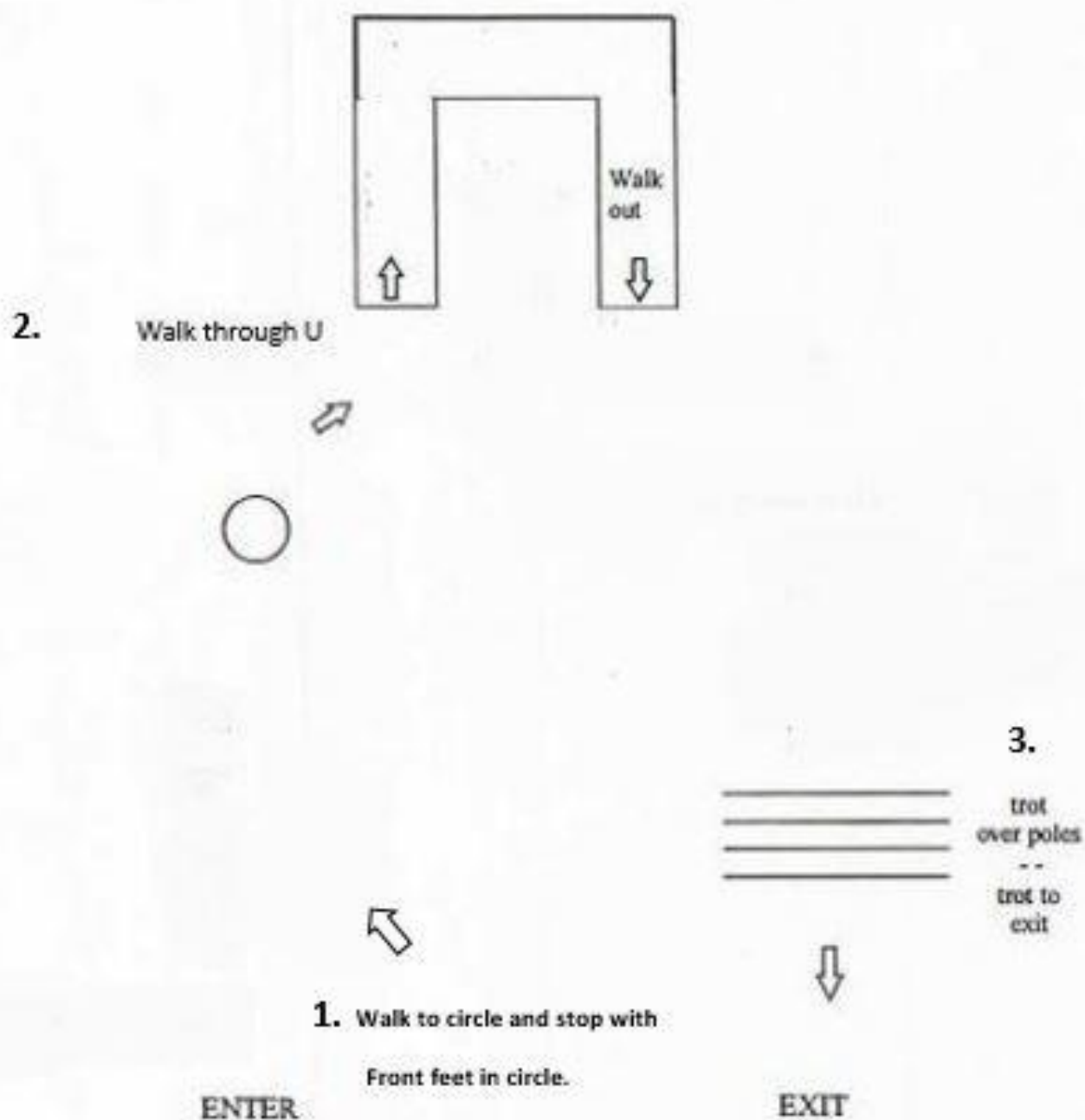


HALTER OBSTACLE

7 & Under 111

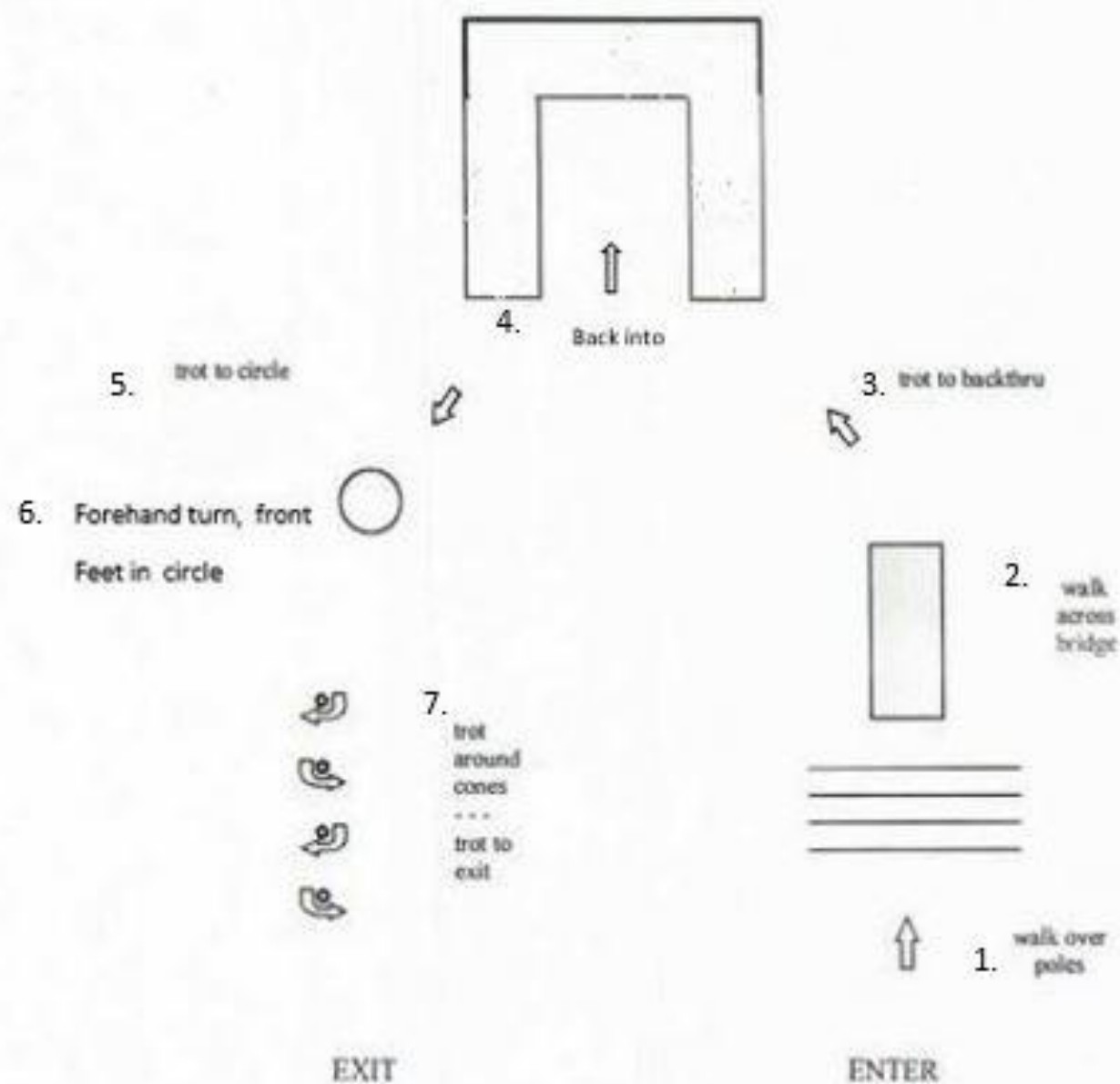
Cool 112



YOUTH HALTER OBSTACLE

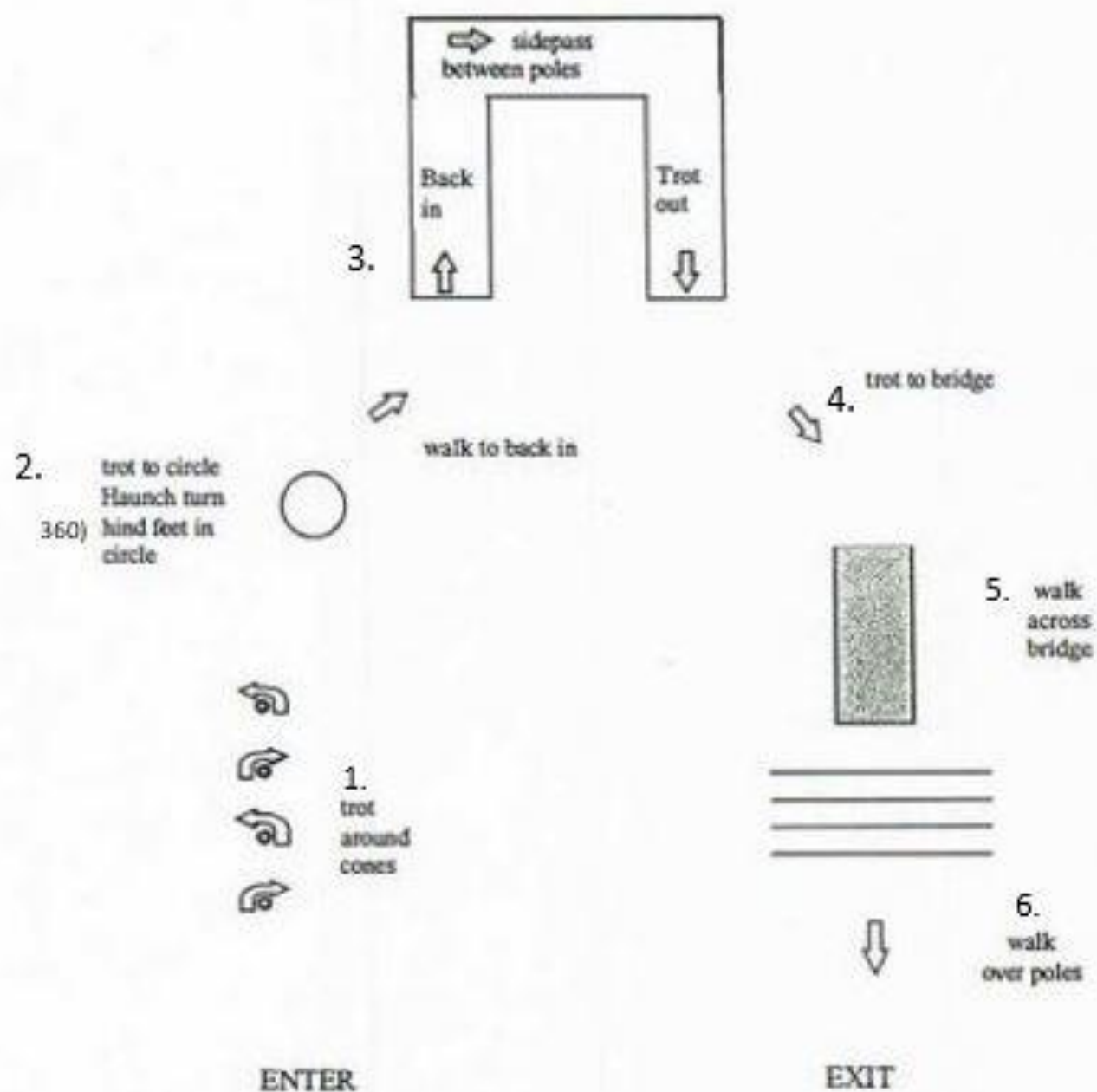
