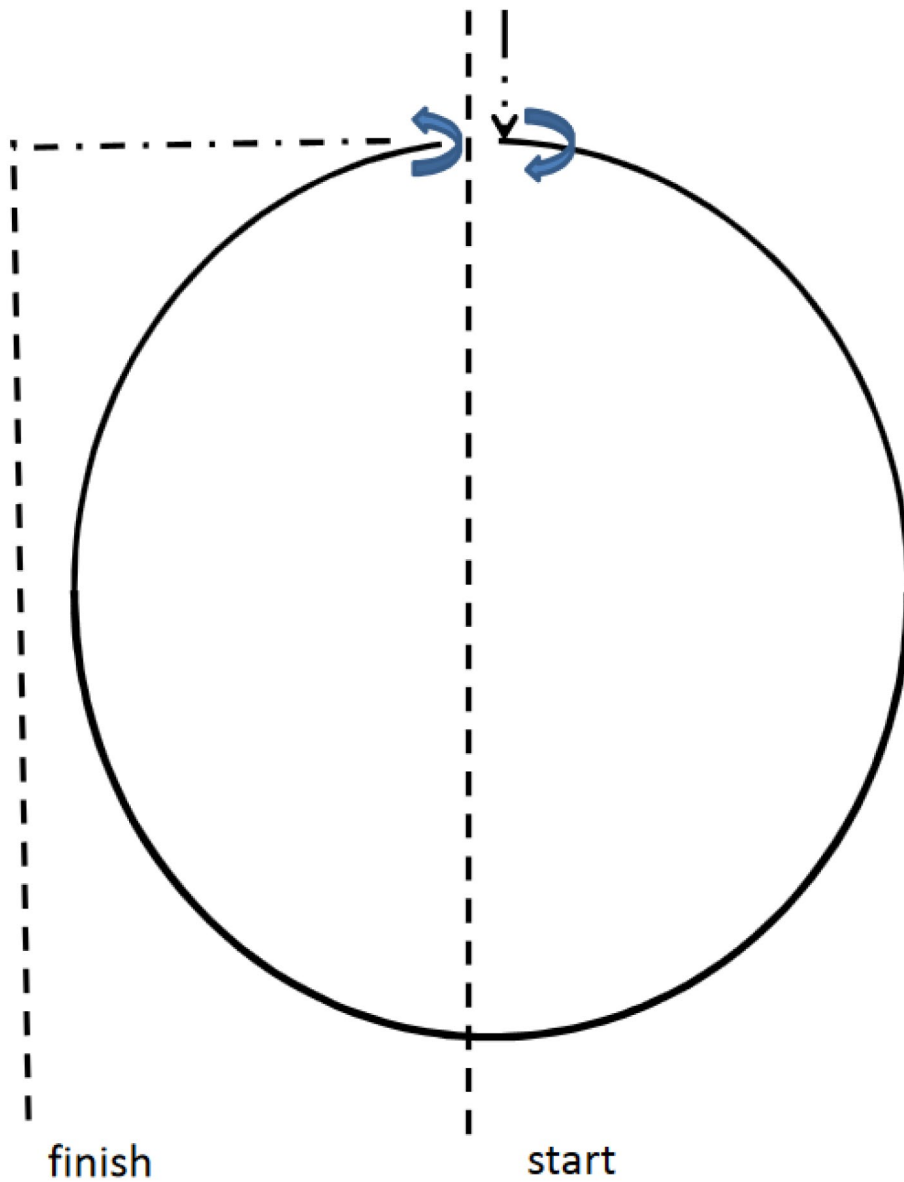
