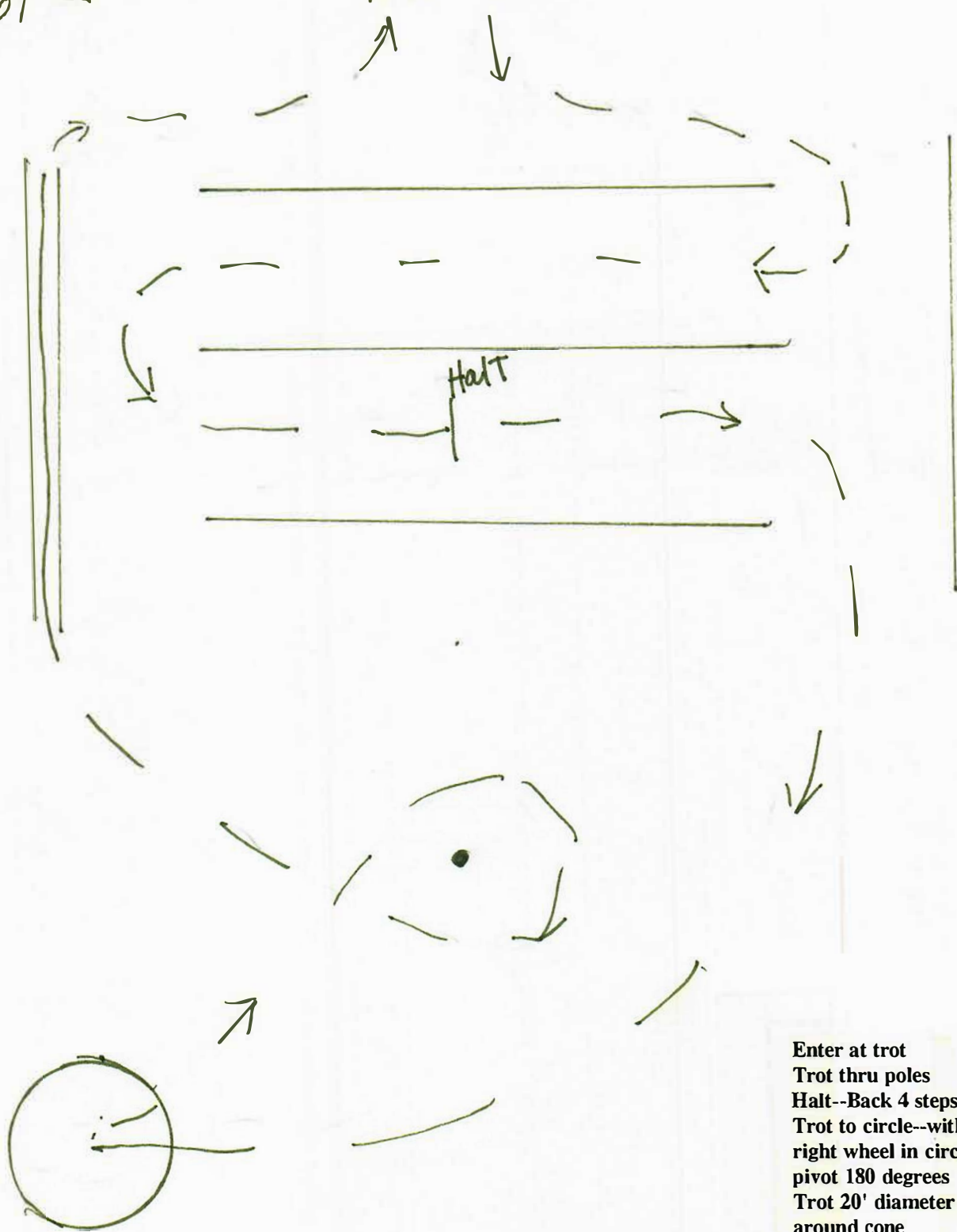


Walk
Trot

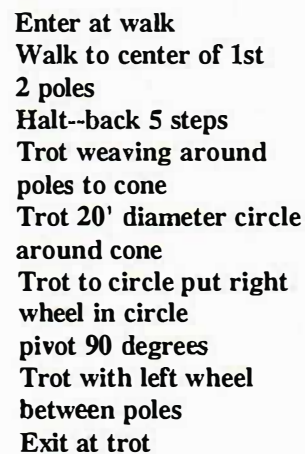
YOUTH & VSE OBSTACLE DRIVING #6

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

#b

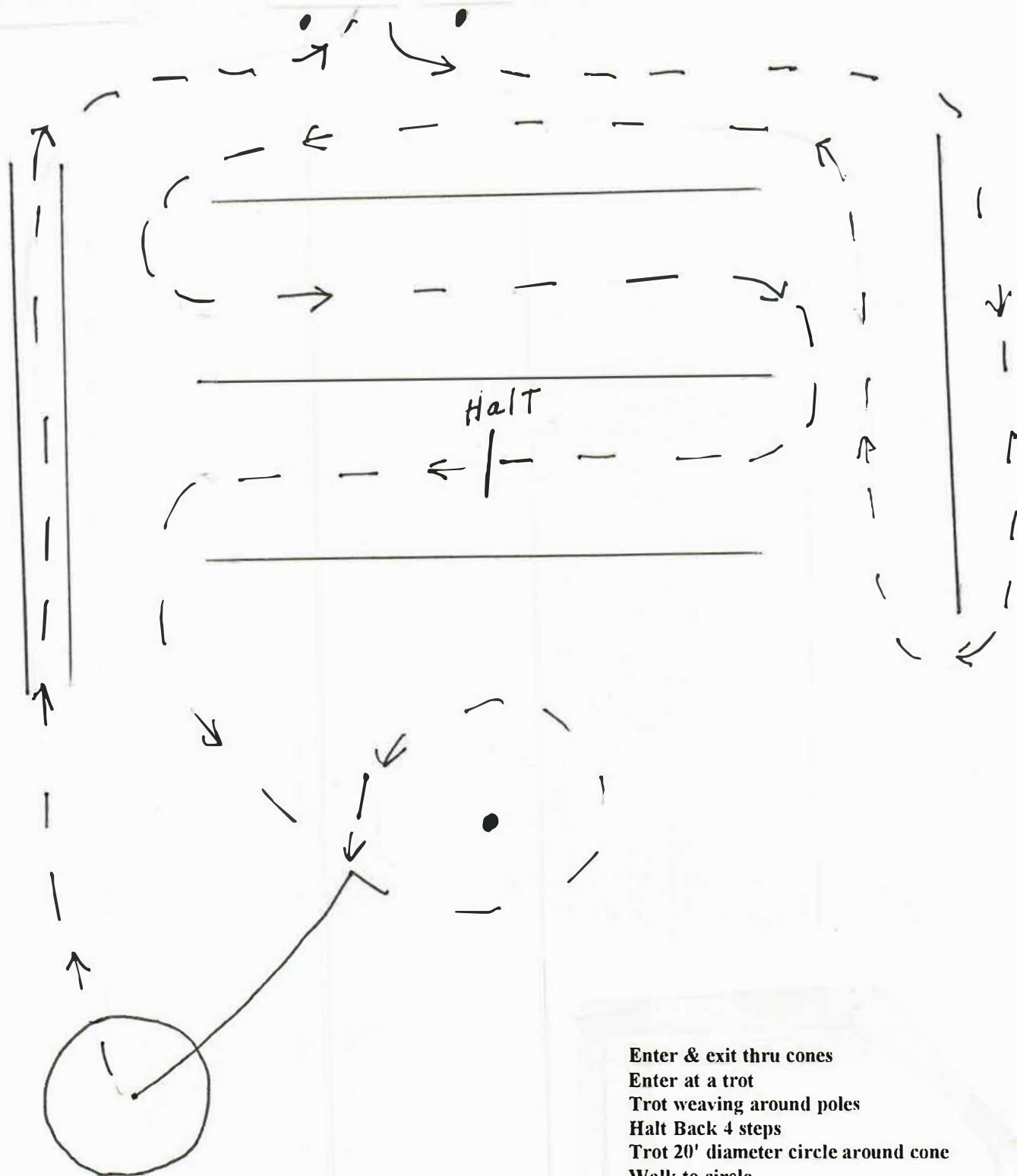


OPEN OBSTACLE DRIVING

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

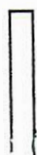
trot



Trot around cones



walk



Back Thru Poles

trot

Exit



Forehand turn
front feet in circle

walk



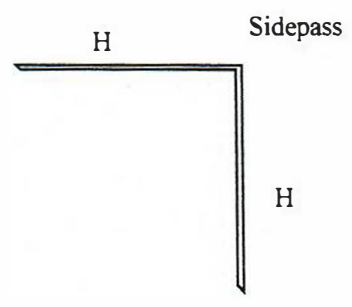
Walk over poles

Enter

Youth Halter Obstacle 13 & Older & VSE



walk

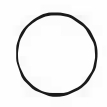


trot



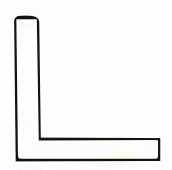
Trot around cones

Trot



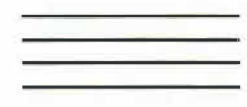
Forehand turn
