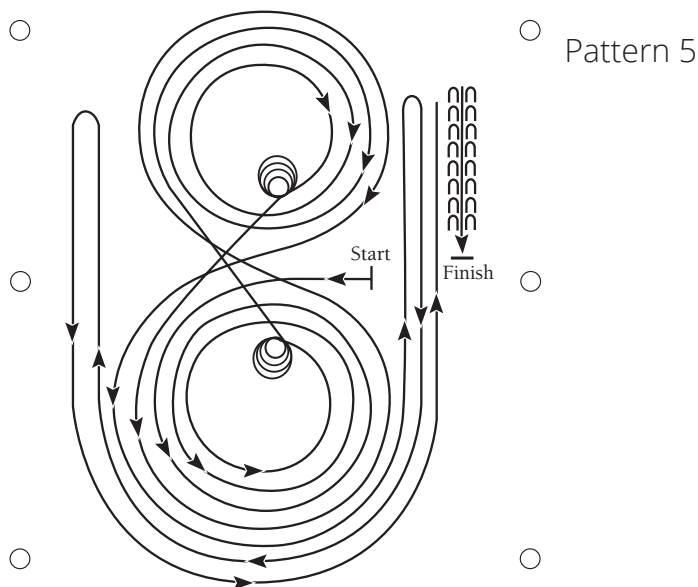


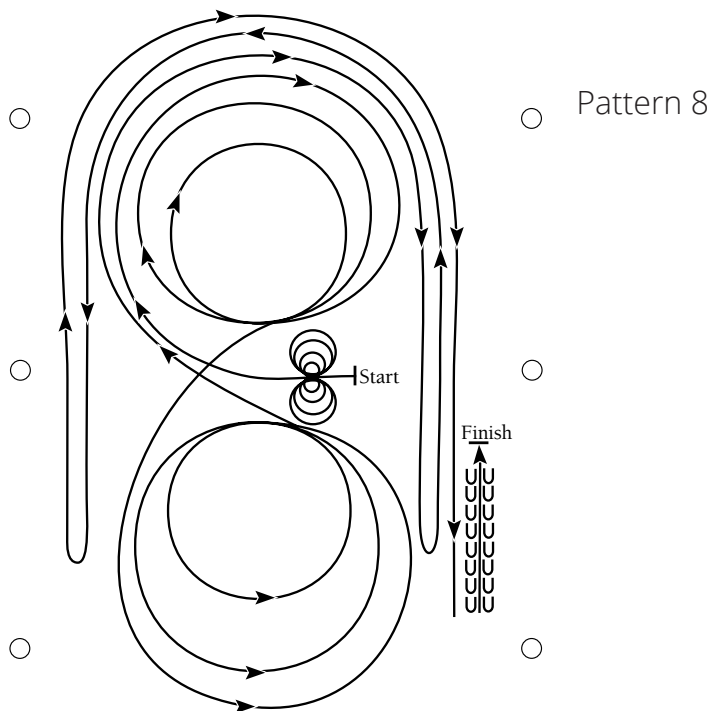
# YOUTH REINING + OPEN JUNIOR REINING + TEAM CUP REINING



HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. 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. HESITATE.
  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. HESITATE.
  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.
  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 TWENTY FEET (6.09M) 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 TWENTY FEET (6.09M) 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 TWENTY FEET (6.09M) FROM THE WALL OR FENCE. BACK UP AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.
- RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

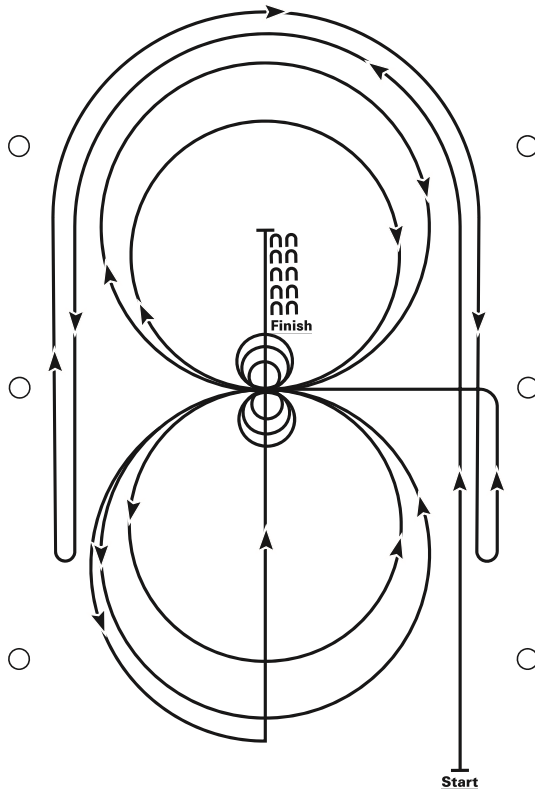
# AMATEUR REINING + OPEN SENIOR REINING



HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. 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 LARGE AND FAST; THE SECOND CIRCLE SMALL AND SLOW; THE THIRD CIRCLE LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
  4. COMPLETE THREE CIRCLES TO THE LEFT: THE FIRST CIRCLE LARGE AND FAST; THE SECOND CIRCLE SMALL AND SLOW; THE THIRD CIRCLE 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 STRAIGHT DOWN THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A LEFT ROLLBACK AT LEAST TWENTY FEET (6.09M) FROM THE WALL OR FENCE - NO HESITATION.
  6. CONTINUE BACK AROUND THE PREVIOUS CIRCLE BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN THE LEFT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A RIGHT ROLLBACK AT LEAST TWENTY FEET (6.09M) FROM THE WALL OR FENCE - NO HESITATION.
  7. CONTINUE BACK AROUND THE 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 TWENTY FEET (6.09M) FROM THE WALL OR FENCE. BACK UP AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.
- RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

