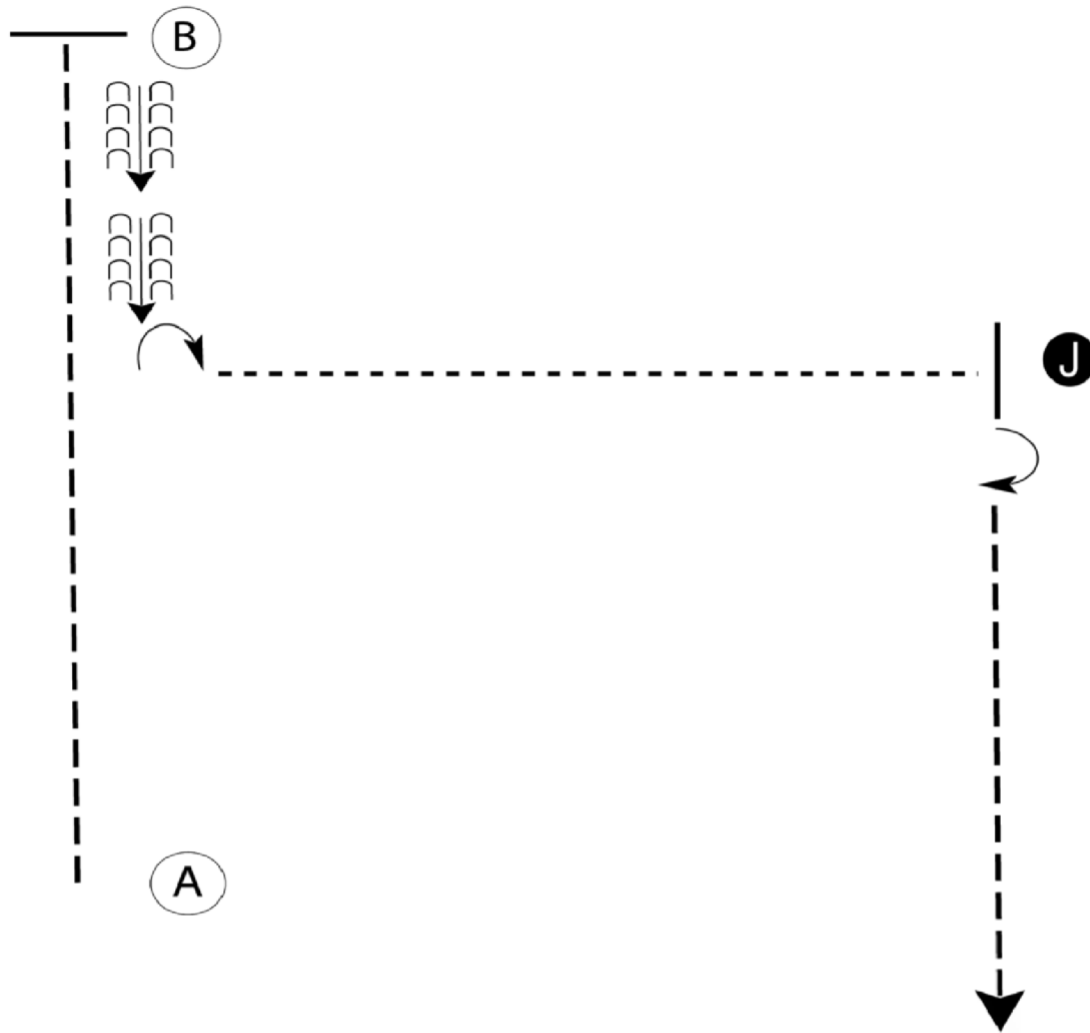



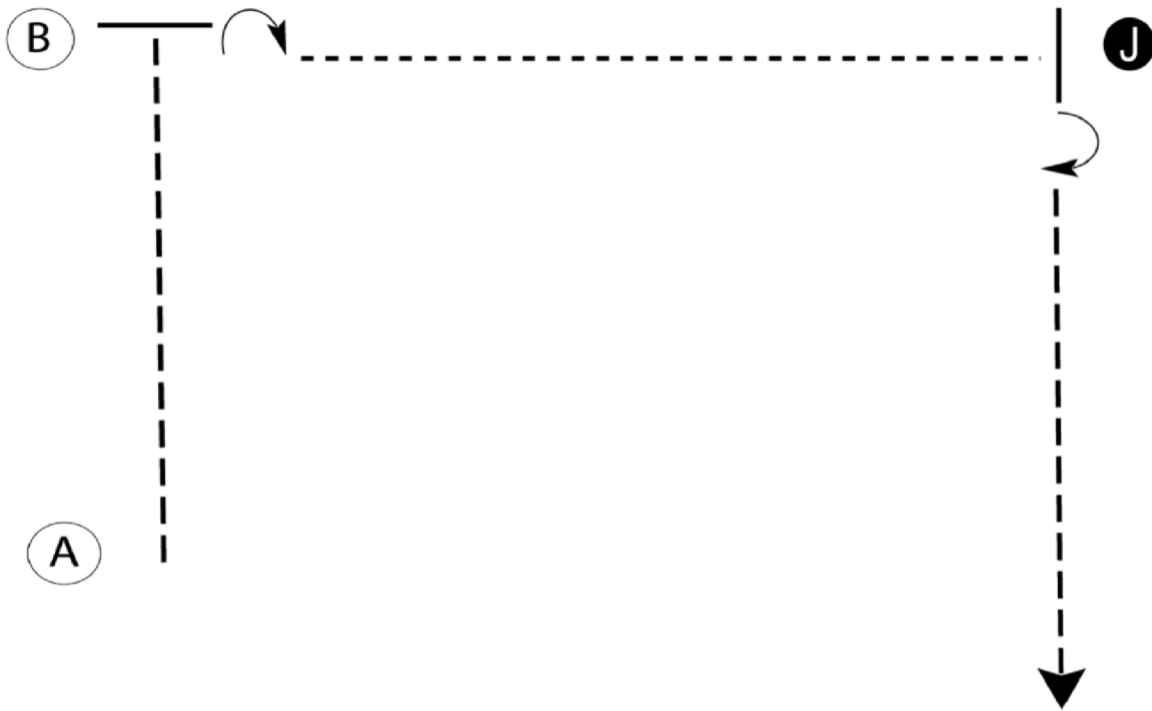
All Fit and Show Classes 1-11



1. Set up for Fitting Judge at cone A
2. Trot to B and Stop
3. Back until even with judge
4. Perform a 90 degree turn. Walk to Judge
5. Stop, set up, inspection
6. When dismissed, perform a 90 degree turn
7. Trot to the out gate, walk out the gate

