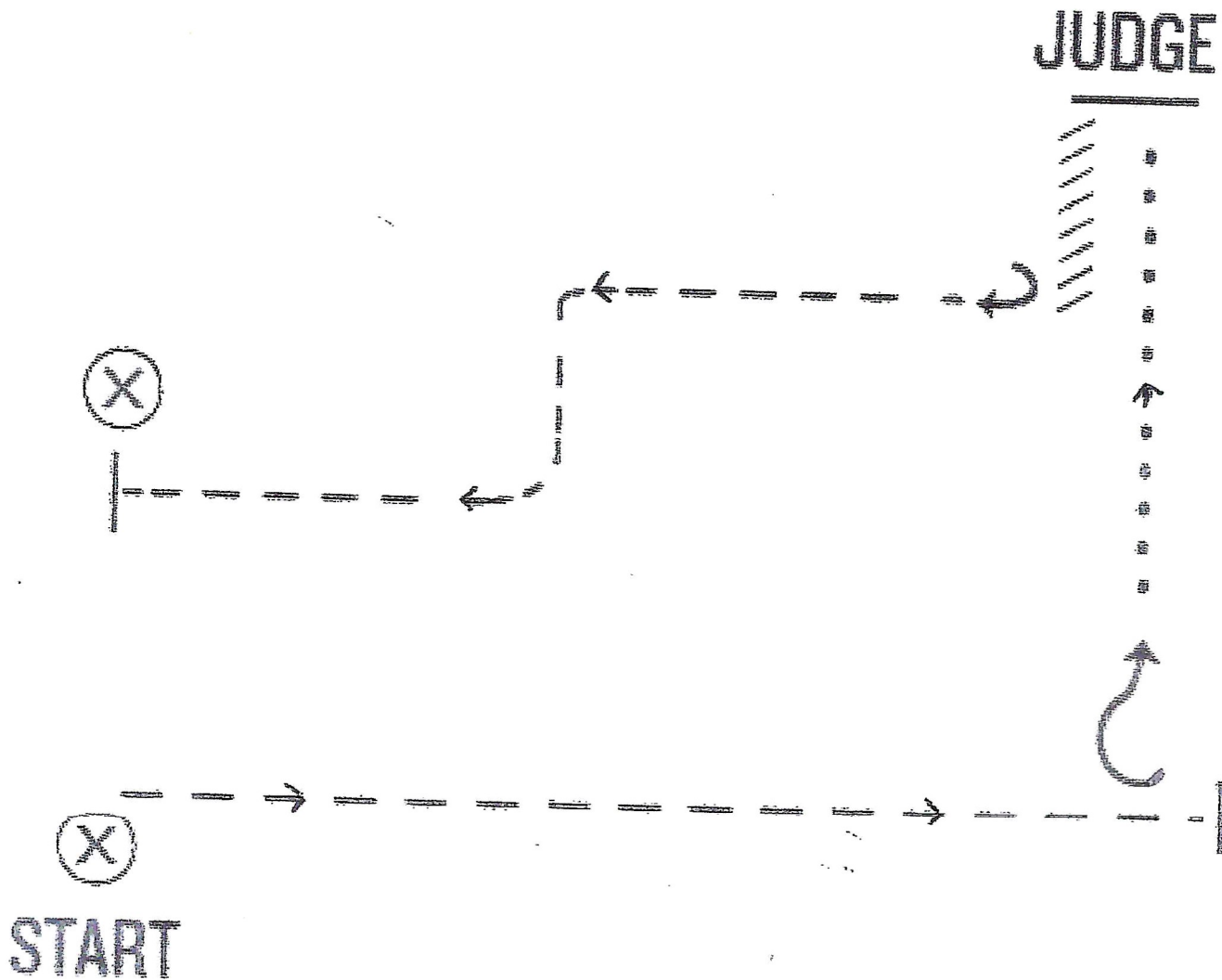




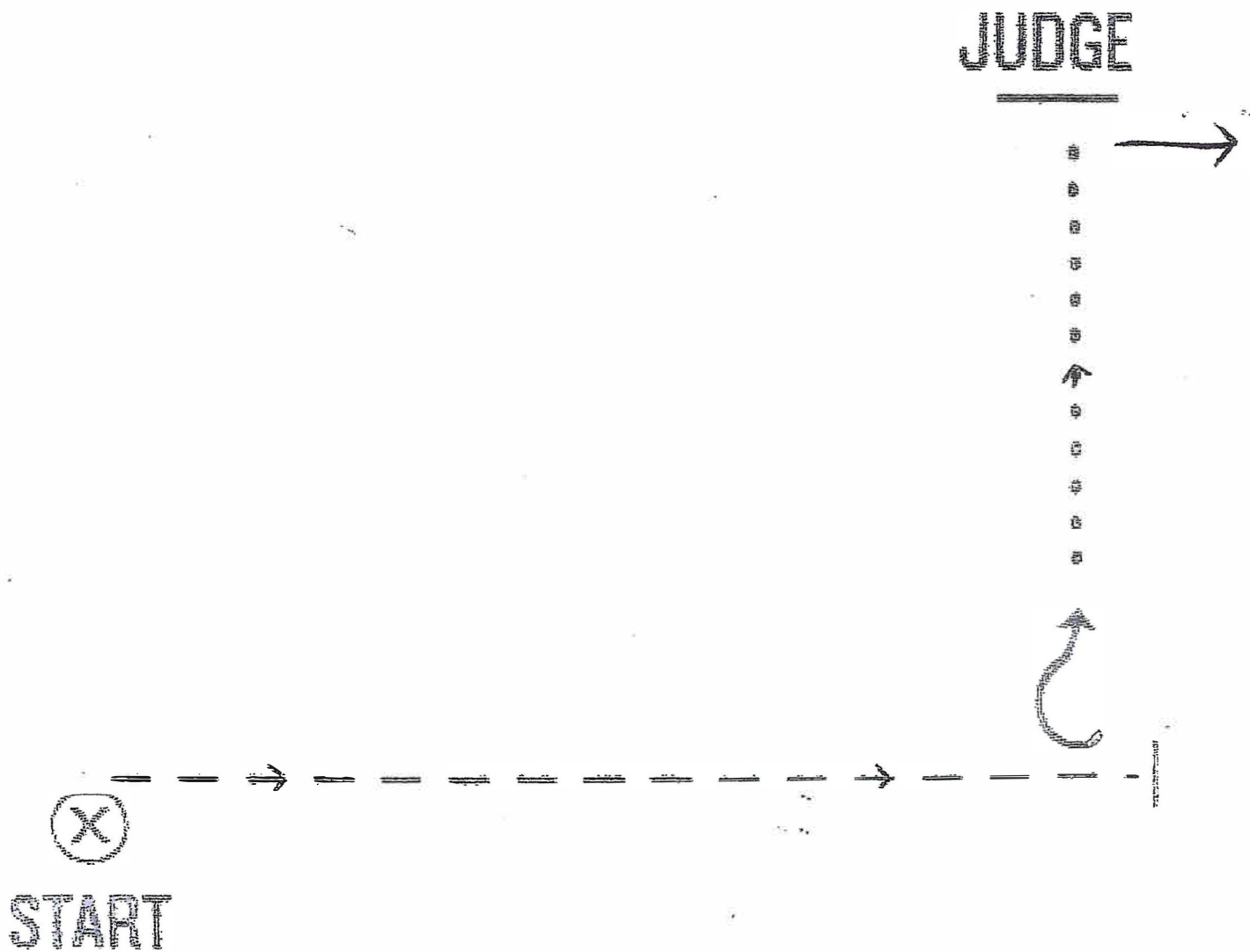
1. Trot across arena. Halt.
2. Execute 1  $\frac{3}{4}$  pivot. Walk to judge.
3. Set up for inspection.
4. When dismissed, back two horse lengths.
5. Execute 270-degree pivot.
6. Trot as shown. Halt.
7. Exit pattern.

# Jr Showmanship - 17 & Under



1. Trot across arena. Halt.
2. Execute 270-degree pivot. Walk to judge.
3. Set up for inspection.
4. When dismissed, back two horse lengths.
5. Execute 270-degree pivot.
6. Trot as shown. Halt.
7. Exit pattern.

