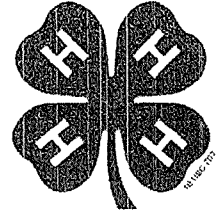


Timed Events

Class 1729 + 1730



Pole Bending

1. The pole bending pattern (see Figure 8) is run around six poles. The poles are placed in a straight line 21 feet apart, going away from the starting line. The first pole is to be 21 feet from the starting line. Poles are 6 feet high and set on top of the ground, with bases 10 inches to 14 inches in diameter.
2. Contestants may start on either side of the line of poles. They will cross the starting line, move in an approximately straight line to pole 6 (the farthest pole), make a 180-degree turn around pole 6, pass between pole 6 and pole 5, bend through the poles to pole 1, circle pole 1, bend through the poles to pole 6, make a 180-degree turn around pole 6, and cross the starting line by moving along the poles on the side opposite that on which they first approached pole 6.
3. Disqualification results for the pony turning pole wrong way, or if pole is held by hand of rider.

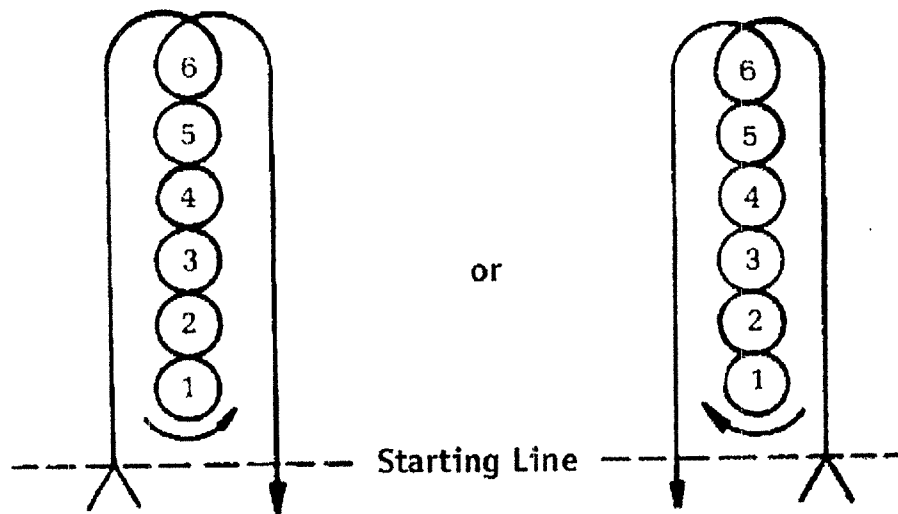
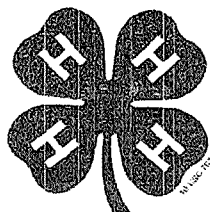
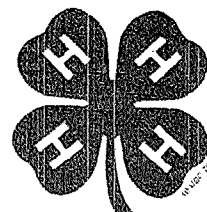


Figure 9: Pole Bending Race



Timed Events

Class 1731 + 1732



Speed and Action

1. Seven kegs or markers are needed (see Figure 13). Using four of the kegs or markers, form a 12-foot by 24-foot box and mark lime lines between the kegs or markers on the 24-foot side. One 12-foot side will be on the starting line. The three remaining kegs or markers are to be placed at 7-foot intervals (from center to center) in a straight line parallel to and 200 feet from the starting line. These three kegs or markers must be at least 25 feet away from any fence.
2. The horse and rider are to start and end the course completely within the box. They may also start the course by entering through the top of the box (that is, by running through the box). Timing begins when the entry leaves the box and stops when the entry re-enters the box. The rider rides through the box to the kegs or markers 200 feet away, rides through two kegs or markers, circling the center one and returning to the box. The rider must stop within the square of four kegs or markers.
3. There will be a 5-second penalty for each keg or marker knocked over.
4. Spinning to a stop more than 90 degrees in the box, as determined by the judge, will result in disqualification.
5. **Disqualifications** – Causes of disqualification include:
 - a. Stepping over the line of the box at the end of the pattern.
 - b. Not stopping forward motion in the box.
 - c. Spinning to a stop

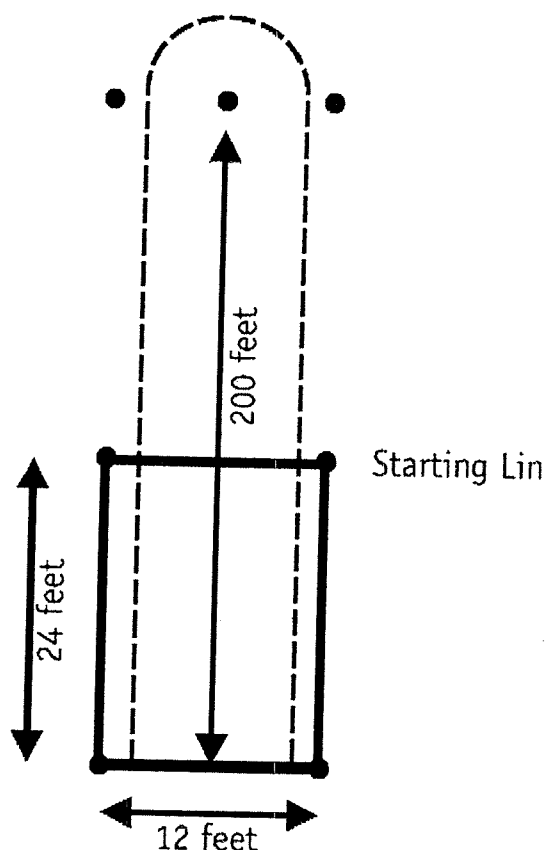
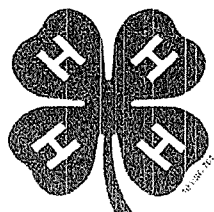
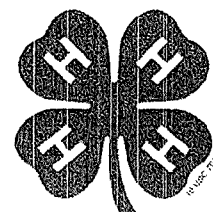


