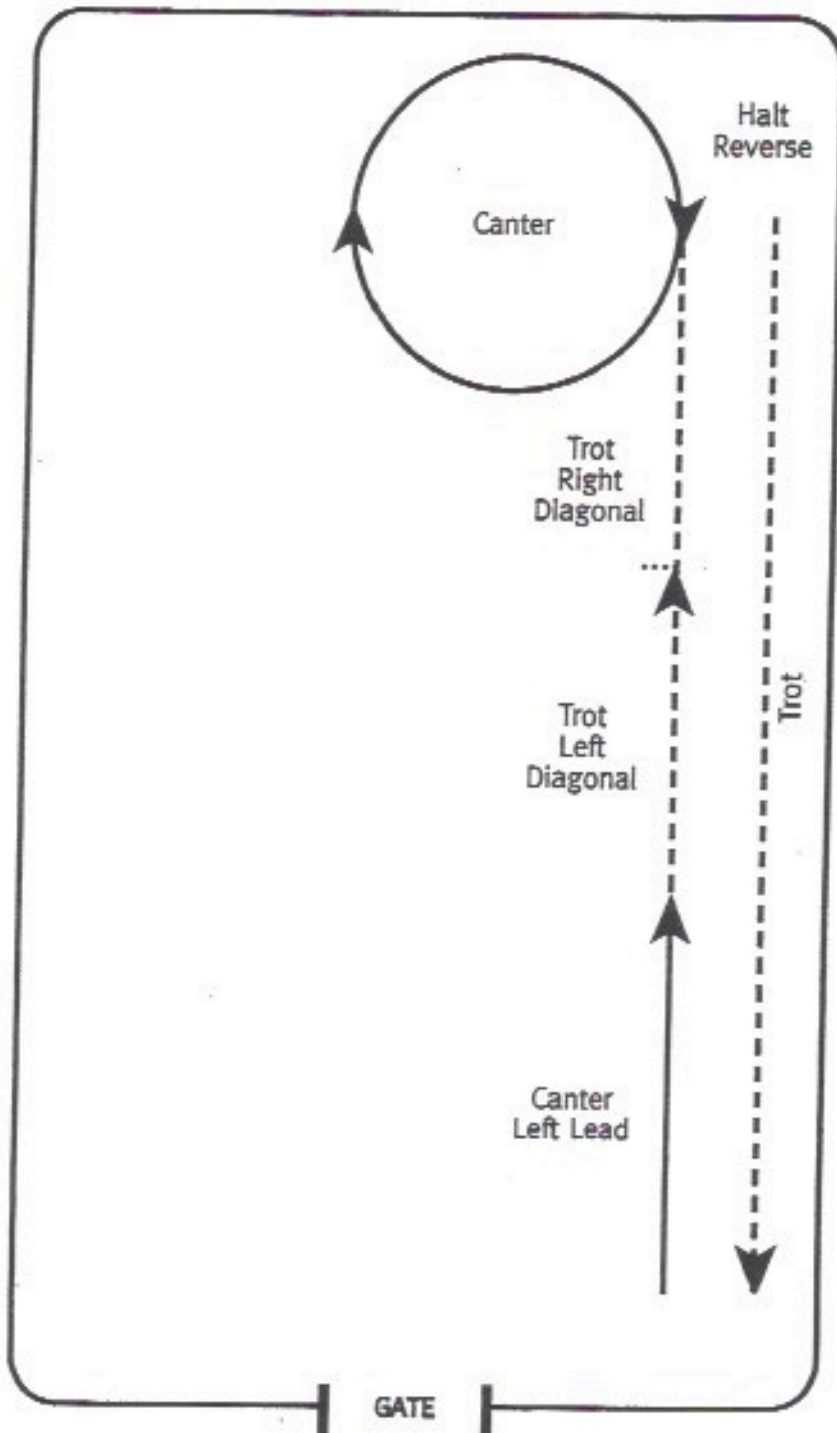


# English Seat

// English Equitation (Pattern) 13&Under

/o English Equitation (Pattern) *NOVICE*



Using the rail to your right, divide the straightaway into three sections.

Canter the first section on the left lead, trot the second section on the left diagonal, and trot the final section on the right diagonal.

Halt. Reverse.

Canter a circle on the right lead.

Halt. Return to line or exit at a trot.

