

Noble Co Fair  
2022Wednesday July 13, 2022 (9:00 AM)

1. Pony Mare Halter
2. Pony Gelding Halter
3. **Pony Championship (1st & 2<sup>nd</sup> from classes 1-2)**
4. Mares 10 & under halter
5. Mares 11 & over halter
6. Geldings 10 & under halter
7. Geldings 11 & over halter
8. **Horse Championship (1st & 2<sup>nd</sup> from classes 4-8)**
- ✓9. **\*\*Mini 4-H Showmanship**
- ✓10. Rookie (showing for the first time ONLY grades 3-4) showmanship
- ✓11. Jr (grades 4-5) showmanship
- ✓12. Int (grades 6-8) showmanship
- ✓13. Sr (grades 9-12) showmanship
- ✓14. **Premier showmanship**
- 30 Minute Break••
- ✓15. **••In-hand Trail (Horses under 2 & Mini Horses Only)**
- ✓16. Jr (grades 3-5) Trail
- ✓17. Int (grades 6-9) Trail
- ✓18. Sr (grades 10-12) Trail
- ✓19. **Championship Trail**
- 10 Minute Break••
- ✓20. Jr (grades 3-7) Reining Horse
- ✓21. Sr (grades 8-12) Reining Horse
- ✓22. Jr (grades 3-7) Western Riding
- ✓23. Sr (grades 8-12) Western Riding
- 10 Minute Break••
24. Versatility Horse
25. Versatility Pony

**Thursday July 14, 2022 (9:00 AM)**

26. Jr (grades 3-7) Hunt Seat/English Equitation
27. Sr (grades 8-12) Hunt Seat/English Equitation
28. Pony Hunt Seat/English Equitation
29. **Hunt Seat/ English Equitation Championship**
30. Jr (grades 3-7) Hunt Seat/English Pleasure
31. Sr (grades 8-12) Hunt Seat/English Pleasure
32. Pony Hunt Seat/English Pleasure
33. **Hunt Seat/English Pleasure Championship**
- 10 Minute Break••
34. X-Rails Equation Over Fences (2' max)
35. Hunter Hack (18" max)
- 30 Minute Break••
36. ANY SEAT Novice Rider Walk Trot Pleasure
37. ANY SEAT Novice Rider Walk Trot Equitation/Horsemanship
38. Jr (grades 3-5) Western Horsemanship
39. Int (grades 6-8) Western Horsemanship
40. Sr (grades 9-12) Western Horsemanship
41. Jr Pony (grades 3-7) Western Horsemanship