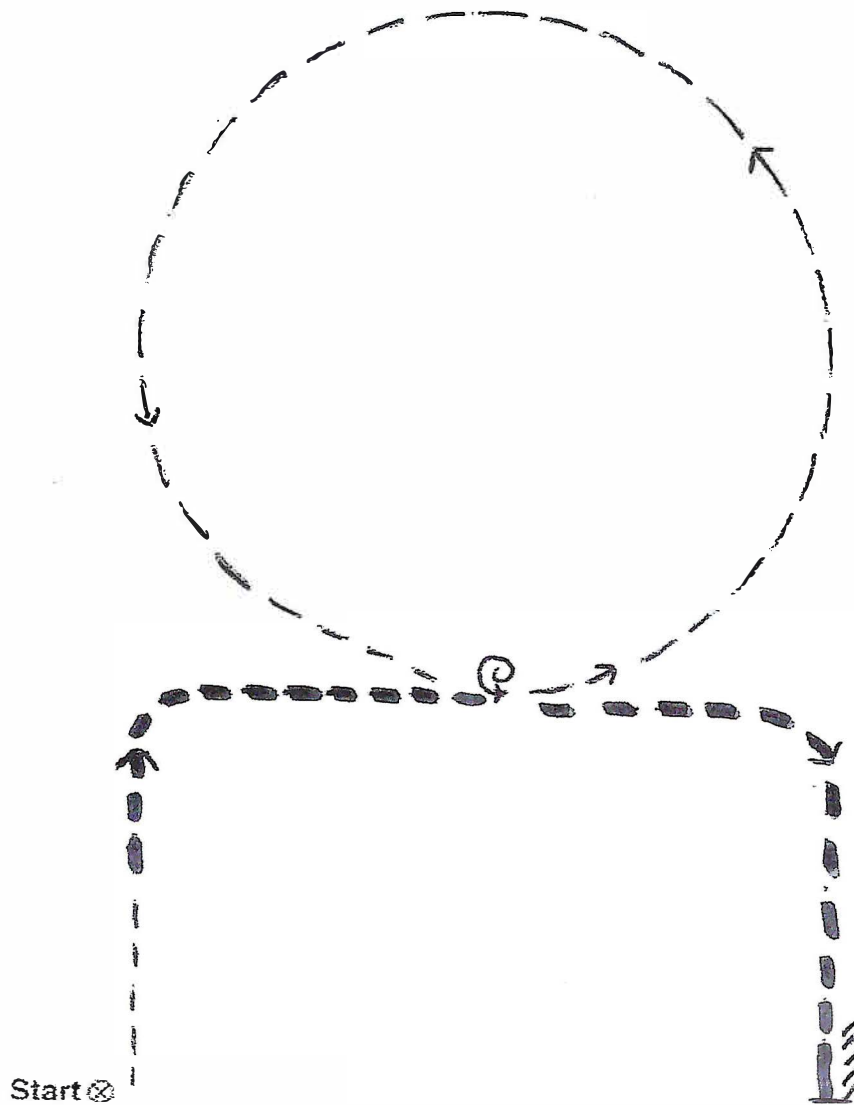
# Novice Showmanship - 17 & Under



1. Trot across arena. Halt.
2. Execute 270-degree pivot. Walk to judge.
3. Set up for inspection.
4. When dismissed,  
Execute **90**-degree pivot.

Exit pattern.

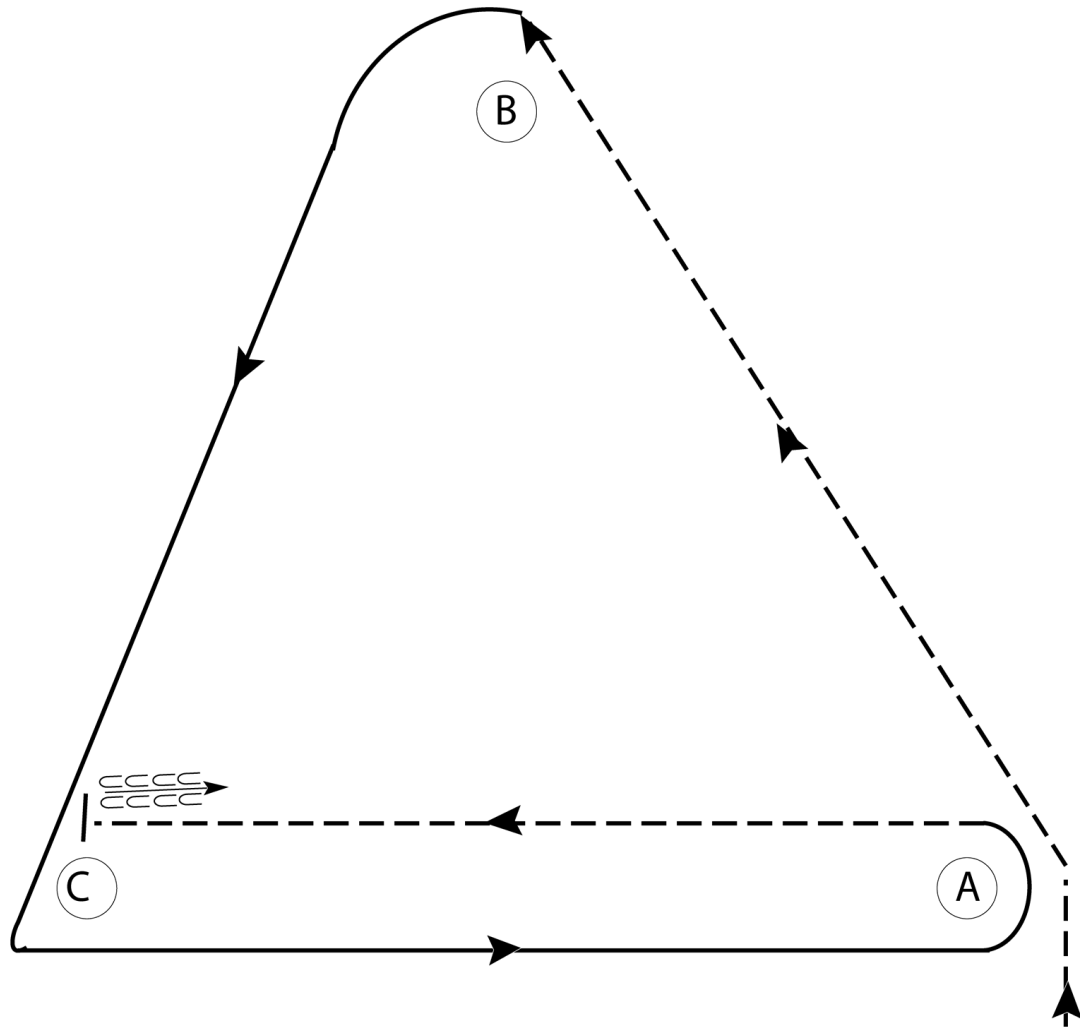
# Walk Trot Novice Horsemanship



Be ready at marker.

