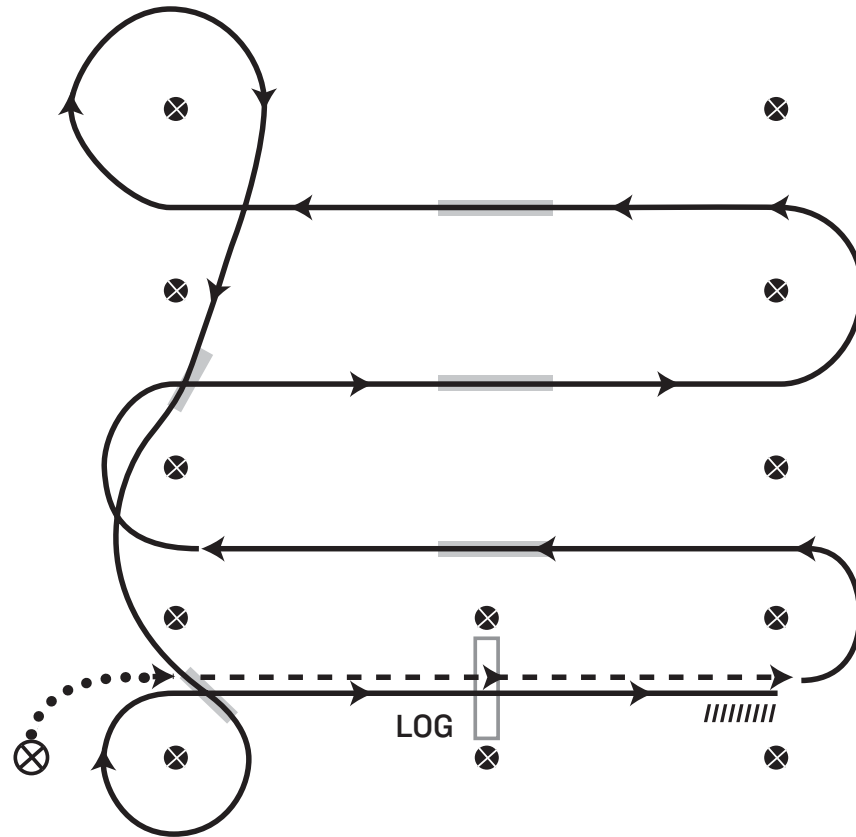


LEVEL I WESTERN RIDING PATTERN 2



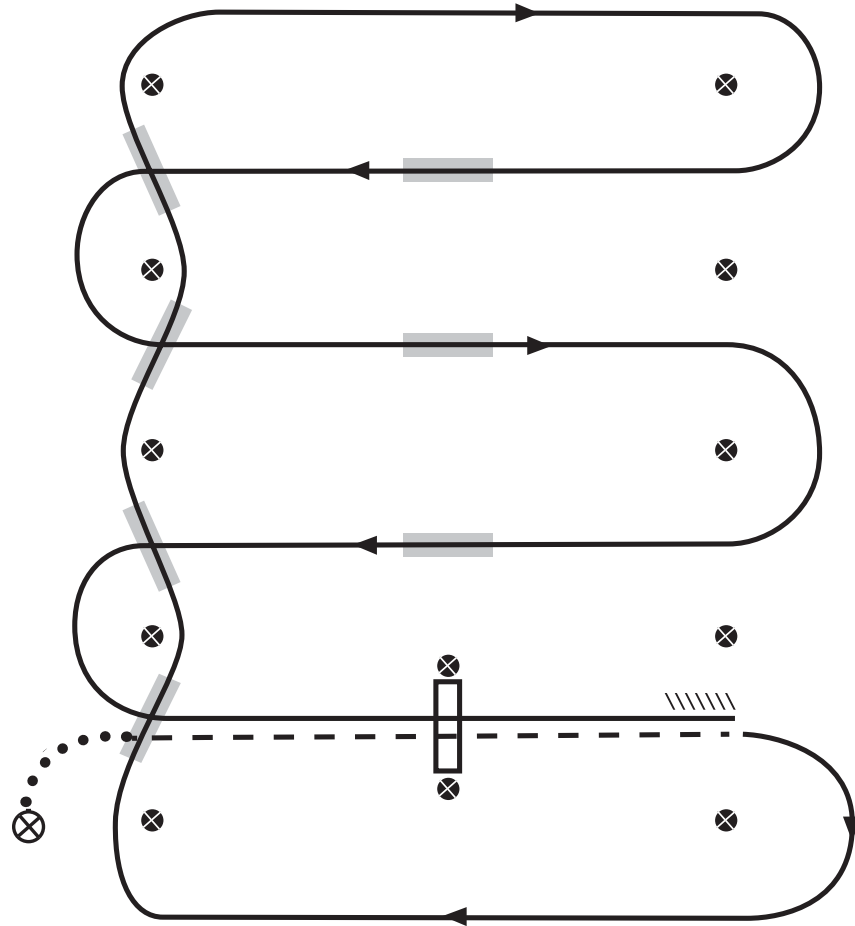
⊗ START CONE WALK JOG - - - - -
LEAD CHANGING AREA [shaded] LOPE ———

