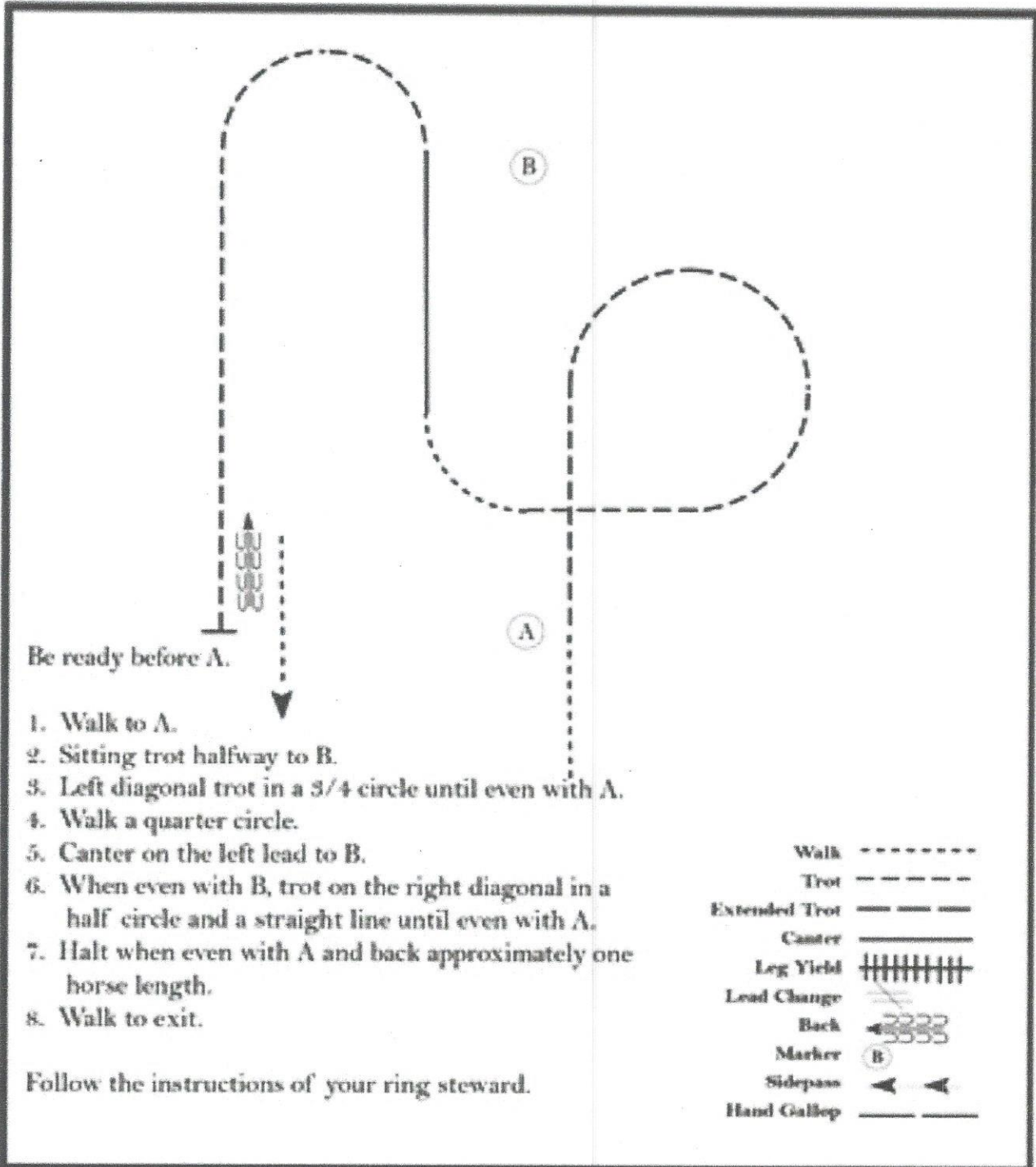


Stirrup & Iron Circuit

Saddle Seat Equitation (YOUTH | NON PRO)