Figure 13: Speed and Action



Timed Events

Class 1733 + 1734



Keyhole Race

1. The course will be laid out with a limed keyhole on the ground with the opening of the keyhole facing the starting line (see Figure 6).
2. The center of the circle should be 100 feet from the timing line.
3. The keyhole will be in the form of a broken circle 22 feet in diameter with a throat 5 feet wide. The angled sides are 5 feet long.
4. The horse will cross the timing line, enter the circle of the keyhole, turn around (in either direction) entirely within the circle of the keyhole, and recross the timing line.

Disqualification – Causes of disqualification include:

- The horse stepping over the chalk line at any point.
- The horse turning around in the throat of the keyhole rather than in the circle.
- Failing to complete the pattern.
- Failing to start or finish between the two markers.

PATTERN 1

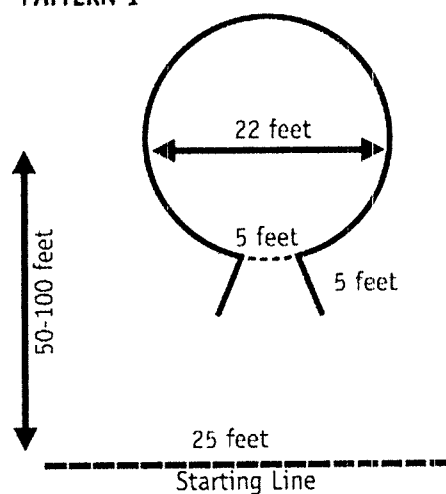
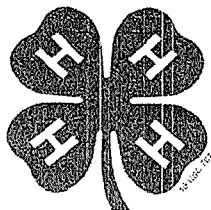
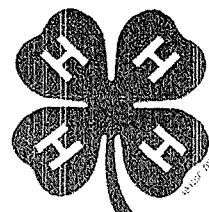


Figure 6: Keyhole Race



Timed Events

Class 1735 + 1736



Cloverleaf Barrel Racing Pattern

1. Barrels should be the size of a 55-gallon drum, with no sharp edges. Each barrel should be painted so that it can be easily distinguished from the background. Protective devices around steel barrel tops are recommended.
2. The size of the pattern (see Figure 2) should be 105 feet (35 yards) between barrels 1 and 2, 120 feet (40 yards) between barrels 2 and 3, 120 feet (40 yards) between barrels 1 and 3, and 75 feet (25 yards) from the timer to the first barrel. The course must be measured exactly.
3. If the course is too large for the available space, then each measurement of the pattern should be reduced 15 feet (3 yards) from the fence. If the course specified in this rule book is too big for the available space, the distance from barrel 3 to the finish line need not be reduced 15 feet at a time, as long as there is enough room for the horse to stop safely.
4. Riders have the option of riding course A or B.
 - a. Course A – The entry must cross the timing line, circle barrel 1 clockwise, circle barrel 2 counterclockwise, circle barrel 3 counterclockwise and run between barrels 2 and 3 to cross the timing line.
 - b. Course B – The entry must cross the timing line, circle barrel 2 counterclockwise, circle barrel 1 clockwise, circle barrel 3 clockwise and run between barrels 2 and 3 to cross the timing line.
5. Off course is defined as passing by the center of a barrel on the wrong side as far as the shoulder point is considered to be off course. Each barrel center should be clearly marked with straight markers parallel to the starting line. Extra loops in the pattern other than those normally diagrammed should be considered off course.

