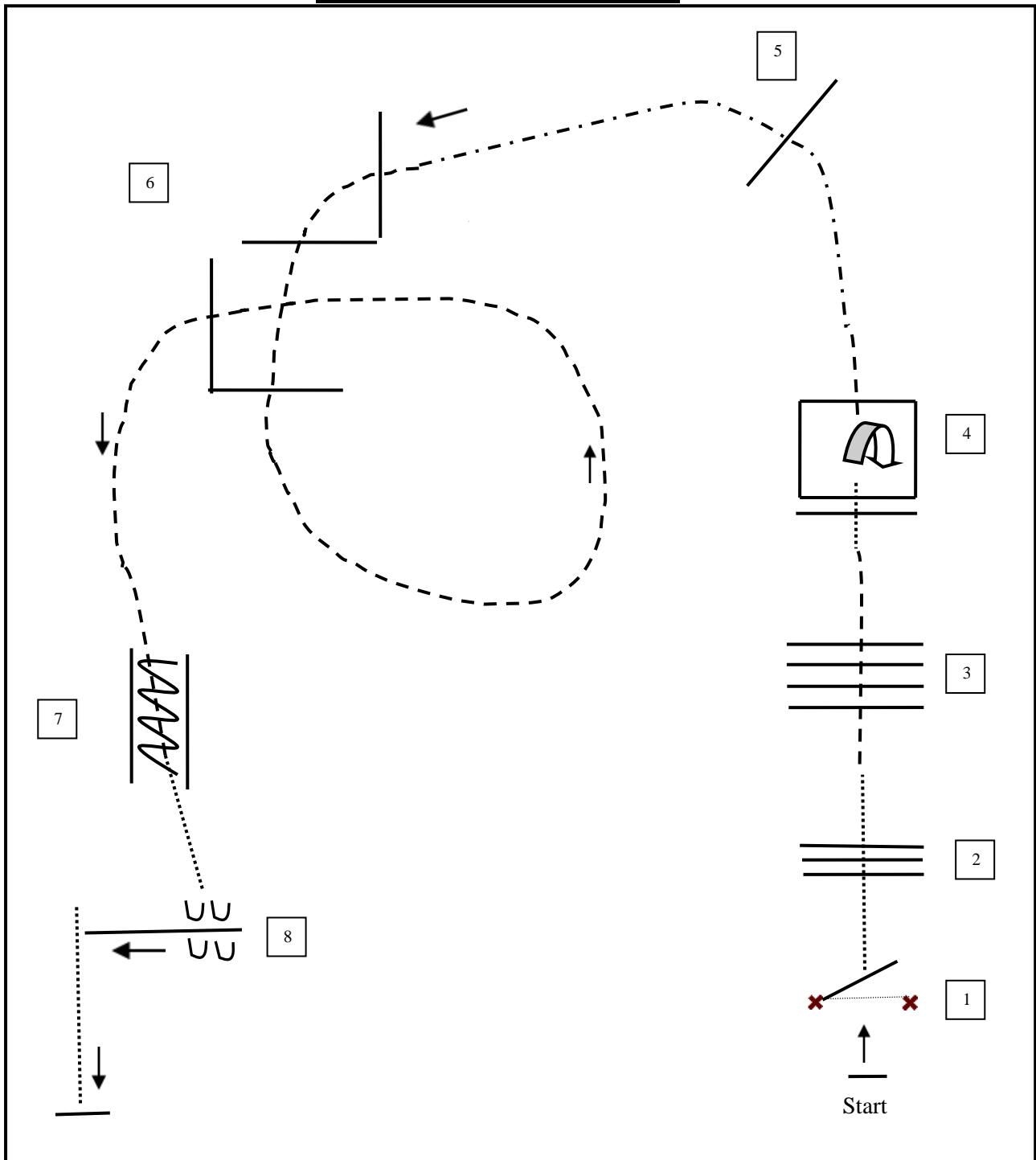


Sun N Fun TRAIL In hand og walk&trot

Klasser 31-32-33-34



1. Gate left hand

2. Walk over poles

3. Jog poles

4. Walk into box, turn 360

5. Extended jog over pole

6. Jog over poles

7. Jog between poles, stop and back

8. Walk out of chute, sidepass to the right, walk to finish

..... Skritt

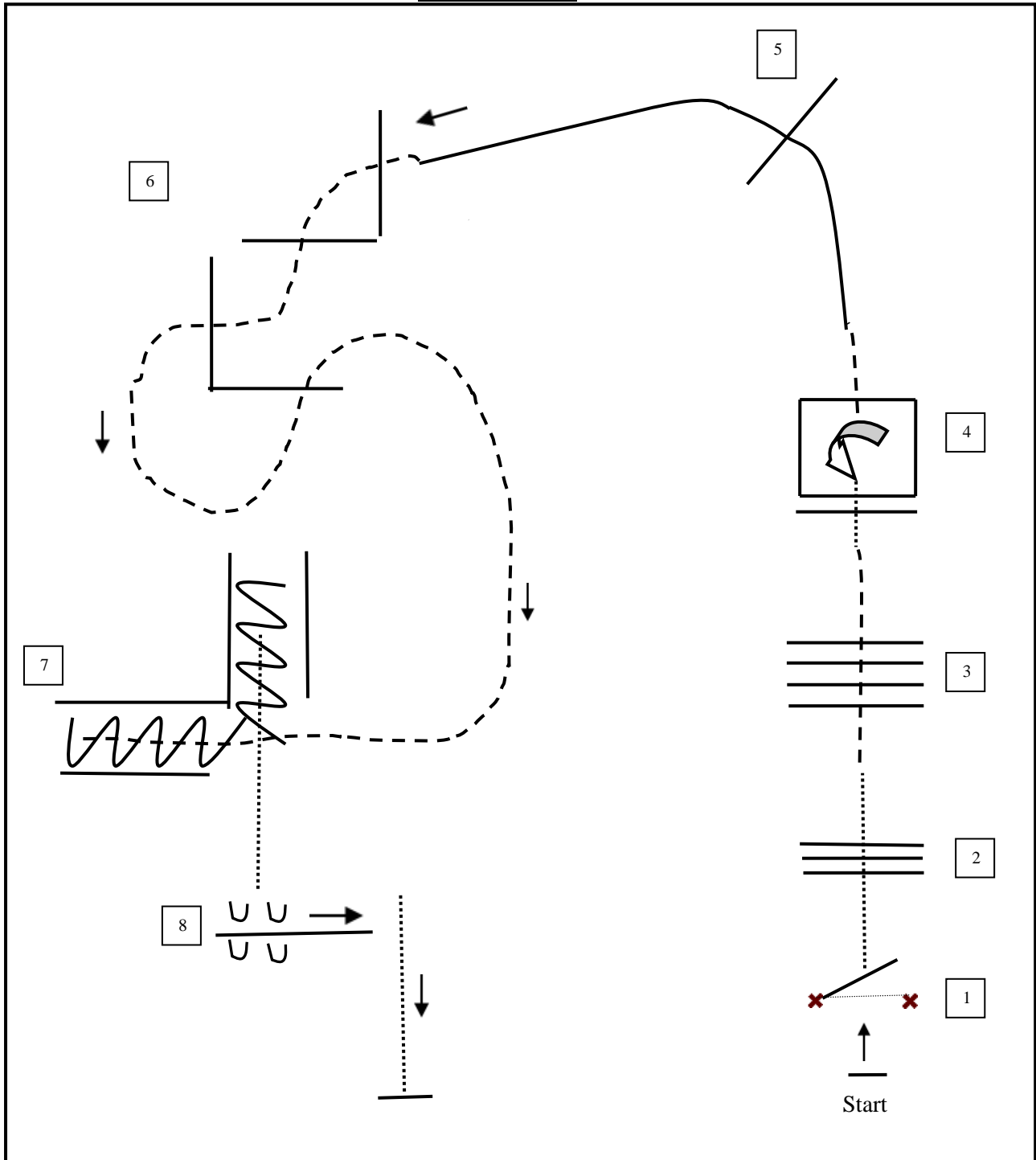
- - - - - Trav

