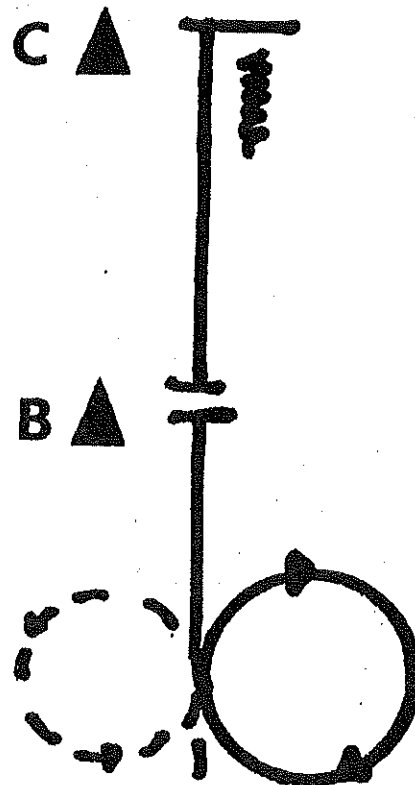
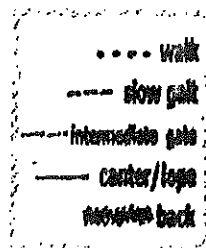


Walking Seat Equitation

Adult



1. Slow gait at A, halfway between A & B do a circle to the left, canter a circle to the right, right lead and continue to B
2. At B simple or flying lead change, continue left lead to C
3. Stop at C, back and exit

