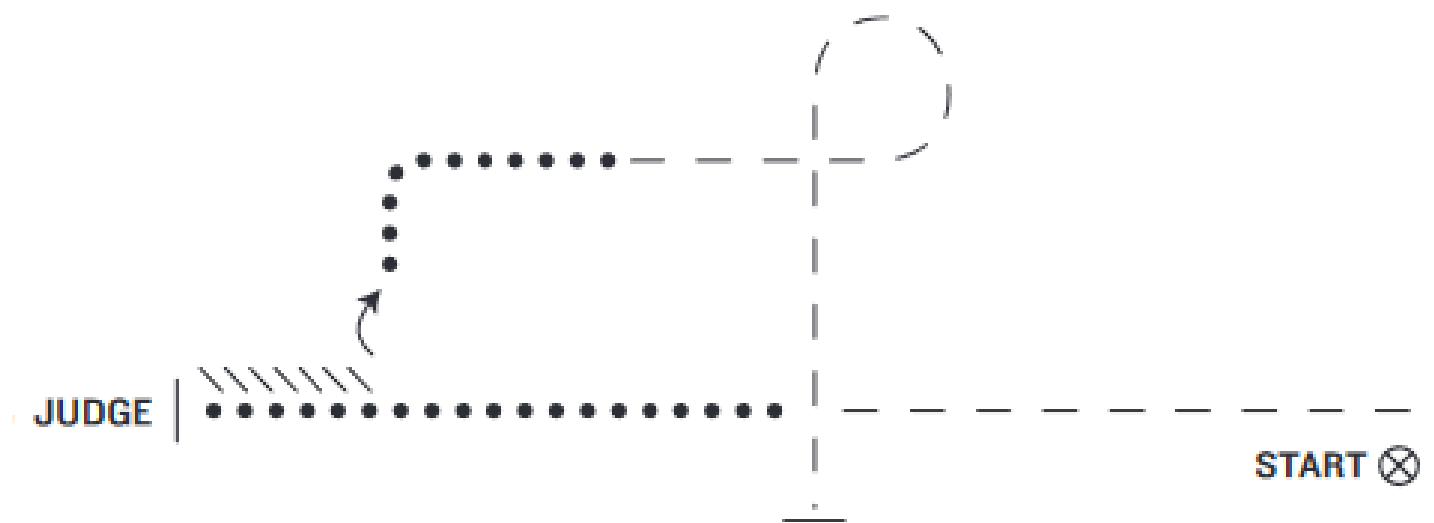
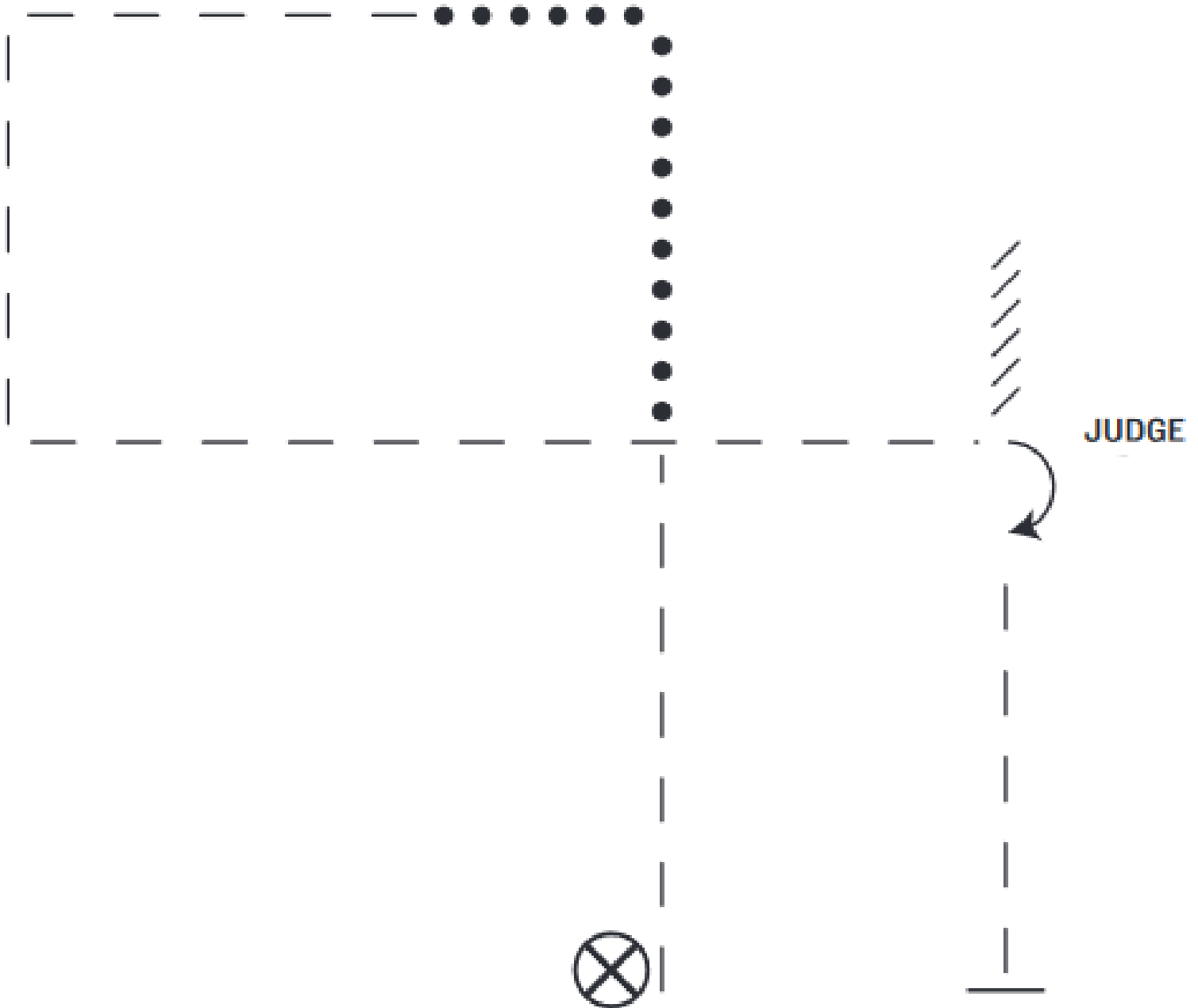


