

1.

**CHANGE OF PACE  
Required in short programs –**

A definite change of pace from a lope to a jog or walk. Teams may "stop" however, this NOT considered a change of pace.

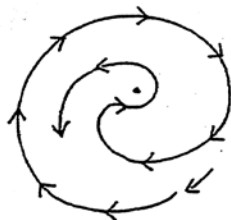
2.



**SINGLE FILE LINE**

A single file line of riders with spacing between each rider at equal distance. Spacing selection may vary from 1 to 4 horse. The single file at varying speeds, can be taken into some very fast and difficult patterns. It also accommodates easily to reversals of direction by the horses.

3.



**SPIRAL/aka: PEEL THE APPLE**

A single file line in a large circle  
A lead rider gradually moves to the inside of the circle and decrease its size. At center, the leader reverses the direction of the circle and will pass remaining spiral riders on the outside. Spacing between riders should be equal.

4.



**PEEL THE APPLE  
(TO COMPANY FRONT)**

At the completion of the Peel Apple maneuver above, the lead rider will determine where to stop in a stationary position to begin the Company Front. Each rider following in concession, will stop beside the rider in front of them, until all riders have stopped.

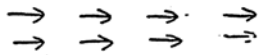
5.

**MANUEVER BY PAIRS  
Required in Short Programs –**

Any maneuver from either the Required (A) category, or the Additional (B) category may be used.

When performing a (B) maneuver by Pairs, indicating BOTH the Required (A) column, AND the Additional (B) column on the explanation sheet.

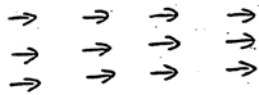
6.



**COLUMN OF PAIRS –**

Columns of Pairs, riders side by side, with spacing between each Pair at equal distance. Selection of Column spacing may vary.

7.



**COLUMN OF THREES –**

Columns of Threes, riders side by side, with spacing between each Column at equal distance. Selection of column spacing may vary.

8.



**OBLIQUE BY THREES OR FOURS –**

Any multiple columns of riders at diagonal spacing. Lateral spacing may be measured by nose to knee, or nose to hip spacing.

Spacing between columns may vary.

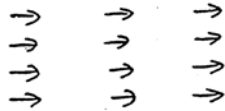
9.

**MANEUVER BY FOURS  
Required Short Program –**

Any maneuver from either the Required (A) category Or the Additional (B) category may be Used.

When performing a (B) maneuver by Fours, indicating BOTH the Required (A) column AND the Additional (B) column on the explanation sheet.

10.



**COLUMN OF FOURS –**

Columns of Fours, riders side by side, with spacing between each Column at equal distance. Selection of Column spacing may vary.

11.



**SINGLE FILE CROSS  
REQUIRED IN SHORT PROGRAMS –**

Two single file lines, crossing ahead of or behind each on-coming rider. Riders may approach from the same end or opposite ends of the arena.

Variations include leaving the long sides or short ends of the arena.

12.



**SINGLE CROSS BY PAIRS –**

Columns of Pairs, crossing ahead of or behind each approaching column. Pairs may approach from the same end or opposite ends of the arena.

Variations include leaving the long sides or short ends of the arena.

13.



**SINGLE CROSS BY THREES –**

Columns of Threes, crossing ahead of or behind each approaching column. Threes may approach from the same end or opposite ends of the arena.

Variations include leaving the long sides or the short ends of the arena.

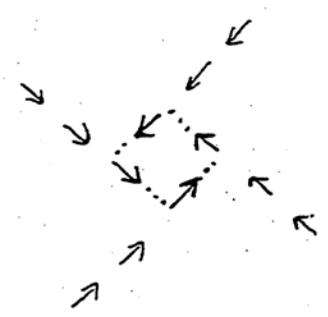
14.



**SINGLE CROSS BY FOURS –**

Columns of Fours, crossing ahead of or behind each approaching column. Fours may approach from the same end or opposite ends of the arena.

15.

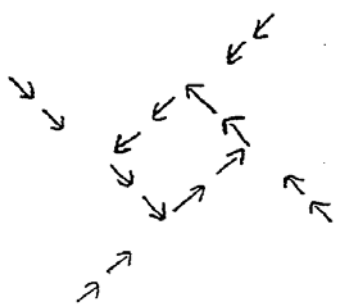


**FOUR WAY BOX –**

Four single file lines of riders create a Box by crossing behind the RIDER to the RIGHT, (as shown).

Variation: May also be performed to the LEFT in the same manner as above. Spacing between Boxes may vary.

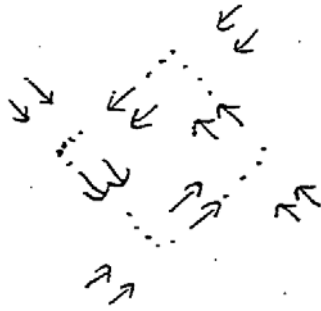
16.



**FOUR WAY BOX  
(SINGLE FILE TWOS) –**

Four single file lines, composed of TWO riders each, create a Box by crossing behind the SECOND rider to the RIGHT, (as shown).

17.

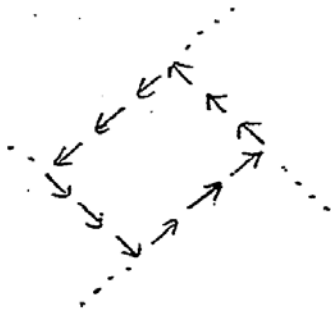


**FOUR WAY BOX BY PAIRS –**

Four lines of pairs create a box by crossing behind the column to the RIGHT, (as shown).

Variation: May also be performed to the LEFT. Spacing between boxes may vary.

18.



**FOUR WAY BOX (SINGLE FILE THREES) –**

Four single file lines, composed of THREE riders each, create a box by crossing behind the THIRD rider to the RIGHT, (as shown).

Variation: May also be performed to the LEFT. Spacing between boxes may vary.

19.

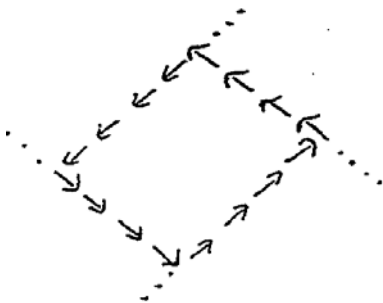


**FOUR WAY BOX BY THREES –**

Four lines of threes create a box by crossing behind the column to the RIGHT, (as shown).

Variation: May also be performed to the LEFT. Spacing between boxes may vary.

20.



**FOUR WAY BOX (SINGLE FILE FOURS) –**

Four Single File lines, composed of FOUR riders each. Create a box by crossing behind the FOURTH rider to the RIGHT, (as shown).

Variation: May also be performed to the LEFT. Spacing between boxes may vary.

21.

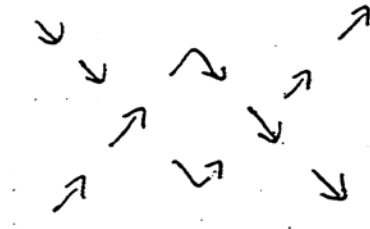


**FOUR WAY BOX BY FOURS –**

Four lines of fours create a Box by crossing behind the column to the RIGHT, (as shown).

Variation: May also be performed to the LEFT. Spacing between Boxes may vary.

22.

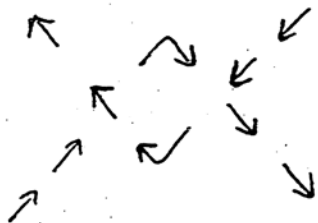


**DIAMOND THREAD (SAME END) –**

Two single file lines, crossing ahead of or behind each on-coming rider, proceed to a given point, and then turn 45 degrees and the lines cross again.

All variations include: leaving the long sides or the short ends of the arena.

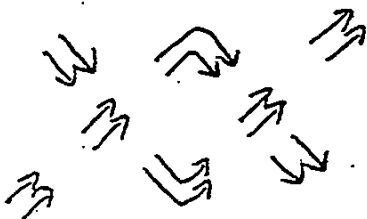
23.



