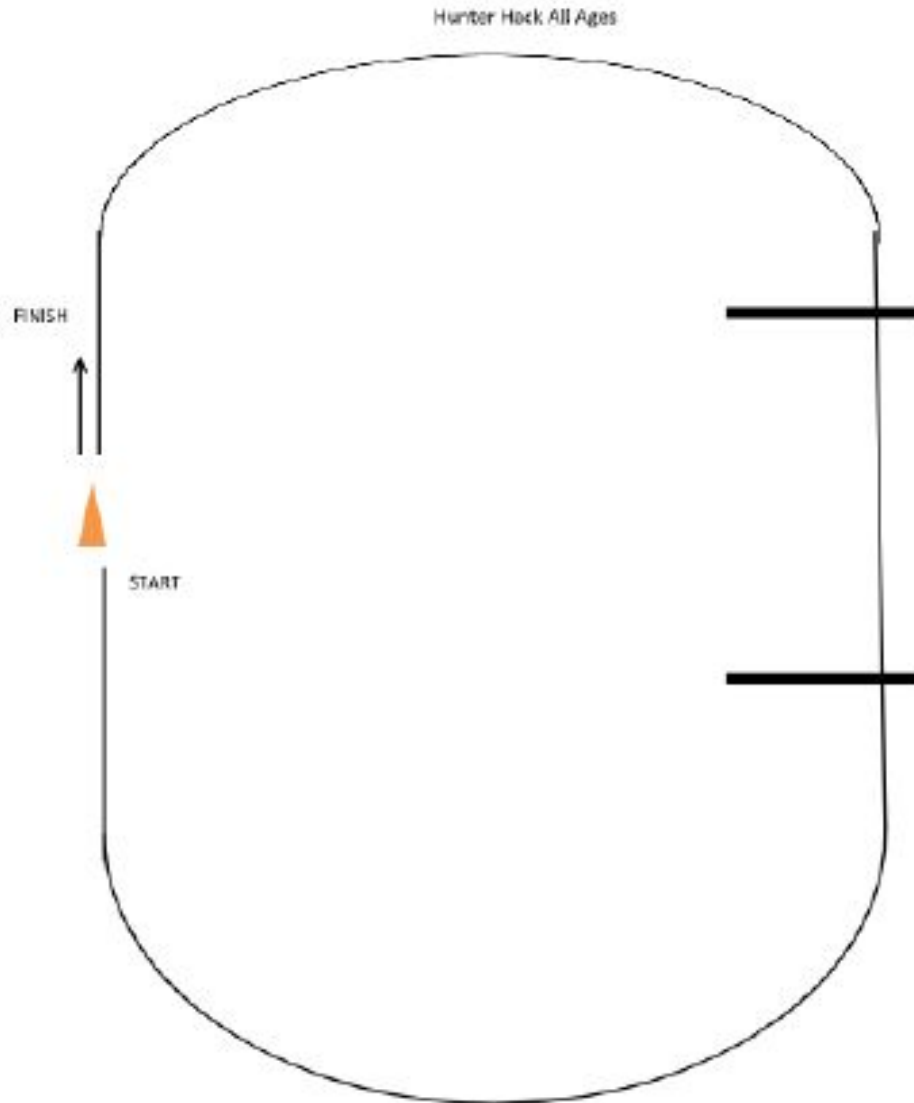


# Hunter Hack All Ages

Class # - 1,2,3,4



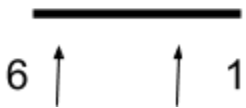
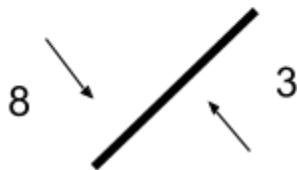
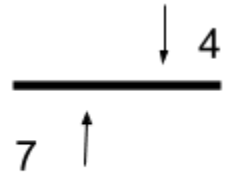
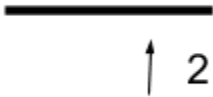
1. Be ready at the cone.
2. Canter on the left lead from the cone over the two jumps.
3. Hand gallop once completed with jumps back to cone.
4. Stop at the cone & back one pony length.

