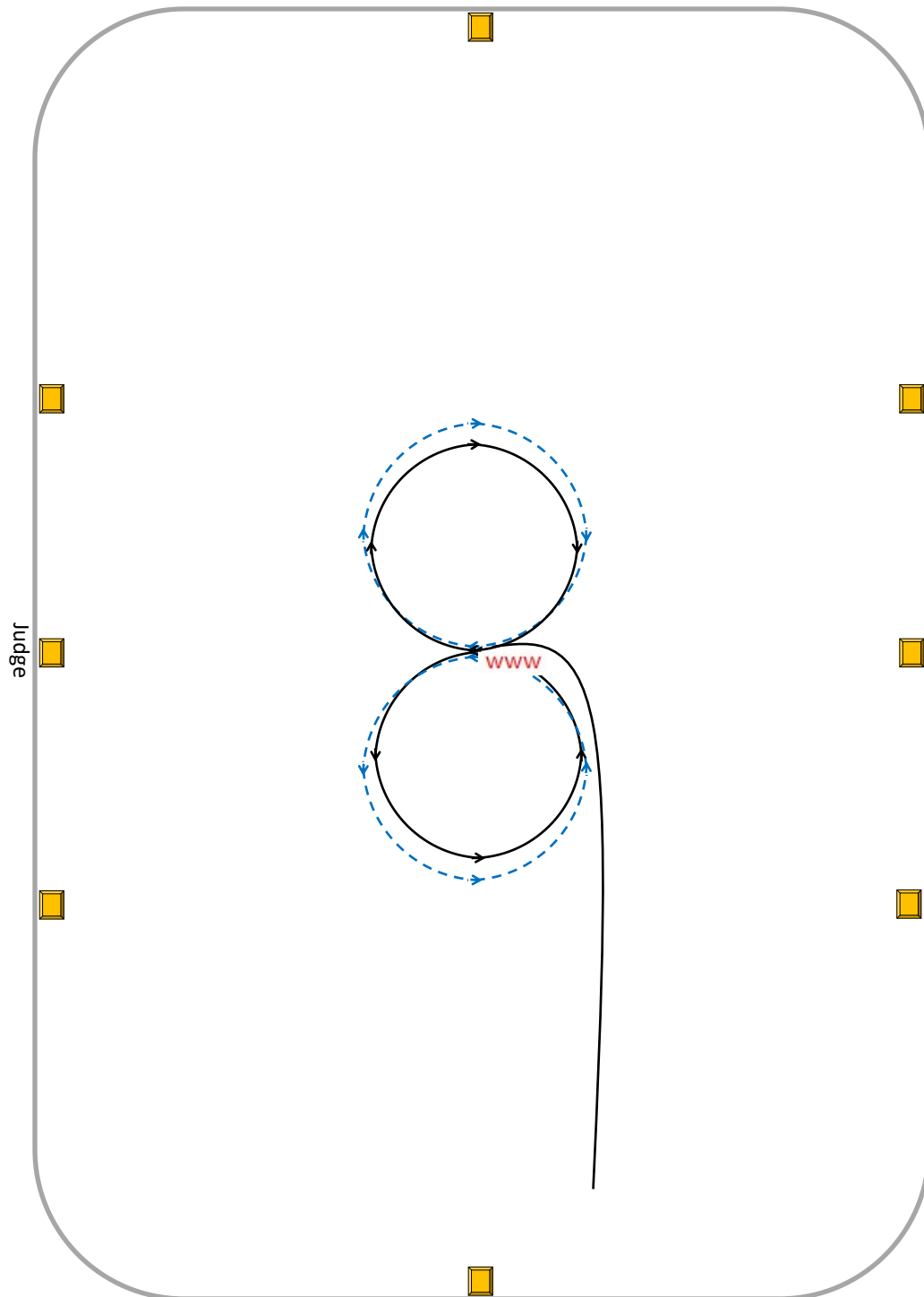


In-hand & Liberty Green Training

Pattern: 1

1. Walk to centre, horse at shoulder, turn left and halt at X
2. Walk 1 circle to Left with horse at shoulder
3. Trot 1 circle to Left with horse at shoulder
4. Halt at X
5. Back 4 steps
6. Walk 1 circle to Right with horse at shoulder
7. Trot 1 circle to Right with horse at shoulder
8. Halt at X

Exit arena



Legend

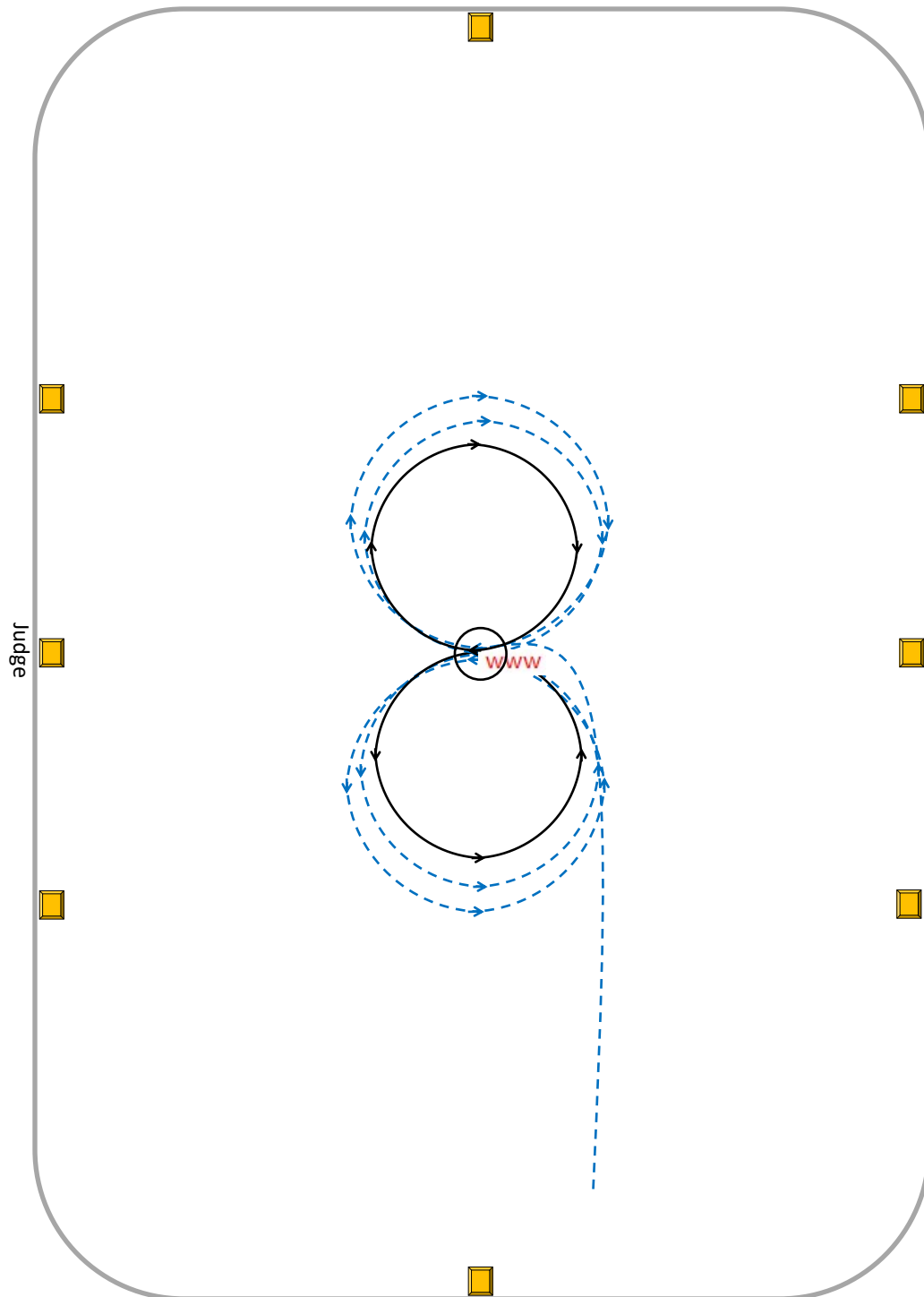
Walk	—————	Back	www
Trot/Jog	- - - - -	Sidepass	uu
Canter/Lope	- - - - -		uu