**DIAMOND THREAD (OPPOSITE END) –**

Two single file lines ride to a given point; each line turns 45 degrees, and then crosses simultaneously the line coming from the opposite end of the arena to form the diamond. Spacing may vary.

24.



**DIAMOND THREAD BY PAIRS (SAME END) –**

Two lines of pairs, crossing ahead of or behind each column, proceed to a given point, and then turn 45 degrees, and the lines cross again.

Spacing may vary.

25.



**DIAMOND THREADS BY PAIRS  
(OPPOSITE END) –**

Two lines of Pairs, ride to a given point, each line turns 45 degrees, then crosses simultaneously the line coming from the opposite end of the arena to form the diamond.

Spacing may vary.

26.



**DIAMOND THREAD BY THREES  
(SAME END) –**

Two lines of Threes, crossing ahead of or behind each column, proceed to a given point, and then turn 45 degrees, and the lines cross again.

Spacing may vary.

27.



**DIAMOND THREADS BY THREES  
(OPPOSITE END)-**

Two lines of Threes, ride to a given point, each line turns 45 degrees, then crosses simultaneously the line coming from the opposite end of the arena to form the diamond.

Spacing may vary.

28.

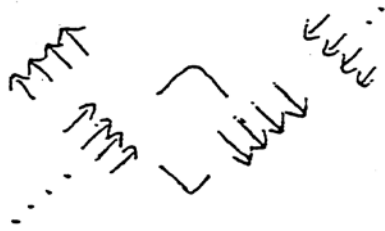


**DIAMOND THREADS BY FOURS  
(SAME END)-**

Two lines of Fours, crossing ahead of or behind each column, proceed to a given point, and then turn 45 degrees, and the lines cross again.

Spacing may vary.

29.

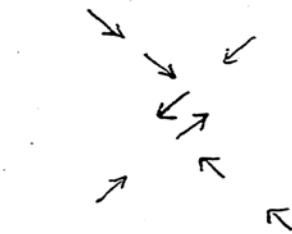


**DIAMOND THREAD BY FOURS  
(OPPOSITE END) –**

Two lines of Fours, ride to a given point, each line turns 45 degrees, then crosses simultaneously the line coming from the opposite end of the arena to form the diamond.

Spacing may vary.

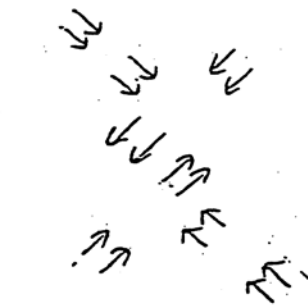
30.



**FOUR WAY CROSS (NOT A BOX) –**

Four single file lines will alternate in the cross. On-coming lines will be in the center of the maneuver at the same time, with one line passing right to right, then the opposite line moves up and passes left to left.

31.



**FOUR WAY CROSS BY PAIRS  
(NOT A BOX) –**

Four single lines of Pairs will alternate in the cross. On-coming lines will be in the center of the maneuver at the same time, with one line passing right to right, then the opposite line moves up and passes left to left.

32.



**FOUR WAY CROSS BY THREES  
(NOT A BOX) –**

Four single lines of Threes will alternate in the cross. On-coming lines will be in the center of the maneuver at the same time, with one line passing right to right, and then the opposite line moves up and passes left to left.



33.



**FOUR WAY CROSS BY FOURS  
(NOT A BOX) –**

Four single lines of Fours will alternate in the cross. on-coming lines will be in the center of the maneuver at the same time, with one line passing right to right, then the opposite.

34.

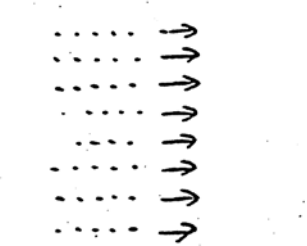


**DOUBLE THREAD/SPLIT –**

Four separated lines crossing together. Riders approaching from the right will cross. AHEAD of the riders in the first (near) line, and cross BEHIND the riders in the (far) second line.

Spacing between columns may vary.

35.

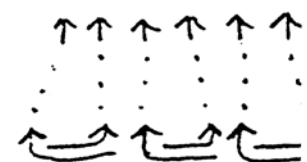


**SINGLE LINE ABREAST  
(REQUIRED IN SHORT PROGRAM)**

–  
A single line abreast MOVES whether it be forward or in a circular motion. May include but not limited to one (1) of the following:

Single Line Abreast, Company Front, OR crack the Whip.

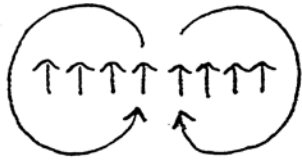
36.



**SINGLE LINE ABREAST  
(INTERLOCKING) –**

Two single file lines, approaching from opposite directions mesh to form one single line abreast.

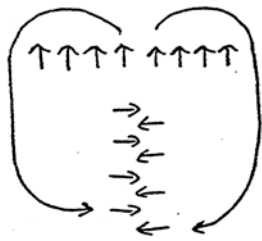
37.



**DONUT/aka: LIBERTY GATE –**

Single file line abreast divides equally in half. Outside riders on both ends become pivots, with inside center riders moving forward to rotate both halves of the line in a circular motion.

38.

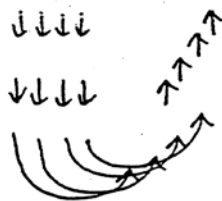


**DONUT (TO SUICIDE CHARGE) –**

See Donut above.

When both halves of the line in the, circular motion have revolved 270 degrees to face each other, the line opens laterally and riders pass through the oncoming line to perform a Suicide Charge.

39.



**COLUMNS (TO A SWEEP) –**

From Columns, the outside rider rolls away, followed, by the next inside rider to oblique formation until the entire column has rolled.

May be performed by columns of any number and in any direction simultaneously.

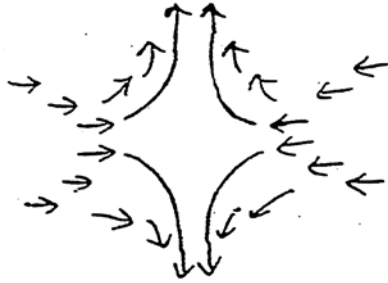
40.



**HALF-TEAM SWEEP –**

Set up in a variety of ways. Two lines at oblique spacing sweep arena. Lateral spacing between riders may vary nose to knee, or nose to hip.

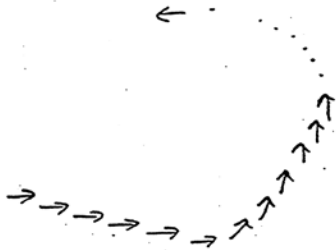
41.



**HALF-TEAM SWEEPS  
(TO CHEVRONS) –**

Two Half-Team Sweeps meet in a Chevron formation, one from each side of the arena, forming two Chevrons approaching head-on. Lead riders separate and sweep away from the original Chevron to meet lead riders from on-coming Chevron, forming Chevrons in opposite directions.

42.



**FULL TEAM SWEEP –**

All riders within the drill company ride in oblique formation around the perimeter of the arena. To be considered a "full sweep", the maneuver must revolve to include (at least) One long side, AND one short end of the arena.

43.



**CRACK THE WHIP –**

Riders in a single line abreast. One end of the lines becomes the pivot; the other end moves the line forward in a circular motion.

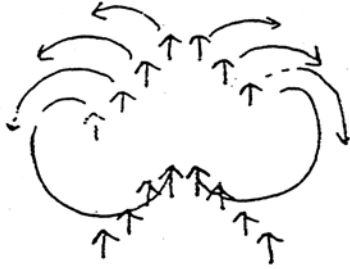
44.



**CHEVRON/FLYING WEDGE –**

optional number of riders form a moving point or wedge. One or two riders may lead. Spacing may vary from nose to knee or nose to hip spacing.

