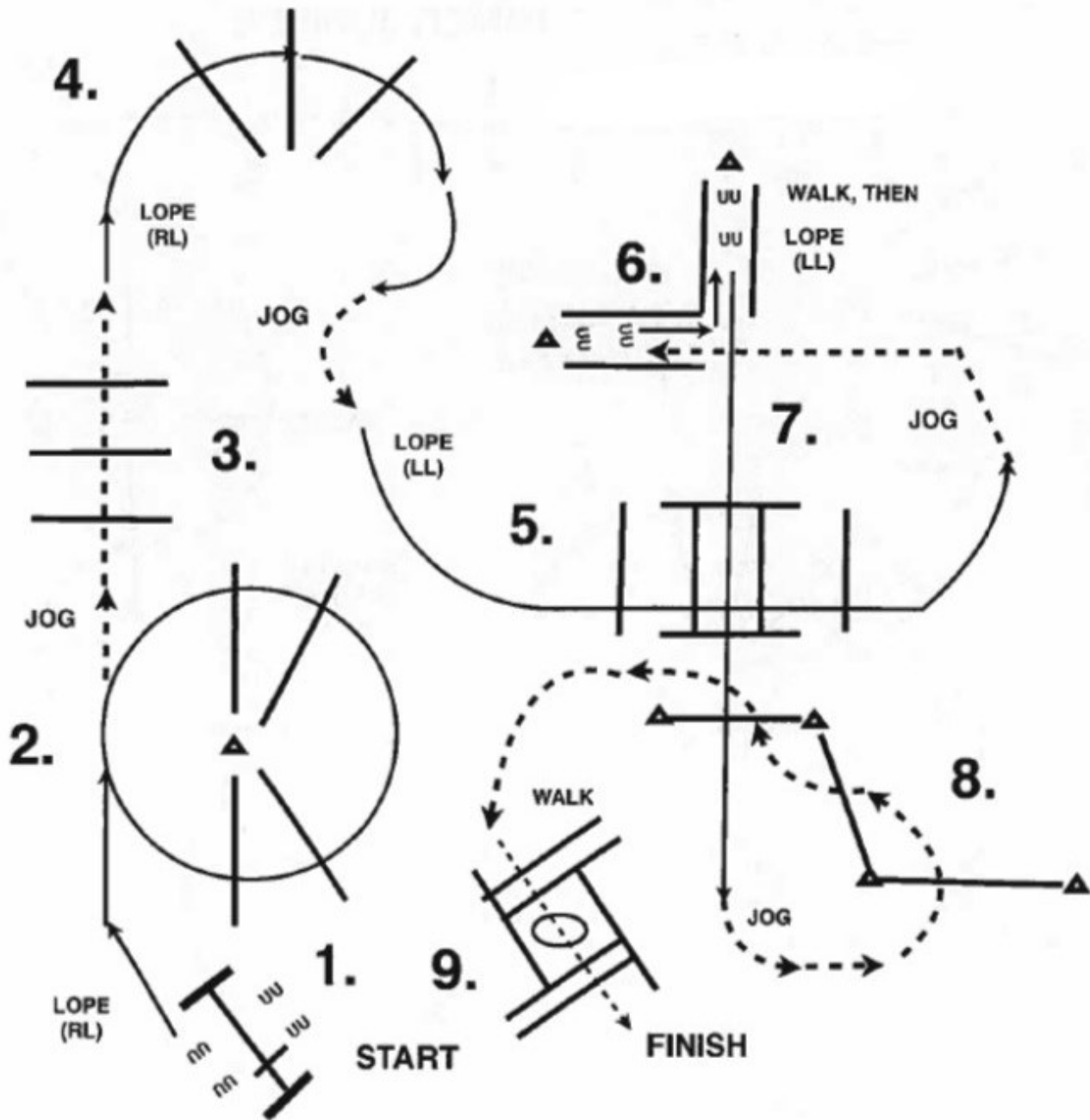
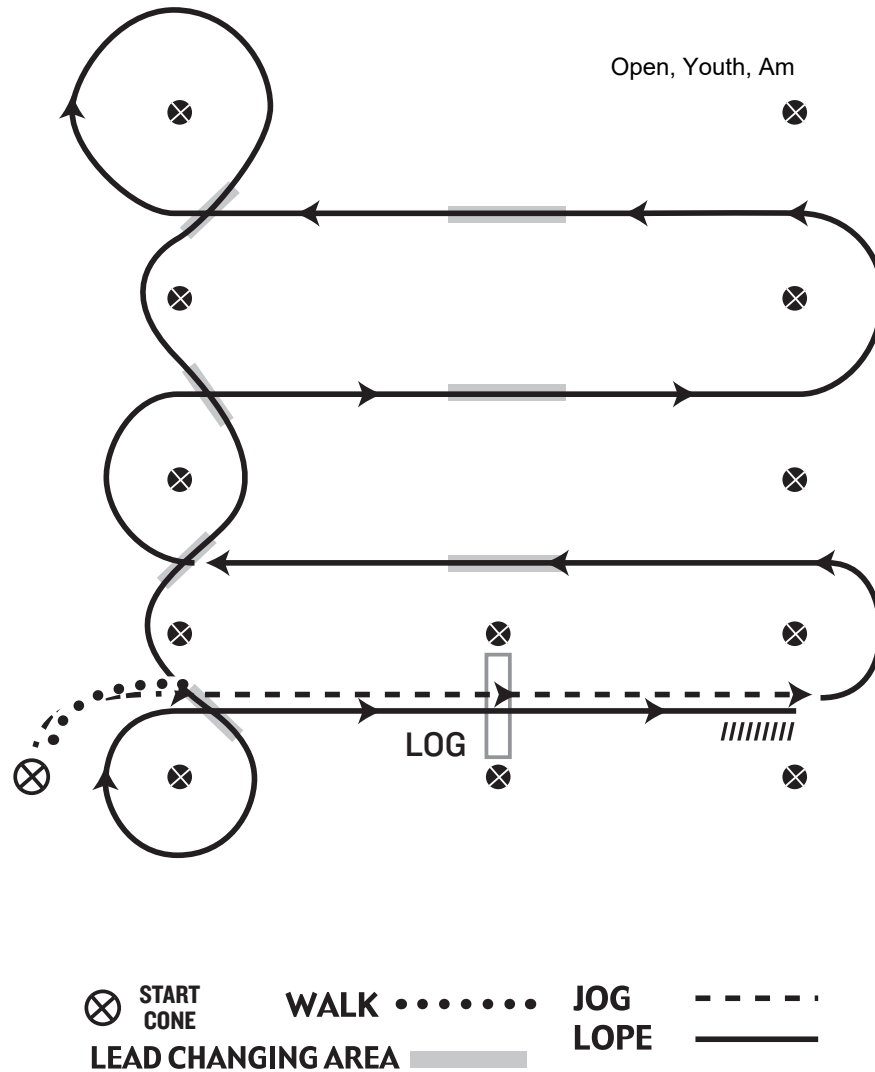


