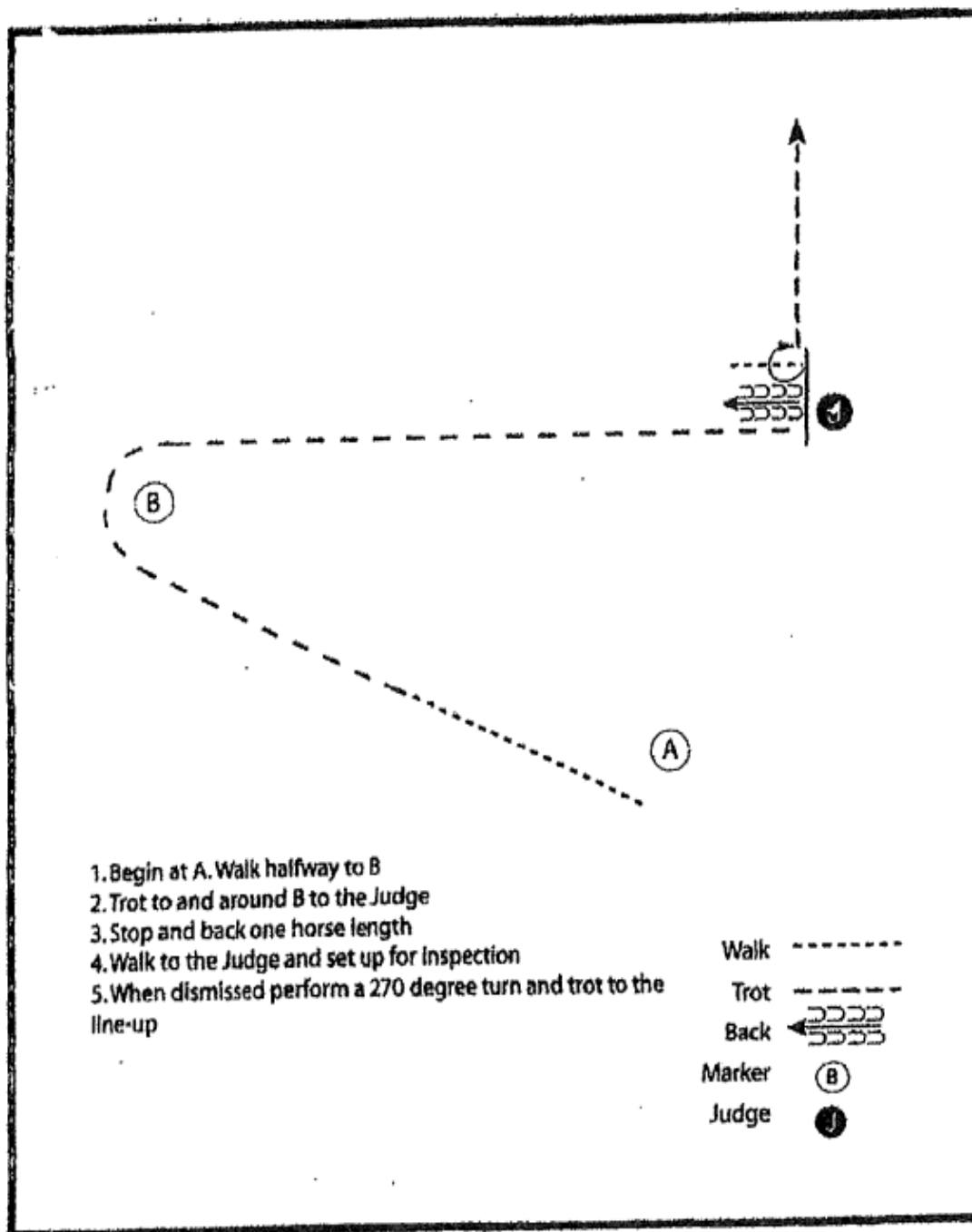


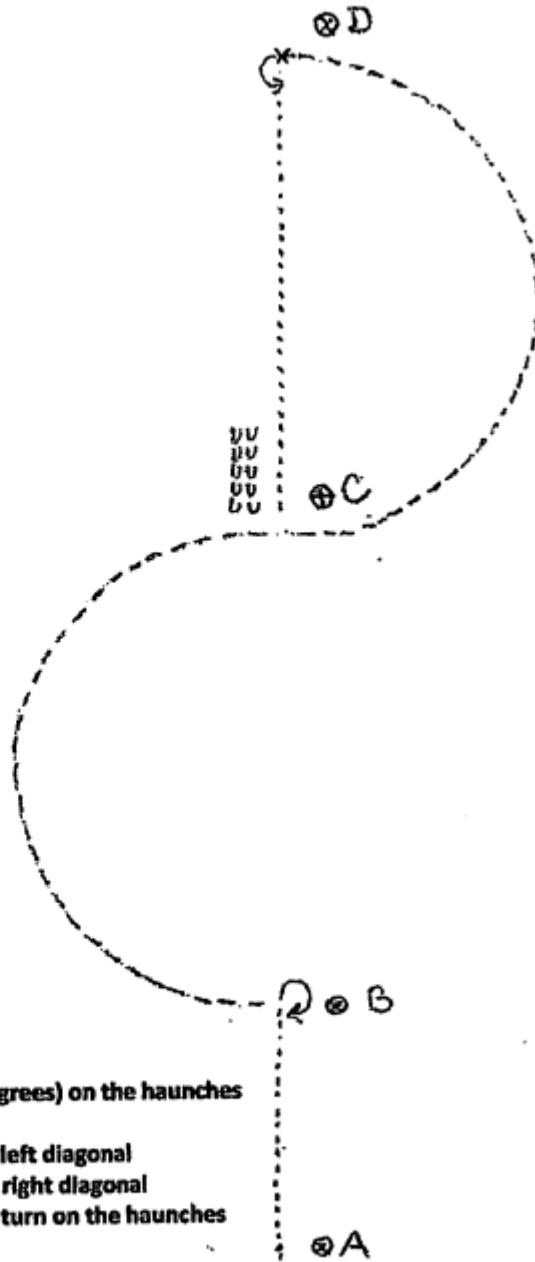
GiddyUp Open Horse Club June 2024

Classes 4 & 5 Youth, Novice & Adult Horsemanship



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Classes 13 & 14 Walk Trot Youth and Adult Equitation



- walk from A to B
- at B, make a ¾ 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 ¼ (90 degrees) turn on the haunches to the left
- walk to C
- stop at C and back up 5 steps
