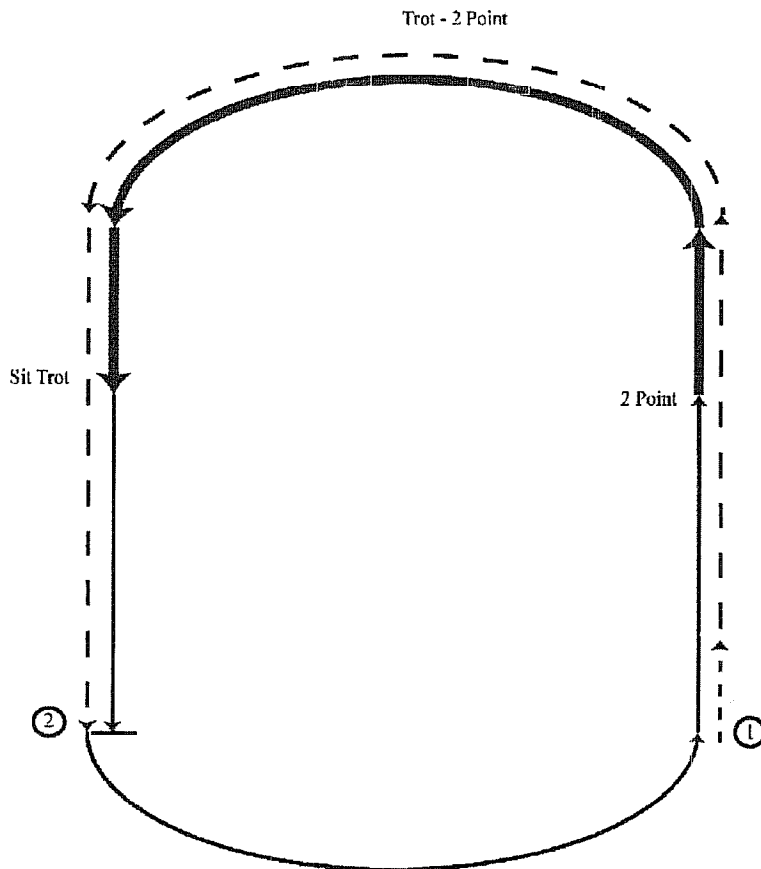


5	AQHA	4520	HUNT SEAT EQUITATION	YOUTH
6	AQHA	2520	HUNT SEAT EQUITATION	AMATEUR

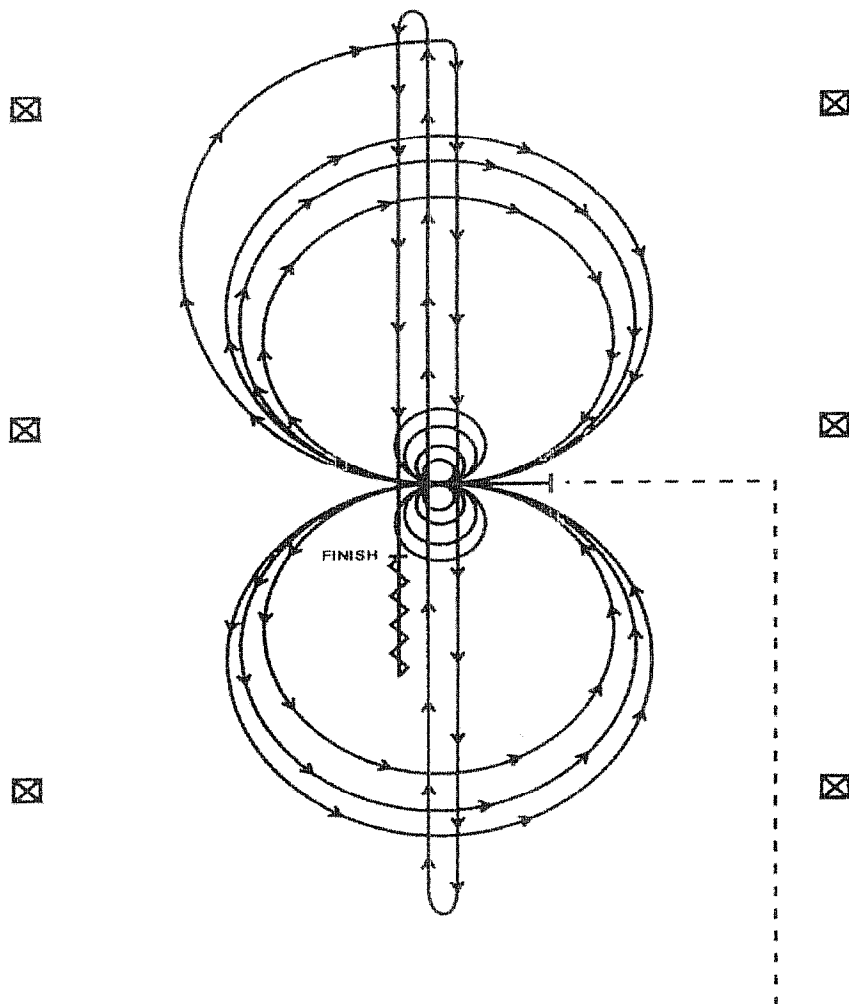
Hunt Seat Equitation



1. At marker 1, walk 10 feet.
2. Trot on the right diagonal.
3. Midway of the end, trot in a 2 point position.
4. Midway down the long line, execute a sit trot.
5. At marker 2, canter on the left lead.
6. Midway of the long line, canter in a 2 point position. Continue around the end and half way down the long line.
7. Canter to marker 2.
8. Stop at marker 2.

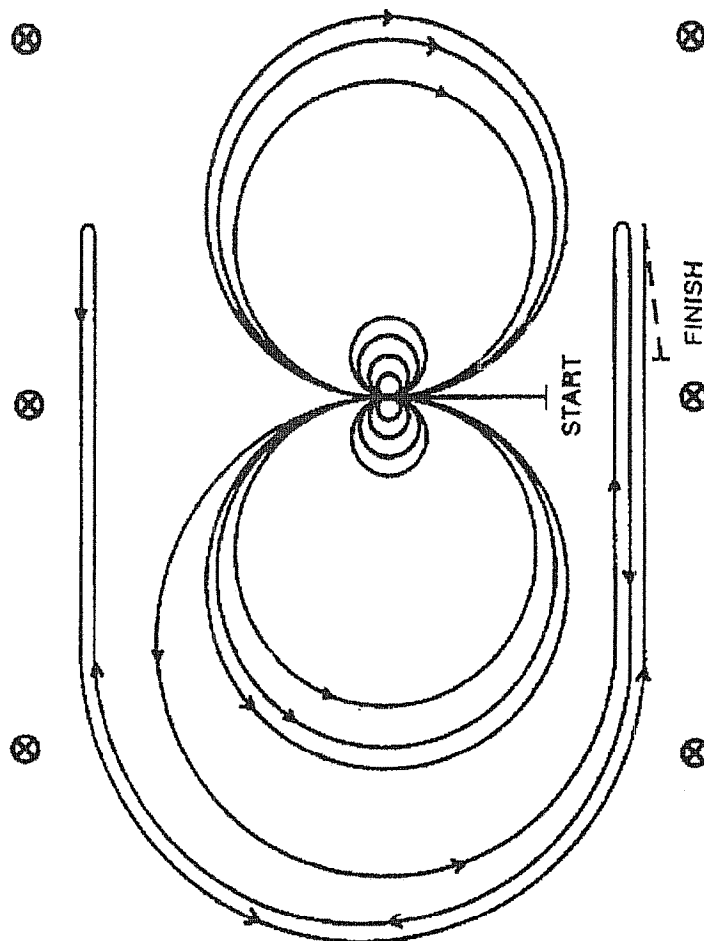
NOTE: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

7	AQHA	1347	GREEN REINING	OPEN
20	WRAL/FLSE	340	REINING	OPEN



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. 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 left. Hesitate.
 2. Complete four spins to the right. Hesitate.
 3. 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.
 4. 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.
 5. Begin a large circle to the right, but do not close this circle.
 - Run down the center of the arena past the end marker and do a right rollback - no hesitation.
 6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
 7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters).
- Hesitate to demonstrate completion of the pattern.



