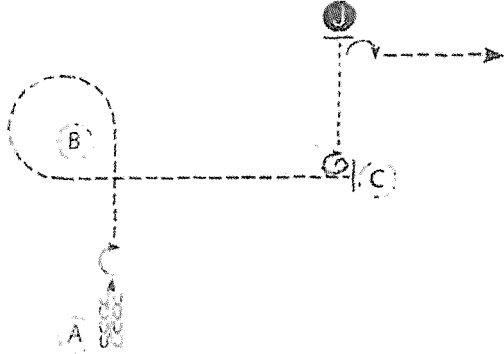


Showmanship

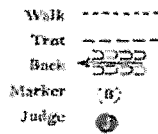
Senior



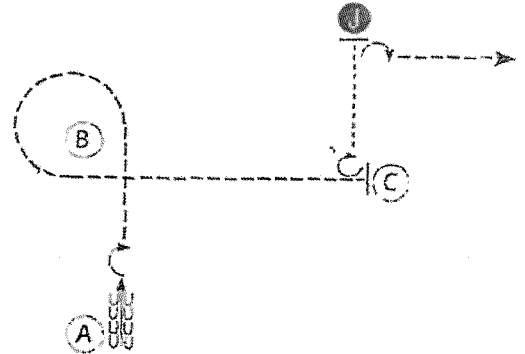
Be ready at A.

1. When acknowledged, back 5 steps.
2. Pivot 180 degrees.
3. Trot to and around B and continue to C.
4. Stop at C and turn $1\frac{3}{4}$.
5. Walk to judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and trot away.

Follow the instructions of your ring steward.



Intermediate



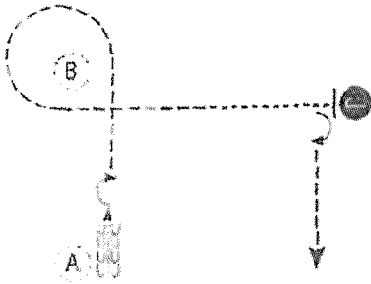
Be ready at A.

1. When acknowledged, back 5 steps.
2. Pivot 180 degrees.
3. Trot to and around B and continue to C.
4. Stop at C and turn 270 degrees.
5. Walk to judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and trot away.

Follow the instructions of your ring steward.



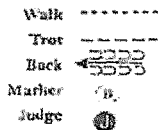
Junior



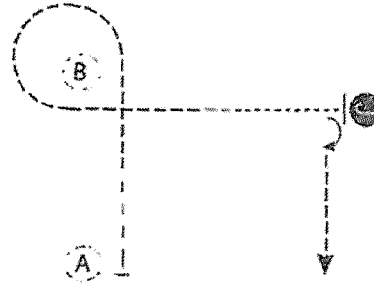
Be ready at A.

1. When acknowledged, back 5 steps.
2. Trot to and around B, halfway between B and judge walk.
3. Walk to judge. Stop and set up for inspection.
4. When dismissed, turn and trot away.

Follow the instructions of your ring steward.



