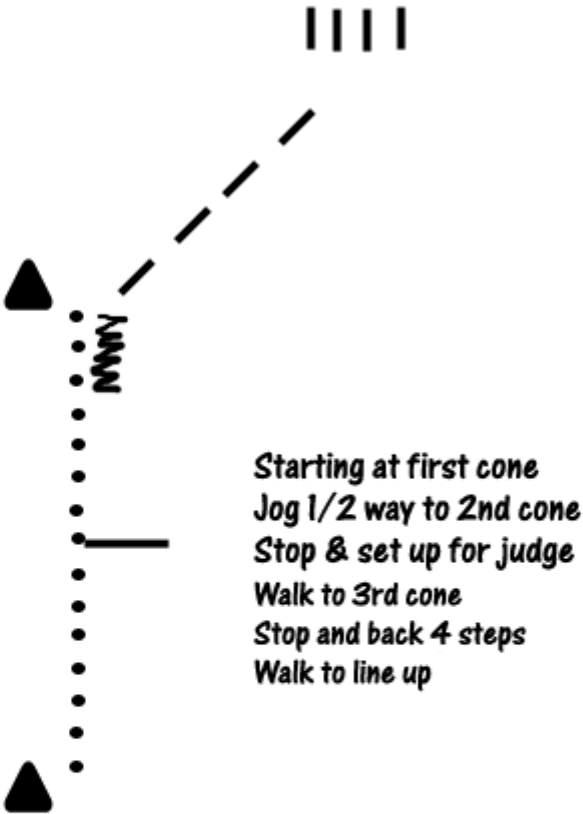


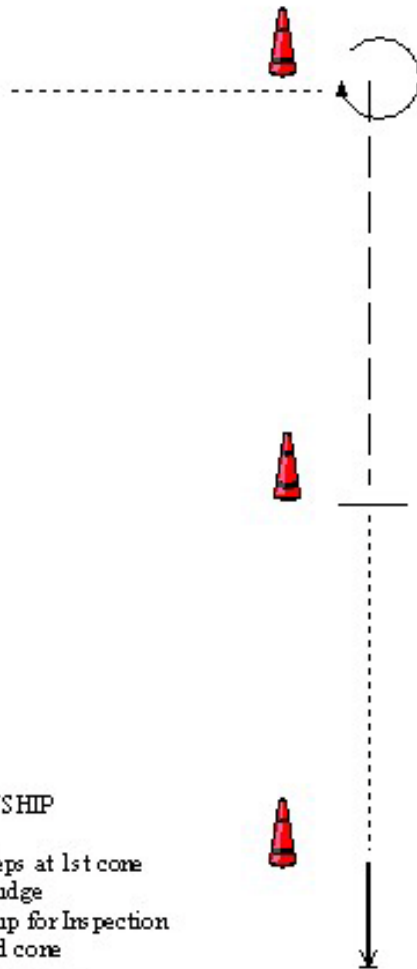
Showmanship

Beginner



Showmanship

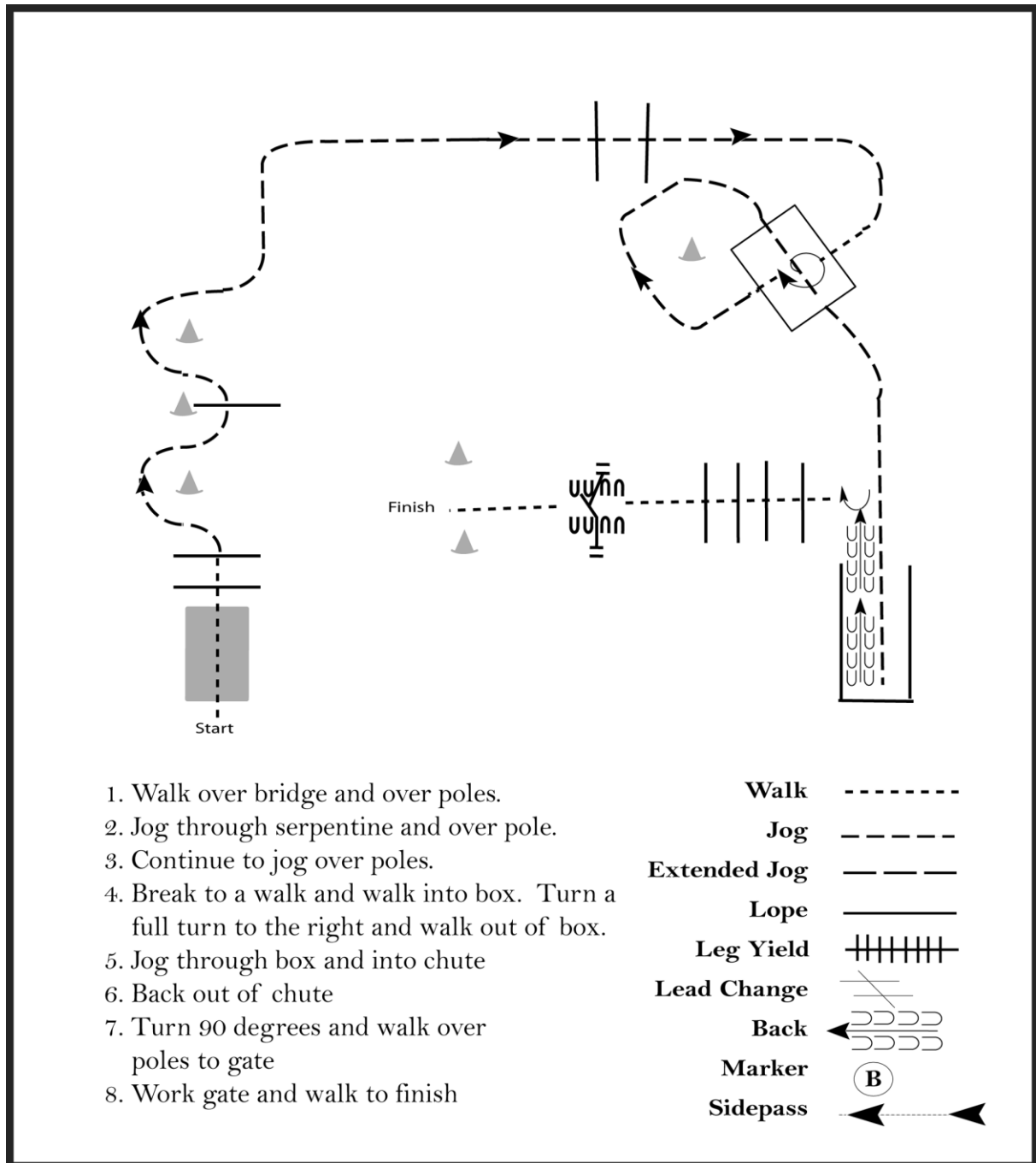
Amateur



SHOWMANSHIP

1. Back 3 steps at 1st cone
2. Walk to Judge
3. Stop, Set up for Inspection
4. Trot to 3rd cone
5. Stop, 270° to right
6. Walk to line up

Trail in hand / walk and trot



