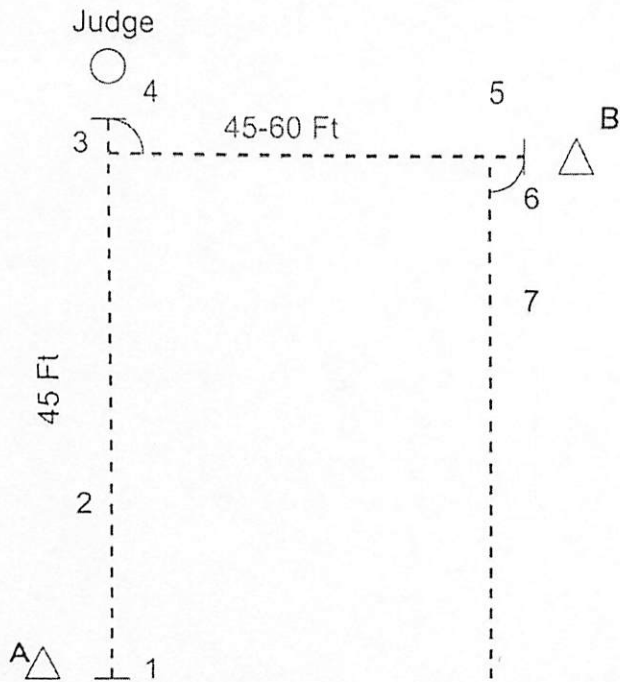


# Showmanship At Halter C & D

Classes 525, 526



Walk - - - - -

1. Be ready at A
2. When signalled by judge, walk to judge.
3. Stop and set up for inspection.
4. When dismissed, turn 90 degrees to right.
5. Walk to cone B and stop.
6. Turn 90 degrees to right.
7. Walk to line up

Line Up  
(Finished)

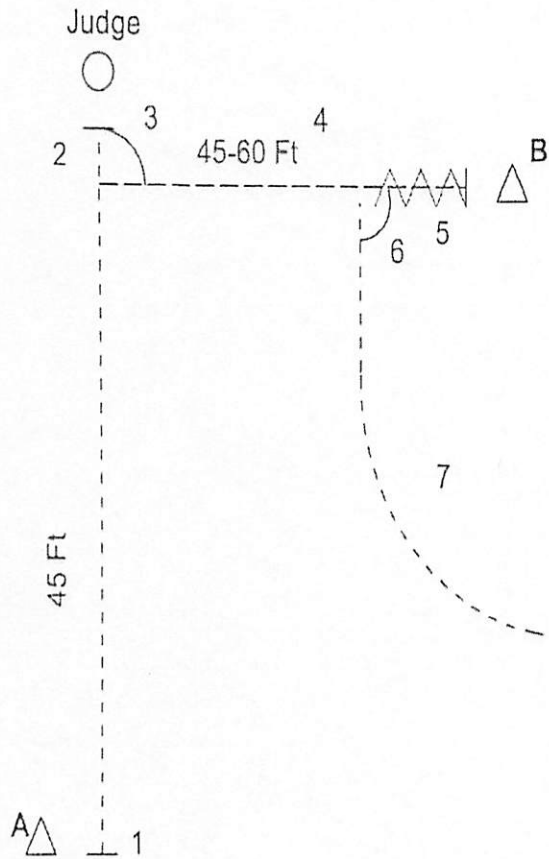
Line Up  
(Start)

Gate



# Showmanship At Halter A & B

Classes 527, 528



Walk - - - - -

Trot - - - - -

Back

1. Be ready at A.
2. When signalled by judge, walk to judge and stop.
3. Set up for inspection.
4. When dismissed, turn 90 degrees right and trot to cone B.
5. Stop and back 4 steps.
6. Turn 90 degrees to right,
7. Walk to line up

Line Up  
 (Finished)

