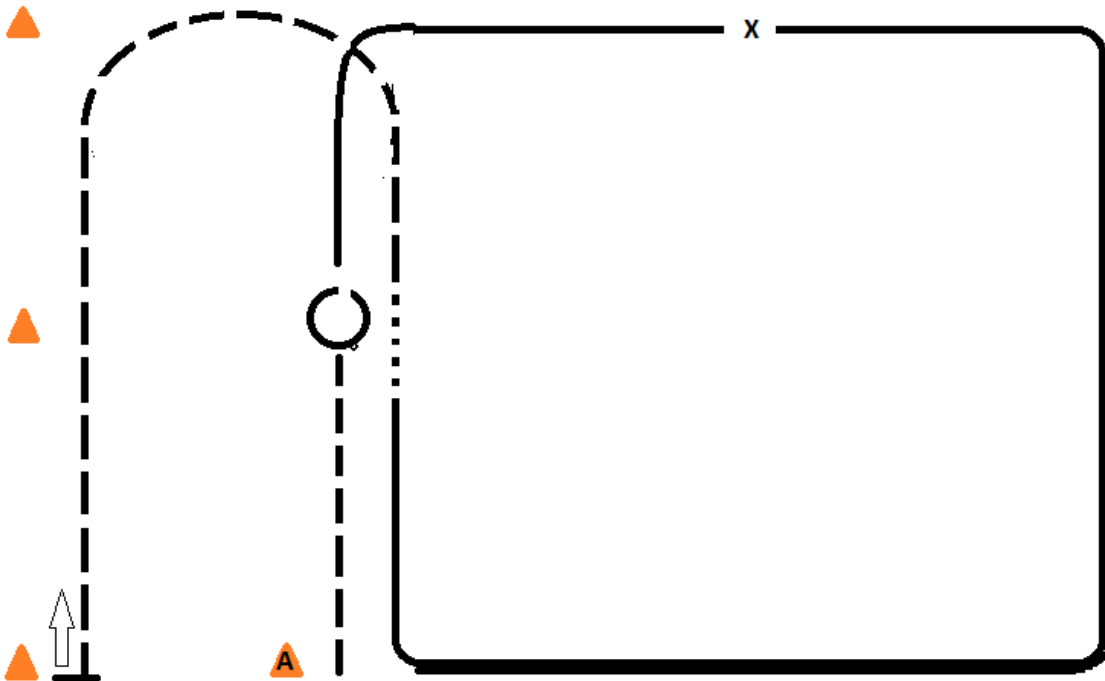


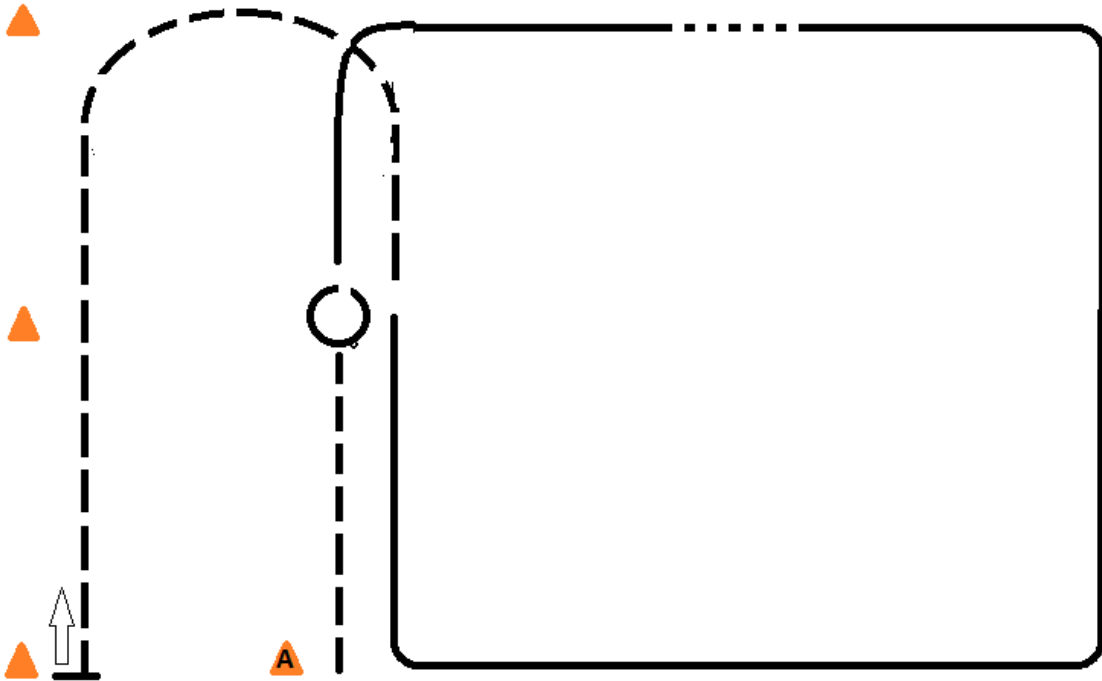
**EQUITATION- YOUTH 14-18, 13 & UNDER, AMATEUR AND AMATEUR SELECT**



