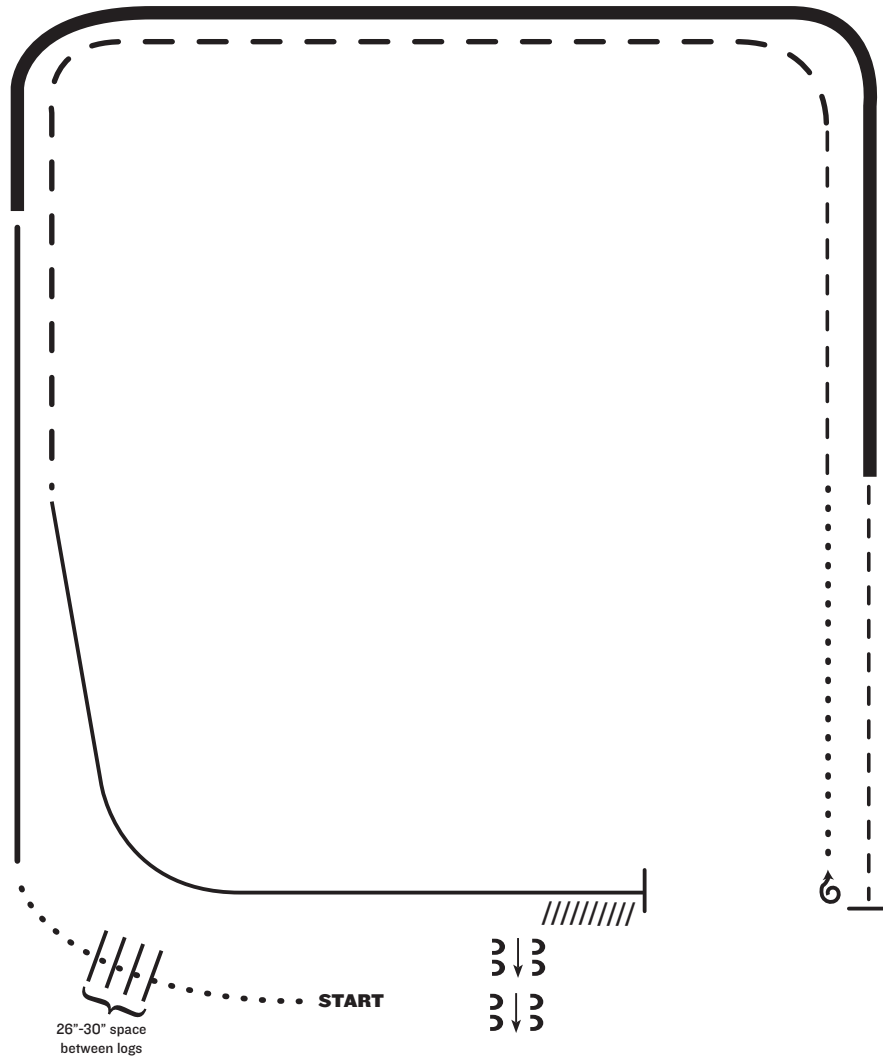
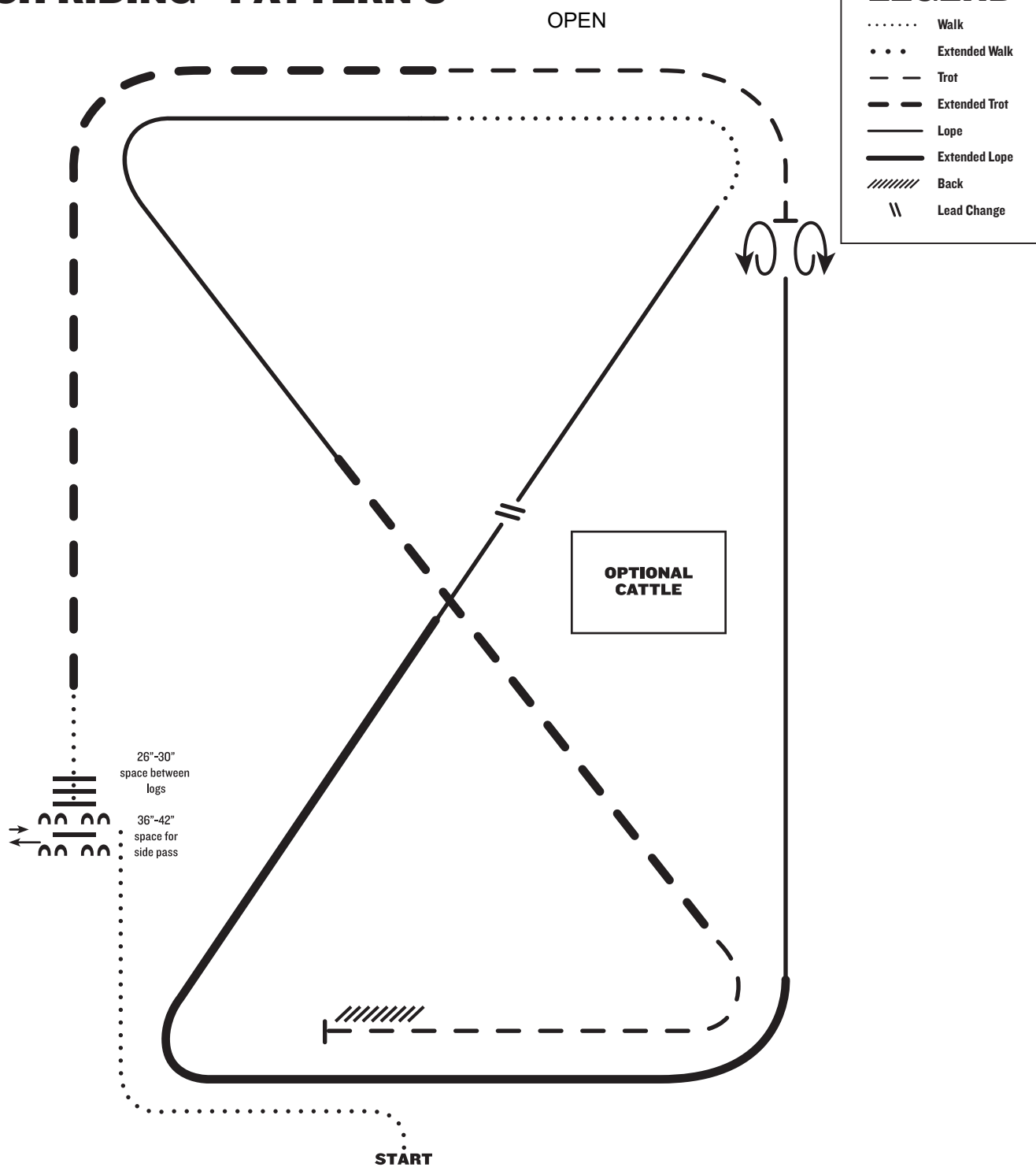


