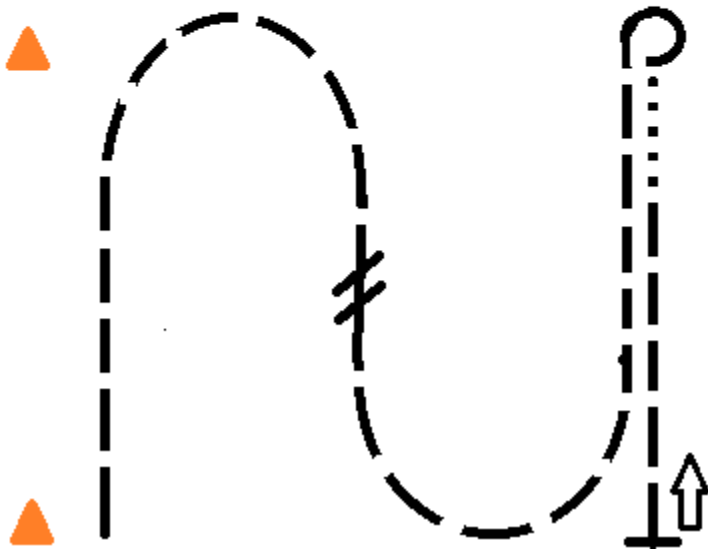


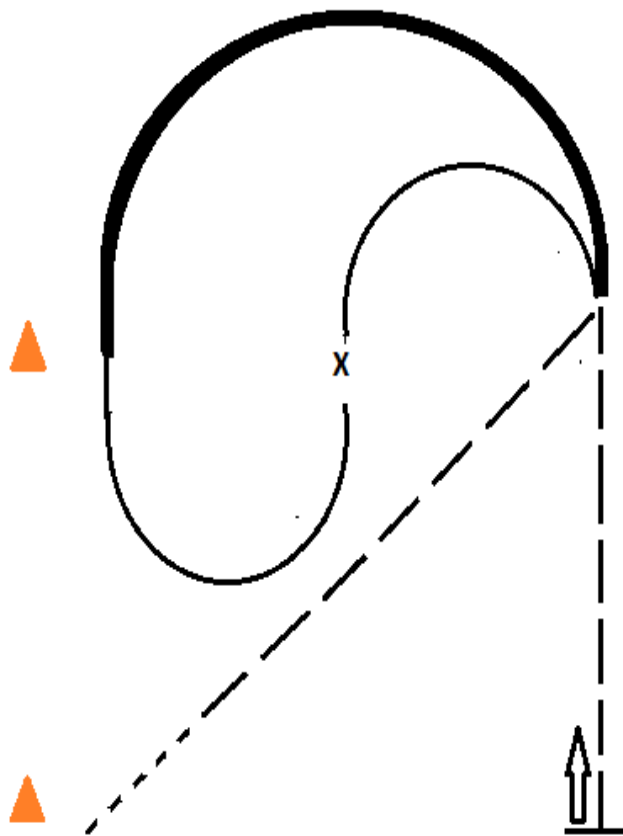
## EQUITATION – WALK TROT



### BE READY AT THE MARKER

1. TROT ON THE LEFT DIAGONAL
2. CHANGE DIAGONALS
3. HALT AND PERFORM A 180 DEGREE TURN ON THE HAUNCHES TO THE RIGHT
4. WALK 4 STRIDES
5. SIT TROT UNTIL EVEN WITH THE FIRST MARKER
6. HALT AND BACK 1 HORSE LENGTH

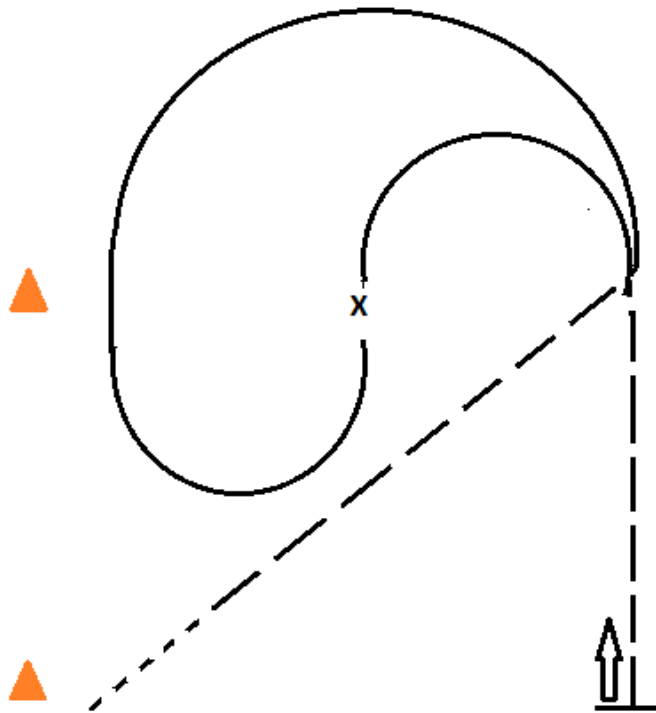
**EQUITATION- YOUTH 14-18, 13 & UNDER, AMATEUR & AMATEUR SELECT**



