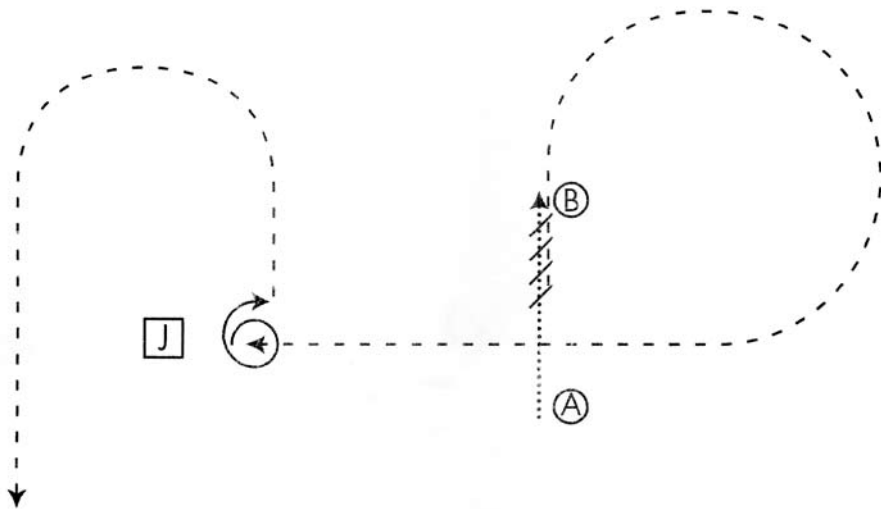


SPRING SHOW 1 JUNE
THE PRIORY, FRENTHAM.

Western Classes to start approx 1pm
with Class SOW24 - OPEN WESTERN PLEASURE TYPE

CLASS SOW25 - OPEN SHOWMANSHIP

V2



KEY

INSTRUCTIONS

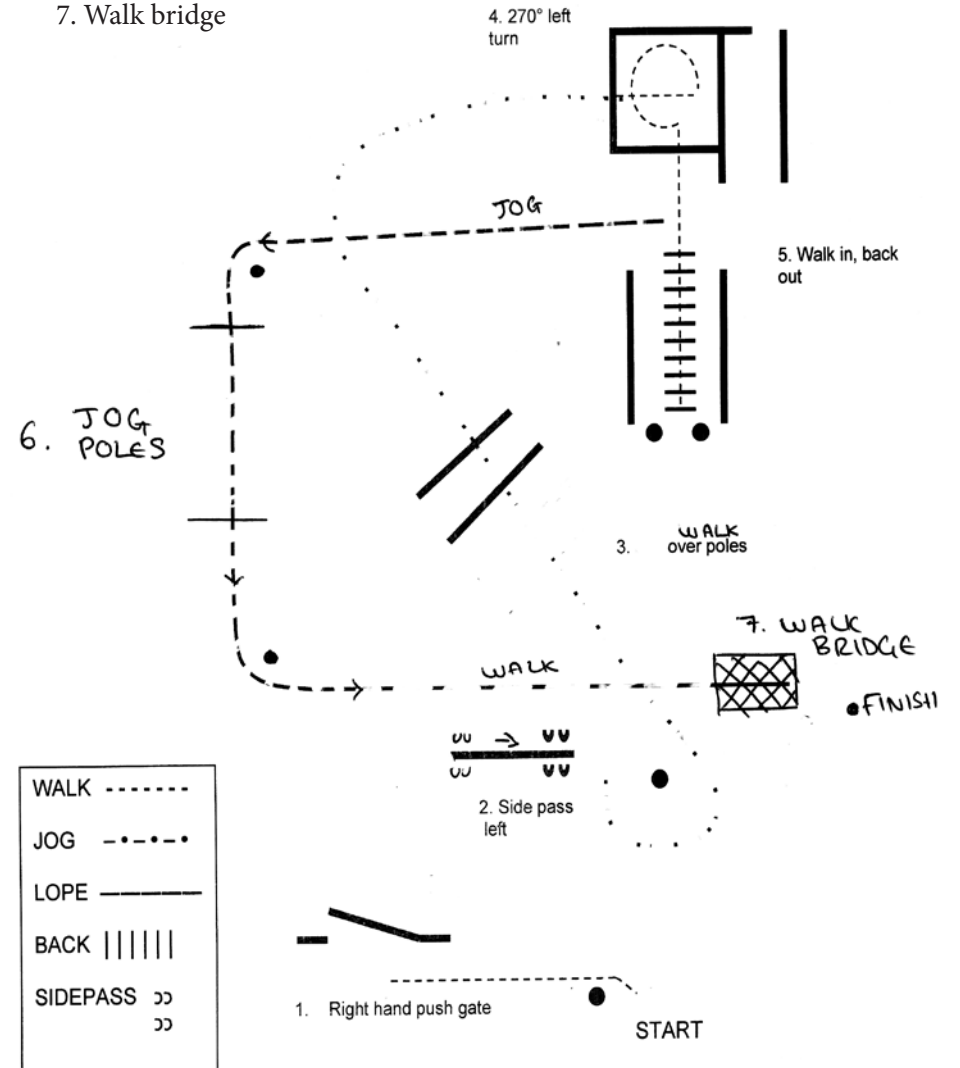
.....	WALK
---	TROT
////	BACK
Ⓐ	MARKER
□	JUDGE

