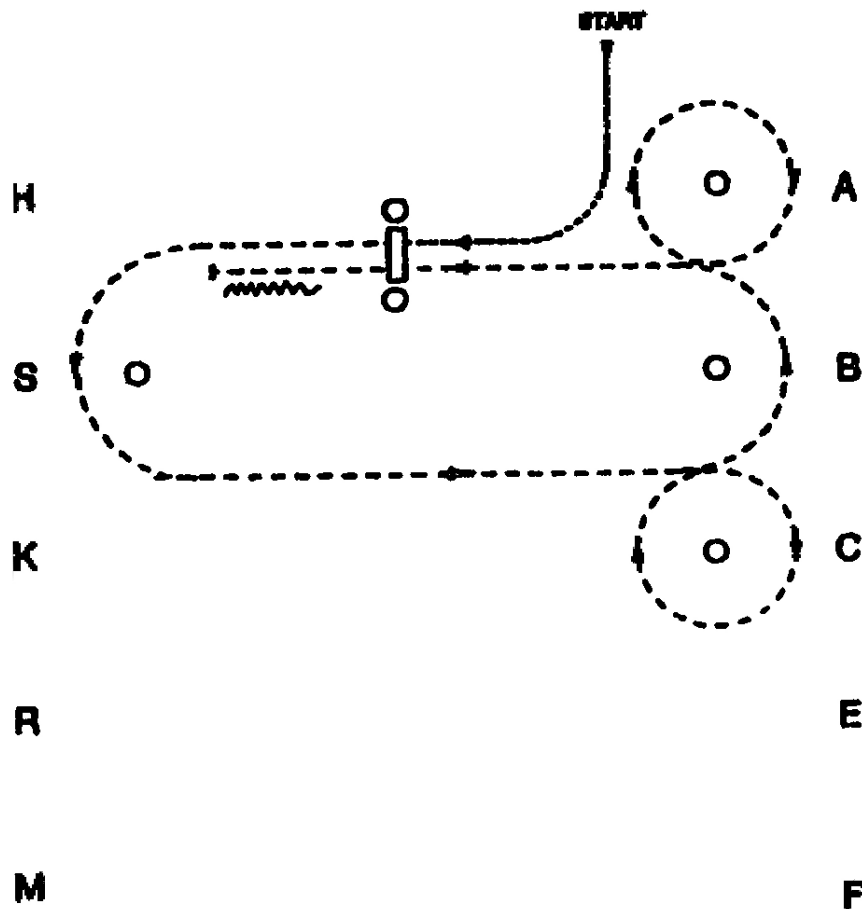







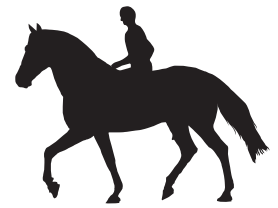


Western Riding Pattern #2 Level CI (Independent)

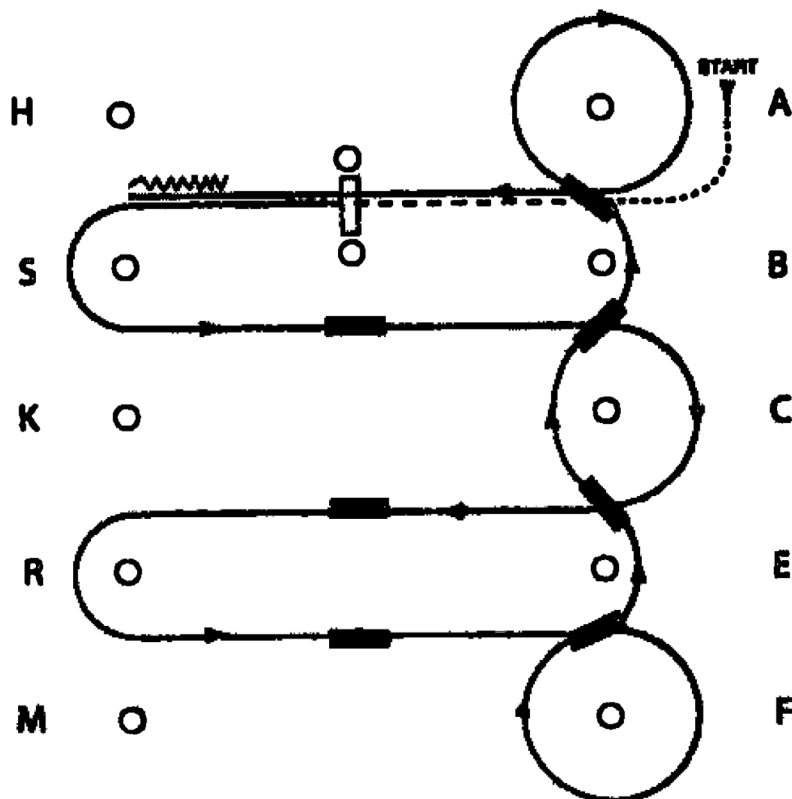


- A Walk, bend A, cross log and walk.
 - S Bend S and walk across arena.
 - C Circle right around C then weave to A.
 - A Circle right around A.
 - A Cross arena walking over log between H and S.
- Halt and back. Proceed to judge for dismissal.








