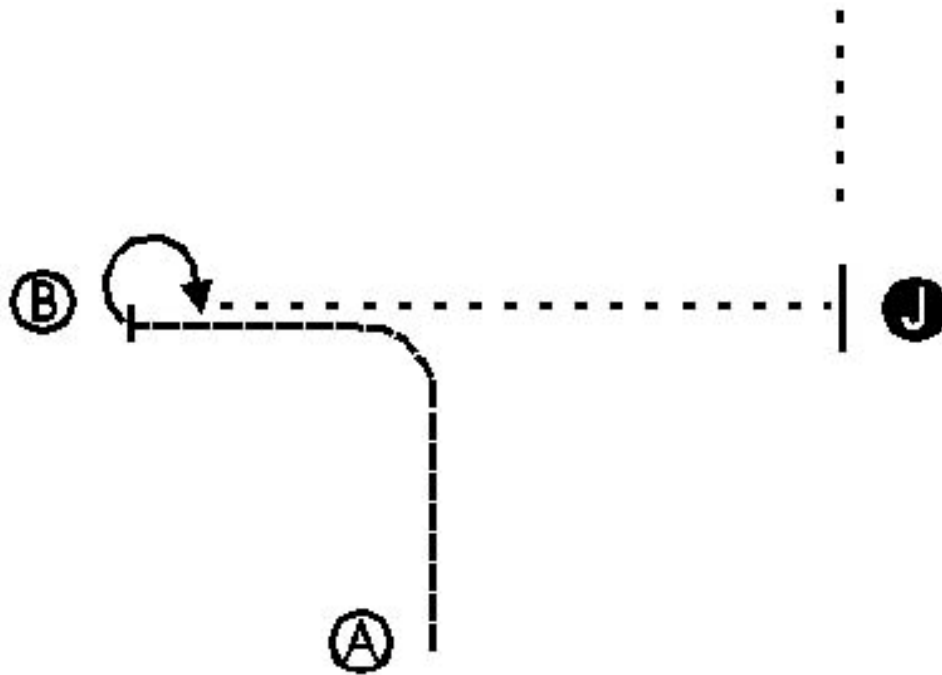


JUNIOR SHOWMANSHIP

Pattern 1

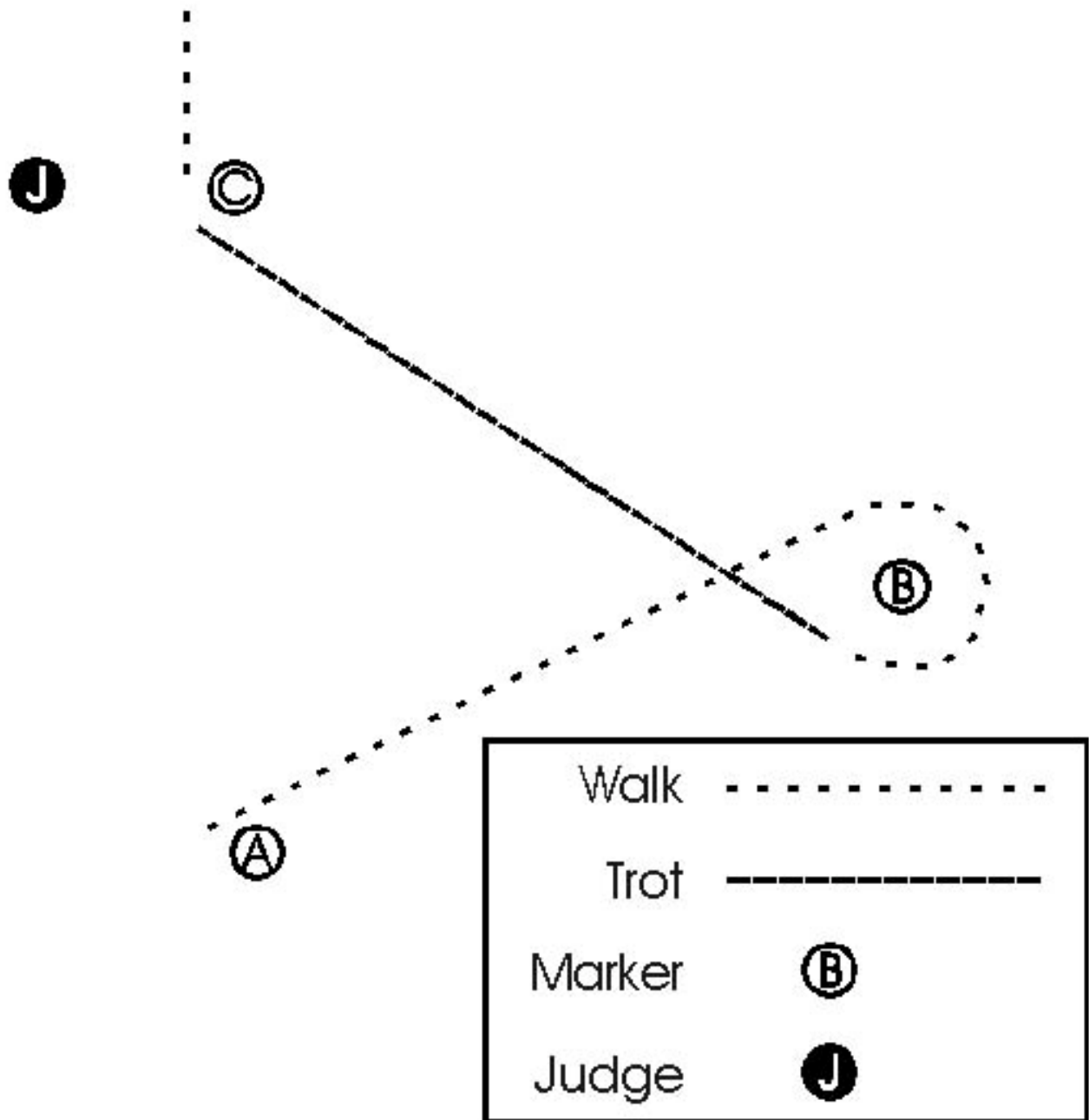


Walk	-----
Trot	—————
Marker	Ⓟ
Judge	●

1. Trot from A to B.
2. Stop and perform a 180 degree turn.
2. Walk to Judge and set up for inspection.
