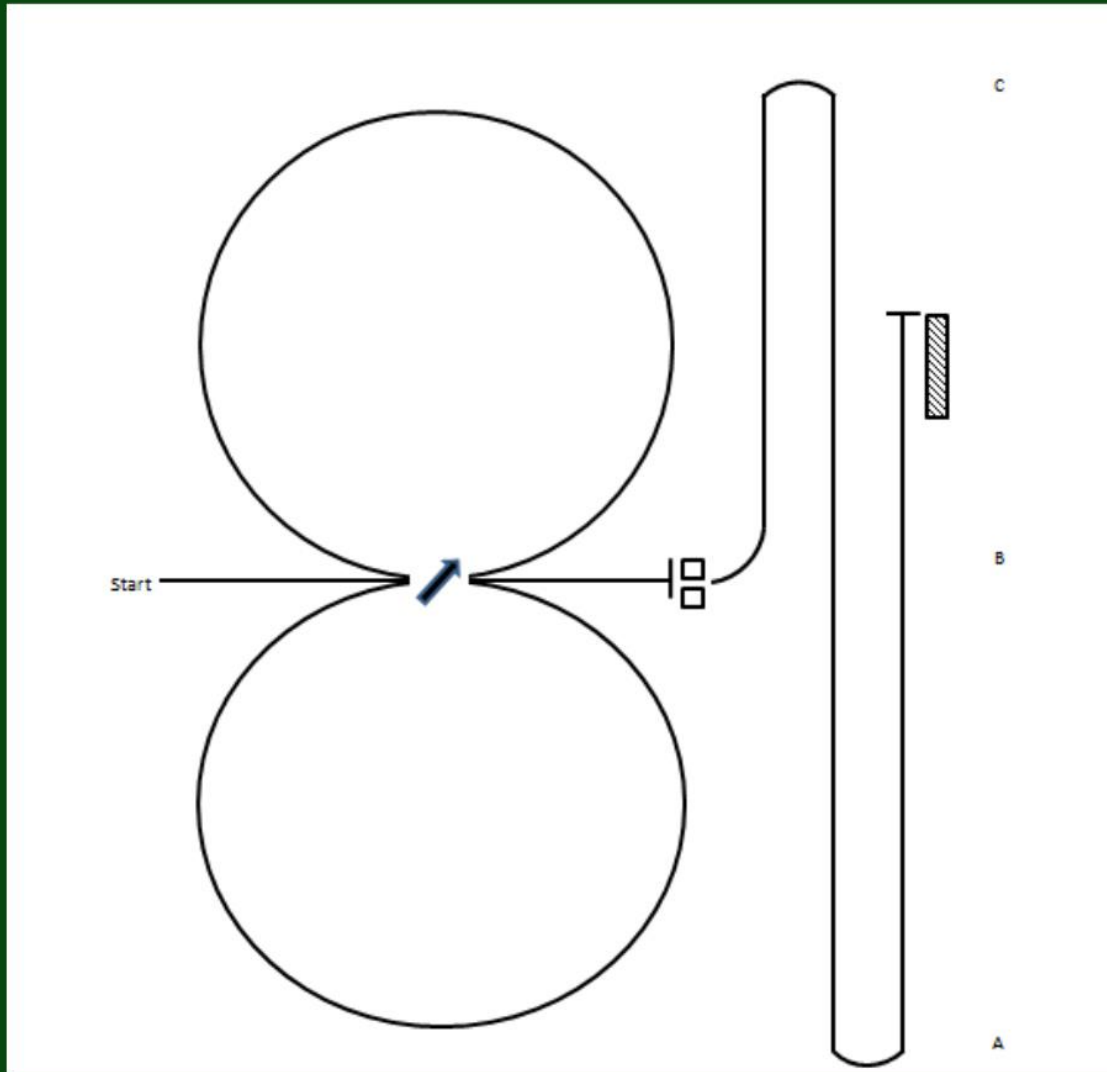
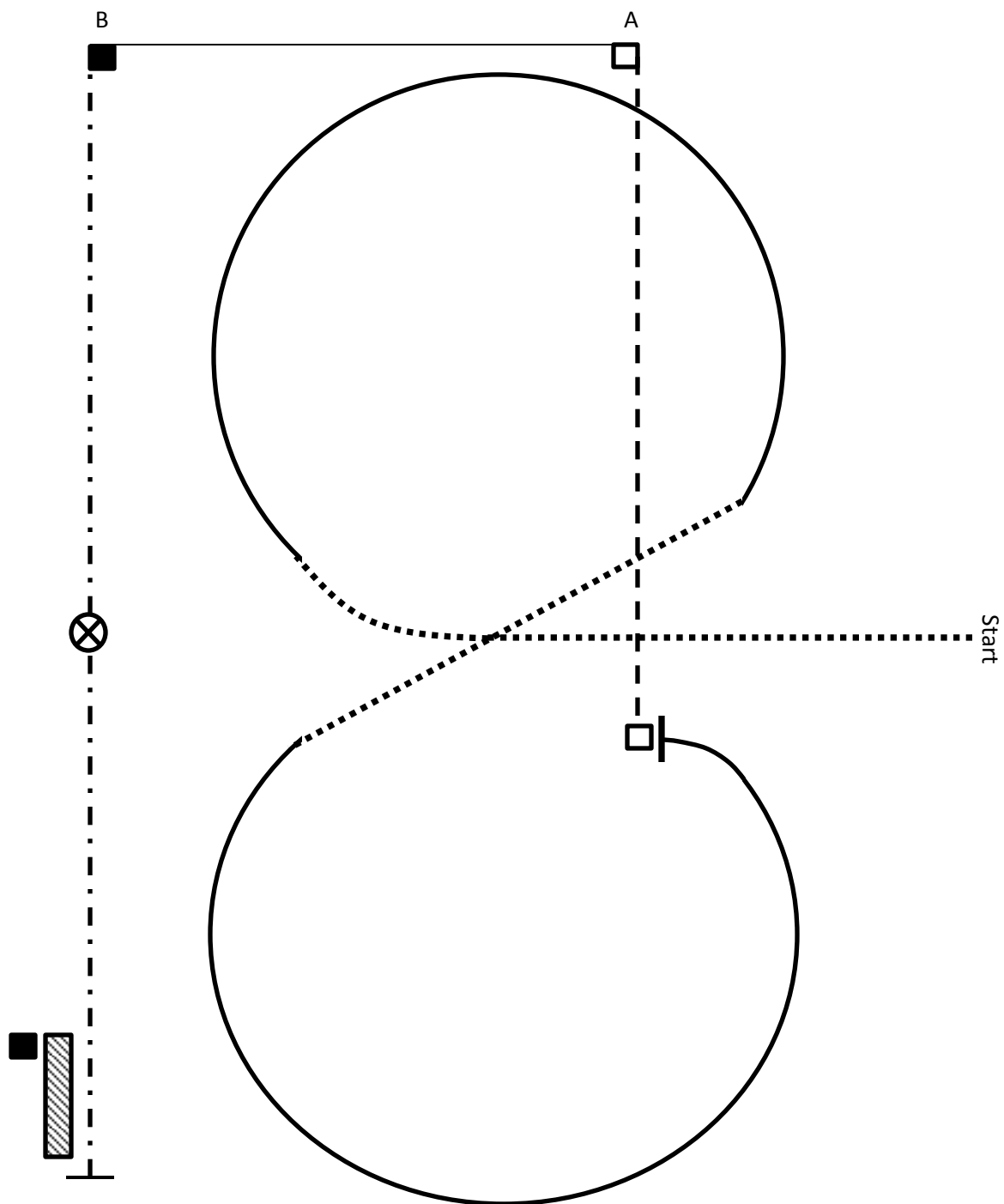


