

**PAS – PERFORMANCE AGAINST THE STANDARD PROGRAM
2019 STATE FAIR QUALIFICATIONS**

Note: Shaded areas represent changes in scores/times from previous year.

The rules for the program for 2019 will be as follows:

- At the beginning of the year the youth determines in which State Fair classes they want to qualify. They are limited to four classes. The four classes may be any of the classes offered at State Fair. The following is a list of all State Fair classes to be offered in 2019 and the minimum scores/or maximum times to qualify for these classes:

CLASS	QUALIFYING SCORE (JR/SR)	CLASS	QUALIFYING SCORE (JR/SR)
WESTERN SHOWMANSHIP	90	HUNTER OVER FENCES	75
HUNTER SHOWMANSHIP		EQUITATION OVER FENCES	75
SADDLE TYPE SHOWMANSHIP		HUNTER HACK	80
EASY-GAITED SHOWMANSHIP			
DRAFT SHOWMANSHIP			
WESTERN HORSEMANSHIP	85	SMALL EQUINE HUNTER	75
HUNT SEAT EQUITATION		SMALL EQUINE JUMPER	0 FAULTS
SADDLE SEAT EQUITATION			
EASY-GAITED EQUITATION			
WESTERN PLEASURE	85	DRAFT HORSE DRIVING	85
RANCH PLEASURE		PLEASURE DRIVING	85
HUNTER UNDER SADDLE		DRIVING REINSMANSHIP	85
ENGLISH PLEASURE		DRIVEN TRAIL	65
EASY-GAITED PLEASURE			
		RANCH RIDING	65
		WESTERN RIDING	
		REINING	68
		TRAIL/TRAIL IN-HAND	
GROUND ROPING	QUALIFYING SCORE: 75% (90 OUT OF 120 POSSIBLE POINTS)		

GYMKHANA CLASSES – Time given is maximum time in seconds. The judge has the right to increase the maximum time, but is limited to one second for poor arena conditions or two seconds for extremely poor arena conditions. **Times are not to be rounded up or down.** (For example, if the qualifying time is 19.000 seconds and the horse/rider's time is 19.050, their time is greater than 19.000 seconds and is not a qualifying time.)

BARREL PATTERN	A Sec.	B Sec.	C Sec.	D Sec.
PONY or JUNIORS	22.500	21.000	20.000	18.500
SENIORS	21.500	20.000	19.000	17.500

POLES	Sec.	STAKES RACE	Sec.
PONIES or JUNIORS	25.500	PONIES or JUNIORS	18.500
SENIORS	24.500	SENIORS	18.000

KEYHOLE RACE	Sec.
PONIES or JUNIORS	10.500
SENIORS	10.000

PAS – PERFORMANCE AGAINST THE STANDARD PROGRAM 2019 STATE FAIR QUALIFICATIONS

2. After the youth turn in their class choices for State Fair qualification, the county needs to develop a qualifying show for all classes in which youth want to try out. Classes need to be subdivided as they are for State Fair with the exception that you need not divide showmanship, horsemanship, or equitation classes into as many age classes as is done at State Fair. Riding/driving classes should be divided so that a judge needs not evaluate more than approximately ten (10) youth at a time.
3. A county (or group of counties) may offer up to two shows or have two judges at one show. In a show with two judges, the scores should not be averaged. Counties must hire judges that are approved to judge PAS shows from the current year's Ohio 4-H Horse Show Judges List. This list can be found online at <http://horse.osu.edu>.
4. Gymkhana classes – Riders get one run (attempt) per class in a show to qualify unless county or counties are using one show with two judges to qualify youth. Then the youth may have two attempts (runs) as long as they are not disqualified in the first run. If the youth receives a no time in their first run then they are still eligible for their second run. If the youth receives a disqualification in their first run then they do not receive a second run.
5. See current rule book for requirements for all classes.
6. A horse cannot show at State Fair in both Trail In-Hand and in Trail classes.
7. A horse cannot show at State Fair in both Western Pleasure and Ranch classes.
8. A horse cannot show at State Fair in both Intermediate Equitation Over Fences and Advanced Equitation Over Fences classes.
9. A horse cannot show at State Fair in both Low Hunter Over Fences and Regular Hunter Over Fences.
10. A county may have requirements for youth to complete before they may enter State Fair qualifying shows (i.e. written tests, interview judging, club meeting attendance, etc.).
11. The show committee must have class score sheets printed for the judge when he/she gets to the show. These sheets are available on the internet site: <http://horse.osu.edu>. The judge will score the youth in the classes. As the sheets are turned in, someone from the show committee should sum the scores. These scores can then be compared to the required standards scores to determine if the youth qualified in that class for State Fair. Post the scores as soon as possible after the class is held so youth know what they have to do in future classes to qualify. If the judge gets to a point in the scoring that they know a youth will definitely not qualify for State Fair, they may place a NQ (not qualified) in the total score box on the evaluation sheet and quit keeping score on that youth.
12. PAS qualifying scores must be included on the county's PAS verification form submitted to the Ohio State Fair entry department by 1:00 pm on Wednesday, July 3, 2019. It is the responsibility of each exhibitor to submit their entry and pay their \$40 stall fee online at www.ohiostatefair.com by 1:00 pm on Wednesday, July 3, 2019. BOTH THE PAS VERIFICATION FORM (submitted by the county) AND THE ONLINE ENTRY FORM (submitted by the exhibitor) MUST BE SUBMITTED BY 1:00 PM ON WEDNESDAY, JULY 3, 2019 FOR THE EXHIBITOR TO BE ABLE TO COMPETE.
13. PAS classes should not be placed. If you wish to give awards, give awards based on score received (i.e. if a youth scores a 90 in showmanship, they get an award indicating excellence in that class).
14. A youth may only use one horse to try out in PAS shows and cannot replace a horse for any reason after they have shown in their first PAS class.
15. A youth must qualify in any two (2) classes in order to compete in the State Fair Junior Horse Show. Counties may allow youth to qualify in more than two classes; however, youth may enter in a maximum of four classes at the State Fair Junior Horse Show, this includes ground roping. At the State Fair Junior Horse Show, youth will only be allowed to show in classes for which they qualified. **Youth should review the 2019 State Fair Junior Horse Show schedule carefully for potential class conflicts when selecting their classes. At State Fair, classes will not be held for class conflicts.**
16. Exhibitors that have animals that are of incorrect size for the entered class will be moved to the correct class.
17. Due to the expense of conducting horse shows, some counties may find it desirable to have a show that includes classes that are not judged by PAS standards. This is acceptable; however, PAS classes may not be combined with other classes.

