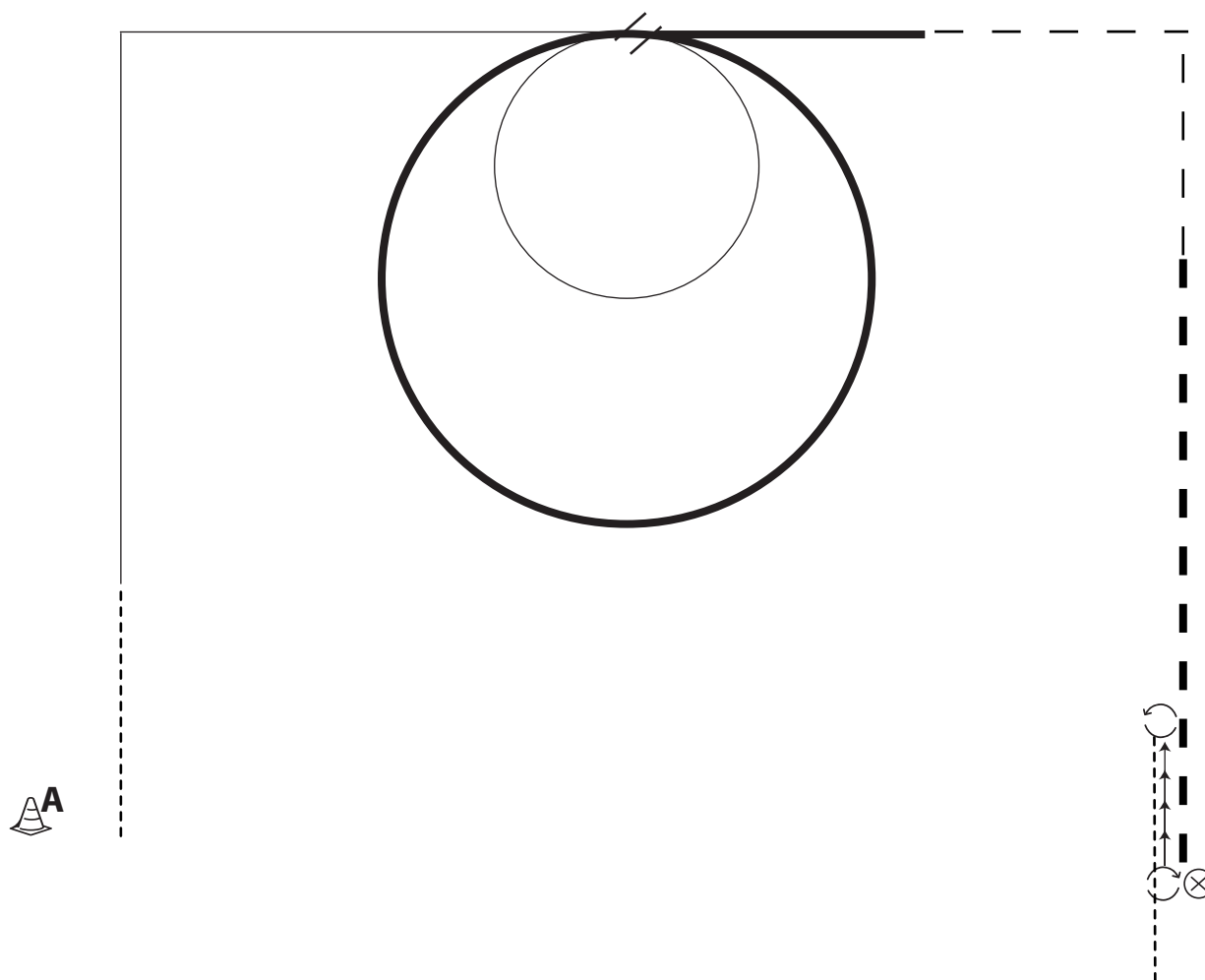




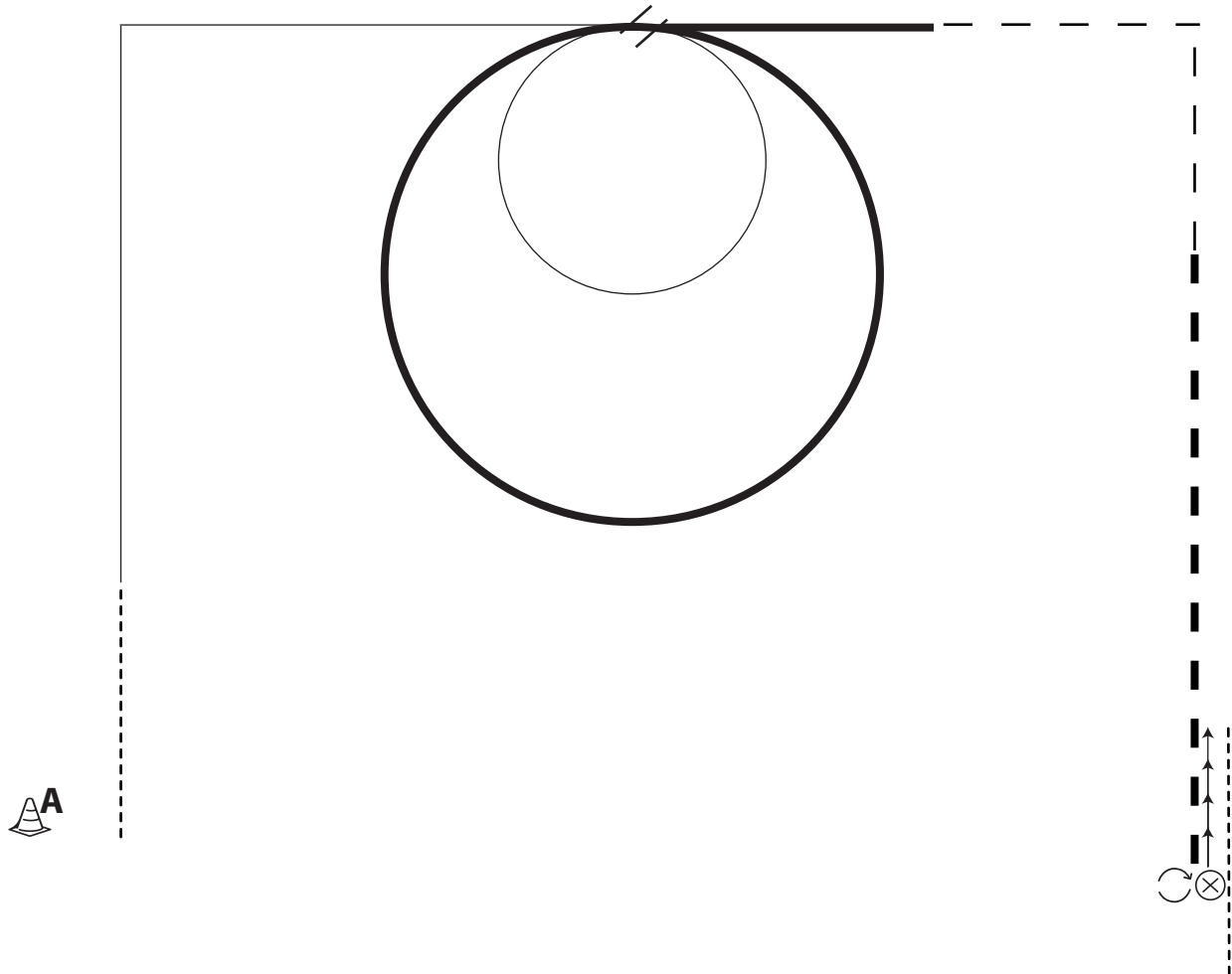
1. Walk one horse length
 2. Lope right lead square corner
 3. Lope a small circle to the right
 4. Lope a large fast circle to the right
 5. Change leads at the close of the circle (simple or flying)
 6. Jog a square corner and build into extended jog
 7. Halt, 360 to the right and back one horse length
 8. 360 to the left and walk
- Pattern is complete passing cone A

AQHA to stage for rail work, no rail work for APHA

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	—————
EXT LOPE/GALLOP	—————
STOP	⊗
BACK	←←←←←
TURN	↻
LEAD CHANGE	///
INSPECTION	↻
SITTING TROT	-----



