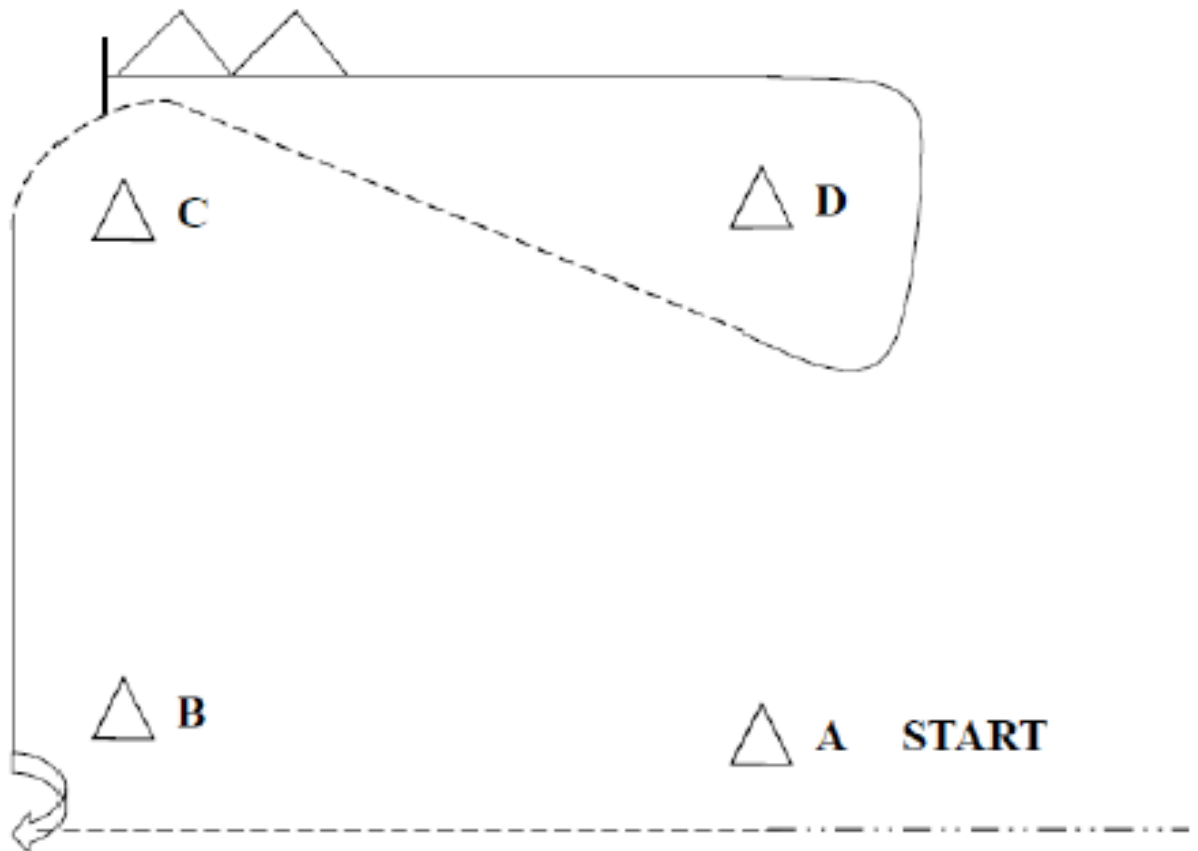
