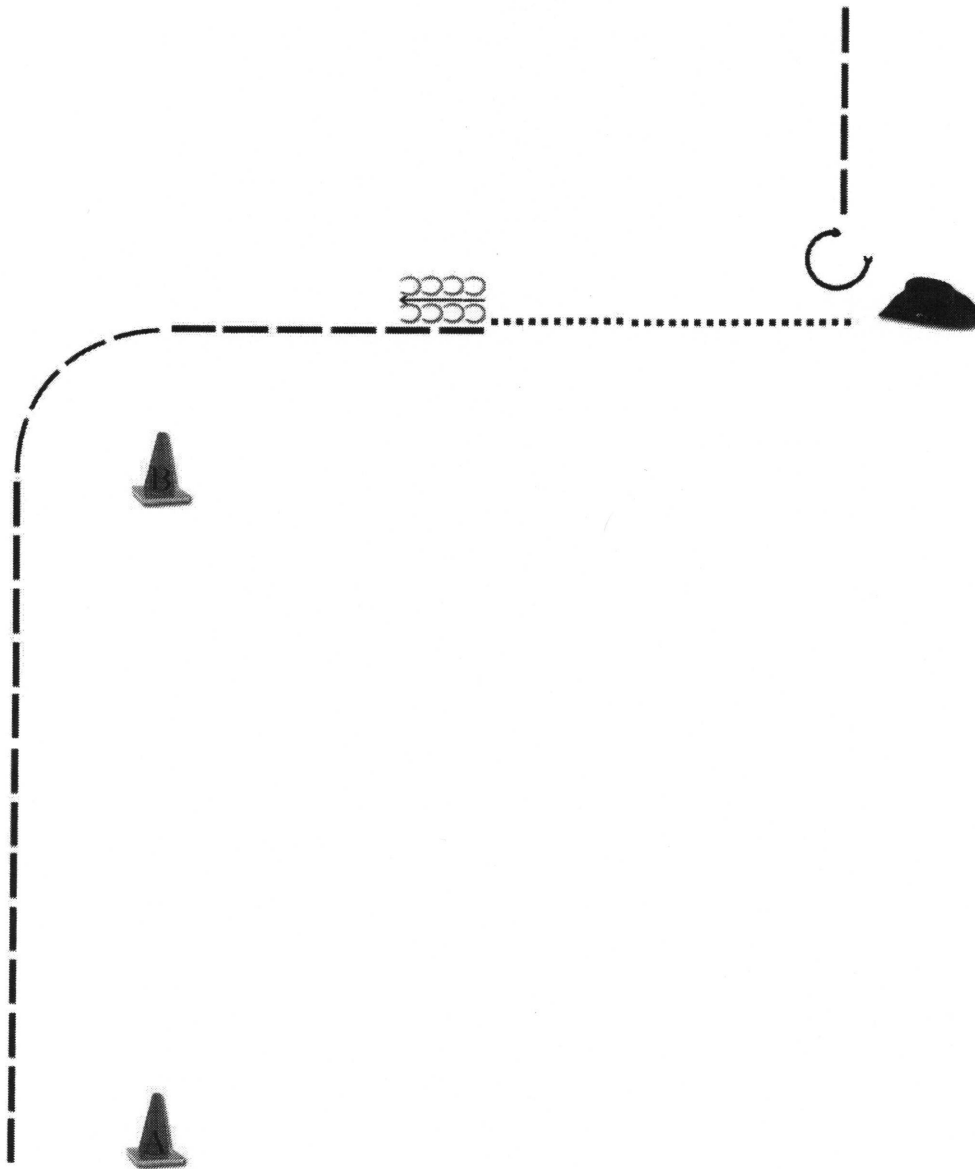


# Showmanship at Halter

## Novice



### Instructions

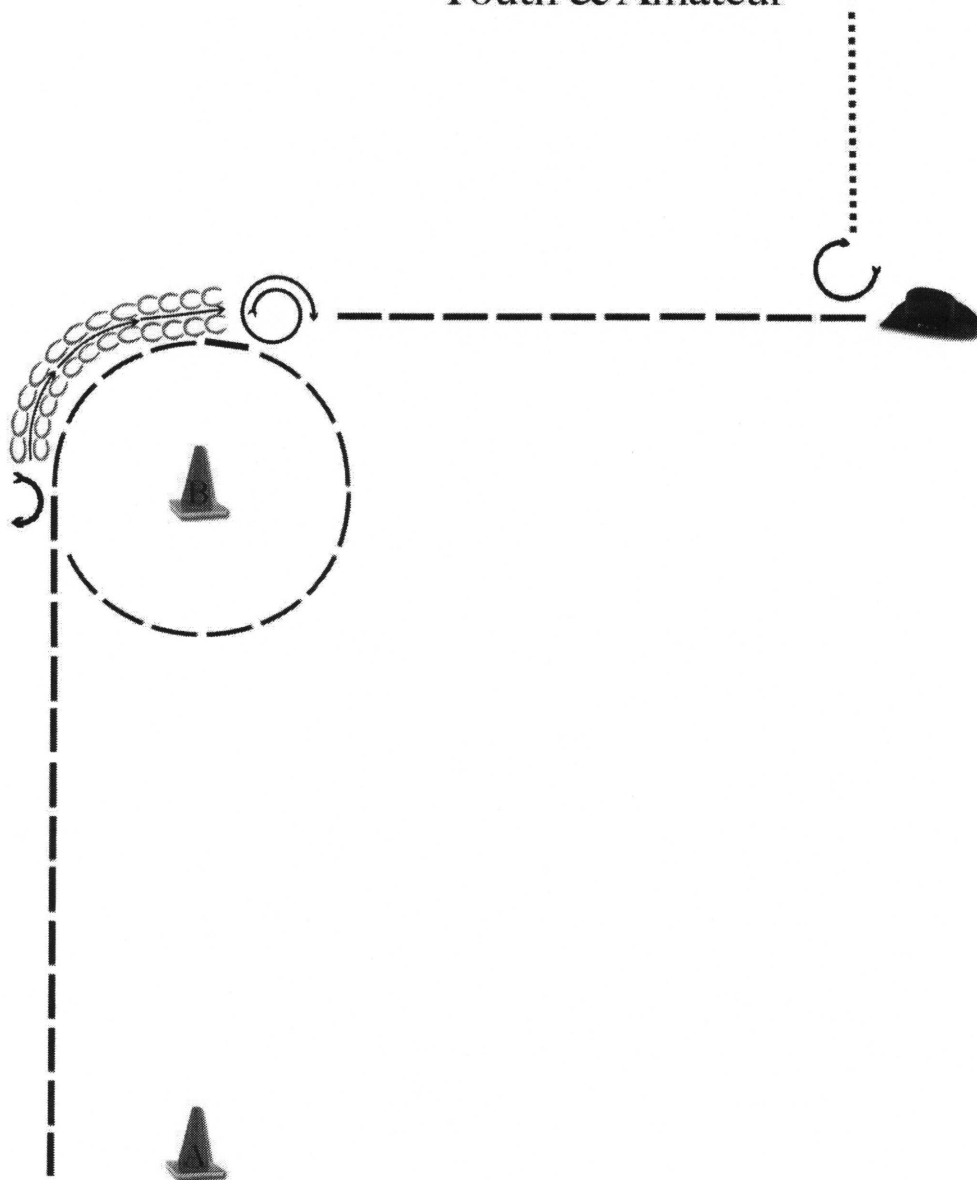
Be Ready at A

- 1) Trot to and around B
- 2) Stop and back one horse length
- 3) Walk to the judge
- 4) Set up for inspection
- 5) When dismissed, perform a 270° turn
- 6) Exit at a walk

