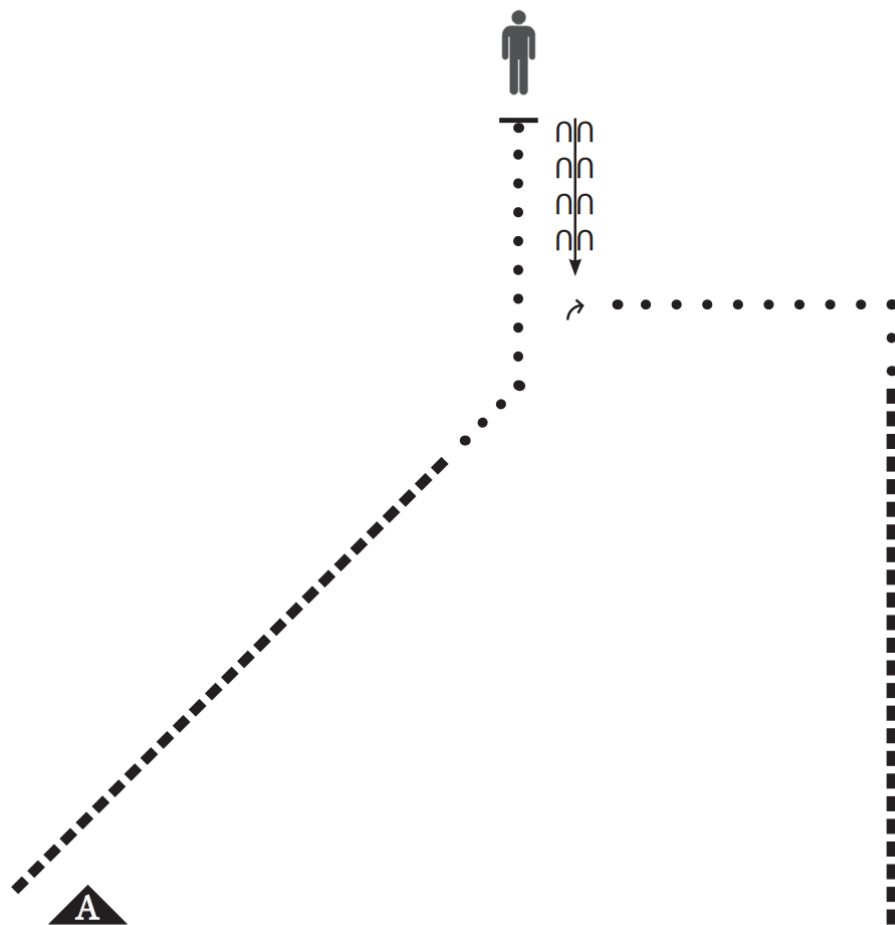




SUMMER FINALE

Showmanship (ALL WALK/ TROT | MINIATURE)

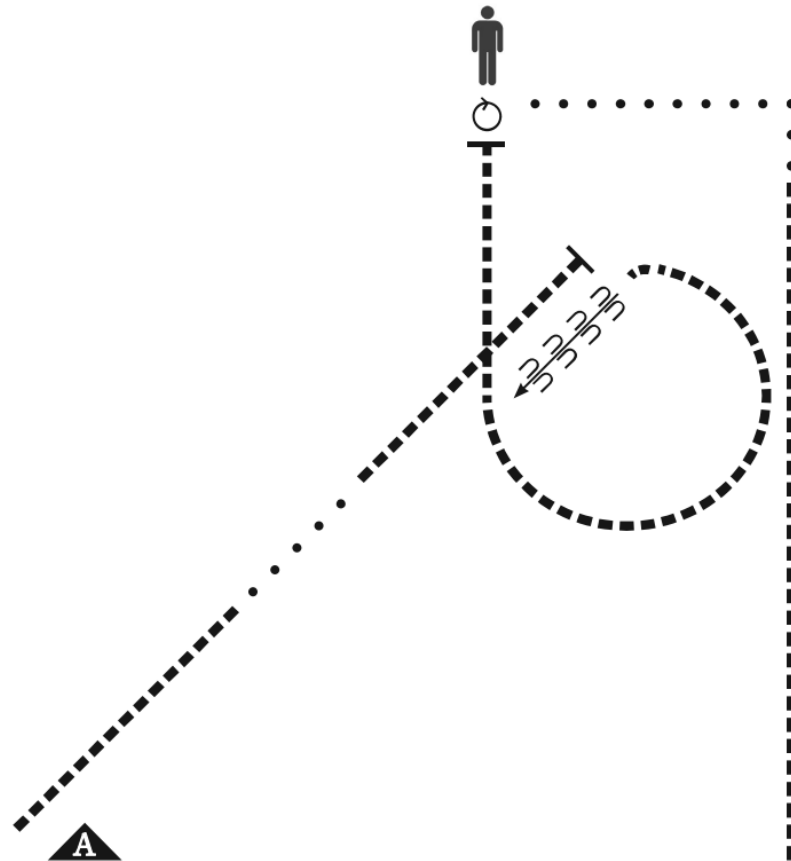


1. Trot.
2. Walk to judge.
3. Stop. Setup.
4. Inspection.
5. Back 4-5 steps.
6. Perform a 90° turn.
7. Walk square corner.
8. Trot to exit.

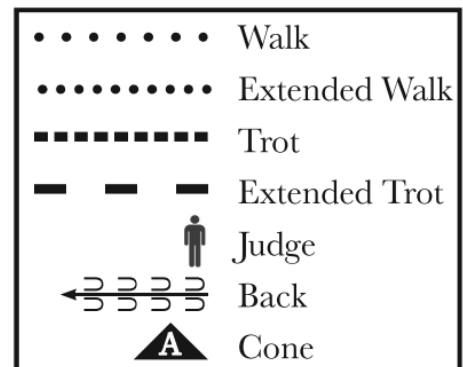
• • • • •	Walk
• • • • • • • •	Extended Walk
— — — — —	Trot
— — —	Extended Trot
	Judge
← → → →	Back
	Cone

SUMMER FINALE

Showmanship (ALL NOVICE | MASTERS)

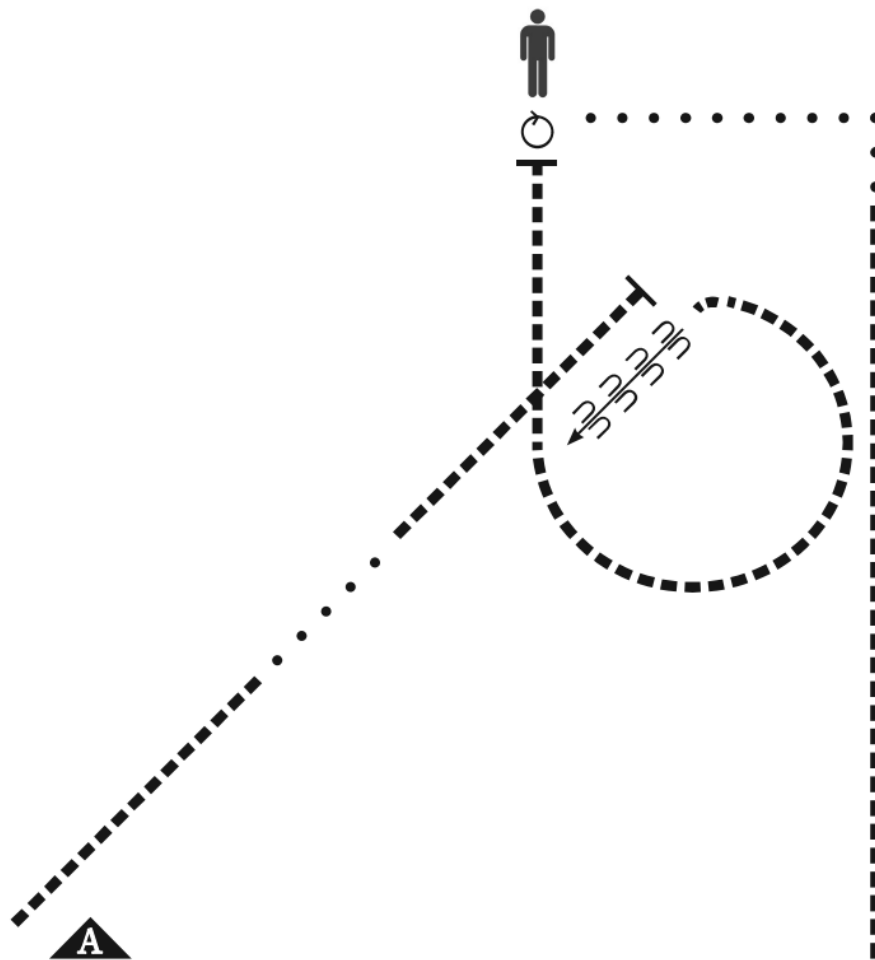


1. Trot.
2. Walk 4-5 steps.
3. Trot.
4. Stop and back.
5. Trot small circle to judge.
6. Stop. Perform a 90° turn.
7. Setup.
8. Inspection.
9. When dismissed walk square corner.
10. Trot to exit.