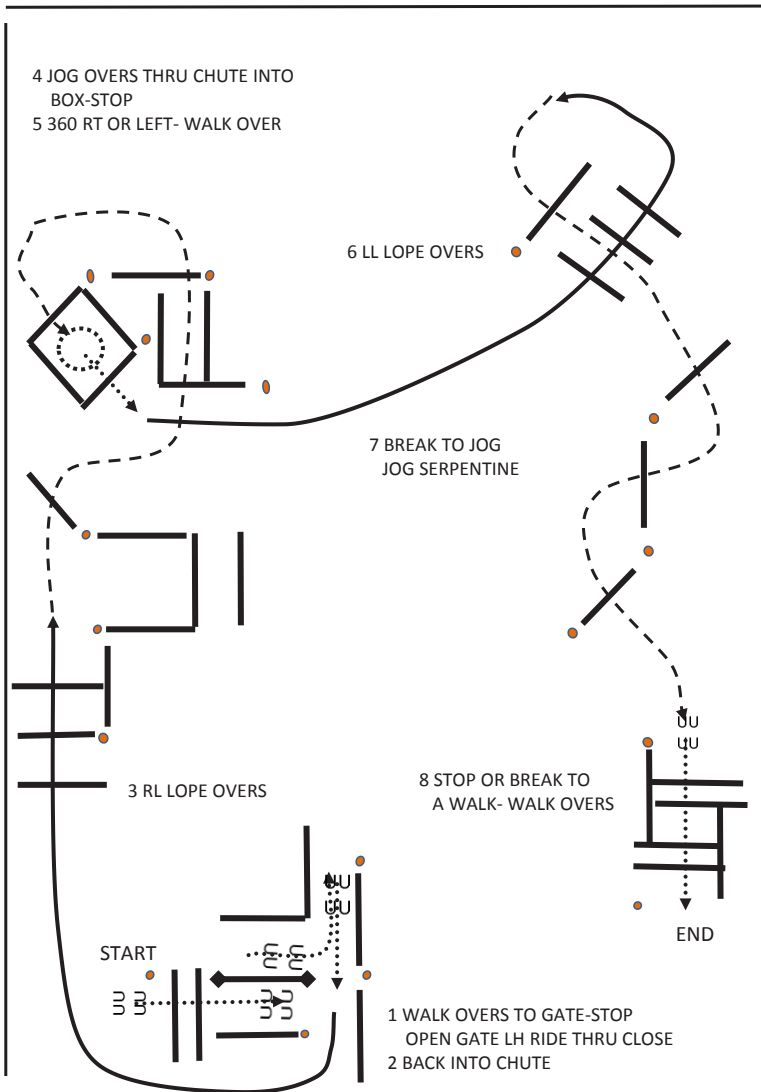
# NOVICE AMATEUR REINING + GREEN REINING



Pattern 15

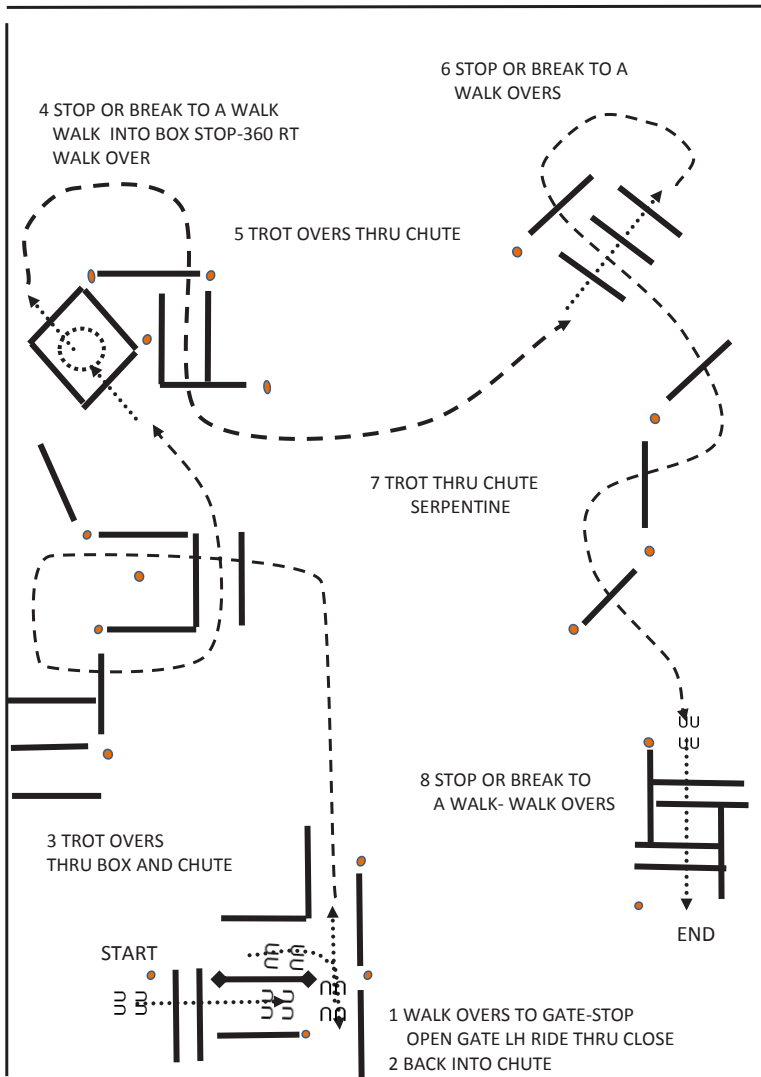
1. BEGINNING, LOPE STRAIGHT UP THE RIGHT SIDE OF THE ARENA, CIRCLE THE TOP OF THE ARENA RUN STRAIGHT DOWN THE OPPOSITE OR LEFT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A RIGHT ROLLBACK - NO HESITATION.
2. CONTINUE STRAIGHT UP THE LEFT SIDE OF THE ARENA CIRCLE BACK AROUND THE TOP OF THE ARENA RUN STRAIGHT DOWN THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A LEFT ROLLBACK - NO HESITATION.
3. CONTINUE UP THE RIGHT SIDE OF THE ARENA TO THE CENTER MARKER, AT THE CENTER MARKER THE HORSE SHOULD BE ON THE LEFT LEAD AND COMPLETE TWO CIRCLES TO THE LEFT, ONE LARGE FAST AND ONE SMALL SLOW. STOP AT CENTER.
4. COMPLETE THREE SPINS TO THE LEFT. HESITATE.
5. COMPLETE TWO CIRCLES TO THE RIGHT, ONE LARGE FAST AND ONE SMALL SLOW. STOP AT CENTER.
6. COMPLETE THREE SPINS TO THE RIGHT. HESITATE.
7. BEGIN A LARGE CIRCLE TO THE LEFT, DO NOT CLOSE THE CIRCLE. CONTINUE UP THE CENTER OF THE ARENA PAST THE CENTER MARKER AND DO A SLIDING STOP.
8. BACK UP AT LEAST TEN FEET. HESITATE TO DEMONSTRATE THE COMPLETION OF THE PATTERN.