L1 & Rookie Showmanship



1. Trot half way, walk half way
2. Stop and set-up for full inspection
3. After inspection, back 2 horse lengths, execute 1/4 turn
4. Walk. Trot a left circle and across initial line
5. Stop and set-up for brief inspection
6. Exit at a walk or trot

All Breed, Yth, AM, Select Showmanship



1. Trot until even with judge
2. Walk for 3 horse lengths and walk a corner
3. Trot 3 horse lengths and trot a corner, continue trotting and trot corner to judge
4. Stop and set up for inspection
5. When excused, do a 90° turn
6. Back 1 horse length
7. Exit at a walk or trot

Walk Trot Horsemanship



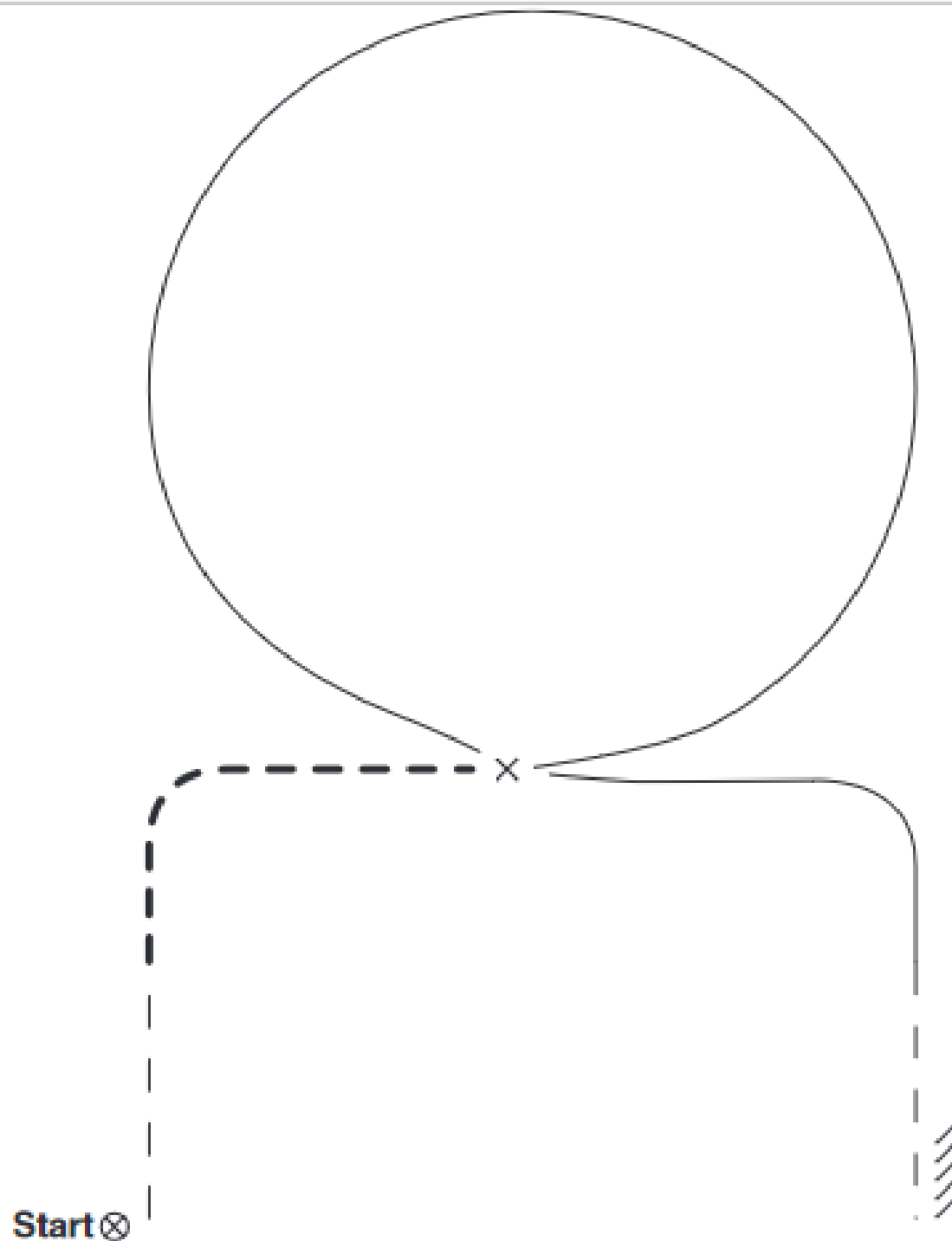
Be ready at A.

