

KEY

Walk -----

Trot - - - - -

Back

Turn

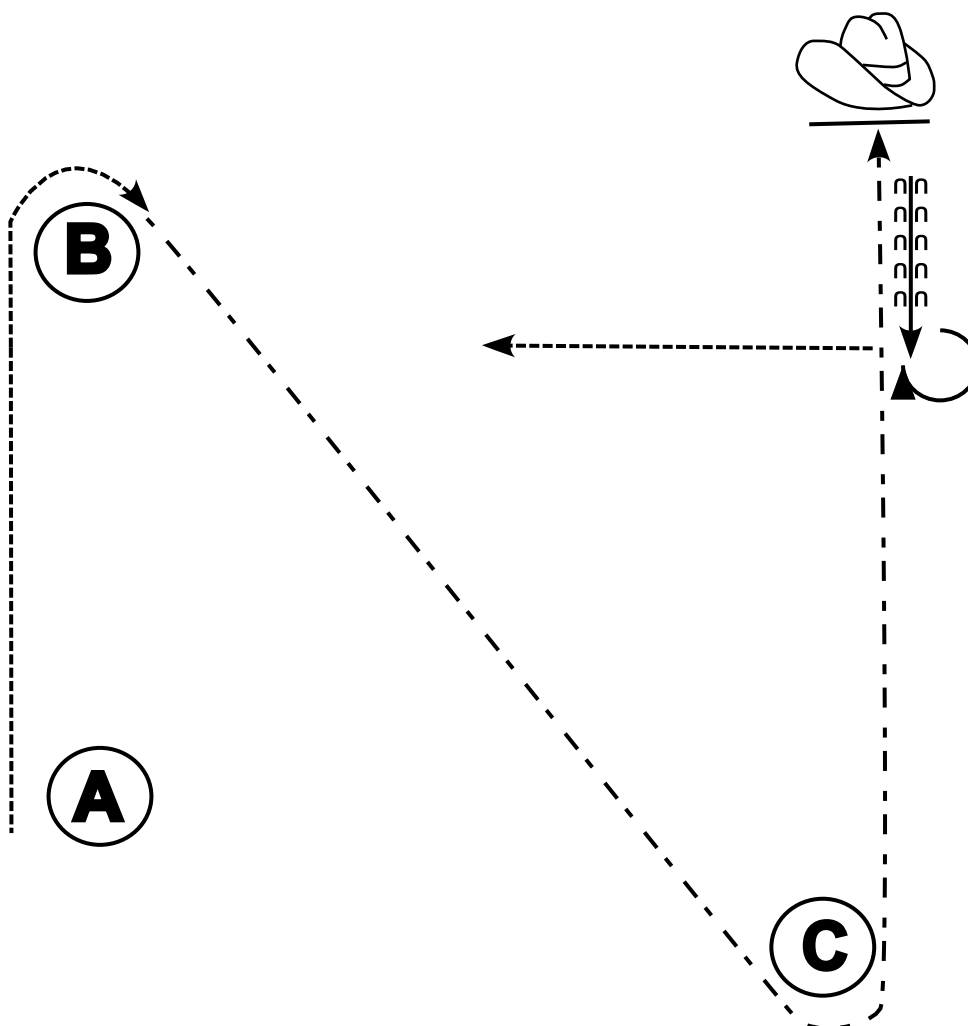
Marker

Judge

INSTRUCTIONS

BE READY AT A.

1. Walk to B
2. Trot around B and C straight to judge
3. Stop and set up for inspection
4. When dismissed, back one horse length
5. Perform a 90 degree turn
6. Trot straight away to finish




KEY

Walk 

Trot 

Back 

Turn 

Marker 

Judge 

INSTRUCTIONS

BE READY AT A.

- 1: Walk to and around B
2. Trot to and around C straight to judge
3. Stop and set up for inspection
4. When dismissed, back approximately one horse length
5. Perform a 270 degree turn

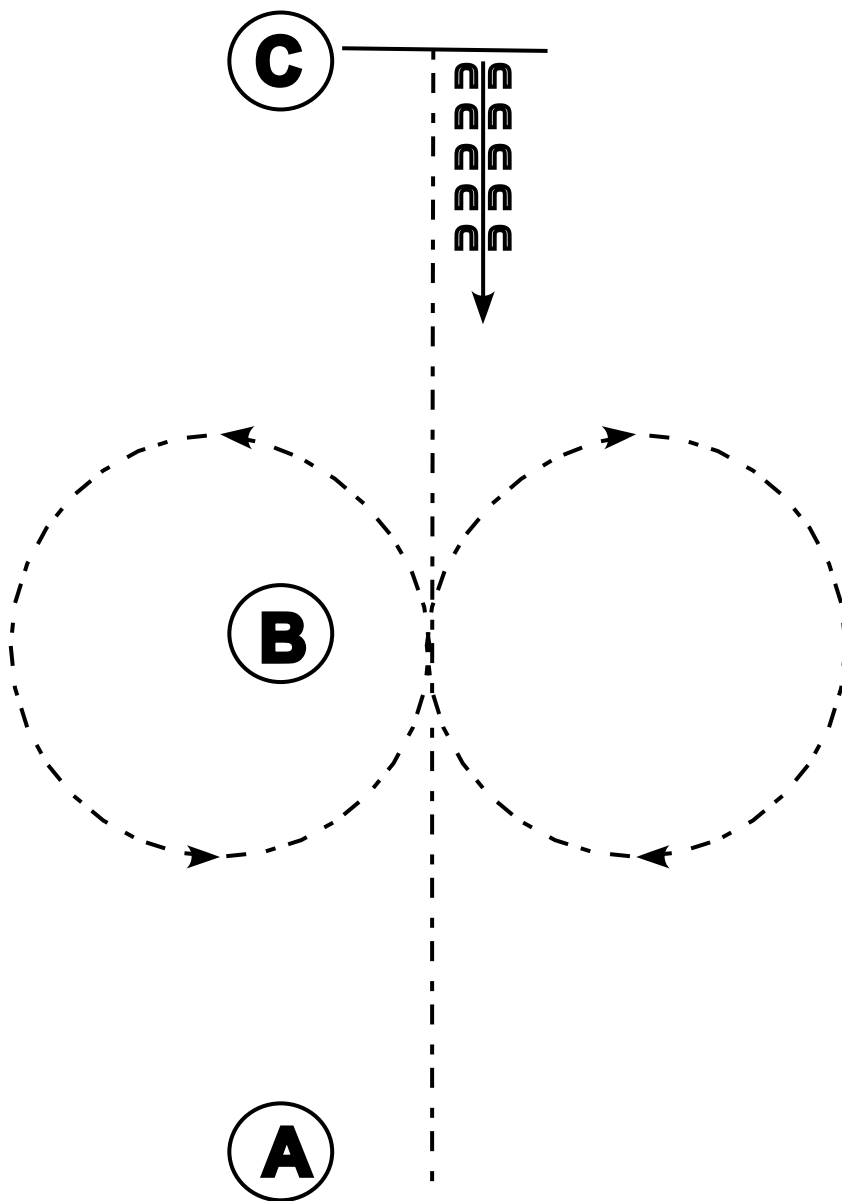
Walk straight away and follow the instructions of your ring steward.



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HUNT SEAT Eq. ALL BREED: Open All Ages - 005

Walk & Trot ALL BREED: YOUTH All Ages - 006



KEY

Walk -----

Trot - - - - -

Canter _____

Back

Marker

INSTRUCTIONS

BE READY AT A

- 1: Sitting trot A to B
2. At B posting trot a circle to the right on the left diagonal
3. At B posting trot a circle to the left on the right diagonal
4. At B trot in two point to C
5. At C stop and back 4 steps

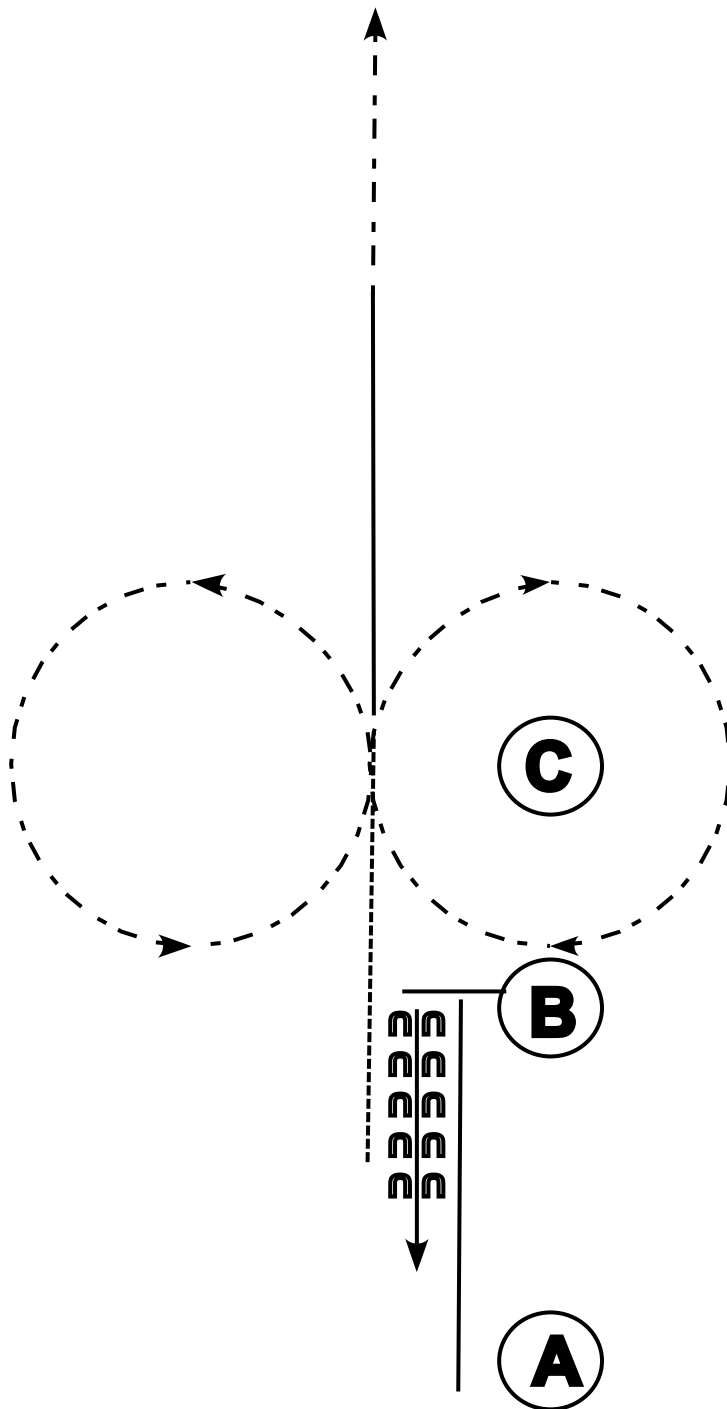
Follow the instructions of your ring steward.



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HUNT SEAT Eq. APHA: Novice Am. AA NHS1 / Youth AA VEF1

AQHA: Novice Am. AA 252802 / Youth AA 452002



KEY

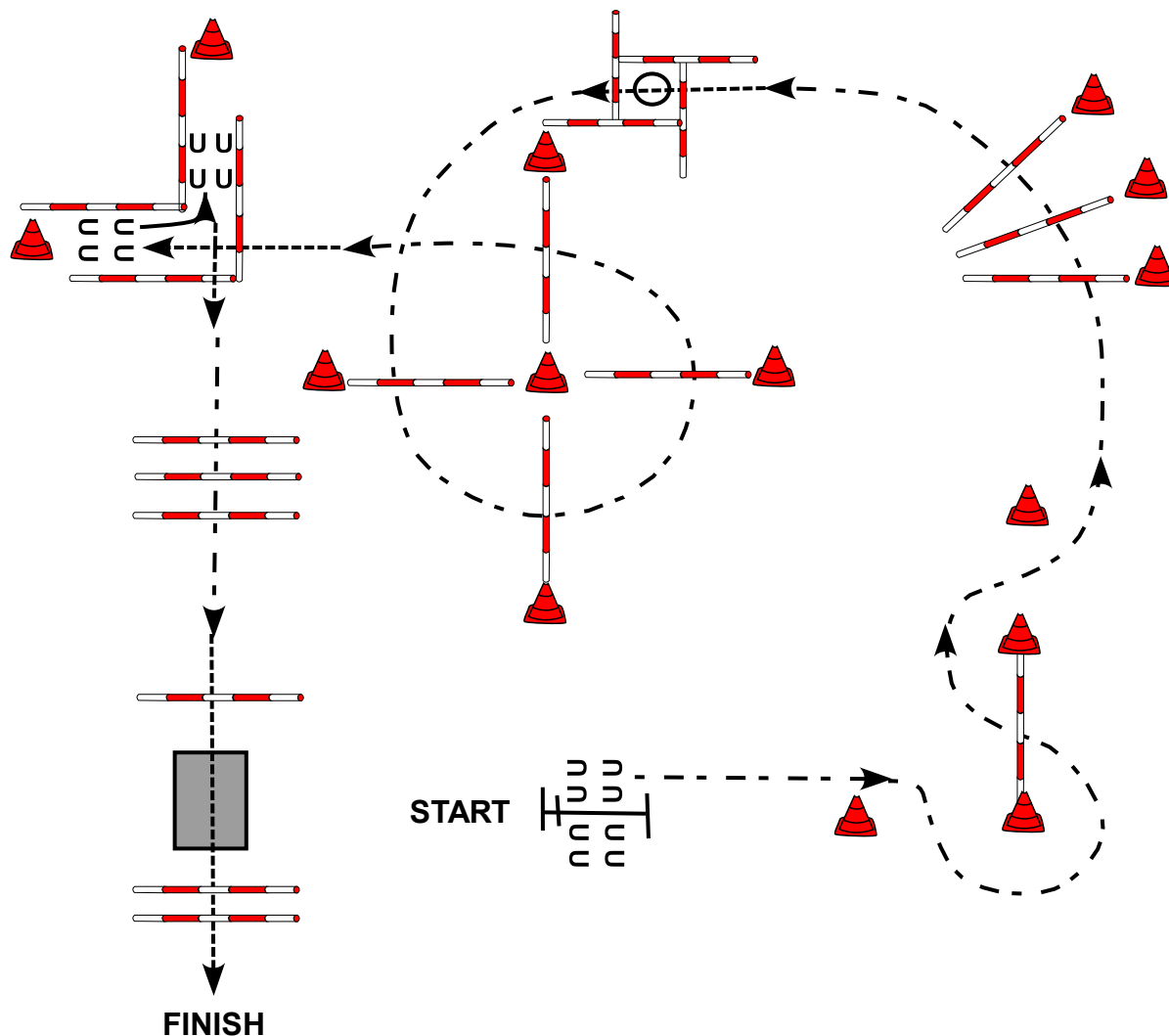
- Walk -----
- Trot - - - - -
- Canter _____
- Back
- Marker

