

Tri C/V Performance Horse's Warm Up Shows

Proceeds will go to the Great Lakes Reined Cow Horse Youth Group



MARCH 24TH / APRIL 7TH / APRIL 21ST

10AM START ~ 9AM SIGN UP

(810) 614.3778 www.tricv.com 1304 WHEELING RD IMLAY CITY, MI 48444

Ranch Halter & Pleasure

1. Halter Two and Under
2. Stallions
3. Mares Three & Over
4. Geldings Three and Over
5. Ranch Pleasure Open
6. Ranch Pleasure Youth
7. Ranch Pleasure Youth 12 & Under
8. Ranch Pleasure Non- Pro
9. Lead Line \$5
10. Walk Trot \$5

10 Minute Warm Up

NRHA Reining Pattern # 6

11. Reining First Timer - Modified
12. Reining Green Rider - Modified
13. Reining Green Horse - Modified
14. Youth Reiner - Modified
15. 12 & Under Youth Reiner - Modified
16. Non Pro – Full Pattern
17. Open – Full Pattern

10 Minute Warm Up

Reined Cow Horse Pattern # 12

18. Open Bridle
19. Youth Box Only - Modified
20. Youth 12 & Under Box Only - Modified
21. Youth Bridle
22. Non Pro Bridle

23. Non Pro Limited
 24. 1st Timer - Modified
 25. Green Horse – Modified
- ### 10 Minute Warm Up

Herd Work

26. Open Herd Work
27. Youth Herd Work
28. Non-Pro Herd Work
29. Youth 12 & under Box Only
30. Novice Rider Box only

****EXTREME TRAIL NOT TO START BEFORE 3PM****

(NO practicing obstacles/we will have a walk through)

31. Open
32. Non Pro
33. Youth
34. Youth 12 and under - Modified
35. Novice Horse - Modified



BLANKET FEES

\$60 FLAT CLASSES (pleasure, halter, & reining classes)

\$80 COW (pleasure, halter, reined cow, & herd work)

\$100 ALL AROUND (ALL Flat Classes + Cow Horse)

****Youth is \$20 less on all above classes****

****EXTREME TRAIL****

\$15 Youth \$25 Open, Non Pro, Novice Horse

JACKPOTS

\$10 office/trailer in fee. Walk Trot riders may not show in any other division. Stallions cannot be shown by Youth.

- Tri C/V Performance Horses has the right to change show dates and drop classes at any time. Check the site frequently!
- Ranch Pleasure, Cow Horse, and Herd Work will follow Great Lakes Reined Cow Horse Association Rules.
- Tri C/V Performance Horses is not responsible for any loss, damage, or injury to any person, animal, or property in connection with the show.
- Modified Classes may ride one or two hands (must stay the way you begin,) in NRHA they have only 2 spins, in Reined Cow Horse and Reining they can do simple lead changes. Extreme trail will have a few optional obstacles.

CONTACT PERSON STEPHANIE (810) 614.3778 stephanie@sthartdesigns.com

Please watch www.tricv.com or call (810) 721-0098 in case of bad weather!

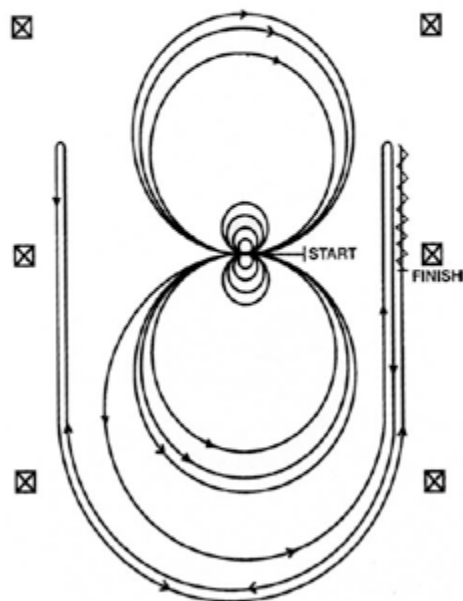
NRHA

PATTERN

PATTERN

6

6



Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: 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 right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence – no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate the completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

NRCHA PATTERN 12

Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 2 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 2 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.