

Jumper I

No time limit for first round. Horses with no jumping faults advance immediately to jump off

5 ↓

7 ↓
/

4 ↗

6 ↑

10 ↓
/

8 ↓
//

1 9 ↑

2 ↓

GATE

Jump off: 1, 2, 3, 6, 7, 10

Jumper II

Power 1-5
Speed 6-9

3

4

2 ↗

5

Cone

Cone

6

8

1, 9 ↑

7

GATE

Jumper III

Speed

7 ↓

5 ↓

4 ↑

6 ↑

9 ↑

3 ↑

2 ↓

1 ↑

GATE

Open Eq 2'6" (class # 35)

3 ↓

5 /

4

2 /

6 /

1 /

8 ↓

7 ↑

GATE

Open Eq 2' 6" (class # 36)

$\frac{4}{4}$

$\frac{5}{5}$

8

$\frac{6}{6}$

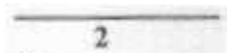
$\frac{3}{3}$

2 ↓

GATE

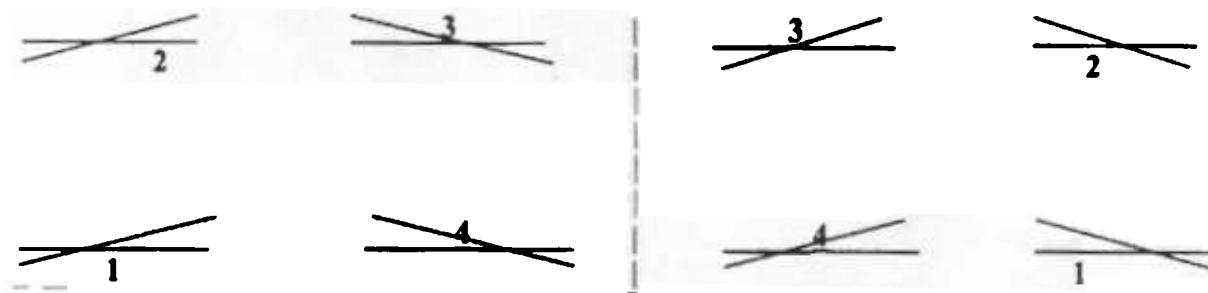
1, 7

Walk/Trot Ground Poles



Gate

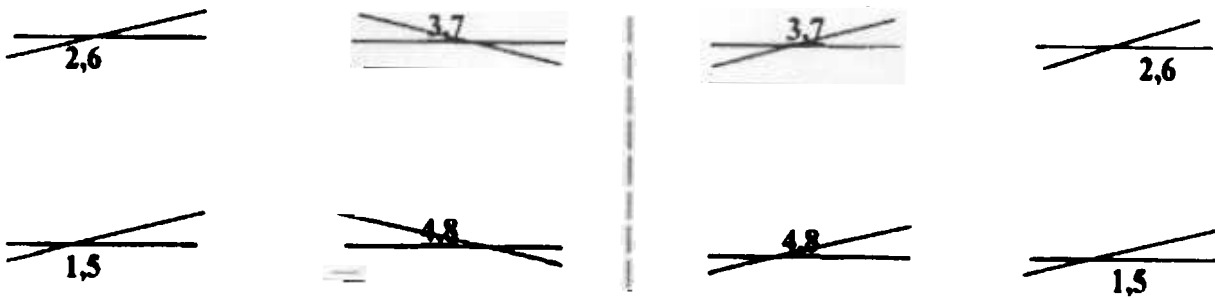
Beginner Equitation Cross Rails = no flower boxes
not over 18"



Gate

Gate

Short/Long Stirrup Cross Rails = ^{Acid} flower boxes



Gate

Children's/Adult Eq
Open & Beginner Hunter

(classes 25, 32, 38)

2

7

3

6

4

8

1

5

GATE

(classes 26, 33, 37)

Children's / Adult Eq
Open & Beginner Hunter

6

3

2

2

00

4

5

1

GATE