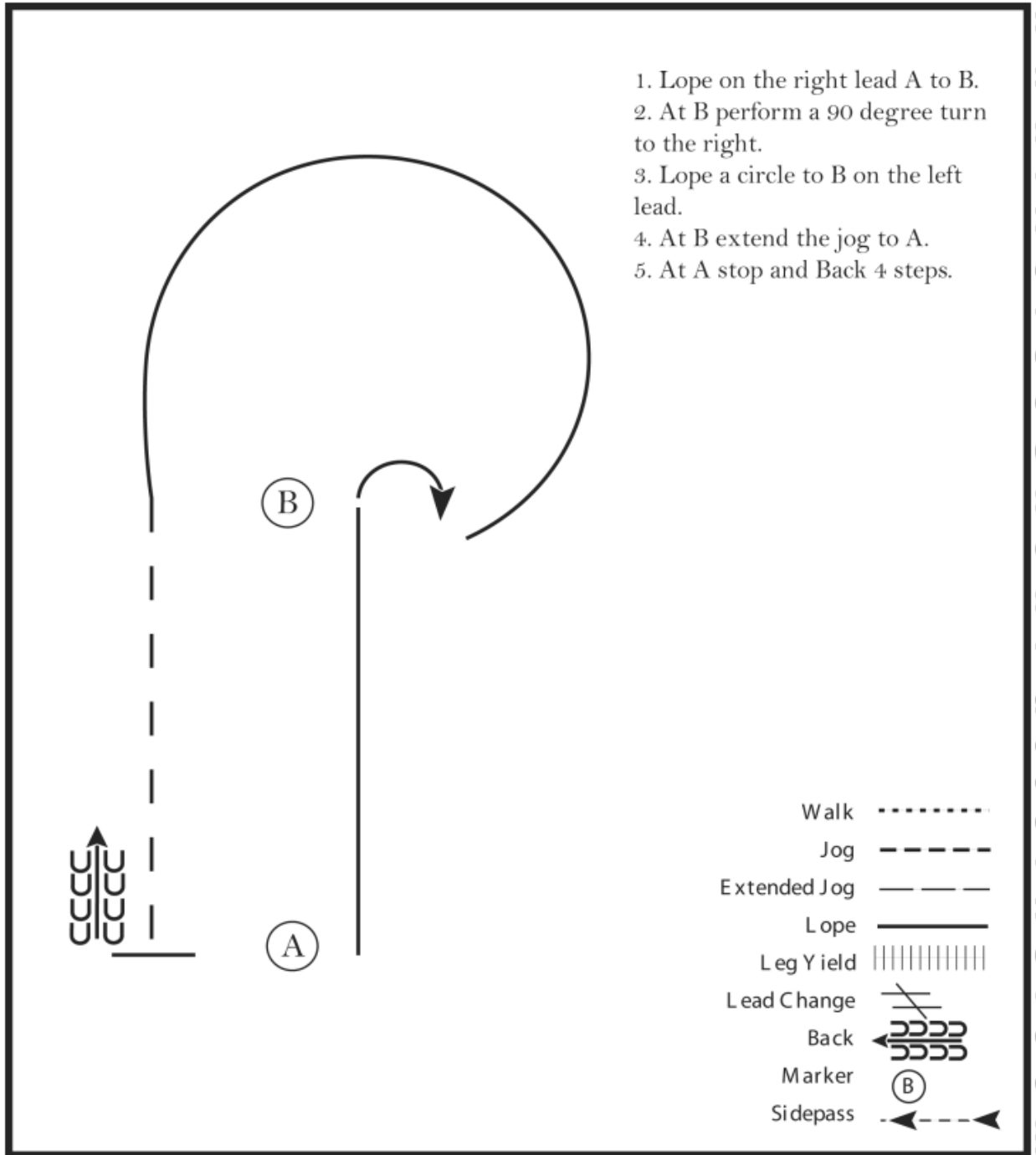
Class 20 – Open Ranch Riding



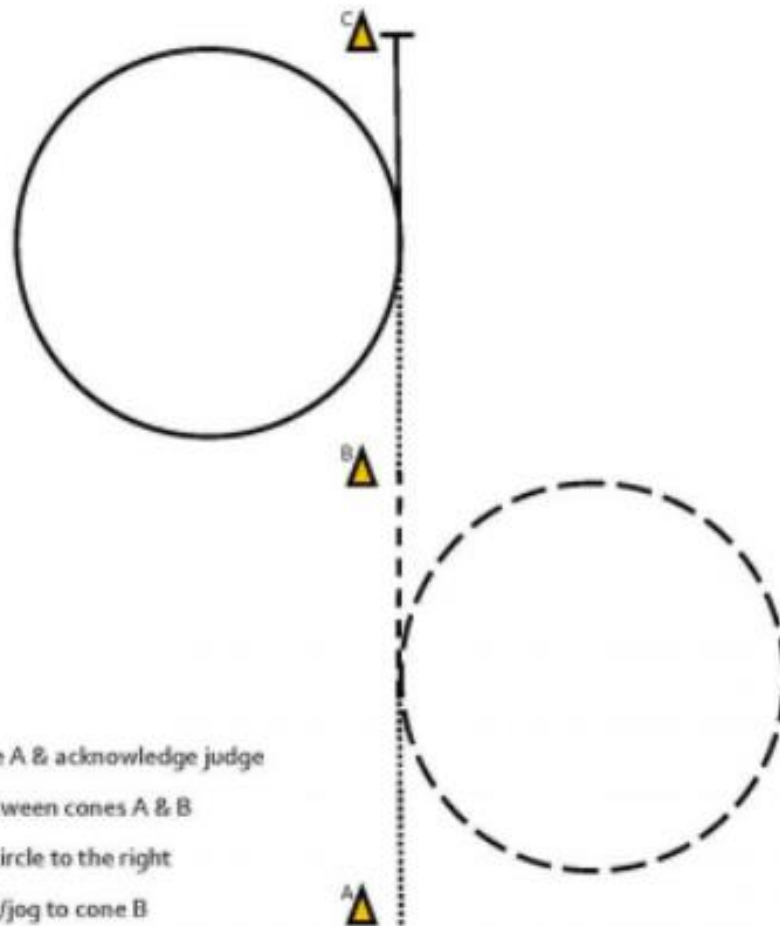
1. Walk to the left around corner of the arena
2. Jog/Trot
3. Extend alongside of the arena and around the center
4. Stop, side pass right
5. 360 turn each direction (either way 1st)
6. Walk
7. Jog/Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extended Trot
13. Stop and back

In Ranch Riding the Jog should be a natural two beat gait demonstrating more forward motion than the Western Jog. The Extended Jog is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline

Class 26 – Adult Horsemanship



Class 27 – Youth Horsemanship



1. Be Ready @ cone A & acknowledge judge
2. Walk halfway between cones A & B
3. Trot/Jog a large circle to the right
4. Continue the trot/jog to cone B
5. Walk @ cone B
6. Continue walk halfway between cones B & C
7. Canter/Lope a large circle to the left
8. Continue canter/lope to cone C
9. Halt @ cone C & acknowledge judge for dismissal