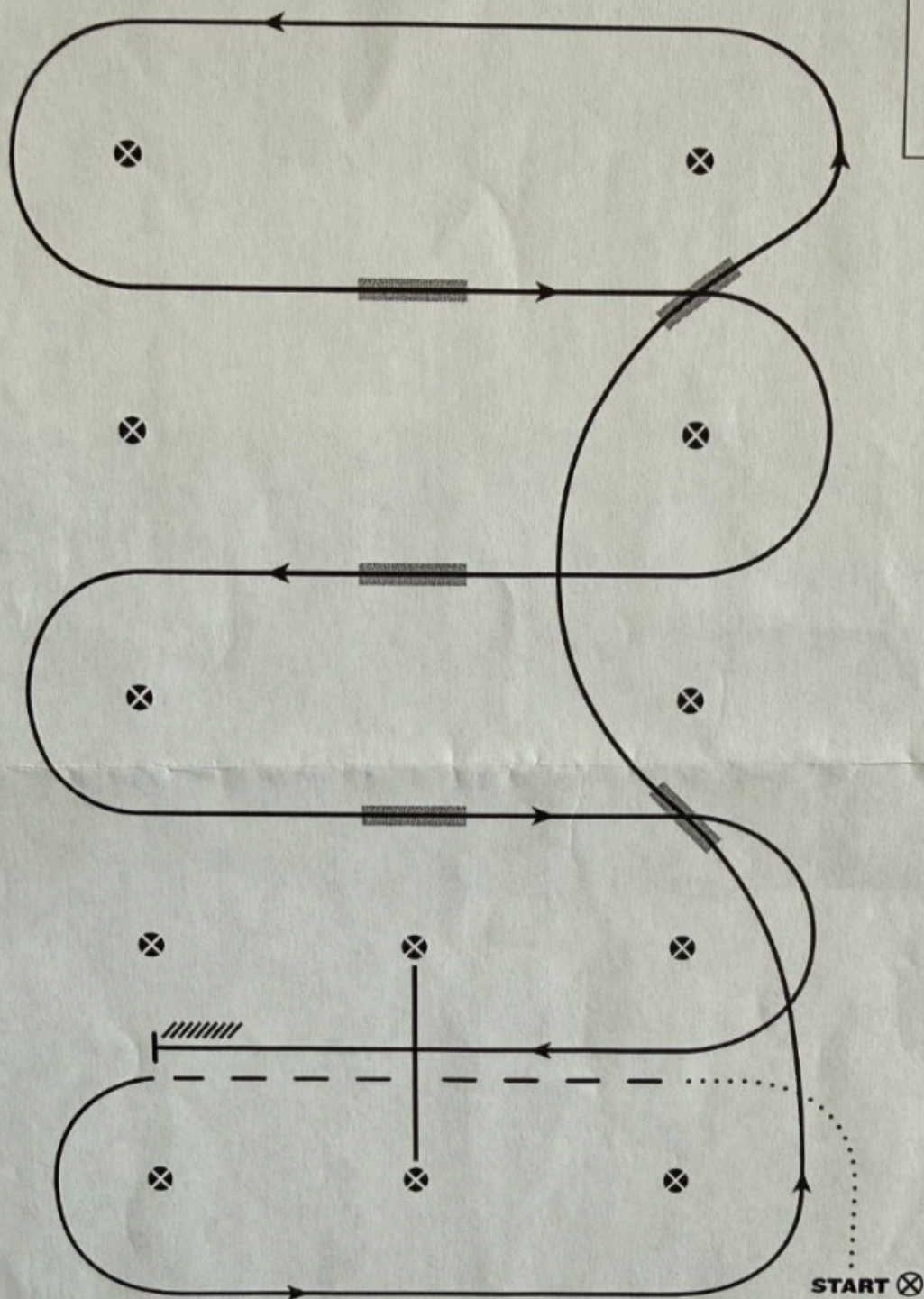


LEVEL I WESTERN RIDING PATTERN 9

LEGEND

.....	Walk
- - - -	Jog
————	Lope
///////	Back
▬▬▬▬	Lead Changing Area

