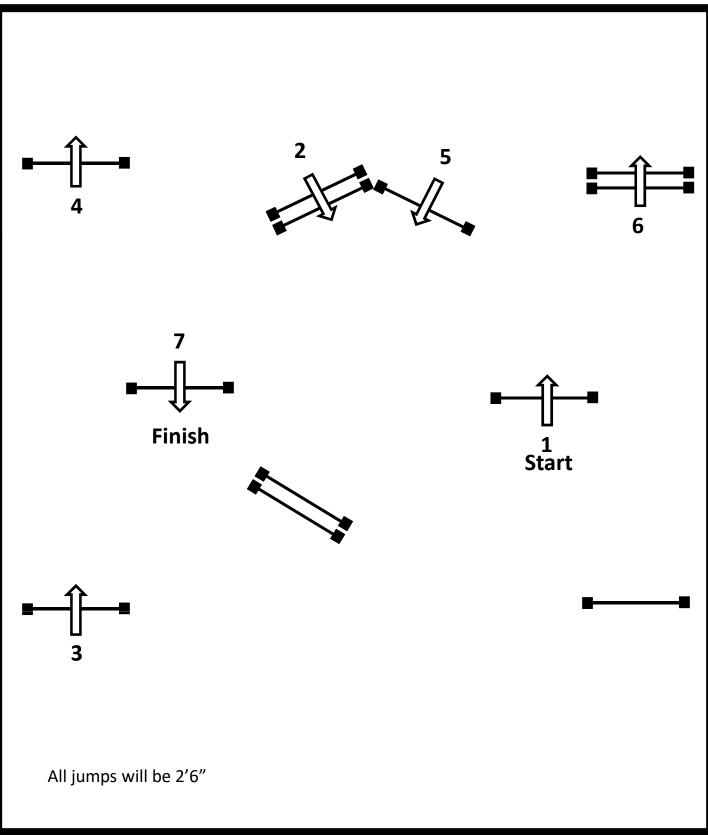
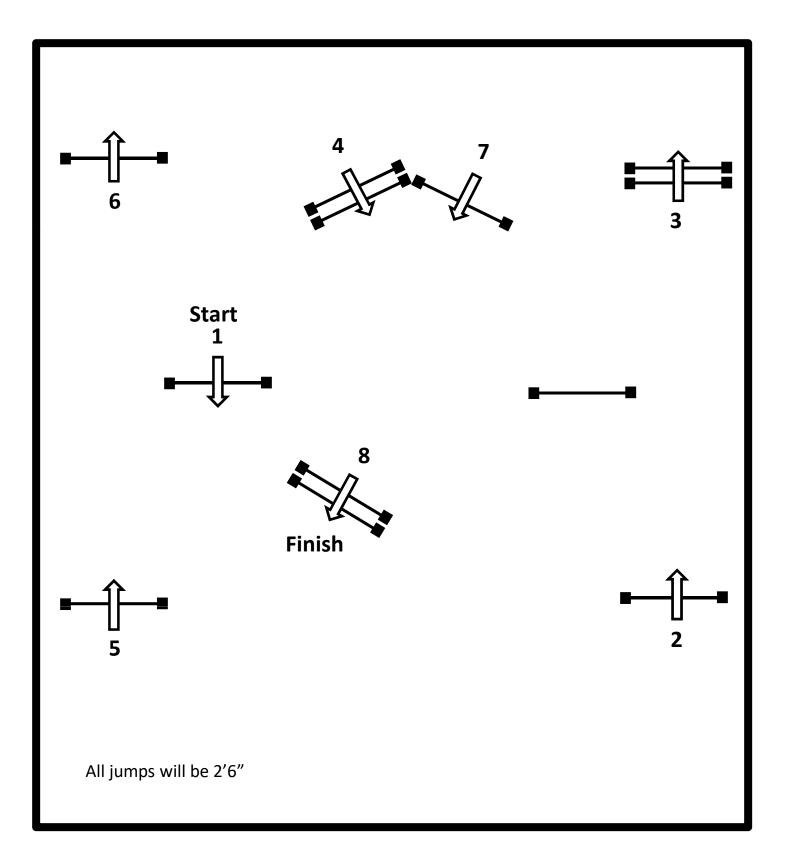
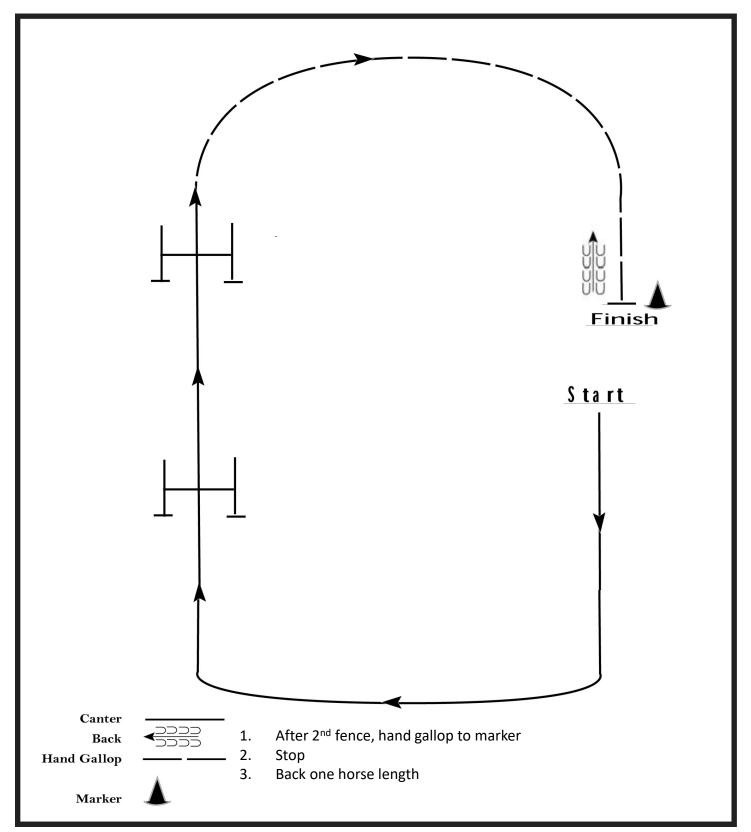
Back 2 Basics #1 Equitation Over Fences (All Classes)



