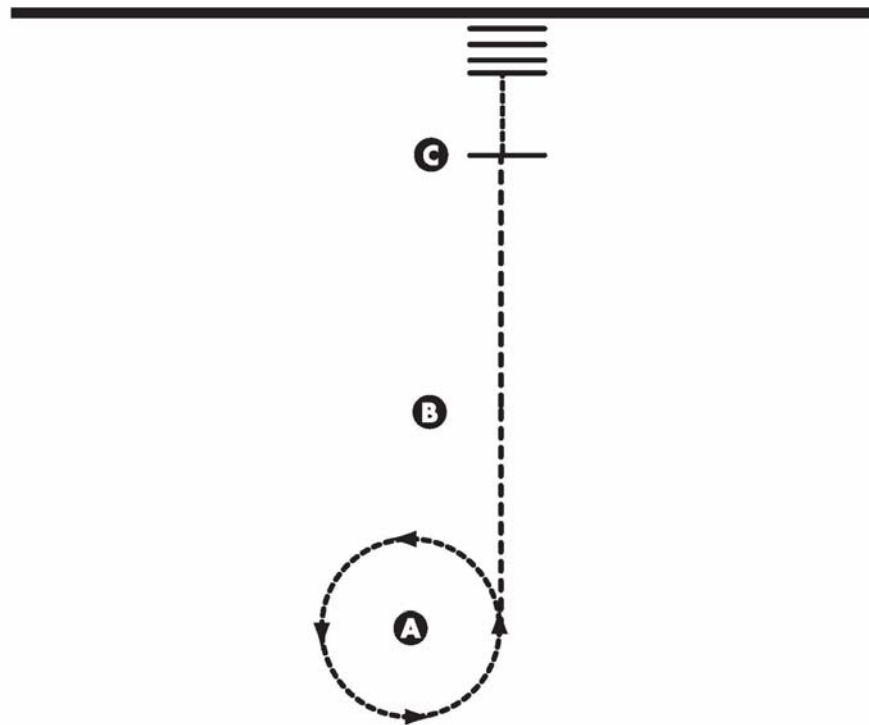




Maryland 4-H Horsemanship Standards Appendix

Appendix A: English Riding Level 1 Pattern



INSTRUCTIONS

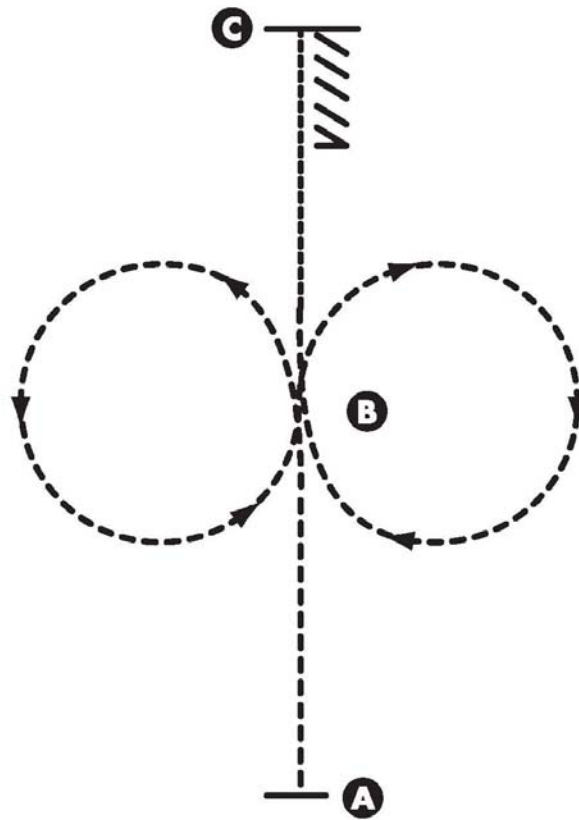
1. Begin on right side of cone A.
2. Stop and walk circle around cone A.
3. Trot left diagonal to cone B.
4. Trot right diagonal to cone C.
5. Halt at cone C.
6. Walk over ground poles.

Key

-----	WALK
- - - - -	TROT
- - - - -	EXTENDED TROT
—————	CANTER
//////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

