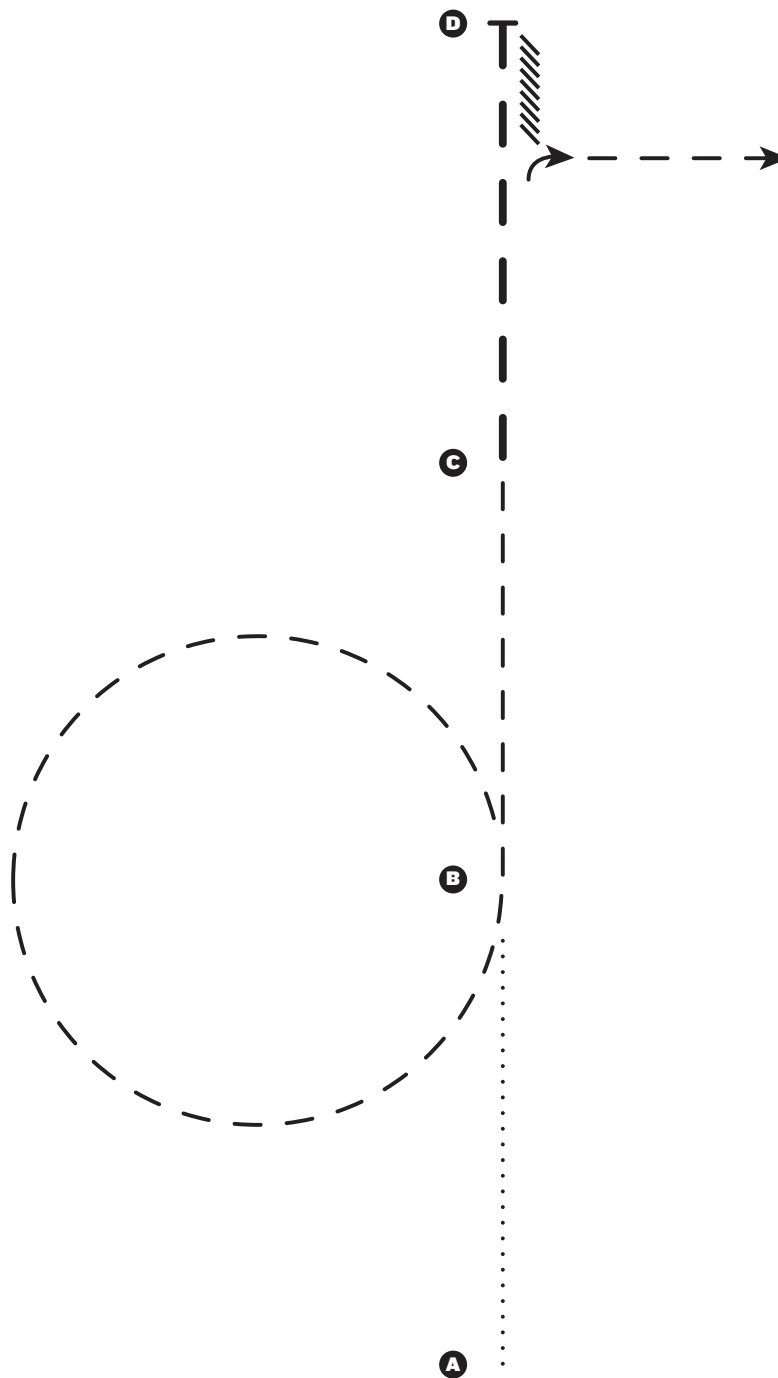




EWD
PATTERN
BOOK

EQUESTRIANS WITH DISABILITIES HORSEMANSHIP (WALK/JOG) PATTERN 2

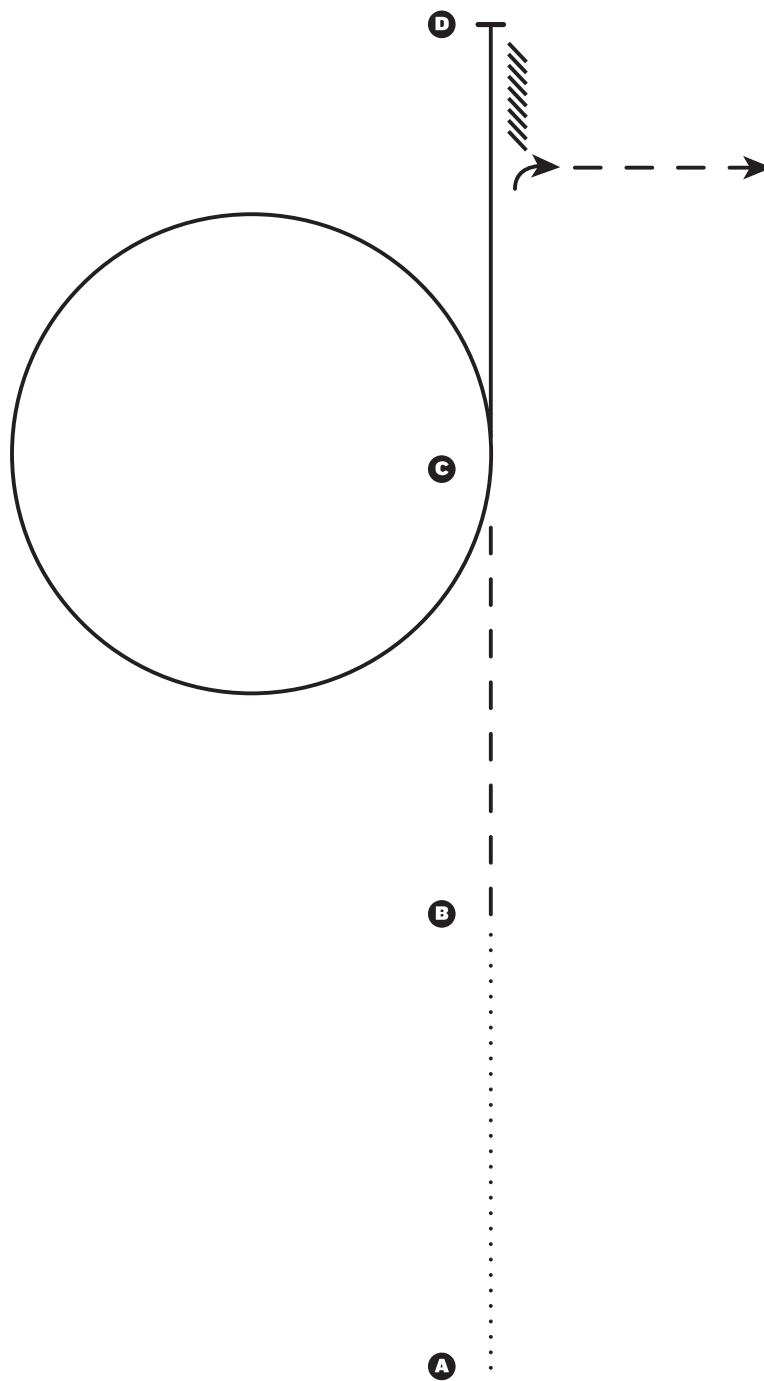


LEGEND	
.....	Walk
...	Extended Walk
---	Jog
---	Extended Jog
////	Back

1. Be ready at A, walk from A to B
2. At B, jog a circle to the left and continue jogging to C
3. At C, extended jog to D
4. At D, stop
5. Back approximately one horse length
6. Perform a 90° turn right and jog away, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