**START AT MARKER A**

- 1. TROT ON THE LEFT DIAGONAL TO THE MIDDLE MARKER**
  - 2. STOP AND PERFORM A 360 DEGREE TURN ON THE FOREHAND TO THE RIGHT**
  - 3. CANTER ON THE LEFT LEAD TO THE TOP OF THE SQUARE**
  - 4. CHANGE LEADS AND CONTINUE THE SQUARE TO THE MIDDLE MARKER**
  - 5. HAND GALLOP TO MARKER A**
  - 6. COLLECT THE CANTER THRU THE CORNER**
  - 7. BREAK TO A WALK JUST BEFORE THE MIDDLE MARKER AND SHOW THE WALK PAST THE MIDDLE MARKER**
  - 8. TROT ON THE RIGHT DIAGONAL**
  - 9. HALT AND BACK 1 HORSE LENGTH**
- EXIT AT THE WALK OR TROT**

## EQUITATION- L1 YOUTH AND L1 AMATEUR

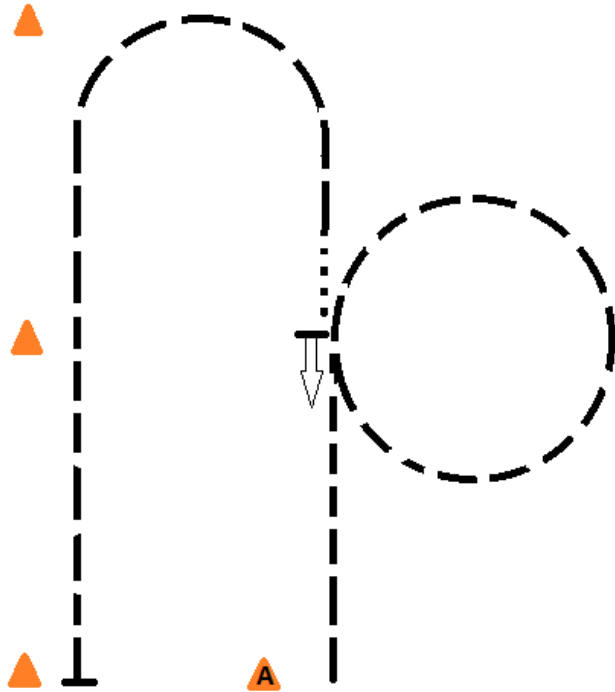


**START AT MARKER A**

- 1. TROT ON THE LEFT DIAGONAL TO THE MIDDLE MARKER**
- 2. STOP AND PERFORM A 360 DEGREE TURN ON THE FOREHAND TO THE RIGHT**
- 3. CANTER ON THE LEFT LEAD TO THE TOP OF THE SQUARE**
- 4. BREAK TO A WALK FOR AT LEAST 2 STRIDES**
- 5. CANTER ON THE RIGHT LEAD BACK UNTIL EVEN WITH THE MIDDLE MARKER**
- 6. TROT ON THE RIGHT DIAGONAL TO THE MARKER**
- 7. STOP AND BACK 1 HORSE LENGTH**