-  Back
-  Lope
-  Jog
-  Walk
-  Log
-  Marker
-  Recommended Changing Area



Western Riding Pattern #2 Level A



- A Walk, bend A right and jog across arena over log. Lope.
- S Bend S left and cross arena, changing lead at centerline.
- C Bend C right and cross arena, changing lead at centerline.
- R Bend R left and cross arena, changing lead at centerline.
- F Circle F right, then weave letters to A, changing leads after each letter.
- A Circle A right, then cross arena and lope over log between H and S.
Halt and back. Proceed to judge for dismissal.

-  Back
-  Lope
-  Jog
-  Walk
-  Log
-  Marker
-  Recommended Changing Area



EQ LEVEL CI DRESSAGE (WALK) TEST #2

Competition: _____

Bib #: _____

Level: CI _____

Name of Rider: _____

Horse Name: _____

Delegation: _____

Scale of Marks:

Errors on Course:

- 10 Excellent 9 Very Good 8 Good
- 7 Fairly Good 6 Satisfactory 5 Sufficient
- 4 Insufficient 3 Fairly Bad 2 Bad
- 1 Very Bad 0 Not Executed

- First Error 0.5 percentage points
- Second Error 1.0 percentage points
- Third Error Elimination

TEST MARKS POINTS COEF. TOTAL REMARKS

1	A X	Enter in Walk Halt, Immobility, Salute Proceed in Walk	10				
2	C M-X-K K	Turn Right in Walk Free Walk on a Long Rein Walk	10				
3	A	Walk Continue Down Long Side to C	10				
4	C	Circle left 20 mtr	10				
5	H-X-F	Change Rein Free Walk on Long Rein	10				
6	A	Circle Right 20 mtr	10				
7	A-K-E E	Walk Turn Right	10				
8	B	Turn Right, Continue to A	10				
9	A X	Down centerline Halt, Immobility, Salute	10				

Leave arena in walk.

Collective Marks	MARKS	POINTS	COEF.	TOTAL	REMARKS
Riders Balance + Position	10		X2		
Equestrian Feel and Skill, the Effectiveness of AIDS	10		X2		
The confidence of the Rider and Keeping the Activity of the Horse	10		X2		
Riders Ability to Influence the Direction of the Horse and the Accuracy	10		X2		

Subtotal: _____

Judges Name: _____

Errors: _____

Total Points: _____

Judges Signature: _____

Percentage: _____



EQ LEVEL BI DRESSAGE (WALK - TROT) TEST #2

Competition: _____

Bib #: _____

Level: B-I _____

Name of Rider: _____

Horse Name: _____

Delegation: _____

Scale of Marks:

Errors on Course:

- 10 Excellent
- 7 Fairly Good
- 4 Insufficient
- 1 Very Bad
- 9 Very Good
- 6 Satisfactory
- 3 Fairly Bad
- 0 Not Executed
- 8 Good
- 5 Sufficient
- 2 Bad

- First Error 0.5 percentage points
- Second Error 1.0 percentage points
- Third Error Elimination

	TEST	MARKS	POINTS	COEF.	TOTAL	REMARKS	
1	A	10					
	X						Enter in Walk Halt, Immobility, Salute, Proceed in Walk
2	C	10					
	H						Track Left Trot, Continue around the arena to A
3	A	10					
	F						Circle Left 20 mtr diameter Trot
4	F	10					
	B						Walk Turn Left
	E						Track Right
5	H	10					
6	A	10					
	A						Circle right 20 mtr diameter in Trot Walk
7	K-H	10					
8	C	10					
9	A	10					
	X						Down centerline Halt, Immobility, Salute

Leave arena in walk.

Collective Marks	MARKS	POINTS	COEF.	TOTAL	REMARKS
Riders Balance + Position	10		X2		
Equestrian Feel and Skill, the Effectiveness of aids	10		X2		
The confidence of the Rider and Keeping the Activity of the Horse	10		X2		
Riders Ability to Influence the Direction of the Horse and the Accuracy	10		X2		

Subtotal: _____

Judges Name: _____

Errors: _____

Total Points: _____

Judges Signature: _____

Percentage: _____



EQ LEVEL A DRESSAGE (WALK - TROT - CANTER) TEST #2

Competition: _____

Bib #: _____

Division: A _____

Name of Rider: _____

Horse Name: _____

Delegation: _____

Scale of Marks:

Errors on Course:

- 10 Excellent
- 9 Very Good
- 8 Good
- 7 Fairly Good
- 6 Satisfactory
- 5 Sufficient
- 4 Insufficient
- 3 Fairly Bad
- 2 Bad
- 1 Very Bad
- 0 Not Executed

- First Error 0.5 percentage points
- Second Error 1.0 percentage points
- Third Error Elimination

	TEST	MARKS	POINTS	COEF.	TOTAL	REMARKS
1	A Enter Trot	10				
	X Halt, Immobility, Salute, Proceed in Trot					
	C Track Left					
2	E Circle left 20 meters diameter	10				
3	Bt. K&A Canter Left Lead	10				
4	A Circle left 20 meters diameter	10				
5	Bt. B&M Trot	10				
6	C Walk	10				
7	HXF Free Walk on long rein	10				
	F Walk					
8	A Trot	10				
9	E Circle right 20 meters diameter	10				
10	Bt. H&C Canter right lead	10				
11	C Circle right 20 meters diameter	10				
12	Bt. B&F Trot	10				
13	A Down centerline	10				
	X Halt, Immobility, Salute					

Leave arena in walk.

