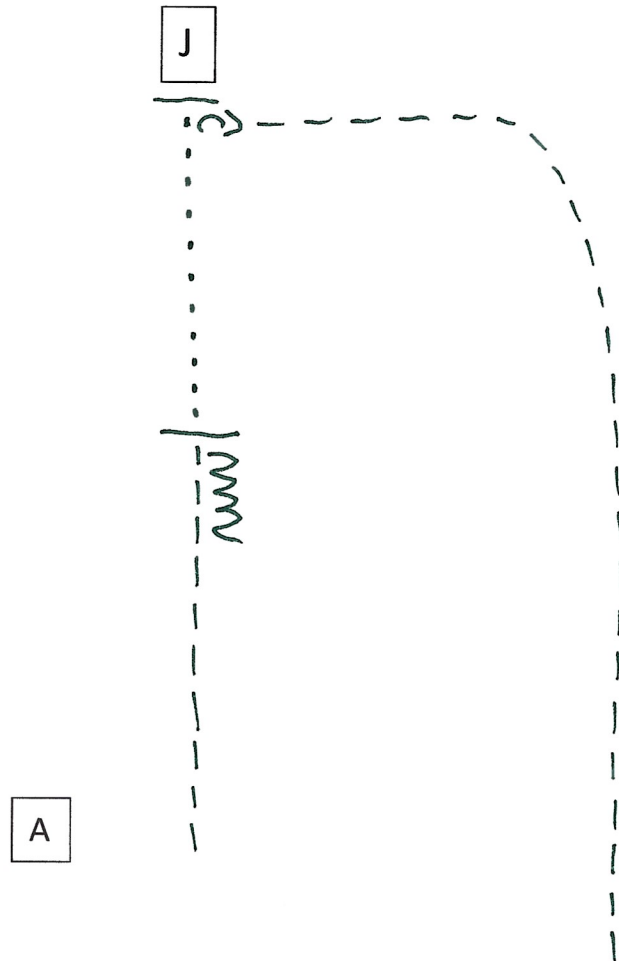
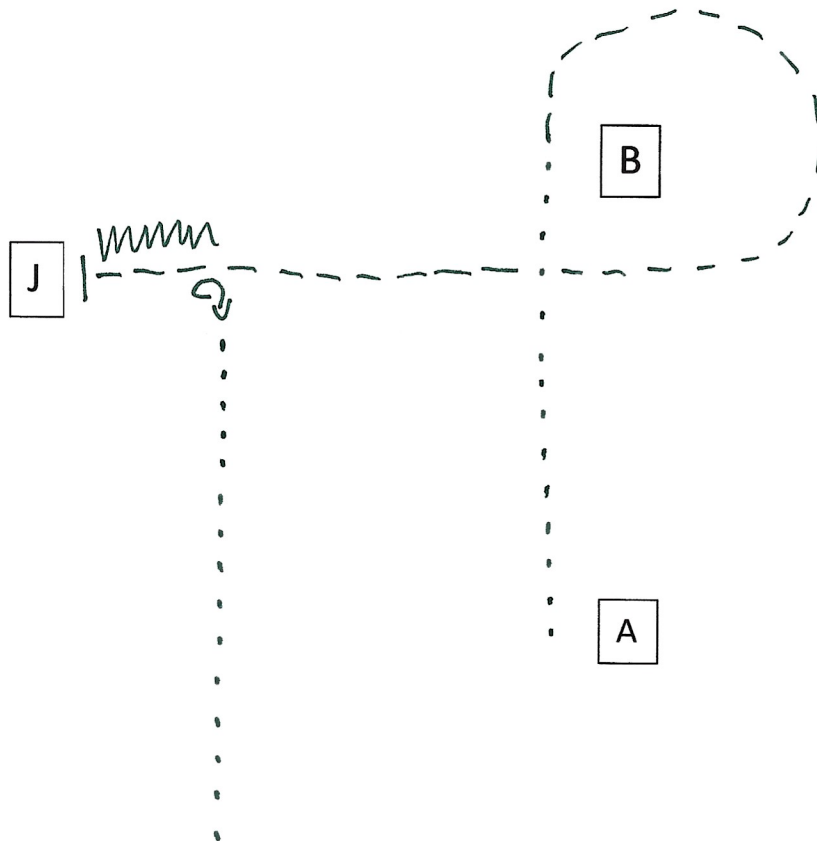


**THURSDAY SHOWMANSHIP**  
**NSBA YOUNG HORSE CUP**



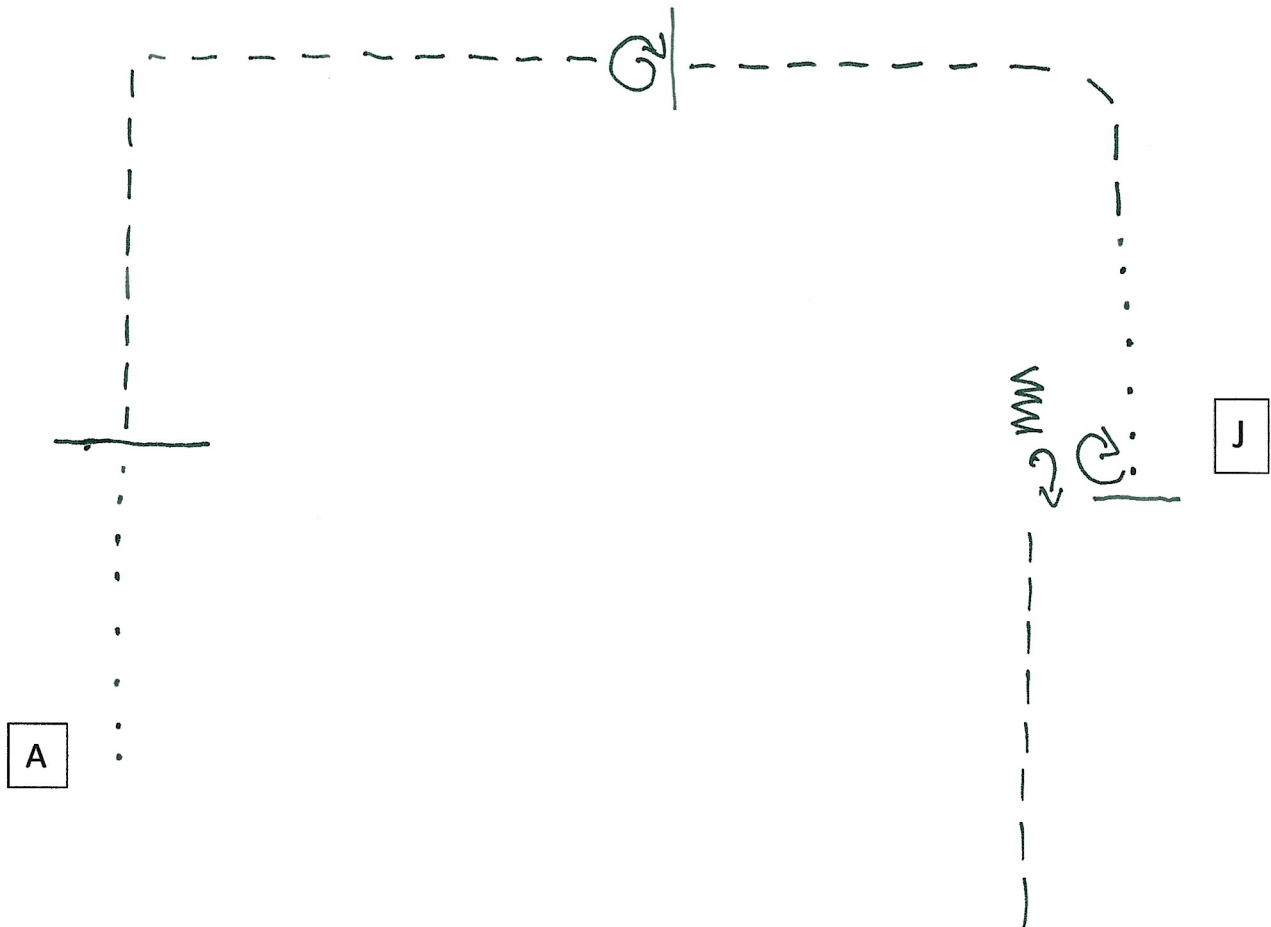
- 
- judge*
1. Trot halfway to *judge*. Stop and backup one horselength.
  2. Walk to judge and setup for inspection.
  3. Perform  $\frac{1}{4}$  turn and trot to lineup.