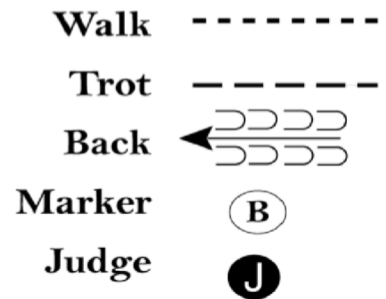
Walk	-----
Trot	- - - - -
Back	← 
Marker	⊙ B
Judge	● J

Stable Manager Fit and Show

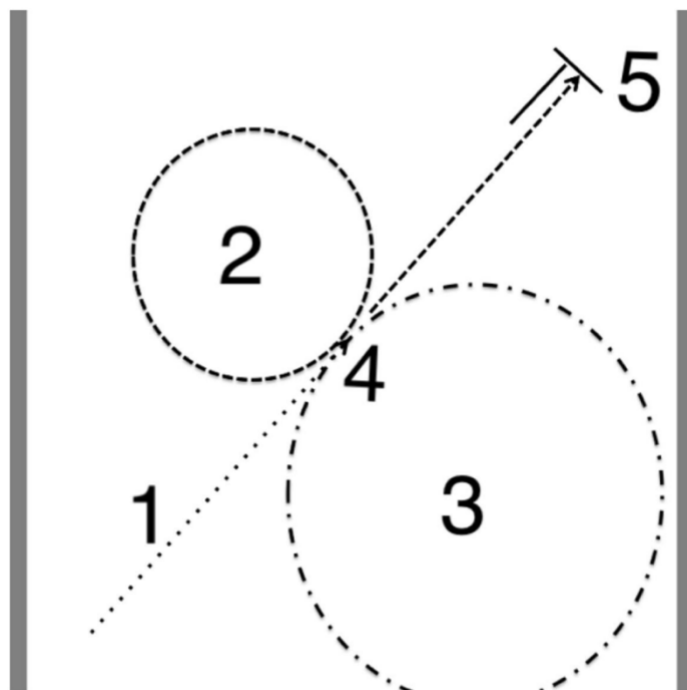


Be ready at A.

1. Trot to B and stop.
2. Perform a 90 degree turn. Walk to judge.
3. Stop, set up, inspection.
4. When dismissed, perform a 90 degree turn.
5. Trot to the line up or follow the directions of the ring steward.