Collective Marks	MARKS	POINTS	COEF.	TOTAL	REMARKS
Riders Balance + Position	10		X2		
Equestrian Feel and Skill, the Effectiveness of aids	10		X2		
The confidence of the Rider and Keeping the Activity of the Horse	10		X2		
Riders Ability to Influence the Direction of the Horse and the Accuracy	10		X2		

Subtotal: _____

Judges Name: _____

Errors: _____

Total Points: _____

Judges Signature: _____

Percentage: _____

Showmanship level CS, CI

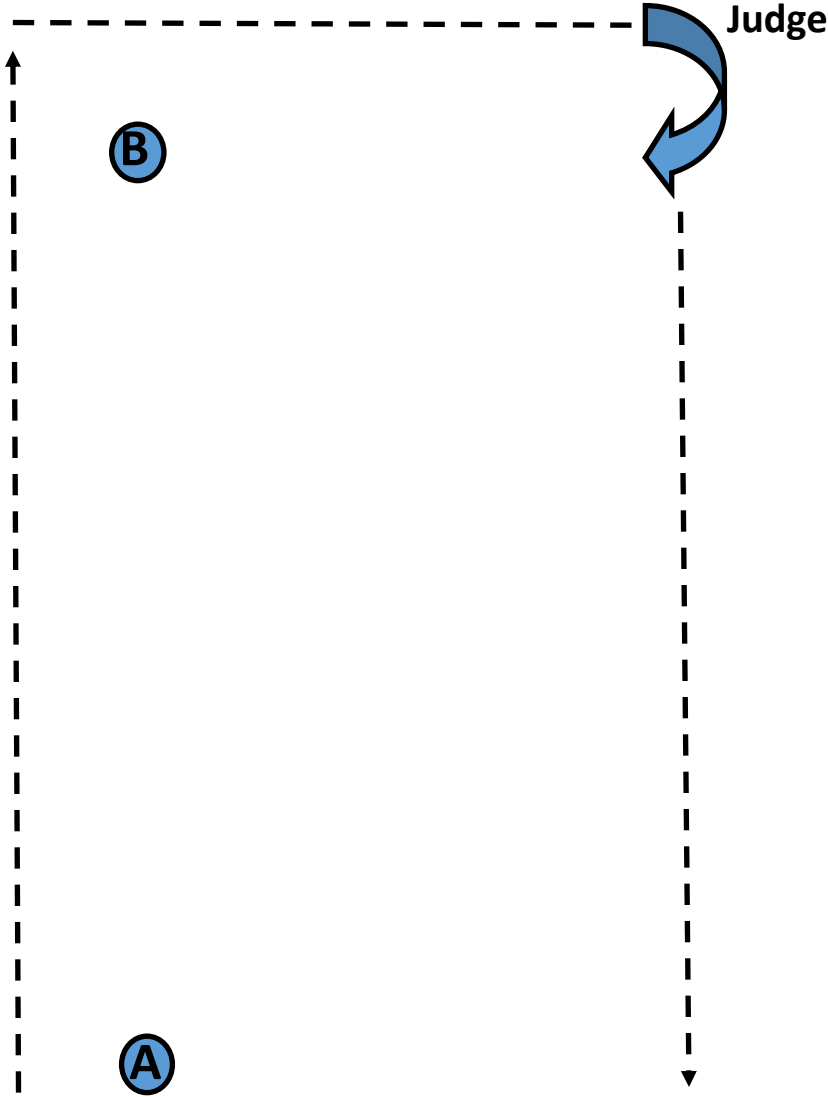
Wait at cone A until signaled by the judge

