

Special Olympics
Indiana



Equestrian Riding Patterns





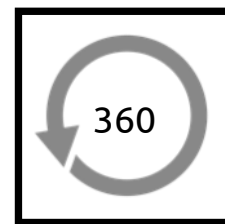
Riding Patterns Legend



Riding patterns are not drawn to scale. Drawings are to illustrate general layout, rider requirements, and obstacles.

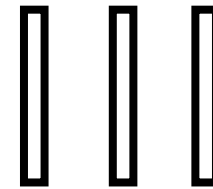
Walk:

360 Turn:



Jog/Trot: . - - - -

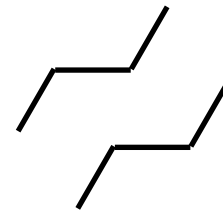
Poles:



Canter: _____

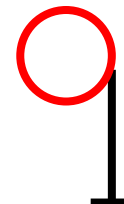
Stop: - - - - |

Zig Zag:



Walk Back: ^ ^ ^ ^

Ring:

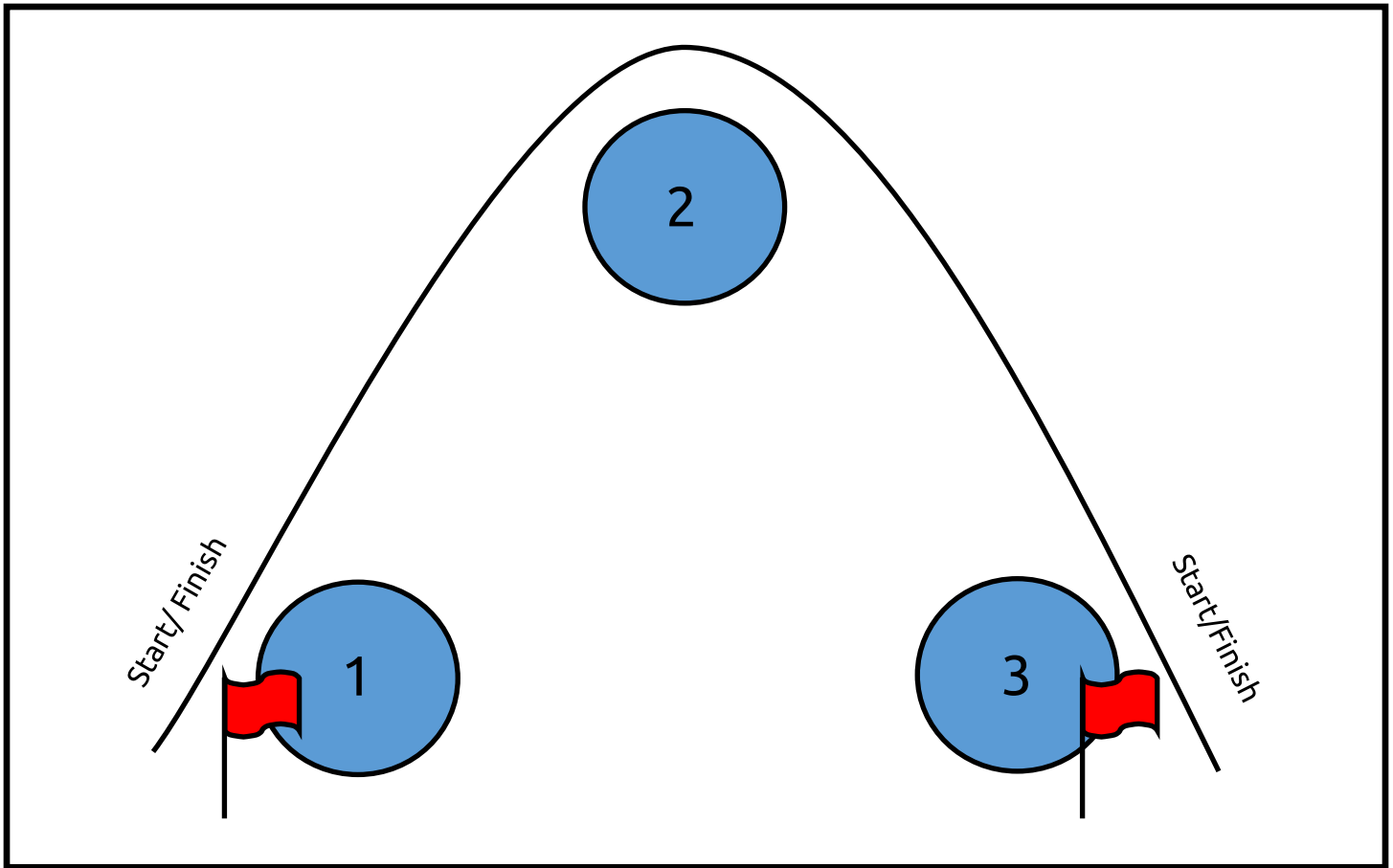


Cones: 

Rope Gate:



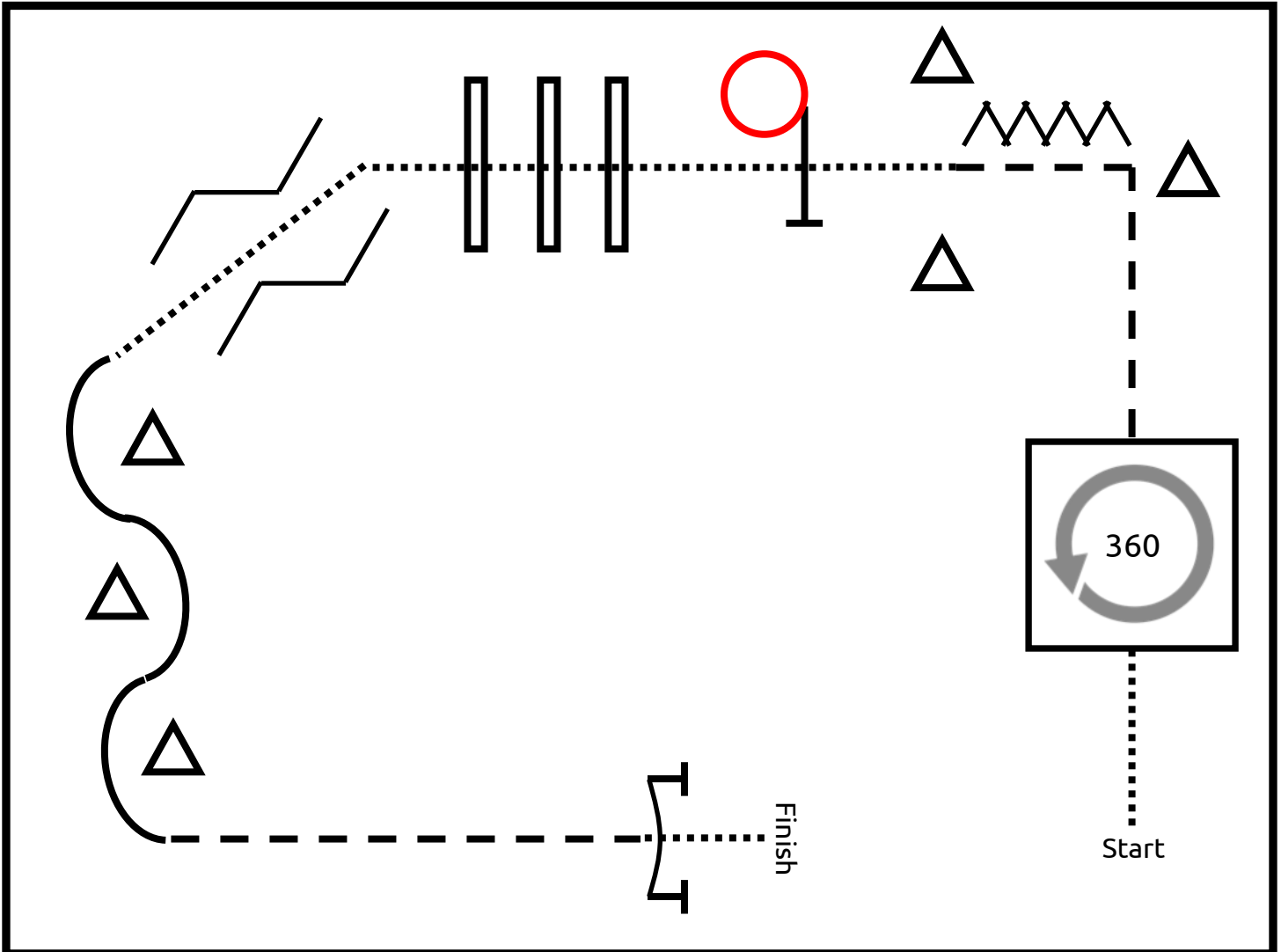
Flag Race All Levels



1. Athletes will begin at the entrance of the arena
2. Pick up flag from Barrel 1 or Barrel 3
3. Athletes go around Barrel 2 continuing to carry the flag
4. Place the flag in either Barrel 1 or Barrel 3 to finish