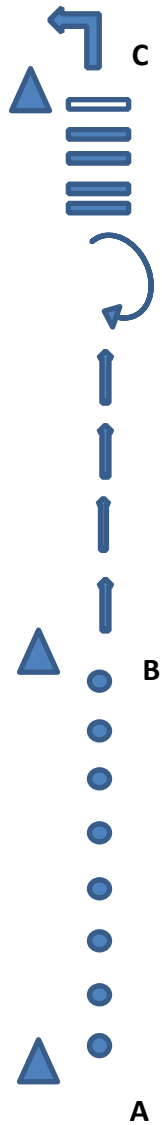


Driving Reinsmanship



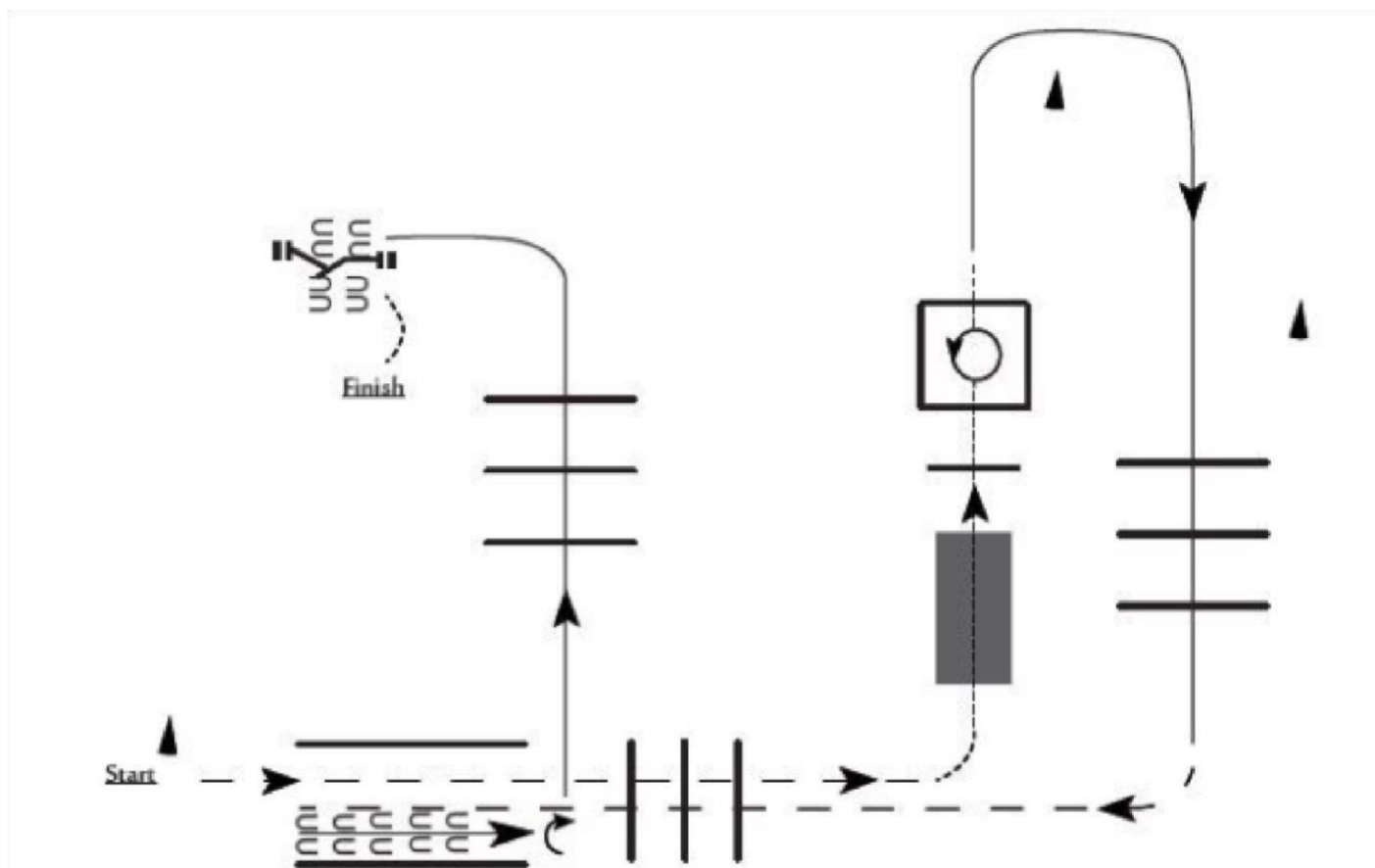
1. Walk diagonally across the arena
2. Pleasure Trot circle left
3. Extended Trot circle right
4. Return to Pleasure Trot after completion of circle
5. Stop and Back