ALL TRAIL except WT and Sm Fry



1. GATE: RH RIDE THRU CLOSE.
2. LOPE OVER POLES (RL)
3. JOG OVER POLES.
4. LOPE OVER POLES (RL)
5. BREAK TO JOG, THEN LOPE OVER POLES (LL).
6. BREAK TO JOG JOG INTO INTO CHUTE. BACK THRU POLES.

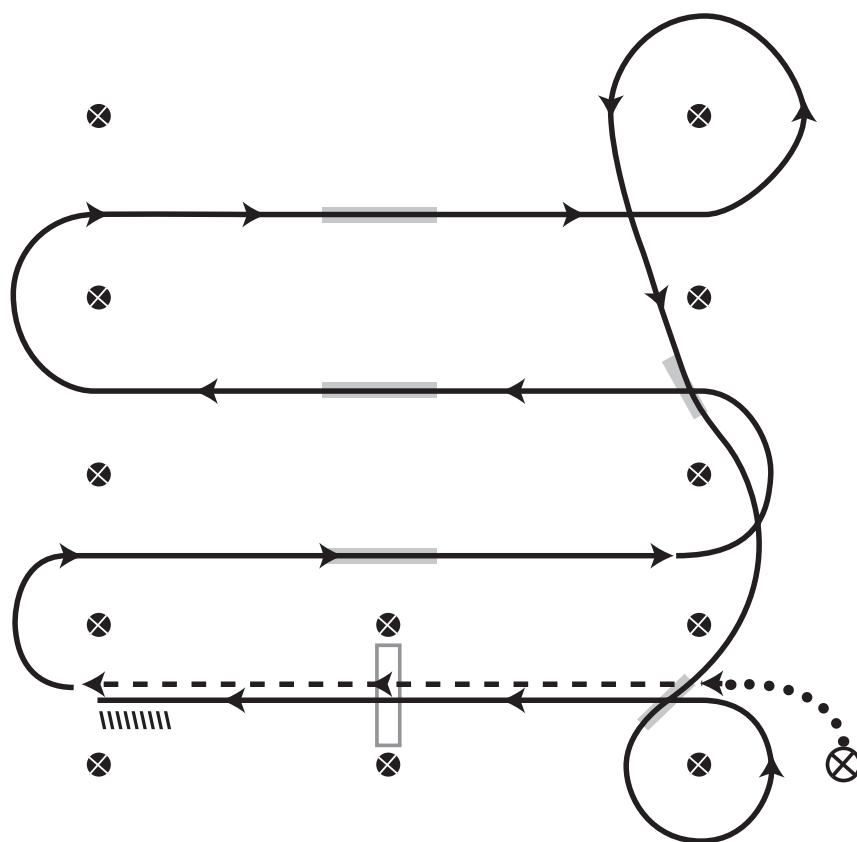
7. WALK FORWARD THEN LOPE OVER POLES. (LL)
8. JOG THRU SERPENTINE, JOG OVER POLES.
9. STOP OR BREAK TO WALK, WALK OVER POLES AND INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX AND WALK OVER POLES.



