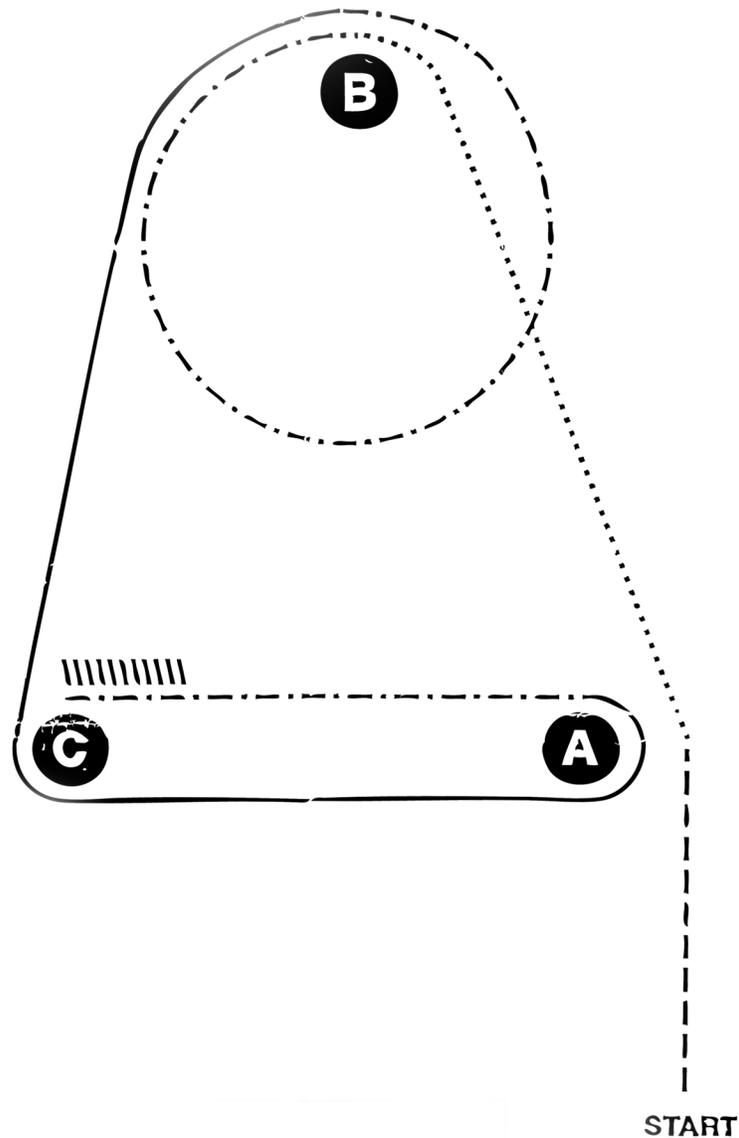




# EQUITATION ON THE FLAT

SATURDAY JULY 12



1. PERFORM SITTING TROT TO MARKER A
2. FROM MARKER A TO MARKER B PERFORM TWO POINT POSITION AT TROT
3. DO LEFT CIRCLE POSTING TROT ON RIGHT DIAGONAL
4. CANTER ON LEFT LEAD FROM MARKER B TO AND AROUND MARKER A
5. FROM MARKER A TO MARKER C PERFORM POSTING TROT ON LEFT DIAGONAL
6. HALT AT MARKER C AND BACK
7. EXIT ARENA AT A TROT

