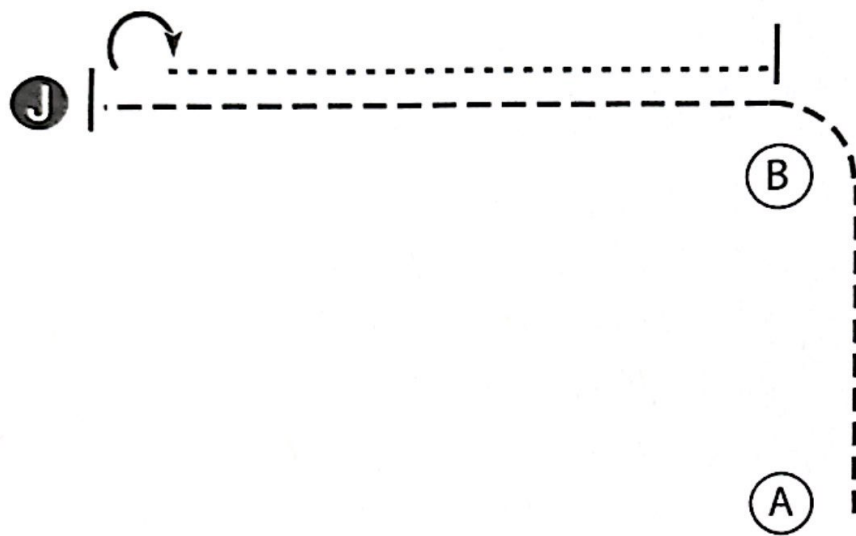



Showmanship WIT



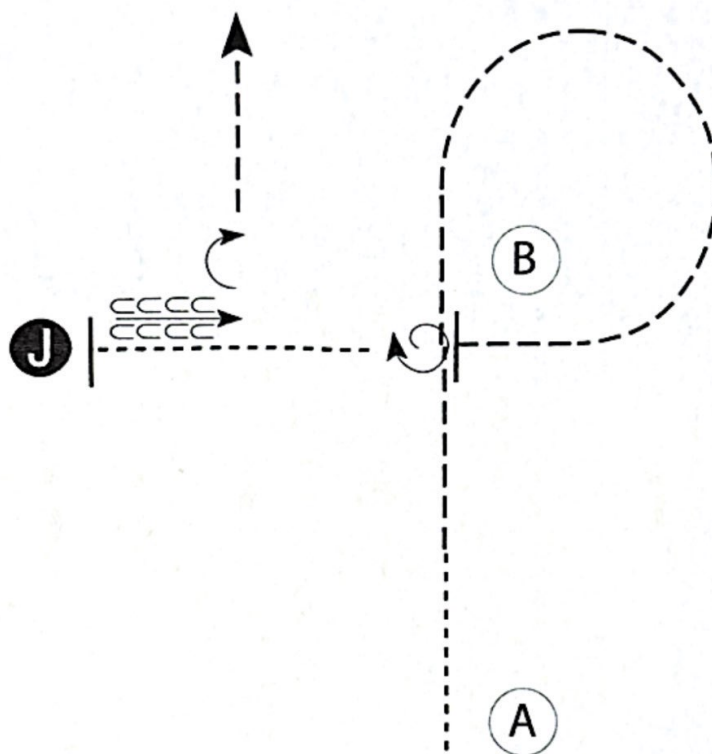
1. Trot from A to the Judge.
2. Stop and set up for inspection.
3. When dismissed perform a 180 degree turn.
4. Walk to B, stop and wait for instructions from the ring steward.

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

Pattern Provided by:

[S/1-7]


Showmanship Youth / Adult



Be ready at A.

1. Walk halfway to B.
2. Trot to and around B as shown.
3. Stop when just past B. Perform a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, back one horse length.
6. Perform a 90 degree turn and trot away.

Follow the instructions of your ring steward.

