

# 2023 USEF FIRST LEVEL TEST 1

## PURPOSE

To confirm that the horse demonstrates correct basics, and in addition to the requirements of Training Level, has developed improved balance, lateral suppleness and throughness, as well as the thrust to perform lengthenings of stride. The horse should be on the bit.

All trot work may be ridden sitting or rising, unless otherwise stated.

READER PLEASE NOTE: Anything in parentheses should not be read.

## INTRODUCE

10m half circle at trot;  
15m circle in canter;  
lengthening of stride in trot

## ENTRY NO:

### Conditions:

ARENA SIZE: Standard  
AVERAGE RIDE TIME: 5:30  
(from entry at A to final halt)  
*Suggested to add at least 2 min. for scheduling purposes*

## MAXIMUM PTS: 270

TEST		DIRECTIVES	POINTS	COEF	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, clear transitions; straightness; attentiveness; immobility (min. 3 seconds)			
2.	C E-X	Track left Half circle left 10m, returning to track at H	Regularity and quality of trot; shape and size of half circle; bend; balance; straightness			
3.	B-X	Half circle right 10m, returning to track at M	Regularity and quality of trot; shape and size of half circle; bend; balance; straightness			
4.	C Before C C	Circle left 20m in rising trot, allowing the horse to stretch forward and downward while maintaining contact Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, clear transitions	2		
5.	H-P P	Change rein, lengthen stride in trot Working trot	Moderate lengthening of frame and stride; regularity and quality of trot; straightness; consistent tempo; willing, clear transitions; bend and balance in corner			
6.	A	Medium walk	Willing, clear transition; regularity, quality, overtrack; bend and balance in corner; straightness	2		
7.	V-R R	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover with overtrack of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, clear transitions	2		
8.	M C	Working trot Working canter left lead	Willing, clear transitions; regularity and quality of gaits; bend and balance in corners	2		
9.	E	Circle left 15m	Regularity and quality of canter; shape and size of circle; bend; balance			
10.	F-X-H X	Change rein Working trot	Willing, clear transition; regularity and quality of gaits; straightness; bend and balance in corner			
11.	C	Working canter right lead	Willing, clear transition; regularity and quality of canter; bend and balance in corner	2		
12.	B	Circle right 15m	Regularity and quality of canter; shape and size of circle; bend; balance			
13.	A	Working trot	Willing, clear transition; regularity and quality of trot; straightness; bend and balance in corner			
14.	K-R R	Change rein, lengthen stride in trot Working trot	Moderate lengthening of frame and stride; regularity and quality of trot; straightness; consistent tempo; willing, clear transitions; bend and balance in corners			
15.	E X G	Half circle left 10m Down centerline Halt, salute	Bend and balance in half circle; regularity and quality of trot; willing, clear transition; straightness; attentiveness; immobility (min. 3 seconds)			

Leave arena at A in free walk.

# 2023 USEF FIRST LEVEL TEST 1

COLLECTIVE MARKS				
<b>GAITS</b> (Freedom and regularity)		1		
<b>IMPULSION</b> (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
<b>SUBMISSION</b> (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
<b>RIDER'S POSITION AND SEAT</b> (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
<b>RIDER'S CORRECT AND EFFECTIVE USE OF AIDS</b> (Clarity; subtlety; independence; accuracy of test)		1		
<b>FURTHER REMARKS:</b>				
<b>To be deducted</b> Errors of the course and omissions are penalized			<b>SUBTOTAL:</b>	
			<b>ERRORS:</b> ( - )	
			<b>TOTAL POINTS:</b> (Max Points: 270)	
		1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination		

<b>United States Equestrian Federation, Inc.</b> <b>2023 USEF FIRST LEVEL TEST 1</b>	
_____	Name of Competition
_____	Date of Competition
_____	Name and Number of Horse
_____	Name of Rider
<b>Final Score</b> <b>Maximum Pts: 270</b>	
_____	Points
_____	Percent
_____	Name of Judge
_____	Signature of Judge

# 2023 USEF FIRST LEVEL TEST 1

<p>1</p> <p>A Enter working trot</p> <p>X Halt, salute</p> <p>Proceed working trot</p>	<p>2</p> <p>C Track left</p> <p>E-X Half circle left 10m, returning to track at H</p>	<p>3</p> <p>B-X Half circle right 10m, returning to track at M</p>	<p>4 2 Coefficient</p> <p>C Circle left 20m in rising trot, allowing the horse to stretch forward and downward while maintaining contact</p> <p>Before C Shorten the reins</p> <p>C Working trot</p>
<p>5</p> <p>H-P Change rein, lengthen stride in trot</p> <p>P Working trot</p>	<p>6 2 Coefficient</p> <p>A Medium walk</p>	<p>7 2 Coefficient</p> <p>V-R Change rein, free walk</p> <p>R Medium walk</p>	<p>8 2 Coefficient</p> <p>M Working trot</p> <p>C Working canter left lead</p>
<p>9</p> <p>E Circle left 15m</p>	<p>10</p> <p>F-X-H Change rein</p> <p>X Working trot</p>	<p>11 2 Coefficient</p> <p>C Working canter right lead</p>	<p>12</p> <p>B Circle right 15m</p>
<p>13</p> <p>A Working trot</p>	<p>14</p> <p>K-R Change rein, lengthen stride in trot</p> <p>R Working trot</p>	<p>15</p> <p>E Half circle left 10m</p> <p>X Down centerline</p> <p>G Halt, salute</p>	<p>MEDIUM WALK</p> <p>FREE WALK</p> <p>WORKING TROT</p> <p>STRETCHY TROT</p> <p>LENGTHENED TROT</p> <p>WORKING CANTER</p>

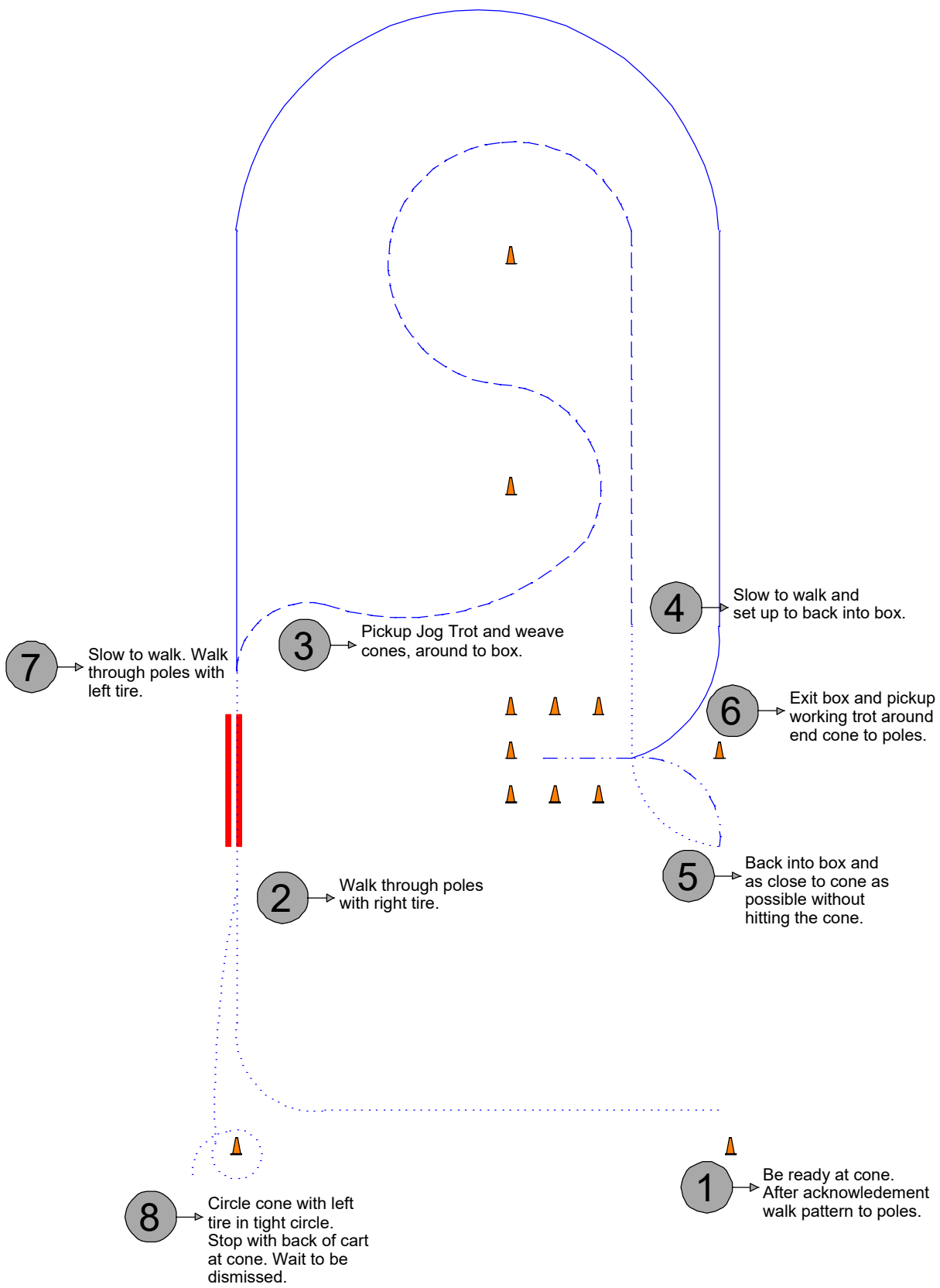
# PNWIC 2024

Class	Driving	Judge	
Element	Discription	Notes	Score
1	Be ready at cone. After acknowledgement walk pattern to poles.		
2	Walk through poles with right tire.		
3	Pickup Jog Trot and weave cones, around to box.		
4	Slow to walk and setup to back into box.		
5	Back into box and as close to cone as possible without hitting cone.		
6	Exit box and pickup working trot around end cone to poles.		
7	Slow to walk. Walk through poles with left tire.		
8	Circle cone with left tire in tight circle. Stop with back of cart at cone. Wait to be dismissed.		
9			
10			
11			
12			
13			
14			
15			
16			
<b>Total</b>			



**Arena**  
Ardell

**Pattern**  
Driving Mini



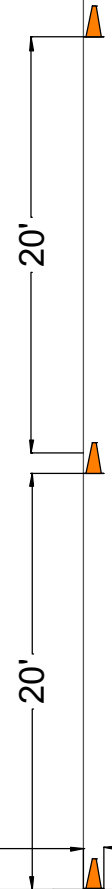
Walk ..... Jog Trot      Working Trot  
 Back - - - - - Side Pass     

Drawn By	Date
Jeff Floyd	6/11/24



Arena  
Ardell

Setup  
Driving Mini



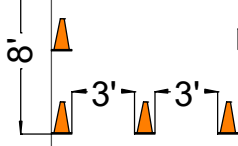
Note: Half and center lines are recommended for setup.

**Equipment**

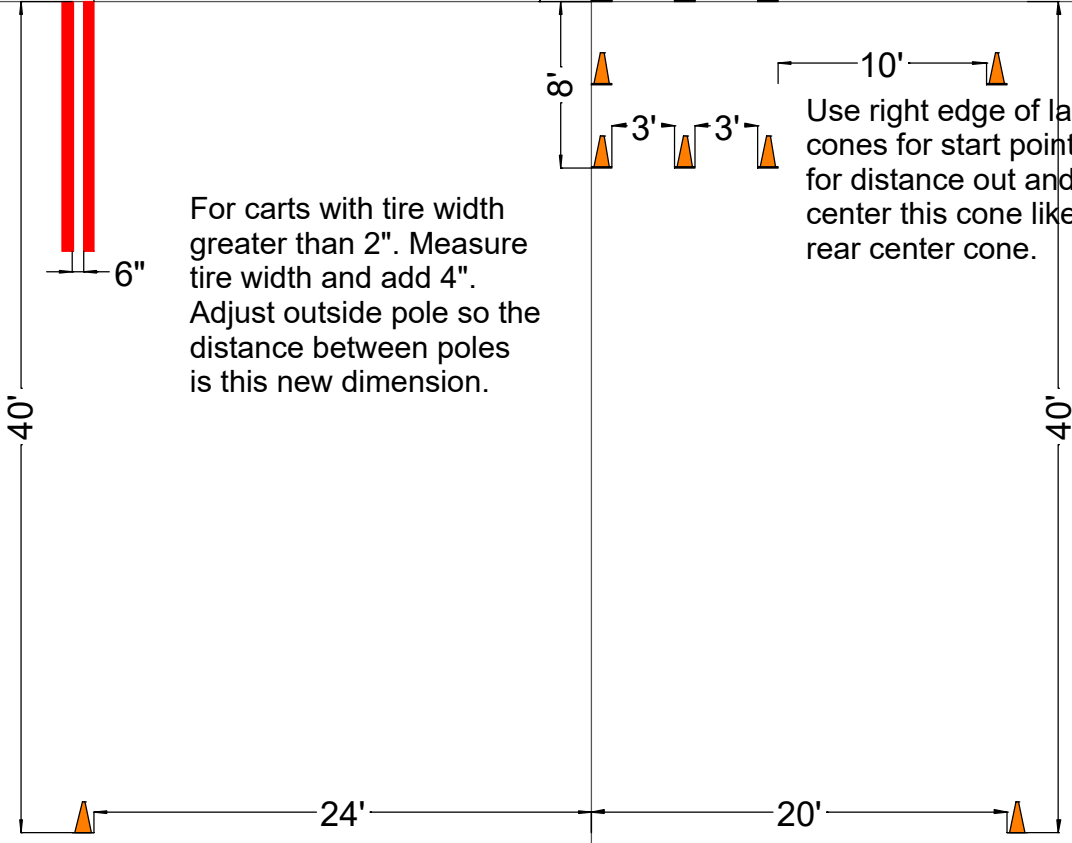
- 2) 12' ground poles
- 12) 18" tall cones

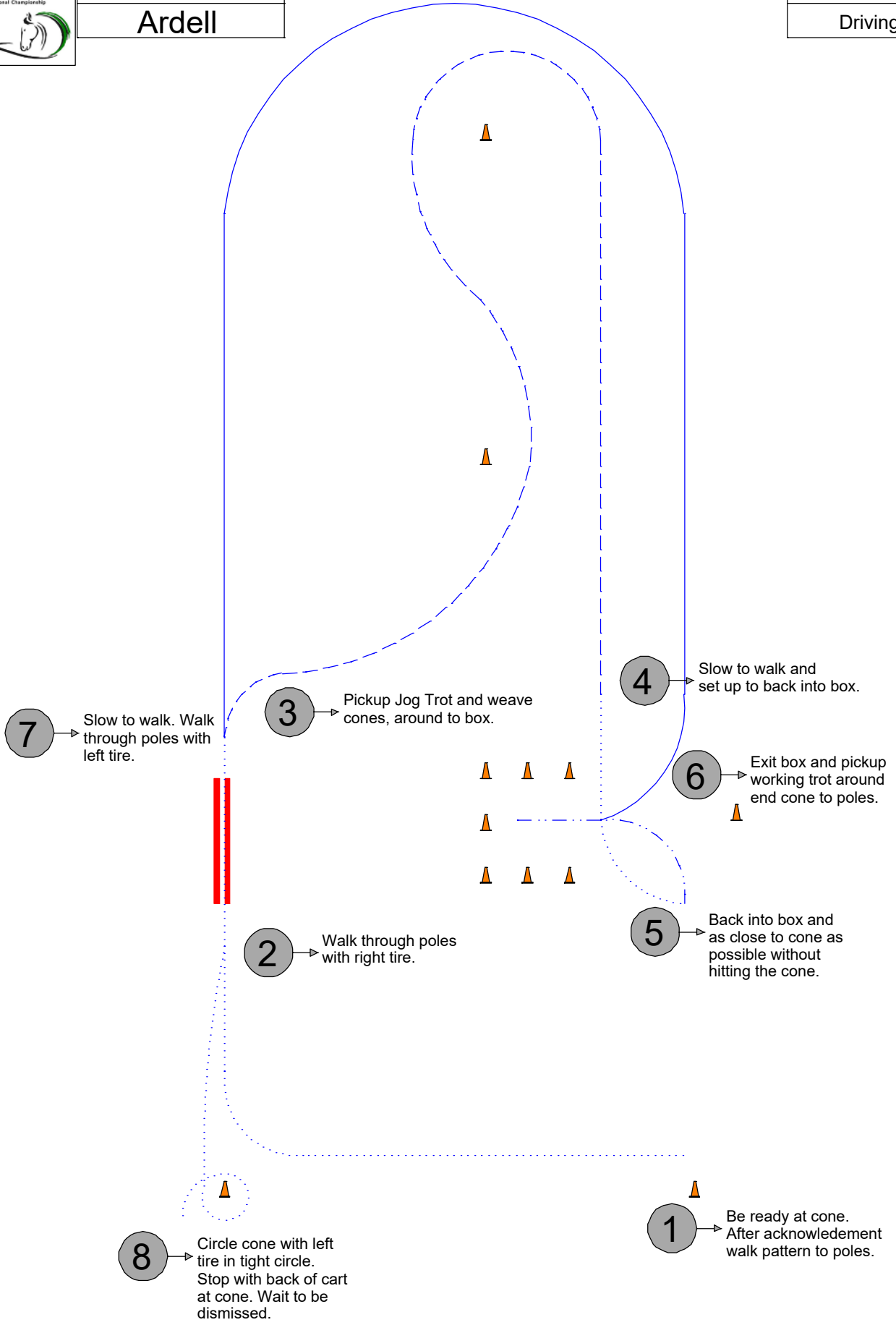


For carts with tire width greater than 2". Measure tire width and add 4". Adjust outside pole so the distance between poles is this new dimension.



