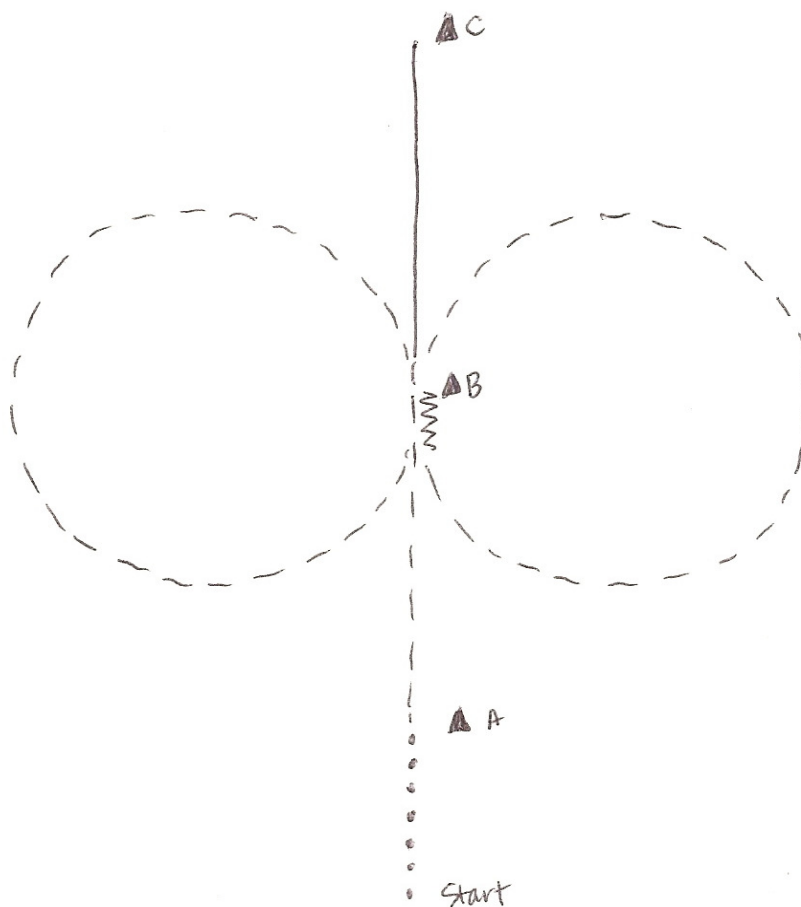


# Bronze Junior/Intermediate Western Equitation

1. When acknowledged, drop stirrups, walk to cone A
2. Jog to cone B, stop (stand for five seconds), pick up stirrups, back six steps
3. Jog figure eight- start to the right
4. At the close of your figure eight, pick up the right lead
5. Stop at cone C, acknowledge judge

