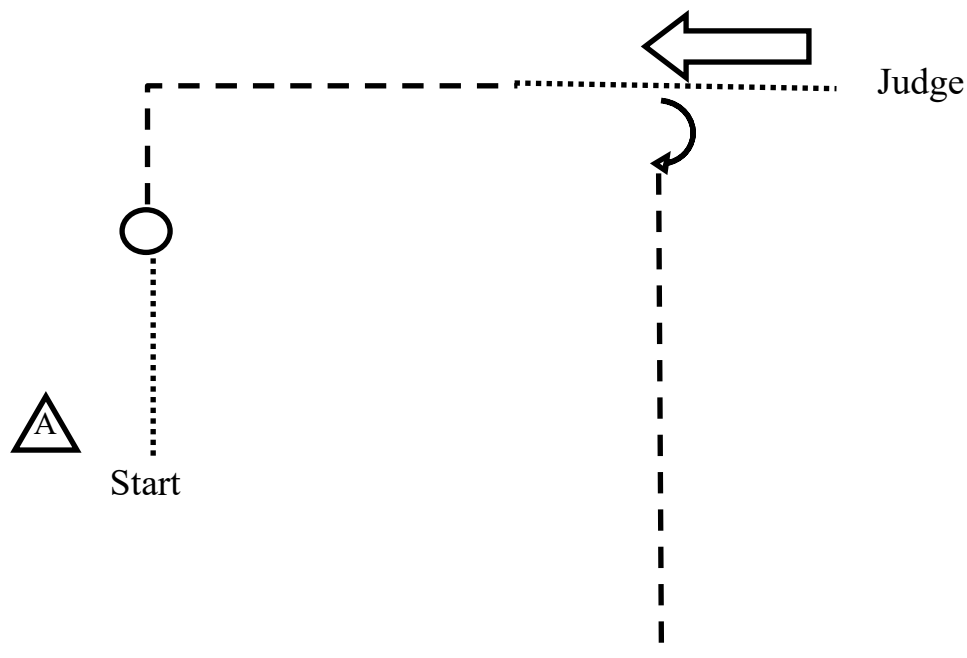


Showmanship



All Showmanship Classes

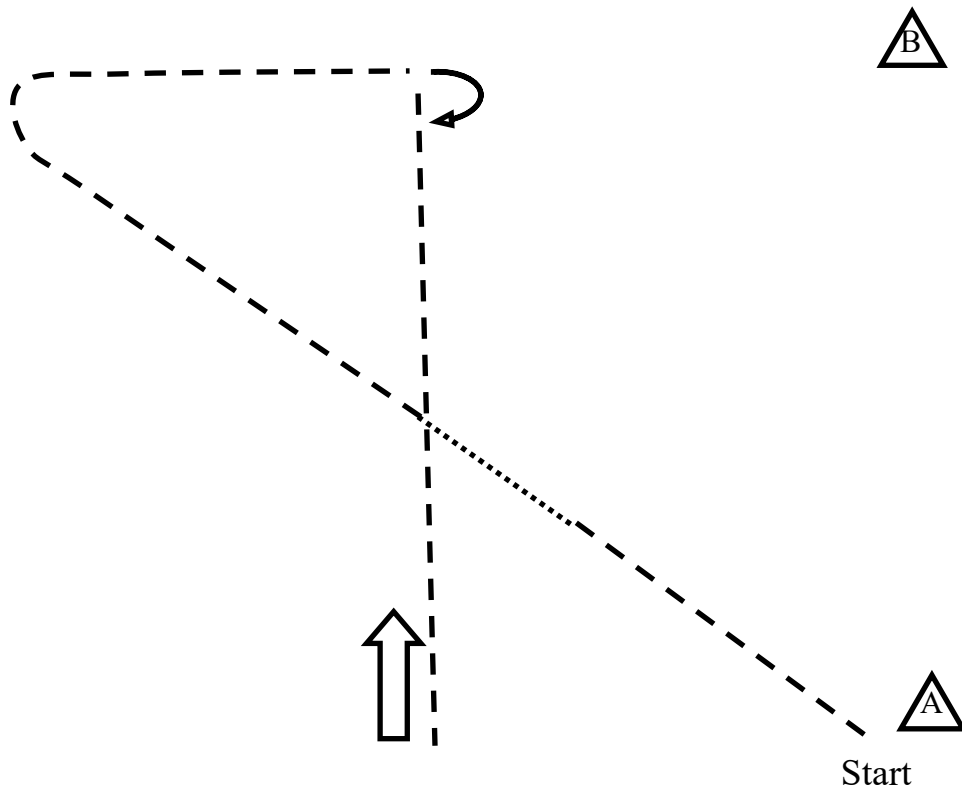
AM WT– Extended Walk where it says trot

Be Ready at A.