*Pattern Provided by Andrea Simons*

# Showmanship at Halter

## Youth & Amateur



### Instructions

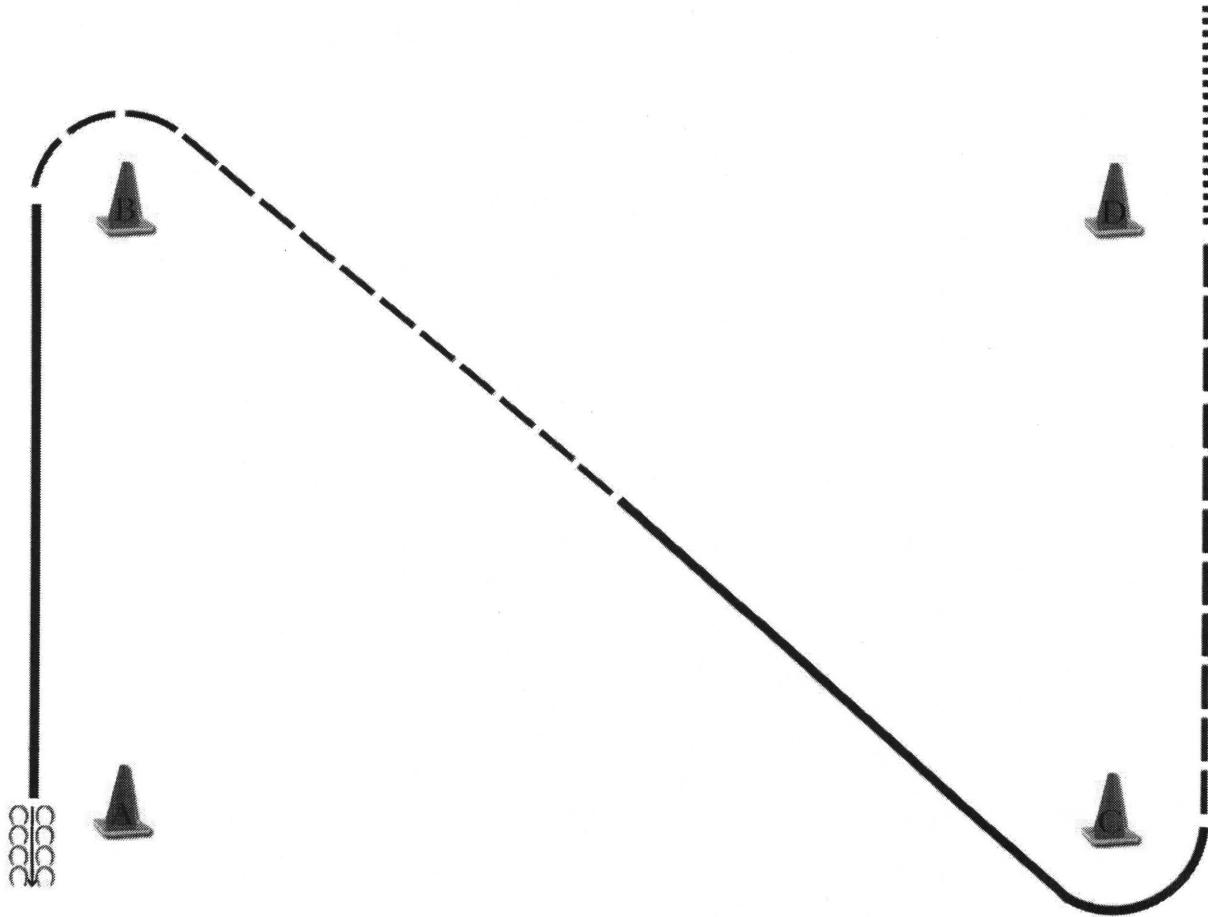
Be Ready at A

- 1) Trot to and Around B in a circle as show
- 2) Stop and perform a 180° turn
- 4) Back around B
- 5) Perform a 540° turn and trot to the judge
- 6) Set up for inspection
- 7) When dismissed, perform a 270° turn
- 8) Exit at a walk