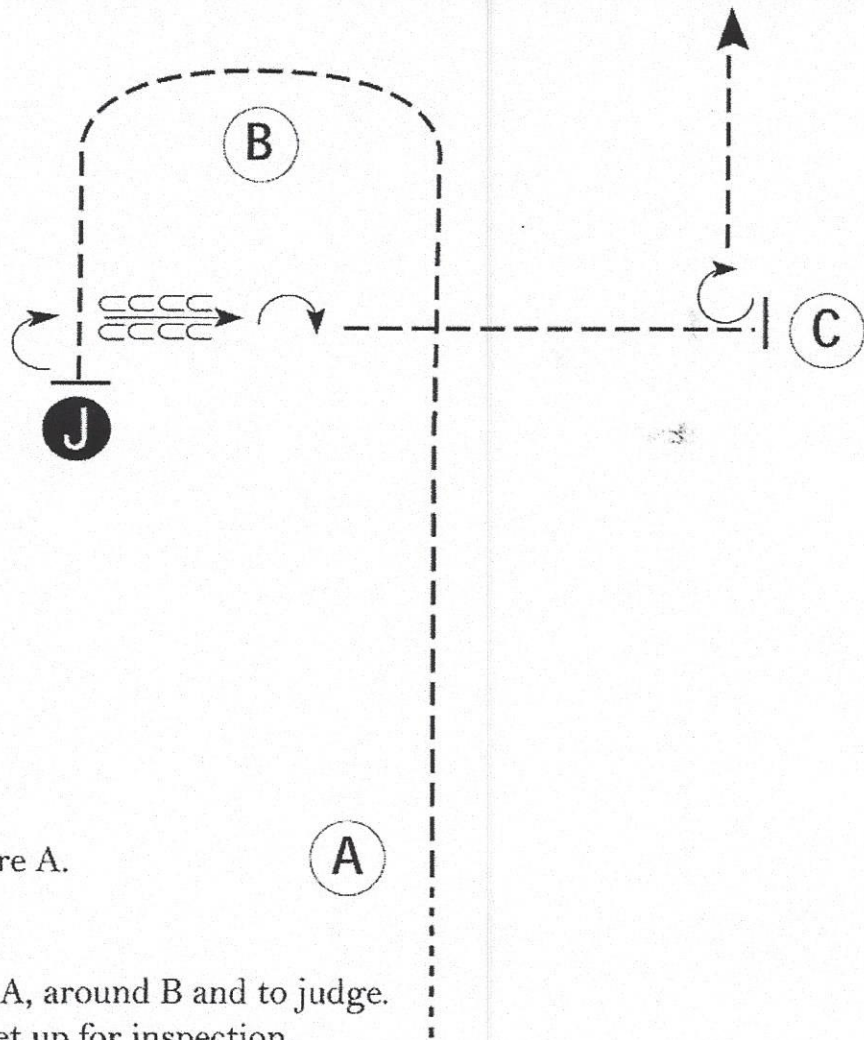
Show Date: Sunday, May 29th



Stirrup & Iron Circuit

English Showmanship (YOUTH)

Show Date: Sunday, May 29th



Be ready before A.

1. Walk to A.
2. Trot from A, around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 90 degree turn and back to B.
5. Perform a 180 degree turn and trot to C.
6. Stop and perform a 270 degree turn.
7. Trot straight away.

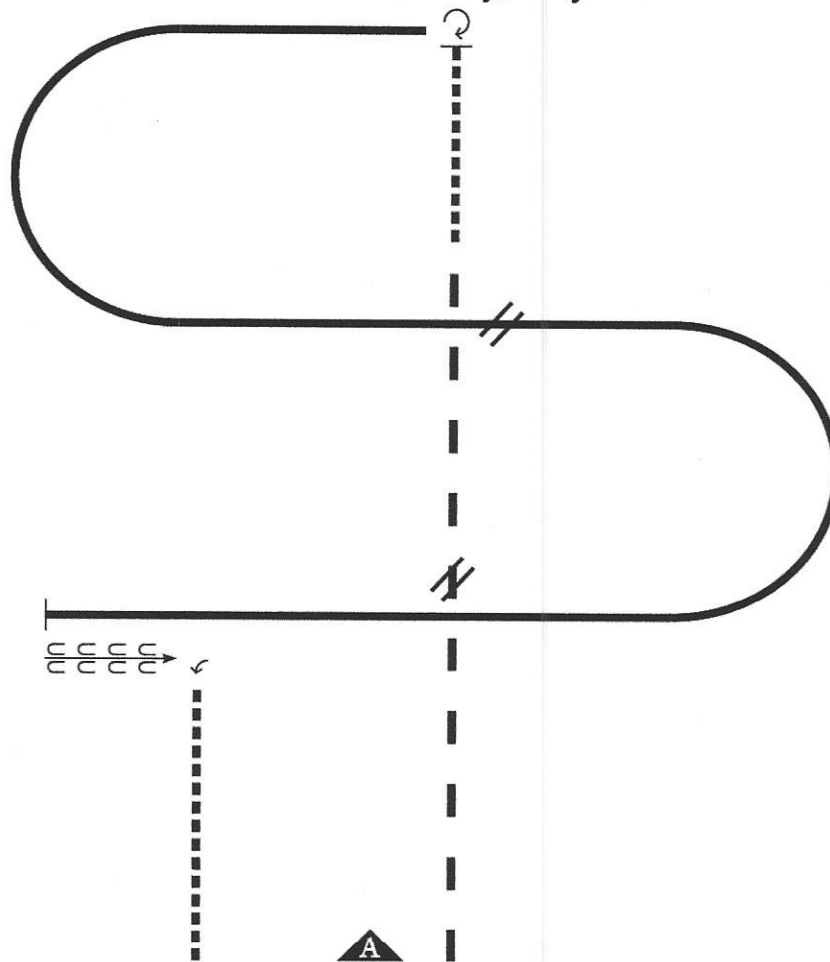
Follow the instructions of your ring steward.

