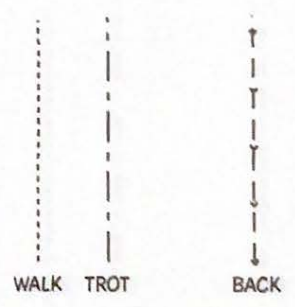
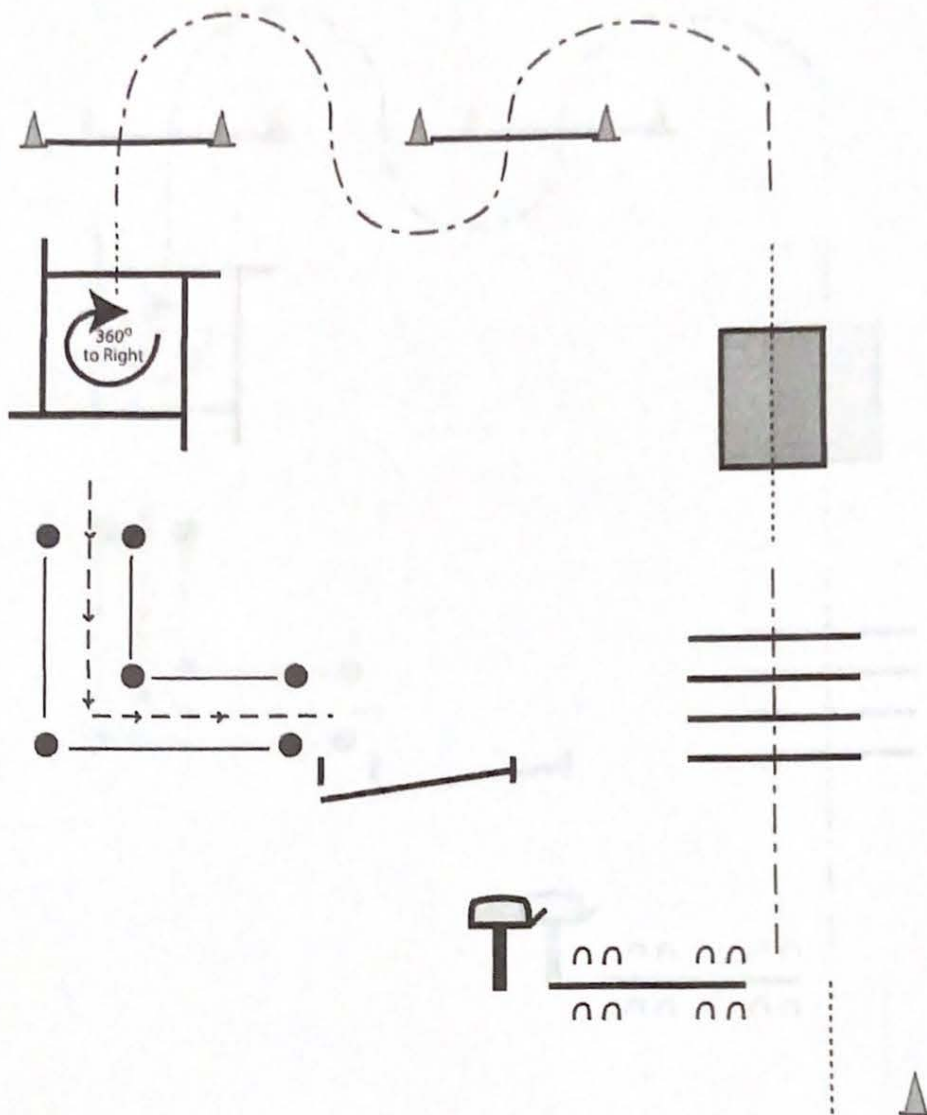


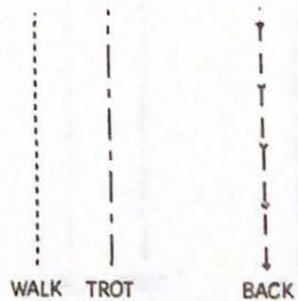
1. Be Ready at Cone
2. Walk to First Pole, Sidepass Left to Mailbox
3. Open Mailbox, show Judge the Mail
4. Sidepass the Pole Right
5. Trot over Poles
6. Walk Over Bridge
7. Trot Serpentine
8. Walk into Box, *Halt.*
9. Walk out of Box
10. Back Thru L
11. Open Gate, Left Hand Push, Walk Thru, Close Gate
12. Exit at a Walk