In Hand Suitability



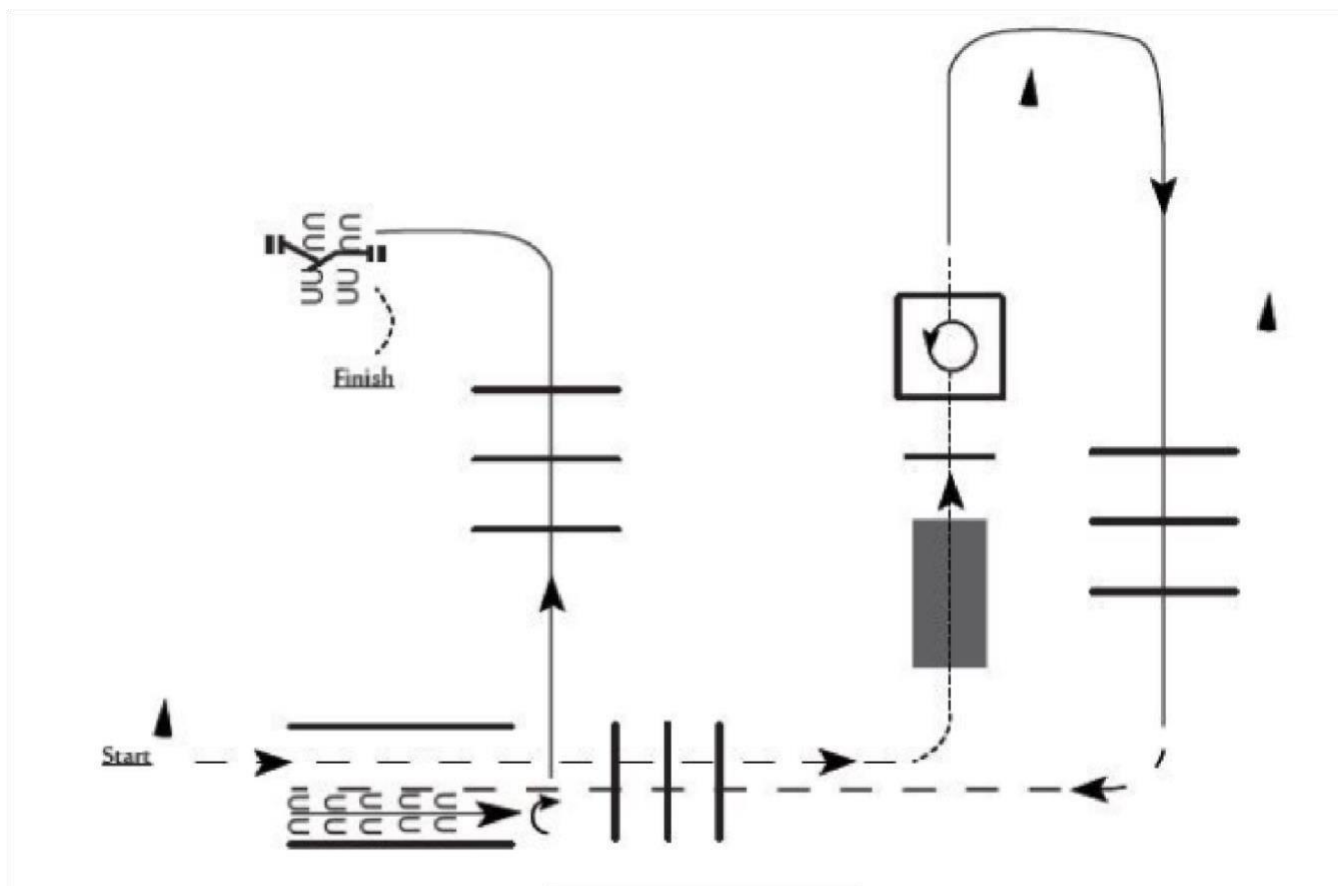
1. Ground tie at cone A, walk around your horse.
2. Trot to cone B.
3. At cone B transition to a walk
4. Halfway to cone C, halt for 3 seconds and perform a 180 degree turn to the right.
5. Back to cone C.
6. Perform a 90 degree turn to the right.
7. Wait for dismissal from the judge and then exit to lineup.