### English Riding Level 1 Pattern

**Appendix B: English Riding Level 2 Pattern**



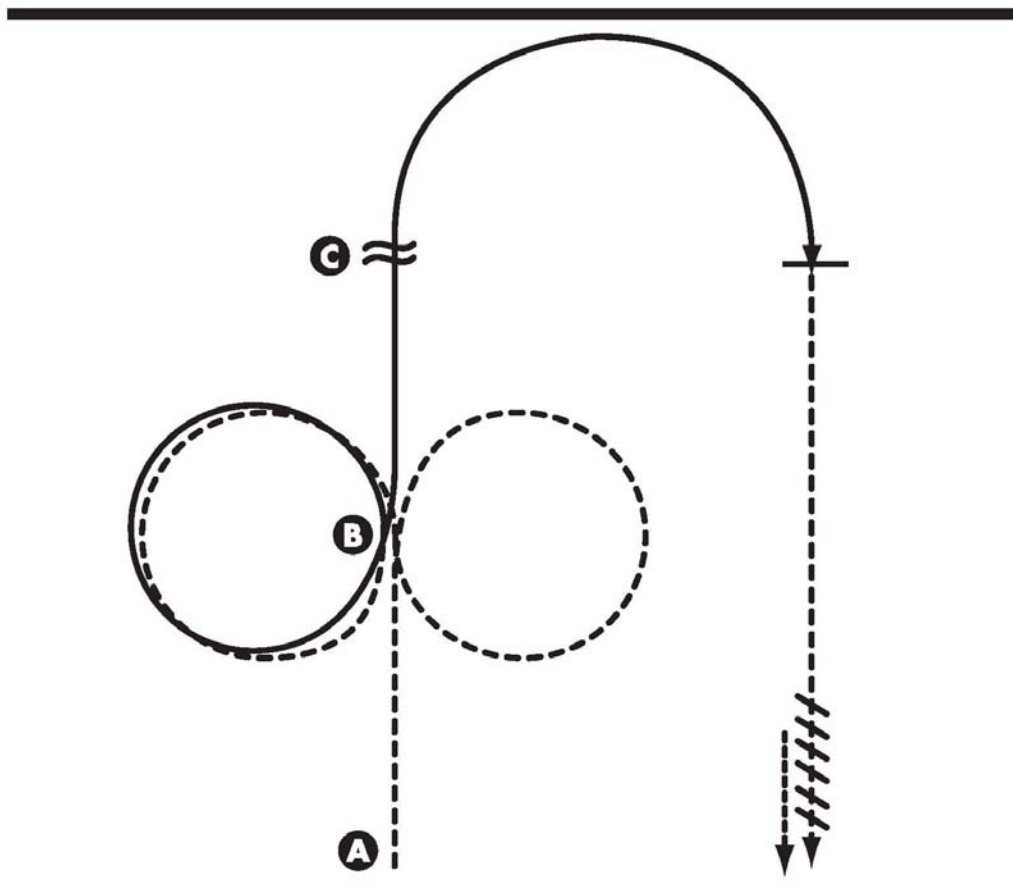
**INSTRUCTIONS**

1. From halt at A, perform posting trot to B.
2. At B, circle left at posting trot on the correct diagonal.
3. At B, circle right at a posting trot on the correct diagonal.
4. At B, come down to a walk and continue to C.
5. At C, halt, back 3 to 4 steps. Exit at walk.

**Key**

-----	WALK
- - - - -	TROT
- - - - -	EXTENDED TROT
—————	CANTER
///////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

English Riding Level 2 Pattern



INSTRUCTIONS

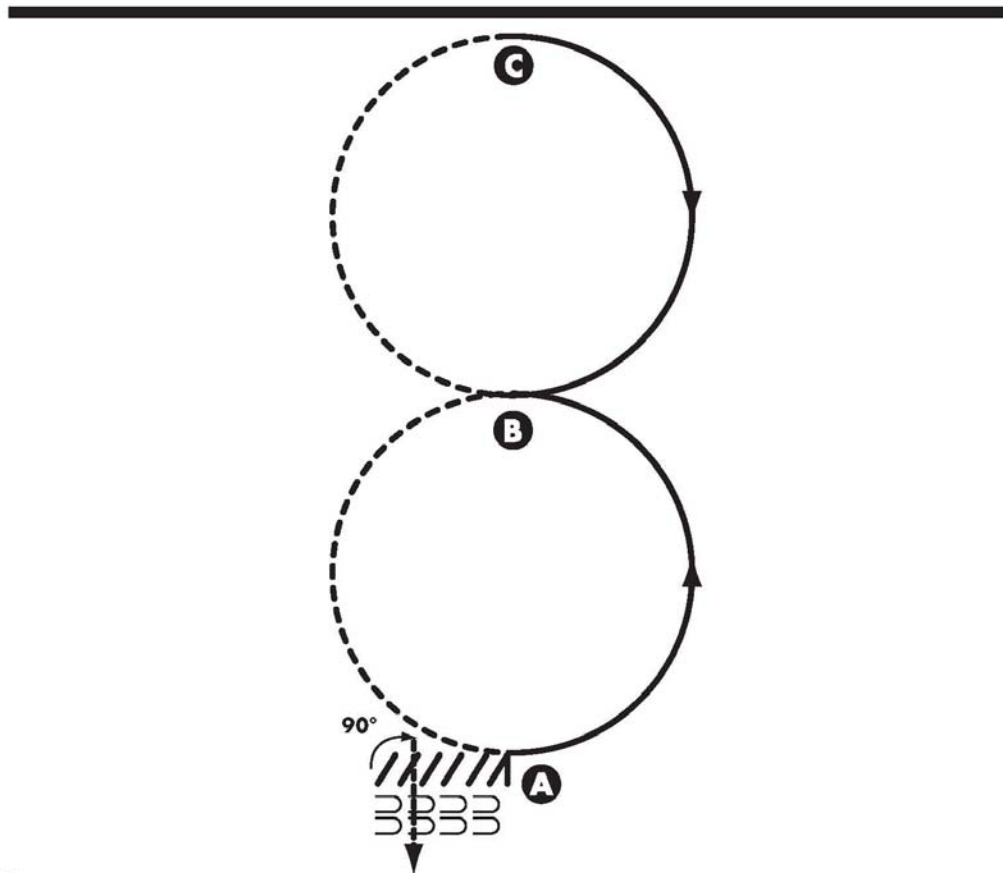
1. Posting trot from A to B.
2. At B, trot a circle to the right.
3. When circle is closed, trot a circle to the left.
4. When circle is closed, canter a circle to the left and continue cantering to C.
5. At C, perform a simple lead change and continue around in a half circle until even with C.
6. When even with C, halt.
7. Posting trot on right diagonal from C until even with b.
8. At B, sit the trot until even with A.
9. At A, halt and back 5 steps. Exit at walk.

Key

-----	WALK
- - - - -	TROT
- . - . -	EXTENDED TROT
—————	CANTER
//////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

**English Riding Level 3 Pattern**

Appendix D: English Riding Level 4 Pattern



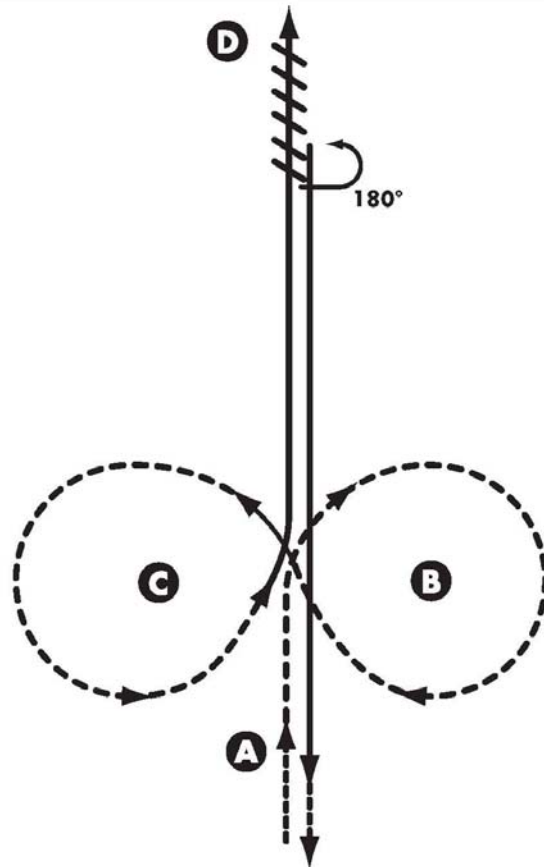
**INSTRUCTIONS**

1. From halt at A, canter on the left lead to B.
2. At B, downward transition to a trot on the left diagonal to C.
3. At C, canter on the right lead to B.
4. At B, break to a posting trot on the right diagonal to A.
5. Stop. Back four steps.
6. Execute a 90° turn on the forehand to the right.
7. Exit arena at a walk.