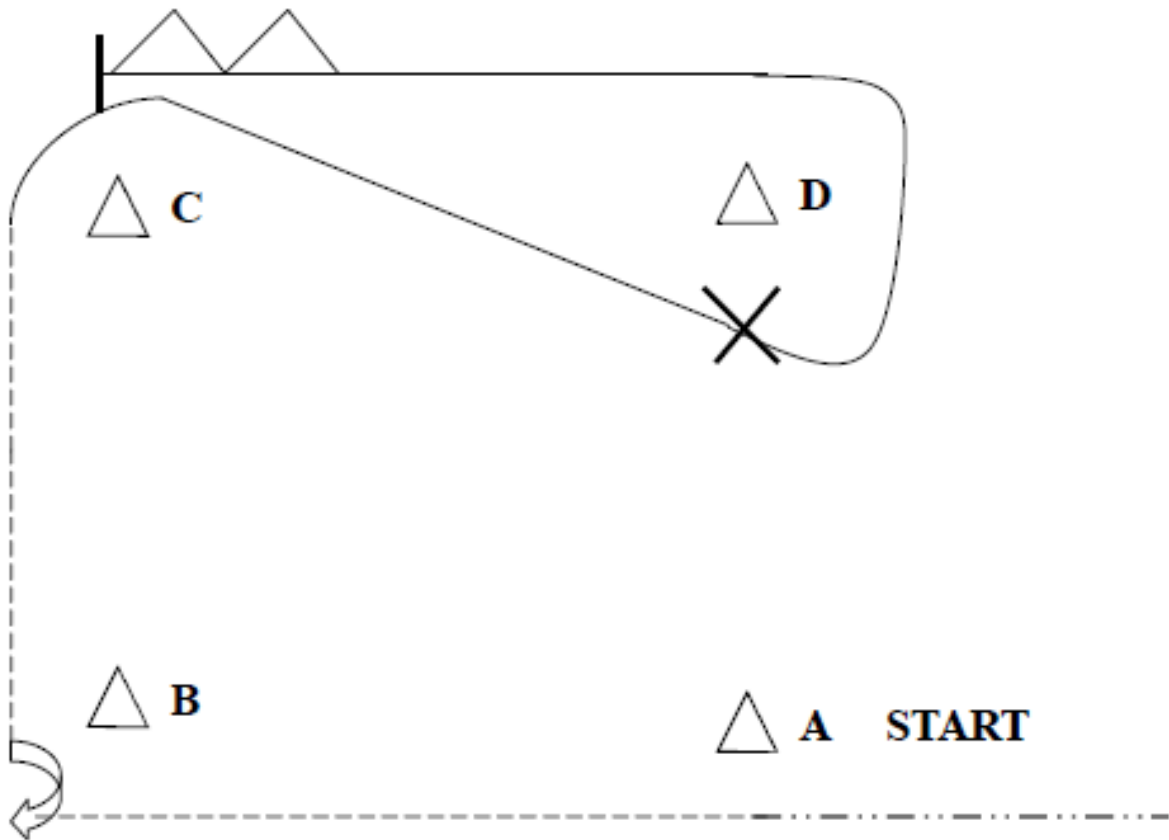


