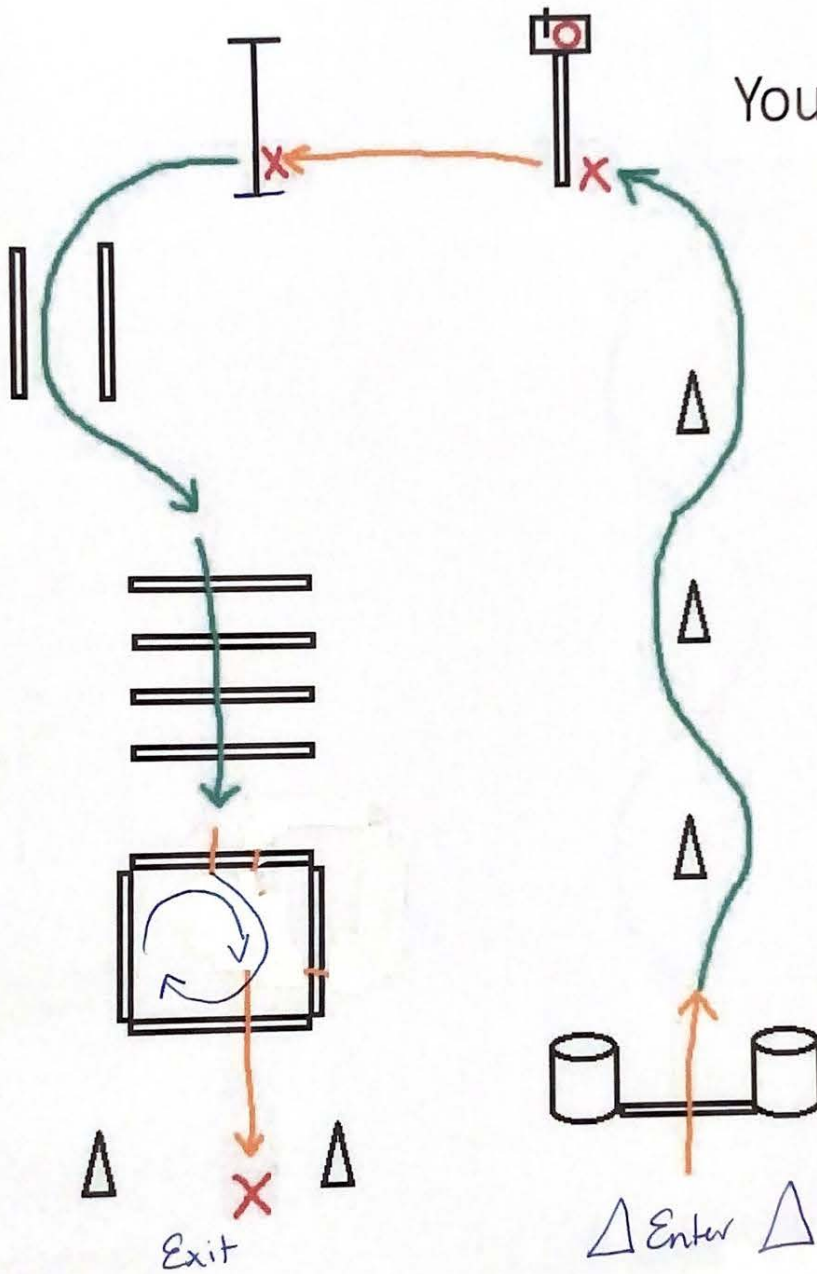
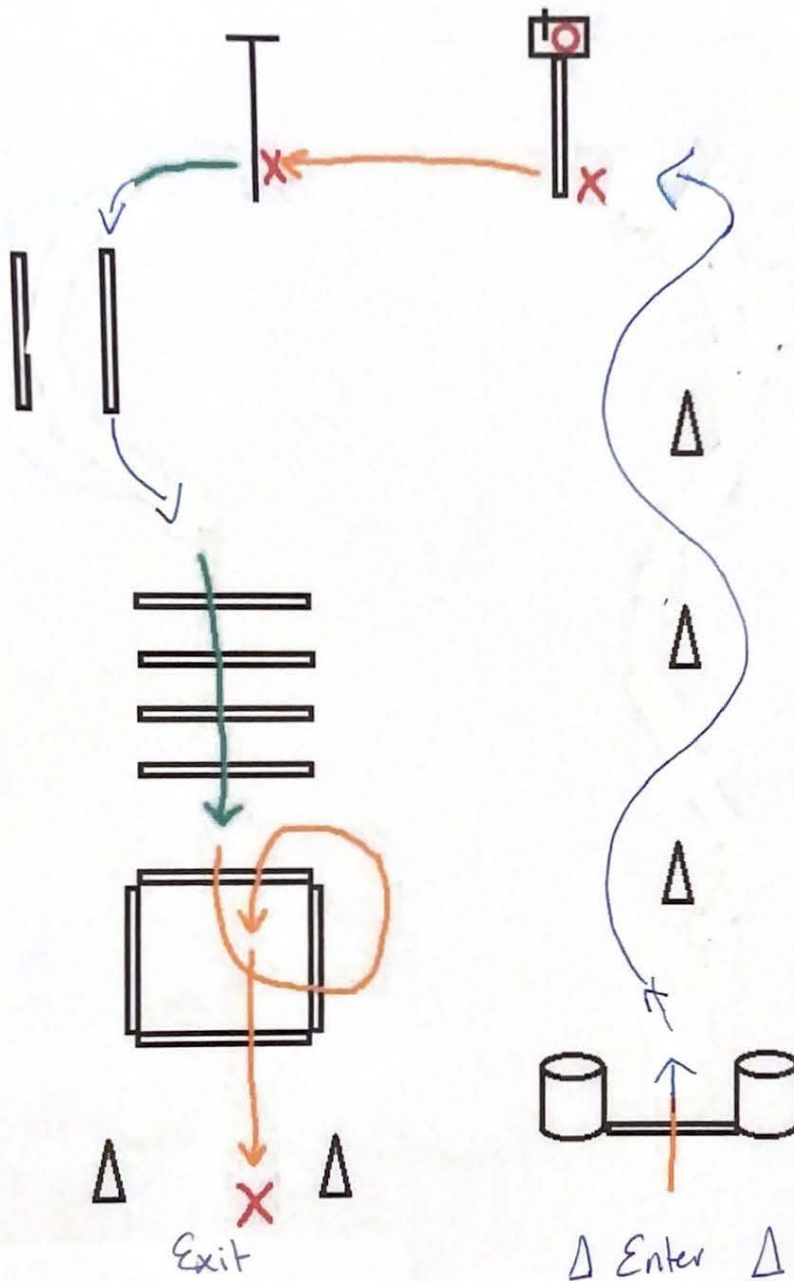


