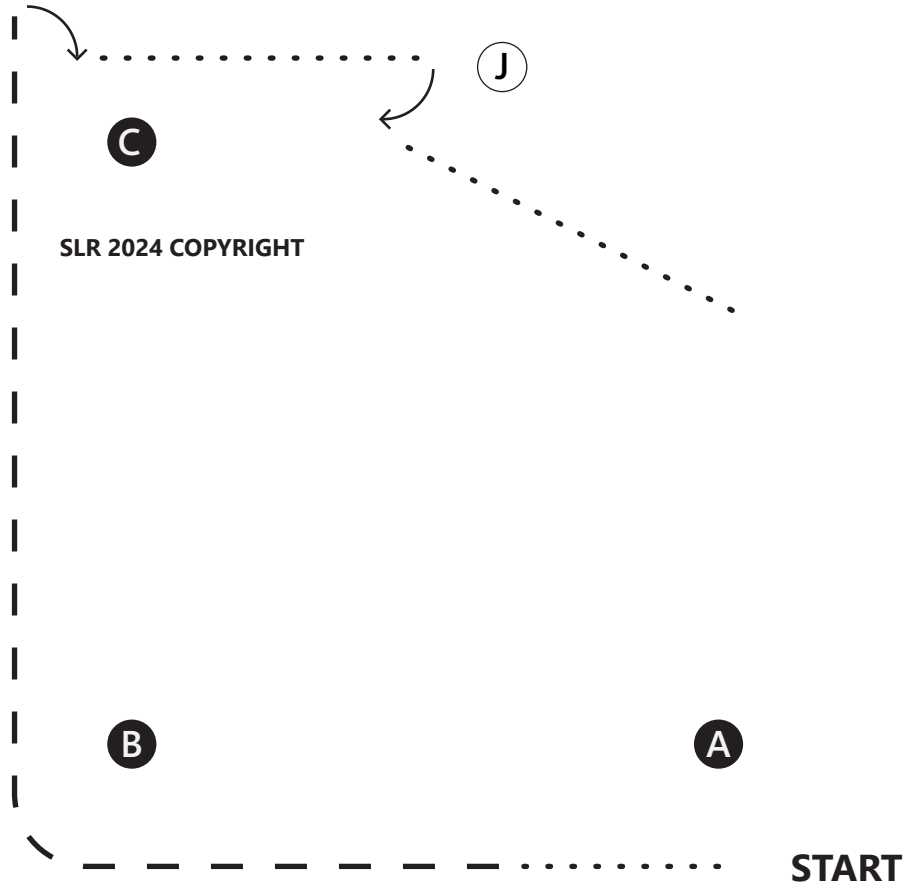




NO BLING SPRING FLING
AQHA/ALL-BREED SHOW
SHOWMANSHIP
(PONY/MINI, WALK-TROT DIVISION)

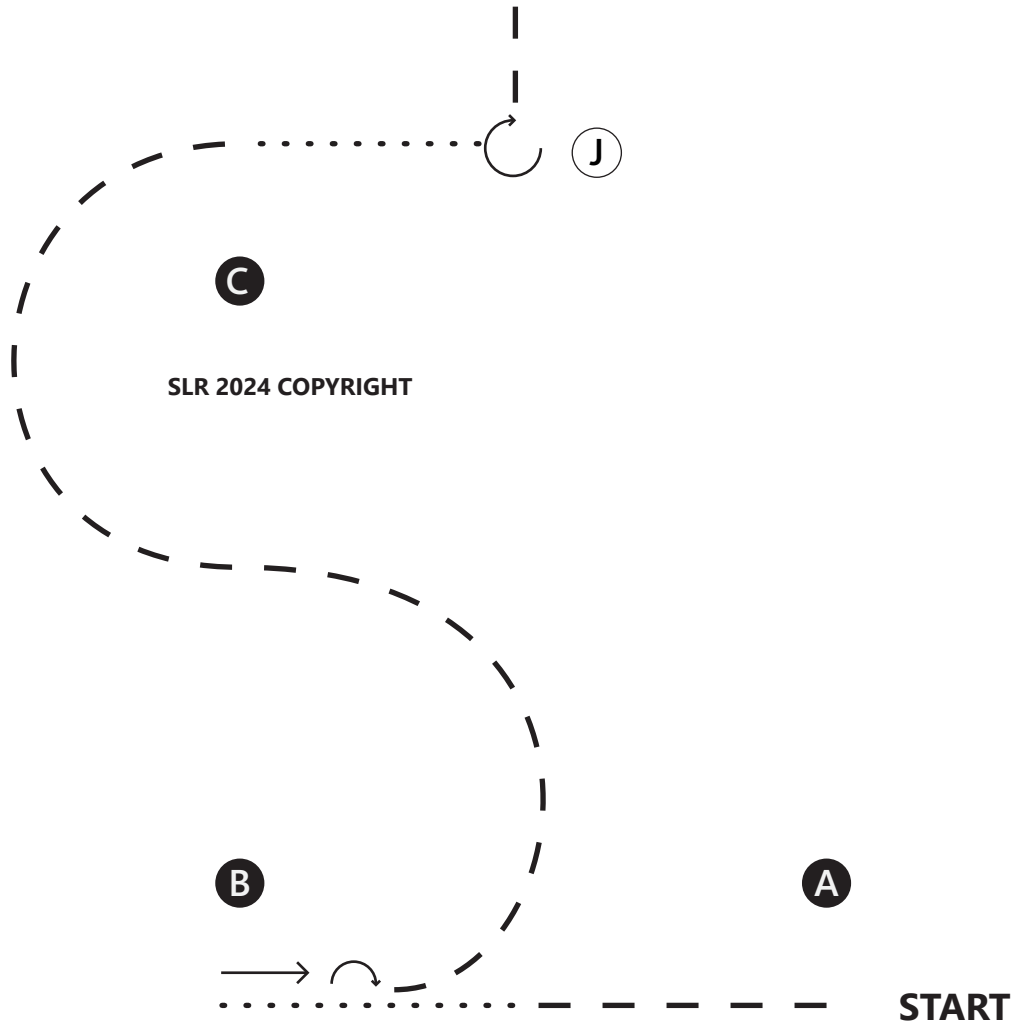


1. Walk 10 steps
2. Trot around B and to C
3. Stop at C, perform a 90 turn
4. Walk to judge
5. Set up for inspection
6. When dismissed, perform a 90 turn
7. Walk to rail to exit