Equitation
Novice Yth, Novice Am
Good Luck!



1. Begin at walk, sit trot from Cone A past Cone B
2. Stop, $\frac{1}{4}$ turn on the forehand to the right
3. Right lead to Cone C
4. At Cone C break to the posting trot, left diagonal
5. At Cone D take the left lead around and continue to Cone C
6. Stop at Cone C and back. Exit

Equitation
Youth, Amateur, Select
Good Luck!

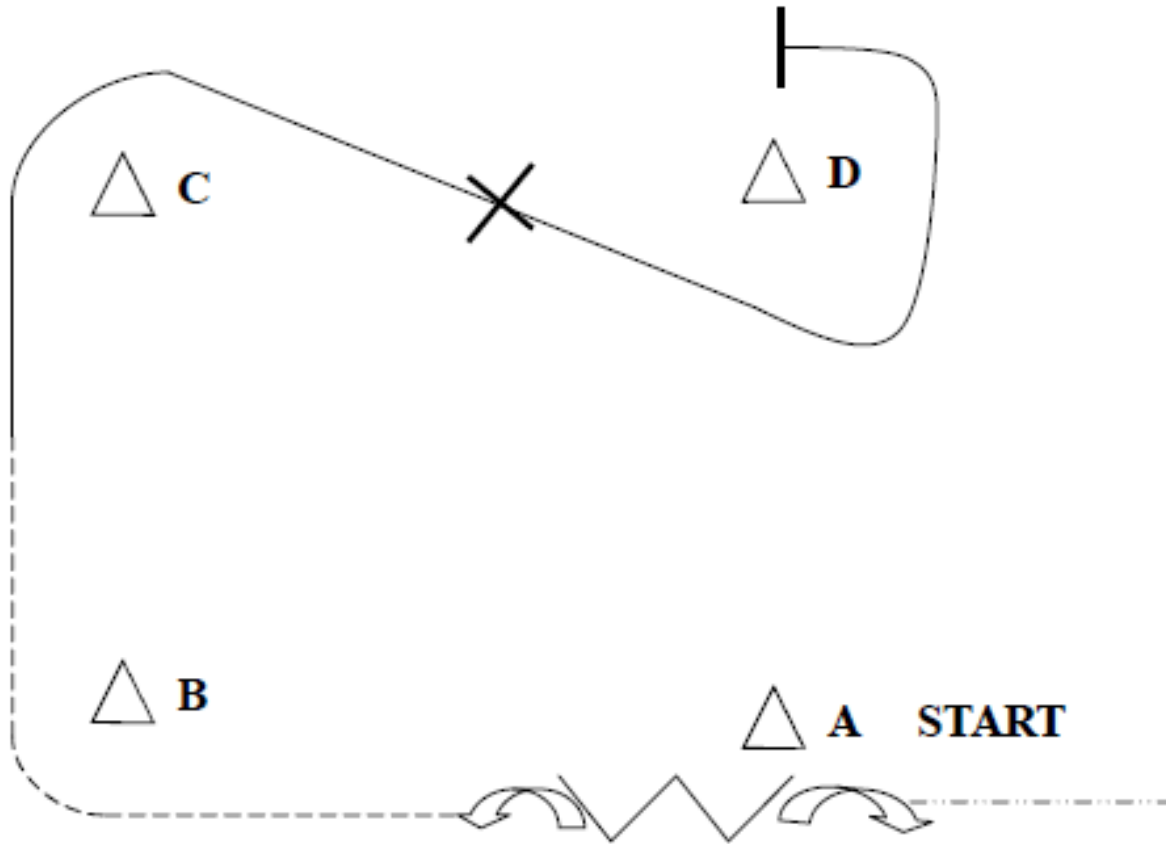


1. Begin at walk, sit trot from Cone A past Cone B
2. Perform 1/4 turn on the forehand to the right.
3. Posting trot to Cone C(Left diagonal)
4. Take the right lead at Cone C .
5. Change leads at Cone D and continue to Cone C.
6. Stop at Cone C and back. Exit.