# Class#9-10 SHOWMANSHIP MINI-Rookie

## PATTERN

### KEY

JUDGE

① WALK FROM ▲ 1 TO ▲ 2

② AT ▲ 2 INSPECTION BY  
JUDGE

③ TURN (R) 180° ON HAUNCHES  
TROT BACK TO ▲ 1

④ AT ▲ 1 STOP & BACK-UP  
4 STEPS  
EXIT ARENA

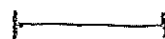


②

①

START LINE

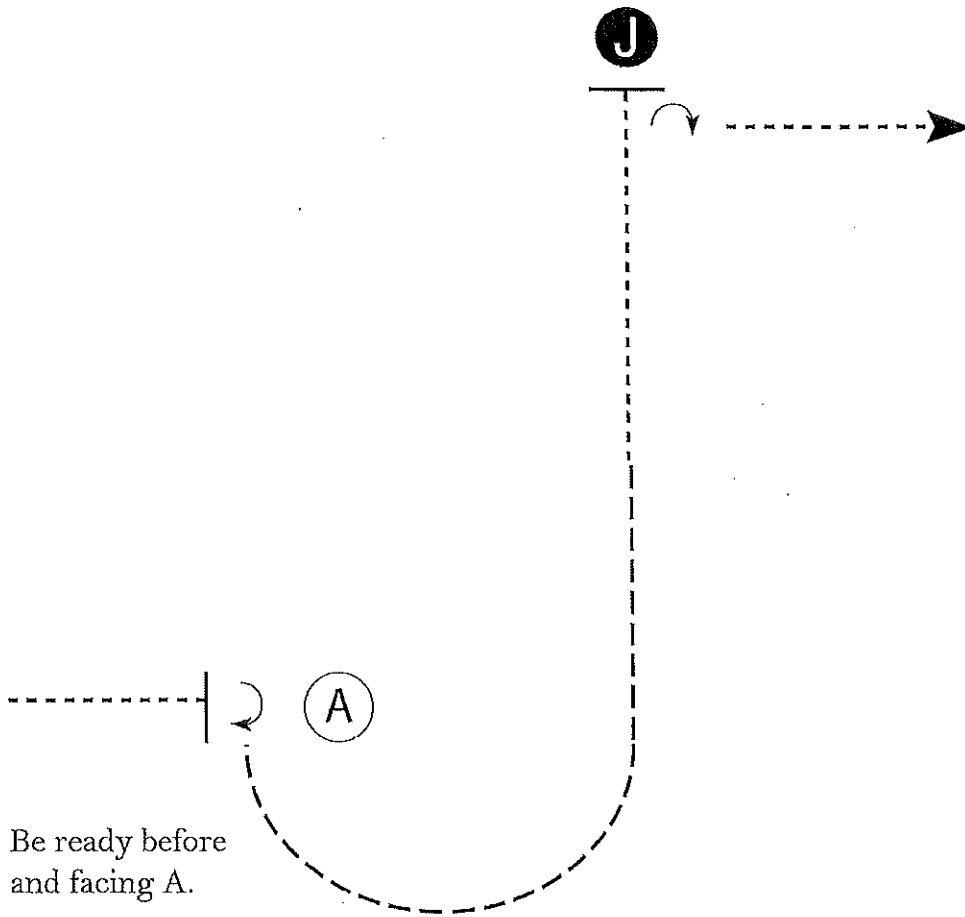
GATE



# Class #11 Junior Showmanship

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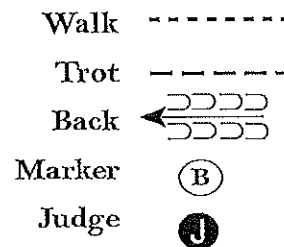
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Be ready before and facing A.

1. Walk to A.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle and halfway to Judge..
4. Walk to judge and set up for inspection.
5. When dismissed, perform a 1/4 turn and walk straight away from Judge.

Follow the instructions of your ring steward.



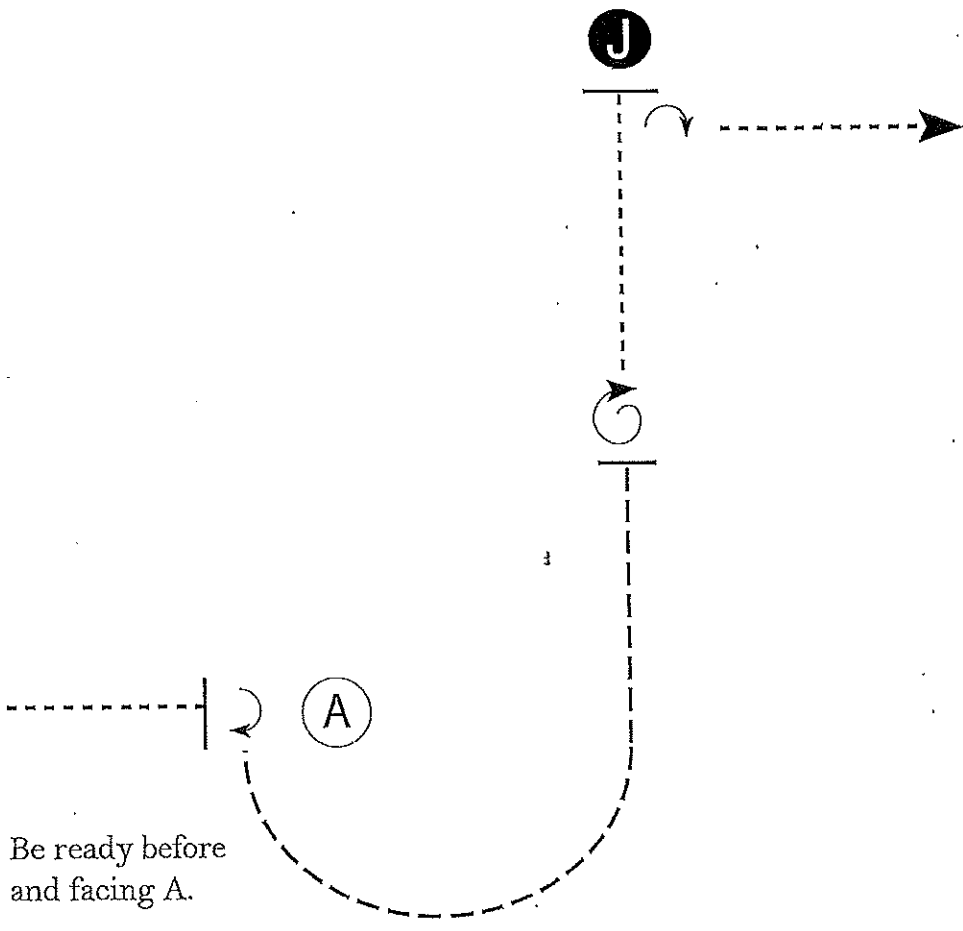
[S/WT-82]