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

Stirrup & Iron Circuit

Hunt Seat Equitation (ALL NOVICE)

Show Date: Sunday, May 29th



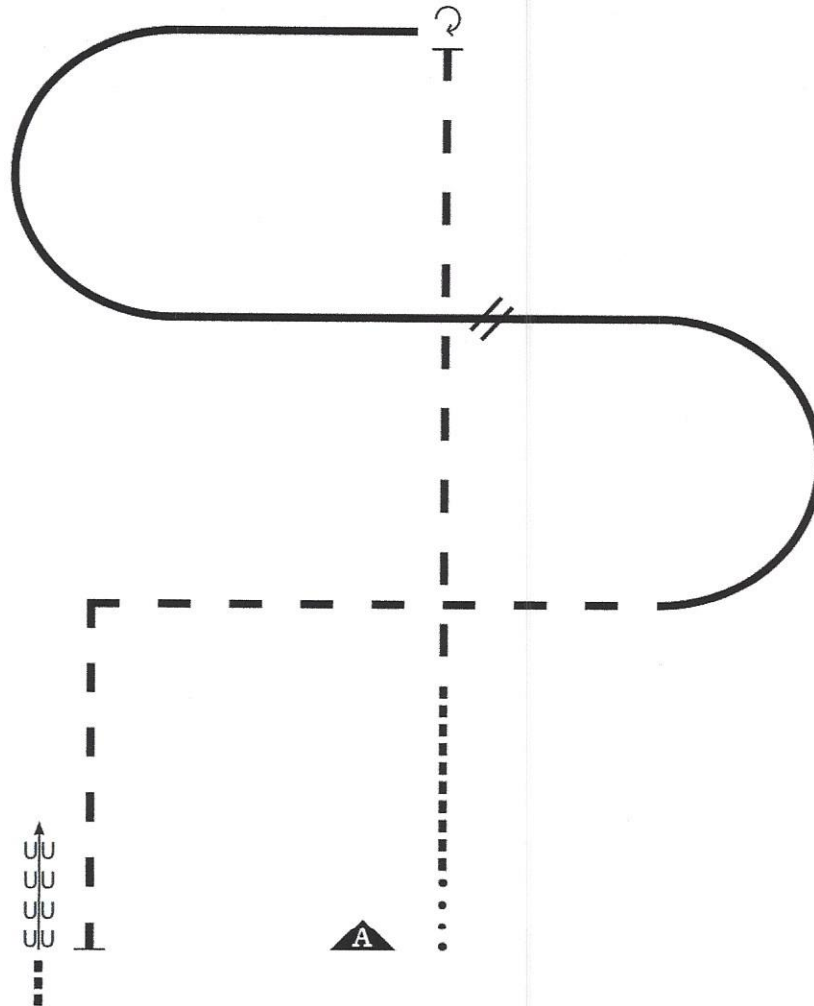
1. Trot right diagonal.
2. Change diagonals halfway, continue left diagonal trot.
3. Sitting trot.
4. Stop. 270° forehand turn right.
5. Canter left lead arc.
6. Change leads. Canter right lead arc and line.
7. Stop and back. 90° forehand turn left.
8. Walk one horse length, exit at sitting trot.