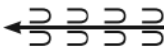



SUMMER FINALE

Showmanship (YOUTH | NON-PRO | 35 & OVER)

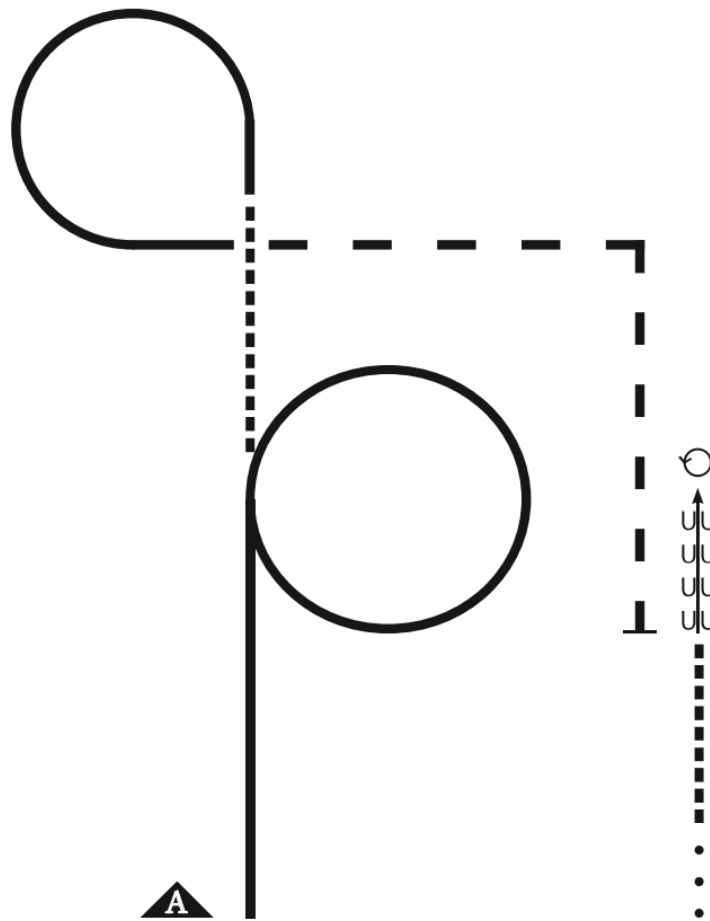


1. Trot.
2. Walk 4-5 steps.
3. Trot.
4. Stop and back.
5. Trot small circle to judge.
6. Stop. Perform a 450° turn.
7. Setup.
8. Inspection.
9. When dismissed walk square corner.
10. Trot to exit.

.....	Walk
.....	Extended Walk
-----	Trot
- - - -	Extended Trot
	Judge
	Back
	Cone

SUMMER FINALE

Bareback (YOUTH | NON-PRO)

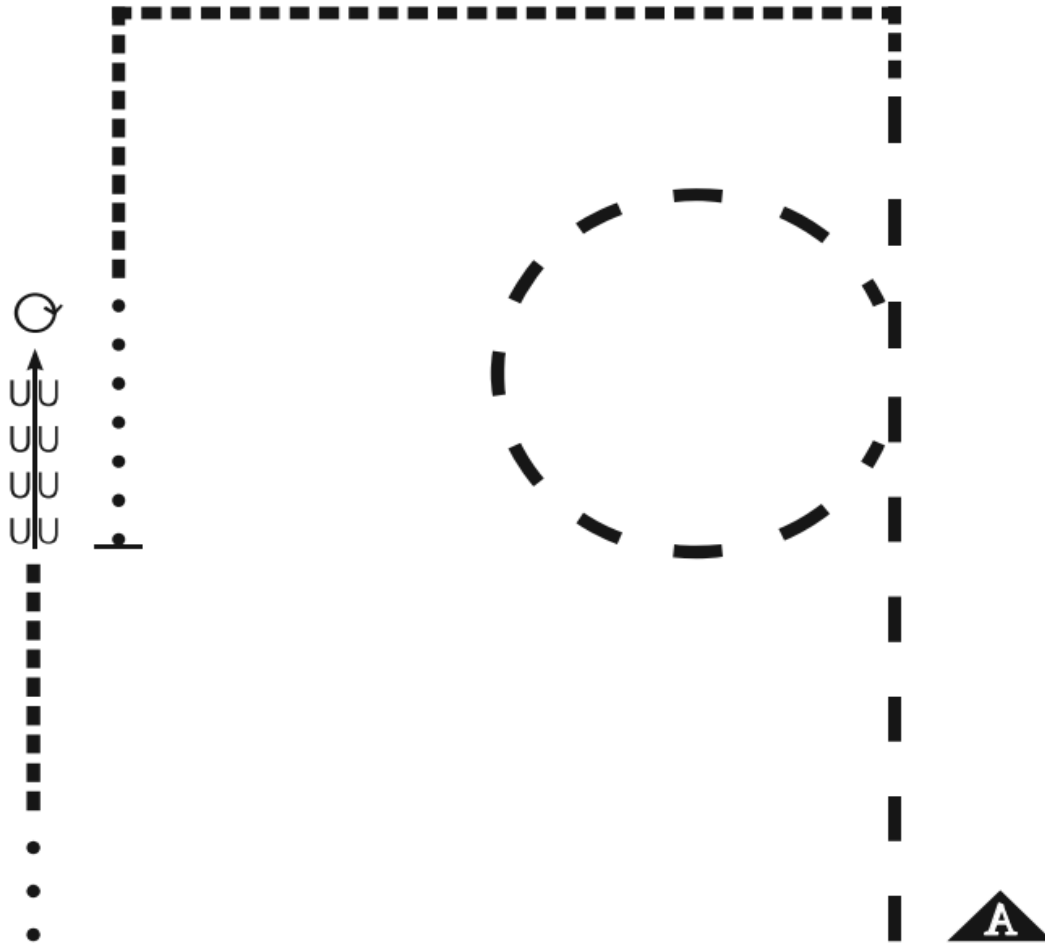


1. Lope right lead.
2. Lope right lead circle right.
3. Close circle and break to jog.
4. Lope left lead.
5. Extended jog square corner.
6. Stop and back.
7. Perform a 360° turn left.
8. Jog.
9. Exit at walk.

.....	Walk
-----	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
////	Lead Change
←←←←←	Back
▲	Cone

SUMMER FINALE

Western Horsemanship (ALL WALK/ TROT)

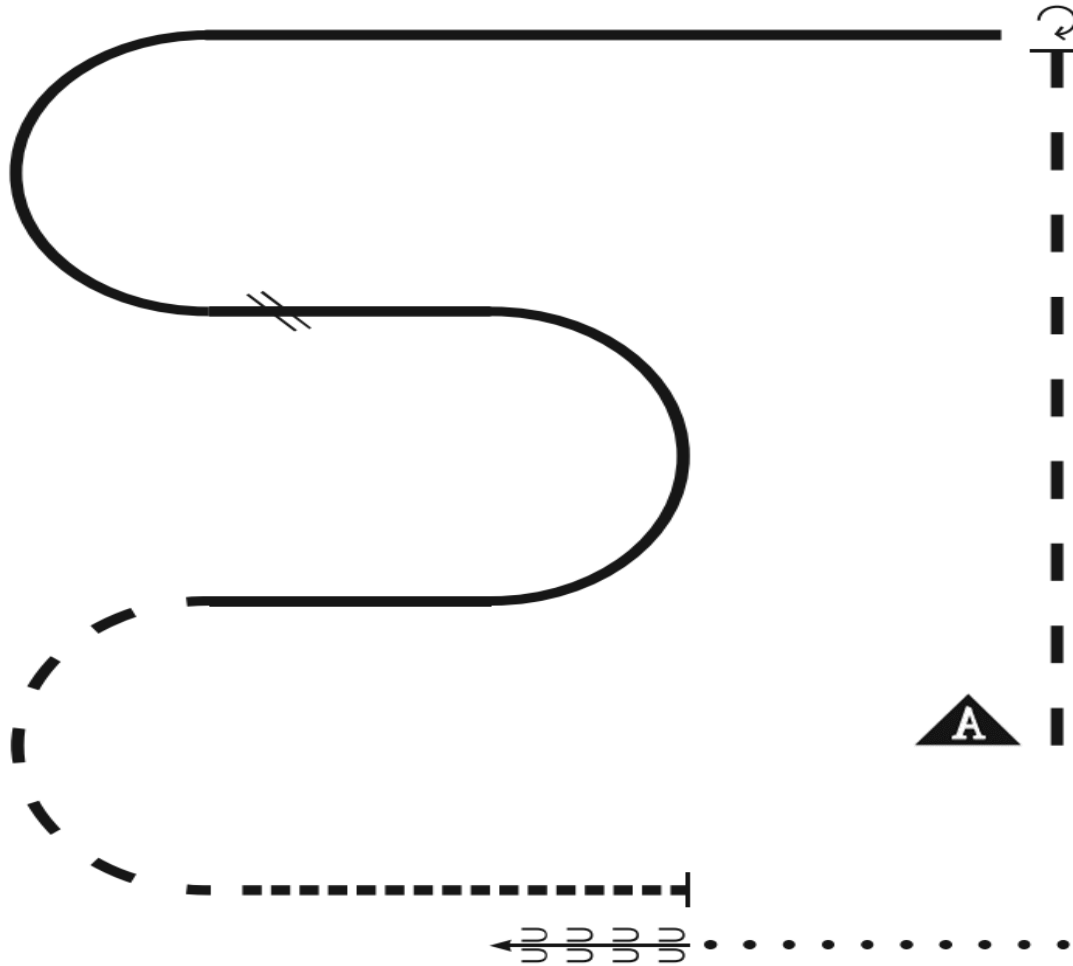


- 1) Extended Jog.
- 2) Extended jog circle.
- 3) Jog two square corners.
- 4) Walk.
- 5) Stop and back.
- 6) 360 turn right.
- 7) Jog.
- 8) Exit at walk.