Use right edge of last cones for start point for distance out and center this cone like rear center cone.





7 → Slow to walk. Walk through poles with left tire.

3 → Pickup Jog Trot and weave cones, around to box.

4 → Slow to walk and set up to back into box.

6 → Exit box and pickup working trot around end cone to poles.

2 → Walk through poles with right tire.

5 → Back into box and as close to cone as possible without hitting the cone.

8 → Circle cone with left tire in tight circle. Stop with back of cart at cone. Wait to be dismissed.

1 → Be ready at cone. After acknowledgement walk pattern to poles.

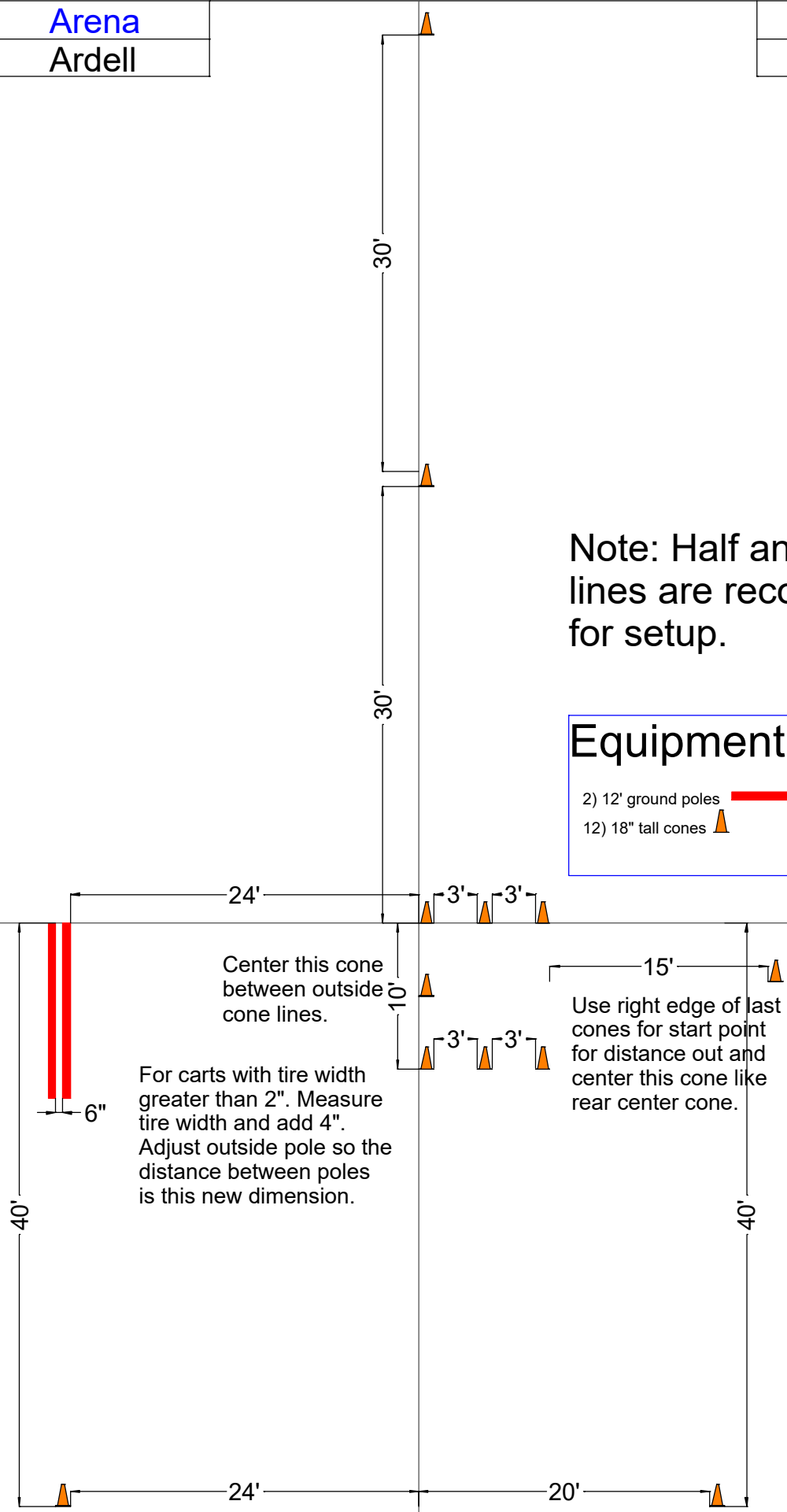
Walk ..... Jog Trot ----- Working Trot \_\_\_\_\_  
 Back - - - - - Side Pass [four blue loops]

Drawn By	Date
Jeff Floyd	6/11/24



**Arena**  
Ardell

**Setup**  
Driving Large



Note: Half and center lines are recommended for setup.

**Equipment**

- 2) 12' ground poles
- 12) 18" tall cones

Center this cone between outside cone lines.

For carts with tire width greater than 2". Measure tire width and add 4". Adjust outside pole so the distance between poles is this new dimension.

Use right edge of last cones for start point for distance out and center this cone like rear center cone.





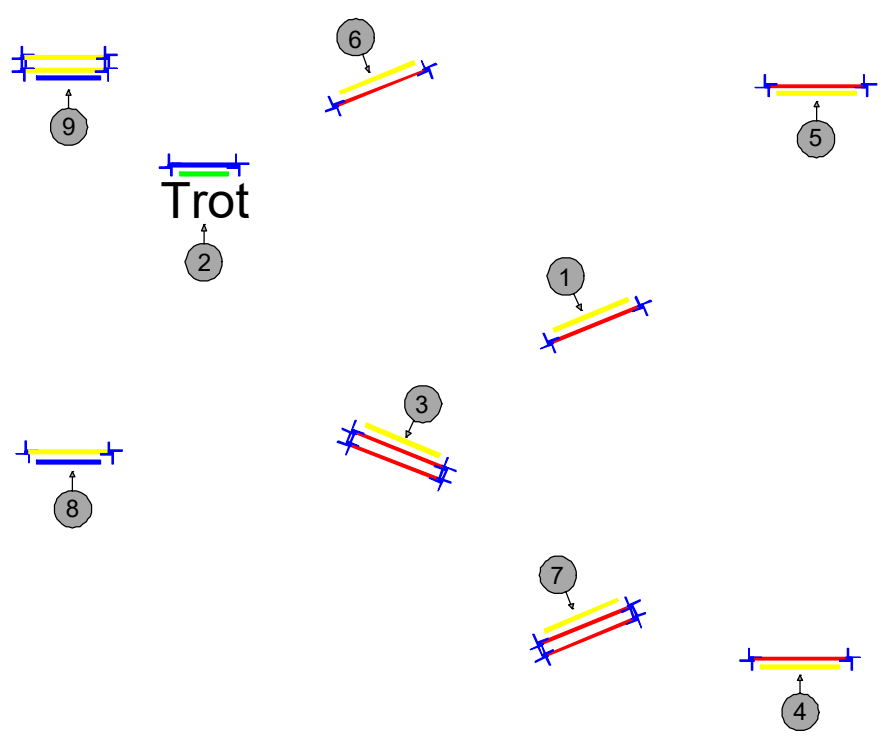
Arena  
Ardell

Gate

Pattern  
Huntseat Over Fences

X  
Halt

Notes:  
After jump 5 is the Halt  
Test jumps are 8 and 9



Walk ..... Trot/Jog ----- Lope/Canter \_\_\_\_\_  
 Back ..... Ext. Trot/Jog - - - - - Side Pass

Drawn By	Date
Jeff Floyd	6/11/24

Date: \_\_\_\_\_

District: \_\_\_\_\_

**HUNT SEAT EQUITATION OVER FENCES**

High School: \_\_\_\_\_

Athlete # \_\_\_\_\_

#	ELEMENT JUDGED:	COMMENTS:	SCORE:
1	Preparation circle before taking first fence		
2	1 <sup>st</sup> Fence: 2'6" panel		
3	2 <sup>nd</sup> Fence: 2' rail over brush box (TROT)		
4	3 <sup>rd</sup> Fence: 2'9" oxer		
5	4 <sup>th</sup> Fence: 2'6" brush box		
6	5 <sup>th</sup> Fence: 2'6" brush box		
7	HALT		
8	6 <sup>th</sup> Fence: 2'6" gate		
9	7 <sup>th</sup> Fence: 2'9" oxer		
10	8 <sup>th</sup> Fence: 2'6" 2-rail vertical		
11	9 <sup>th</sup> Fence: 2'9" oxer		
12	Overall Horsemanship		
13	Rider Equitation: seat, hands & legs		
14	REFUSALS: 1 <sup>st</sup> refusal = deduct 3 points, 2 <sup>nd</sup> refusal = deduct 5 points, 3 <sup>rd</sup> refusal = elimination		<      >

Judge's Signature: \_\_\_\_\_

**TOTAL SCORE:** \_\_\_\_\_**Explanation:**

- Athlete should have a workmanlike appearance, seat and hands being light and supple, conveying the impression of complete control.
- Hands should be above and in front of equine's withers, thumbs thirty degrees inside the vertical, hands slightly apart and making a straight line from equine's mouth to athlete's elbow. Reins may be held inside or outside of little finger. Bight of reins may fall on either side. Athlete should keep light and consistent contact with equine's mouth.
- In basic position the eyes should be up and looking toward the next fence. Toes should be at an angle best suited to the athlete's conformation. Ankles should be flexible, heels down, calf of leg in contact with equine and slightly behind the girth. Iron should be on the ball of the foot and must not be tied to the girth.
- At slower gaits there should be a near-straight line from the athlete's shoulder, through the hip, down to the heel. The shoulders should be a couple of degrees in front of the vertical at a canter, hand gallop, and when jumping.
- The course is expected to be ridden at a canter unless stated otherwise.
- At the Judge's discretion, an eliminated athlete may jump an additional fence, but may not continue thereafter.
- Riders will be judged on their lines of approach to fences, striding, and proper leads. Breaking gait on course is a fault (except when called for). Lead changes should be performed over the fence or as a flying change before entering turns.
- After the tack inspection, athletes will take the course and judging will immediately begin. This will include judging the preparation circle.



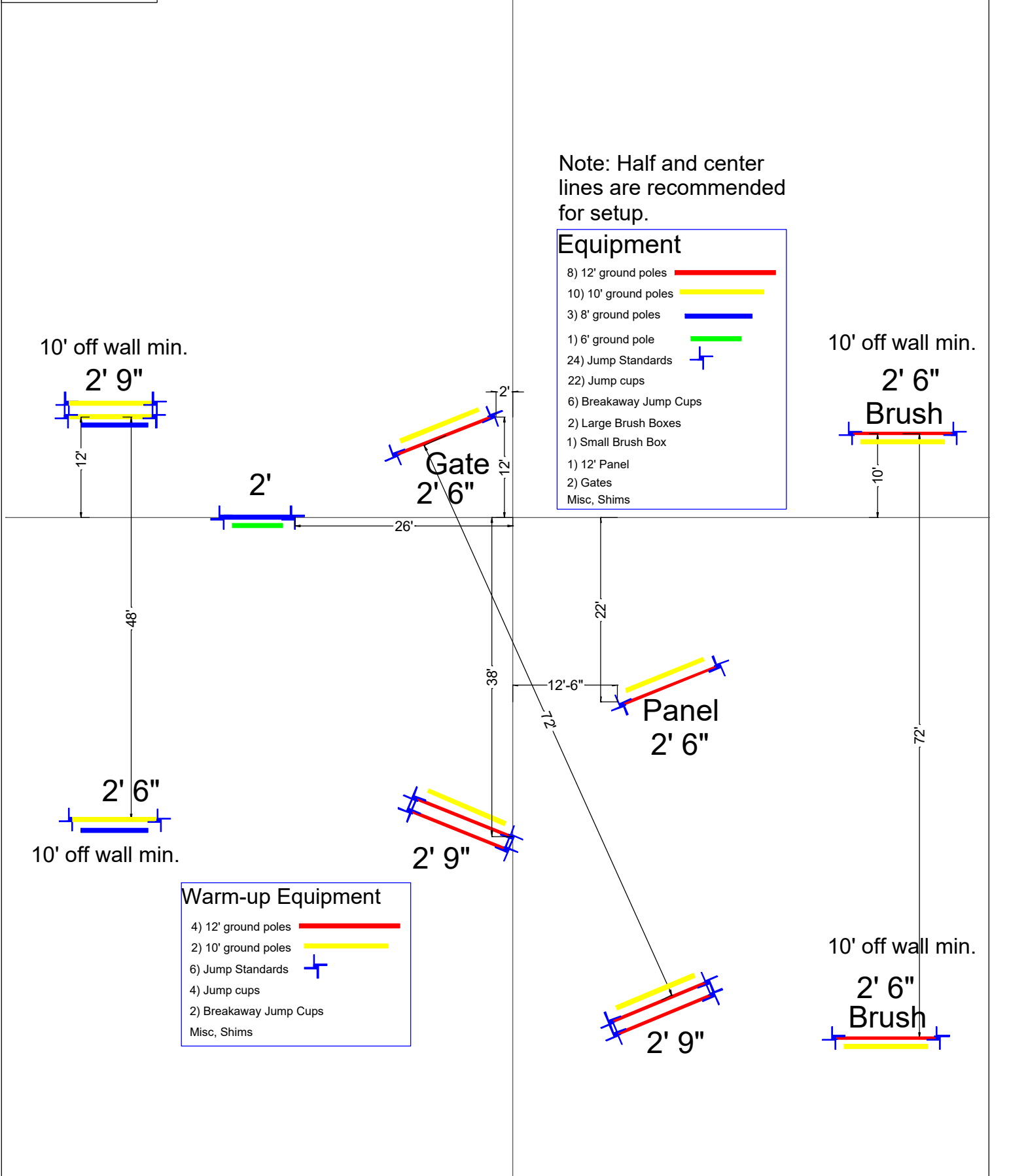
**Arena**  
**Ardell**

**Setup**  
Huntseat Over Fences

Note: Half and center lines are recommended for setup.

