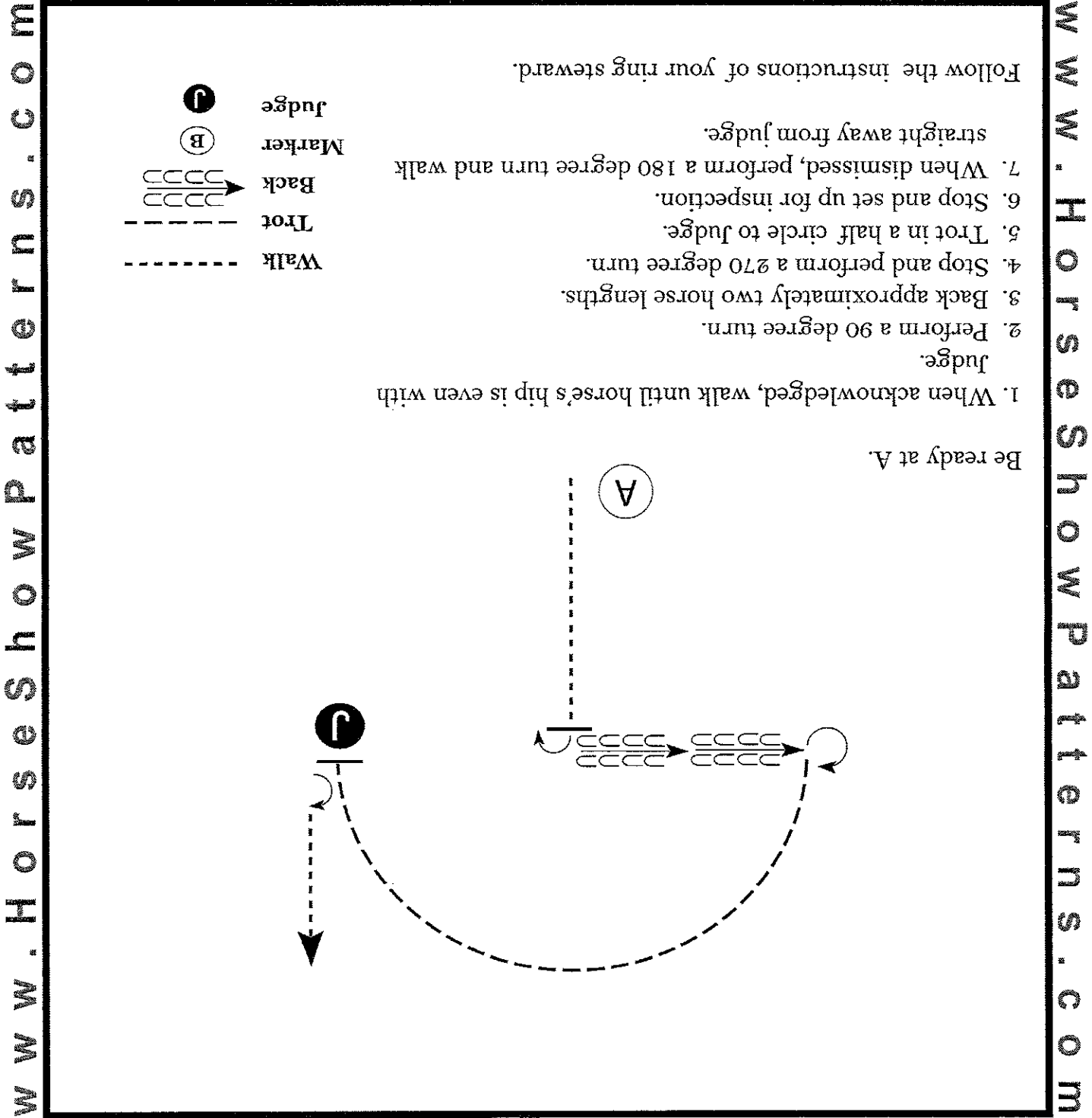


Summit County Fair 2020

Adv./Int. Western Showmanship (Advanced & Intermediate)

Show Date: 07-29-2020



Be ready at A.