**EXIT AT THE WALK OR TROT**

## EQUITATION- ALL WALK TROT

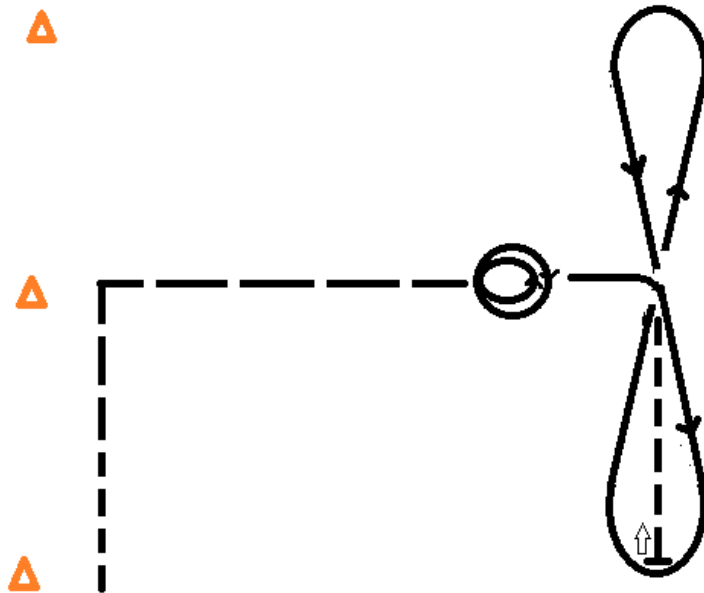


**BEGIN AT MARKER A**

- 1. TROT ON THE RIGHT DIAGONAL TO THE MIDDLE MARKER**
- 2. CHANGE DIAGONALS AND TROT A CIRCLE**
- 3. HALT AND BACK 1 HORSE LENGTH**
- 4. WALK 2 HORSE LENGTHS**
- 5. TROT ON THE RIGHT DIAGONAL TO FIRST MARKER AND HALT**

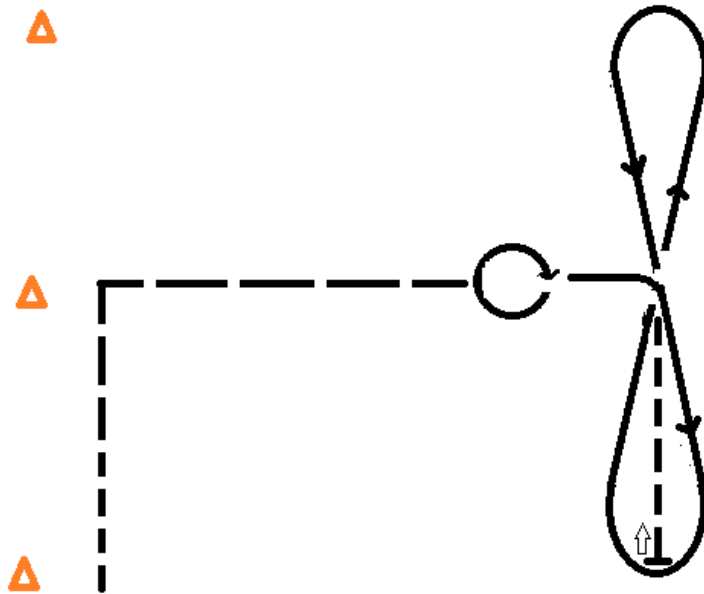
**EXIT AT A WALK OR TROT**

**HORSEMANSHIP- YOUTH 14-18, 13 & UNDER, AMATEUR AND AMATEUR SELECT**



- 1. JOG ½ WAY FROM FIRST TO SECOND MARKER**
  - 2. EXTEND JOG THEN PERFORM A SQUARE CORNER TO CENTER AND STOP**
  - 3. PERFORM A 360 DEGREE TURN TO THE LEFT**
  - 4. PERFORM A 360 DEGREE TURN TO THE RIGHT**
  - 5. LOPE FORWARD A FEW STRIDES ON THE RIGHT LEAD THEN BEGIN A TEARDROP TO THE RIGHT**
  - 6. CHANGE LEADS WHERE YOU CROSS YOUR LINE AND LOPE A TEAR DROP TO THE LEFT**
  - 7. CLOSE TEAR DROP AN EXTEND THE TROT FROM SECOND MARKER TO THE FIRST MARKER**
  - 8. STOP AND BACK 1 HORSE LENGTH**
- EXIT AT A WALK OR JOG**

