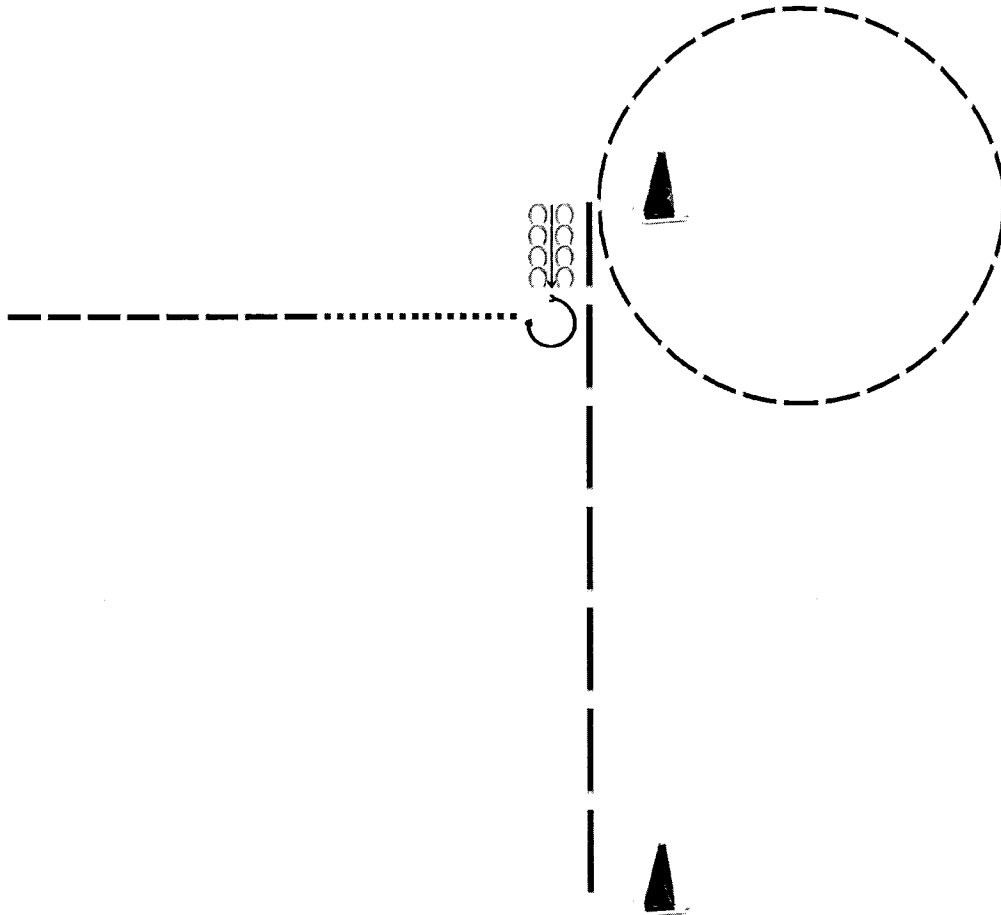


Western Horsemanship

Walk Trot

6/21
Class 127, 128



Instructions

- 1) Extended trot to B
- 2) Jog a circle around B
- 3) Stop and back
- 4) Perform a 270° turn to the right
- 5) Walk
- 6) Exit at the jog