- . - . - . Øket trav

~~~~~ Rygg

# Sun N Fun TRAIL Beginner

## Klasse 35

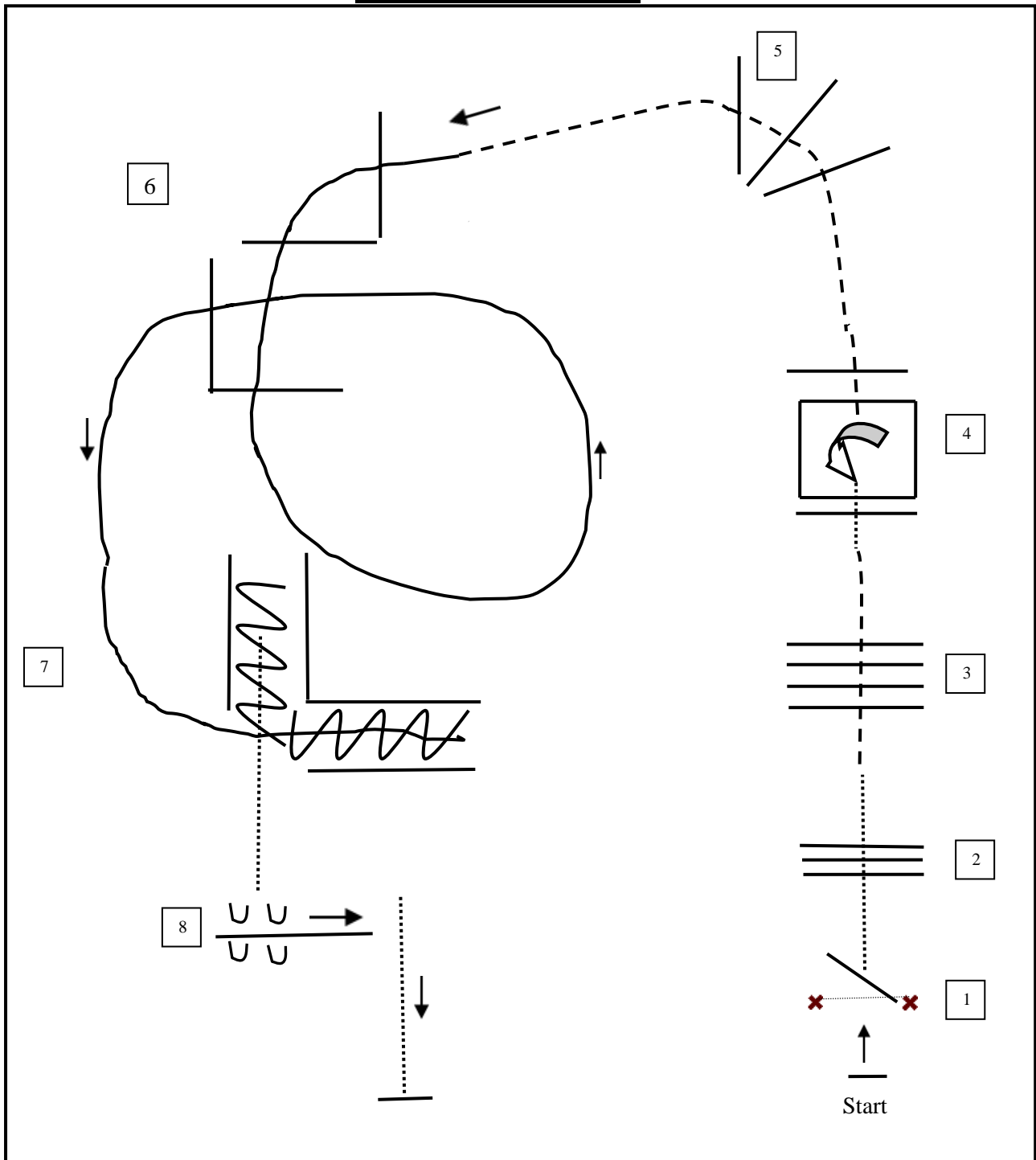


1. Gate left hand
2. Walk over poles
3. Jog poles
4. Walk into box, turn 360 left
5. Lope over pole
6. Jog over poles
7. Jog between poles, stop and back L
8. Sidepass to the left, walk to finish

..... Skritt  
 - - - - - Trav  
 - . - . - Øket trav  
 \_\_\_\_\_ Galopp  
 ~~~~~ Rygg

