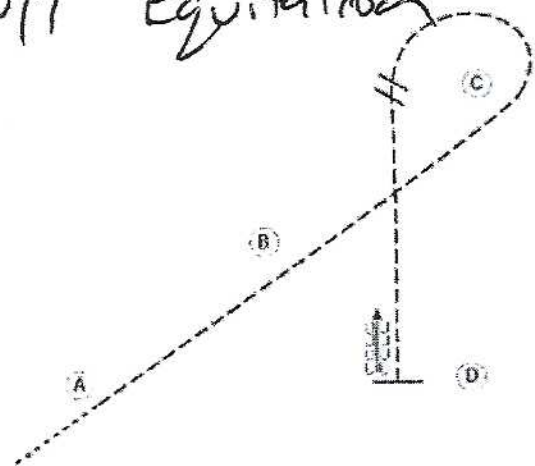


W/T Equitation

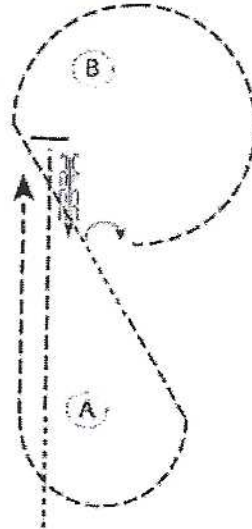


Be ready before A.

1. Walk to A.
2. Sitting trot to B.
3. Posting trot on the right diagonal to and around C.
4. At C, change diagonals.
5. Posting trot on the left diagonal to D.
6. Stop at D. Back approximately one horse length.
7. Follow the instructions of your ring steward.

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

All Walk-Trot Horsemanship



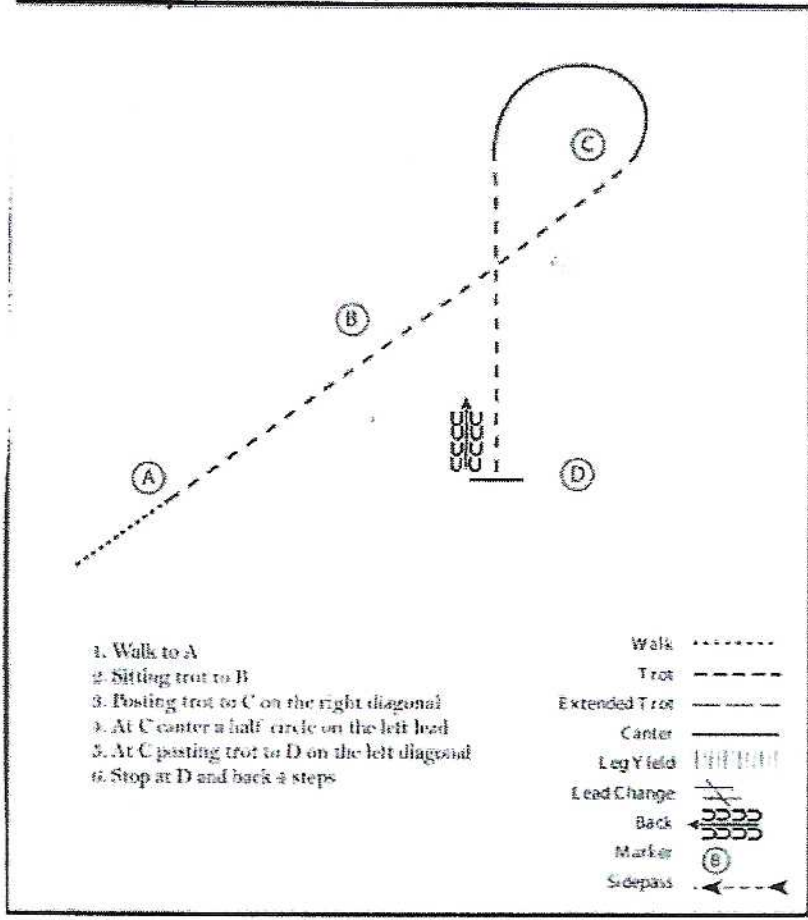
Be ready before A.

1. Walk to A.
2. Jog 2/3 of the way to B.
3. Stop and back to center of pattern.
4. Turn 1/4 turn right.
5. Jog to and around B and toward center of pattern.
6. Break to a walk through middle of pattern.
7. Jog around A and to exit as shown.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	=====
Lope	
Lead Change	⌘
Back	←←←←←
Marker	(B)

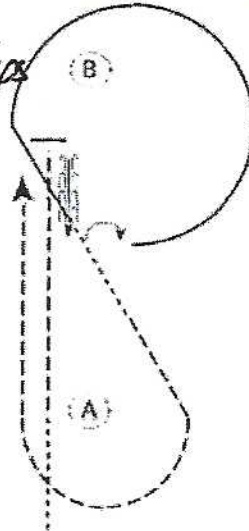
AI - Hunt Seat Equitation



1. Walk to A
2. Sitting trot to B
3. Posting trot to C on the right diagonal
4. At C canter a half circle on the left lead
5. At C posting trot to D on the left diagonal
6. Stop at D and back 3 steps

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Extended Trot - - - - - (long-dashed line)
- Canter _____ (solid line)
- Leg Yield [vertical lines with arrows]
- Lead Change [X symbol]
- Back [horizontal lines with arrows pointing left]
- Marker (B in a circle)
- Sidepass [dashed line with arrow pointing left]

All Horsemanship



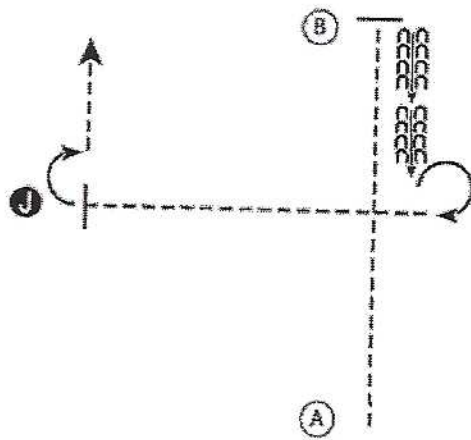
Be ready before A.

1. Walk to A.
2. Jog 2/3 of the way to B.
3. Stop and back to center of pattern.
4. Turn 1/4 turn right.
5. Lope on the left lead to and around B and toward center of pattern.
6. Break to a walk through middle of pattern.
7. Jog around A and to exit as shown.

Follow the instructions of your ring steward.

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

All Showmanship



1. Trot A to B
2. Stop at B and back halfway to A
3. Stop and perform a 270 degree turn
4. Trot to judge and set up for inspection
5. When dismissed perform a 90 degree turn and trot away from judge

Walk -----
 Trot - - - - -
 Back ← S-C-C-E
 Marker (B)
 Judge (J)