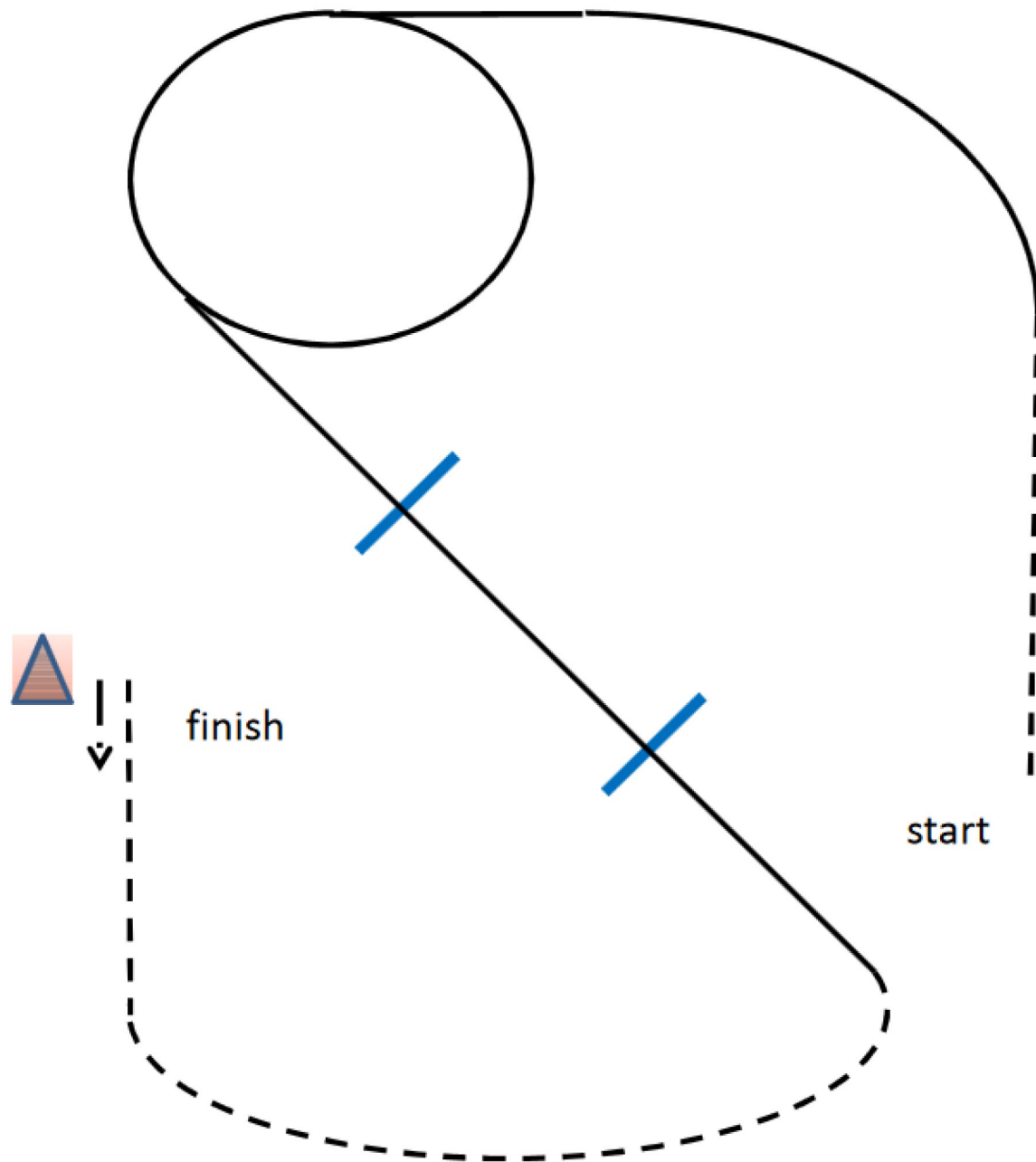


