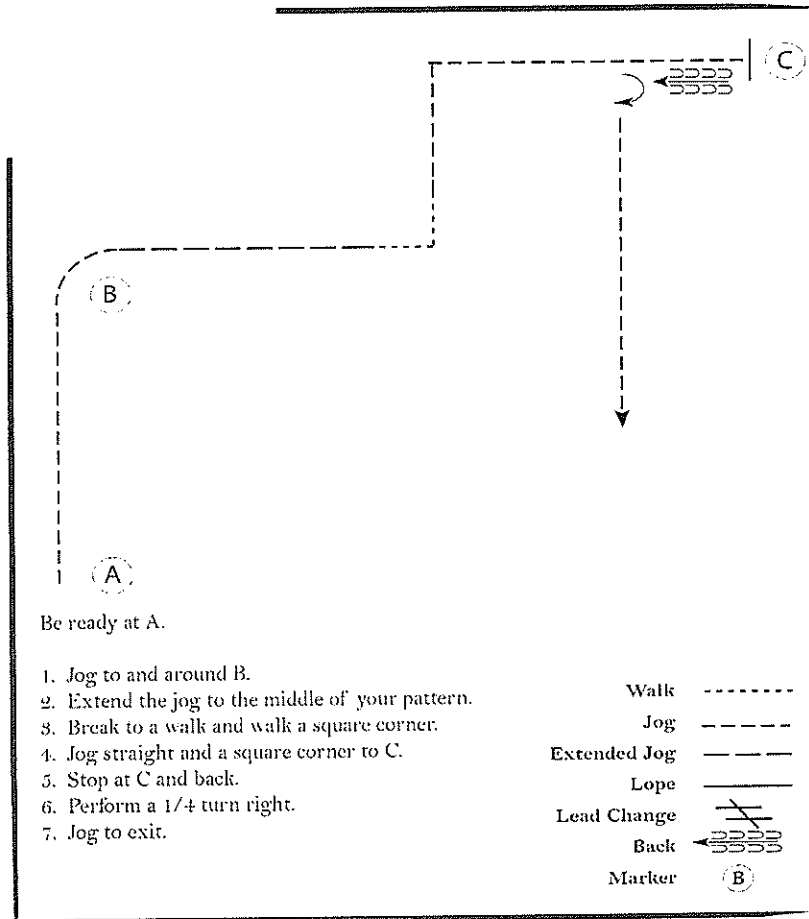
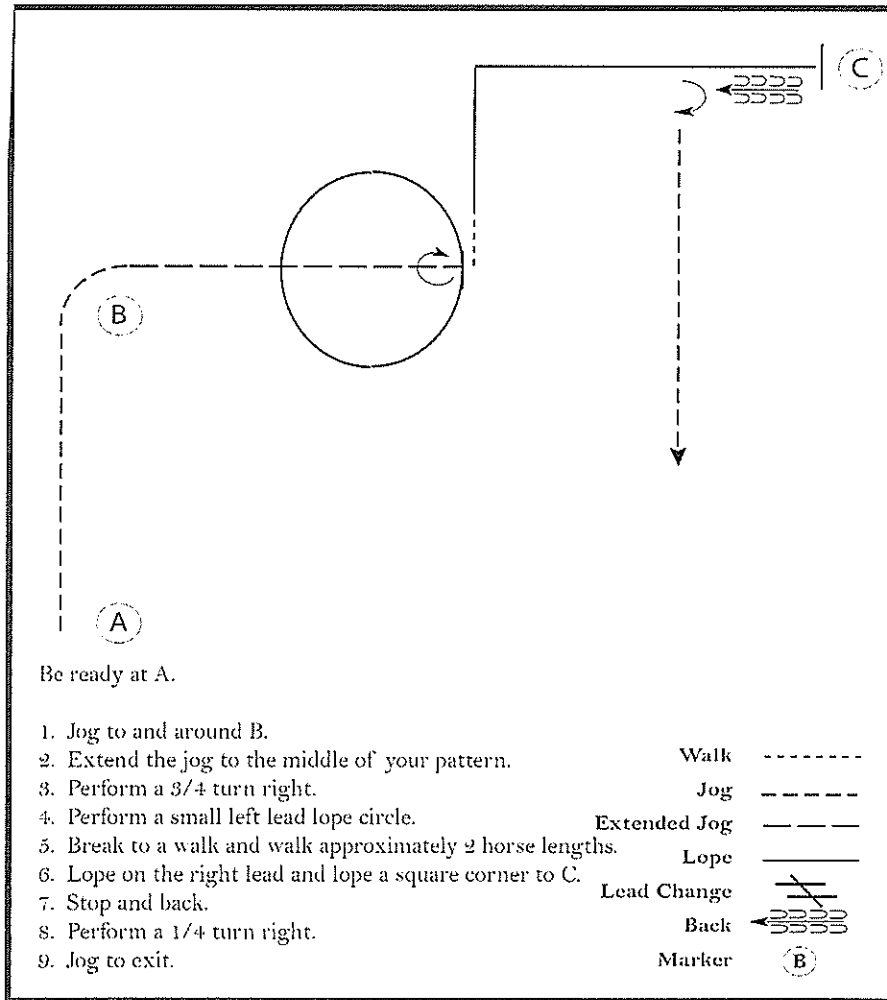