EQUESTRIANS WITH DISABILITIES HORSEMANSHIP (WALK/JOG/LOPE) PATTERN 2



LEGEND

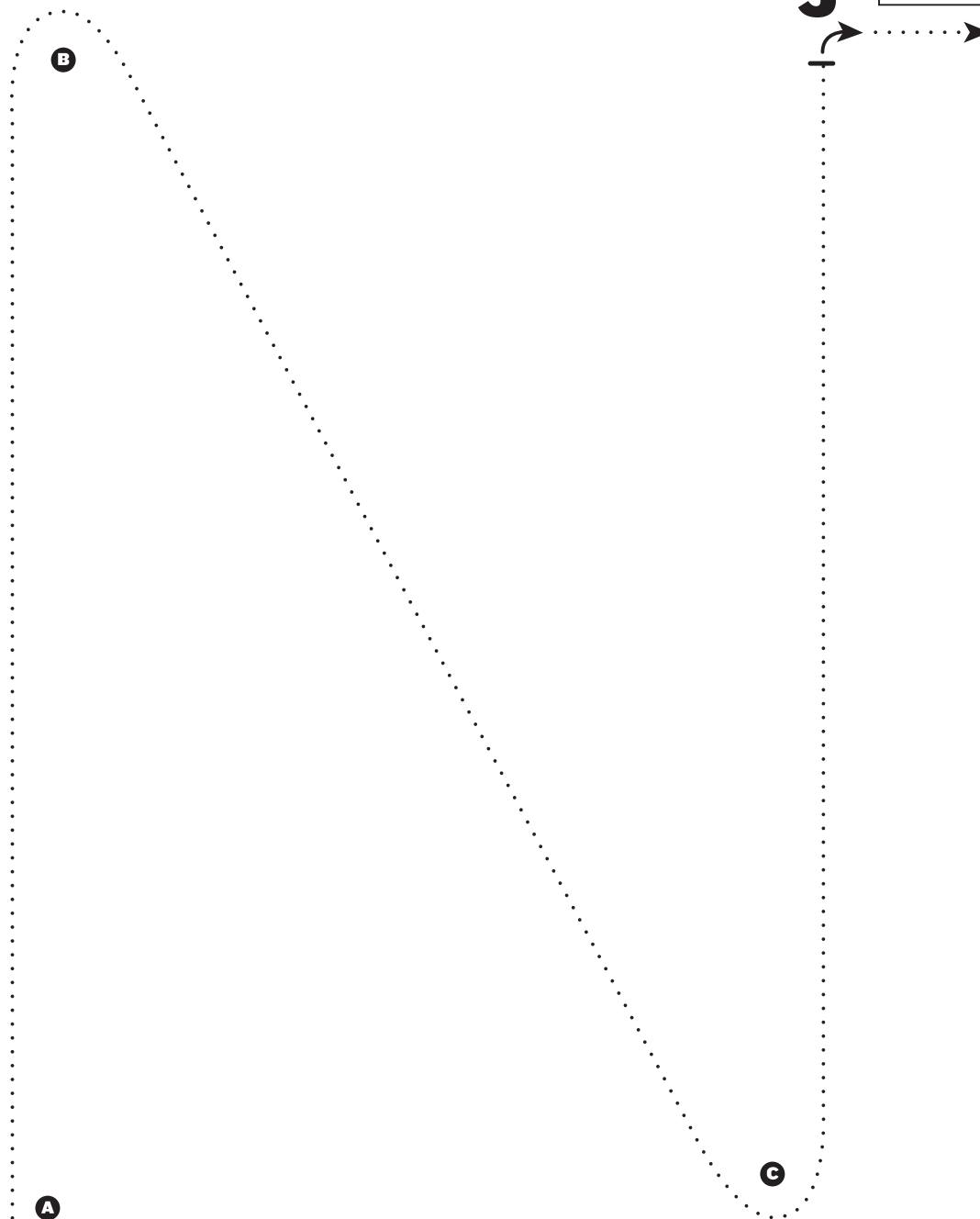
.....	Walk
...	Extended Walk
- - -	Jog
- - -	Extended Jog
— — —	Lope
— — —	Extended Lope
///////	Back

1. Be ready at A, walk from A to B
2. At B, jog to C
3. At C, lope a circle to the left on the left lead
4. Close circle and continue loping to D on the left lead
5. At D, stop
6. Back approximately one horse length
7. Perform a 90° turn right and jog away, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