- Equipment**
- 8) 12' ground poles —
  - 10) 10' ground poles —
  - 3) 8' ground poles —
  - 1) 6' ground pole —
  - 24) Jump Standards +
  - 22) Jump cups
  - 6) Breakaway Jump Cups
  - 2) Large Brush Boxes
  - 1) Small Brush Box
  - 1) 12' Panel
  - 2) Gates
  - Misc, Shims

- Warm-up Equipment**
- 4) 12' ground poles —
  - 2) 10' ground poles —
  - 6) Jump Standards +
  - 4) Jump cups
  - 2) Breakaway Jump Cups
  - Misc, Shims

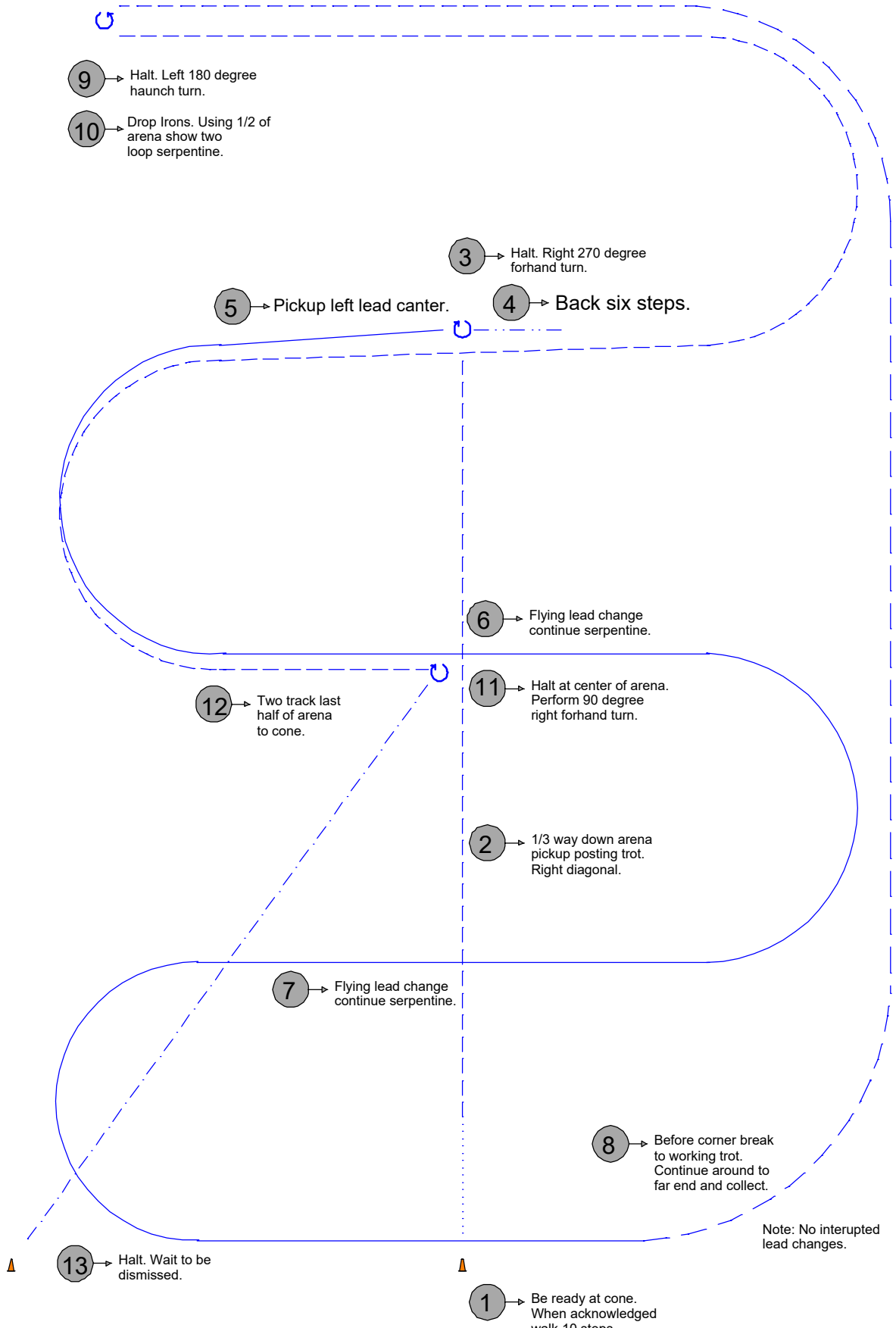


Drawn By	Date
Jeff Floyd	6/11/24



**Arena**  
Harwood

**Pattern**  
Huntseat



Walk ..... Trot/Jog ..... Lope/Canter \_\_\_\_\_  
 Back - - - - - Ext. Trot/Jog - - - - - Two Track - - - - -

Drawn By	Date
Jeff Floyd	6/11/24

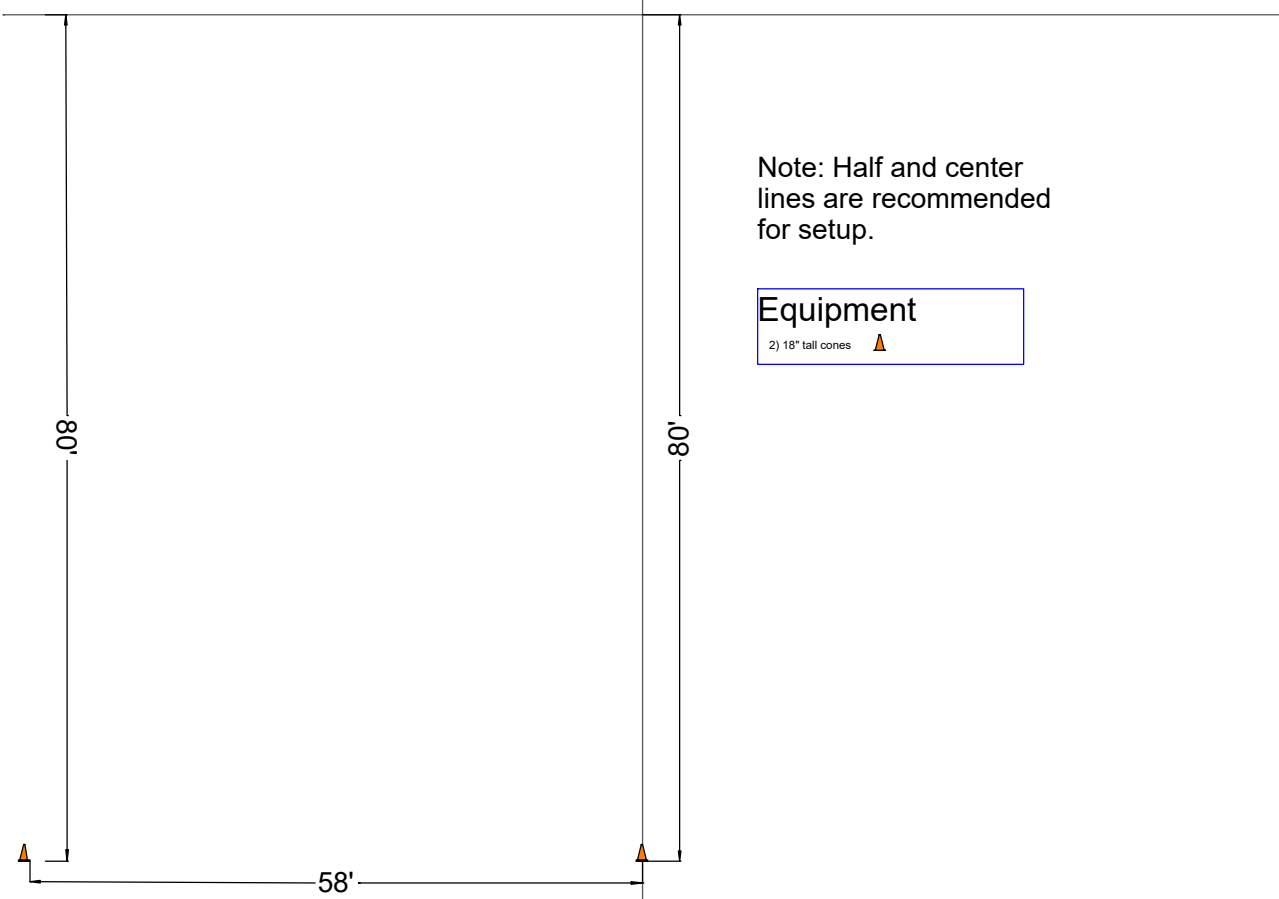
# PNWIC 2024

Class	Huntseat	Judge	
Element	Discription	Notes	Score
1	Be ready at cone. When acknowledged walk 10 steps.		
2	1/3 way down area pickup posting trot, right diagonal.		
3	Halt. Right 270 degree forhand turn.		
4	Back six steps.		
5	Pickup left lead canter.		
6	Flying lead change, continue serpentine.		
7	Flying lead change, continue serpentine.		
8	Before corner break to working trot. Continue around to far end and collect.		
9	Halt. Left 180 degree haunch turn.		
10	Drop irons. Using 1/2 of arena show two loop serpentine.		
11	Halt at center of arena. Perform 90 degree right forhand turn.		
12	Two track last half of arena to cone.		
13	Halt. Wait to be dismissed.		
14			
15			
16			
<b>Total</b>			



Arena  
Harwood

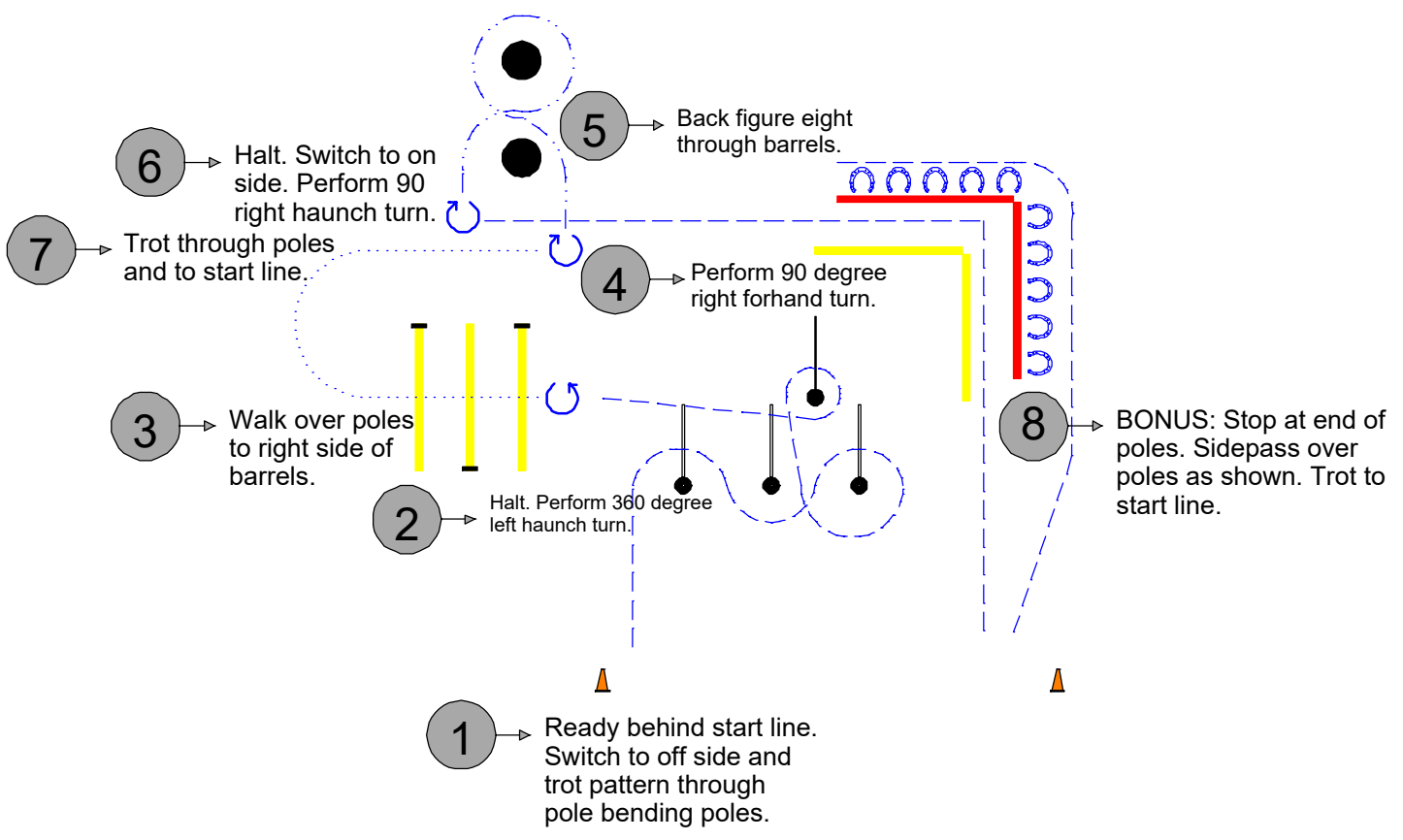
Setup  
Huntseat



Note: Half and center lines are recommended for setup.

Equipment  
2) 18" tall cones ▲

Drawn By	Date
Jeff Floyd	6/11/24









# PNWIC 2024

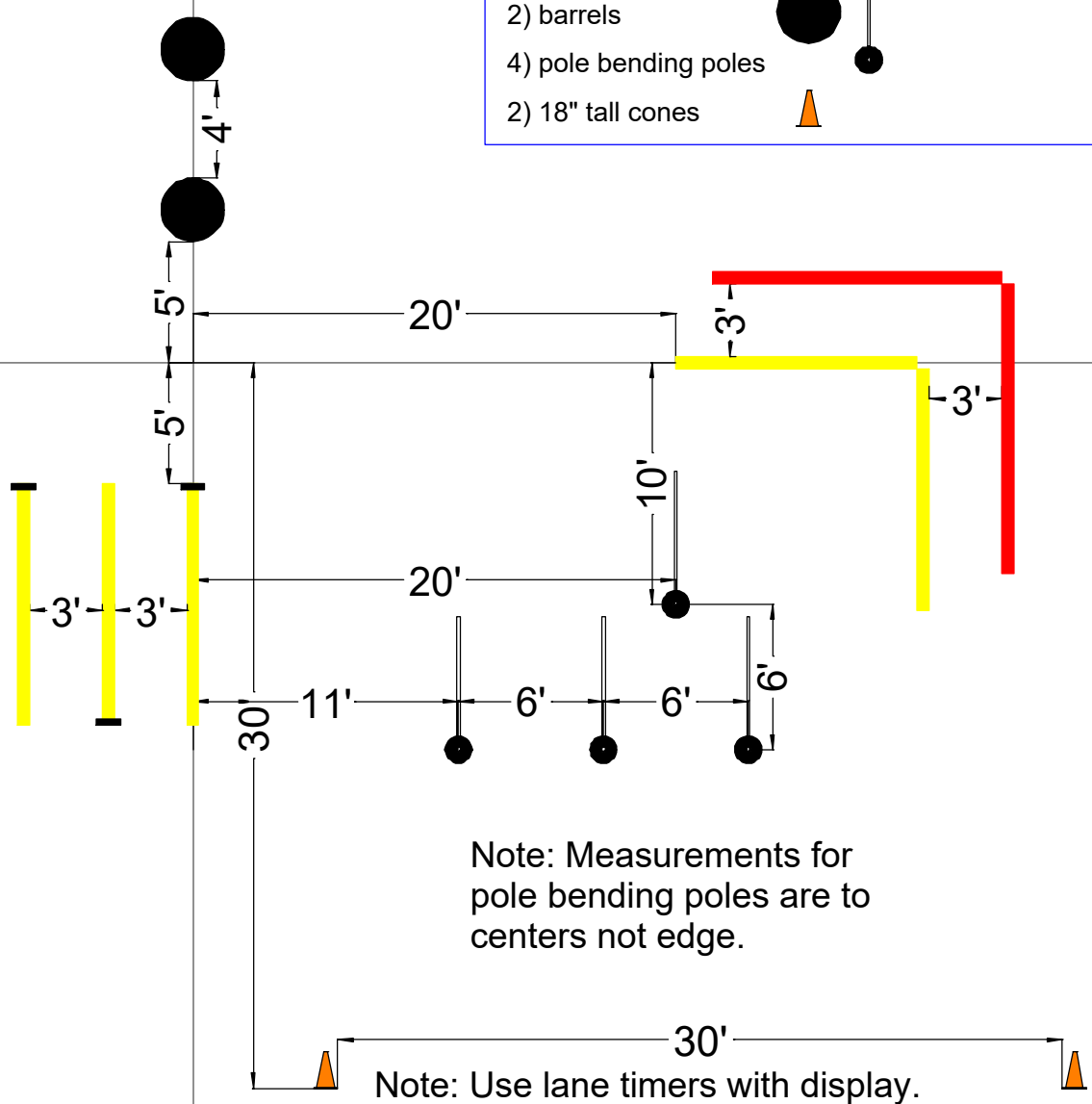
Class	IHOR	Judge	
Element	Discription	Notes	Score
1	Ready behind start line. Switch to off side and trot pattern through pole bending poles.		
2	Halt. Perform 360 degree left haunch turn.		
3	Walk over poles to right side of barrels.		
4	Perform 90 degree right forhand turn.		
5	Back figure eight through barrels.		
6	Halt. Switch to on side. Perform 90 degree right haunch turn.		
7	Trot through poles and to start line.		
8	BONUS: Stop at end of poles. Sidepass over poles as shown. Trot to start line.		
9			
10			
11			
12			
13			
14			
15			
16			
<b>Total</b>			



Note: Half and center lines are recommended for setup.

