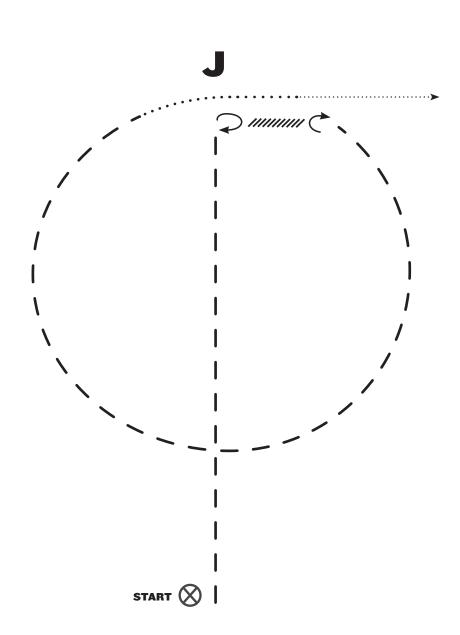
Showmanship At Halter L1 Amateur / L1 Youth



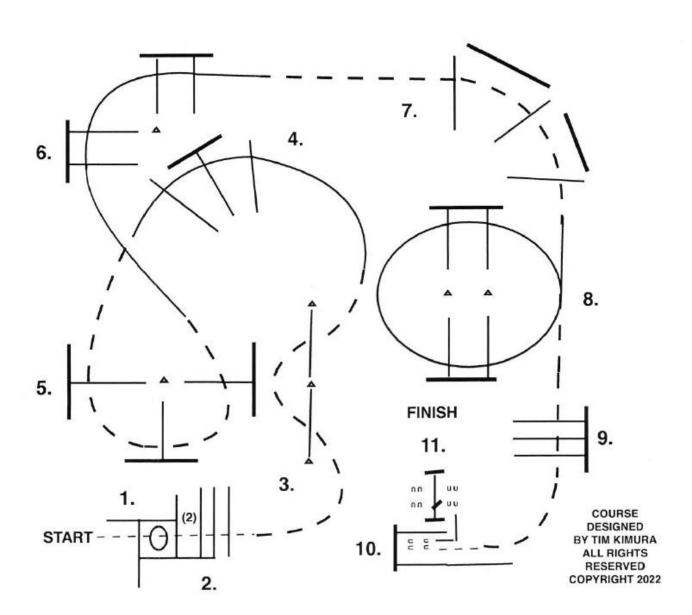


- 1. Trot to judge, stop
- 2. Set up
- 3. Inspection
- 4. When dismissed , 270° (3/4) turn
- 5. Back approximately two horse lengths
- 6. 180° (1/2) turn
- 7. Trot circle to the right
- 8. Before judge, walk, pattern is complete when past judge, continue walking to exit

Trail

L1 Amateur / L1 Youth / L1 Open



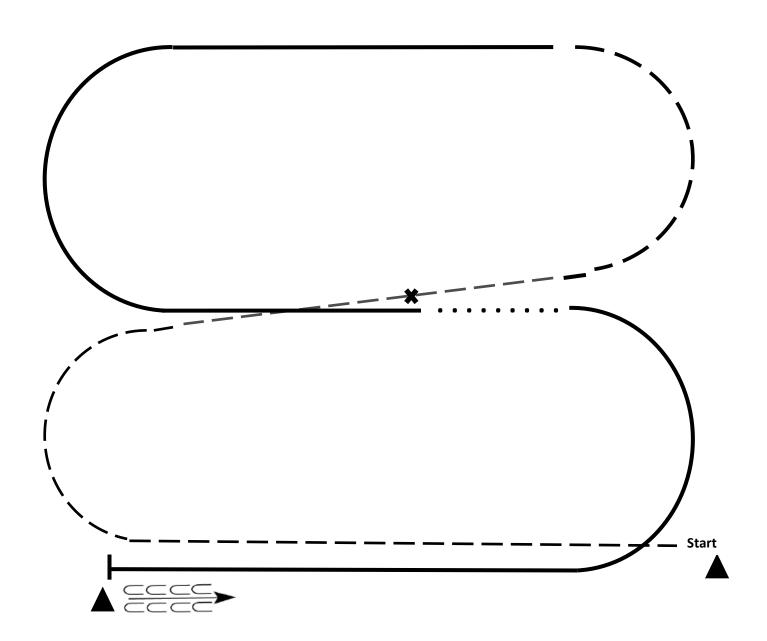


- WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 2. WALK OVER POLES.
- JOG THROUGH SERPENTINE, JOG OVER POLES.
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. LOPE OVER POLES (RIGHT LEAD)

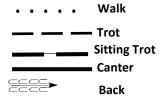
- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (RIGHT LEAD).).
- BREAK TO THE JOG, JOG OVER POLES. JOG INTO CHUTE AND STOP..
- BACK YOUR HORSE AROUND CORNER AND BACK UP TO GATE.
- 11. WORK GATE RIGHT HAND.

