

00 to the winner!

uly 21-26, 2020

World Equestrian Center Wilmington, OH

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Round 2	Green 4	Regular 7

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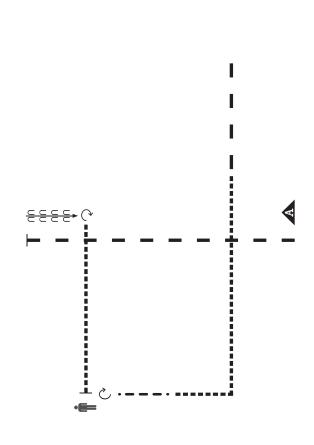


SHOWMANSHIP (Level 1 Youth/Level 1 Amateur)



$SHOWMANSHIP \\ (Youth 13\&U/Youth 14-18/Amateur/Select)$

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Be ready at A.

- 1. Extended trot past the judge.

- 7. 270 degree turn, walk two horse lengths.
 - 8. Trot square corner past A.

🖷 Judge

9. Extended trot away.

•• Walk	Trot	Extended Trot	Back	Cone	🖷 Judge
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be ready at	Extended
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- 1. Extended from p. 2. Stop and back.
- 4. Trot to judge and stop. 3. 270 degree turn.
 - 6. Inspection. 5. Set up.
- 7. 270 degree turn, walk two horse lengths.
 - 8. Trot square corners past A.
 - 9. Extended trot away.

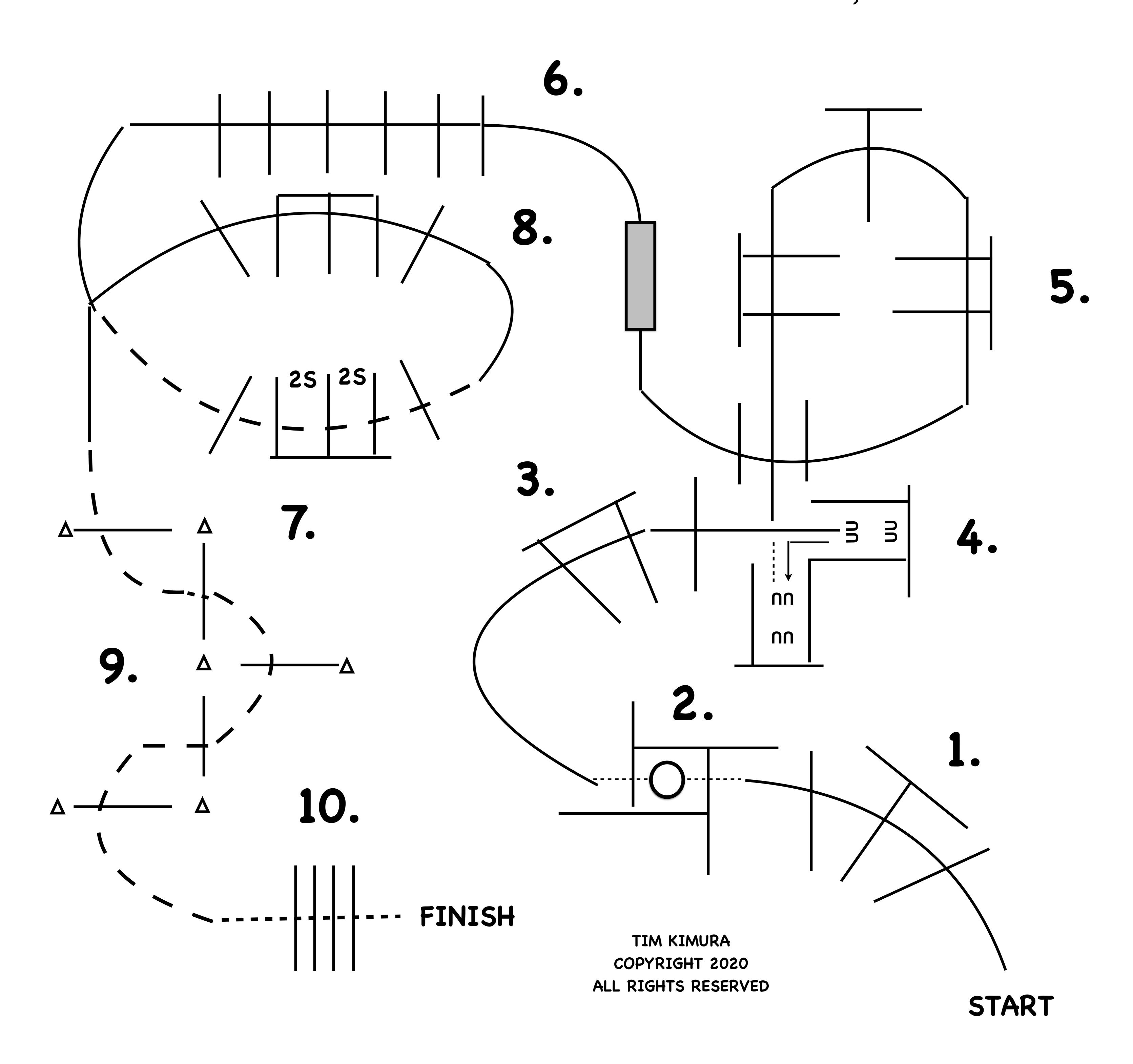
2. Stop, 360 degree turn.
3. Back the corner as shown. 4. Trot to judge and stop. 6. Inspection. 5. Set up.

