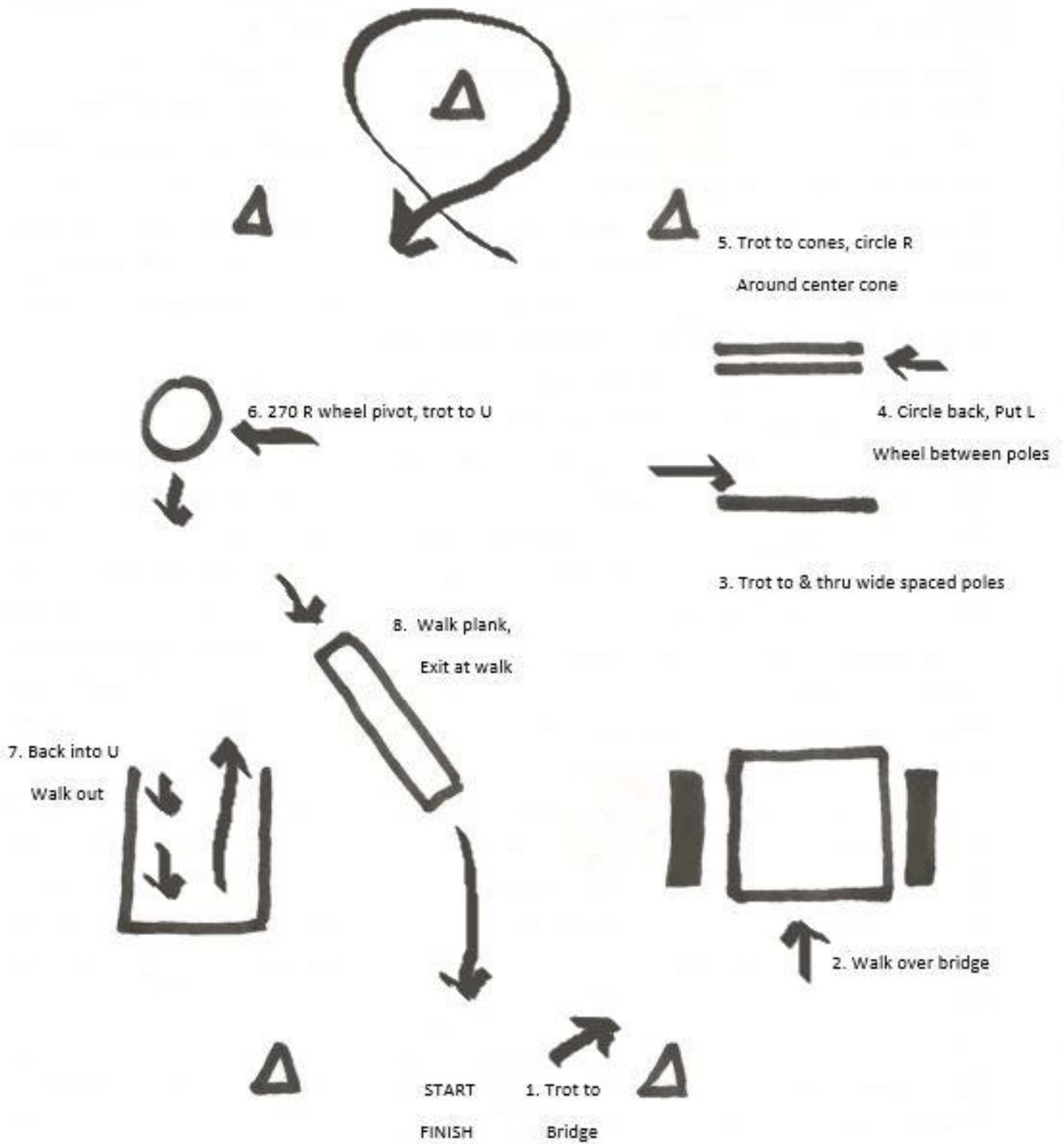


Carriage  
Driving  
Obstacles  
101

# OBSTACLE DRIVING

VSE, 13 – 18

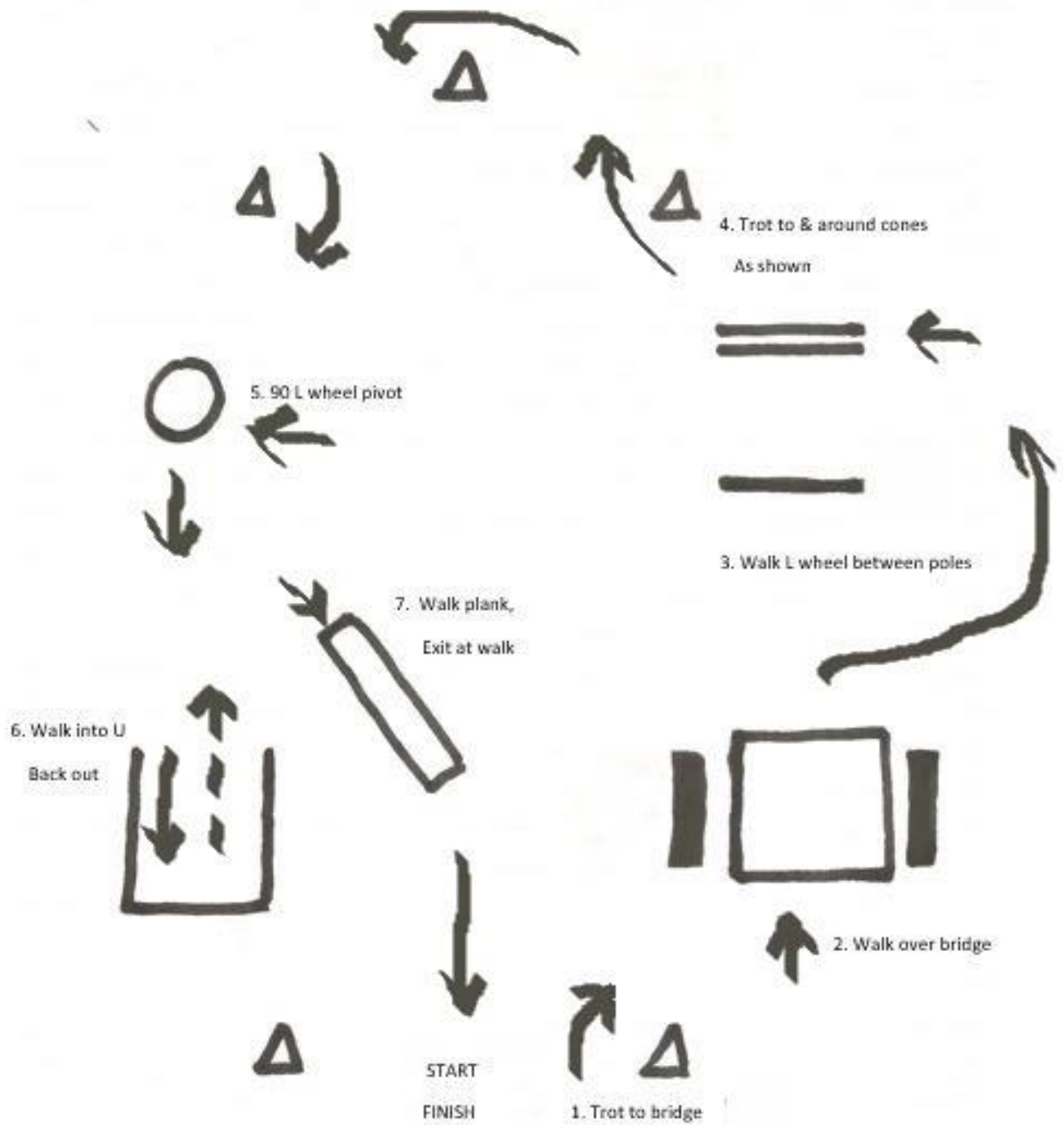
102, 103



# OBSTACLE DRIVING

12 & Under

104

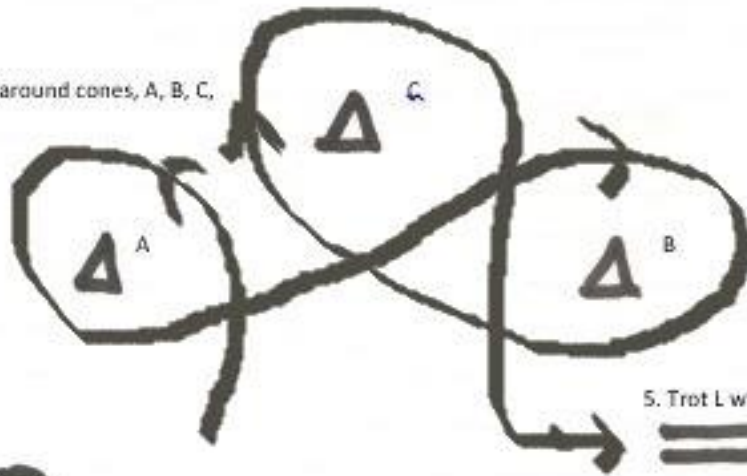


# OBSTACLE DRIVING

AMATEUR

105

4. Trot to & around cones, A, B, C,  
As shown



5. Trot L wheel between poles



6. Halt, back out



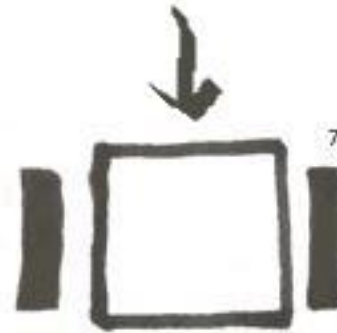
2. Trot to U,  
Back in.  
Trot out



1. Walk plank



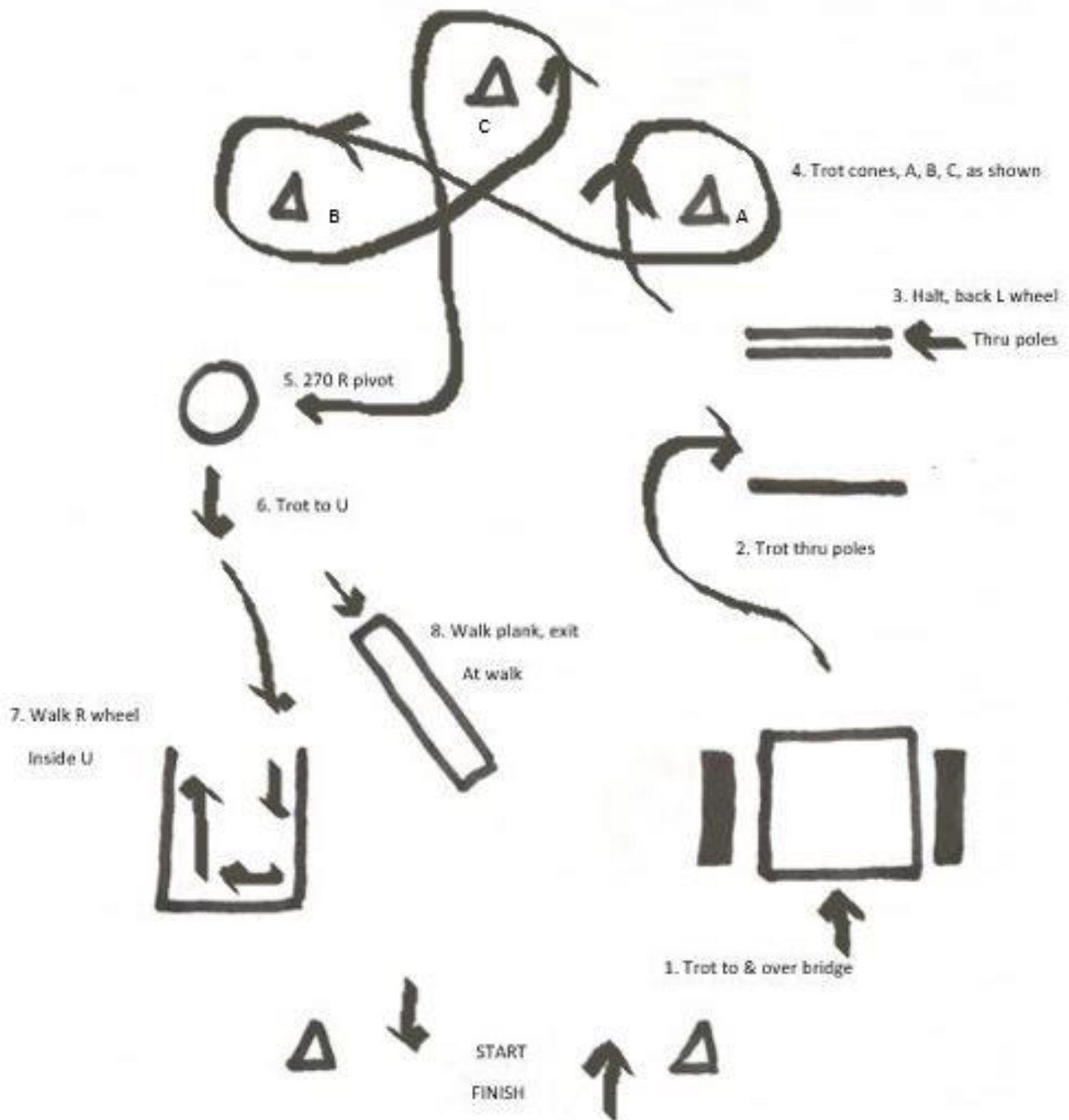
7. Trot over  
Bridge,  
Exit at trot



# OBSTACLE DRIVING

Open