Novice



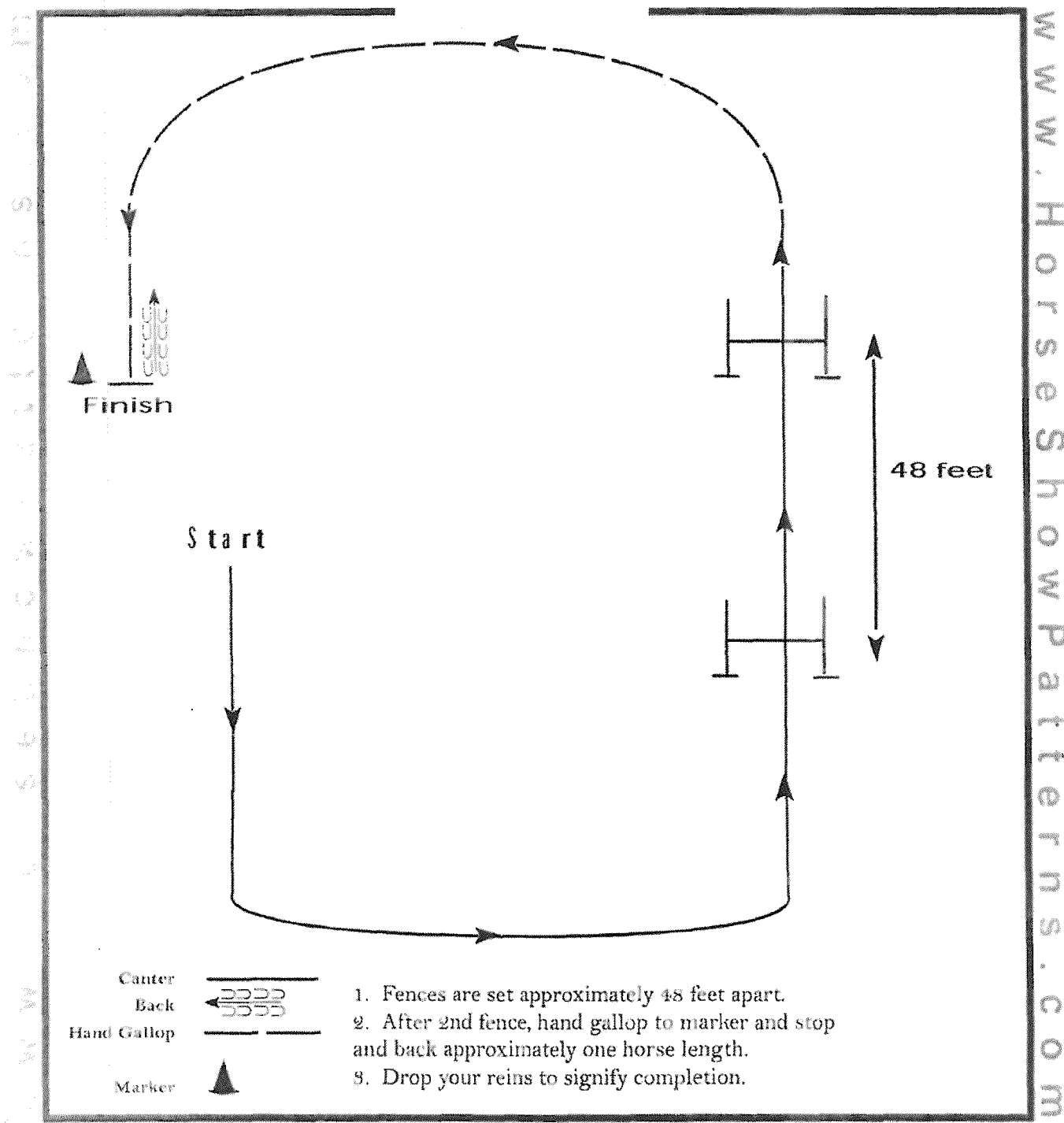
Be ready at A.

- | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none">1. When acknowledged, trot to and around B2. Halfway between B and judge walk.3. Walk to judge. Stop and set up for inspection.4. When dismissed, turn and trot away. |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Follow the instructions of your ring steward.



Hunter Hack

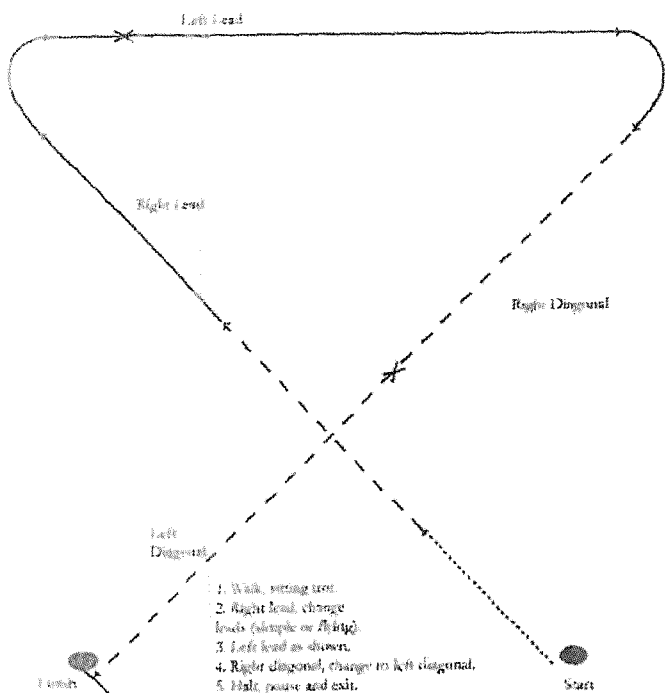


Pattern Provided by:

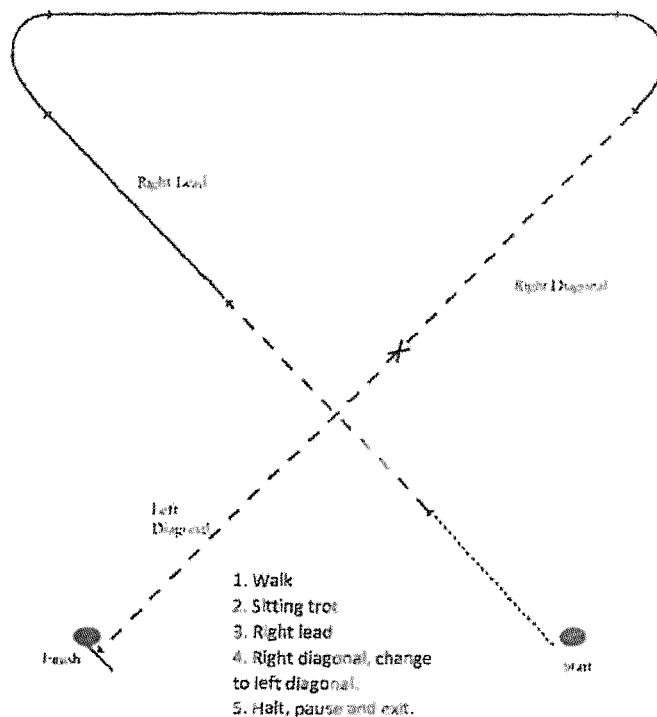
[HH/48-6]