Extended Trot

- Walk Trot Back A Cone

2019 THE MADNESS WEDNESDAY, JULY 22

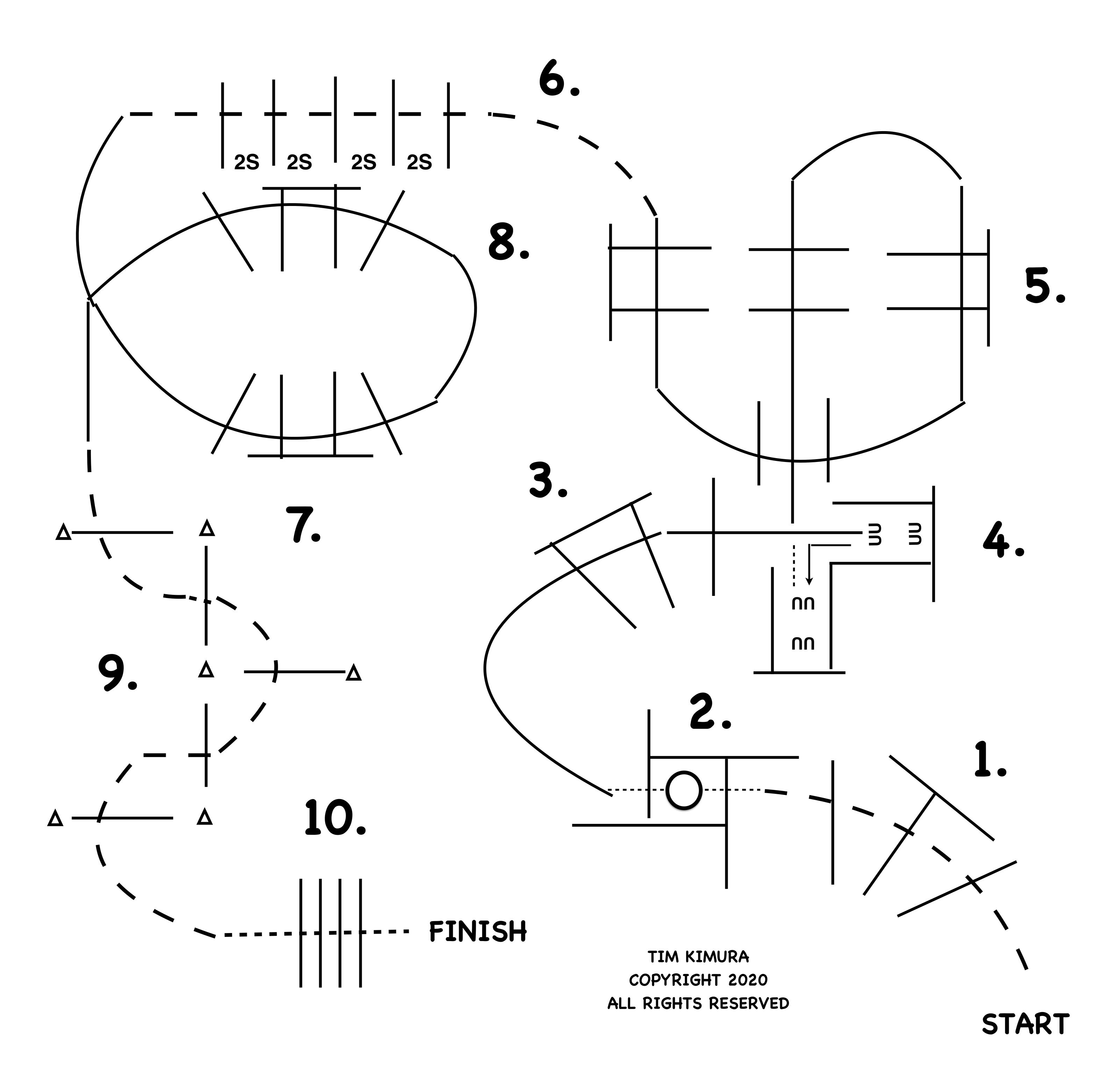
SENIOR HORSES L2,L3



- 1. LOPE OVER POLES (LL)
- 2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 3. LOPE OVER POLES (RL), LOPE INTO CHUTE AND STOP.
- 4. BACK AROUND CORNER, WALK FORWARD, THEN LOPE OUT CHUTE.