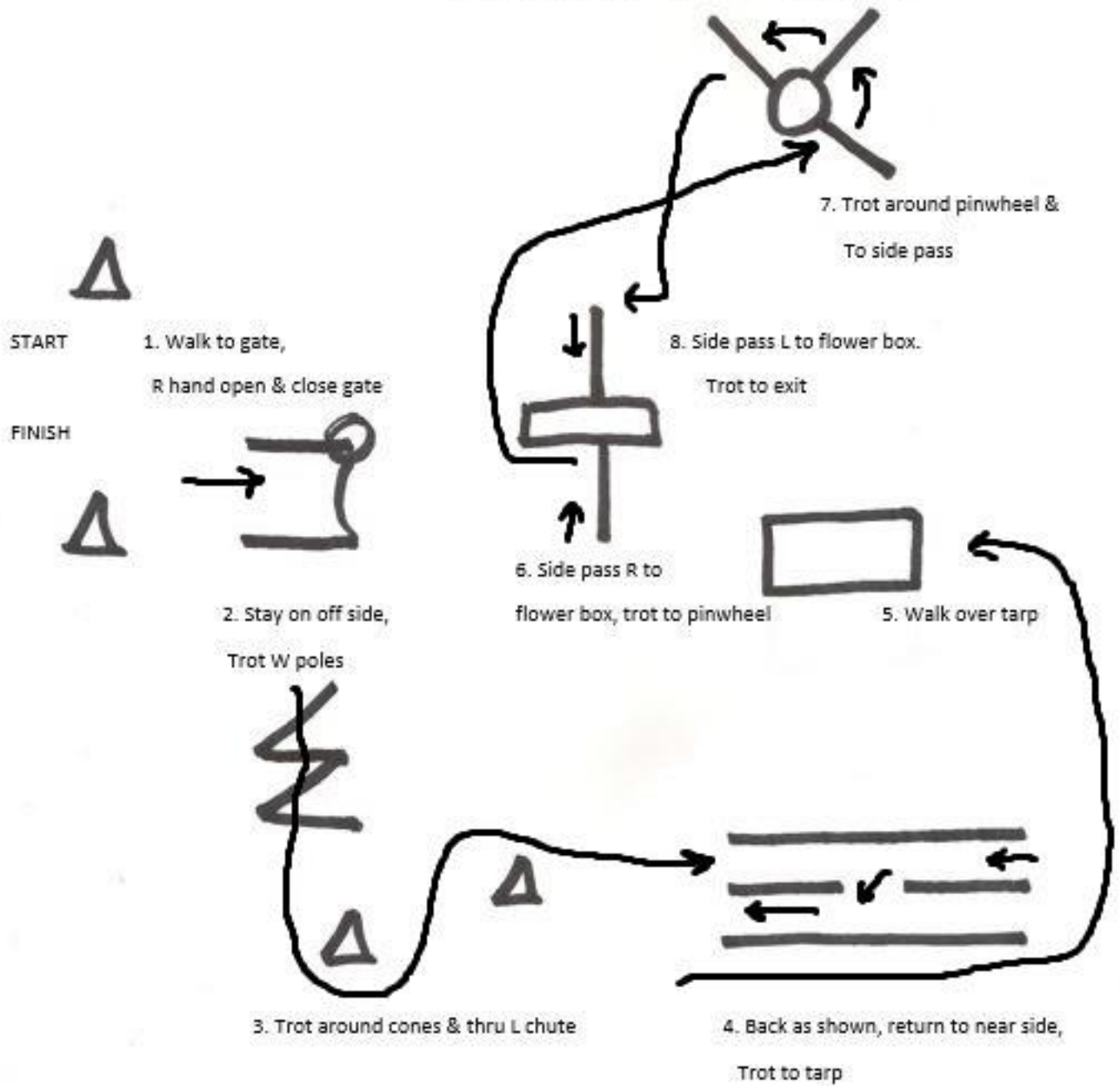
106



# HALTER OBSTACLES

VSE, Youth 13 – 18

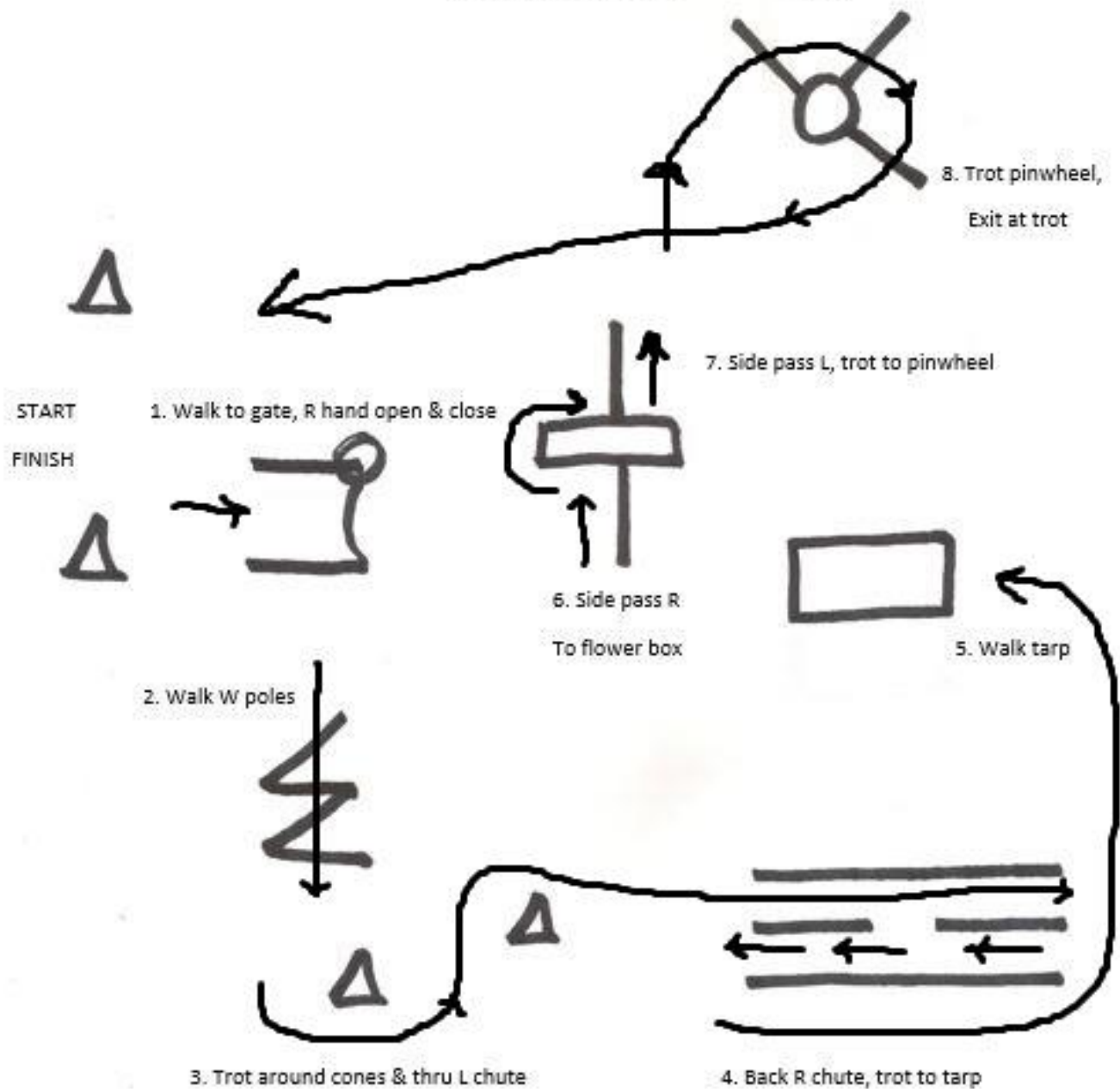
107, 108



# HALTER OBSTACLES

Youth 12 & Under

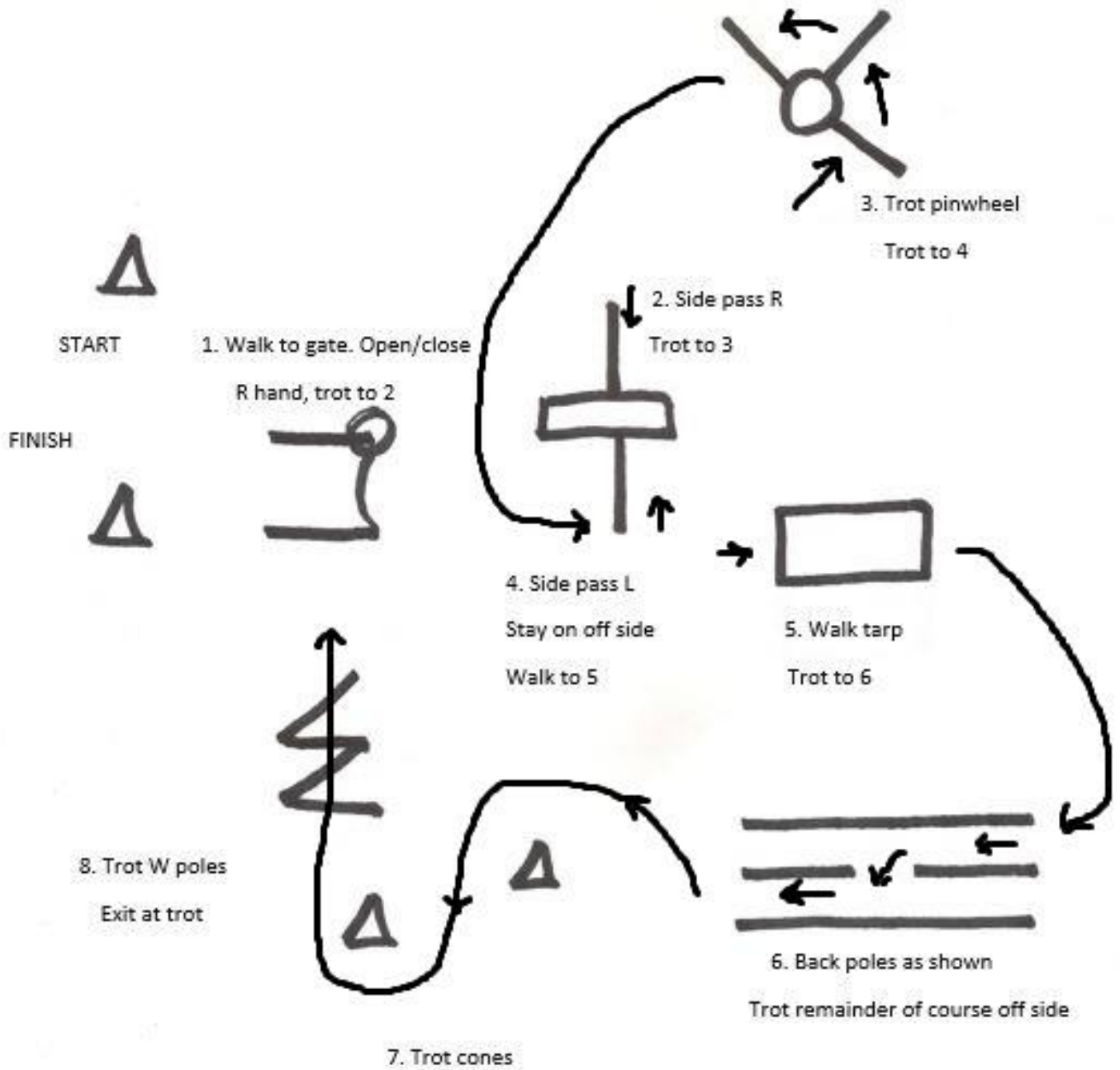
109





# HALTER OBSTACLES

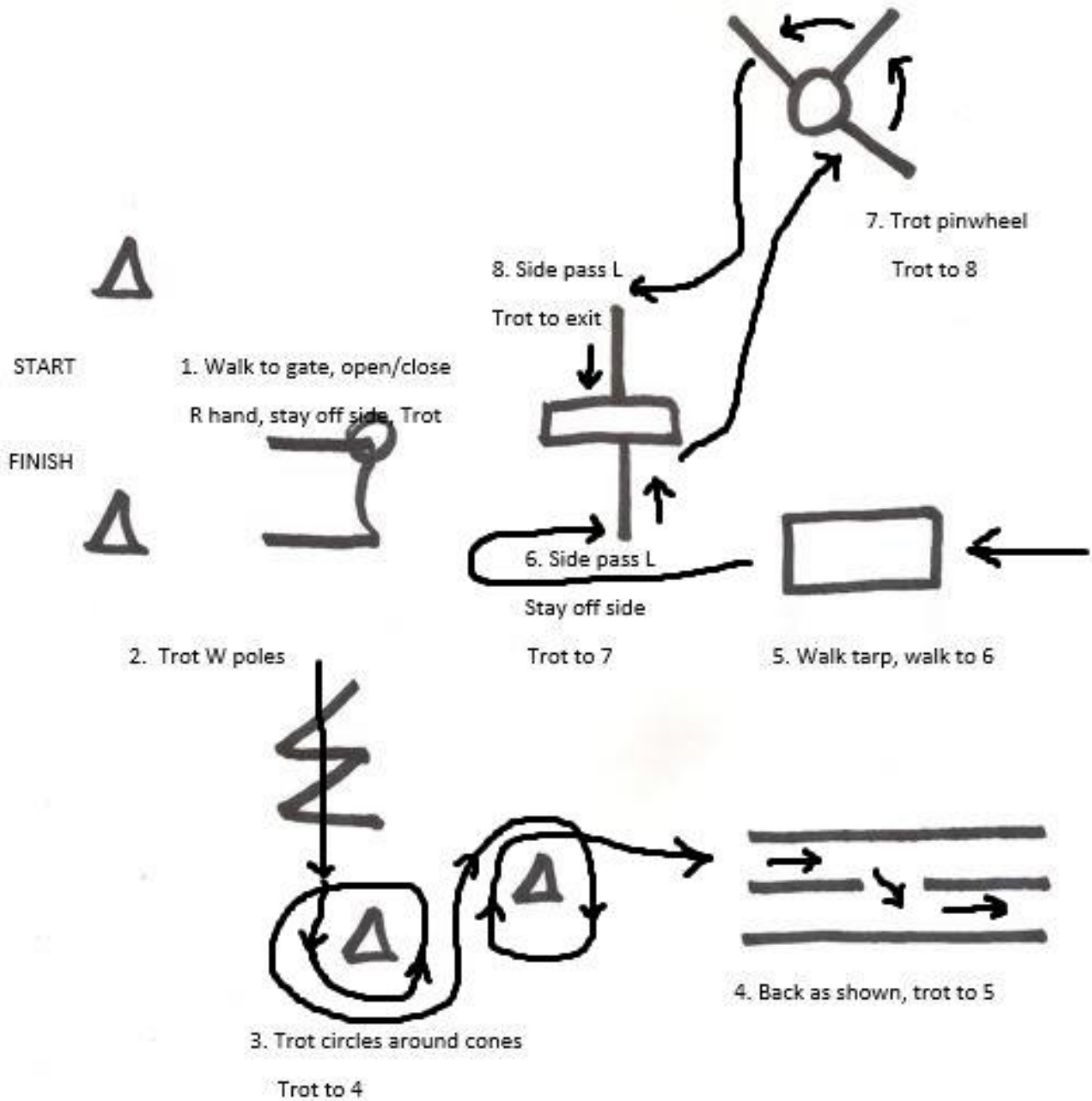
Amateur 110





# HALTER OBSTACLES

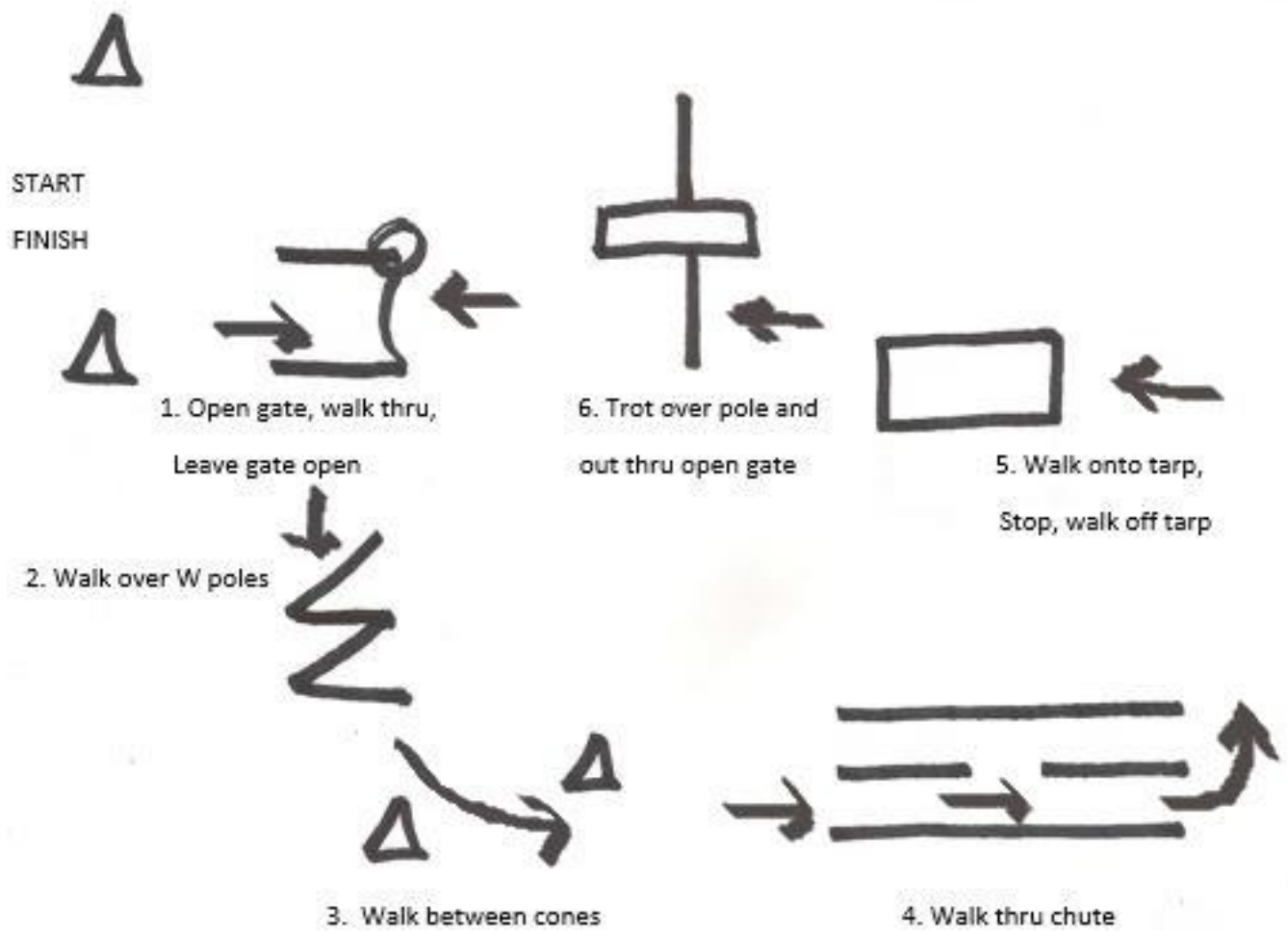
Open 111



# HALTER OBSTACLES

7 & Under, Cool

112, 113



# SHOWMANSHIP

## Adult

# 114

### INSTRUCTIONS FOR PATTERN #3

Walk to the judge in a straight line.

Stop and set up your horse.