Pattern designed by Shelby Layne Ridgway



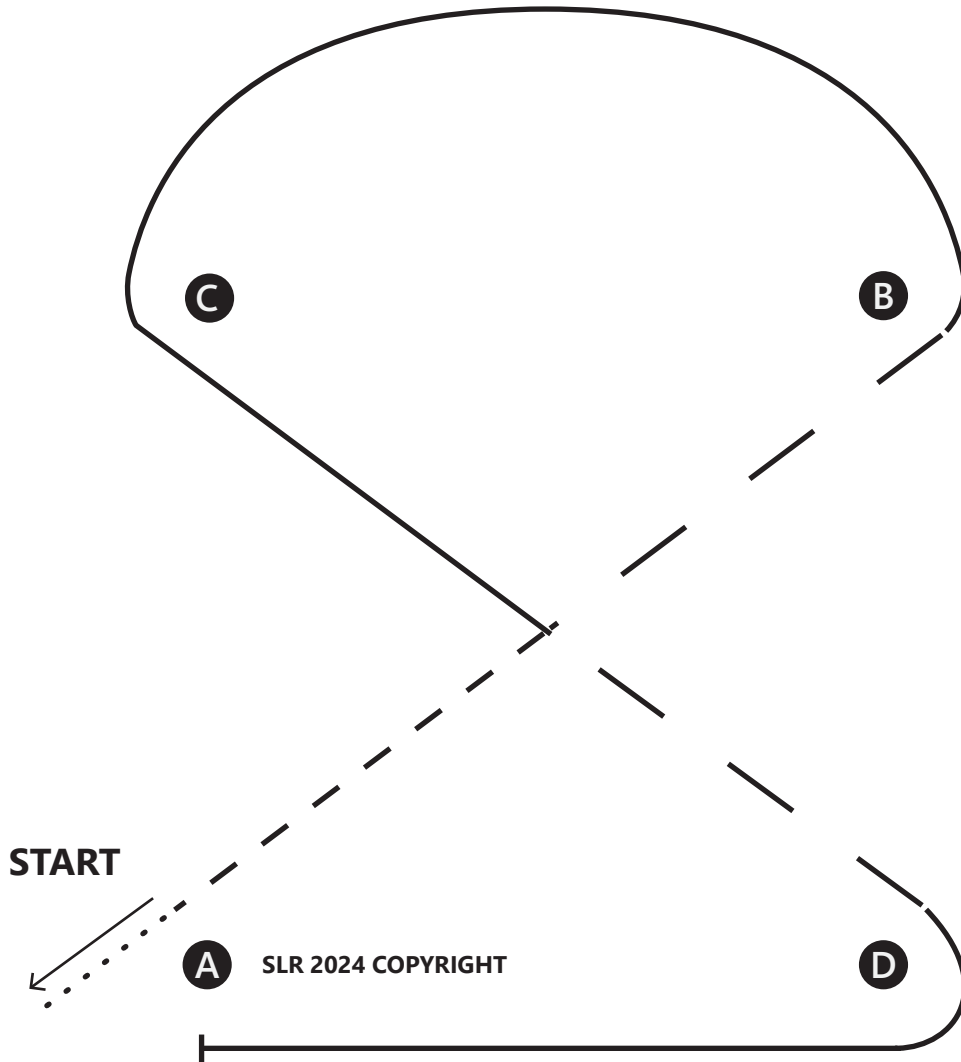
NO BLING SPRING FLING
AQHA/ALL-BREED SHOW
SHOWMANSHIP
(JUNIOR/YOUTH, SENIOR/AMATEUR)



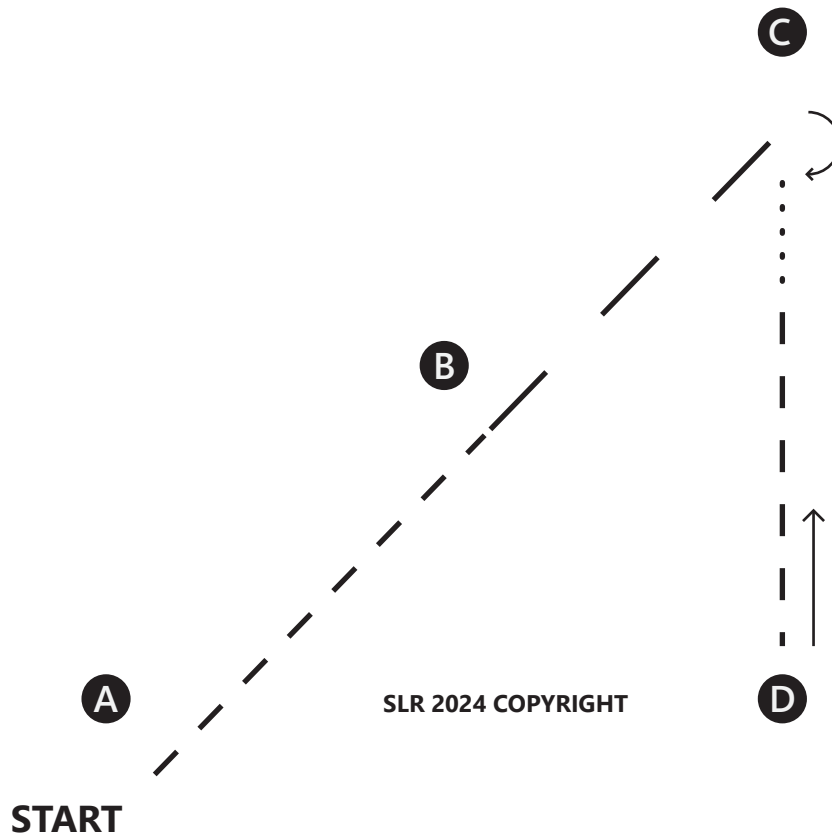
1. Trot towards B
2. Halfway, break to the walk, walk to B
3. Back one horse length
4. Perform a 180 turn
5. Trot a serpentine between B and C
6. At C, break to walk, walk to judge
7. Set up for inspection
8. When dismissed, perform a 270 turn
9. Exit at a trot

