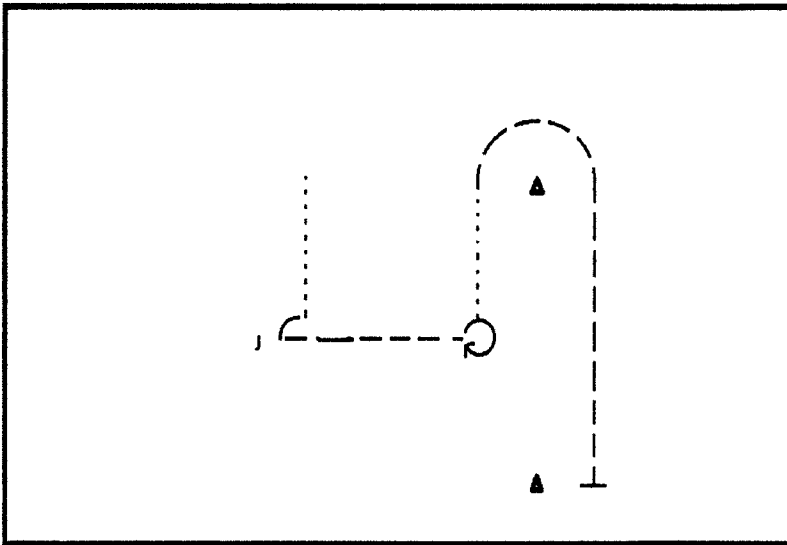


SHOWMANSHIP

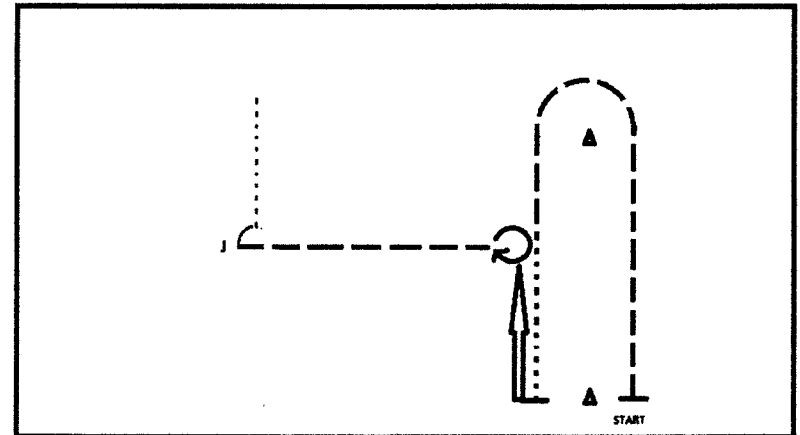
Novice Youth and Novice Amateur



1. Start at the 1st cone and trot around the 2nd cone and break to a walk
2. Walk until the horses' hip is even with the judge and pivot 1 ¼ turns
3. Trot to the judge and set up for inspection
4. Pivot ¼ turn and walk to exit

SHOWMANSHIP

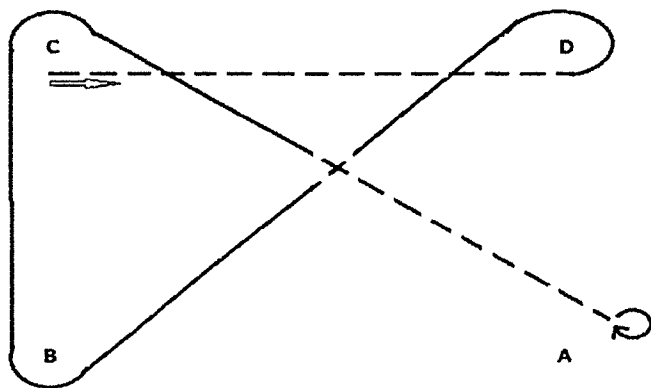
Amateur Select, Amateur, and Youth 13 & under, 14-18