### Equipment

- 2) 12' ground poles 
- 5) 10' ground poles 
- 3) 6" risers 
- 2) barrels 
- 4) pole bending poles 
- 2) 18" tall cones 



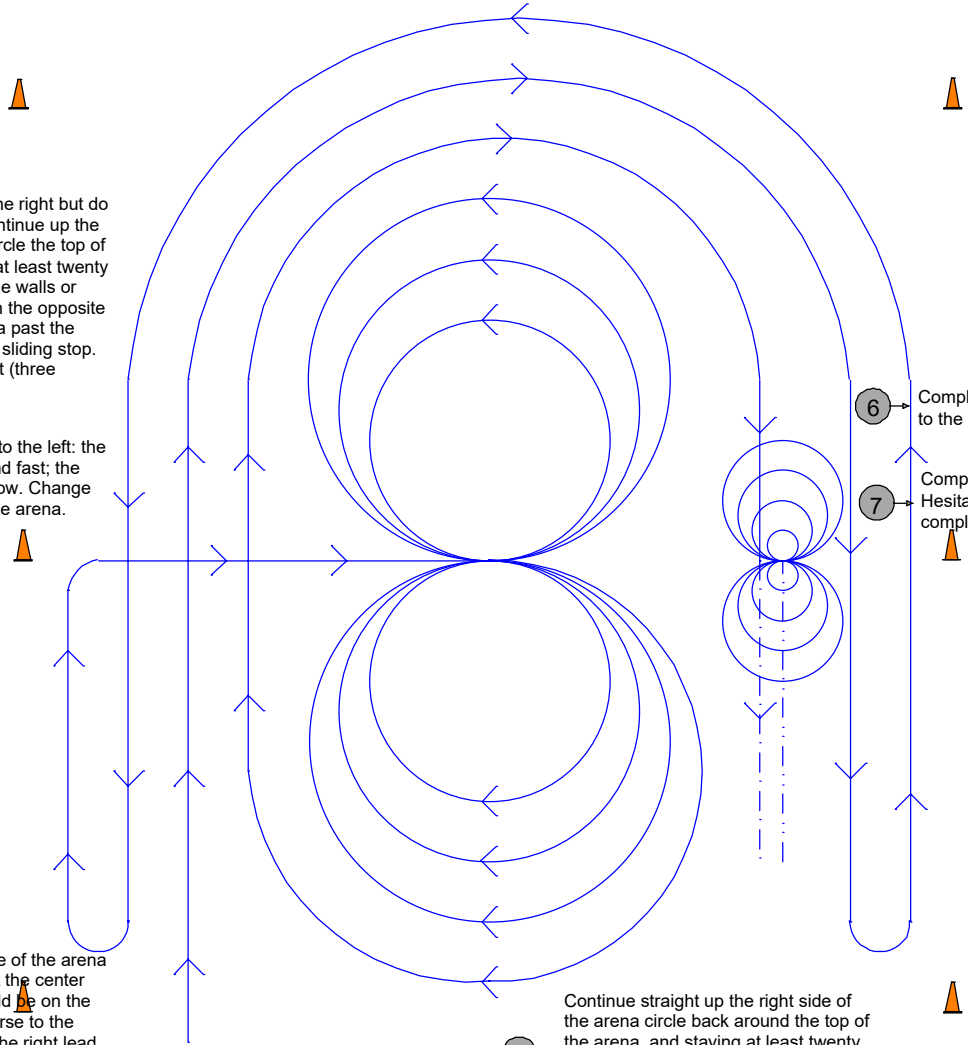
Note: Measurements for pole bending poles are to centers not edge.

Note: Use lane timers with display.



**Arena**  
**Ardell**

**Pattern**  
**Reining**



5 → Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.

4 → Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.

3 → Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.

1 → Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback with no hesitation.

2 → Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback with no hesitation.

6 → Complete four spins to the right. Hesitate.

7 → Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Walk ..... Trot/Jog ----- Lope/Canter \_\_\_\_\_  
 Back ..... Ext. Trot/Jog ----- Sliding Stop - - - - -

Drawn By	Date
Jeff Floyd	6/11/24

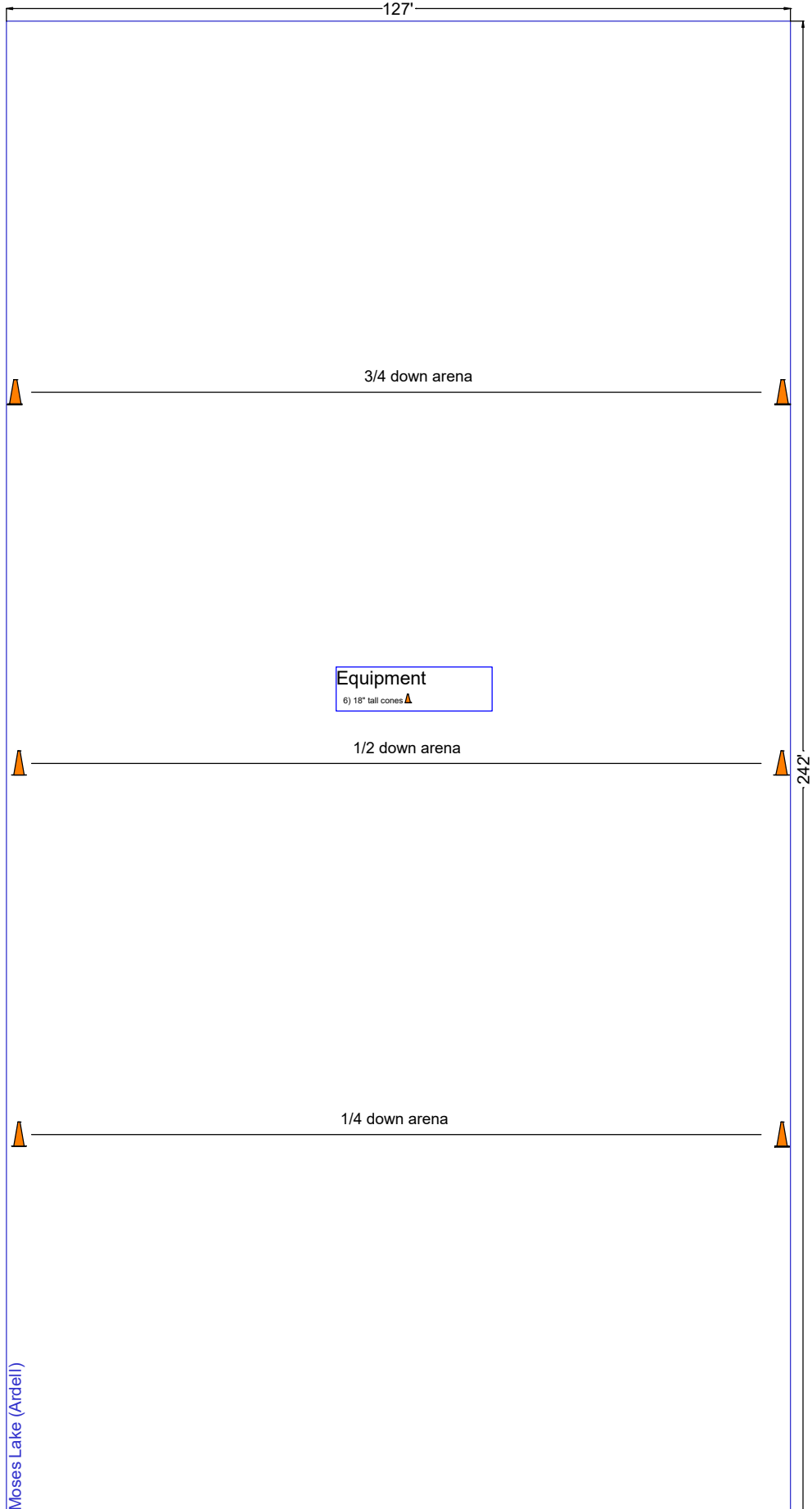
# PNWIC 2024

Class	Reining	Judge	
Element	Discription	Notes	Score
1	Beginning, lope straight up left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback with no hesitation.		
2	Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback with no hesitation.		
3	Continue up the left side of the arena to the center marker. At the center marker the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.		
4	Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.		
5	Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.		
6	Complete four spins to the right. Hesitate.		
7	Complete four spins to the left. Hesitate to demonstrate completion of the pattern.		
<b>Total</b>			

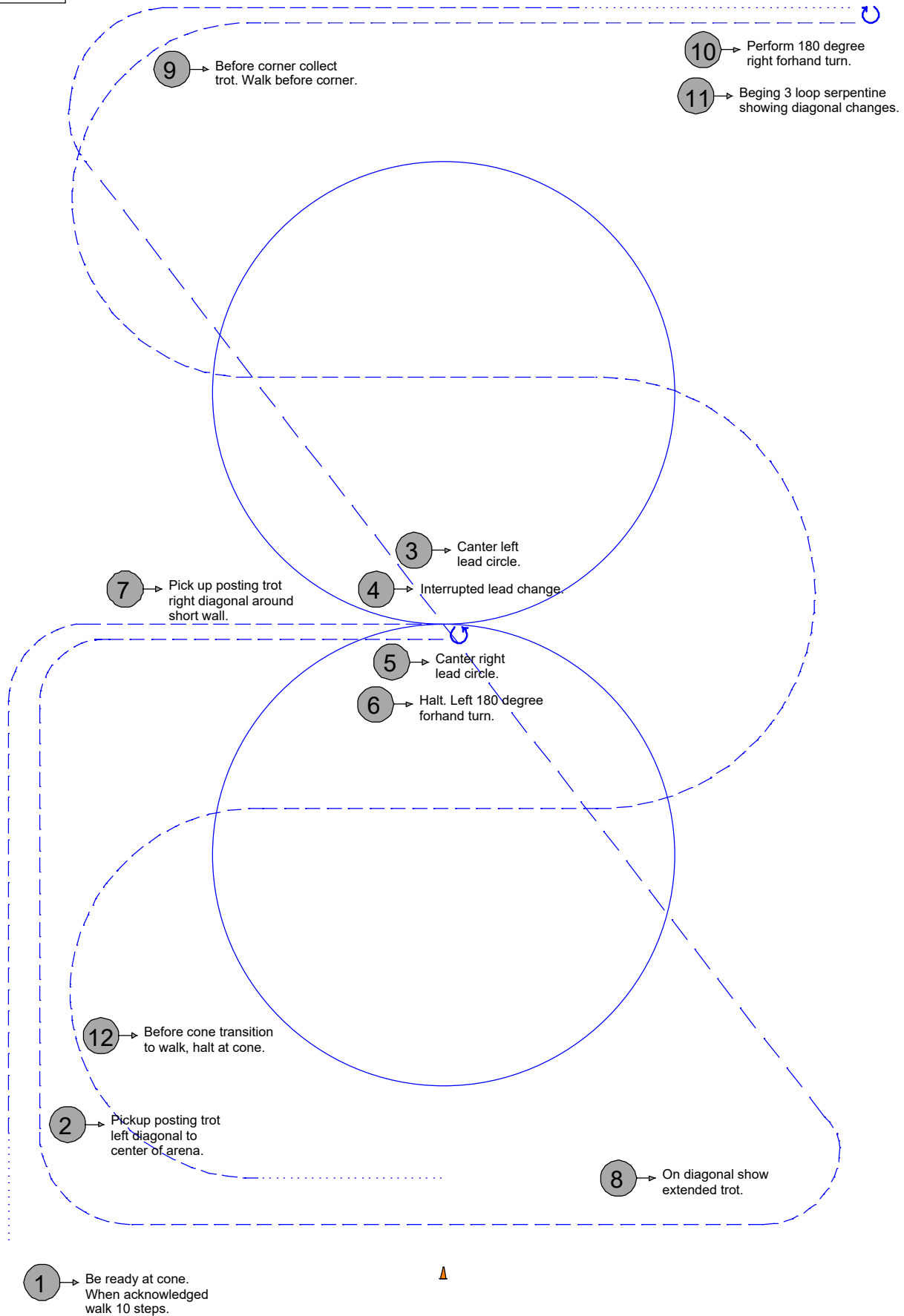



**Arena**  
**Ardell**

**Setup**  
Reining



Drawn By	Date
Jeff Floyd	6/11/24



Walk ..... Trot/Jog ..... Lope/Canter .....  
 Back ..... Ext. Trot/Jog ..... Side Pass 

Drawn By	Date
Jeff Floyd	6/12/24

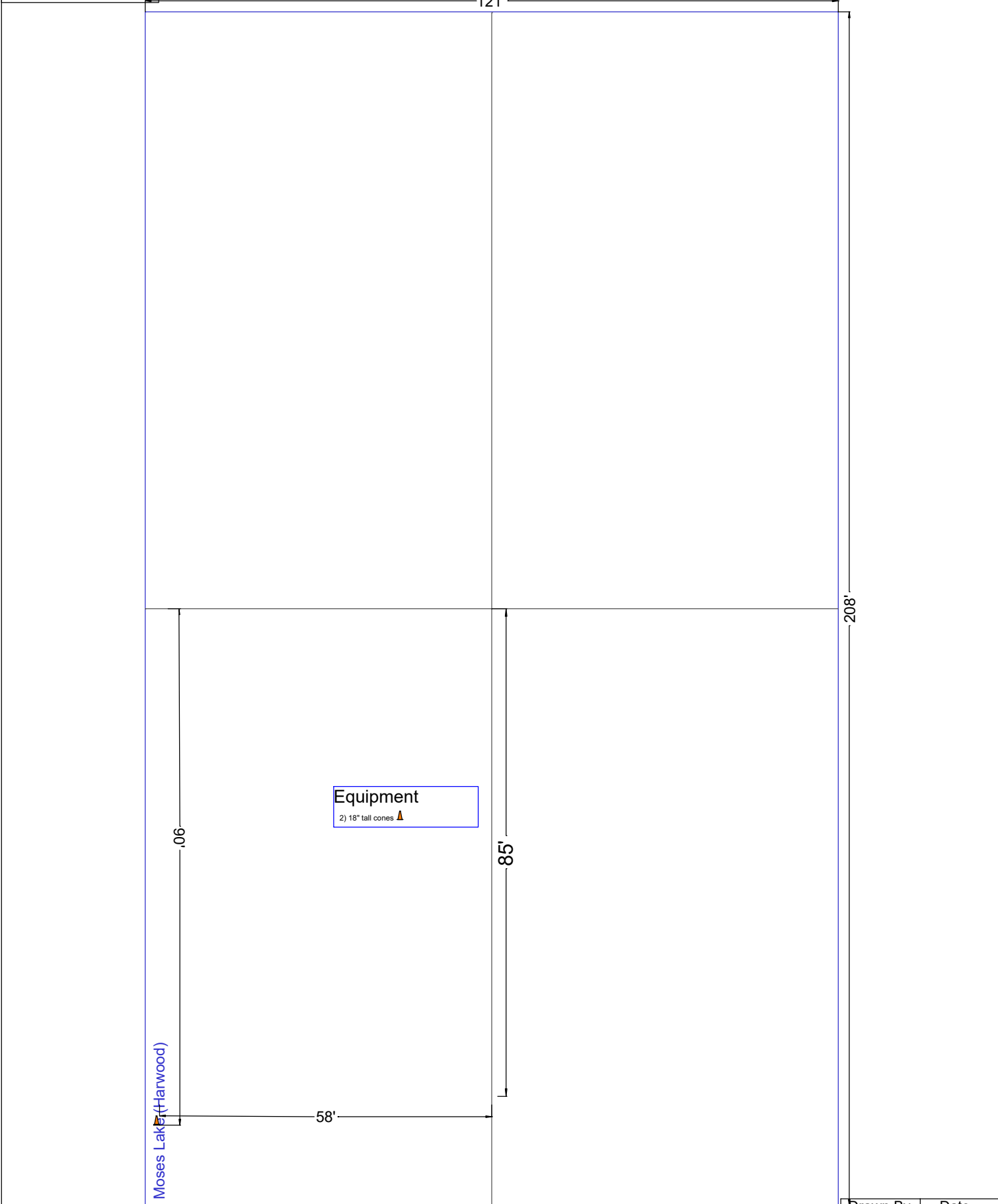
# PNWIC 2024

Class	Saddle Seat	Judge	
Element	Discription	Notes	Score
1	Be ready at cone. When acknowledged walk 10 steps.		
2	Pickup posting trot left diagonal to center of arena.		
3	Canter left lead circle.		
4	Interrupted lead change.		
5	Canter right lead circle.		
6	Halt. Left 180 degree forhand turn.		
7	Pickup posting trot right diagonal around short wall.		
8	On diagonal show extended trot.		
9	Before corner collect trot. Walk before corner.		
10	Perform 180 degree right forhand turn.		
11	Begin 3 loop serpentine showing diagonal changes.		
12	Before cone transition to walk, halt at cone.		
13			
14			
15			
16			
<b>Total</b>			



