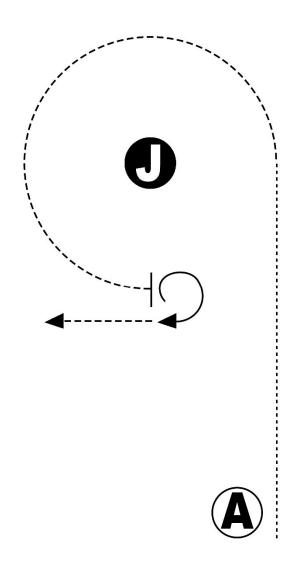
# NORTH WEST GEORGIA HORSEMEN'S ASSOCIATION MAY 10 2025

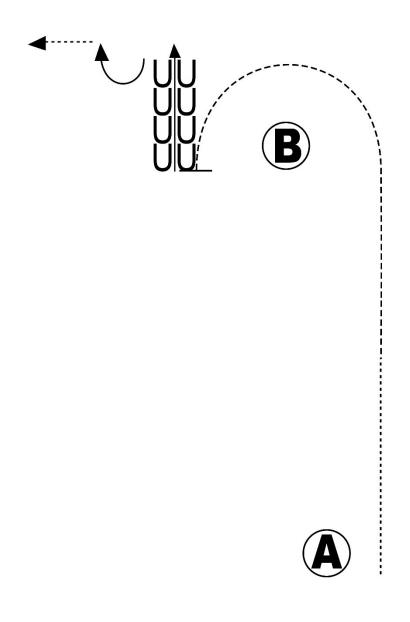
## **ALL SHOWMANSHIP**



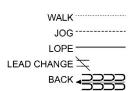
- 1. Walk until even with judge.
- 2. When even with judge, trot a circle around judge.
- 3. Stop and set up foe inspection.
- 4. When dismissed, perform a 180 degree turn and trot out.

## NORTH WEST GEORGIA HORSEMEN'S ASSOCIATION MAY 10 2025

## **ALL W/J HORSEMANSHIP**

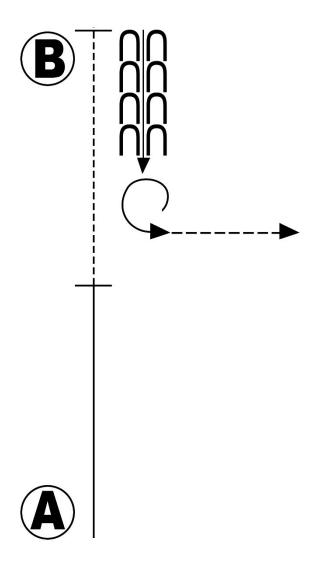


- 1. Walk half way to B.
- 2. Jog to and around B.
- 3. Stop and back one horse length.
- 4. Perform a 90 degree turn to the right.
- 5. Exit at a walk.



# NORTH WEST GEORGIA HORSEMEN'S ASSOCIATION MAY 10 2025

## **ALL HORSEMANSHIP**

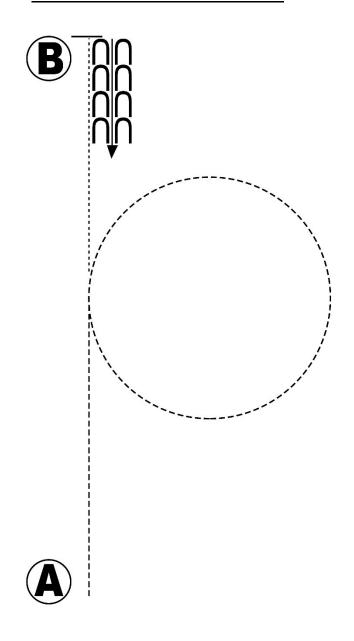


- 1. Lope on the right lead half way to B, stop.
- 2. Jog to B.
- 3. Stop and back one horse length.
- 4. Perform a 270 degree turn to the left.
- 5. Exit at an extended jog.

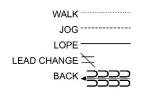
WALK
JOG
EXTENDED JOG
LOPE
LEAD CHANGE $\succsim$
BACK DOOD

## NORTH WEST GEORGIA HORSEMEN'S ASSOCIATION MAY 10 2025

## **ALL W/T EQUITATION**

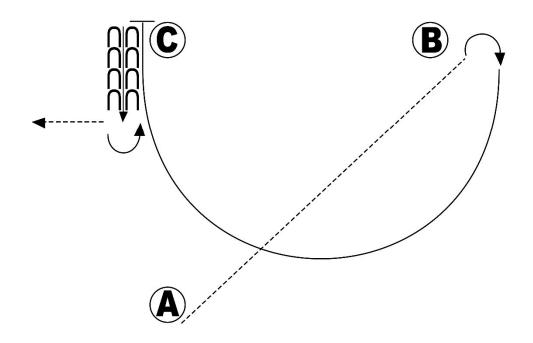


- 1. Sitting trot half way to B.
- 2. Posting trot a circle on the left diagonal.
- 3. Close the circle and walk to B.
- 4. Back one horse length and exit at a trot

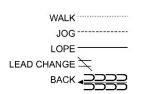


## NORTH WEST GEORGIA HORSEMEN'S ASSOCIATION MAY 10 2025

## **ALL EQUITATION**



- 1. Posting trot on right diagonal to B.
- 2. Performa 135 degree turn on the forehand to the right.
- 3. Canter a semicircle on the right lead to C.
- 4. Back one horse length.
- 5. Perform a 90 degree turn to the left.
- 6. Exit pattern at a trot.

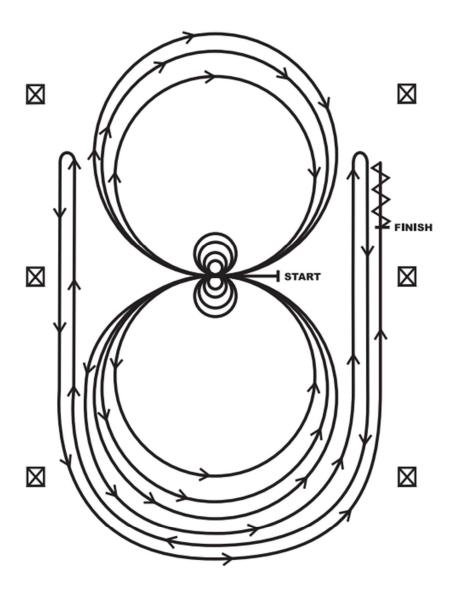


## NORTH WEST GEORGIA HORSEMEN'S ASSOCIATION

MAY 10 2025

#### **ALL REINING**

#### **REINING PATTERN 6**



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- I. Complete four spins to the right. Hesitate.
- 2. Complete four spins to the left. Hesitate.
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
- 6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
- 7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.