**Key**

-----	WALK
-----	TROT
- - - - -	EXTENDED TROT
—————	CANTER
//////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

English Riding Level 4 Pattern



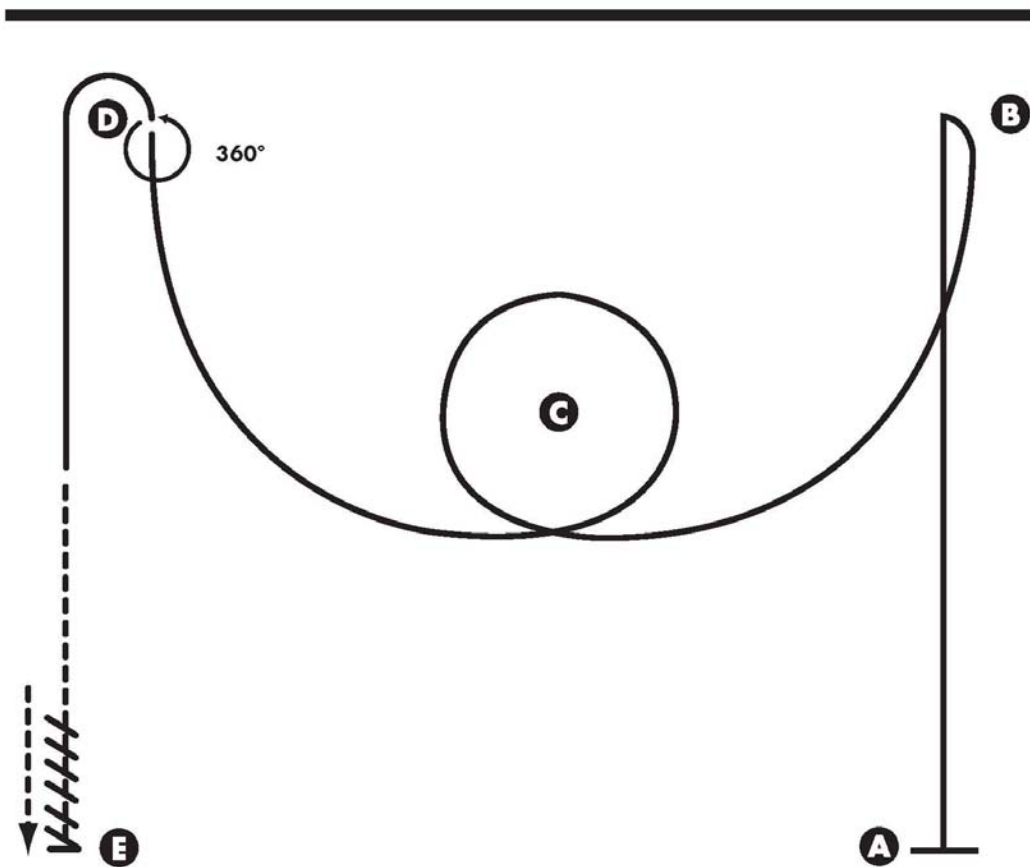
INSTRUCTIONS

1. Begin before A. When judge signals, walk to A. At A, begin posting trot.
2. Trot a small circle (15 meter) around B.
3. Trot a small circle (15 meter) around C.
4. When circle is closed, canter on right lead to D. Halt. Back 5 steps.
5. Execute a 180° turn on the forehand to the left.
6. Canter on left lead back to A. Halt.
7. Exit arena at a walk.

Key

-----	WALK
- - - - -	TROT
- - - - -	EXTENDED TROT
—————	CANTER
//////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

**English Riding Level 5 Pattern**



**INSTRUCTIONS**

1. Canter on the left lead from A to B.
2. Halt and perform a 180° turn on the forehand to the left.
3. Immediately canter off on right lead and canter a small circle (15 meter) around C. Continue to D.
4. At D, halt and execute a 360° turn on haunches to the left.
5. Sitting trot around D.
6. When even with C, break to an working trot on the correct diagonal.
7. At E, halt and back 5 steps.
8. Exit at a walk.

**Key**

-----	WALK
- - - - -	TROT
· · · · ·	EXTENDED TROT
—————	CANTER
//////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

English Riding Level 6 Pattern

Appendix G: 2007 USDF Training Level Test 1 for English Riding Level 3

All trot work may be ridden sitting or rising.
Halts may be through the walk.

1	A X	Enter working trot Halt, Salute Proceed working trot
2	C E	Track left Circle left 20 m
3	Between K&A	Working canter left lead
4	B	Circle left 20 m
5	Between Centerline & B	Working Trot
6	C	Medium Walk
7	H X F F-A	Free Walk Medium Walk
8	A	Working Trot
9	E	Circle Right 20 m
10	Between H&C	Working canter right lead
11	B	Circle right 20 m
12	Between Centerline & B	Working trot
13	A X	Down centerline Halt, salute

Leave arena at A in walk on a long rein

Collective marks: Gaits, Impulsion, Submission, and Rider
Coefficients: Movement 7 and collective marks

Appendix H: 2007 USDF Training Level Test 2 for English Riding Level 4

All trot work may be ridden sitting or rising.
Halts may be through the walk.

1	A X	Enter working trot Halt, Salute Proceed working trot
2	C B	Track right Circle right 20 m
3	K X M	Change rein working trot
4	Between C & H	Working canter left lead
5	E	Circle left 20 m
6	Between E & K	Working Trot
7	A	Medium Walk
8	F X M	Free Walk
9	M-C	Medium Walk
10	C	Working Trot
11	E	Circle Left 20 m
12	F X H	Change rein working trot
13	Between C & M	Working canter right lead
14	B	Circle right 20 m
15	Between B & F	Working trot
16	A X	Down centerline Halt, salute

Leave arena at A in walk on a long rein

Collective marks: Gaits, Impulsion, Submission, and Rider
Coefficients: Movements 5, 8, 14, and collective marks

Appendix I: 2007 USDF Training Level Test 4 for English Riding Level 5

All trot work may be ridden sitting or rising, unless stated.
Halts may be through the walk.