Pattern Provided by:  
*Your Judges*

# Class # 12 INTERmediate ShowmanShip

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Be ready before and facing A.

1. Walk to A.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle and halfway to Judge.
4. Stop and perform a full (360 degree) turn.
5. Walk to judge and set up for inspection.
6. When dismissed, perform a 1/4 turn and walk straight away from Judge.

Walk	-----
Trot	- - - - -
Back	←
Marker	Ⓟ
Judge	Ⓝ

Follow the instructions of your ring steward.

[S/1-82]

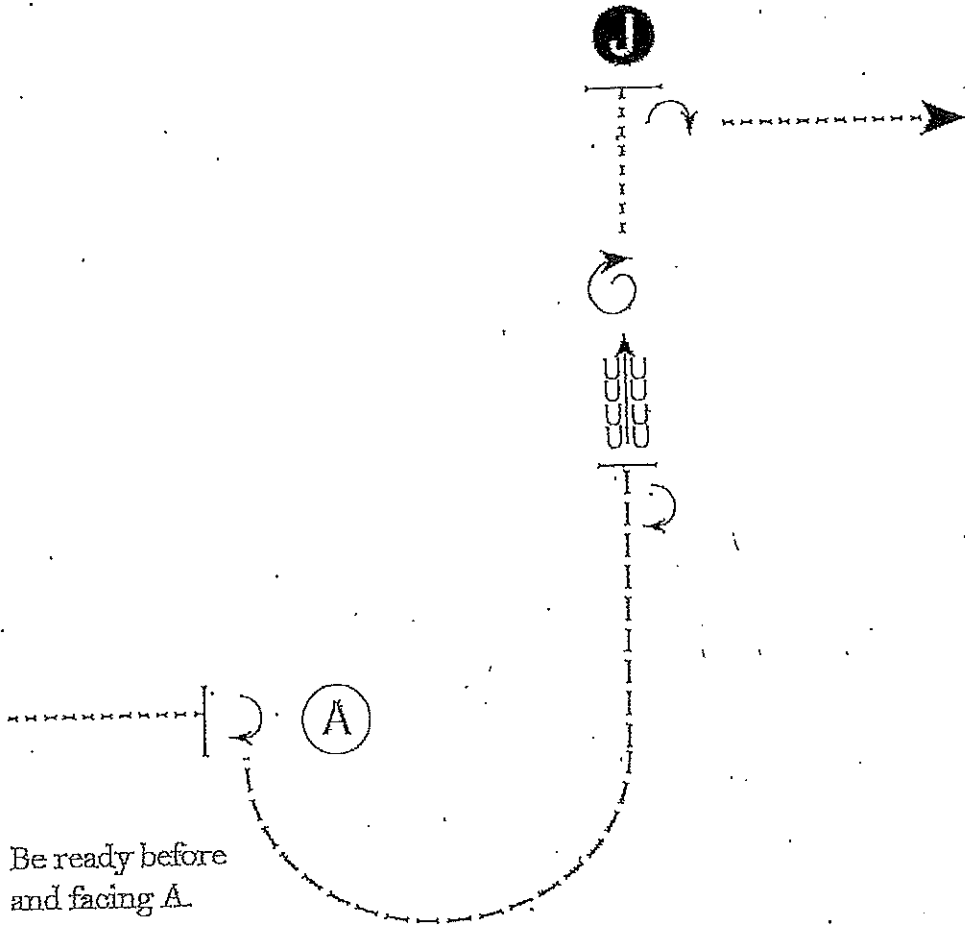
Pattern Provided by:  
*Your Judges*

# Class 13-14

## Senior - Championship Showman Ship

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Be ready before and facing A.