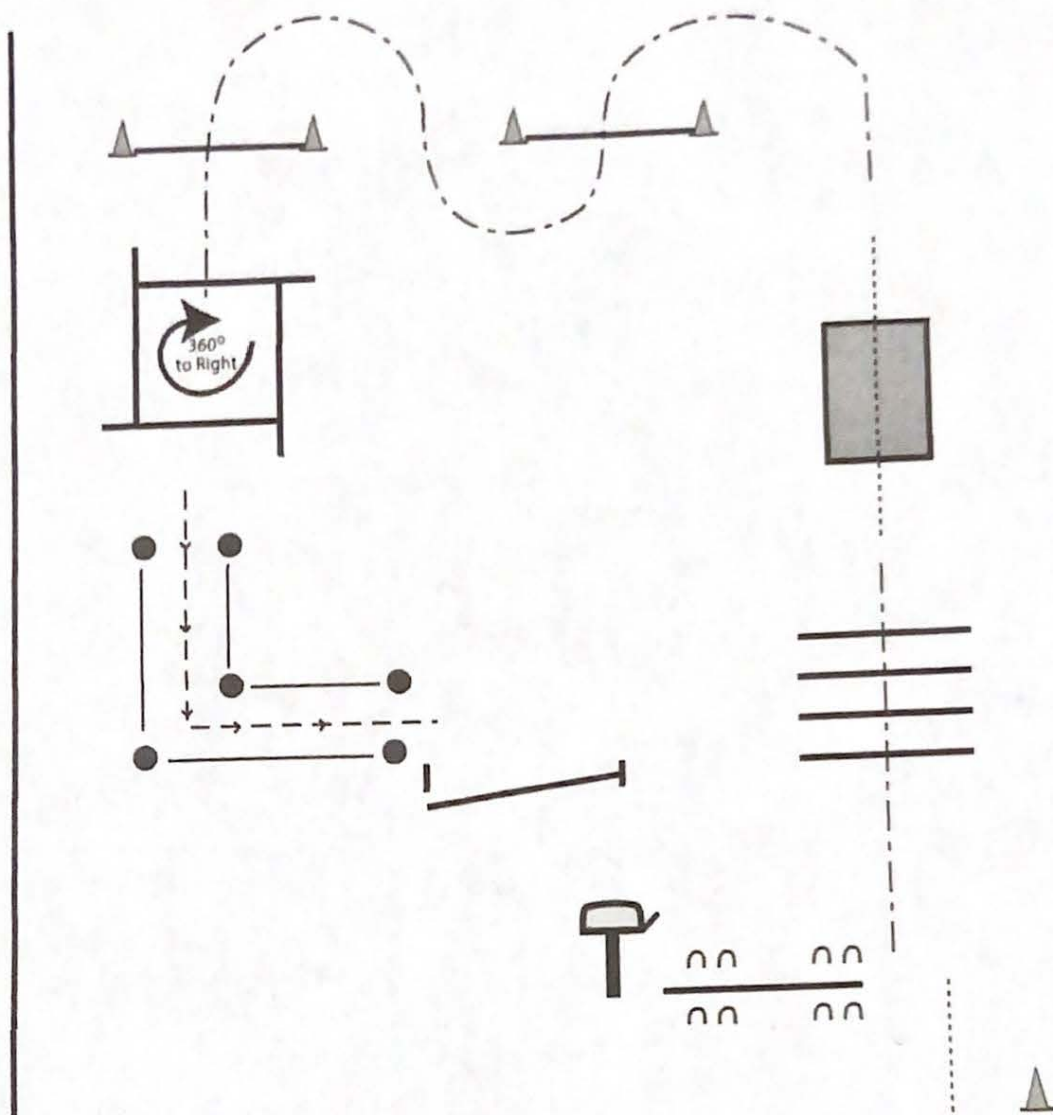
Youth in-hand trail



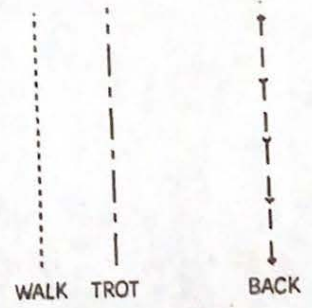
1. Be Ready at Cone
2. Walk to First Pole, Sidepass Left to Mailbox
3. Open Mailbox, show Judge the Mail
4. Sidepass the Pole Right
5. Trot over Poles
6. Walk Over Bridge
7. Trot Serpentine
8. Walk into Box, 360 to Right
9. Walk out of Box
10. Back Thru L
11. Open Gate, Left Hand Push, Walk Thru, Close Gate
12. Exit at a Walk