Horsemanship

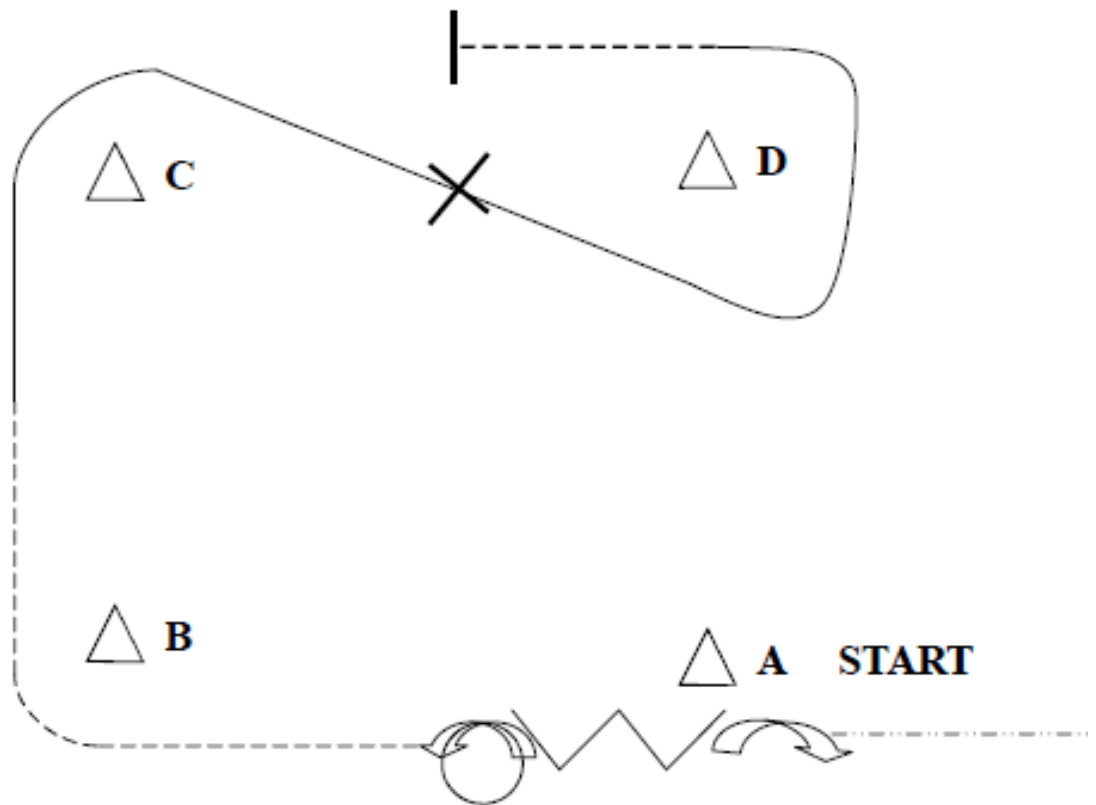
Novice Yth, Novice Am

Good Luck!



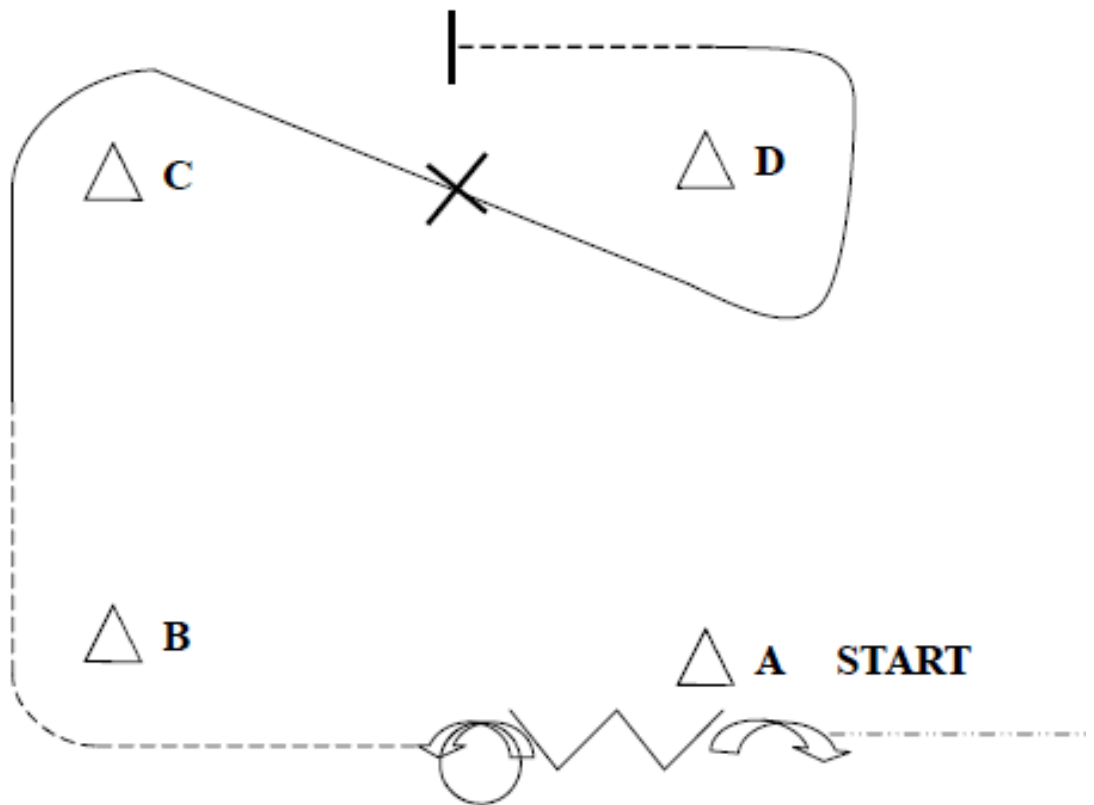
1. Walk to Cone A, perform a 180 to the right, back 5 steps,
2. Perform a 180 to the left.
3. Trot around Cone B.
4. Halfway between Cone B and C take the right lead.
5. Change leads halfway between Cone C and D
6. Lope around Cone D and stop. Exit.