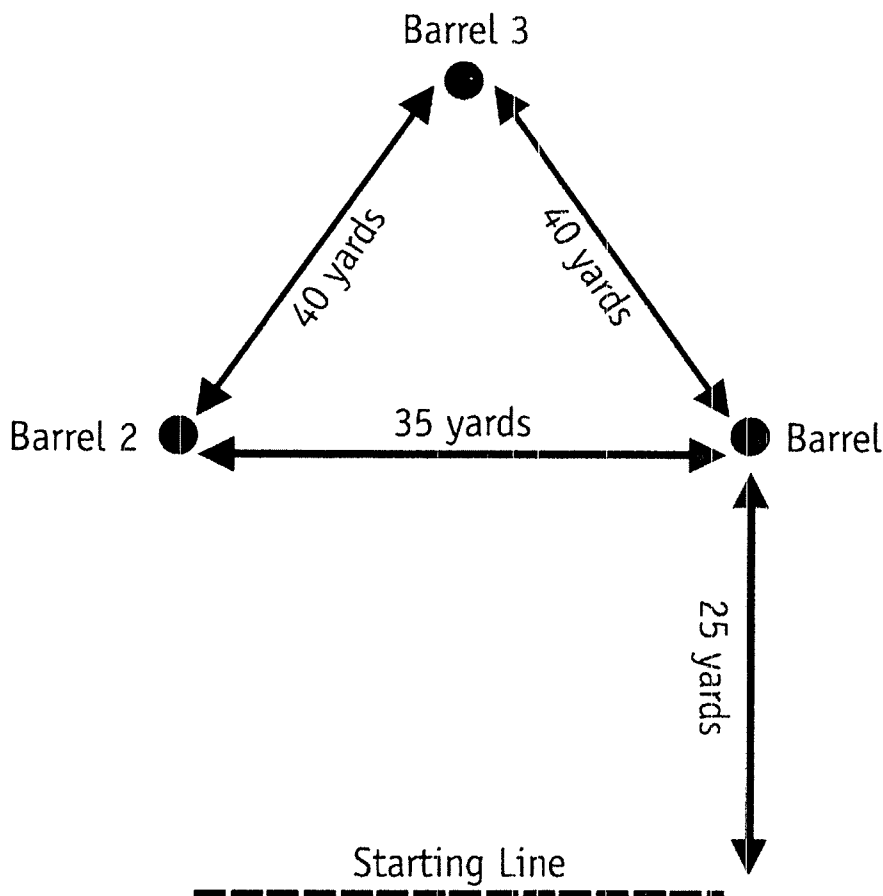


Figure 2: Cloverleaf Barrel Race

Indiana Flag Race

Class 1737 + 1738

1. The course (see fig.) is set up in the same manner as for the Cloverleaf Barrel Race. Two 5-gallon buckets filled with approximately 4 inches of sand should be placed on the centers of the 1st and 3rd barrels.
2. The length of the flag sticks should be 12 inches to 16 inches above the edge of the bucket. Wooden doweling 3/4 inch in diameter, or other round suitable material, should be used for the flag.
3. The rider will pick up a flag at 1, ride behind 2 and place the flag in the bucket at barrel 3. Riders have the option of riding course A or B:
 - **Course A** – The entry will cross the starting line and begin following the pattern to the left.
 - **Course B** – The entry will cross the starting line and begin following the pattern to the right.
4. **Disqualifications** – Causes of disqualification include:
 - Failing to pick up the flag on the first pass.
 - Failing to place the flag in the bucket on the first pass.
 - Hitting any part of the horse with the flag or stick.
 - Dropping the flag.
 - Knocking over any of the barrels or knocking the bucket off, or over, on the barrel.
 - Dropping the flag into the bucket with the flag end down.

