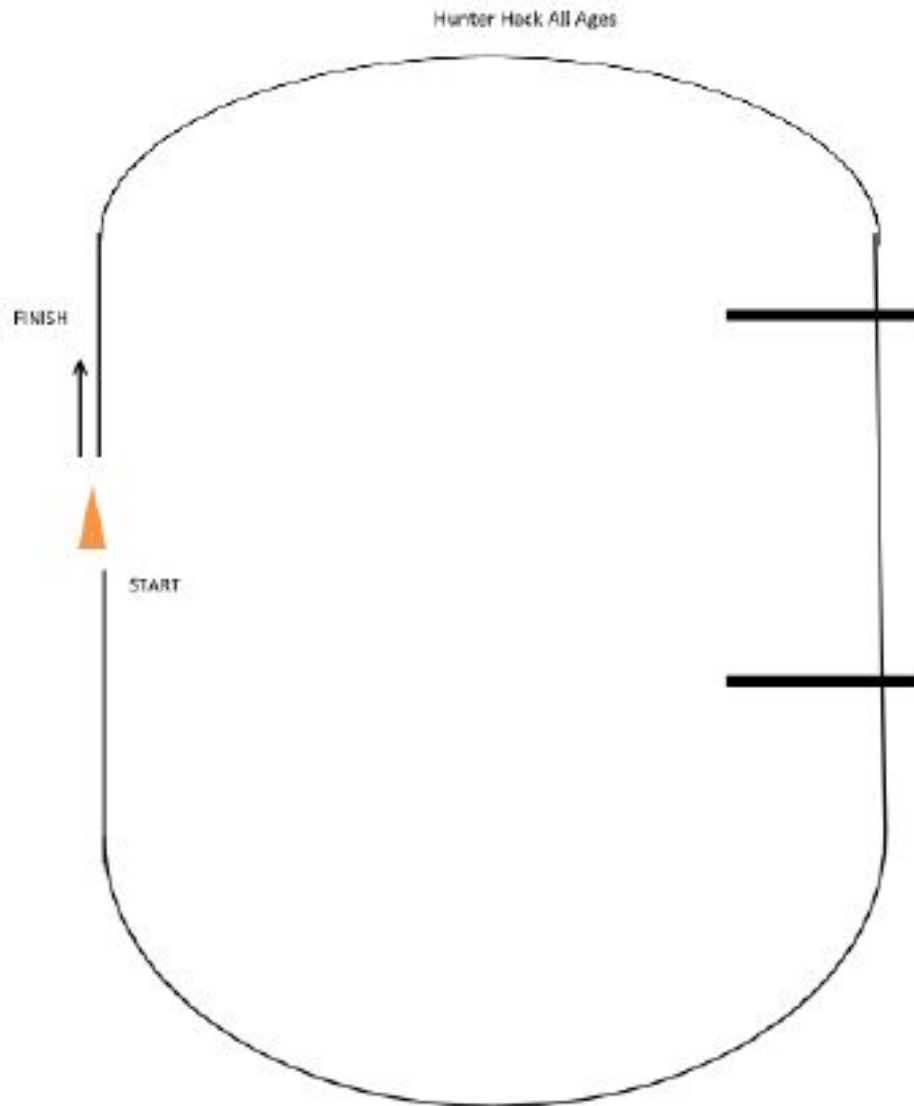


Hunter Hack All Ages

Class # - 1,2,3,4



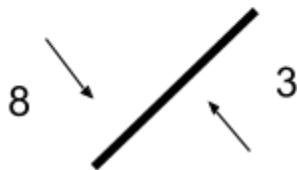
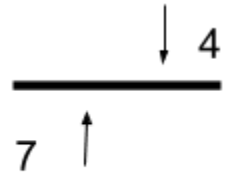
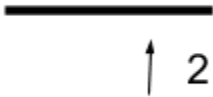
1. Be ready at the cone.
2. Canter on the left lead from the cone over the two jumps.
3. Hand gallop once completed with jumps back to cone.
4. Stop at the cone & back one pony length.