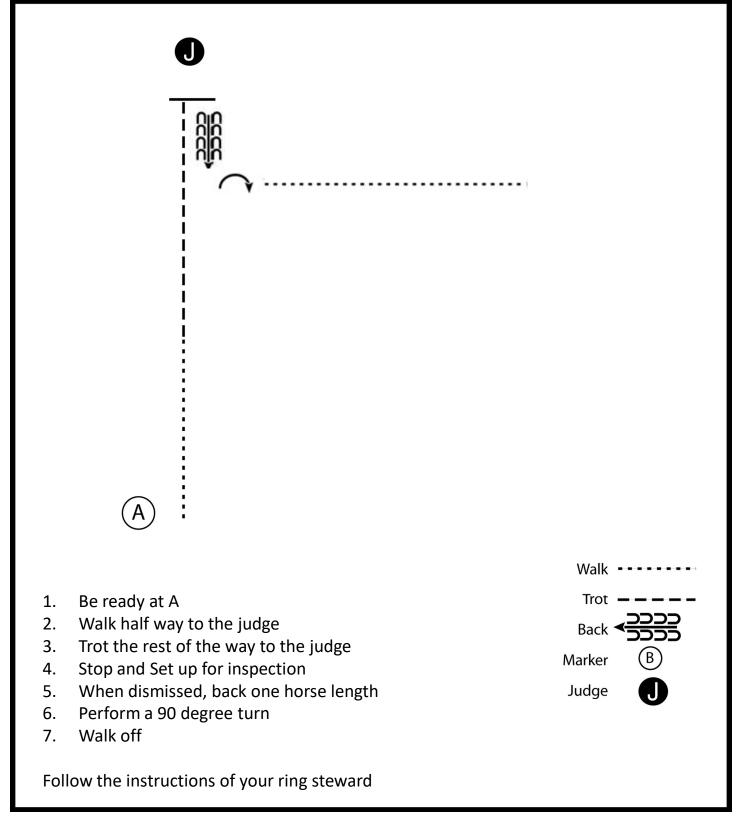
Back 2 Basics #1 Working Hunter (All Classes)



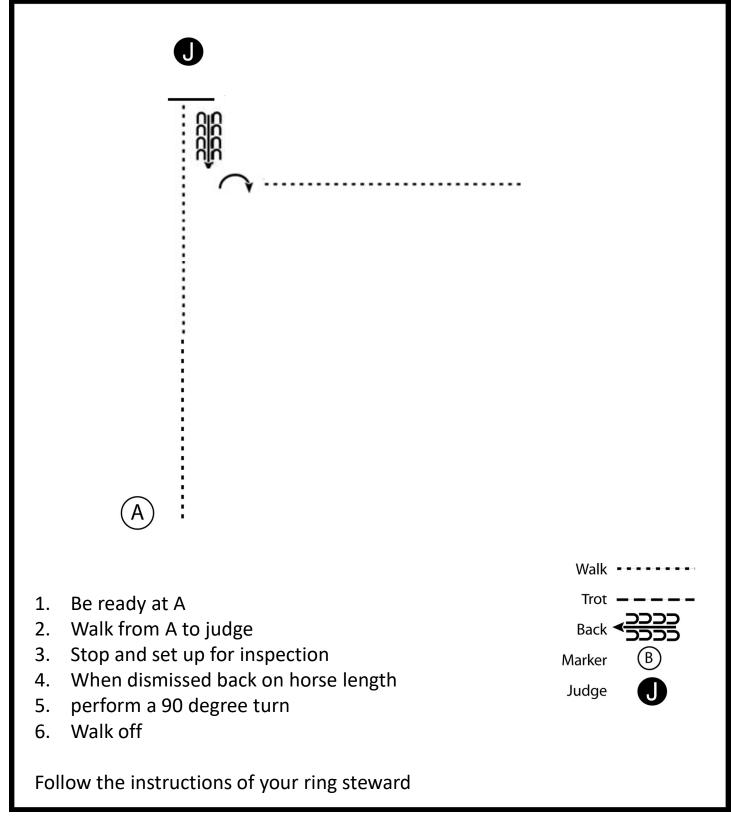
Back 2 Basics #1 Hunter Hack (All Classes)



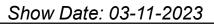
Showmanship (All Breed, 4-H and Youth Walk-Trot)