1. Begin at A. Walk from A to B.
2. At B, stop and back
3. Trot a circle around B and to the Judge. Stop and set up for inspection.
4. When excused, execute a 450-degree turn.
5. Trot around Judge and back toward gate.
6. Exit the arena at a trot

SPRING SHOW 1 JUNE - CLASS SOW 26 / 27

26. IN HAND TRAIL
27. WALK/JOG TRAIL

1. Right hand push gate
2. Side pass left
3. Walk over poles
4. 270° left turn
5. Walk in, back out
6. Jog poles
7. Walk bridge

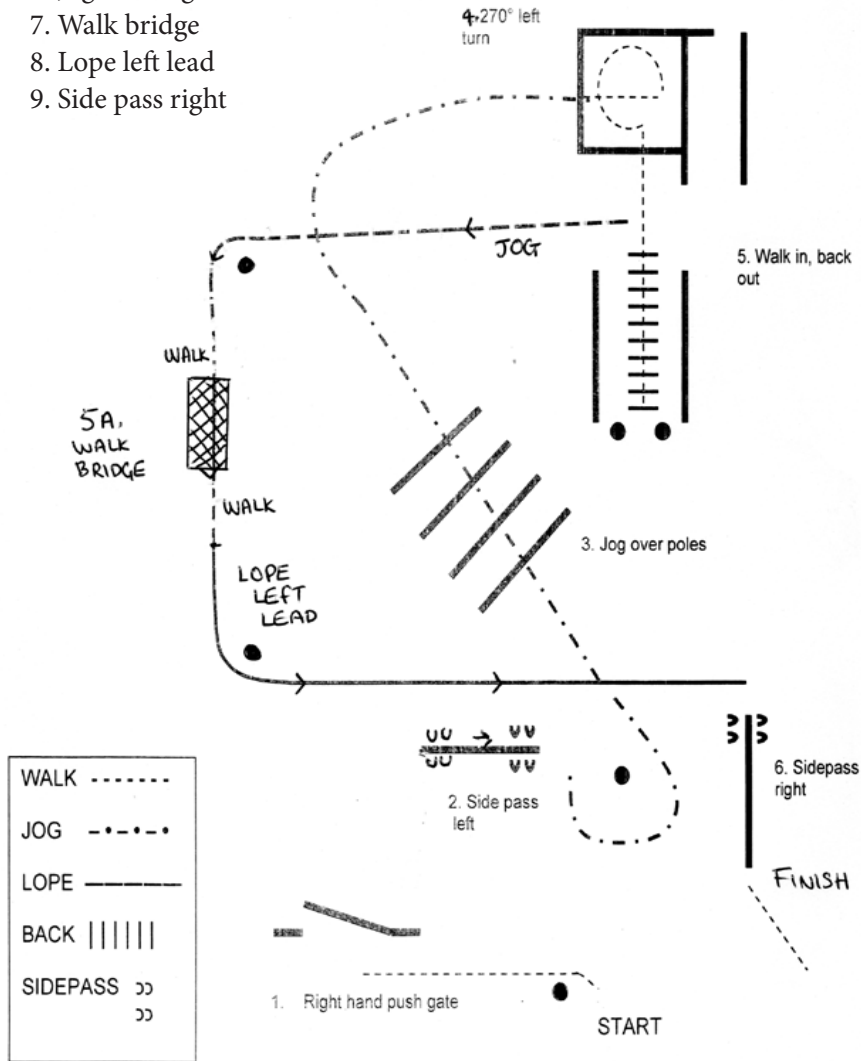


WALK
JOG	-.-.-.-
LOPE	————
BACK	
SIDEPASS	↻↻

SPRING SHOW 1 JUNE - CLASS SOW28 / 29

28. NOVICE RIDER TRAIL 29. NOVICE HORSE TRAIL

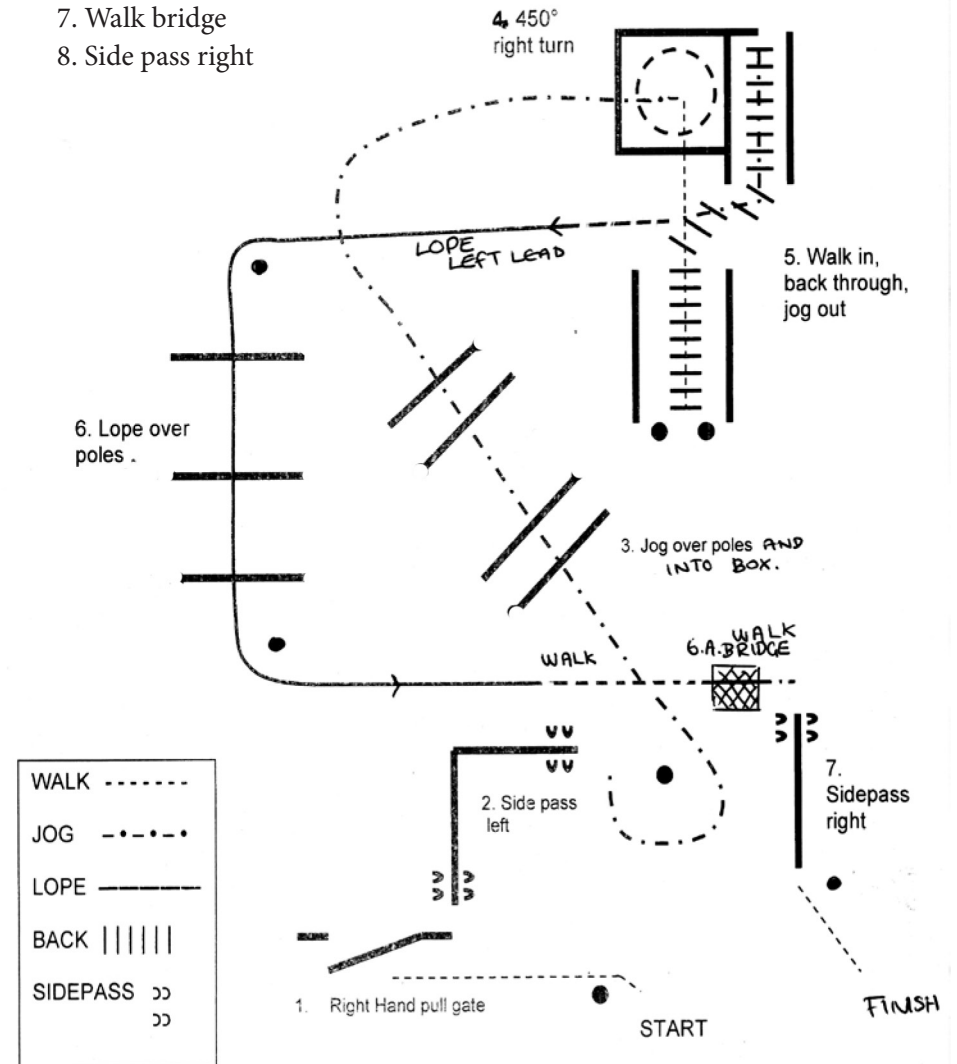
1. Right hand push gate
2. Side pass left
3. Jog over poles
4. 270° left turn
5. Walk in, back out
6. Jog to bridge
7. Walk bridge
8. Lope left lead
9. Side pass right