**BE READY AT THE MARKER**

- 1. WALK 2 HORSE LENGTHS**
- 2. TROT ON THE RIGHT DIAGONAL**
- 3. HAND GALLOP ON THE LEFT LEAD FOR ½ CIRCLE**
- 4. COLLECT THE CANTER FOR ½ CIRCLE**
- 5. CHANGE LEADS AND CANTER ½ CIRCLE ON THE RIGHT LEAD**
- 6. TROT ON THE LEFT DIAGONAL FROM MARKER 2 AND ½ WAY TO MARKER 1**
- 7. CONTINUE AT THE SITTING TROT TO MARKER 1**
- 8. HALT AND BACK 1 HORSE LENGTH**

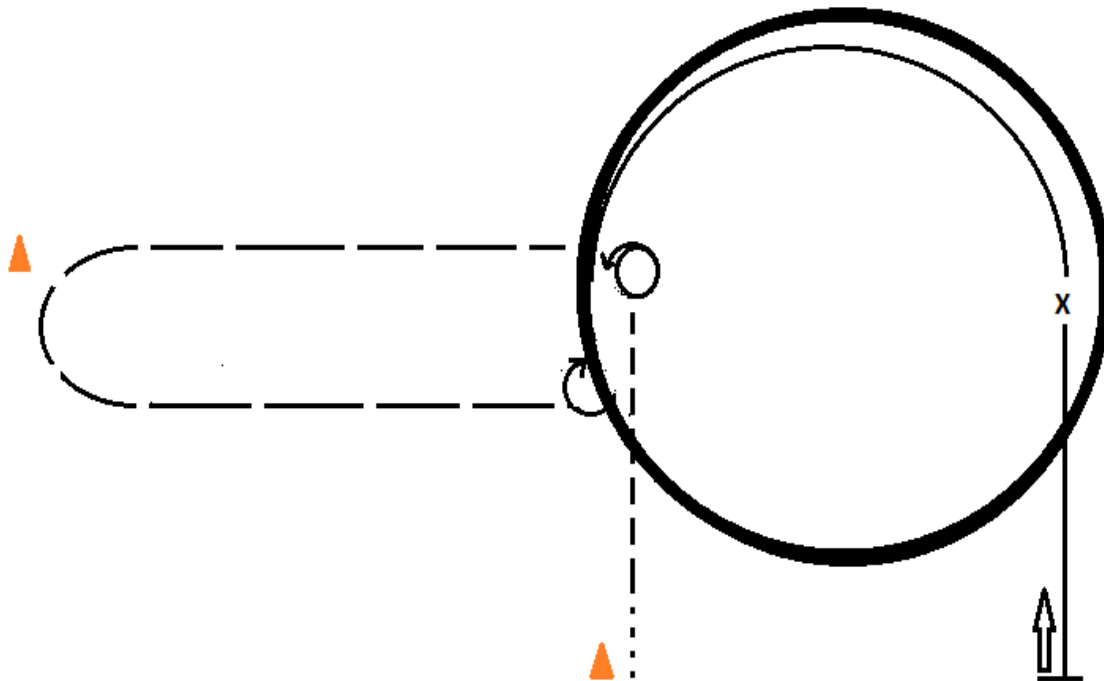
## EQUITATION – NOVICE YOUTH AND NOVICE AMATEUR