PAS – PERFORMANCE AGAINST THE STANDARD PROGRAM 2019 STATE FAIR QUALIFICATIONS

18. Entry fees may be charged for PAS State Fair qualifying shows/classes to help cover the expense of these classes.
19. Multiple counties are encouraged to have joint qualifying shows to help decrease the cost of the shows.
20. Counties can send their youth to another county to qualify for any reason, but these guidelines must be followed:
 - a. The reason must be acceptable to the Extension Professional in both counties involved.
 - b. The Extension Professional is responsible for the entries being sent to State Fair by the entry deadline. If a youth qualifies out of county, the home Extension Professional must make the entry by the deadline. It is the responsibility of the youth to get the qualification results to their local Extension Professional.
 - c. The youth will pay the county to which they go a minimum of \$10 per class entered to cover the costs of their participation.
 - d. A youth cannot compete in more than two (2) PAS shows or one PAS show with two judges.
 - e. A county could elect to send all of their youth to one or two PAS shows instead of holding a PAS show in their county. Rules a-d apply.
 - f. If a county only offers one PAS show with one judge, and a youth wants to go to an additional PAS show, they may. Rules a-d apply.
 - g. An Out-of-County PAS form is available online at <http://horse.osu.edu>.
21. Show management should not expect judges to give comments to youth in PAS classes since the youth can see their evaluation on the posted score sheets.
22. Easy Gaited horses may not show in riding classes that require a trot. Correct tack and attire for Easy Gaited Equitation and Easy Gaited Pleasure is Saddle Seat or Western tack and attire, respectively. **Easy Gaited classes for State Fair will be two gaited classes (no canter).** Gaits will be a Show Walk and a Show Gait. County qualifying classes will also be two gaited. In Easy Gaited Pleasure, the Show Gait will be worth 70 points since they do not canter. Easy Gaited horses may show in Gymkhana if the class does not require a trot.
23. A youth may show in draft (horse or pony) or light (horse or pony) driving, but not both. A heavy harness is expected in draft classes while a light harness is expected in light horse/pony driving classes.
24. **Patterns for 2019 PAS qualifying classes are included at the end of this document. These patterns are the only patterns to be used for PAS classes in 2019.** In addition to these patterns, the following rules will apply for the specified classes:
 - PAS Qualifying Showmanship Rules**
 - a. A judge may bring the class into the arena and then do the pattern, or they may work the youth as they enter the arena. Draft horses are an exception in that they will always come into the arena and work out of the line.
 - PAS Qualifying Horsemanship/Equitation Rules**
 - a. For Western Horsemanship and Hunter Equitation, the judge may work the pattern as the rider enters the area and then bring either the finalist or the whole class back for rail work. They may work the rail first and do the pattern afterward for any Horsemanship/Equitation class. Saddle Seat and Easy Gaited Equitation will always work the rail first.

DRIVEN TRAIL

PAS Score Sheet

Obstacle Scores: +1 ½ Excellent +1 Very Good + ½ Good 0 Correct - ½ Poor -1 Very Poor -1 ½ Extremely Poor	
Penalty ½ :	Each tick of log, pole, cone, plant, or any component of the obstacle.
Penalty 1:	Each bite, hit, or step on a rope, log, cone, plant, or any component of an obstacle; Incorrect or break of gait at a walk or trot for two strides or less; Skipping over or failing to step into required space.
Penalty 3:	Incorrect or break of gait at walk or trot for more than two strides; Knocking down (barrels or cones, this includes marker balls on top of cones) or severely disturbing an obstacle.
Penalty 5:	Drop object; Refusal or evade by shying sideways or backing more than two strides; Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one foot once the foot has entered the obstacle; Missing one element of an obstacle on a line of travel with more than one foot; Blatant disobedience.
Penalty Score 0:	Perform obstacles out of order, equipment failure that delays finish of pattern, using whip excessively, overturn of vehicle or fall to ground by horse or driver, failure to enter, exit, or work obstacle from correct side or direction or as described, three accumulative refusals, failure to ever demonstrate correct gait or line of travel between obstacles.

/ / / / / / / / / /

Entry No.	Obstacle Description		1	2	3	4	5	6	7	8	9	Penalty Obstacle Total	FINAL SCORE
	Penalty	Avg Score = 70											
	Obstacle Score												
	Penalty	Avg Score = 70											
	Obstacle Score												
	Penalty	Avg Score = 70											
	Obstacle Score												
	Penalty	Avg Score = 70											
	Obstacle Score												
	Penalty	Avg Score = 70											
	Obstacle Score												

Judges Signature: _____ Date: _____

GROUND ROPING PAS Score Sheet

Maneuver Scores:	Each attempt will be scored from 0 to 10 pts for each of the following
	<ul style="list-style-type: none"> A. Building the loop B. Swing – smoothness/fluidity C. Delivery of loop and accuracy D. Pulling and pitching slack
Penalty:	A 20 point penalty is incurred each time the barrier is broken (stepping on or over it when throwing the rope)

Entry No.		First Attempt (40 points)				Second Attempt (40 points)				Third Attempt (40 points)				Maneuver Penalty Total	FINAL SCORE (out of 120 pts)
		A	B	C	D	A	B	C	D	A	B	C	D		
	Maneuver Score														
	Penalty														

Entry No.		First Attempt (40 points)				Second Attempt (40 points)				Third Attempt (40 points)				Maneuver Penalty Total	FINAL SCORE (out of 120 pts)
		A	B	C	D	A	B	C	D	A	B	C	D		
	Maneuver Score														
	Penalty														

Entry No.		First Attempt (40 points)				Second Attempt (40 points)				Third Attempt (40 points)				Maneuver Penalty Total	FINAL SCORE (out of 120 pts)
		A	B	C	D	A	B	C	D	A	B	C	D		
	Maneuver Score														
	Penalty														

Entry No.		First Attempt (40 points)				Second Attempt (40 points)				Third Attempt (40 points)				Maneuver Penalty Total	FINAL SCORE (out of 120 pts)
		A	B	C	D	A	B	C	D	A	B	C	D		
	Maneuver Score														
	Penalty														

Entry No.		First Attempt (40 points)				Second Attempt (40 points)				Third Attempt (40 points)				Maneuver Penalty Total	FINAL SCORE (out of 120 pts)
		A	B	C	D	A	B	C	D	A	B	C	D		
	Maneuver Score														
	Penalty														

Judges Signature: _____ Date: _____

PATTERN CLASS PAS Score Sheet

Maneuver Scores: Up to 10 pts per maneuver & Up to 10 pts for rider's effectiveness and quietness

CLASS:

PATTERN:

	Maneuver	1	2	3	4	5	6	7	8	9	Rider	
EXH #												SCORE
	SCORE											

EXH #												SCORE
	SCORE											

EXH #												SCORE
	SCORE											

EXH #												SCORE
	SCORE											

EXH #												SCORE
	SCORE											

EXH #												SCORE
	SCORE											

EXH #												SCORE
	SCORE											

EXH #												SCORE
	SCORE											

EXH #												SCORE
	SCORE											

Judges Signature: _____ Date: _____

RANCH RIDING

PAS Score Sheet

Maneuver Scores: +1 ½ Excellent +1 Very Good + ½ Good 0 Correct - ½ Very Poor -1 Very Poor -1 ½ Extremely Poor	
Penalty ½ :	Each tick or light touch of log
Penalty 1:	Break of gait at walk/trot up to 2 strides; hit or step on a log or obstacle
Penalty 3:	Break of gait at a walk or trot for more than 2 strides; break of gait at a lope; wrong lead or out of lead
Penalty 5:	Failure to demonstrate correct gait as designated; kicking out
Penalty Score 0:	Fall to ground of horse or rider; failure to complete pattern maneuvers as written in specified order; blatant disobedience (bucking, rearing, etc.)