Arena  
Harwood

Setup  
Saddle Seat

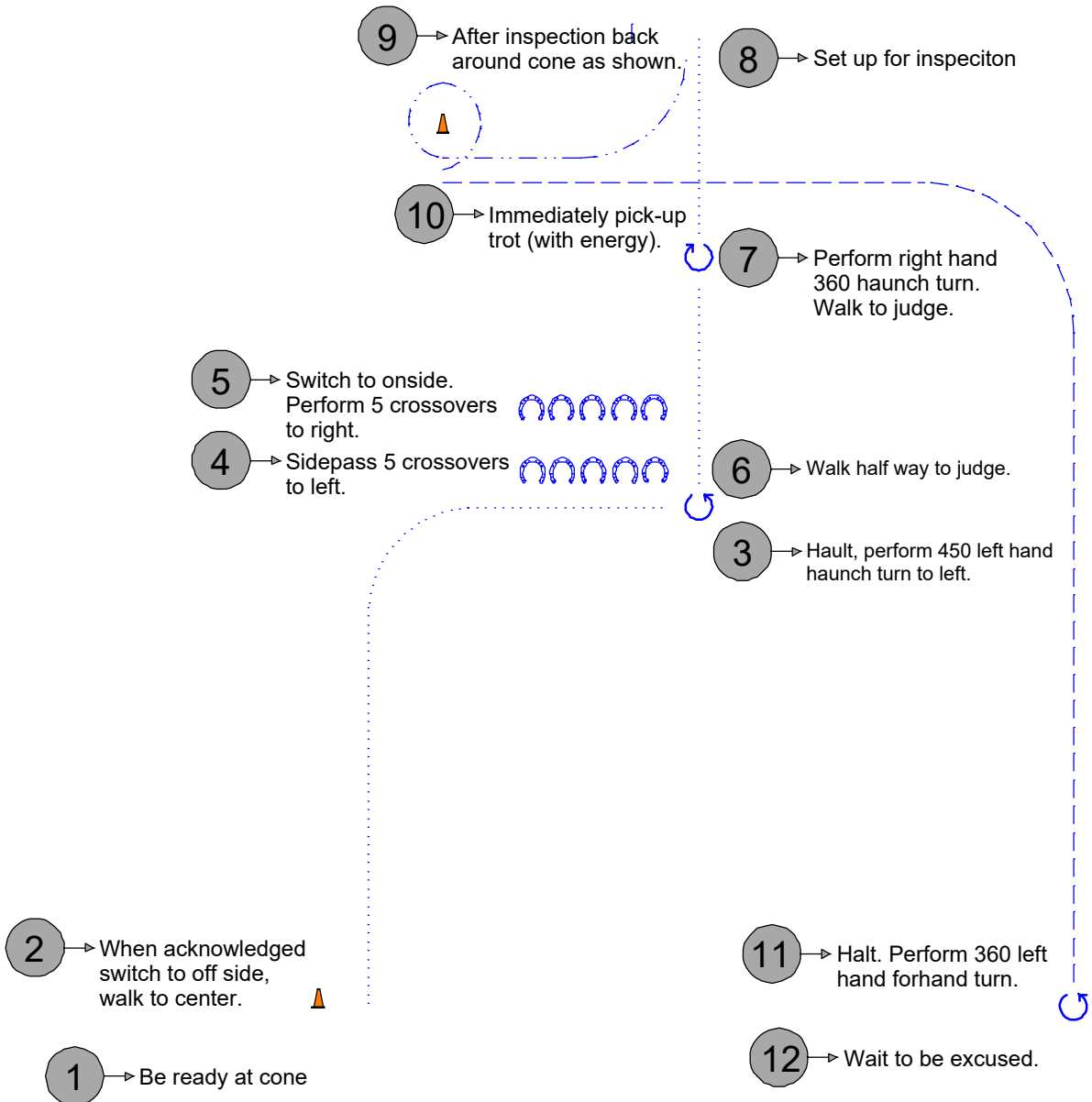


Drawn By	Date
Jeff Floyd	6/11/24



**Arena**  
Ardell

**Pattern**  
Showmanship



Walk ..... Trot/Jog ----- Lope/Canter \_\_\_\_\_  
 Back ..... Ext. Trot/Jog ----- Side Pass ~~~~~

Drawn By	Date
Jeff Floyd	6/11/24



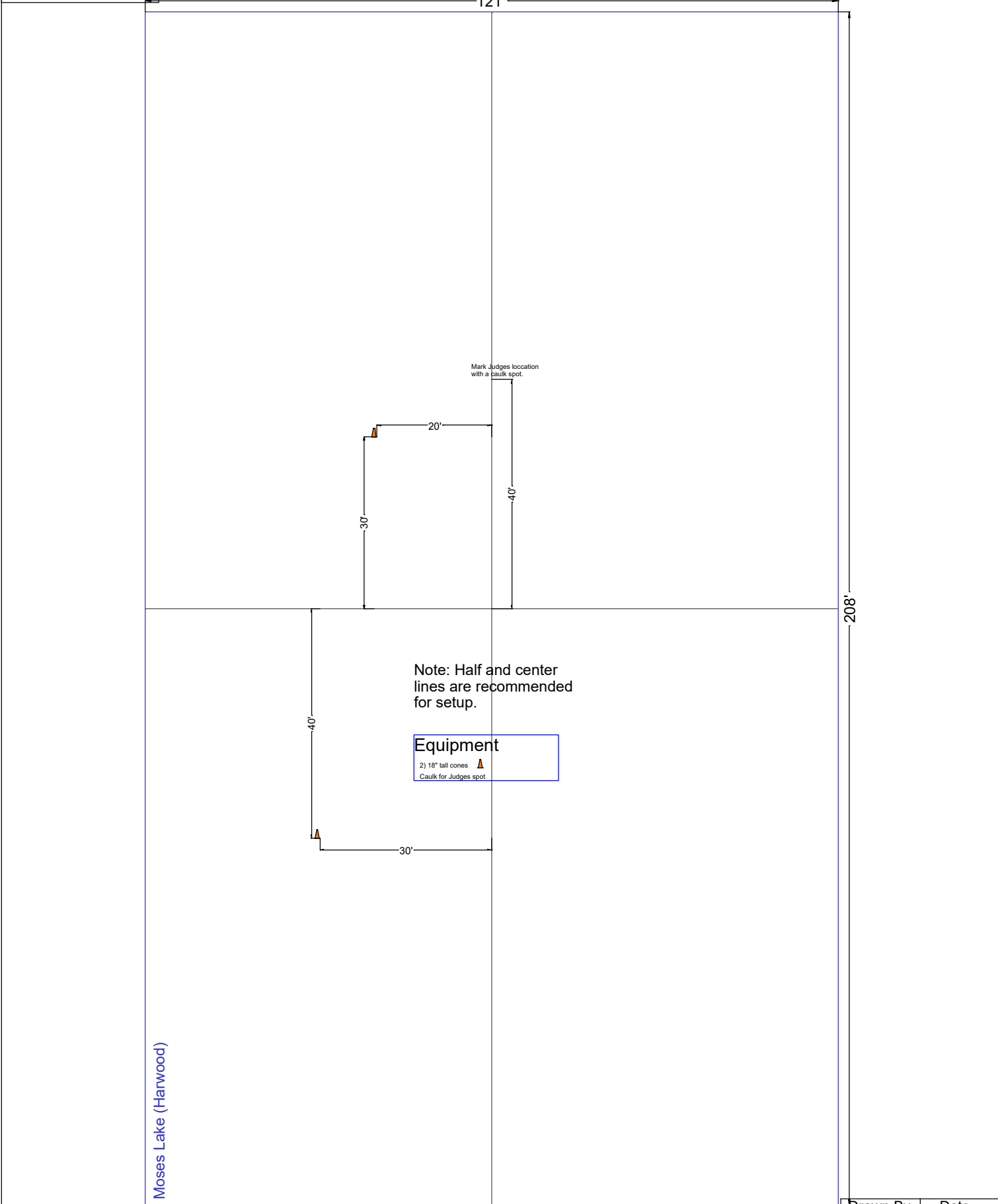
# PNWIC 2024

Class	Showmanship	Judge	
Element	Discription	Notes	Score
1	Be ready at cone.		
2	When acknowledged switch to off side, walk to center of arena.		
3	Halt, perform 450 left hand haunch turn.		
4	Sidepass 5 crossovers to left.		
5	Sidepass 5 crossovers to right.		
6	Walk half way to judge.		
7	Perform right hand 360 degree haunch turn. Walk to judge.		
8	Setup for inspection.		
9	After inspection back around cone as shown.		
10	Immediately pickup trot (with energy).		
11	Halt, perform 360 left hand forhand turn.		
12	Wait to be excused.		
13			
14			
15			
16			
<b>Total</b>			



Arena  
Ardell

Setup  
Showmanship



Moses Lake (Harwood)

Note: Half and center lines are recommended for setup.

**Equipment**

2) 18" tall cones ▲  
Caulk for Judges spot

121'

208'

Mark Judges location with a caulk spot.

30'  
20'  
40'

40'  
30'

Drawn By	Date
Jeff Floyd	6/11/24



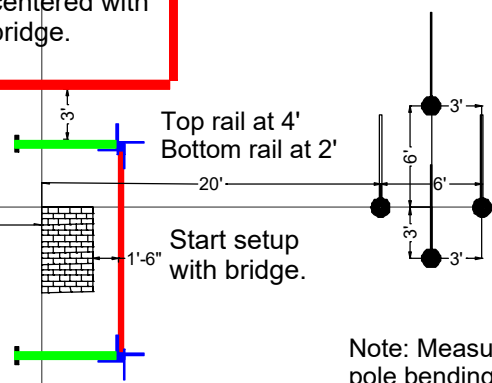
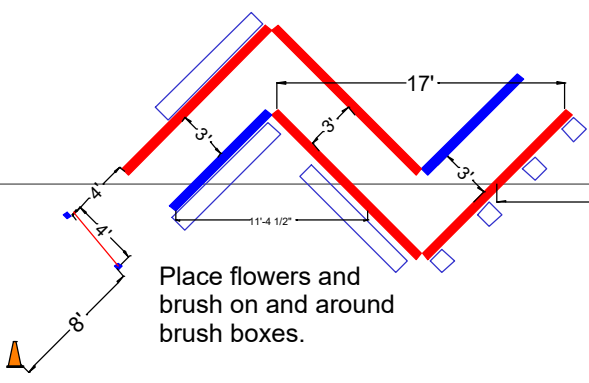
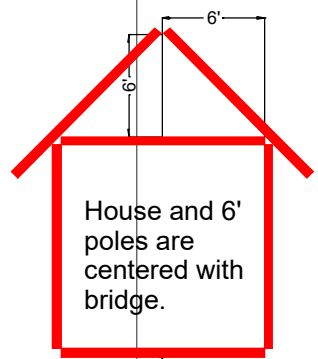
Arena  
Harwood

Setup  
All Trail Events

Note: Half and center lines are recommended for setup.

### Equipment

- 12) 12' ground poles
- 2) 6" risers
- 1) 4' x 8' Bridge
- 4) pole bending poles
- 1) 18" tall cones
- 2) Standards
- 4) jump cups
- 1) Rope gate
- 2) 8' Ground Poles
- 2) 6' Ground Poles
- 3) Large Brush Boxes
- 4) Small Brush Boxes
- Assorted flowers and brush

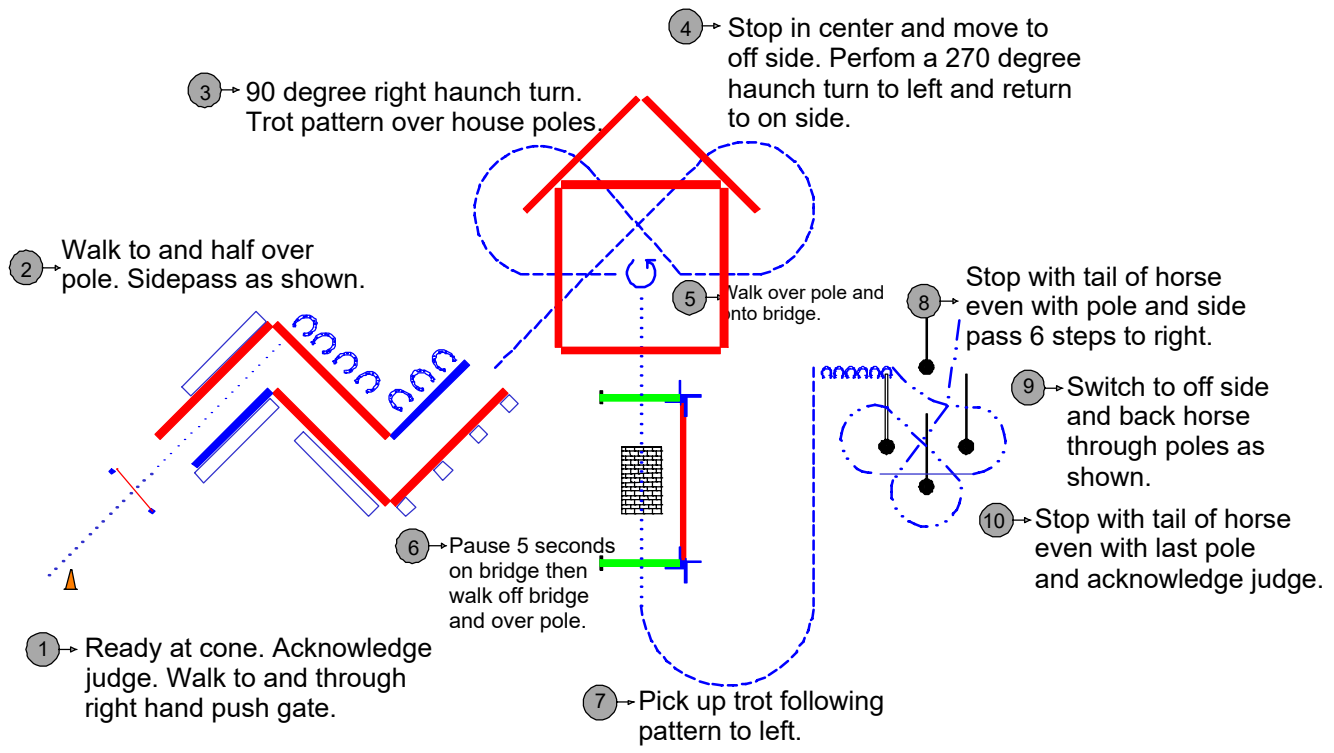



Note: Measurements for pole bending poles are to centers not edge.