In-hand & Liberty Level 1

Pattern: 2

1. Walk to centre line, horse at shoulder, halt at X facing judge
2. Back 4 steps
3. Walk 1 circle Left with horse at shoulder
4. Trot 2 circles Left sending horse around handler
5. Halt at X
6. Demonstrate ground tie by walking 1 ½ circles around horse
7. Walk 1 circle to Right with horse at shoulder
8. Trot 2 circles to Right sending horse around handler
9. Halt at X
10. Turn horse 360 (in either direction)

Exit arena



Legend

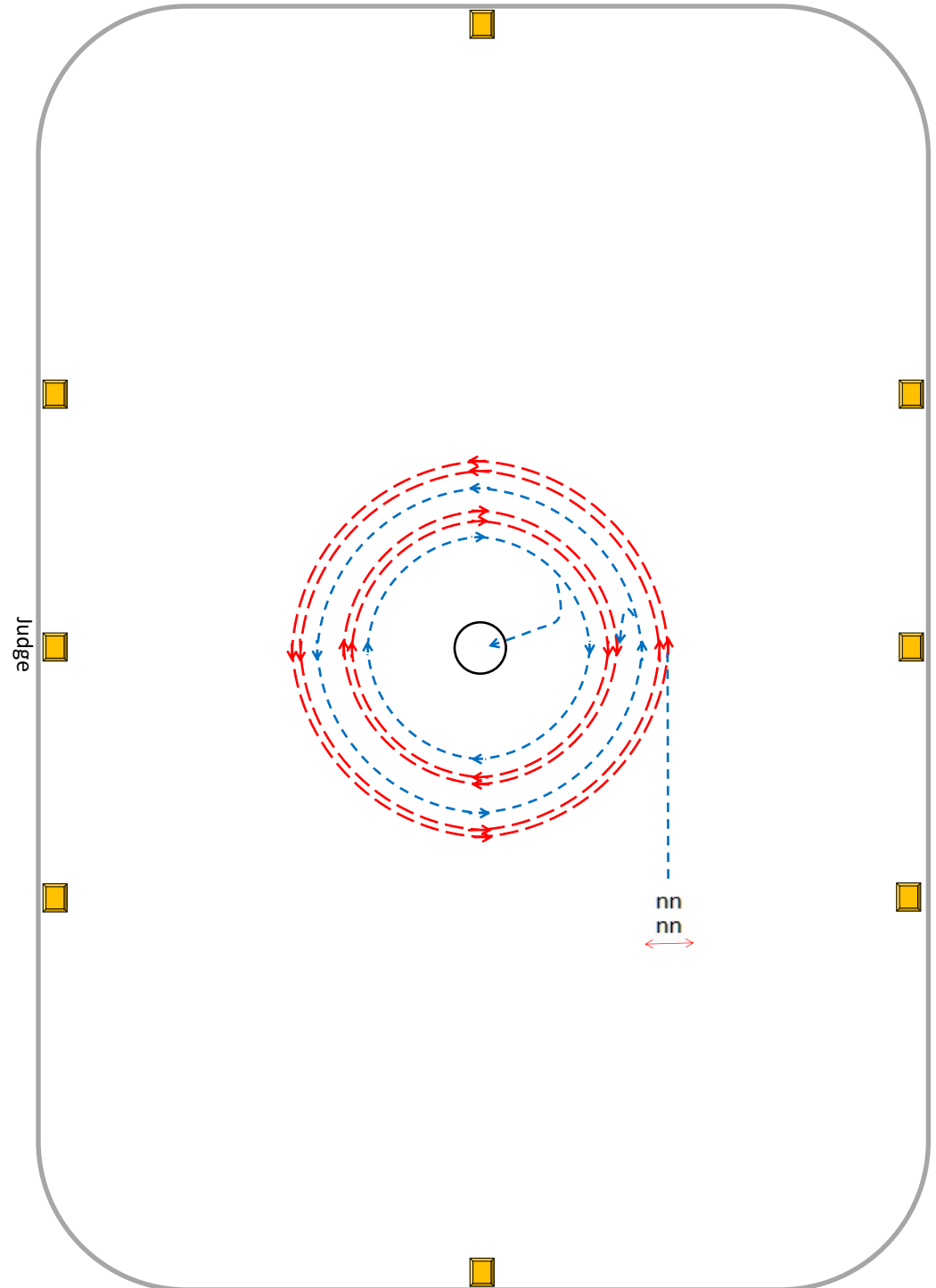
Walk	—————	Back	www
Trot/Jog	- - - - -	Sidepass	uu
Canter/Lope	- - - - -		uu

In-hand & Liberty Level 3

Pattern: 2

1. Starting approximately on the quarter line at the first marker, Sidepass horse 4 steps Right
2. Sidepass horse 4 steps Left
3. Staying on the approximate quarter line, Trot straight line toward centre line
4. At centre marker, Canter 2 circles Left around handler
5. At centre marker, Trot 1 circle Left around handler
6. Just passed centre marker, switch directions and Canter 2 circles Right around handler
7. At centre marker, Trot 1 circle Right around handler
8. Just before centre marker, draw horse to X and Halt.
9. Demonstrate ground tie by walking 1 circle around horse
10. Lay horse down, pause 5 seconds and ask horse to stand

