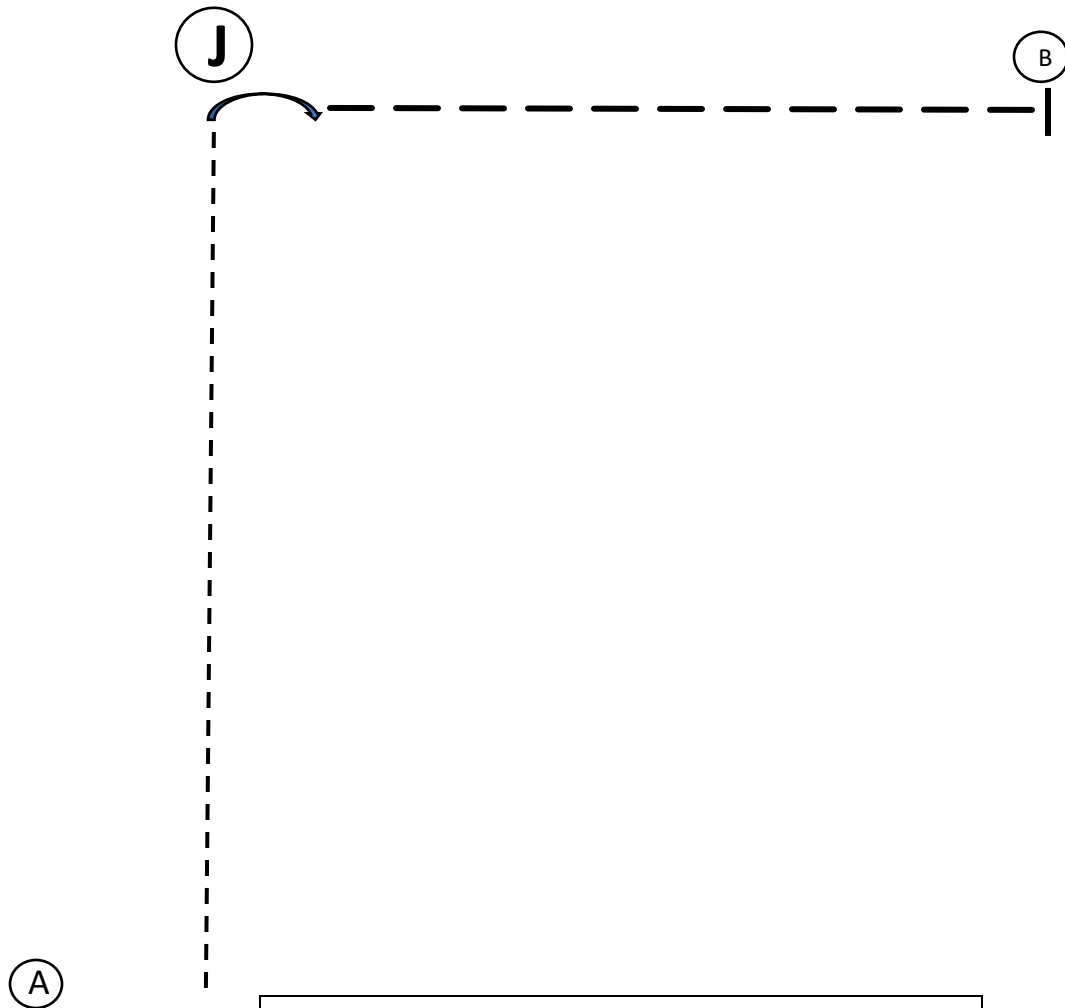


Jr. Hunter Showmanship

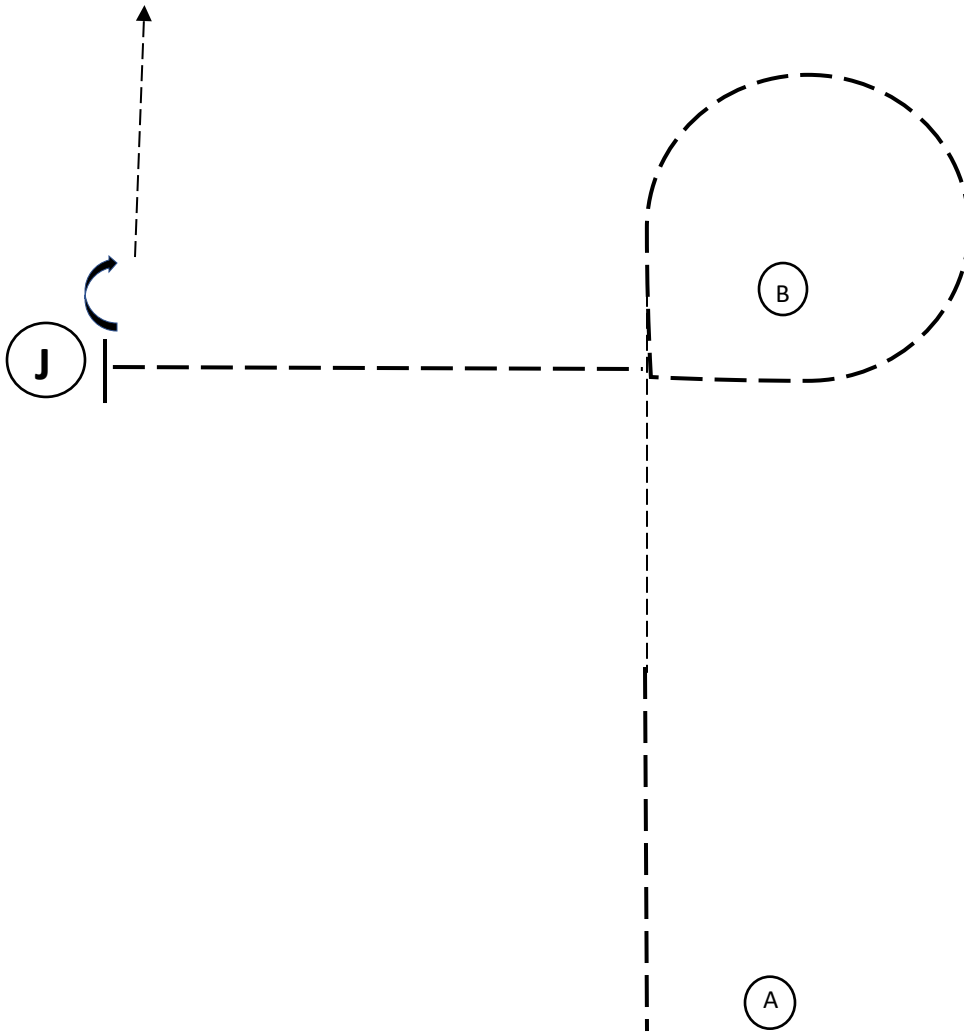


Be ready at A.

1. Walk to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 90 degree turn.
4. Trot away from Judge to B.
5. Stop at B.

Follow the instruction of your ring steward.

