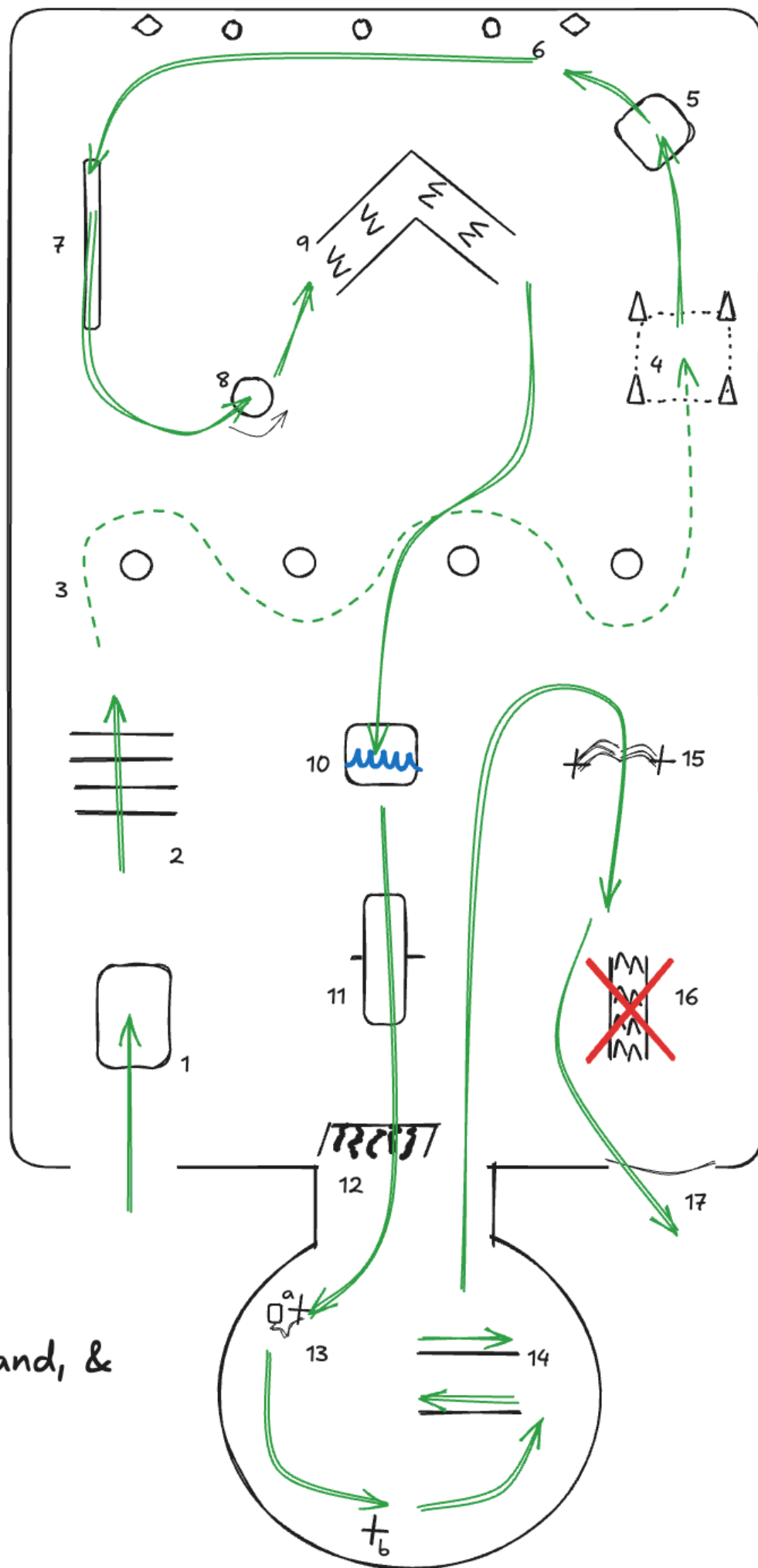


1. Walk over bridge
2. Step over uneven poles
3. Trot around barrels
4. Stop in square, dismount (LeadLine), ground tie, unwrap peppermint and feed to horse, remount
5. Walk onto box, pause 5 seconds, continue
6. Pick up lance and lance three rings
7. Walk across balance beam
8. Place front feet in circle and turn on fore 90 degrees left
9. Back through ground poles
10. Walk through water box
11. Walk over teeter totter
12. Walk through curtain
13. Move drag from point a to b
14. Side pass left, move to next pole, side pass right
15. Walk through noodles
16. DO NOT ATTEMPT
17. Exit via rope gate

