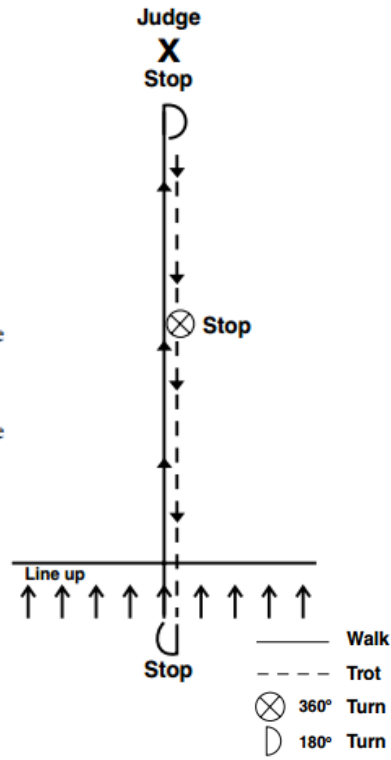


# Youth Showmanship

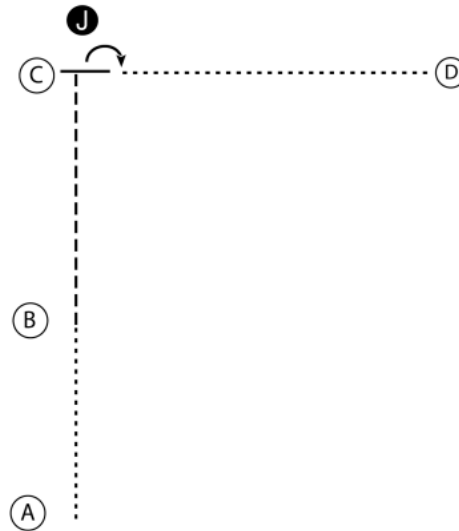
## Pattern No. 3

### INSTRUCTIONS FOR PATTERN #3

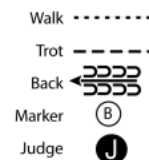
1. Walk to the judge in a straight line.
2. Stop and set up your horse.
3. -Upon acknowledgment from the judge, do a 180 degree turn.
4. All turns are to be to the right.
5. Trot toward the line in a straight line.
6. -Stop 1/2 way between the judge and the line up and do a 360 degree turn, stop.
7. Continue at a trot in a straight line past the line up, stop.
8. Do a 180 degree turn.
9. -Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set up your horse.