Entry No.	Maneuver Description																	Penalty Total	FINAL SCORE
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		
	Penalty	Avg. Score = 70																	
	Maneuver Score																		
	Penalty	Avg. Score = 70																	
	Maneuver Score																		
	Penalty	Avg. Score = 70																	
	Maneuver Score																		
	Penalty	Avg. Score = 70																	
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	Penalty	Avg. Score = 70																	
	Maneuver Score																		
	Penalty	Avg. Score = 70																	
	Maneuver Score																		
	Penalty	Avg. Score = 70																	
	Maneuver Score																		
	Penalty	Avg. Score = 70																	
	Maneuver Score																		

Judges Signature: _____ Date: _____

REINING PAS Score Sheet

Maneuver Scores: +1 ½ Excellent +1 Very Good + ½ Good 0 Correct - ½ Poor -1 Very Poor - 1 ½ Extremely Poor

Entry No.	Maneuver Description	Avg Score = 70	1	2	3	4	5	6	7	8	Penalty Maneuver Total	FINAL SCORE
	Penalty	Avg Score = 70										
	Maneuver Score											

	Penalty	Avg Score = 70										
	Maneuver Score											

	Penalty	Avg Score = 70										
	Maneuver Score											

	Penalty	Avg Score = 70										
	Maneuver Score											

	Penalty	Avg Score = 70										
	Maneuver Score											

	Penalty	Avg Score = 70										
	Maneuver Score											

	Penalty	Avg Score = 70										
	Maneuver Score											

	Penalty	Avg Score = 70										
	Maneuver Score											

Judges Signature: _____ Date: _____

TRAIL PAS Score Sheet

Obstacle Scores: +1 ½ Excellent +1 Very Good + ½ Good 0 Correct - ½ Poor -1 Very Poor -1 ½ Extremely Poor	
Penalty ½ :	Each tick of log, pole, cone, plant, or obstacle.
Penalty 1:	Incorrect or break of gait at a walk/trot/show gait for ≤ two strides; Bite of, hit or step on log, pole, cone, plant or obstacles; Both feet in space; Skip space; Split pole.
Penalty 3:	Incorrect or break of gait at a walk/trot/show gait for > two strides; Out of lead or break of gait at lope/extended show gait; Knockdown of elevated pole, cone, barrel, plant or severely disturbing an obstacle; Stepping out of the confines of, falling or jumping off or out of an obstacle with only one foot once the foot has entered an obstacle, including missing one element of an obstacle on a line of travel with one foot.
Penalty 5:	Drop object; Refusal or evade; Letting go of gate or dropping rope gate; Blatant disobedience; Stepping out of the confines of, falling or jumping off or out of an obstacle with more than one foot once the foot has entered an obstacle, including missing one element of an obstacle on a line of travel with more than one foot.
Penalty Score 0:	Failure to work obstacle as described; Perform obstacles out of order; Failure to enter, exit, or work obstacle from correct side/direction; 3 accumulative refusals; Touching horse on neck to lower head or use hand/reins to instill fear or give praise; Failure to ever demonstrate correct gait or correct line of travel between obstacles; Fall to ground by horse and/or rider; Equipment failure that delays finish of pattern; Use of hands on reins is illegal based on style of riding.

Entry No.	Obstacle Description	Avg Score= 70	1	2	3	4	5	6	7	8	9	Penalty Obstacle Total	FINAL SCORE
			Penalty	Obstacle Score									
	Penalty	Avg Score= 70											
	Obstacle Score												
	Penalty	Avg Score= 70											
	Obstacle Score												
	Penalty	Avg Score= 70											
	Obstacle Score												
	Penalty	Avg Score= 70											
	Obstacle Score												
	Penalty	Avg Score= 70											
	Obstacle Score												

Judges Signature: _____ Date: _____

TRAIL IN-HAND PAS Score Sheet

Obstacle Scores:	+1 ½ Excellent	+1 Very Good	+ ½ Good	0 Correct	- ½ Poor	-1 Very Poor	-1 ½ Extremely Poor
Penalty ½ :	Each tick of log, pole, cone or obstacle.						
Penalty 1:	Hit or step on log, pole, cone or obstacles; Both feet in space; Skip space; Split pole; Incorrect number of strides in trot or lope overs; Minor break of forward motion 1-3 seconds while working an obstacle.						
Penalty 2:	Touching horse with hand/lead/whip to perform obstacle.						
Penalty 3:	Knockdown or severely disturbing obstacle; Major break of forward motion while performing an obstacle.						
Penalty 3-5:	Step out or jump off, depending on severity.						
Penalty 5:	Blatant disobedience; Refusal or evade by shying or backing > two strides; Horse causes sheet/blanket to fall.						
Penalty Score 0:	Failure to work obstacle as described; Perform obstacles out of order; Failure to enter, exit, or work obstacle from correct side/direction; 3 accumulative refusals; Equipment failure that delays finish of pattern; Failure to complete at least three obstacles.						

Entry No.	Obstacle Description		1	2	3	4	5	6	7	8	9	Penalty Obstacle Total	FINAL SCORE
	Obstacle Score												

	Penalty	Avg Score= 70											
	Obstacle Score												

	Penalty	Avg Score= 70											
	Obstacle Score												

	Penalty	Avg Score= 70											
	Obstacle Score												

	Penalty	Avg Score= 70											
	Obstacle Score												

	Penalty	Avg Score= 70											
	Obstacle Score												

Judges Signature: _____ Date: _____

WESTERN RIDING PAS Score Sheet

Maneuver Scores: +1 ½ Excellent +1 Very Good + ½ Good 0 Correct - ½ Very Poor -1 Very Poor -1 ½ Extremely Poor	
Penalty ½ :	Each tick or light touch of log; Hind legs skipping or coming together in lead change, Failure to change leads for one-half to one stride
Penalty 1:	Break of gait at walk/jog up to 2 strides; Hit/roll log; ; Failure to change leads for one stride; Split log
Penalty 3:	Break of gait at lope; Simple lead change; Failure to change after one stride, but changes before the next designated change area; Extra change; Not performing gait or stopping within 10 feet; Break of gait at walk/jog for more than 2 strides.
Penalty 5:	Out of lead beyond next designated change (complete failure to change); Blatant disobedience (kick out, buck)
Disqualification:	Missing 4 or more flying lead changes; Major refusal – backing more than two strides (4 steps w/front feet); Off course; Knocking over markers; Completely missing the log; Fall to ground by horse or rider; Illegal equipment or willful abuse; Incomplete pattern, incorrect order of maneuvers, passing on wrong side of markers, or extra loops.

Entry No.	Maneuver Description		1	2	3	4	5	6	7	8	9	10	11	12	Penalty Maneuver Total	FINAL SCORE
			Penalty	Avg Score=70												
Maneuver Score																

Penalty	Avg Score=70														
Maneuver Score															

Penalty	Avg Score=70													
Maneuver Score														

Penalty	Avg Score=70													
Maneuver Score														

Penalty	Avg Score=70													
Maneuver Score														

Judges Signature: _____ Date: _____

Legend for Patterns

READ instructions carefully, diagrams may be abbreviated

Walk or Hand Gallop or -----

Trot, Jog or Show Gait - - - - -

Sitting Trot - . - . - . - . - . -

Extended Trot or Jog — . . — . . — . . -

Canter or Lope or Hand Gallop _____

Back  or ||||

Markers ▲ or (A)

