

# VSE & All YOUTH OBSTACLE

TROT — — —  
walk . . .

3- Figure 8

## DRIVING

④ TROT  
SERPENTINE

② TROT To Top of  
square Pivot &  
Back into square  
TROT out

⑥ Walk out  
& walk with  
left wheel Between  
Poles • Exit

⑤ TROT into square  
Halt 10sec with  
wheels in center  
of square

① TROT  
Right  
wheel  
Between  
Poles

ENTER-EXIT

# AMATEUR OBSTACLE DRIVING

Trot - - -  
Walk . . . .

③ Figure 8

④ Serpentine

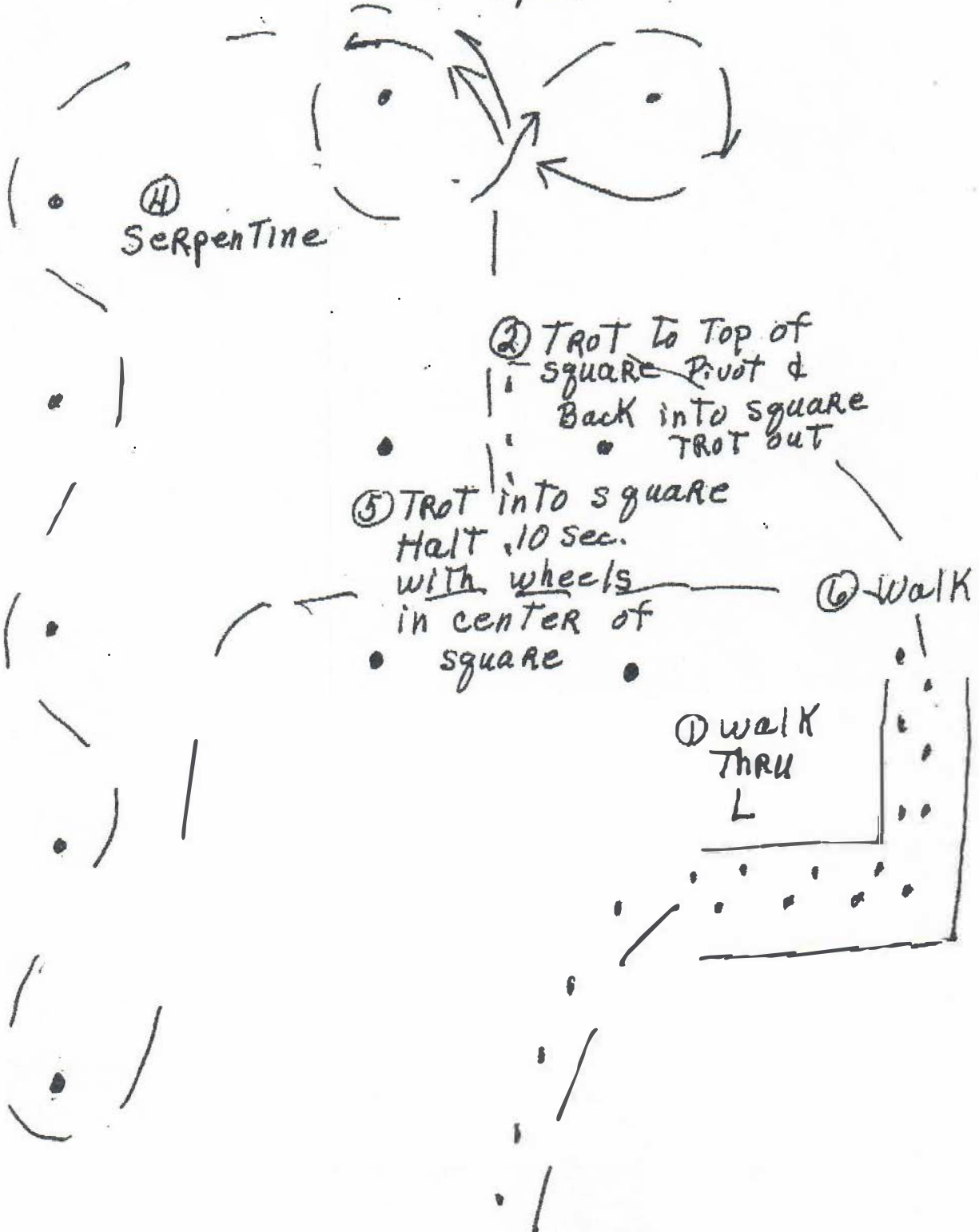
② Trot to top of square  
Pivot &  
Back into square  
Trot out

⑤ Trot into square  
Halt 10 sec.  
with wheels  
in center of  
square

⑥ Walk Thru  
L  
Exit

① Walk Thru  
L

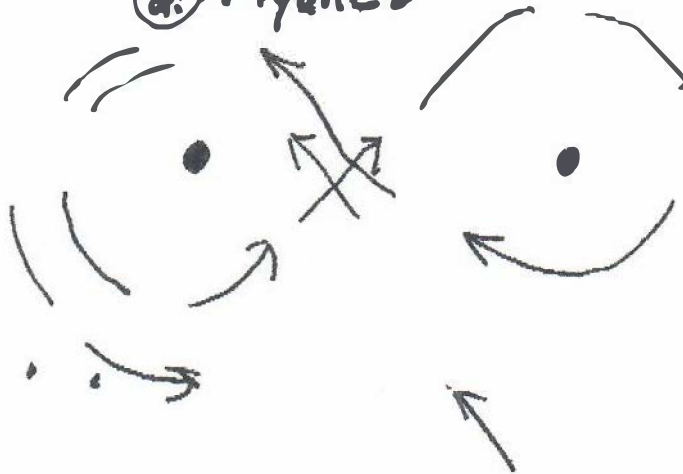
Enter - Exit



# OPEN OBSTACLE DRIVING

Trot - - -  
walk . . . .