**THURSDAY SHOWMANSHIP**  
L1/Novice amateur/youth - youth



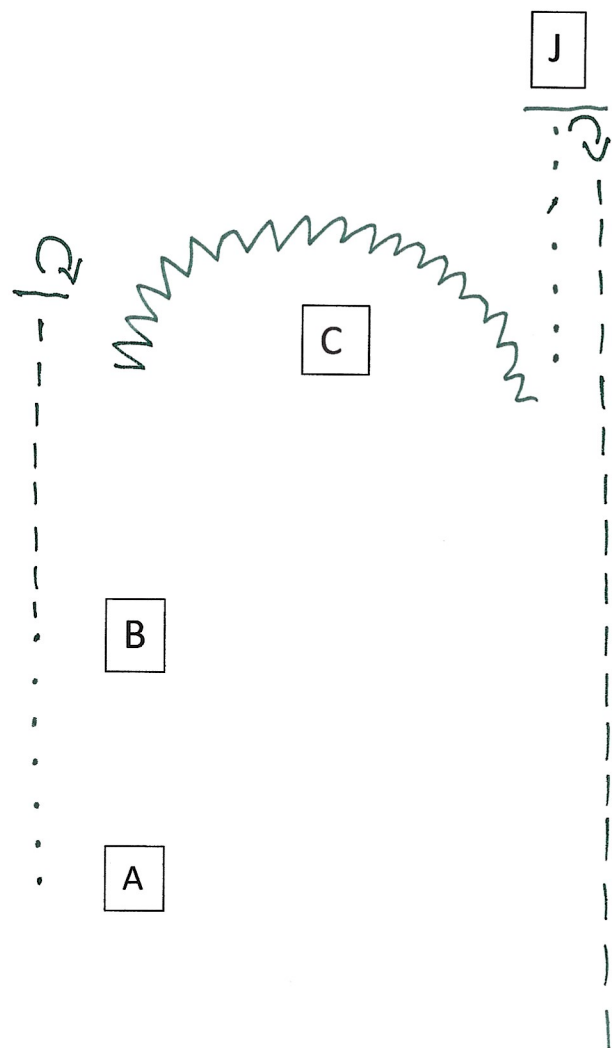
1. Walk from A to B.
2. Trot around B towards judge.
3. Setup for inspection.
4. Backup one horselenghts.
5. Perform 270 degree turn.
6. Walk to lineup.

**THURSDAY SHOWMANSHIP**  
**NSBA NON PRO**



- 
1. Walk until even with judge. Stop for a brief inspection.
  2. Trot corner. Stop and perform 2 turns.
  3. Trot corner, walk, stop and perform 270 degree turn.
  4. Setup for inspection.
  5. Perform  $\frac{1}{4}$  turn.
  6. Backup one horselenght and trot to lineup.

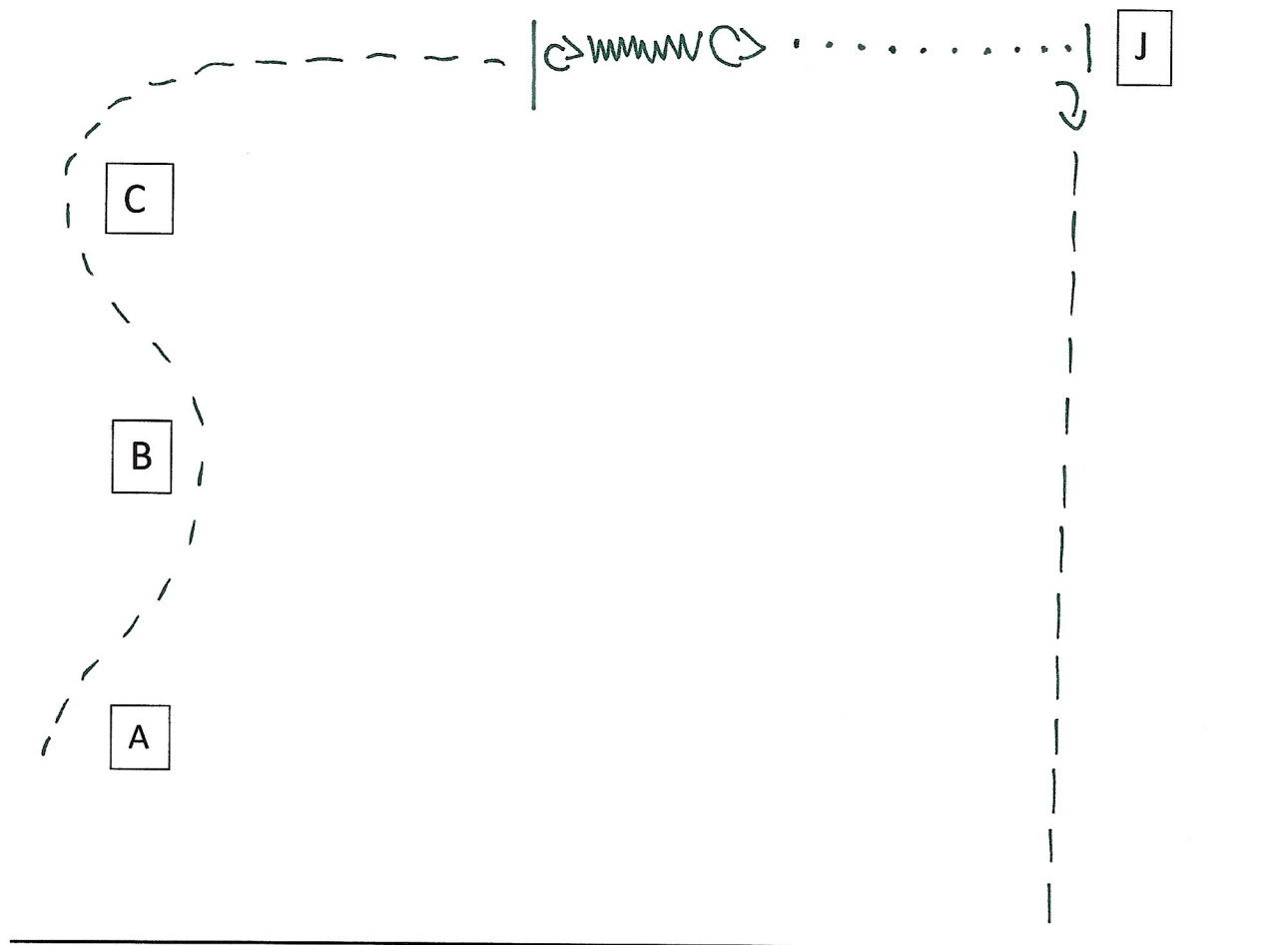
**FRIDAY SHOWMANSHIP**  
**YOUTH - AMATEUR**



1. Walk from A to B
2. Trot until even with C. Stop and perform 180 turn.
3. Backup around C. Walk to judge.
4. Setup for inspection.
5. Perform 180 turn and trot to lineup.