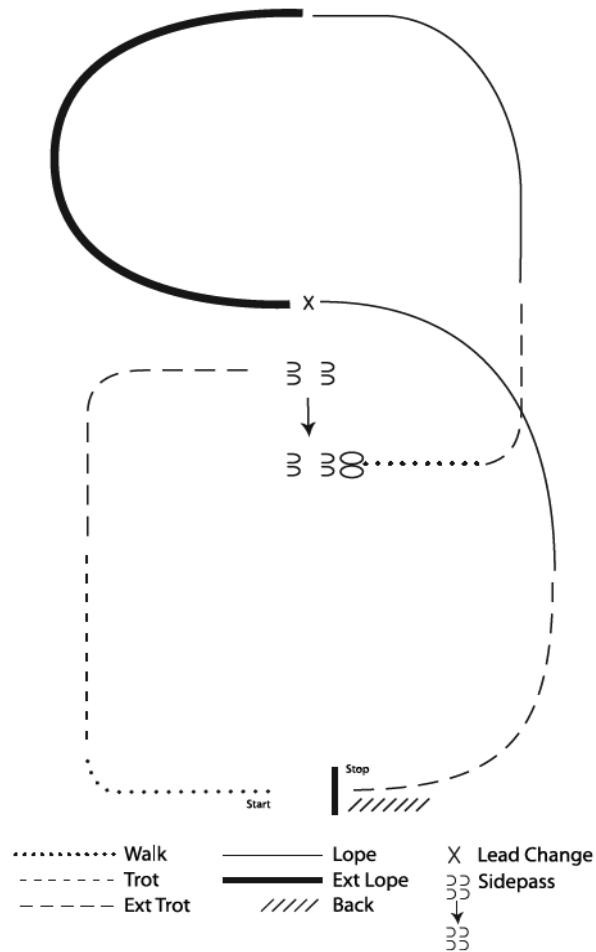
SPRING SHOW 1 JUNE - CLASS SOW30

30. OPEN TRAIL

1. Right hand push gate
2. Side pass left
3. Jog over poles & into box
4. 450° right turn
5. Walk in, back through, jog out
6. Lope over poles left lead
7. Walk bridge
8. Side pass right



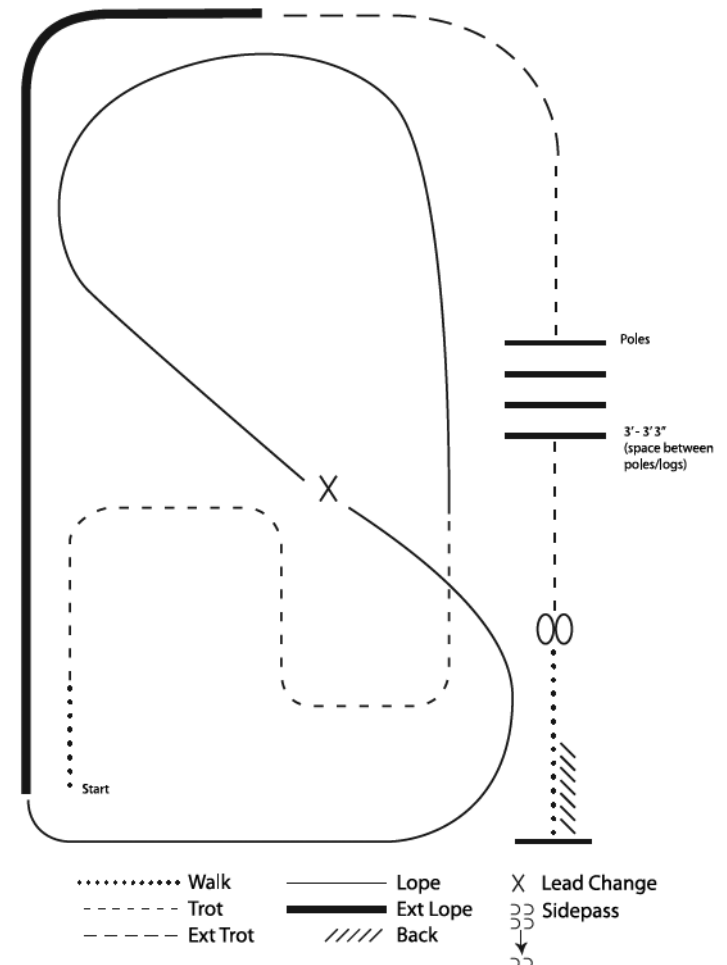
CLASS SOW31 - RANCH RIDING - NOVICE RIDER



