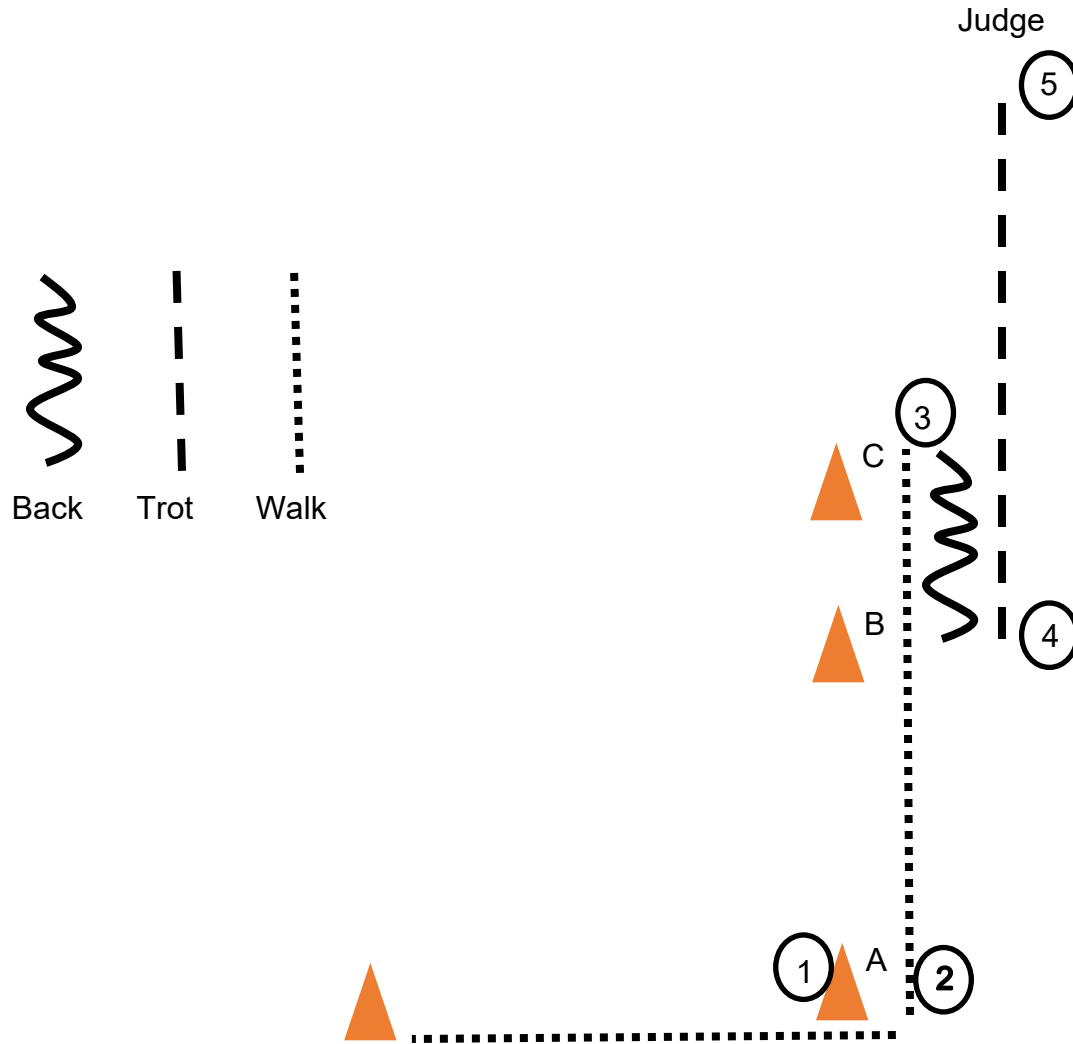
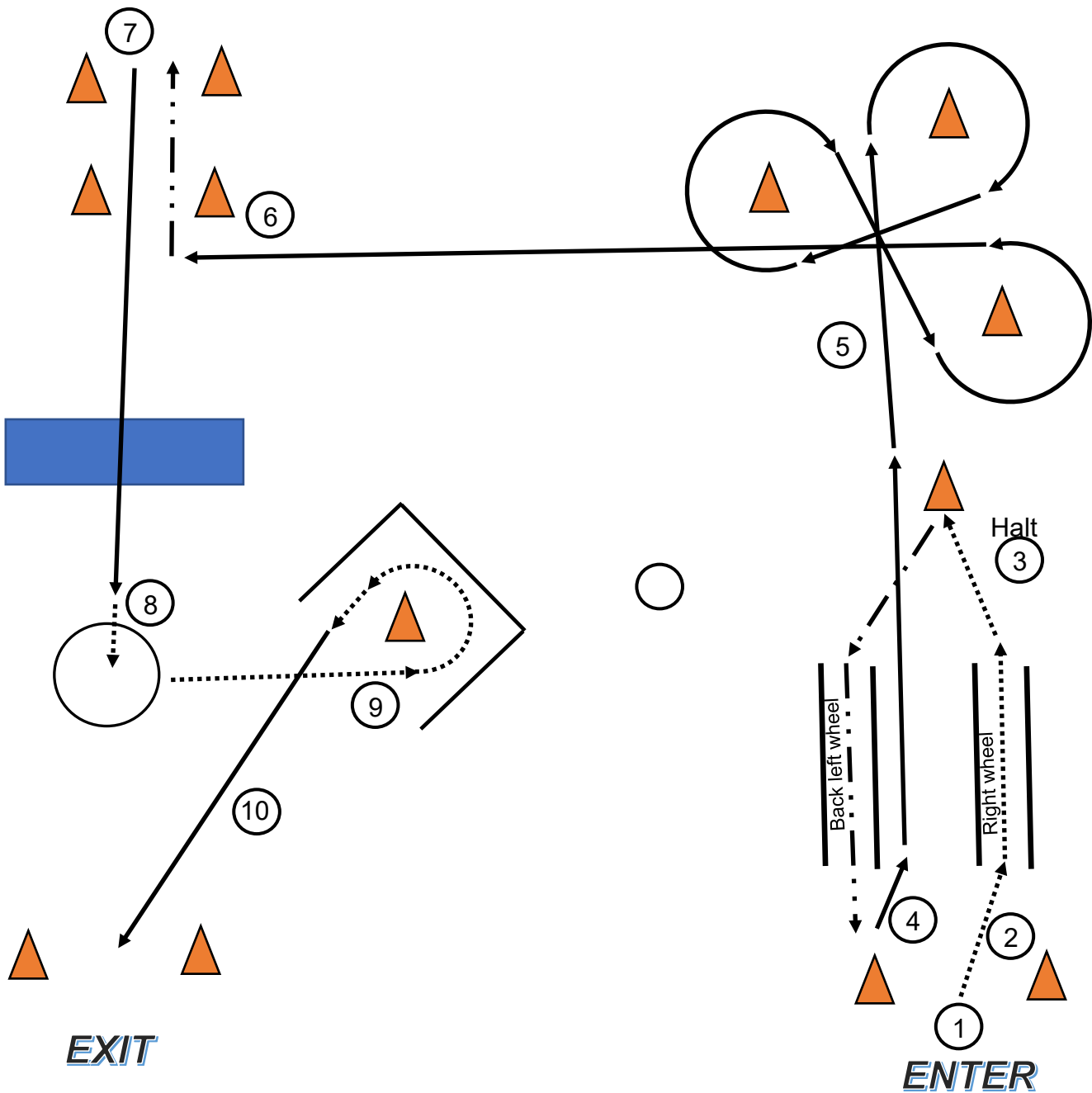


