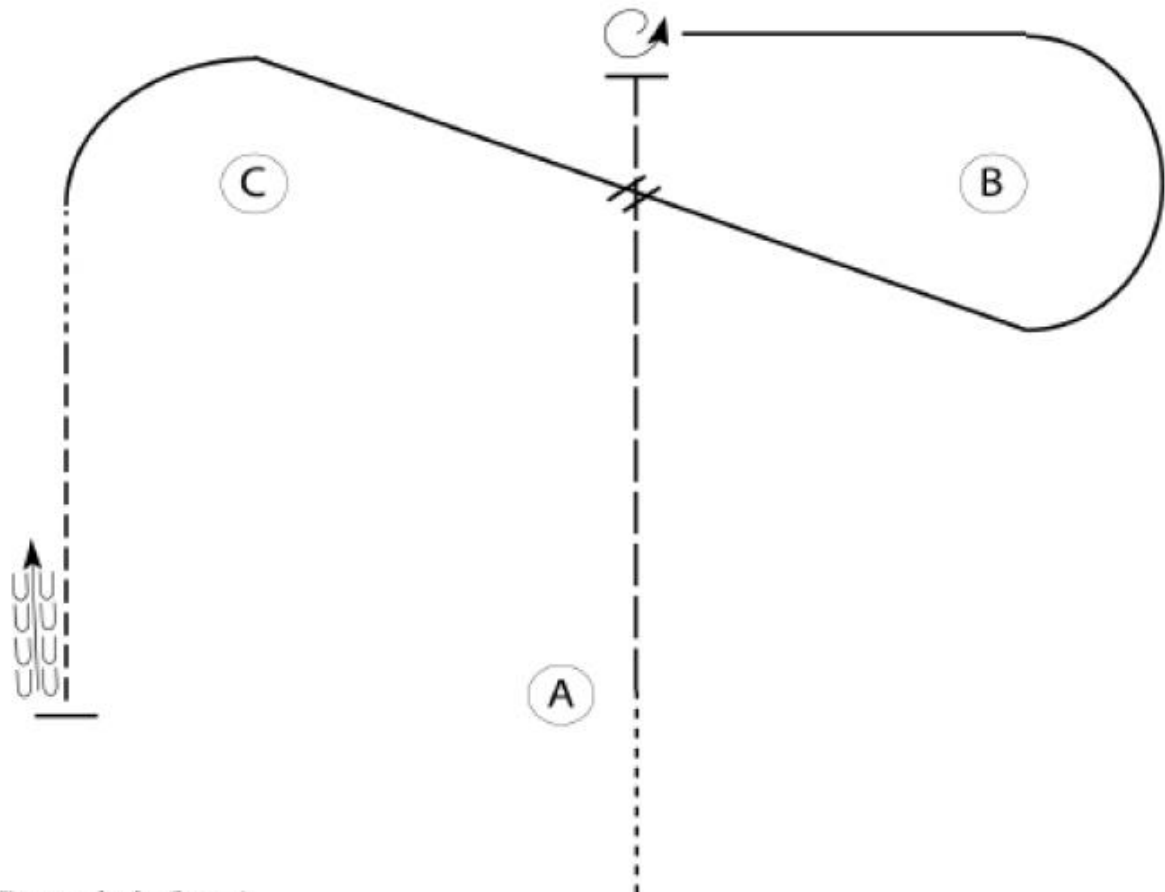
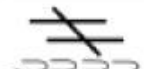



Western Horsemanship L1 Amateur & L1 Youth



Be ready before A.

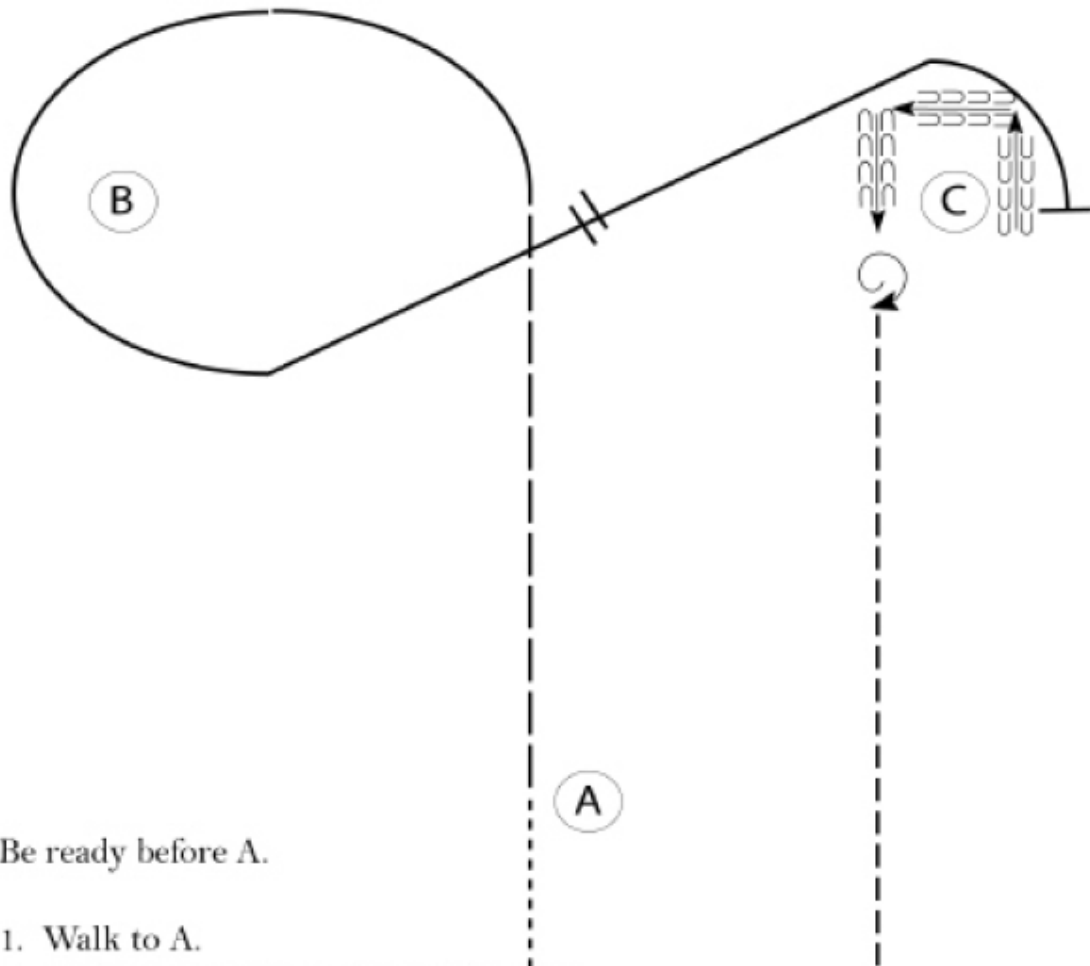
1. Walk to A.
2. Extended jog until just past B and C.
3. Stop and perform a 1 3/4 turn left.
4. Lope on the right lead around B.
5. Change leads halfway to C and lope around C.
6. Break to walk for 2 strides.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	
Back	
Marker	(B)