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

WESTERN RIDING PATTERN 4

Memorial Day 2024
Show 1

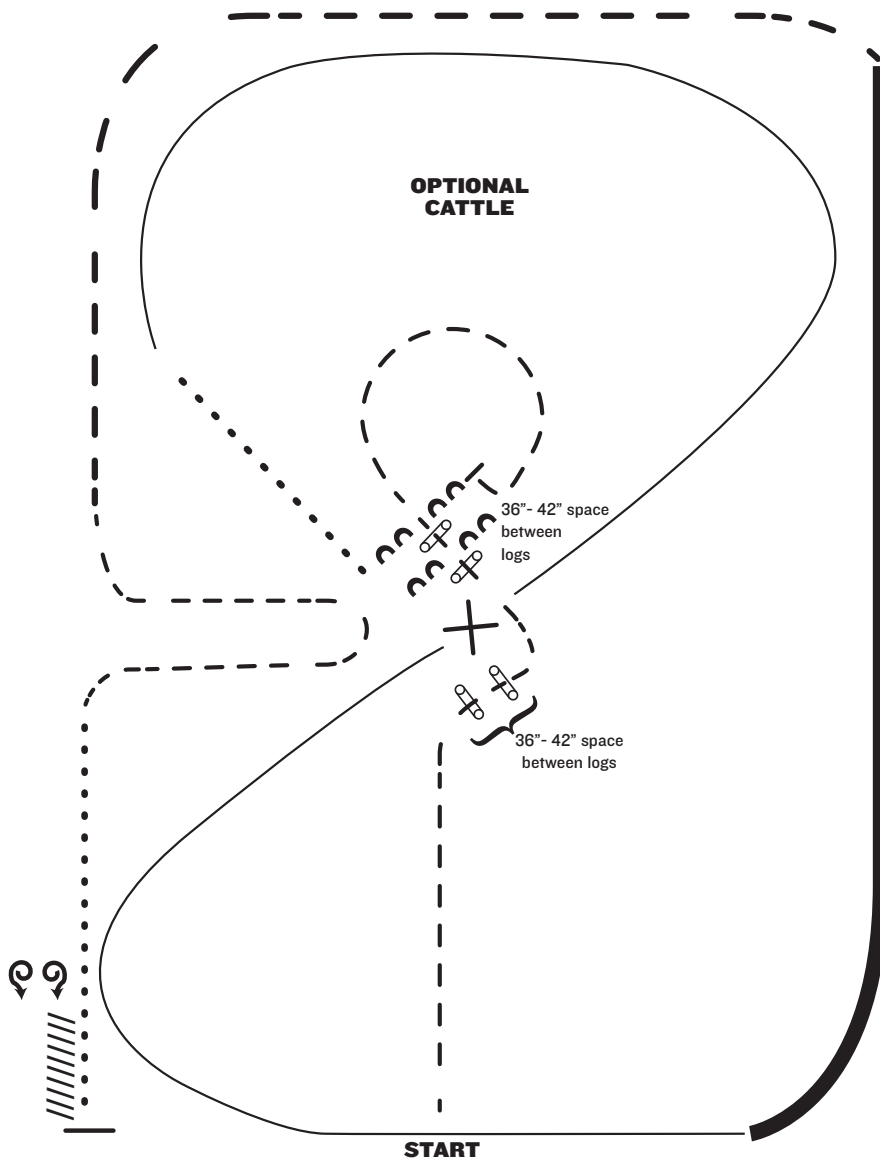
Youth, Am, Open



