

BOMB CITY BLOWOUT

SATURDAY PATTERNS

All Classes

WORKING COW HORSE & BOXING—Pattern 11

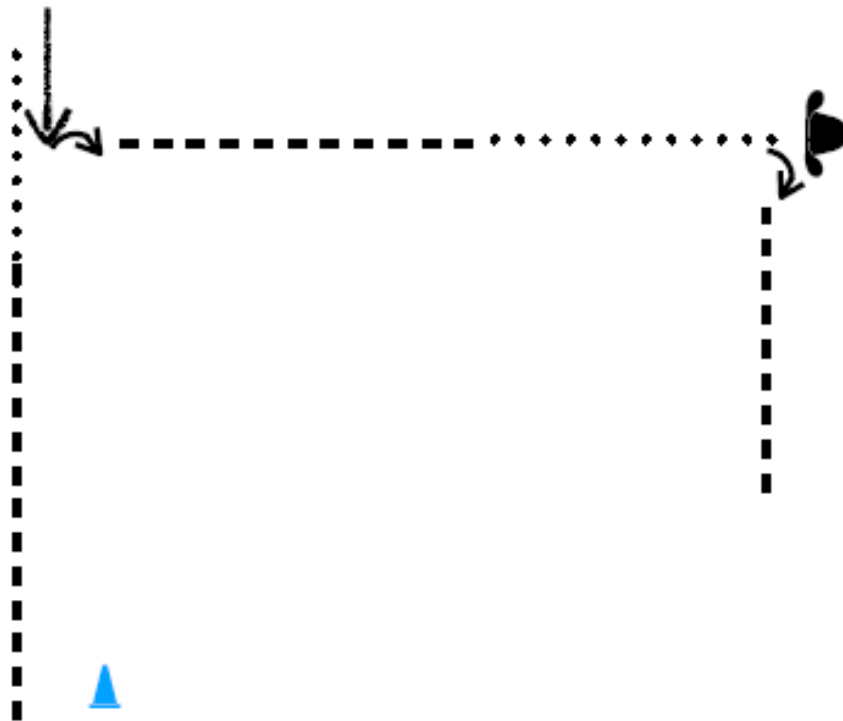
RANCH RIDING—Pattern 10

REINING—Pattern 7

BOMB CITY BLOWOUT

SHOWMANSHIP—Level 1 Youth & Level 1 Amateur

SATURDAY

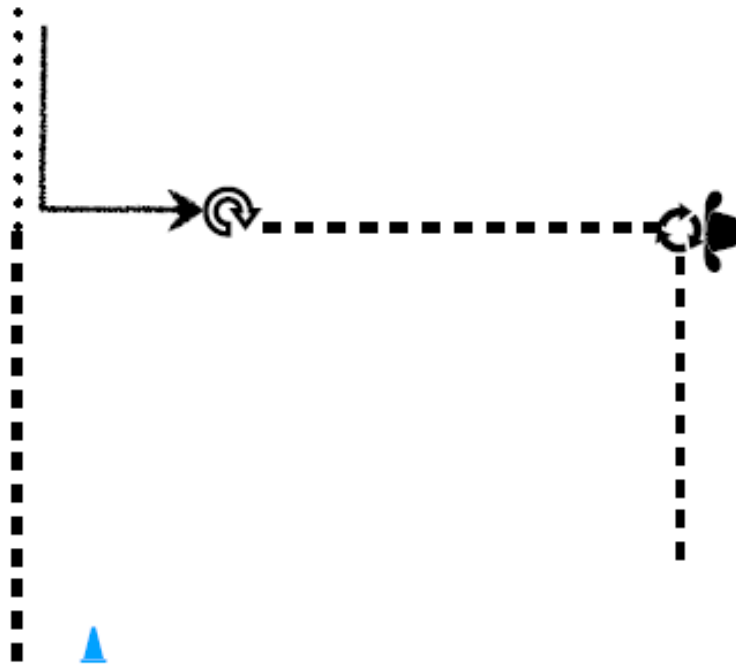


1. Be ready at the cone. Trot 3/4 of the line.
2. Break to a walk and walk the last 1/4 of the line.
3. Stop and back until hip is at the judge.
4. Perform a 1/4 turn (90 degrees)
5. Trot 1/2 the line. Walk the last 1/2 of the line.
6. Stop and setup.
7. Inspection.
8. Perform a 1/4 turn (90 degrees).
9. Exit at a trot.