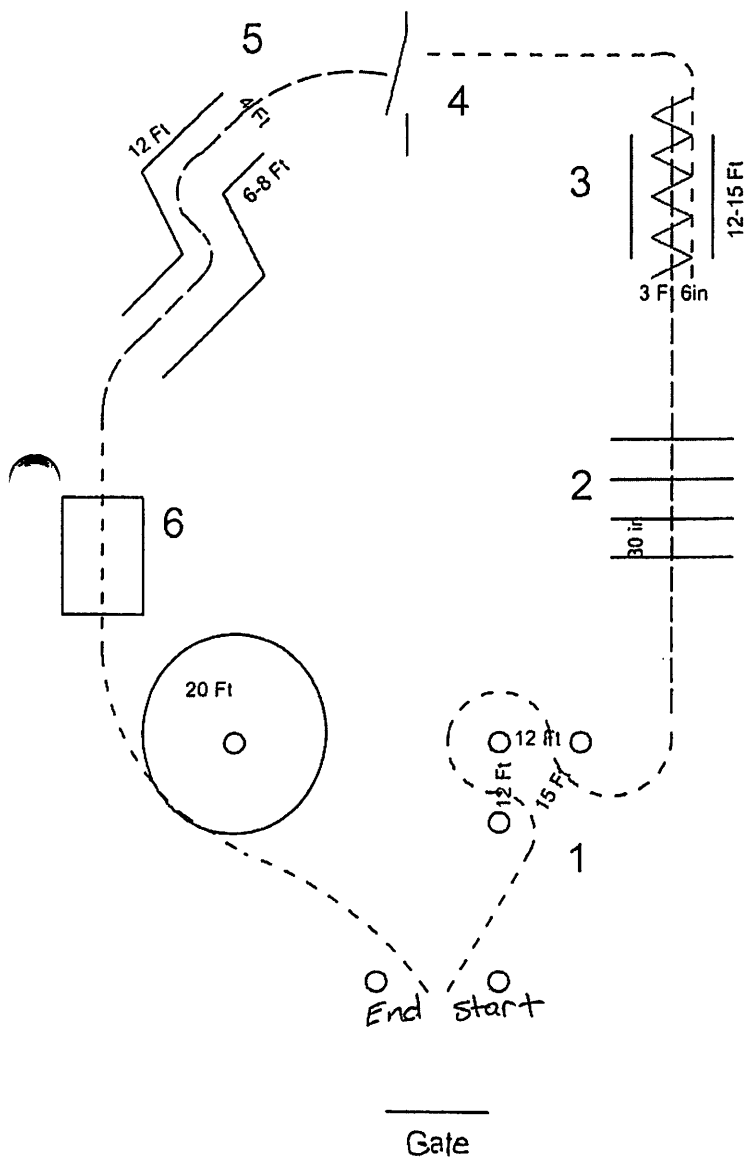
Line Up  
 (Start)

Gate

# Trail C & D & In-Hand

Classes 533, 534, 537

Thanks to Sponsor Steel Hammer LLC



WALK - - - -

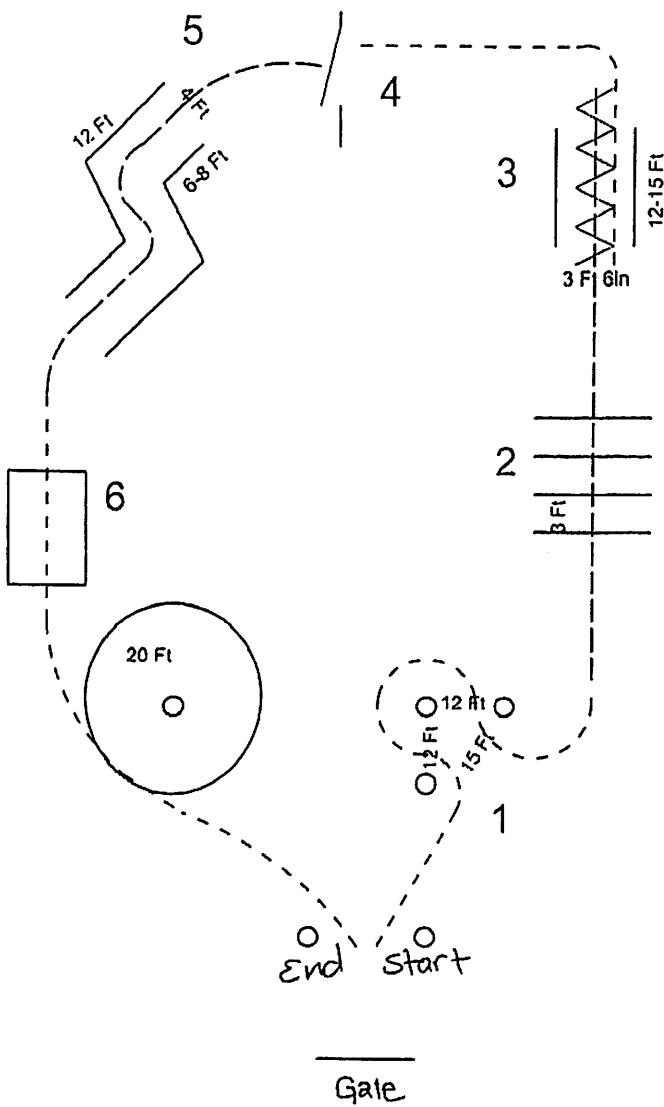
1. Walk through and around cones.
2. Walk over logs and into chute.
3. Back through chute.
4. Walk to gate, work with either hand. D - walk through gate.
5. Walk through logs.
6. Walk over bridge, walk to exit.

