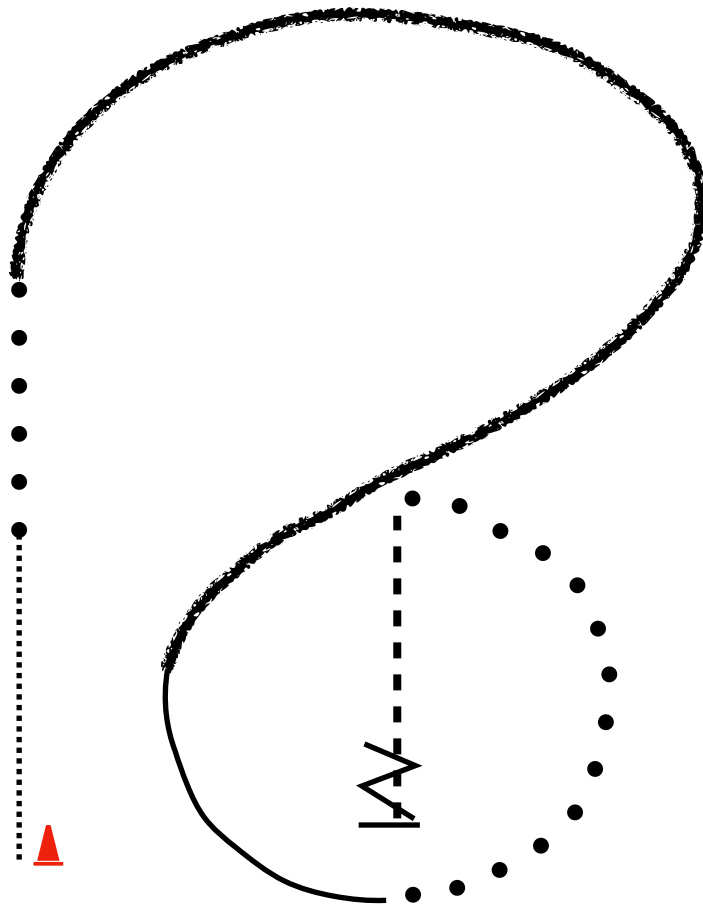


EQUITATION
Youth- Amateur- Select

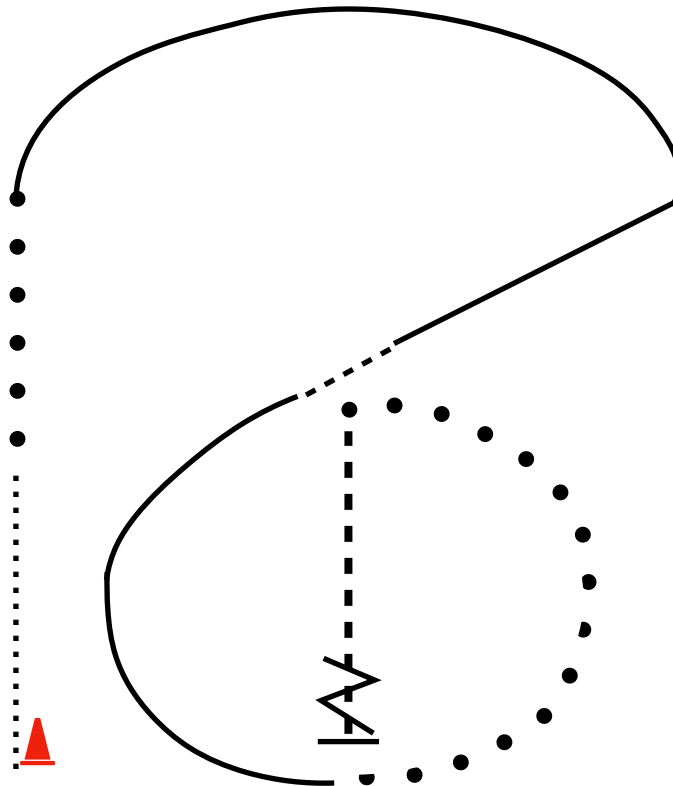


1. Be Ready at marker
2. Sitting trot halfway
3. Left diagonal
4. Move into a right lead hand gallop around top of the arena and across diagonal
5. Collect canter for 1/4 of circle
6. Trot on right diagonal for 1/2 of a circle
7. 2 point trot down center of circle
8. Stop and back