② Figure 8

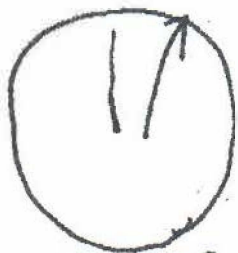


③ Back In.  
TROT OUT

⑤ TROT TO  
Square  
Halt 10 sec.  
with wheels  
in center of  
square  
TROT OUT

⑥ Walk with  
Left wheel  
Between  
Poles

④ Right wheel  
in circle



Pivot 180°

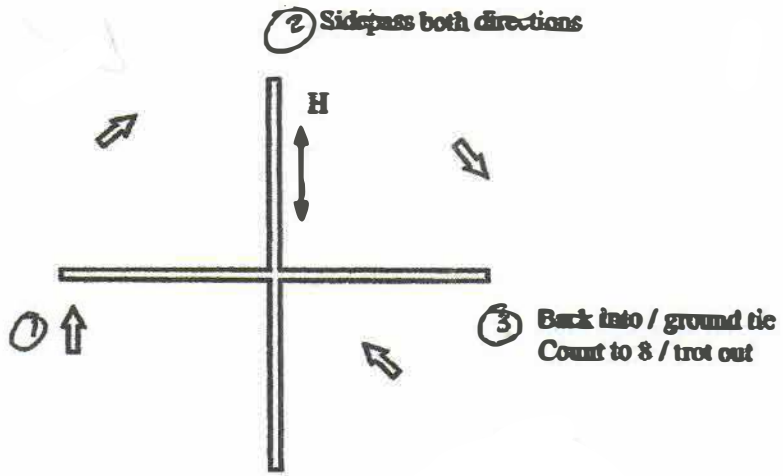
⑦ Right  
wheel  
Between  
Poles

Enter-Exit

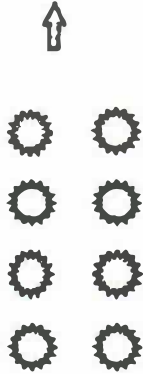
# VSE & Youth Halter Obstacle

1. Walk around poles
2. Walk to 2nd pole
3. Sidepass in and out
4. Walk to next section
5. Back in / ground tie
6. Count to 8
7. Trot out to back thru