INSTRUCTIONS


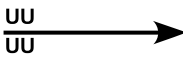


BE READY AT A

1. Canter on left lead from A to B
2. At B stop and back
3. Walk to C
4. At C trot a figure eight starting to the right
5. At C canter on right lead
6. Break to the trot and trot straight away (sitting trot)

Follow the instructions of your ring steward.

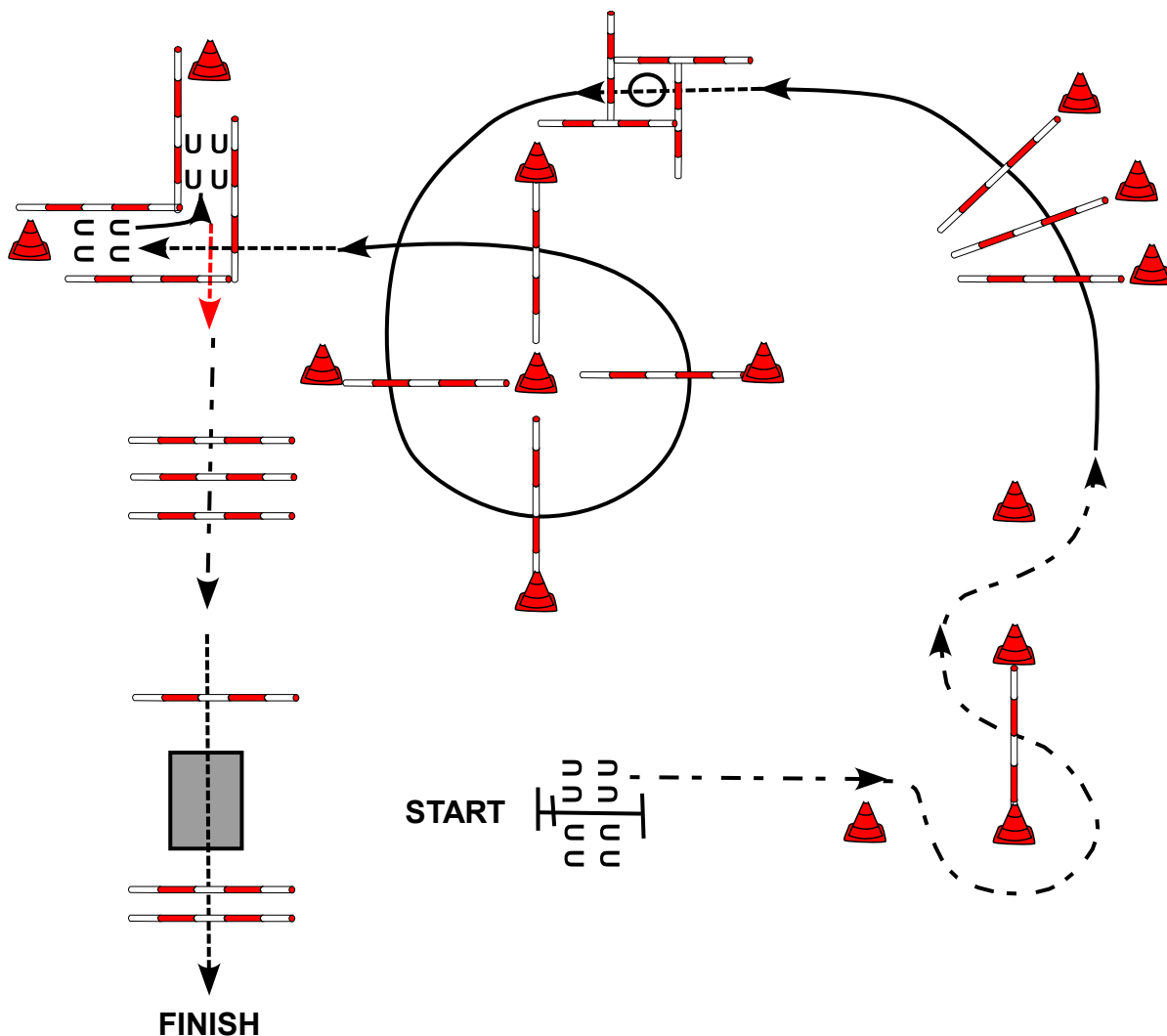


KEY


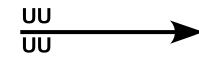


Walk	-----
Jog	- - - - -
Lope	—————
Back	
Sidepass	
Turn	
Cone	

INSTRUCTIONS

1. Work gate right hand open, ride thru and close
2. Jog thru serpentine, jog over poles
3. Stop or break to walk, walk into box, 360 degree turn either direction, walk out the box
4. Jog over poles
5. Stop or break to the walk, walk into "L", back around the corner, walk out "L"
6. Jog over poles break to walk
7. Walk over pole, bridge and the two last poles



KEY

- Walk -----
- Jog - - - - -
- Lope _____
- Back 
- Sidepass 
- Turn 
- Cone 

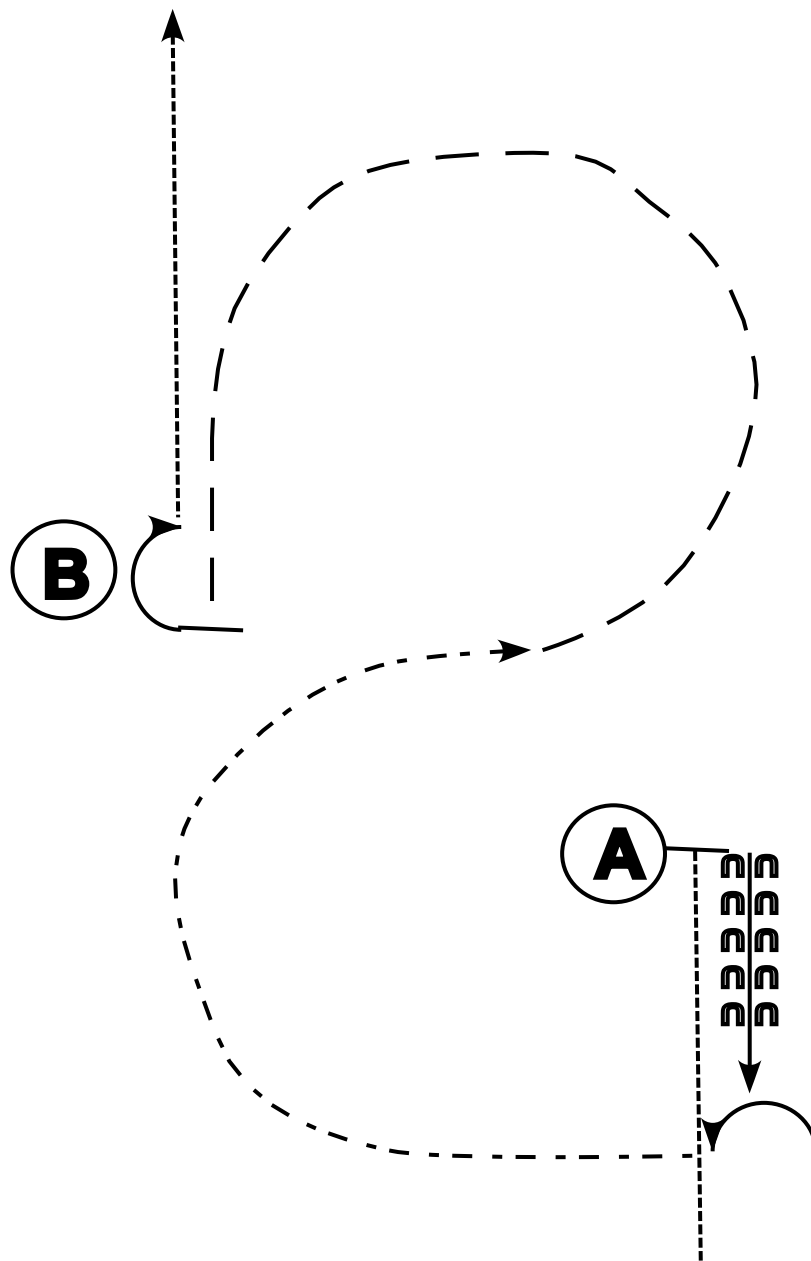
INSTRUCTIONS

1. Work gate right hand open, ride thru and close
2. Jog thru serpentine, jog over pole
3. Lope over poles (left lead)
4. Stop or break to walk, walk into box, 360 degree turn either direction, walk out the box
5. Lope over poles (left lead)
6. Stop or break to the walk, walk into "L", back around the corner, walk out "L"
7. Jog over poles
8. Stop or break to the walk, walk over poles and the bridge



Svenska Paint Championatet 2016 - 23-25 september

W. HORSEMANSHIP ALL BREED: Open All Ages - 011
WALK & TROT ALL BREED: Youth All Ages - 012



KEY

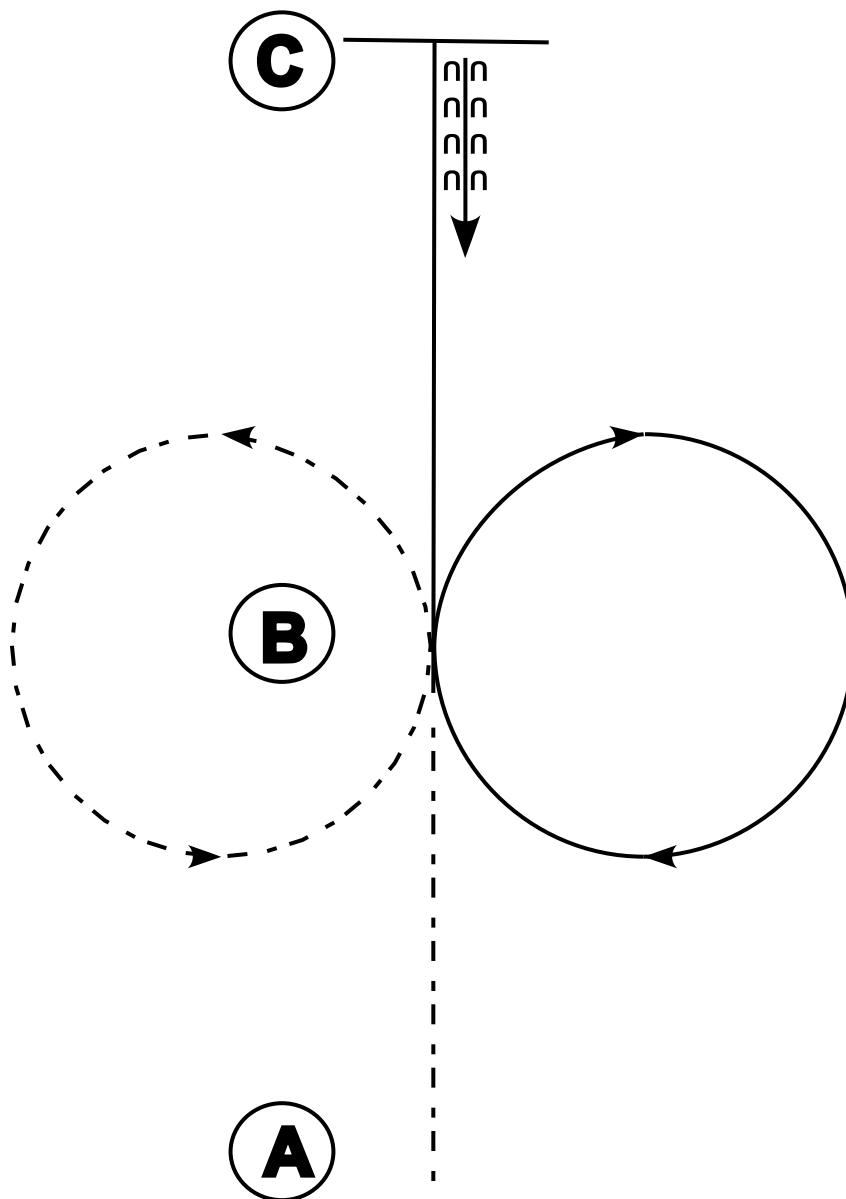
- Walk -----
- Jog - - - - -
- Extended jog — — —
- Lope _____
- Back
- Sidepass
- Turn
- Cone

INSTRUCTIONS





BE READY BEFORE MARKER A

1. Walk to A
2. Stop and back approximately one horse length
3. Execute a 1/4 turn to the left and jog a half circle
4. Extend the jog to B
5. Stop at B and execute a 1/2 turn to the right
6. Walk to exit

Follow the instructions of your ring steward.



