
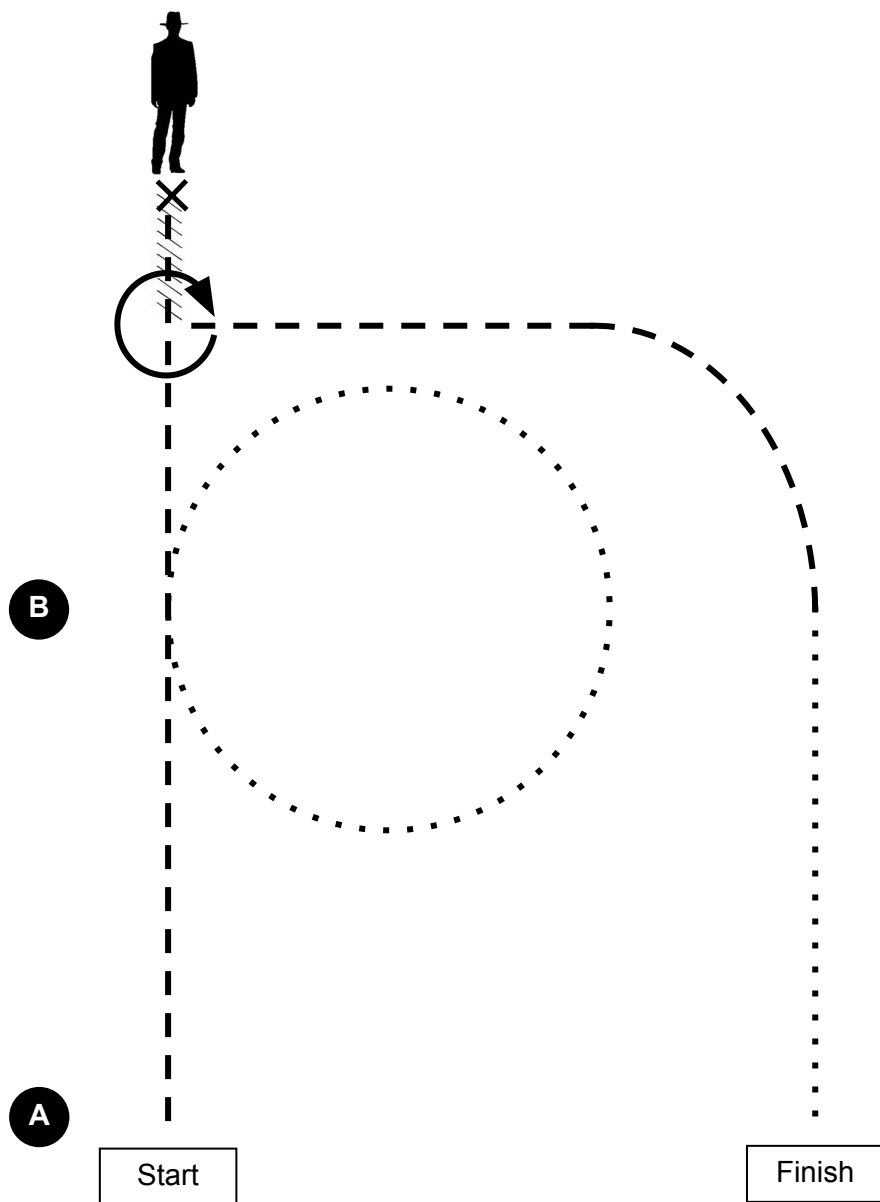


Instructions

1. Be ready at cone A. Walk to cone B.
2. At B, walk a circle to the right.
3. When the circle is complete, continue to walk to the judge and stop.
4. Set up for inspection.
5. When the inspection is complete, turn 90°right.
6. Trot away and turn right to exit. Pattern is complete when the horse and person pass A.