.....	Walk
-----	Sitting Trot
- - - - -	Trot
///////	Leg Yield
—————	Canter
=====	Hand Gallop
////	Change Lead/Diagonal
← ⊃ ⊃ ⊃ ⊃	Back
▲	Cone

Stirrup & Iron Circuit

Hunt Seat Equitation (YOUTH | NON PRO | MASTERS)

Show Date: Sunday, May 29th



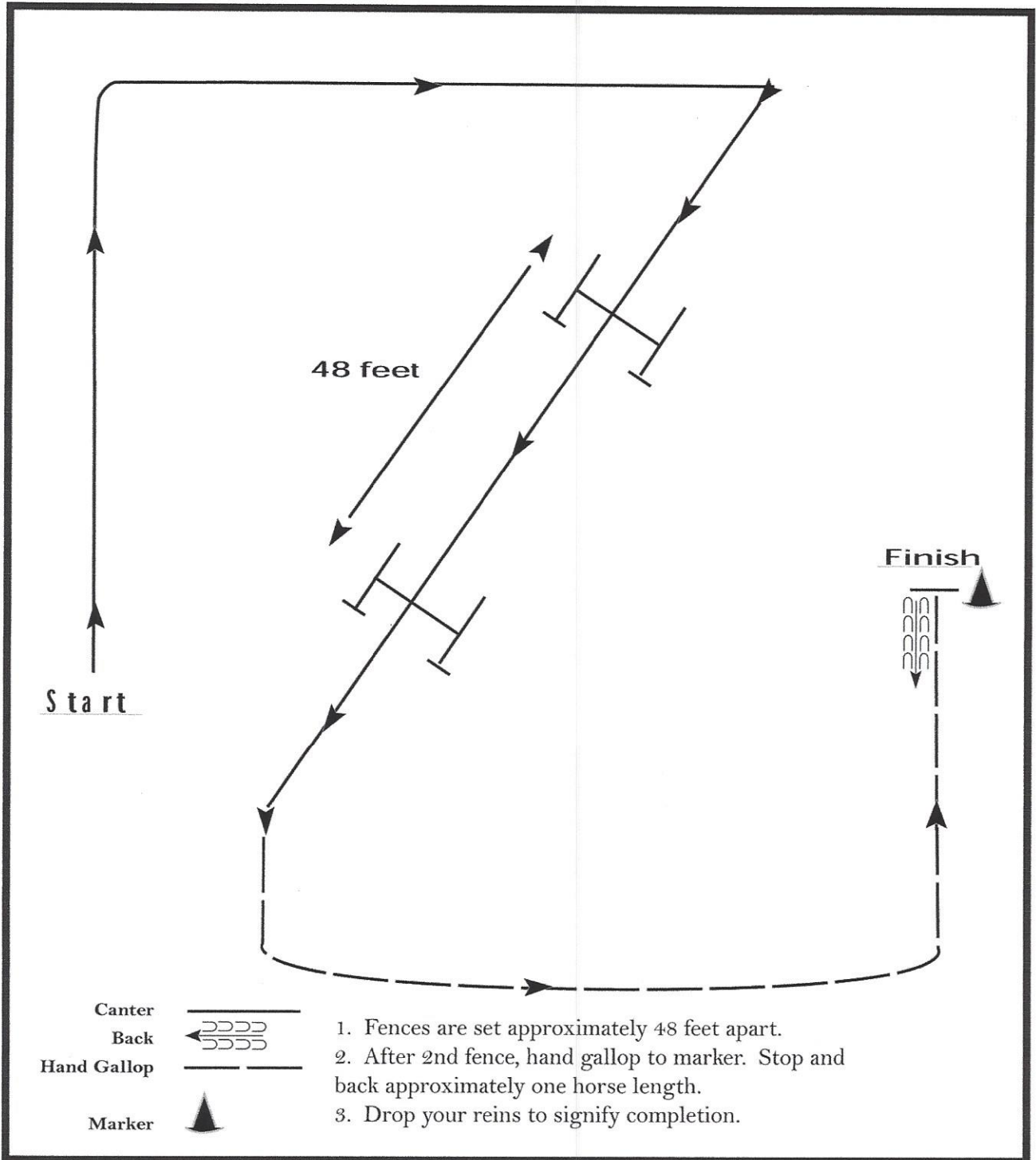
1. Walk two horse lengths.
2. Sitting trot.
3. Trot right diagonal.
4. Change diagonals halfway, continue left diagonal trot.
5. Stop. 270° forehand turn right.
6. Canter left lead arc.
7. Change leads. Canter right lead arc.
8. Trot right diagonal square corner.
9. Stop and back. Exit at sitting trot.