Pattern provided by
Valerie Kearns

EQUITATION

Novice

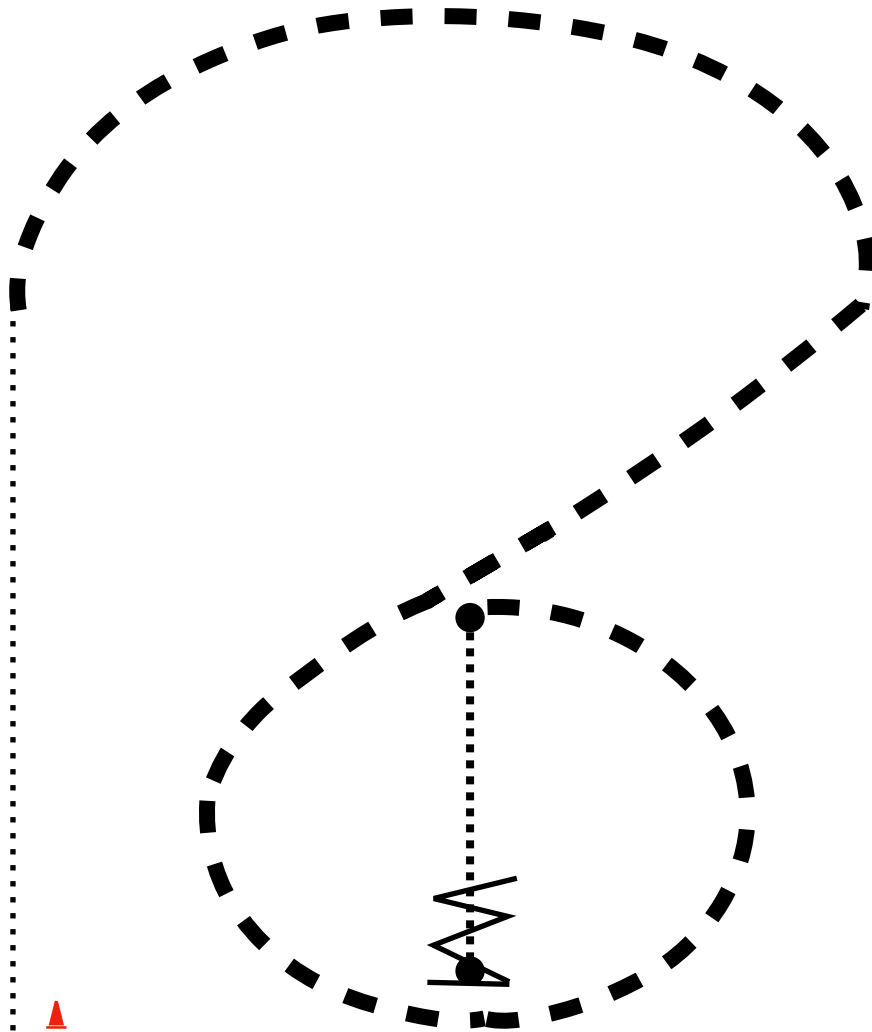


1. Be Ready at marker
2. Sitting trot halfway
3. Left diagonal
4. Canter on right lead around top of the arena and across diagonal
5. Break to the walk
6. Left lead for 1/2 of a circle
7. Trot on right diagonal for 1/2 of a circle
8. 2 point trot down center of circle
9. Stop and back