# 4H Fitting and Showmanship



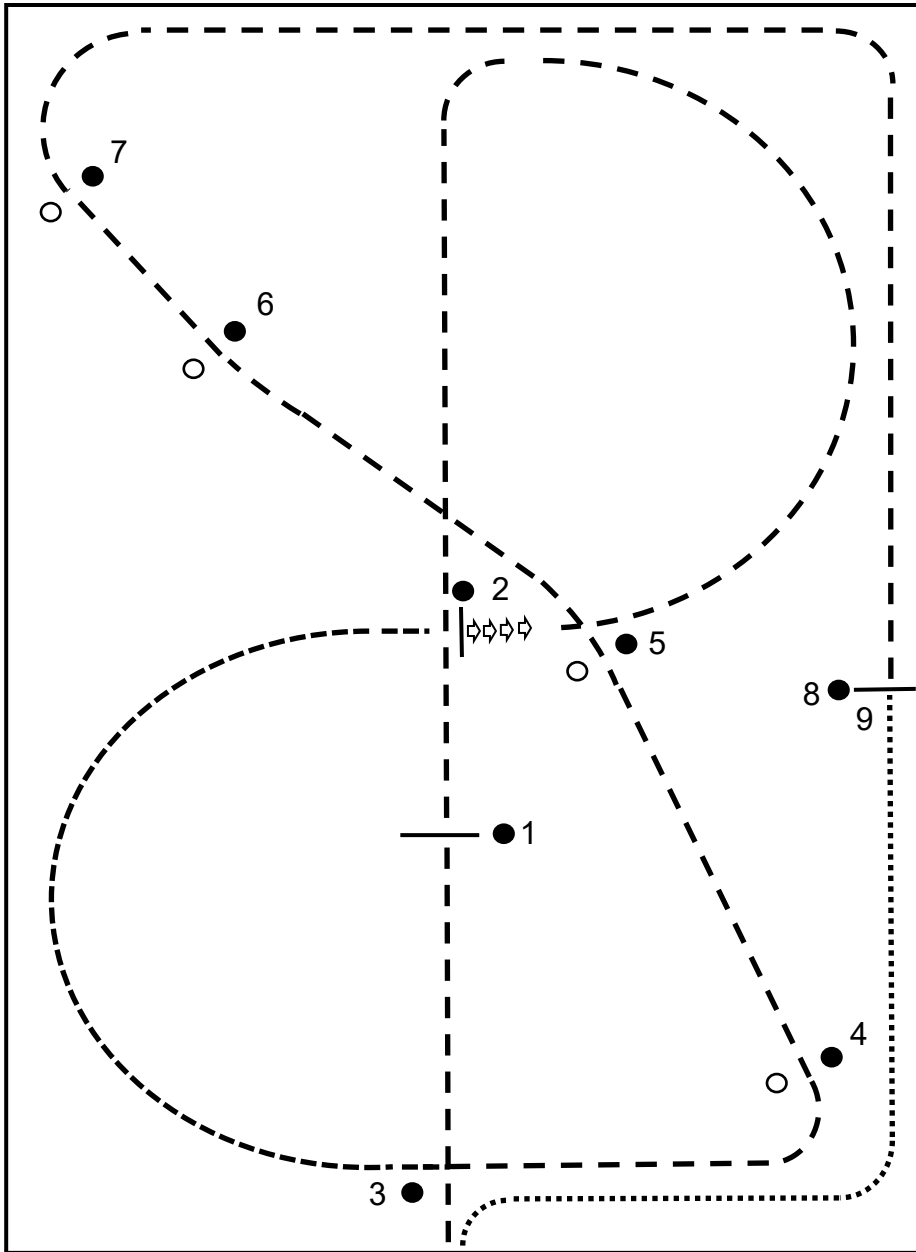
1. Wait at cone A until acknowledged by the judge
2. Walk from cone A to cone C.
3. Back from cone C to cone B.
4. Trot judge and set up for inspection.
5. When dismissed, exit.