RANCH HORSE PATTERN 3

1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Stop and back

CLASS SOW32 - RANCH RIDING - OPEN



RANCH HORSE PATTERN 4

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

CLASS SOW37 - WALK/JOG HORSEMANSHIP

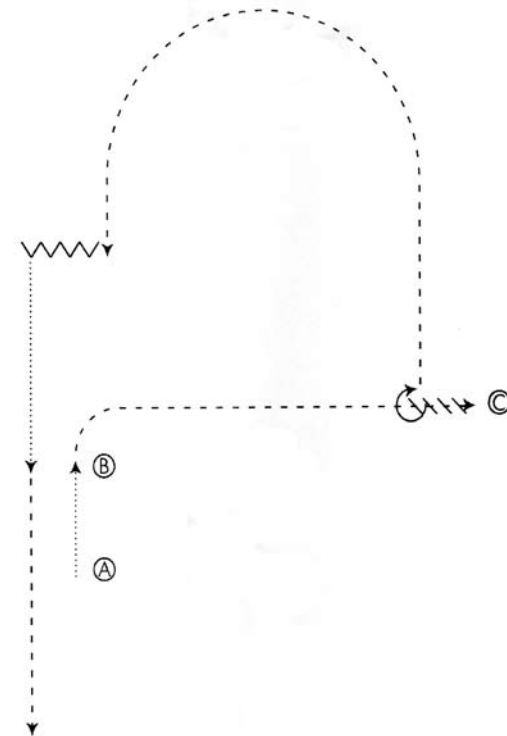
WALK/TROT HORSEMANSHIP

CLASS SOW 33 - WALK/JOG PLEASURE

CLASS SOW 34 - NOVICE RIDER PLEASURE

CLASS SOW 35 - NOVICE HORSE PLEASURE

CLASS SOW 36 - OPEN PLEASURE



KEY

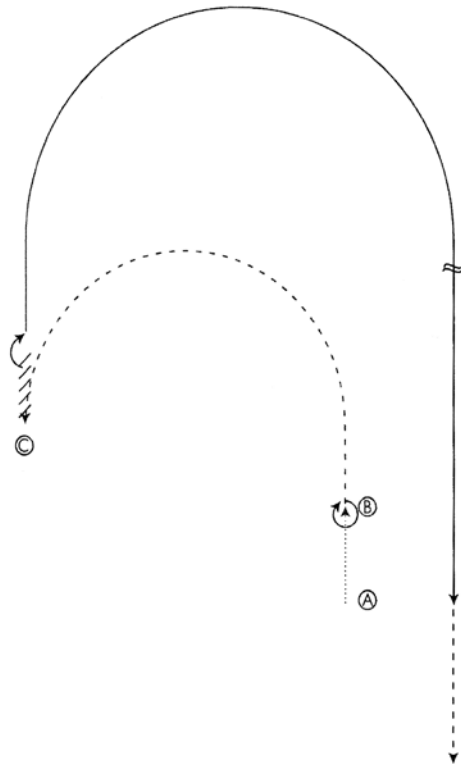
INSTRUCTIONS

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
ⓐ	MARKER
≈	CHANGE LEADS

1. Begin at A. Walk from A to B, pick up the jog and jog around B and to C.
2. At C, stop and back. Execute a 270-degree turn on the haunches to the right.
3. Jog a semi-circle from C and back around toward B.
4. Before reaching C, stop. Side pass right.
5. Walk forward until even with B.
6. Jog from B until even with A. Continue the jog and exit the arena at a jog.

# CLASS SOW38 - NOVICE RIDER HORSEMANSHIP

## NOVICE RIDER HORSEMANSHIP



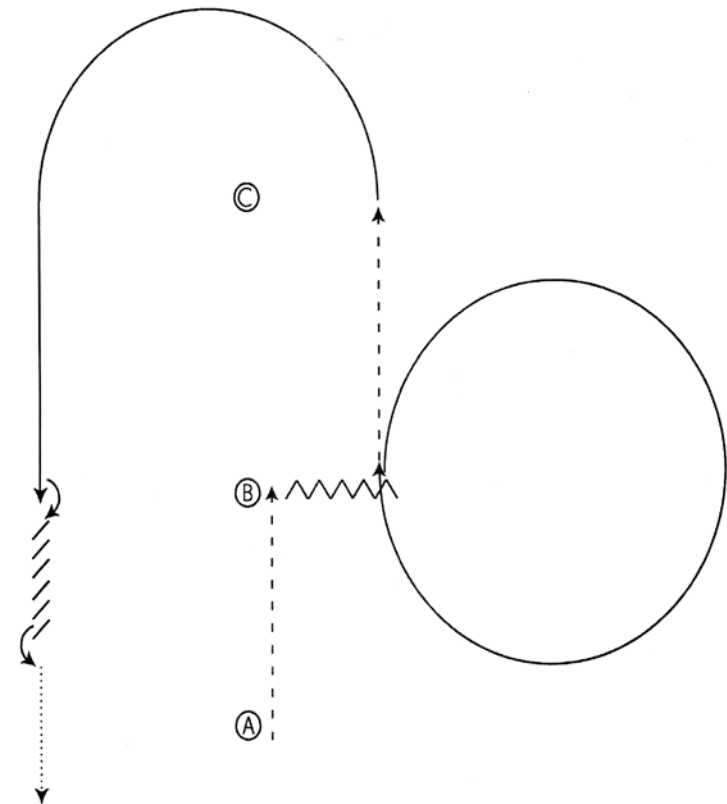
### INSTRUCTIONS

.....	WALK
-----	POSTING TROT
- . - . - .	SITTING TROT
- - - - -	EXTENDED TROT
—————	CANTER
//////////	BACK
~	CHANGE LEADS
~~~~~	SIDEPASS
~	CHANGE DIAGONALS
ⓐ	MARKER

1. Begin at A. Walk from A to B. Stop.
2. Execute a 360-degree turn on the haunches to the right.
3. Trot a half circle from B to C.
4. At C, stop and back.
5. Execute a 180-degree turn on the haunches to the right.
6. Canter a half circle in the right lead, then change leads (simple change) and canter back to A.
7. At A, break down to a trot.
8. Exit the arena at a trot

CLASS SOW39 - OPEN HORSEMANSHIP

OPEN HORSEMANSHIP



KEY

.....	WALK
-----	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
ⓐ	MARKER
~	CHANGE LEADS

### INSTRUCTIONS

1. Begin at A. Jog from A to B. At B, stop and side pass right.
2. Lope a circle to the right in the right lead.
3. When even with B, break down to a jog and jog until even with C.
4. At C, lope in the left lead around C and back toward gate.
5. When even with B, stop.
6. Execute a 180-degree turn on the forehand to the right.
7. Back. Then execute a 180-degree turn on the forehand to the right.
8. Walk forward and exit the arena at a walk.