Equitation

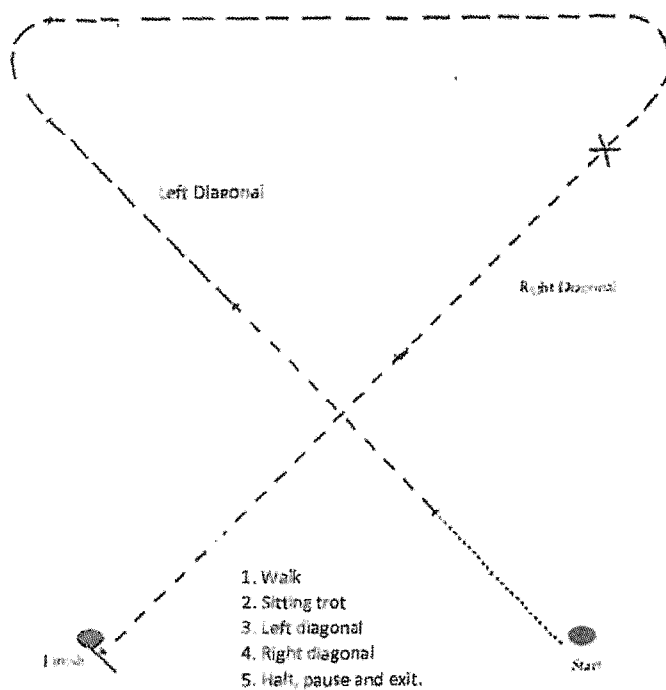
Seniors



Intermediates & Juniors

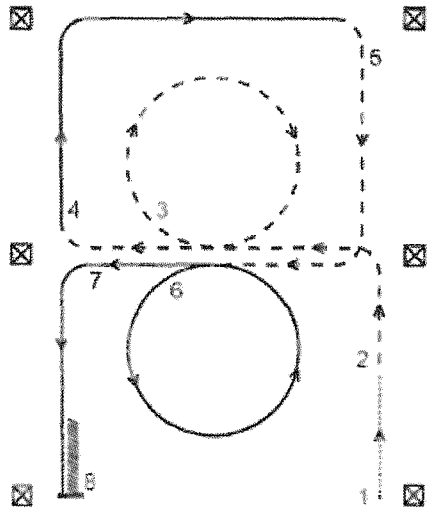


Novice



all ages

English Control Level 2 Pattern D



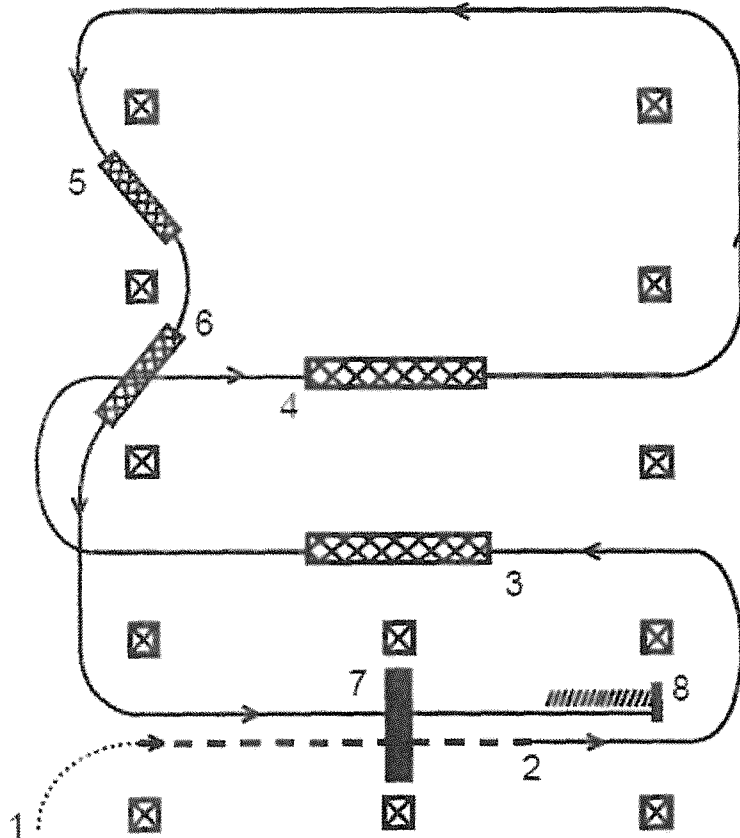
Walk: Canter: _____
Back: /////////////// Trot: - - - - -

