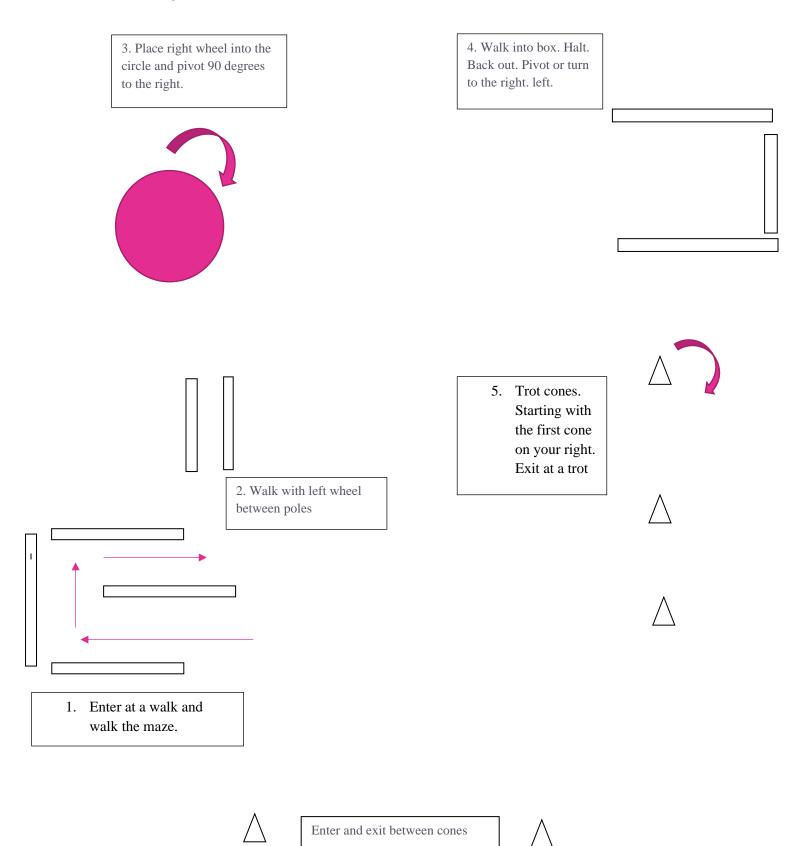
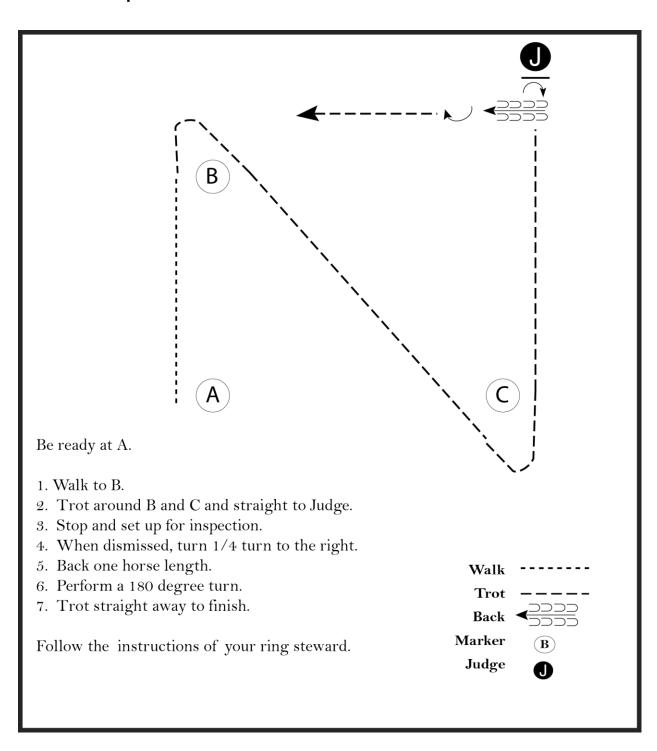
### Obstacle Driving Classes:

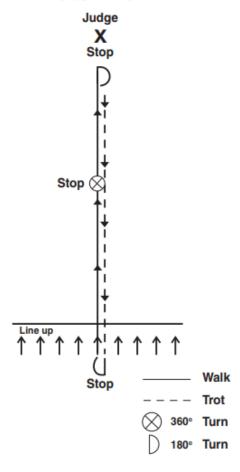


# Showmanship: Classes: 98-100

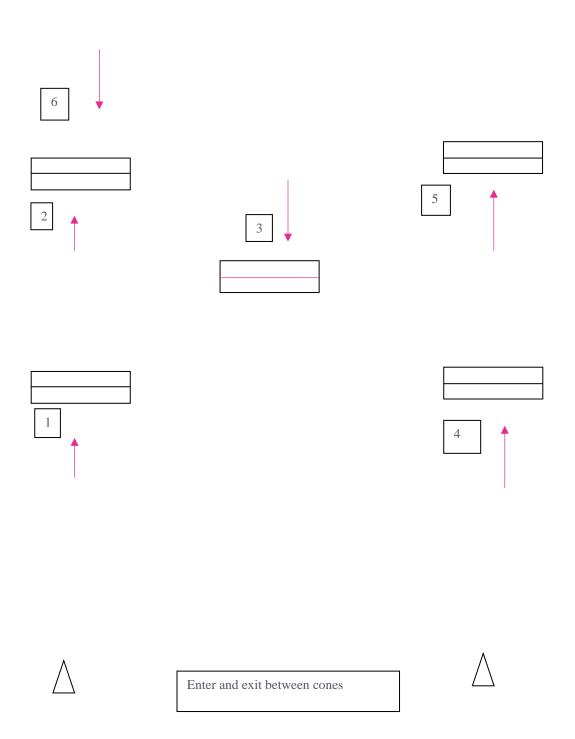


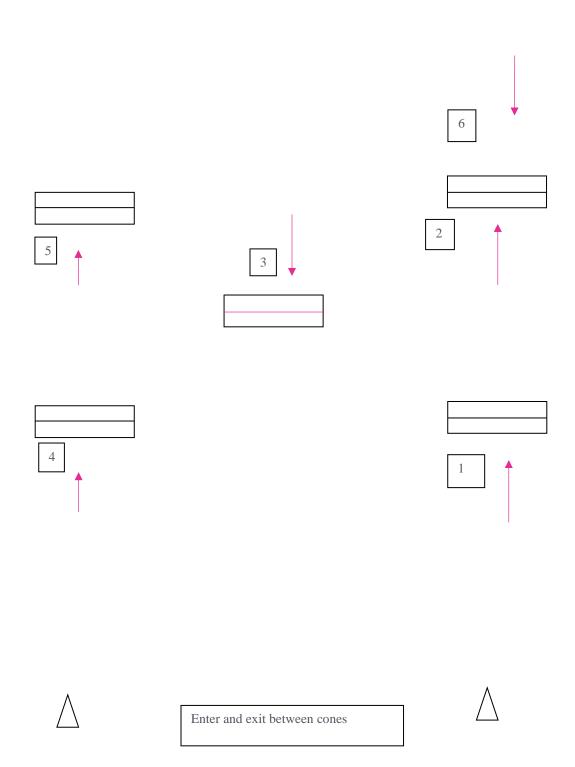
- 1. Walk toward the judge in a straight line.
- 2. Stop 1/2 way between the line up and the judge and do a 360 degree turn-stop.
- 3. All turns are to be to the right.
- 4. Continue at a walk toward the judge in a straight line.
- 5. Stop and set up your horse.
- 6. Upon acknowledgment from the judge, do a 180 degree turn.
- 7. Trot in a straight line-past the line up-stop.
- 8. Do a 180 degree turn.
- 9. Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set up your horse.

#### Pattern No. 2

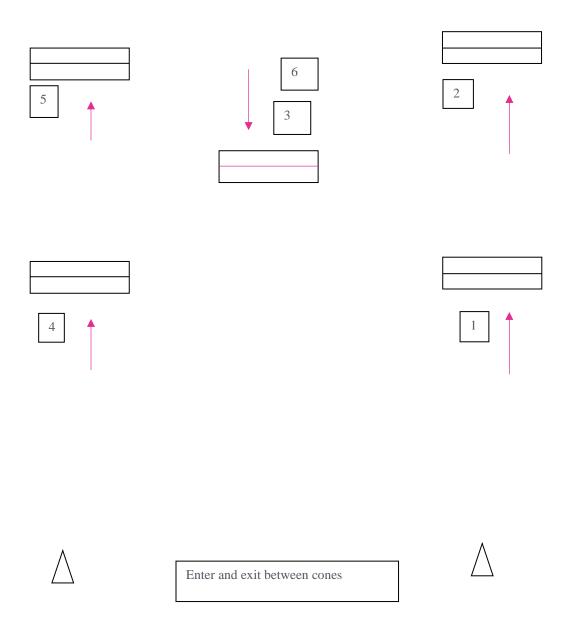


SHOW RIJLES

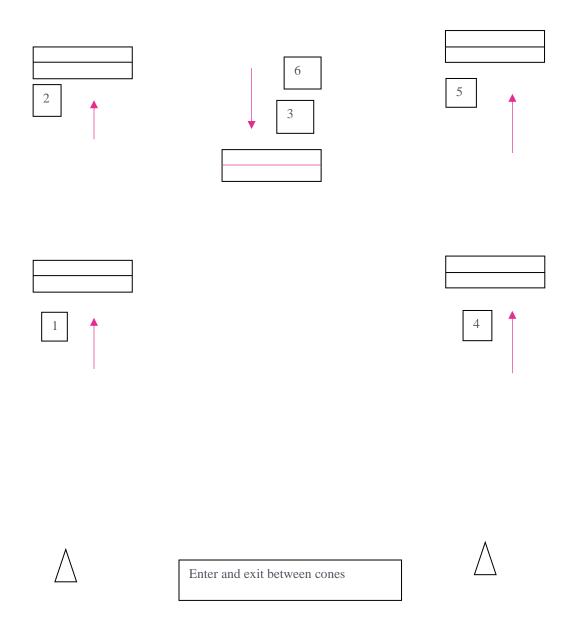




### Jumper Classes 162-163



# Jumper Classes 164-166



	3. Side pass from left to right. Trot the far cone.
4. Start on the left of the far cone. Back a U around the cones. Pivot 90 degrees	
5. Trot over raised poles and exit at a trot.	2. Walk over the tarp.
	1. Enter at a trot and trot the four poles starting with pole A. Trot to the tarp.
Enter a	and exit between cones

Obstacle Course Classes 146-148

Obstacle Course Classes 149-153		
	3. Side pass from left to right	
2. Start on the left of the far cone. Back a U around the cones. Pivot 90 degrees. Trot to the next pole.		
Δ Λ	4. Walk over the tarp.	
	П	
		A
1. Trot over raised poles	5. Trot the four poles starting with pole A. Exit at a trot.	
	Enter and exit between cones	