# NOVICE AMATEUR TRAIL + YOUTH TRAIL + GREEN TRAIL



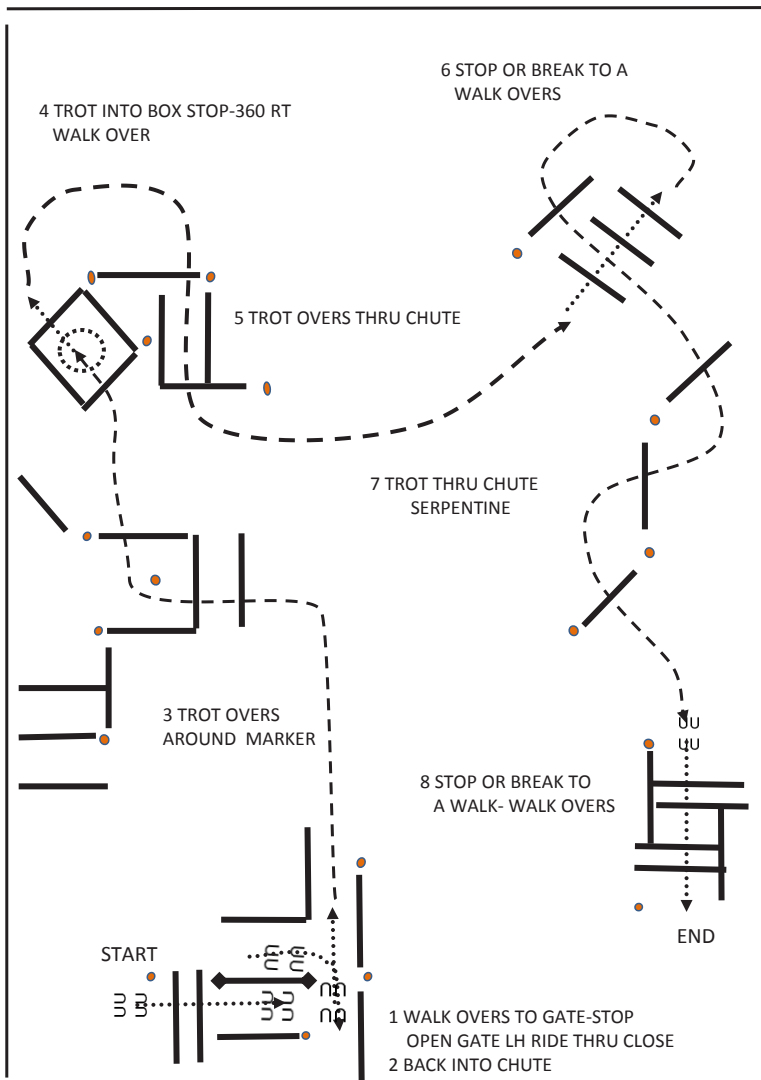
# AMATEUR

## YEARLING & 2 YEAR OLD IN HAND TRAIL

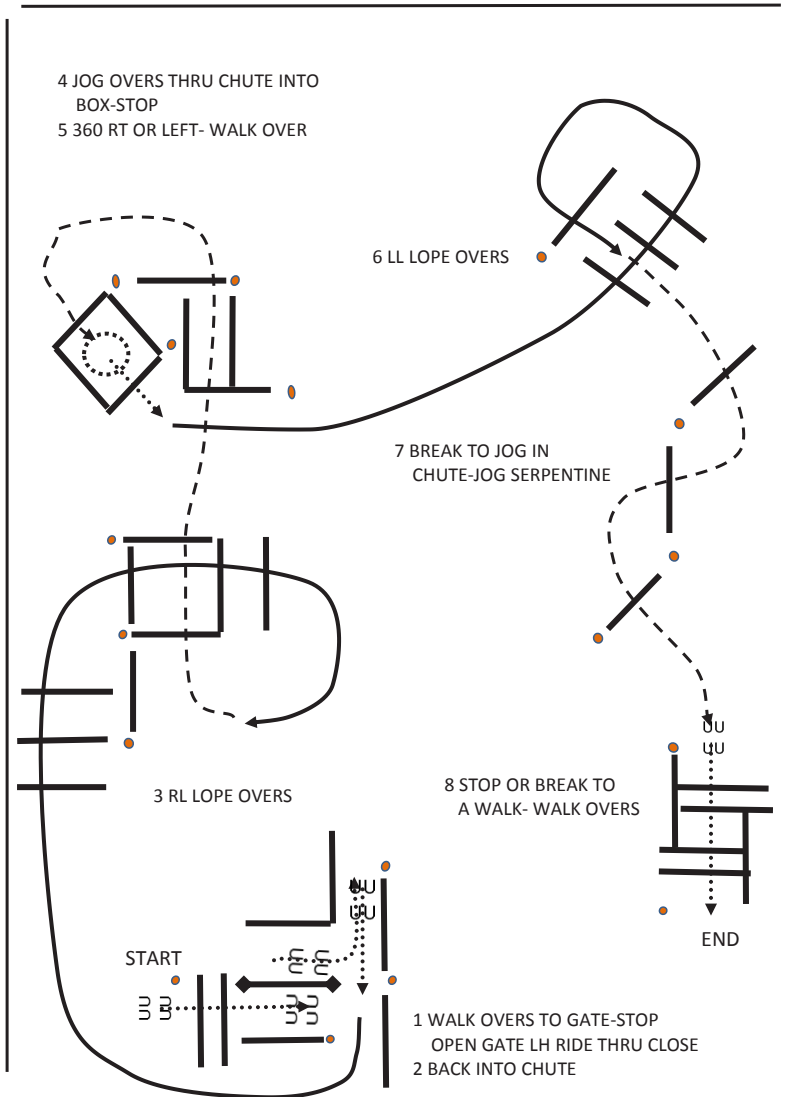


# OPEN

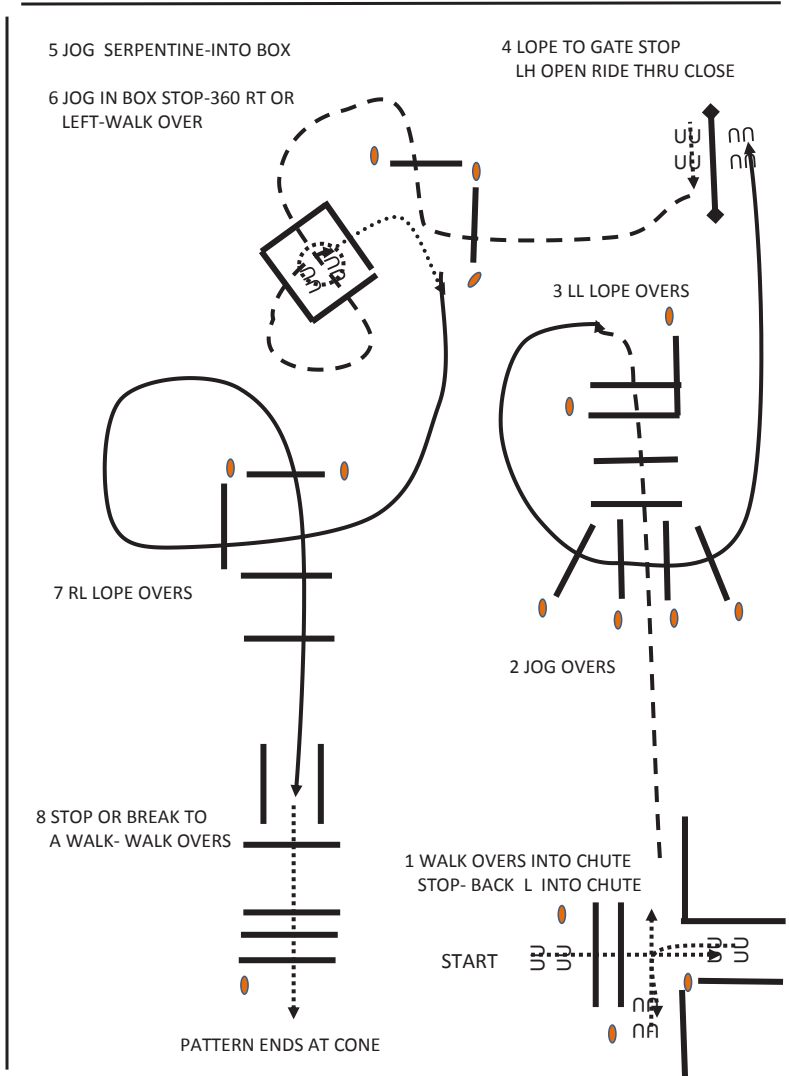