ALL JUMPING CLASSES WILL FOLLOW THE SAME COURSE - CLASSES WILL BE JUDGED BASED ON THE POAC OFFICIAL HANDBOOK

Equitation Over Fences - Classes 5,6,7,8

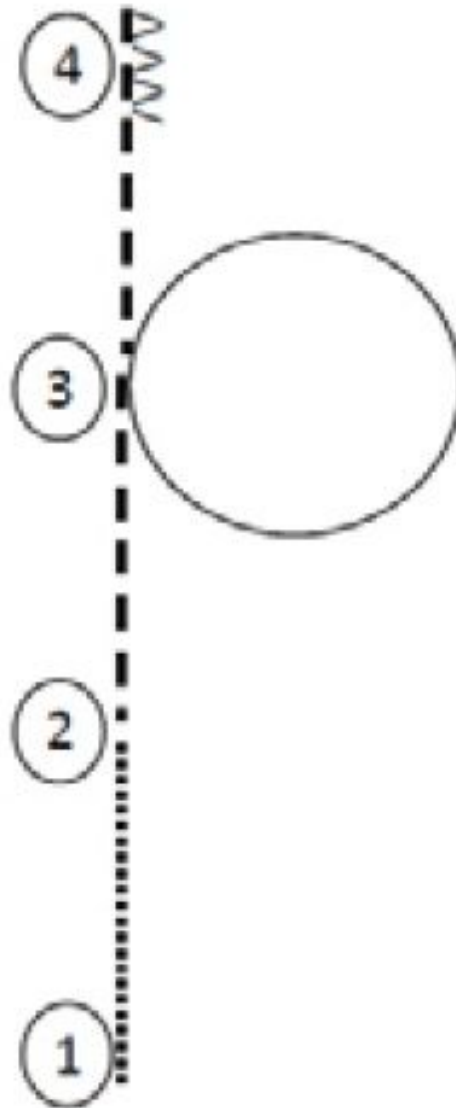
Hunter Over Fences - Classes 9,10,11,12

Open Jumping - Classes 13,14,15,16



Hunt Seat Equitation - Walk/Trot - 9&Under, Non-Pro

Class # 17, 18, 21

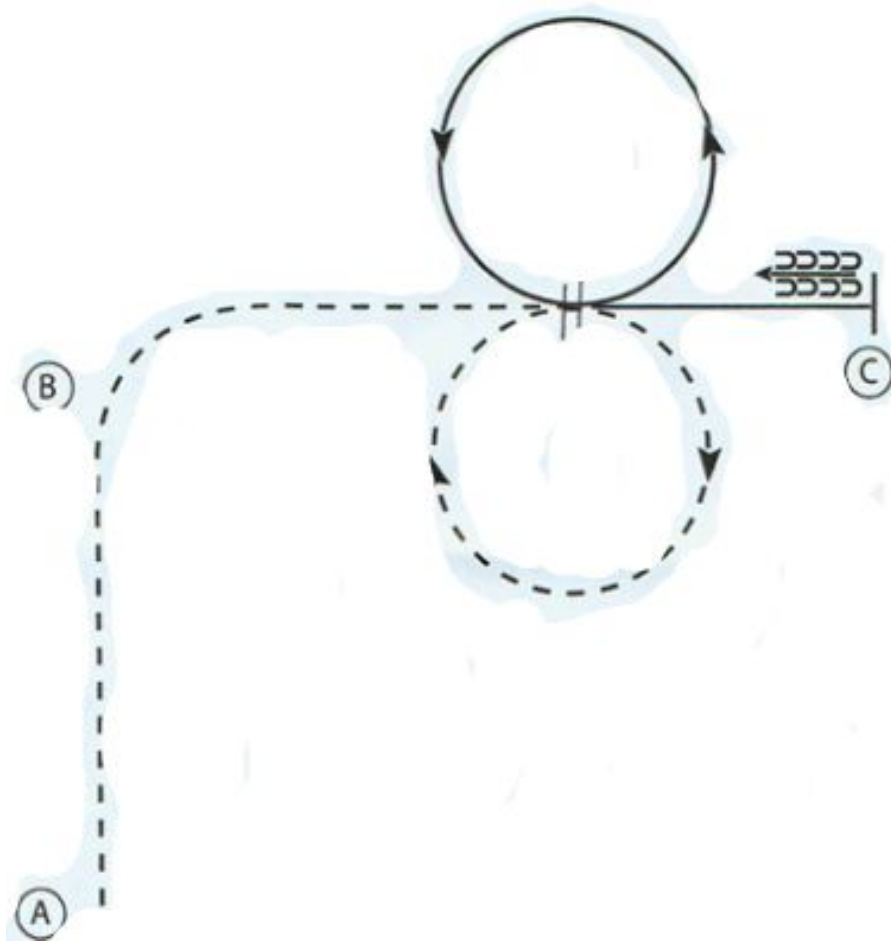


Be ready at A.

1. Walk.
2. Sitting trot.
3. Posting trot on left diagonal in a circle. At end of circle, change diagonal & continue.
4. Stop & back one pony length.