Pattern designed by Shelby Layne Ridgway

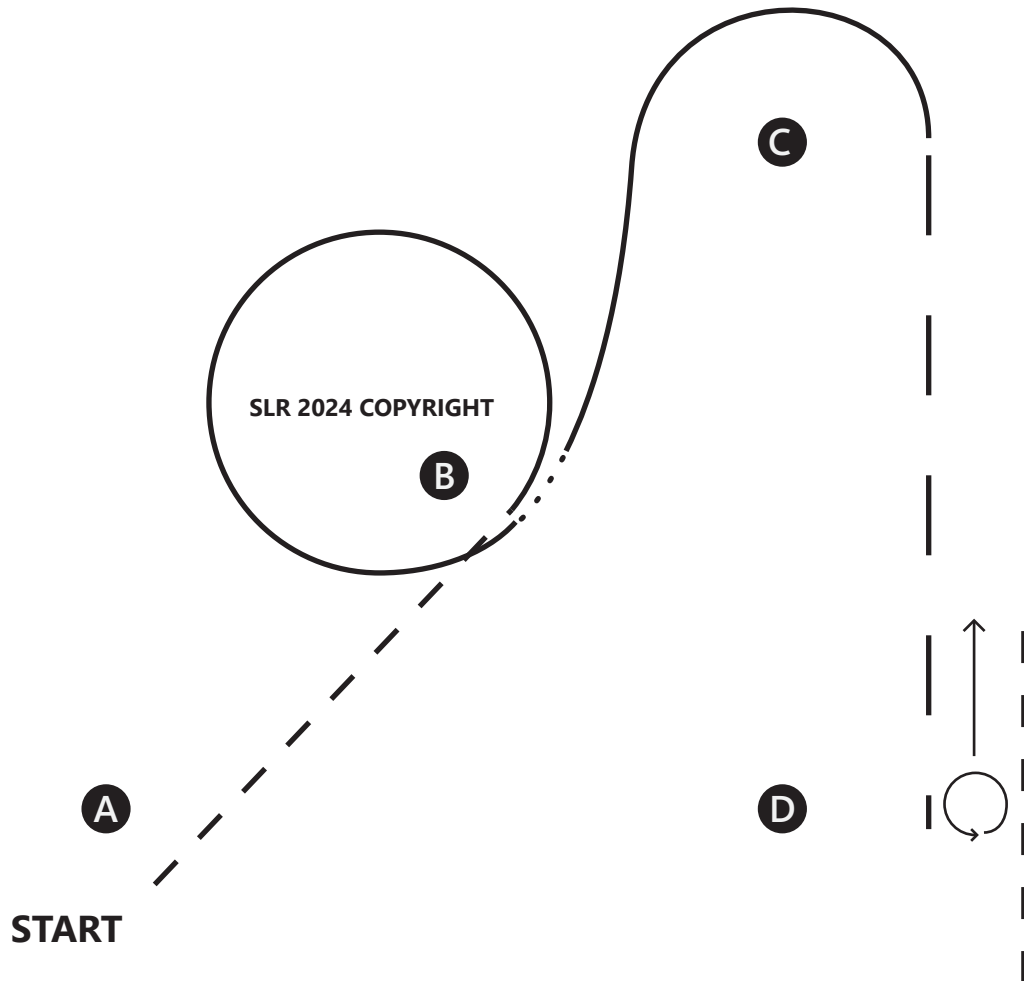
NO BLING SPRING FLING
AQHA/ALL-BREED SHOW
HUNT SEAT EQUITATION
(ALL CLASSES)



1. Start at A, Back 2 horse lengths
2. Walk to A
3. Sit trot to center of square
4. Posting trot on the right diagonal to B
5. Left lead canter around B & C to center
6. Posting trot on the left diagonal to D
7. Right lead canter around D and to A
8. Stop and hesitate before exiting



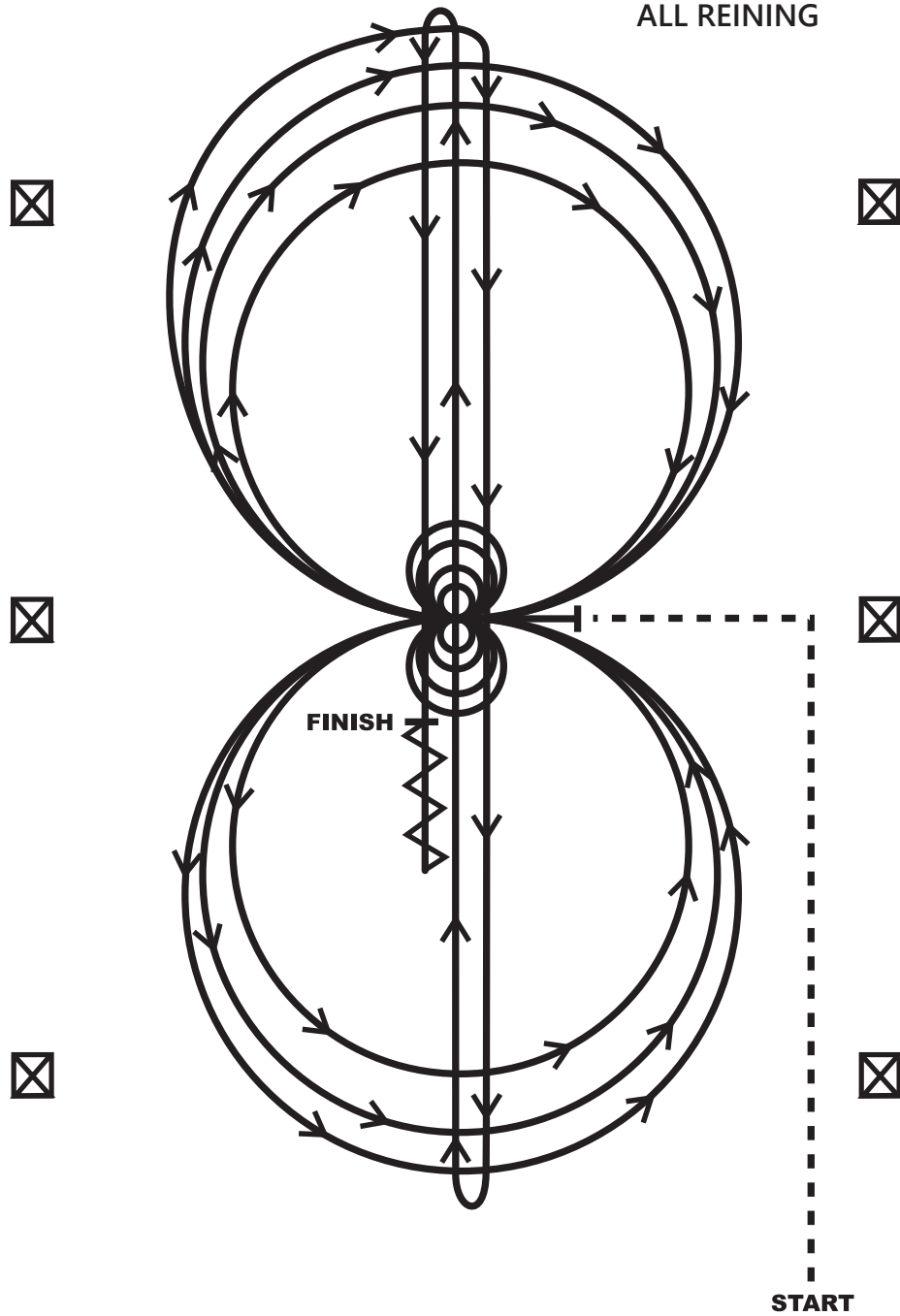
1. Trot from A to B
2. Extend trot from B to C.
3. Stop at C. Perform a right turn to face D.
4. Walk 10 steps
5. Trot to D.
6. Stop at D. Back one horse length
7. Trot to exit