1. Walk 2 horse lengths. Stop
2. Perform 360 turn
3. Trot 1 square corner and halfway to judge.
4. Break to walk and walk to judge.
5. Set up for Inspection
6. When dismissed, Back 1 horse length.
7. 90 turn. Trot to exit.

Hunt Seat Equitation

All Walk Trot Eq



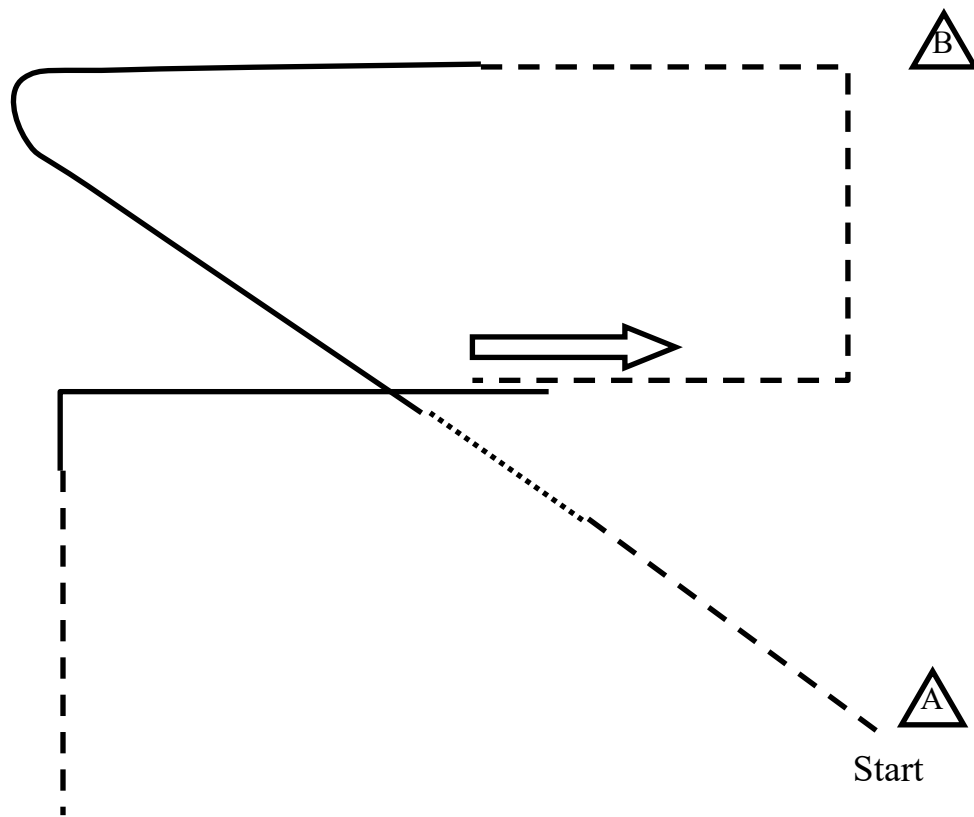
Be Ready at A.

1. Sitting trot
2. Walk approximately 2 horse lengths
3. Trot left diagonal
4. Halfway to B stop. 90 degree forehand turn to right.
5. Trot right diagonal until even with A.
6. Stop. Back 1 horse length

Exit at sitting trot.