Upon acknowledgment from the judge-Do a 180 degree turn.

All turns are to be to the right.

Trot toward the line in a straight line.

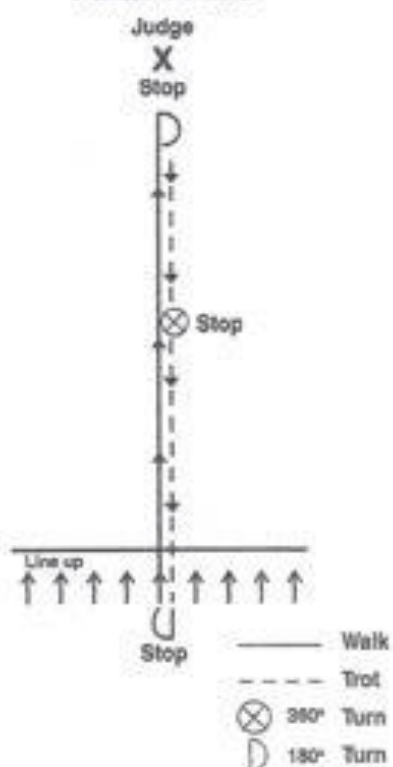
Stop 1/2 way between the judge and the line up and do a 360 degree turn-stop.

Continue at a trot in a straight line-past the line up-stop.

Do a 180 degree turn.

Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set up your horse.

### Pattern No. 3



# SHOWMANSHIP

Amateur 115

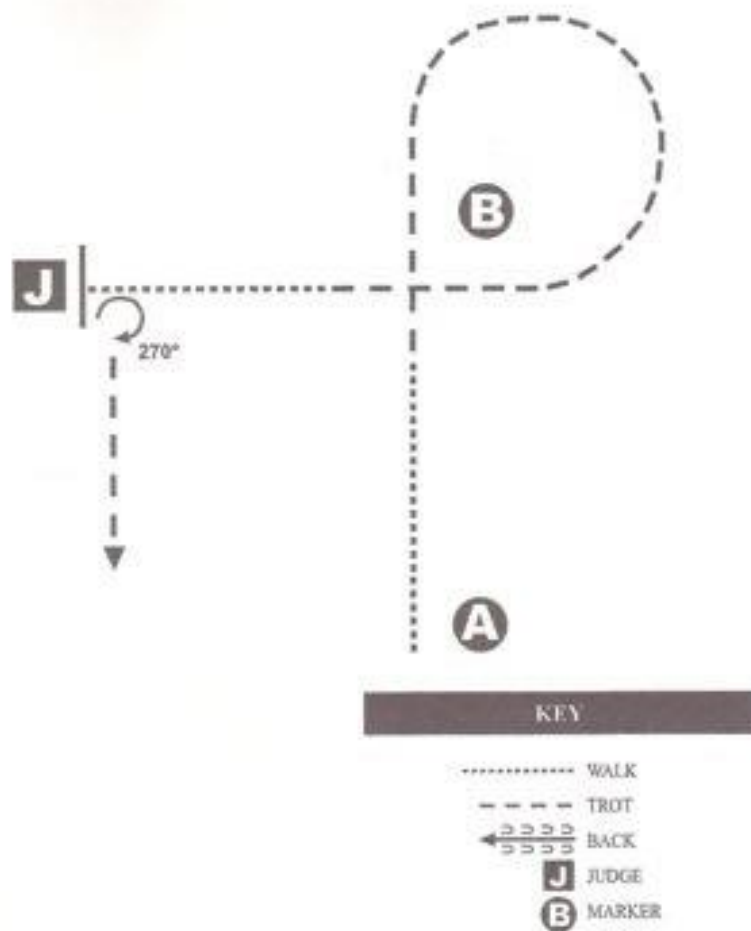
Youth 13 to 18 116

## INSTRUCTIONS FOR PATTERN #5

Be ready at A.

1. Walk halfway to B.