AMATEUR / Hunter Seat Equitation Regular A.a



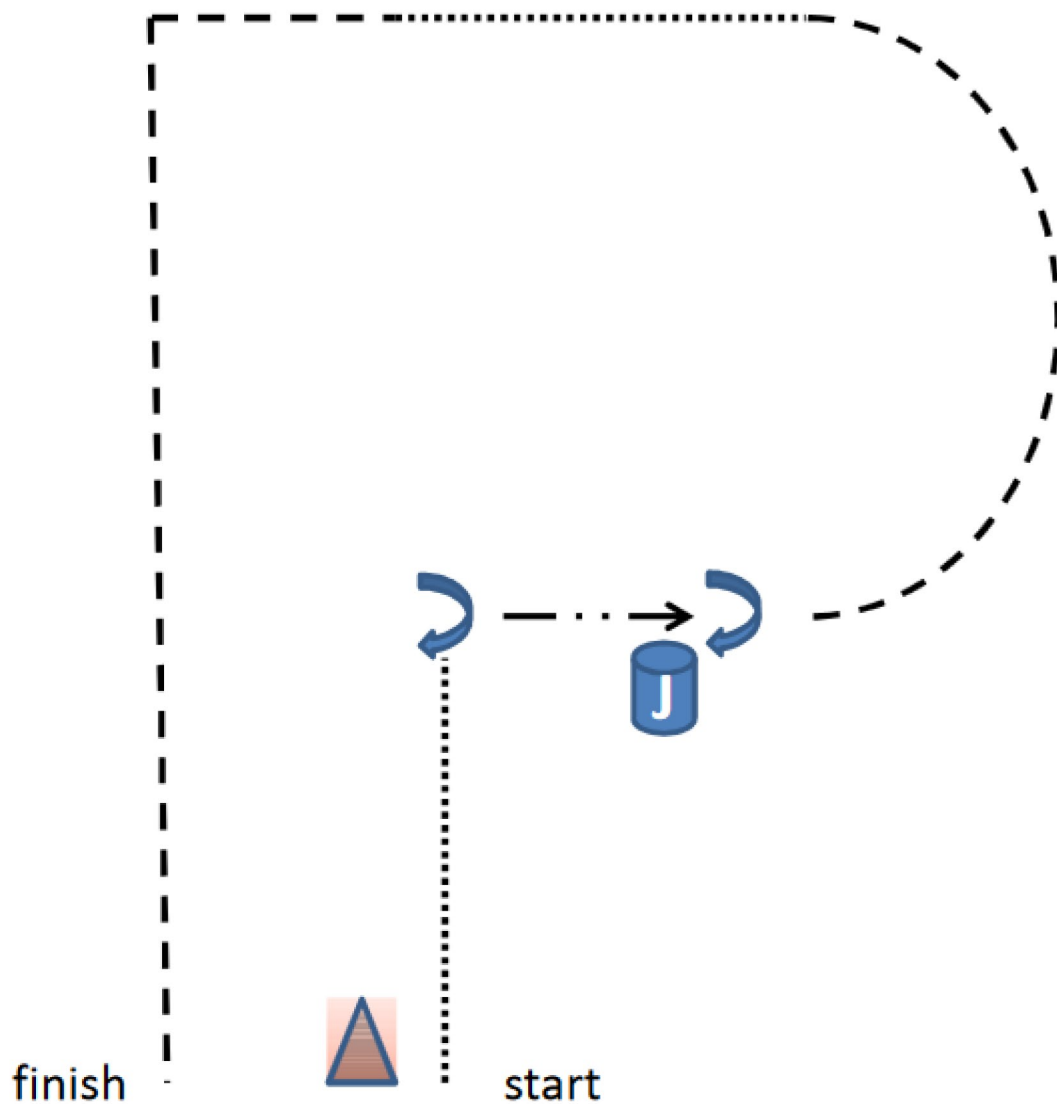
1. Trot (LD), at the middle of the arena RD
2. Back up one horse length
3. 45° turn right on hocks
4. Canter $\frac{1}{4}$ right circle, extend to hand gallop for half circle, back to regular canter
5. Stop and perform a 180° turn left on forehand
6. sitting trot around a square corner
7. Extended trot to finish