Pattern provided by Valerie Kearns

EQUITATION

Walk Trot

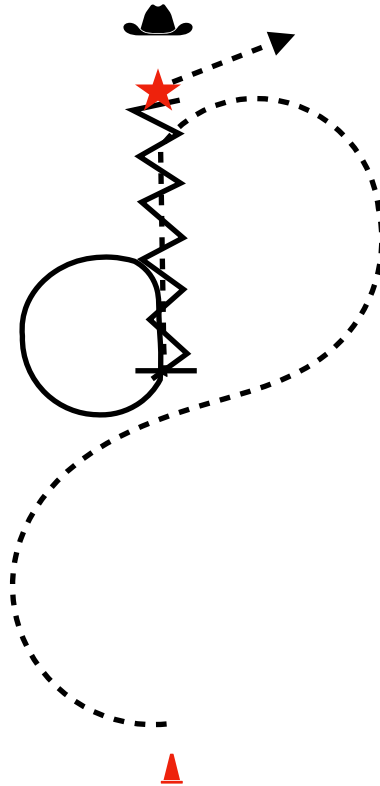


1. Be Ready at marker
2. Sitting trot
3. Left diagonal around top of arena and across diagonal
4. At center change diagonals
5. Trot a circle to the left
6. 2 point trot down center of circle
7. Stop and back

Pattern provided by: Valerie Kearns

SHOWMANSHIP

Youth, Amateur, Select



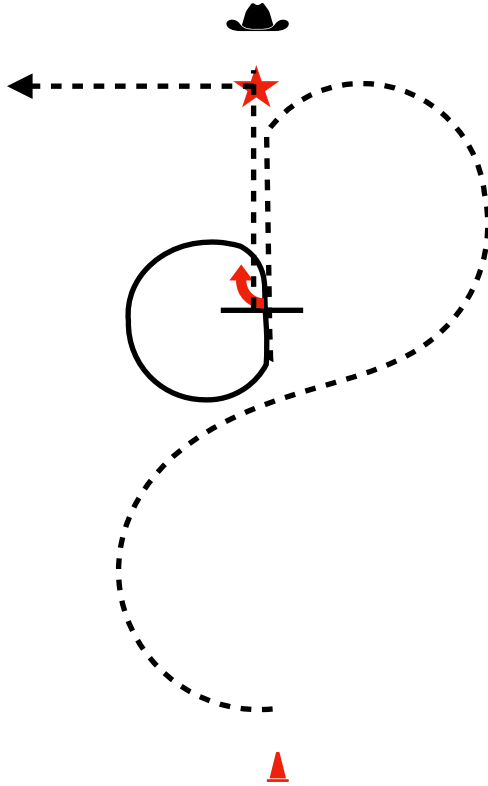
Be ready at marker

1. Trot serpentine and down center of pattern
2. Break to walk and walk a circle to right
3. Stop and back to the judge
4. 270 turn
5. Set up
6. Inspection
7. Exit at a trot

Pattern Provided by:
Valerie Kearns

SHOWMANSHIP

Novice



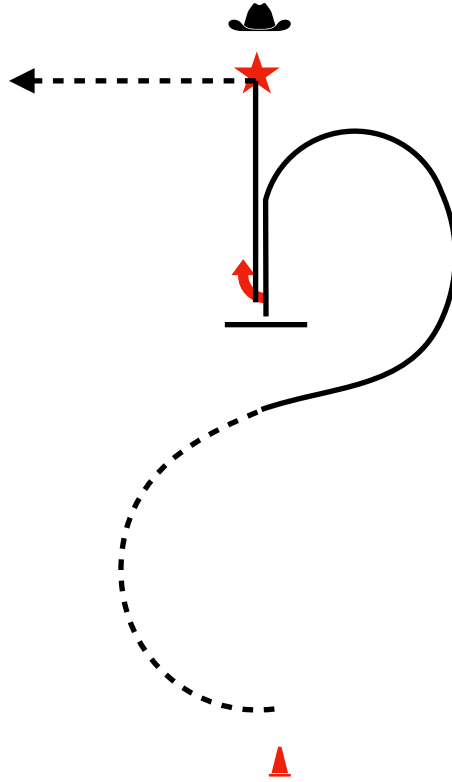
Be ready at marker

1. Trot serpentine and down center of pattern
2. Break to walk and walk a circle to right
3. Stop and 180 turn
4. Trot to Judge
5. 270 turn
6. Set up
7. Inspection
8. Exit at a trot