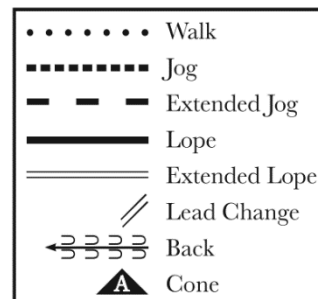
.....	Walk
.....	Jog
- - - - -	Extended Jog
—————	Lope
—————	Extended Lope
///	Lead Change
← 3 3 3 3	Back
▲	Cone

SUMMER FINALE

Western Horsemanship (ALL NOVICE | MASTERS)

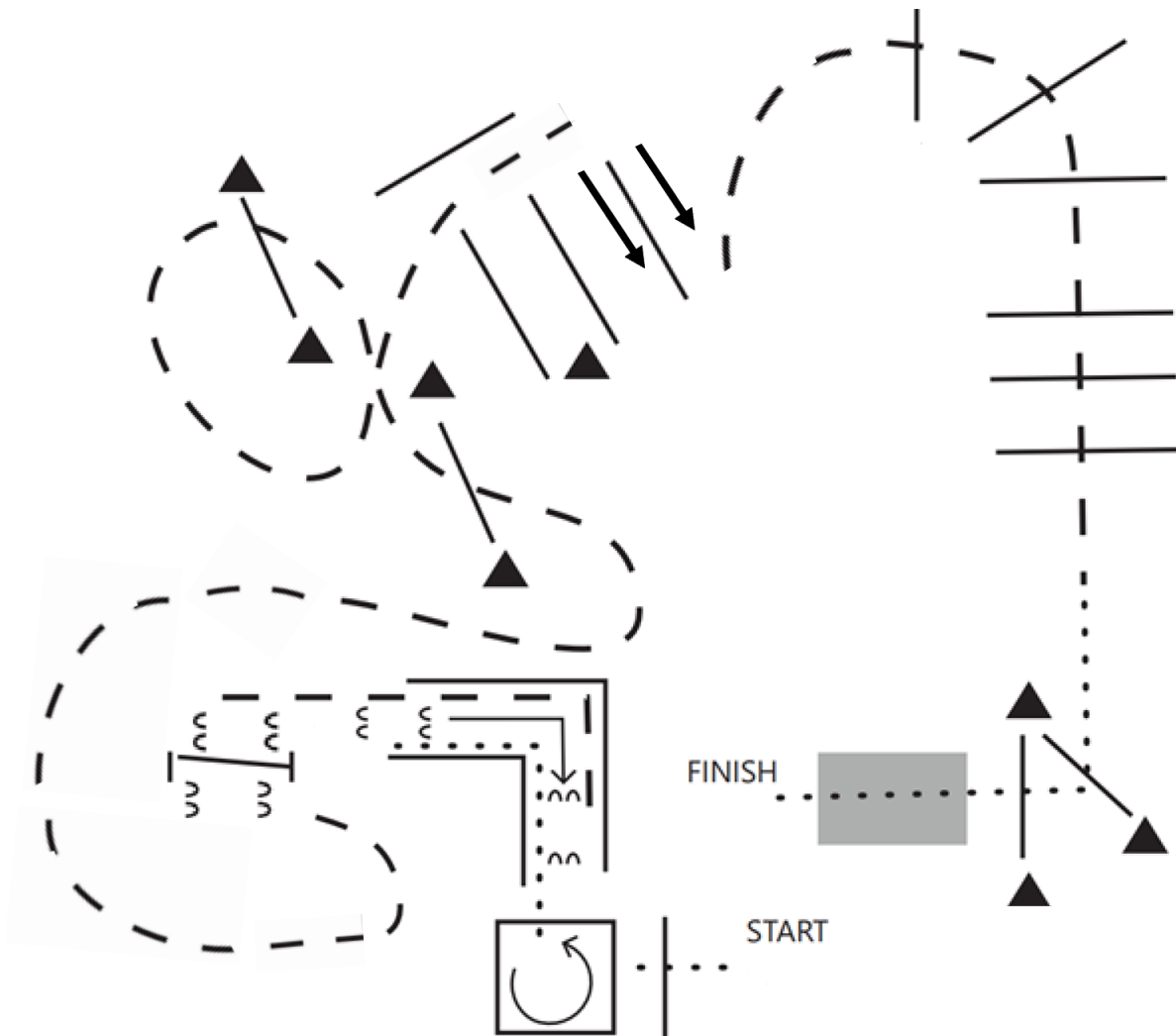


1. Extended Jog.
2. Stop. Perform a 270 turn right.
3. Lope left lead.
4. Change Leads.
5. Lope right lead.
6. Extended jog ½ circle.
7. Jog.
8. Stop and back.
9. Exit at walk.



SUMMER FINALE

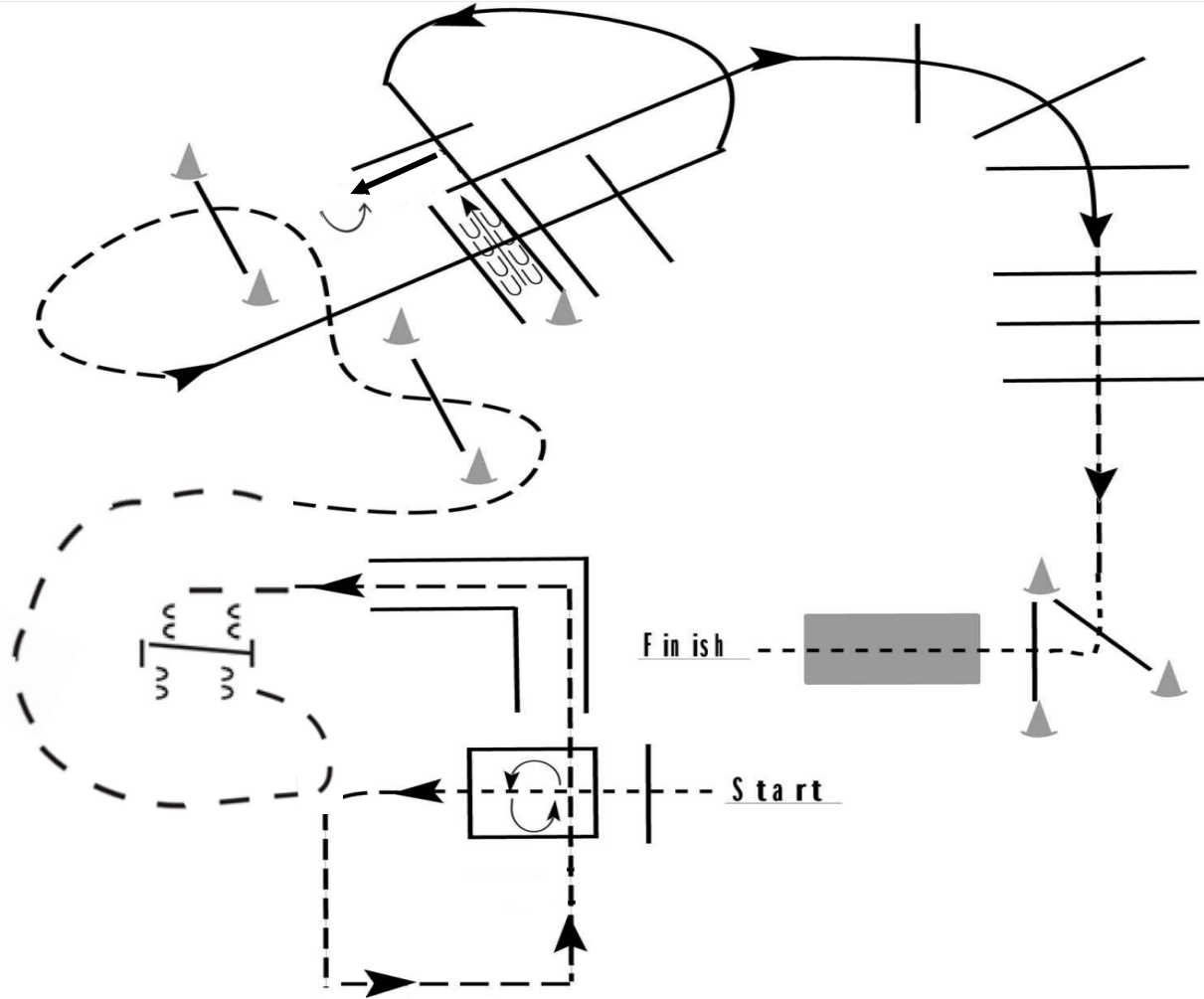
Trail (ALL WALK/ TROT | YEARLING IN HAND | MINIATURE)



1. Walk over pole and into box.
2. Turn 270 left.
3. Walk out of box and through L.
4. Back L.
5. Jog through L up to gate. Left hand gate.
6. Jog through serpentine poles and through chute as shown.
7. Stop. Side pass right over pole.
8. Jog poles as shown.
9. Walk over poles and bridge to finish.

