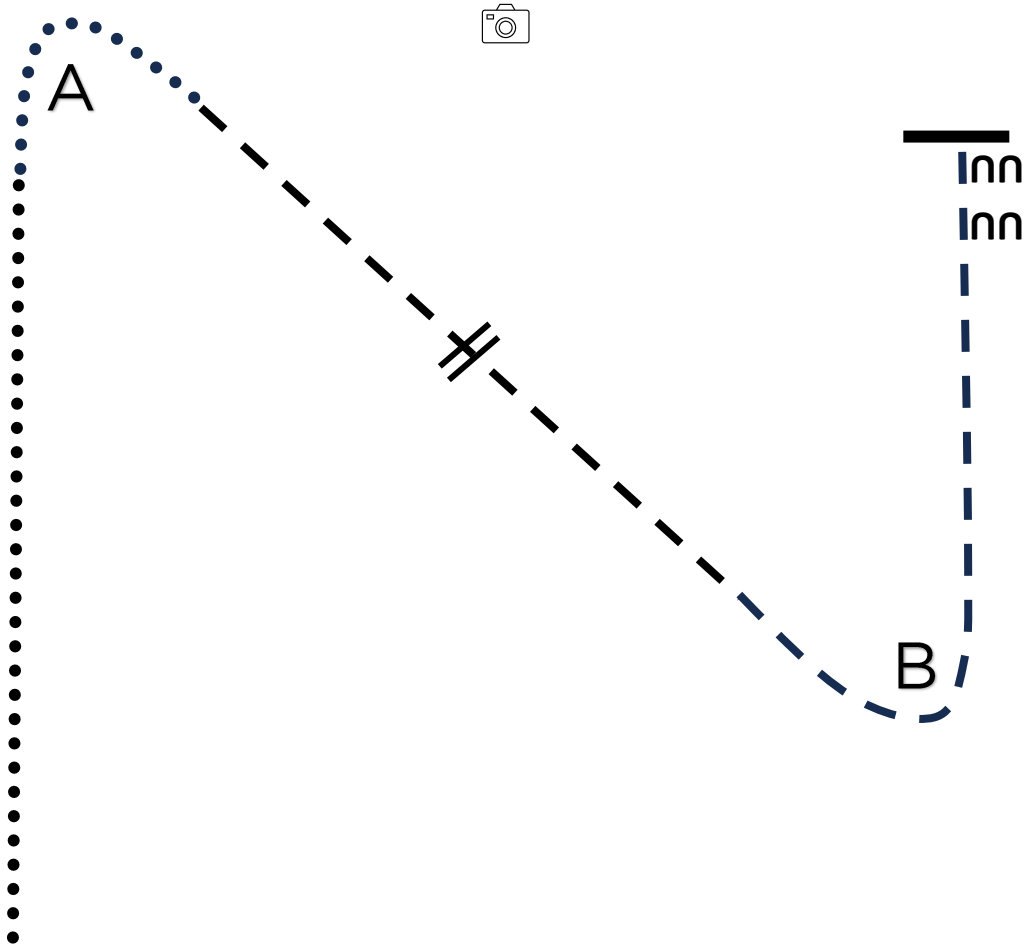




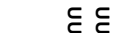




EQUITATION-NOVICE

All Ages



1. Walk around A.
2. Right lead trot.
3. Lead change.
4. Trot around B.
5. Walk 4 horse lengths.
6. Halt and back.

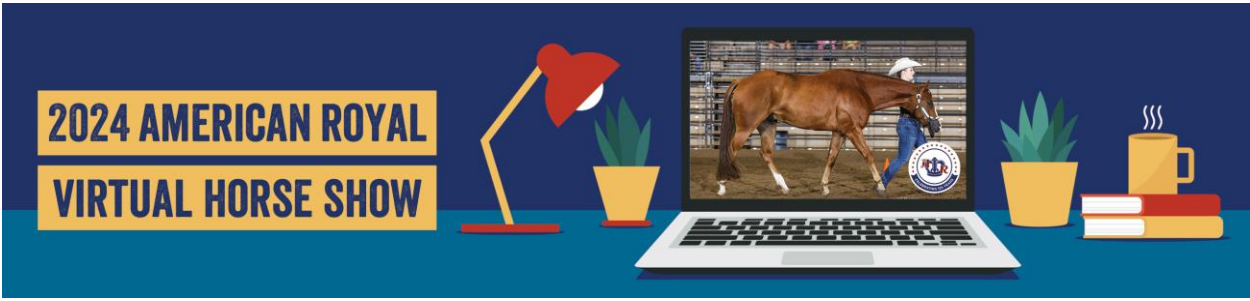
-  - Walk
-  - Canter
-  - Trot
-  - Stop
-  - Reverse
-  - Turn
-  - Lead Change



