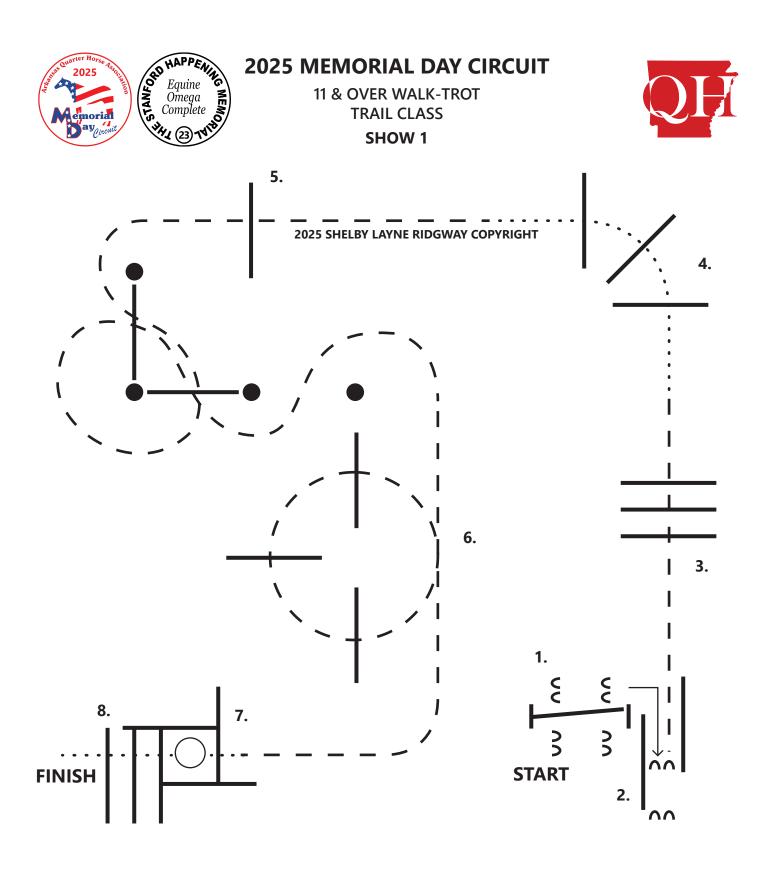


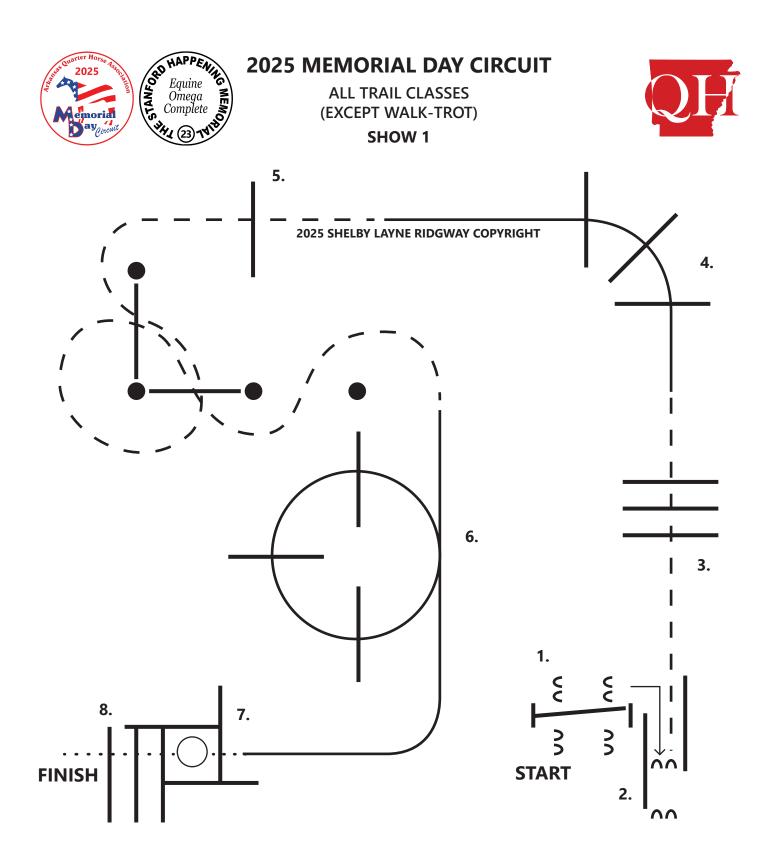
- 1. BACK INTO CHUTE
- 2. TROT OVER POLES
- 3. WALK OVER POLES

- 4. TROT OVER POLES UP TO BOX
- 5. WALK INTO BOX. TURN 90 RIGHT
- 6. WALK OUT BOX AND OVER THREE POLES



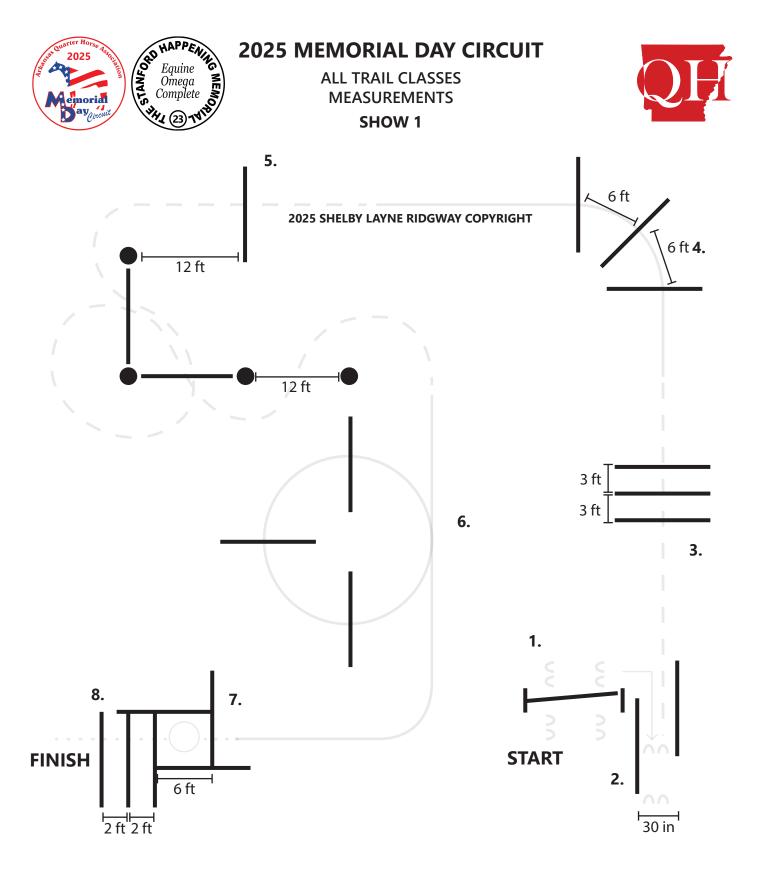
- 1. LEFT HAND GATE
- 2. BACK INTO CHUTE
- 3. TROT OVER POLES
- 4. WALK OVER POLES

- 5. TROT OVER POLES, THRU SERPENTINE
- 6. TROT PINWHEEL
- 7. WALK INTO BOX. 360 TURN EITHER WAY
- 8. WALK OUT BOX AND OVER POLES



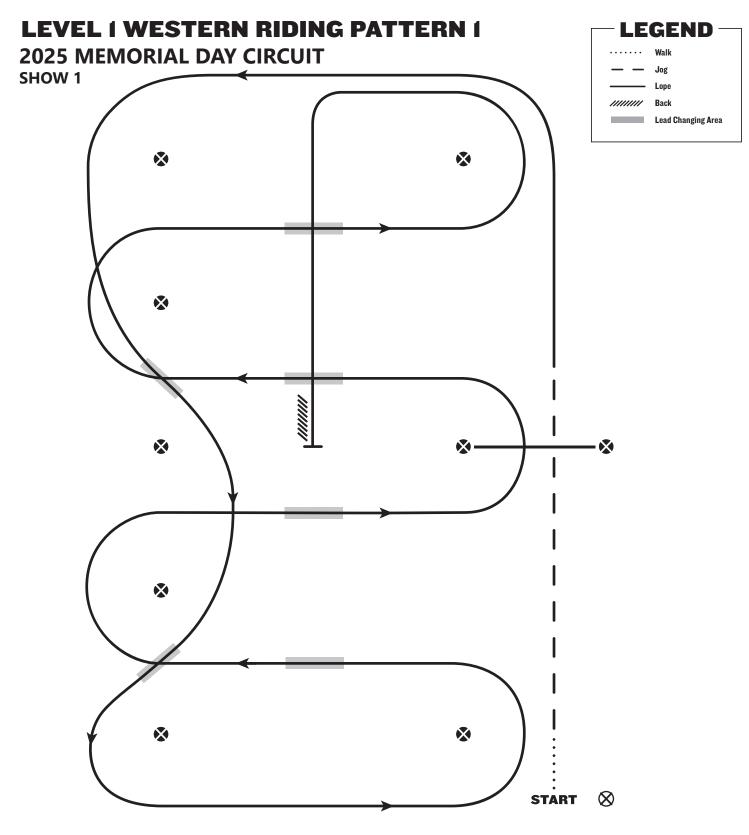
- 1. LEFT HAND GATE
- 2. BACK INTO CHUTE
- 3. TROT OVER POLES
- 4. LEFT LEAD OVER POLES

- 5. TROT OVER POLES, THRU SERPENTINE
- 6. RIGHT LEAD PINWHEEL
- 7. WALK INTO BOX. 360 TURN EITHER WAY
- 8. WALK OUT BOX AND OVER POLES



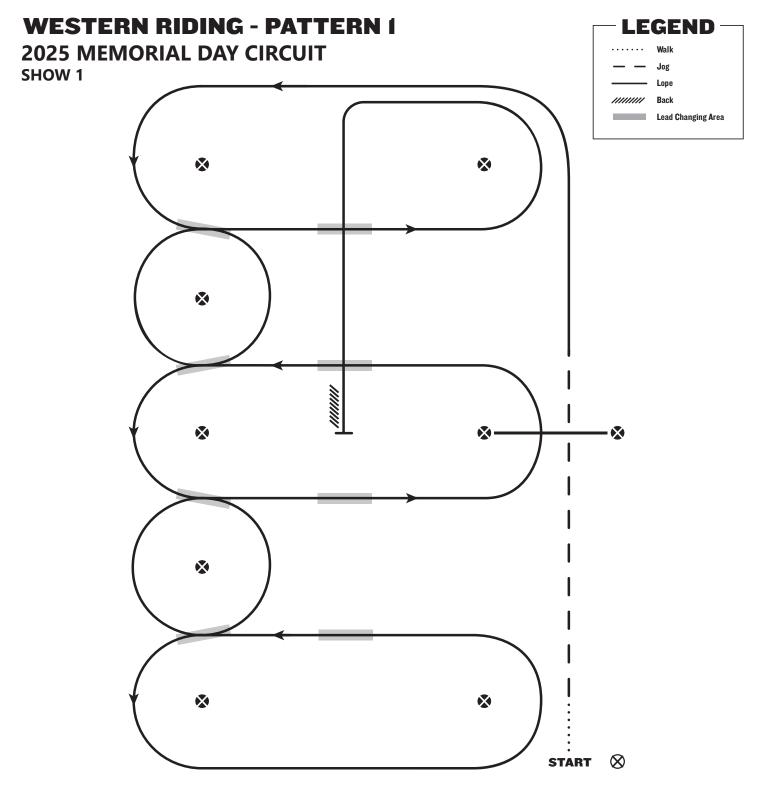
- 1. LEFT HAND GATE
- 2. BACK INTO CHUTE
- 3. TROT OVER POLES
- 4. LEFT LEAD OVER POLES