1. Walk from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Extend the jog from C to D.
5. Stop at D and back one horse length.

Please exit at a jog

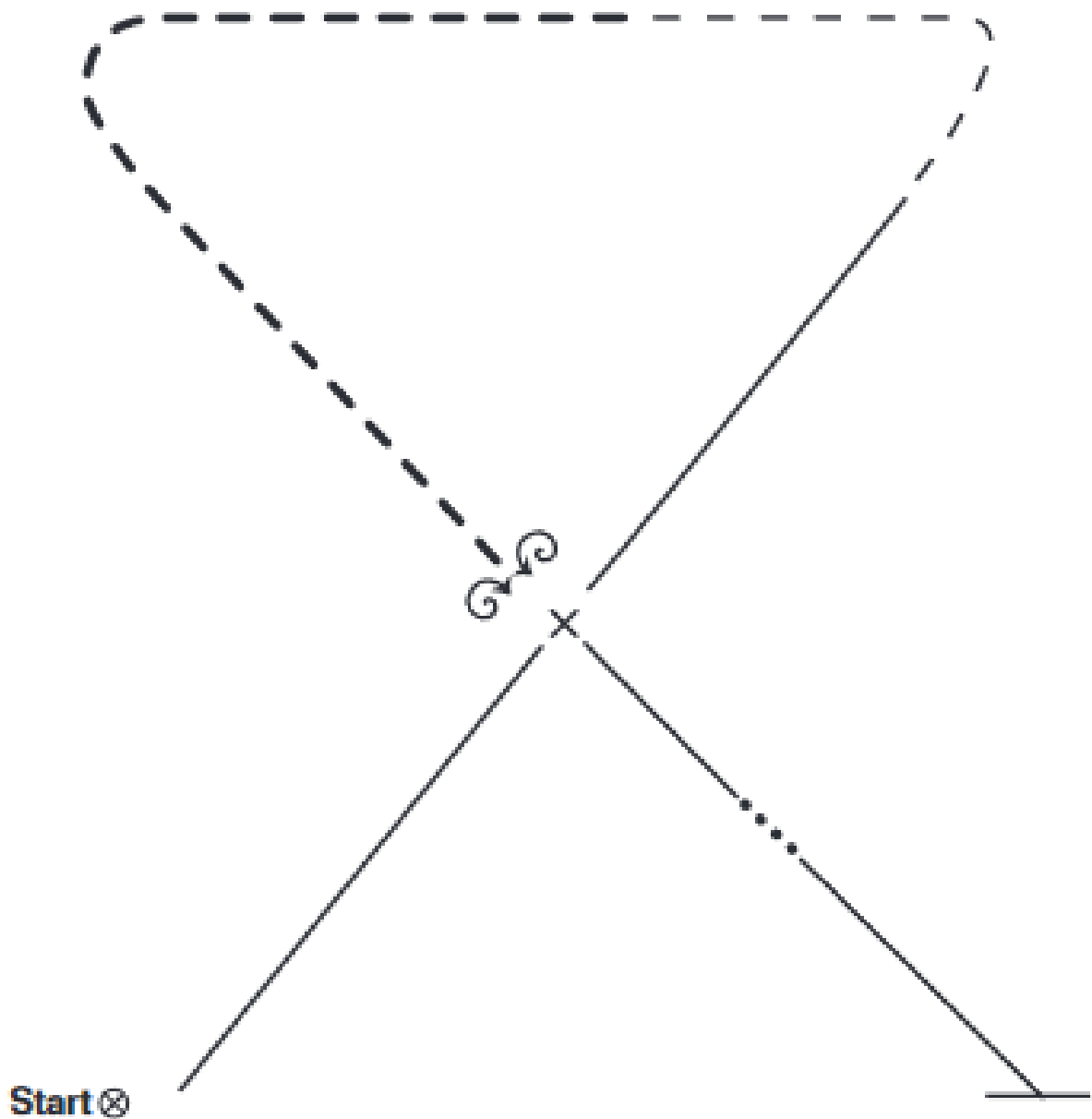
Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	+++++
Lead Change	↘
Back	← ← ←
Marker	(B)
Sidepass	←-----→