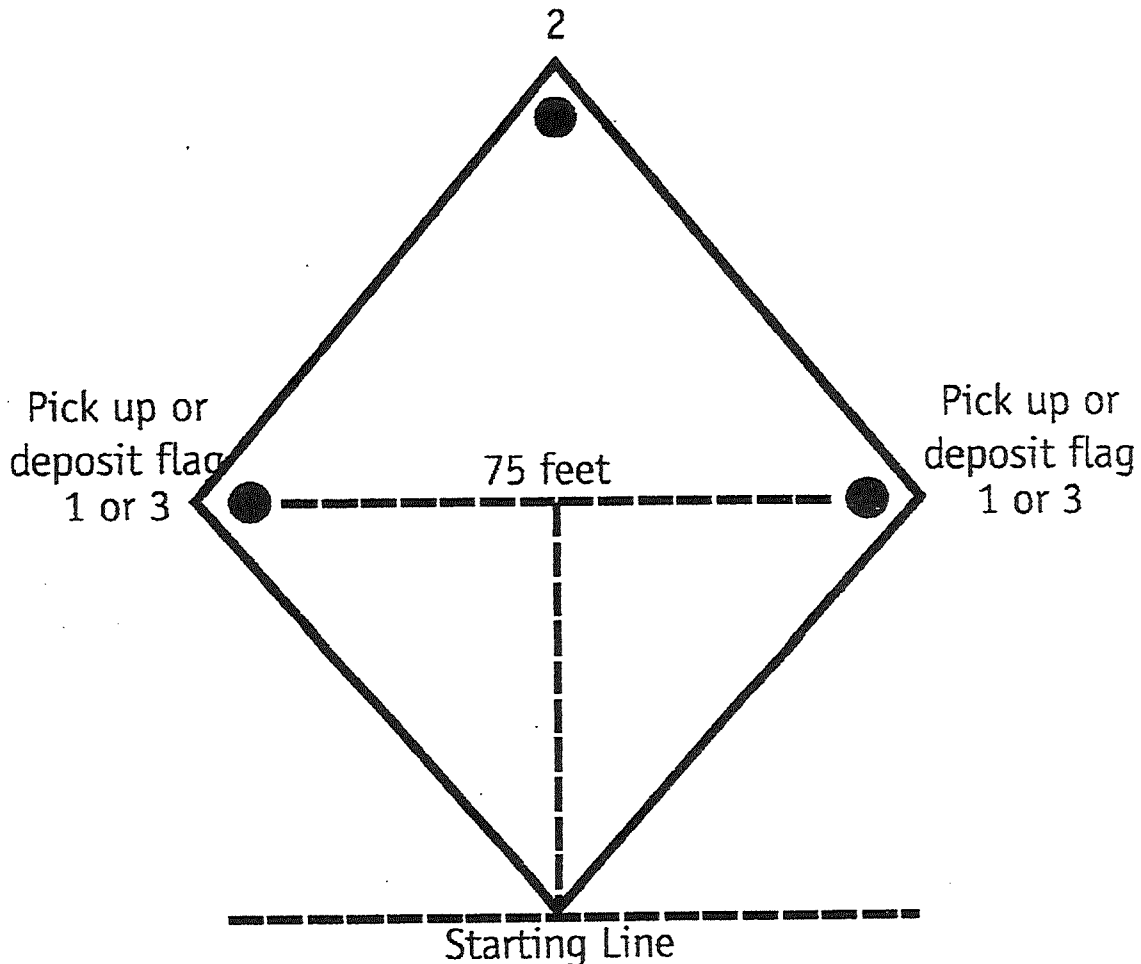
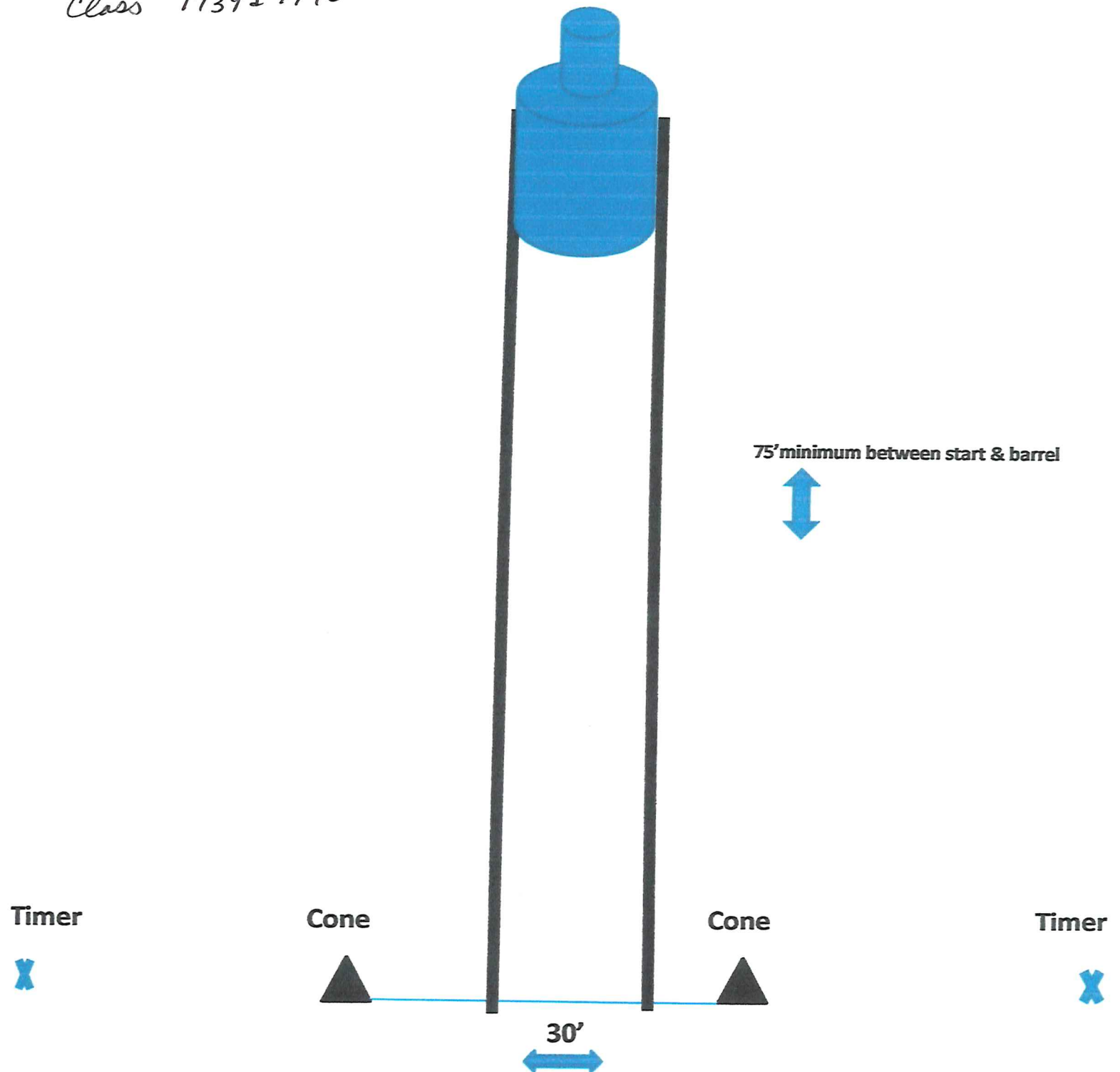


Figure 4: Flag Race

25' minimum between barrel & fence

Michigan Flag Race

Class 1739 + 1740



Exhibitor takes flag, crosses start /finish line. Go around barrel, drop flag in bucket and run back across finish line between cones.