Horsemanship
Youth, Amateur, Select
Good Luck!



1. Walk to Cone A, perform a 180 to the right, back 5 steps,
2. Perform 1 1/2 turns to the left.
3. Extended trot around Cone B.
4. Halfway between Cone B and C take the right lead.
5. Change leads halfway between Cone C and D.
6. Lope around Cone D, break to the jog.
7. Stop halfway between Cone D and C. Exit.

Horsemanship
Youth, Amateur, Select
Good Luck!



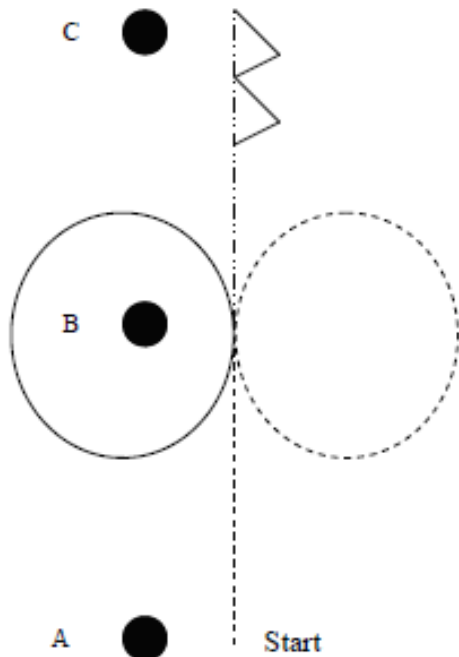
1. Walk to Cone A, perform a 180 to the right, back 5 steps,
2. Perform 1 1/2 turns to the left.
3. Extended trot around Cone B.
4. Halfway between Cone B and C take the right lead.
5. Change leads halfway between Cone C and D.
6. Lope around Cone D, break to the jog.
7. Stop halfway between Cone D and C. Exit.

Good luck! Jessica Gilliam

Walk Trot / 9 & Under

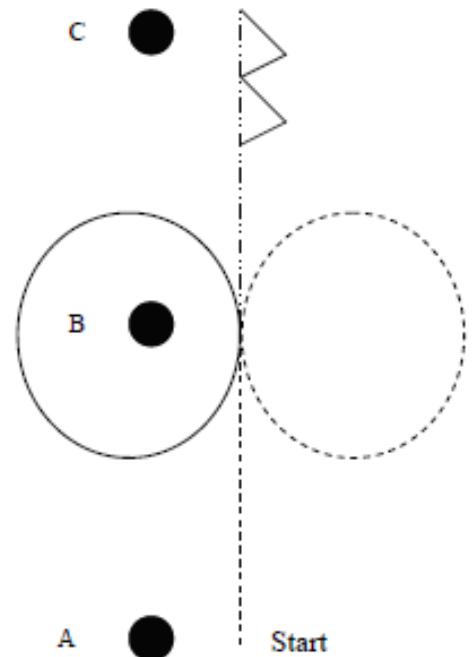
All Equitation

1. Start at Marker A, when instructed perform a sitting trot from Marker A to Marker B
2. At B pick up the left diagonal and continue a circle to the right
3. When circle is complete pick up the right diagonal and circle left
4. Close circle break to the walk at Marker B
5. At Marker C stop and back 4 to 5 steps and proceed to the rail at a trot