Key

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Stop X (X mark)
- Turn  (curved arrow)

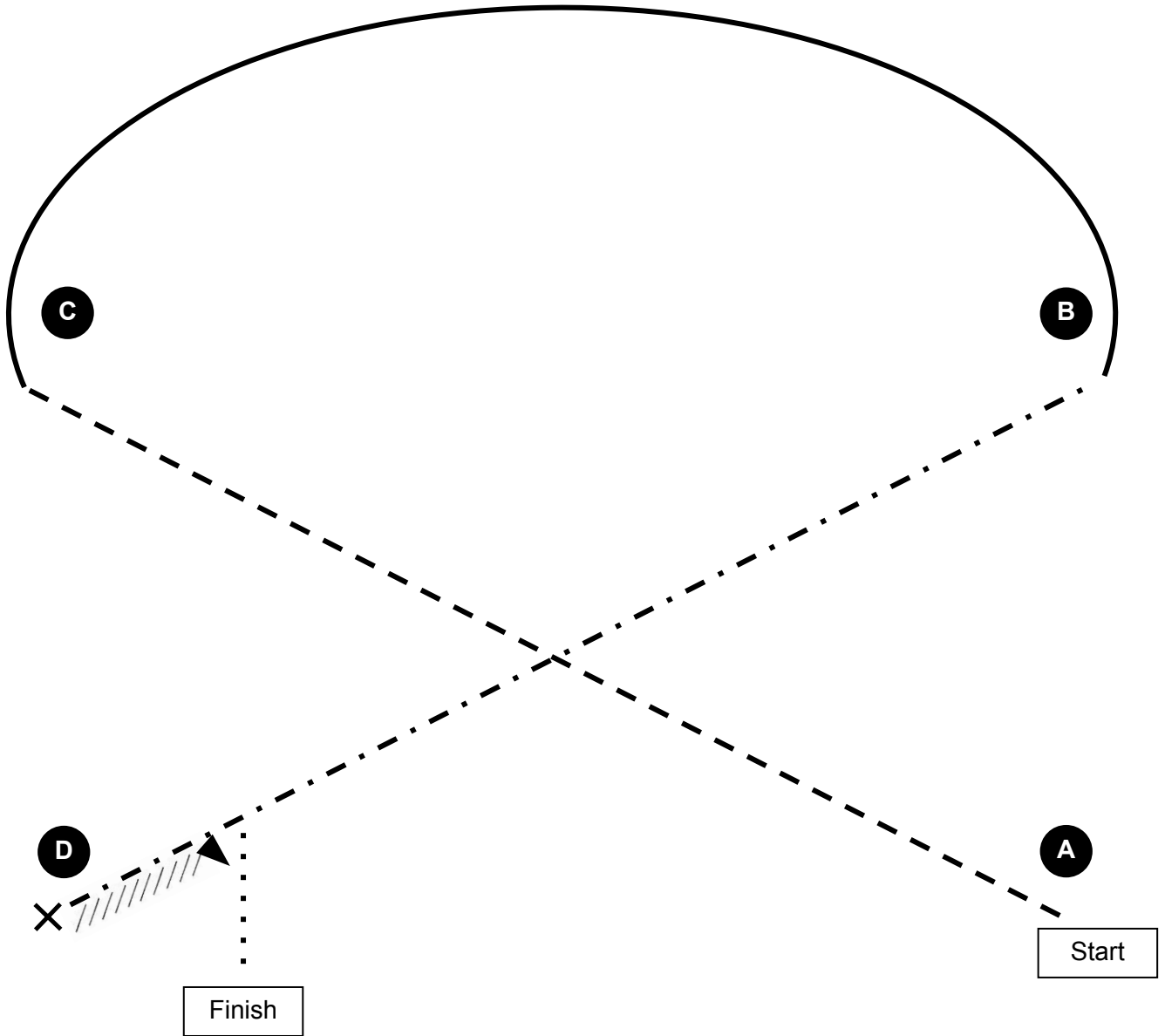


Instructions

1. Be ready at cone A. Trot to cone B.
2. At B, walk a circle to the right.
3. When the circle is complete, trot to the judge and stop. Set up for inspection.
4. After inspection, back at least 1 horse length.
5. Turn 45° (1 ¼) to the right.
6. Trot forward and to the right. When even with B, drop to a walk. Walk to exit. Pattern is complete when horse and person pass A.

