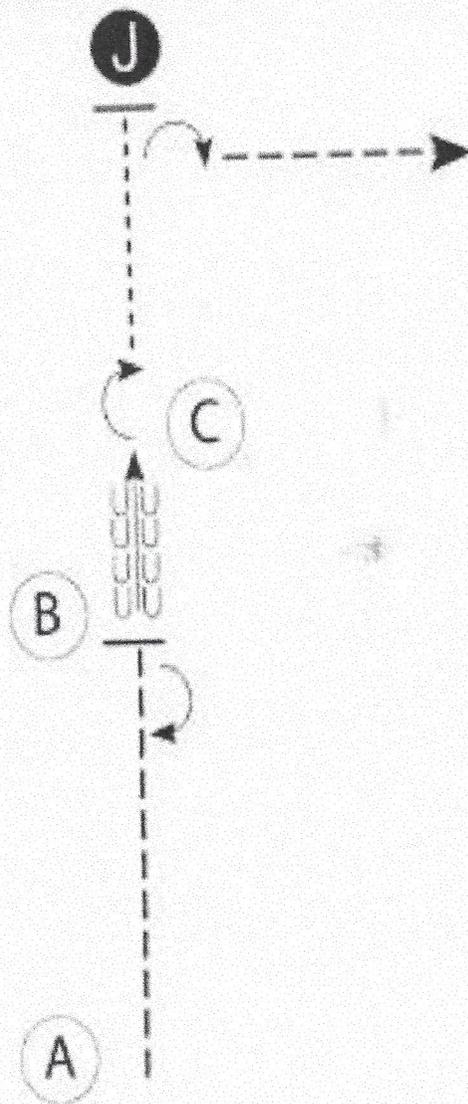


# High Point Jr Showmanship



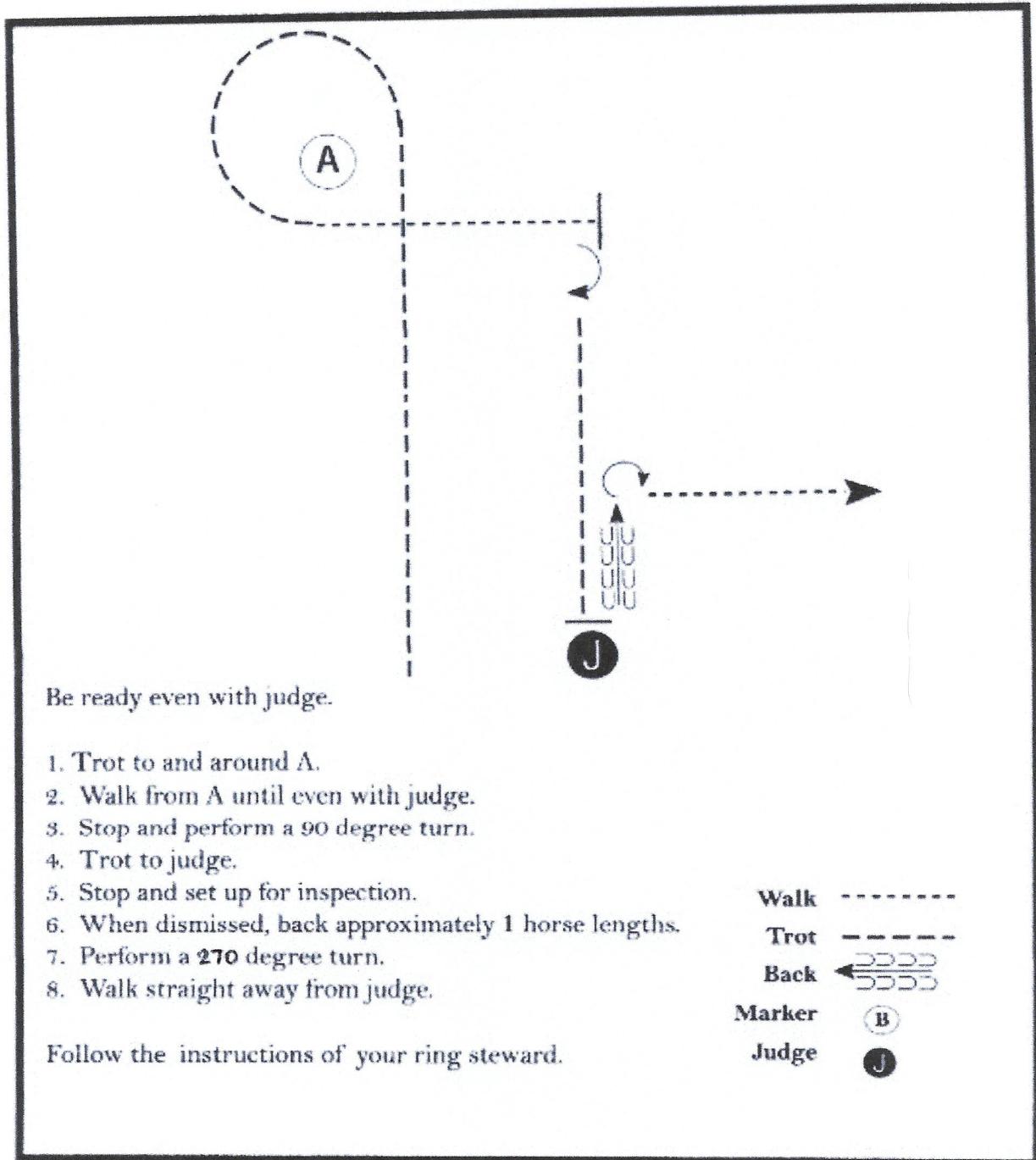
Be ready at A.

