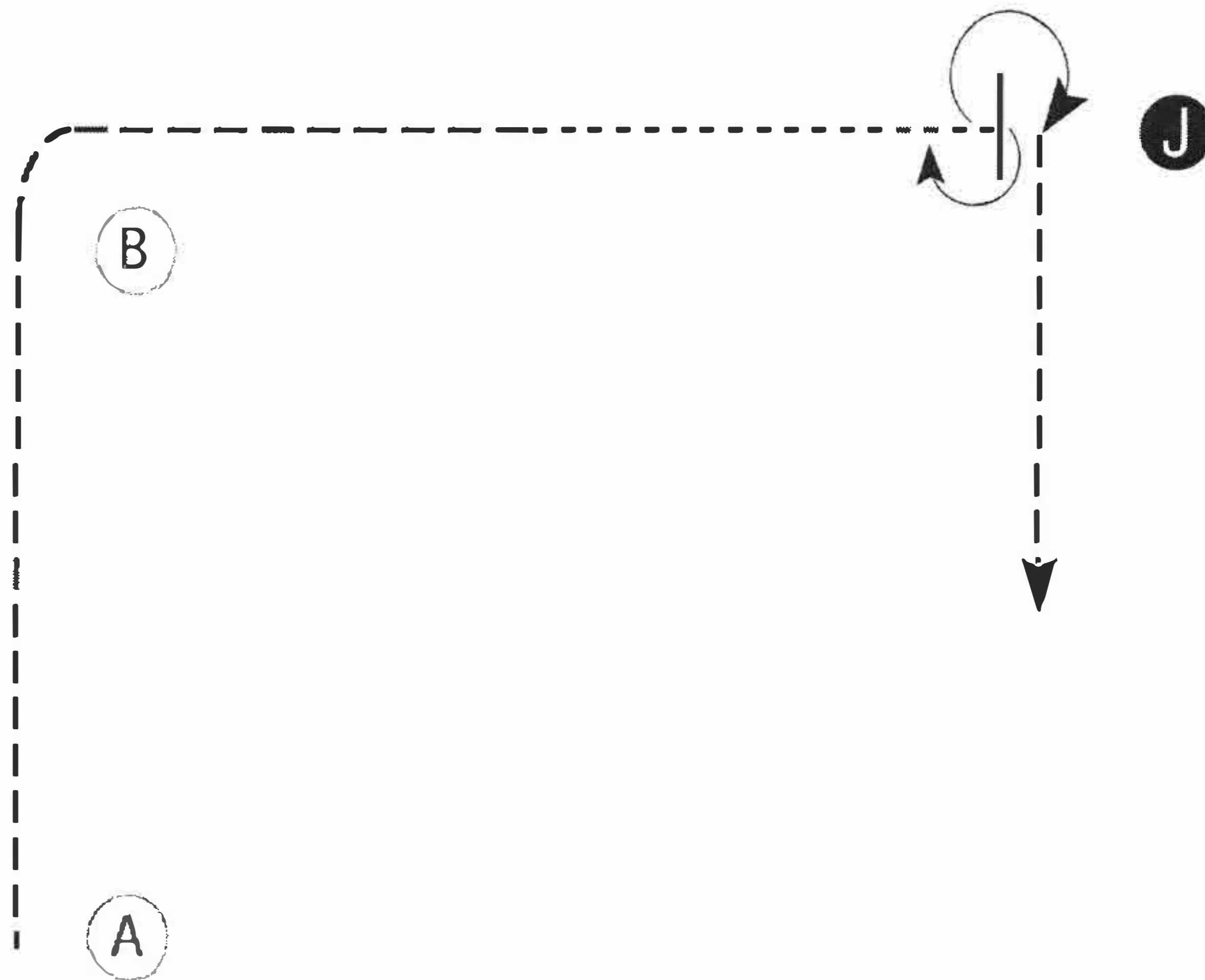


SLCo 4-H Horse Show #3
July 8, 2022
2-Hand Showmanship (All Age)

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Be ready at A.

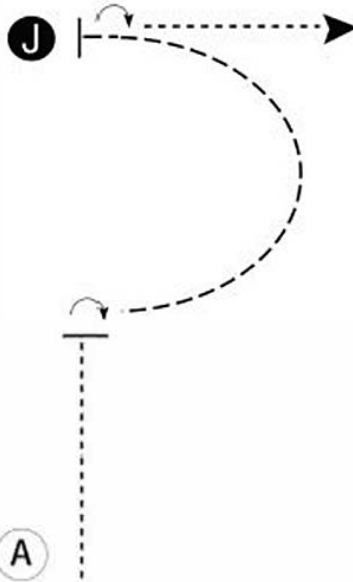
1. Trot from A around B and half way to the Judge.
2. Break to the walk. Walk to the Judge.
3. Stop and perform a 180 degree turn. Set up for inspection.
4. When dismissed, perform a 270 degree turn and trot straight away from the Judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 
Marker	⊙ B
Judge	● J