- end of pattern

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Classes 15 & 16 Youth, Novice & Adult Equitation

Be ready before A.

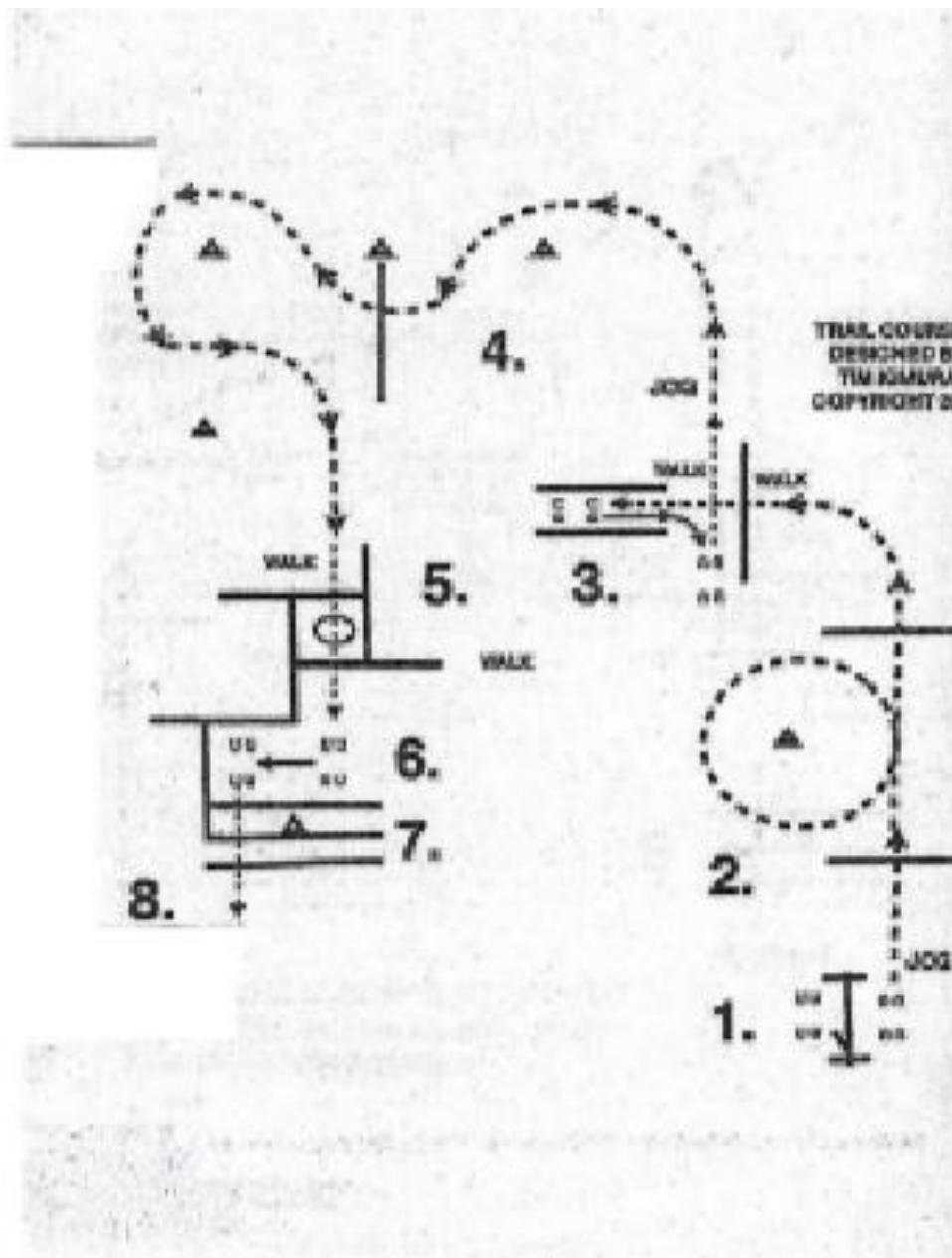
1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right on the left diagonal.
4. When even with B, canter on the left lead to C.
5. At C, posting trot a circle to the left on the right diagonal.
6. Sitting trot from C to D.
7. Stop at D and back approximately one horse length.