1. When acknowledged, walk until horse's hip is even with Judge.
2. Perform a 90 degree turn.
3. Back approximately two horse lengths.
4. Stop and perform a 270 degree turn.
5. Trot in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 180 degree turn and walk straight away from judge.

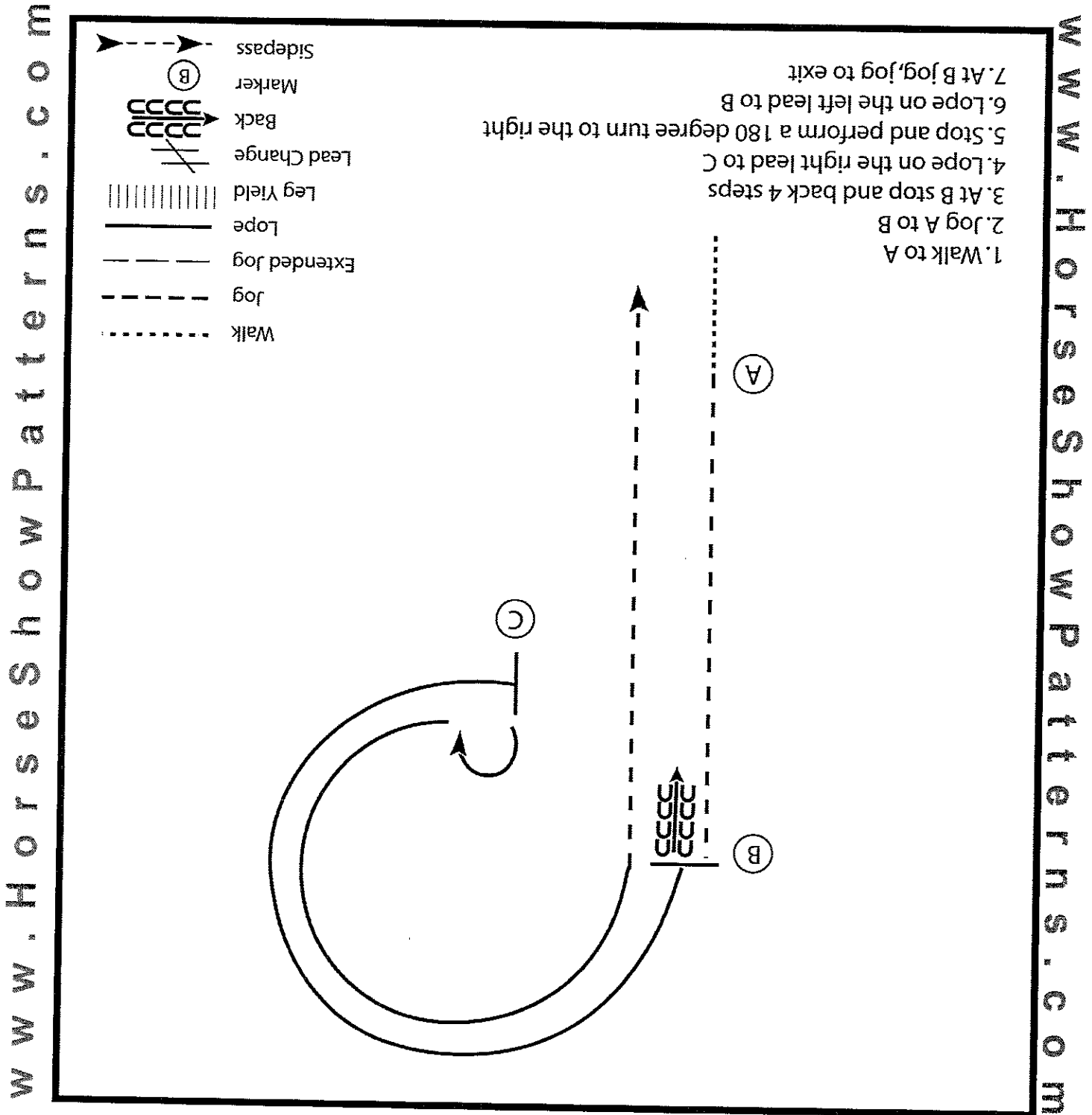
Follow the instructions of your ring steward.