Small Fry  
walk Trot

# Horsemanship





Youth  
 Amt  
 Amt Select

# Horsemanship

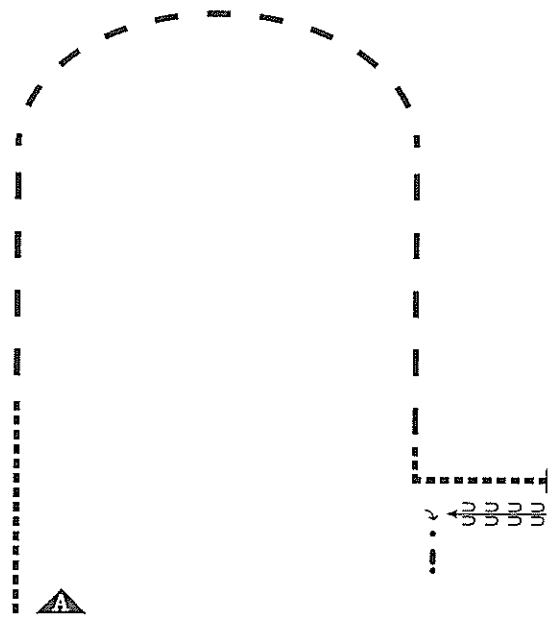
Be ready at A.

1. Jog to and around B.
2. Extend the jog to the middle of your pattern.
3. Perform a 3/4 turn right.
4. Perform a small left lead lope circle.
5. Break to a walk and walk approximately 2 horse lengths.
6. Lope on the right lead and lope a square corner to C.
7. Stop and back.
8. Perform a 1 1/4 turn right.
9. Extended jog to exit.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	-----
Back	←←←←←
Marker	⊙

Small Fry  
walk trot

Hunt Seat Eq.



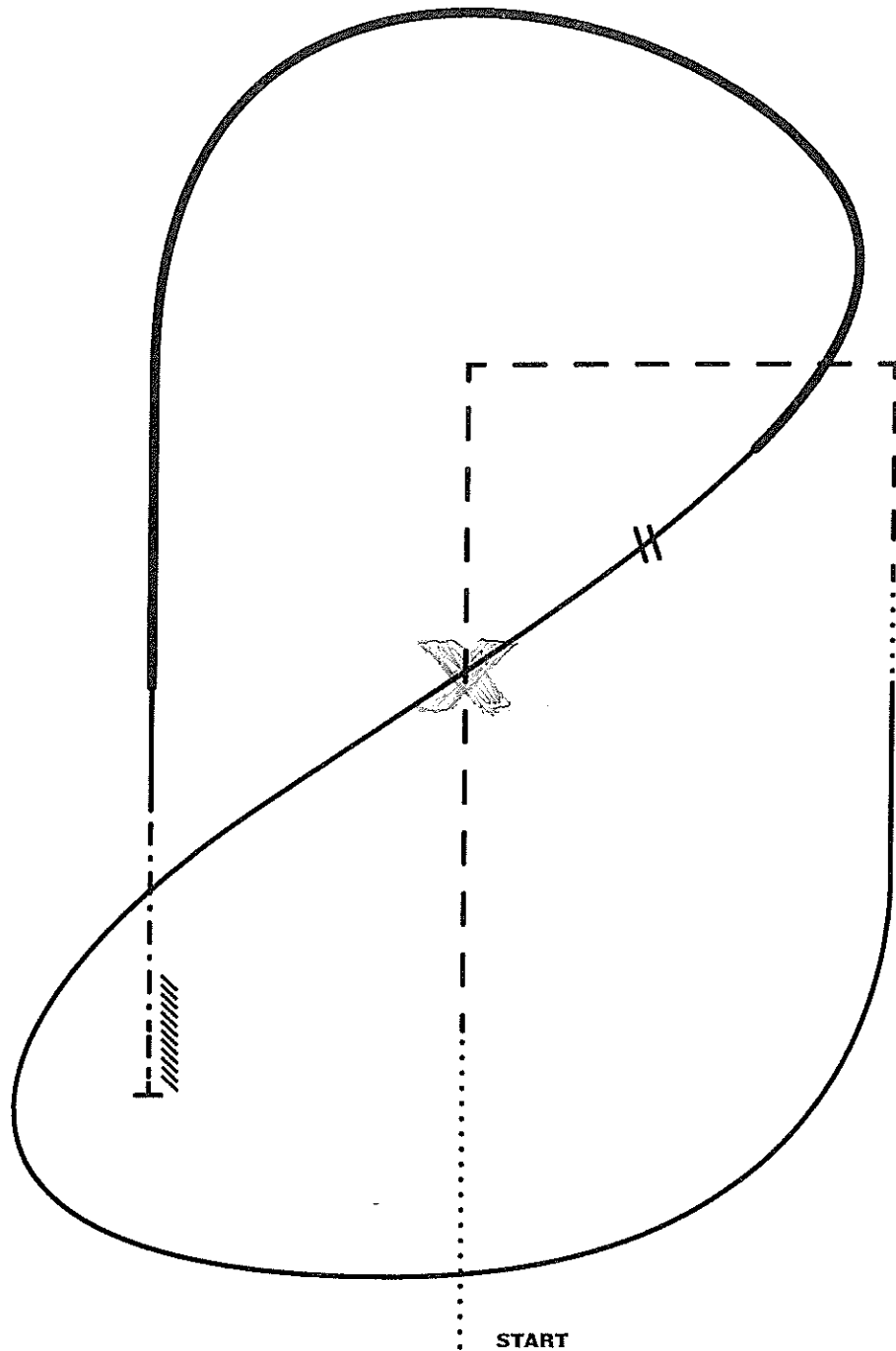
1. Sitting trot.
2. Posting trot right diagonal.
3. Switch diagonals, trot left diagonal arc.
4. Continue left diagonal line.
5. Sitting trot square corner.
6. Stop and back. 90° forehand turn right.
7. Exit at walk.