Follow the instructions of your ring steward.



Western Horsemanship Amateur & Youth



Be ready before A.

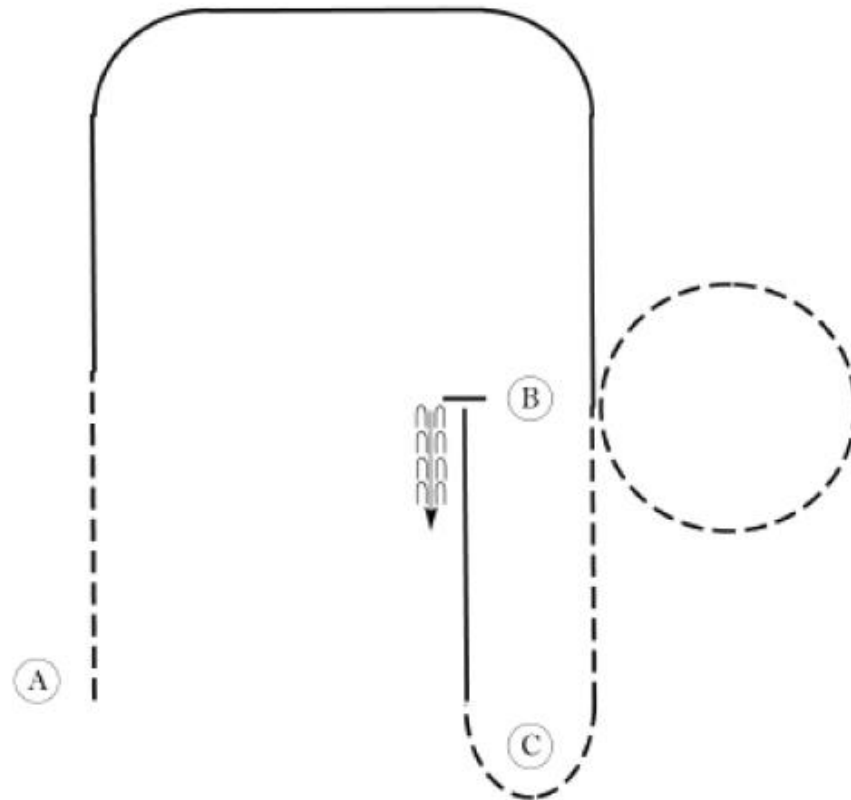
1. Walk to A.
2. Extended jog until between B and C.
3. Lope on the left lead around B and toward C.
4. Change leads halfway to C.
5. Lope on the right lead around C and stop.
6. Back around C.
7. Perform a 1 1/2 turn right.
8. Jog to exit.

Pattern is over once you have passed A

Follow the instructions of your ring steward.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	
Back	
Marker	Ⓚ

Hunt Seat Equitation L1 Amateur & L1 Youth

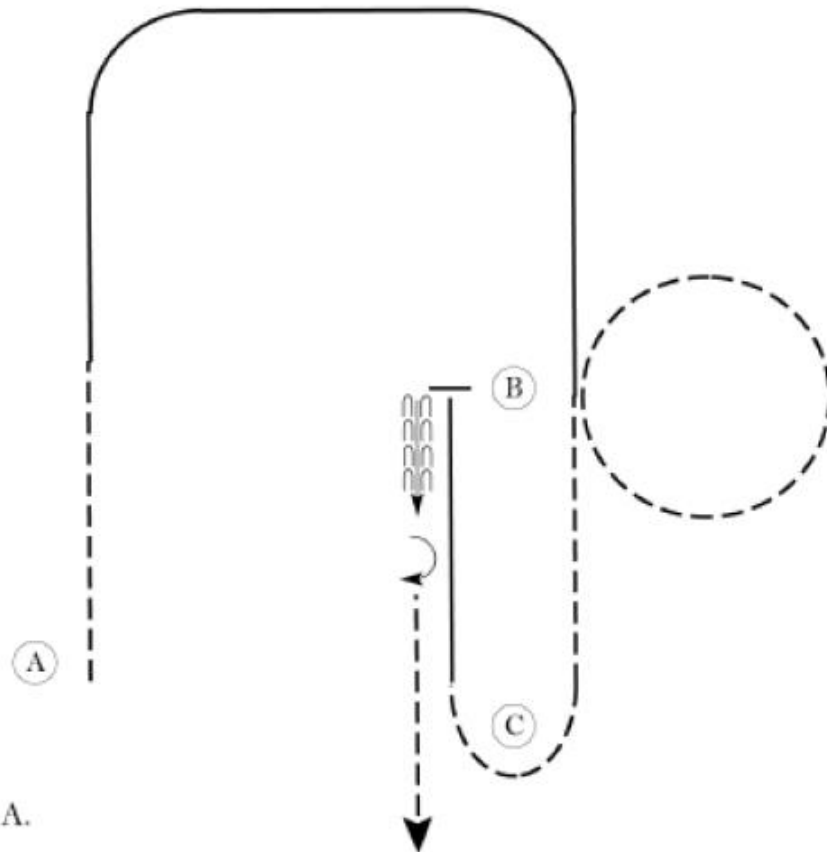


Be ready at A.

