

# Iowa Paint Horse Club Memorial Day Classic



**May 28-30, 2022**

**Judges:**

Saturday/Sunday:

David Boggs

Dawnn Taylor

Leigh Ann Skurupey

Cindy Wolverton

Sunday/Monday:

Kim Gately

Heather Young

Linda Long\*

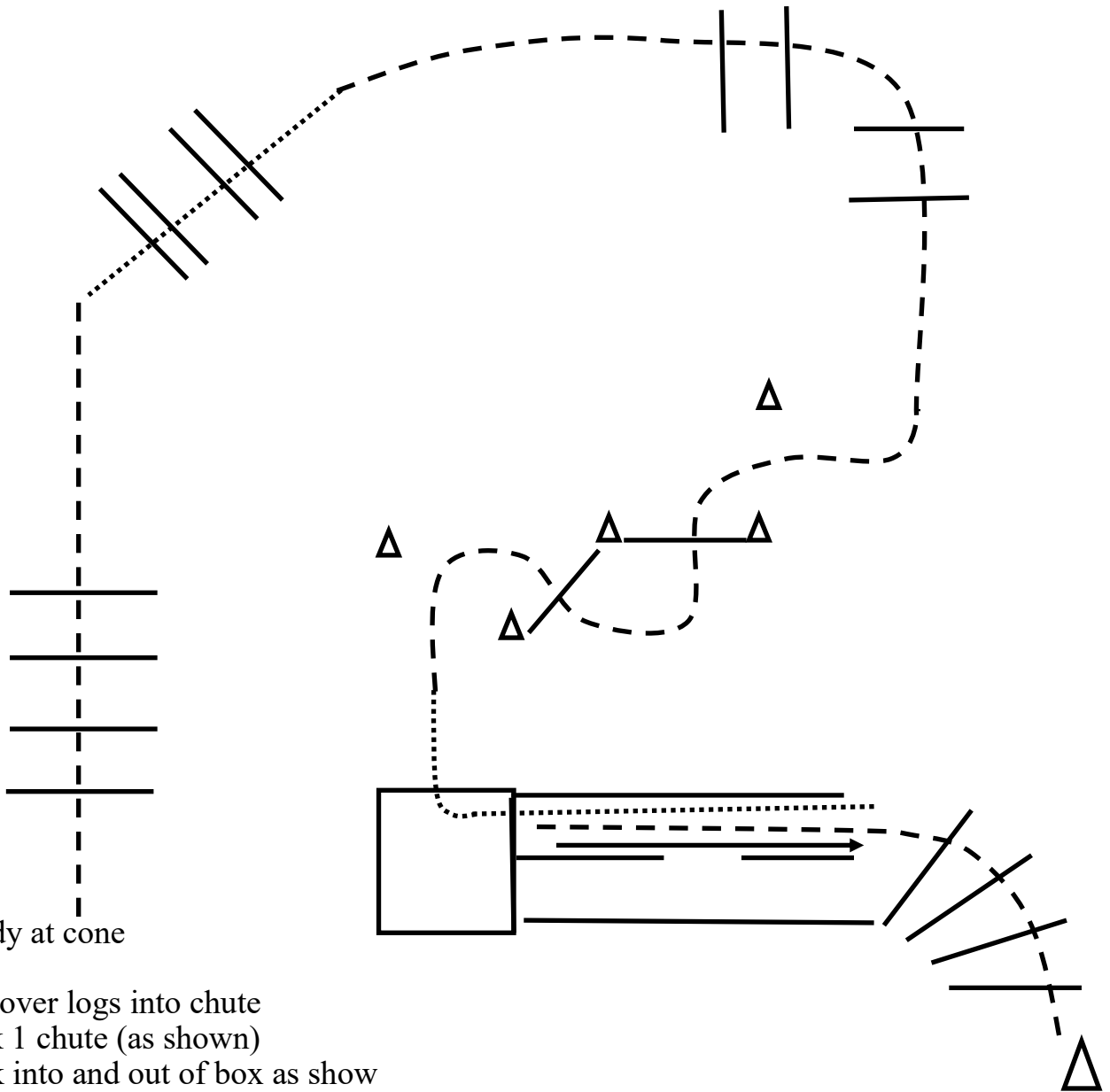
Cindy Mergaert\*

\*NSBA Judge



# Trail

In hand

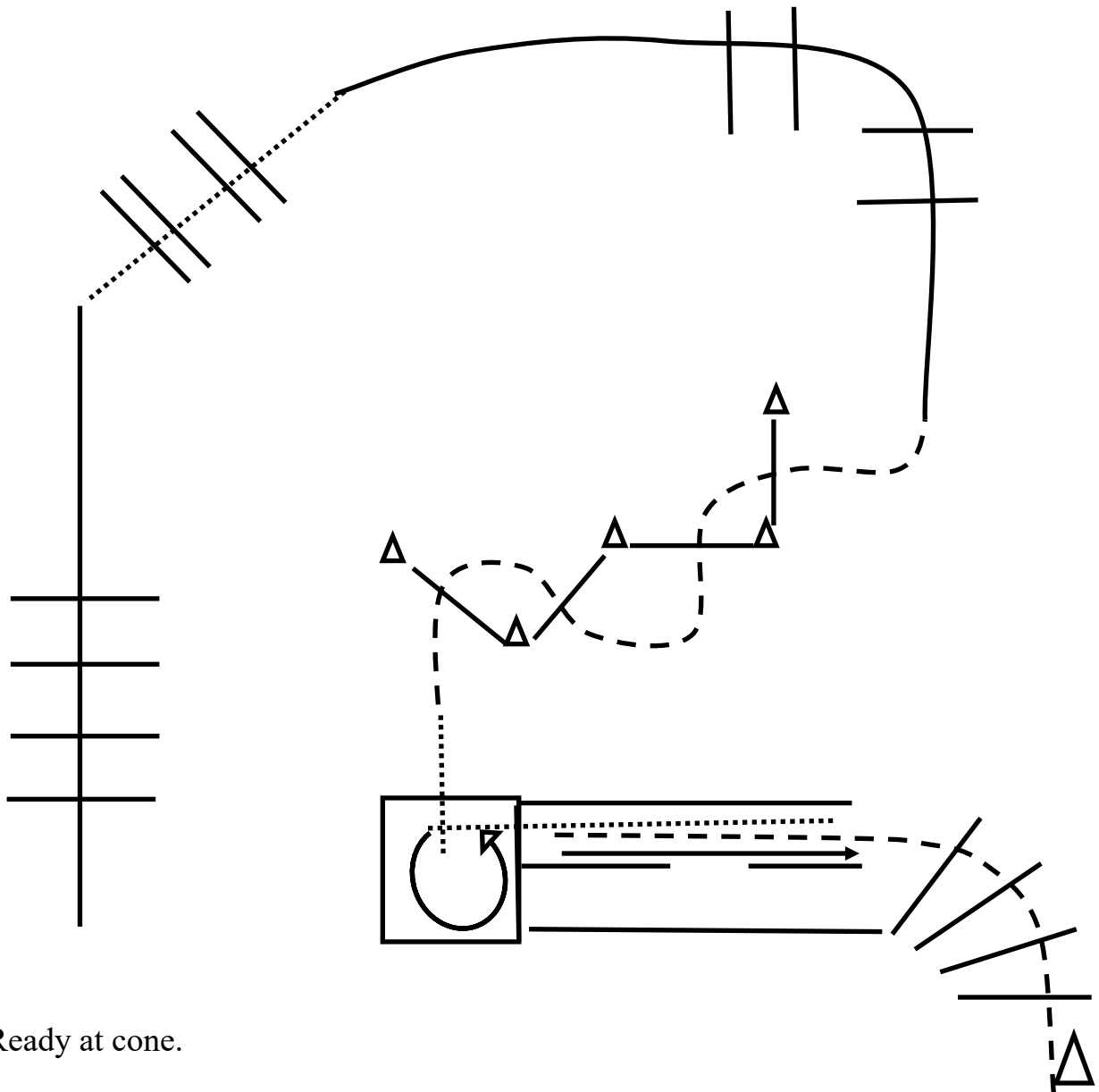


Be Ready at cone

1. Trot over logs into chute
2. Back 1 chute (as shown)
3. Walk into and out of box as show
4. Trot serpentine as shown.
5. Trot over logs.
6. Walk over logs
7. Trot over logs

