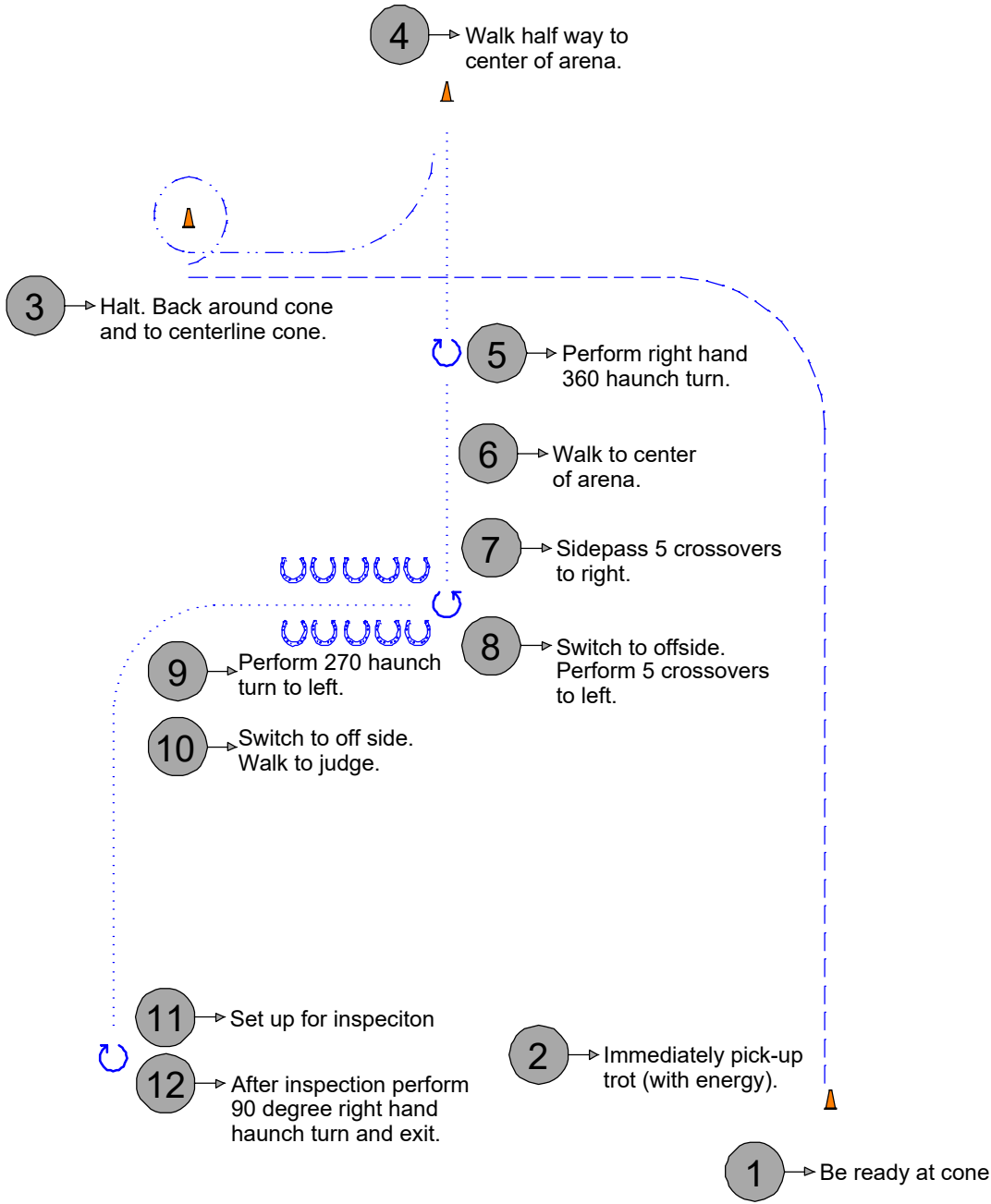





Arena
Ardell

Pattern
Showmanship Jackpot



Walk Trot/Jog ----- Lope/Canter _____
 Back - - - - - Ext. Trot/Jog - - - - - Side Pass 