## Youth in-hand trail



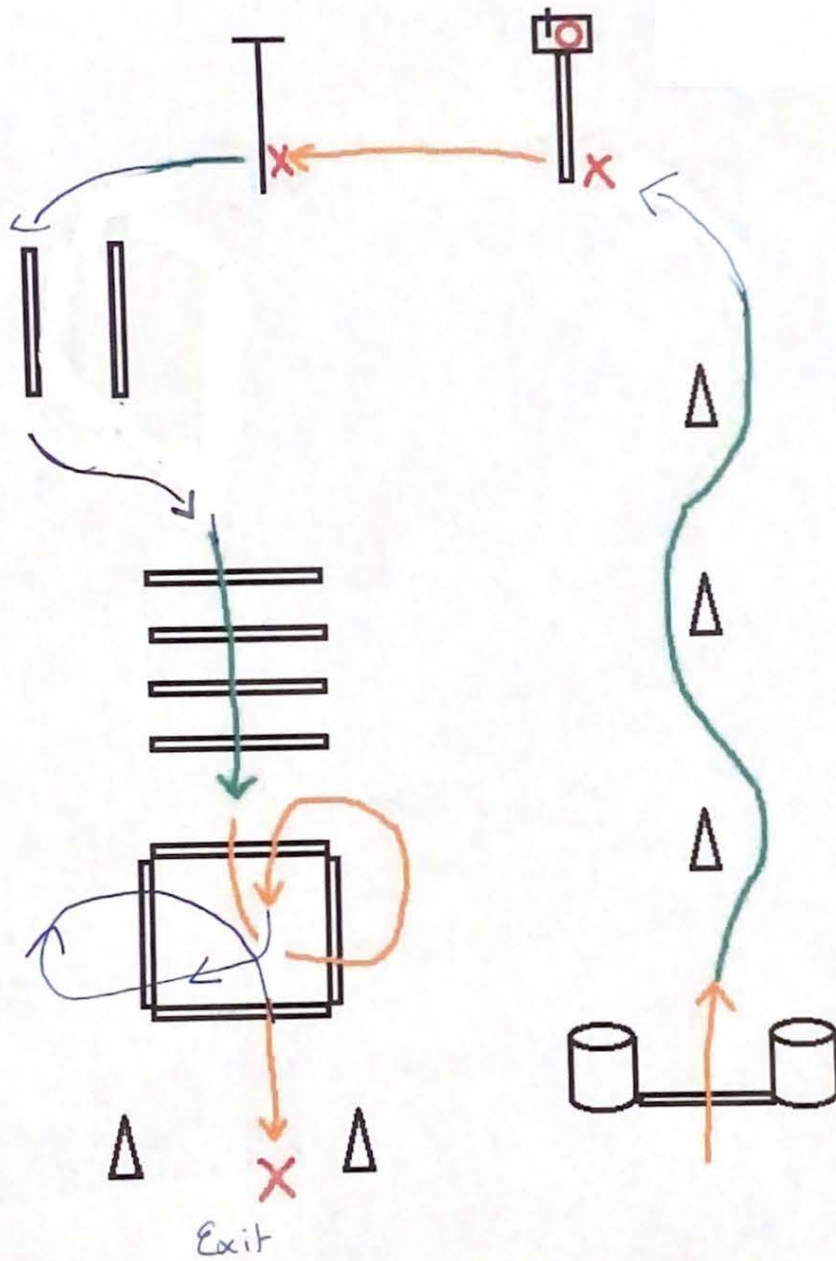
1. Be ready at the cones
2. Walk through car wash
3. Trot through the Serpentine
4. Trot to mailbox, remove item and show judge, put it back and close
5. Walk to gate, open, walk through and close
6. Trot through poles to trot over
7. Walk into box halt
8. Do a 360 turn to the left
9. Exit at a walk

# Amateur in-hand trail



1. Be ready at the cones
2. Walk through car wash
3. Pivot left and back through the Serpentine
4. trot to mailbox
5. Halt at mailbox open remove item show judges return item close mailbox
6. Trot to the gate
7. Open gate left side, walkthrough and close gate
8. Walk to side-pass poles
9. Side pass first pole horse facing outside the arena
10. Trot over ground poles
11. Walk into box, exit left side, return back to the middle of the box
12. Exit at a trot

