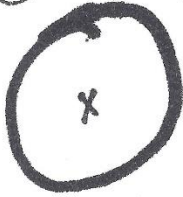
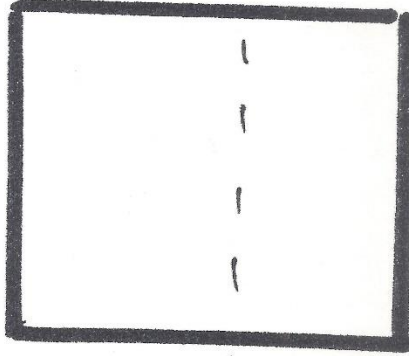


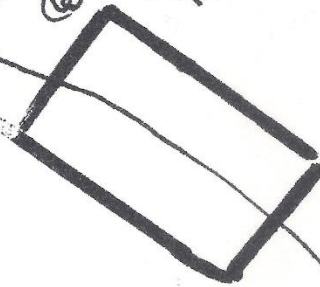
⑤ Stop on circle. 180° L or R Pivot



② Trot Through Hurd



⑥ Walk over Ramp

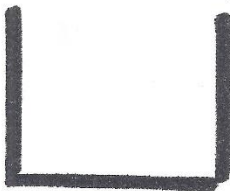


Trot to Tarp

④ Walk between poles



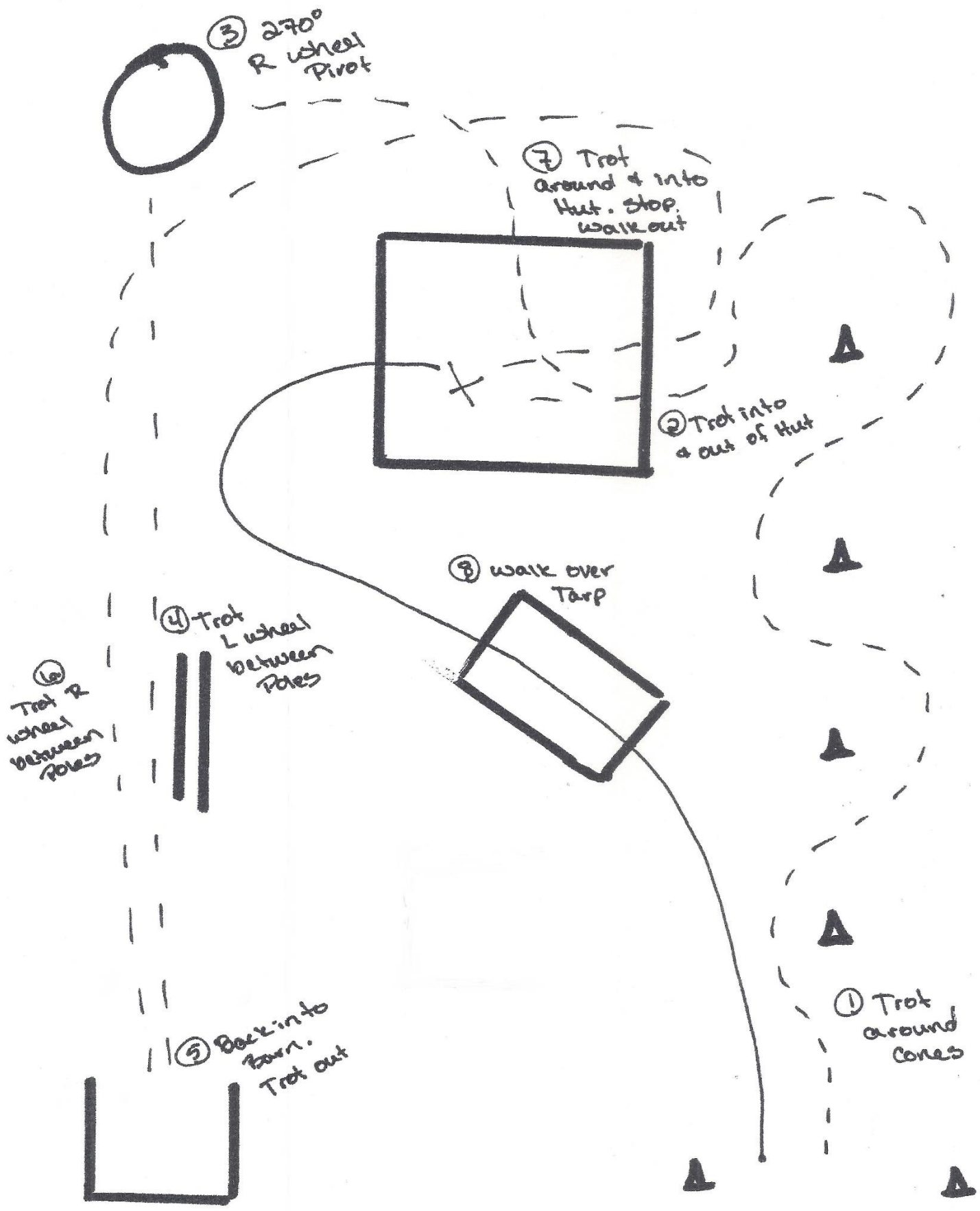
③ back into barn walk out



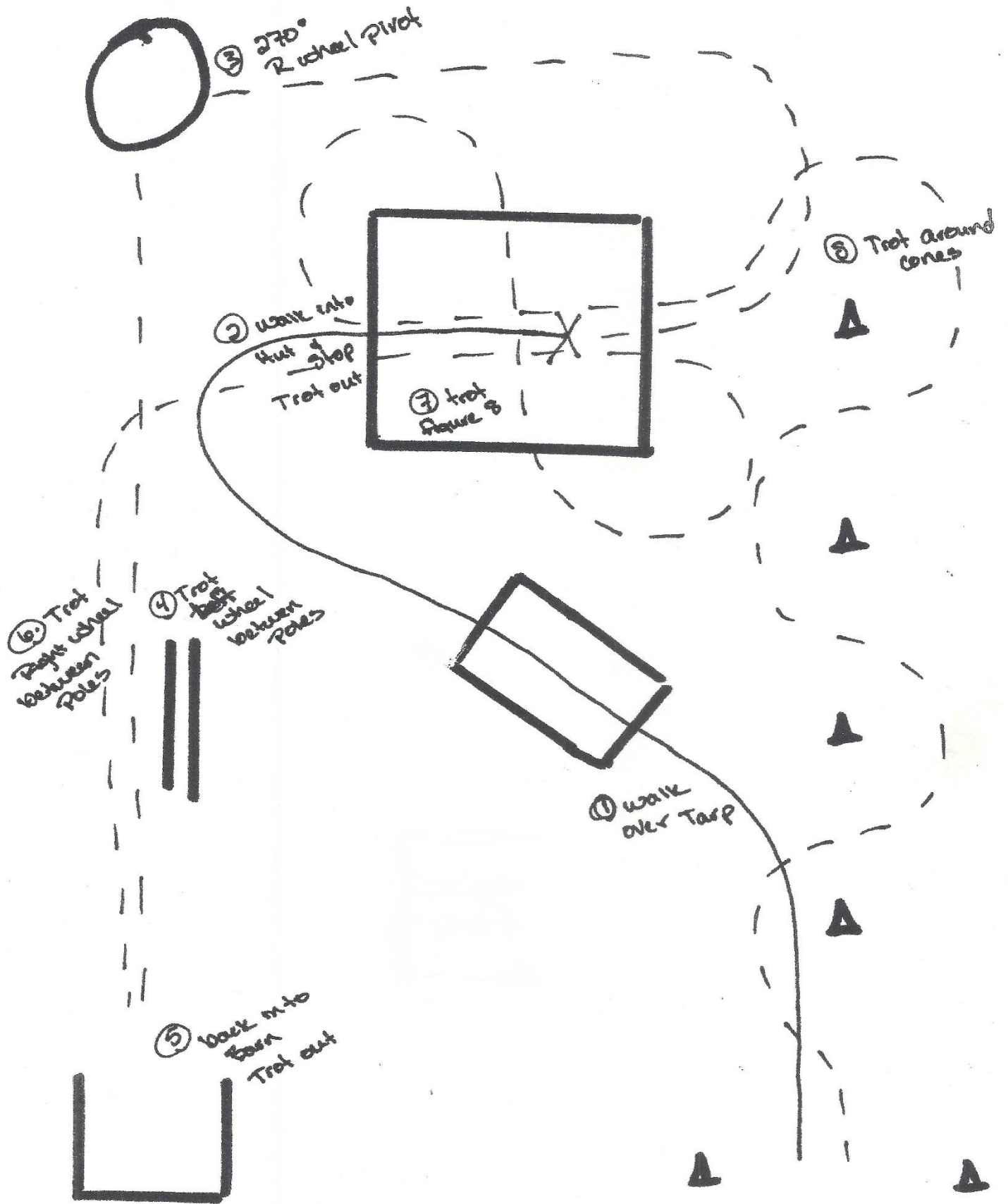