SUMMER FINALE

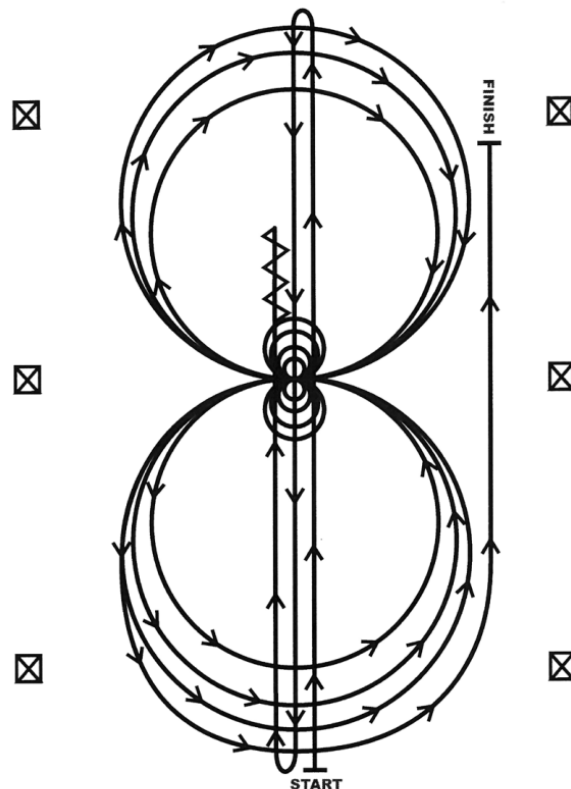
Trail (ALL TRAIL EXCEPT WALK/ TROT)



1. Walk over pole and into box.
2. Stop and 360 left. Walk out of box.
3. Jog through box as shown and through L up to gate.
4. Left hand gate.
5. Jog over serpentine poles as shown.
6. Left lead over poles and into chute.
7. Back straight then side pass to the right. Turn 90 to left.
8. Lope right lead over pole. Break to jog and jog over poles.
9. Walk over poles and over bridge to finish.

SUMMER FINALE

Reining (ALL CLASSES EXCEPT RANCH REINING)

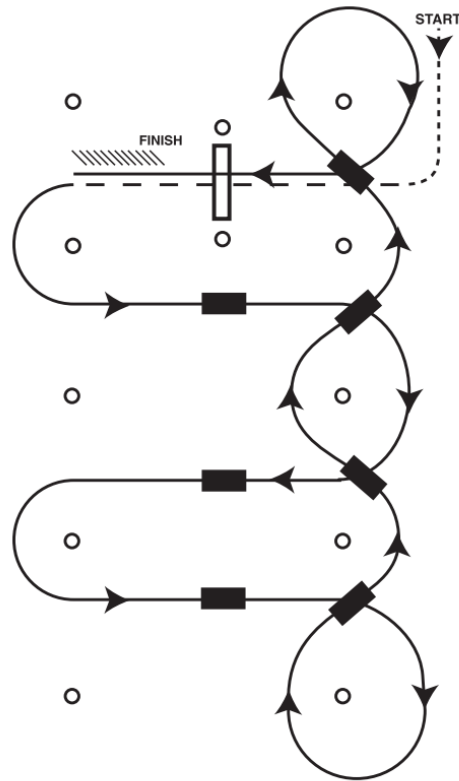


PATTERN 1

1. Run at speed to the far end of the arena past end marker and do a left rollback - no hesitation.
2. Run to opposite end of the arena past end marker and do a right rollback - no hesitation.
3. Run past center of the arena, do a sliding stop, back straight to the center of the arena. Hesitate.
4. Complete four spins to the right.
5. Complete four and a quarter spins to the left, so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left. The first circle large and fast - the second circle small and slow - the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right. The first circle large and fast - the second circle small and slow - the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left. Do not close this circle. Run straight up the right side of the arena past center marker and do a sliding stop at least 20 feet (6.09 m) from wall or fence. Hesitate to demonstrate the completion of the pattern.

SUMMER FINALE

Western Riding (ALL CLASSES EXCEPT GREEN)

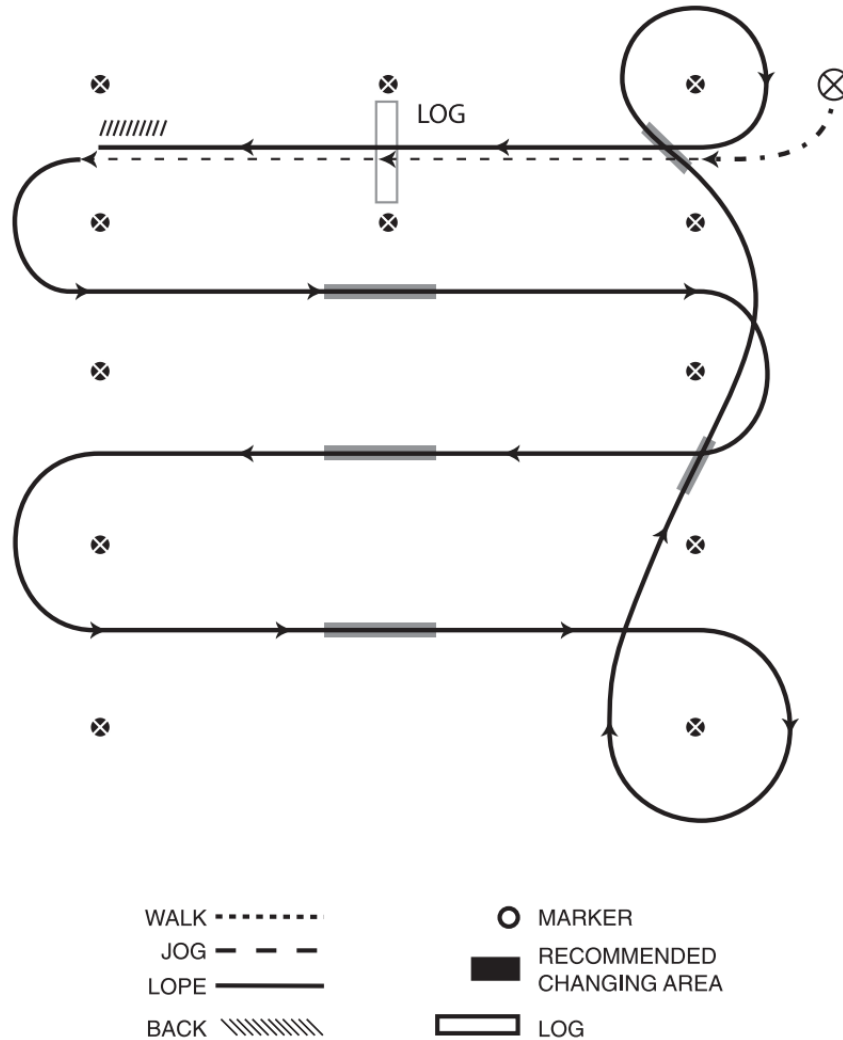


WESTERN RIDING PATTERN 2

1. Walk, transition to jog, jog over log
2. Transition to left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle and first line change
7. Second line change
8. Third line change
9. Fourth line change and circle
10. Lope over log
11. Lope, stop and back

SUMMER FINALE

Western Riding (GREEN)

