
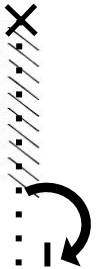


### Instructions

1. Be ready at cone A. Walk to forward and then to the right.
2. Trot across the arena.
3. Drop to a walk and walk to the left toward the judge.
4. Stop and set up for inspection.
5. After inspection, turn 180° and trot straight away.
6. Stop at B to finish the pattern.

### Key


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

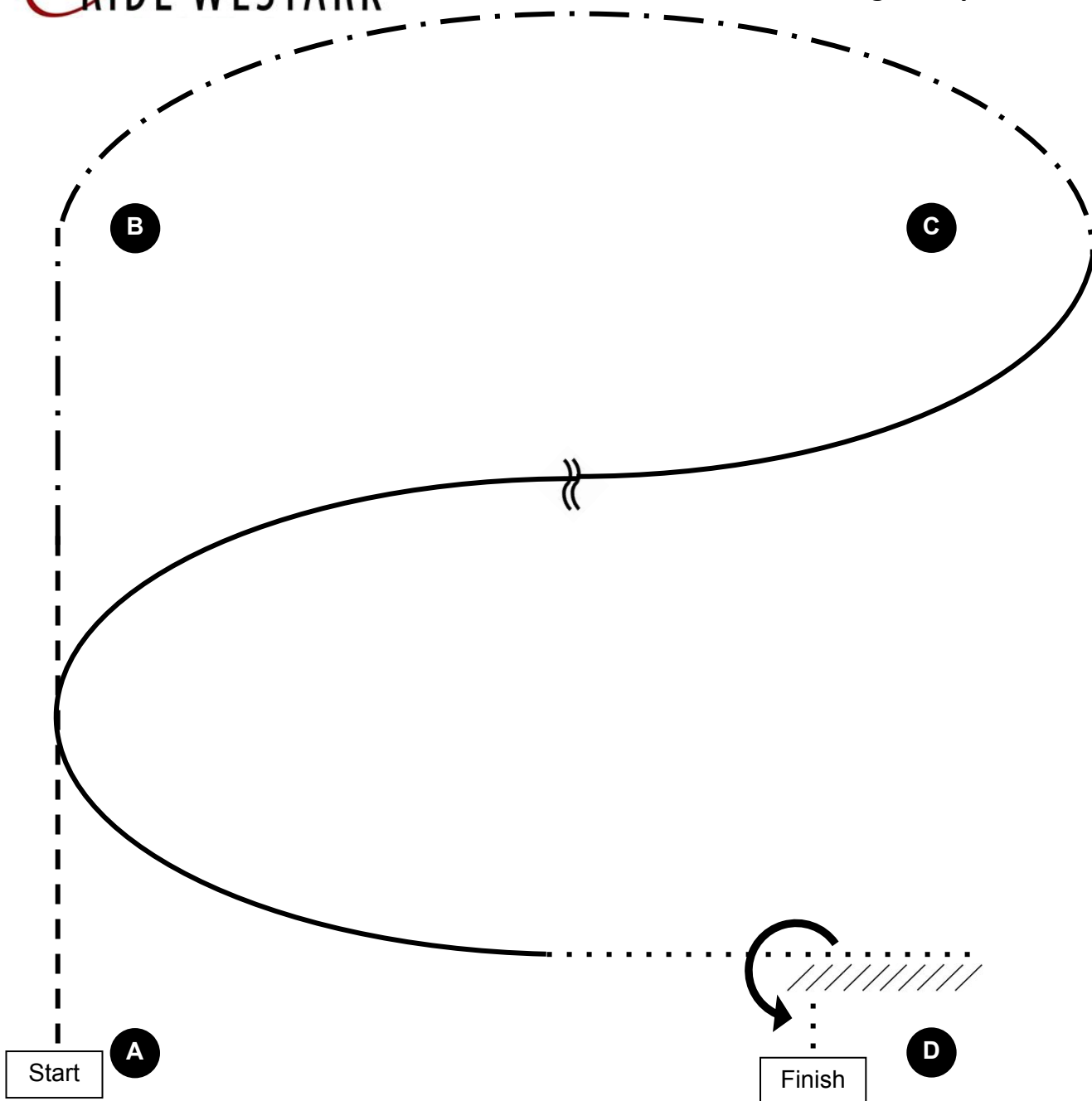


### Instructions

1. Be ready at cone A. Trot forward and make a square corner to the right.
2. Halfway across the arena drop to a walk and walk a square corner left.
3. Stop and set up for inspection.
4. After inspection, back at least 4 steps.
5. Turn 180° and trot straight away from the judge.
6. Stop at B to finish the pattern.