Hunt Seat Equitation L1 Amateur / L1 Youth



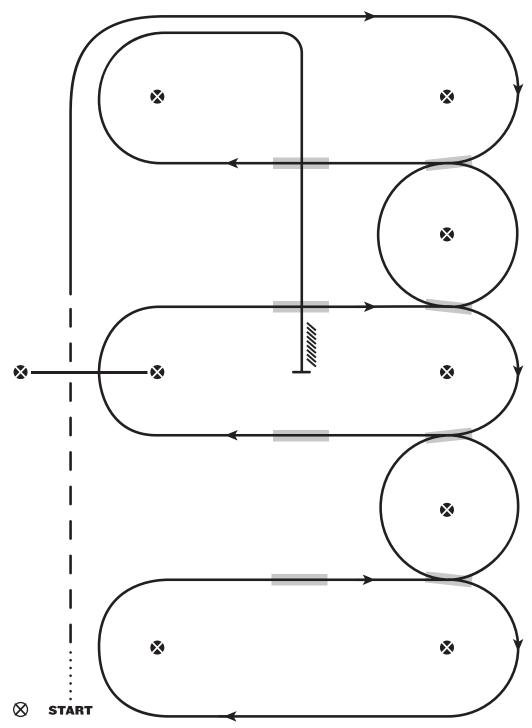


- 1. Left diagonal
- 2. Change diagonals for 2-4 strides
- 3. Sitting Trot
- 4. Canter left lead
- 5. Walk
- 6. Canter right lead
- 7. Stop
- 8. Back up
- 9. Exit at walk



Western Riding

Open / Select Amateur / Amateur



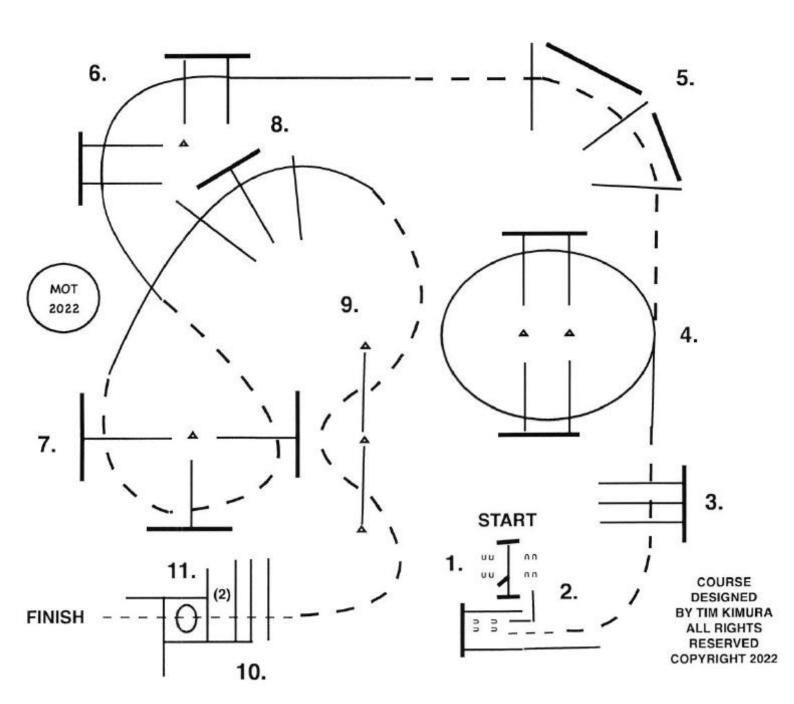
- **WESTERN RIDING PATTERN 6**

- I. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
- 2. Transition to the lope right lead & lope around end
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change lope around the end of arena
- 7. First crossing change
- 8. Second crossing change
- 9. Lope over log
- 10. Third crossing change
- II. Fourth crossing change
- 12. Lope up the center, stop & back