front feet in circle

walk



Back Thru Poles

walk



Walk over poles

trot

Exit

Enter

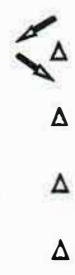
Youth Halter Obstacle

12 & Under



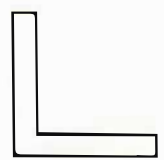
trot

Trot



walk

walk



trot

Enter

Exit

Amateur Halter Obstacle



walk

H

Sidepass



H

trot



Trot around cones

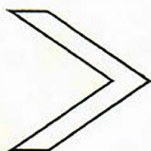
walk



Haunch turn
hind feet in circle

walk

Back Thru Poles



walk

Exit

trot



trot over poles

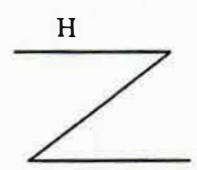
Enter

Open Halter Obstacle



walk

Sidepass

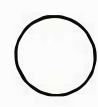


trot



Back around cones
start left side

walk



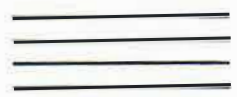
Haunch turn
hind feet in circle

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

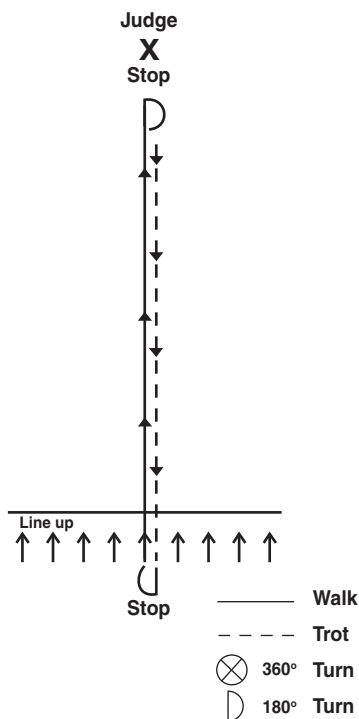
Exit

SHOWMANSHIP PATTERN

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.

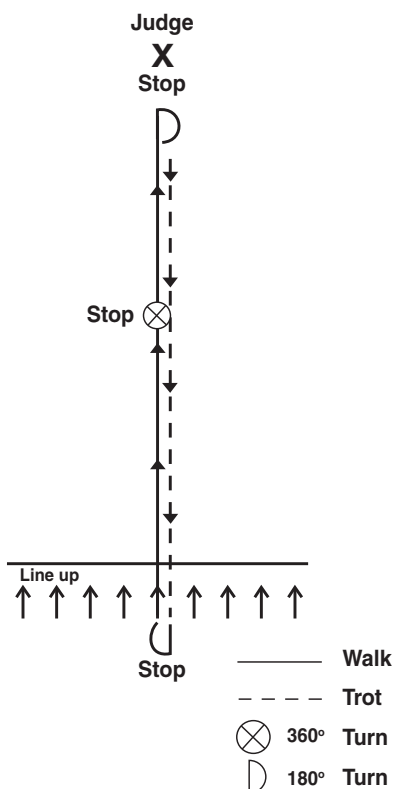
Pattern No. 1



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.

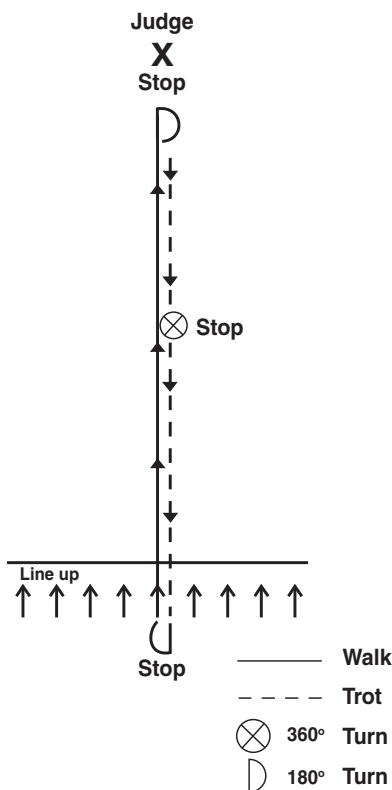
Pattern No. 2



Showmanship 13-18

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 toward the line in a straight line.
6. Stop 1/2 way between the judge and the line up and do a 360 degree turn, stop.
7. Continue at a 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

Pattern No. 3

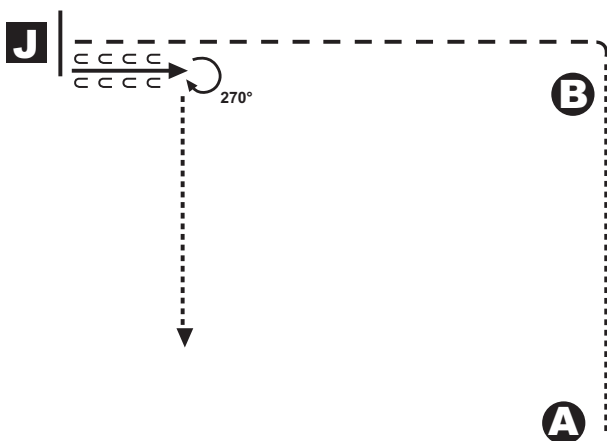


Showmanship Amateur, Open

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.