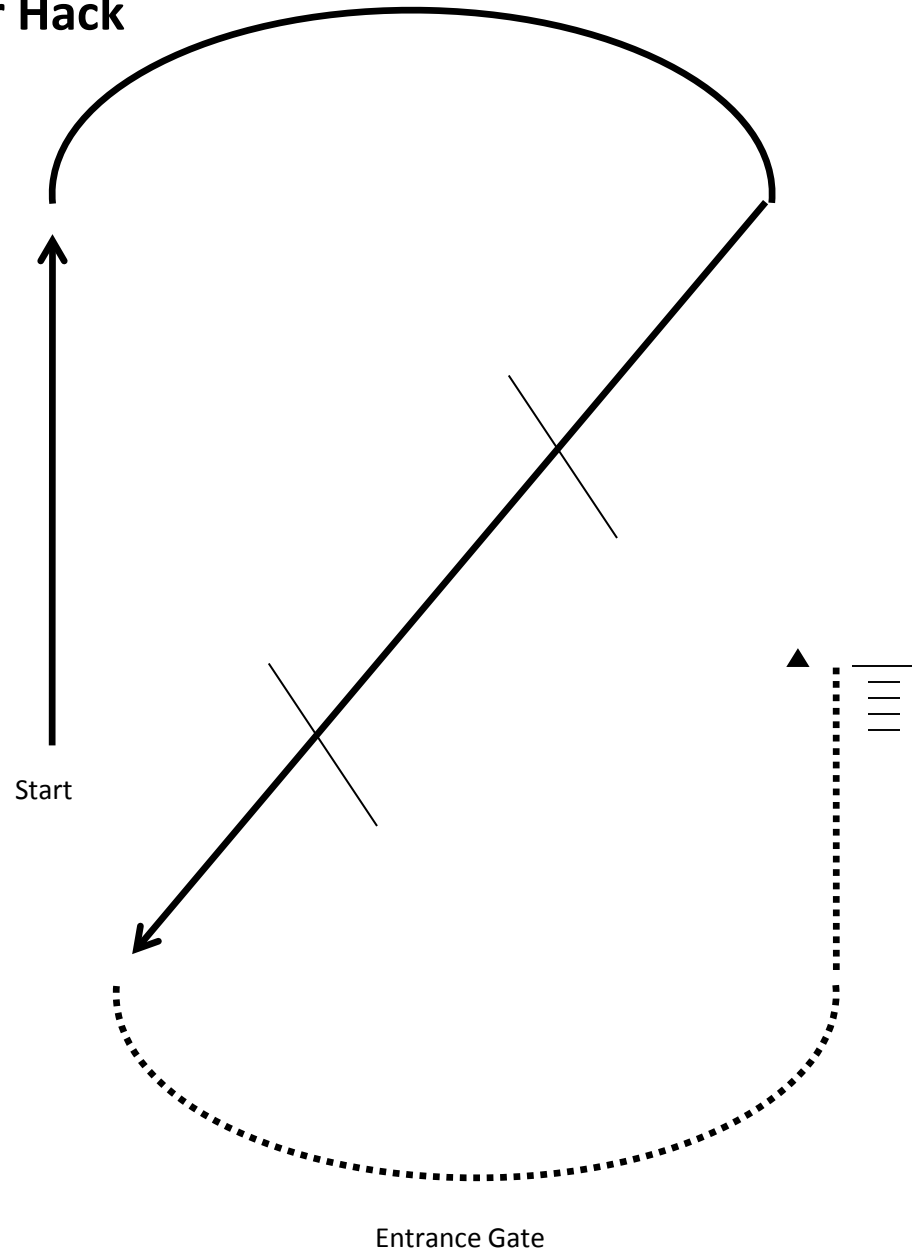
Sidepass // // // //

Judge (J)

When a pattern is finished, either line up or exit the arena as directed by the ring steward.

Hunter Hack

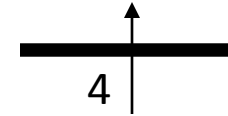
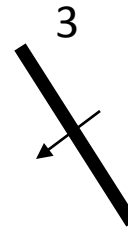
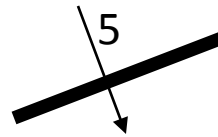
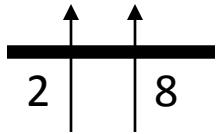
1. Fences are set ~72 feet apart.
2. After second fence, hand gallop to marker.
3. Stop and back at least 5 steps.
4. Drop your reins to signal completion.



Intermediate Equitation Over Fences & Low Working Hunter

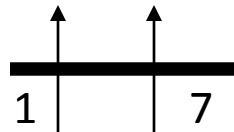
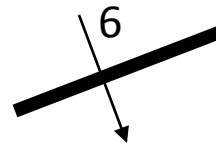
Exit Gate

PAS 2019



72'

60'



Entrance Gate

Fence Heights:

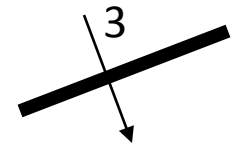
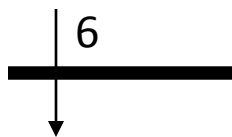
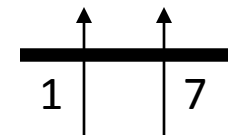
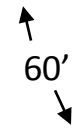
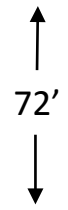
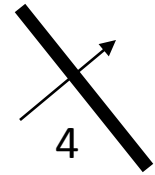
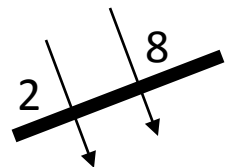
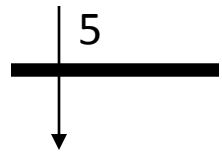
Horse and Medium/Large Pony – 2'3"

Small Pony – 2'

Advanced Equitation Over Fences & Regular Hunter Over Fences

Exit Gate

PAS 2019



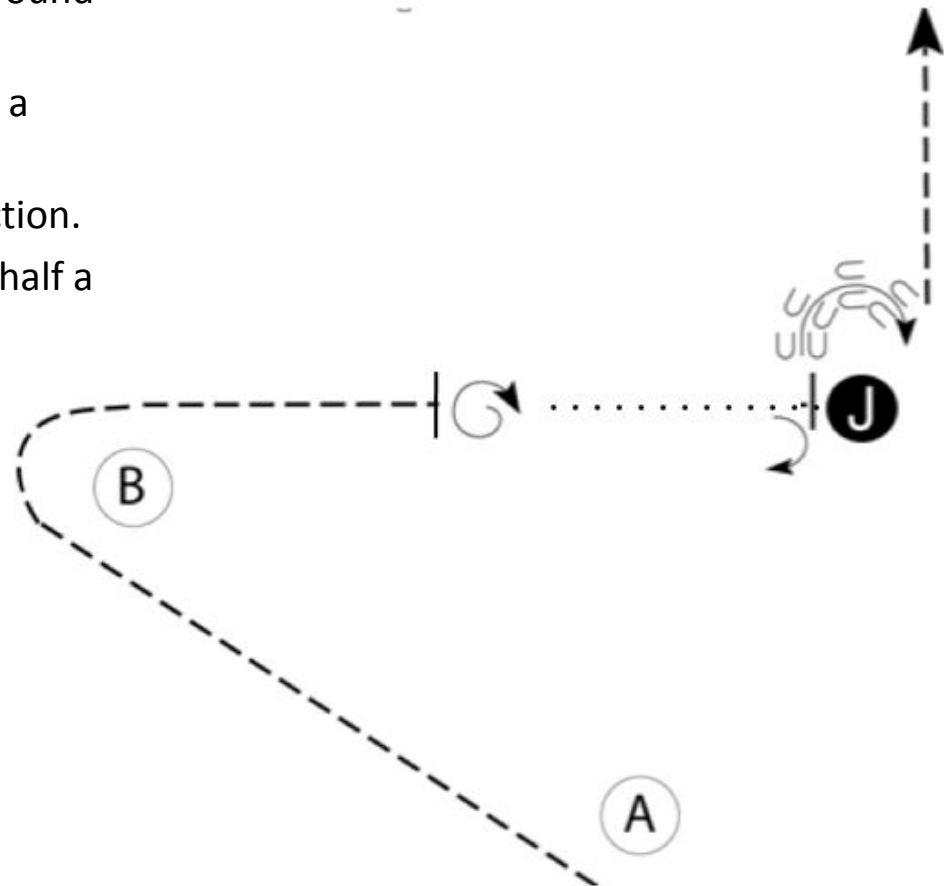
Entrance Gate

Fence Heights:
Horse and Medium/Large Pony – 2'6"
Small Pony – 2'

Western Showmanship

PAS 2019

1. Be ready at A.
2. When acknowledged, trot to and around B.
3. Halfway to Judge, stop and execute a 360° turn.
4. Walk to Judge and set up for inspection.
5. When dismissed turn 90° and back half a circle around Judge.
6. Trot to exit.