KEY

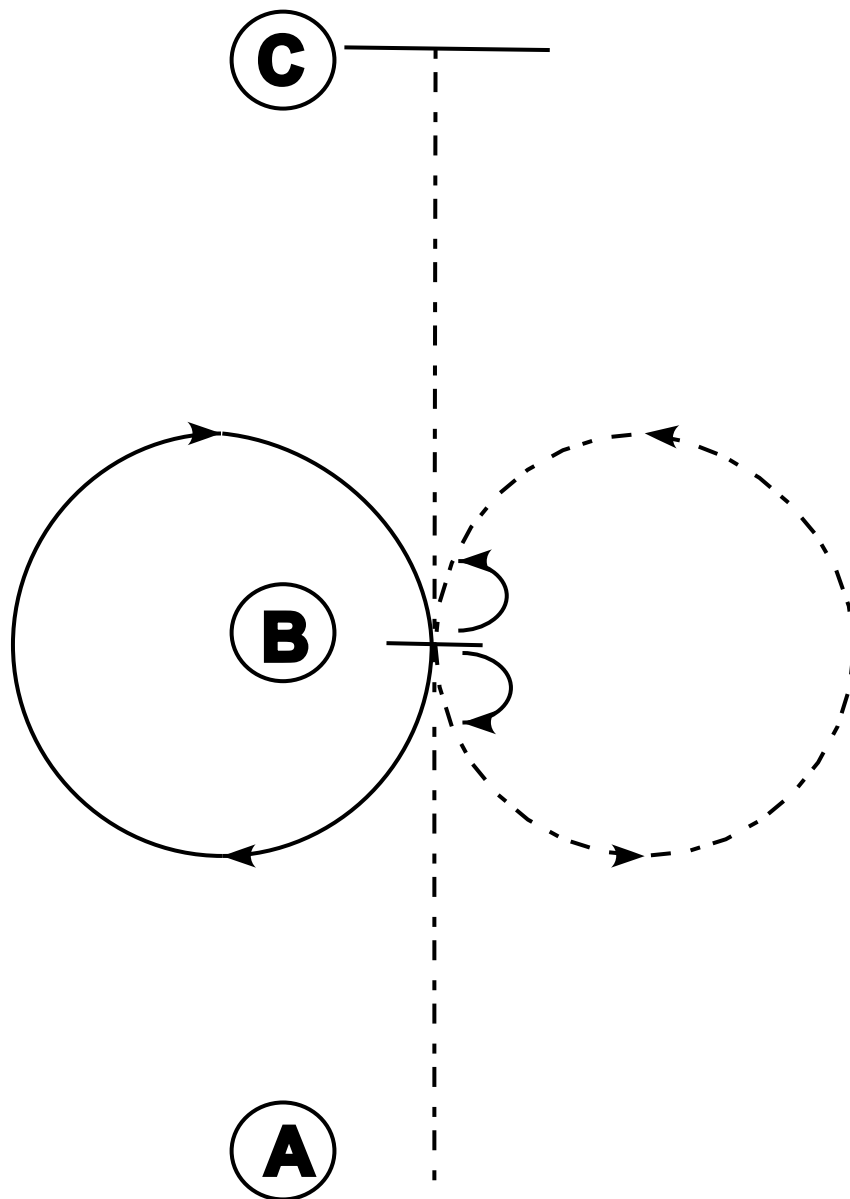
Walk	-----
Jog	- - - - -
Extended jog	— — —
Lope	—————
Back	
Sidepass	
Turn	
Cone	

INSTRUCTIONS


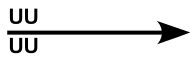


BE READY AT A

1. Jog from A to B
2. At B jog a circle to the left
3. At B lope a circle to the right on the right lead
4. Continue the lope to C
5. At C stop and back 6 steps

Follow the instructions of your ring steward.



KEY

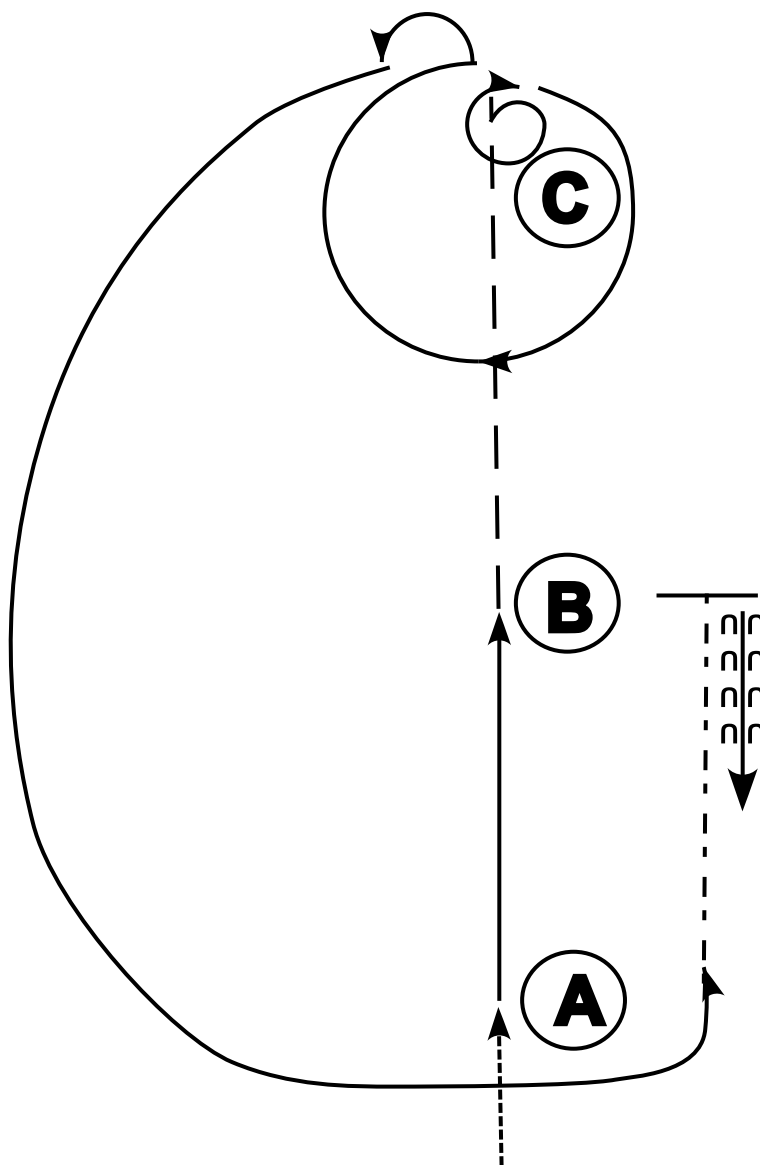
Walk	-----
Jog	- - - - -
Extended jog	— — —
Lope	—————
Back	
Sidepass	
Turn	
Cone	

INSTRUCTIONS





BE READY AT A

1. Jog from A to B
2. Stop at B and perform a 180 degree turn to the right on the hindquarters
3. Jog a circle to the left
4. At B lope a circle to the right on right lead
5. Stop at B and perform a 180 degree turn to the left
6. Jog B to C
7. Stop at C

Follow the instructions of your ring steward.



KEY

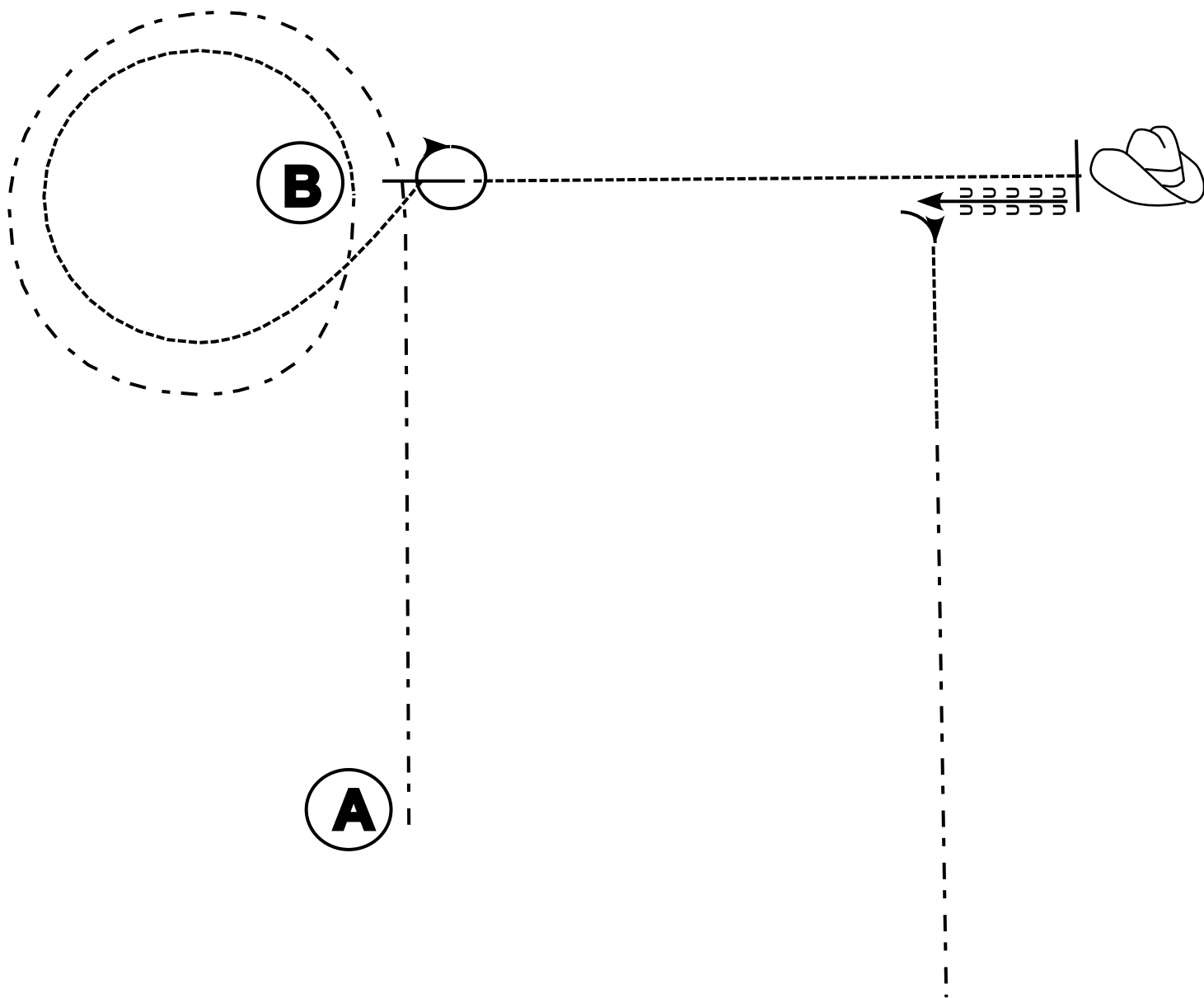
- Walk -----
- Jog - - - - -
- Extended jog — — —
- Lope _____
- Back 
- Sidepass 
- Turn 
- Cone 

INSTRUCTIONS

BE READY BEFORE A

1. Walk to A
2. At A lope on the left lead to B
3. At B extend the jog to past C
4. Stop and perform a 450 degree turn to the right
5. Lope a circle around C on the right lead
6. Stop at C and perform a 180 degree turn to the left
7. Lope a large fast half circle to and around C
8. At A, jog to B
9. Stop at B and back 4 approximately one horse length

Follow the instructions of your ring steward.