4. When dismissed, Walk and line up.

JUNIOR SHOWMANSHIP

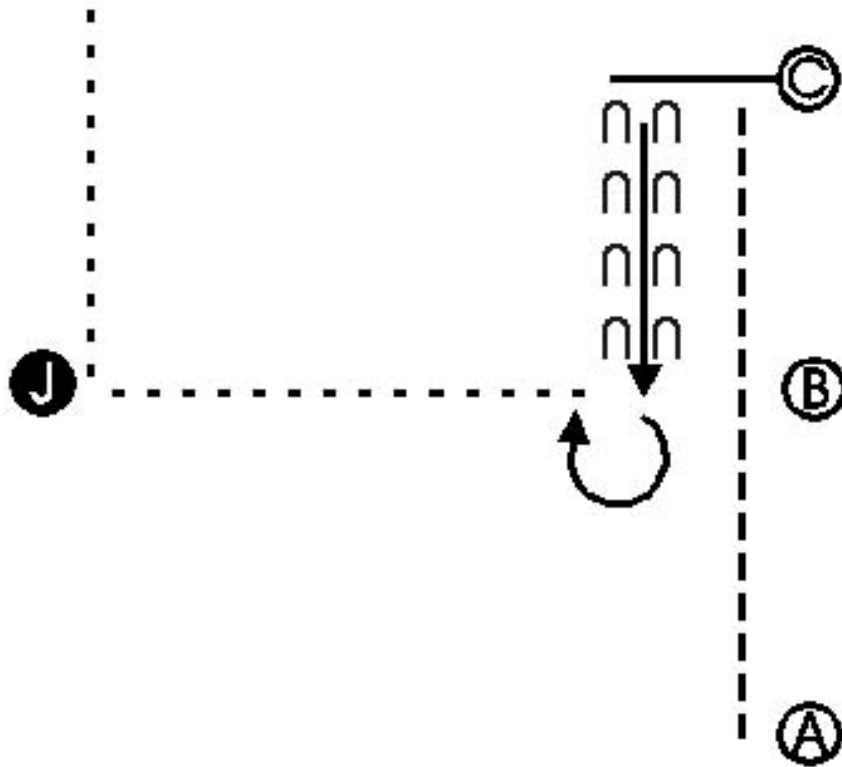
Pattern 2



1. Walk from A to B.
2. Walk around B.
3. Trot to C, stop and set up for inspection.
4. When dismissed, Walk and line up.,