1. Normal walk
2. Rising trot halfway between cones
3. Change diagonal then circle right, rising trot
4. Canter right lead
5. Sitting trot
6. Canter left lead, circle left
7. Continue canter left lead
8. Halt and back one horse length

Leave the arena on a loose rein at the free walk.

all ages

Western Riding Level 1 Pattern B



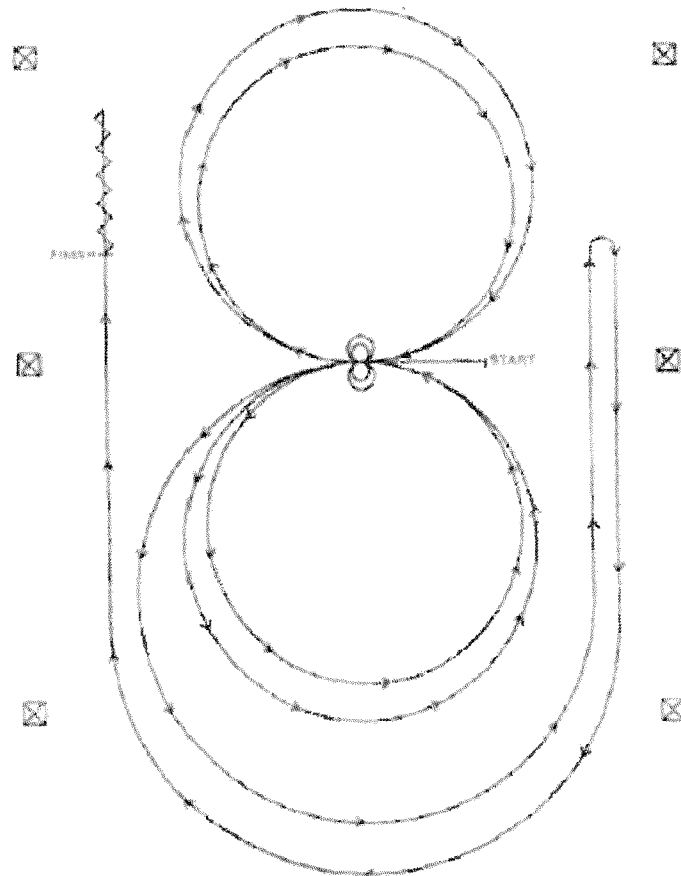
Walk: Lope: _____
Back: //////////////// Jog: - - - - -
Lead Changing Area: XXXXXXXXX

Simple lead changes are required, flying changes to be penalized. See rule 118 and 124.B.8.

1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. First line change.
6. Second line change.
7. Lope over log.
8. Stop and back.

This pattern could be used for level 1 when choosing Western Riding Pattern Number 2.

Reining Level 2 & 3 Pattern H (NRHA Pattern 14)

