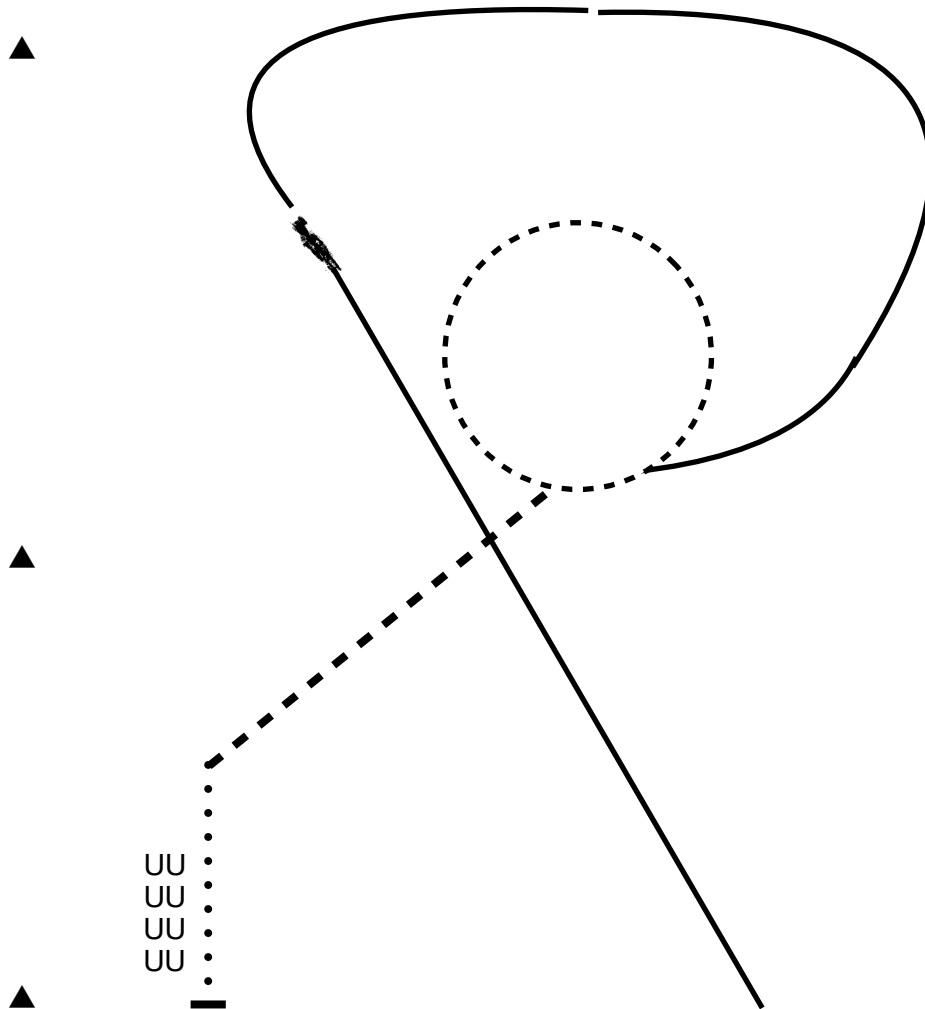


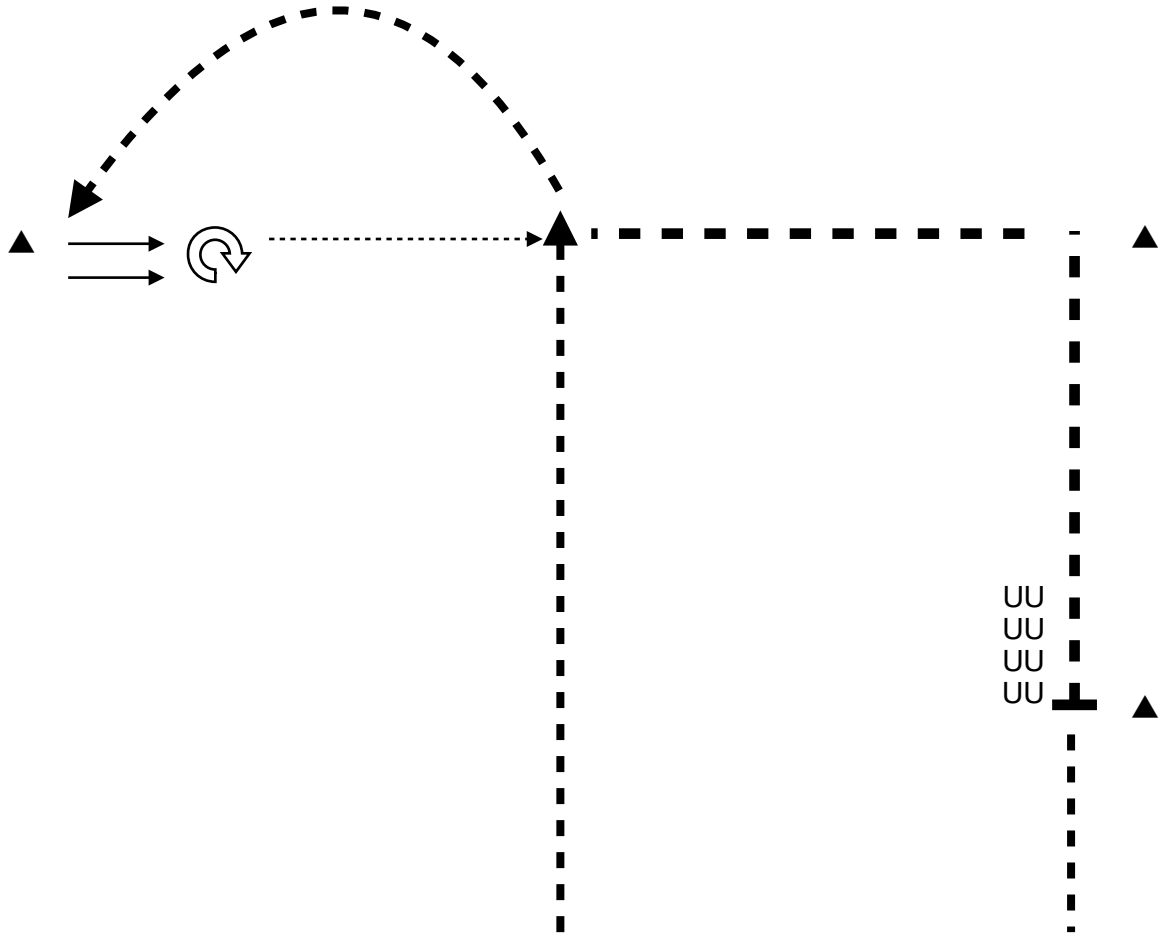
**HUNT SEAT EQUITATION  
AMATEUR/YOUTH/ ALL BREED**



1. PICK UP LEFT LEAD CANTER ON STRAIGHT LINE
2. PERFORM A SIMPLE LEAD CHANGE
3. CANTER A CIRCLE AS DRAWN ON RIGHT LEAD
4. BREAK TO TROT AND TROT ON LEFT DIAGONAL
5. WHEN CLOSING CIRCLE, PERFORM SITTING TROT
6. CONTINUE ON STRAIGHT LINE TOWARDS CONE IN TWO POINT POSITION
7. STOP AND BACK UP ONE HORSE LENGTH
8. TROT OUT