*Lauren Aston*  
PHOTOGRAPHY

# Trail A & B

Classes 535, 536

Thanks to Sponsor Chris Atwell



WALK - - - -  
JOG . . . .  
LOPE ————

1. Walk through and around cones.
2. Trot over logs and into chute.
3. Back through chute.
4. Walk to gate, work with either hand.
5. Trot through logs.
6. Walk over bridge.
7. A - Lope circle to left around cone, walk to exit.  
B - Trot circle to left around cone, walk to exit.

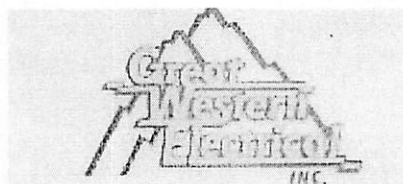
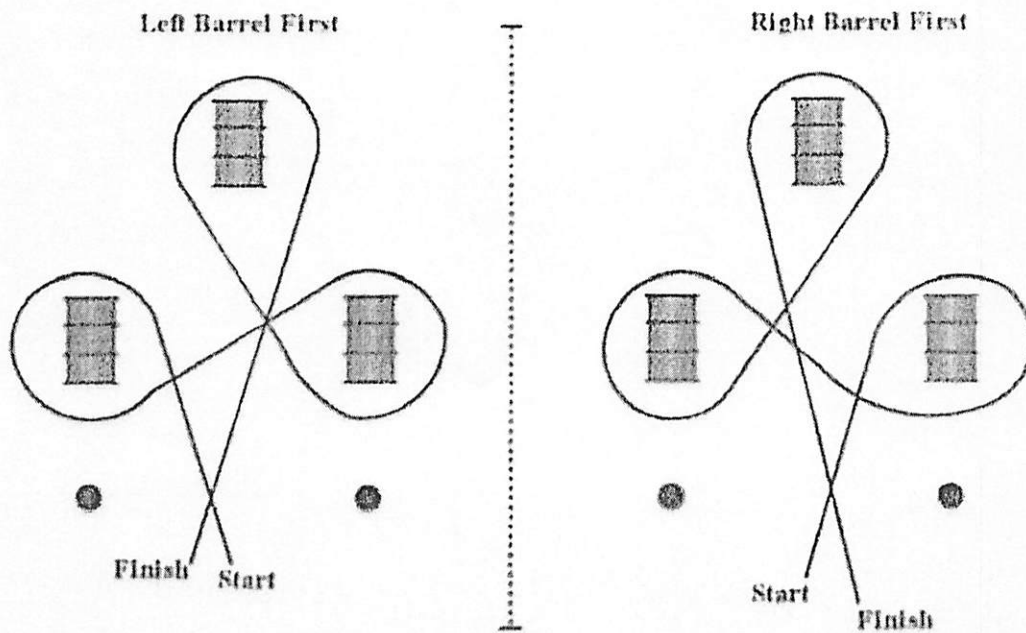


# Barrel Racing

Classes 538, 539, 540, 541

## Barrel Racing

An exciting race against the clock in which exhibitors follow a course consisting of three barrels in a triangular "cloverleaf" pattern. Riders choose to circle either the right or left barrel first, race to the opposite barrel and complete the course after circling the third barrel and racing down the center of the three barrels to stop the timer. Knocking over a barrel carries a five-second penalty.



# Pole Bending

Classes 542, 543, 544, 545

## Pole Bending

A timed event in which the speed and agility of the horse are tested as horse and rider twice weave through a course of six poles spaced 21 feet apart, twice circling end poles before turning and racing to the finish line. The pattern must be followed exactly. A five-second penalty is added for each pole knocked down.

