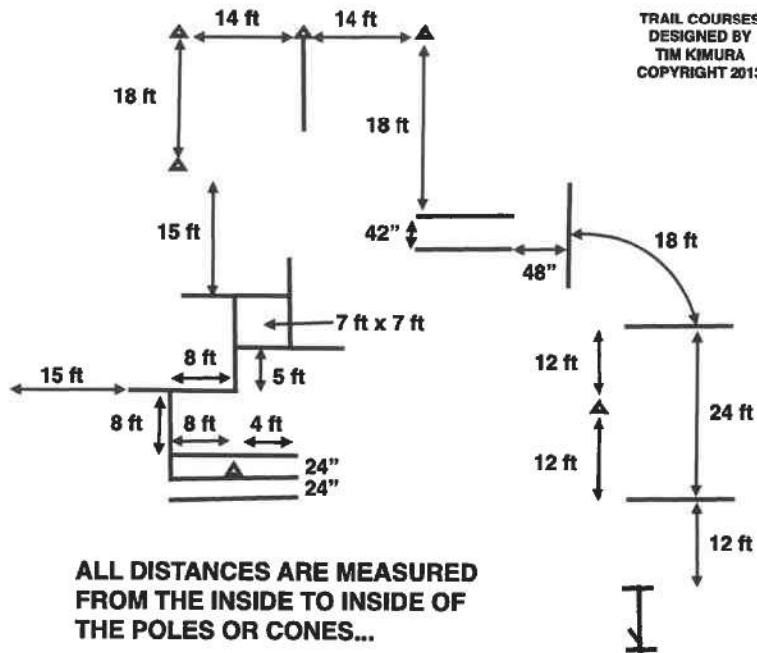
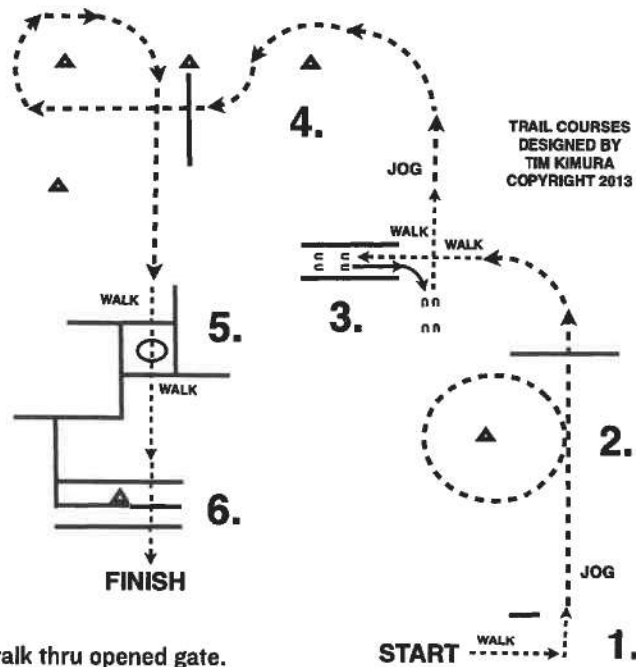