- 5. TROT OVER POLES, THRU SERPENTINE
- 6. RIGHT LEAD PINWHEEL
- 7. WALK INTO BOX. 360 TURN EITHER WAY
- 8. WALK OUT BOX AND OVER POLES



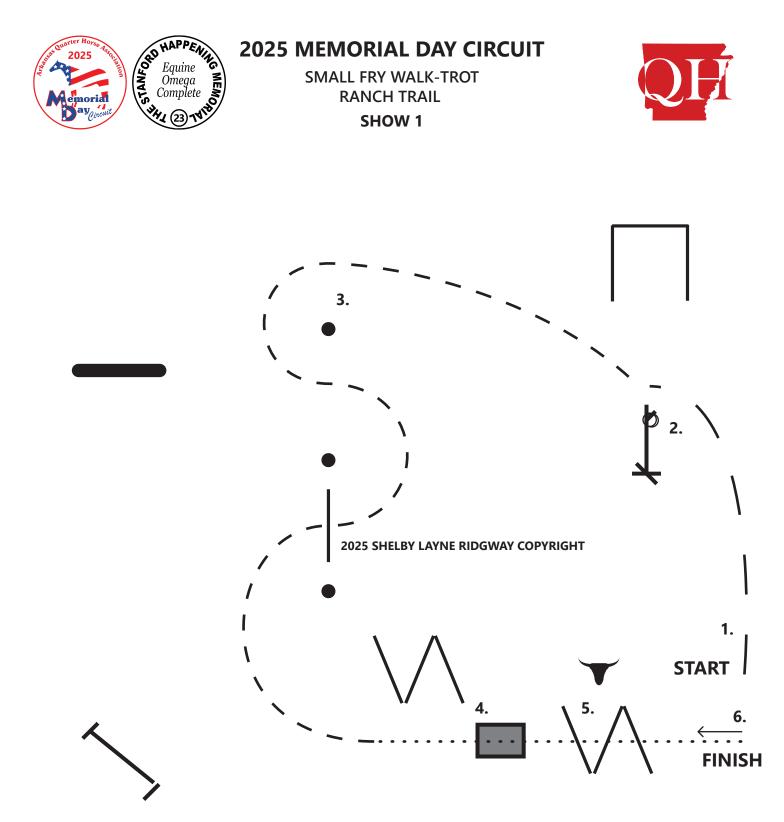
- I. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
- 2. Transition to the lope left lead & lope around end
- 3. First line change
- 4. Second line change lope around the end of arena
- 5. First crossing change
- 6. Second crossing change
- 7. Lope over log
- 8. Third crossing change
- 9. Fourth crossing change
- IO. Lope up the center, stop & back





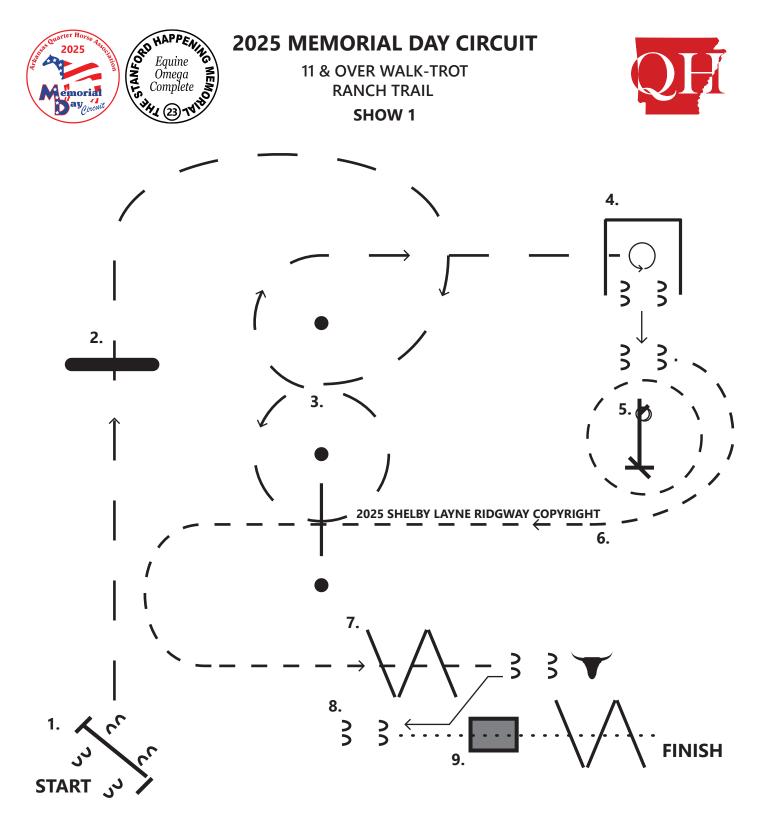
- I. Walk at least I5 feet from start cone to the first marker, transition to jog, jog over log
- 2. Transition to the lope left lead & lope around end
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change lope around the end of arena
- 7. First crossing change
- 8. Second crossing change
- 9. Lope over log
- IO. Third crossing change
- II. Fourth crossing change
- I2. Lope up the center, stop & back





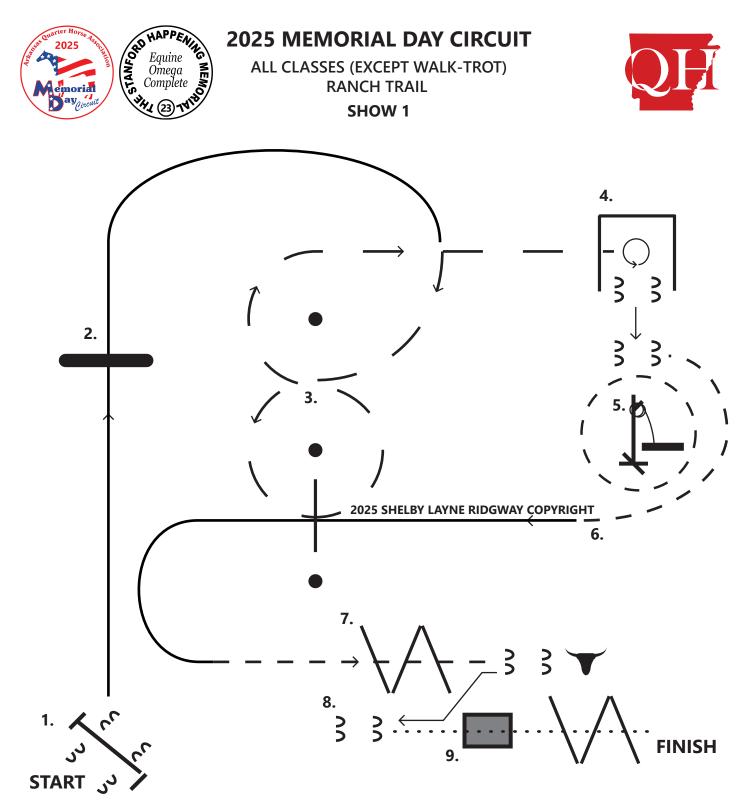
- 1. Extend trot up to rope stand
- 2. Pick up rope and put rope back on stand.
- 3. Trot serpentine over log

- 4. Walk over bridge
- 5. Walk over logs
- 6. Stop and back

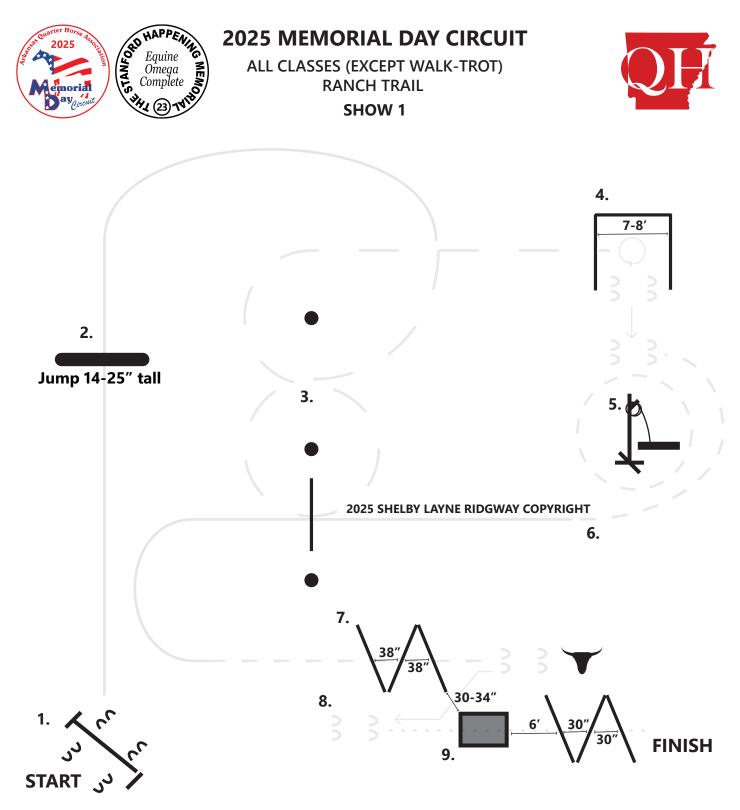


- 1. Left hand gate
- 2. Extend trot large jump log
- 3. Extend trot serpentine into partial box
- 4. Turn 360 left. Sidepass right to drag
- 5. Pick up rope and circle at a walk or trot to the right. Place rope back on stand.
- 6. Trot over log

- 7. Trot over three logs up to steer
- 8. Back thru logs and bridge until even with bridge
- 9. Walk over bridge and logs

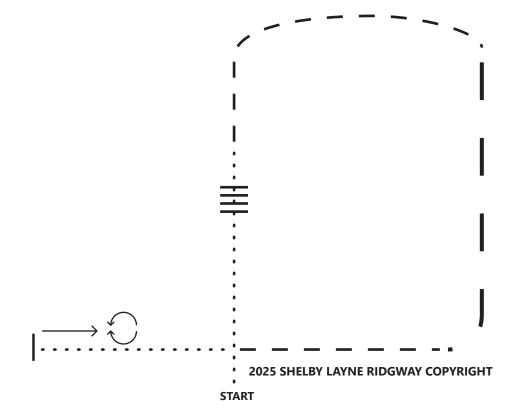


- 1. Left hand gate
- 2. Right lead large jump log
- 3. Extend trot serpentine into partial box
- 4. Turn 360 left. Sidepass right to drag
- 5. Drag log at a walk or trot to the right. (<u>L1</u> <u>AMATEURS & ALL YOUTH</u> pick up and carry rope rather than drag.)
- 6. Trot and then left lead over log
- 7. Trot over three logs up to steer
- 8. Back thru logs and bridge until even with bridge
- 9. Walk over bridge and logs

