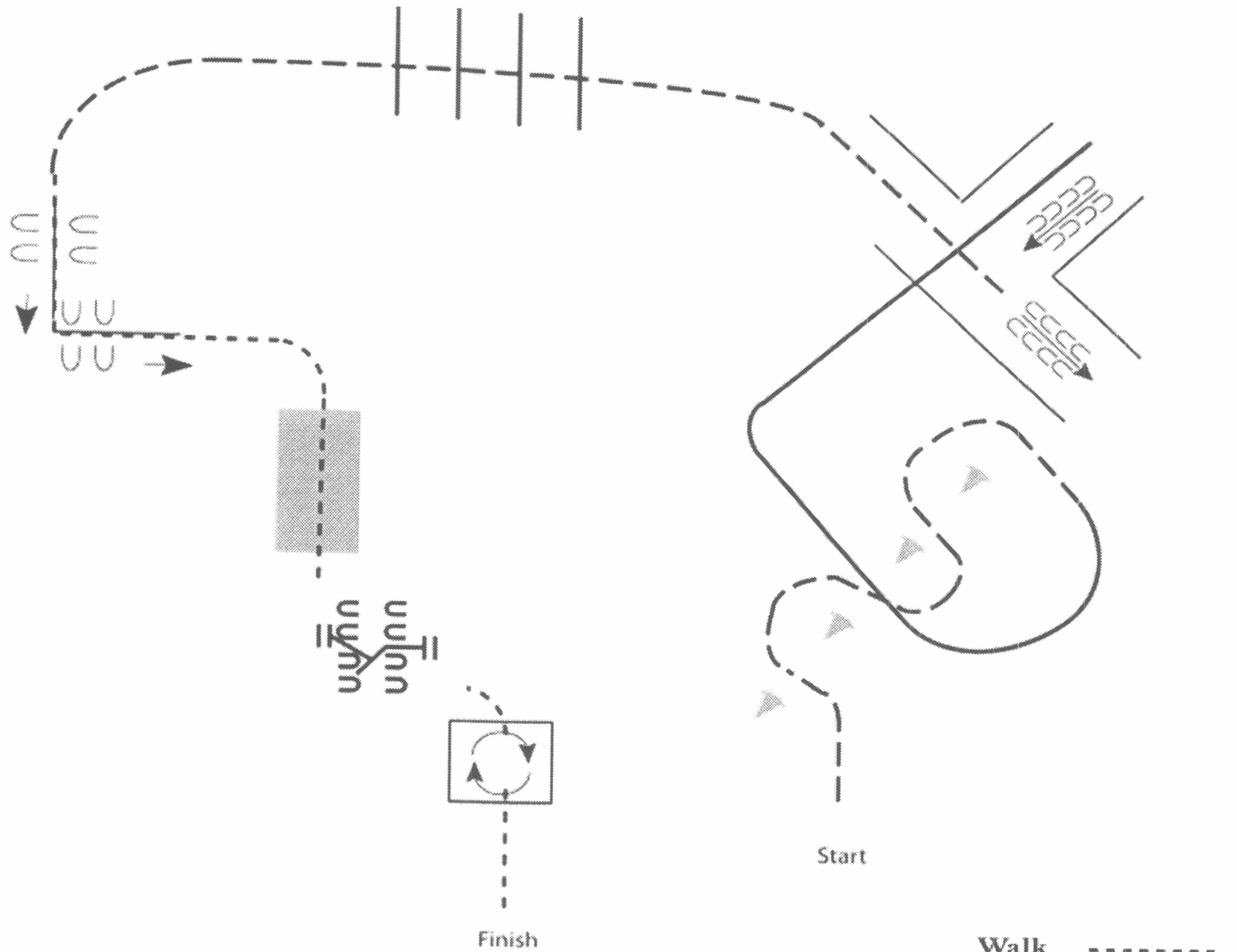


2023 Isabella County Youth and Farm Fair

Trail Sr 16 – 19 and Int 12 - 15

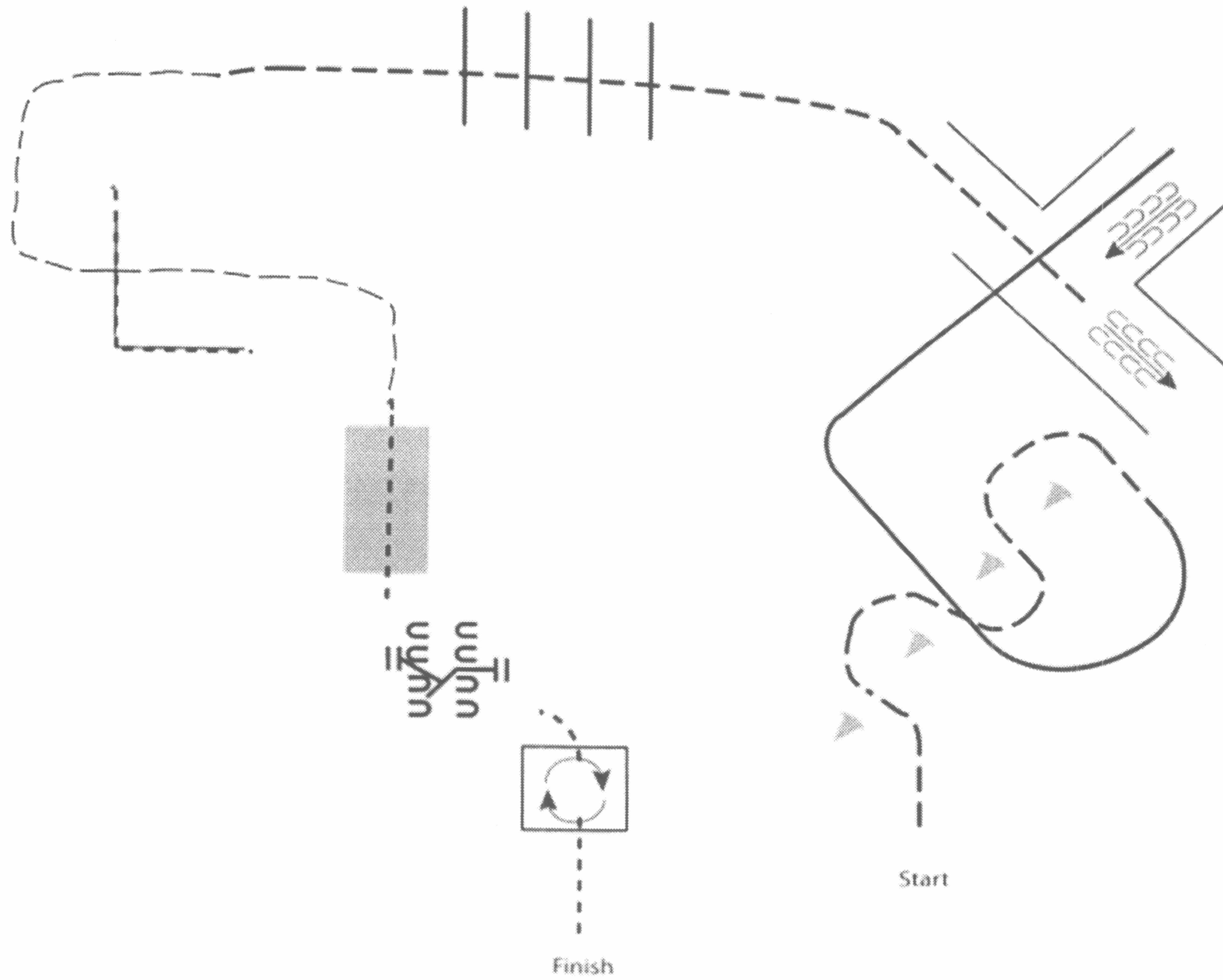


Be ready at start

1. Jog through cones
2. Lope right lead into chute
3. Back the L
4. Jog over poles to sidepass
5. Sidepass left over poles
6. Walk over bridge
7. Work gate with left hand
8. Walk to and into box, perform 360 degree turn to the right, walk out of box and to finish