Hunter Hack A.a



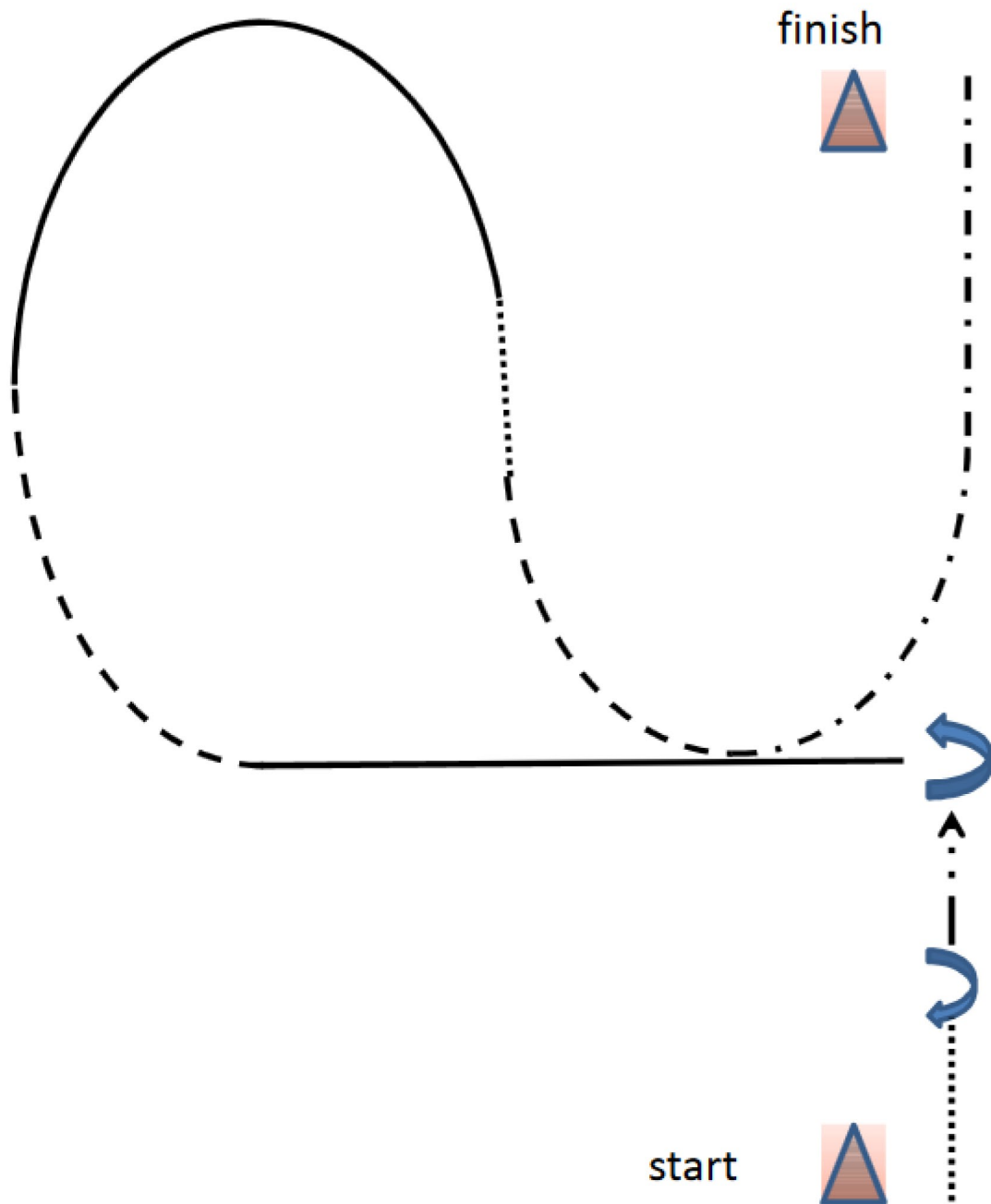
1. Trot at the long side of the arena
2. Canter (LL)
3. Canter a circle, then go to diagonal
4. Perform two jumps at a distance of 14 meters
5. Trot around the short side of the arena, continue to the marker
6. stop and back one horse length
7. Trot to exit the arena