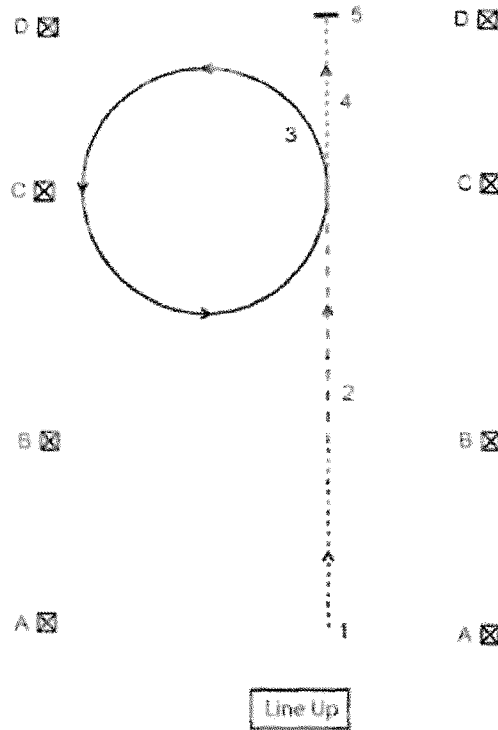


Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Novice

Ranch Horsemanship Level 1 -Pattern A

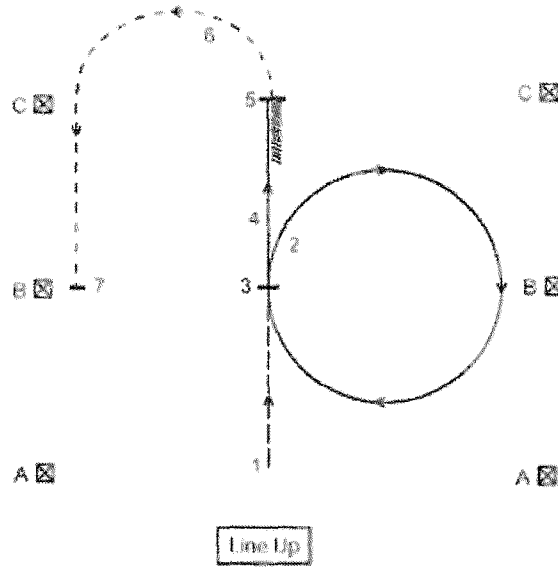


1. Walk from A to B
2. Jog from B to C
3. Lope a circle to the left
4. Walk from C to D
5. Halt at D

Follow the instructions of the ring steward.

all ages

Ranch Horsemanship Level 2 -Pattern D



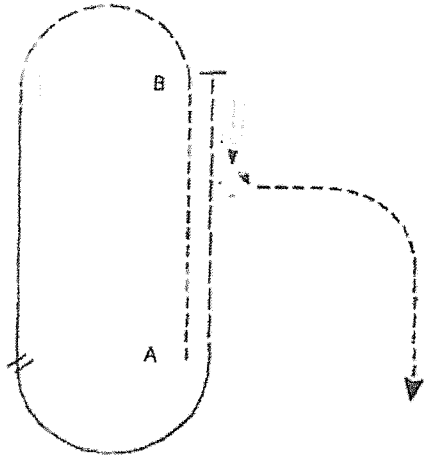
Jog: - - - - - Lope: _____
Extended Jog: - - - - - Back: // // // // //

1. Extended jog from A to B.
2. Lope a circle to the right.
3. Halt at B.
4. Left lead lope a straight line from B to C.
5. Halt at C and back.
6. Build a loop. Jog around C until even with B, as shown, while swinging loop.
7. Halt even with B.

Follow the instructions of the ring steward.

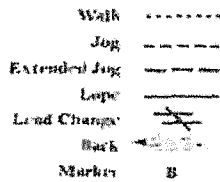
Horsemanship

Seniors & Intermediates

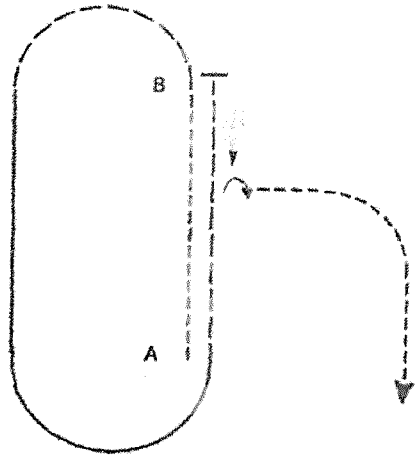


Be ready at A

1. Jog to B.
2. Extend the jog in a half circle.
Lope on the right lead until even with A.
3. Perform a simple lead change.
4. Lope on the left lead until even with A.
5. Extend the jog to B.
6. Stop at B and back approximately one horse length.
7. Perform a 1/4 turn to the right and exit at jog.

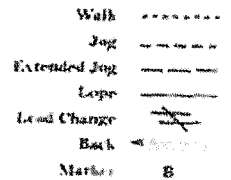


Juniors

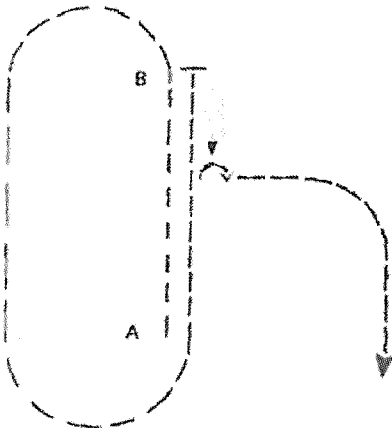


Be ready at A

1. Jog to B.
2. Extended jog in half circle.
3. Lope right lead until even with A.
4. Extend the jog to B.
5. Stop at B and back one horse length.
6. Perform a 1/4 turn to right and exit at jog.