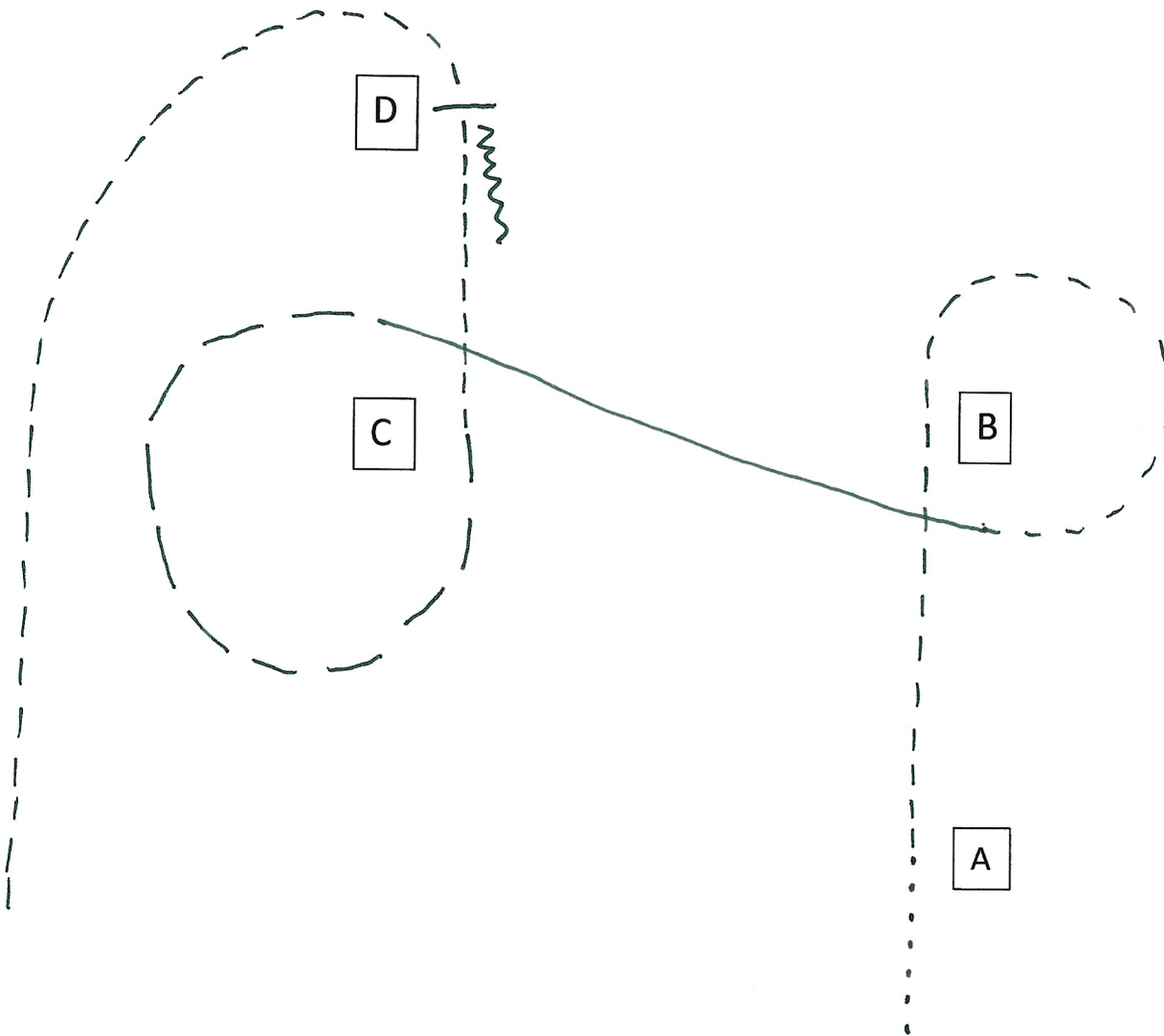
## FRIDAY SHOWMANSHIP

Allbreed



1. Trot between cones.
2. Stop. Perform 180 degree turn. Back one horselengths. Perform 180 degree turn and walk to judge.
3. Setup for inspection.
4. Perform  $\frac{1}{4}$  turn and trot to lineup.

**THURSDAY HUNT SEAT EQUITATION**  
**L1 YOUTH AND YOUTH**

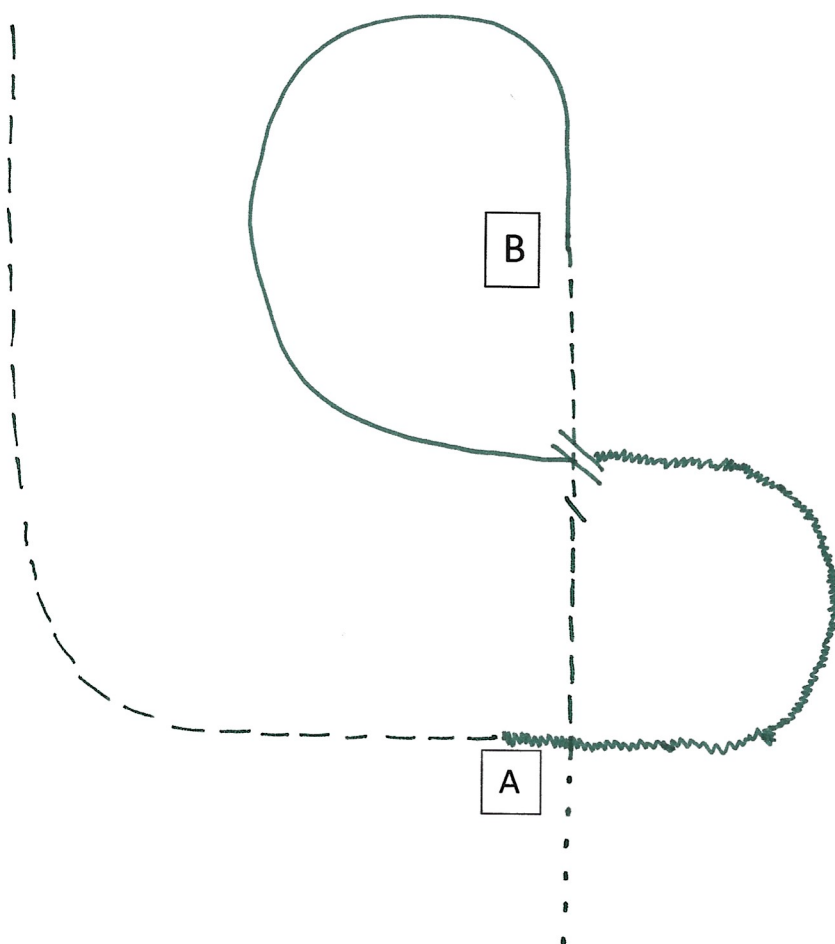


1. Walk to A.
2. Posting trot left diagonal to B.
3. Sitting trot around B.
4. Left lope to C.
5. 2 point position around C.
6. Posting trot right diagonal from C to D.
7. Stop. Backup one horselength. Sitting trot out.

A hand-drawn diagram illustrating a figure-eight orbit. A dashed line represents a path that is horizontal in the middle, with a vertical extension on the left and a wavy vertical extension on the right. A solid line forms a figure-eight shape centered on the horizontal part of the dashed line. The intersection point of the solid line is labeled 'G' with a vertical line and a horizontal tick mark. A box labeled 'B' is positioned below 'G'. A box labeled 'A' is located on the left vertical extension of the dashed line.

1. Walk to A.
2. Posting trot left diagonal to B.
3. Stop and perform 180 turn to the left on the forehand.
4. Handgallop  $\frac{3}{4}$  circle on the right lead.
5. Collect canter and change lead, simple or flying.
6. Canter  $\frac{1}{2}$  circle on the left lead.
7. Posting trot right diagonal, stop and back one horselength.
8. Perform 180 turn on the haunches to the right. Exit sitting trot.