EQUITATION

VICKY

Mark  
Sunham  
QUARTER HORSE

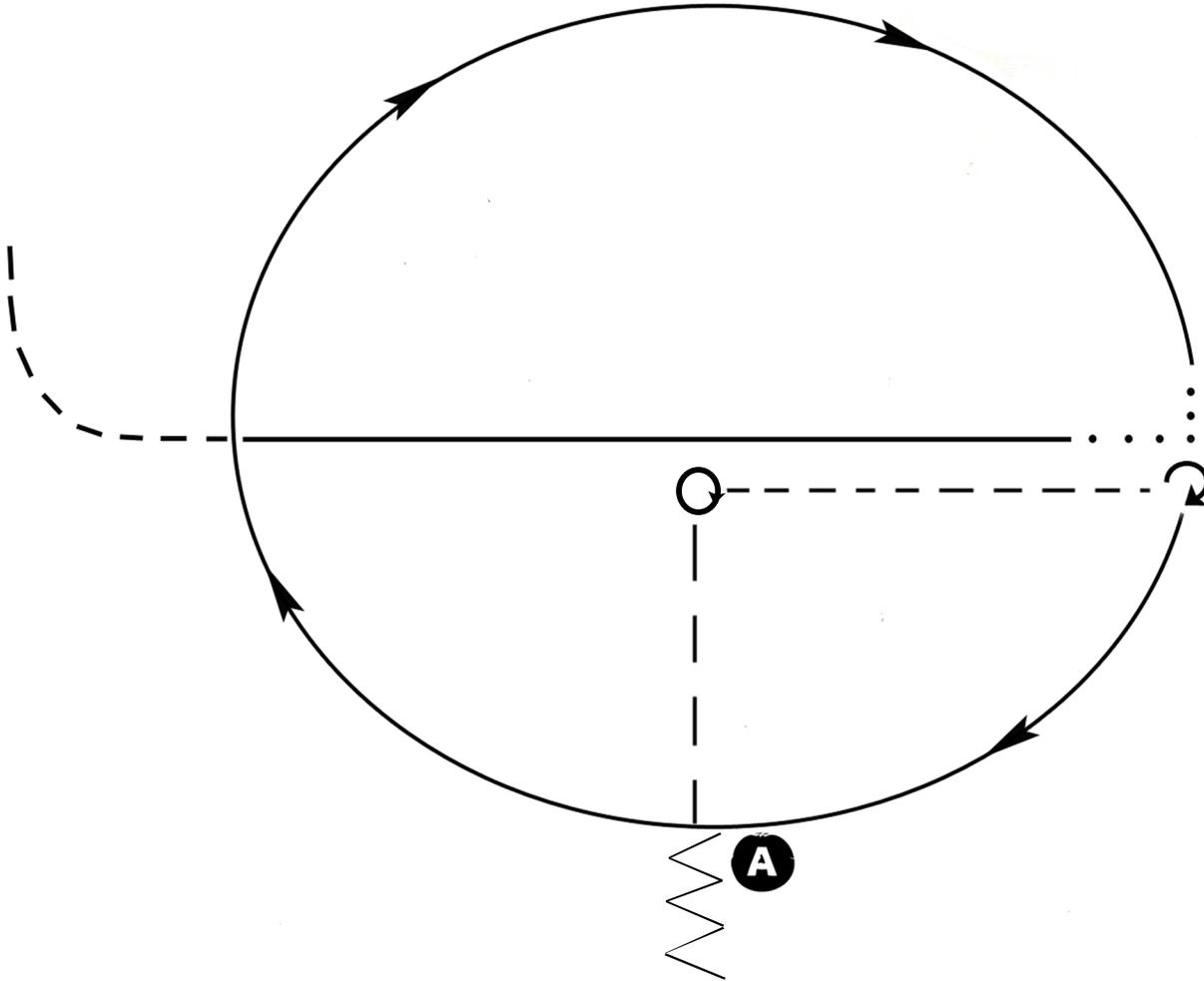
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# HORSEMANSHIP

