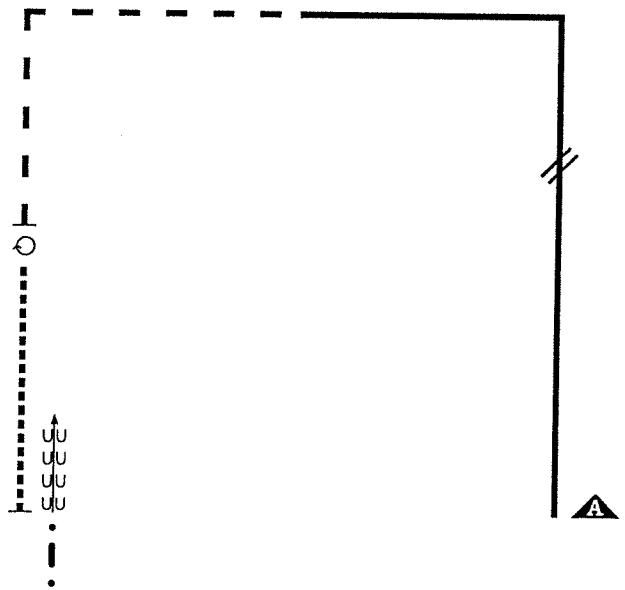


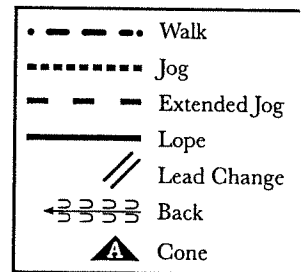
Friday 6/17

HORSEMANSHIP

(Novice Youth | Novice Amateur)



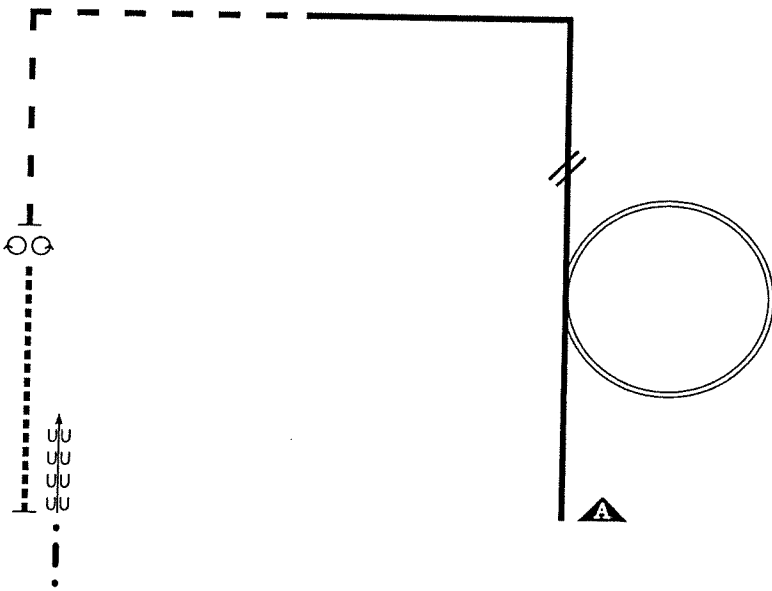
1. Lope right lead.
2. Change leads. Continue left lead square corner.
3. Break to the extended jog square corner.
4. Stop. Perform a 360° turn right.
5. Jog until even with A.
6. Stop and back.
7. Exit at walk.



Friday 6/17

HORSEMANSHIP

(Youth 13&U | Youth 14-18 | Amateur | Select)



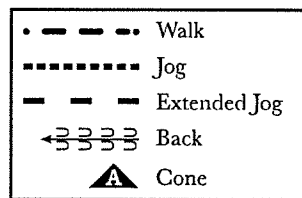
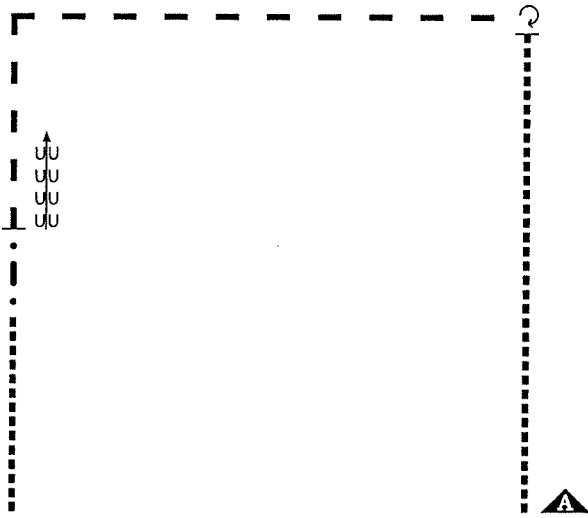
· - - - ·	Walk
.....	Jog
- - - -	Extended Jog
————	Lope
=====	Extended Lope
///	Lead Change
← 3 3 3 3	Back
▲	Cone