Drawn By	Date
Jeff Floyd	6/11/24

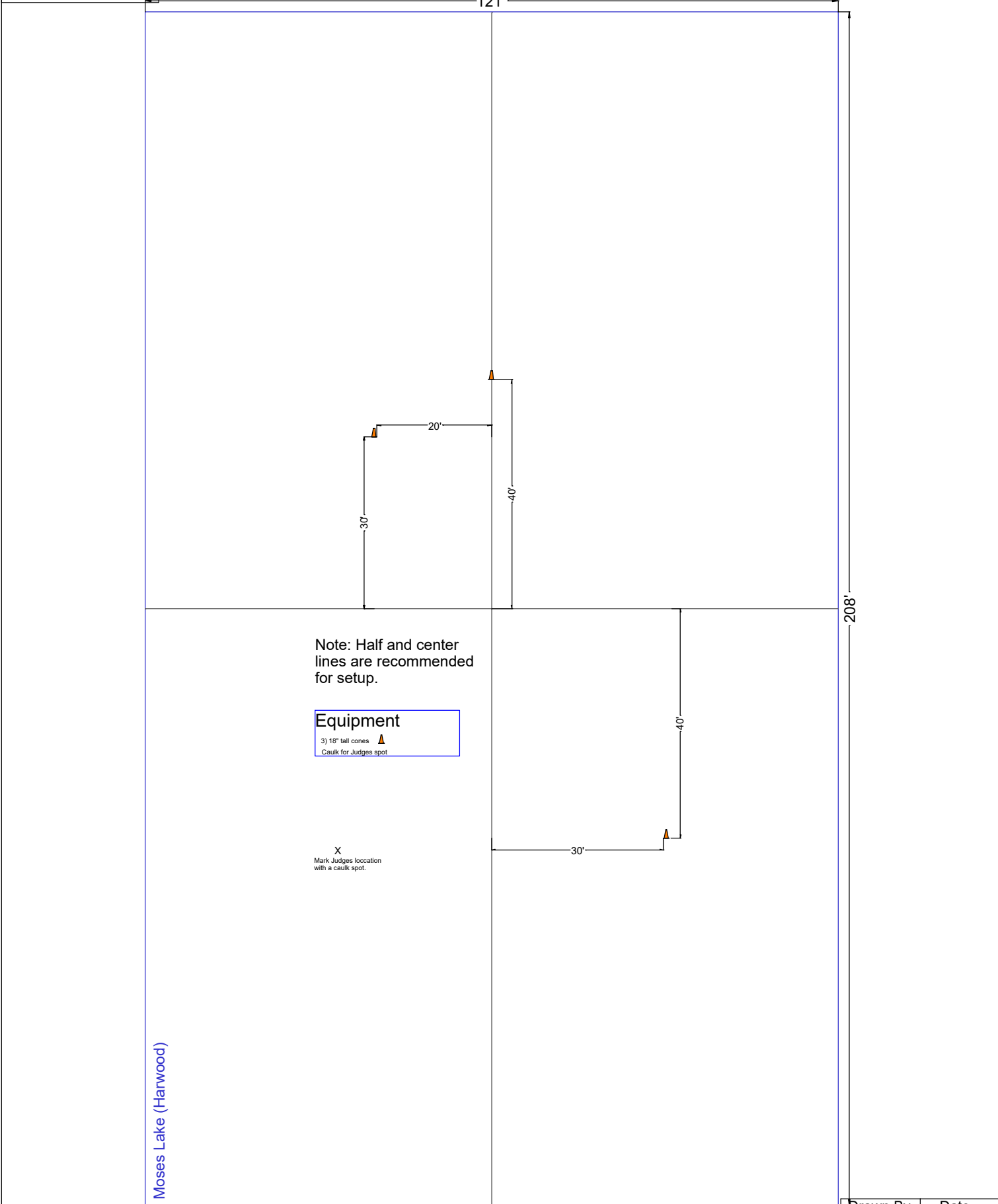
PNWIC 2024

Class	Showmanship Jackpot	Judge	
Element	Discription	Notes	Score
1	Be ready at cone.		
2	Immediately pickup trot (with energy).		
3	Halt, back around cone and to centerline cone.		
4	Walk half way to center of arena.		
5	Perform 360 degree right hand haunch turn.		
6	Walk to center of arena.		
7	Sidepass 5 crossovers to right.		
8	Switch to offside, perform 5 crossovers to left.		
9	Perform 270 haunch turn to left.		
10	Switch to offside. Walk to judge.		
11	Setup for inspection.		
12	After inspection perform 90 degree right hand haunch turn and exit.		
13			
14			
15			
16			
Total			



Arena
Ardell

Setup
Showmanship Jackpot



Note: Half and center lines are recommended for setup.