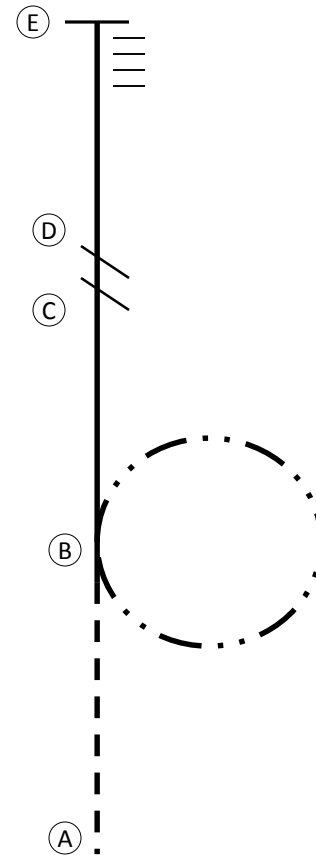


Entrance Gate

Western Horsemanship

PAS 2019

1. Jog from A to B.
2. Extend the jog at B and circle to the right at the extended jog.
3. After completing circle, lope left lead from B to C.
4. Change leads between C and D.
5. Lope on the right lead to E.
6. Stop at E and back one horse length.



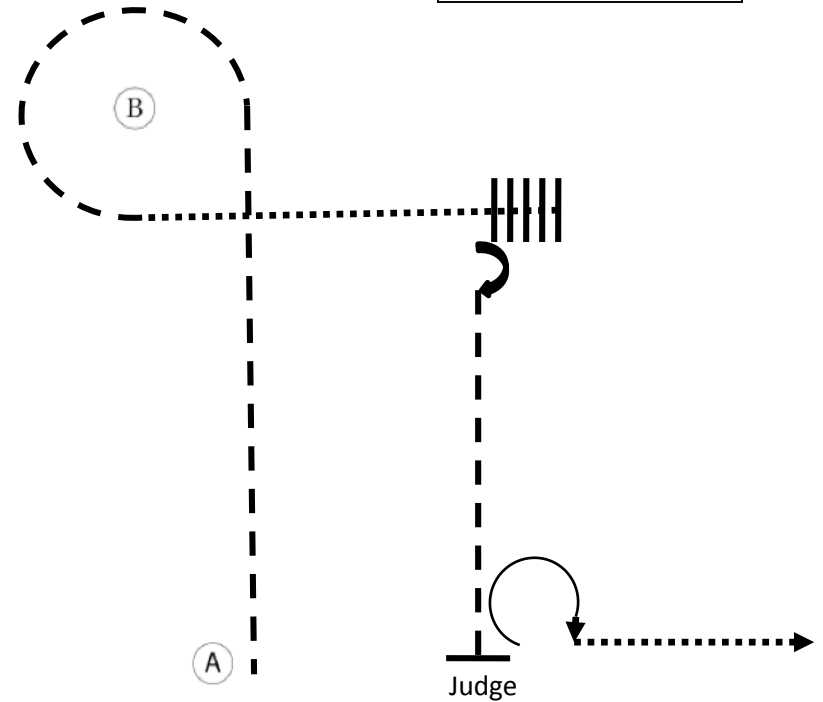
Entrance Gate

Hunter Showmanship

PAS 2019

**** Be ready at A****

1. Trot to and around B.
2. Walk from B until past judge.
3. Back until horse's hip is even with Judge.
4. Perform a 90° turn.
5. Trot to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 270° turn.
8. Walk straight away from Judge.



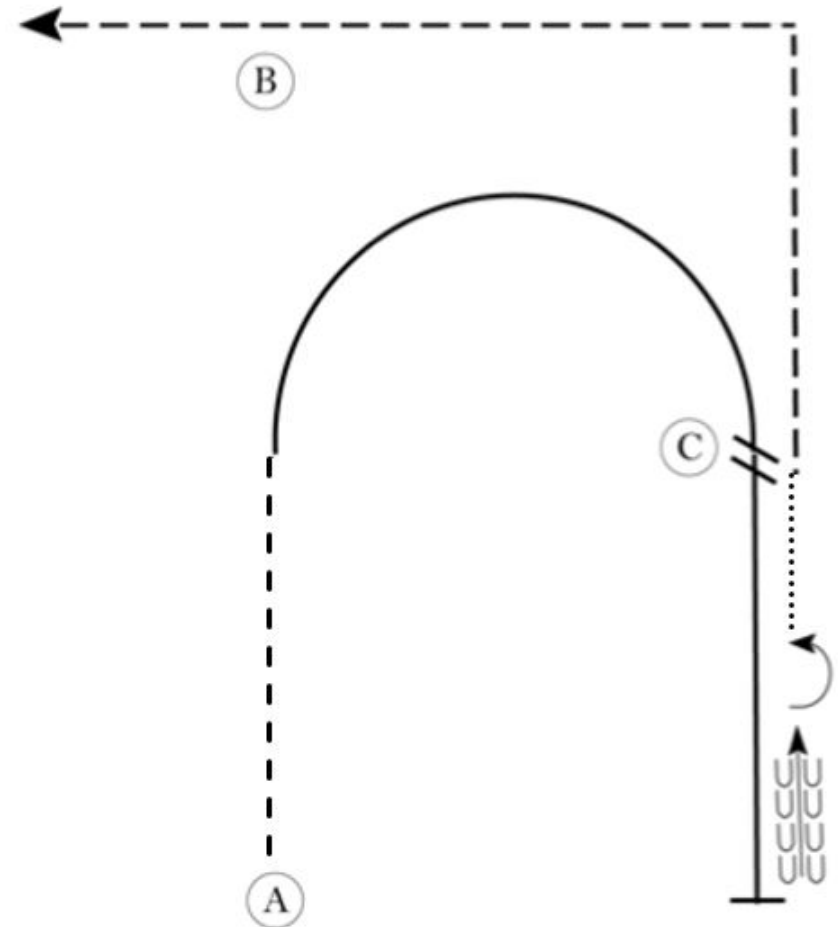
Entrance Gate

Hunt Seat Equitation

PAS 2019

1. Be ready at A.
2. Trot on the left diagonal halfway to B.
3. Canter half a circle on the right lead to the right to C.
4. Change leads at C.
5. Canter on the left lead to A.
6. Stop at A and back approximately one horse length.
7. Perform a 180° turn on the forehand to the left.
8. Walk to C.
9. At C, rising trot on the right diagonal around the corner toward B.
10. Continue to trot past B.