# Driving Obstacle



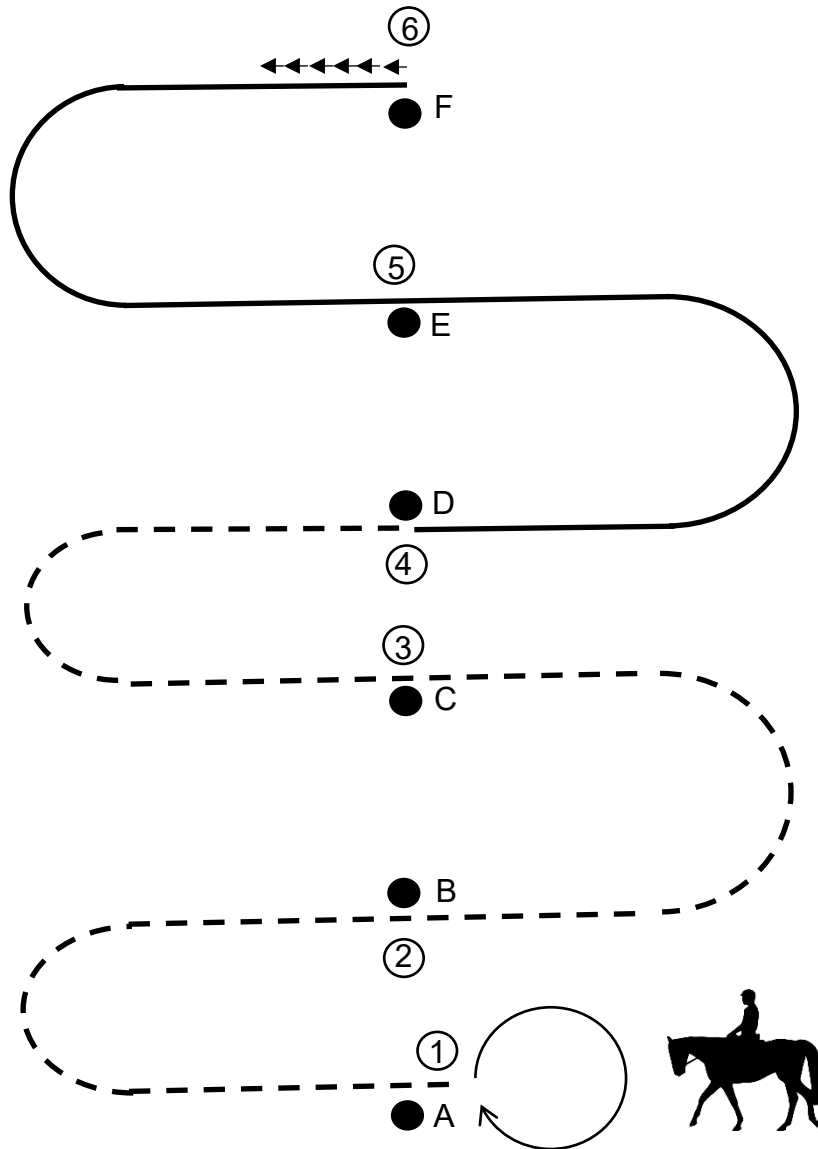
1. Walk to cones and halt.
2. Trot to poles and trot right wheel through poles on the right.
3. Halt at cone. Back left wheel through poles on the left.
4. Trot through the middle of the poles.
5. Trot pattern as shown around the three cones and then trot to the box of four cones and halt.
6. Back into the box of cones.
7. Trot out of the box of cones and over tarp. Continue trot to hoop and change to a walk.
8. Do a 90 degree turn to the left keeping one wheel inside the hoop.
9. Walk to the 3 sided box, and walk around the cone.