Sun N Fun TRAIL Open

Klasse 36-37-38

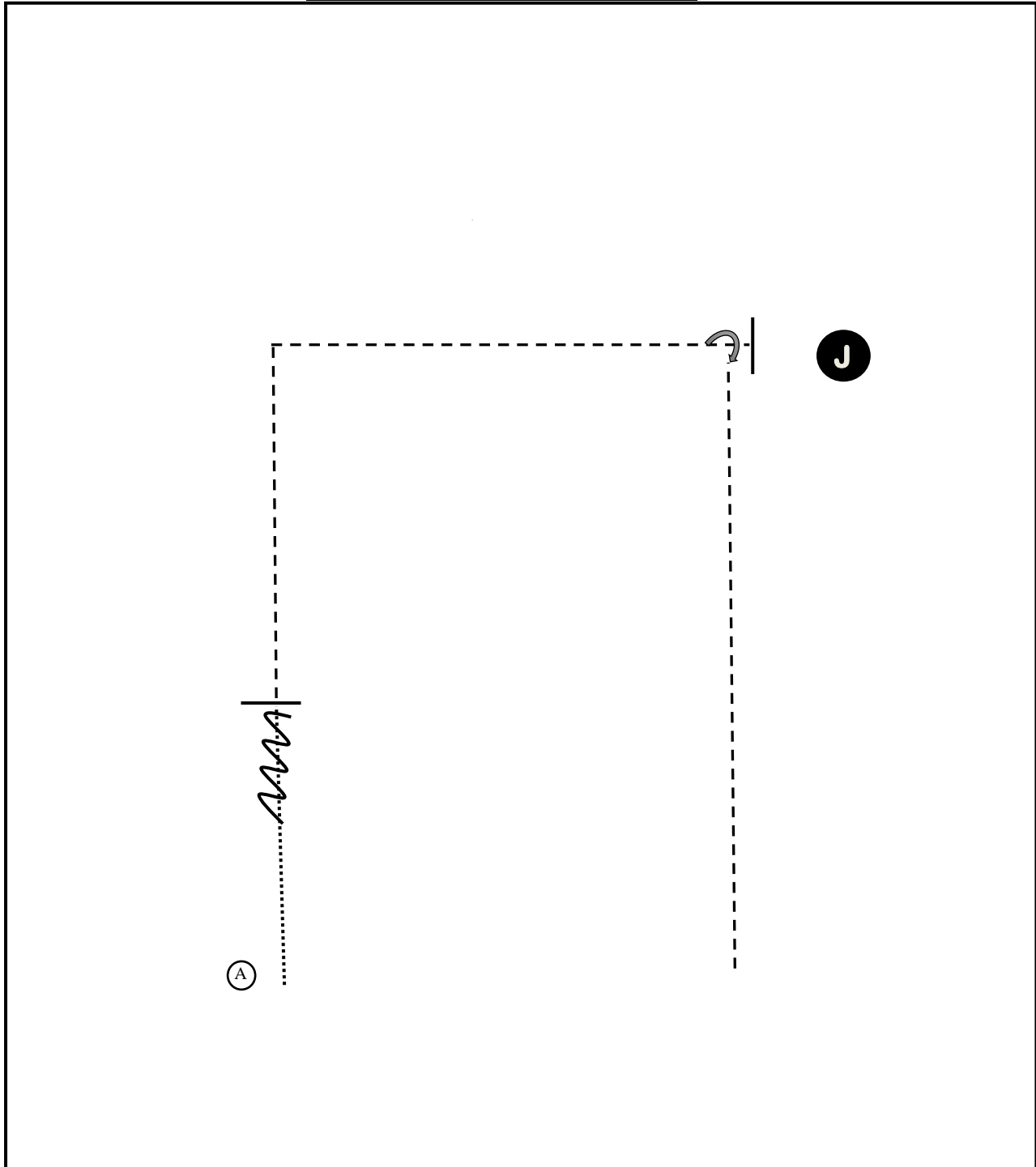


1. Gate right hand
2. Walk over poles
3. Jog poles
4. Walk into box, turn 360 left
5. Jog over poles
6. Lope over poles
7. Lope between poles, stop and back L
8. Sidepass to the left, walk to finish