1. Trot from A to B
2. Left lead around B with forward motion
3. At B, Walk 6-8 strides
4. Right lead lope around C
5. Extend Trot from C to D
6. Stop at D, perform a 360 to the left
7. Back one horse length
8. Trot to exit

REINING PATTERN 11

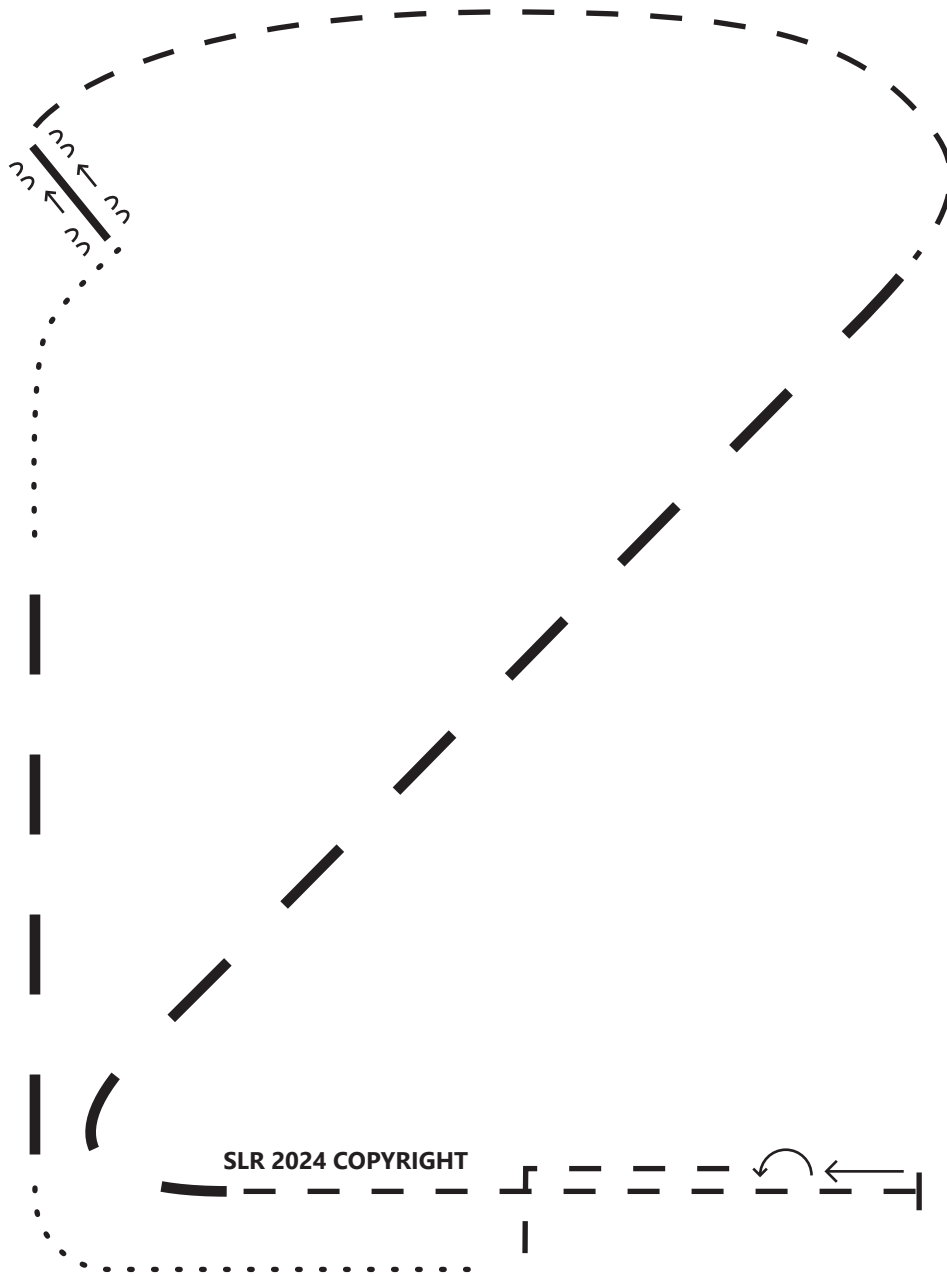
AQHA/ALL-BREED SHOW
ALL REINING



Horses must jog to the center of the arena. Horses must walk or stop prior to starting the 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 ten feet (three meters). Hesitate to demonstrate completion of the pattern.