2023 Isabella County Youth and Farm Fair

Trail Jr 8 - 11



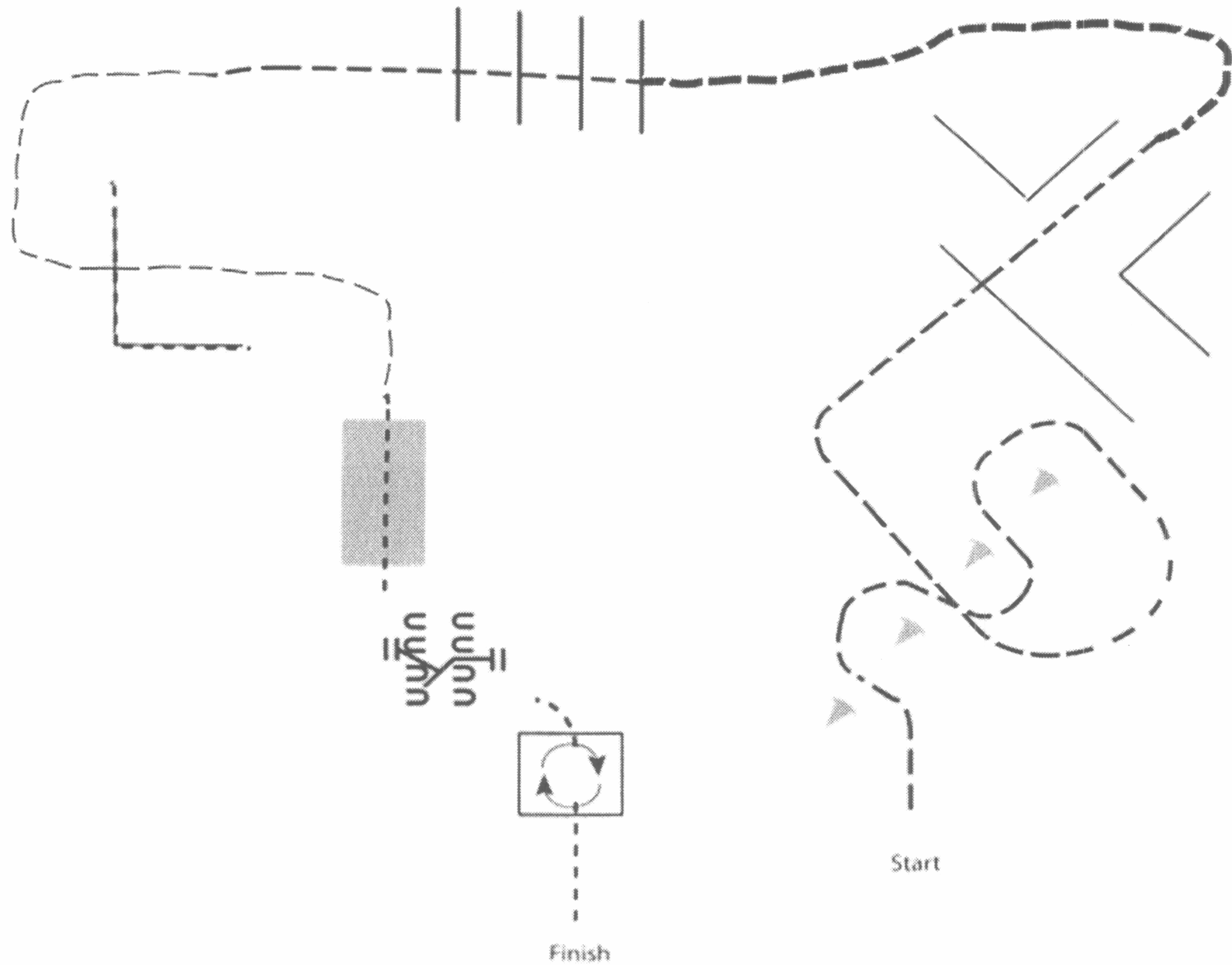
Be ready at start

1. Jog through cones
2. Lope right lead into chute
3. Back the L
4. Jog over poles
5. Jog over poles
6. Walk over bridge
7. Walk through the open gate
8. Walk to and into box, Stop. Walk out to exit

Walk
Jog	-----
Extended Jog	-----
Lope	————
Leg Yield	
Lead Change	———/
Back	←←← ←←←
Marker	ⓑ
Sidepass	←←←

2023 Isabella County Youth and Farm Fair

Trail Walk Trot

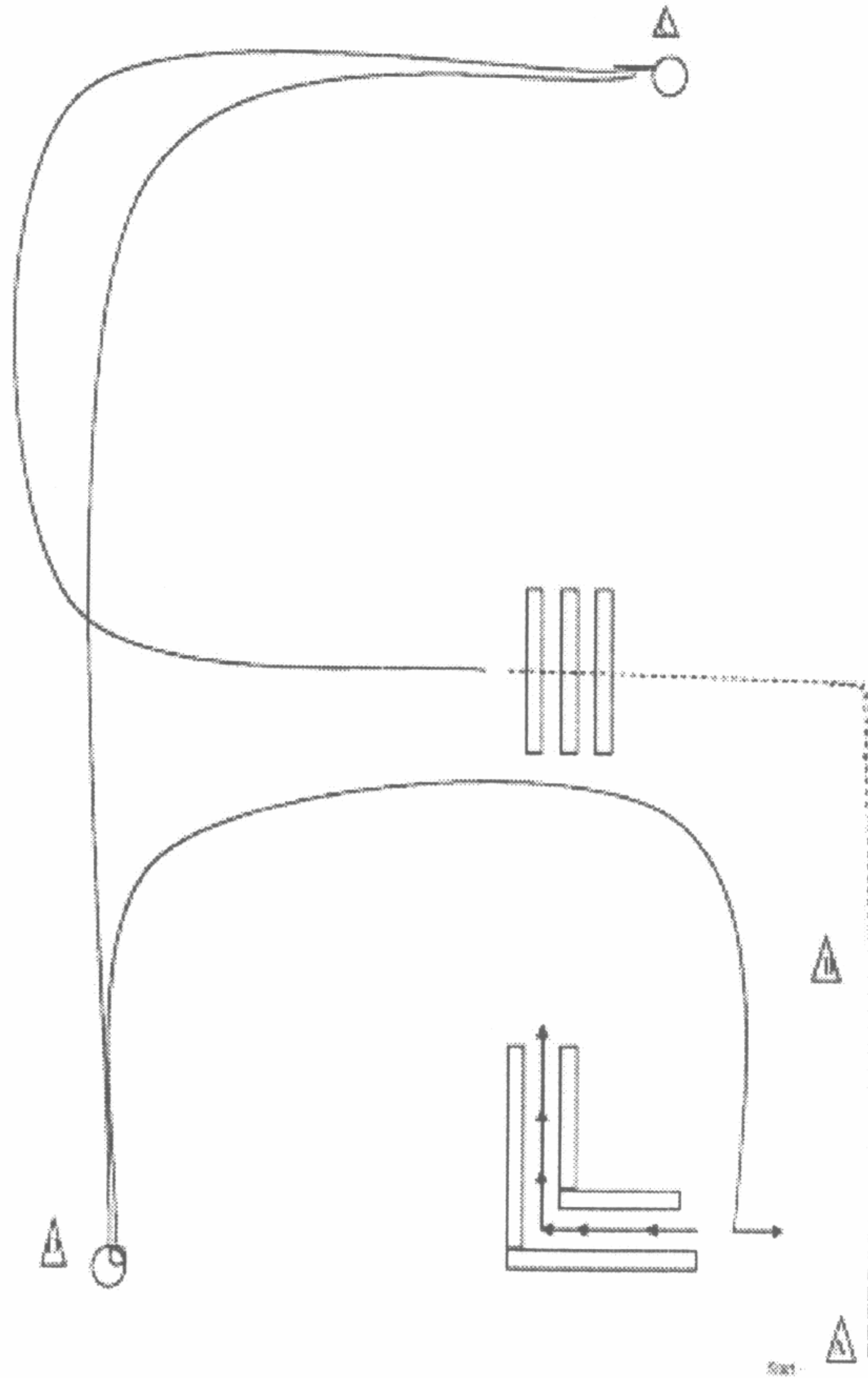


Be ready at start

9. Jog through cones
10. Jog into chute, Stop.
11. Jog out of chute and to poles
12. Jog over poles
13. Jog over poles
14. Walk over bridge
15. Walk through open gate
16. Walk to and into box, Stop. Walk out to exit

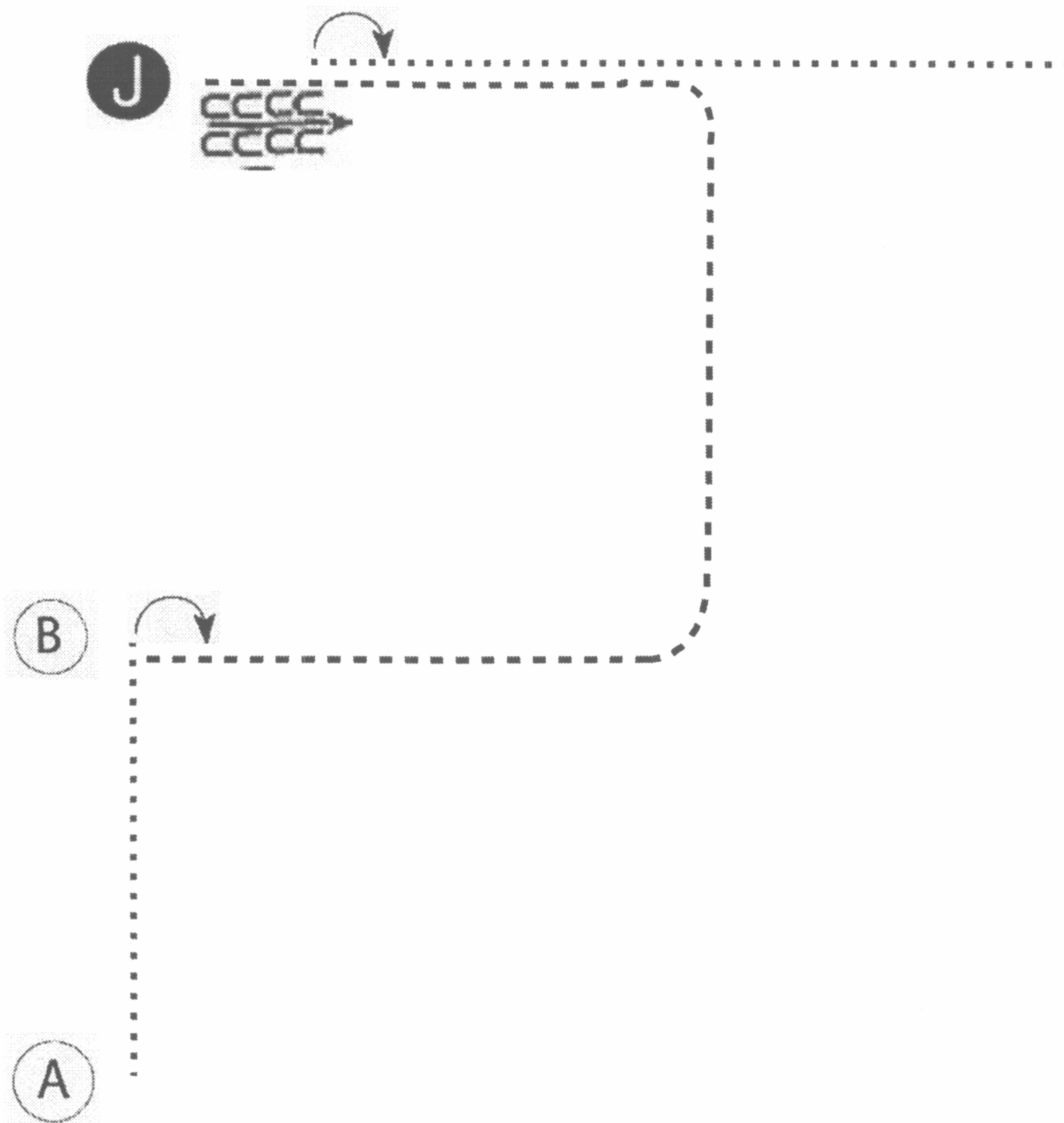
Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	←←←←← ←←←←←
Marker	Ⓚ
Sidepass	←←←←←