Legend

Walk
Jog	-----
Extended Trot	—— ———
Lope	—————
Back	○○○○ ○○○○

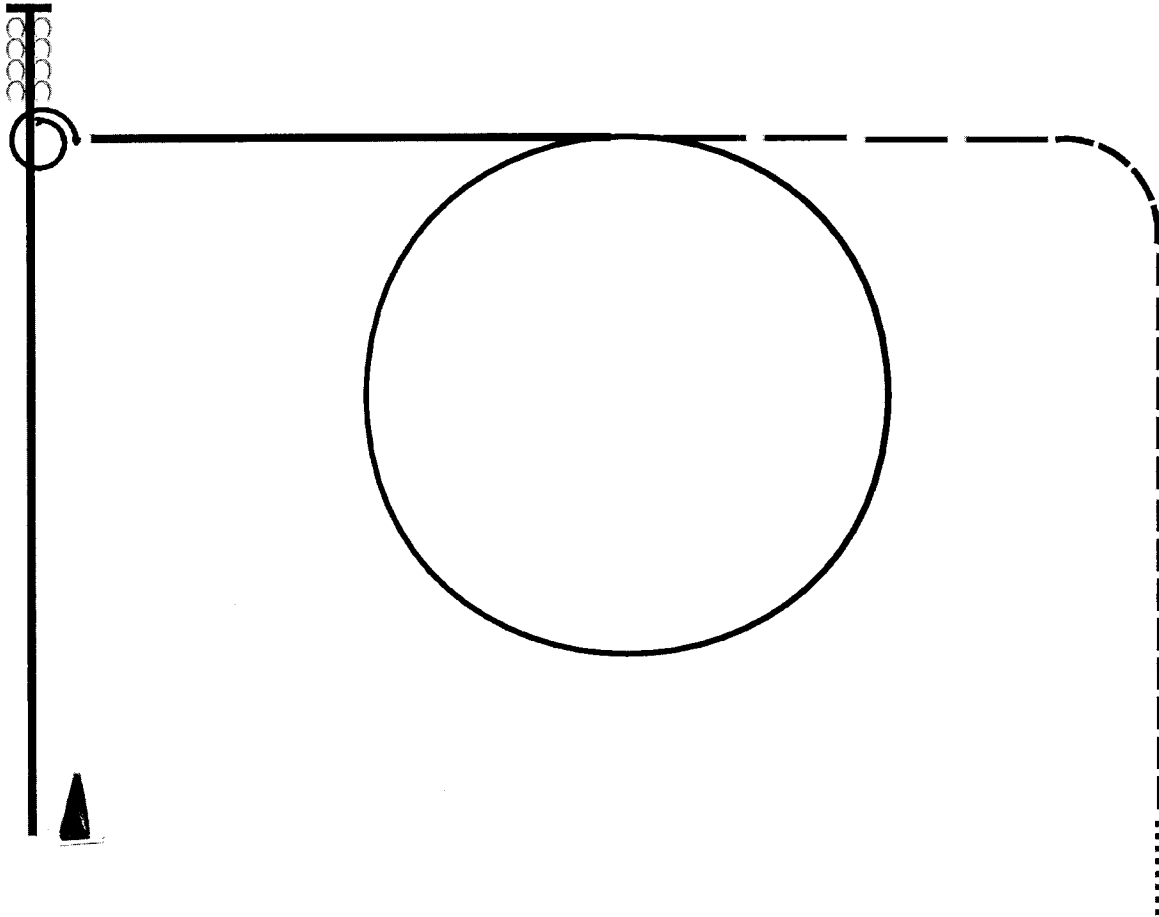
Simons

Western Horsemanship

Novice Youth, Novice Amateur

6121

Class 131, 132, 137, 138



Instructions

- 1) Lope left lead
- 2) Stop, back, and perform a 45° turn to the right
- 3) Lope a circle on the right lead
- 4) Break to the extended trot
- 5) Slow to the jog
- 6) Break to the walk and exit at the walk