### Key

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

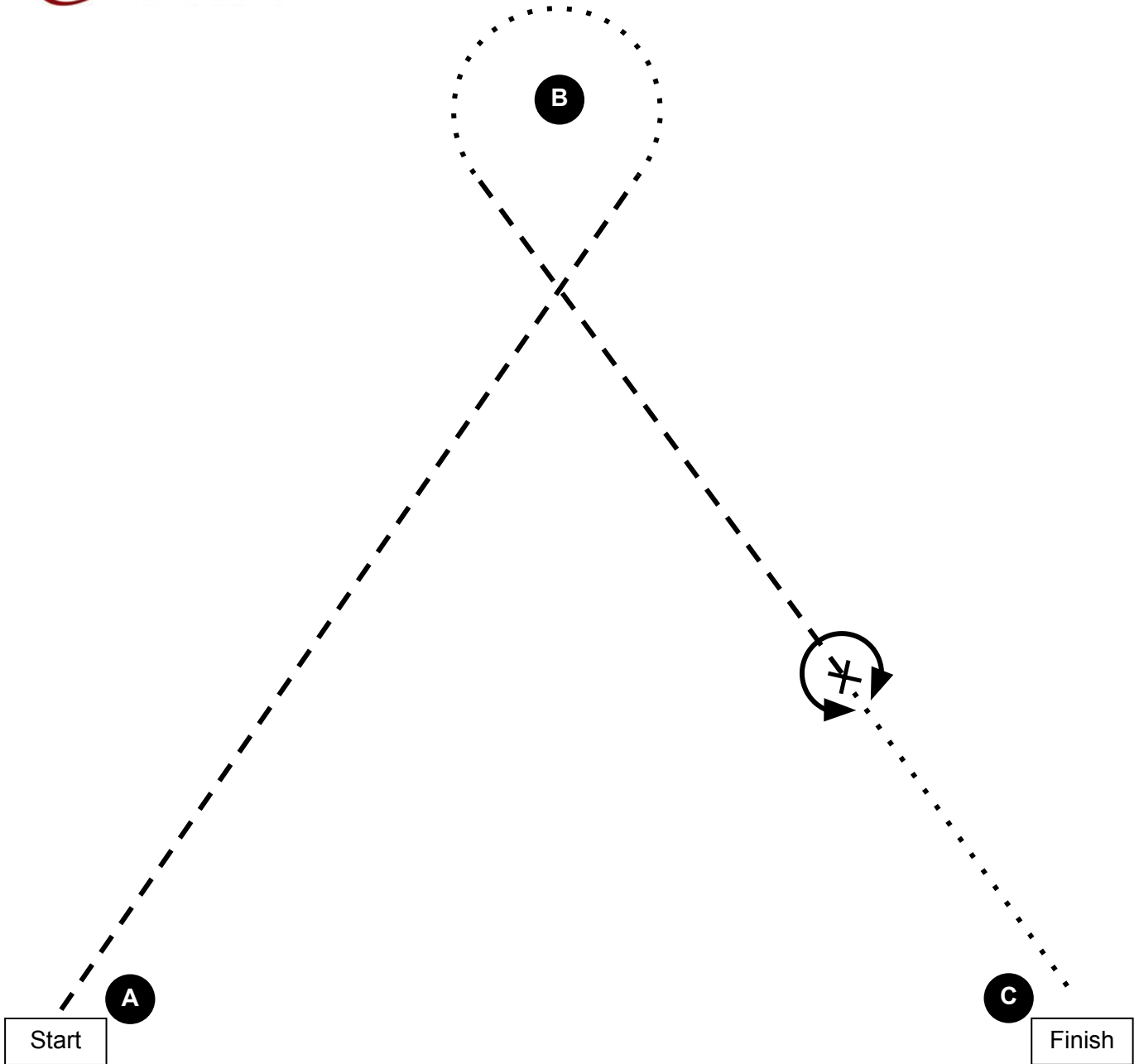


### Instructions

1. Be ready at cone A, sit the trot halfway to cone B.
2. Halfway pick up the right diagonal, at B change to the left diagonal.
3. Trot an arc to cone C and pick up a right lead canter.
4. Halfway between C and B, change leads (simple or flying).
5. Lope to halfway between A and D and break to a walk.
6. Walk to D, stop and back at least 4 steps.
7. Turn 270° to the left on the forehand and exit at a walk.

### Key

- |              |           |
|--------------|-----------|
| Walk         | .....     |
| Trot         | - - - - - |
| Posting Trot | — . —     |
| Canter       | —————     |
| Stop         | X         |
| Back         | //////    |
| Turn         | ↻         |
| Lead Change  | ))        |

