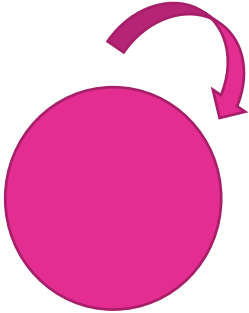
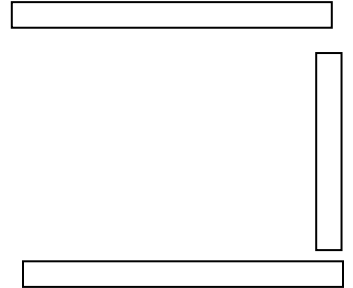


Obstacle Driving Classes: 63 & 64

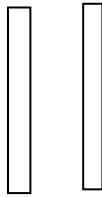
3. Place right wheel into the circle and pivot 90 degrees to the right.



4. Walk into box. Halt. Back out. Pivot or turn to the right. left.



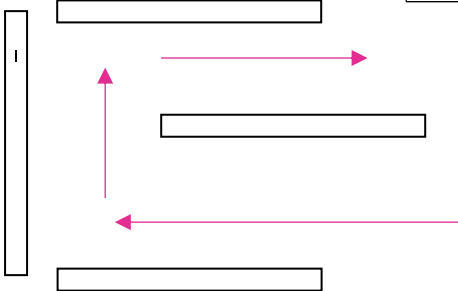
2. Walk with left wheel between poles



5. Trot cones. Starting with the first cone on your right. Exit at a trot



1. Enter at a walk and walk the maze.



Enter and exit between cones

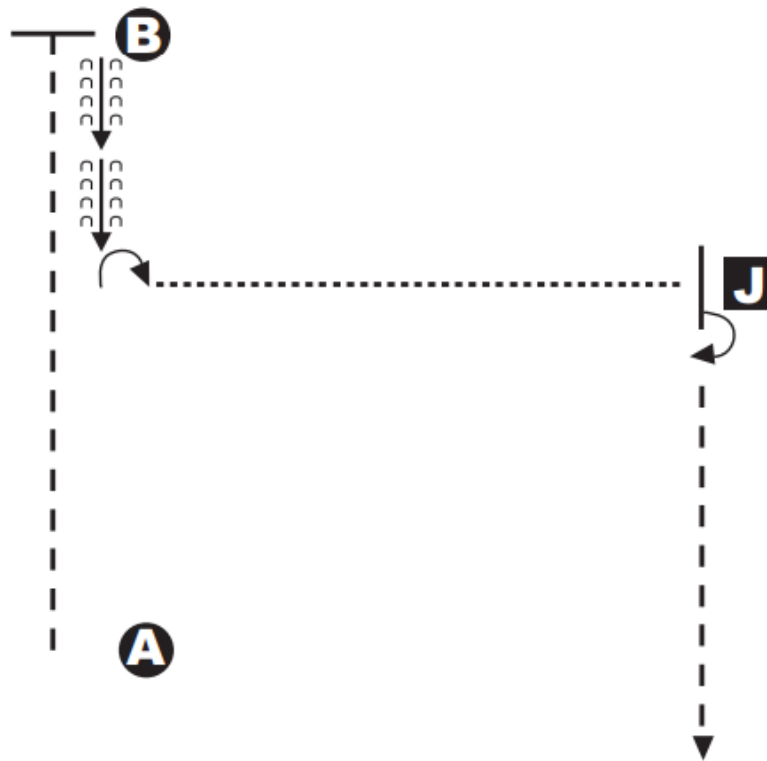


Classes: 87, 88

INSTRUCTIONS FOR PATTERN #6

Be ready at A.