- Skritt
- - - - Trav
- . - . - Øket trav
- Galopp
- ~~~~~ Rygg

SHOWMANSHIP AT HALTER BEGINNER

Sun N Fun klasse 29



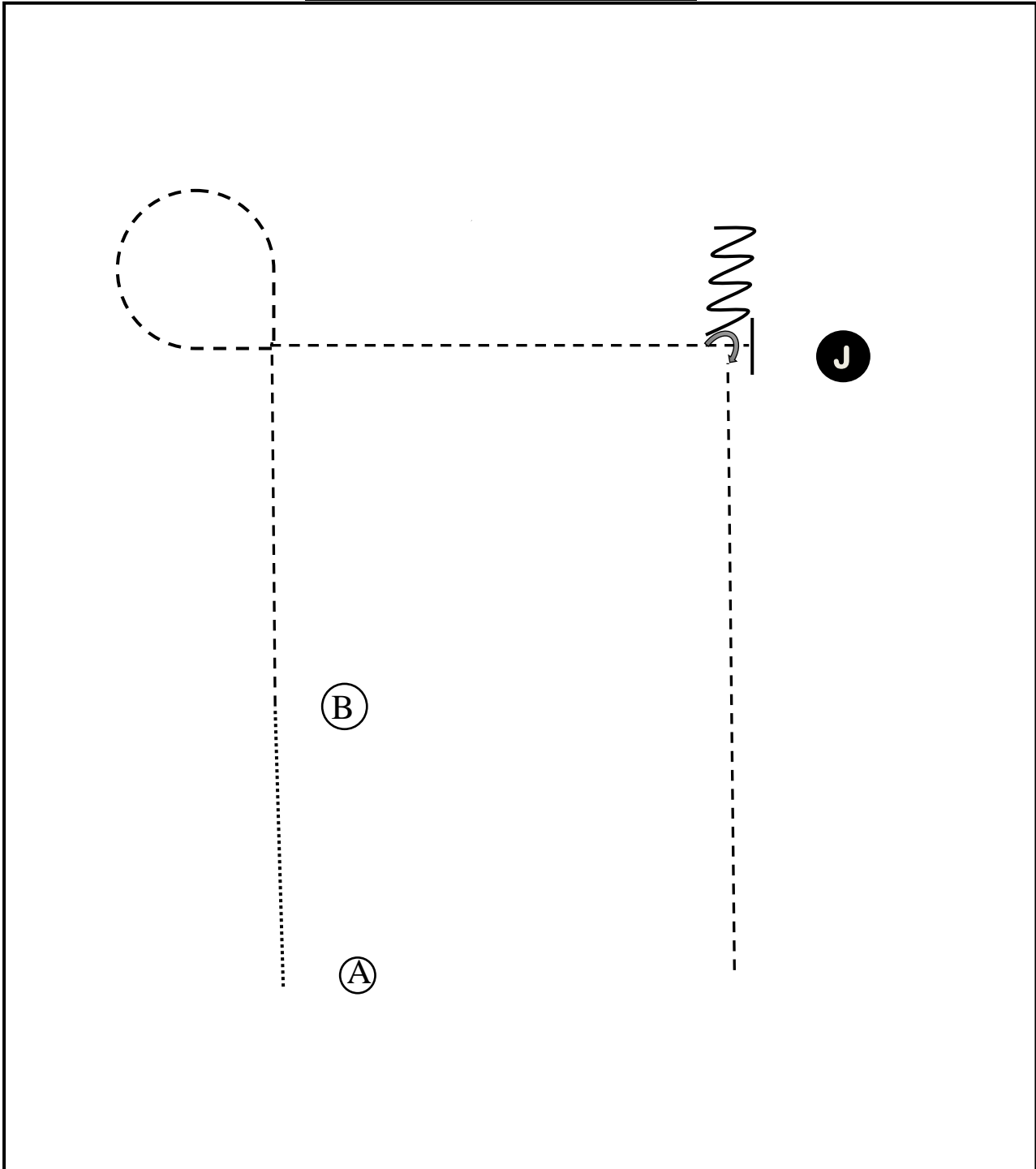
Be ready at A

1. Walk from A, stop
2. Back approximately one horse length
3. Jog to judge
4. Stop and set up for inspection
5. Inspection
6. 90° turn right
7. Exit at the trot

..... Skritt
- - - - - Trav
~~~~~ Rygg

