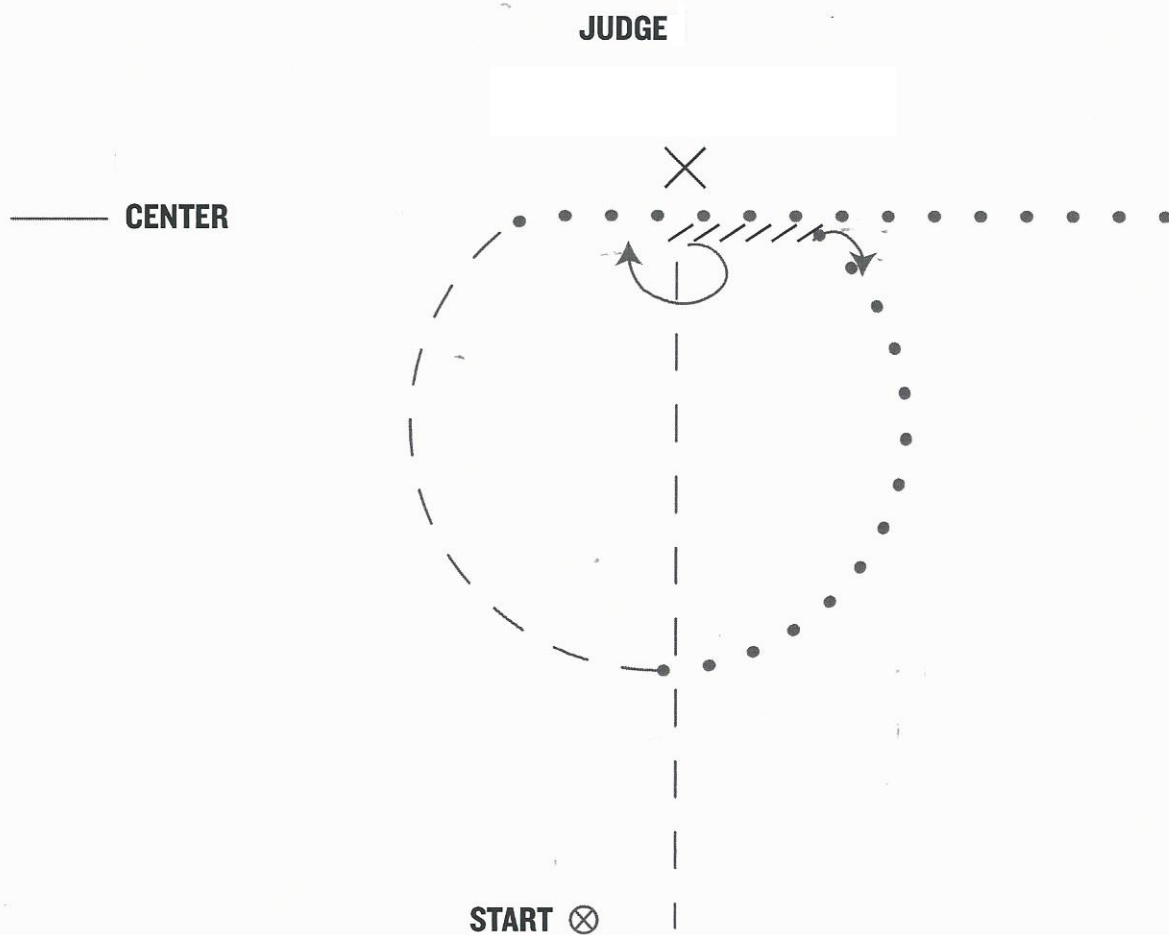


Showmanship

L1 Amateur + L1 Youth

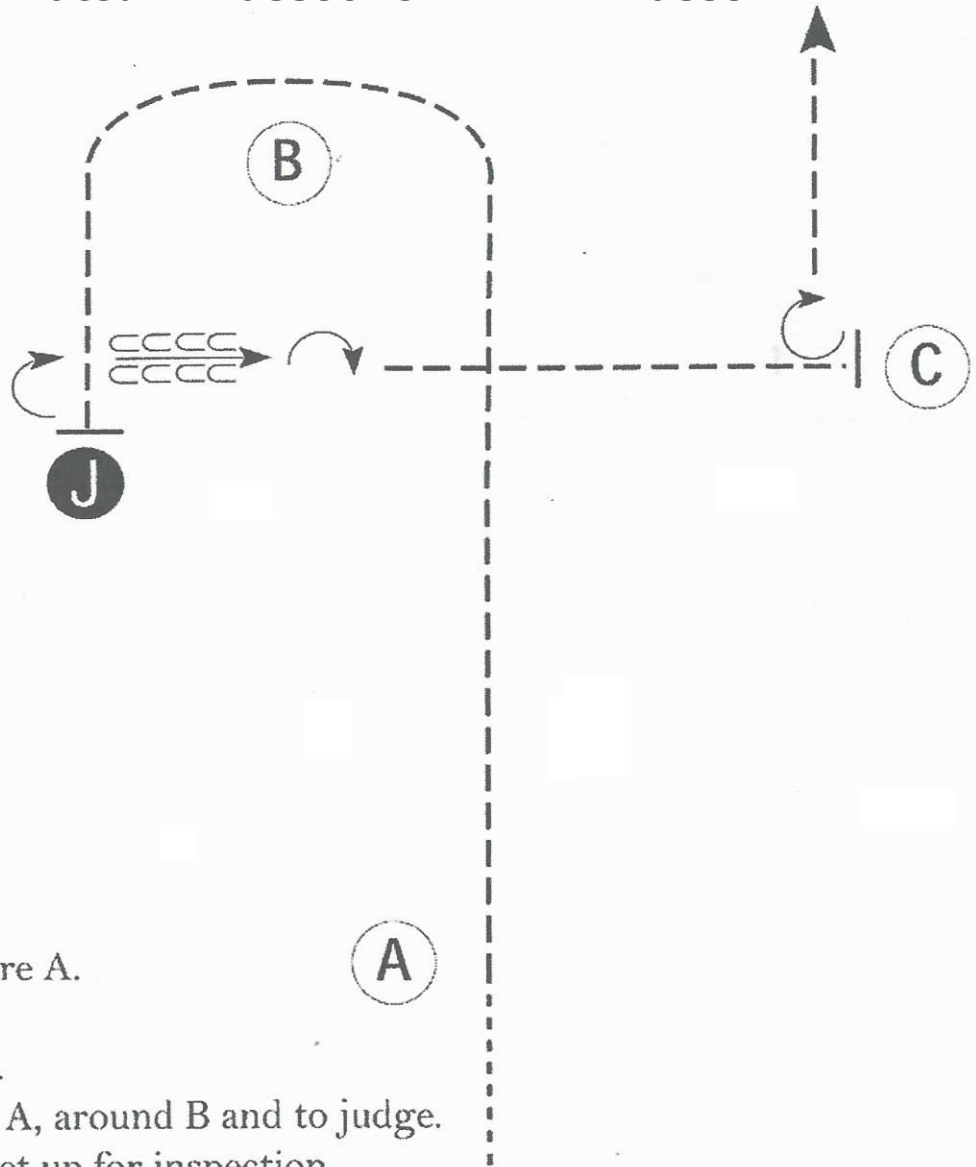


1. Be ready on the lead side at the start cone, trot to the judge.
2. Stop, $\frac{3}{4}$ turn
3. Set up for inspection
4. Inspection
5. When dismissed, back approximately 2 horse lengths
6. 180 turn
7. Walk $\frac{1}{2}$ circle, trot $\frac{1}{2}$ circle
8. Before the judge, break to a walk and walk to exit

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.

Showmanship

Rookie Amateur + Rasseoffen + WRR Klassen



Be ready before A.