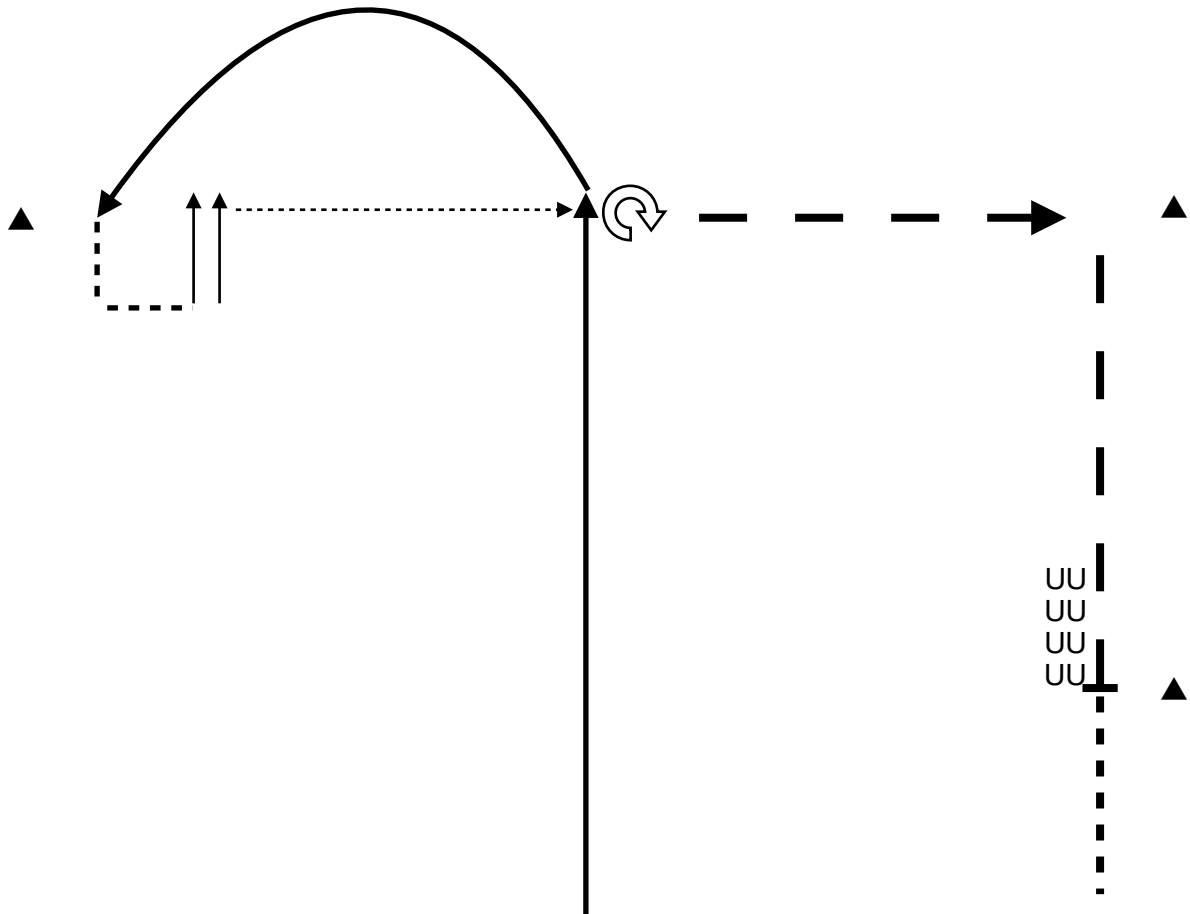
# Horsemanship

## WALK & TROT



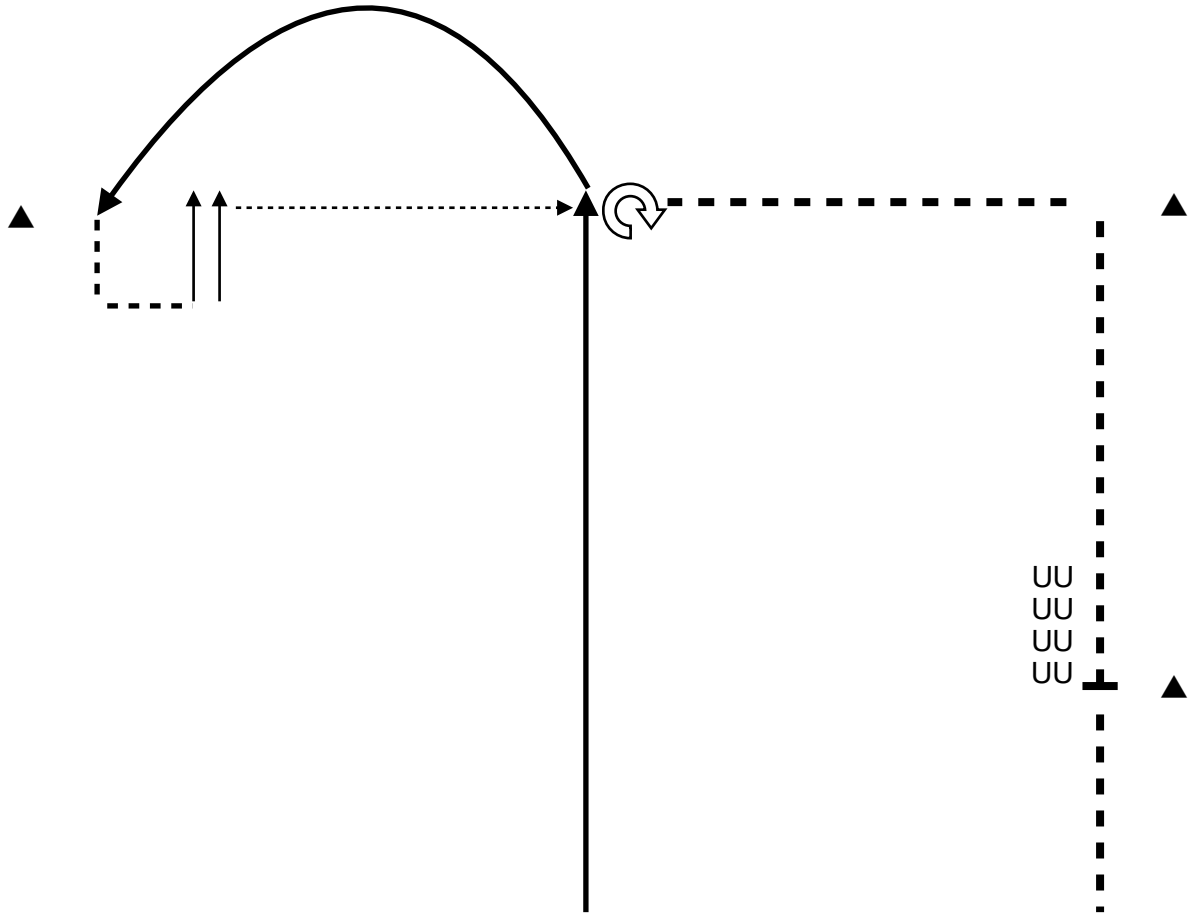
1. JOG ON MIDDLE LINE
2. CONTINUE TO JOG HALF CIRCLE AND STOP WITH HIP EVEN WITH CONE
3. SIDE PASS LEFT
4. 3/4 TURN ON HAUNCHES TO THE LEFT
5. WALK UNTIL MIDDLE LINE
6. EXTENDED JOG TOWARDS CONE AND PERFORM A SQUARE CORNER
7. STOP WHEN EVEN WITH CONE AND BACK UP ONE HORSE LENGTH
8. JOG OUT