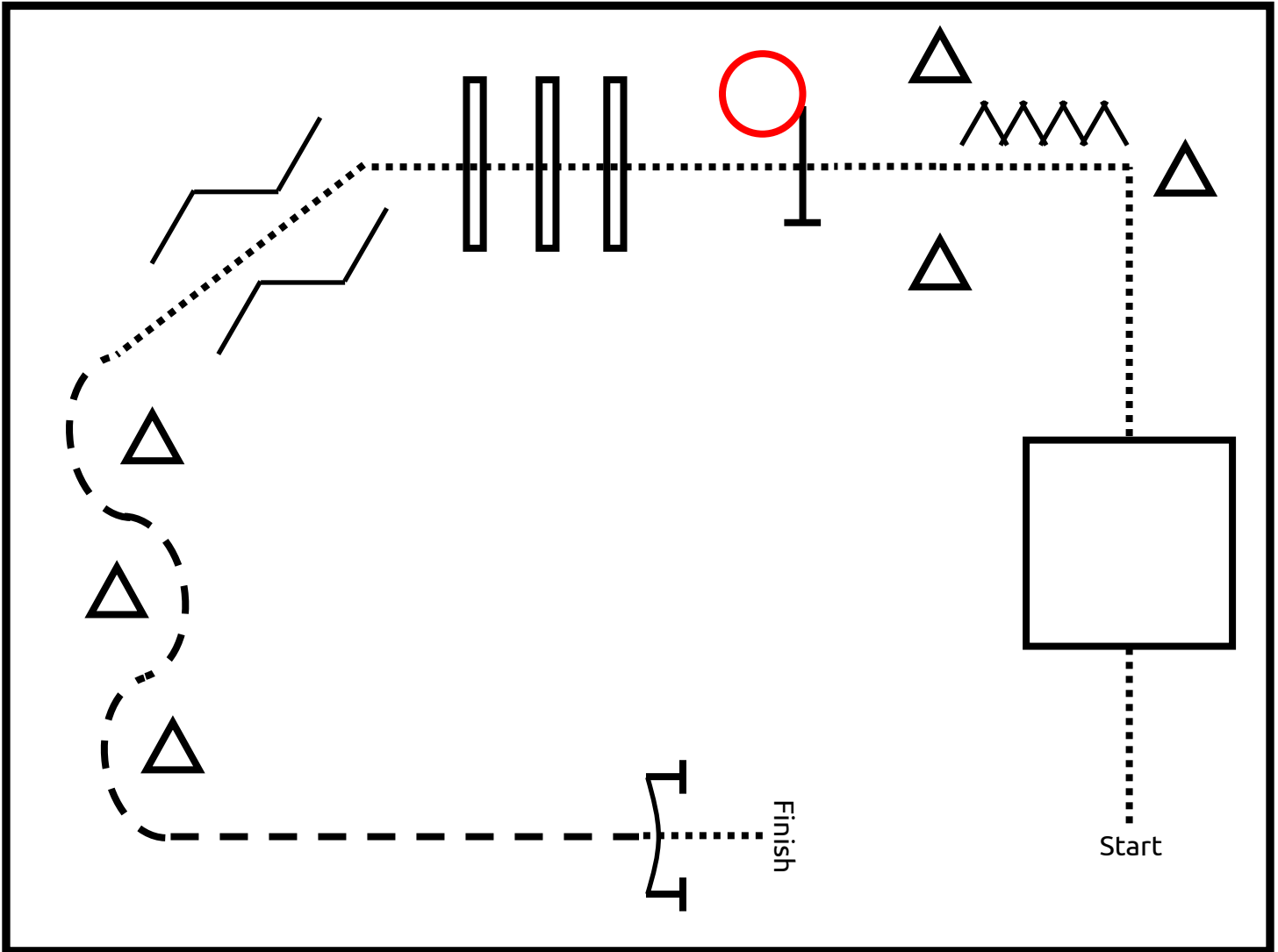
The athlete may choose to start from either side. Athletes must place the flag in the opposite barrel from which they initially picked. For example: if you pick up a flag from Barrel 1, you must go around Barrel 2 with the same flag, and place it into Barrel 3. The flag race is a timed event.