Walk to and around cone B

Halt at judge and present horse for inspection

After inspection, pivot 90 degrees to right

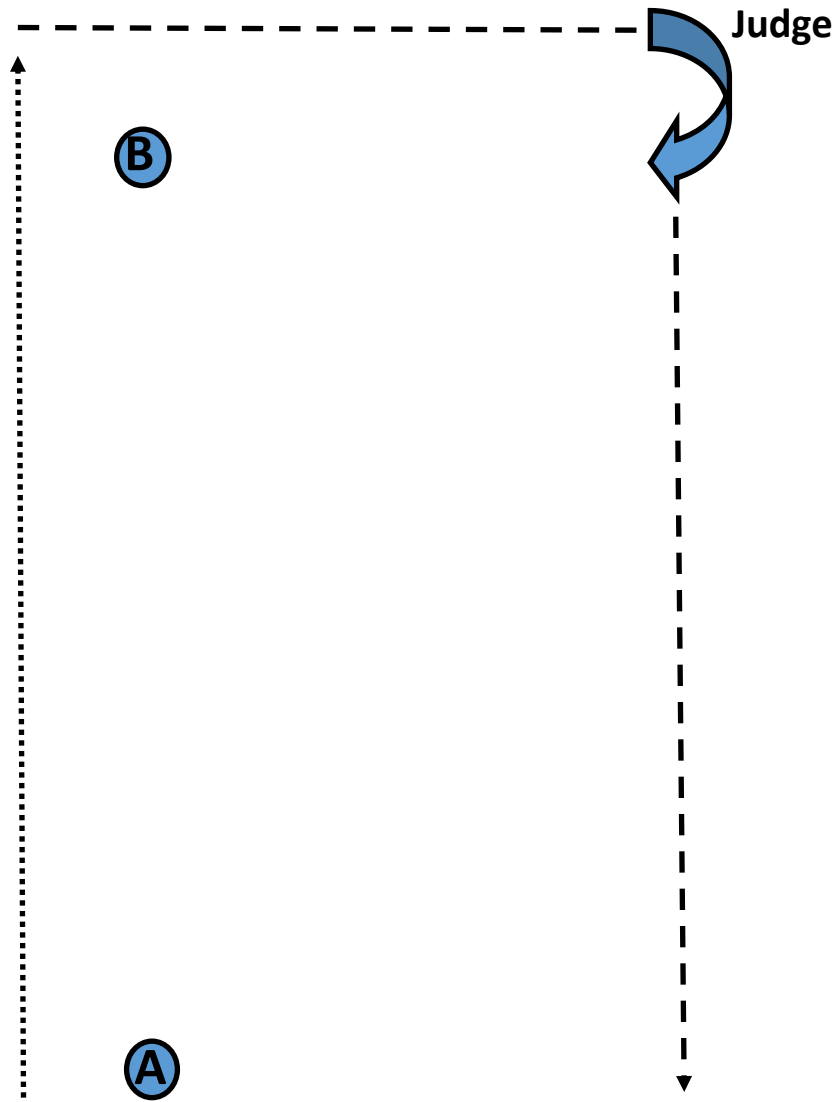
Exit at a walk



Walk - - - - -

Showmanship level BS

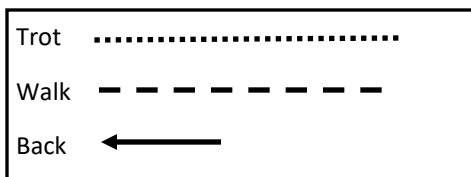
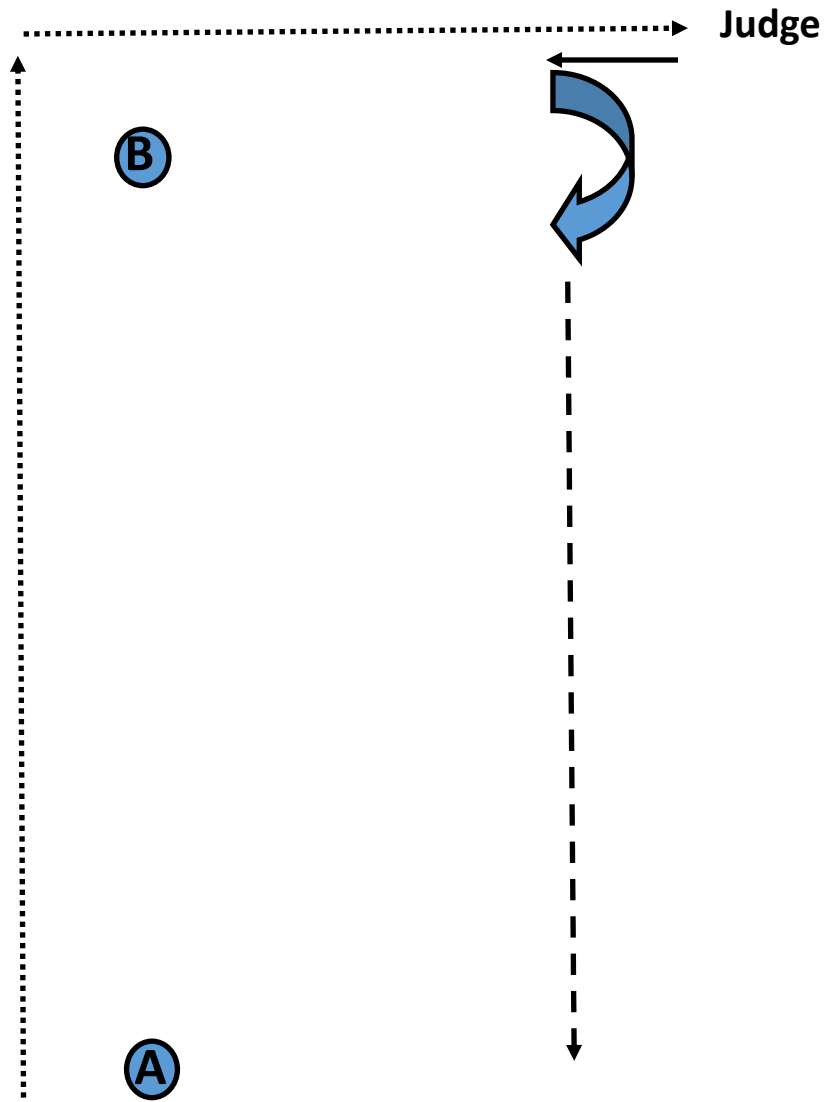
- Wait at cone A until signaled by the judge
- Trot to cone B and transition to walk
- Walk around cone B and to judge
- Halt at judge and present horse for inspection
- After inspection, pivot 90 degrees to right
- Exit at a walk



Trot
Walk	- - - - -

Showmanship level BI

- Wait at cone A until signaled by the judge
- Trot to and around cone B to judge
- Halt at judge and present horse for inspection
- After inspection, back 5 steps
- Pivot 90 degrees to right
- Exit at a walk