.....	Walk
-----	Sitting Trot
- - - - -	Trot
///////	Leg Yield
—————	Canter
=====	Hand Gallop
///	Change Leads
← ⊢ ⊢ ⊢ ⊢	Back
▲	Cone

Stirrup & Iron Circuit

Hunter Hack (ALL CLASSES)

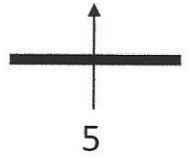
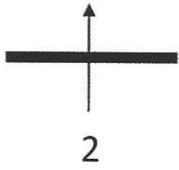
Show Date: Sunday, May 29th



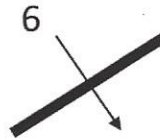
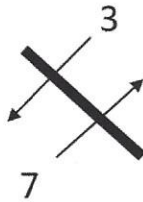
Stirrup & Iron Circuit

Hunt Seat Equitation Over Fences (YOUTH | NON PRO)

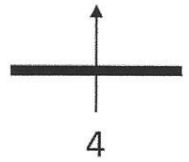
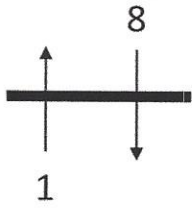
Show Date: Sunday, May 29th



72 ft



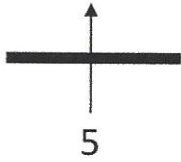
60 ft



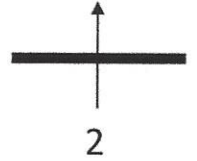
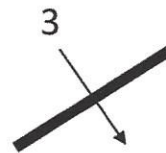
Stirrup & Iron Circuit

Working Hunter (ALL CLASSES)

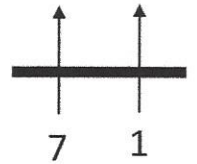
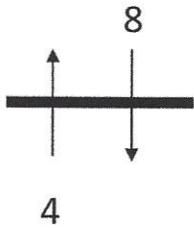
Show Date: Sunday, May 29th