Pattern provided by Valerie Kearns

SHOWMANSHIP

Walk Trot



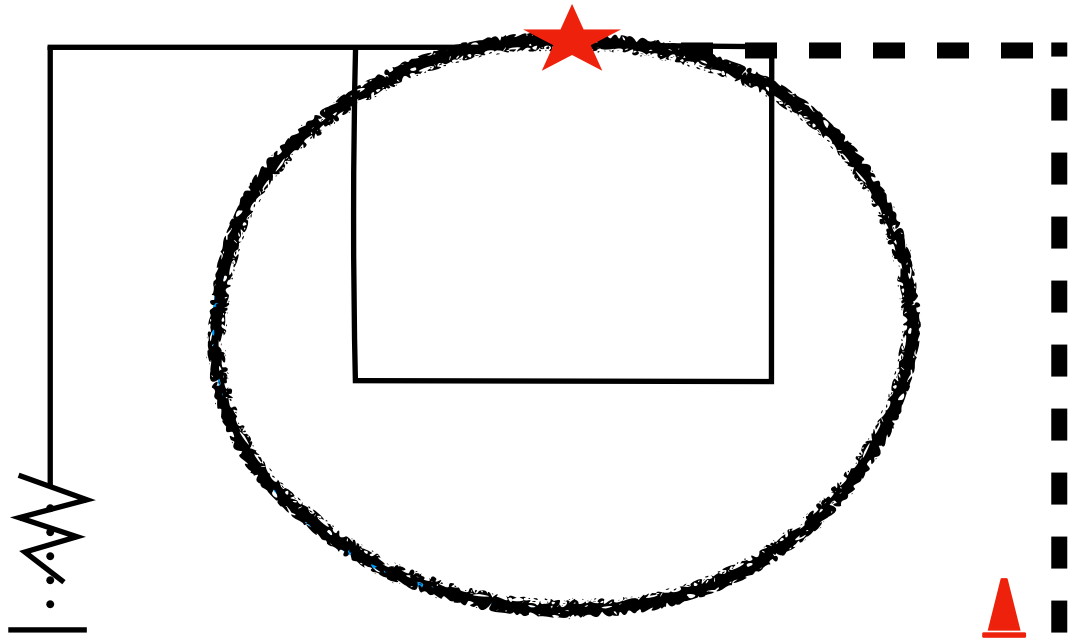
Be ready at marker

1. Trot 1/2 circle
2. Break to walk, walk 1/2 circle and down center of pattern
3. Stop and 180 turn
4. Walk to Judge
5. 270 turn
6. Set up
7. Inspection
8. Exit at a trot