Showmanship level A

Wait at cone A until signaled by the judge

Trot half way to cone B and halt

Execute a 360 degree pivot to the right

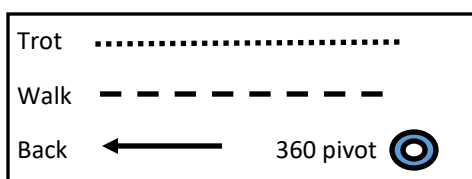
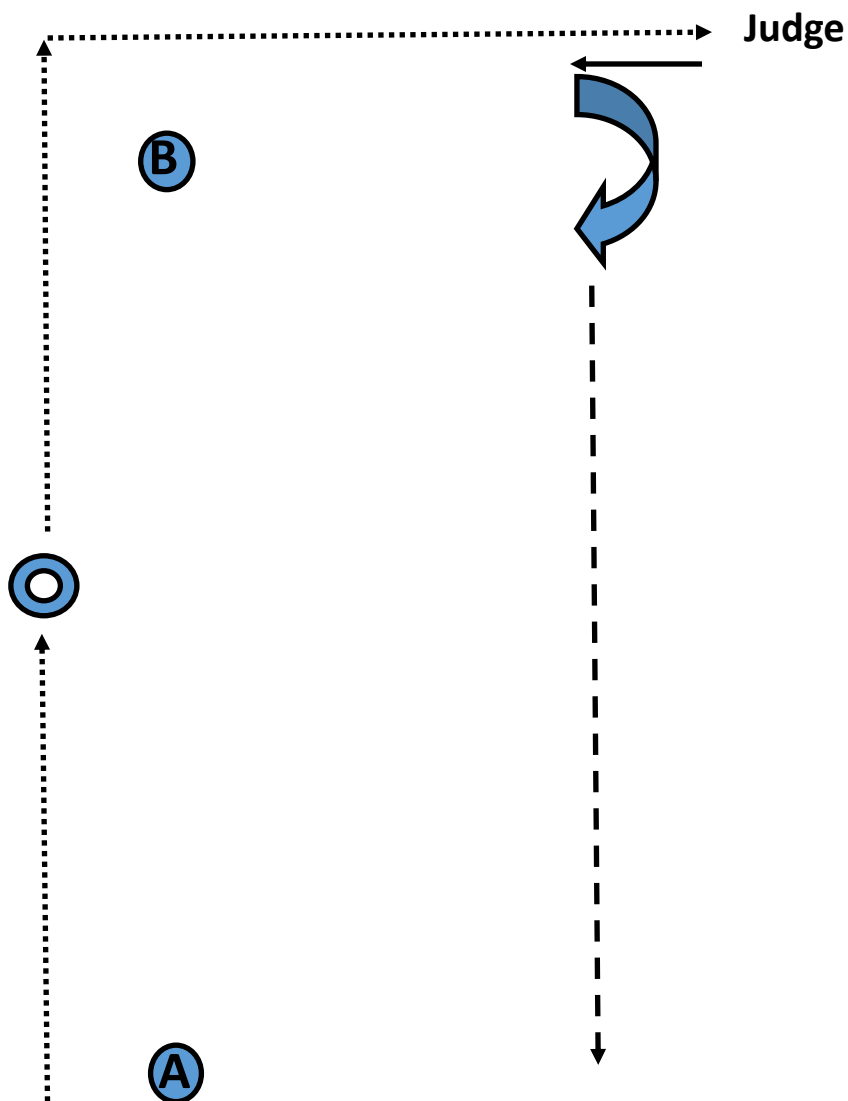
Trot to and around cone B to judge

