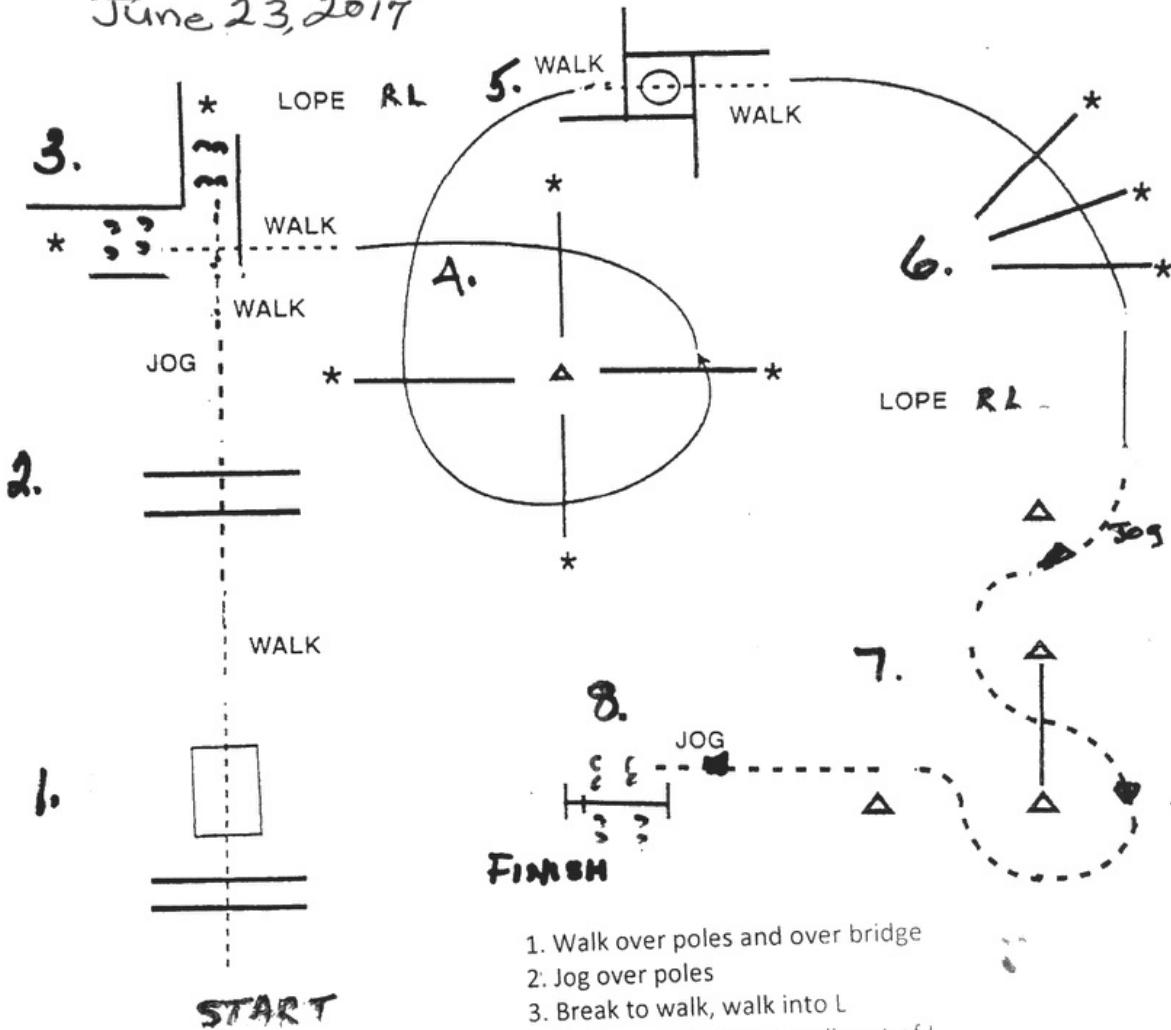


FRIDAY
All-Notice

ALL TRAIL

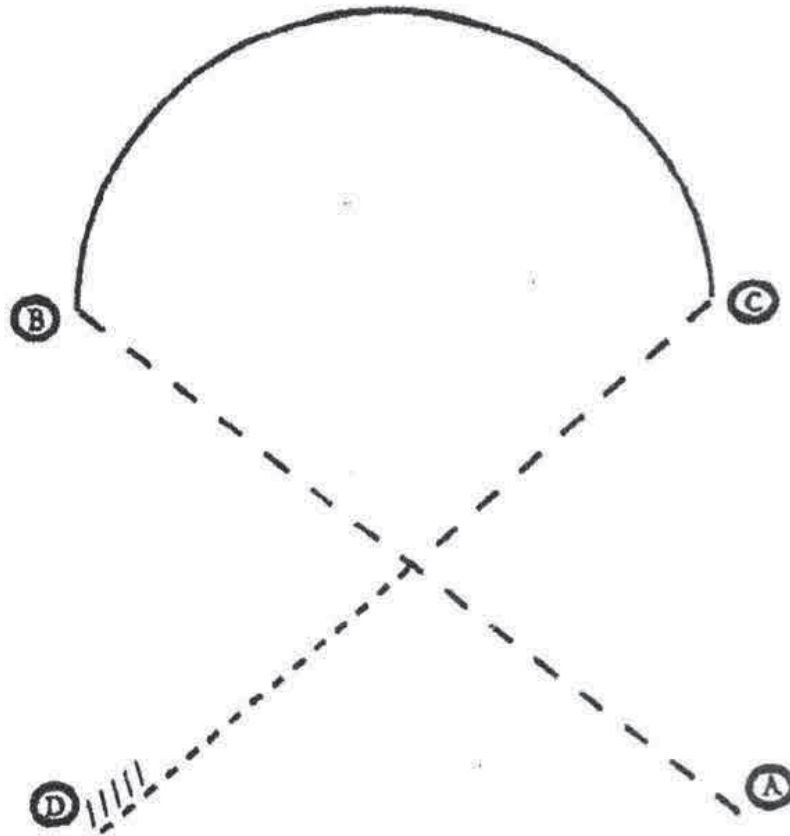
June 23, 2017



1. Walk over poles and over bridge
2. Jog over poles
3. Break to walk, walk into L
Back around corner, walk out of L
4. Lope over spoke right lead
5. Break to walk, walk into box 360 turn
Either way, walk out of box
6. Lope over poles right lead
7. Jog serpentine, jog over pole
8. Jog to gate, left hand open,
Ride through and close.
Exit at a jog

WALK-TROT CLASSES TROT WHEN
PATTERN SAYS LOPE!

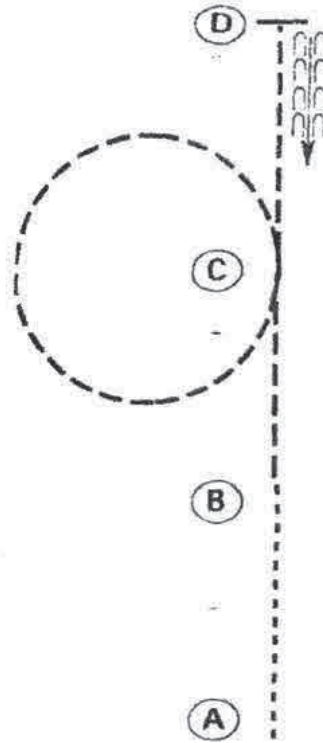
Hunt Seat Equitation Level 1 Youth, Level 1 Amateur



1. Begin at marker A, trot on right diagonal to marker B.