Jr. High Hunter Showmanship

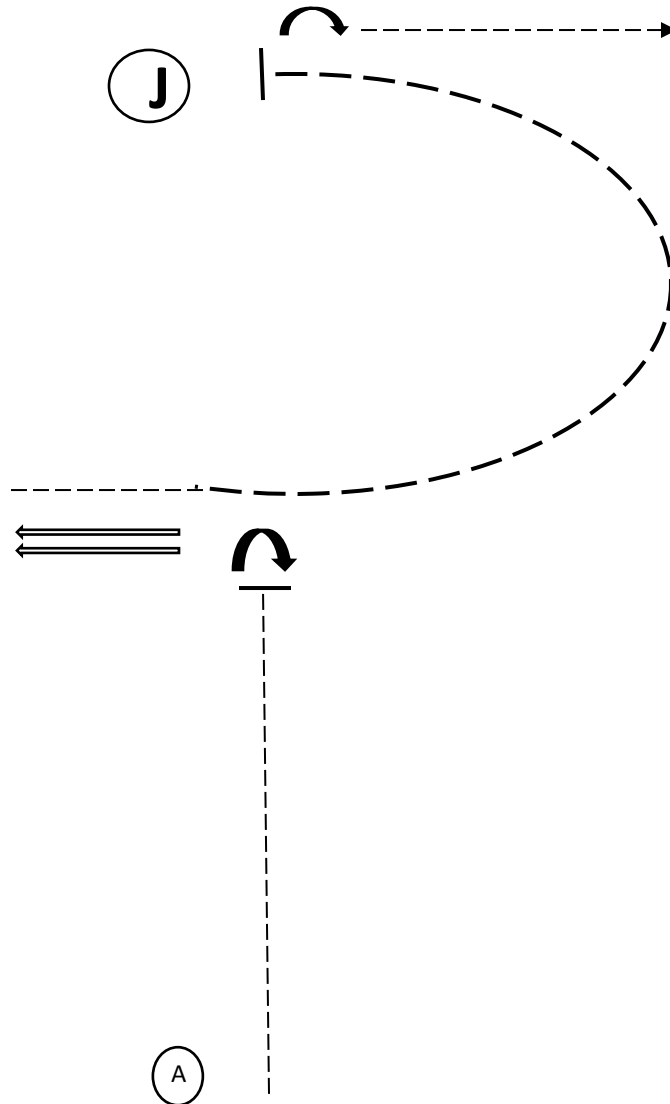


Be ready at A.

1. Trot halfway to B.
2. Walk two horse lengths.
3. Trot to and around B as shown.
4. Trot to Judge. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk straight away.

Follow the instruction of your ring steward.