Ranch Riding



1. Walk A-B.
2. At cone trot to and over cross poles.
3. After poles are cleared Right lead lope.
4. At Cone ;Stop.
5. 1½ spin left.
6. Left lead lope to cone; Stop.
7. 1½ spins right.
8. Lope right lead to chute; Stop; 90° turn.
9. Back thru Chute.

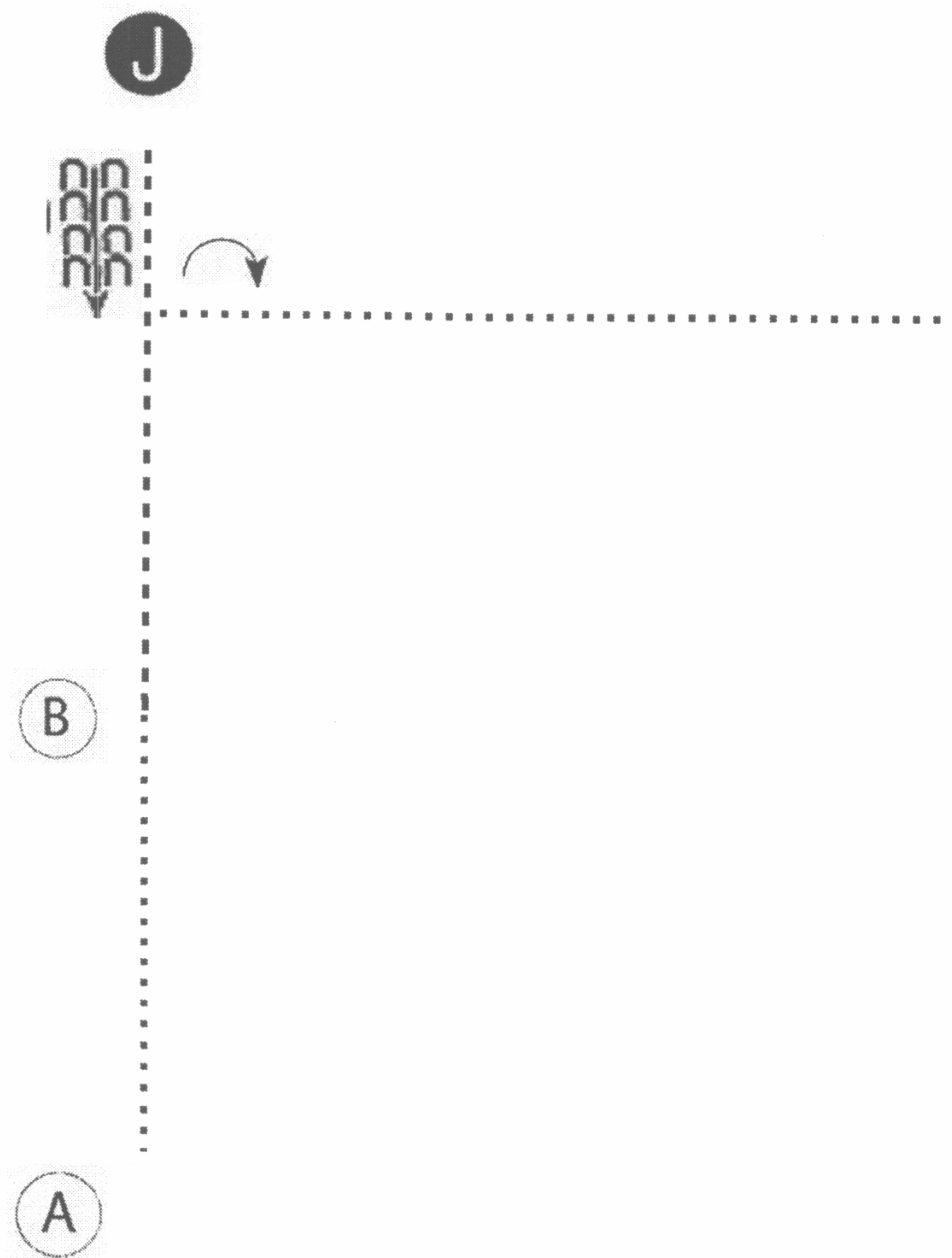
Showmanship Sr. 16-19
Showmanship Int. 12-15



Be Ready at Cone A

1. Walk from A to B
2. At B, perform a 90° pivot
3. Trot to the judge as drawn
4. Stop and set up for inspection
5. When dismissed, back one horse length
6. Perform a 180° pivot and walk away

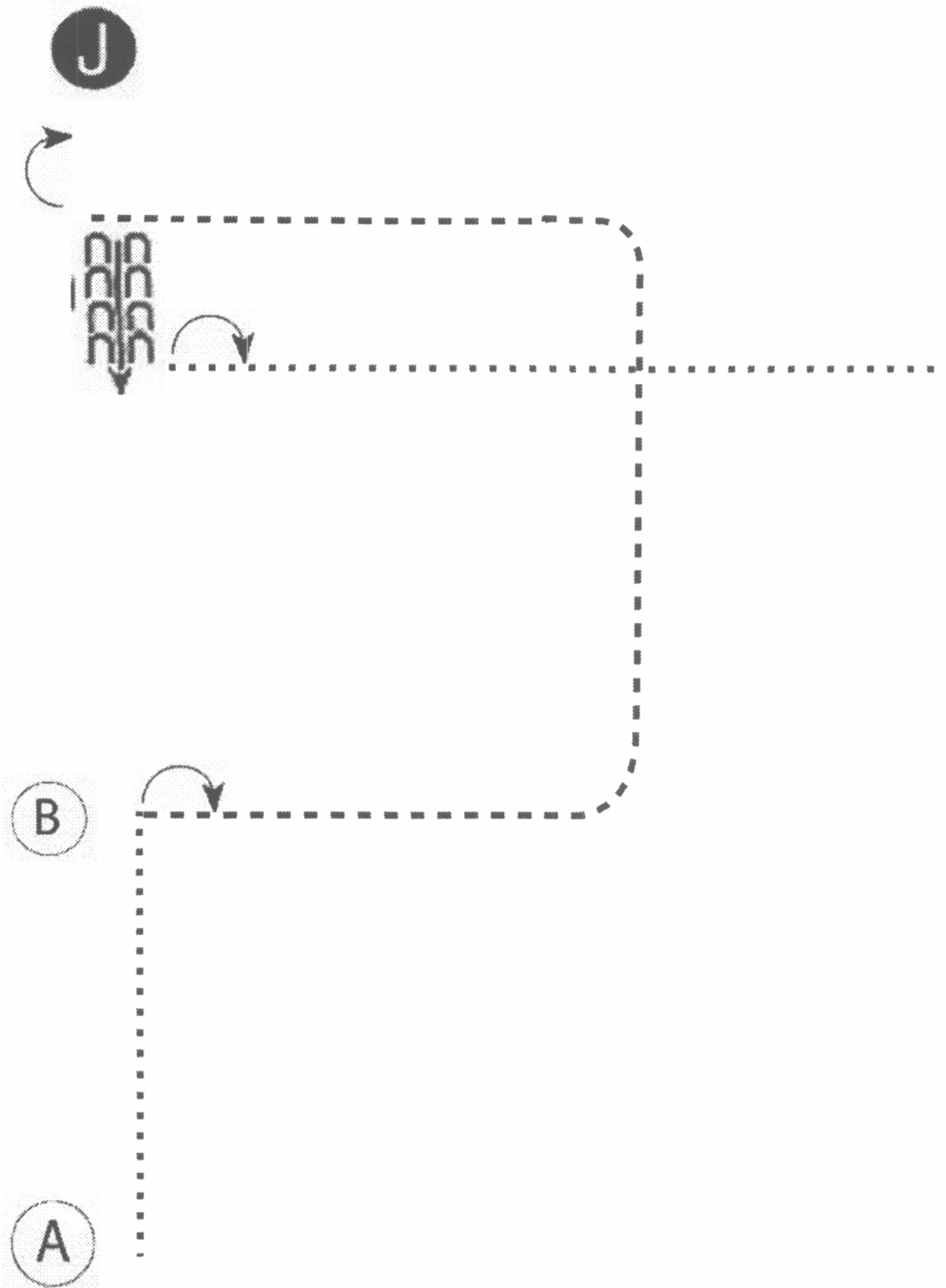
Showmanship Jr. 8-11



Be Ready at Cone A

1. Walk from A to B
2. Trot to the judge
3. Stop and set up for inspection
4. When dismissed, back one horse length
5. Perform a 90° pivot and walk away

