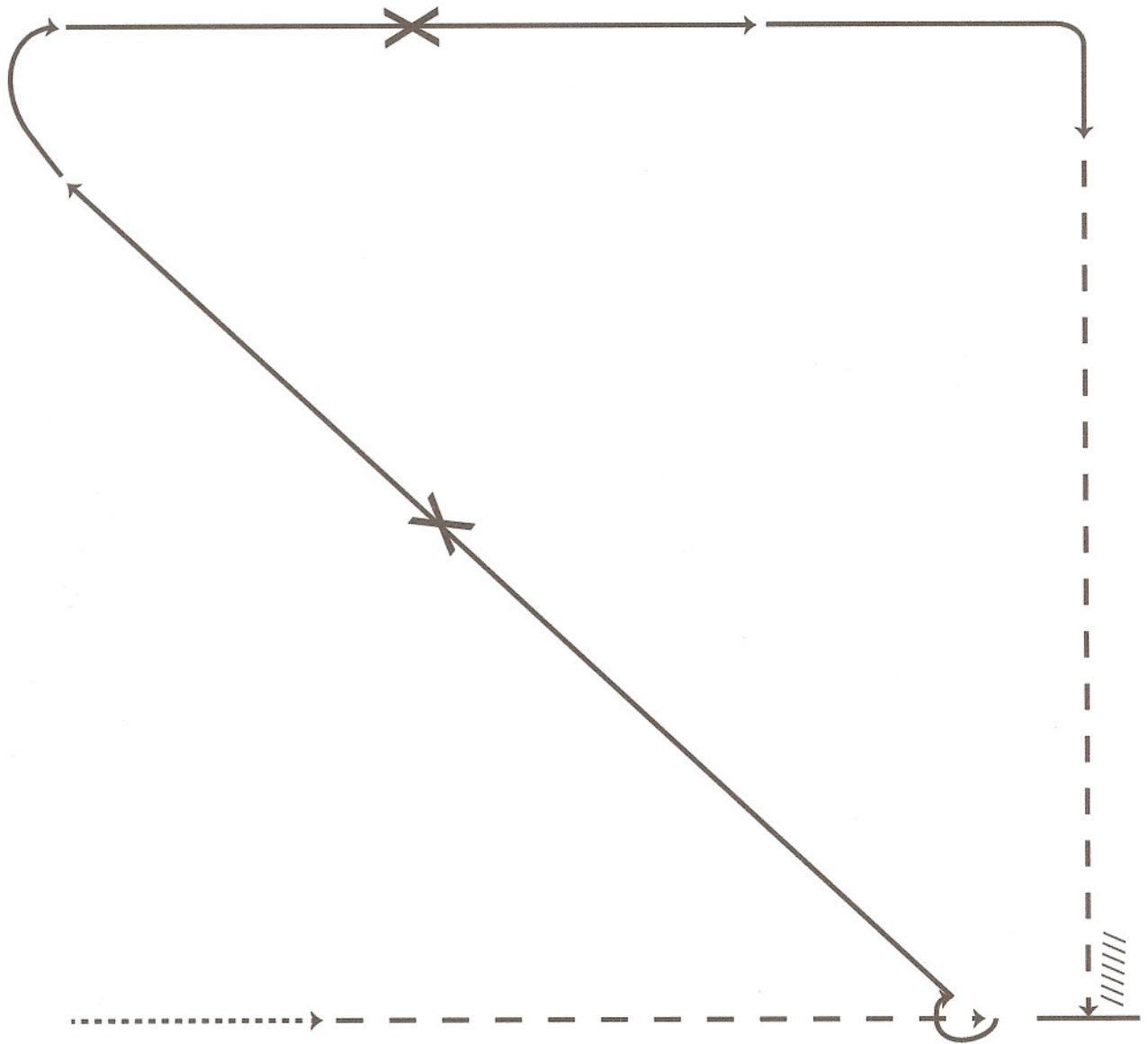


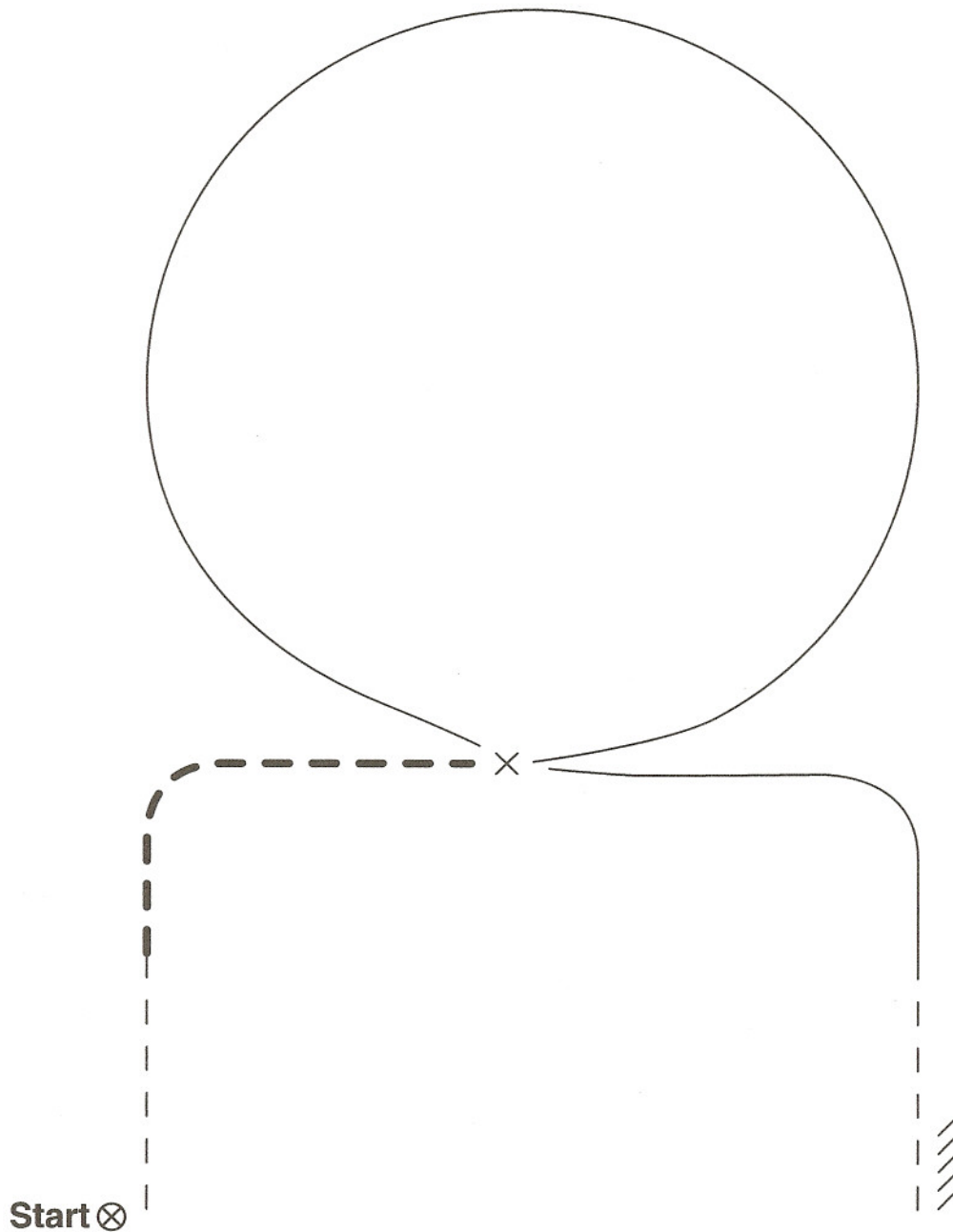
# adult Horsemanship



**Start ⊗**

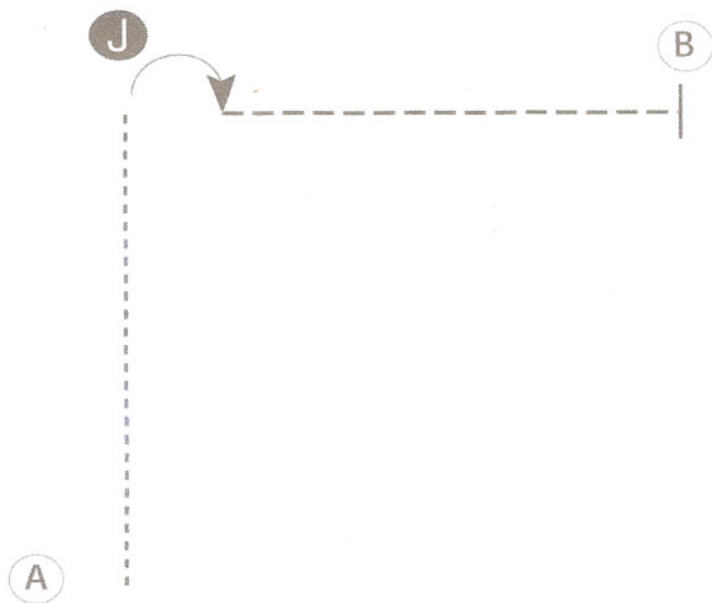
1. Walk 10 feet, jog across arena.
2. Right turn and lope on right lead.
3. Simple change of leads, through a walk, at X.
4. Counter-lope the corner, simple change of leads, through a jog, at the X.
5. Lope the corner, extended jog. Halt and back.
6. Exit.

# Youth Horsemanship



1. Jog 1/2 line; extend trot to middle
2. Stop
3. Lope a circle on the left lead
4. Change leads (simple or flying)
5. Lope right lead; break to jog
6. Stop and back
7. Exit at walk or jog