Amateur in-hand trail

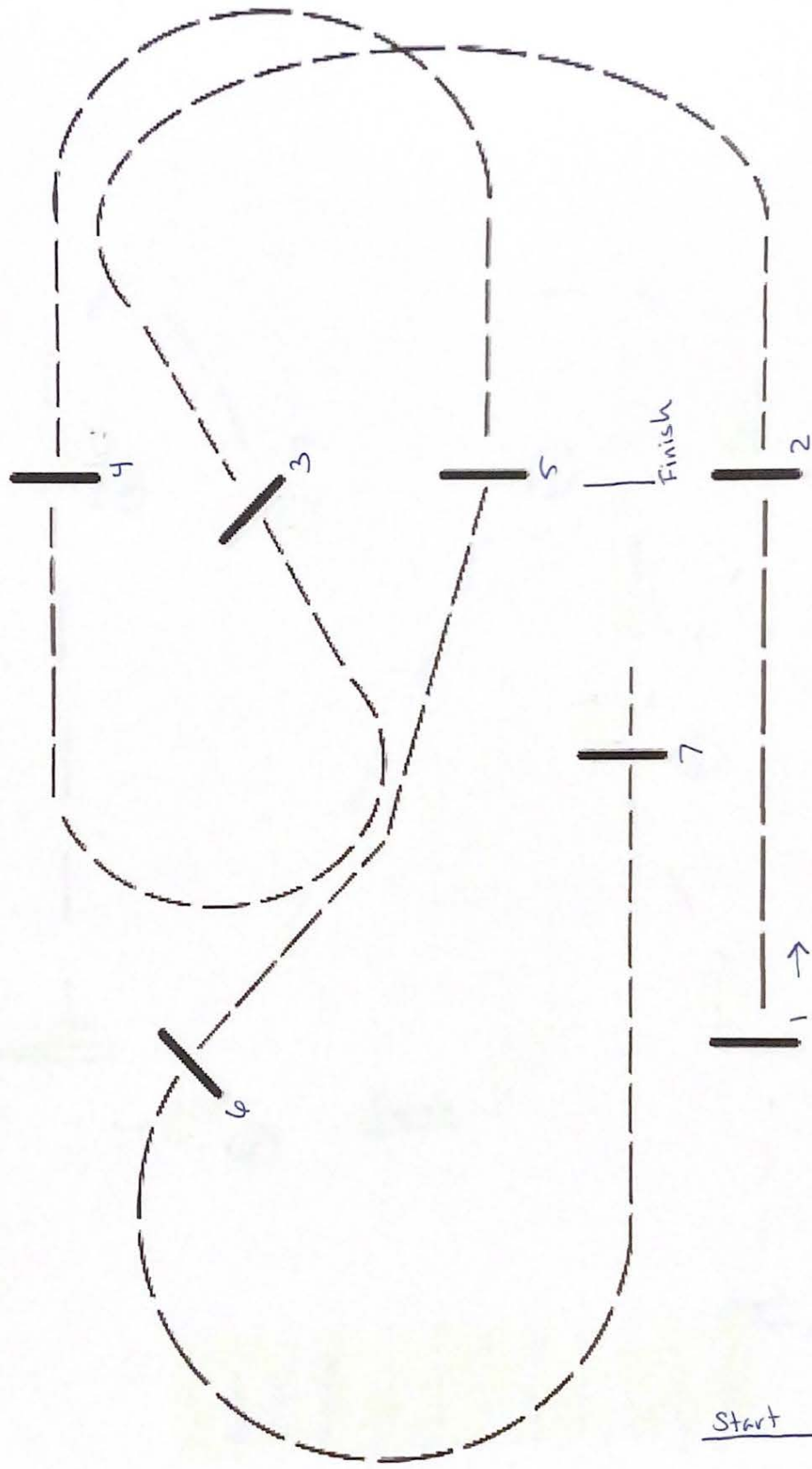


1. Be Ready at Cone
2. Walk to First Pole, Sidepass Left to Mailbox
3. Open Mailbox, show Judge the Mail
4. Sidepass the Pole Right
5. Trot over Poles
6. Walk Over Bridge
7. Trot Serpentine
8. Trot into Box, 360 to Right
9. Walk out of Box
10. Back Thru L
11. Open Gate, Left Hand Push, Walk Thru, Close Gate
12. Exit at a Walk