1	A X	Enter working trot Halt, Salute Proceed working trot
2	C M X F	Track right One loop
3	Between A & K	Working canter right lead
4	E	Circle right 20 m
5	E-C C	Working Canter Working Trot
6	M M-B	Medium Walk Medium Walk
7	B K K-A	Free Walk Medium Walk
8	A FXM	Working Trot One Loop
9	Between C & H	Working canter left lead
10	E	Circle Left 20 m
11	E-A A	Working canter Working trot
12	FXH	Change rein working trot
13	C Before C	Circle right 20 m rising trot, allowing the horse to stretch forward and downward Shorten the reins
14	B X G	Half circle 10m to X Straight ahead Halt, Salute

Leave arena at A in walk on long rein

Collective marks: Gaits, Impulsion, Submission, and Rider
Coefficients: Movements 7 & 13 and collective marks

Appendix J: 2007 USDF First Level Test 1 for English Riding Level 6

All trot sitting unless stated otherwise.

Introduce: 15m circle in canter, lengthening of stride in trot.

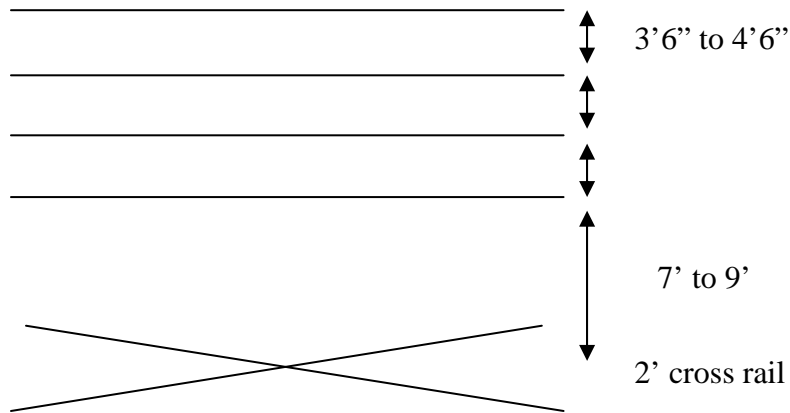
1	A X	Enter working trot Halt, Salute Proceed working trot
2	C E-X	Track left Half circle left 10 m returning to the track at H
3	B-X	Half circle 10 m returning to track at M
4	H X F F	Lengthen stride in trot, rising or sitting Working trot sitting
5	A-C	3 loop Serpentine width of arena
6	C	Medium Walk
7	M-E	Free walk
8	E-F	Medium Walk
9		(Transition from free walk to medium walk at E)
10	F A	Working Trot Working canter right lead
11	E	Circle right 15 m
12	M X K X	Change rein Working Trot
13	K	Working canter left lead
14	B	Circle left 15m
15	HXF X	Change rein Working Trot
16	K X M M	Lengthen stride in trot, rising or sitting Working trot sitting
17	C Before C C	Circle left 20 m rising trot, allowing the horse to stretch forward and downward Shorten the reins Working Trot sitting
18	E X G	Half circle 10m to X Straight ahead Halt, Salute

Leave arena at A in walk on long rein

Collective marks: Gaits, Impulsion, Submission, and Rider / Coefficients: Movements 5, 7, 17, and collective marks

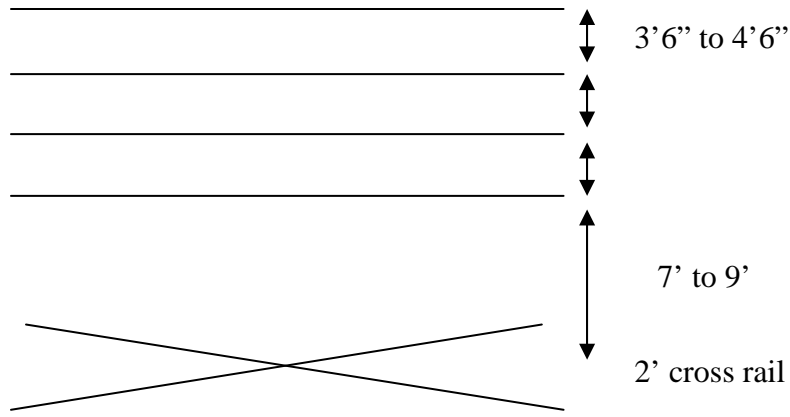
Appendix K: Level 2 English Jumping Grid Exercises

Use 3 to 5 trot poles placed at 3'6" to 4'6" apart, according to mount's stride. Distances within the gymnastic line might need to be adjusted according to mount's size as well. Candidate should ride over trot poles first and then build the gymnastic line according to the diagram below.



Appendix L: Level 3 English Jumping Grid Exercises

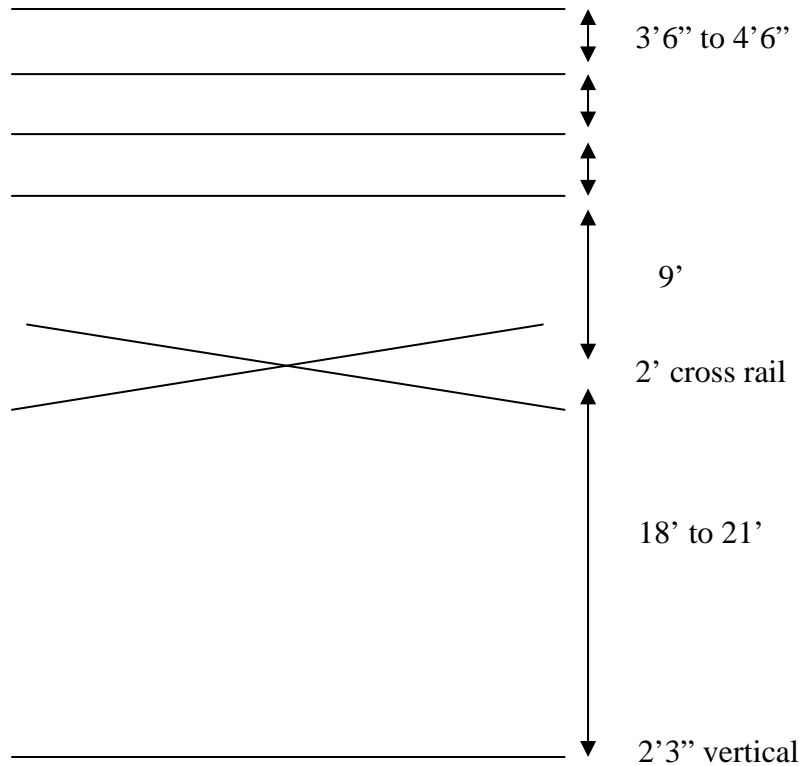
Use 3 to 5 trot poles placed at 3'6" to 4'6" apart, according to mount's stride. Distances within the gymnastic line might need to be adjusted according to mount's stride as well. Candidate should ride over trot poles first and then build the gymnastic line according to the diagram below.