• - - - -	Walk
.....	Sitting Trot
- - - - -	Trot
← ← ← ←	Change Diagonals
▲	Back
	Conc

DJW

# Hunt Seat Equitation

X = Center of Arena



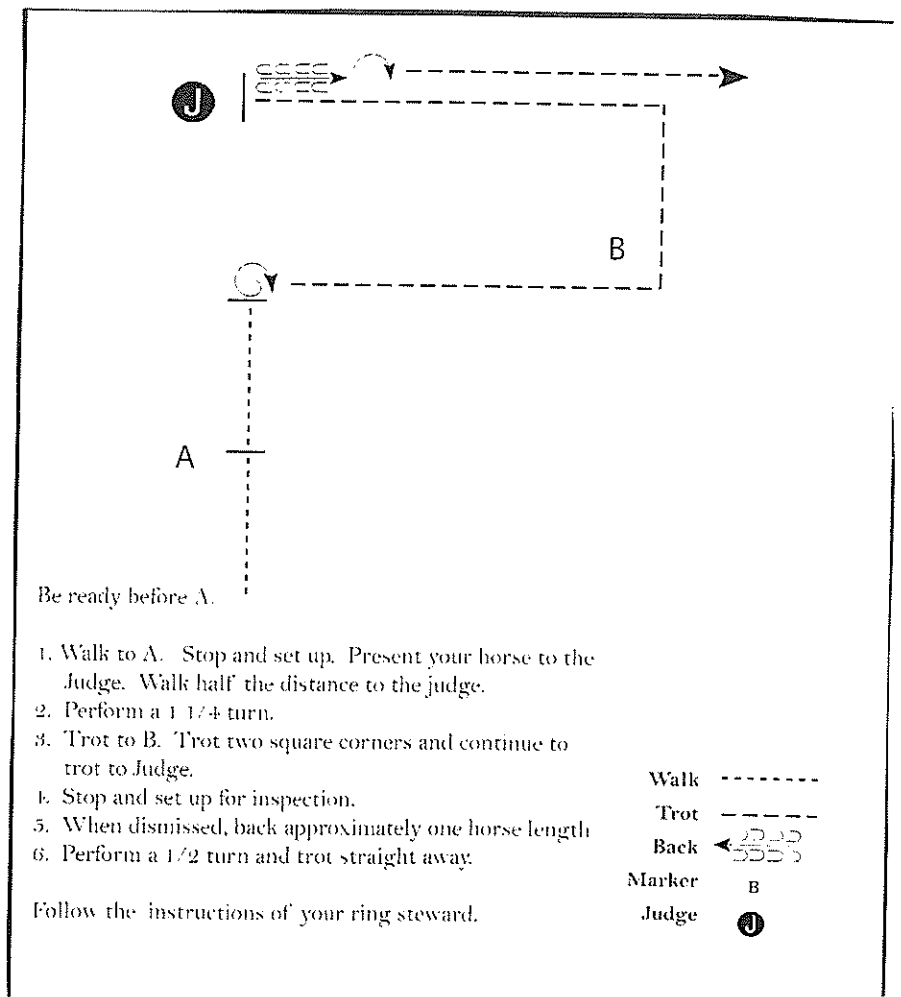
1. From gate, walk into arena, posting trot right diagonal up the centerline
2. At X, change diagonals, continue around two square corners, as shown
3. Walk, canter right lead, continue around bottom of arena and across diagonal
4. Past X, change leads (simple or flying)
5. Build to the hand gallop around top of arena, as shown, when even with X, collect
6. Sitting trot, halt
7. Back, pattern is complete, exit at the walk or trot