1. Jog  $\frac{1}{2}$  line; extend jog to center.
2. Stop. Execute a 360-degree pivot to left.
3. Jog circle to left.
4. Extend jog.
5. Stop. Back 5 steps.
6. Exit pattern.

## English Equitation - 18 & Over



Be ready before A.

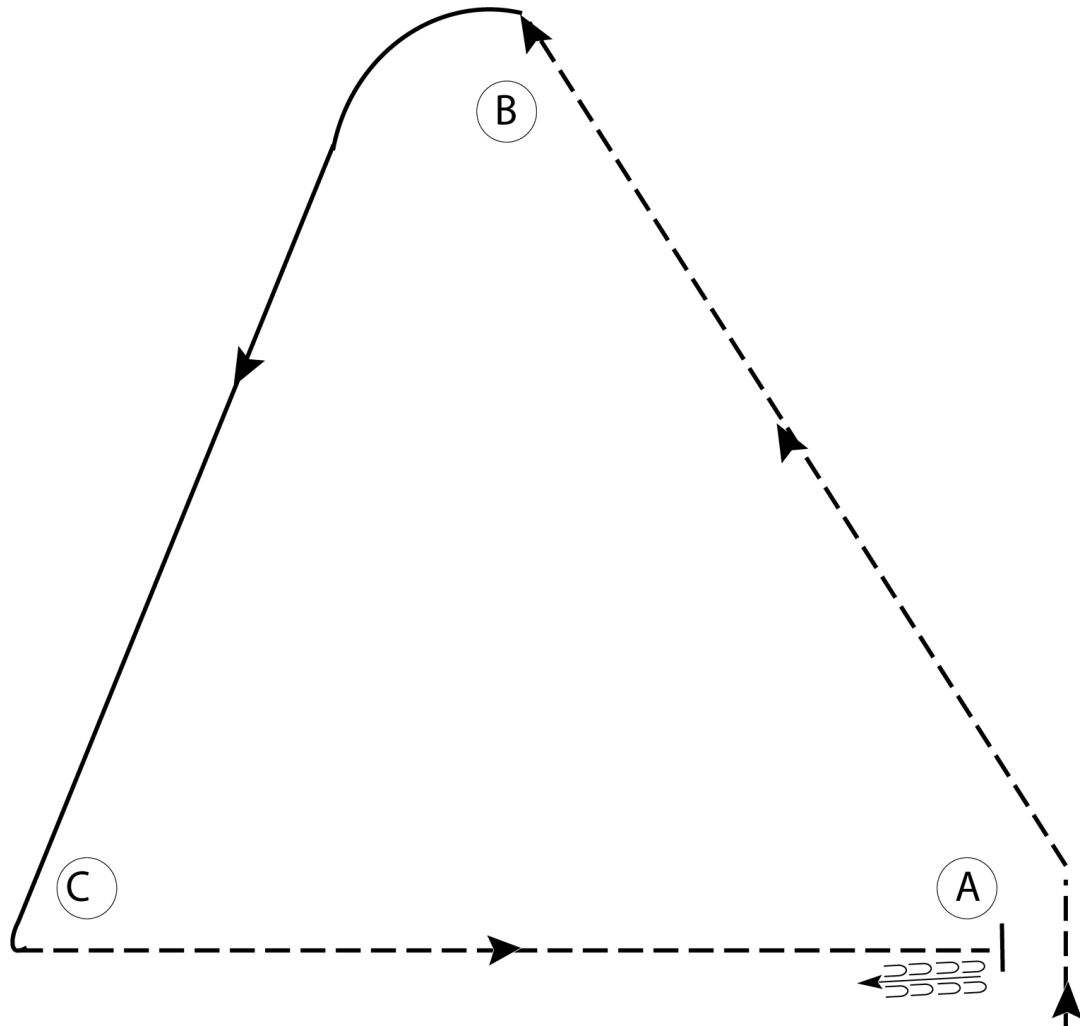
1. Sitting trot to A.
2. Trot on the right diagonal from A to B.
3. Canter on the left lead from B to and around C and A.
4. Posting trot on the left diagonal from A to C.
5. Halt at C and back approximately one horse length.
6. Follow the instructions of your ring steward.

|                   |           |
|-------------------|-----------|
| Walk              | -----     |
| Trot              | - - - - - |
| Extended Trot     | — — — —   |
| Canter            | —————     |
| Leg Yield         |           |
| Lead/ Diag Change | — / —     |
| Back              | ← ← ← ←   |
| Marker            | ⊙         |
| Sidepass          | ← — — — ← |
| Hand Gallop       | —— — —    |