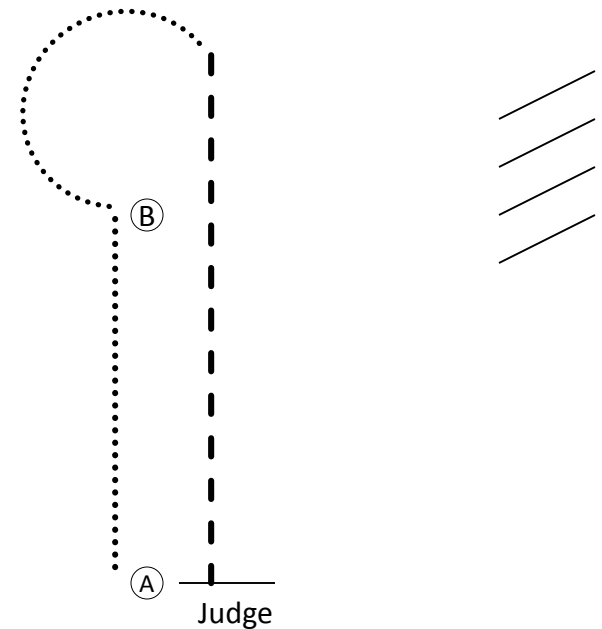
** Pattern is over once you have passed B at the trot.**



Draft Showmanship

PAS 2019

1. Enter arena and line horse up on a $\frac{3}{4}$ view facing the arena fence.
2. When judge signals, back horse 5 steps off wall, turn and go to A.
3. As horse leaves line up other exhibitors will move their horses down the wall and wait for judge's signal.
4. Walk horse from A to B. Make a golf club turn and trot to Judge.
5. Pose horse for inspection.
6. When excused, go to the end of the line and move up until returned to the original position.

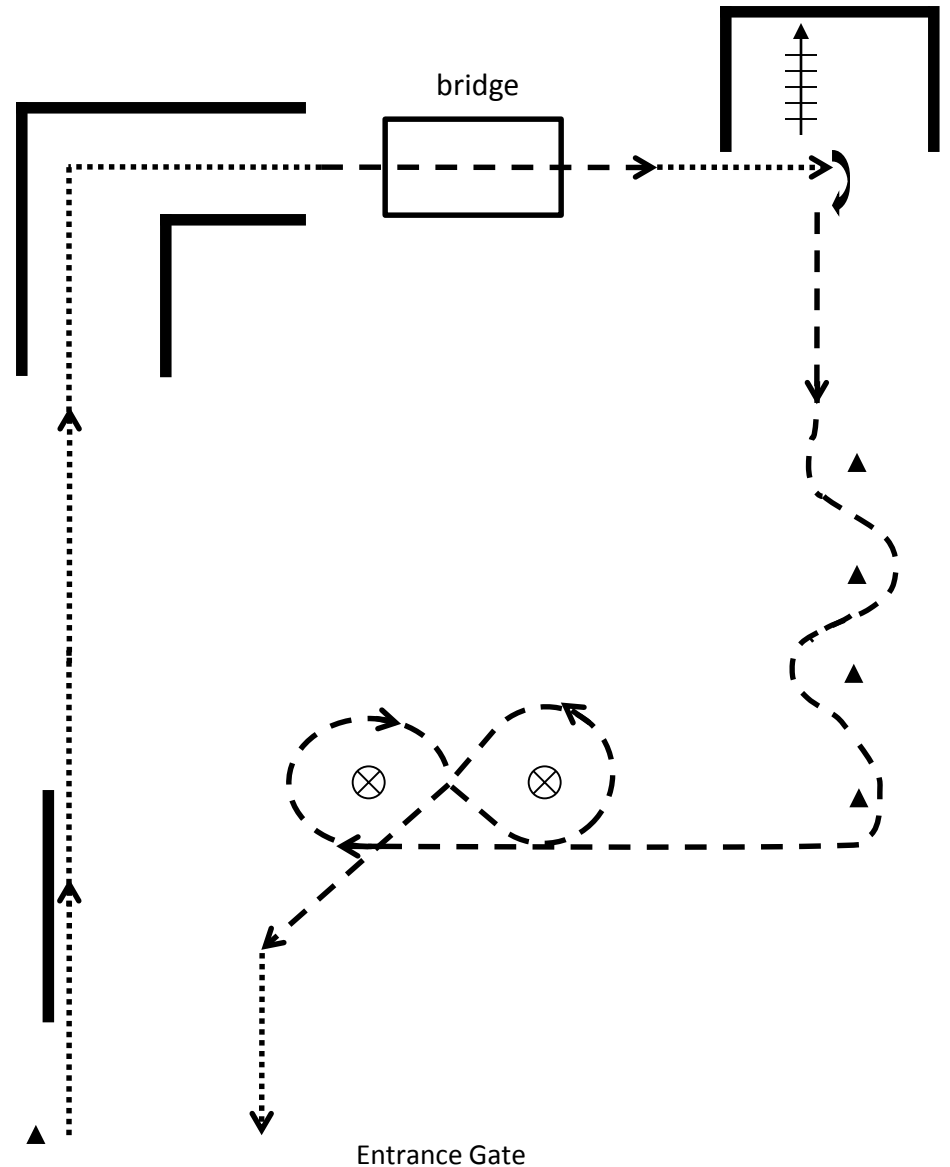


Entrance Gate

Driven Trail

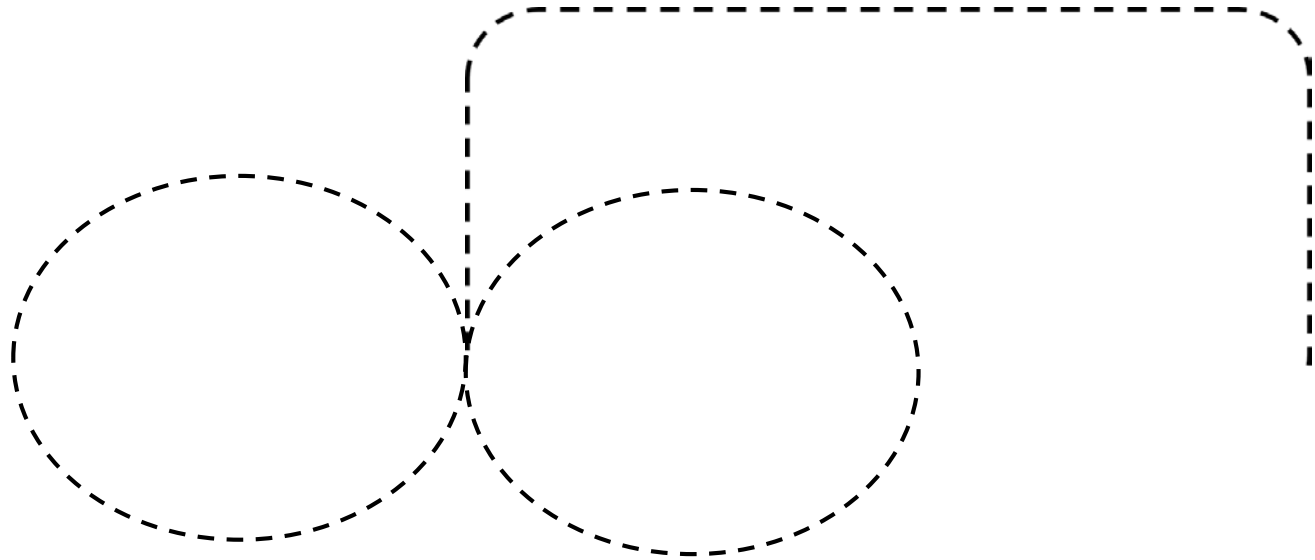
PAS 2019

1. Enter at a walk and drive with left tire one side of the rope and the horse on the other side of the rope.
2. Continue to walk through L.
3. Trot over bridge.
4. At box, fan turn right and back in.
5. Trot out and continue to trot through weave cones.
6. Trot a figure-eight using barrels as a guide.
7. Exit at a walk.