Key

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Stop X (X symbol)
- Back // // // // (diagonal lines)
- Turn ↷ (curved arrow)

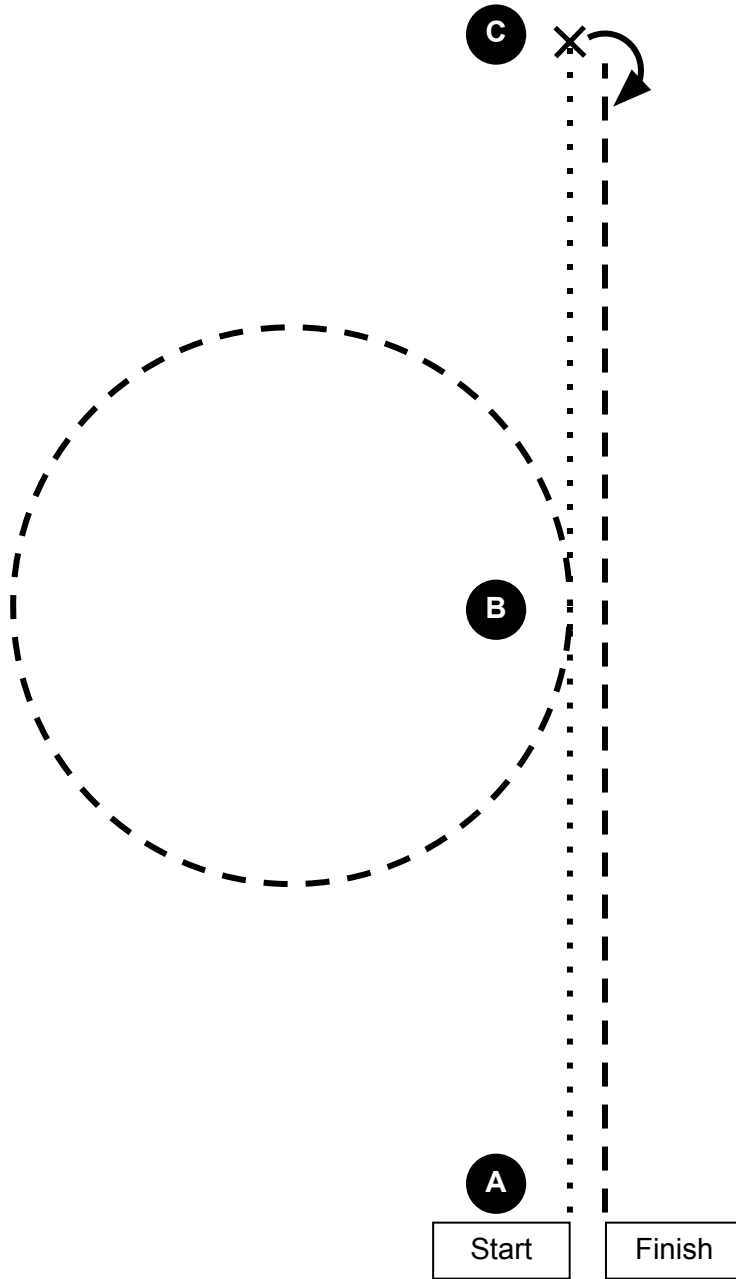


Instructions

1. Be ready at cone A. sit the trot to cone C.
2. At C, pick up a right lead in a half circle to B.
3. At B, drop to a posting trot on the left diagonal to D.
4. Stop at D. Back at least 1 horse length.
5. Pivot left 45° on the forehand. Exit at the walk.