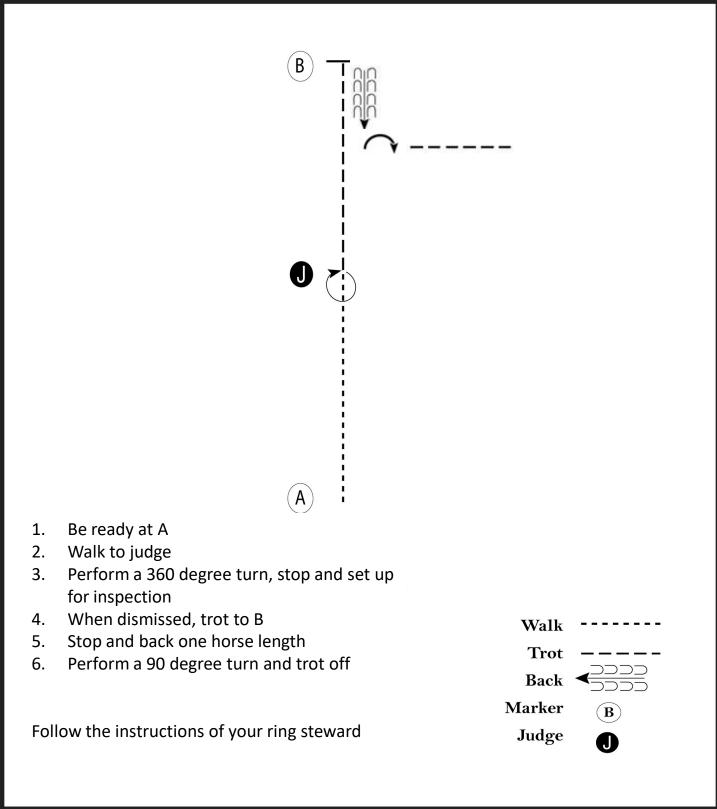


Showmanship (Amateur Walk Trot)

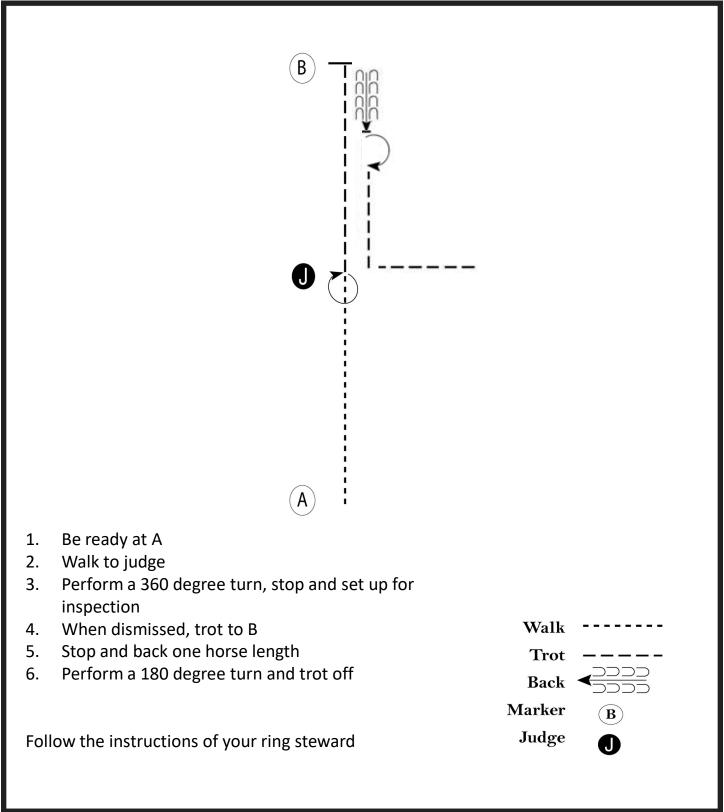


Showmanship (Novice Youth, Novice Amateur and 13 and Under)