ALL JUMPING CLASSES WILL FOLLOW THE SAME COURSE - CLASSES WILL BE JUDGED BASED ON THE POAC OFFICIAL HANDBOOK

Equitation Over Fences - Classes 5,6,7,8

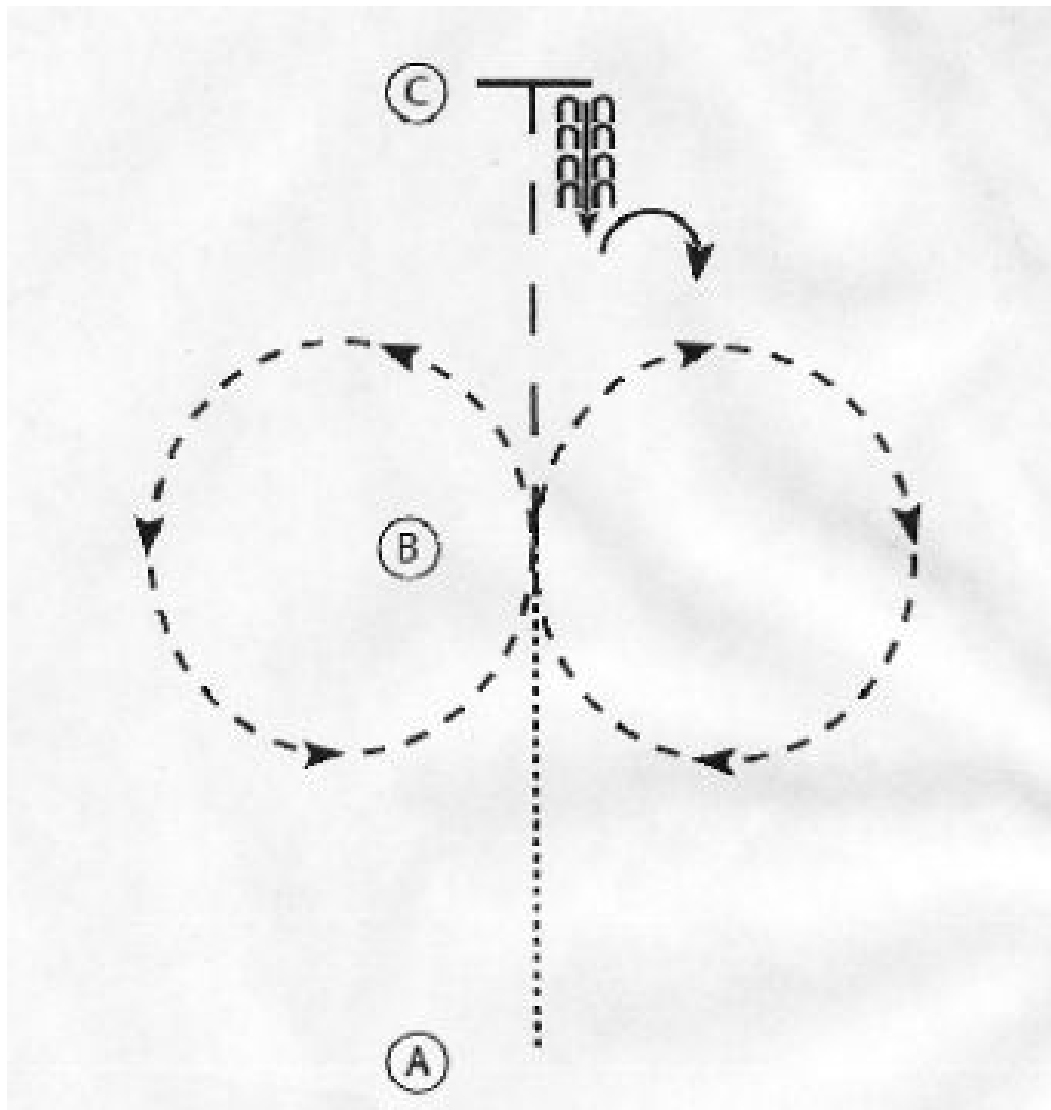
Hunter Over Fences - Classes 9,10,11,12

Open Jumping - Classes 13,14,15,16



# Hunt Seat Equitation - Walk/Trot - 9&Under, Non-Pro

Class # 17, 18, 21

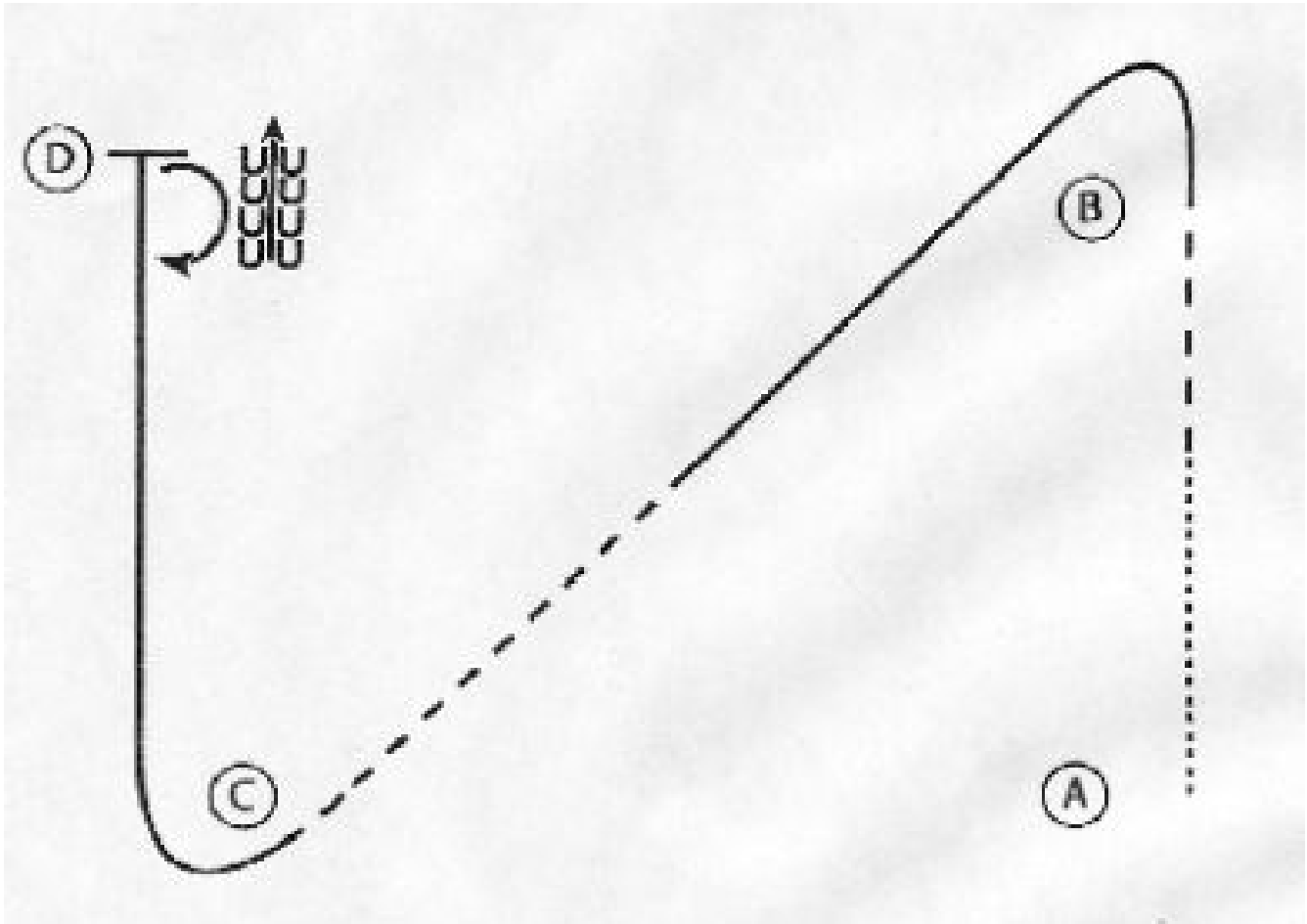


Be ready at A.

1. Walk A to B.
2. Sitting trot circle to the right.
3. Posting trot circle to the left.
4. At B extend the trot to C.
5. Stop at C & back one pony length.
6. Perform a 90° turn to the right.