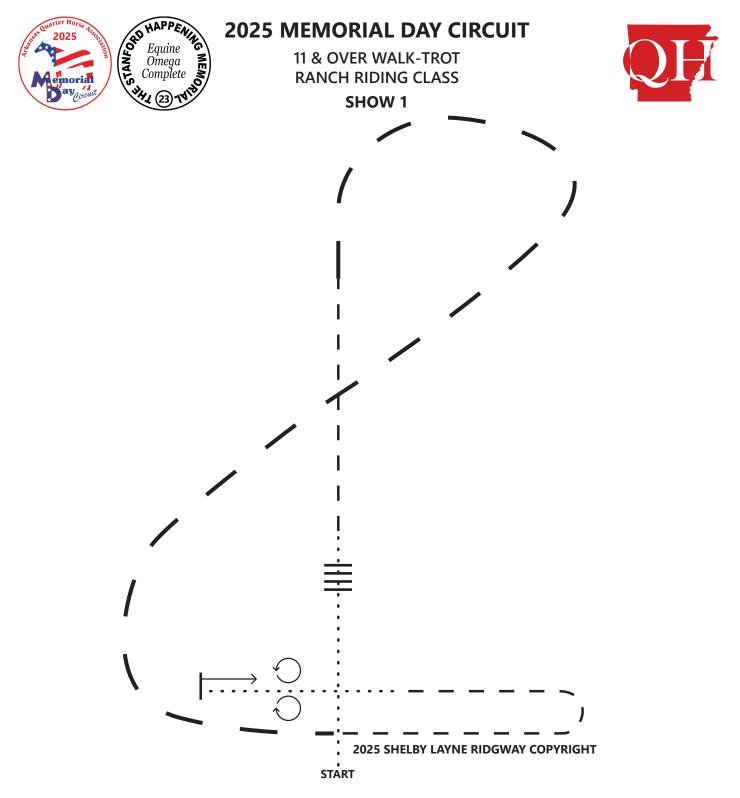


- 1. Left hand gate
- 2. Right lead large jump log
- 3. Extend trot serpentine into partial box
- 4. Turn 360 left. Sidepass right to drag
- 5. Drag log at a walk or trot to the right. (<u>L1</u> <u>AMATEURS & ALL YOUTH</u> pick up and carry rope rather than drag.)
- 6. Trot and then left lead over log
- 7. Trot over three logs up to steer
- 8. Back thru logs and bridge until even with bridge
- 9. Walk over bridge and logs

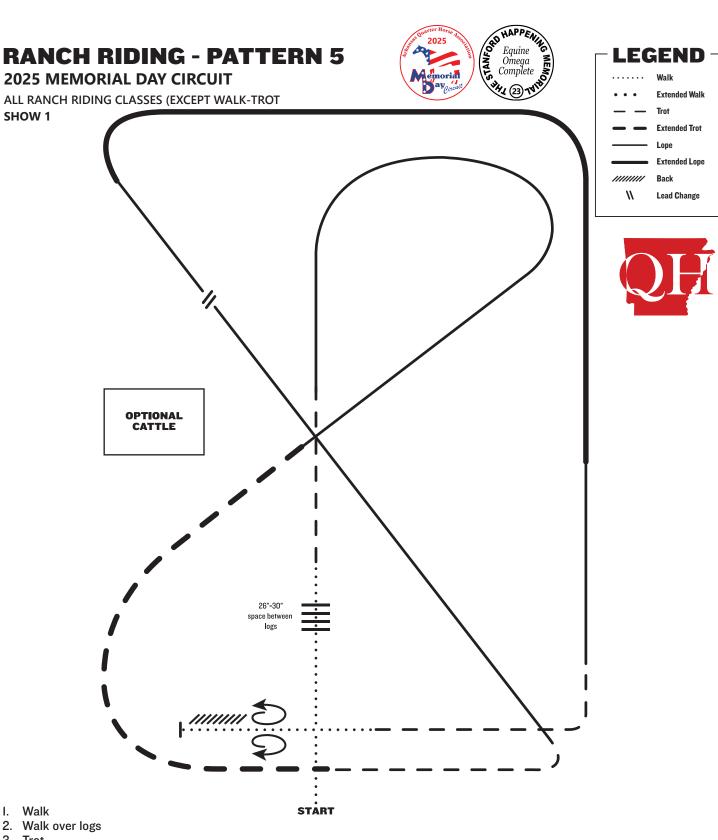




- 1. Walk
- 2. Walk over logs
- 3. Trot
- 4. Extended Trot
- 5. Trot
- 6. Walk
- 7. Stop and back
- 8. 180 turn each direction (either direction 1st)



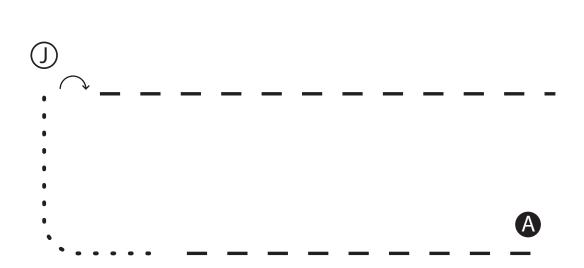
- 1. Walk
- 2. Walk over logs
- 3. Trot
- 4. Extended Trot
- 5. Trot
- 6. Walk
- 7. Stop and back
- 8. 360 turn each direction (either direction 1st)



- 3. Trot
- 4. Lope right lead
- 5. Extended trot
- 6. Trot
- 7. Lope left lead
- 8. Change leads (simple or flying)
- 9. Extended lope right lead
- IO. Collect lope
- II. Trot
- 12. Walk
- 13. Stop and back
- 14. 360° turn each direction (either direction Ist) (L-R or R-L)

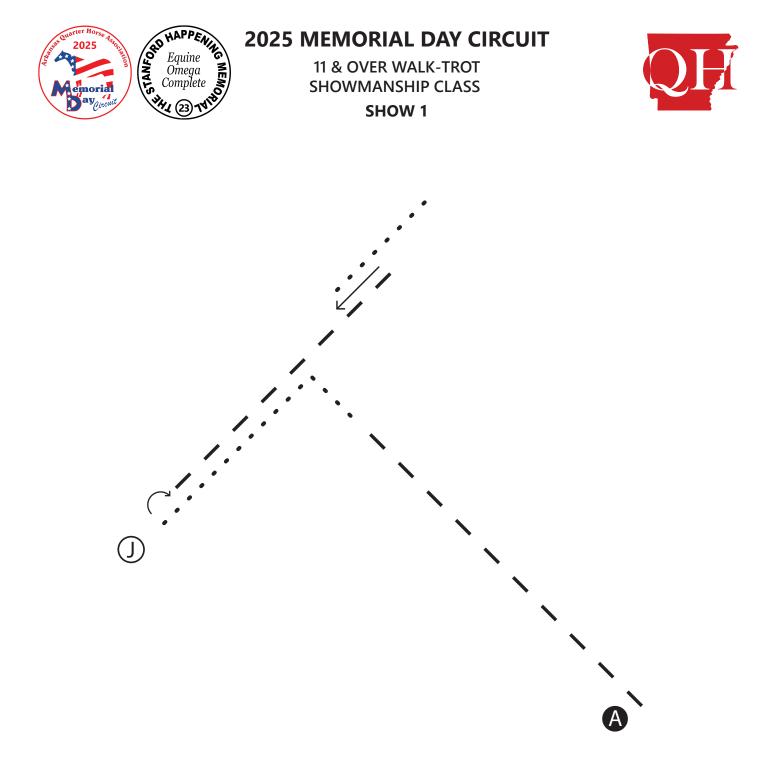
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



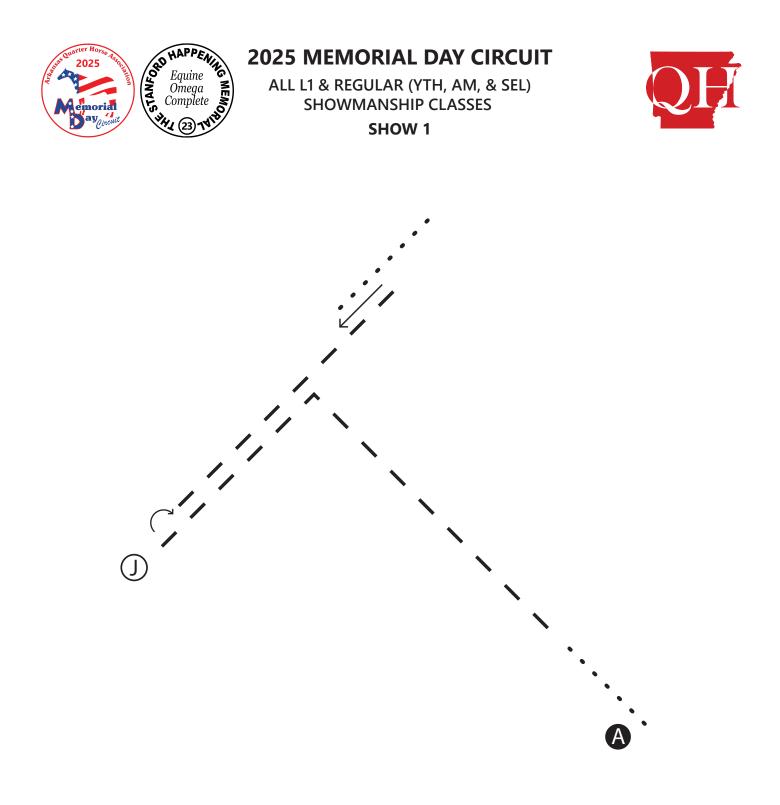


- 1. Trot
- 2. Walk a corner to judge
- 3. Set up for inspection

- 4. After inspection, perform a 90 turn right
- 5. Exit at a trot



- 1. Trot
- 2. Walk a square corner to judge
- 3. Set up for inspection
- 4. After inspection, perform a 180 turn right
- Trot straight away
 Stop past A and back 6 steps
- 7. Exit at a walk



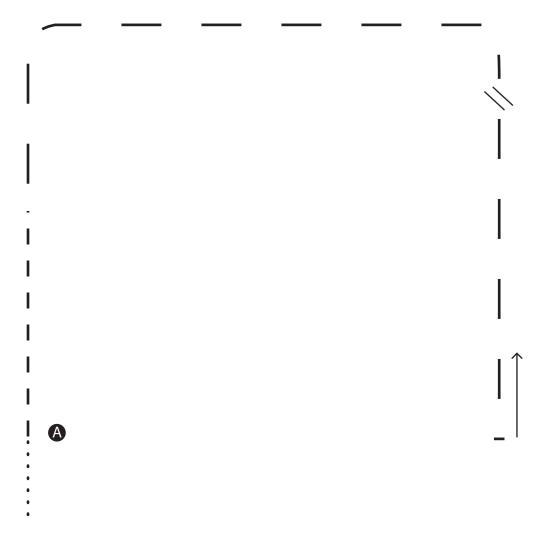
- 1. Walk 6 steps
- 2. Trot square corner to judge
- 3. Set up for inspection
- 4. After inspection, perform a 180 turn right
- 5. Trot straight away
- 6. Stop past A and back 6 steps
- 7. Exit at a walk



