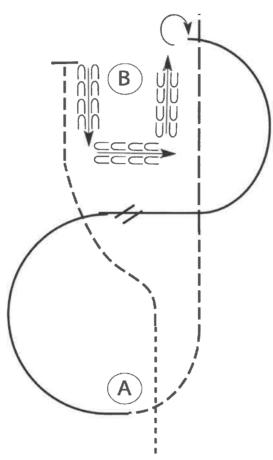
Youth/Amateur/All Breed Open



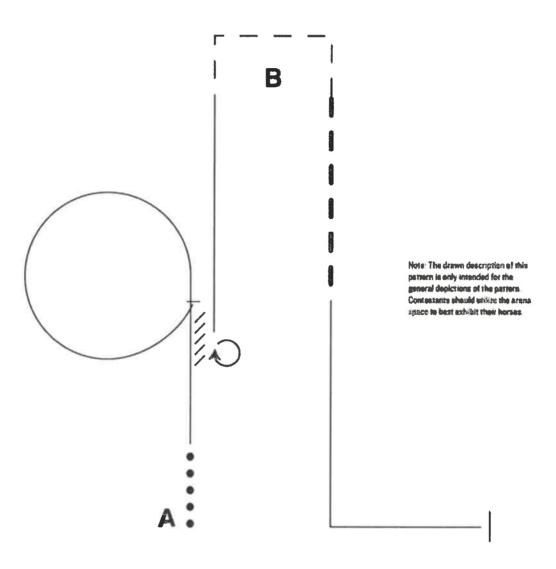
Be ready before A.

- 1. Walk approximately 2 horse lengths from A.
- 2. Jog to B as shown.
- 3. Stop at B and back around B as shown.
- 4. Perform a 3/4 turn to the right.
- 5. Lope a half circle on the right lead to center of pattern.
- 6. Perform a simple lead change and lope a half circle to A.
- 7. Jog from A halfway to B.
- 8. Extend the jog to and past B.

Pattern is over once you have passed B.

Walk	
Jog	
Extended Jog	
Lope	
Lead Change	$\neq$
Back	<b>▼</b> ⊃⊃⊃⊃
Marker	$(\mathbf{B})$

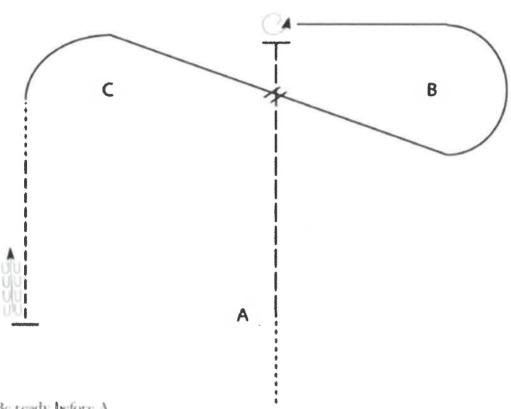
L1 Youth/L1 Amateur



- 1. Walk two horse lengths
- 2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
- 3. Close circle and stop, back one horse length
- 4. 360° Right

- 5. Right lead to B
- 6. At B break to jog, jog a square corner around B, continue jogging
- 7. Extend the jog to midpoint of arena
- 8. Lope a left lead, square corner stop
- 9. Exit at a walk or jog

Rookie Youth/Rookie Amateur



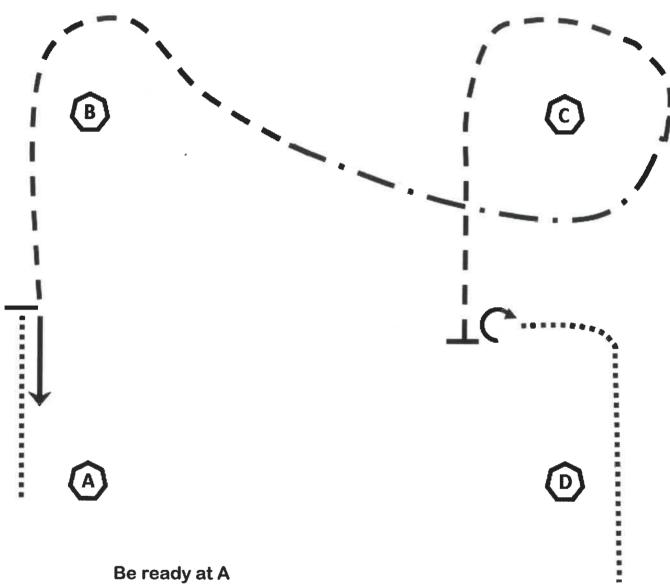
Be ready before A

- 1 Walk to A
- 2. Extended jog until just past B and C.
- 3 Stop and perform a 3/4 turn left.
- 1. Lope on the right lead around B.
- 5. Change leads halfway to C and lope around C.
- 6. Break to walk for 2 strides.
- 7. log until even with A.
- 8 Stop and back approximately one horse length and walk to exit.

Follow the instructions of your ring steward.

Walk	*****
Jog	
Extended Jog	Manabillo Halfraidin Historia
Lope.	***************************************
Lead Change	
Back	48888
Marker	R

Walk & Trot Youth Level 1



- 1. Walk ½ way to B
- 2. Stop & back
- 3. Jog around B
- 4. Ext. Jog to C
- 5. Jog around C
- 6. Stop 1/2 way between C & D
- 7. 270° turn on the hindquarters to the right
- 8. Walk corner & to exit