# Open In hand trail



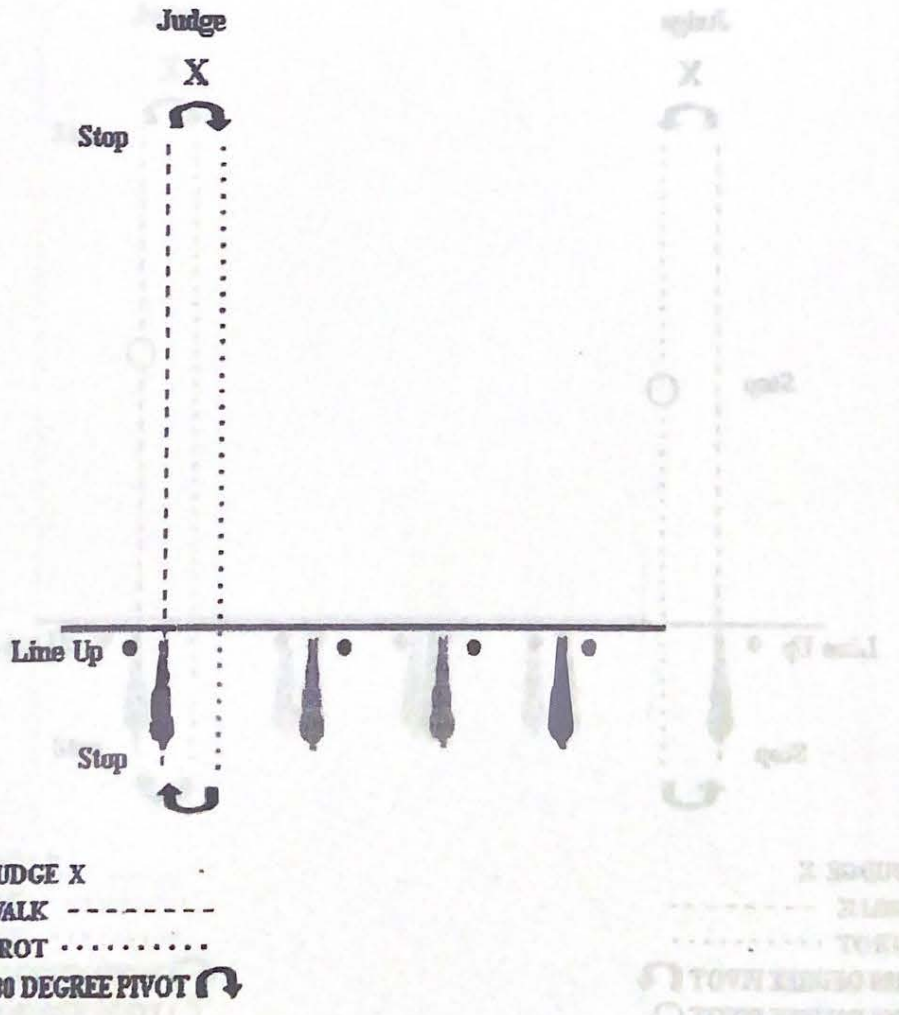
1. Be ready at the cones
2. Trot to car wash, enter car wash at a walk
3. Pivot right to set up for back through of Serpentine and proceed to back through the Serpentine
4. Trot to the mailbox
5. Halt at the mailbox, open and remove item, show the judges, put it back and close the mailbox
6. Walk to the gate
7. Open right side walk through the gate and close the gate
8. Trot to the side-pass polls
9. Side-pass outside pole horse looking towards the center of the arena
10. Proceed to trot overs
11. Walk into the box
12. Performa Figure 8 exiting from the left back into the box
13. Exit out of trot

# COOL

## 7 & Younger Showmanship

### Pattern #1

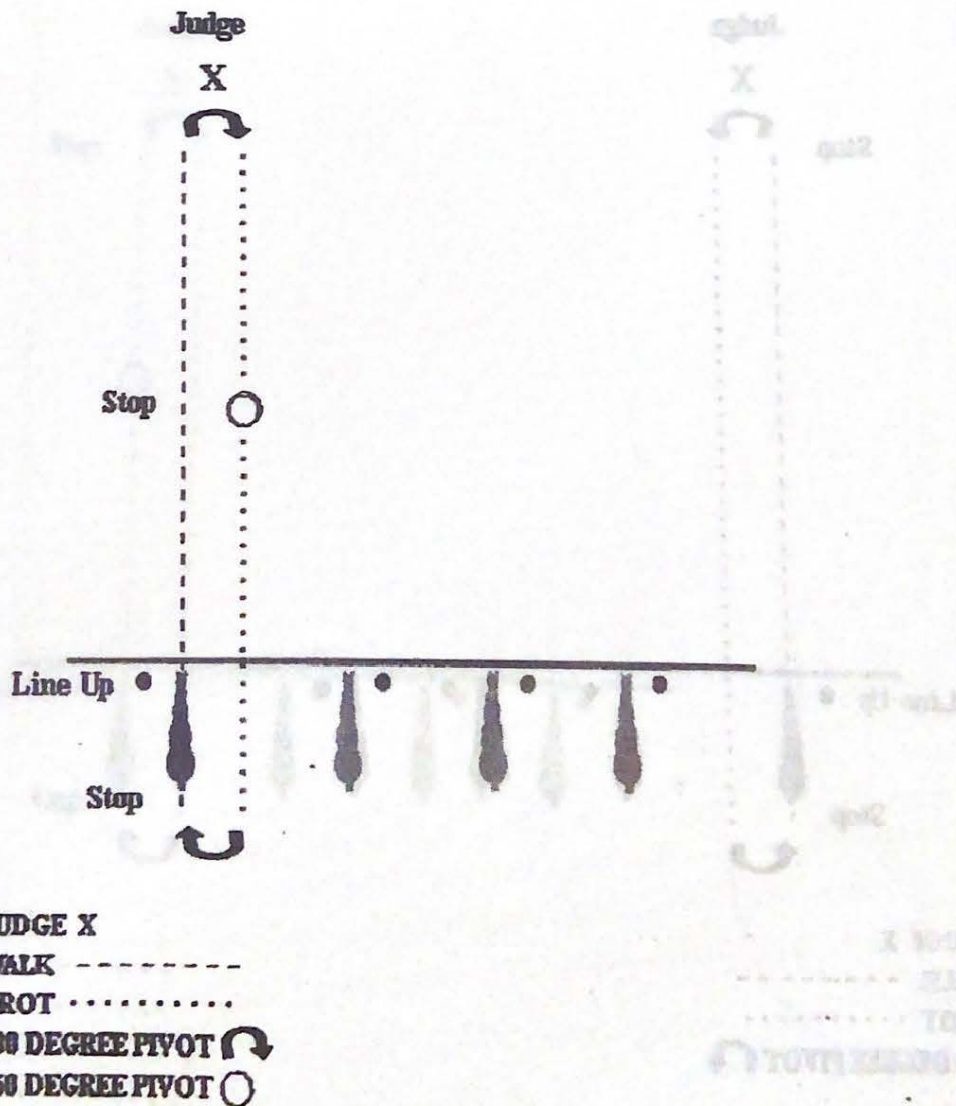
Walk to the Judge in a straight line. Stop and set up your pony/horse. Upon acknowledgement from the Judge, do a 180 degree turn. All turns are to the right. Trot in a straight line, past the line-up, then stop. Do a 180 degree turn. Walk the pony/horse forward to the exact spot in the line-up (where you were when you started the pattern) and set your pony/horse up.