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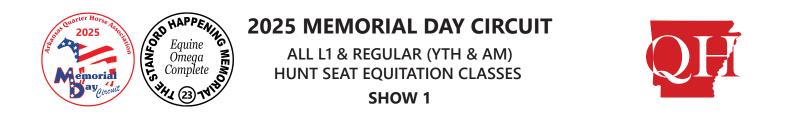
ALL WALK-TROT HUNT SEAT EQUITATION CLASSES SHOW 1

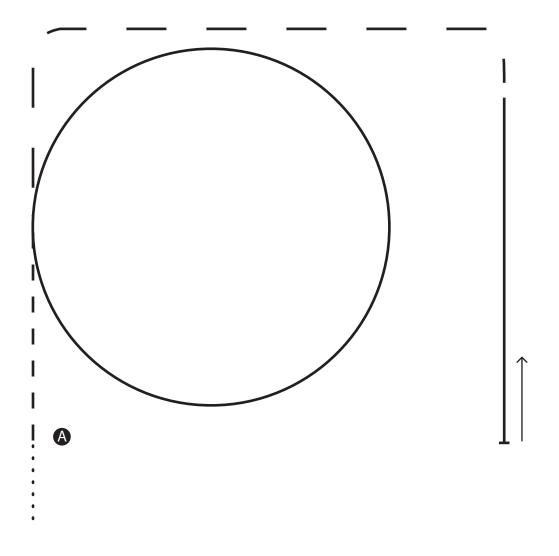




- 1. Walk two horse lengths to A
- 2. Sitting Trot
- 3. Trot left diagonal two corners

- Change diagonals
 Trot right diagonal until even with A
- 6. Stop and back one horse length





- 1. Walk two horse lengths to A
- 2. Sitting Trot
- 3. Canter right lead circle

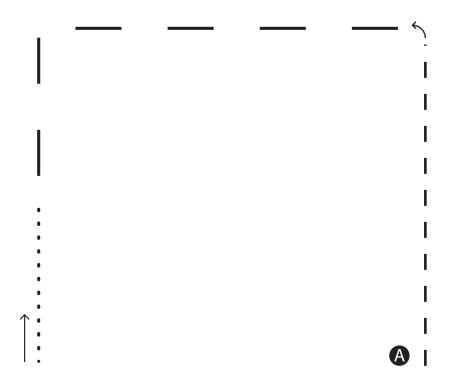
- 4. Trot left diagonal two corners
- 5. Canter left lead until even with A
- 6. Stop and back one horse length



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SMALL FRY HORSEMANSHIP CLASS SHOW 1





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- 1. Trot
- 2. Stop, turn 90 left

- 4. Halfway back to A, Walk
- 5. When even with A, stop and back 4 steps

3. Extend trot corner



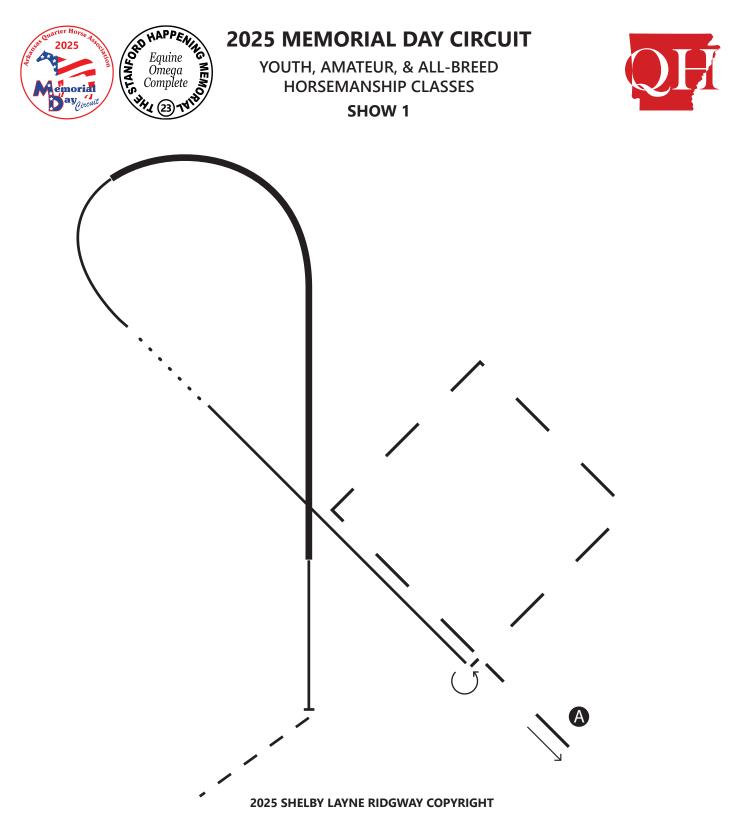
- 1. Start at A and back 1 horse length
- 2. Extend trot a square
- 3. Stop, turn 270 left
- 4. Trot

- 5. Walk 10 steps
- 6. Extend trot
- 7. Stop when even with A and hesitate
- 8. Exit at a trot



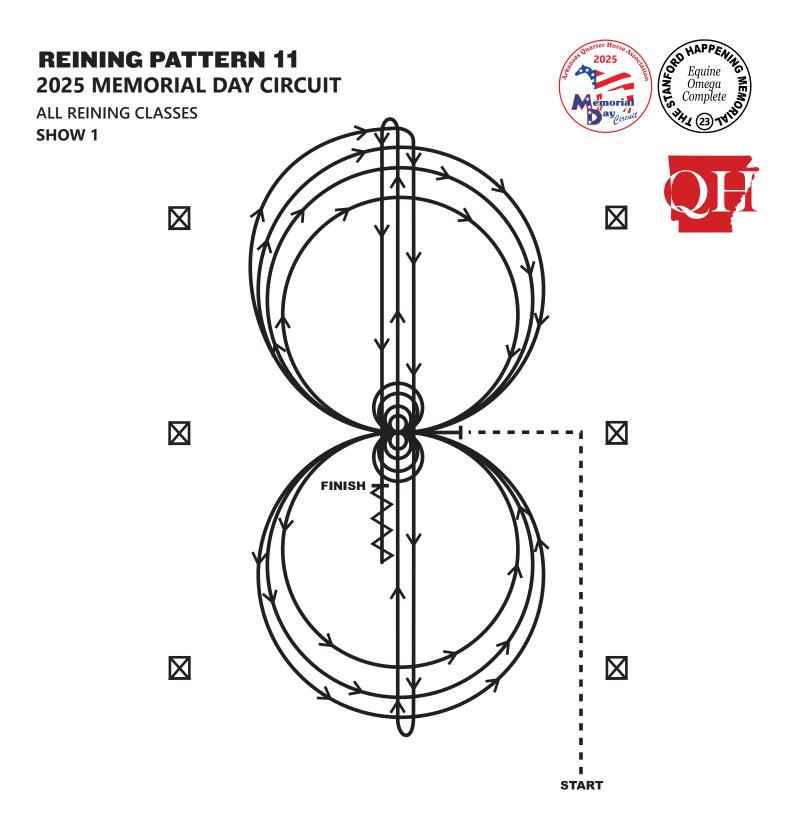
- 1. Start at A and back 1 horse length
- 2. Extend trot a square
- 3. Stop, turn 270 left
- 4. Left lead lope

- 5. Walk 10 steps
- 6. Right lead
- 7. Stop when even with A and hesitate
- 8. Exit at a trot



- 1. Start at A and back 1 horse length
- 2. Extend trot a square
- 3. Stop, turn 270 left
- 4. Left lead lope
- 5. Walk 10 steps

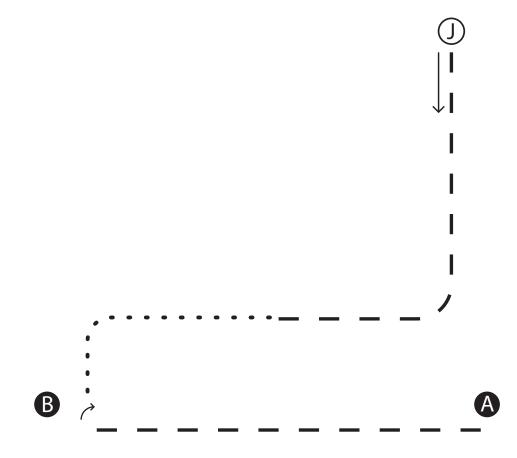
- 6. Right lead
- 7. Build speed
- 8. Collect lope before A
- 9. Stop when even with A and hesitate
- 10. Exit at a trot



Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

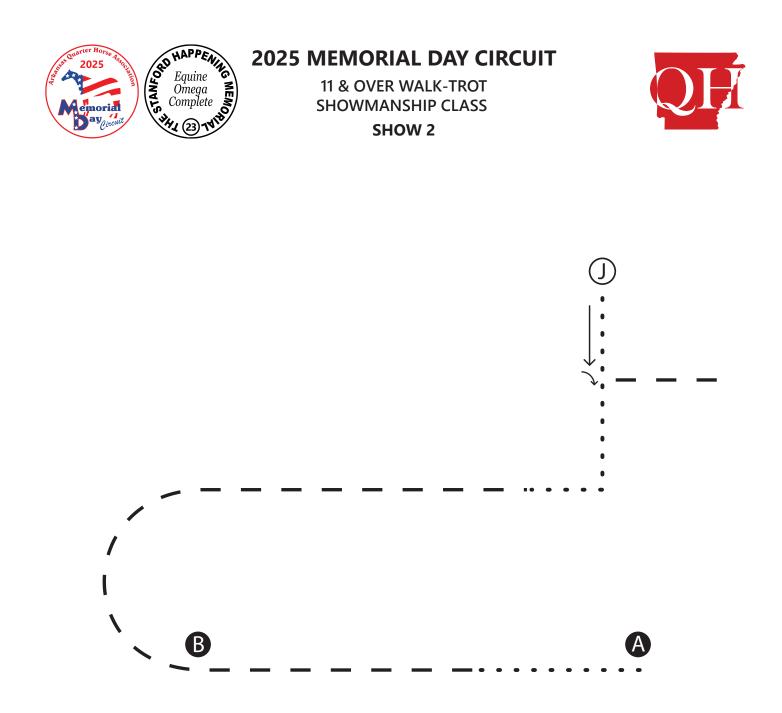
- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback-no hesitation.
- 6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback-no hesitation.
- 7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.





