

In Hand To be performed 1st	Trail/Rancher To be performed 2nd	Western/English To be performed 3rd	Timed Event To be performed LAST
<p>#1 IH: Walk forward across the start line, complete a 360 degree right haunch turn followed by a 180 degree left forehand turn, jog back over the finish line</p>	<p>#1 TR: Begin with loop built, Jog over start line to good position on calf head while swinging, circle if necessary, throw loop and halt simultaneously. After slack is pulled, drop end of rope, do a 180 degree left or right haunch turn depending on position and jog back over finish line</p>	<p>#1 WE: Do a complete figure 8 with one lead change. Flying change preferred, correct interrupted 2nd choice. Stop at the end of the figure 8, do a 180 degree left haunch turn and jog/trot over finish line.</p>	<p>#1 TE: Key Race</p>
<p>#2 IH: Jog to bridge, walk over bridge, stop on bridge and switch sides, lead off bridge on off side, jog over finish line from off side.</p>	<p>#2 TR: Jog over start line, halt at barrel and pick up rope that is tied to a pole – walk a tear drop while dragging pole and then do a half circle around back of barrel to return rope and pole to its start position.</p>	<p>#2 WE: Lope/Canter straight over start line execute two different lead changes in a straight line. Halt, do a 180 degree Left Forehand turn and jog/trot over finish line.</p>	<p>#2 TE: NSCA Flag Race</p>
<p>#3 IH: Jog through the L, then back through the L, do a 180 degree left haunch turn and jog over the finish line from the off side</p>	<p>#3 TR: Jog over start line to first barrel, pick up end of pole (with either hand) and walk a circle keeping the opposite end of the pole on the second barrel – return pole to its start position. Do a 180 degree left or right haunch turn, depending on position and jog back over finish line.</p>	<p>#3 WE: Begin at a jog/trot from far left side of start line, go straight over line, then two-track several steps right with in the space allotted, followed by a few straight steps and several two-track steps to the left. Halt and jog/trot back over finish line.</p>	<p>#3 TE: California Stake – down and turn the pole and return</p>
<p>#4 IH: Jog over a 4-pole fan (poles +/- 3' apart at center), Halt, Side pass 4 cross overs to the right, change sides and jog over the finish line from the off side</p>	<p>#4 TR: Jog over start line to bridge, then walk over bridge and halt, do a 360 degree right forehand turn and jog back over the finish line.</p>	<p>#4 WE: Begin at the trot/jog, make a serpentine, first loop, first few steps at trot/jog, then transition to lope/canter, switch leads with best change (flying preferred, interrupted 2nd choice) and lope/canter 2nd loop, then transition to trot/jog and proceed over finish line</p>	<p>#4 TE: Single Barrel turn, must circle the barrel completely before returning</p>
<p>#5 IH: Jog over start line, small circle to right in front of 12" jump, line it up so you have a straight approach to jump – handler and equine jump over and halt at a ground pole 12 feet in front of jump, after acknowledging the judge, jog over finish line.</p>	<p>#5 TR: Lope over start line in the left lead with loop built, position and lope a small circle to left, increase energy from ¼ to ¾ point and swing loop – at ¾ point collect the lope, then jog when full circle is complete and jog over finish line.</p>	<p>#5 WE: Begin at far left side of space, jog/trot over start line about 10', halt, do a 180 degree left forehand turn, back 8 steps w/energy, halt, do a 180 degree left haunch turn, then lope/canter a loop on the left lead (counter canter), just before the finish line, transition to a walk and walk across the finish line</p>	<p>#5 TE: Scurry with 2 Caveletti, in line, no more than 16" high, set side by side, minimum of 10' wide, jump going up, turn the barrel and jump the other coming back – faults include, knocking over a pole, run outs, etc. Poles s/b white or natural and must be able to roll off</p>