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 left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

LEVEL 1 WESTERN RIDING PATTERN 7

Level 1



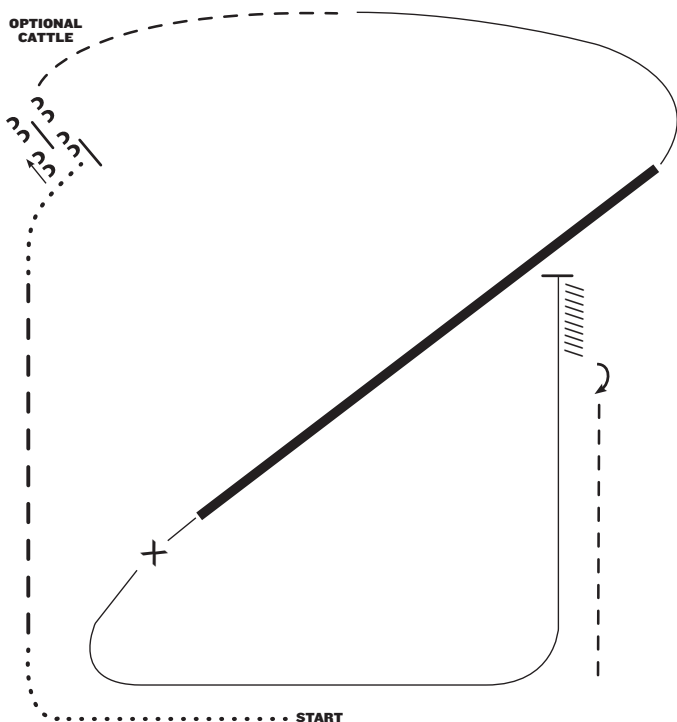
⊗ START CONE WALK JOG - - - - -
 LEAD CHANGING AREA LOPE _____

1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to 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