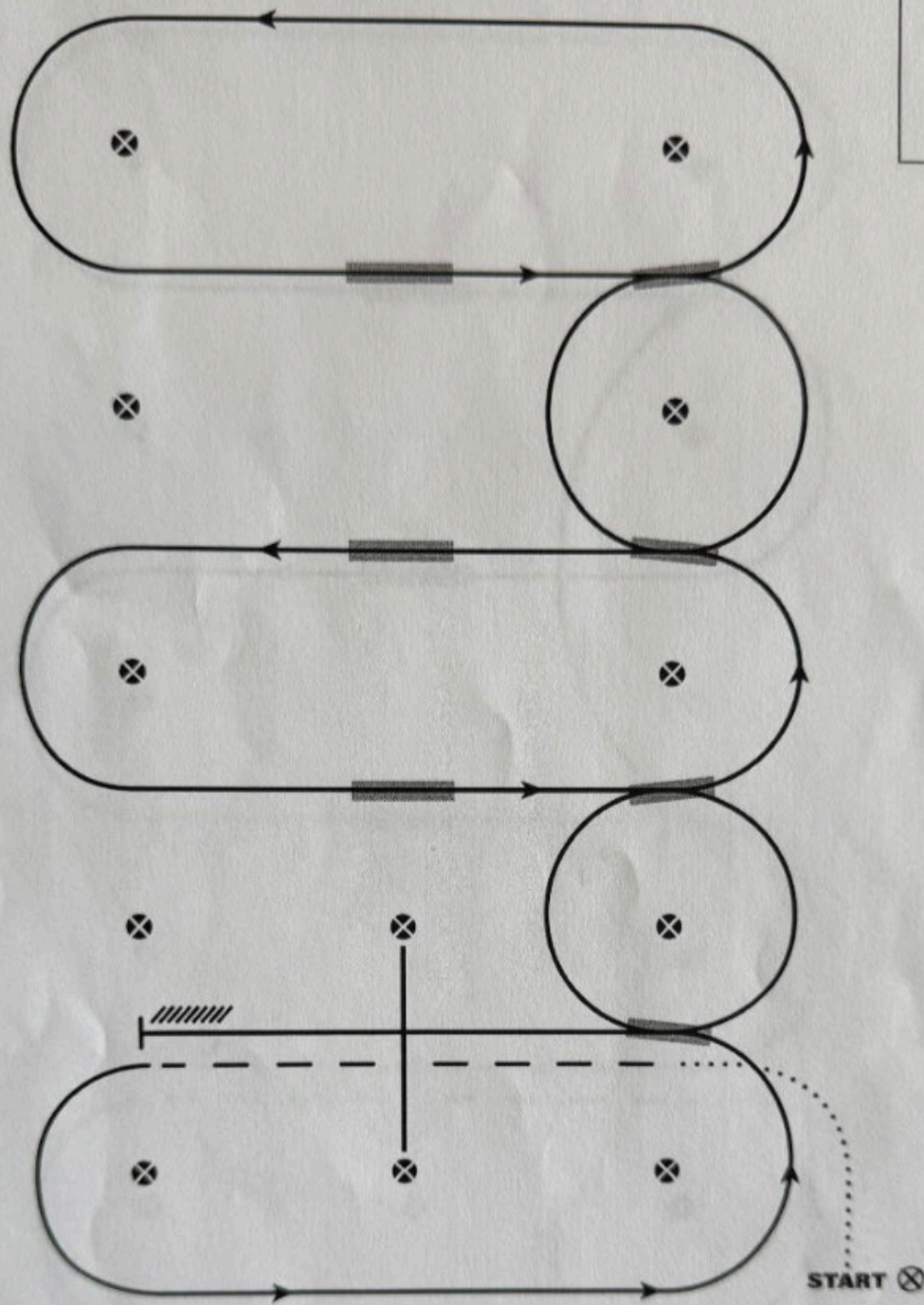


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Third crossing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