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. CHANGE LEADS SIMPLE OR FLYING, LOPE OVER POLES (LL)
- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (LL).
- 9. BREAK TO THE JOG, JOG THRU SERPENTINE, JOG OVER POLES.
- 10. STOP OR BREAK TO THE WALK, WALK OVER POLES.

2019 THE MADNESS THURSDAY, JULY 23

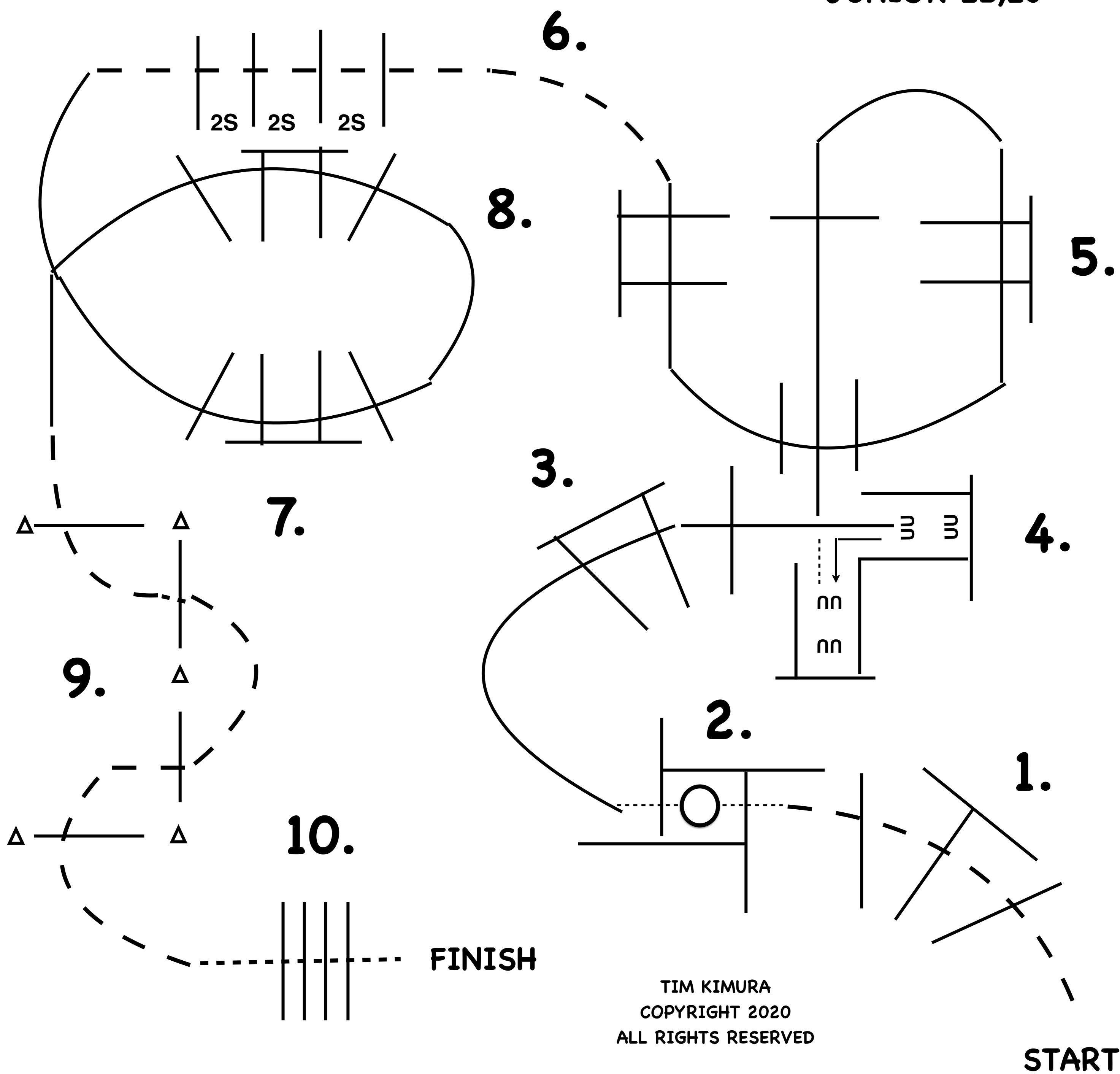
AMATEUR L2,L3 TRAIL SELECT L2,L3 TRAIL YOUTH L2,L3 TRAIL