12 & Under

108

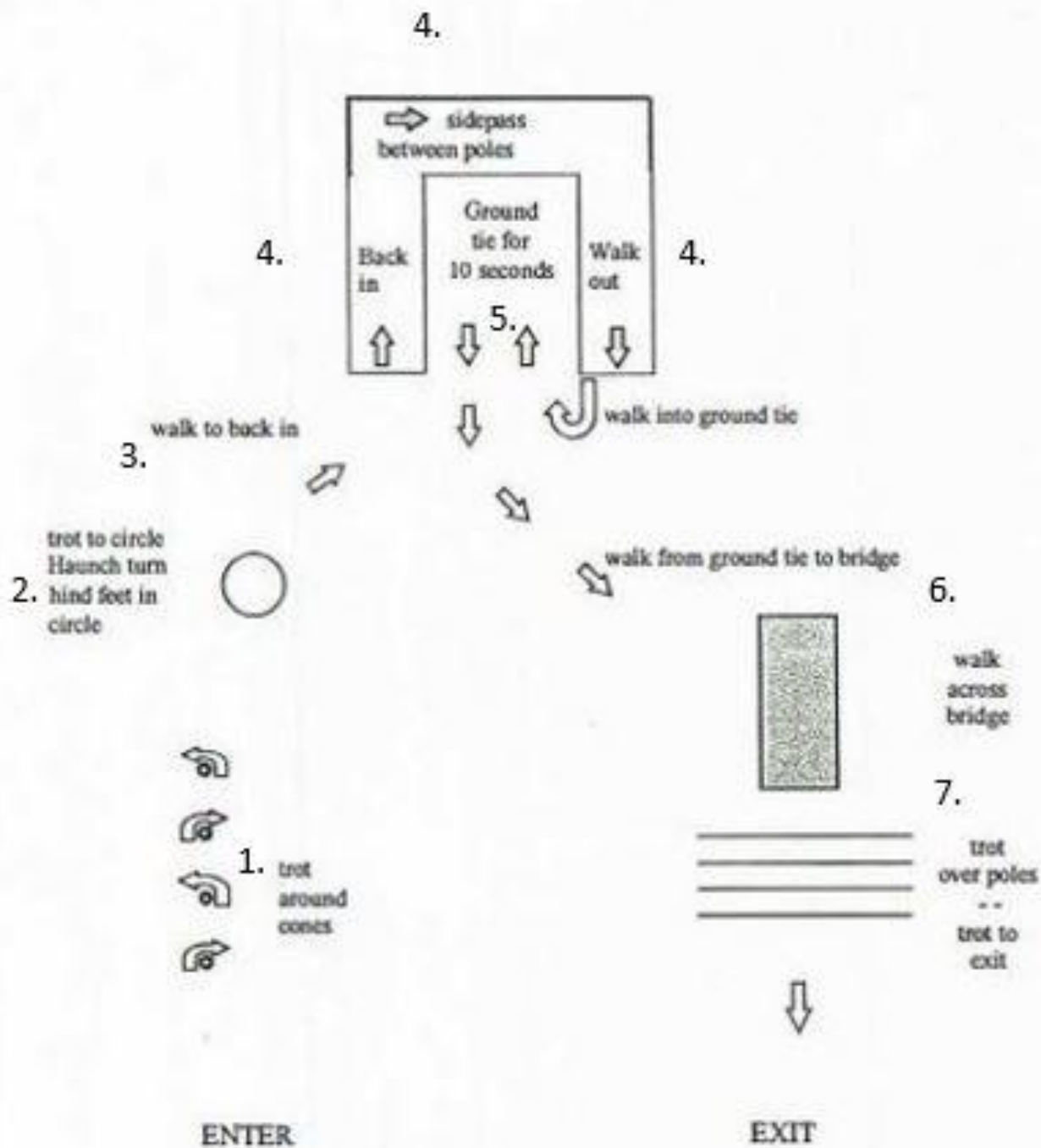


Halter Obstacle Course AMATEUR

109



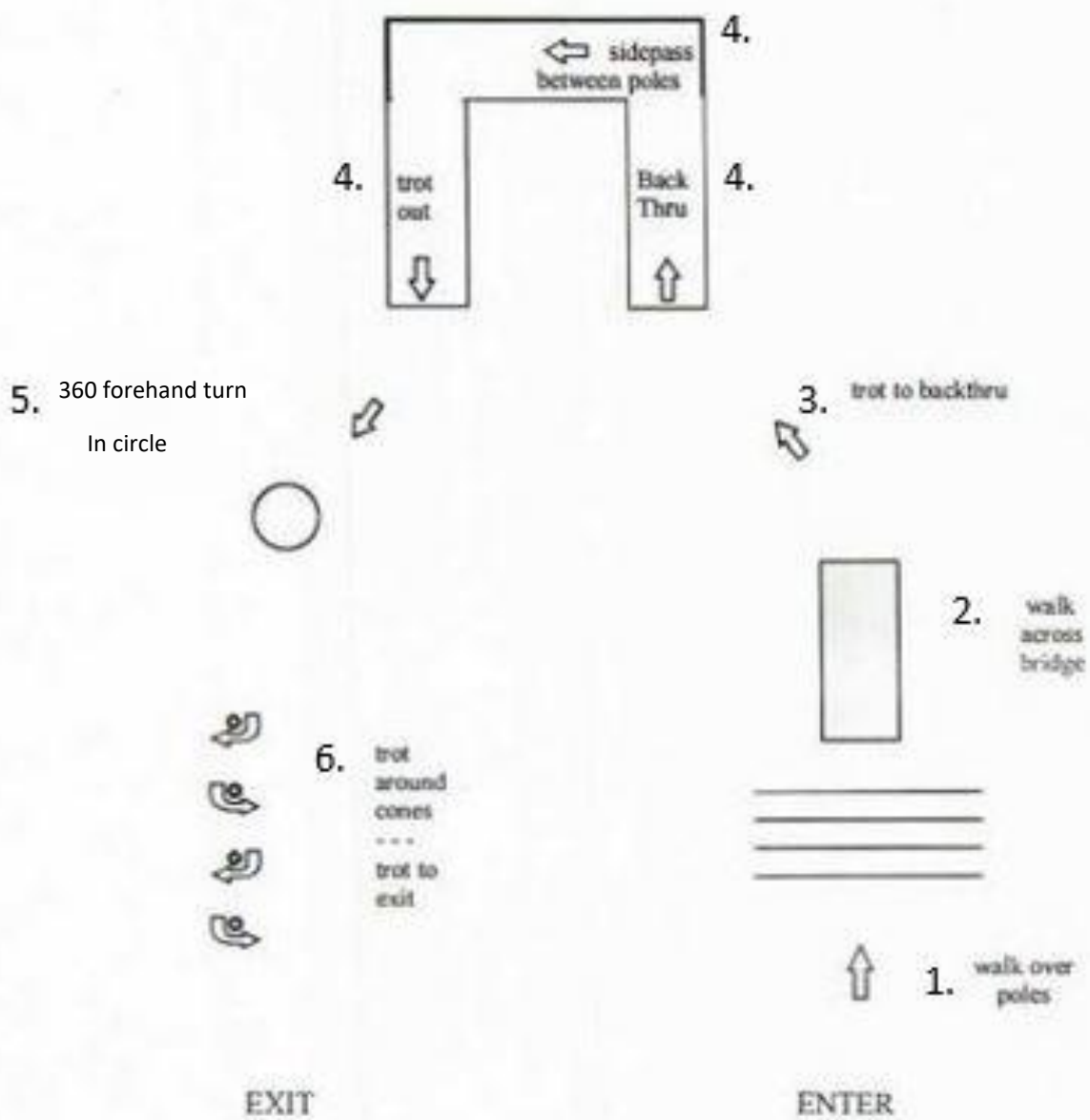
Halter Obstacle Course OPEN 110



YOUTH HALTER OBSTACLE

VSE 106

13-18 107



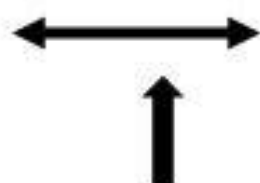
Youth Hunter 7 & Under

207

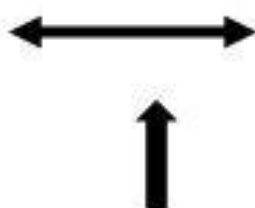
Cool Hunter

208

FINISH



2.