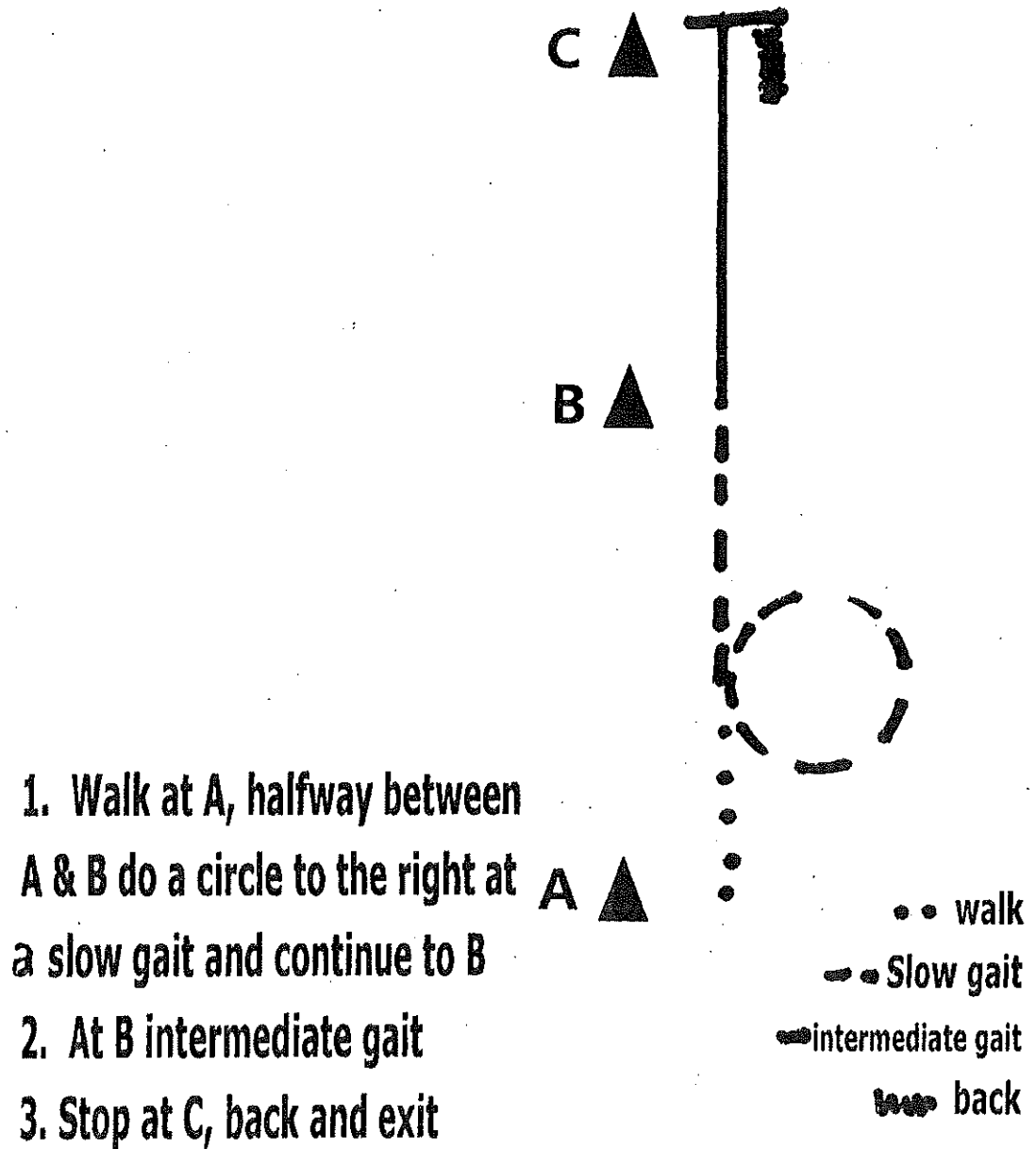


NWHA



Walking Seat Equitation

11 & Under

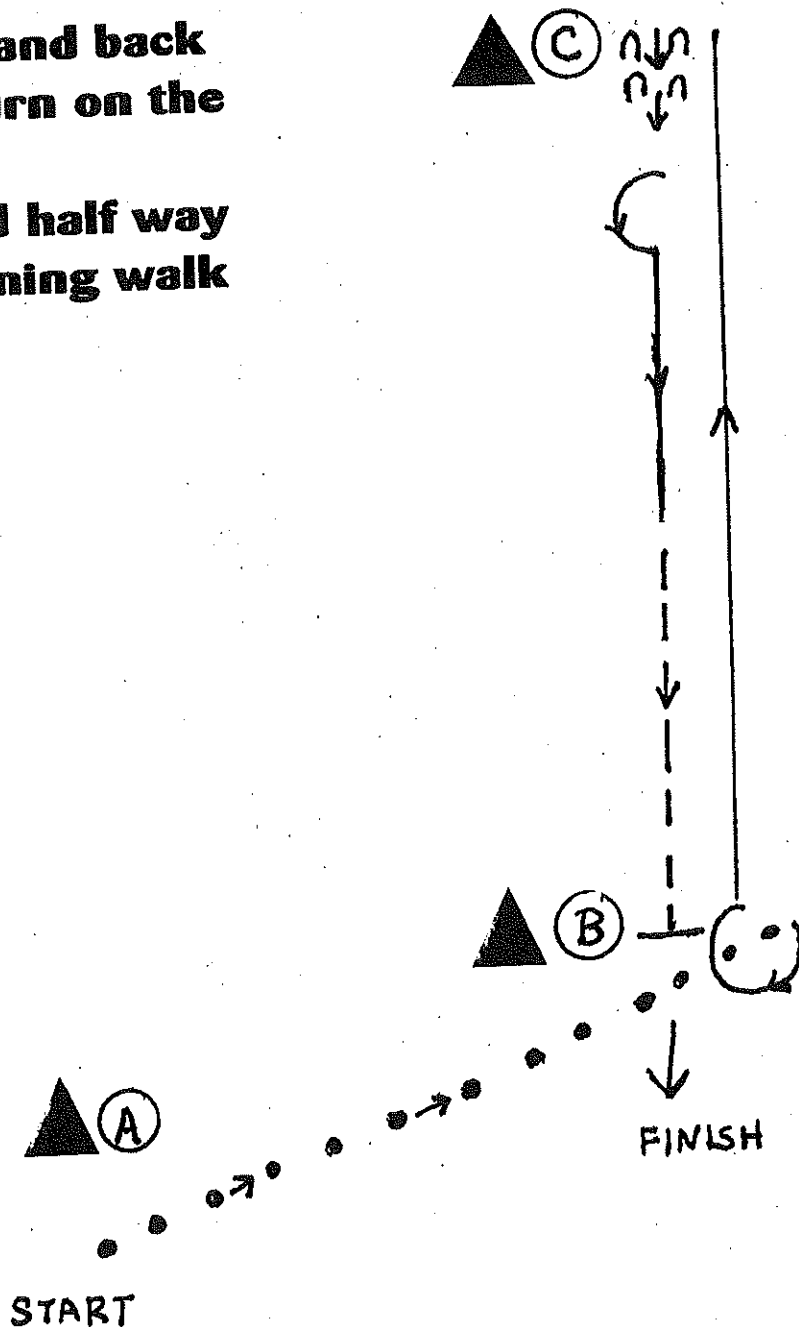


NWHA



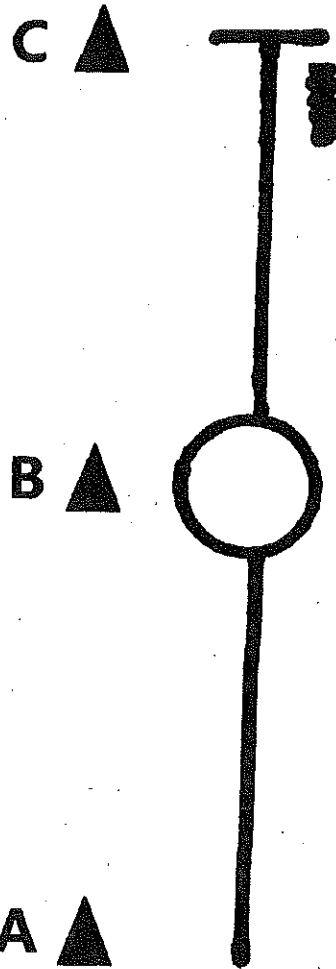
Stock Seat Equitation

1. Be ready and waiting at A,
Flat walk from A past B and stop
2. Do a 270 degree turn on the haunches to the right
3. Lope left lead to C and back
4. Do a 180 degree turn on the haunches to the left
5. Lope right lead and half way between C and B running walk
6. Halt at B
7. Exit at a flat walk



Stock Seat Equitation

Youth 17 & under



1. Lope left lead from A to B
2. At B stop, do a 360 degree turn on the haunches
3. Lope right lead to C
4. Stop at C, back and exit

