

2021 NILE YEARLING FUTURITY:

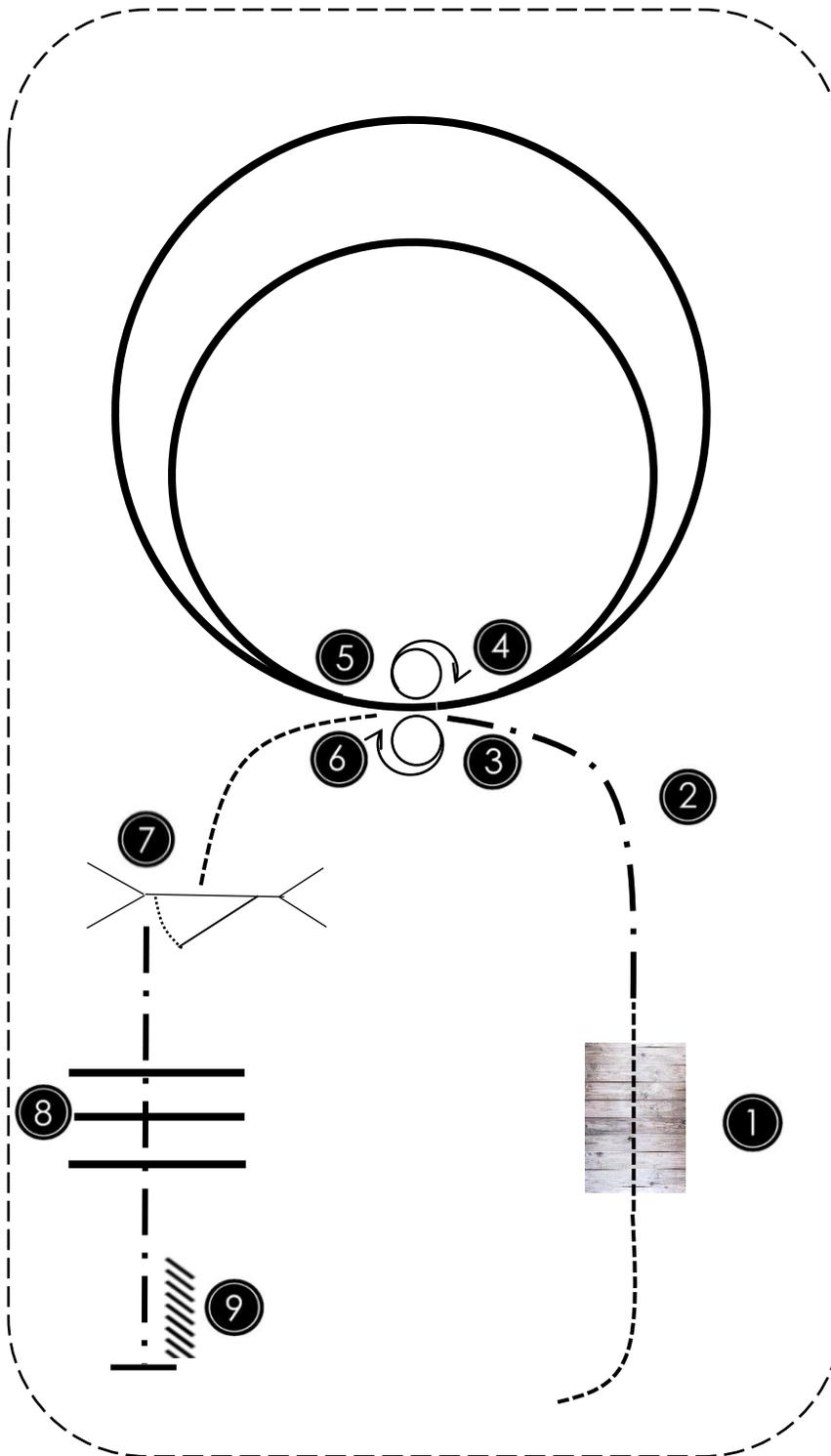
Open to any horse born in 2020 that has been either purchased through the 2020 NILE Gold Buckle Select Horse Sale or sired by a NILE Nominated Stallion (See Stallion Nominations section for qualifications).

The class will be judged in two parts: halter followed by round pen. Scores for the two portions will be added together for the final score (score sheet provided by NILE). Points will be awarded to each horse based on their placing in the halter portion. For example, in a class with 14 horses first place will be awarded 14 points, second place will be awarded 13 points, etc.

The halter portion will be judged on conformation.

The round pen portion will be judged on movement, training, and manners. Horses must complete at least one circle each direction at the walk, jog, and lope. Lead line must be removed after entering round pen and CANNOT be used as a whip or encouragement during round pen work. Halter may be left on or removed. Lunge whips are optional. Only traditional lunge whips are allowed. The following are NOT allowed: flags, carrot sticks, trainers stick, halter whips, whips, or crops. Horses shall be marked down for excessive play in the round pen. Time starts when gate closes. There will be a 2-minute time limit to complete round pen work with a warning given at one minute remaining.

