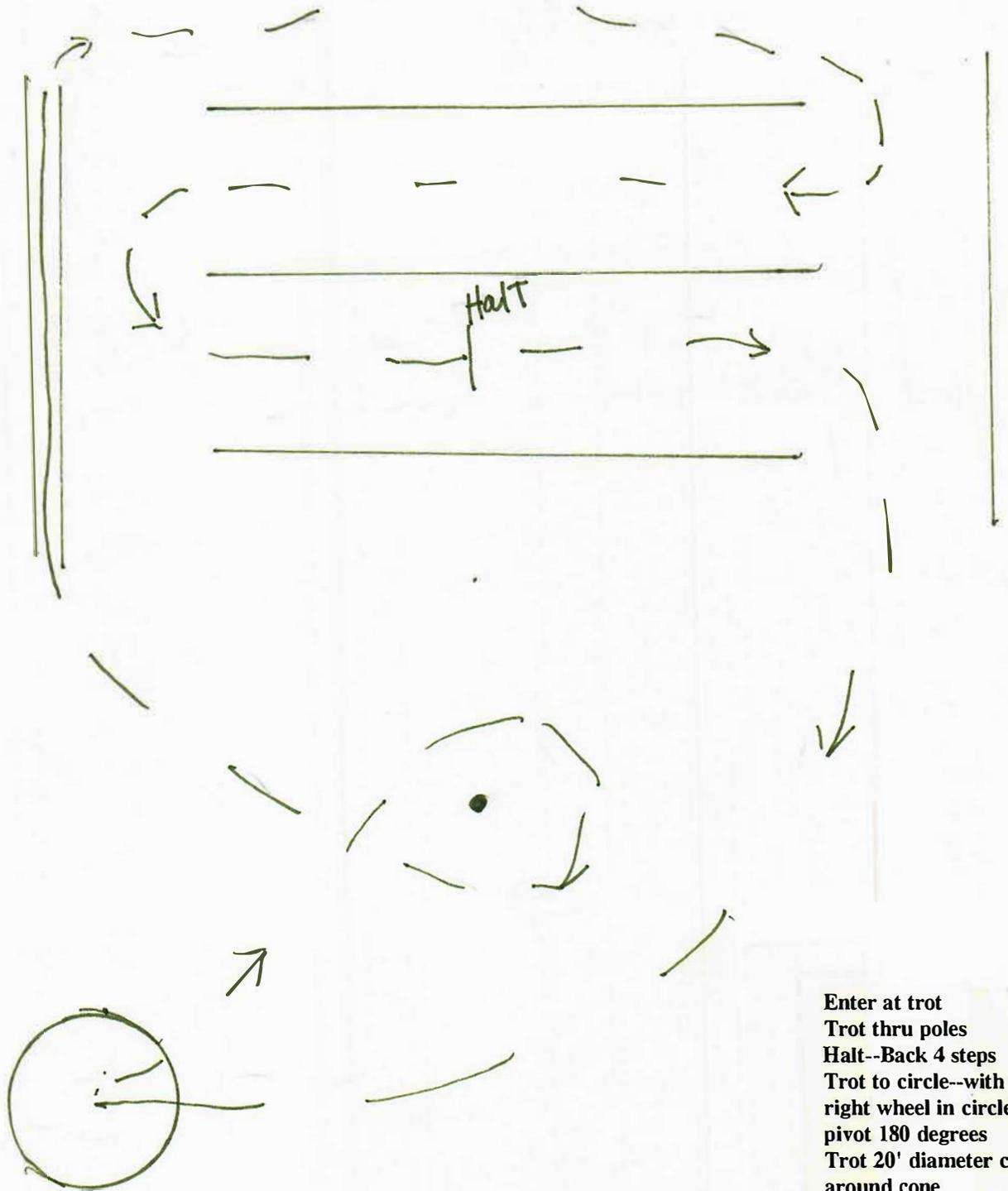


Walk  
Trot

# YOUTH & VSE OBSTACLE DRIVING #6

#6

EXIT ↑  
ENTER ↓



Enter at trot  
Trot thru poles  
Halt--Back 4 steps  
Trot to circle--with  
right wheel in circle  
pivot 180 degrees  
Trot 20' diameter circle  
around cone  
Trot to poles  
Walk with right wheel  
between poles  
Trot out