Equipment
3) 18" tall cones ▲
Caulk for Judges spot

X
Mark Judges location with a caulk spot.

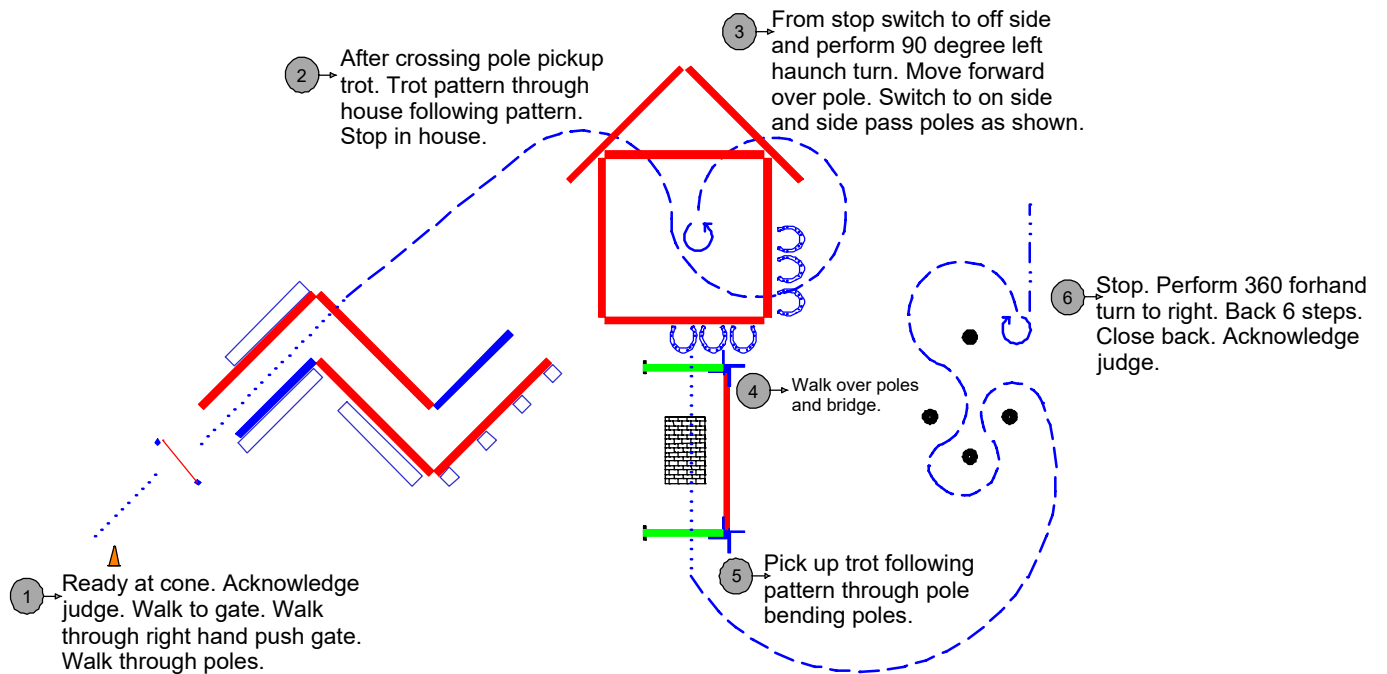
Moses Lake (Harwood)