NO BLING SPRING FLING
 AQHA/ALL-BREED SHOW
 RANCH RIDING
 (WALK-TROT)



1. Walk
2. Exended Trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Extended trot
7. Trot
8. Stop and back
9. 1/2 turn right
10. Trot to exit

Pattern designed by Shelby Layne Ridgway

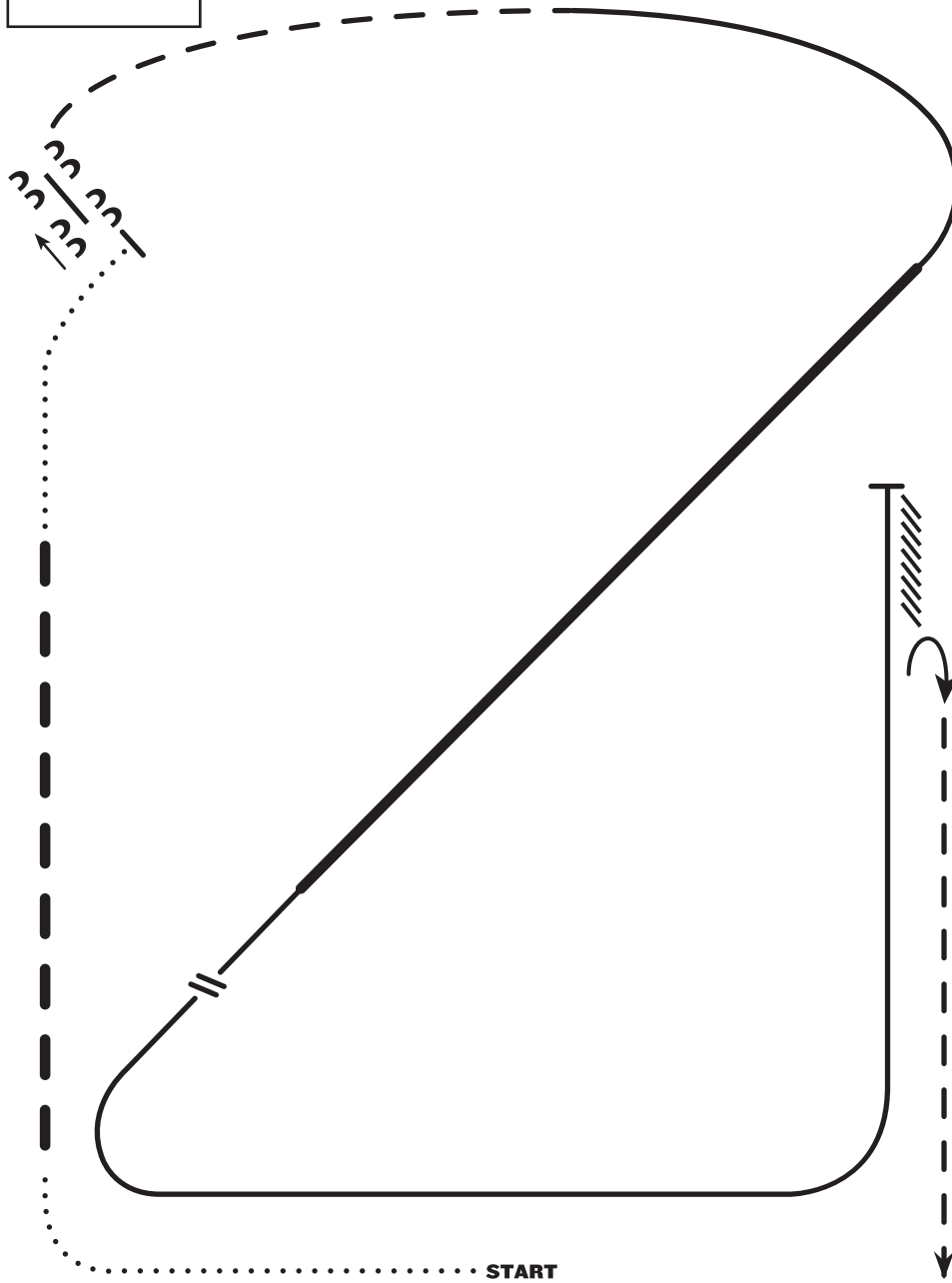
RANCH RIDING - PATTERN 10



AQHA/ALL-BREED SHOW
ALL RANCH RIDING
(Except W/T)

OPTIONAL
CATTLE

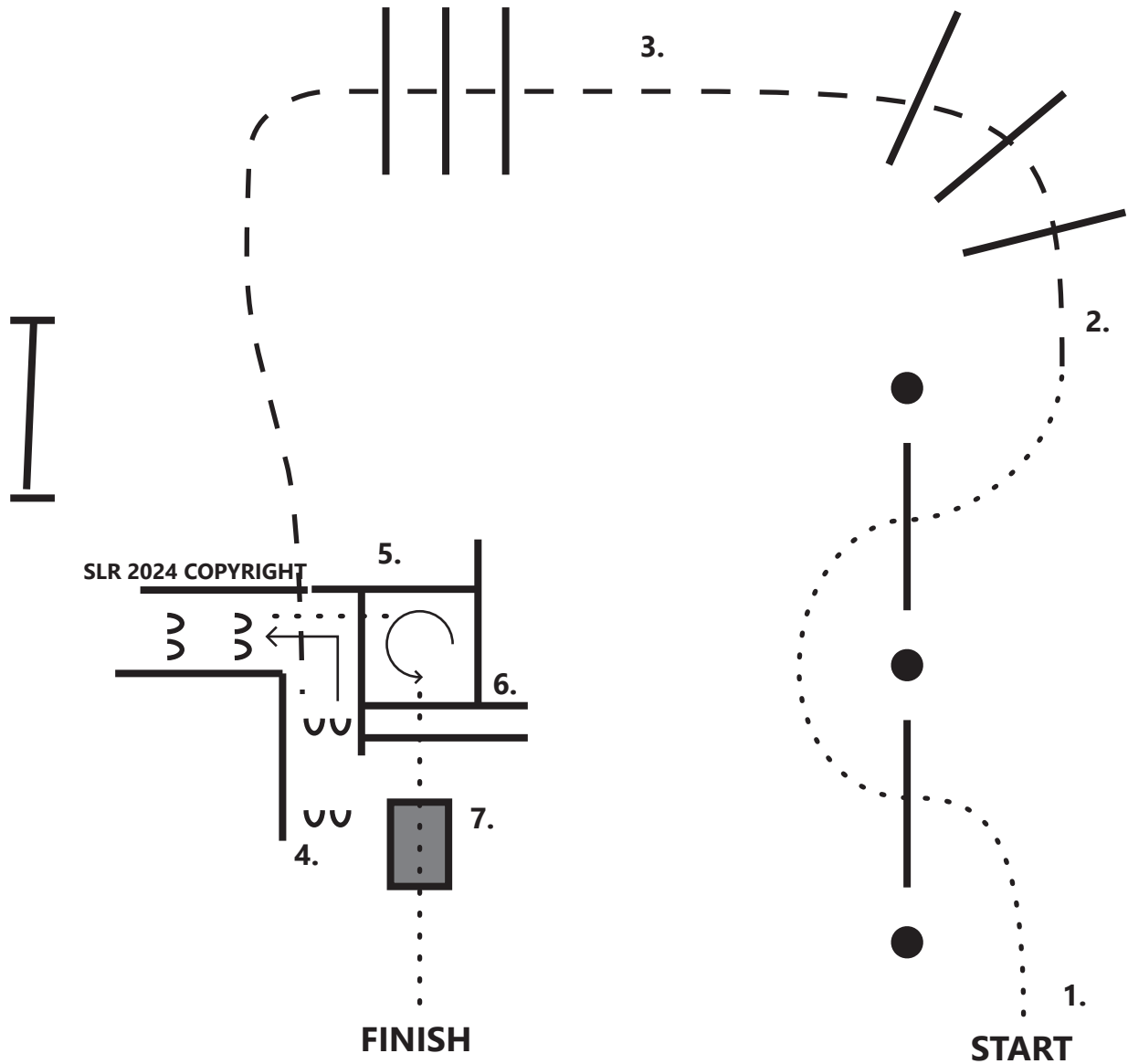
LEGEND	
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