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

RANCH RIDING - PATTERN 9

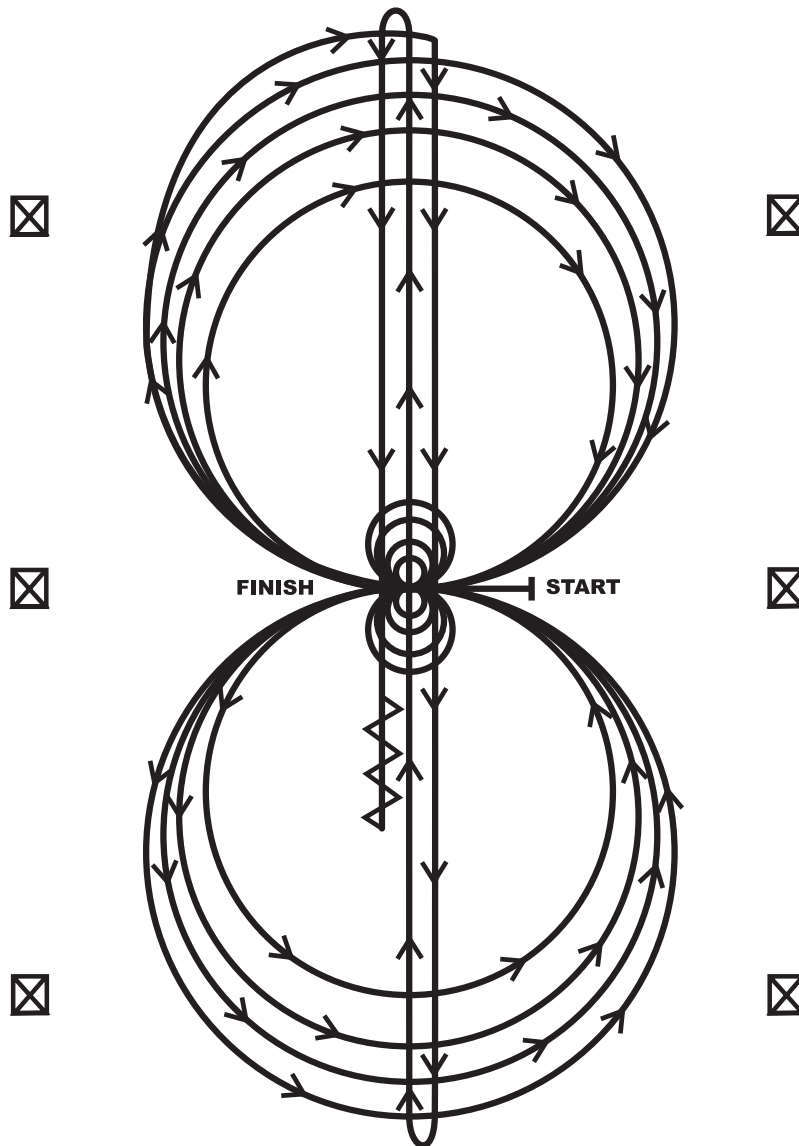
All Classes



1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.