Trail 1-2

Select Amateur / Youth / Junior Open



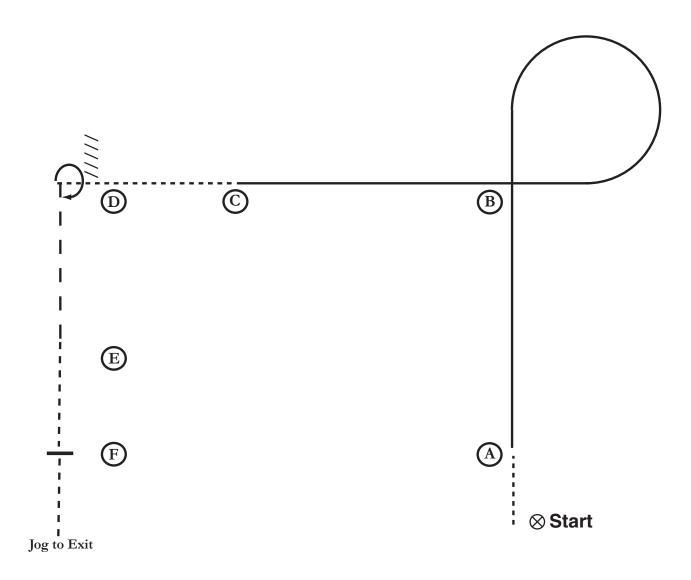


- ROPE GATE LEFT HAND OPEN WALK THRU AND CLOSE GATE.
- 2. BACK THRU POLES, WALK OUT.
- 3. JOG OVER POLES.
- LOPE OVER POLES (LEFT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- LOPE OVER POLES (LEFT LEAD)

- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (RIGHT LEAD).
- BREAK TO THE JOG, JOG OVER POLES. JOG BETWEEN CONES.
- STOP OR BREAK TO THE WALK WALK OVER POLES AND WALK INTO BOX,
- EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

Western Horsemanship L1 Amateur / L1 Youth



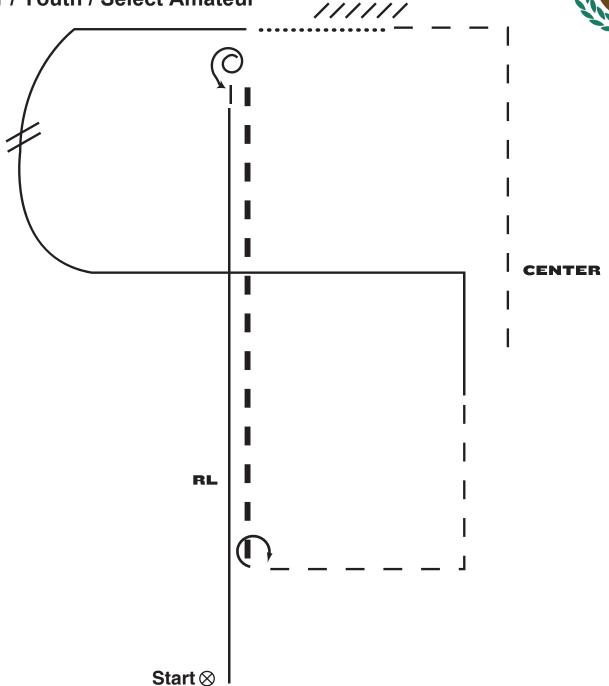


- 1. Walk to A.
- 2. Right lead A to B.
- 3. Continue a cirkel on right lead back to B.
- 4. Continue on right lead to C.
- 5. At C make trasition to walk with no loss of rhythm or forward motion.
- 6. Walk past D and stop.
- 7. Turn 270° right.
- 8. Back 5 steps.
- 9. Extend trot to E.
- 10. Jog E to F.
- 11. At F stop to show completion of pattern.
- 12 Jog to exit.

Western Horsemanship 1-2

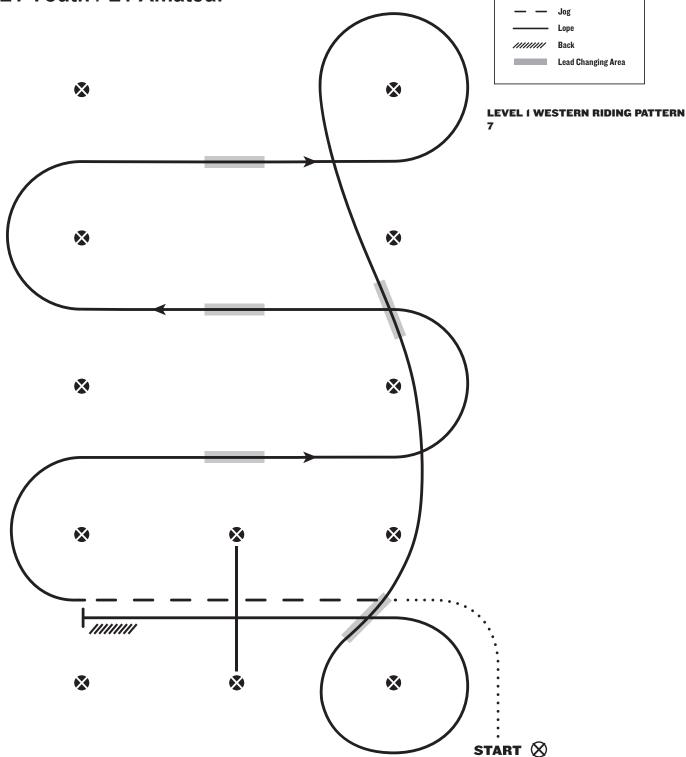
Amateur / Youth / Select Amateur





- Right lead up the center of the arena, stop
- 2. I I/2 turns to the left
- 3. Extended trot, stop
- 4. 270° to the right
- 5. Jog corner
- 6. Left lead, lope corner, across arena, maintain left lead through the bend
- 7. Change Leads
- 8. Right lead
- Break to a walk and walk with purpose
- 10. Stop and back
- II. Exit at the trot