## YEARLING & 2 YEAR OLD IN HAND TRAIL



# AMATEUR TRAIL

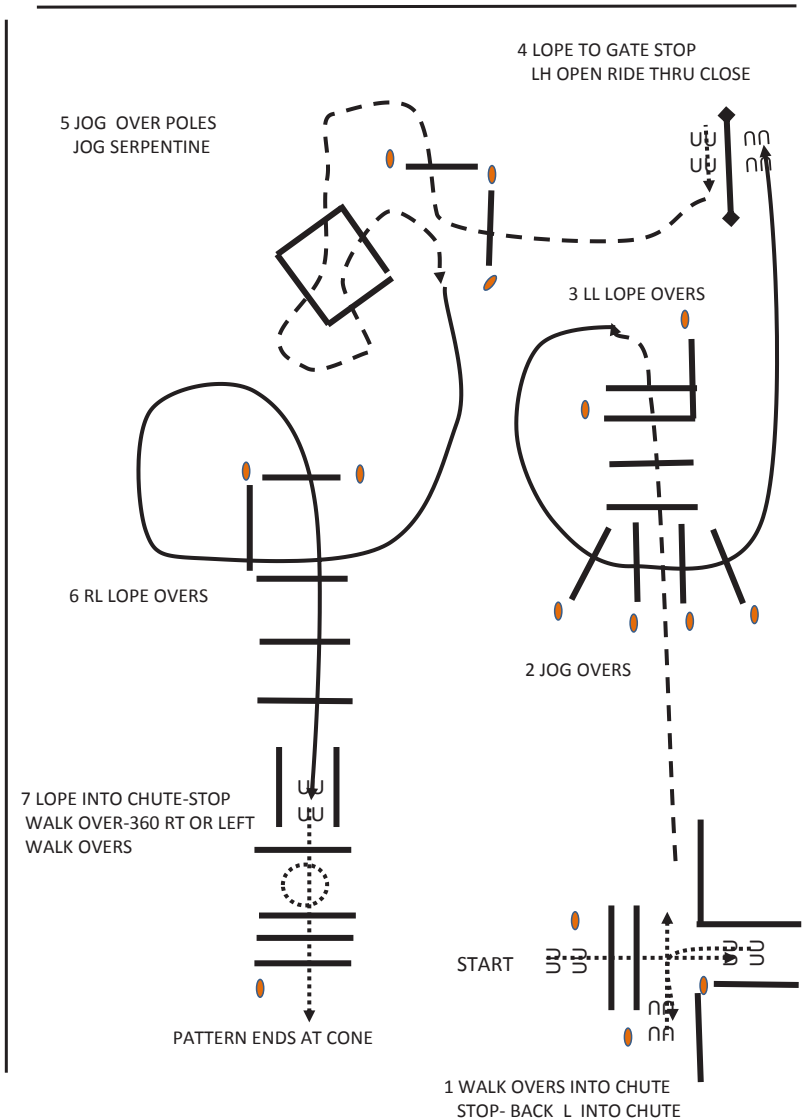


# OPEN JUNIOR TRAIL

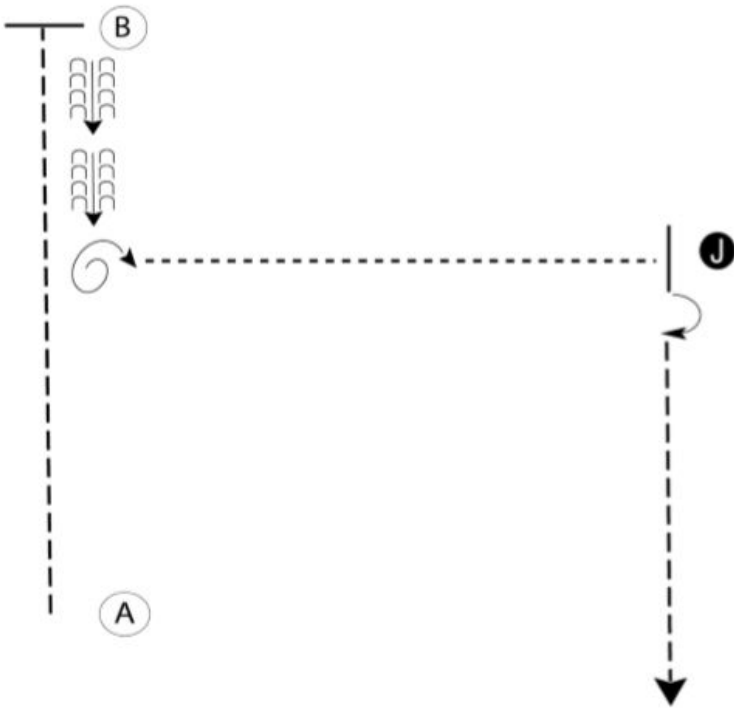




# OPEN SENIOR TRAIL + TEAM CUP TRAIL



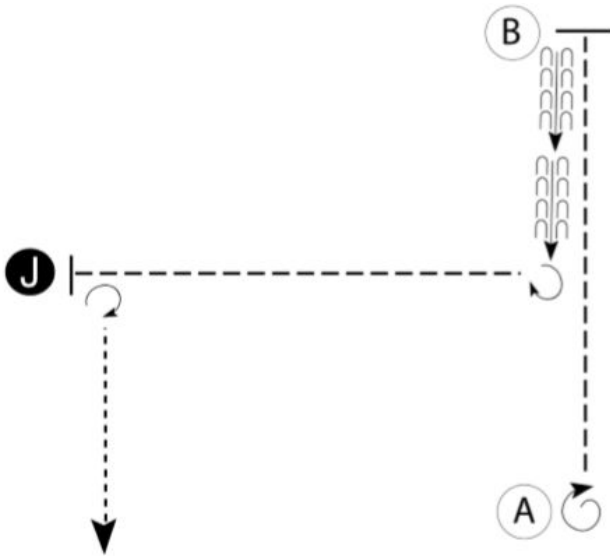
# YOUTH + YOUTH SPB + NOVICE AMATEUR SHOWMANSHIP AT HALTER



[www.horseshowpatterns.com](http://www.horseshowpatterns.com)

1. Begin at A, Trot to B and stop.
2. Back until even with judge.
3. Perform a 45 degree turn. Walk to judge.
4. Stop, set up, inspecton.
5. When dismissed, perform a 90 degree turn.
6. Trot out of the arena