2021 NILE 2-Year-Old Futurity Pattern



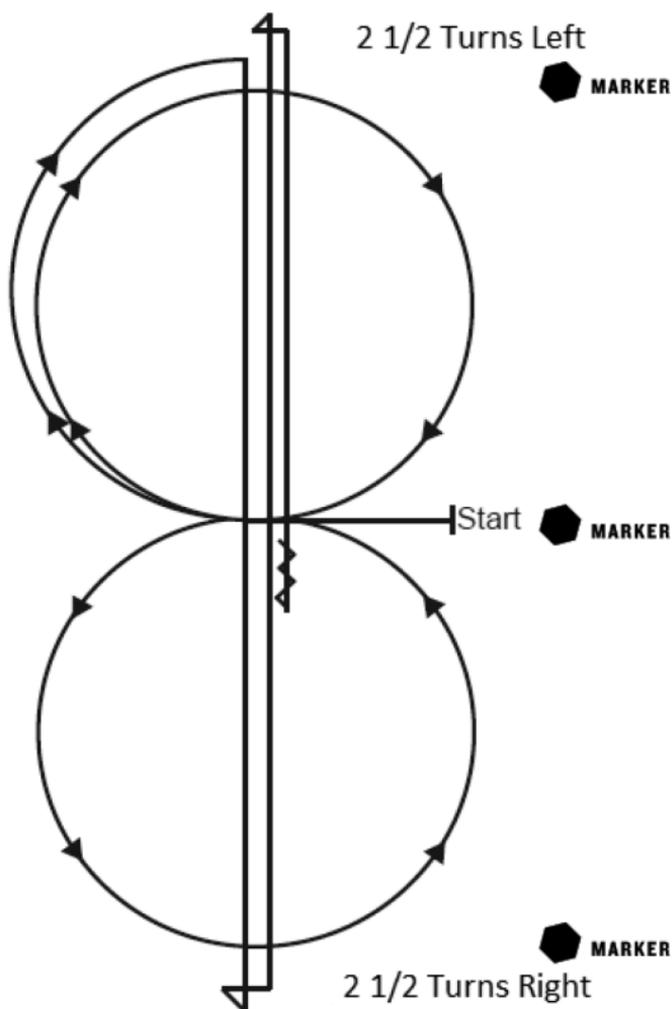
Symbol Key

	Lope
	Trot/Jog
	Walk
	Back

- 1) Enter at a walk and walk over wooden bridge.
- 2) Jog to center of arena and Stop.
- 3) Beginning on Right Lead, lope 2 circles, the first large and fast, the second small and slow. Stop at center of arena.
- 4) Complete 1 ½ spins to the left.
- 5) Beginning on Left Lead, lope 2 circles, the first large and fast, the second small and slow. Stop at center of arena.
- 6) Complete 1 ½ spins to the right.
- 7) Walk to, open gate, walk through, and close gate.
- 8) Jog over poles.
- 9) Stop and Back.

2021 NILE Futurity 3YO Pattern

WORKING COW HORSE PATTERN 6



Trot to center of arena, stop. Start pattern facing towards judge

1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete 2 1/2 spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2 1/2 spins to the left.
7. Run past the center marker, stop, back at least 10 feet.

8. Hesitate to complete pattern

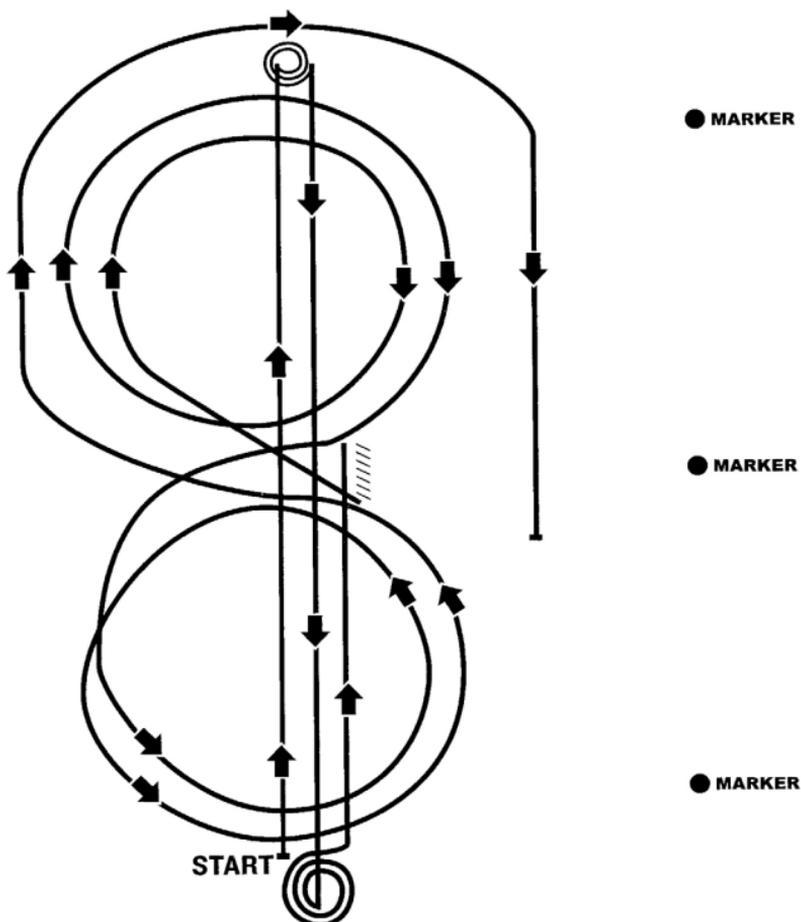
9. Call for Cow: Box - Drive - Box - Drive