YOUTH SHOWMANSHIP

Pattern 1

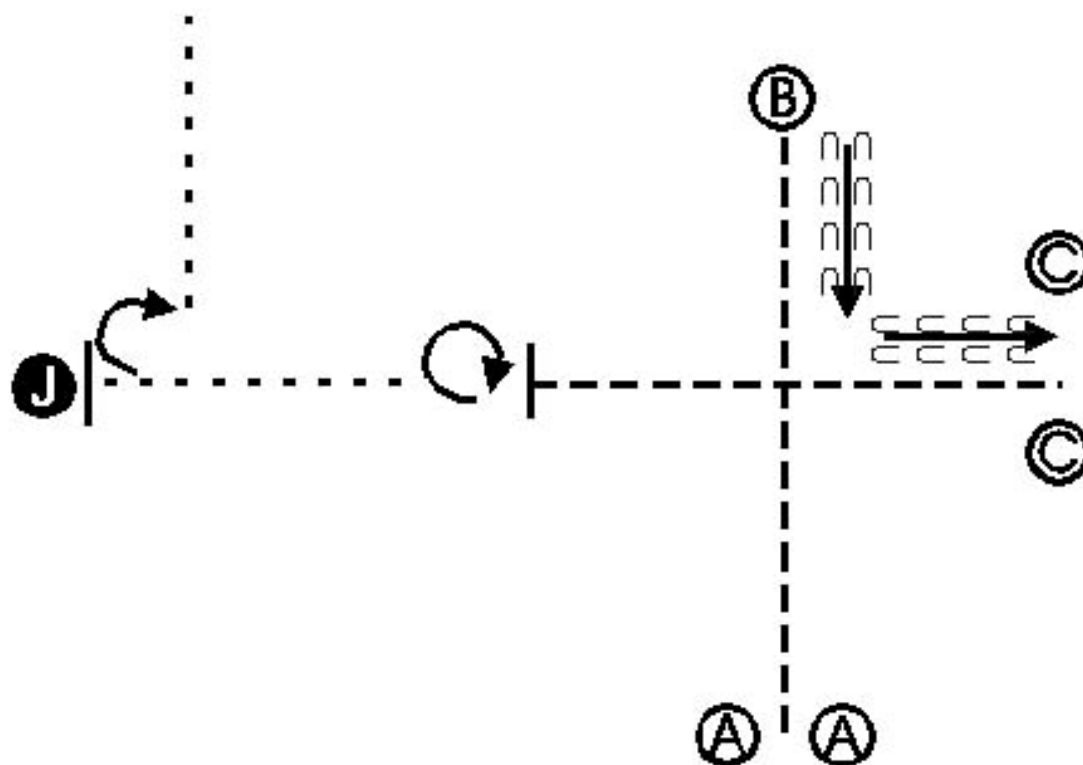


Walk	-----
Trot	—————
Back	← ⊃ ⊃ ⊃ ⊃ ⊃ ⊃ ⊃ ⊃
Marker	Ⓟ
Judge	Ⓝ

1. Trot from A to C.
2. Stop at C.
3. Back to B.
4. Perform a 270 degree turn.
5. Walk to the judge and set up for inspection.
6. When dismissed, walk & line-up.

YOUTH SHOWMANSHIP

Pattern 2



Walk
Trot	————
Back	←←←←←
Marker	ⓑ
Judge	ⓐ

1. Be ready between markers A.
2. Trot to B.
3. Stop and back a curve between markers C.
4. Trot half way to the judge.
5. Stop and do a 360 degree turn.
6. Walk to judge and set up for inspection.
7. When dismissed, turn 90 degrees and walk & line up.