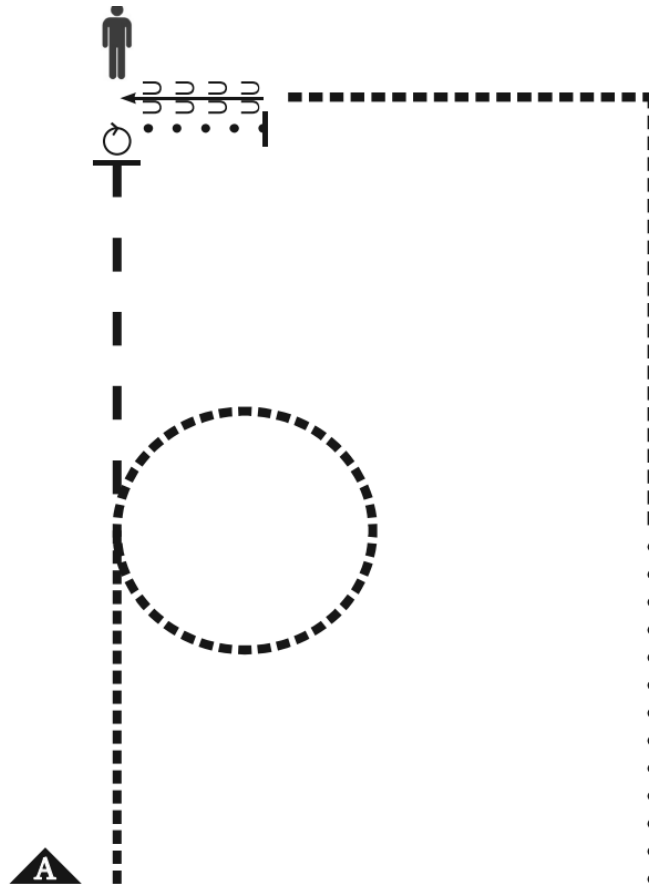


GREEN WESTERN RIDING PATTERN 2



1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. stop & back

SUMMER FINALE

English Showmanship (YOUTH)

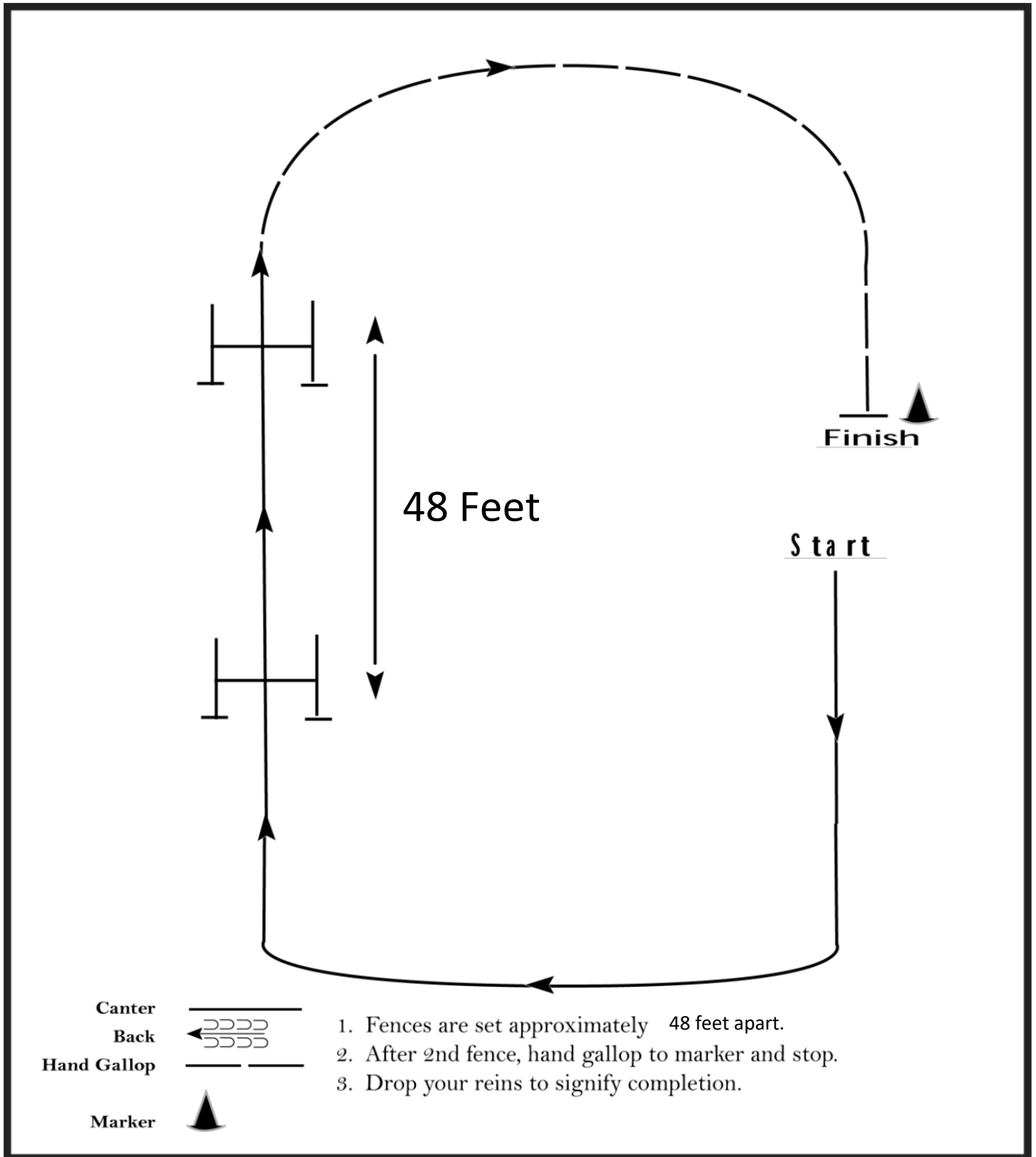


1. Trot.
2. Trot a small circle.
3. Extended trot to judge.
4. Stop. Perform a 45° turn.
5. Walk 4-5 steps.
6. Back until hip is even with judge.
7. Setup.
8. Inspection.
9. When dismissed trot square corner.
10. Break to walk to exit.

••••••••	Walk
••••••••••	Extended Walk
-----	Trot
- - - - -	Extended Trot
	Judge
← ← ← ← ←	Back
	Cone

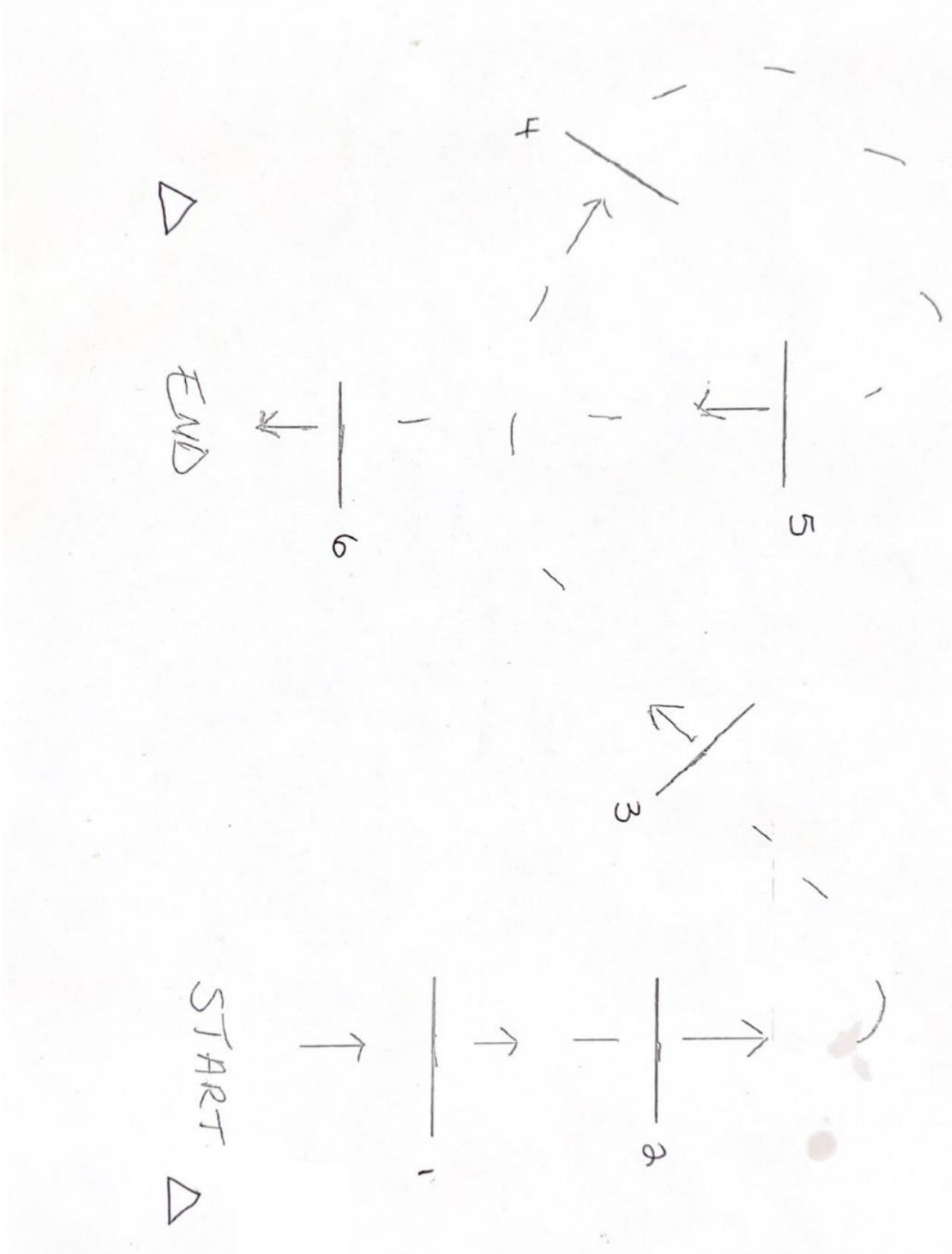
SUMMER FINALE

Hunter Hack (ALL CLASSES)