Legend

Walk
Jog	-----
Extended Trot	— — — —
Lope	————
Back	○○○○ ○○○○

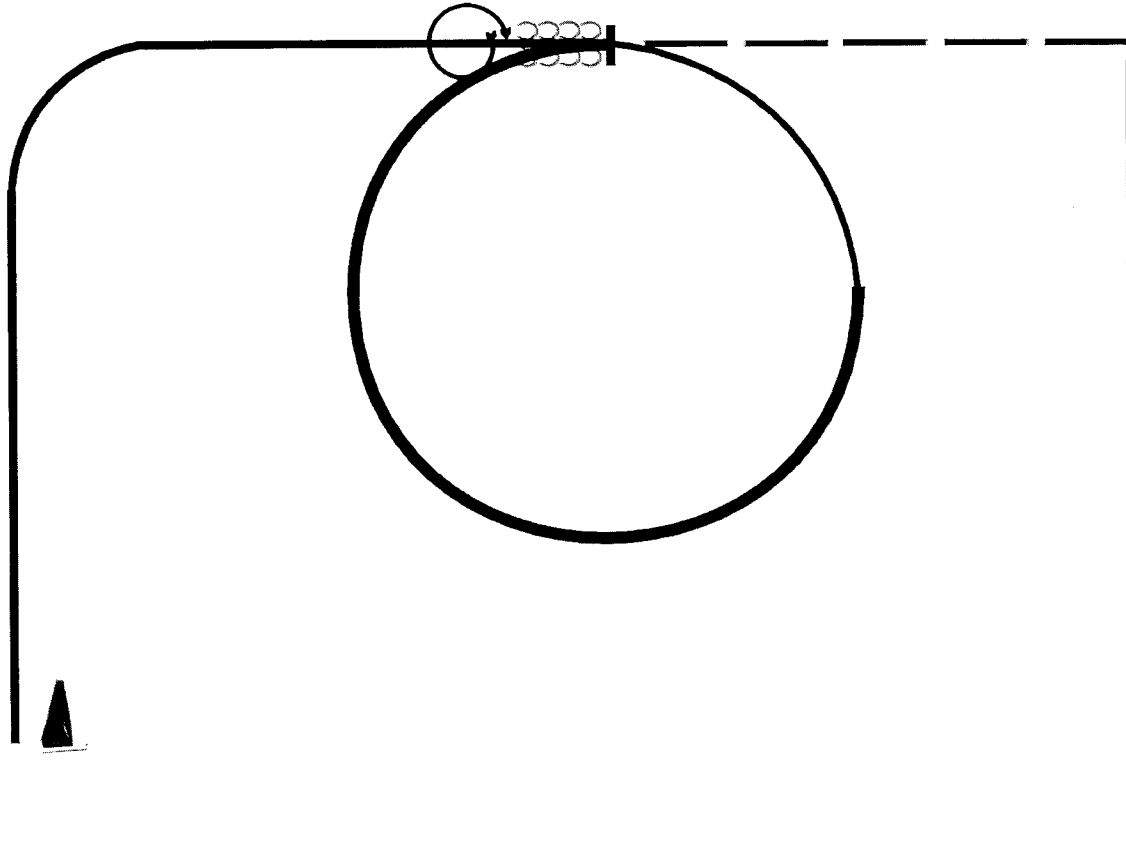
Simons

Western Horsemanship

Youth, Amateur, Select

6/21

Class. 133, 134, 135, 136, 139, 140, 141, 142



Instructions

- 1) Lope left lead as shown
- 2) Stop, back, and perform a 360° turn to the right
- 3) Begin a circle on the right lead
- 4) Continue on the circle with speed
- 5) Break to the extended trot and continue in a square corner
- 6) Break to the walk and exit at the walk