72 ft



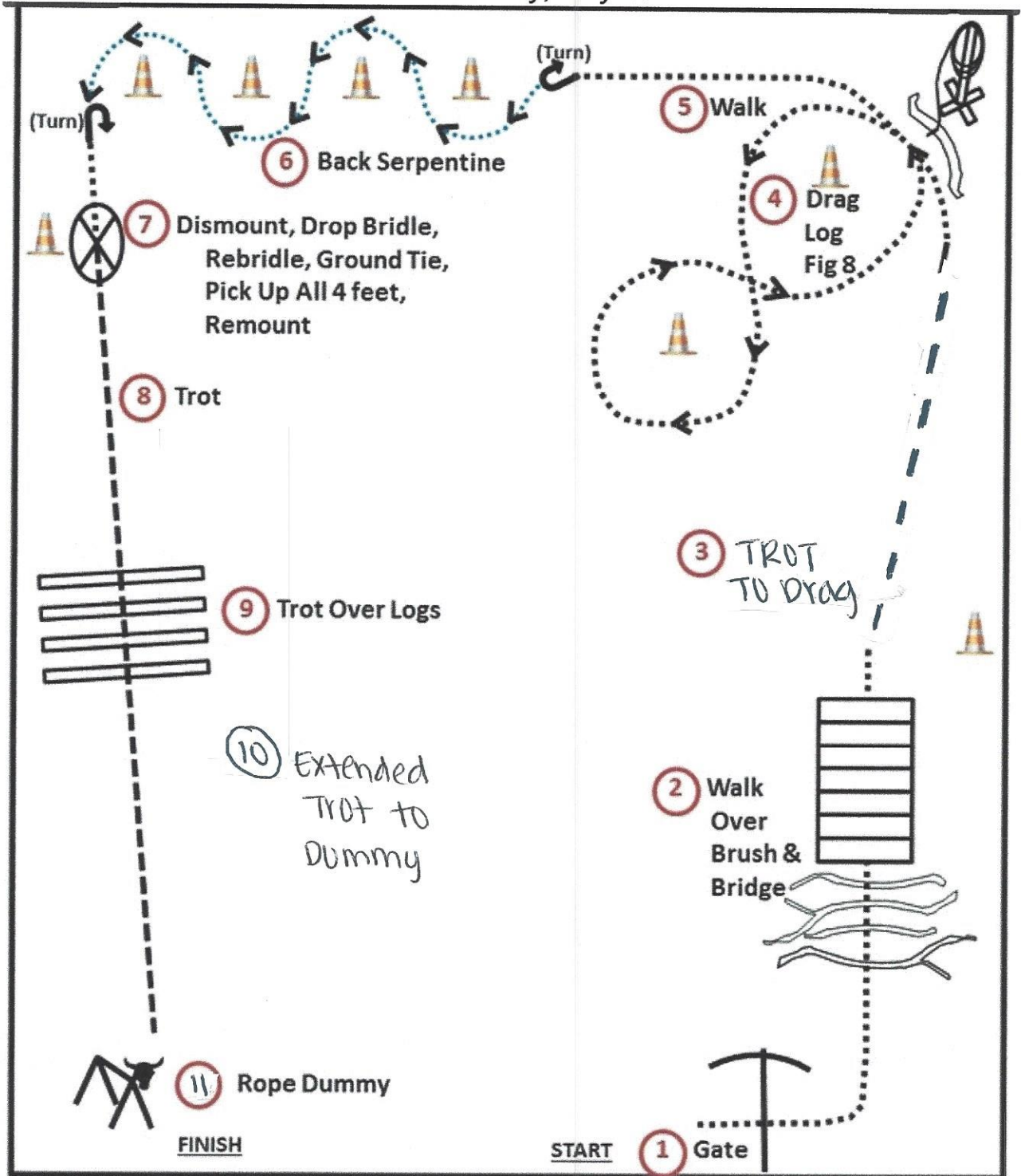
60 ft



Stirrup & Iron Circuit

Ranch Trail - *Walk - Trot*

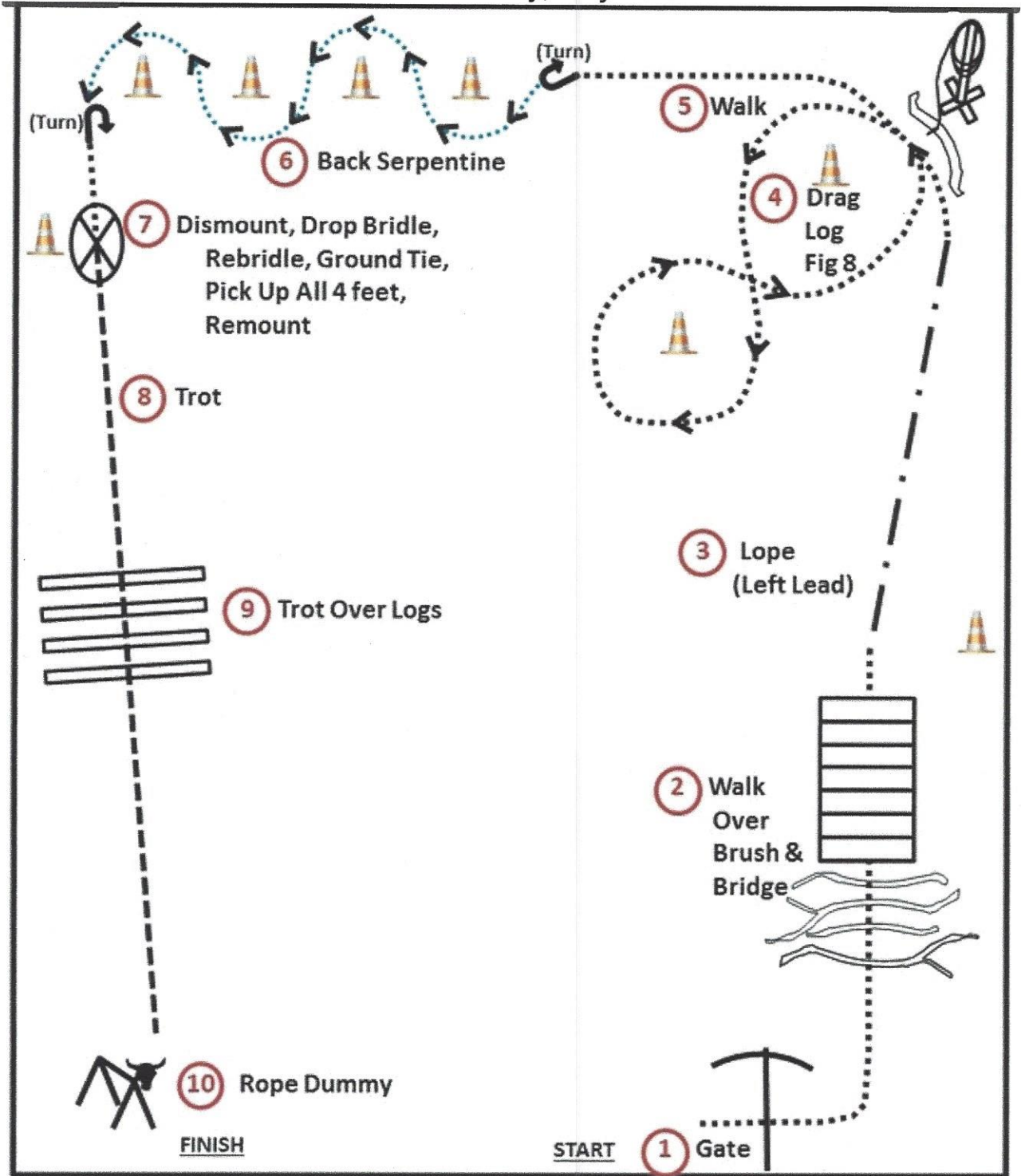
Show Date: Sunday, May 29th



Stirrup & Iron Circuit

Ranch Trail (ALL CLASSES) *except Walk/Trot*

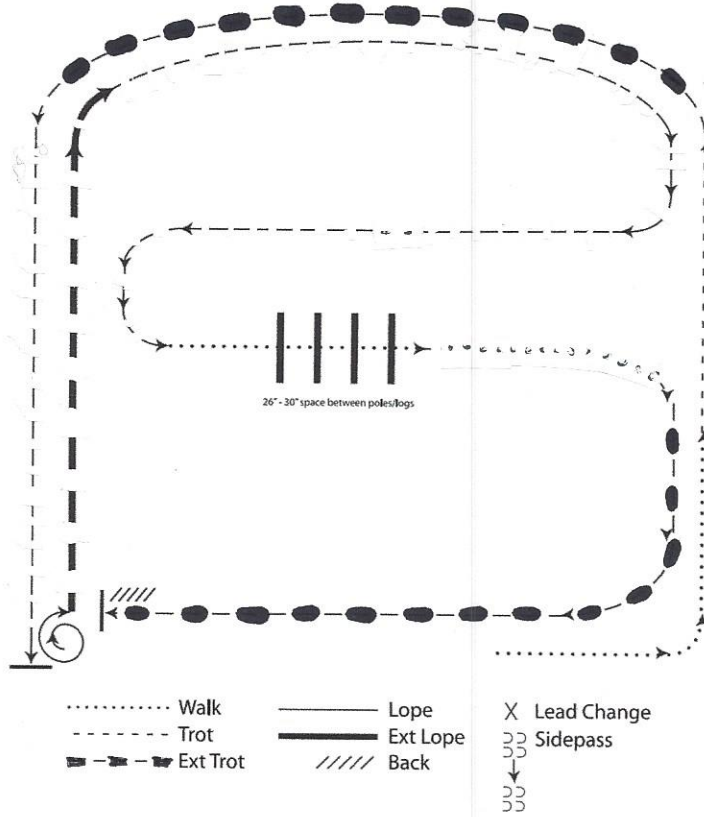
Show Date: Sunday, May 29th