Walk around poles  
Full circle



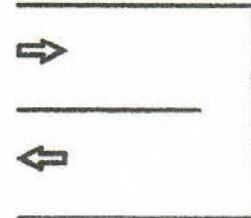
trot



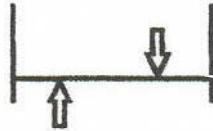
Walk over bridge  
Thru trees

trot

backthru



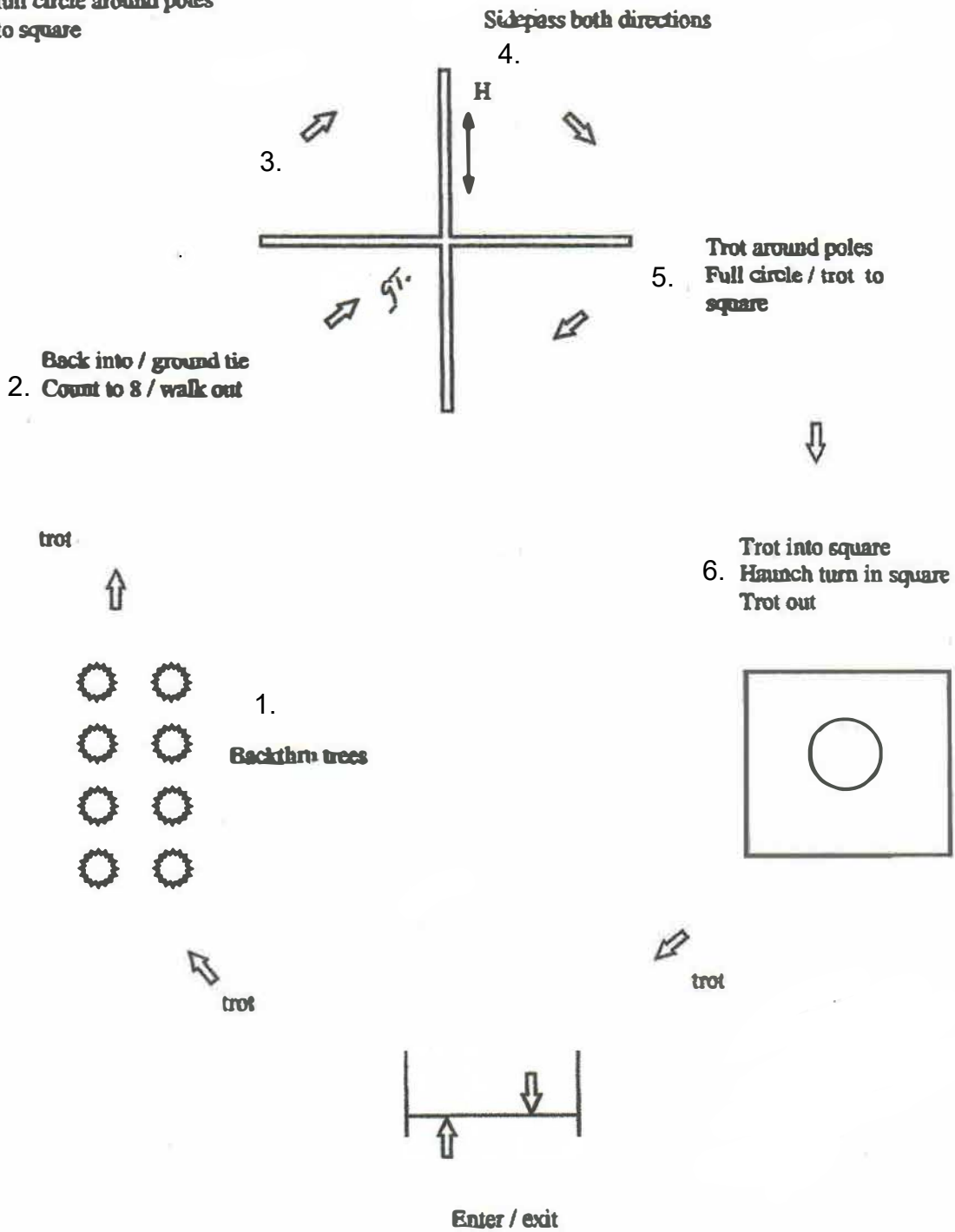
trot



Enter / exit

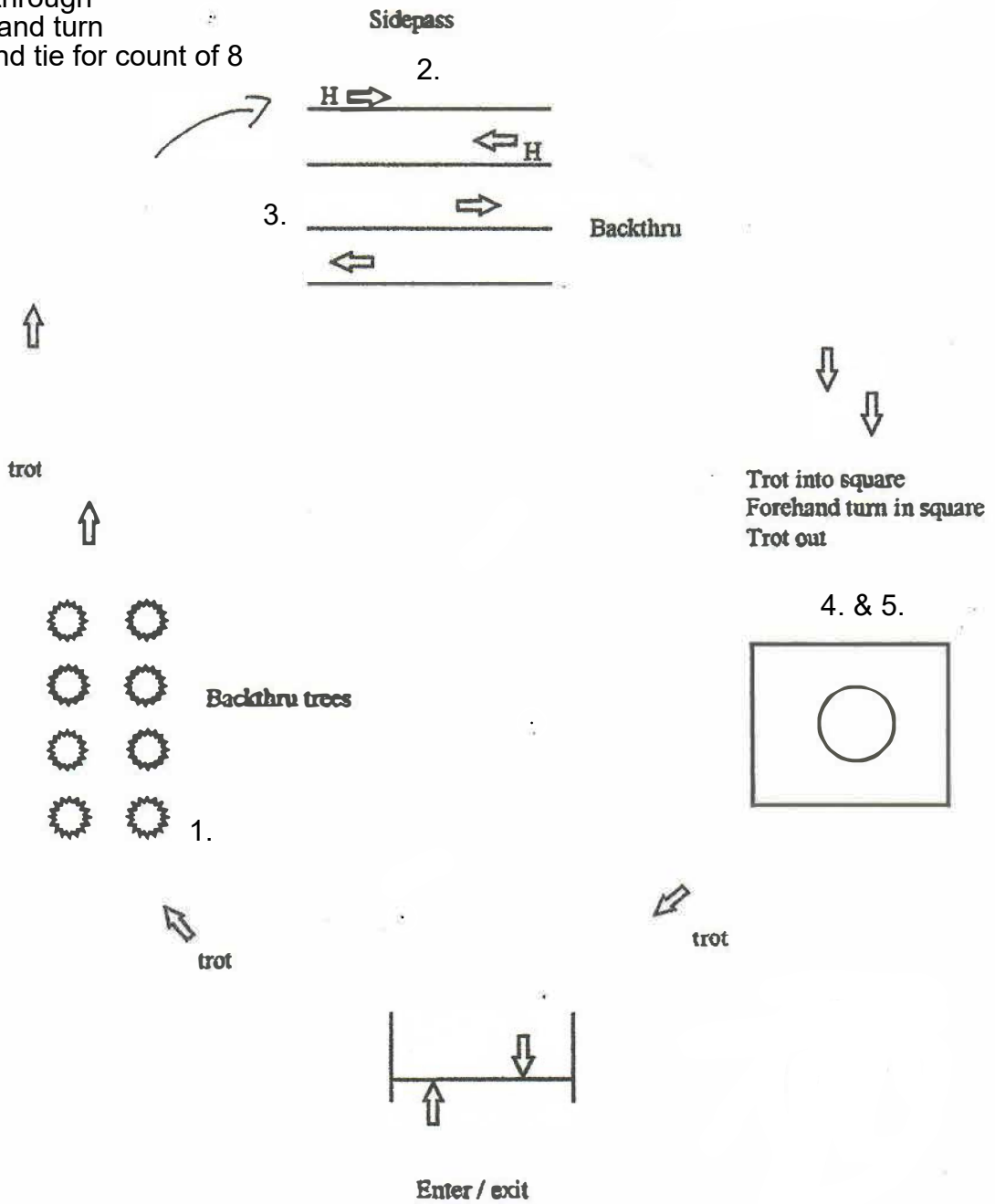
# Amateur Halter Obstacle

1. Back thru trees
1. Back into / ground tie
2. Count to 8 / walk out
3. Walk next section
4. Sidepass in & out
5. Trot full circle around poles
6. Trot to square