Rookie & L1 Horsemanship



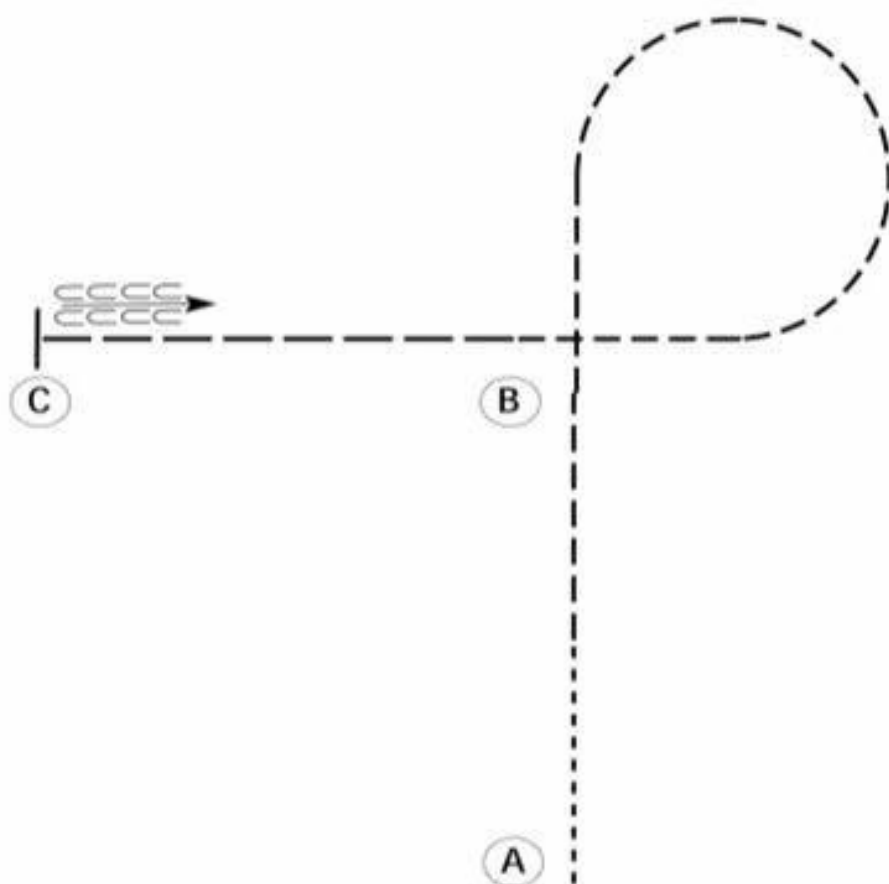
1. Jog 1/2 line; extend trot to middle
2. Stop
3. Lope a circle on the left lead
4. Change leads (simple or flying)
5. Lope right lead; break to jog
6. Stop and back
7. Exit at walk or jog

All, Breed, Yth, Am, Select Horsemanship



1. Right lead lope
2. Change leads
3. Left lead lope, jog corner
4. Extended trot around the corner and to the center
5. 360° turn to the right
6. 360° turn to the left
7. Left lead lope
8. Simple lead change through a walk; right lead lope; stop
9. Exit at a walk or jog