AMATEUR & Youth / Showmanship at Halter all classes



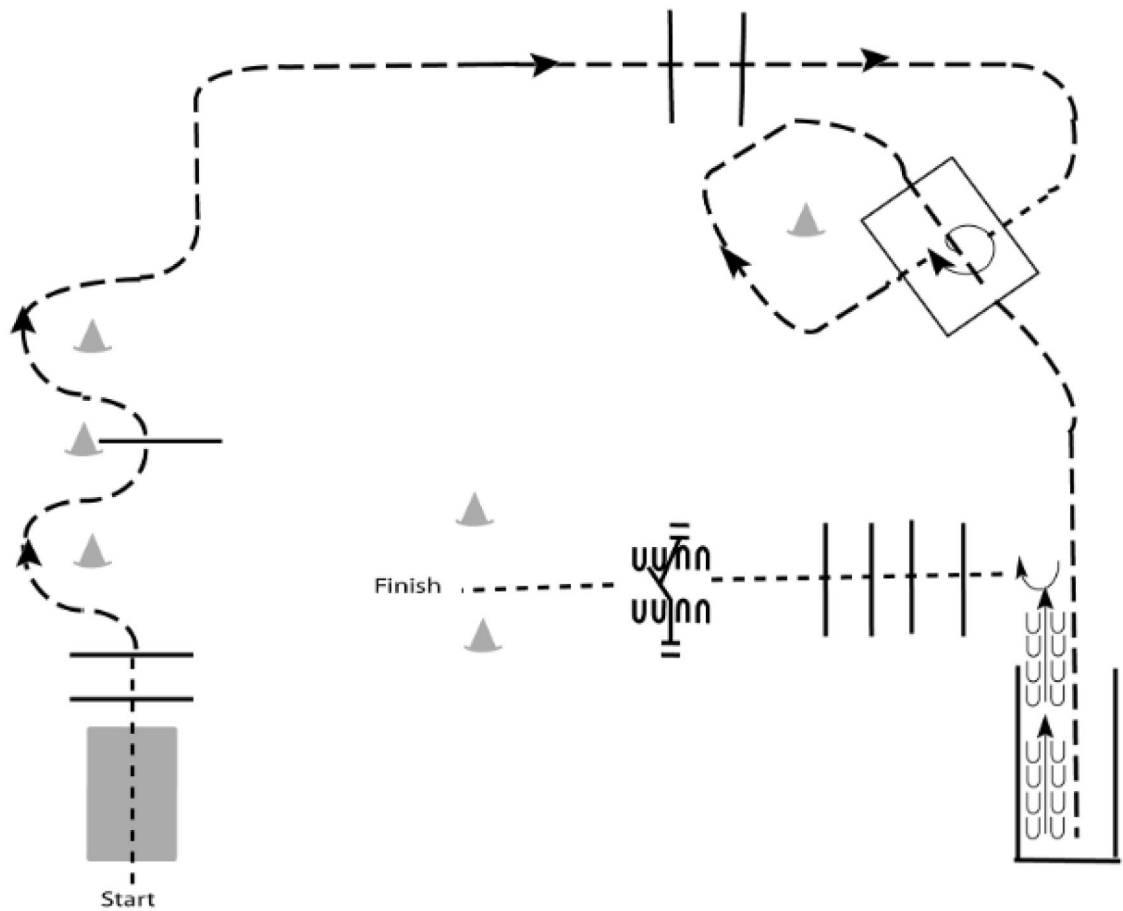
1. Be ready at the cone
2. Walk , then perform a 270° turn
3. Back up until even with the judge
4. set up for inspection, when dismissed turn 180°
5. Jog half circle, then walk approximately three horse length
6. Jog a square corner, then straight to finish
7. Stop when even with the cone

AMATEUR & Youth / Horsemanship all classes



1. Be ready at the cone
2. Walk approximately two horse length, then turn 180° right
3. Back up one horse length. then turn 270° left
4. Lope (LL) straight, perform ¼ circle at the jog
5. Lope (RL) half circle, break to a walk
6. Jog ¼ circle, then extend the jog to finish
7. When passing the cone you are excused
8. Jog to exit