L1, L1Y, L1A, Y, A



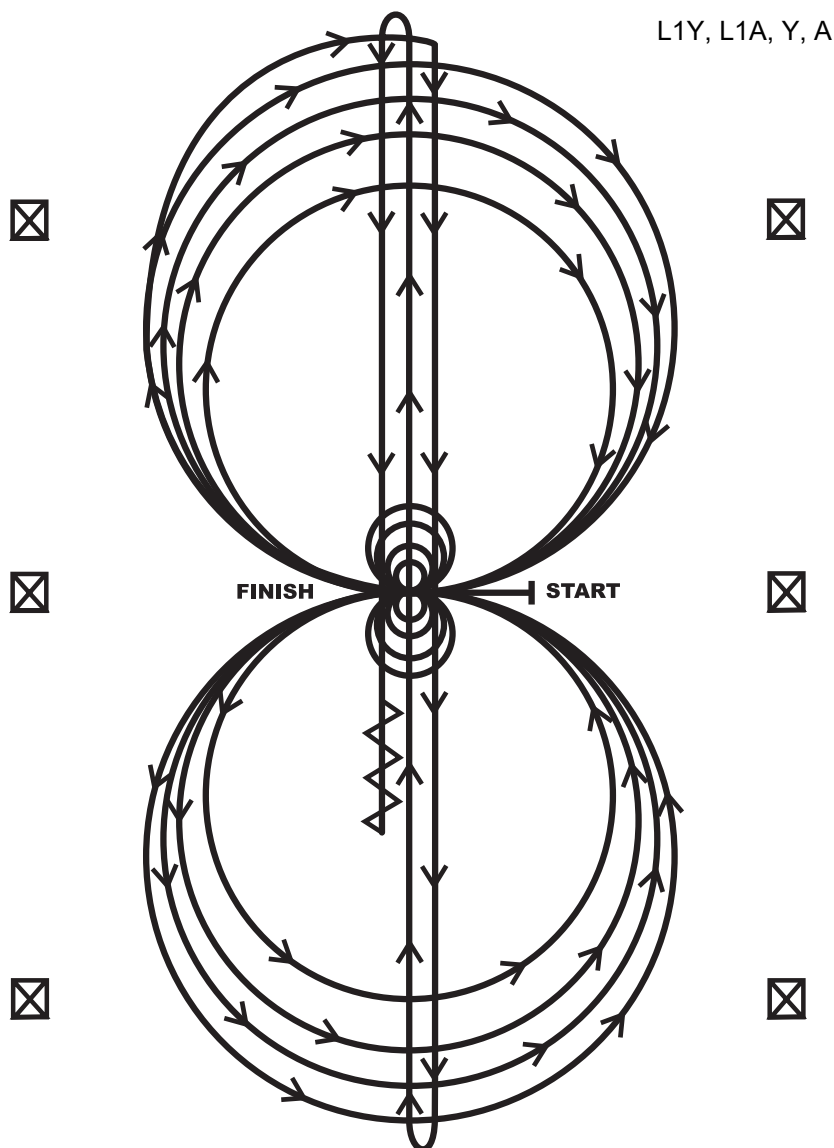
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