## EQUESTRIANS WITH DISABILITIES TRAIL DIAGRAM AND DISTANCES



## EQUESTRIANS WITH DISABILITIES TRAIL WALK-JOG

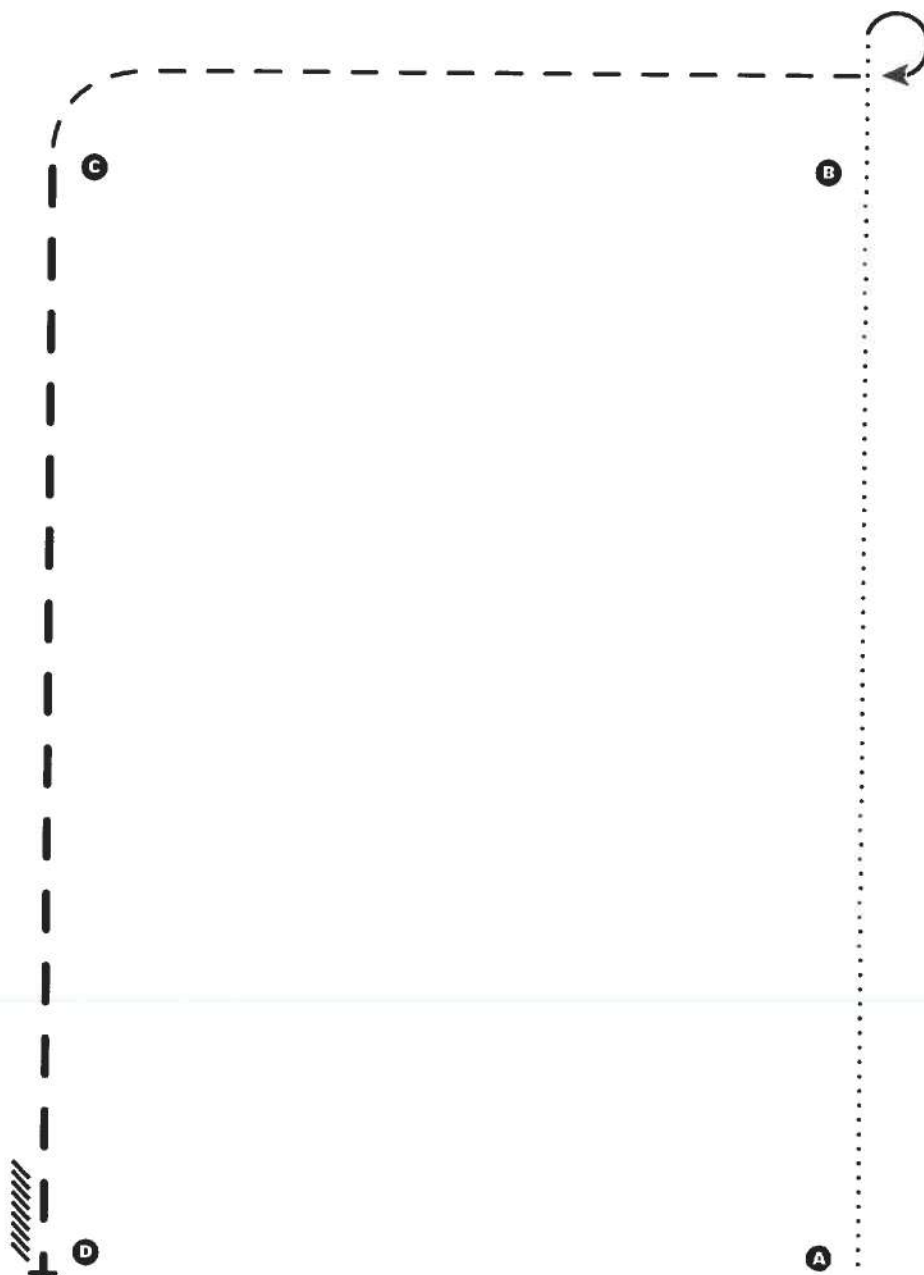


1. Gate walk thru opened gate.
2. Jog circle around cone jog over pole.
3. Stop or break to walk, walk into chute back thru poles turn and walk forward.
4. Jog around cones
5. Stop or break to walk, walk into box, execute a 360 turn either way, walk out.
6. Walk over poles.