1. Trot on the left diagonal.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Sitting trot to and around C.
5. Canter left lead to B.
6. Stop and back.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	—/—
Back	←←←←
Marker	(B)
Sidepass	←←←←
Hand Gallop	-----

Hunt Seat Equitation Amateur & Youth

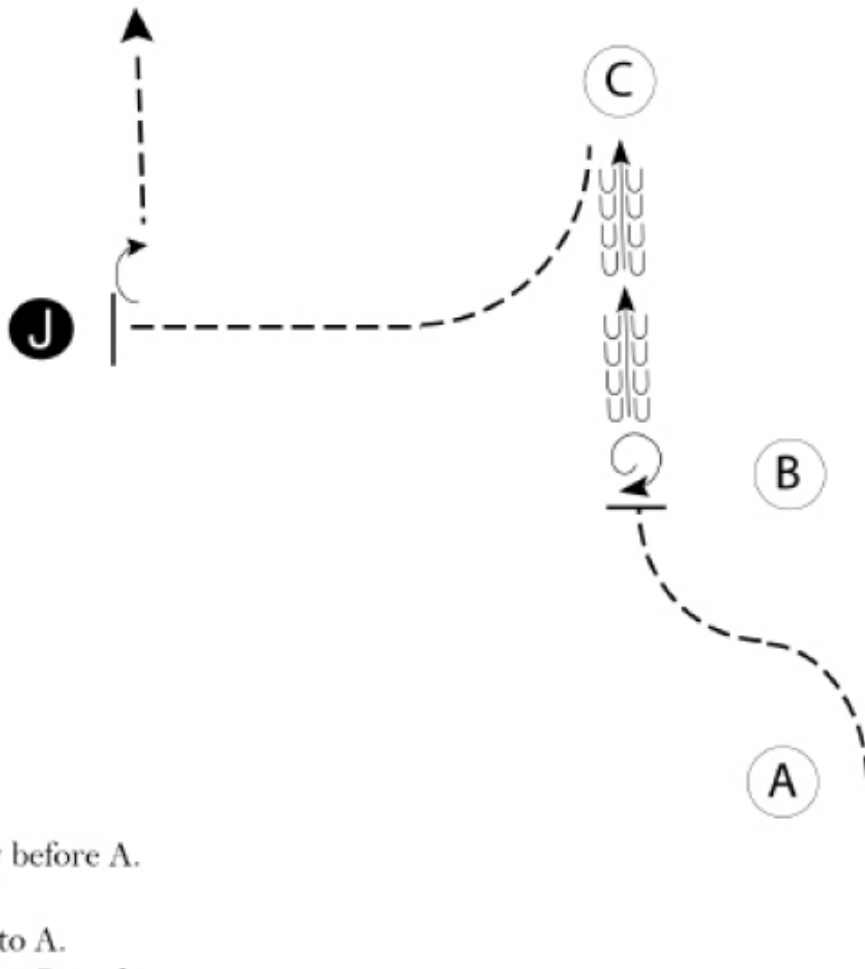


Be ready at A.

1. Trot on the left diagonal until even with B.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Change diagonals and trot to and around C.
5. Canter left lead to B.
6. Stop and back approximately one horse length.
7. Perform a 180 degree turn to the right on the hindquarters and trot to exit.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	⊙ B
Sidepass	←←←←←
Hand Gallop	———

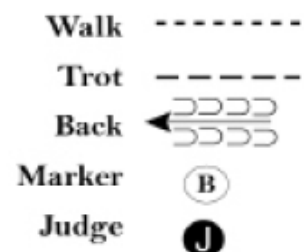
Showmanship at Halter L1 Amateur & L1 Youth



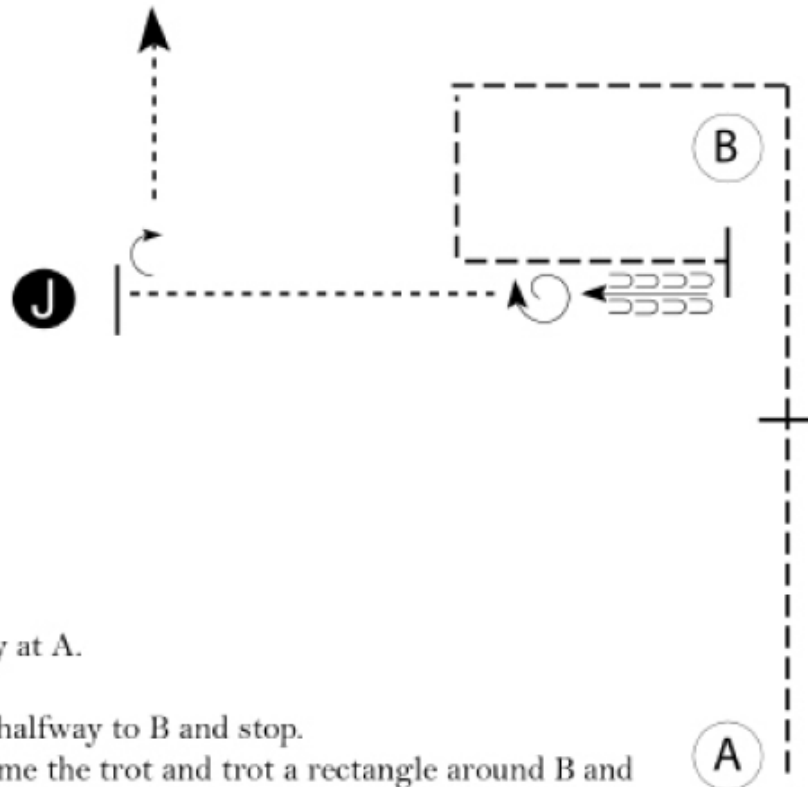
Be ready before A.