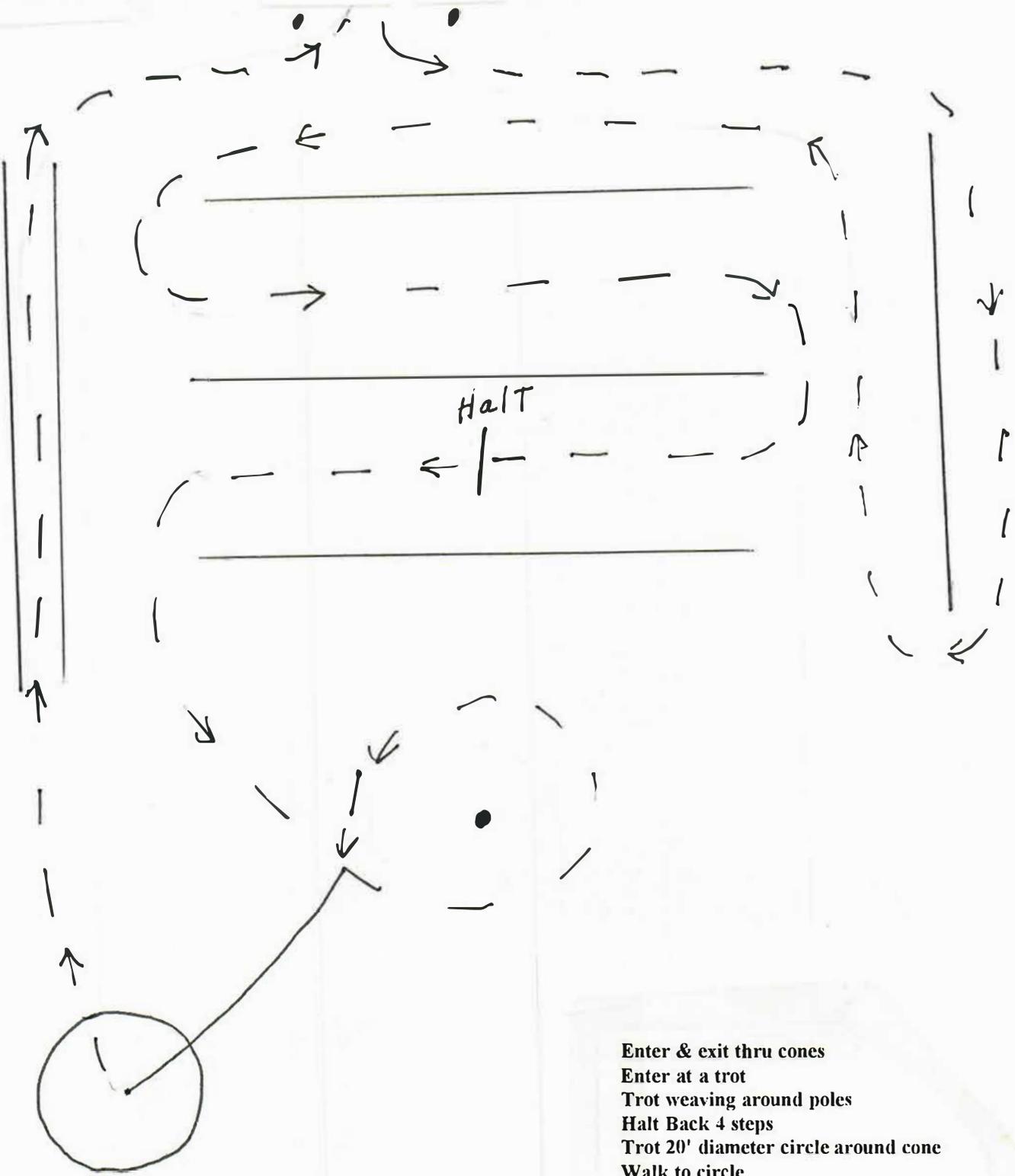


# OPEN OBSTACLE DRIVING

WALK ———  
TROT - - - -

ENTER

EXIT



- Enter & exit thru cones
- Enter at a trot
- Trot weaving around poles
- Halt Back 4 steps
- Trot 20' diameter circle around cone
- Walk to circle
- Put right wheel in circle pivot 90 degrees
- Trot with right wheel between poles
- Exit at a trot