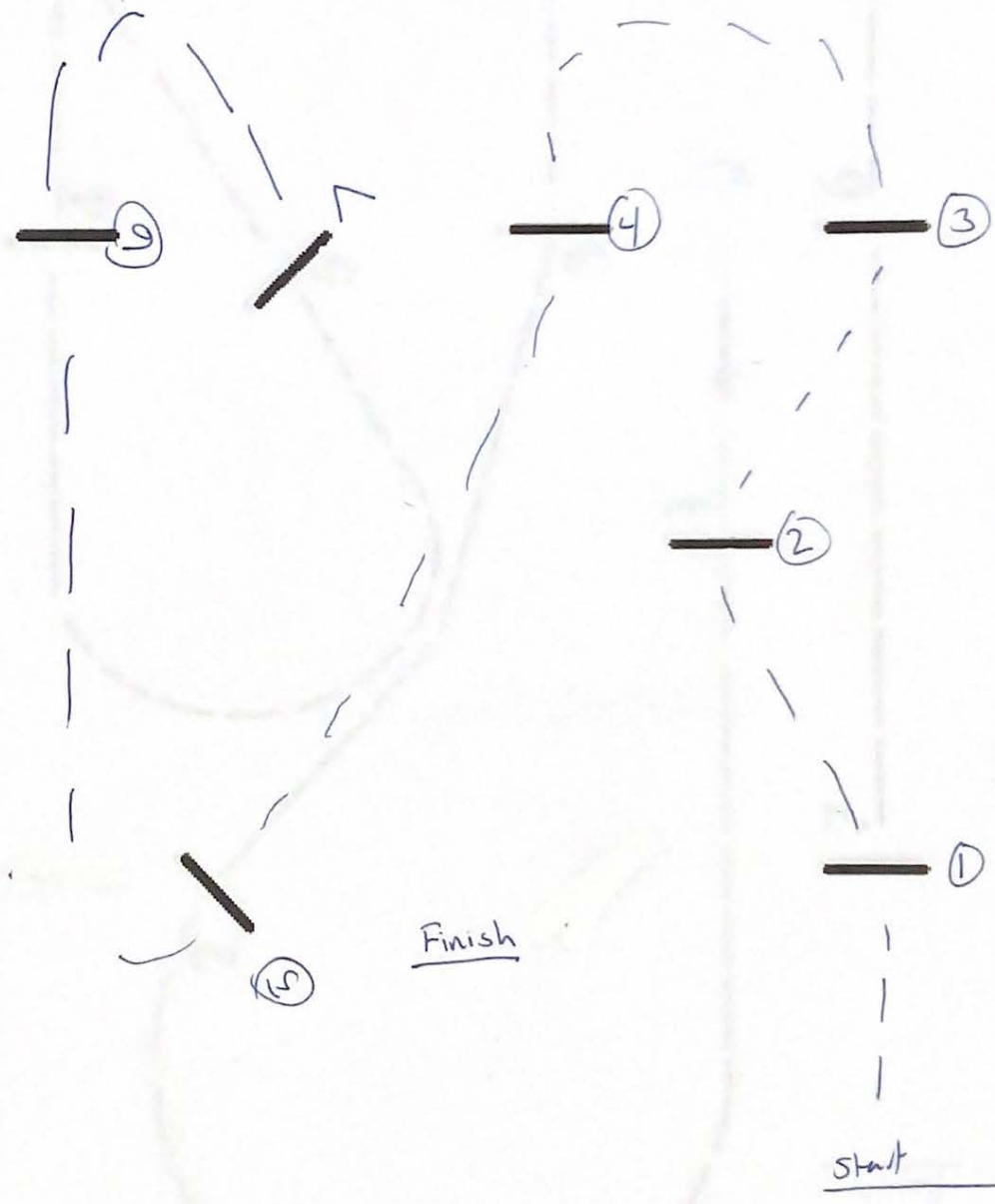


Open In hand trail

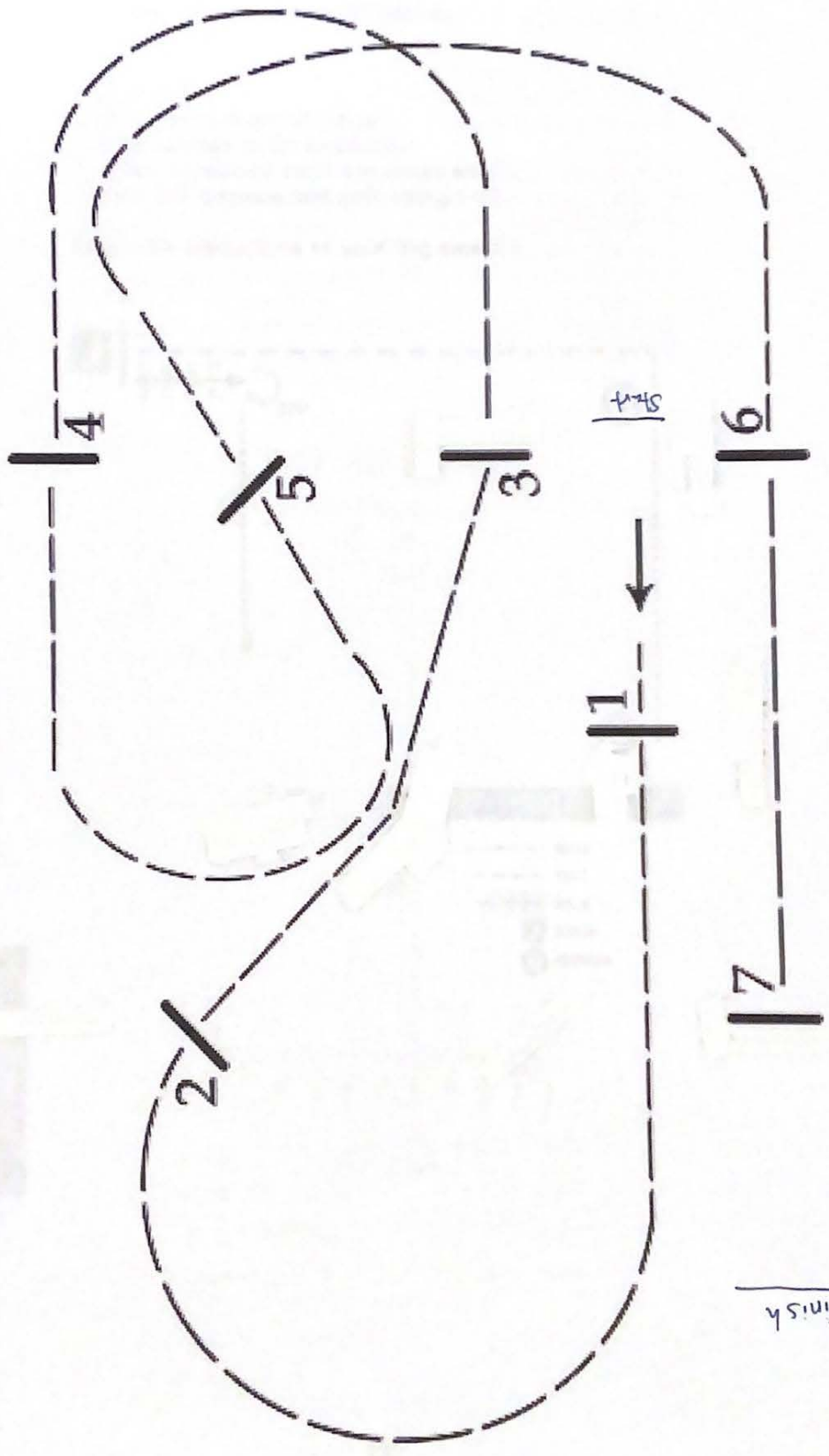
Amateur Hunter



Open Hunter



Youth Hunter



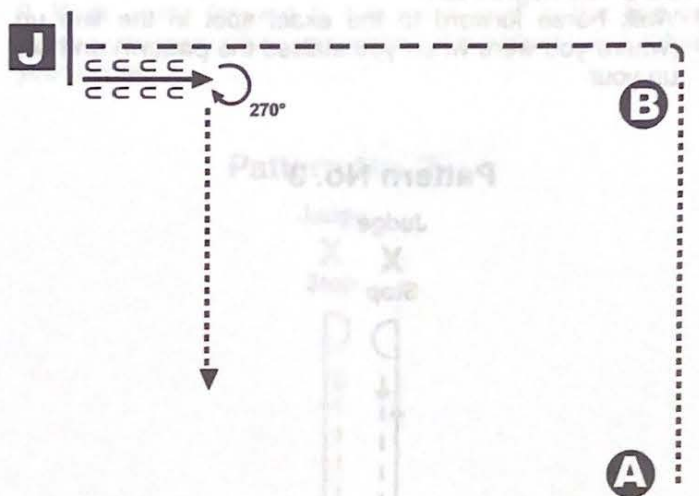
Amateur Showmanship

INSTRUCTIONS FOR PATTERN #4

Be ready at A.

1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back one horse length.
5. Turn 270 degrees and walk straight off.

Follow the instructions of your ring steward.



KEY

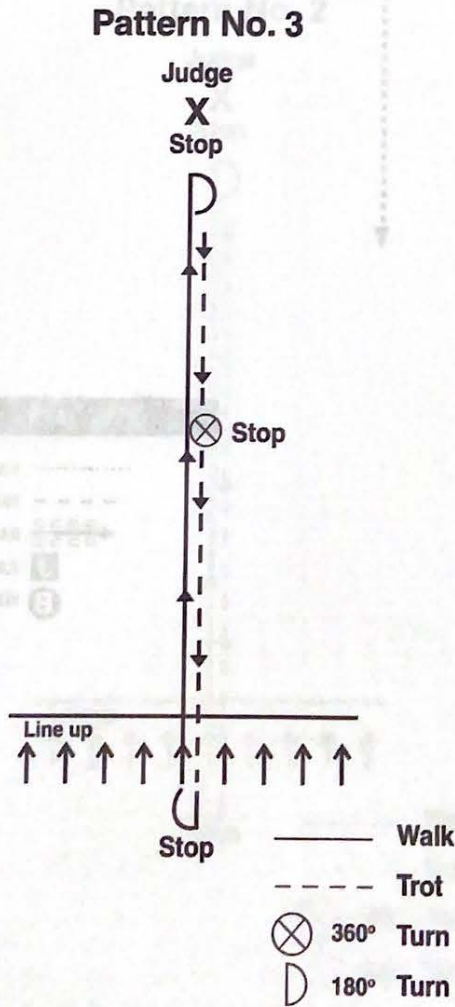
- WALK
- TROT
- ←←←←← BACK
- J** JUDGE
- B** MARKER