# Hunt Seat Equitation - 10-13, 14-18, 19&Over

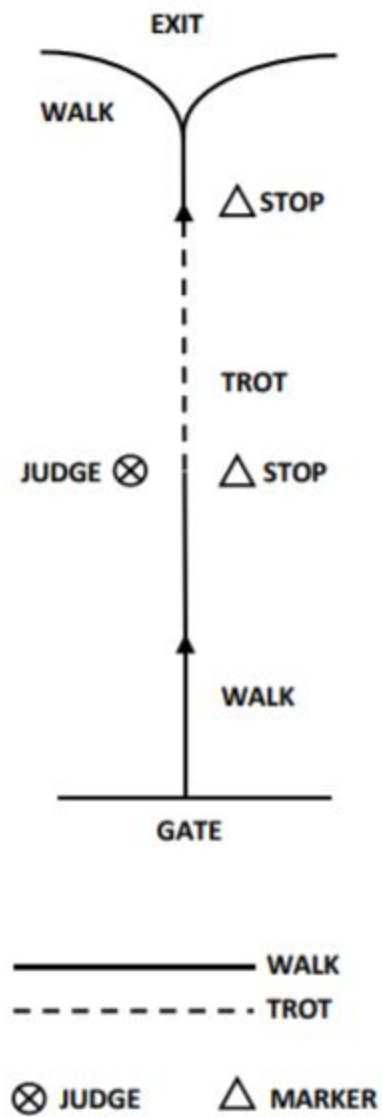
Classes - 19, 20, 22



1. Be ready at A.
2. Walk halfway from A to B.
3. At B canter on the left lead, halfway to C.
4. Posting trot to C.
5. At C, canter on the right lead to D.
6. Stop at D & perform a 180° turn to the right on the forehand.
7. Back one pony length.

# Showmanship Pattern - Leadline , 9&Under

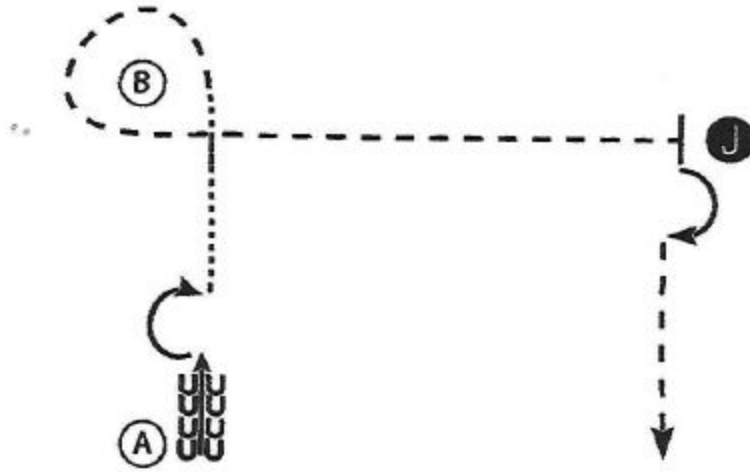
Classes - 48,49



1. Walk from gate to the judge.
2. Stop at the first marker and set up for inspection.
3. Trot to the second marker. Stop.
4. Walk, exit the arena.