1. Walk to A.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle and halfway to Judge.
4. Stop and perform a 1/2 turn.
5. Back approximately one horse length.
6. Perform a 1 1/2 turn.
7. Walk to judge and set up for inspection.
8. When dismissed, perform a 1/4 turn and walk straight away from Judge.

Walk -----

Trot - - - - -

Back ←

Marker (B)

Judge (J)

Follow the instructions of your ring steward.

[S12-82]

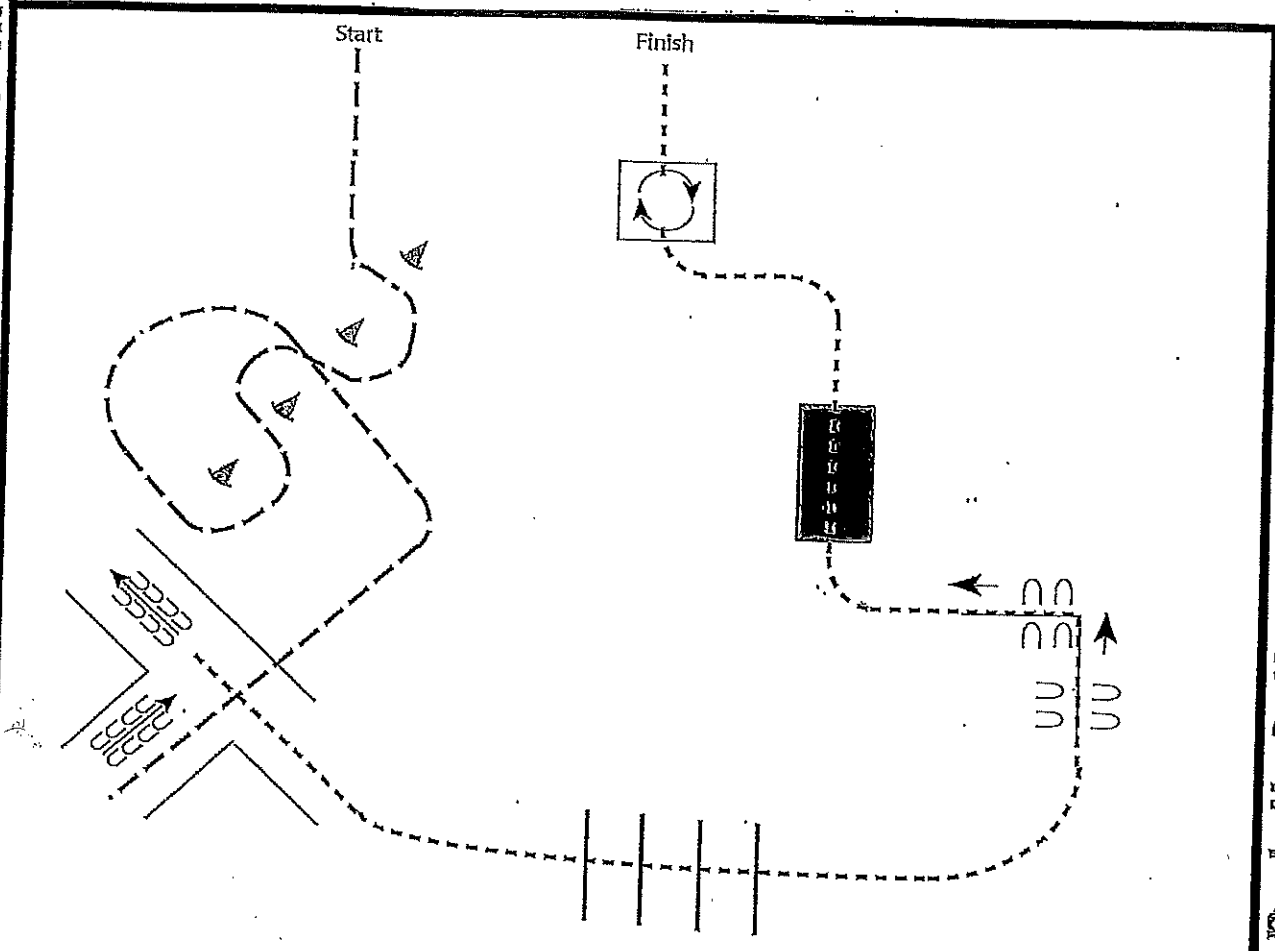
Pattern Provided by:  
Your Judges