SHOW RULES

Youth Showmanship 13-18

INSTRUCTIONS FOR PATTERN #3

1. Walk to the judge in a straight line.
2. Stop and set up your horse.
3. Upon acknowledgment from the judge, do a 180 degree turn.
4. All turns are to be to the right.
5. Trot toward the line in a straight line.
6. Stop 1/2 way between the judge and the line up and do a 360 degree turn, stop.
7. Continue at a trot in a straight line past the line up, stop.
8. Do a 180 degree turn.
9. Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set up your



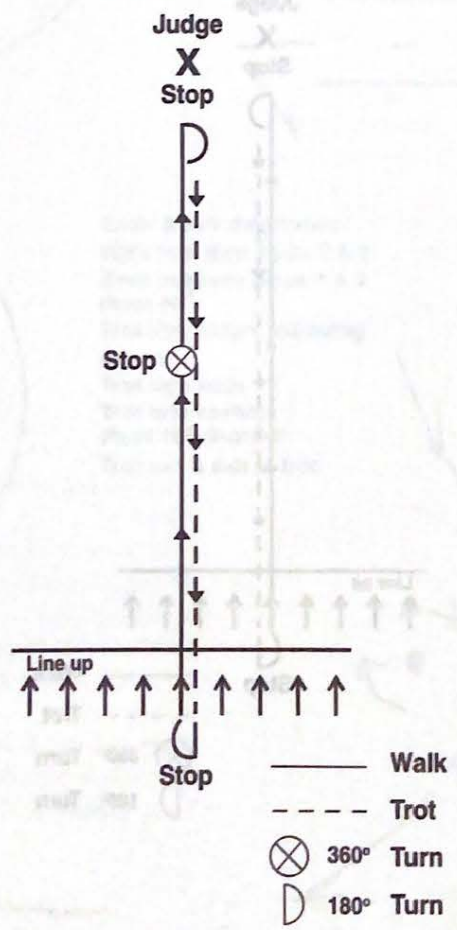
SHOW RULES

Youth Showmanship 8-12

INSTRUCTIONS FOR PATTERN #2

1. Walk toward the judge in a straight line.
2. Stop 1/2 way between the line up and the judge and do a 360 degree turn-stop.
3. All turns are to be to the right.
4. Continue at a walk toward the judge in a straight line.
5. Stop and set up your horse.
6. Upon acknowledgment from the judge, do a 180 degree turn.
7. Trot in a straight line-past the line up-stop.
8. Do a 180 degree turn.
9. Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set up your horse.

Pattern No. 2



SHOW RULES

Youth 7 & Under All Special Needs

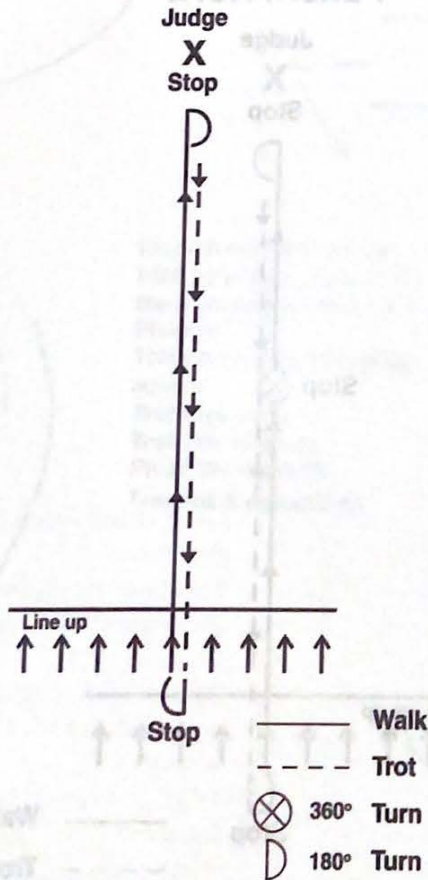
SHOWMANSHIP PATTERN

INSTRUCTIONS FOR PATTERN #1

1. Walk to the judge in a straight line.
2. Stop and set up your horse.
3. Upon acknowledgment from the judge, do a 180 degree turn.
4. All turns are to be to the right.
5. Trot in a straight line-past the line up, stop.
6. Do a 180 degree turn.
7. Walk horse forward to the exact spot in the line up (where you were when you started pattern) and set up your horse.

This pattern must be used for Showmanship 7 and under and all Special Needs Showmanship Classes.