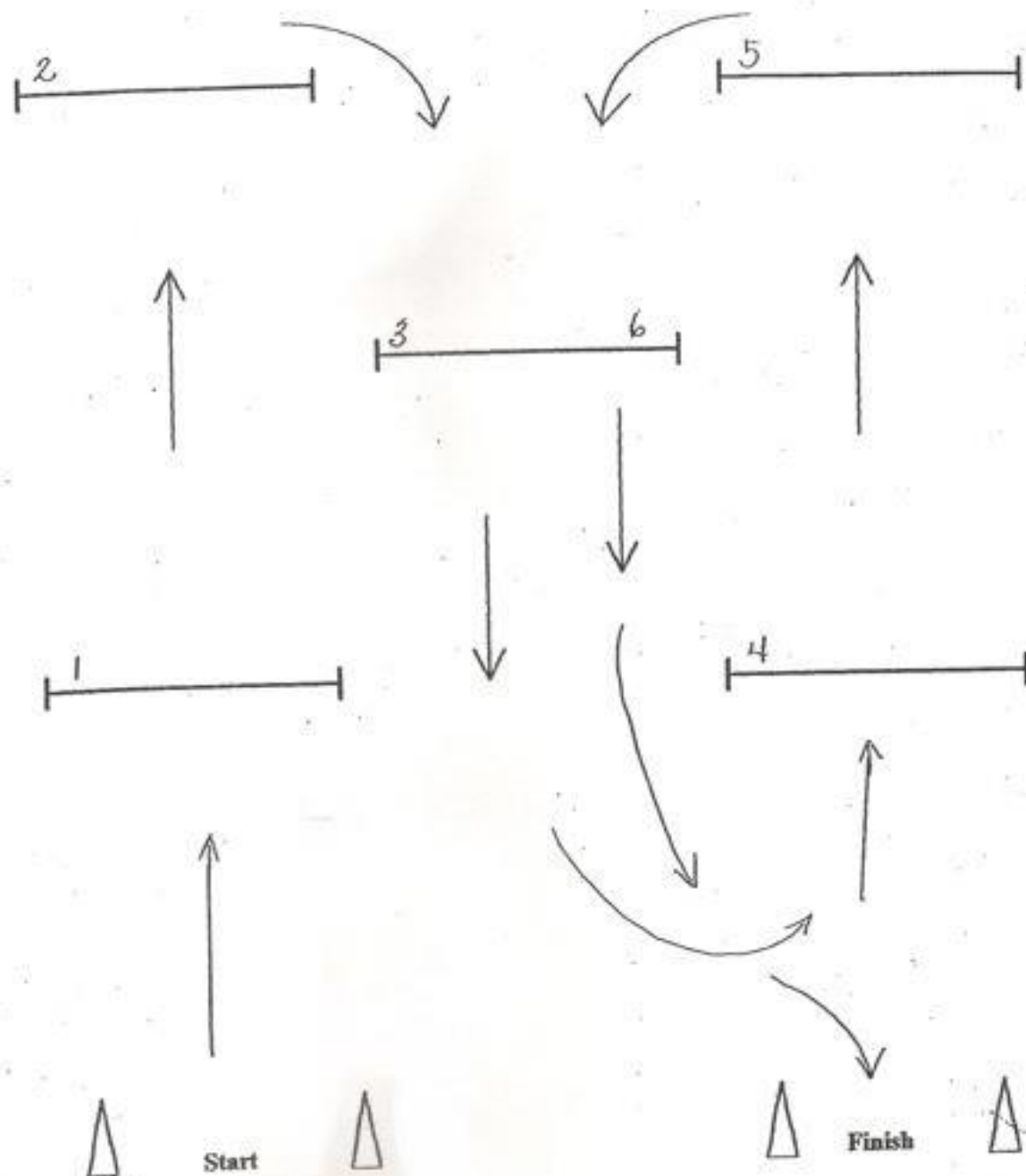


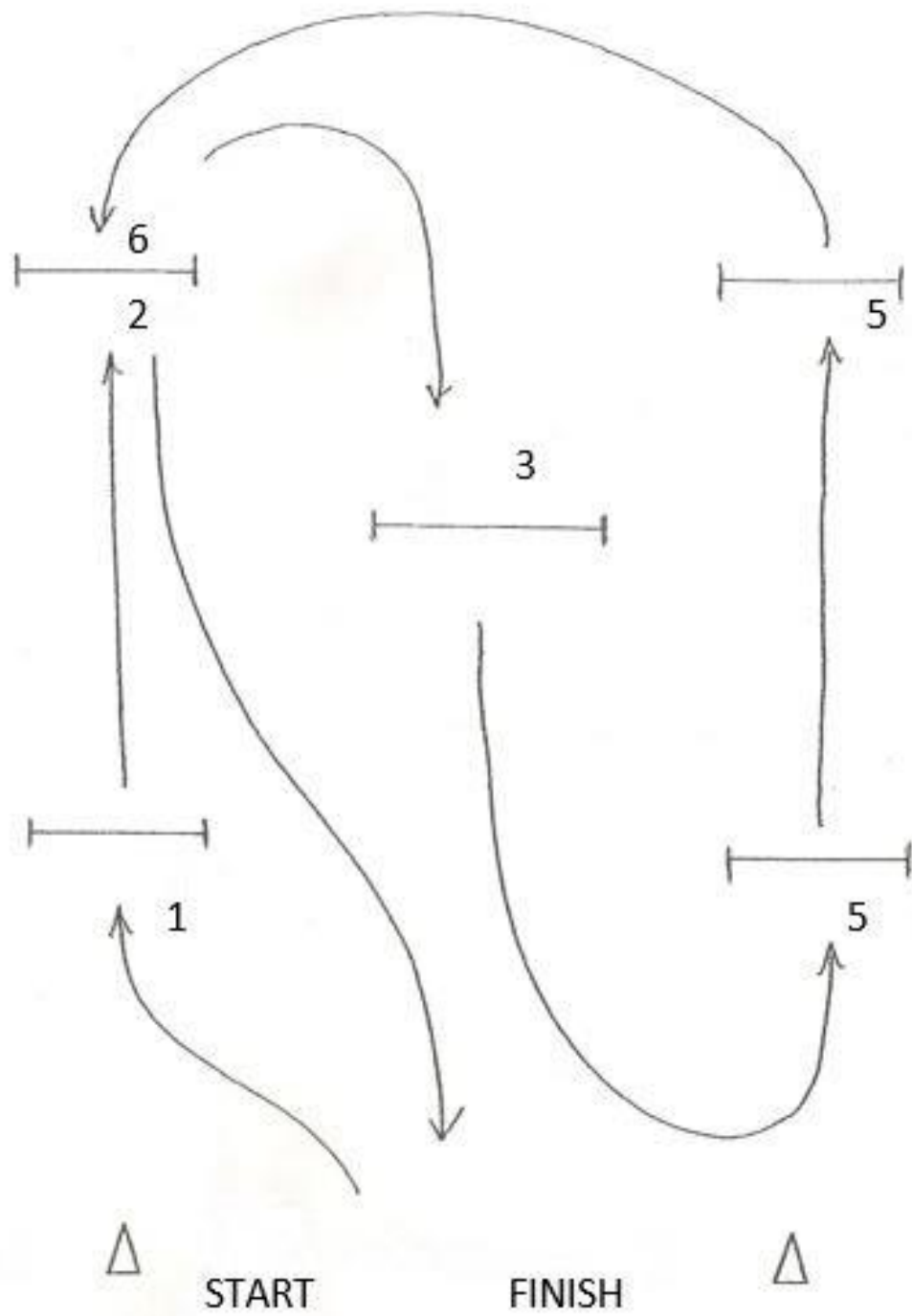
1.