45.



**CHEVRON SPLIT (TO CHEVRON) –**

Outside riders in a moving point or wedge will begin the maneuver by rolling away from the original Chevron to form the point of the second Chevron behind the first maneuver. At completion, the original point riders will be at the ends of the second Chevron.

46.

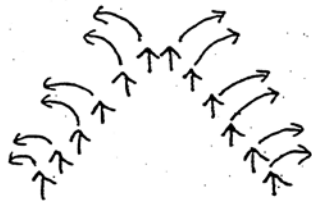


**DOUBLE CHEVRON –**

Optional number of Riders from two moving points. One or two riders may lead. Spacing may vary from nose to knee, or nose to hip spacing.

Spacing between chevrons may vary.

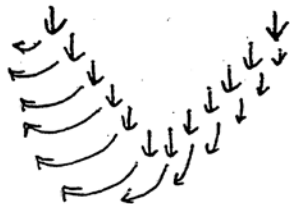
47.



**BREAK THE CHEVRON (CENTER) –**

Riders may rollout as single or groups from both sides of the maneuver.

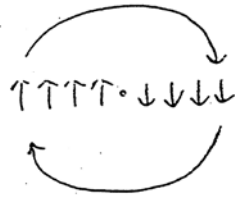
48.



**BREAK THE CHEVRON (SIDE) –**

Beginning with the last rider in the formation, each rider in sequence will rollout until they reach the point rider(s). Remaining riders will then follow the point rider(s) in single file to complete the break.

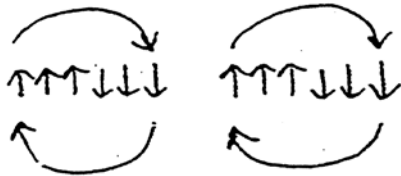
49.



**SINGLE SPOKE/AKA PINWHEEL –**

Two columns of riders, facing in opposite directions, make a circular movement with inside riders as pivots, while the outside riders move the circle around. May rotate either direction Hub space may vary. Revolutions may vary.

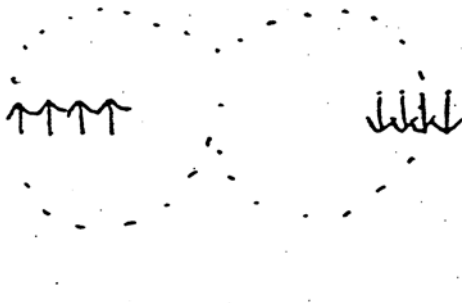
50.



**SINGLE SPOKE (SIDE BY SIDE) –**

Columns with any number of riders facing opposite directions. Shown are two side by side Pin Wheels rotating counter clockwise. Hub spacing may vary. Spacing between sets may vary. Revolutions may also vary.

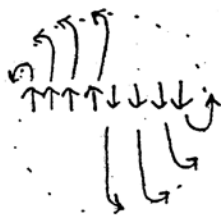
51.



**SINGLE SPOKE (TO CRACK THE WHIP) –**

Two columns with any number of riders facing in opposite directions. The outside riders on both ends, of the line become pivots. The inside (center) riders separate and move forward to rotate both halves of the line in a circular motion. Crack is complete when riders have completed 360 degree revolution.

52.



**SINGLE SPOKE (TO CIRCLE) –**

Two columns with any number of riders facing in opposite direction. The outside riders on both ends of the line increase speed and ride to the inside arch of the circle.

All riders in the Spoke follow until the circle is complete.

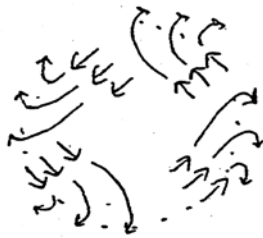
53.



**THREE-SPOKE  
(TO TRIPLE REVERSING CIRCLES)**

—  
Outside riders of each column roll back, one on the inside, AND one on the outside of the circle to form triple circles. Spacing should be equal between riders.

54.



**FOUR-SPOKE (TO CIRCLE) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point. The outside riders of each column will simultaneously roll back in opposite direction, followed simultaneously by each line of column riders to form a circle.

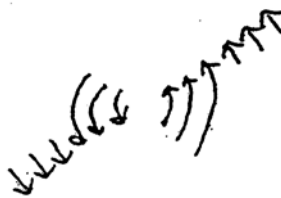
55.



**FOUR-SPOKE (TO PAIRS) –**

The outside pairs of each column will simultaneously roll back in opposite direction, followed simultaneously by the remaining Pairs to form a circle. Riders in a closed plane curve, everywhere equidistant from a fixed center point.

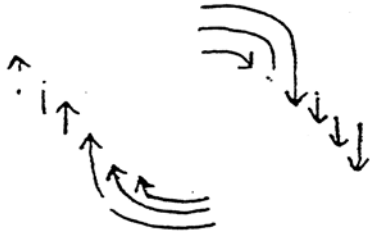
56.



**FOUR SPOKE (TO SINGLE SPOKE) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point. Alternate columns move forward inside the circle, joining columns ahead to form the single spoke. Spoke may rotate either direction.

57.

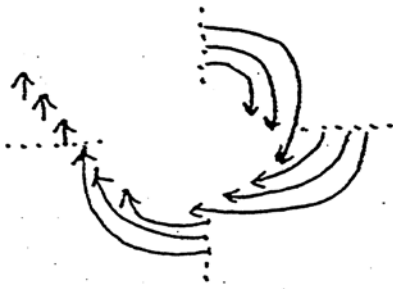


**FOUR-SPOKE  
(TO HALF TEAK SWEEPS) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

At given point, opposite side of the Spoke will break away from the circle and form an oblique formation. The second column in the spoke follows first oblique column.

58.

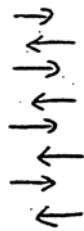


**FOUR-SPOKE  
(TO FULL TEAM SWEEP) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

At given point, one column starts by leaving the Spoke and forms an oblique. Each consecutive column riders follows in oblique formation.

59.

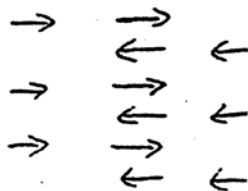


**SUICIDE CHARGE –**

Two parallel lines of riders approach each other head-on, when passing through the opposite line, will momentarily form one line of riders facing in opposite directions.

Lateral spacing may vary.

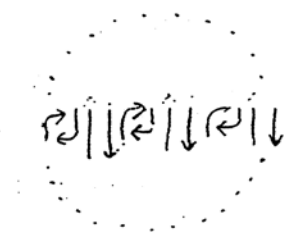
60.



**SUICIDE CHARGE (IN TANDEM) –**

Four parallel lines of riders approach each other head-on. The first two lines will pass through the on-coming line, then proceed to the second line and pass through again. Each line will simultaneous have riders facing in opposite directions.

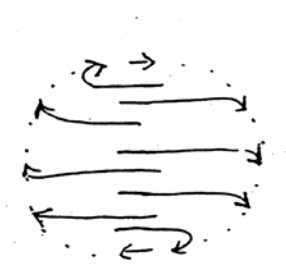
61.



**SUICIDE CHARGE  
(90 DEGREE TURN) –**

Two parallel lines of riders approach each other head on. When the two lines have merged, making one line of riders facing in opposite directions, the designated riders will pivot around each other and exit the line at a 90 degree turn.

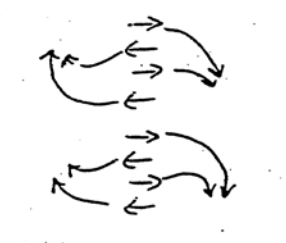
62.



**SUICIDE CHARGE (TO CIRCLE) –**

Two parallel lines of riders approach each other head on. When the two lines have passed through, the two outside riders roll 180 degrees to start the circle. As each rider passes through the line, they will ride to the outside hip of the horse next to them to form the circle..

