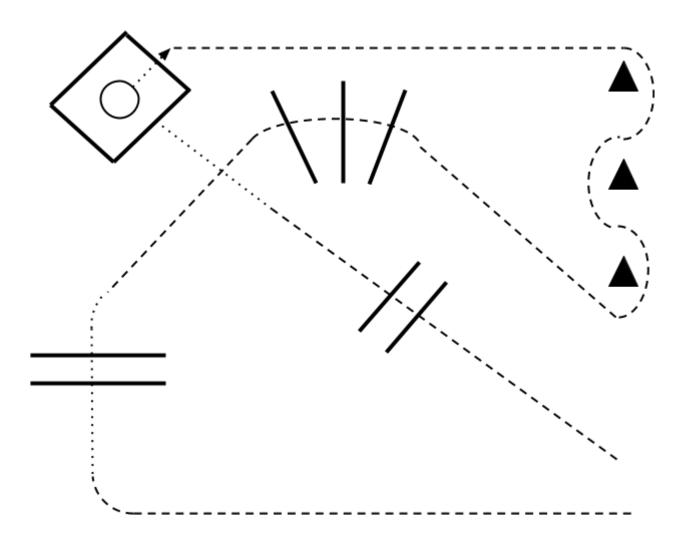
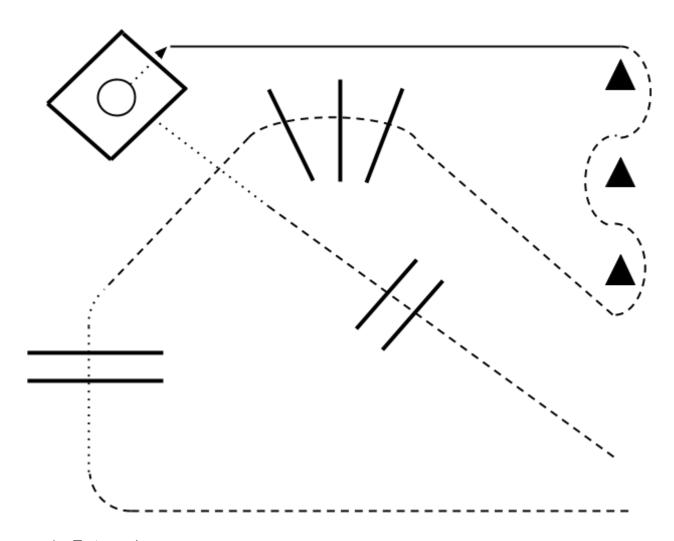
Novice Trail



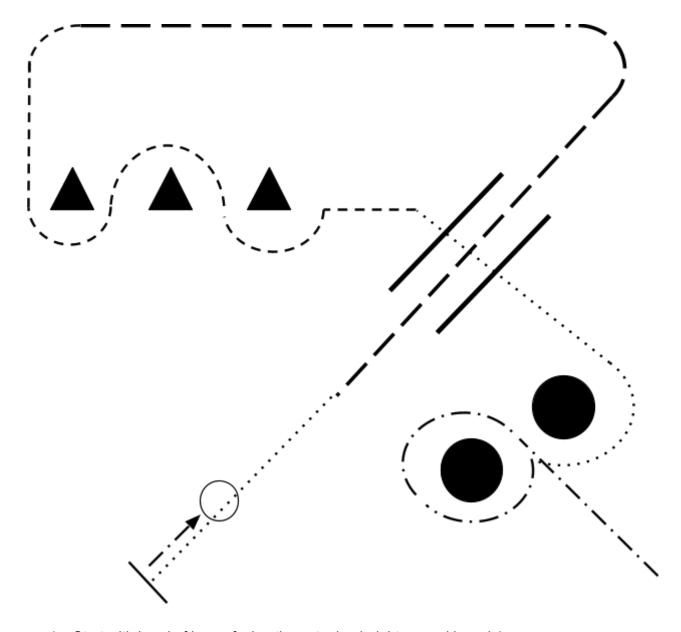
- 1. Trot over logs
- 2. Walk into box, turn 270° to the left
- 3. Walk out of box
- 4. Trot to cones
- 5. Trot weave cones
- 6. Trot over 3 logs
- 7. Break to a walk, walk over logs
- 8. Trot to exit the arena

Trail



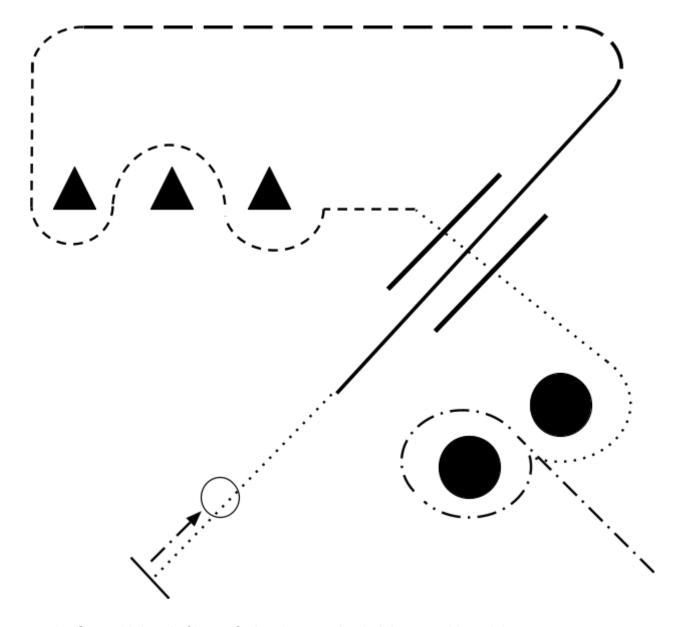
- 1. Trot over logs
- 2. Walk into box, turn 270° to the left
- 3. Walk out of box
- 4. Lope right lead to cones
- 5. Trot weave cones
- 6. Trot over 3 logs
- 7. Break to a walk, walk over logs
- 8. Trot to exit the arena

Novice Ranch Trail



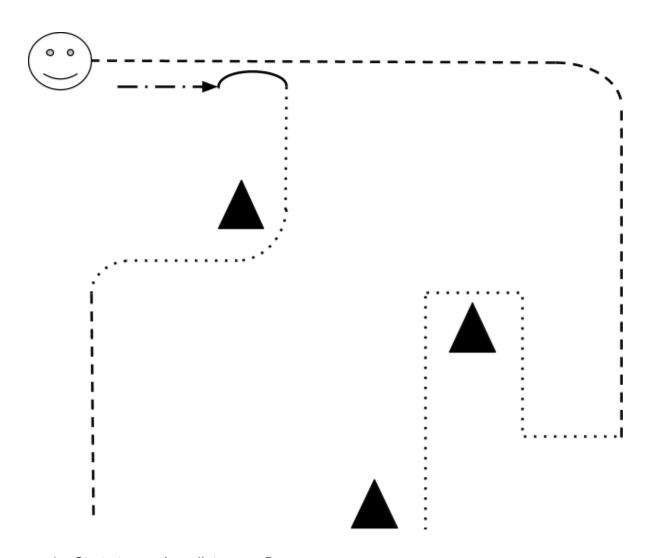
- 1. Start with head of horse facing the gate, back right around barrel 1
- 2. Walk ½ way around second barrel
- 3. Walk over logs
- 4. Trot weave cones
- 5. Extend trot top of the arena and through the chute
- 6. Break to a walk, walk towards corner of arena
- 7. Stop, back 4 steps
- 8. 360° either direction
- 9. Exit arena promptly

Ranch Trail



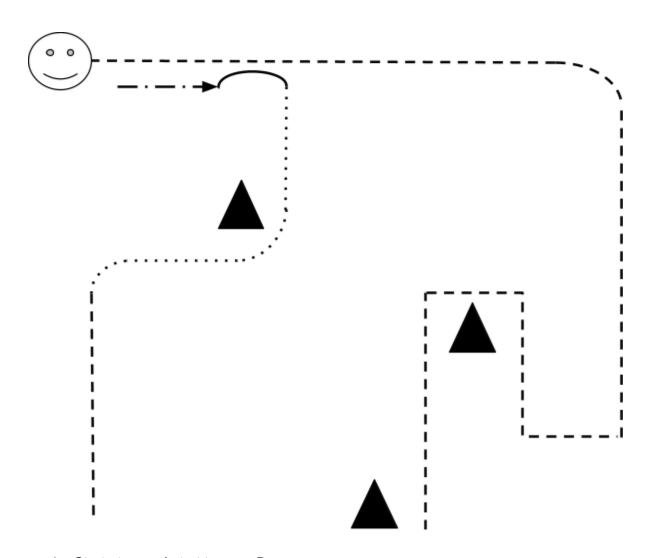
- 1. Start with head of horse facing the gate, back right around barrel 1
- 2. Walk ½ way around second barrel
- 3. Walk over logs
- 4. Trot weave cones
- 5. Extend trot top of the arena
- 6. Lope through the chute
- 7. Break to a walk, walk towards corner of arena
- 8. Stop, back 4 steps
- 9. 360° either direction
- 10. Exit arena promptly

Novice Showmanship



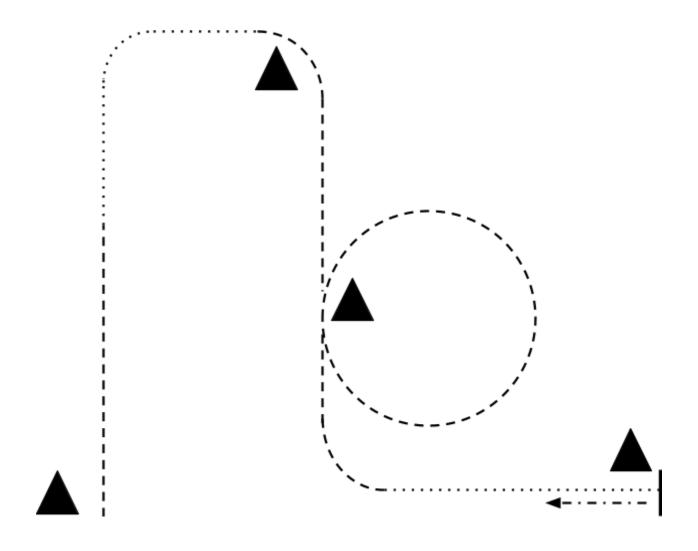
- 1. Start at cone A, walk to cone B
- 2. Walk two right square corners around cone B
- 3. Walk two square left corners
- 4. Trot to judge
- 5. Stop, set up for inspection
- 6. Back 5 steps
- 7. 270° to the right
- 8. Walk around cone C
- 9. Trot to exit

Showmanship



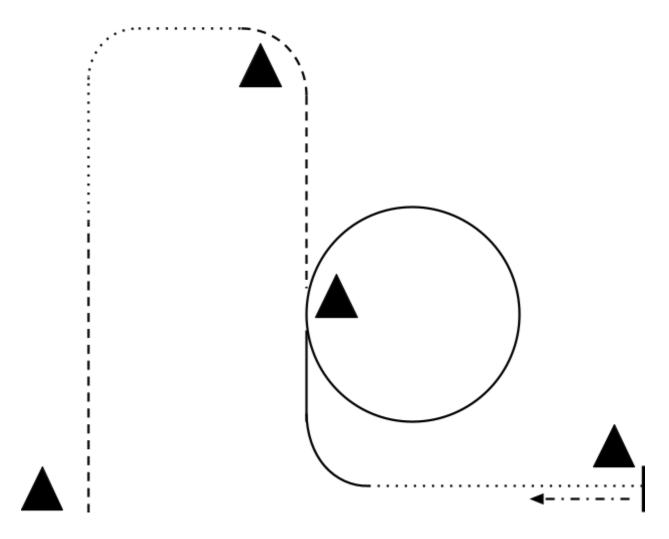
- 1. Start at cone A, trot to cone B
- 2. Trot two right square corners around cone B
- 3. Trot two square left corners
- 4. Trot to judge
- 5. Stop, set up for inspection
- 6. Back 5 steps
- 7. 270° to the right
- 8. Walk around cone C
- 9. Trot to exit

Novice Hunt Seat Equitation



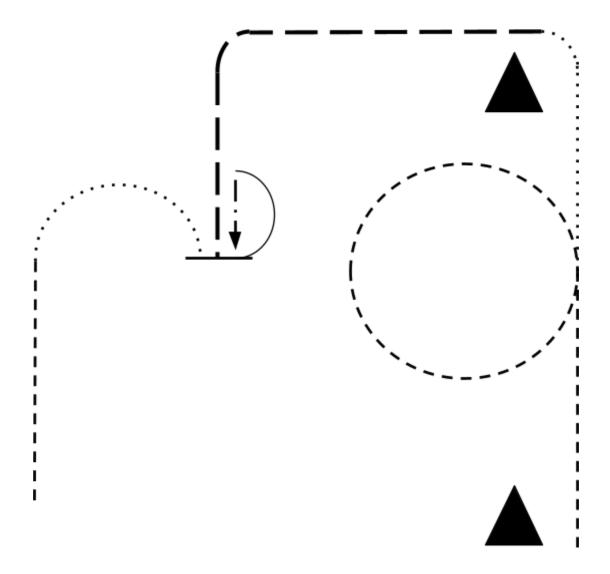
- 1. Start at cone A, trot on the right diagonal
- 2. Break to a walk, walk to cone B
- 3. Pick up the posting trot on the left diagonal
- 4. Sit trot a circle, and until even with cone A
- 5. Break to a walk
- 6. Stop, back 4 steps
- 7. Pattern is complete, please exit the arena promptly