## KEY

Walk	o o o o
Jog	- - - -
Lope	— — — —
Back	w w w w
Turn	↗
Cone	▲

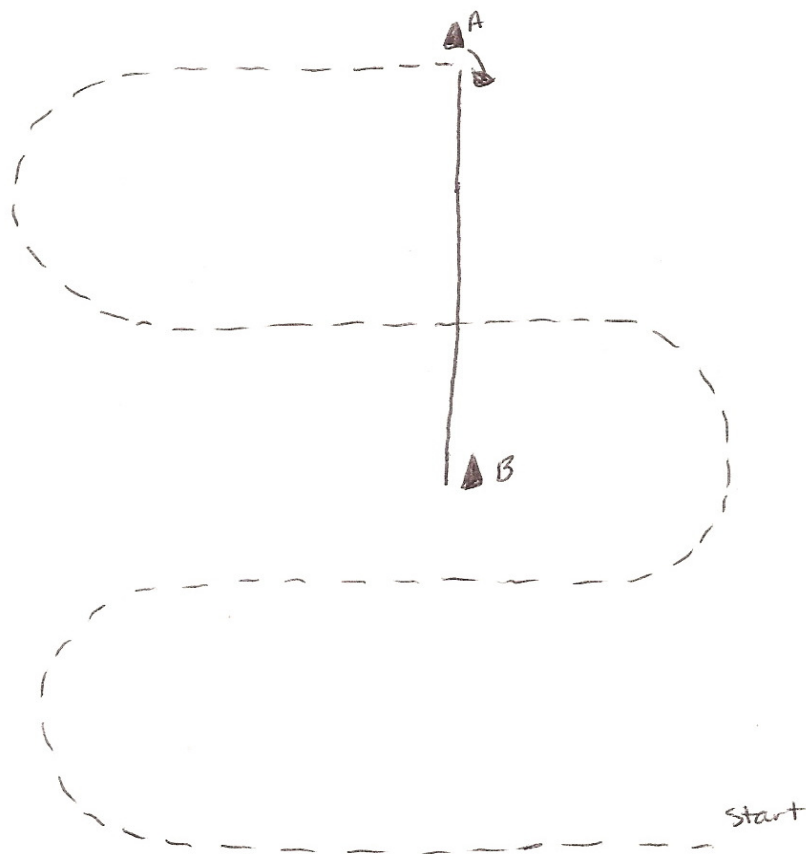


# Silver Junior/Intermediate Western Equitation

1. When acknowledged, pick up the jog
2. Half way down wall, drop stirrups
3. Serpentine to end of arena
4. At cone A, stop, pick up stirrups, perform  $\frac{1}{4}$  haunch turn to the right
5. Lope on the right lead
6. At cone B, square stop, stand quietly for five seconds, acknowledge judge

## KEY

Walk	•••••
Jog	- - - - -
Lope	—
Back	ww
Turn	↗
Cone	▲

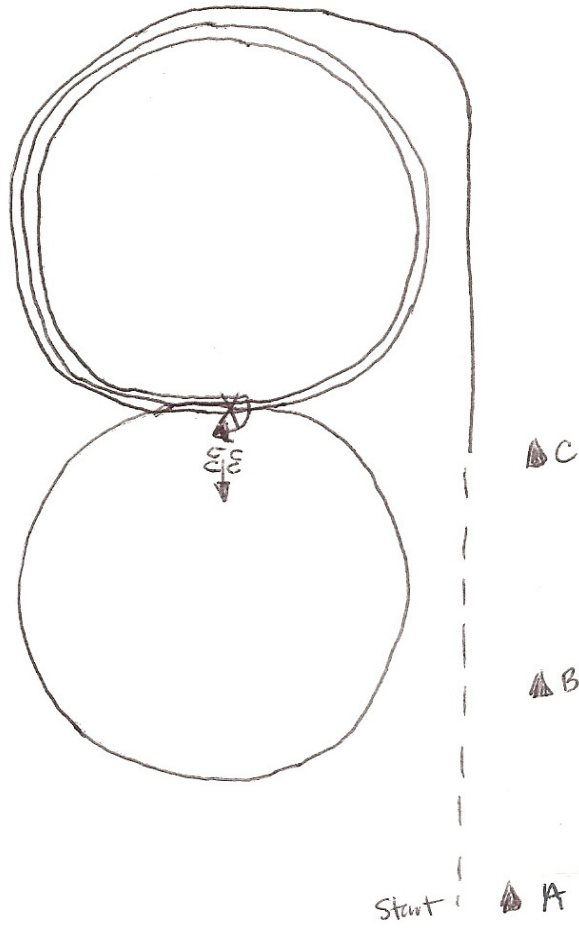


# Gold Junior/Intermediate Western Equitation

1. Start at cone A, when acknowledged, jog to cone B
2. Extend the jog to cone C and pick up the correct lead lope
3. Lope a figure eight with 3 ½ circles using two simple lead changes
4. Stop in the center of your figure eight, perform a 180 degree haunch turn to the right
5. Side-pass to the left three steps, acknowledge judge
6. When dismissed, walk out to line on a loose rein

## KEY

Walk	•••••
Jog	- - - -
Lope	— — —
Back	W W W
Turn	↻
Cone	▲
Side pass	↔
Lead change	X



## Platinum Junior/Intermediate Western Equitation

This medal pattern will be made by the member and sent in with their entry. Pattern must be age appropriate, show creativity, and flow from maneuver to maneuver. The pattern will be neatly drawn, with typed or nicely written directions on a full 8.5 X 11 inch page, including a key, and labeled cones. The pattern will be approved by the judge who will turn pattern into show management by end of the show.

### Required Elements:

1. Lope on straight away & perform a simple lead change
2. Back # of steps as directed
3. 180-360 degree haunch or forehand turn
4. Hand gallop
5. Counter lead  $\frac{1}{2}$  a circle
6. Dismount & Mount (JR verbally mount)
7. Side-pass both ways
8. Transitions between elements
9. Equitation