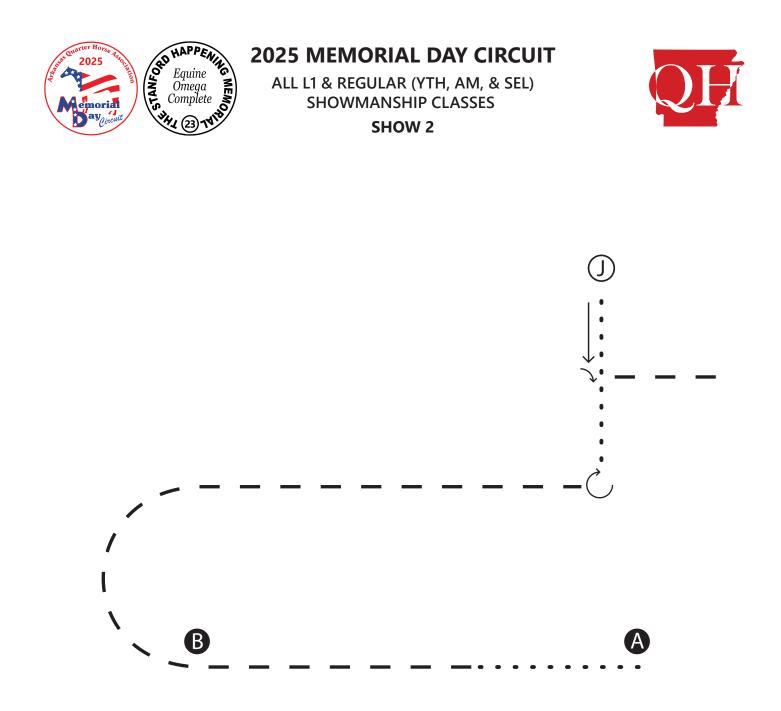
- 1. Trot
- 2. Stop before B, perform a 90 turn right
- 3. Walk a corner

- 4. Trot a corner to judge
 5. Set up for inspection
- 6. After inspection, back 1 horse length



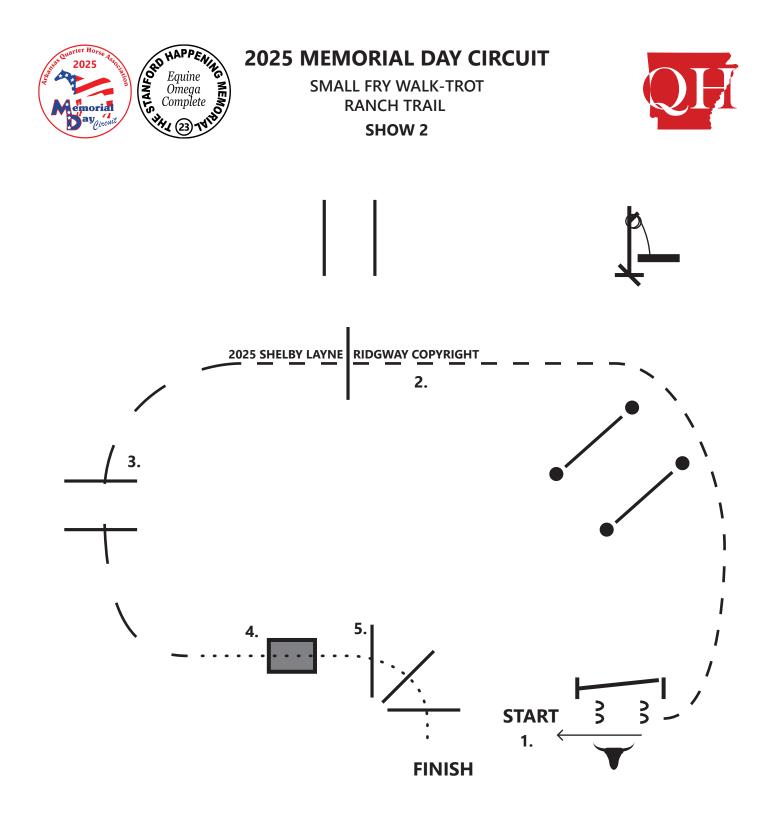
- 1. Walk 2 horse lengths
- 2. Trot an arch around B
- 3. Walk a square corner to judge
- 4. Set up for inspection

- 5. After inspection, back 1 horse length
- 6. Perform a 90 turn right
- 7. Exit at a trot



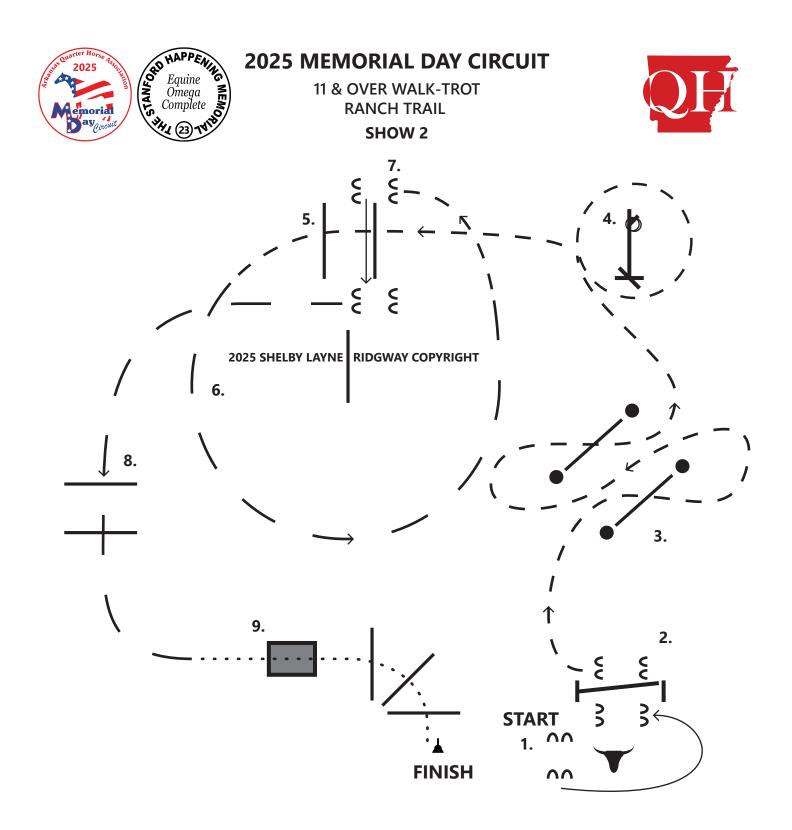
- 1. Walk 2 horse lengths
- 2. Trot an arch around B
- 3. Stop, perform a 270 turn
- 4. Walk to judge

- 5. Set up for inspection
- 6. After inspection, back 1 horse length
- 7. Perform a 90 turn right
- 8. Exit at a trot

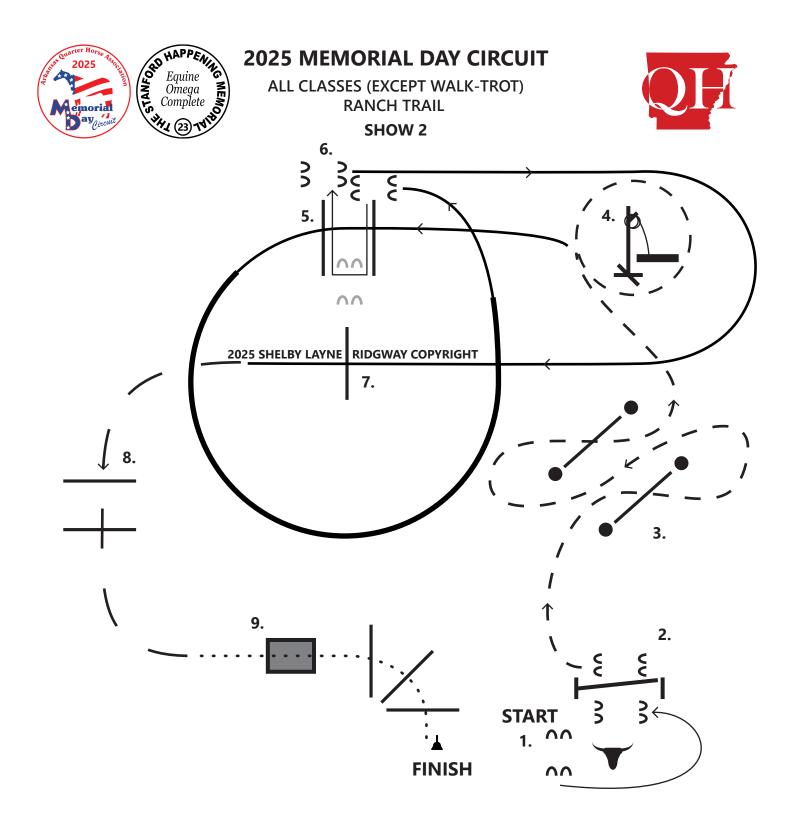


- 1. Back past the steer
- 2. Trot over log
- 3. Extend trot two logs

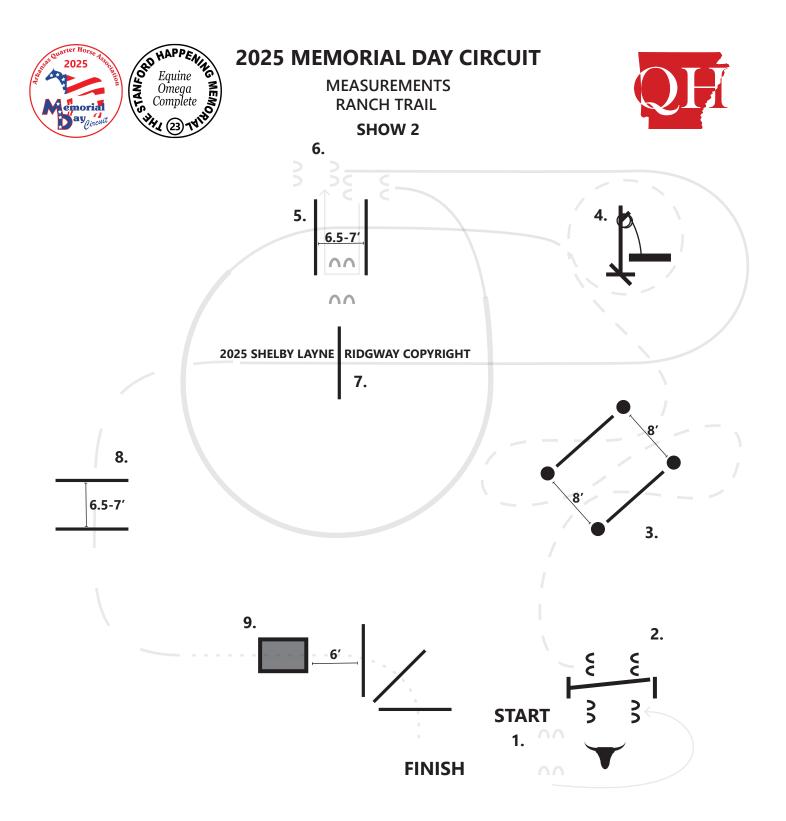
- 4. Walk over bridge
- 5. Walk over logs