# EQUESTRIANS WITH DISABILITIES HORSEMANSHIP (WALK/JOG) PATTERN I

## LEGEND

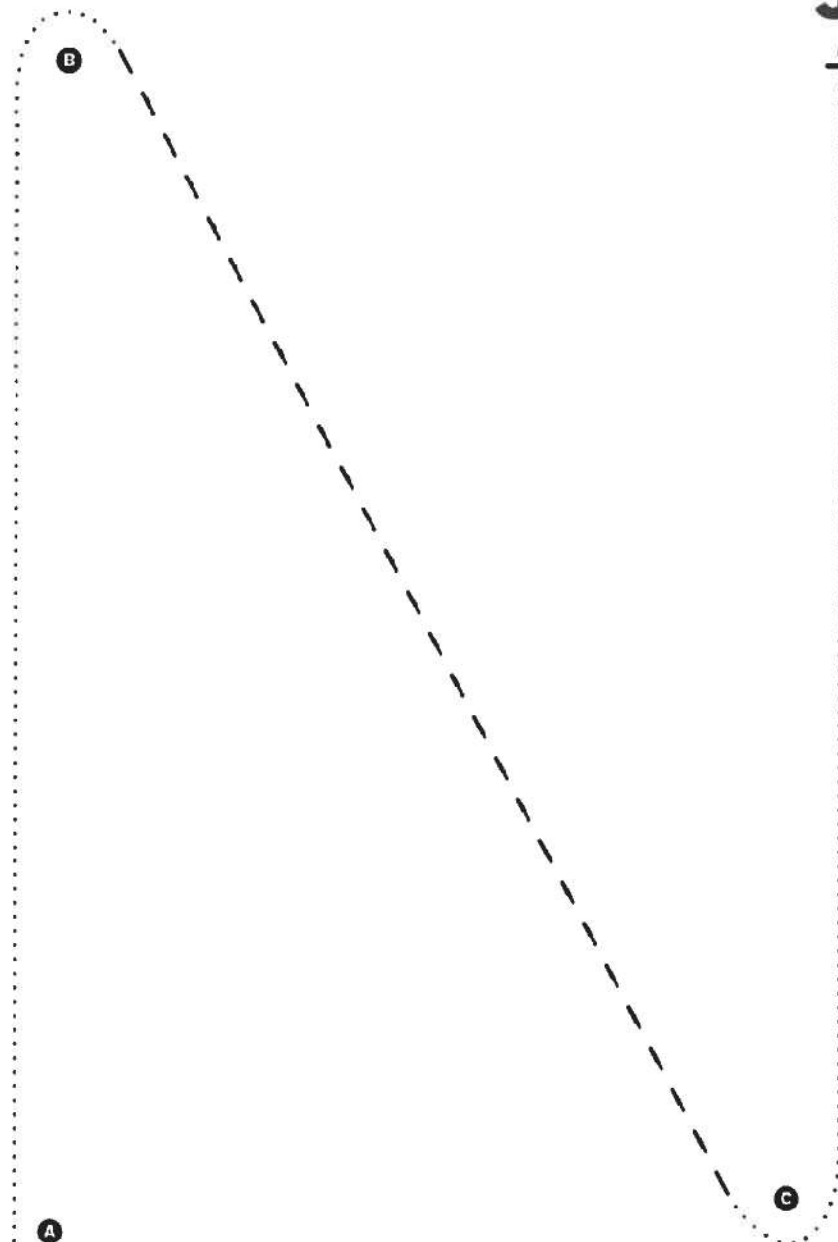
.....	Walk
.....	Extended Walk
- - -	Jog
- - -	Extended Jog
//////	Back



1. Be ready at A, walk from A past B, stop
2. 270° turn right
3. Jog from B around C
4. Extended jog from C to D
5. At D, stop
6. Back approximately one horse length, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

## EQUESTRIANS WITH DISABILITIES SHOWMANSHIP (WALK/TROT-JOG) PATTERN 2



LEGEND	
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
//////	Back

1. Be ready at A, walk from A to and around B
2. Trot from B to C
3. At C, walk and continue walking around C to judge
4. At judge, stop, set up
5. Inspection
6. When dismissed, 90° turn and walk away, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.