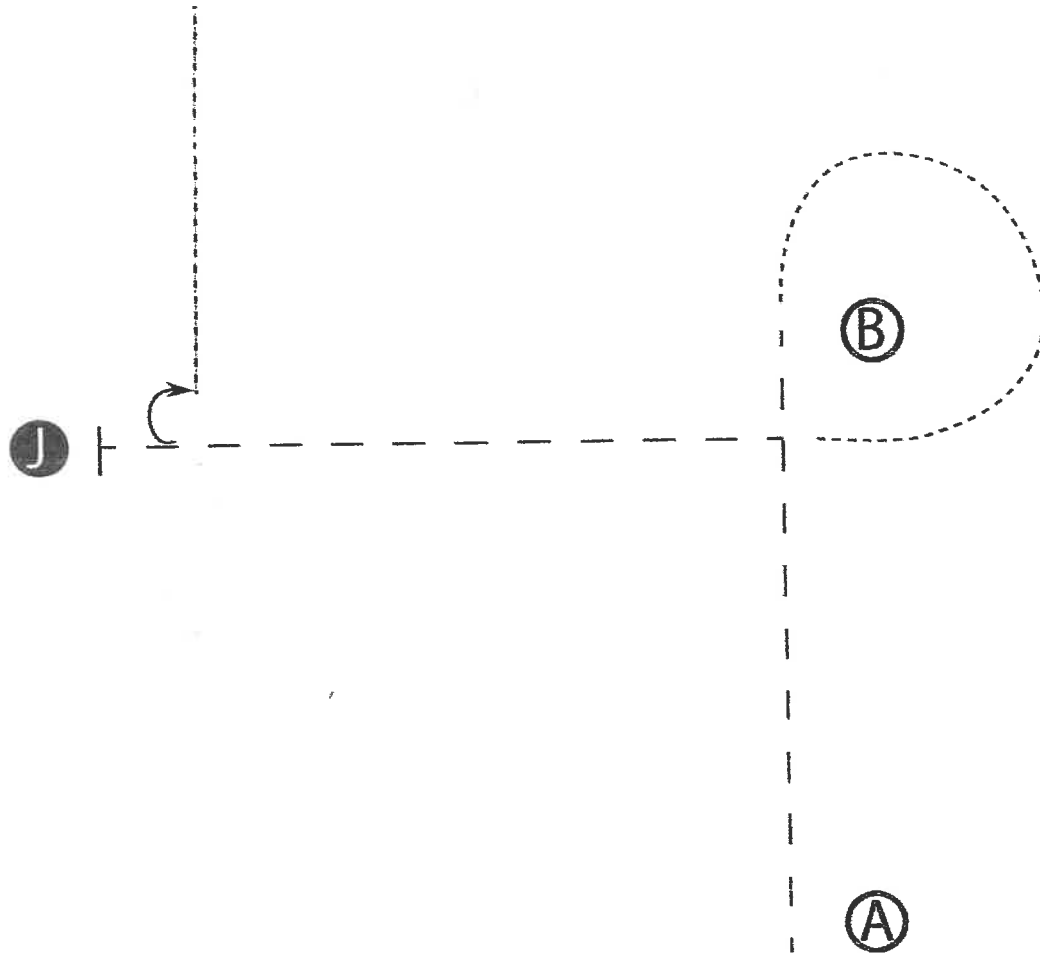


#1: Walk - Trot - Jog Showmanship

#a: Beginner Showmanship

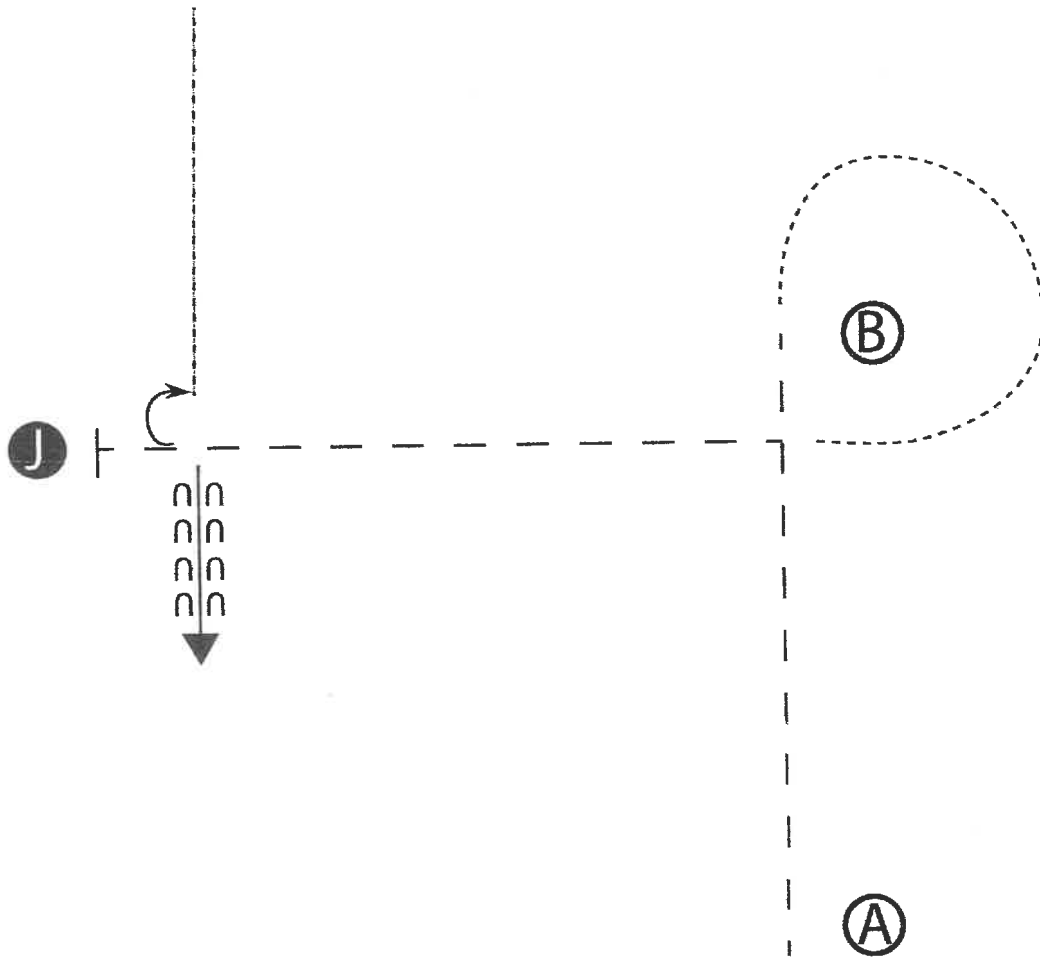


Be ready at A.

1. Trot from A to B.
2. Walk around B.
3. Trot straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn.
6. Walk to line up

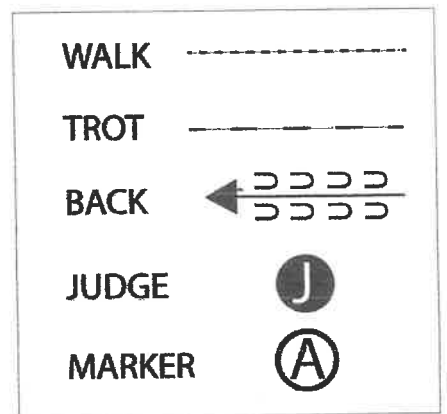
WALK	-----
TROT	-----
BACK	← ≡ ≡ ≡ ≡ ≡
JUDGE	ⓐ
MARKER	ⓑ

#3: Youth Showmanship



Be ready at A.

1. Trot from A to B.
2. Walk around B.
3. Trot straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn.
6. Back 4-5 steps.
7. Walk to lineup.



