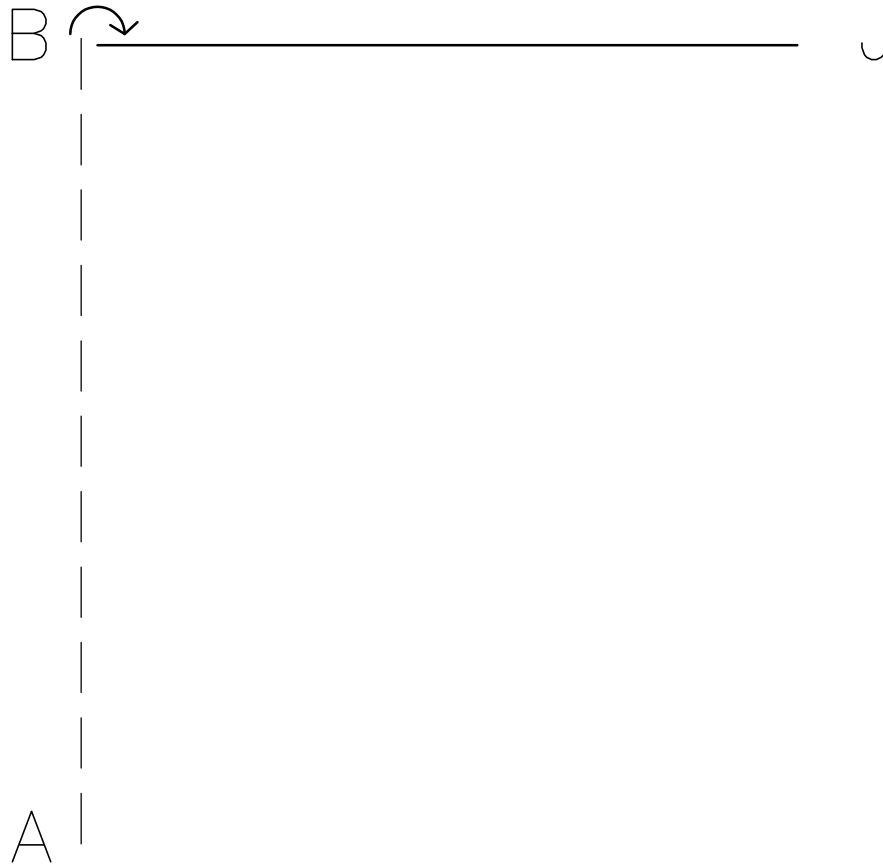


GREELEY SADDLE CLUB

Horsemanship & Hustle All Around

Showmanship - Age Groups 5 & Under & 6-9

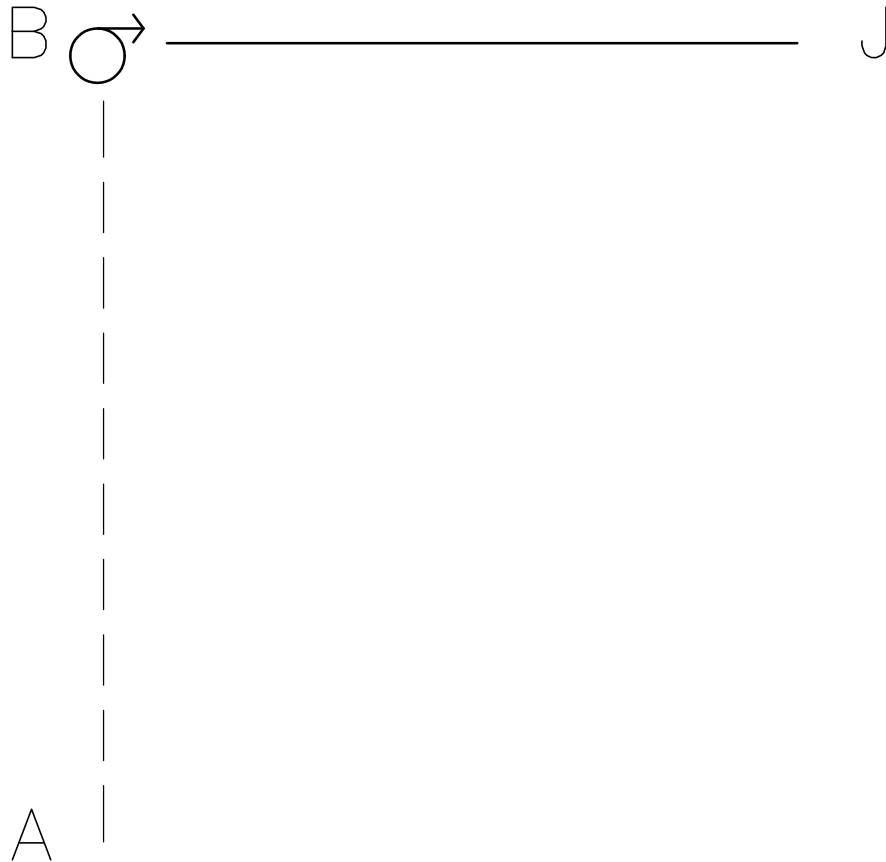


1. **Start at A.**
2. **Trot A to B.**
3. **At B perform a 90° turn.**
4. **Walk to Judge and set up for inspection.**
5. **Return to line up when dismissed.**