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.

RANCH RIDING - PATTERN 8

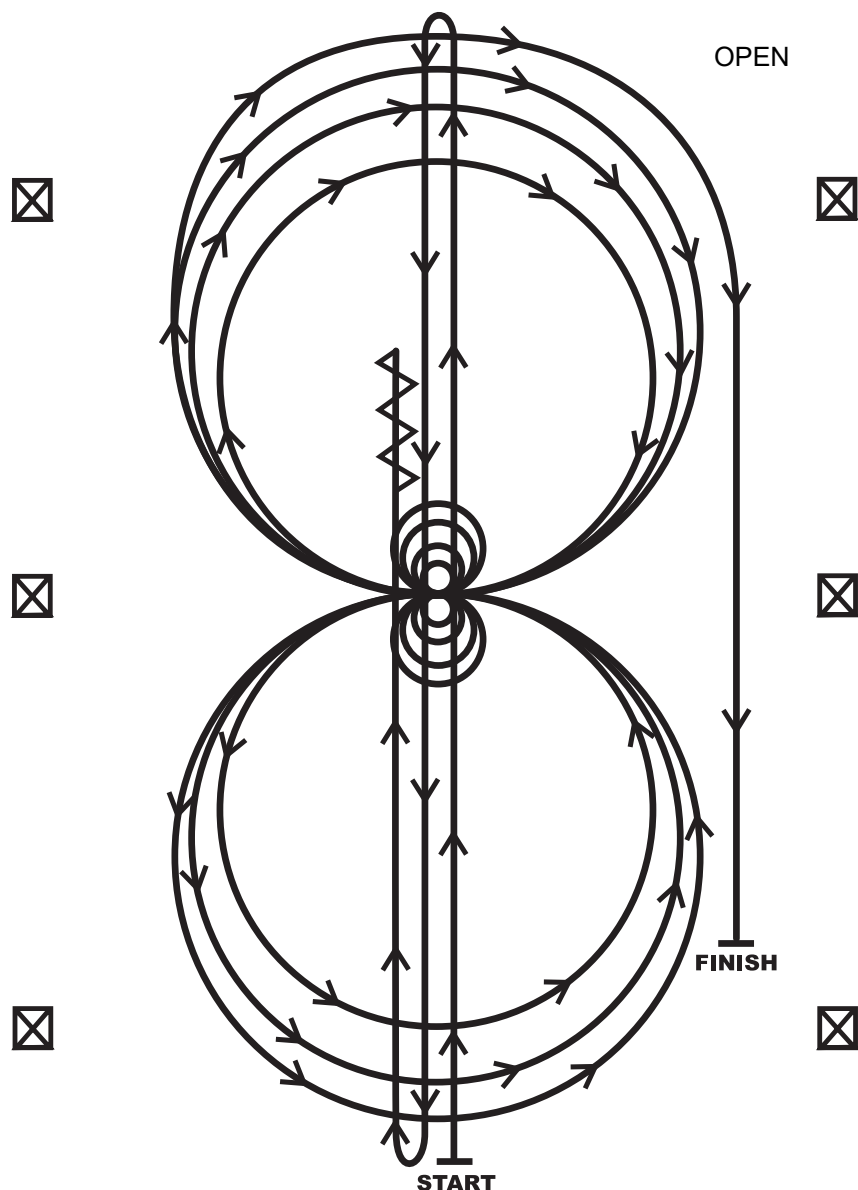
1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

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.