Trail Level A



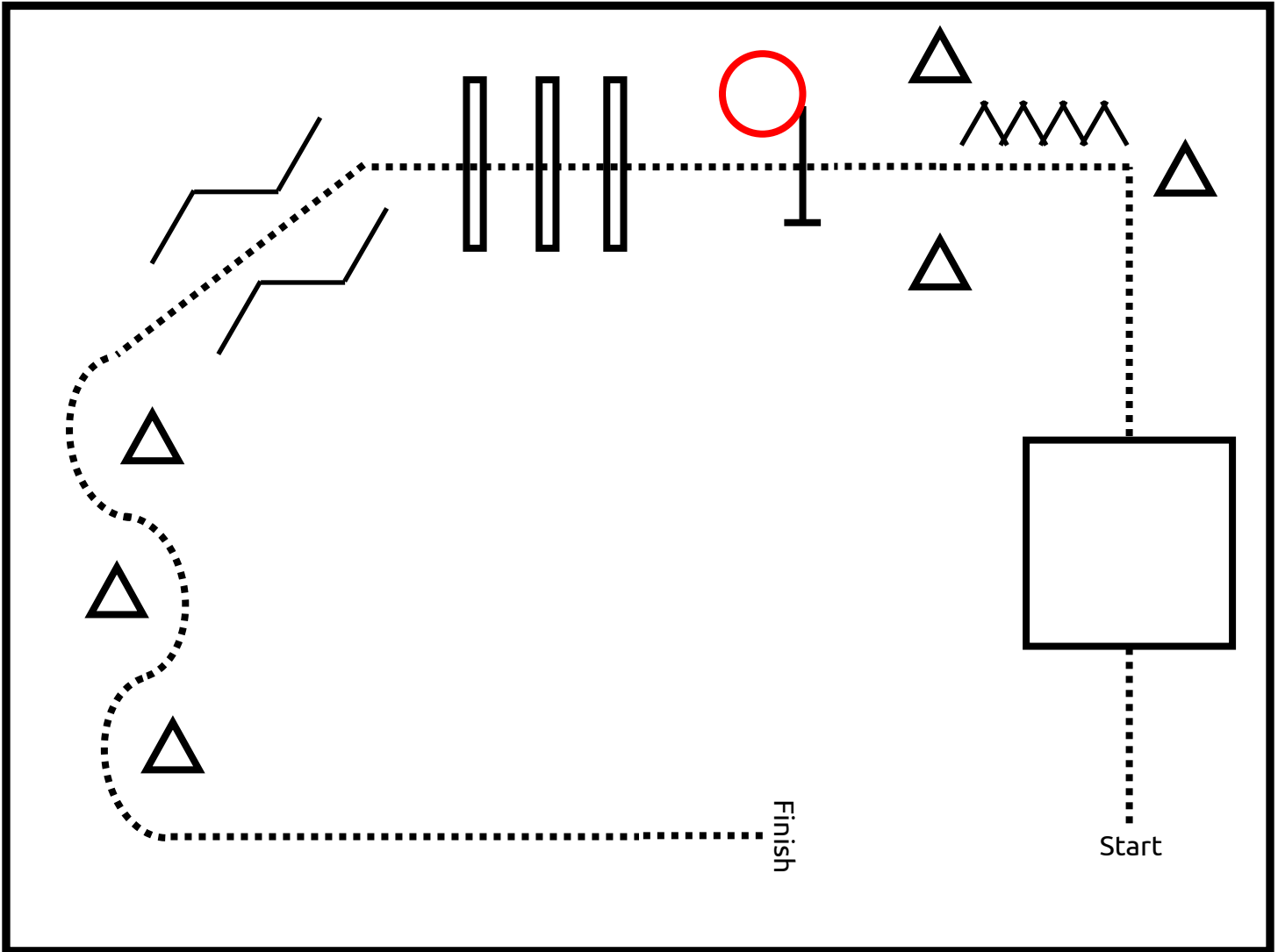
1. Walk into the box.
2. Turn left 360.
3. Jog/trot to the cones.
4. Stop between the cones and back as shown.
5. Pick up the ring on the pole and show it to the judge.
6. Put the ring back on the pole.
7. Walk over the poles.
8. Walk through the zig zag.
9. Canter through the cones.
10. Jog/trot to rope gate.
11. Open rope gate and walk through it.
12. Wait to be dismissed. Trail completed.

Trail Level B



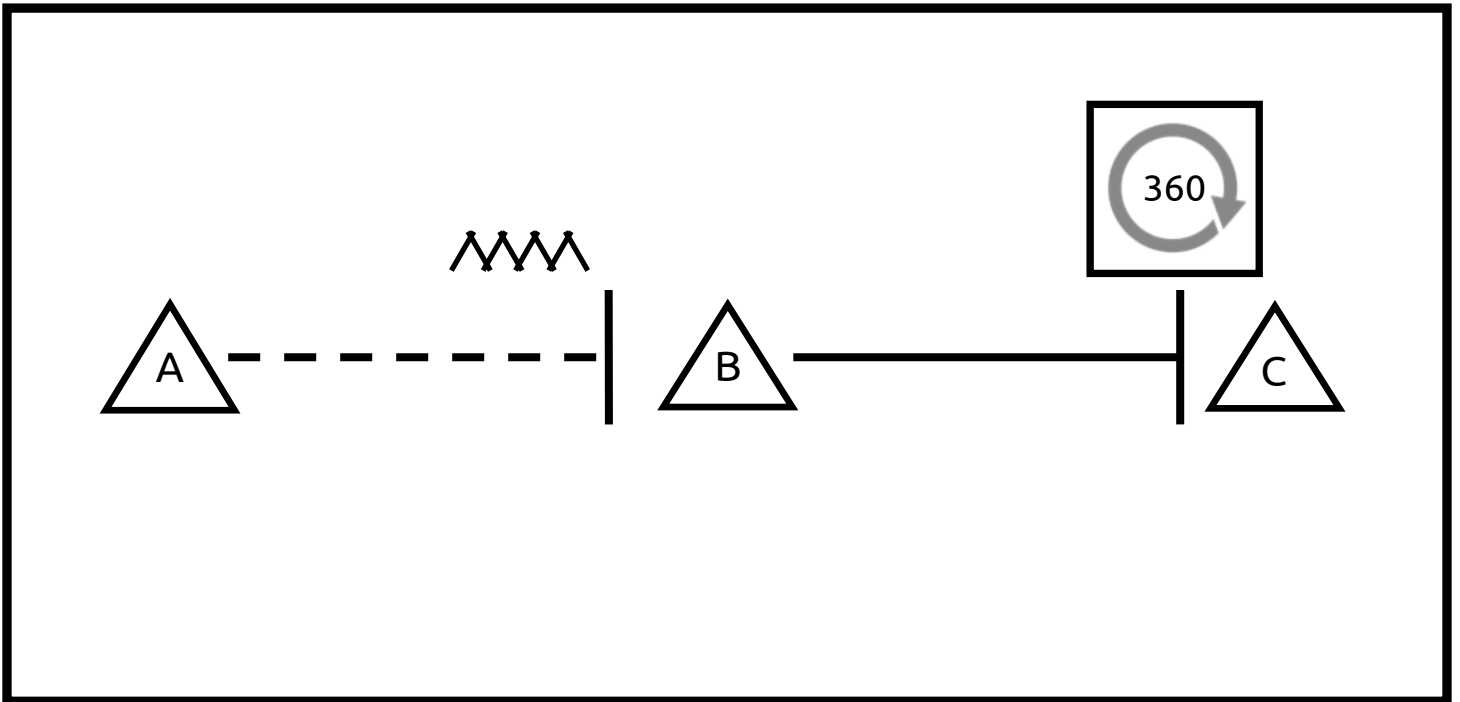
1. Walk into the box.
2. Stop in the box.
3. Walk to the cones.
4. Stop between the cones and back as shown.
5. Pick up the ring on the pole and show it to the judge.
6. Put the ring back on the pole.
7. Walk over the poles.
8. Walk through the zig zag.
9. Jog/trot through the cones.
10. Jog/trot to rope gate.
11. Open rope gate and walk through it.
12. Wait to be dismissed. Trail completed.

