

- 10 Mounted Trot for soundness pass or fail - 5 pts stop, 5 pts settle**
 All Divisions - Soundness: pass or fail
 All Divisions - Trot to judge for soundness, stop
 All Divisions - ???
- 10 Back and turn on hind - 5 pts back, 5 pts turn on hind**
 Jr & Tenderfoot - stop horse in trail, back up and turn using balance and control
 Maverick - stop horse in trail, back up and turn on hind using balance and control
 Horseman - stop horse in trail, back up and turn on hind using balance and control
- 10 Dismount onto rock, mount horse, mount - 5 pts dismount or turn, 5 pts mount**
 Jr & Tenderfoot - dismount onto rock & then mount horse
 Maverick - offside dismount onto rock, turn horse to mount on near side & mount
 Horseman - offside dismount onto rock, rider can't move their feet, turn horse to mount on near side & mount
- 10 Tie horse with quick release knot, raincoat - 5 pts knot, 5 pts raincoat**
 Jr & Tenderfoot - tie your horse with a quick release knot, take the raincoat and let your horse touch w/ nose
 Maverick - tie your horse with a quick release knot, put raincoat on horse's back/saddle
 Horseman - tie your horse with a quick release knot, put raincoat on horse's back/saddle & remove over rear
- 10 Uphill - Cooperation between horse and rider – 5 pts rider position, 5 pts horse**
 All Divisions - rider maintains control of self (light in the saddle & balanced), horse walks & does not rush
- 10 Maneuver sticks, stop and settle - 5 pts control of horse, 5 pts sidepass**
 Jr & Tenderfoot - stop over stick, count to 5
 Maverick - stop over stick, count to 5, sidepass off stick
 Horseman - stop over stick, count to 5, sidepass off stick, sidepass back onto stick
- 10 Walk, trot (gait), canter transitions - 5 pts first transition, 5 pts second transition**
 Jr & Tenderfoot - walk horse ten strides, trot horse ten strides, walk horse ten strides
 Maverick - trot horse ten strides, canter horse ten strides, trot horse ten strides
 Horseman - trot horse ten strides, canter horse ten strides, trot horse ten strides
- 10 Cross tarp on trail - 10 pts crossing tarp at walk or trot**
 Jr & Tenderfoot - cross tarp
 Maverick - have horse investigate tarp, retreat and trot over tarp
 Horseman - have horse investigate tarp, retreat and trot over tarp
- 10 Observation of downhill to uphill transition - 5 pts downhill, 5 pts uphill**
 All Divisions - balanced rider maintaining control of horse
- 10 Timed pattern – keyhole pattern & ring bell - 10 pts best time, clean run**
 All Divisions - best time wins in divisions
 penalties for stepping on boundary of 'keyhole'
- 6 Extra Credit: In hand back in figure 8**
 + 0 pts did not attempt or not completed
 + 3 pts complete in set time
 + 6 pts complete first time attempted

106 Possible points