In Hand Trail all classes

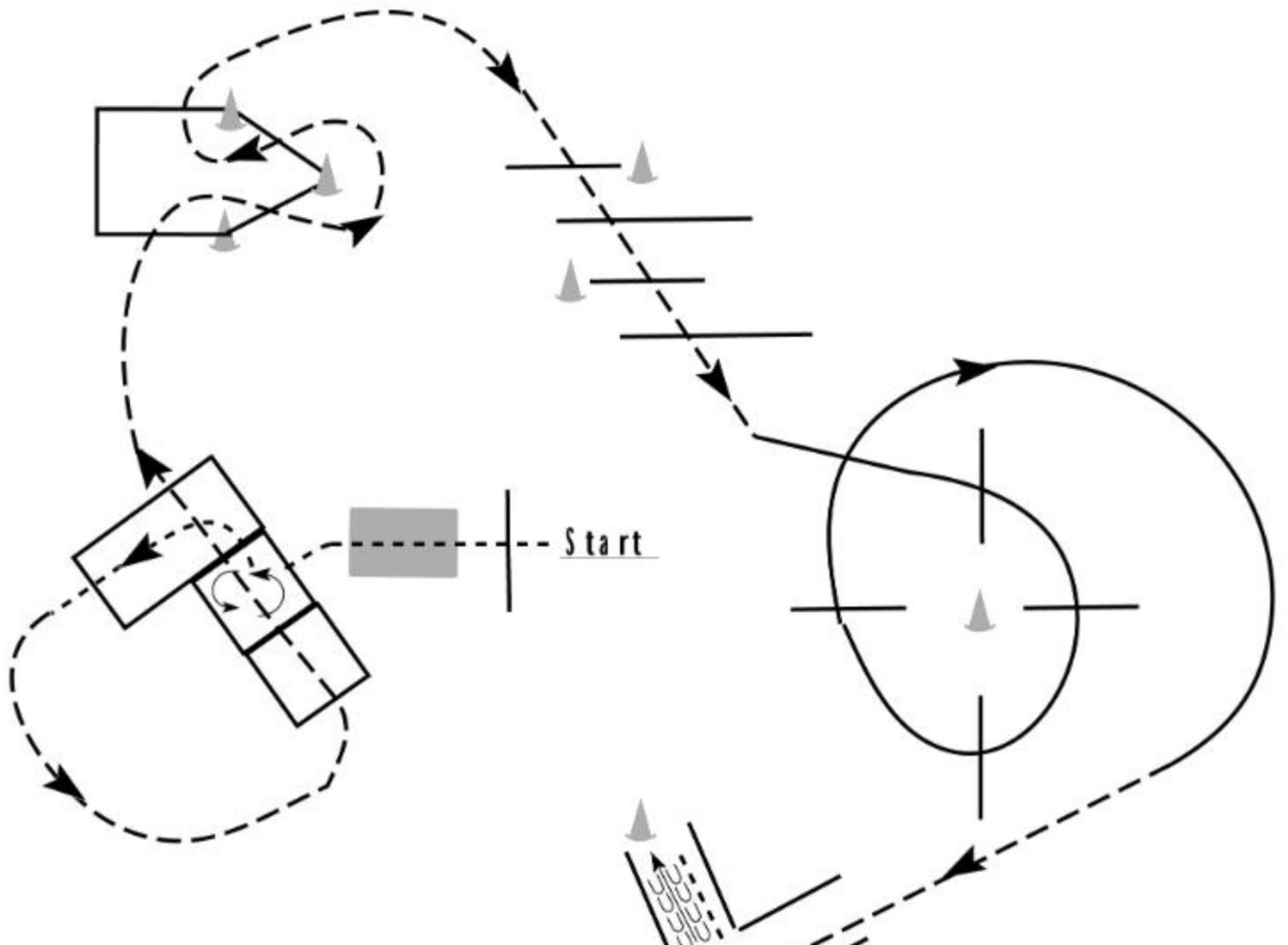


1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Continue to jog over poles.
4. Break to a walk and walk into box. Turn a full turn to the right and walk out of box.
5. Jog through box and into chute
6. Back out of chute
7. Turn 90 degrees and walk over poles to gate
8. Work gate and walk to finish