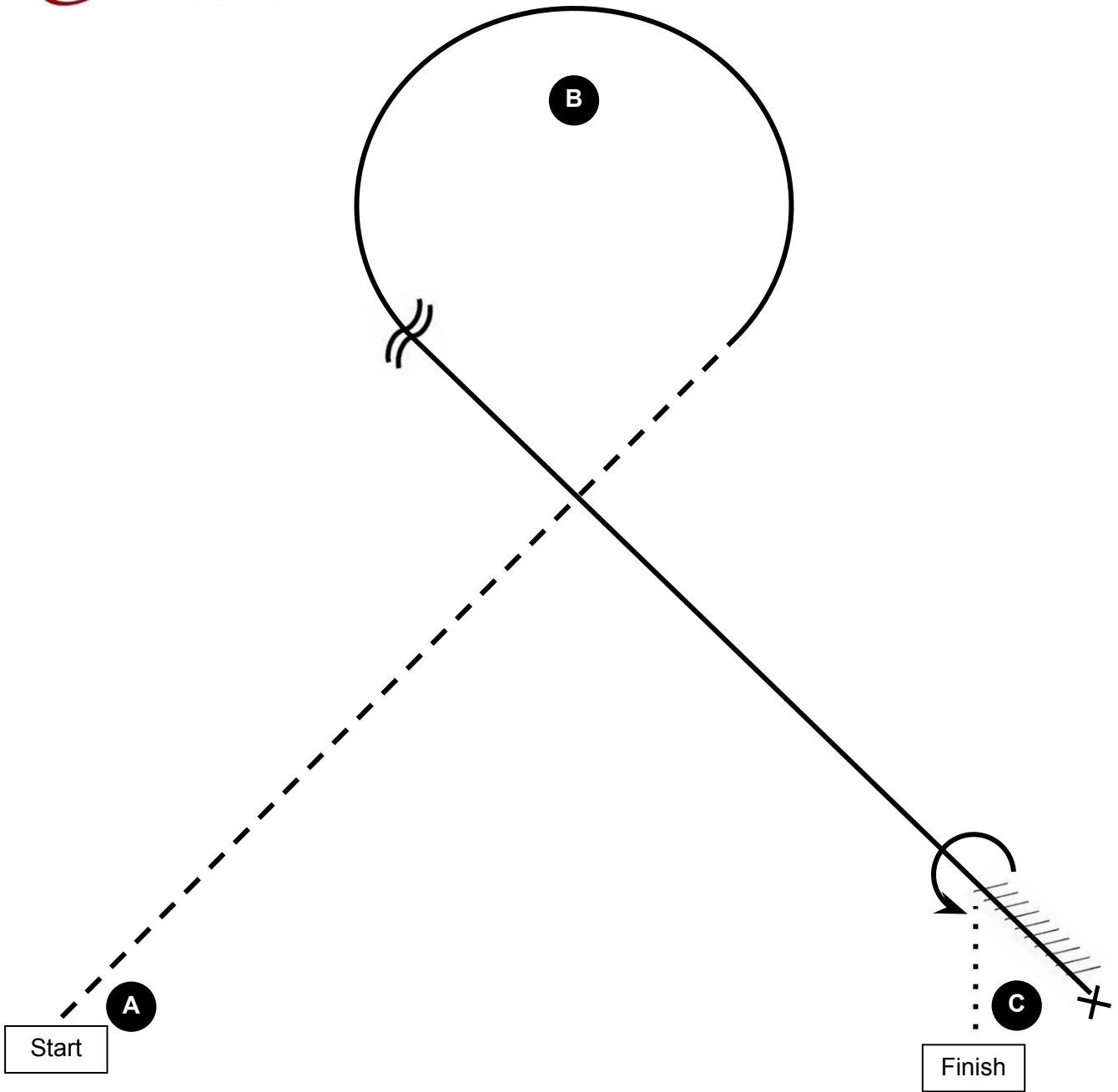


### Instructions

1. Be ready at cone A. Trot to cone B.
2. At B, walk a semi-circle.
3. Trot halfway to C.
4. Stop
5. Turn 360° either direction.
6. Walk to C to finish.