Hunt Seat Equitation

Nov Youth, Nov Am, Youth, Am, All Breed Eq

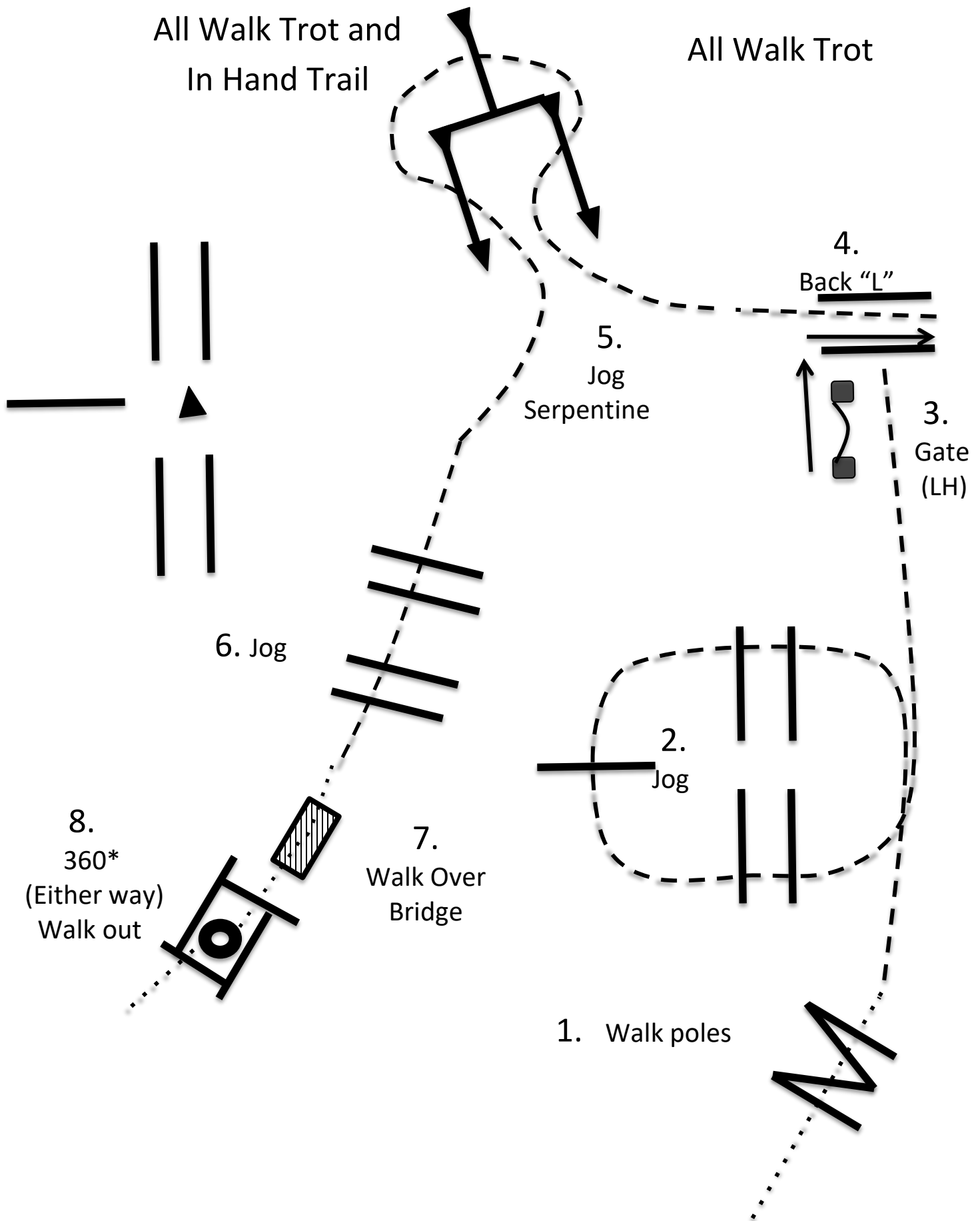


Be Ready at A.