# Trail

## All Novice



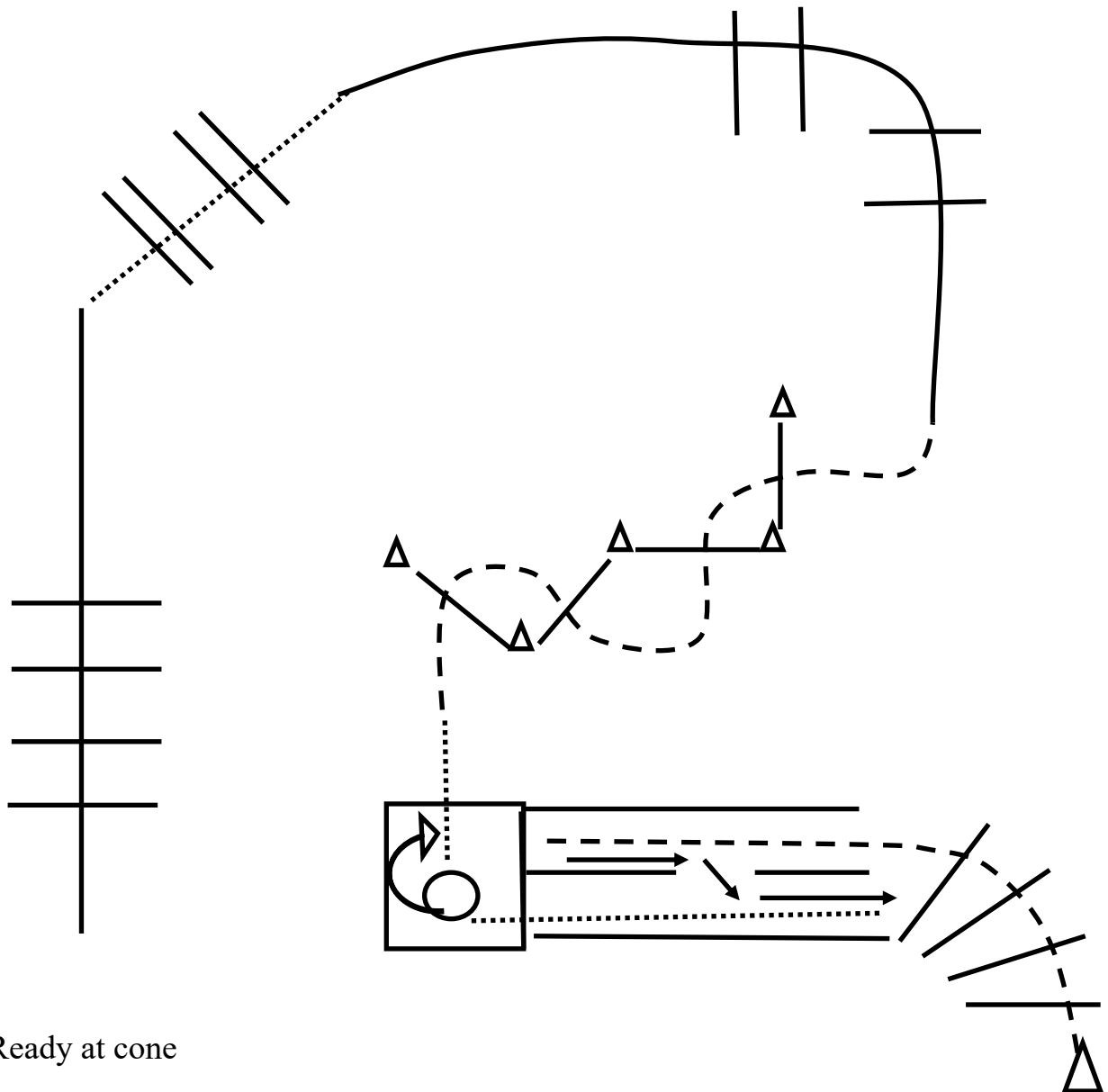
Be Ready at cone.

1. Trot over logs into chute
2. Back 1 chute (as shown)
3. Walk into box. 270 turn left. Walk out of box
4. Trot serpentine as shown.
5. Lope over logs (left lead).
6. Walk over logs
7. Lope over logs (right lead).

SATURDAY

# Trail

## Youth and Amateur



Be Ready at cone

1. Trot over logs into chute
2. Back from chute to chute
3. Walk into box. 45° turn to right. Walk out of box.
4. Trot serpentine as shown.
5. Lope over logs (left lead).
6. Walk over logs
7. Lope over logs (right lead).

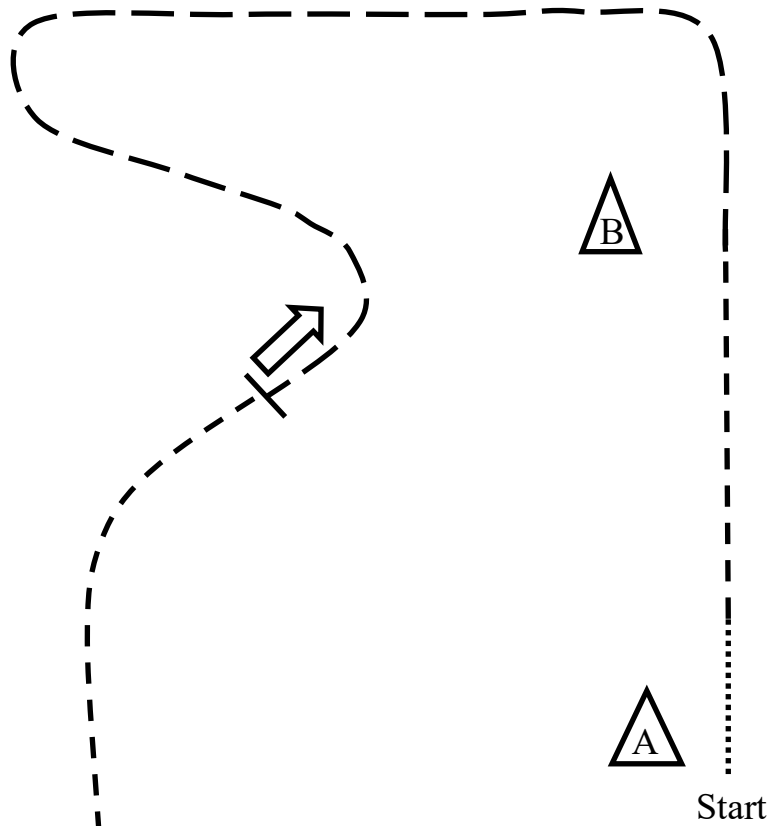
# HORSEMANSHIP

## All Walk Trot

Be Ready at A.

1. Walk approximately 1 horse length
2. Trot to B.
3. Extended Trot as shown.
4. Stop. Back 1 horse length
5. Jog as shown.

Pattern complete when you pass A.



SATURDAY

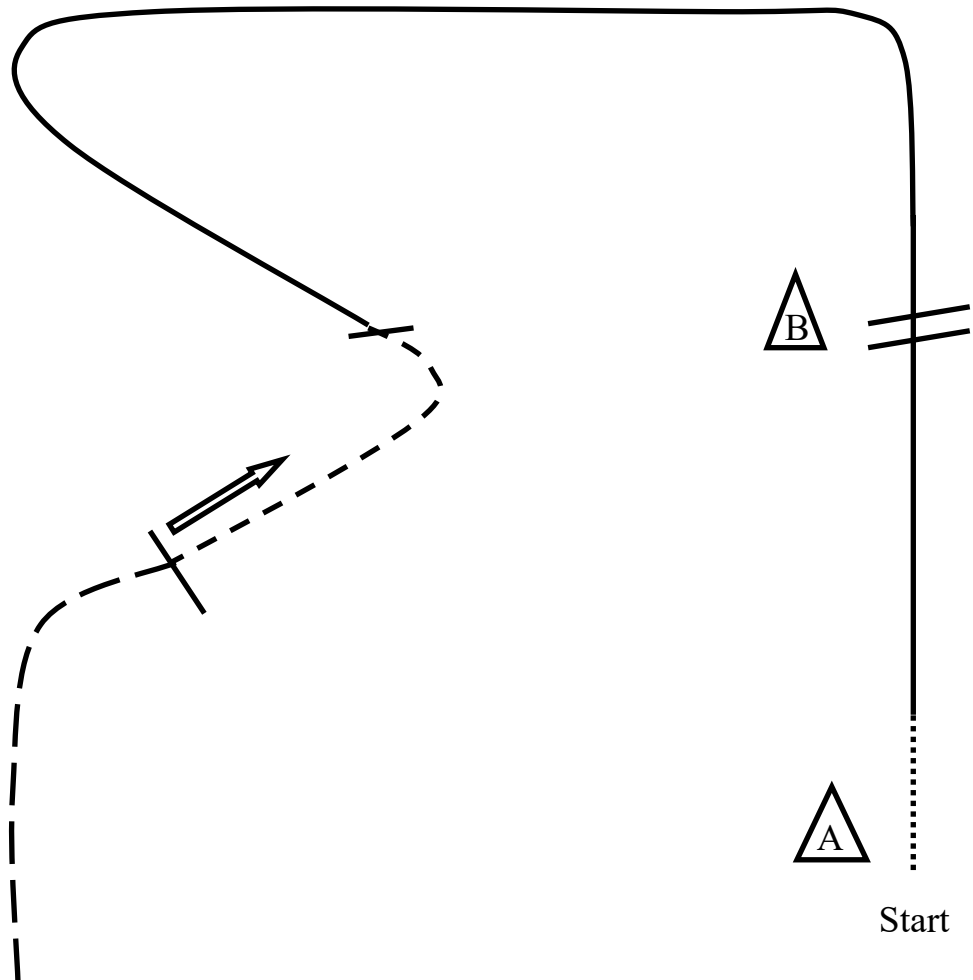
# HORSEMANSHIP

All Novice and Youth 13&u

Be Ready at A.

1. Walk approximately 1 horse length
2. Lope Right lead to B.
3. Change leads (simple or flying)
4. Lope left lead as shown.
5. When even with B, jog as shown.
6. Stop. Back 1 horse length
7. Extended Trot as shown.

