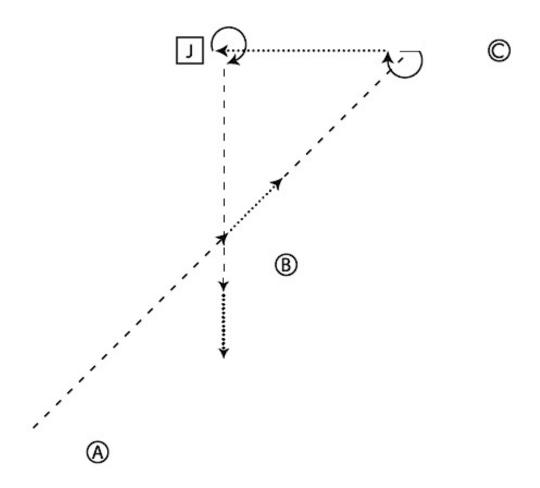


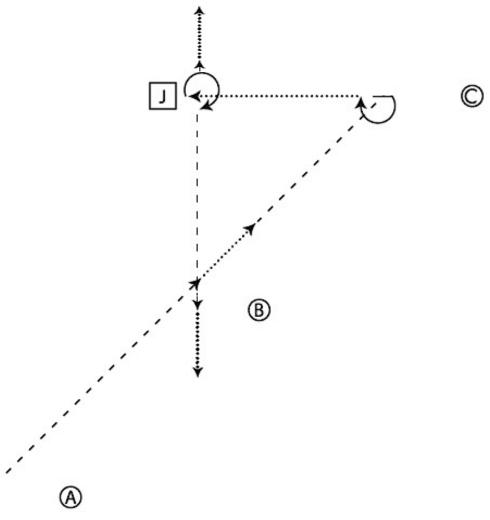
# Novice Non Pro (Youth/Amateur) Showmanship



- 1. Begin at marker A. Trot the line as shown.
- 2. At marker B, break to the walk.
- 3. Resume the trot and trot to marker C.
- 4. Execute an approximate 255° turn.
- 5. Walk to the judge and execute a 270° turn and set up for inspection.
- 6. When dismissed, trot as shown.
- 7. At marker B, break to the walk to exit.



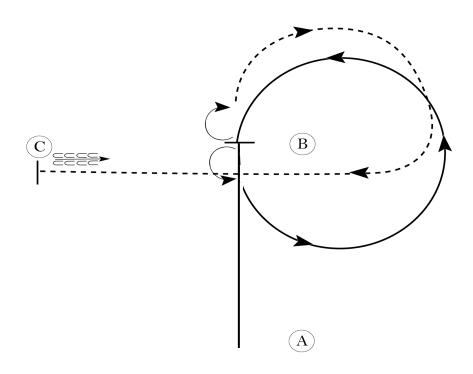
# Non Pro (Youth/Amateur) & Amateur Select Showmanship



- 1. Begin at marker A. Trot the line as shown.
- 2. At marker B, break to the walk.
- 3. Resume the trot and trot to marker C.
- 4. Execute an approximate 255° turn.
- 5. Walk to the judge and execute a 270° turn and set up for inspection.
- 6. When dismissed, back.
- 7. Trot to marker B.
- 8. At marker B, break to the walk to exit.



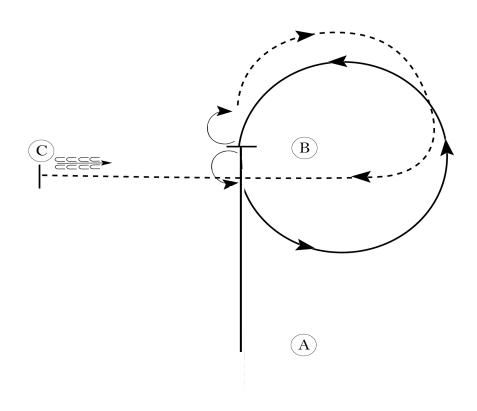
## **Novice Non Pro** (Youth/Amateur) Horsemanship



- Begin at marker A, lope right lead to marker B.
  Stop, 180° turn to the left.
- Lope a circle on the left lead to marker B.
  Stop, 180° turn to the right.
- 5. Extended trot circle as shown.
- 6. Slow to the jog at marker B and jog to marker C.
- 7. Stop and back.



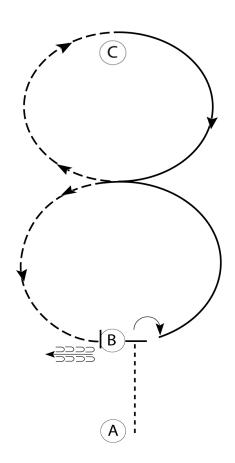
### Non Pro (Youth/Amateur) & **Amateur Select Horsemanship**



- Begin at marker A, lope right lead to marker B.
  Stop, 180° turn to the left.
- 3. Lope a half circle on the left lead with speed.
- 4. Slow and continue loping to marker B.
- 5. Stop, 180° turn to the right.
- 6. Extended trot circle as shown.
- 7. Slow to the jog at marker B and jog to marker C.
- 8. Stop and back.



## Non Pro (Youth/Amateur) **Equitation**



- 1. Begin at marker A, walk to marker B.
- 2. Stop, 90° forehand turn to the right.
- 3. Canter on the left lead in a half circle.
- 4. Sitting trot to marker C.5. Canter on the right lead in a half circle.
- 6. Posting trot to marker B.
- 7. Stop at marker B and back one horse length.