Course work: 2 cross rails and 5 vertical jumps (all with ground lines), with the majority set to 2', and appropriate striding - no bending lines, combinations, or related distances.

Appendix M: Level 4 English Jumping Grid Exercises

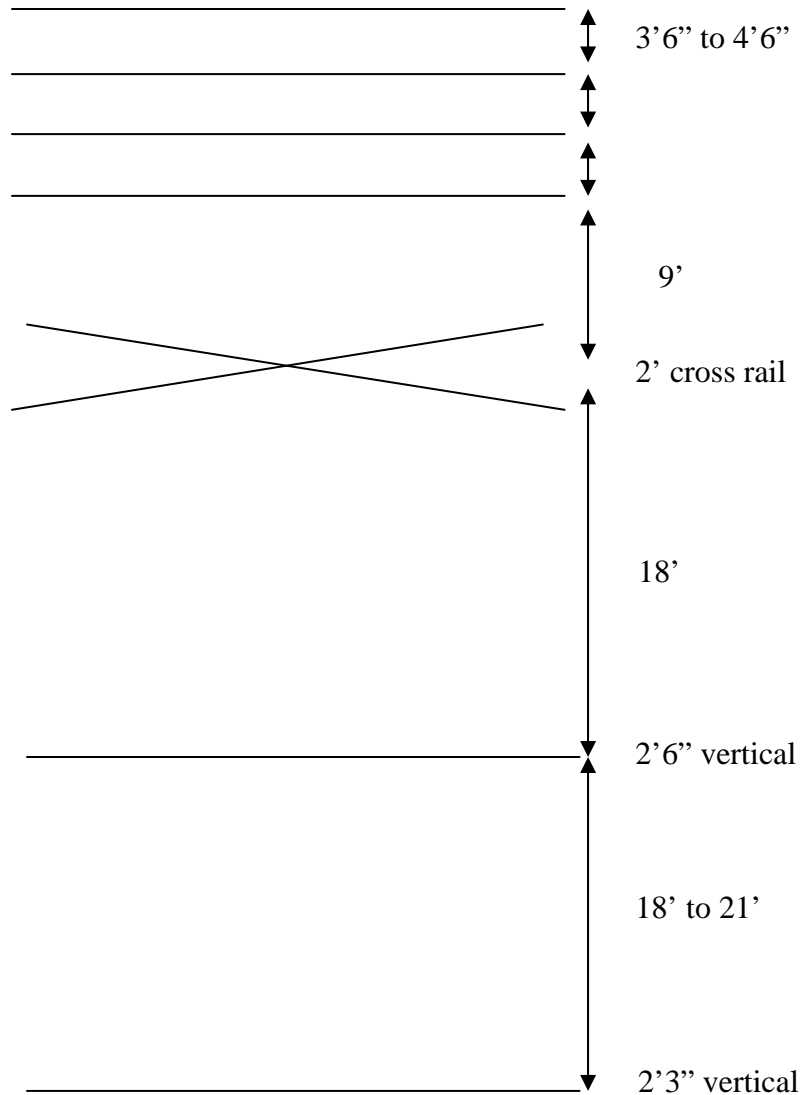
Use 3 to 5 trot poles placed at 3'6" to 4'6" apart, according to mount's stride. Distances within the gymnastic line might need to be adjusted according to mount's stride as well. Candidate should ride over trot poles first and then build the gymnastic line according to the diagram below.



Course work: 6 to 8 jumps with verticals and ascending oxers (all with ground lines), with the majority set to 2'3", and appropriate striding – no bending lines, combinations, or related distances.

Appendix N: Level 5 English Jumping Grid Exercises

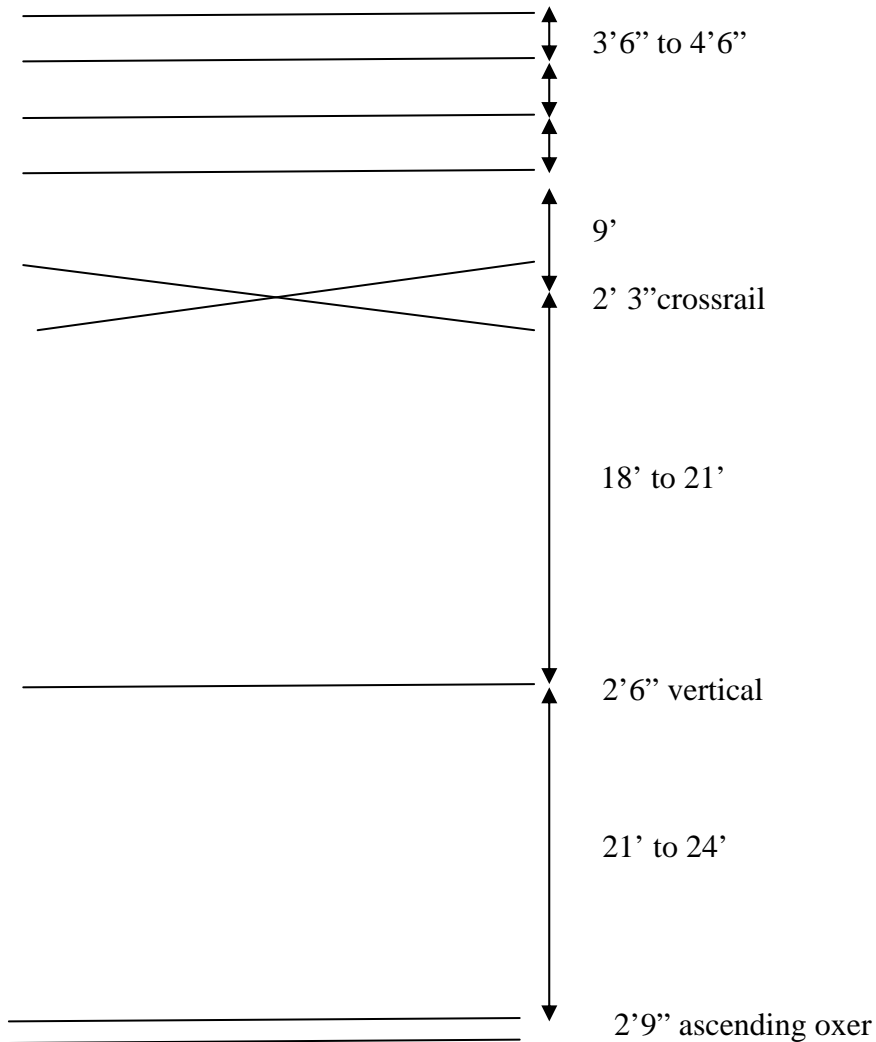
Use 3 to 5 trot poles placed at 3'6" to 4'6" apart, according to mount's stride. Distances within the gymnastic line might need to be adjusted according to mount's stride as well. Candidate should ride over trot poles first and then build the gymnastic line according to the diagram below.