Trail Level C



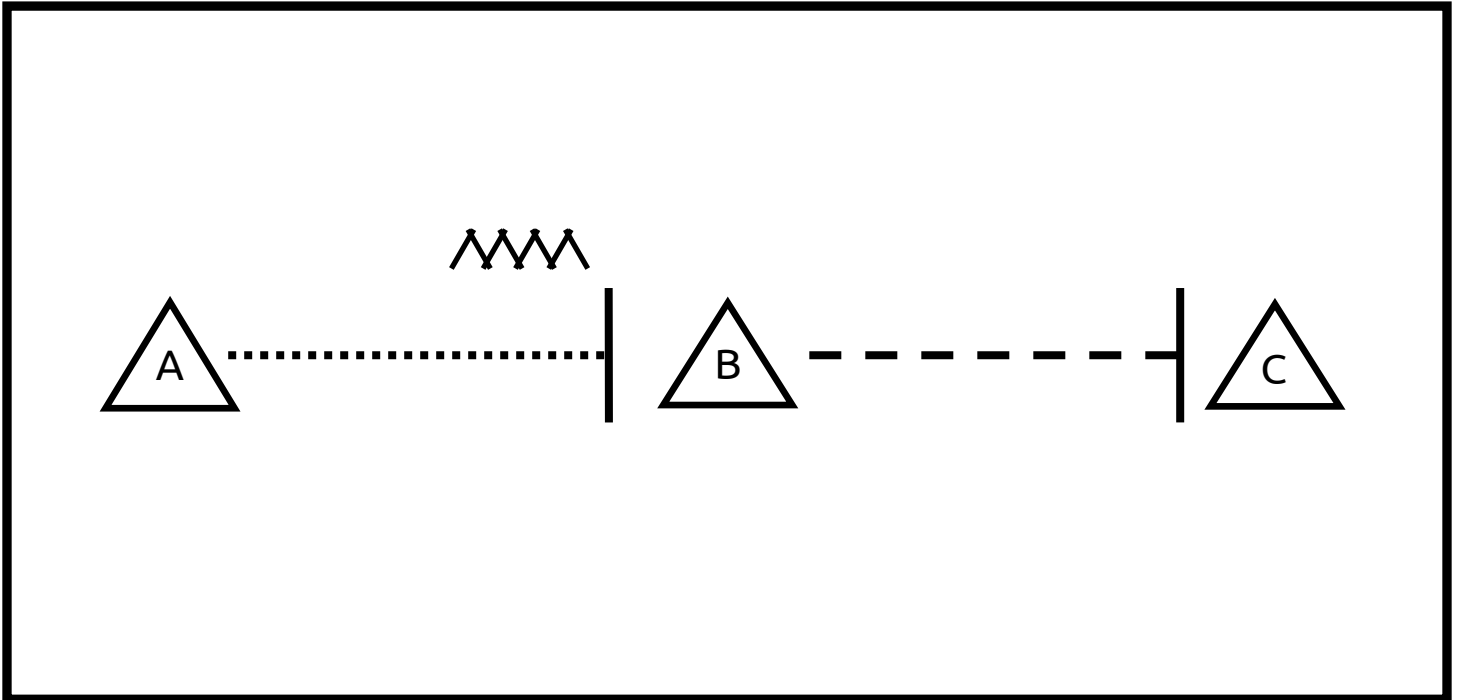
1. Walk into the box.
2. Stop in the box.
3. Walk to the cones.
4. Stop between the cones and back as shown.
5. Pick up the ring on the pole and show it to the judge.
6. Put the ring back on the pole.
7. Walk over the poles.
8. Walk through the zig zag.
9. Walk through the cones.
10. Walk to finish.
11. Wait to be dismissed. Trail completed.