## Showmanship 8-12

### Pattern #3

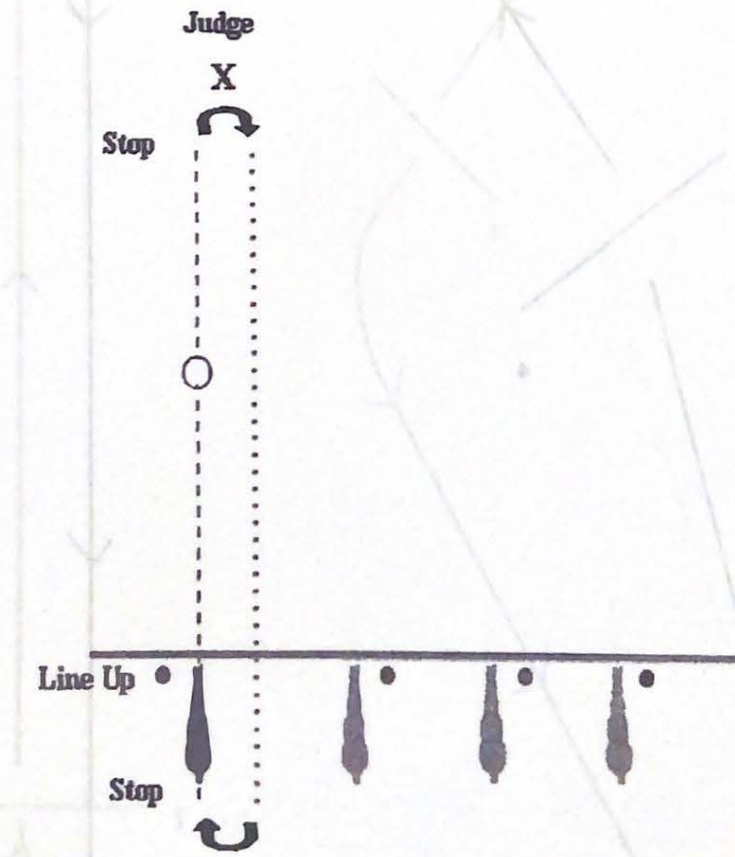
Walk (in a straight line) to the Judge. Stop and set up your pony/horse. Upon acknowledgement from the Judge, do a 180 degree pivot. All turns are to be to the right. Trot (in a straight line) toward the line-up. Stop  $\frac{1}{2}$  way between the Judge and the line-up and do a 360 degree pivot and stop. Continue at a trot in a straight line, past the line-up, and stop. Do a 180 degree pivot. Walk pony/horse forward to the exact spot in the line-up (where you were when you started the pattern) and set up pony/horse.