All Classes

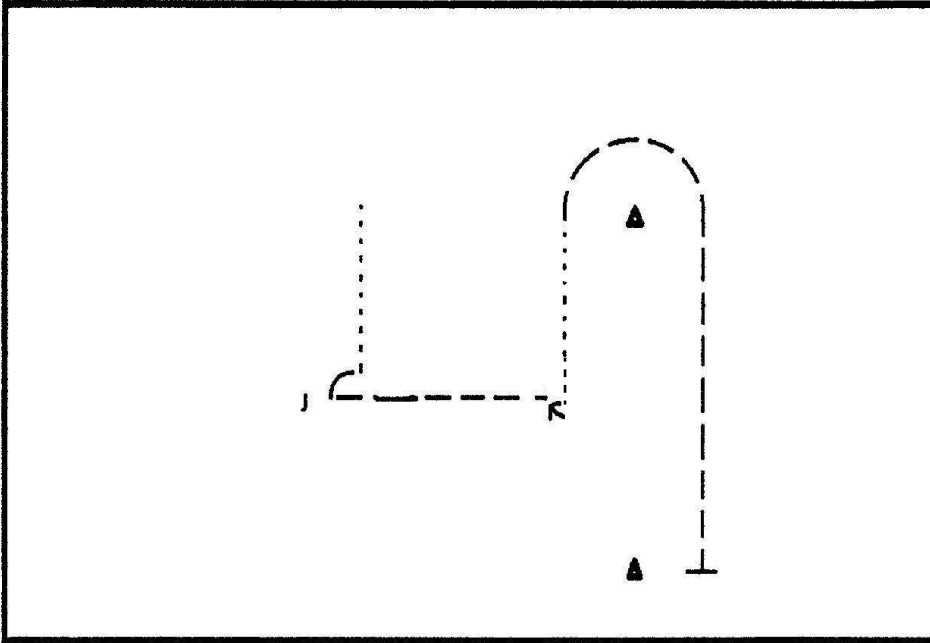


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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.

SHOWMANSHIP

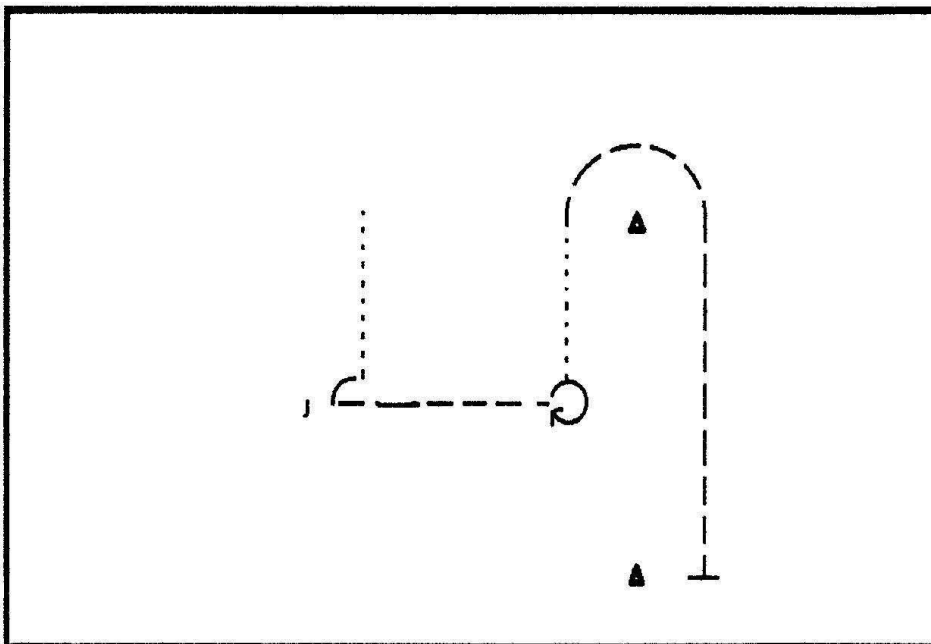
All Walk Trot



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 $\frac{1}{4}$ turns
3. Trot to the judge and set up for inspection
4. Pivot $\frac{1}{4}$ turn and walk to exit