10. Trot to exit and halt.

# Driving Reinsmanship



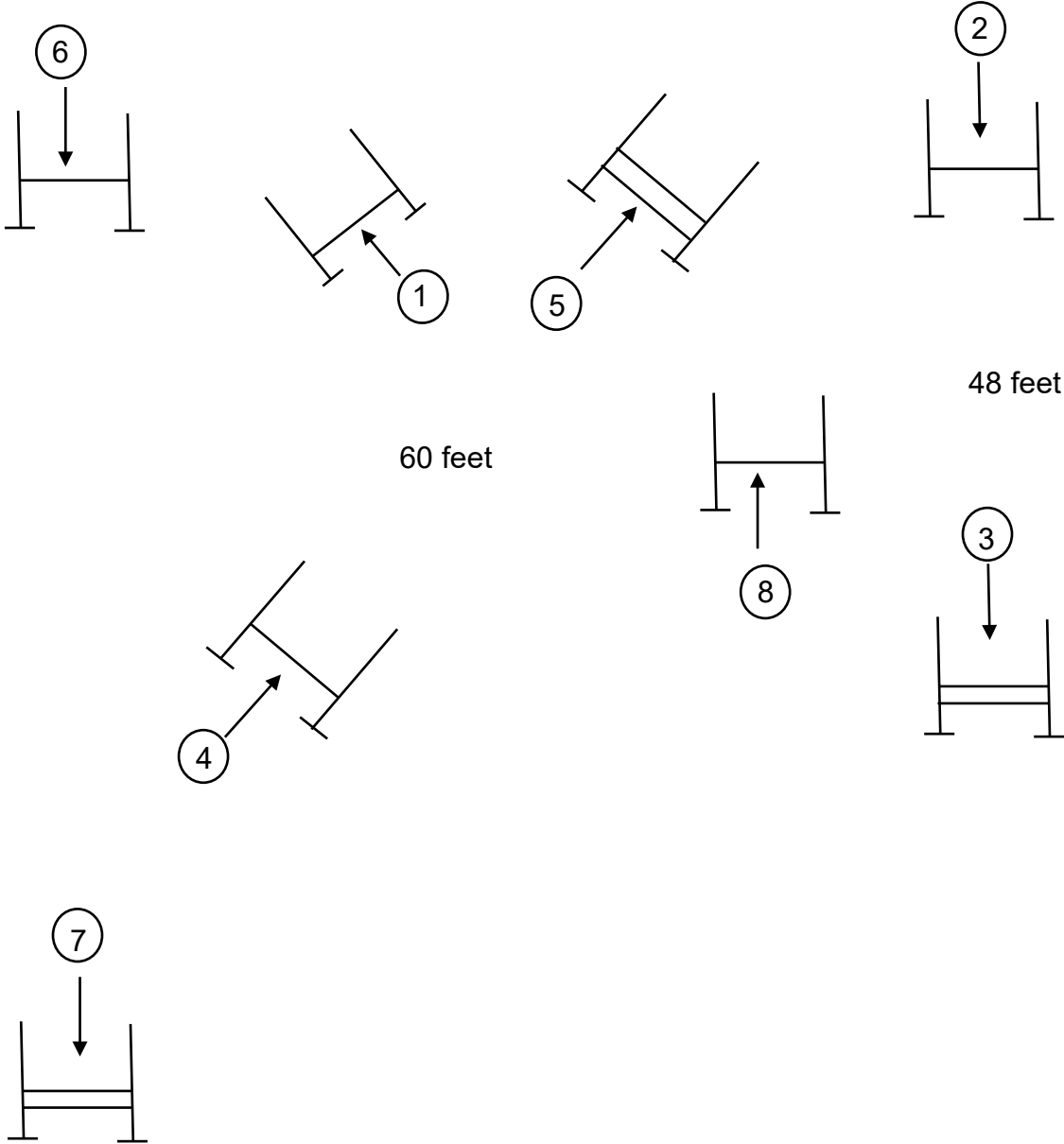
1. Enter at working trot. Halt at Marker 1
2. Proceed to working trot, tracking right at the rail. Half circle to the right to Marker 2.
3. Halt at Marker 2
4. Rein back 4 steps. Walk forward to Marker 2.
5. Develop a slow trot. Continue left a half circle to Marker 3.
6. At Marker 3 develop a working trot and proceed by Markers 4, 5, 6, and 7.
7. After passing by Marker 7, transition to a pleasure trot, and continue on the rail to Marker 8.
8. At Marker 8 halt.
9. Leave the arena on the rail at a walk.