Exit arena



Legend

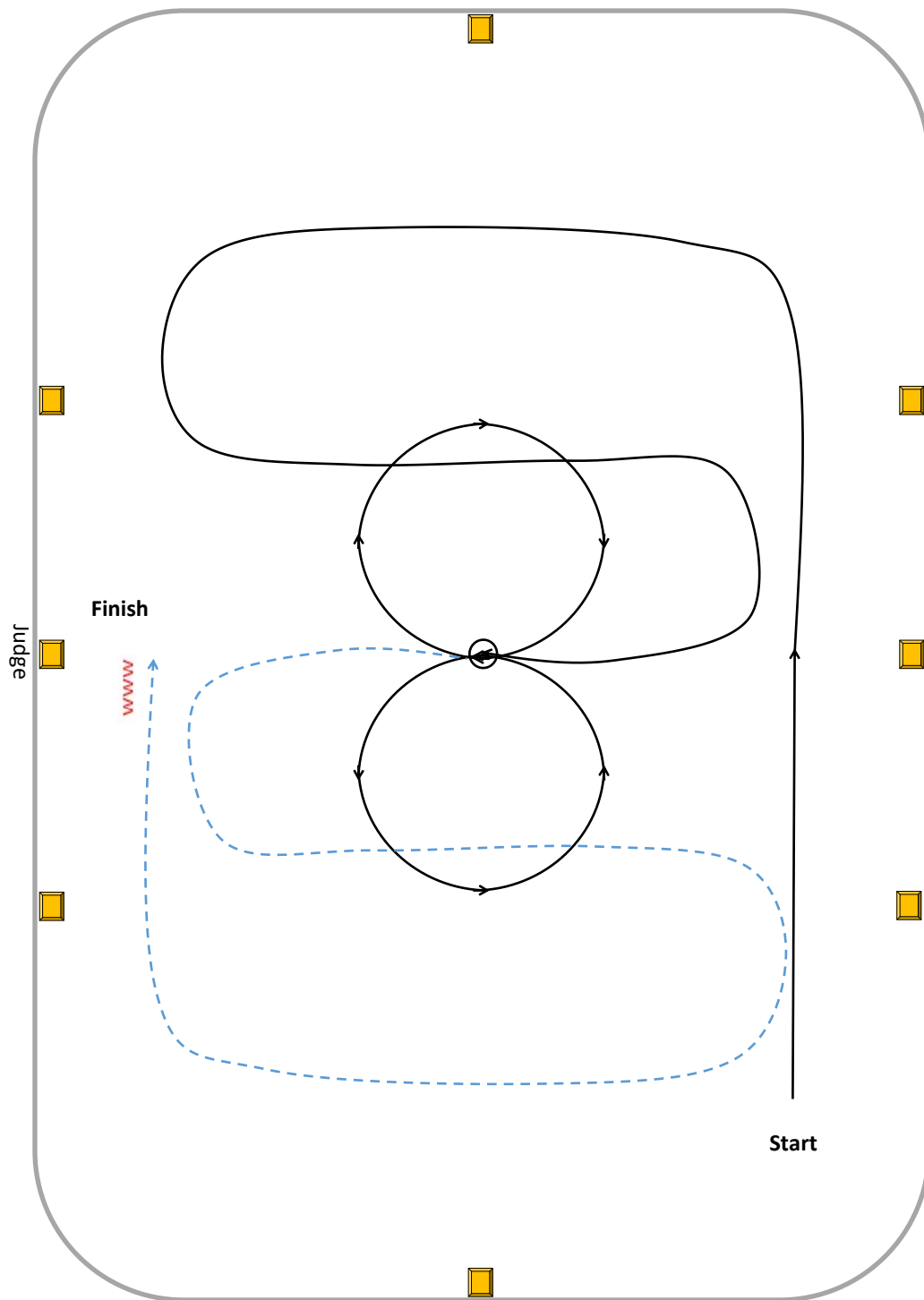
Walk	—————	Back	www
Trot/Jog	- - - - -	Sidepass	uu
Canter/Lope	- . - . -		uu

Bridleless Green Training

Pattern: 2

1. Walk past end arena marker, and serpentine to centre X
2. Halt at X
3. Walk 1 circle Right and halt
4. 360 turn Right
5. Walk 1 circle Left and halt
6. 360 turn Left
7. Trot serpentine to centre arena marker
8. Halt, Back 4 steps, pause

Exit arena



Legend

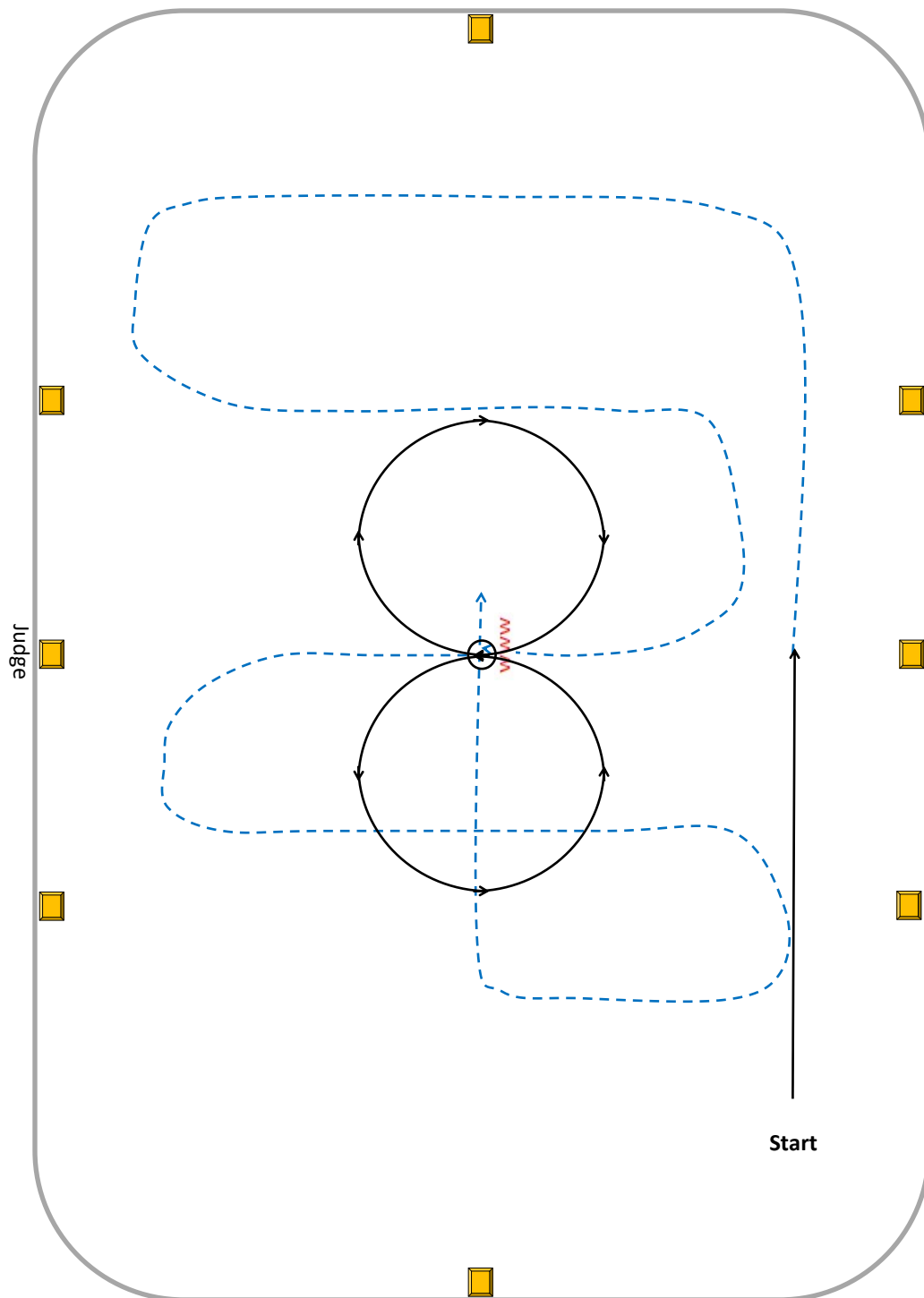
Walk	—————	Back	www
Trot/Jog	- - - - -	Sidepass	uu
Canter/Lope	- . - . -		uu

Bridleless Level 1

Pattern: 2

1. Walk to centre marker
2. Trot up rail past end arena marker and serpentine to centre X
3. Halt at X
4. 360 turn Left
5. Trot left toward judge and serpentine to turn up centre line and halt just beyond X
6. Back at least 4 steps to X
7. 270 turn Right
8. Walk 1 circle Right
9. Walk 1 circle Left
10. Halt at X