Showmanship 13-17  
Amateur Showmanship

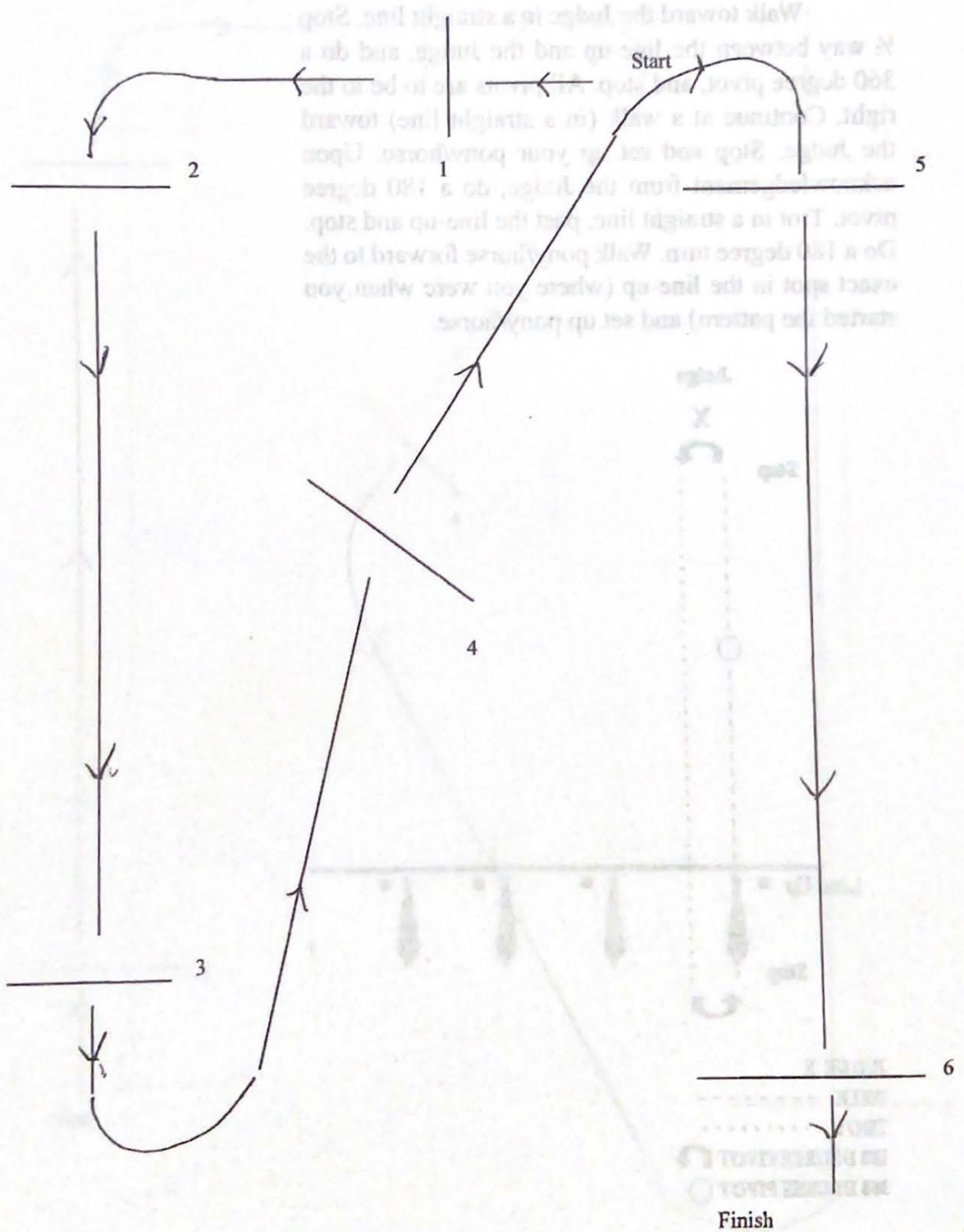
Pattern #2

Walk toward the Judge in a straight line. Stop  $\frac{1}{2}$  way between the line-up and the Judge, and do a 360 degree pivot, and stop. All pivots are to be to the right. Continue at a walk (in a straight line) toward the Judge. Stop and set up your pony/horse. Upon acknowledgement from the Judge, do a 180 degree pivot. Trot in a straight line, past the line-up and stop. Do a 180 degree turn. Walk pony/horse forward to the exact spot in the line-up (where you were when you started the pattern) and set up pony/horse.



- JUDGE X
- WALK - - - - -
- TROT . . . . .
- 180 DEGREE PIVOT ↶
- 360 DEGREE PIVOT ○

# OPEN HUNTER

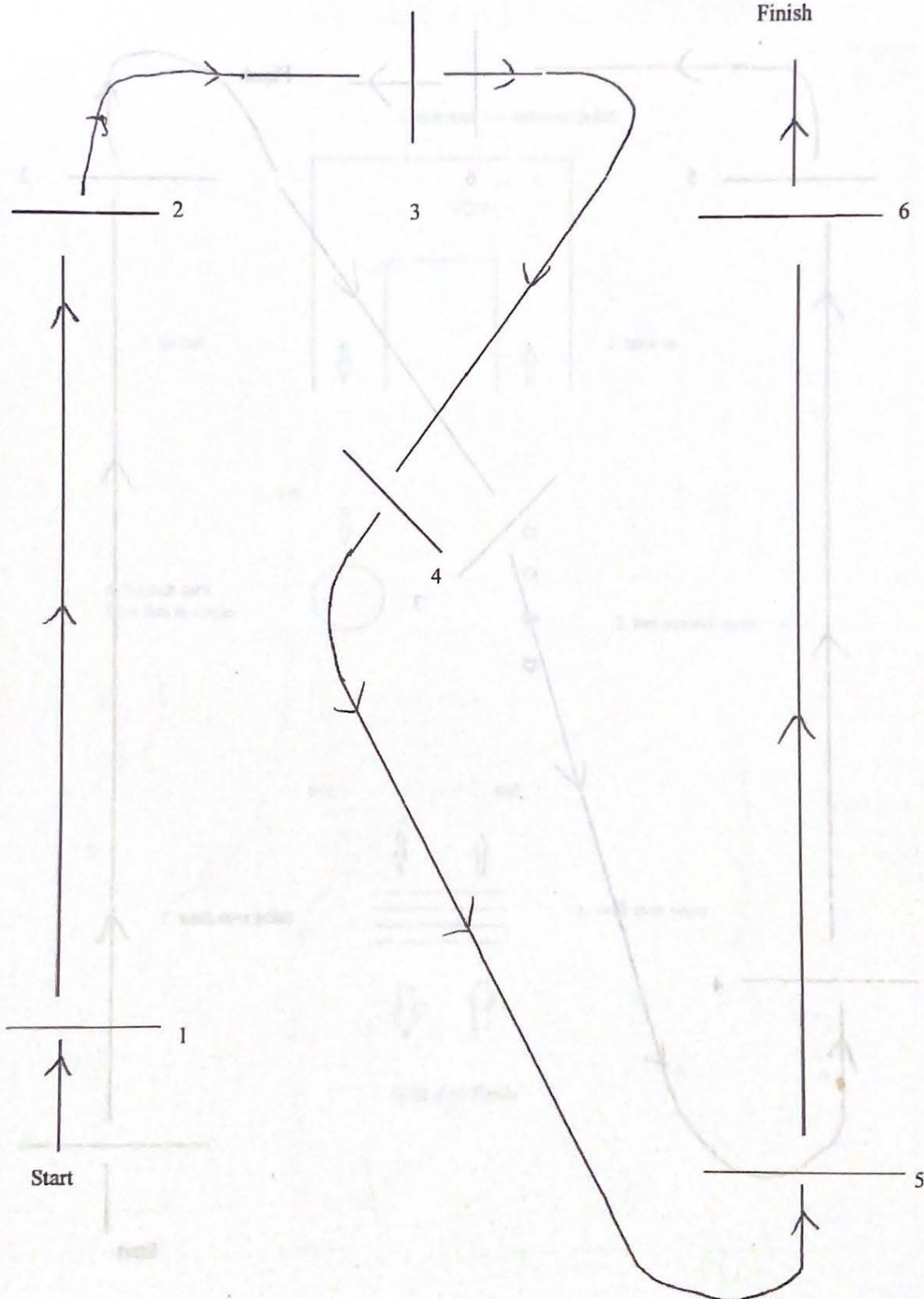


Walk toward the judge in a straight line. Stop  
N way between the line up and the judge and do a  
180 degree pivot. Stop. Pivot to the left to be in line  
right. Continue at a walk (in a straight line) toward  
the judge. Stop and set up your ponyhorse. (Don't  
pivot from the judge, do a 180 degree  
pivot. Turn in a straight line, put the line up and stop.  
Do a 180 degree turn. Walk ponyhorse forward to the  
exact spot in the line up (where you were when you  
started the pattern) and set up ponyhorse.