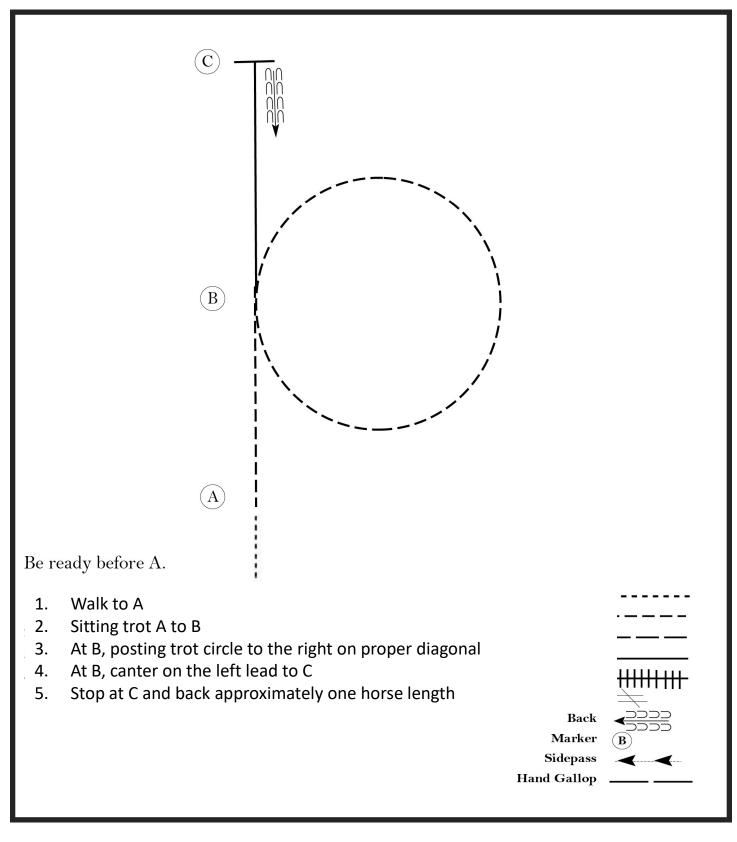




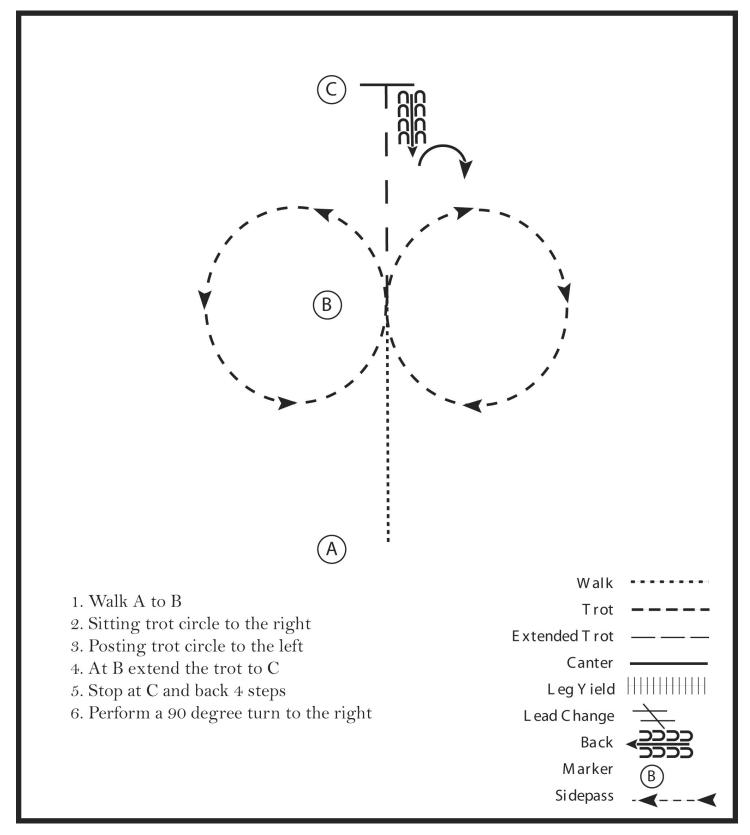
Back 2 Basics #1 Showmanship (Youth and Amateur)



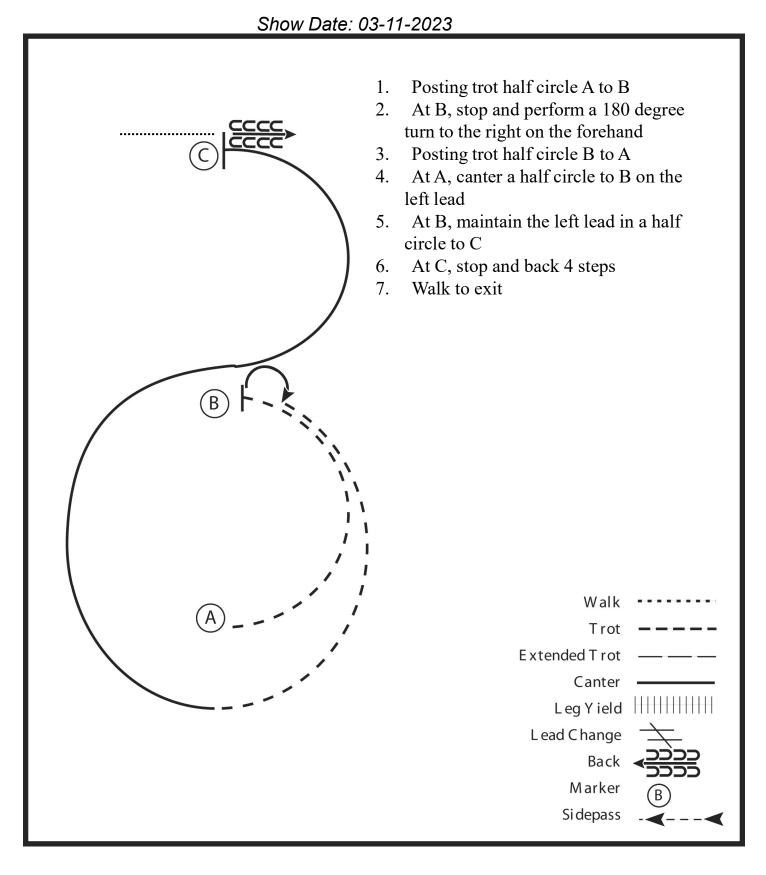
Hunt Seat Equitation (All Breed and 4-H)



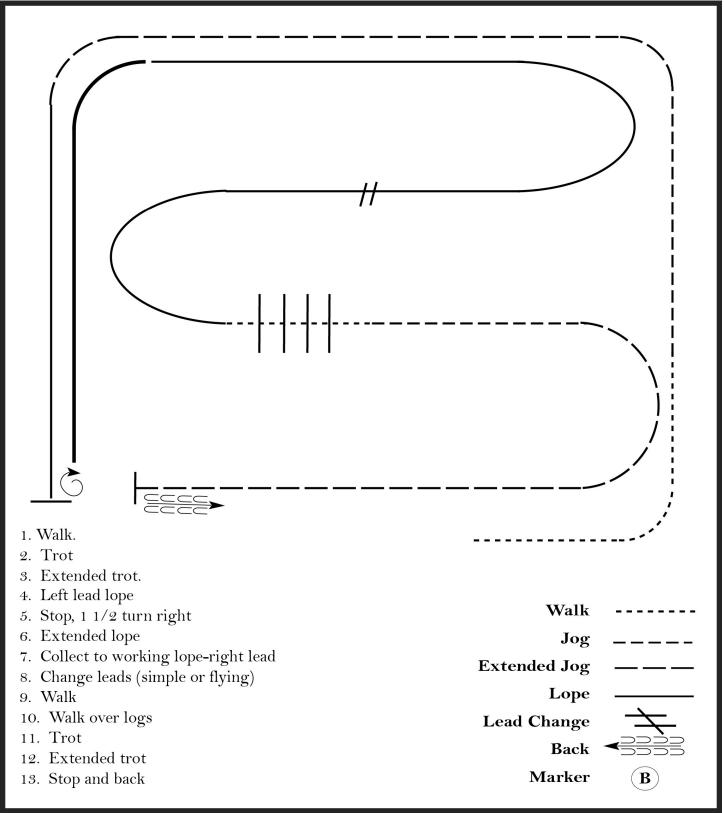
Hunt Seat Equitation (Walk Trot)