1. Trot from A to B.
2. Stop at B and pivot 180 degrees.
3. Back to C.
4. Turn 180 degrees and walk to judge.
5. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and trot away.

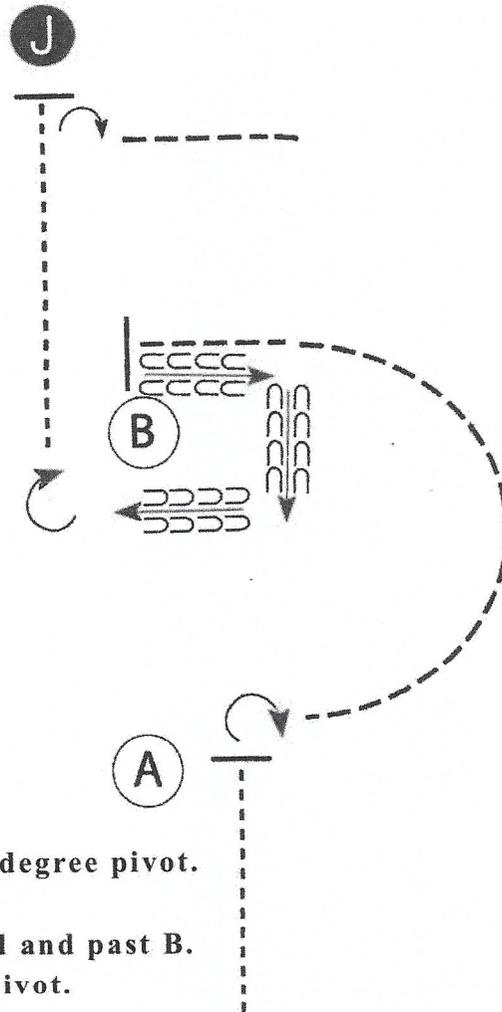
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	←
Marker	Ⓟ
Judge	Ⓝ