Western Riding Level A



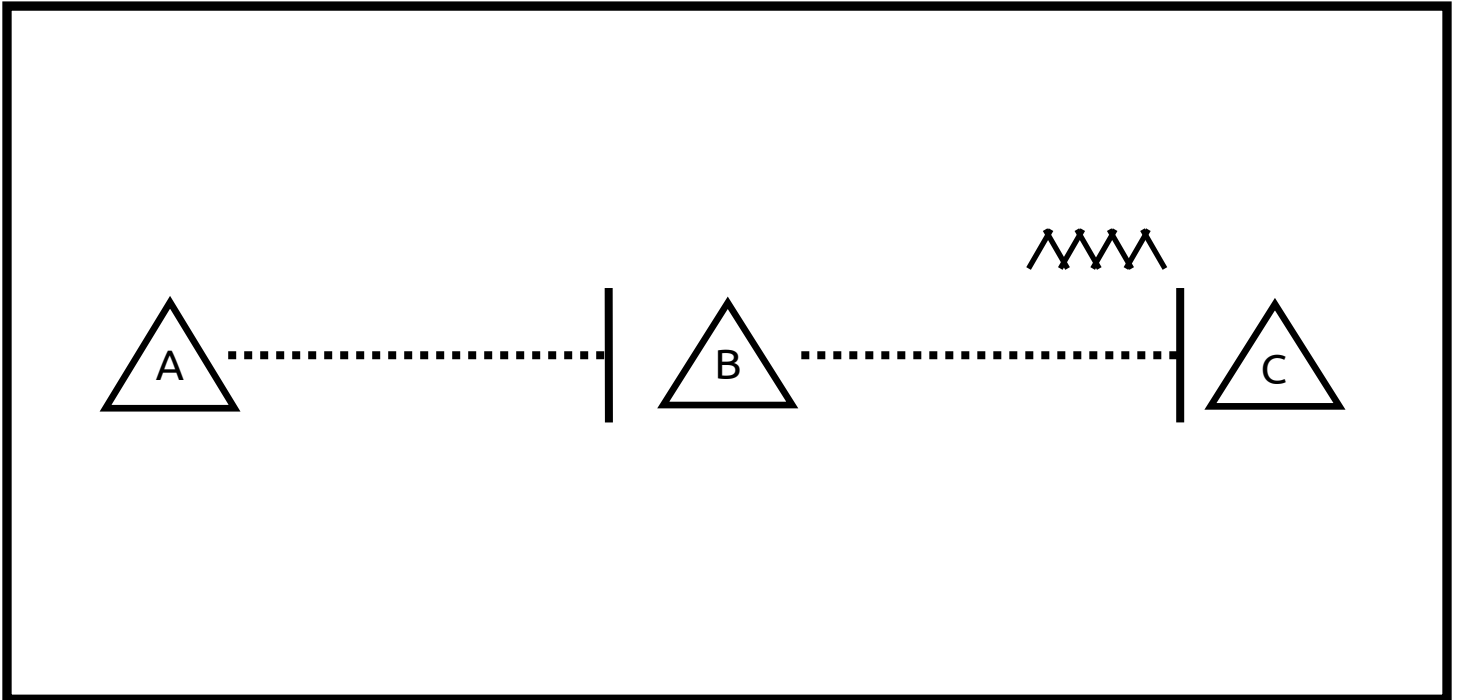
1. Start at A.
2. Jog/trot to B.
3. Stop at B.
4. Back 4 steps.
5. Canter to C.
6. Stop at C.
7. Turn right 360.
8. Wait to be dismissed.