Pattern complete when you pass A.



SATURDAY

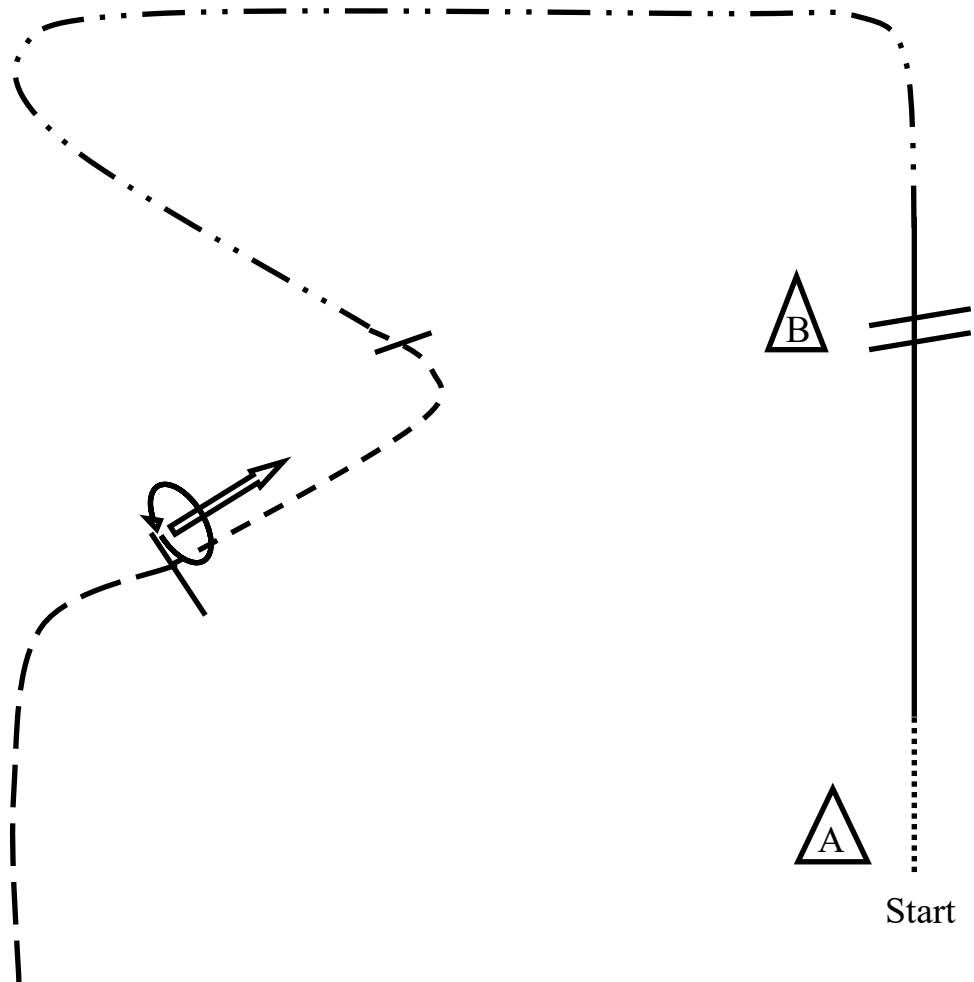
# HORSEMANSHIP

## Amateur and Youth 18&u

Be Ready at A.

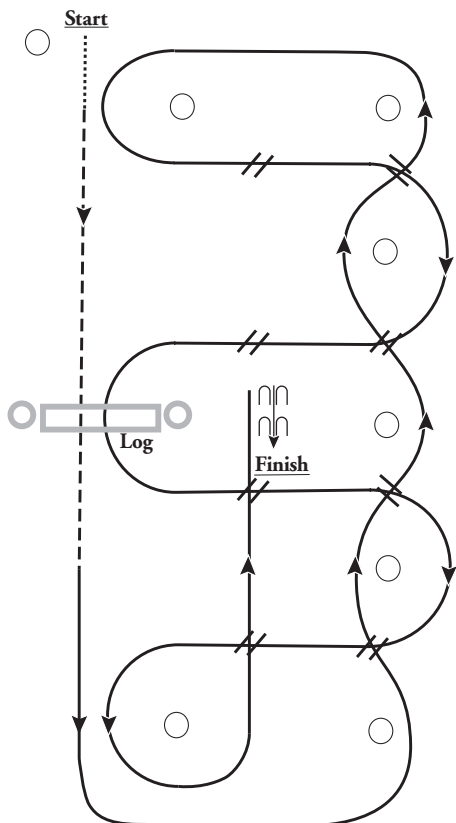
1. Walk approximately 1 horse length
2. Lope Right lead to B.
3. Change leads (simple or flying)
4. Move into extended lope as shown.
5. When even with B, jog as shown.
6. Stop. 360 pivot right. Back 1 horse length
7. Extended Trot as shown.

Pattern complete when you pass A.



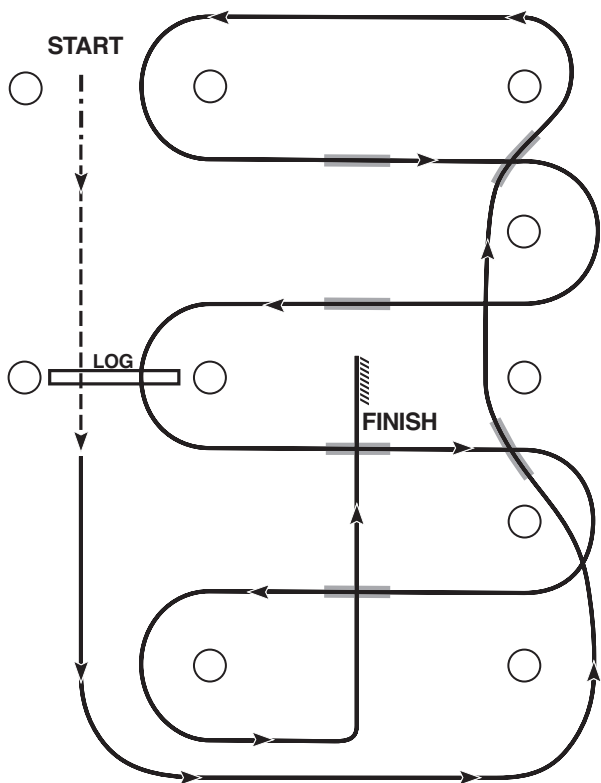


Saturday - Youth & Amateur Western Riding



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and 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 and back.

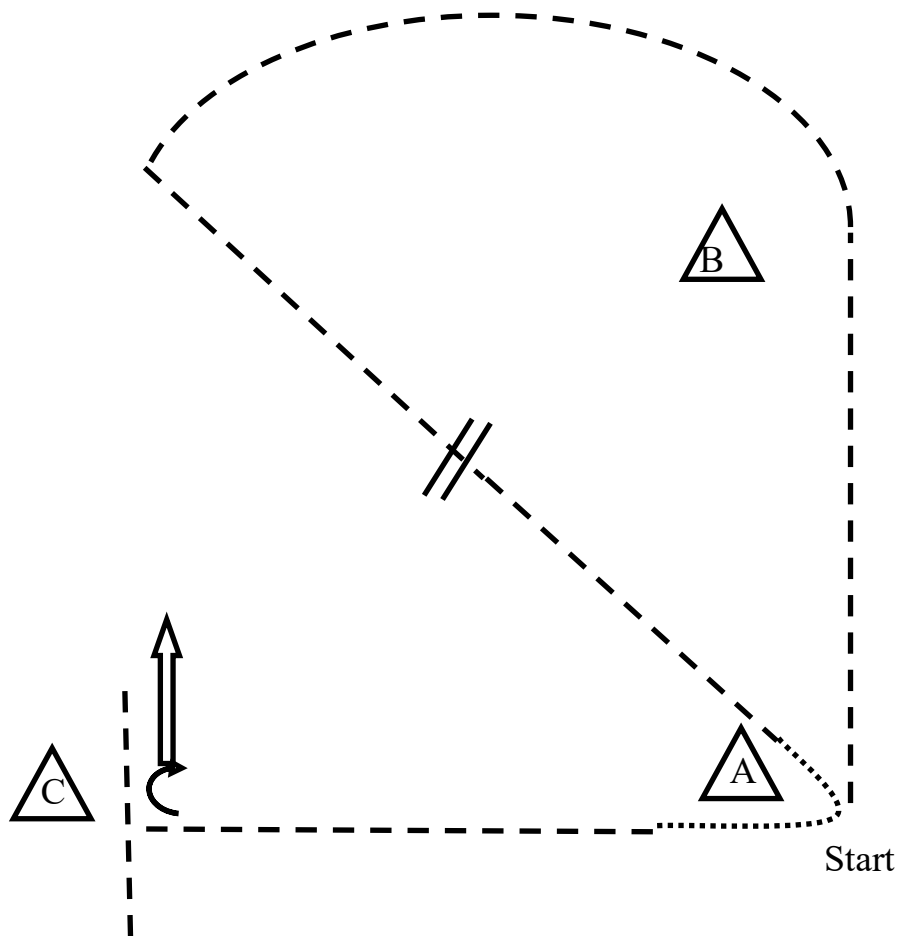
Saturday - Novice Western Riding



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change, lope around end of arena
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