Pattern Provided by:
Valerie Gabor

Summit County Fair 2020

Western Horsemanship (Adv/Int & Advanced Contest)

Show Date: 07-29-2020



Pattern Provided by:
Valerie Gabor

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[WH/2-49]

ADV/INT WESTERN
WDAA 2017 WESTERN DRESSAGE BASIC LEVEL TEST 3
 WESTERN DRESSAGE ASSOCIATION® OF AMERICA



PURPOSE: Tests confirm that the horse is supple and moves freely forward in a clear steady rhythm, accepting light contact with the bit. The horse demonstrates greater understanding of the aids and calm acceptance of the bridle, greater emphasis is placed on relaxation, harmony, ideality and pure gaits. The horse is beginning to develop more impulsion and balance.	NEW REQUIREMENTS: No new requirements	MAXIMUM PTS: 200
ENTRY NO.:	ARENA SIZE: Small (40m x 20m) or Large (60m x 20m)	
AVERAGE RIDE TIME: 3:30 (Small) or 4:30 (Large)		

All jog work may be hidden sitting or rising.

COEFFICIENT

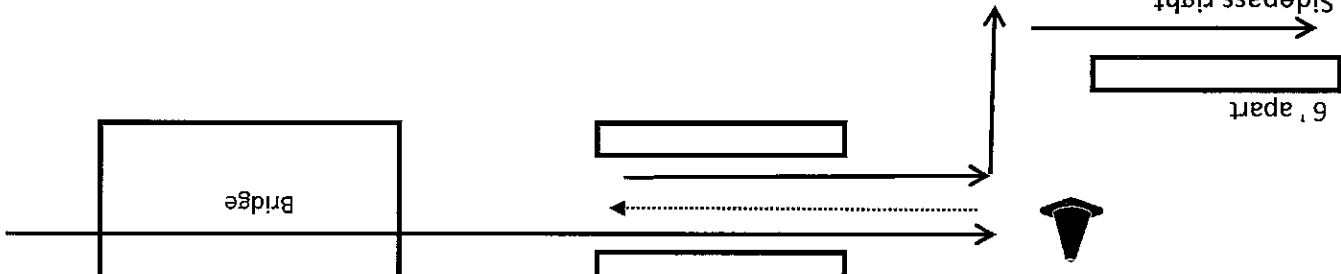
TEST	DIRECTIVES	POINTS	TOTAL	REMARKS
1	Enter working jog Halt through the walk, salute the jog; willing, smooth transitions in and out of square, straight halt; immobility; willingness.			
2	Track right Balance and bend in the turn; balance and bend on loop and in corners; regularity and quality of the jog.			
3	Between F & A Develop working lope, right lead Willing, smooth transition; regularity and quality of the lope; balance and bend in the corner.			
4	Before A Circle right 20m, working lope Balance and bend on circle; regularity and quality of the lope; willing, smooth transition; regularity and quality of the jog.			
5	Before K Develop working walk Willing, smooth transition; regularity and quality of the walk.			
6	K - B Change rein, free walk Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; regularity and quality of the walks; willing, smooth transition.	2		
7	M Working jog One loop, working jog balance and bend on loop and in corners; regularity and quality of the jog.			
8	Between K & A Develop working lope, left lead Willing, smooth transition; regularity and quality of the lope; balance and bend in the corner.			
9	Before A Circle left 20m, working lope Balance and bend on the circle and in corners; regularity and quality of the lope; willing, smooth transition.			
10	B Circle left 20m, free jog Stretch forward and downward over topline with relaxation maintaining balance, tempo and regularity of jog; bend on the circle and in corners; smooth, willing release of the reins and transition to working jog.	2		
11	B - C - H Working jog Balance and bend in the corners; regularity and quality of the jog.			
12	A Down centerline Halt through the walk, salute straightness; regularity and quality of the jog; willing, smooth transition; regularity and quality of the walk; balance in downward transition to square, straight halt; immobility.			