Exit arena



Legend

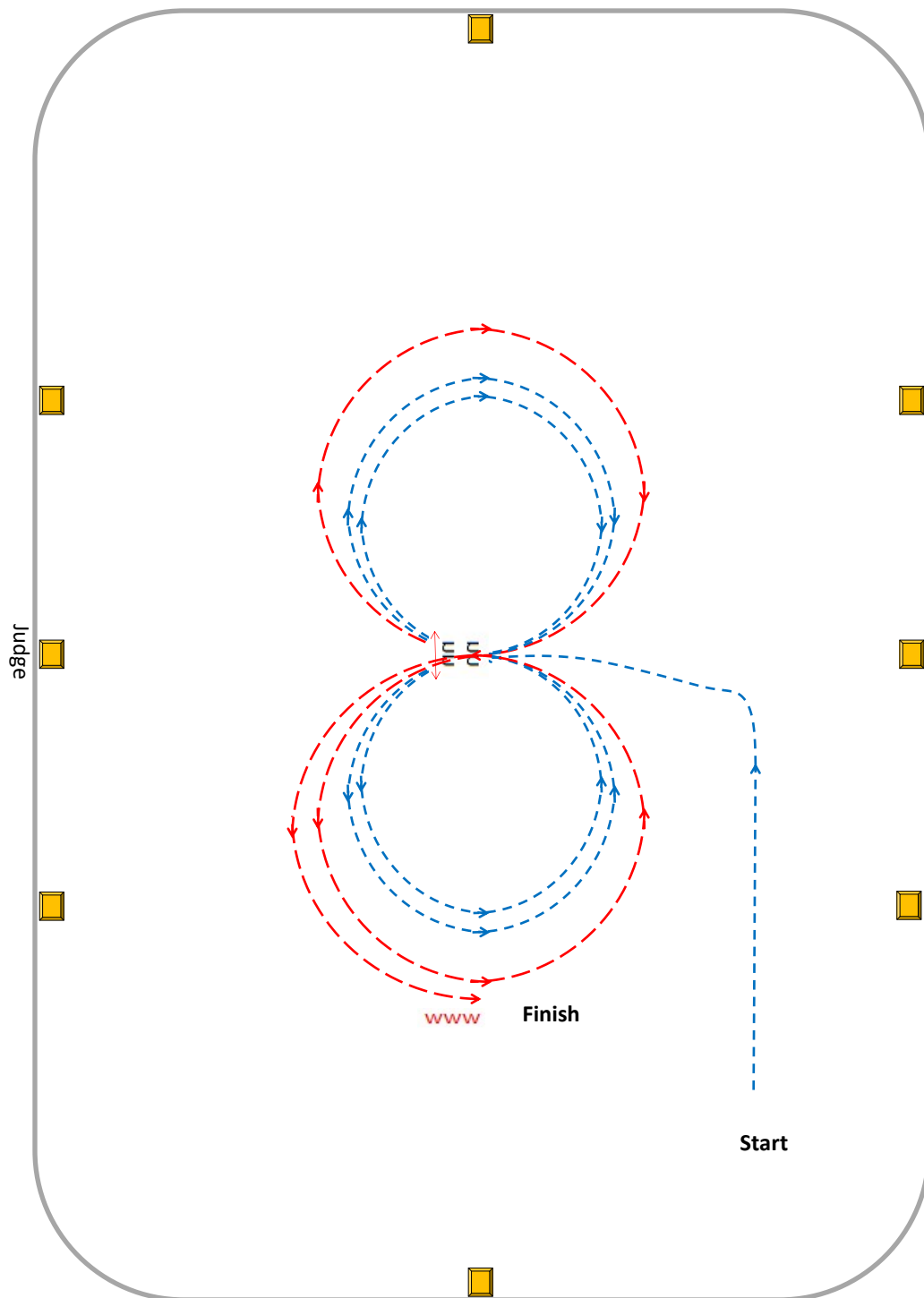
Walk	—————	Back	www
Trot/Jog	- - - - -	Sidepass	uu
Canter/Lope	- - - - -		uu

Bridleless Level 2

Pattern: 2

1. Trot to centre X
2. Halt at X
3. Sidepass Left 4 steps
4. Sidepass Right 4 steps
5. Trot 2 circles Right
6. Canter 1 circle Right
7. At X break to Trot and trot 2 circles Left
8. Canter 1 1/2 circles Left
9. Halt at mid-line
10. Back 4 steps, pause

Exit arena



Legend

Walk	—————	Back	www
Trot/Jog	- - - - -	Sidepass	uu
Canter/Lope	- . - . -		uu

Bridleless Level 3

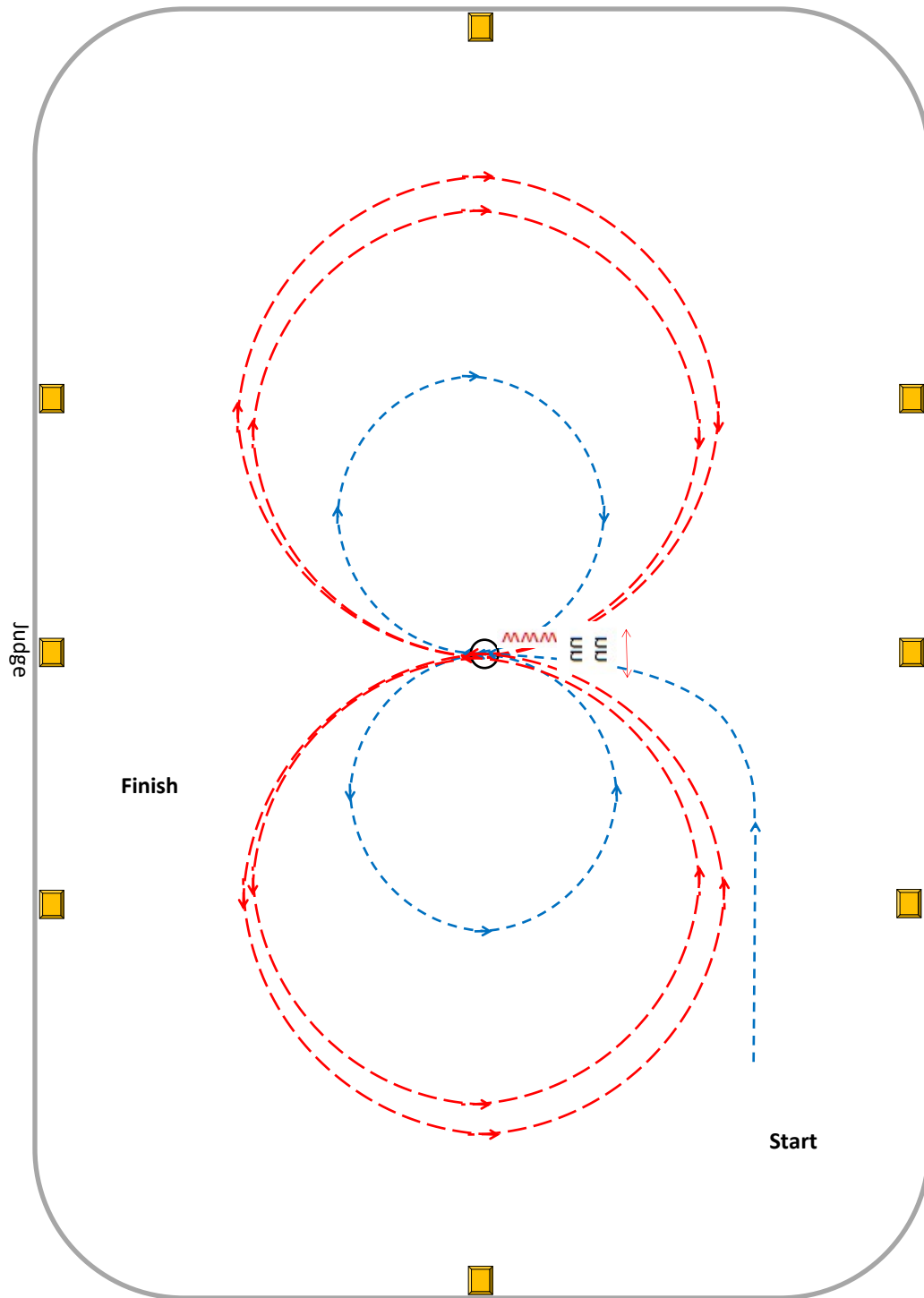
Pattern: 2

1. Trot to centre and Halt at X
2. 360 turn Left
3. Canter 2 circles Left
4. Change leads (simple or flying) at X
5. Canter 2 circles Right
6. At X break to Trot
7. Trot 1 circle Left and Halt at X
8. 360 turn Right
9. Trot 1 circle Right
10. Halt at X and Back 4 steps
11. Sidepass 4 Left
12. Sidepass 4 Right