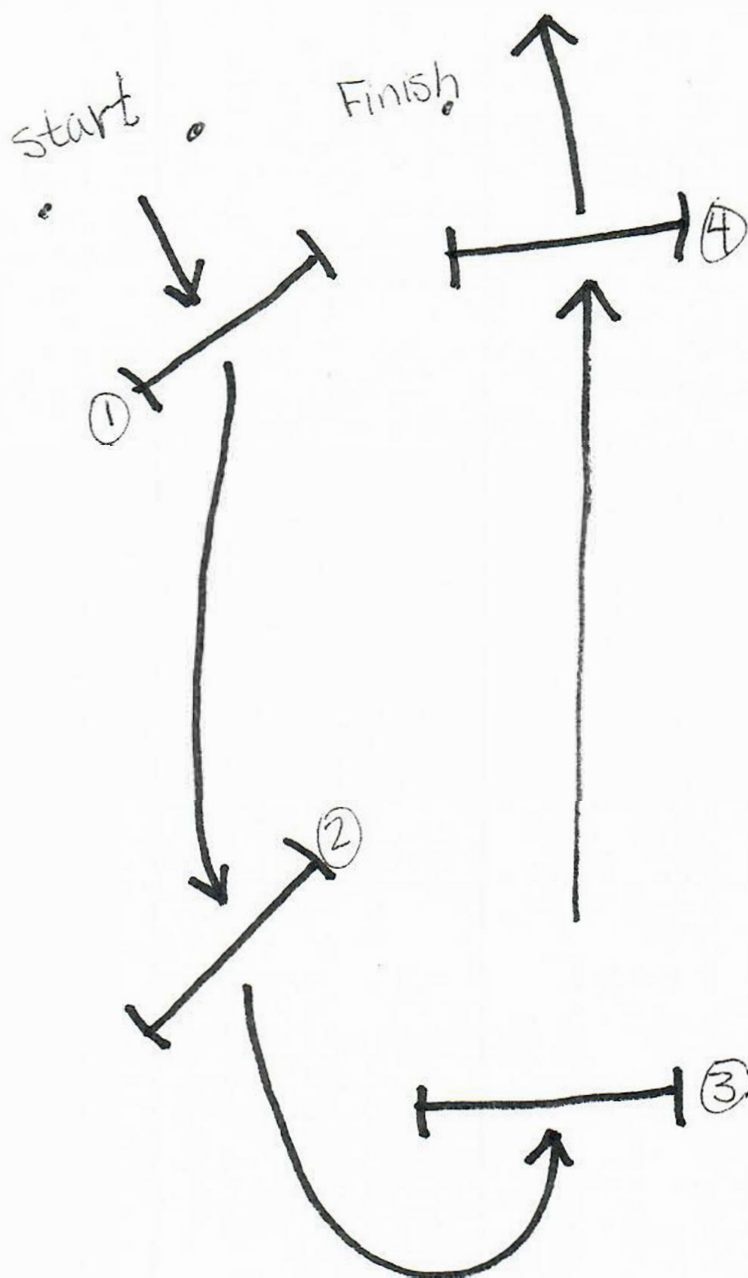


KEY

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