BOMB CITY BLOWOUT

SHOWMANSHIP—Youth & Amateur

SATURDAY

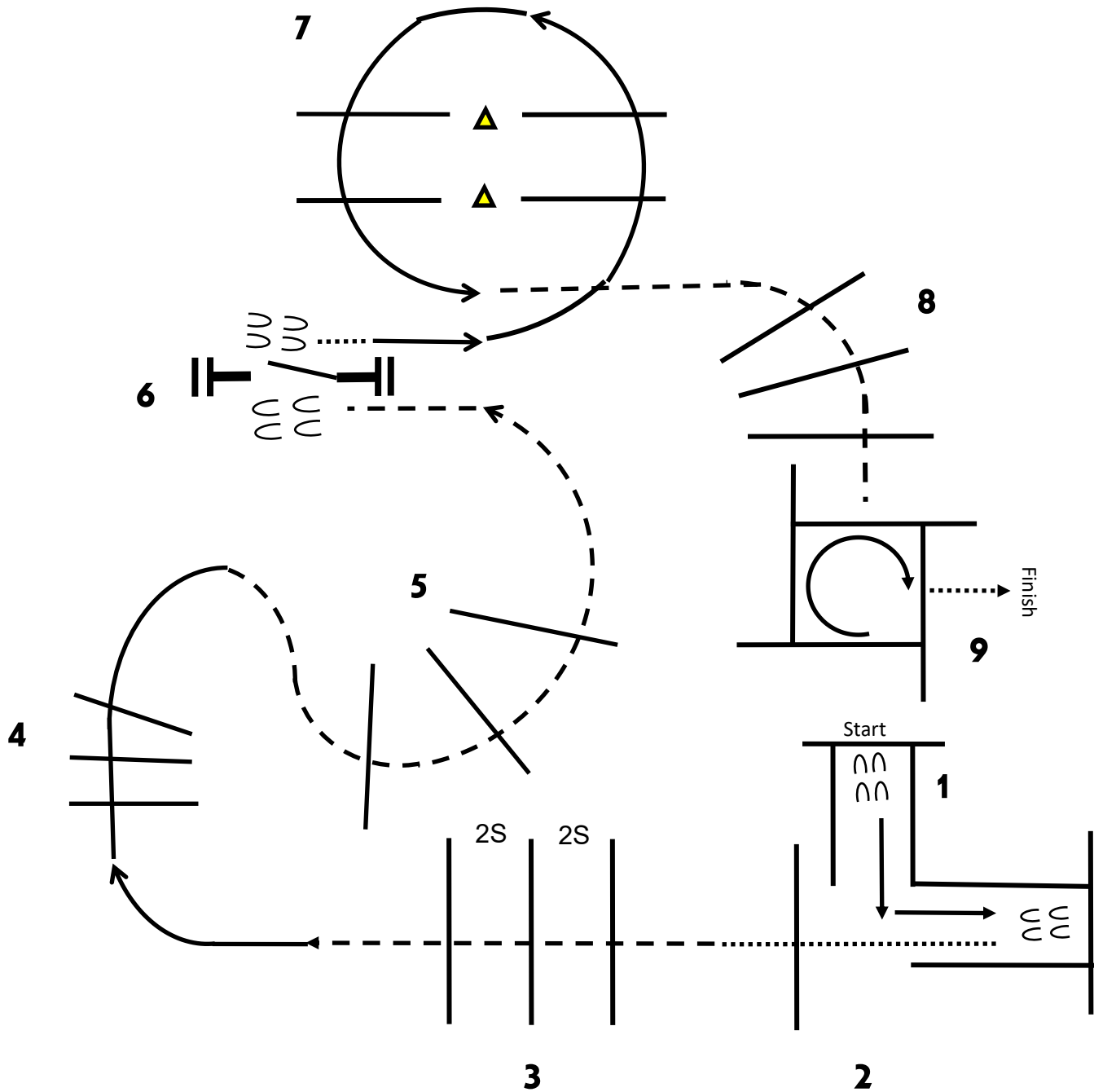


1. Be ready at the cone. Trot 3/4 of the line.
2. Break to a walk and walk the last 1/4 of the line.
3. Stop and back L.
4. Perform a 180 degree turn.
5. Trot to judge.
6. Stop and setup.
7. Inspection.
8. Perform a 1 1/4 turn (450 degrees).
9. Exit at a trot.

BOMB CITY BLOWOUT

TRAIL—All Classes. Youth, Amateur, & Open classes will have raised poles.