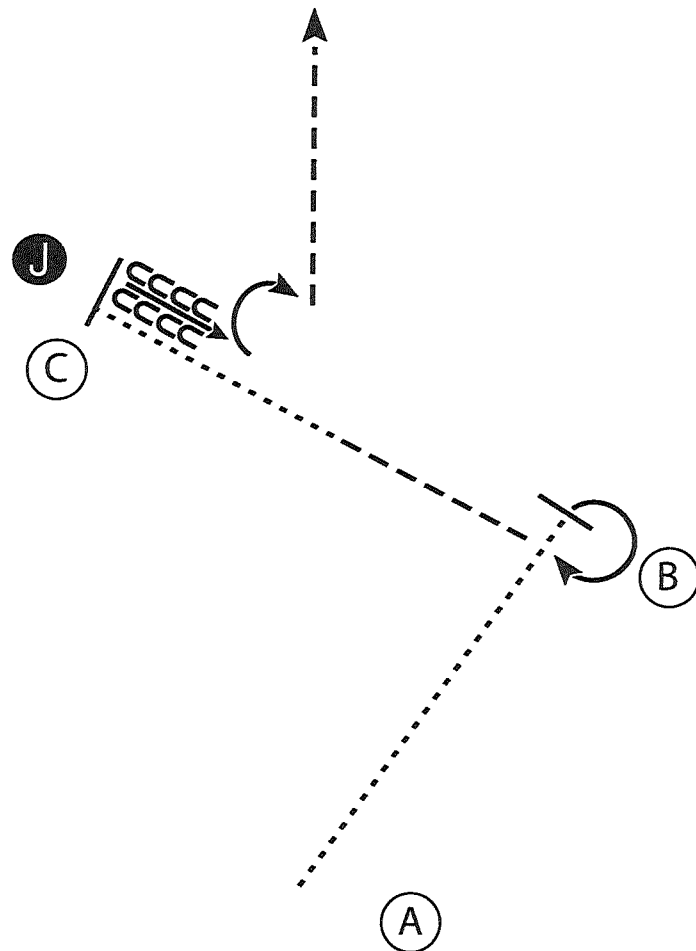
Midland Fair

Showmanship (Senior 16-19)


Show Date: 08-11-2025

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk from A to B.
2. Stop and perform a 270 degree turn.
3. Trot half way to C, break to walk and walk to C.
4. Stop and set up for inspection.
5. When dismissed back four steps.
6. Perform a 90 degree turn and trot to line-up.

Walk
 Trot - - - - -
 Back ← 
 Marker (B)
 Judge (J)

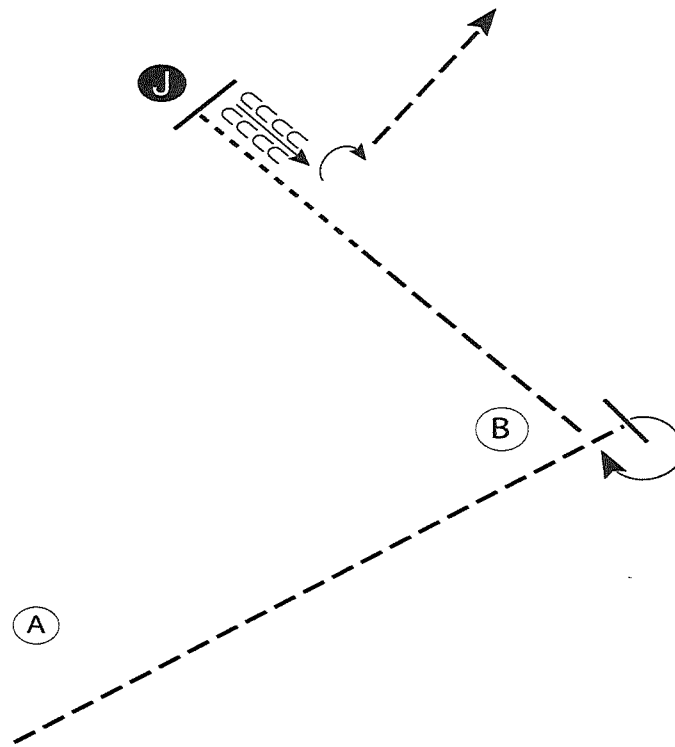
[S/2-13]

Pattern Provided by:

Midland Fair

Showmanship (Intermediate 13-15)

Show Date: 08-11-2025



Be ready at A.

1. Trot past B and stop
 2. Perform a 270 degree turn
 3. Trot halfway to the Judge
 4. Break to the walk and walk to the Judge
 5. Stop and set up for inspection
 6. When dismissed back one horse length
 7. Perform a 90 degree turn and trot to the line-up
- Follow the instructions of your ring steward.

Walk -----
Trot -----
Back ←-----
Marker (B)
Judge (J)

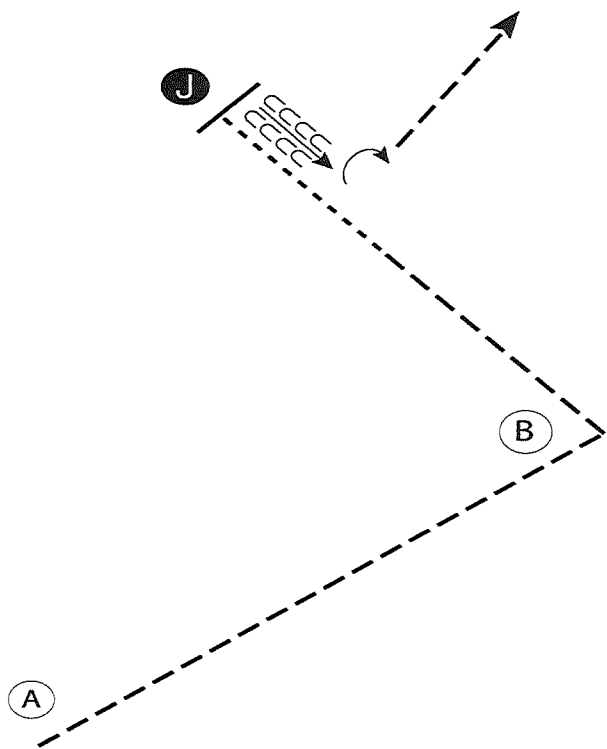
Pattern Provided by:

[S/1-27]

Midland Fair

Showmanship (Junior 12-13 & Beginner 9-11, EWD)

Show Date: 08-11-2025



Be ready at A.