### Key

Walk	.....
Jog	-----
Stop	X
Turn	↻

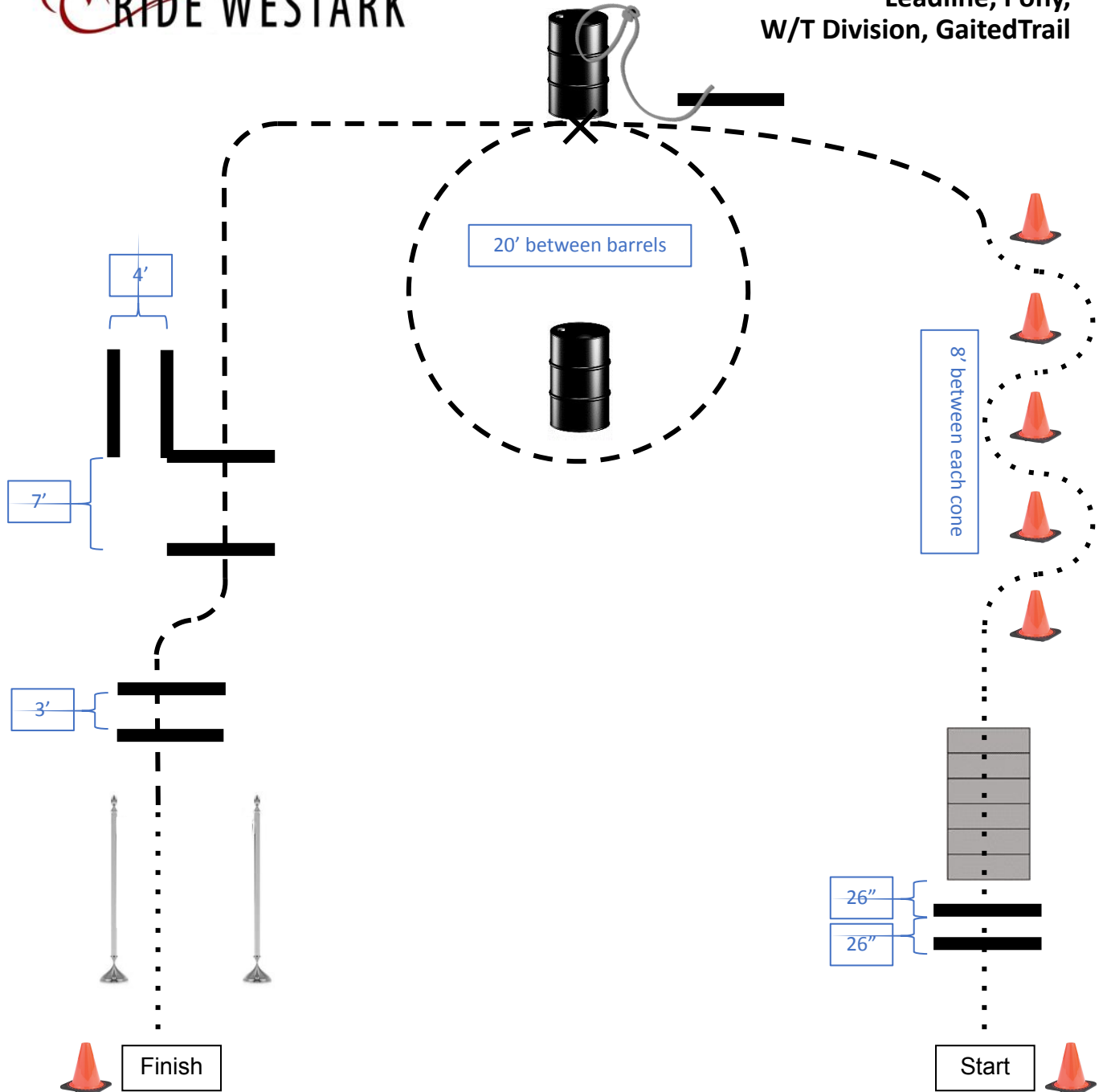


### Instructions

1. Be ready at cone A. Jog to cone B.
2. At B, lope on the left lead in a semi-circle.
3. Close the semi-circle with a lead change to the right lead.
4. Stop at C and back up at least 4 steps.
5. Turn left 7/8 of a turn so that the horse is facing the exit at the end of the turn.
6. Walk out to finish.