# Hunt Seat Equitation

## All Walk Trot



Be Ready at A

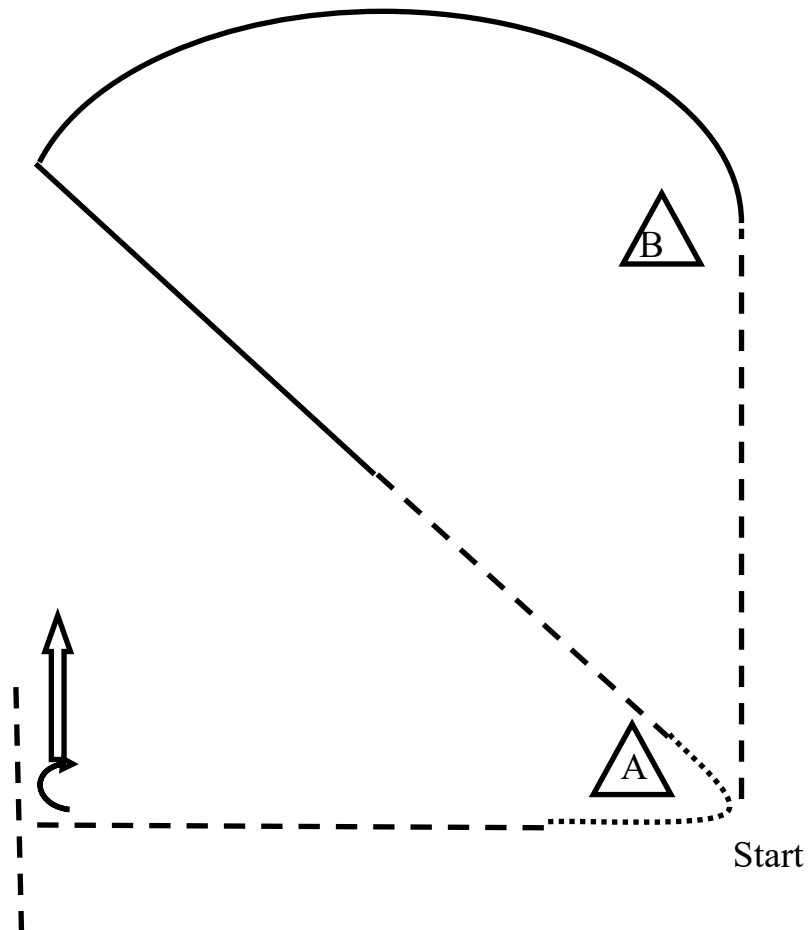
1. Posting trot right diagonal to B, continue posting trot in an arc and 1/2 down the diagonal line.
2. Change Diagonals and continue posting trot to A.
3. Walk a corner around A.
4. Sitting trot to C.
5. Stop. 90 forehand turn to left.
6. Back approximately 1 horse length.

Exit at sitting trot. Pattern complete with you pass A.

SATURDAY

# Hunt Seat Equitation

## All Novice, Yth 13&u



Be Ready at A

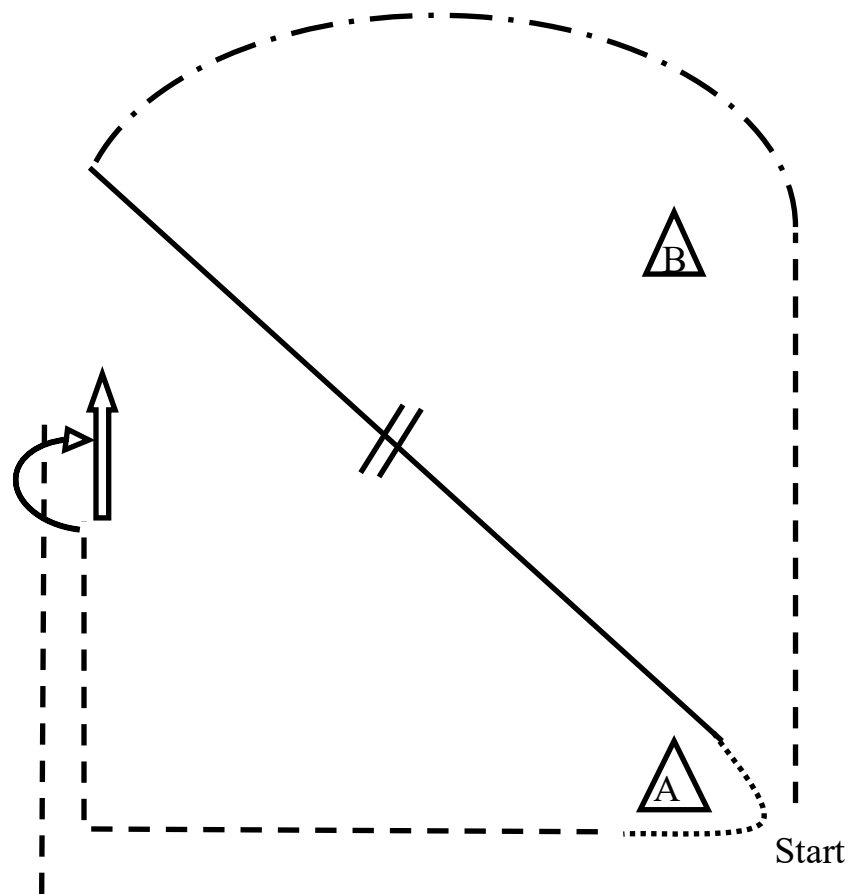
1. Posting trot right diagonal to B
2. Canter left lead arc and 1/2 down the diagonal line.
3. Sitting trot to A
4. Walk a corner around A.
5. Posting trot left diagonal .
6. Stop. 90 forehand turn to left.
7. Back approximately 1 horse length.

Exit at sitting trot. Pattern complete with you pass A.

SATURDAY

# Hunt Seat Equitation

## Yth 18&u, AM, AM SPB



Be Ready at A

1. Posting trot right diagonal to B
2. Hand Gallop left lead arc
3. Collect canter and canter halfway down the diagonal line.
4. Change leads (simple or flying)
5. Canter right lead to A.
6. Walk a corner around A.
7. Posting trot left diagonal one corner and halfway back to B.
8. Stop. 180 forehand turn to right.
9. Back approximately 1 horse length.
10. Sitting trot to A.

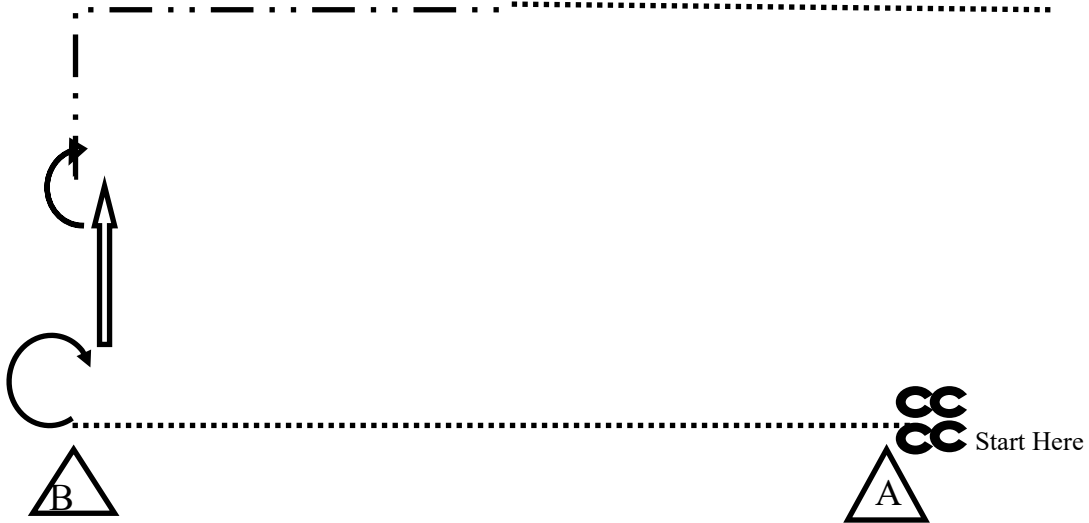
Pattern complete with you pass A.

