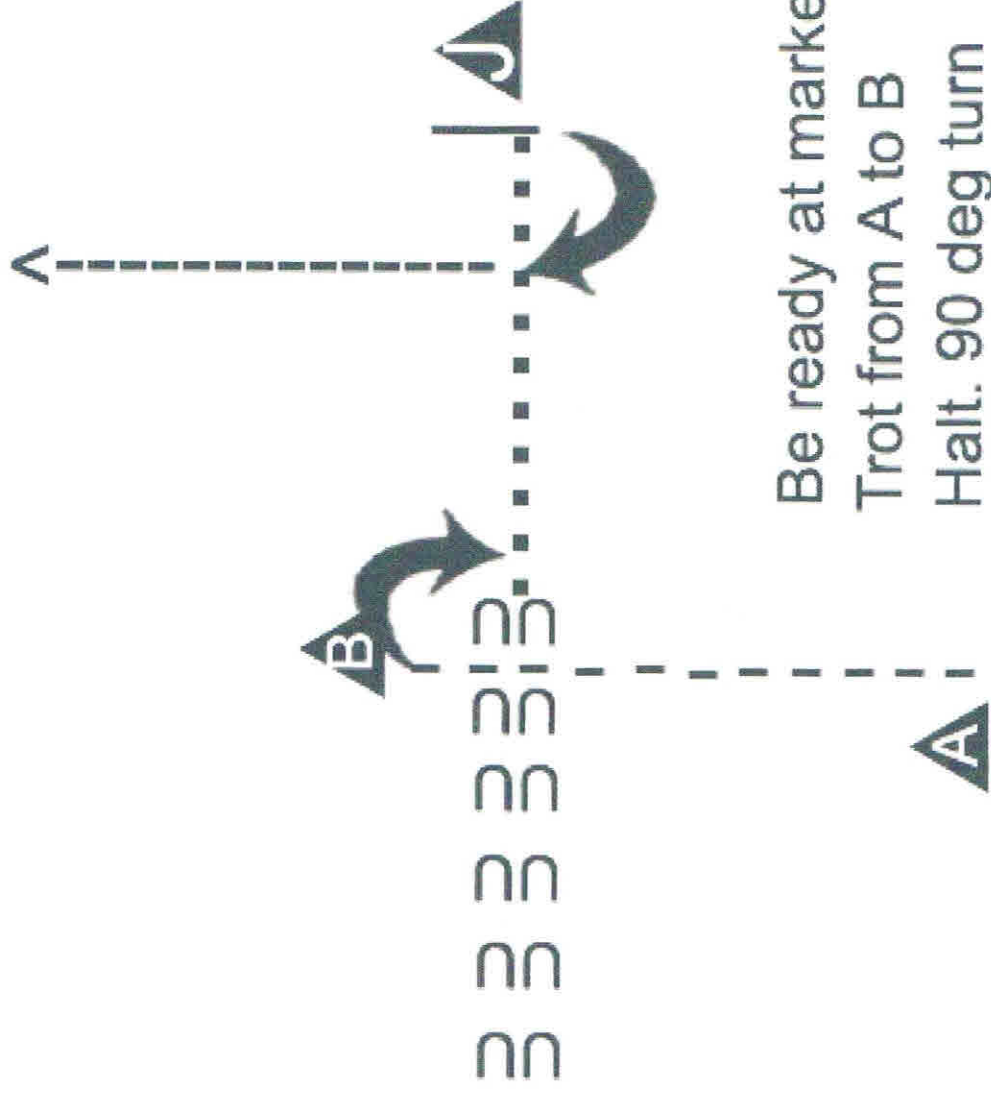


Showmanship

13-18 + 19 over Showmanship Pattern



Be ready at marker A

Trot from A to B

Halt. 90 deg turn

Back 6 steps

Walk to judge

Set up for inspection

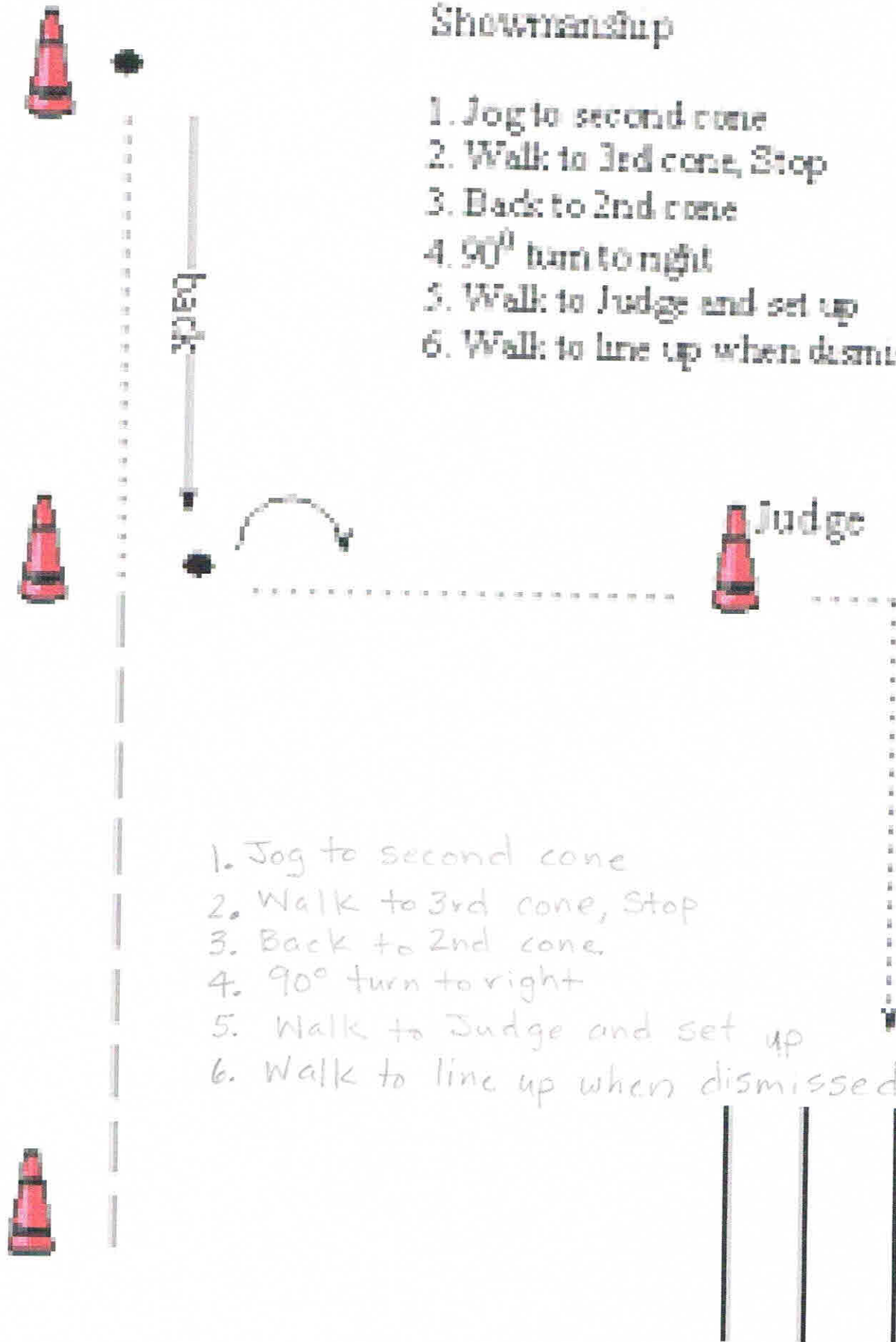
270 deg turn trot away.

Line up

12 + Under Showmanship Pattern

Showmanship

1. Jog to second cone
2. Walk to 3rd cone, Stop
3. Back to 2nd cone
4. 90° turn to right
5. Walk to Judge and set up
6. Walk to line up when dismissed



1. Jog to second cone
2. Walk to 3rd cone, Stop
3. Back to 2nd cone
4. 90° turn to right
5. Walk to Judge and set up
6. Walk to line up when dismissed