EQUESTRIANS WITH DISABILITIES SHOWMANSHIP (WALK ONLY) PATTERN 2

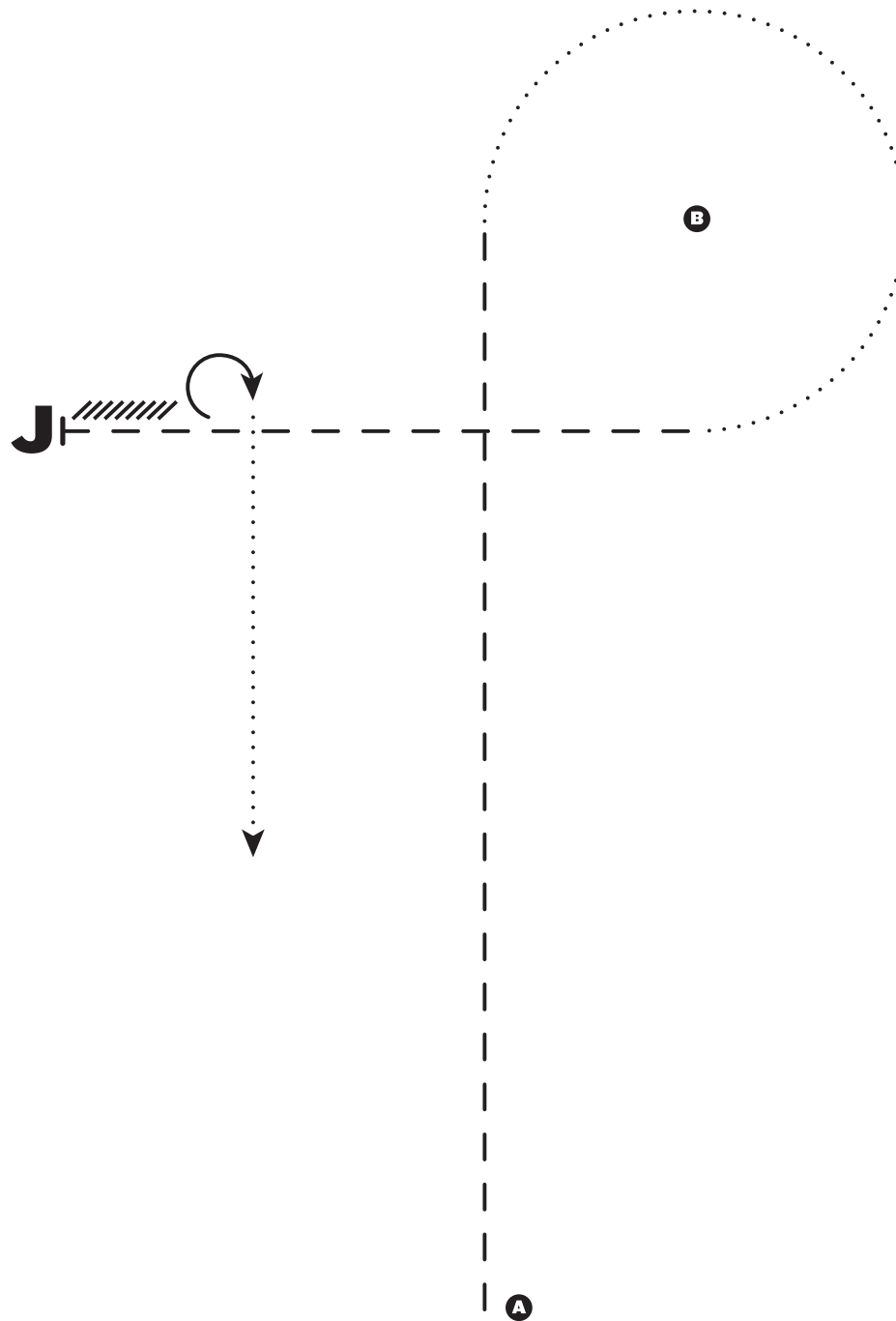
LEGEND	
.....	Walk
....	Extended Walk
////	Back



1. Be ready at A, walk from A to and around B
2. Walk from B to C
3. Walk around C to the judge
4. At judge, stop, set up
5. Inspection
6. When dismissed, 90° turn and walk away, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

EQUESTRIANS WITH DISABILITIES SHOWMANSHIP (WALK/TROT-JOG) PATTERN 3



LEGEND

.....	Walk
....	Extended Walk
---	Trot
---	Extended Trot
////	Back

1. Be ready at A, trot from A to B
2. At B, walk and continue walking three quarters of a circle around B
3. When even with B, trot to judge
4. At judge, stop, set up
5. Inspection
6. When dismissed, back approximately one horse length
7. Perform a 270° turn and walk away, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