Exit at a sitting trot.
Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↙ ↘
Back	←←←←
Marker	(B)
Sidepass	←←←←
Hand Gallop	-----

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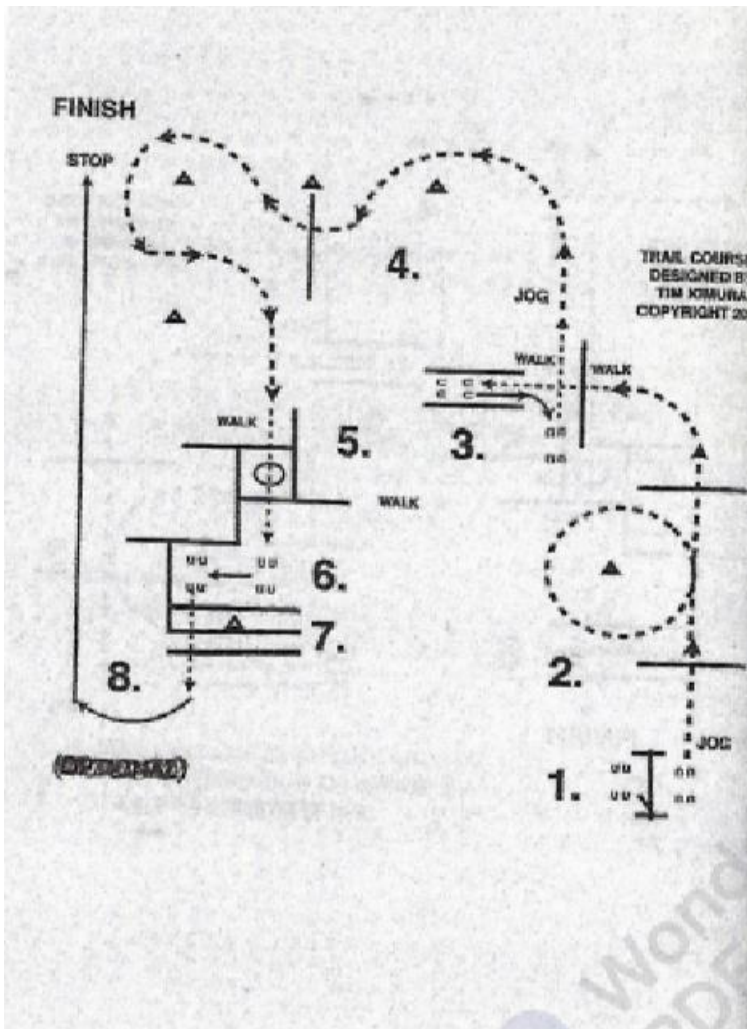
Classes 17-18-19 Lead Line & Walk Trot Trail



