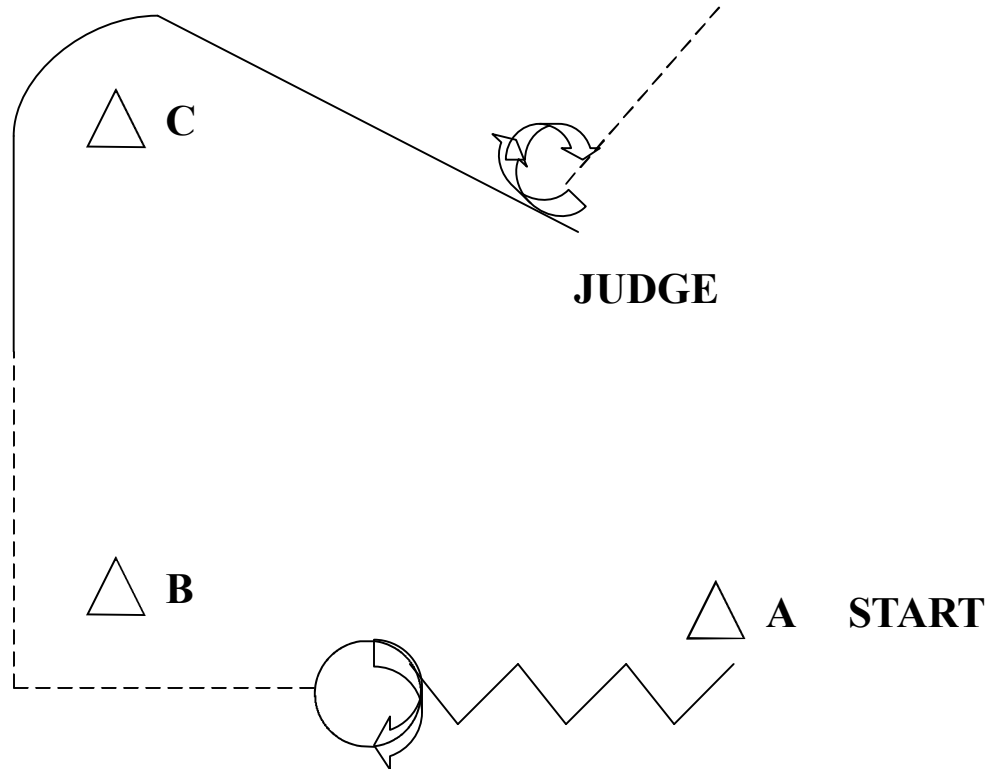
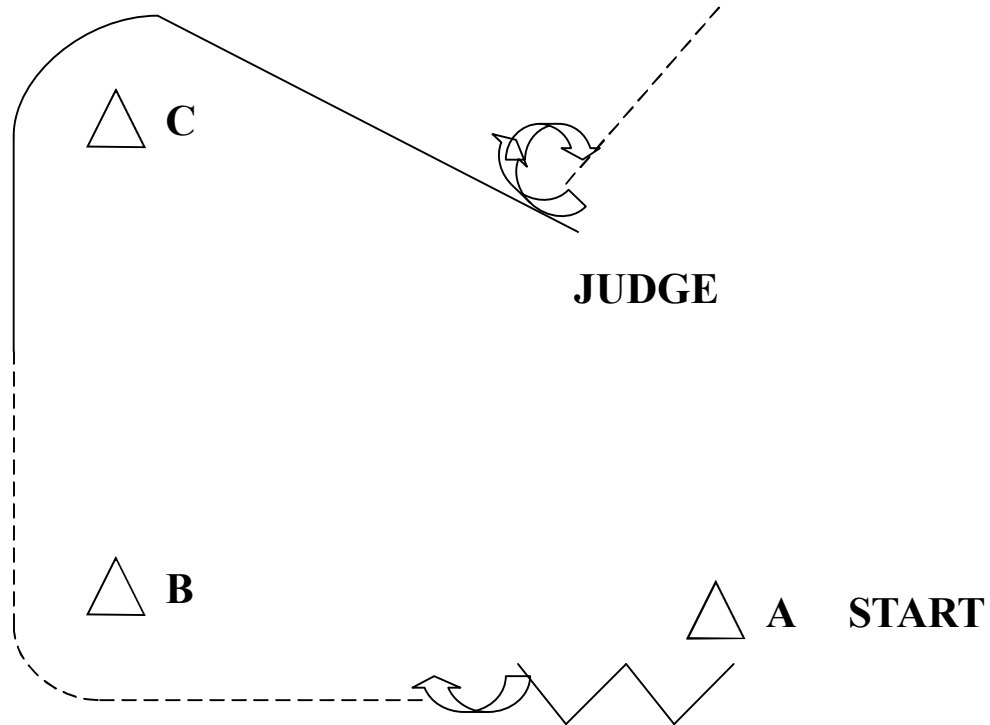


