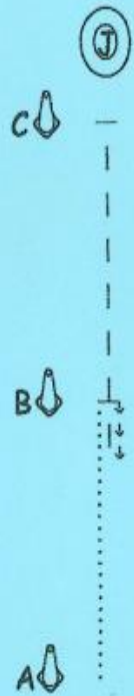


GiddyUp Open Horse Show May 7th

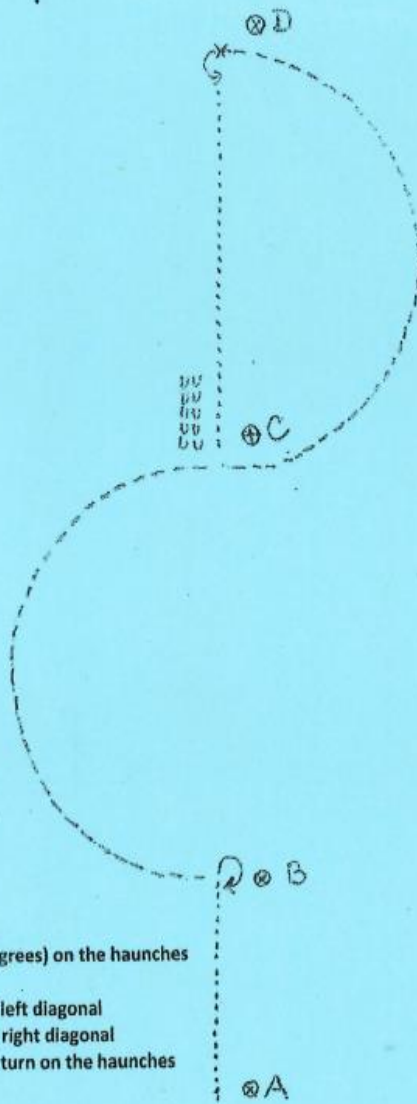
Class 4 & 5 Showmanship



Start at cone A
Walk from cone A to cone B
Stop, back 3 steps
Trot from cone B to cone C
Stop and set up for inspection
Walk to the line-up when dismissed

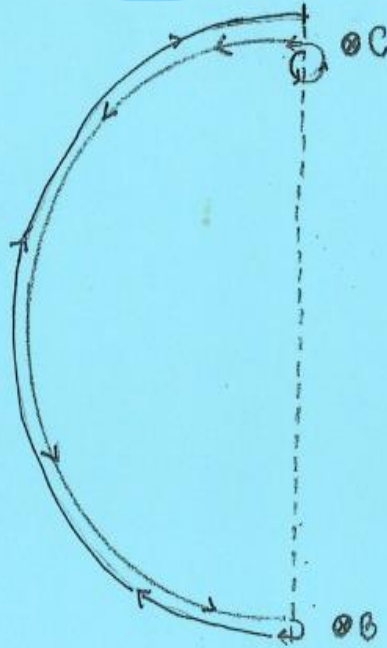
J	JUDGE
.....	WALK
- - - - -	TROT
.....	BACK
+	STOP
⤷	TURN

Class 13 & 14 Walk Trot English Equitation

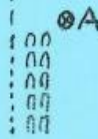


- walk from A to B
- at B, make a $\frac{3}{4}$ turn (270 degrees) on the haunches to the right
- trot a half circle from B to C left diagonal
- trot a half circle from C to D right diagonal
- at D, make a $\frac{1}{4}$ (90 degrees) turn on the haunches to the left
- walk to C
- stop at C and back up 5 steps
- end of pattern