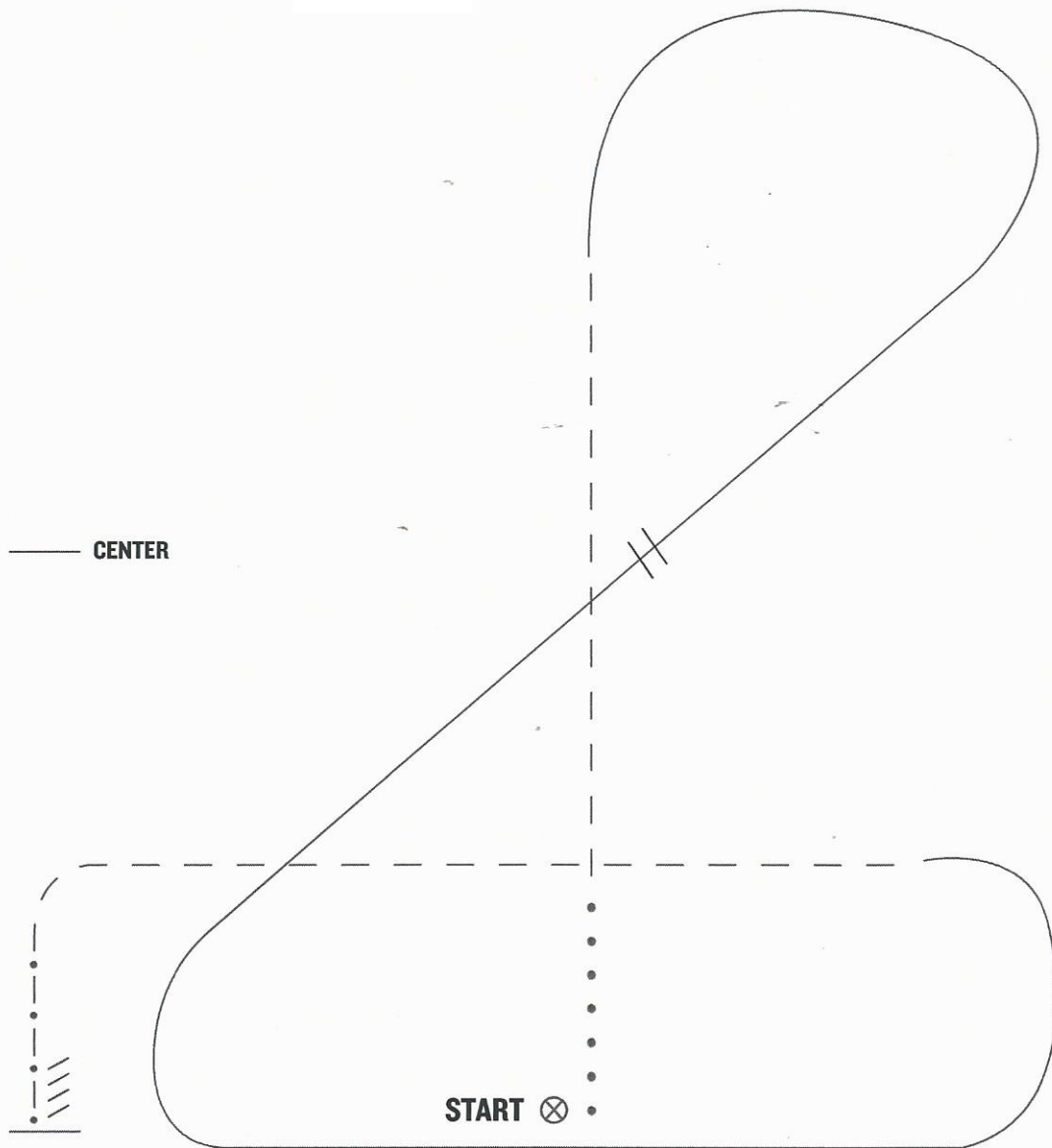
1. Walk to A.
2. Trot from A, around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 90 degree turn and back to B.
5. Perform a 180 degree turn and trot to C.
6. Stop and perform a 270 degree turn.
7. Trot straight away.

Follow the instructions of your ring steward.