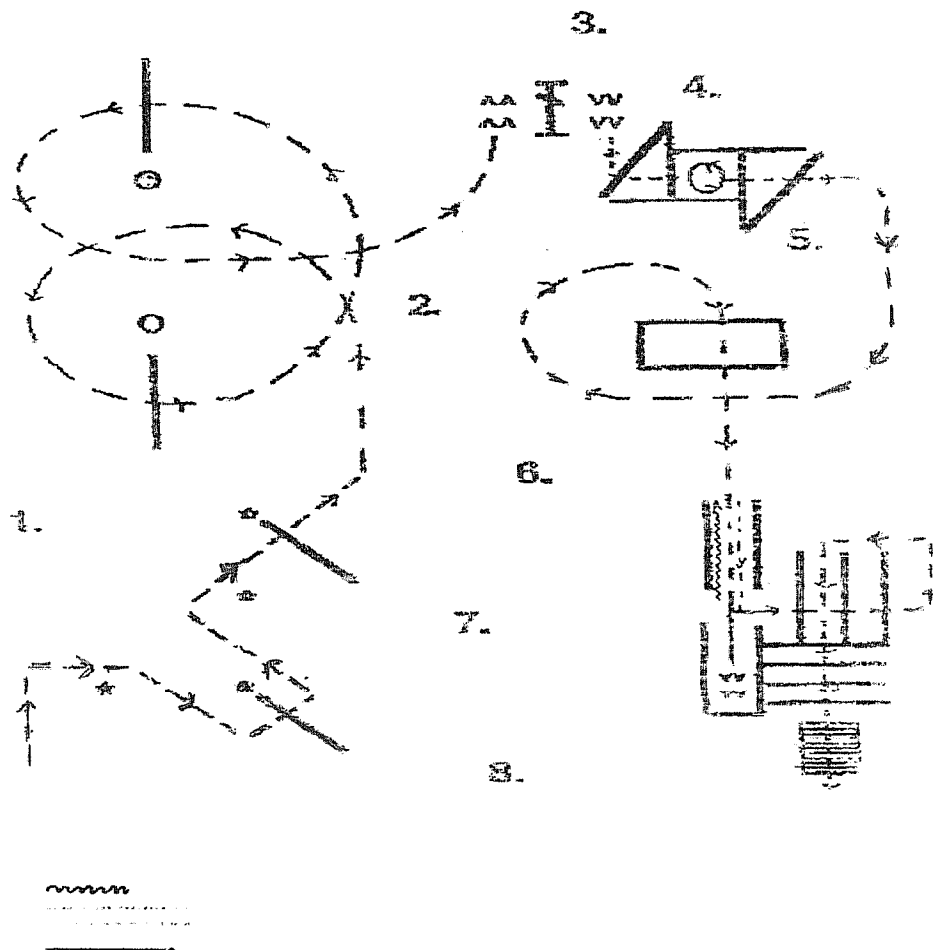
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right.
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 fast 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 20 feet (6 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 20 feet (6 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

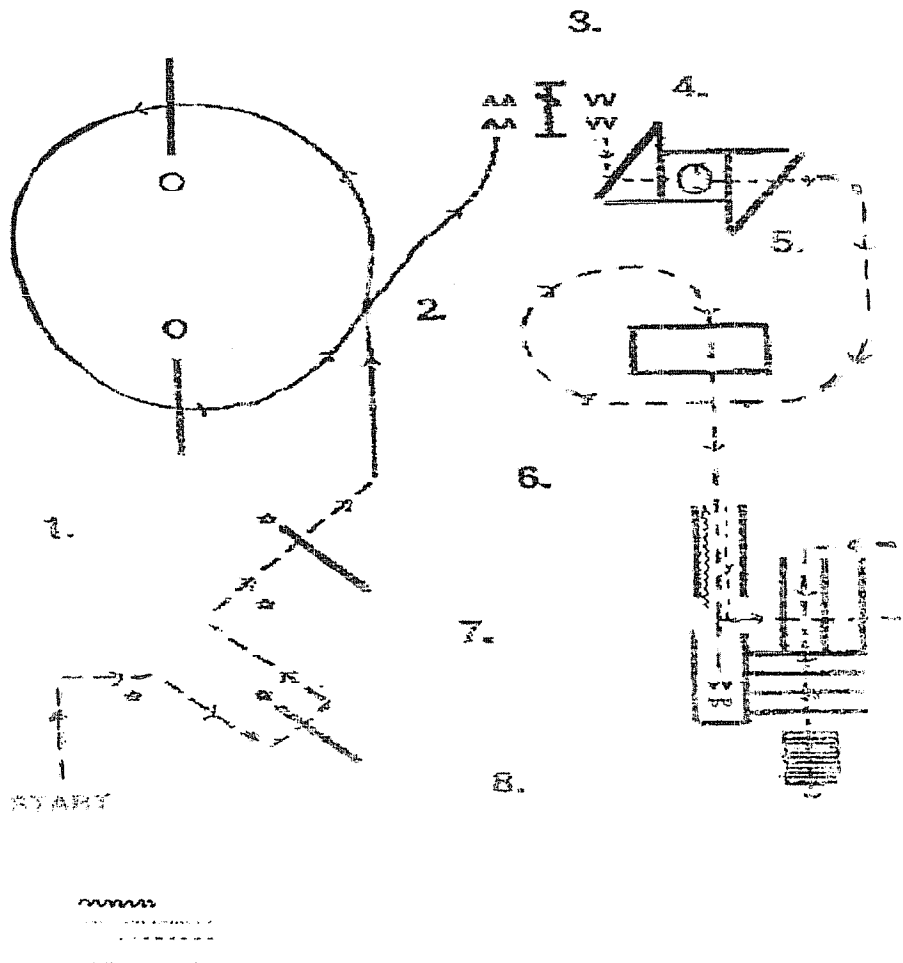
Rider may drop bridle to the designated judge.

9	WRAL	3812	TRAIL WALK-TROT	BEGINNER
66	WRAL	3822	Trail in Hand (all ages)	OPEN



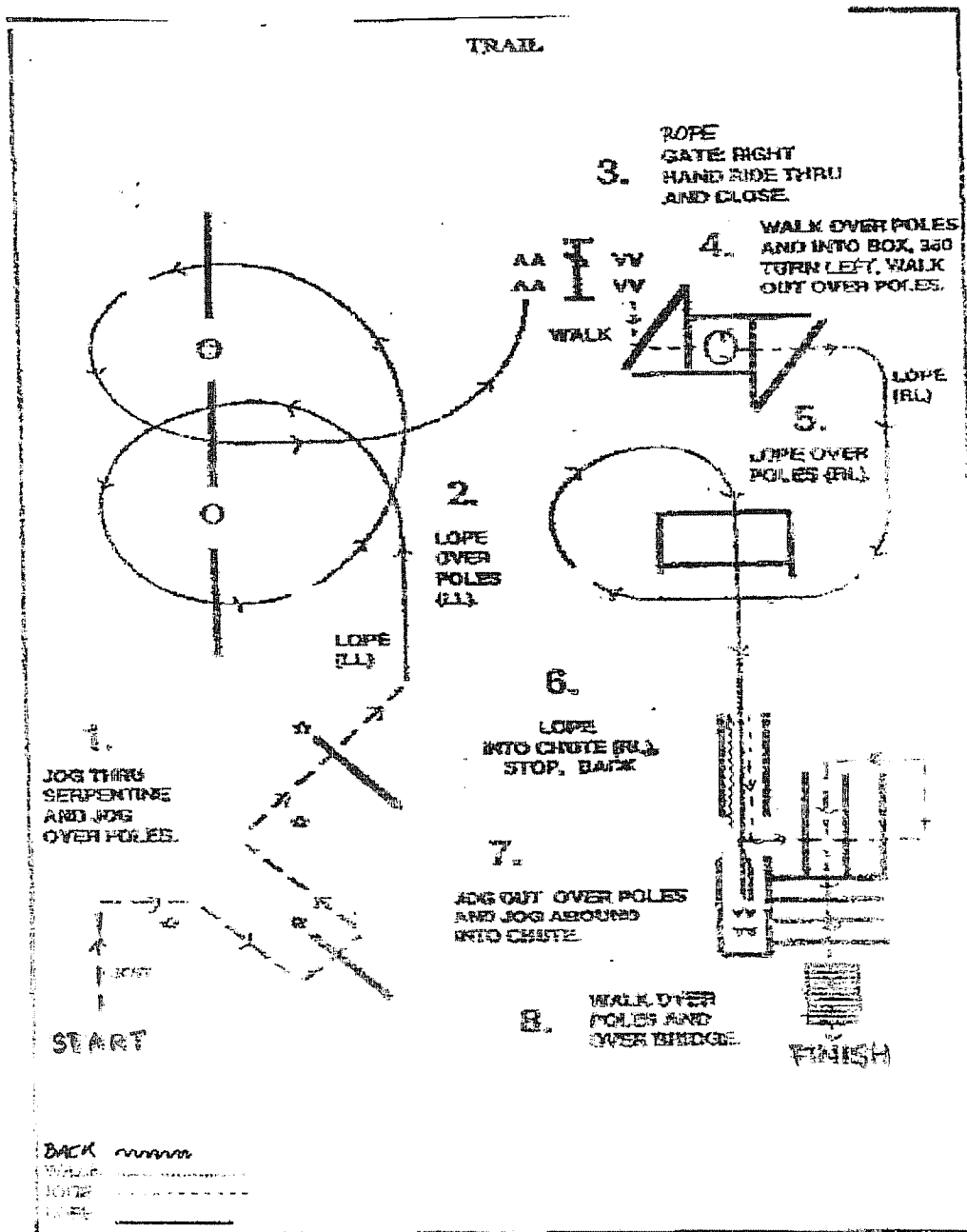
1. Jog through serpentine and over poles.
2. Continue to jog around the cones and over poles
3. Stop at gate do a right hand push.
4. Walk over poles into box do a 360 to the left
5. Walk out of box over poles and pick up the jog
6. Jog around box and over poles into the shoot
7. Back out of shoot, execute the trot over poles into shoot
8. Walk over the poles, over the bridge, and exit at the walk.

