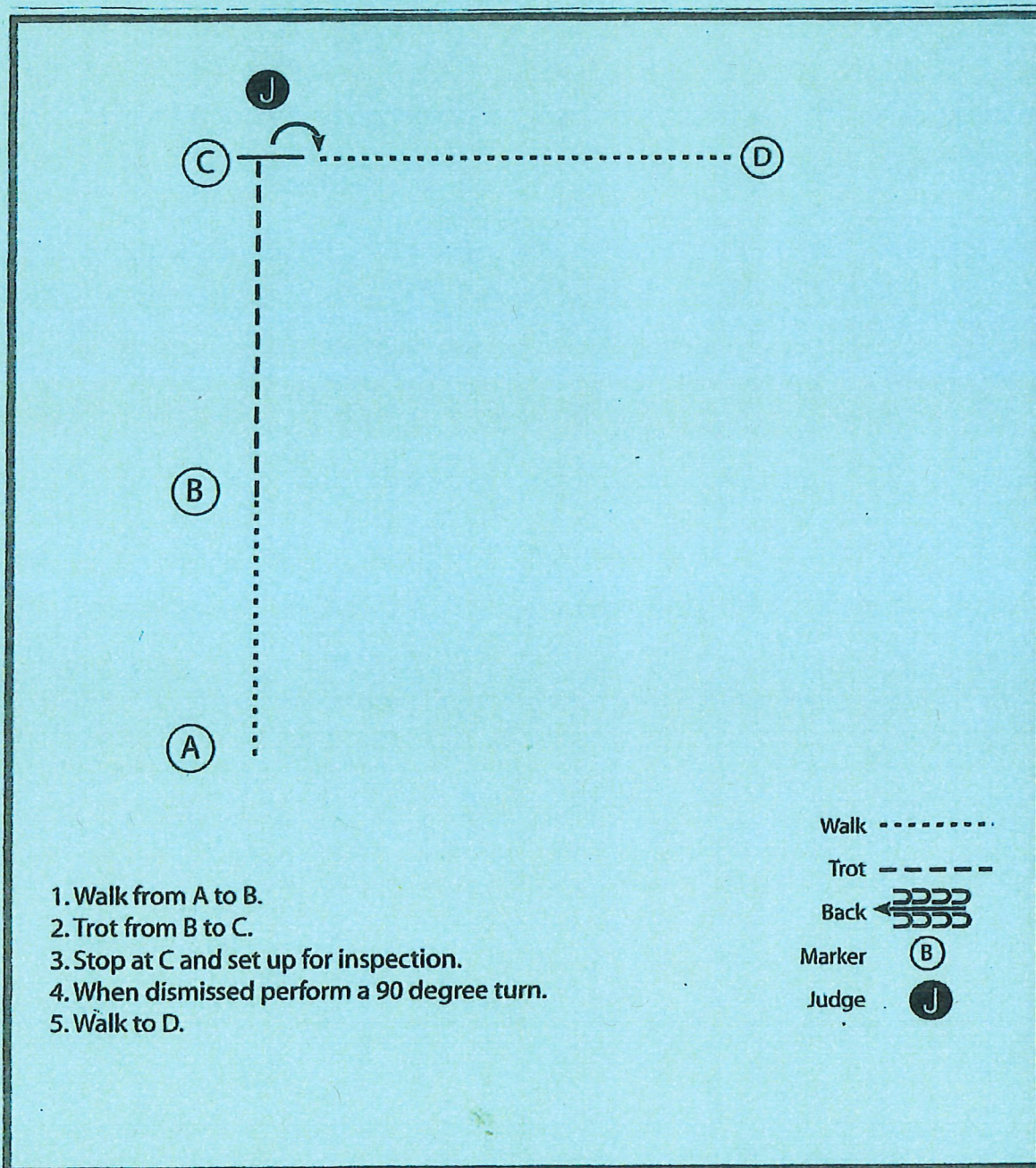
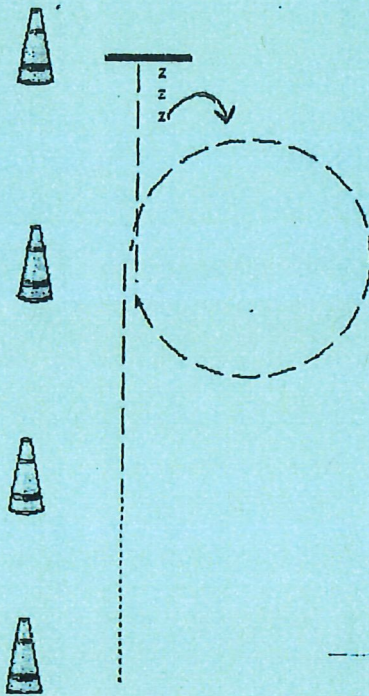