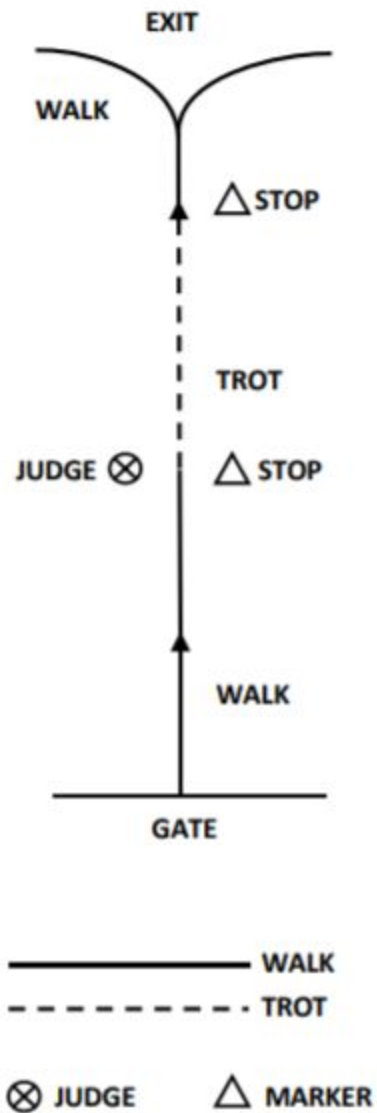
Hunt Seat Equitation - 10-13, 14-18, 19&Over

Classes - 19, 20, 22



1. Be ready at A.
2. Sitting trot A to B.
3. At B posting trot towards C on the left diagonal.
4. Before C, posting trot a circle to the right.
5. Canter a circle to the left on the left lead, continue to C.
6. At C, Stop & back four steps.

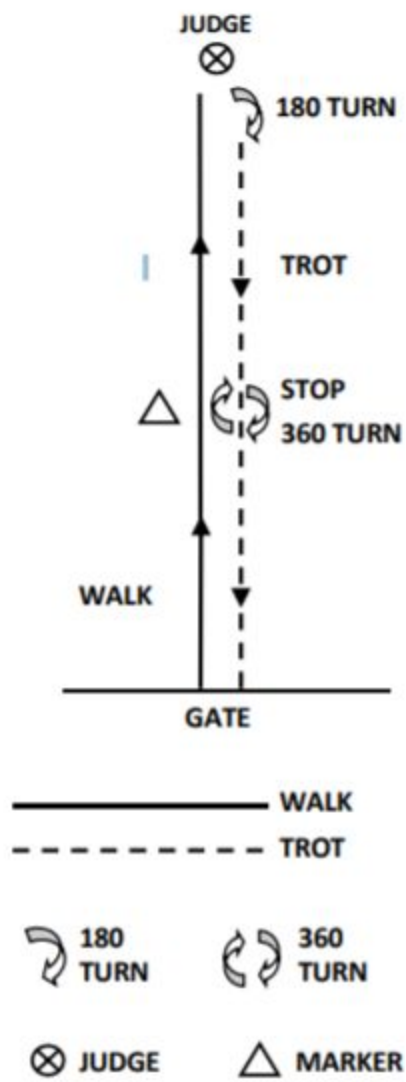
Showmanship Pattern - Leadline , 9&Under Classes - 48,49



1. Walk from gate to the judge.
2. Stop at the first marker and set up for inspection.
3. Trot to the second marker. Stop.
4. Walk, exit the arena.