Drawn By	Date
Jeff Floyd	6/11/24



Arena
Harwood

Pattern
Jackpot In-Hand Trail

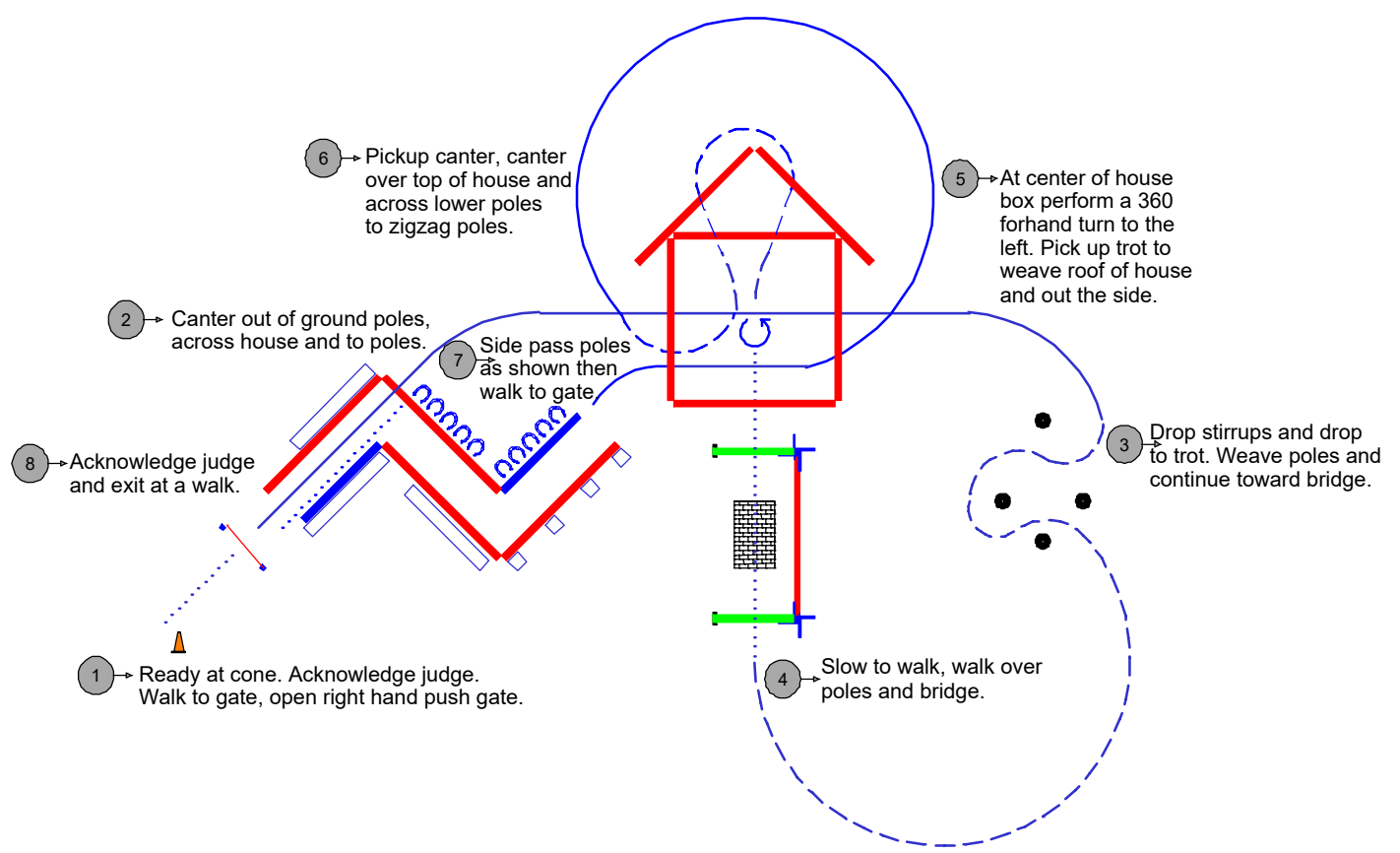


Walk Trot/Jog ----- Lope/Canter _____
 Back Ext. Trot/Jog ----- Side Pass 

Drawn By	Date
Jeff Floyd	6/11/24

PNWIC 2024

Class	Jackpot In-Hand Trail	Judge	
Element	Discription	Notes	Score
1	Ready at cone. Acknowledge judge. Walk to and through right hand push gate. Walk through poles as shown.		
2	After crossing pole, pickup trot. Trot pattern through house following pattern. Stop in house.		
3	From stop, switch to off side and perform 90 degree left haunch turn. Move forward over pole.		
4	Switch to on side and sidepass poles as shown.		
5	Walk over poles and bridge.		
6	Pickup trot following pattern through pole bending poles.		
7	Stop. Perfrom 360 forhand turn to right. Back 6 steps and close back. Acknowledge judge.		
8			
9			
10			
11			
12			
13			
14			
15			
			Total