# Youth Halter Obstacle 7 & Under

*trot*

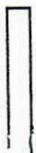


Trot around cones



Forehand turn  
front feet in circle

*walk*



Back Thru Poles

*walk*



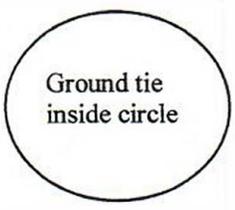
Walk over poles

*trot*

Exit

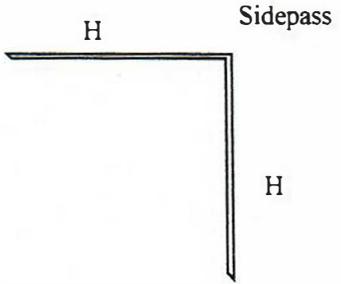
Enter

# Youth Halter Obstacle 13 & Older & VSE



Ground tie  
inside circle

walk



Sidepass

H

H

trot



△

△

△

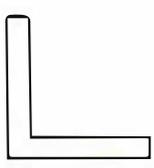
Trot around cones

Trot



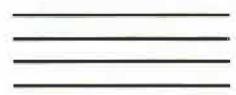
Forehand turn  
front feet in circle

walk



Back Thru Poles

walk



Walk over poles

trot

Exit

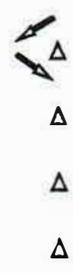
Enter

# Youth Halter Obstacle 12 & Under



Trot

trot

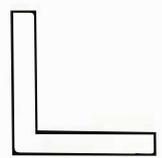


Trot around cones



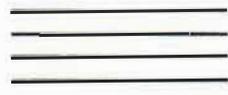
Forehand turn  
front feet in circle

walk



Back Thru Poles

walk



Walk over poles

trot

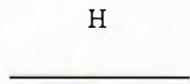
Exit

Enter

# Amateur Halter Obstacle



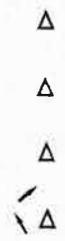
*walk*



Sidepass



*trot*



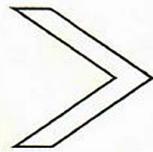
Trot around cones

*walk*



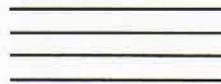
Haunch turn  
hind feet in circle

*walk*



Back Thru Poles

*trot*



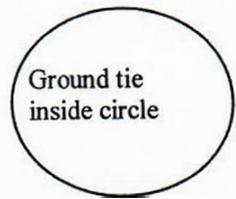
trot over poles

*walk*

Exit

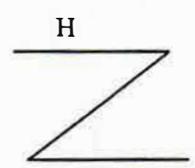
Enter

# Open Halter Obstacle



walk

Sidepass

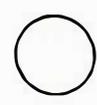


trot



Back around cones start left side

walk



Haunch turn hind feet in circle

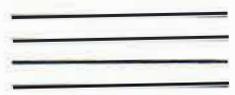
walk

trot



Forehand turn AROUND pole  
 Straddle pole to START  
 Finish where started  
 FRONT Feet at Top  
 Side of pole - Hind Feet  
 at Bottom Side of Pole

walk



trot over poles

Enter

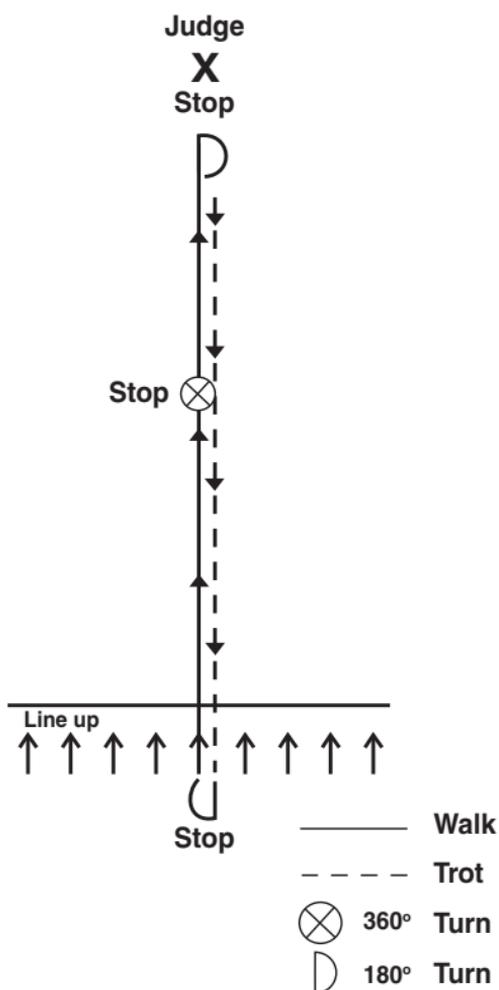
Exit



## Showmanship 8-12

1. Walk toward the judge in a straight line.
2. Stop 1/2 way between the line up and the judge and do a 360 degree turn-stop.
3. All turns are to be to the right.
4. Continue at a walk toward the judge in a straight line.
5. Stop and set up your horse.
6. Upon acknowledgment from the judge, do a 180 degree turn.
7. Trot in a straight line-past the line up-stop.
8. Do a 180 degree turn.
9. 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

