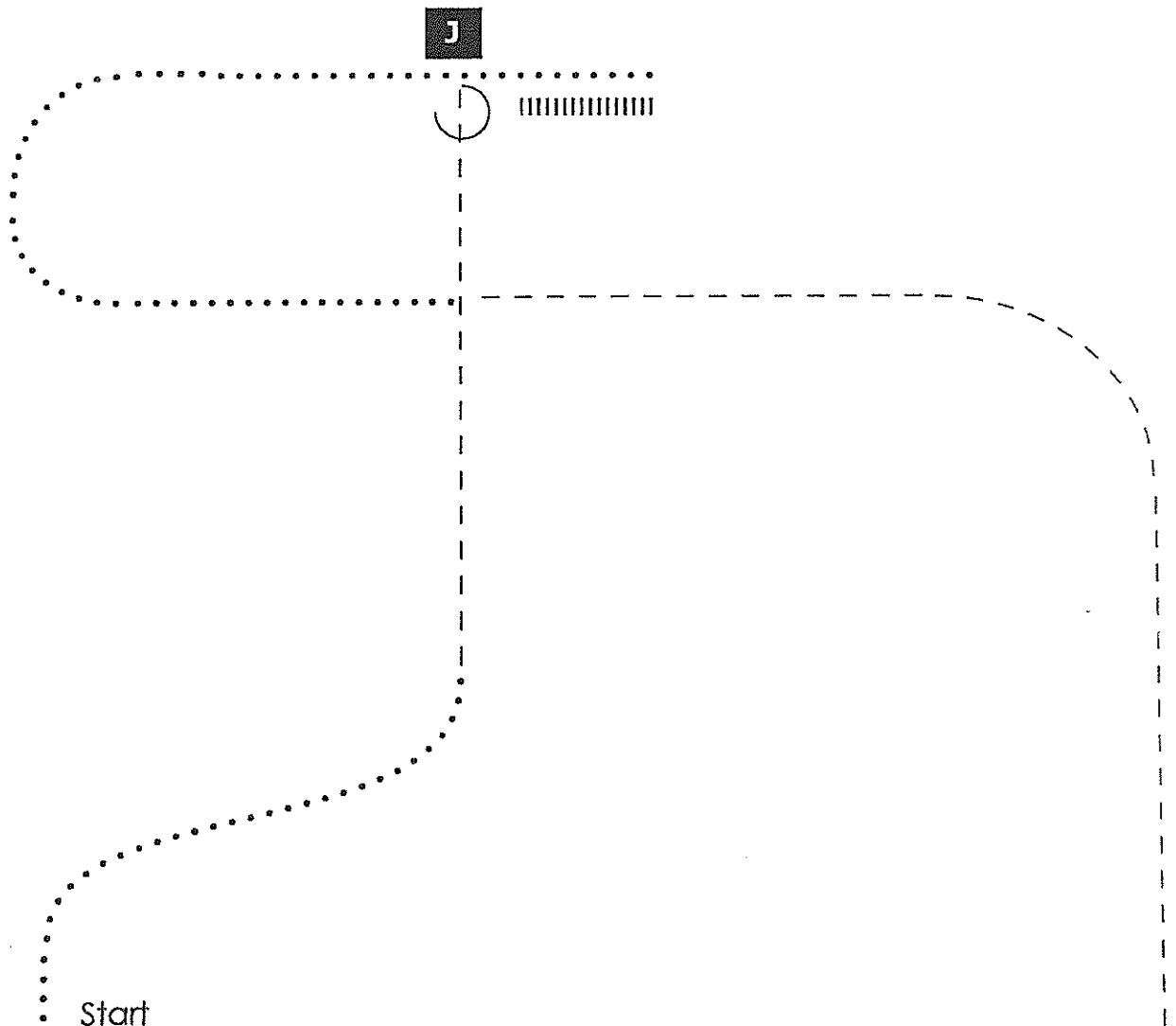




Showmanship (ALL)