*Pattern Provided by Andrea Simons*

# Hunt Seat Equitation

## Novice



### Instructions

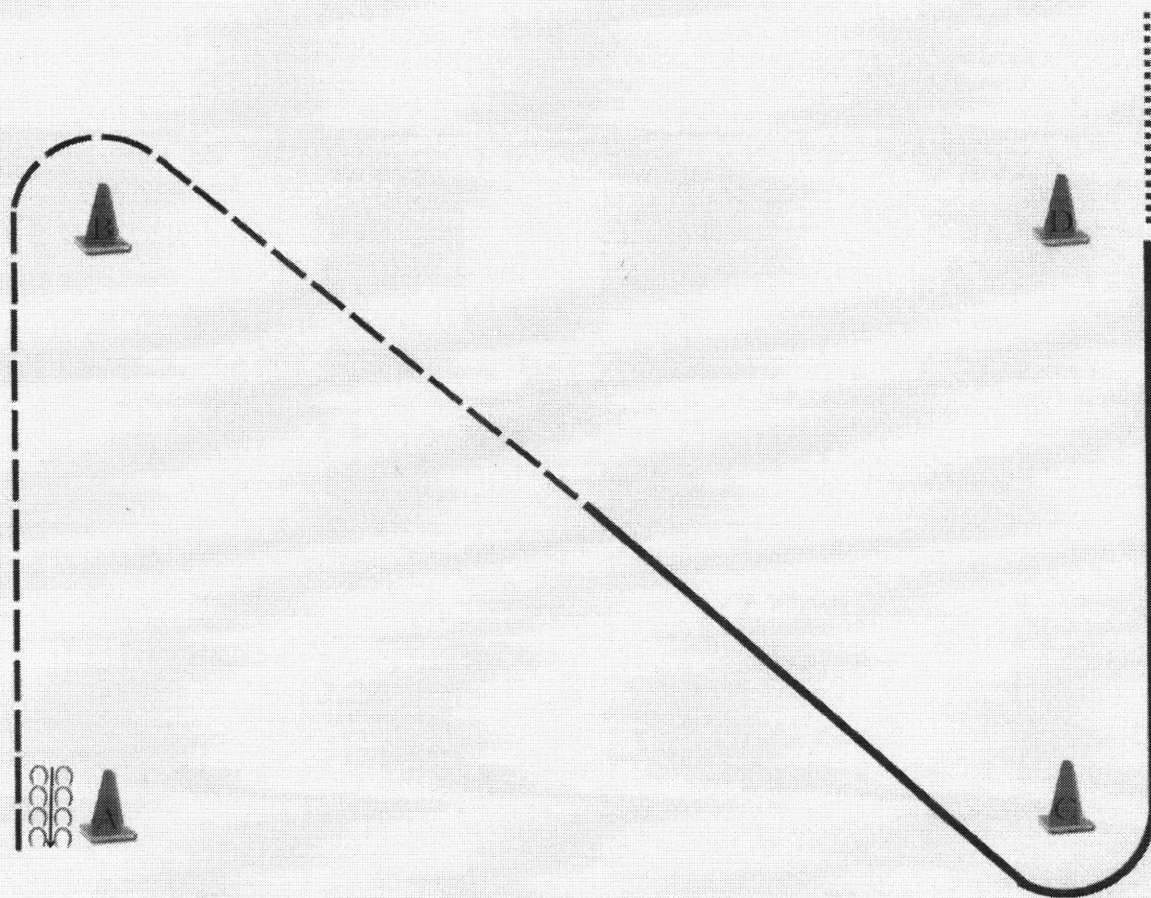
Be Ready at A

- 1) Back one horse length
- 2) Canter right lead B
- 3) Break to the trot on the left diagonal
- 4) Halfway between B and C canter left lead around C
- 5) Break to the trot on the right diagonal and continue to D
- 6) Exit at the walk

*Pattern Provided by Andrea Simons*

# Hunt Seat Equitation

## Youth and Amateur



Be Ready at A

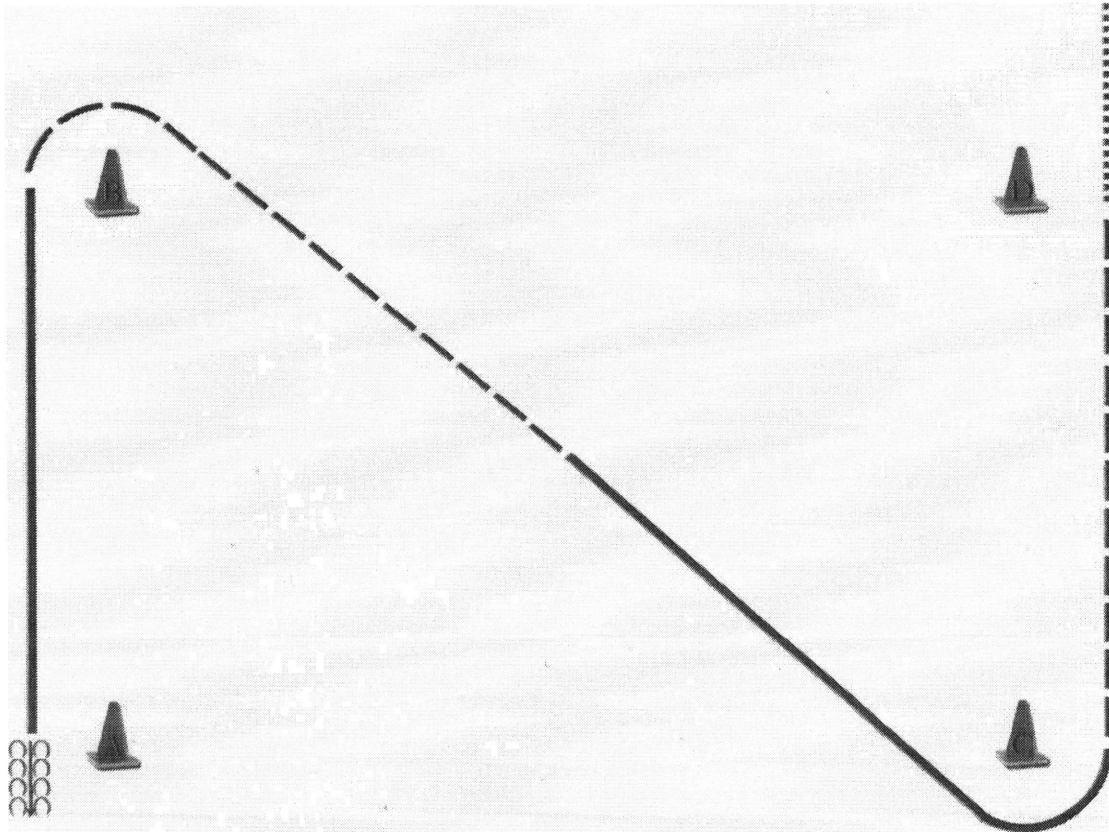
- 1) Back 2 horse lengths
- 2) Trot on right diagonal
- 3) At B begin sitting trot
- 4) Halfway between B & C take the right lead
- 5) After rounding C assume a hand gallop
- 6) At D exit at a walk

*Pattern Provided by Andrea Simons*



# Hunt Seat Equitation

## Walk - Trot



### Instructions

Be Ready at A.