#12 Walk Trot Equitation Over Groundpoles

1

3

a/4

In Gate

#13 Walk Trot Hunter Over Groundpoles

2/4

3

1

In Gate

#16 Beginner Equitation Over X-Rails

#20 Youth Equitation Over Fences

2

3

1

4

In Gate

#17 Beginner Hunter Over X-Rails

#21 Youth Hunter Over Fences

3

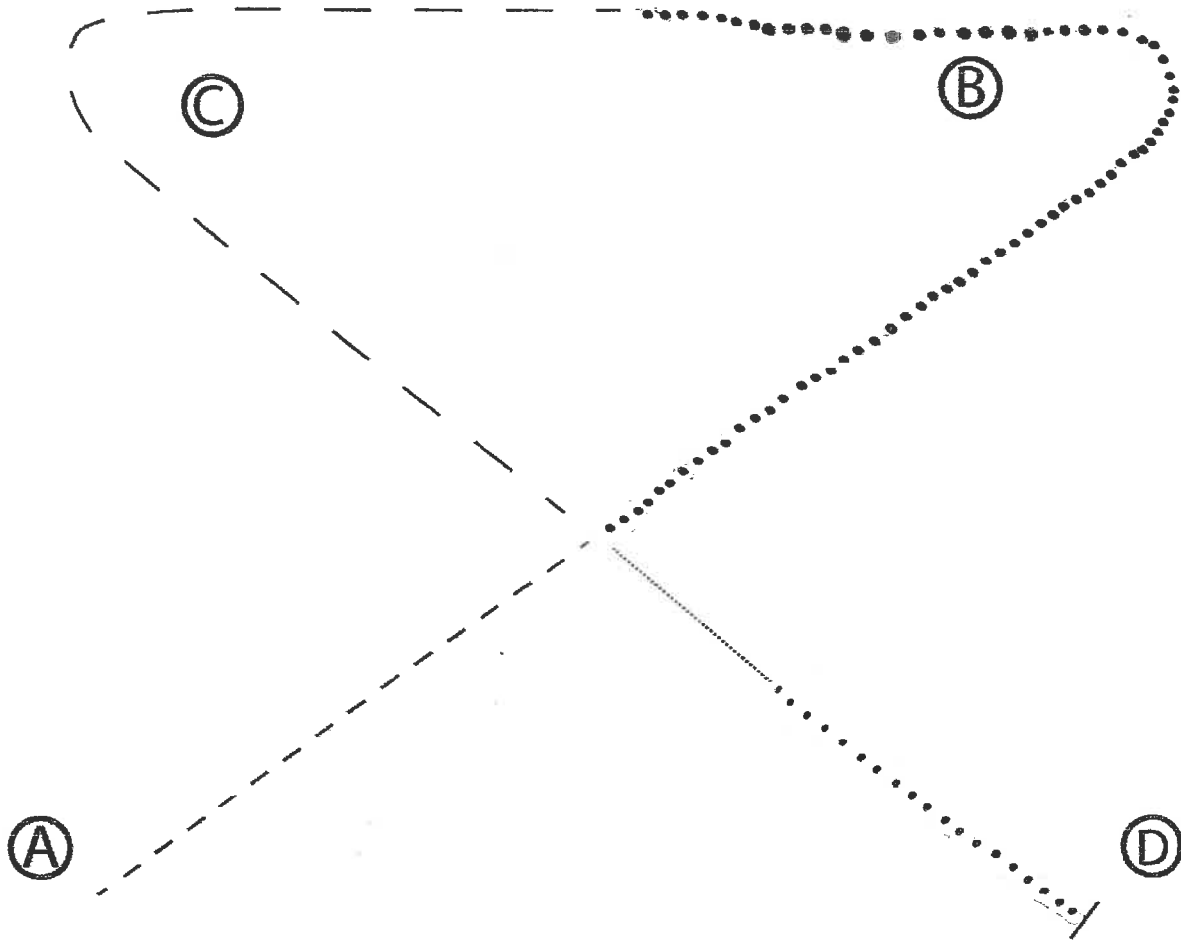
2

4

1

In Gate

22: walk Jog Horsemanship

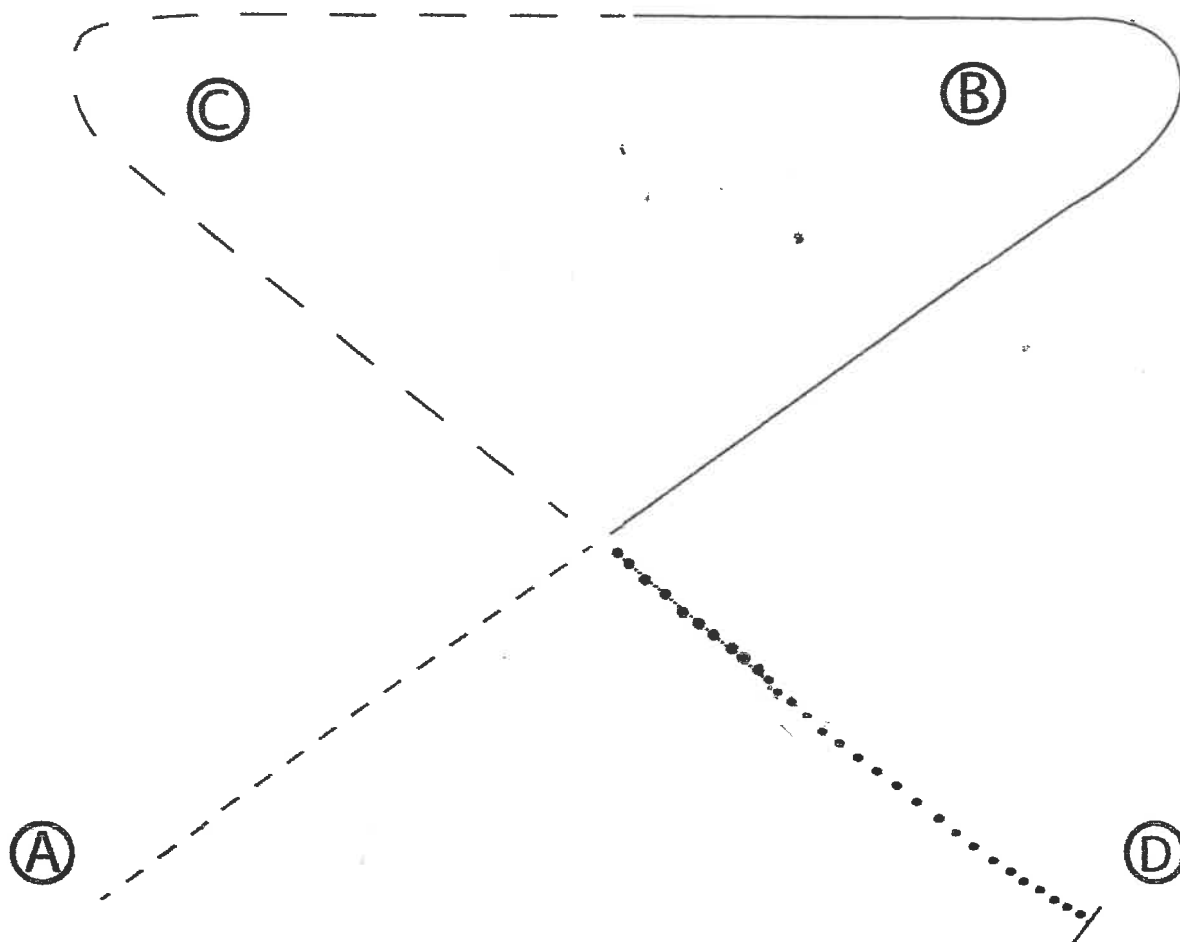


Begin at A.

1. Jog halfway to B.
2. walk around B and halfway to C.
3. Extended jog around C and halfway to D.
4. Transition to walk and halt at D.