2. Trot to and around B as shown.
3. When just past B, walk to judge and set up for inspection.
4. When dismissed, perform a 270 degree turn and trot away.

Follow the instructions of your ring steward.



# SHOWMANSHIP

## Youth 8 - 12

# 117

### INSTRUCTIONS FOR PATTERN #2

Walk toward the judge in a straight line.

Stop 1/2 way between the line up and the judge and do a 360 degree turn-stop.

All turns are to be to the right.

Continue at a walk toward the judge in a straight line.

Stop and set up your horse.

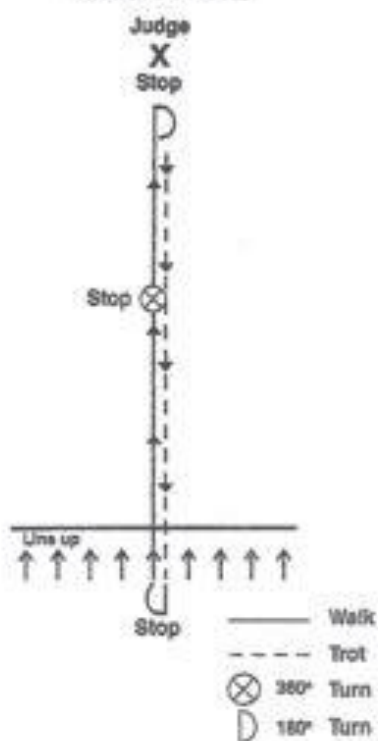