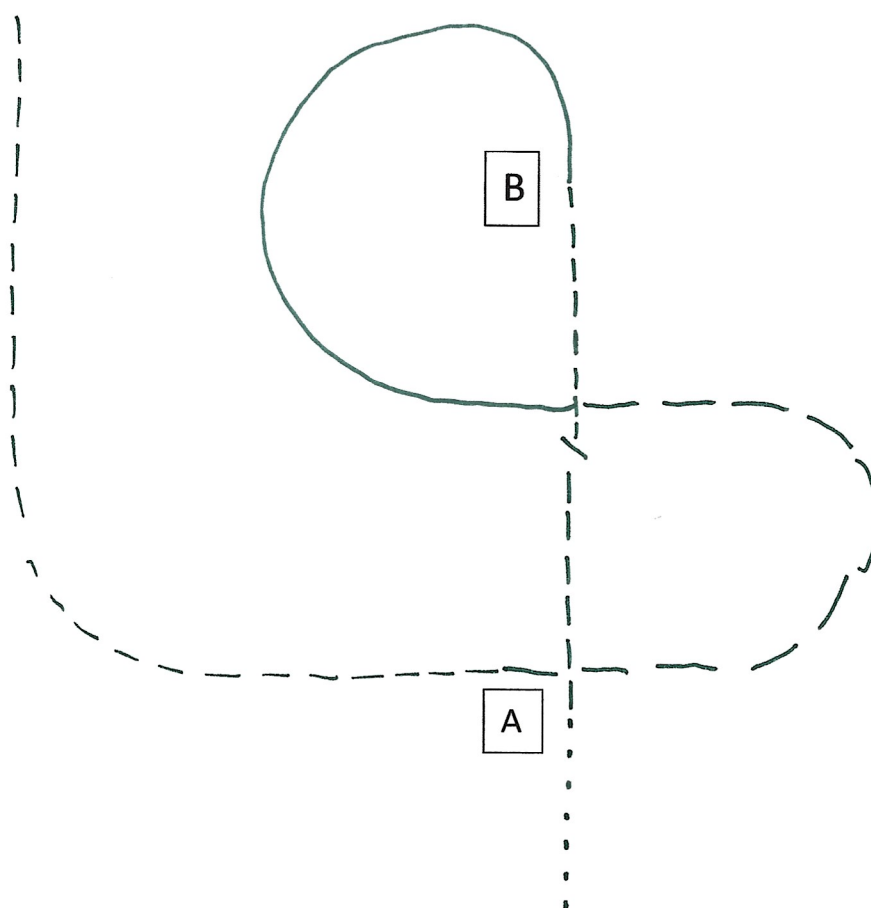
## SUNDAY HUNT SEAT EQUITATION AMATEUR



1. Walk to A.
2. Posting trot left diagonal halfway to B.
3. Change to right diagonal and continue to B.
4. Left canter around B. Change leads, simple or flying.
5. Handgallop until even with A..
6. Posting trot left diagonal until past B.

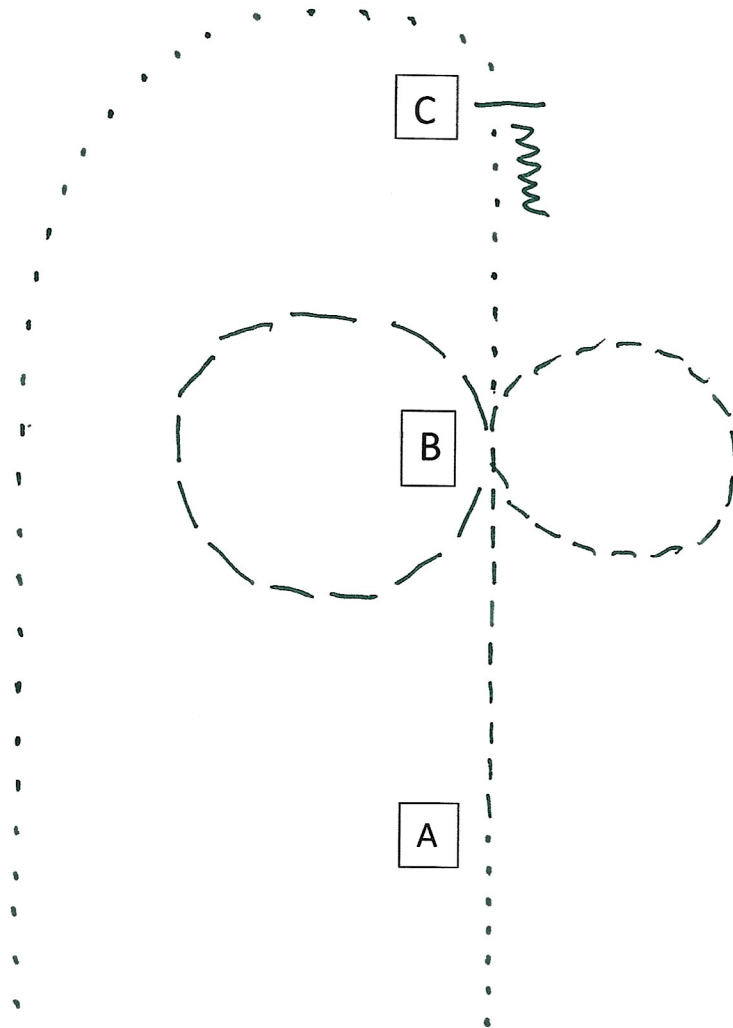


**SUNDAY HUNT SEAT EQUITATION**  
**ALLBREED & L1/NOVICE AMATEUR**



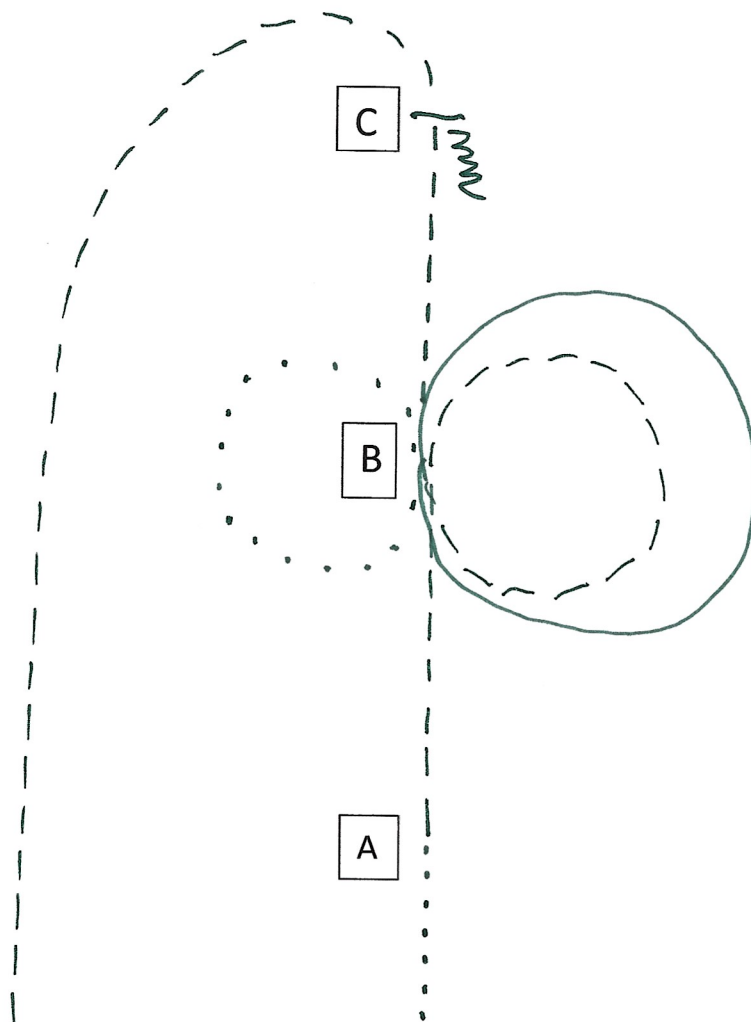
- 
1. Walk to A.
  2. Posting trot left diagonal halfway to B.
  3. Change to right diagonal and continue to B.
  4. Left canter around B.
  5. Break to trot. 2 point position until even with A.
  6. Posting trot left diagonal until past B.