**Pattern Provided by:**

*Beth Hecht*

# English Equitation - 17 & Under



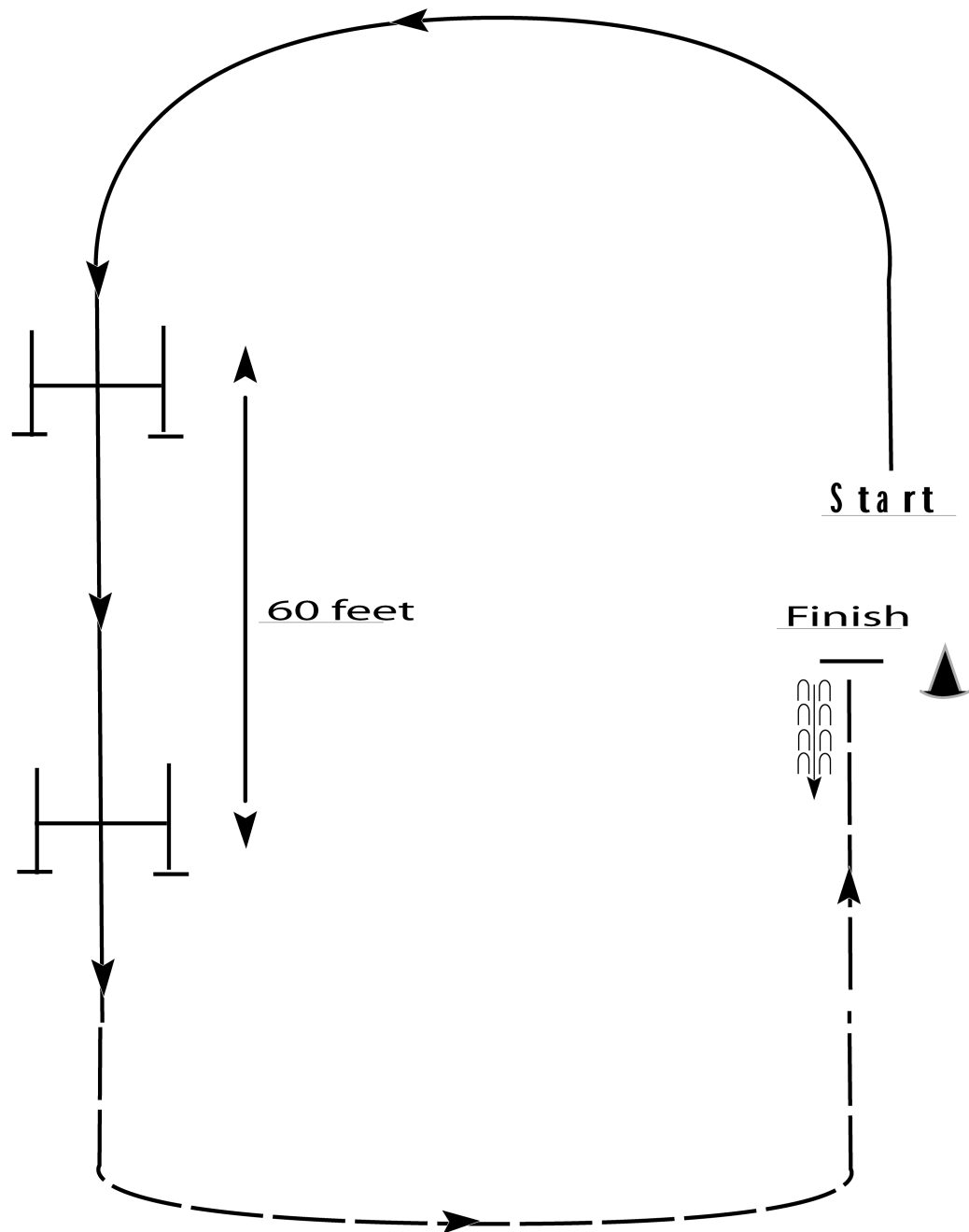
Be ready before A.

1. Sitting trot to A.
2. Trot on the right diagonal from A to B.
3. Canter on the left lead from B to C.
4. Posting trot on the left diagonal from C to A.
5. Halt at A and back approximately one horse length.
6. Follow the instructions of your ring steward.

|                   |           |
|-------------------|-----------|
| Walk              | -----     |
| Trot              | - - - - - |
| Extended Trot     | - - - - - |
| Canter            | =====     |
| Leg Yield         |           |
| Lead/ Diag Change | ↖         |
| Back              | ← 3333    |
| Marker            | ⊙         |
| Sidepass          | ← - - - - |
| Hand Gallop       | =====     |

**Pattern Provided by:**  
Beth Hecht

# Hunter Hack



Canter  
Back  
Hand Gallop  
Marker

1. Fences are set approximately 60 feet apart.
2. After 2nd fence, hand gallop to marker. Stop and back approximately one horse length.
3. Drop your reins to signify completion.

