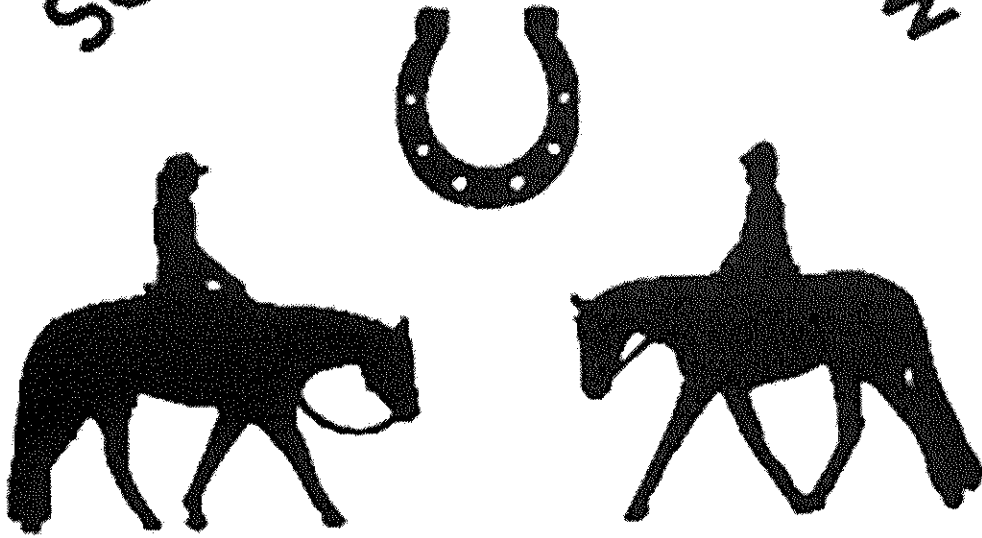


SCHS Open Breed Show



Open Breed Horse Show

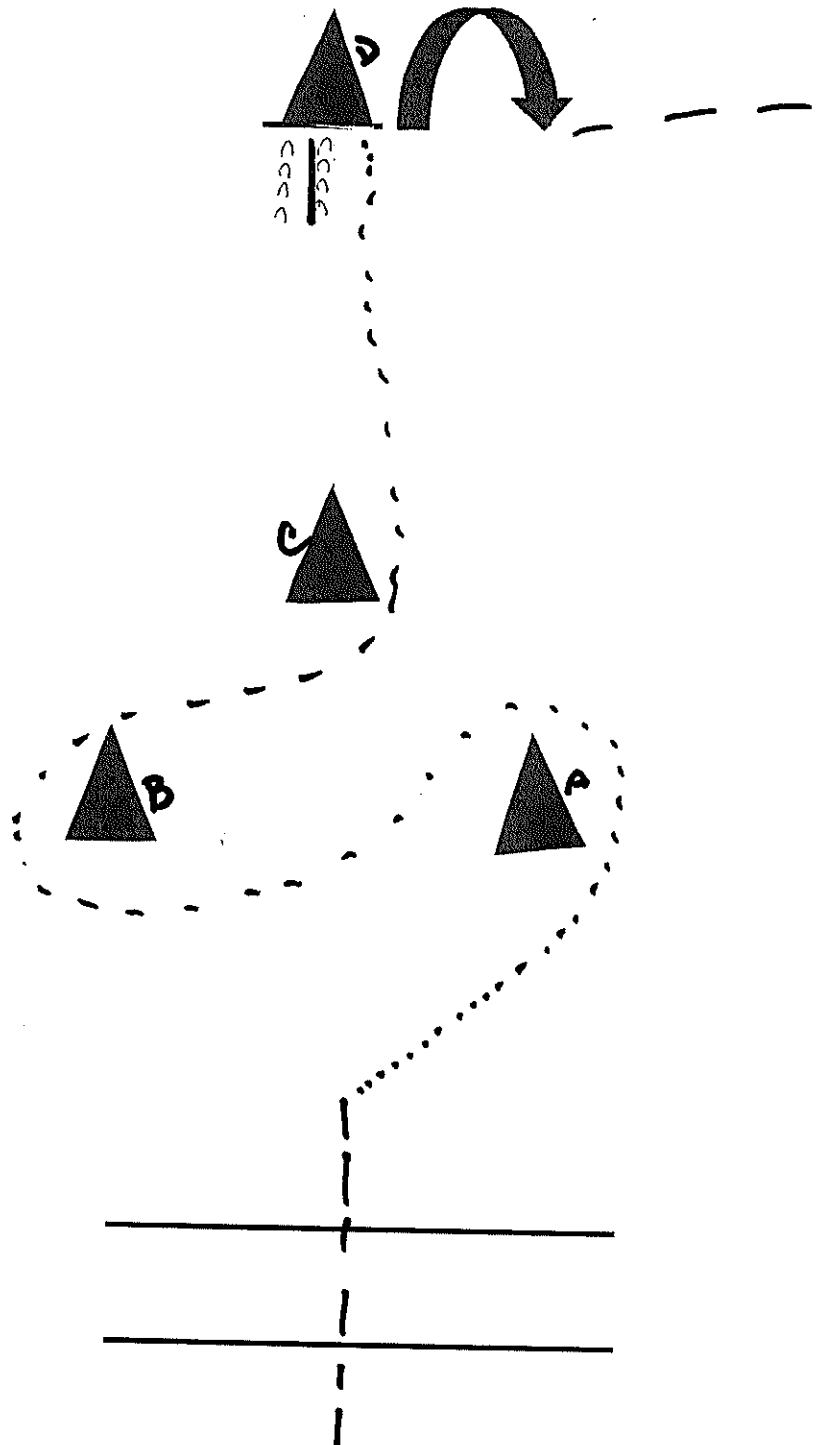
Ranch Show 1

May 14, 2023



SCHS OPEN BREED RANCSHOW – May 14, 2023 (Show 1)

Leadline