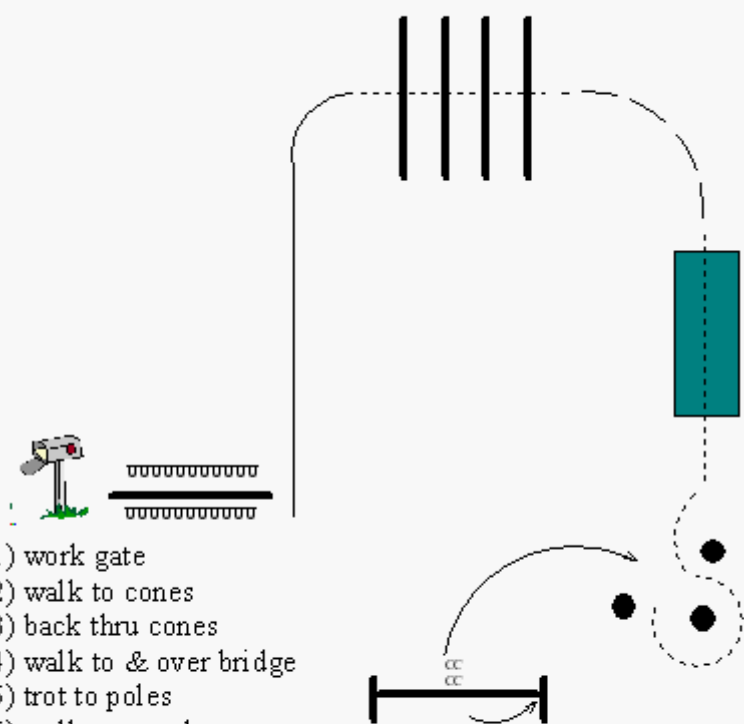
1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Continue to jog over poles.
4. Break to a walk and walk into box. Turn a full turn to the right and walk out of box.
5. Jog through box and into chute
6. Back out of chute
7. Turn 90 degrees and walk over poles to gate
8. Work gate and walk to finish