Hunt Seat Equitation



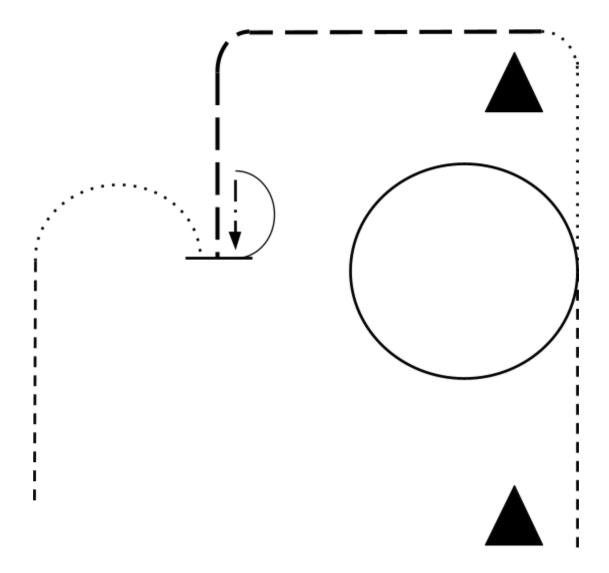
- 1. Start at cone A, trot on the right diagonal
- 2. Break to a walk, walk to cone B
- 3. Pick up the posting trot on the left diagonal
- 4. Lope a circle on the left lead, and until even with cone A
- 5. Break to a walk
- 6. Stop, back 4 steps
- 7. Pattern is complete, please exit the arena promptly

Novice Horsemanship



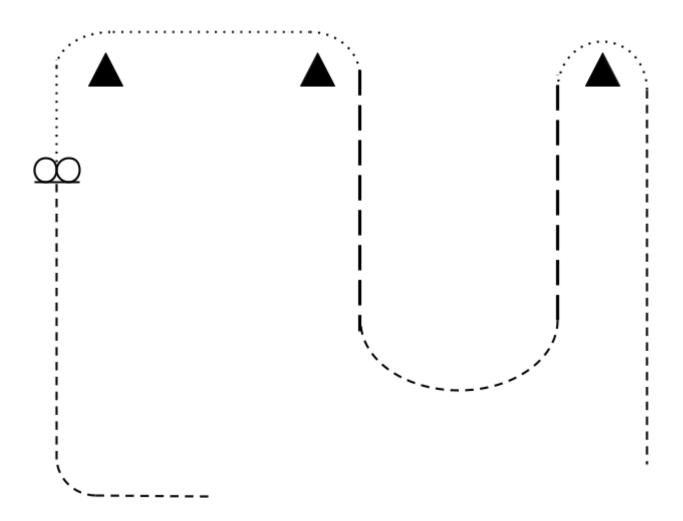
- 1. Start at cone A, jog ½ way to cone B
- 2. Jog circle to the left
- 3. Break to the walk
- 4. Extended jog to $\frac{1}{2}$ way between cone A & B
- 5. Stop, 180° to the left
- 6. Back 4 steps
- 7. Walk small ½ circle
- 8. Jog to exit

Horsemanship



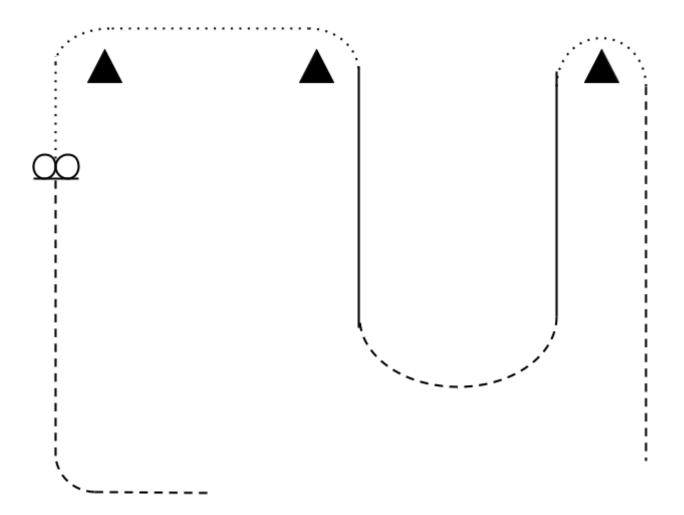
- 1. Start at cone A, jog ½ way to cone B
- 2. Jog circle to the left
- 3. Break to the walk
- 4. Extended jog to ½ way between cone A & B
- 5. Stop, 180° to the left
- 6. Back 4 steps
- 7. Walk small ½ circle
- 8. Jog to exit

Novice Ranchmanship



- 1. Start at the gate, jog corner
- 2. Stop, 360° both directions, either direction first
- 3. Walk around cone A and cone B
- 4. Extend jog straight line
- 5. Break to a jog around curve
- 6. Extend jog strait line
- 7. Walk around cone C
- 8. Jog to exit arena

Ranchmanship



- 1. Start at the gate, jog corner
- 2. Stop, 360° both directions, either direction first
- 3. Walk around cone A and cone B
- 4. Lope straight line, either lead
- 5. Break to a jog around curve
- 6. Lope strait line, either lead
- 7. Walk around cone C
- 8. Jog to exit arena