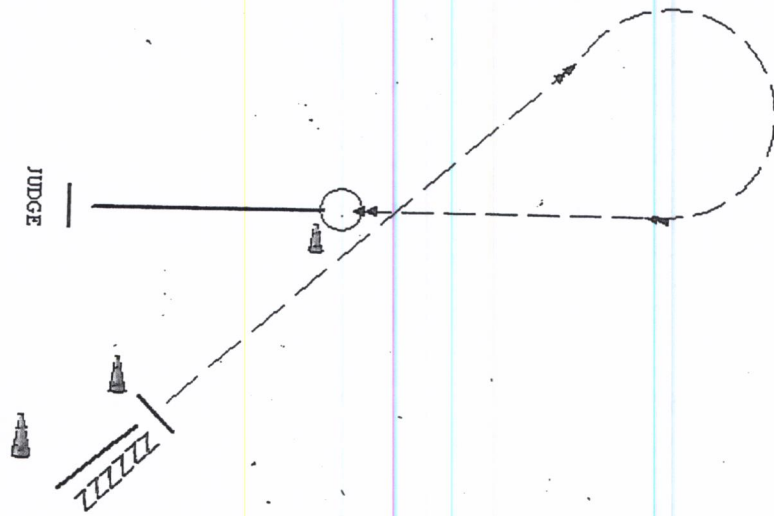
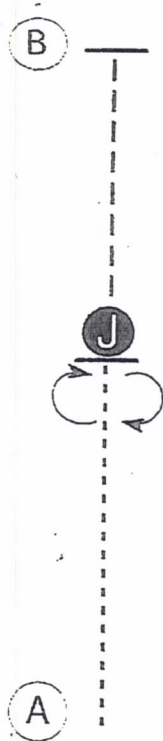


Class #4 Jackpot

Showmanship

- *Pattern begins with exhibitor set up at 2nd cone
- *Back to 1st cone
- *Trot forward past 3rd cone, execute a loop back to 3rd cone
- *Stop, do a 360° turn, walk to judge
- *Stop, set up for inspection
- *When excused, turn right and line up at the direction of the ring steward