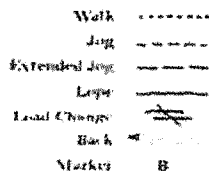


Novice

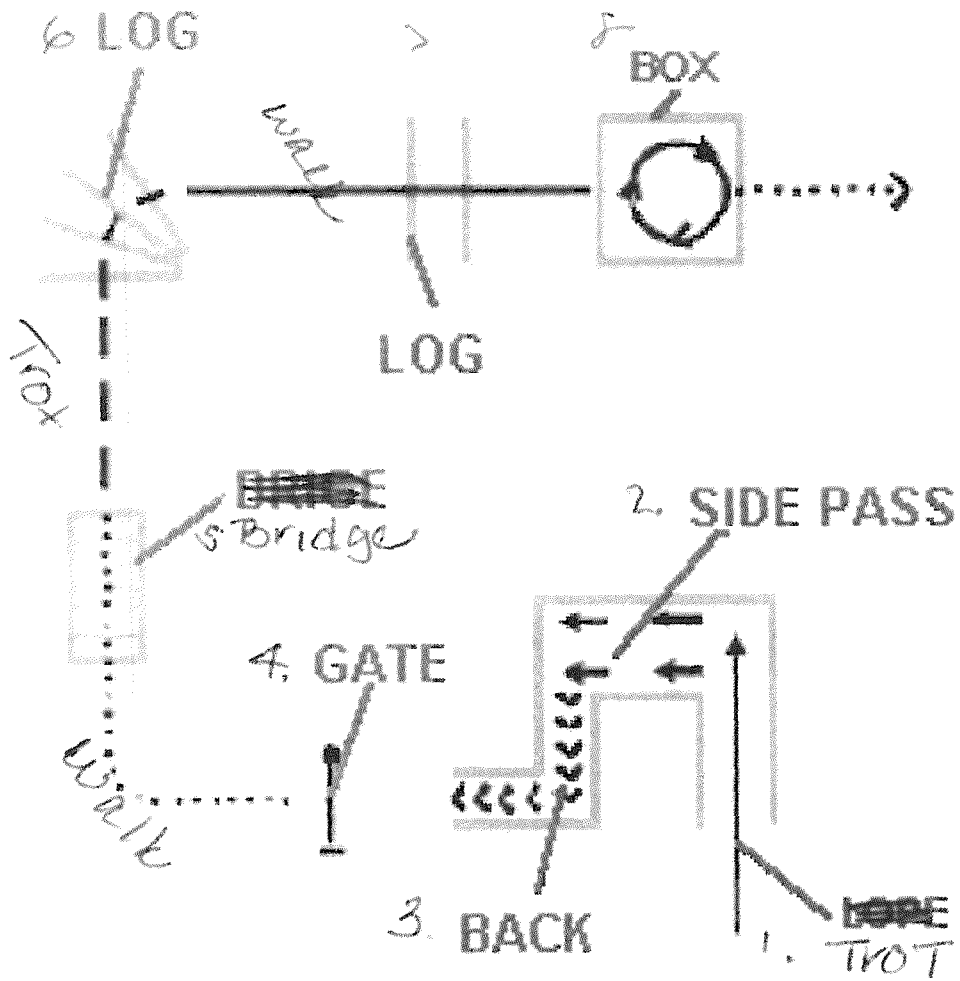


Be ready at A

1. Jog to B.
2. Extend trot as drawn until even with A.
3. Jog to B.
4. Stop at B and back one horse length.
5. Perform a 1/4 turn to right and exit at jog.