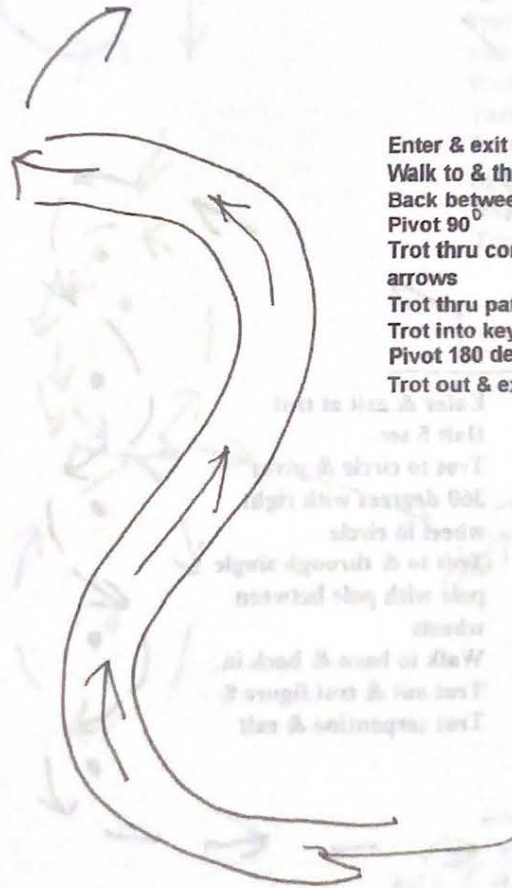
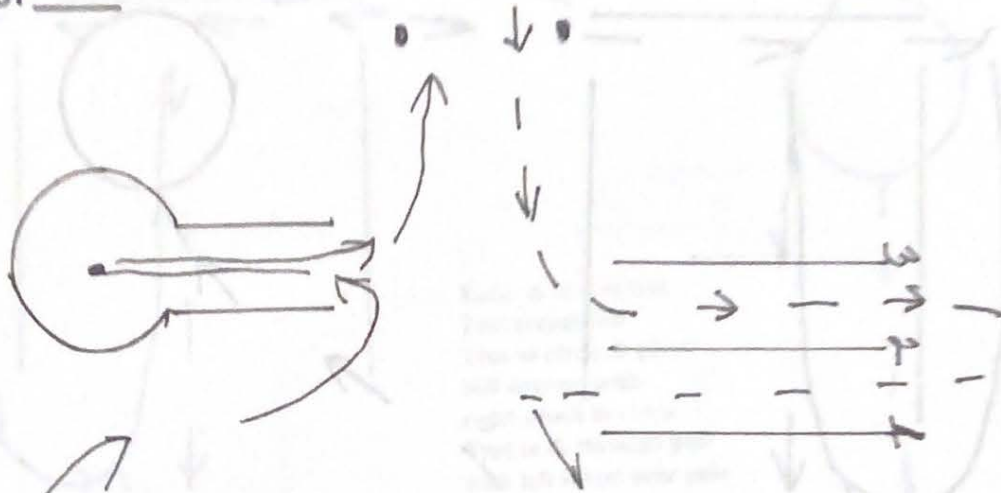
Pattern No. 1



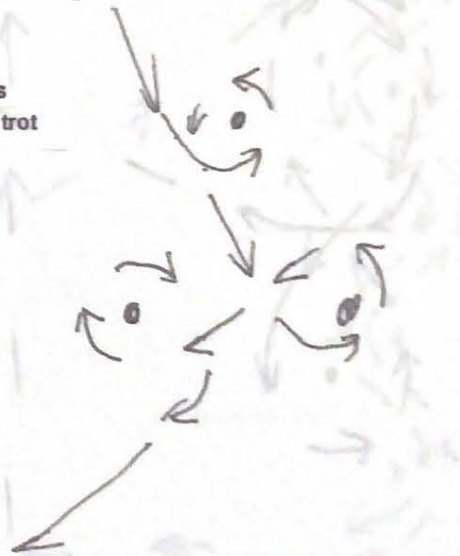
SHOW RULES

YOUTH OBSTACLE DRIVING

WALK -----
TROT _____



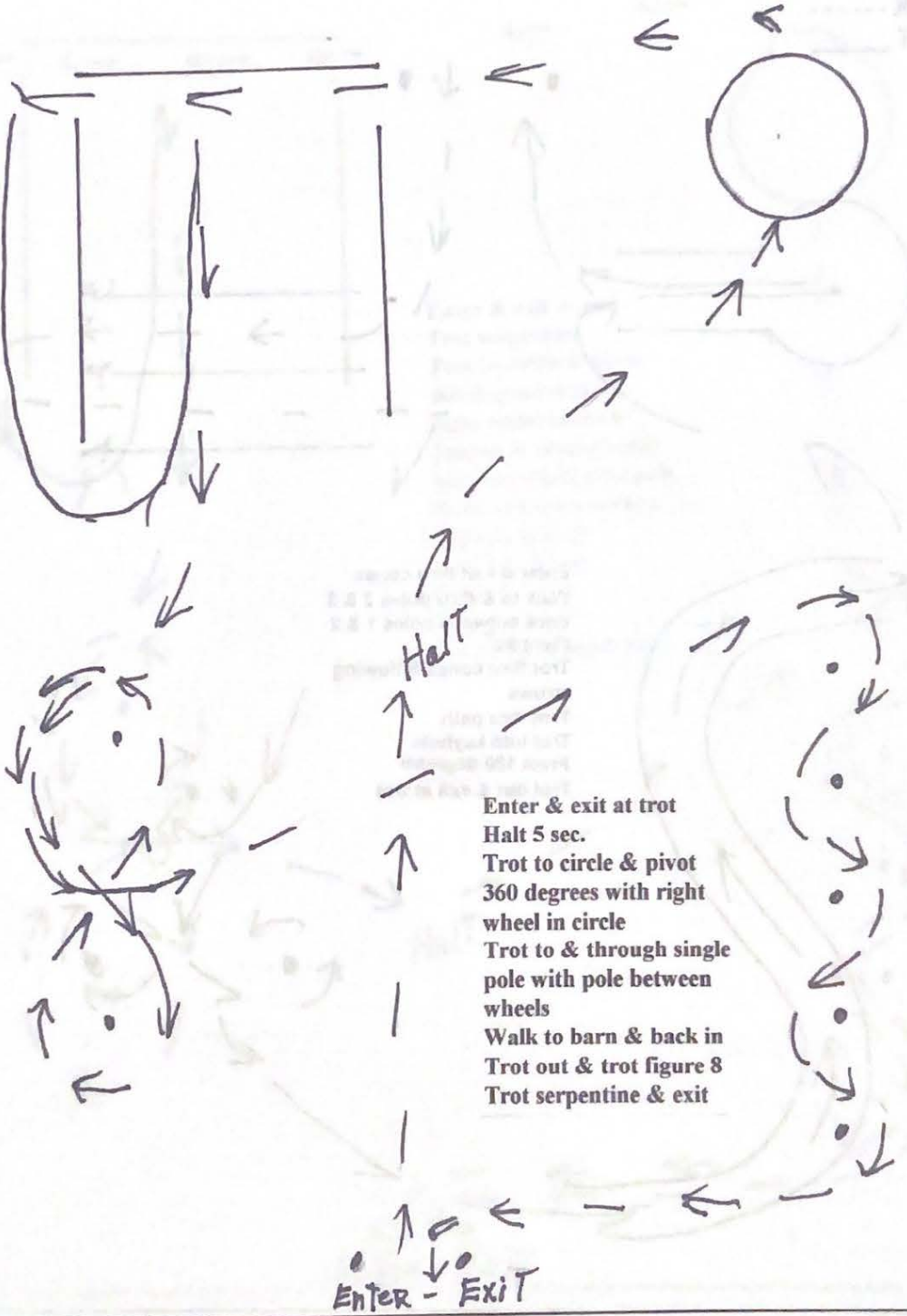
Enter & exit thru cones
Walk to & thru poles 2 & 3
Back between poles 1 & 2
Pivot 90°
Trot thru cones following
arrows
Trot thru path
Trot into keyhole
Pivot 180 degrees
Trot out & exit at trot



