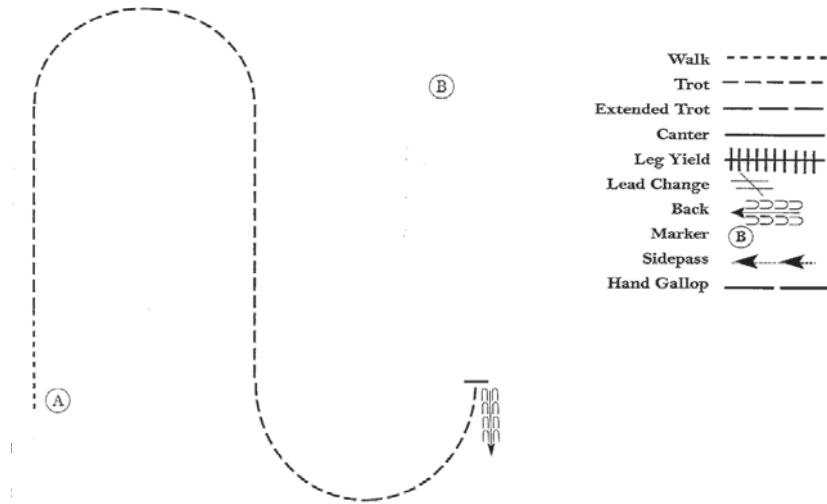


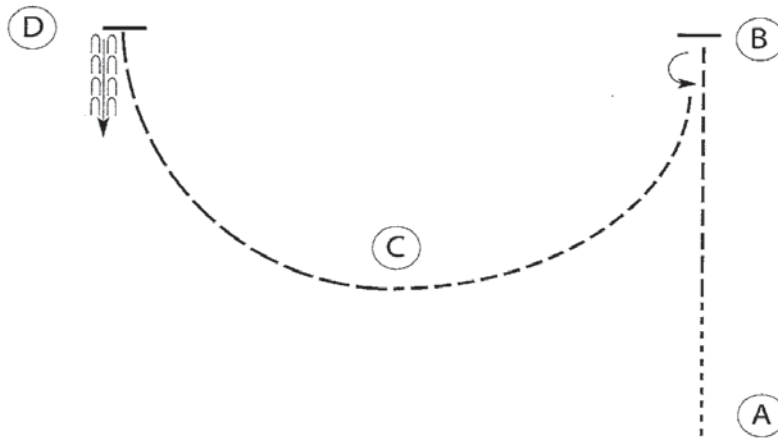
EQUESTRIANS WITH DISABILITIES HUNT SEAT EQUITATION (WALK-TROT)



Be ready at A.

1. Walk two horse lengths from A.
 2. Trot forward and a half circle on the left diagonal until even with B.
 3. Change diagonal and trot straight and then a half circle on the right diagonal until even with A.
 4. Stop and back approximately one horse length.
- Follow the instructions of your ring steward.

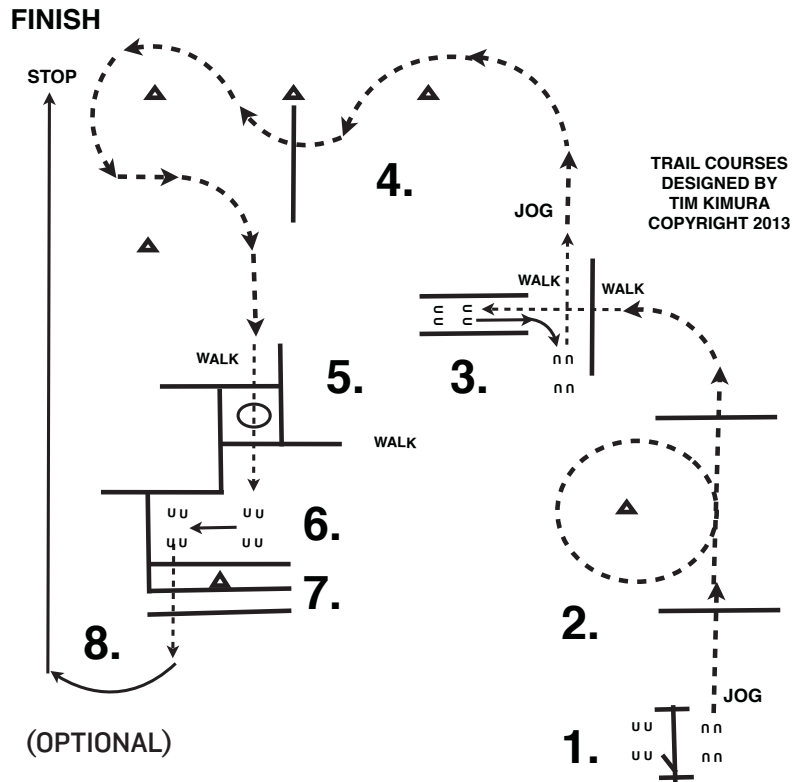
EQUESTRIANS WITH DISABILITIES WESTERN HORSEMANSHIP (WALK-JOG)



Be ready at A.