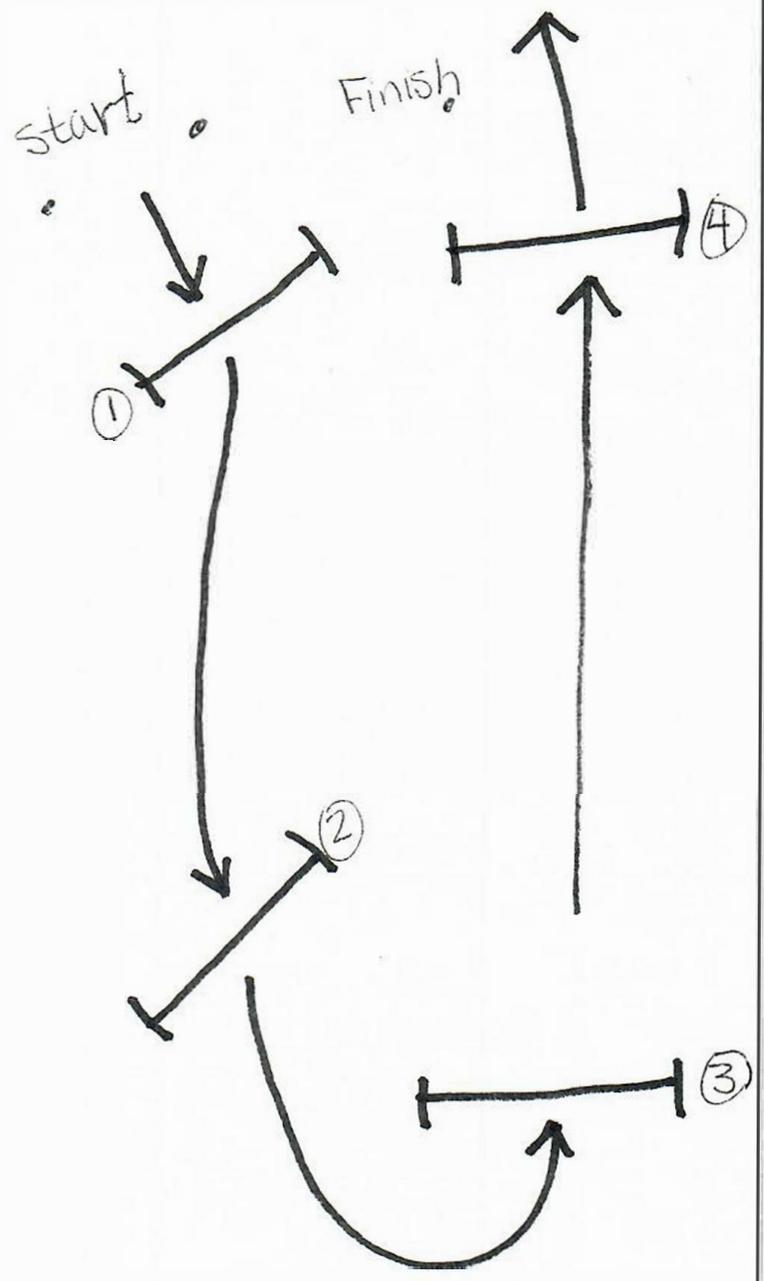






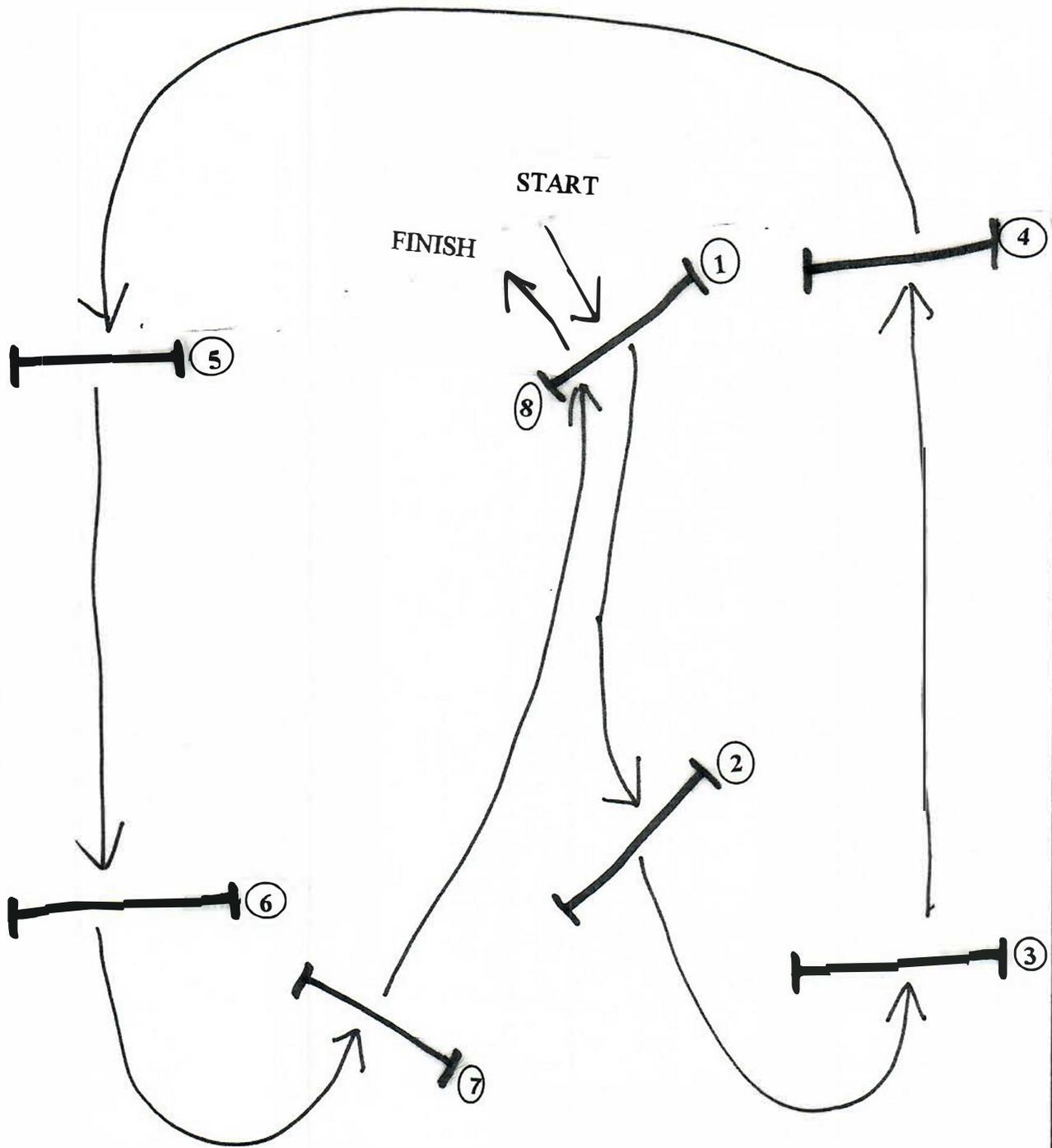
7 & Under & COOL  
YOUTH HUNTER

#5