Western Riding L1 Open / L1 Youth / L1 Amateur



- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope right lead
- 3. First crossing change
- 4. Second crossing change
- 5. Third crossing change
- 6. Circle & first line change
- 7. Second line change & circle
- 8. Lope over log
- 9. Stop & back

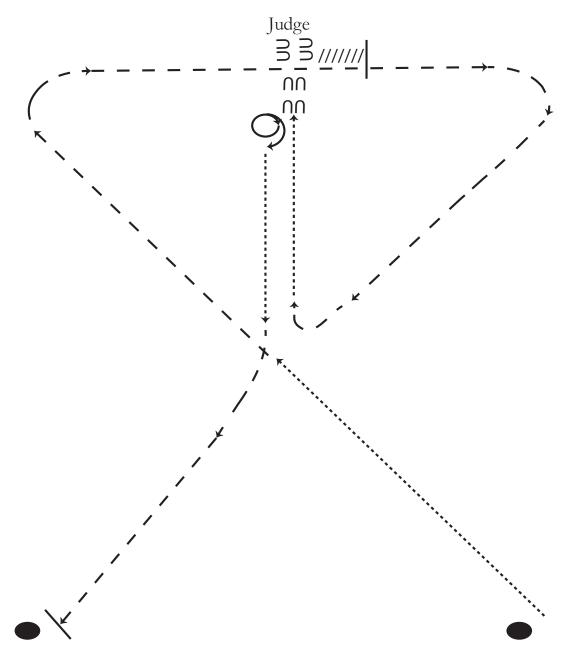
.EGEND

Jog

Back

Showmanship At Halter 1-2 Amateur / Youth / Select Amateur





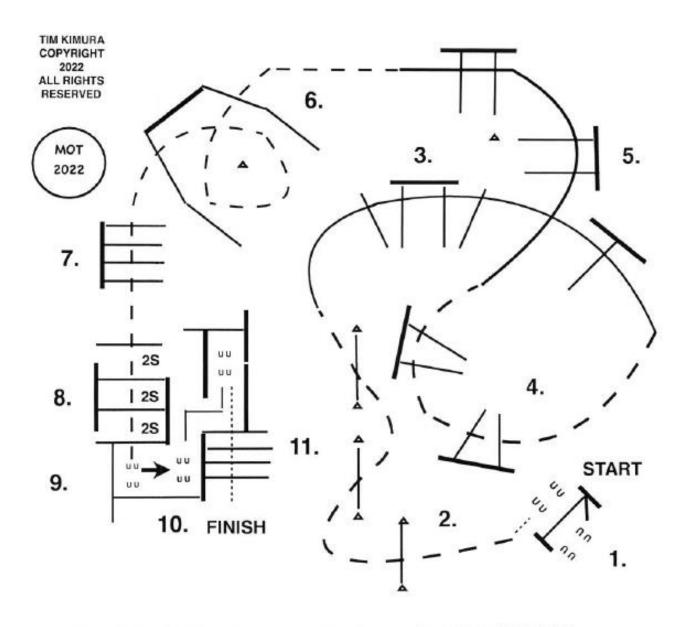
- I. Walk across arena. Trot corner and trot past Judge. Stop and back until hindquarters are even with judge
- 2. Set up for brief inspection
- 3. Trot across arena and around corner, walk to judge
- 4. Set-up for full inspection
- 5. After inspection, I I/2 turns and walk. Trot to marker. Stop
- 6. Exit