Upon acknowledgment from the judge-Do a 180 degree turn.

Trot in a straight line-past the line up-stop.

Do a 180 degree turn.

Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set up your horse.

### Pattern No. 2



# SHOWMANSHIP

Youth 7 & Under

118

Youth Cool

119

Adult Cool

120

## INSTRUCTIONS FOR PATTERN #1

Walk to the judge in a straight line.

Stop and set up your horse.

Upon acknowledgment from the judge-Do a 180 degree turn.

All turns are to be to the right.

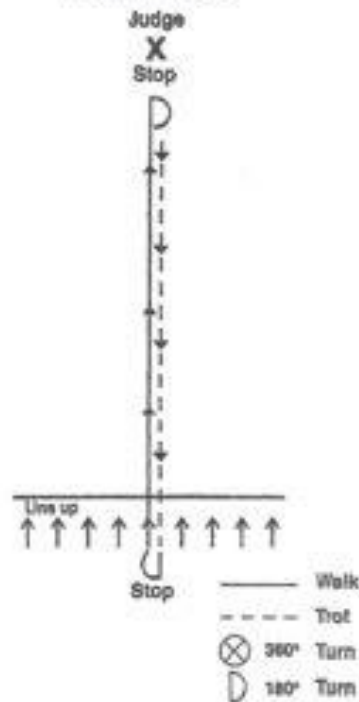
Trot in a straight line-past the line up-stop.

Do a 180 degree turn.