Course work: 6 to 8 jumps with verticals and ascending oxers (all with ground lines), with the majority set to 2'6", and appropriate striding and one two-element combination.

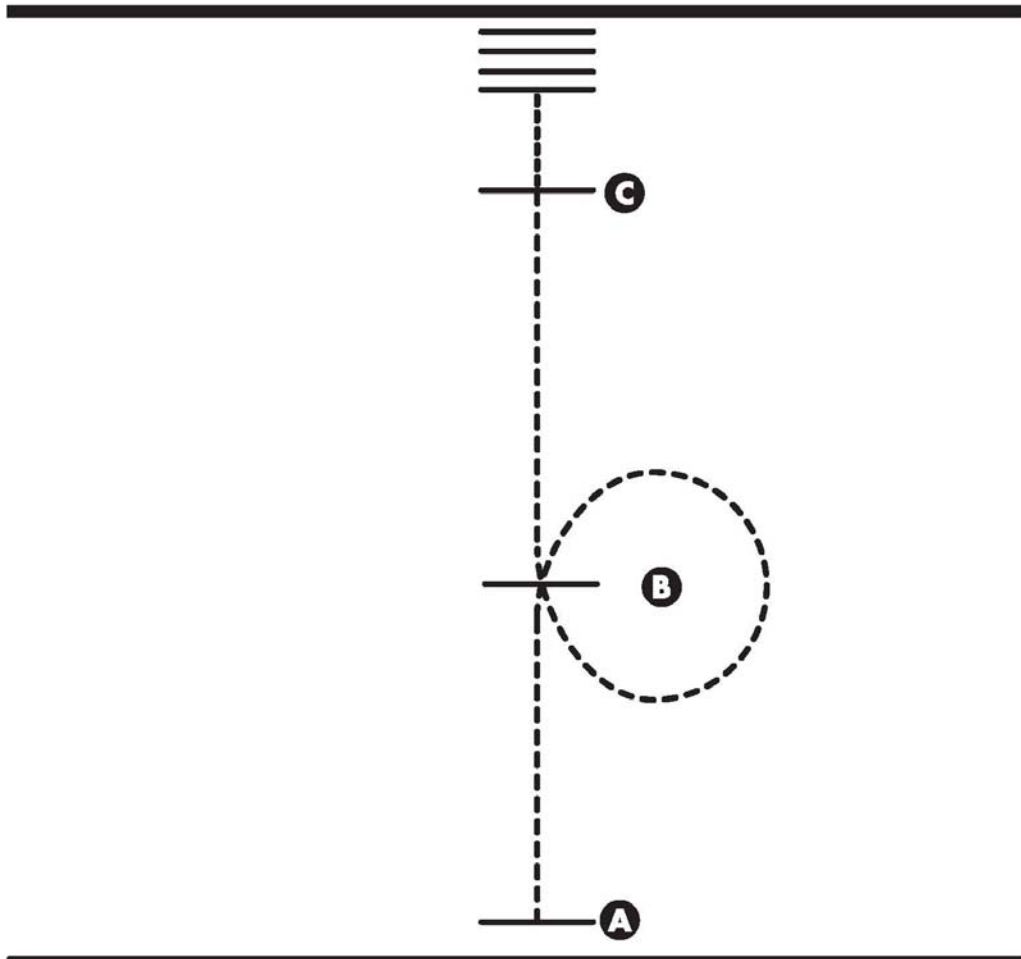
Appendix O: Level 6 English Jumping Grid Exercises

Use 3 to 5 trot poles placed at 3'6" to 4'6" apart, according to mount's stride. Distances within the gymnastic line might need to be adjusted according to mount's stride as well. Candidate should ride over trot poles first and then build the gymnastic line according to the diagram below.



Course work: 6 to 8 fences, 1/3 of which should be oxers, with the majority set to 3', and appropriate striding - course should include 1 triple combination.

Appendix P: Western Riding Level 1 Pattern



INSTRUCTIONS

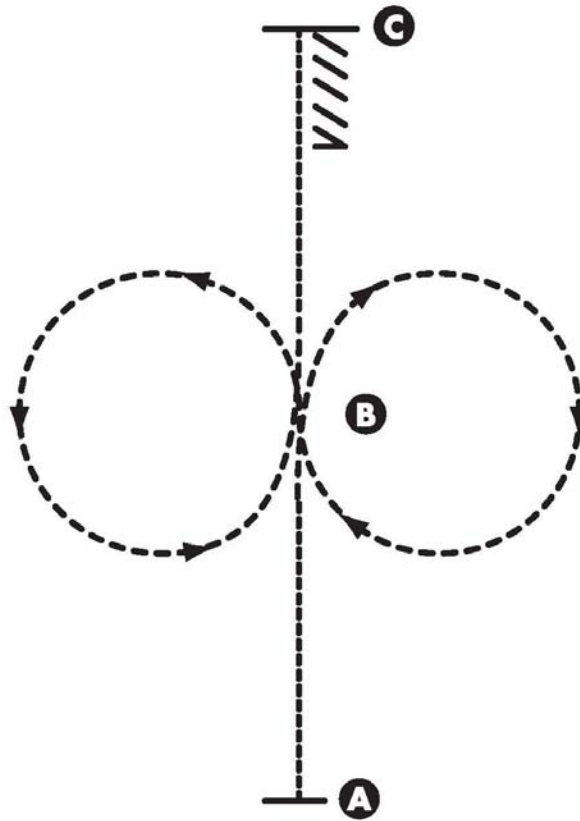
1. Begin on left side of cone A.
2. Jog to cone B.
3. Halt and walk circle around cone B.
4. Jog to cone C.
5. Halt at cone C.
6. Walk over ground poles.