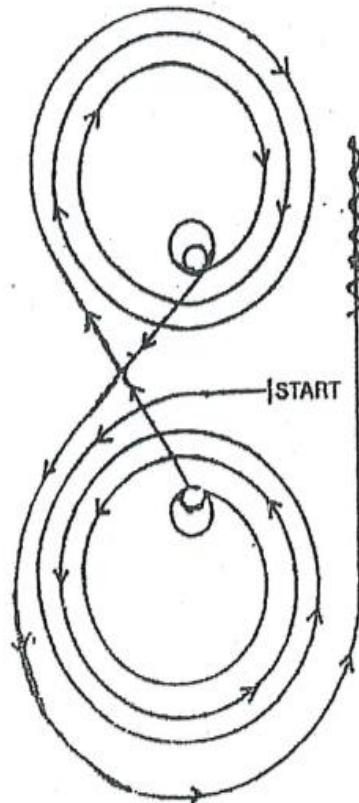
Class 15 & 16 English Equitation



- at A, back up 5 steps
- walk up to A
- trot to B, left diagonal
- at B change diagonal and extend the jog to C
- at C, make a $1\frac{1}{4}$ (450 degrees) turn on the haunches to the left
- canter a half circle to B left lead
- at B, make a $\frac{1}{2}$ (180 degrees) turn on the forehand to the right (haunches go left)
- canter a half circle from B to C right lead
- stop at C, end of pattern



Class 16 Reining Novice



MODIFIED REINING PATTERN

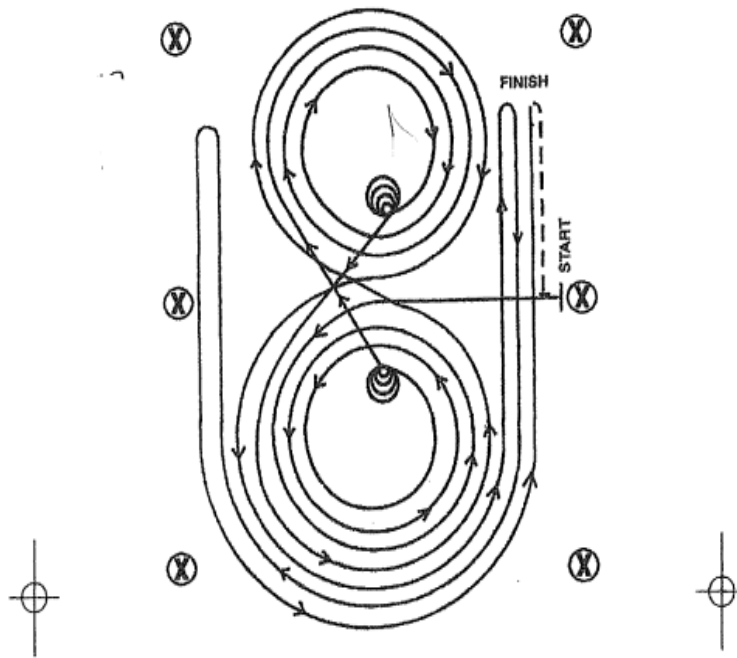
Beginning at the center of the arena facing the left wall or fence.

- 1 Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
- 2 Complete two spins to the left. Hesitate.
- 3 Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
- 4 Complete two spins to the right. Hesitate.
- 5 Start a circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

The judge has the option to ask you to drop the bridle to check the bit.

Class 17 Reining Youth & Adult

REINING PATTERN NUMBER 5



Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.

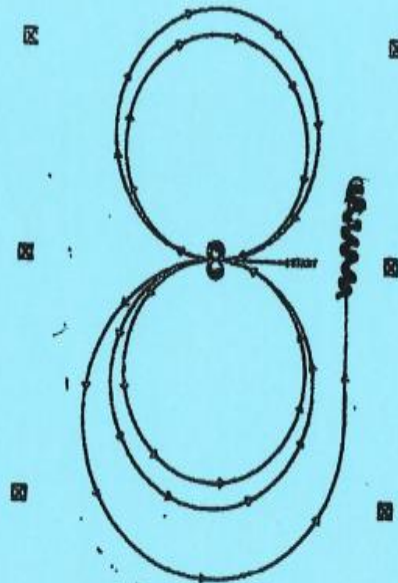
Rider may drop bridle to the designated judge.