**Horsemanship  
Everybody Wins**

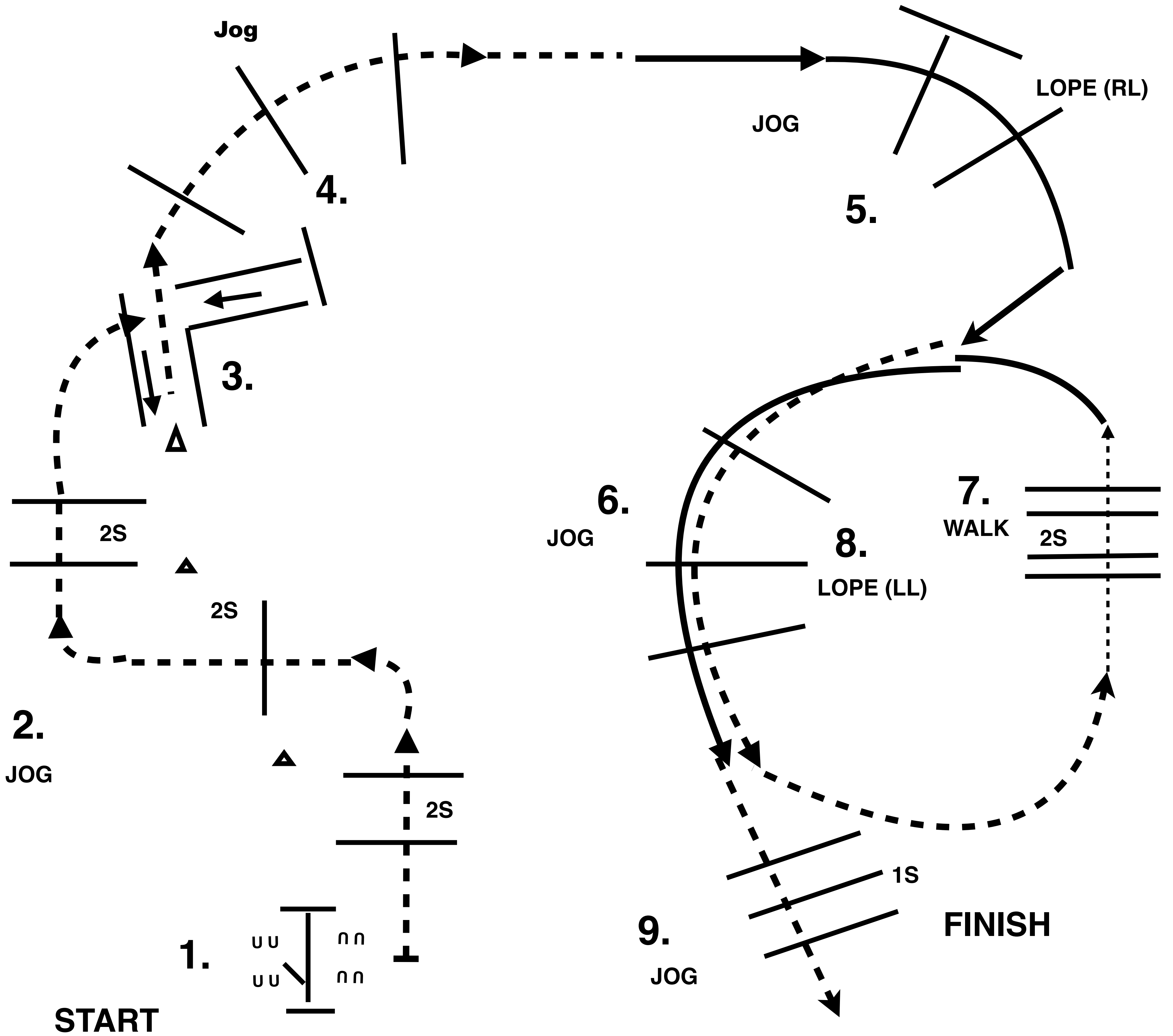


1. LOPE LEFT LEAD STRAIGHT LINE AND HALF CIRCLE
2. WHEN EVEN WITH CONE BREAK TO JOG, JOG SQUARE CORNER
3. SIDE PASS UNTIL EVEN WITH CONE
4. WALK HALF WAY TO CONE, STOP, 360 TURN RIGHT
5. EXTENDED JOG, SQUARE CORNER
6. STOP WHEN EVEN WITH CONE
7. BACK UP ONE HORSE LENGHT
8. JOG OUT