GREELEY SADDLE CLUB

Horsemanship & Hustle All Around

Showmanship - Age Groups 10-13, 14-18, & 19 & Over

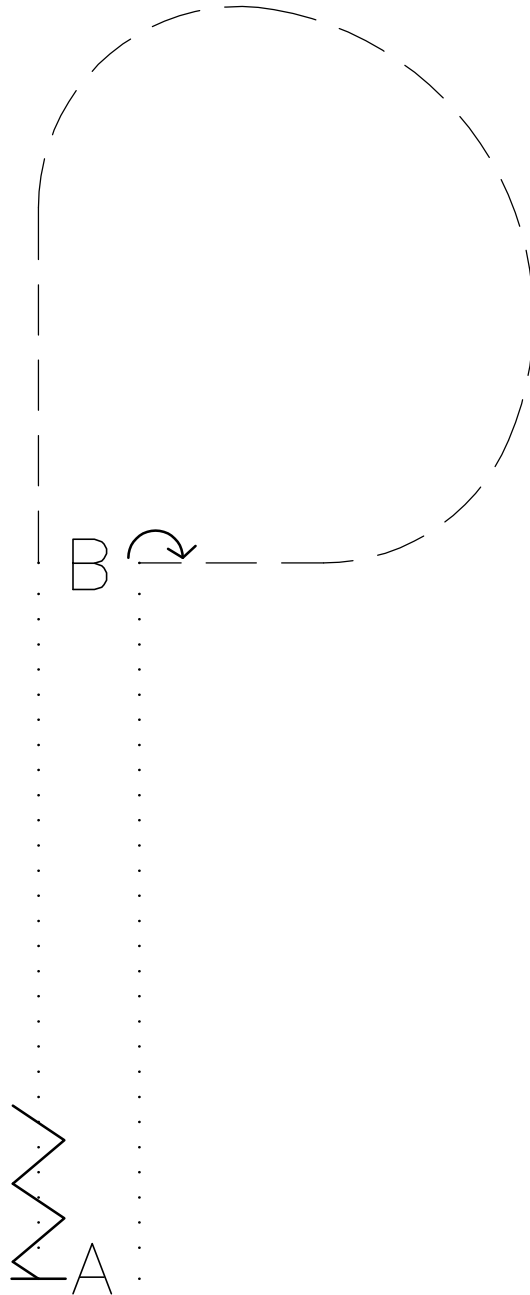


1. Start at A.
2. Trot A to B.
3. At B perform a 45° turn.
4. Walk to Judge and set up for inspection.
5. Return to line up when dismissed.

GREELEY SADDLE CLUB

Horsemanship & Hustle All Around

Horsemanship - Age Group 5 & Under

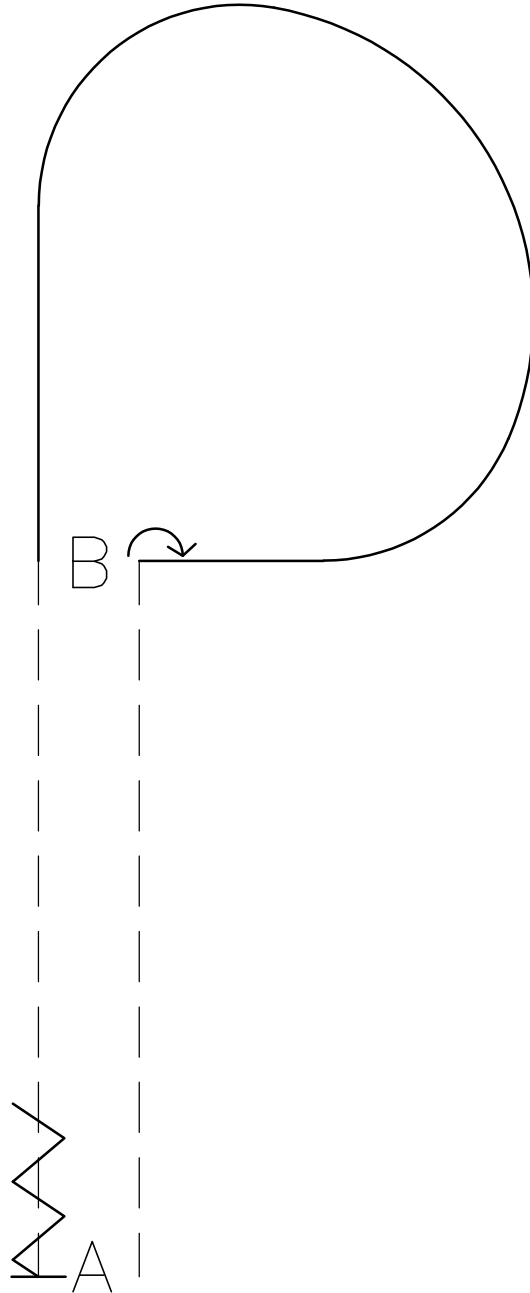


1. Start at A.
2. Walk A to B.
3. At B, stop and then execute a 90° pivot to the right.
4. Trot a circle around B as shown.
5. At B, break down to a walk.
6. Stop at A and back 5 steps.