KEY


Walk -----

Trot - - - - -

Back 

Turn 

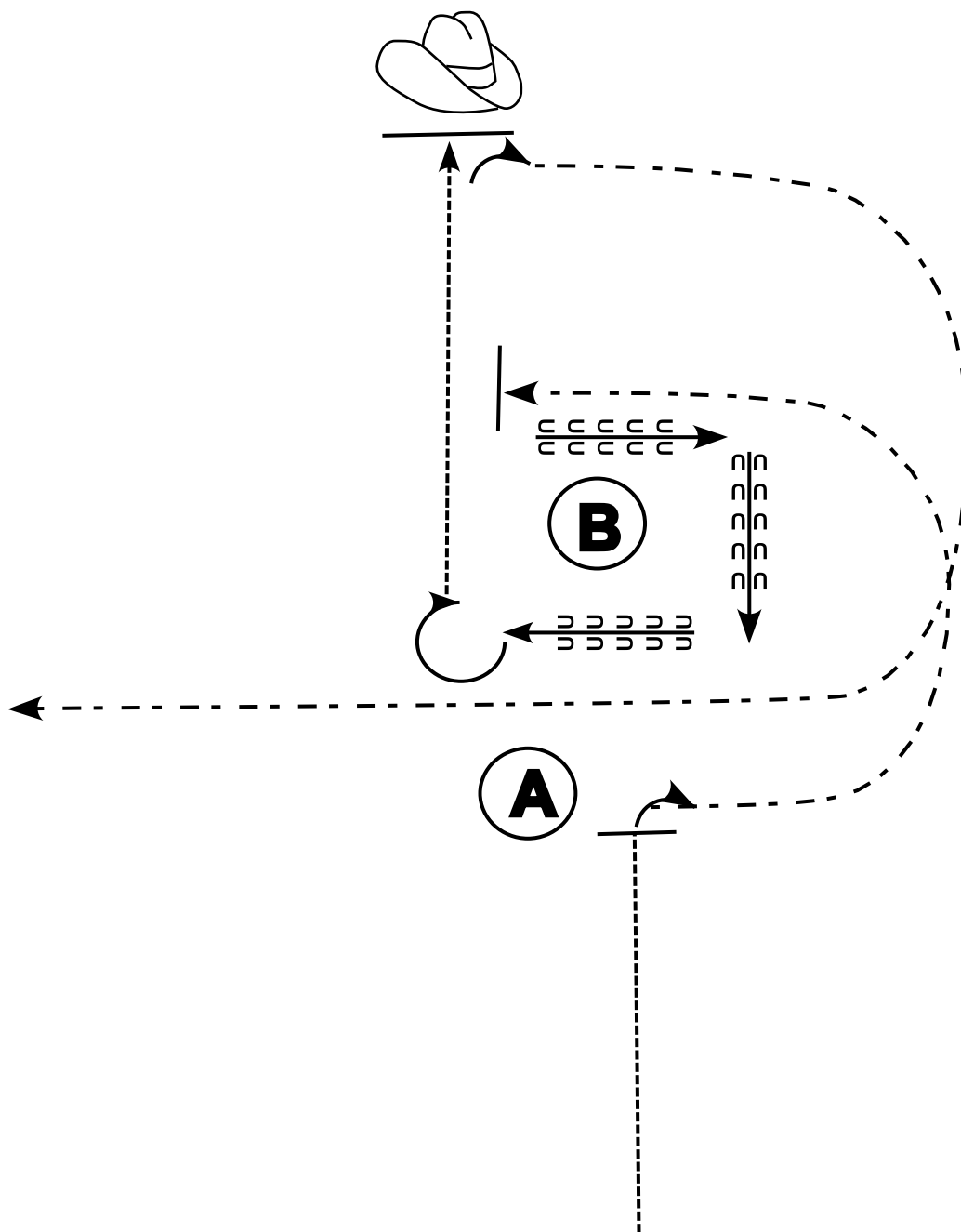
Marker 

Judge 

INSTRUCTIONS

BE READY AT A.

1. Trot from A to B
2. At B trot a large circle to the left back to B
3. At B walk a small circle to the left back to B, stop
4. Execute a 450 degree turn to the right. Walk to judge
5. Set up for inspection
6. When dismissed, back one horse length
7. Execute a 90 degree turn to the right
8. Walk two horse lengths and trot past A and continue to trot to lineup



KEY

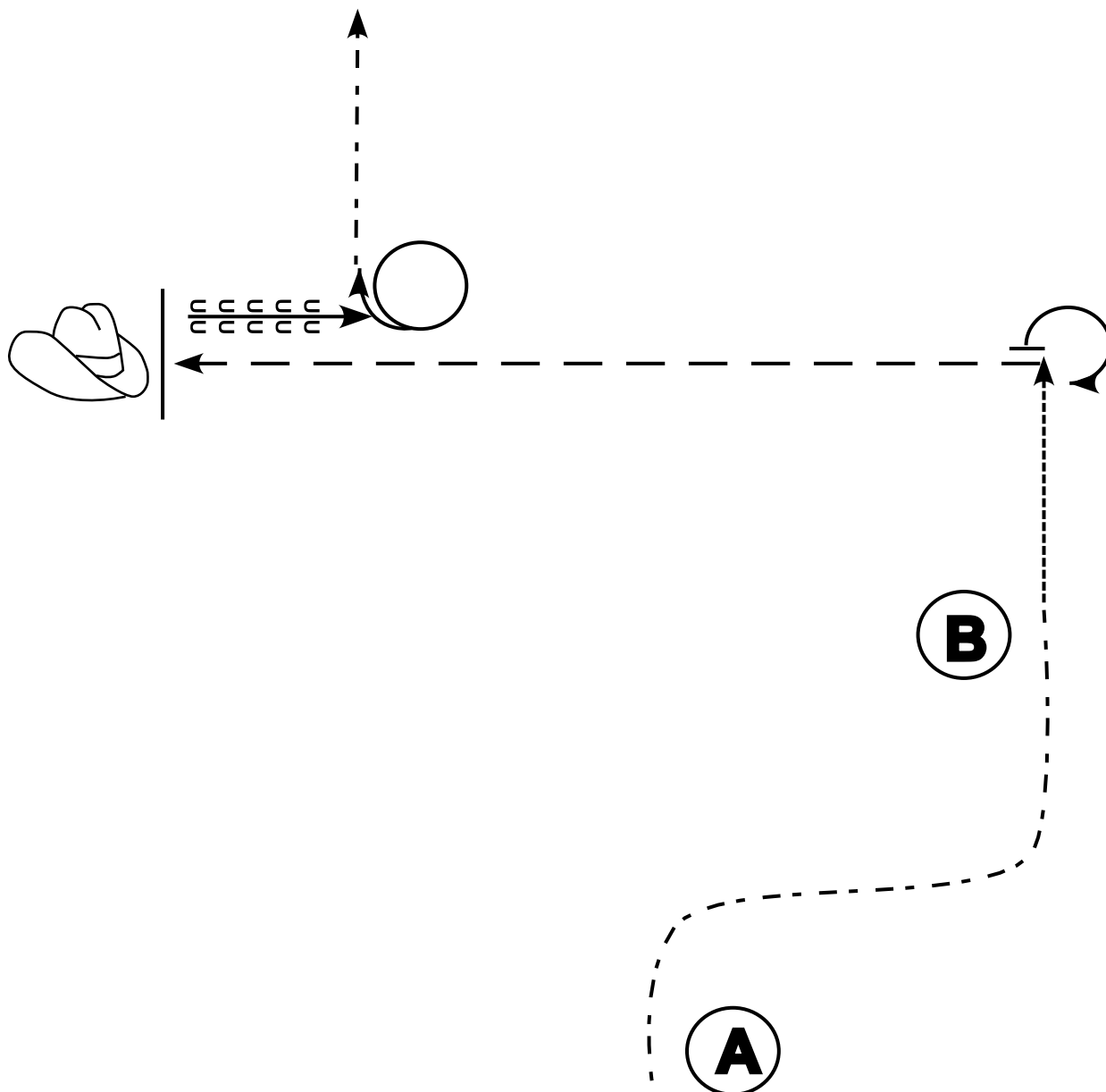
- Walk
Trot
Back
Turn
Marker A
Judge

INSTRUCTIONS





BE READY BEFORE A.

- 1. Walk to A
2. Stop and perform a 90 degree turn
3. Trot to B
4. Stop and back around and past B
5. Perform a 270 degree turn
6. Walk to judge
7. Stop and set up for inspection
8. When dismissed, perform a 90 degree turn
9. Trot around B to exit

Follow the instructions of your ring steward



KEY

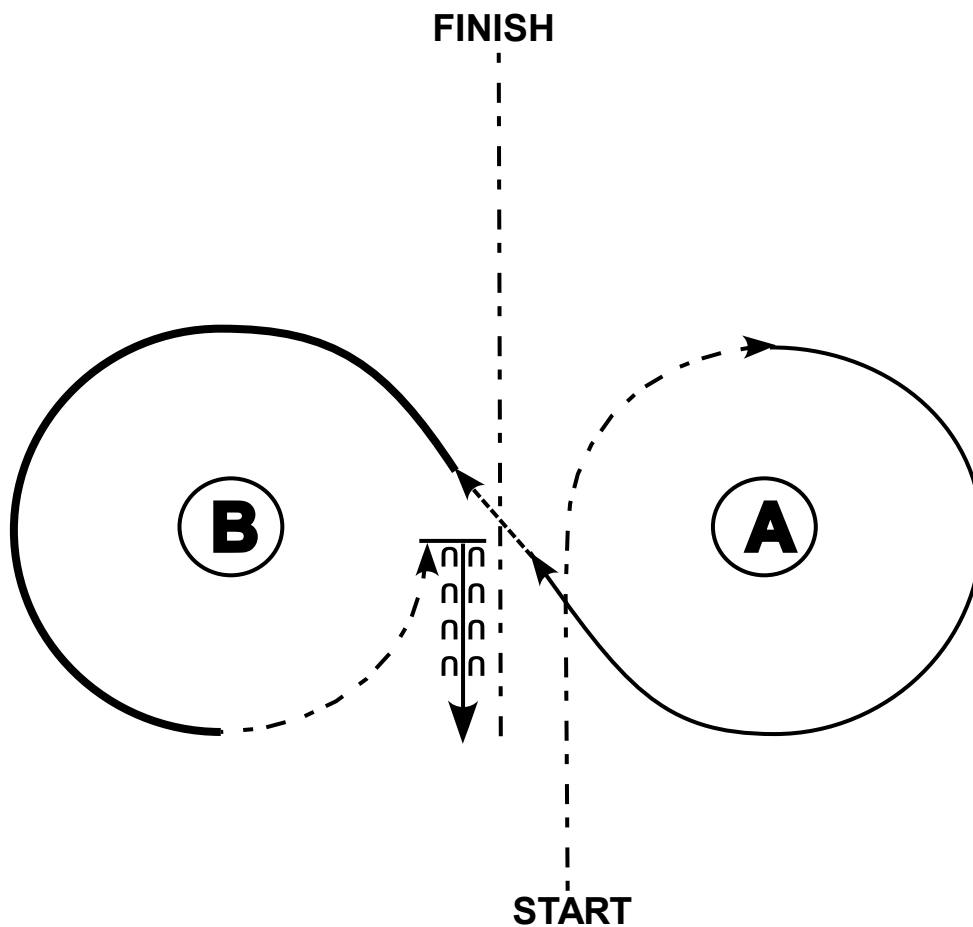
- Walk -----
- Trot - - - - -
- Extended Trot — — — — —
- Back 
- Turn 
- Marker 
- Judge 

INSTRUCTIONS

BE READY AT A.

1. At A trot a serpentine to B
2. When even with B break to a walk until even with judge
3. Stop and execute a 270 degree turn to the right
4. Extended the trot to judge
5. Stop and set up for inspection
6. When dismissed back a horse length
7. Execute a 450 degree turn to the right
8. Trot to lineup

Follow the instructions of your ring steward

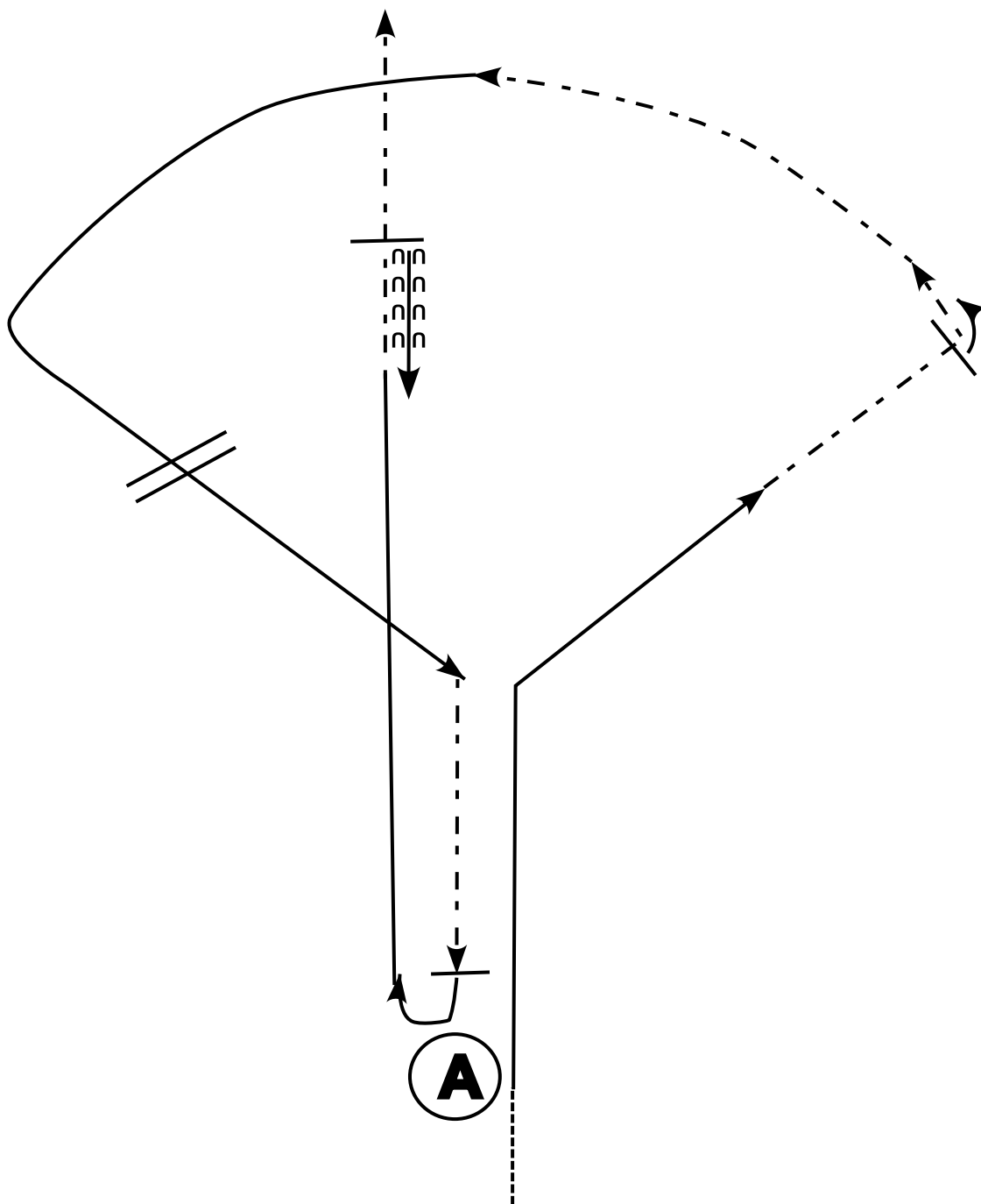


KEY




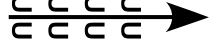


- Walk -----
- Trot - - - - -
- Canter _____
- Back $\frac{u\ u\ u\ u}{u\ u\ u\ u}$ →
- Marker **(A)**