Halt at judge and present horse for inspection

After inspection, back 5 steps

Pivot 90 degrees to right

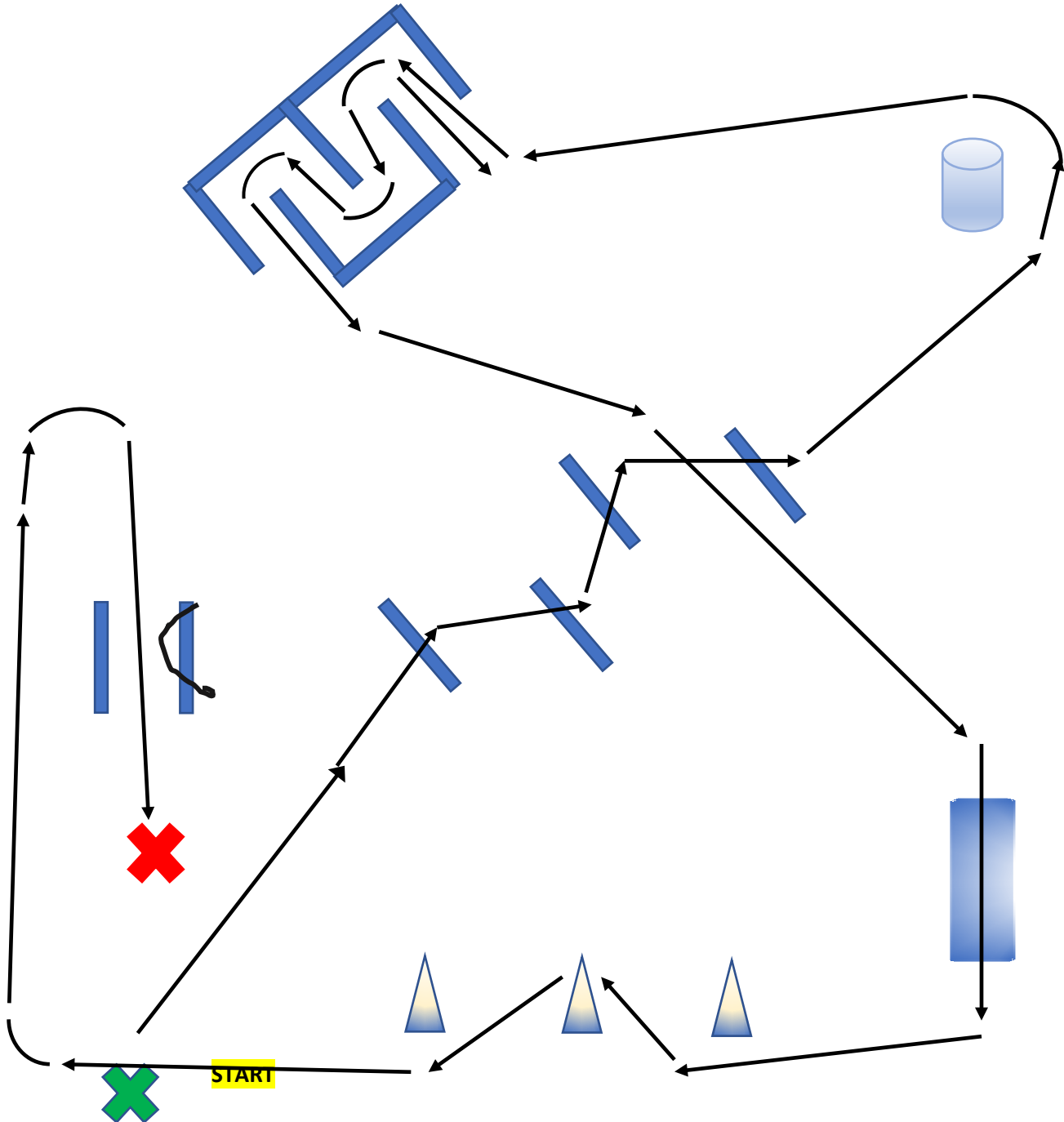
Exit at a walk



TRAIL CS & CSP SOTX 2023

1. Enter working walk over ground poles
2. Walk around outside of barrel to in & out
3. Walk into first chute, halt, back up 3-5 steps
4. Walk on through in & out
5. Walk to bridge and cross
6. Weave cones
7. Walk as shown to gate
8. Walk through open gate, once completely through gate, halt & salute

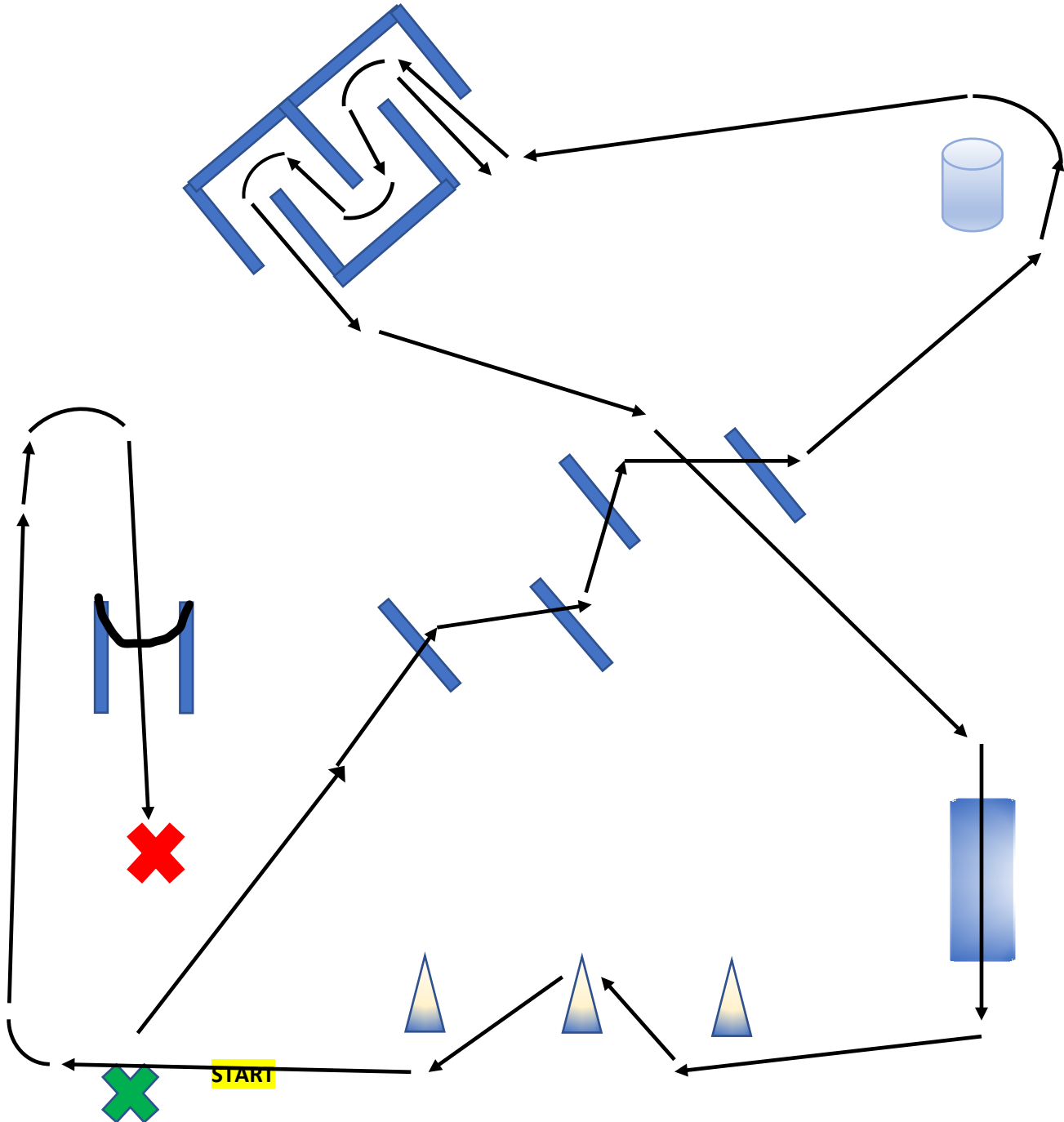
WALK



TRAIL CI SOTX 2023

1. Enter working walk over ground poles
2. Walk around outside of barrel to in & out
3. Walk into first chute, halt, back up 3-5 steps
4. Walk on through in & out
5. Walk to bridge and cross
6. Weave cones
7. Walk as shown to gate
8. Open gate & walk through
9. Once completely through gate, halt & salute

WALK



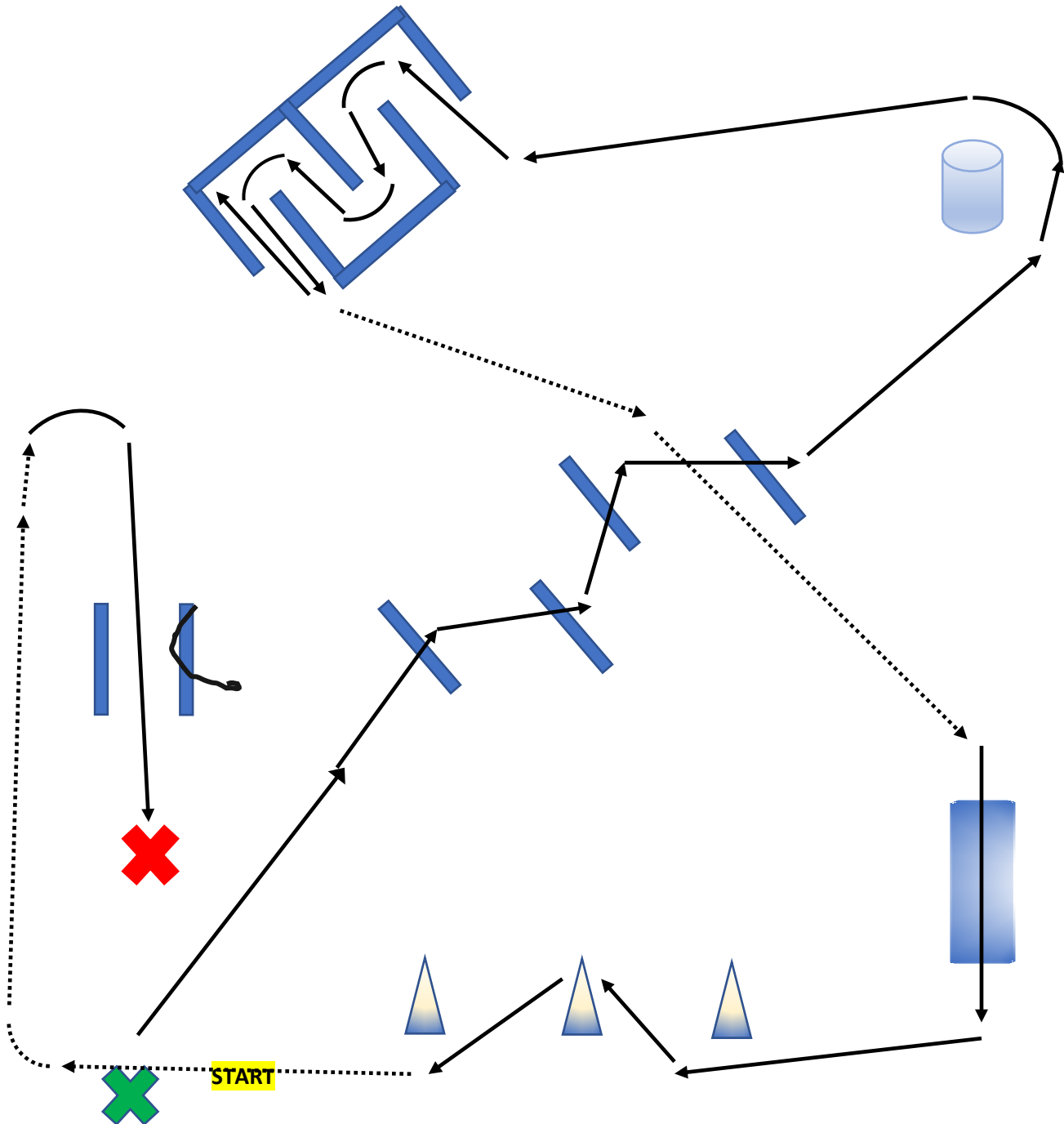
TRAIL BS & BSP SOTX 2023

1. Enter working walk over ground poles
2. Walk around outside of barrel to in & out
3. Walk on through in & out
4. Halt, back up 3-5 steps
5. Trot/jog to bridge
6. Walk, go over bridge
7. Weave cones at walk
8. At end of third cone, trot/jog past the gate
9. Walk as shown to gate
10. Walk through gate, once completely through gate, halt & salute