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.

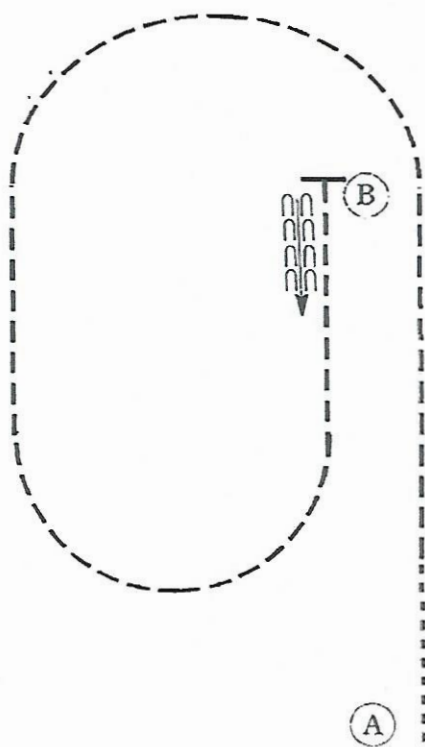


1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 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.

Hunt Seat Equitation

Hunt Seat Equitation Walk

Walk Trot Trot Youth - Amateur



Be ready at A.

1. Walk two horse lengths from A.
2. Posting trot on the left diagonal to B.
3. Change diagonals and posting trot on the right diagonal in a half circle and then in a straight line until halfway between B and A.
4. Sitting trot a half circle and then a straight line to B.
5. Stop and back approximately one horse length.

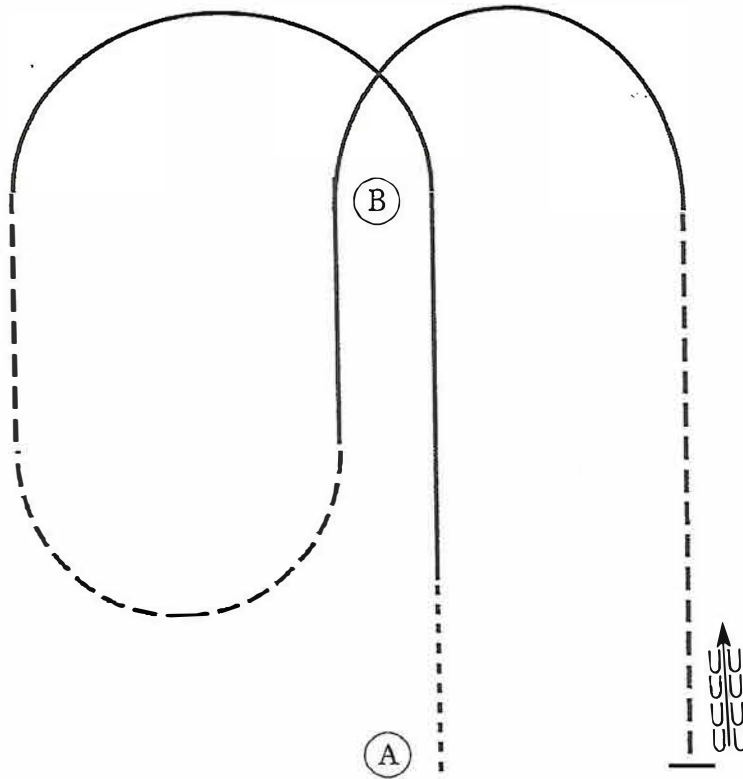
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	— — — —
Leg Yield	
Lead Change	— — — —
Back	← ← ← ←
Marker	ⓑ
Sidepass	← — — —
Hand Gallop	— — — —

Pattern Provided by:

The Judges

HUNT SEAT EQUITATION – LEVEL ONE YOUTH – LEVEL ONE AMATEUR



Be ready at A.