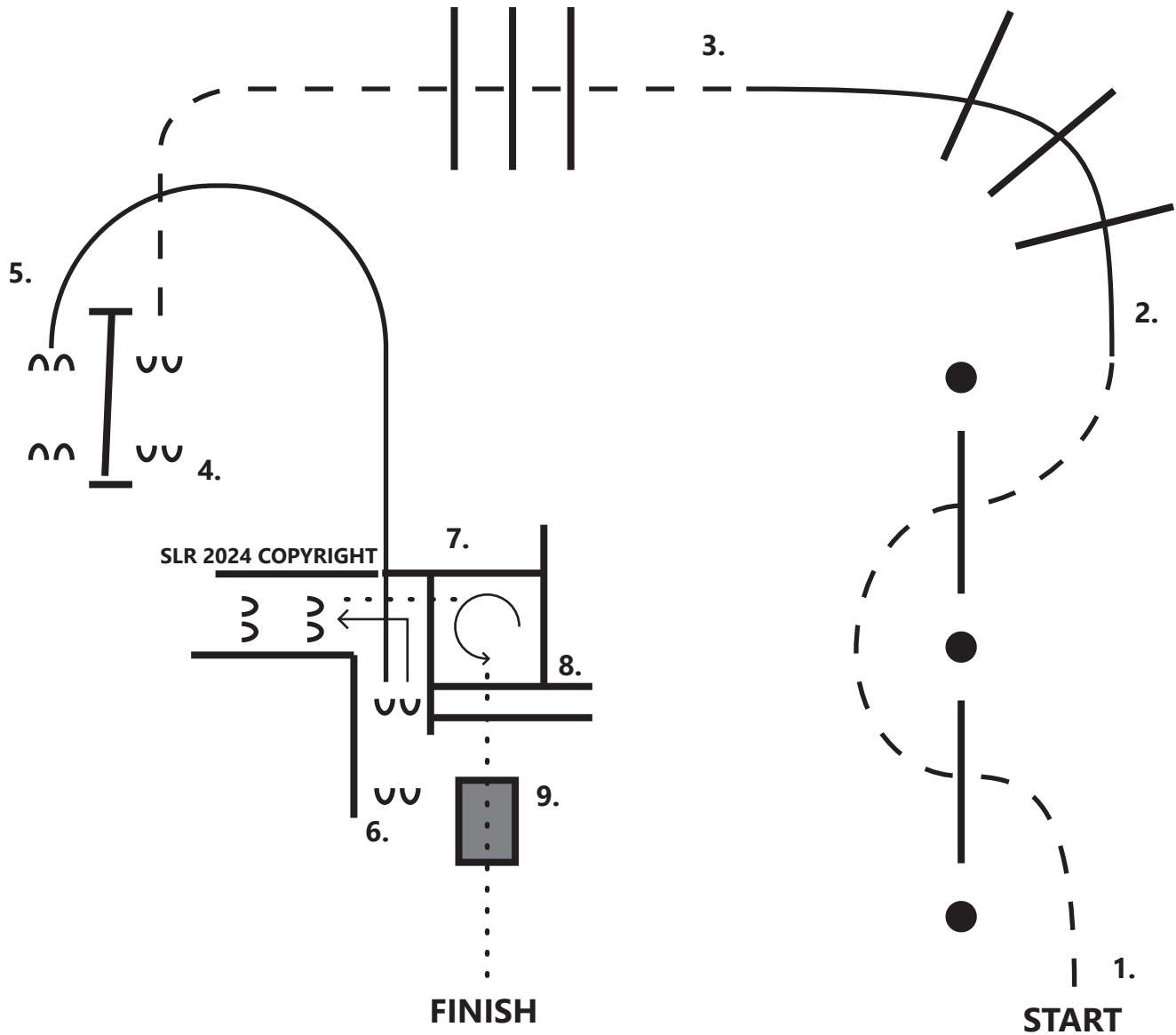
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

NO BLING SPRING FLING
 AQHA/ALL-BREED SHOW
 PERFORMANCE TRAIL
 (LEADLINE, PEEWEE, PONY/MINI,
 WALK-TROT, GAITED)