Sr. High Hunter Showmanship



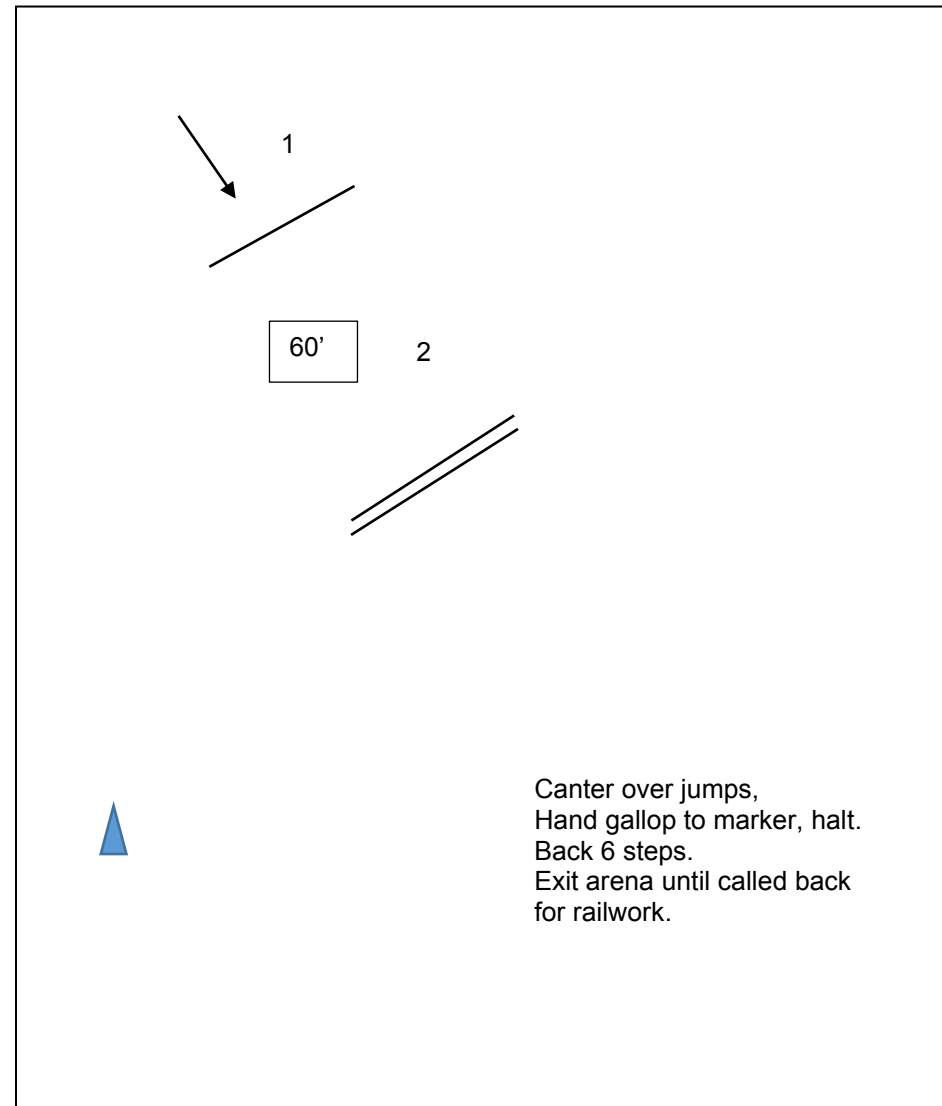
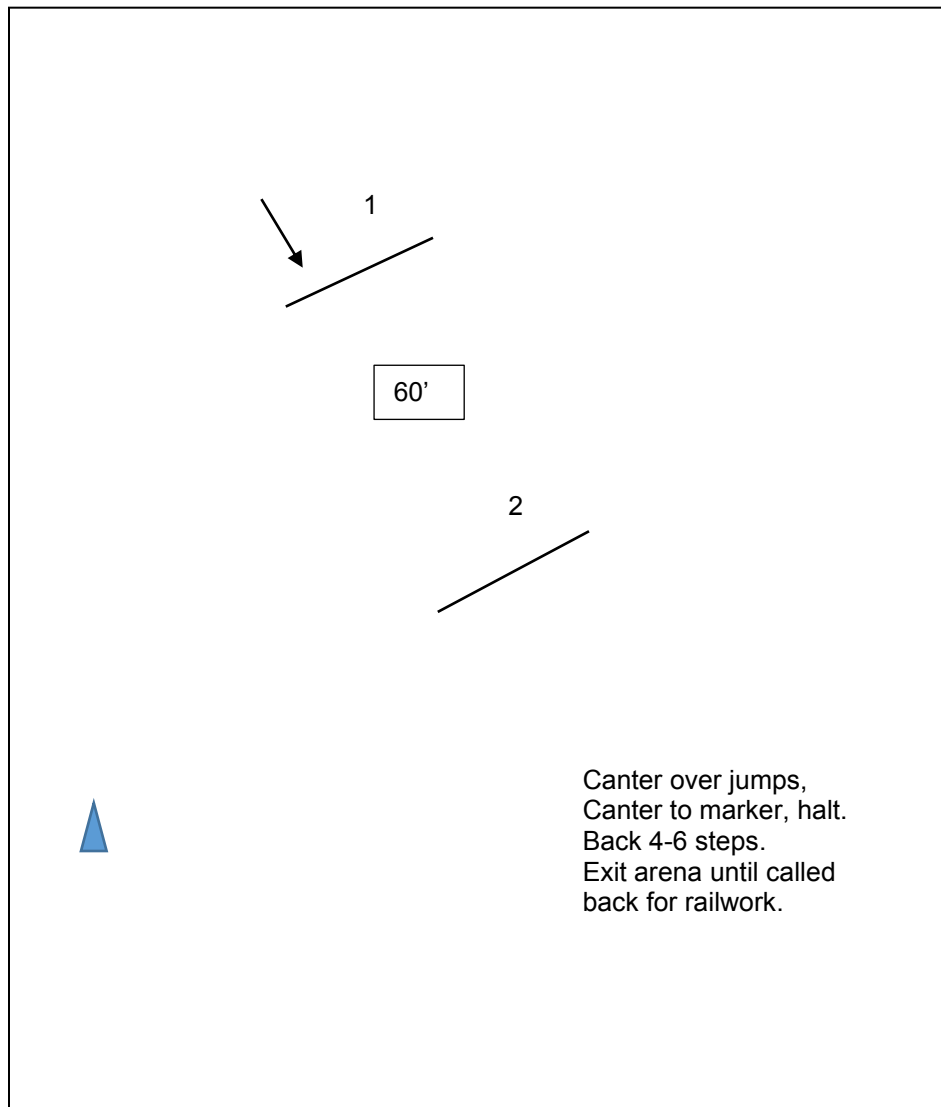
Be ready at A.