Showmanship - 10-13, 14-18, 19&Over

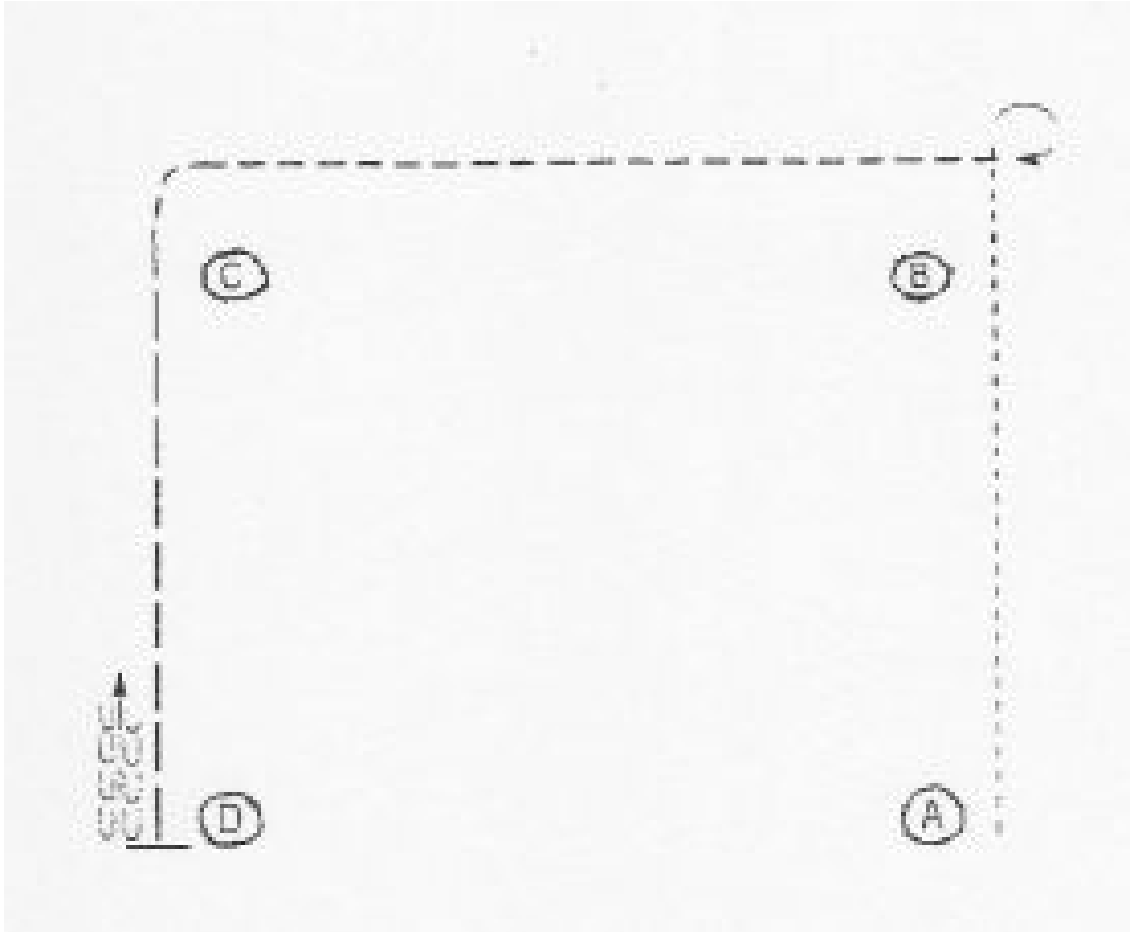
Classes - 50, 51, 52



1. Walk from gate to the judge.
2. Stop & set up for inspection.
3. At judge's signal, do a 180°turn to the right.
4. Trot to the second marker. Stop.
5. Perform a 360°turn to the right. Stop.
6. Continue to trot in a straight line to the gate.
7. Stop, exit the arena.

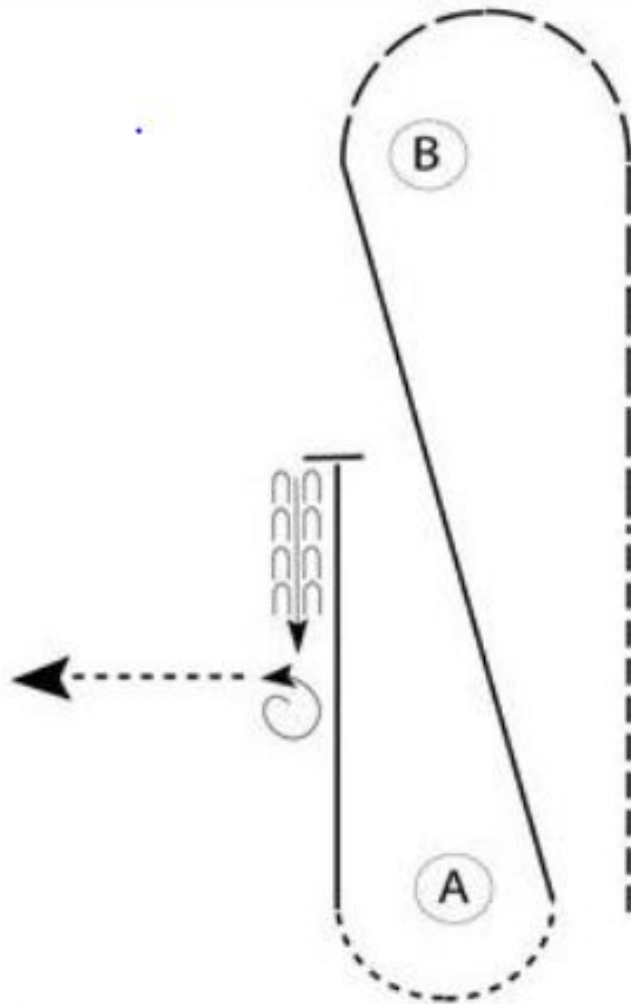
Bareback - 9&Under

Class #54



1. Be ready at A.
2. Walk from A to B.
3. Stop past B & execute a 270° turn to the right.
4. Jog from B around C.
5. Extend the jog from C to D
6. Stop at D & back on horse length.