GREELEY SADDLE CLUB

Horsemanship & Hustle All Around

Horsemanship - Age Groups 6-9 & 10-13

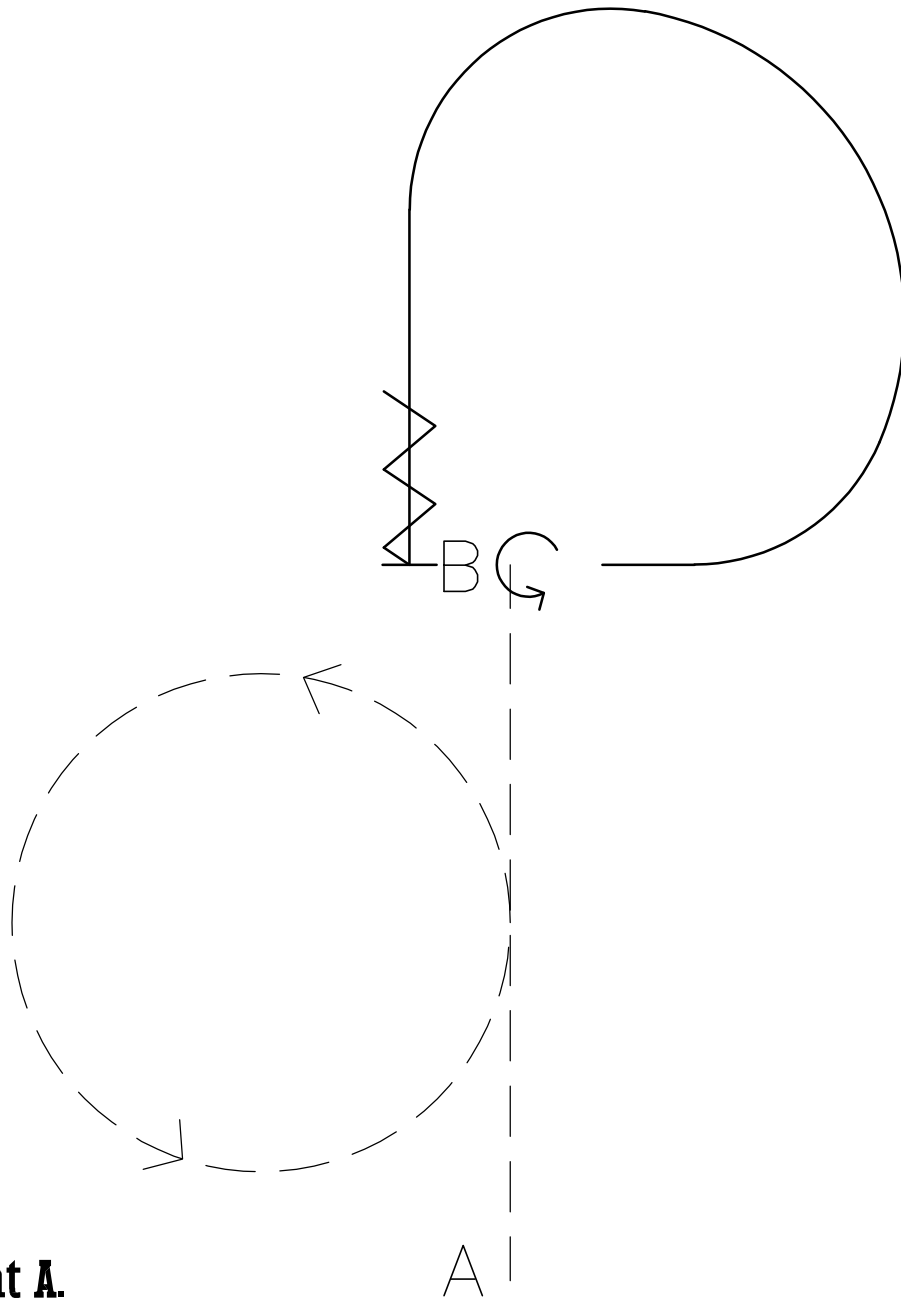


1. Start at A.
2. Jog A to B.
3. At B, stop and then execute a 90° pivot to the right.
4. Lope left lead circle around B as shown.
5. At B, break down to a jog.
6. Stop at A and back 5 steps.