**BE READY AT THE MARKER**

- 9. WALK 2 HORSE LENGTHS**
- 10. TROT ON THE RIGHT DIAGONAL**
- 11. CANTER ON THE LEFT LEAD**
- 12. CHANGE LEADS AND CANTER ½ CIRCLE ON THE RIGHT LEAD**
- 13. TROT ON THE LEFT DIAGONAL FROM MARKER 2 AND ½ WAY TO MARKER 1**
- 14. CONTINUE AT THE SITTING TROT TO MARKER 1**
- 15. HALT AND BACK 1 HORSE LENGTH**

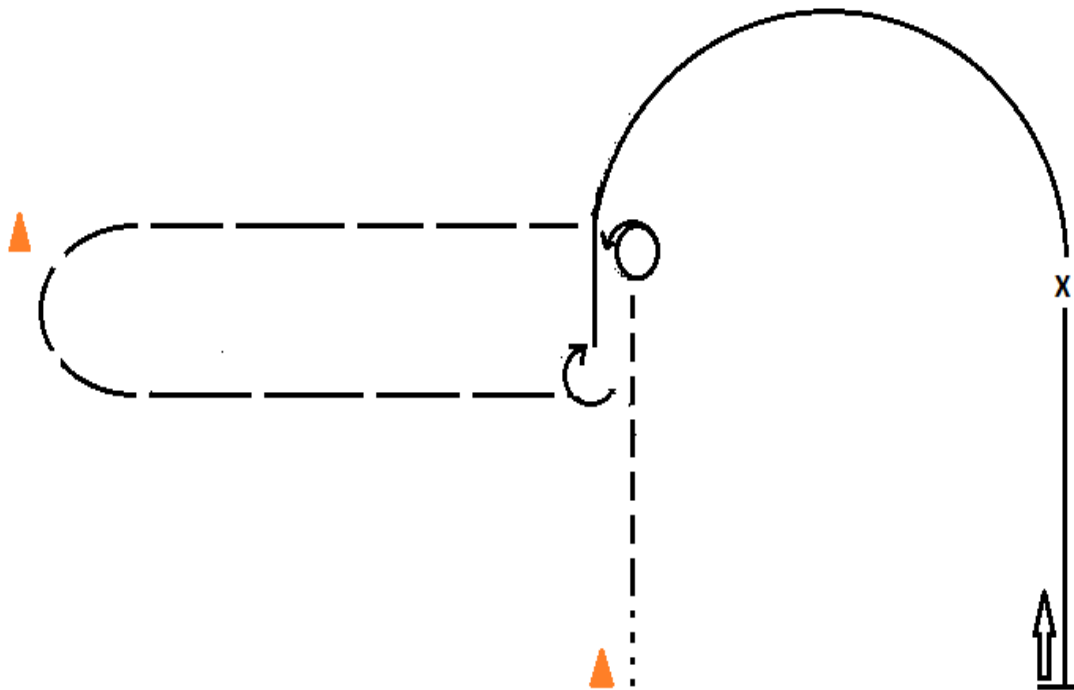
## HORSEMANSHIP – YOUTH 14-18, 13 & UNDER, AMATEUR & SELECT AMATEUR



### BE READY AT THE MARKER

1. Walk 4 strides then jog until even with the side marker and stop
2. Turn 450 degrees to the left
3. Extend the jog towards the side marker and continue back to the center line
4. Turn 270 degrees to the right
5. Lope a large circle with speed on the right lead
6. Collect the lope and lope a  $\frac{1}{2}$  circle
7. Change leads and continue until even with the marker
8. Stop and back

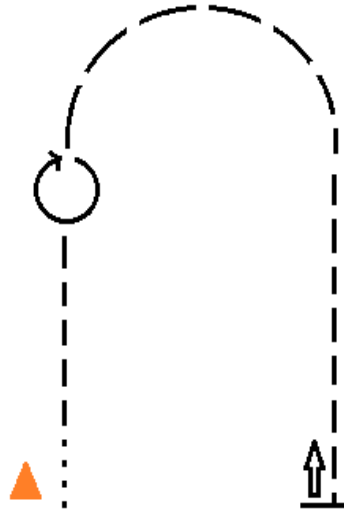
## HORSEMANSHIP- NOVICE YOUTH AND NOVICE AMATEUR



### BE READY AT THE MARKER

9. Walk 4 strides then jog until even with the side marker and stop
10. Turn 450 degrees to the left
11. Extend the jog towards the side marker and continue back to the center line
12. Turn 270 degrees to the right
13. Lope forward on the right lead and lope a  $\frac{1}{2}$  circle
14. Change leads and continue until even with the marker
15. Stop and back