1. Walk two horse lengths from A.
2. Canter on the left lead to B. Continue to canter a half circle until even with B.
3. Trot on the right diagonal until halfway between A and B. Continue to trot a half circle until halfway between A and B.
4. Canter on the right lead to B and then canter a half circle until even with B.
5. Trot on the left diagonal until even with A.
6. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

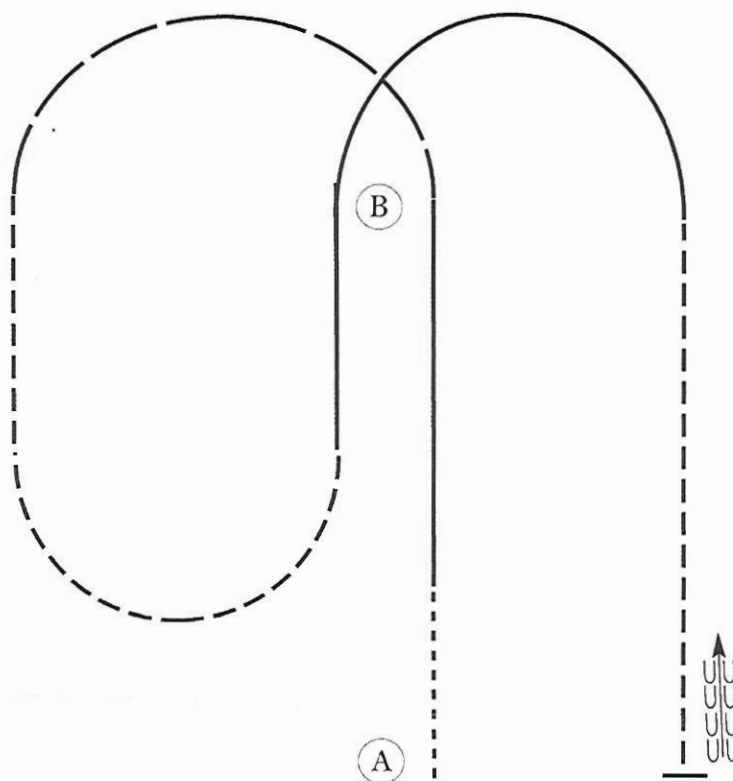
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — —
Hand Gallop	— — — — —

[HSE/2-58]

Pattern Provided by:

The Judges

Equitation Youth, Amateur, & Select



Be ready at A.

1. Walk two horse lengths from A.
2. Canter on the left lead to B and then hand gallop a half circle until even with B.
3. Trot on the right diagonal until halfway between A and B. Continue to trot a half circle until halfway between A and B.
4. Canter on the right lead to B and then canter a half circle until even with B.
5. Trot on the left diagonal until even with A.
6. Stop and back approximately one horse length.

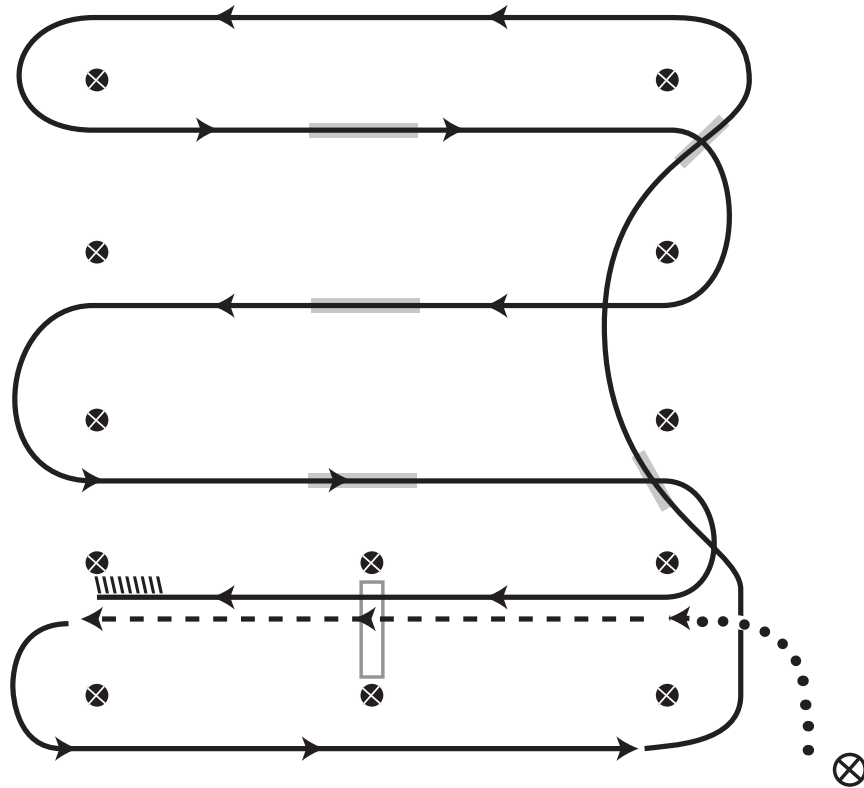
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ←
Marker	ⓑ
Sidepass	← — — — →
Hand Gallop	— — — —