Walk	-----
Trot	==
Back	←
Marker	Ⓚ
Judge	Ⓝ

Hunt Seat Equitation

alle Klassen

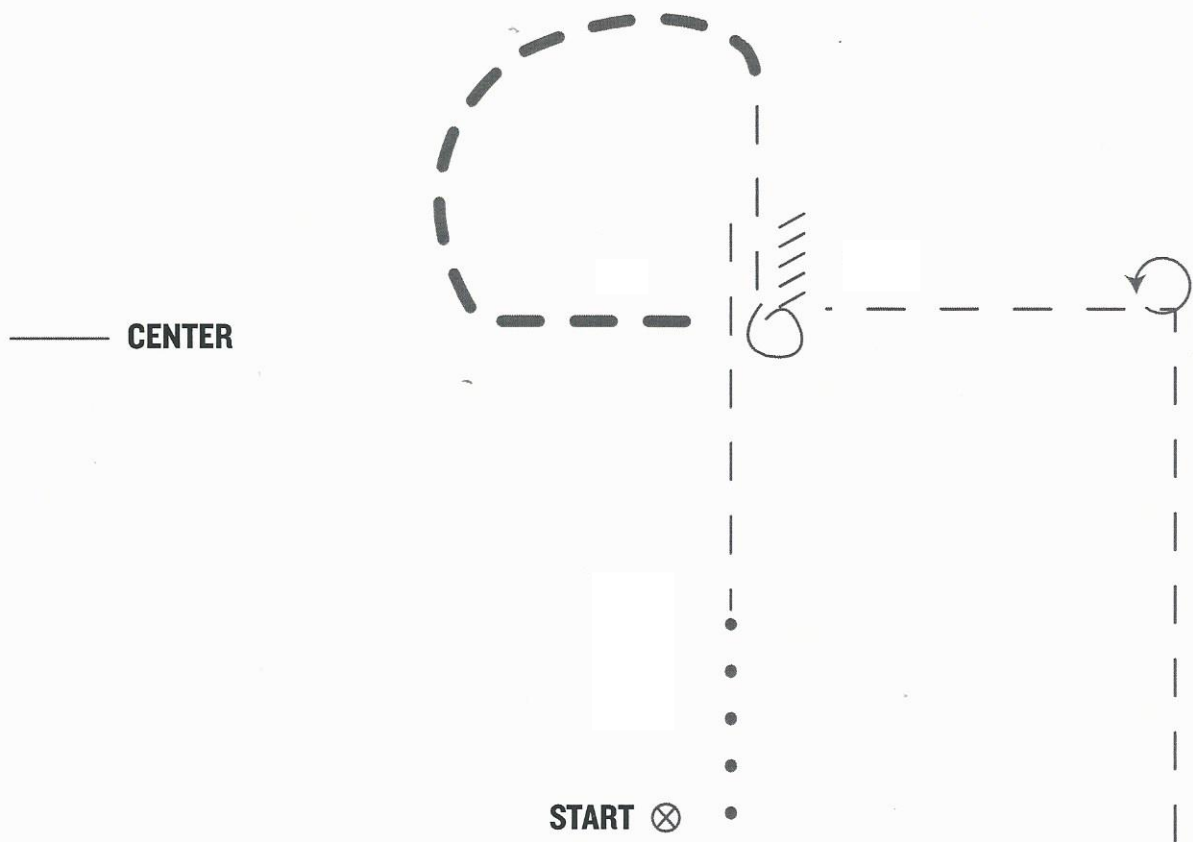


1. Forward walk, trot left diagonal
2. Canter right lead
3. Change leads (simple or flying)
4. Canter left lead around the end of the arena
5. Right diagonal around corner
6. Sitting trot, halt, back
7. Exit at the walk or trot

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.