- 1. JOG OVER POLES.
- 2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 3. LOPE OVER POLES (RL), LOPE INTO CHUTE AND STOP.
- 4. BACK AROUND CORNER, WALK FORWARD, THEN LOPE OUT CHUTE.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (LL).
- 8. LOPE OVER POLES (LL).
- 9. BREAK TO THE JOG, JOG THRU SERPENTINE, JOG OVER POLES.
- 10. STOP OR BREAK TO THE WALK, WALK OVER POLES.

2019 THE MADNESS THURSDAY, JULY 23

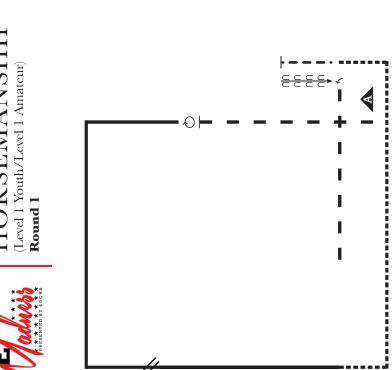
L1 GREEN SENIOR
L1 GREEN JUNIOR
L1 NOVICE AMATEUR
L1 NOVICE YOUTH
JUNIOR L2,L3



- 1. JOG OVER POLES.
- 2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 3. LOPE OVER POLES (RL), LOPE INTO CHUTE AND STOP.
- 4. BACK AROUND CORNER, WALK FORWARD, THEN LOPE OUT CHUTE.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (LL).
- 8. LOPE OVER POLES (LL).
- 9. BREAK TO THE JOG, JOG THRU SERPENTINE, JOG OVER POLES.
- 10. STOP OR BREAK TO THE WALK, WALK OVER POLES.



HORSEMANSHIP



Extended Lope ■ Extended Jog Lead Change Lope Back go[----

- Walk

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HORSEMANSHIP

(Youth 13&U/Youth 14-18/Amateur/Select)

Round 1

Be ready at A.

- 1. Extended jog.
- 2. Perform a 360 degree turn to the left.
 - 3. Lope left lead two square corners.
 - 4. Change leads.
- 5. Extended right lead lope.
- 6. Break to the jog and jog two square corners.
- 7. Walk one horse length, stop and back two horse lengths.
 - 8. Extended jog away.

9. 90 degree turn to the left and extended jog away.

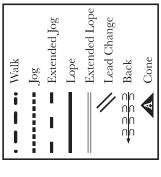
6. Break to the jog and jog two square corners.

5. Right lead lope. 4. Change leads.

7. Walk one horse length and stop. 8. Back two horse lengths.

2. Perform a 360 degree turn to the right. 3. Lope left lead two square corners.

1. Extended jog. Be ready at A.

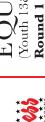


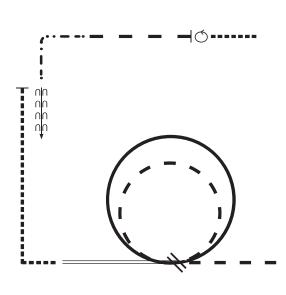






EQUITATION (Youth 13&U/Youth 14-18/Amateur/Select)







Be ready at A.

- 1. Trot on the right diagonal.
- 2. Change diagonals, trot left diagonal circle to the right.
 - 3. Canter right lead circle to the right.
- 4. Change leads, hand gallop left lead.
- 5. Break to the sitting trot through square corner.
 - 6. Stop and back.
 - 7. Walk.
- 8. Trot left diagonal and stop.
- 9. 360 degree forehand turn to the left, sitting trot away.