- 1) Back Up
- 2) Sitting trot to B
- 3) Pick up the left diagonal
- 4) Halfway between B and C Execute a sitting trot to C
- 5) At C trot on the right diagonal and continue to D
- 6) Exit at the walk

*Pattern Provided by Andrea Simonis*

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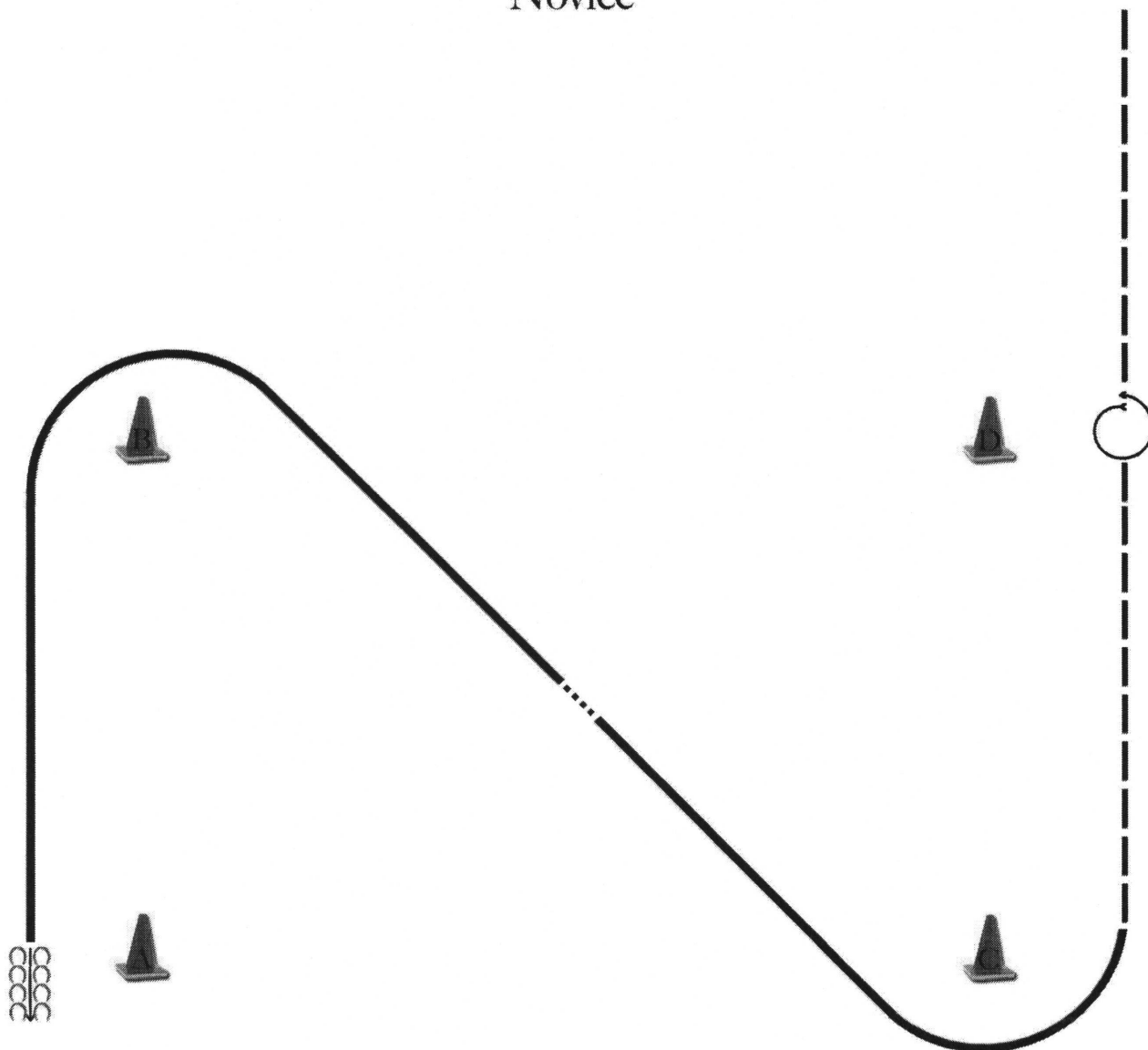
The diagram shows a closed-loop path. It begins at a start point on the left, indicated by a vertical dashed line and a series of small circles. The path proceeds upwards and to the right, then curves downwards and to the left, ending at a finish point on the right, indicated by a vertical solid line and a series of small circles. A dashed line segment connects the start and finish points, forming a closed loop. There are four traffic cones placed around the path: one at the top left, one at the bottom left, one at the top right, and one at the bottom right. A small circle with an arrow indicates the direction of travel along the path.