Exit arena

Legend

Walk	—————	Back	www
Trot/Jog	- - - - -	Sidepass	uu
Canter/Lope	- . - . -		uu

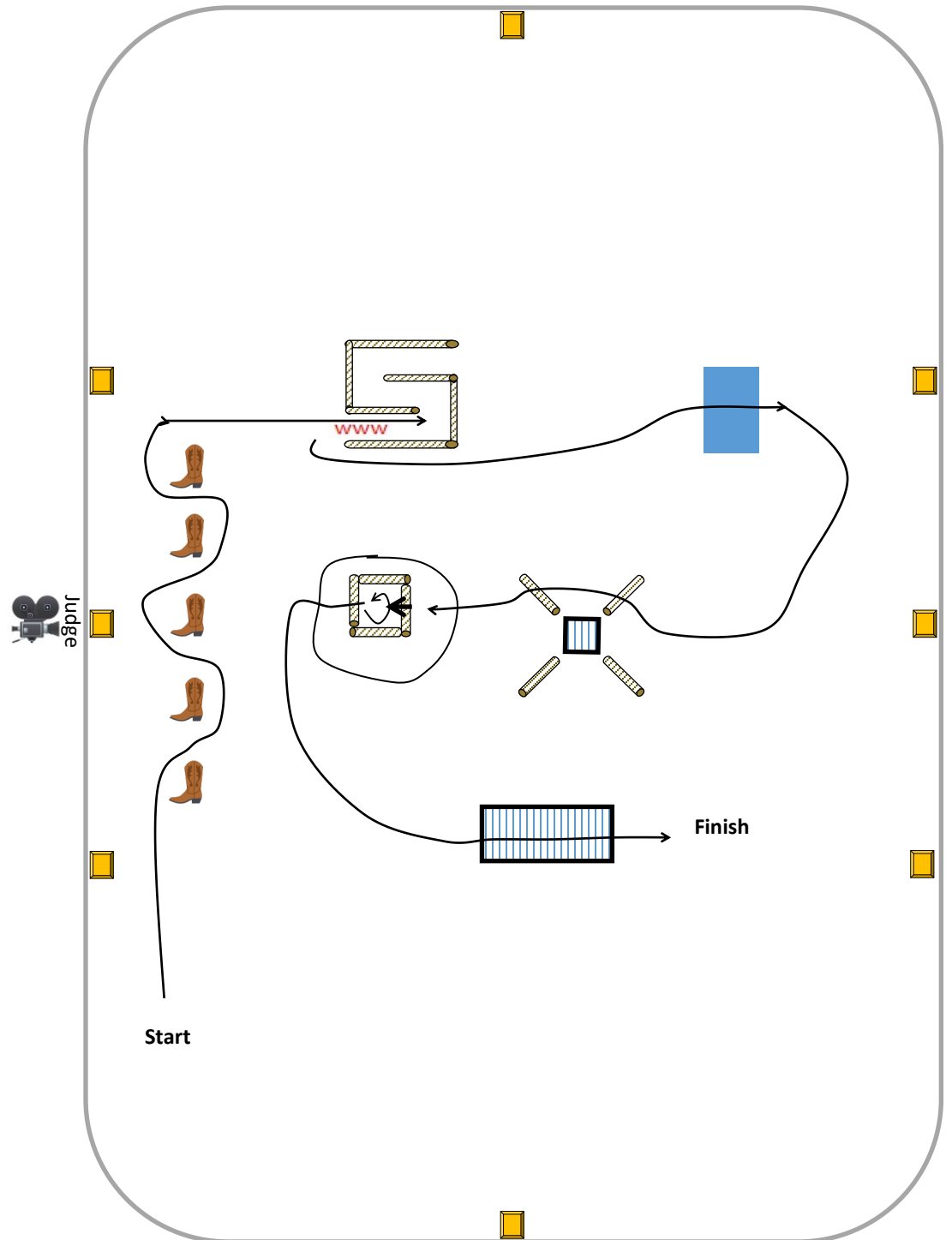


In-hand & Liberty Obstacles Green Training

Pattern: 1

1. Weave through boots at walk
2. Walk into chute and back out
3. Walk over tarp- 4. Walk over top two poles
- 5. Walk into square and halt
- 6. Handler walk around outside of box one full circle
- 7. Turn horse around 360 inside box
- 8. Walk to and over bridge