Showmanship  
Amateur Walk Trot

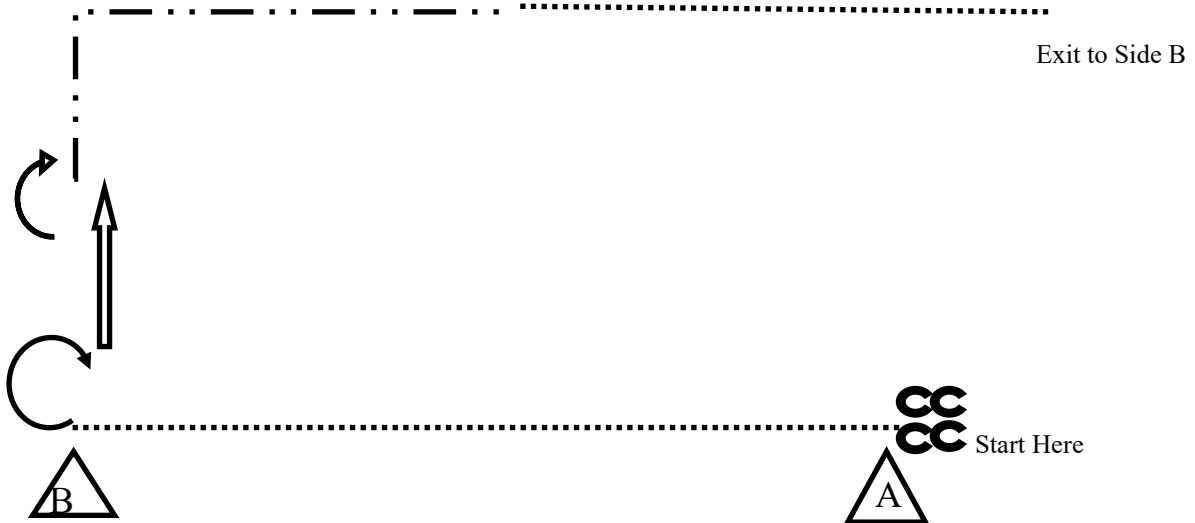
ALL JUDGES  
SUNDAY

CHUTE TO SIDE B

Judge



Judge



CHUTE TO EXIT

1. Walk to B.
2. Stop. 270 turn
3. Back 1 horse length.
4. 180 turn.
5. Extended walk square corner until hip even with judge
6. Set Up. Inspection
7. Walk out.

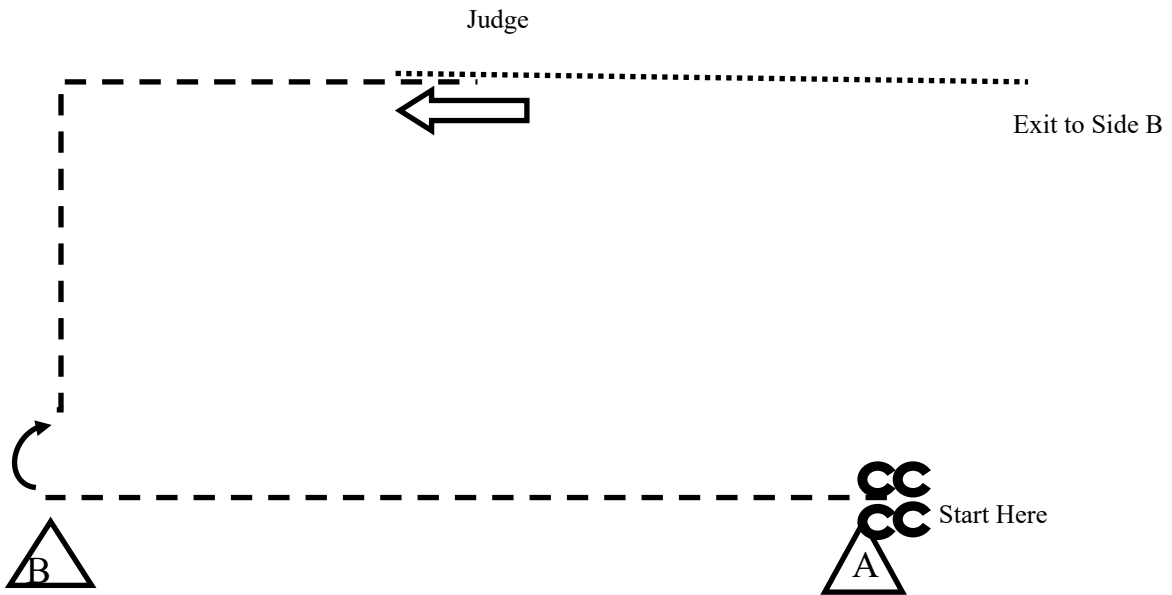
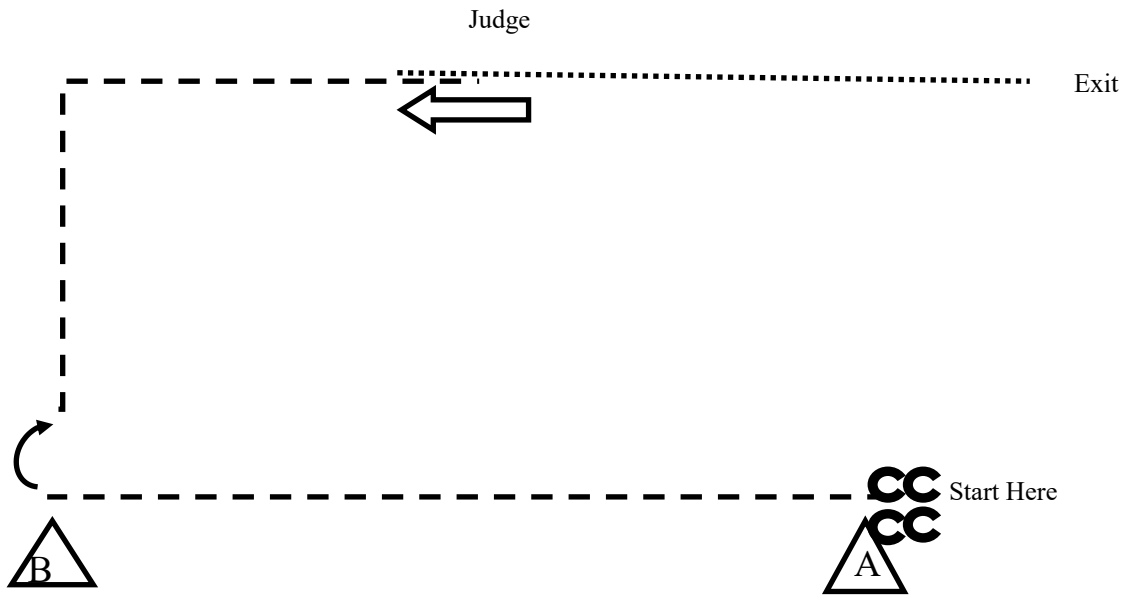
gate



Showmanship  
Youth Walk Trot

ALL JUDGES  
SUNDAY

CHUTE TO SIDE B



1. Trot to B.
2. Stop. 90 turn
3. Trot square corner until hip even with judge
4. Set Up. Inspection
5. Back one horse length.
6. Walk out.

CHUTE TO EXIT

gate

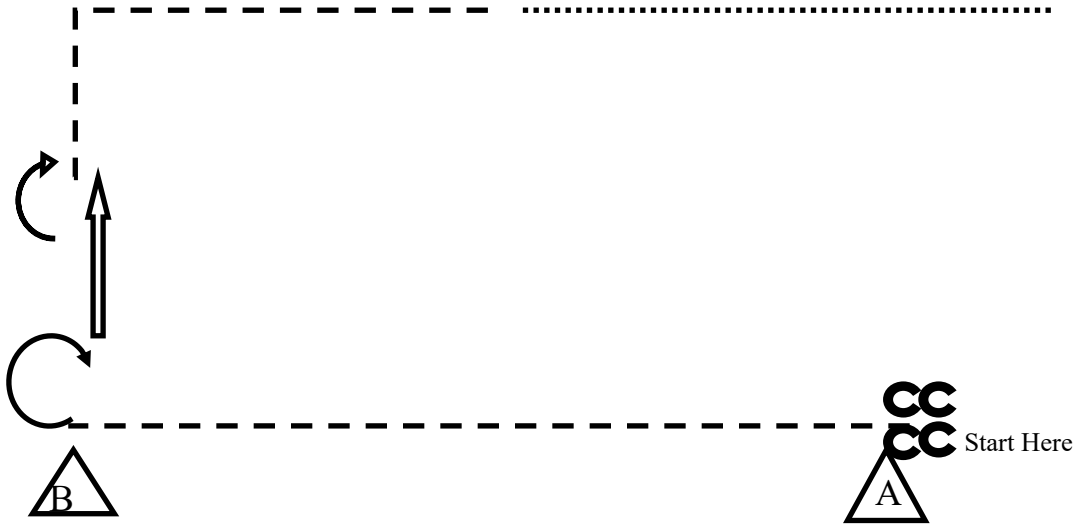


Showmanship  
All Novice and Youth 13&Under

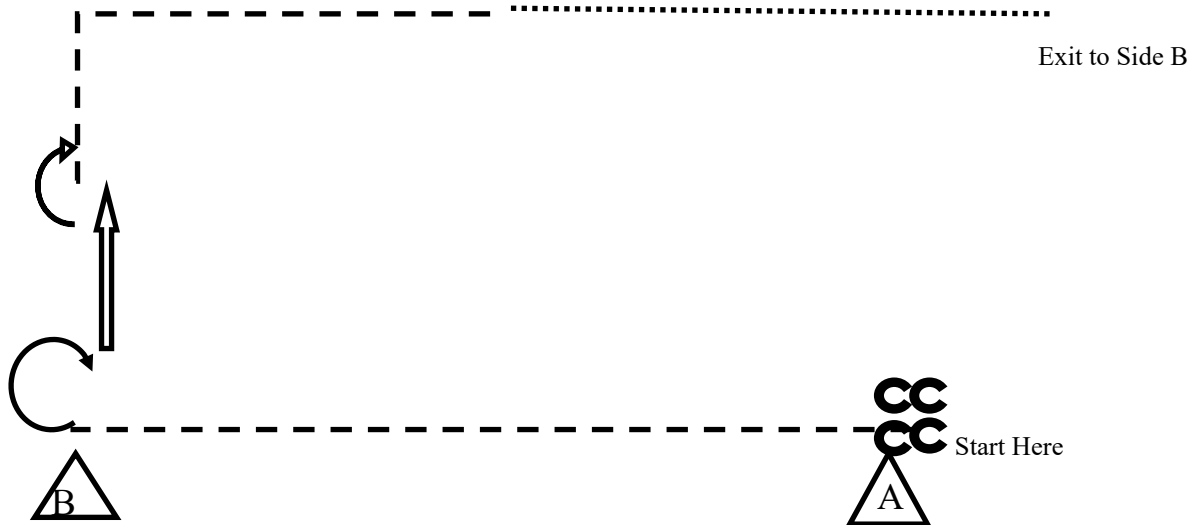
ALL JUDGES  
SUNDAY

CHUTE TO SIDE B

Judge



Judge



1. Trot to B.
2. Stop. 270 turn
3. Back 1 horse length.
4. 180 turn.
5. Trot square corner until hip even with judge
6. Set Up. Inspection
7. Walk out.