# High Point Intermediate Showmanship



# High Point Sr Showmanship



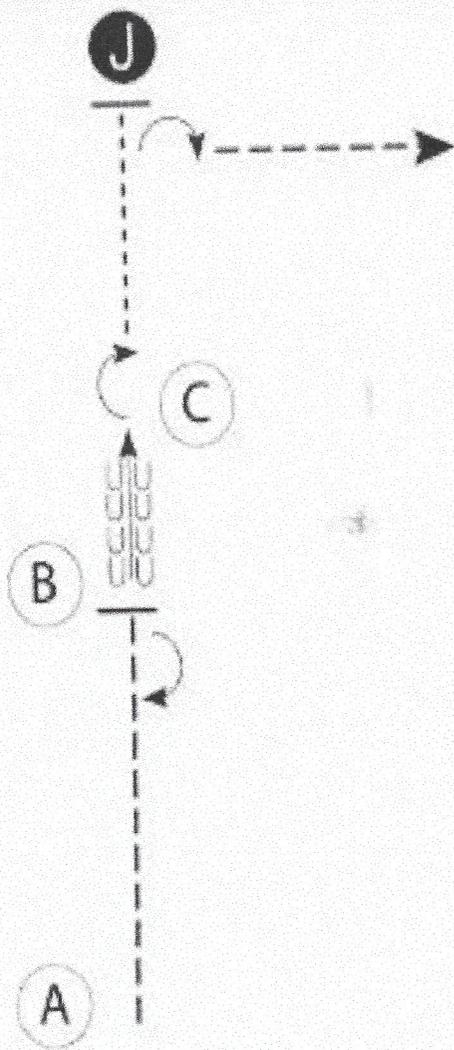
Be ready before A.

1. Walk To A.
2. Stop and perform 90 degree pivot.
3. Trot to B.
4. Stop and back around and past B.
5. Perform 270 degree pivot.
6. Walk to Judge.
7. Stop and set up for inspection.
8. When dismissed, perform a 90 degree pivot.
9. Trot to exit.

Follow the instructions of your ring steward.

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

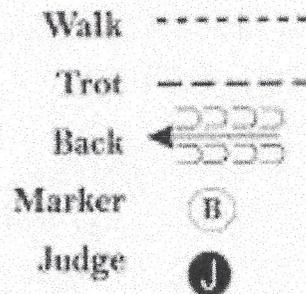
# High Point In Hand Showmanship



Be ready at A.

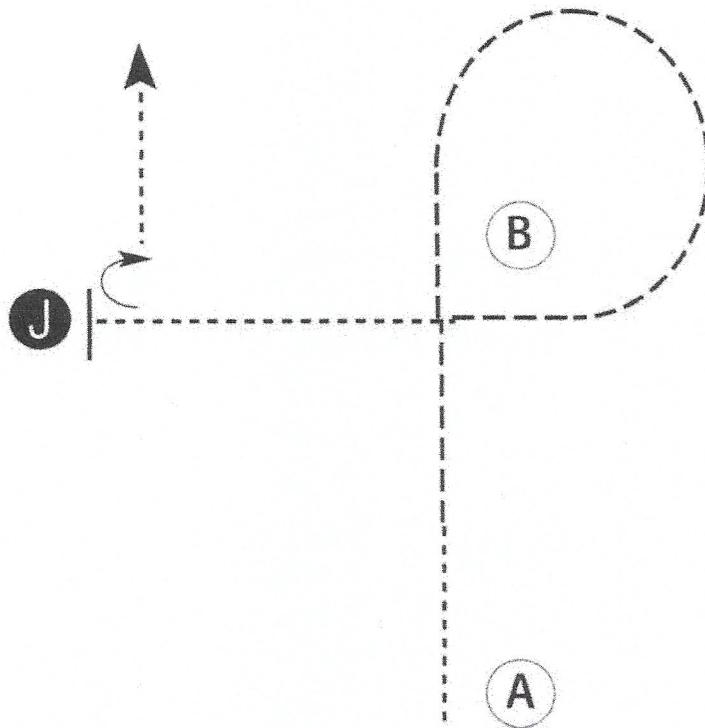
1. Trot from A to B.
2. Stop at B and pivot 180 degrees.
3. Back to C.
4. Turn 180 degrees and walk to judge.
5. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and trot away.

