

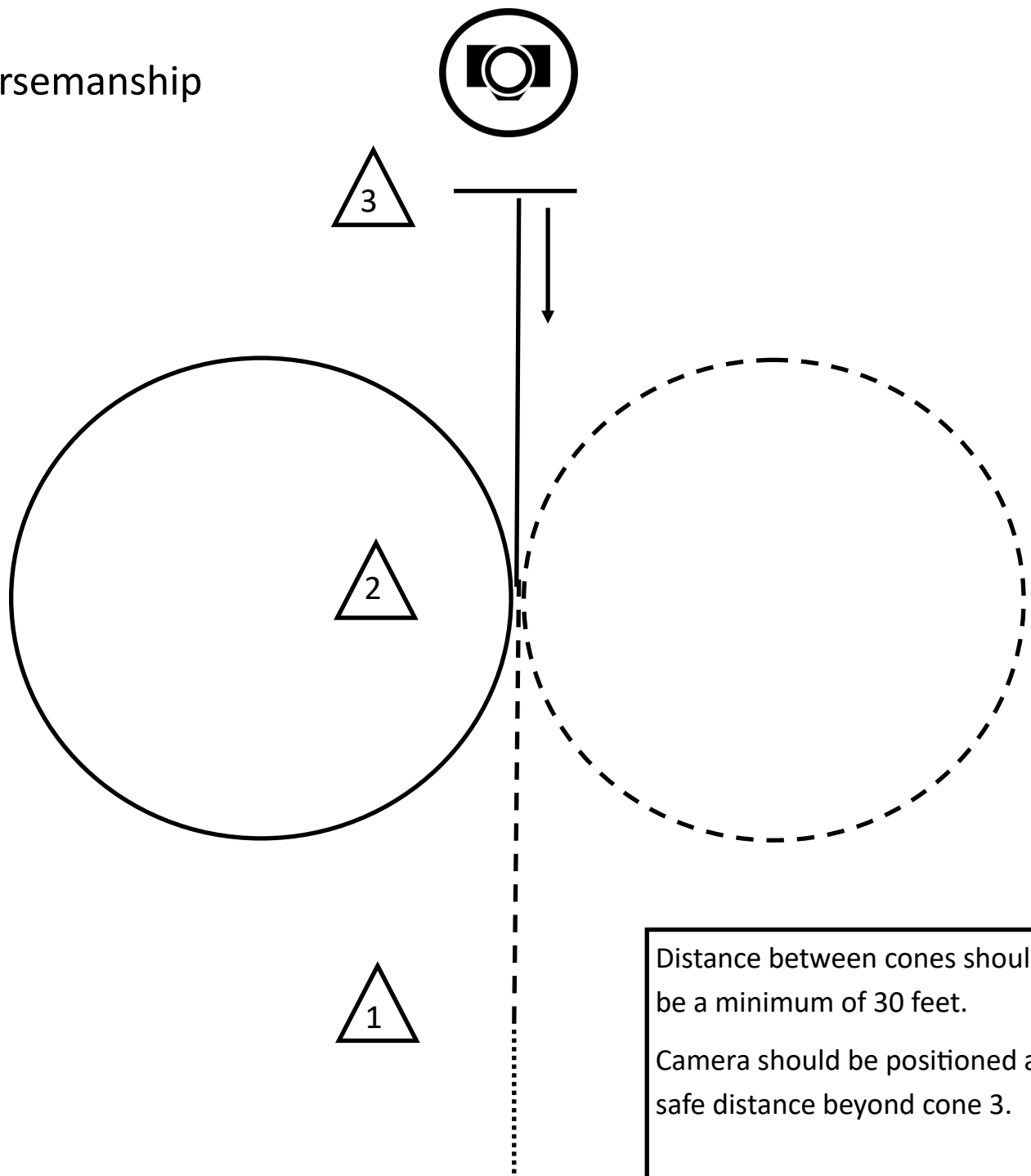
Cones/markers should be 30 feet apart.

Camera positioned as indicated on pattern drawing.