Showmanship
Youth, Amateur, Select
Good Luck!



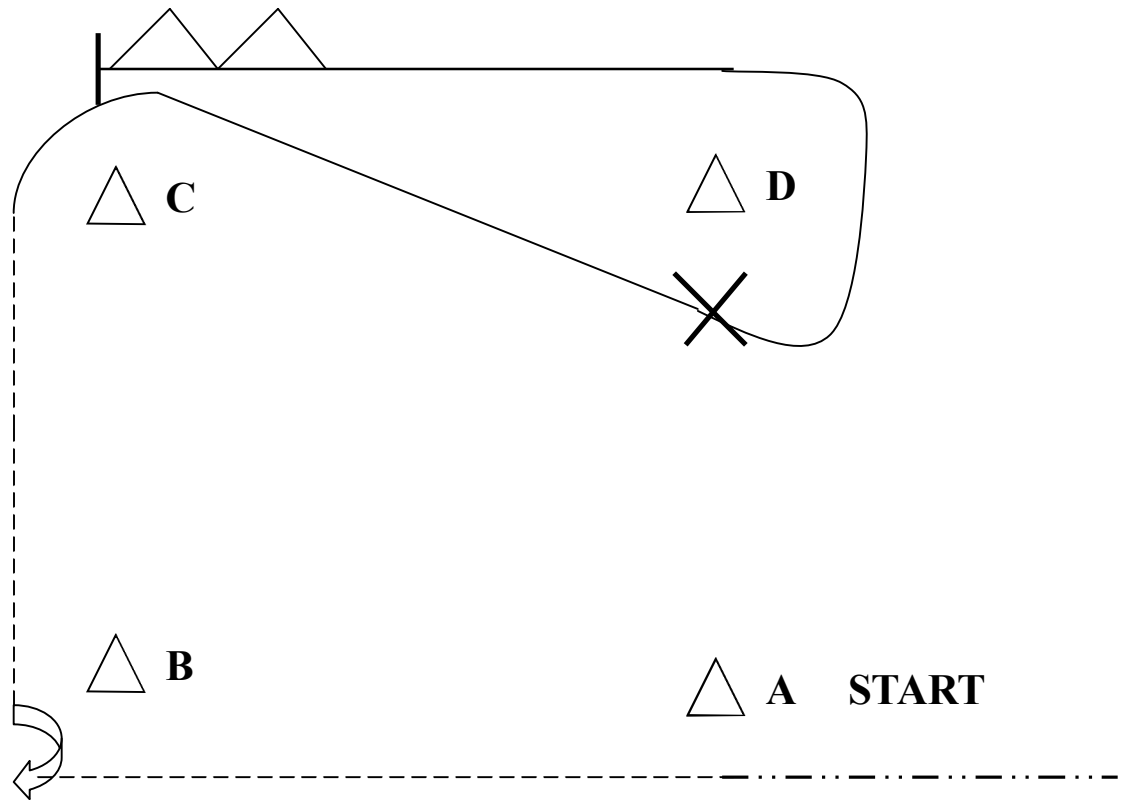
1. Start at Cone A. Back halfway to Cone B.
2. Perform 1 1/2 turns
3. Trot a square corner around Cone B.
4. Halfway to Cone C break to the walk, walk around Cone C to the judge.
5. Set up for inspection.
6. When dismissed perform a 3/4 turn and exit at a trot.

Showmanship
Novice Yth, Novice Am
Good Luck!



