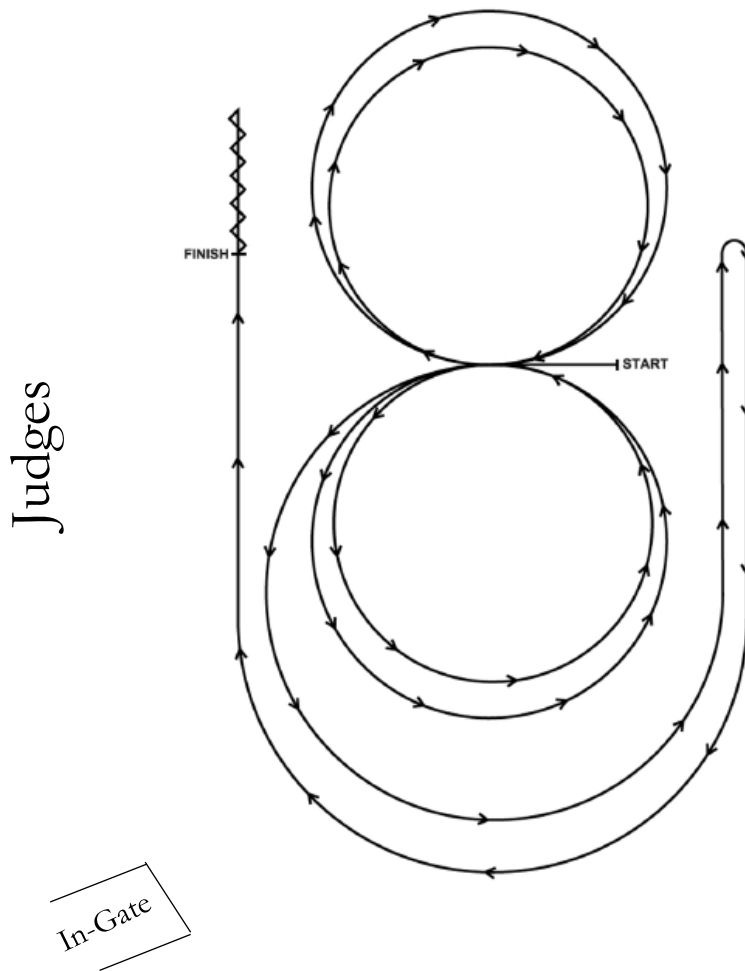


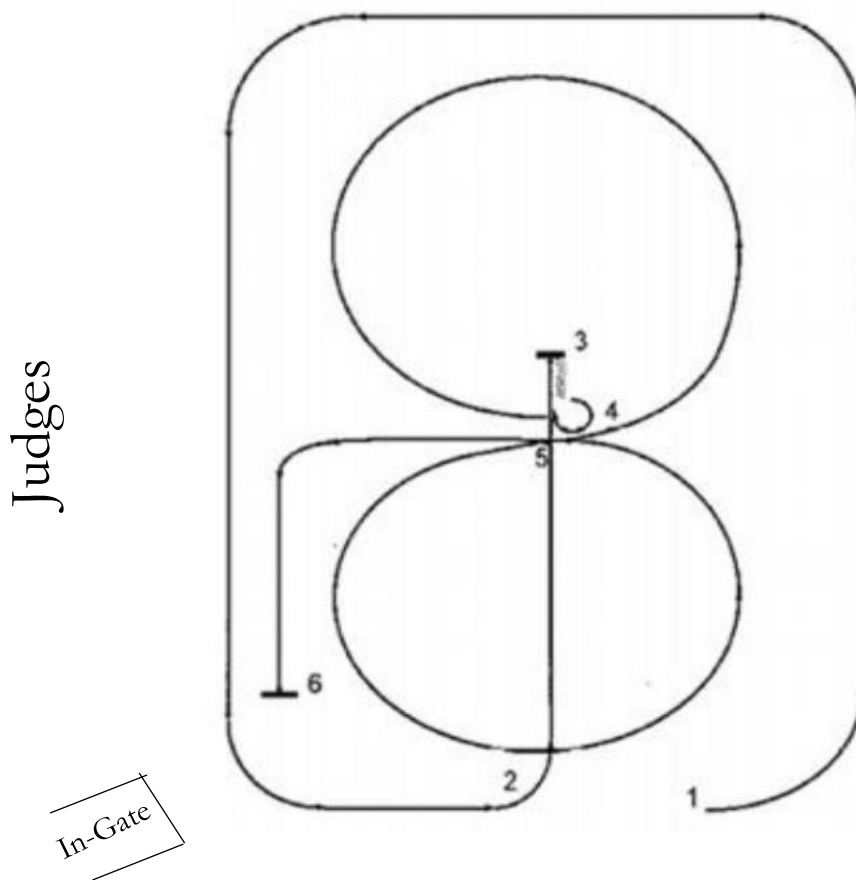
Miss Days of '76 Horsemanship Set Pattern



Enter arena at in-gate. Walk to starting position. Full stop and hesitate. Begin pattern.

1. Beginning on the left lead, complete 2 circles to the left; the first large & fast, the second small & slow.
2. Flying lead change at the center of the arena.
3. Complete 2 circles to the right; the first large & fast, the second small & slow.
4. Flying lead change at center of the arena.
5. Make a left circle but do not close it. Run down right side of arena past center.
6. Stop and execute rollback to the right.
7. Continue loping around end of arena and down left side of arena past center.
8. Stop and back up 2 horse lengths.
9. Stop to calm horse and demonstrate completion of pattern.
10. Walk to In-Gate to get flag from arena personnel.
11. Complete flag presentation at fast but safe and controlled speed.
12. Slow to trot near end of arena. Stop. Walk to arena personnel to drop flag.
13. Complete queen presentation wave at fast but safe and controlled speed.
14. Stop at end of arena. Hesitate. Exit arena at In-gate.