CHUTE TO EXIT

gate



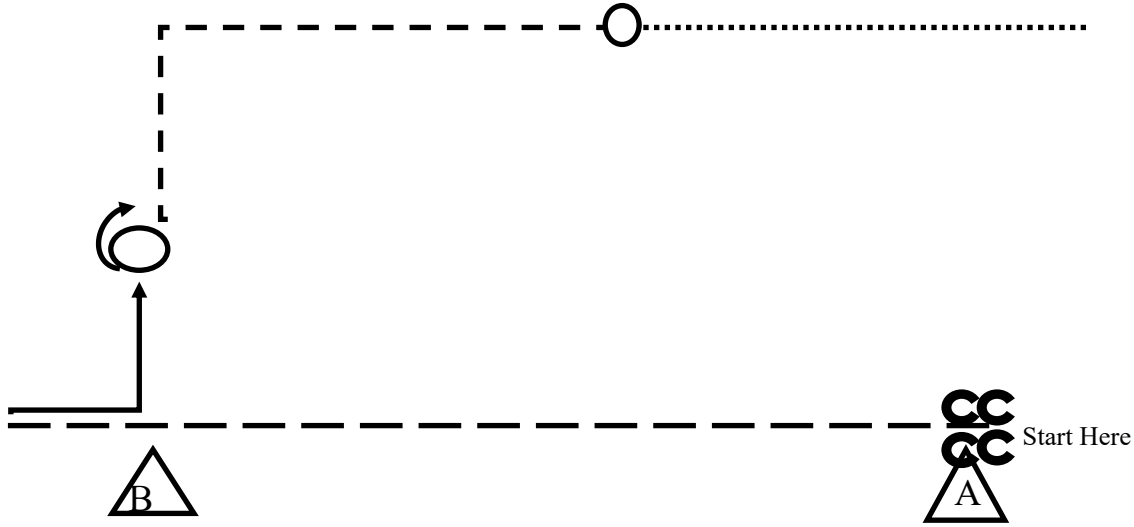


Showmanship  
Amateur and Youth 18&u

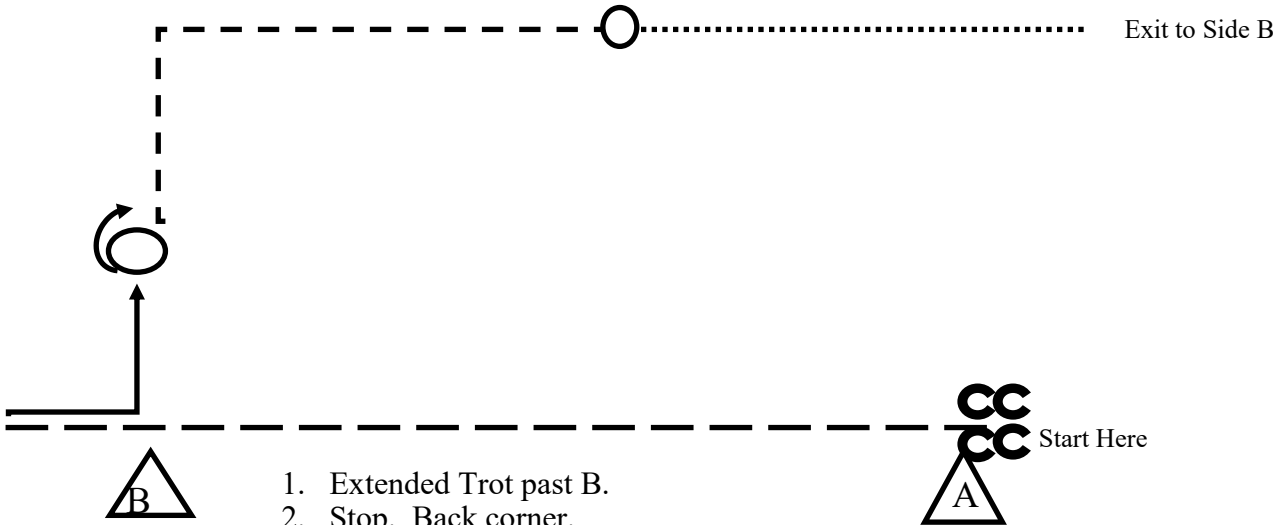
ALL JUDGES  
SUNDAY

CHUTE TO SIDE B

Judge



Judge



1. Extended Trot past B.
2. Stop. Back corner.
3. 540 turn
4. Trot square until hip even with judge
5. Stop.
6. 360 turn
7. Set Up. Inspection
8. Walk out.

CHUTE TO EXIT

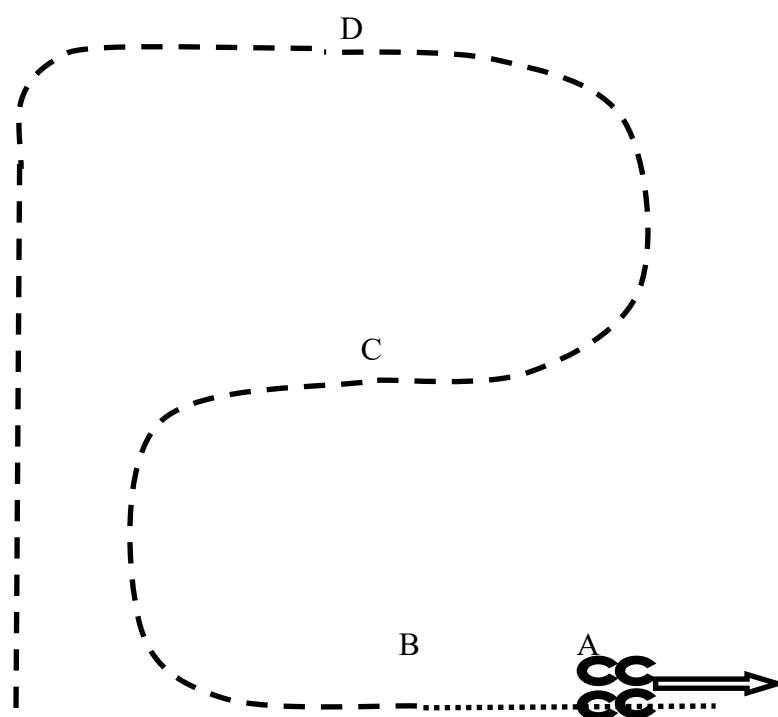
gate



# Hunt Seat Equitation

## All Walk Trot

SUNDAY



Be Ready at Cone A

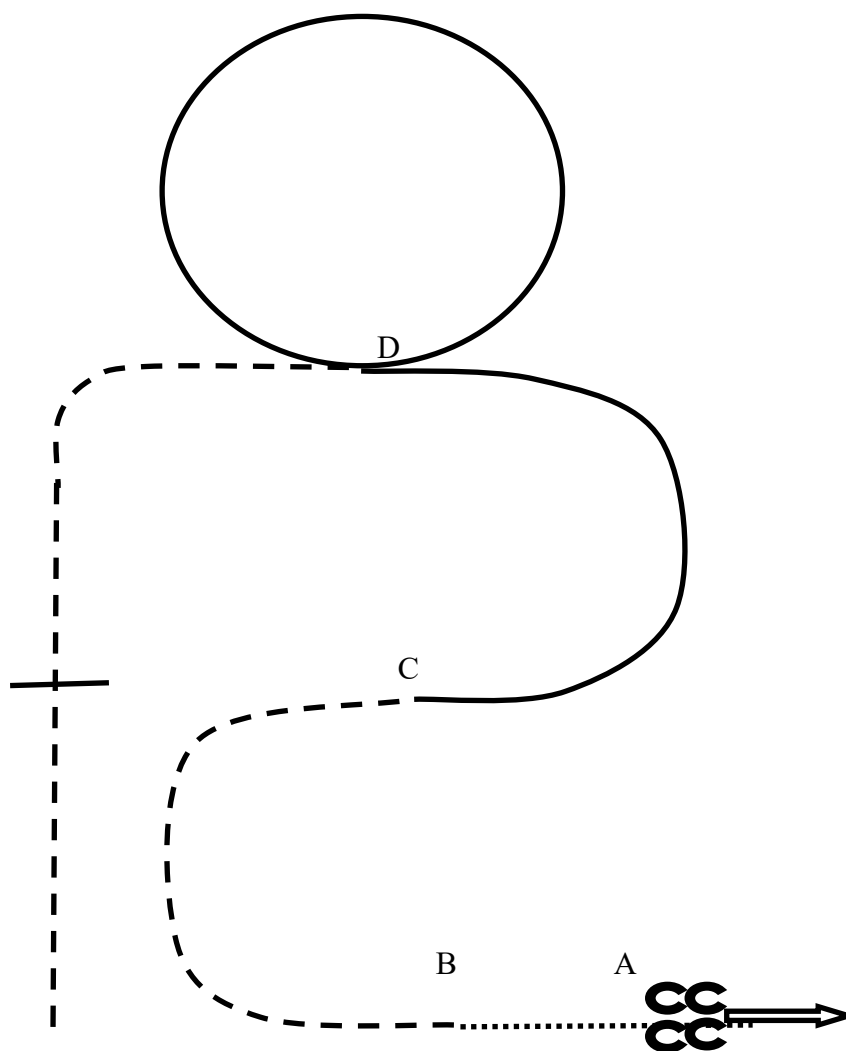
1. Back approximately 1 horse length.
2. Walk to B.
3. At B, posting trot left diagonal to C.
4. A C, Sitting trot to D
5. A D, Posting trot right diagonal back even with B.