Sr. Grand and Reserve Showmanship
 Int. Grand and Reserve Showmanship

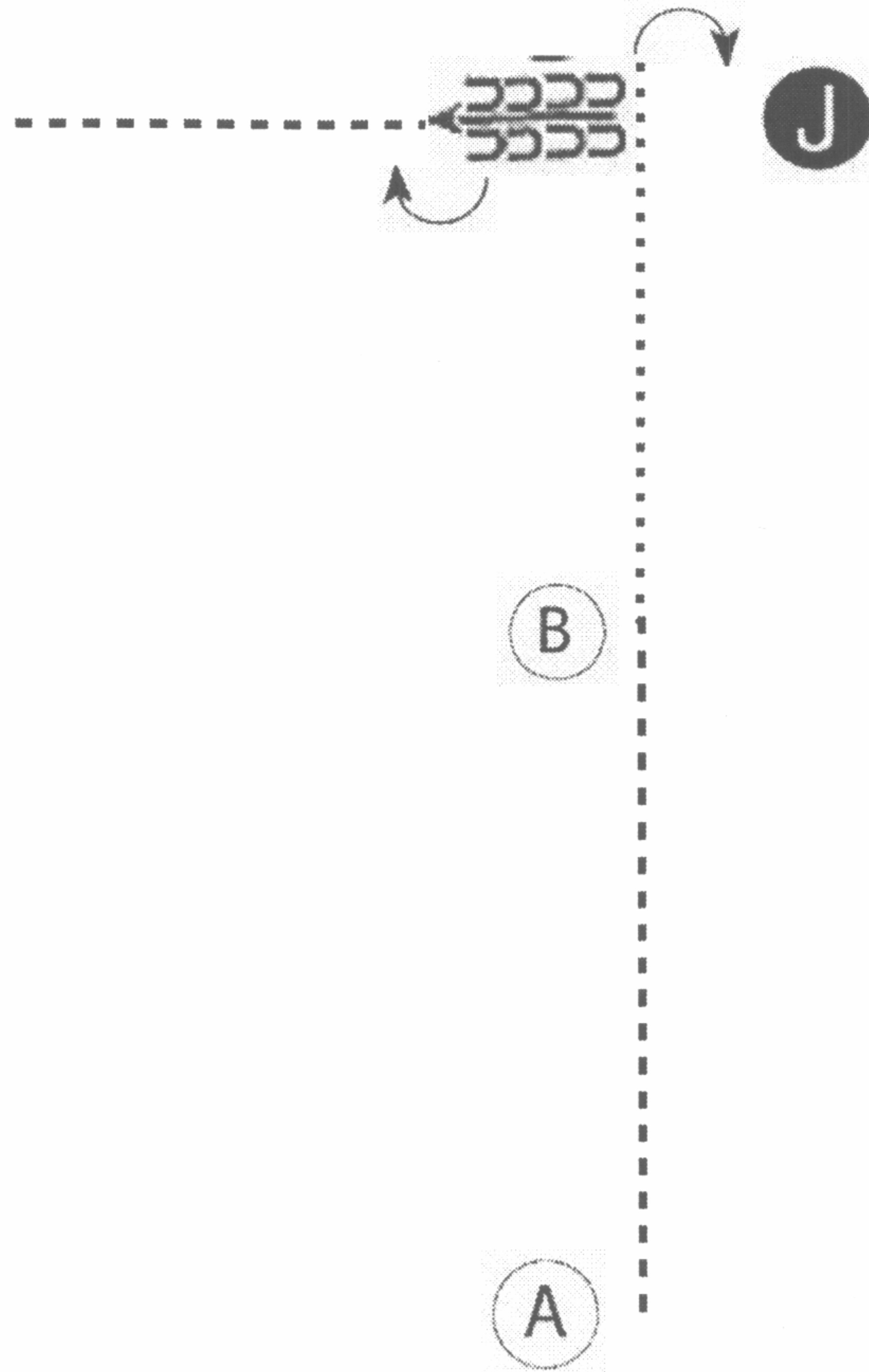


Be Ready at Cone A

1. Walk from A to B
2. At B, perform a 90° pivot
3. Trot to the judge as drawn
4. Stop with horse's hip in line with the judge
5. Perform a 90° pivot and set up for inspection
6. When dismissed, back one horse length
7. Perform a 90° pivot and walk away

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

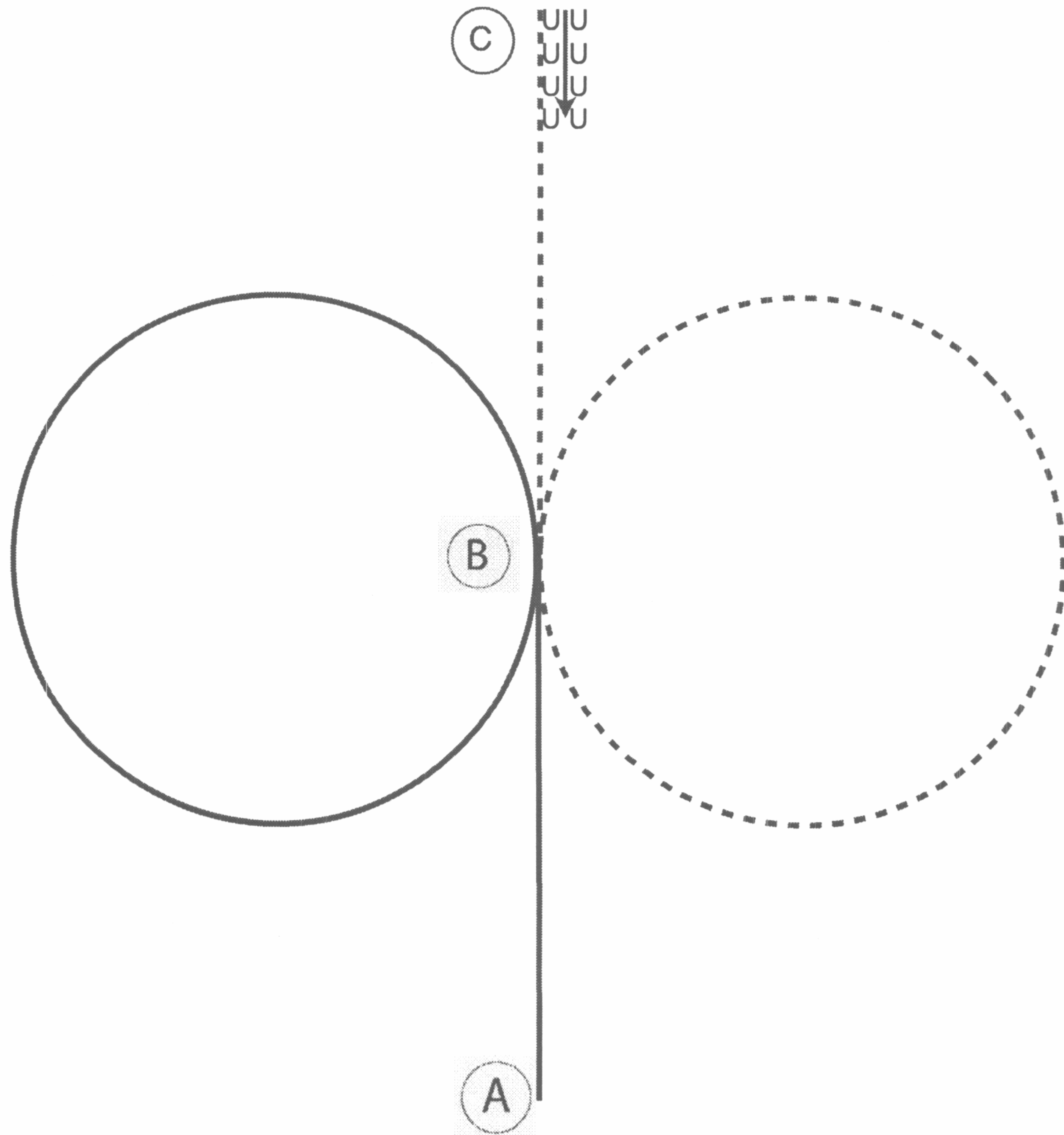
Jr. Grand and Reserve Showmanship



Be Ready at Cone A

1. Trot from A to B
2. Walk until the horse's hip is in line with the judge
3. Stop, perform a 90° pivot
4. Set up for inspection
5. When dismissed, back one horse length
6. Perform a 180° pivot and walk away