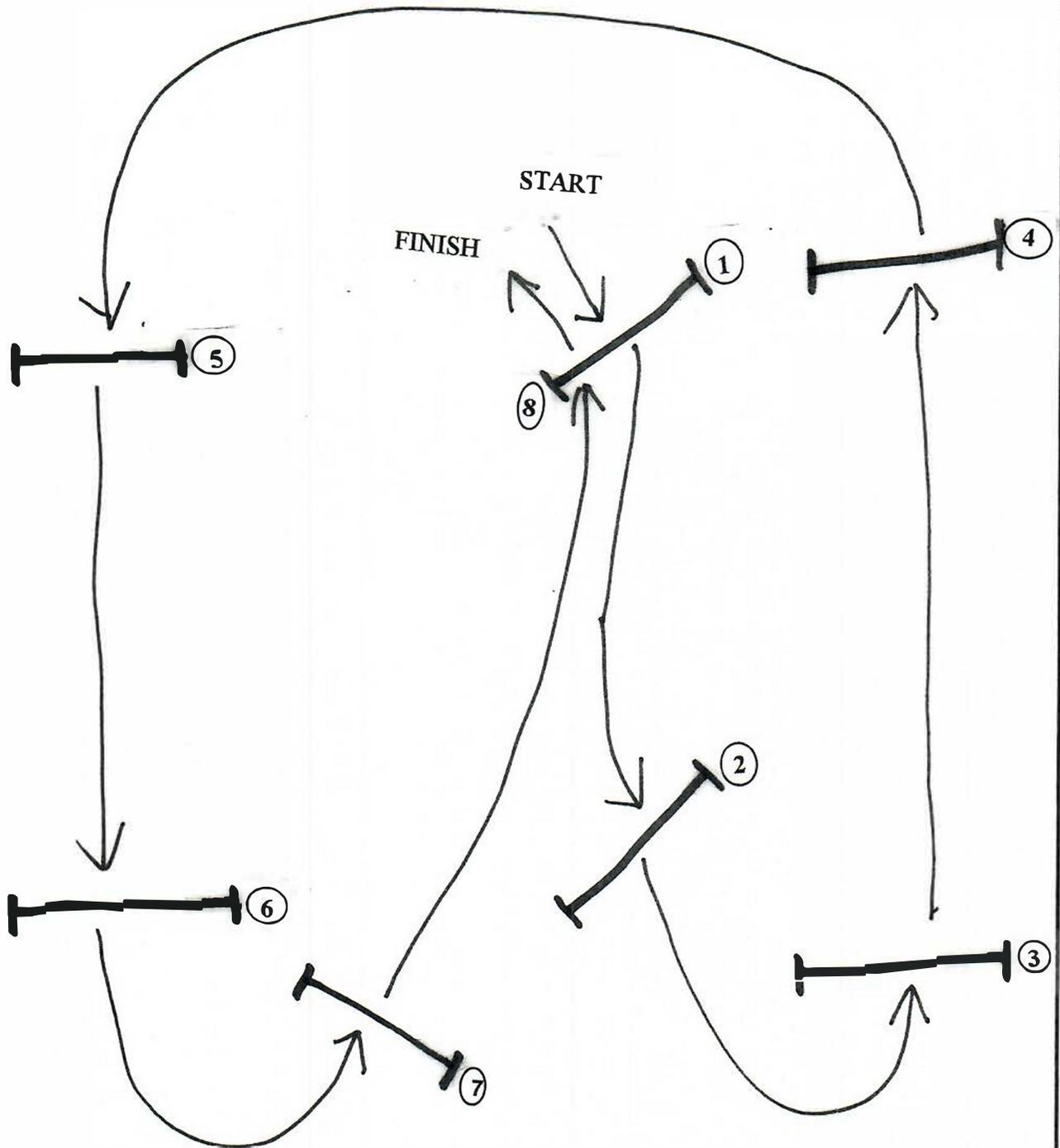
12 & Under  
**YOUTH HUNTER**

#5



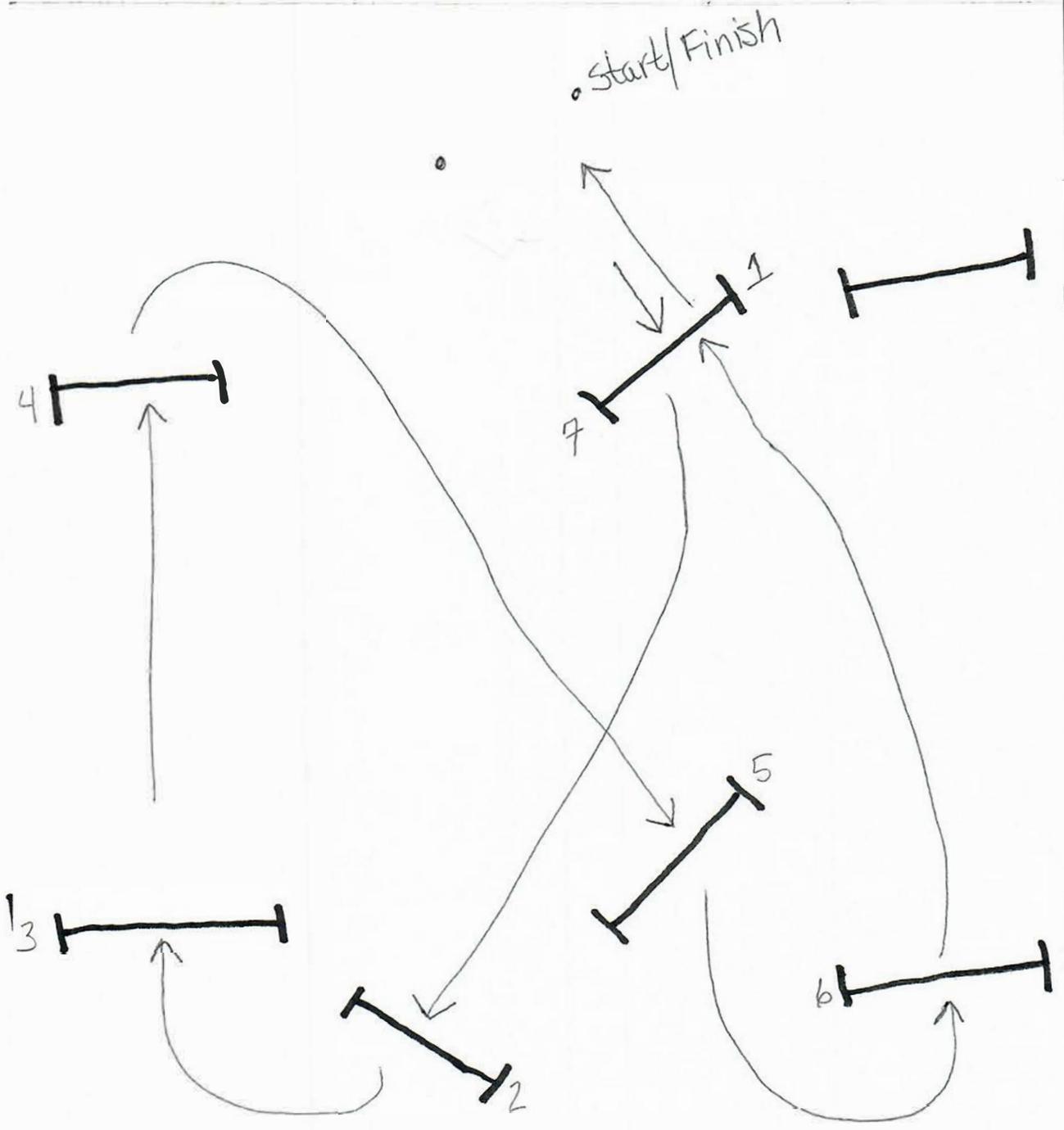
13 & Older, VSE  
**YOUTH HUNTER**

#5