Pattern supplied by the Judges

LEVEL I WESTERN RIDING PATTERN 9

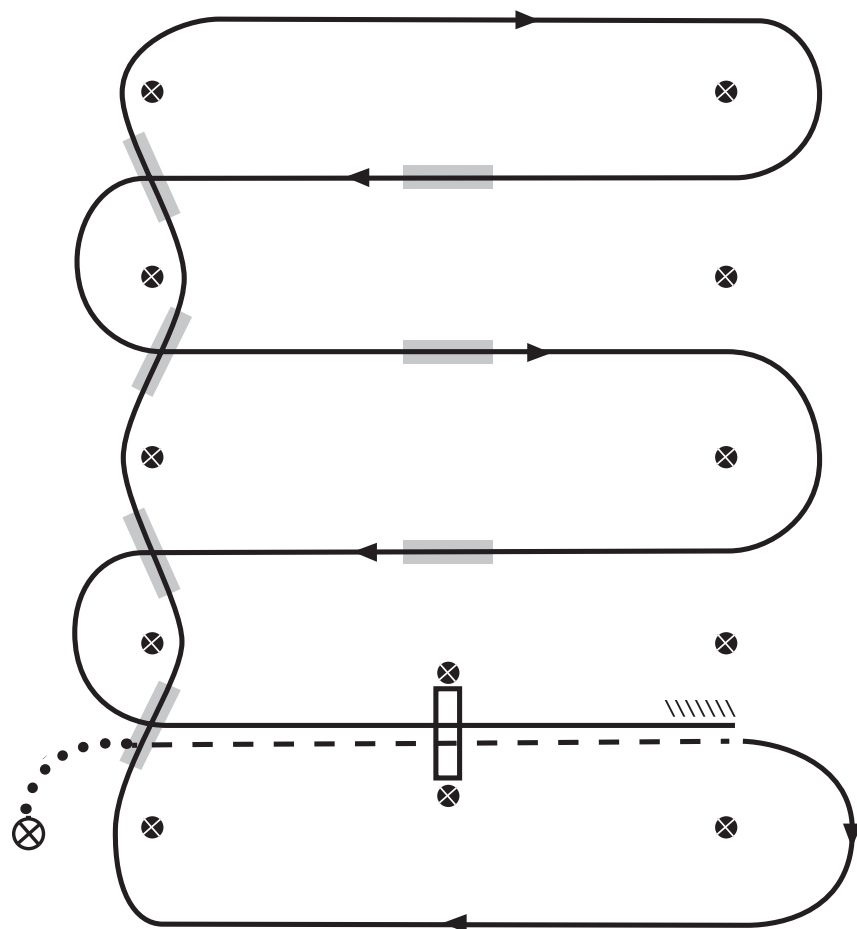
Level 1



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

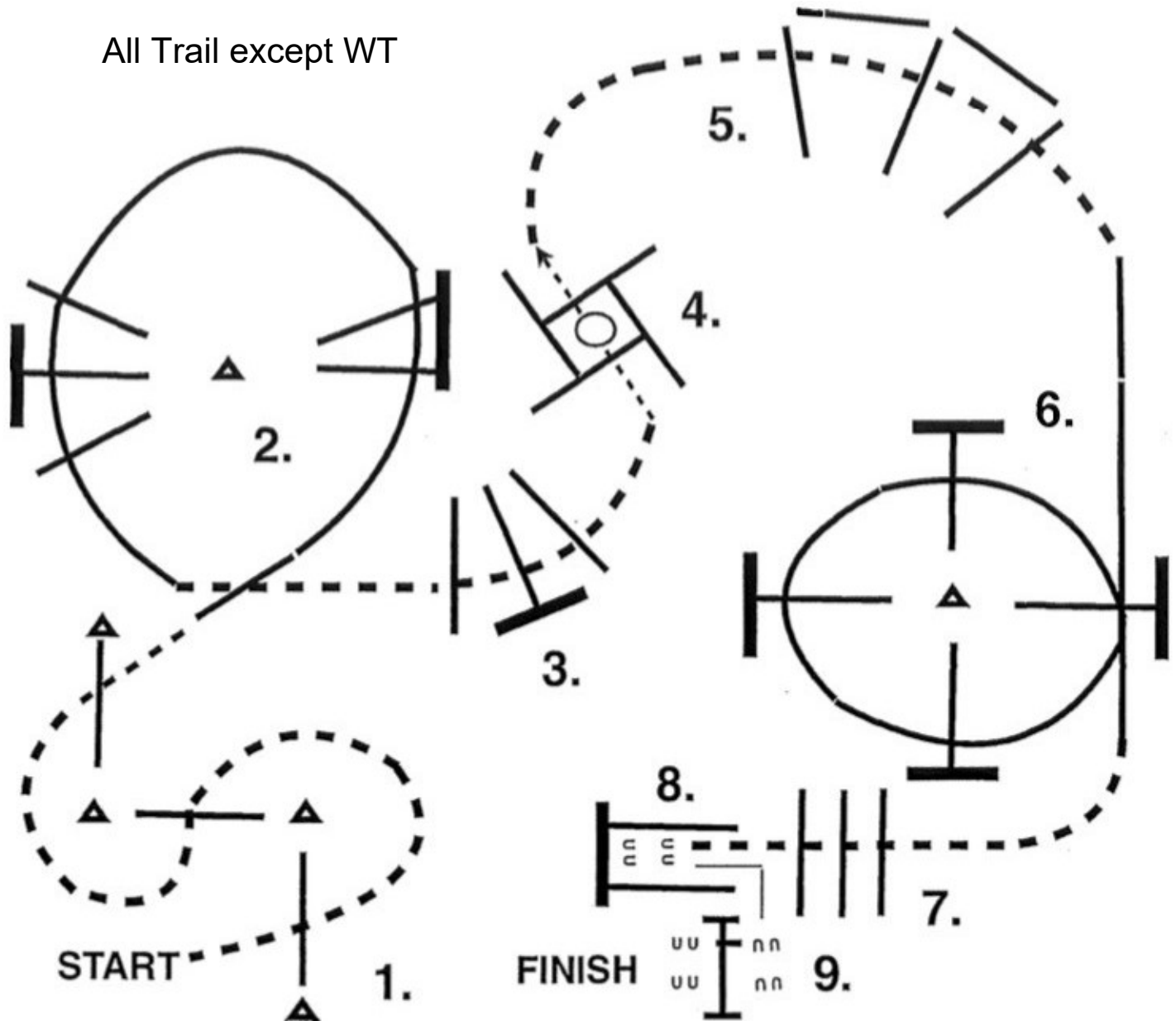
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

Youth, Am, Open



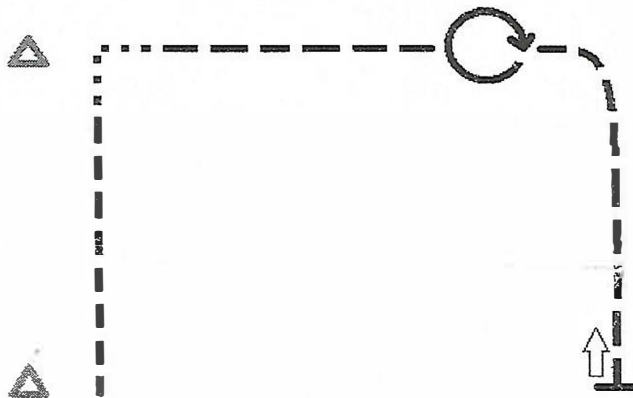
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

All Trail except WT