10	AQHA	1383	GREEN TRAIL	OPEN
11	WRAL	3802	TRAIL	BEGINNER
13	AQHA	3380	TRAIL	Novice Amat
14	AQHA	5380	TRAIL	Novice Youth

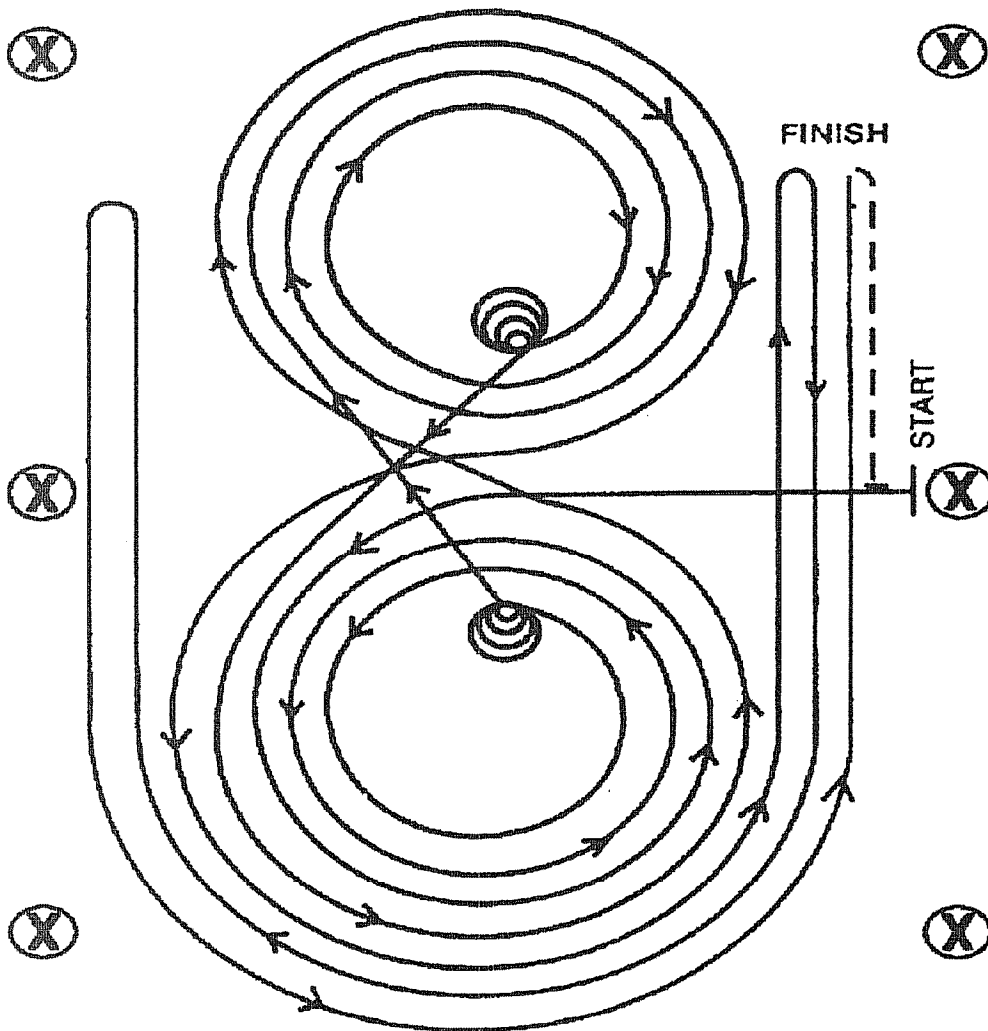


1. Jog through serpentine and over poles.
2. left lead lope around the cones and over poles
3. Stop at gate do a right hand push.
4. Walk over poles into box do a 360 to the left
5. Walk out of box over poles and pick up the jog
6. Jog around box and over poles into the shoot
7. Back out of shoot, execute the trot over poles into shoot
8. Walk over the poles, over the bridge, and exit at the walk.

12	WRAL	3801 TRAIL	Amateur,
15	WRAL/FLSE	3804 TRAIL	Youth,
16	WRAL/FLSE	380 TRAIL	Open
67	AQHA	2380 TRAIL	Amateur
68	AQHA	4380 TRAIL	Youth
69	AQHA	1380 TRAIL	Open



21	WRAL/FLSE	3404	REINING		YOUTH
23	NRHA	3100	25\$ ADDED	PATTERN 5	YOUTH 13 U.
24	NRHA	3200	25\$ ADDED	PATTERN 5	YOUTH 14-18
25	NRHA	2930	S/H JACKPOT	PATTERN 5	OPEN
42	AQHA	2340	REINING		AMATEUR



REINING PATTERN 5

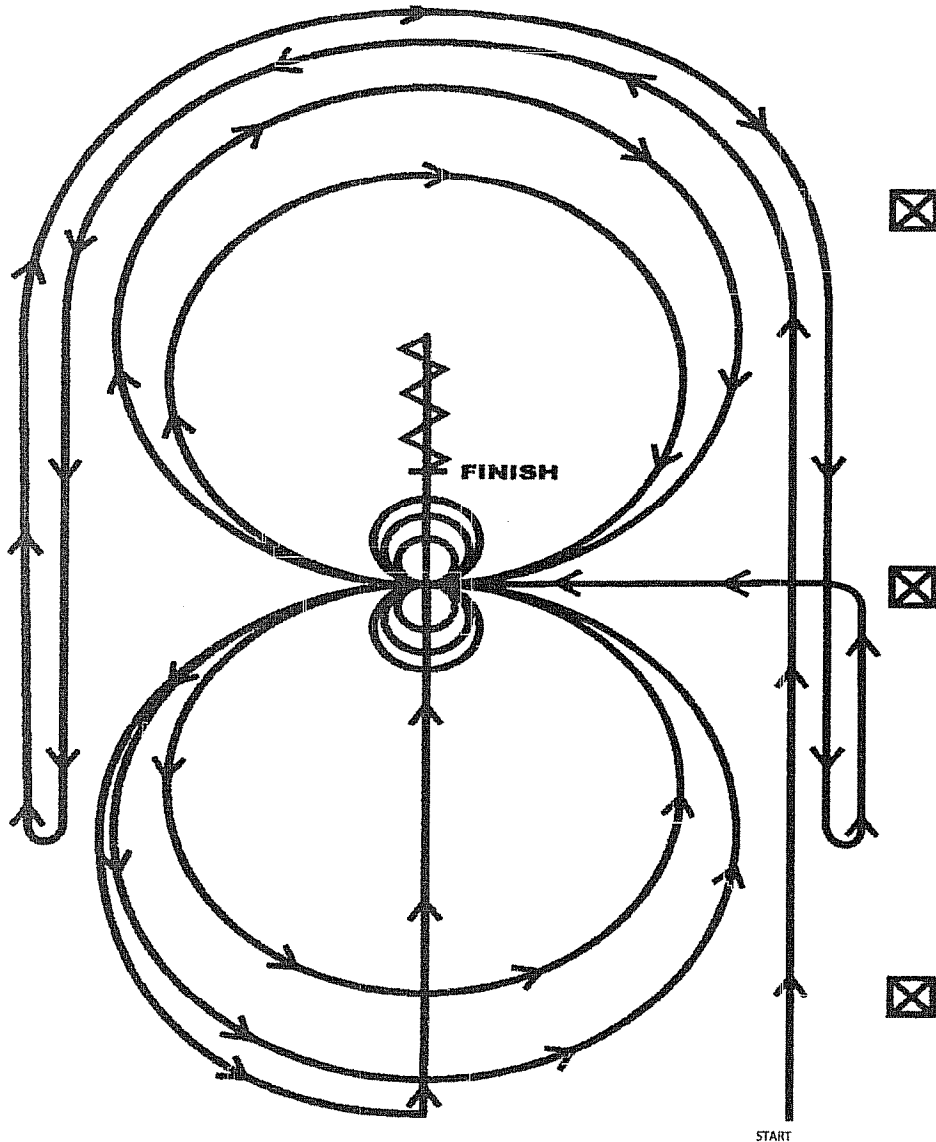
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue 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 20 feet (6 meters) from the wall or fence - no hesitation.
8. 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