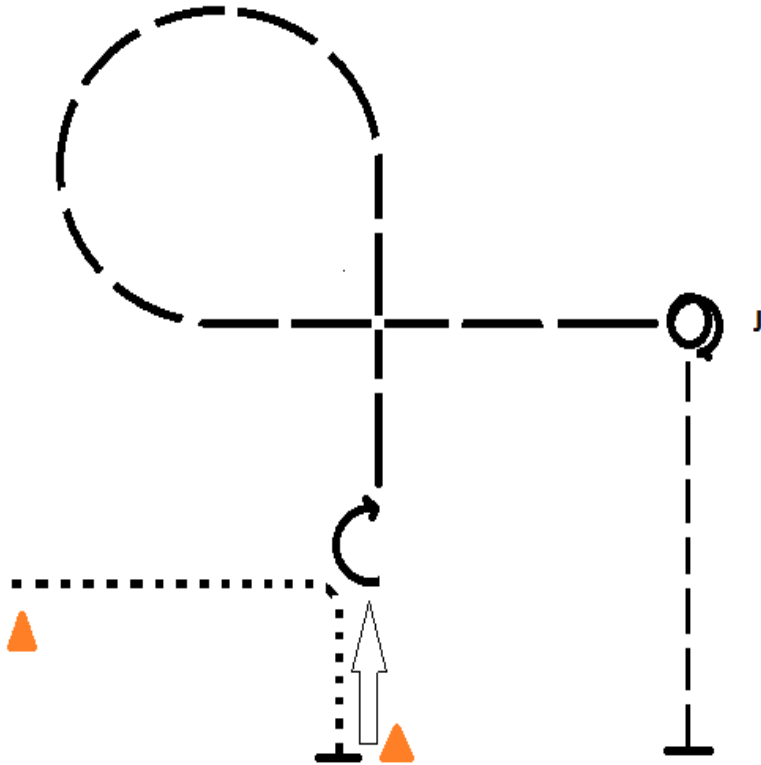
## ALL WALK TROT HORSEMANSHIP



### BE READY AT THE MARKER

1. Walk 4 strides
2. Jog to the center of the pattern
3. Turn 360 degrees to the right
4. Extend the jog for  $\frac{1}{2}$  circle
5. Slow to the jog and continue until even with the marker
6. Stop and back 1 horse length

## SHOWMANSHIP- YOUTH 14-18, 13 & UNDER, AMATEUR AND SELECT AMATEUR

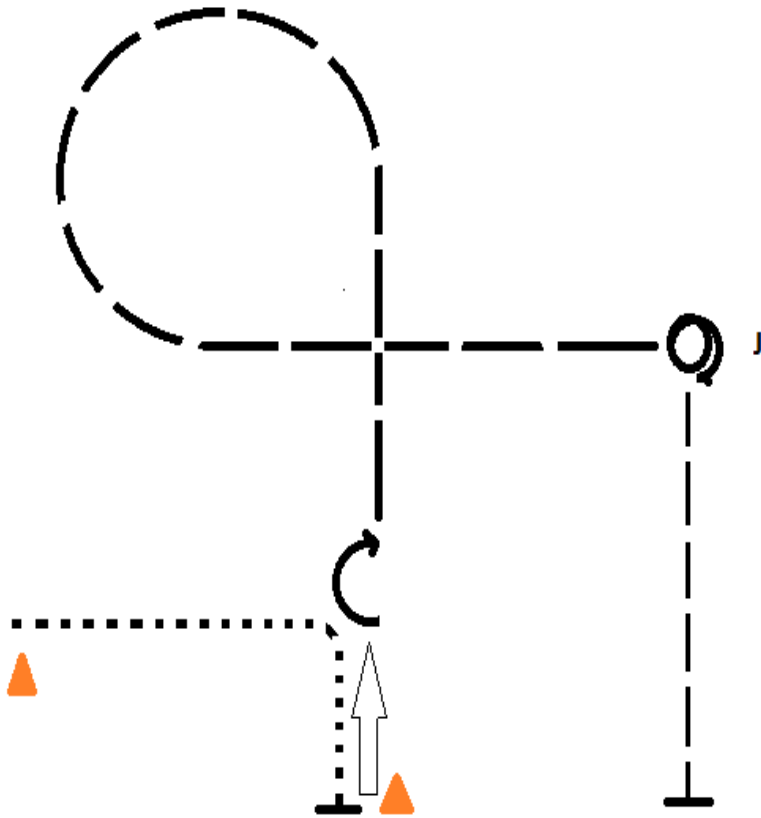


### BE READY AT THE MARKER

1. Walk from Marker 1 to Marker 2 and stop
2. Back 2 horse lengths
3. Turn 180 degrees
4. Extend the trot forward and thru the circle to the Judge and stop
5. Set up
6. Inspection
7. After inspection, turn 450 degree and trot until even with marker and stop. Pattern is complete