ArQHA Go South for the Winner - Show 1

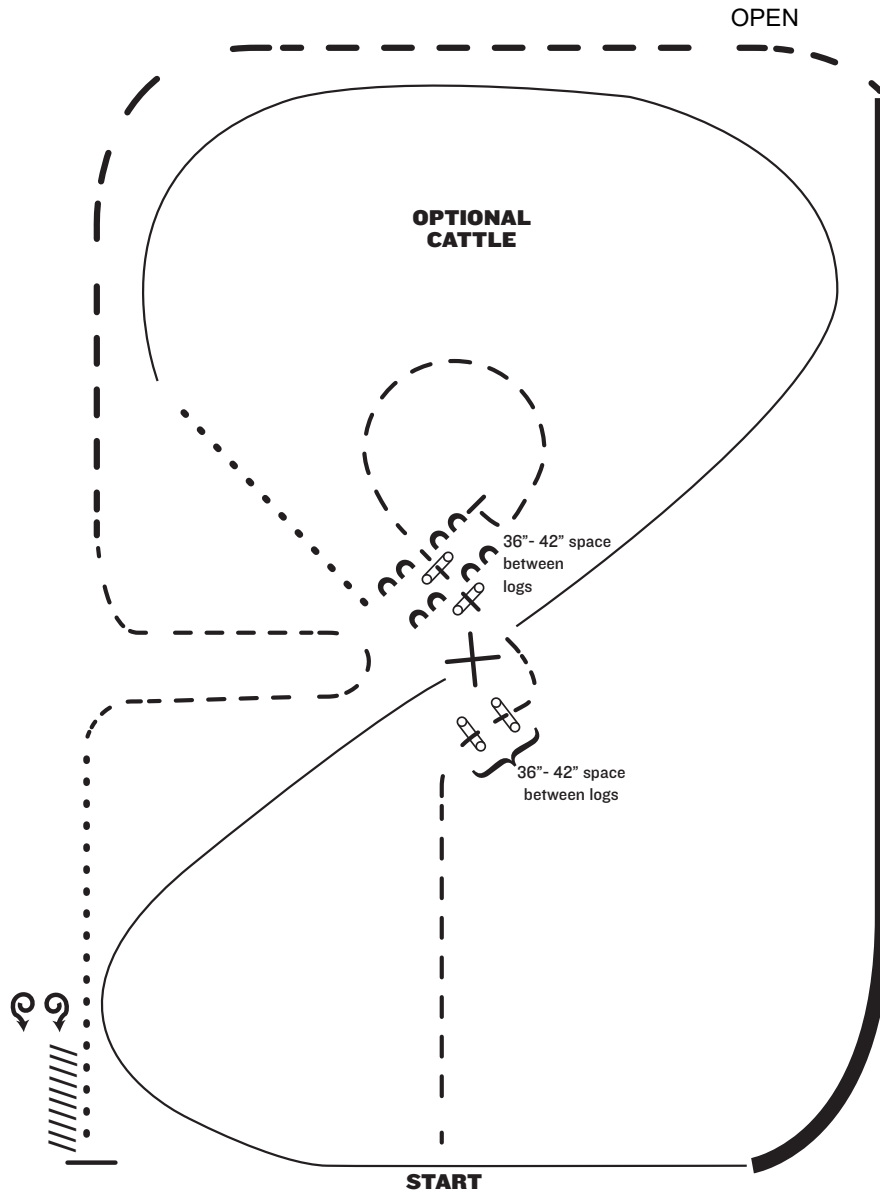
RANCH RIDING - PATTERN 10

L1, L1Y, L1A, Y, A



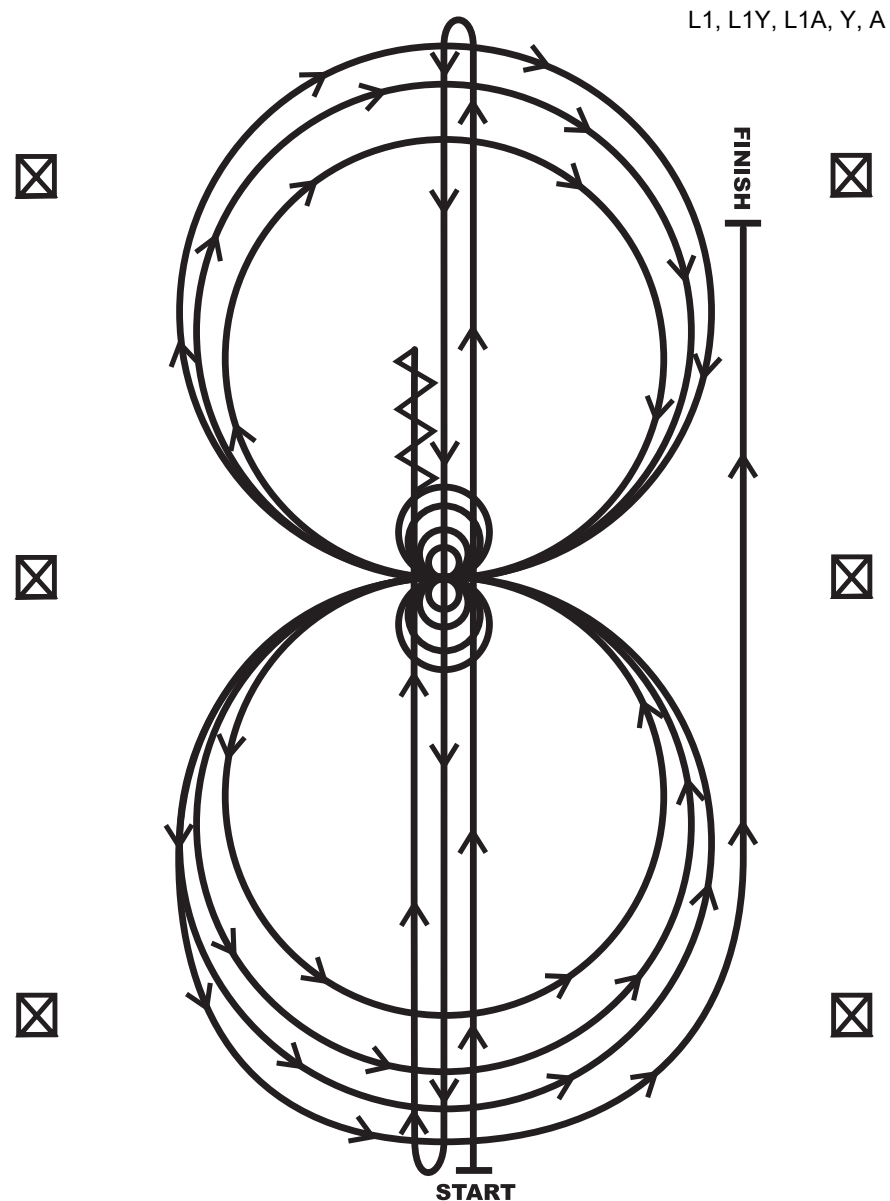
1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot

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.

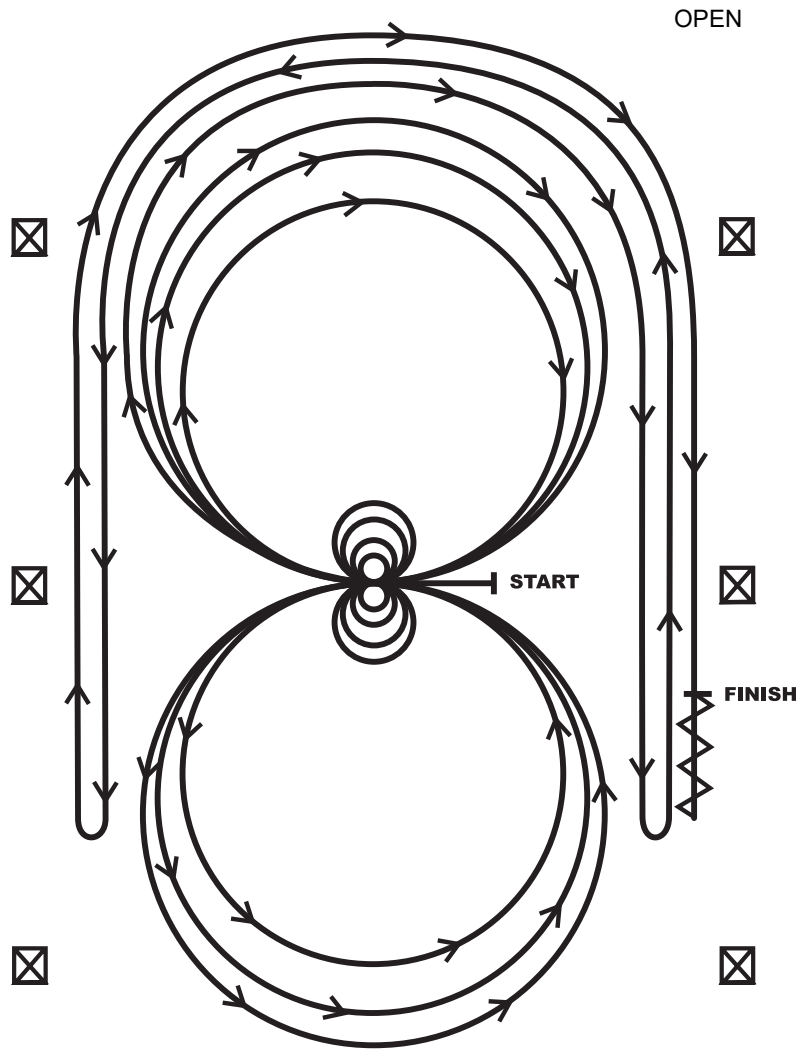


1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R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