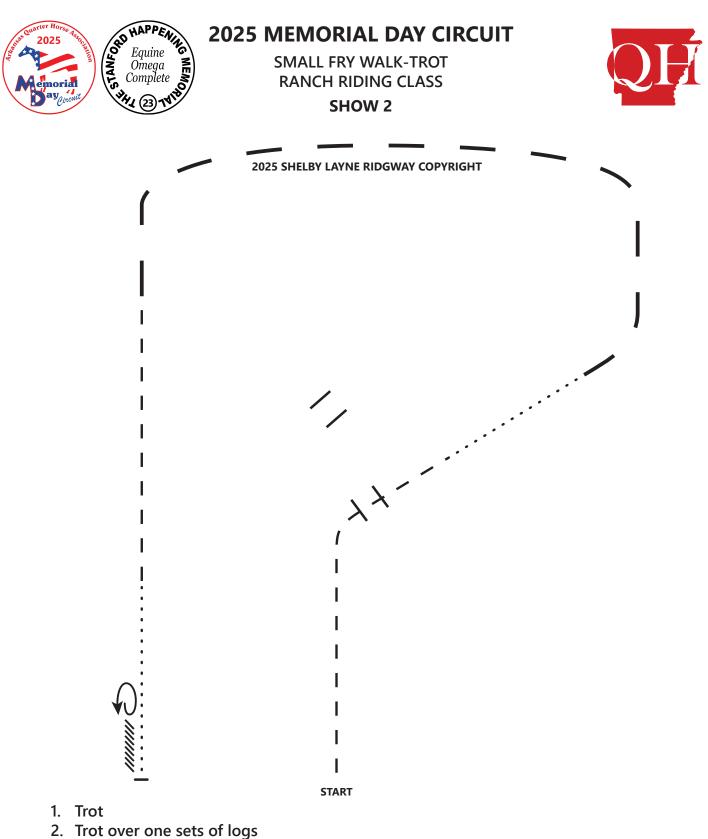
- 1. Back around steer up to gate
- 2. Left hand work gate
- 3. Trot serpentine up to drag
- 4. Pick up rope and circle at a walk or trot to the right. Place rope back on stand.
- 5. Trot over two logs.
- 6. Build speed and extend trot the circle and collect to trot.
- 7. Stop even with log, sidepass left over log
- 8. Extend trot two logs
- 9. Walk over bridge & logs. Ring bell



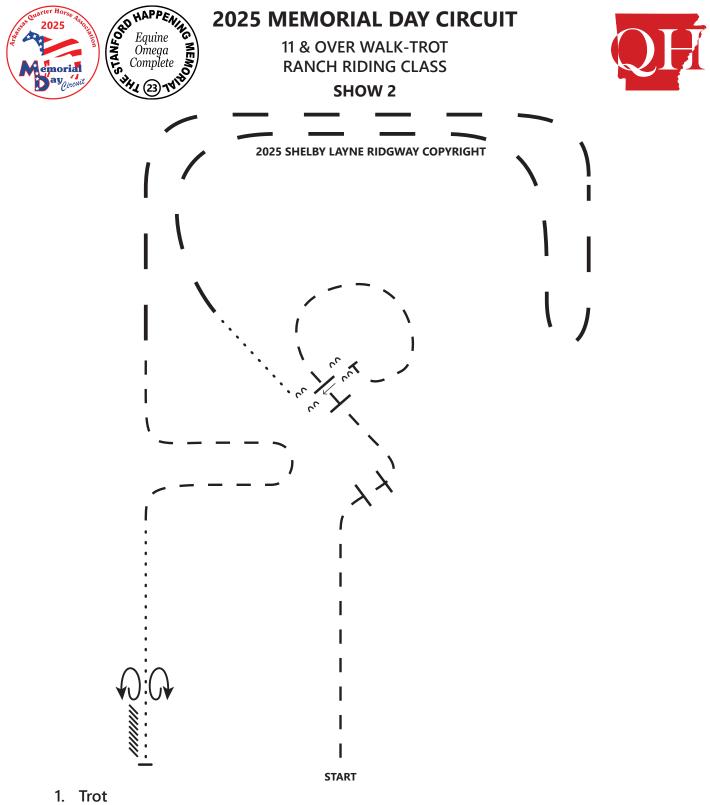
- 1. Back around steer up to gate
- 2. Left hand work gate
- 3. Trot serpentine up to drag
- 4. Drag log at a walk or trot to the right. (<u>L1</u> <u>AMATEURS & ALL YOUTH</u> pick up and carry rope rather than drag.)
- 5. Left lead over two logs. Build speed in the circle and collect lope.
- 6. Stop even with log, sidepass U over two logs to the left
- 7. Right lead around drag and over log
- 8. Extend trot two logs
- 9. Walk over bridge & logs. Ring bell



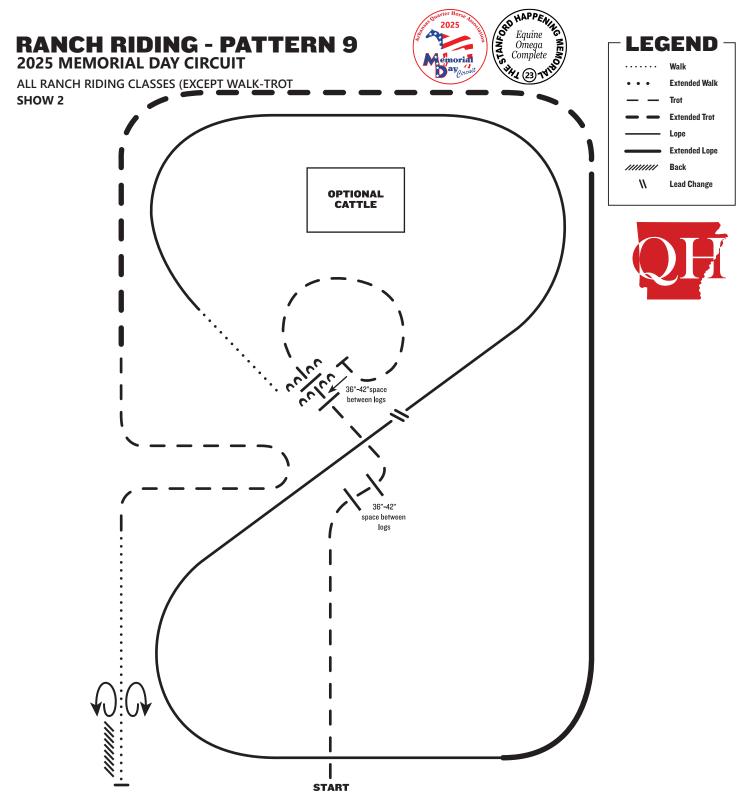
- 1. Back around steer up to gate
- 2. Left hand work gate
- Trot serpentine up to drag
 Drag log at a walk or trot to the right. (<u>L1</u> AMATEURS & ALL YOUTH pick up and carry rope rather than drag.)
- 5. Left lead over two logs. Build speed in the circle and collect lope.6. Stop even with log, sidepass U over two
- logs to the left
- Right lead around drag and over log
 Extend trot two logs
- 9. Walk over bridge & logs



- 3. Walk
- 4. Extend Trot
- 5. Trot
- 6. Walk
- 7. Stop and back
- 8. 360 turn left

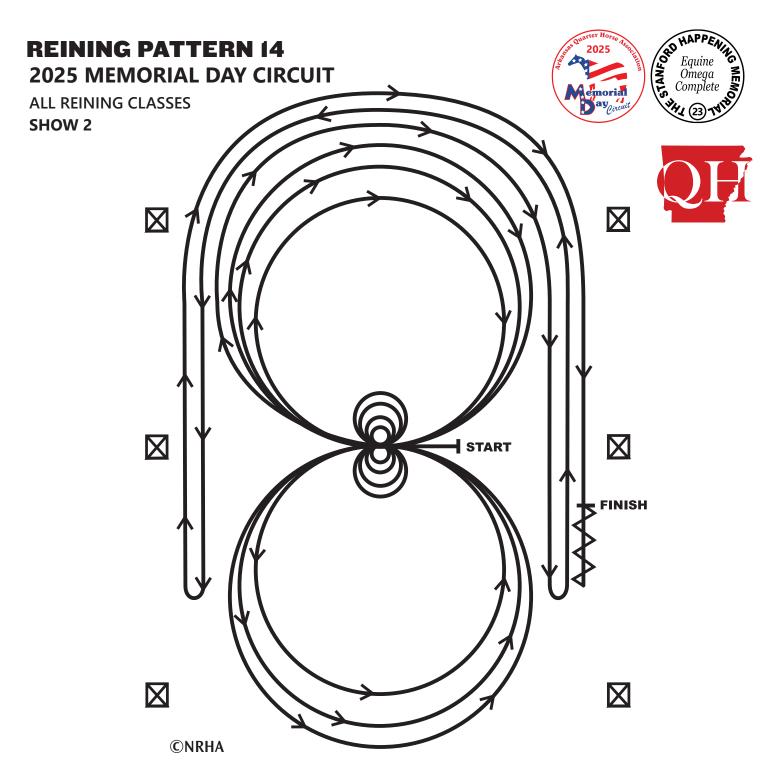


- 2. Trot over two sets of logs
- 3. Trot circle, stop and sidepass left over log
- 4. Walk
- 5. Extend Trot
- 6. Trot
- 7. Walk
- 8. Stop and back
- 9. 360 turn each direction (either direction 1st)



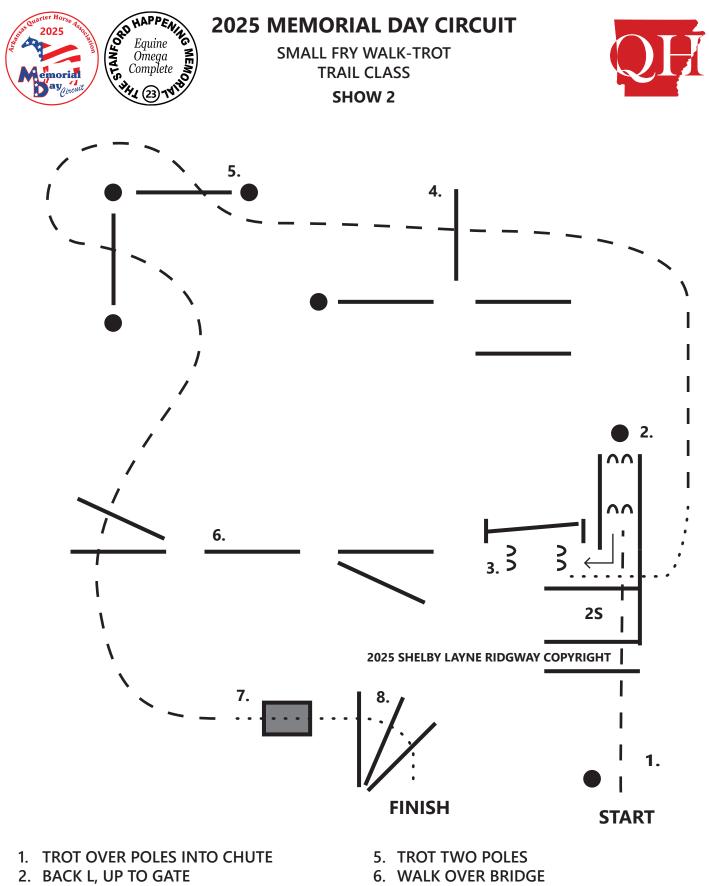
- I. Trot
- 2. Trot over two sets of logs
- 3. Trot circle, stop and side pass left over log
- 4. Walk
- 5. Lope right lead
- 6. Change leads (simple or flying)
- 7. Lope left lead
- 8. Extended lope left lead
- 9. Extended trot
- IO. Trot
- II. Walk
- I2. Stop and back
- 13. 360° turn each direction (either direction 1st) (L-R or R-L)