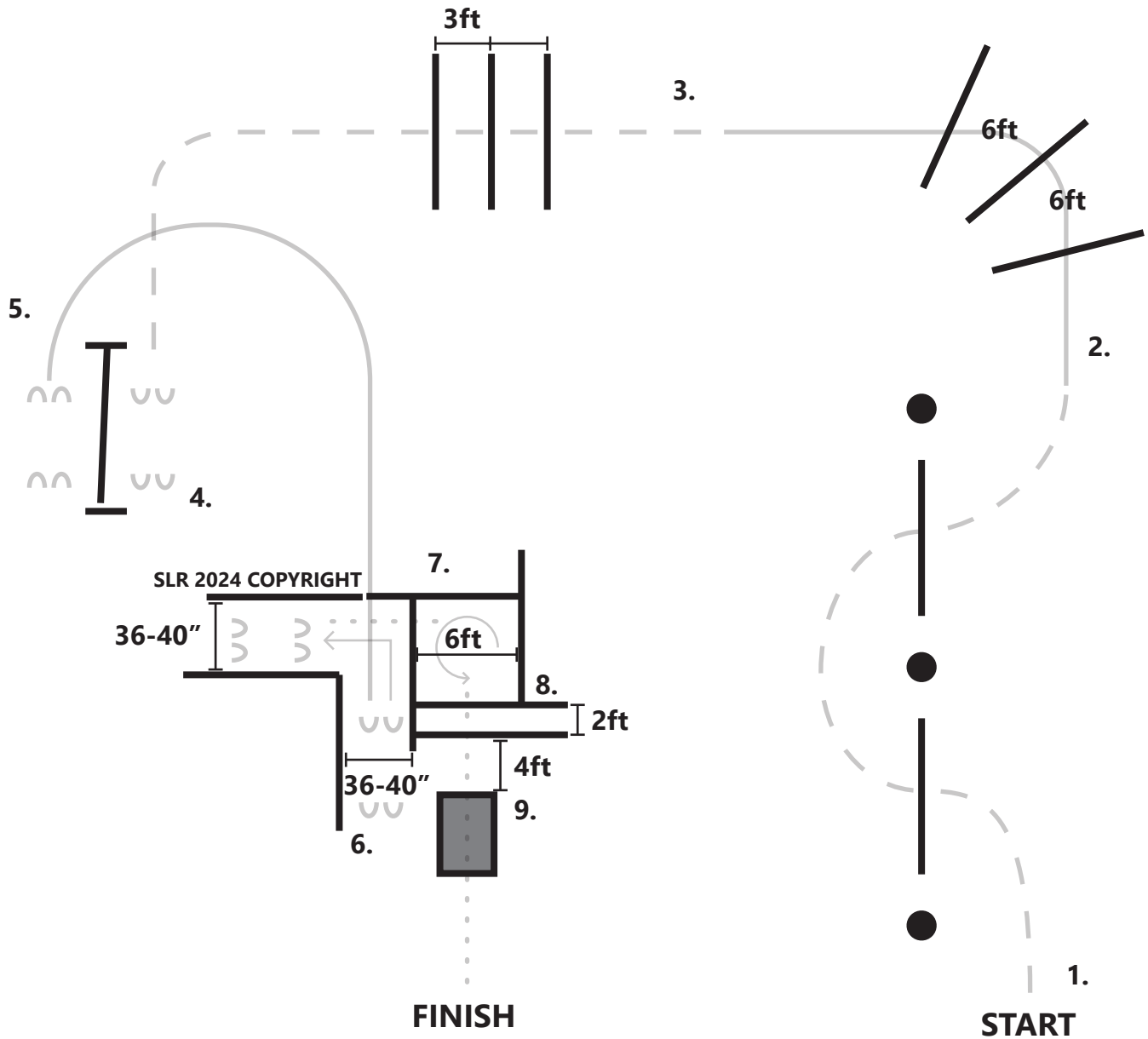
1. Walk serpentine over poles
2. Trot fan poles
3. Trot poles and into chute
4. Back L in chute

5. Walk into box, turn 270 left
6. Walk over poles
7. Walk over bridge



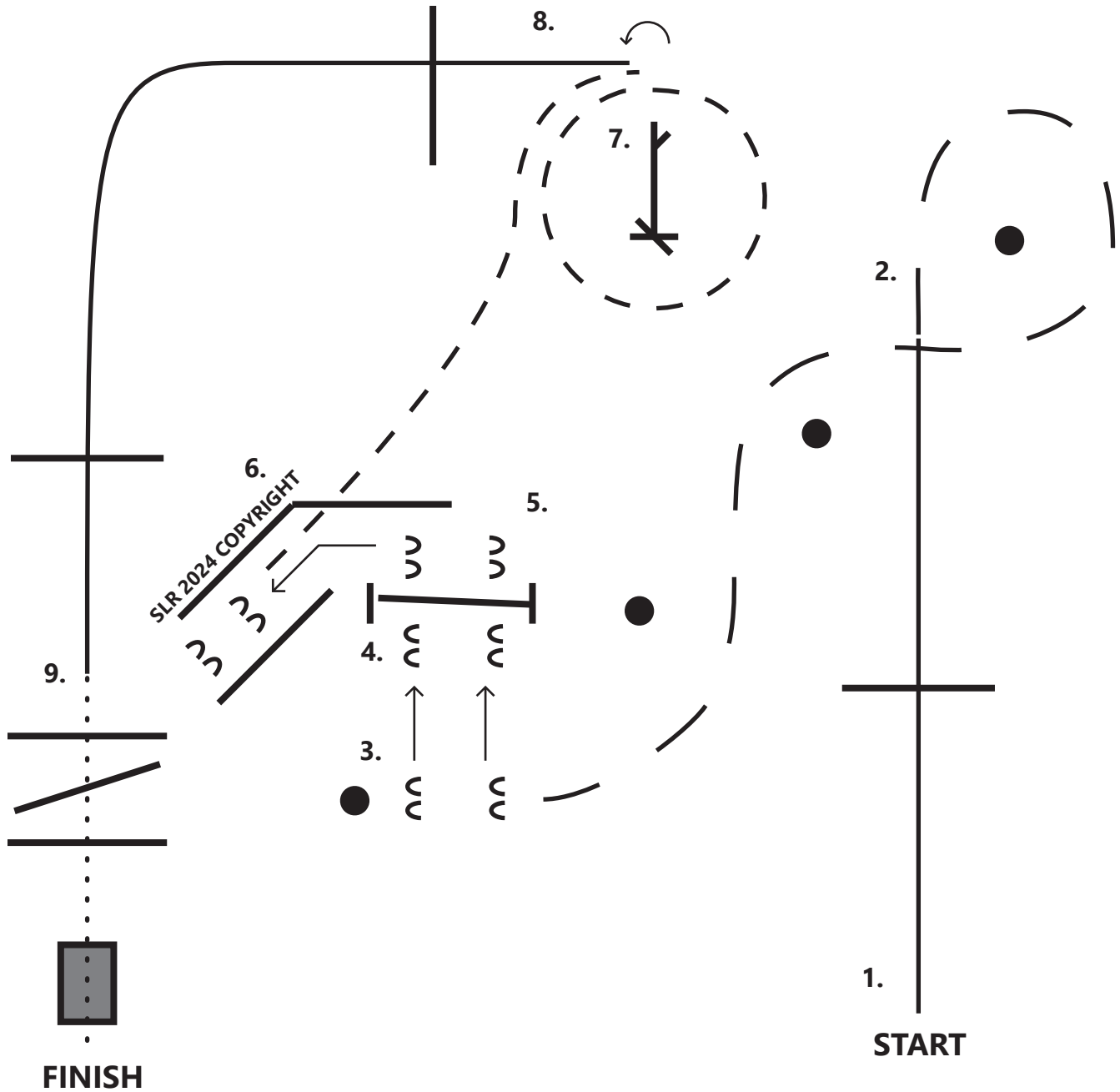
1. Trot serpentine over poles
2. Left lead fan poles
3. Trot poles and up to gate
4. Right hand work gate
5. Right lead into chute