Arena  
Harwood

Pattern  
In-Hand Trail



Walk ..... Trot/Jog - - - - - Lope/Canter \_\_\_\_\_  
 Back - - - - - Ext. Trot/Jog - - - - - Side Pass 

Drawn By	Date
Jeff Floyd	6/12/24

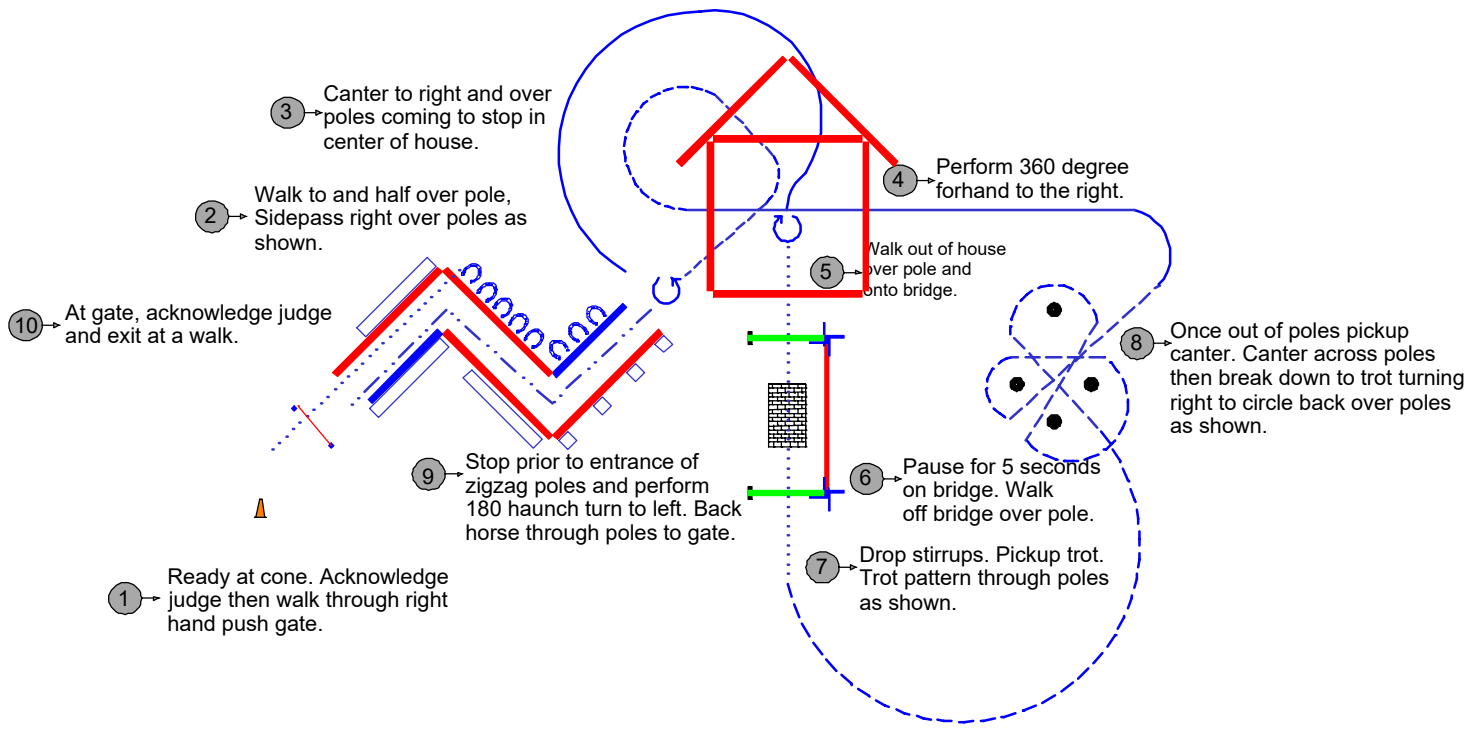
# PNWIC 2024

Class	In-Hand Trail	Judge	
Element	Discription	Notes	Score
1	Ready at cone. Acknowledge judge. Walk to and through right hand push gate.		
2	Walk to and half over pole. Sidepass over poles as shown.		
3	90 degree right haunch turn. Trot pattern over house poles.		
4	Stop in center and move to off side. Perform a 270 degree haunch turn to left and return to on side.		
5	Walk over pole and onto bridge.		
6	Pause 5 seconds on bridge then walk off bridge and over pole.		
7	Pickup trot following pattern to left.		
8	Stop with tail of horse even with pole and sidepass 6 steps to right.		
9	Switch to off side and back horse through poles as shown.		
10	Stop with tail of horse even with last pole and acknowledge judge.		
11			
12			
13			
14			
15			
16			
<b>Total</b>			

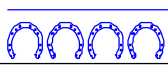


**Arena**  
Harwood

**Pattern**  
Trail



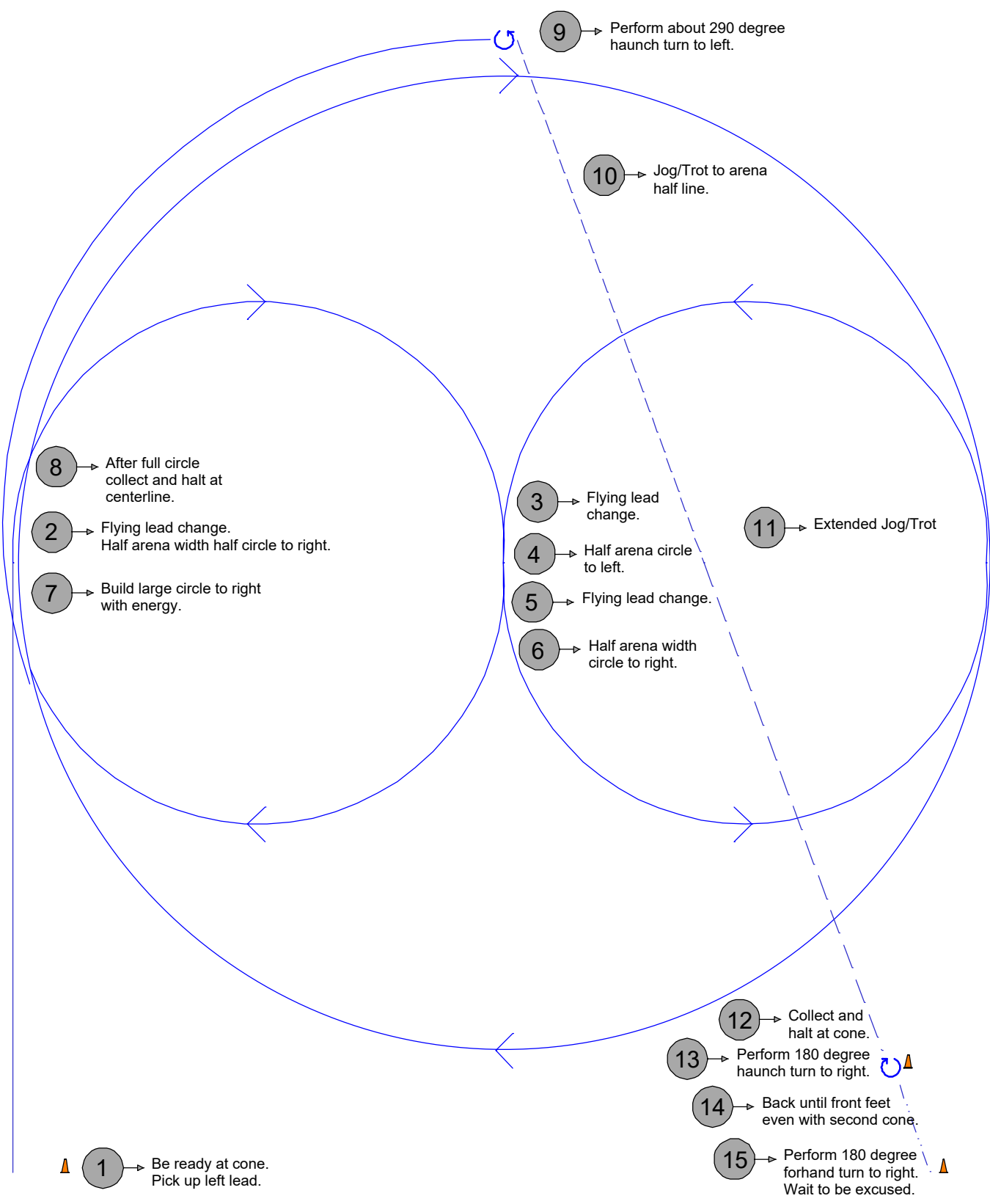
Walk ..... Trot/Jog - - - - - Lope/Canter \_\_\_\_\_  
 Back \_\_\_\_\_ Ext. Trot/Jog - - - - - Side Pass \_\_\_\_\_



Drawn By	Date
Jeff Floyd	6/11/24

# PNWIC 2024

Class	Trail	Judge	
Element	Discription	Notes	Score
1	Ready at cone. Acknowledge judge then walk through righ hand push gate.		
2	Walk to and and half over pole. Sidepass right over poles as shown.		
3	Canter to right and over poles coming to a stop in center of house.		
4	Perform 360 degree forhand turn to the right.		
5	Walk out of house, over pole and onto bridge.		
6	Pause for 5 seconds on bridge. Walk off bridge and over pole.		
7	Drop stirrups, pickup trot and trot through poles as shown.		
8	Once out of poles, pickup canter/lope. Canter/lope across poles then breakdown to trot turning right to circle back over poles as shown.		
9	Stop prior to entrance of zigzag poles and perform 180 degree haunch turn to left.		
10	Back horse through poles to gate.		
11	At gate, acknowledge judge and exit at walk.		
12			
13			
14			
15			
<b>Total</b>			



Walk ..... Trot/Jog ----- Lope/Canter \_\_\_\_\_  
 Back ..... Ext. Trot/Jog ----- Side Pass

Drawn By	Date
Jeff Floyd	6/12/24



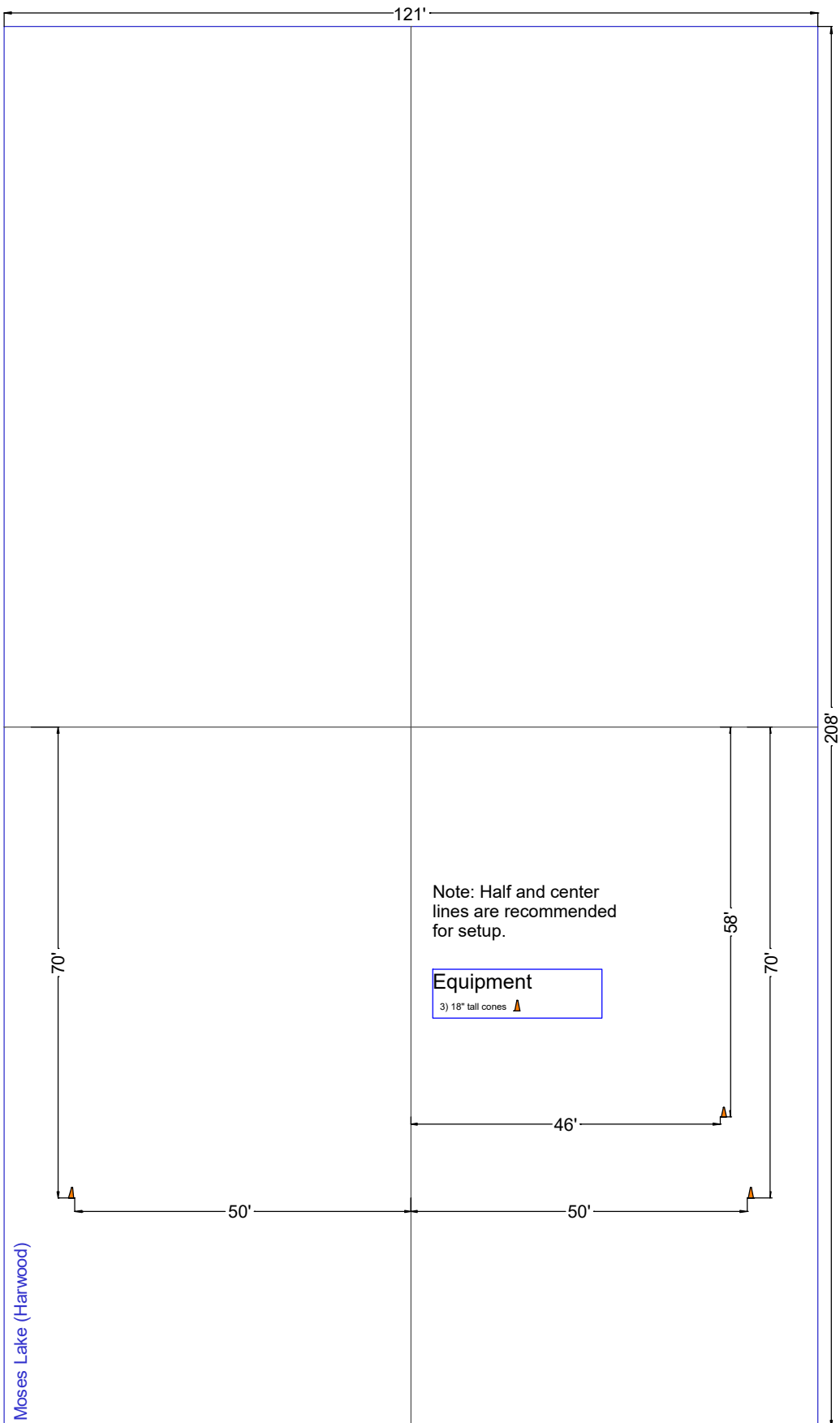
# PNWIC 2024

Class	Western/Stock Seat	Judge	
Element	Discription	Notes	Score
1	Be ready at cone. Pick up left lead.		
2	Flying lead change. Half arena width half circle to right.		
3	Flying lead change.		
4	Half arena circle to left.		
5	Flying lead change.		
6	Half arena circle to right.		
7	Build large circle to right with energy.		
8	After full circle collect and halt at centerline.		
9	Perform about 290 degree haunch turn to left.		
10	Jog/Trot to arena half line.		
11	Extended Jog/Trot		
12	Collect and halt at cone.		
13	Perform 180 degree haunch turn to right.		
14	Back until front feet even with second cone.		
15	Perform 180 degree forhand turn to right. Wait to be excused.		
16			
<b>Total</b>			



Arena  
Harwood

Setup  
Western/Stock Seat



Moses Lake (Harwood)