Exit at a walk or trot

## SHOWMANSHIP- L1 AMATEUR AND L1 YOUTH

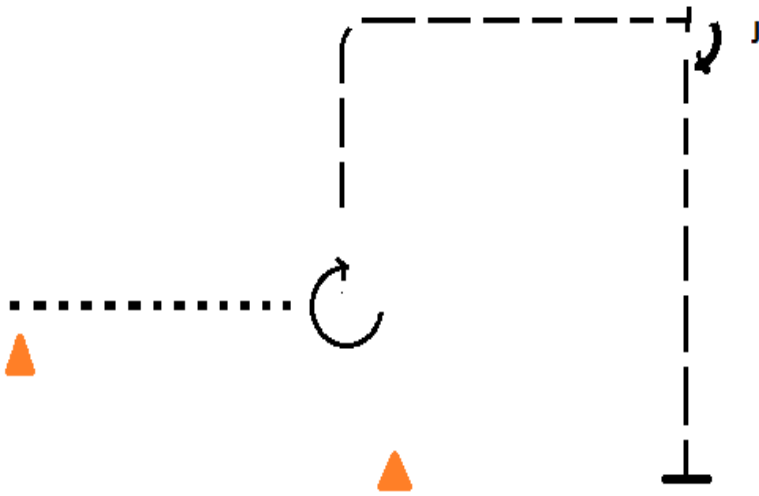


8. Walk from Marker 1 to Marker 2 and stop
9. Back 2 horse lengths
10. Turn 180 degrees
11. Trot forward and thru the circle to the Judge and stop
12. Set up
13. Inspection
14. After inspection, turn 45 degree and trot until even with marker and stop. Pattern is complete