Key

| | |
|--------------|---------------|
| Walk | |
| Trot | ----- |
| Posting Trot | ----- . ----- |
| Canter | ————— |
| Stop | × |
| Back | /////// |
| Turn | ↶ |



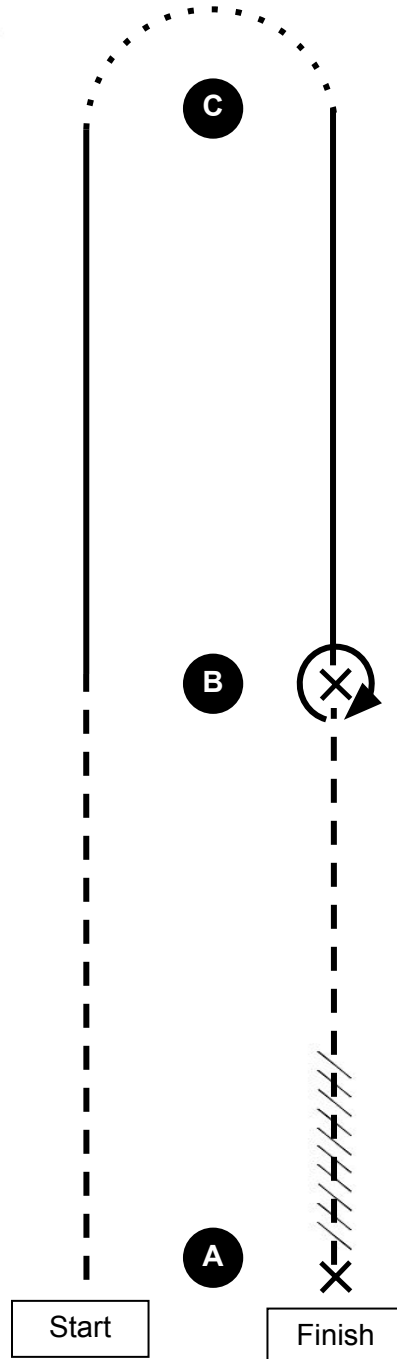
Instructions

1. Be ready at cone A. Walk to cone B.
2. At B, jog a circle to the left.
3. When the circle is complete, walk to cone C.
4. Turn 180° either direction.
5. Trot back to A to exit. Pattern is complete when horse and rider pass A.

Key

- | | |
|------|-----------|
| Walk | |
| Jog | - - - - - |
| Stop | X |
| Turn | ↶ |