6. Back L in chute
7. Walk into box, turn 270 left
8. Walk over poles
9. Walk over bridge

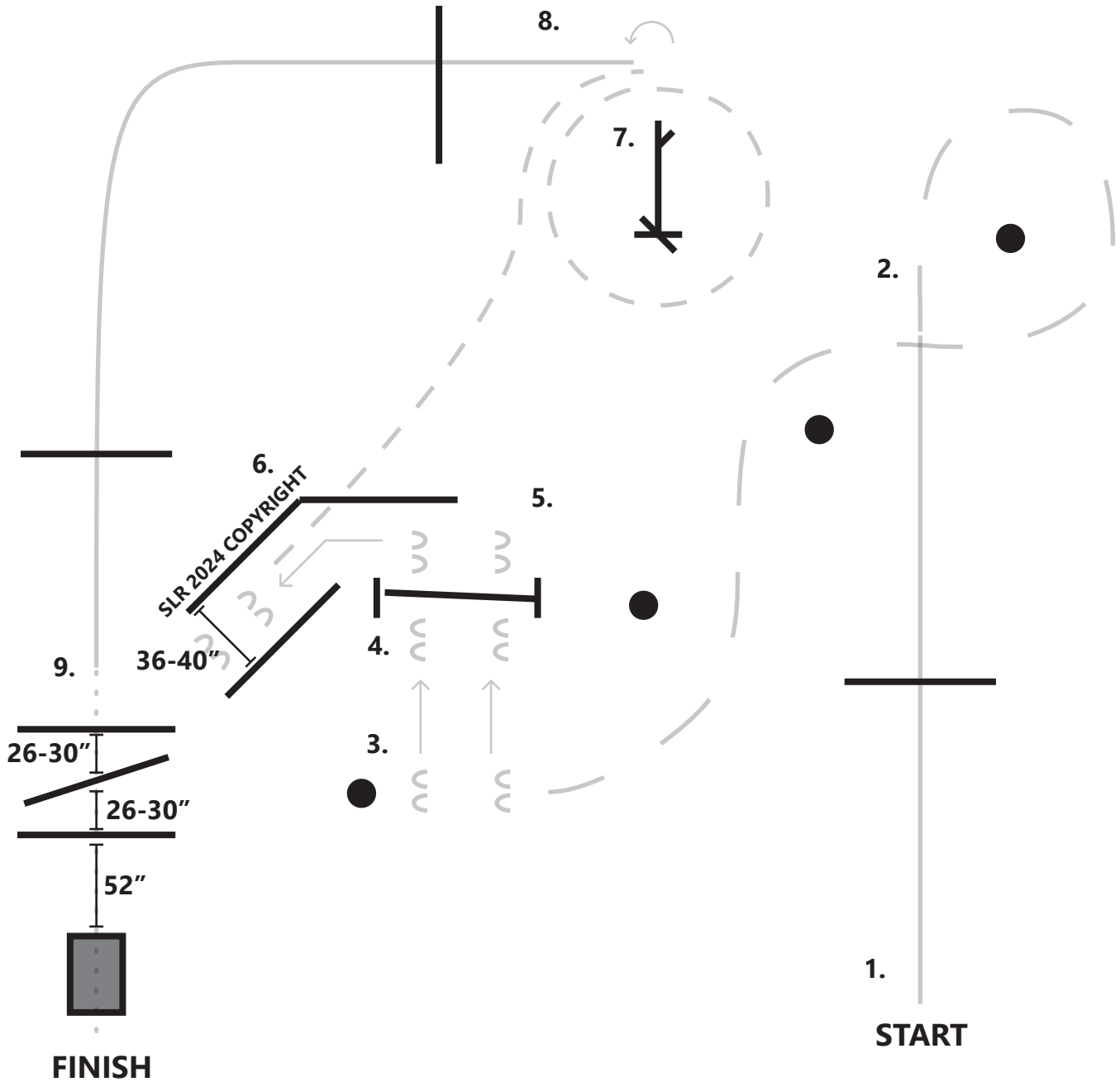


1. Trot serpentine over poles
2. Left lead fan poles
3. Trot poles and up to gate
4. Right hand work gate
5. Right lead into chute

6. Back L in chute
7. Walk into box, turn 270 left
8. Walk over poles
9. Walk over bridge



- | | |
|---|---|
| 1. Right lead over log | 6. Trot over log, up to drag obstacle. |
| 2. Extend trot serpentine, up to marker | 7. Drag to the right at a walk or trot (Youth/Junior exhibitors use object, not drag) |
| 3. Sidepass right to gate | 8. Turn 180 left, Left lead over two logs |
| 4. Right hand work gate | 9. Walk over logs and bridge |
| 5. Back into chute | |



- | | |
|---|---|
| 1. Right lead over log | 6. Trot over log, up to drag obstacle. |
| 2. Extend trot serpentine, up to marker | 7. Drag to the right at a walk or trot (Youth/Junior exhibitors use object, not drag) |
| 3. Sidepass right to gate | 8. Turn 180 left, Left lead over two logs |
| 4. Right hand work gate | 9. Walk over logs and bridge |
| 5. Back into chute | |