Walk horse forward to the exact spot in the line up (where you were when you started pattern) and set up your horse.

This pattern must be used for Showmanship 7 and under and all Special Needs Showmanship Classes.

## Pattern No. 1



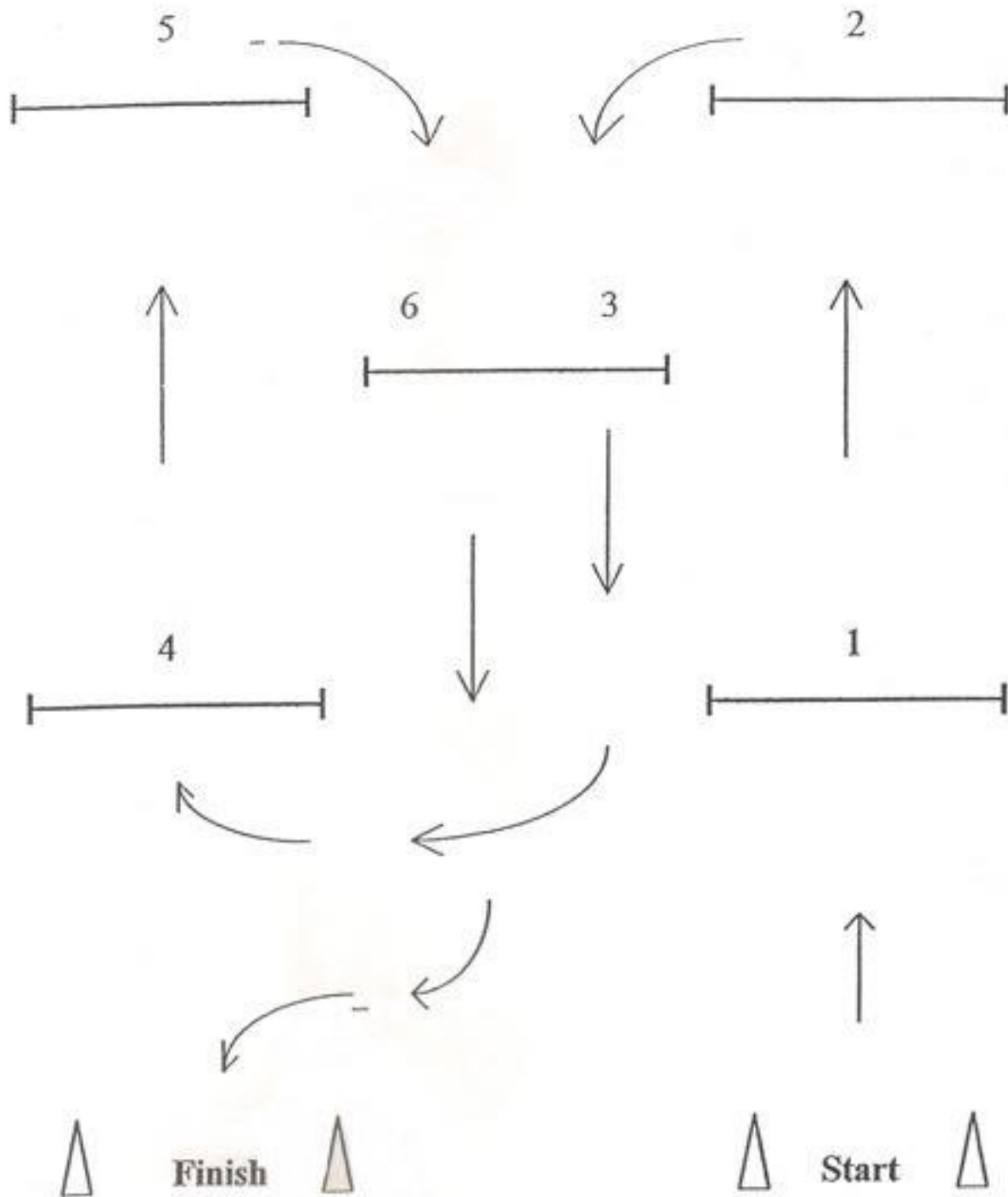
SHOW FILES

VSE Hunter 201