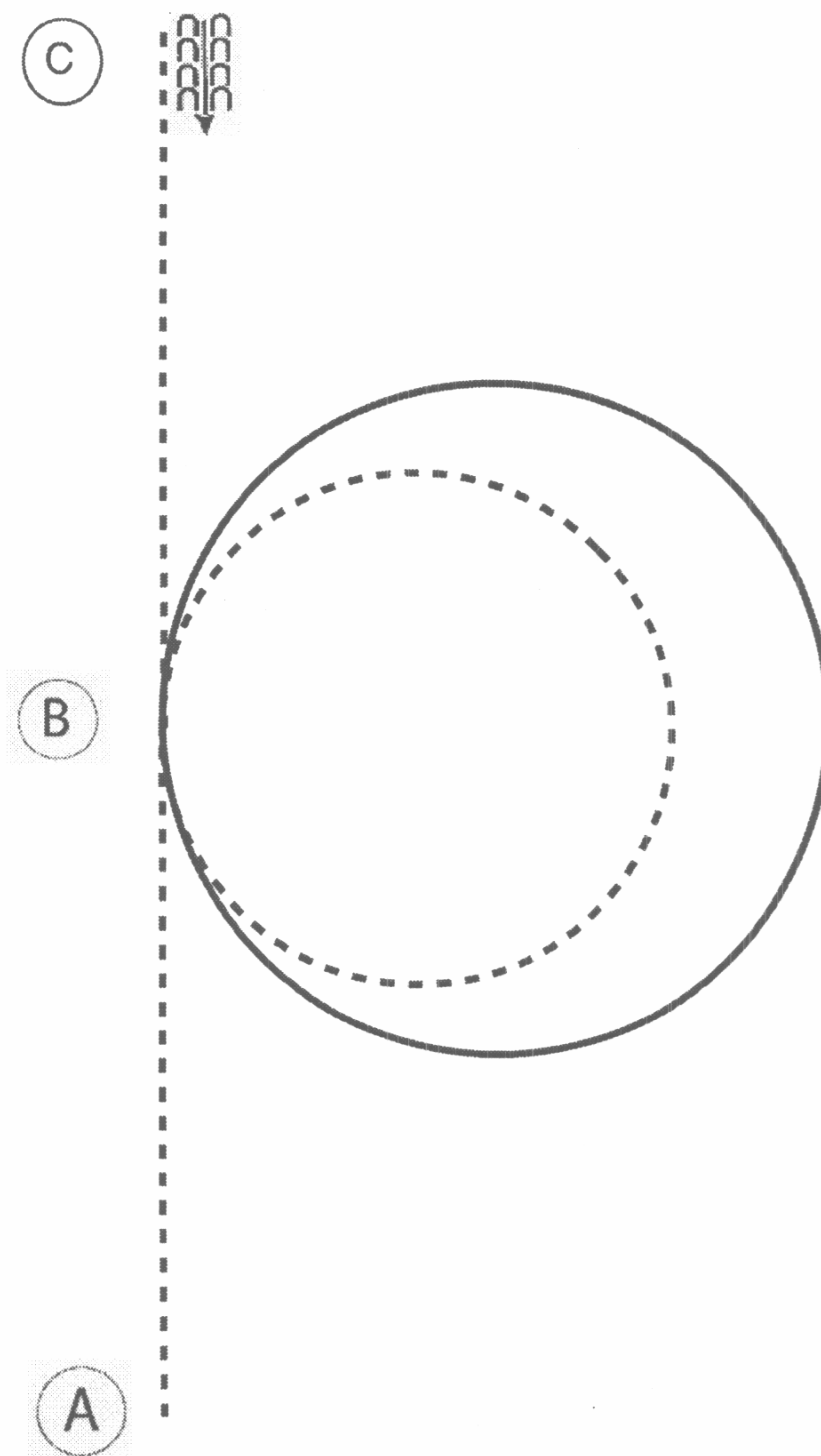
English Equitation 16-19
English Equitation 12-15



Be ready at A

1. Canter right lead to B
2. Trot a circle on the left diagonal to the right
3. Canter a circle to the left on the left lead
4. At B, trot on the right diagonal to C
5. At C, halt and back one horse length
6. Exit at the sitting trot