Exit arena



Legend

Walk ———
 Trot/Jog - - - -
 Canter/Lope - - - -

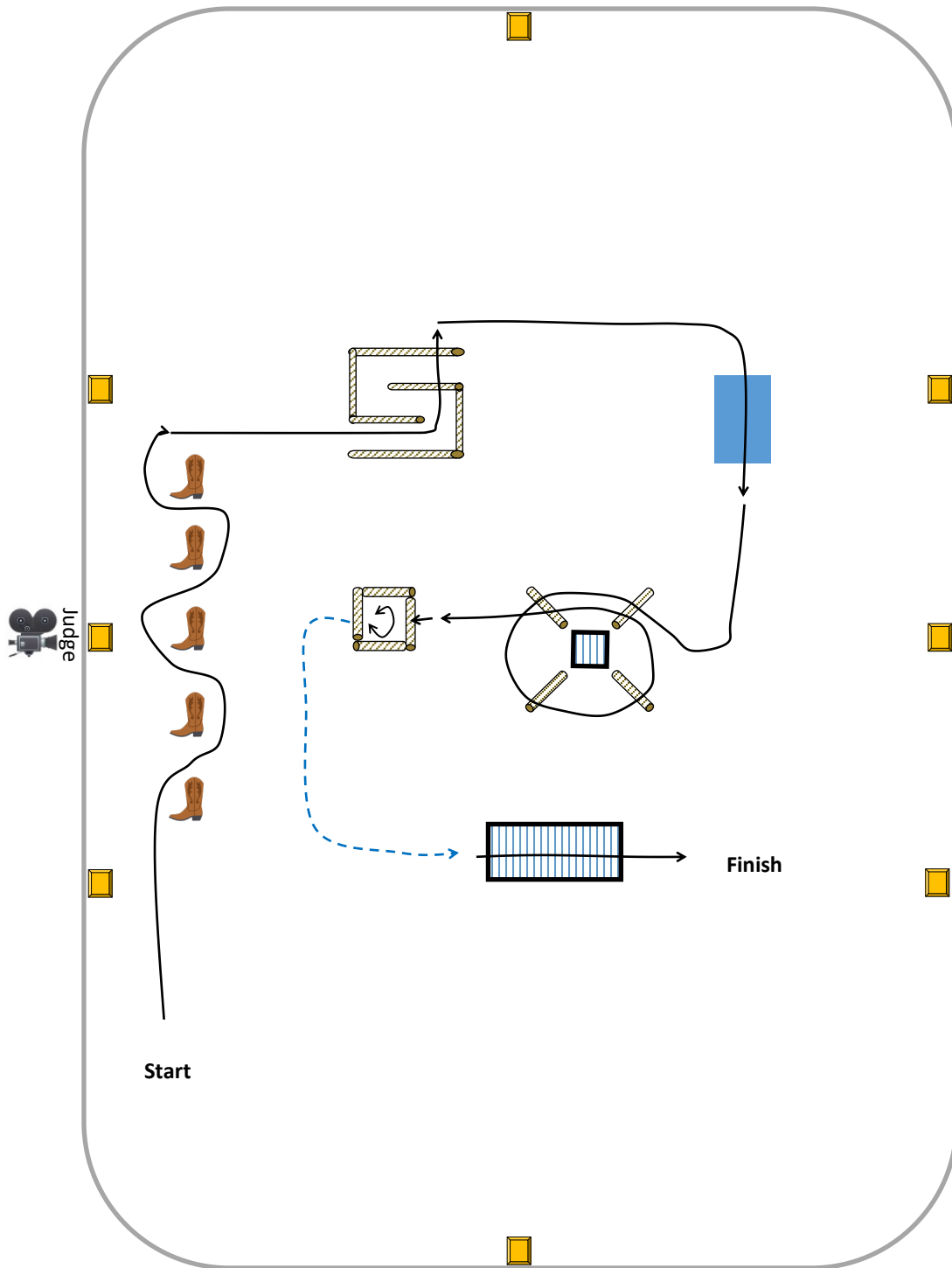
Back www
 Sidepass uu
 uu

In-hand & Liberty Obstacles Level 1

Pattern: 1

1. Weave through boots at walk
2. Walk into chute and turn Left 90 and walk over poles
3. Walk over tarp- 4. Walk over poles completing 1 1/2 circle
- 5. Walk into square and halt
- 6. Turn horse around 360 Left
- 7. Turn horse around 360 Right
- 8. Trot to and walk over bridge

Exit arena



Legend

Walk		Back	
Trot/Jog		Sidepass	
Canter/Lope			

In-hand & Liberty Obstacles Level 3

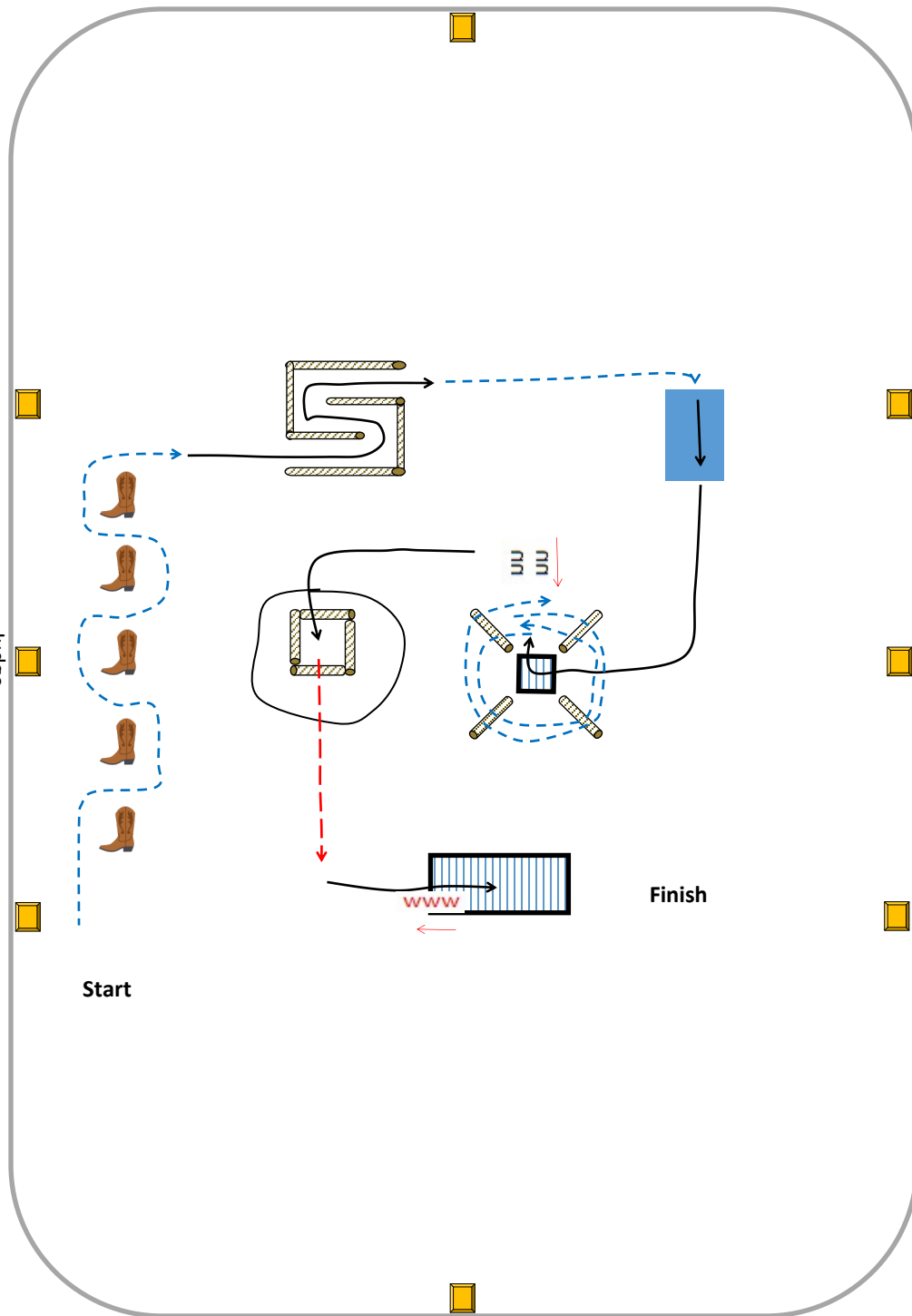
Pattern: 1

1. Weave through boots at trot
2. Walk through S, handler to remain on outside of poles
3. Trot to tarp and walk over
4. Step on box, turn 90 Right and step off
5. Handler stands on box, send horse at trot one circle Left over poles, change direction and one circle Right
6. Sidepass horse to handler
7. Walk into square and halt
8. Handler walk around outside of box one full circle
9. Keeping horse in square, handler walk toward bridge, call horse to you
10. Walk on bridge 1/2 way, halt and back off