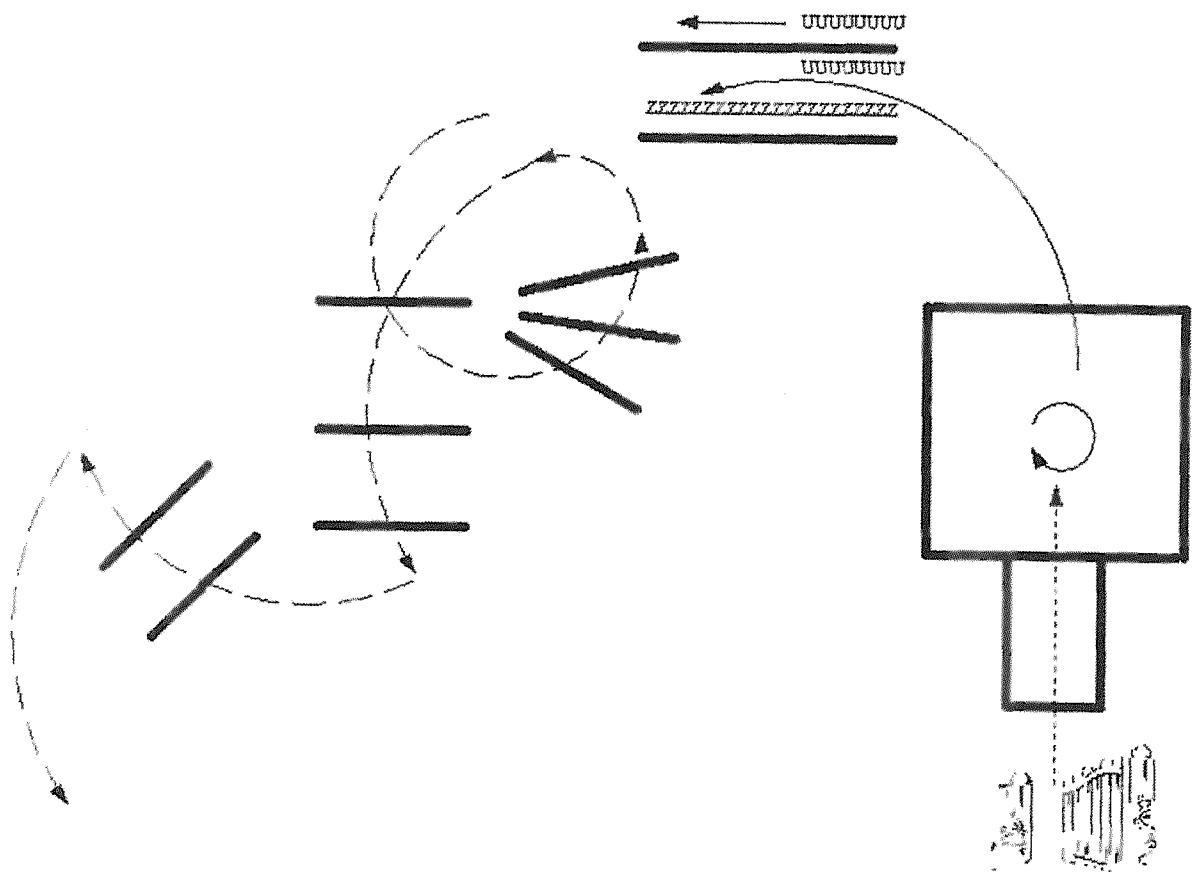


Novice western Trail

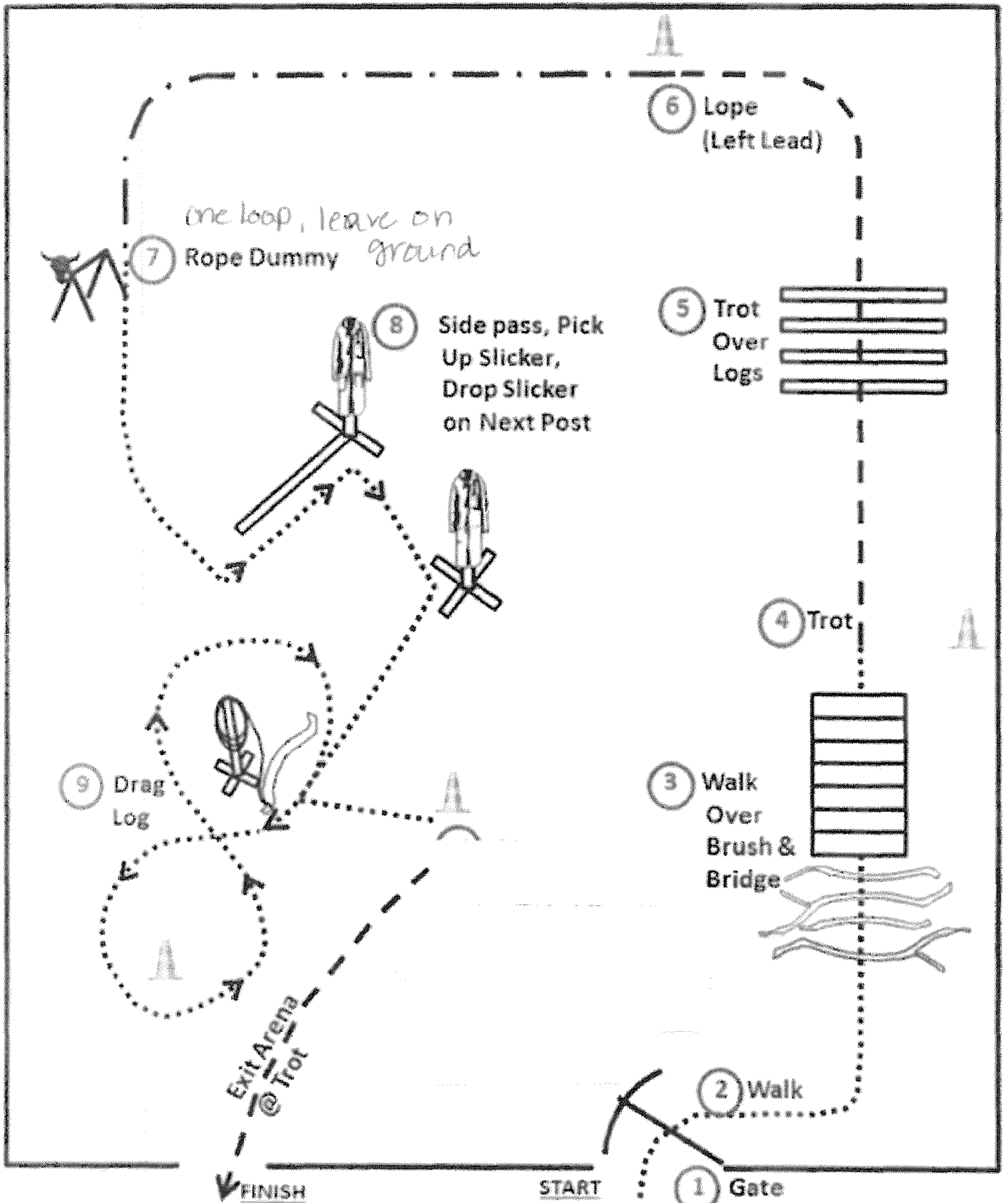


Western Trail Junior, Intermediate Senior


1. Work Gate
2. Walk over bridge
3. Walk into box 360° to right
4. Lope into chute
5. Back out of chute
6. Side pass to right
7. Trot logs