START

AMATEUR HUNTER

205





VSE Hunter

202

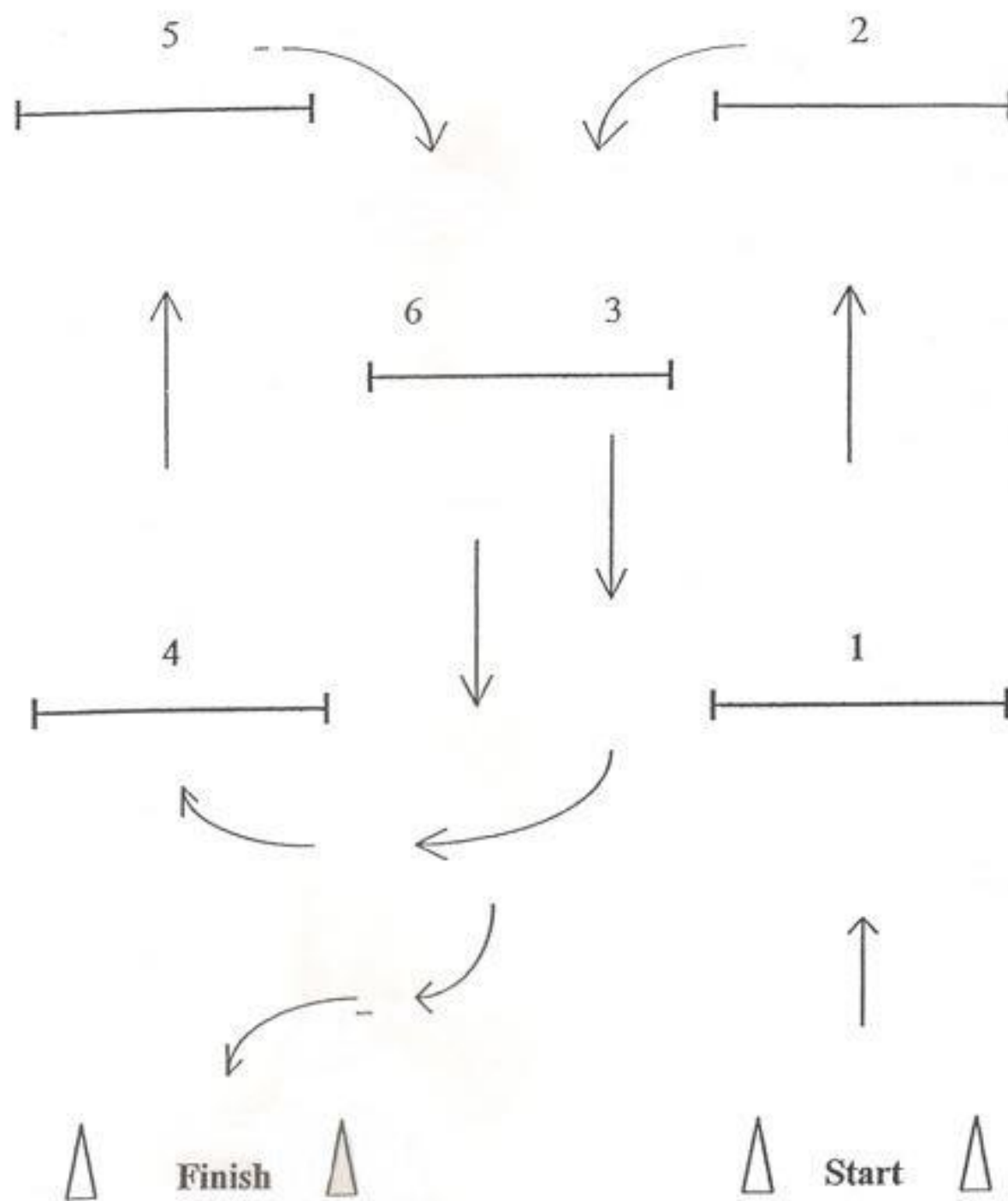
YOUTH HUNTER

13 to 18

203

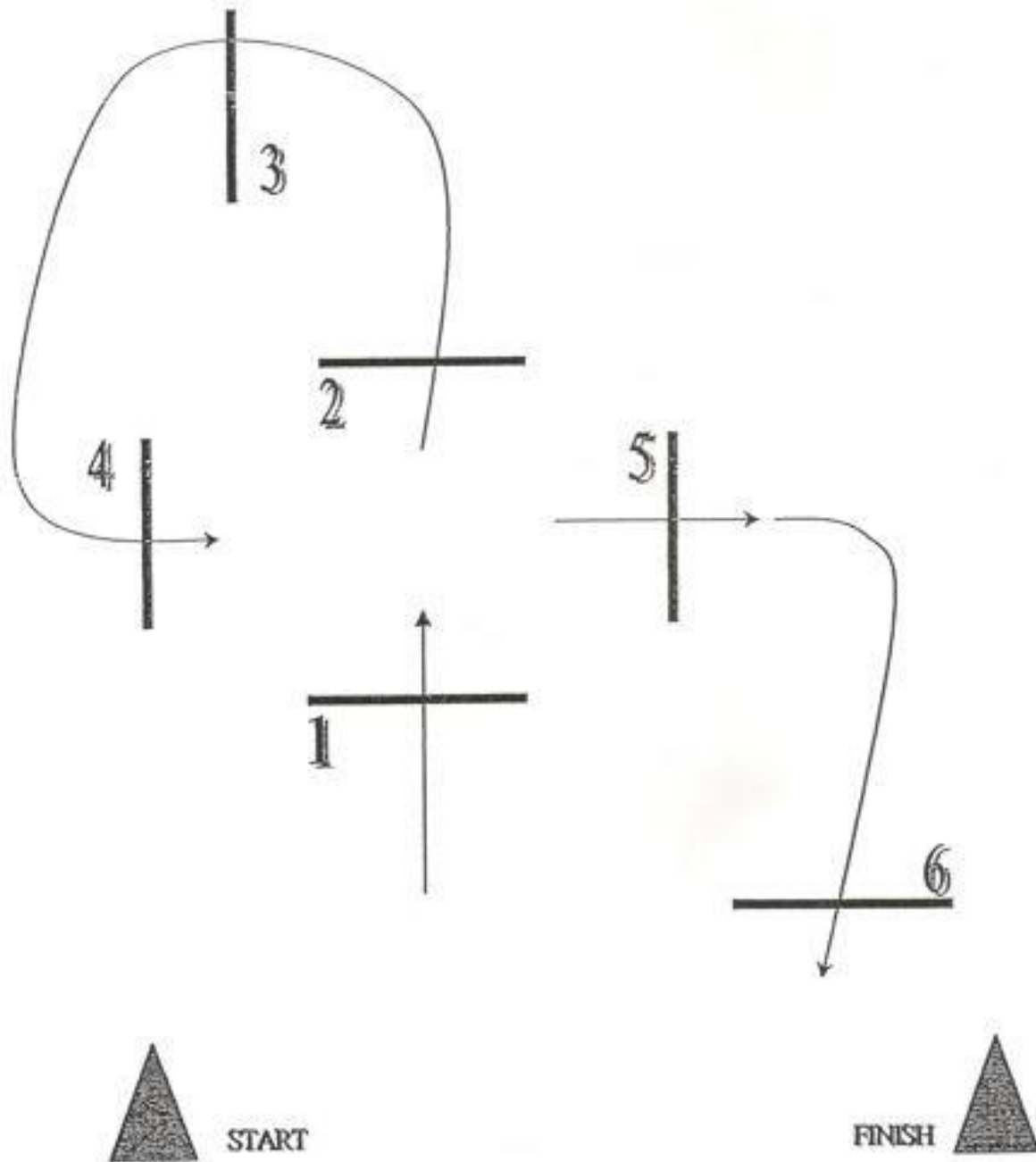
12 & Under

204



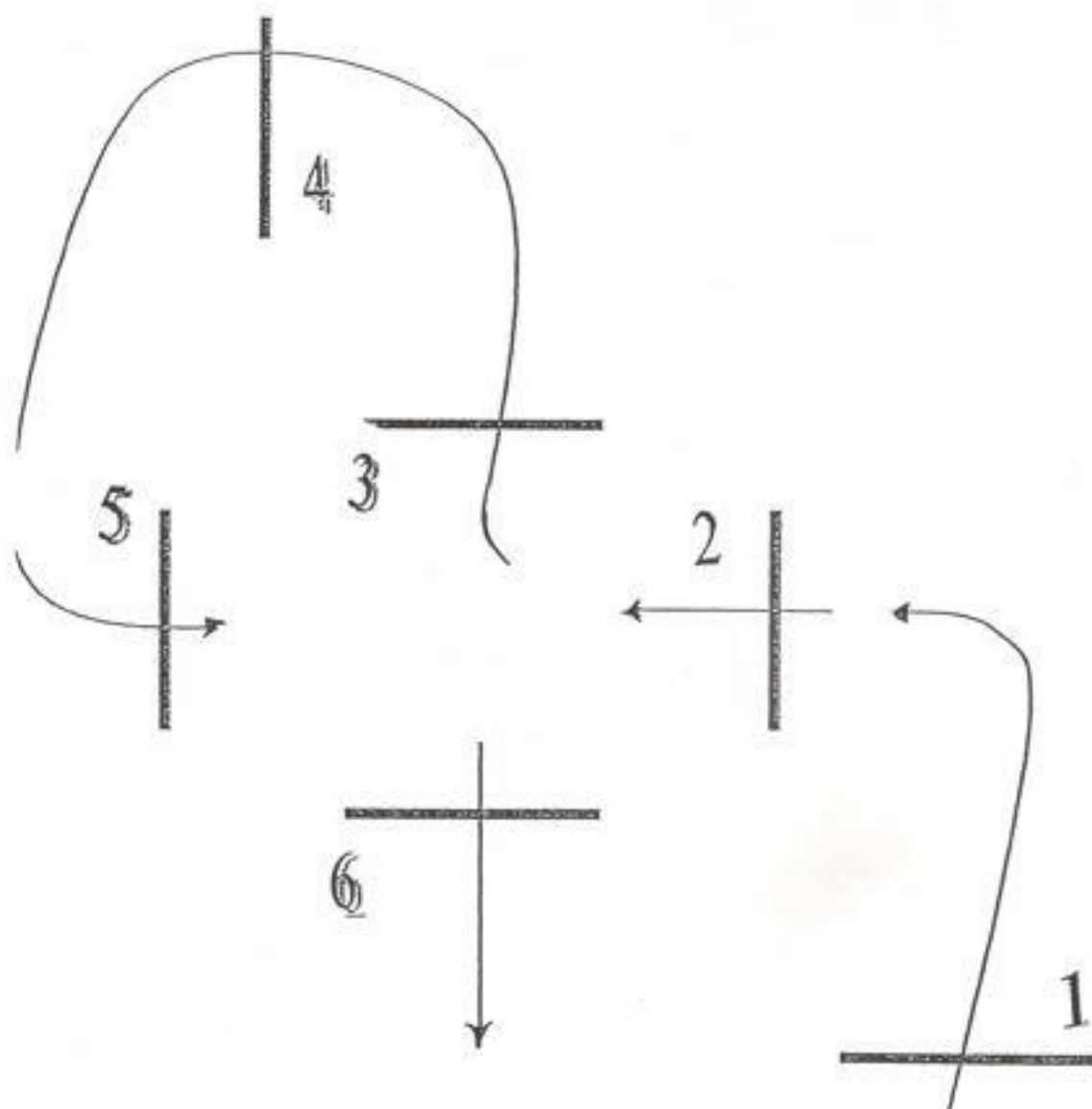
AMATEUR JUMPER

211



OPEN JUMPER

212



START

FINISH



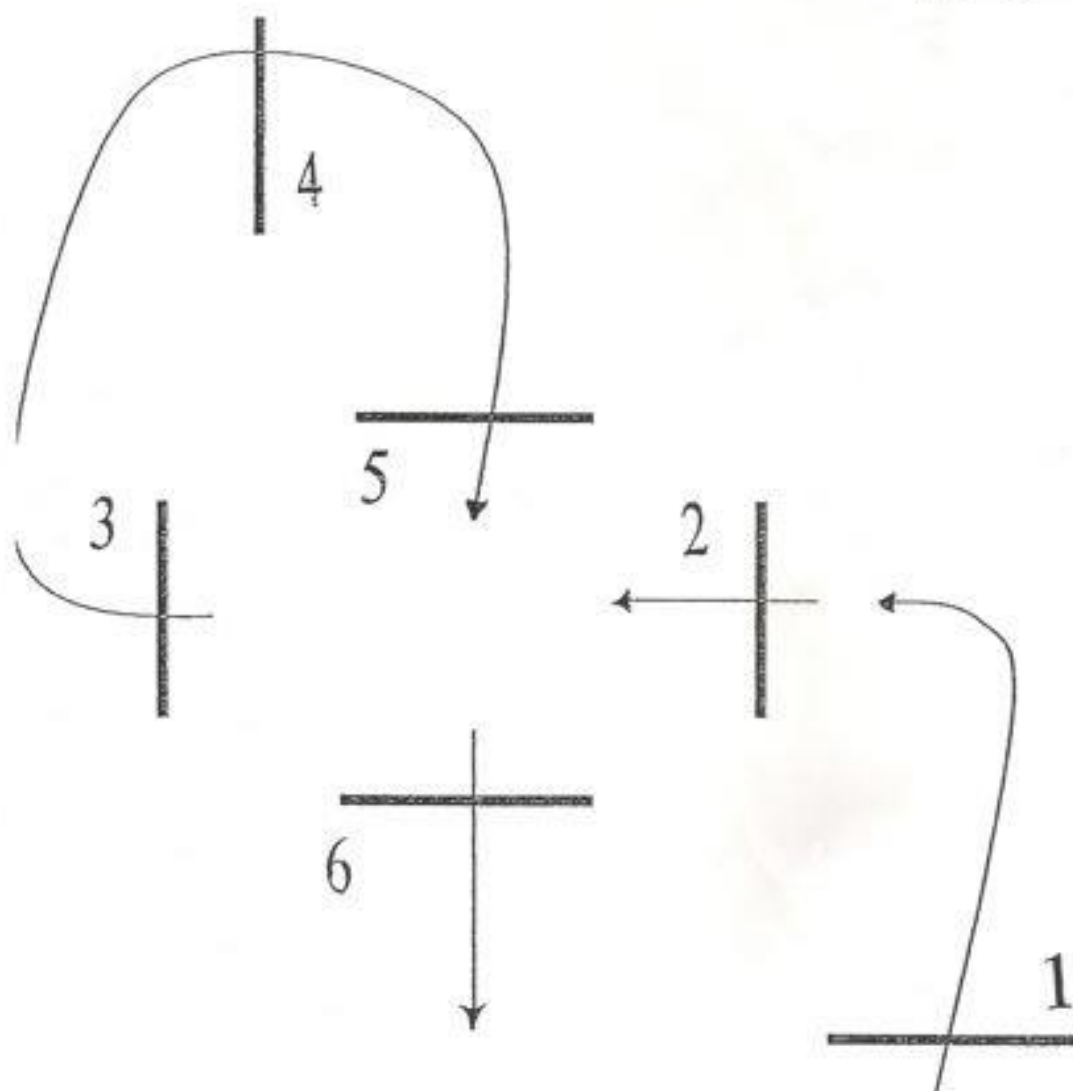
YOUTH JUMPER