Level One Amateur, Level One Youth,
Level One Horse Non Pro, APHA Youth 13 & Under
Rookie, Novice Youth, Novice Amateur



1. Walk one horse length
 2. Lope right lead square corner
 3. Lope a small circle to the right
 4. Lope a large fast circle to the right
 5. Change leads at the close of the circle (simple or flying)
 6. Jog a square corner and build into extended jog
 7. Halt, 360 either direction
 8. Back one horse length and walk
- Pattern is complete passing cone A

AQHA to stage for rail work, no rail work for APHA

WALK - - - - -

JOG/TROT- — — — — —

EXTENDED JOG/TROT ■ ■ ■ ■ ■

LOPE/CANTER _____

EXT LOPE/GALLOP _____

STOP ⊗

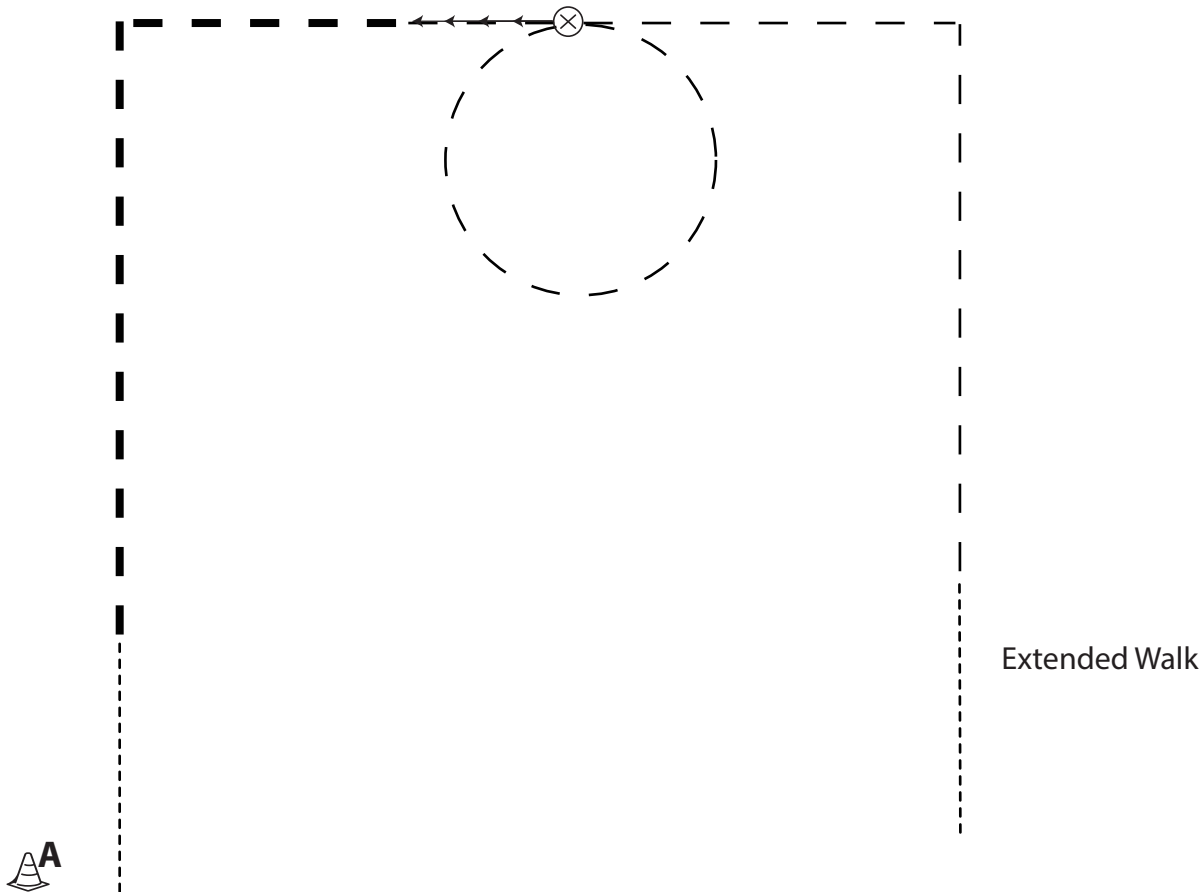
INSPECTION 

BACK

SITTING TROT 

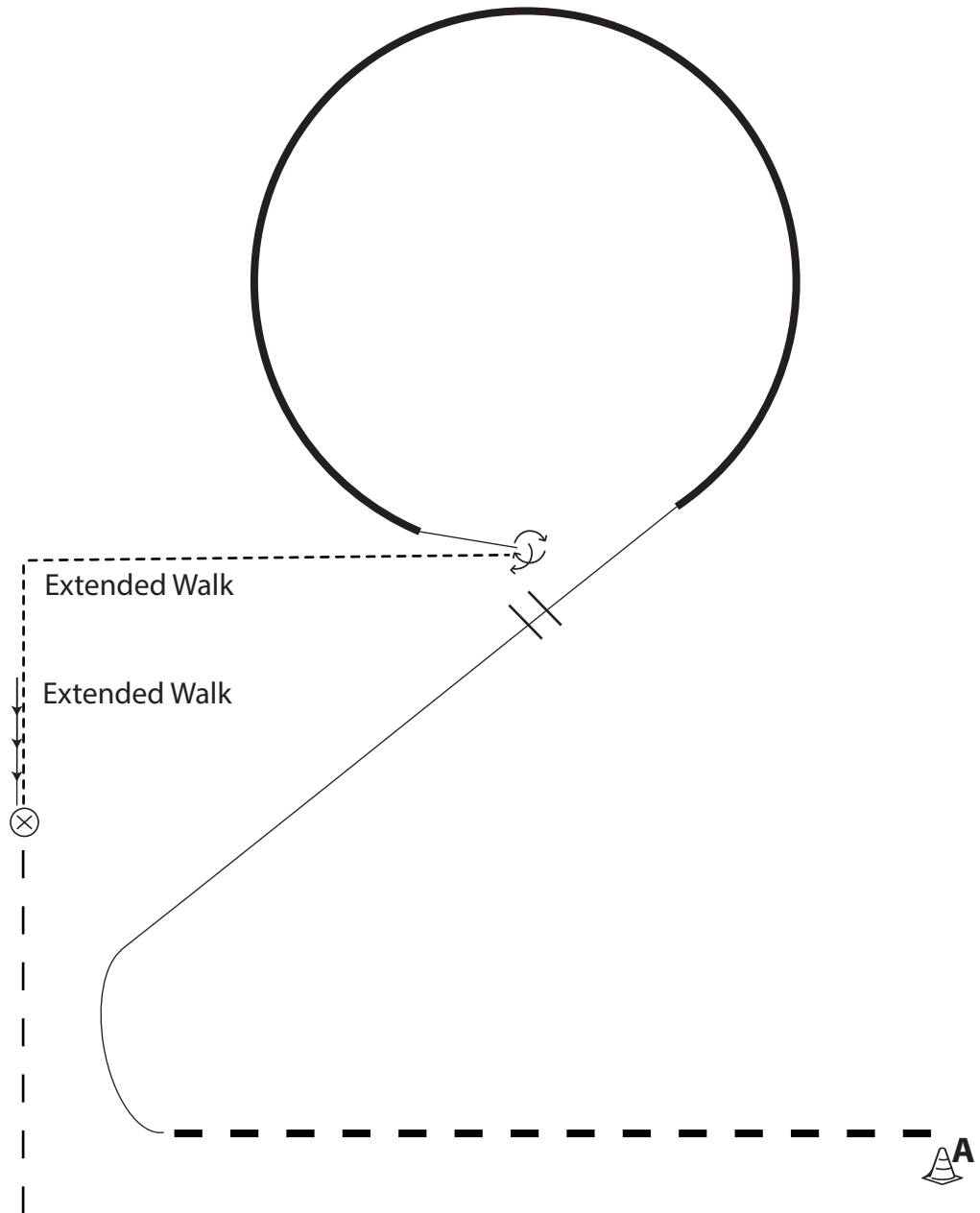
TURN 

LEAD CHANGE 



1. Walk one horse length
2. Build into extended jog and square corner to the right
3. Reduce to a jog and jog a circle
4. At the close of the circle stop and back
5. Jog the line and square corner and jog 2/3 of line
6. Extend the walk the remaining 1/3 of the line
Pattern is complete passing cone A