1. Trot to and around B and halfway to judge.
2. Walk to judge.
3. Stop and set up for inspection.
4. When dismissed back one horse length.
5. Perform a 90 degree turn and trot to the line-up.

Follow the instructions of your ring steward.

Walk -----

Trot - - - - -

Back ←

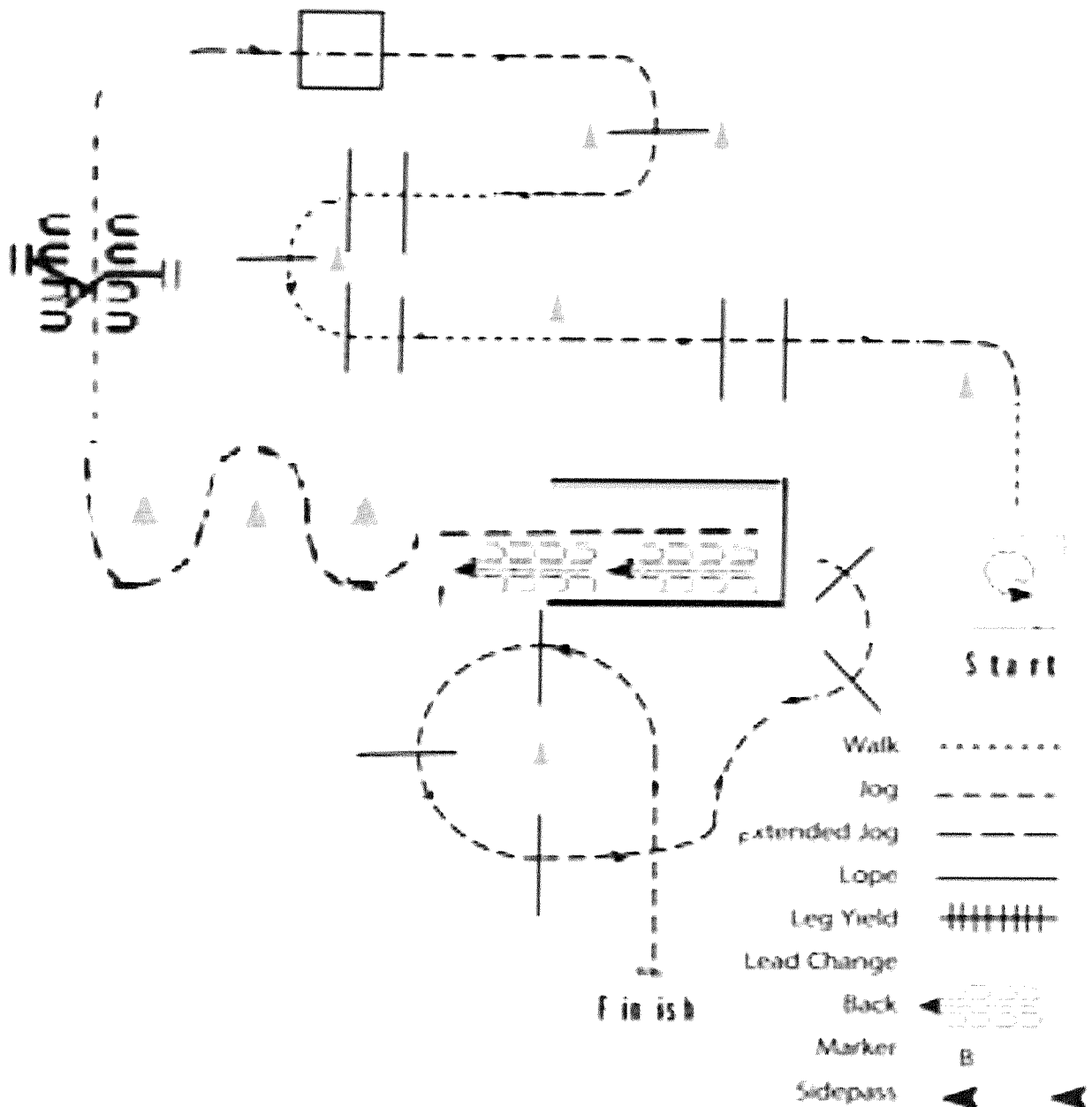
Marker (B)

Judge (J)

[SWT-27]

Pattern Provided by:

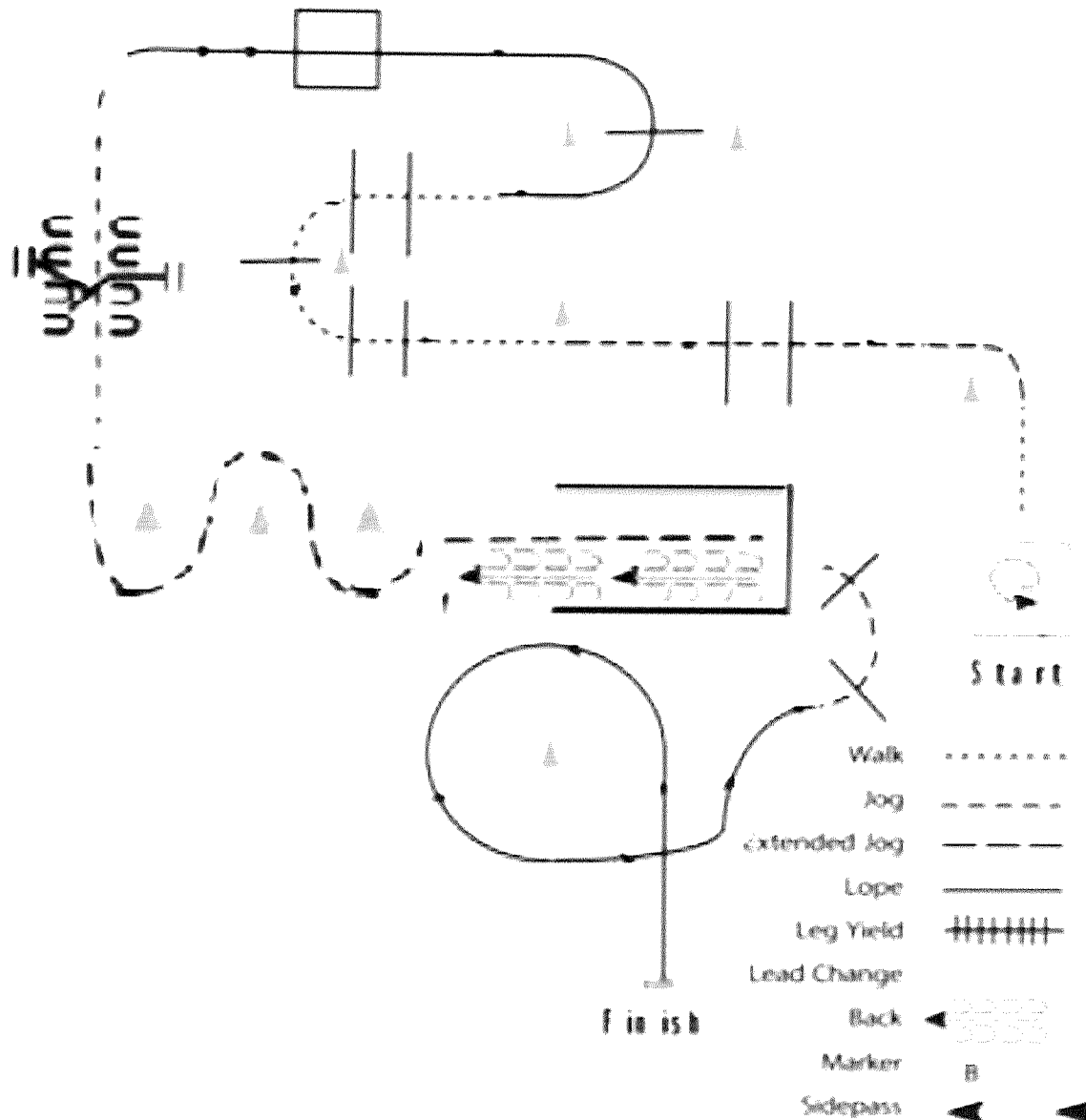
Midland County Fair Youth Walk Trot Class 1755



1. Walk into box and do a 360 in either direction
2. Walk out of box at cone jone, jog over poles and to cone
3. Walk over elevated poles
4. jog over pole and through box
5. Walk up to gate. Work gate as a left hand push
6. Jog through cones as shown
7. jog into chute and back out
8. Jog out of chute and over poles
9. Jog around cone and stop at the end

Midland County Fair Youth All Ages (loping)