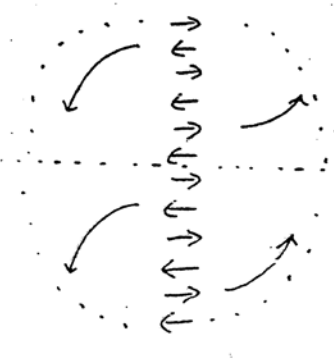
63.



**SUICIDE CHARGE  
(TO FOUR-SPOKE) –**

Two parallel lines of riders approach each other head on. As the two lines pass through, they divide equally to form columns of the Four-Spoke.

64.

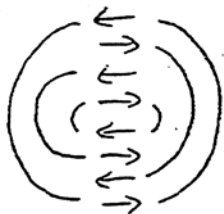


**SUICIDE CHARGE  
(TO INTERLOCKING FAN) –**

Two parallel lines of riders approach each other head-on, when passing through the opposite line, will momentarily form one line of riders facing in opposite directions. Lines separate and break into two rotating columns. See Interlocking Fan maneuver.



65.



**SUICIDE CHARGE  
(TO SUICIDE WHEEL) –**

Two parallel lines of riders approach each other head-on, when passing through the opposite line, will momentarily form one line of riders facing in opposite directions.

See Suicide Wheel maneuver.

66.

*See above*

**SUICIDE WHEEL –**

Two parallel lines come together, every other rider is opposite direction. Center riders are moving pivots, as the outside riders rotate both halves of the line forward in a circular motion. Riders keep same position in the circle. Revolutions may vary.

67.

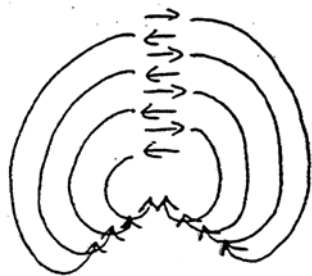


**SUICIDE WHEEL (TO ITSY-BITSY) –**

Two parallel lines come together, every other riders is opposite direction. Center riders are moving pivots, as the outside riders rotate both halves of the line forward in a circular motion.

See Itsy Bitsy maneuver.

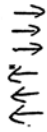
68.



**SUICIDE WHEEL (TO CHEVRON) –**

Two parallel lines come together, every other rider is opposite direction. Center riders are moving pivots, as the outside riders rotate both halves of the line forward in a circular motion. At given point, lines separate and fold back around to Chevron.

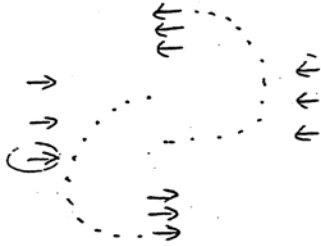
69.



**INTERLOCKING FAN (PART 1) –**

Two parallel lines come together with every other rider facing opposite direction.

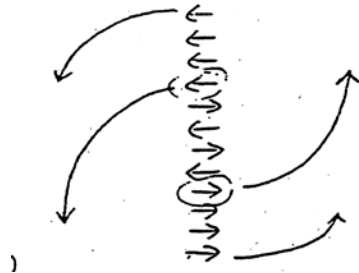
(a)



**INTERLOCKING FAN (PART 2) –**

Riders move through the line taking outside positions of a single line abreast.

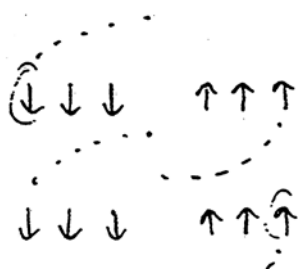
(b)



**INTERLOCKING FAN (PART 3) –**

The second parallel lines of riders enter the center of the line, forming a single line abreast.

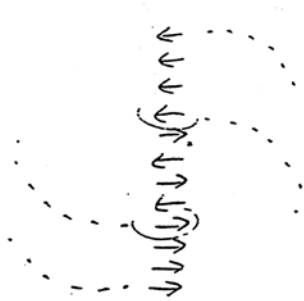
(c)



**INTERLOCKING FAN (PART 4) –**

Single line abreast, every other center rider at opposite direction. original outside riders face the same direction. As the line revolves forward one-quarter turn, two parallel lines form a momentary Spoke. Spokes should be at equal horizontal planes.

(d)

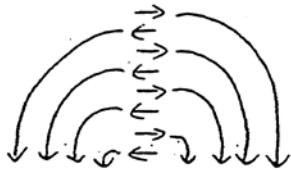


**INTERLOCKING FAN (PART 5) –**

Quarter turn forward to form another single line abreast. Inside riders are at opposite direction, while outside riders remain in the same direction.

Revolutions may vary.

70.

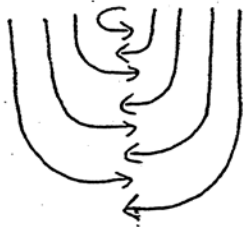


**ITSY BITSY SPIDER (PART 1) –**

Suicide charge position, two lines of riders revolve in a circular movement.

One end of the line starts as the pivot, while the opposite end of the line moves forward in a circular movement.

(a)



**ITSY BITSY SPIDER (PART 2) –**

As the line revolves forward 180 degrees, riders fold into the line in reverse order.

Outside riders now become the pivot riders, and former pivot riders move forward in the circular movement, as points alternate end to end. Revolutions may vary.

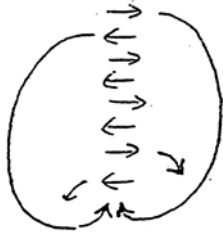
71.



**ZIPPER (NEAR END) –**

One parallel line of riders facing opposite directions. All riders momentarily stop, while the two end riders move forward in a circular motion, pair up and separate the line of riders closest to them.

72.



**ZIPPER (FAR END) –**

One parallel line of riders facing opposite directions. All riders momentarily stop, while the two end riders move forward in a circular motion to the opposite end of the line, then pair up and separate the line of riders.

73.

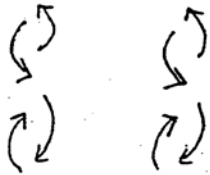


**SINGLE WEAVE –**

Two single file lines, approaching from opposite directions, weave through each other.

VARIATIONS INCLUDE: Weaving through stationary flags. Spacing between riders may vary.

74.



**DOUBLE WEAVE –**

Four single file lines two each from opposite directions, weave through each other.

Spacing between riders may vary.

75.



**BASKET WEAVE –**

Paired columns approaching from opposite directions, weave by passing through each other. Columns separate and rejoin simultaneously. One column rides through, while another column rides around.

Spacing between columns may vary.

76.



**LACE THE BOOT –**

Two single file lines, moving the SAME direction, weave through each other, around an imaginary point.

Spacing between riders and points may vary.

77.

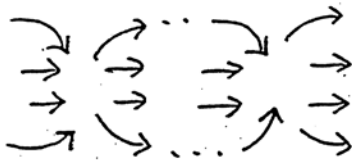


**LACE THE BOOT BY PAIRS –**

Columns of pairs, moving the SAME direction, weave through each other around imaginary point(s).

Spacing between riders and points may vary.

78.

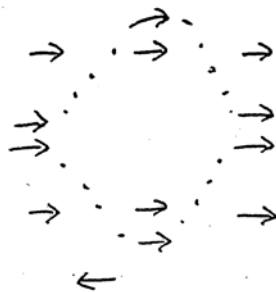


**POLE BEND (CLOSED PAIRS) –**

Columns of pairs stand stationery. Other column riders weave the stationery pairs. Shown is a weave of every other pair.

Spacing between stationery pairs and moving pairs may vary.

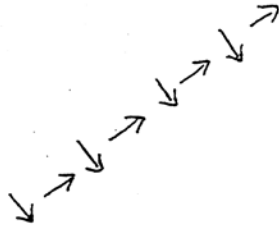
79.



**POLE BEND (OPEN PAIRS) –**

Columns of widely spaced, stationery pairs. Other column riders weave the stationery pairs. Spacing between stationery pairs and moving pairs may vary.