① Trot around cones



Novice/Green  
12 & under Obstacle Driving



13-18 Obstacle Driving

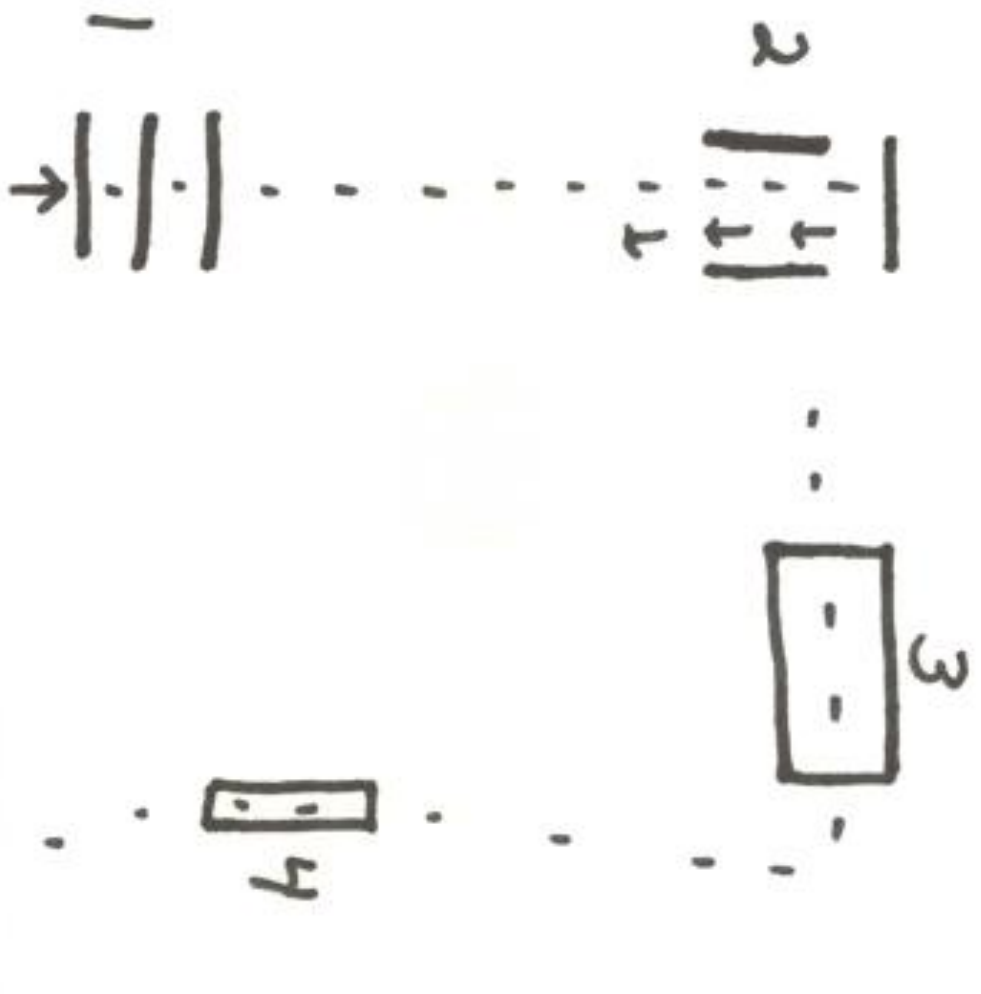


# Open Obstacle Driving

# Nov / Green