**Horsemanship**  
**AQHA/APHA Amateur/Youth/All Breed**

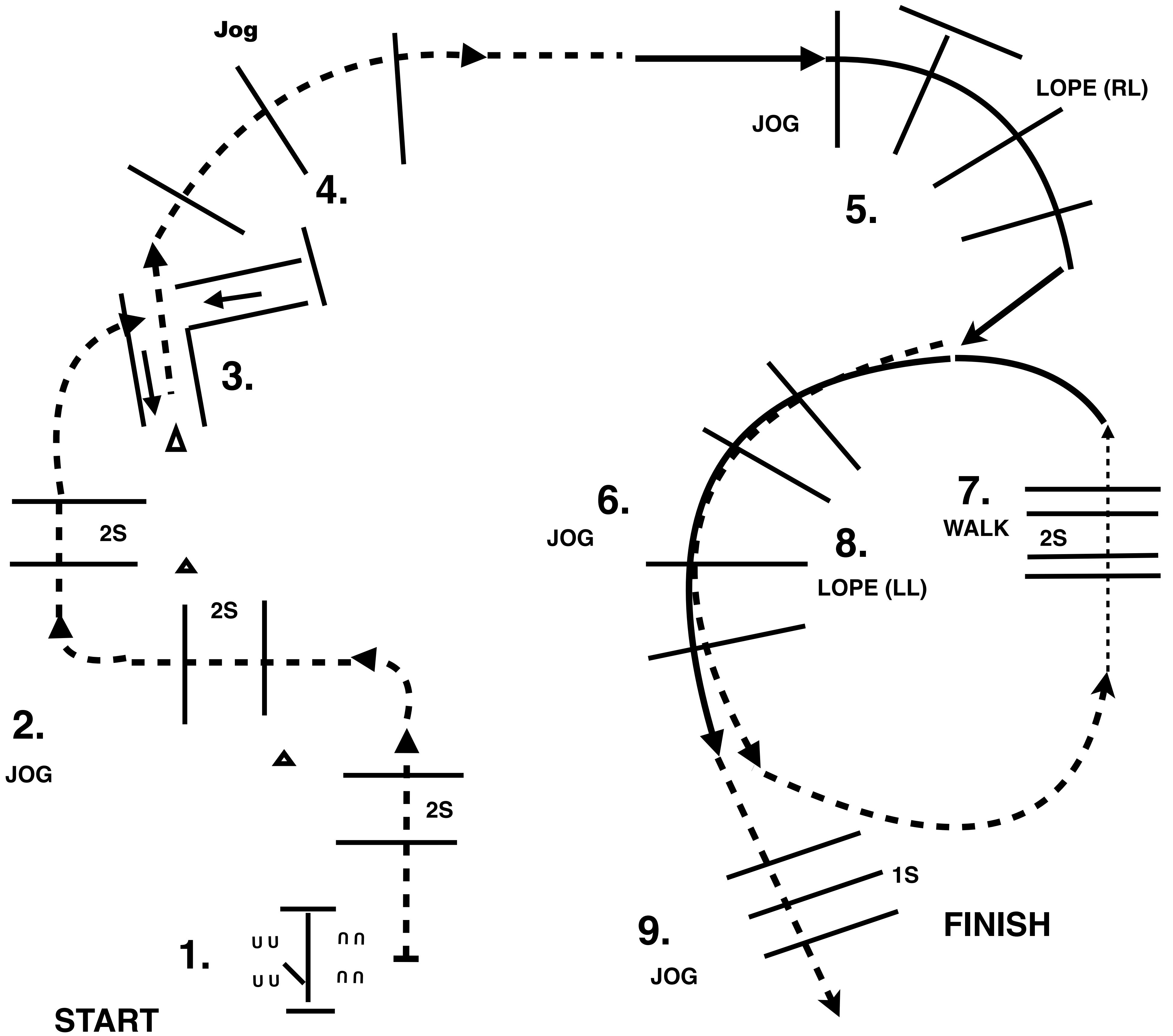


1. LOPE LEFT LEAD STRAIGHT LINE AND HALF CIRCLE
2. WHEN EVEN WITH CONE BREAK TO JOG, JOG SQUARE CORNER
3. SIDE PASS UNTIL EVEN WITH CONE
4. WALK HALF WAY TO CONE, STOP, 360 TURN RIGHT
5. JOG, SQUARE CORNER
6. STOP WHEN EVEN WITH CONE
7. BACK UP ONE HORSE LENGHT
8. JOG OUT