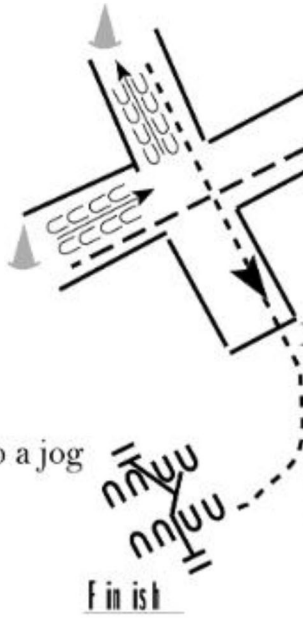
Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	←←←←←
Marker	Ⓚ
Sidepass	←-----→

- for the Yearling Classes no box (4) and no back up (5, 6)
 - 3. continue to jog over poles
 - 4. transition to a walk anywhere between the jog over and walk over poles
 - 5. walk over poles
 - 6. work gate and walk to finish

Trail Open Regular & SPB A.a.

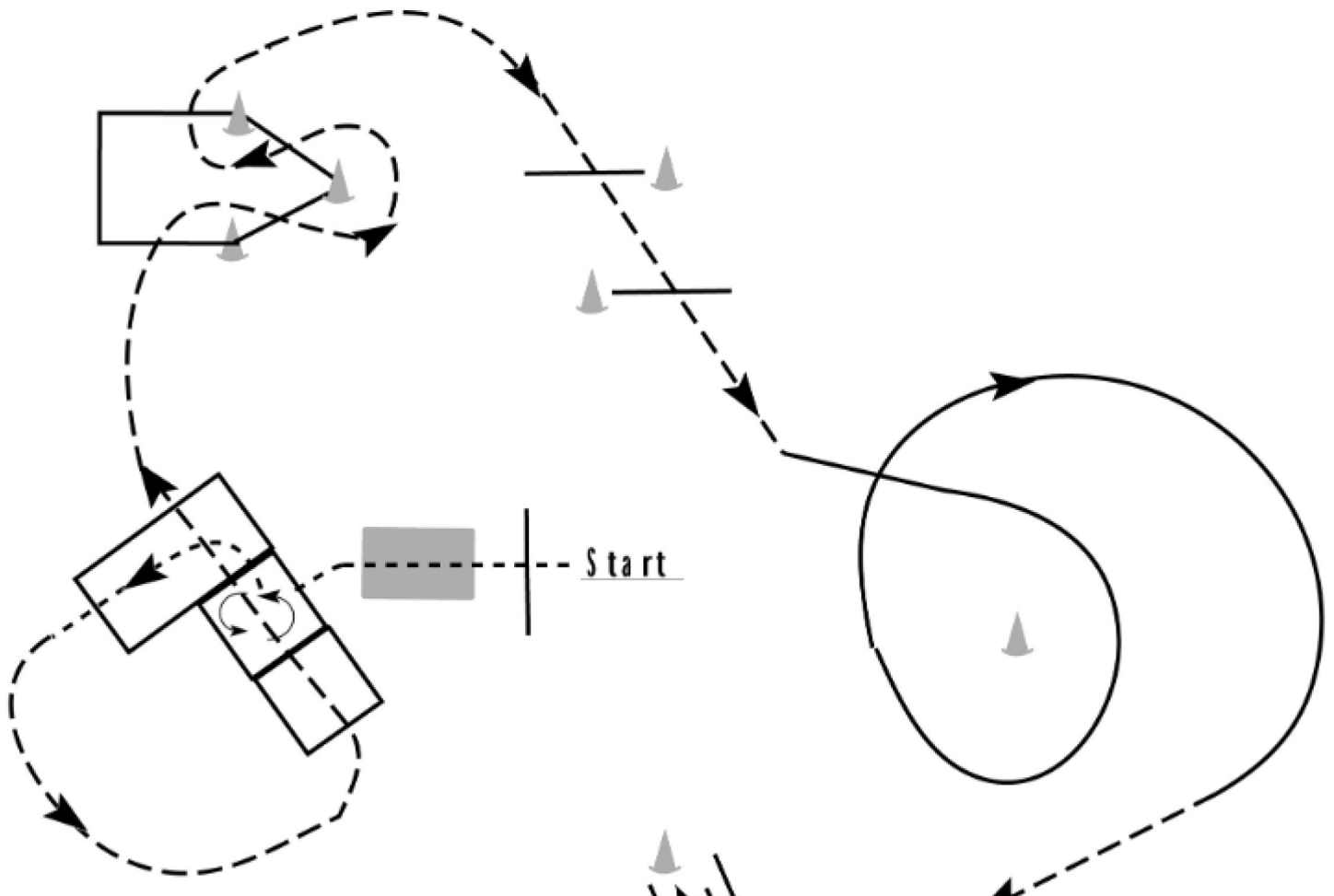


1. Walk over log and bridge.
2. Walk into box and turn 3/4 turn left.
Walk out of box.
3. Jog thru boxes.
4. Jog thru serpentine.
5. Jog over poles.
6. Lope on right lead over poles. Break to a jog
and jog into chute.