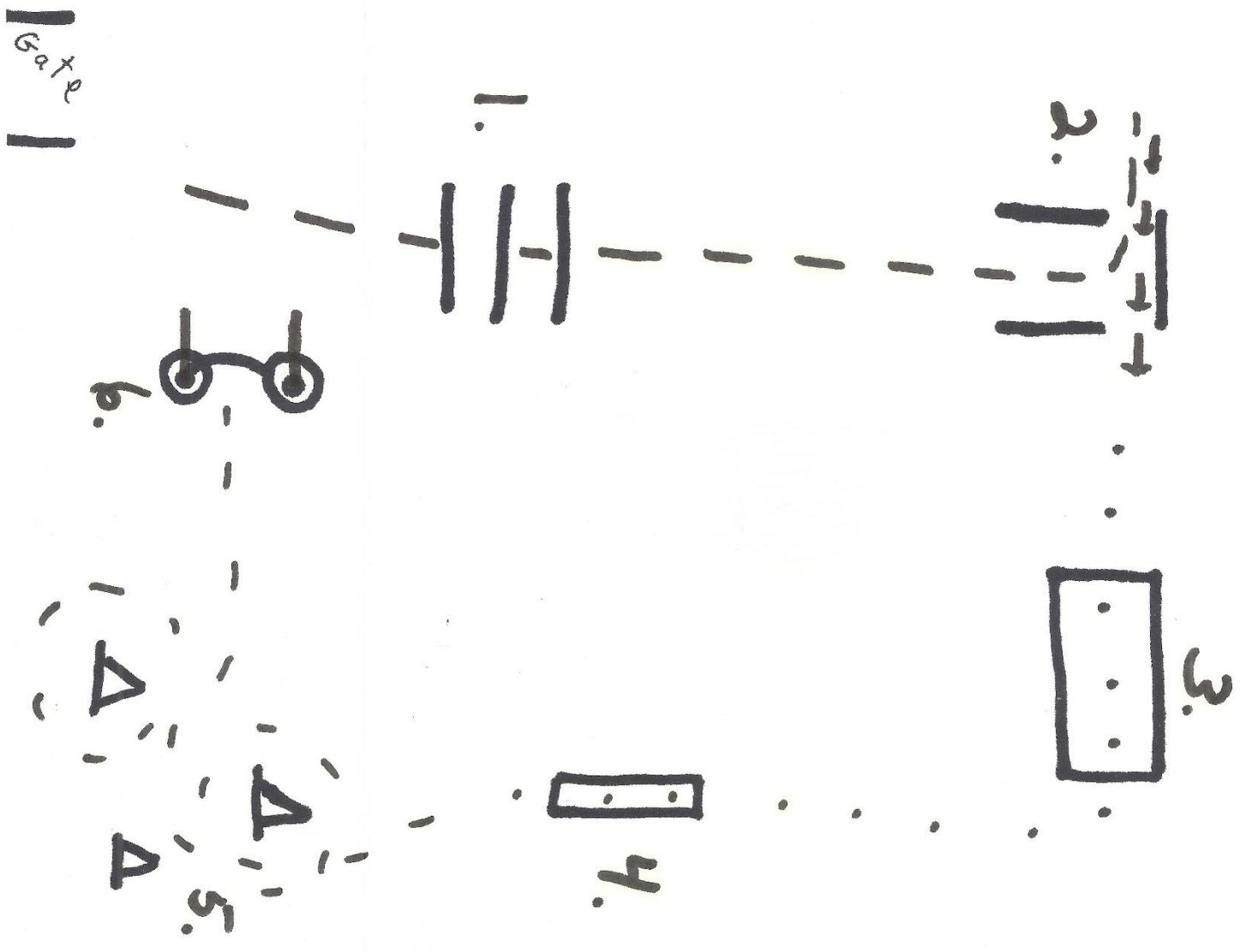
## 7 and Under

1. walk overparks
2. walk into chute  
back out
3. walk over bridge
4. walk over plank
5. walk around cones
6. Open gate, walk thru