Walk Trot Equitation

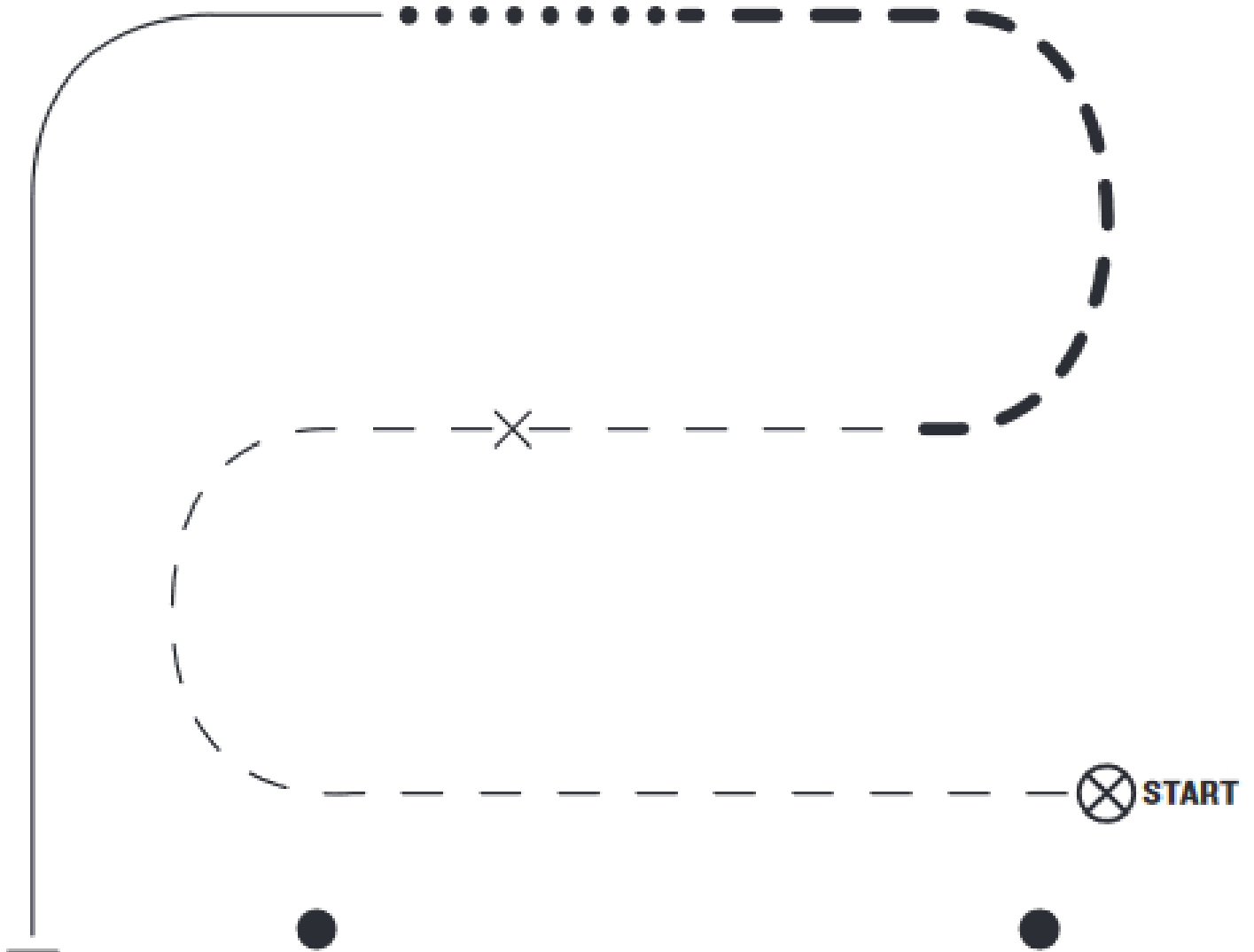


Be ready at A.

1. Walk from A 1/2 way to B
2. Trot rest of the way to B
3. Trot a circle to the right
4. Extend the trot from B to C
5. Stop at C and back one horse length

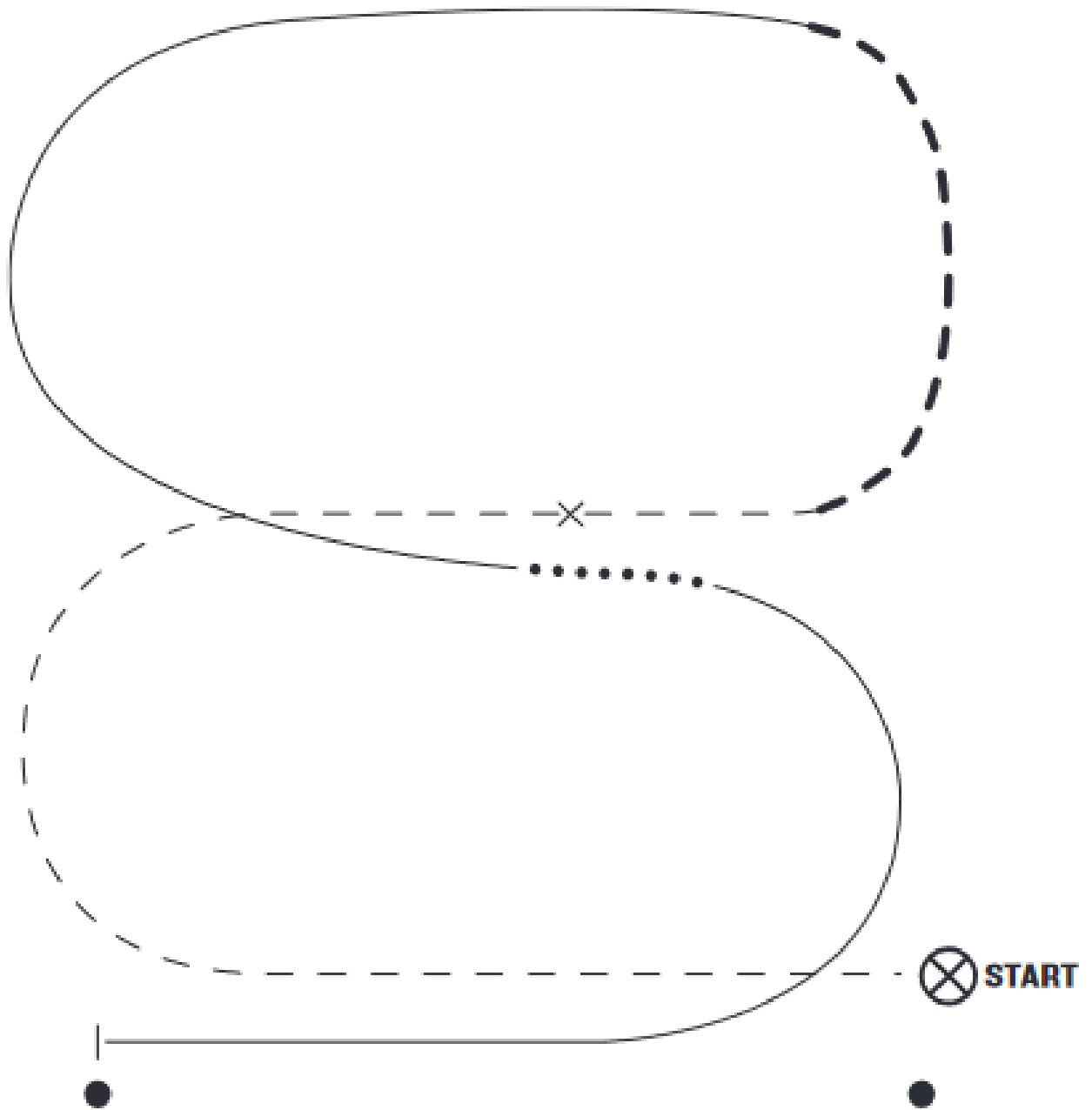
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↘
Back	← ← ←
Marker	⊙ B
Sidepass	←-----→