INSTRUCTIONS

1. Start at center between cones
2. Pick up a posting trot left diagonal
3. Canter right lead around A
4. Between A and B break to a walk
5. Pick up a left lead hand gallop around B
6. When even with B, break to a sitting trot
7. Between cones stop and back a horse length
8. Exit at a posting trot right diagonal



KEY

- Walk 
- Trot 
- Canter 
- Back 
- Marker 
- Lead change 

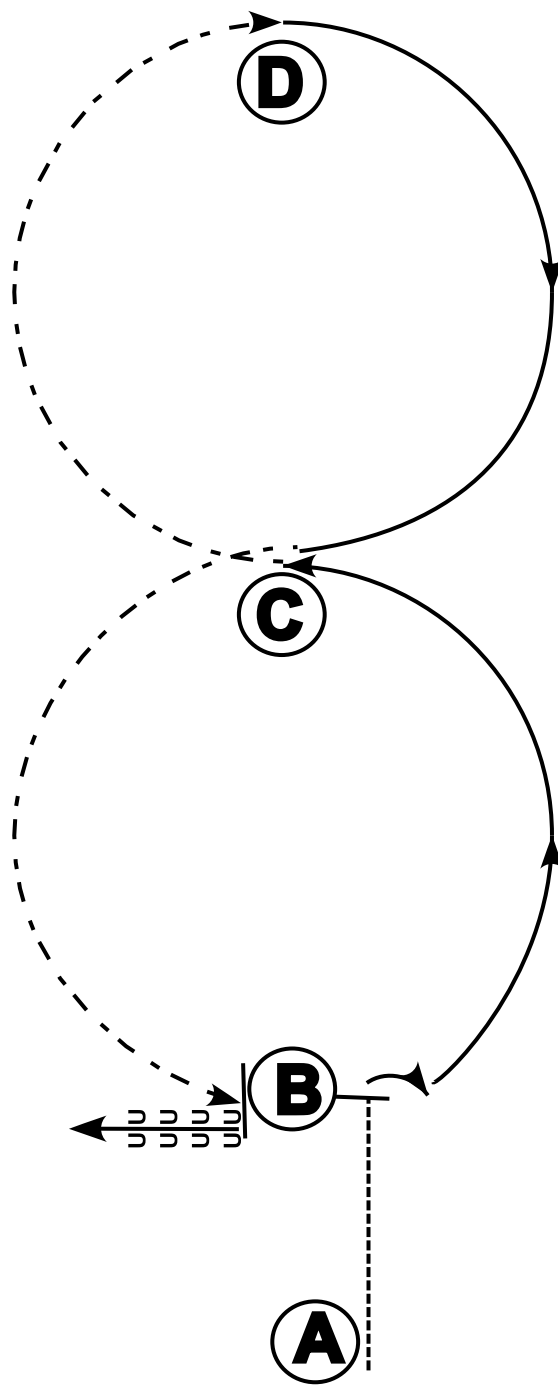
INSTRUCTIONS

1. Walk 2 horse lengths to A
2. At cone canter right lead up center and to the right at 45 degree angle
3. Halfway to stopping point break to a posting trot right diagonal
4. Stop and execute a 90 degree turn to the left on the forehand
5. Pick up a sitting trot
6. Canter left lead to complete half circle and continue on a 45 degree angle
7. Halfway to center point change leads (simple or flying)
8. At center pick up posting trot left diagonal to A
9. Stop and perform a 180 degree turn to the right on the haunches
10. Canter up the center on left lead
11. Break to posting trot left diagonal
12. Stop and back a horse length
13. Exit at a sitting trot



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HUNT SEAT Eq. APHA: Am. AA AHS1 / YOUTH YEE1 / Am. SPB AA ABHS
AQHA: Am. AA 252000 / YOUTH 452000



KEY

Walk -----

Trot - - - - -

Canter _____

Back

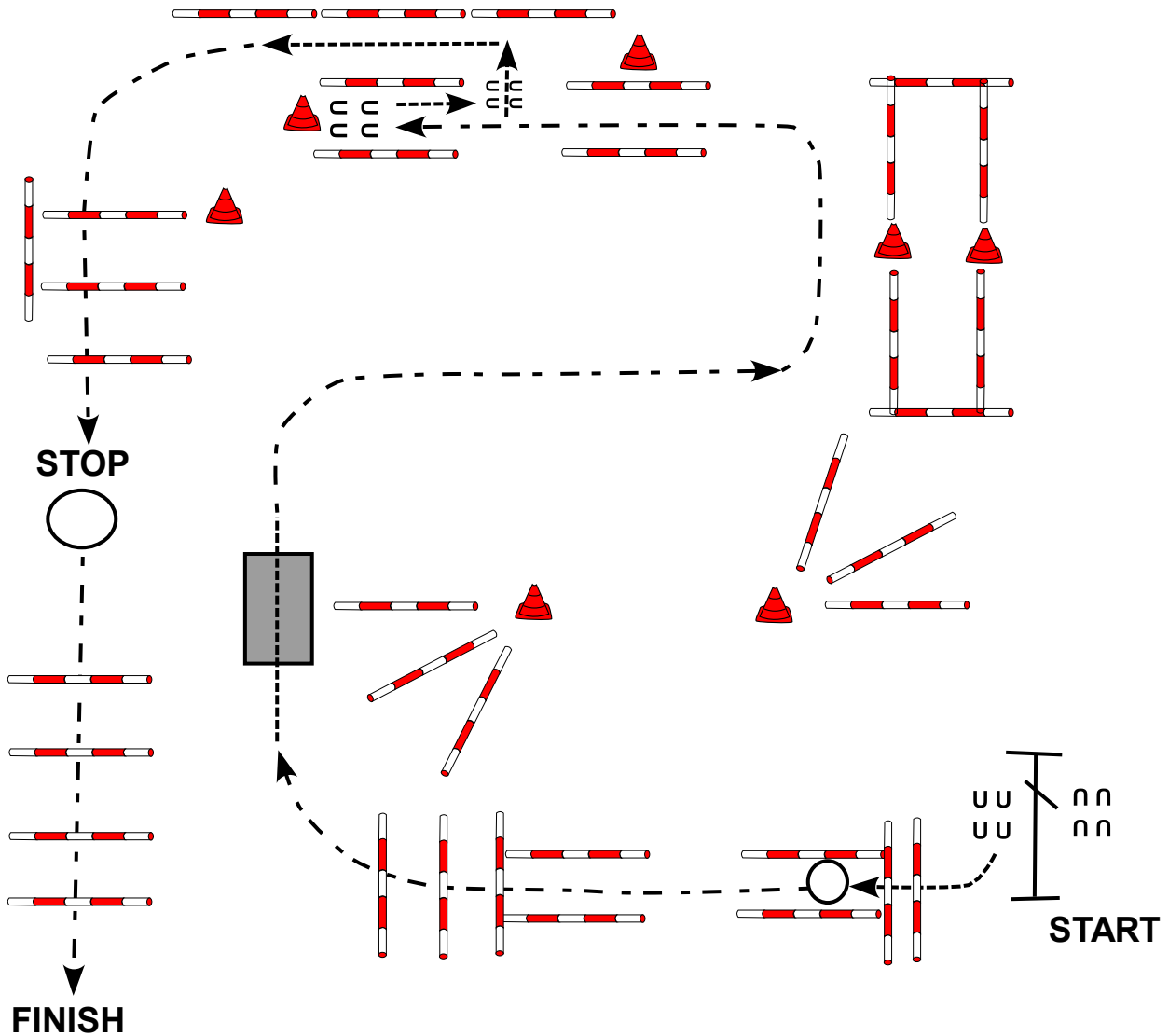
Marker

INSTRUCTIONS

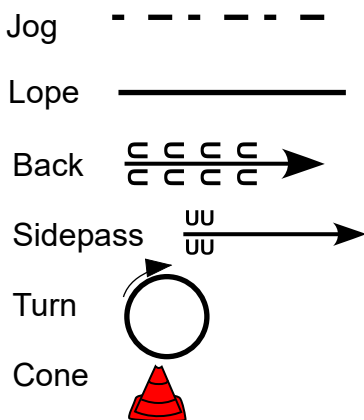
BE READY AT A

1. Walk to B
2. Stop at B and perform a 90 degree turn to the right on the forehand
3. Canter on the left lead from D to C
4. Posting trot from C to D
5. Canter right on the right lead from D to C
6. Posting trot from C to B
7. Stop at B and back one horse length

Follow the instructions of your ring steward



KEY



INSTRUCTIONS

1. Gate left hand open, walk thru, close
2. Walk over poles and into box, 360 degree turn right way then jog out
3. Jog over poles
4. Stop or break to walk, walk over bridge
5. Jog into chute, back to gap, sidepass right, walk out
6. Jog over poles
7. Stop and execute a 360 degree turn to the right then jog off
8. Jog over poles



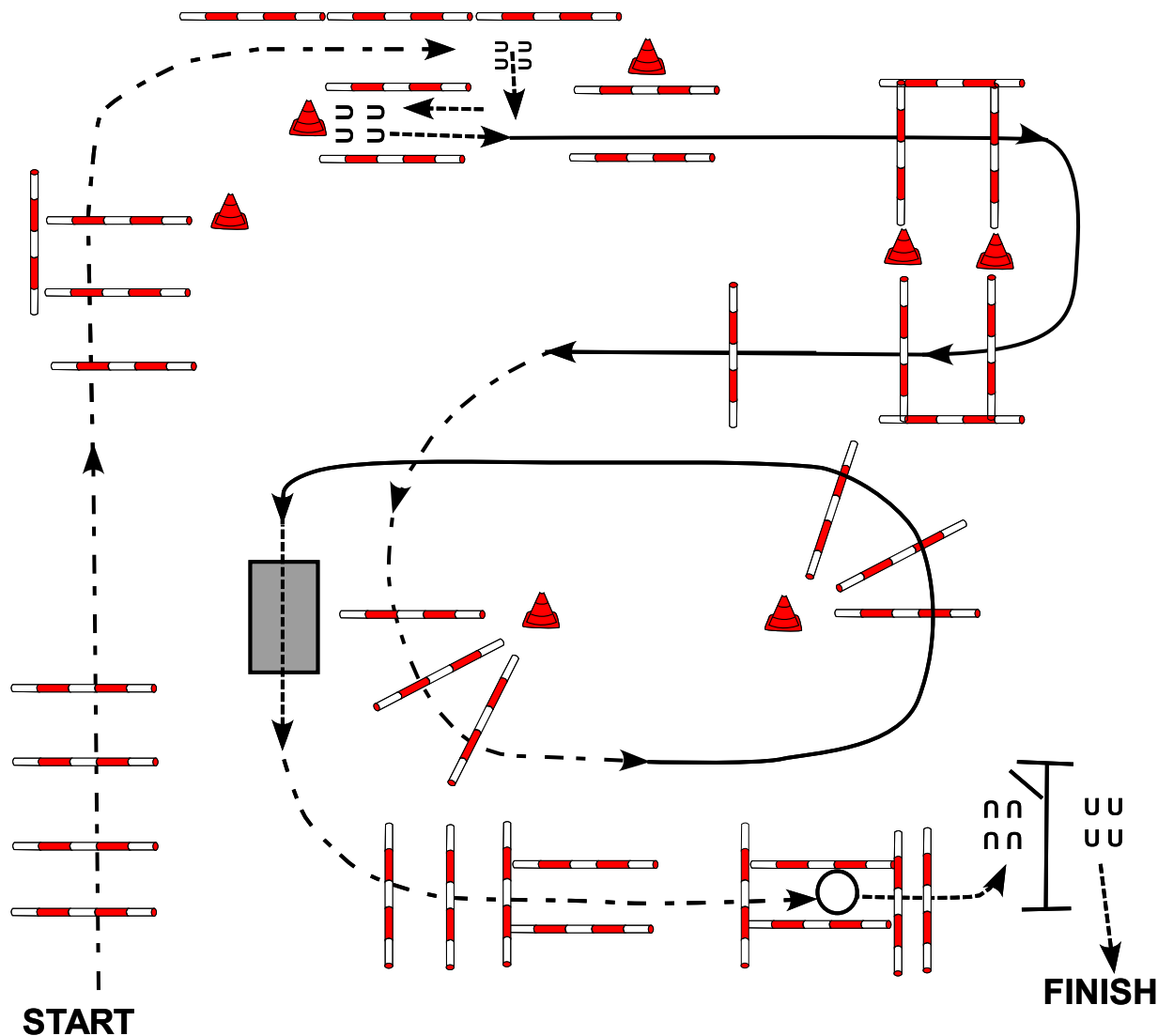
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TRAIL