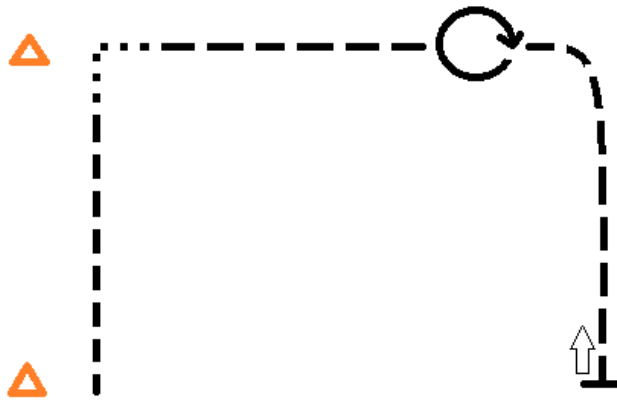
## HORSEMANSHIP- L1 YOUTH AND L1 AMATEUR



1. JOG  $\frac{1}{2}$  WAY FROM FIRST TO SECOND MARKER
2. EXTEND JOG THEN PERFORM A SQUARE CORNER TO CENTER AND STOP
3. PERFORM A 360 DEGREE TURN TO THE RIGHT
4. LOPE FORWARD A FEW STRIDES ON THE RIGHT LEAD THEN BEGIN A TEARDROP TO THE RIGHT
5. PERFORM A SIMPLE LEAD CHANGE WHERE YOU CROSS YOUR LINE AND LOPE A TEARDROP TO THE LEFT
6. CLOSE TEARDROP AND EXTEND THE TROT FROM SECOND MARKER TO FIRST MARKER
7. STOP AND BACK 1 HORSE LENGTH

EXIT AT A WALK OR JOG

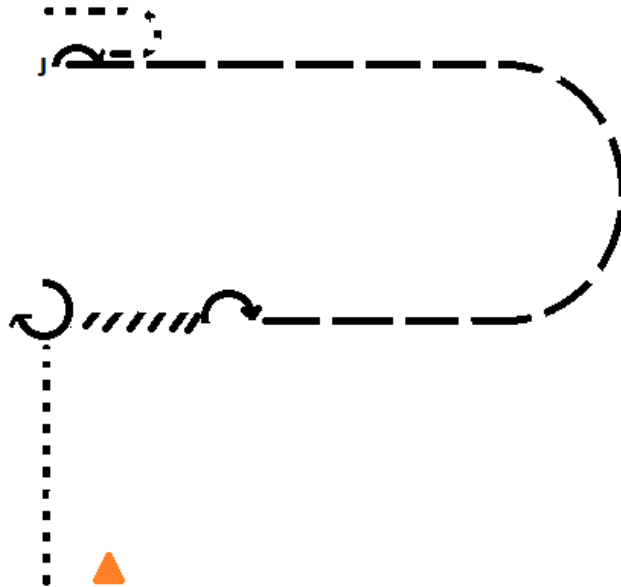
## HORSEMANSHIP- ALL WALK TROT



1. BEGIN AT A JOG
2. BREAK TO A WALK BEFORE THE SECOND MARKER AND WALK AROUND THE CORNER
3. JOG TO THE CENTER AND STOP
4. PERFORM A 360 DEGREE TURN TO THE RIGHT
5. JOG FORWARD A FEW STRIDES THEN TURN AND CONTINUE UNTIL EVEN WITH FIRST MARKER
6. STOP AND BACK 1 HORSE LENGTH



