1 – Walk
2 – Extended Jog
3 – Stop - 90° to the left
4 – Jog
5 – Stop 90° to the Left
6 - Jog
7 – Stop & back
8 - Exit at Walk
HORSEMANSHIP

All Level 1 & Youth 13 & Under

1 - Walk
2 - Extended Jog - Stop
3 - 1-1/4 Turns to the left
4 - Trot
5 - Right Lead Lope
6 - Change Leads
7 - Stop - Back
8 - 1-1/4 Turn Right
9 - Jog to Exit
HORSEMANSHIP
Youth 14-18 & All Amateur

1 - Walk - Extended Jog
2 - Stop - 1-1/4 Turn Left
3 - Trot - Take Right Lead
4 - Extended Lope
5 - Collect & Change Leads
6 - Break to Walk
7 - Stop - Back
8 - 1-1/4 Turn Right
9 - Jog to Exit
Hunt Seat Equitation
All Walk Trot

1 – Trot – Right Diagonal - Stop
2 – 90° Turn to the left
3 – Extended Trot
4 – Stop - 90° to the left
5 – Sitting Trot
6 – Stop & Back
7 – Exit at Walk
Hunt Seat Equitation
All Level 1 & 13 & Under

1 – Trot – Right Diagonal
2 – Change Diagonal - Stop
3 – 1-1/4 Turn on the forehand to the left
4 – Right Lead Canter
5 – Change Leads
6 – Sitting Trot
7 – Stop & Back
8 – 270° to left on Haunches
9 – Exit at trot
Hunt Seat Equitation
Youth 14-18 & All Amateur

1 – Trot – Right Diagonal
2 – Change Diagonal - Stop
3 – 1-1/4 Turn on the forehand to the left
4 – Right Lead Canter
5 – Rise to Hand Gallop
6 – Collect & Change Leads
7 – Two Point Trot
8 – Stop & Back
9 – 270° to left on Haunches
10 – Sitting Trot to Exit
1. ROPE GATE RH OPEN WALK OVER POLE, CLOSE GATE.
2. JOG THRU SERPENTINE, JOG OVER POLES.
3. LOPE OVER POLES (LL).
4. LOPE OVER POLES (LL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RL), LOPE INTO CHUTE AND STOP.
7. BACK BETWEEN POLES AND AROUND CORNER.
8. EXECUTE A 360 TURN EITHER WAY, WALK FORWARD THEN
9. LOPE OVER POLES (RL)
10. BREAK TO THE JOG, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES.
1. ROPE GATE RH OPEN WALK OVER POLE, CLOSE GATE.
2. JOG THRU SERPENTINE, JOG OVER POLES.
3. LOPE OVER POLES (LL).
4. LOPE OVER POLES (LL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RL), LOPE INTO CHUTE AND STOP.
7. BACK BETWEEN POLES AND AROUND CORNER,
8. EXECUTE A 360 TURN EITHER WAY, WALK FORWARD THEN
9. LOPE OVER POLES (RL)
10. BREAK TO THE JOG, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES.
1. Rope gate RH open walk thru and close gate.
2. Jog thru serpentine.
4. Stop or break to the walk, walk over poles.
5. Jog into chute and stop, back between poles and around corner,
6. Execute a 360 turn either way, walk forward then
7. Jog over poles.
8. Jog over poles.
9. Stop or break to the walk, walk over poles.
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
II. Walk, stop and back
1. Run at speed to the far end of the arena past the end marker 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 the 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 right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
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, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back