Follow the instructions of your ring steward.





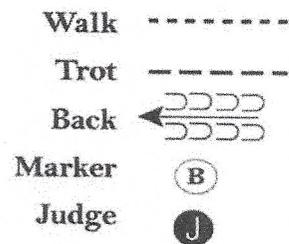
# High Point Jr Two Handed Showmanship



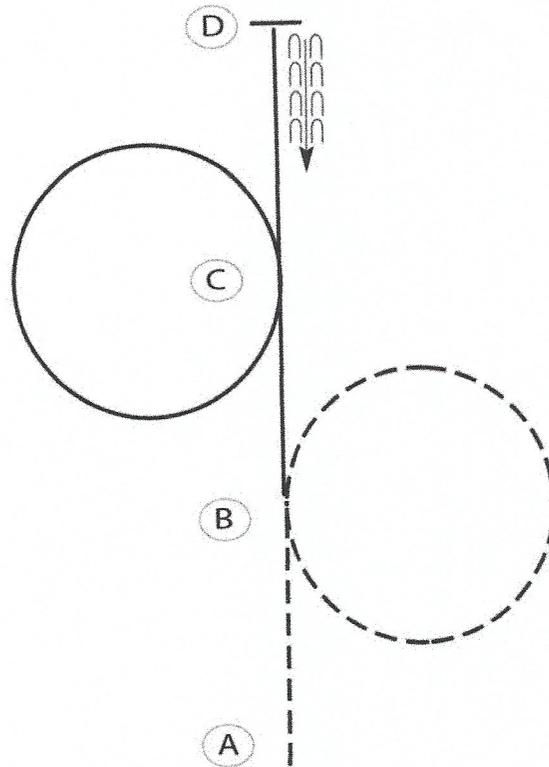
Be ready at A.

1. Walk halfway to B.
2. Trot to and around B as shown.
3. When just past B, walk to judge and set up for inspection.
4. When dismissed, perform a 90 degree turn and walk away.

Follow the instructions of your ring steward.



# High Point Jr Two Handed Equitation



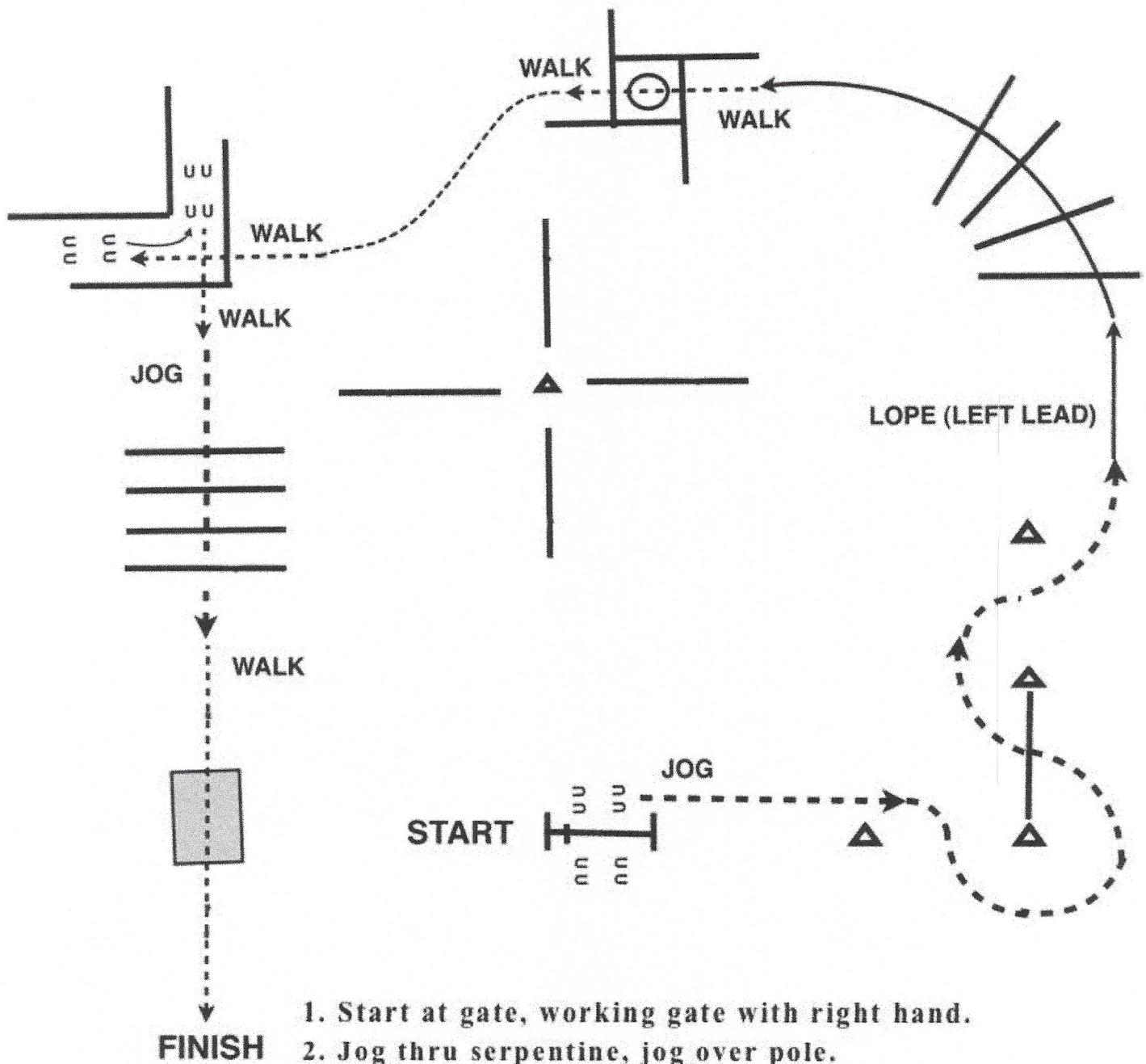
Be ready at A.

1. Jog from A to B.
2. Jog in a circle to the right at B.
3. Lope on the left lead to C and circle to the left.
4. Continue to lope to D.
5. Stop and D and back one horse length.

Retire to the rail or line up at a jog.

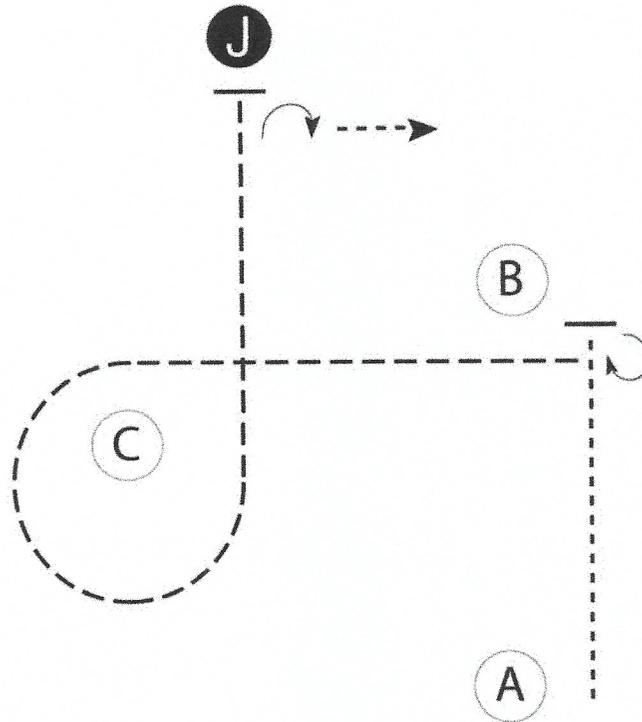
Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	← ← ←
Marker	(B)
Sidepass	←-----→

# High Point Jr Two Handed Trail



1. Start at gate, working gate with right hand.
2. Jog thru serpentine, jog over pole.
3. Lope over poles (Left lead).
4. Break to the walk, walk into box.
5. 360 degree turn around (either direction), walk out of box.
6. Walk into "L", back around corner, walk out of "L".
7. Jog over poles.
8. Break to the walk, walk over bridge.

# High Point Sr Two Handed Showmanship



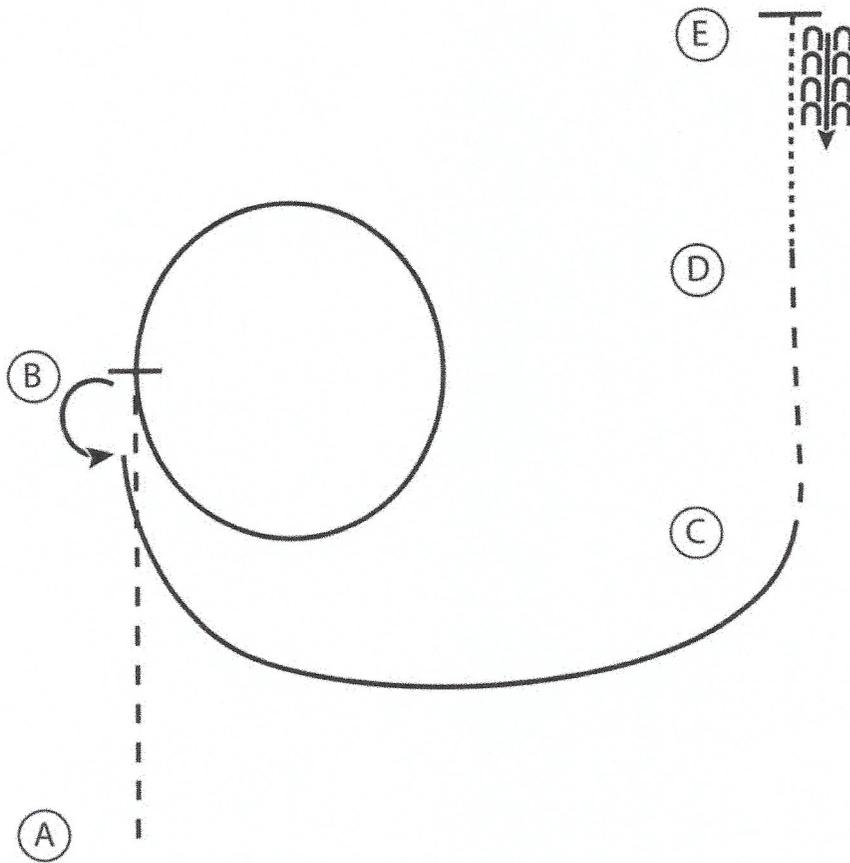
Be ready at A.

1. Walk from A to B.
2. Stop just before B and perform a 270 degree turn.
3. Trot to and around C and to judge as shown.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk away.

Follow the instructions of your ring steward.