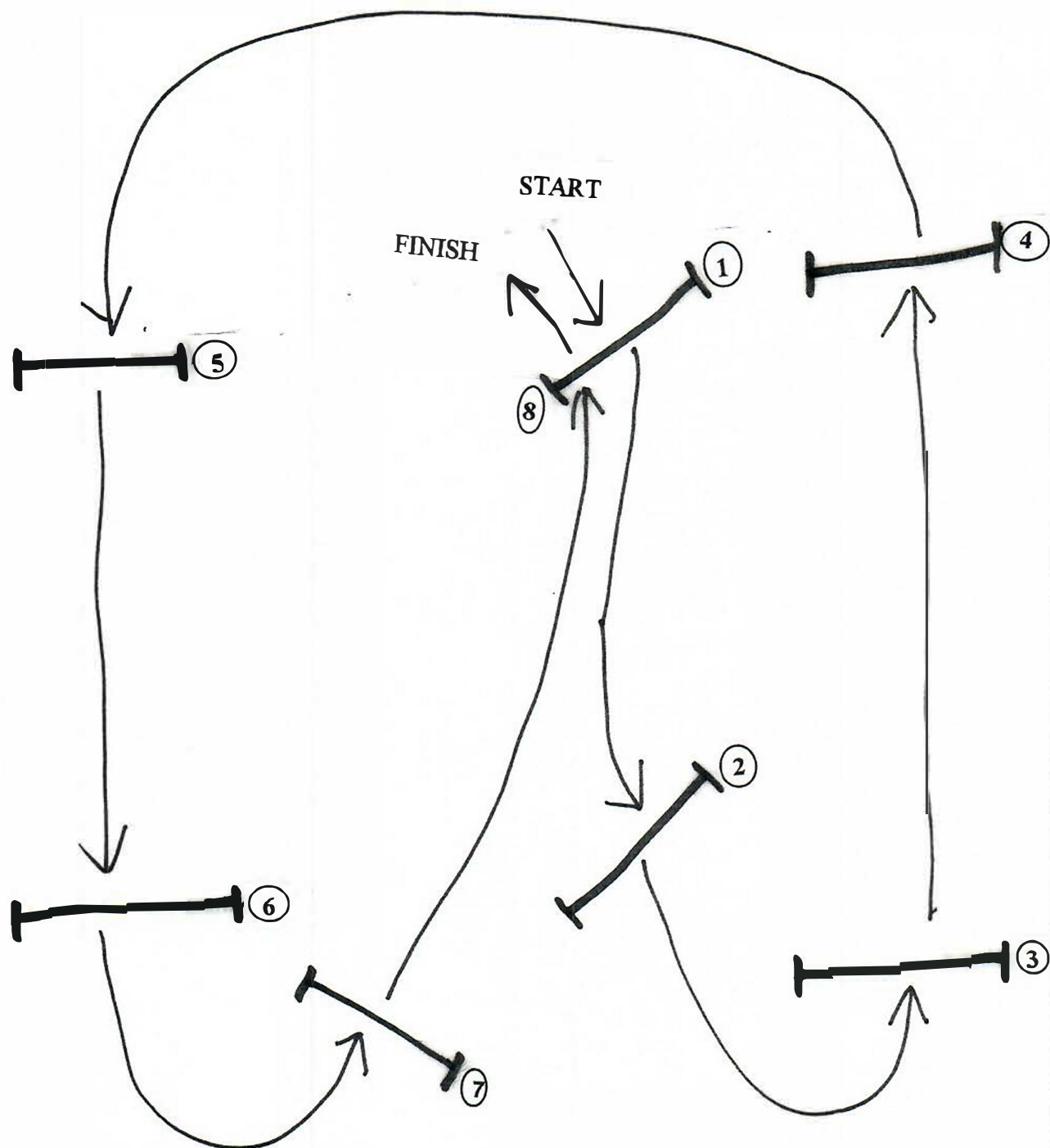
7 & Under & COOL
YOUTH HUNTER

#5



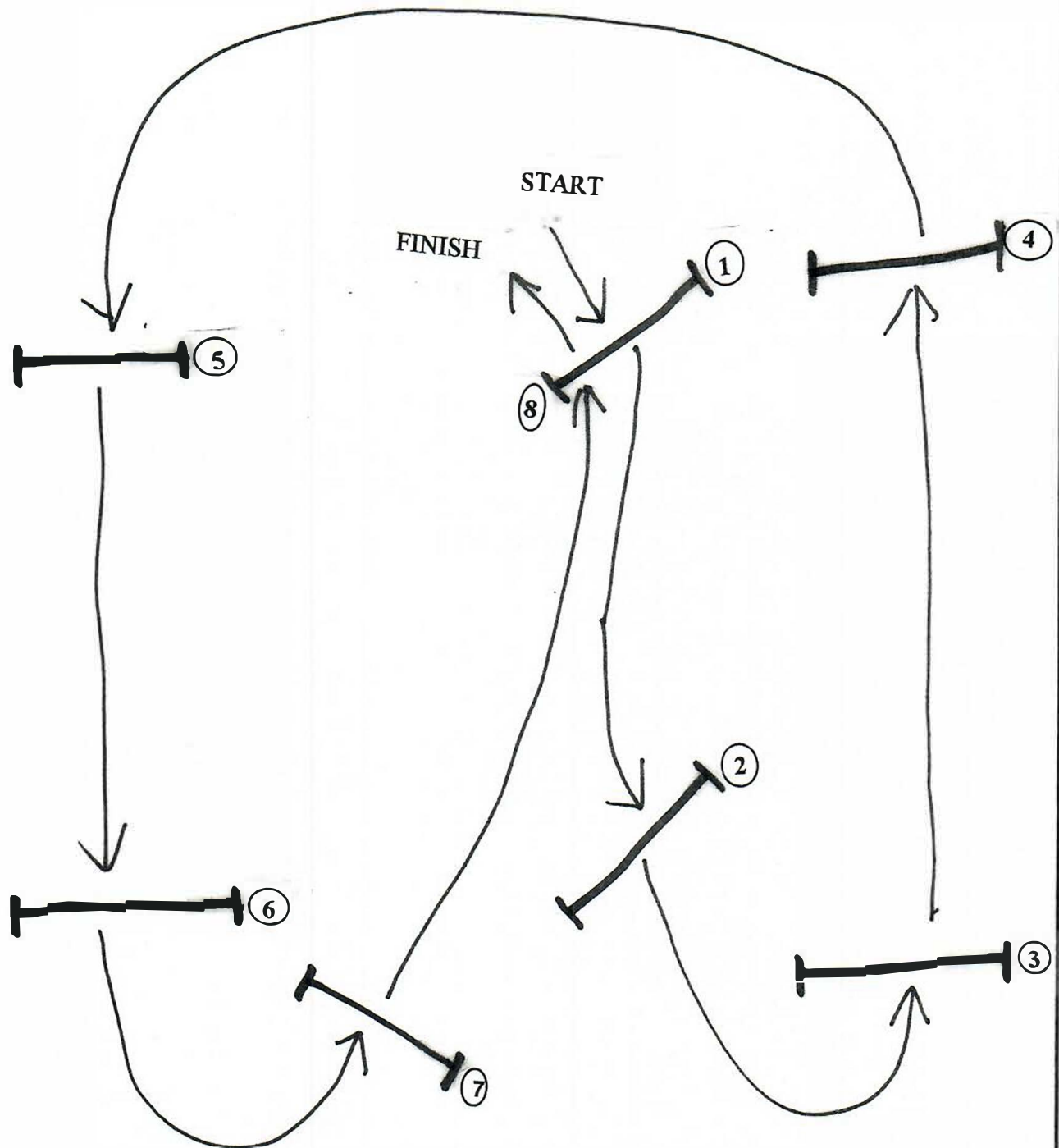