- 1) Back one horse length
- 2) Extended jog around B
- 3) Halfway between B and C stop and perform a  $360^\circ$  turn to the left
- 4) Lope left lead around C
- 5) Lope with speed to D
- 6) Stop and perform a  $45^\circ$  turn to the right
- 7) Exit at a walk

*Pattern Provided by Andrea Simons*

# Western Horsemanship

## Novice



### Instructions

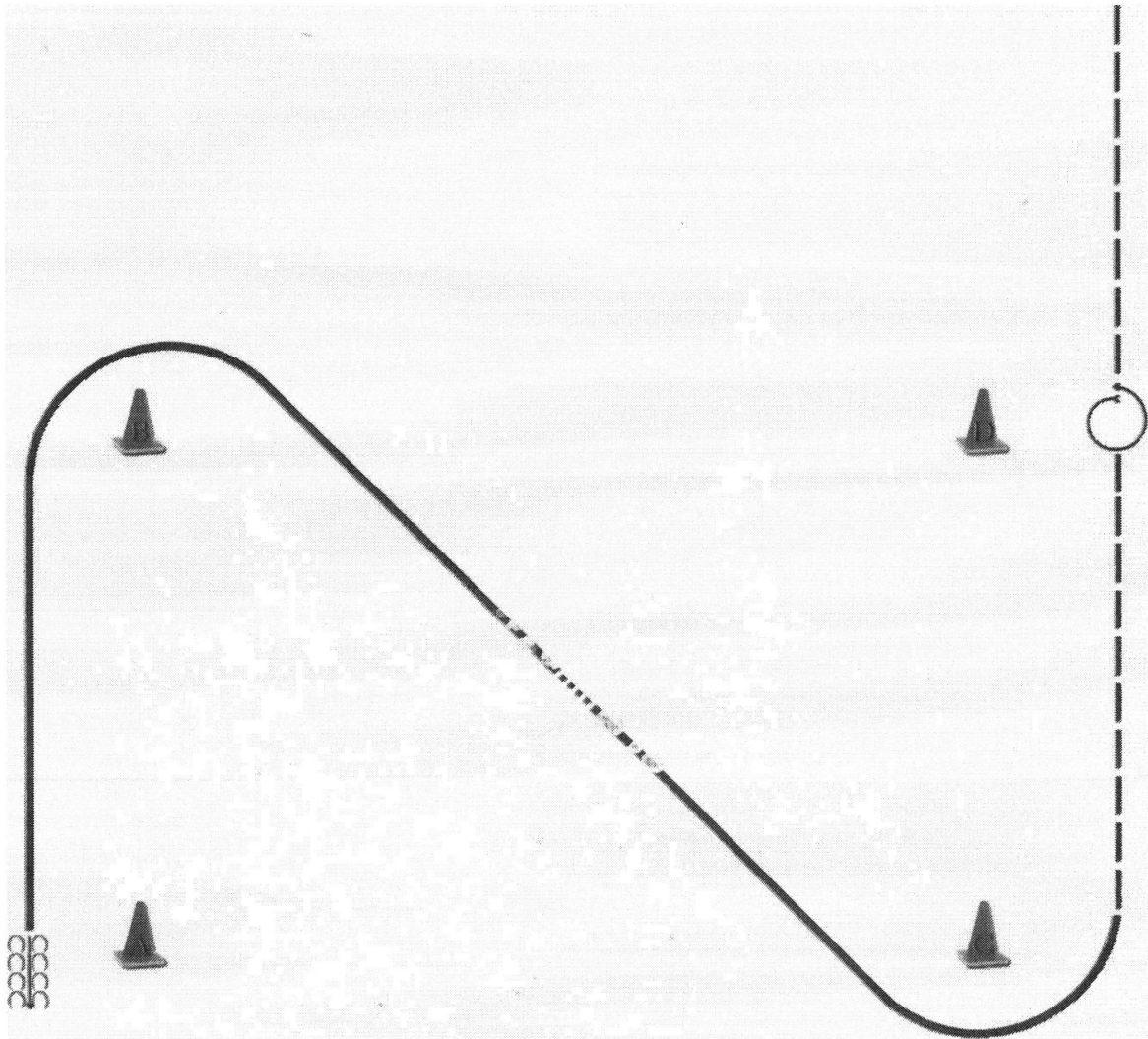
Be Ready at A.

- 1) Back one horse length
- 2) Lope right lead around B
- 3) Halfway between B and C walk 1 stride
- 4) Lope left lead around C
- 5) Break to the extended jog and jog to D
- 6) Perform a 360° turn to the left
- 7) Exit at the jog

*Pattern Provided by Andrea Simons*

# Western Horsemanship

## Walk - Trot



### Instructions

Be Ready at A.