1. Start at 1st cone and trot to and around the 2nd cone until even with the judge.
2. Break to a walk and walk to 1st cone
3. Stop and back until the horses' hip is even with the judge
4. Pivot 1 ¼ turns and trot to the judge
5. Stop and set up for inspection
6. When excused pivot ¼ turn and exit at a walk

EQUITATION

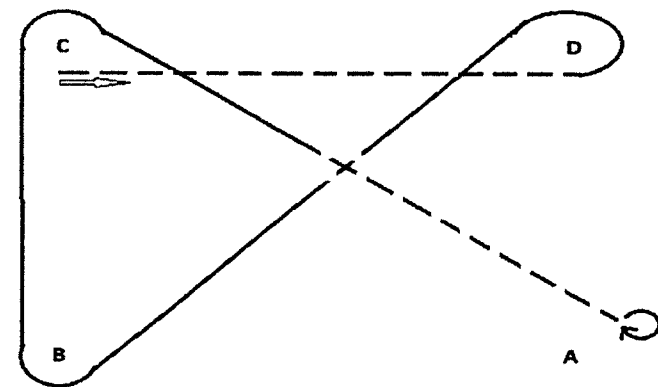
Novice Youth and Novice Amateur



1. Execute a forehand turn to the right
2. Trot on the right diagonal to the center of the pattern
3. Canter on the left lead to C and around B to the center of the pattern
4. Perform a lead change and continue around D
5. Trot on the left diagonal to C
6. Stop, back 1 horse length...exit at a trot

EQUITATION

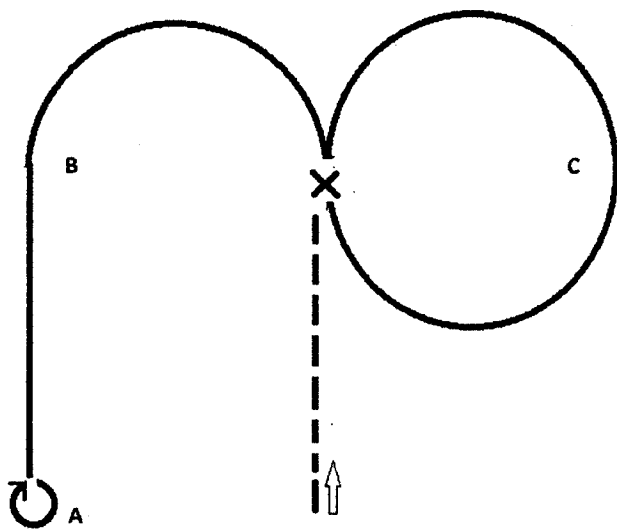
Youth, Amateur and Select Amateur



1. Execute a forehand turn to the right
2. Trot on the right diagonal to the center of the pattern
3. Canter on the left lead to C
4. Hand gallop from C to B
5. At B collect the canter and continue to the center of the pattern and change leads
6. Canter around D and trot on the left diagonal to C
7. Stop and back 1 horse length....exit at a trot

Horsemanship

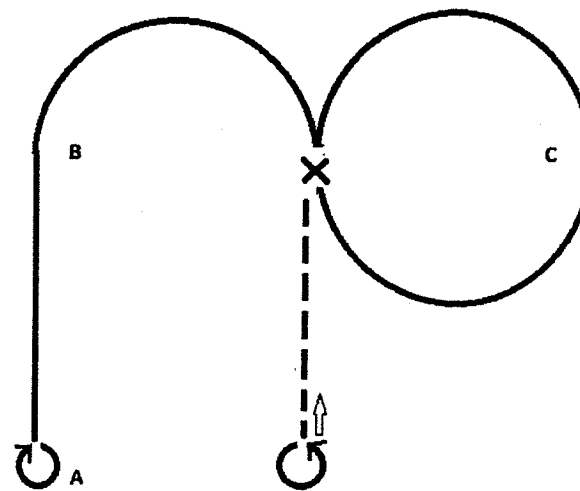
Novice Amateur and Novice Youth



1. Pivot 360° right and lope right lead down the line and ½ circle
2. Perform a simple change of leads and lope a circle to the left
3. Close circle and break to an extended trot until even with A
4. Stop, back 1 horse lengthexit at a jog