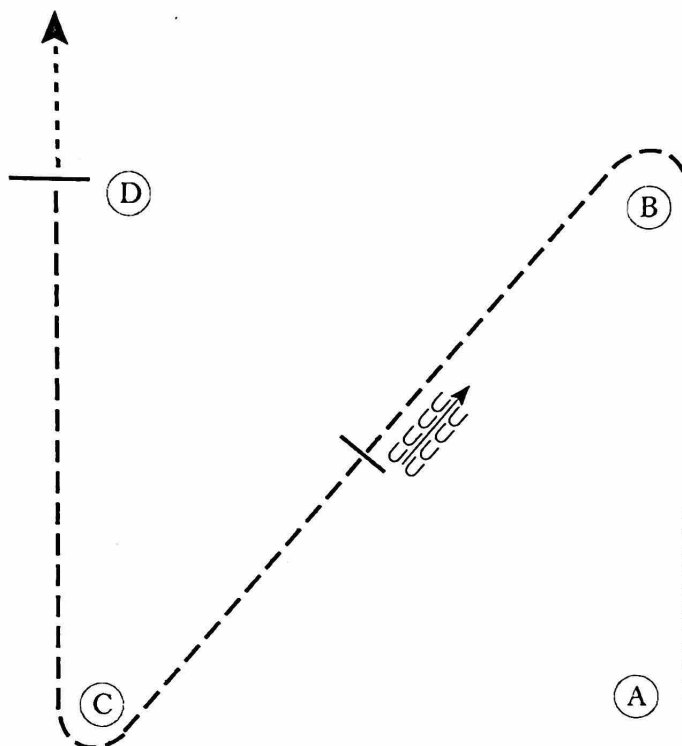
1. Run at speed to the far end of the arena past the endmarker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (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 left lead, 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.
7. 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.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of 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 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 rollback at least twenty feet (six 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 rollback at least twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Walk/Trot (Equitation)



Be ready at A.

1. Walk approximately two horse lengths from A.
2. Sitting trot to B.
3. At B, posting trot around B to middle.
4. Stop at middle and back one horse length.
5. Sitting trot to C.
6. At C, posting trot around C to D.
7. Stop at D.
8. Exit at a walk.

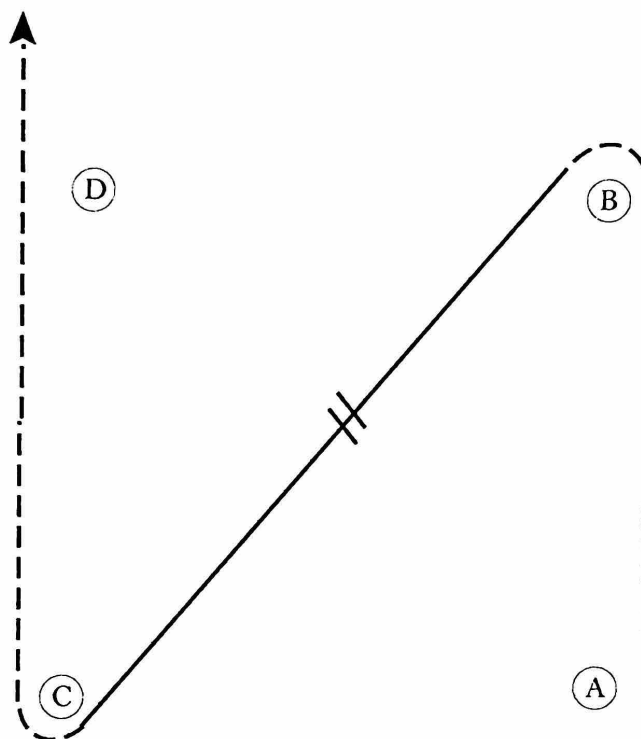
Follow the directions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	
Hand Gallop	-----

[HSE/WT-48]

Pattern Provided by:
Judges

Level 1/ Novice Youth & Amateur (Equitation)



Be ready at A.

1. Walk approximately two horse lengths from A.
2. Trot on the right diagonal to and around B.
3. At B, canter left lead to middle.
4. Simple lead change at middle.
5. Canter right lead to C.
6. Trot around C and to D on the left diagonal.

Pattern is complete once you pass D at the trot.

Follow the directions of your ring steward.