NOTE: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

Trail 1-2

Amateur / Senior Open





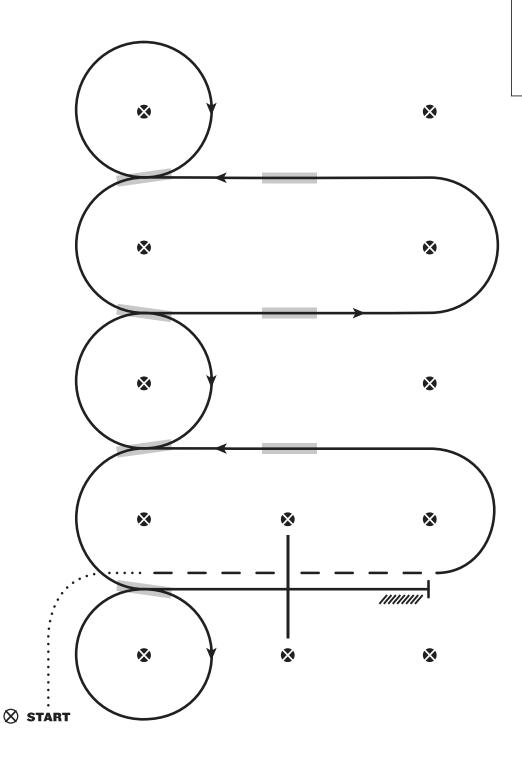
- 1. GATE: WORK GATE LEFT HAND, OPEN RIDE THRU AND CLOSE GATE.
- 2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, JOG OVER POLES.
- 3. LOPE OVER POLES (RIGHT LEAD).
- 4. BREAK TO THE JOG, JOG OVER POLES.
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES, JOG A CIRCLE AROUND CONE.
- 7. JOG OVER POLES.
- 8. JOG OVER POLES, STOP IN BIG GAP.
- 9. SIDE PASS LEFT IN CHUTE.
- 10. BACK CHUTE TO CHUTE.
- 11. WALK OUT CHUTE, WALK OVER POLES.

EURO SUMMIT NETHERLANDS 2022 Hunt Seat Equitation 1-2 Amateur / Youth / Select Amateur Two Point Posting Trot Sitting Trot

START

- I. Walk
- 2. Left lead canter moving into a hand gallop
- 3. Change leads, collect to a canter
- 4. Sitting trot, posting trot
- 5. Change diagonals
- 6. 2 point position; halt and back
- 7. Exit at a walk or trot

WESTERN RIDING - PATTERN 2



- I. Walk at least I5 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope left lead
- 3. First crossing change
- 4. Second crossing change
- 5. Third crossing change
- 6. Circle & first line change
- 7. Second line change
- 8. Third line change
- 9. Fourth line change & circle
- 10. Lope over log
- II. Lope, stop & back

_EGEND

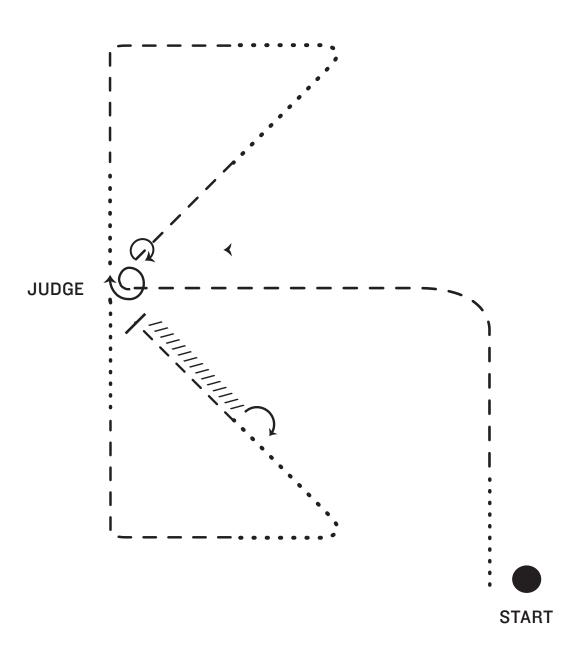
Lead Changing Area

Jog Lope Back

////////

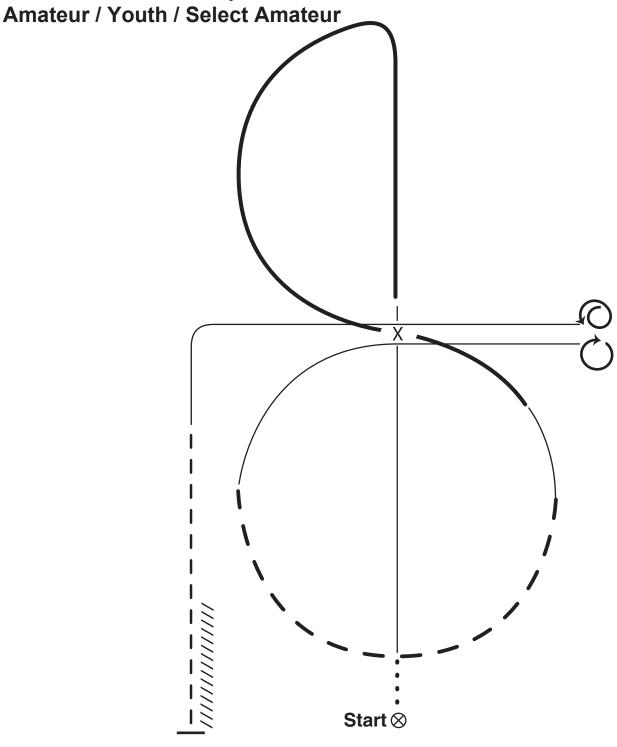
Showmanship At Halter 3-4 Amateur / Youth / Select Amateur