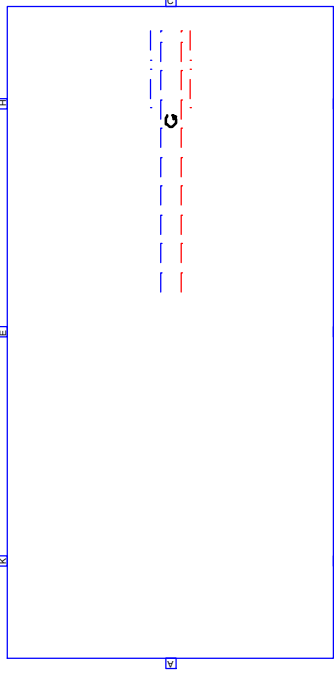
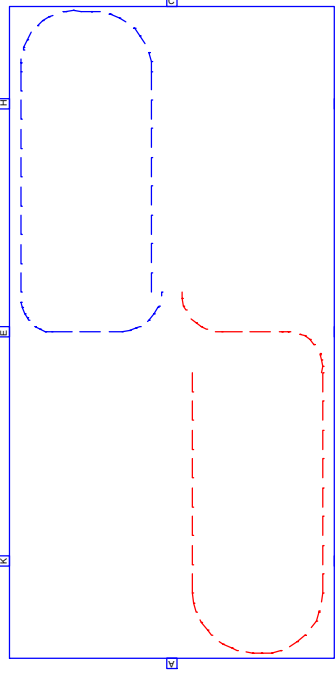
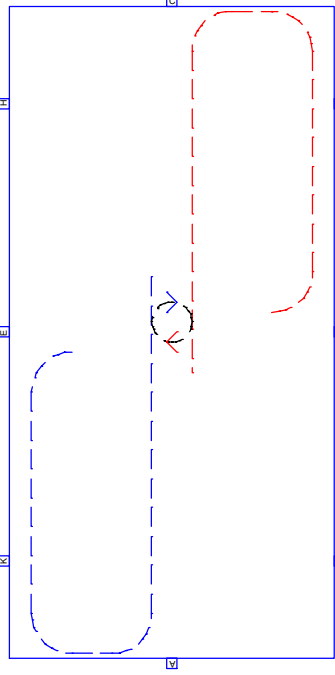
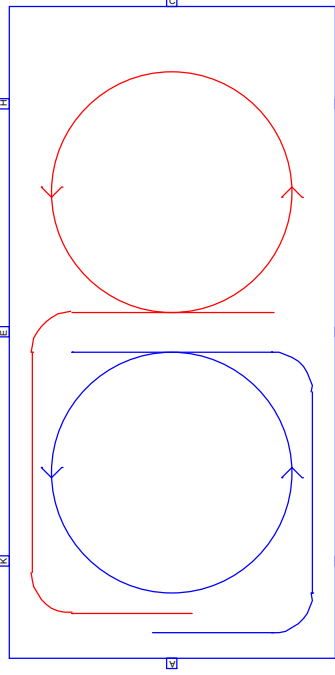
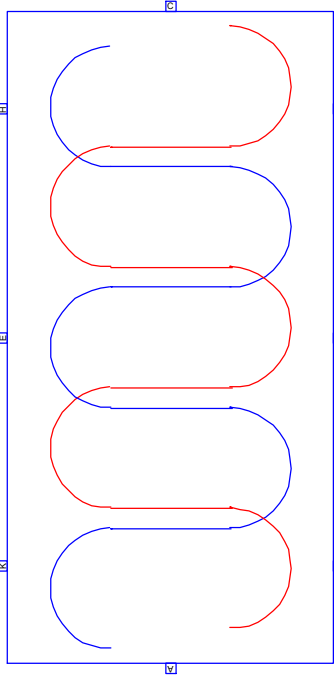
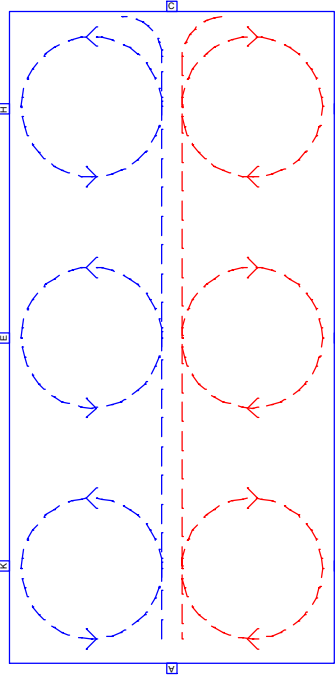
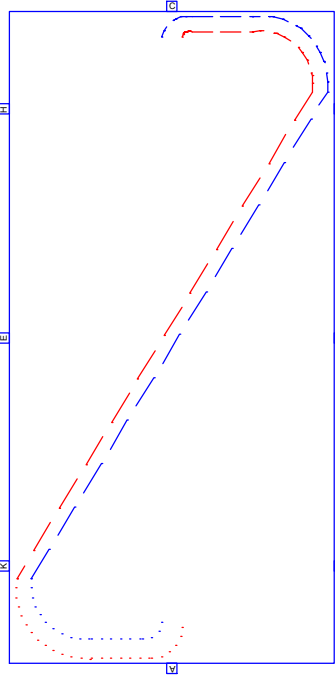
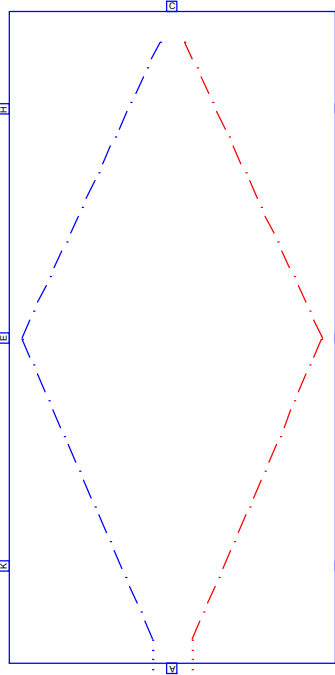
Drawn By	Date
Jeff Floyd	6/11/24



**Arena**  
**Harwood**

**Pattern**  
**Working Pairs**

- 1) Ready at "A". Walk into arena and start two track towards letters "B" and "E" then back to center line at "C".
- 2) Both riders track right at a trot to "M". From "M" to "K" extended trot. At "K" slow to a walk to "A".
- 3) At "A" pick up trot down center line with each rider performing (3) 10 meter circles from center line to outside line and back to center line.
- 4) At "C" start lope of (5) even serpintines down arena with proper flying lead changes shown.
- 5) At "A" continue in opposite directions around "B" and "E" then turn to "X". At "X" each rider performs a 20 meter circle to the left on proper lead.
- 6) After circles drop to trot tracking to "B" and "E". Continue around to "A" and "C" then turn to track down center. At "X" perform a right hand 5 meter circle.
- 7) Exit 5 meter circle and continue down center to "A" and "C" then track left around to "B" and "E" turning to center and pairing up at "X" facing "C"
- 8) Trot to "C". Halt and salute or acknowledge.
- 9) After salute, back 6 steps then, as a pair, perform a 180 degree left pivot. Exit arena at a walk.



Walk ..... Trot/Jog ----- Lope/Canter \_\_\_\_\_  
 Back - - - - - Ext. Trot/Jog - - - - - Two Track - . - . - .

Drawn By	Date
Jeff Floyd	6/11/24

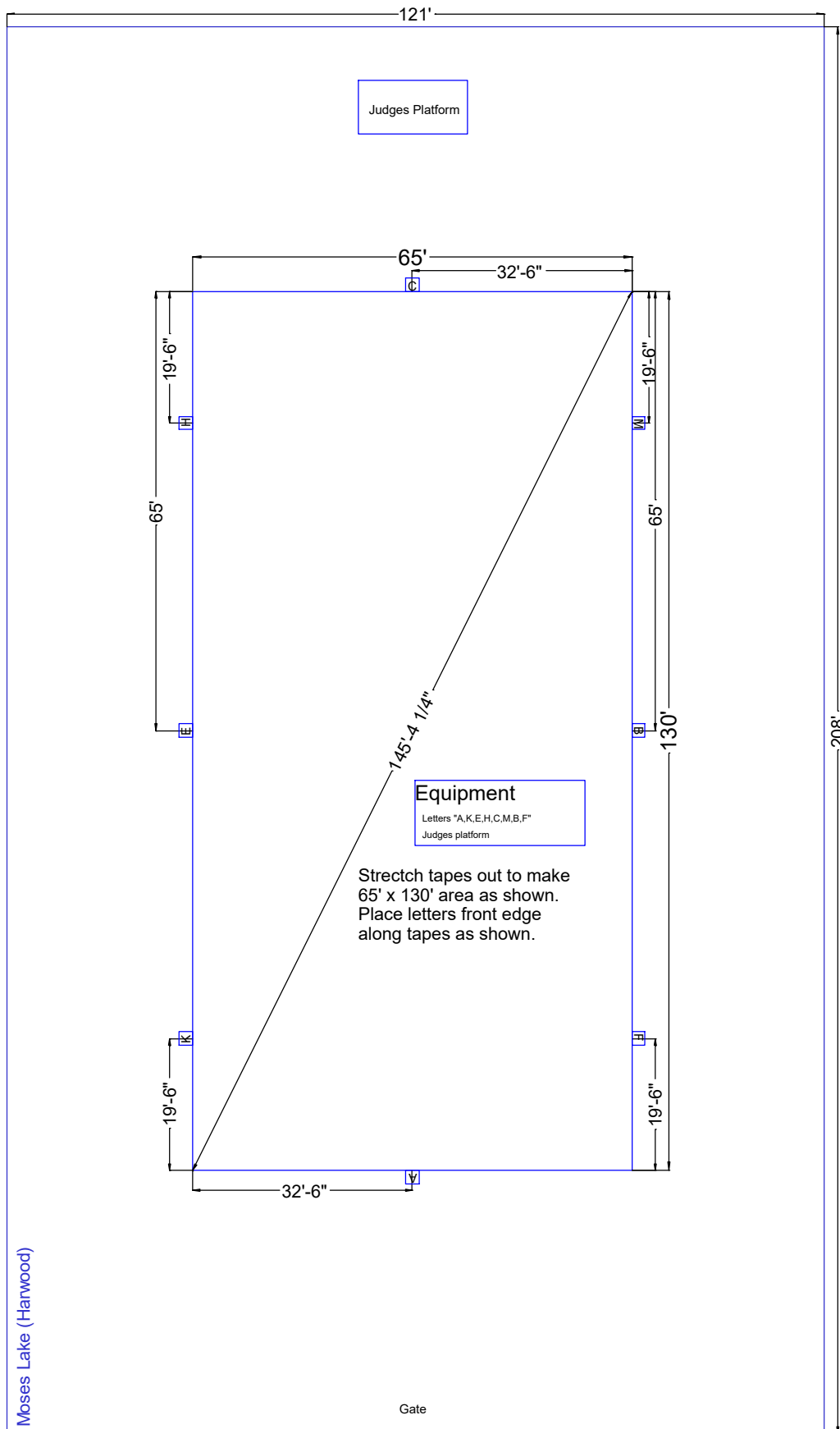
# PNWIC 2024

Class	Working Pairs	Judge	
Element	Discription	Notes	Score
1	Ready at "A". Walk into arena and start two track towards letters "B" and "E" then back to center line at "C".		
2	Both riders track right at a trot to "M". From "M" to "K" extended trot. At "K" slow to a walk to "A"		
3	At "A" pick up trot down center line with each rider performing (3) 10 meter circles from center line to outside rail and back to centerline.		
4	At "C" start lope of (5) even serpinties down arena with proper flying lead changes shown.		
5	At "A" continue in oppisite directions around to "B" and "E" then turn to "X".		
6	At "X" pickup lope with each rider performing a 20 meter circle to the left with proper lead.		
7	After circles drop to trot tracking to "B" and "E". Continue around to "A" and "C" then turn down centerline to "X".		
8	At "X" perform right hand 5 meter circle.		
9	Exit 5 meter circle down centerline to "A" and "C" then track left around to "B" and "C" turning to "X" pairing up facing "C".		
10	Trot to "C". Halt and salute or acknowledge.		
11	After salute, back 6 steps then, as a pair perform a 180 left pivot. Exit at a walk.		
12			
13			
14			
		Total	



Arena  
Harwood

Setup  
Working Pairs

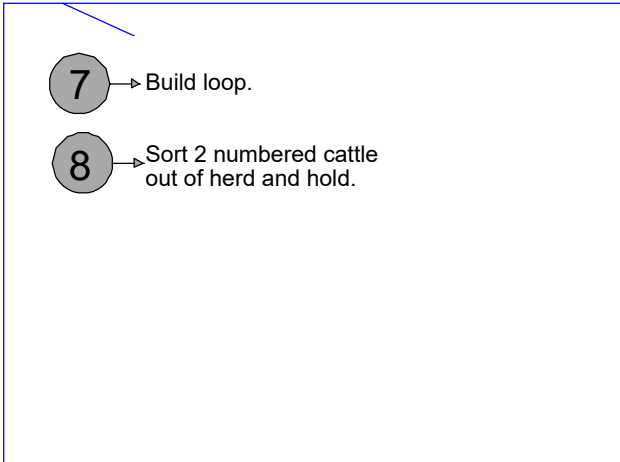
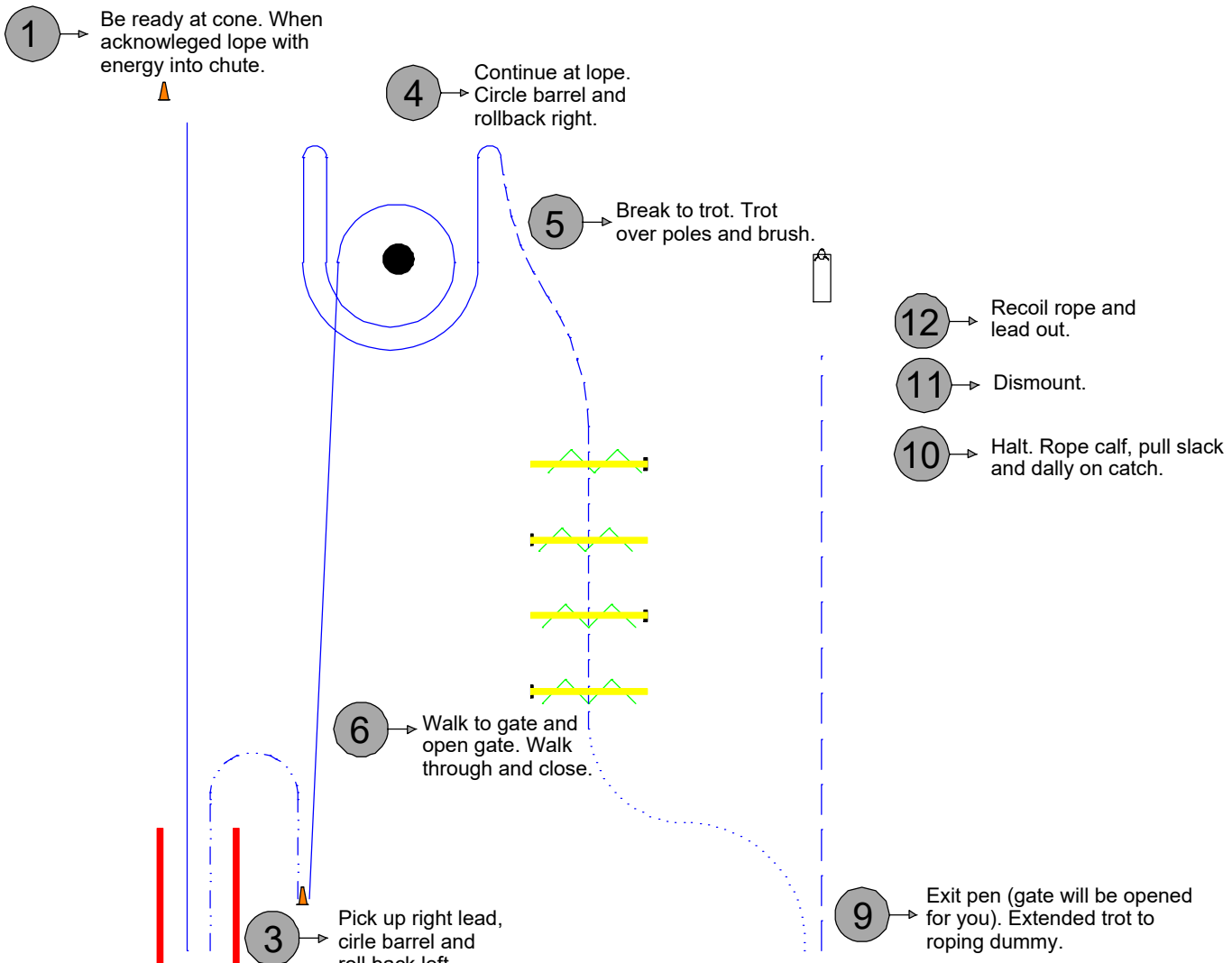