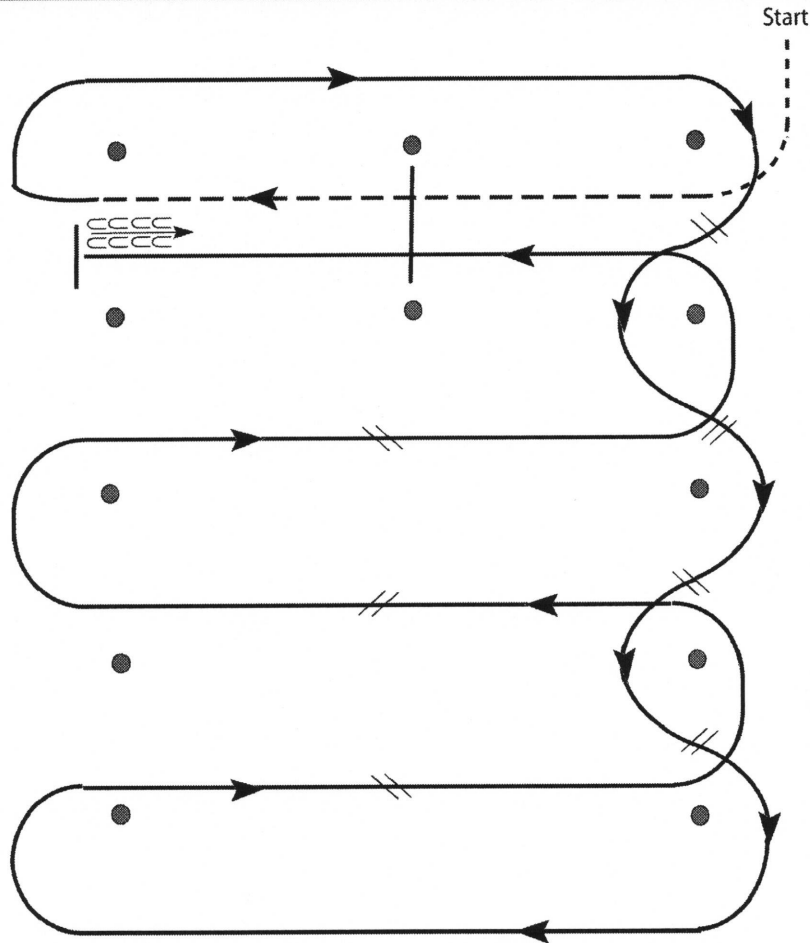
- 1) Back up
- 2) Extend trot around B
- 3) Halfway between B and C walk 2 or 3 strides
- 4) Extend trot around C
- 5) Break to the jog and jog to D
- 6) Perform a 360° turn to the left
- 7) Exit at the jog

*Pattern Provided by Andrea Simons*

# Pine Tree Classic

WESTERN RIDING (All Open, AM, youth)

Show Date:



1. Walk, transition to jog, jog over log.
2. Transition to right.
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 and back.

[WR/OP-4]

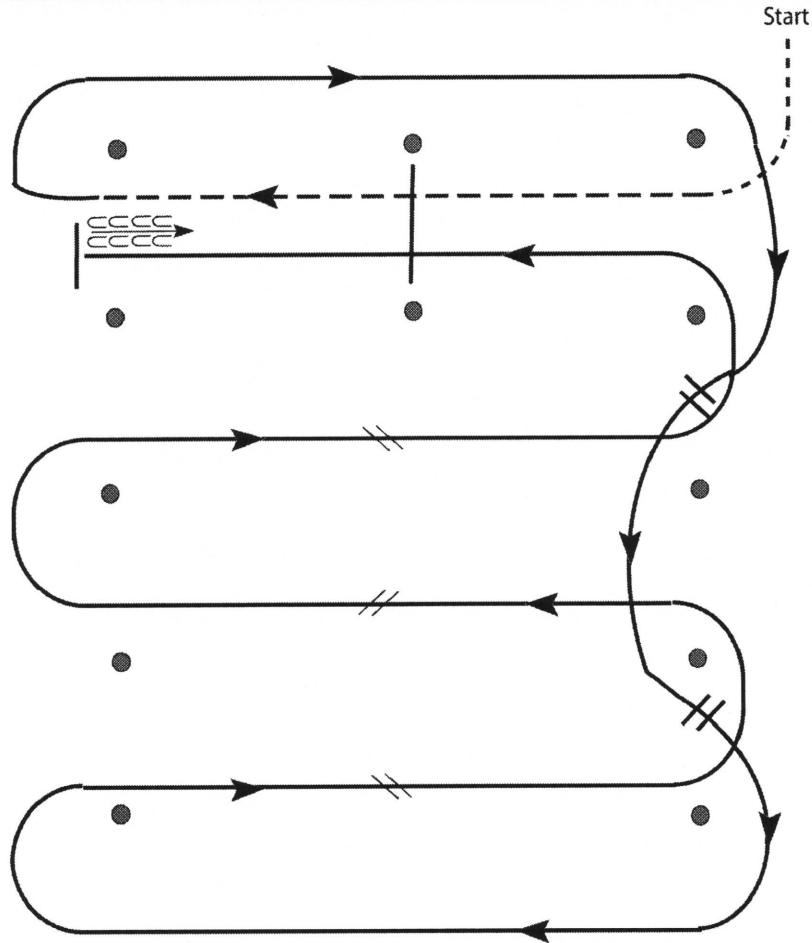
Pattern Provided by:  
*Andrea Simons*



# Pine Tree Classic

## WESTERN RIDING (AQHA Level 1)

Show Date:



1. Walk, transition to jog, jog over log.
2. Transition to right lead and 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 and back.