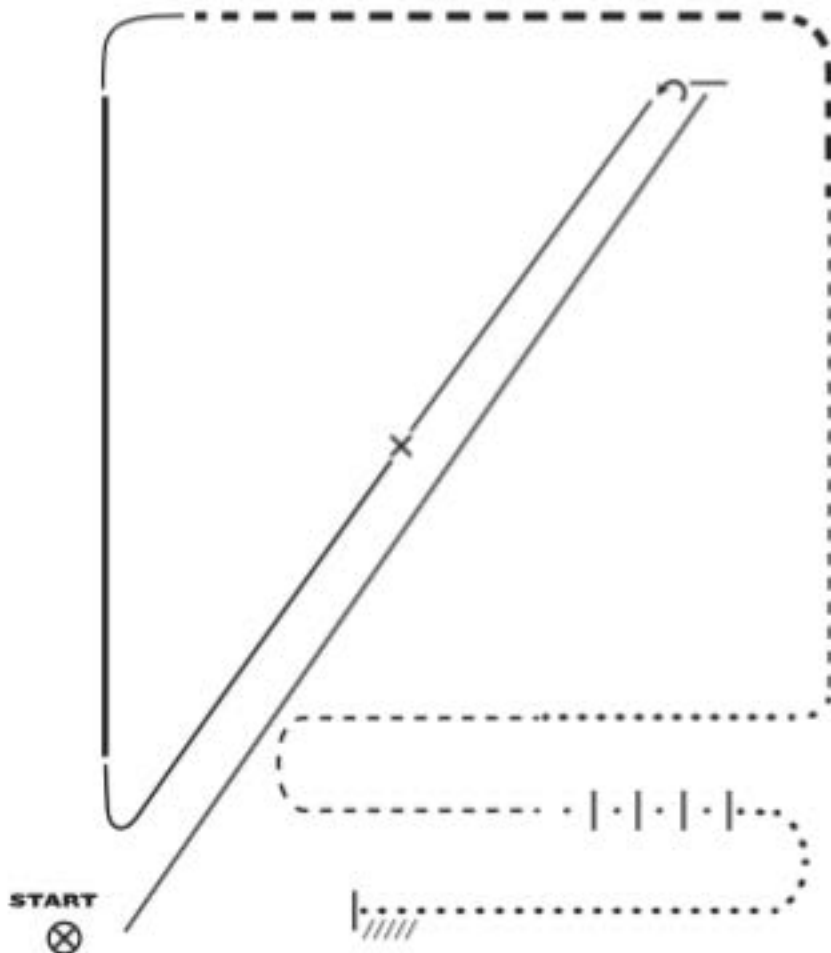
An additional helper, inspection judge, will be needed for the inspection, stepping to the right and walking counter-clockwise around the horse. The position of the inspection judge is marked by the X on the pattern. (behind the camera operator)

1. Start at cone 1.
2. Walk to cone 2.
3. Perform 360 degree pivot to the right.
4. Trot to cone 3.
5. Set up for inspection. (Not the camera operator)
6. After inspection, pivot 90 degrees to the right
7. Walk 10-12 feet. Stop. Pet your horse to indicate pattern is over.

Horsemanship



1. Walk to cone 1.
2. Trot to cone 2 and continue in a circle the right.
3. At cone 2, Lope a circle on the left lead and continue to cone 3.
4. Stop at cone 3.
5. Back 4 steps.
6. Pet your horse to show completion of pattern.