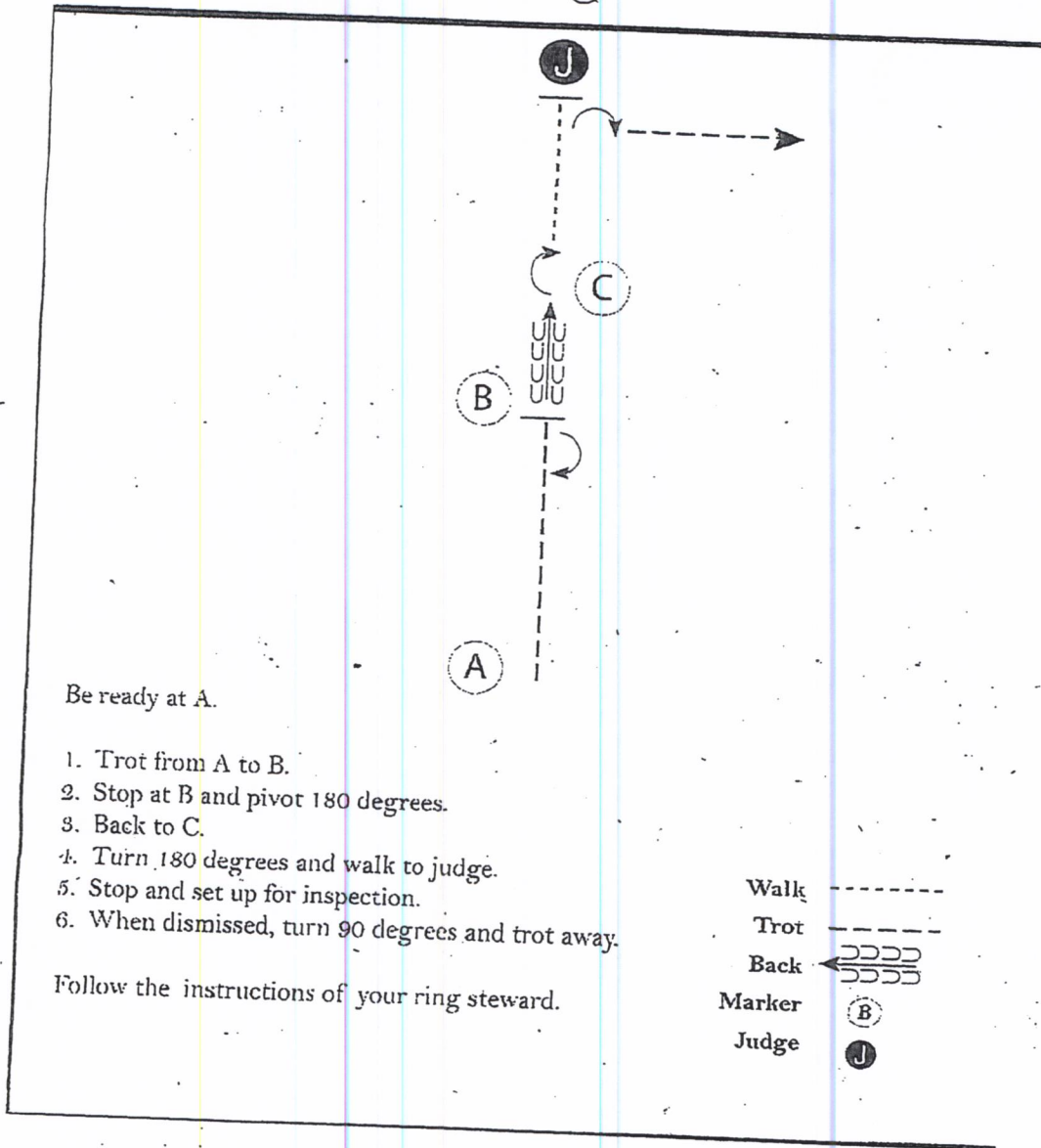


Be ready at A.

1. Walk from A to Judge.
2. Stop, perform a 180 degree turn and set up for inspection.
3. When dismissed perform a 180 degree turn. (Judge will move out of the line of travel.)
4. Trot to B.
5. Stop at B.

When dismissed, follow the instructions of your ring steward.

- Walk -----
- Trot - - - - -
- Back ← 
- Marker (B)
- Judge (J)



Be ready at A.

1. Trot from A to B.
2. Stop at B and pivot 180 degrees.
3. Back to C.
4. Turn 180 degrees and walk to judge.
5. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and trot away.

Follow the instructions of your ring steward.

Walk ————

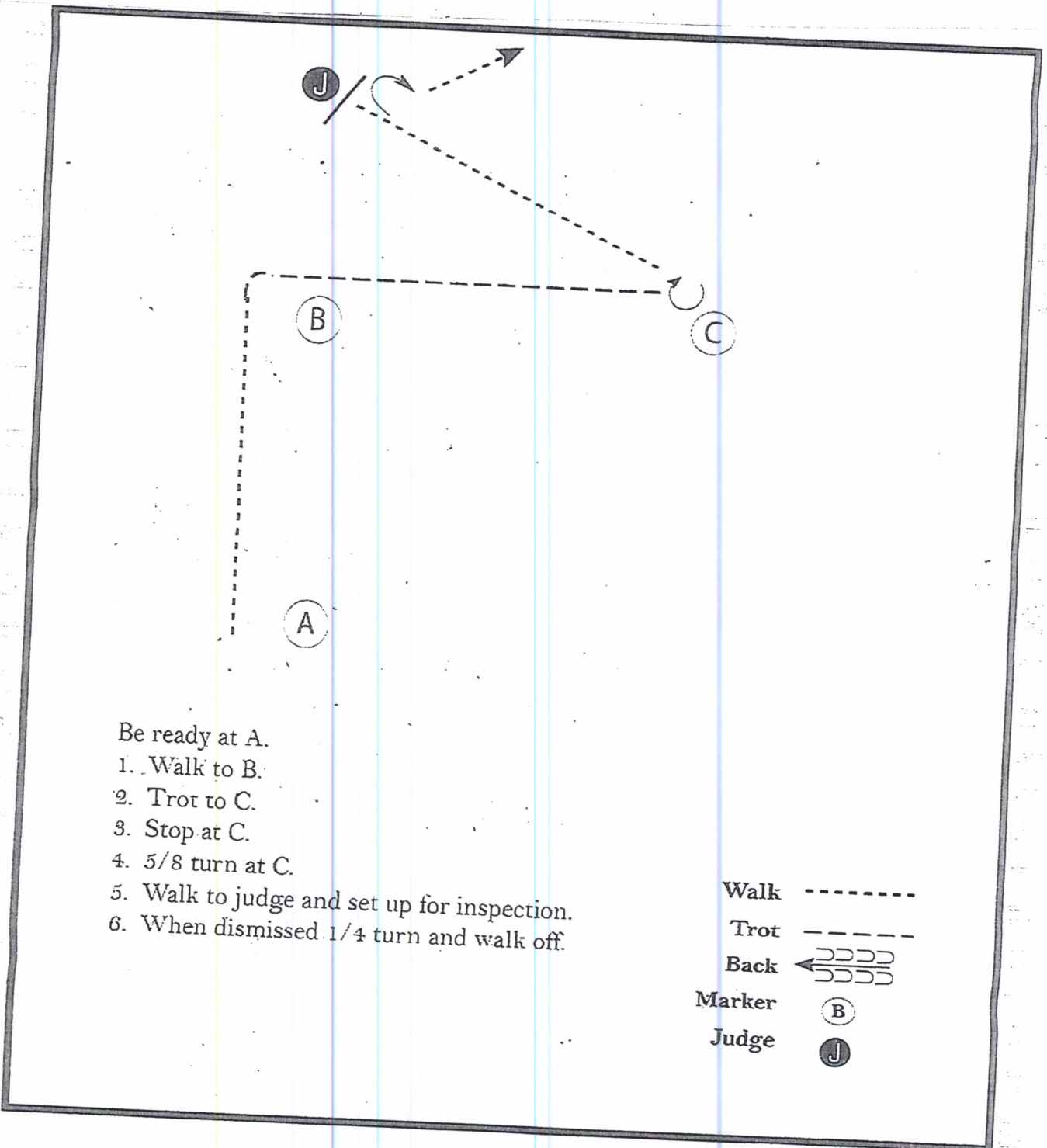
Trot ————

Back ← C C C

Marker (B)

Judge (J)

Class 7+8

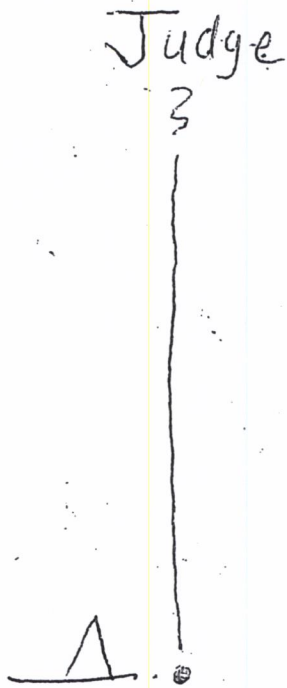


- Be ready at A.
1. Walk to B.
 2. Trot to C.
 3. Stop at C.
 4. 5/8 turn at C.
 5. Walk to judge and set up for inspection.
 6. When dismissed 1/4 turn and walk off.

Walk -----
Trot - - - - -
Back ← ~~~~~
Marker (B)
Judge (J)

Class # 10311

Patterns Sunday, 26 June 2016



1. Start at cone.
2. Walk to judge
3. Back 2 steps
4. Set up for Inspection
5. When done walk out of arena.

Class #12 & 13

Novice Patterns Sunday, 26 June 2016

Horse

Rider

Showmanship

