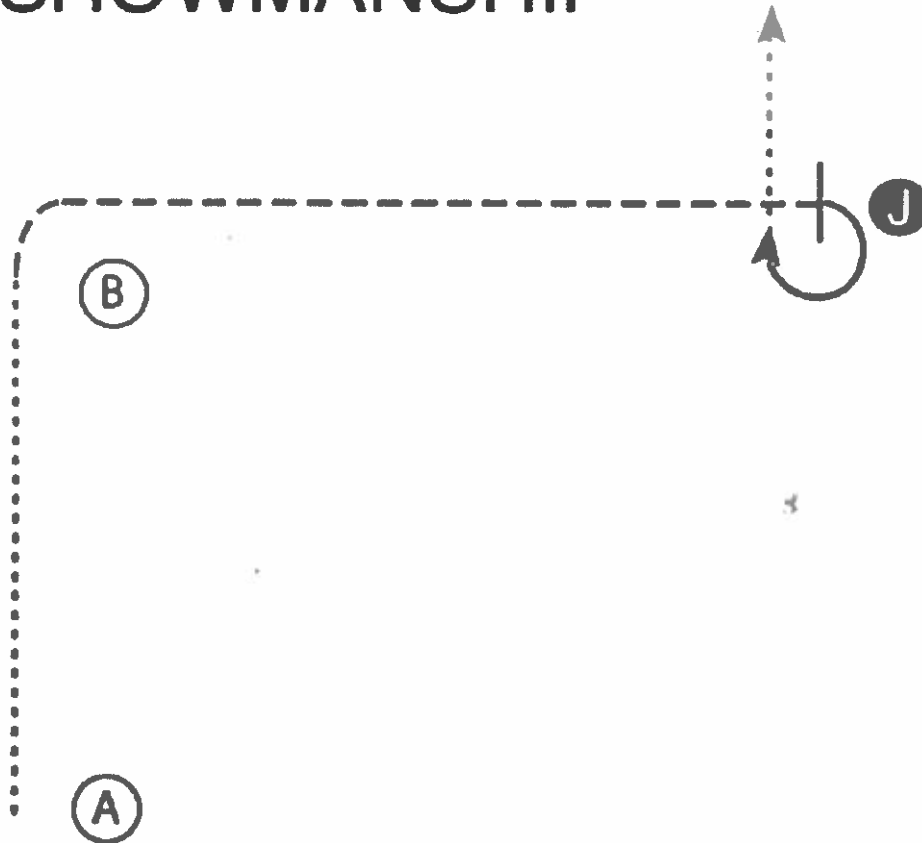
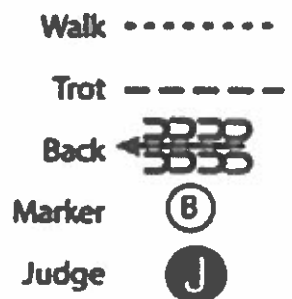