1. Walk to A.
2. Trot to B as shown.
3. Stop at B and perform a 1 1/2 turn.
4. Back to C.
5. Trot to Judge.
6. Perform a 1/4 turn and set up for inspection.
7. When dismissed, exit at a trot.

Follow the instructions of your ring steward.



Showmanship at Halter Amateur & Youth



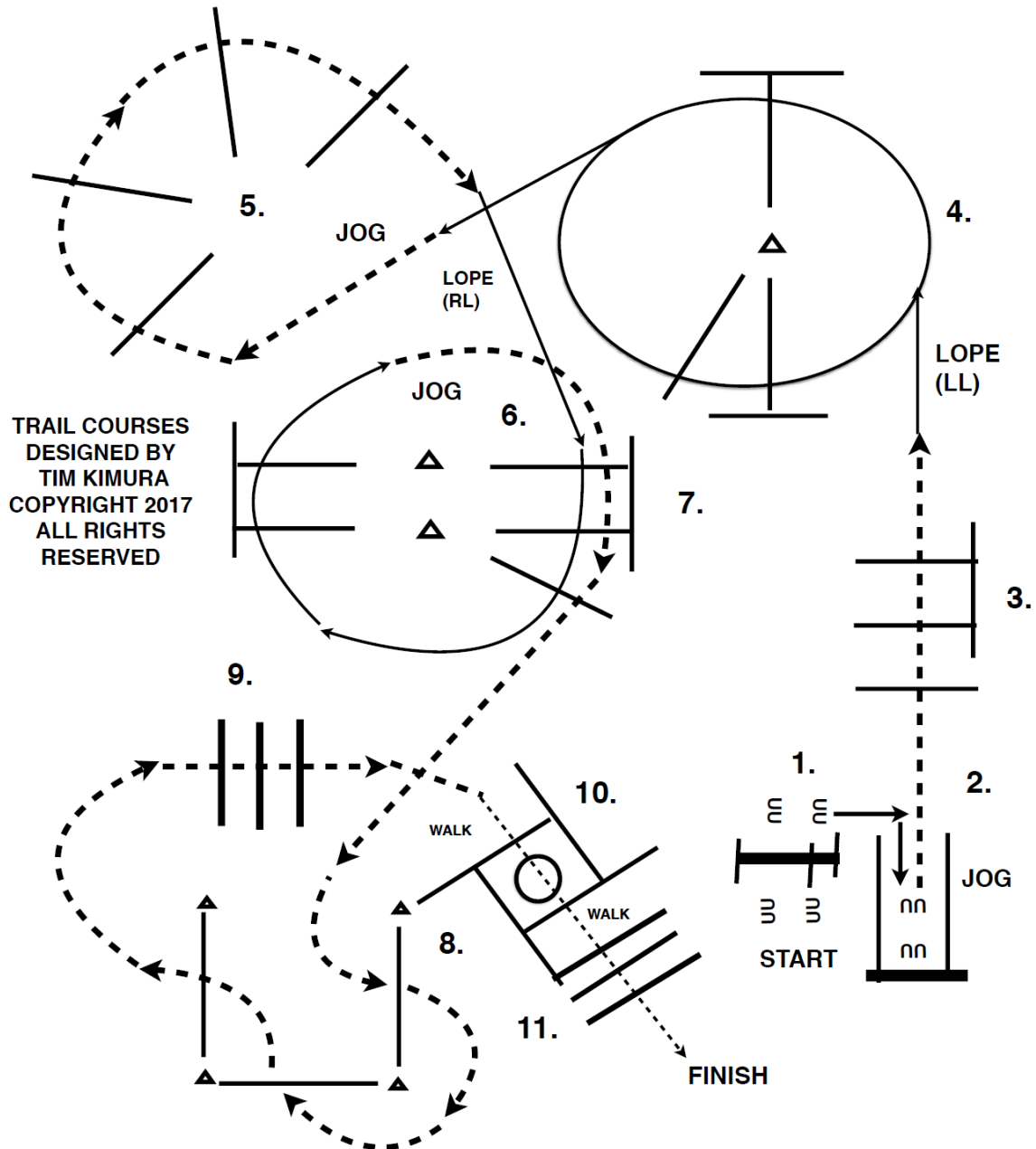
Be ready at A.

1. Trot halfway to B and stop.
2. Resume the trot and trot a rectangle around B and stop even with B.
3. Back approximately one horse length and perform a 540 degree turn.
4. Walk to Judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and walk to exit.

Pattern is over once you have walked more than one horse length away from Judge.