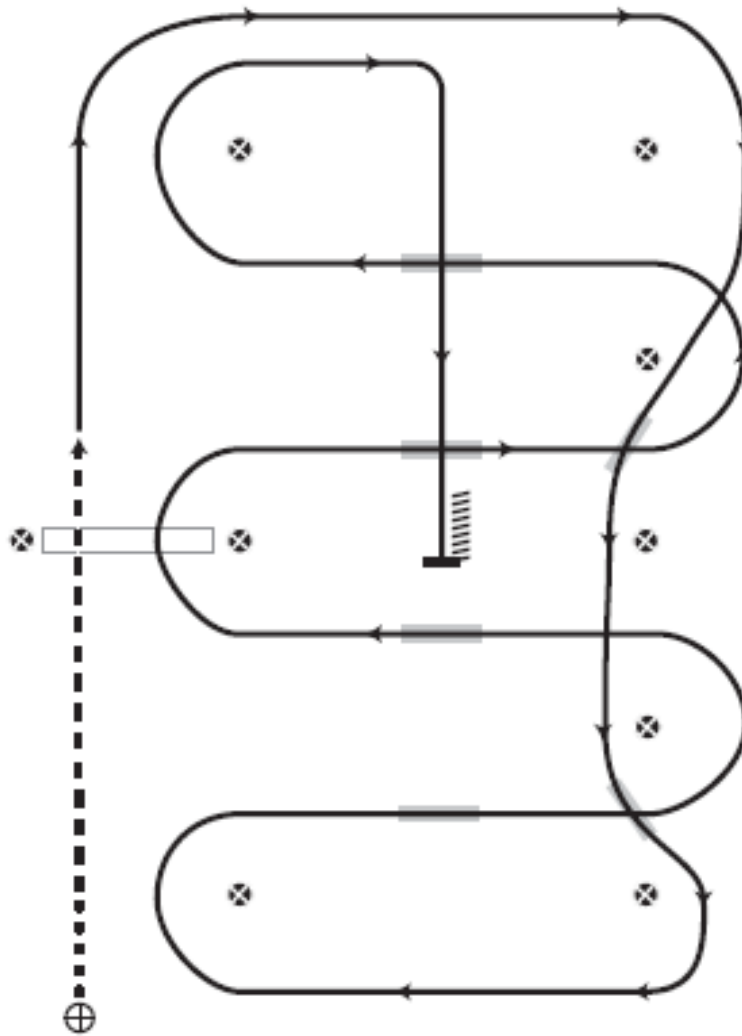
All Horsemanship

1. Start at Marker A, when instructed perform a jog from Marker A to Marker B
2. At B continue a circle to the right
3. When circle is complete pick into the extended trot and circle left
4. Close circle and break to the walk at Marker B
5. At Marker C stop and back 4 to 5 steps and proceed to the rail at a trot