# English

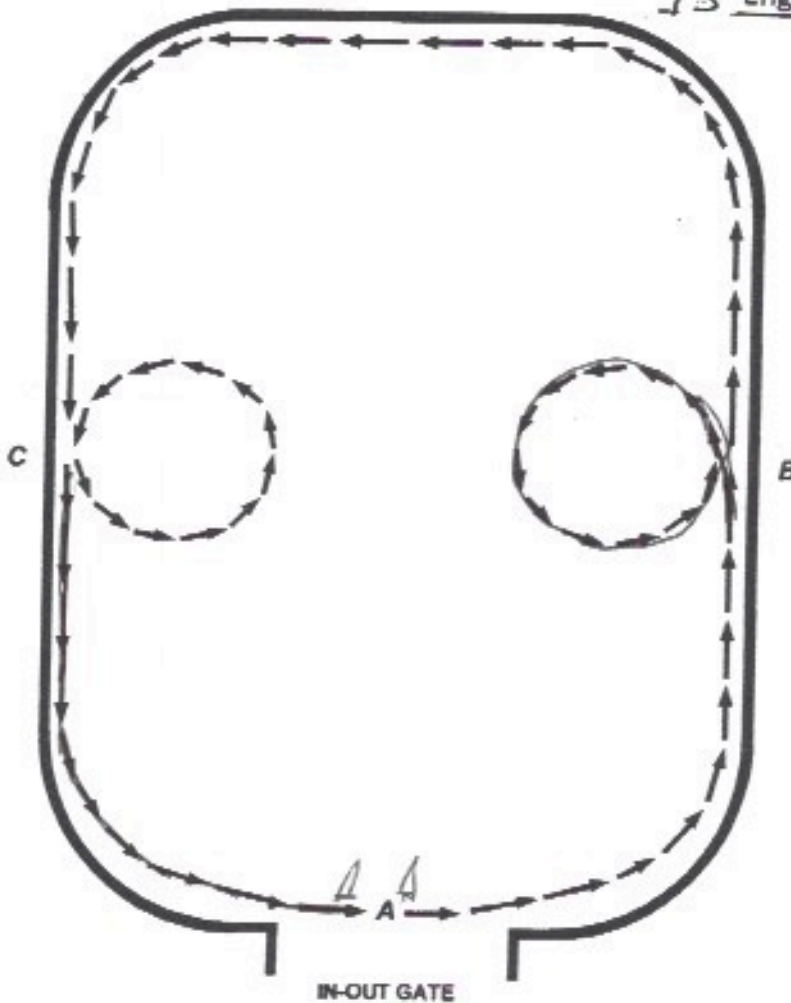
12 English Equitation (Pattern) 14-18

13 English Equitation (Pattern) 19-39

14 English Equitation (Pattern) 40-Over

15 English Equitation (Pattern) Open

## Instructions



- At the mid-point of the in-gate end of the arena (A), trot to the right, around the curve to the mid-point of the straightaway (B), and stop briefly.
- Canter (left lead) a circle in a counter-clockwise direction.
- Go directly into the trot and continue on the rail to the mid-point of the opposite straightaway (C).
- Execute a circle at the trot in a counter-clockwise direction. Stop briefly.
- Canter (left lead) to the end of the straightaway, around the curve to the mid-point of the turn (A).

*The workout has been completed. Thank you.*

# Showmanship

## 21 Showmanship 13 & Under

When acknowledged, trot straight to judge.

Stop and set up for inspection.

When directed, do a 180 degree (1/2) turn on the haunches to the right.

Walk back through the line.

Stop.