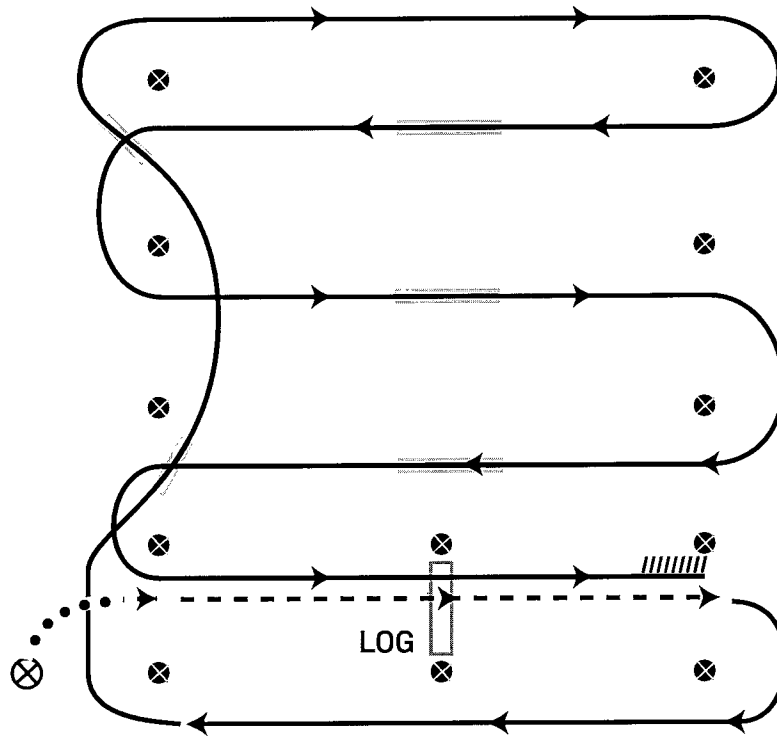
Legend

Walk
Jog	-----
Extended Trot	—— ———
Lope	—————
Back	⊖⊖⊖⊖ ⊖⊖⊖⊖

Simons

LEVEL I WESTERN RIDING PATTERN 4

6/21
Class 161.162

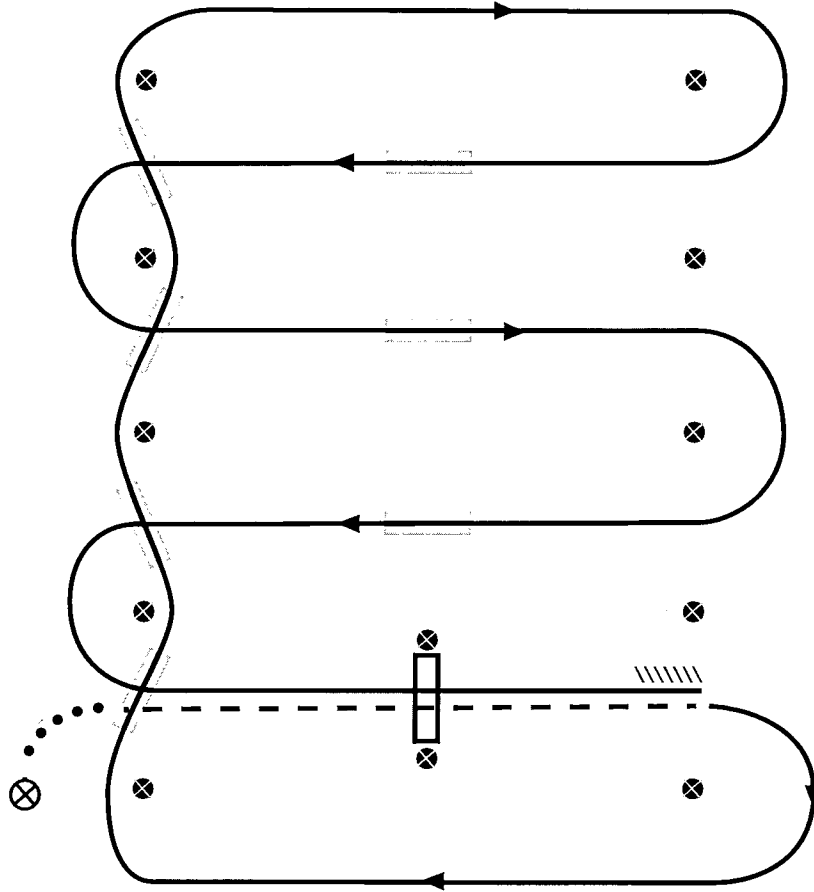


⊗ START CONE WALK JOG - - - - -
 LEAD CHANGING AREA LOPE _____

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

WESTERN RIDING PATTERN 4

6/21
 Class 163, 164
 165, 166
 167, 168



X **START CONE** **WALK** **JOG LOPE** ———
LEAD CHANGING AREA

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back