Key

-----	WALK
- - - - -	JOG
- - - - -	EXTENDED JOG
—————	LOPE
//////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

**Western Riding Level 1 Pattern**

Appendix Q: Western Riding Level 2 Pattern



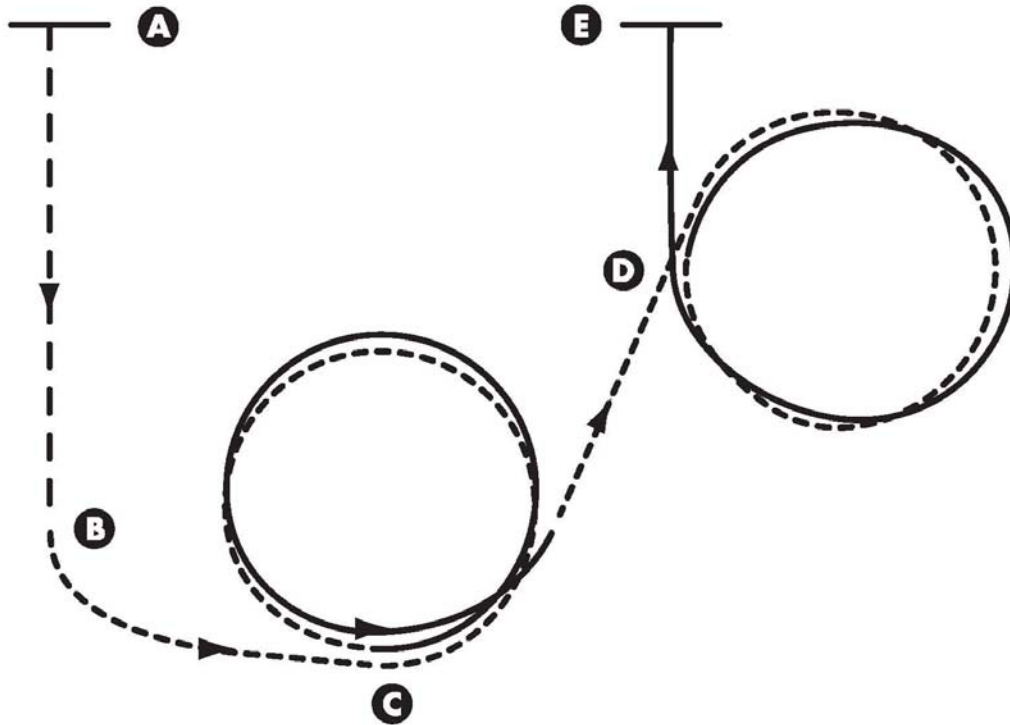
**INSTRUCTIONS**

1. From halt at A walk to B.
2. At B, circle left at jog.
3. At B, circle right at jog.
4. At B, come down to a walk and continue on to C.
5. At C, halt, back 3 to 4 steps. Exit at walk.

**Key**

-----	WALK
- - - - -	JOG
- . - . -	EXTENDED JOG
—————	CANTER
///////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

Western Riding Level 2 Pattern



INSTRUCTIONS

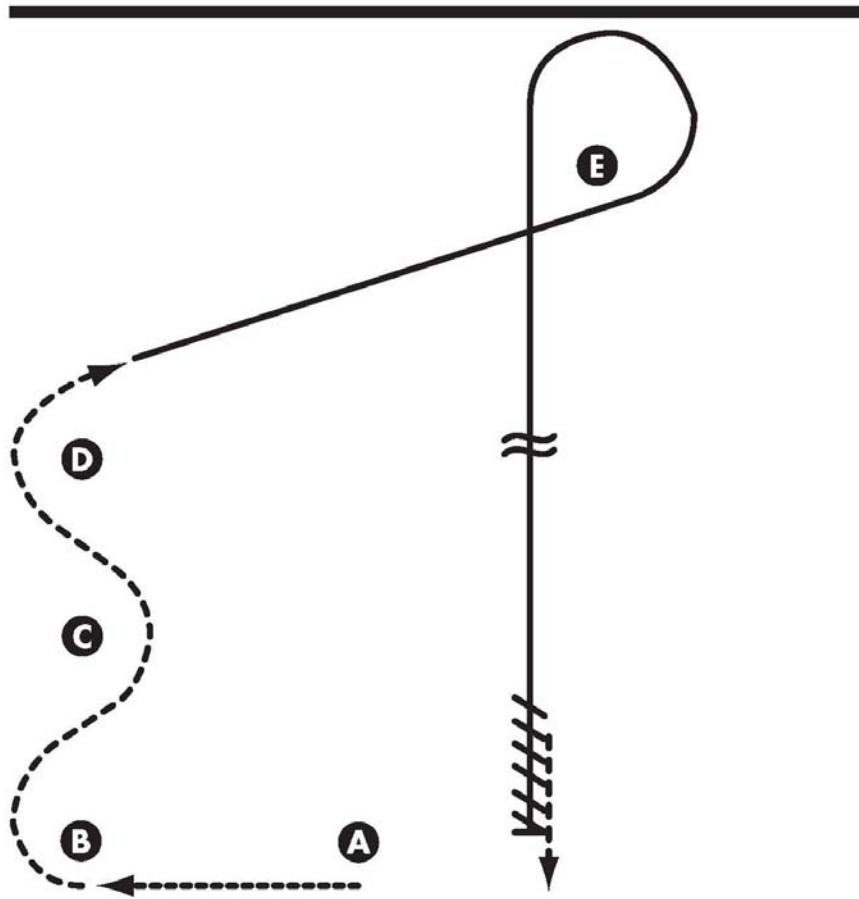
1. Enter arena at a walk.
2. Extended jog from cone A to cone B.
3. Halt at B. Pick up a jog at least 10' and then gradually turn left towards cone C.
4. At cone C, jog a 20 meter circle to the left.
5. At cone C, pick up a lope on the left lead and lope a 20 meter circle.
6. After completing the circle break to a jog and jog to cone D.
7. At cone D, jog a 20 meter circle to the right.
8. At cone D, pick up a lope on the right lead and lope a 20 meter circle.
9. After completing the circle, continue loping for at least 10 feet to cone E.
10. Halt at cone E and pivot left and right (45° L, Center, 45° R).