22	WRAL	3402	REINING	BEGINNER
41	AQHA	5340	REINING	Novice Youth
86	AQHA	3340	REINING	Novice Amat



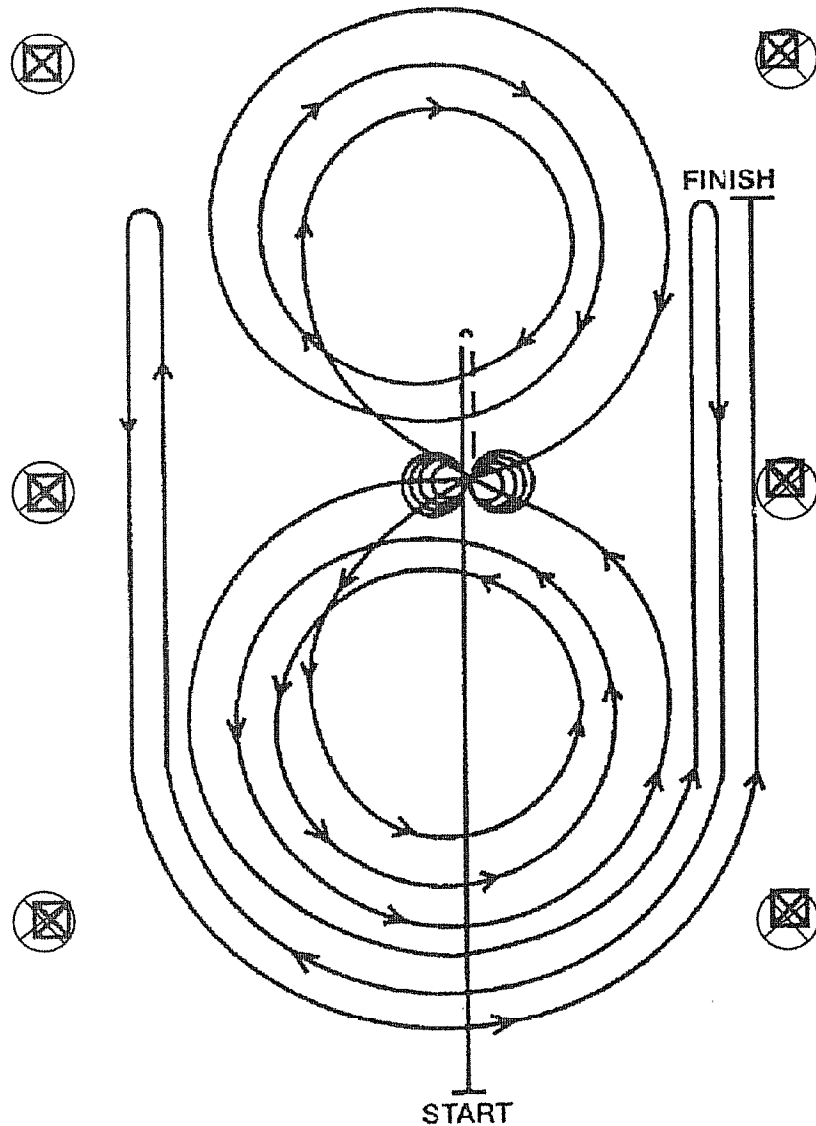
REINING PATTERN 13

Approved only for Level 1 (Novice) Youth and Amateur, Youth 13 & Under and

1. Run around the end of the arena, run down the left side past center marker, right rollback
2. Run around end of arena, run down right side past center marker, left rollback
3. Left circles, one large fast and one small slow, stop at center
4. 3 spins left, hesitate
5. Right circles, one large fast and one small slow, stop at center
6. 3 spins right, hesitate
7. Begin large fast circle to left at the top of the circle, run down the center of arena past center marker, stop.
8. Back up at least 10 feet, hesitate.

Hesitate to show completion of pattern.

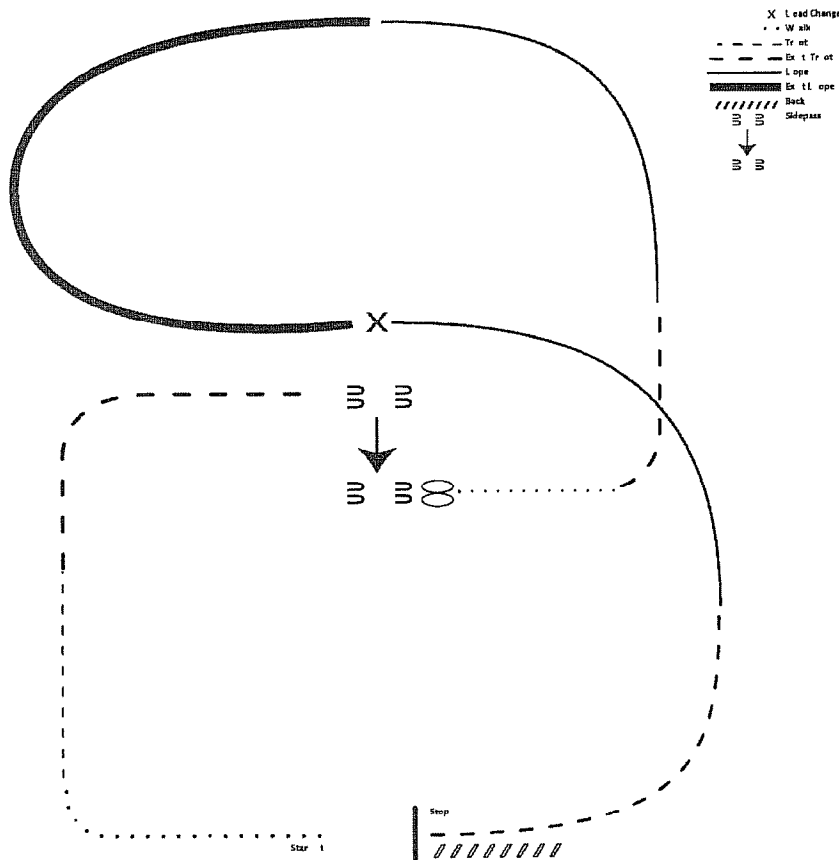
43	NRHA	1100	150\$ ADDED	PATTERN 9	OPEN
44	NRHA	1301	100\$ ADDED	PATTERN 9	LTD OPEN
87	AQHA	1340	REINING		OPEN



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
 2. Complete four spins to the right.
 3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
 4. Beginning on the left lead, 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.
 5. 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.
 6. Begin a large fast 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 20 feet (6 meters) from the wall or fence - no hesitation.
 7. Continue back around the 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 20 feet (6 meters) from the wall or fence - no hesitation.
 8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