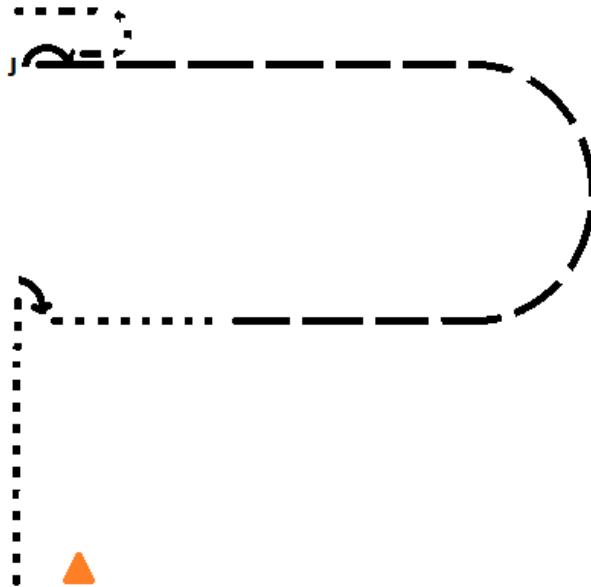
## SHOWMANSHIP- L1 YOUTH AND L1 AMATEUR



1. WALK  $\frac{1}{2}$  WAY TO THE JUDGE
2. STOP AND PERFORM A 270 DEGREE TURN
3. BACK 2 HORSE LENGTHS
4. TURN 180 DEGREES
5. TROT TO JUDGE AND STOP
6. SET UP
7. INSPECTION
8. AFTER INSPECTION, TURN 180 DEGREES AND WALK