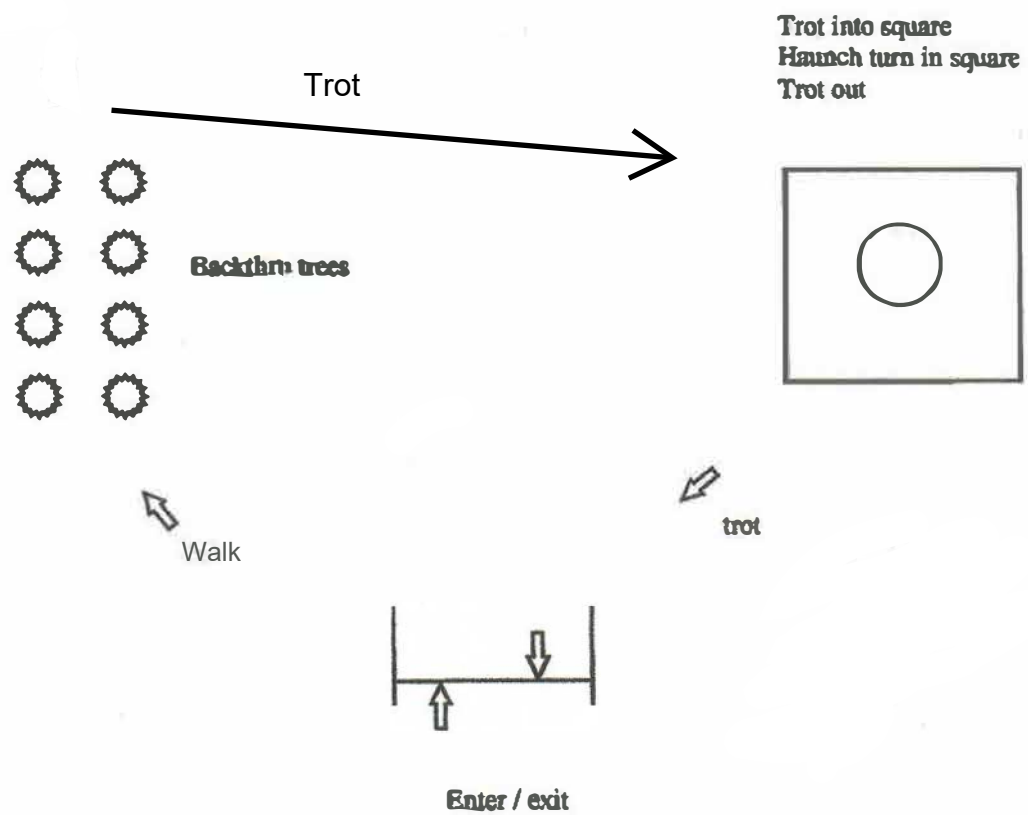
# OPEN HALTER OBSTACLE

1. Trot to trees, turn and back thru
2. Side pass
3. Back through
4. Forehand turn
5. Ground tie for count of 8



# COOL & 7 & Under Halter Obstacle

1. Walk to and Back thru trees
2. Trot to square
3. Haunch turn inside square
4. Trot out

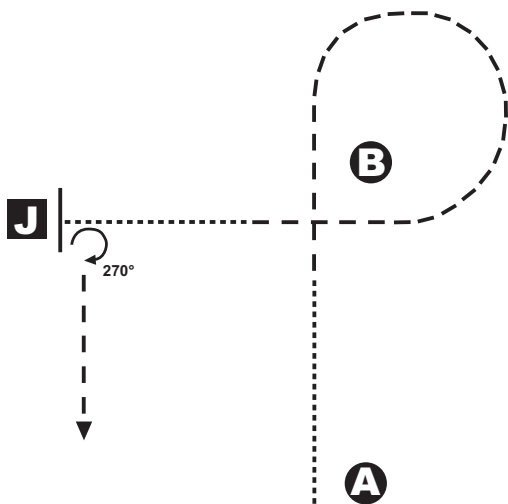


# VSE & Adult Showmanship

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.



## KEY

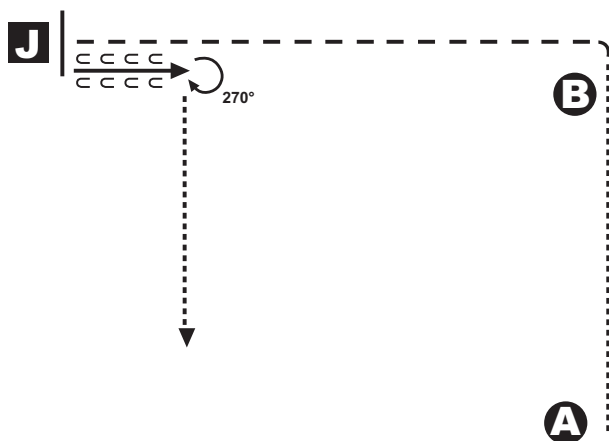
- ..... WALK
- - - - - TROT
- ← ← ← ← ← BACK
- J** JUDGE
- B** MARKER