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



KEY

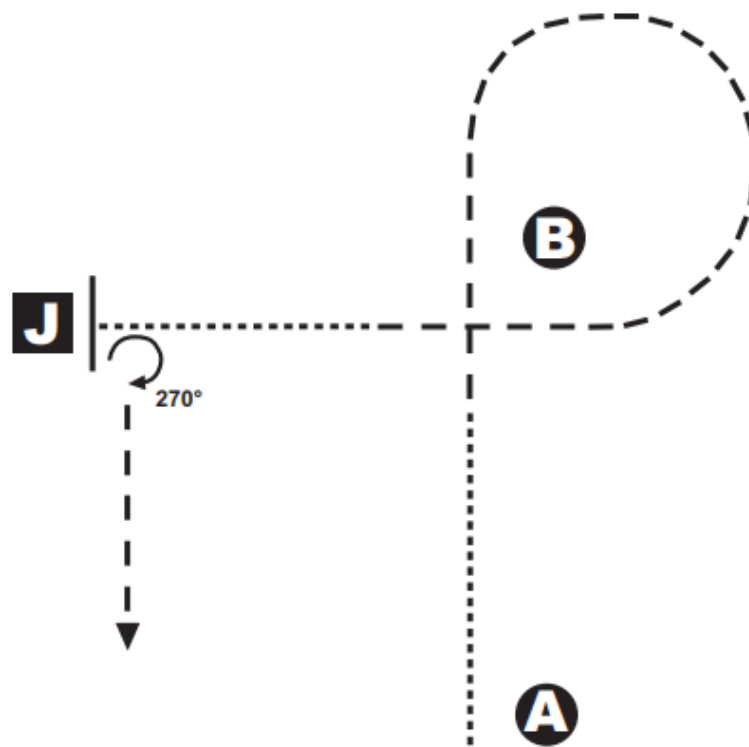
- WALK
- - - - TROT
- ← c c c c BACK
- J** JUDGE
- B** MARKER

INSTRUCTIONS FOR PATTERN #5

Be ready at A.

1. Walk halfway to B.
2. Trot to and around B as shown.
3. When just past B, walk to judge and set up for inspection.
4. When dismissed, perform a 270 degree turn and trot away.

Follow the instructions of your ring steward.



KEY

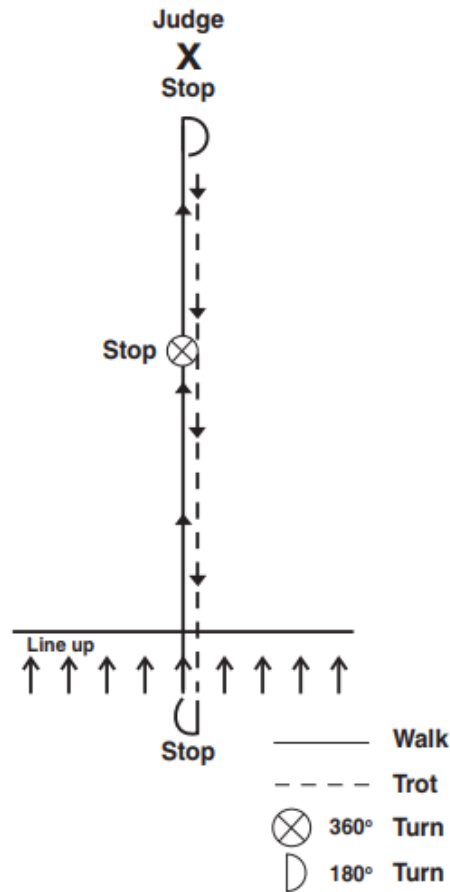
- WALK
- - - - TROT
- ←←←←← BACK
- J** JUDGE
- B** MARKER