Ranch Trail Pattern -1

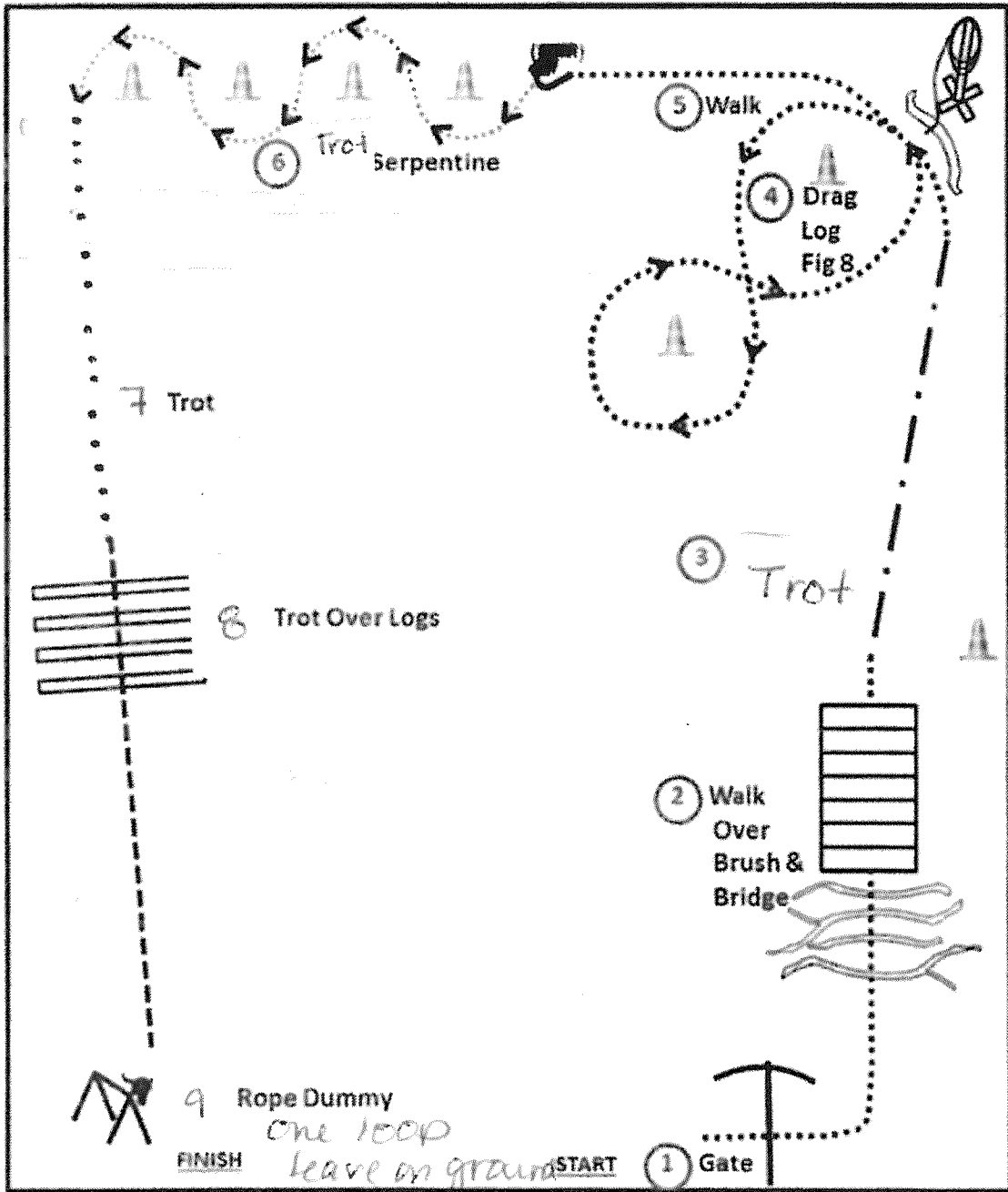


Legend


.....	Walk		Cone
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NOVICE

Ranch Trail Pattern - 2



Legend

.....	Walk	Back		Cone
- - - - -	Trot	- * - * -	Lope		