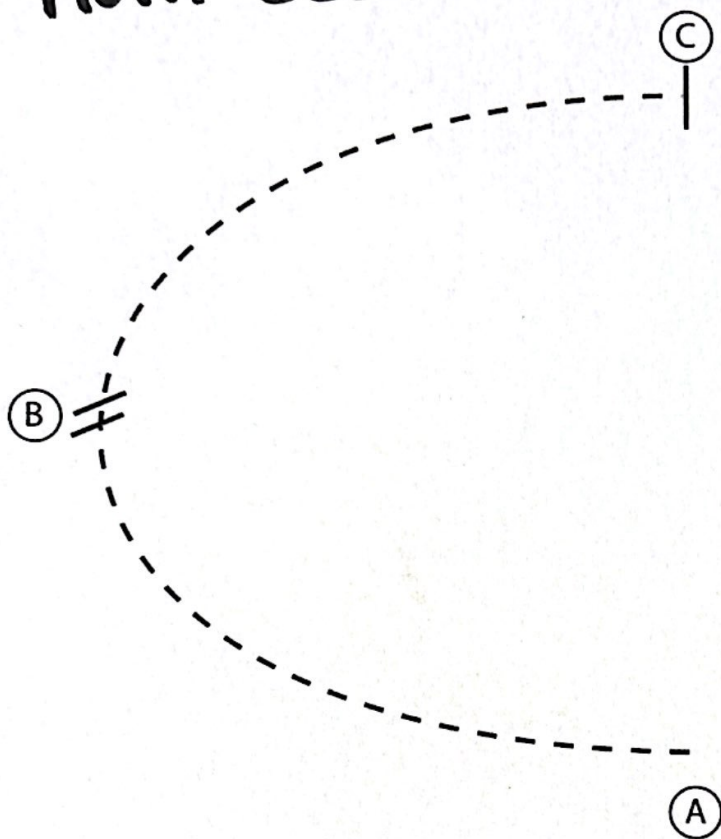
Walk -----
 Trot - - - - -
 Back ← 
 Marker (B)
 Judge (J)

[S/2-79]

Pattern Provided by:
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Hunt Seat WIT



1. Posting trot A to B on the right diagonal
2. At B change diagonals and continue to C
3. Stop at C

Walk
Trot	-----
Extended Trot	— — — —
Canter	————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←
Marker	(B)
Sidepass	←←←

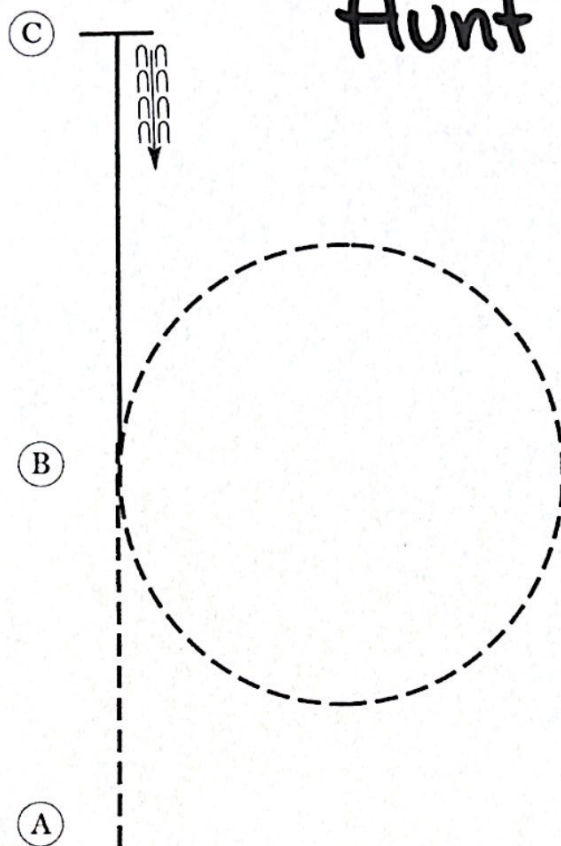
[HSE/WT-9]

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Hunt Seat Youth/Adult



Be ready before A.

1. Sitting trot A to B.
2. At B, posting trot circle to the right on proper diagonal.
3. At B, canter on the left lead to C.
4. Stop at C and back approximately one horse length.