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

Trail

Beginner

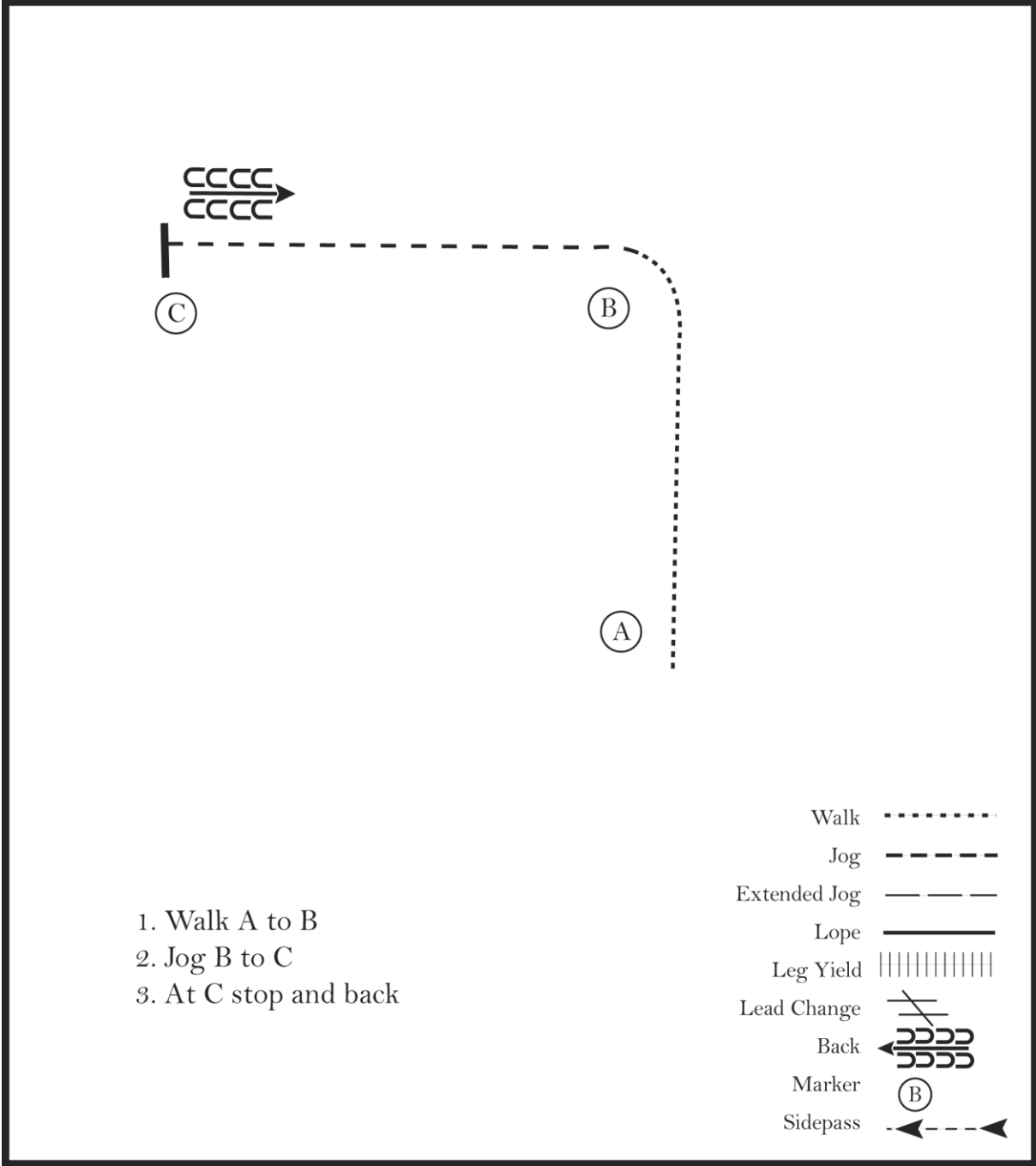
t21



- 1) work gate
- 2) walk to cones
- 3) back thru cones
- 4) walk to & over bridge
- 5) trot to poles
- 6) walk over poles
- 7) lope to pole
- 8) sidepass to right
- 9) take mail out of mailbox
- 10) sidepass to left
- 11) walk out