GREELEY SADDLE CLUB

Horsemanship & Hustle All Around

Horsemanship - Age Groups 14-18 & 19 & Over

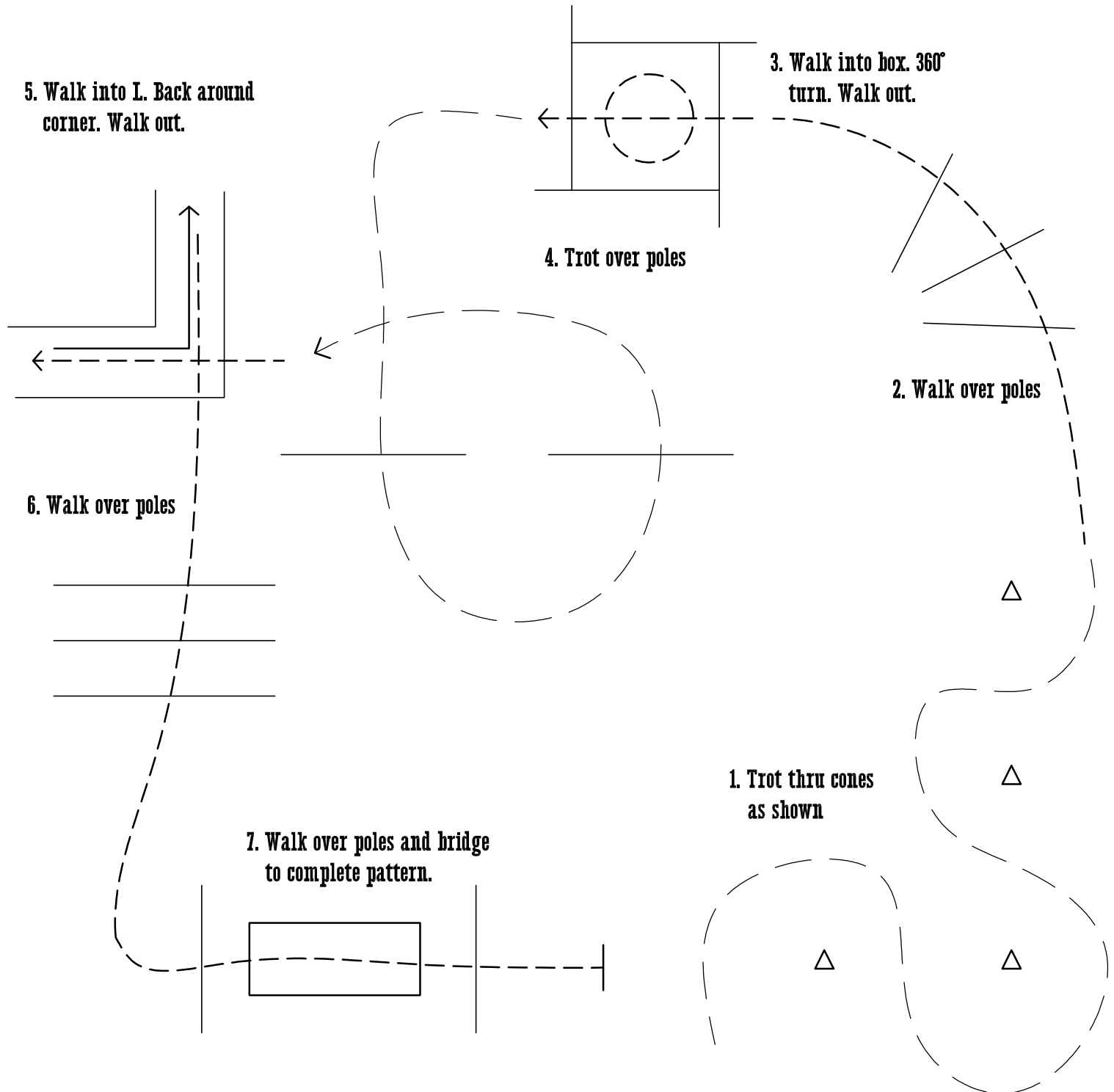


1. **Start at A.**
2. **Log a circle between A and B.**
3. **At B, stop and then execute a 270° pivot to the left.**
4. **Lope left lead circle around B as shown.**
5. **Stop at B and back 5 steps.**