TRAINING PATTERNS

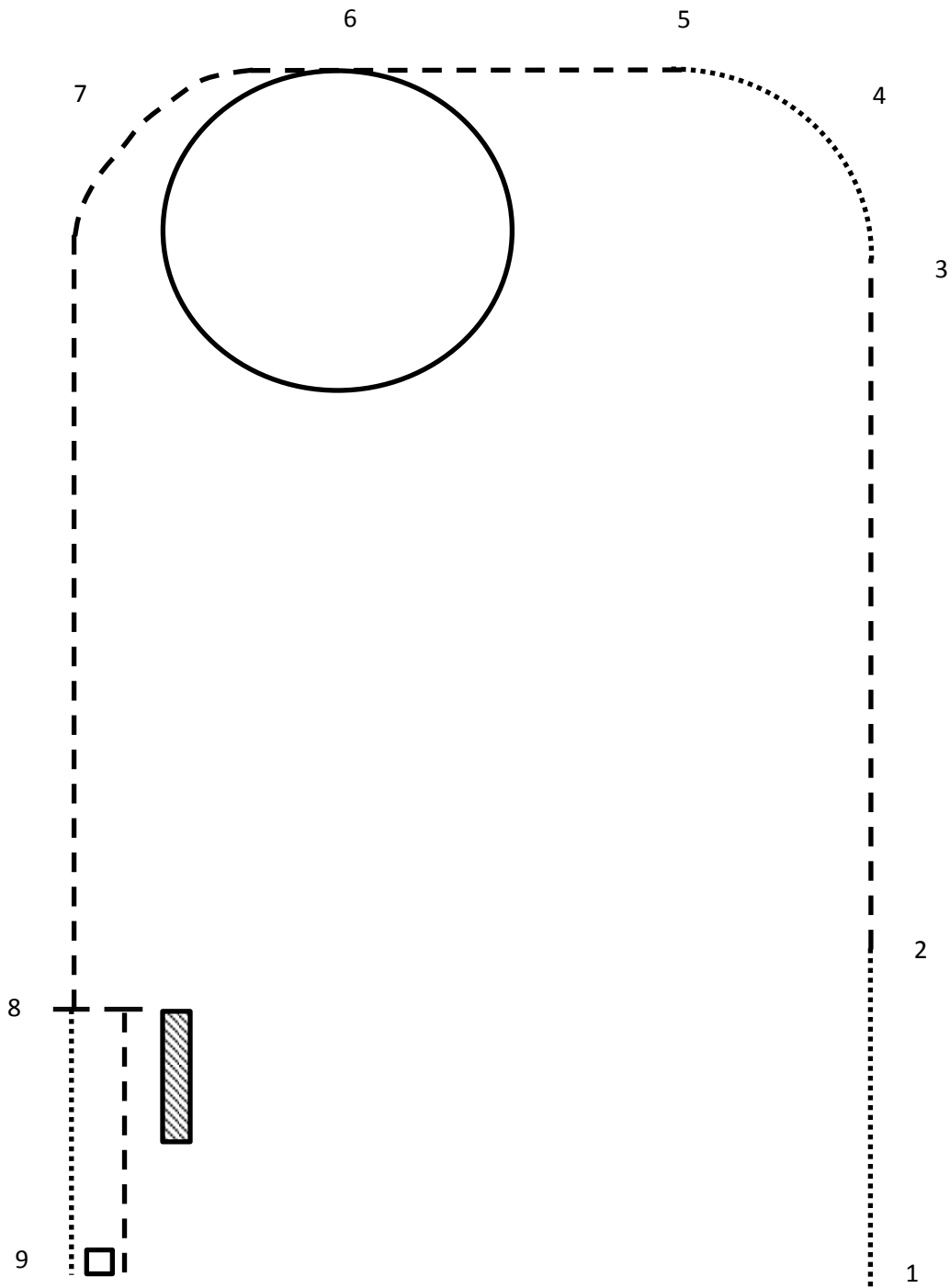


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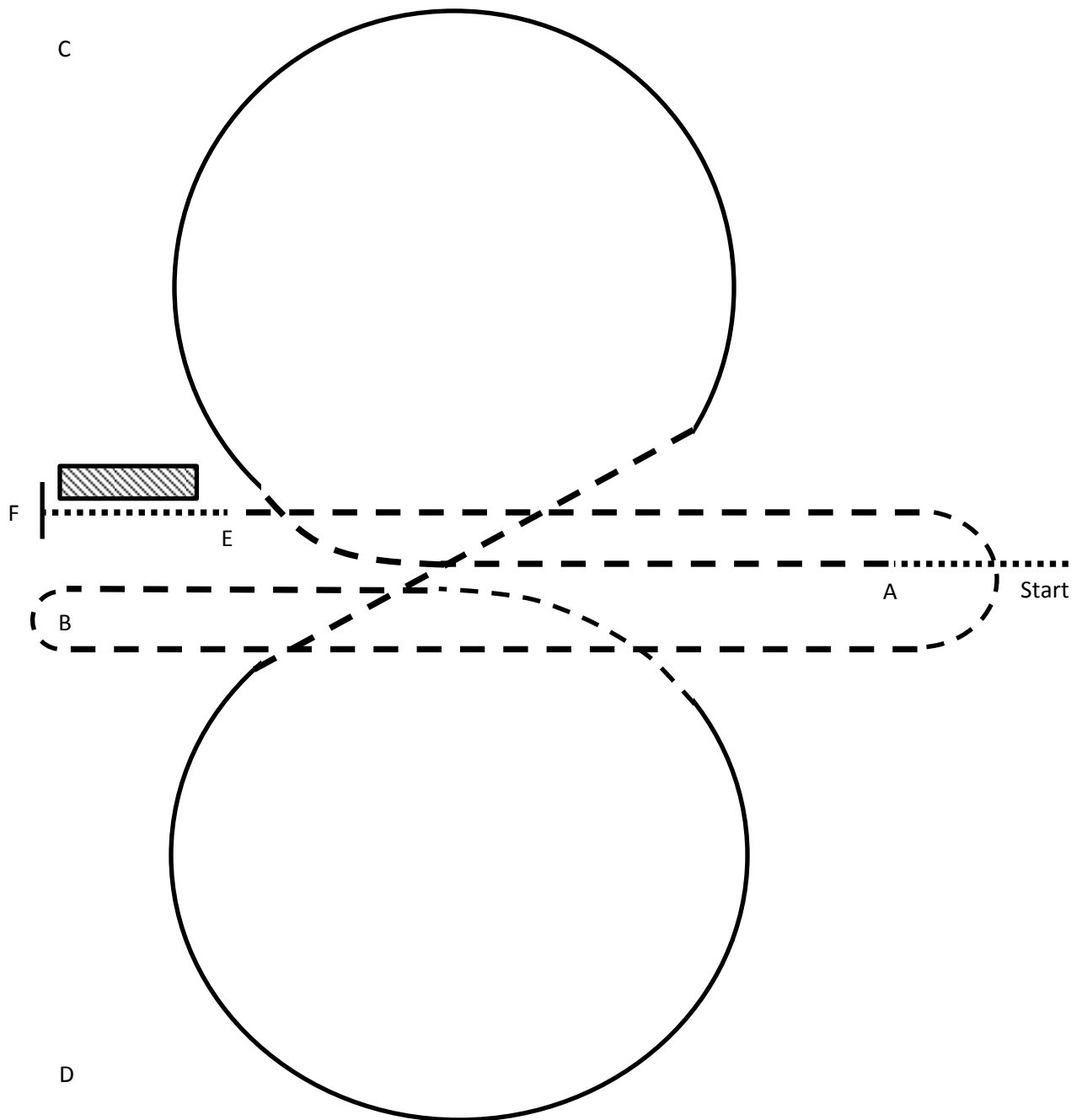


1. Sitting trot across center. Pick up right lead to start circle.
2. Perform drop to trot lead change into left circle. Halt near center.
3. Hindquarter pivot 90* to the right. Pick up extended trot to marker A. Halt.
4. Hindquarter pivot 90* to the left. Walk towards marker B. Halt.
5. Forehand pivot 90* left. Pick up rising trot. Change diagonals at X. Rising trot to marker C. Halt.
6. Back 8 steps. Front pivot 90* right.