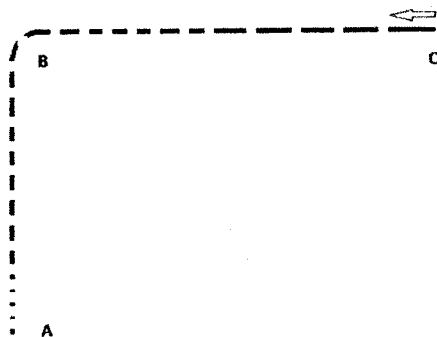
HORSEMANSHIP

Amateur Select , Amateur and Youth 13 & under, 14-18



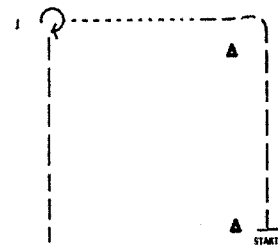
1. Pivot 360° right and lope on the right lead down the line and ½ circle
2. Change leads and continue a circle to the left
3. Close circle and extend the trot until even with A.
4. Stop, pivot 360° left and back 1 horse length.....exit at a jog

SMALL FRY HORSEMANSHIP



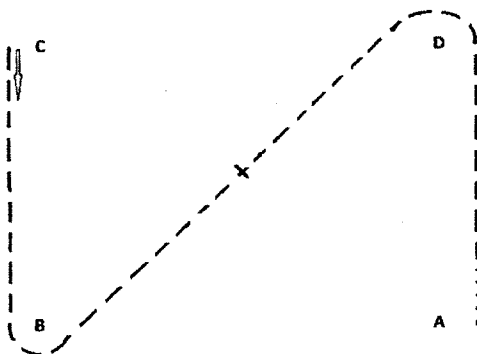
1. Begin at Marker A and walk 1 horse length
2. Jog to and around marker B
3. ½ way between Markers B and C extend the jog to Marker C
4. Stop and back 1 horse length.....thank you

SMALL FRY SHOWMANSHIP



1. Start at the 1st marker and trot to and around the 2nd marker
2. Break to a walk and walk to the judge
3. Stop and set up for inspection
4. When excused, pivot ¾ turn and trot to exit