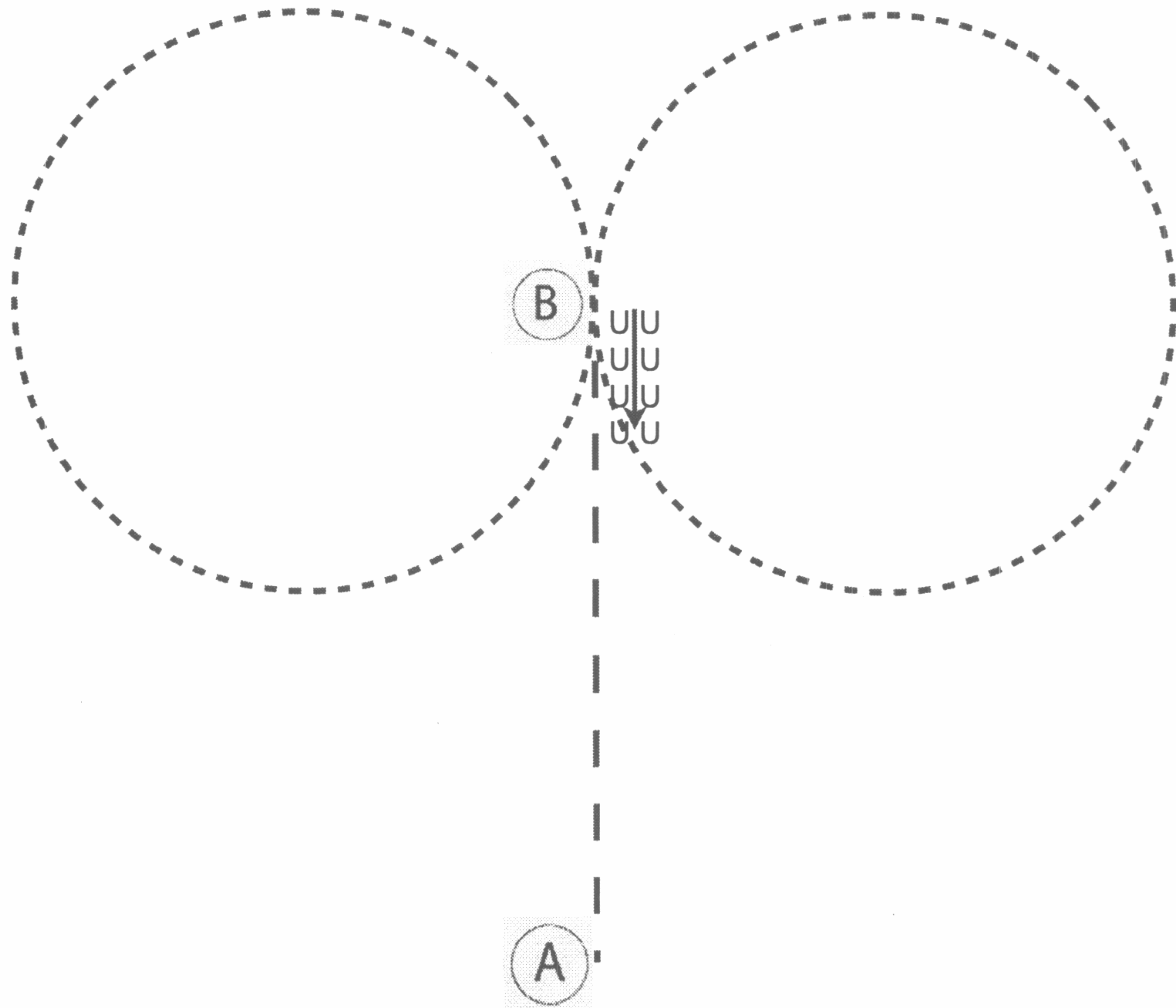
English Equitation Jr. 8-11



Be ready at A

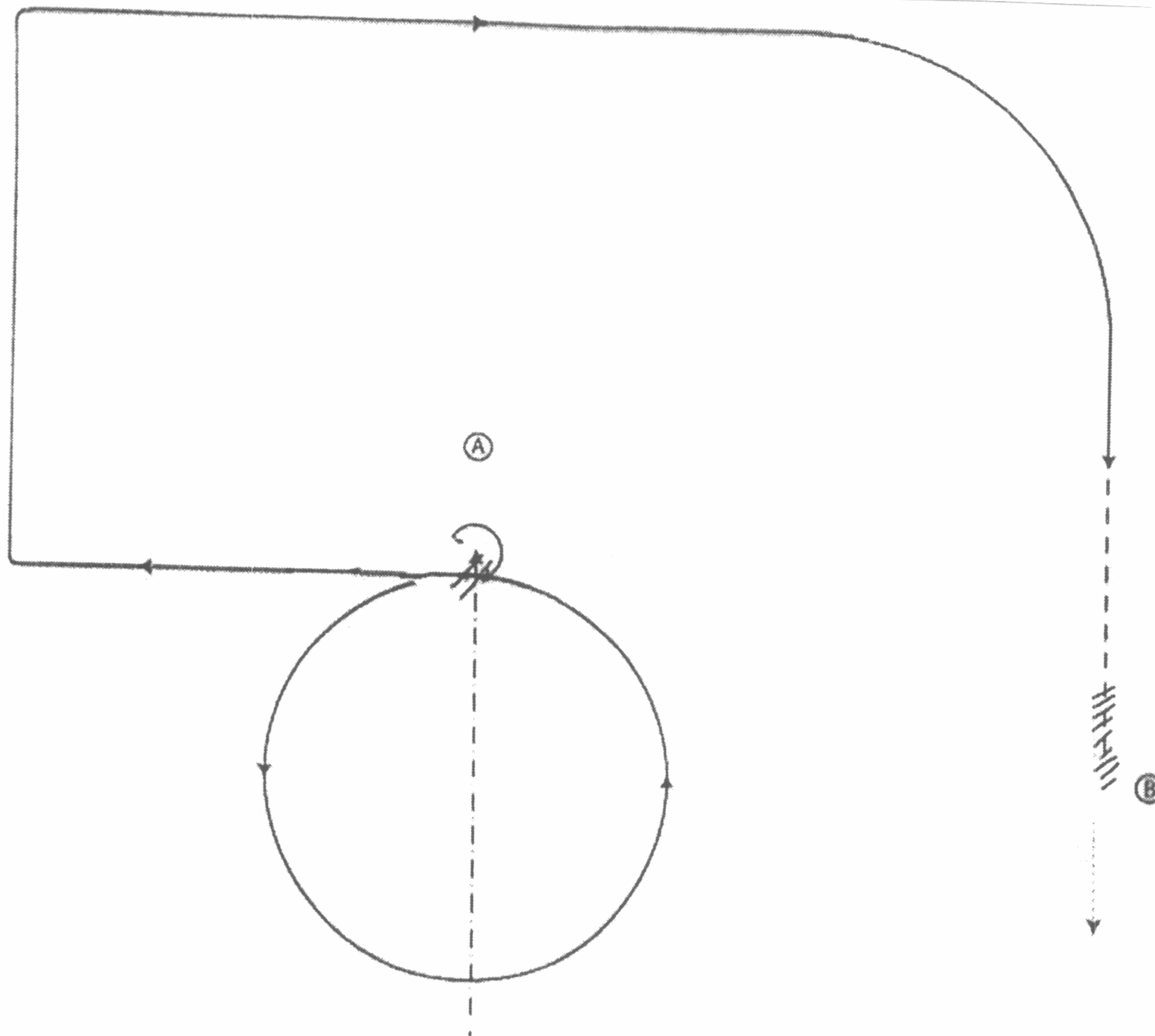
1. Trot on the right diagonal to B
2. Change diagonals and trot a circle to the right
3. Canter a circle to the right on the right lead
4. At B, perform a sitting trot to C
5. At C, halt and back one horse length
6. Exit at the walk

English Equitation Novice Walk/Trot 8-19



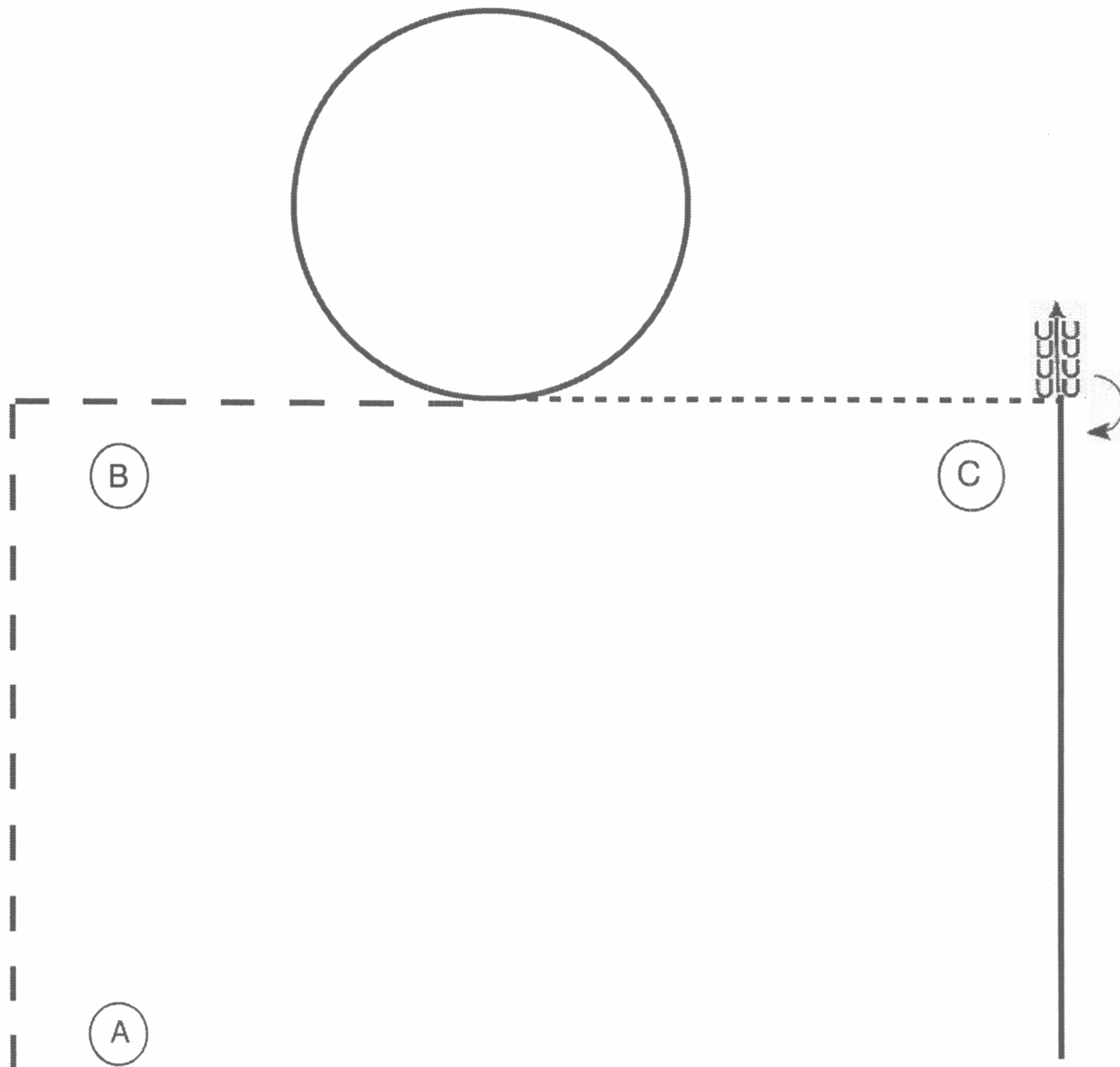
1. Be ready at A
2. Perform a sitting trot to B
3. Circle right posting on the left diagonal
4. Change diagonals and circle to the left
5. Complete circle, halt at B and back one horse length
Exit at Sitting trot

Gymkhana Equitation



1. Be ready on the rail facing A. Extended trot in a straight line to A. Stop
2. Perform a 270 degree turn to the right
3. *Canter* a circle to the left on the correct lead
4. Change leads at A. Continue on the right lead to arena rail and proceed down the rail
5. When even with A, *hand gallop* around the arena
6. When even with A, break to a trot and trot to B
7. At B Stop. Back 8 steps.
8. Walk to exit

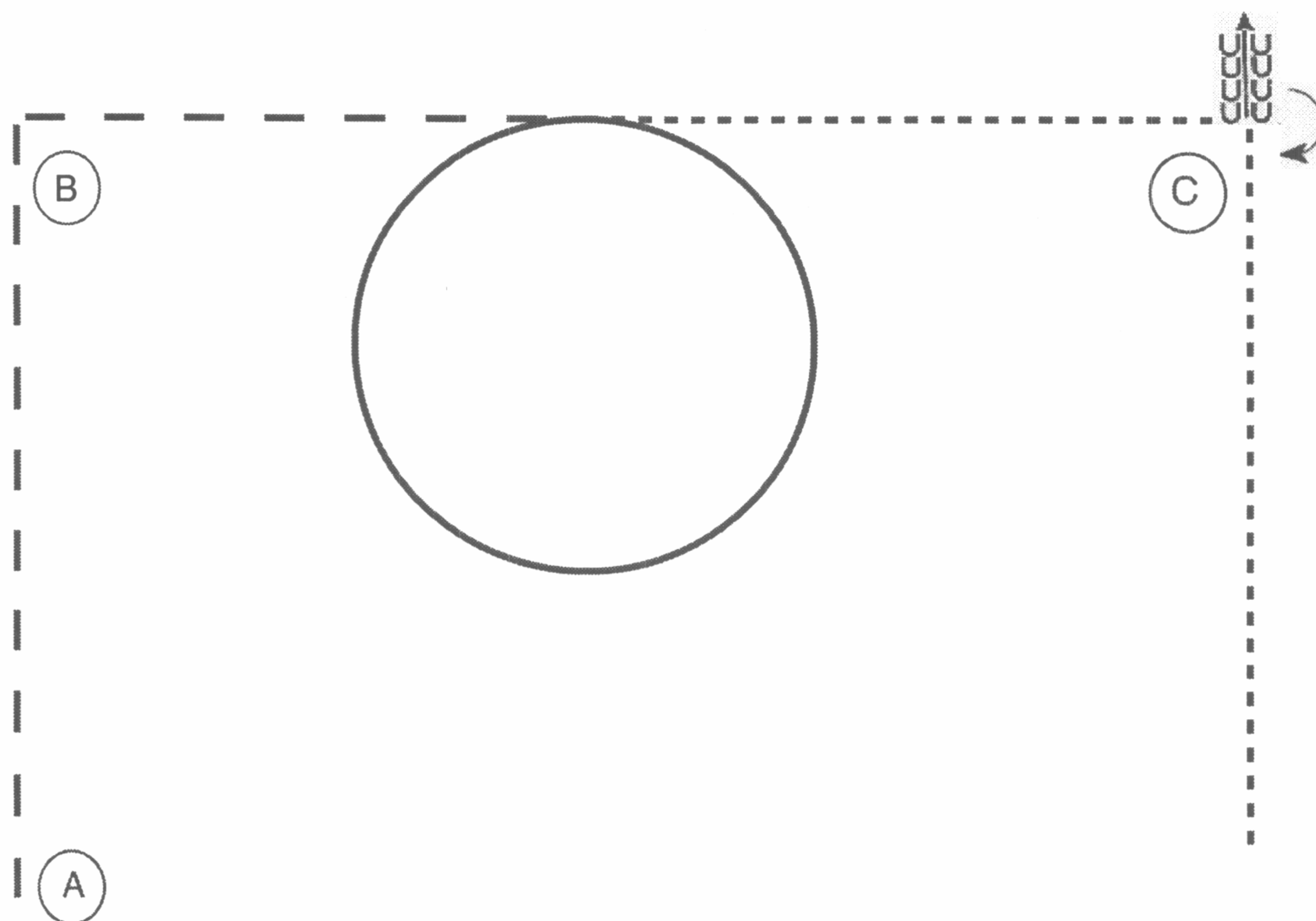
Western Horsemanship 16-19
Western Horsemanship 12-15