Key

-----	WALK
-----	JOG
- - - - -	EXTENDED JOG
—————	LOPE
///////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

**Western Riding Level 3 Pattern**

Appendix S: Western Riding Level 4 Pattern



**INSTRUCTIONS**

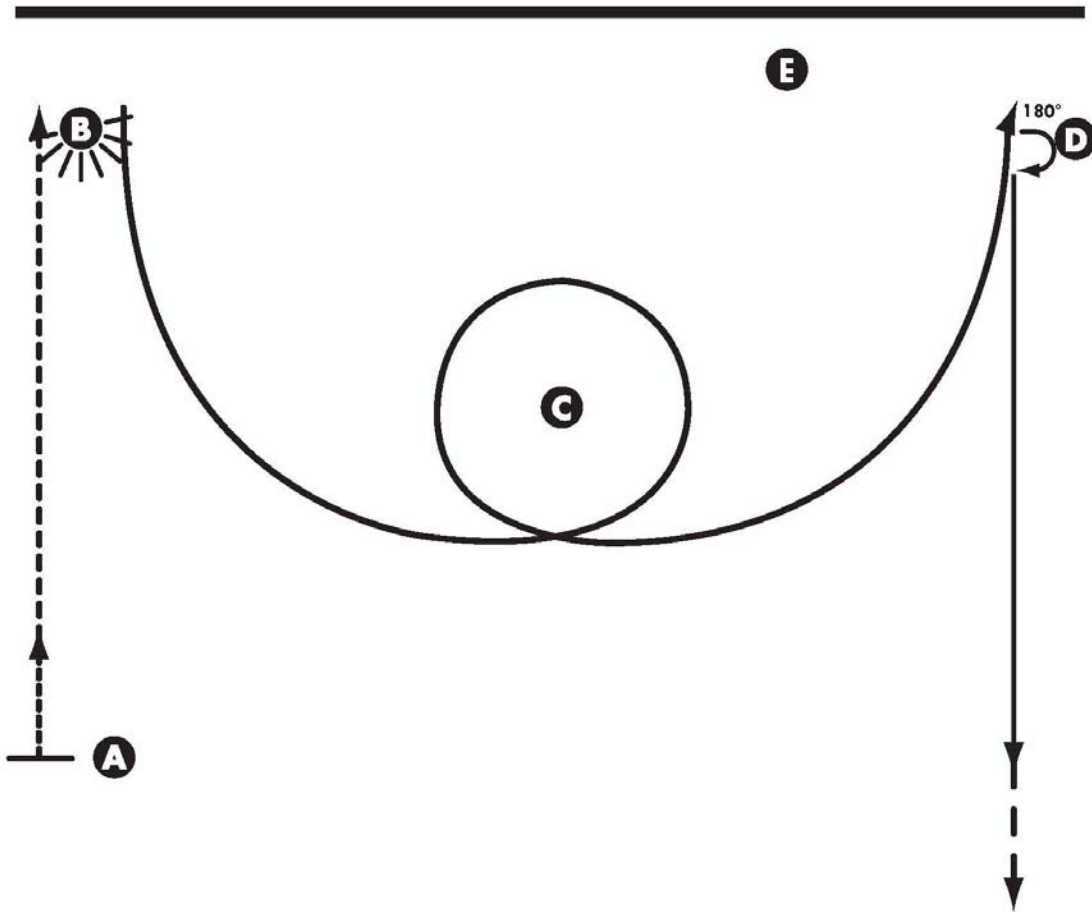
1. Start at A. Walk to B.
2. At B, jog a serpentine through B, C & D.
3. When Past D, lope on left lead.
4. Lope a small circle around E and back towards gate.
5. When even with D, execute a simple or flying lead change.
6. Continue on right lead until even with A. Stop.
7. Back 5 steps. Pivot left and pivot right. (90° L, Center, 90° R)
8. Exit arena at a jog.

**Key**

-----	WALK
-----	JOG
- - - - -	EXTENDED JOG
—————	LOPE
//////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

Western Riding Level 4 Pattern

Appendix T: Western Riding Level 5 Pattern



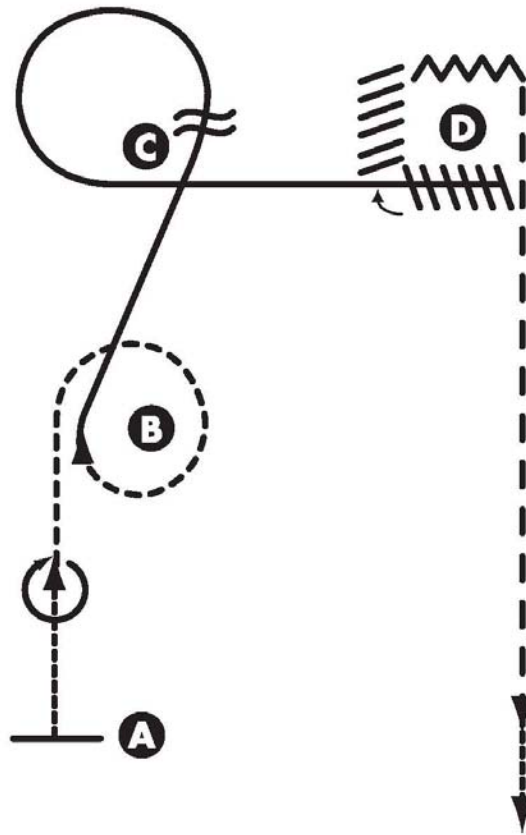
INSTRUCTIONS

1. Begin at A. Walk 5 steps toward B, then jog to B.
2. At B, stop. Back around B.
3. Lope on left lead to C and in a small circle around C and then on to D.
4. At D, stop. Execute a 180° turn on the haunches to the right.
5. Lope on right lead until even with A. Stop.
6. Exit arena at an extended jog.

Key

-----	WALK
-----	JOG
- - - - -	EXTENDED JOG
—————	LOPE
//////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

**Western Riding Level 5 Pattern**



**INSTRUCTIONS**

1. Begin at A. Walk half way to B.  
Stop and execute a 360 degree turn on the haunches to the right.
2. Jog to and in a small circle around B.
3. Lope from B to C in the right lead.
4. At C, execute a simple flying lead change and lope a circle around C in the left lead.
5. Lope to D. At D, stop. Back around and past D and then side pass left.
6. Pick up an extended jog from D until even with A.
7. At A, break down to a walk and exit arena at walk.

**Key**

-----	WALK
- - - - -	JOG
- - - - -	EXTENDED JOG
—————	LOPE
///////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS

Western Riding Level 6 Pattern