29 WRAL 4209 RANCH PLEASURE
 30 WRAL 4302 RANCH PLEASURE
 31 WRAL 4301 RANCH PLEASURE

OPEN
 BEGINNER
 AMATEUR

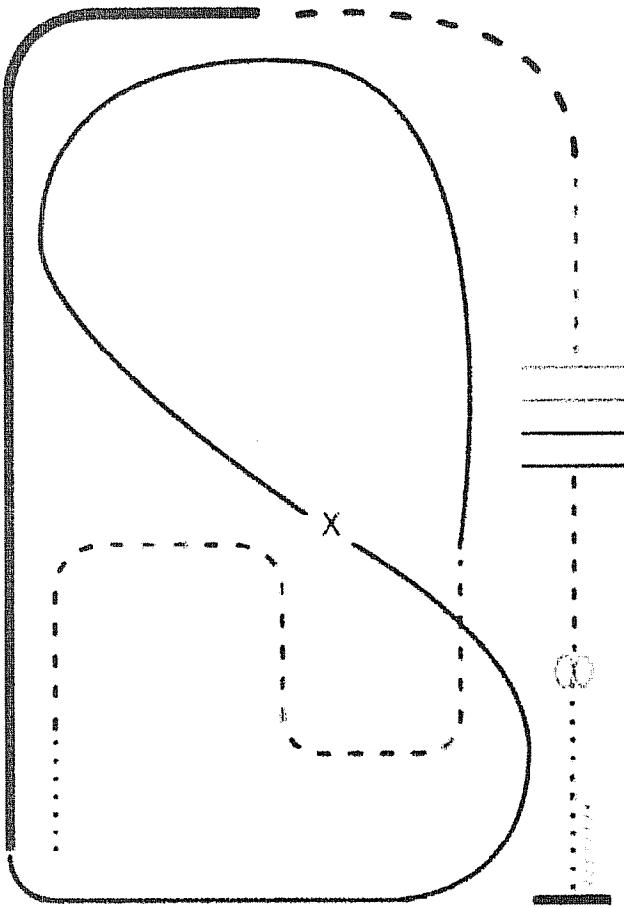


RANCH HORSE PLEASURE – PATTERN 3

1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

32 AQHA 2430 RANCH PLEASURE
33 AQHA 4430 RANCH PLEASURE
81 AQHA 1430 RANCH PLEASURE
82 AQHA 3430 RANCH PLEASURE

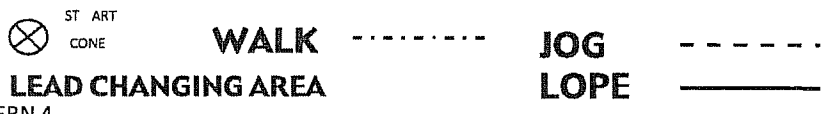
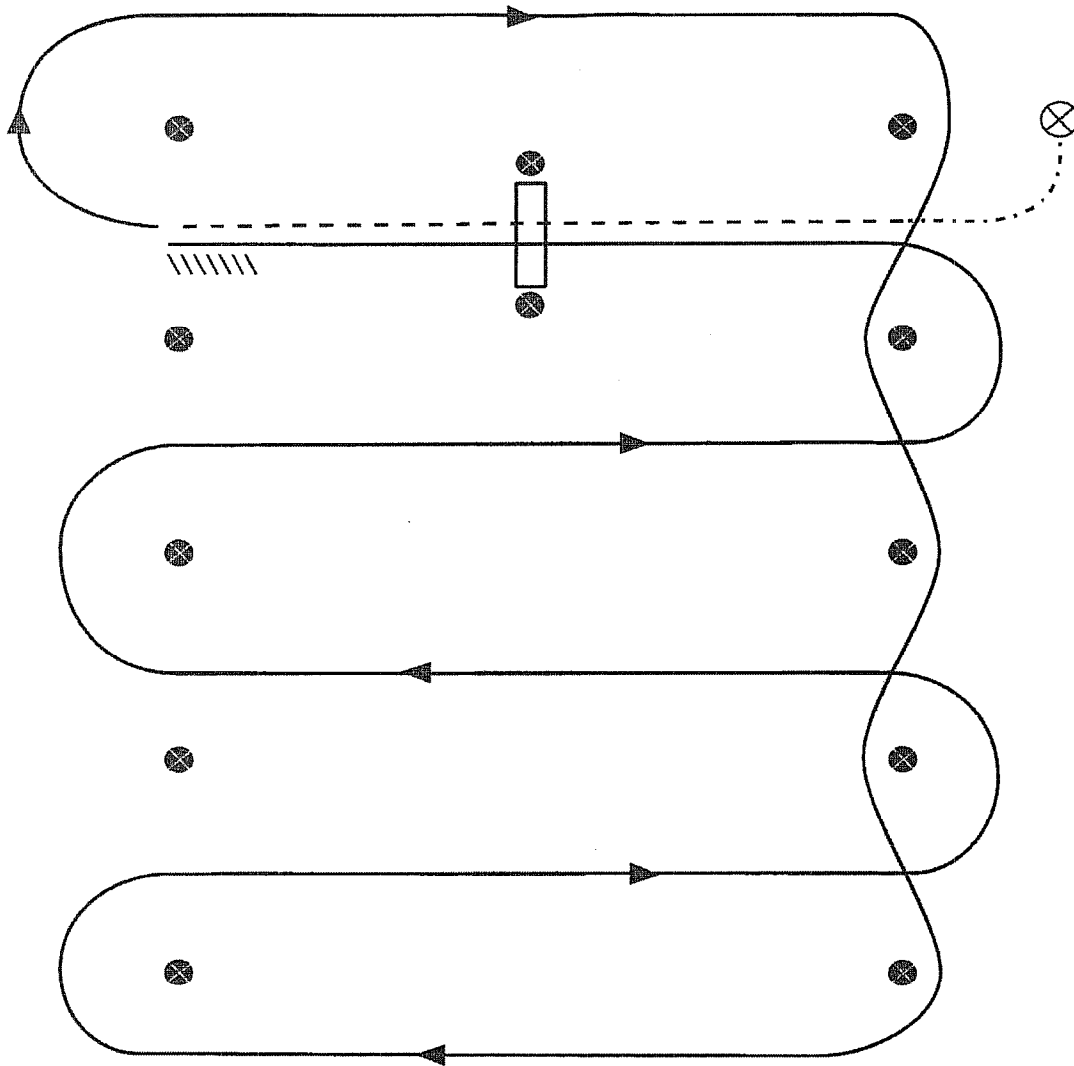
AMATEUR
YOUTH
OPEN
Novice Amateur