WALK
JOG	-----
EXTEND JOG	- - - - -
LOPE	—————
BACK	← <u> </u> <u> </u>
MARKER	Ⓐ

#26: Beginner Horsemanship

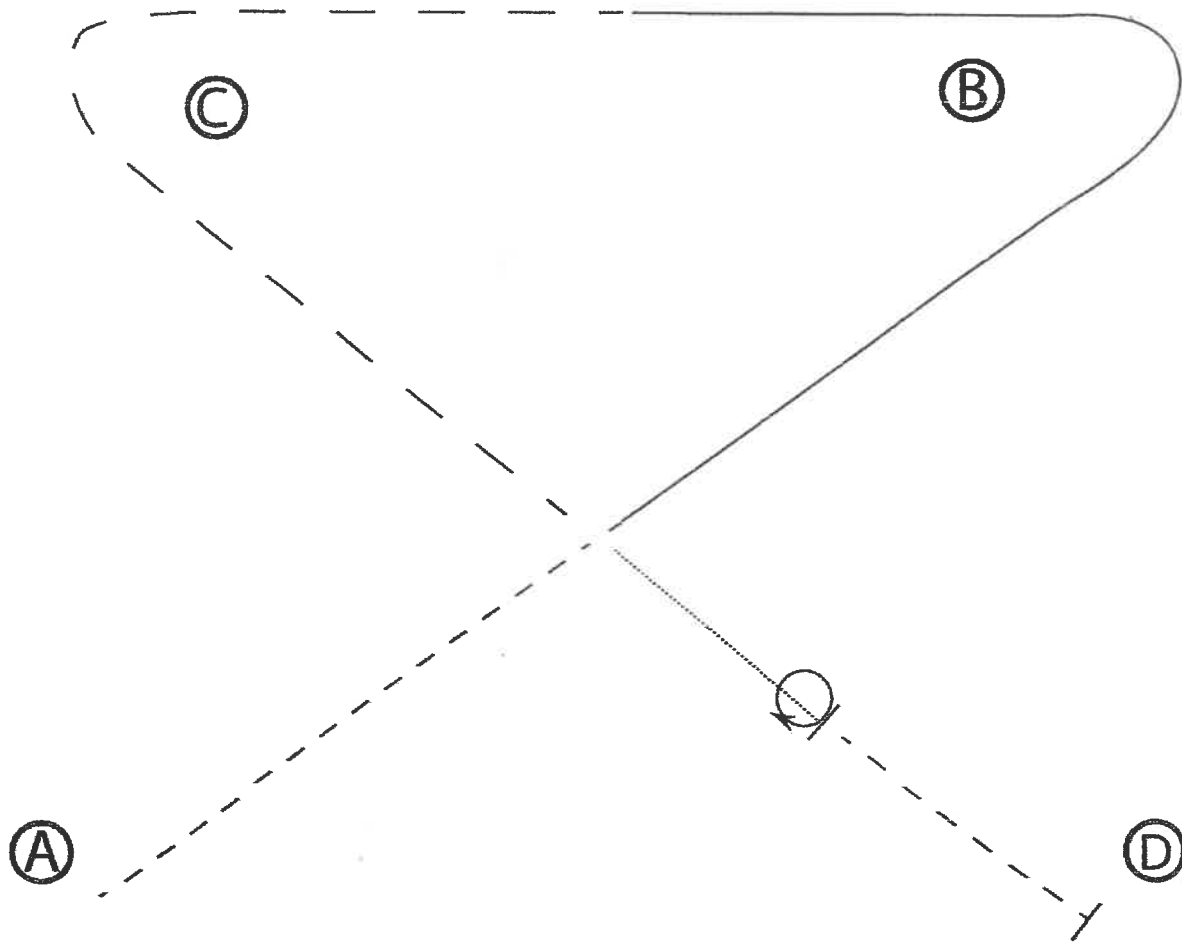


Begin at A.

1. Jog halfway to B.
2. Lope left lead around B and halfway to C.
3. Extended jog around C and halfway to D.
4. Transition to walk and halt at D.


WALK	—————
JOG	- - - - -
EXTEND JOG	- — - - -
LOPE	—————
BACK	← $\begin{array}{c} \text{D} \text{D} \text{D} \text{D} \\ \text{D} \text{D} \text{D} \text{D} \end{array}$
MARKER	Ⓐ

#30: Youth Horsemanship



Begin at A.

1. Jog halfway to B.
2. Lope left lead around B and halfway to C.
3. Extended jog around C and halfway to D.
4. Transition to walk and halt before D.
5. Turn 360 degrees to the right.
6. Jog to D and halt.

WALK
JOG	-----
EXTEND JOG	- - - - -
LOPE	—————
BACK	← 
MARKER	