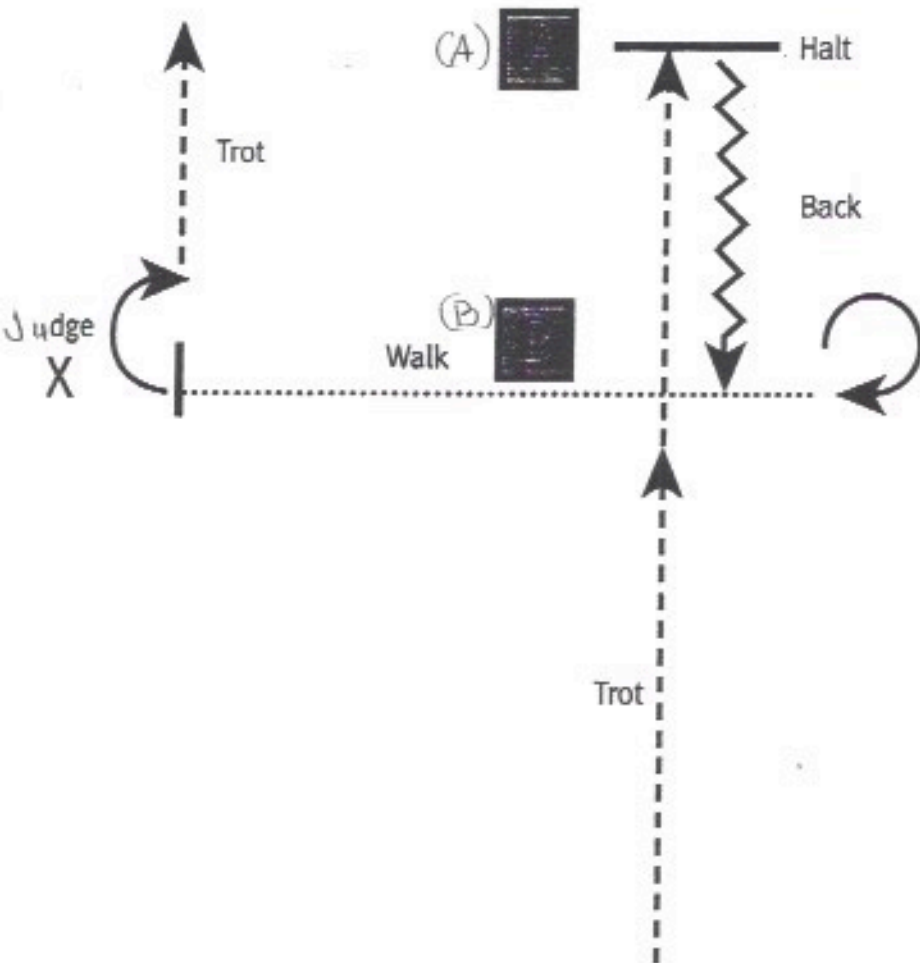
Do a 180 degree (1/2) turn on the haunches to the right and return to the line.

Set up.



# Showmanship

Class  
# 22 Showmanship (14-18) & CLASS 24 -40+OVER  
# 23 Showmanship (19-39)  
# 24 Showmanship (40+over)



Trot to marker A. Halt.

Back to marker B and perform a 270 degree turn. (R)

Walk to judge. Halt. Set up for inspection

When dismissed, perform a 90 degree turn and trot to the lineup.



# Showmanship

C-25 - OPEN

Trot from marker A to B.

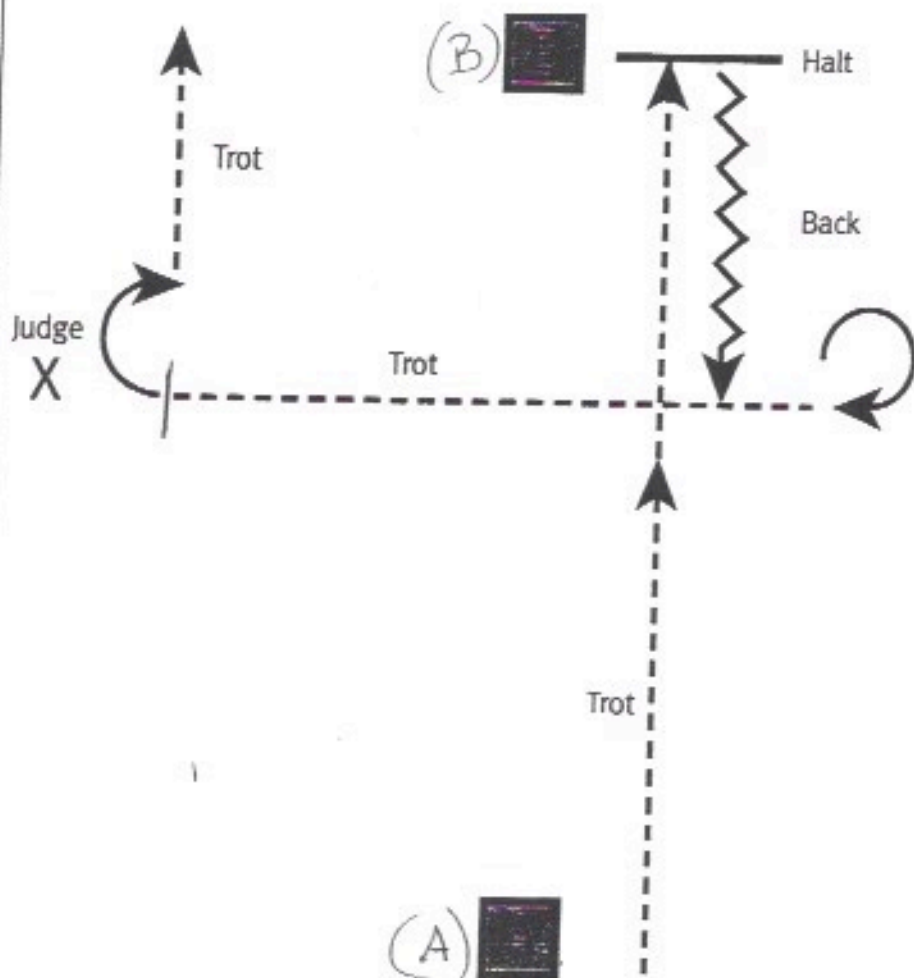
Stop at marker B and back halfway to A.