# AMATEUR + AMATEUR SPB SHOWMANSHIP AT HALTER



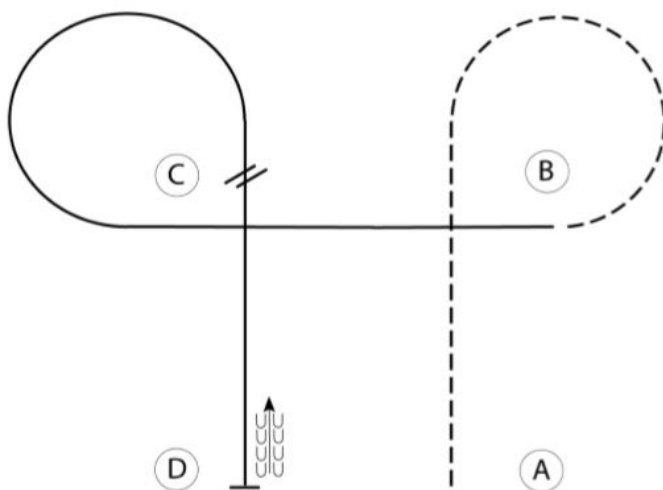
[www.horseshowpatterns.com](http://www.horseshowpatterns.com)

Be ready at A.

1. When acknowledged, perform a 360 degree turn.
2. Trot to B.
3. Stop at B and back.
4. Perform a 270 degree turn.
5. Trot to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 270 degree turn.
8. Walk straight away from judge.

Follow the instructions of your ring steward.

# YOUTH + YOUTH SPB + NOVICE AMATEUR + TEAM CUP WESTERN HORSEMANSHIP



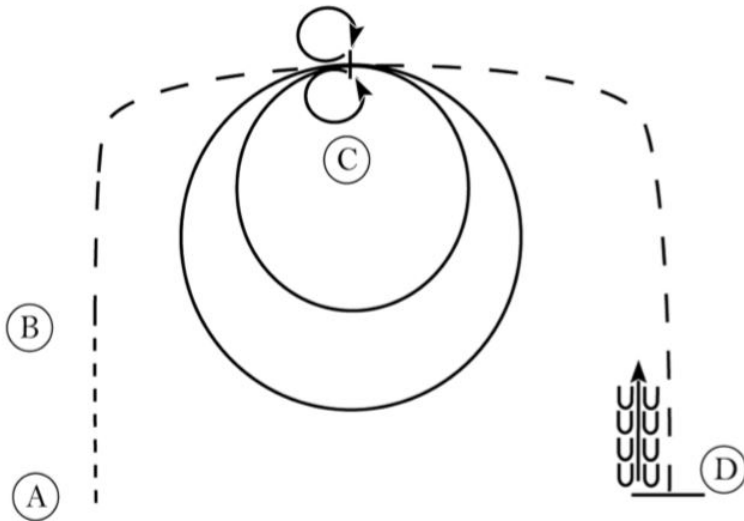
[www.horshowpatterns.com](http://www.horshowpatterns.com)

Be ready at A.

1. Jog A to B.
2. Jog a circle around B.
3. At B, lope on the right lead to C.
4. Lope a circle around C.
5. At C, perform a simple lead change and continue to D.
6. At D, stop and back one horse length.

Follow the instructions of your ring steward.

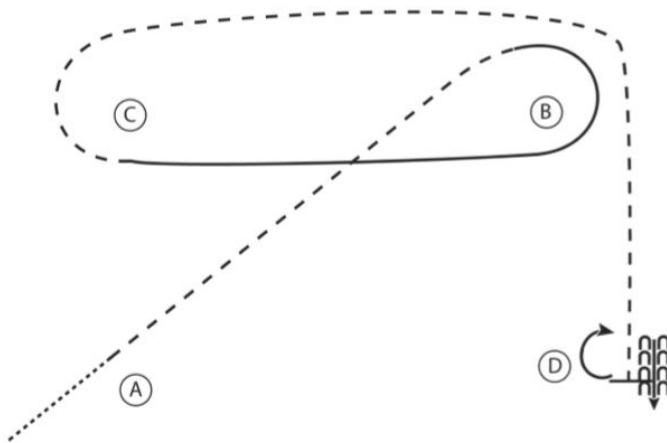
# AMATEUR + AMATEUR SPB WESTERN HORSEMANSHIP



[www.horshowpatterns.com](http://www.horshowpatterns.com)

1. Jog A to B
2. At B extend the jog to C
3. Stop at C and perform a 360 degree turn to the left
4. Lope a small, slow circle around C on the left lead
5. Stop at C and perform a 360 degree turn to the right
6. Lope a circle with speed around C on the right lead
7. At C extend the jog to D
8. Stop at D and back approximately one horse length.