GREELEY SADDLE CLUB

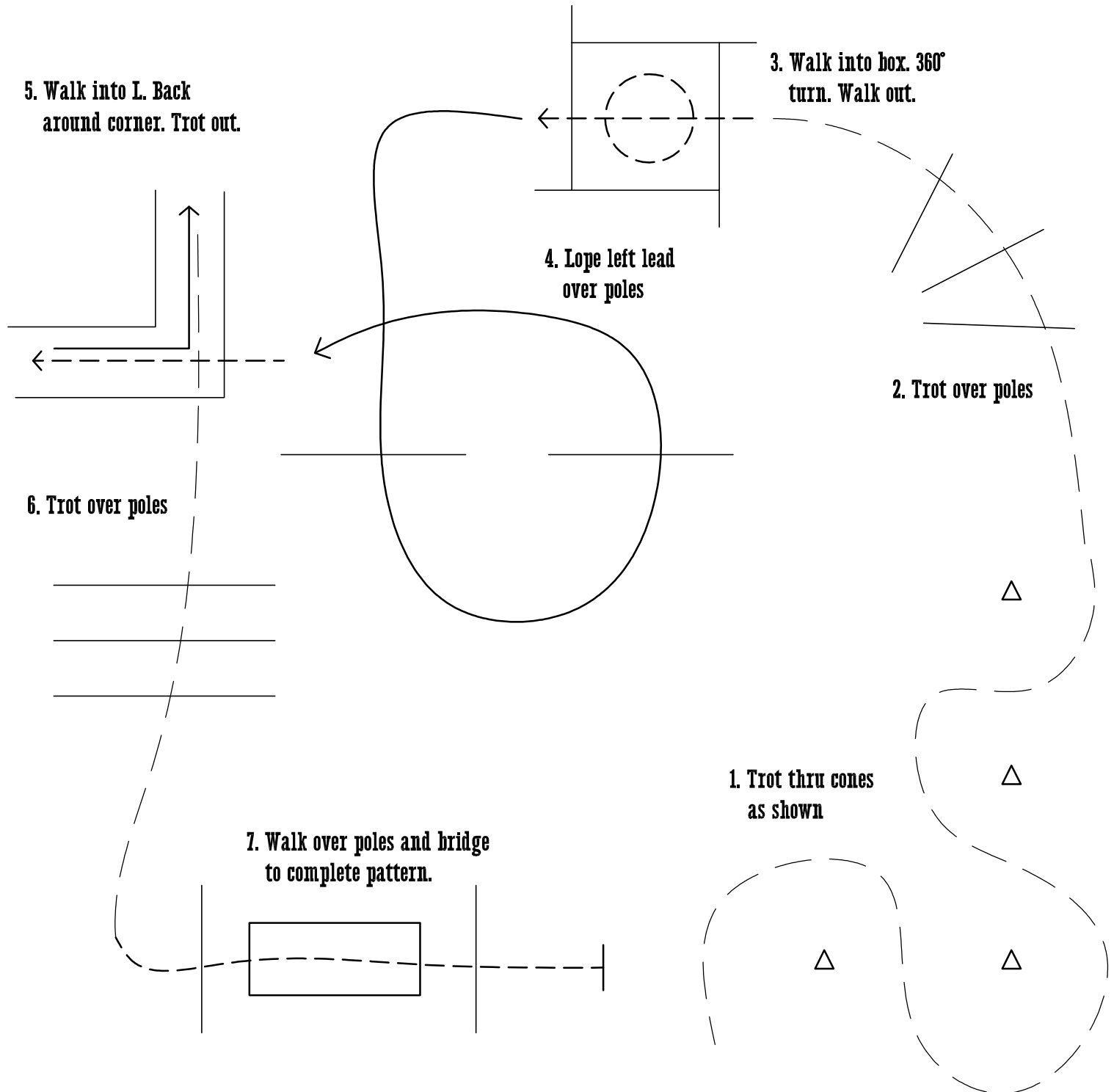
Horsemanship & Hustle All Around

Trail - Age Groups 5 & Under, 6-9, & 10-13



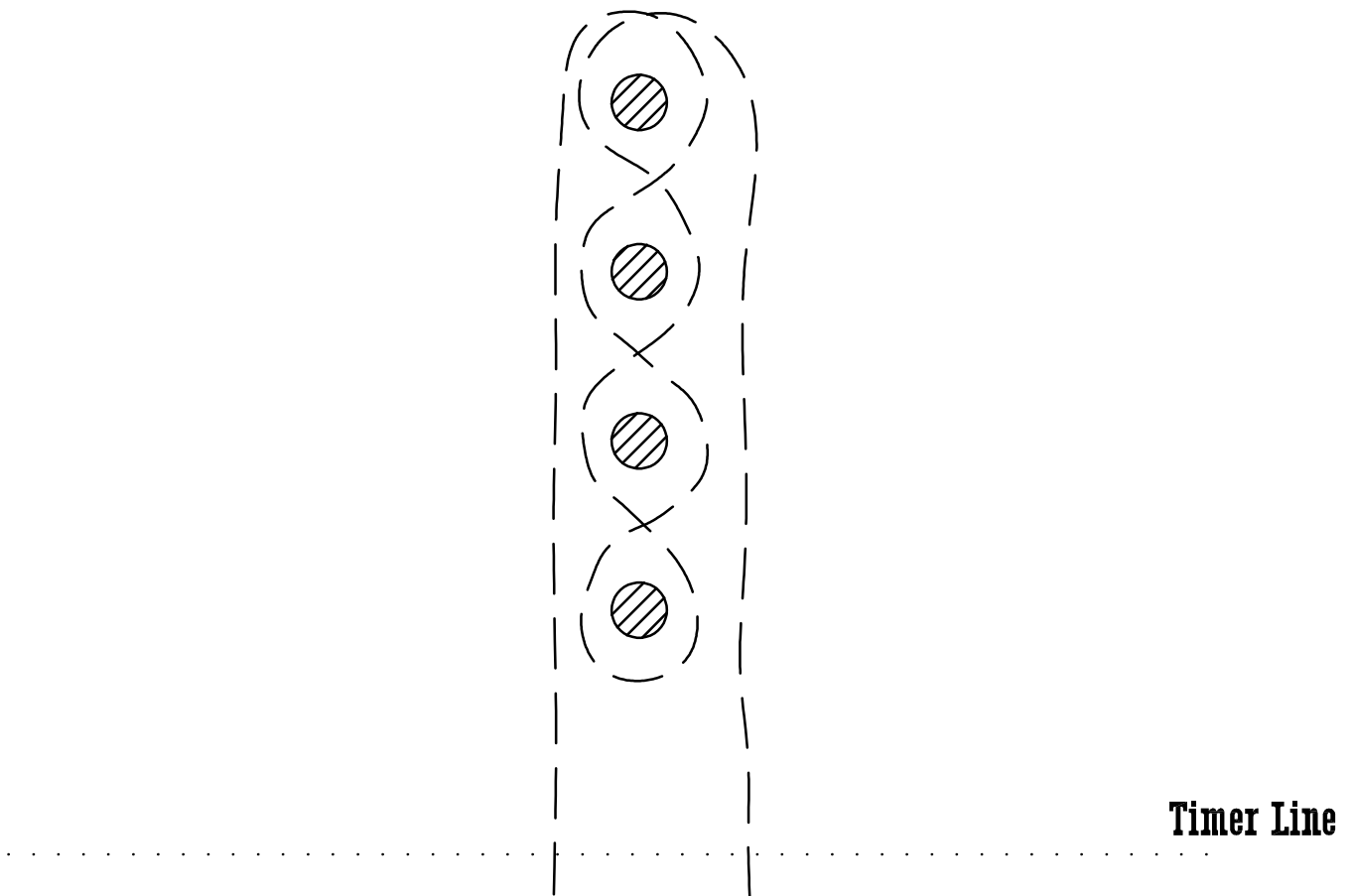
GREELEY SADDLE CLUB

Horsemanship & Hustle All Around
Trail - Age Groups 14-18 & 19 & Over



GREELEY SADDLE CLUB

Pole Bending 5 & Under