- ① Lope right lead
- ② Lope circle to the right with speed
- ③ Return to normal lop, change leads. Continue left lead square corner
- ④ Break to the extended jog square corner
- ⑤ Stop. Perform a 360° turn right, Perform a 360° turn left
- ⑥ Jog until even with A
- ⑦ Stop and back
- ⑧ Walk out walk

Fri 6/17
Class #103

HORSEMANSHIP

(Small Fry 11 & under)



- ① Jog and stop
- ② Perform a 270° turn right
- ③ Extended jog square corner
- ④ Stop and back
- ⑤ Walk one horse length
- ⑥ Exit at jog

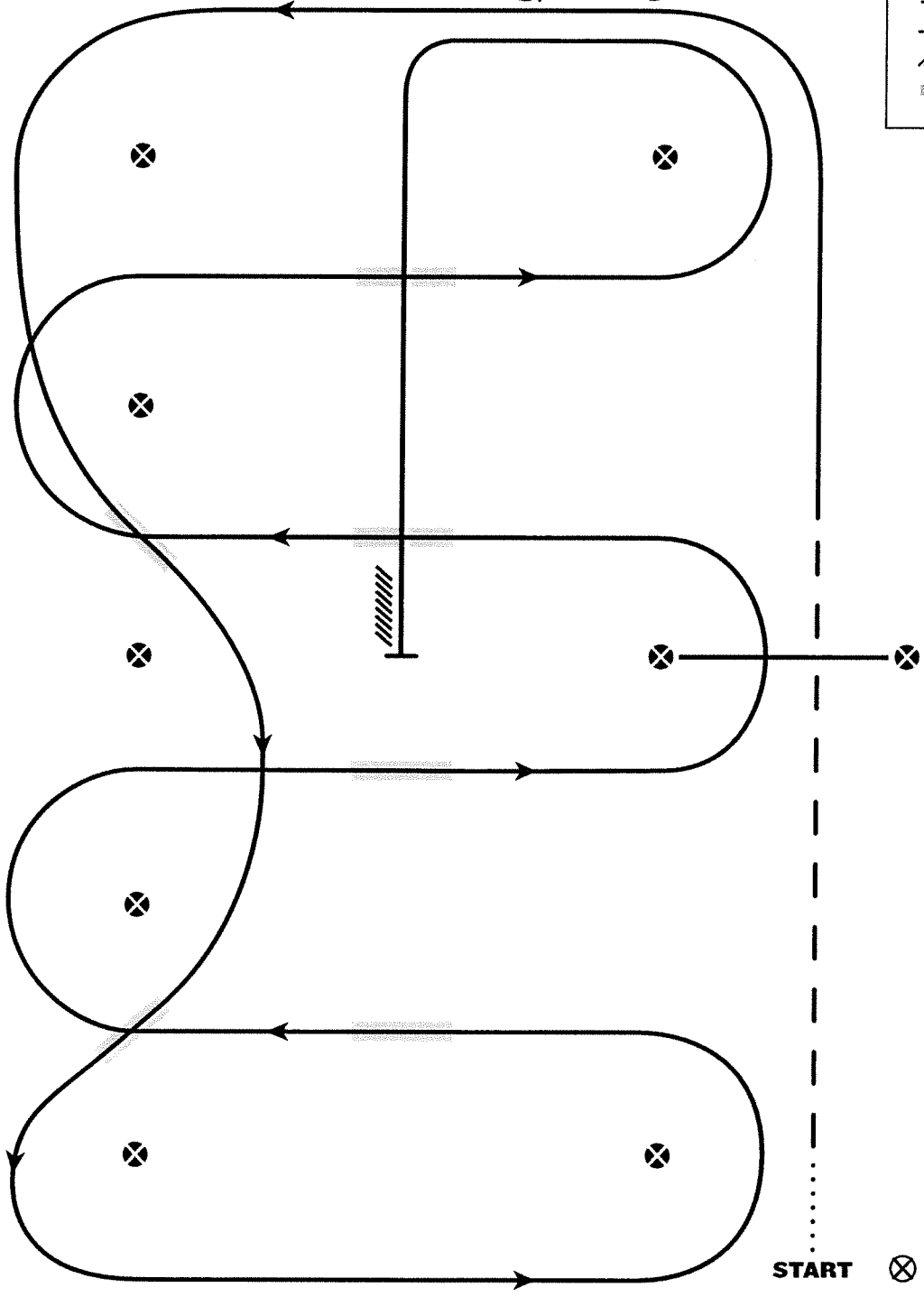
LEVEL I WESTERN RIDING PATTERN I

June 17 Fri

Green - Class #130

LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
▨▨▨▨	Lead Changing Area



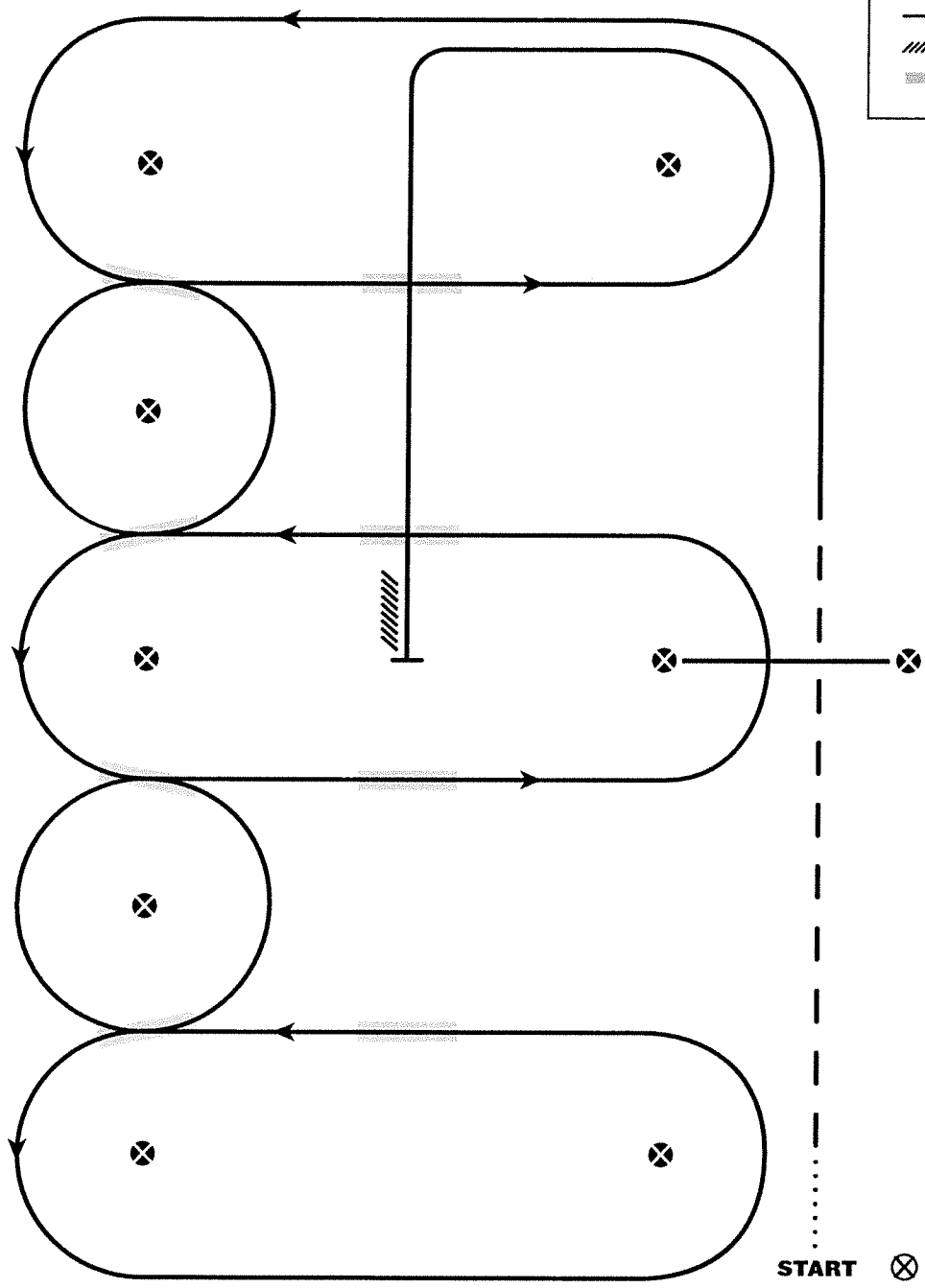
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

June 17 Fri

WESTERN RIDING - PATTERN 1

LEGEND

- Walk
- - - - - Jog
- Lope
- /////// Back
- ▨▨▨▨▨ 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 left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back