Lead Change Hand Gallop SittingTrot Canter

Walk	Trot	SittingTrot	Canter	Hand Gallop	Lead Change	Back	Cone
i 		 			<i> </i>	∩ ∩ ∩ ∩ ∩ ∩ ∩	A

Back Cone - - Walk Trot 000

2. Change diagonals, trot left diagonal circle to the right.

1. Trot on the right diagonal.

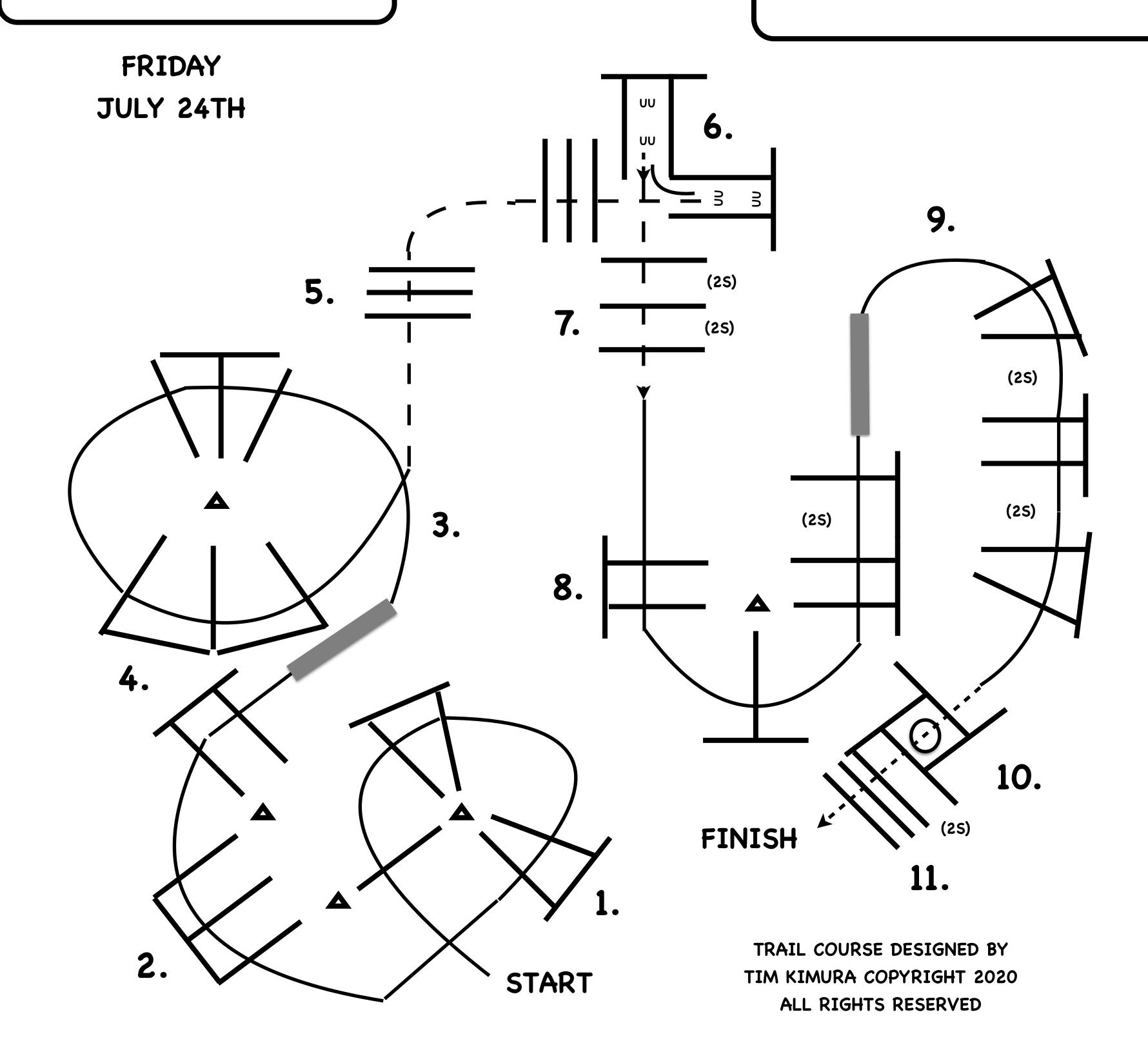
Be ready at A.