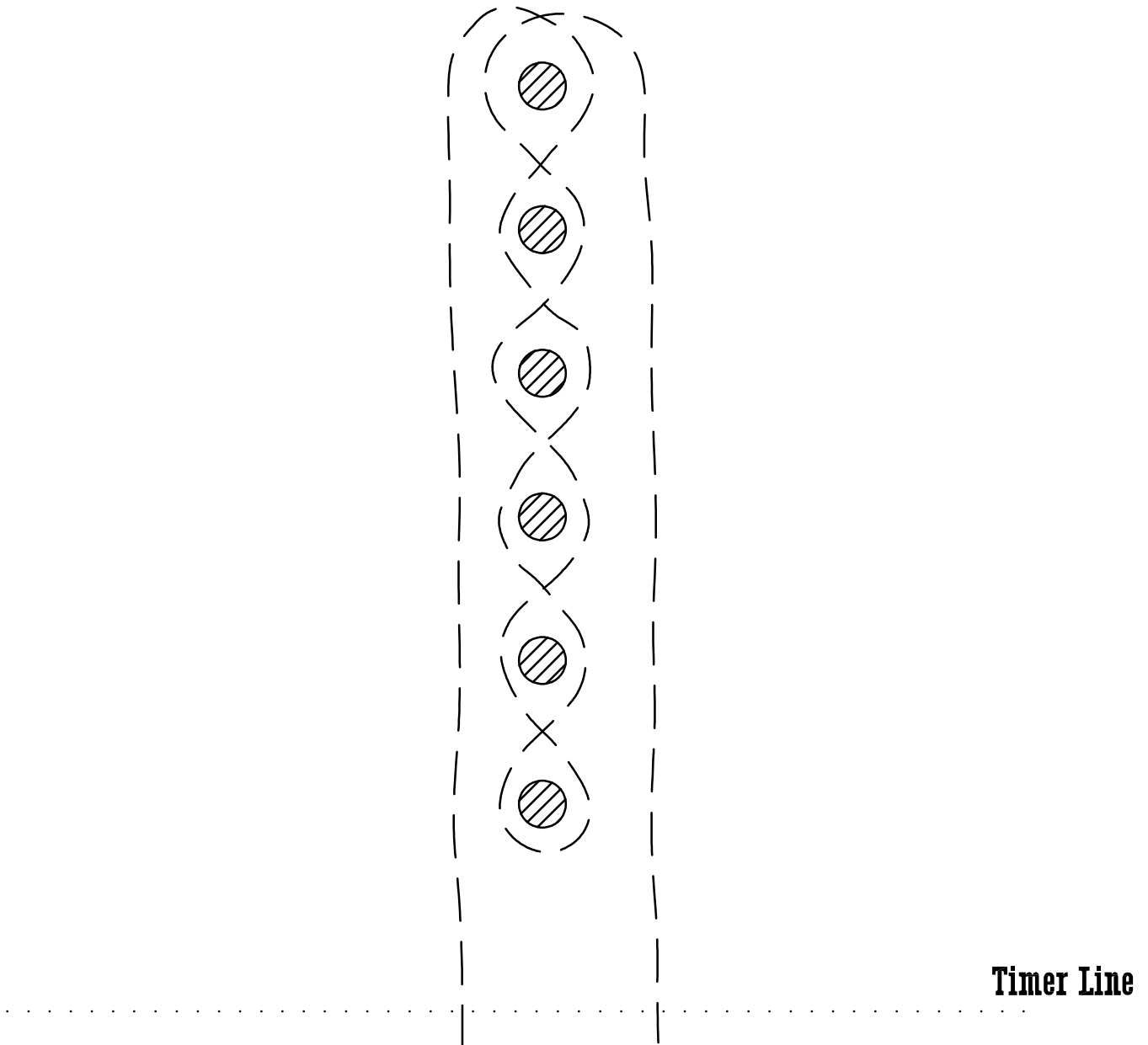
4 poles are used to mark the pattern

A left or right hand pattern may be run

Knocking down a pole will result in a 5 second penalty for each pole

GREELEY SADDLE CLUB

Pole Bending 6-9, 10-13, 14-18, & 19& Over



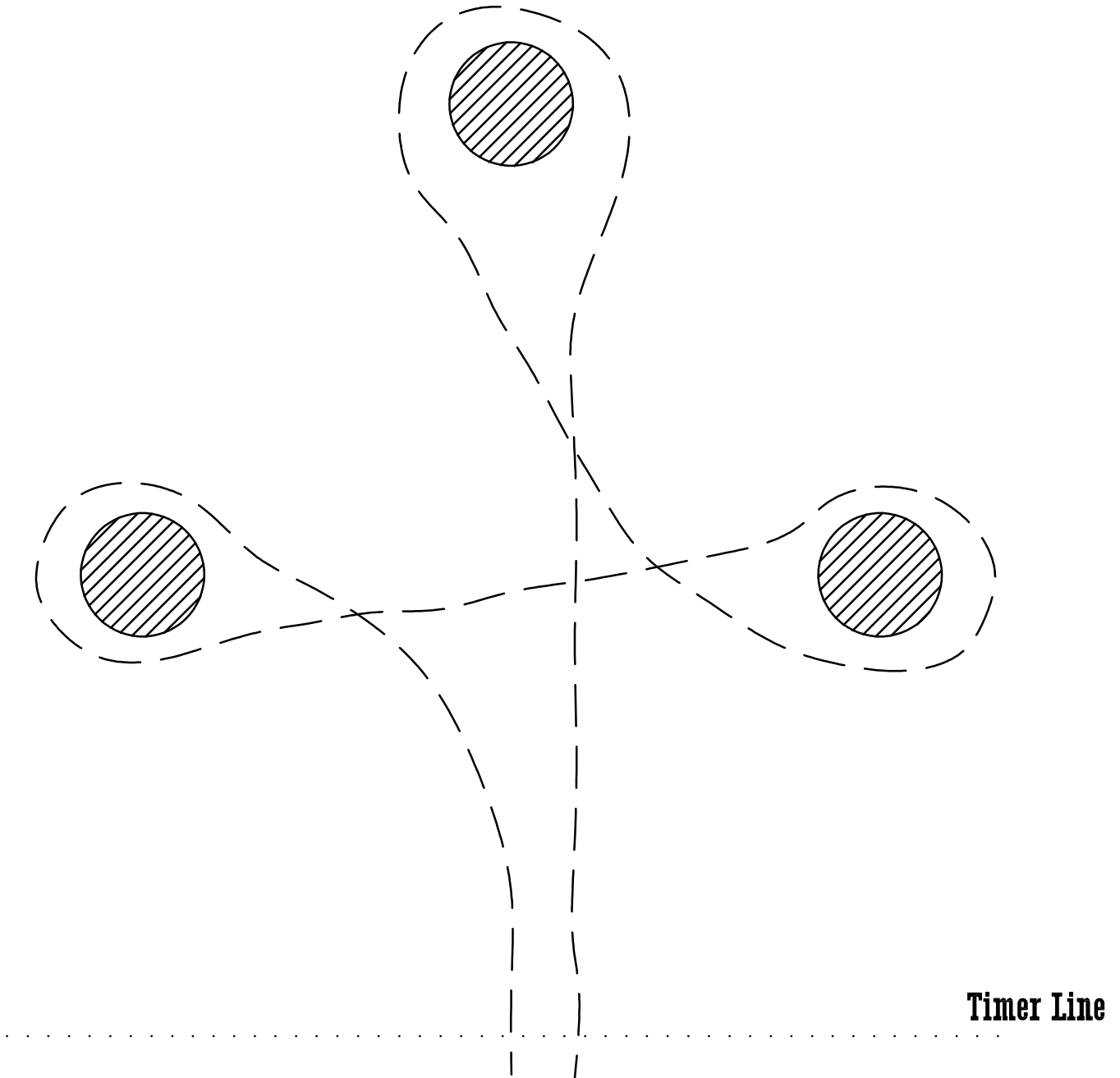
6 poles are used to mark the pattern