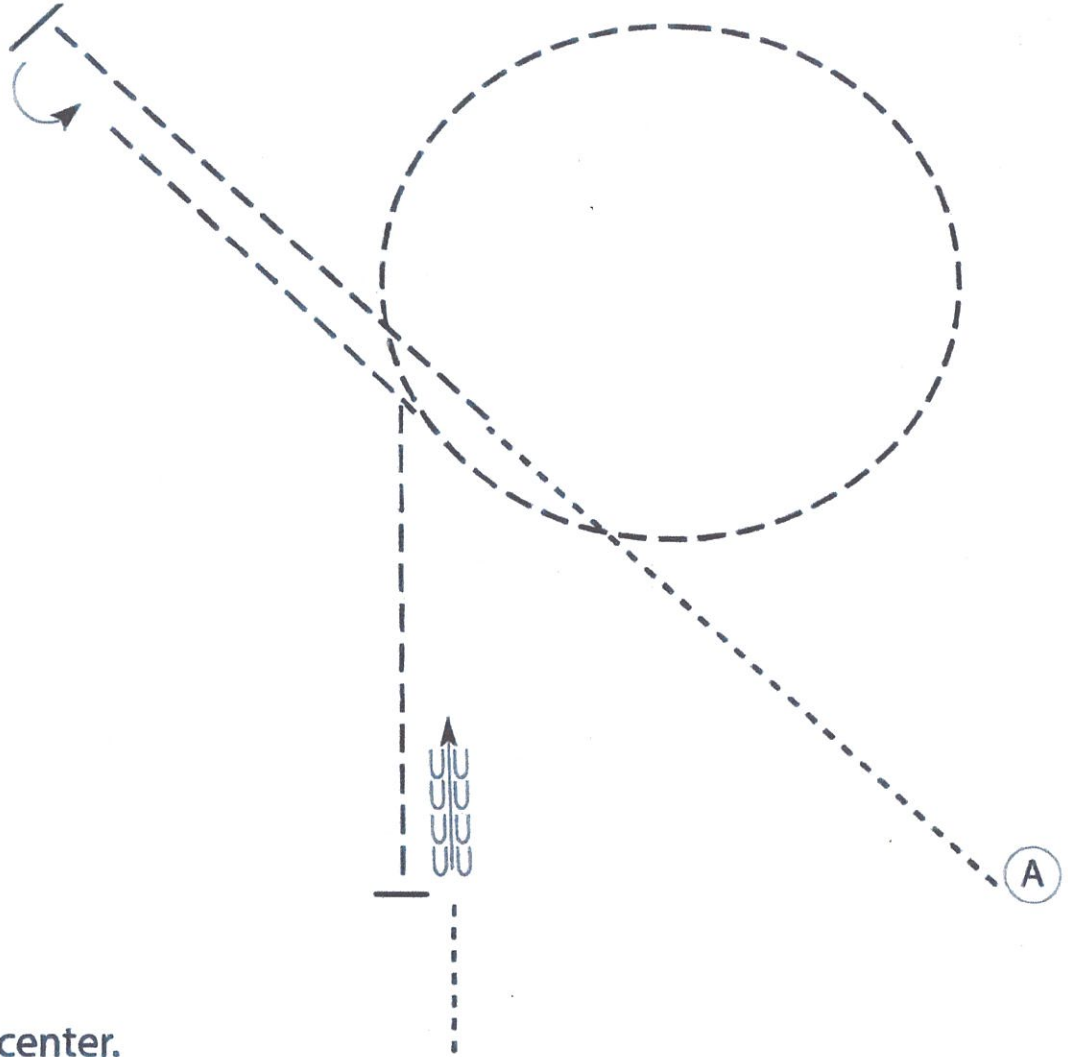
Instructions

1. Walk
2. Trot to Judge, stop
3. Set up
4. Inspection
5. When dismissed, execute $\frac{3}{4}$ turn
6. Back one horse length
7. Walk
8. Trot to exit





Hunt Seat Equitation (ALL W/T)