SHOWMANSHIP

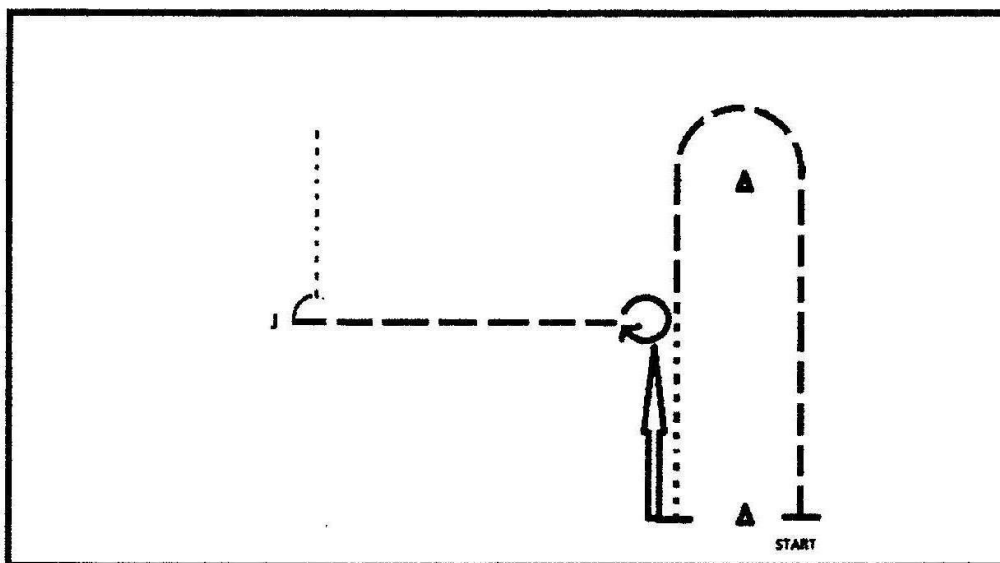
Novice Youth and Novice Amateur



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

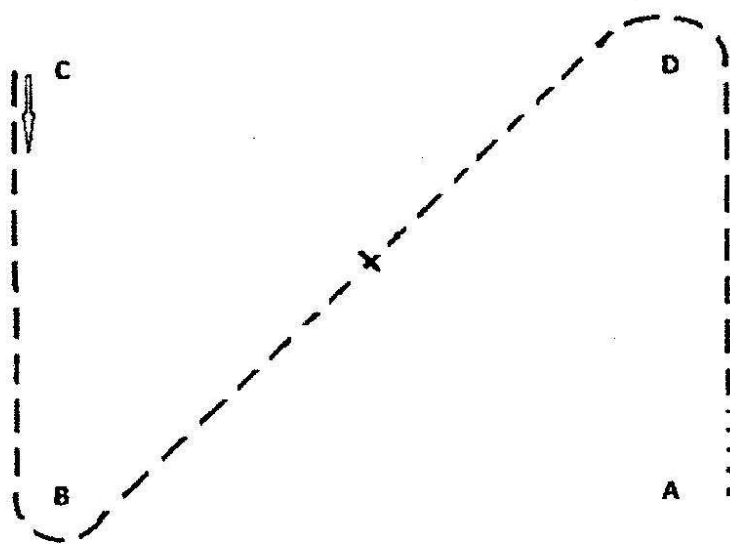
SHOWMANSHIP

Youth, Amateur, Select



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

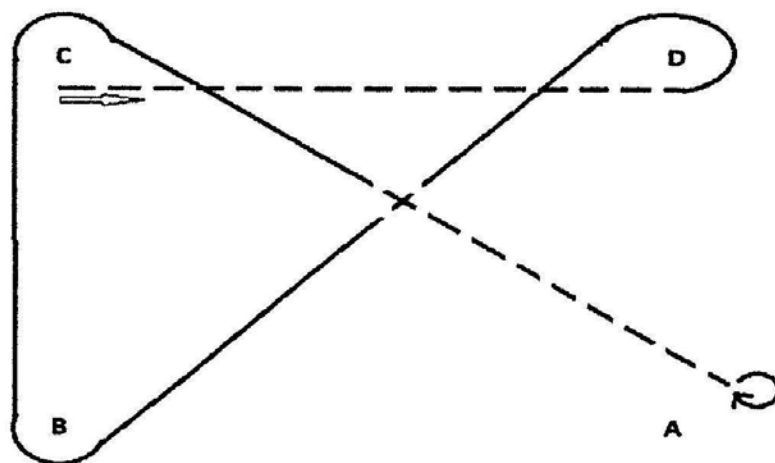
EQUITATION
SMALL FRY
and Walk Trot (11&O)