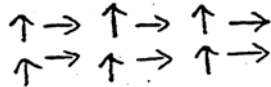
80.



**CHARRO/LADDER (SINGLE) –**

One single file line of riders passed through by another parallel line of riders.

81.

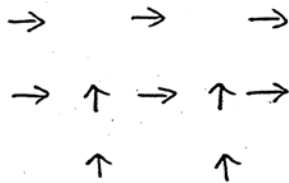


**CHARRO BY PAIRS –**

Columns of Pairs are passed through by another parallel line of tandem riders.

Riders may also, approach from opposite directions through pairs.

82.



**DOUBLE CHARRO (SAME DIRECTION) –**

Two single file lines of riders are passed through by two parallel lines of riders.

Parallel riders cross through the First line. As they maintain forward motion they will cross behind the second line of riders.

83.



**DOUBLE CHARRO (OPPOSITE DIRECTION) –**

Two single file lines of riders, riding in opposite direction are passed through by two parallel lines of riders, also riding from opposite direction.

Maneuver is correct: when all parallel riders pass through both lines at the same time.

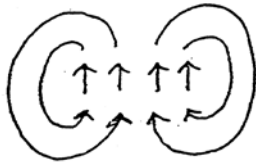
84.



**COLUMNS ROLL BACK –**

Each outside rider of the column rolls away to become Pairs. The inside riders then roll away to take the outside positions. Columns rejoin together in reverse order. Spacing between rolls and multiple columns may vary.

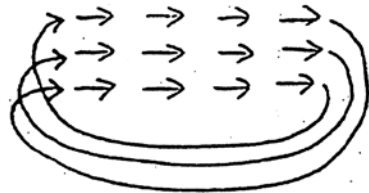
85.



**COLUMN ROLL BACK BY PAIRS –**

Columns divide as PAIRS, rolling away from each other simultaneously. Each column will rejoin together as Pairs in the SAME order. The ORDER in which the columns roll and reassemble may vary.

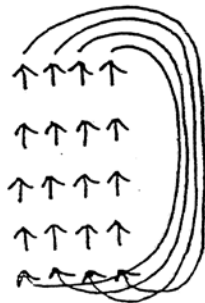
86.



**POSSE ROLL  
(COLUMN OF THREE) –**

The outside rider of the first column starts the roll, either right or left, until ALL riders in that column have rolled. Riders directly in line, behind the first rider, will simultaneously follow the roll and set up each new column in reverse order. Spacing between columns may vary.

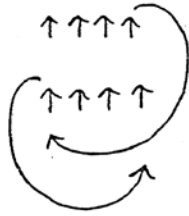
87.



**POSSE ROLL  
(COLUMNS OF FOUR) –**

The outside rider of the first column starts the roll, either right or left, until ALL riders in that column have rolled. Riders directly in line, behind the first rider, will simultaneously follow the roll and set up each new column in reverse order. Spacing between columns may vary.

88.

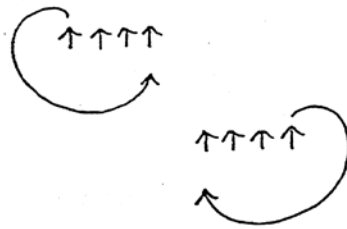


**POSSE ROLL  
(ALTERNATE SIDES) –**

The outside riders from each column start their roll, one right, and one left, until ALL riders within their column have rolled.

Each new column will regroup in reverse order. Spacing between columns may vary.

89.



**POSSE ROLL (OFF SET) –**

As shown, the outside rider of first column rolls right, while the outside rider of the second column rolls left.

All riders in each respective column will regroup in their own column in reverse order. Spacing between columns may vary.

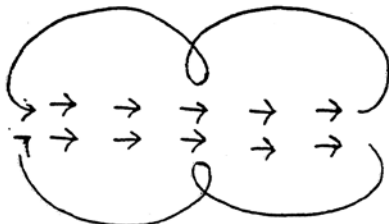
90.



**POSSE ROLL  
(TO FULL TEAM SWEEP) –**

The outside rider of the first column on the wall starts the roll, either right or left, until ALL riders in that column have rolled. Riders directly in line, behind the first rider, will simultaneously follow the roll and join the riders of the other columns.

91.

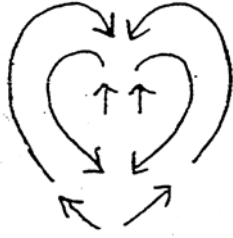


**TOUCH AND GO –**

Columns of pairs divide the line in half. Only the first half of pairs roll back to meet the second half of the line. When pairs have briefly made a column of fours they roll again to group behind the last pairs in the line. Larger spacing between pairs is required with groups of 8 or less.



92.



**HEART -**

Columns of Pairs. The first set of riders separate outward and roll a 180-degree reverse turn meeting back together. 2nd pair simultaneously separates outward, passing on the outside the first riders, and rolls inward together behind the first pair. 2nd pair rides thru the 3rd pair, and repeat.

93.



**HEART BY FOURS -**

Columns of Fours. The outside riders of the column separate outward. Inside two riders of the column roll a 180 degree reverse turn and meet back together. The riders that separated away will fold in behind the center riders creating pairs. Spacing may vary.

94.



**DOUBLE HEART**

**(OPPOSITE DIRECTION) -**

From opposite ends, the first set of riders separate outward and roll a 180-degree reverse turn meeting together. 2nd pair simultaneously separates outward, passing on the outside of the first riders, and rolls inward together behind the first pair. 2nd pair rides thru the 3rd pair, and repeat.

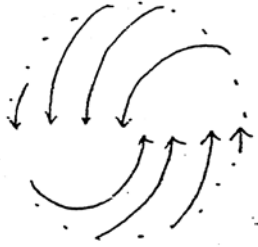
95.



**CIRCLE -**

Riders in a closed plane Curve, everywhere equidistant from a-fixed center point.

96.



**CIRCLE (TO SINGLE SPOKE) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point. The circle divides in half, with two lead riders of each line becoming the pivot. Remaining riders follow to form remainder of the spoke.

97.



**CIRCLE (TO THREE-SPOKE) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

The circle divides in thirds, with three lead riders becoming the hub. The remaining riders follow to form remainder of the spoke.

98.

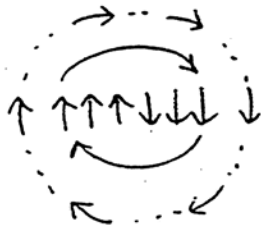


**CIRCLE (TO FOUR-SPOKE) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

The circle divides in quarters, with four riders becoming the hub. The remaining riders follow, to form remainder of the spoke.

99.

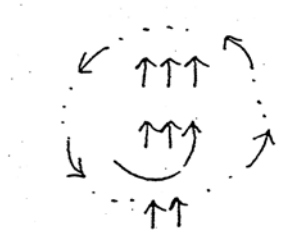


**CIRCLE (AROUND A SPOKE) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

Maneuver may be set up numerous ways. The Circle may break to form a Spoke, or riders from the Spoke may roll away to form Circle.

100.

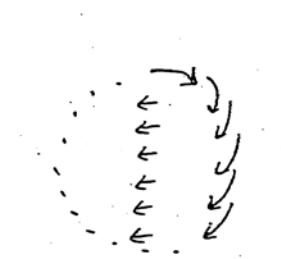


**CIRCLE (TO COLUMNS) –**

Pairs ride into the circle from outside the closed plane curve.

Riders in the circle will join the pairs to make columns and exit the circle.

101.

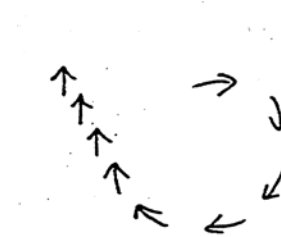


**CIRCLE (TO COMPANY FRONT) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

Lead rider continues the plane curve as riders following close up the distance of the circle to form a Company Front. The last rider does a 180 degree turn.

102.