13 to 18

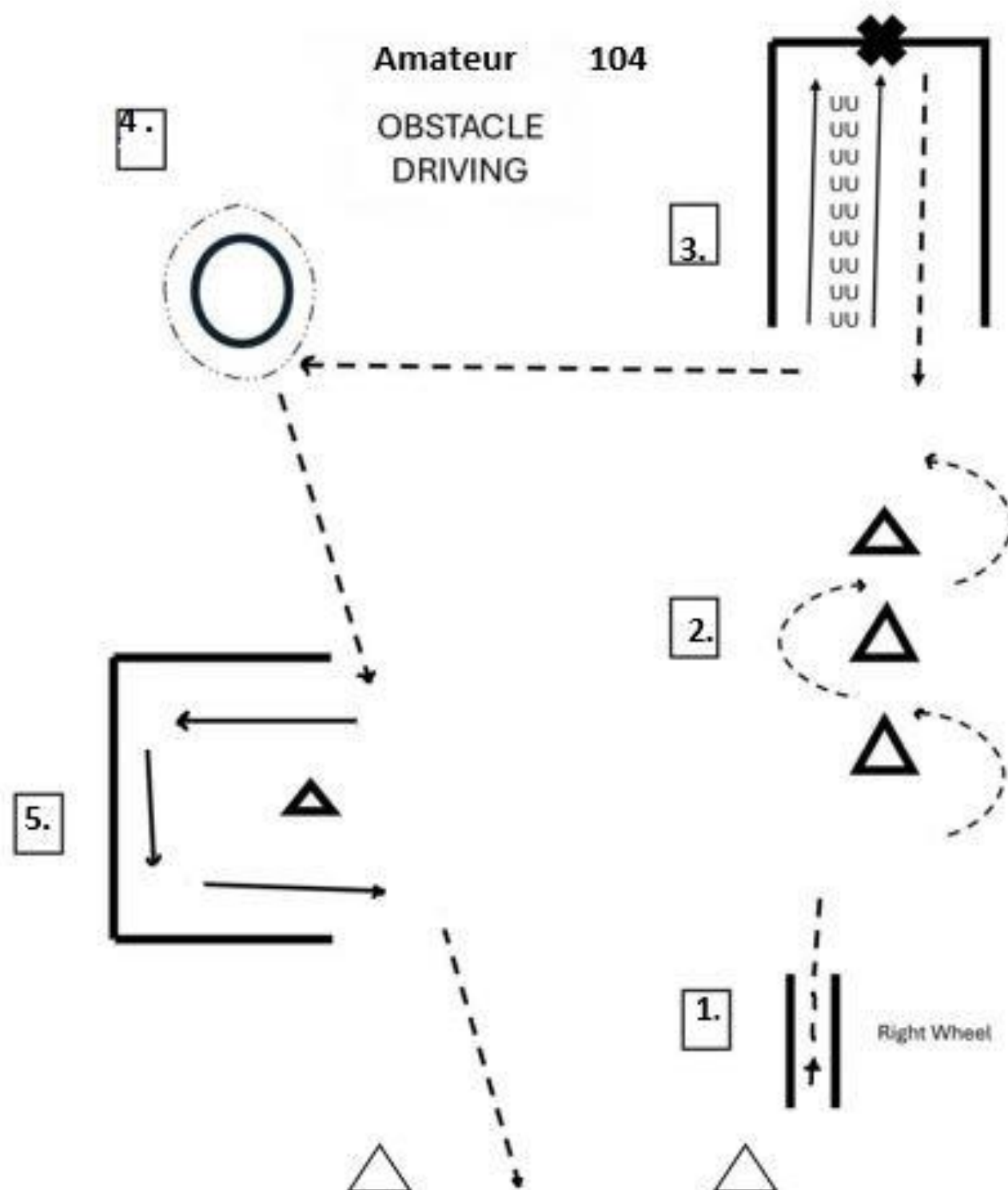
209

12 & Under

210



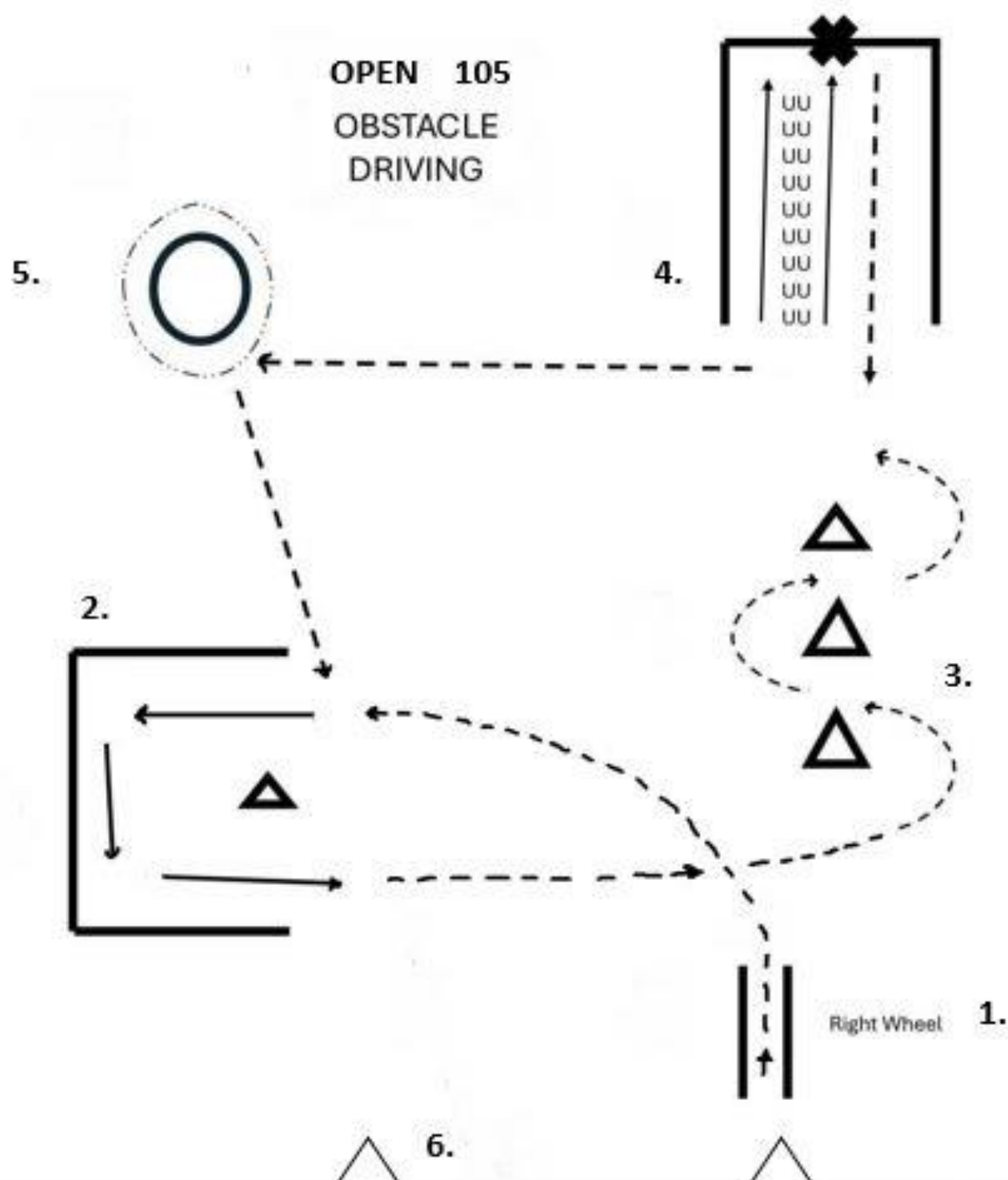
OBSTACLE
DRIVING



1. Trot R wheel through poles.
2. Trot through cones as shown
3. Back into parking spot. Wait 5 seconds. Trot to hula hoop.
4. Place right wheel in hula hoop, pivot 270 to right. Trot to U