Pattern provided by Valerie Kearns

Horsemanship

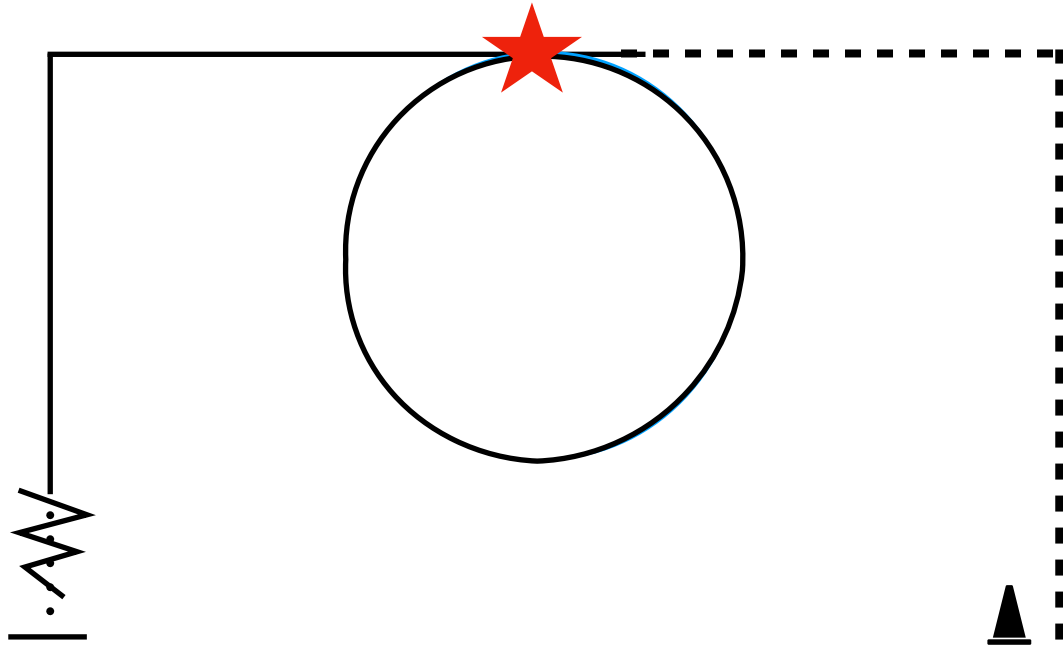
Youth, Amateur, Select



1. Be ready at marker
2. Extended trot, make a square corner and stop in center of arena
3. Execute 2- 360 turns, 1 each direction
4. Counter canter a square to the left
5. At center change lead
6. Lope a left circle with increased speed
7. At center collect the lope and make a square corner to the left
8. Break to the walk
9. Stop and back

Pattern Provided by:
Valerie Kearns

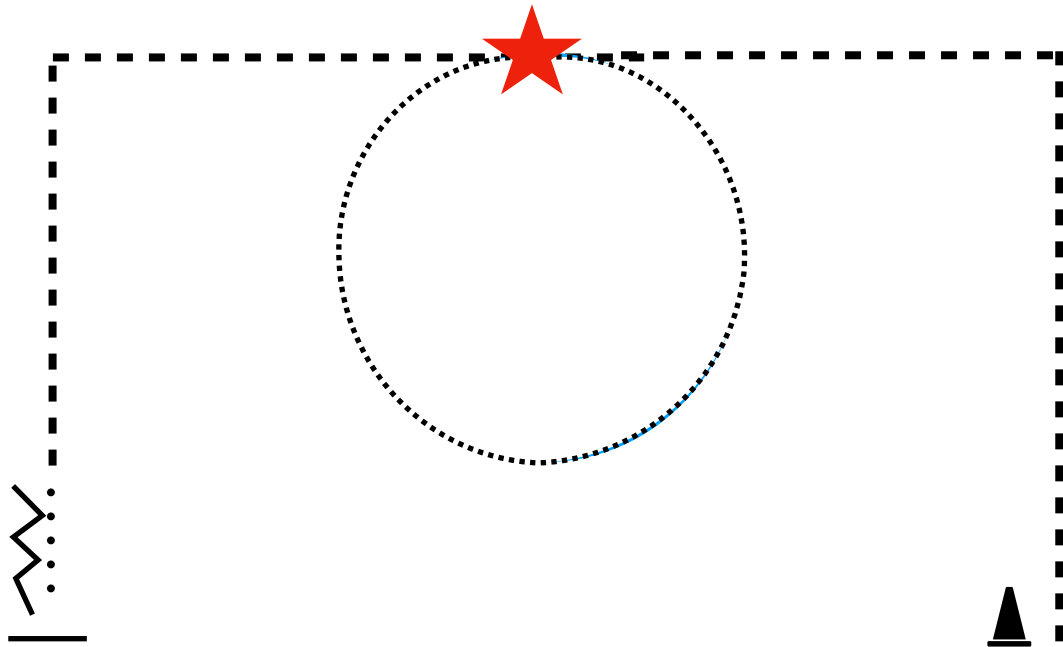
Horsemanship Novice



1. Be ready at marker
2. Extended trot, make a square corner and stop in center of arena
3. 360 to the left
4. Counter canter a circle to the left
5. At center change leads
6. Make a left corner
7. Break to the walk
8. Stop and back

Pattern Provided by:
Valerie Kearns

Horsemanship Walk Trot



1. Be ready at marker
2. Extended trot, make a square corner and stop in center of arena
3. 360 to the left
4. Jog a circle to the left
5. At center extend the jog and make a left corner
6. Break to the walk
7. Stop and back