**CIRCLE (TO FULL TEAM SWEEP) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

Lead rider breaks away from the circle. All riders following cut the curve to form an oblique. With all riders in oblique formation, begin the Full Team Sweep.

103.

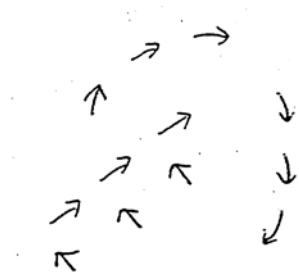


**CIRCLE (TO SUICIDE CHARGE) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

At a given point, the circle divides in half and each rider in the circle simultaneously turns in and rides through the on-coming line. Riders on each end turn 180 degrees.

104.

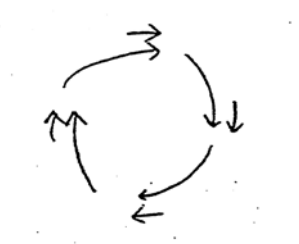


**CIRCLE (TO CHARRO) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

Lead rider breaks away from the circle followed by an even number of single file riders and is passed through by another parallel line of riders.

105.

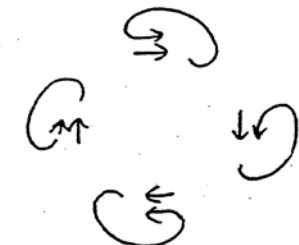


**CIRCLE (MOVE TO PAIRS) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

Alternate riders MOVE UP inside the circle to form pairs.

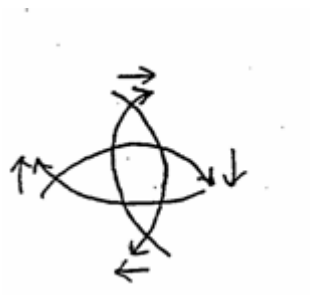
106.



**CIRCLE (ROLL BACK TO PAIRS) –**

Riders in a closed plane curve, everywhere at an equidistant from a fixed center point. Alternate riders Rollback either direction to form pairs.

107.



**CIRCLE (CROSS CENTER TO PAIRS) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

Riders take turns crossing center to form pairs.

108.



**CIRCLE BY PAIRS  
(TO SINGLE SPOKE) –**

Pairs in a closed plane curve, everywhere equidistant from a fixed center point. The circle divides in half, with two lead pairs of each line becoming the pivot. Remaining riders follow to form remainder of the spoke.

109.



**CIRCLE BY PAIRS  
(TO THREE-SPOKE) –**

Pairs in a closed plane curve, everywhere equidistant from a fixed center point. The circle divides in thirds, with three lead pairs becoming the hub. The remaining riders follow to form remainder of the spoke.

110.



**CIRCLE BY PAIRS  
(TO FOUR-SPOKE (MOVE UP)) –**

Pairs in a closed plane curve, everywhere equidistant from a fixed center point.

The circle divides in quarters, with four pairs riding forward to become the hub. Remaining riders slide over to form remainder of the spoke.

111.



**CIRCLE BY PAIRS  
(TO FOUR-SPOKE (ROLL BACK)) –**

Pairs in a closed plane curve, everywhere equidistant from a fixed center point.

Alternate pairs separate, rolling back in opposite directions to join pairs directly behind them, making columns of fours.

112.

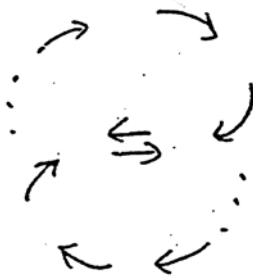


**CIRCLE BY PAIRS  
(TO FOUR-SPOKE (CROSS  
CENTER)) –**

Pairs in a closed plane curve, everywhere equidistant from a fixed center point.

Alternate pairs take turns riding across the center of the circle. As pairs cross-center they become the hub as alternate pairs ride up to make the spoke.

113.



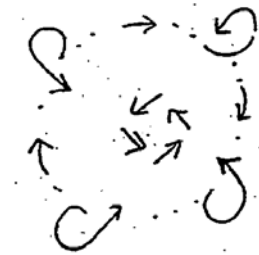
**BREAK THE CIRCLE –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point break in half, following each leader of the half, across the center of the circle.

**Clockwise: pass left to left**

Counter Clockwise: pass right to Right.

114.

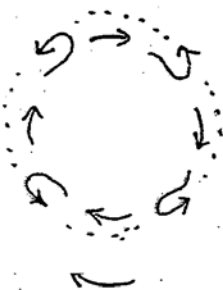


**CIRCLE (BOX THE CENTER) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

Alternate riders roll back and cross through the center of the circle, to form a Four-Way Box, or a Box by any number of multiple riders.

115.

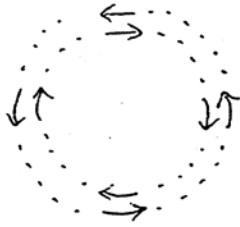


**CIRCLE (TO REVERSAL CIRCLES) –**

Riders in a closed plane curve, everywhere equidistant from a fixed center point.

Alternate Riders roll back in opposite direction, either inside or outside of the circle, to form reversing circles. Spacing should be equal between riders.

116.

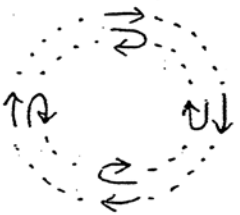


**REVERSING CIRCLES –**

Riders in two closed planes curve, everywhere equidistant from a fixed center.

One circle is inside a second circle revolving in the opposite direction. Spacing should be equal between riders.

117.

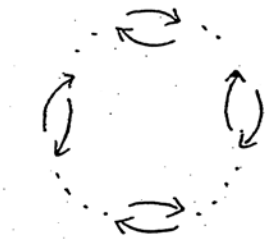


**CIRCLE BY PAIRS (TO REVERSING CIRCLES) –**

Pairs in a closed plane curve, everywhere equidistant from a fixed center point.

Alternate riders roll back in opposite direction, either inside or outside of the circle, to form reversing circles. Spacing should be equal between riders.

118.



**REVERSING CIRCLE WEAVE –**

Alternate riders roll back in opposite direction, either inside or outside of the circle, to form reversing circles.

Two circle lines, approaching from opposite directions, weave through each other.

119.

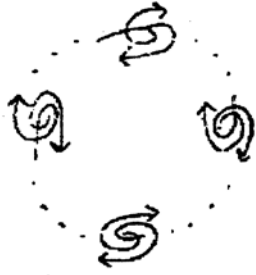


**REVERSING CIRCLES (DO-SI-DO) –**

Alternate, riders roll back in opposite direction, either to the inside or outside of the circle, forming reversing circles.

At a given point, riders turn 180 degrees around each on-coming rider, reversing the direction of both circles.

120.



**REVERSING CIRCLES 360 TURN –**

Alternate riders roll back in opposite direction, either inside or outside of the circle, to form reversing circles.

At a given point, riders turn 360 degrees around each on-coming rider. Direction of the circles remains the same.

121.



**TRIPLE REVERSING CIRCLES –**

Triple circles in closed planes. Both inside and outside circles roll back and revolve in same direction. Center revolves in opposite.

122.

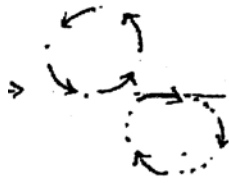


**QUAD REVERSING CIRCLES –**

Four circles on closed planes.

Outside circles roll back and revolve in opposite directions of the inside pairs.

123.

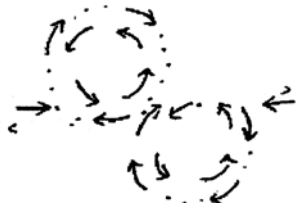


**OFF-SET CIRCLES –**

Two independent circles. Riders interchange both circles. First circle starts either direction, Four riders shown. (With 8 Riders) The Fifth rider enters the circle behind first rider, goes one revolution then proceeds on to the second circle in opposite direction. All riders complete both circles.