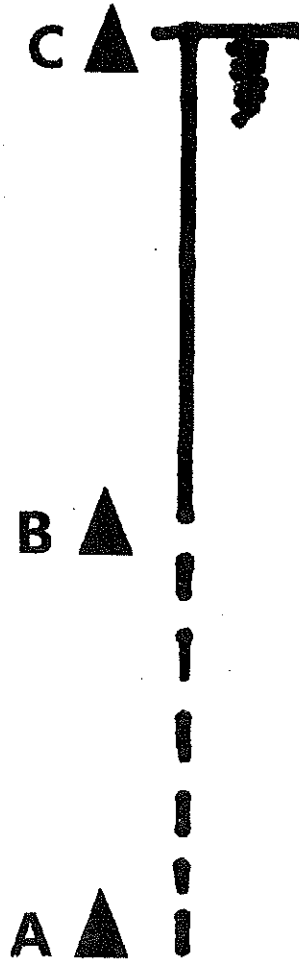
..... walk
----- slow gait
———— intermediate gait
———— canter/lope
~~~~~ stop/back

**NWHA**

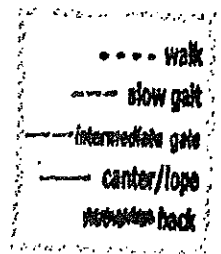


# Stock Seat Equitation

Youth 11 & under



1. Slow gait from A to B
2. At B  
intermediate gait
3. Stop at C and back
4. exit

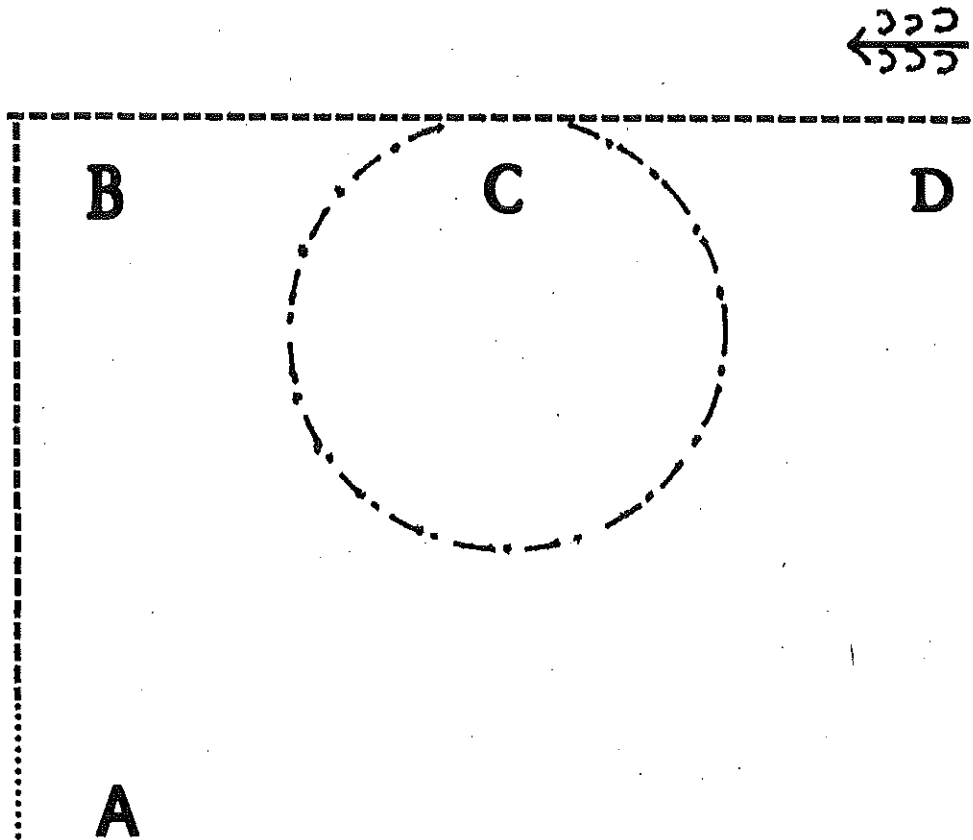


NWHA



# Stock Seat Equitation

## 11 & Under



Be ready before A

1. Walk approximately 10 feet
2. Flat walk or slow gait around B to C
3. At C, circle right at a running walk or fast gait
4. Return to C and flat walk or slow gait to D
5. Stop at D and back

Walk .....

Flat Walk or Slow Gait -----

Running Walk or Fast Gait -·-·-·-·-

Canter or Lope \_\_\_\_\_