# Showmanship - 10-13, 14-18, 19&Over

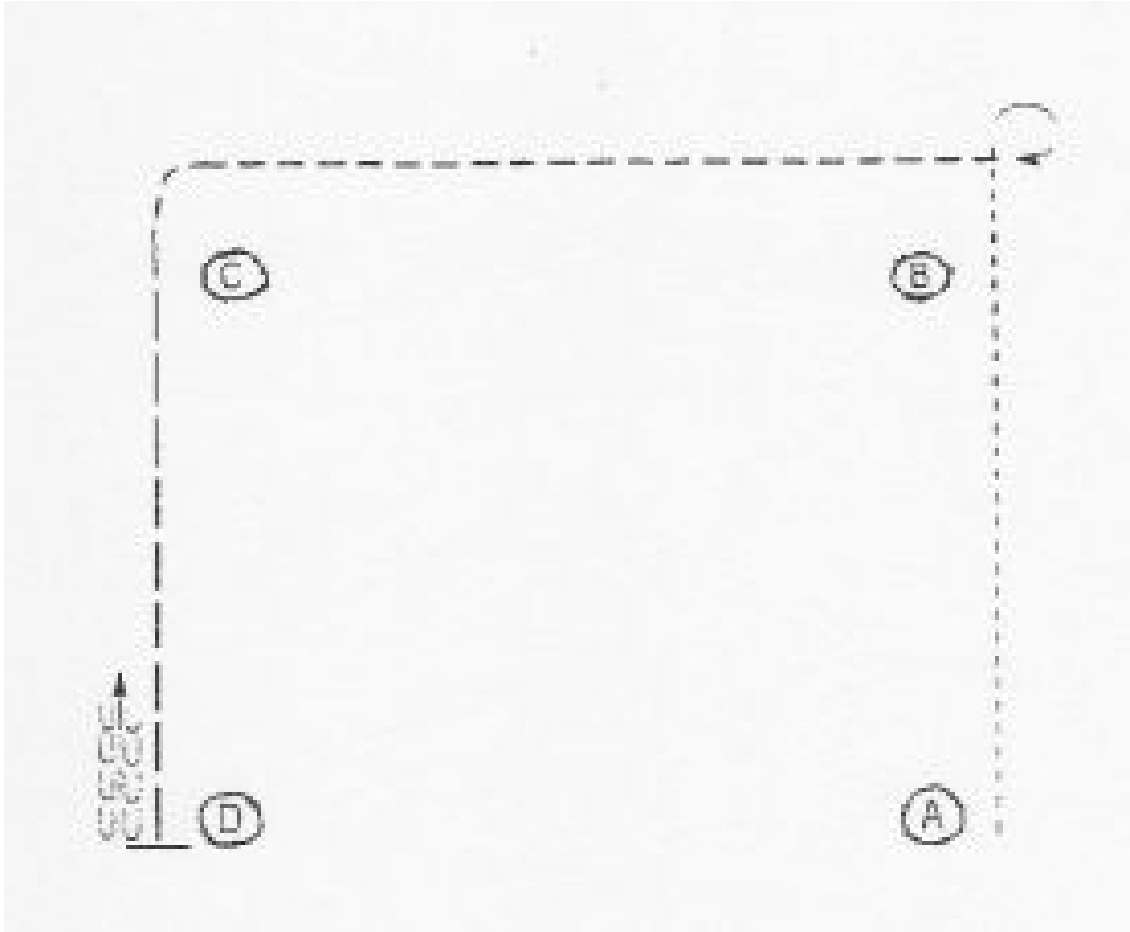
Classes - 50, 51, 52



1. Be ready at A.
2. At A back 4 steps.
3. Perform a 180° turn.
4. Walk to B.
5. At B trot around B and to the judge, setup for inspection.
6. When dismissed perform a 90° turn & trot straight away from the judge.

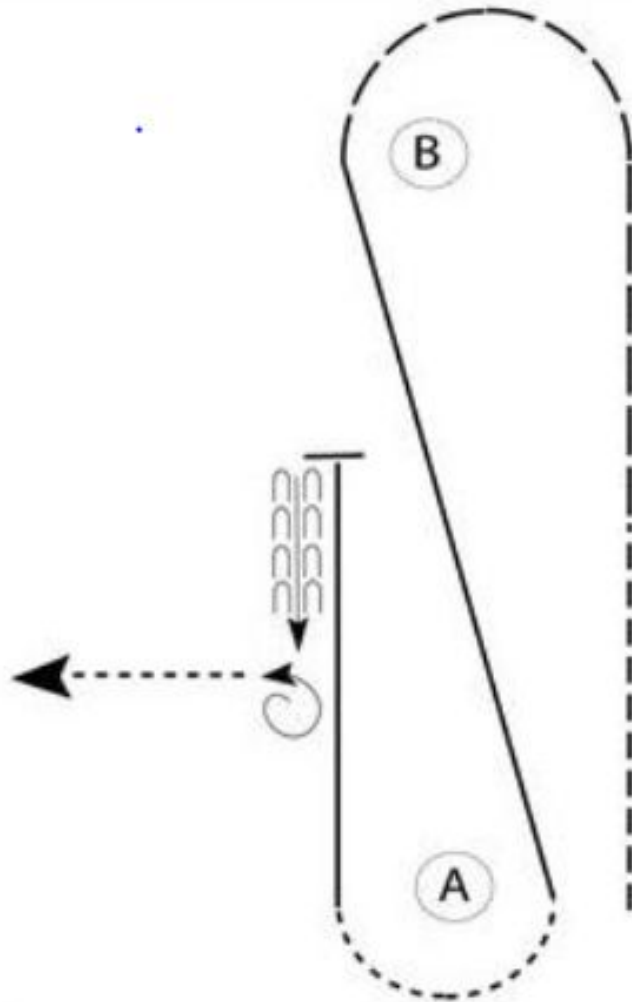
# Bareback - 9&Under

Class #54



1. Be ready at A.
2. Walk from A to B.
3. Stop past B & execute a 270° turn to the right.
4. Jog from B around C.
5. Extend the jog from C to D
6. Stop at D & back on horse length.