judge  
X  
C  
180  
NO HUNTER PIVOT  
NO HUNTER PIVOT  
NO HUNTER PIVOT

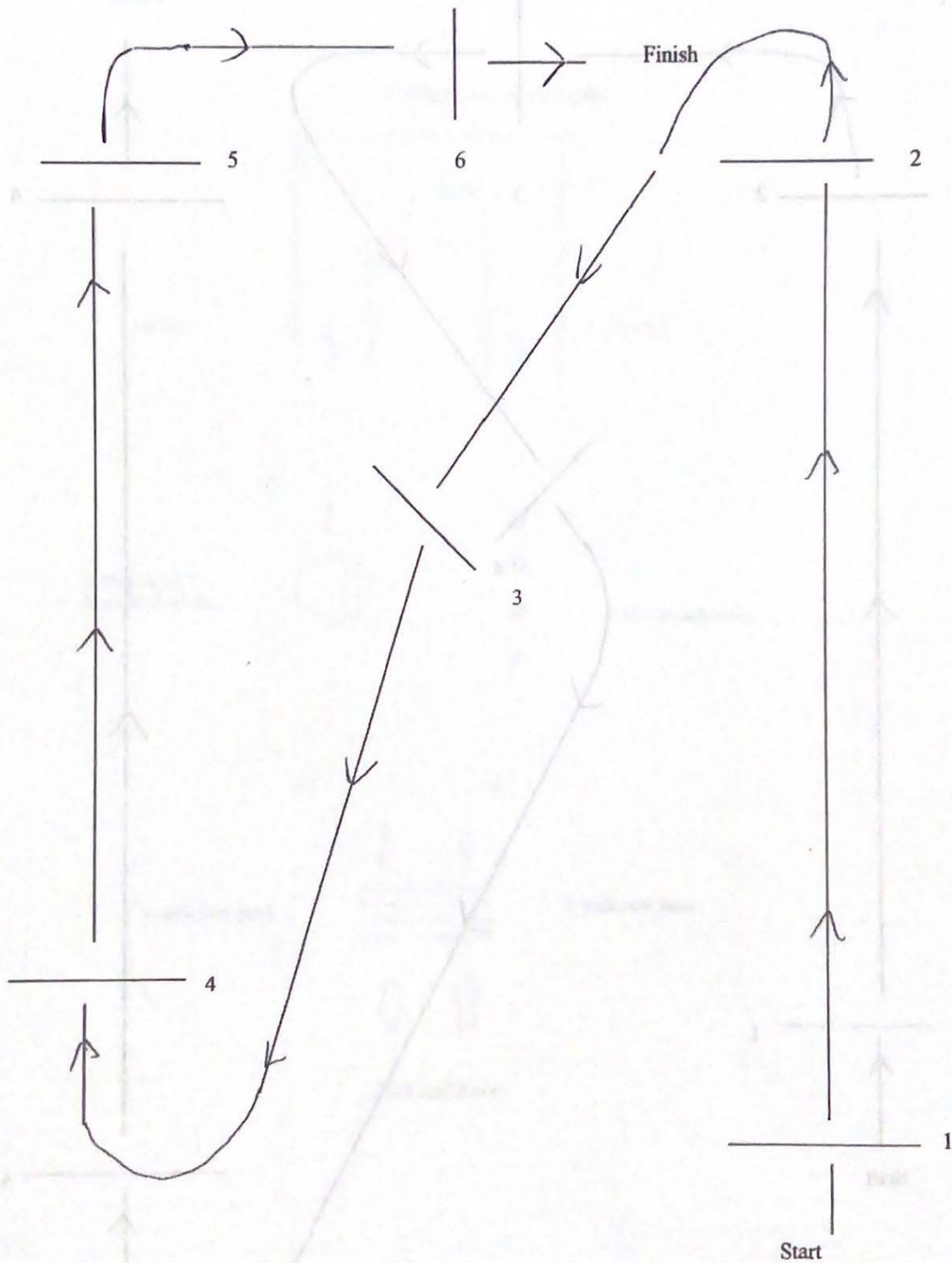
#9

# AMATEUR HUNTER





# YOUTH HUNTER

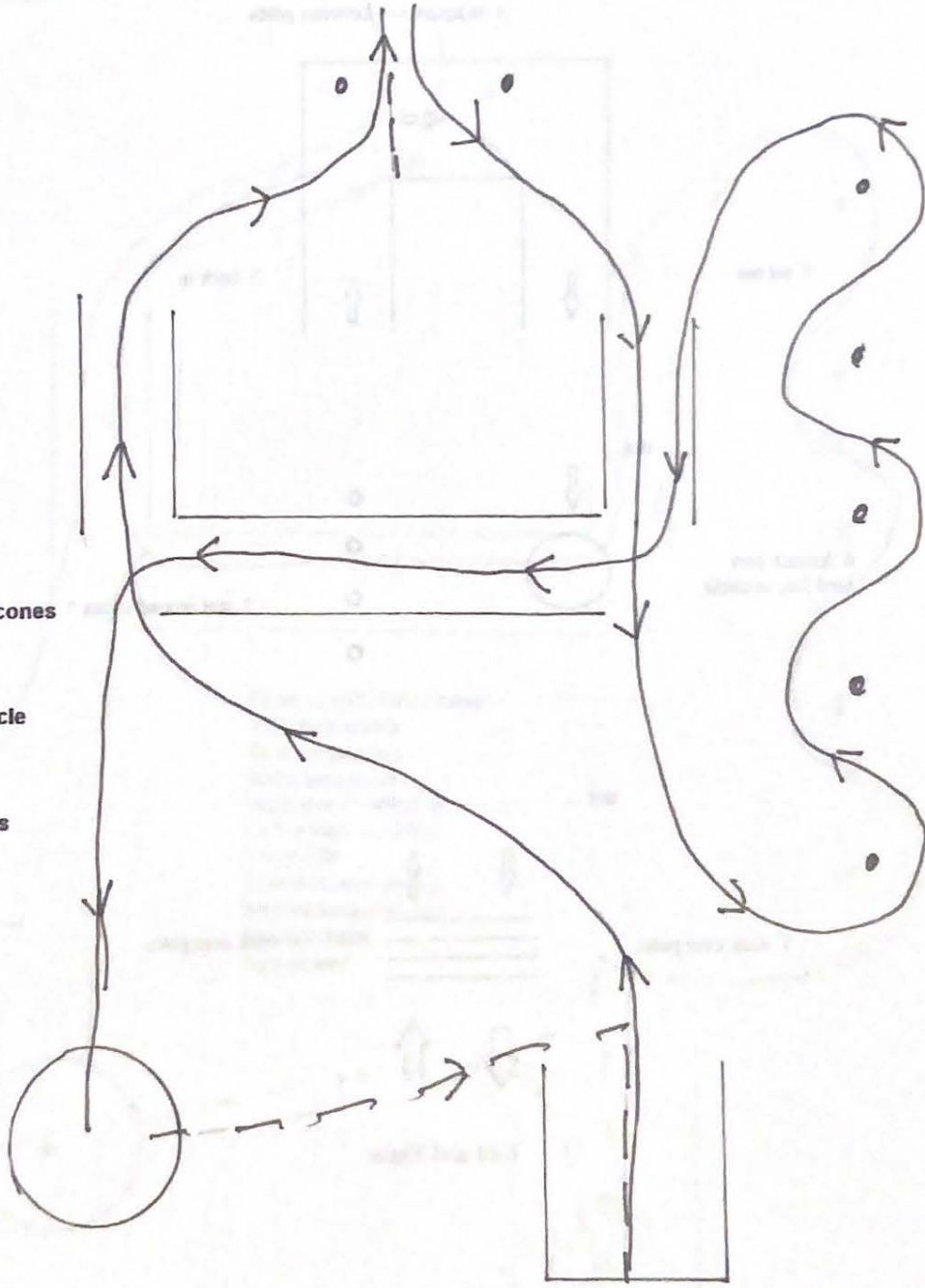


# OPEN OBSTACLE DRIVING

#10

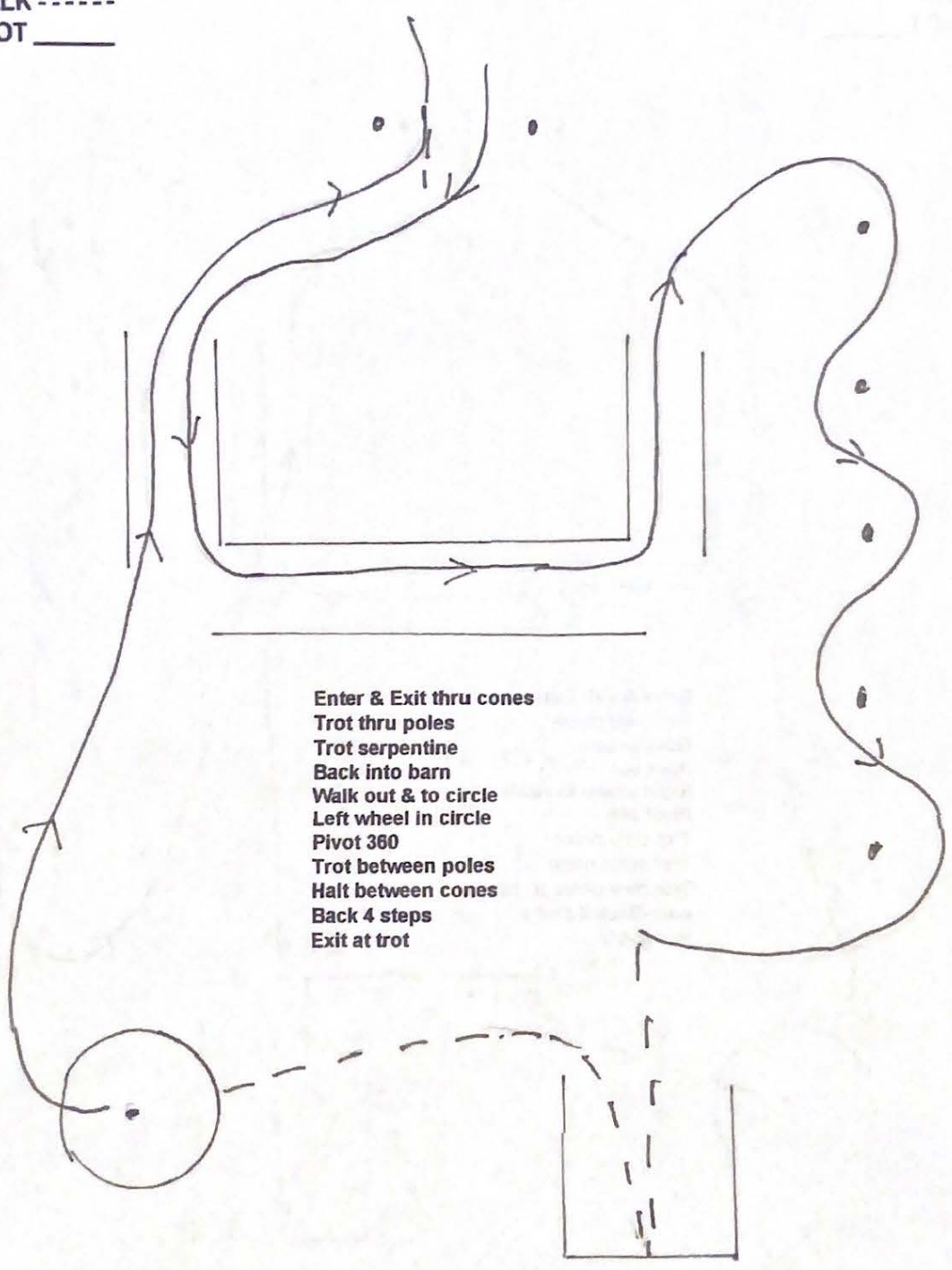
WALK -----  
TROT \_\_\_\_\_

- Enter & Exit thru cones
- Trot thru poles
- Trot serpentine