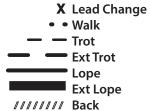
- I. Walk, trot corner to judge
- 2. Halt, no set-up, I I/4 turn
- 3. Walk, trot, walk, trot triangle
- 4. Stop, set-up for full inspection
- 5. 360° turn
- 6. Walk, trot, walk, trot triangle
- 7. Stop, set-up (no inspection), back, 3/4 turn
- 8. Exit at a walk or jog

Western Horsemanship 3-4



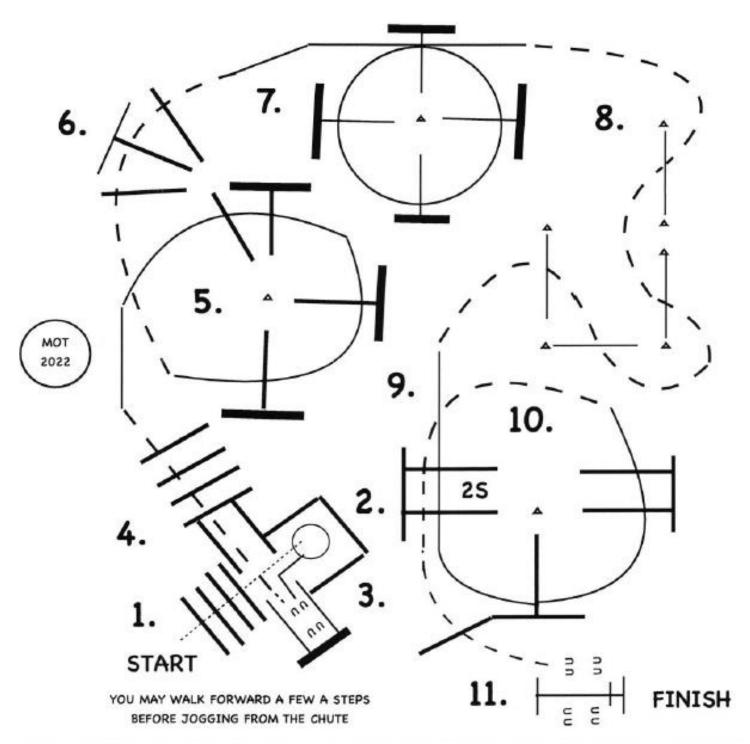


- Right lead lope, change leads
 Left lead building into a lope with speed
 Change leads, collect to a lope
- 5. Extended trot
- 6. Lope right lead, stop
- 7. 360 right, I I/2 left
- 8. Lope left lead
- 9. Jog, stop and back
- 10. Exit at a walk or jog



Trail Jackpot





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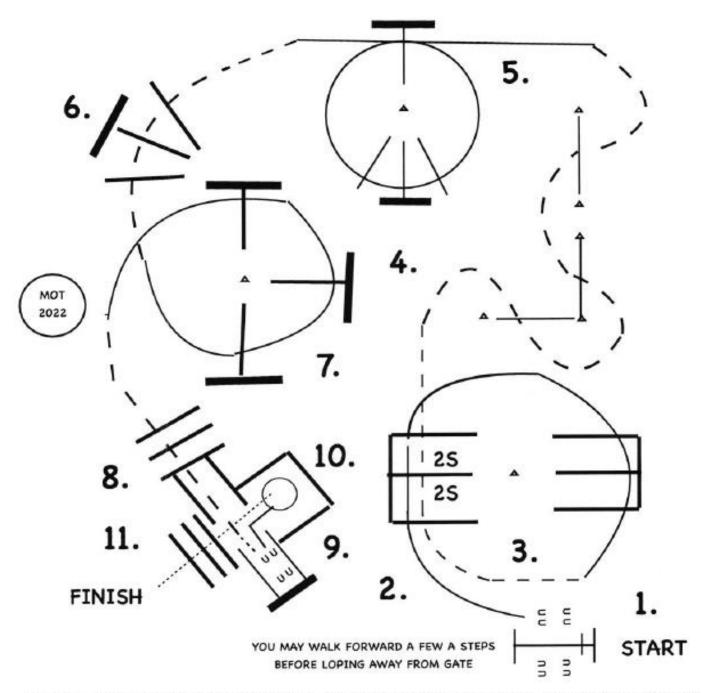
- 1. WALK OVER POLES AND INTO BOX.
- 2. EXECUTE A 360 TURN EITHER WAY.
- 3. BACK OUT BOX AND AROUND CORNER.
- 4. JOG OUT CHUTE, JOG OVER POLES.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (RIGHT LEAD).