Class #: 1756, 1757, and 1758

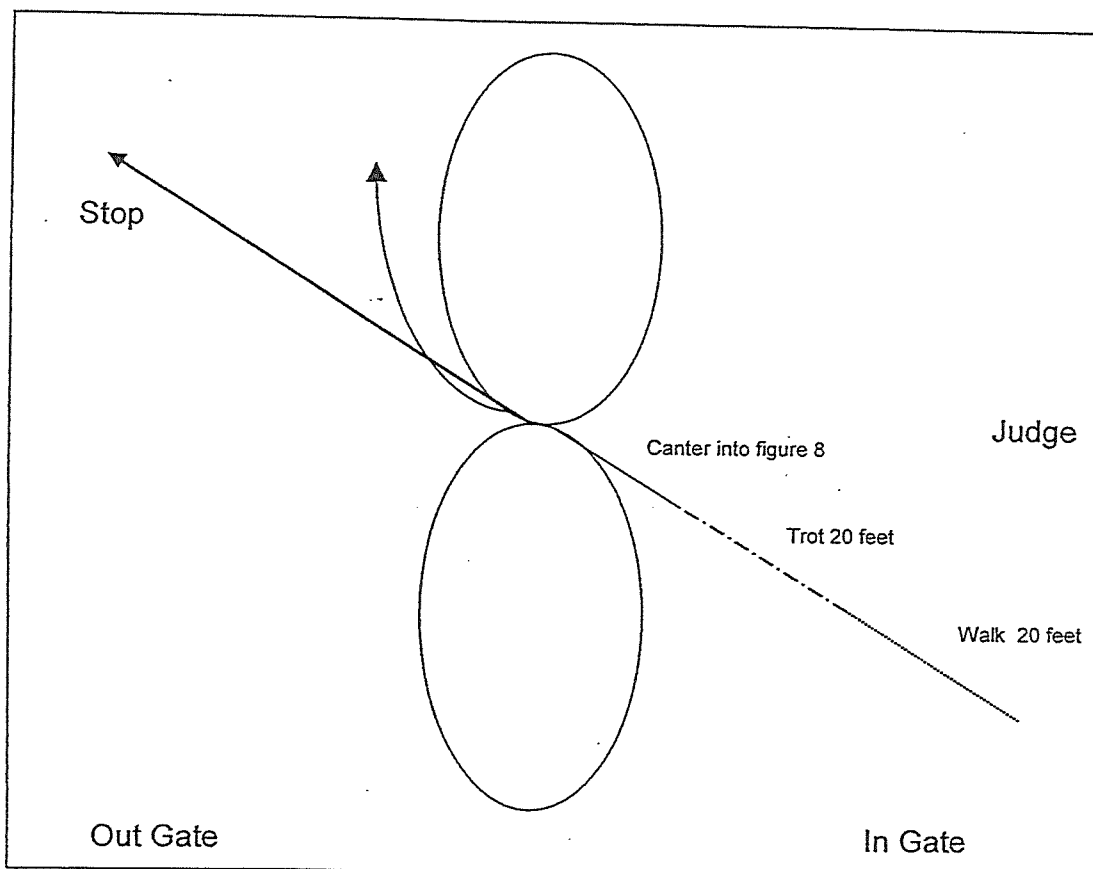


1. Walk into box and do a 360 in either direction
2. Walk out of box at cone jone, jog over poles and to cone
3. Walk over elevated poles
4. Lope left lead over pole and through box
5. Walk up to gate. Work gate as a left hand push
6. Jog through cones as shown
7. jog into chute and back out
8. Jog out of chute and over poles
9. Right lead lope around cone and stop at the end

Class 1763 + 1764

CONTEST EQUITATION

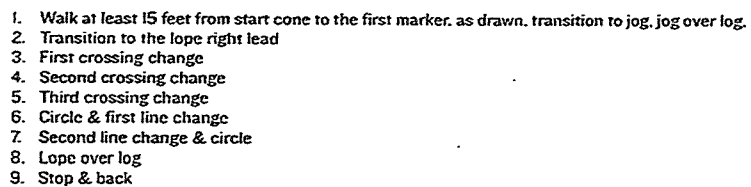
Contest Equitation Pattern.



Walk 20 feet, trot 20 feet, canter into the figure eight and exit the figure eight into a sliding stop. Contest equitation class shall be judged on control, accuracy and proper equitation. Attire and equipment must be the same as what the exhibitor showed in during contest classes. Must have ridden in at least two gymkhana events.

Class 1794 + 1795

LEGEND



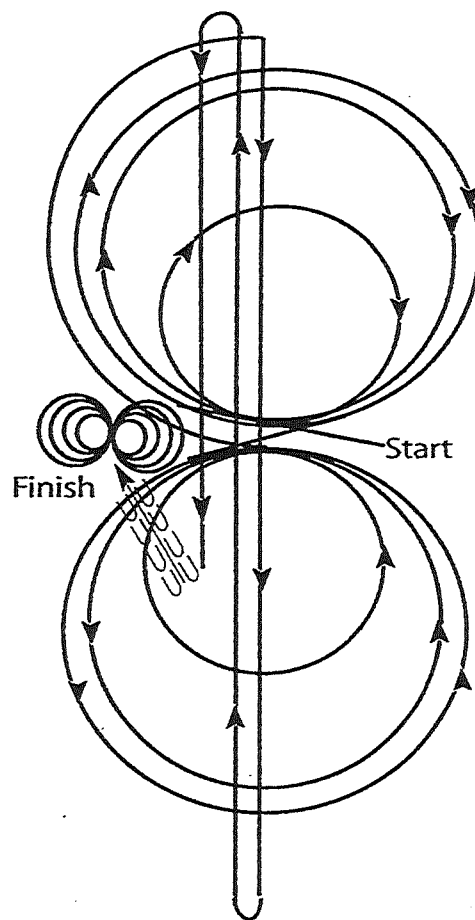
Revised 06-07-2021

[WR/GP-7]

Midland County Fair Youth Show

Reining (All Ages (2 spins not 4 spins))

Class 1796 + 1797



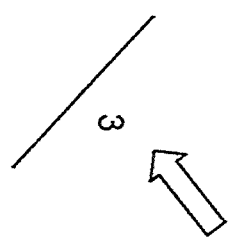
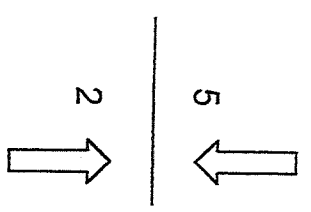
Horses may walk or trot to the center of the arena. Begin at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right; the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
 2. Complete three circles to the left; the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
 3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
 4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
 5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3m). Hesitate.
 6. Complete four spins to the right.
 7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.
- Rider may dismount and drop bridle to the designated judge.

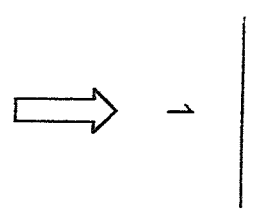
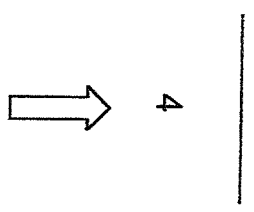
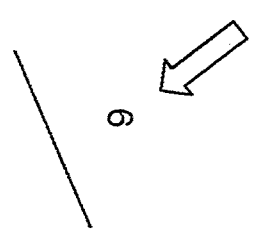
[R/NRHAP-2]

Hunter over Fences
Do a courtesy circle and proceed with pattern.

Class 1799 + 1800



70'



Enter & Exit Gate

Height: 2'