SATURDAY

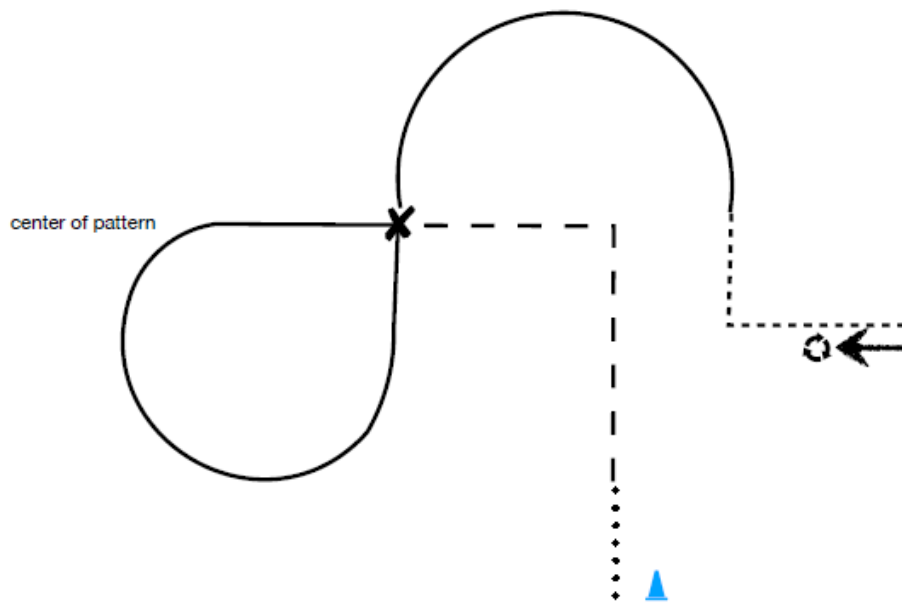


1. Start in box. Back L.
2. Walk out of chute & over pole, then pick up jog.
3. Jog poles.
4. Lope right lead over poles.
5. Break to a jog. Jog poles and up to gate.
6. Stop. Work right hand gate.
7. Walk from gate. Left lead lope over poles.
8. Break to jog. Jog over poles.
9. Break to stop or walk. Walk into box. 270 turn to right in box. Walk out.