Showmanship Class 3 & 4 GiddyUp-Open Horse Club



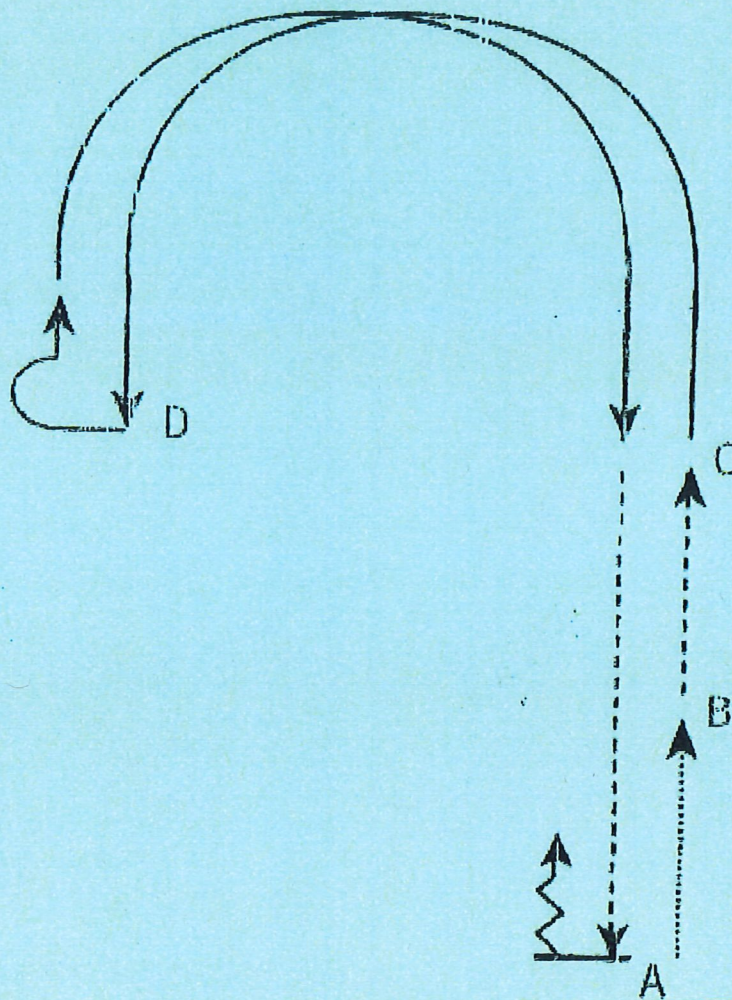
Walk Trot Equitation Class 7 & 8 GiddyUp Open Horse Club



Equitation Walk Trot

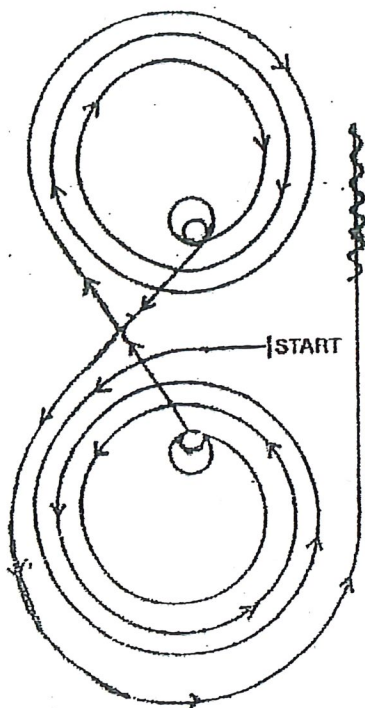
1. Walk marker 1 to 2
2. Trot marker 2 to 3 *right diagonal*
3. Trot circle to right *Left diagonal*
4. Extended trot of marker 4
5. Stop and back 4 steps
6. Perform a 90 degree turn to the right