# Youth 13-18 & Amateur Showmanship

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



# Youth 7 & Under All COOL

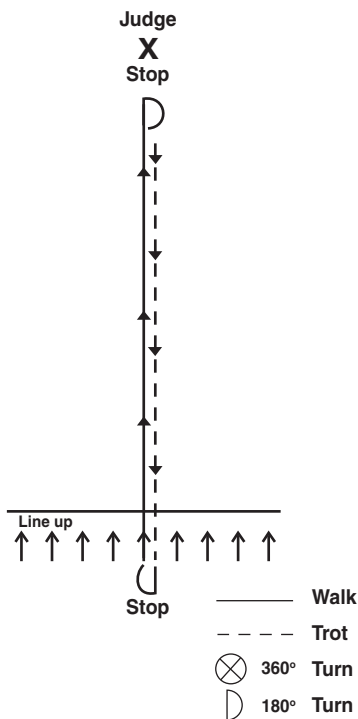
## SHOWMANSHIP PATTERN

### INSTRUCTIONS

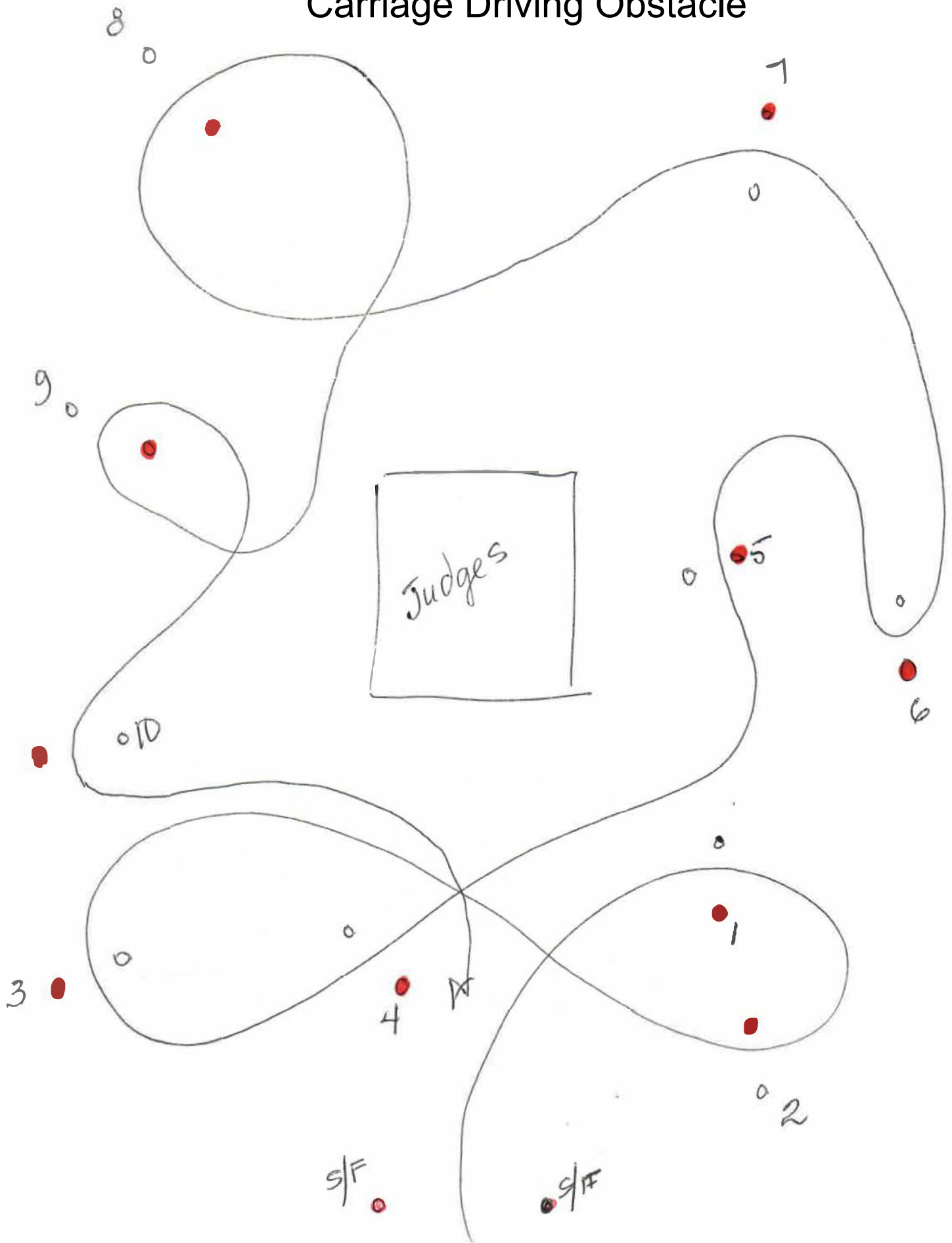
1. Walk to the judge in a straight line.
2. Stop and set up your horse.
3. Upon acknowledgment from the judge, do a 180 degree turn.
4. All turns are to be to the right.
5. Trot in a straight line-past the line up, stop.
6. Do a 180 degree turn.
7. Walk horse forward to the exact spot in the line up (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.