BOMB CITY BLOWOUT

HORSEMANSHIP—Level 1 Youth & Level 1 Amateur

SATURDAY

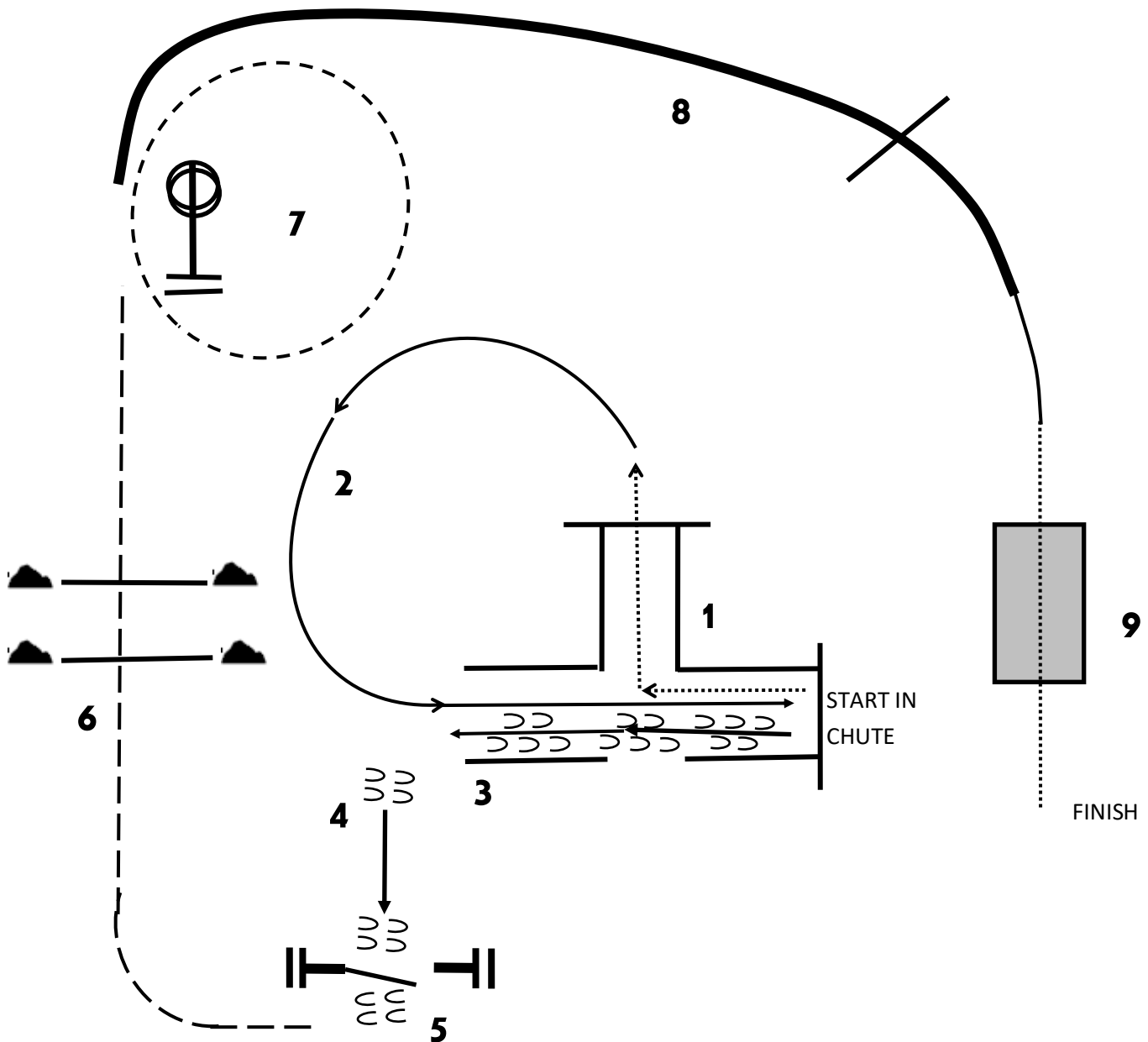


1. Be ready at the start cone. Walk forward at least 6-8 steps.
2. Extended trot, corner left.
3. Pick up left lead at center line, lope as drawn.
4. Change leads (simple or flying).
5. Lope right lead.
6. When even with center of pattern, break to job, corner left.
7. Stop and back.
8. Perform 360 degree turn to the right.
9. Exit pattern at trot.

BOMB CITY BLOWOUT

RANCH TRAIL—All Classes

SATURDAY



1. Start in chute. When judge acknowledges, walk corner in chute and over log.
2. Lope left lead into chute. Stop.
3. Back out of chute.
4. Sidepass to gate.
5. Pass through right-hand push gate.
6. Extended trot over logs and to drag.
7. Perform drag at walk or trot (All Breed, Level 1 Youth, Level 1 Amateur, Youth pick up slicker)
8. Extended lope over log, collect.
9. Stop or break to a walk. Walk over bridge. Pattern is complete.