RANCH HORSE PLEASURE – PATTERN 4

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

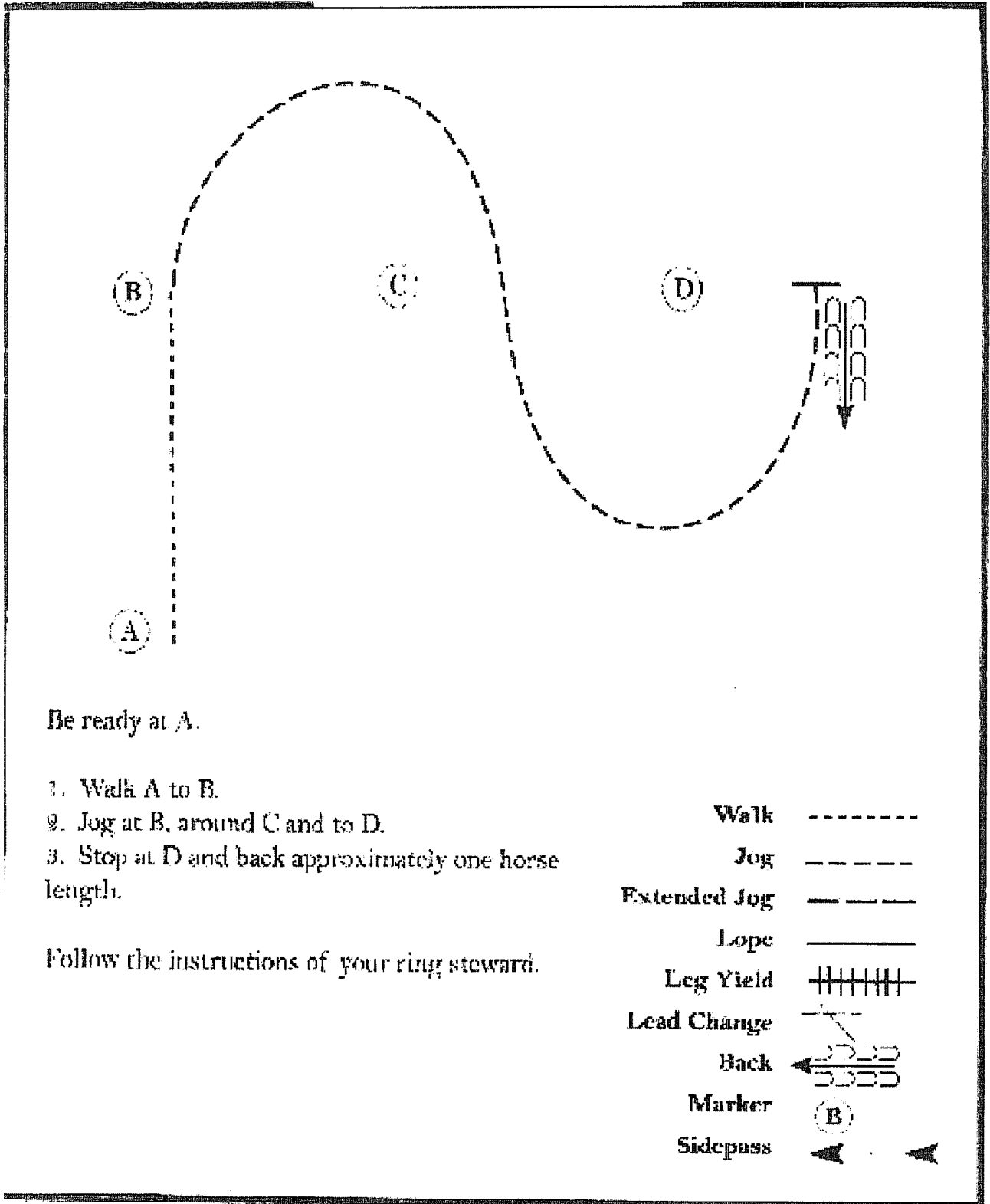
34	AQHA	1360	WESTERN RIDING	OPEN
35	AQHA	2360	WESTERN RIDING	AMATEUR



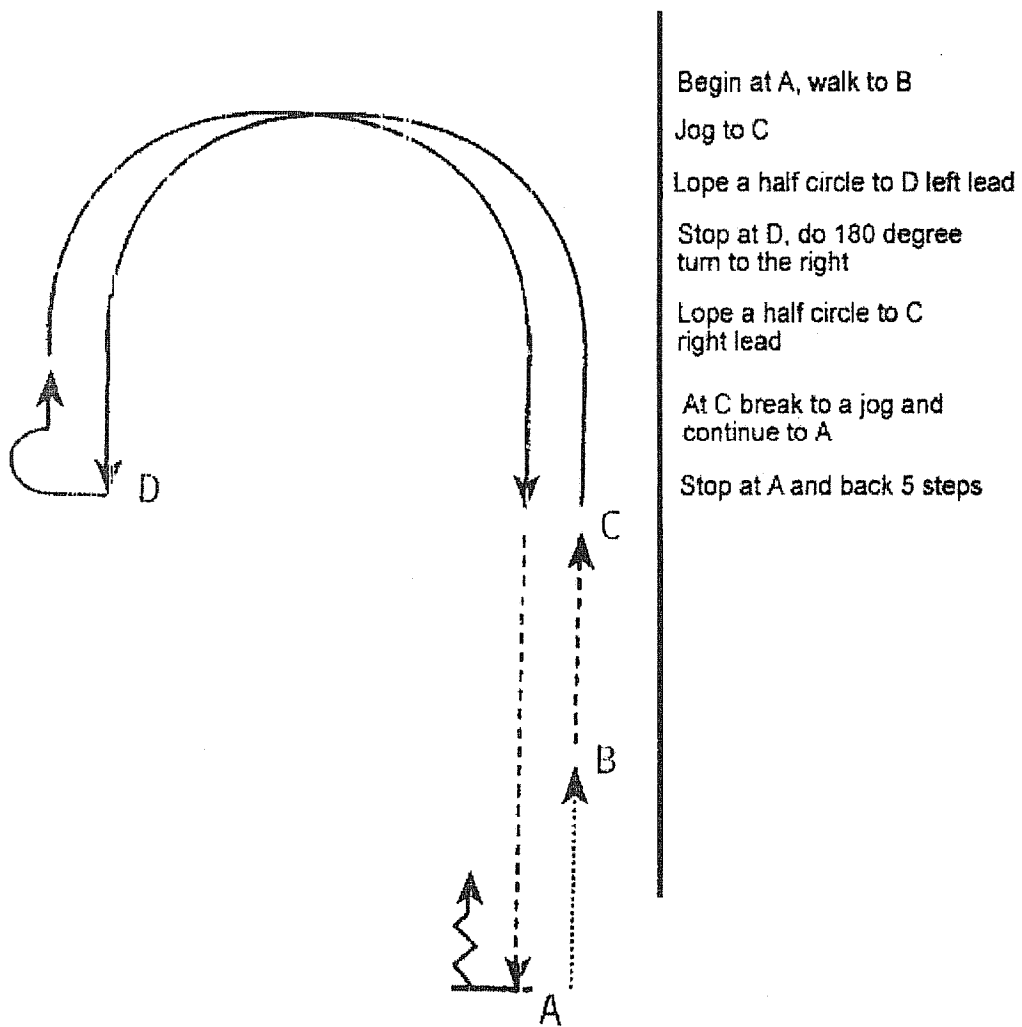
WESTERN RIDING PATTERN 4

1. Walk, 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

Western Horsemanship (Walk Trot)

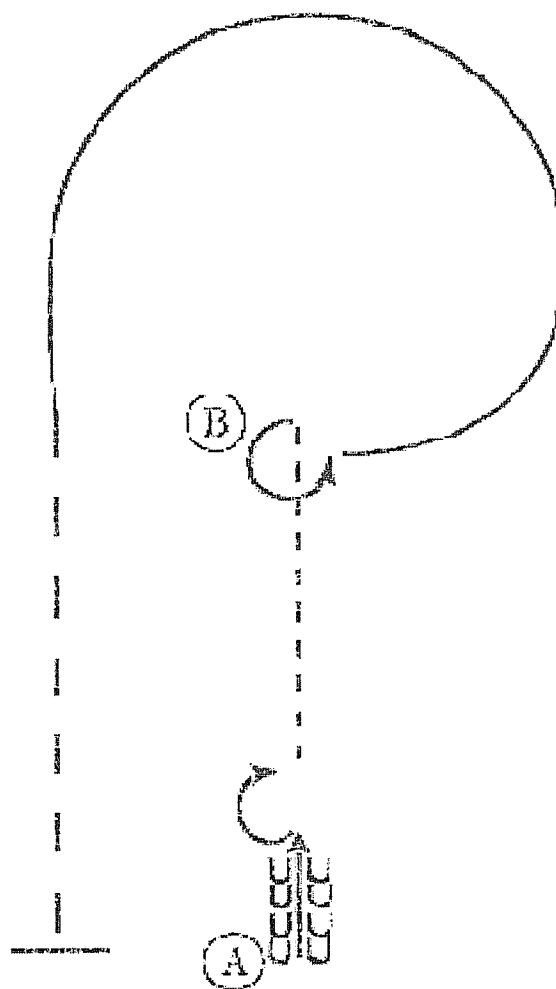


37	WRAL	2401 WESTERN HORSEMANSHIP	AMATEUR
39	WRAL	2402 WESTERN HORSEMANSHIP	BEGINNER
83	AQHA	3400 WESTERN HORSEMANSHIP	Novice Amat
84	AQHA	5400 WESTERN HORSEMANSHIP	Novice Youth