5. Walk through U. When completely out, trot to exit.

Walk → Trot — — — → Pivot — · — · — → Back UU
UU

OPEN 105 OBSTACLE DRIVING



1. Trot Right wheel through poles. 2. Trot to U. Walk through U

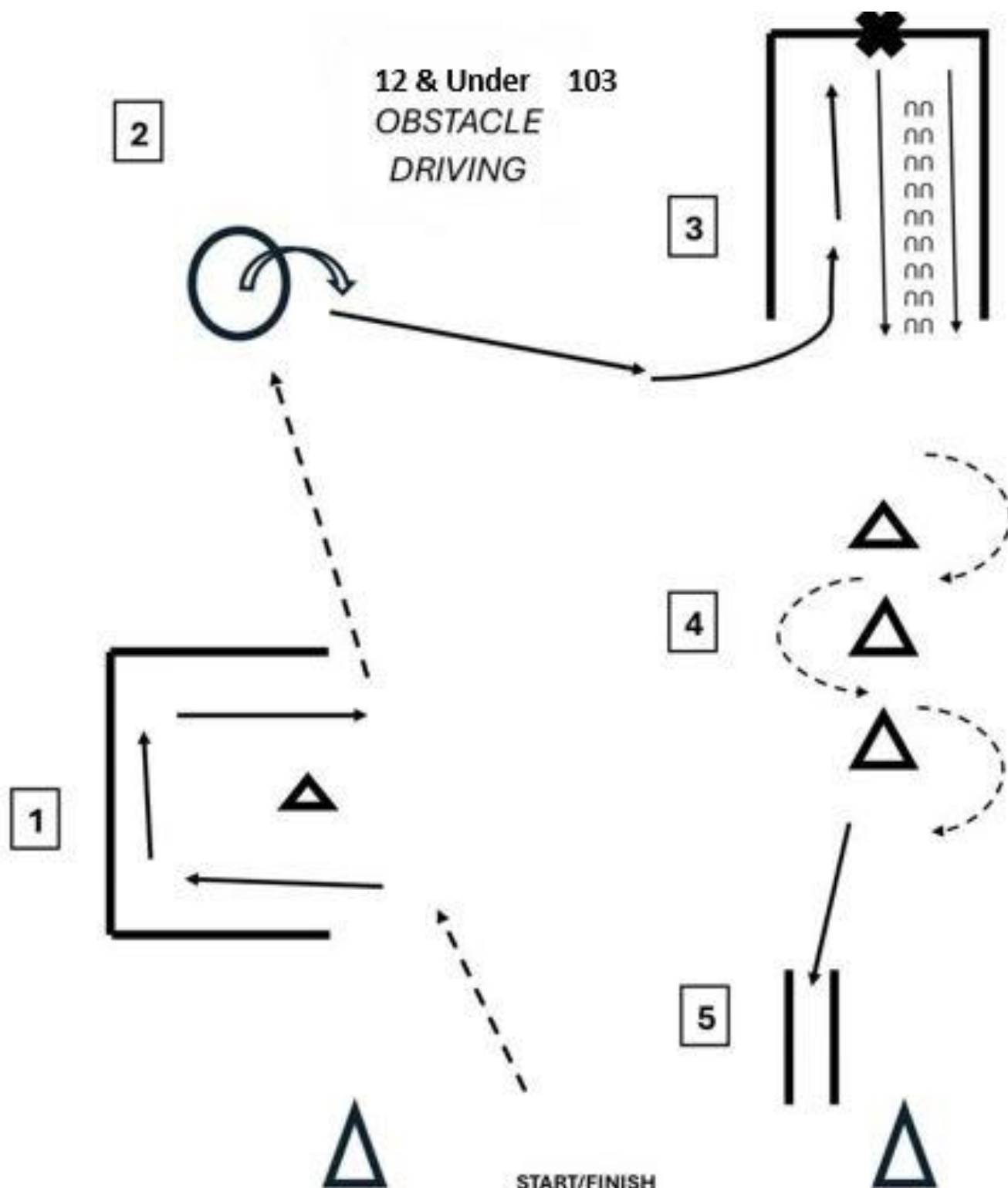
3. Trot through cones as shown. 4. Back into parking spot. Wait 5 seconds. Trot out to hula hoop