Leave arena at A in a walk with looped or long reins.

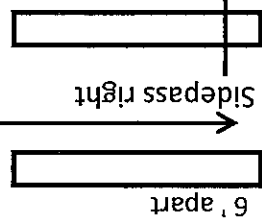
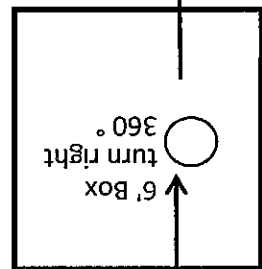
Trail in Hand (All divisions)

Judge Diane Vogel

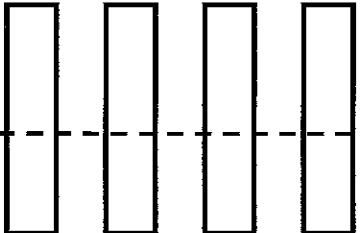
Send Back, Halt, and come forward



Ground Tie

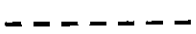


Sidepass right

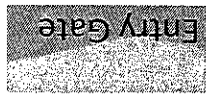


Trot Poles
Small Equine 30" apart
Adv, Int, Nov, WT - 42" apart

Walk
Trot

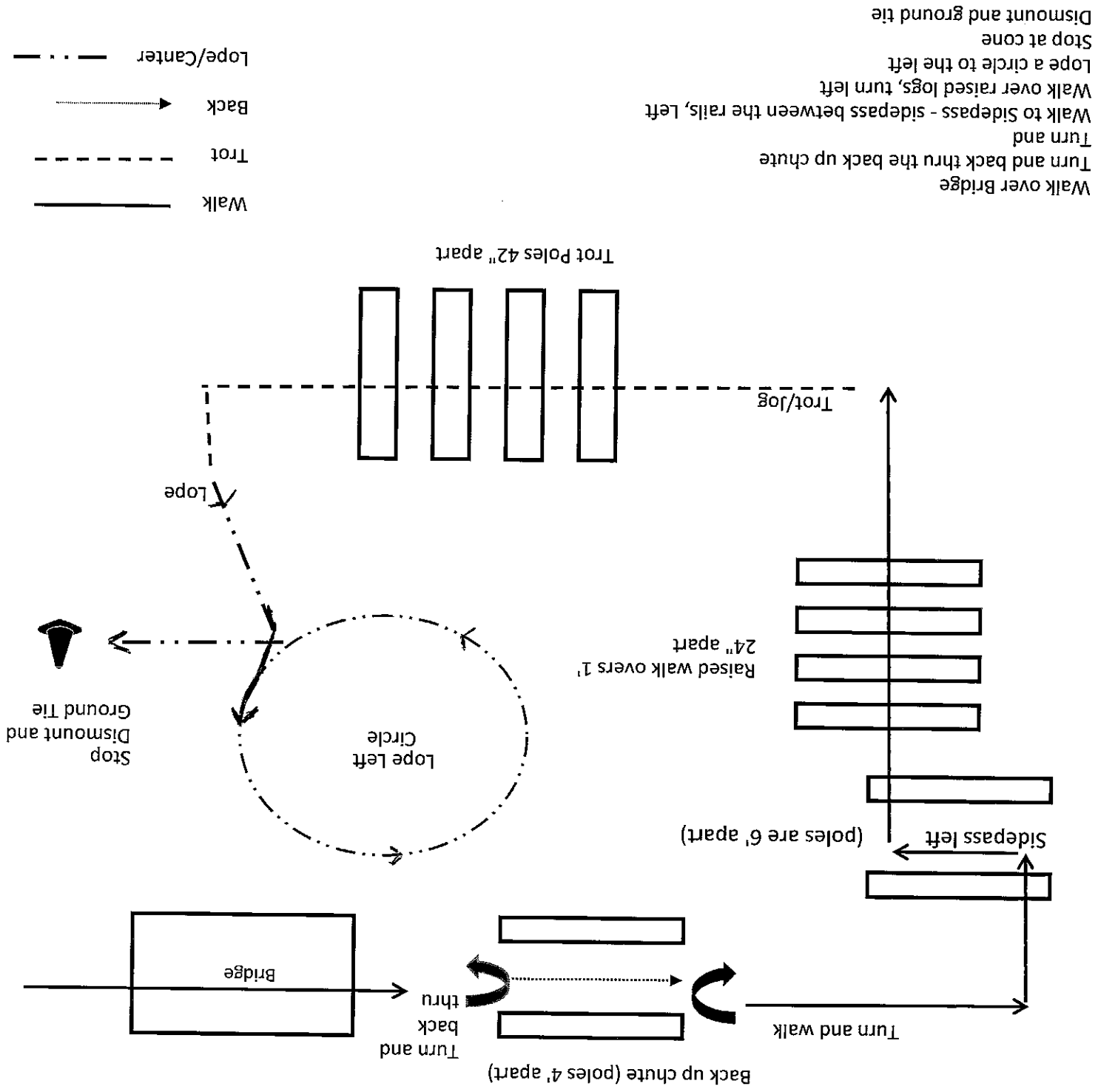
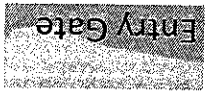