BOMB CITY BLOWOUT

SUNDAY PATTERNS

WORKING COW HORSE & BOXING—Pattern 4

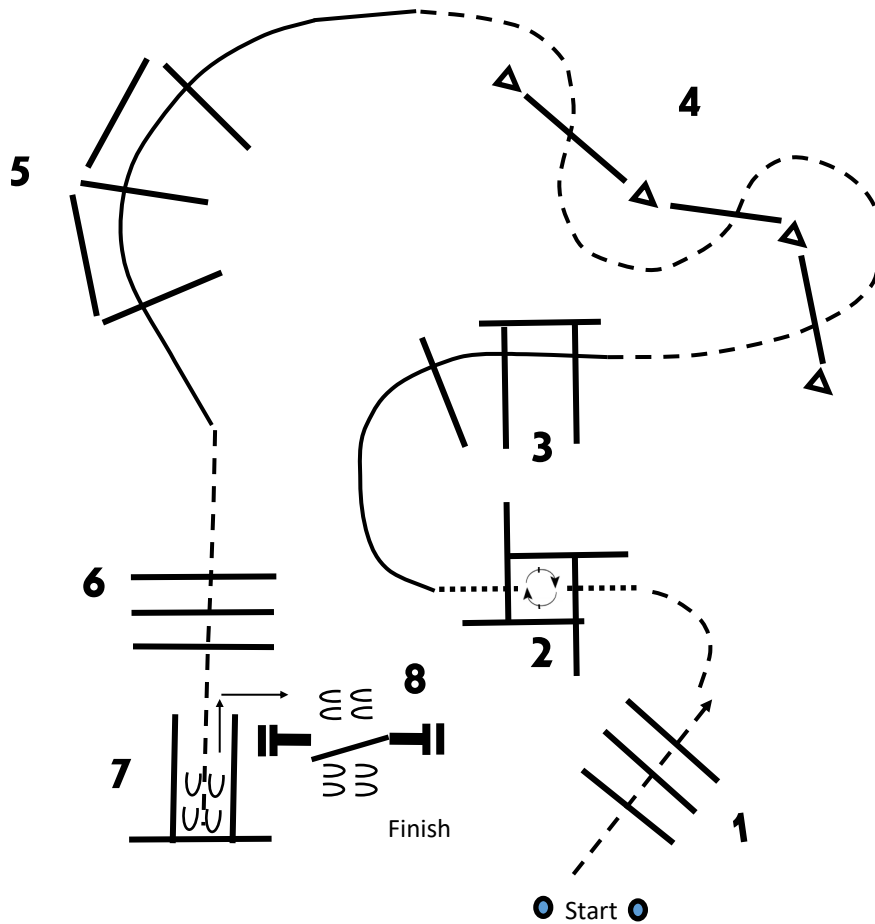
RANCH RIDING—Pattern 15

REINING—Pattern 11

BOMB CITY BLOWOUT

TRAIL—All Classes. Youth, Amateur, & Open will have raised poles.