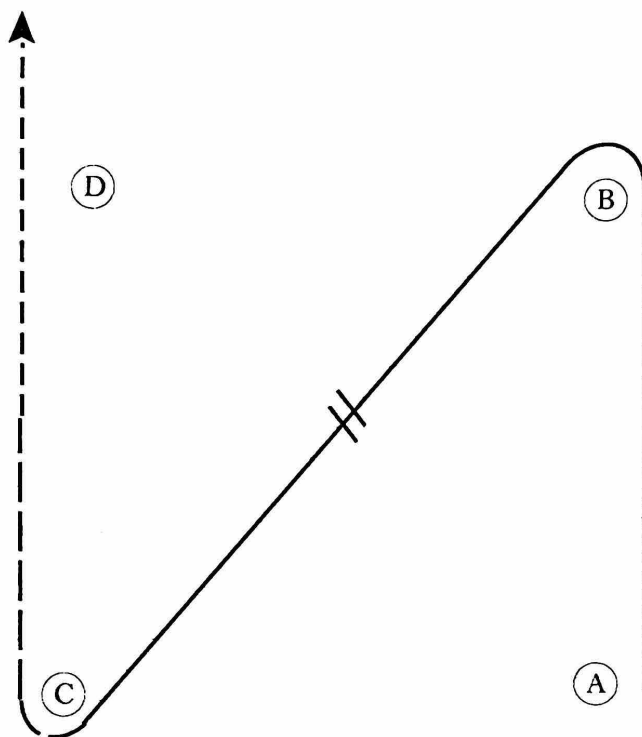
Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	
Hand Gallop	-----

[HSE/2-48]

Pattern Provided by:

Judges

Youth, Amateur, & Select or Masters (Equitation)



Be ready at A.

1. Walk approximately two horse lengths from A.
2. Trot on the right diagonal to B.
3. At B, canter left lead around B to middle.
4. Simple lead change at middle.
5. Canter right lead to C.
6. Hand gallop around C and halfway to D.
7. Trot on the left diagonal to D.

Pattern is complete once you pass D at the trot.

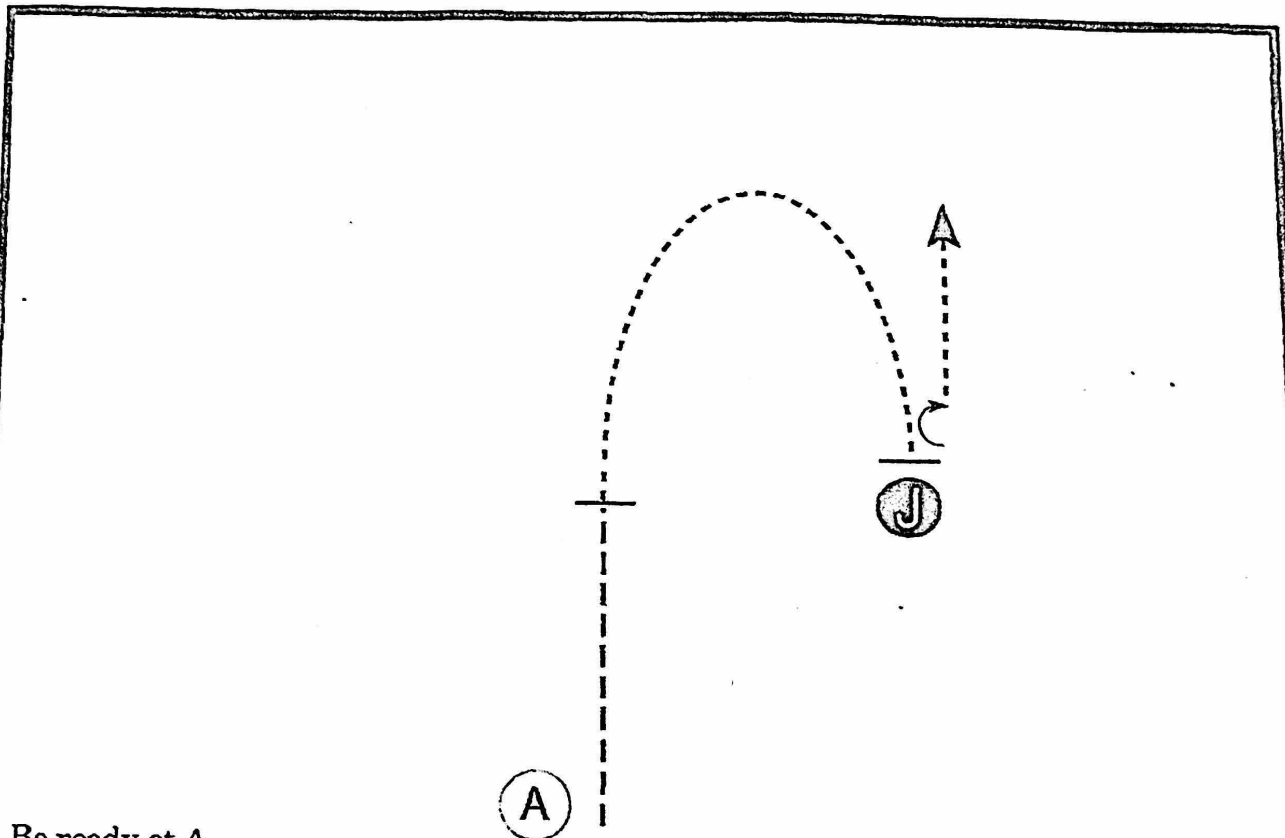
Follow the directions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	
Hand Gallop	-----

[HSE/3-48]

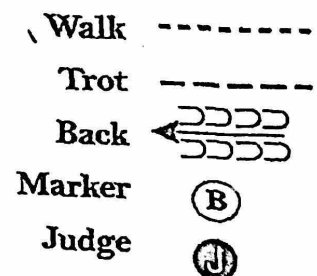
Pattern Provided by:
Judges

Showmanship Small Fry and Walk Trot



1. When acknowledged, trot until even with Judge.
2. Stop and pause briefly.
3. Walk in a half circle to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 180 degree turn and walk straight away from judge.