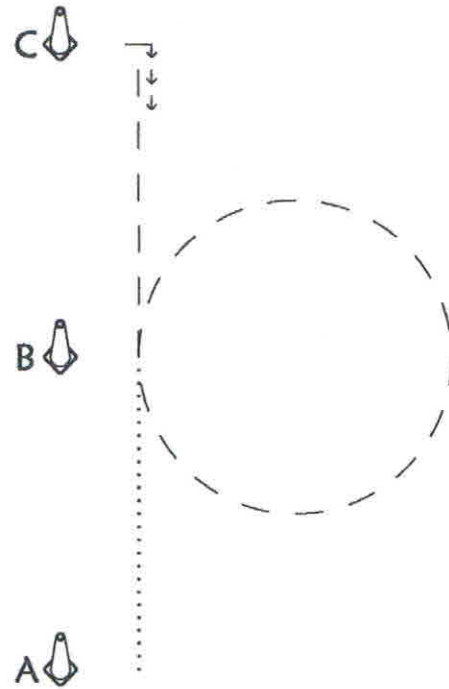
WALK/TROT EQC PATTERN

:: HUNT SEAT EQUITATION ::

Class: _____

Show Date: _____

Judge: _____

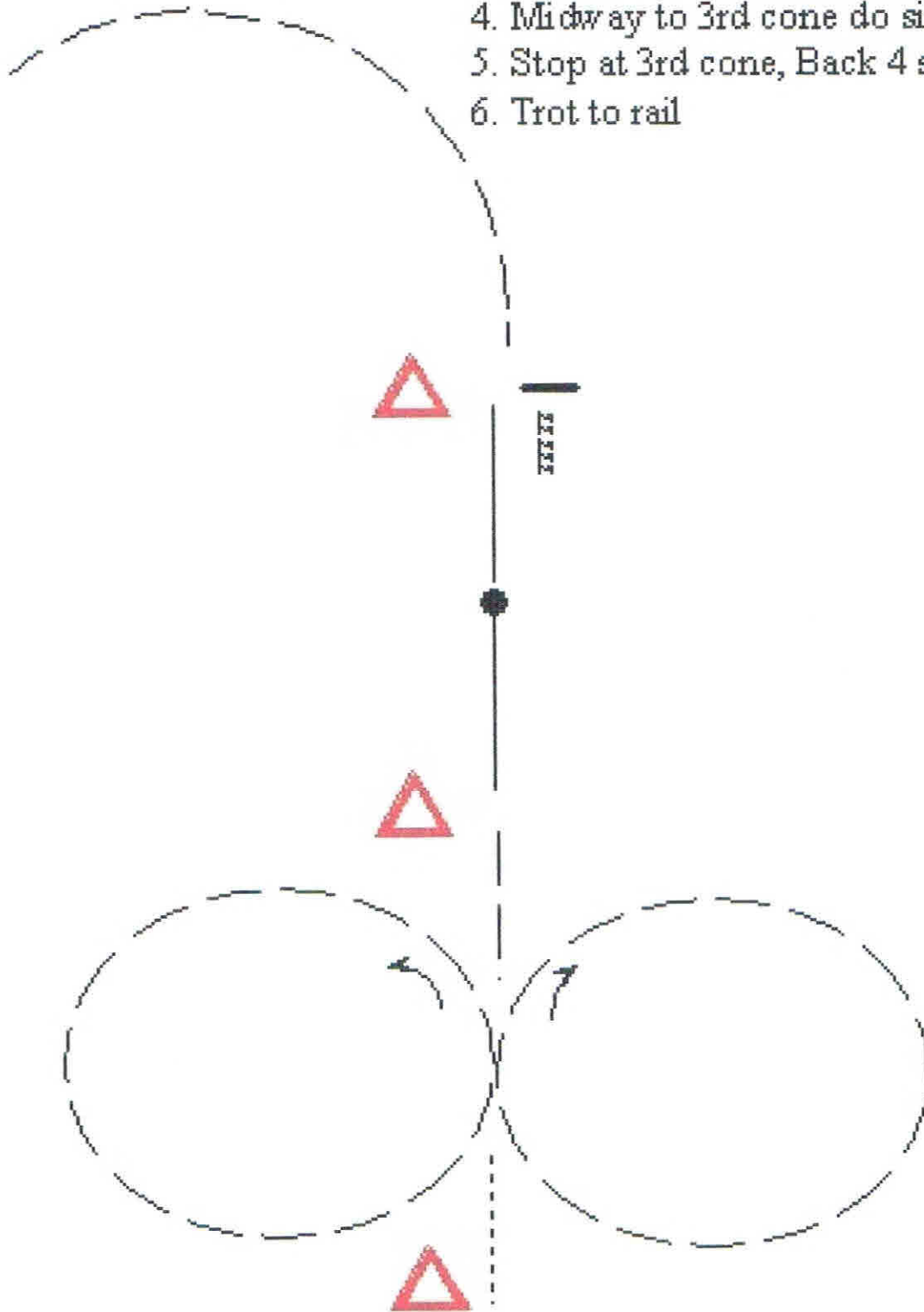


Be ready at A
 Walk from A to B
 Circle to the right at sitting trot