Stop and perform a 270 degree turn (R)

Trot to judge.

Halt. Set up for inspection.

When dismissed, perform a 90 degree (R) turn and trot away from judge.



# Western Horsemanship

## 36 Western Horsemanship Pattern Novice \*

Stand ready at cone 1.

When acknowledged lope to cone 3 on the right lead.

Halt at cone 3, do a 180 degree turn on the haunches to the left.

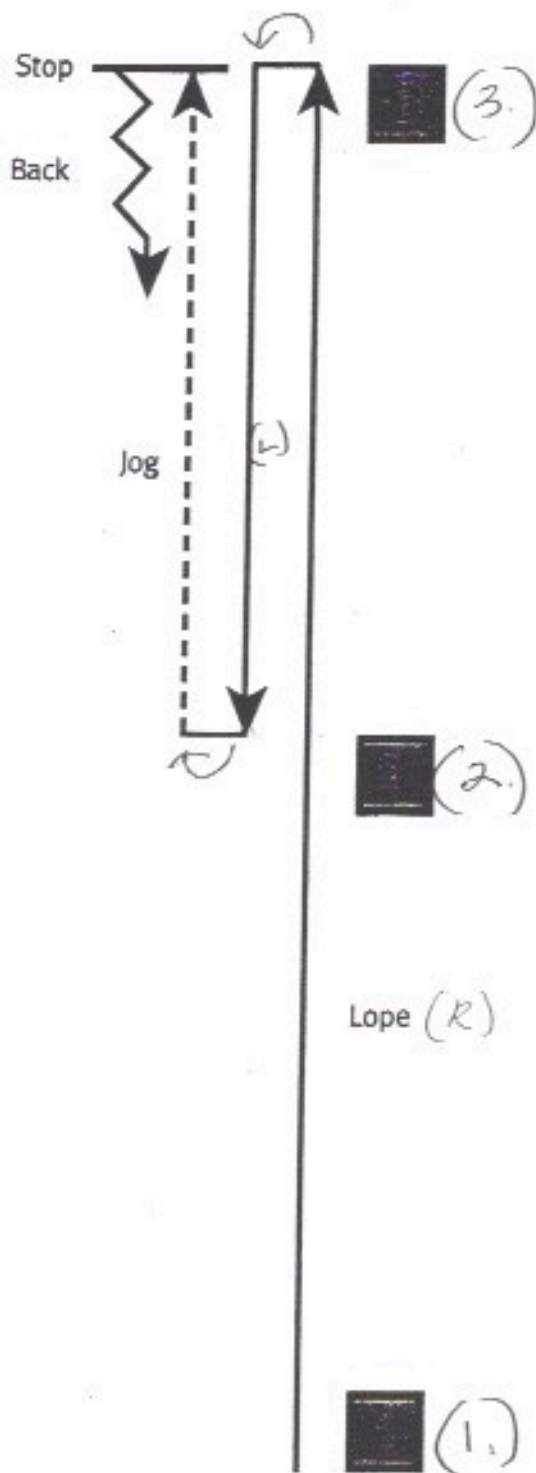
Lope to cone 2 on the left lead.