# SHOWMANSHIP AT HALTER OPEN

## Sun N Fun klasse 30



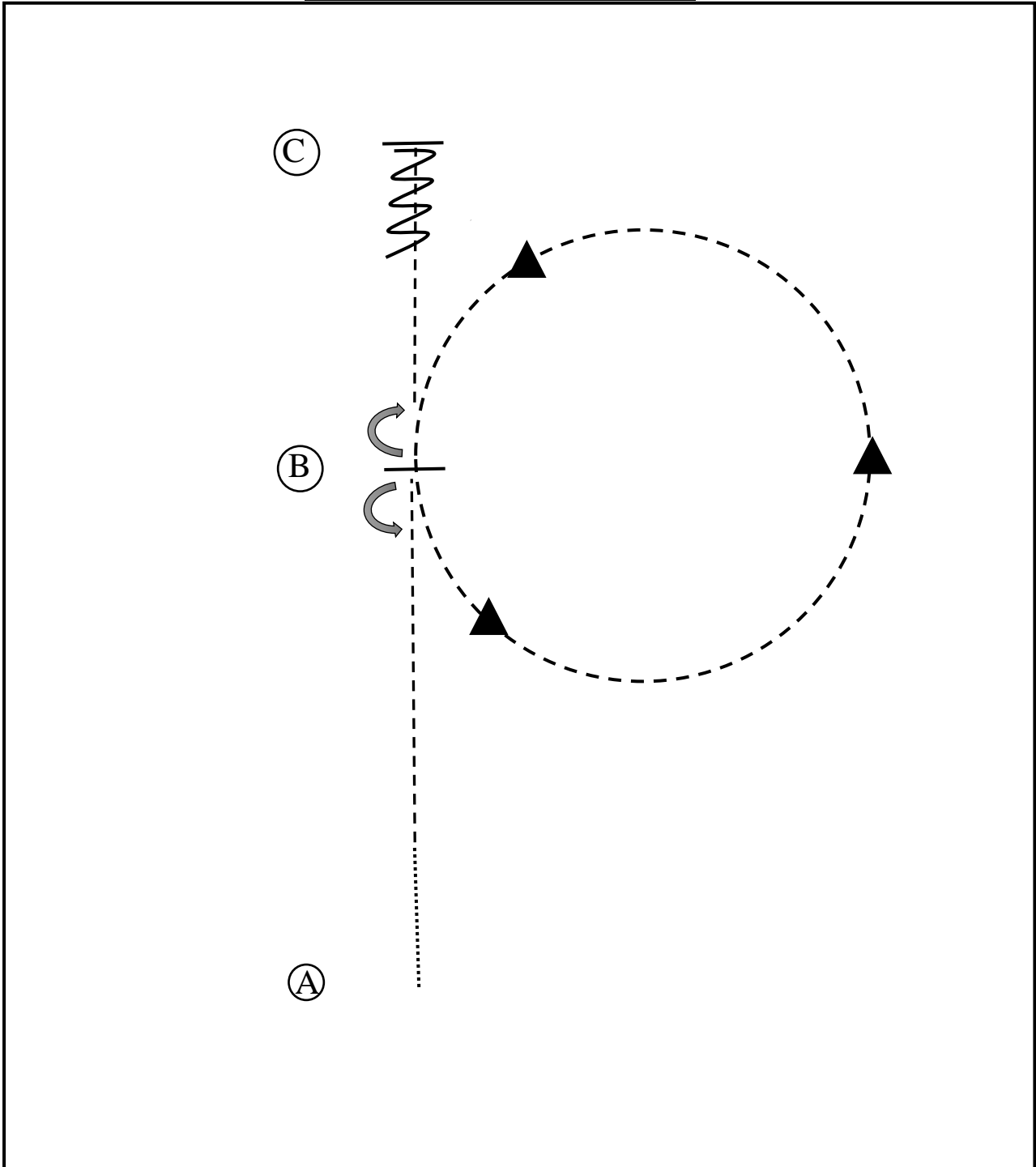
Be ready at A

1. Walk from A to B
2. Jog circle to the left and to judge
3. Stop and set up for inspection
4. Inspection
5. 450° turn right
6. Back approximately one horse length
7. Exit at the trot

..... Skritt  
- - - - - Trav  
~~~~~ Rygg

WESTERN HORSEMANSHIP walk & trot

Sun N Fun klasse 39



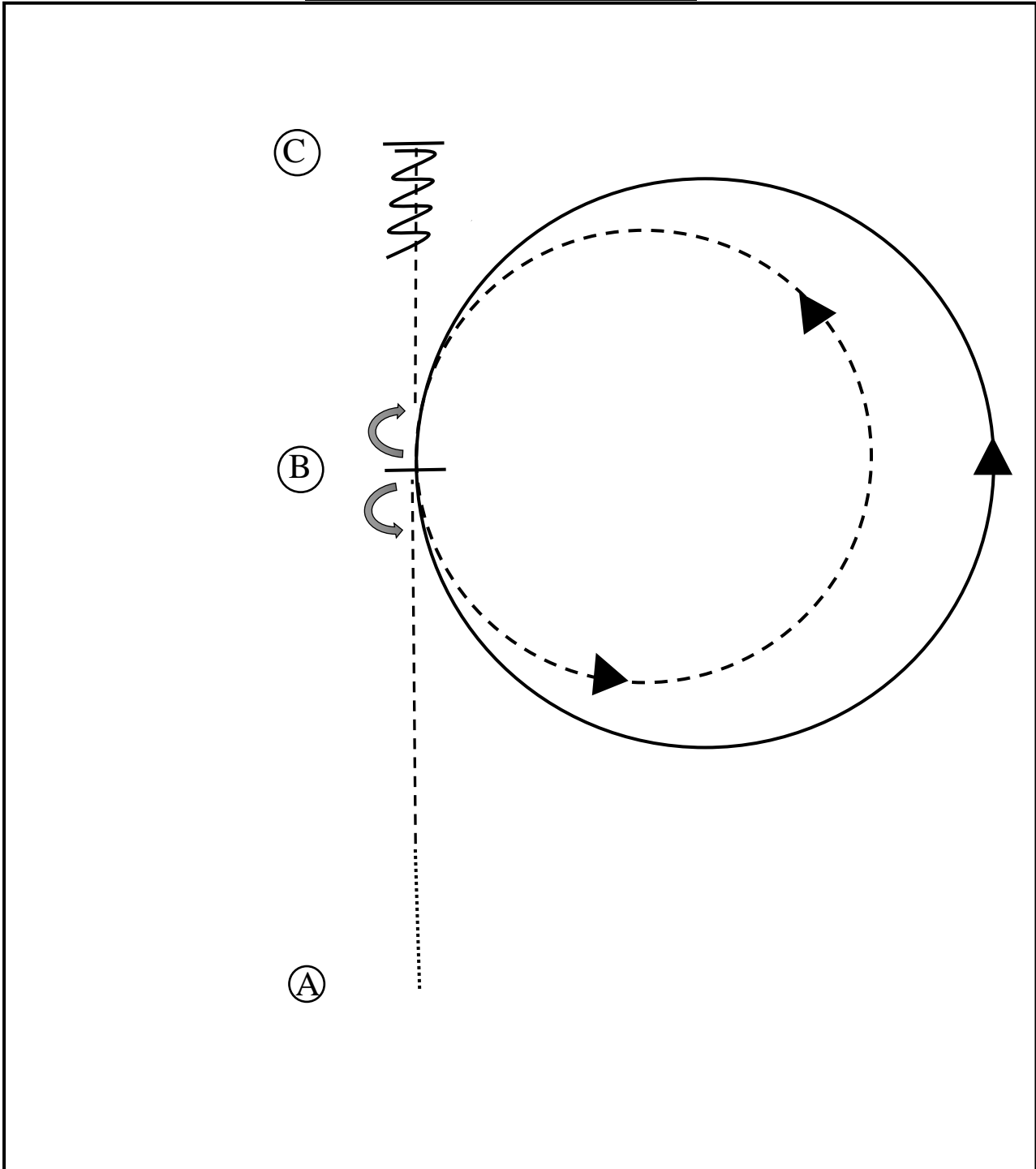
Be ready at A

1. Walk one horselength, jog to B
2. Stop at B and perform av 180 turn to the left
3. Jog a circle to the left
4. Stop at B and perform av 180 turn to the right
5. Jog to C
6. Stop and back approximately one horse length

..... Skritt
- - - - - Trav
~~~~~ Rygg