# 8-12

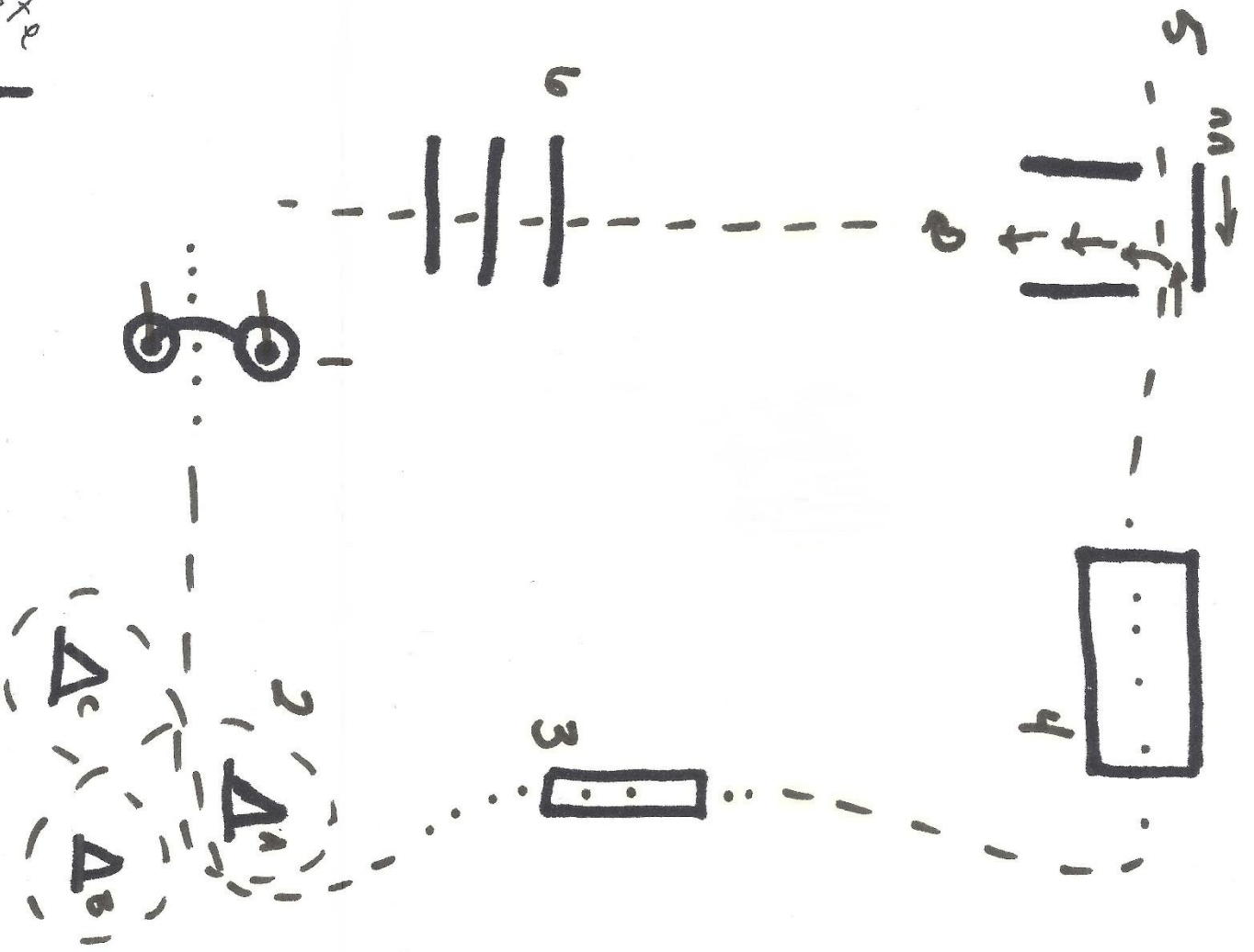
1. Trot over poles
2. Trot into chute and out L. side, back thru opening
3. walk over bridge
4. walk over plank
5. Trot fig. 8 at cones
6. L. hand open gate, go thru, close gate.