7. Back thru chute and walk out to gate.
8. Work gate with right hand.

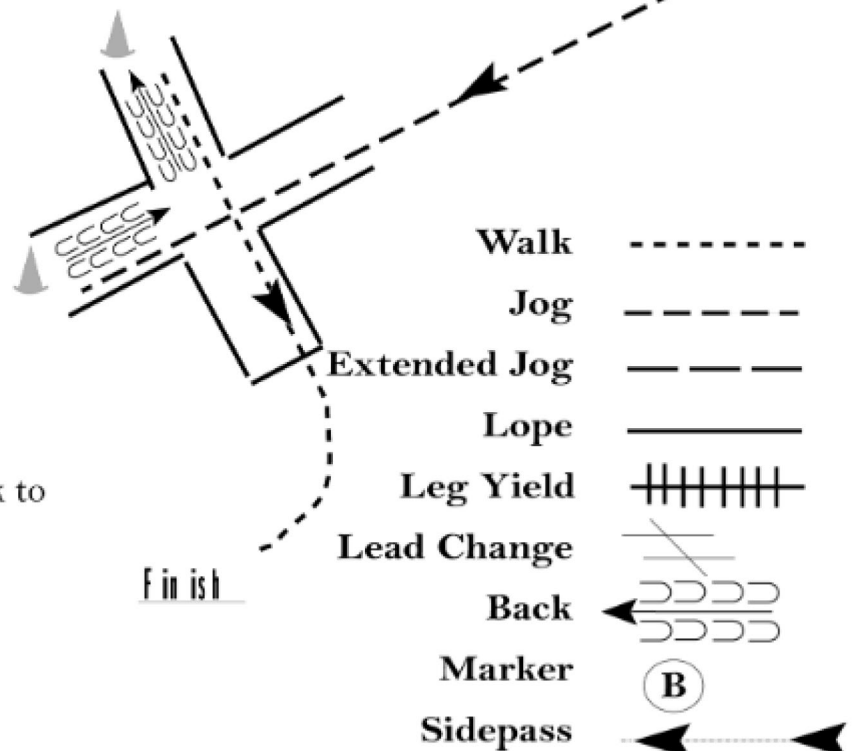


Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← ← ← ← ←

Green Trail Open Regular / Trail Amateur Regular & SPB



1. Walk over log and bridge.
2. Walk into box and turn 3/4 turn left.
Walk out of box.
3. Jog thru boxes.
4. Jog thru serpentine.
5. Jog over poles.
6. Lope on right lead around cone. Break to a jog and jog into chute.
7. Back the L and walk out to finish.



REINING Open Regular A.a.	#11
REINING Open SPB A.a.	# 8
REINING Youth Regular A.a.	# 8
REINING Youth SPB A.a.	# 6
REINING All Breed – non approved	# 6