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

EQUITATION

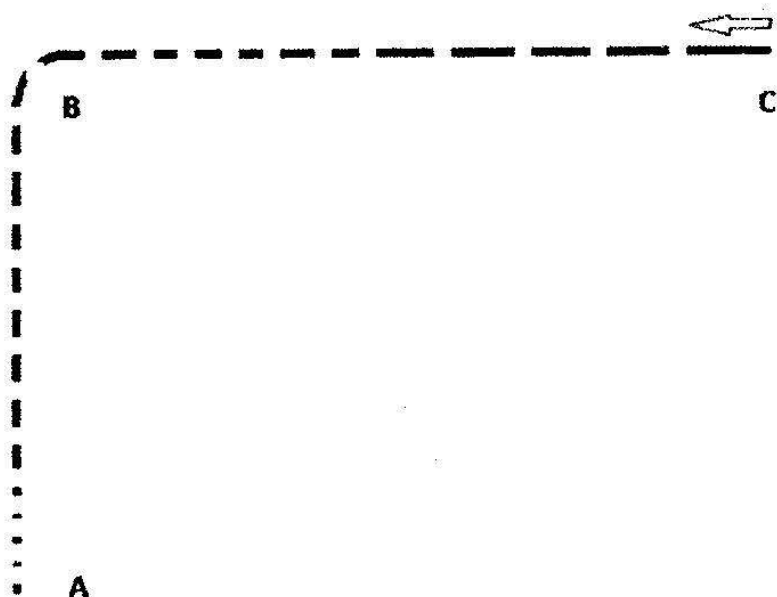
Youth, Amateur and Select Amateur



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

SMALL FRY HORSEMANSHIP

and Walk Trot

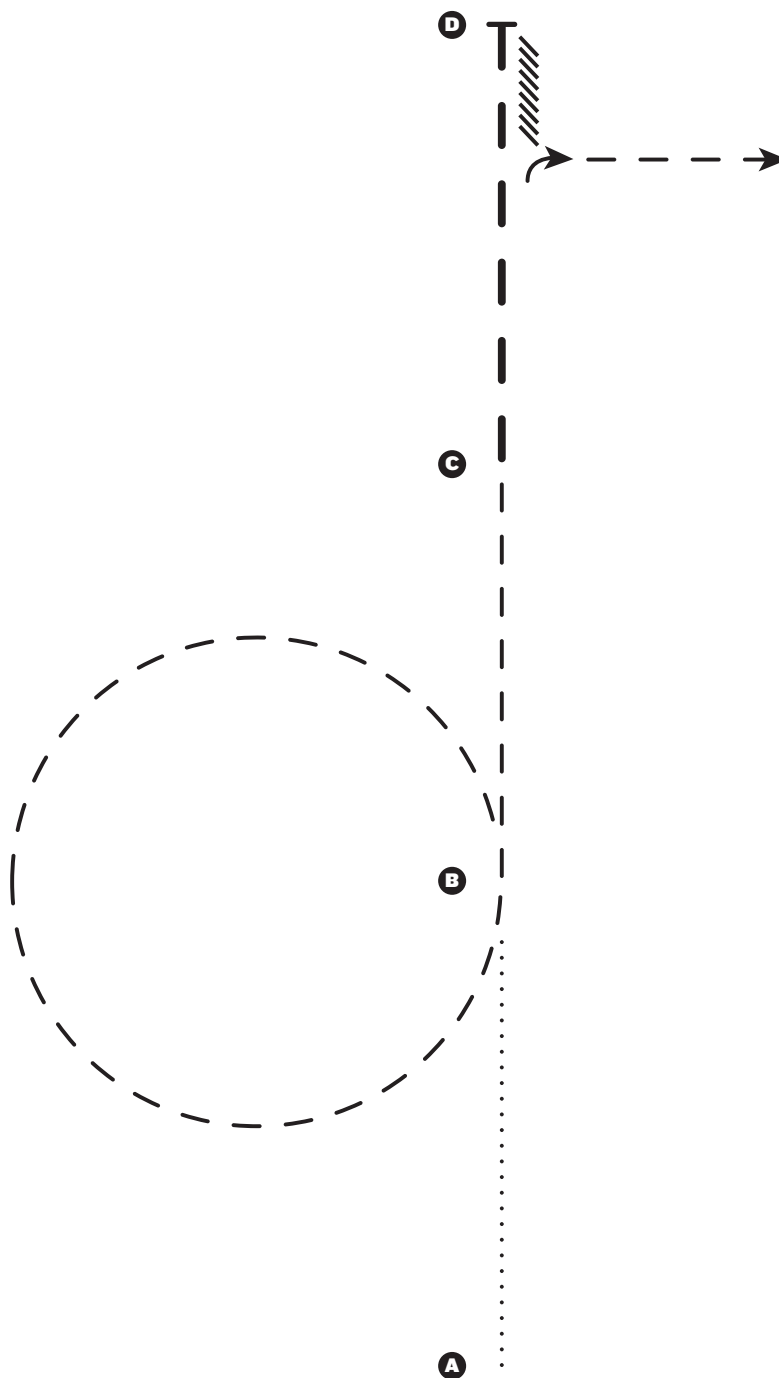


1. Begin at Marker A and walk 1 horse length
2. Jog to and around marker B
3. $\frac{1}{2}$ way between Markers B and C extend the jog to Marker C
4. Stop and back 1 horse length.....thank you

EQUESTRIANS WITH DISABILITIES HORSEMANSHIP (WALK/JOG) PATTERN 2

LEGEND

.....	Walk
...	Extended Walk