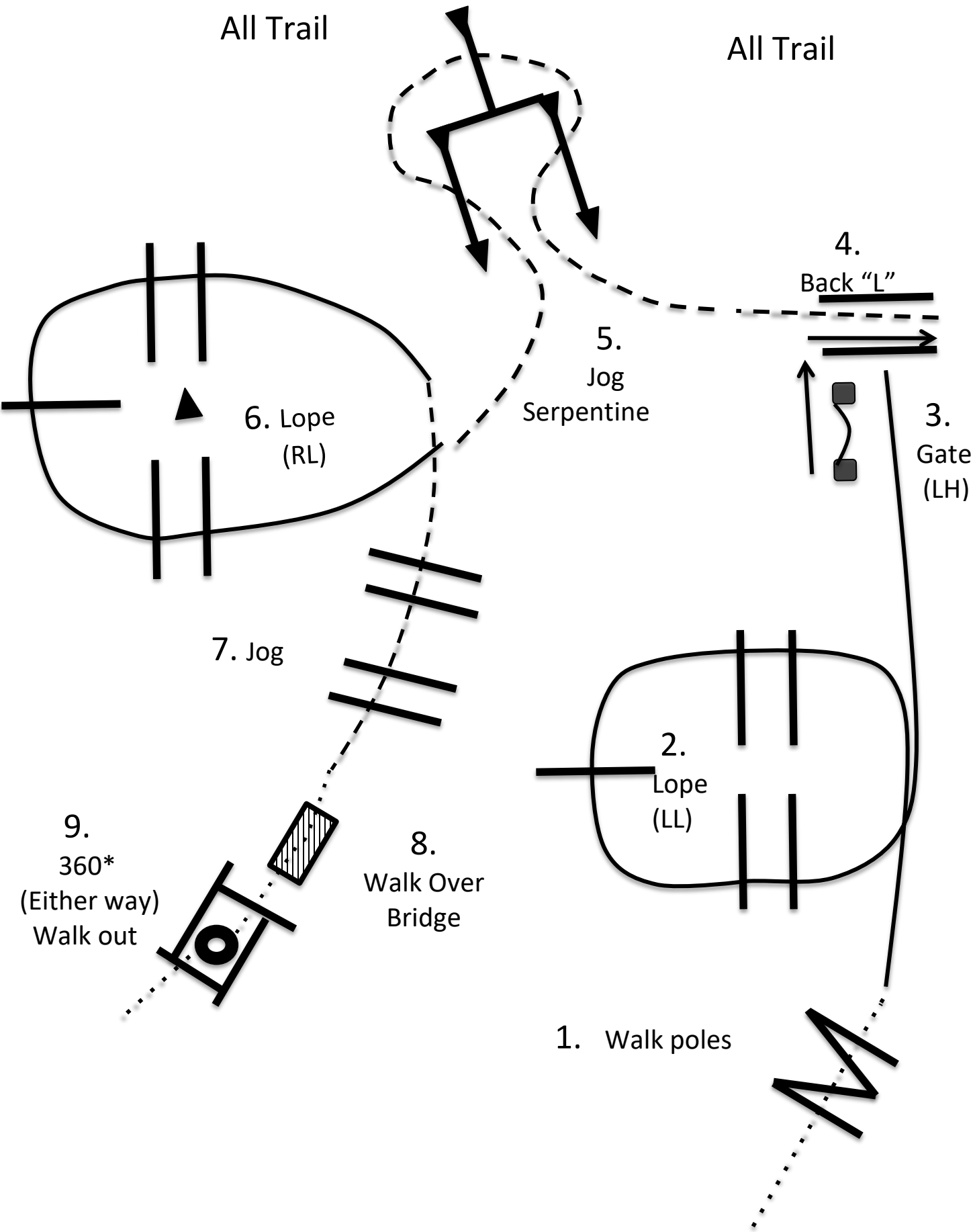
1. Trot right diagonal
2. Walk approximately 2 horse lengths
3. Canter on the Right Lead (as shown)
4. Halfway to B, trot left diagonal 2 corners
5. Stop in the center of the pattern. Back 1 horse length
6. Canter left lead 1 corner.
7. After completing corner, sitting trot.

Pattern complete when you pass A.