Driving Reinsmanship

PAS 2019



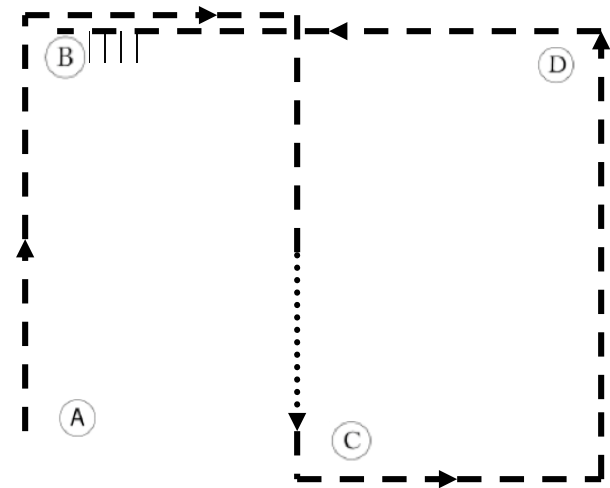
Judge

1. Begin at park gait. Drive down centerline until even with judge, halt & salute.
2. Perform a figure 8 in the direction designated by the judge ahead of time (left or right) at the park gait.
3. Halt, salute & exit at the park gait.

Easy Gaited Equitation

PAS 2019

1. Be ready at A.
2. Show gait to and around B.
3. Halfway between B and C, break to a show walk and show walk until even with the C.
4. At C, show gait around D to B.
5. Stop at B and back at least 5 steps.

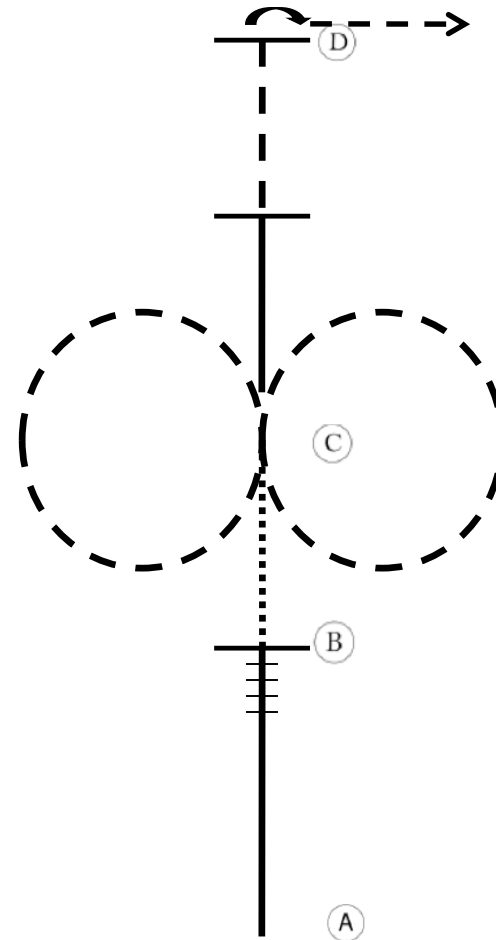


Entrance Gate

Saddle Seat Equitation

PAS 2019

1. Canter on left lead from A to B.
2. At B stop and back.
3. Walk from B to C.
4. At C, trot a figure-eight, starting to the right.
5. At C, canter on the right lead towards D.
6. Stop midway between C and D.
7. Drop your irons. Posting trot on the right diagonal to D and stop.
8. Turn 90° on the forehand to the right. Pick up your irons.
9. Trot to the lineup.