Bareback - 10-13, 14-18,  
Classes - 55, 56

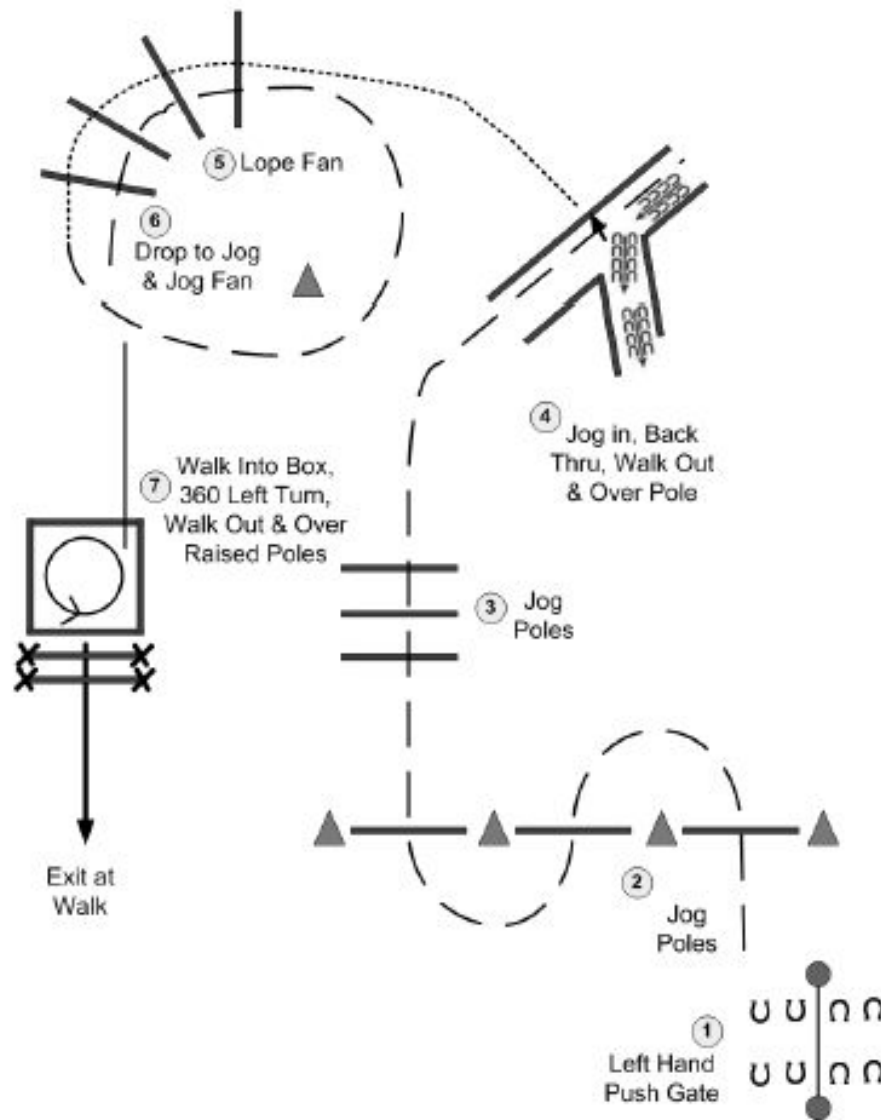


1. Be ready at A.
2. Jog halfway to B.
3. Extend the jog to & around B.
4. Lope on the left lead diagonally back to A.
5. Walk around A.
6. Lope on the right lead halfway to B.
7. Stop and back two pony lengths.
8. Execute a  $1 \frac{1}{4}$  turn to the left.
9. Walt straight away.