3. Canter right lead circle to the right. 4. Change leads, canter left lead.

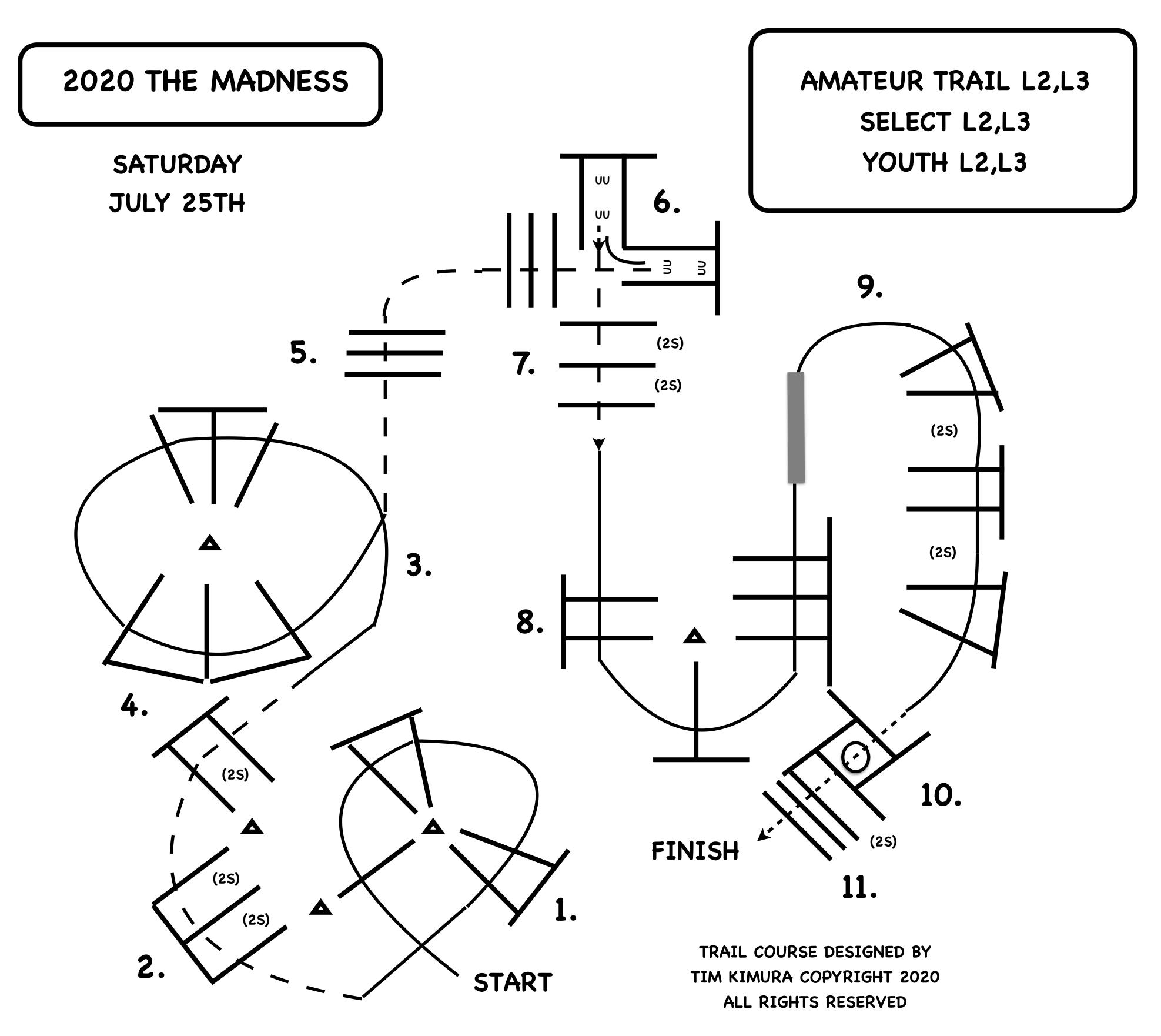
5. Break to the sitting trot through square corner.