Walk/Jog Horsemanship

alle Klassen

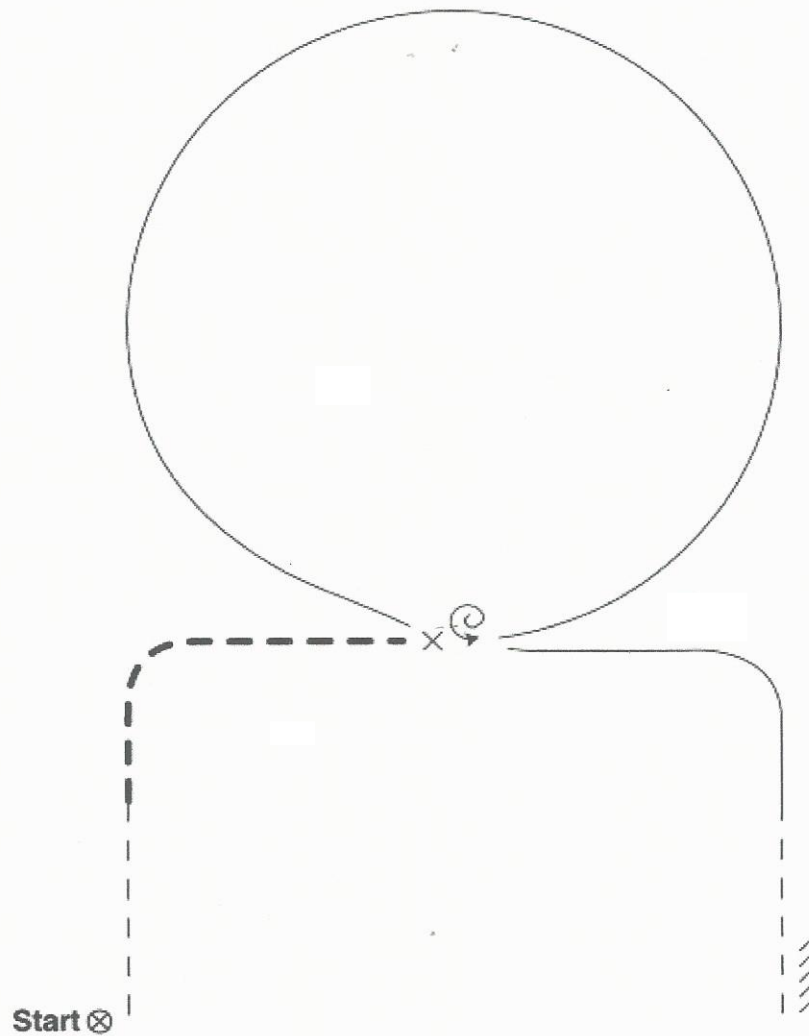


1. Forward walk, jog past center
2. Stop and back
3. 360 turn to the right
4. Jog, building to an extended jog circle
5. At the center of the arena, collect to a jog
6. Stop, $\frac{3}{4}$ turn to the left
7. Exit at the walk or jog

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.

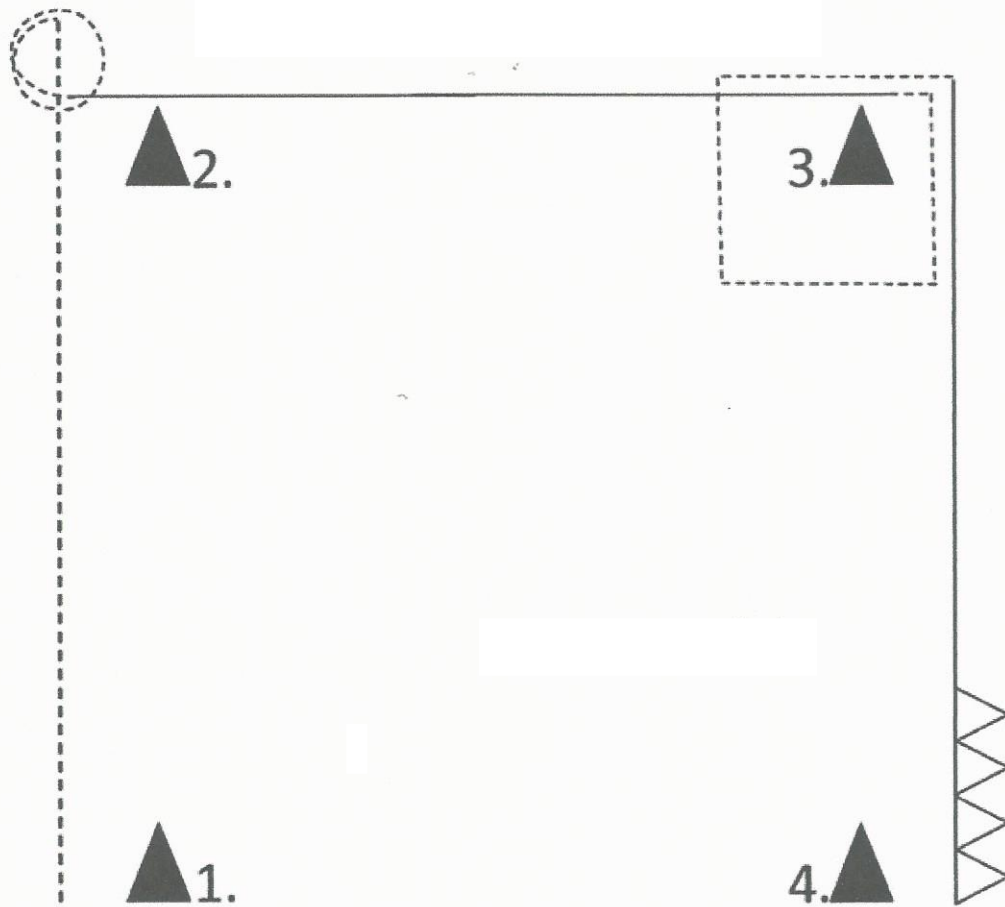
Horsemanship

Rookie Amateur + Rasseoffen



1. Jog $\frac{1}{2}$ line; extend trot to middle
2. Stop; 360 degree turn to left
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 trot