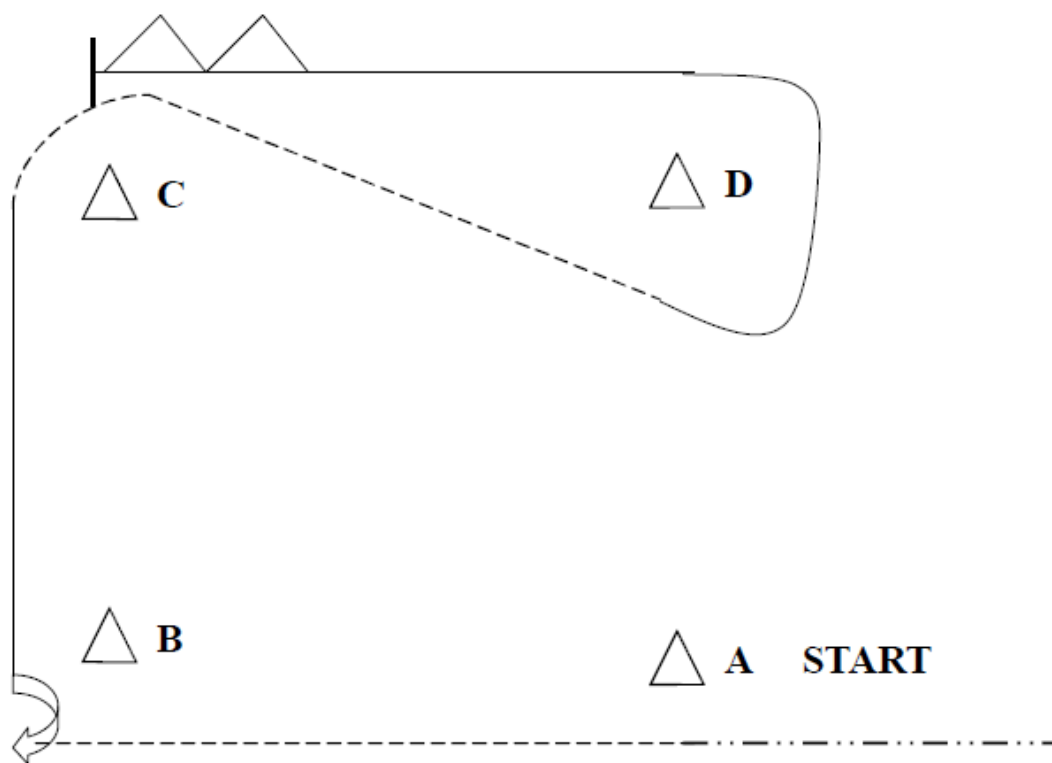
1. Start at Cone A. Back 5 steps.
2. Perform a 1/2 turn.
3. Trot around Cone B.
4. Halfway to Cone C break to the walk, walk around Cone C to the judge.
5. Set up for inspection.
6. When dismissed perform a 3/4 turn and exit at a trot.

Equitation
Youth, Amateur, Select
Good Luck!