# TRAIL - All Ages

3. Lope to sidepass. Sidepass L to the right.

4. Walk to cones. Back through as shown.

2. Work gate.

5. Trot over poles.

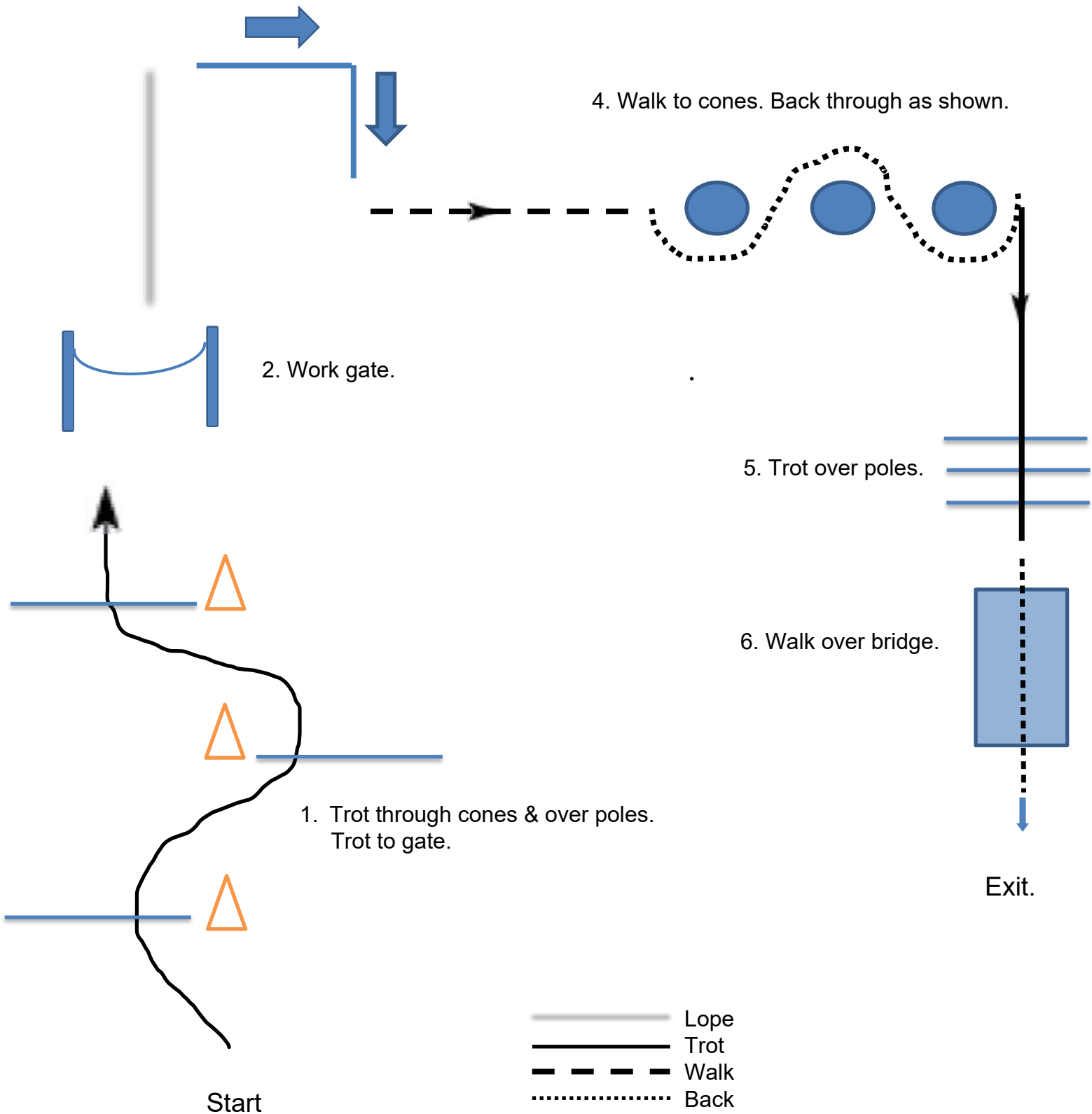
6. Walk over bridge.

1. Trot through cones & over poles.  
Trot to gate.

Exit.