**SATURDAY WESTERN HORSEMANSHIP**  
**WALK AND TROT**



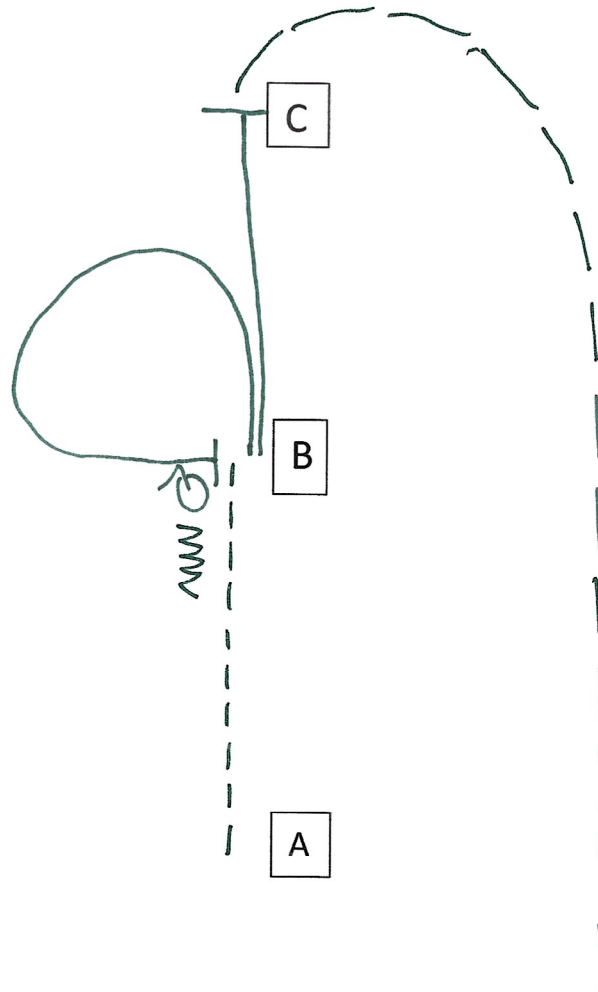
1. Walk to A.
2. Jog to B and jog a circle to the right. Then an extended jog circle to the left.
3. Walk to C and backup one horselength.
4. Walk out.

**SATURDAY WESTERN HORSEMANSHIP**  
**ALLBREED, L1/NOVICE YOUTH/AMATEUR**



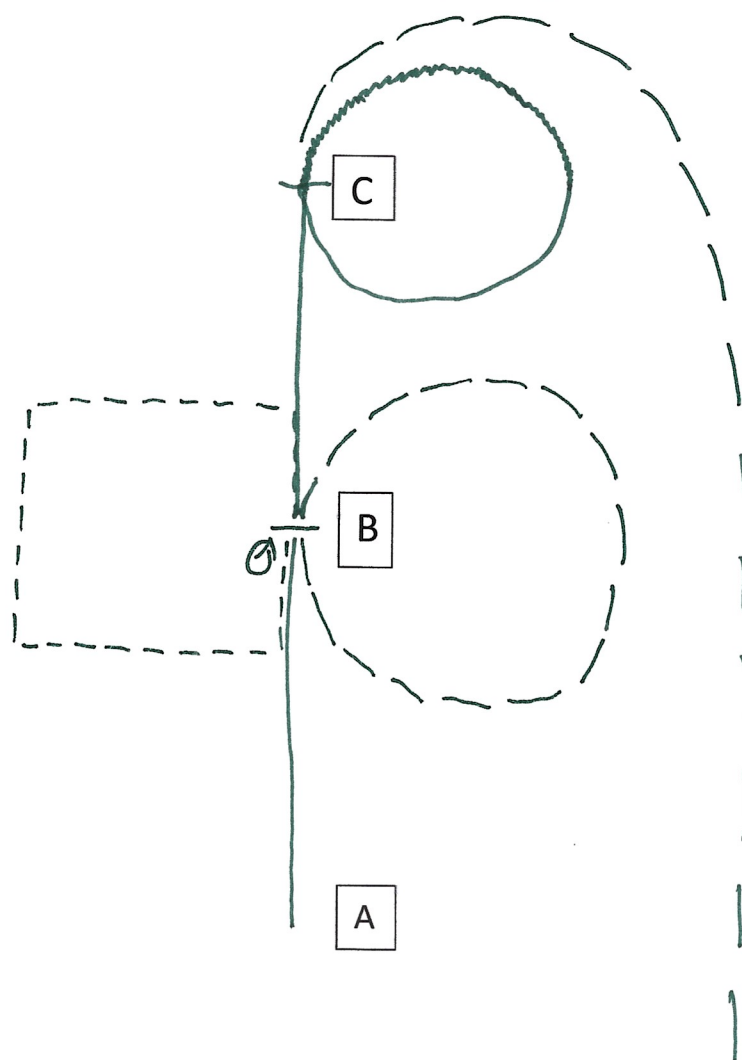
- 
1. Walk to A.
  2. Jog to B and jog a circle to the right. Then lope a circle to the right.
  3. Walk a circle to the left.
  4. Jog to C. Stop and backup one horselength.
  5. Jog out.

**SATURDAY WESTERN HORSEMANSHIP  
YOUTH/AMATEUR**



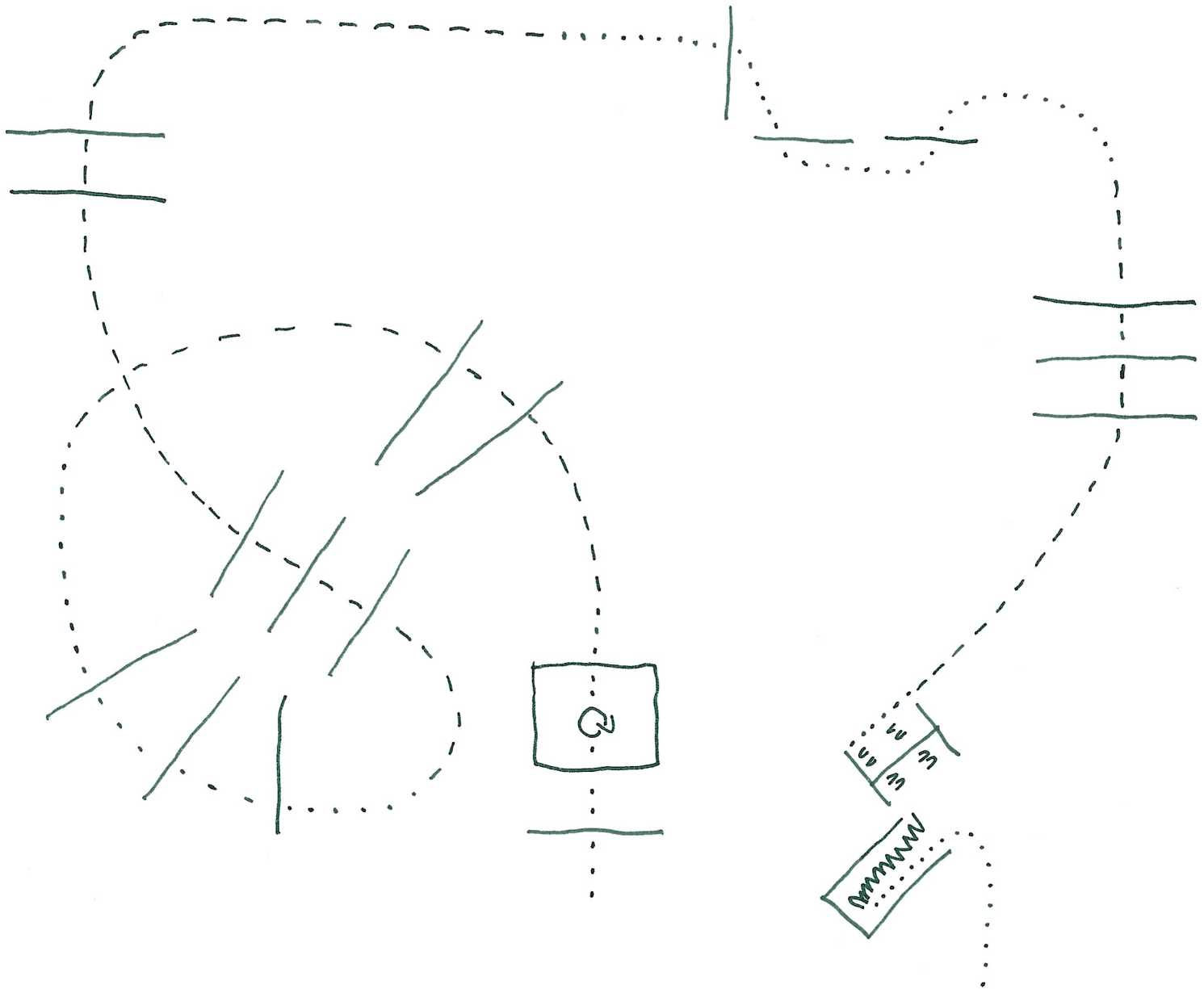
- 
1. Jog from A to B.
  2. Lope a circle left lead towards B.
  3. Stop and perform 270 turn to the right. Backup one horselength.
  4. Lope right lead to C. Stop.
  5. Extended Jog out.