/ 12 & Under
YOUTH HUNTER

#5



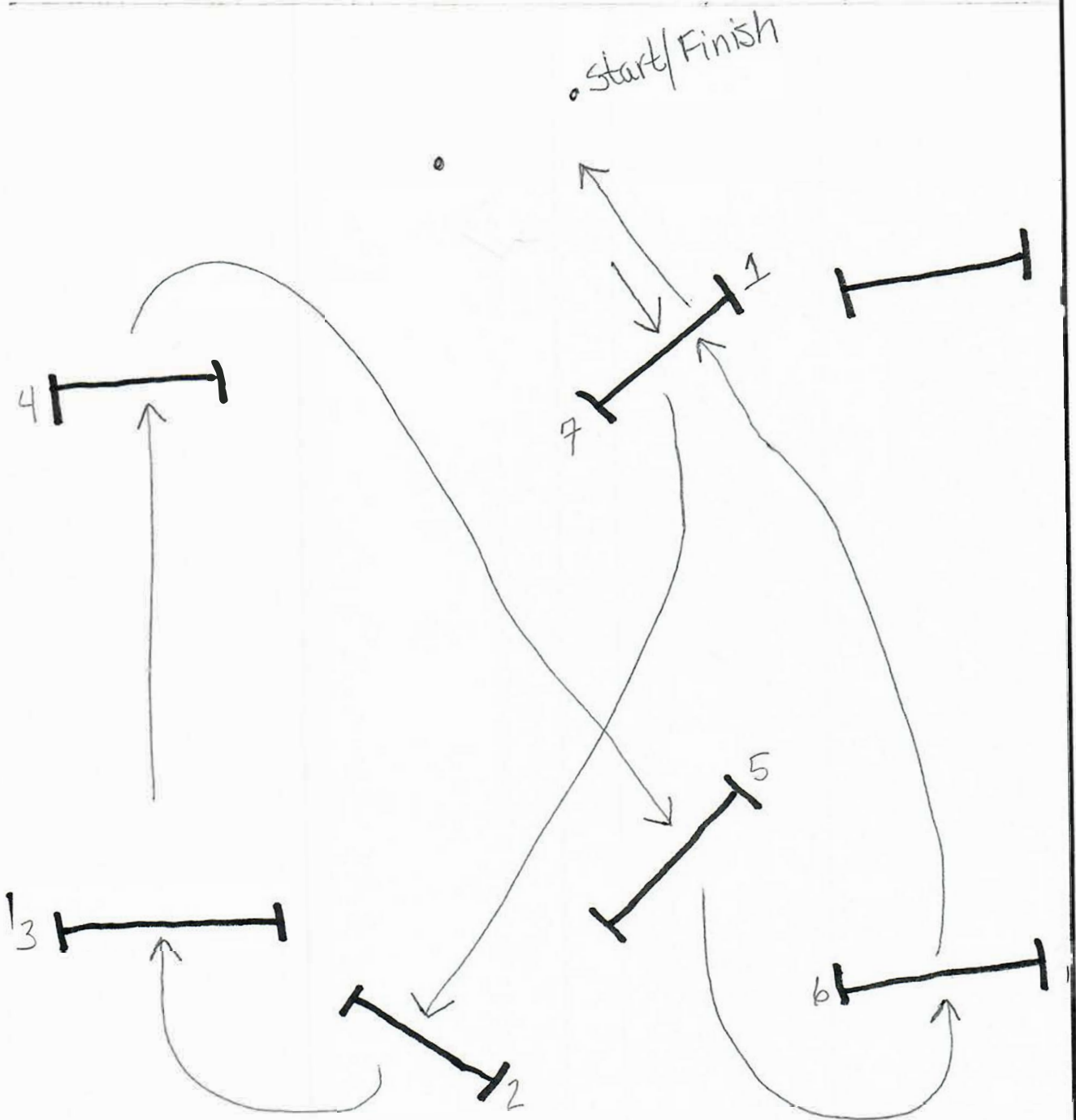
13 & Older, VSE
YOUTH HUNTER

#5