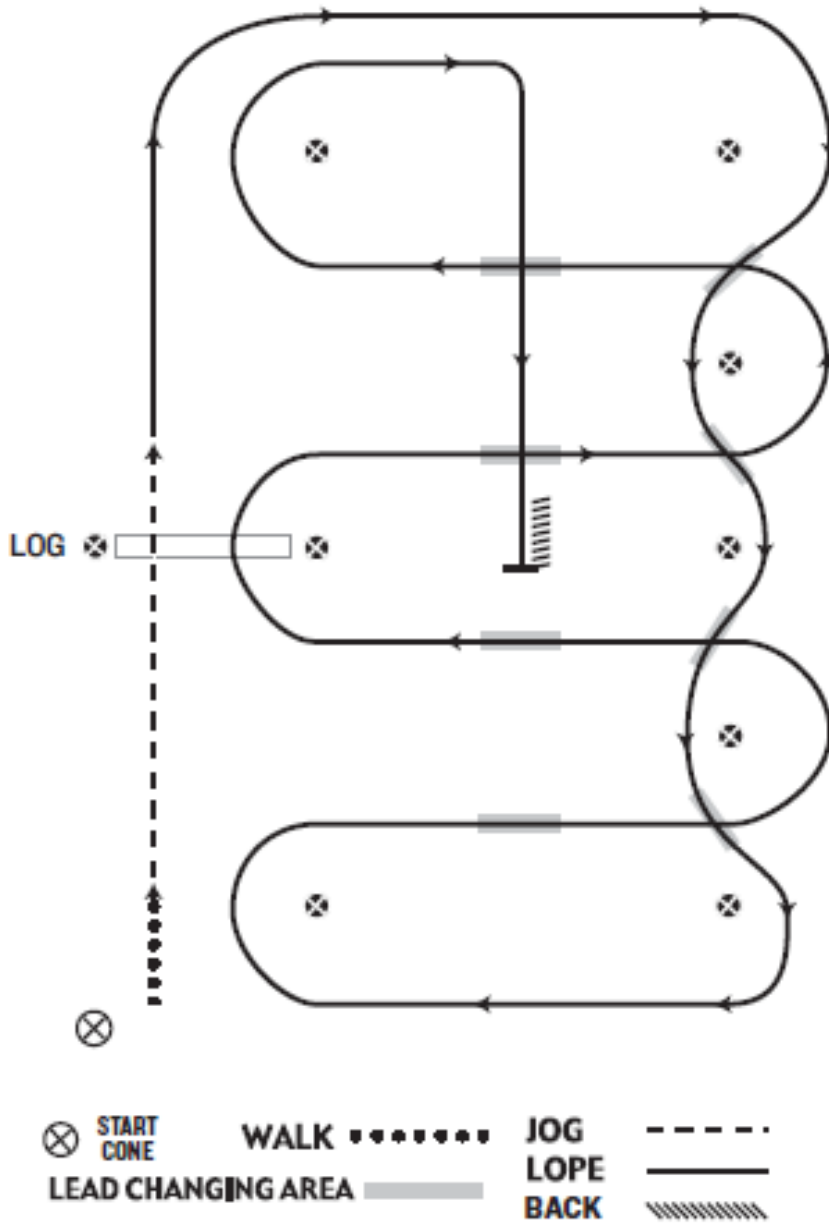


LEVEL I WESTERN RIDING PATTERN 6

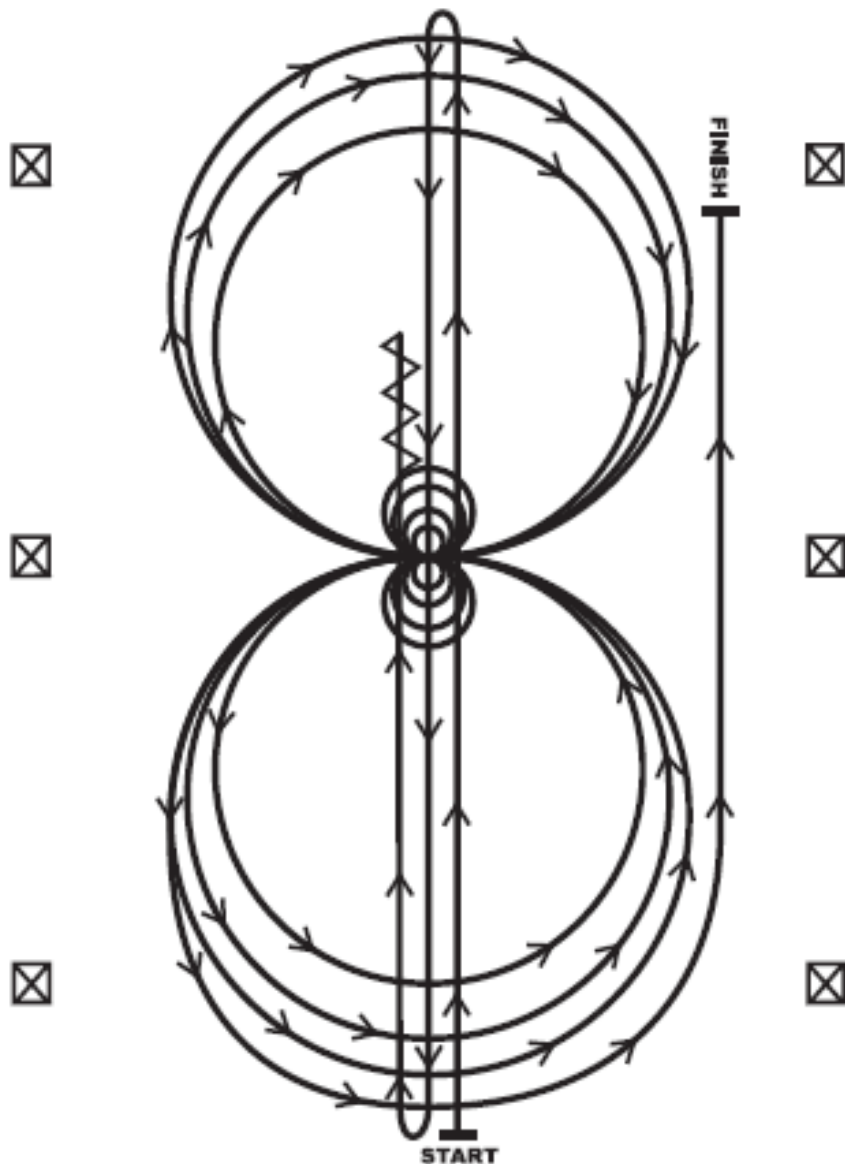
Mayflower—Friday/Saturday/Sunday



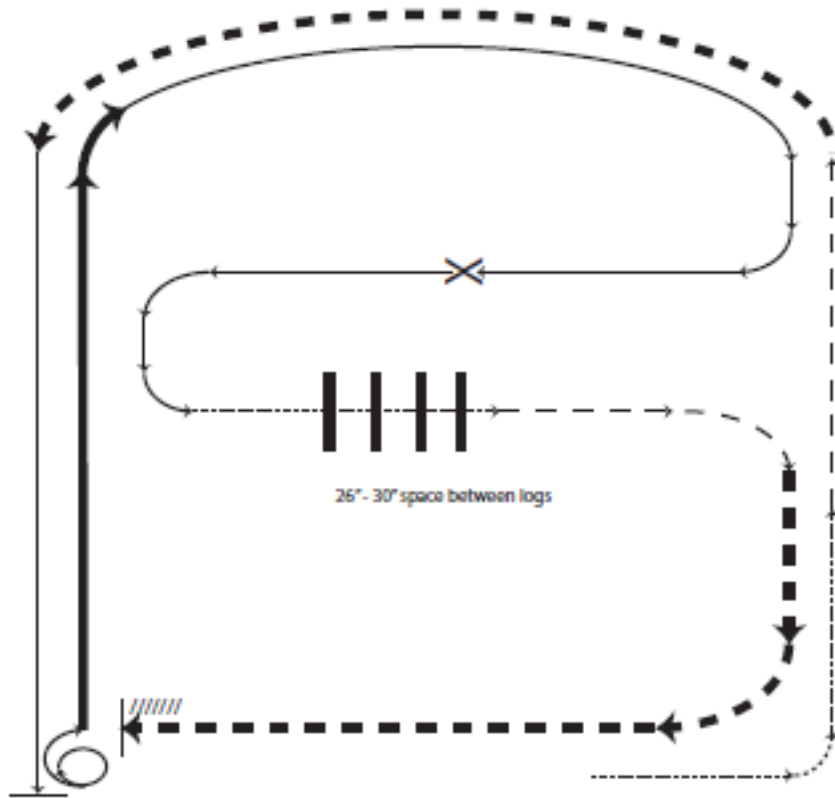
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back



1. Run at speed to the far end of the arena past the endmarker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.



- X Lead Change
- Walk
- Trot
- Ext Trot
- Lope
- Ext Lope
- //// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back