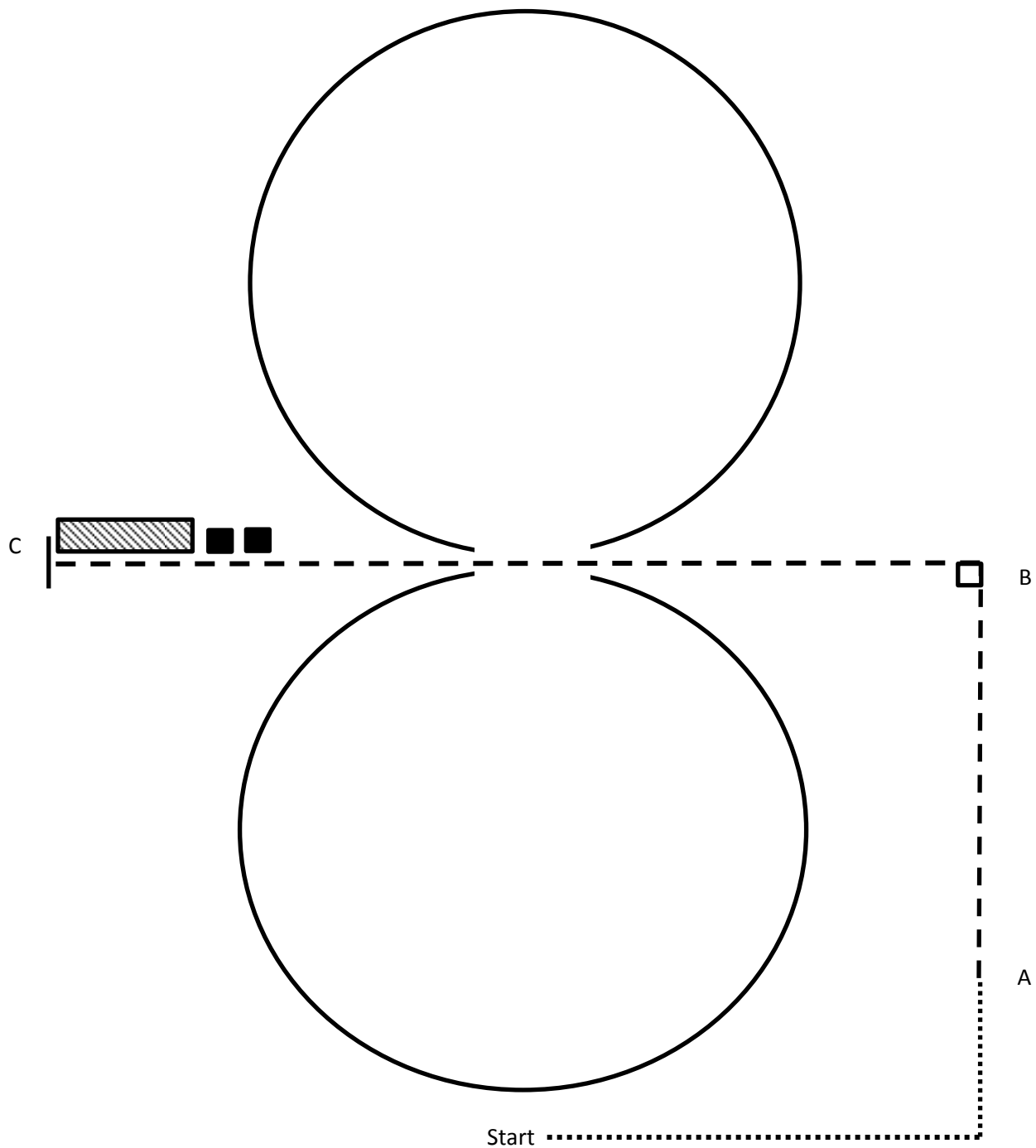


1. Start at marker 1
2. Walk to 2
3. Jog past 4 to 5
4. Trot to 6
5. Lope circle at 6
6. Trot from 6 past 7 to 8

7. Halt
8. Walk to 9
9. Hindquarter pivot
10. Trot back to 8
11. Halt
12. Back 10 steps

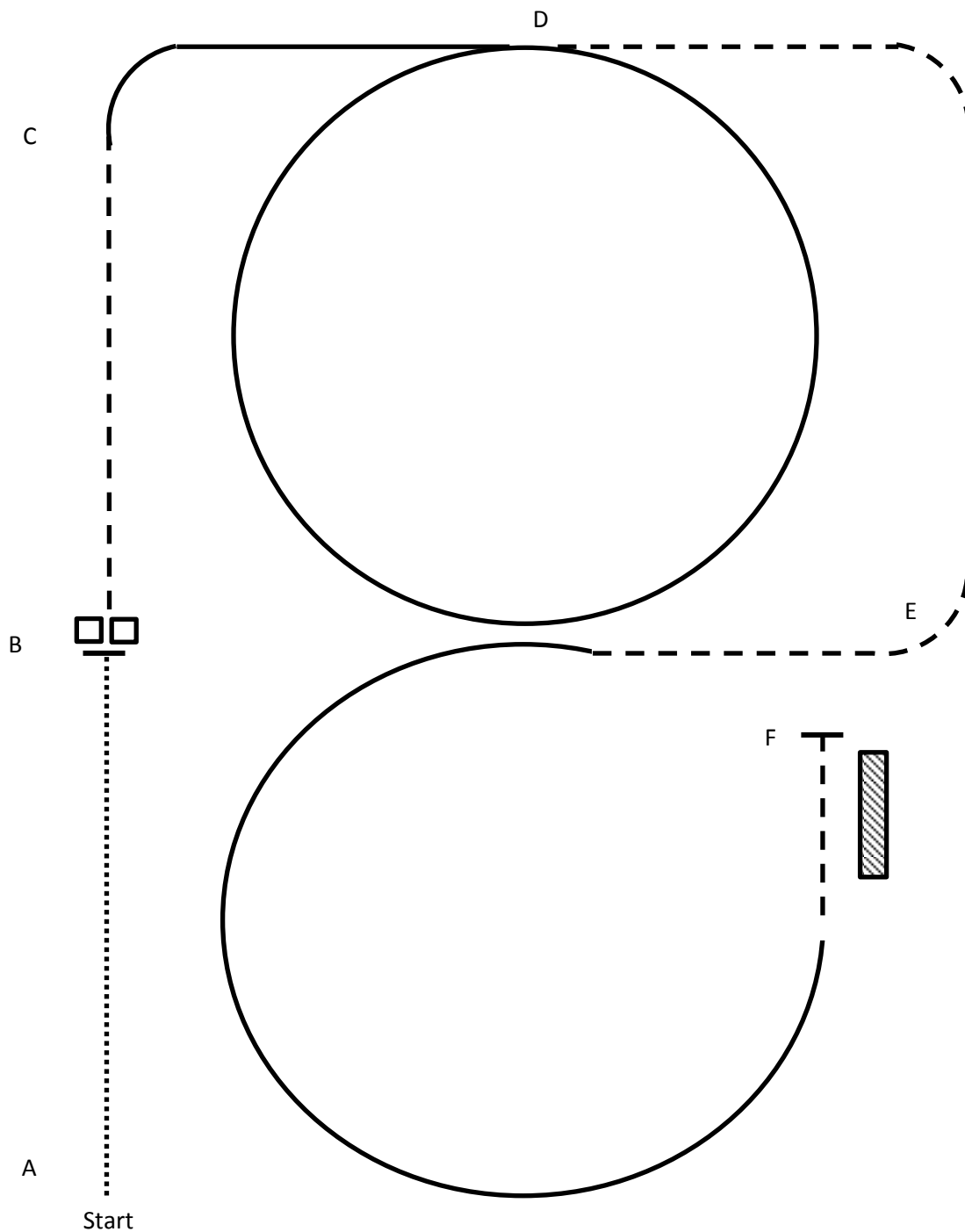


1. Walk to marker A. Pick up a jog to middle of arena. Pick up right lead and lope circle. Near center of arena break to a jog. Jog through center of arena then pick up a left lead and lope a circle.
2. After completing a left circle jog to and around markers B and A
3. Continue jogging towards E. At E Slow to a walk and stop at F. Back horse 8 steps.