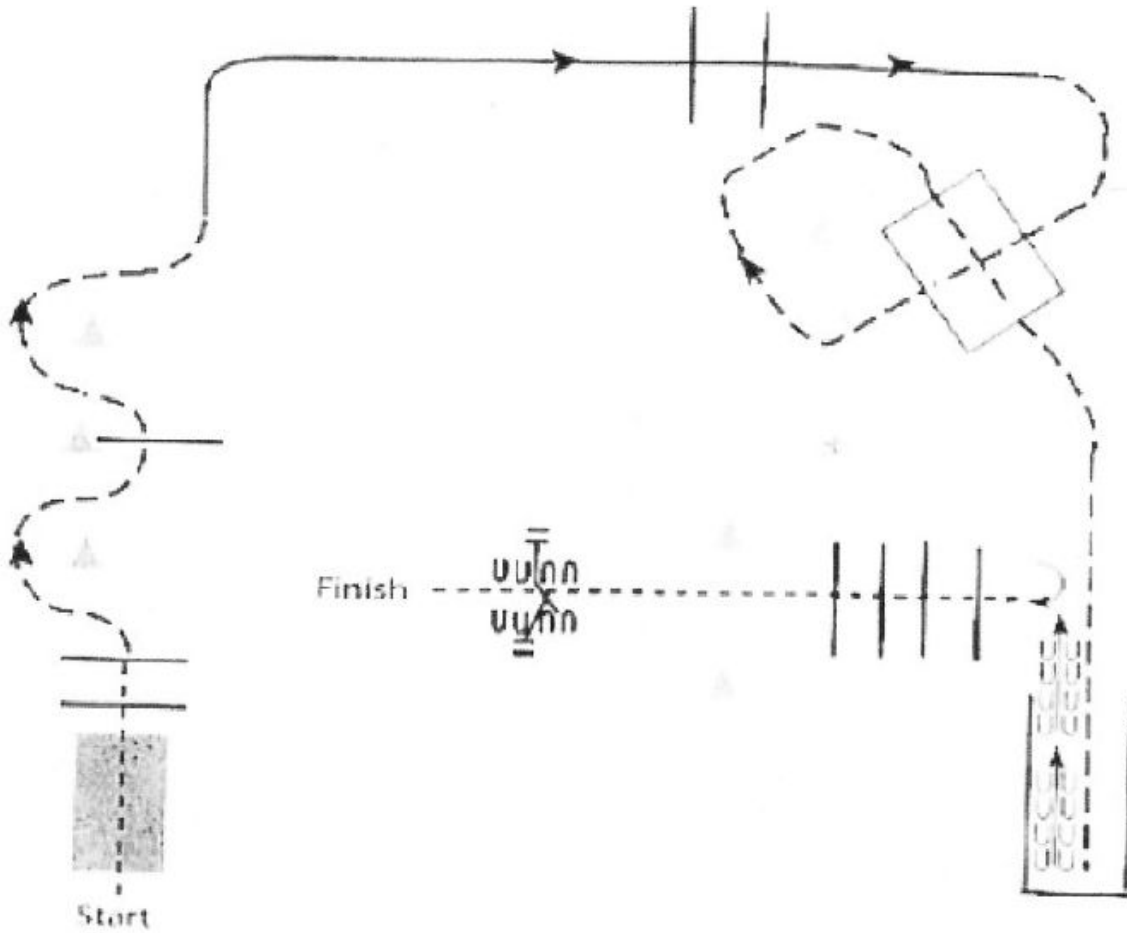
Bareback - 10-13, 14-18,
Classes - 55, 56



1. Be ready at A.
2. Jog halfway to B.
3. Extend the jog to & around B.
4. Lope on the left lead diagonally back to A.
5. Walk around A.
6. Lope on the right lead halfway to B.
7. Stop and back two pony lengths.
8. Execute a $1 \frac{1}{4}$ turn to the left.
9. Walt straight away.