# 13-18

1. Right hand open gate, go thru, close gate
2. Trot cross last at cones
3. Walk over plank
4. Trot to teeter-totter walk over Teeter-Totter
5. Trot thru open end of Chute. Right side pass over end pole. back thru Chute.
6. Trot over poles.

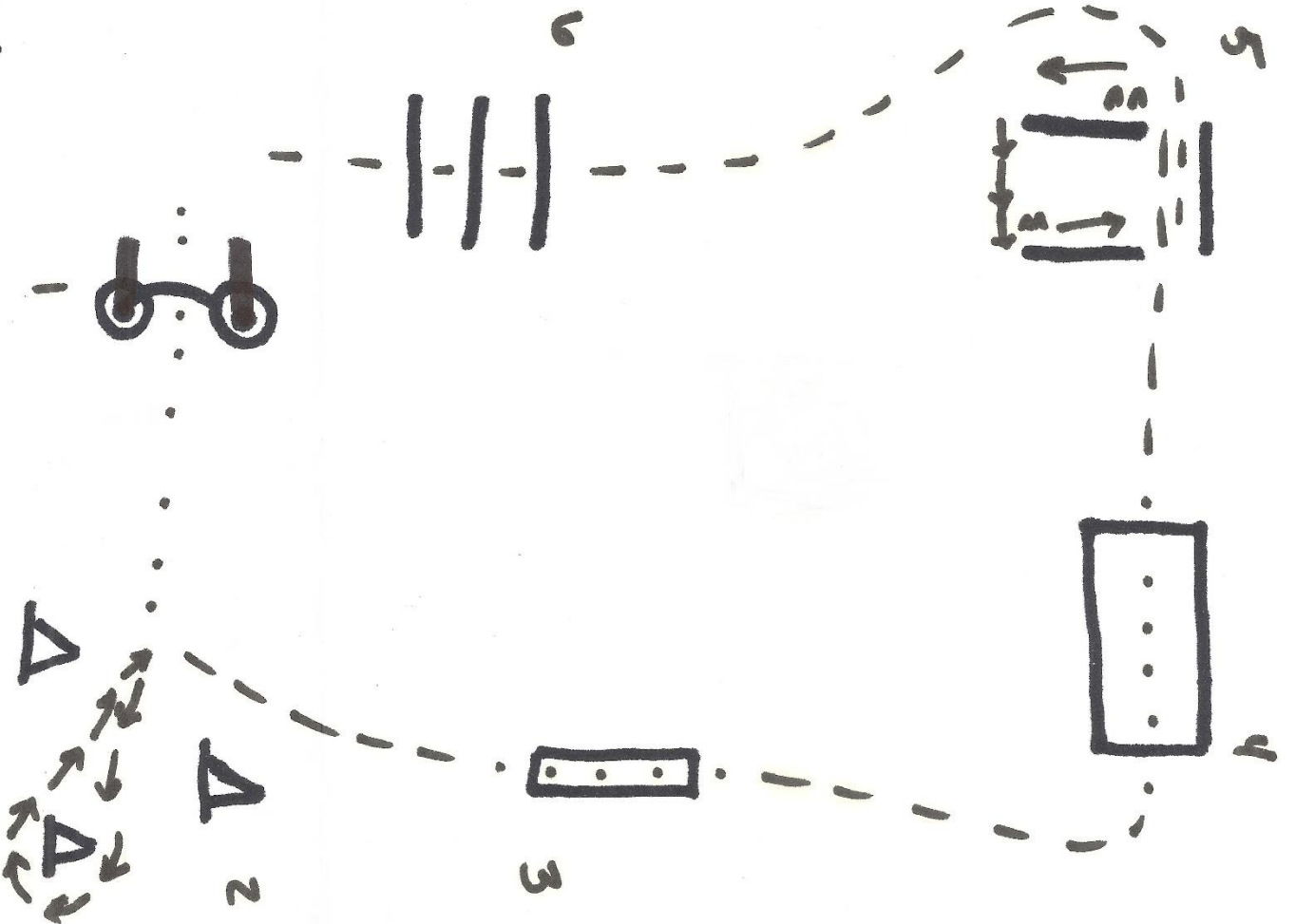
Gate



# OPEN

1. Right hand open. go thru gate, close gate.
2. Face around center cone
3. Trot to plank, wait plank.
4. Trot to Tetter. Tetter. wait over Tetter. Tetter.
5. Trot thru open chute. side pass left over pole, back to next pole, side pass right over pole. Trot out of chute.
6. Trot over poles.

Gate



5 |



→ |  
2

White/Green

12 + under

Hunter

4 |  
↑  
↑  
↑

6 |  
↘

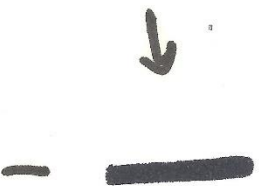
↘ |  
3  
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Gate

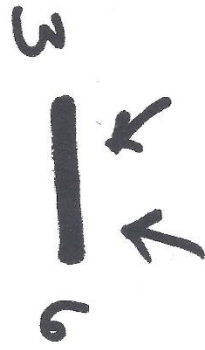




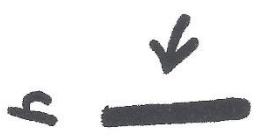
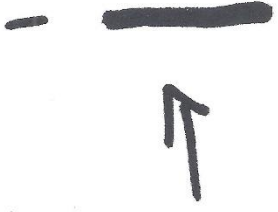
13-18  
Hunter



Gate



Open  
Hunter



Gate

# SHOWMANSHIP

## Youth 7 & Under

### Nov/Green

#### 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.

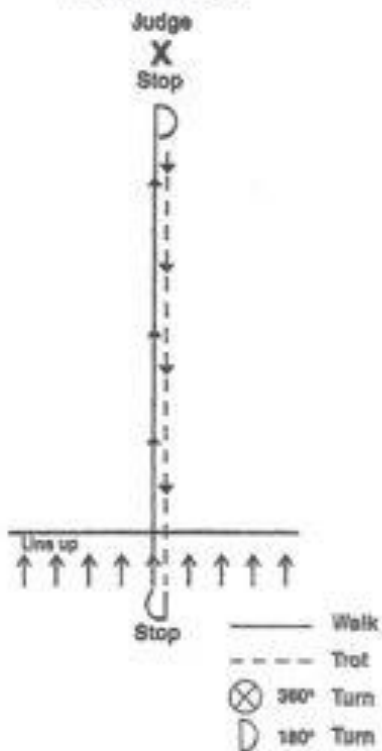
Trot in a straight line-peat the line up-stop.

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

# Showmanship 8-12

## 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.

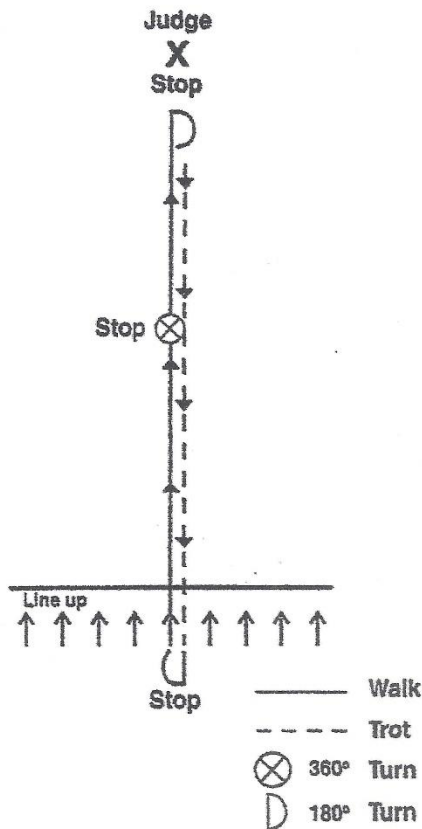
Upon acknowledgment from the judge-Do a 180 degree turn.