Exit arena



Judge



Legend

Walk ———
 Trot/Jog - - - -
 Canter/Lope - - - -

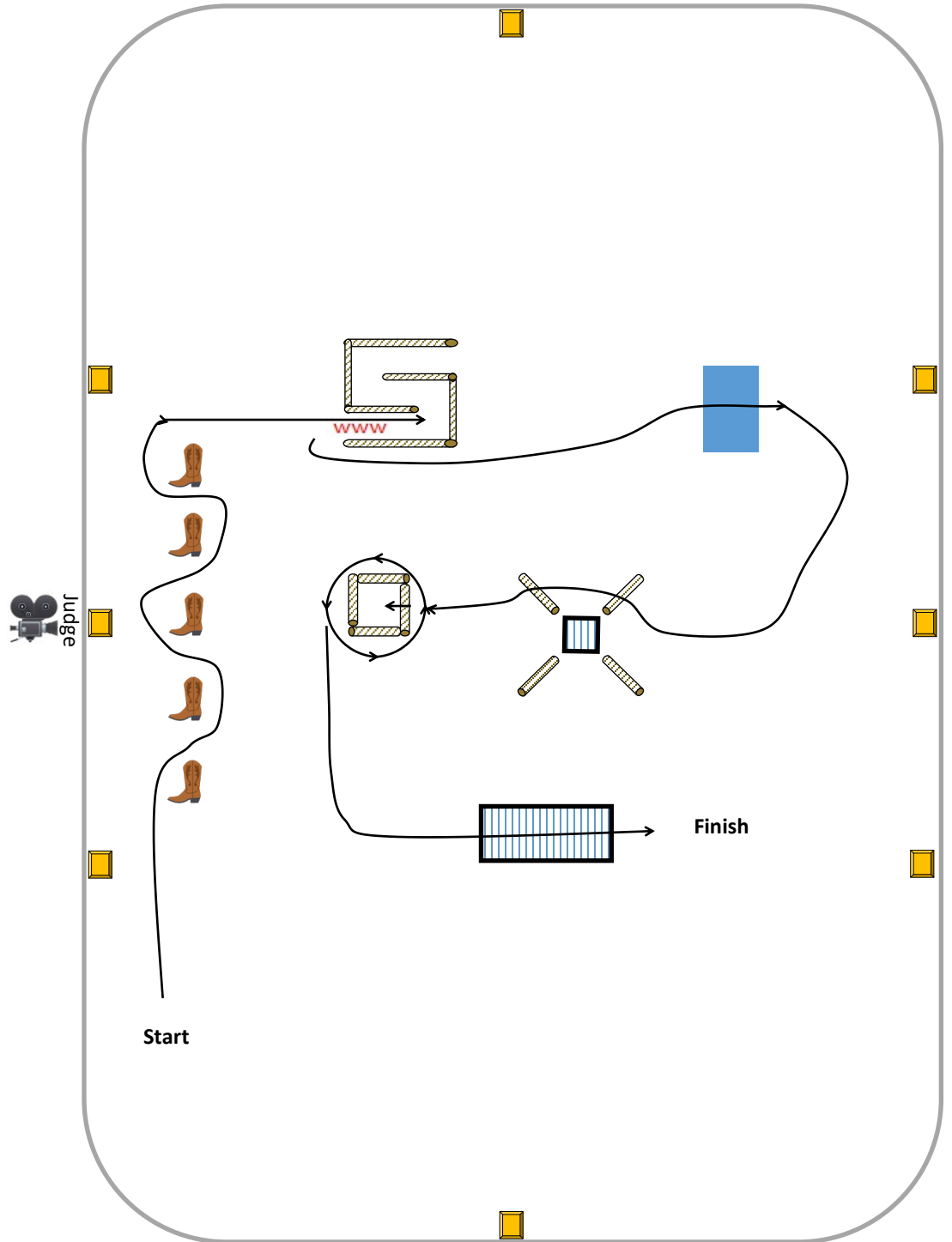
Back **www**
 Sidepass uu
 uu

Bridleless Obstacles Green Training

Pattern: 1

1. Weave through boots at walk
2. Walk into chute and back out
3. Walk over tarp- 4. Walk over top two poles
- 5. Walk into square and halt for 5 seconds
- 6. Walk out of box and walk 1 circle Left around box
- 7. Walk to and over bridge

Exit arena



Legend

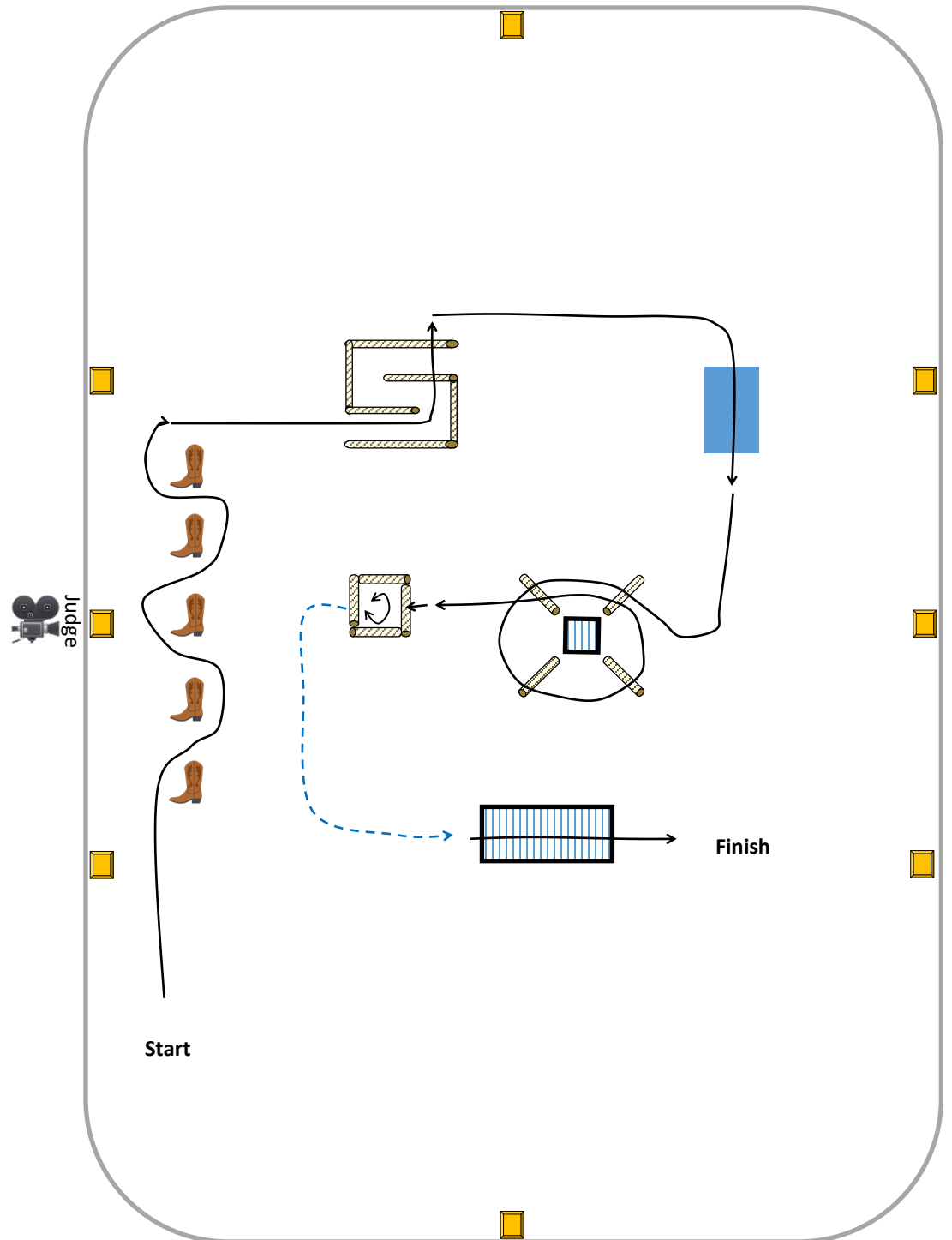
Walk		Back	
Trot/Jog		Sidepass	
Canter/Lope			

Bridleless Obstacles Level 1

Pattern: 1

1. Weave through boots at walk
2. Walk into chute and turn Left 90 and walk over poles
3. Walk over tarp- 4. Walk over poles completing 1 1/2 circle
- 5. Walk into square and halt
- 6. Turn horse around 360 Left
- 7. Turn horse around 360 Right
- 8. Trot to and walk over bridge