THURSDAY JULY 10

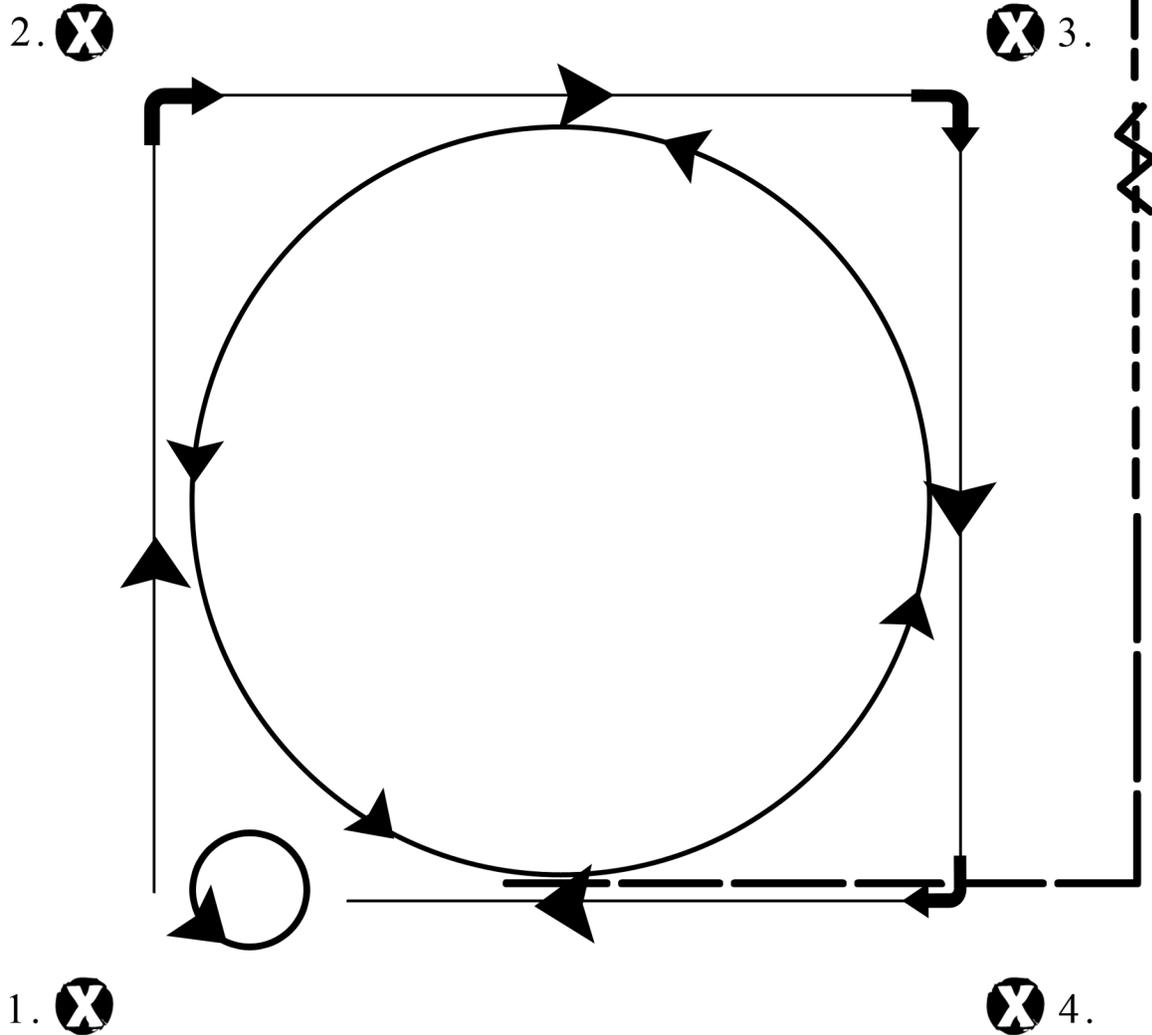


1. AT THE CONE BACK UP SIX STEPS THEN EXTEND TROT TO CENTER OF PATTERN
2. STOP AND DO A  $1\frac{1}{4}$  TURN TO THE RIGHT THEN JOG TO THE EDGE OF PATTERN
3. STOP AND DO A  $\frac{3}{4}$  TURN TO THE LEFT AND LOPE FIRST HALF OF CIRCLE ON RIGHT  
LEAD WITH SPEED
4. AT HALF WAY SLOW TO REGULAR LOPE AND COMPLETE CIRCLE
5. WALK A CORNER TO THE RIGHT, AND LOPE OFF ON LEFT LEAD
6. BREAK TO A JOG AND EXIT THE PATTERN AREA