2. Depart on left lead around to marker C.
3. Break to trot on the left diagonal until 1/2 way to marker D.
4. Continue at a sitting trot to marker D.
5. Stop and back 5 steps.

Walk-Trot Hunt Seat Equitation Level 1 Youth, Level 1 Amateur

W W V V H O S S H O W P M T F R M . . . C O M



- Be ready at A.
1. Walk from A to B.
 2. Trot to C and circle to the left.
 3. Continue to trot to D.
 4. Stop at D and back one horse length.

Retire to the rail or line up at a jog.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	←-----→

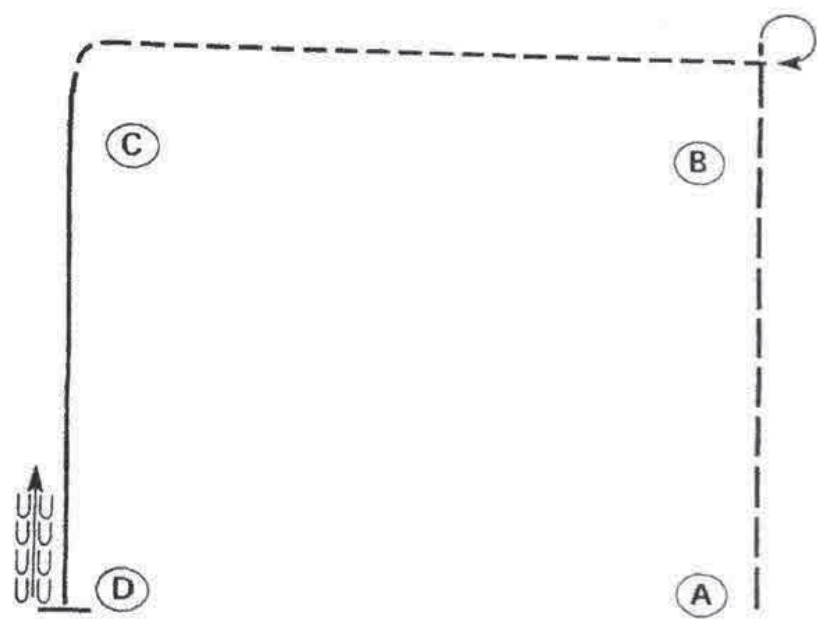
[WH/WT-24]

Pattern Provided by:

Horsemanship Level 1 Youth, Level 1 Amateur

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Be ready at A.