Walk
Trot	-----
Back	←=====
Marker	ⓑ
Judge	ⓐ

L1 YOUTH AND L1 AMATEUR TRAIL LEVEL 1 GREEN TRAIL

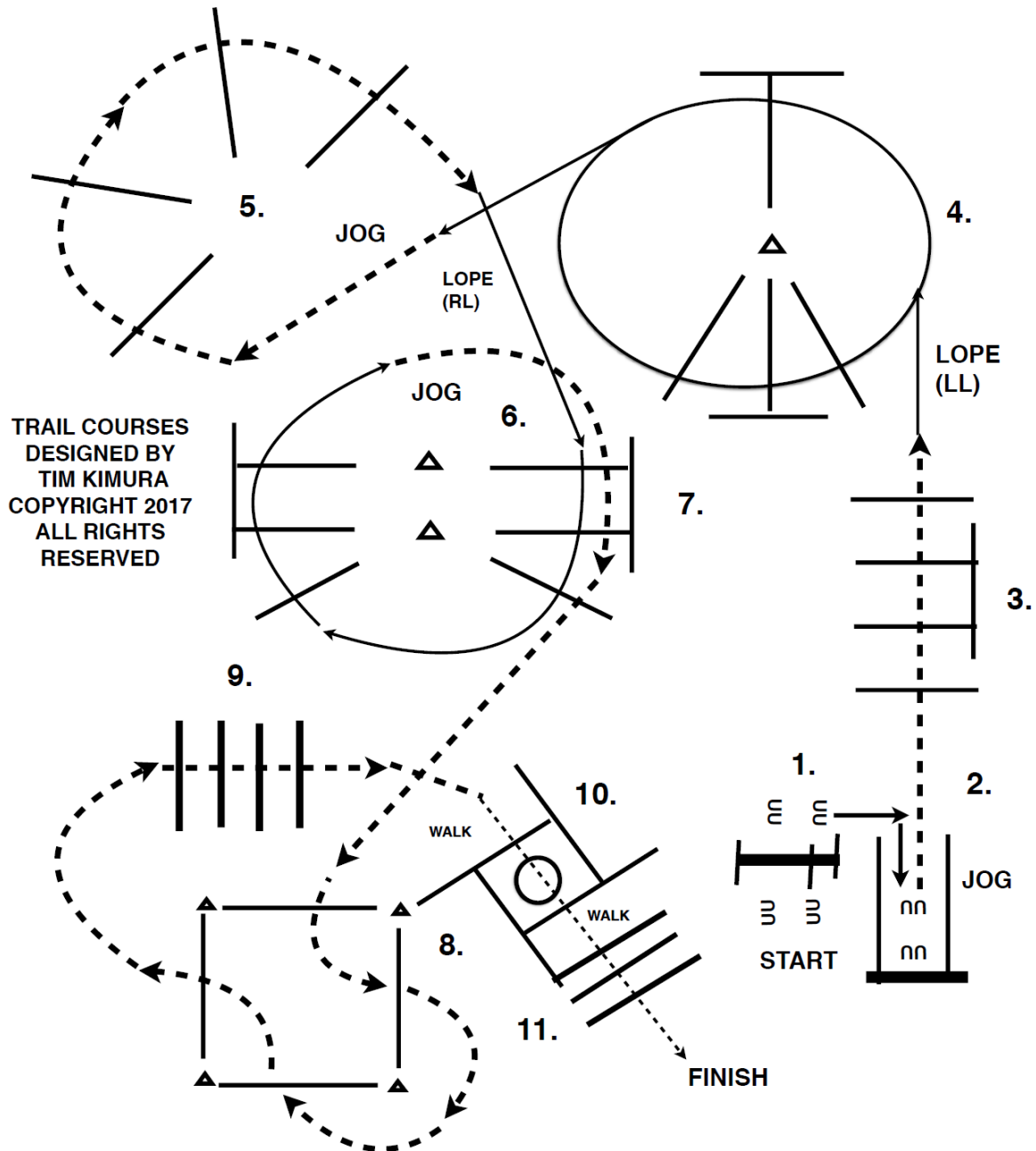


1. GATE: LH OPEN WALK OVER POLE
CLOSE GATE.
2. BACK THRU POLES AND
BACK AROUND CORNER.
3. JOG OUT CHUTE, JOG OVER POLES.
4. LOPE OVER POLES (LL)
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RL).

7. BREAK TO JOG, JOG OVER POLES.
8. JOG AROUND CONES,
JOG OVER POLES.
9. JOG OVER POLES.
10. STOP OR BREAK TO THE WALK
WALK INTO BOX, EXECUTE A 360 TURN
IN EITHER DIRECTION, WALK OUT BOX.
11. WALK OVER POLES.



OPEN ALL AGES



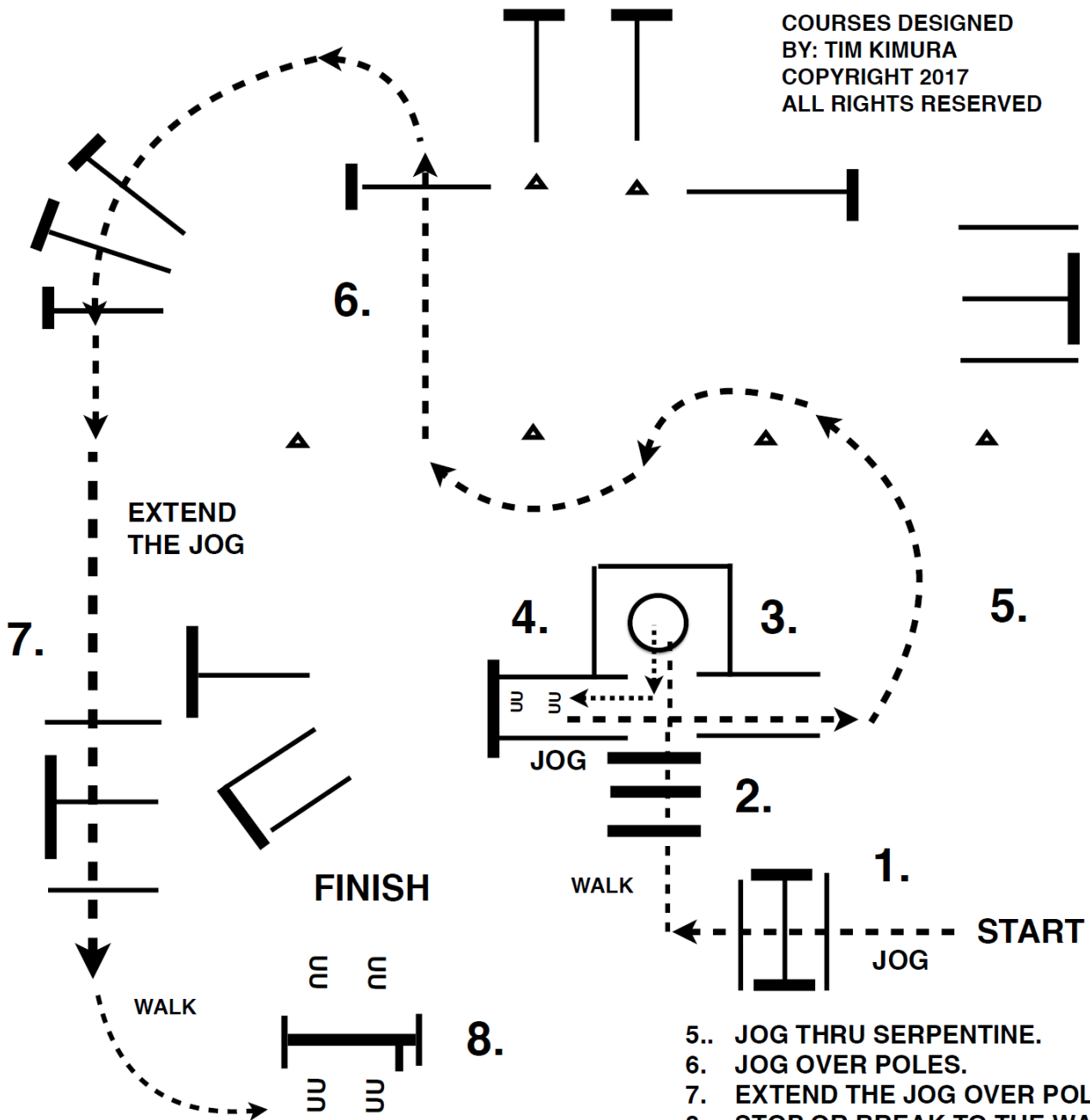
1. GATE: LH OPEN WALK OVER POLE CLOSE GATE.
2. BACK THRU POLES AND BACK AROUND CORNER.
3. JOG OUT CHUTE, JOG OVER POLES.
4. LOPE OVER POLES (LL)
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RL).

7. BREAK TO JOG, JOG OVER POLES.
8. JOG AROUND CONES, JOG OVER POLES.
9. JOG OVER POLES.
10. STOP OR BREAK TO THE WALK WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, WALK OUT BOX.
11. WALK OVER POLES.



ALL IN HAND TRAIL CLASSES

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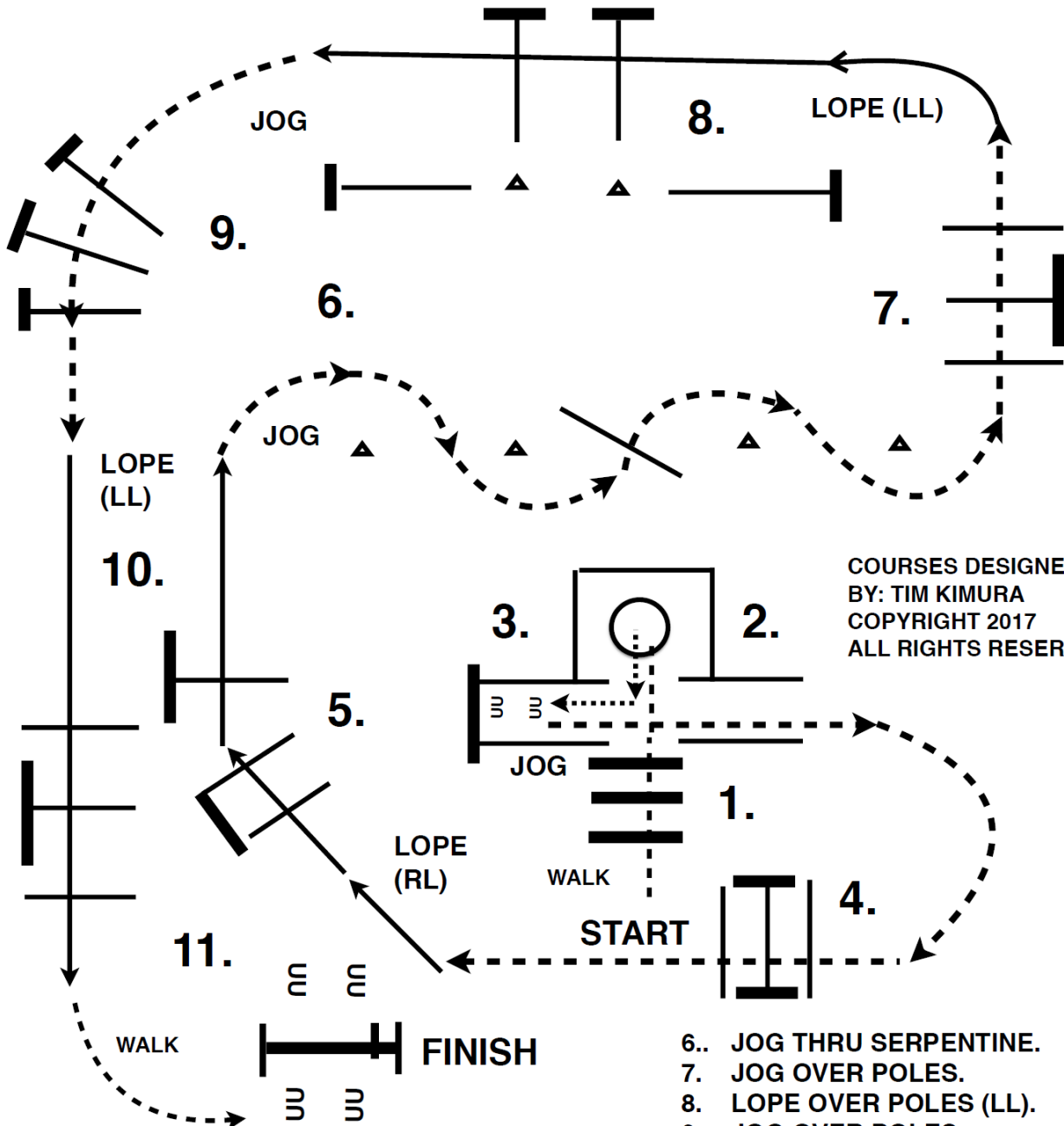


1. JOG OVER POLES. BREAK TO THE WALK
2. WALK OVER POLES AND INTO BOX.
3. EXECUTE A 360 TURN EITHER WAY
4. BACK OUT AROUND CORNER
JOG OUT CHUTE

- 5.. JOG THRU SERPENTINE.
6. JOG OVER POLES.
7. EXTEND THE JOG OVER POLES.
8. STOP OR BREAK TO THE WALK
WALK UP TO GATE.
GRAB ROPE OPEN GATE
RIDE THRU GATE, TURN AND
CLOSE GATE.



BRIDLELESS TRAIL



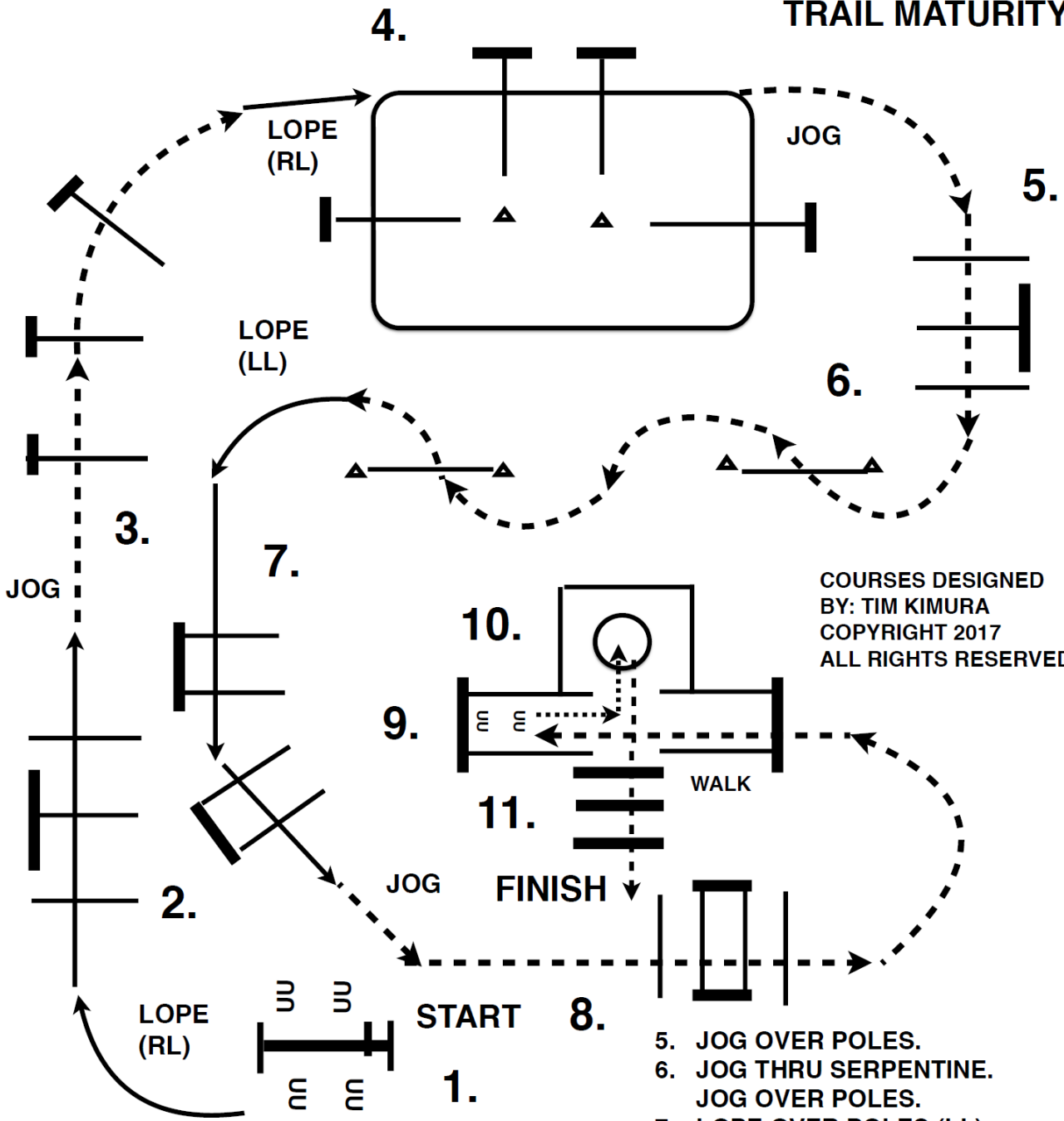
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1. WALK OVER POLES AND INTO BOX.
2. EXECUTE A 360 TURN EITHER WAY
3. BACK OUT AROUND CORNER
4. JOG OUT CHUTE, JOG OVER POLES.
5. LOPE OVER POLES (RL)

- 6.. JOG THRU SERPENTINE.
7. JOG OVER POLES.
8. LOPE OVER POLES (LL).
9. JOG OVER POLES.
10. LOPE OVER POLES (LL).
11. STOP OR BREAK TO THE WALK
WALK UP TO GATE.
GRAB ROPE OPEN GATE
RIDE THRU GATE, TURN AND
CLOSE GATE.