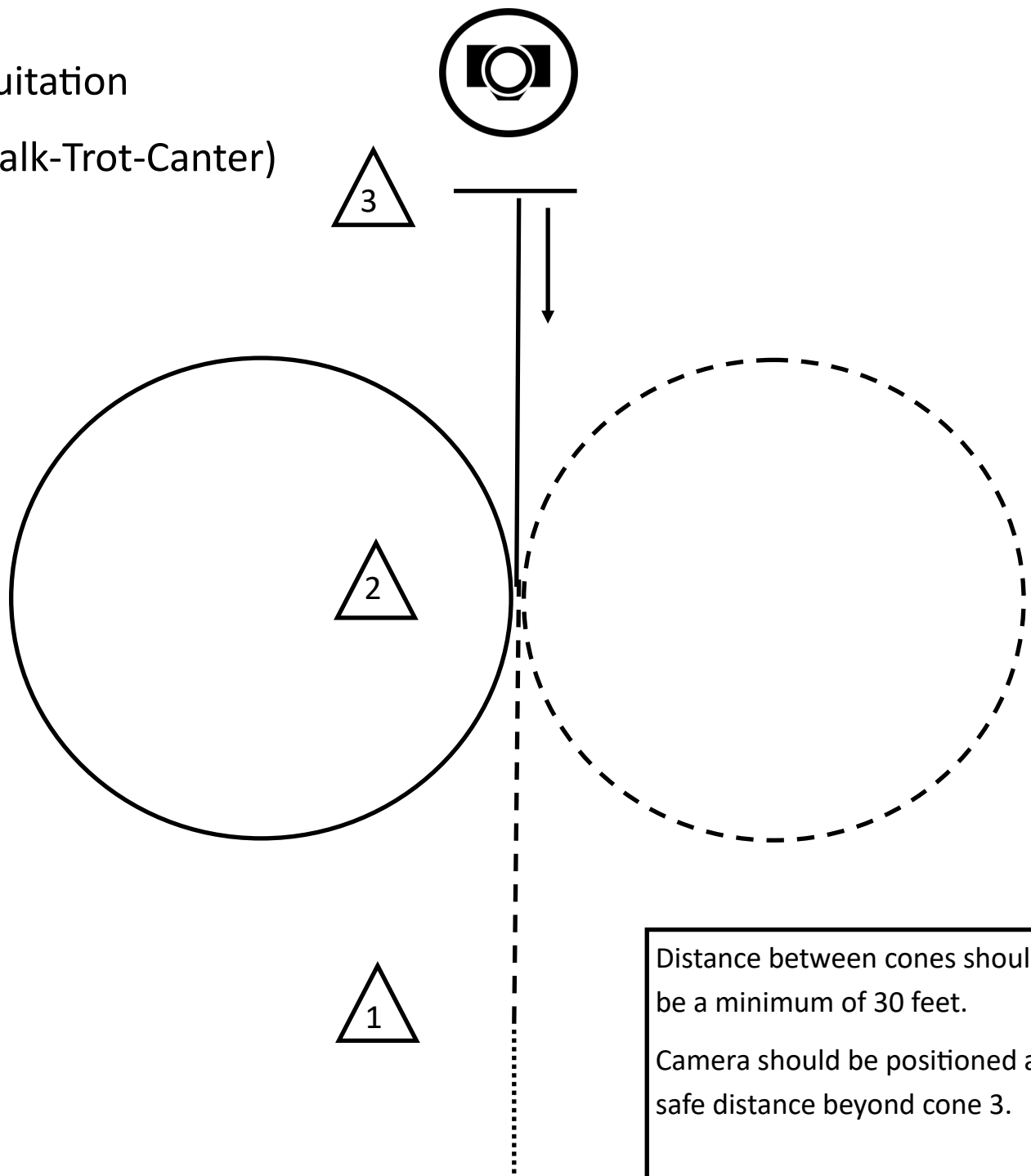


1. Right lead lope up arena
2. Stop and roll back to the left
3. Left lead lope down the arena
4. Change leads and continue loping around corner
5. Extended lope up arena, collect
6. Extended trot
7. Trot
8. Walk
9. Trot
10. Walk over logs
11. Walk
12. Stop and back

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.

Equitation

(Walk-Trot-Canter)



Distance between cones should be a minimum of 30 feet.

Camera should be positioned a safe distance beyond cone 3.

1. Walk to cone 1.
2. Sitting trot to cone 2.
3. Posting trot in a circle to the right.
4. At cone 2, Canter a circle on the left lead and continue to cone 3.
5. Stop at cone 3.
6. Back 4 steps.
7. Pet your horse to show completion of pattern.