# IN HAND-TRAIL CLASS

Class #15

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1. Trot through cones
2. Continue to trot into chute
3. Back the L
4. Walk over poles to sidepass
5. Sidepass left over poles
6. Walk over bridge and into box
7. Perform a 360 degree turn to the right, walk out of box and to finish

Walk	-----
Jog	- - - - -
Extended Jog	— — — — —
Lope	— — — — —
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →

Pattern Provided by:

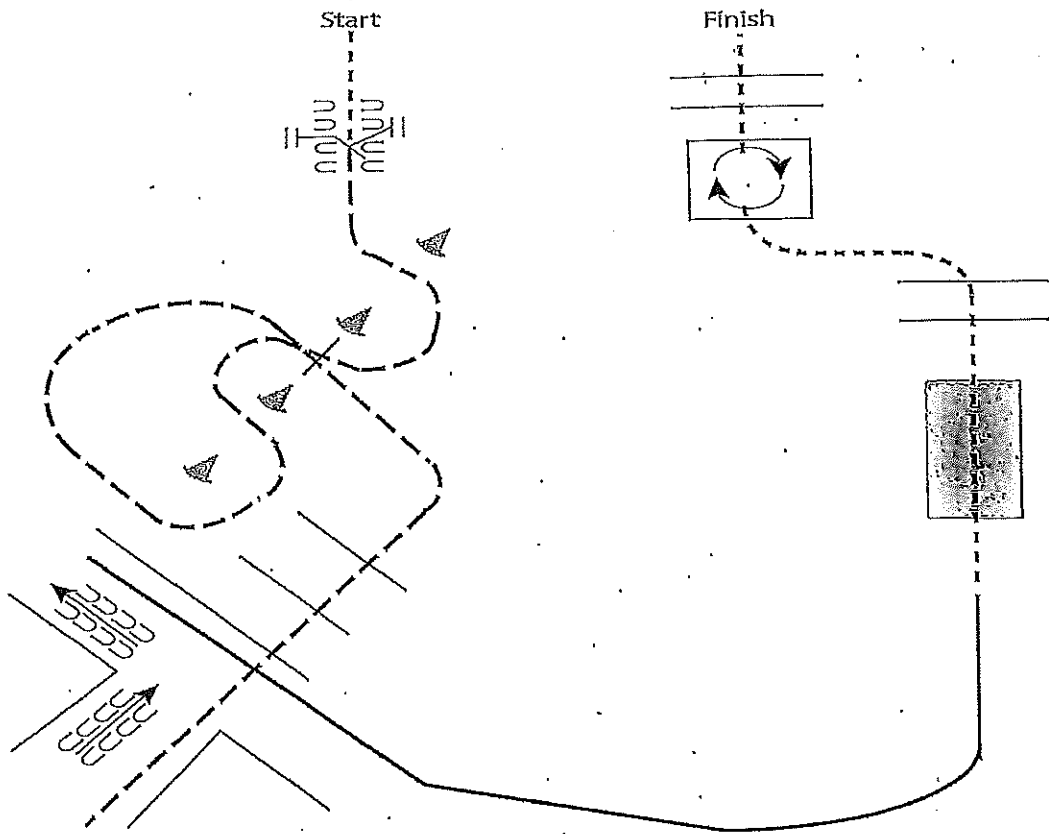
[T/1-3]