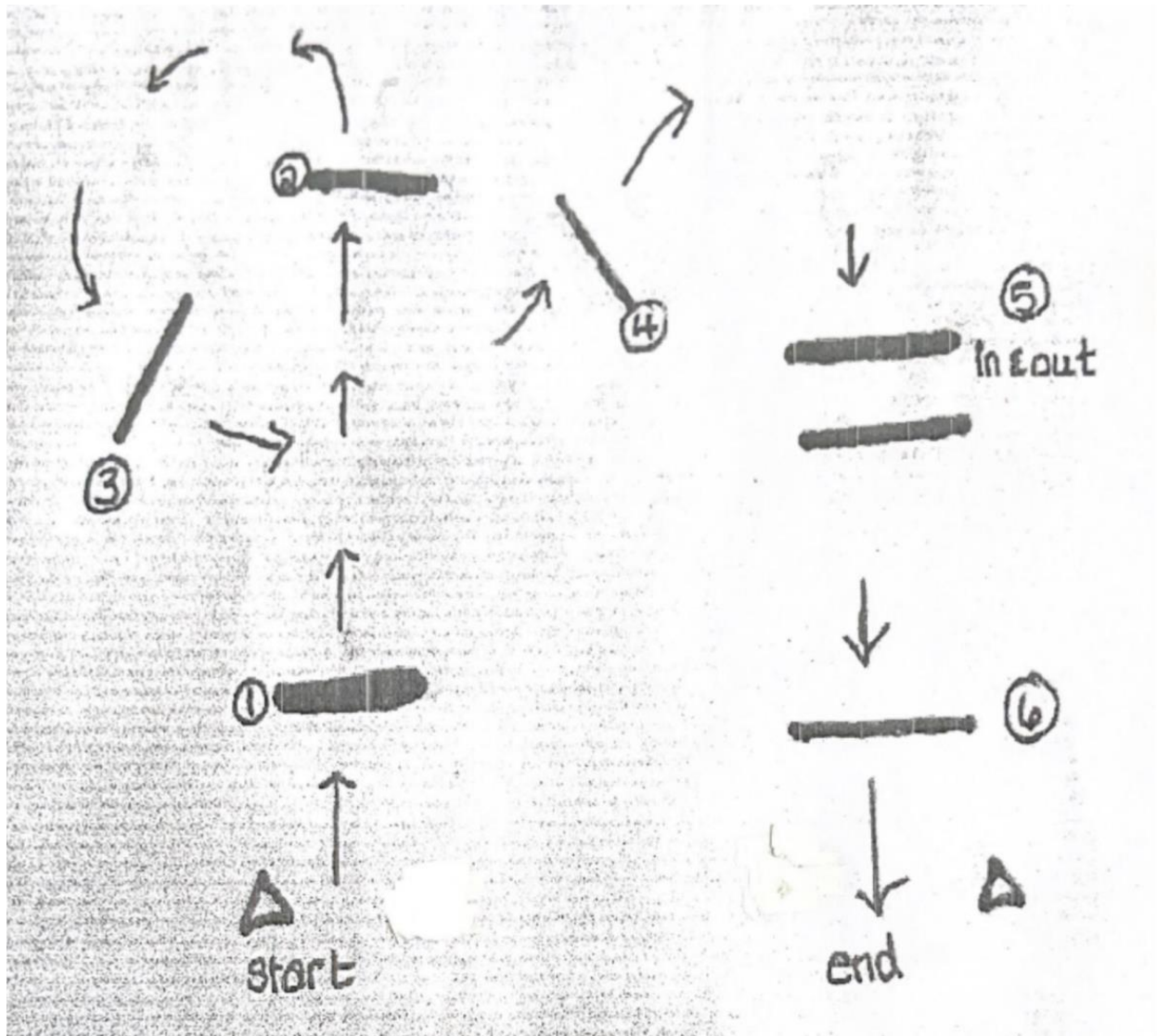
SUMMER FINALE

MINIATURE HUNTER OVER FENCES



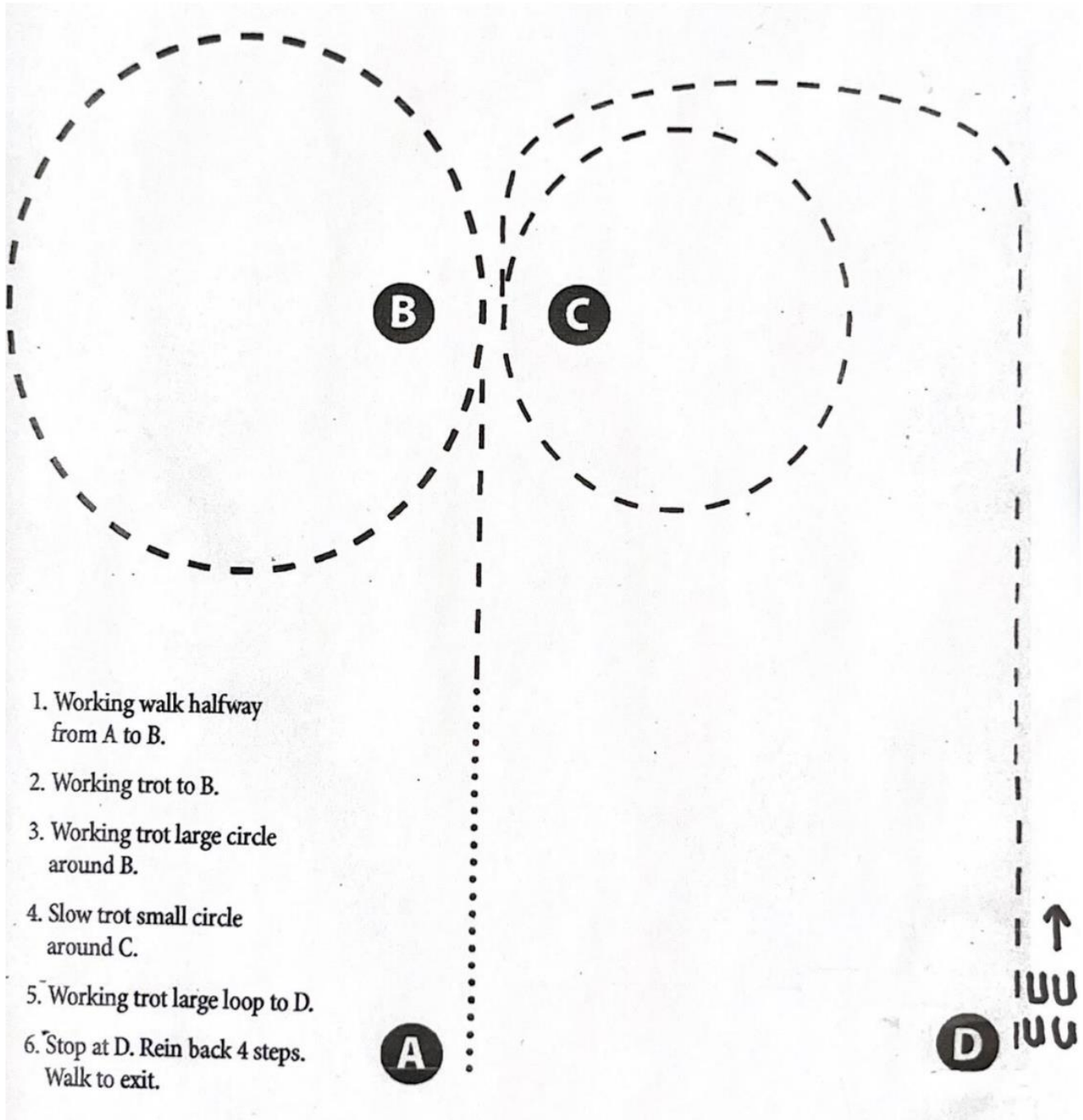
SUMMER FINALE

MINIATURE HORSE JUMPERS



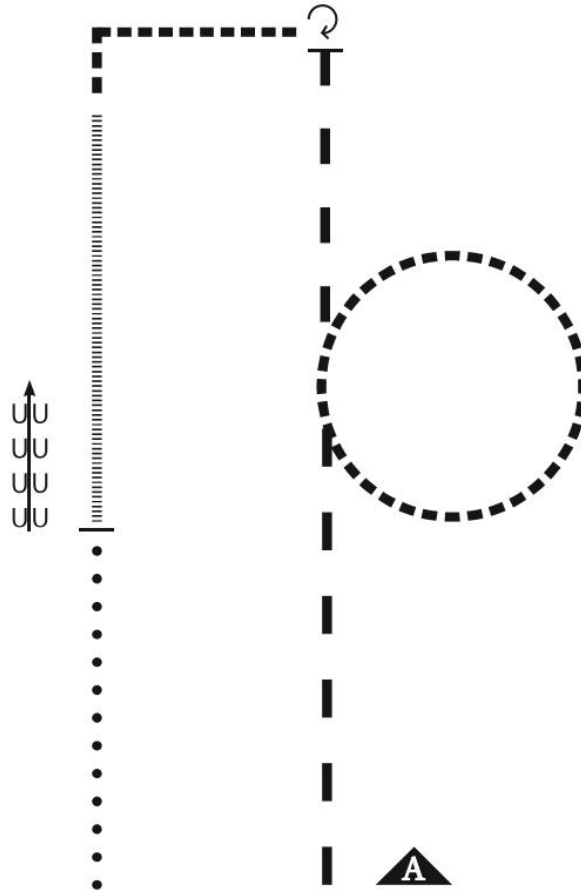
SUMMER FINALE

MINIATURE REINSMANSHIP



SUMMER FINALE

Hunt Seat Equitation (ALL WALK/TROT)