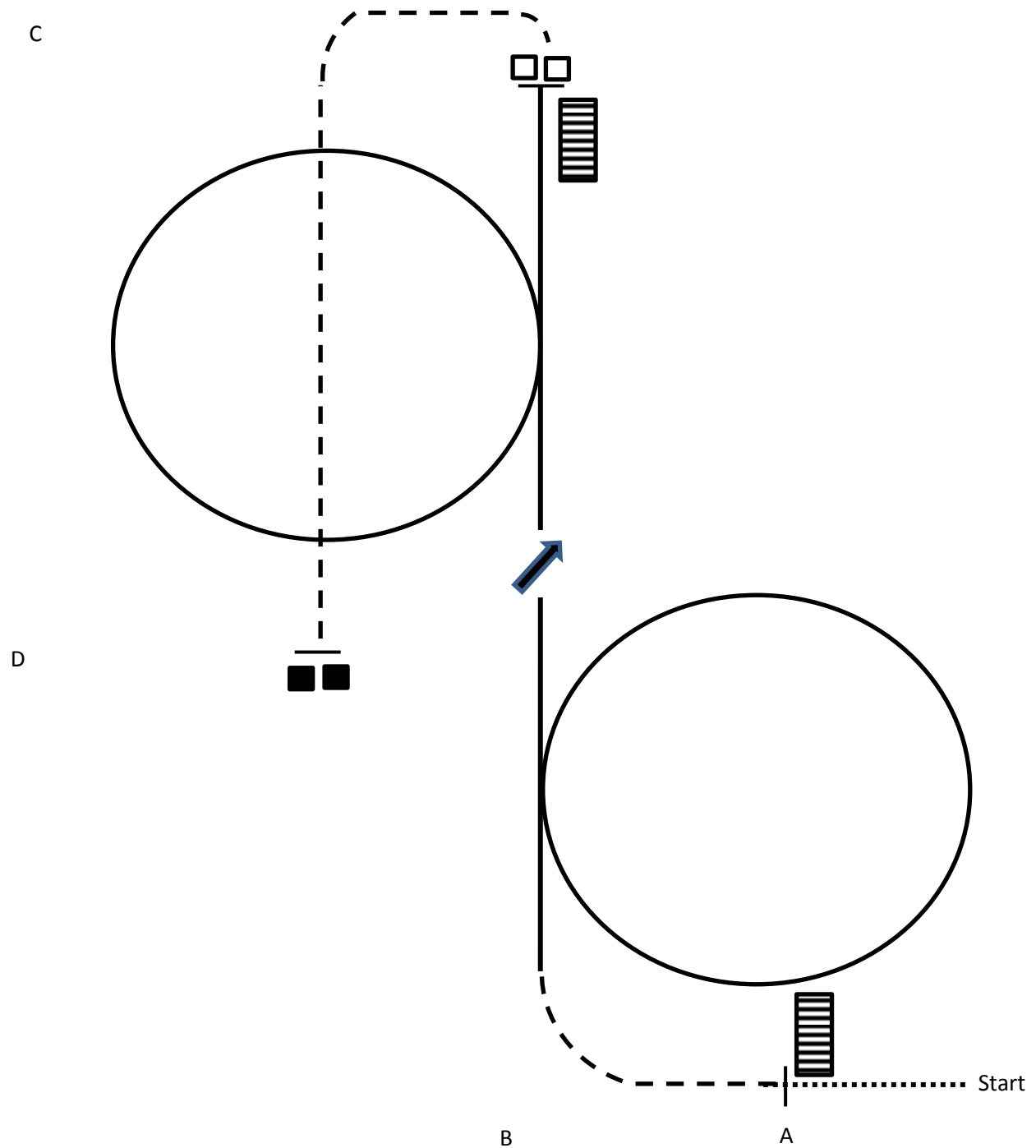


1. Begin at walk
2. Pick up jog at A
3. Stop at cone B, perform a hind pivot to the left
4. Trot to center and pick up right lead
5. Do one figure 8 with drop to trot change

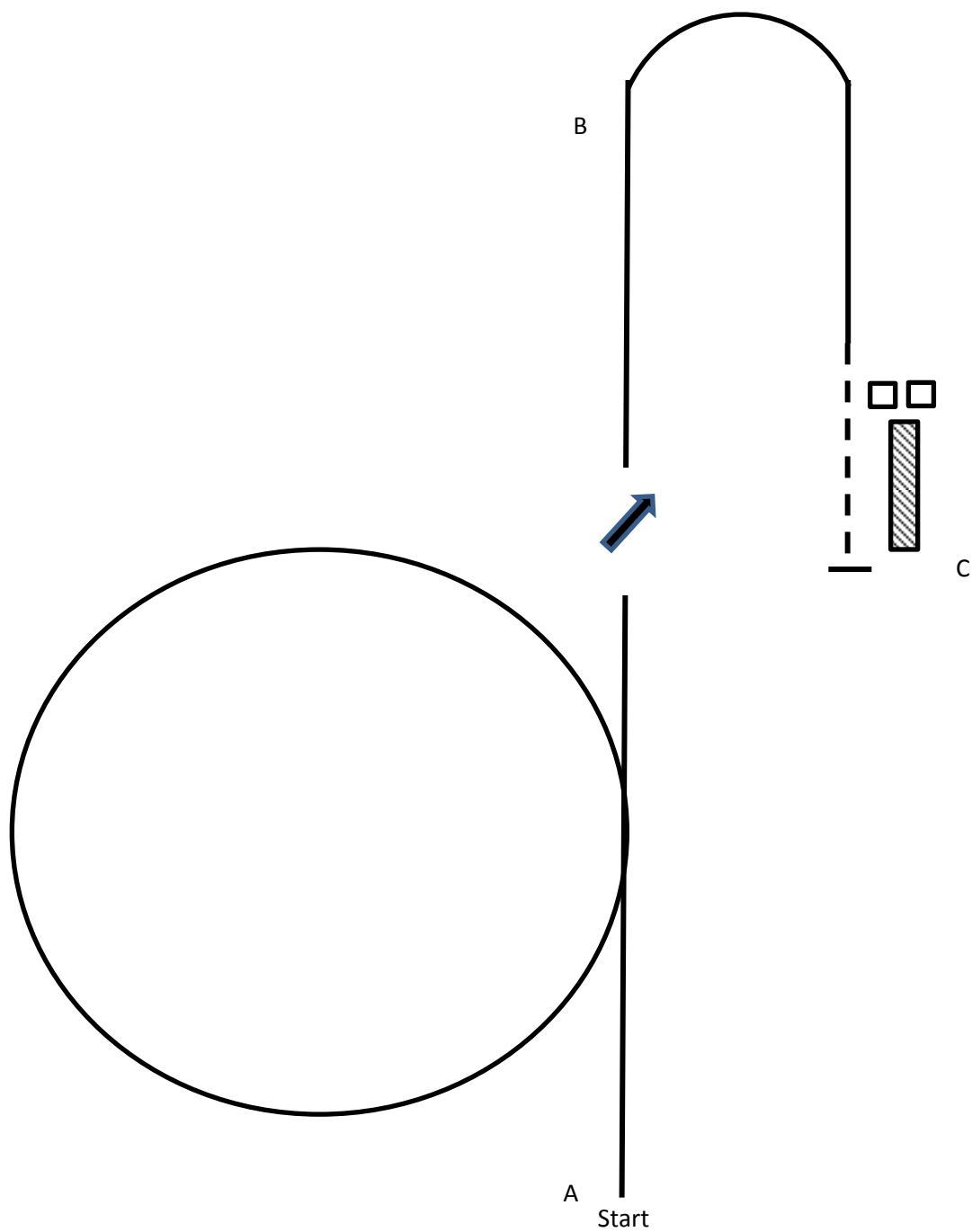
6. After left circle, dropt to trot
7. Stop and back up at cone C
8. Perform 90* forehand pivots—left and right