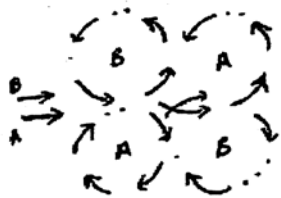
124.



**OFF SET CIRCLES OVER LAPPING –**

Two sets of circles. Riders in each circle interchange only one off-set circle. Both circles at opposite ends start in the same direction. Proceed to other end and complete other maneuver on the outside of the first circle. Last rider of each line crosses ahead of first rider completing second circle.

125.



**OFF-SET CIRCLES INTERLOCKING (SAME END) –**

Two independent circles started at the same end of the arena. Riders interchange only one off-set circle. Determine which set of riders crosses center ahead of riders in the opposite circle before continuing to complete the second circle.

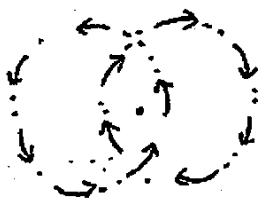
126



**OFF-SET CIRCLES INTERLOCKING (OPPOSITE END) –**

Two independent circles started at opposite ends of the arena. Riders interchange only one off-set circle. Determine which set of riders crosses center first as riders approach from opposite ends. Complete second circles.

127.



**DOUBLE WEDDING RING –**

Two independent circles on a closed plane curve everywhere equidistant from a fixed point.

Circles INTERLOCK at center point. Riders do NOT change circles. Spacing between riders should be equal.

128.



**DOUBLE WEDDING RING  
(WITH THREE CROSSES) –**

Two independent circles on a closed plane curve, everywhere equidistant from a fixed point. Circles interlock each other at two given points. Riders change circles. Spacing in circles and between riders should be equal.

129.



**DOUBLE WEDDING RING  
(TO CHEVRON) –**

Two independent circles on a closed plane curve everywhere equidistant from a fixed point.

When lead riders meet in the curve, riders following cut the arch and form a Chevron.

130.



**EGG BEATER & EXIT –**

Riders in two independent circles both revolving in the same direction. Circles will interlock at a given point. Riders DO not Change CIRCLES and exit crossing the opposite circle. Spacing in circles, and between riders should be equal.

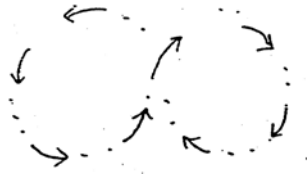
131.

*see above*

**EGG BEATER –**

Riders in two independent circles both revolving in the same direction. Circles will interlock at a given point. Riders DO NOT CHANGE CIRCLES, and may also exit in front and back, not through the circle.

132.



**FIGURE EIGHT –**

Riders in two independent circles on a closed plane curve everywhere equidistant from a fixed point. Riders change circles by riding one circle, then the other. Circles intersect, but do not overlap as in a Double Wedding Ring.

133.



**FIGURE EIGHT BY PAIRS –**

Pairs in two independent circles on a closed plane curve everywhere equidistant from a fixed point.

Pairs change circles by riding one circle, then the other. Circles intersect, but do not overlap as in a Double Wedding ring.

134.



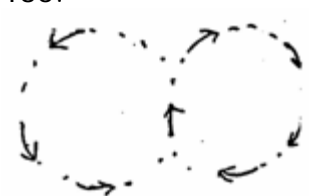
**FIGURE EIGHT**

**(TO COMPANY FRONT) –**

Riders change circles by riding one circle, then the other. Circles intersect, but do not overlap as in a Double Wedding Ring.

Lead riders meet as Pairs. Riders in each circle following will cut the curve and move up to form a Company Front.

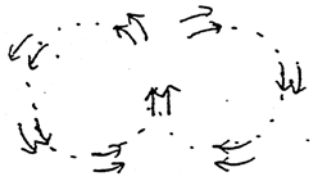
135.



**MOCK FIGURE EIGHT –**

Riders in two independent circles on a closed plane curve everywhere equidistant from a fixed point. Riders Do NOT change circles. Circles will intersect but not overlap as in a Double wedding Ring.

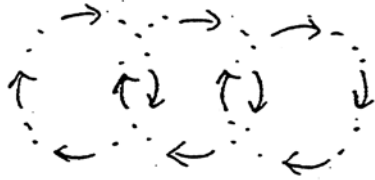
136.



**MOCK FIGURE EIGHT BY PAIRS –**

Pairs in two independent circles on a closed plane curve everywhere equidistant from a fixed point. Pairs DO NOT change circles. Circles will intersect but not overlap as in a Double Wedding Ring.

137.

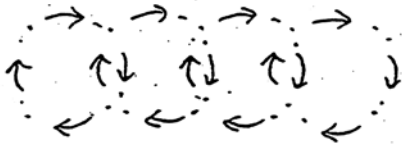


**THREE INTERLOCKING CIRCLES –**

Riders in a closed plane curve everywhere equidistant from a fixed point.

Multiple circles interlock/overlap at given points. Spacing in circles and between riders should be equal.

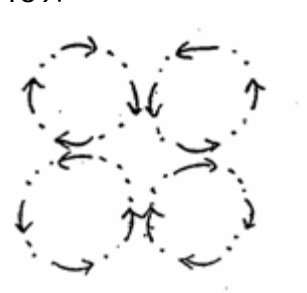
138.



**FOUR INTERLOCKING CIRCLES –**

Riders in a closed plane curve everywhere equidistant from a fixed point. Multiple circles interlock/overlap at given point. Spacing in circles and between riders should be equal.

139.



**FOUR LEAF CLOVER (TOUCHING) –**

Riders in four closed plane curves every where equidistant from a fixed point.

Circles only touch vertically and horizontally, they do NOT INTERLOCK OR INTERSECT/OVERLAP. Riders will perform in only one-quarter section before exiting.

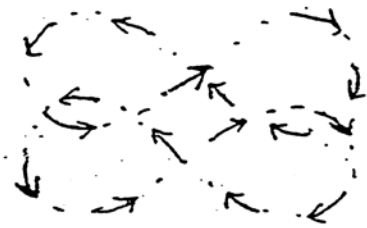
140.



**FOUR LEAF CLOVER (MESHING) –**

Riders in four closed plane curves, everywhere equidistant from a fixed point. Circles WILL OVERLAP either horizontally or vertically. Riders will perform in only one quarter section. See MOCK FIGURE EIGHT. Direction of the circles may vary.

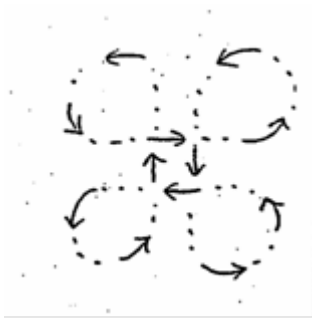
141.



**FOUR LEAF CLOVER (DOUBLE FIGURE EIGHTS) –**

Riders in four closed plane circles everywhere equidistant from a fixed point. Circles WILL OVERLAP either horizontally or vertically. Riders will change between two of the quarter sections. See FIGURE EIGHT. Direction of the Eights may vary.

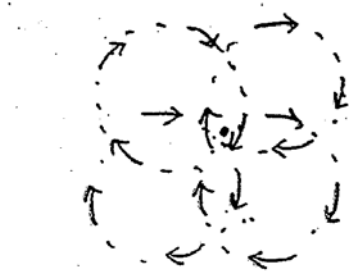
142.



**FOUR LEAF CLOVER (WITH FOUR-WAY BOX) –**

Riders in four closed plane curves everywhere equidistant from a fixed point. Riders in the circles will INTER-FEED INTO ALL FOUR CIRCLES, creating a continuous four-way box in the center of the maneuver.

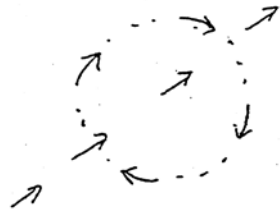
143.