Back ← 



**Equitation Pattern.**

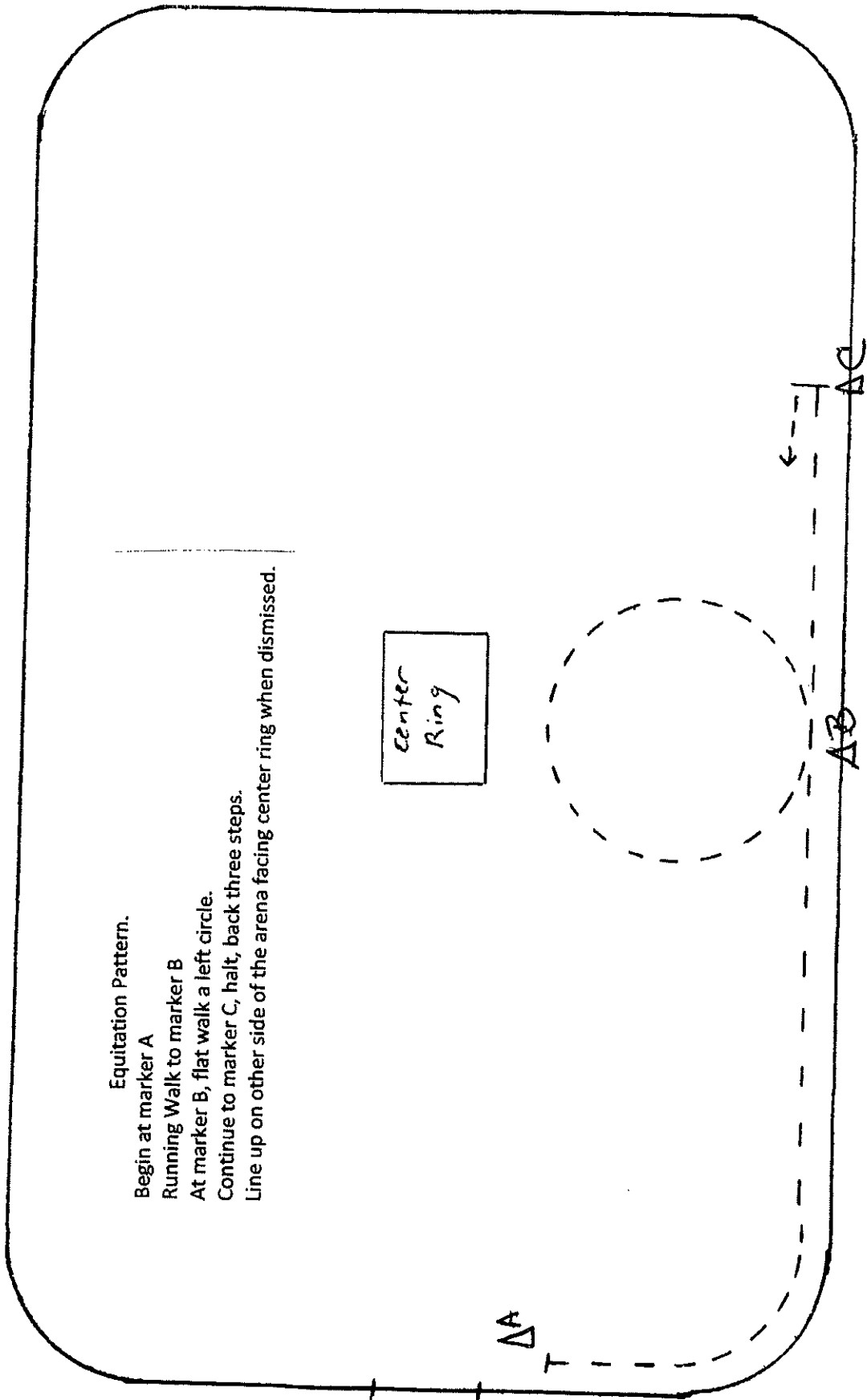
Begin at marker A

Running Walk to marker B

At marker B, flat walk a left circle.

Continue to marker C, halt, back three steps.

Line up on other side of the arena facing center ring when dismissed.



## Equitation Pattern

Enter ring and proceed to marker A Stop and wait for Judges Invitation to begin test.

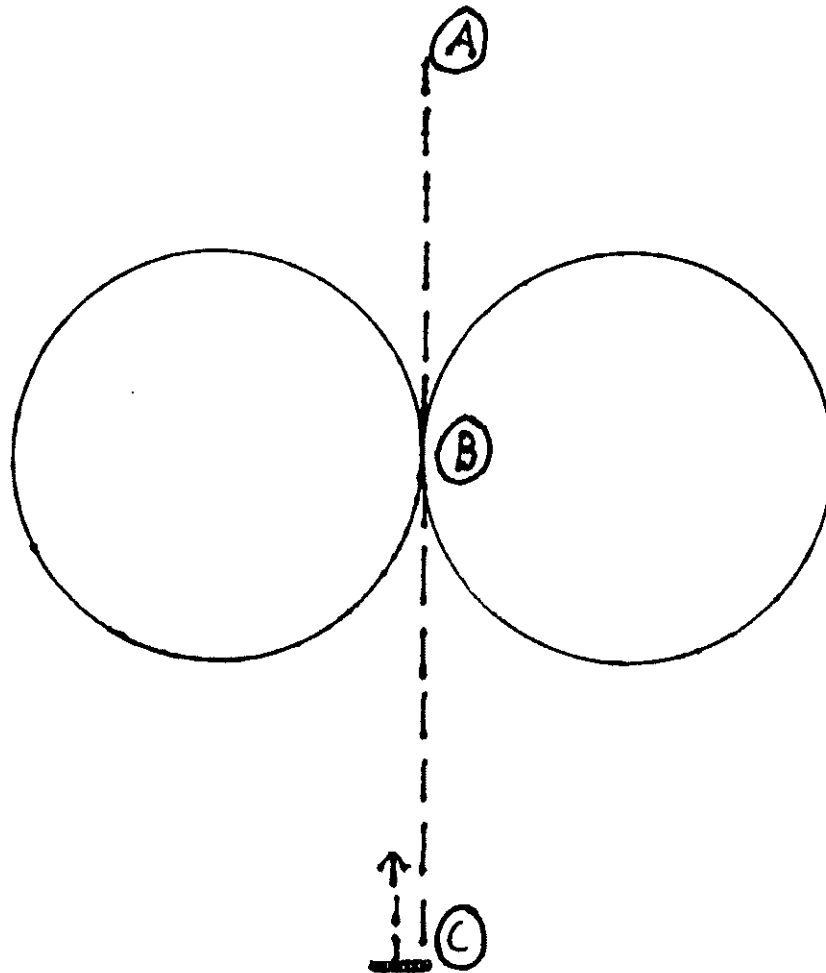
Walk from Marker A to Marker B

At Marker B ride a figure 8 at the Flat Walk or Intermediate Gait. First circle Left and then circle Right finishing at Marker B

Walk from Marker B to Marker C

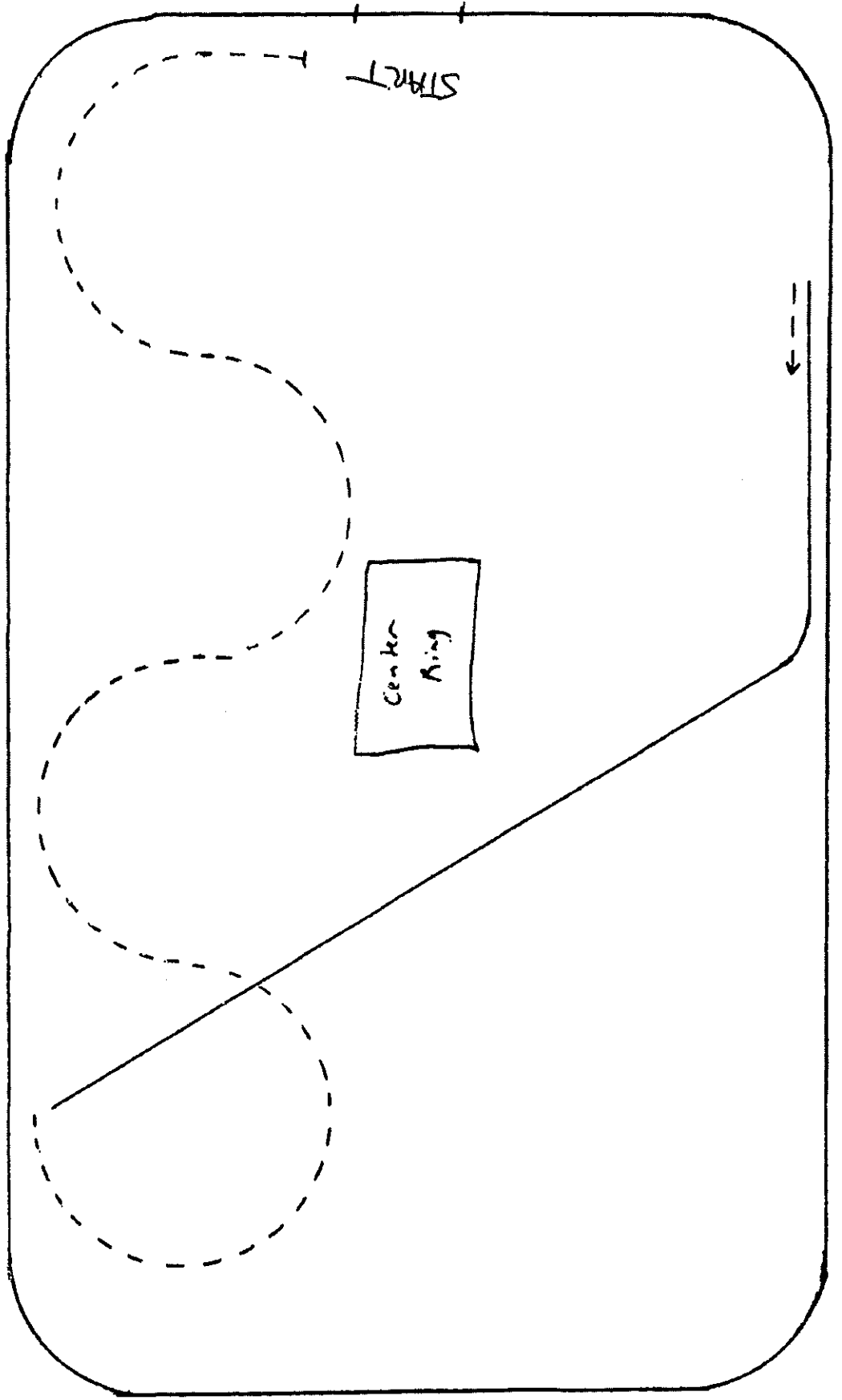
At Marker C Stop and Back 3 Steps