Buckaroo, Junior and Senior Horsemanship

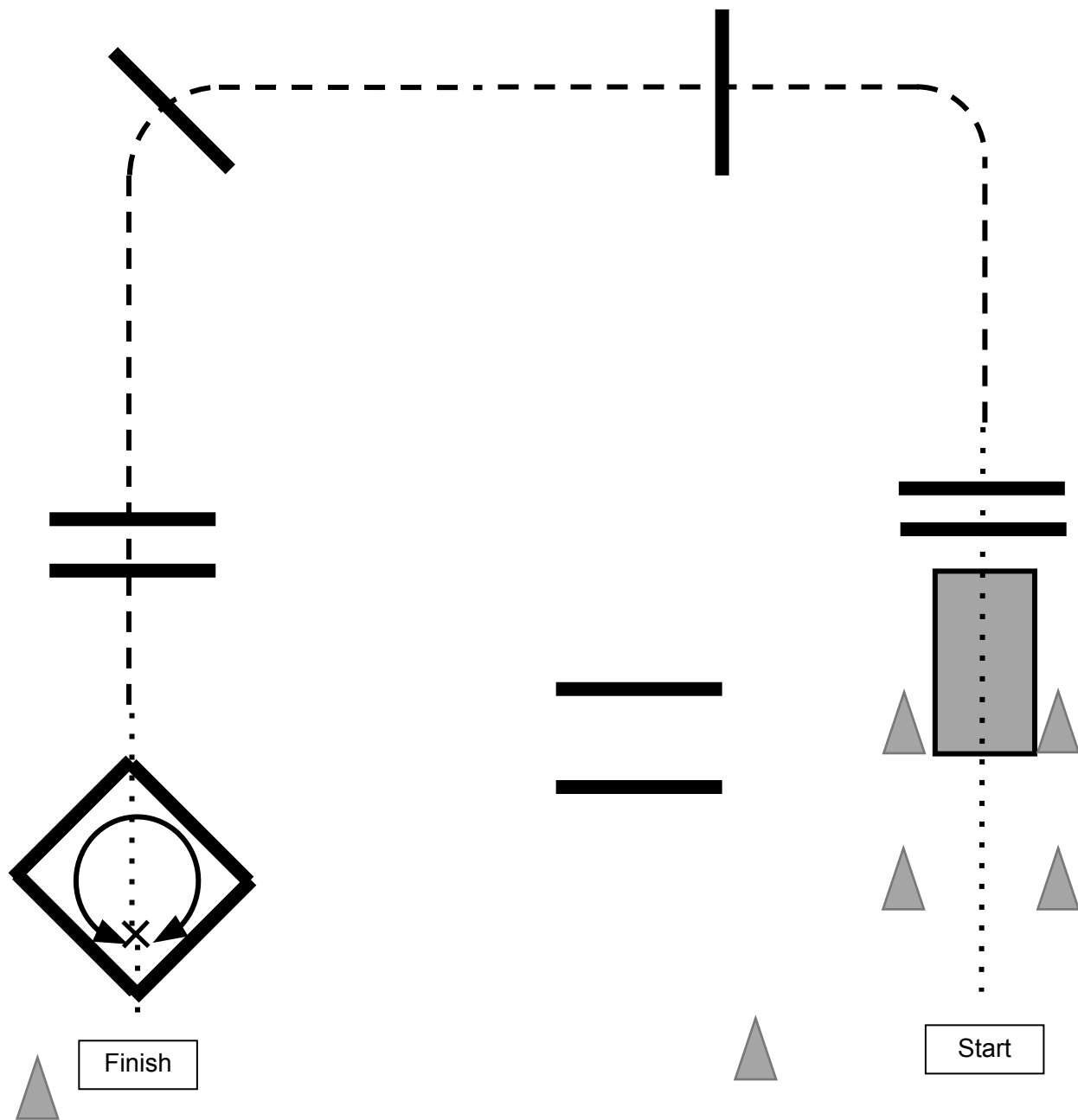


Instructions

1. Be ready at cone A. Jog to cone B.
2. At B, lope on the LEFT lead to C.
3. At C, drop to a walk and walk around the cone.
4. Lope on the RIGHT lead to B.
5. Stop at B and turn 360° to the right.
6. Jog to A. Stop and back at least 1 horse length.

Key

| | |
|--------------|-----------|
| Walk | |
| Jog | - - - - - |
| Extended Jog | — . — |
| Lope | ————— |
| Stop | × |
| Back | ////// |
| Turn | ↻ |