IOWA PAINT HORSE CLUB

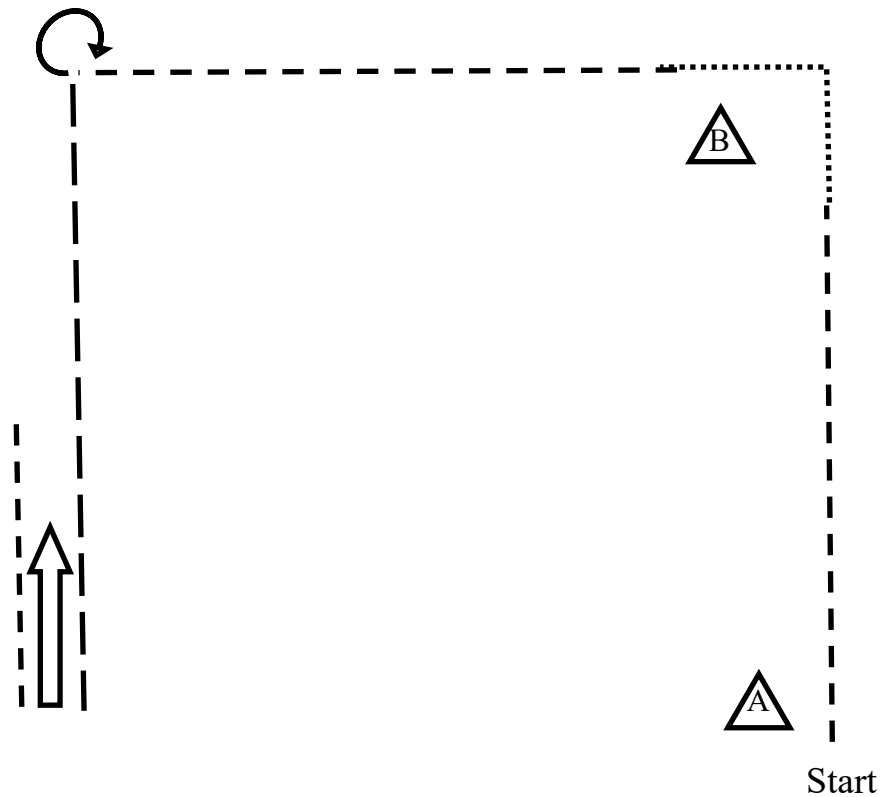


IOWA PAINT HORSE CLUB



Horsemanship

All Walk Trot Horsemanship



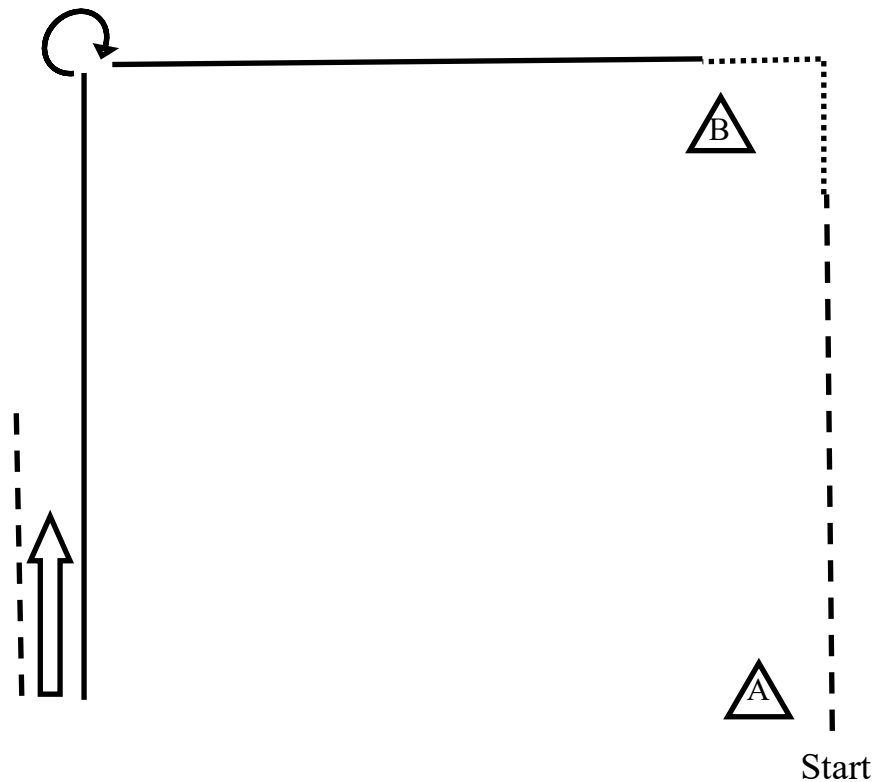
Be Ready at A.

1. Jog to B.
2. Walk 1 corner
3. Jog in a straight line
4. Stop. 270 to right.
5. Extended Jog until even with A.
6. Stop. Back 1 horse length.

Pattern is complete upon completion of the back. Exit at a jog.