Classes 91-95

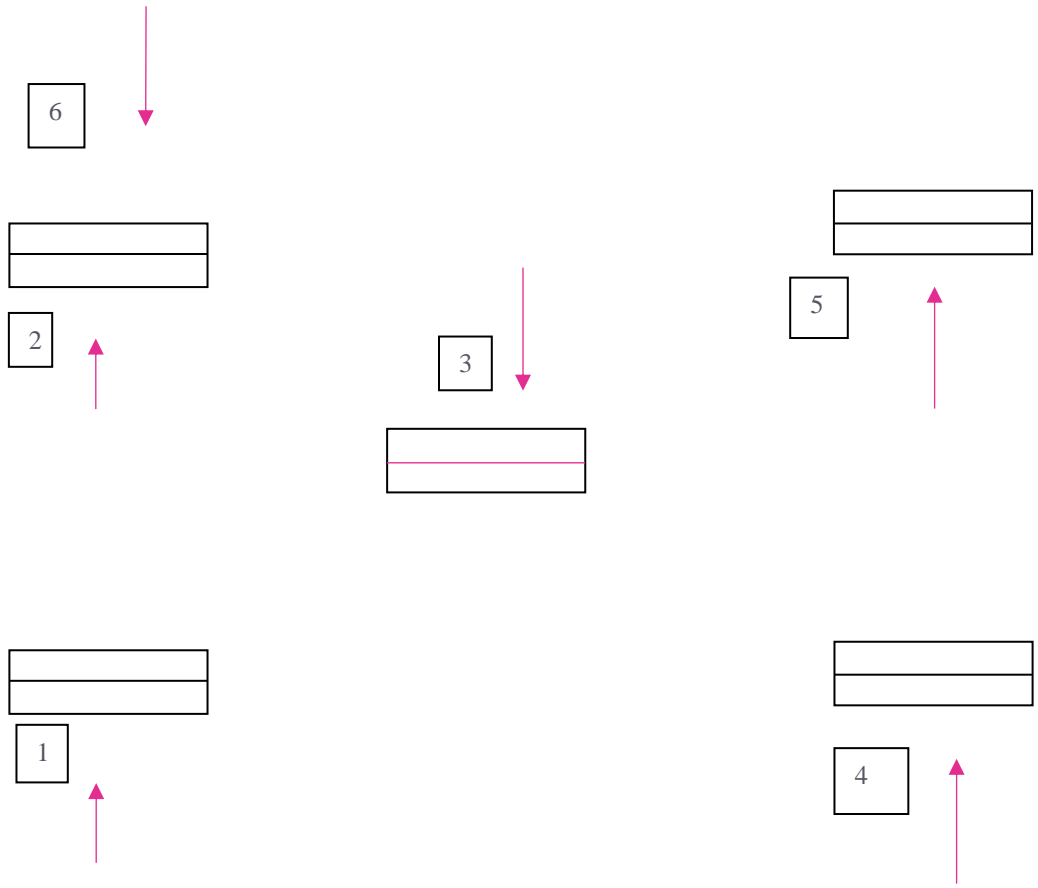
INSTRUCTIONS FOR PATTERN #2

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



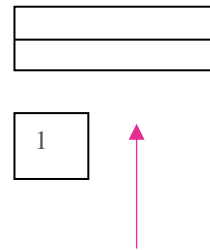
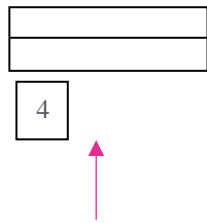
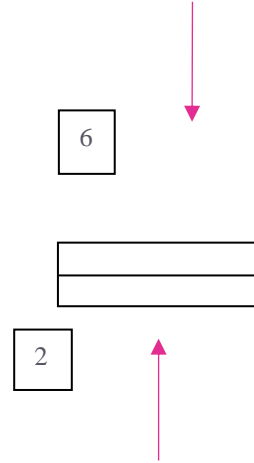
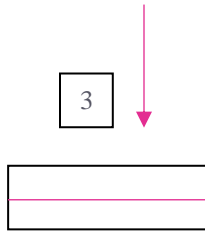
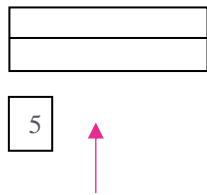
Hunter Classes 140-142



Enter and exit between cones



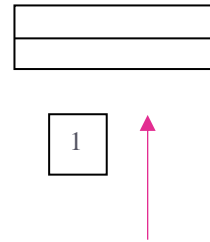
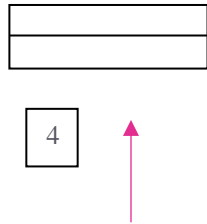
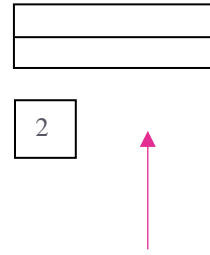
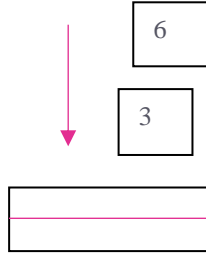
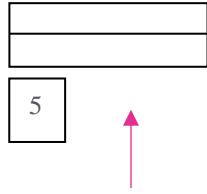
Hunter Classes 143-148



Enter and exit between cones



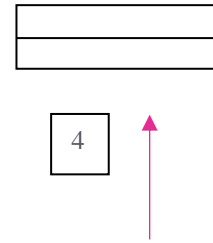
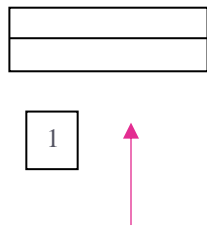
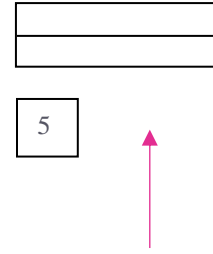
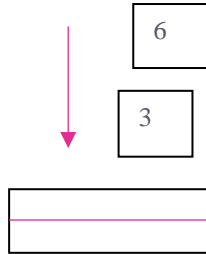
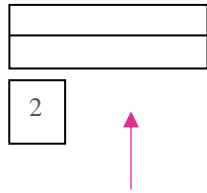
Jumper Classes 149-150