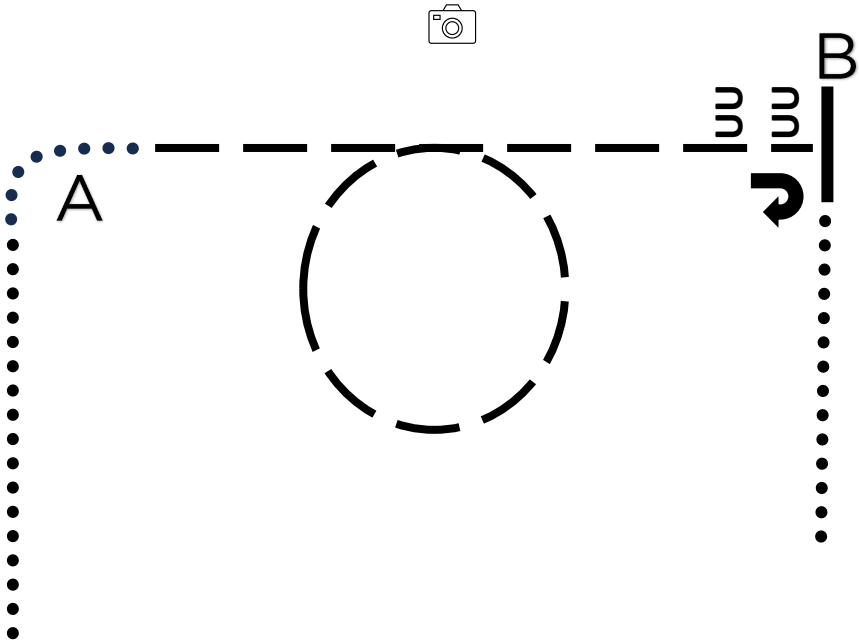
HUNTER UNDER SADDLE – NOVICE (ALL AGE GROUPS)

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 **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
5. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
6. Transition to a **TROT** and continue **CLOCKWISE** for 20-30 seconds.
7. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
8. **HALT** and back **FOUR** steps.



HORSEMANSHIP-NOVICE



1. Walk around A.
2. Jog and make a right handed circle to B.
3. Halt and back.
4. Make a 90-degree hindend turn.
5. Walk 6 horse lengths.

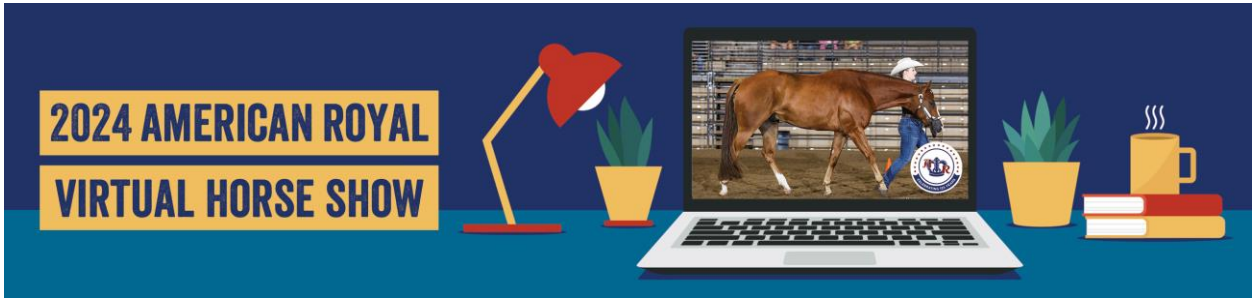
- Walk
- Canter
- Jog
- Stop
- Reverse
- Turn
- Lead Change



WESTERN PLEASURE –NOVICE (ALL AGE GROUPS)

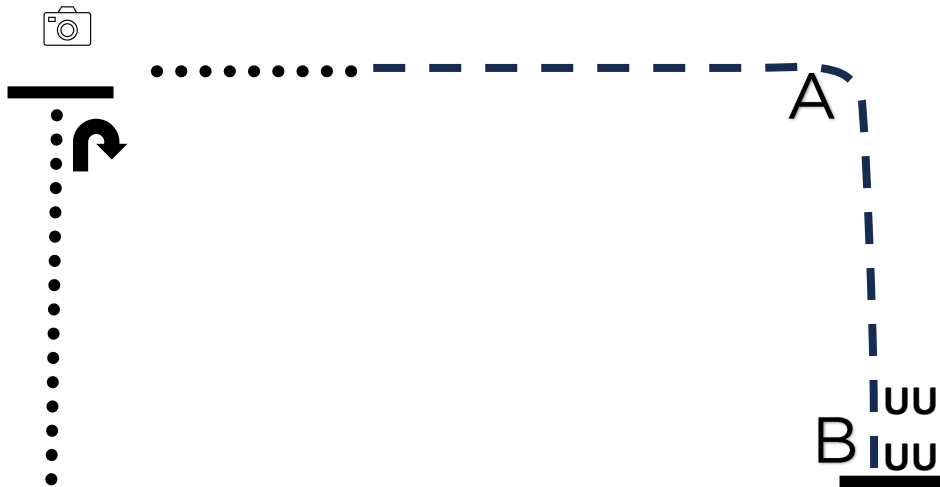
You may have your videographer call the required transitions.

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 **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
5. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
6. Transition to a **JOG** and continue **CLOCKWISE** for 20-30 seconds.
7. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
8. **HALT** and back **FOUR** steps.



SHOWMANSHIP-NOVICE

All Ages



1. Walk 6 horse lengths.
2. Stop and set up for inspection.
3. Make a 90-degree turn.
4. Walk 2 horse lengths.
5. Jog around A to B.
6. Halt and back.

- - Walk
- ||||| - Canter
- ||| - Trot
- T — - Stop
- ε ε - Reverse
- ↪ - Turn
- // - Lead Change