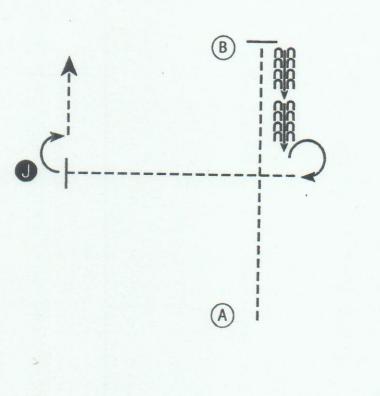
Showmanship (Management of the Management of the



- 1. Trot A to B
- 2. Stop at B and back halfway to A
- 3. Stop and perform a 270 degree turn
- 4. Trot to judge and set up for inspection
- 5. When dismissed perform a 90 degree turn and trot away from judge

Walk -----

Back **→ ⊃⊃⊃⊃** 

Marker B

Judge

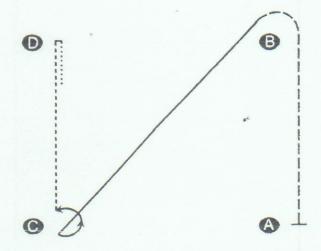
0

Pattern Provided by:

All-incodifferent and an

[S/2-3]

# Youth /AM Horsemanship



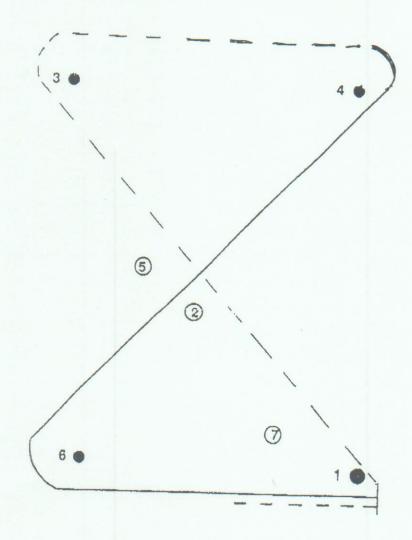
- Begin an extended trot from marker A to and around marker B.
- Pick up a lope on the left lead to marker C and stop.
- Do a turn to the left on the haunches. (As shown above)
- Jog from marker C to marker D and stop.
- Back 5 steps
- Retire to the rail.

Good Luck!

### NOVICE HUNT SEAT EQUITATION

YOUTH/AM

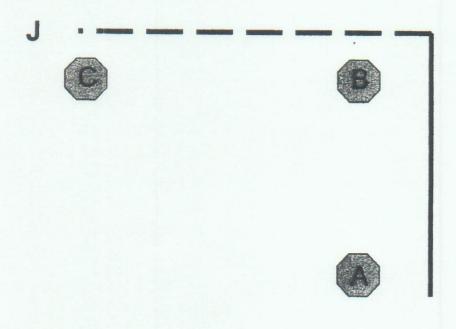
- 1. Posting Trot, right diagonal.
- 2. Change diagonal.
- 3. Sitting trot.
- 4. Canter, right lead.
- 5. Simple change.
- 6. Canter, left lead.
- 7. STOP and Back.



#### Walk/Trot Showmanship

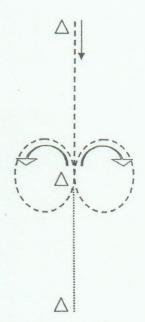
- 1. Start at A walk to B.
- 2. Trot to C.
- 3. Stop at C and set up for inspection..
- 4. When dismissed do a 90 degree turn to the right and exit.

J = Judge

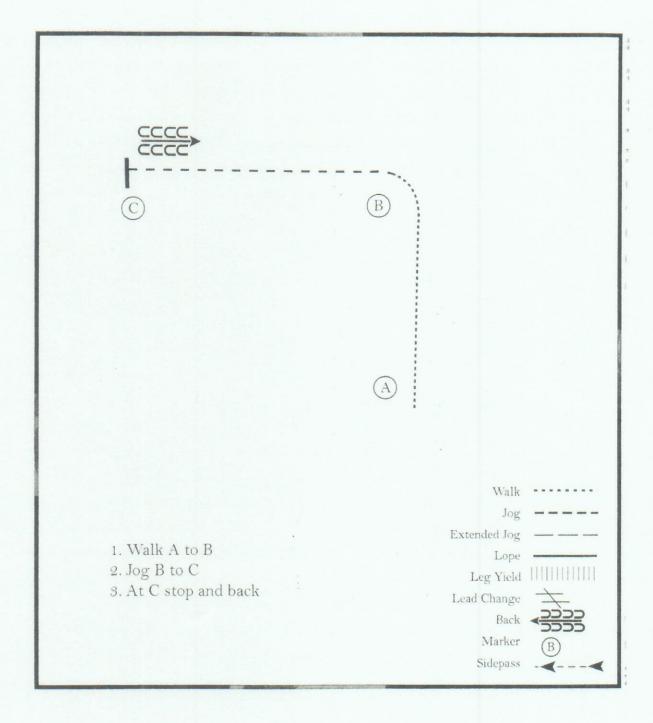


#### Walk Trot Equitation

- Line up inside the arena by the entrance gate, as instructed by the ring steward (Be waiting at the first marker when the horse in front of you has circled)
  Walk from the first marker to the second marker and without hesitation.....
  Trot a figure eight starting with the left circle (change diagonals) and trot the right
- Frot a figure eight statung with the left circle (change diagonals) of circle
  Continue trotting to the third marker
  At the third marker, stop and back up 4 or 5 steps
  Retire to the far end of the arena, and line up safety side by side
  There will not be any rail work



## WALK/TROT HORSEMANSHIP



Western Riding Pattern 1

Reining - PATTERN 7

Rànch RIDING -PATIERN 2