Walk over Bridge
Walk up to the cone, Send horse back between the rails. Pause 3 sec
ask horse to come forward
Walk to Sidepass - between the rails, Right
Walk into turn box.
Walk out of turn box, turn left
Trot over poles
Trot to Ground Tie

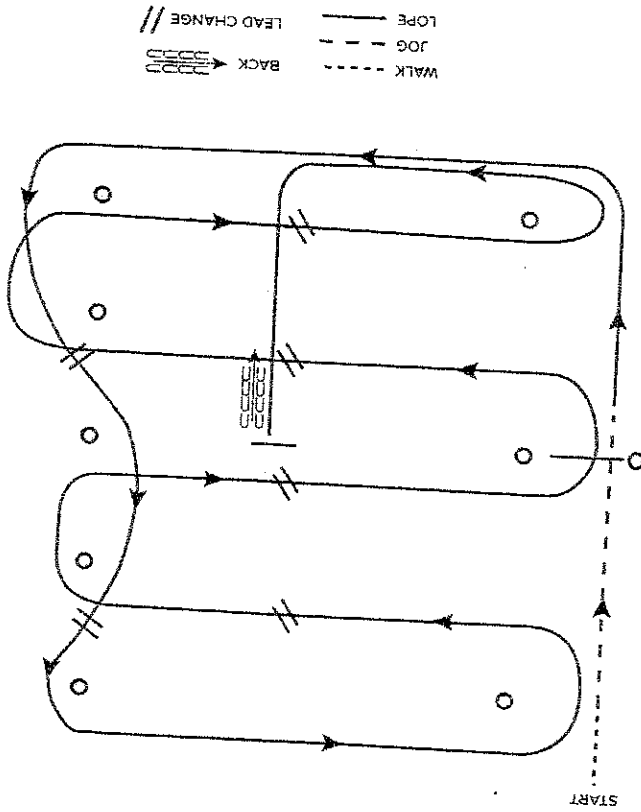


Trail (Novice, Intermediate, Advanced)

Judge Diane Vogel



- Walk over Bridge
 - Turn and back thru the back up chute
 - Turn and Walk to Sidepass - sidepass between the rails, Left
 - Walk over raised logs, turn left
 - Lope a circle to the left
 - Stop at cone
 - Dismount and ground tie
- Walk —————
 Trot - - - - -
 Lope/Center
 Back →