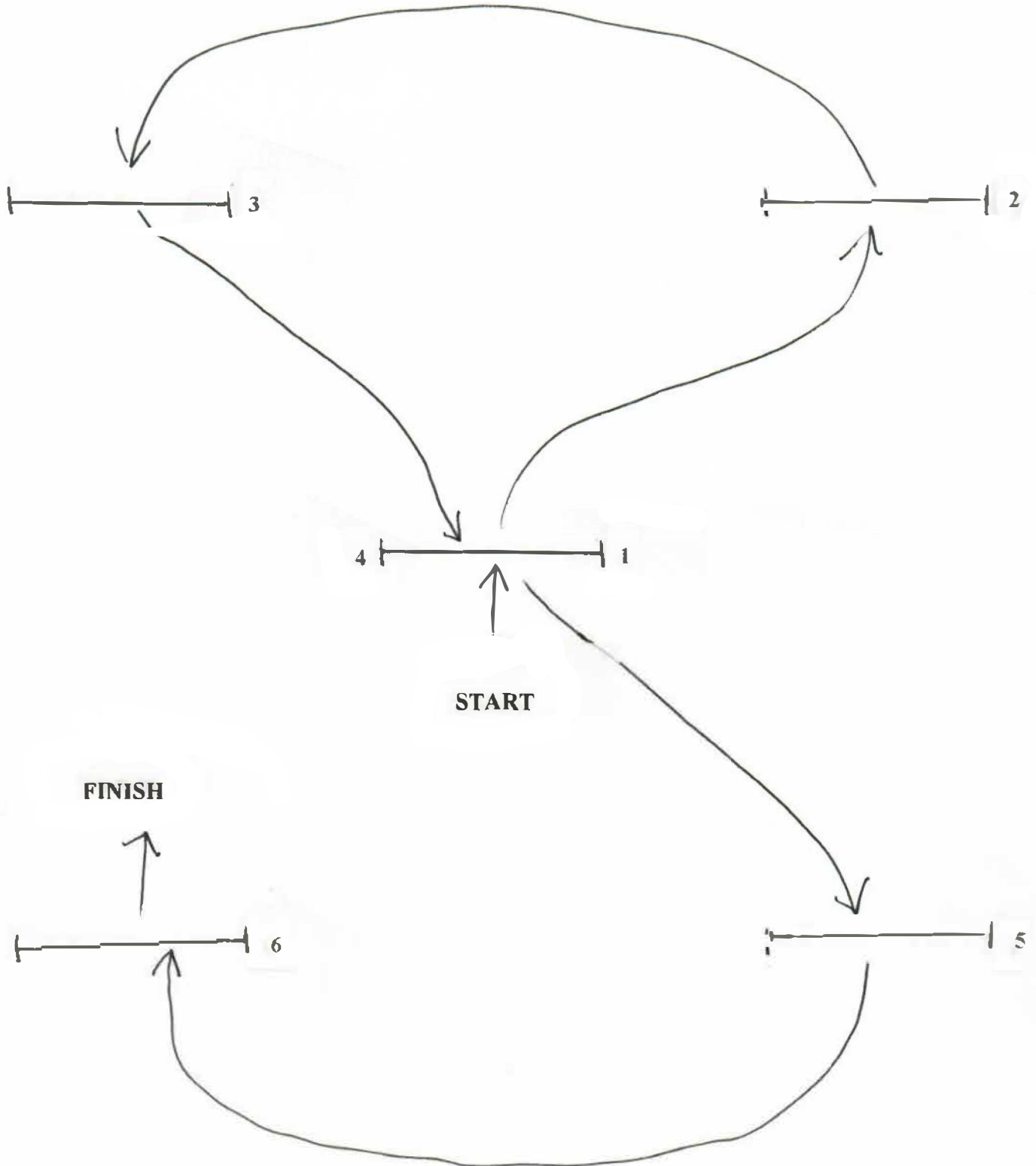
### Pattern No. 1



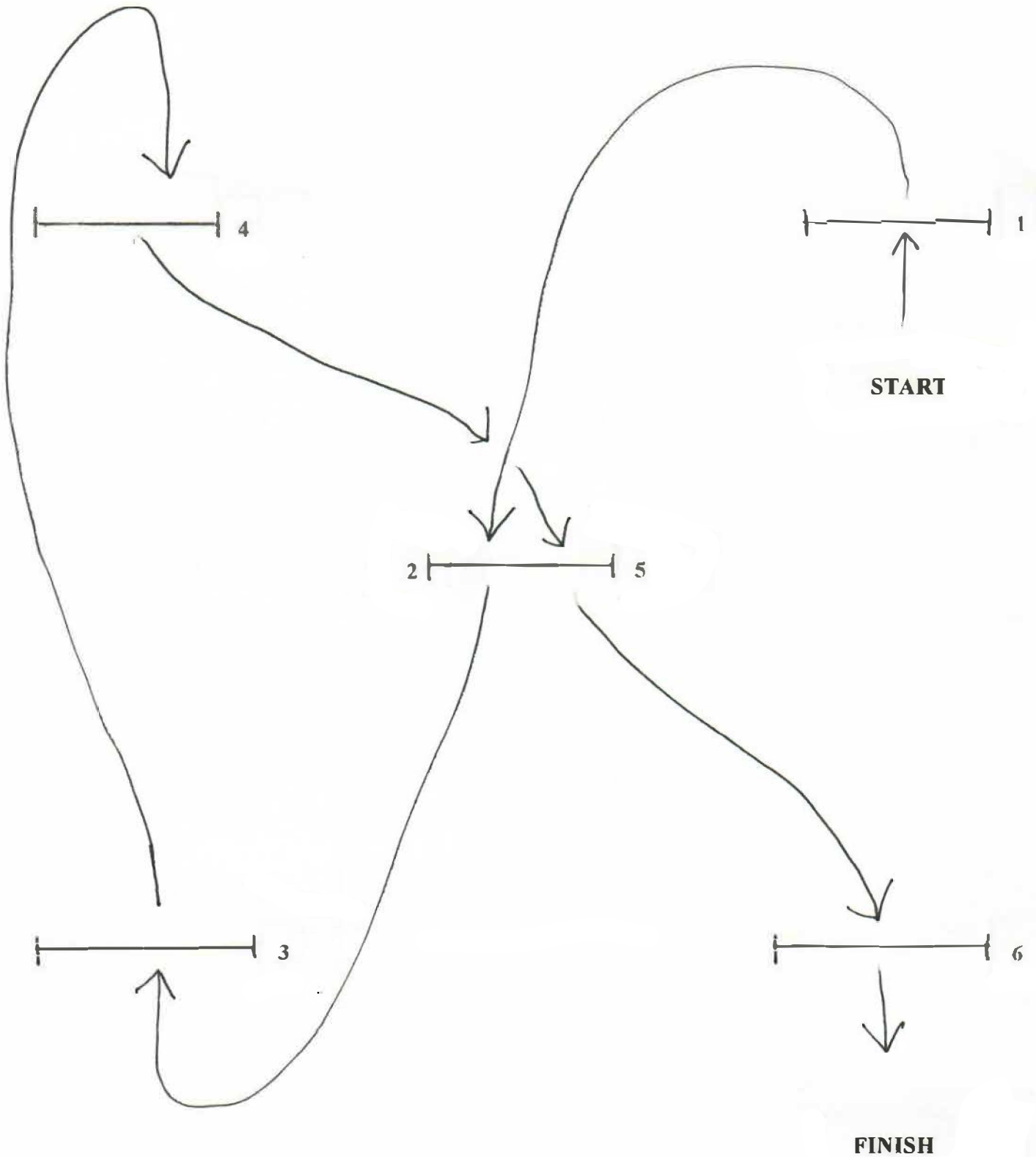
# Carriage Driving Obstacle



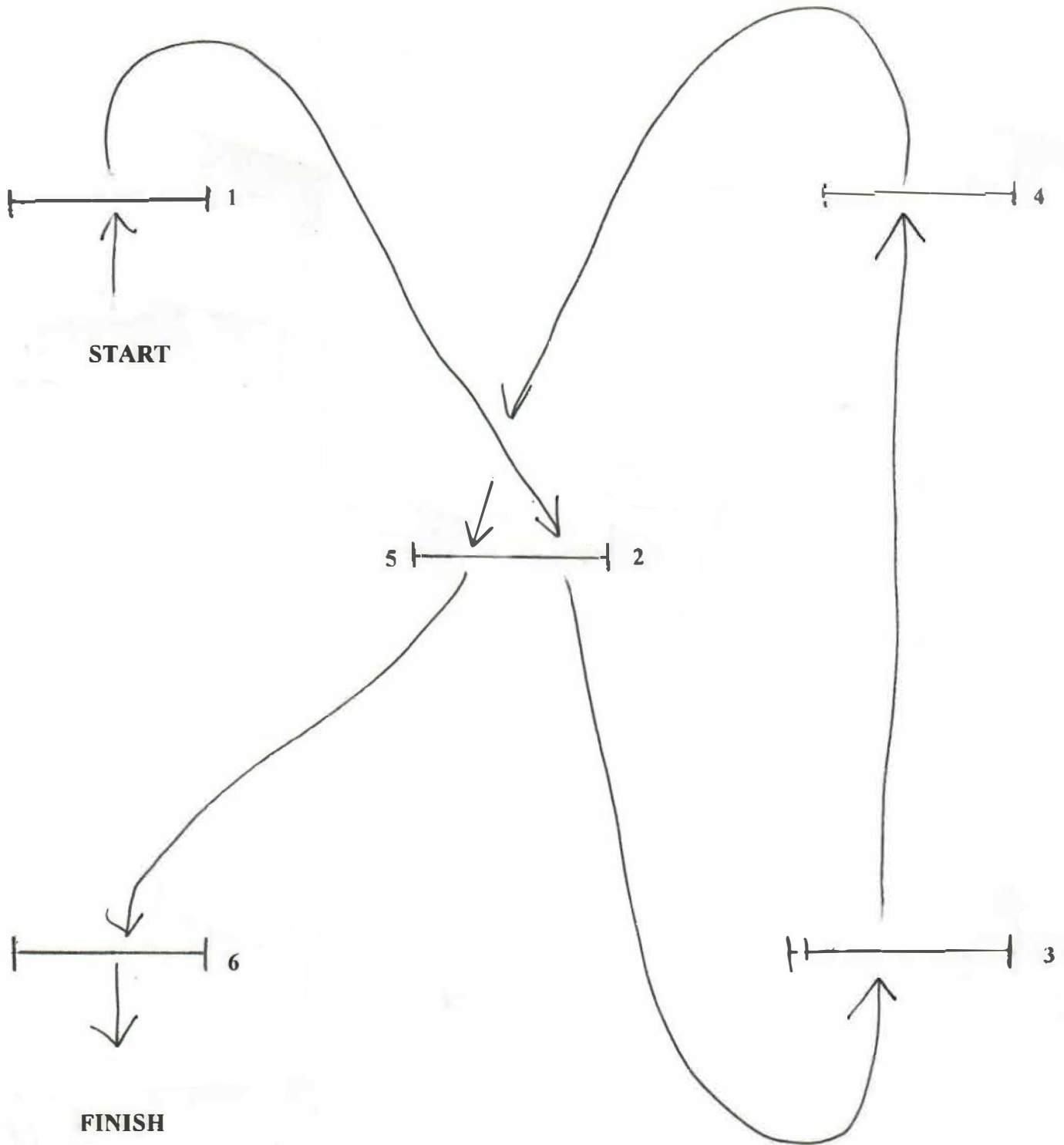