NSBA: NON PRO

APHA: Am. AAAT1 / Am. SPB AAABT

AQHA: Am. AA 238000

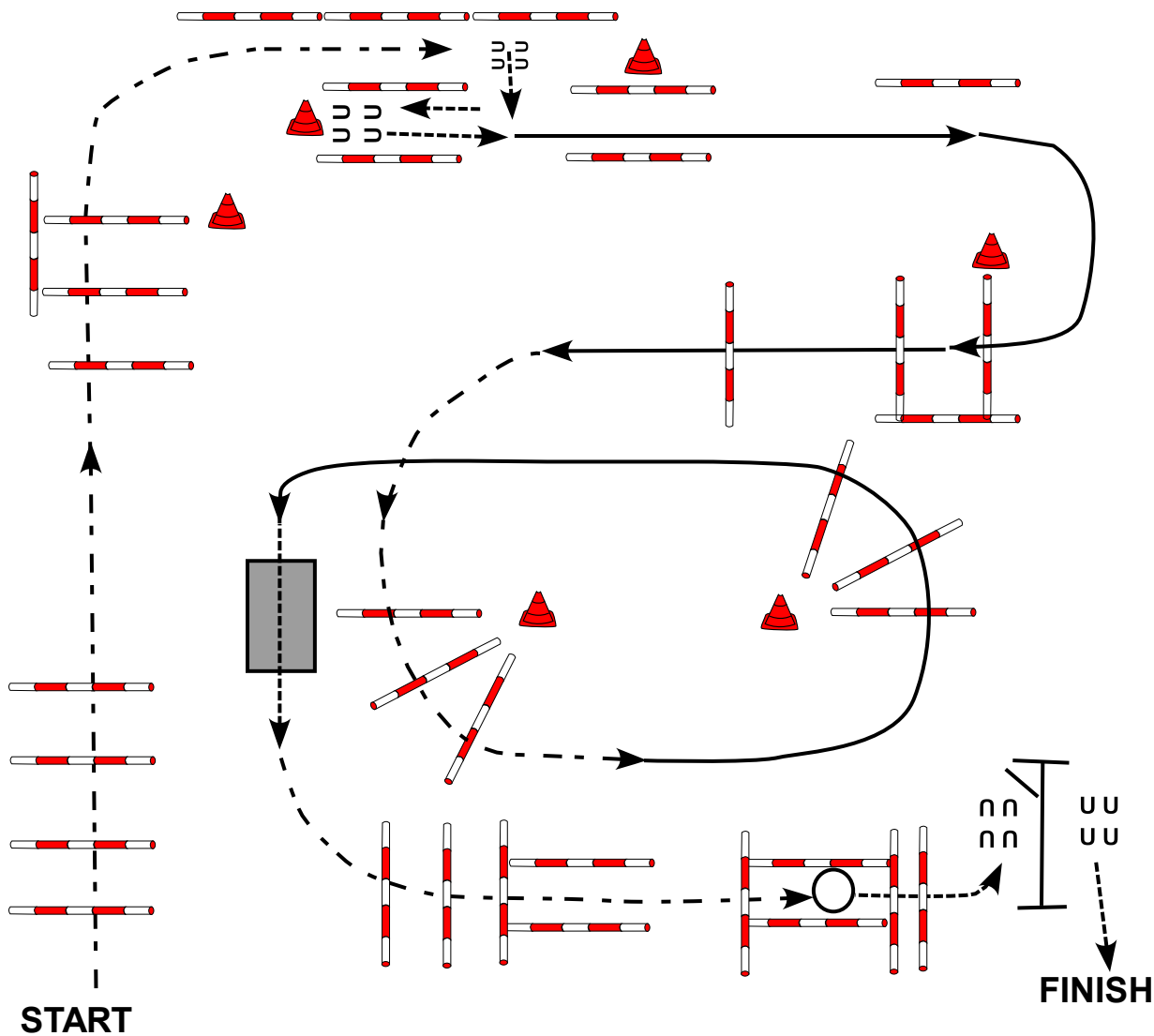


KEY


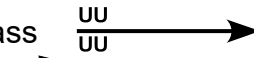


Walk	-----
Jog	- - - - -
Lope	—————
Back	
Sidepass	
Turn	
Cone	

INSTRUCTIONS

1. Jog over poles
2. Keep on jogging, jog over poles
3. Jog into chute, stop at gap, sidepass right, back between poles, walk forward, then lope out right lead
4. Lope over poles right lead
5. Break to jog, then jog over poles
6. Lope over poles left lead
7. Stop or break to walk, walk over bridge
8. Jog over poles, jog into box
9. Stop and execute a 360 degree turn either way, walk out. Walk over poles up to the gate
10. Gate right hand, ride thru and close gate



KEY

Walk	-----
Jog	- . - . - . - .
Lope	—————
Back	
Sidepass	
Turn	
Cone	

INSTRUCTIONS

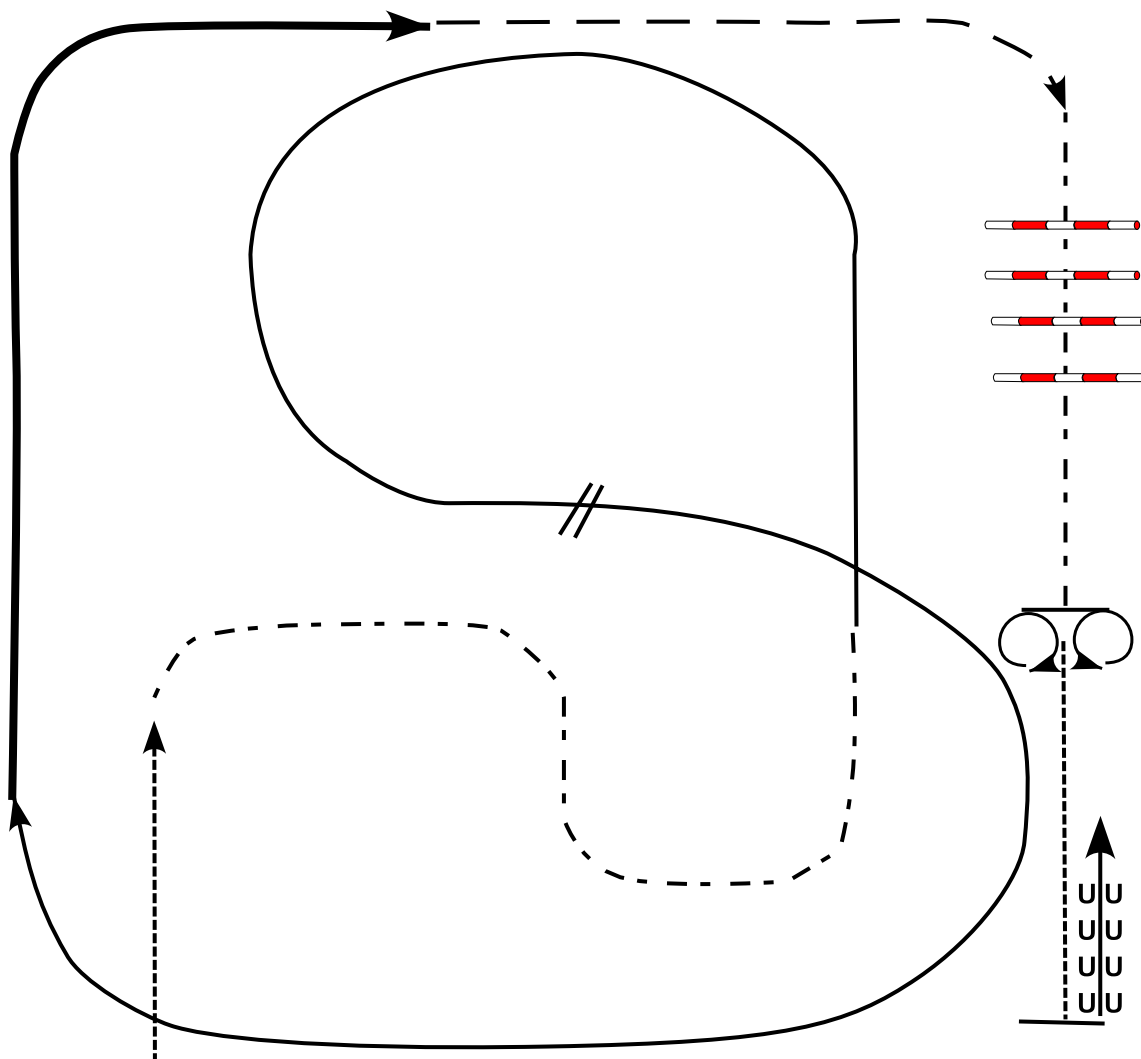
1. Jog over poles
2. Keep on jogging, jog over poles
3. Jog into chute, stop at gap, sidepass right, back between poles, walk forward, then lope out right lead
4. Lope over poles right lead
5. Break to jog, then jog over poles
6. Lope over poles left lead
7. Stop or break to walk, walk over bridge
8. Jog over poles, jog into box
9. Stop and execute a 360 degree turn either way, walk out. Walk over poles up to the gate
10. Gate right hand, ride thru and close gate



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RANCH RIDING/
RANCH PLEASURE

ALL BREED: Open AA 018 / NSBA NON PRO
APHA: Am. AA ARP1 / Am. SPB AA ABRH



KEY

- Walk -----
- Jog - - - - -
- Extended Jog — — — — —
- Lope _____
- Extended Lope _____
- Back
- Lead change
- Turn
- Cone

INSTRUCTIONS

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



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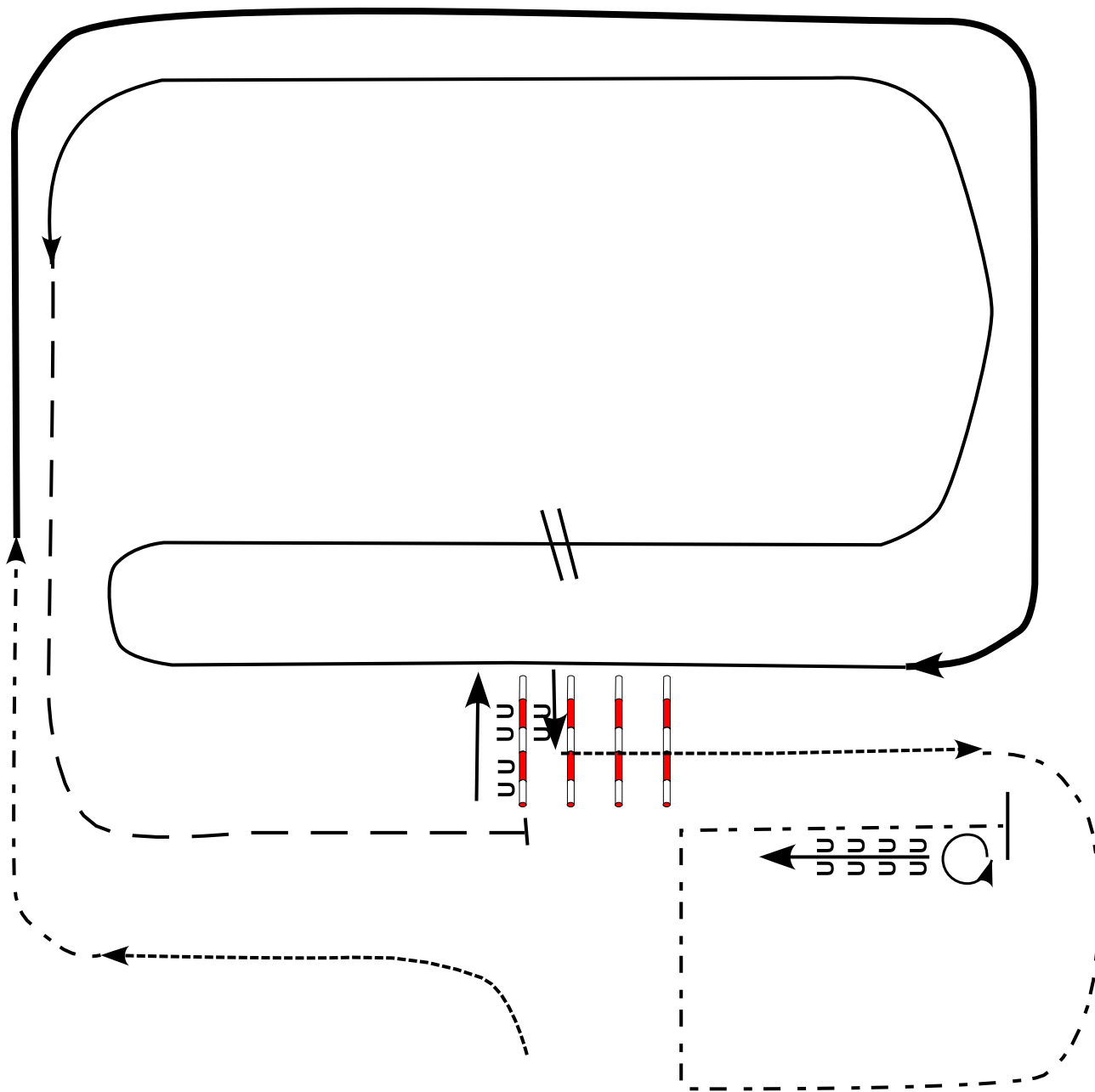
RANCH RIDING/