**SATURDAY WESTERN HORSEMANSHIP**  
**NSBA NON PRO**



- 
1. Be ready at A.
  2. Left lope to B.
  3. Stop and make a 360 turn to the left. Jog square to the left.
  4. Extended jog circle to the right.
  5. Lope right lead to C. Extended lope for  $\frac{1}{2}$  a circle. Then collect lope for  $\frac{1}{2}$  a circle. Stop.
  6. Extended Jog out.

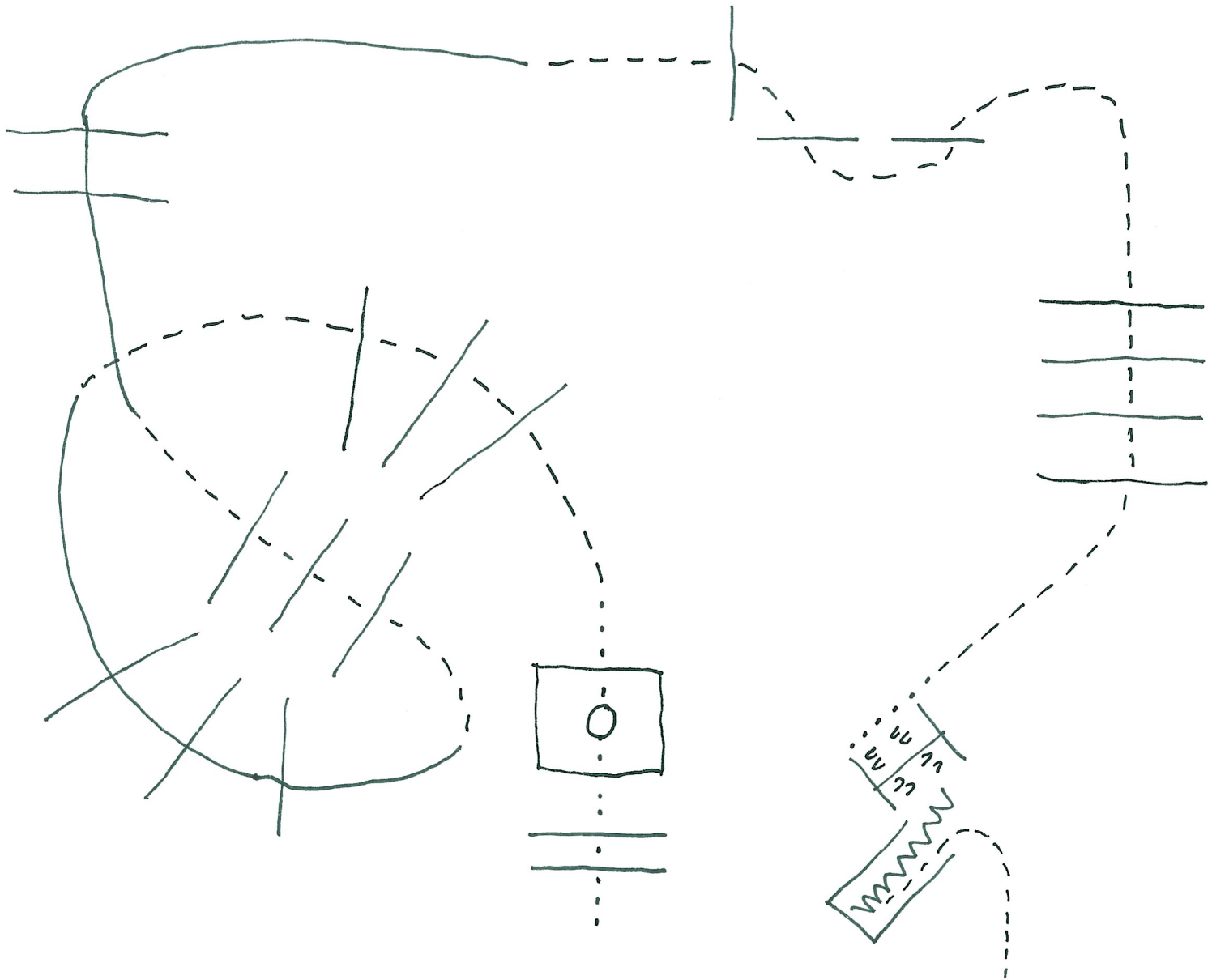
## FRIDAY TRAIL TRAIL IN HAND



- Walk over pole into box.
- Turn 360 to the right and walk out.
- Trot over poles.
- Walk over poles.
- Trot over poles.
- Walk through serpentine.

- Trot over poles.
- Break to walk, walk to gate.
- Work gate left hand.
- Backup between poles.
- Walk out.