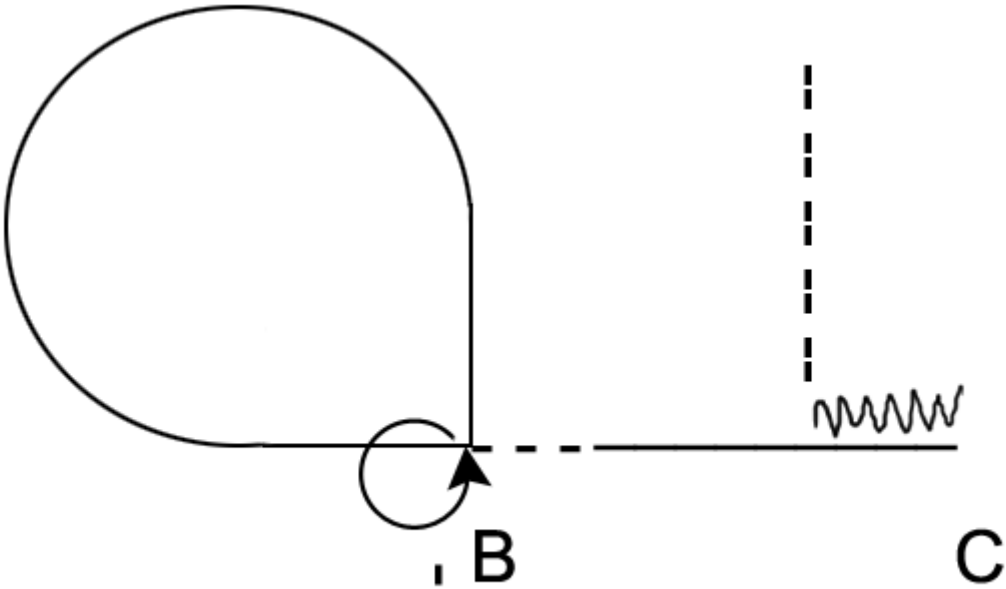
Horsemanship

Walk and trot



Horsemanship

Beginner



walk to A
jog to B
360 to left
lope left lead back to B
simple lead change
lope right lead to C
back 9 steps
extended jog to rail

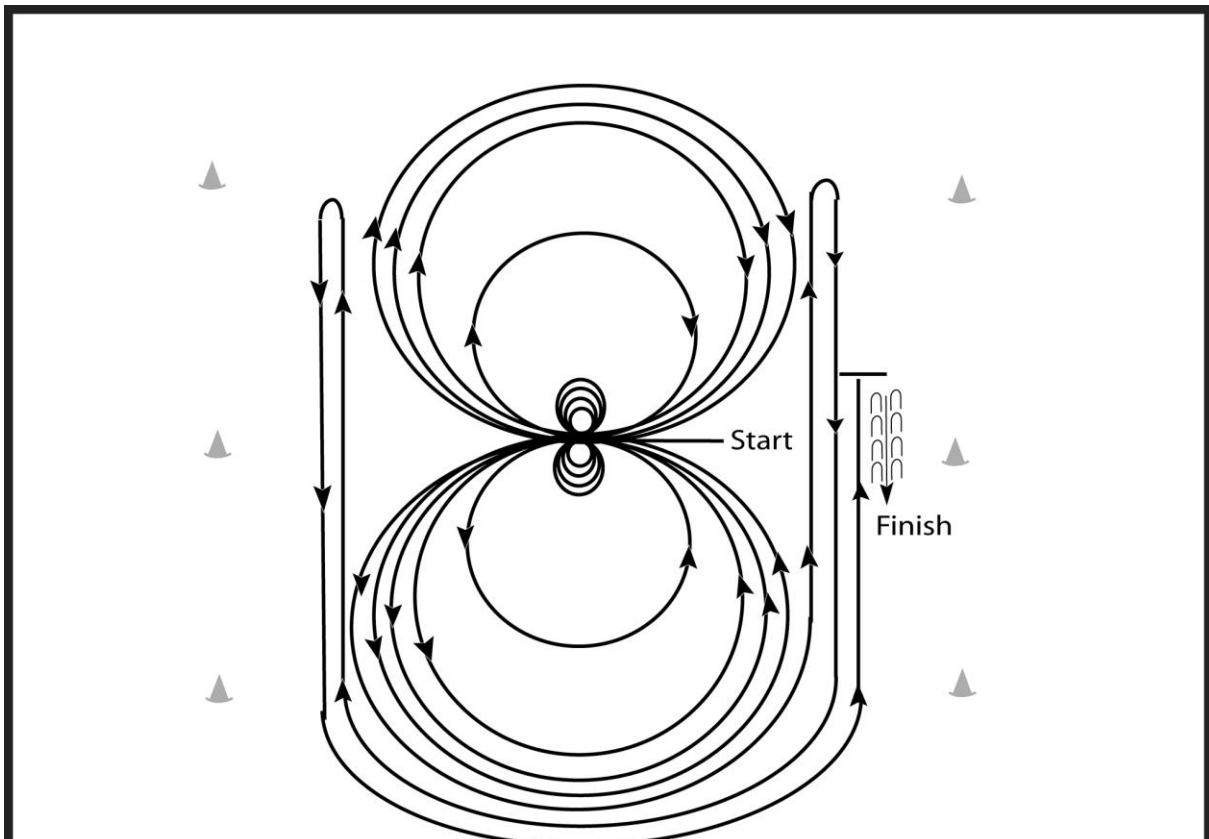
A

B

C

Reining

Beginner



Horses may walk or trot to the center of the arena. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
 2. Complete four spins to the left. Hesitate.
 3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
 4. Complete four spins to the right. Hesitate.
 5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
 6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may dismount and drop bridle to the designated judge.