NSBA OPEN AA

RANCH PLEASURE

APHA: OPEN AA RHP1 / SPB Open AA RRP1

AQHA: OPEN AA 143000



KEY

- Walk -----
- Jog - - - - -
- Extended Jog — — — — —
- Lope _____
- Extended Lope _____
- Back
- Lead change
- Turn
- Cone

INSTRUCTIONS

1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change lead (simple or flying)
6. Lope left lead
7. Extend trot
8. Stop, side pass left, side pass right 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360 degree turn left, back



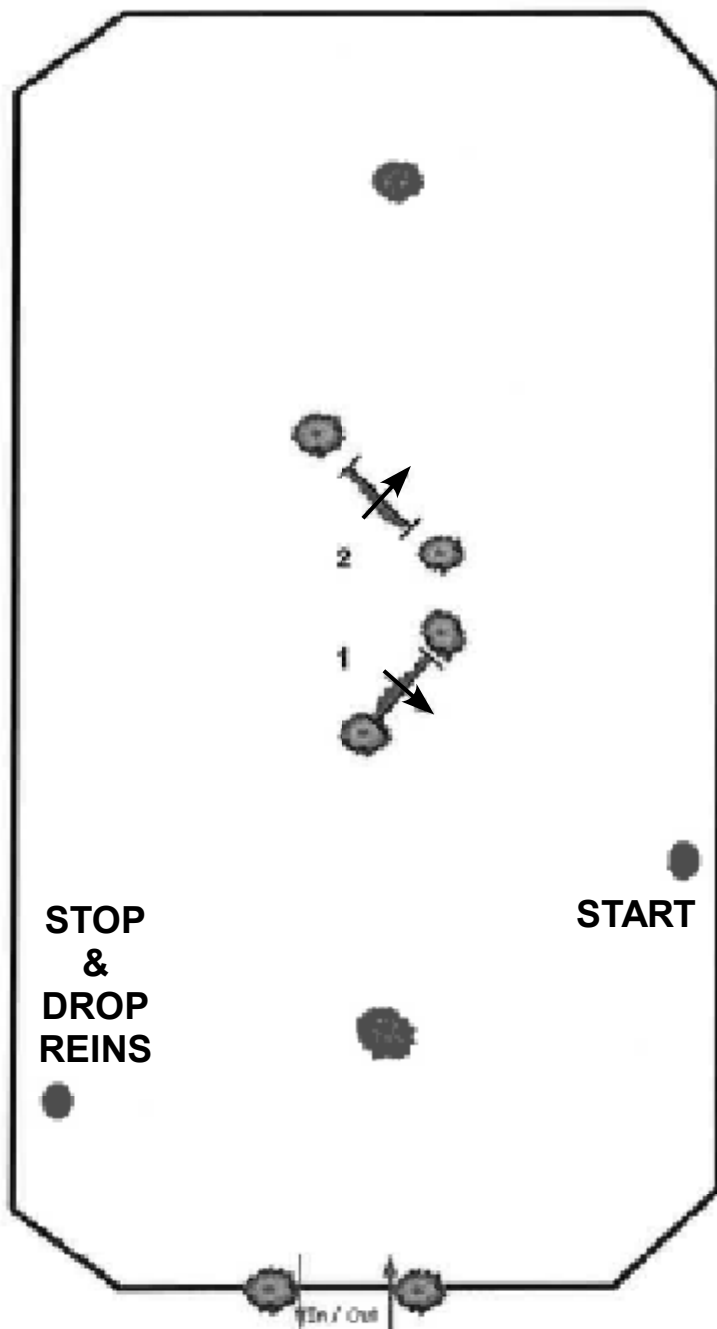
Svenska Paint Championatet 2016 - 23-25 september

HUNTER HACK

ALL BREEDS: OPEN AA 020

APHA: OPEN AA HH1 / SPB Open AA BHH1 / YOUTH YHH1

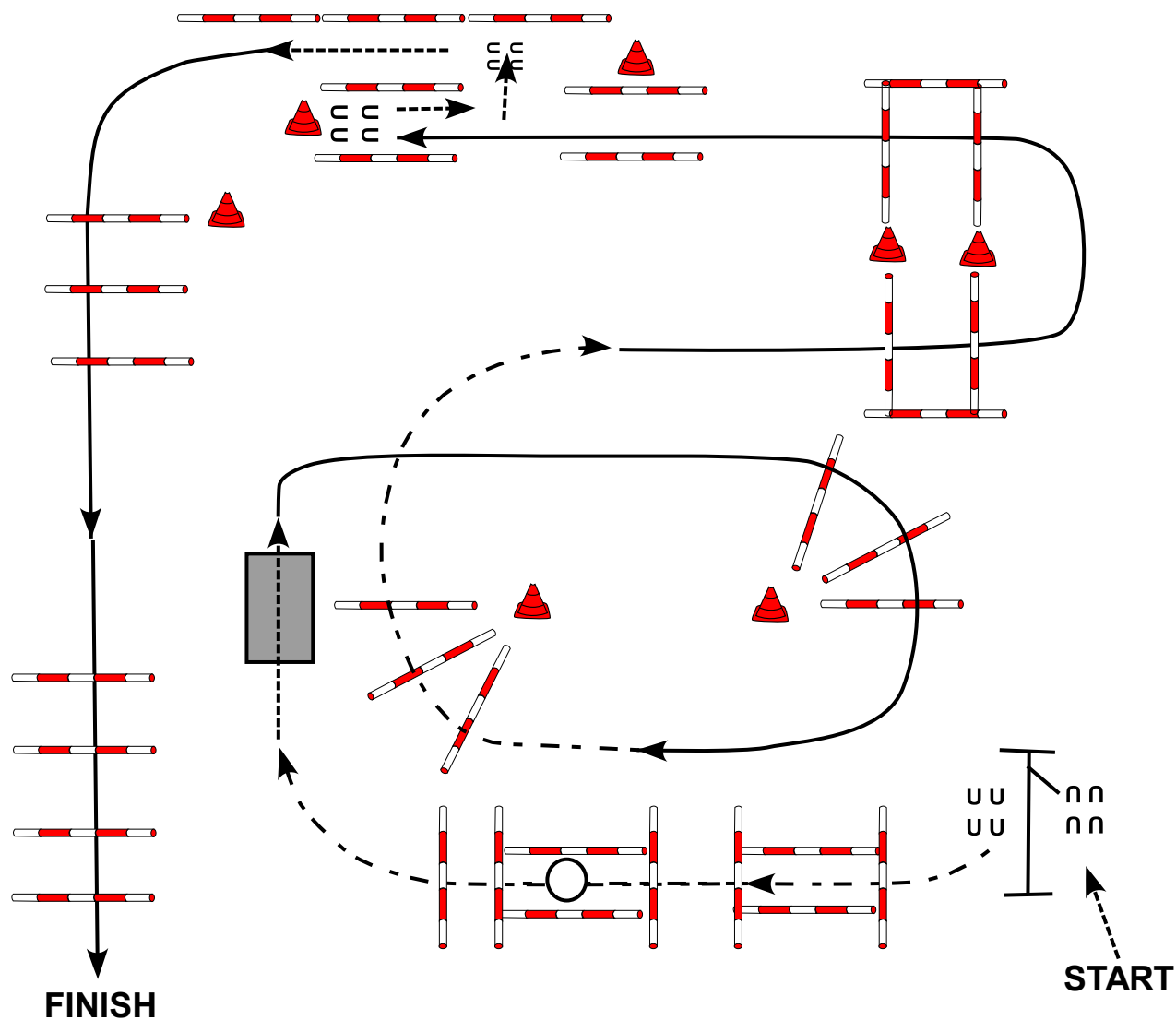
AQHA: OPEN AA 152000




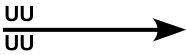


KEY

INSTRUCTIONS

1. Left lead canter around, to the first fence
2. Change to right lead canter (over or after the fence) to second fence
3. Change to left lead canter (over or after the fence) and canter to the marker
4. At marker, stop and drop reins

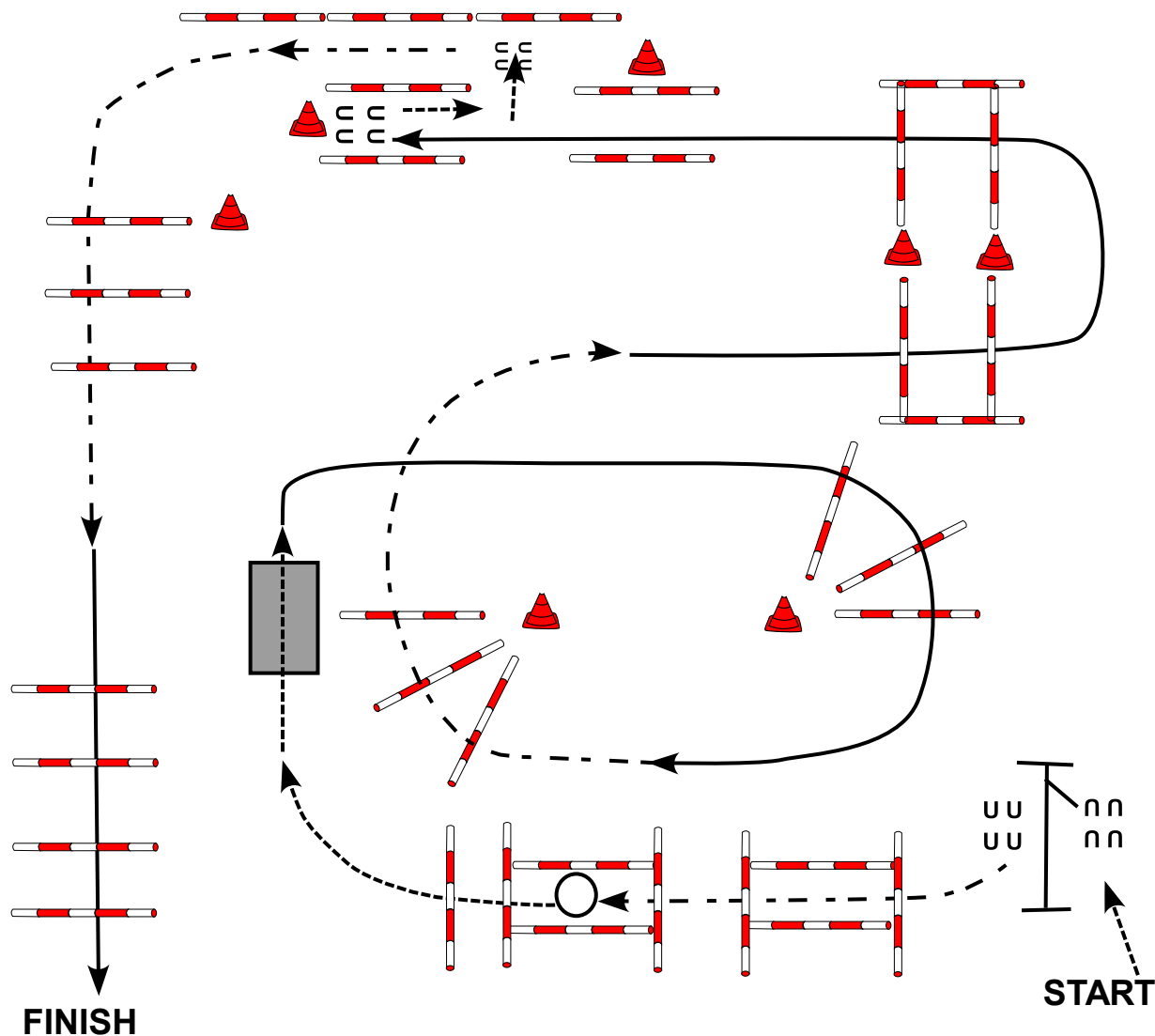


KEY


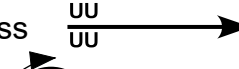


Walk	-----
Jog	- . - . - .
Lope	—————
Back	
Sidepass	
Turn	
Cone	

INSTRUCTIONS

1. Gate left hand, ride thru and close gate
2. Jog to 2nd box, stop, and execute a 360 degree turn, either way and jog out
3. Stop or break to walk and walk over bridge
4. Lope over poles right lead
6. Break to jog, jog over poles
7. Lope over poles left lead into chute
8. Stop and back between poles, stop at gap, sidepass right, walk out from chute
9. Lope over poles left lead