# HORSEMANSHIP

SATURDAY JULY 12

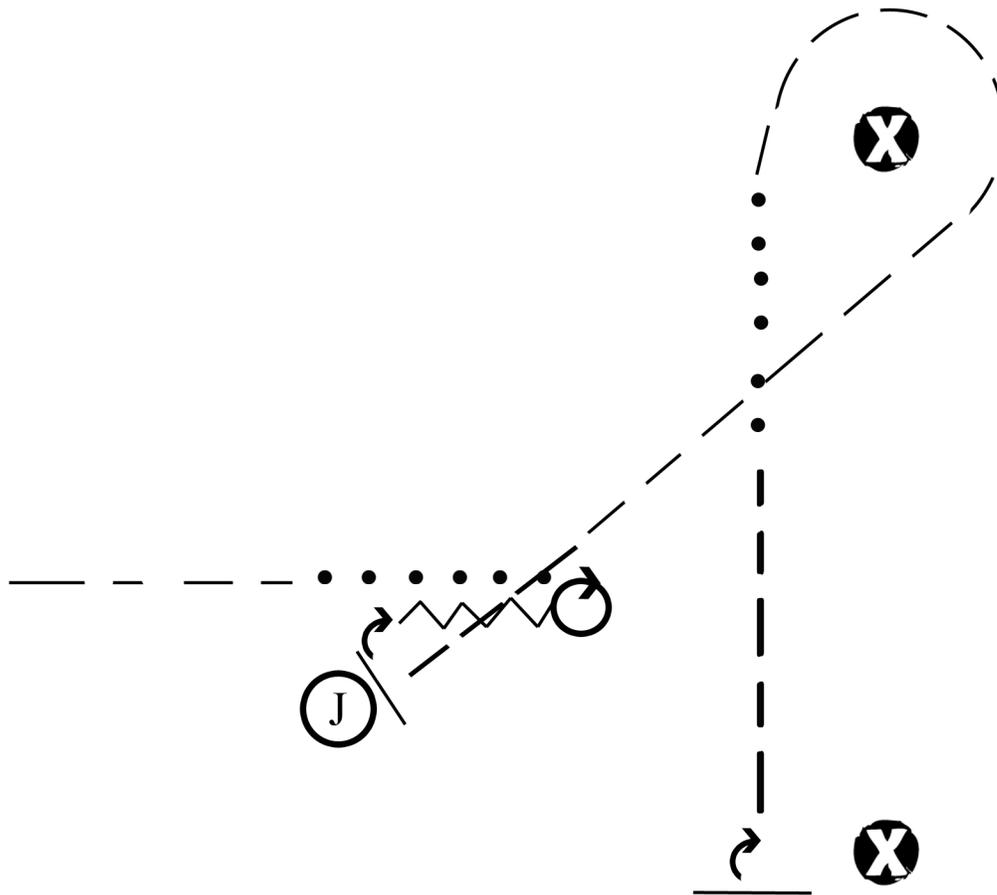


1. BEGIN AT CONE 1 AND LOPE A SQUARE INSIDE CONES ON RIGHT LEAD
2. STOP AND DO A 1½ TURN TO THE LEFT
3. LOPE A CIRCLE TO THE LEFT WITH INCREASED SPEED
4. WHEN CIRCLE IS COMPLETE EXTEND TROT PAST CONE 4 MAKING A SQUARE CORNER
5. HALF WAY BETWEEN 4 AND 3 SLOW TO A JOG TO CONE 3
6. STOP AND BACK ONE HORSE LENGTH AND EXIT PATTERN AT AN EXTENDED TROT



# SHOWMANSHIP AT HALTER

THURSDAY JULY 10



1. START AT FIRST CONE AND PERFORM A 180 DEGREE PIVOT
2. TROT HALFWAY TO CONE B AND CONTINUE AT A WALK TO CONE B
3. EXTEND TROT AROUND CONE B TO THE JUDGE AND SET UP FOR INSPECTION
4. WHEN DISMISSED DO A 45 DEGREE PIVOT, BACK 4 STEPS THEN COMPLETE A 360 DEGREE PIVOT
5. WALK UNTIL EVEN WITH JUDGE AND THEN TROT AWAY