A left or right hand pattern may be run

Knocking down a pole will result in a 5 second penalty for each pole

GREELEY SADDLE CLUB

Barrel Race



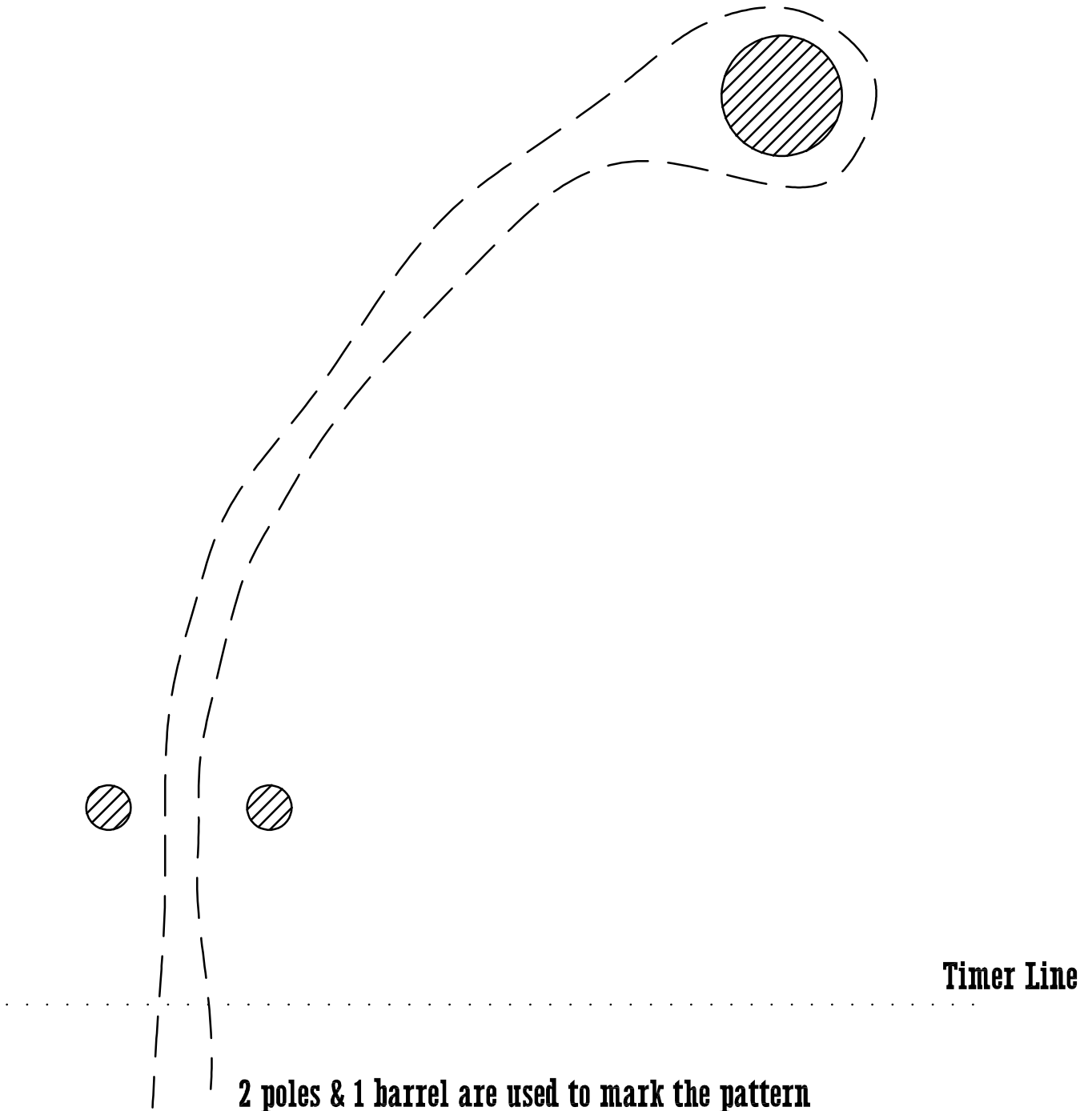
3 barrels are used to mark the pattern

A cloverleaf pattern may be run in either direction

Knocking down a barrel will result in a 5 second penalty for each barrel

GREELEY SADDLE CLUB

Ring Drop Race



Enter through the poles carrying a ring and head to the barrel. You must drop the rubber ring in the bucket on the barrel and end your pattern through the two poles. You may stop or circle the barrel. Failure to get the ring in the bucket or knocking over any of the race obstacles will result in a no time.