# Trail Pattern - 10-13, 14-18, 19&Over

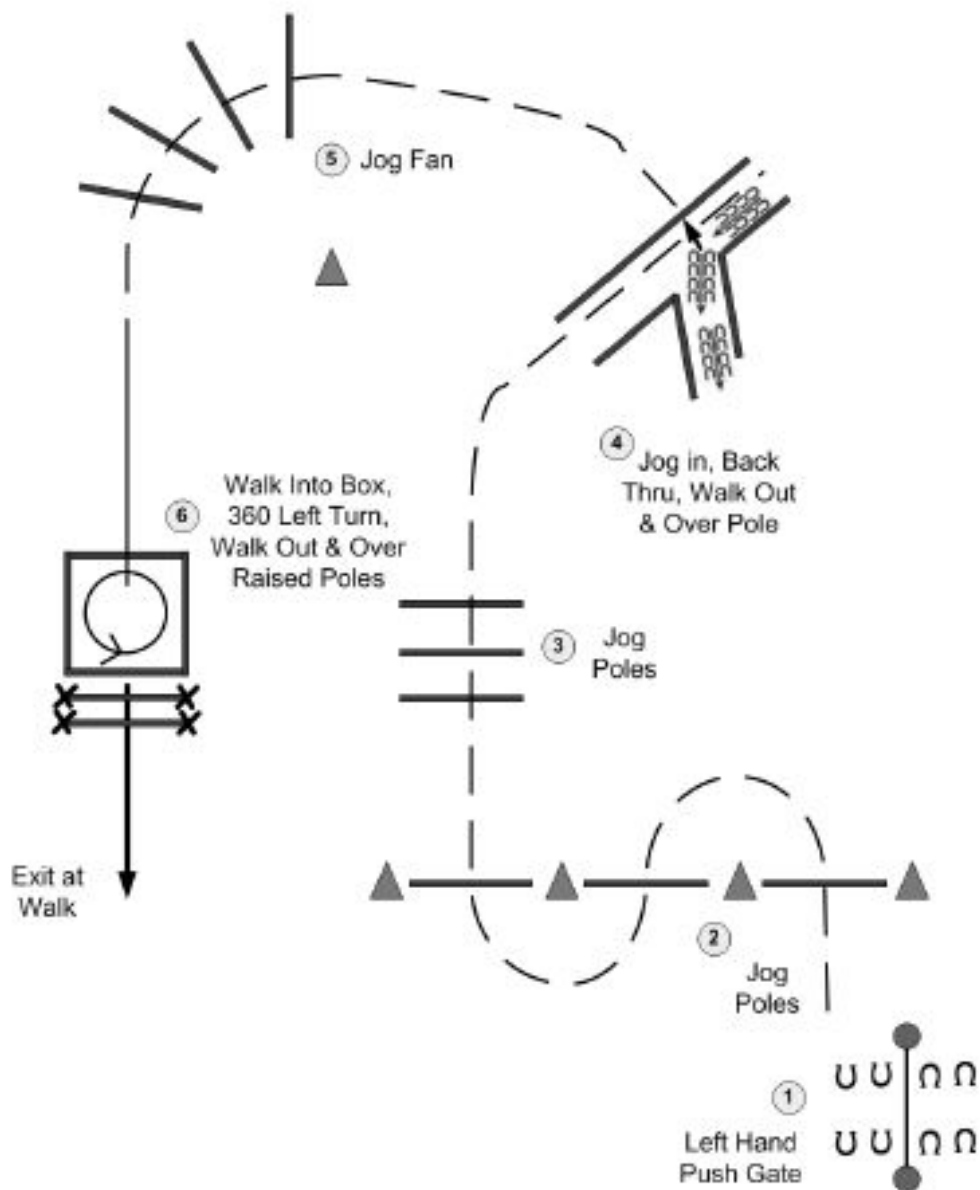
Classes - 63, 64, 66



1. Work gate left hand push.
2. Jog poles in a serpentine.
3. Jog poles.
4. Jog into shut, Back L, walk out over pole.
5. Lope fan.
6. Drop to a jog & jog fan.
7. Walk into box, 360° left turn, walk out over raised poles.
8. Exit at a walk.

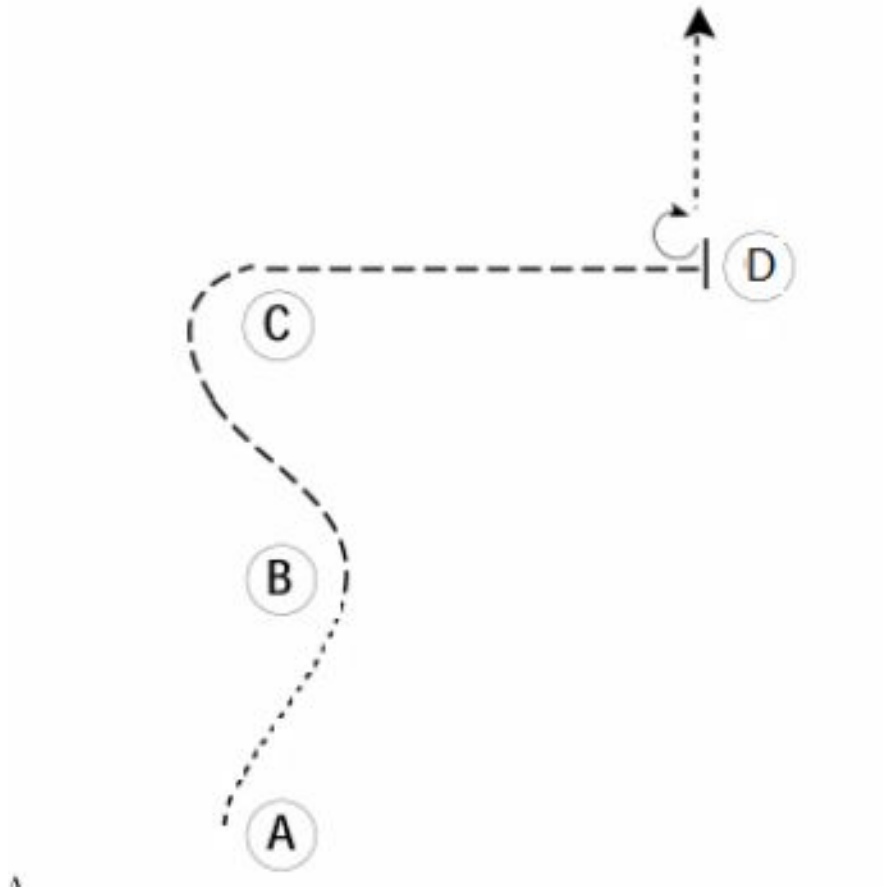
# Trail Pattern - Walk/Trot, InHand, Leadline

Classes - 58, 59, 60, 61, 62, 65



1. Work gate left hand push.
2. Jog poles in a serpentine.
3. Jog poles.
4. Jog into shut, Back L, walk out over pole.
5. Jog fan.
6. Walk into box, 360° left turn, walk out over raised poles.
7. Exit at a walk.

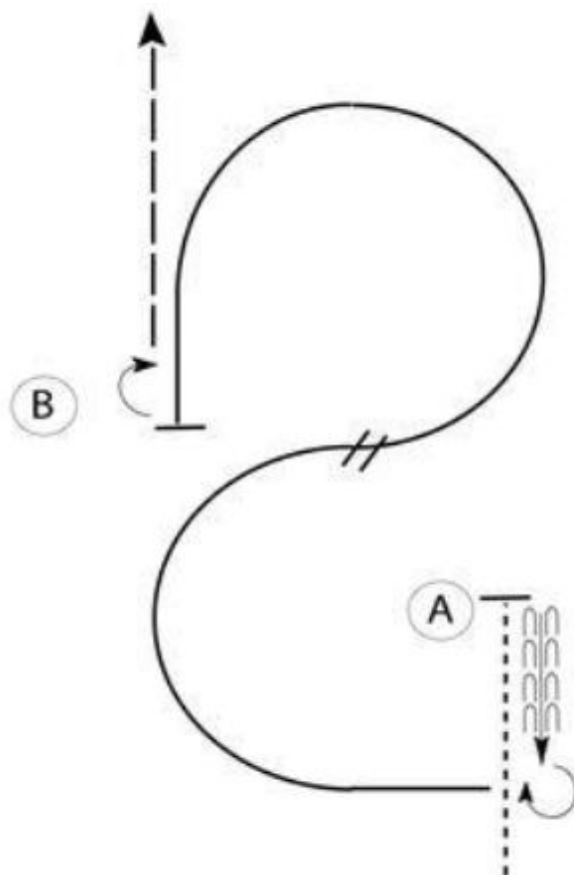
# Western Horsemanship Walk/Trot - 9&Under, Non-Pro Classes - 67, 68, 71