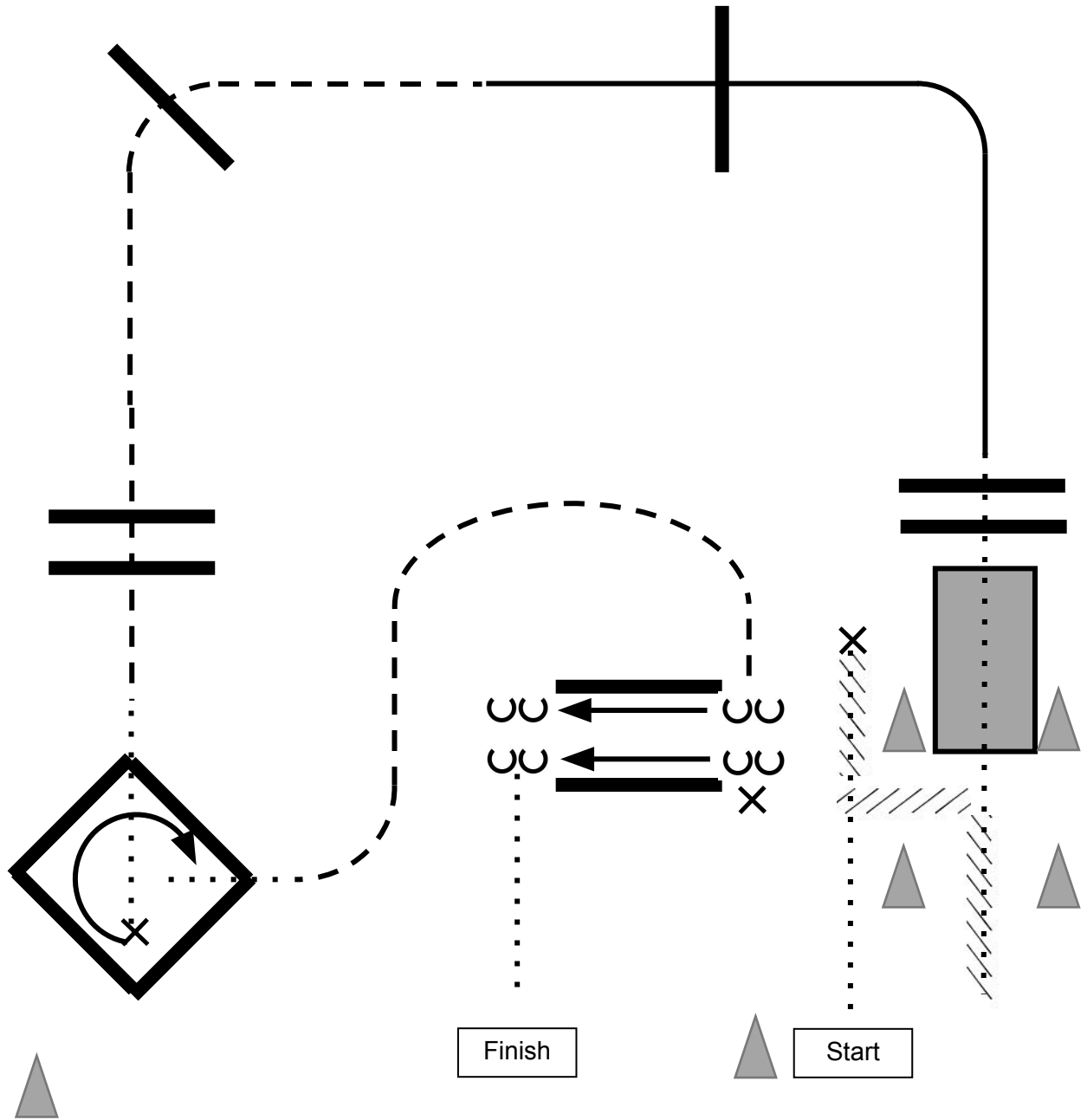


Instructions

1. Be ready before the bridge. Walk between the first pair of cones and over the bridge and poles.
2. Jog over the two single poles.
3. Continue to jog over the pair of poles.
4. Walk into the box. Stop.
5. Perform a 360° either direction. Walk out of box and past finish cone to complete pattern.

Key

| | |
|------|-----------|
| Walk | |
| Jog | - - - - - |
| Stop | X |
| Turn | ↻ |