1. Gate left hand – ride thru – close gate
2. Jog over poles, jog circle around cone.
3. Stop or break to walk, walk over poles and into chute, back around corner, walk out.
4. Jog thru serpentine, jog around cones
5. Stop or break to walk, walk into box, execute a 360 turn either direction, walk out.p
6. Side pass right between poles
7. Walk over poles.
8. Exit the arena

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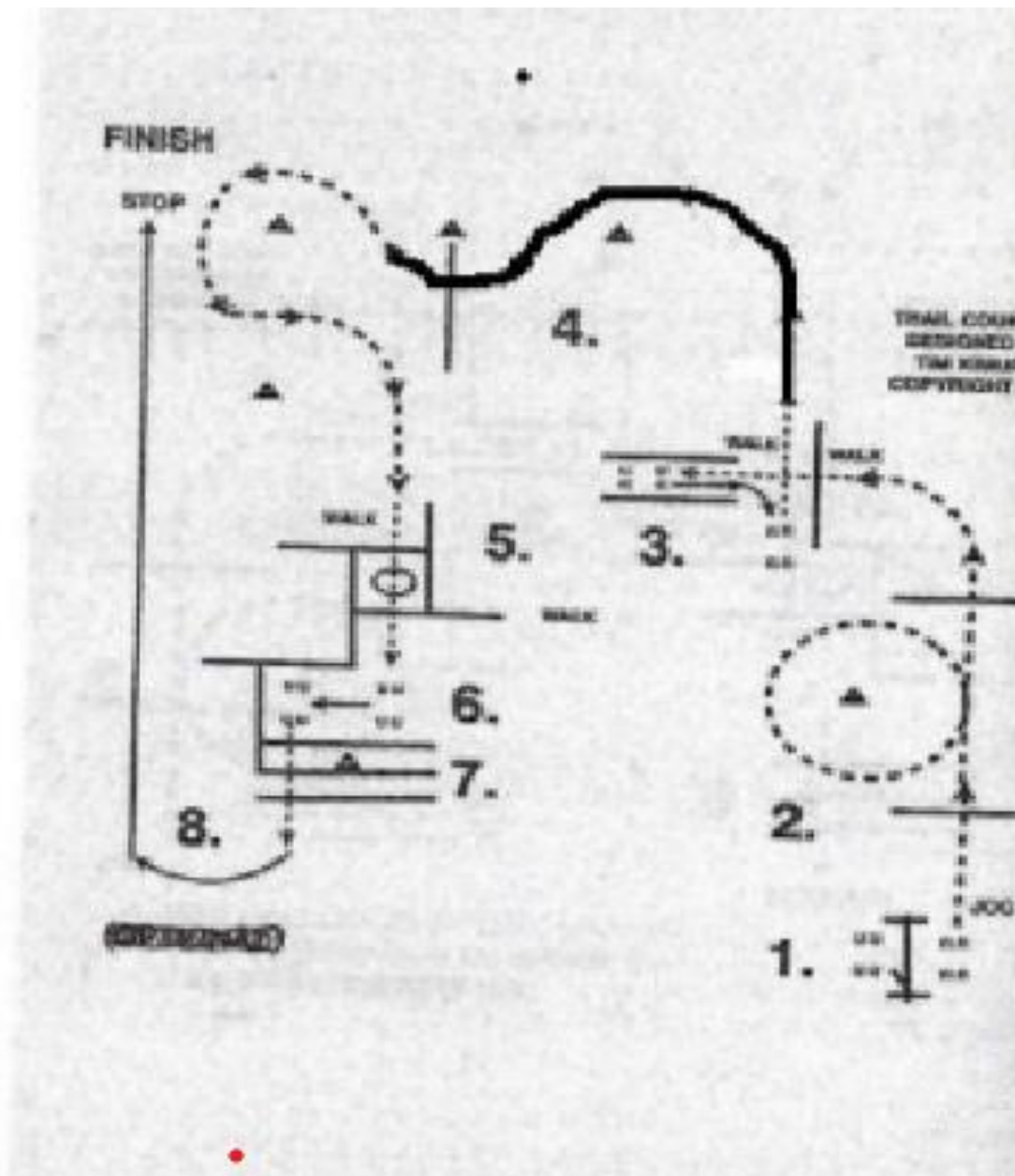
Classes 20-21 Youth & Novice Trail



1. Gate left hand – ride thru – close gate
2. Jog over poles, jog circle around cone.
3. Stop or break to walk, walk over pole and into chute back around corner, walk out.
4. Jog thru serpentine, jog around cones
5. Stop or break to walk, walk into box, execute a 360 turn either direction, walk out.
6. Side pass right between poles
7. Walk over poles
8. Lope right lead and stop at cone.