Rookie & L1 Equitation



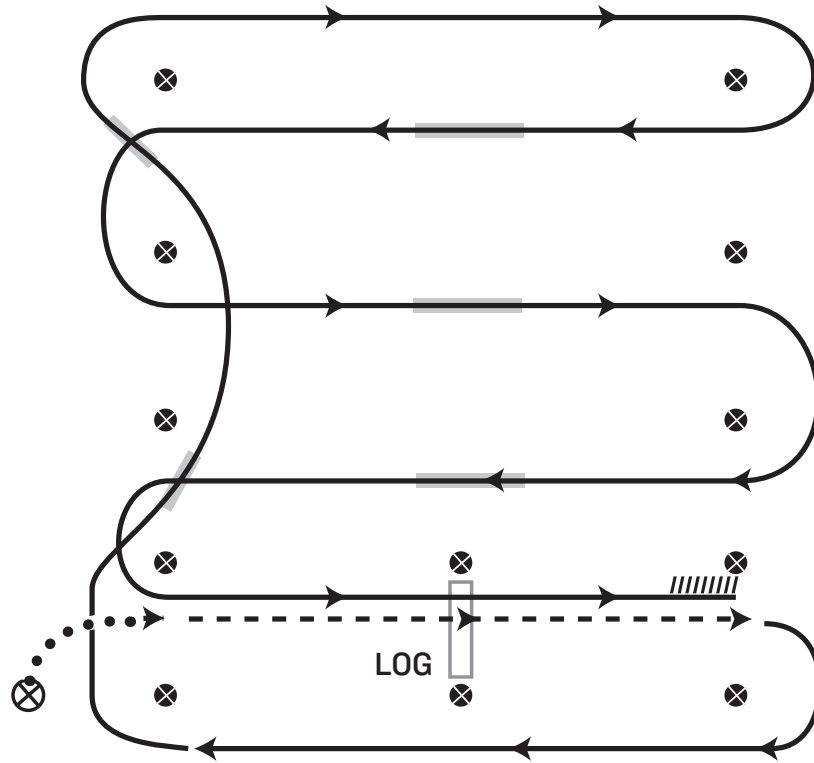
1. Left diagonal
2. Change diagonal for 2-4 strides
3. Sitting trot
4. Walk
5. Canter left lead
6. Exit at walk or trot

All Breed, Yth, Am, Select Equitation



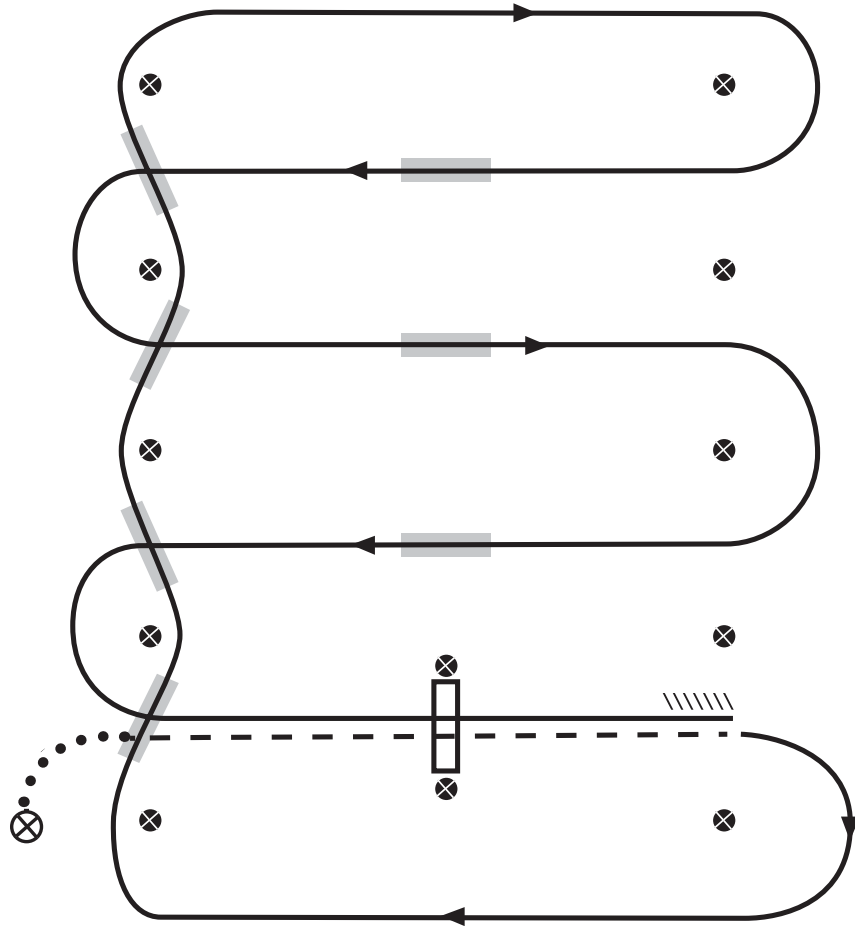
1. Left diagonal
2. Change diagonals for 2-4 strides
3. Sitting trot
4. Canter left lead
5. Walk
6. Canter right lead
7. Stop
8. Exit at walk or trot