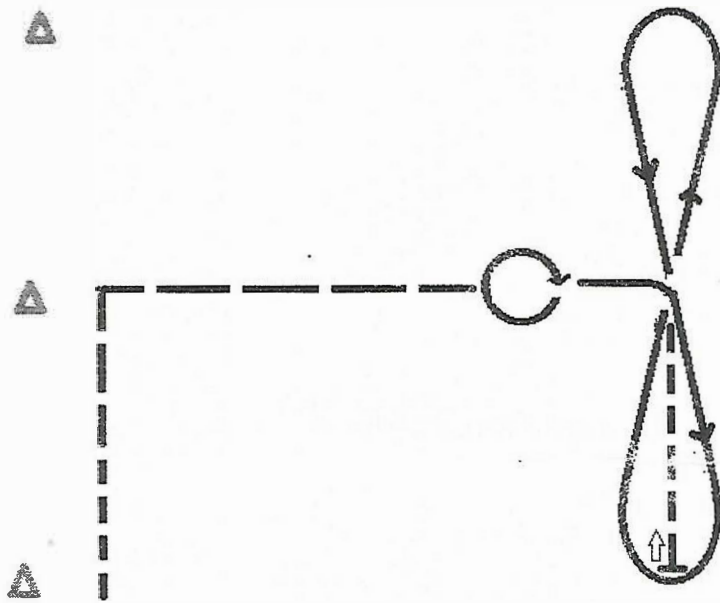
1. JOG THRU SERPENTINNE, JOG OVER POLES.
2. LOPE OVER POLES (LL).
3. BREAK TO THE JOG, JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
5. JOG OVER POLES.
6. LOPE OVER POLES (RL).
7. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
8. BACK BETWEEN POLES, BACK AROUND CORNER UP TO GATE.
9. GATE: LEFT HAND, OPEN, WALK THRU AND CLOSE GATE.