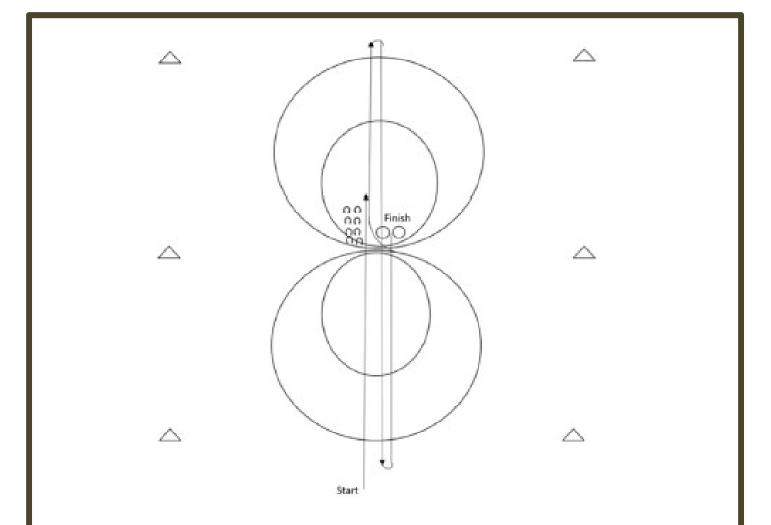
Back 2 Basics #1 Hunt Seat Equitation (Novice Youth, Novice Amateur, 13 and Under Youth and Amateur)



Back 2 Basics #1 Ranch Riding (All Classes)

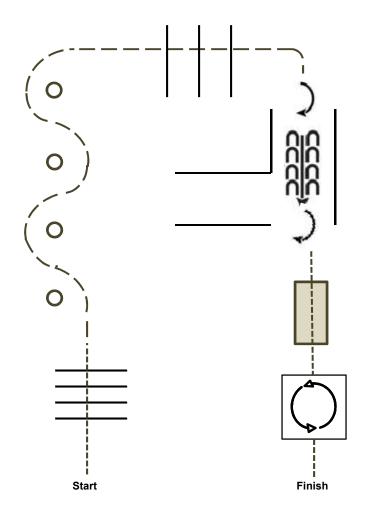


Ranch Reining (All Classes)

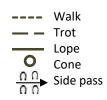


- 1. Run past the center marker, stop, back 10 feet, ¼ turn to left.
- Beginning on the right lead complete one small slow circle to the right, Change leads at the center of arena.
- Complete one small slow circle to the left, Change leads in the center of the arena.
- 4. Begin large faster circle to right, Change leads in center of arena.
- 5. Complete large faster circle to the left, Change leads in center of arena
- Run down center of arena past the end marker and do a right roll back, no hesitation.
- Run up the middle to the other end of the arena past the end marker and do a left roll back, no hesitation.
- Run up the middle to the center, stop, 1 spin to right, 1 spin to left. Hesitate to complete pattern.

Back 2 Basics #1 Trail (In Hand and Walk Trot)

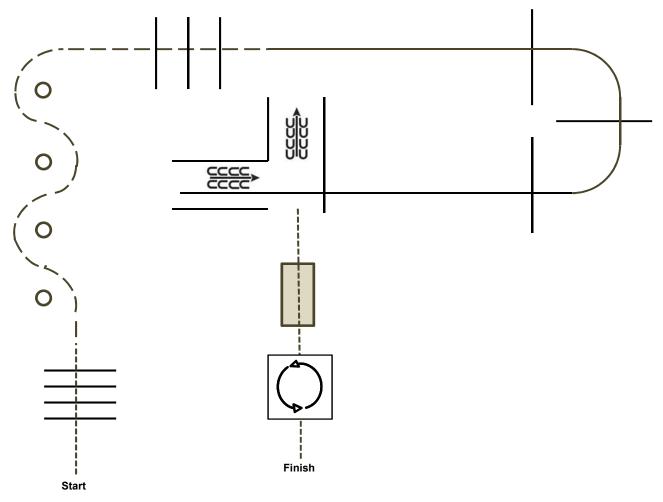


- 1. Walk over poles
- 2. Jog serpentine around cones
- 3. Jog over poles
- 4. Stop, perform a 180 degree turn and back between poles
- 5. Perform a 180 degree turn
- 6. Walk over bridge
- 7. Walk into box, stop and perform a 360 degree turn to the left
- 8. Walk out of box to finish



Back 2 Basics #1 Trail (All Breed, 4-H, 13 and Under, Novice Youth and Novice Amateur)

Show Date: 03-12-2023

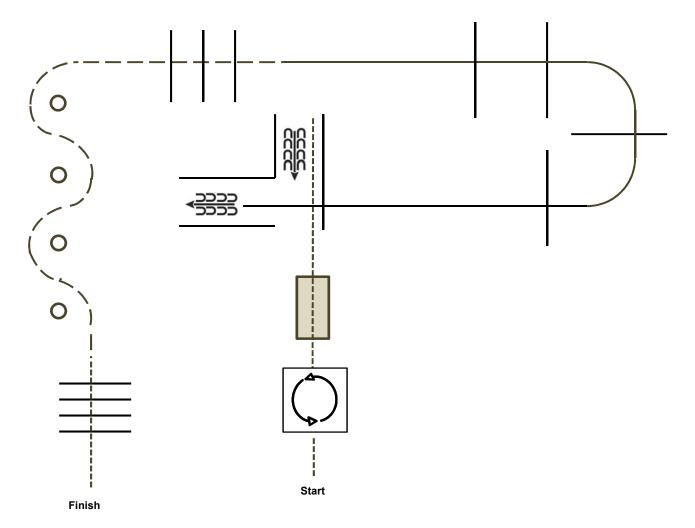


- 1. Walk over poles
- 2. Jog serpentine around cones
- 3. Jog over poles
- 4. Lope over poles and into L
- 5. Back through L
- 6. Walk over bridge
- 7. Walk into box, stop and perform a 360 degree turn to the left
- 8. Walk out of box to finish