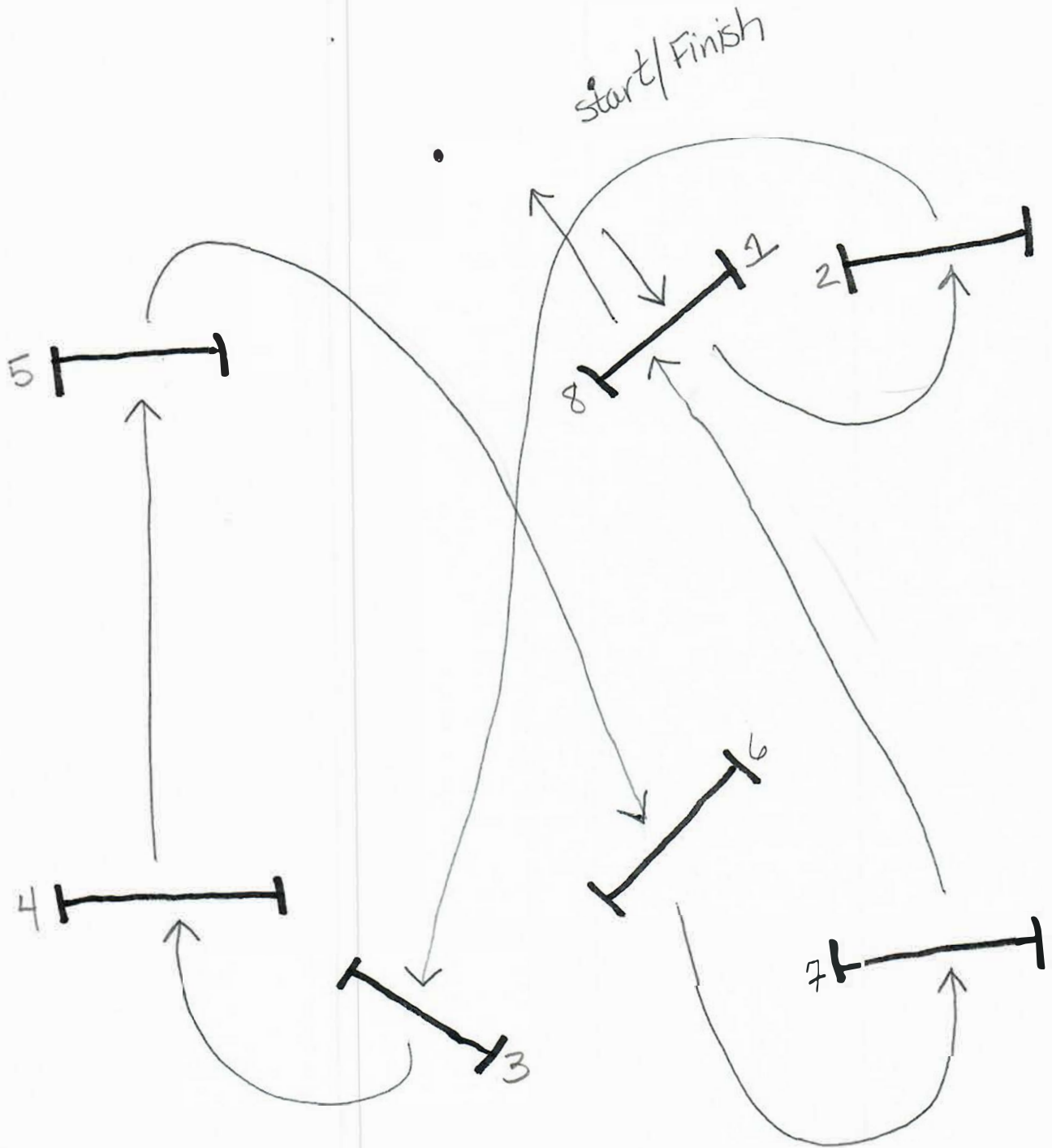
AMATEUR HUNTER

#5



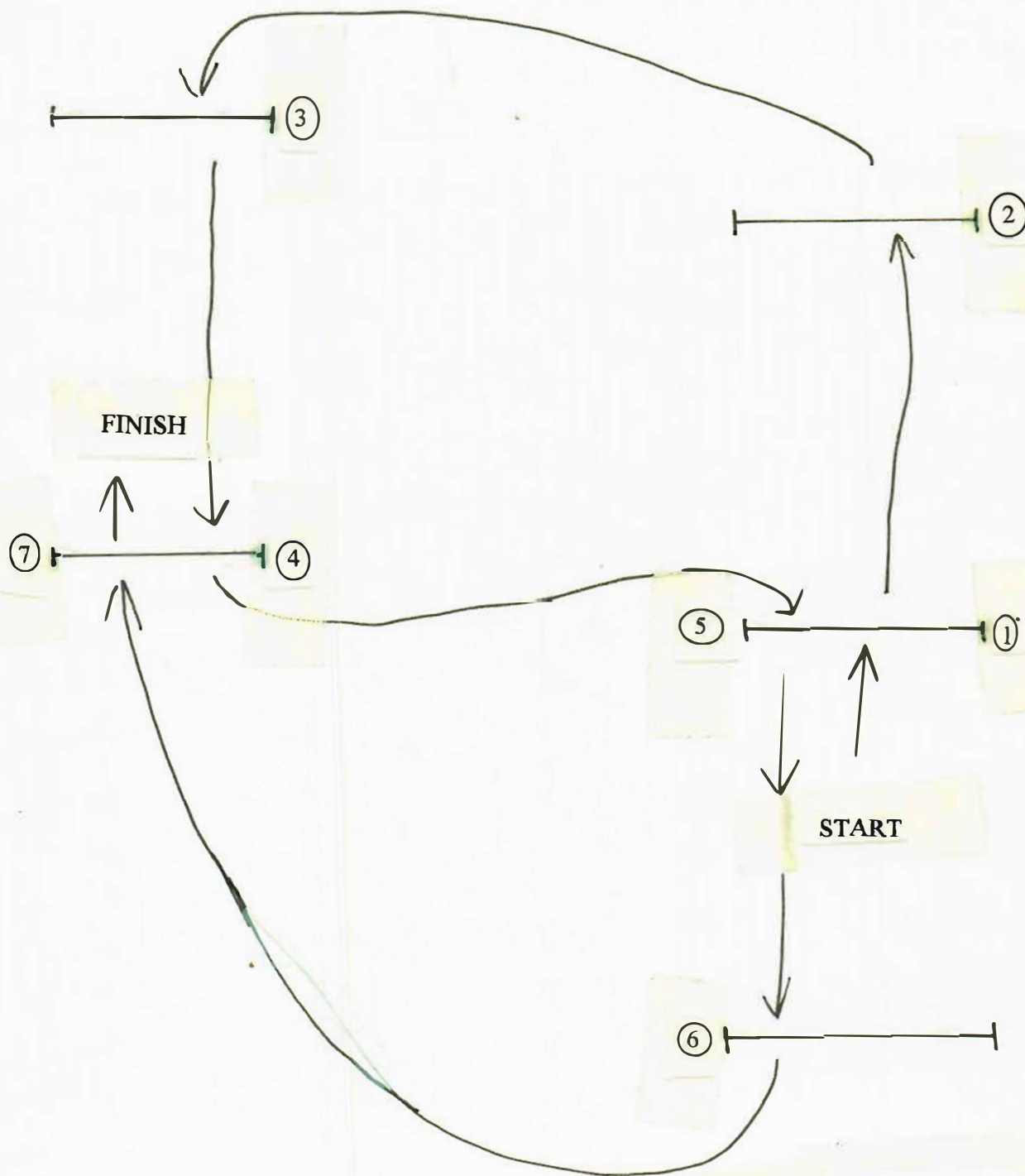
OPEN HUNTER