KEY

Walk
Jog	- - - - -
Lope	—————
Back	
Sidepass	
Turn	
Cone	

INSTRUCTIONS

1. Gate left hand, ride thru and close gate
2. Jog to 2nd box, stop, and execute a 360 degree turn, either way and walk out
3. Walk over bridge
4. Lope over poles right lead
5. Break to jog, jog over poles
6. Lope over poles left lead
6. Lope into chute, stop, and back between poles, stop at gap, sidepass right
7. Jog over poles
8. Lope over poles left lead



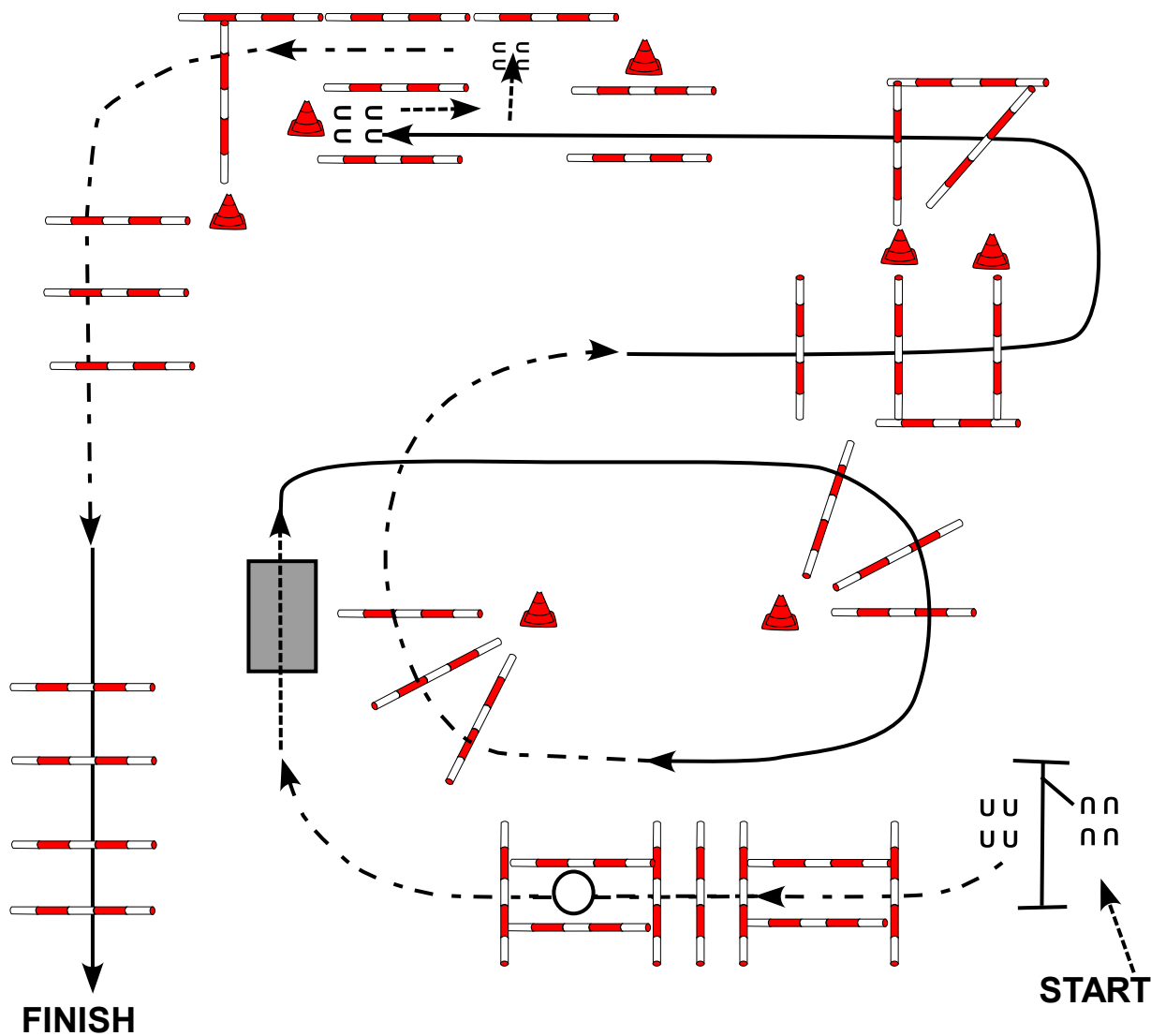
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TRAIL

NSBA OPEN

APHA: OPEN SR TRL3 / SPB BT1

AQHA: OPEN SR138200



KEY

Walk	-----
Jog	- - - - -
Lope	—————
Back	
Sidepass	
Turn	
Cone	

INSTRUCTIONS

1. Gate left hand, ride thru and close gate
2. Jog to 2nd box, stop, and execute a 360 degree turn, either way and jog out
3. Stop or break to walk and walk over bridge
4. Lope over poles right lead
5. Break to jog, jog over poles
6. Lope over poles left lead into chute
7. Stop and back between poles, stop at gap, side pass right
7. Jog over poles
8. Lope over poles left lead

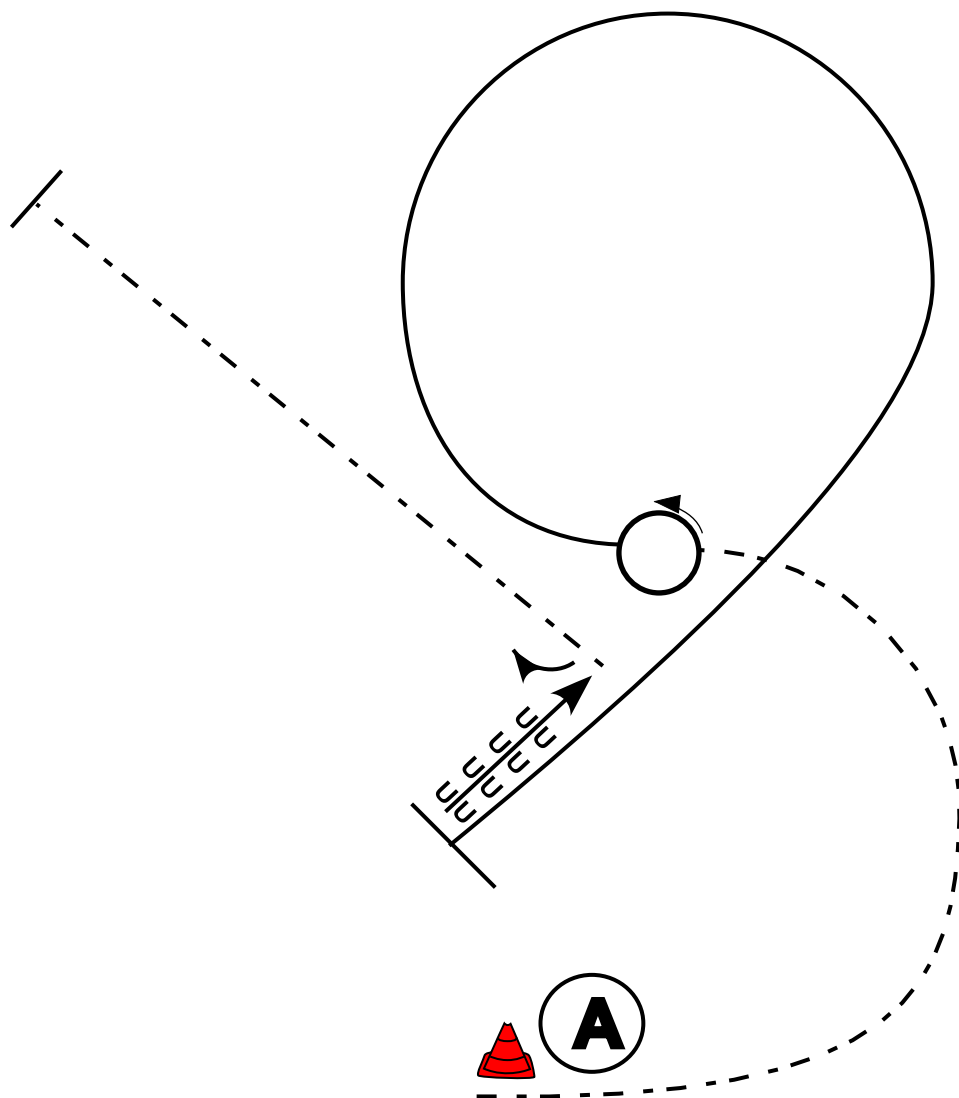


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HORSEMANSHIP

APHA: Amateur AA AH1 / Am. SPB AA ABHM / YOUTH YH1

AQHA: Amateur AA 240000 / YOUTH 440000



KEY

Walk	
Jog	
Lope	
Back	
Sidepass	
Turn	
Cone	

INSTRUCTIONS

BE READY BEFORE A

1. At cone jog a half circle
2. At center stop, execute a 360 degree turn to the left on the haunches
3. Lope right lead in circle around and toward cone until even with cone
4. Stop and back a horse length
5. 90 degree turn to the right on the haunches
6. Jog to line up



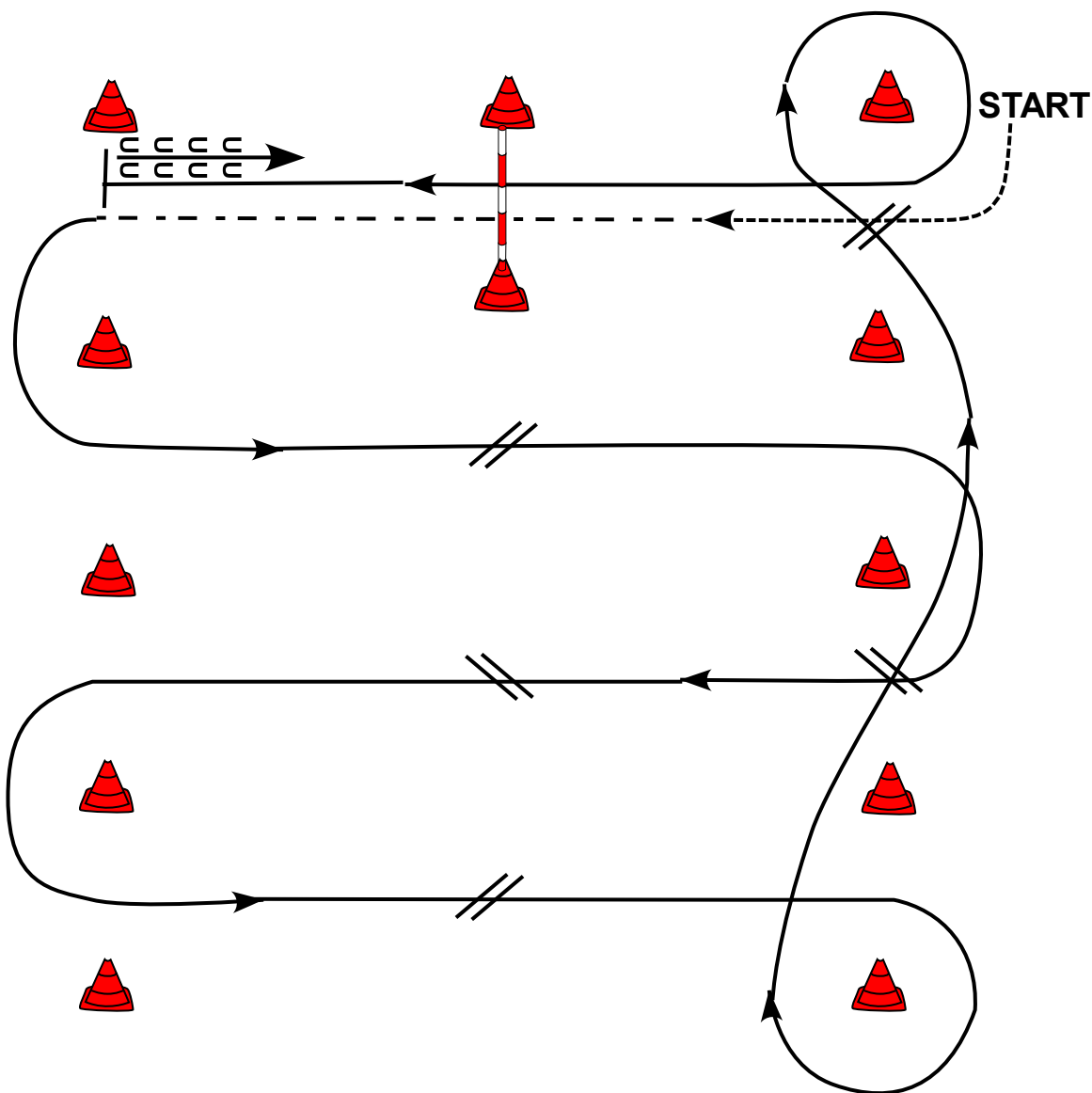
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WESTERN RIDING

ALL BREEDS: AA 022

APHA: Open AA WR1

AQHA: Open AA 136000



KEY

- Walk -----
- Jog - - - - -
- Extended Jog — — — — —
- Lope _____
- Extended Lope _____
- Back
- Lead change
- Turn
- Cone

INSTRUCTIONS

1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle and line change
7. Second line change and circle
8. Lope log
9. Stop and back