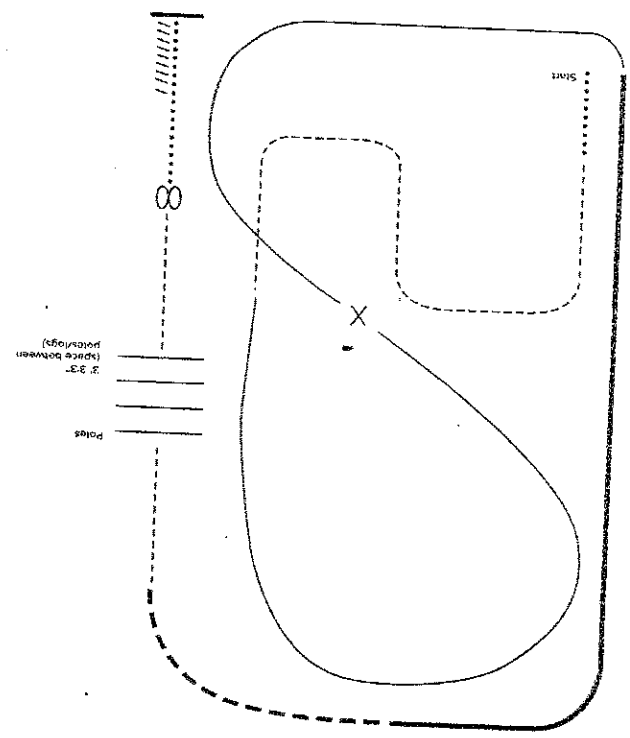


1. Walk to the first pylon and begin jogging to and over the log.
2. Transition to left lead lope and lope around the pylon.
3. First line change.
4. Second line change.
5. Lope around pylon.
6. Lope around pylon and first crossing change.
7. Second crossing change.
8. Lope over log.
9. Third crossing change.
10. Fourth crossing change.
11. Lope up the center, stop, and back.

Maneuvers for Western Riding Pattern A

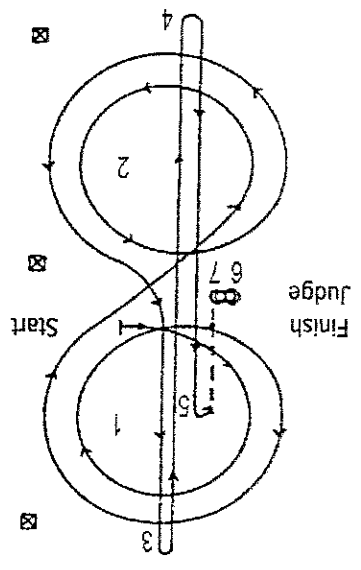
ADV/I

- Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- //// Back
- X Lead Change



- Maneuvers for Ranch Riding Pattern C**
1. Walk.
 2. Trot serpentine.
 3. Lope left lead around the end of the arena and then diagonally across the arena.
 4. Simple or flying change of lead.
 5. Lope on the right lead around the end of the arena.
 6. Lope on the left lead around the end of the arena.
 7. Extend trot around corner of the arena.
 8. Collect to a trot.
 9. Trot over poles.
 10. Stop, do a 360 degree turn to the right and then do a 360 degree turn to the left.
 11. Walk, stop and back.

Pattern B



Recommended marker on wall 60 to 90' between markers

- Ride Pattern B as follows:
- Maneuver 1**
Begin at the center of the arena. Complete two circles to the right at a lope, the first circle small and slow, the second large and fast. Do a flying lead change.
 - Maneuver 2**
Complete two circles to the left at a lope, the first circle small and slow, the second large and fast. Do a flying lead change at the center of the arena.
 - Maneuver 3**
Run to the far end of the arena past the end marker, stop, and do a left rollback—no hesitation.
 - Maneuver 4**
Run to the opposite end of the arena past the end marker, stop, and do a right rollback—no hesitation.
 - Maneuver 5**
Run past the center of the arena and do a sliding stop. Back to the center of the arena. Hesitate.
 - Maneuver 6**
Complete two spins to the right.
 - Maneuver 7**
Complete two spins to the left. Then exit the arena.