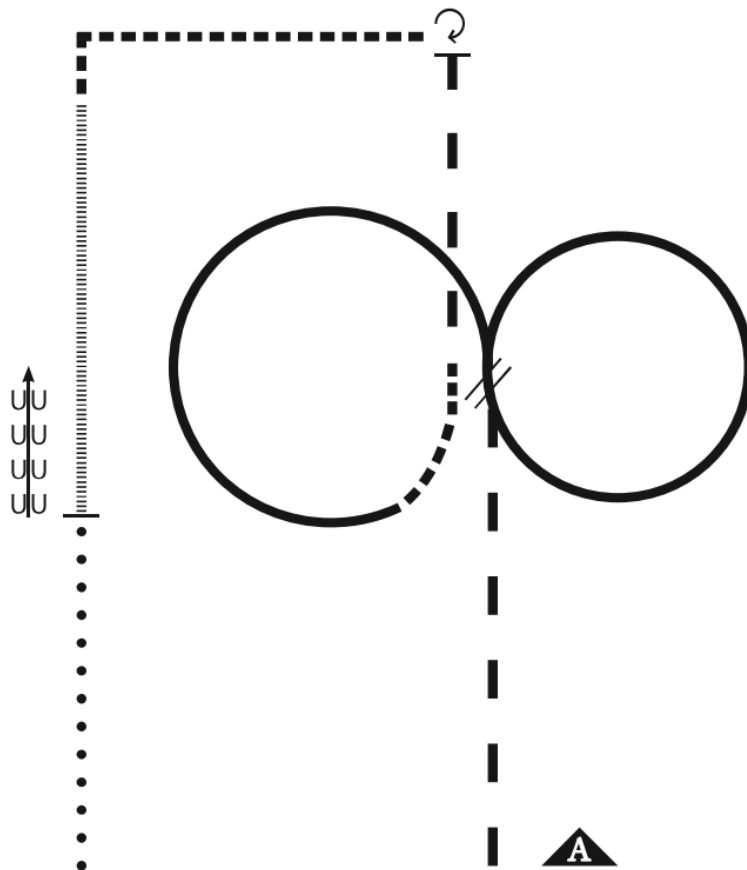


1. Posting trot left diagonal to center.
2. Sitting trot small circle right.
3. Posting trot right diagonal.
4. Stop. Perform a 270° turn right on hindquarter.
5. Sitting trot square corner.
6. 2 Point Trot.
7. Stop and back. Exit at walk.

• • • • •	Walk
-----	Sitting Trot
- - - - -	Trot
	Two Point Trot
=====	Canter
=====	Hand Gallop
//	Change Lead
← ⊃ ⊃ ⊃ ⊃	Back
▲	Cone

SUMMER FINALE

Hunt Seat Equitation (ALL NOVICE | MASTERS)

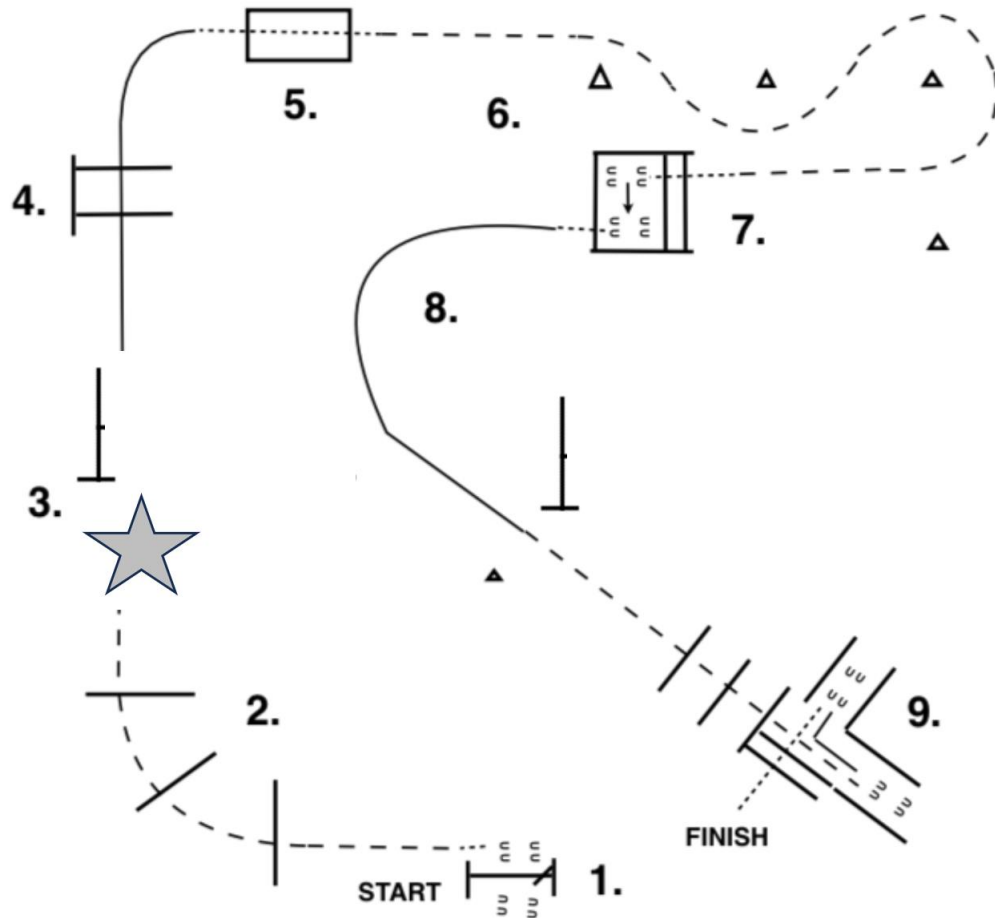


1. Posting trot left diagonal to center.
2. Canter right lead small circle right.
3. Change leads.
4. Canter left lead.
5. Do not close circle, break to sitting trot for 5-6 steps.
6. Posting trot right diagonal.
7. Stop. Perform a 270° turn right on forehand.
8. Sitting trot square corner.
9. 2 point trot.
10. Stop and back. Exit at walk.

••••••••	Walk
-----	Sitting Trot
- - - - -	Trot
	Two Point Trot
—————	Canter
=====	Hand Gallop
//	Change Lead
← 3 3 3 3	Back
▲	Cone