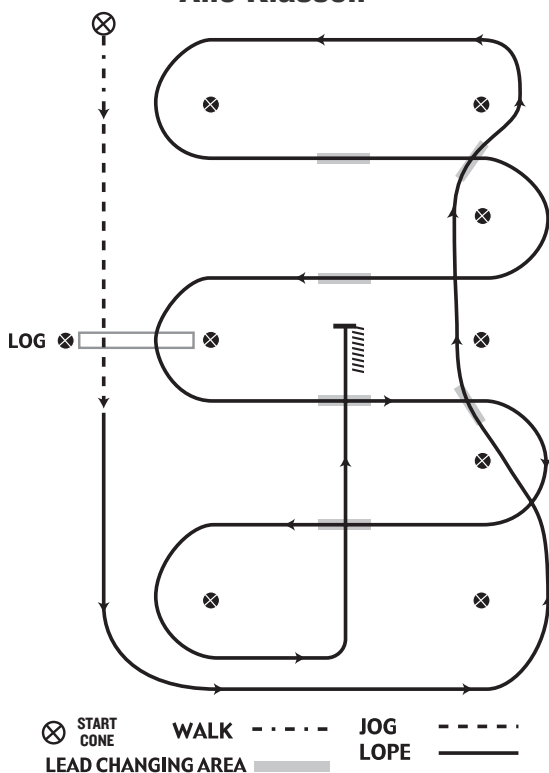
L1 Amateur + L1 Youth + WRR LK1&2 + WRR LK3
Horsemanship



1. Extend trot from 1 to Cone 2
2. $1\frac{3}{4}$ turn left
3. Right lead to 3.
4. Jog a square around 3
5. Lope left lead to 4
6. Stop and back one horse length
7. Jog to the rail

GREEN WESTERN RIDING PATTERN I

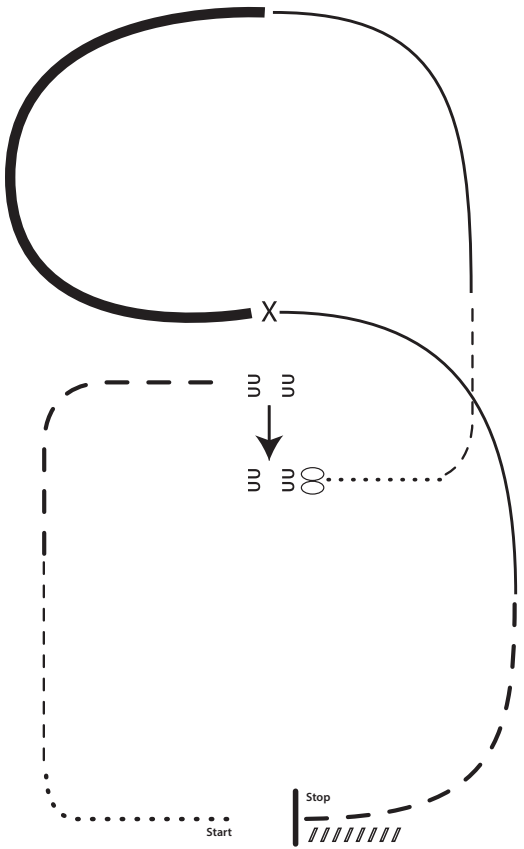
Alle Klassen



1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the 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 & back