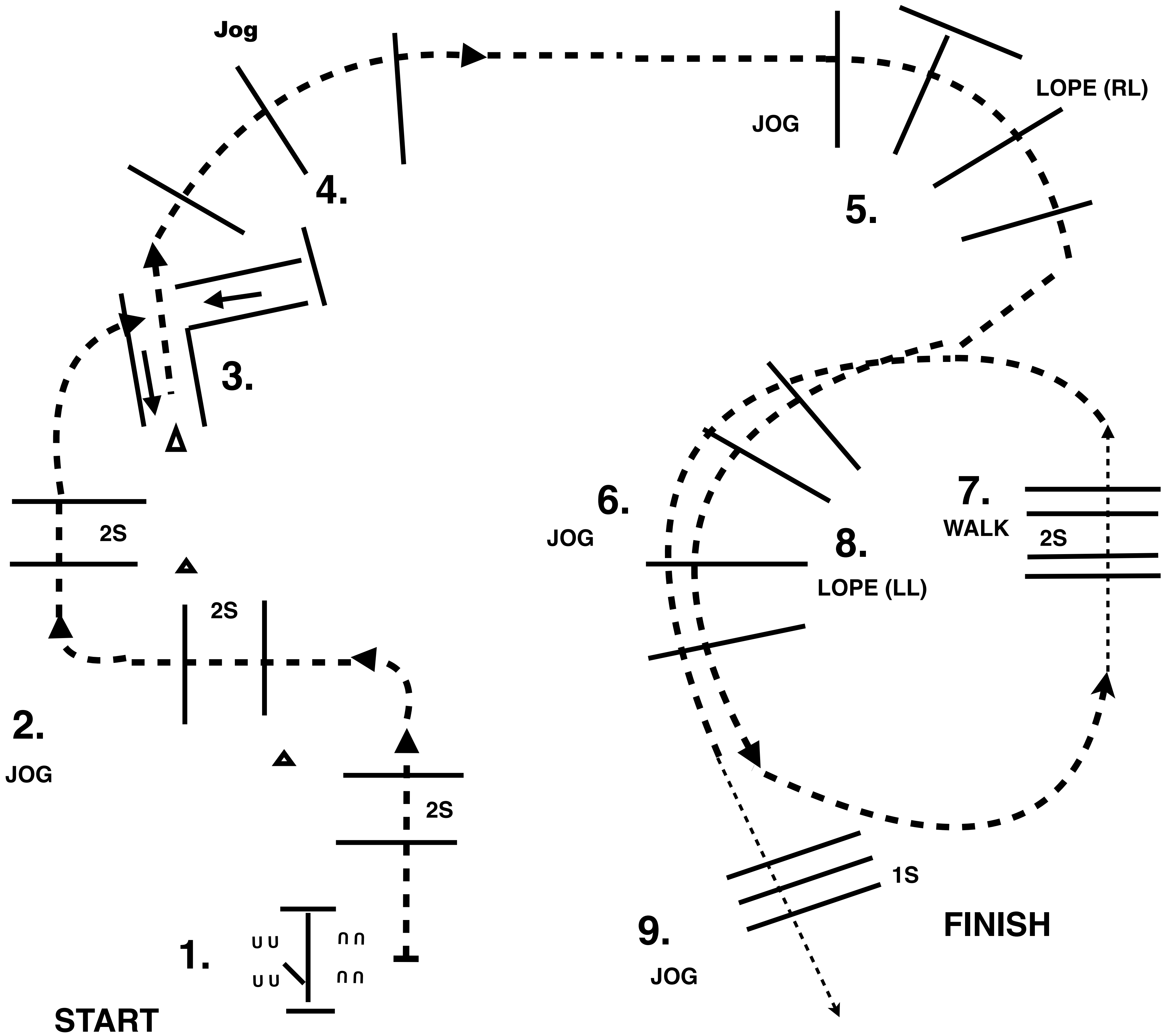
**APHA/AQHA Youth, All Breed**

- 1. BE READY AT GATE. WORK GATE LEFT HAND**
- 2. JOG POLES AND JOG IN CHUTE**
- 3. BACK CHUTE**
- 4. JOG POLES**
- 5. LOPE POLES RIGHT LEAD**
- 6. BREAK TO JOG AND JOG POLES**
- 7. WALK POLES**
- 8. LOPE POLES LEFT LEAD**
- 9. BREAK TO JOG, JOG POLES**



**APHA/AQHA Amateur, Open, Everybody Win**

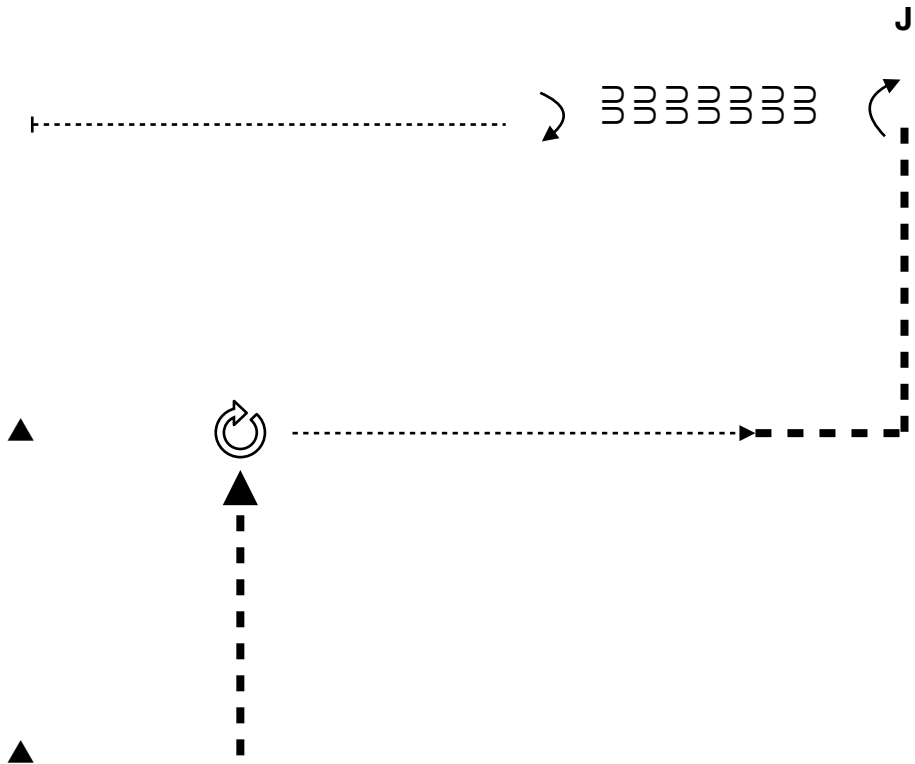
- 1. BE READY AT GATE. WORK GATE LEFT HAND**
- 2. JOG POLES AND JOG IN CHUTE**
- 3. BACK CHUTE**
- 4. JOG POLES**
- 5. LOPE POLES RIGHT LEAD**
- 6. BREAK TO JOG AND JOG POLES**
- 7. WALK POLES**
- 8. LOPE POLES LEFT LEAD**
- 9. BREAK TO JOG, JOG POLES**