Classes 70



1. Walk over two poles
2. Trot thru cones
3. Stop at cone D
4. Back up 4 steps
5. Turn 90 degrees and walk out

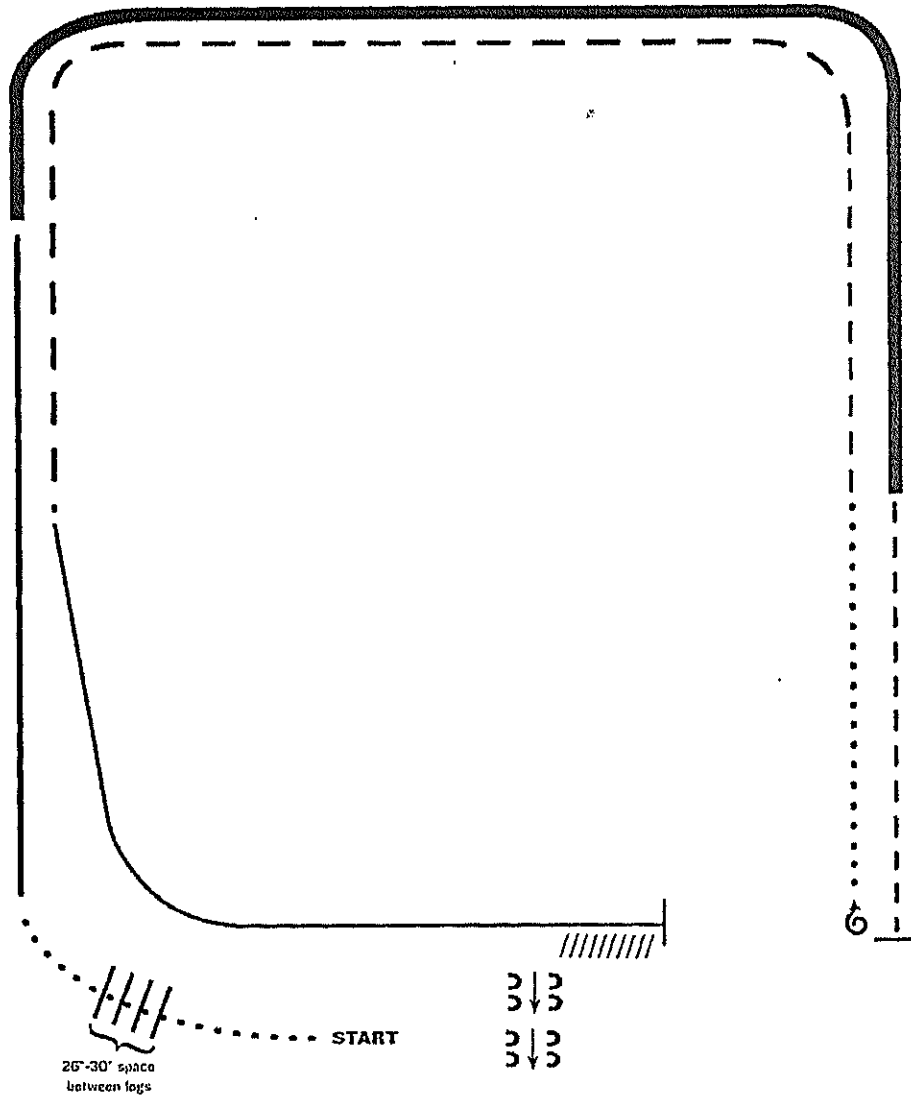


SCCHS OPEN BREED RANCH SHOW – May 14, 2023 (Show 1)