Halt at cone 2, do a 180 degree turn to the right.

jog to cone 3.

Halt and back up 5 steps.

Line up at the direction of the ring steward.





# Western Horsemanship

## 37 Western Horsemanship Pattern 13 & Under

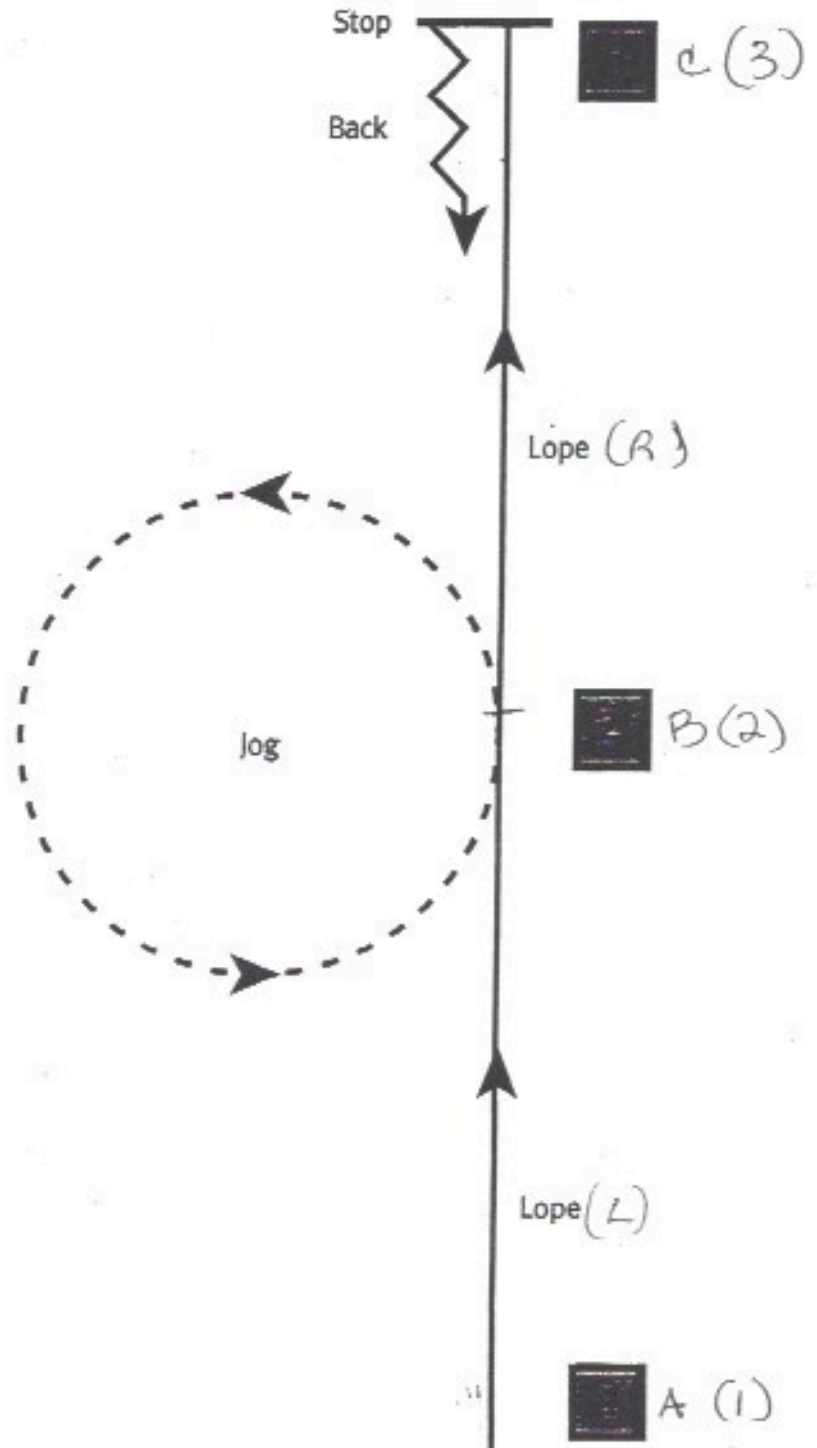
Be waiting at cone 1.

Lope on the left lead to cone 2.

Break to a jog at cone 2. Jog a circle to the left and stop.