Walk Trot/Jog ----- Lope/Canter _____
 Back Ext. Trot/Jog ----- Side Pass ~~~~~

Drawn By	Date
Jeff Floyd	6/11/24

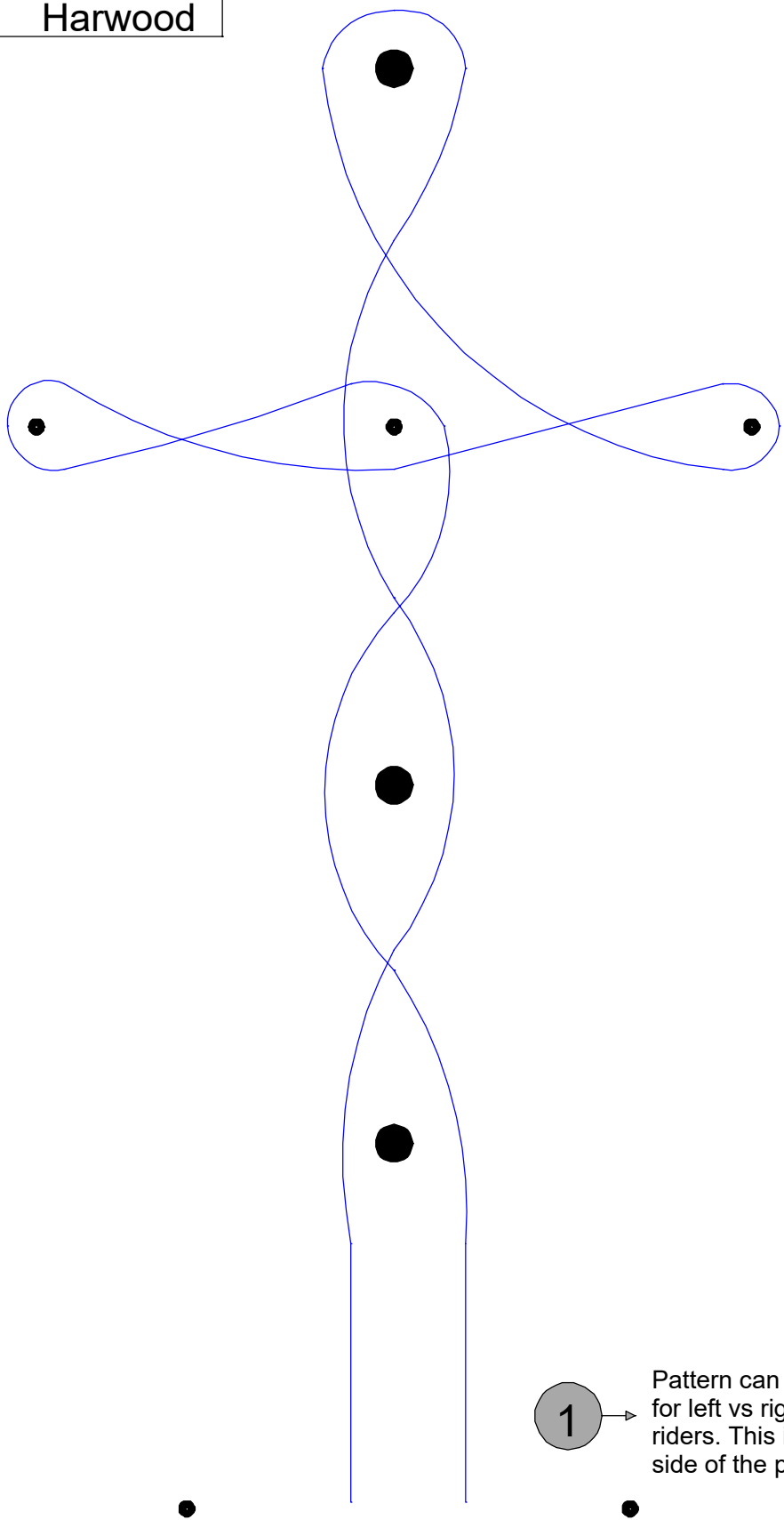
PNWIC 2024

Class	Jackpot Trail	Judge	
Element	Discription	Notes	Score
1	Ready at cone. Acknowledge judge. Walk to and through right hand push gate.		
2	Canter out of ground poles across house and to poles.		
3	Drop stirrups and drop to trot. Weave poles and continue toward bridge.		
4	Slow to walk, walk over poles and bridge.		
5	At center of house box perform a 360 forhand turn to the left. Pickup trot to weave roof of house and out the side.		
6	Pickup canter, canter over top of house and across lower poles to zigzag poles.		