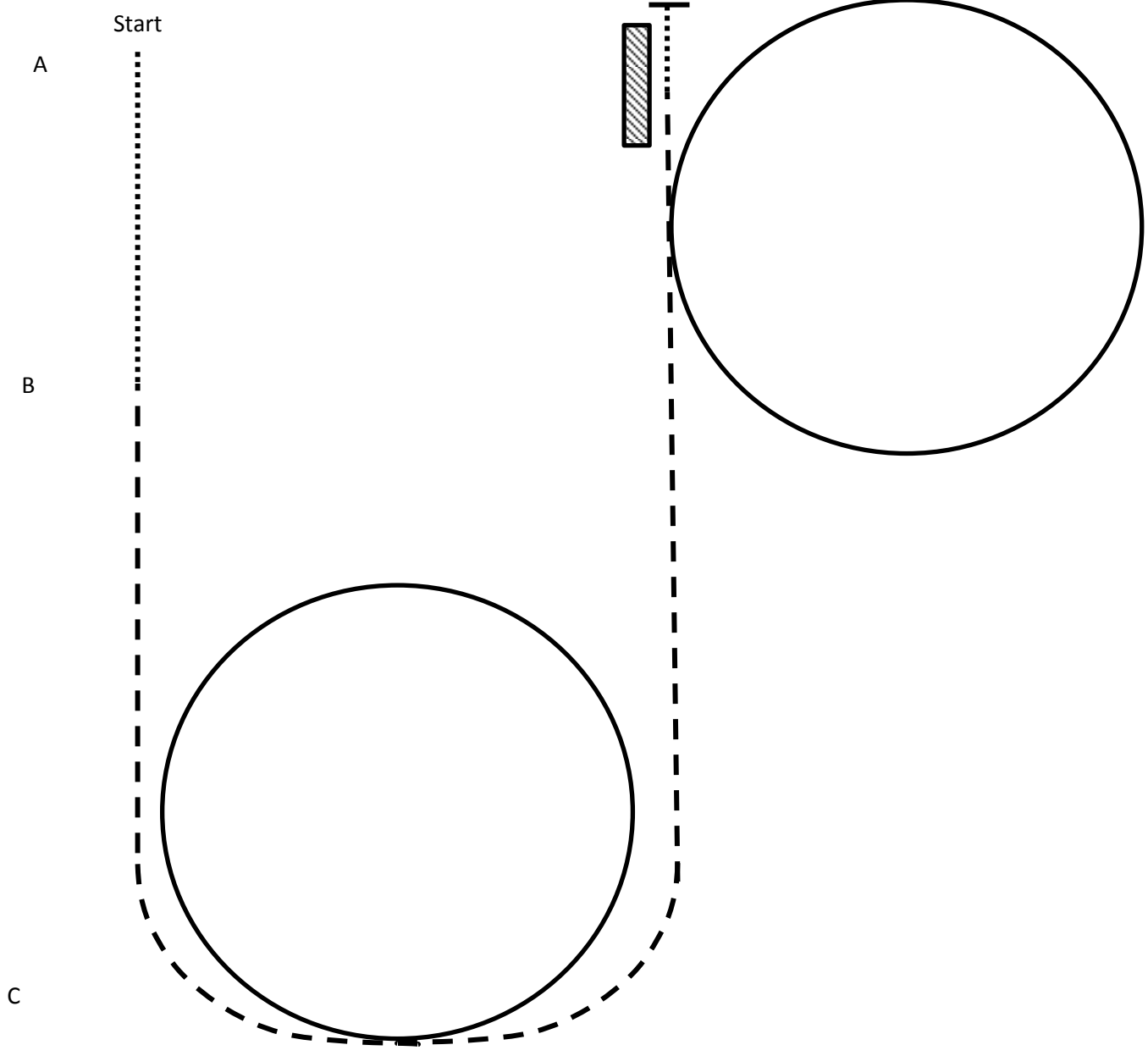
1. Start at marker A. Walk to marker B. Stop. Execute right and left 90° hindquarter turns.
2. Jog to marker C then pick up a right lead. At marker D, lope a right circle. After completion of circle break to a jog.
3. Jog to and around marker E. Pick up a left lead and lope part of a circle.
4. Halfway between markers A and B drop to a jog. Jog towards marker E and stop and F. Back 6 steps.