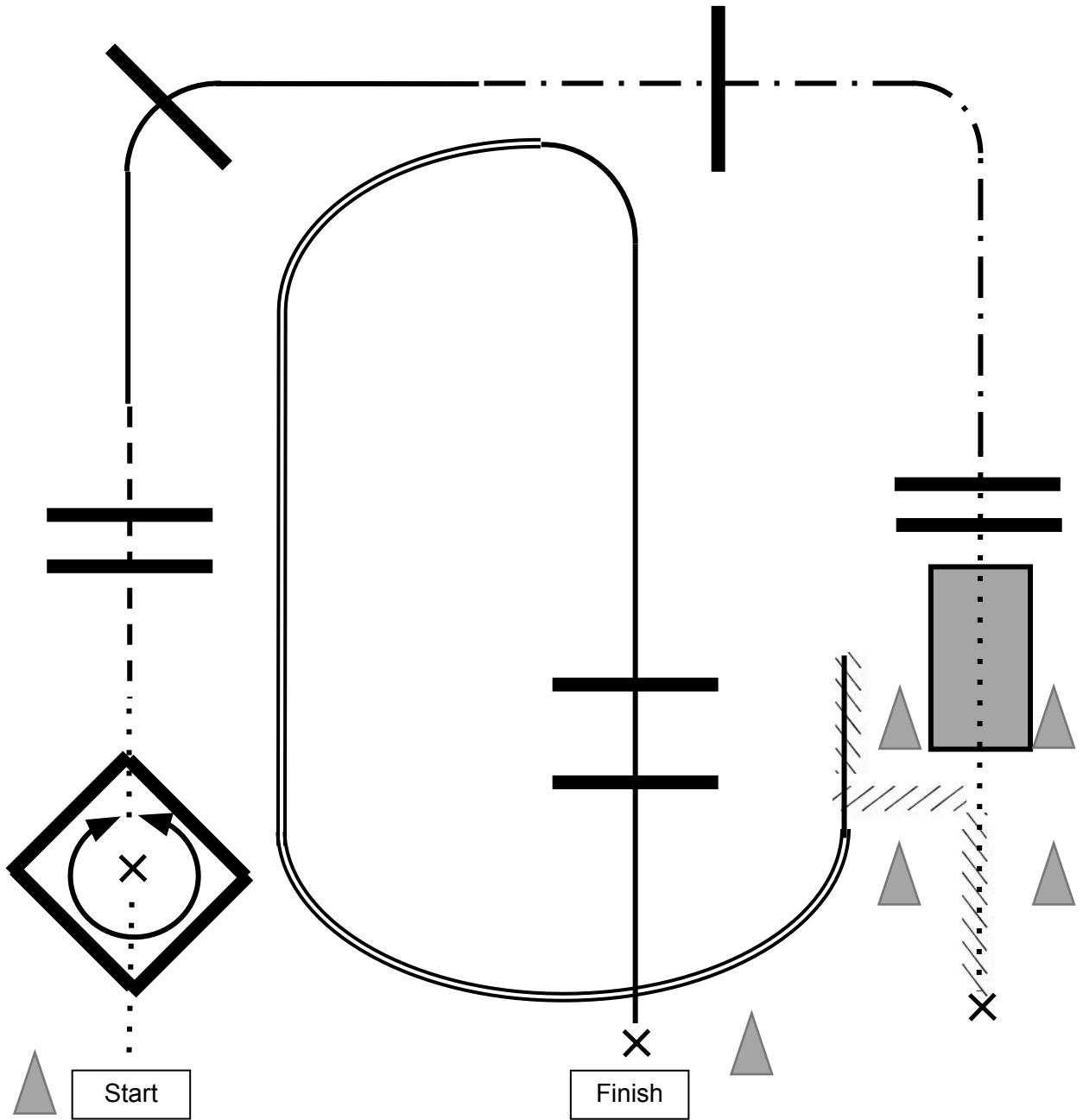


Instructions

1. Be ready at the start cone. Walk forward and stop beside the bridge. Back through the cones as drawn.
2. Walk over the bridge and poles.
3. Pick up a left lead and lope over the pole.
4. Drop to a jog and jog over the poles.
5. Walk into the box. Perform a 270° turn right. Walk out of the box.
6. Jog a loop and stop beside the poles. Sidepass right between the poles. Exit at a walk.

Key









| | |
|------|-------|
| Walk | |
| Jog | ----- |
| Lope | ———— |
| Stop | × |
| Back | //// |
| Turn | ↻ |



Instructions

1. Be ready at the start cone. Walk into the box. Turn 360° either direction. Walk out of the box
2. Trot over the poles.
3. Lope on the right lead over the pole.
4. Drop to an extended trot. Extend trot over the pole.
5. Drop to a walk and walk over the poles and bridge.
6. Stop. Back between the cones as drawn.
7. Pick up a right lead and extend the lope in a loop as shown. Come back to the regular lope and lope over the poles. Stop. Pattern is complete after horse stops.

Key

| | |
|-------------|---|
| Walk |  |
| Trot |  |
| Extend Trot |  |
| Lope |  |
| Extend Lope |  |
| Stop |  |
| Back |  |
| Turn |  |