# VSE & YOUTH HUNTER



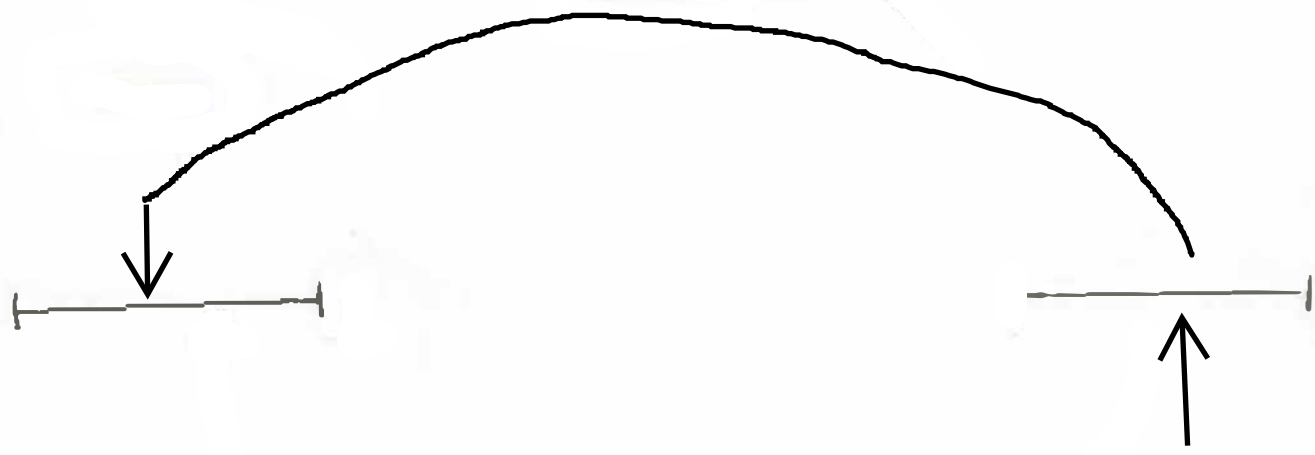
# AMATEUR HUNTER



# OPEN HUNTER



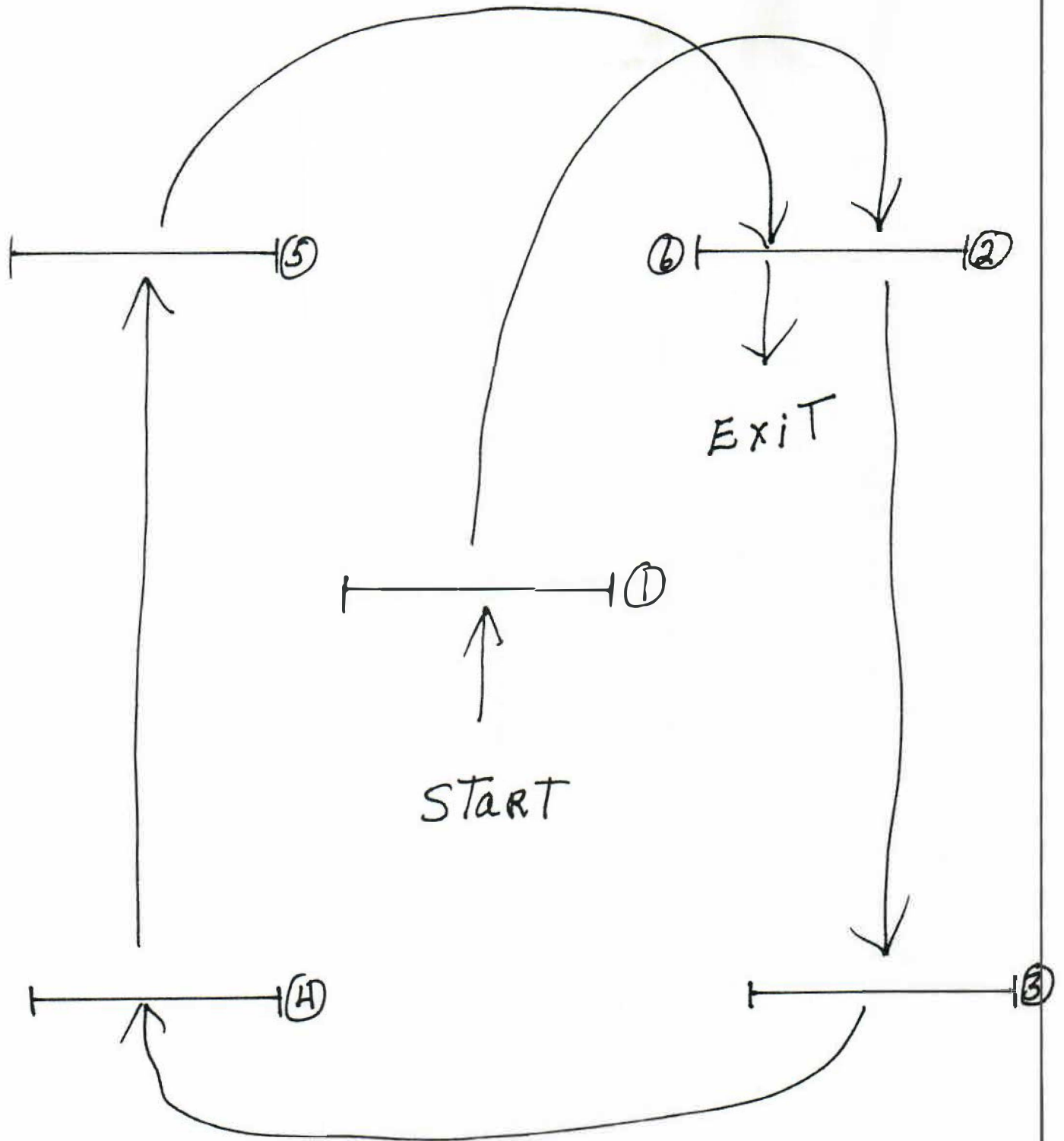