Lope on the right lead to cone 3.

Return to the lineup at a jog.

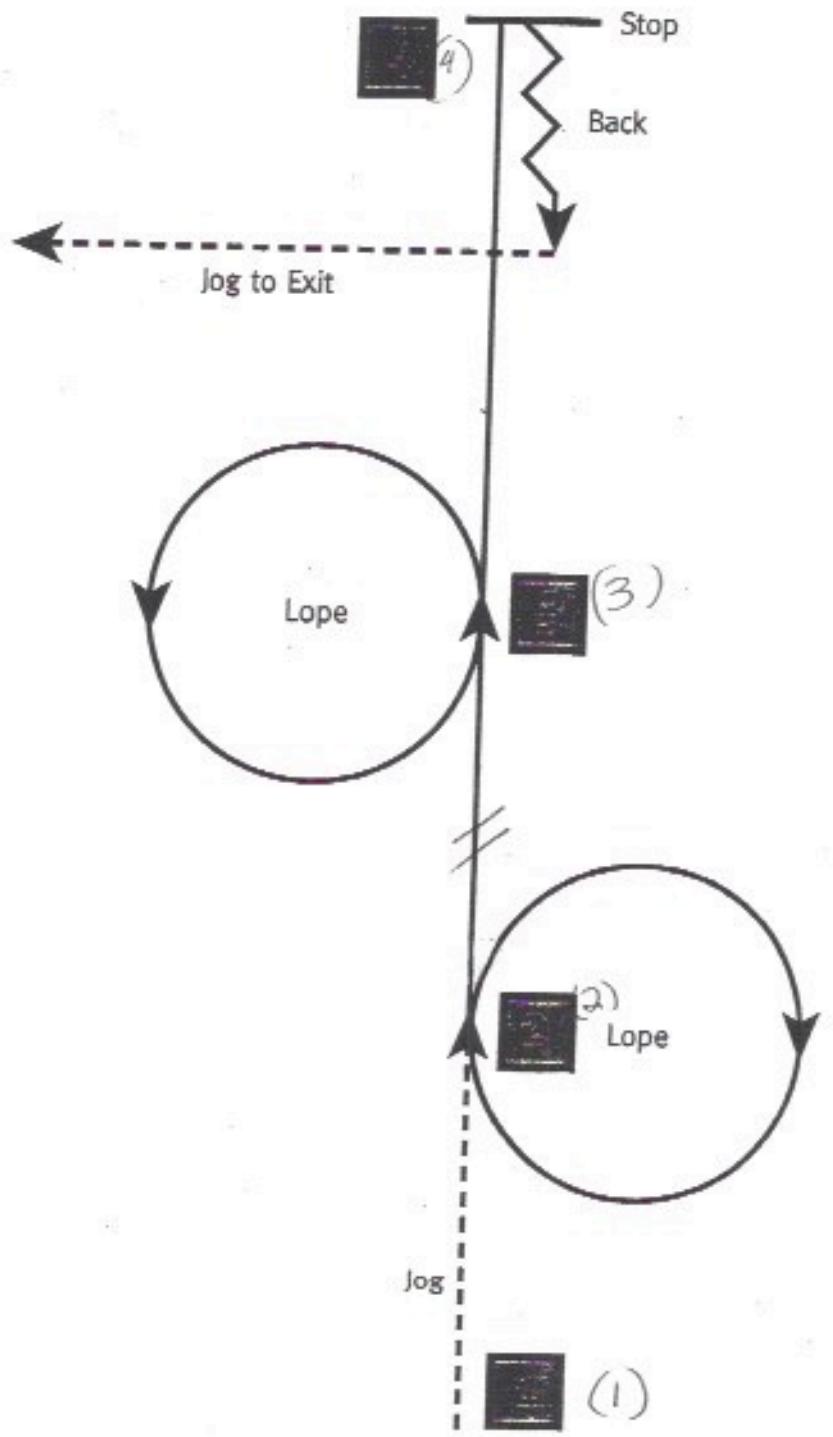


# Western Horsemanship

## 38 Western Horsemanship Pattern 14 - 18

- Be waiting at cone 1.
- Jog from cone 1 to cone 2.
- Lope a circle on the right lead.
- Continue out of the circle at a lope and change to the left lead.
- Lope a left circle at 3.
- Continue on the left lead to 4.
- Stop and back.
- Jog to exit.