Trail Pattern - 10-13, 14-18, 19&Over

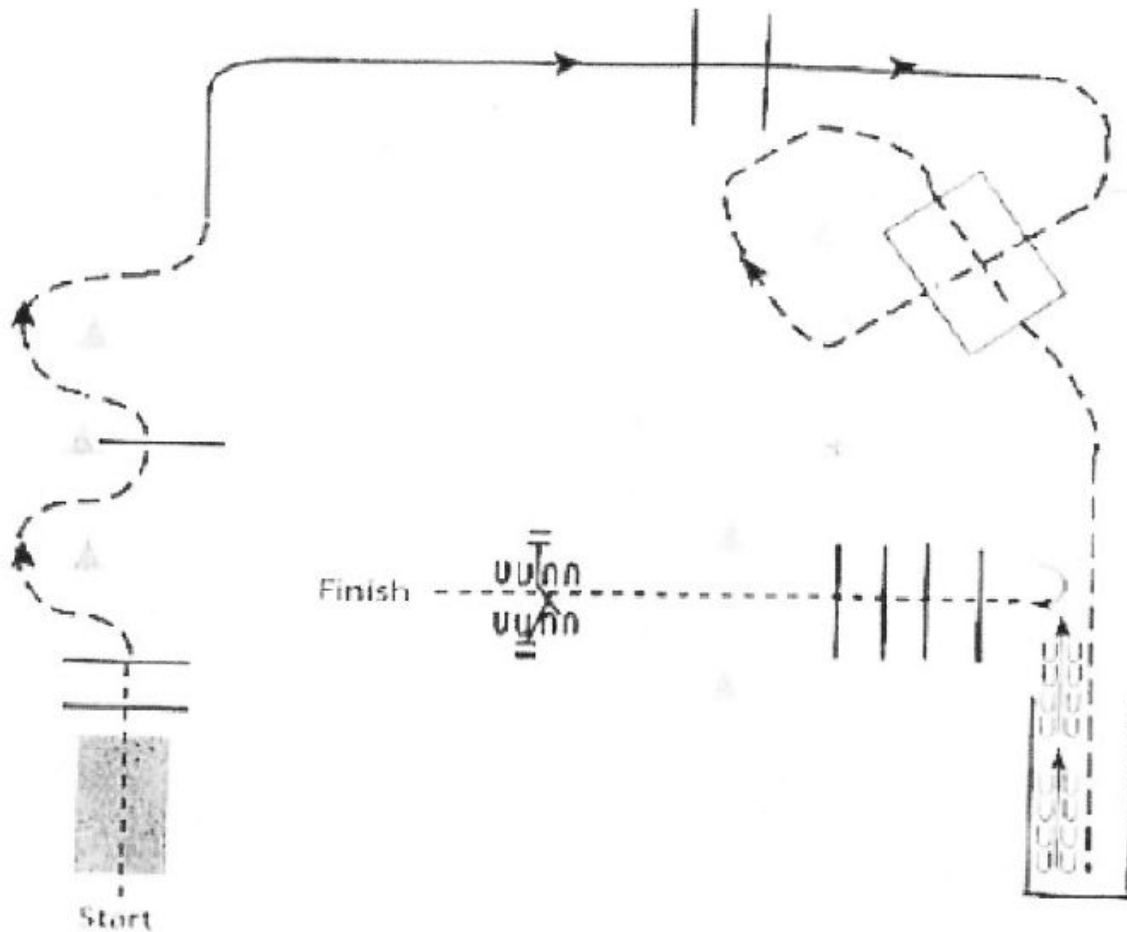
Classes - 63, 64, 66



1. Walk over bridge & over poles.
2. Jog through serpentine & over pole.
3. Lope on the right lead over poles.
4. Jog through box and into chute.
5. Back out of chute.
6. Turn 90° & walk over elevated poles to finish.
7. Work gate with left hand.

Trail Pattern - Walk/Trot, InHand, Leadline

Classes - 58, 59, 60, 61, 62, 65



1. Walk over bridge & over poles.
2. Jog through serpentine & over pole.
3. Walk over the poles.
4. Jog through box and into chute.
5. Back out of chute.
6. Turn 90° & walk over elevated poles to finish.
7. Work gate with left hand.

Western Horsemanship Walk/Trot - 9&Under, Non-Pro

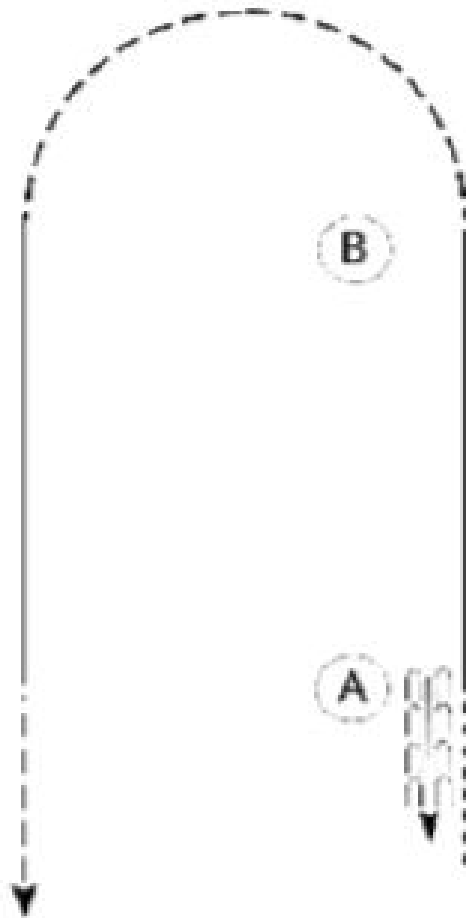
Classes - 67, 68, 71



1. Be ready at A.
2. Jog to just before B.
3. Walk around B.
4. Jog halfway then extend the jog to C.
5. Stop & perform a $\frac{3}{4}$ turn to the right.
6. Jog until even with A.
7. Stop & back 5 steps.