When dismissed by the Judge exit the show arena at the walk and wait to be called for rail work.



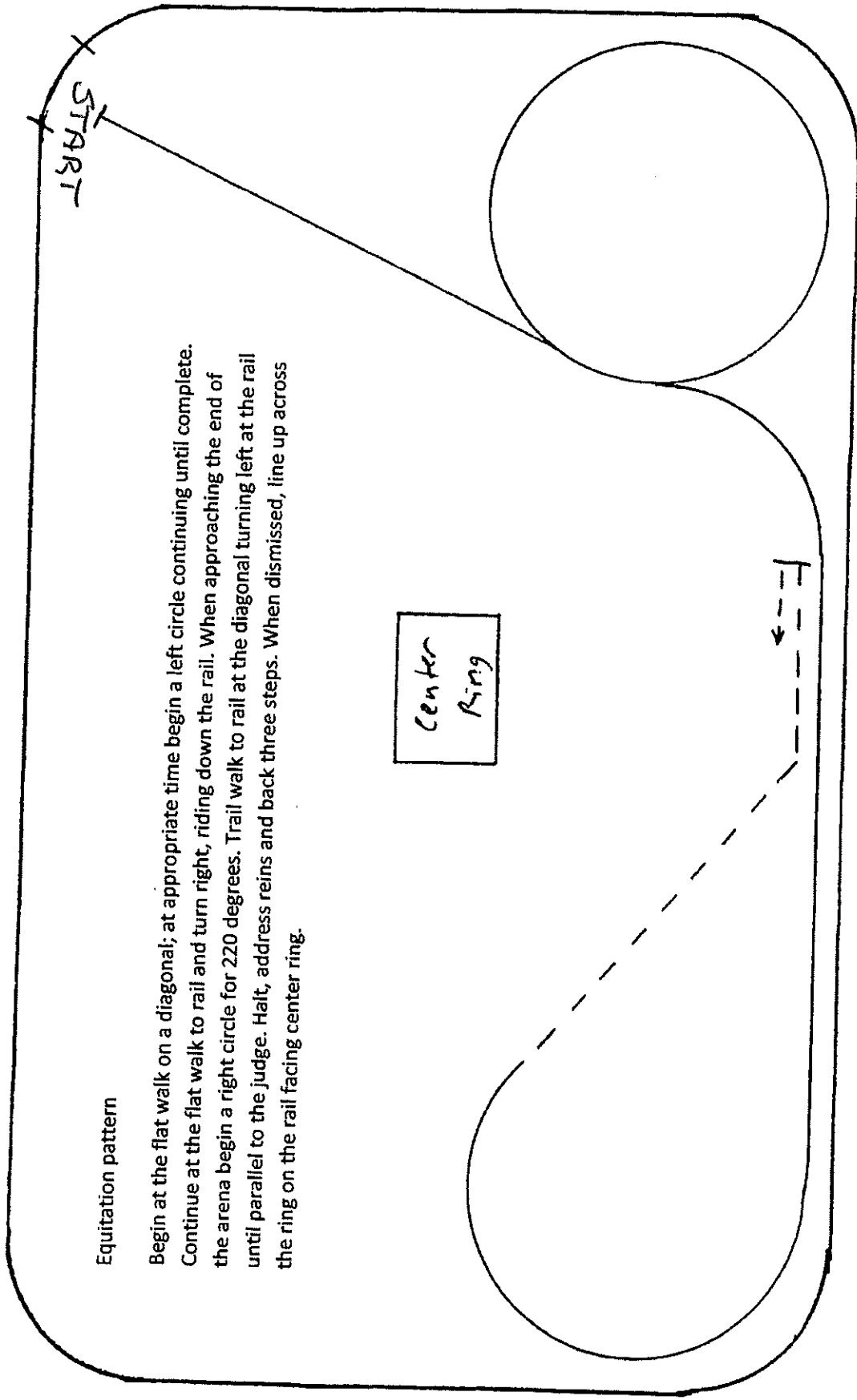
### Equitation Pattern

- Begin a four loop serpentine at the flat walk.
- When you reach the rail running walk and cut the ring at a diagonal.
- Turn left and trail walk.
- Continue to corner and halt. Back four steps.
- When dismissed, line up at the gate end of the arena facing center ring.



Equitation pattern

Begin at the flat walk on a diagonal; at appropriate time begin a left circle continuing until complete. Continue at the flat walk to rail and turn right, riding down the rail. When approaching the end of the arena begin a right circle for 220 degrees. Trail walk to rail at the diagonal