LEVEL I WESTERN RIDING PATTERN 4



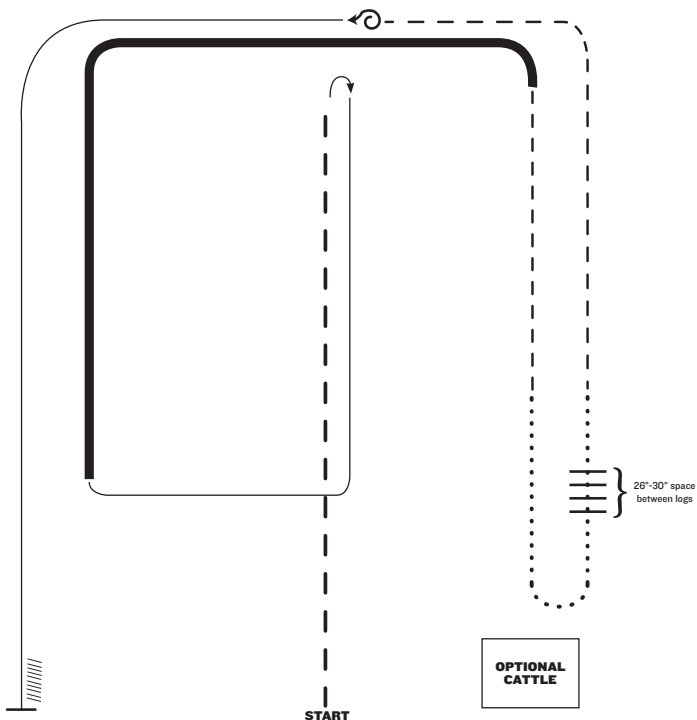
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