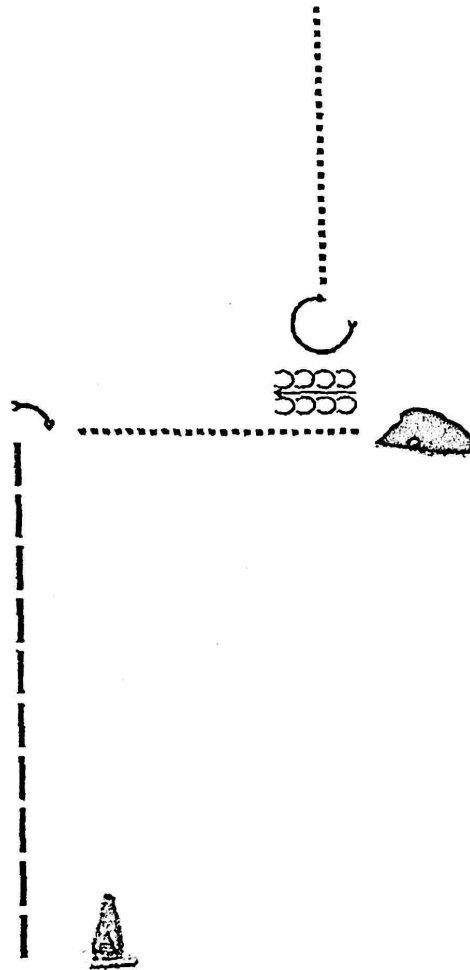
Follow the instructions of your ring steward.



Pattern Provided by:

Showmanship at Halter

All Level 1



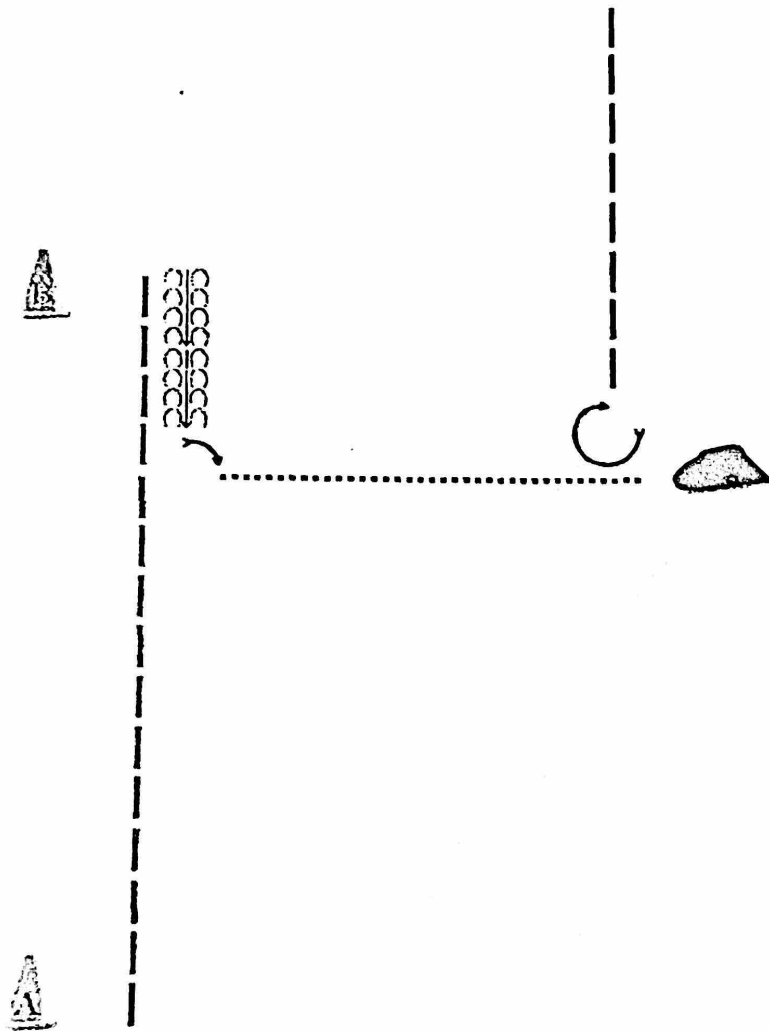
Instructions

Be Ready at Cone A

- 1) Trot toward judge as show
- 2) Stop and perform a 90° turn
- 3) Walk to judge
- 4) When dismissed, back one horse length
- 5) Perform a 270° turn
- 6) Exit at a walk