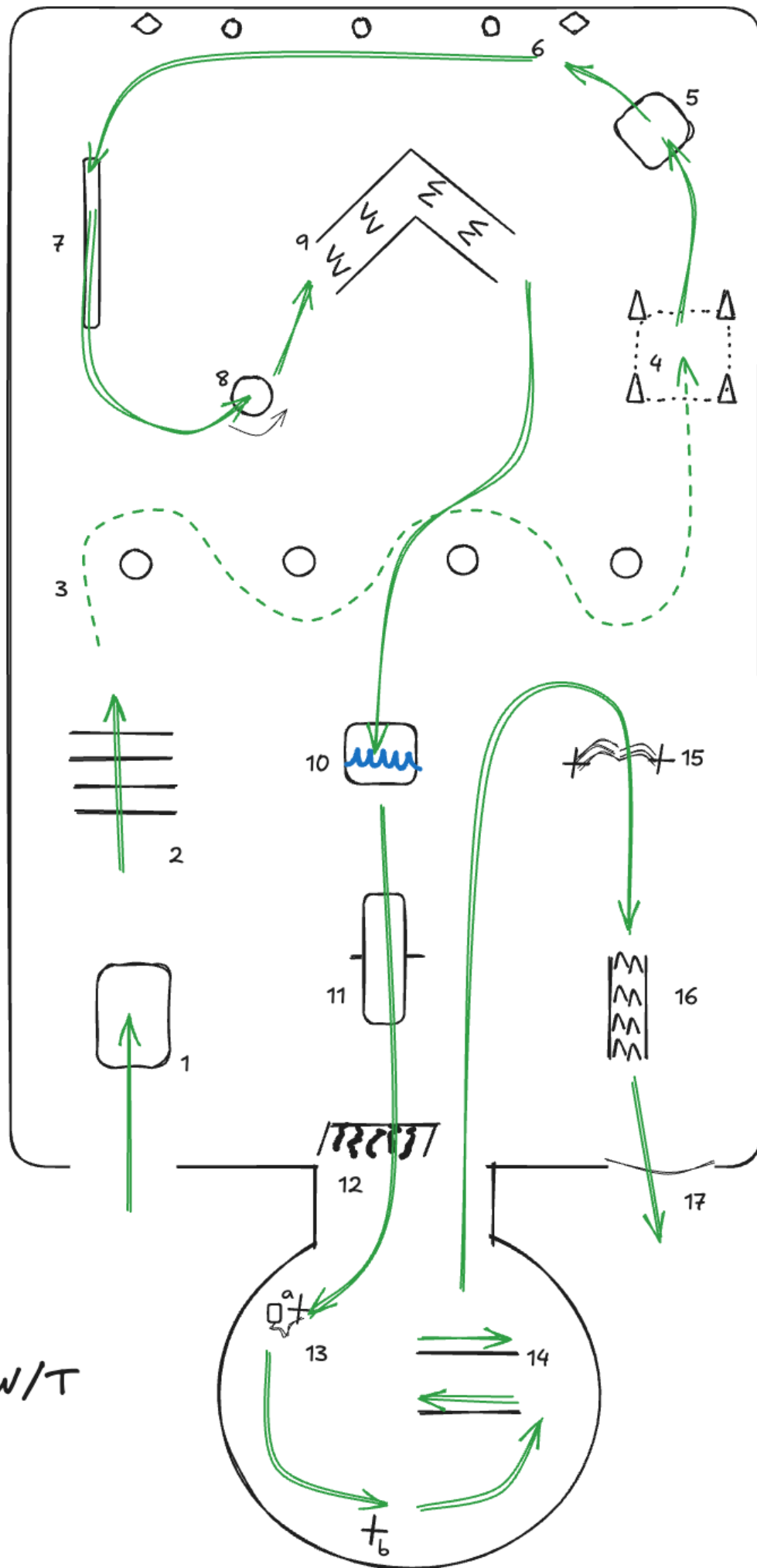
 Backup
 Walk
 Trot or Canter



Mini/VSE, In-hand, & Lead Line

1. Walk over bridge
2. Step over uneven poles
3. Trot around barrels
4. Stop in square, dismount, ground tie, unwrap peppermint and feed to horse, remount
5. Place front feet on box, pause/settle, walk over and pause/settle with hind feet on box, continue to #6.
6. Pick up lance and lance three rings
7. Walk across balance beam
8. Place front feet in circle and turn on fore 90 degrees left
9. Back through ground poles
10. Walk through water box
11. Walk over teeter totter
12. Walk through curtain
13. Move drag from point a to b
14. Side pass left, move to next pole, side pass right
15. Walk through noodles
16. Back through raised poles
17. Exit via rope gate

 Backup
 Walk
 Trot or Canter



Youth W/T,
 Adult Novice W/T

1. Walk over bridge
2. Step over uneven poles
3. Lope/Canter around barrels
4. Stop in square, dismount, ground tie, unwrap peppermint and feed to horse, remount
5. Place front feet on box, pause/settle, walk over and pause/settle with hind feet on box, continue to #6.
6. Pick up lance and lance three rings
7. Walk across balance beam
8. Place front feet in circle and turn on fore 90 degrees left
9. Back through ground poles
10. Walk through water box
11. Walk on teeter totter; stop for 5 seconds in the middle before continuing
12. Walk through curtain
13. Move drag from point a to b
14. Side pass left, move to next pole, side pass right
15. Walk through noodles
16. Back through raised poles
17. Exit via rope gate

 Backup
 Walk
 Trot or Canter

Speed Round: #1, 5, 7 and 11 must be taken at a walk; #3 a trot or lope/canter is expected; all others, gait is your choice

Open & Speed Round