WESTERN RIDING PATTERN 4



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

ALL RANCH RIDING - PATTERN 15

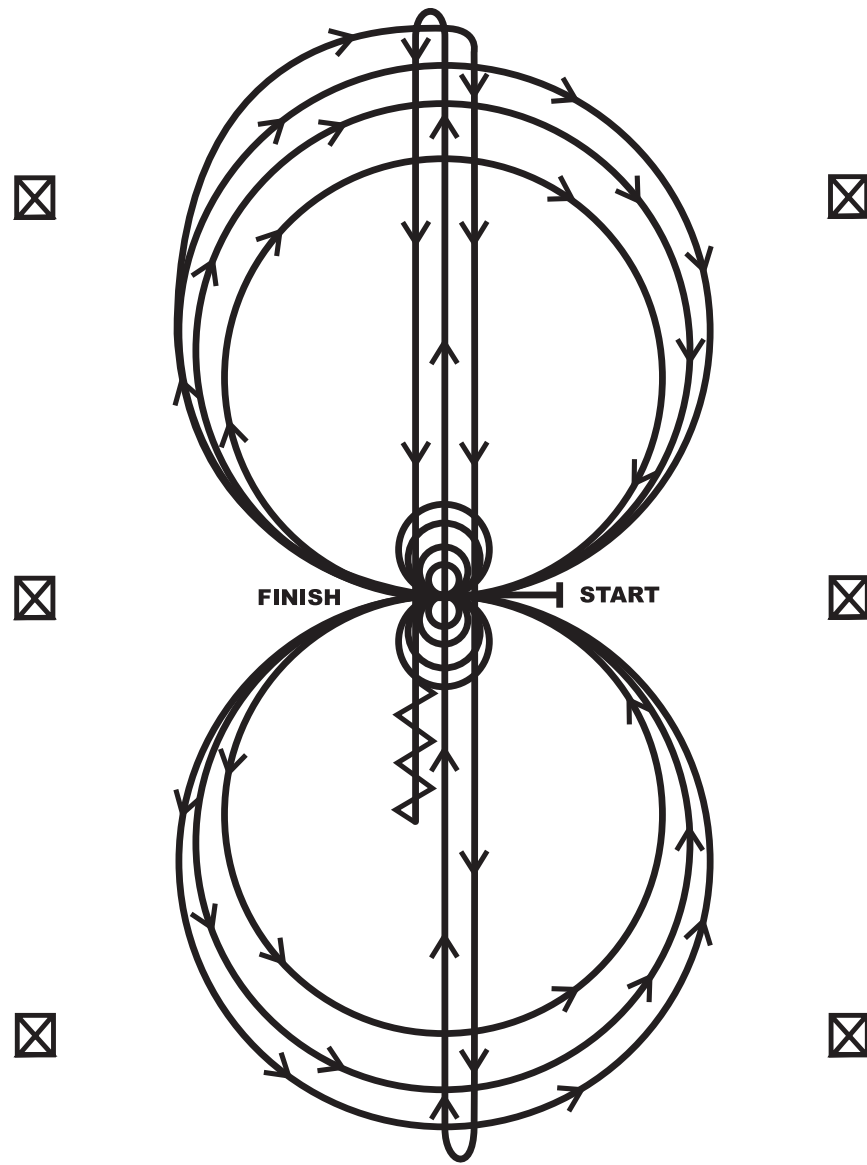


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

ALL BREED, ROOKIE, LEVEL 1

REINING PATTERN 2

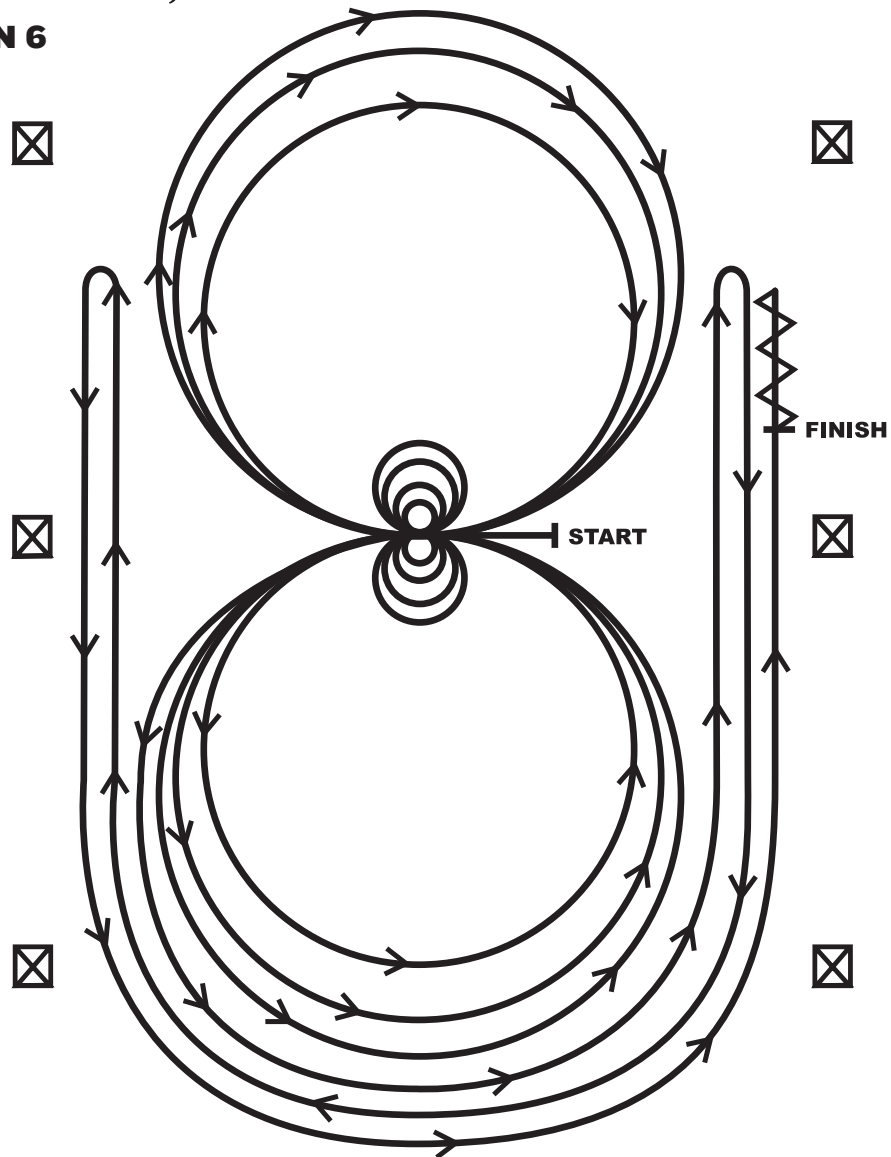


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

YOUTH, AMATEUR, OPEN

REINING PATTERN 6



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.