Stirrup & Iron Circuit

Ranch Riding - *Walk/Trot*

Show Date: Sunday, May 29th



RANCH RIDING PATTERN 2

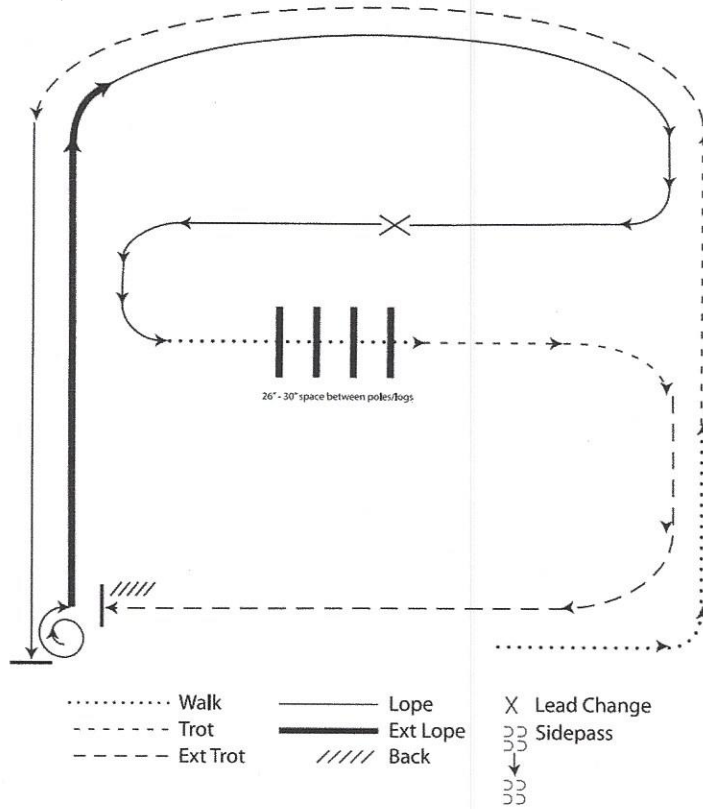
1. Walk
2. Trot
3. Extended trot
4. *Trot*
5. Stop, 1 1/2 turn right
6. Extended *Trot*
7. Collect to *Trot*
8. *Stop*
9. Walk
10. Walk over logs
11. *Walk*
12. Extended trot
13. Stop and back