*SMITH SHOW HORSES*

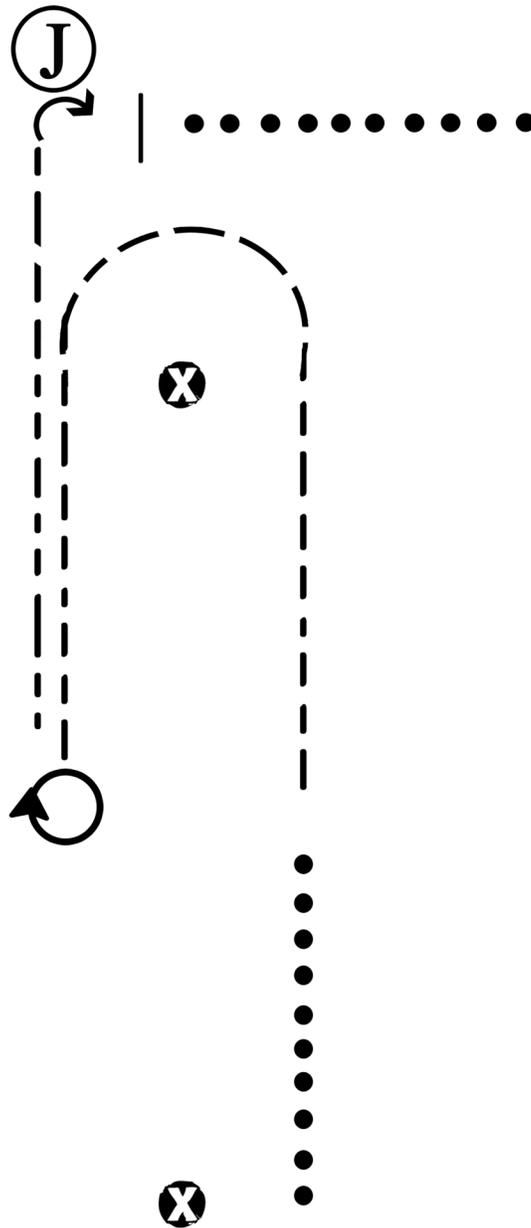


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# SHOWMANSHIP AT HALTER

SATURDAY JULY 12



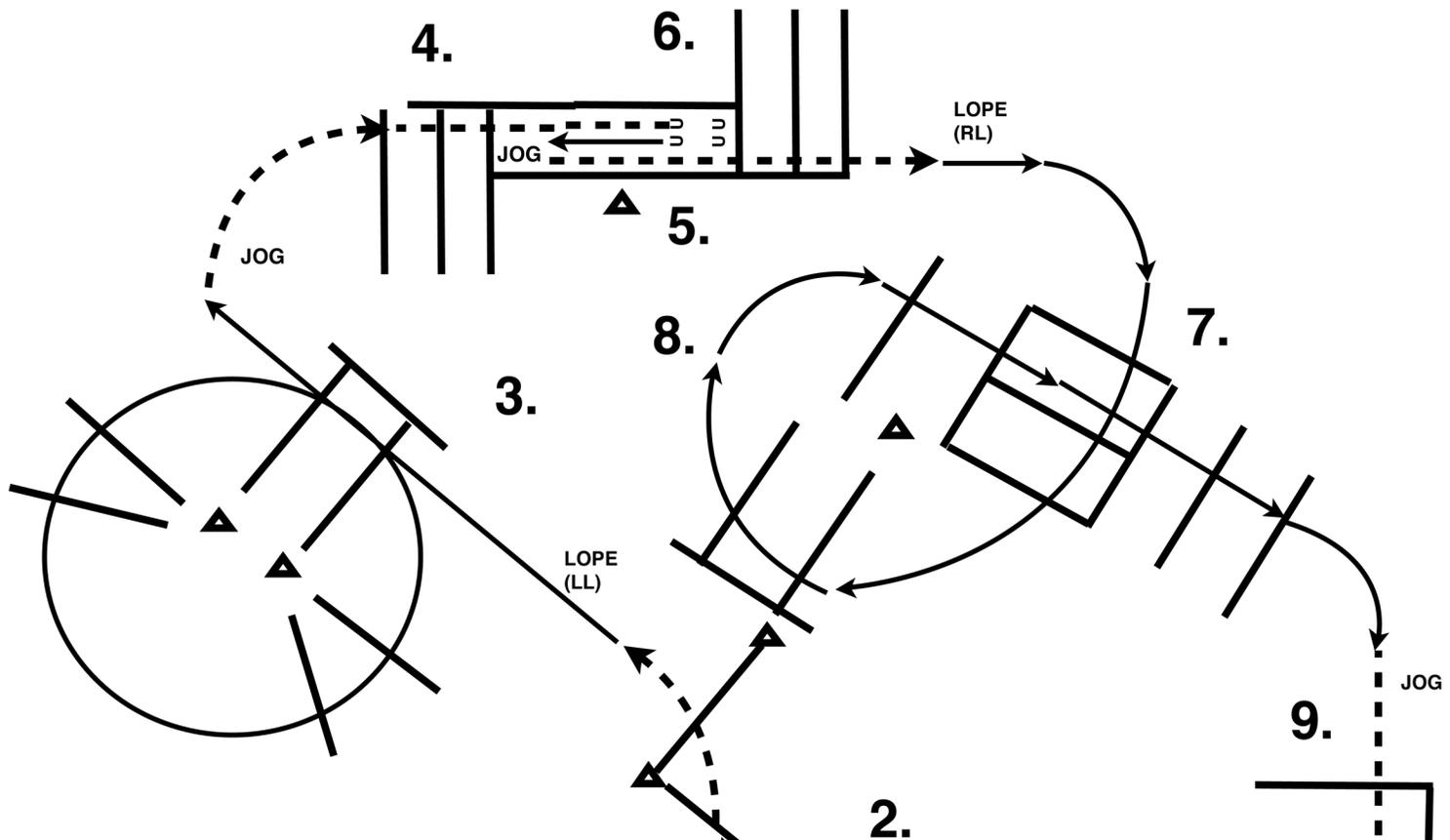
1. AT FIRST CONE, WALK HALFWAY THEN TROT AROUND SECOND CONE
2. HALF WAY BETWEEN CONES STOP AND DO A 1 ½ TURNS
3. TROT TO THE JUDGE, DO A 90 DEGREE TURN AND SET UP FOR INSPECTION
4. WHEN DISMISSED WALK AWAY