38	AQHA	4400	WESTERN HORSEMANSHIP	YOUTH
40	AQHA	2400	WESTERN HORSEMANSHIP	AMATEUR
85	WRAL	240	WESTERN HORSEMANSHIP	OPEN

Pattern 1

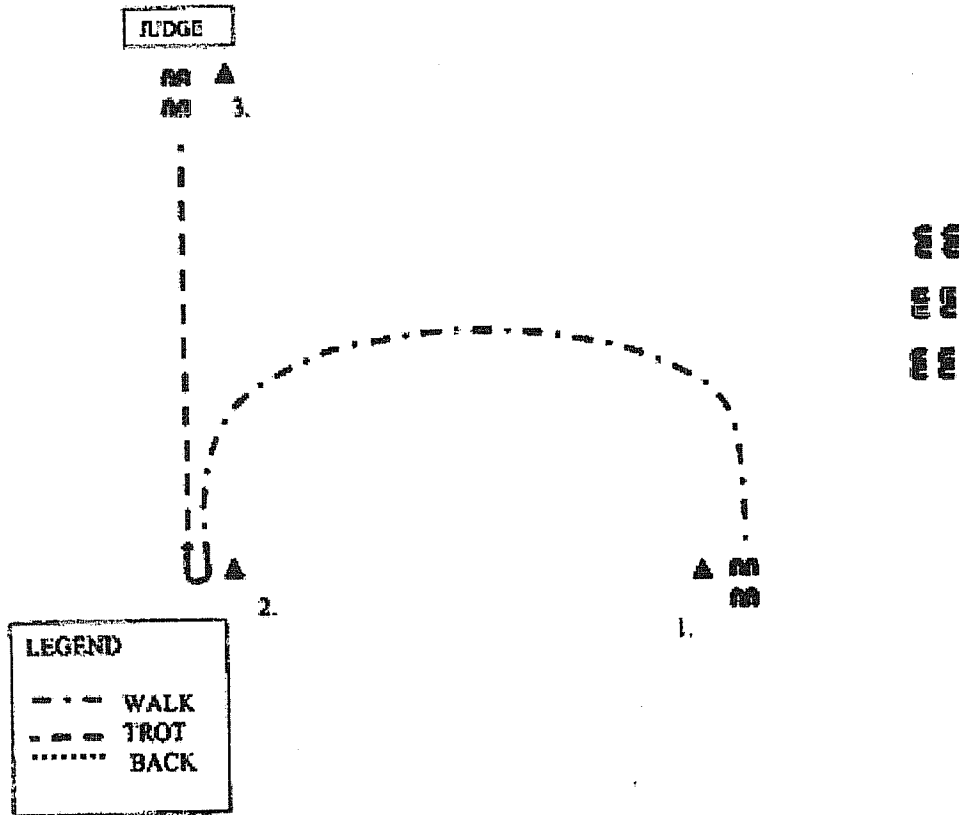


1. Back 4 steps at A.
2. Perform a 180 degree turn to the right.
3. Jog to B.
4. At B perform a 270 degree turn to the left.
5. Lope a circle arc with B on the left lead.
6. At B extend the jog to A.
7. At A stop.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Log Yield	
Lead Change	↗
Back	←←←←←
Marker	⊙
Sidepass	←-----→

SHOWMANSHIP AT HALTER

60	WRAL	1202	SHOWMANSHIP AT HALTER	BEGINNER
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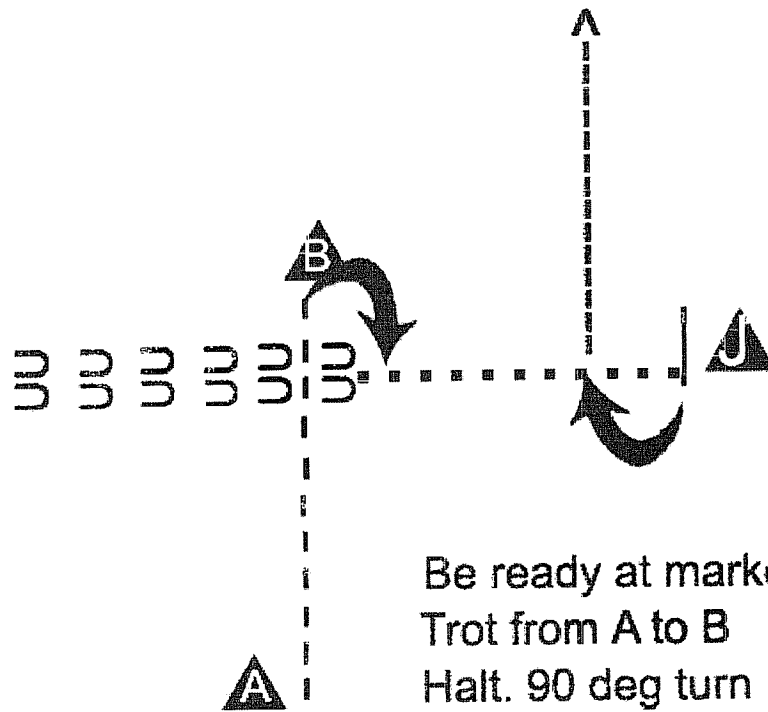


WALK TO MARKER 2
 180 PIVOT RIGHT
 TROT TO MARKER 3
 SET UP
 AFTER INSPECTION WALK TO LINE UP.

COURTESY, DESIGNER CATHY HANSON COPY RIGHT 2004

61	WRAL	1201	SHOWMANSHIP AT HALTER	AMATEUR
62	AQHA	2120	SHOWMANSHIP AT HALTER	AMATEUR
63	AQHA	4120	SHOWMANSHIP AT HALTER	YOUTH

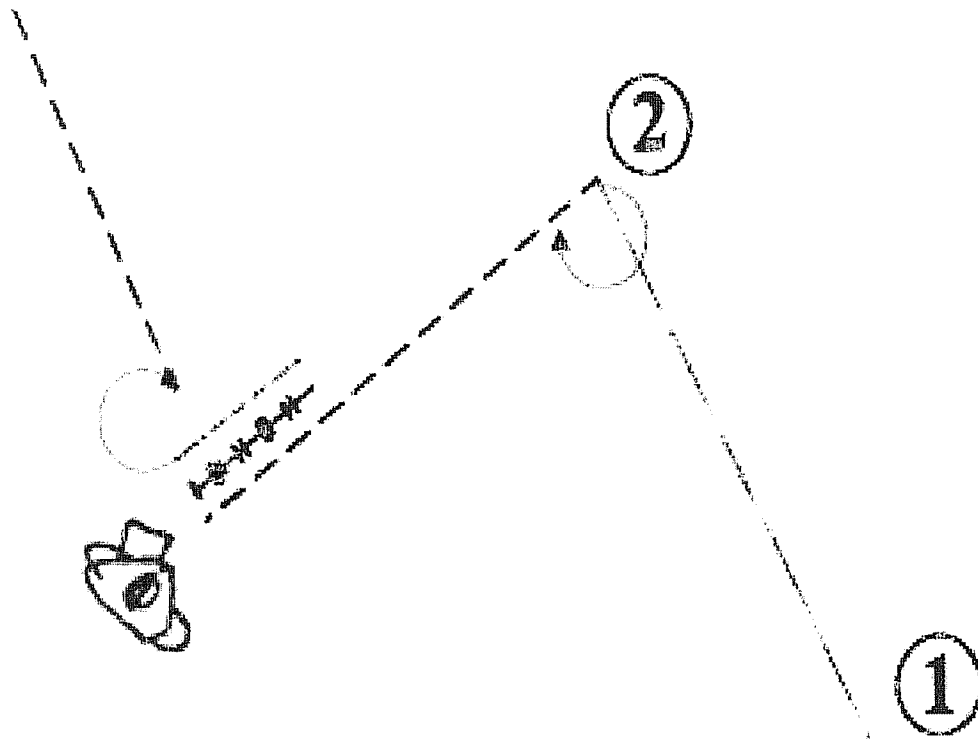
Showmanship



Be ready at marker A
 Trot from A to B
 Halt. 90 deg turn
 Back 6 steps
 Walk to judge
 Set up for inspection
 270 deg turn trot away.
 Line up


SHOWMANSHIP AT HALTER

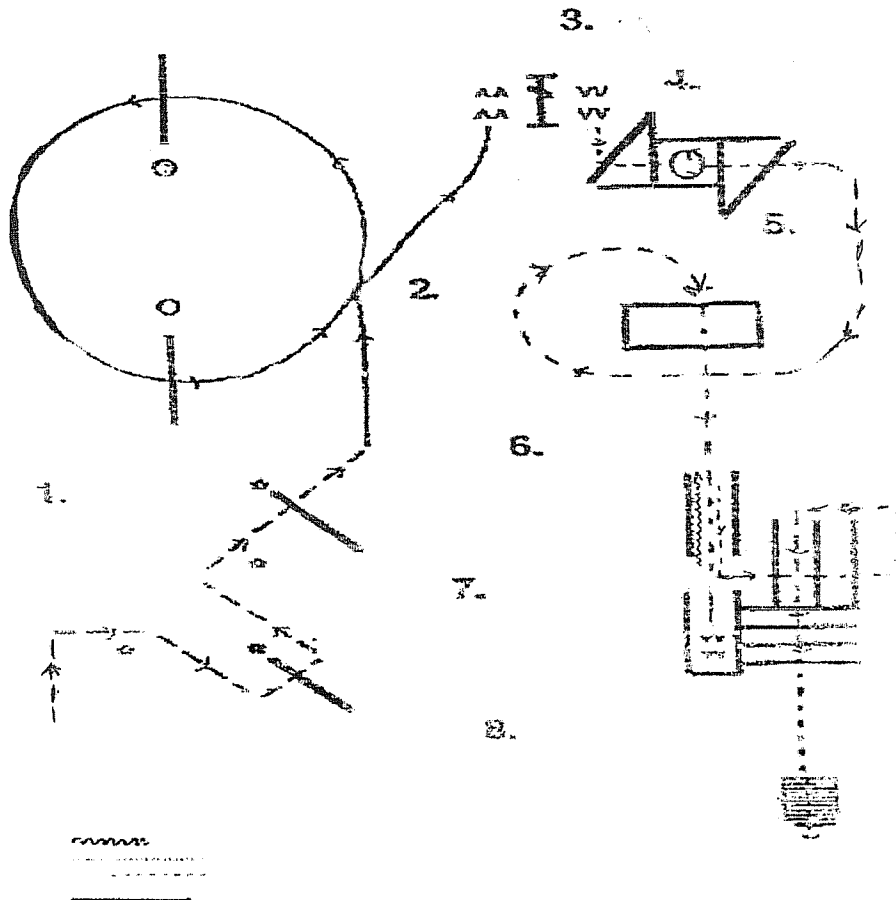
64	AQHA	3120	SHOWMANSHIP AT HALTER	Novice Amat
65	AQHA	5120	SHOWMANSHIP AT HALTER	Novice Youth