SUNDAY

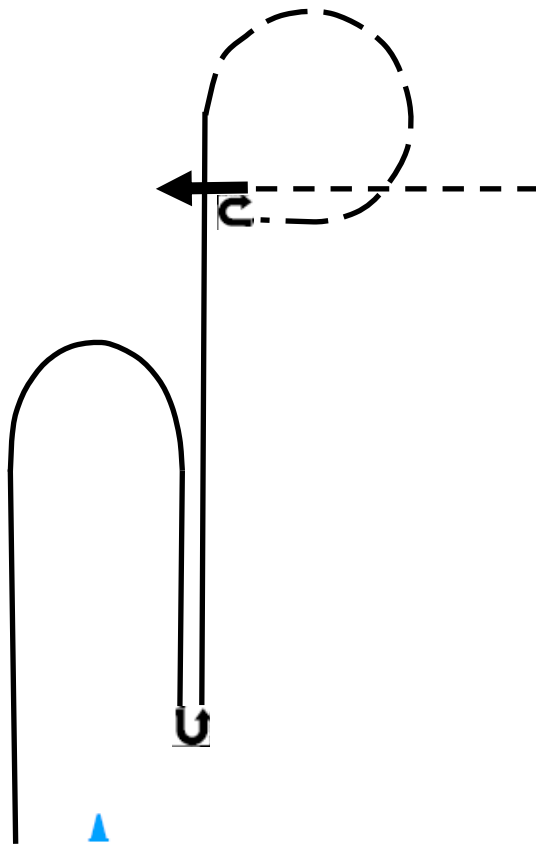


1. Jog over poles and to box.
2. Stop or break to the walk, walk into box, execute a 360 turn either way. Walk out of box.
3. Lope over poles (right lead).
4. Break to the jog. Jog serpentine over poles.
5. Lope over poles (left lead).
6. Break to the jog. Jog over poles and into chute.
7. Back L to gate.
8. Work left hand gate.

BOMB CITY BLOWOUT

HORSEMANSHIP—Level 1 Youth, Level 1 Amateur

SUNDAY

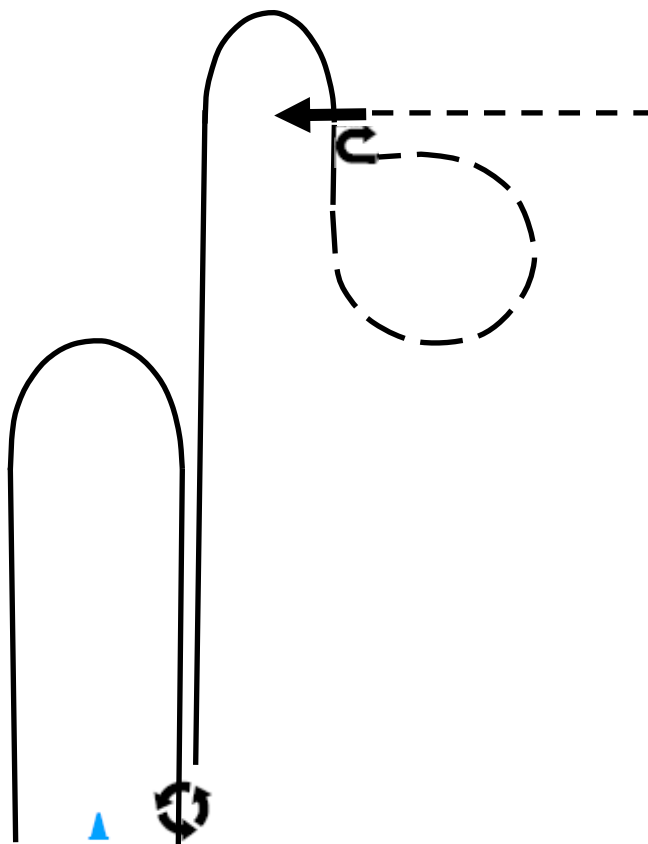


1. Be ready just before start cone. Lope right lead as shown.
2. Stop. Perform 1/2 turn to the left (180 degree turn).
3. Lope left lead.
4. Break to extended trot. Trot circle as drawn.
5. Stop. Perform a 180 degree turn right.
6. Back approximately 1 horse length.
7. Exit at a trot.