# WESTERN HORSEMANSHIP BEGINNER

## Sun N Fun klasse 40



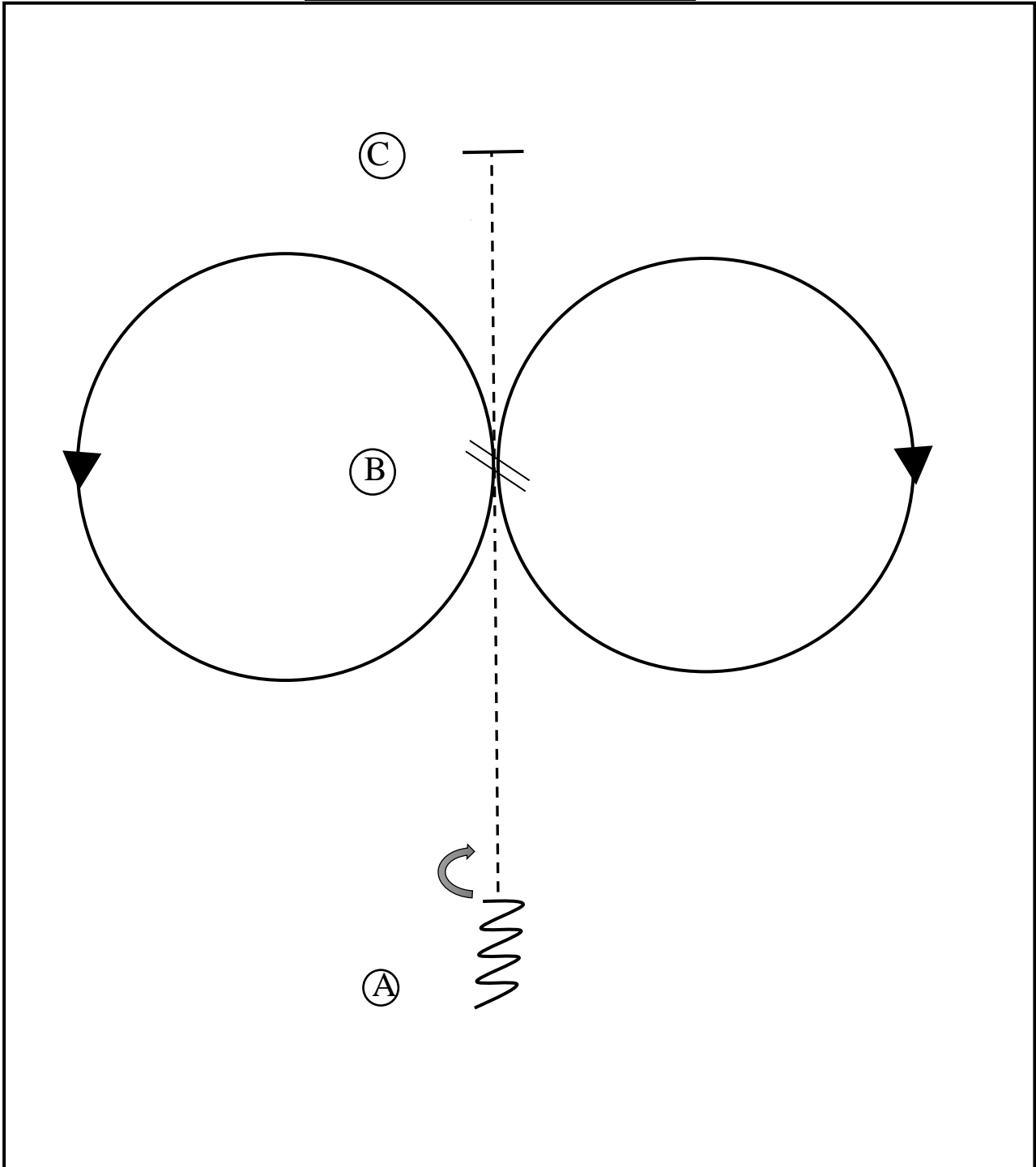
Be ready at A

1. Walk one horselength, jog to B
2. Stop at B and perform av 180° turn to the left
3. Jog a circle to the left
4. Lope a slightly larger circle
5. Stop at B and perform av 180° turn to the right
6. Jog to C
7. Stop and back approximately one horse length