Western Riding Level B



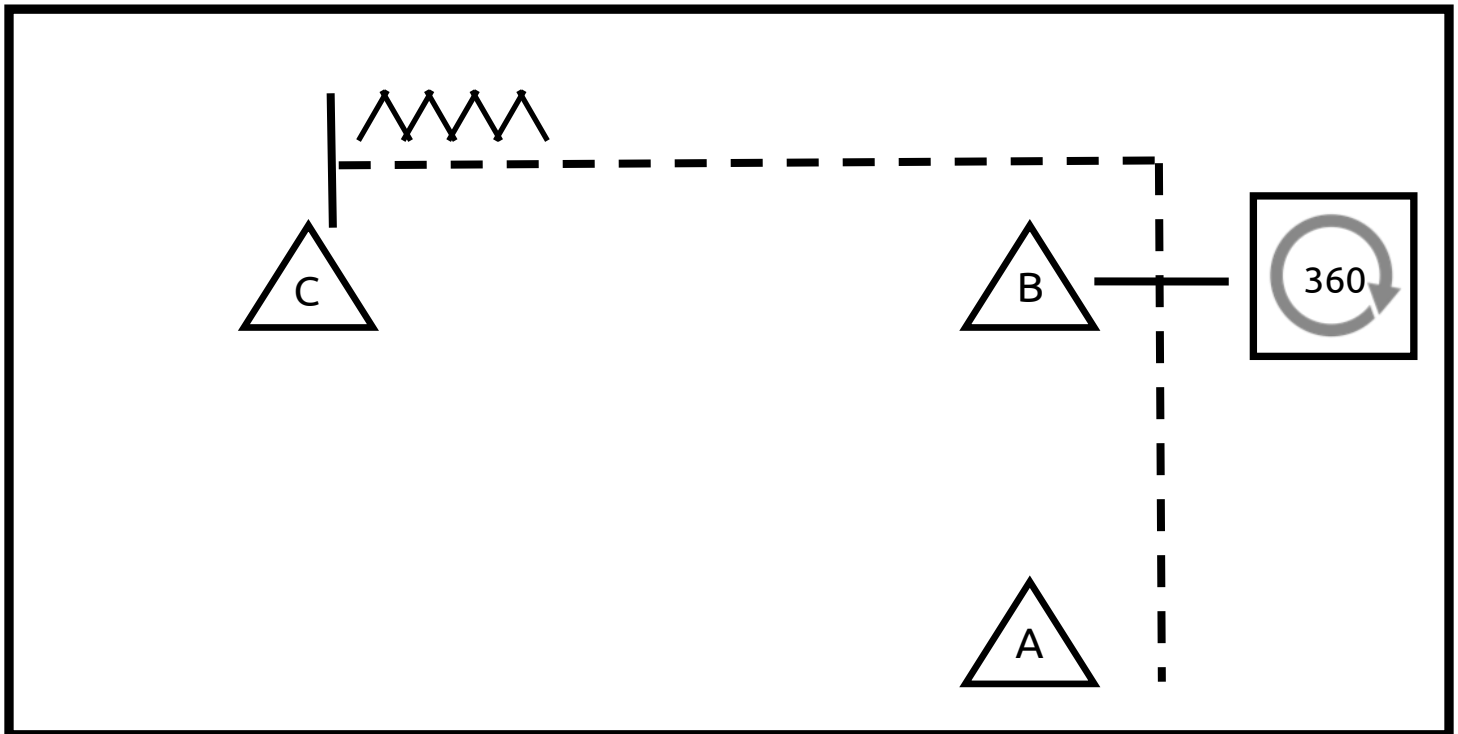
1. Start at A.
2. Walk to B.
3. Stop at B.
4. Back 4 steps.
5. Jog/trot to C.
6. Stop at C.
7. Wait to be dismissed.

Western Riding Level C



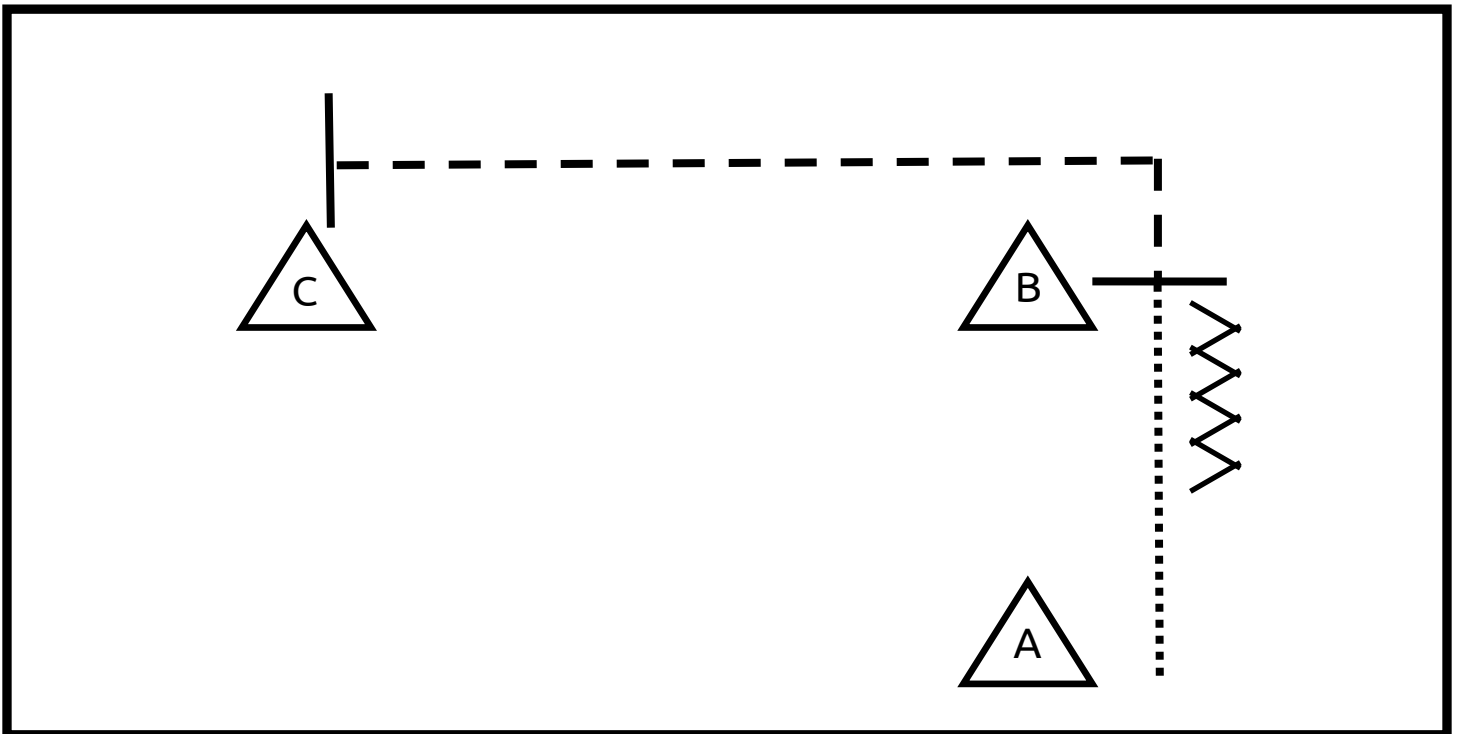
1. Start at A.
2. Walk to B.
3. Stop at B.
4. Walk to C.
5. Stop at C.
6. Back 4 steps.
7. Wait to be dismissed.