*SMITH SHOW HORSES*



# 2014 WORLD CUP TRAIL

## ROUND 1



TRAIL COURSE DESIGNED BY  
TIM THE TRAIL MAN LLC.  
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1. GATE LH OPEN WALK OVER POLE AND CLOSE GATE.
2. JOG THRU SERPENTINE, JOG OVER POLES.
3. LOPE OVER 8 POLES (LL).
4. BREAK TO JOG, JOG OVER 3 POLES  
JOG UP INTO THE LANE STIRRUP PAST CENTER CONE.
5. BACK BETWEEN POLES, BACK SO THAT RIDERS  
STIRRUP PASTS CENTER CONE.
6. JOG OUT CHUTE, JOG OVER 3 POLES.
7. LOPE OVER 5 POLES (RL).
8. LOPE OVER 5 POLES (RL).
9. BREAK TO JOG, JOG OVER 3 POLES, STOP IN GAP.
10. WALK OVER 3 POLES.

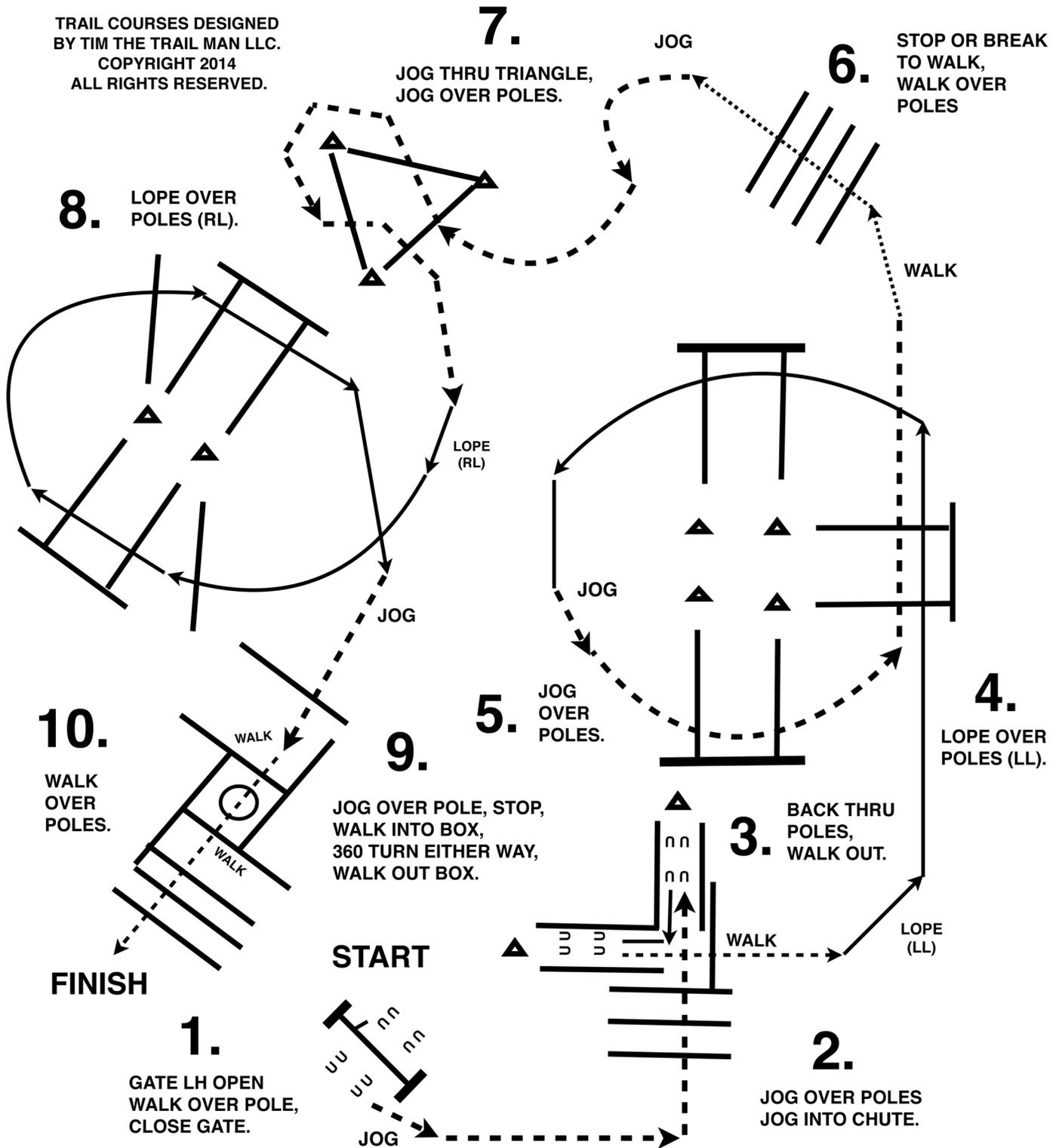
**START** **1. FINISH**



# 2014 WORLD CUP TRAIL

## ROUND 2

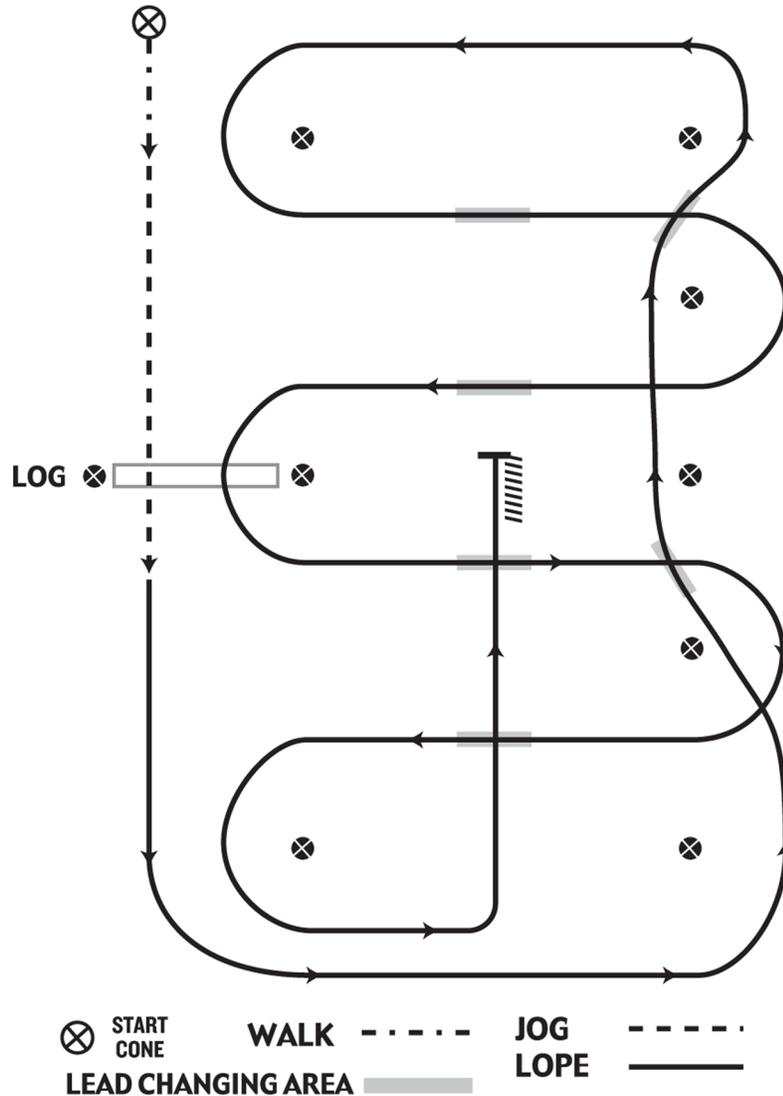
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# WESTERN RIDING

