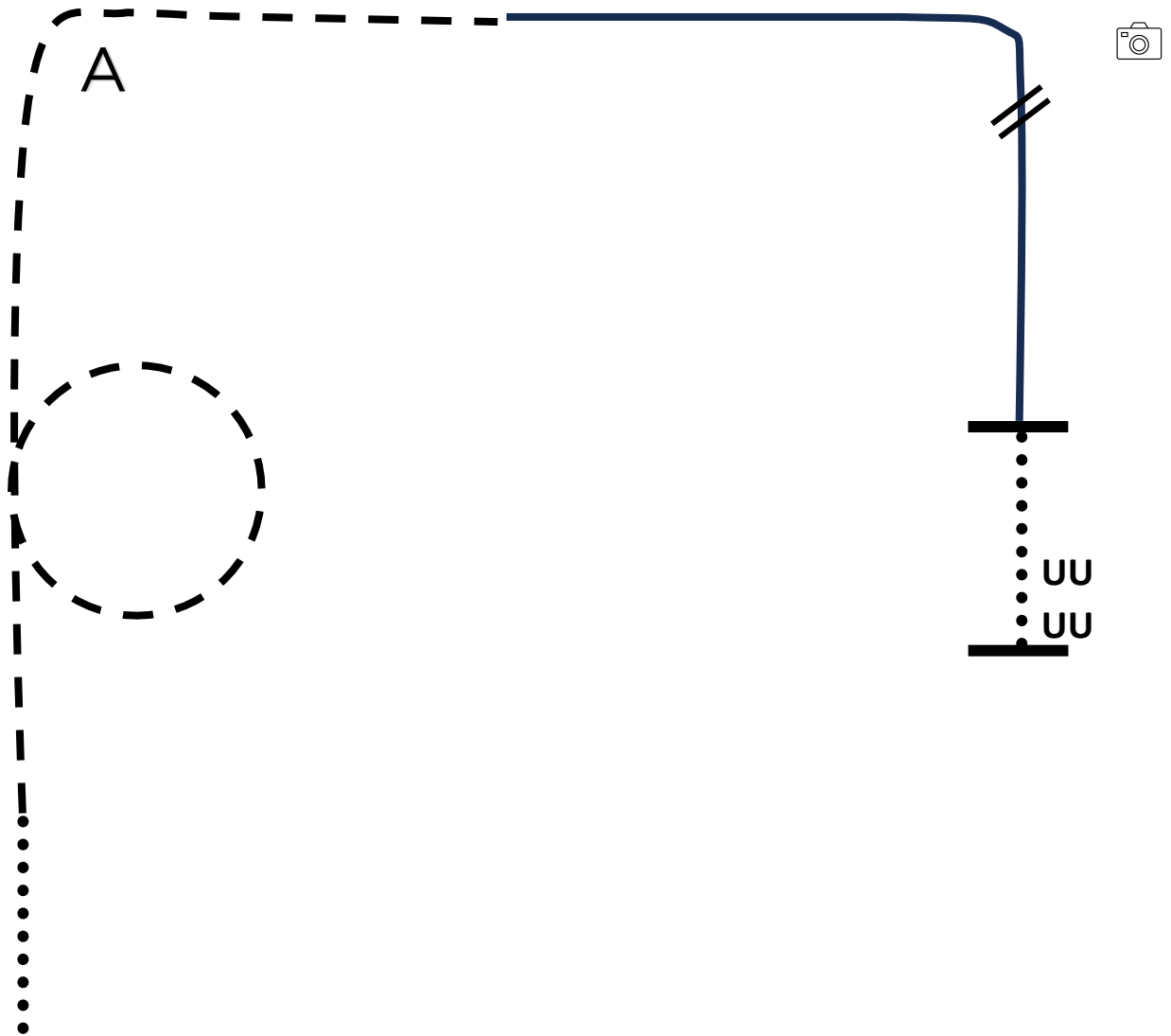


**2024 AMERICAN ROYAL
VIRTUAL HORSE SHOW**

EQUITATION
All Ages



1. Walk 6 horse lengths.
2. Trot and make a right-hand circle.
3. Trot around A.
4. Transition to canter.
5. Change diagonal.
6. Halt.
7. Walk 4 horse lengths.
8. Stop and back.

- Walk
- Canter
- Trot
- Stop
- Reverse
- Turn
- Lead Change



HUNTER UNDER SADDLE – YOUTH AND ADULT

You may have your videographer call the required transitions.

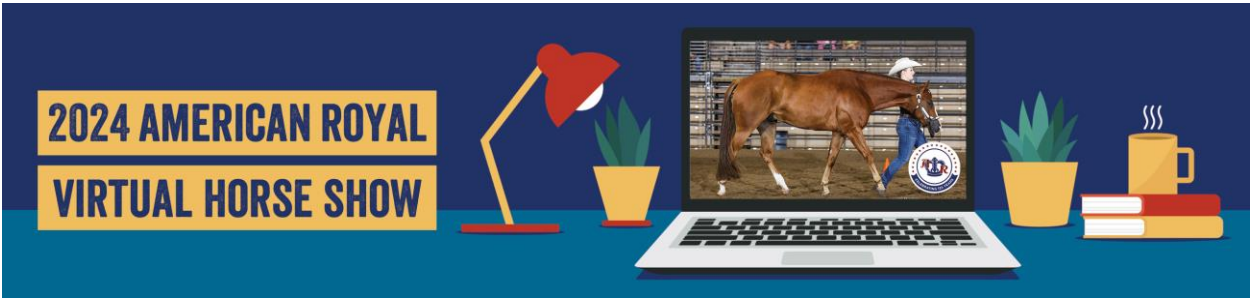
1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 15-20 seconds.
3. Transition to a **TROT** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
4. Transition to a **CANTER** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
5. Transition to a **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
6. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
7. Transition to a **CANTER** and continue **CLOCKWISE** for 20-30 seconds.
8. Transition to a **TROT** and continue **CLOCKWISE** for 20-30 seconds.
9. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
10. **HALT** and back **FOUR** steps.