6. Stop and back.

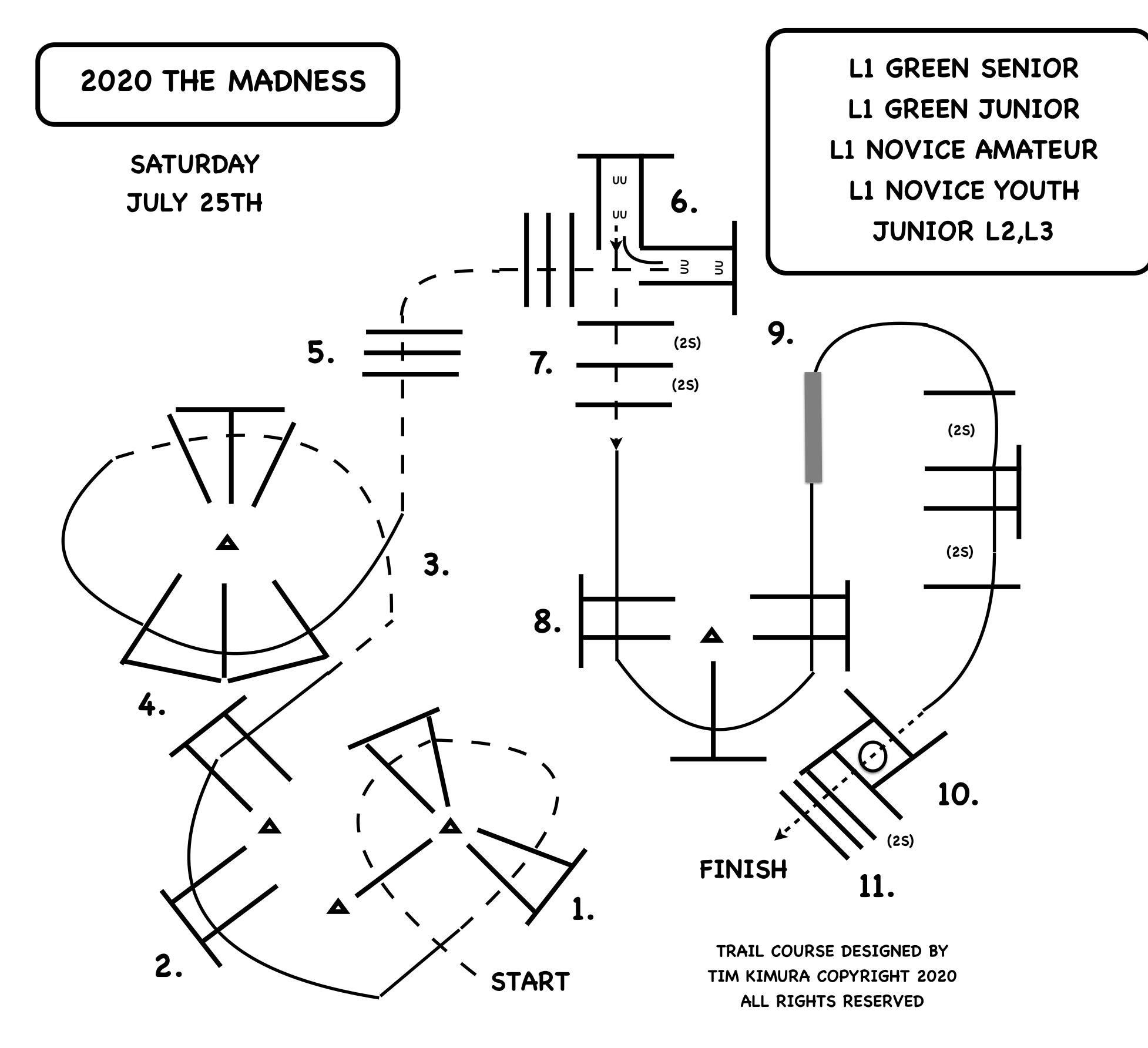
7. 360 degree turn to the right on the haunches. 8. Sitting trot away.



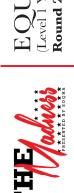
- 1. LOPE OVER POLES (RIGHT LEAD).
- 2. LOPE OVER POLES (RIGHT LEAD).
- 3. CHANGE LEADS SIMPLE OR FLYING, LOPE OVER POLES (LEFT LEAD).
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP AT THE END.
- 6. BACK BETWEEN POLES, BACK AROUND CORNER.
- 7. WALK FORWARD, THEN JOG OVER POLES.
- 8. LOPE OVER POLES (LEFT LEAD).
- 9. CHANGE LEADS SIMPLE OR FLYING, LOPE OVER POLES (RIGHT LEAD).
- 10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 11. WALK OVER POLES.