English Equitation Class 12 & 13 GiddyUp Open Horse Club



Begin at A, walk to B
Trot left diagonal to C
Canter half circle to D left lead
Stop at D, do 180 degree turn to the right
Canter half circle to C left lead
At C break to trot, right diagonal and continue to A
Stop at A and back 5 steps

Reining Novice Class 16 GiddyUp Open Horse Club



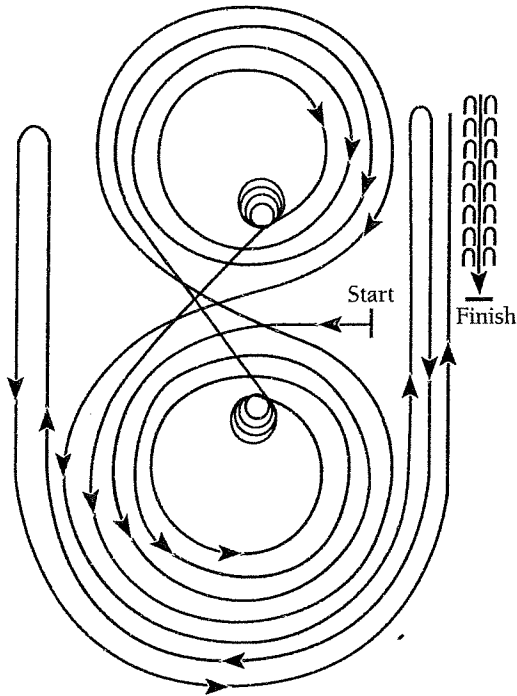
MODIFIED REINING PATTERN

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.

Reining Youth & Adult Class 17 Giddyup Open Horse Club



Horses may walk or trot to the center of the arena. 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. Hesitate.
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. Hesitate.
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.
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 twenty feet (6.09m) 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 twenty feet (6.09m) 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 twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.

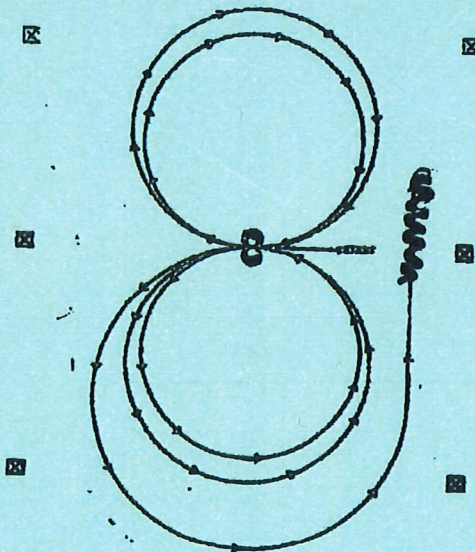
Rider may dismount and drop bridle to the designated judge.

Walk Trot Reining Class 18 GiddyUp Open Horse Club

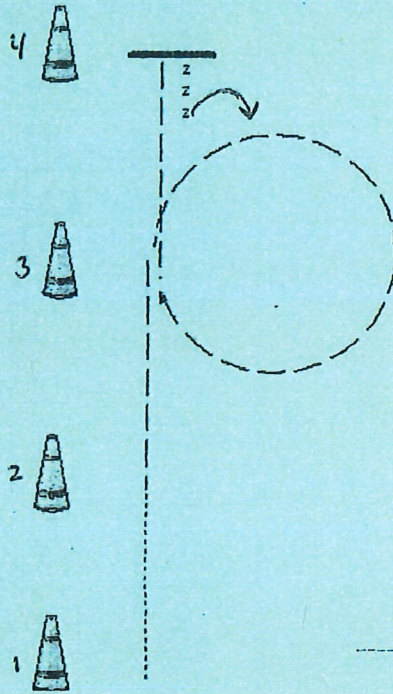
Walk Trot Reining Pattern

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.



Horsemanship Walk Trot Class 21 GiddyUp Open Horse Club

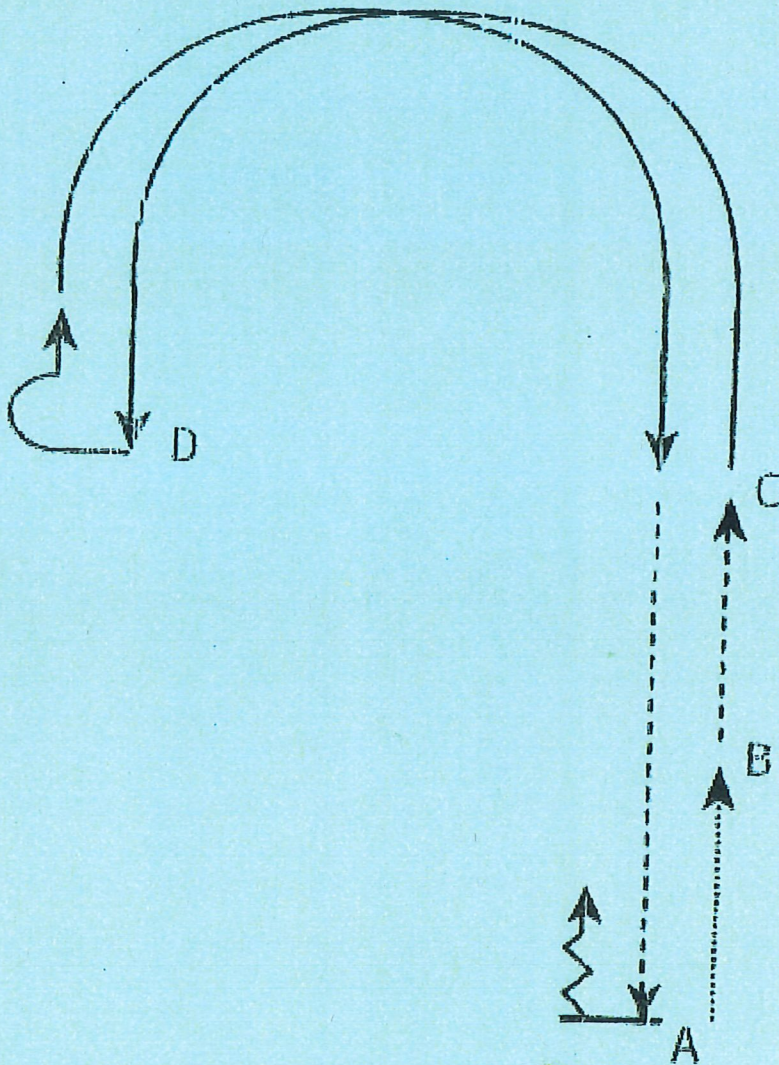


Horsemanship Walk Trot

1. Walk marker 1 to 2
2. Jog marker 2 to 3
3. Circle right- sitting jog
4. Extended jog to marker 4
5. Stop and back 4 steps
6. Perform a 90 degree turn to the right

11/17

Horsemanship Class 26 & 27 GiddyUp Open Horse Club



Begin at A, walk to B

Jog to C

Lope a half circle to D left lead

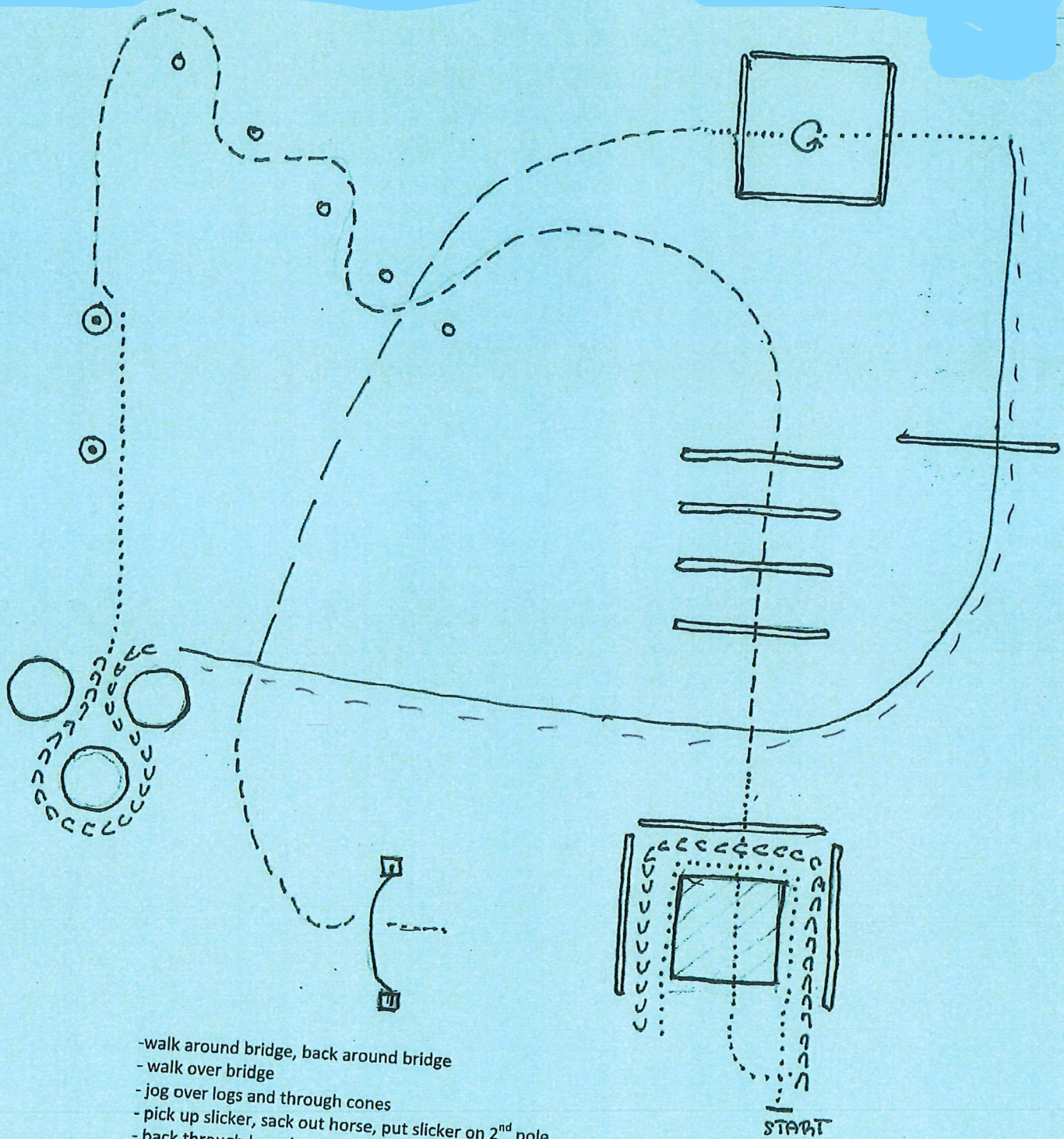
Stop at D, do 180 degree
turn to the right

Lope a half circle to C
right lead

At C break to a jog and
continue to A

Stop at A and back 5 steps

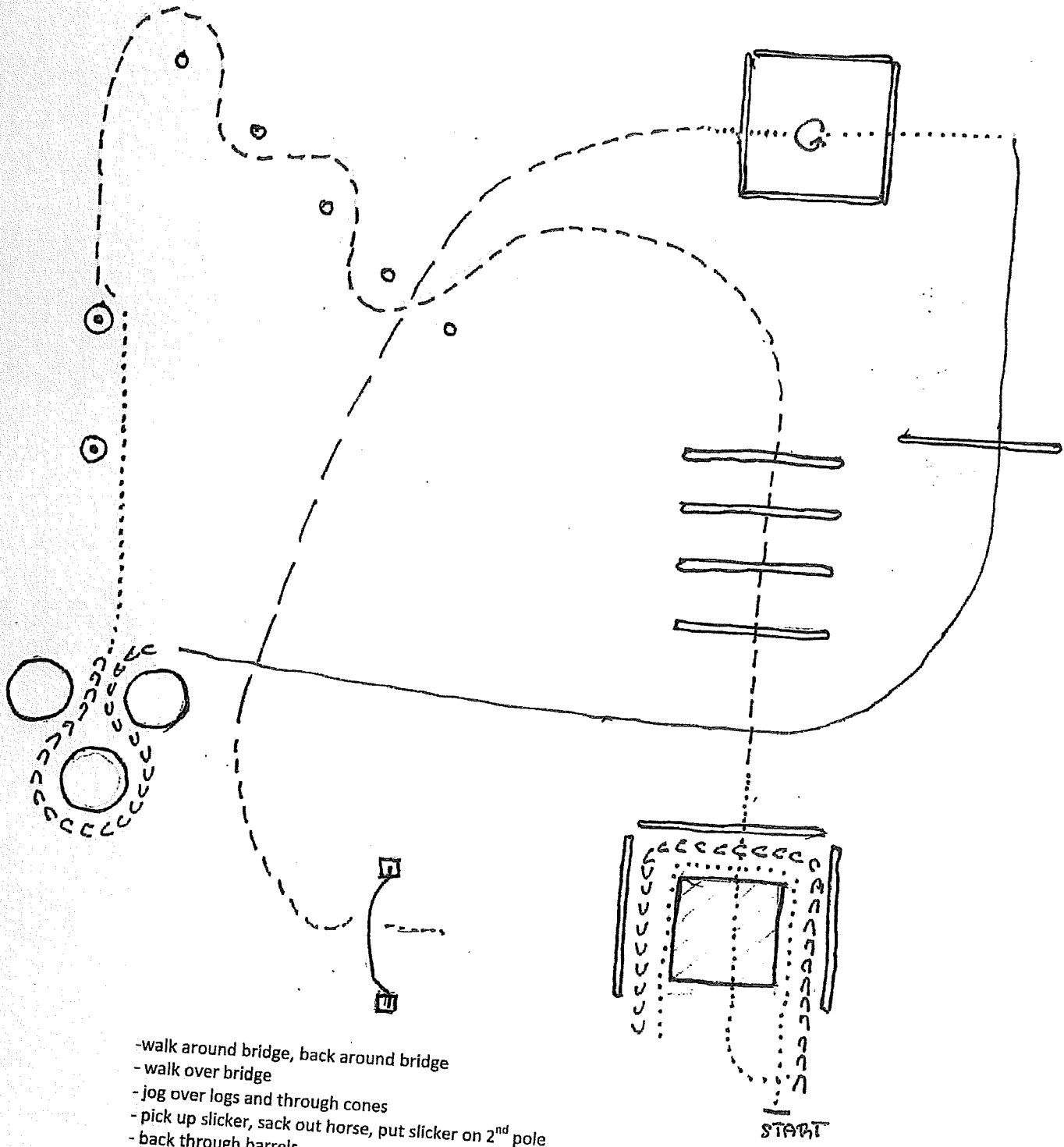
Walk Trot Trail Classes 30 & 31 GiddyUp Open Horse Club



- walk around bridge, back around bridge
- walk over bridge
- jog over logs and through cones
- pick up slicker, sack out horse, put slicker on 2nd pole
- back through barrels
- lone left lead over pole, stop level with box
- walk into box, full turn on the haunches to the left
- jog out of box, extend jog (go between 1st and 2nd cone) to gate
- work gate right hand push
- end of pattern

trot

Trail Adult and Novice Class 32 & 33 GiddyUp Open Horse Club



- walk around bridge, back around bridge
- walk over bridge
- jog over logs and through cones
- pick up slicker, sack out horse, put slicker on 2nd pole
- back through barrels
- lope left lead over pole, stop level with box
- walk into box, full turn on the haunches to the left
- jog out of box, extend jog (go between 1st and 2nd cone) to gate
- work gate right hand push
- end of pattern