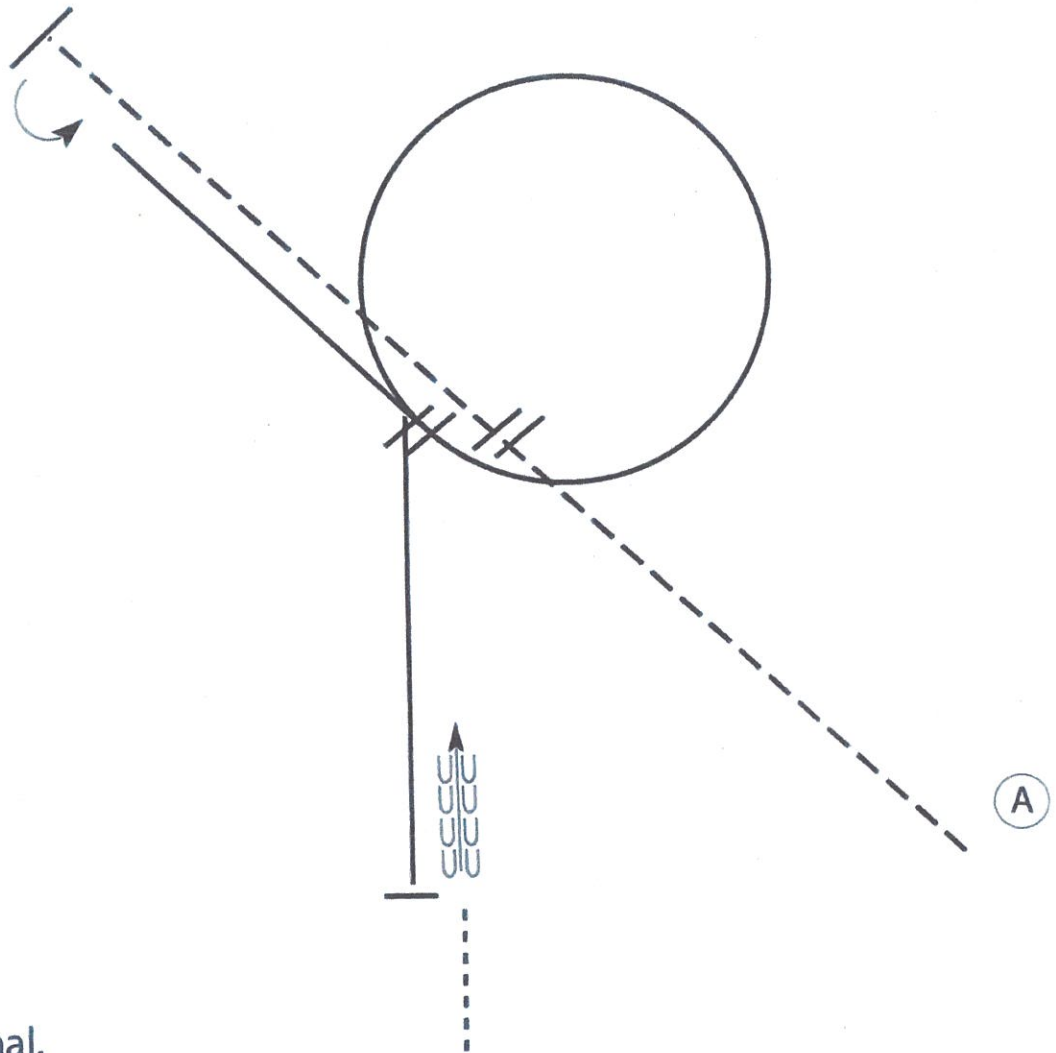
Be ready at A.

1. Walk halfway to center.
2. Sitting trot.
3. Stop and perform a 180 degree turn on the haunches left.
4. Posting trot on the right diagonal.
5. Trot a circle left.
6. Close circle, change diagonals and trot until even with A.
7. Stop and back.
8. Walk 5 steps. Pattern Complete.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↘
Back	← 3333
Marker	Ⓚ
Sidepass	←←
Hand Gallop	—————



Hunt Seat Equitation



Be ready at A.

1. Trot left diagonal.
2. Halfway to center, change diagonal and continue trot.
3. Stop and perform a 180 degree forehand turn left.
4. Canter right lead.
5. Perform a simple lead change at center.
6. Canter left lead circle.
7. Close circle and continue the canter until even with A.
8. Stop and back.
9. Walk 5 steps. Pattern Complete.