# English and Western Equitation Pattern

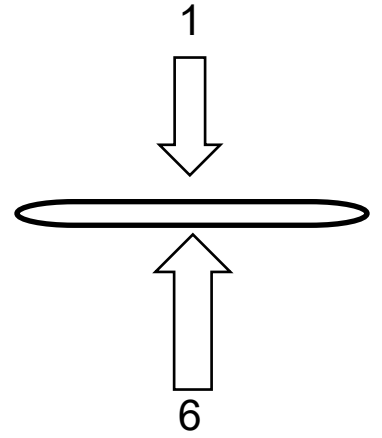
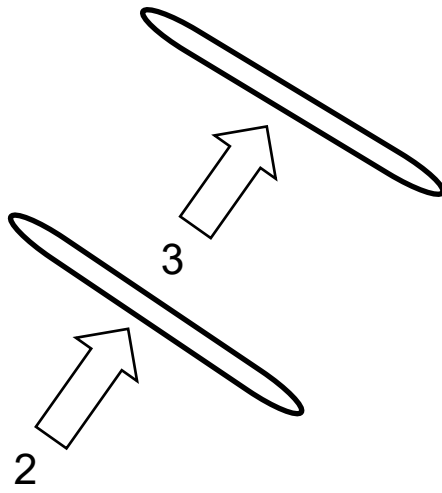
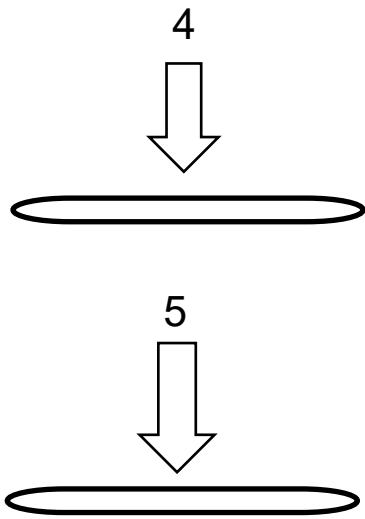


1. 360 degree pivot turn to the right, trot or jog correct diagonal to cone B on right side of cone.
2. Trot or jog correct diagonal to cone C on right side of cone.
3. Sitting trot or jog to cone D on right side of cone.
4. Canter or lope left lead to cone E, simple lead change on right side of cone.
5. Canter or lope right lead to cone F on left side of cone.
6. Stop and back 6 steps, wait to be dismissed.