**FRIDAY TRAIL**  
**YOUTH, L1, GREEN**

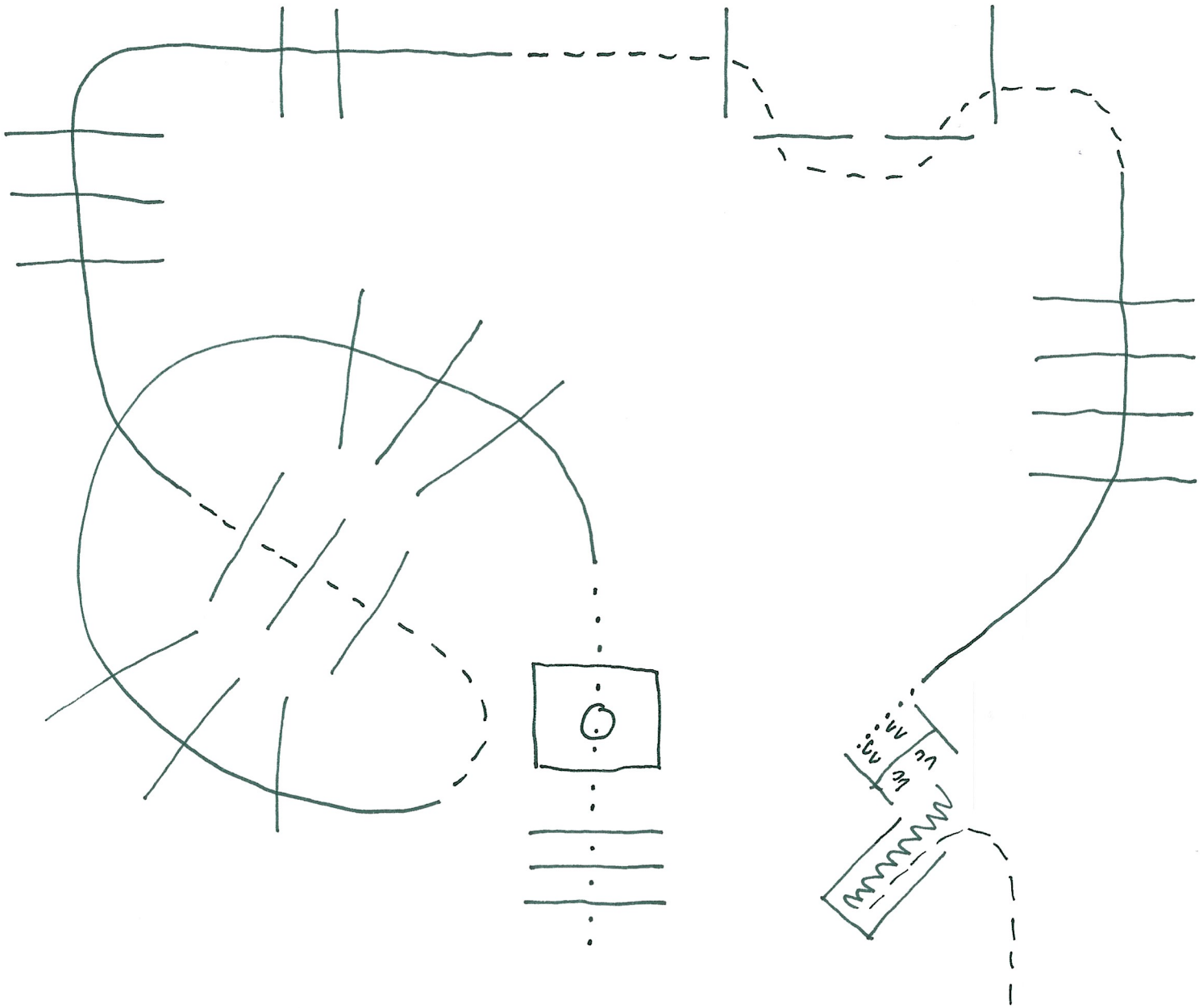


- Walk over poles into box.
- Turn 360 either way and walk out.
- Trot over poles.
- Lope over poles left lead.
- Trot over poles.
- Lope over poles right lead.

- Trot through serpentine.
- Trot over poles.
- Break to walk and walk to gate. Work gate left hand.
- Backup between poles.
- Trot out.

# FRIDAY TRAIL

ALL AGES, OPEN, NSBA OPEN/NON PRO

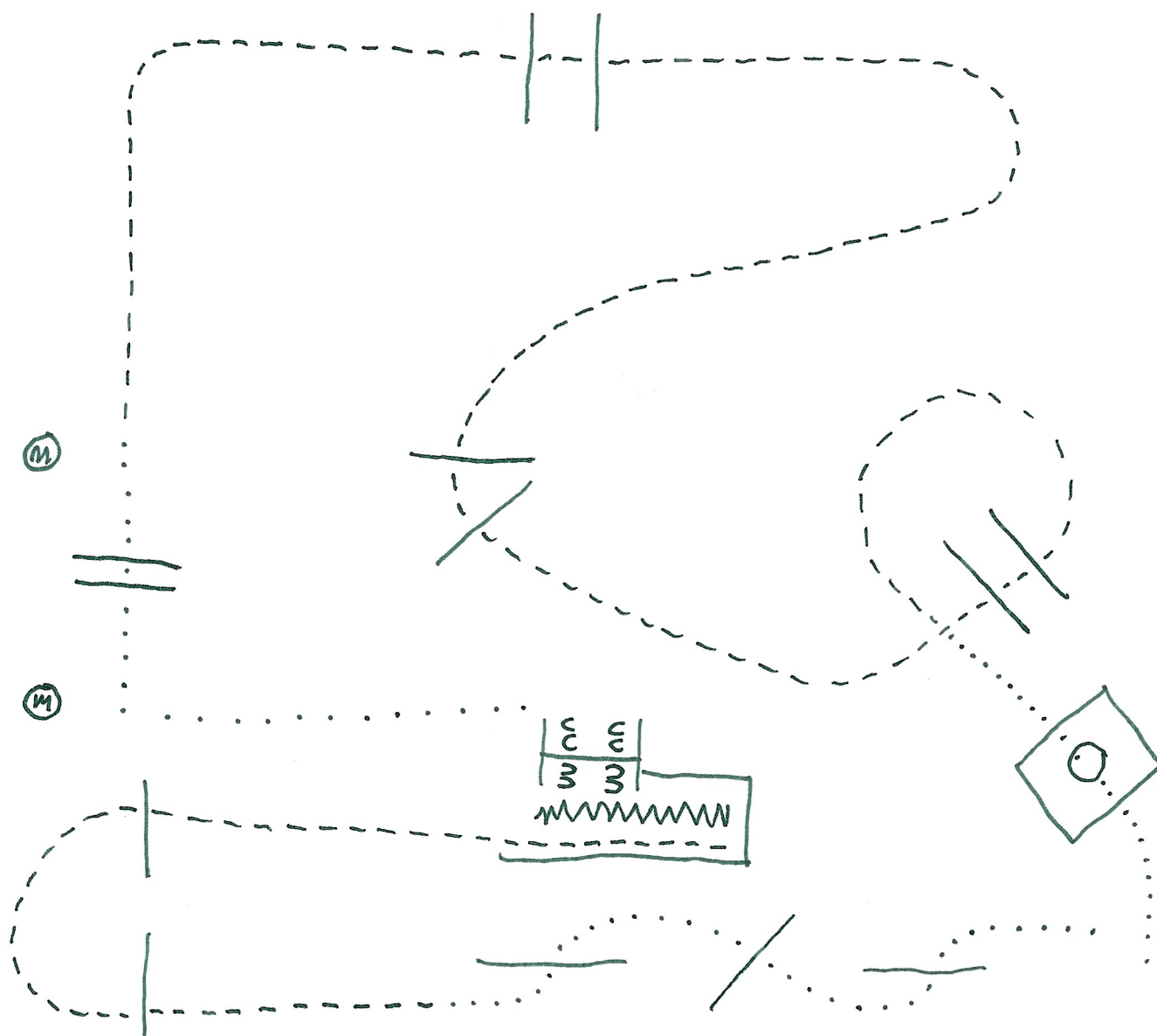


- Walk over poles into box.
- Turn 360 either way and walk out.
- Lope over poles left lead.
- Trot over poles.
- Lope over poles right lead.

- Trot through serpentine.
- Lope over poles.
- Break to walk and walk to gate. Work gate left hand.
- Backup between poles.
- Trot out.



## SATURDAY TRAIL WALK AND TROT



- Walk serpentine, jog over poles and into chute.
- Backup and work gate left hand..
- Walk over poles.
- 