Pattern 6

1. Right circle
2. Left circle
3. Stop
4. 2 1/2 right spins
5. Stop
6. 2 1/2 left spins
7. Stop and back up

This pattern may be used as a lope-in pattern; refer to SHW505.2.

WORKING COW HORSE PATTERN 4

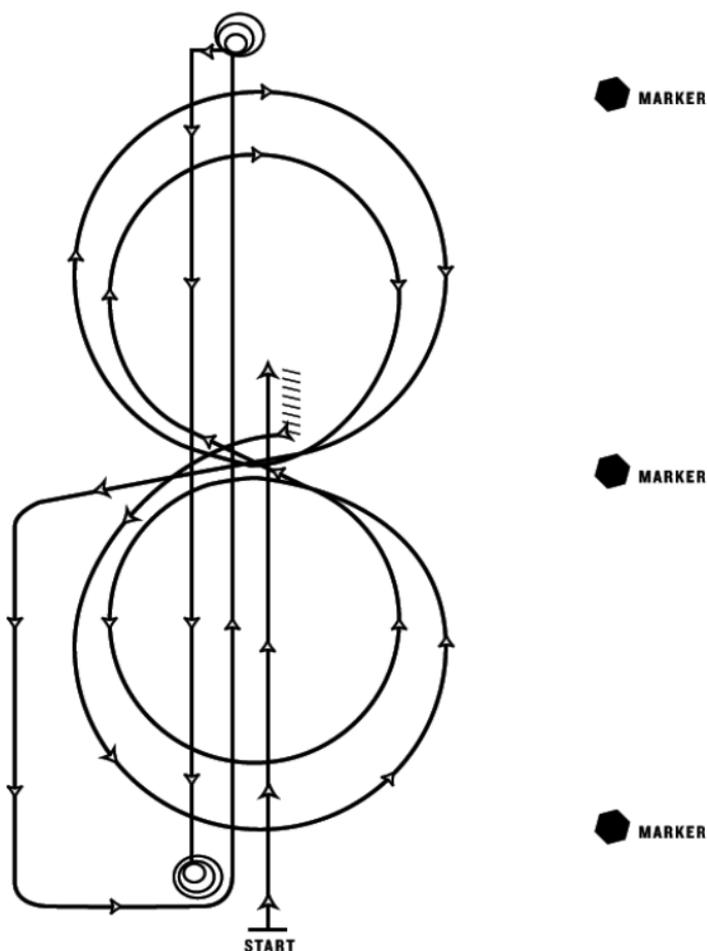


1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 3 1/2 spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete 1/4 turn to the left, hesitate. Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past the center marker, at least 20 feet from fence and come to a sliding stop.
9. Hesitate to complete pattern.
10. Call for Cow: Box - Fence - Circle

Pattern 4

1. Stop
2. 3 1/2 left spins
3. Stop
4. 3 1/2 right spins
5. Stop and back up and 1/4 turn
6. Right circles and left circles
7. Stop

WORKING COW HORSE PATTERN 5



This pattern works best when the exhibitor and cattle enter from the same end of arena.

1. Start at end of arena.
2. Run past the center marker and stop.
3. Back up at least 10 feet.
4. Complete 1/4 turn to the left.
5. Complete 2 circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
6. Complete two circles to the right, the first one small and slow, the second large and fast. Change leads at the center of the arena.
7. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
8. Complete 3 1/2 spins to the right.
9. Run down center of arena past end marker and come to a square sliding stop.
10. Complete 3 1/2 spins to the left.
11. Hesitate to complete pattern.
12. Call for Cow: Box - Fence - Rope

Pattern 5

1. Stop and back up and 1/4 turn
2. Left circles
3. Right circles
4. Stop
5. 3 1/2 right spins
6. Stop
7. 3 1/2 left spins