- 1. LOPE OVER POLES (RIGHT LEAD).
- 2. BREAK TO THE JOG, JOG OVER POLES.
- 3. LOPE OVER POLES (LEFT LEAD).
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP AT THE END.
- 6. BACK BETWEEN POLES, BACK AROUND CORNER.
- 7. WALK FORWARD, THEN JOG OVER POLES.
- 8. LOPE OVER POLES (LEFT LEAD).
- 9. CHANGE LEADS SIMPLE OR FLYING, LOPE OVER POLES (RIGHT LEAD).
- 10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 11. WALK OVER POLES.



- 1. JOG OVER POLES
- 2. LOPE OVER POLES (RIGHT LEAD).
- 3. BREAK TO THE JOG, JOG OVER POLES.
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP AT THE END.
- 6. BACK BETWEEN POLES, BACK AROUND CORNER.
- 7. WALK FORWARD, THEN JOG OVER POLES.
- 8. LOPE OVER POLES (LEFT LEAD).
- 9. CHANGE LEADS SIMPLE OR FLYING, LOPE OVER POLES (RIGHT LEAD).
- 10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 11. WALK OVER POLES.



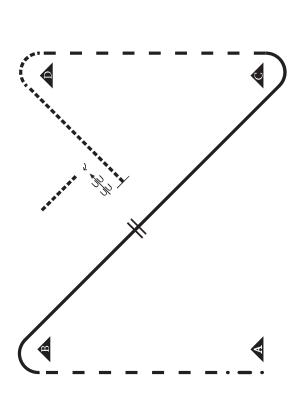


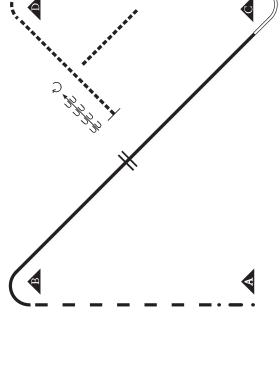


EQUITATION (Youth 13&U/Youth 14-18/Amateur/Select)









- 1. Walk one horse length.
- 2. Trot on the left diagonal to B.
- 5. Left lead canter to C.
- 6. At C hand gallop halfway to D.
- 7. Trot on the right diagonal to and around D.

Hand Gallop Lead Change

Back Back

8. Back, 90 degree turn to the right on the forehand.

9. Sitting trot away.

7. Sitting trot to the middle and stop. 6. Trot on the right diagonal to D.

Cone

Canter

4. Change leads halfway between B and C.

5. Left lead canter to around C.

2. Trot on the left diagonal to B.

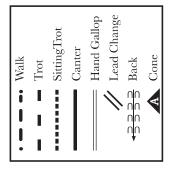
3. Right lead canter at B.

1. Walk one horse length.

SittingTrot

Walk

- 9. Back two horse lengths, 270 degree turn to the
 - 10. Sitting trot away.
- 4. Change leads between B and C. 3. Right lead canter at B.
- 8. Sitting trot to the middle and stop.
- right on the forehand.





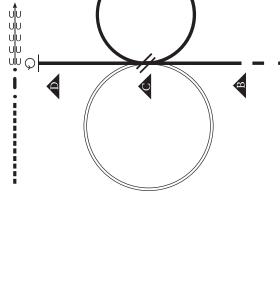
HORSEMANSHIP

(Level 1 Youth/Level 1 Amateur)

Round 2



(Youth 13&U/Youth 14-18/Amateur/Select) HORSEMANSHIP Round 2



- 1. Extended jog from A to B.
 - 3. At C lope a circle to the right. 2. Right lead lope from B to C.
 - 4. Simple lead change at C.
- 5. Lope left lead circle to the left.
 - 6. Continue loping to D.
- 7. Stop past D, 270 degree turn to the right. 8. Back, walk one horse length.

 - 9. Jog away.

Extended Lope ■ Extended Jog Lead Change Lope Cone - - Walk 30f •••••••

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- 2. Right lead lope from B to C.
 - 3. At C lope a circle to the right.
 - 4. Change leads at C.
- 5. Extended lope left lead large circle to the left.
 - 6. At C collect the lope and continue to D.
- 7. Stop past D, 450 degree turn to the right.
- 8. Back two horse lengths, walk one horse length.
 - 9. Jog away.