Exit at a walk or trot



## SMALL FRY SHOWMANSHIP

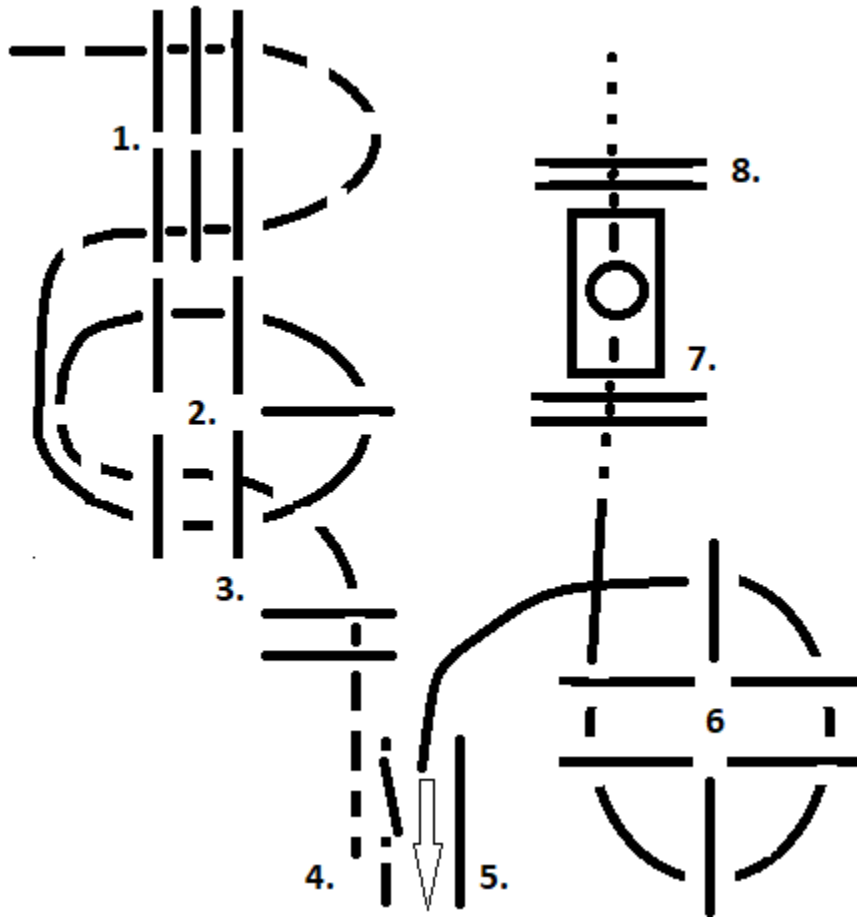


### BE READY AT THE MARKER

1. Walk from Marker 1 to Marker 2 and stop
2. Turn 270 degrees
3. Trot to the judge and stop
4. Set up
5. Inspection
6. After inspection, turn 90 degrees
7. Trot until even with the marker and stop. Pattern is complete

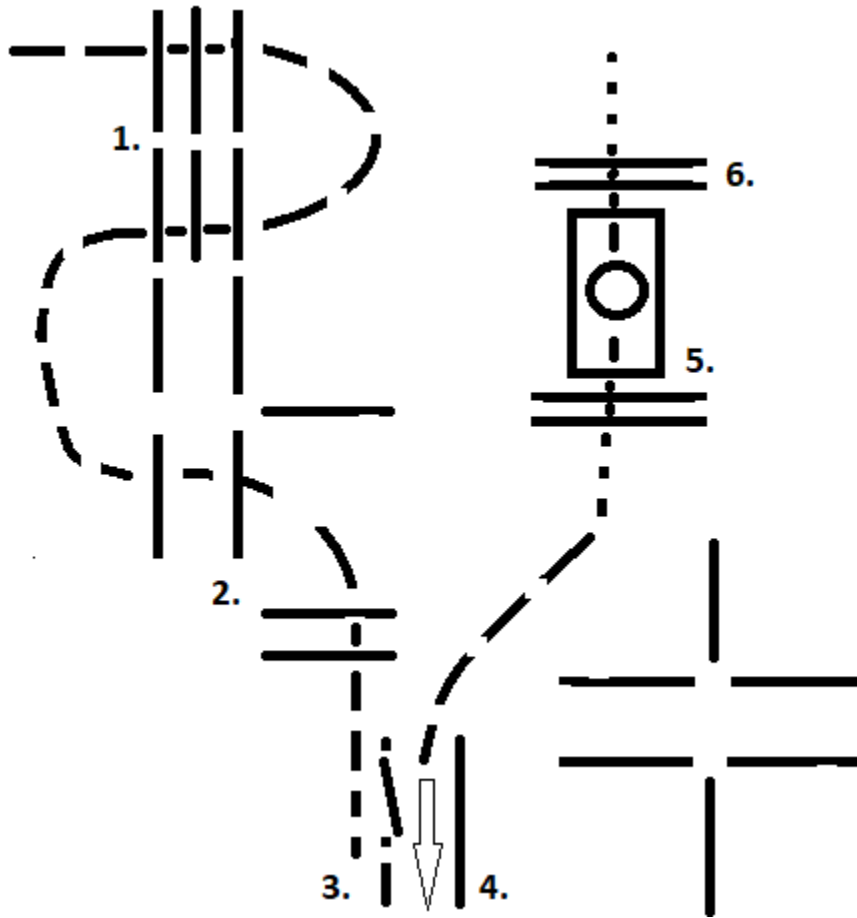
Exit at the walk or trot.

**ALL TRAIL – EXCEPT WALK TROT**



1. TROT 6 POLES
2. LOPE LEFT LEAD OVER 5 POLES
3. TROT OVER 4 POLES
4. LEFT HAND GATE
5. BACK CHUTE
6. LOPE RIGHT LEAD OVER 6 POLES
7. STOP OR BREAK TO A WALK AND WALK OVER POLES INTO BOX AND TURN 360 DEGREES EITHER DIRECTION
8. WALK OUT OVER POLES

## TRAIL – WALK TROT



1. TROT 6 POLES
2. TROT 4 POLES
3. WALK THRU GATE
4. BACK CHUTE
5. TROT OUT OF CHUTE THEN STOP OR BREAK TO A WALK AND WALK INTO THE BOX AND TURN 360 DEGREES EITHER WAY
6. WALK OUT OVER POLES