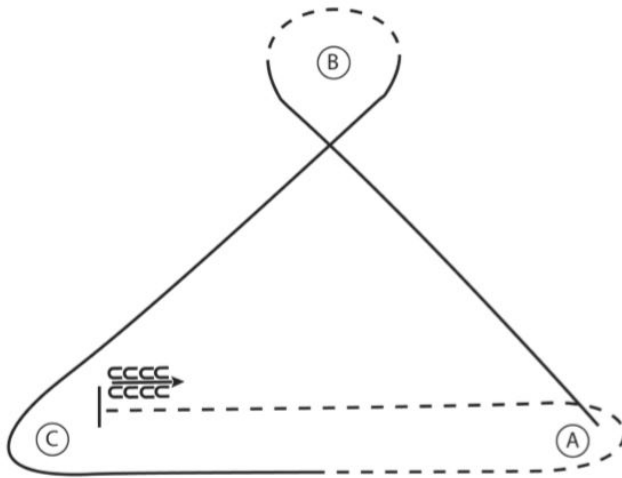
# YOUTH + YOUTH SPB + NOVICE AMATEUR HUNT SEAT EQUITATION



[www.horsheshowpatterns.com](http://www.horsheshowpatterns.com)

1. Walk to A
2. Sitting trot to B
3. At B canter on the right lead around B to C
4. At C posting trot around C and B to D
5. At D stop and perform a 180 degree turn to the right on the hindquarters
6. Back 4 steps

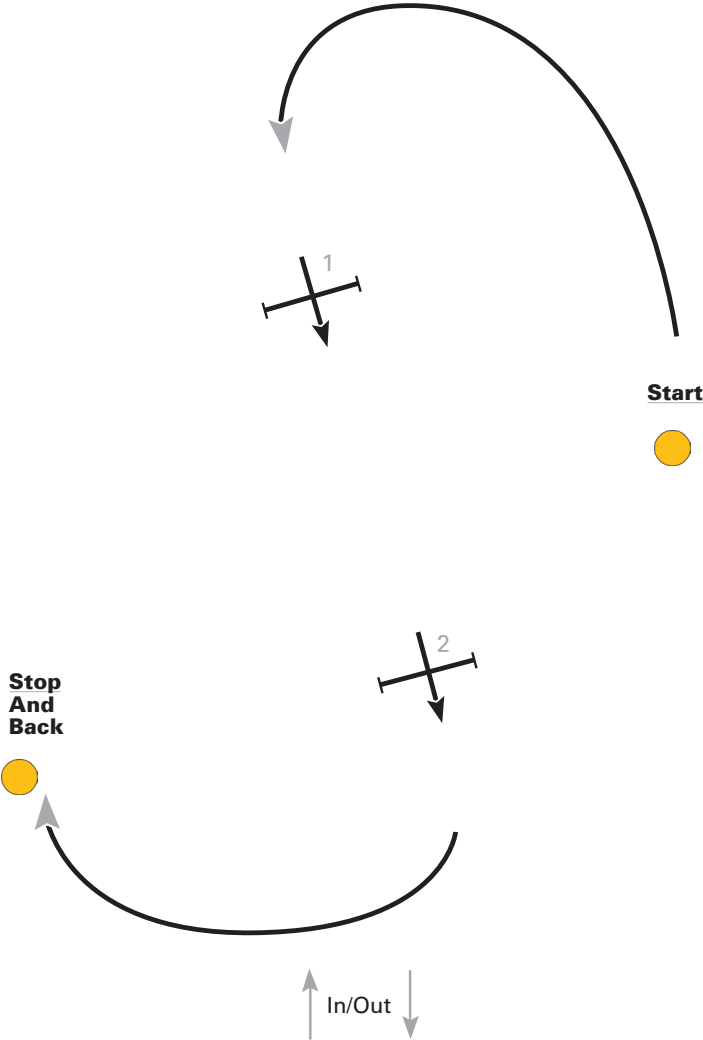
# AMATEUR + AMATEUR SPB HUNT SEAT EQUITATION



[www.horshowpatterns.com](http://www.horshowpatterns.com)

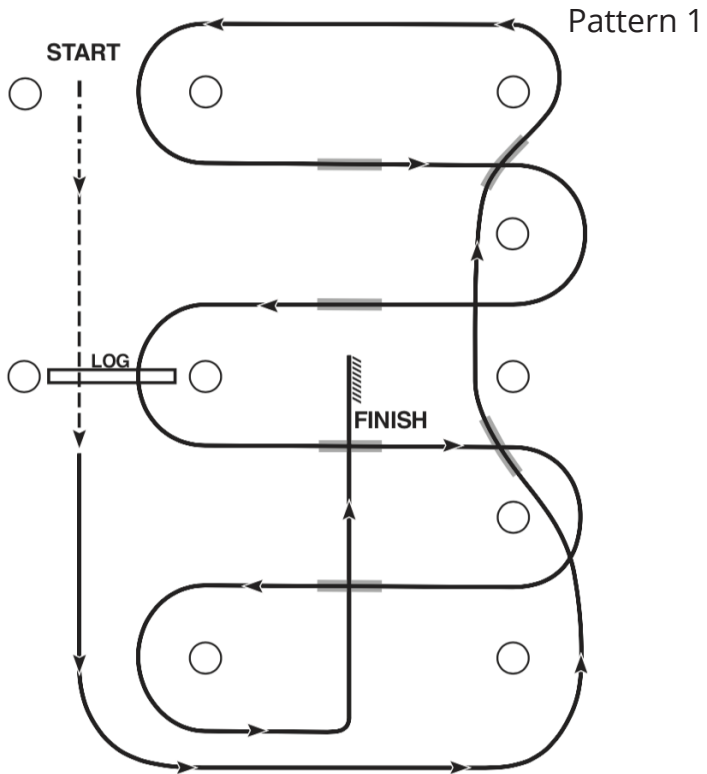
1. Canter on the right lead A to B
2. At B posting trot around B
3. At B canter on the left lead to and around C and continue towards A
4. Halfway to A posting trot on the right diagonal to and around A and continue towards C
5. Halfway to C sit the trot
6. Stop at C and back 4 steps