Ranch Riding – W/T

Youth, Novice, Non-Pro, Open and Primetime

Classes 71, 73, 75, 77 and 79



WALK TROT

1. Walk
2. Walk over logs
3. Trot
4. Extended Trot
5. Trot
6. Stop 1 ½ turns to right
7. Walk
8. Trot
9. Extended Trot to stop
10. Stop and back
11. Side pass right

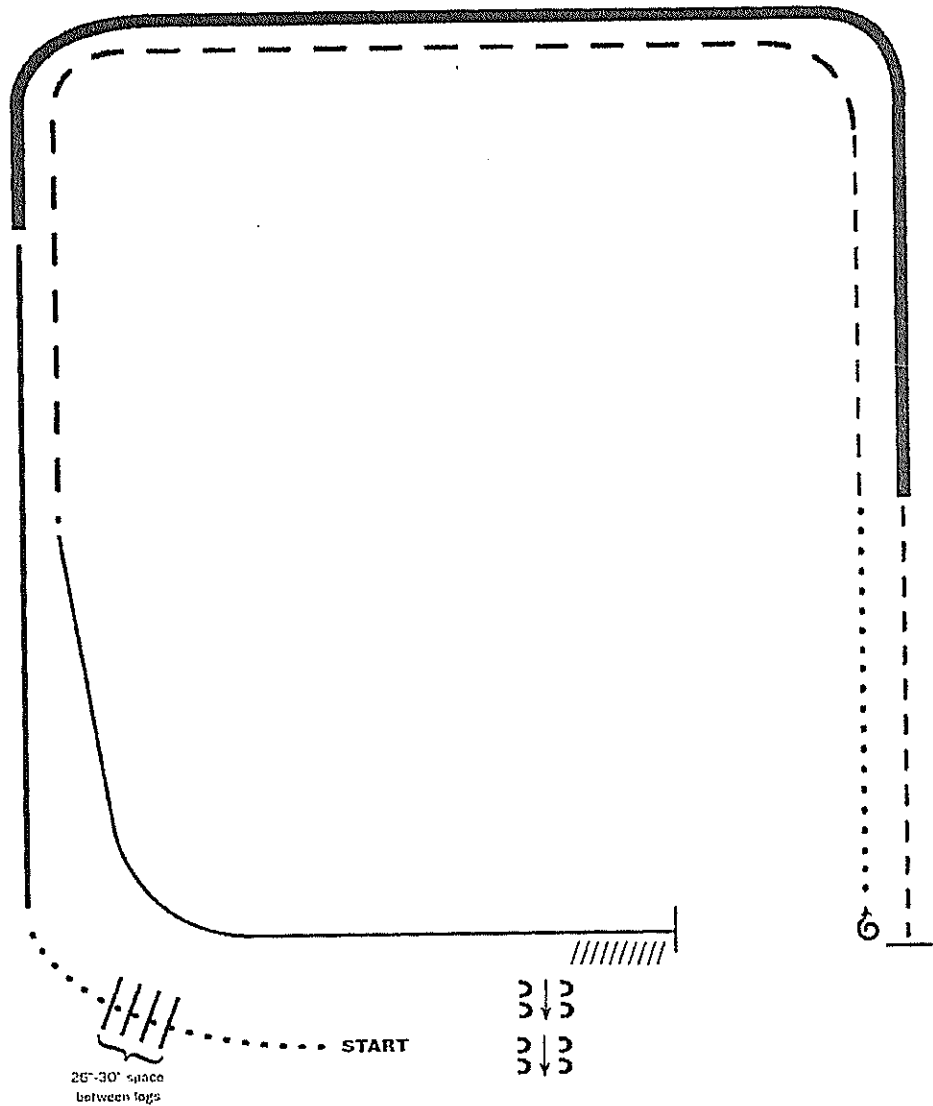


SCHS OPEN BREED RANCH SHOW – May 14, 2023 (Show 1)

Ranch Riding – W/T/L

Youth, Novice, Non-Pro, Open and Primetime

Classes 72, 74, 76, 78 and 80



WALK TROT LOPE

1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop 1 ½ turns to right
7. Walk
8. Trot
9. Extended Trot
10. Lope left lead
11. Stop and back
12. Side pass right