5. Place right wheel in hula hoop, pivot 270. Trot toward exit.

6. Halt then walk out of exit.

Walk → Trot → Pivot → Back UU
UU

12 & Under 103
OBSTACLE
DRIVING



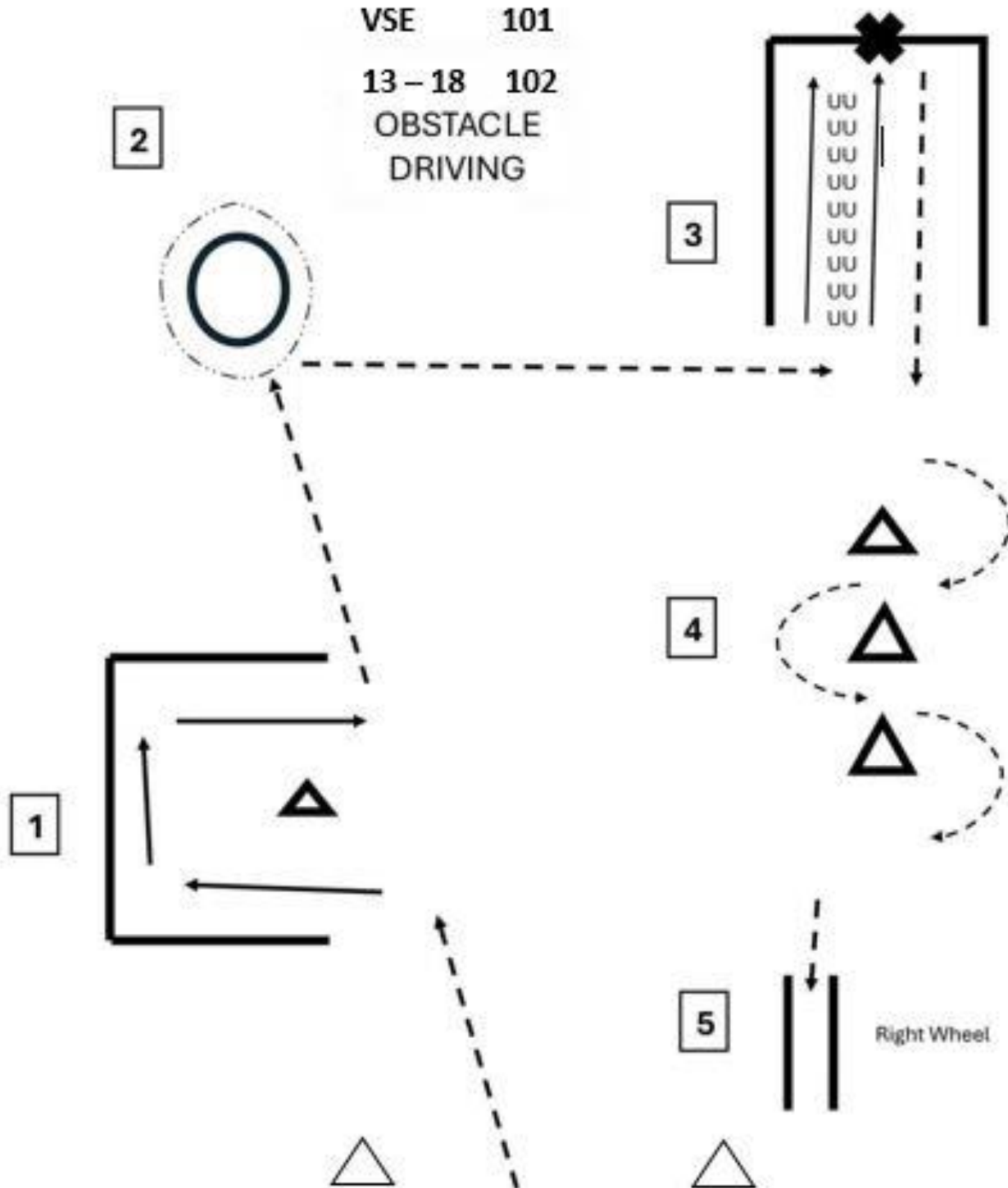
1. Enter at a trot. Slow to walk at box & walk through box as shown. Once wheels are clear of box, trot to next obstacle
2. Place right wheel into the hula hoop & perform a 90-degree pivot to the right. Walk to next obstacle.
3. Walk to and into 'parking space', halt & back completely out. Turn around and trot to next obstacle.
4. Trot through cones as shown. Once past the last cone, slow to a walk
5. Walk to wheel through, placing either wheel between the poles at a walk. Exit at a walk.

Walk → Trot - - - - - Pivot Back UU
UU

VSE 101

13 – 18 102

OBSTACLE DRIVING



1. Enter at a trot. Slow to walk at box & walk through box as shown. Once wheels are clear of box, trot to next obstacle
2. Place a wheel into the hula hoop & perform a 360 pivot in either direction. Trot to next obstacle.
3. Trot to 'parking space', halt, pivot 90 degrees & back completely into the space
Exit at a trot
4. Trot through cones as shown
5. Trot to wheel through, placing right wheel into and through the wheel through at a trot & Exit at a trot.

Walk ———→ Trot - - - -> Pivot - · - · -> Back UU
UU

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.

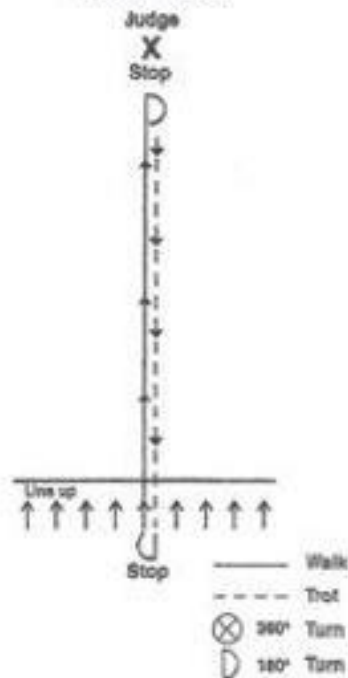
Trot in a straight line-pest the line up-stop.

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 PLATE

SHOWMANSHIP

Amateur

115

Youth 13 – 18

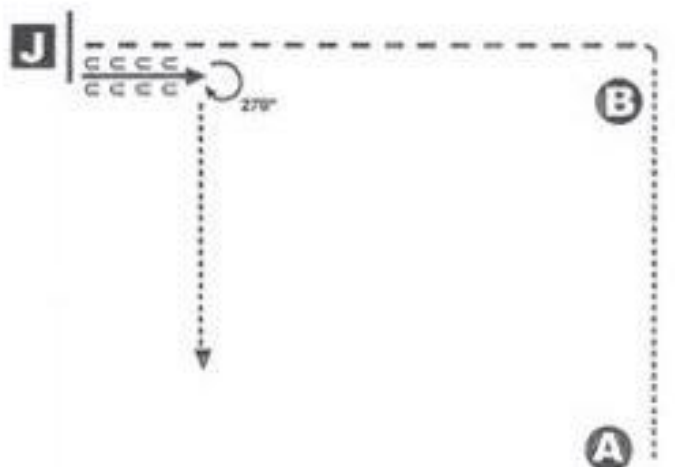
116

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

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.

SHOW RULES

SHOWMANSHIP

VSE
Adult

113

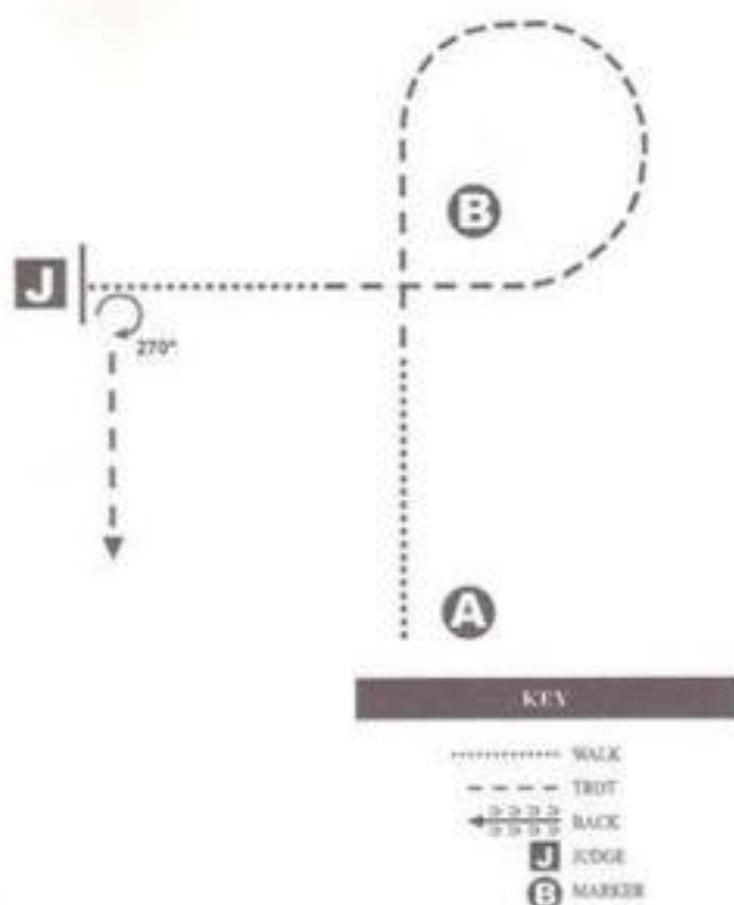
114

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 #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