- Trot thru poles
- Right wheel in circle
- Pivot 270
- Walk to barn
- Back in
- Trot out thru poles to cones. Halt
- Back 4 steps
- Exit at trot



# AMATEUR OBSTACLE DRIVING #10

WALK -----  
TROT \_\_\_\_\_

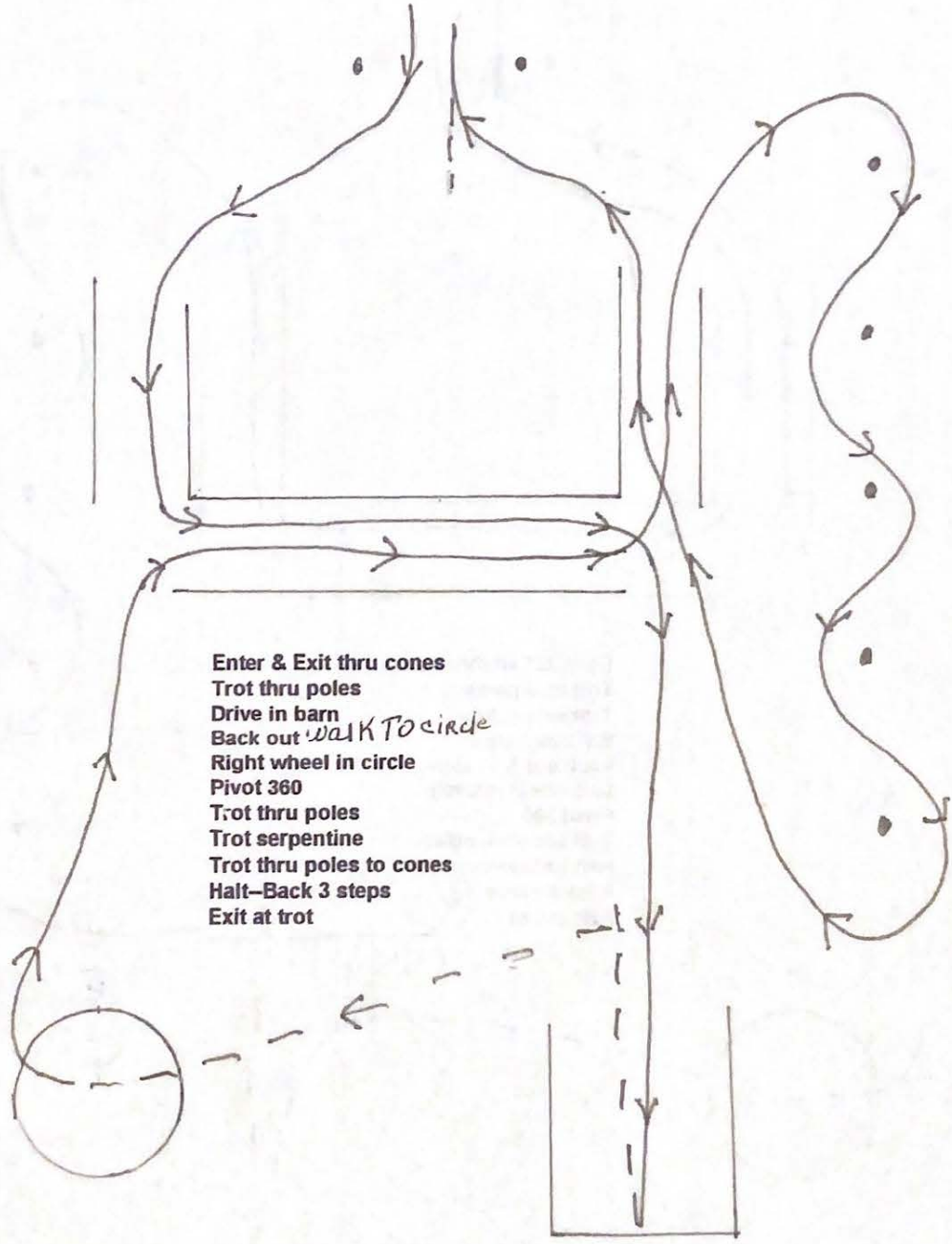


Enter & Exit thru cones  
Trot thru poles  
Trot serpentine  
Back into barn  
Walk out & to circle  
Left wheel in circle  
Pivot 360  
Trot between poles  
Halt between cones  
Back 4 steps  
Exit at trot

# YOUTH OBSTACLE DRIVING

#10

WALK -----  
TROT \_\_\_\_\_



Enter & Exit thru cones  
Trot thru poles  
Drive in barn  
Back out *walk TO cirde*  
Right wheel in circle  
Pivot 360  
Trot thru poles  
Trot serpentine  
Trot thru poles to cones  
Halt-Back 3 steps  
Exit at trot