SUMMER FINALE

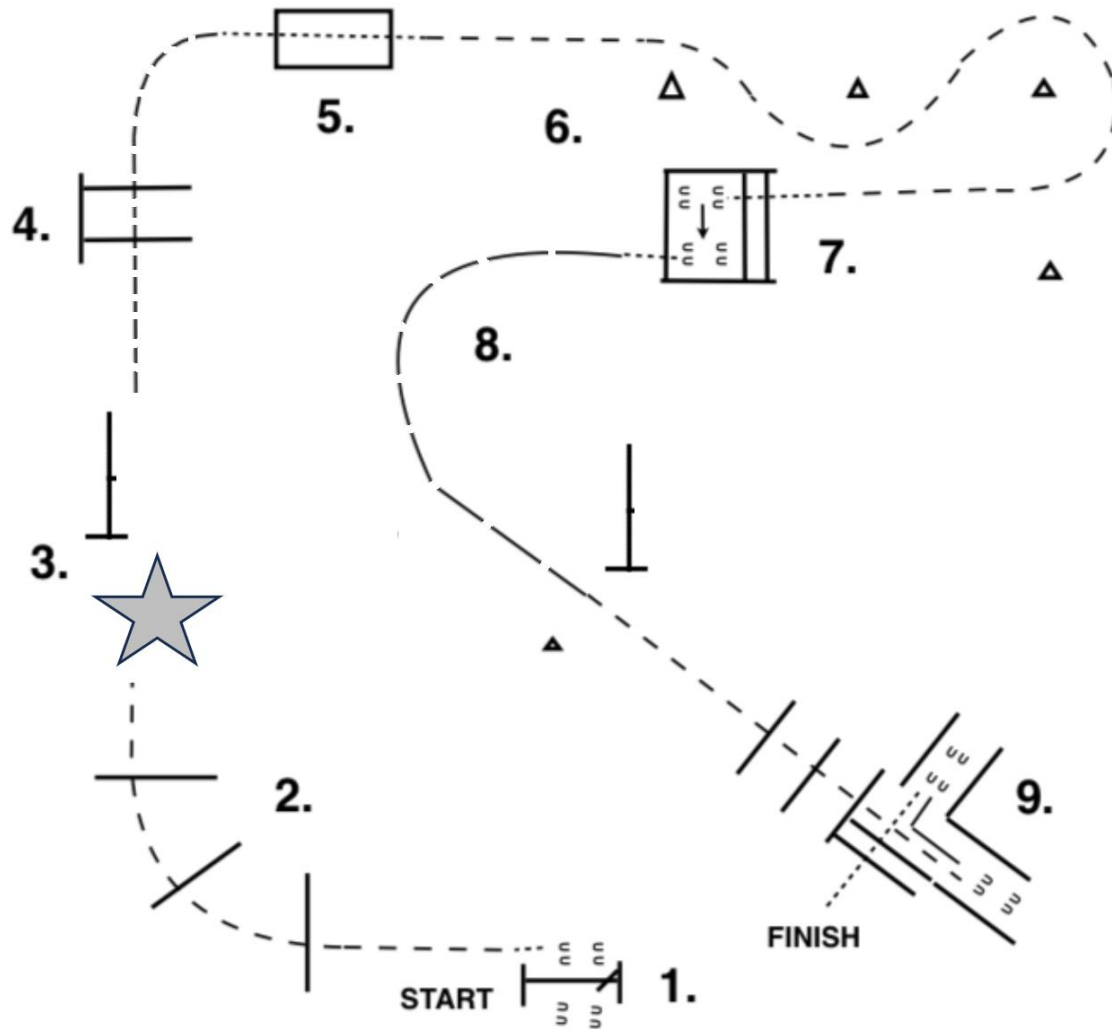
Ranch Trail (ALL CLASSES)



- 1) Left hand gate.
- 2) Walk forward and trot over logs.
- 3) Stop, dismount, pick up left front foot, then mount. (Mounting block will be provided, if needed). After re-mounting, pick up jacket from standard.
- 4) Lope right lead over logs.
- 5) Walk over bridge.
- 6) Trot serpentine.
- 7) Walk over logs and into box. Side pass left. Exit box at a walk.
- 8) Lope left lead to cones, stop. Place jacket on standard.
- 9) Trot over logs and into chute, back L, walk over logs to finish.

SUMMER FINALE

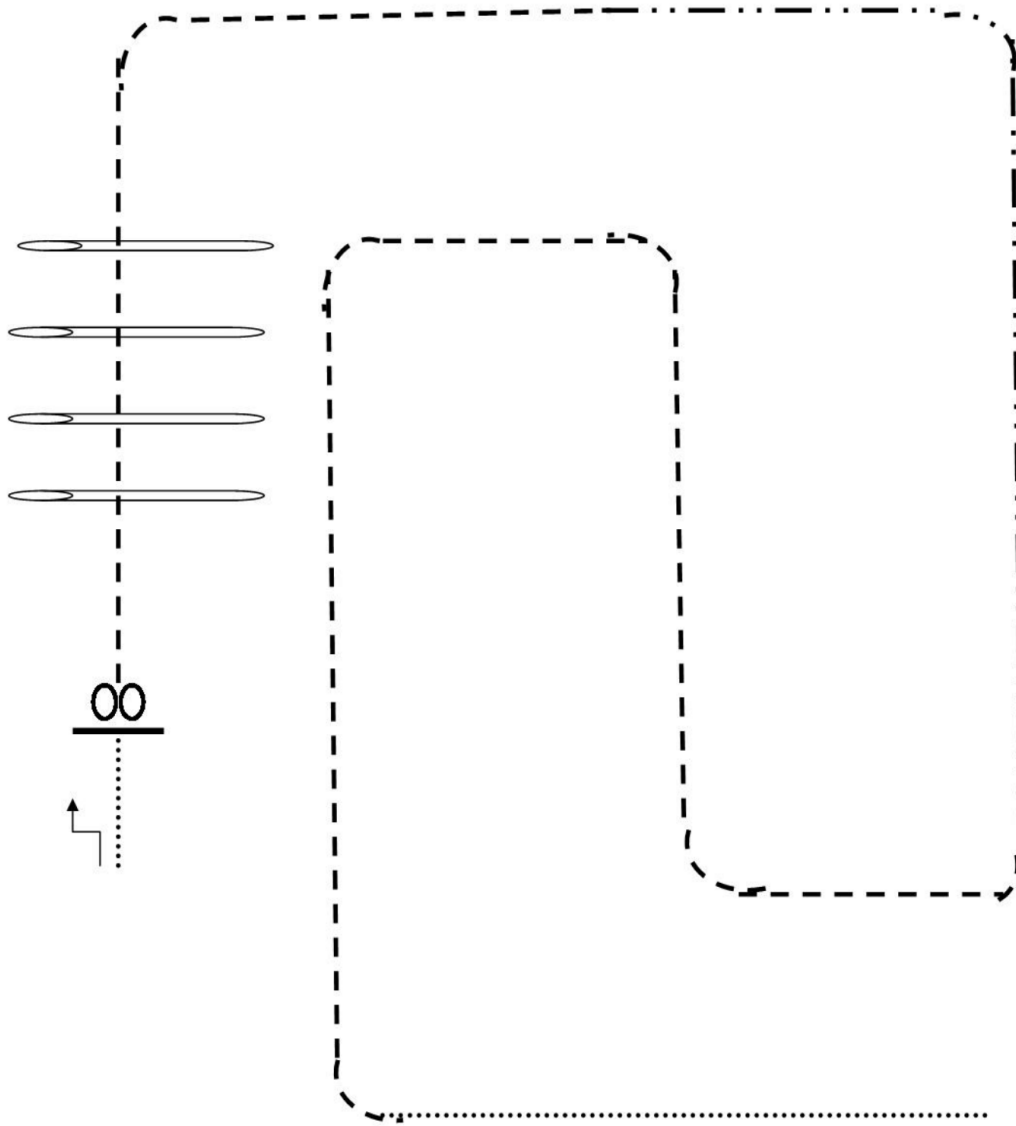
Ranch Trail (Walk Trot)



- 1) Left hand gate.
- 2) Walk forward and trot over logs.
- 3) Stop, dismount, pick up left front foot, then mount. (Mounting block will be provided, if needed). After re-mounting, pick up jacket from standard.
- 4) Trot over logs.
- 5) Walk over bridge.
- 6) Trot serpentine.
- 7) Walk over logs and into box. Side pass left. Exit box at a walk.
- 8) Extended Trot to cones, stop. Place jacket on standard.
- 9) Trot over logs and into chute, back L, walk over logs to finish.

SUMMER FINALE

Ranch Riding (Walk Trot)

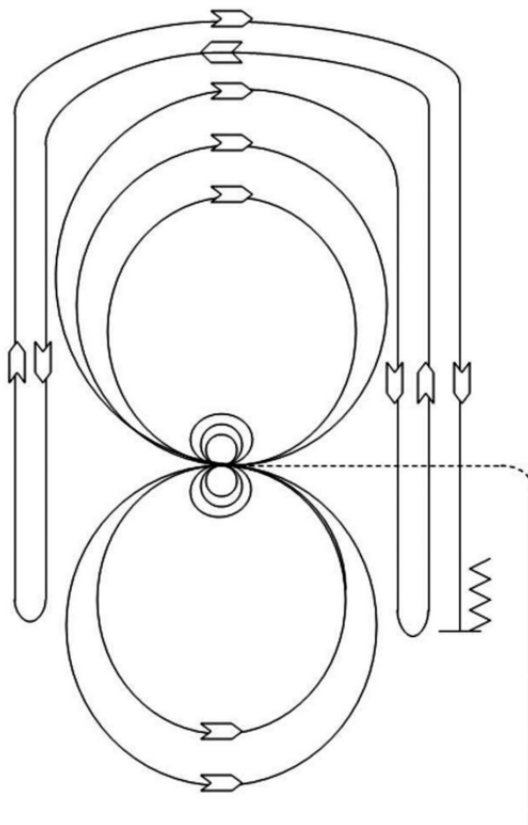


1. WALK
2. TROT
3. TROT SERPENTINE
4. EXT TROT
5. TROT

6. TROT over RAILS
7. STOP
8. 360 both ways
9. WALK
10. STOP and BACK

- | | |
|----------|---------|
| WALK | |
| TROT | - - - - |
| EXT TROT | - . - |

Ranch Reining (ALL CLASSES)



RANCH REINING PATTERN 1

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.