WESTERN PLEASURE – YOUTH AND ADULT

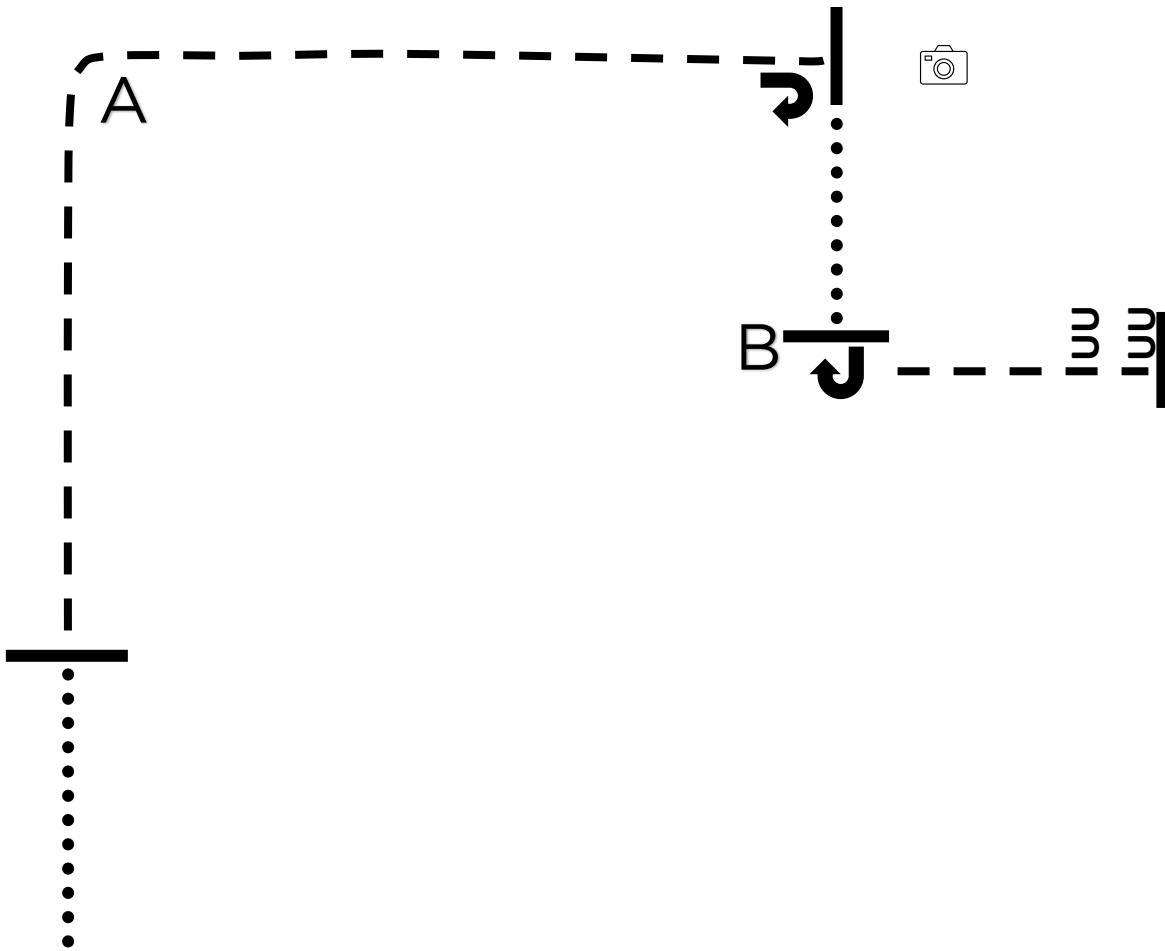
You may have your videographer call the required transitions.

1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 15-20 seconds.
3. Transition to a **JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
4. Transition to a **LOPE** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
5. Transition to a **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
6. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
7. Transition to a **LOPE** and continue **CLOCKWISE** for 20-30 seconds.
8. Transition to a **JOG** and continue **CLOCKWISE** for 20-30 seconds.
9. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
10. **HALT** and back **FOUR** steps.



SHOWMANSHIP

All Ages



1. Walk 4 horse lengths and stop.
2. Jog around A to judge.
3. Stop and set up for inspection.
4. 90-degree turn.
5. Walk 4 horse lengths to B and stop.
6. 270-degrees turn and jog 4 horse lengths.
7. Stop and back.

| | |
|-------|---------------|
| ••••• | - Walk |
| | - Canter |
| - - - | - Jog |
| ⊥ | - Stop |
| ↶ ↷ | - Reverse |
| ↻ | - Turn |
| // | - Lead Change |