ApHC EWD World Show 2026

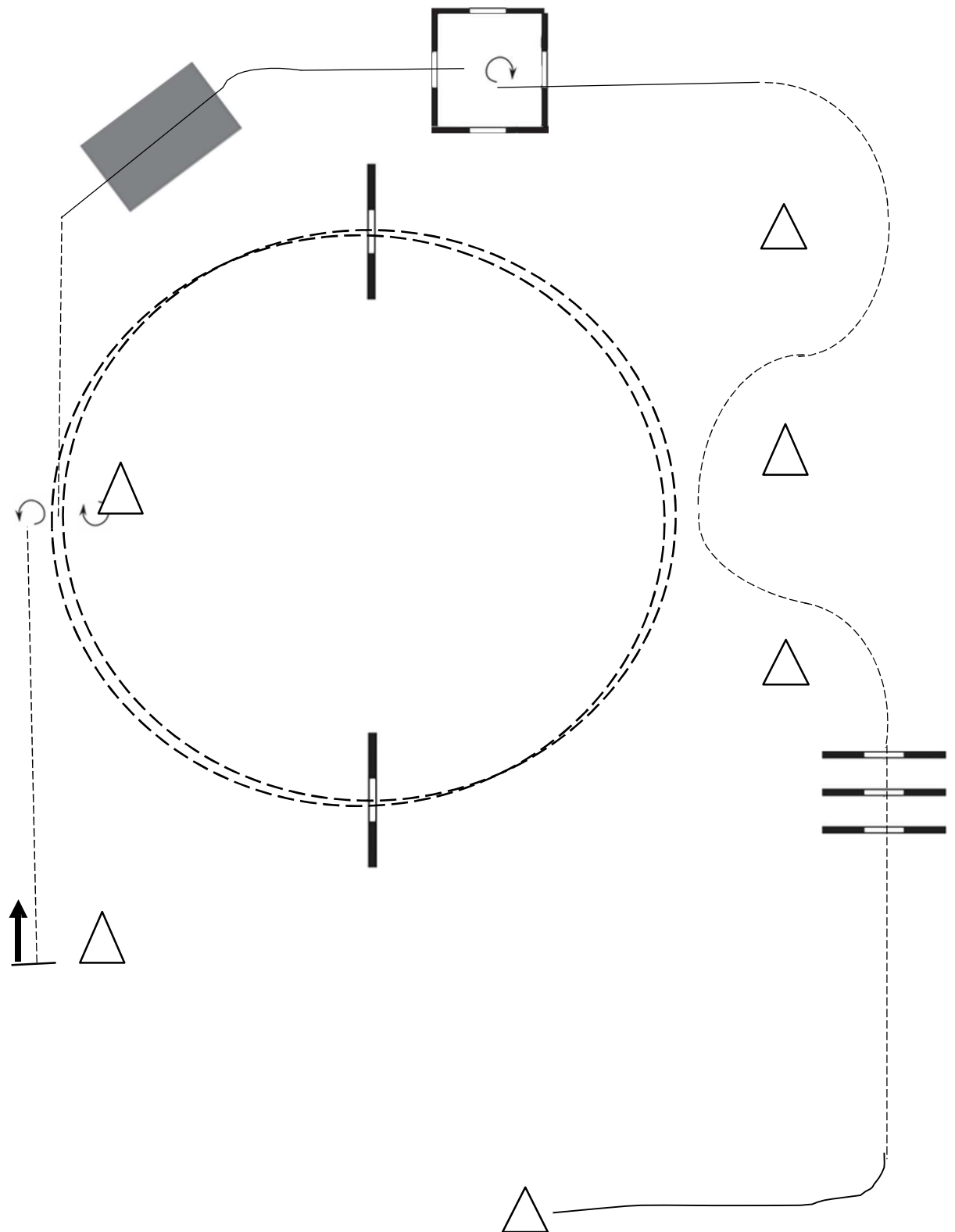
Walk/Jog Independent

1. Start on right side of cone and walk
2. Jog to and over poles
3. Serpentine through cones at a jog
4. Walk into box and stop. 360 degree turn right inside box. Exit at a walk.
5. Walk to and over bridge
6. Jog to cone. At cone, jog a left circle over the poles
7. At cone, stop and execute a 180 degree turn right
8. Jog a right circle over the poles
9. At cone, stop and execute a 180 degree turn left
10. Jog to finish cone. Stop at cone. Back 5 steps. Salute and exit.