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

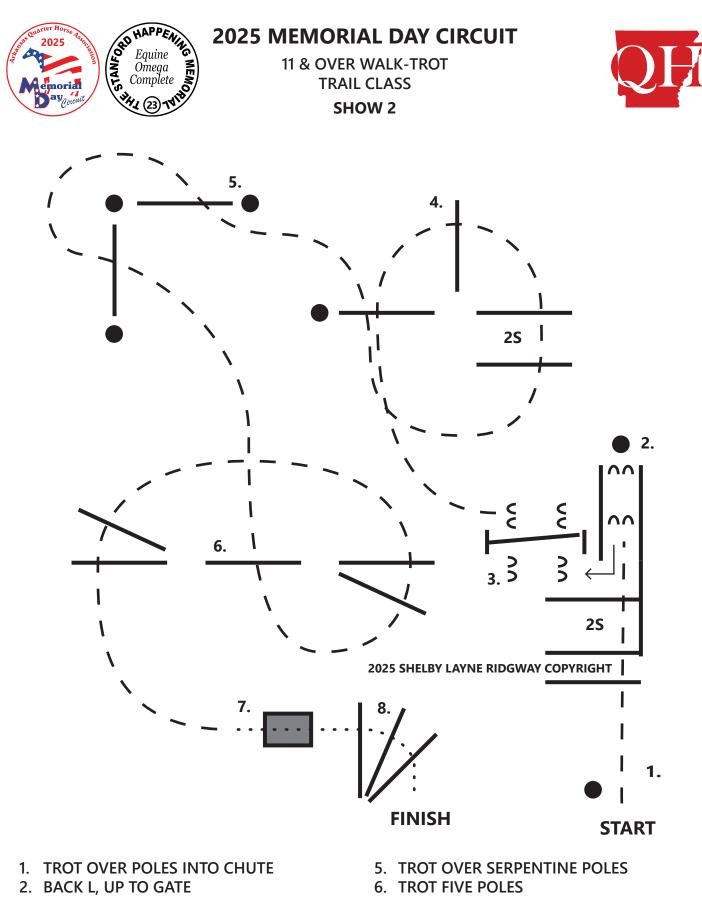


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- 1. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 5. Begin a large circle to the right but do not close this circle. Run up the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence-no hesitation.
- 6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence-no hesitation.
- 7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

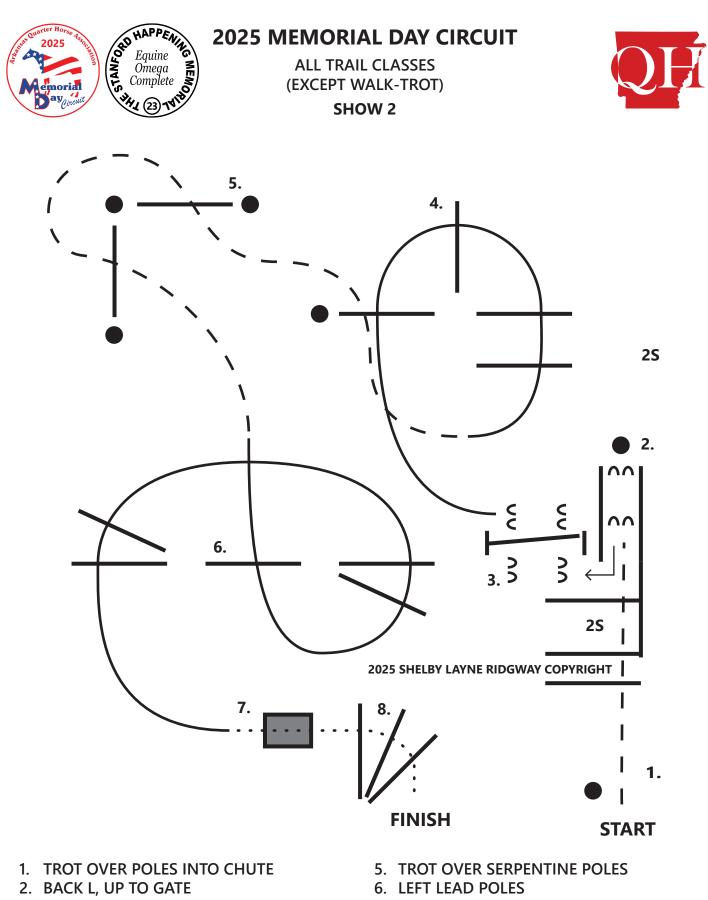


- 3. WALK OUT OF CHUTE
- 4. TROT THREES POLES & SERPENTINE
- 7. WALK OVER POLES



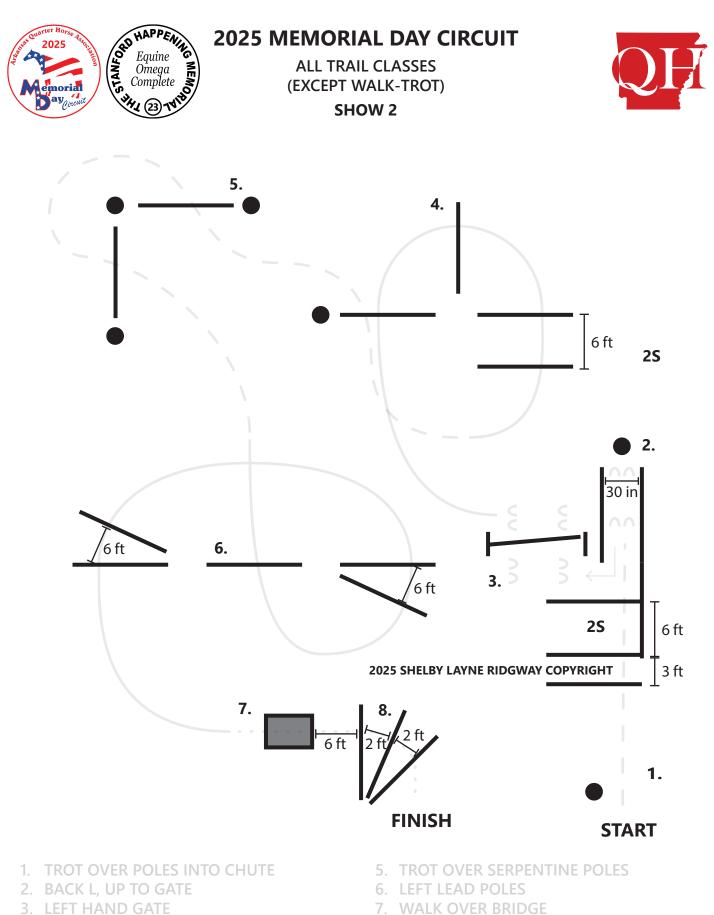
- 3. LEFT HAND GATE
- 4. TROT FOUR POLES

- 7. WALK OVER BRIDGE
- 8. WALK OVER POLES



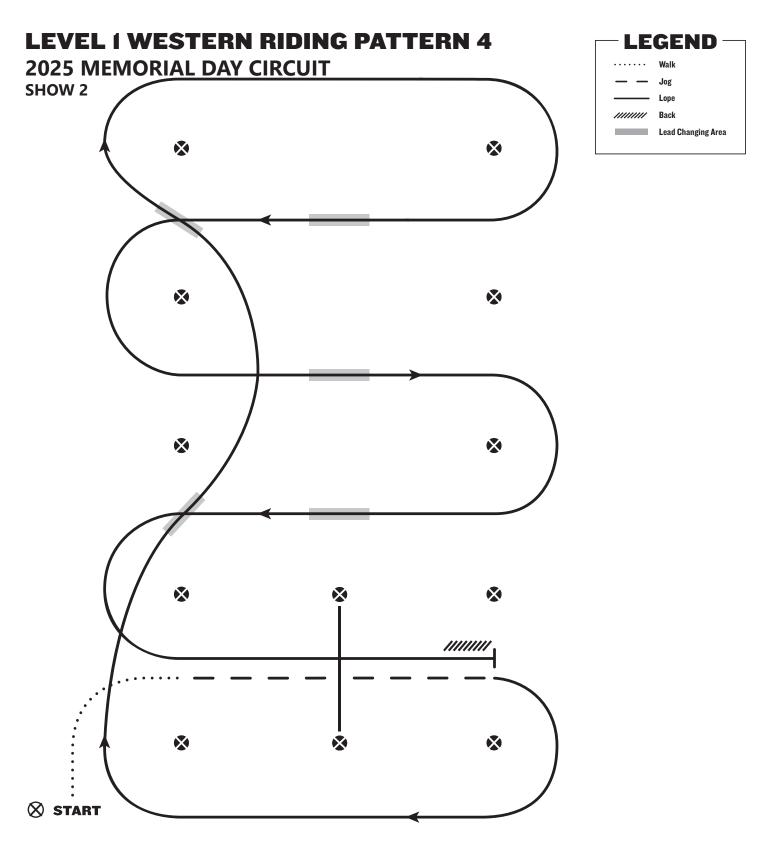
- 3. LEFT HAND GATE
- 4. RIGHT LEAD POLES

- 7. WALK OVER BRIDGE
- 8. WALK OVER POLES



4. RIGHT LEAD POLES

8. WALK OVER POLES

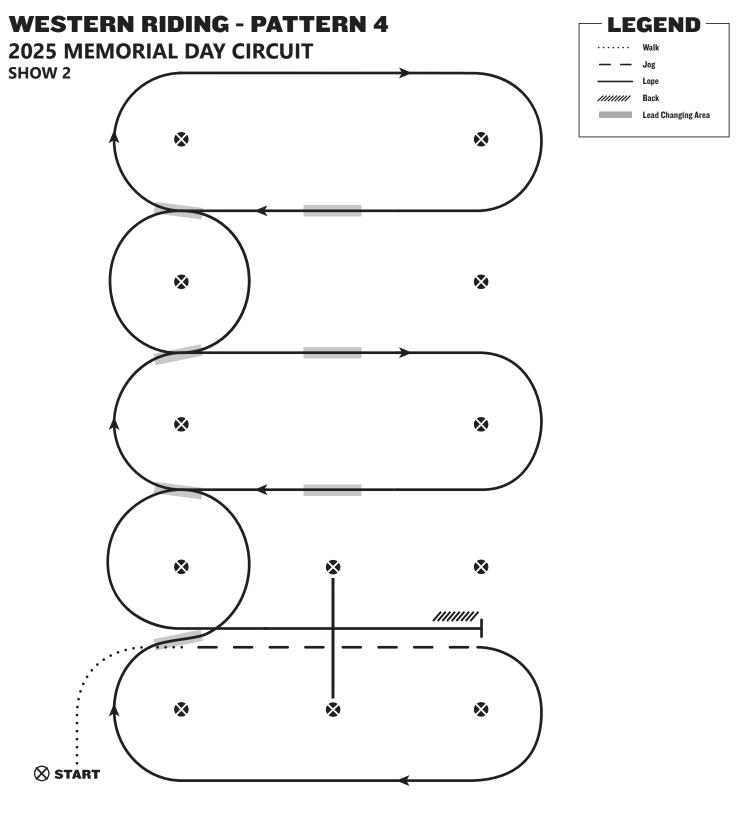


I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.