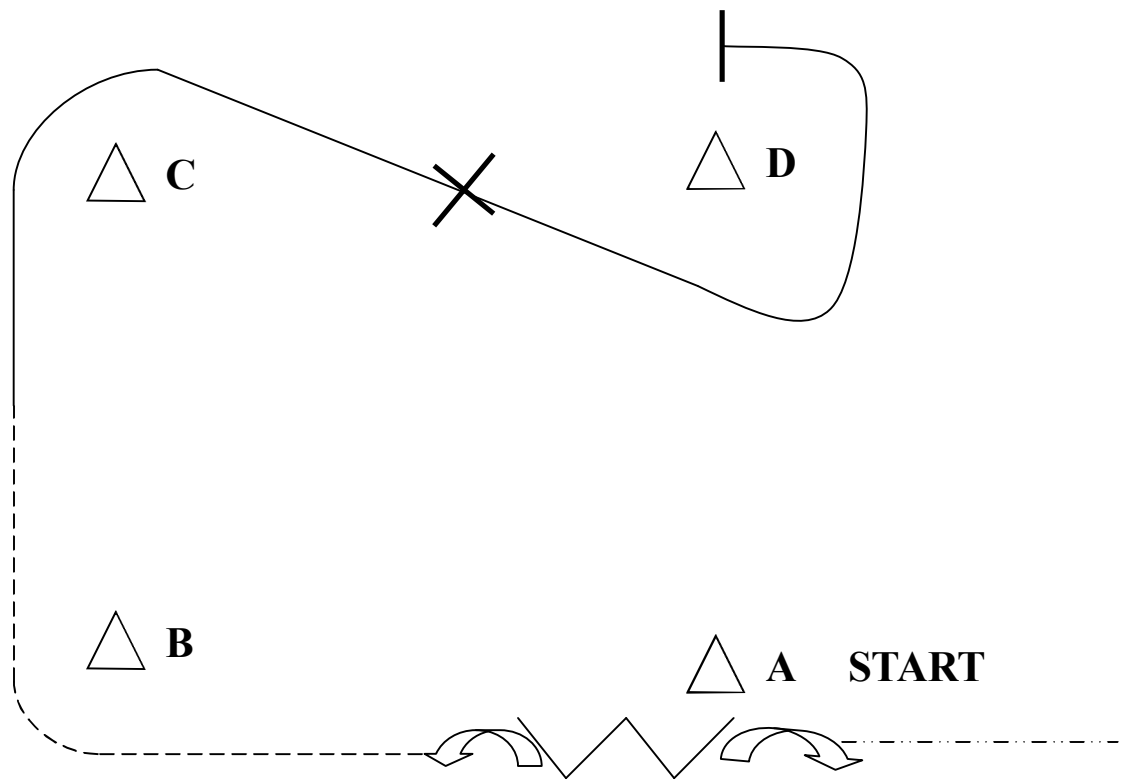
1. Begin at walk, sit trot from Cone A past Cone B
2. Perform 1/4 turn on the forehand to the right.
3. Posting trot to Cone C.
4. Take the right lead at Cone C .
5. Change leads at Cone D and continue to Cone C.
6. Stop at Cone C and back. Exit.

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

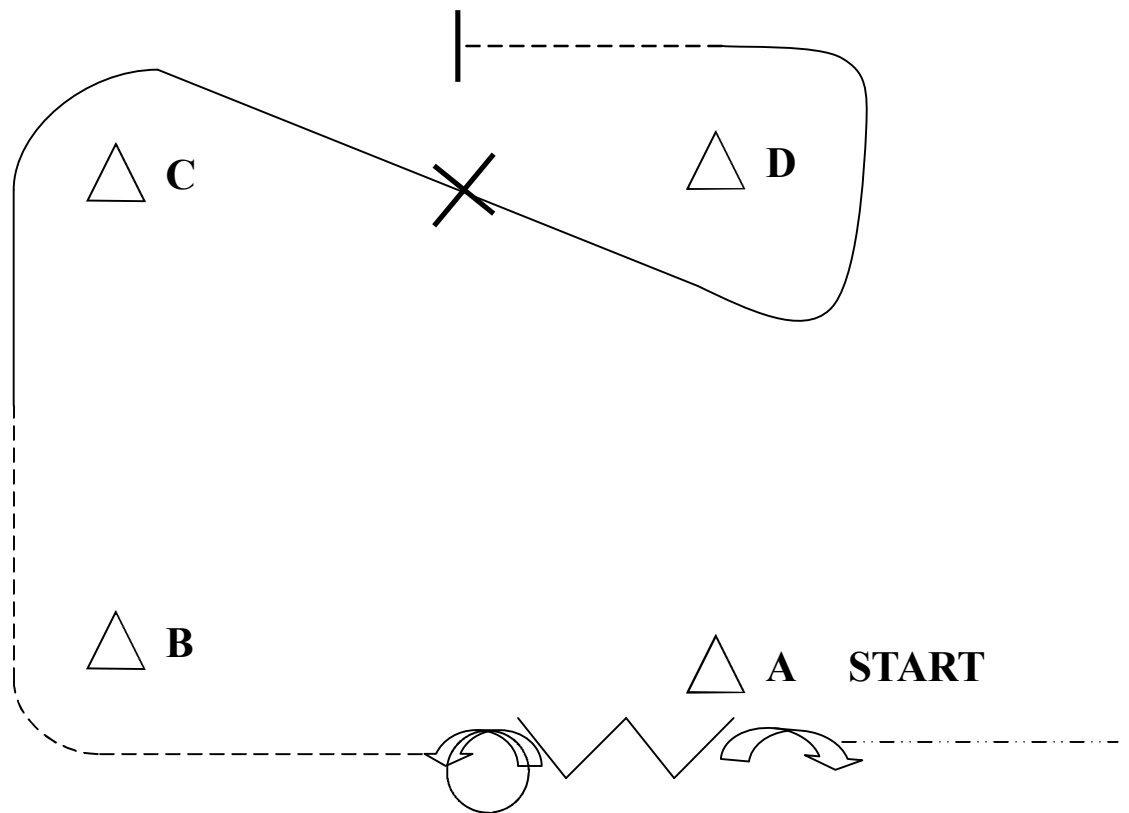
Horsemanship
Novice Yth, Novice Am
Good Luck!