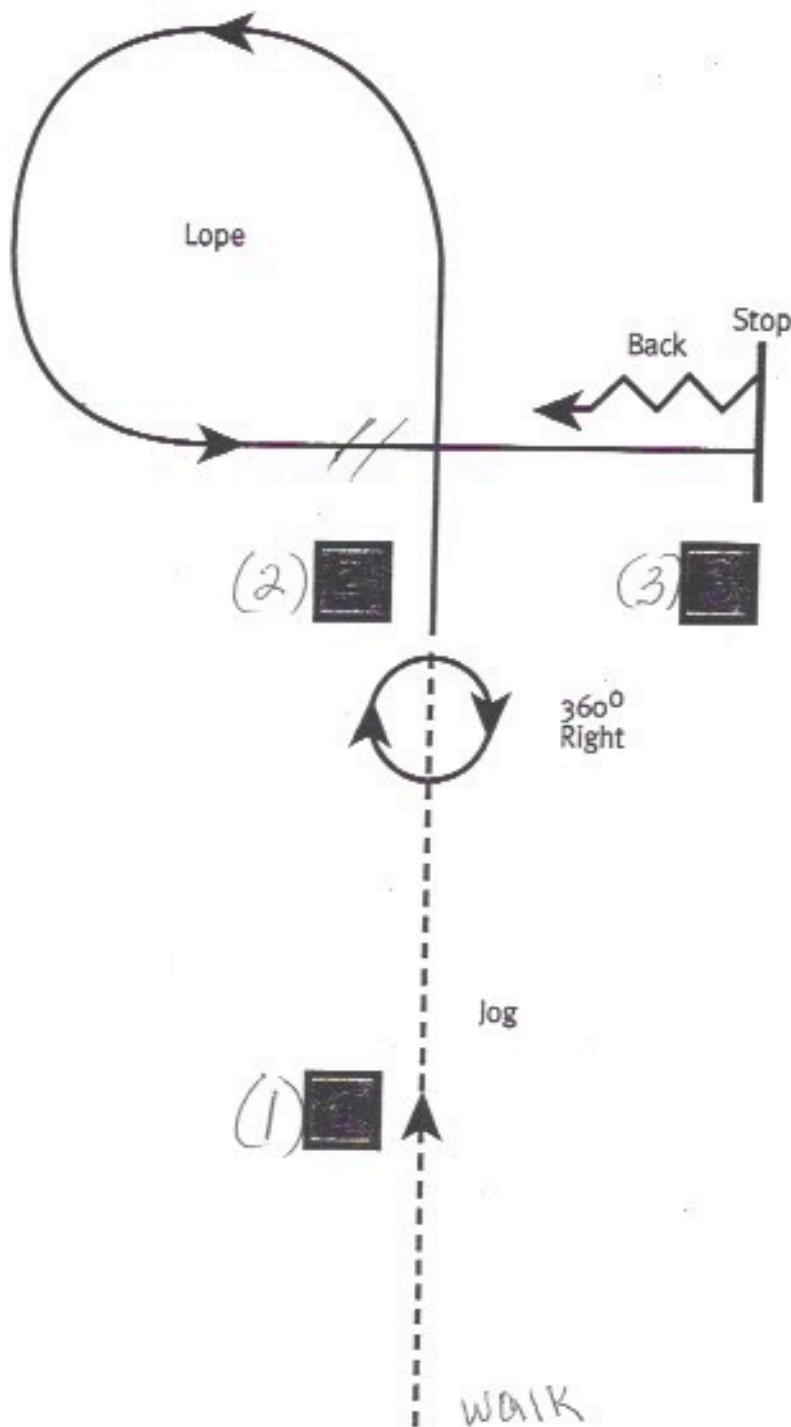
LEAD change





# Western Horsemanship

## 39 Western Horsemanship Pattern 19 - 39



Walk to cone 1.

Jog to cone 2. Stop.

Make a 360 degree turn to the right. Lope off in left lead and circle back to cone 2.