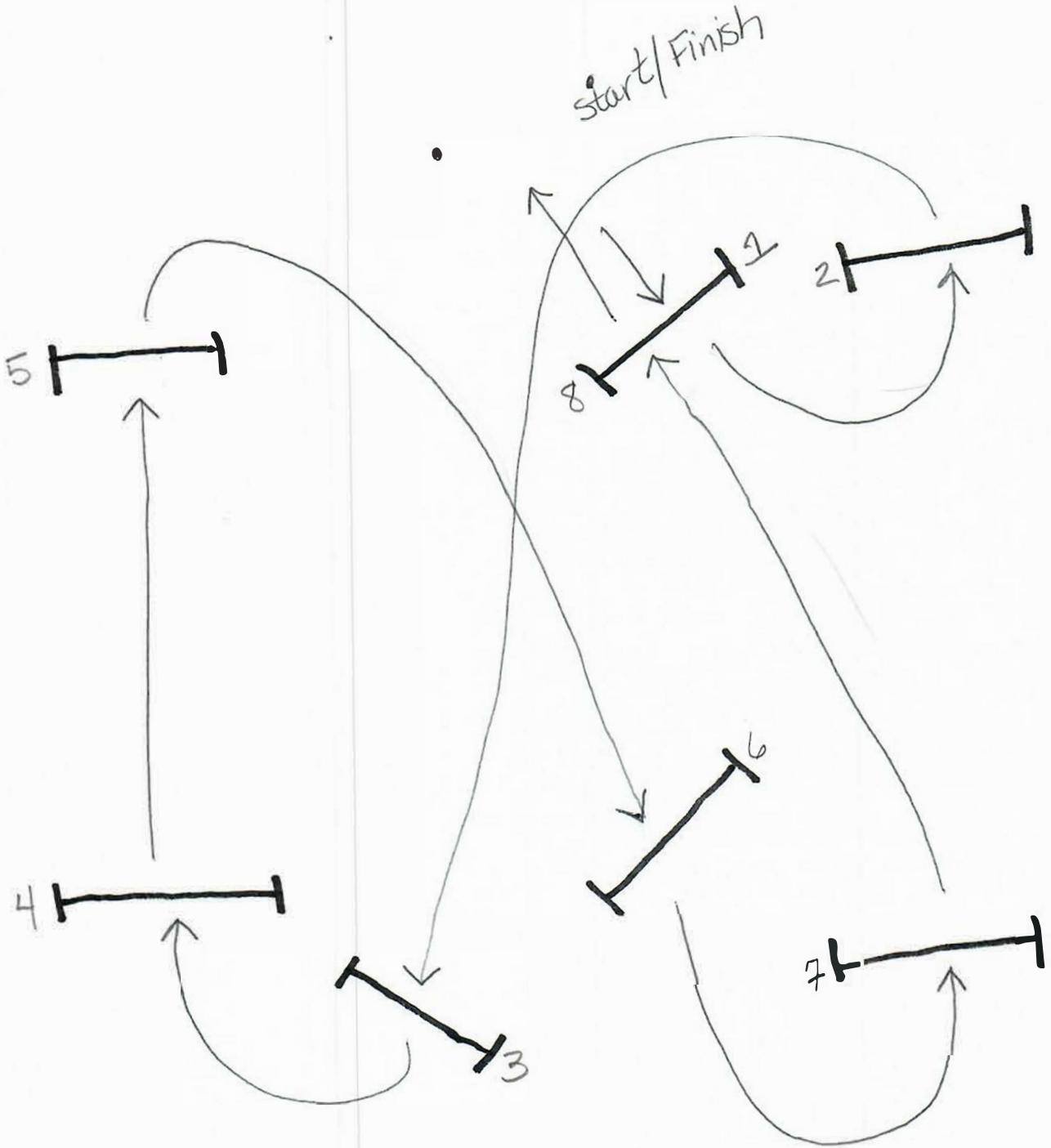
# AMATEUR HUNTER

#5

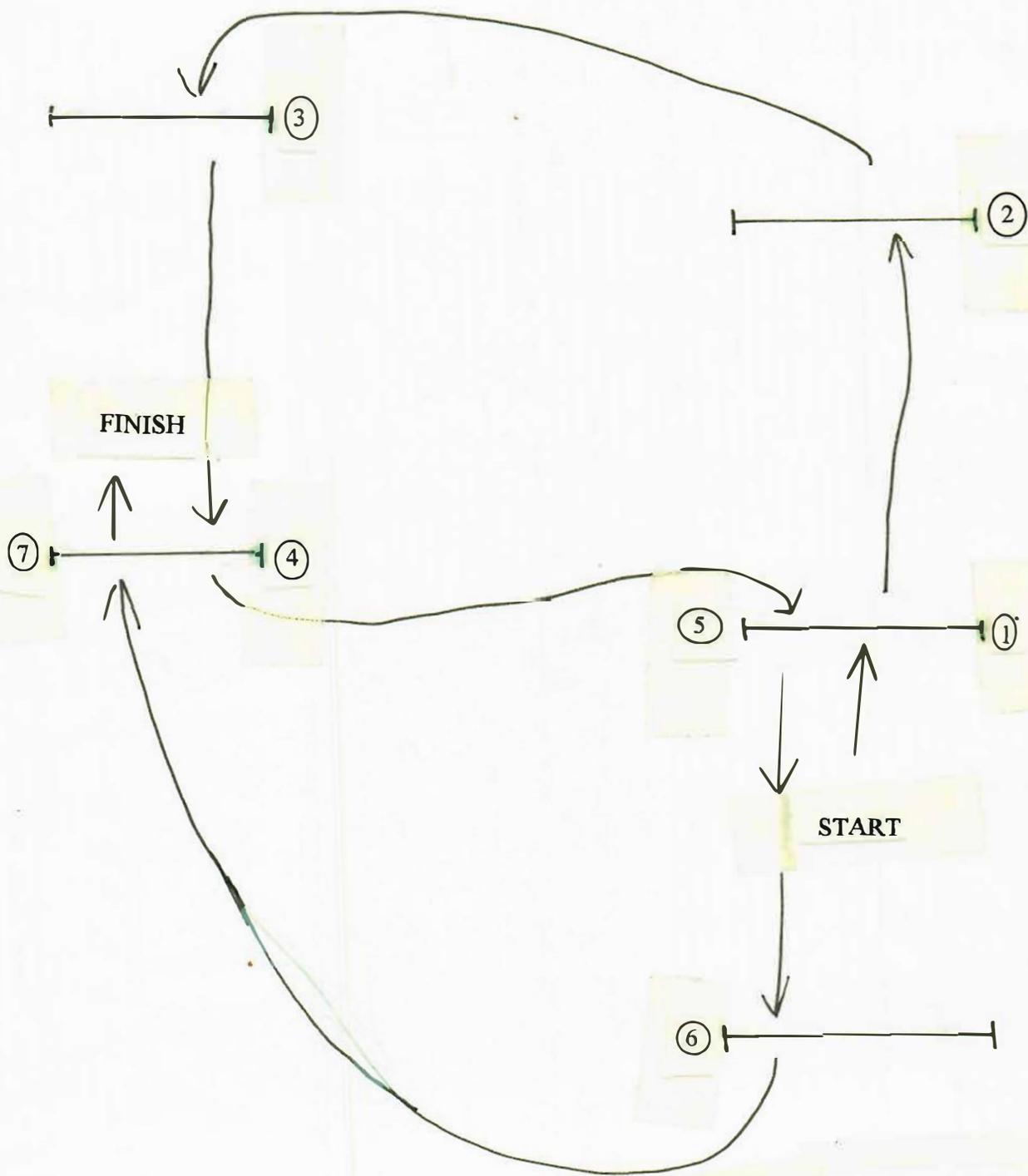


# OPEN HUNTER