Western Horsemanship - 10-13, 14-18, 19&Over

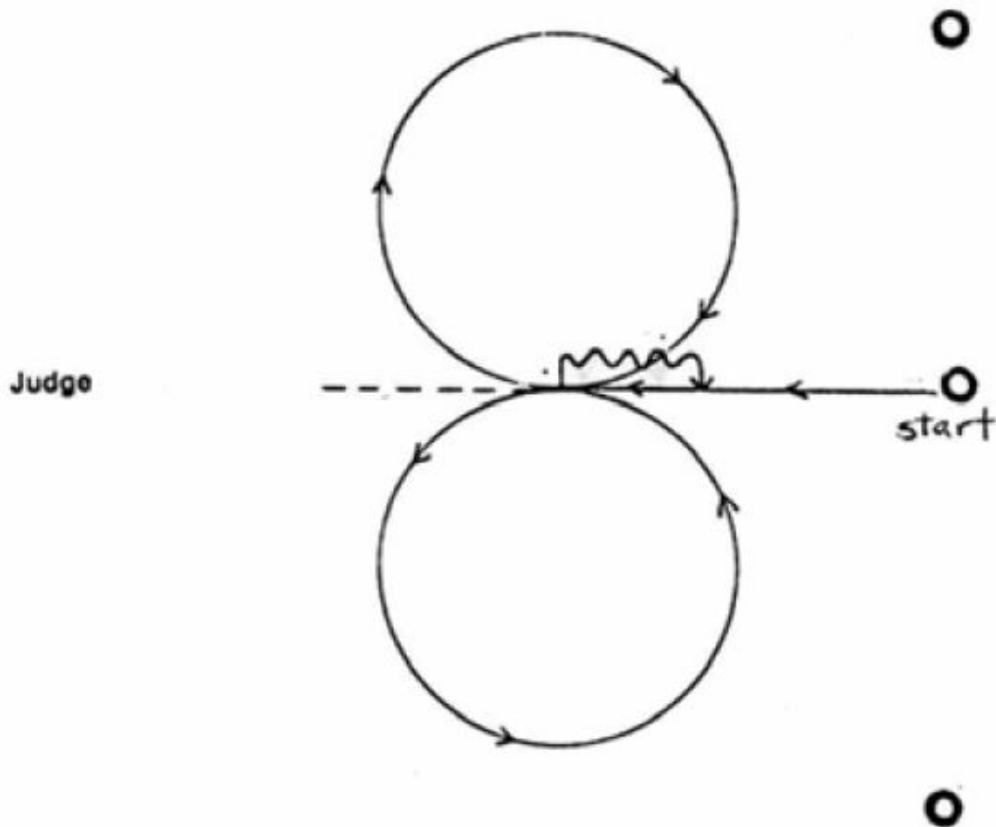
Classes - 69, 70, 72



1. Be ready at A.
2. Back 2 pony lengths.
3. Walk to A.
4. Lope on the left lead to B.
5. Jog in a half circle until even with B.
6. Lope on the right lead until even with A.
7. Break to a jog and exit pattern at a jog.