# ALL CLASSES HUNTER HACK



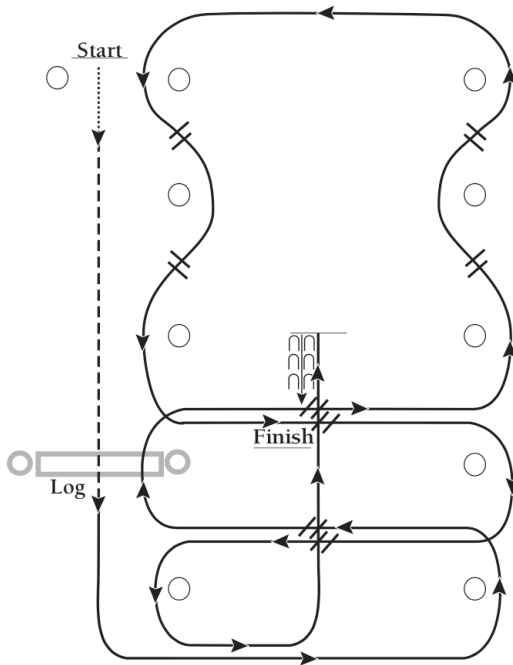


# OPEN GREEN WESTERN RIDING



1. Walk at least 15' and jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change log around end of arena.
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

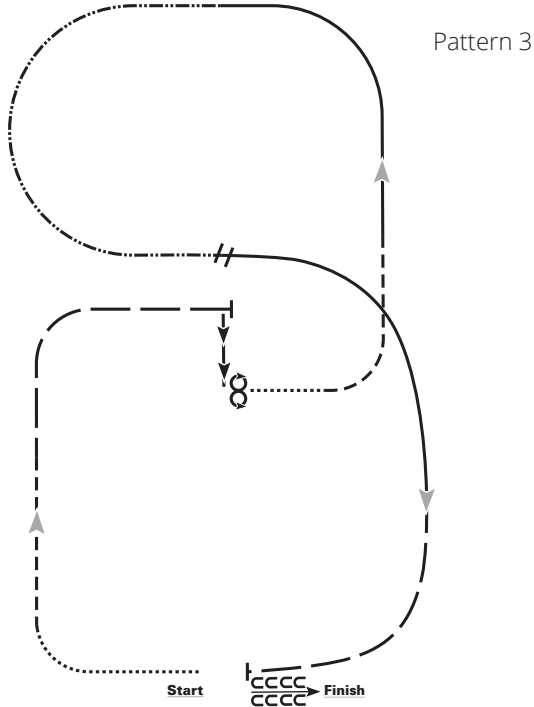
# AMATEUR WESTERN RIDING + OPEN WESTERN RIDING



Pattern 3

1. Walk halfway between markers; transition to jog, jog over log
2. Transition to lope, lope to left around end.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

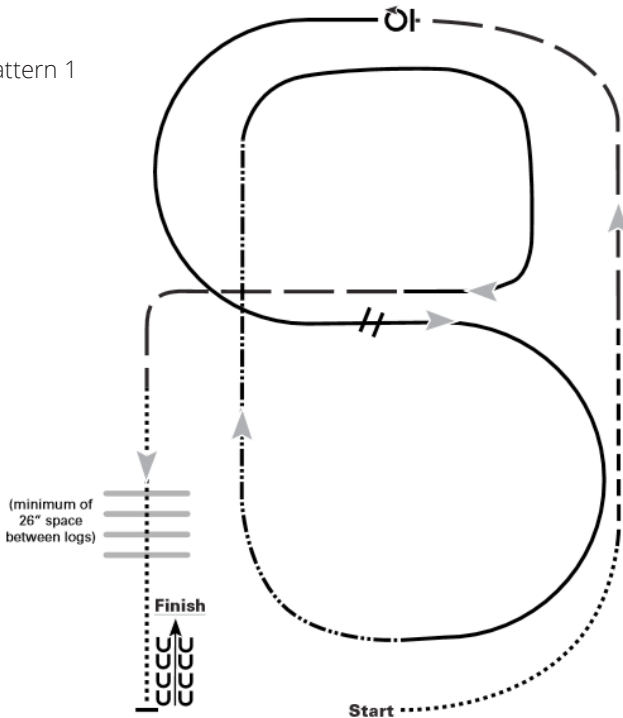
# NOVICE AMATEUR RANCH RIDING



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 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

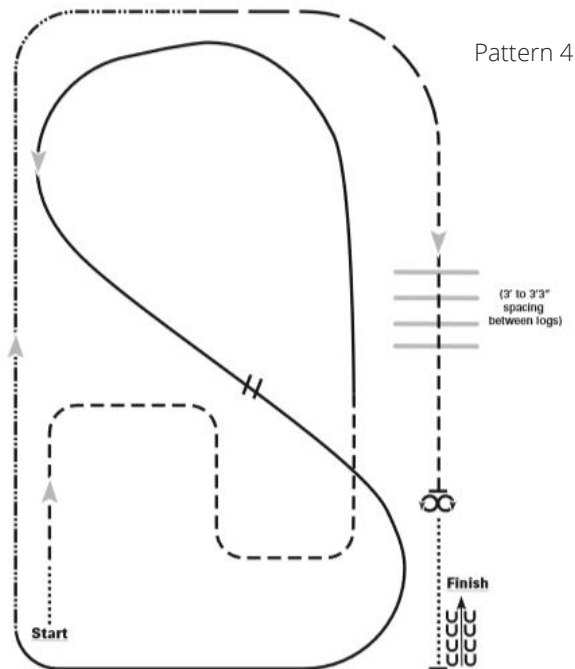
# AMATEUR RANCH RIDING

Pattern 1



1. Walk
2. Trot
3. Extend the trot at the top of the arena, stop
4. 360 turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

# YOUTH + OPEN RANCH RIDING



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 turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back