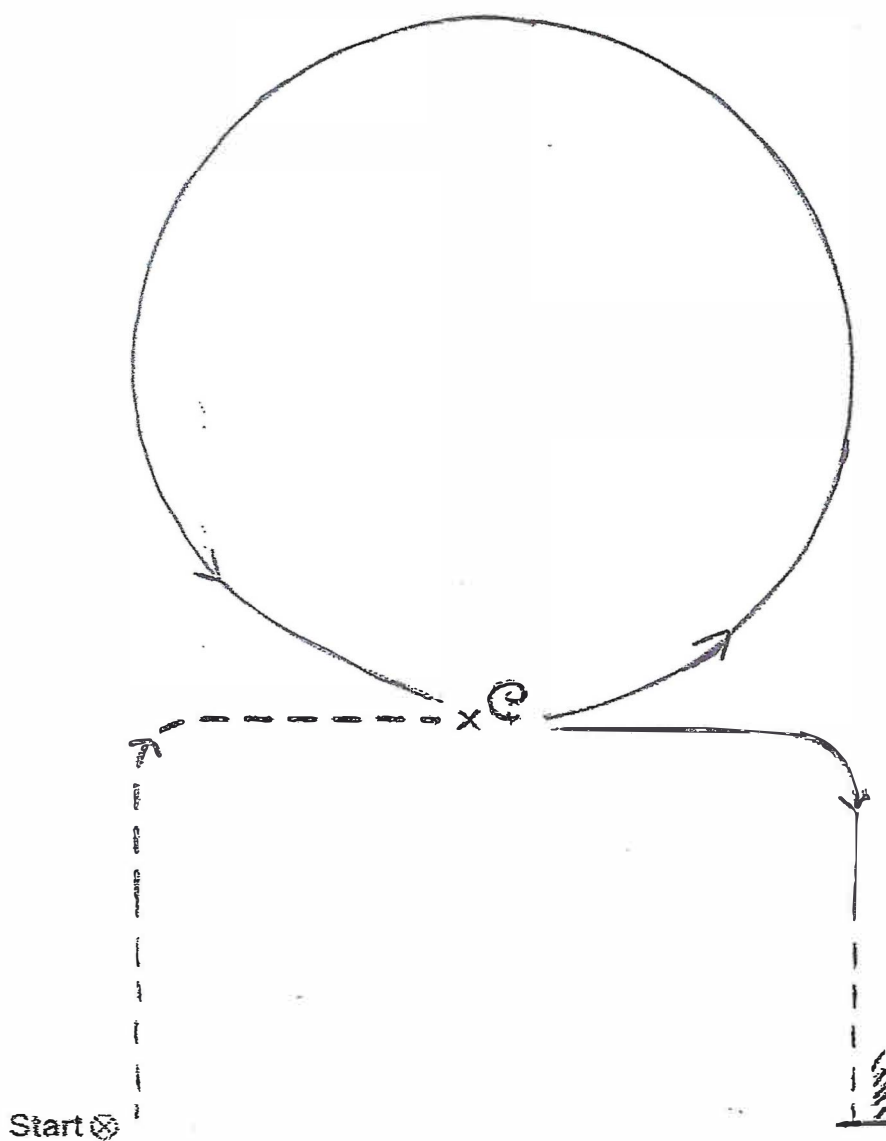
Start

—— Lope  
—— Trot  
- - - - Walk  
..... Back





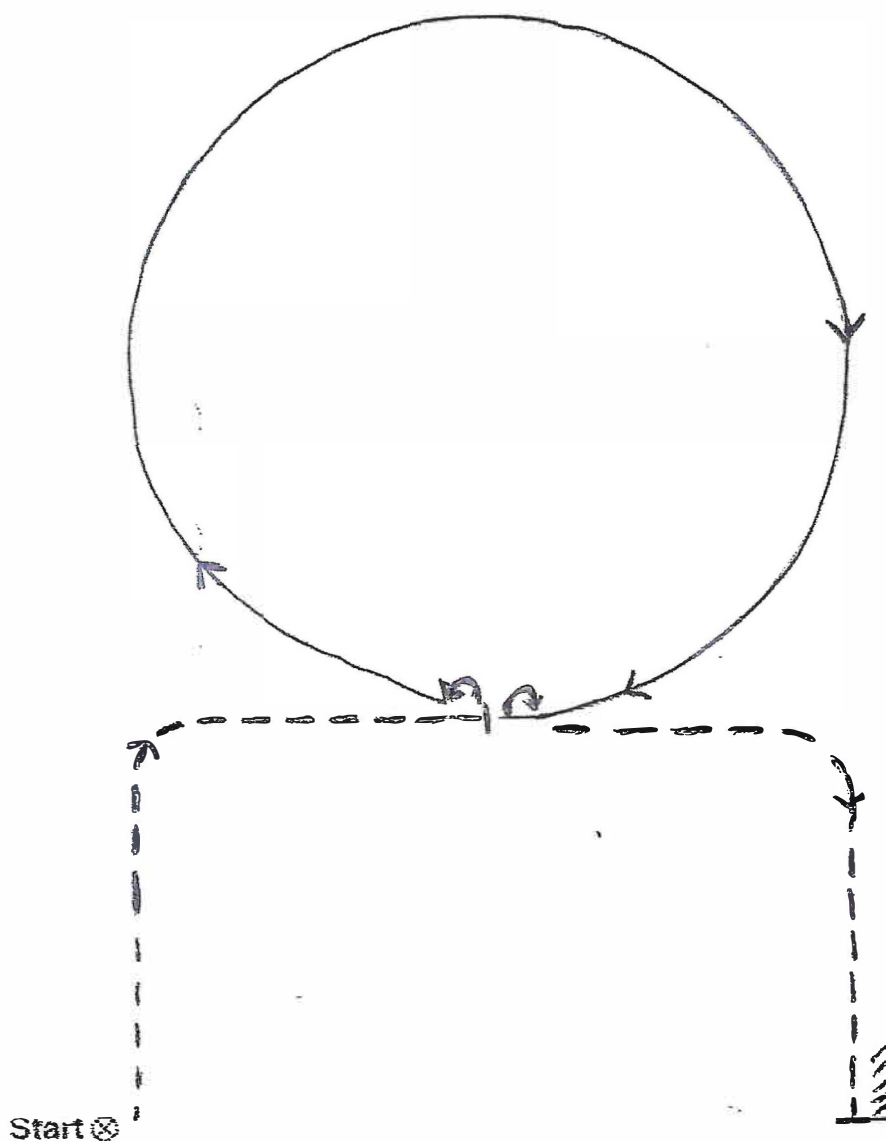
# Horsemanship - 18 & Over



Be ready at marker.

1. Jog  $\frac{1}{2}$  line; extend jog to center.
2. Stop. Execute a 360-degree pivot to left.
3. Lope circle to left.
4. Change leads (simple or flying)
5. Lope right lead; break to jog.
6. Stop. Back 5 steps.
7. Exit pattern.

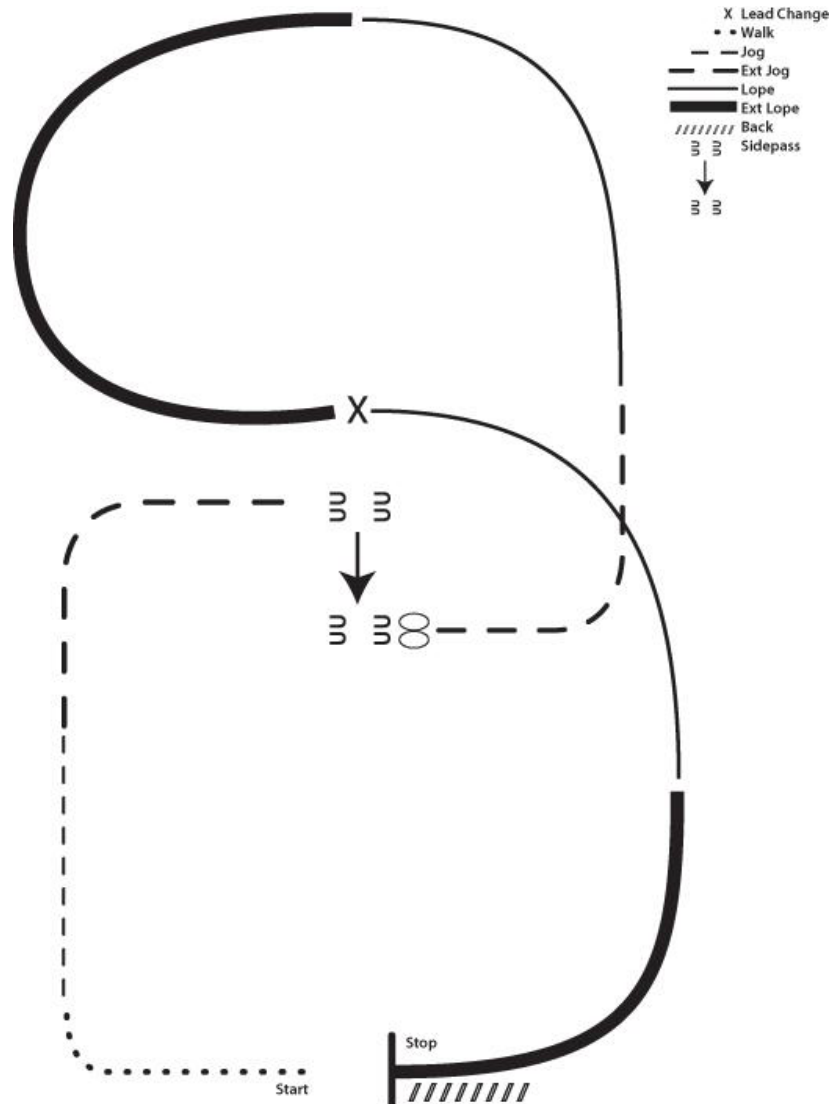
# Horsemanship - 17 & Under



Be ready at marker.

1. Jog  $\frac{1}{2}$  line; extend jog to center.
2. Stop. Execute a 180-degree pivot to left.
3. Lope circle to right.
4. Stop. Execute a 180-degree pivot to the right.
5. Extend jog.
6. Stop. Back 5 steps.
7. Exit pattern.

# Working Ranch - All Ages



1. Walk to the left around corner of the arena
2. Jog
3. Extend along the side of the arena and around the corner to the center
4. Stop, side pass right
5. 360° turn each direction (either way first)
6. Extend the jog
7. Lope left lead
8. Extend the lope
9. Change leads (simple or flying)
10. Collect to the lope
11. Extend the lope
12. Stop and back