Drawn By	Date
Jeff Floyd	6/11/24

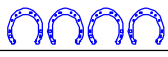


**Arena**  
**Harwood**

**Pattern**  
**Working Rancher**



Walk ..... Trot/Jog ----- Lope/Canter \_\_\_\_\_  
 Back ..... Ext. Trot/Jog ----- Side Pass \_\_\_\_\_



Drawn By	Date
Jeff Floyd	6/11/24

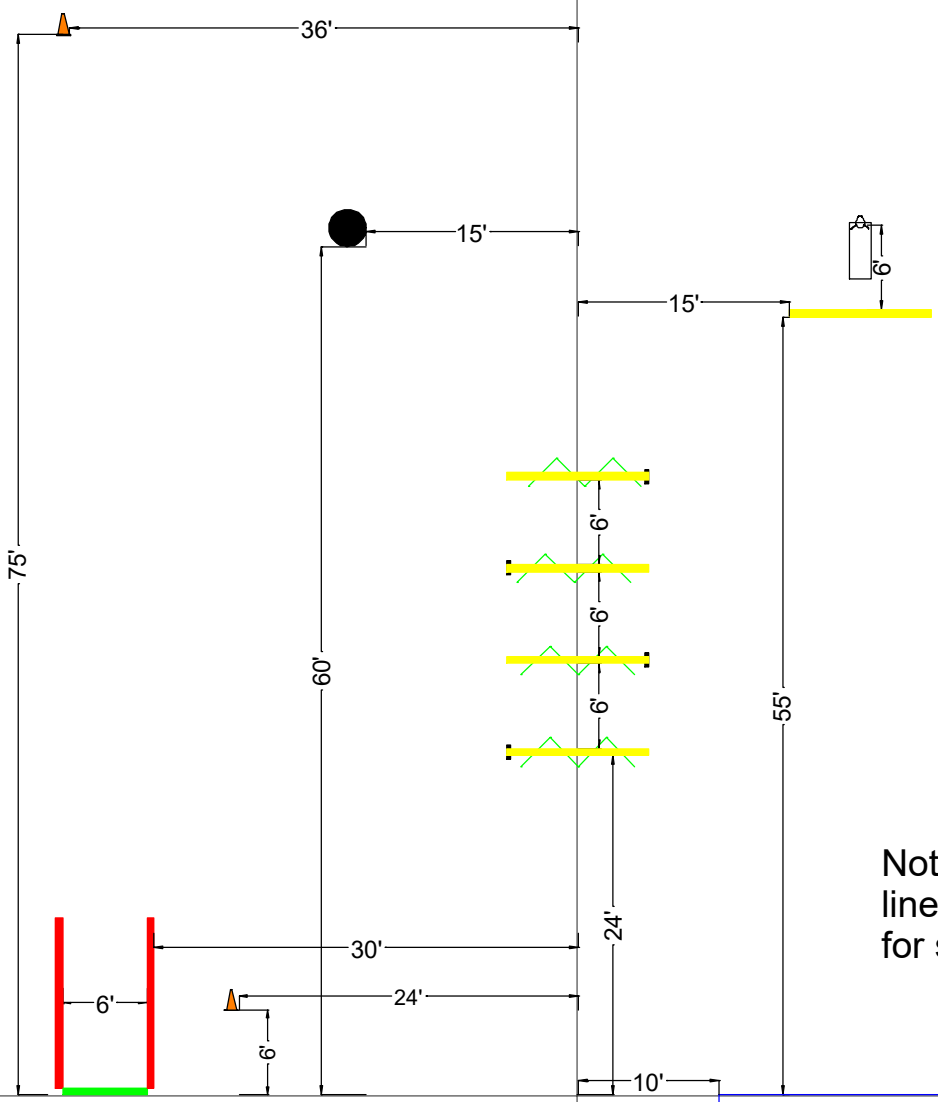
# PNWIC 2024

Class	Working Rancher	Judge	
Element	Discription	Notes	Score
1	Ready at Cone. When acknowleged lope with energy into chute.		
2	Halt. Back out of chute to cone.		
3	Pick up right lead, circle barrel and roll back left.		
4	Continue at lope. Circle barrel and roll back right.		
5	Break to trot. Trot over poles and brush.		
6	Walk to gate and open gate. Walk through and close.		
7	Build loop.		
8	Sort 2 numbered cattle out of herd and hold.		
9	Exit pen. Extended trot to roping dummy.		
10	Halt. Rope calf, pull slack and dally on catch.		
11	Dismount.		
12	Recoil rope and lead out.		
13			
14			
15			
16			
<b>Total</b>			



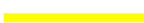








**Arena**  
**Harwood**

**Setup**  
Working Rancher



Note: Half and center lines are recommended for setup.

- Equipment**
- 2) 18" tall cones 
  - 2) 12' ground poles 
  - 5) 10' ground poles 
  - 1) 6' ground pole 
  - 4) 6" risers 
  - 1) barrel 
  - 1) straw bale 
  - 1) calf head 
  - 1) cow panels with gate
  - Brush 

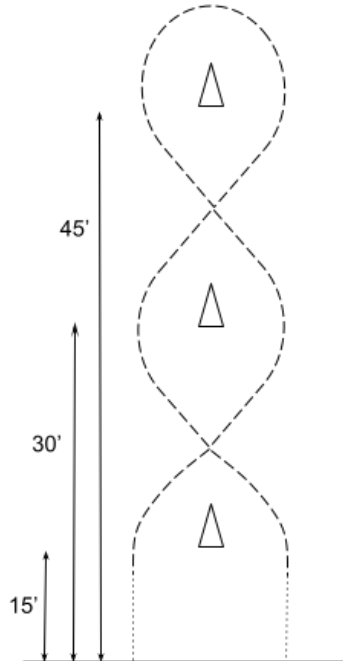
Option: Have a couple panels available to create a chute from arena side entrance.

Cattle area can be 30 x 40 or 36 x 48 depending on what panels are available.

Recommended 6-8 cows



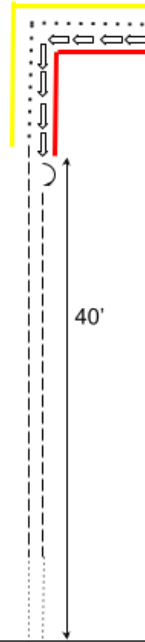
#1



#1

- Start on the off side
- Walk over start line.
- Pick up jog.
- Jog a serpentine around cones, start either side
- Continue to serpentine back to line
- Break to walk right before crossing start line.

#2



#2

- Walk over start line.
- Pick up jog.
- Jog down lane.
- Walk through "L"
- Back out
- Perform a 180° right haunch turn
- Jog back to line
- Break to walk right before crossing start line.

Poles 3'6" apart  
 10' red, 12' yellow

### LEGEND

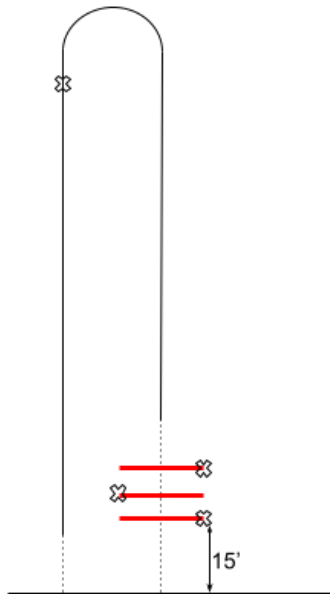
- WALK ..... (dotted line)
- TROT - - - - - (dashed line)
- BACK ←←←←← (line with arrows pointing left)
- CONE ▲ (triangle)
- PIVOT ↻ (curved arrow)

Event:	2024 PNWIC
Revision Date:	
Minimum Arena Size:	120X220

**PNWIC**  
 Pacific Northwest Invitational Championship

Drawing Title:  
**TEAM VERSATILITY  
 IN HAND**

### #1 Trail

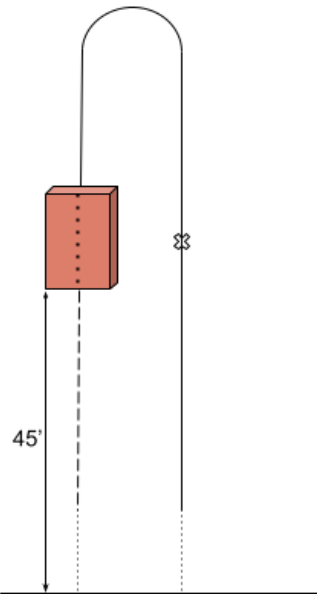


#1

- Walk over start line
- Walk over raised poles.
- Pick up lope, left lead.
- Lope down lane.
- Lope an arc to the left.
- Perform a lead change at the "X".
- Break to walk right before crossing start line.

10' Poles in **RED**  
 Poles are 2' apart  
 6" Risers alternate pole ends

### #2 Trail



#2

- Walk over start line.
- Pick up jog.
- Walk over bridge
- Pick up lope right lead
- Arc to the right at the lope towards start line.
- Perform lead change when even with bridge
- Break to walk before crossing start line.

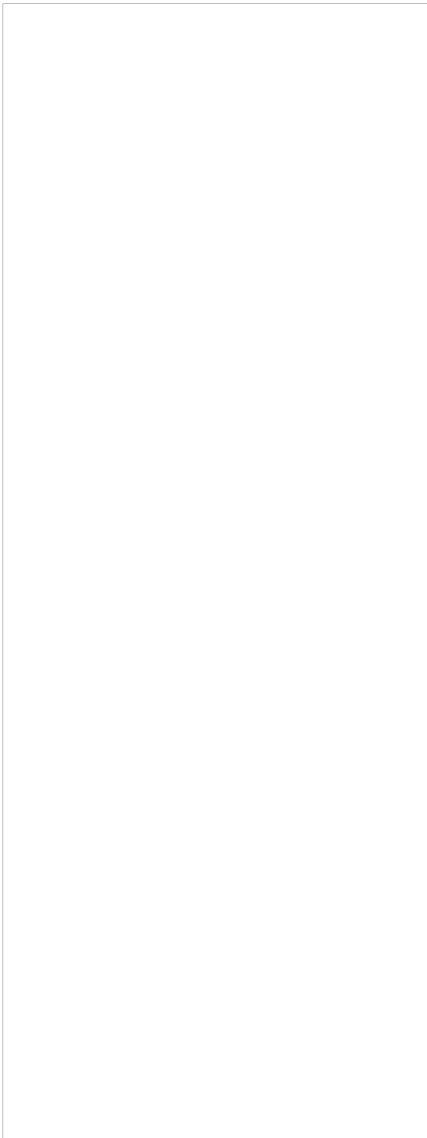
### LEGEND

- WALK ..... (dotted line)
- JOG - - - - - (dashed line)
- EXTENDED JOG - - - - - (long dashed line)
- LOPE \_\_\_\_\_ (solid line)
- BACK ←←←←← (line with arrows pointing left)
- CONE ▲ (orange triangle)
- PIVOT ⌋ (L-shaped symbol)
- LEAD CHANGE x (letter x)

Event:	2024 PNWIC
Revision Date:	
Minimum Arena Size:	120X220

**PNWIC**  
Pacific Northwest Invitational Championship

Drawing Title:  
**TEAM VERSATILITY  
 TRAIL/WORKING  
 RANCHER**



#1



#2




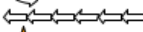

#2


- Walk over start line.
- Pick up lope
- Lope down lane on right lead
- Change leads 3 times
- 180° right haunch turn
- Jog back to start line
- Break to walk right before crossing line.

#3

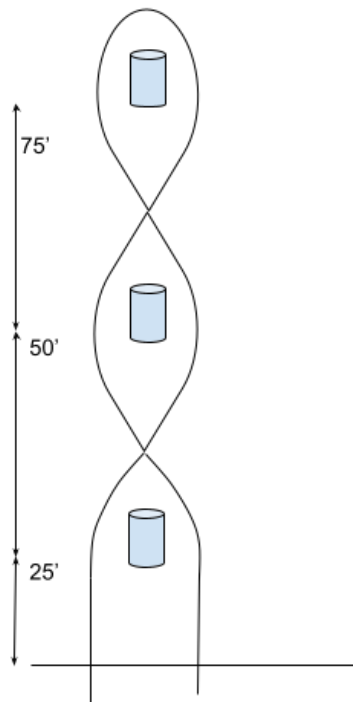
- Walk over start line.
- Perform 7 strides of the jog/trot
- 7 strides of lope/canter
- 7 strides of jog/trot
- Halt, 180° left haunch turn
- Perform 7 strides of the lope/canter
- 7 strides jog/trot
- 7 strides lope/canter
- Break to walk right before crossing line.

**LEGEND**

- WALK ..... (dotted line)
- TROT - - - - - (dashed line)
- CANTER \_\_\_\_\_ (solid line)
- PIVOT 
- BACK 
- CONE 
- LEAD CHANGE x

	
Event:	2024 PNWIC
Revision Date:	
Minimum Arena Size:	120X220
Drawing Title:	<b>TEAM VERSATILITY PERFORMANCE</b>

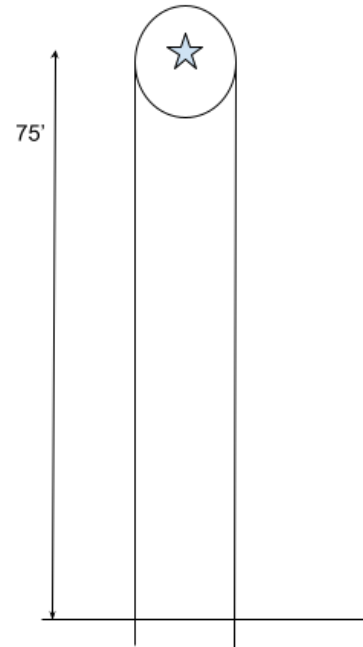
### #1 Speed Barrels



#### Speed Barrels

- Use 3 barrels
- At 25', 50' and 75'
- 30 foot wide start line
- Left or right hand pattern allowed
- Rider will weave the barrels like in poles
- Only one turn at far end of pattern
- +5 for any knocked barrel

### #2 Polo Turn (aka Turn N Burn)





#### Polo Turn (Turn N Burn)



- May use pole or barrel.
- 30 foot wide start line
- 75 feet to star
- Left or right hand pattern allowed.
- Rider rides to object
- Performs a 360° route around the object and return home.
- +5 for tipped object

### LEGEND

BARREL 

BUCKET, 5 gal 

Pole 

	 <p><b>PNWIC</b> Pacific Northwest Invitational Championship</p>
<b>Event:</b> 2024 PNWIC	
<b>Revision Date:</b> 5/9/24	Drawing Title:  <b>TEAM VERSATILITY TIMED EVENTS</b>
<b>Minimum Arena Size:</b> 120X220	



**JUDGE'S SCORE SHEET 2024**  
**TEAM VERSATILITY**

Date: \_\_\_\_\_ District: \_\_\_\_\_ Team Letter: \_\_\_\_\_  
 High School: \_\_\_\_\_ Rider Numbers: \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_

Trail and Working Rancher patterns are labeled, tack and judging guidelines should fit the pattern being used.

<b>IN HAND - Athlete #: _____ Maneuver#: _____</b> Comments:	Score	Point Deductions
	Max 10pts	
<b>TRAIL/ RANCHER - Athlete #: _____ Maneuver#: _____</b> Comments:	Score	Point Deductions
	Max 10pts	
<b>EQUITATION- Athlete #: _____ Maneuver#: _____</b> Comments:	Score	Point Deductions
	Max 10pts	
	<b>Total from above</b>	<b>Total deductions</b>

<b>TIMED - Athlete #: _____ Maneuver#: _____</b> Comments:	Time
	Time Penalties
	Total Time
	Point Deductions

<b>Overall Time:</b>	
Point Score, less deductions, before timed	