TY

AMATEUR TRAIL
TRAIL MATURITY



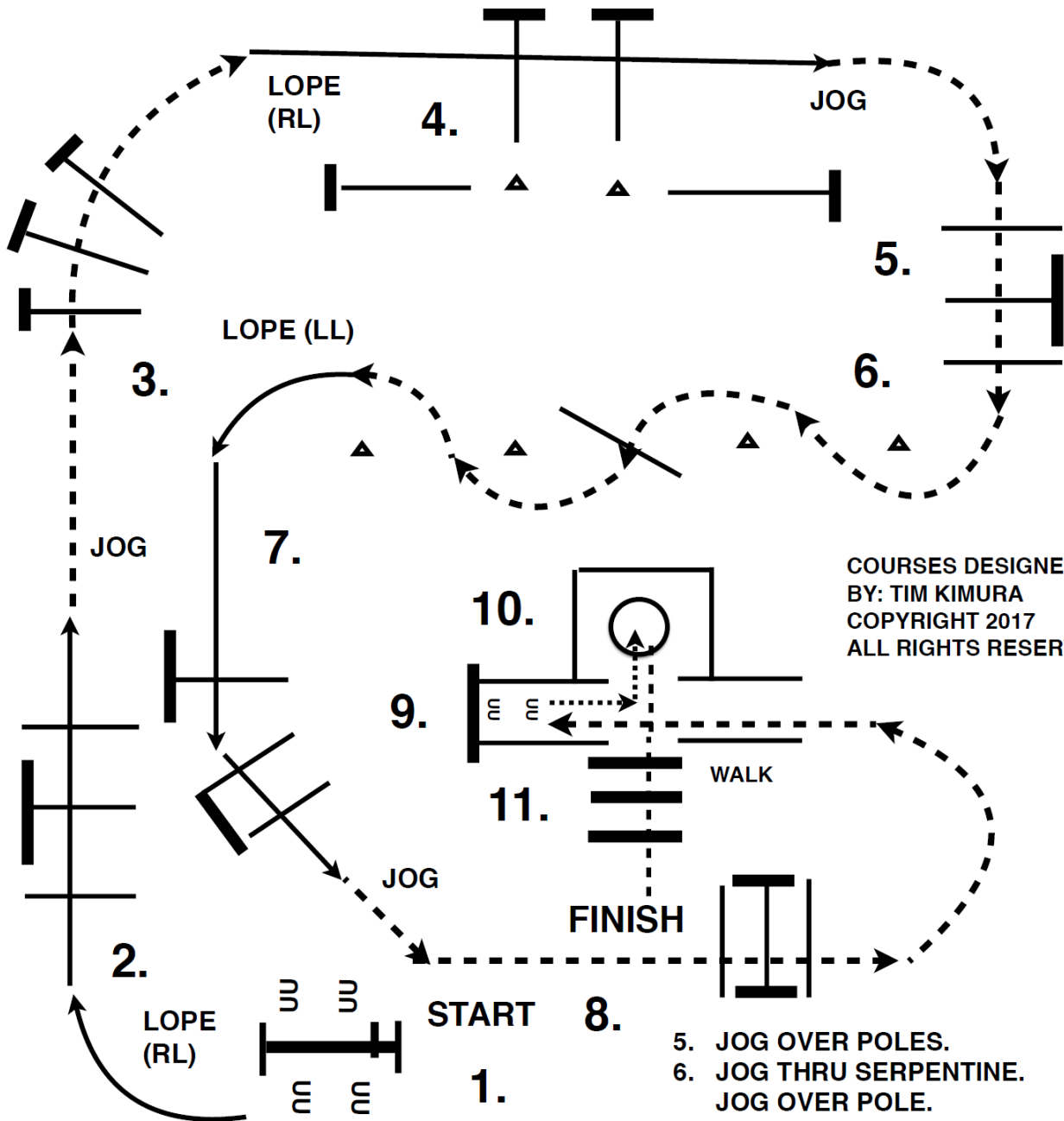
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1. GATE: RH OPEN, WALK OVER POLE
CLOSE GATE.
2. LOPE OVER POLES (RL)
3. JOG OVER POLES
4. LOPE OVER POLES (RL)

5. JOG OVER POLES.
6. JOG THRU SERPENTINE.
JOG OVER POLES.
7. LOPE OVER POLES (LL).
8. JOG OVER POLES.
9. JOG INTO CHUTE, BACK AROUND
CORNER AND INTO BOX.
10. EXECUTE A 360 TURN IN EITHER
DIRECTION, WALK OUT BOX.
11. WALK OVER POLES.



YOUTH TRAIL TRAIL FUTURITY



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1. GATE: RH OPEN, WALK OVER POLE
CLOSE GATE.
2. LOPE OVER POLES (RL)
3. JOG OVER POLES
4. LOPE OVER POLES (RL)

5. JOG OVER POLES.
6. JOG THRU SERPENTINE.
JOG OVER POLE.
7. LOPE OVER POLES (LL).
8. JOG OVER POLES.
9. JOG INTO CHUTE, BACK AROUND
CORNER AND INTO BOX.
10. EXECUTE A 360 TURN IN EITHER
DIRECTION, WALK OUT BOX.
11. WALK OVER POLES.



Reining:

L1 Open (Green), L1 (Novice) Amateur & L1 (Novice) Youth = #11

Open & Maturity = #9

Amateur, Youth & Futurity = #4

Ranch Riding:

L1 (Novice) Amateur & L1 (Novice) Youth = #1

Open & Maturity = #2

Amateur, Youth & Futurity = #4

Western Riding:

L1 Open (Green), L1 (Novice) Amateur & L1 (Novice) Youth = # Green 3

Open & Maturity = #3

Amateur, Youth & Futurity = #4