WTC Trail



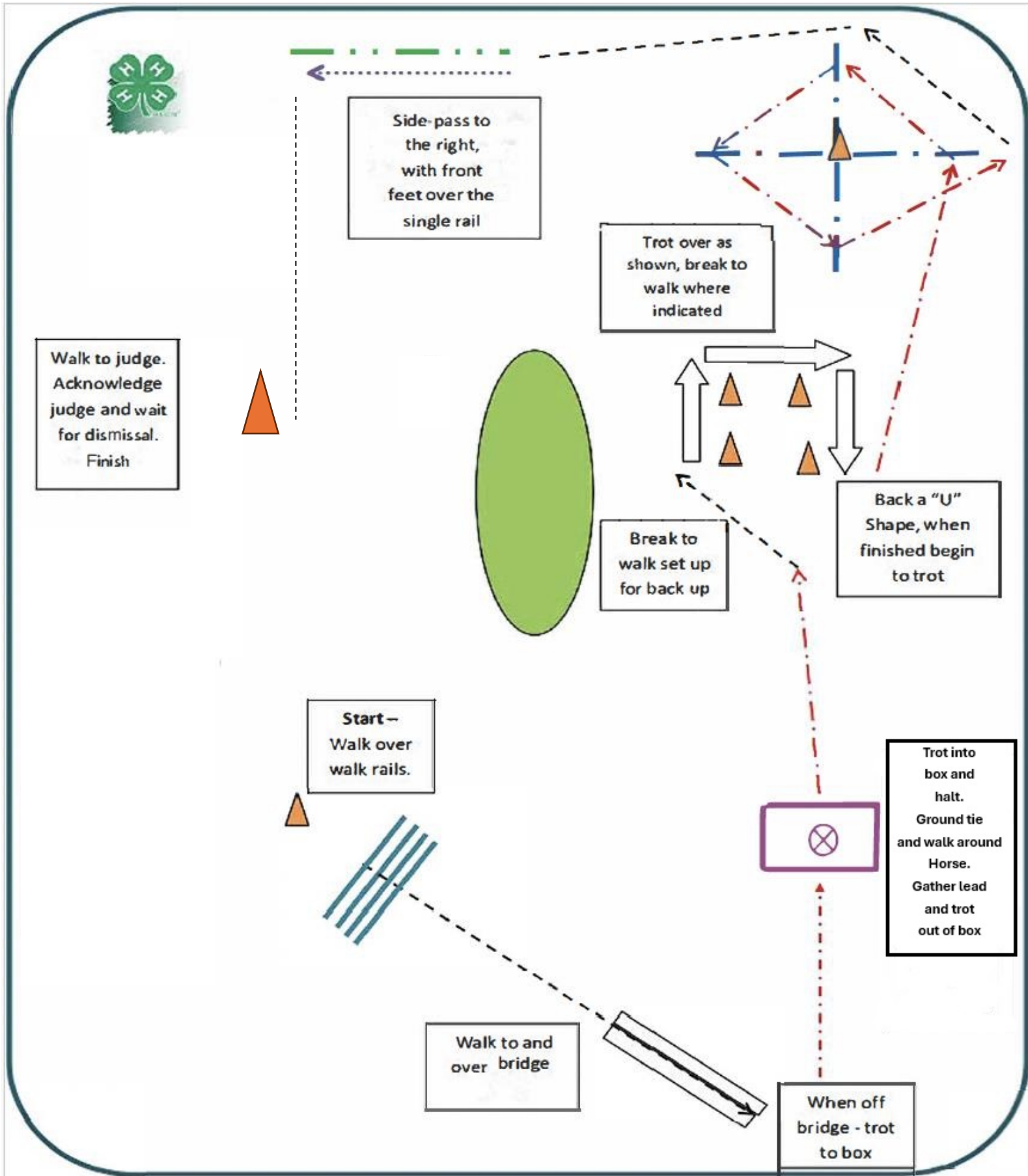
1. Trot/Jog through chute, over poles.
2. Walk to and over bridge. Walk into Box.
3. Perform a full 360 degree turn to the left and walk out.
4. Canter/Lope on the right lead around cone and over lope poles.
5. Break to a trot/jog and trot/jog over jog poles and into chute.
6. Halt for 5 seconds and back out of the chute.
7. Perform a 90 degree turn to the right.
8. Canter/Lope left lead over the lope poles and to the left handed rope gate.
9. Work the rope gate and walk to finish.