- BREAK TO THE JOG, JOG OVER POLES, JOG THROUGHT SERPENTINE.
- 9. LOPE OVER POLES (LEFT LEAD).
- BREAK TO THE JOG, JOG OVER POLES..
- JOG UP TO GATE, WORK GATE RIGHT HAND.

Trail

Senior Open, Amateur, Select Amateur





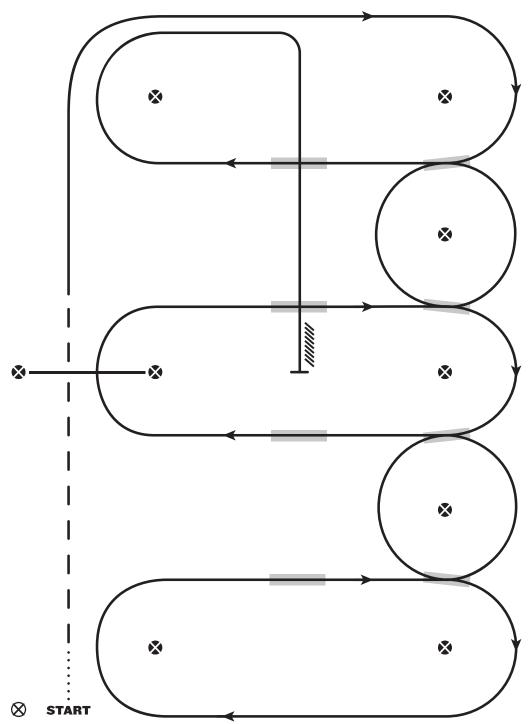
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- WORK GATE LEFT HAND OPEN AND CLOSE.
- 2. LOPE OVER POLES (RIGHT LEAD).
- 3. BREAK TO THE JOG, JOG OVER POLES.
- JOG THROUGH SERPENTINE, JOG OVER POLES.
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).

- BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP.
- 9. BACK AROUND CORNER AND INTO BOX.
- EXECUTE A 360 TURN EITHER WAY AND WALK OUT..
- 11. WALK OVER POLES.

Western Riding

Open / Select Amateur / Amateur / Youth



- LEGEND

 Walk

 Jog

 Lope

 MININI

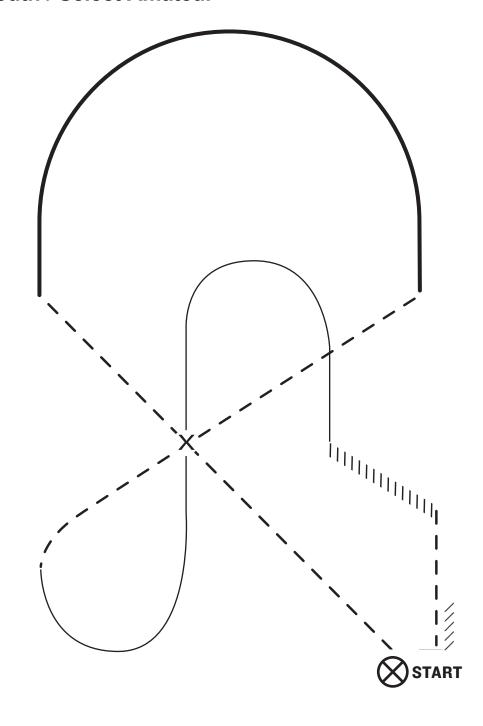
 Back

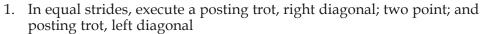
 Lead Changing Area
- **WESTERN RIDING PATTERN 6**

- I. Walk at least I5 feet from start cone to the first marker, transition to jog, jog over log
- 2. Transition to the lope right lead & lope around end
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change lope around the end of arena
- 7. First crossing change
- 8. Second crossing change
- 9. Lope over log
- 10. Third crossing change
- II. Fourth crossing change
- 12. Lope up the center, stop & back

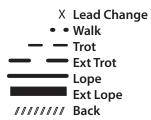
Hunt Seat Equitation 3-4 Amateur / Youth / Select Amateur