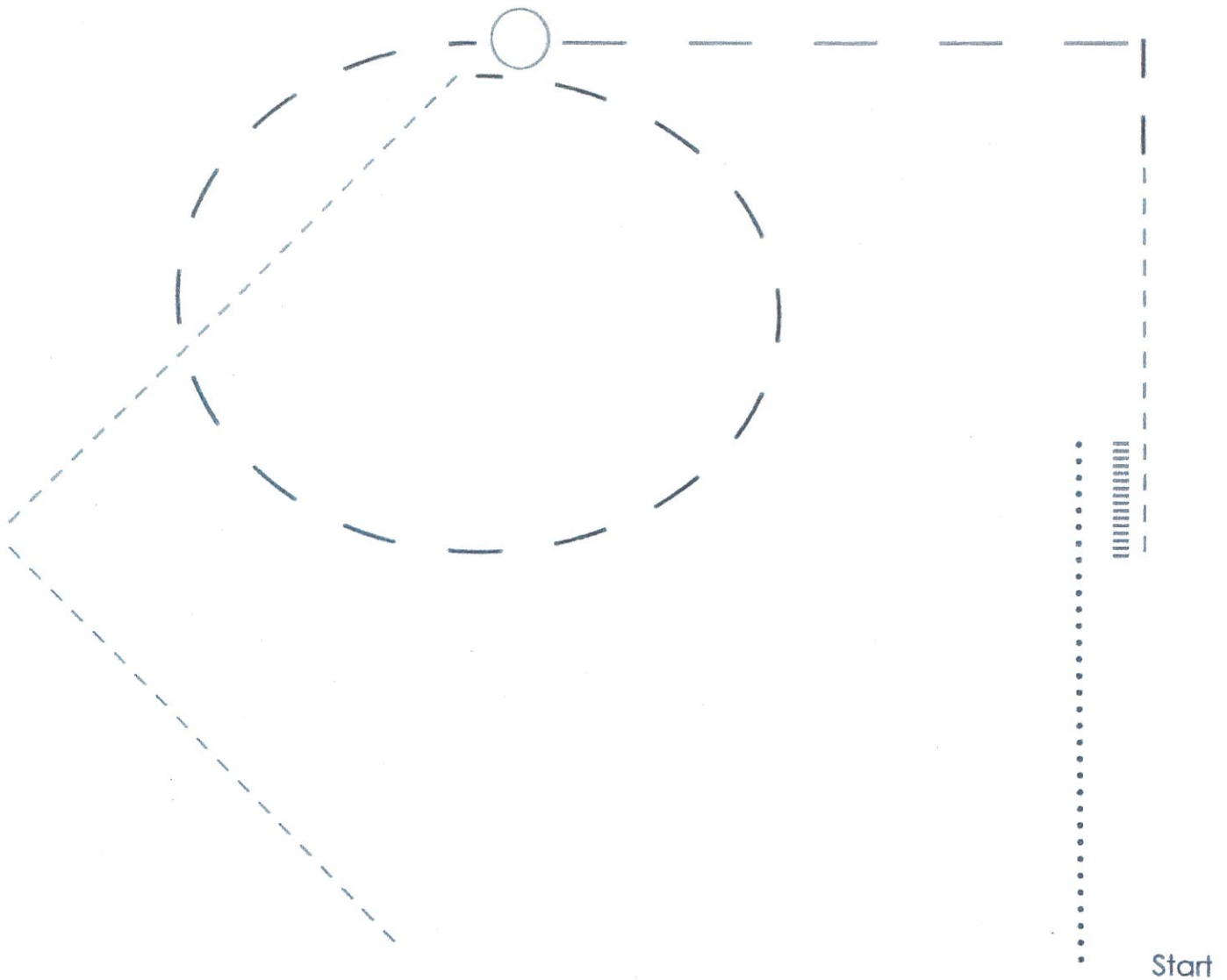
Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← ← ← ← ←
Hand Gallop	-----



Western Horsemanship W/J

Instructions

1. Walk
2. Stop, back one horse length
3. Jog
4. Extended jog
5. Stop, execute 1 turn left on the haunches
6. Extended jog circle
7. Jog to exit