EQUITATION SMALL FRY

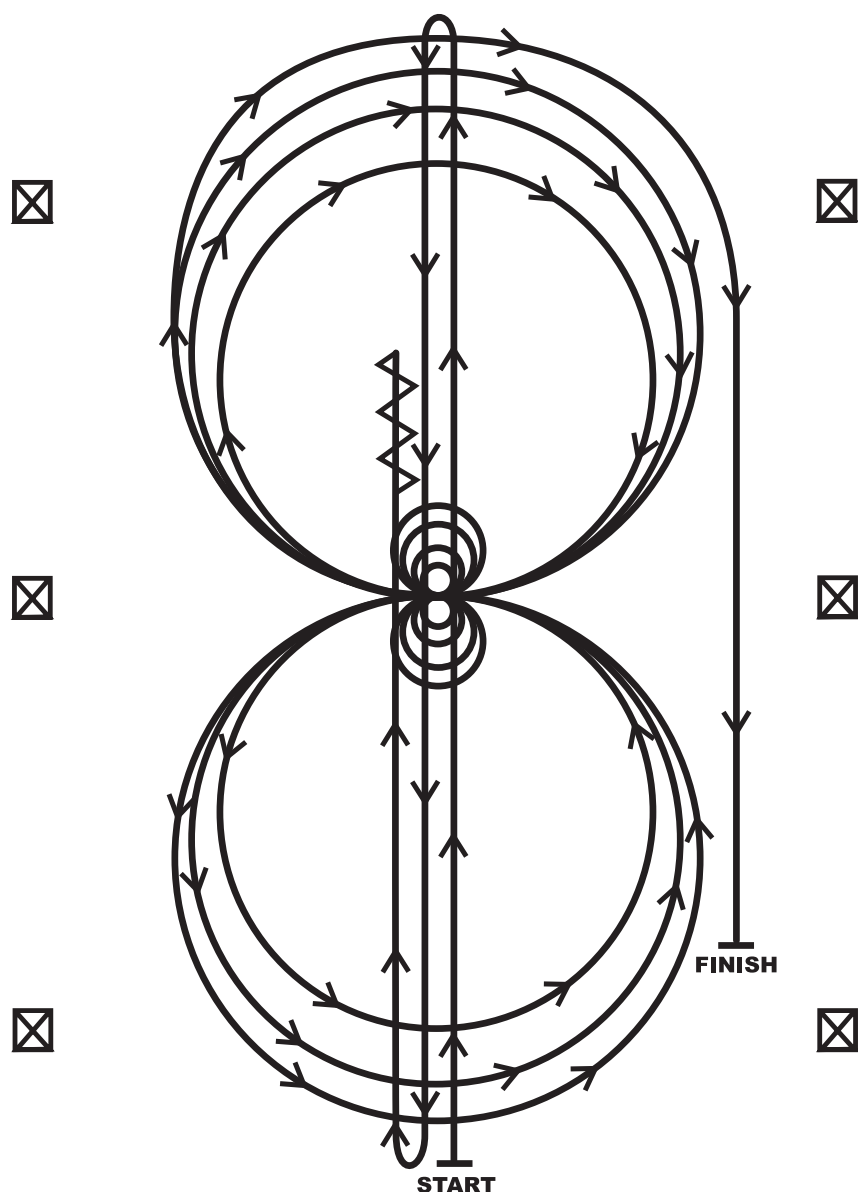


1. Begin at Marker A and walk 1 horse length
2. Start a posting trot on the right diagonal to and around D to the center of the arena and change diagonals
3. Continue around marker B to Marker C
4. Stop and back 1 horse length....exit at a trot

The diagram illustrates a trail obstacle course layout. It begins with a **START** line at the bottom center. The course follows a dashed line that curves to the left, then turns right to form a large loop. Inside this loop, there is a section labeled **OPTIONAL CATTLE**. The course continues with a series of dashed lines, including a circular loop and a section with a dotted line. A solid line with a cross symbol indicates a point where the course branches or turns. A bracket indicates a **36"- 42" space between logs** at two different points along the course. The course ends with a dashed line that curves back to the start area. Arrows indicate the direction of travel throughout the course.

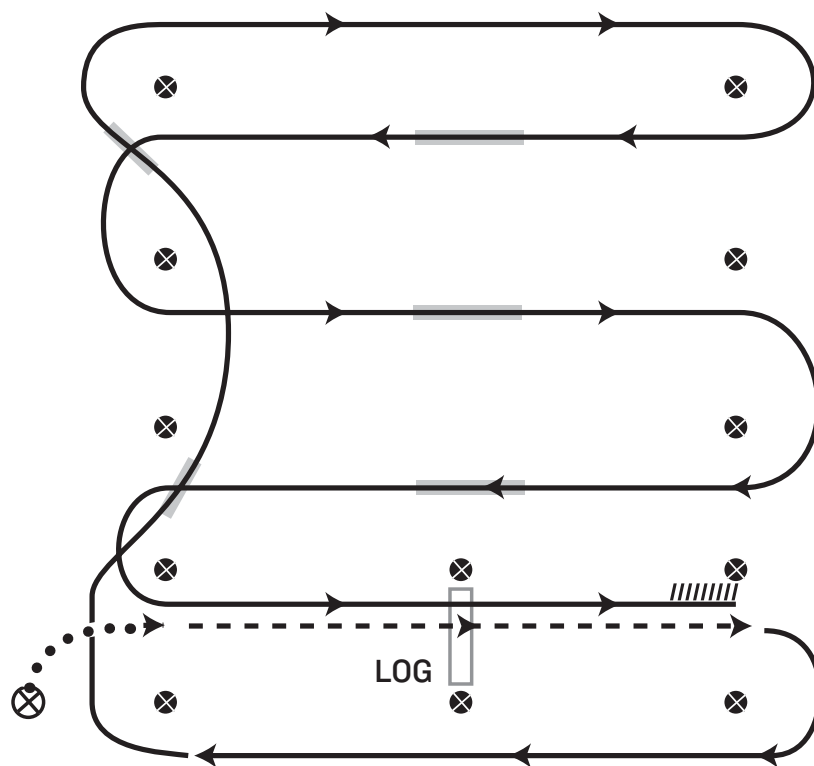
- Note:** The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