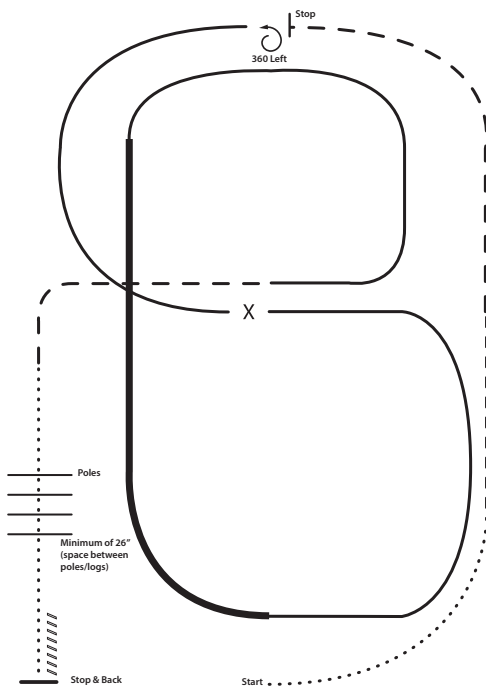
RANCH RIDING – PATTERN 3

Rookie Amateur + Rasseoffen



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

RANCH RIDING – PATTERN I
L1 Amateur + L1 Youth +
WRR LK 1&2 + WRR LK 3&4

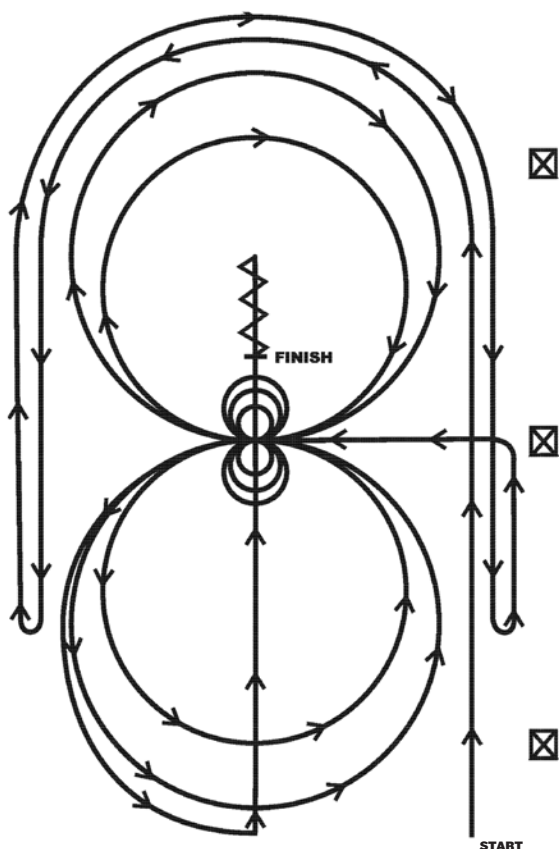


- X Lead Change
- • Walk
- - Trot
- - Ext Trot
- — Lope
- — Ext Lope
- //// //// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree 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

REINING PATTERN 15

Rookie Amateur + WRR LK4 + Rasseoffen

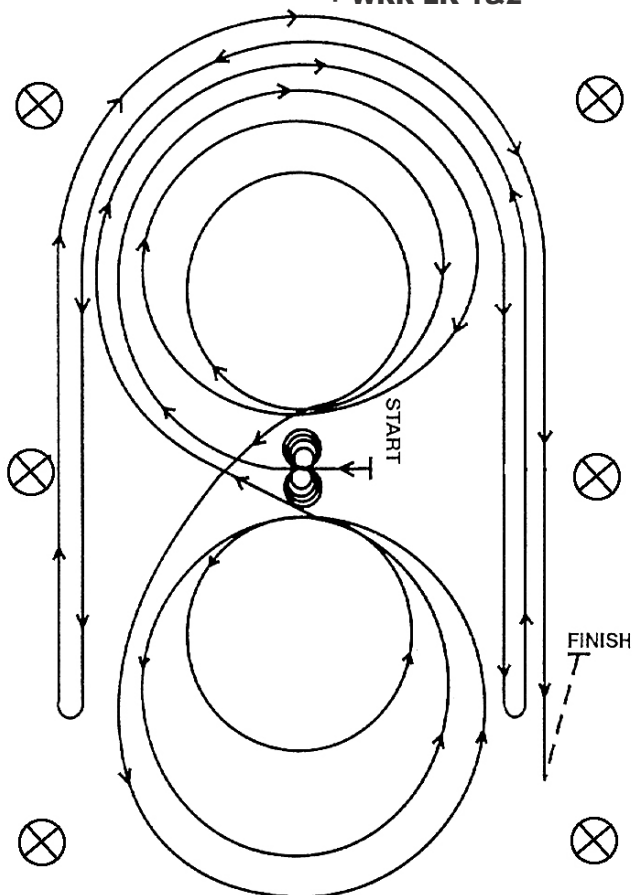


1. Run around the end of the arena, run down the left side past center marker, right rollback
2. Run around end of arena, run down right side past center marker, left rollback
3. Left circles, one large fast and one small slow, stop at center
4. 3 spins left, hesitate
5. Right circles, one large fast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

Hesitate to show completion of pattern.

REINING PATTERN 8

L1 Amateur + L1 Youth
+ WRR LK 1&2



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 left.
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 roll-back at least 20 feet (6 meters) 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 roll-back 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 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. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.