### Key

Walk	.....
Jog	-----
Lope	—————
Stop	×
Back	//////
Turn	↶
Lead change	≈≈≈

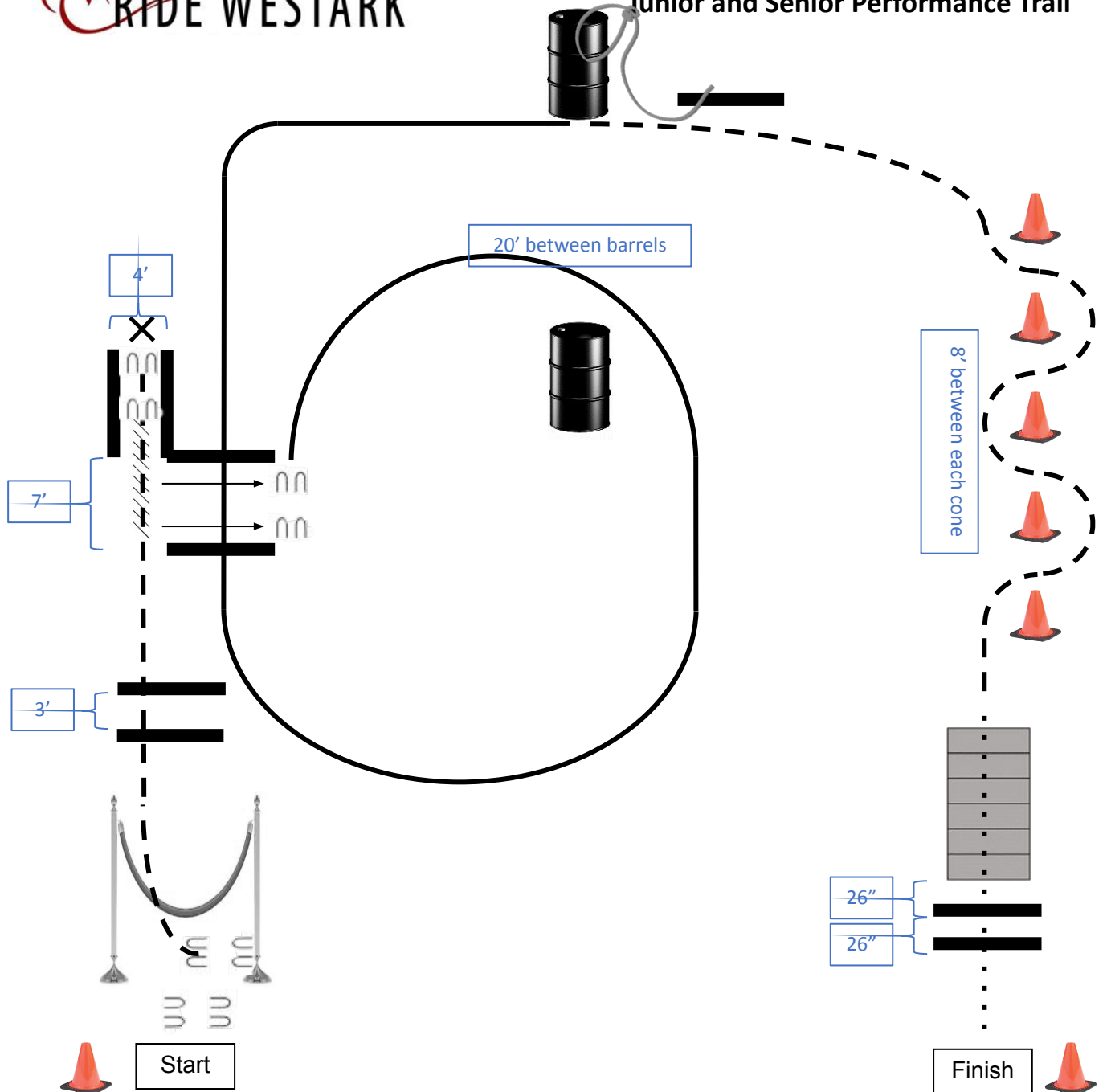


### Instructions

1. Walk over logs and bridge.
2. Walk through serpentine around cones.
3. Jog to the first barrel. Stop.
4. Jog a circle to the left around the second barrel.
5. Continue to jog over the 4 logs as drawn.
6. Walk through the gate (gate will be left open for all Leadline and Pony riders.)

### Key

- Walk ..... (dotted line)
- Jog - - - - (dashed line)
- Stop X (cross symbol)