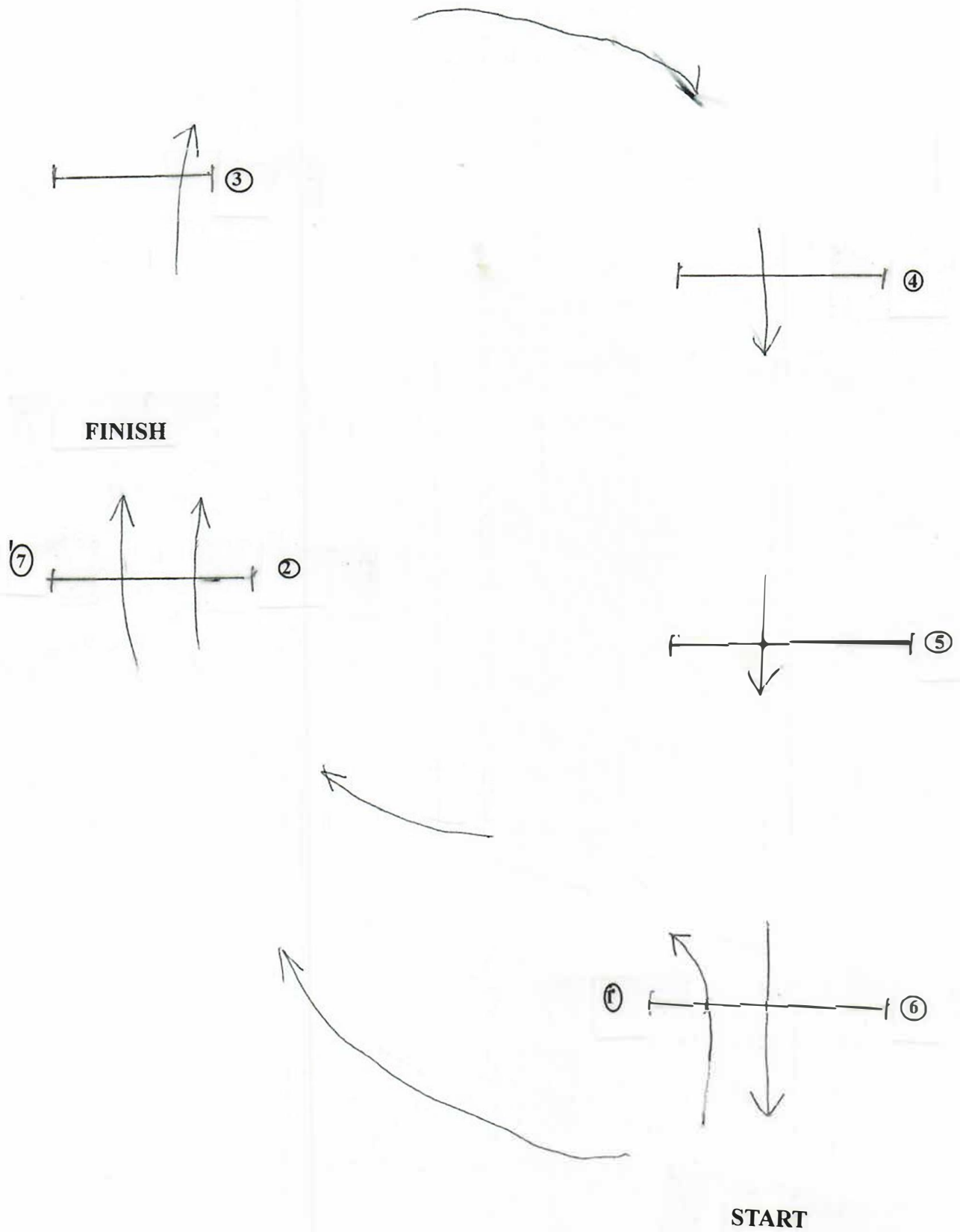
#5



YOUTH & VSE JUMPER

H



AMATEUR JUMPER

OPEN JUMPER

#4