 Posting trot, left diagonal, from B to C
 Stop, back 3 steps
 Find a place on the rail when dismissed

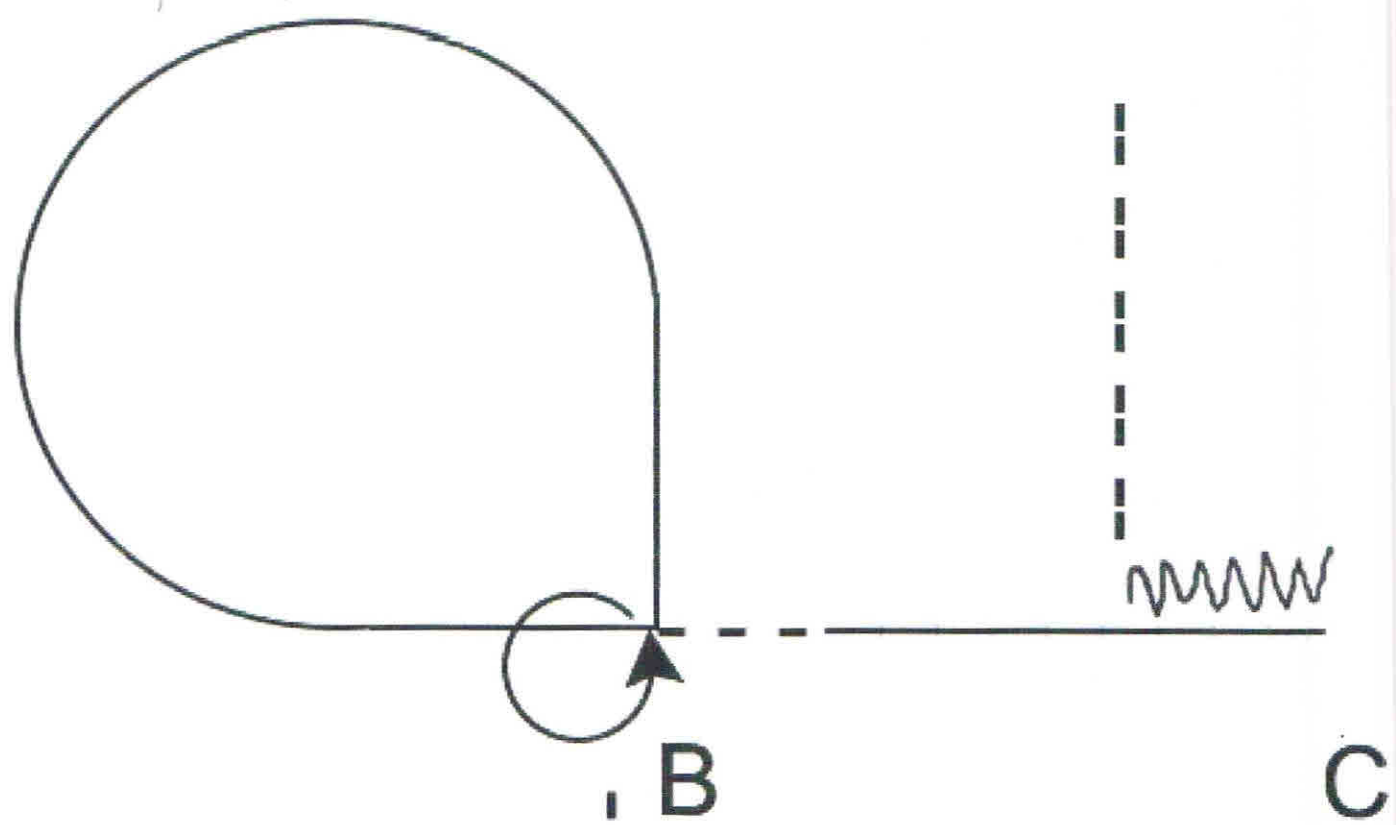
J	JUDGE
.....	WALK
-----	TROT
- - - - -	EXTENDED TROT
—————	CANTER
— x —	CHANGE OF LEAD
←←←←←	BACK
— —	STOP
⤵	TURN