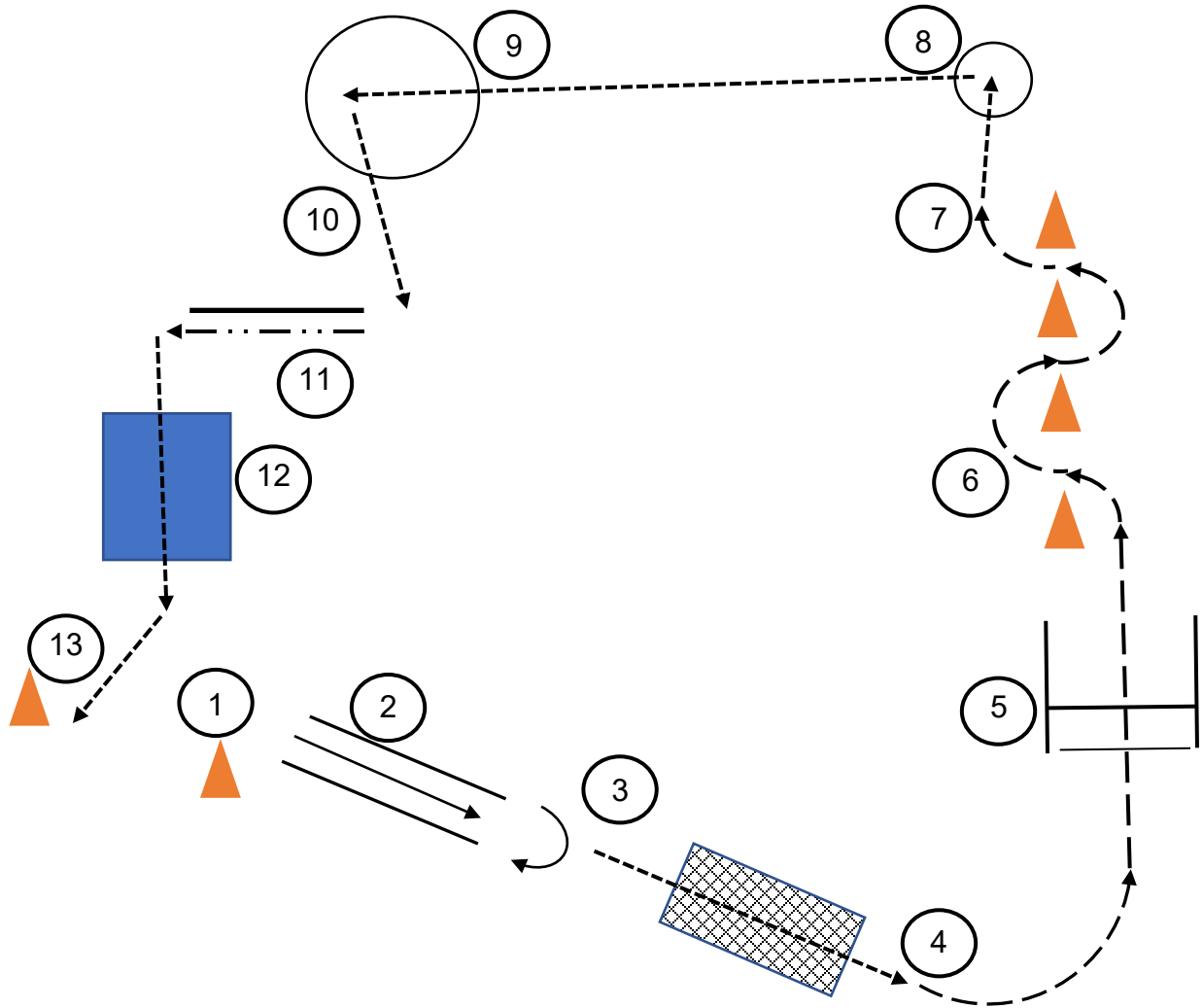
# Hunter Over Fences



# In Hand Jumping

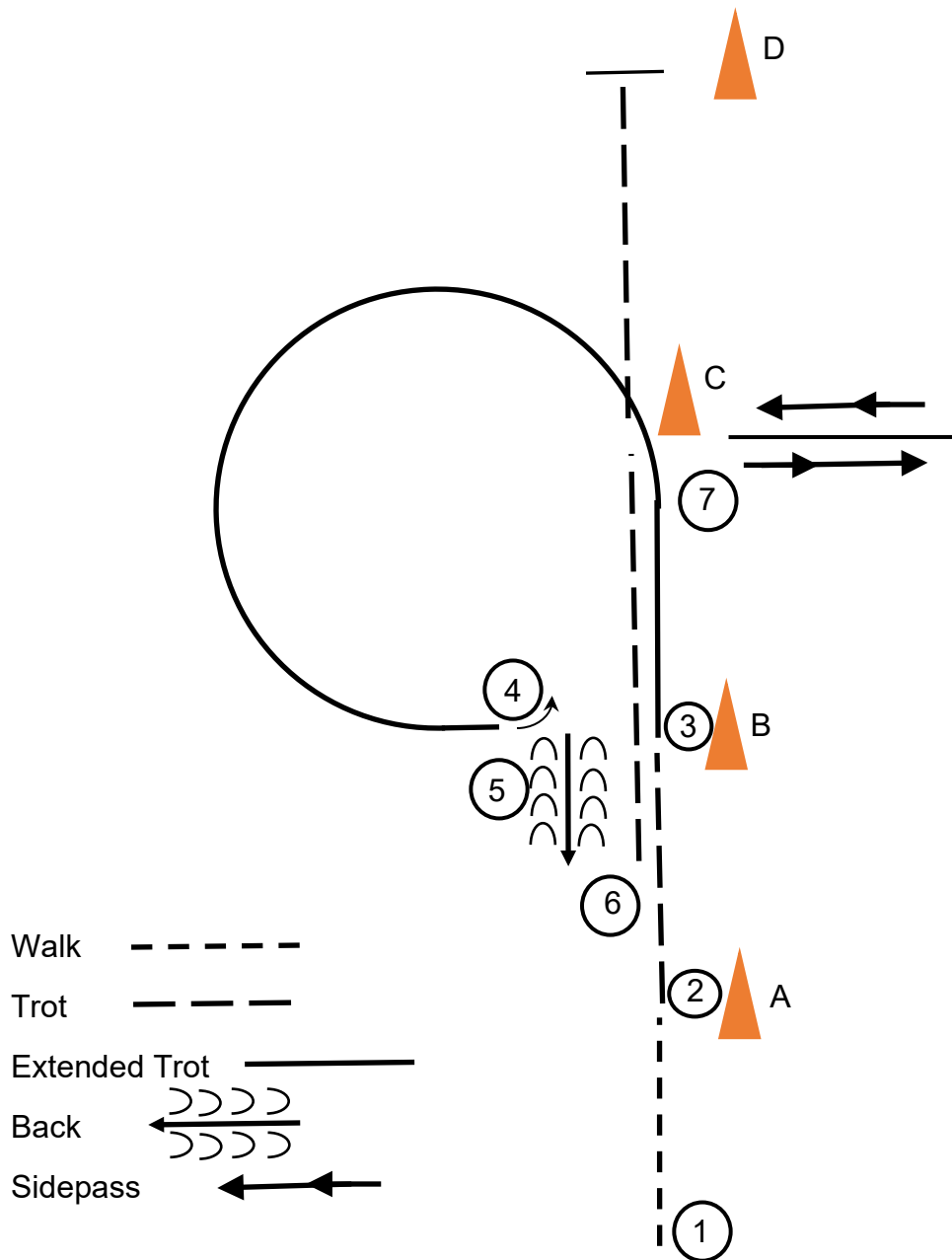


## In Hand Obstacle



1. Start – Already set up for backing through poles.
2. Back through poles.
3. 180 degree turn to right, then walk to and over bridge.
4. When off bridge, trot to jump.
5. Jump.
6. Trot cones as shown.
7. Break to walk.
8. Stop horse with front legs in hoop. Pass hoop over horse and place hoop on ground with horse's back legs in hoop. Step out of hoop and walk to next hoop.
9. Walk into large hoop and ground tie.  
Walk around hoop, pick up lead line.
10. Walk to Sidepass
11. Sidepass to the right, with front feet over the single rail.
12. Walk over tarp.
13. Stop at cone. Acknowledge judge and wait for dismissal.