- 2. Transition to the lope right lead & lope around end
- 3. First line change
- 4. Second line change, lope around end of arena
- 5. First crossing change
- 6. Second crossing change
- 7. Third crossing change
- 8. Lope over log
- 9. Lope, stop & back







- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope right lead
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change
- 7. First crossing change
- 8. Second crossing change
- 9. Third crossing change
- IO. Lope over log
- II. Lope, stop & back

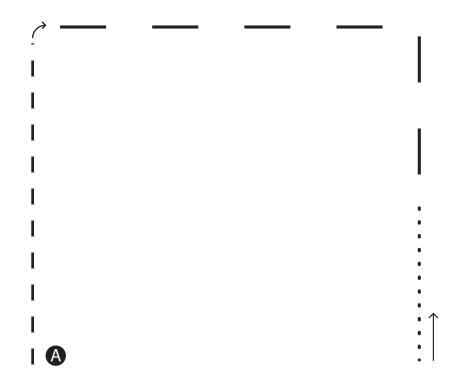




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SMALL FRY HORSEMANSHIP CLASS SHOW 2



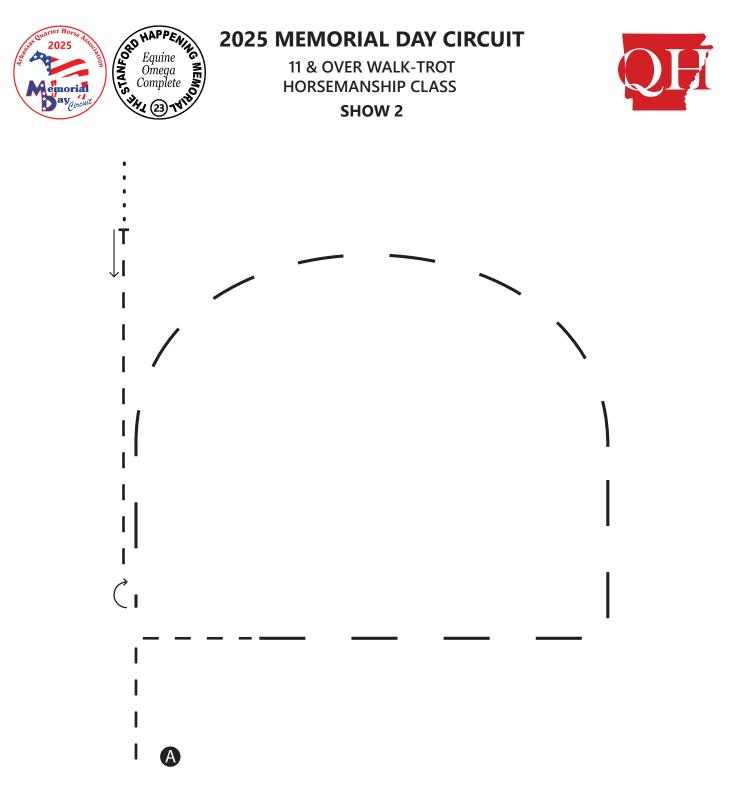


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- 1. Trot
- 2. Stop, turn 90 right

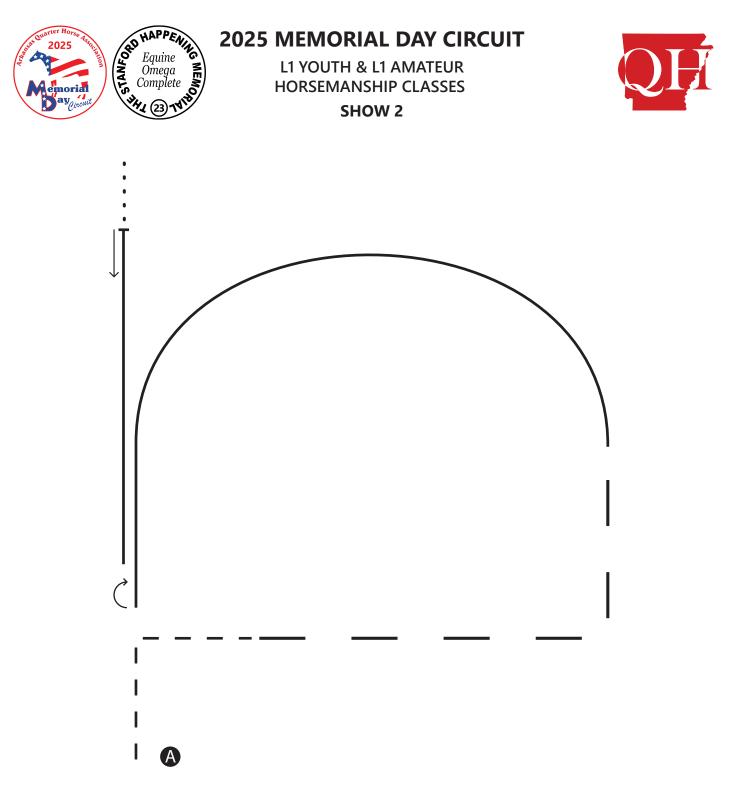
- 4. Halfway back to A, Walk
- 5. When even with A, stop and back 4 steps

3. Extend trot corner



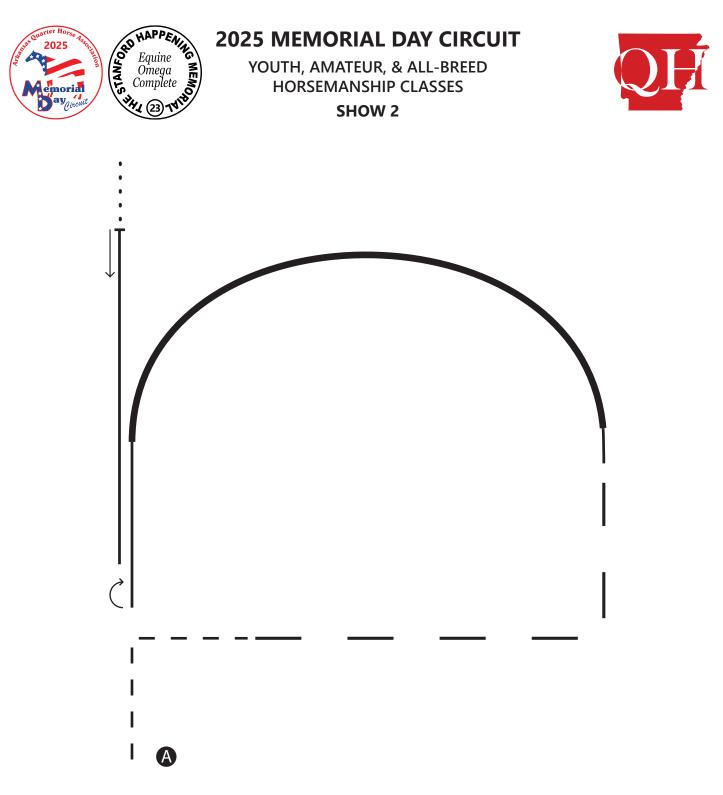
- 1. Trot square corner
- 2. Extend trot square corner
- 3. Extend trot arch
- 4. Roll back right

- 5. Trot
- 6. Stop and back 1 horse length
- 7. Exit at a walk

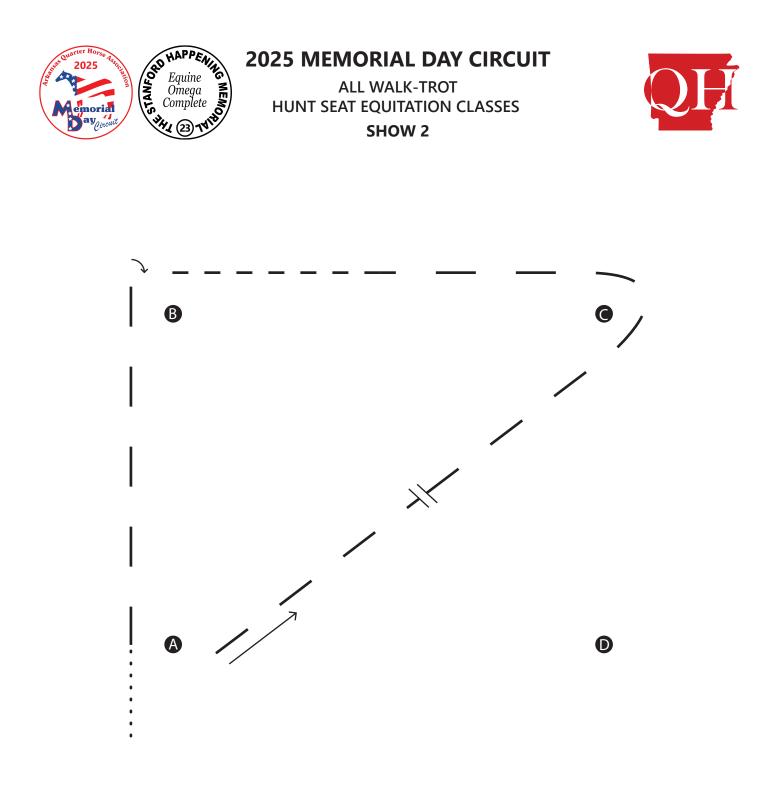


- 1. Trot square corner
- 2. Extend trot square corner
- 3. Left lead lope
- 4. Roll back right

- 5. Right lead
- 6. Stop and back 1 horse length
- 7. Exit at a walk

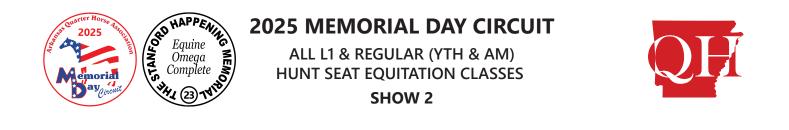


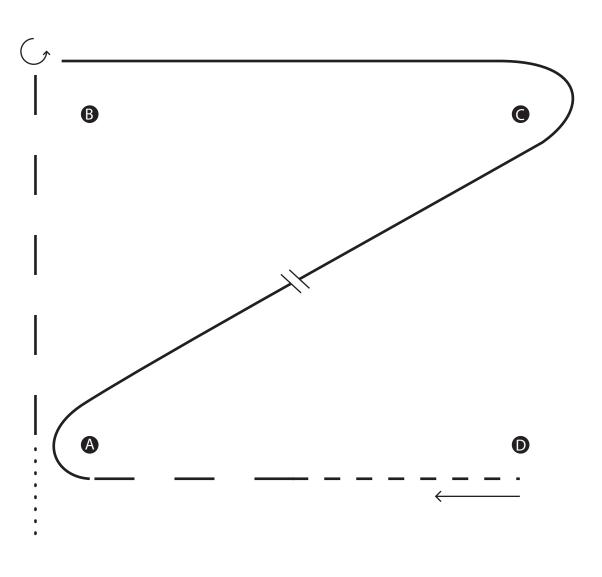
- 1. Trot square corner
- 2. Extend trot square corner
- 3. Left lead lope, build speed in the arch
- 4. Collect left lead on straight away
- 5. Roll back right
- 6. Right lead
- Stop and back 1 horse length
 Exit at a walk



- Walk two horse lengths to A
 Trot Left Diagonal to B
- Execute Right 90 degree forehand turn
 Sit Trot halfway to C

- 5. Trot Left Diagonal to and around C
 6. In the center, change diagnoals
 7. Trot Right Diagonal to A
 8. Stop and Back one horse length





- Walk two horse lengths to A
 Trot Left Diagonal to B
- Execute left 270 degree forehand turn
 Canter Right Lead from B to & around C
- 5. Change leads (simple or flying)

- 6. Left Lead around A
- 7. Trot Right Diagonal towards D
- 8. Halfway Sit Trot to D
 9. Stop and Back one horse length