Stirrup & Iron Circuit

Ranch Riding (ALL CLASSES)

*except
walk/trot*

Show Date: Sunday, May 29th



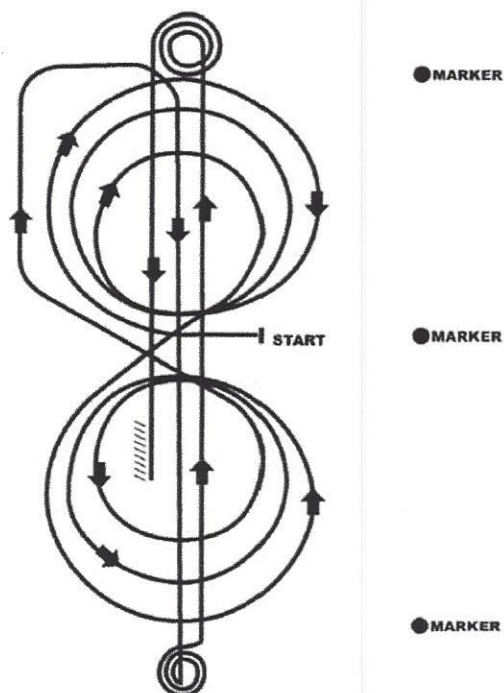
RANCH RIDING PATTERN 2

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 ½ turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Stirrup & Iron Circuit

Ranch Reining (ALL CLASSES)

Show Date: Sunday, May 29th



RANCH REINING PATTERN 3

Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

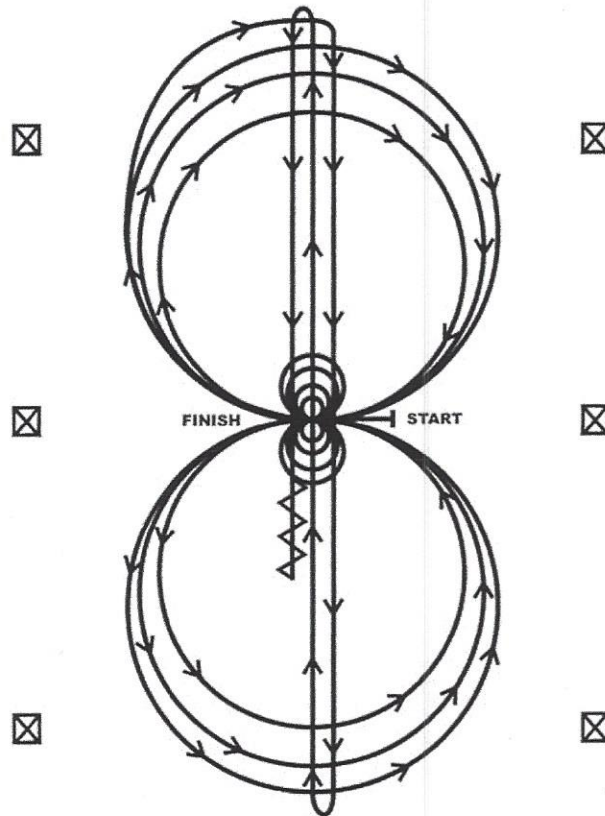
Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

Stirrup & Iron Circuit

Reining (ALL CLASSES)

Show Date: Sunday, May 29th



PATTERN 2

Horse may walk or jog to the center of the arena. Horse must walk or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.