[WR/GP-4]

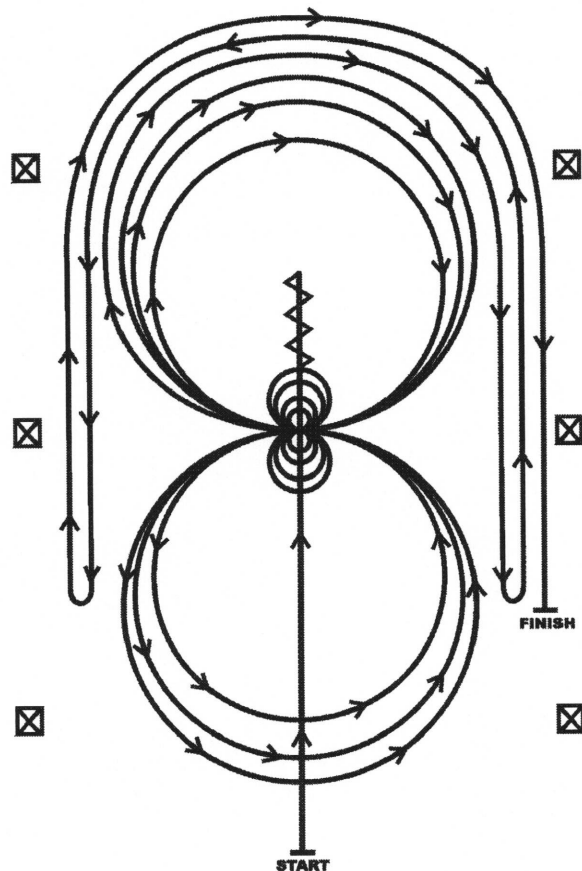
Pattern Provided by:  
*Andrea Simons*

# Pine Tree Classic

## REINING (ALL)

Show Date:

### REINING PATTERN 10



1. 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.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the right but do not close this circle. Run 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.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around 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. Hesitate to demonstrate completion of the pattern.

[R/AQHAP-10]

Pattern Provided by:

*Andrea Simons*

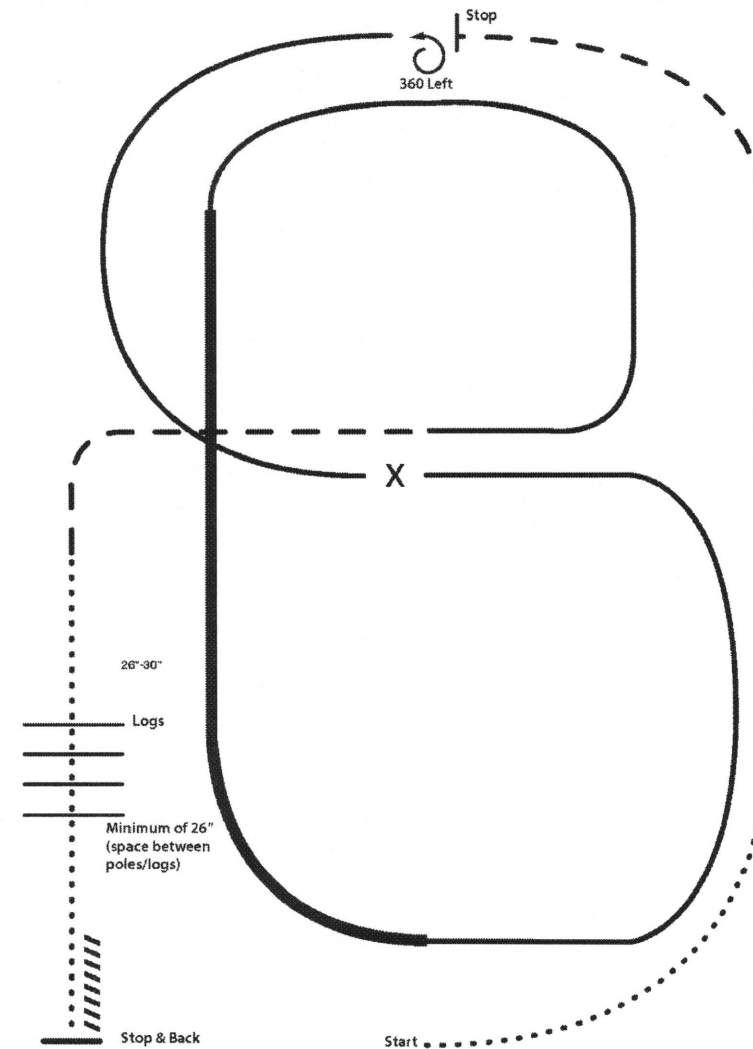
# Pine Tree Classic

## RANCH RIDING (ALL)

Show Date:

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X Lead Change  
• Walk  
- Trot  
- Ext Trot  
- Lope  
- Ext Lope  
//// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

[RR/AQHA-1]

Pattern Provided by:  
*Andrea Simons*