..... Skritt  
- - - - - Trav  
———— Galopp  
~~~~~ Rygg

WESTERN HORSEMANSHIP OPEN

Sun N Fun klasse 41



Be ready at A

1. Back one horselength
2. 180° turn to the right, jog to B
3. Lope a circle to the right
4. Change lead
5. Lope a circle to the left
6. Jog to C and stop

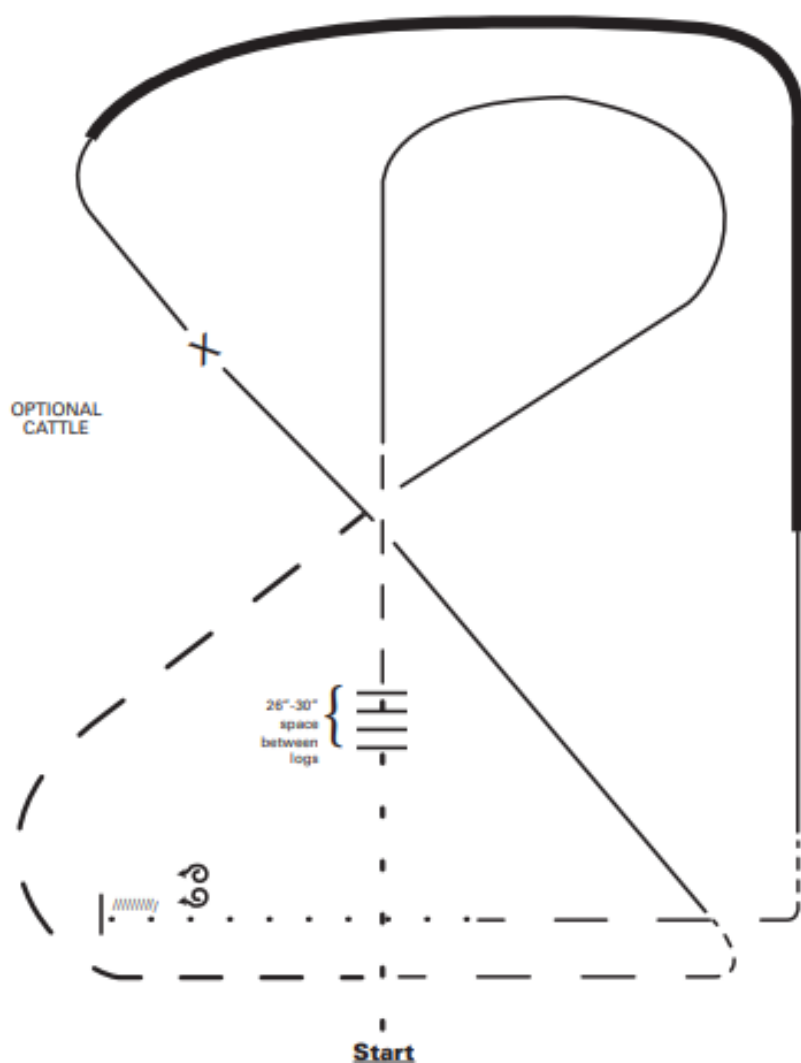
..... Skritt
- - - - Trav
———— Galopp
~~~~~ Rygg