Trot - - -
Walk - - -

AMATEUR OBSTACLE DRIVING

#8

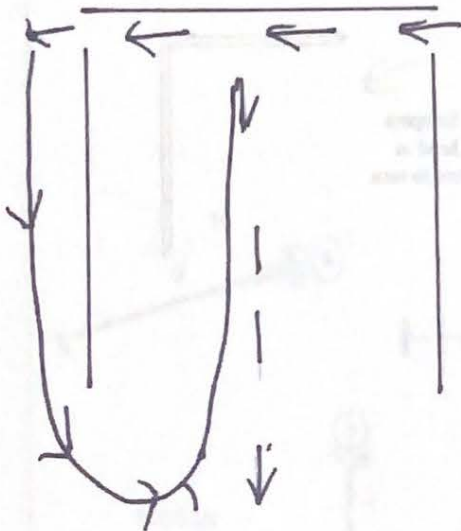


Enter & exit at trot
Halt 5 sec.
Trot to & pivot
360 degrees with right
wheel in circle
Trot to & through single
pole with pole between
wheels
Walk to barn & back in
Trot out & trot figure 8
Trot serpentine & exit

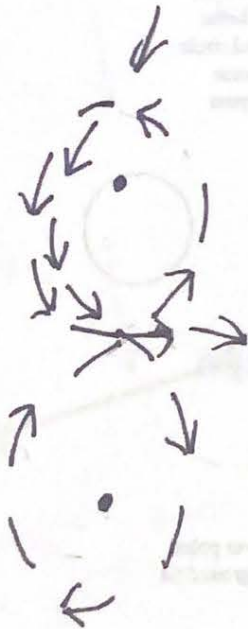
Trot - - -
Walk - - -

OPEN OBSTACLE DRIVING

#8

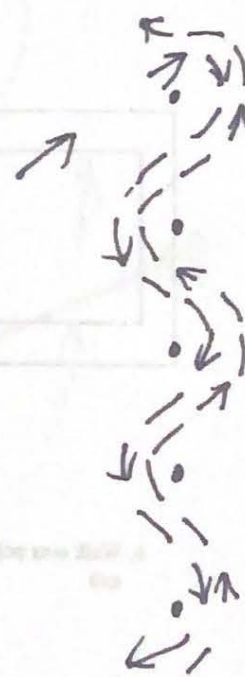


Enter & exit at trot
Trot serpentine
Trot to circle & pivot
360 degrees with
right wheel in circle
Trot to & through pole
with left wheel over pole
Walk to barn entrance
Turn & back in
Trot out & trot
figure 8
Halt 5 sec.
Trot serpentine & exit