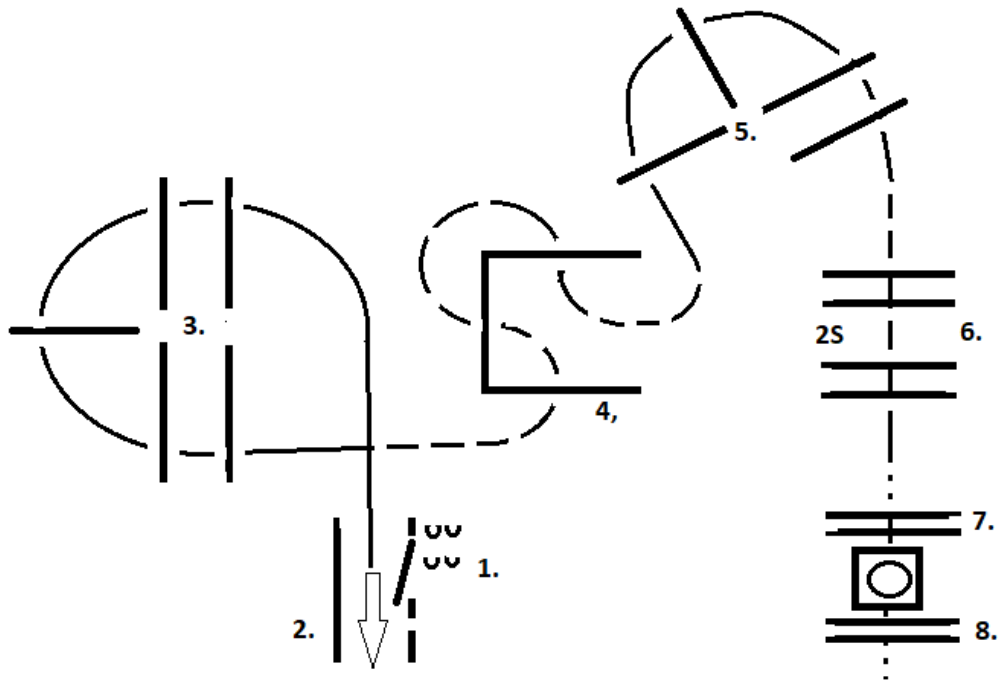


## SHOWMANSHIP- SMALL FRY



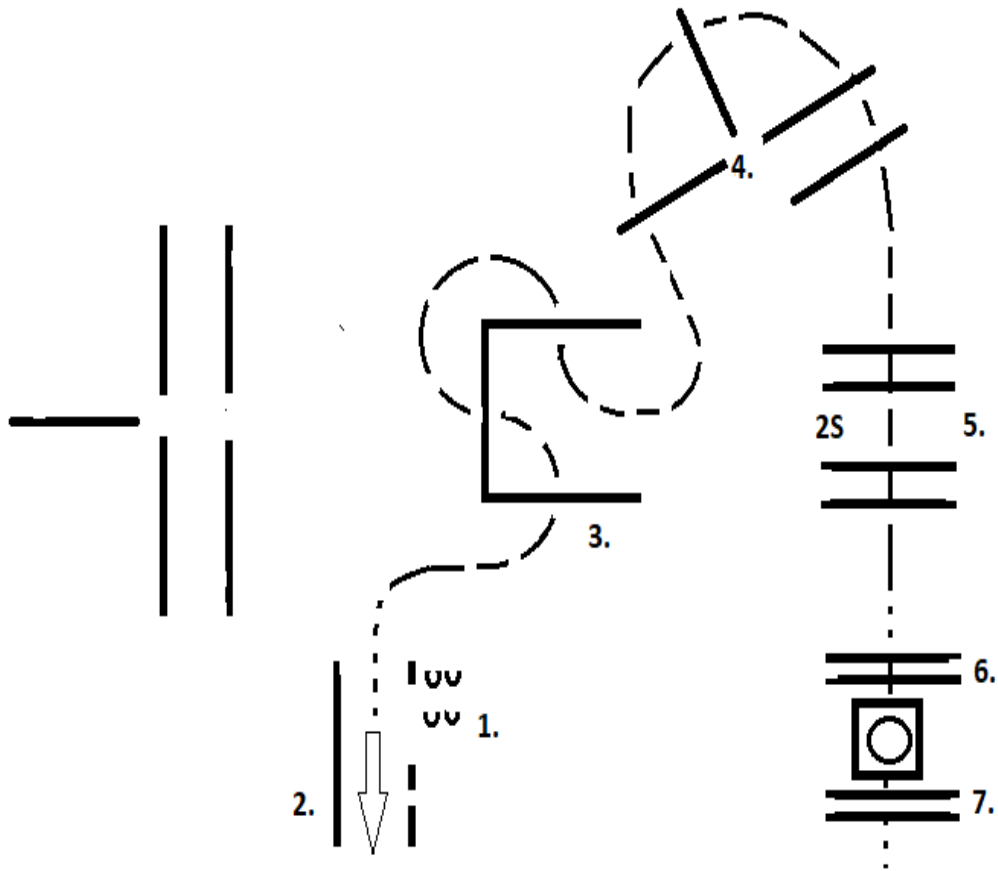
1. WALK  $\frac{1}{2}$  WAY TO THE JUDGE
2. STOP AND TURN 90 DEGREES
3. WALK 2 HORSE LENGTHS
4. TROT TO JUDGE AND STOP
5. SET UP
6. INSPECTION
7. AFTER INSPECTION, TURN 180 DEGREES AND WALK

## TRAIL- ALL EXCEPT WALK TROT



1. RIGHT HAND GATE
2. BACK
3. LOPE LEFT LEAD OVER 5 POLES
4. TROT 3 POLES
5. LOPE RIGHT LEAD OVER 4 POLES
6. TROT 4 POLES (2 STRIDES IN MIDDLE GAP)
7. WALK INTO BOX AND TURN 360 DEGREES EITHER WAY
8. WALK OVER POLES TO EXIT

## TRAIL- ALL WALK TROT



1. WALK THRU RIGHT HAND GATE
2. BACK
3. WALK OUT OF CHUTE THEN TROT 3 POLES
4. TROT 4 POLES
5. TROT 4 POLES (2 STRIDES IN MIDDLE GAP)
6. WALK INTO BOX AND TURN 360 DEGREES EITHER WAY
7. WALK OUT OVER POLES