### In Hand Trail/ Walk & Trot Trail

1. BE READY AT GATE. WORK GATE LEFT HAND
2. JOG POLES AND JOG IN CHUTE
3. BACK CHUTE
4. JOG POLES
5. KEEP ON JOGGING POLES
6. JOG POLES
7. WALK POLES
8. JOG POLES
9. BREAK TO WALK, WALK POLES

**Showmanship  
ALL Classes**

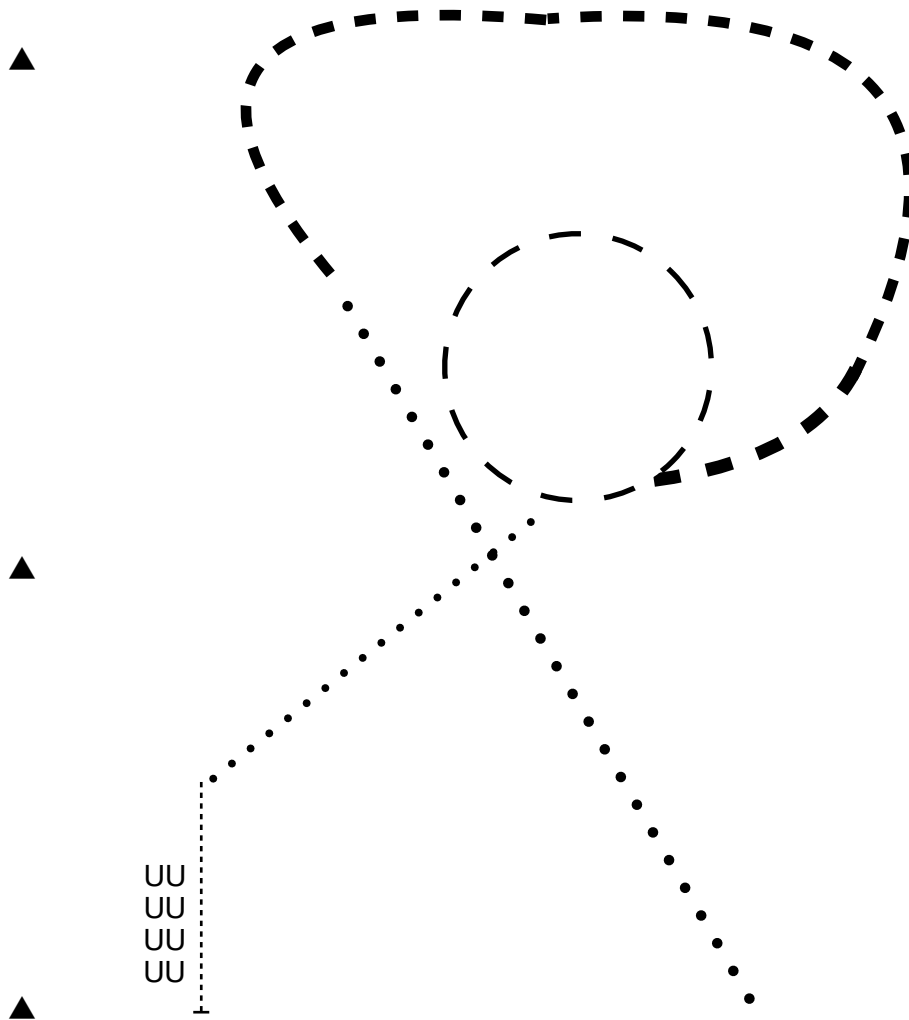


1. BE READY AT CONE
2. TROT AND STOP WITH HIP EVEN WITH CONE
3. PERFORM 1 1/4 TURN
4. WALK AND TROT SQUARE CORNER
5. STOP
6. SET UP
7. INSPECTION
8. 1/4 TURN AND BACK UP
9. 1/2 TURN WALK, STOP EVEN WITH CONE
10. JOG OUT

© Stefanie Bubenzer



# HUNT SEAT EQUITATION WALK & TROT



1. SITTING TROT ON DIAGONAL LINE
2. TROT ON LEFT DIAGONAL ON CIRCLE LINE AS DRAWN
3. TWO POINT IN CIRCLE
4. SITTING TROT ON DIAGONAL LINE TOWARDS CONES
5. WALK ON STRAIGHT LINE TOWARDS FIRST CONE
6. STOP AND BACK UP ONE HORSE LENGTH

© Stefanie Bubenzer