Class 18

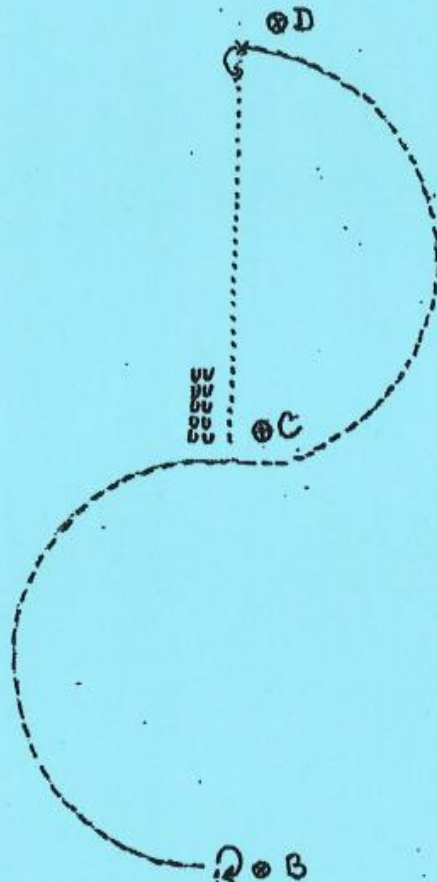
Walk Trot Reining Pattern

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

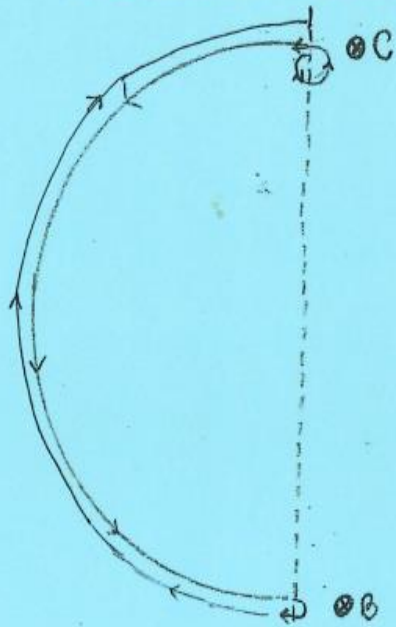
1. Beginning to the left complete two circles to the left. The first circle large, at a fast trot. The second circle small, at a slow trot. Stop at the center of the arena. Hesitate.
2. Complete one spin to the left. Hesitate.
3. Beginning to the right complete two circles to the right. The first circle large at a fast trot. The second circle small at a slow trot. Stop at the center of the arena. Hesitate.
4. Complete one spin to the right. Hesitate.
5. Beginning to the right, go around the end of the arena at a trot, go down the right side of the arena past the center marker. Stop. Back up five steps.



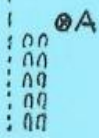
Class 21 Walk/Trot Horsemanship



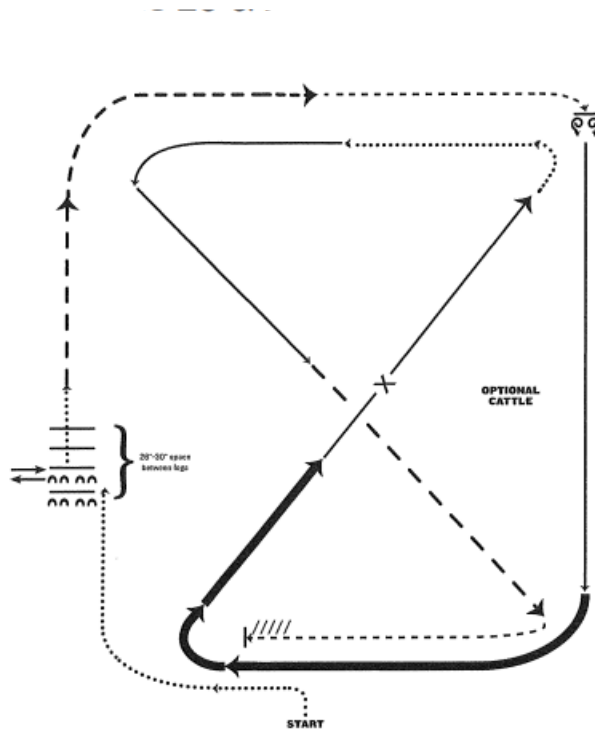
- walk from A to B
- at B, make a $\frac{3}{4}$ turn (270 degrees) on the haunches to the right
- jog a half circle from B to C
- jog a half circle from C to D
- at D, make a $\frac{1}{4}$ (90 degrees) turn on the haunches to the left
- walk to C
- stop at C and back up 5 steps
- end of pattern