# walk-TROT HORSEManship

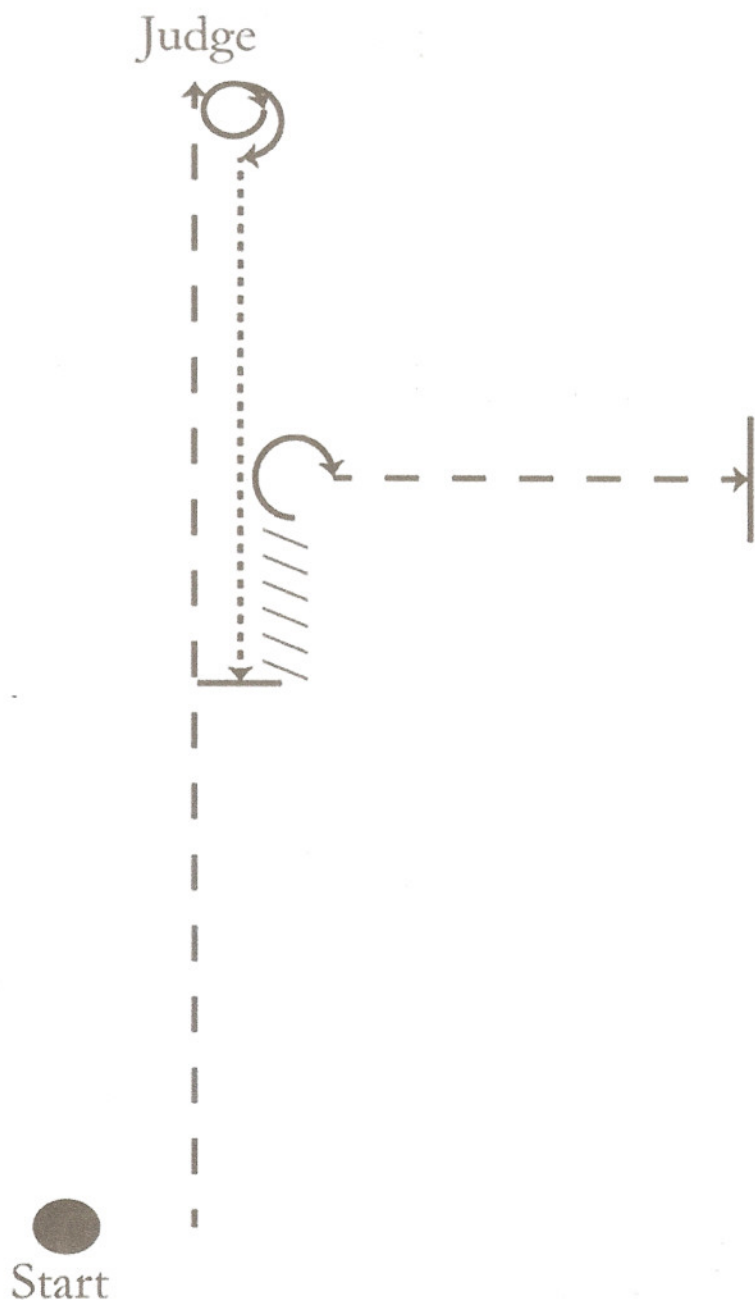


Be ready at A.

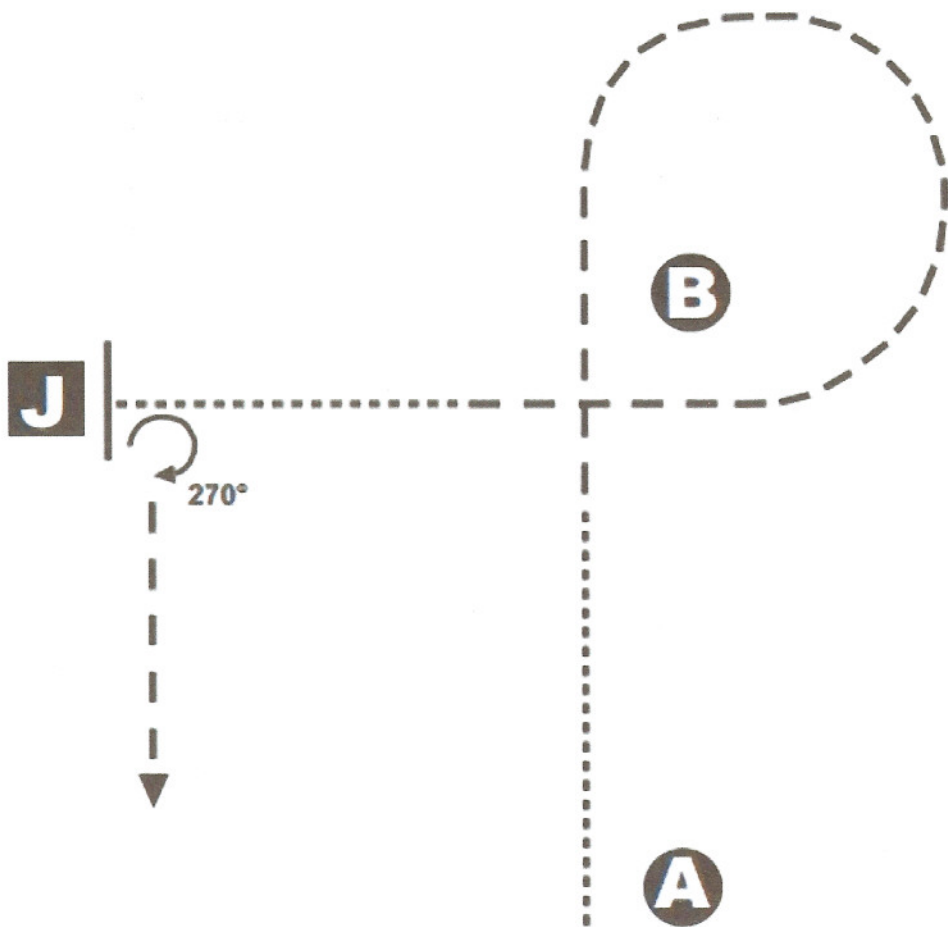
1. Walk from A to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 90 degree turn.
4. Trot away from judge to B.
5. Stop at B.
6. Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	←
Marker	⊙ B
Judge	● J