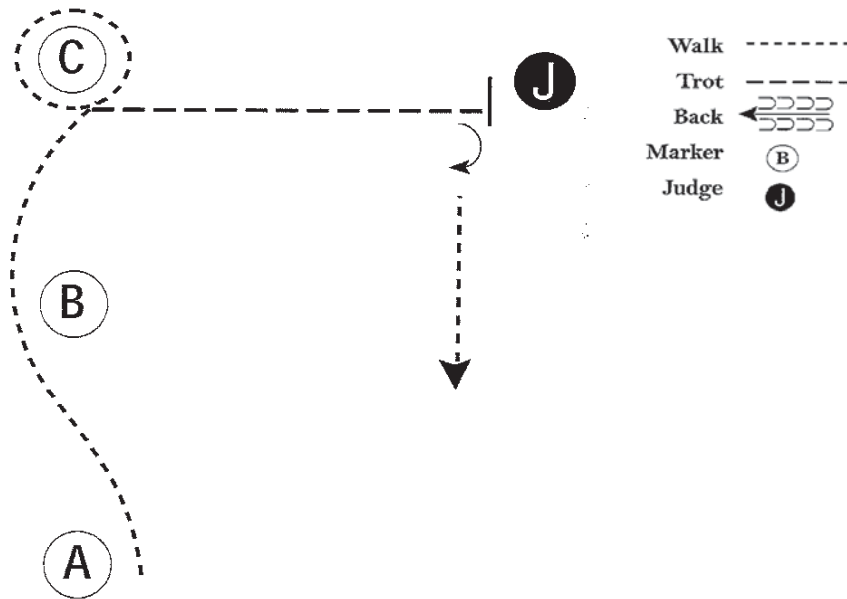
1. Walk approximately two strides from A.
 2. Jog to B.
 3. Stop and perform a 180 degree turn to the left.
 4. Jog a half circle to C.
 5. Extend the jog to D.
 6. Stop at D and back approximately one horse length.
- Follow the instructions of your ring steward.

Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	———/
Back	←←←←←
Marker	ⓑ
Sidepass	←-----→



1. Gate left hand ride thru close.
2. Jog over poles, jog circle around cone.
3. Stop or break to walk, walk over pole and into chute, back around corner, walk out.
4. Jog thru serpentine, jog around cones.
5. Stop or break to walk, walk into box, execute a 360 turn either way, walk out.
6. Side pass right between poles.
7. Walk over poles.
8. Lope right lead and stop at cone.

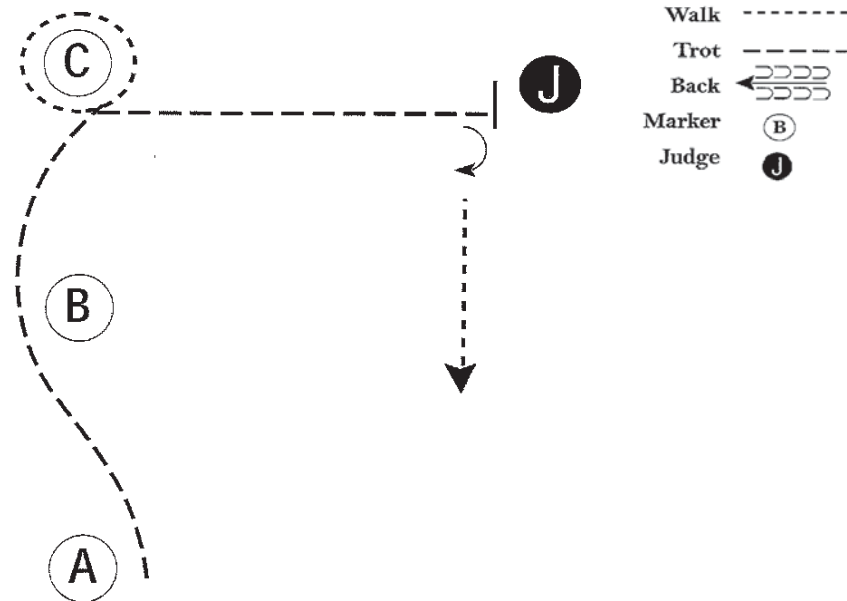
EQUESTRIANS WITH DISABILITIES SHOWMANSHIP (WALK ONLY)



Be ready at A.

1. When acknowledged, walk from A, around B to C.
 2. Walk a tight circle around C.
 3. Walk to judge.
 4. Stop and set up for inspection.
 5. When dismissed, perform a 90 degree turn and walk away from judge.
- Follow the directions of your ring steward.

EQUESTRIANS WITH DISABILITIES SHOWMANSHIP (WALK-TROT)



Be ready at A.

1. When acknowledged, trot from A, around B to C.
 2. Walk a tight circle around C.
 3. Trot to judge.
 4. Stop and set up for inspection.
 5. When dismissed, perform a 90 degree turn and walk away from judge.
- Follow the directions of your steward.