BOMB CITY BLOWOUT

HORSEMANSHIP—Youth & Amateur

SUNDAY

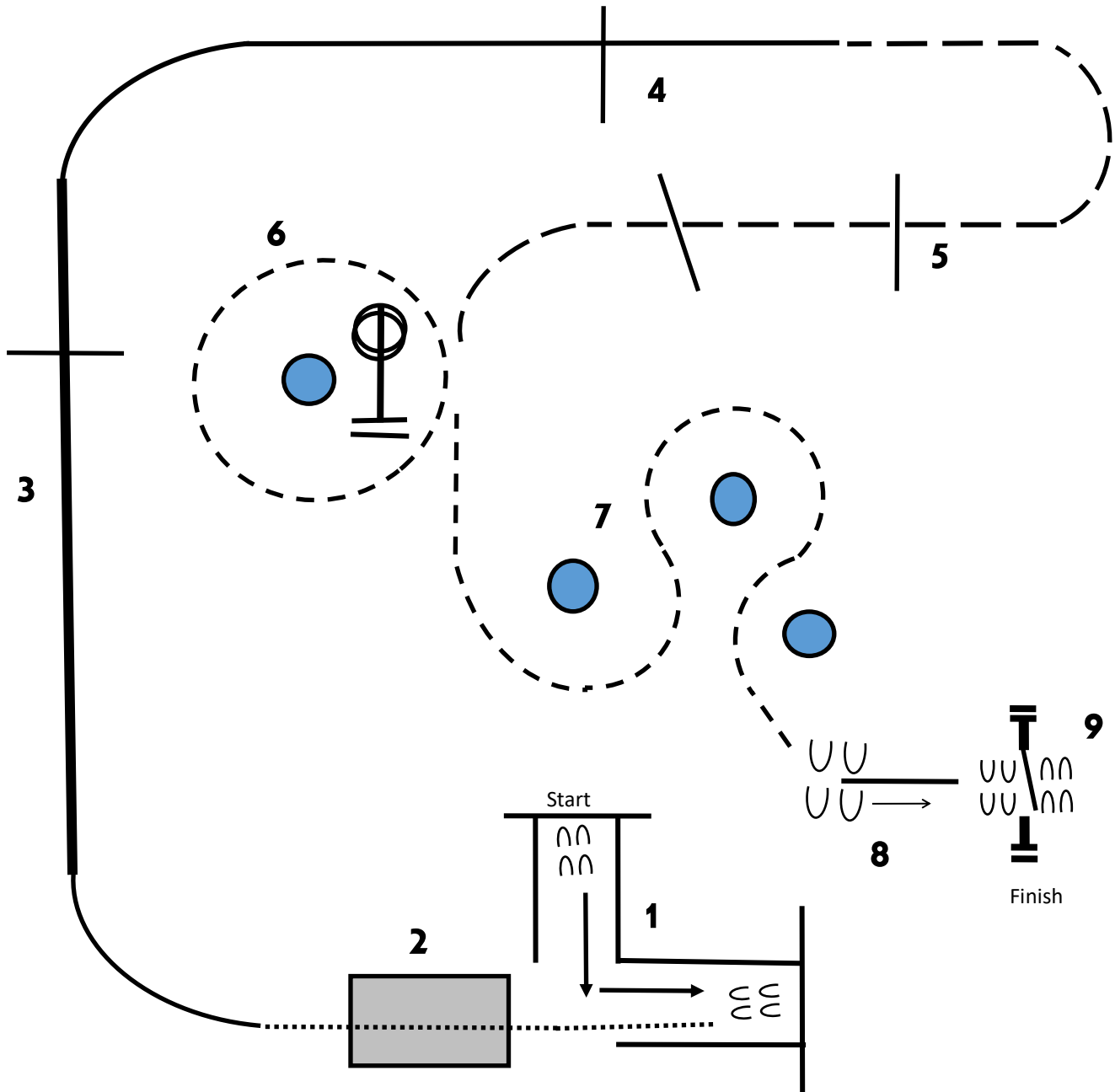


1. Be ready just before start cone. Lope right lead as shown.
2. Stop at cone. Perform 1 1/2 turns to the left (540 degree turn).
3. Lope left lead. Counter canter arc.
4. Break to extended trot. Trot circle as drawn.
5. Stop. Perform a 180 degree turn right.
6. Back approximately 1 horse length.

BOMB CITY BLOWOUT

RANCH TRAIL—All Classes

SUNDAY



1. Be ready in the chute. When judge acknowledges, back L.
2. Walk over bridge.
3. Pick up the right lead. Extended RL lope over log.
4. Collect the lope. Lope over log.
5. Break to an extended trot and extended trot over logs to drag.
6. Drag at the walk or trot in a circle around obstacle (All Breed, Level 1 Youth, Level 1 Amateur, Youth pick up slicker).
7. Trot serpentine to sidepass.
8. Sidepass left over log to gate.
9. Work gate.