Walk Trot Lope Cone Back

Back 2 Basics #1 Trail (Green, Youth, Amateur, Junior, Senior, and Open)

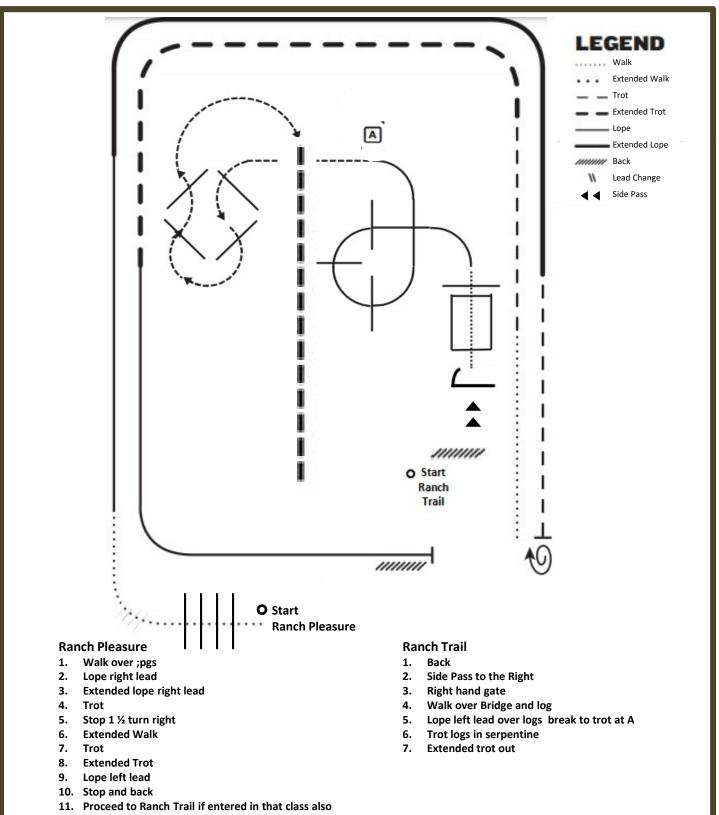
Show Date: 03-12-2023



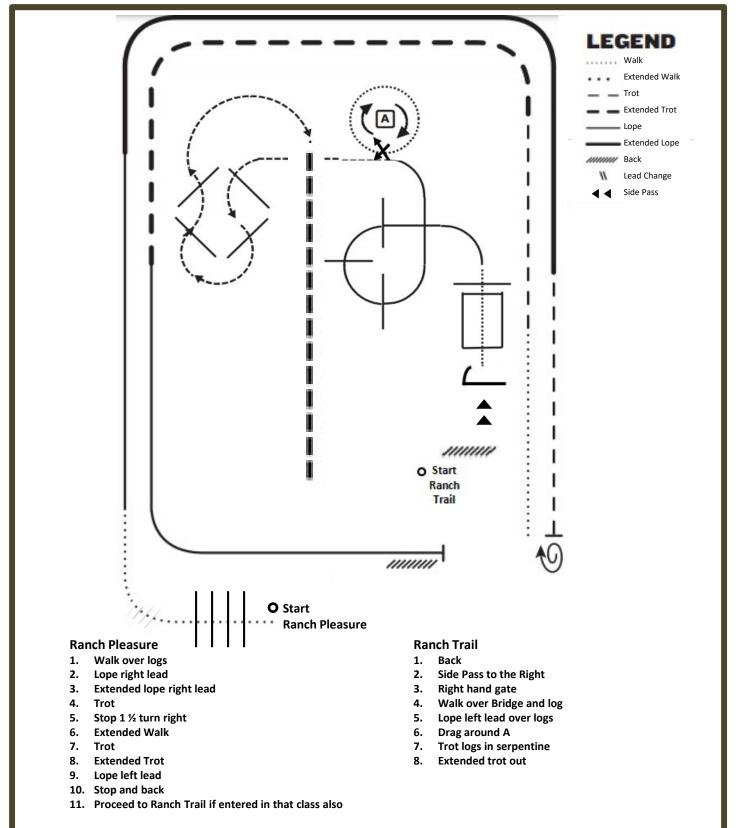
- 1. Walk into box
- 2. Stop and perform a 360 degree turn to the left
- 3. Walk out of box
- 4. Walk over bridge and into L
- 5. Back through L
- 6. Lope out of L
- 7. Lope over poles
- 8. Break to a jog and jog over poles
- 9. Jog serpentine around cones
- 10. Walk over poles to finish