Showmanship Level A



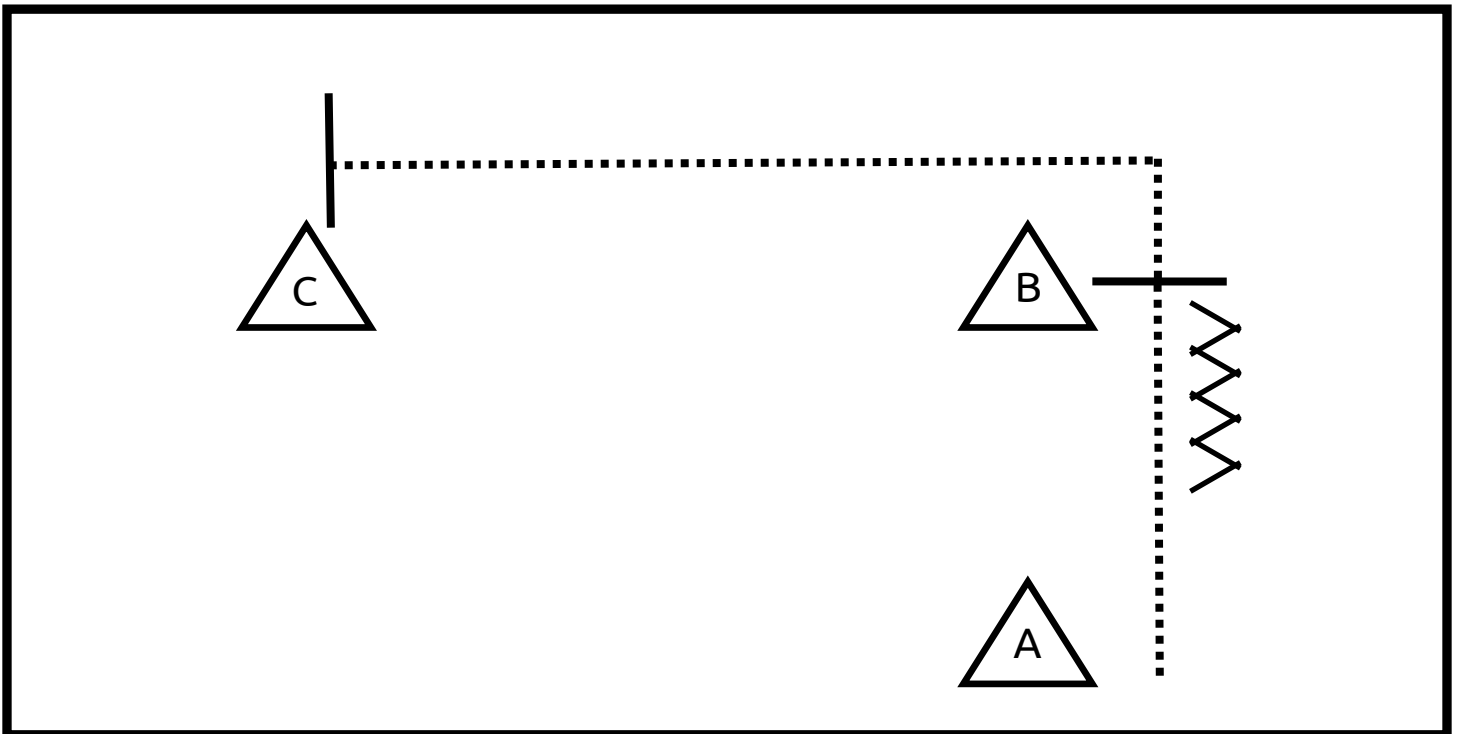
1. Start at A.
2. Jog/trot to B.
3. Stop at B.
4. Turn right 360.
5. Jog/trot around B to C.
6. Stop at C.
7. Back 4 steps.
8. Inspection from judge.
9. Wait to be dismissed.

Showmanship Level B



1. Start at A.
2. Walk to B.
3. Stop at B.
4. Back 4 steps.
5. Jog/trot around B to C.
6. Stop at C.
7. Inspection from judge.
8. Wait to be dismissed.

Showmanship Level C



1. Start at A.
2. Walk to B.
3. Stop at B.
4. Back 4 steps.
5. Walk around B to C.
6. Stop at C.
7. Inspection from judge.
8. Wait to be dismissed.