1. Walk half way to Judge.
2. Stop and perform a 90 degree turn.
3. Back approximately one horse length.
4. Walk until even with Judge.
5. Trot in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 180 degree turn and walk straight away from Judge.

Follow the instruction of your ring steward.

424 Novice, 425 Green, 426 Intermediate Hunter Hack (no oxer)
Jump 1, 2, canter to marker. Halt. Back 4-6 steps.

427 Pony, 428 Junior, 429 Jr. High, 430 Sr. Hunter Hack (with oxer)
Jump 1, 2, hand gallop to marker. Halt. Back 6 steps.



Out gate

In gate

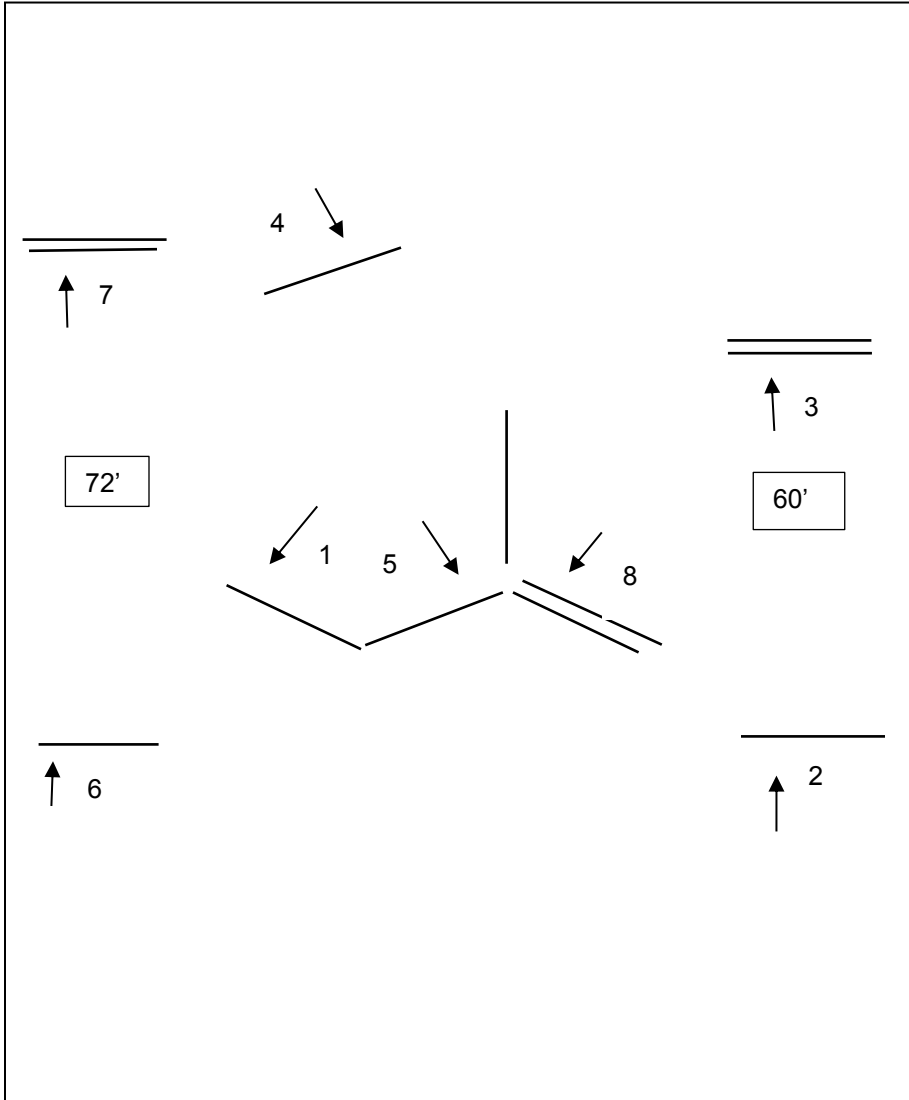
Out gate

In gate

431 Novice, 433 Green, 435 Intermediate Working Hunter; (no oxers)
Jump fences 1,2,3,4,5,6,7,8

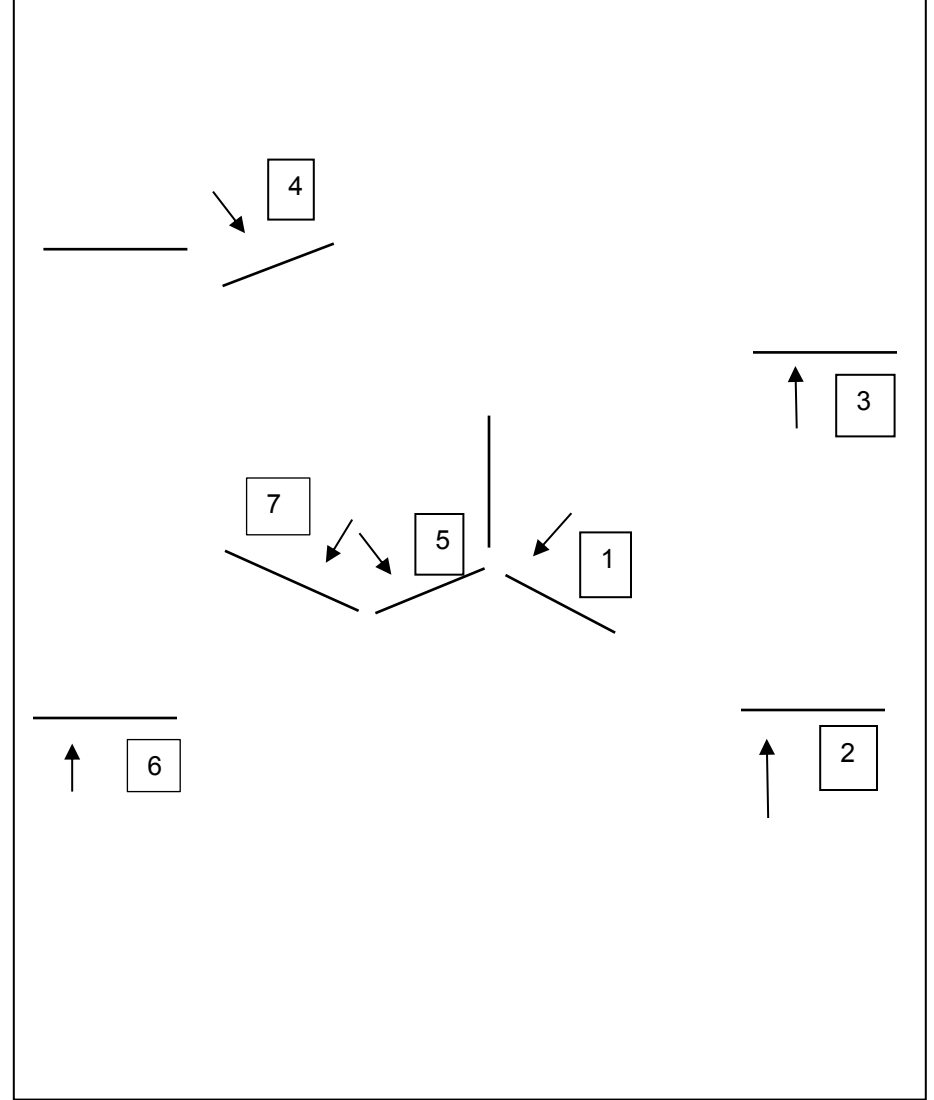
437 Pony, 440 Jr, 443 Jr High, 446 Sr Working Hunter (with oxers)
Jump fences 1,2,3,4,5,6,7,8

432 Novice, 434 Green, 436 Intermediate Equitation over Fences
Jump fences 1,2,3,4,5,6,7



Out gate

In gate



Out gate

In gate