Pattern is complete when you cross B.

# Hunt Seat Equitation

## All Novice and Youth 13&u

SUNDAY



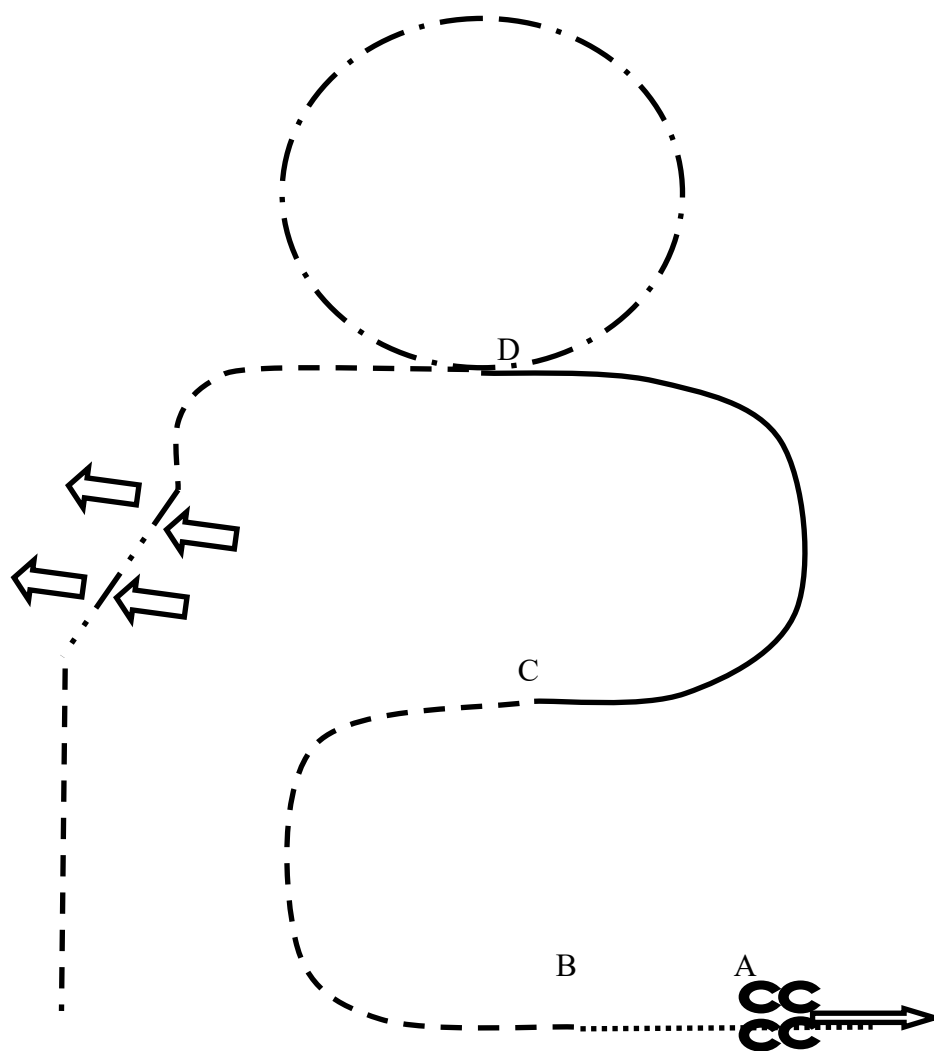
Be Ready at Cone A

1. Back approximately 1 horse length.
2. Walk to B.
3. At B, posting trot left diagonal to C.
4. At C, Canter left lead to D.
5. At D, change leads (Simple/Flying), canter circle to right.
6. Upon completion of circle, sitting trot a corner back to C.
7. At C, posting trot right diagonal back even with B.

Pattern is complete when you cross B.

# Hunt Seat Equitation Amateur and Youth 18&u

SUNDAY



Be Ready at Cone A

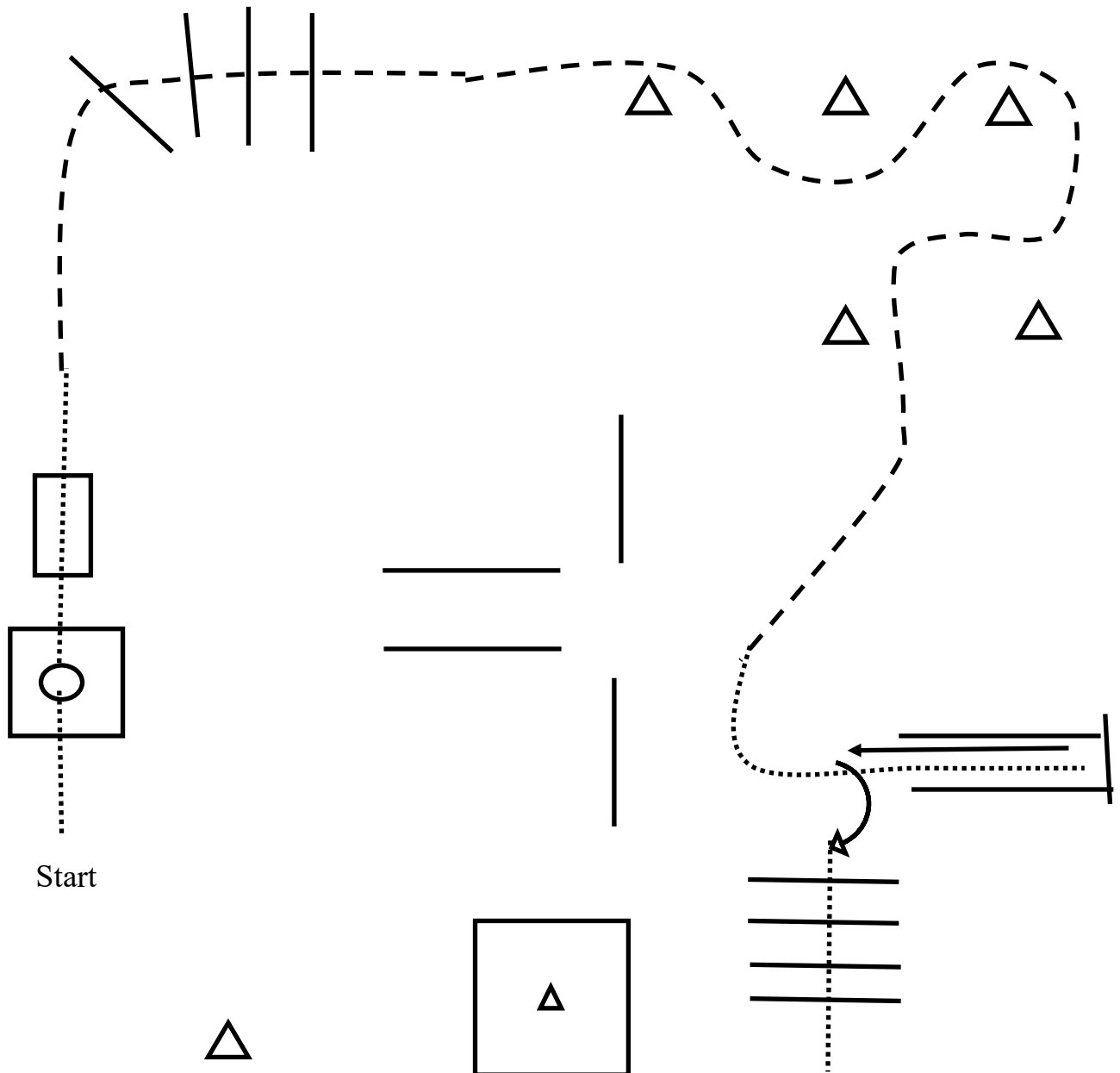
1. Back approximately 1 horse length.
2. Walk to B.
3. At B, posting trot left diagonal to C.
4. A C, Canter left lead to D.
5. A D, change leads (Simple/Flying), then hand gallop circle to right.
6. Upon completion of circle, sitting trot a corner.
7. Leg yield to right.
8. At C, trot in 2 points back even with B.