# open & adult showmanship

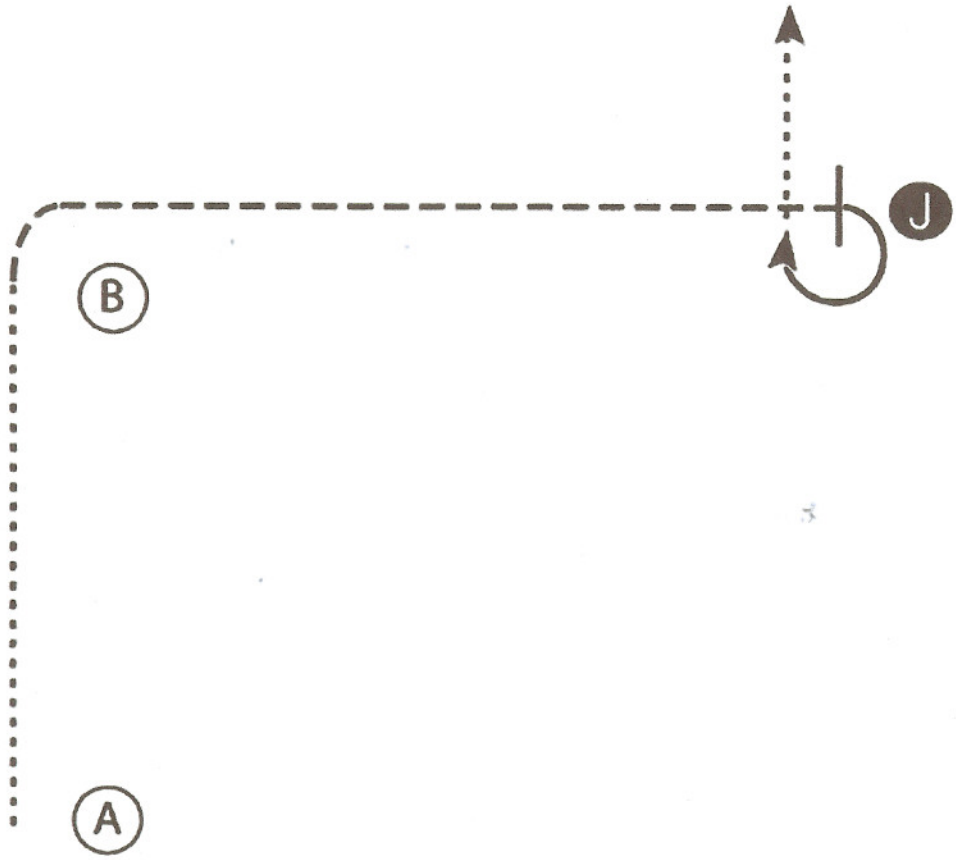


1. Trot to Judge.
2. Set up for full inspection.
3. After inspection, execute 1 1/2 turns and walk 1/2 of line.
4. Stop, back two horse lengths.
5. 3/4 turn and trot.
6. Halt and set-up, when set up is complete, exit at a walk or jog.




**KEY**

- ..... WALK
- - - - TROT
- ← ⊃ ⊃ ⊃ ⊃ ⊃ BACK
- J** JUDGE
- B** MARKER



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.

Walk .....  
 Trot - - - - -  
 Back ←   
 Marker (B)  
 Judge (J)