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



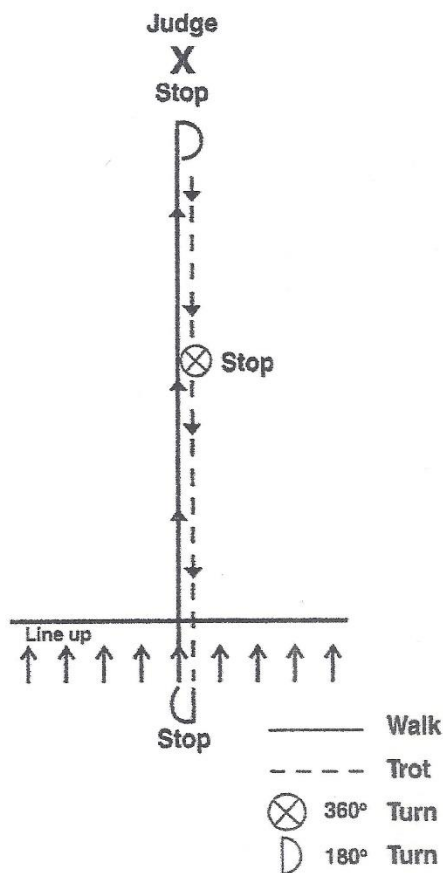
SHOW RULES

# Showmanship 13-18

## 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.  
 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



SHOW RULES

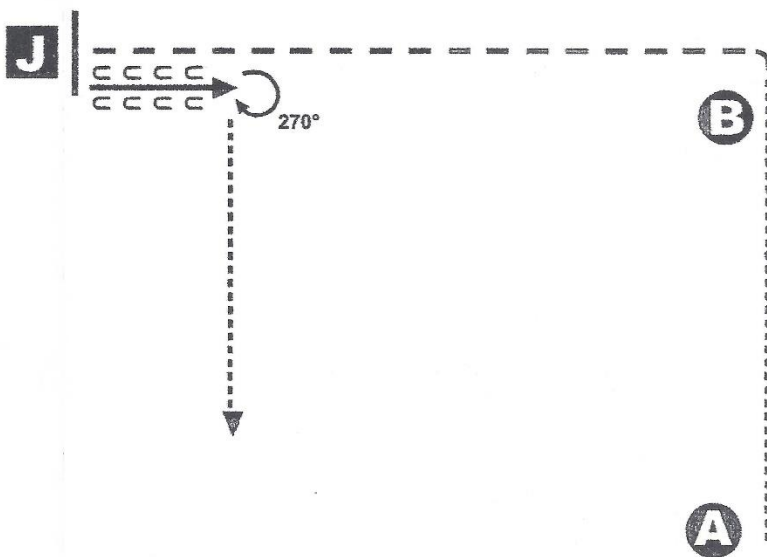
# Showmanship OPEN

## INSTRUCTIONS FOR PATTERN #4

Be ready at A.

1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back one horse length.
5. Turn 270 degrees and walk straight off.

Follow the instructions of your ring steward.



### KEY

- ..... WALK
- - - - - TROT
- ← ← ← ← ← BACK
- J** JUDGE
- B** MARKER

SHOW RULES

### INSTRUCTIONS

- Be ready at A.
1. Walk to B.
  2. Trot around B and to Judge.
  3. Stop and set up for inspection.
  4. When dismissed, back one horse length.
  5. Turn 270° and walk straight off.

Follow the instructions of your ring steward.