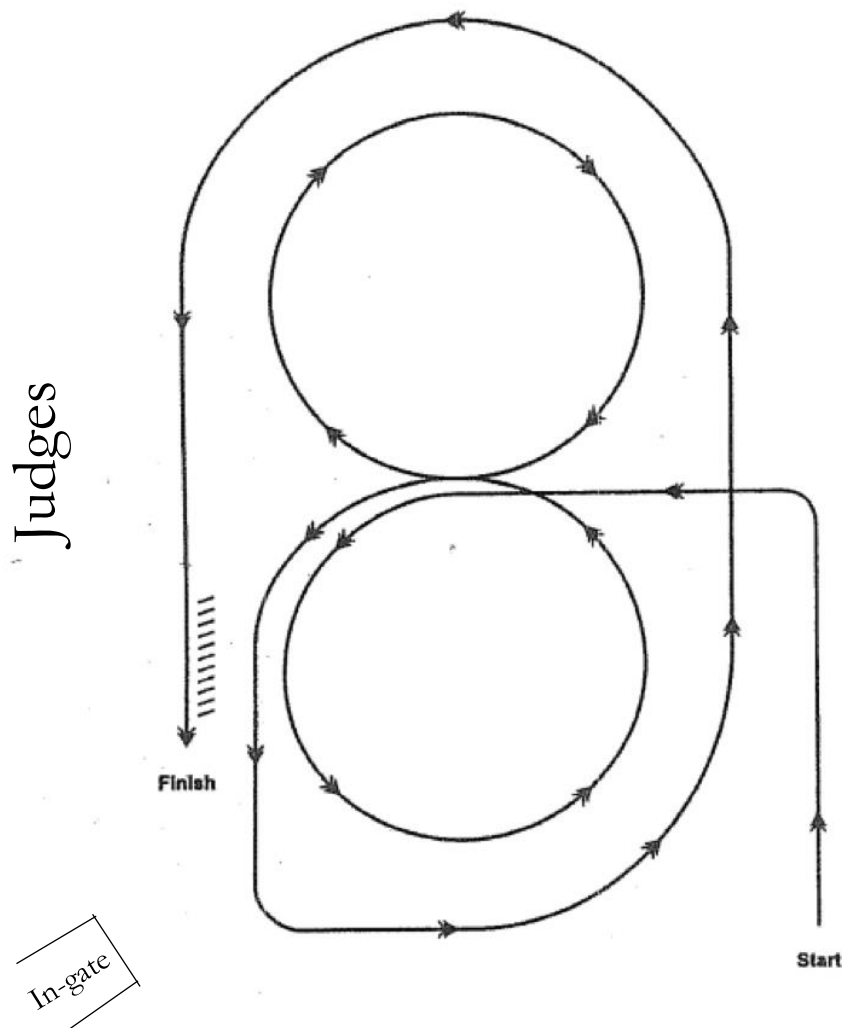
Jr. Miss Days of '76 Horsemanship Set Pattern



Enter arena at in-gate. Walk to starting position. Full stop and hesitate. Begin pattern.

1. Circle the arena on the left lead at an extended lope.
2. Guide left and lope down the center of the arena with moderate speed.
3. Pass the center of the arena, stop and back to the center.
4. Execute a $\frac{3}{4}$ turn to the right and lope a circle to the right with moderate speed.
5. Flying lead Change at center and lope a circle to left with moderate speed. After completing the circle, continue loping on the left lead toward the end of the arena.
6. Stop and pause to show completion of pattern.
7. Walk to In-Gate to get flag from arena personnel.
8. Complete flag presentation at fast but safe and controlled speed.
9. Slow to trot near end of arena. Stop. Walk to arena personnel to drop flag.
10. Complete queen presentation wave at fast but safe and controlled speed.
11. Stop at end of arena. Hesitate. Exit arena at In-gate.

Days of '76 Princess Horsemanship Set Pattern



Walk to starting position. Hesitate. Begin Pattern.

1. Extended jog along the side of arena, then to center.
2. Begin lope at center of arena and lope left circle on left lead.
3. Change leads (simple or flying) at center of arena and lope right circle on right lead.
4. Change leads (simple or flying) and continue loping around the end of arena.
5. Once on the straight, increase speed and continue around end of arena.
6. Stop and back.
7. Hesitate.
8. Start Queen presentation wave

Coronation Explanation

Coronation order: Princess, Jr Queen, Queen

1. Enter arena. Complete queen presentation wave as your name and bio are read.
2. At the timed event end, turn into center of arena. Create a straight line in center of arena facing the 76 Grandstands.
3. After all contestants are in place, category winners will be announced.
4. If you are a category winner, ride three steps ahead, wave to be acknowledged, then back your horse even to the line.
5. If you are announced as the new Princess, Jr Queen, or Queen, ride forward to visiting queens, hand off horse to arena personnel or visiting queens, dismount to be crowned and have sash placed. Buckle and chaps will not be placed in arena.
6. After being crowned/sashed, remount and begin queen wave toward bucking chutes and around the arena.
7. Remaining contestants will follow around behind you with a presentation wave.
8. Slow to a stop before exiting arena. There will be people in queen pit.

After coronation, ALL contestants present to the VIP hospitality tent area to get prizes, your hard copy photos, and judges comment sheets. **EVEN IF YOU DIDN'T WIN A CATEGORY, PLEASE COME TO THE TENT!**

Thank you for supporting each other and showing grace and sportsmanship!