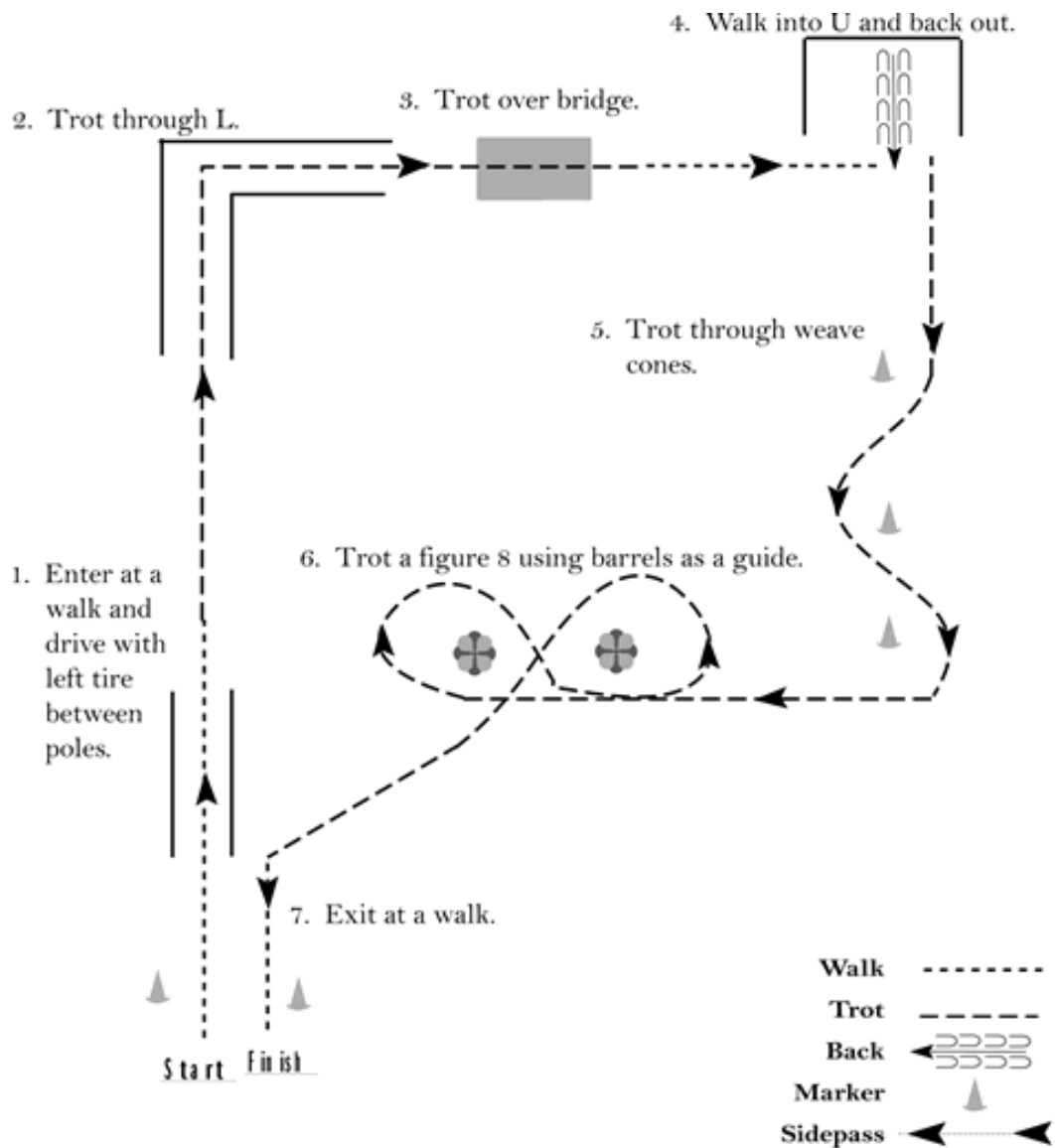
Open & Amateur Showmanship



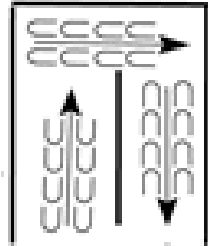
1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk to D.



# Obstacle Driving

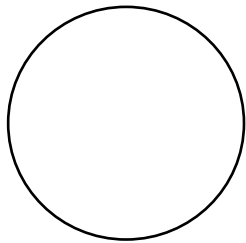
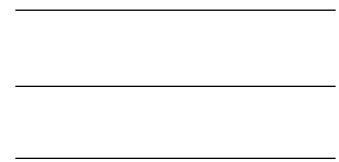


# Open Halter Obstacle



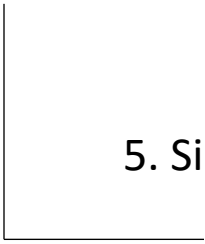
3. Back horse thru chute, trot to ground circle

2. Trot over poles, continue to chute



4. Place front legs in circle, ground tie. Walk circle around horse, gather lead and walk to side pass

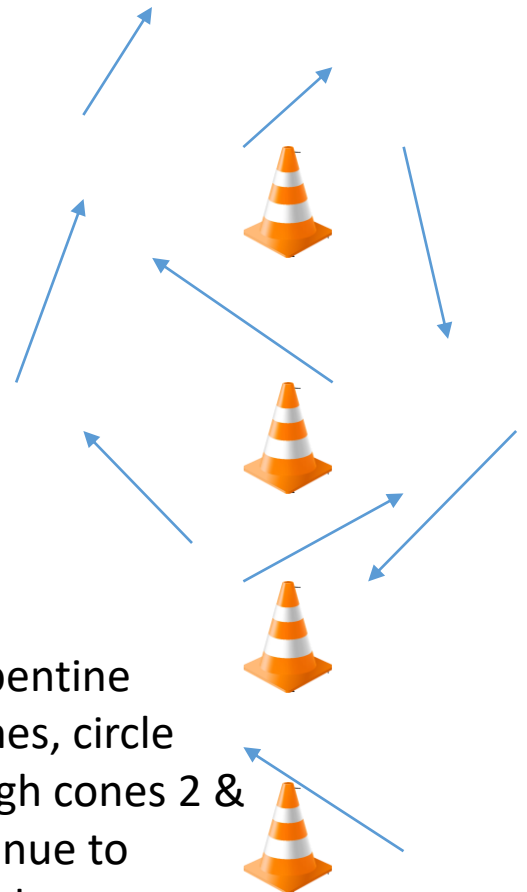
5. Side Pass to the right



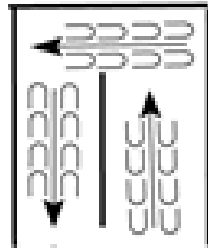
6. Walk over the water tarp, exit at a trot.