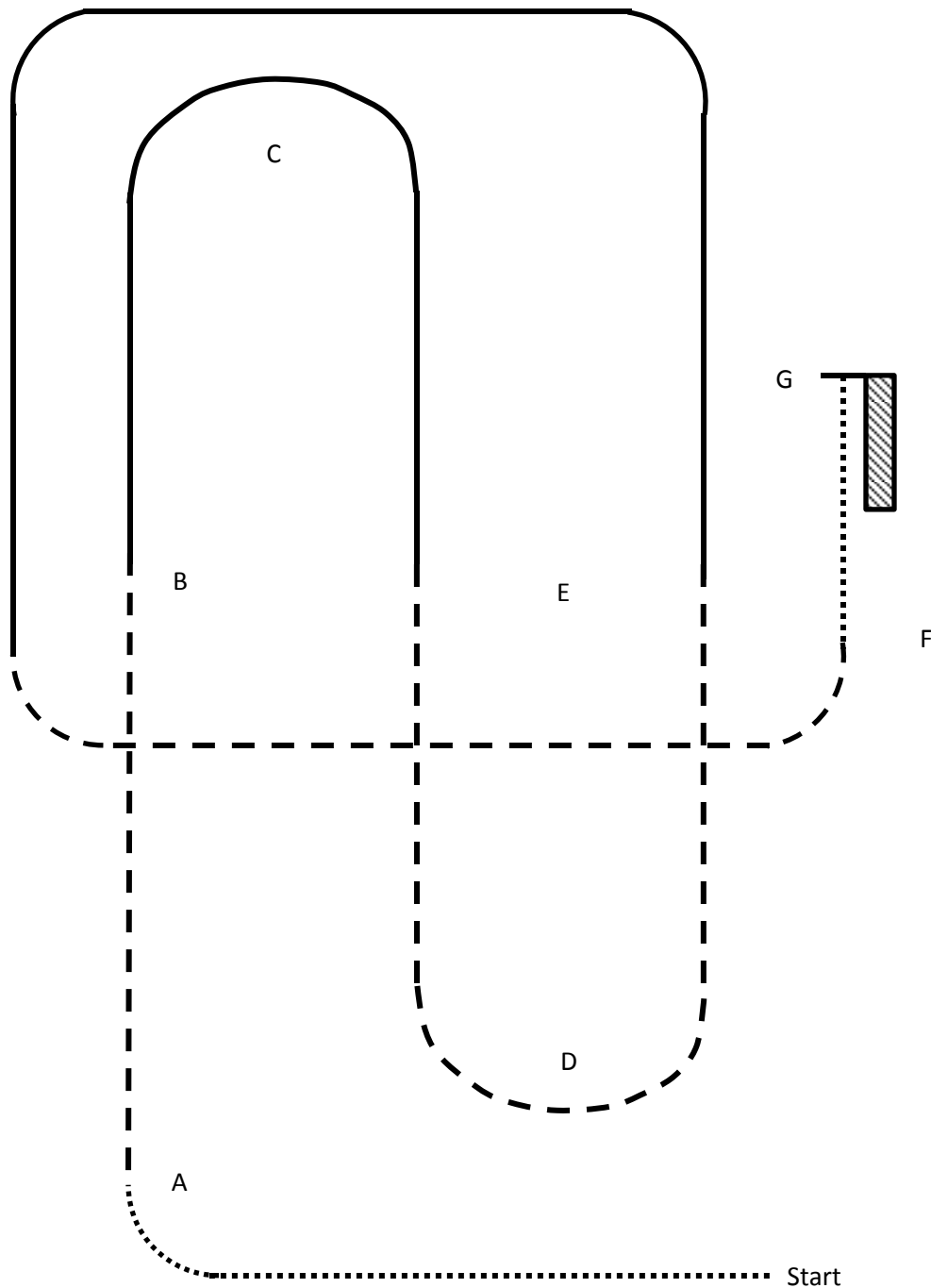
1. Walk to marker A. Stop. Sidepass right then left 10 feet
2. Pick up a jog and jog around corner by marker B. Pick up right lead and lope one circle.
3. After completion of circle do a drop to trot lead change and lope one circle.
4. Lope until even with marker C. Stop. Settle.
5. Back 10 steps. Settle. Do one 180* hindquarter turn each way.
6. Pick up a jog. Jog around corner until even with D. Stop. Don one 180* forehand turn each way.