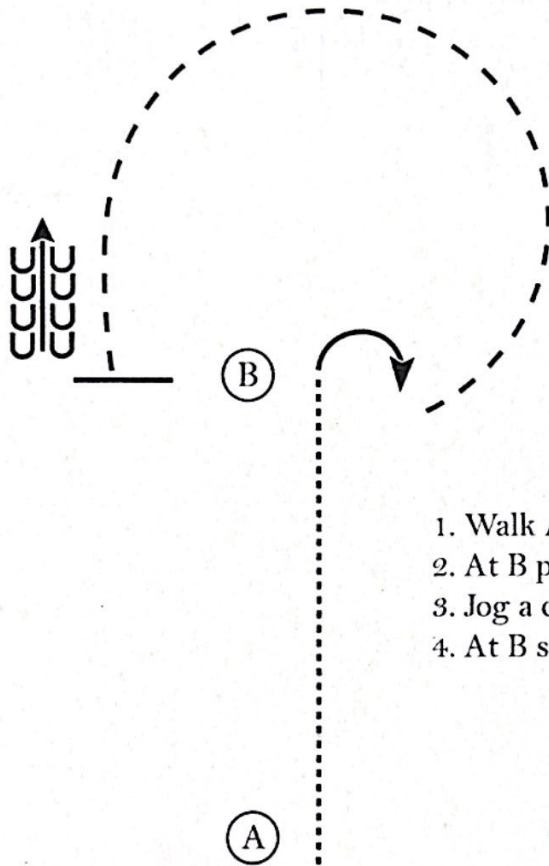
Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	(B)
Sidepass	↔-----↔
Hand Gallop	=====

[HSE/1-2]

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Horsemanship WIT



1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

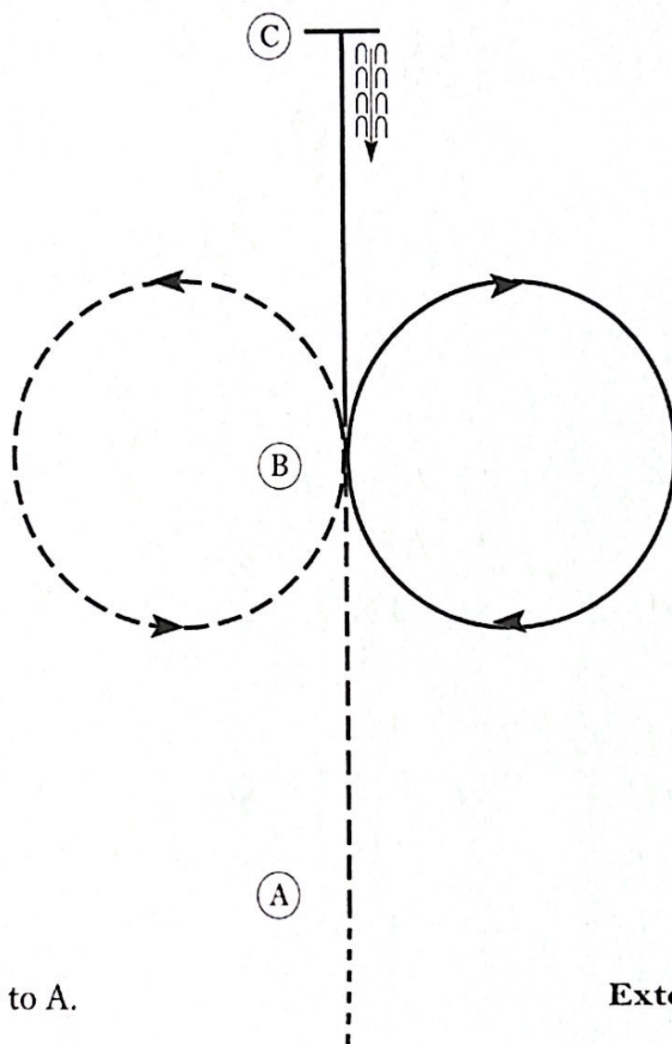
Walk
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↗↘
Back	←←←←←
Marker	(B)
Sidepass	→---←

[WH/WT-7]

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Horsemanship Youth / Adult



Be ready prior to A.