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	—————
EXT LOPE/GALLOP	—————
STOP	⊗
BACK	←←←←←
TURN	↻
LEAD CHANGE	//
INSPECTION	↻
SITTING TROT	-----



1. Extend the jog
 2. Right lead around toward the center on the diagonal
 3. Change leads (simple or flying)
 4. Build into a gallop and circle
 5. Reduce speed and halt at the center
 6. 1 1/2 turns to the left and walk one horse length
 7. Extend the walk to the left and extend the walk 1/3 of the line
 8. Stop and back
 9. Jog the remainder of the line
- Pattern is complete passing A

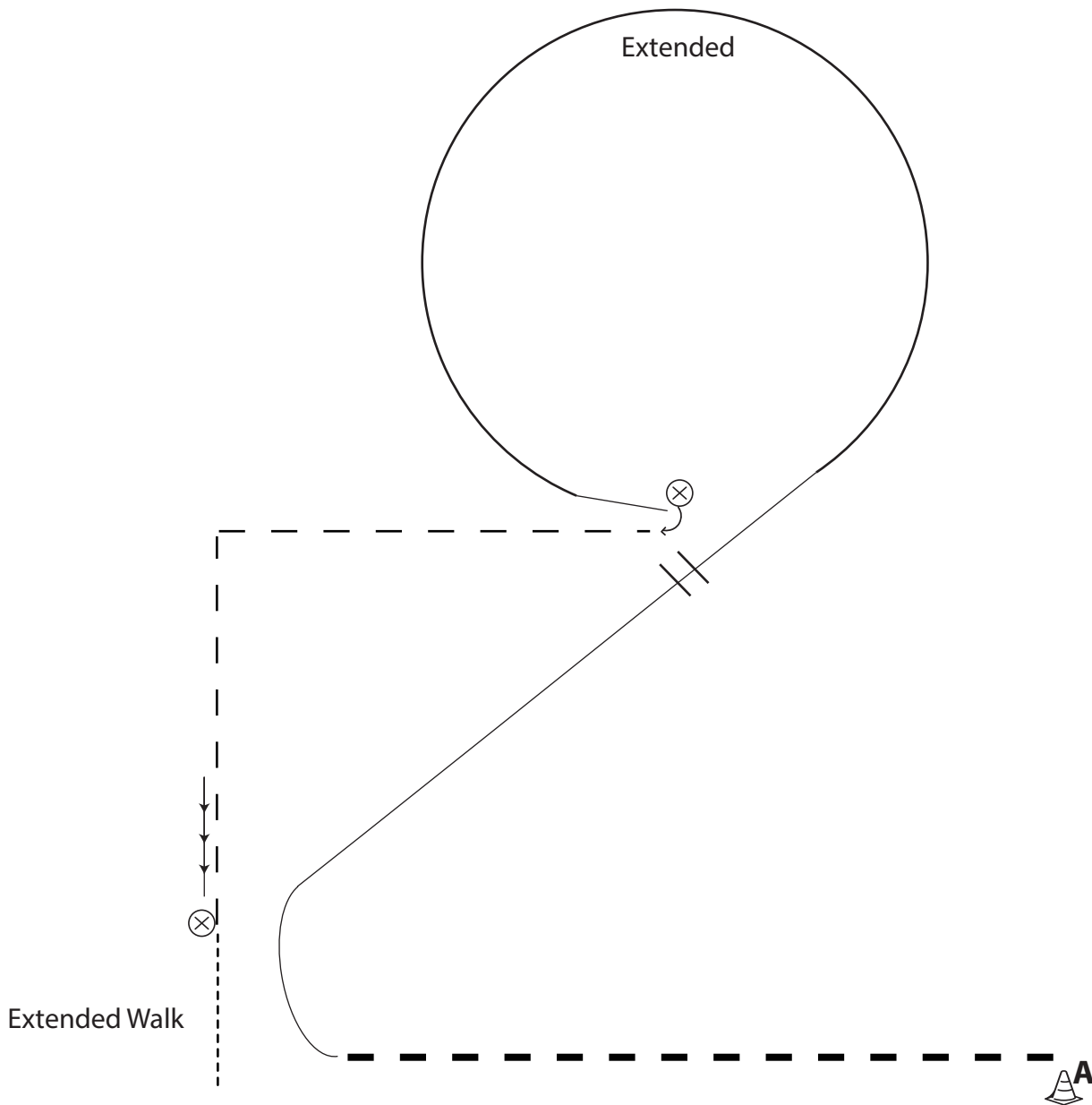
The diagram illustrates a sequence of horse movements over time, represented by horizontal bars of varying lengths and styles. The movements are listed on the left, and their corresponding visual representations are on the right:

- WALK**: Represented by a dashed line.
- JOG/TROT**: Represented by a line with short horizontal dashes.
- EXTENDED JOG/TROT**: Represented by a solid line with longer horizontal dashes.
- LOPE/CANTER**: Represented by a solid line.
- EXT LOPE/GALLOP**: Represented by a thick solid line.
- STOP**: Represented by a circle with an 'X' inside.
- INSPECTION**: Represented by a square with a curved arrow indicating a turn.
- BACK**: Represented by a line with arrows pointing to the left.
- SITTING TROT**: Represented by a dashed line.
- TURN**: Represented by a curved arrow.
- LEAD CHANGE**: Represented by two parallel diagonal lines.

Horsemanship

Show Two

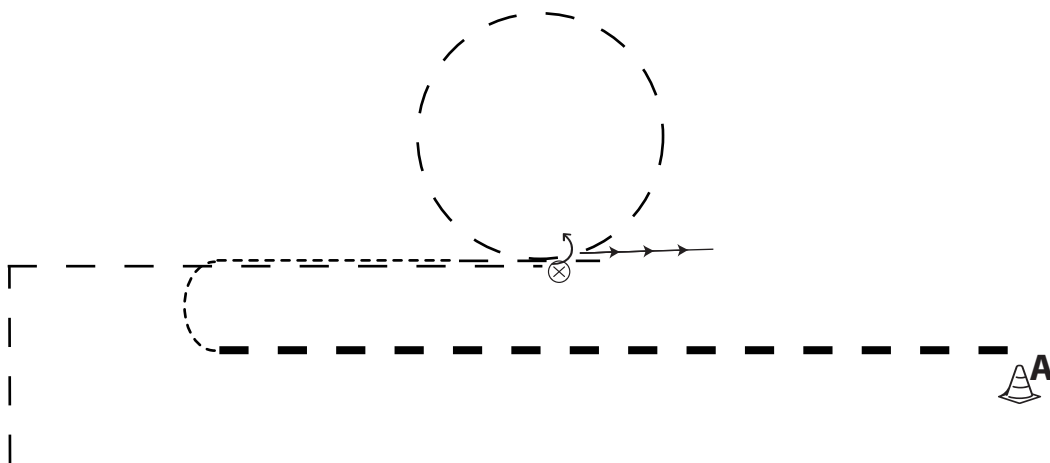
Level One Amateur, Level One Youth,
Level One Horse Non Pro, APHA Youth 13 & Under
Rookie, Novice Youth, Novice Amateur



1. Extend the jog
 2. Right lead around toward the center on the diagonal
 3. Change leads (simple or flying)
 4. Extend the lope for a large circle
 5. Reduce speed and halt at the center
 6. 1/2 turn to the right and jog
 7. Jog the corner and 2/3 of the line
 8. Halt and back one horse length
 9. Extend the walk the remainder of the line
- Pattern is complete passing A

AQHA to stage for rail work, no rail work for APHA

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	_____
EXT LOPE/GALLOP	—————
STOP	⊗
BACK	←←←←←
TURN	↻
LEAD CHANGE	///
INSPECTION	↻
SITTING TROT	-----



1. Extend the jog
 2. Walk the corner and part of the line
 3. Jog and jog a circle to the left
 4. Halt at the completion of the circle and half turn left
 5. Back one horse length after completing the turn
 6. Jog
 7. Jog the corner
- Pattern is complete passing cone A

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	_____
EXT LOPE/GALLOP	=====
STOP	⊗
INSPECTION	↻
BACK	←←←←←
SITTING TROT	- - - - -
TURN	↻
LEAD CHANGE	///

AQHA to stage for rail work, no rail work for APHA