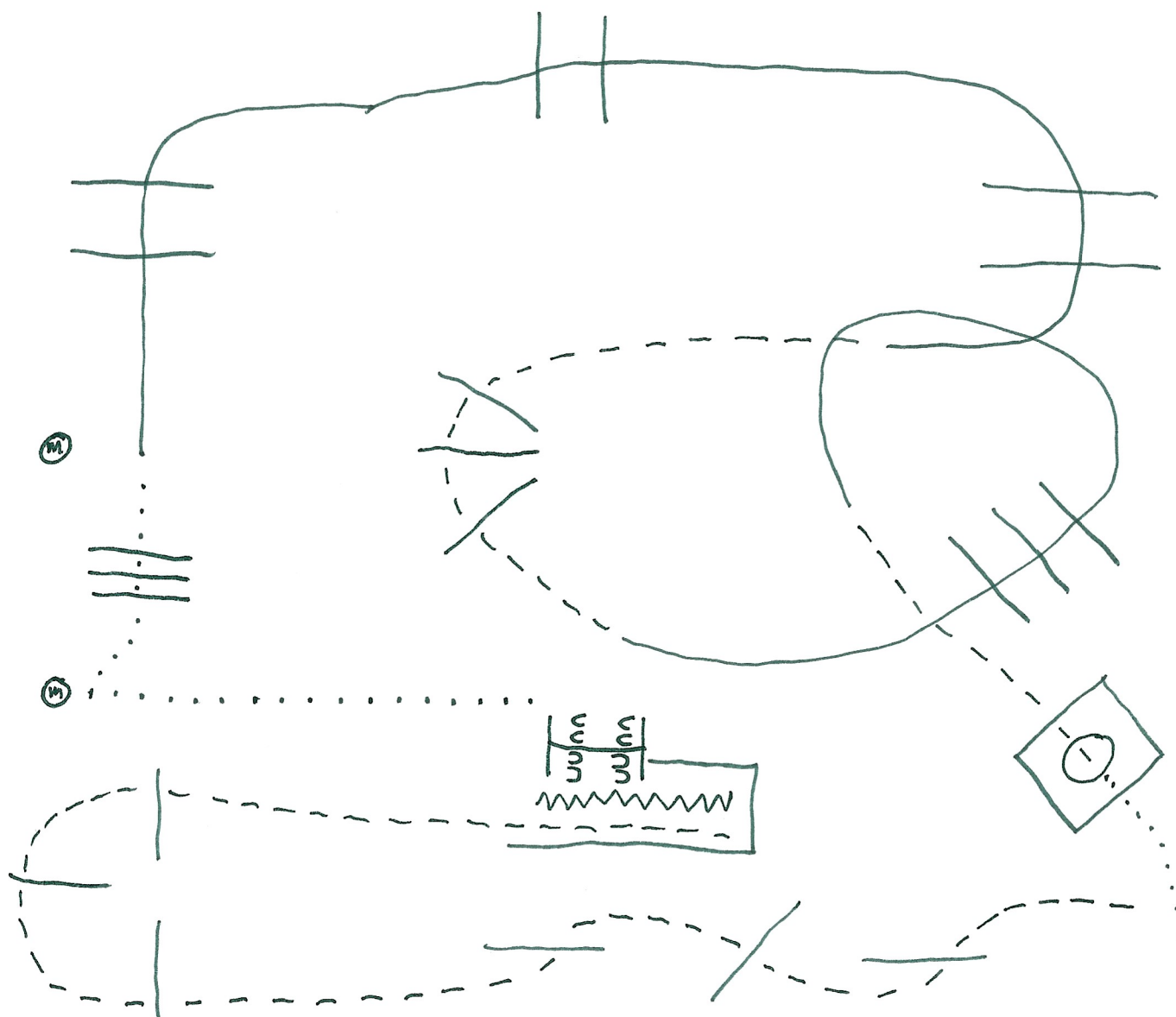
- Trot over poles.
- Break to walk, walk into box.
- Turn 360 either way, and walk out.

A hand-drawn schematic diagram of a circuit. The diagram includes several components and connections:

- Top Component:** A large, irregular shape representing a component, possibly a battery or a large capacitor, with two vertical lines extending from its top center.
- Left Side:** A vertical dotted line with a circled 'M' at the top and a circled 'E' at the bottom. A horizontal line with two parallel segments is connected to the dotted line between 'M' and 'E'.
- Center:** A dashed line forming a large loop. A horizontal line with a diagonal slash is connected to the left side of this loop. Below this, a rectangular box contains a wavy line (representing a resistor) and two sets of three small 'u' shaped symbols above it.
- Right Side:** A large, irregular shape representing a component. A horizontal line with a diagonal slash is connected to its right side. A dotted line extends from the bottom of this shape towards the bottom right.
- Bottom Right:** A square box containing a circle with a dot in the center. A dotted line extends from the bottom of this box towards the bottom center.
- Bottom Center:** A horizontal line with a diagonal slash. A dotted line extends from the left side of this line towards the left.

- Lope over poles right lead.
- Trot over poles.
- Lope over poles left lead.
- Break to walk, walk into box.
- Turn 360 either way, and walk out.

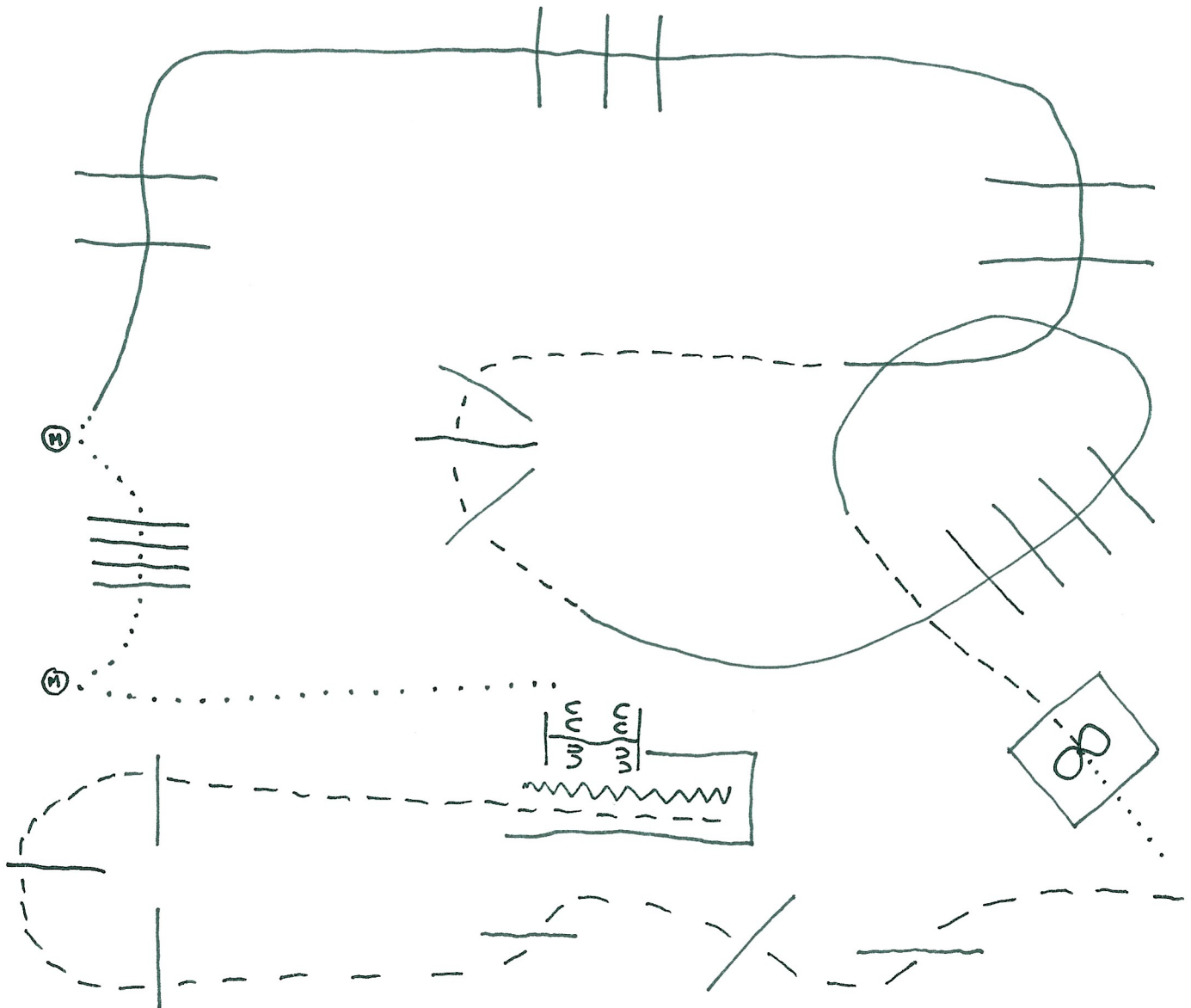
# **SATURDAY TRAIL** **AMATEUR, ALL AGES**



- Jog serpentine, over poles and into chute.
- Backup and work gate left hand.
- Walk to mailbox. Take out paper, put it back in mailbox.
- Walk over poles.

- Lope over poles right lead.
- Trot over poles.
- Lope over poles left lead.
- Break to trot, trot into box.
- Turn 360 either way, and walk out.

## SATURDAY TRAIL EVERYBODY WIN



- Jog serpentine, over poles and into chute.
- Backup and work gate left hand.
- Walk to mailbox. Take out paper. Walk over poles, and put paper in second mailbox.

- Lope over poles right lead.
- Trot over poles.
- Lope over poles left lead.
- Break to trot, trot into box.
- Turn 360 both ways, and walk out.