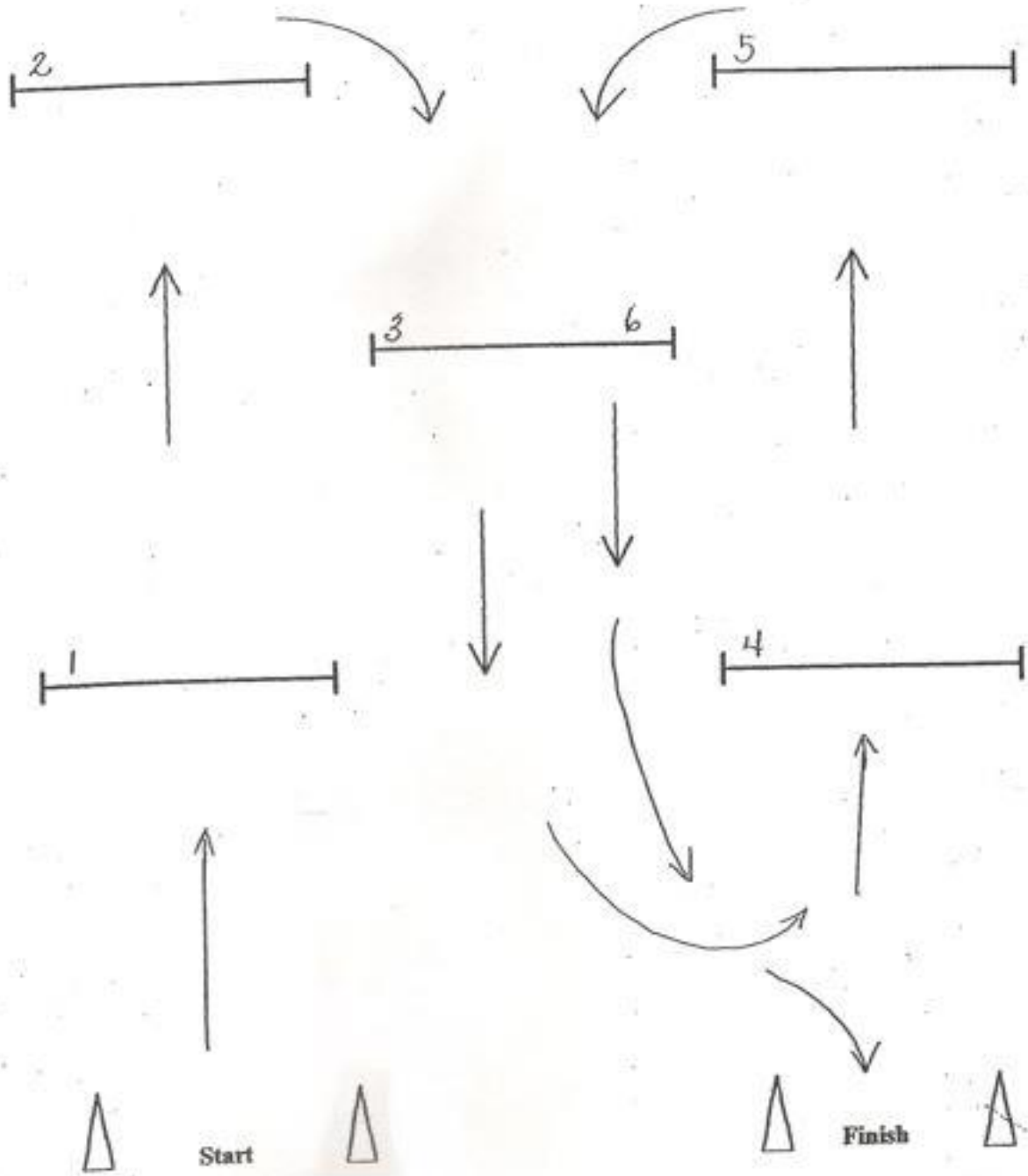
### YOUTH HUNTER

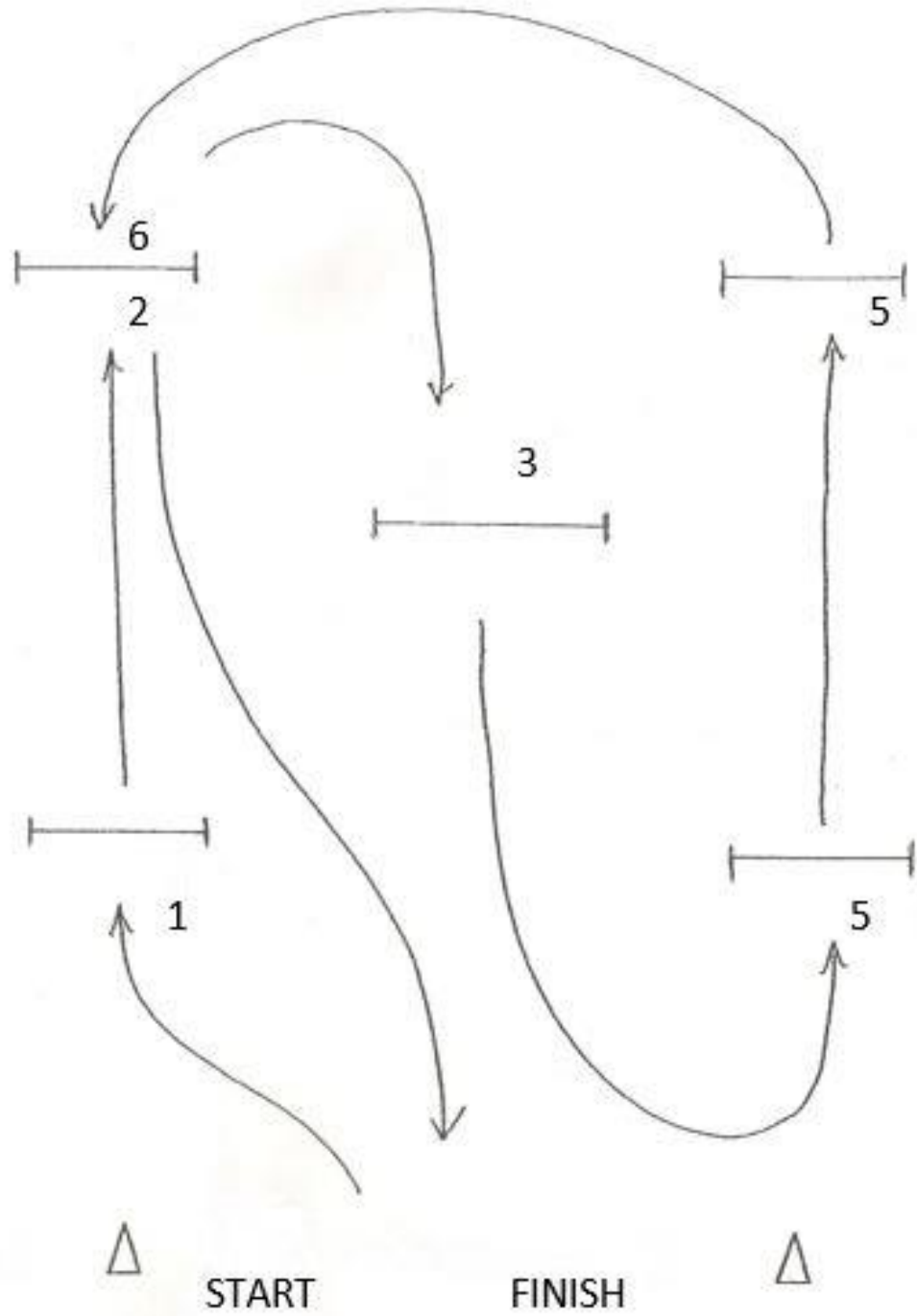
13 to 18 202

12 & Under 203





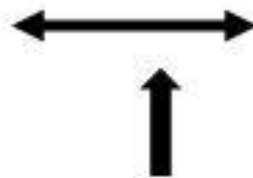




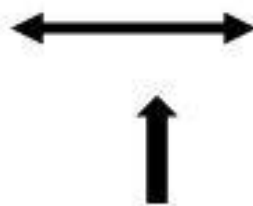
Youth Hunter 7 & Under  
Cool Hunter

206  
207

FINISH



2.



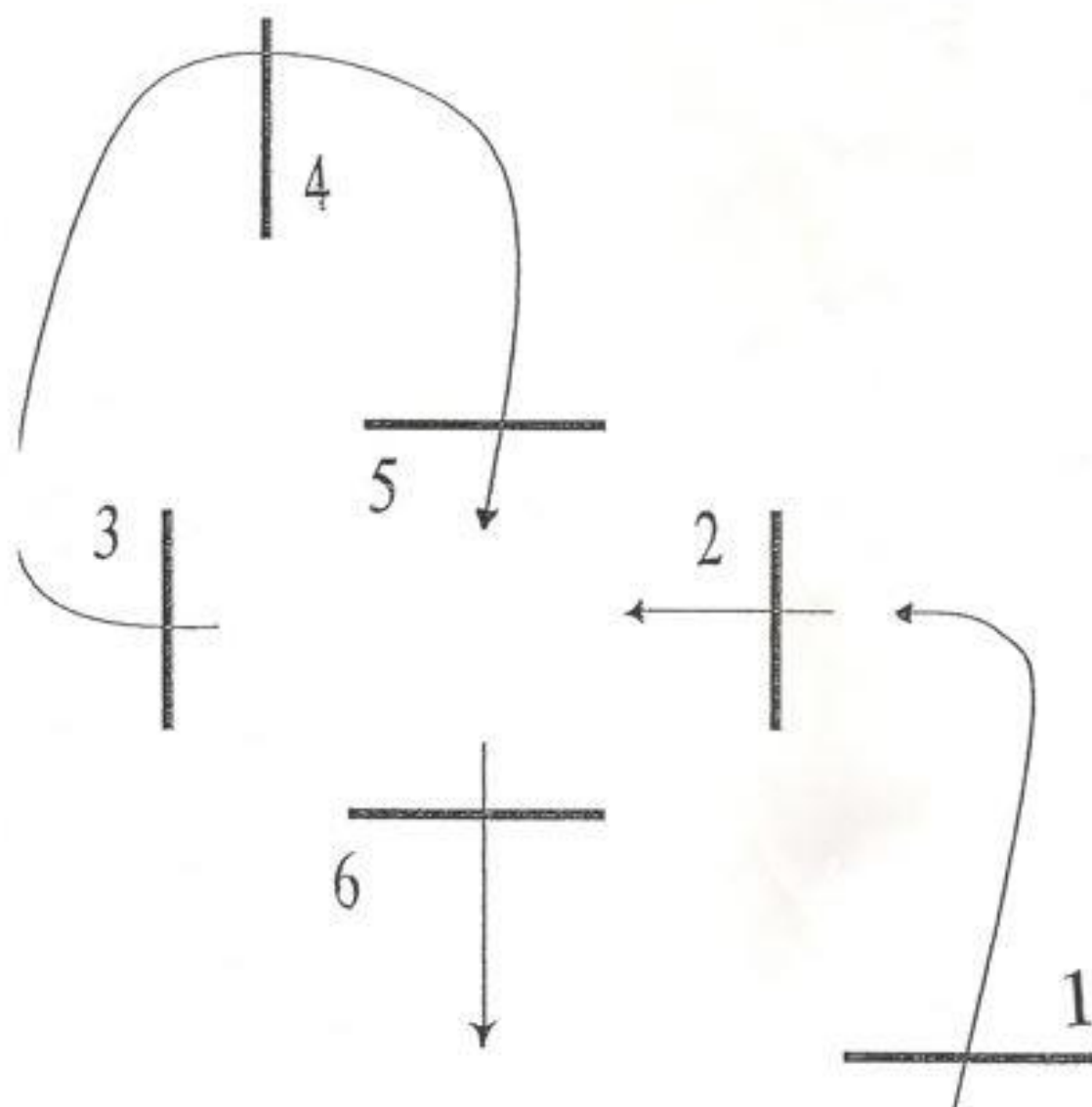
1.