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

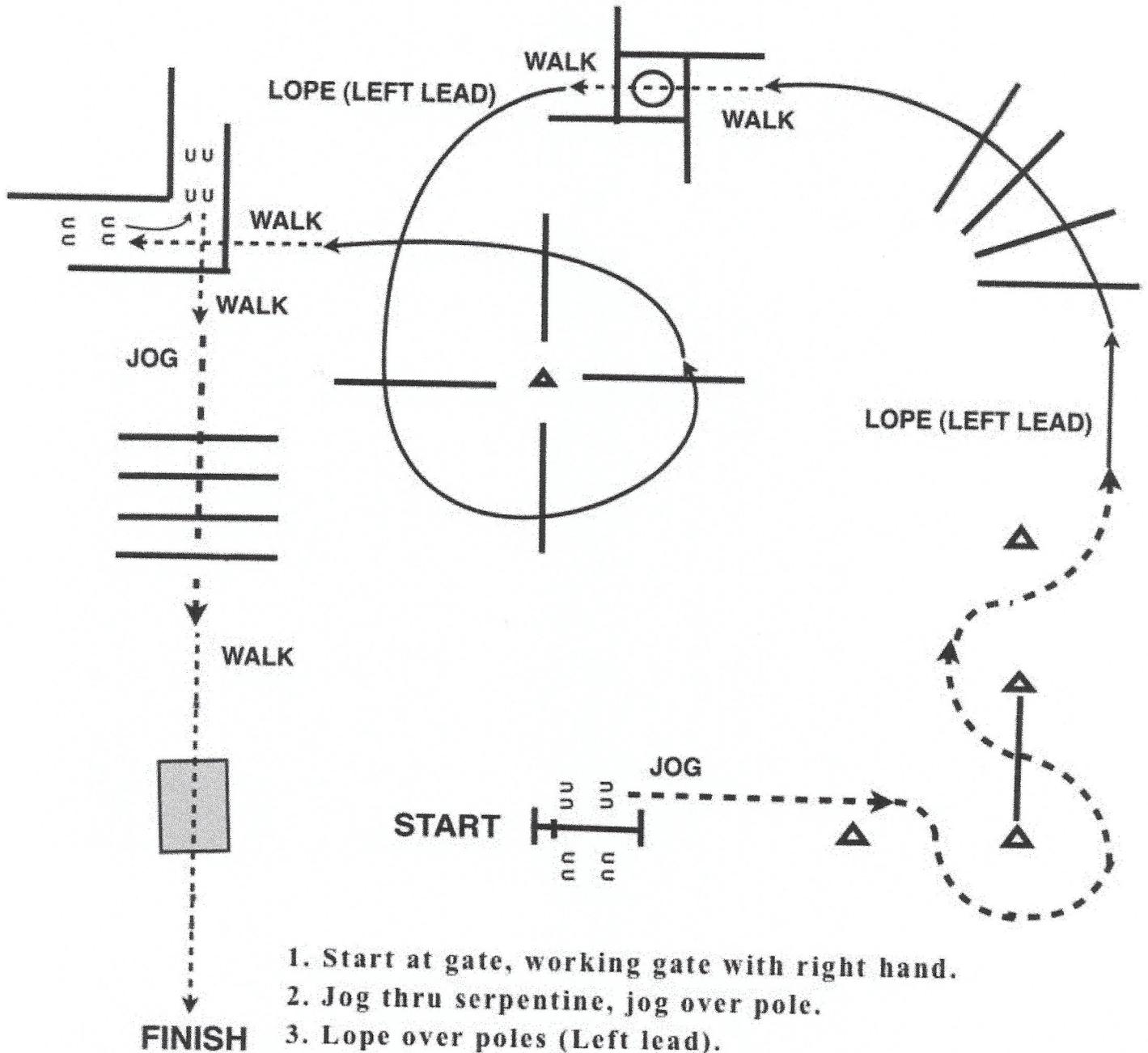
# High Point Sr Two Handed Equitation



1. Jog A to B
2. At B lope a circle to the right on the right lead
3. Stop at B and perform a 180 degree turn to the left
4. Lope a half circle around to C
5. At C jog to D
6. At D walk to E
- 7 At E stop and back 4 steps

Walk	.....
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↙
Back	←←←←
Marker	(B)
Sidepass	←←←←

# High Point Sr Two Handed Trail



1. Start at gate, working gate with right hand.
2. Jog thru serpentine, jog over pole.
3. Lope over poles (Left lead).
4. Break to the walk, walk into box.
5. 360 degree turn around (either direction), walk out of box.
6. Lope over spoke (Left lead).
7. Break to the walk, walk into "L", back around corner, walk out of "L".
8. Jog over poles.
9. Break to the walk, walk over bridge.