Walk

Jog - - - -

Ext Jog - - - -

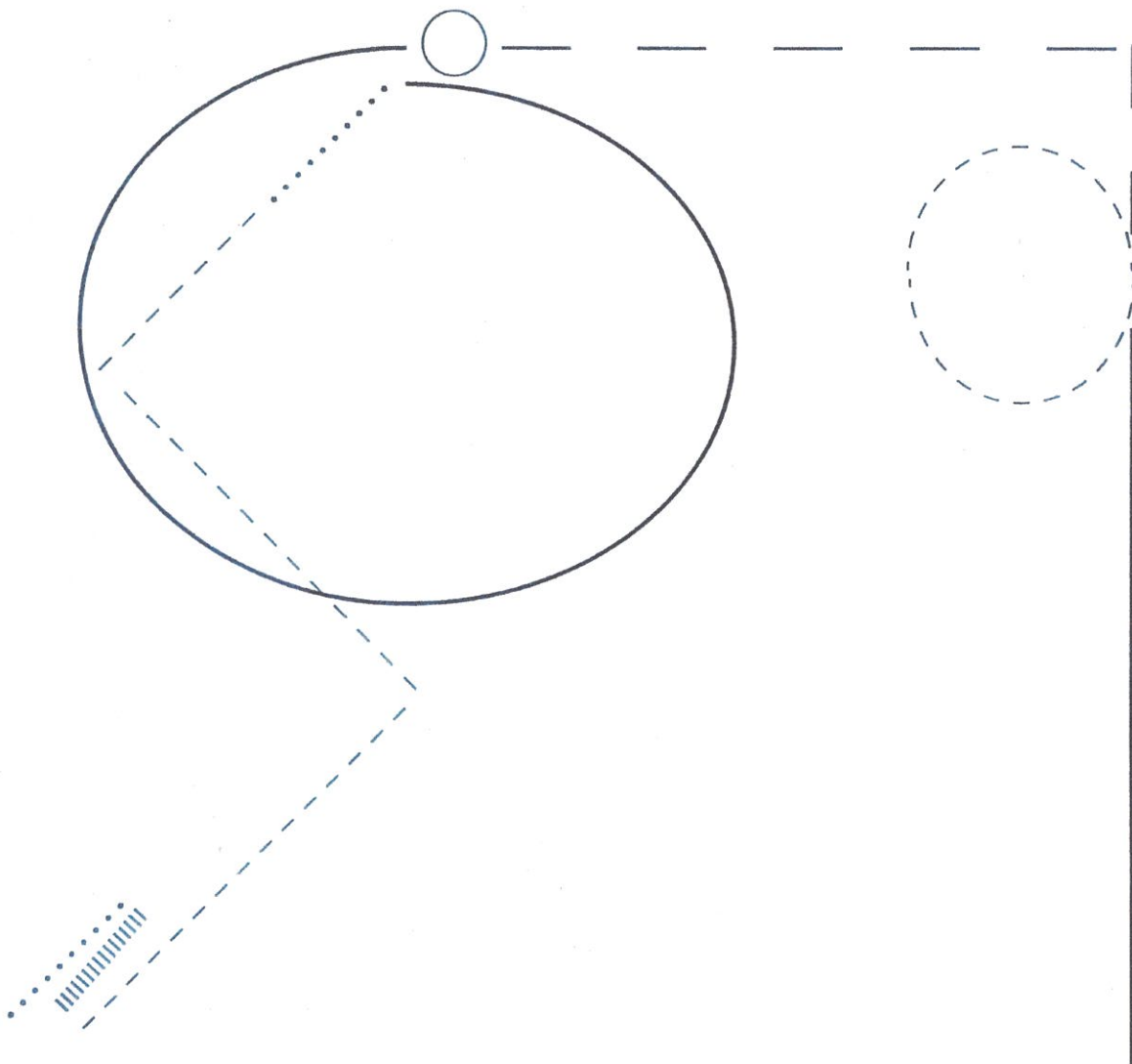
Back |||||



Western Horsemanship W/T/L

Instructions

1. Lope, right lead
2. Jog small circle
3. Extended jog
4. Stop, execute 1 turn left on the haunches
5. Lope, left lead, circle
6. Walk
7. Jog
8. Stop, back one horse length
9. Walk to exit