**FOUR LEAF CLOVER (INTERLOCKING) –**

Riders in four closed plane curves everywhere equidistant from a fixed point. Riders WILL OVERLAP BOTH HORIZONTALLY AND VERTICALLY, but REMAIN in only one quarter section of the Clover Leaf. Direction of the sections may vary.

144.



**NULL & VOID –**

One independent circle on a closed plane.

A single file line, enters the circle. Riders enter in behind, and exit out in front of the same riders on the other side of the circle. Spacing between circle and line riders should be equal.

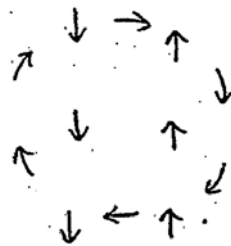
145.



**NULL & VOID  
(OPPOSITE LINES TOGETHER) –**

Two single file lines, entering from opposite directions. Riders may enter in behind, and exit out in front of the same riders on the other side of the circle. Spacing between circle and line riders should be equal.

146.



**NULL & VOID  
(OPPOSITE LINES APART) –**

One independent circle on a closed plane.

Riders may enter and exit in front of, or behind any number of riders. Spacing between circle and line riders should be equal.

147.

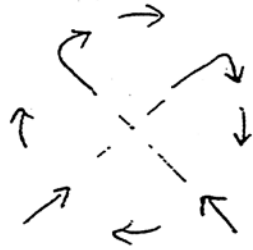


**NULL & VOID  
(SINGLE FILE THREAD) –**

One independent circle on a closed plane.

Two separated single file lines, enter and thread the center, and exit out in front of the rider that they entered the circle behind. Spacing between circle and line riders should be equal.

148.



**NULL & VOID**

**(THREAD JOINS CIRCLE) –**

One independent circle on a closed plane.

Two single file lines, enter and thread the center to join the circle as it revolves. Spacing between circle and line riders should be equal.

149.



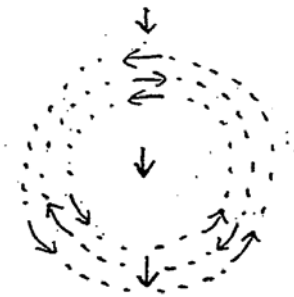
**NULL & VOID**

**(THREAD REVERSING CIRCLES) –**

Two circles on closed planes curve, everywhere equidistant from a fixed center.

One circle inside a second circle, revolving in opposite directions. Two lines of riders enter same end, thread circle, and exit through evenly spaced circle.

150.

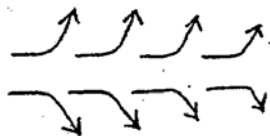


**NULL & VOID (TRIPLE CIRCLES) –**

Triple circles on closed planes.

Both inside and outside circle revolve in same direction. Center circle revolves in opposite direction. A single file line of riders crosses in behind three riders, and exits out in front of same three riders on other side of circle.

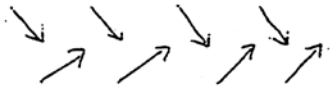
151.



**45 DEGREE TURN TO WALL –**

Shown are columns of Pairs, turning EITHER into or away from each other, at a 45 degree angle.

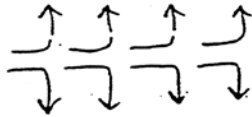
152.



**45 DEGREE RIDE THROUGH/aka HERRINGBONE –**

Two independent lines of riders, ride through the opposite line at a 45 degree turn.

153.



**90 DEGREE TURN TO WALL –**

Shown are columns of Pairs, turning away from each other, at a 90 degree angle.

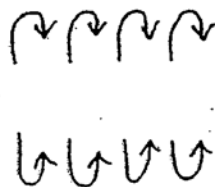
154.



**90 DEGREE TURN ON CENTER –**

Two single file lines, turning. 90 degrees around a designated point.

155.

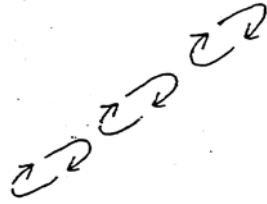


**180 DEGREE TURN ON WALL –**

Two lines of riders turning 180 degrees on the wall. Direction of turn and lateral spacing may vary. May be done in sequence or simultaneously as a group.



156.

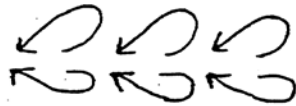


**180 DEGREE TURN AROUND/aka DO-SI-DO –**

Riders in two lines, turn 180 degrees around each other, riding back in the direction they came.

Spacing between riders may vary. May be done in sequence or simultaneously as a group.

157.

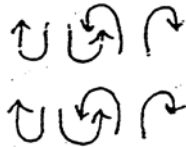


**180 DEGREE REVERSE (NOT A ROLL BACK) –**

Columns of Pairs, simultaneously turning 180 degrees, and returning to Pairs. When lines reverse, lead riders change.

Spacing between Pairs may vary.

158.



**180 REVERSE DOUBLE –**

Columns of Pairs, turning 180 degrees, and returning to Pairs. Both lines reverse simultaneously, lead riders change.

Spacing between pairs may vary.

159.

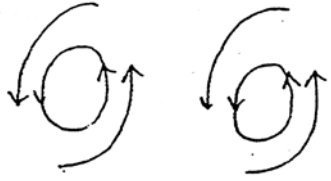


**180 DEGREE TURNS (INDEPENDENT SETS) –**

Columns, with any number of riders all facing the same direction, rotate in a 360 degree motion.

One rider per column becomes the pivot, while the outside rider moves forward in a circular movement. May rotate either direction.

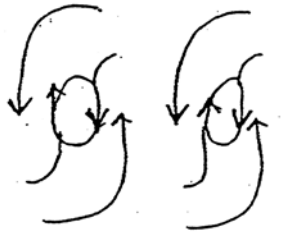
160.



**180 DEGREE TURN (TO PAIRS) –**

Two widely spaced, tandem lines, from opposite directions. Both inside lines rotate counter clockwise 360 degrees. Outside lines roll in to join inside riders, after full 360, and exit line as pairs facing opposite directions.

161.

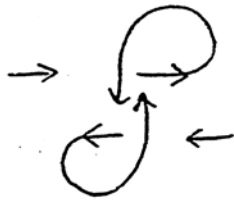


**180 DEGREE (TO SUICIDE LINE) –**

Two widely spaced, tandem lines, from opposite directions. Both inside lines rotate clockwise 360 degrees.

Outside lines roll to, suicide charge inside riders. Line exits as individual riders in opposite directions.

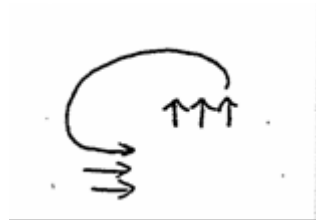
162.



**270 DEGREE TURN/SINGLE LINE –**

Two single file lines approach from opposite directions, riders will roll a 270 degree turn, passing the rider directly behind them, and crossing both lines.

163.

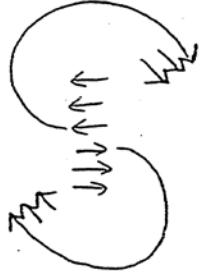


**270 DEGREE TURN BY COLUMNS –**

Columns of Pairs, Threes, Fours, or more turning 270 degrees.

Spacing and maneuvers may vary.

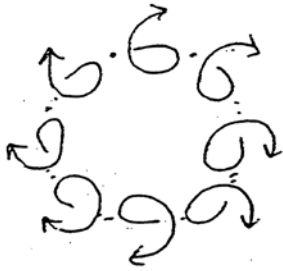
164.



**270 DEGREE TURN BY COLUMNS (TO SPOKE) –**

Columns of Threes approach each other head on to form a Spoke. Lead columns crack the hub, turning 270 degrees around the riders directly behind them. Riders in these columns repeat and flow into a Four-Spoke.

165.



**360 DEGREE TURN –**

Columns of Pairs, Threes, Fours, or more turning 360 degrees.

Spacing and maneuver variation may vary.