Be ready at A

1. Perform the extended jog around B, half way to C
 2. Lope a circle to the left on the left lead
 3. Break to jog and jog past C, halt
 4. Perform a 90° turn to the right and back one horse length
 5. Lope on the right lead until even with A then halt
- Exit at an extended jog

Western Horsemanship 8-11



Be ready at A

1. Perform the extended jog around B, half way to C
2. Lope a circle to the right on the right lead
3. Break to jog and jog past C, halt
4. Perform a 90° turn to the right and back one horse length
5. Jog until even with A then halt

Exit at a jog

Western Horsemanship Novice Walk/Trot 8-19

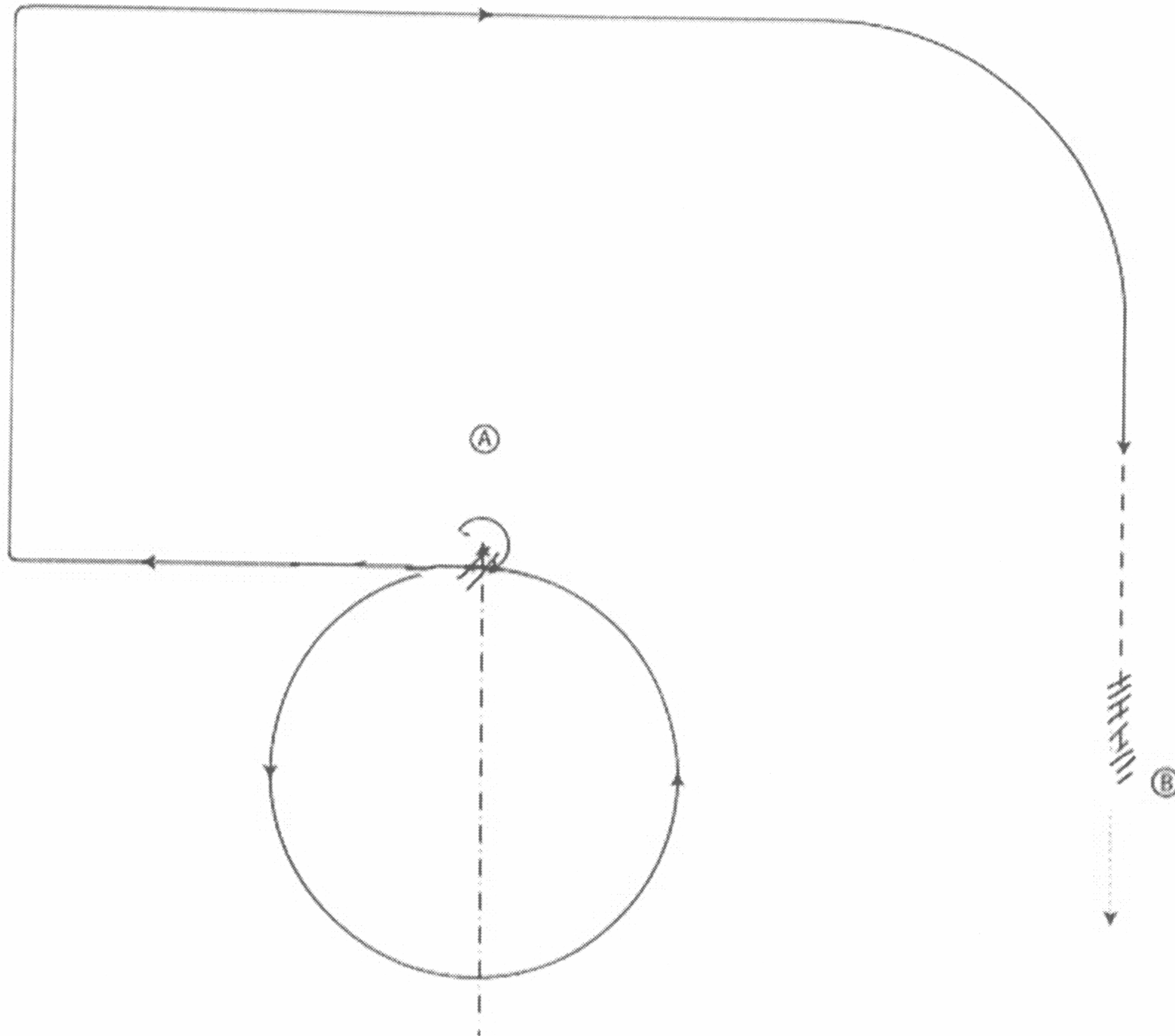


Be ready at A

1. Walk halfway to B
2. Extended Jog around B past C
3. Halt, perform a 90° turn to the right
4. Back one Horse length
5. Jog until even with A, Halt

Exit at walk

Gymkhana Horsemanship



1. Be ready on the rail facing A. Extended Jog in a straight line to A. Stop
2. Perform a 270 degree turn to the right
3. Lope a circle to the left on the correct lead
4. Change leads at A. Continue on the right lead to arena rail and proceed down the rail
5. When even with A, extend the lope around the arena
6. When even with A, break to a jog and jog to B
7. At B Stop. Back 8 steps.
8. Walk to exit