Enter and exit between cones



Jumper Classes 151-153

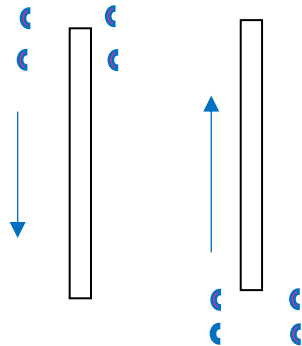
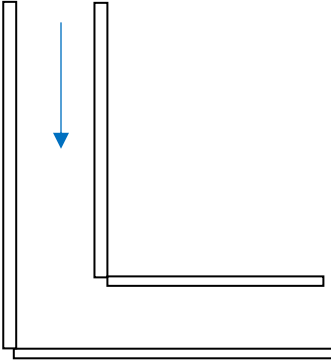


Enter and exit between cones



Obstacle Course Classes 132-134

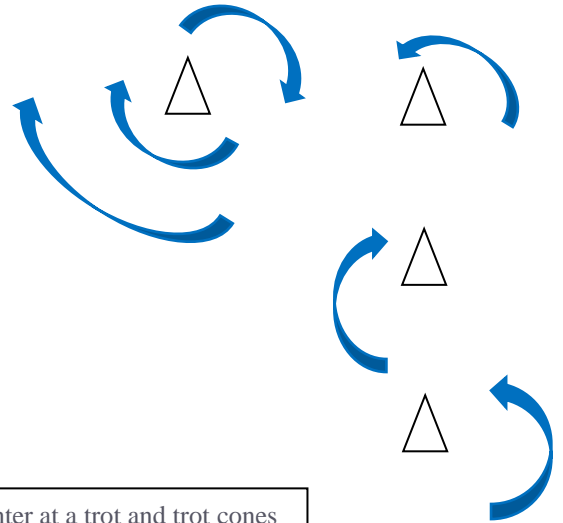
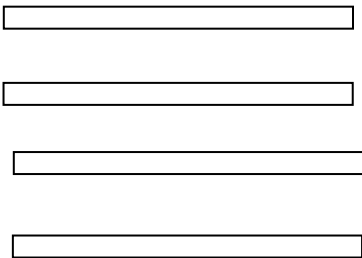
4. Back the L. Start here.



3. Side pass from left to right. Walk to the next pole and side pass from right to left. Trot to the L.

2. Walk over the tarp. Walk to the next pole.

5. Trot over poles and exit at a trot.



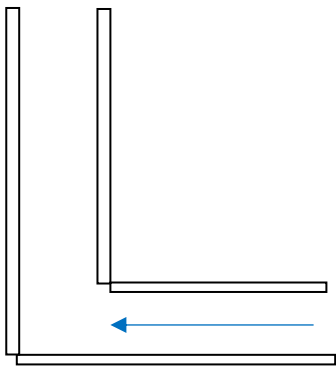
1. Enter at a trot and trot cones with the first cone on your left. Circle the last cone completely.



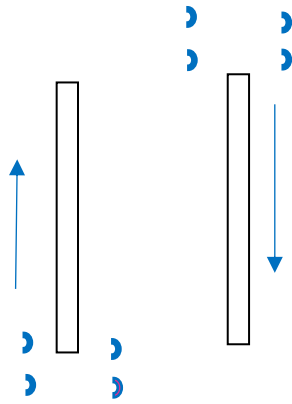
Enter and exit between cones



Obstacle Course Classes 135-139

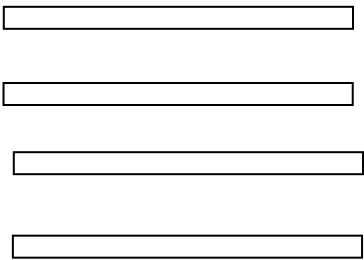


2. Halt. Back the L. Start here.
Trot to the side pass



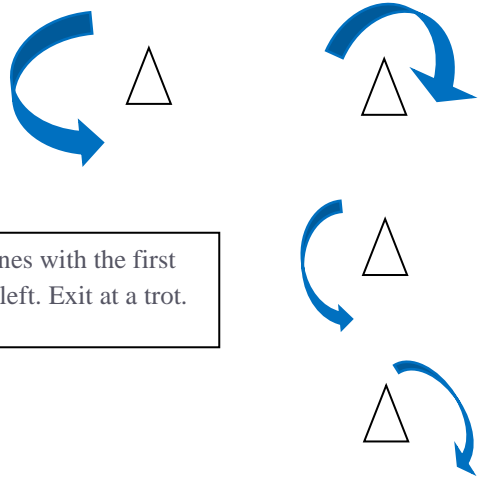
3. Side pass from right to left. Walk to the next pole and side pass from left to right.

4. Walk over the tarp.



1. Enter at a trot and trot over the poles.

5. Trot the cones with the first cone on your left. Exit at a trot.



Enter and exit between cones