1. Be ready at A.
2. Walk between A & B.
3. At B, pick up jog and continue around C to D.
4. Stop at D and execute 270° turn to the right.
5. Walk and exit.

# Western Horsemanship - 10-13, 14-18, 19&Over

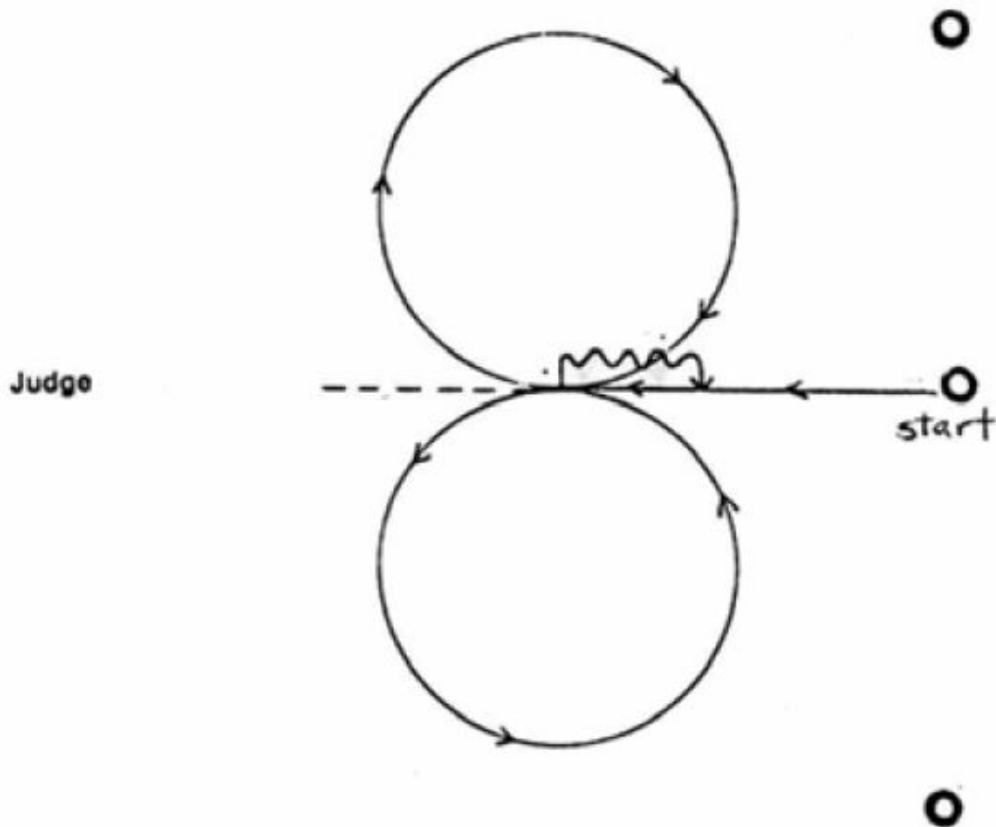
Classes - 69, 70, 72



1. Walk to A.
2. Stop & back one pony length.
3. Execute a  $\frac{3}{4}$  turn to the right & lope on the right lead.
4. Change leads & lope on the left lead to B.
5. Stop at B & execute a  $\frac{1}{2}$  turn to the right.
6. Jog to exit.