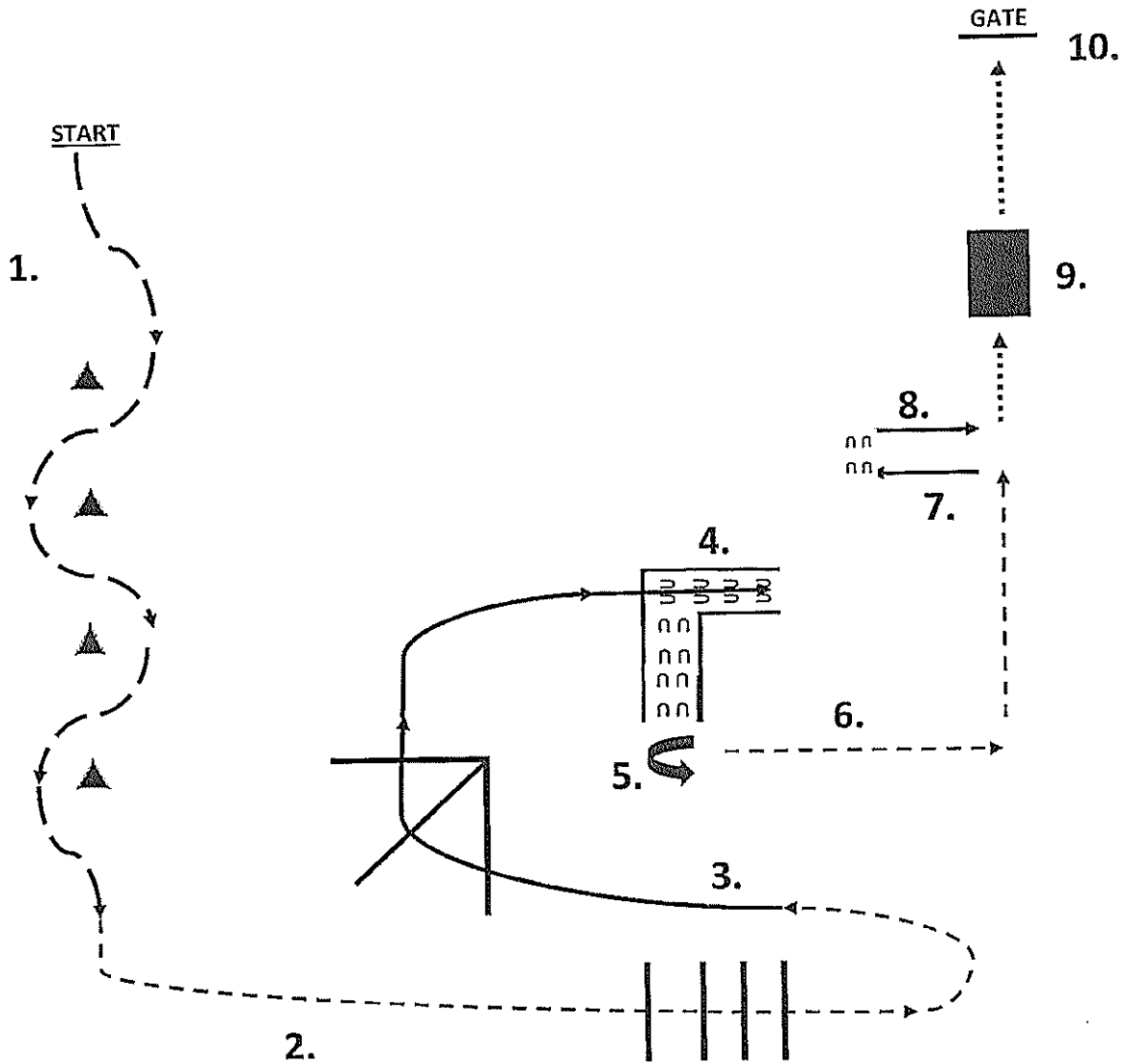


SCHS OPEN BREED RANCH SHOW – May 14, 2023 (Show 1)

Trail – All Classes

Youth, Novice, Non-Pro, Open and Primetime

Classes 81, 82, 83, 84, 85, 86, 87, 88, 89 and 90



1. Extended Trot through Serpentine
2. Trot to and over Poles
3. Lope to and over Pole into Chute
4. Back L
5. 3/4 Pivot Left
6. Trot Square Corner to 1st Pole; Stop
7. Side Pass Left and Walk to to 2nd Pole
8. Side Pass Right
9. Walk to and over Bridge
10. Continue at walk; Work Gate Left Handed

W/T Classes use EXTENDED Lope in place of Loping



SCHS OPEN BREED RANCH SHOW – May 14, 2023 (Show 1)

Round-Up – All Classes

Youth, Novice, Non-Pro, Open and Primetime

Classes: 91, 92, 93, 94, 95, 96, 97, 98, 99 and 100

Cross start line. Go to Left side of marker as shown. Weave the markers as shown. after passing the last marker Roll Back Left. Then weave markers back and cross finish line

KNOCK DOWN of any obstacle 5 sec. penalty

DISQUALIFICATION : Off course, walk trot entries Loping more then 3 strides.