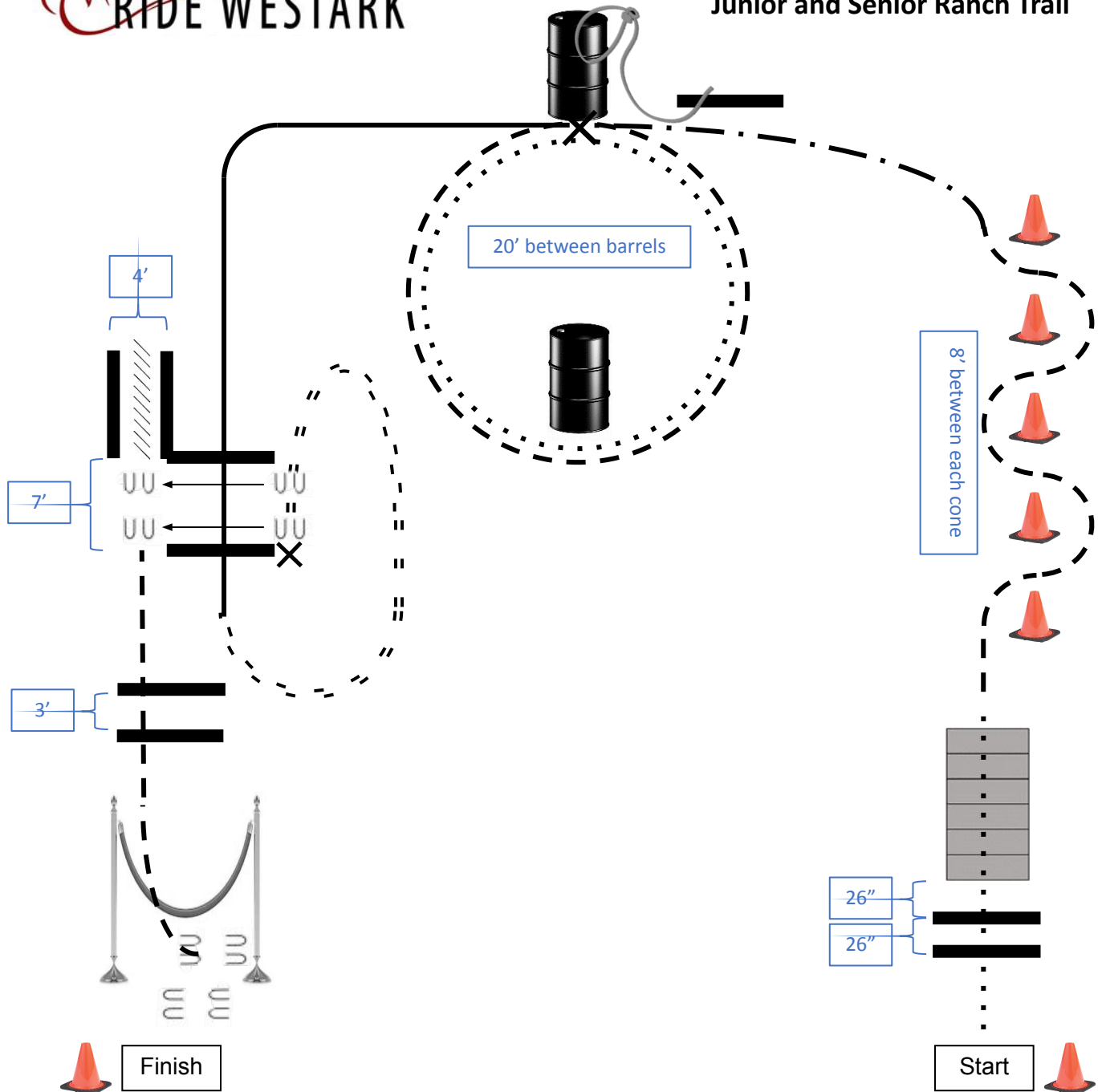


### Instructions

1. Be ready at the gate. Work the gate as a left-hand push.
2. Jog over the logs and into the chute. Stop in the chute.
3. Back out of the chute and sidepass right between the logs.
4. Lope in a circle to the right and lope over the logs.
5. Drop to a jog when even with the barrel. Jog the serpentine.
6. Walk over the bridge and logs to exit.

### Key

- Walk: ..... (dotted line)
- Jog: - - - - (dashed line)
- Lope: \_\_\_\_\_ (solid line)
- Stop: X
- Back: // // // // (diagonal lines)
- Sidepass: → (arrow)



### Instructions

1. Be ready at the start cone. Walk over the logs and bridge.
2. Trot through the serpentine.
3. Extend the trot to the barrel and stop.
4. Drag the log at a walk OR trot in a circle around the other barrel.
5. Lope on the left lead over the logs.
6. Drop to an extended walk in a semi-circle.
7. Sidepass right between the logs. Back into the chute.
8. Trot over the logs and stop by the gate.
9. Work the gate as a right hand push.

### Key

- Walk . . . . .
- Extended Walk = = =
- Trot - - - - -
- Extend Trot . . - - -
- Lope \_\_\_\_\_
- Stop X
- Back // // // // //
- Sidepass ←