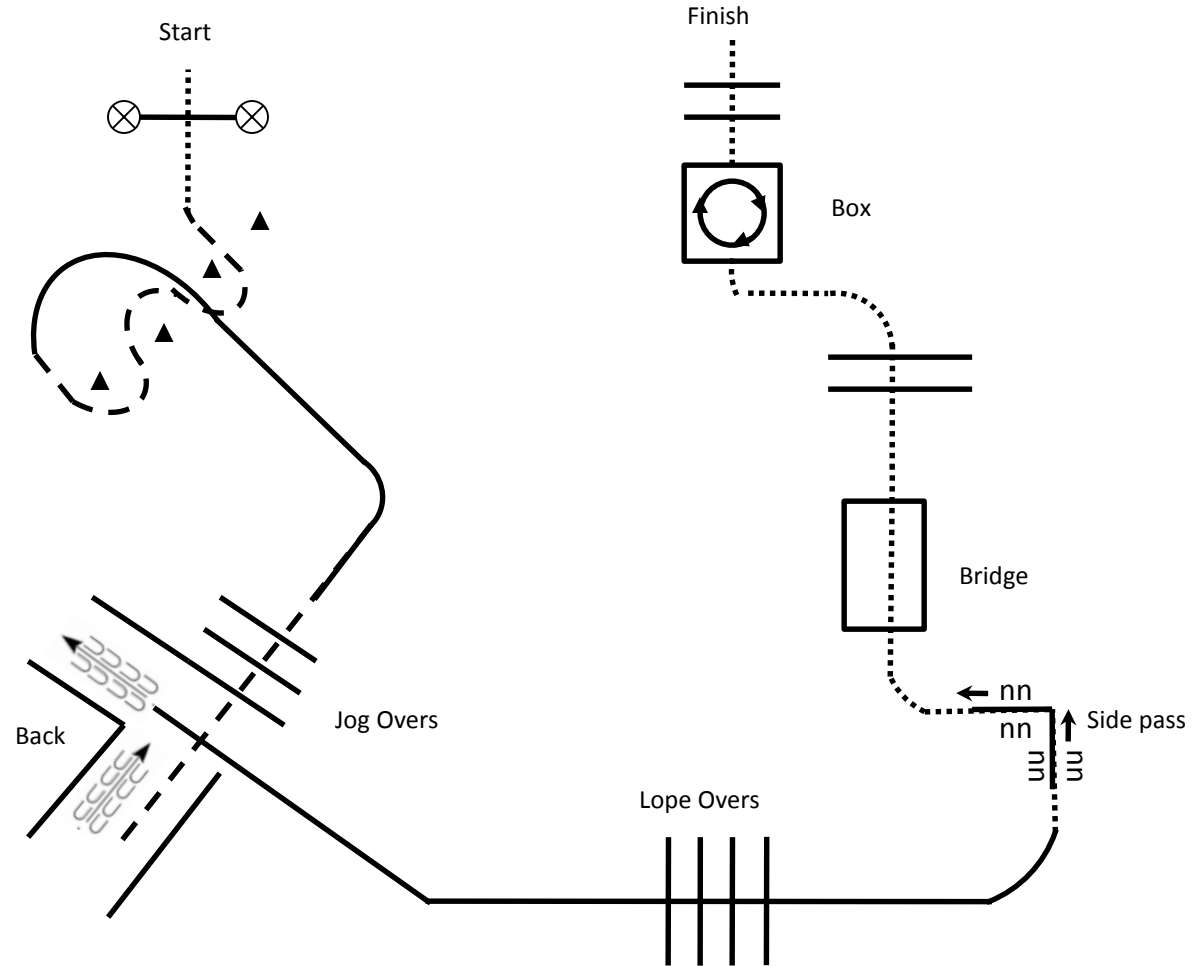


Entrance Gate

Trail

PAS 2019

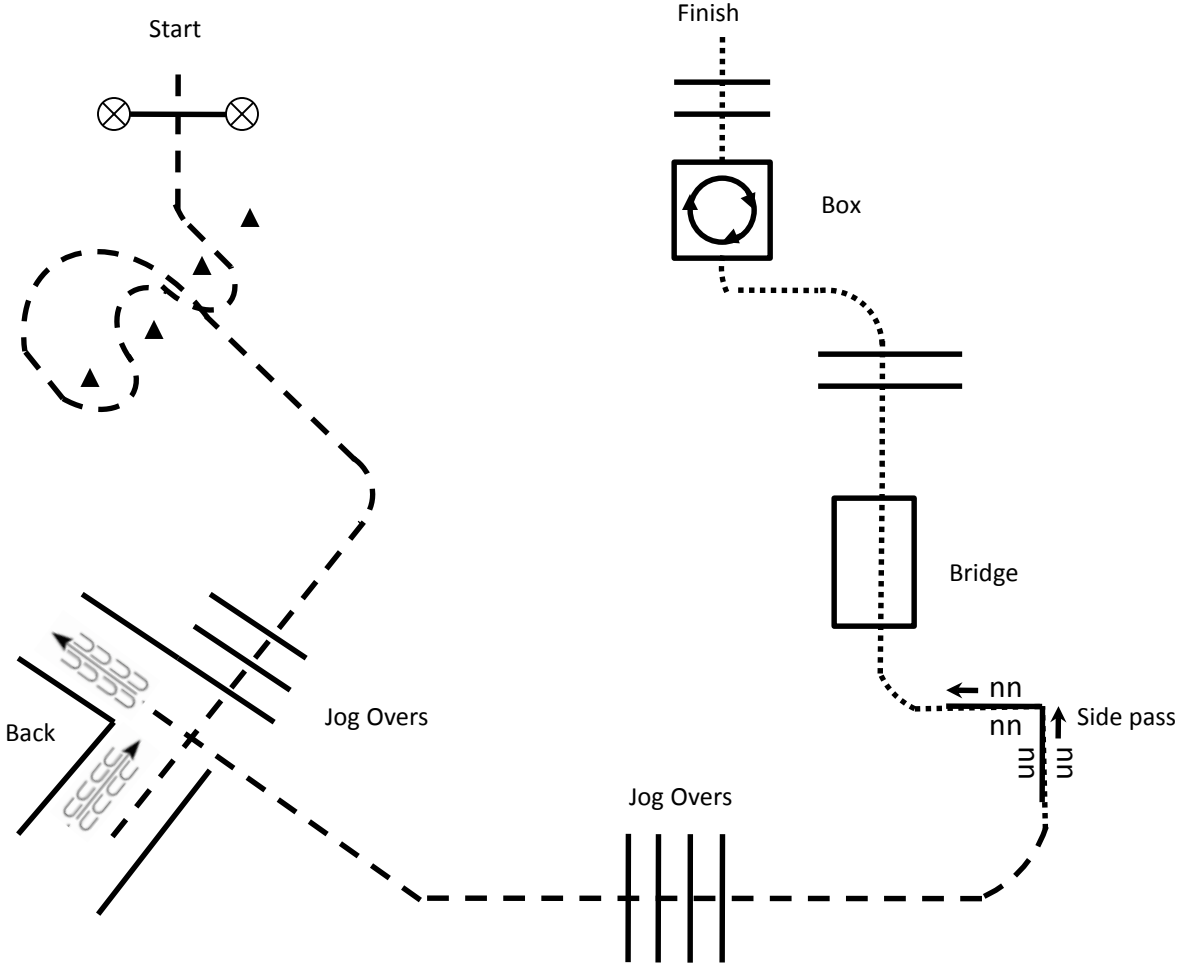
1. Walk to and work gate.
2. Jog/trot/show gait through cones.
3. Lope right lead/show gait to poles.
4. Jog/trot/show gait over poles into chute.
5. Back the L.
6. Lope left lead/show gait out of chute and over poles.
7. Side pass left over poles.
8. Walk over bridge, poles and into box.
9. Perform a 360° turn to the right, walk out of box and over poles to finish.



Trail In-Hand

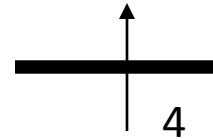
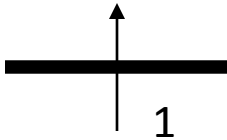
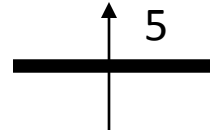
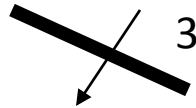
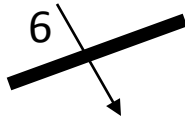
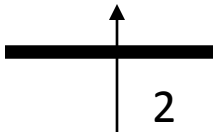
PAS 2019

1. Walk to and work gate.
2. Jog/trot/show gait through cones and over poles into chute.
3. Back the L.
4. Jog/trot/show gait out of chute and over poles.
5. Side pass left over poles.
6. Walk over bridge, poles and into box.
7. Perform a 360° turn to the right, walk out of box and over poles to finish.



Small Equine Jumpers

PAS 2019

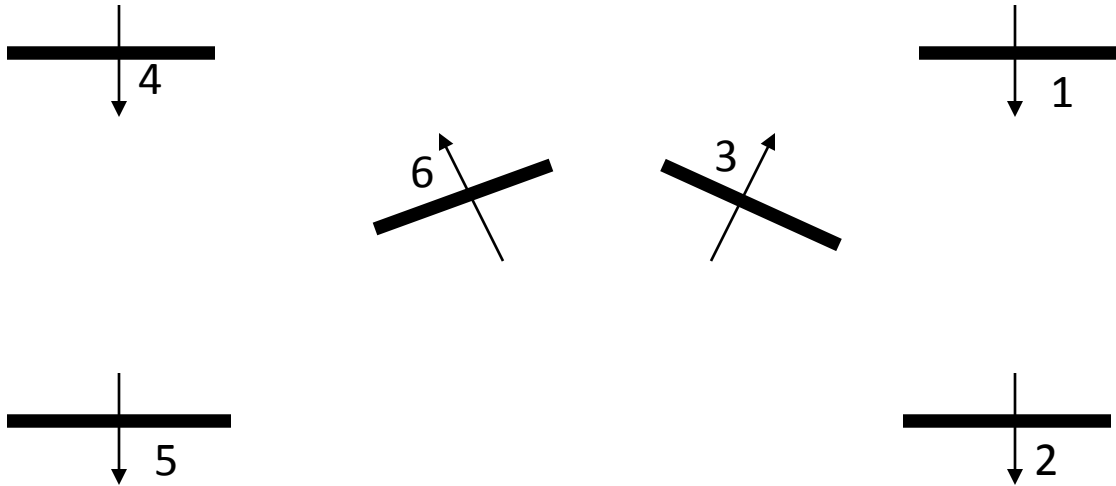


Entrance/Exit Gate

Fence Heights: 12-24"

Small Equine Hunter In-Hand

PAS 2019



Entrance/Exit Gate

Fence Heights: 12-24"

PAS 2019

Reining will use Pattern C on page 56 of your Rulebook.

Western Riding will use pattern A on page 59 of your Rulebook.

Ranch Riding will use pattern C on page 49 of your Rulebook.