WT Trail



1. Trot/Jog through chute, over poles.
2. Walk to and over bridge. Walk into box.
3. Perform a full 360 degree turn to the left and walk out.
4. Extended trot/jog over the poles.
5. Break into a trot/jog and trot over poles and into the chute.
6. Halt for 5 seconds. Back out of the chute.
7. Perform a 90 degree turn to the right.
8. Trot/Jog over the poles to the gate.
9. Work the left handed rope gate and walk to finish.

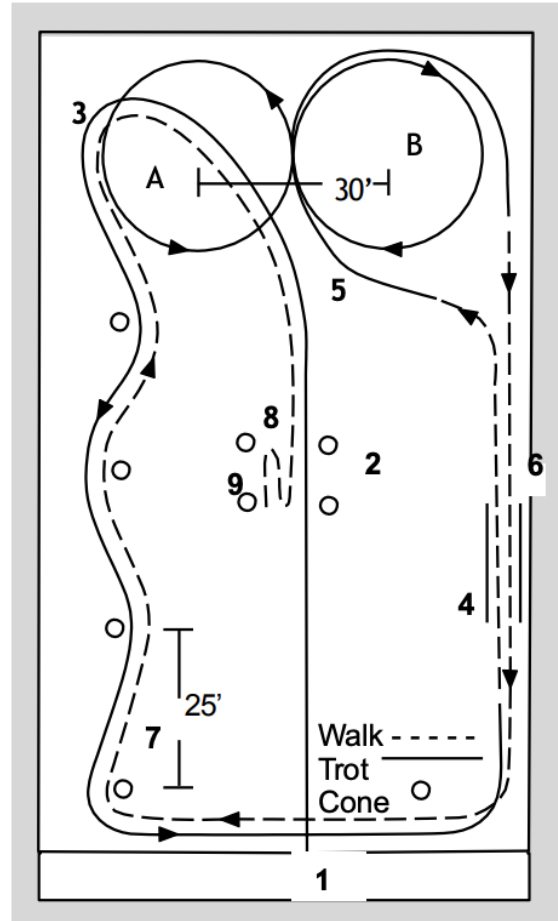
In Hand Obstacle



Precision Driving

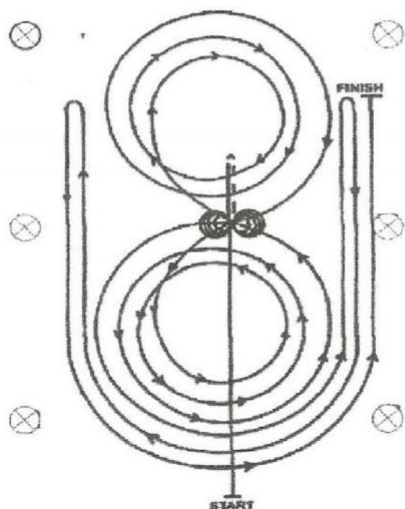
Course #1: Precision Driving

- (1) Enter at a trot
- (2) Trot through 10-foot square (four [4] cones)
- (3) Trot a serpentine of five (5) cones (25' apart)
- (4) Walk with right wheel(s) between poles (6"-8" apart)
- (5) (A) (B) Trot a figure-eight
- (6) Walk with left wheel(s) between poles
- (7) Walk a serpentine
- (8) Walk into square, stop with wheels (front) between front cones, back four (4) steps, return to forward position
- (9) Stand quietly until dismissed by judge or ringmaster



Handiness

Handiness Pattern #1



1. Run or lope past center marker and stop
2. Back up 5 steps and hesitate for 5 seconds
3. Complete 360 degree turn to the right
4. Complete 360 degree turn to the left
5. Pivot to the left 90 degrees
6. On the left lead complete 3 circles to the left, first small and slow and the next two large and fast; change leads at center of arena
7. On the right lead complete 3 circles to the right, first small and slow and the next two large and fast; change leads at center of arena
8. Begin a large fast circle to the left but do not close this circle, run or lope 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
9. Continue back around the previous circle but do not close this circle. Run or lope 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
10. Continue back and around previous circle but do not close this circle. Run or lope up right side of the arena past the center marker and stop at least 20 feet (6 meters) from the wall or fence. Stop and hesitate to demonstrate completion of the pattern

Simple changes are accepted but flying changes are preferred.
Scoring will reflect such.

Rider may be asked to drop the bridle to the designated judge

Adopted from the AMERICAN QUARTER HORSE ASSOCIATION Reining Pattern #9

In Hand Hunter