Horsemanship

Novice Youth and Novice Amateur Horsemanship



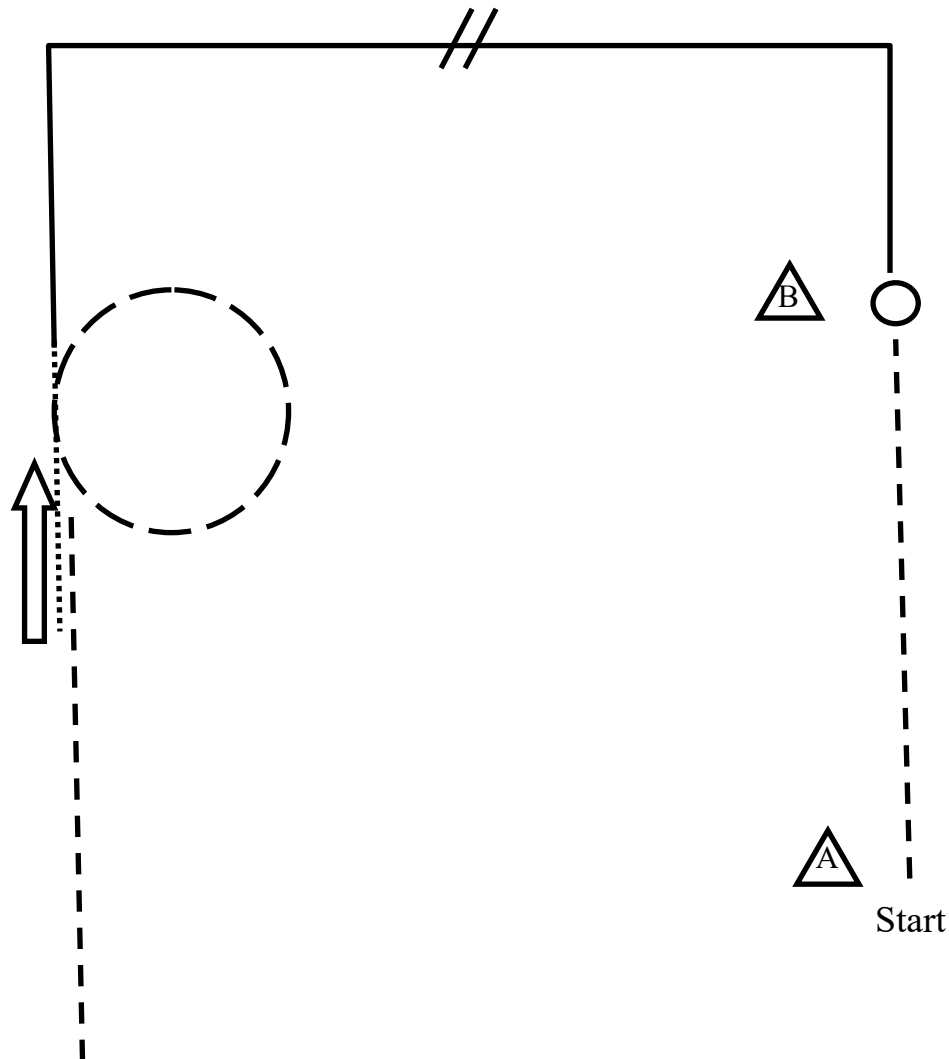
Be Ready at A.

1. Jog to B.
2. Walk 1 corner
3. Lope left lead in straight line
4. Stop. 270 right
5. Lope right lead until even with A.
6. Stop. Back 1 horse length.

Pattern is complete upon completion of the back.

Horsemanship

Youth, Amateur and All Breed Horsemanship

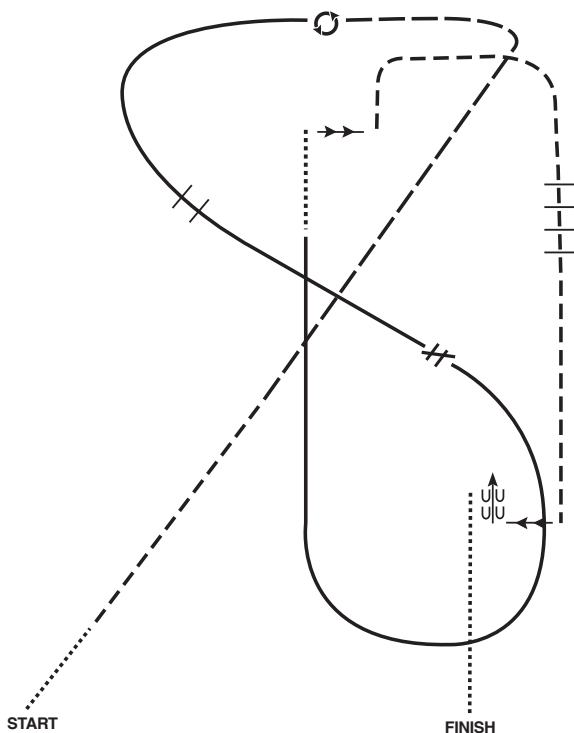


Be Ready at A.