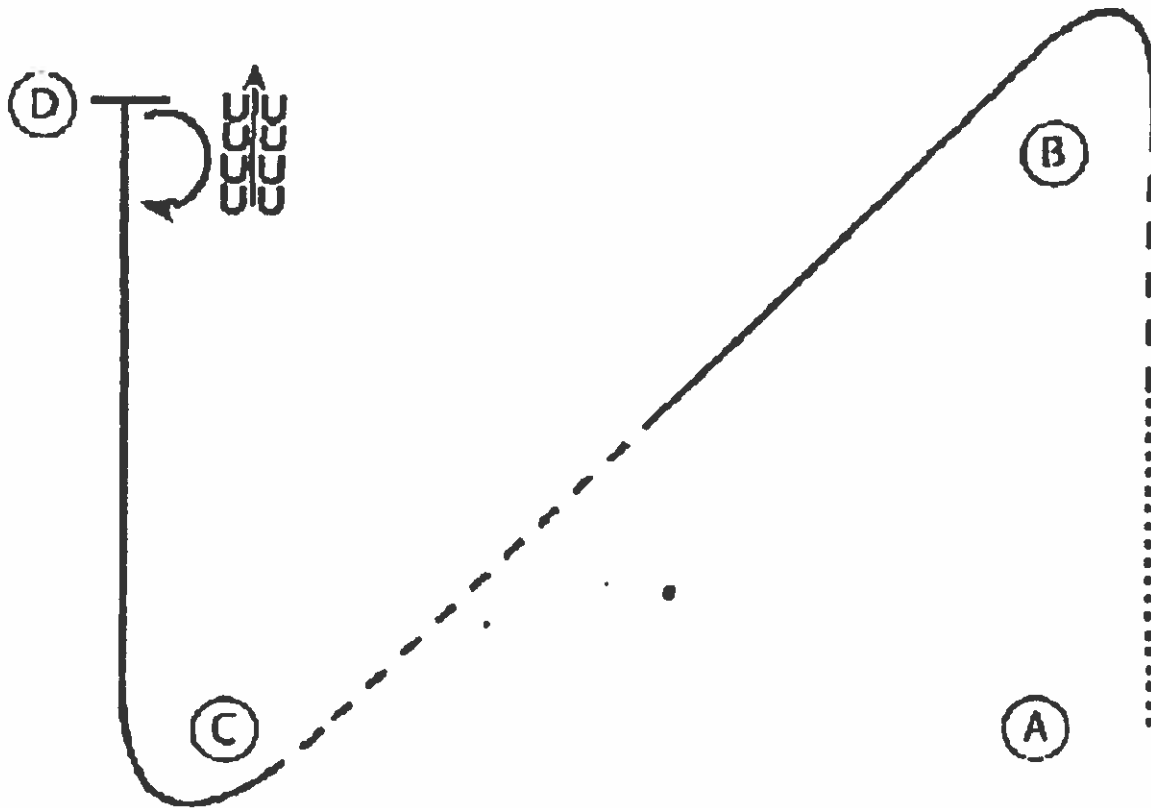
# ALL SHOWMANSHIP



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.



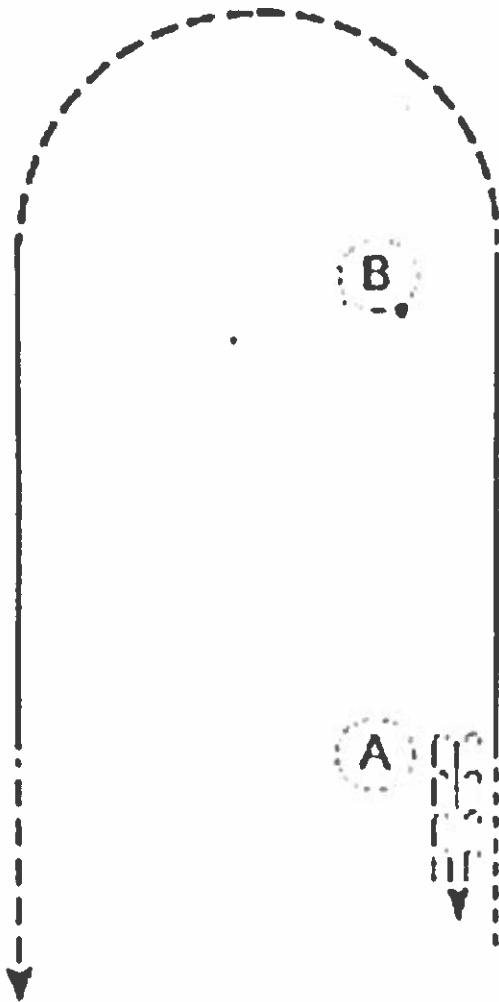
# Hunt Seat Equitation (All)



1. Walk halfway from A to B
2. Sitting trot to B
3. At B canter on the left lead halfway to C
4. Posting trot to C
5. At C canter on the right lead to D
6. Stop at D and perform a 180 degree turn to the right on the forehand
7. Back 3 steps

Walk	.....
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	←-----←

# Western Horsemanship (All)



Be ready at A.