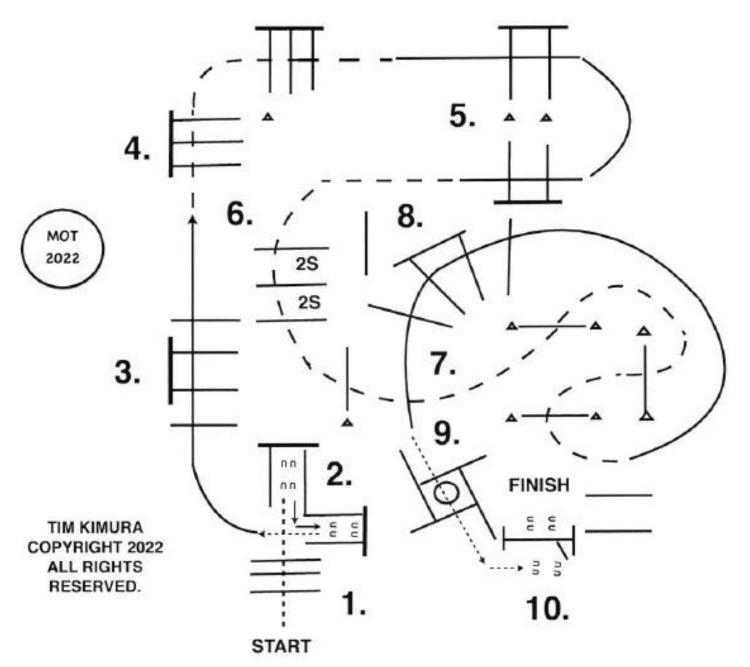


- 2. Right lead hand gallop
- 3. Posting trot right diagonal. In equal strides, change diagonals two times
- 4. Left lead canter, change leads
- 5. Sit trot, leg yield left. Halt
- 6. Back up
- 7. Exit arena at walk or trot



Trail 3-4 Youth / Junior Open

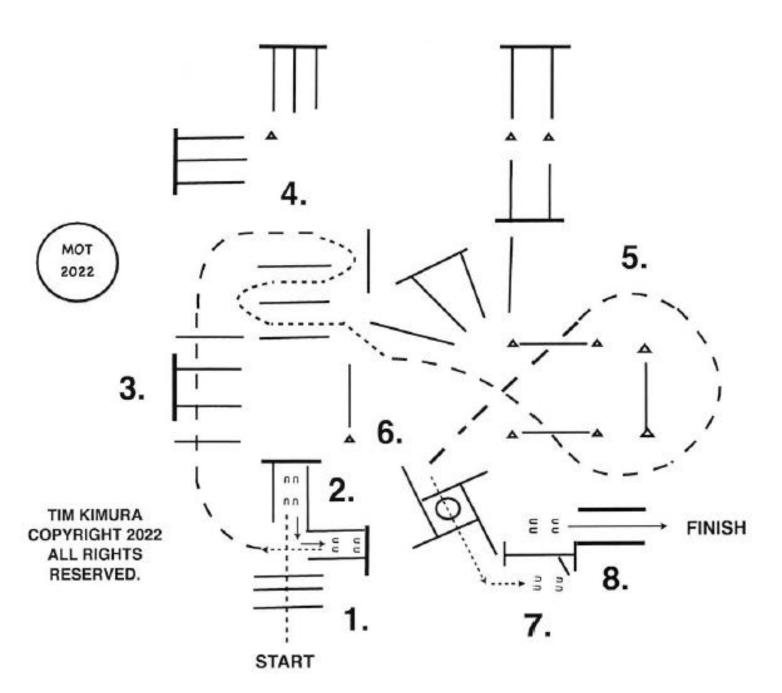




- 1. WALK OVER POLES, WALK INTO CHUTE.
- 2. BACK THRU POLES, WALK OUT CHUTE.
- 3. LOPE OVER POLES (RIGHT LEAD)
- 4. BREAK TO THE JOG, JOG OVER POLES.
- 5. LOPE OVER POLES (RIGHT LEAD)
- BREAK TO THE JOG, JOG OVER POLES.
- 7. JOG AROUND CONES, JOG OVER POLES.
- 8. LOPE OVER POLES (LEFT LEAD)
- 9. STOP OR BREAK TO THE WALK, WALK INTO BOX. EXECUTE A 360 TURN EITHER WAY. WALK OUT BOX.
- 10. WALK UP TO GATE, WORK GATE LEFT HAND.

Trail In Hand





- WALK OVER POLES, WALK INTO CHUTE.
- 2. BACK THRU POLES, WALK OUT CHUTE.
- 3. JOG OVER POLES.
- 4. BREAK TO THE WALK, WALK BETWEEN POLES.
- 5. JOG AROUND CONES, JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALK, WALK INTO BOX. EXECUTE A 360 TURN RIGHT. WALK OUT BOX.
- 7. WALK UP TO GATE, WORK GATE LEFT HAND.
- 8. BACK BETWEEN POLES.