Walk Trot Lope Cone Back

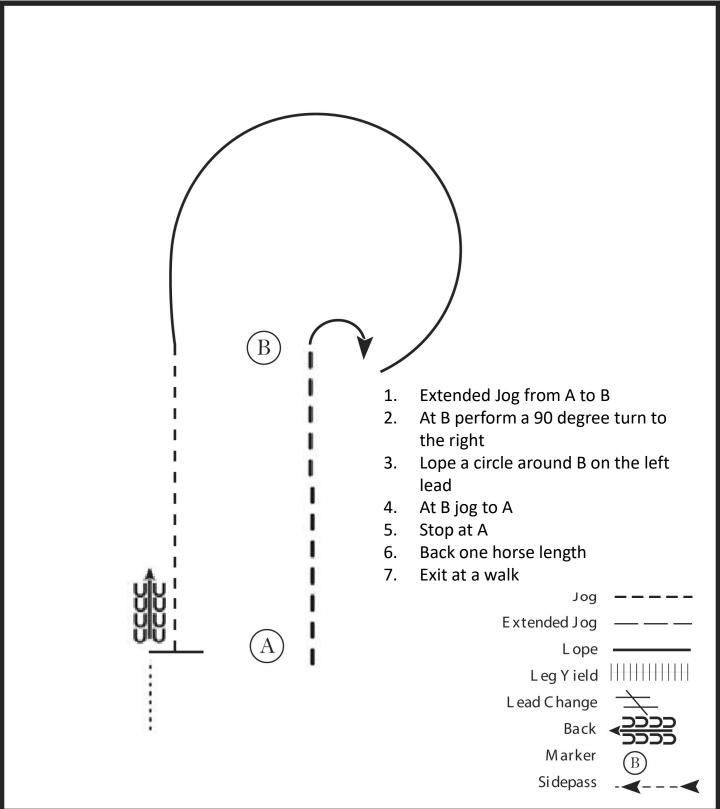
Ranch Pleasure & Ranch Trail (held concurrently) (All Breed, Novice Youth, Youth, Novice Amateur Classes)



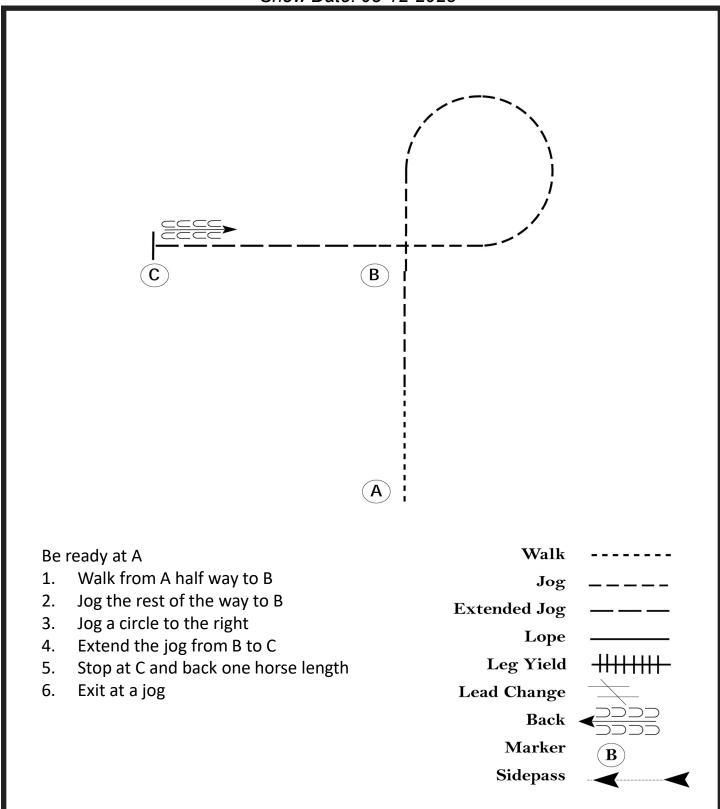
Ranch Pleasure & Ranch Trail (held concurrently) (Amateur and Open Classes)



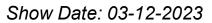
Back 2 Basics Show Western Horsemanship (All Breed and 4-H)

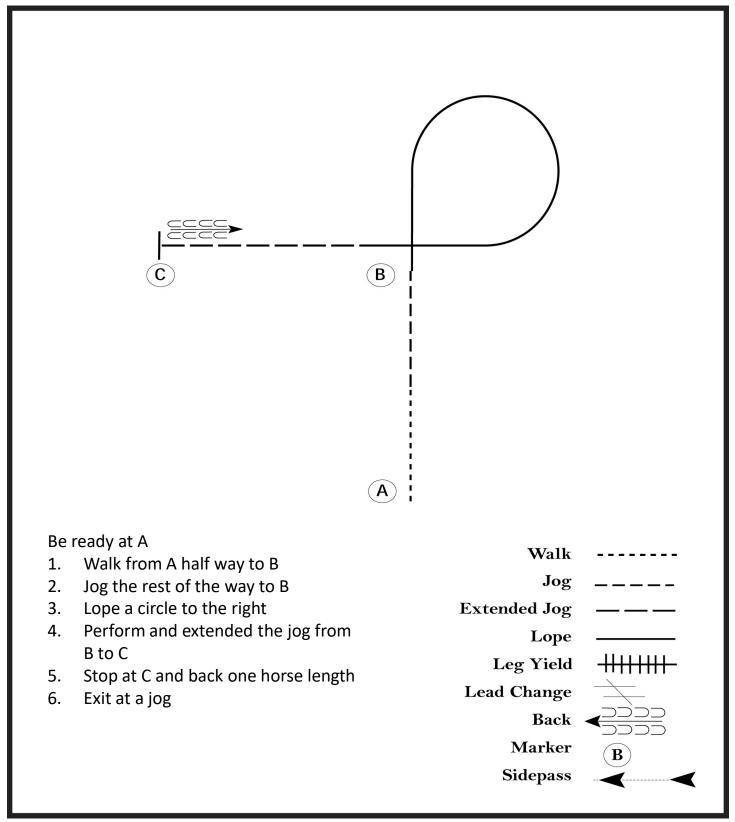


Horsemanship (Walk Trot)