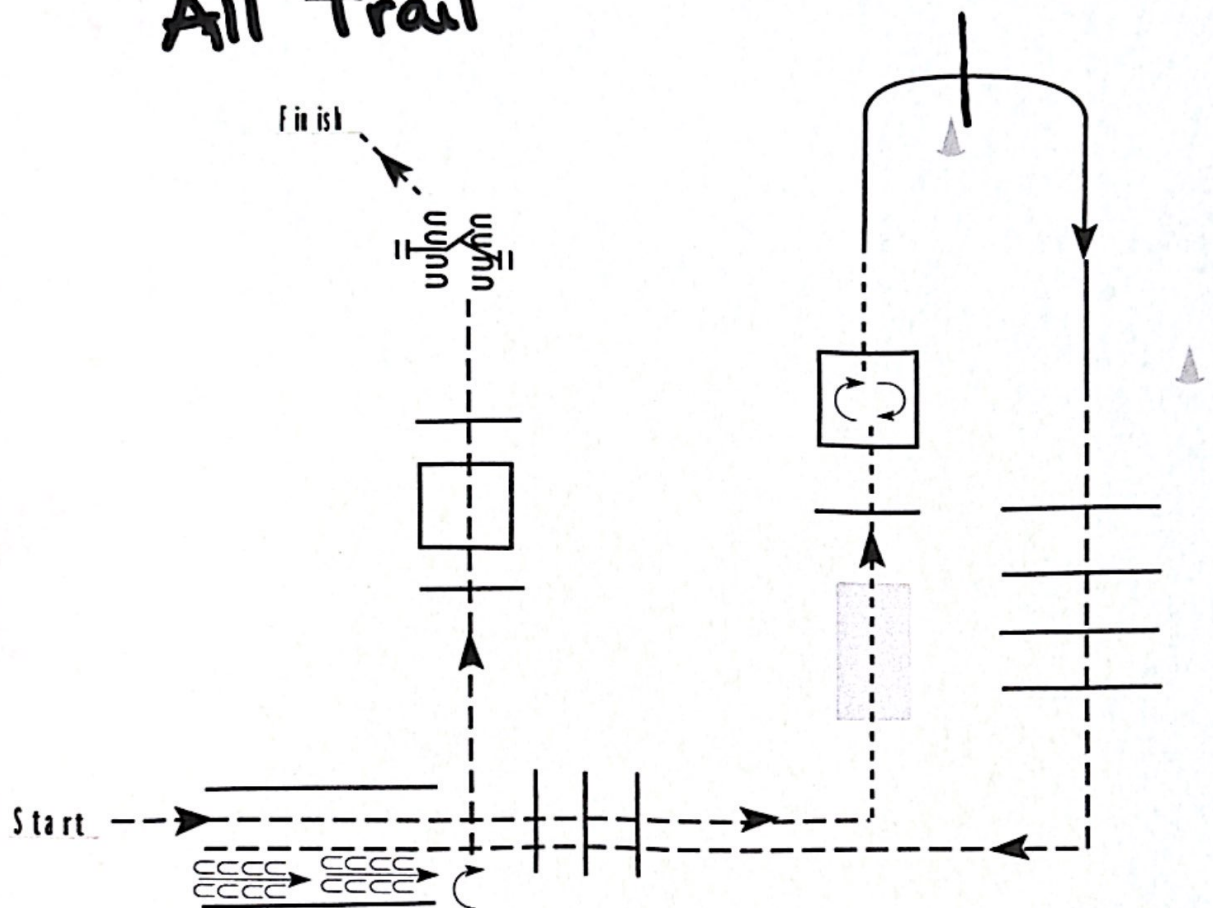
1. Walk to A.
2. Jog A to B.
3. At B jog a circle to the left.
4. At B lope a circle to the right on the right lead.
5. Continue the lope to C.
6. Stop at C and back approximately one horse length.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	---/---
Back	← --- ←
Marker	(B)
Sidepass	←-----→

Pattern Provided by:

[WH/1-19]

All Trail



1. Trot thru chute, over poles and to bridge.
2. Walk over bridge and pole into box.
3. Perform a full turn to the right and walk out.
4. Lope on the right lead around cone and to 2nd cone. *W/T and in hand: trot instead*
5. Trot over poles and into chute.
6. Back out of chute and turn 1/4 turn right.
7. Trot over poles to gate. *W/T and in hand: walk instead*
8. Work the gate and walk to finish.

Walk	-----
Jog	-----
Lope	~~~~~
Back	←←←←←
Marker	▲
Sidepass	←-----→

[T/2-40]

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Ranch Trail