Showmanship at Halter

Am, Yth, Select

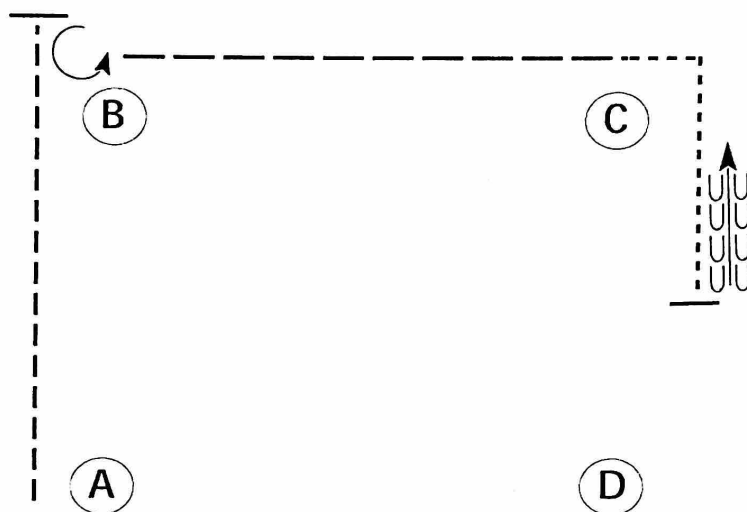


Instructions

Be Ready at Marker A

- 1) Trot to B
- 2) Back until even with judge
- 3) Perform a 90° turn and walk to judge
- 4) When dismissed, perform a 270° turn and exit at a trot

Horsemanship (Walk/ Trot)



Be ready at A.

1. Jog from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Extended jog to C.
4. Break to a walk and walk around C and halfway to D.
5. Stop and back approximately one horse length.

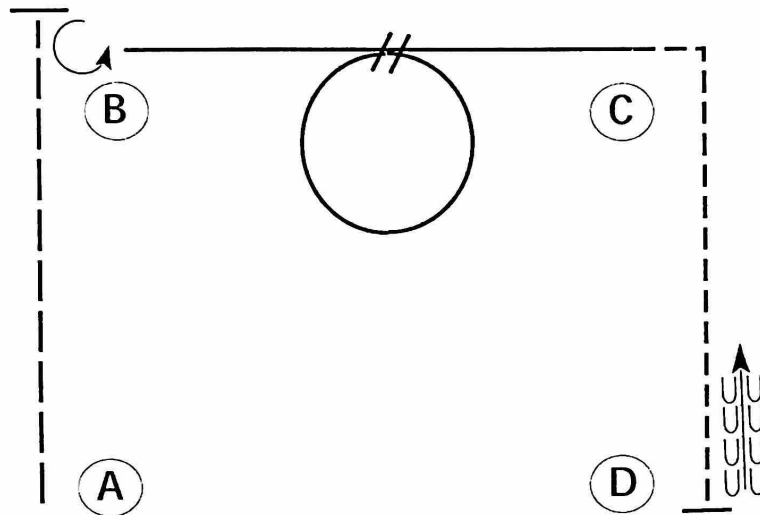
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

Pattern Provided by:
Judges

[WH/WT-88]

Horsemanship (Level 1/ Novice Youth & Amateur)



Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the left lead halfway to C.
4. Perform a simple lead change and lope a circle to the right.
5. Continue to lope to C.
6. At C, break to a jog and jog to D.
7. Stop and back approximately one horse length.

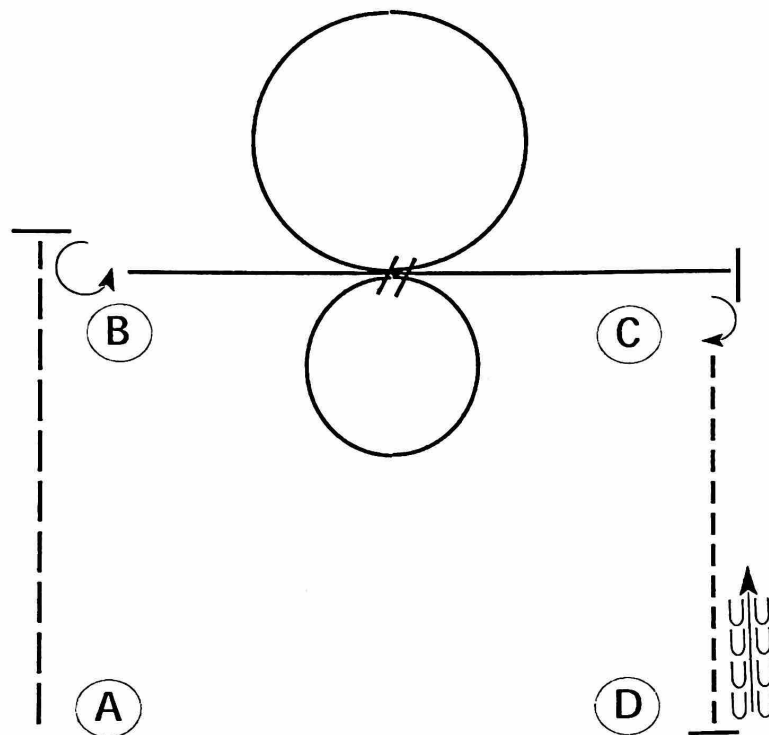
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

[WH/1-88]

Pattern Provided by:
Judges

Horsemanship (Youth, Amateur, & Select or Masters)



Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the right lead halfway to C.
4. Perform a small, slow circle to the right.
5. Change leads and perform a large, fast circle to the left.
6. Continue to lope past C and stop.
7. Perform a 1/4 turn to the right.
8. Jog to D.
9. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

[WH/2-88]

Pattern Provided by:

Judges