Pattern Provided by:

SLCo 4-H Horse Show #3
July 8, 2022
In-Hand Showmanship (All Age)



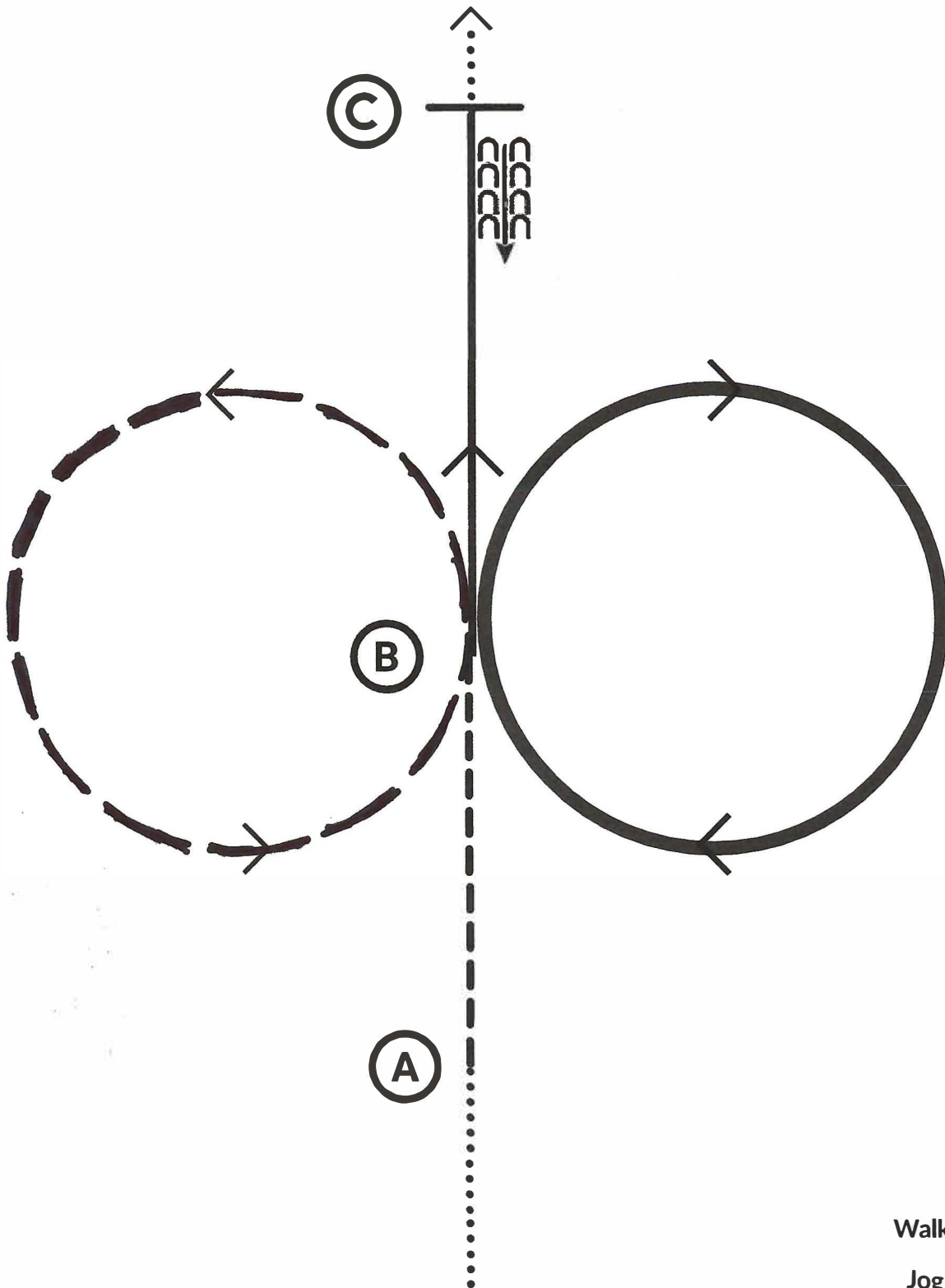
Be ready at A.

1. When acknowledged walk half the distance to Judge.
2. Stop and perform a 90 degree pivot.
3. Trot in a half circle to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 180 degree turn and walk straight away from Judge.

Exit arena.

Walk	-----
Trot	- - - - -
Back	← 3333 5555
Marker	⊙ B
Judge	● J

SLCo 4-H Horse Show #3 (July 8, 2022)
 Western Horsemanship--2-Handed (All Age)



Be ready prior to A.