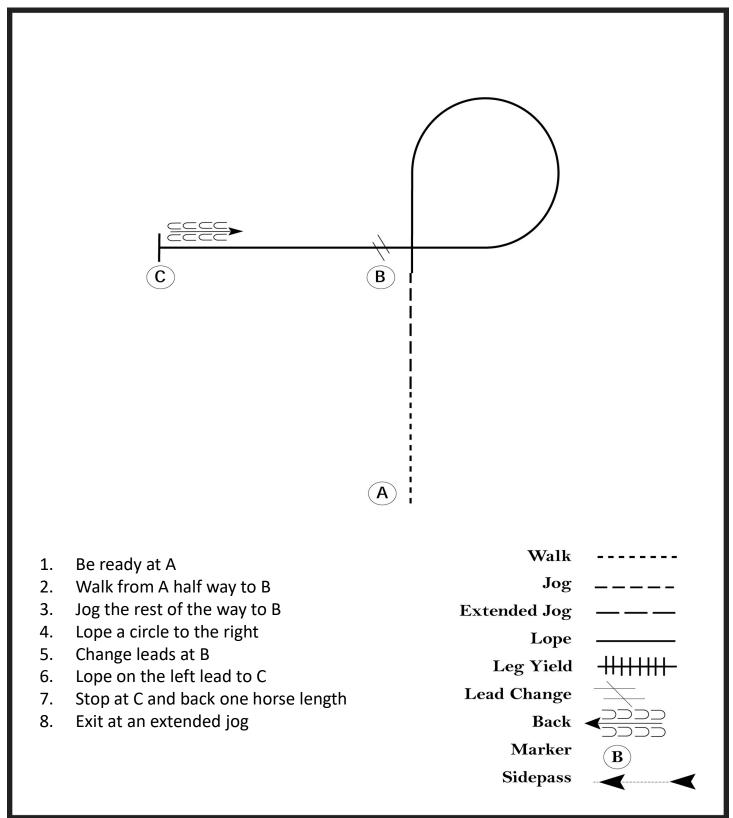


Horsemanship (Novice Youth, Novice Amateur and 13 and Under)

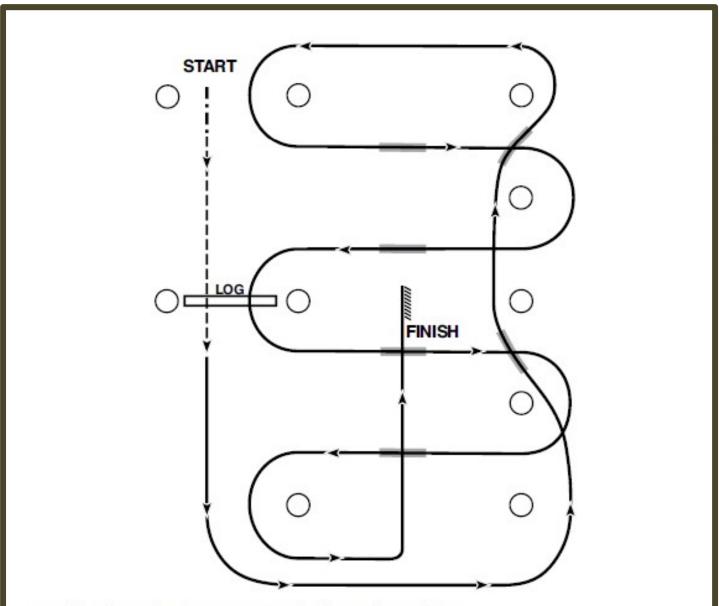




Horsemanship (Youth and Amateur)

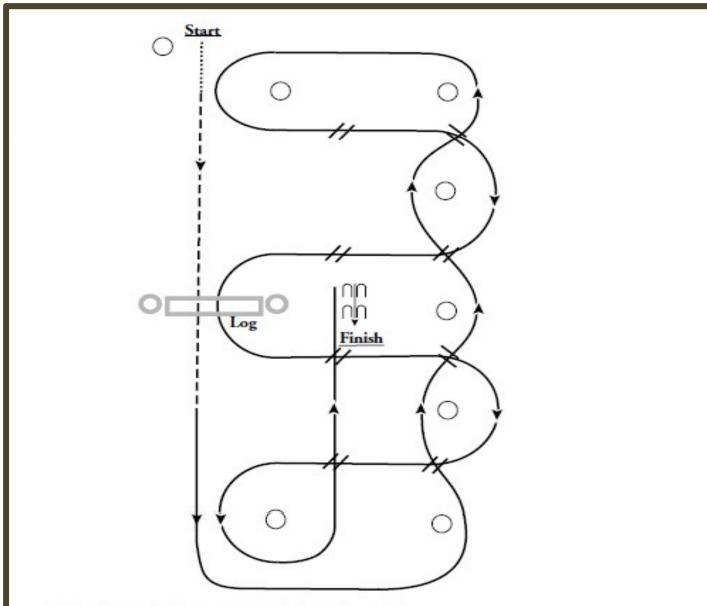


Western Riding (All Breed, Green and Novice Classes)



- Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to left lead and lope around end.
- 3. First line change.
- 4. Second line change, lope around end of arena
- 5. First crossing change.
- 6. Second crossing change.
- 7. Lope over log.
- 8. Third crossing change.
- 9. Fourth crossing change.
- 10. Lope up the center, stop and back.

Western Riding (Youth, Junior, Amateur and Senior Classes)



- Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to lope and lope around end.
- 3. First line change.
- 4. Second line change.
- 5. Third line change.
- 6. Fourth line change and lope around the end of arena.
- 7. First crossing change.
- 8. Second crossing change.
- 9. Lope over log.
- 10. Third crossing change.
- 11. Fourth crossing change.
- 12. Lope up the center, stop and back.