turning left at the rail until parallel to the judge. Halt, address reins and back three steps. When dismissed, line up across the ring on the rail facing center ring.

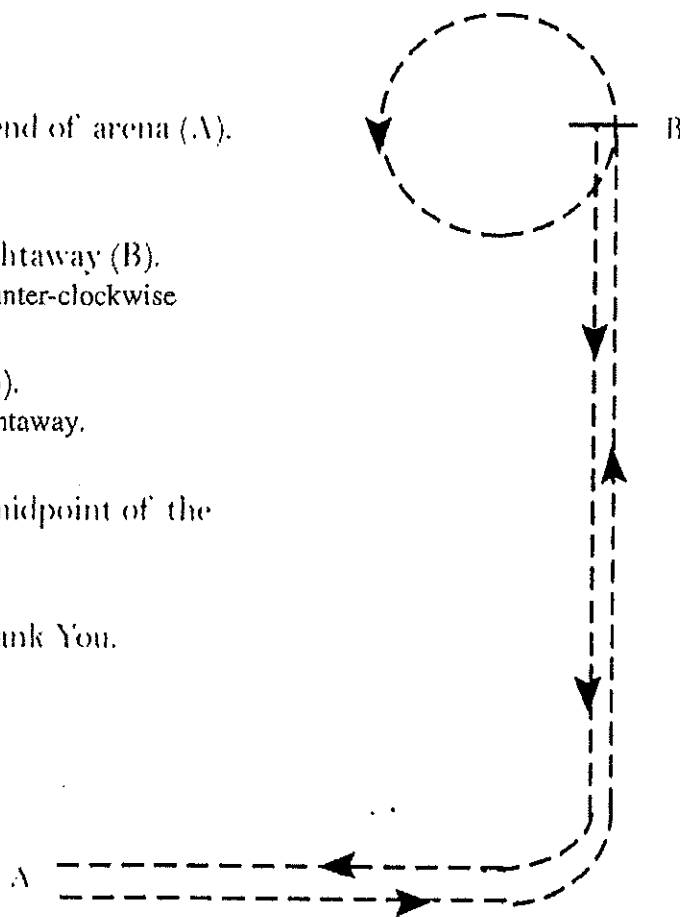


# YOUTH ENGLISH EQUITATION NO CANTER

Begin at the mid-point of the in gate end of arena (A).

1. Running Walk along the rail to the right.
2. Briefly stop at the end of the straightaway (B).
3. Running walk a circle at the curve in a counter-clockwise direction.
4. Close the circle, then stop briefly (B).
5. Reverse and running walk down the straightaway.
6. Continue around the curve to the midpoint of the turn (A).

The workout has been completed - Thank You.

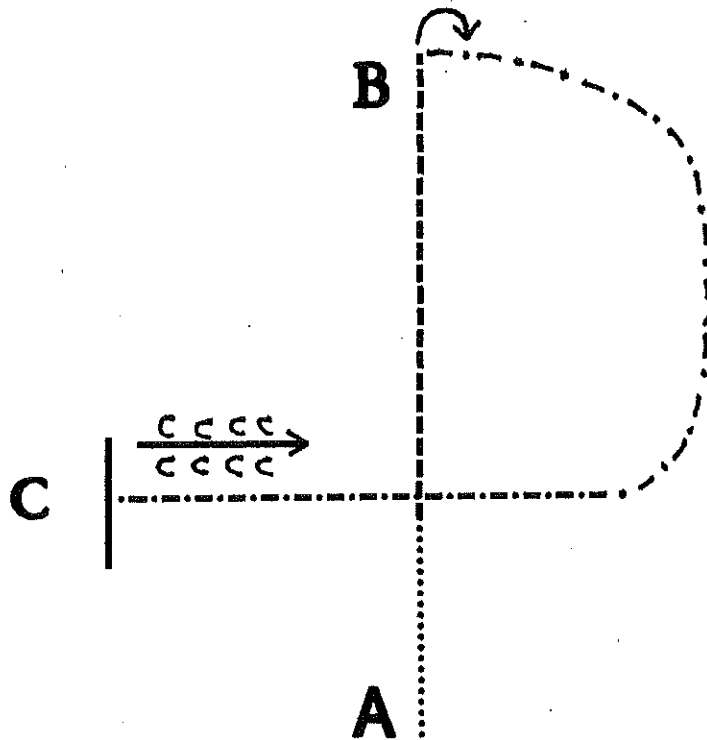


|                 |       |
|-----------------|-------|
| Walk            | ----- |
| Running walk    | ----- |
| Canter          | ----- |
| Lead Change     | ----- |
| Back            | ←     |
| Reference Point | B     |

# Walking Seat Equitation

## 11 & Under

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**Be ready at A**

- 1. Walk from A until even with C**
- 2. Flat walk or slow gait to B**
- 3. At B, stop and perform a 90 degree turn on the forehand to the right**
- 4. Running walk or fast gait to C**
- 5. At C, stop and back approximately one horse length**

**Walk** .....

**Flat Walk or Slow Gait** -----

**Running Walk or Fast Gait** -----

**Canter or Lope** \_\_\_\_\_

**Back** ← ↗ ↘ ↗ ↘