1. Extended jog from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Lope on the left lead from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	—————
Lope	—————
Leg Yield	
Lead Change	
Back	←←←←←
Marker	⊙ B
Sidepass	←←←←←

[WH/1-23]

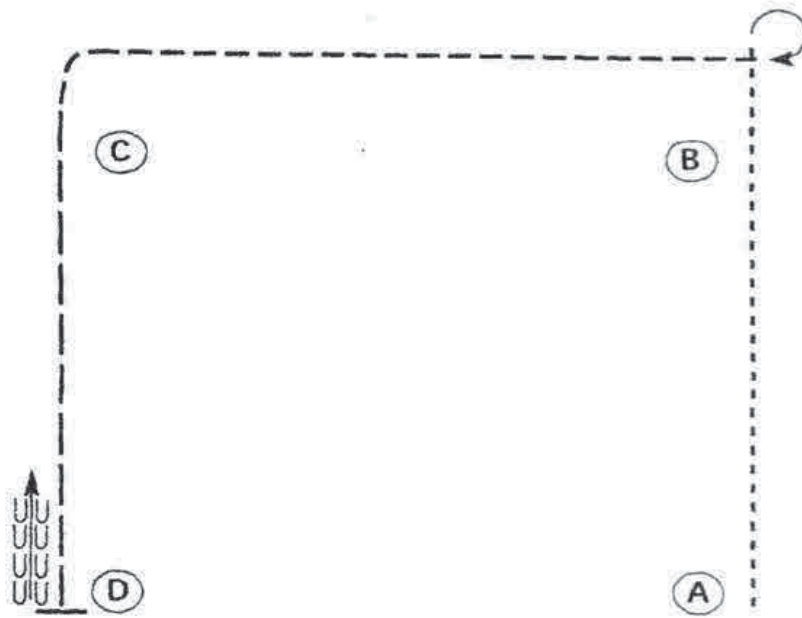
Pattern Provided by:

Walk-Trot Horsemanship

Level 1 Youth, Level 1 Amateur

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Be ready at A.

1. Walk from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Extend the jog from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	—/—
Back	←←←←←
Marker	⊙ B
Sidepass	←-----→

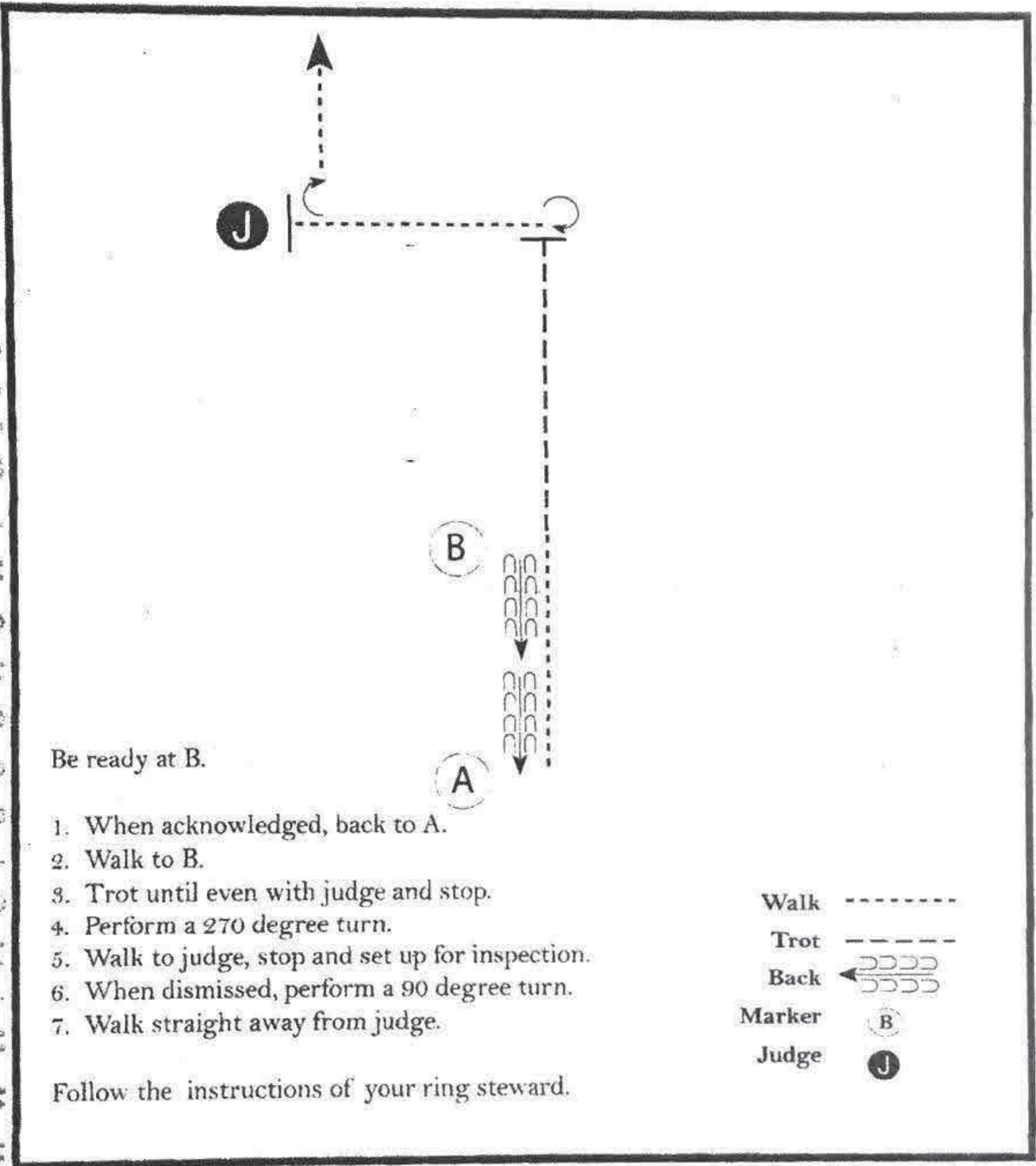
Pattern Provided by:

[WH/WT-23]

Showmanship

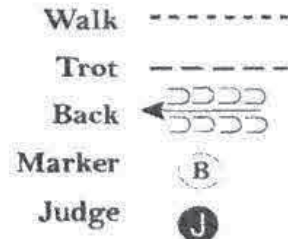
Lvl 1 Youth, Lvl 1 Am., Youth, Am., Am. Select

www.HorseShowPatterns.com



Be ready at B.

1. When acknowledged, back to A.
2. Walk to B.
3. Trot until even with judge and stop.
4. Perform a 270 degree turn.
5. Walk to judge, stop and set up for inspection.
6. When dismissed, perform a 90 degree turn.
7. Walk straight away from judge.



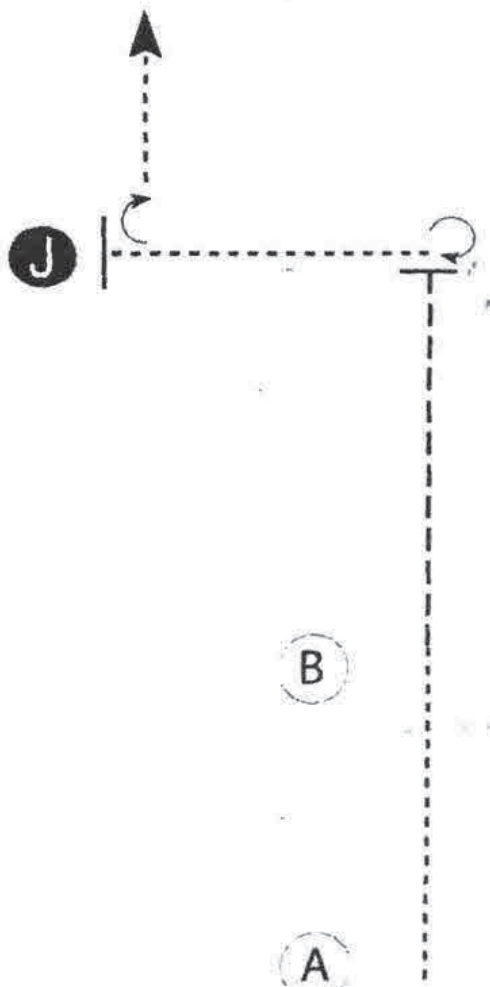
Follow the instructions of your ring steward.

[S/2-65]

Pattern Provided by:

Walk-Trot Showmanship Level 1 Youth, Level 1 Amateur

W W W M D I E S H O W P A T T E R N S . C O M



Be ready at A.

1. When acknowledged, walk to B.
2. Trot until even with judge and stop.
3. Perform a 270 degree turn.
4. Walk to judge, stop and set up for inspection.
5. When dismissed, perform a 90 degree turn.
6. Walk straight away from judge.

Walk -----
 Trot -----
 Back ←=====

Marker (B)
 Judge (J)

Follow the instructions of your ring steward.

[S/WT-65]

Pattern Provided by: