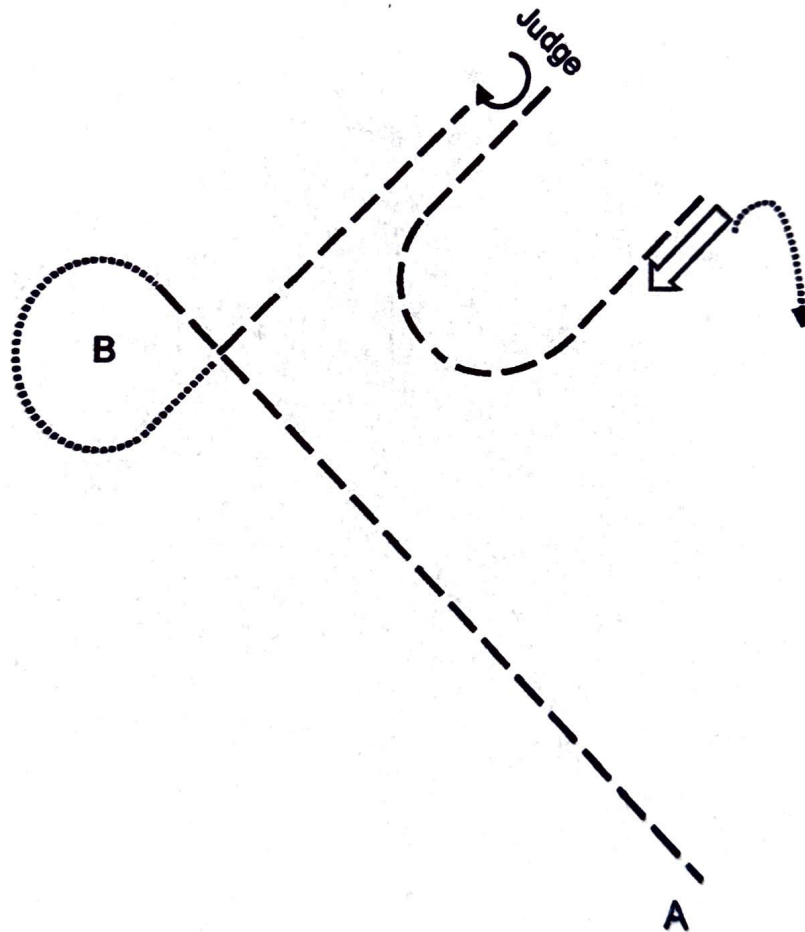


Showmanship

Level B

Walk / Trot

(Change everything to Walk for Level A)

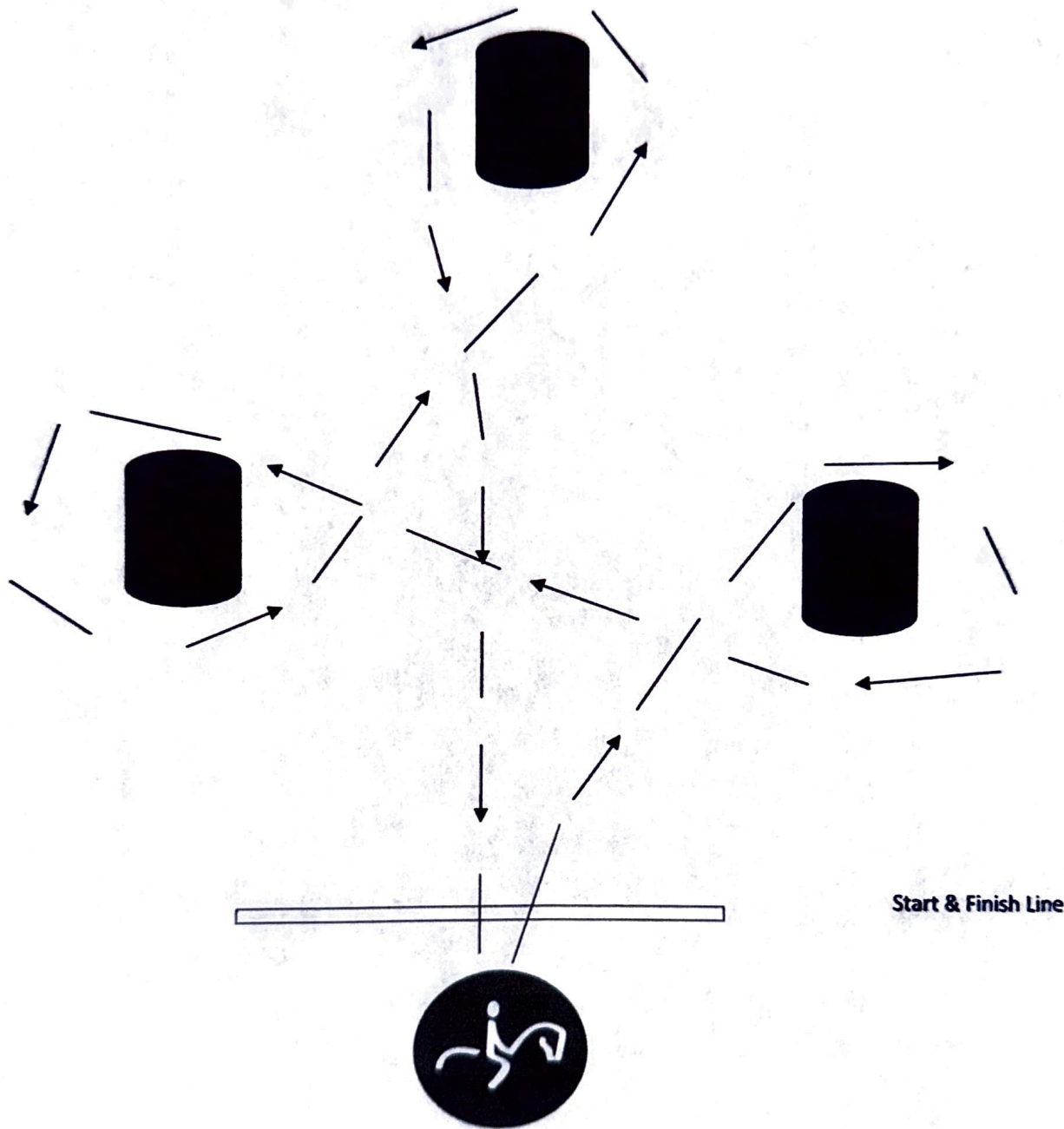


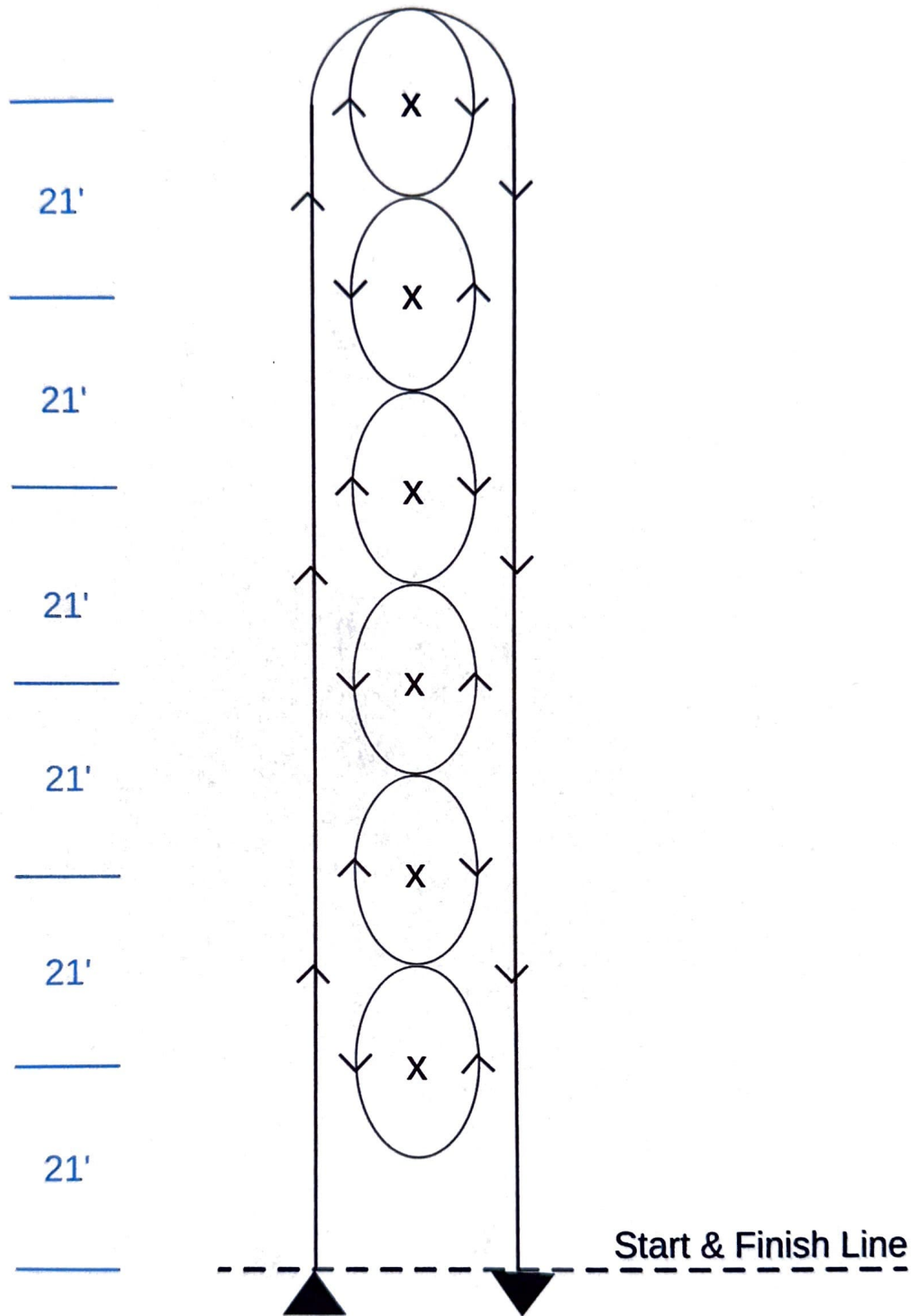
1. Trot towards B
2. At B, break to walk, walk around B
3. Trot to judge
4. Set up
5. Inspection
6. When excused, perform a 180° turn
7. Trot an arc as shown
8. Stop in line with judge, back approximately one horse length
9. Exit at a walk

BARREL RACE

NOTE:

- Athlete may choose to start either to the left or right.
- Must not exceed gait of the Level athlete is entered.





Pole Bending A & BI

You may begin
on the left or the right.

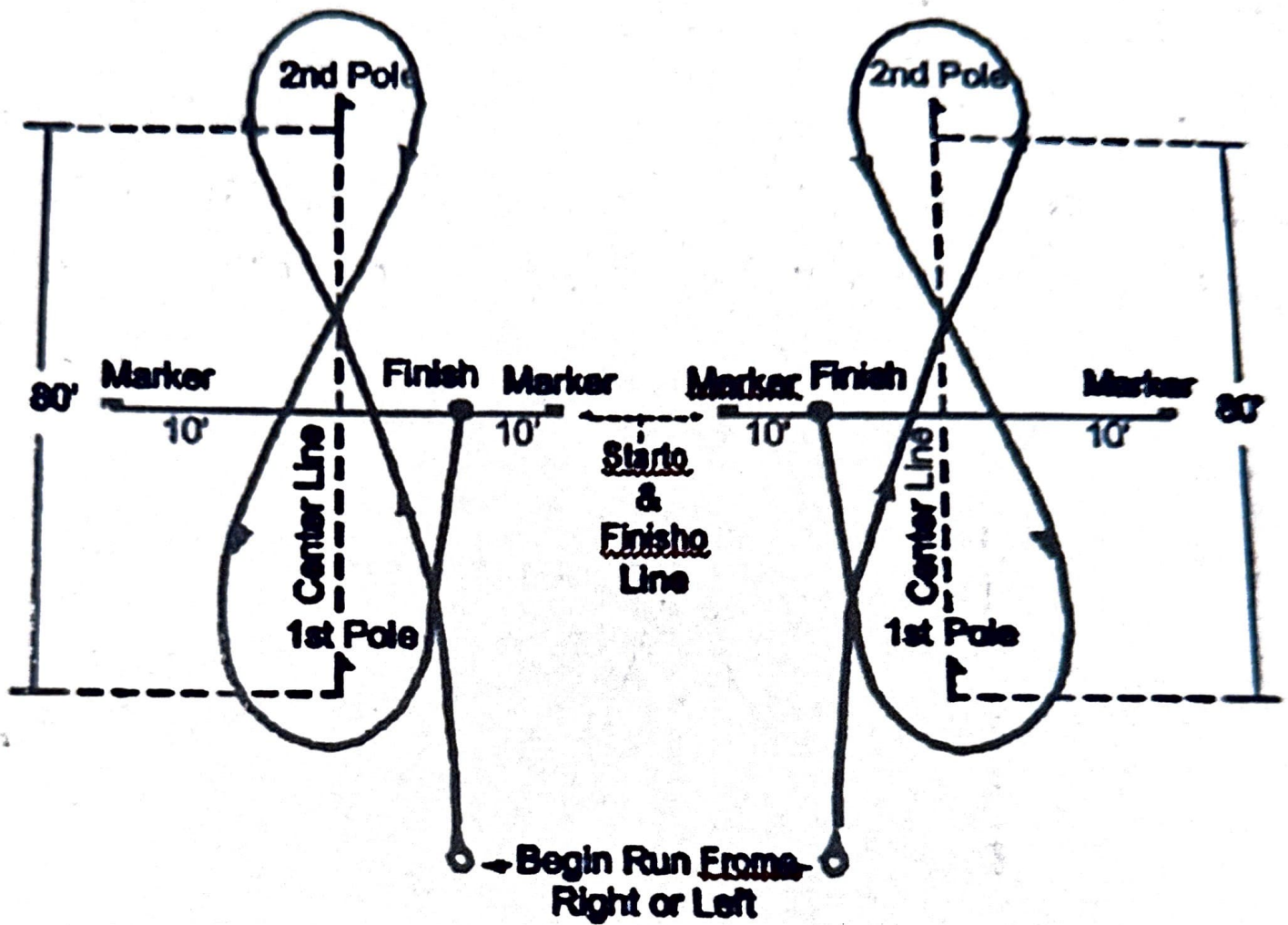


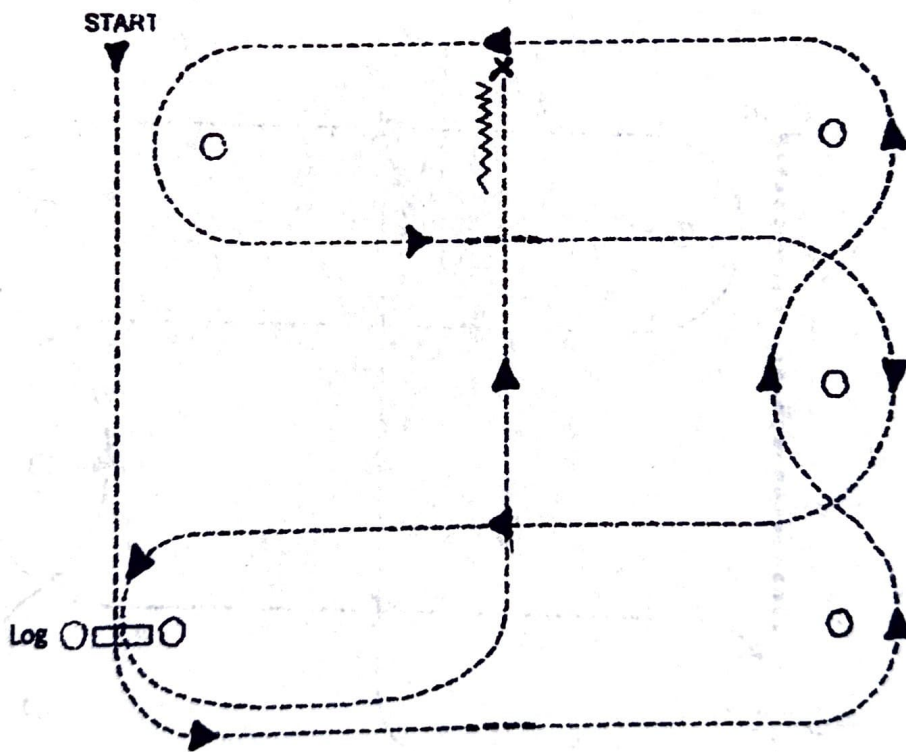
Figure 8

Levels A & B1
Trot Independent / Lope

You may begin from the left or the right.

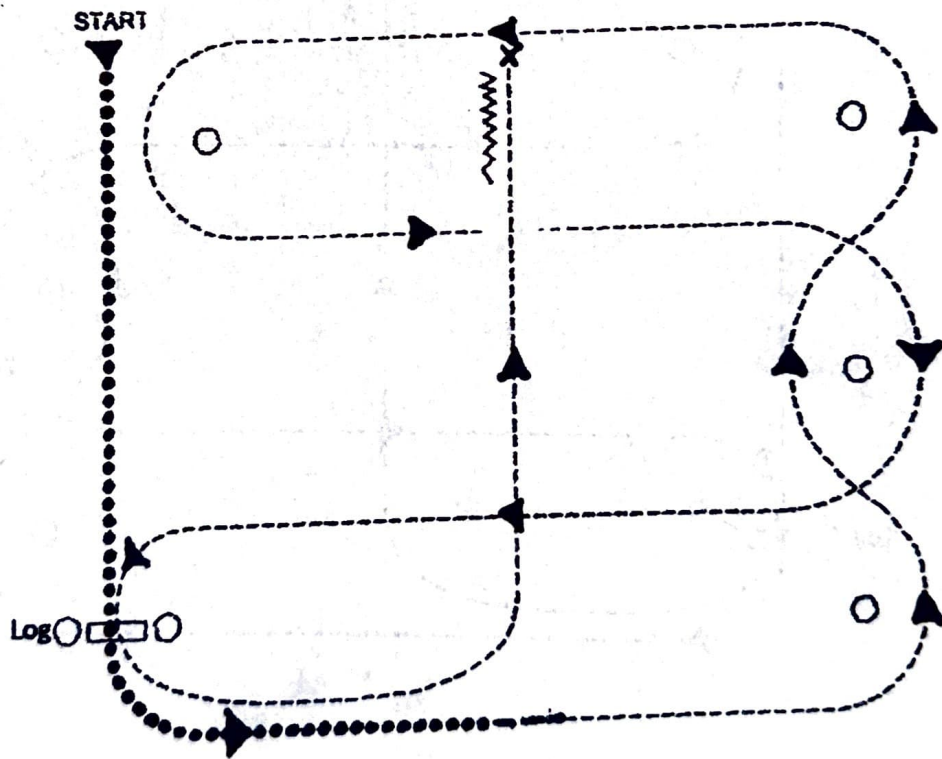
Western Riding (Walk)

LEGEND	
	Walk
X	Stop
	Back

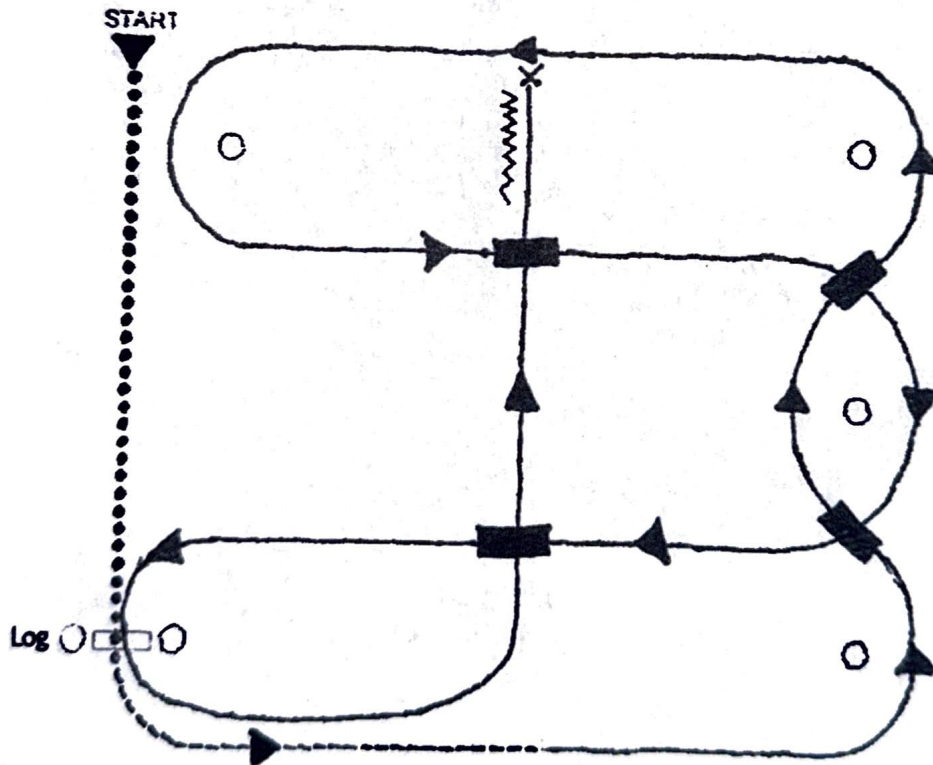
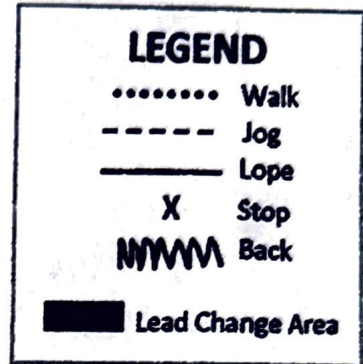


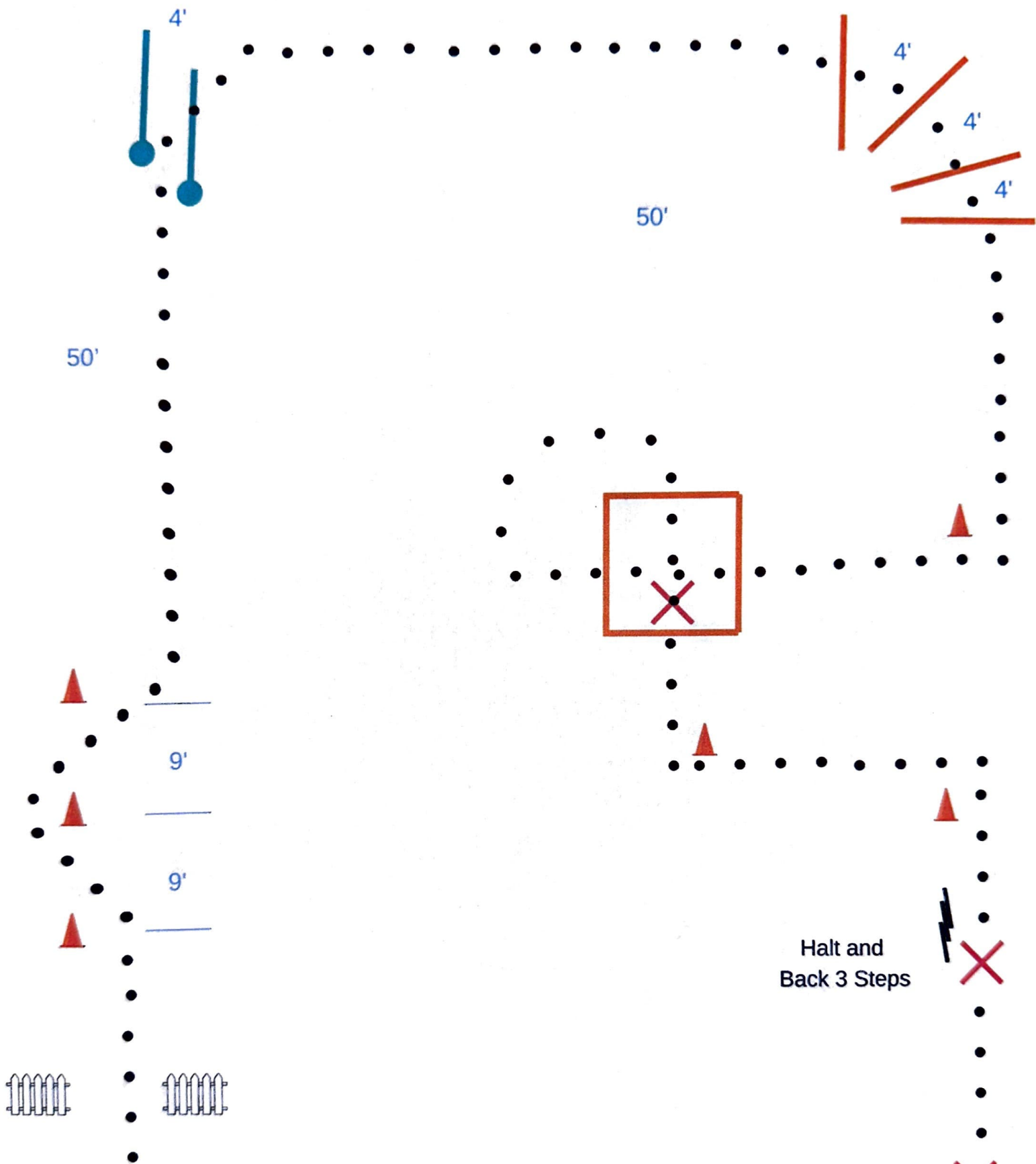
Western Riding (Walk Jog)

LEGEND	
.....	Walk
-----	Jog
X	Stop
~~~~~	Back



# Western Riding (Walk Jog Lope)





Working Trail  
Level C  
Walk Only

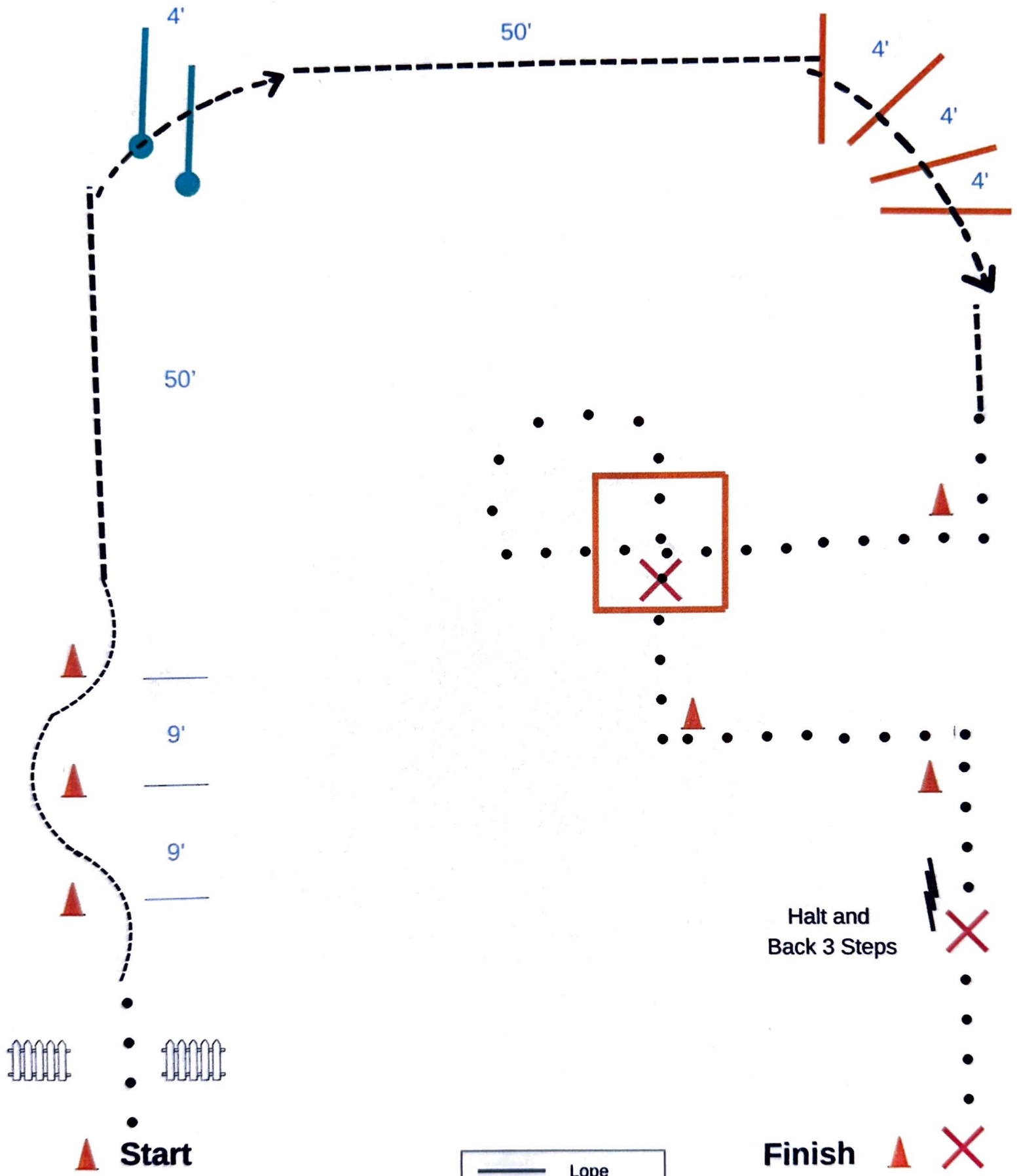
	Lope
	Walk
	Trot
	Back Up
	Halt

Halt and  
Back 3 Steps

Finish







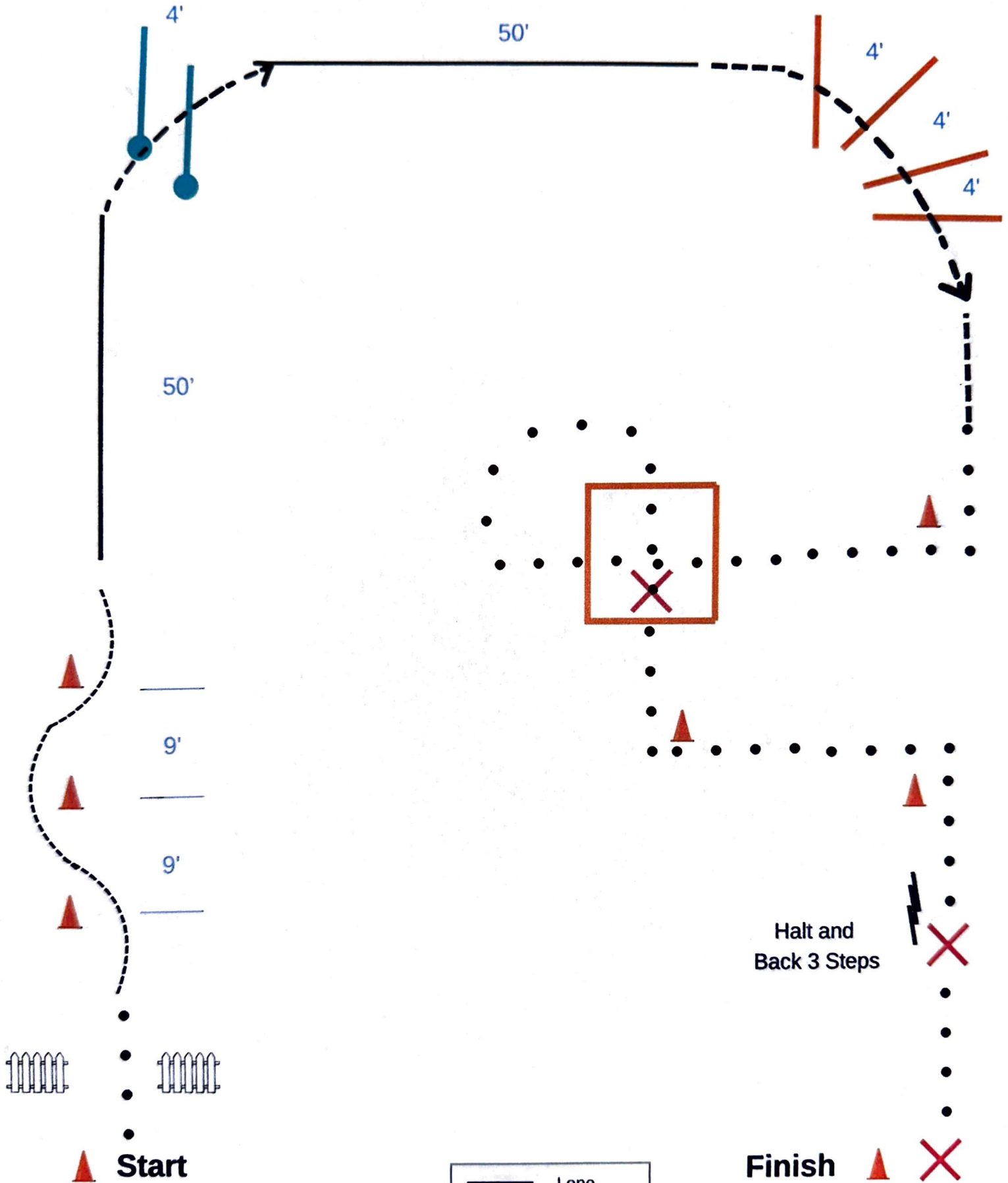
**Working Trail  
Level B  
Walk/Trot**

	Lope
	Walk
	Trot
	Back Up
	Halt

Halt and  
Back 3 Steps

**Finish**

**Start**



Working Trail  
Level A  
Walk/Trot/Lope

	Lope
	Walk
	Trot
	Back Up
	Halt

Halt and  
Back 3 Steps

Finish

Start



50'

50'

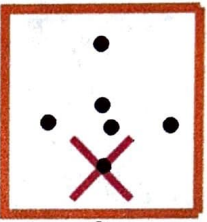
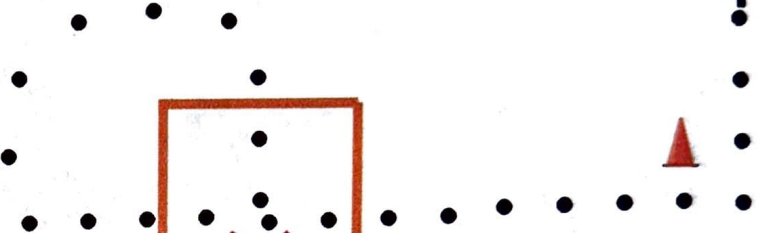
9'

9'

4'

4'

4'



# Drill Team

- Teams of 2 or Teams of 4 are allowed.
- During competition, the team must contain 1 Athlete and 1 Partner at all times (2 Athletes and 2 partners for a 4 person team).
  - Failure to adhere to the required ratio results in a forfeit.
- Teams may be made up of different divisions of riders, however riders must stay within the qualifications of their divisions within the drill's execution.
  - Division C Riders must not be allowed or asked to trot/jog.
  - Division B Riders must not be allowed or asked to lope.
  - Division C Riders are not required to lope.
- English or Western Tack may be used.
- All rules for bridles, saddles and attire must follow the same guidelines for other events.
- Themes may be portrayed by music and costuming.
- Costumes must not be a hindrance to safety to either horse or rider.
  - Costumes must be won during practice.
  - Allow for freedom of movement and sight.
  - Hanging and flapping costumes should be avoided.

**See Official Rules for a complete list  
of Drill Team and Unified Events.**