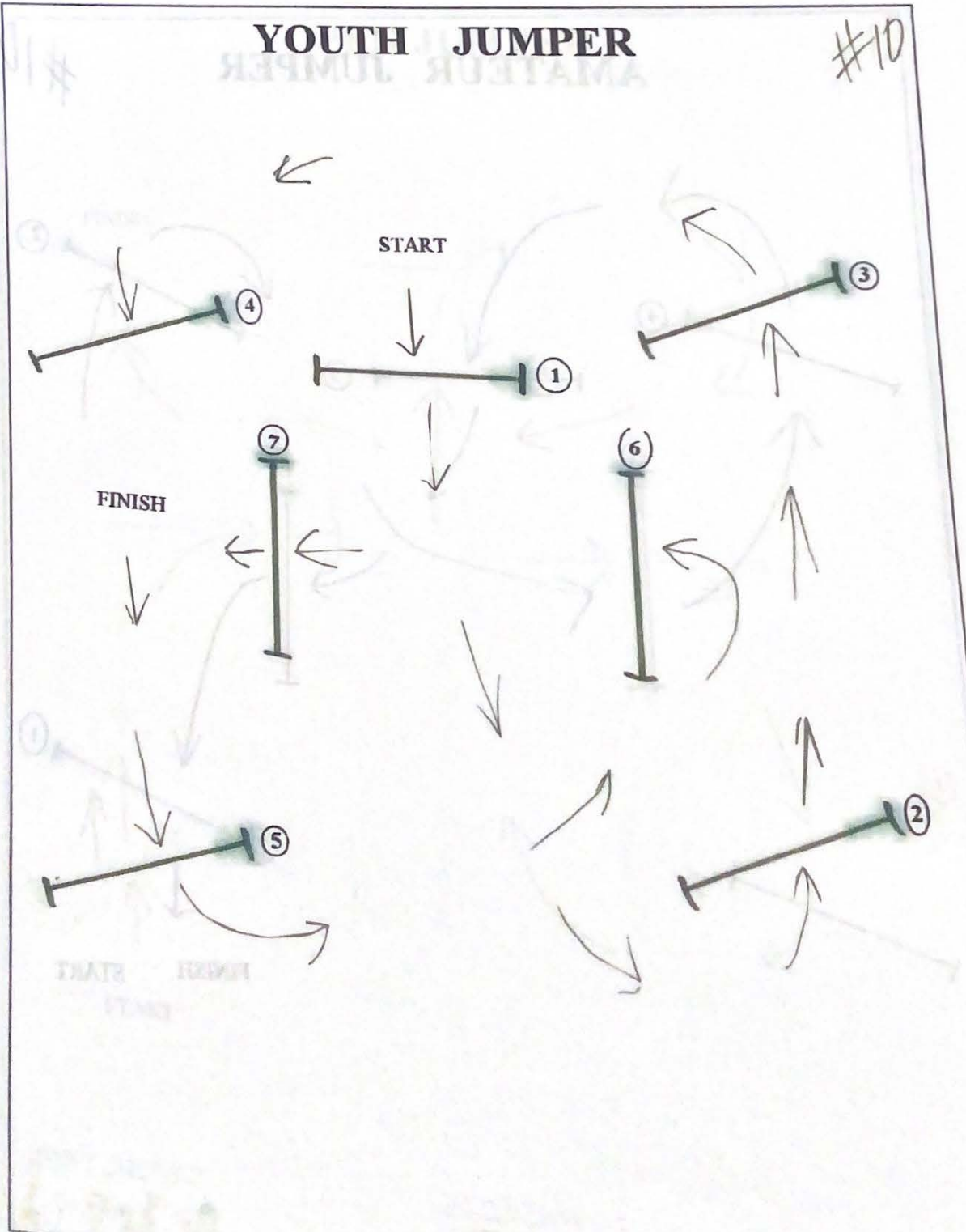
Halt

ENTER-EXIT



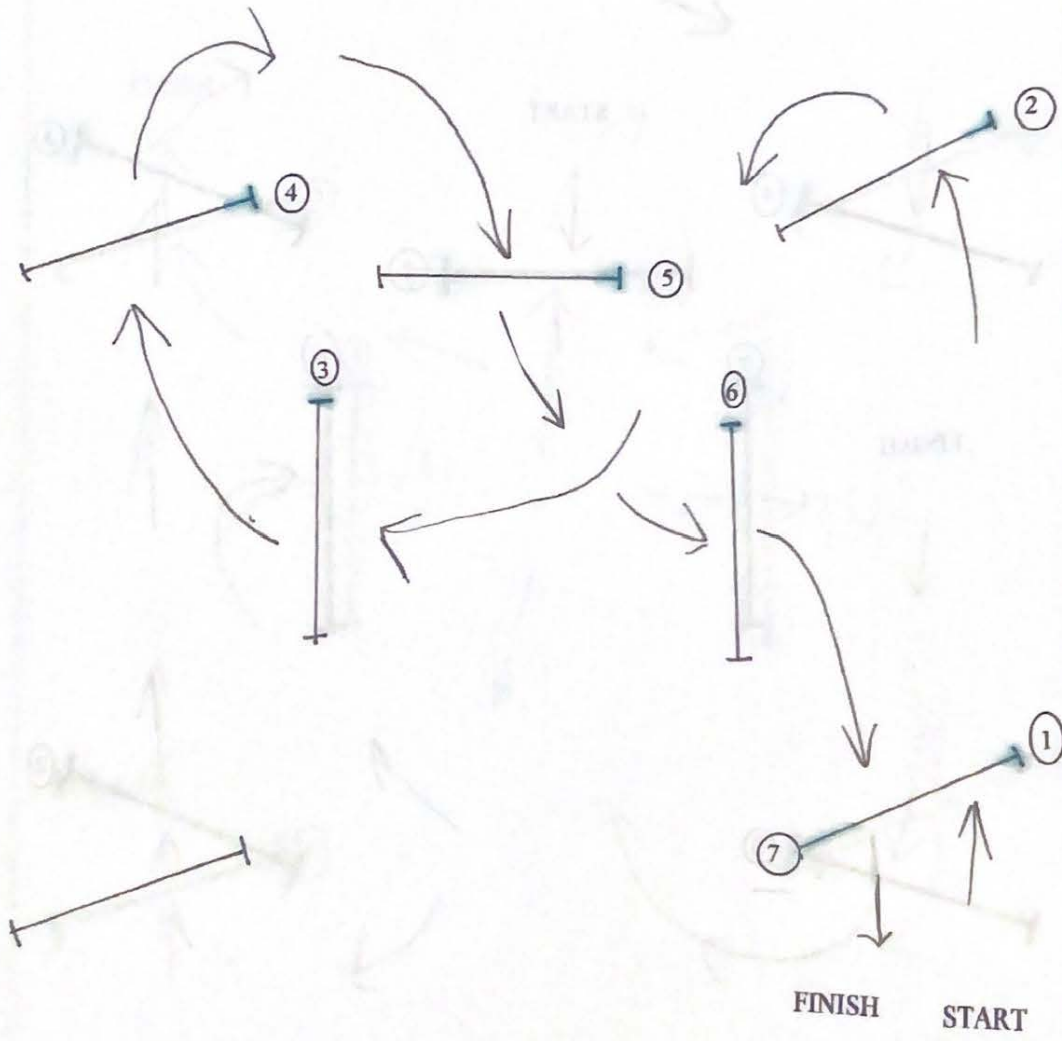
YOUTH JUMPER

#10



AMATEUR JUMPER

#10



OPEN JUMPER

#10