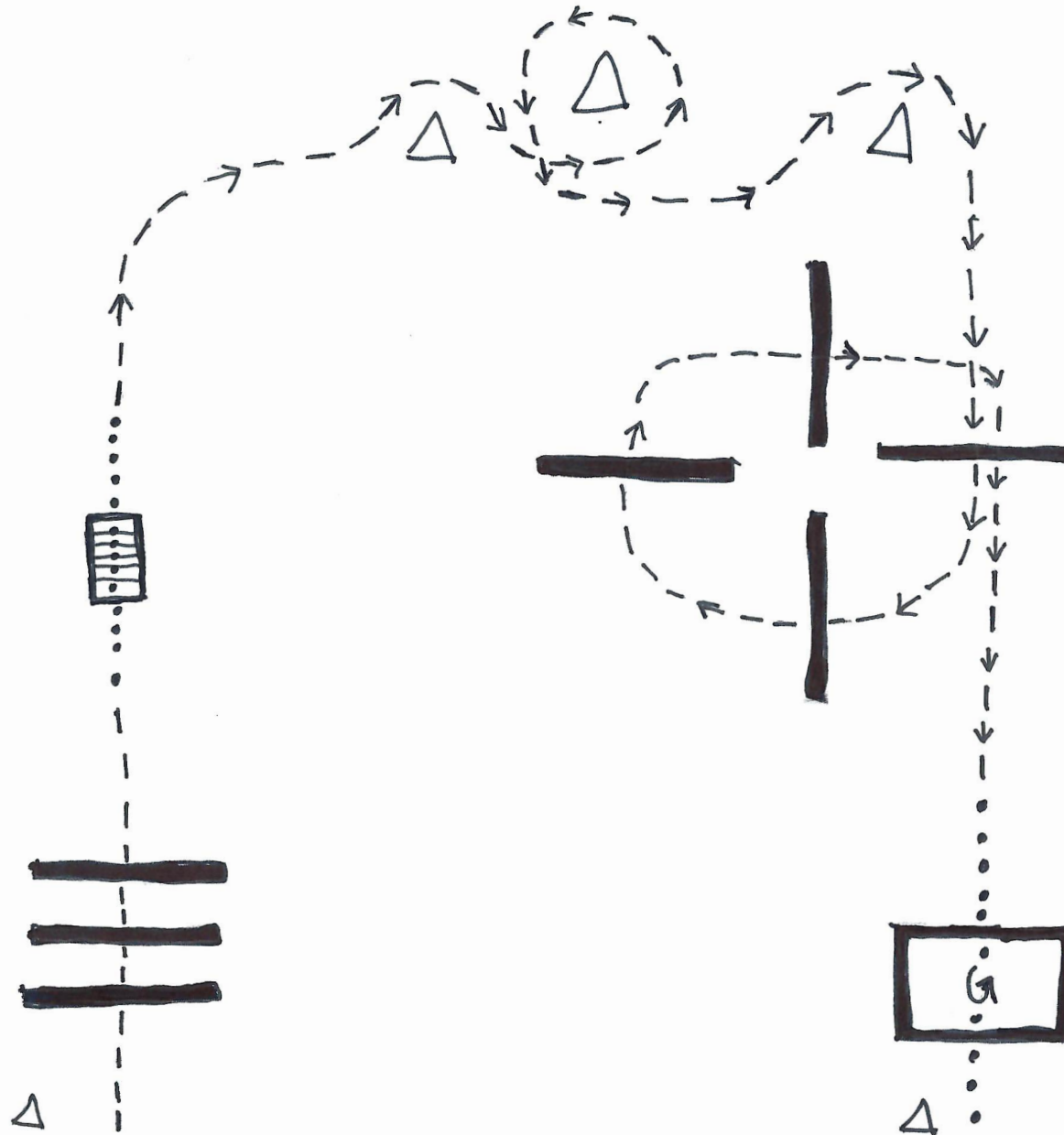
1. Walk to A.
2. Jog A to B.
3. At B extended jog a circle to the left.
4. At B Lope a circle to the right on the right lead.
5. Continue the lope to cone C.
6. Stop at C and back approximately one horse length.
Walk to exit arena

Walk
Jog	-----
Ex. Jog	—————
Lope	—————
Back	←————— —————←
Marker	(B)

SLCo 4-H Horse Show #3
July 8, 2022
In-Hand Trail (All Age)

Be ready at start cone.

1. Jog over logs.
2. Break to walk, walk over bridge.
3. Pick up the jog, and jog the cone serpentine.
4. Continue at the jog, and jog over the logs.
5. Break to a walk, and walk into the box.
6. Stop in the box, perform 360 degree turn to the left.
7. Walk out of box and exit arena.



Walk
..... Jog
- - - - - Marker
△

SLCo 4-H Horse Show #3
July 8, 2022
2-Hand Trail (All Age)

Be ready at start cone.

1. Jog over logs.
2. Break to walk, walk over bridge.
3. Pick up the jog, and jog the cone serpentine.
4. Pick up a Right Lead Lope, and lope over logs.
5. Break to a walk, and walk into the box.
6. Stop in the box, perform 360 degree turn to the left.
7. Ground Tie (Dismount & walk around the box.)
8. Lead horse out of box and exit arena.