HORSEMANSHIP- ALL WALK TROT



1. BEGIN AT A JOG
2. BREAK TO A WALK BEFORE THE SECOND MARKER AND WALK AROUND THE CORNER
3. JOG TO THE CENTER AND STOP
4. PERFORM A 360 DEGREE TURN TO THE RIGHT
5. JOG FORWARD A FEW STRIDES THEN TURN AND CONTINUE UNTIL EVEN WITH FIRST MARKER
6. STOP AND BACK 1 HORSE LENGTH

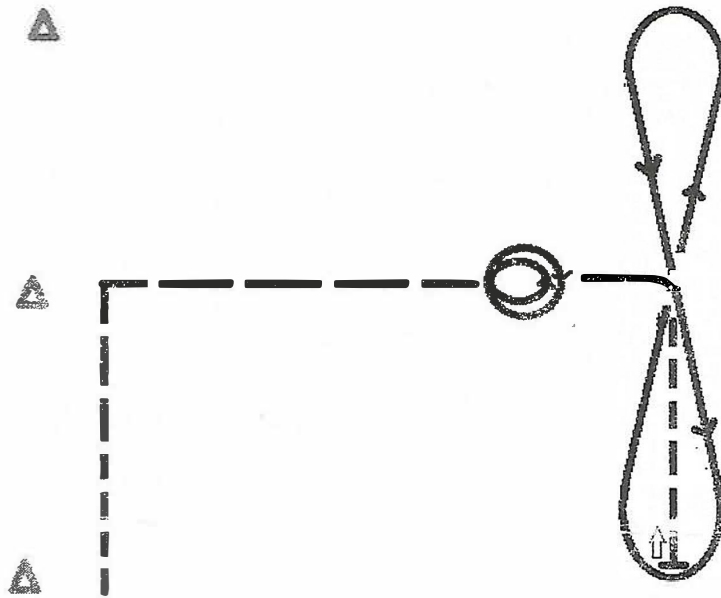
HORSEMANSHIP- AQHA LEVEL 1 YOUTH AND LEVEL 1 AMATEUR



1. WALK ONE STRIDE - JOG - BUILDING TO EXTENDED JOG
2. EXTEND JOG THROUGH A SQUARE CORNER TO CENTER AND STOP
3. PERFORM A 360 DEGREE TURN TO THE RIGHT
4. LOPE FORWARD ON THE RIGHT LEAD CONTINUING A TEARDROP TO THE RIGHT
5. PERFORM A SIMPLE LEAD CHANGE - LOPE A TEARDROP TO THE LEFT
6. CLOSE TEARDROP AND EXTEND THE TROT FROM SECOND MARKER TO FIRST MARKER
7. STOP AND BACK 1 HORSE LENGTH

EXIT AT A WALK OR JOG

HORSEMANSHIP- YOUTH 14-18, 13 & UNDER, AMATEUR AND AMATEUR SELECT



1. WALK ONE STRIDE-JOG- BUILDING TO EXTENDED JOG
2. EXTEND JOG A SQUARE CORNER TO CENTER AND STOP
3. PERFORM A 360 TURN TO THE LEFT
4. PERFORM A 360 TURN TO THE RIGHT
5. LOPE FORWARD ON THE RIGHT LEAD, LOPE A TEARDROP TO THE RIGHT
6. CHANGE LEADS AT CENTER AND LOPE A TEAR DROP TO THE LEFT
7. CLOSE TEAR DROP AND EXTEND THE TROT FROM SECOND MARKER TO THE FIRST MARKER
8. STOP AND BACK 1 HORSE LENGTH

EXIT AT A WALK OR JOG