Reining Pattern - 9&Under

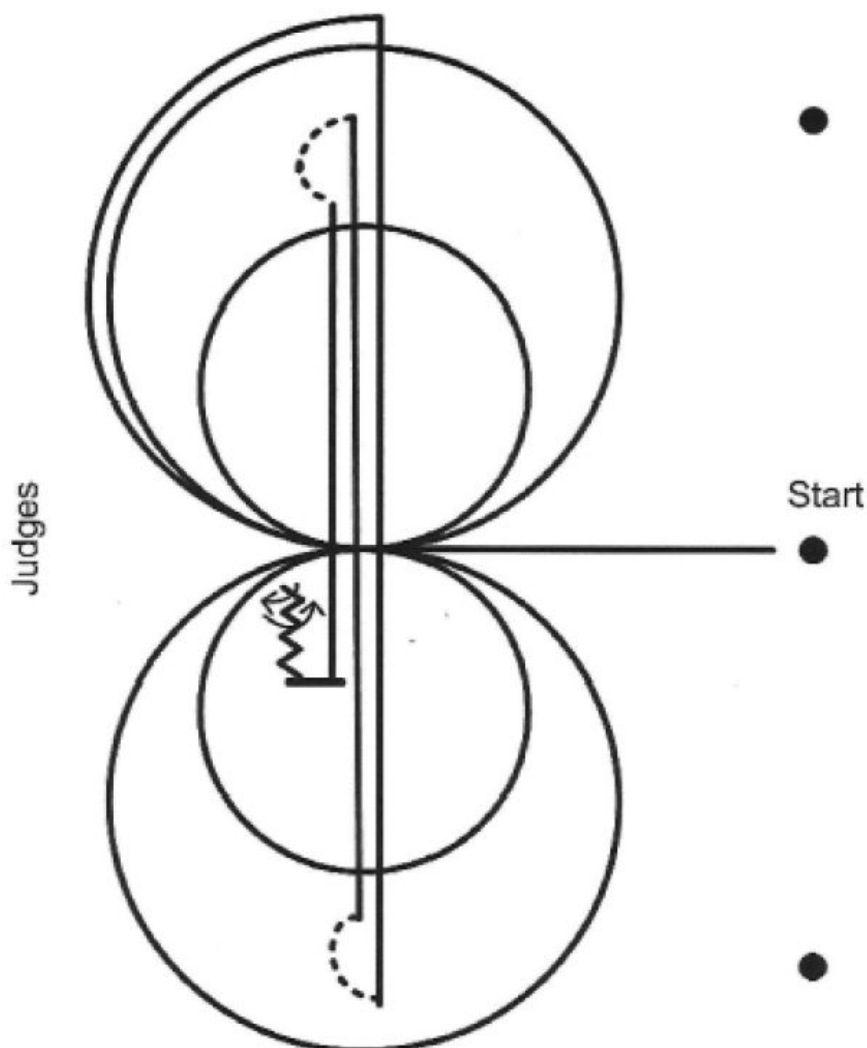
Class # 83



1. Begin in the center of arena facing the left wall/fence.
2. Lope to center on either lead.
3. Stop. Back pony.
4. Begin to lope a circle to the right, right lead.
5. Change lead at the center.
6. Lope a circle to the left, left lead.
7. Trot at end of circle in center of arena toward judge.
8. Walk to judge for inspection.

Reining Pattern - 10-13, 14-18, 19&Over

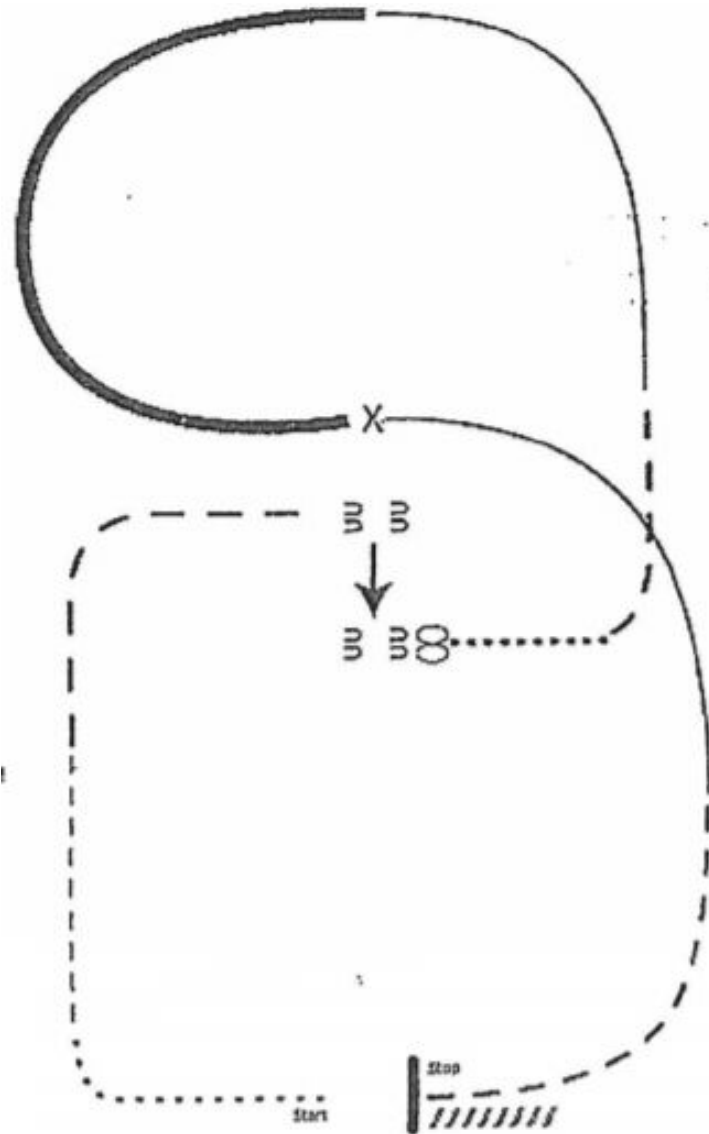
Class # - 84, 85, 86



1. Beginning at center of arena facing left wall/fence
2. Starting to the right, begin a small figure 8 at a slow lope
3. Ride a large figure 8 at a fast lope. Change leads at the center of arena
4. Continue around previous large circle to the right. At the top of the circle, run down the middle to the far end of the arena, past the end marker. Do a right rollback, no hesitation
5. Run to the opposite end of arena past the last marker do a left rollback, no hesitation
6. Run past the center marker, Stop
7. Back to the center marker
8. Pivot a $\frac{1}{4}$ turn to left or right
9. Pivot a $\frac{1}{2}$ turn the opposite direction
10. Walk to the judge for inspection

Ranch Riding - All Ages

Class # - 87, 88



1. Walk to the left around the corner
2. Trot
3. Extend trot alongside arena & around corner to center
4. Stop. Side pass right
5. 360° turn each direction (either way first)
6. Walk
7. Trot
8. Lope left lead
9. Extend lope
10. Change lead
11. Collected lope
12. Extend trot
13. Stop & back