Average Run Time: 3 minutes and 30 seconds

ApHC EWD World Show 2026

Walk/Jog Independent



Average Run Time: 3 minutes and 30 seconds

ApHC EWD World Show 2026

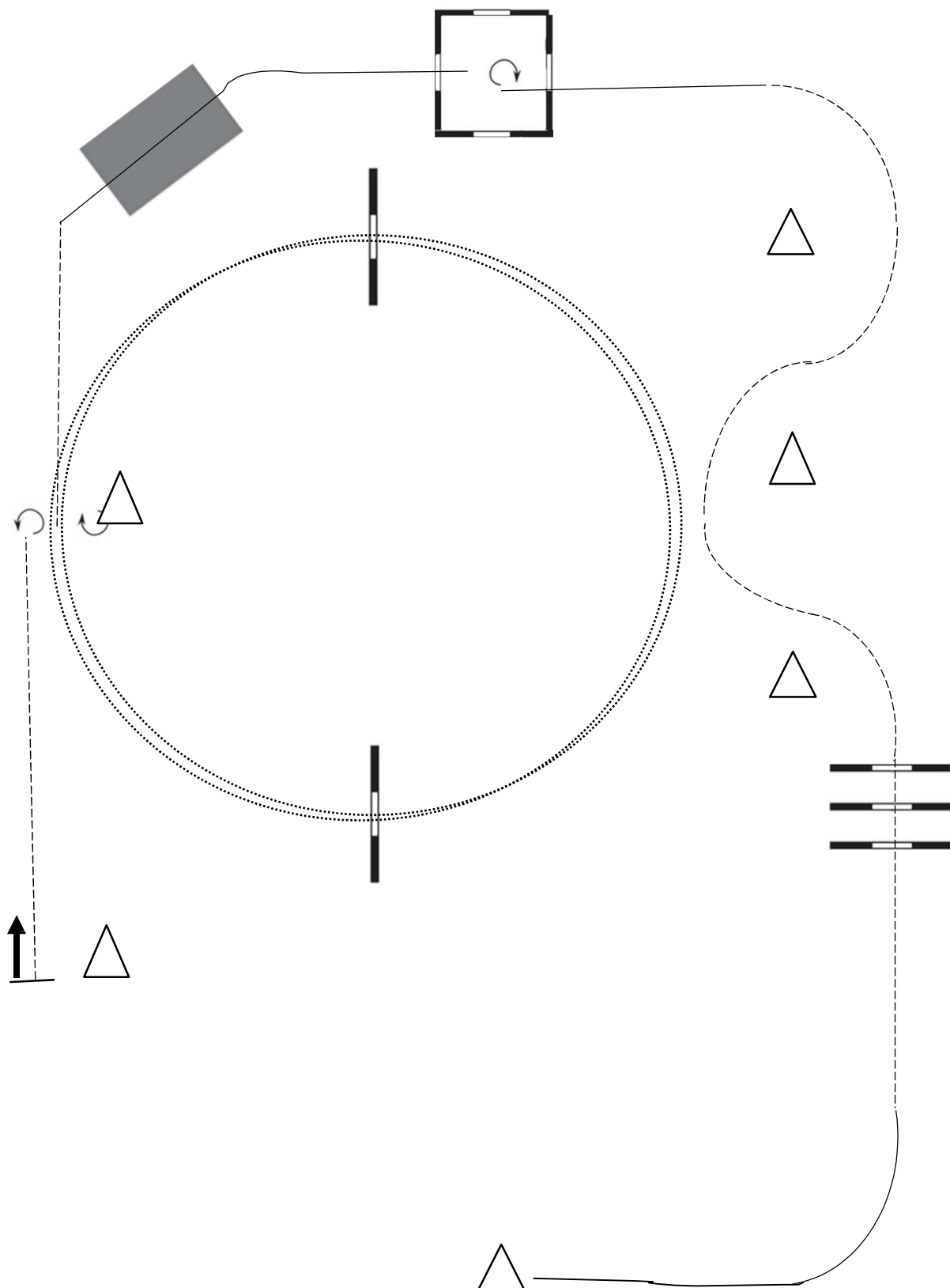
Walk/Jog/Lope Independent

1. Start on right side of cone and walk
2. Jog to and over poles
3. Serpentine through cones at a jog
4. Walk into box and stop. 360 degree turn right inside box. Exit at a walk.
5. Walk to and over bridge
6. Jog to cone. At cone, Lope a left circle over the poles
7. At cone, stop and execute a 180 degree turn right
8. Lope a right circle over the poles
9. At cone, stop and execute a 180 degree turn left
10. Jog to finish cone. Stop at cone. Back 5 steps. Salute and exit.