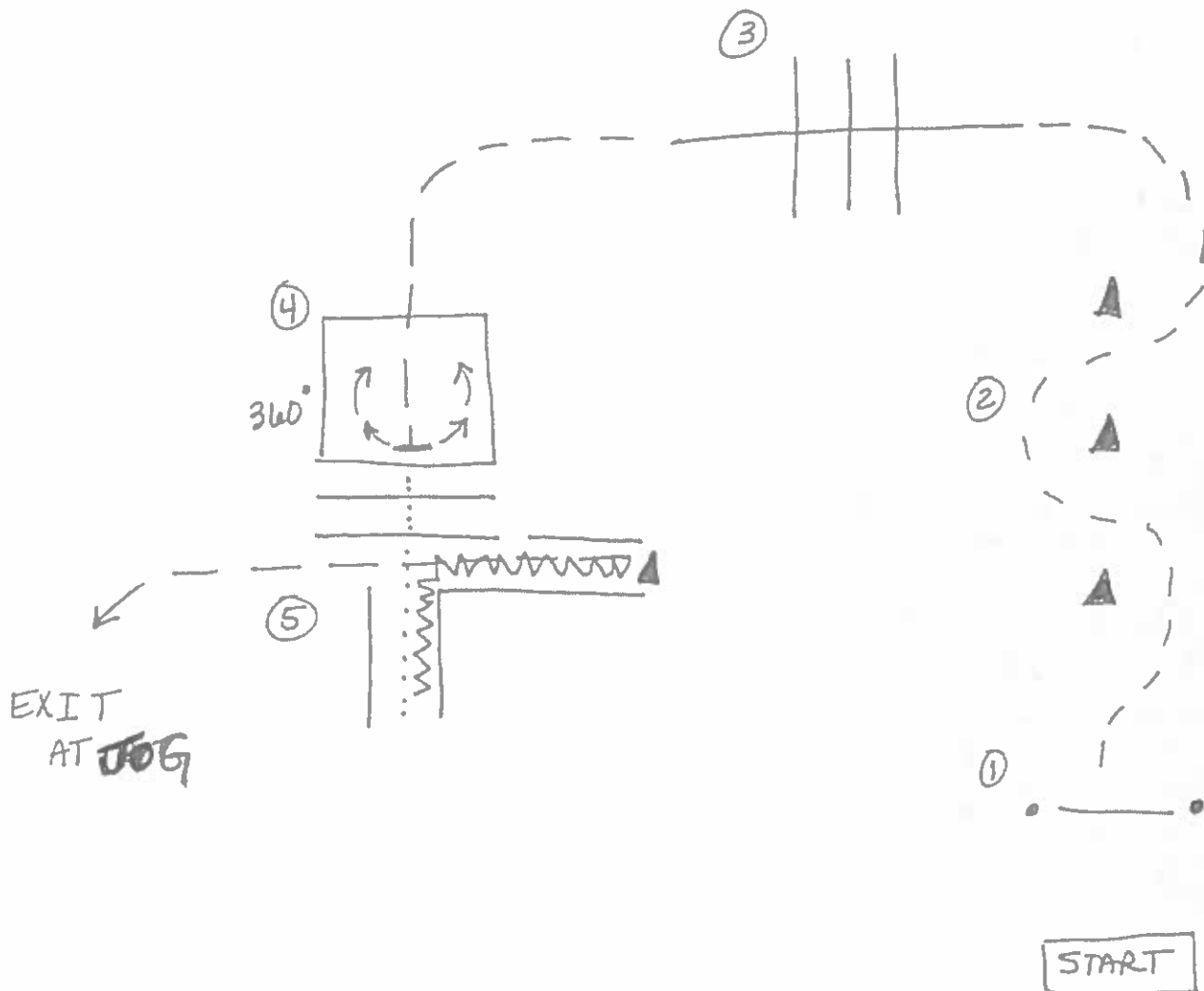
1. When acknowledged, back approximately 2 horse lengths.
2. Walk to A.
3. Lope on the left lead to B.
4. Jog in a half circle until even with B.
5. Lope on the right lead until even with A.
6. Break to a jog and exit pattern at a jog.

Pattern is over once you have jogged two strides past A.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Lead Change	
Back	
Marker	(B)

# ALL TRAIL



\* BE READY AT GATE

- ① LEFT HAND PUSH AT GATE.
- ② JOG SERPENTINE
- ③ LEFT LEAD LOPE OVER POLES
- ④ JOG INTO BOX. STOP IN BOX.  
TURN 360° EITHER DIRECTION.  
EXIT BOX AT A WALK. WALK  
OVER POLES AND INTO CHUTE.
- ⑤ BACK CHUTE AND AROUND CORNER  
TIL THE END. EXIT AT A JOG