REINING PATTERN 7



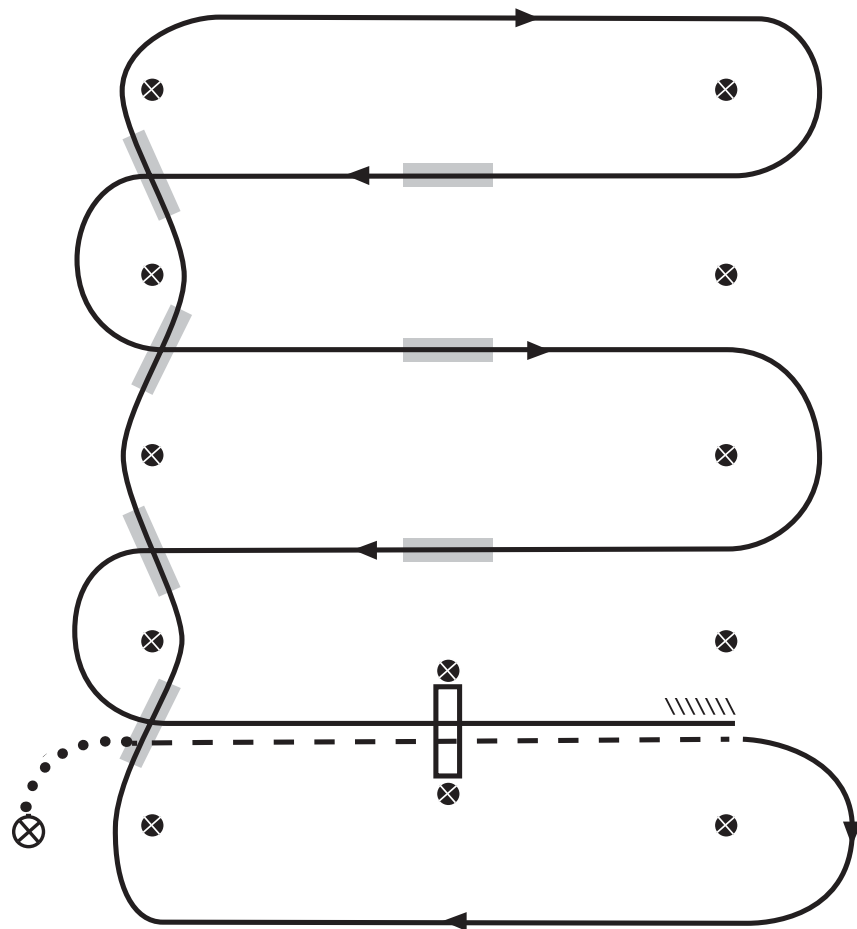
1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. 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 sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

LEVEL 1 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



⊗ **START** **WALK** **JOG** - - - - -
CONE
LEAD CHANGING AREA  **LOPE** 

- 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