WALK



JOG/TROT

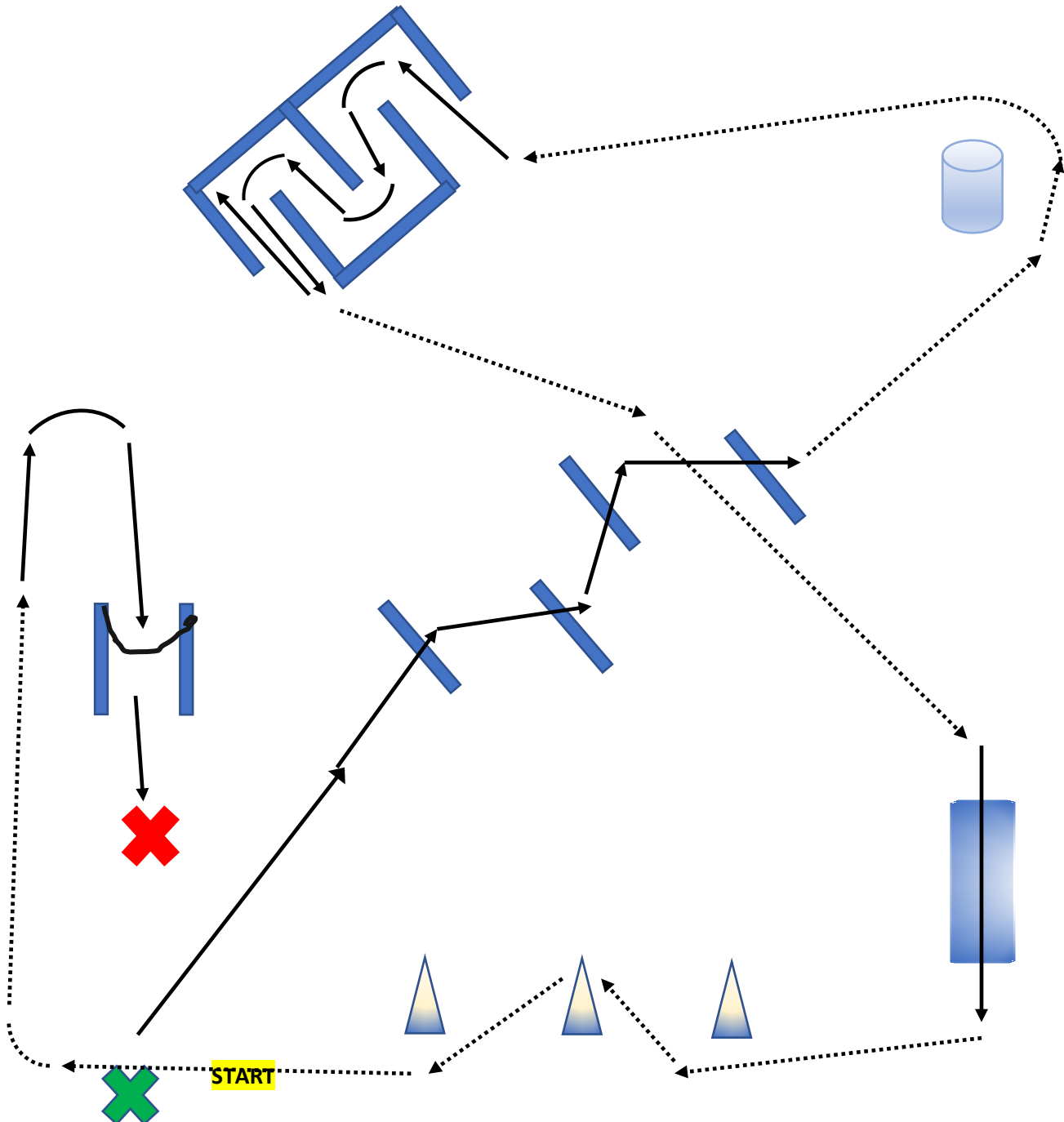
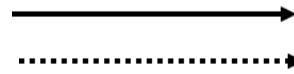


TRAIL BI SOTX 2023

1. Enter working walk over ground poles
2. Trot/jog around outside of barrel to in & out
3. Walk on through in & out
4. Halt, back up 3-5 steps
5. Trot/jog to bridge
6. Walk, go over bridge
7. Weave cones at trot/jog
8. Continue trot/jog past the gate
9. Walk as shown to gate, open and go through
10. Once completely through gate, halt & salute

WALK

JOG/TROT



TRAIL A SOTX 2023

1. Enter working walk
2. Trot/jog over ground poles
3. Trot/jog around outside of barrel to in & out
4. Walk through in & out
5. Halt, back up through "U" shape
6. Walk to bridge and cross
7. Weave cones at trot/jog
8. Pick up your right lead canter/lope once you pass the gate on your right
9. Continue on the rail, as you approach the bridge

10. Walk around the bridge to rail
11. Once on the rail, ask for left lead canter/lope
12. Continue on the rail past the in & out
13. Walk to the gate
14. Open, go through and close
15. Halt & salute