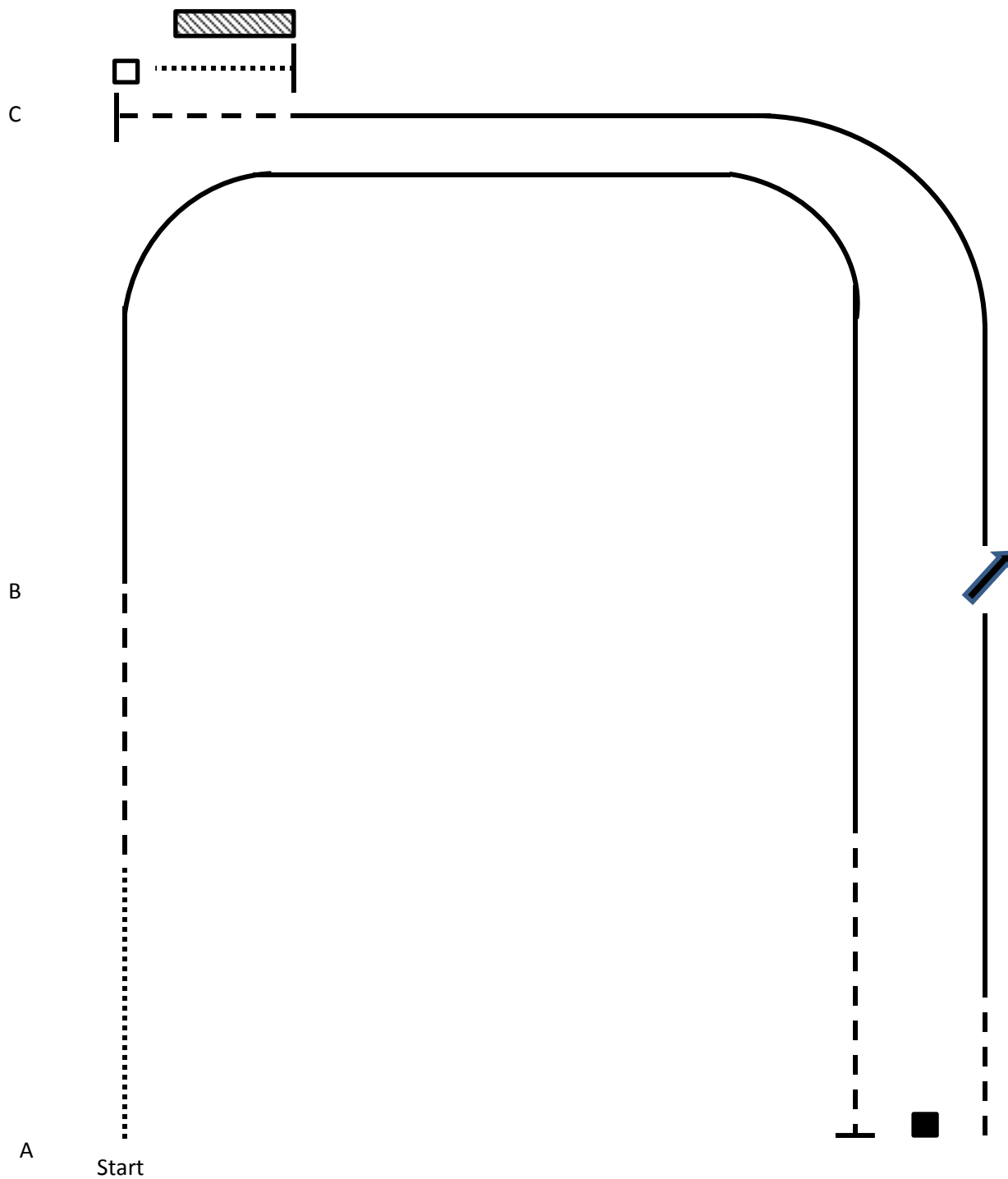
1. At marker A start lope in left lead and lope a circle between marker A and C.
2. After completion of circle, execute a flying lead change at C
3. From C to marker B, demonstrate a hand gallop. Slow to lope.
4. Do a roll back to the right, break to an extended trot and trot to C
5. Stop at C. Settle horse then back 10 steps. Settle. Do a 360* hindquarter turn to the left and to the right.