Average Run Time: 3 minutes and 20 seconds

ApHC EWD World Show 2026

Walk/Jog/Lope Independent



Average Run Time: 3 minutes and 20 seconds

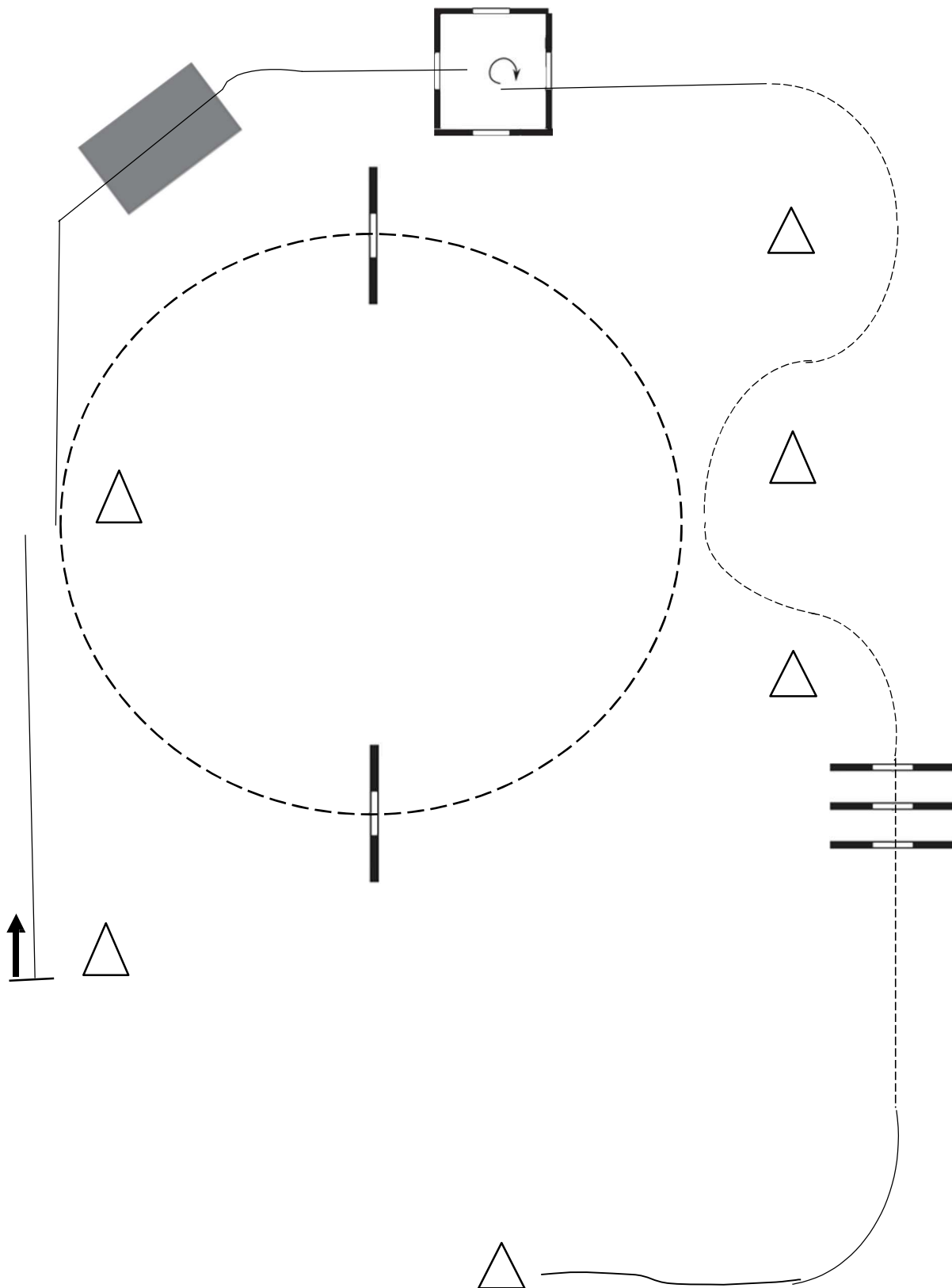
ApHC EWD World Show 2026

Walk/Jog Supported

1. Start on right side of cone and walk.
2. Jog to and over poles
3. Serpentine through cones at a jog
4. Walk into box and stop. 360 degree turn right inside box. Exit at a walk.
5. Walk to and over bridge
6. Walk to cone. At cone, jog a left circle over the poles
7. Walk to finish cone. Stop at cone. Back 5 steps. Salute and exit.

Average Run Time: 2 minutes and 20 seconds

Walk/Jog Supported



Average Run Time: 2 minutes and 20 seconds