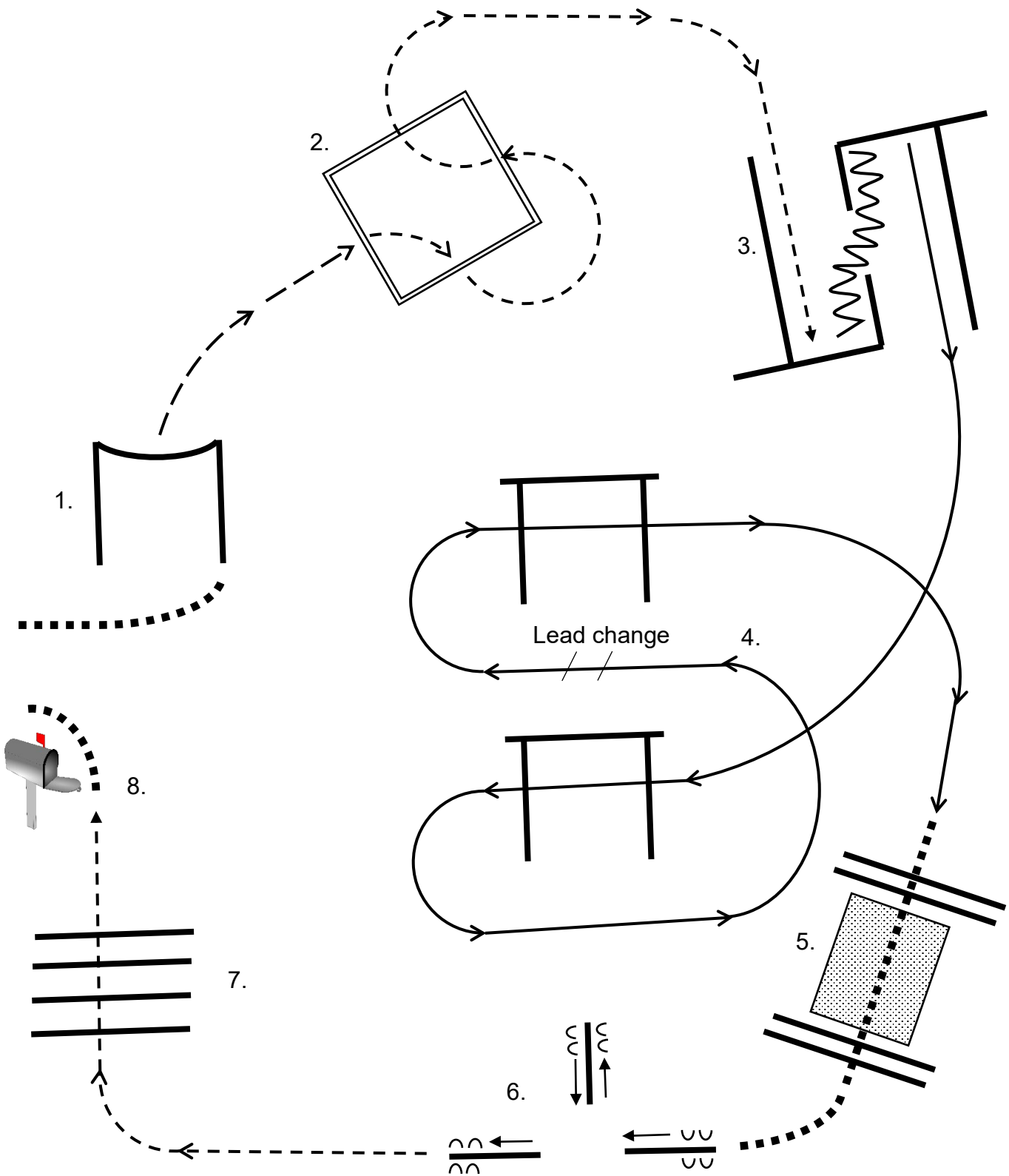
# In Hand Suitability



1. Enter and walk to cone A.
2. Trot from cone A to cone B.
3. At cone B extend trot to the left and circle at cone C as shown. Stop facing cone B.
4. Turn ¼ turn to the left.
5. Back one horse length.
6. Trot to cone C and stop. Side pass right, then back to left.
7. Trot to cone D and wait to be dismissed.



# Trail



1. Work left-handed gate.
2. Trot/jog serpentine through box as shown.
3. Trot/jog into right side of chute, back into left side of chute, canter/lope left lead out of chute.
4. Canter/lope over poles as indicated, to left first then to the right (left to right lead change, simple or flying). Canter/lope up to bridge combination obstacle.
5. Walk over poles and bridge combination.
6. Sidepass right over "L", then left over "L".
7. Trot/jog over 4 poles up to mailbox.
8. Work mailbox with left hand.