# Sun N Fun klasse 49

## Ranch Riding Pattern #5

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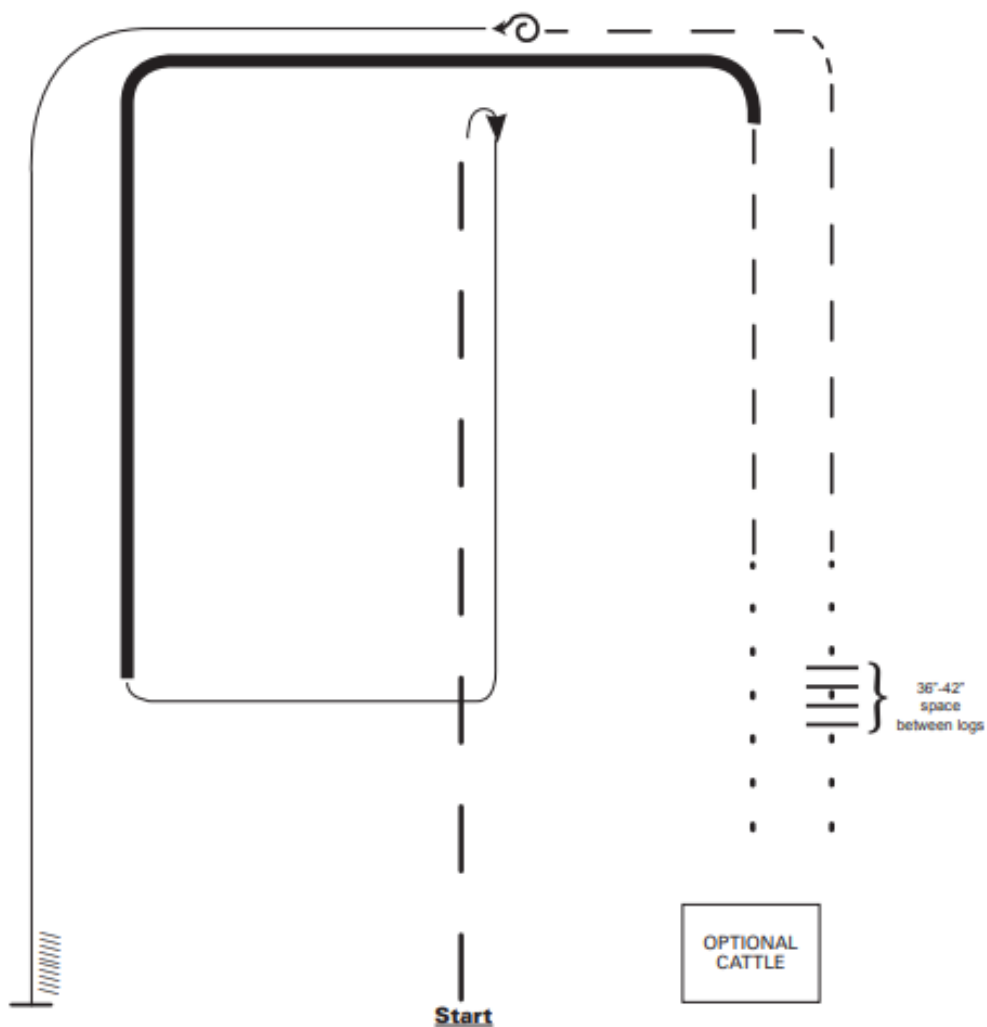


1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope (right lead)
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

# Sun N Fun klasse 50-51-52

## Ranch Riding Pattern #15

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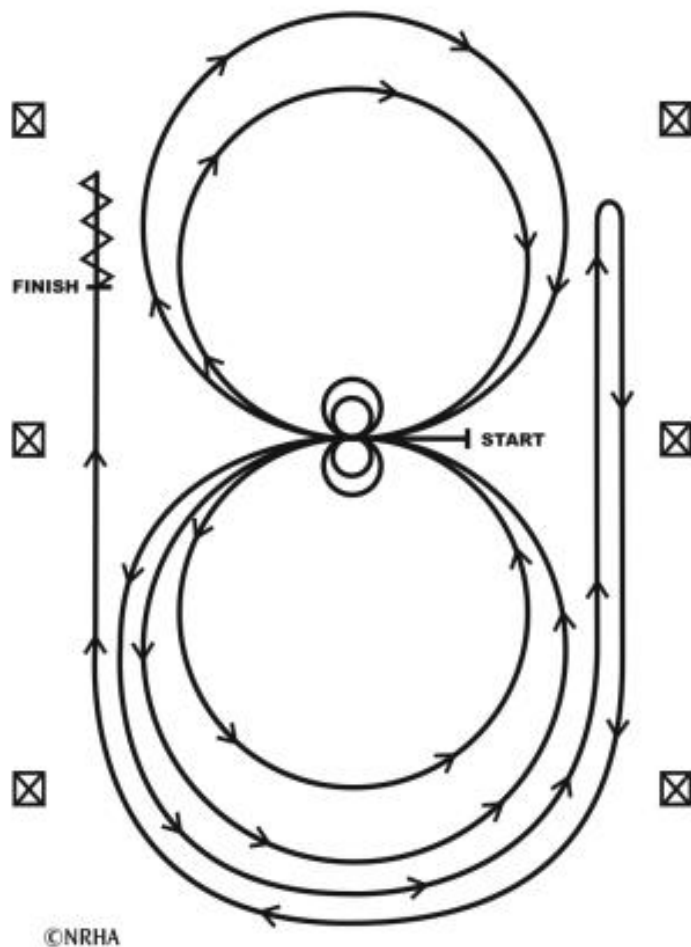


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

# Sun N Fun klasse 53-54-58-59

## Reining Pattern A

(To be used for Novice Youth/Novice Amateur, and Green Reining Only)



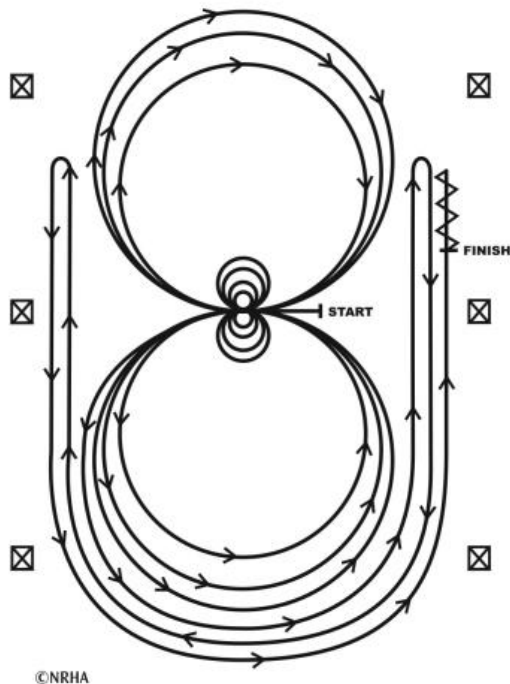
National Reining Horse Association Patterns are used with permission.  
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Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

# Sun N Fun klasse 55-56-57

## Reining Pattern #6



Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.

Exhibitor may dismount and drop bridle to the designated judge.