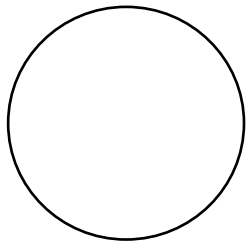
1. Trot serpentine around cones, circle back through cones 2 & 3 and continue to elevated poles.



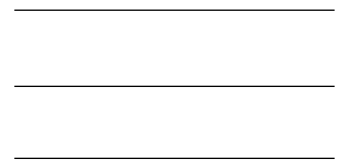
# Amateur Halter Obstacle



3. Back horse thru chute and walk to ground circle



4. Place front legs in circle, back legs outside and turn 360° either direction. Walk to side pass.



2. Trot over poles and continue to chute



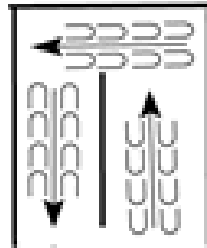
5. Side pass poles to the left, trot to water tarp

1. Trot Serpentine to elevated poles

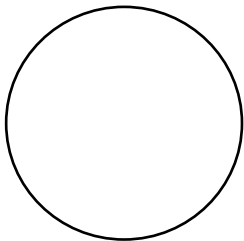


6. Walk over water tarp, exit at a walk.

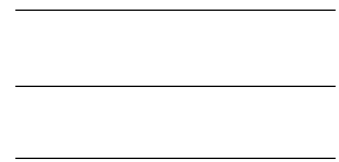
# Youth Halter Obstacle



3. Back horse thru chute, walk to ground circle



4. Place hind legs in circle, front legs outside and turn 360° either direction. Walk to water tarp.

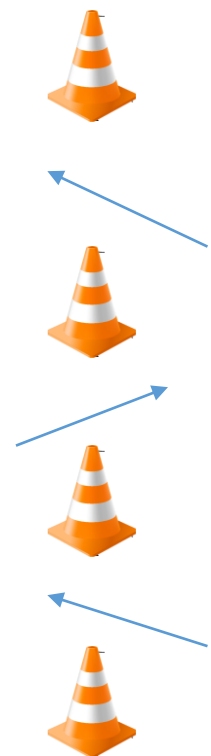


2. Walk over poles to chute

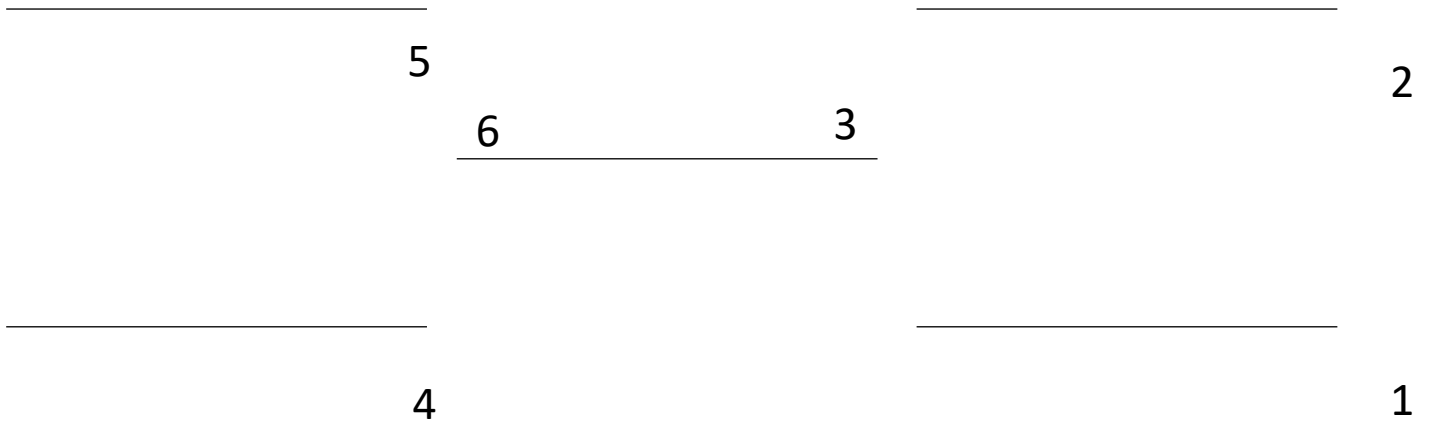
5. Walk over water tarp, exit at a walk.



1. Trot serpentine around cones



# Open/Adult Hunters/Jumpers



# Youth/Amateur Hunters/Jumpers