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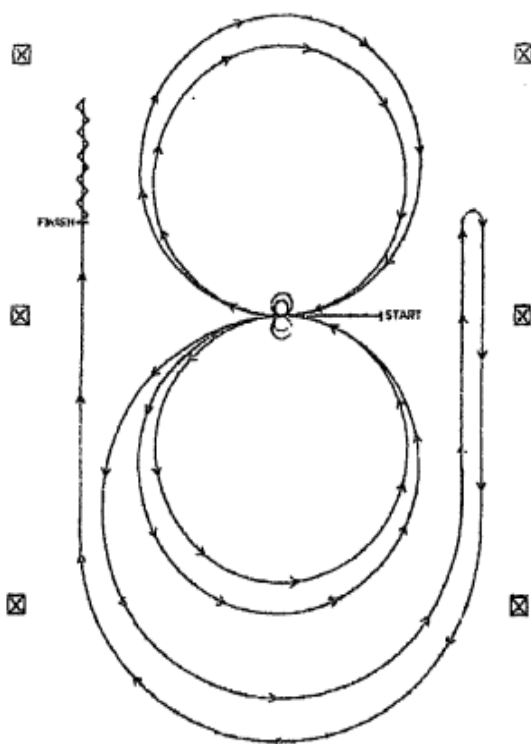
Class 22 Adult Trail



1. Gate left hand – ride thru – close gate
2. Jog over pole, jog circle around cone
3. Stop or break to walk, walk over pole and into chute, back around corner walk out
4. Lope thru serpentine, jog around cones
5. Stop or break to walk, walk into box, execute a 360 turn either direction, walk out
6. Side pass right between poles
7. Walk over poles
8. Lope right lead and stop at cone.

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Classes 27 & 28 Youth & Novice Reining

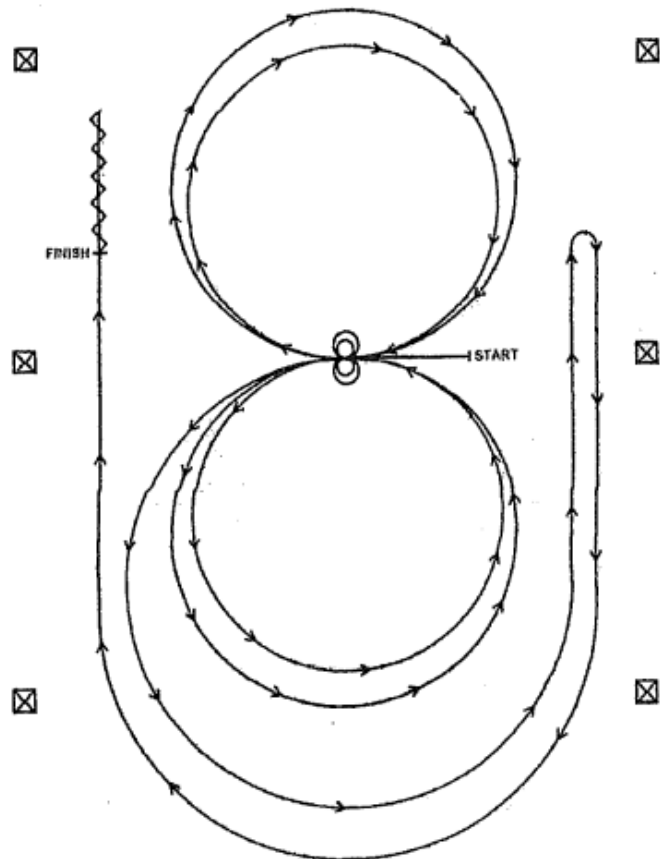


Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

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Classes 29 & 30 Walk Trot Reining

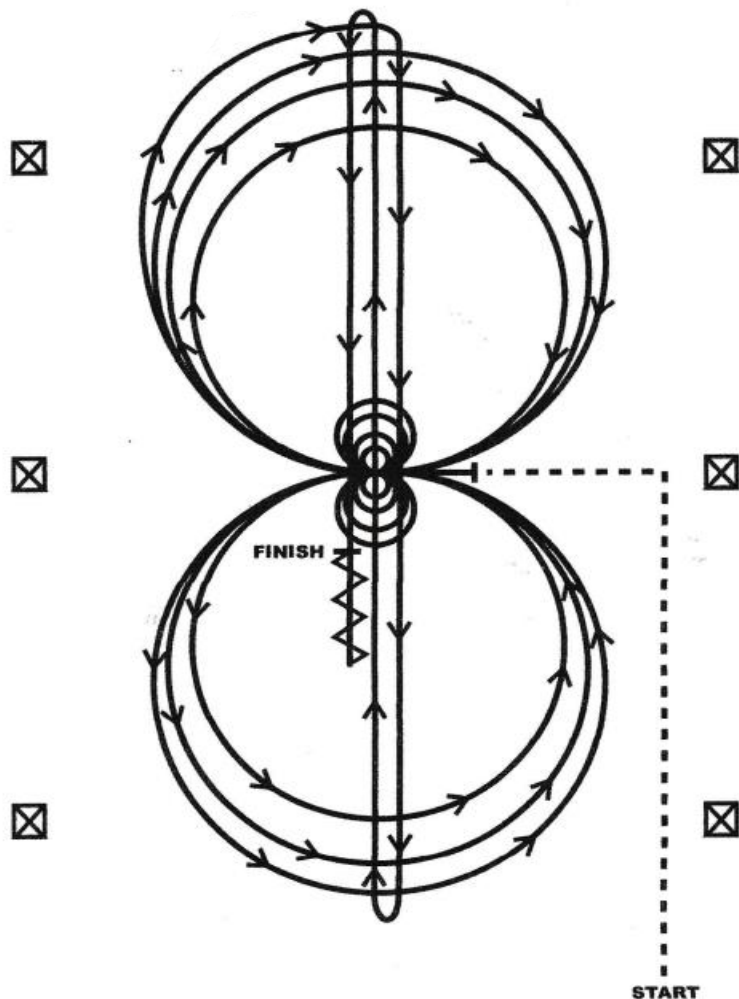


Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left walk or fence.

1. Complete two circles to the left at the jog. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate
3. Complete two circles to the right at the jog.
4. Complete two spins to the right. Hesitate
5. Go around the end of the arena at the job, down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena, down the left side of the arena past the center marker. Stop and back up

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Class 31 Adult Reining

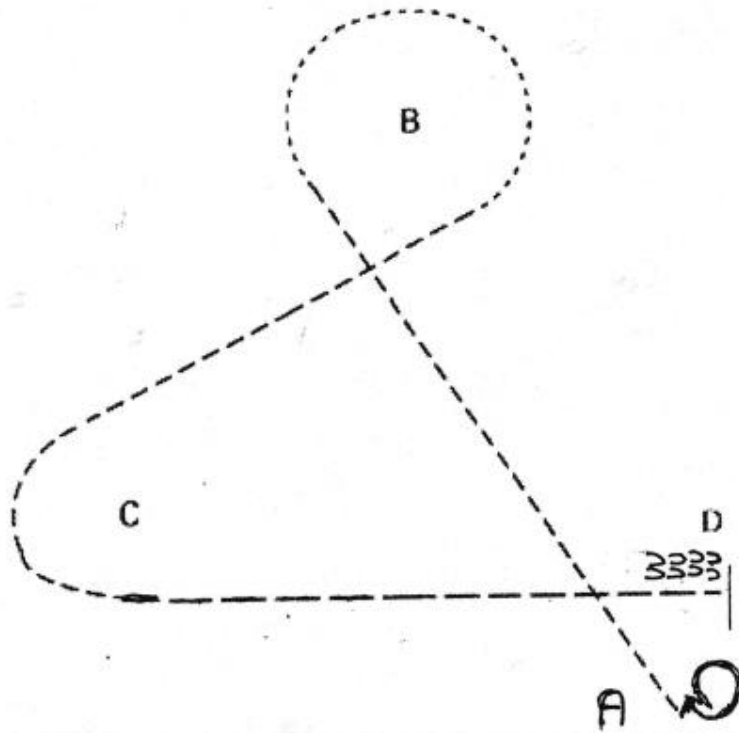


Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. 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.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback – no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate to demonstrate completion of the pattern.

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Classes 39 & 40 Walk Trot Horsemanship

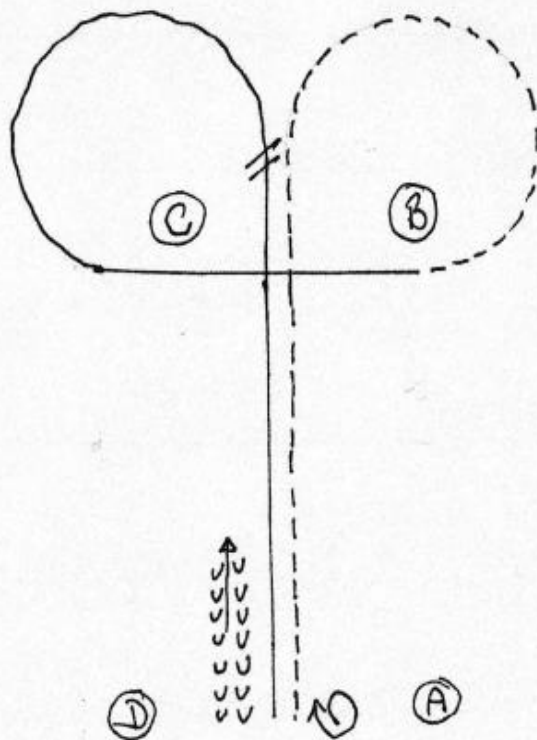


- Be ready at A
- Start with a 360 degree turn on the haunches to the right
- Jog to B
- At B, walk and walk around B
- Jog to and around C
- At C, extend the jog
- Stop at D and backup 4 steps

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Classes 41 & 42 Youth, Novice & Adult

Horsemanship

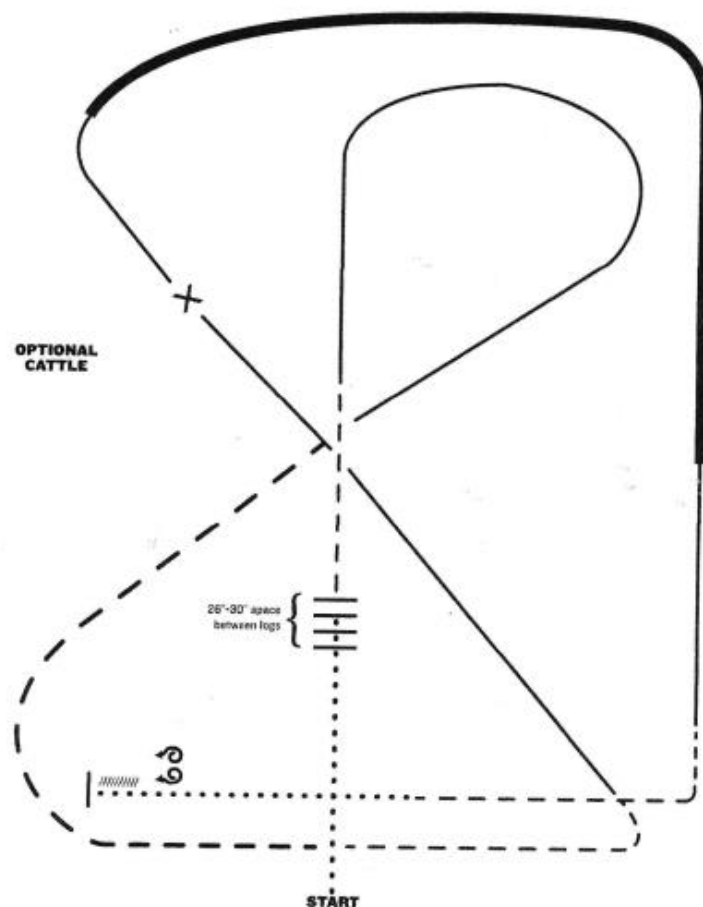


- At A do a 360 degree turn on the haunches to the right
- Jog A to B
- Jog a circle around B
- At B, lope right lead to C
- Lope circle around C
- At C, perform simple lead change and continue to D
- At D stop and back 8 steps

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Classes 43 & 44 Youth, Novice & Adult

Ranch Riding



1. Walk
2. Trot over poles
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect lope
11. Trot
12. Walk
13. Stop and back up
14. 360 degree turn each direction (either direction 1st)(L-R or R-L)