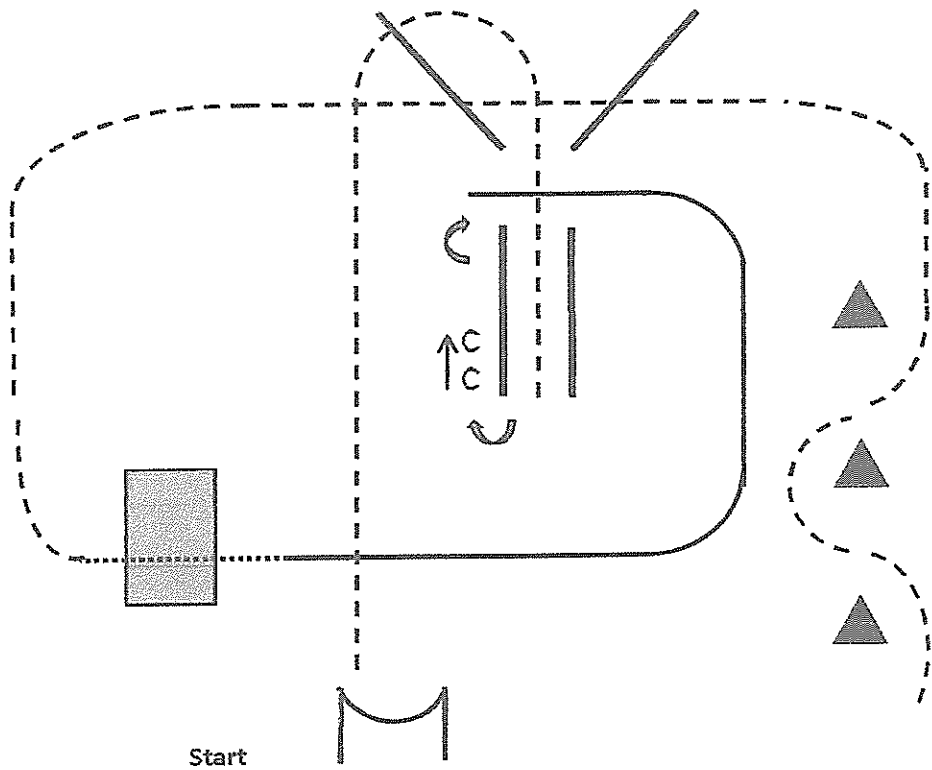


Walk

Jog - - - -

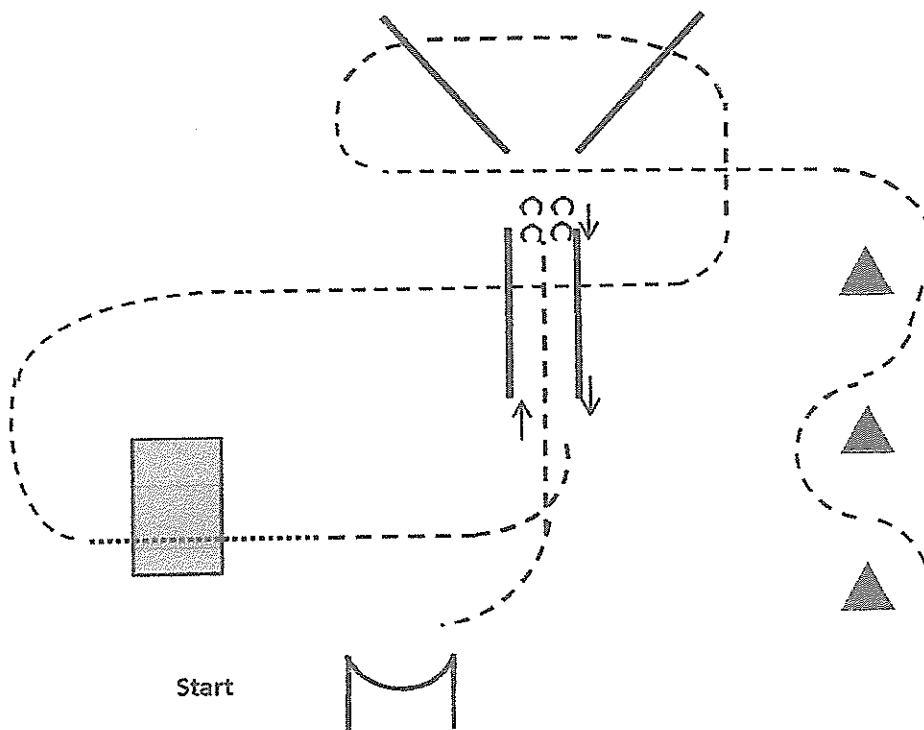
Ext. Jog - - - -

Lope Trail



1. Open and close gate
2. Jog into Y, stop at end
3. Pivot front feet, side pass right
4. Turn, lope right lead to bridge, walk before bridge
5. Walk over bridge
6. Jog over arms of Y
7. Continue jog through serpentine cones

Walk/Jog Trail



1. Open and close gate
2. Jog into Y, stop at center
3. Back out
4. Jog to bridge, walk before bridge
5. Walk over bridge
6. Jog over all arms of Y
7. Continue jog through serpentine cones