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.

Gilliam

Horsemanship
Youth, Amateur, Select
Good Luck!



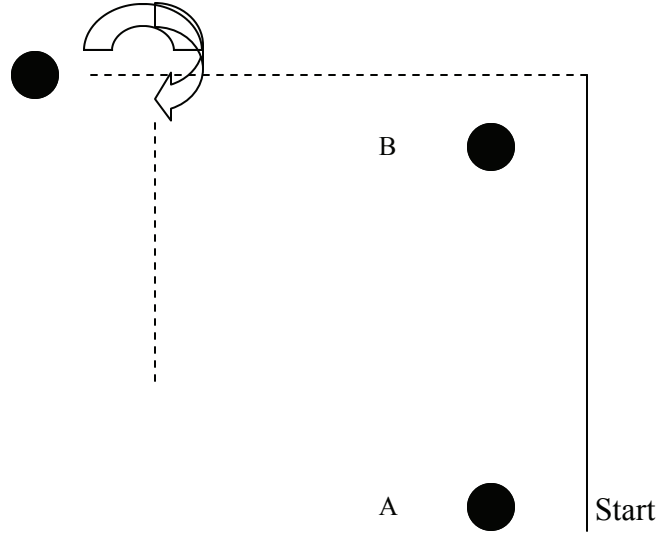
1. Walk to Cone A, perform a 180 to the right, back 5 steps,
2. Perform 1 1/2 turns to the left.
3. Extended trot around Cone B.
4. Halfway between Cone B and C take the right lead.
5. Change leads halfway between Cone C and D.
6. Lope around Cone D, break to the jog.
7. Stop halfway between Cone D and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

Good luck! Jessica Gilliam

Walk Trot

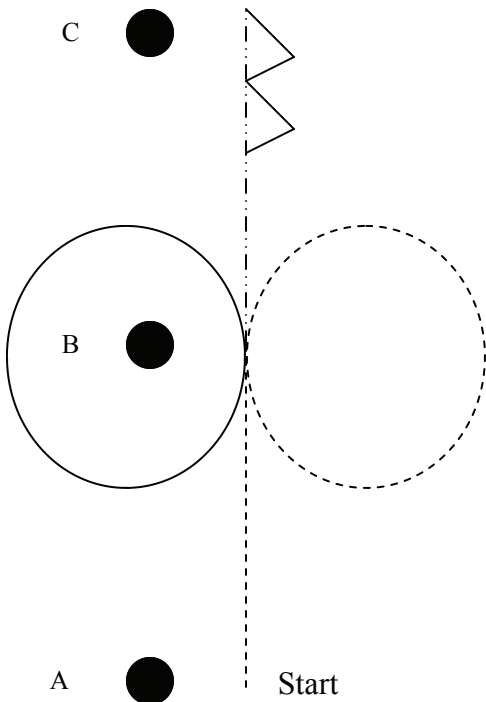
All Showmanship

1. Start at Marker A, when instructed Walk from marker A to Marker B
2. At B trot around the corner and straight to the judge
3. Stop, Set up for inspection
4. When dismissed perform a 3/4 turn to the right
5. Exit at a walk



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