- - -	Jog
- - -	Extended Jog
//////	Back

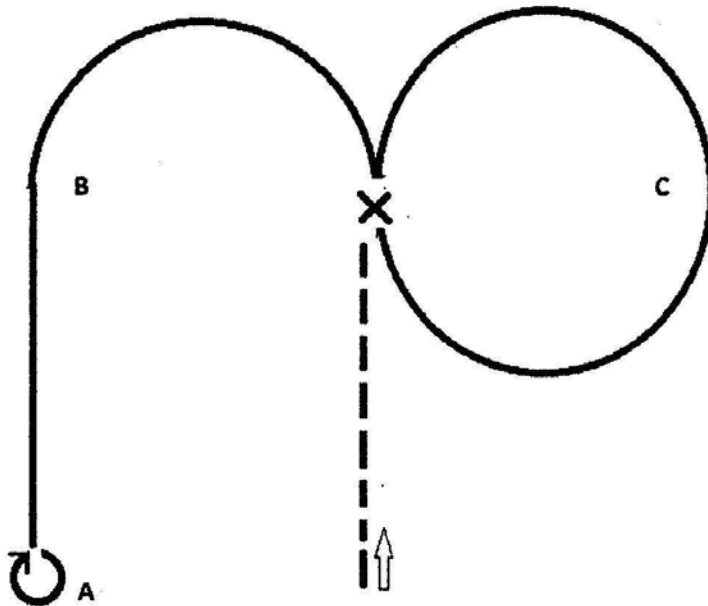


1. Be ready at A, walk from A to B
2. At B, jog a circle to the left and continue jogging to C
3. At C, extended jog to D
4. At D, stop
5. Back approximately one horse length
6. Perform a 90° turn right and jog away, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

Horsemanship

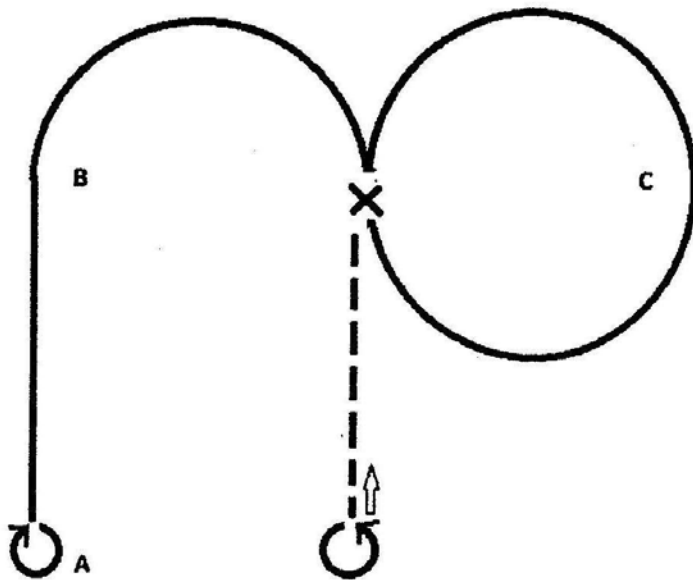
Novice Amateur and Novice Youth



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

Youth, Amateur, Select



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