- at A, back up 5 steps
- walk up to A
- jog to B
- from B to C extend the jog
- at C, make a $1\frac{1}{4}$ (450 degrees) turn on the haunches to the left
- lope a half circle to B left lead
- at B, make a $\frac{1}{2}$ (180 degrees) turn on the forehand to the right (haunches go left)
- lope a half circle from B to C right lead
- stop at C, end of pattern



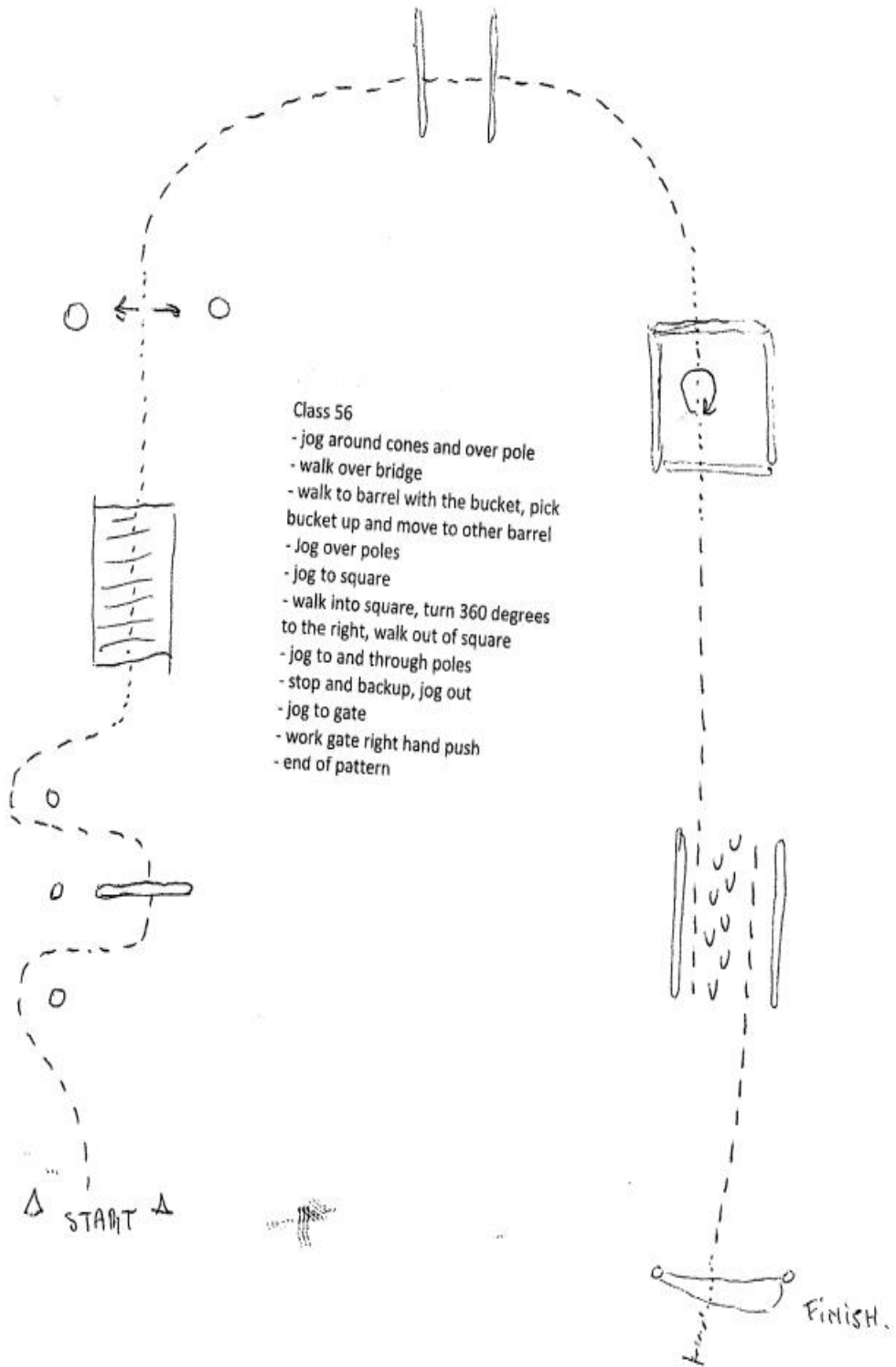
Class 42 & 43 Ranch Riding



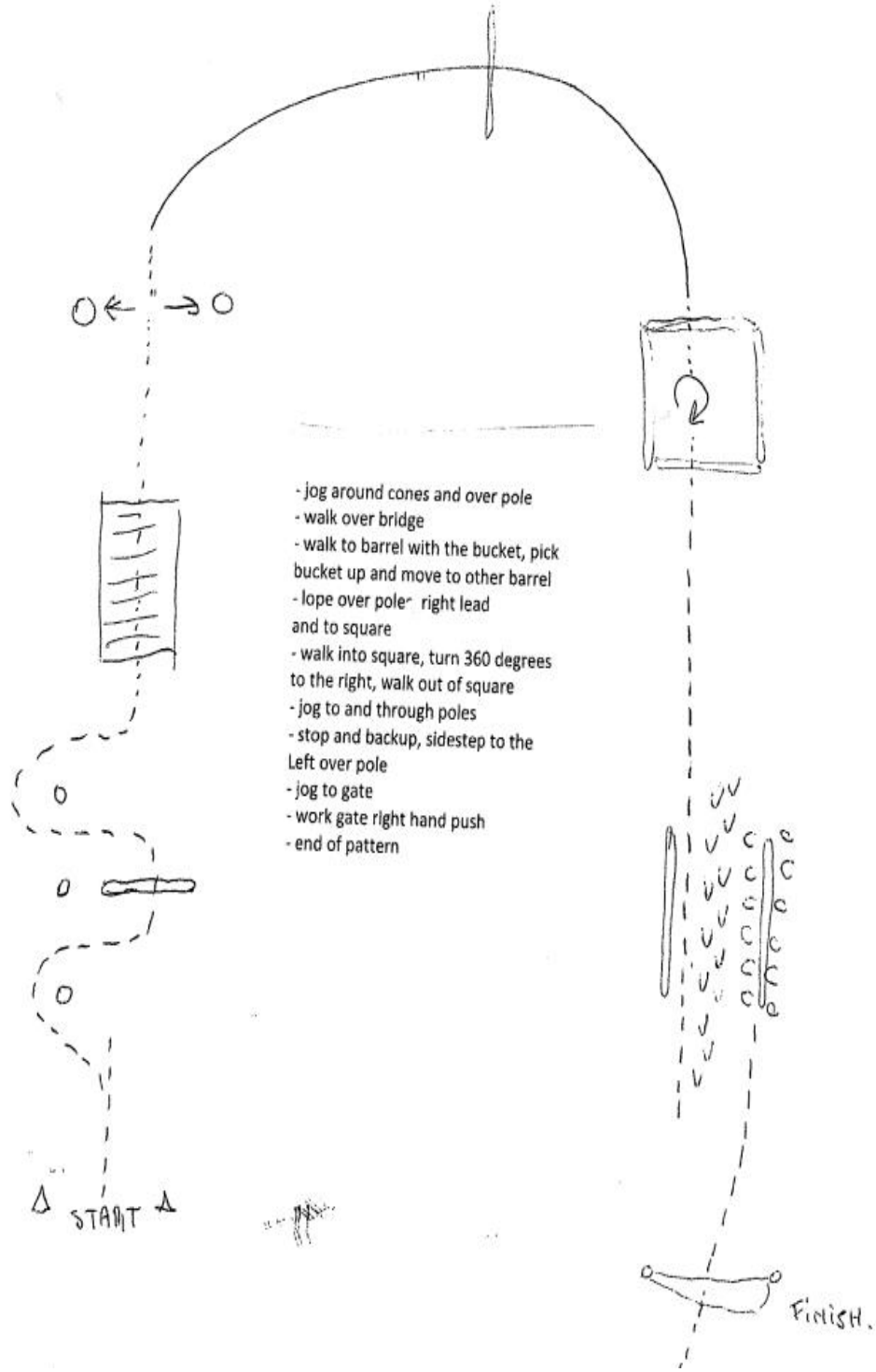
1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope (right lead)
9. Collect lope, change leads (simple or flying)
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Class 18 & 19 Trail Walk Trot



Class 20 Trail Novice



Class 21 & 22 Trail Youth & Adult