EQUITATION

1. Walk midway between 1st & 2nd cone
2. Trot a figure 8 starting to left
3. At 2nd cone lope left lead
4. Midway to 3rd cone do simple lead change
5. Stop at 3rd cone, Back 4 steps
6. Trot to rail



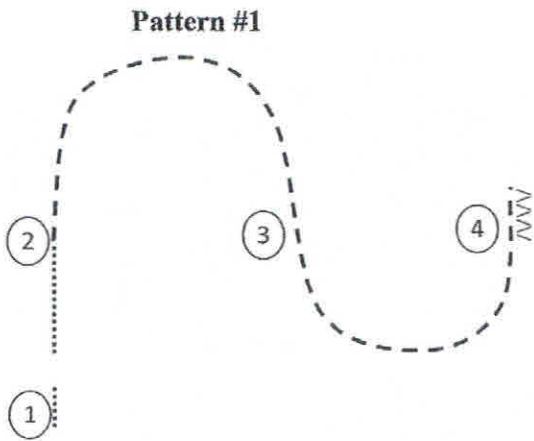
YOUTH / JR / SR HORSEMANSHIP



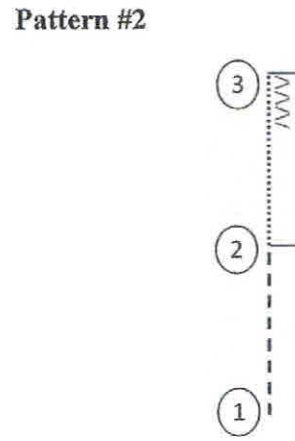
walk to A
jog to B
360 to left
lope left lead back to B
simple lead change
lope right lead to C
back 9 steps
extended jog to rail

WALK/JOG HORSEMANSHIP (PART 1 ONLY)

Beginner Walk/Trot Horsemanship/ Stock Seat Equitation Patterns

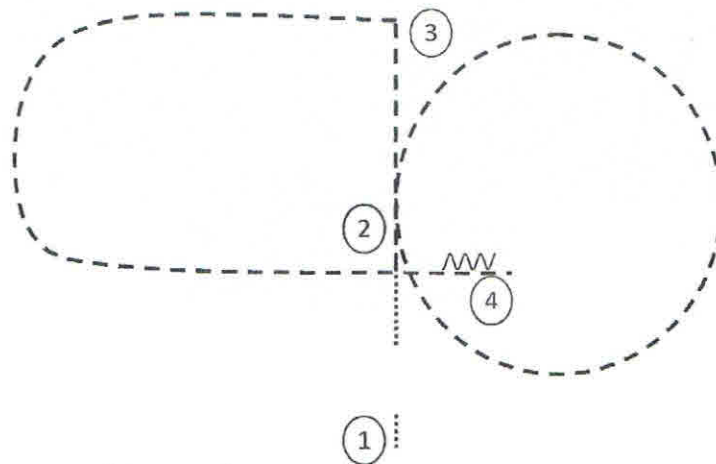


1. Be ready at cone 1.
2. Walk from cone 1 to cone 2.
3. Jog at cone 2 around cone 3 and to cone 4.
4. Stop at cone 4 and back one horse length.



1. Trot from cone 1 to cone 2.
2. Stop.
3. Walk from cone 2 to cone 3.
4. Stop and back one horse length.

Finals Pattern (Finals ONLY)



1. Walk from cone 1 to cone 2.
2. At cone 2, jog a circle to the right and continue on to cone 3.
3. Stop at cone 3, hindquarter pivot 90 degrees to the left.
4. Jog around to cone 4.
5. At cone 4, stop and back one horse length.

..... Walk - - - - Jog - . - . - Extended Trot ——— Lope ^/^^/^^ Back (#) Marker