Exit arena



Legend

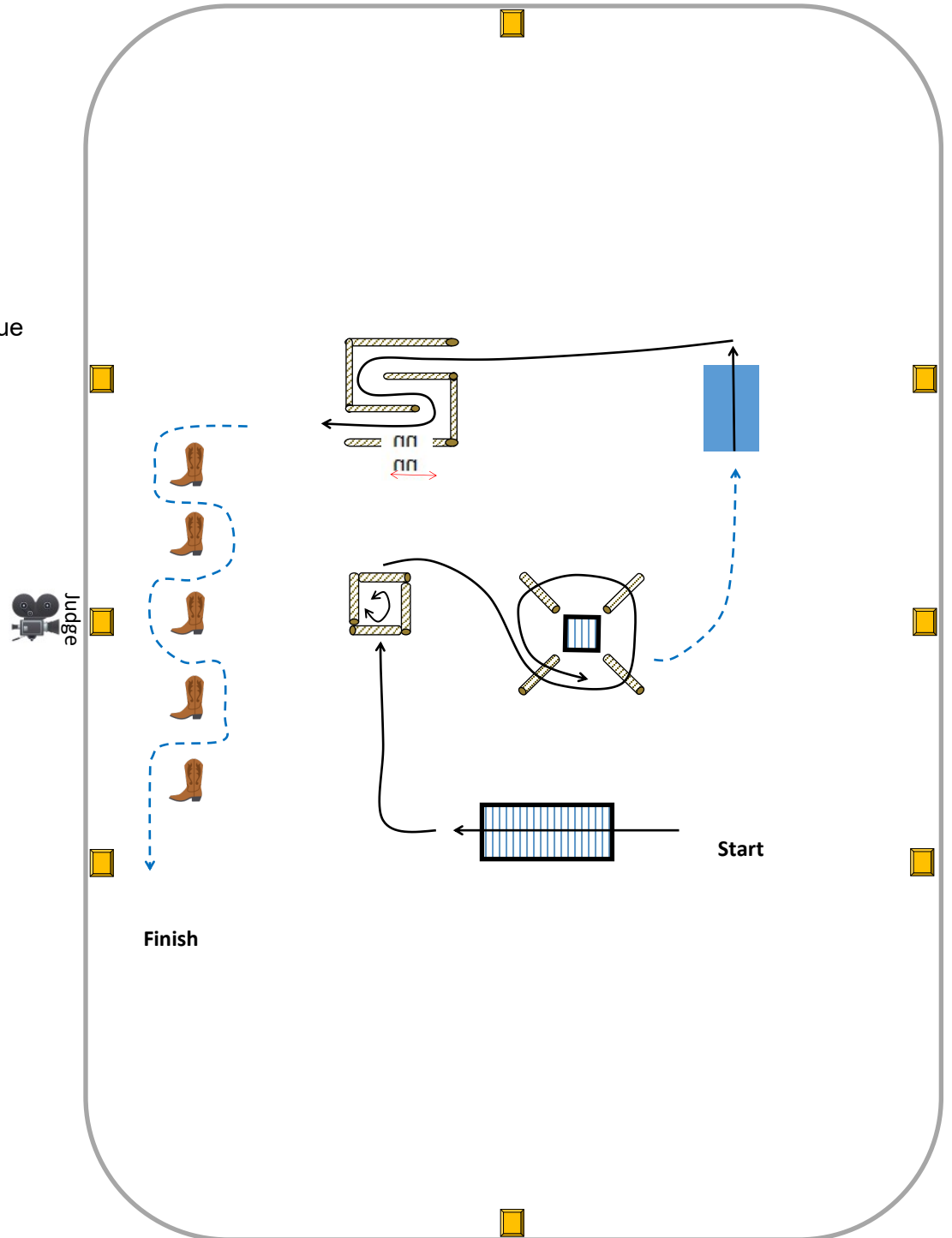
Walk		Back	
Trot/Jog		Sidepass	
Canter/Lope			

Bridleless Obstacles Level 2

Pattern: 1

1. Walk over bridge
2. Walk into square and halt
3. Turn horse 360 Left
4. Turn horse 360 Right
5. Walk over poles around X-box one complete circle
6. Trot to and walk on tarp, halt half-way, and then continue
7. Walk through S
8. Sidepass Right
9. Sidepass Left
10. Weave through boots at trot

Exit arena



Legend

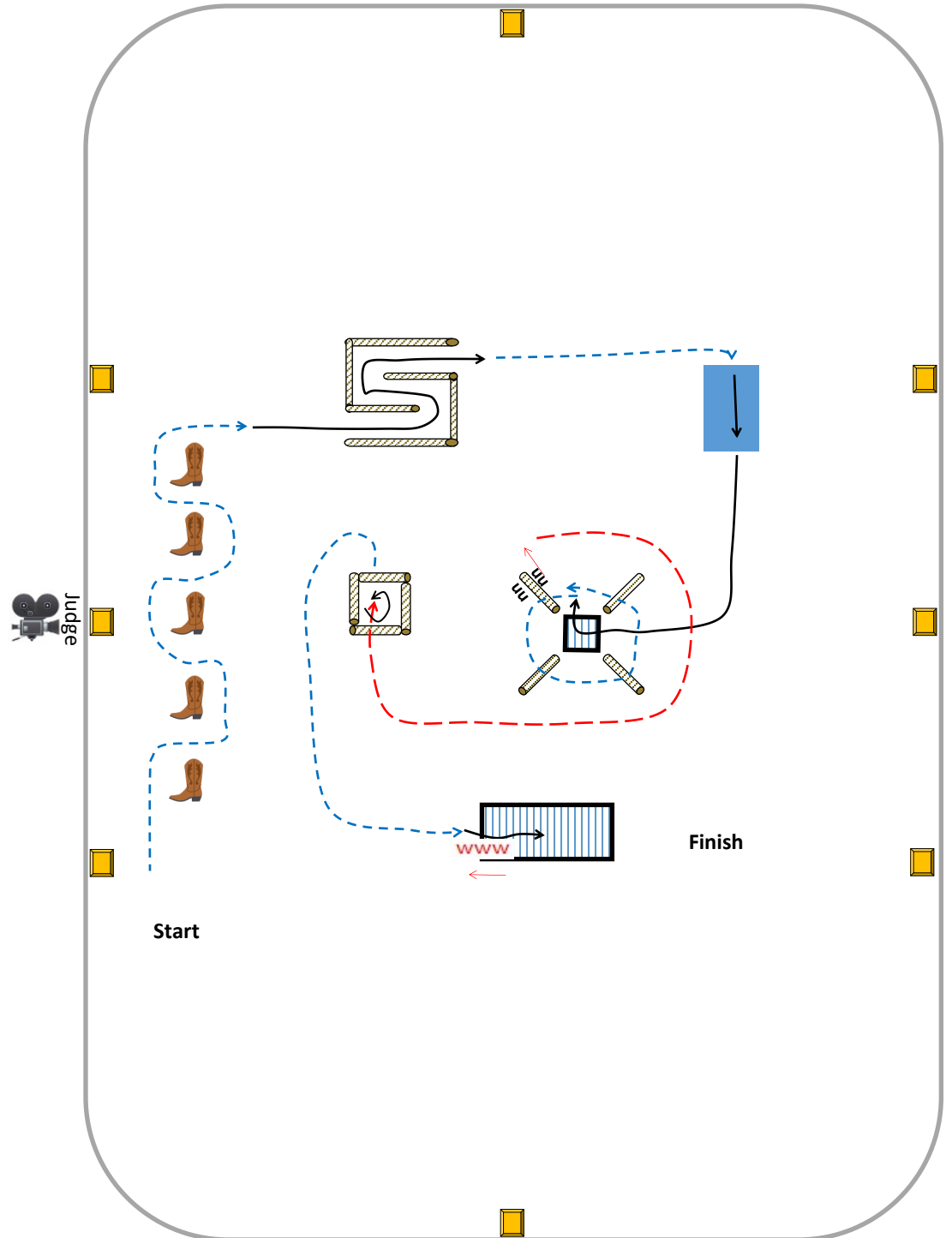
Walk		Back	
Trot/Jog		Sidepass	
Canter/Lope			

Bridleless Obstacles Level 3

Pattern: 1

1. Weave through boots at trot
2. Walk through S
3. Trot to tarp and walk over
4. Walk to box, step on box, turn 90 Right and step off
5. Trot one circle Left over poles
6. Sidepass Right over pole
7. Turn on haunches to Right
8. Canter Right around outside poles and into square
9. Halt in square
10. Complete a 360 turn Left
11. Jog to and walk on bridge 1/2 way
12. Halt and back off

Exit arena



Legend

Walk		Back	
Trot/Jog		Sidepass	
Canter/Lope			