START

## YOUTH JUMPER

13 to 18 208

12 & Under 209

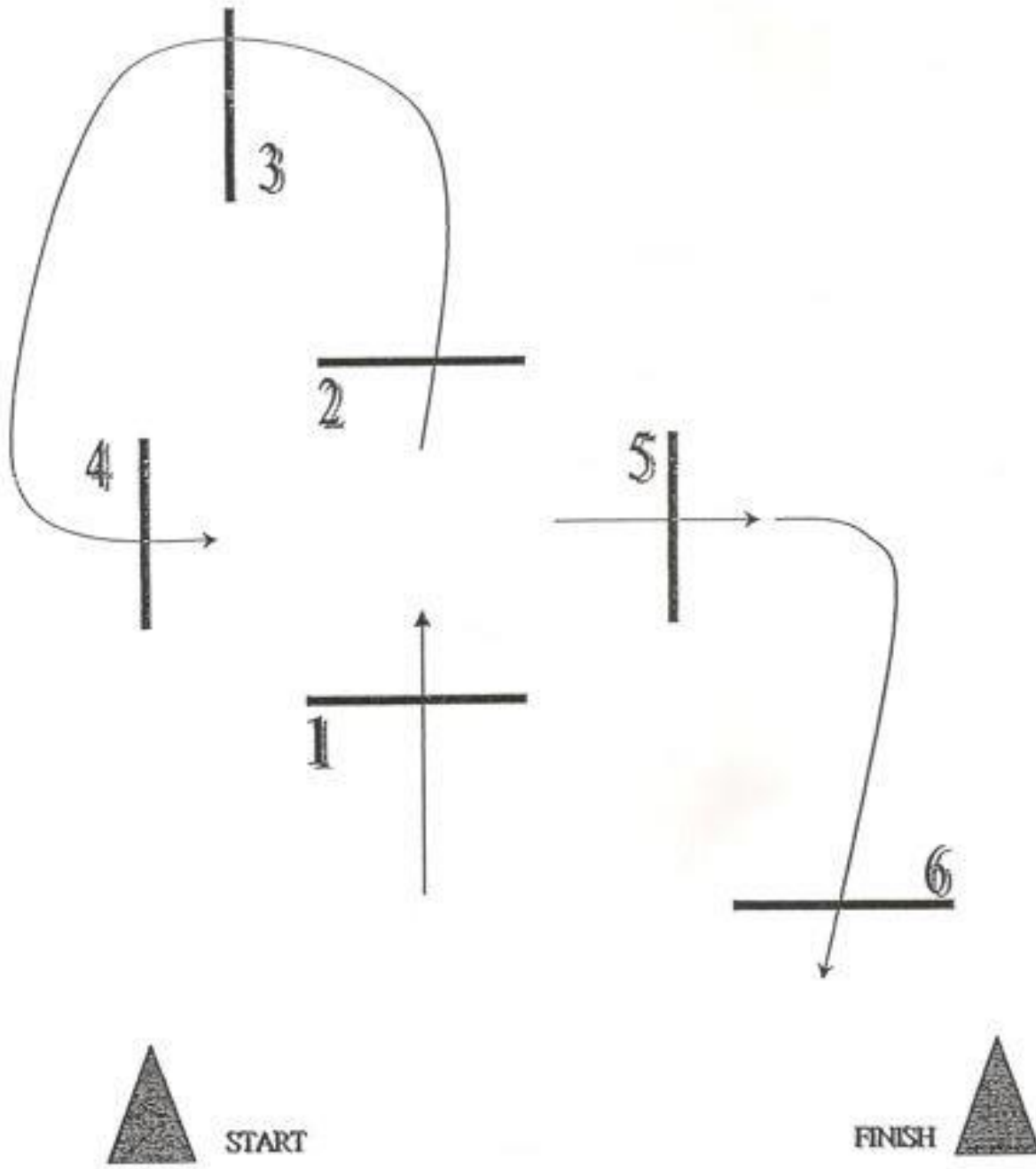


▲ START

FINISH ▲

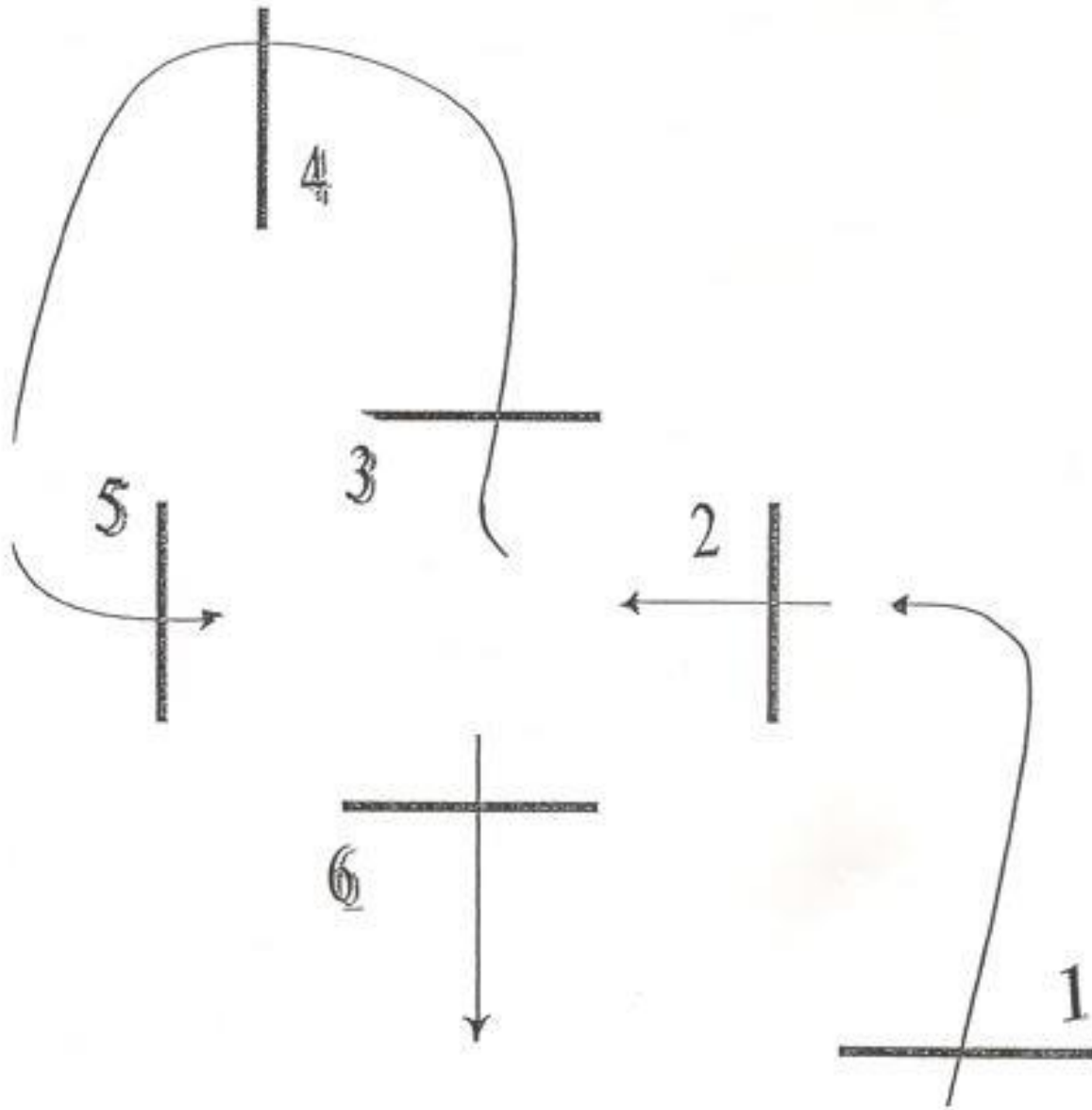
AMATEUR JUMPER

210



OPEN JUMPER

211



▲ START

FINISH ▲