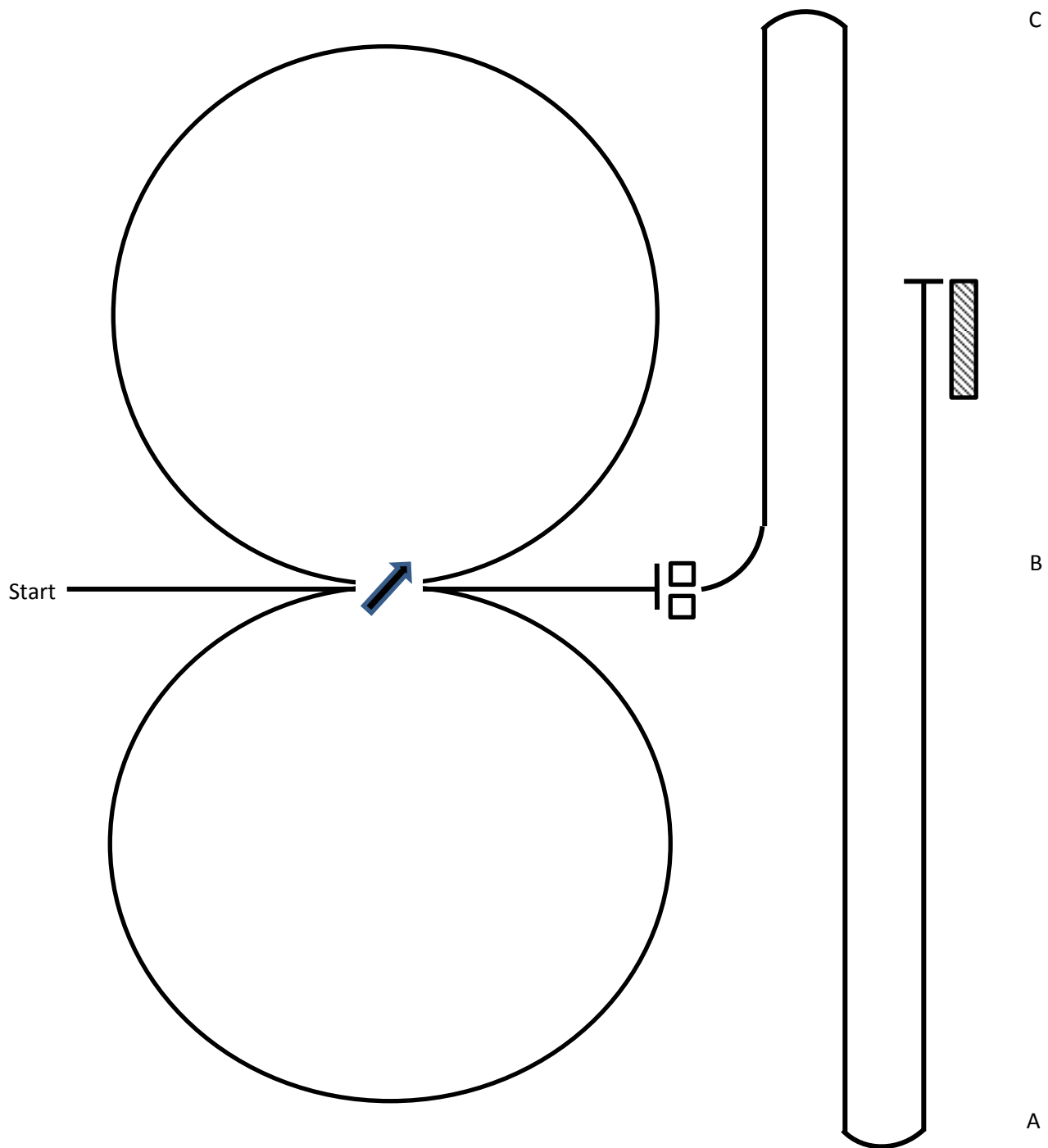
1. Start at marker A. Walk to marker B. Pick up a jog at marker B. Jog to marker C.
2. At marker C, pick up a left lead. After completion of one circle break to a jog and jog towards marker B.
3. Half way between markers B and A pick up right lead and circle once. After completion of circle break to jog and jog towards marker A. Slow to walk then stop when across from marker A. Settle. Back 5 steps.



1. Walk to marker A then pick up a jog. Jog to marker B then pick up a lope.
2. Lope around marker C and down center of arena until between markers B and E then break to a jog.
3. Jog around marker D, turning left. When even with marker E, pick up a lope.
4. Lope around end of arena (marker C) and back to marker B. At marker B break to a jog and jog past E, at F turn and break to a walk.
5. Stop at G. Back 8 steps.



1. Start at marker A, walk half way to marker B, jog to marker B.
2. At marker B pick up right lead and lope around end of arena. Half way between markers B and A drop to jog and stop at marker A.
3. Do a 180* forehand turn to the left.
4. Jog a few steps then pick up right lead again. Do a simple lead change across from marker B.
5. Lope around corner. Slow to jog then stop by marker C.
6. Do a 180* right hindquarter pivot. Walk about 10 steps. Stop. Settle. Back 10 steps



1. Begin pattern facing B on the opposite side of the arena. Start with right lead to begin figure 8 executing a flying lead change at the center
2. Go past center and stop. Do two 360* hindquarter spins each way. Settle.
3. Pick up left lead and lope to marker B, do a rollback to the right.
4. Lope to marker A, do a rollback to the left.
5. Lope past judge and do a sliding stop. Settle. Back 10 feet.