# Reining Pattern - 9&Under

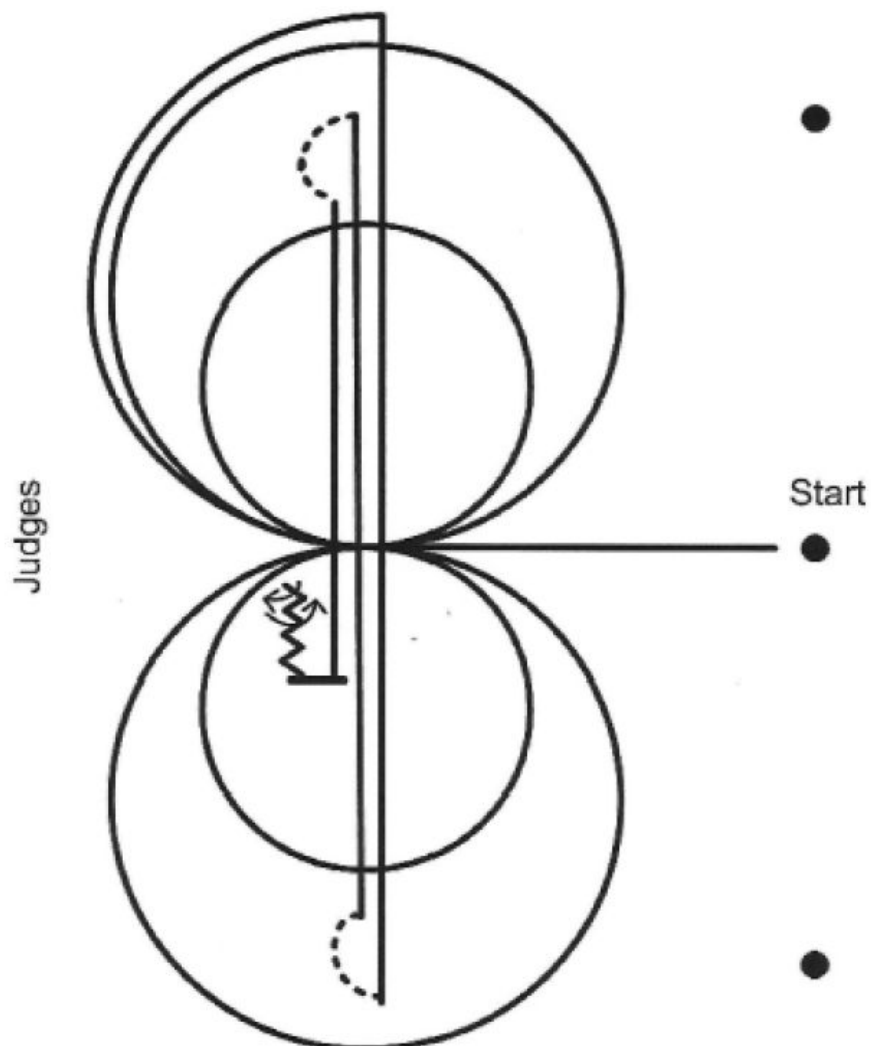
Class # 83



1. Begin in the center of arena facing the left wall/fence.
2. Lope to center on either lead.
3. Stop. Back pony.
4. Begin to lope a circle to the right, right lead.
5. Change lead at the center.
6. Lope a circle to the left, left lead.
7. Trot at end of circle in center of arena toward judge.
8. Walk to judge for inspection.

# Reining Pattern - 10-13, 14-18, 19&Over

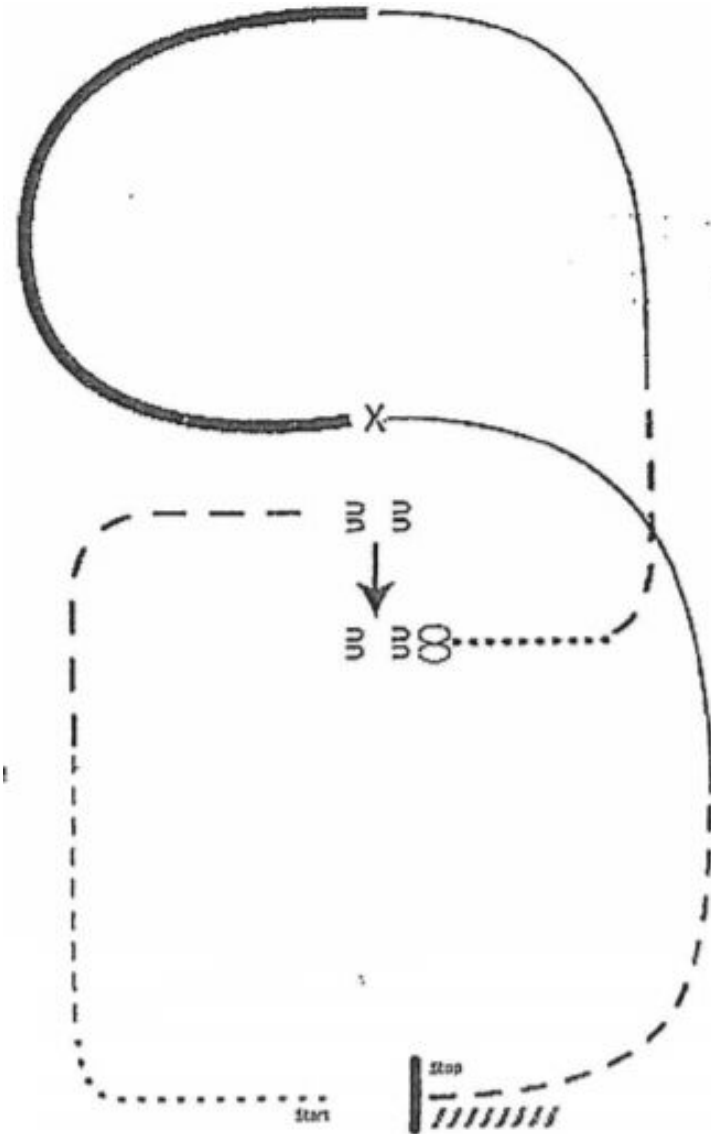
Class # - 84, 85, 86



1. Beginning at center of arena facing left wall/fence
2. Starting to the right, begin a small figure 8 at a slow lope
3. Ride a large figure 8 at a fast lope. Change leads at the center of arena
4. Continue around previous large circle to the right. At the top of the circle, run down the middle to the far end of the arena, past the end marker. Do a right rollback, no hesitation
5. Run to the opposite end of arena past the last marker do a left rollback, no hesitation
6. Run past the center marker, Stop
7. Back to the center marker
8. Pivot a  $\frac{1}{4}$  turn to left or right
9. Pivot a  $\frac{1}{2}$  turn the opposite direction
10. Walk to the judge for inspection

# Ranch Riding - All Ages

Class # - 87, 88



1. Walk to the left around the corner
2. Trot
3. Extend trot alongside arena & around corner to center
4. Stop. Side pass right
5. 360° turn each direction (either way first)
6. Walk
7. Trot
8. Lope left lead
9. Extend lope
10. Change lead
11. Collected lope
12. Extend trot
13. Stop & back