Pattern is complete when you cross B.

# Trail

MONDAY

All Walk Trot and In Hand



1. Walk into box. 360 either way
2. Walk out of box over Bridge.
3. Trot over logs
4. Trot Serpentine as shown.
5. Break to walk and walk into chute
6. Back out of chute. 90 turn right.
7. Walk over logs.





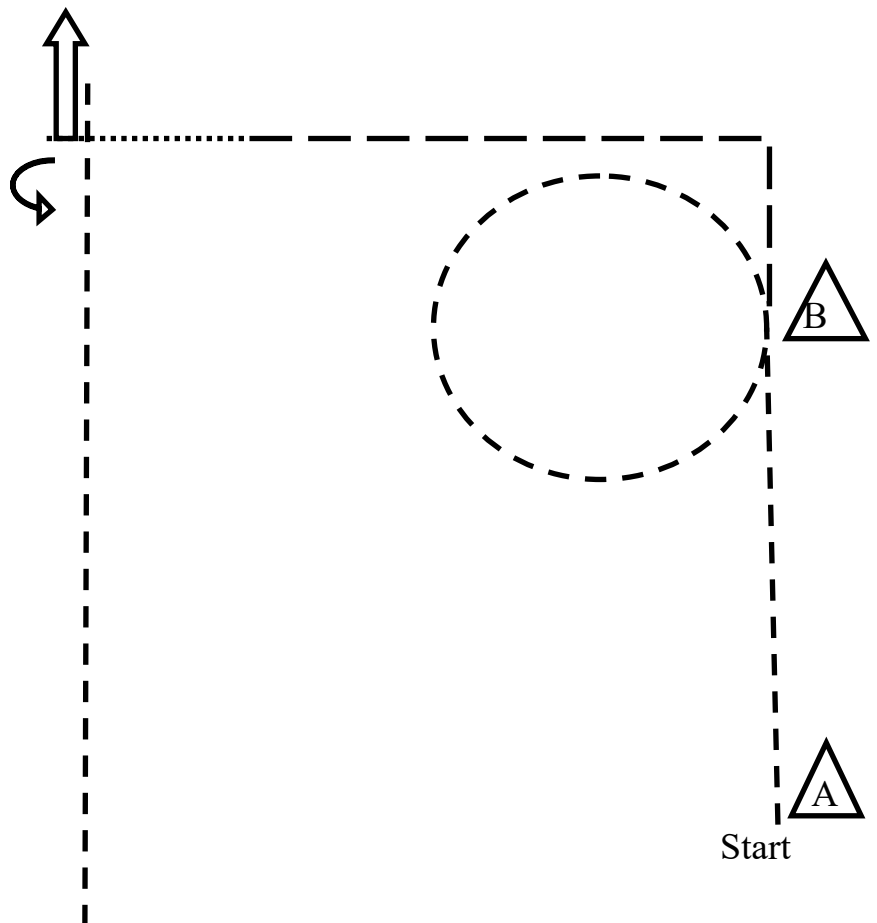
# HORSEMANSHIP

## All Walk Trot

Be Ready at A.

1. Jog from A to B.
2. Jog Circle to left.
3. Extended Jog 1 square corner as shown.
4. Break to walk and walk 2 horse lengths.
5. Stop. 90 turn to left.
6. Back 1 horse length.
7. Jog to exit.

Pattern complete when you pass A.





MONDAY

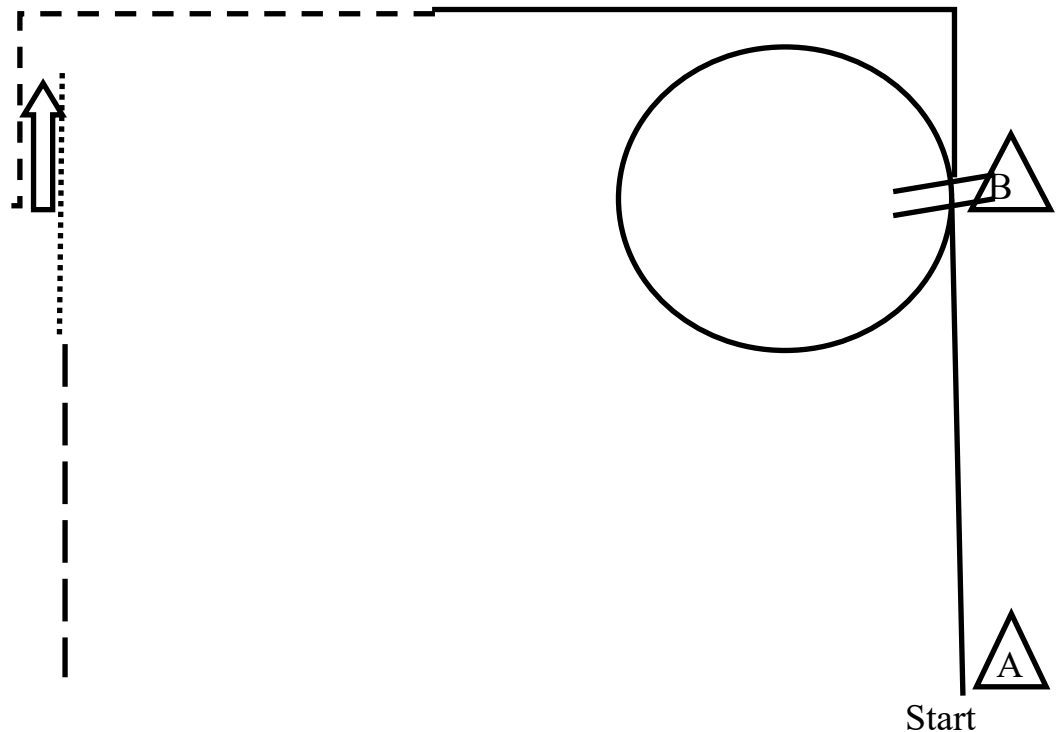
# HORSEMANSHIP

All Novice and Youth 13&u

Be Ready at A.

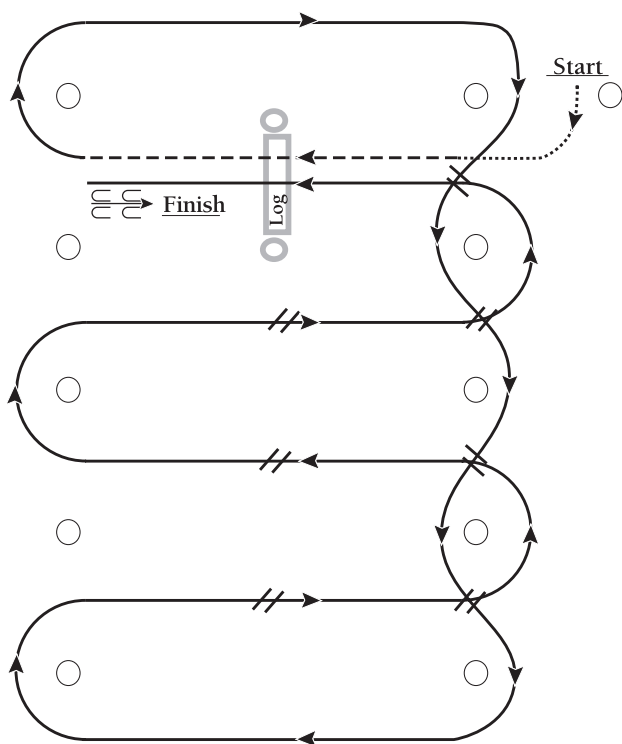
1. Lope Right Lead to B.
2. Change leads (simple or flying)
3. Lope left lead circle and 1 square corner.
4. Break to jog and jog 1 square corner as shown.
5. When even with B, Stop. Back 1 horse length
6. Walk 2 horse lengths.
7. Extended Jog to exit.

Pattern complete when you pass A.



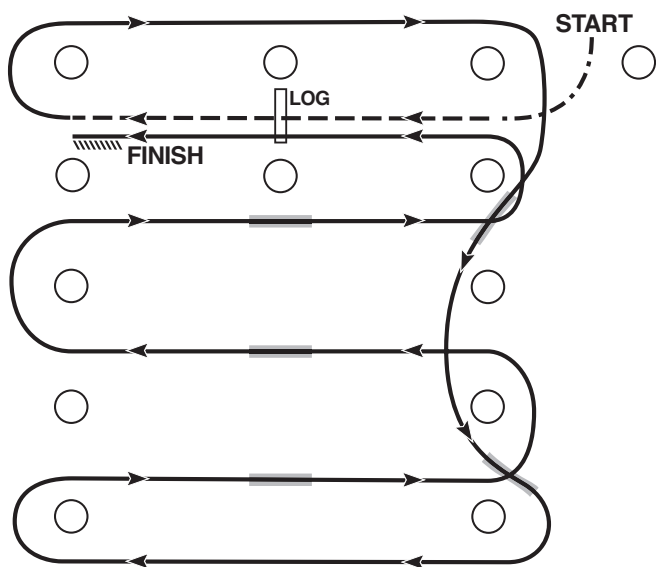


Monday - Amateur, Youth & Open  
Western Riding



1. Walk at least 15 feet from the start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to lope, lope to right around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.

Monday - Green and Novice Western Riding



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change, lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.