# YOUTH 7 & Under & COOL HUNTER



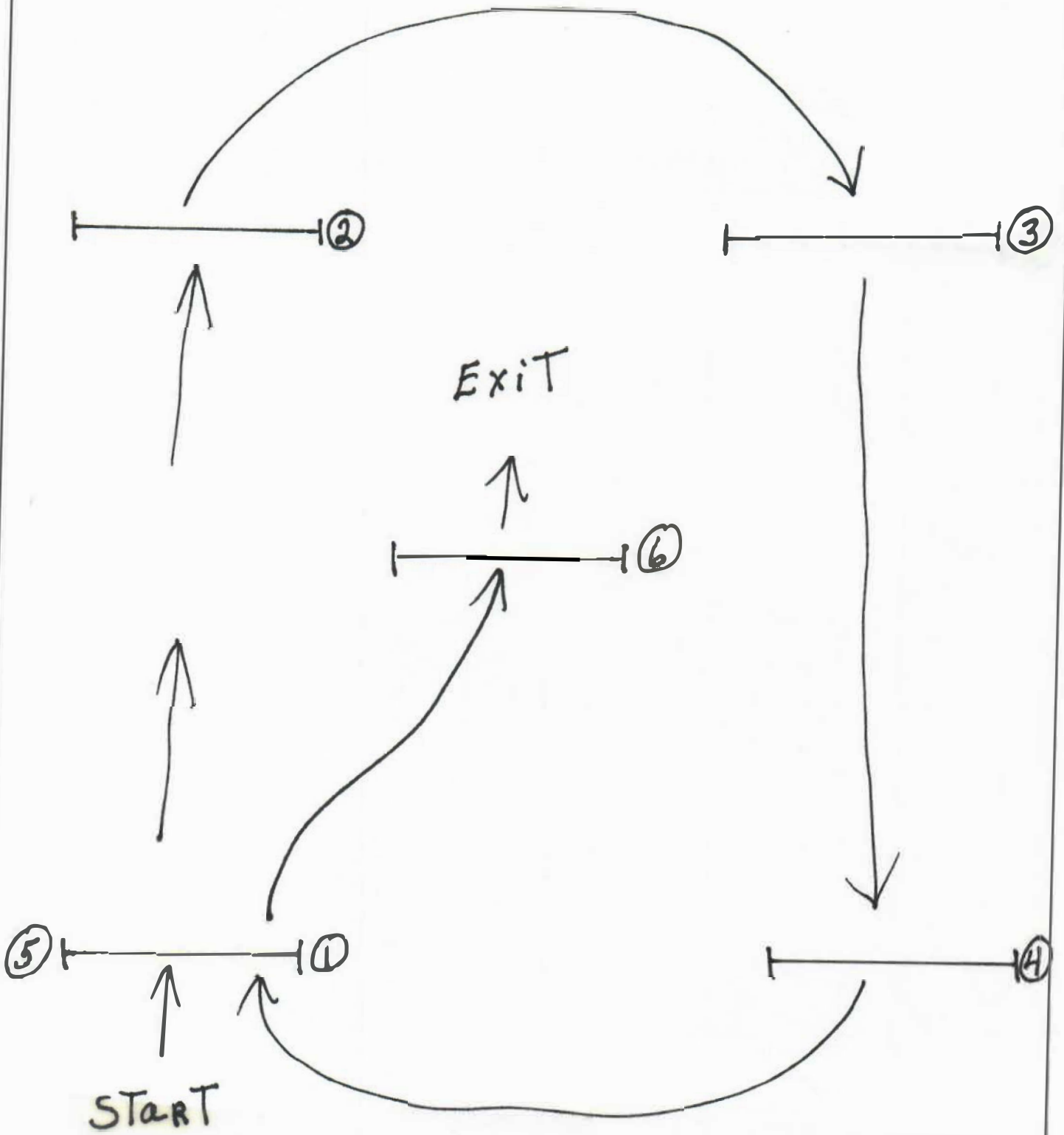
**FINISH**

**START**

# YOUTH JUMPER



# AMATEUR JUMPER



# OPEN JUMPER