7	Sidepass poles as shown then walk to gate.		
8	Acknowledge judge and exit at walk.		
9			
10			
11			
12			
13			
14			
15			
Total			



Arena
Harwood

Pattern
Gaming Jackpot



1 →

Pattern can be mirrored for left vs right hand riders. This is the start side of the pattern.

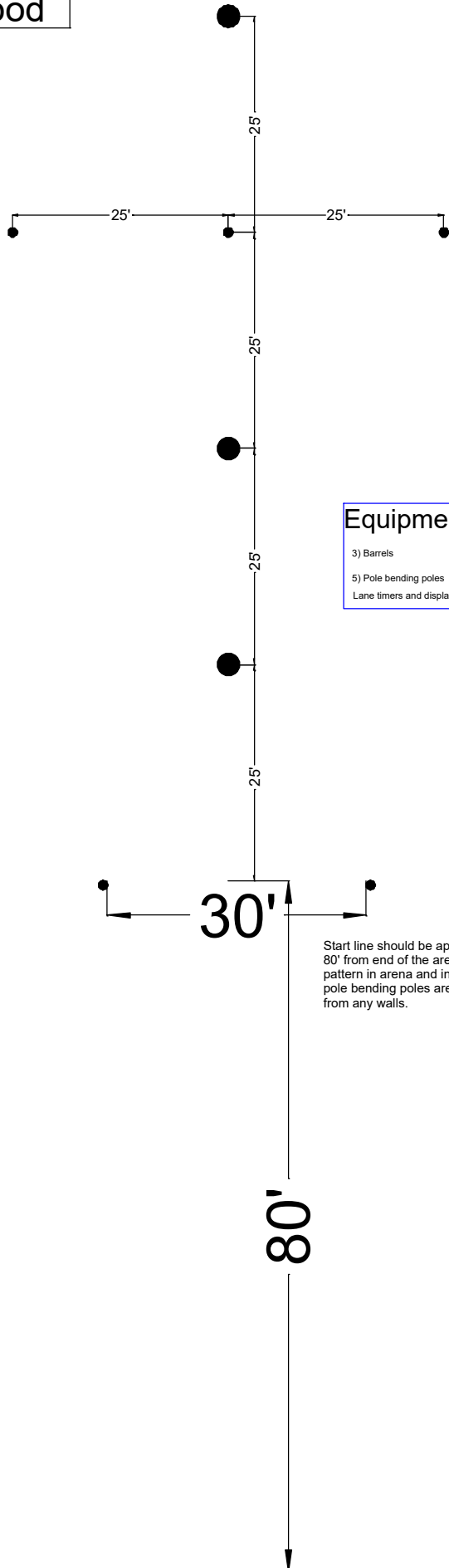
Walk Trot/Jog ----- Lope/Canter _____
 Back Ext. Trot/Jog - - - - - Side Pass ~~~~~

Drawn By	Date
Jeff Floyd	6/11/24



Arena
Harwood

Setup
Gaming Jackpot



Equipment

- 3) Barrels
- 5) Pole bending poles
- Lane timers and display

Start line should be approximately 80' from end of the arena. Center pattern in arena and insure outside pole bending poles are at least 15' from any walls.