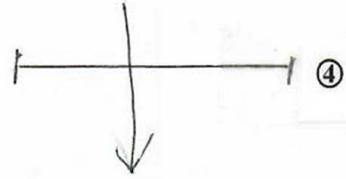
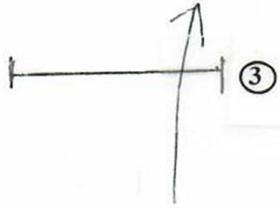
#5



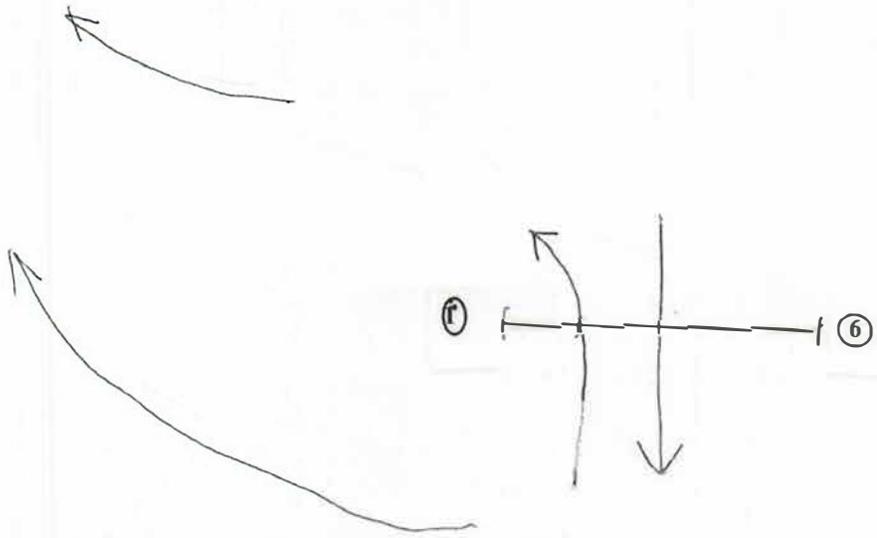
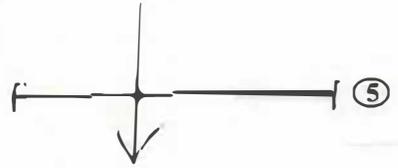
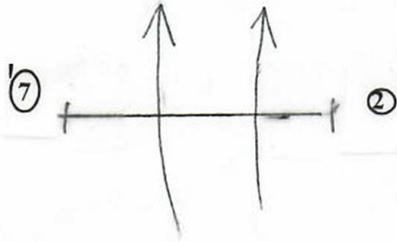
# YOUTH & VSE JUMPER #4



# AMATEUR JUMPER



**FINISH**



**START**

# OPEN JUMPER

#4