English/Western Riding

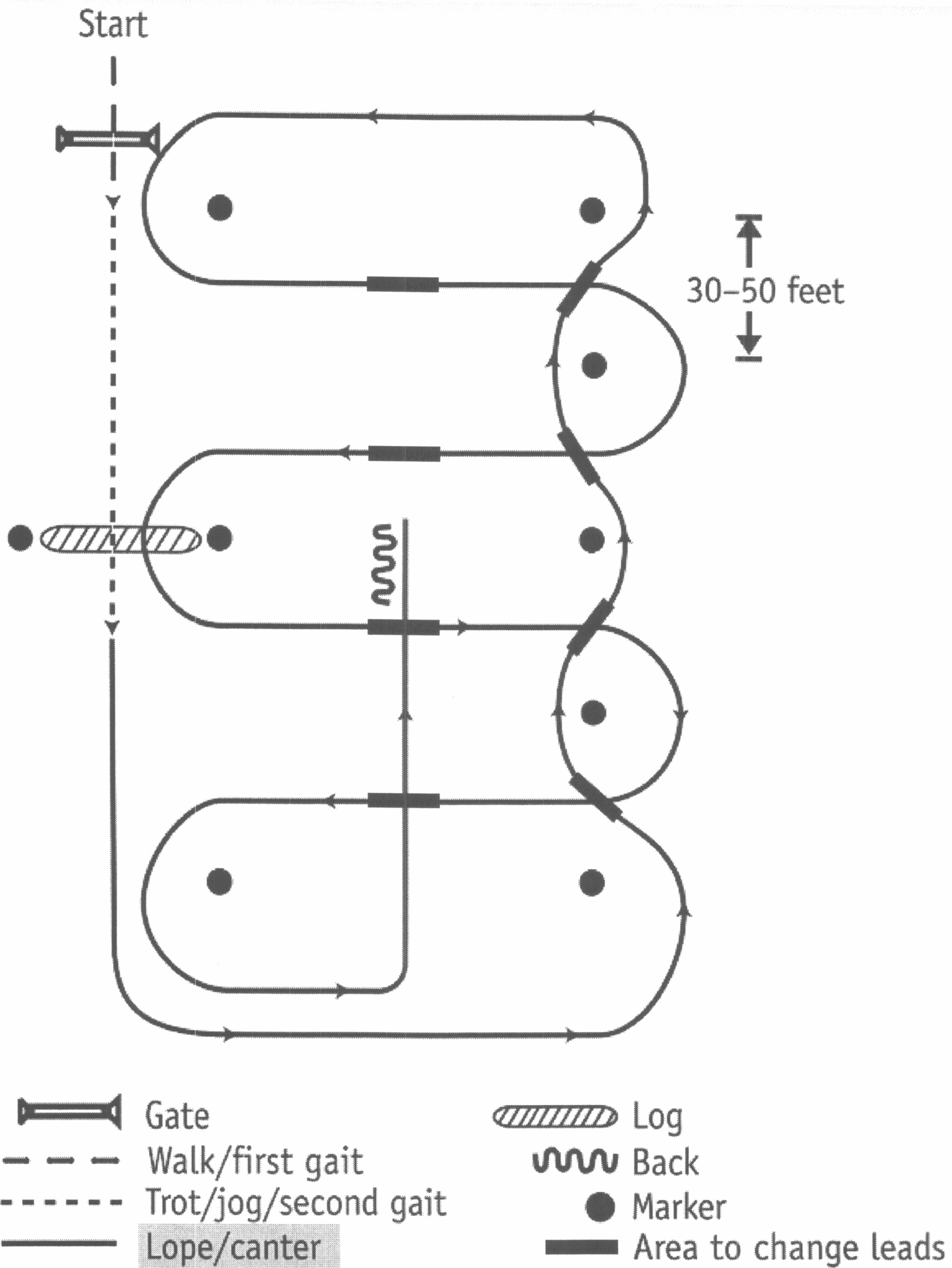
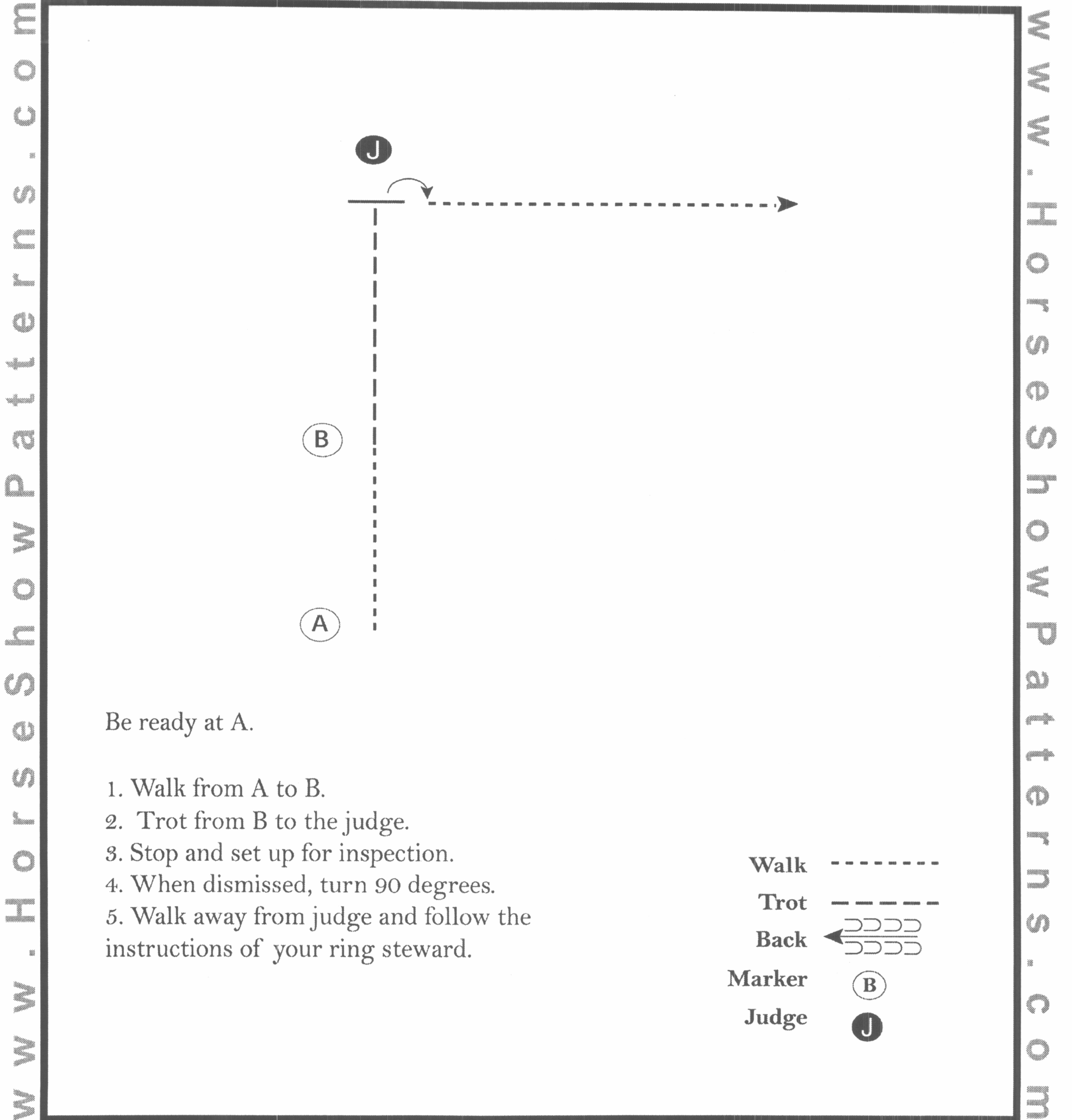


Figure 21. English/western riding pattern.

Cloverbud Showmanship Class

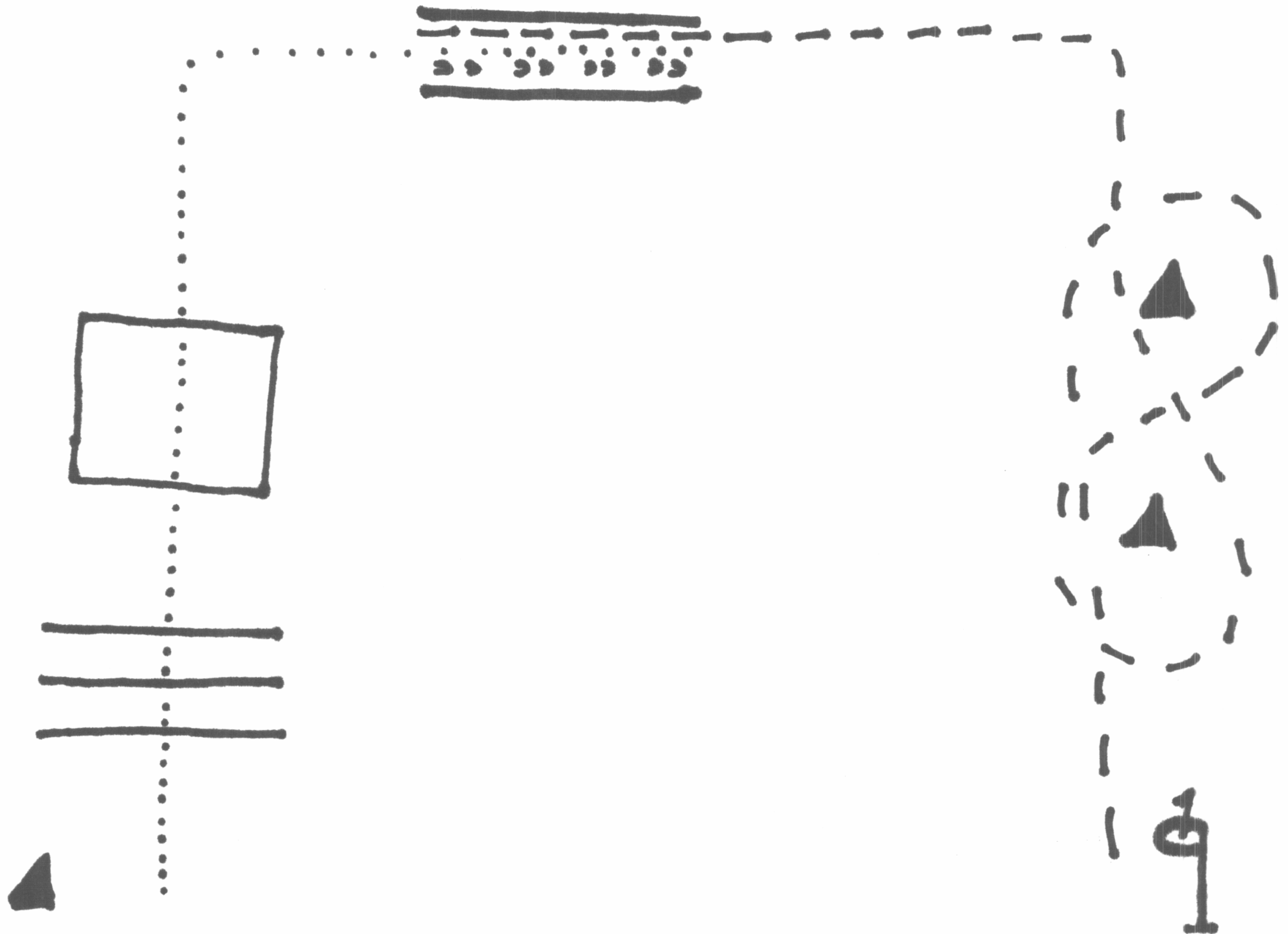


Be ready at A.

1. Walk from A to B.
2. Trot from B to the judge.
3. Stop and set up for inspection.
4. When dismissed, turn 90 degrees.
5. Walk away from judge and follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ↔↔↔↔
Marker	ⓑ
Judge	ⓐ

Cloverbud Trail Class



1. Walk over poles
2. Walk into box. Stop count to 3, walk out
3. Walk to chute
4. Walk into chute. Stop. Back out of chute.
5. 7 year olds jog to and around cones in a figure eight. 5-6 year olds walk only
6. 7 year olds jog to mailbox, 5-6 year olds walk to mailbox
7. Open mailbox, take a treat and wave at the judge
8. Exit

..... Walk
 - - - - - Jog
 >> >> >> Back