# TRAIL

## Class # 16-17-18-19

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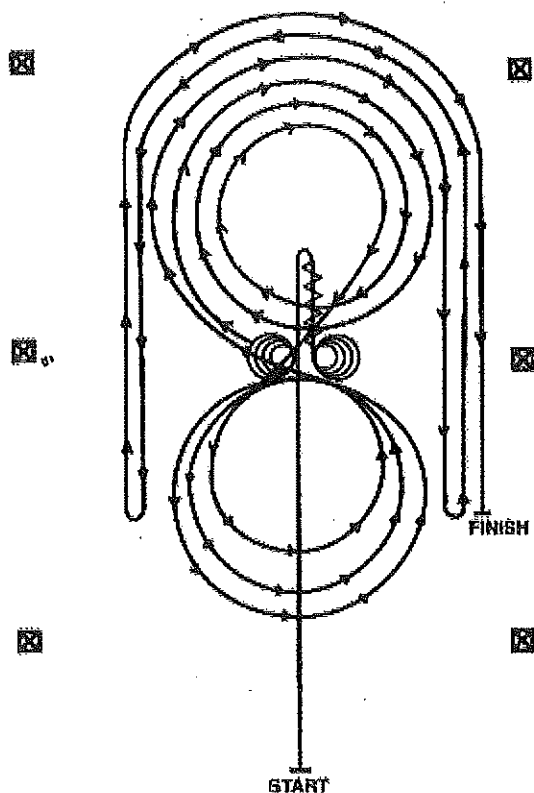
1. Walk to and work gate.
2. Jog through cones and into chute.
3. Back the L.
4. Lope on the left lead to bridge.
5. Walk over bridge and elevated poles.
6. Walk into box and perform a 360 degree turn to the right.
7. Walk out of box and over elevated poles to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	———/———
Back	←←←←←
Marker	(B)
Sidepass	←←←←←

[T/1-4]

Pattern Provided by:

Reining  
Class  
# 20-21



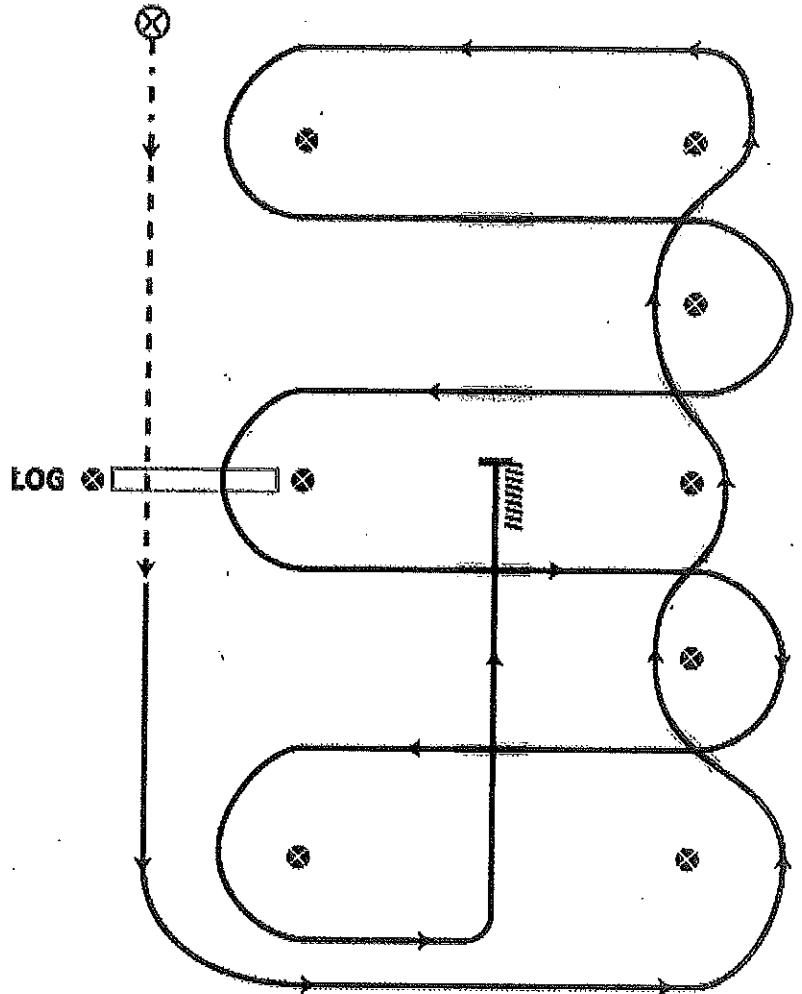
MANDATORY MARKER ALONG FENCE OR WALL

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
9. The bridle may be dropped at the judge's discretion.



# Western Riding Class 22-23

## Western Riding Pattern 2



⊗ START CONE      WALK - - - - -      JOG  
 LEAD CHANGING AREA (hatched)      LOPE ————

1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back