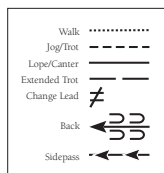
1. Jog to B.
2. Stop. 360 to right.
3. Lope right lead 1 corner
4. Change leads (simple/flying), continue on left lead for 1 corner
5. Extended jog left circle
6. Upon completion of circle, walk 2 horse lengths.
7. Stop. Back 1 horse length.
8. Jog.

Pattern is complete when you pass A.

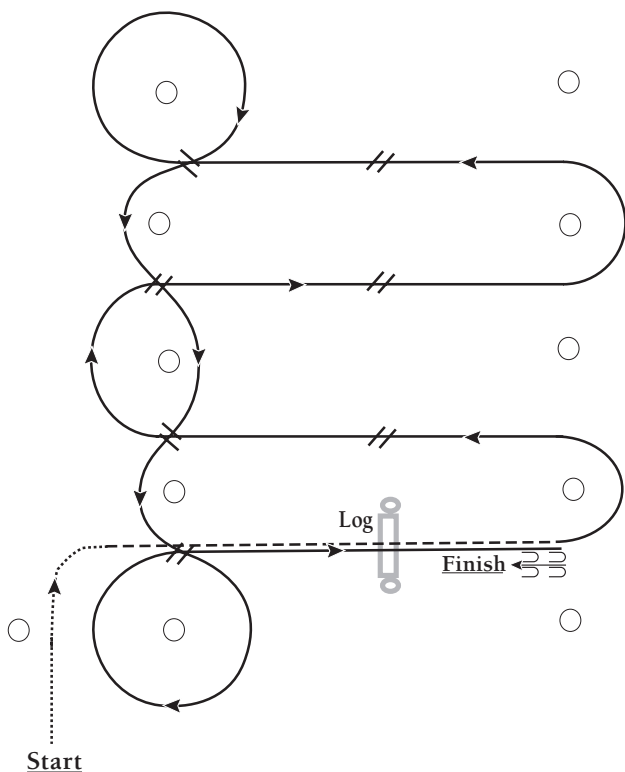
Western Versatility - Pattern 4



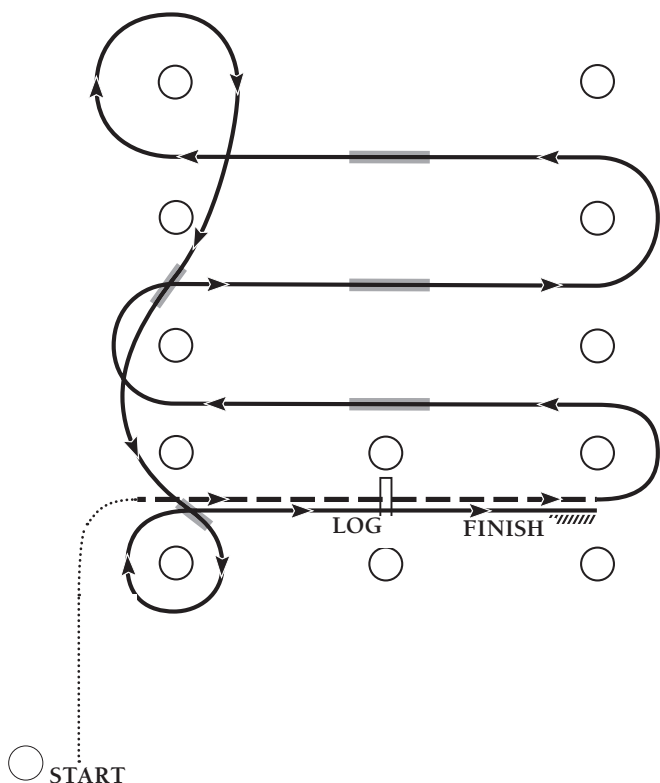
- | | |
|------------------------------------|-------------------------|
| 1. Walk | 9. Break to Walk |
| 2. Jog | 10. Sidepass Right |
| 3. Extended Jog | 11. Jog |
| 4. Stop 360 Left | 12. Jog over Four Poles |
| 5. Left Lead | 13. Sidepass Pole Right |
| 6. Lope Two Poles | 14. Back |
| 7. Change Leads (Simple or Flying) | 15. Walk to Exit |
| 8. Lope Right Lead Up Center | |



Western Riding Pattern #2



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope over log.
11. Lope, stop and back.



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