Directions:

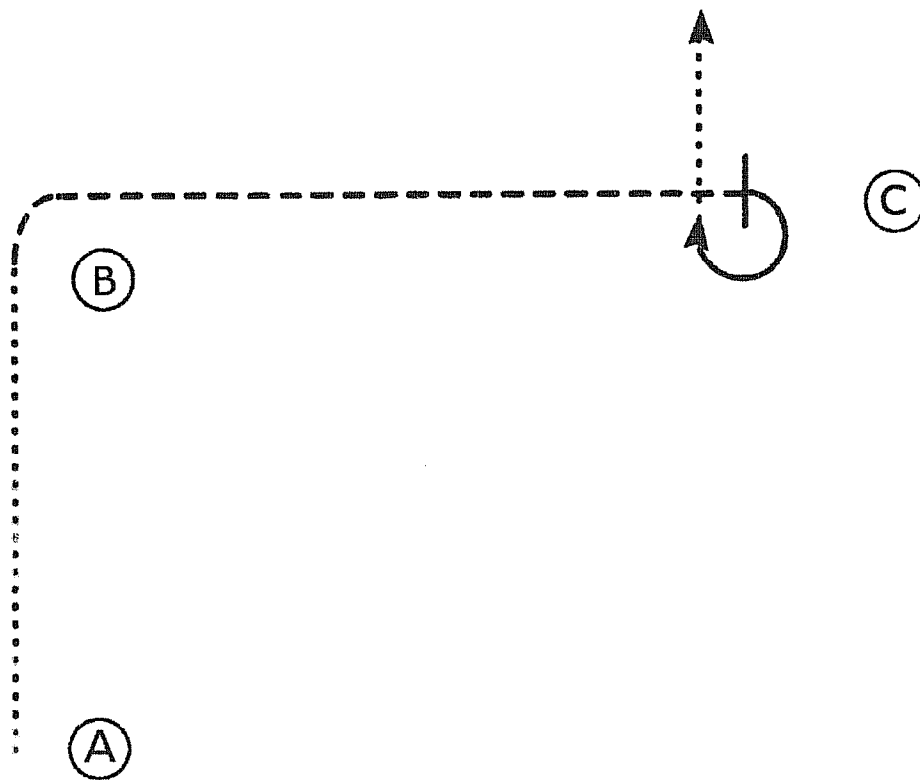
1. Walk from cone 1 to cone 2.
2. Perform a 270 and trot to Judge.
3. Stop and back one horse length.
4. Walk to Judge and set up for inspection.
5. Upon dismissal, perform a 270 and trot away.

Key	
Walk	-----
Trot	-----
Back	+++++
Cone	○
Judge	

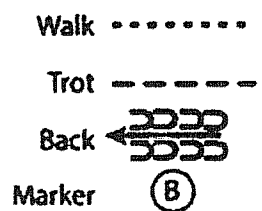


1. Unleash the Dog and trot in serpentines over the poles.
2. Left lope circle over poles.
3. Have Dog sit and open the gate.
4. Go into the Square and make a 360° turn to the left and call your Dog.
5. Jog with your Dog in a circle and over the pole.
6. Have Dog a sit and back up.
7. Walk over the 3 poles and call Dog and go over the other poles.
8. Walk over the bridge.

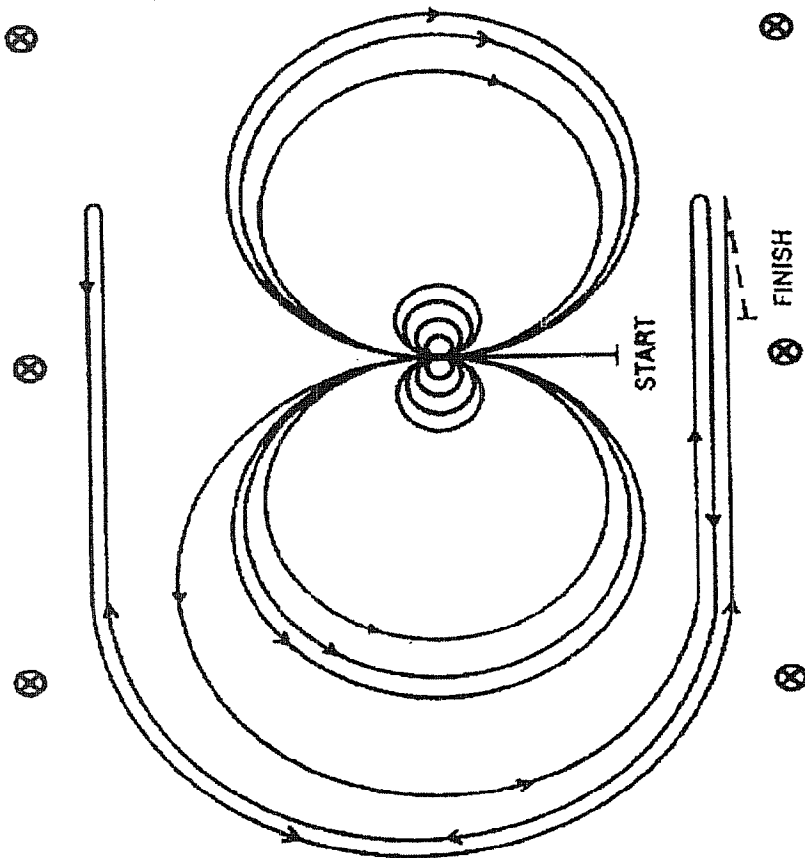
71 WRAL 111 LEAD-LINE 10&under



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.



72	AQHA	4340	REINING	YOUTH
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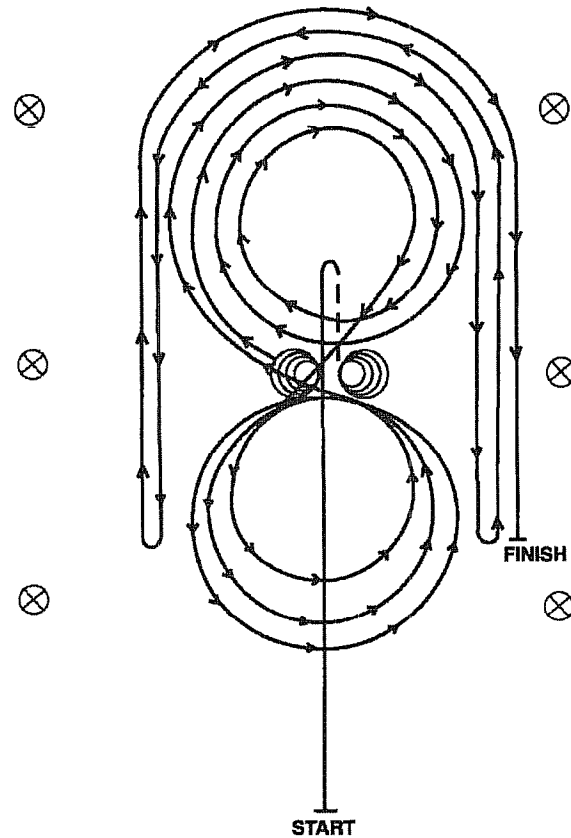
REINING PATTERN 6

Horse 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.
 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 fast 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 20 feet (6 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 20 feet (6 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to the designated judge.

73	NRHA	1400	125\$ ADDED	PATTERN 10	NON-PRO
74	NRHA	1600	75\$ADDED	PATTERN 10	LTD NON-PRO



⊗ MARKER

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
 2. Complete four spins to the right.
 3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
 4. Beginning on the right lead, 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. 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.
 6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
 7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
 8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
- Rider may dismount and drop the bridle to the designated judge.