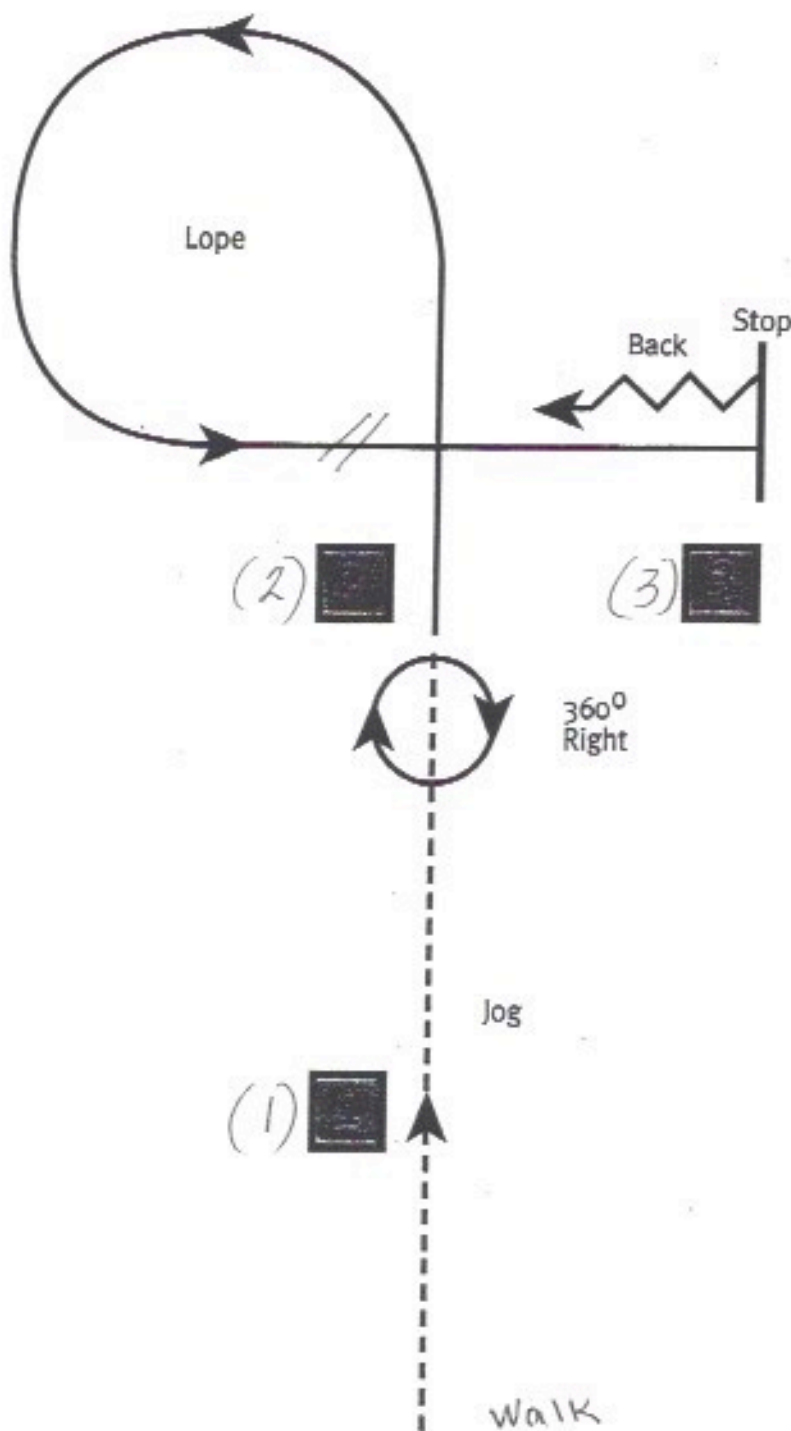
At cone 2 change leads, and lope right lead to cone 3.

Stop at cone 3 and back.

// Lead change

# Western Horsemanship

## 40 Western Horsemanship Pattern 40 & Over



Walk to cone 1.

Jog to cone 2. Stop.

Make a 360 degree turn to the right. Lope off in left lead and circle back to cone 2.

At cone 2 change leads, and lope right lead to cone 3.

Stop at cone 3 and back.

// Lead change

# Western Horsemanship

## 41 Western Horsemanship Pattern Open

Begin at cone 1.

Begin pattern at the jog and jog to cone 2.

Lope right lead around cone 2.

Execute a simple lead change before cone 3.

Lope a left circle around cone 3.

After closing circle, execute a simple lead change and continue loping until you are even with cone 1.

Stop and back,

Execute a 360° turn to the right.

Exit at walk.