THURSDAY JULY 10

## GREEN WESTERN RIDING PATTERN 1



1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

aw

adam waincott show horses

John Dobbs  
EQUINE INSURANCE  
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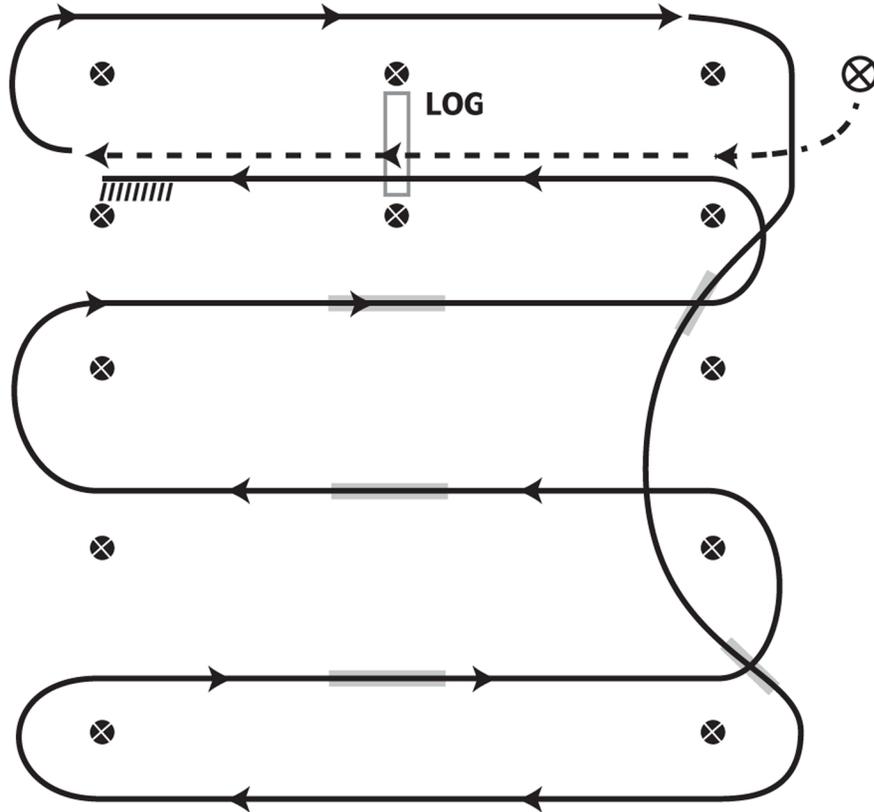
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# WESTERN RIDING

SATURDAY JULY 12

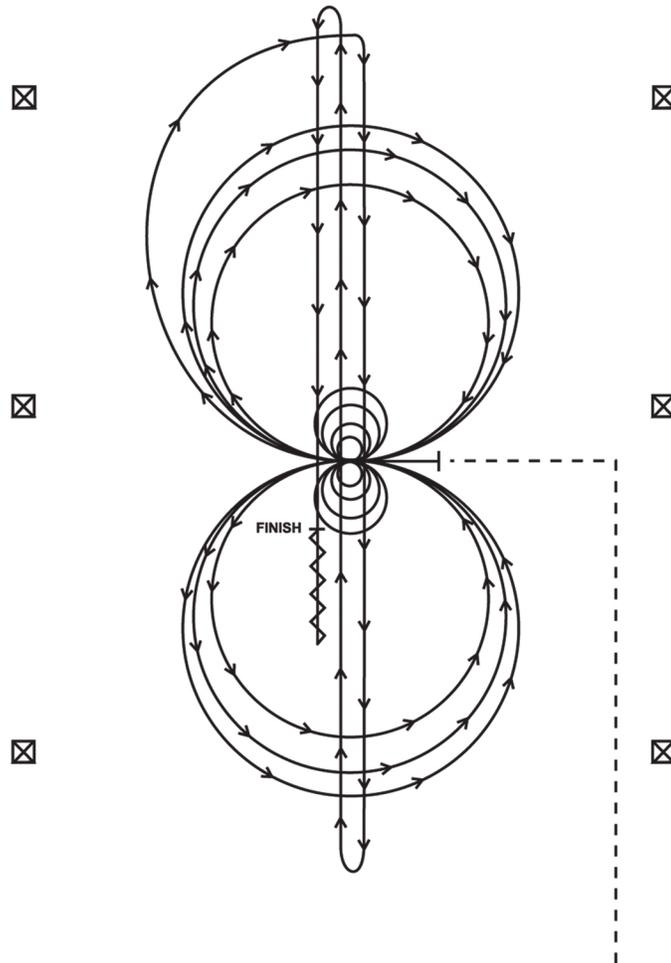
## GREEN WESTERN RIDING PATTERN 4



1. Walk, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

# REINING

## REINING PATTERN 11



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback - no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.