\* Note - NO  
handgallop to  
Level 1

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# Youth Select Am+

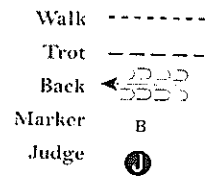
# Showmanship



Be ready before A.

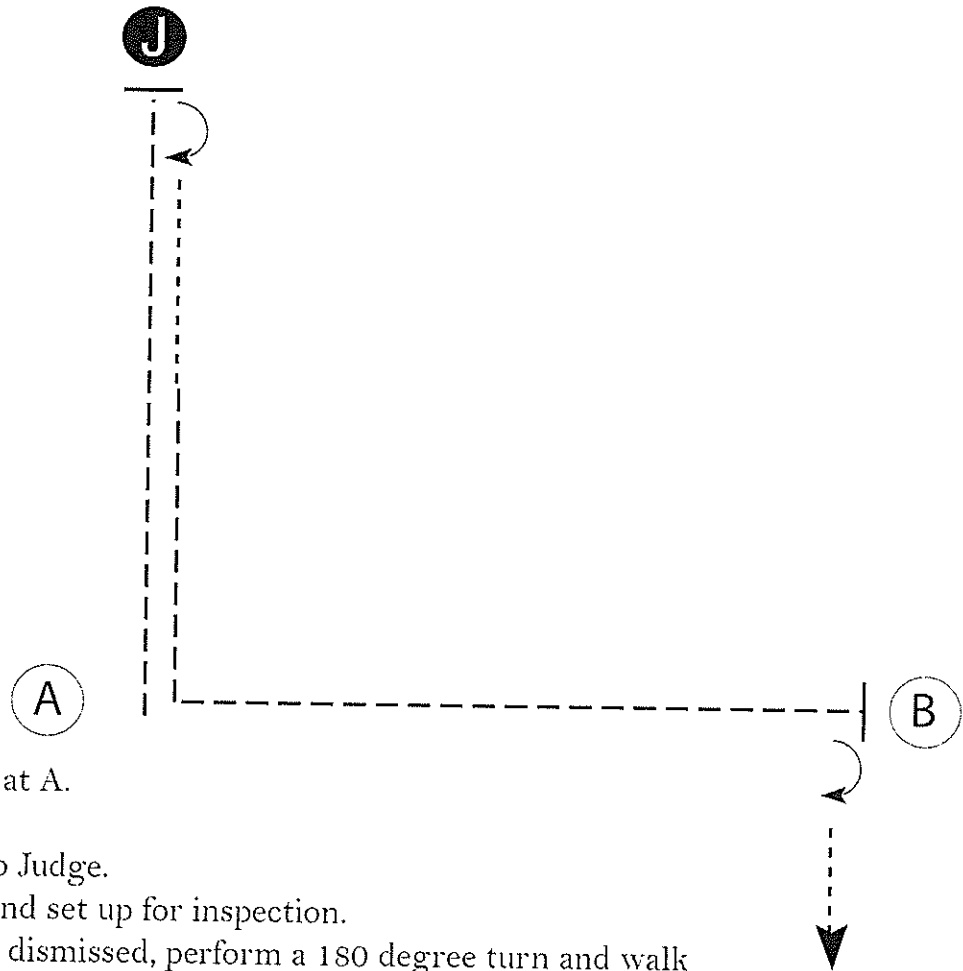
1. Walk to A. Stop and set up. Present your horse to the Judge. Walk half the distance to the judge.
2. Perform a 1 1/4 turn.
3. Trot to B. Trot two square corners and continue to trot to Judge.
4. Stop and set up for inspection.
5. When dismissed, back approximately one horse length
6. Perform a 1/2 turn and trot straight away.

Follow the instructions of your ring steward.



Small try  
walk - Trot  
Level 1

# Showmanship



Be ready at A.

1. Trot to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 180 degree turn and walk approximately two horse lengths.
4. Trot to A and trot a square corner. Continue to trot to B.
5. Stop and perform a 90 degree turn.
6. Walk to exit.