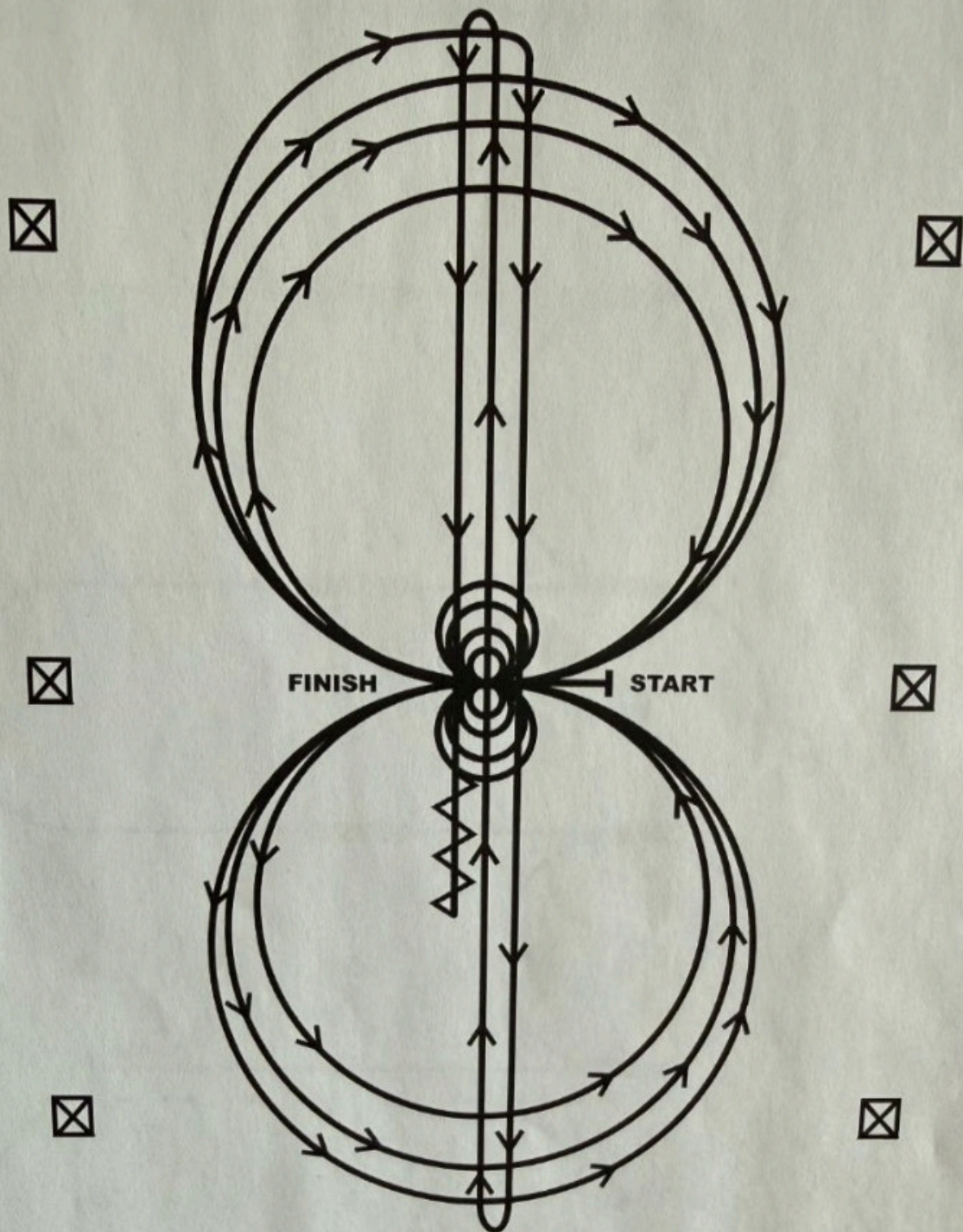
WESTERN RIDING - PATTERN 9

LEGEND

.....	Walk
- - - -	Jog
————	Lope
///////	Back
▬▬▬▬	Lead Changing Area



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



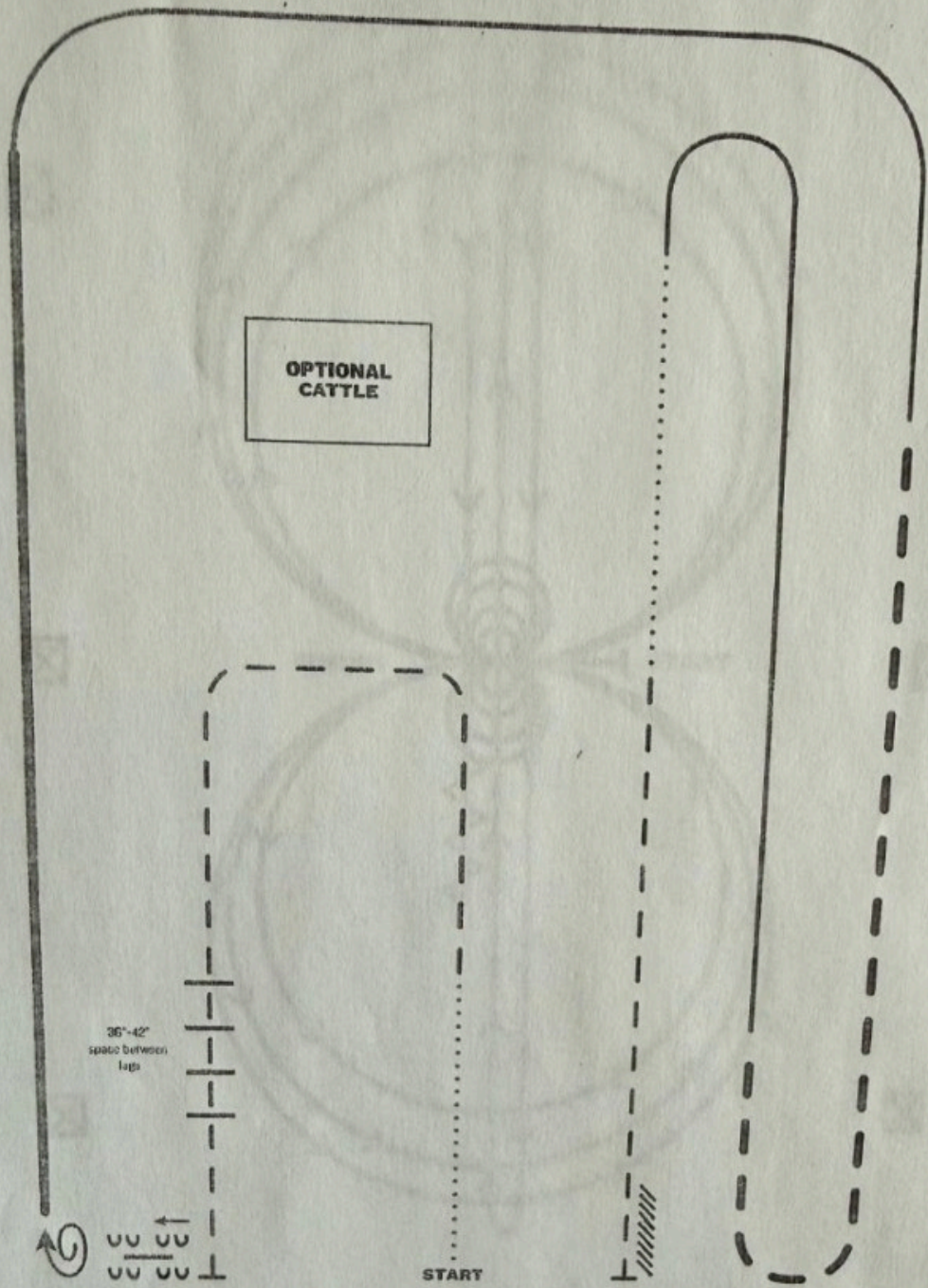
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. 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.
3. 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.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

RANCH RIDING - PATTERN 12

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
————	Lope
————	Extended Lope
//////	Back
\\	Load Change

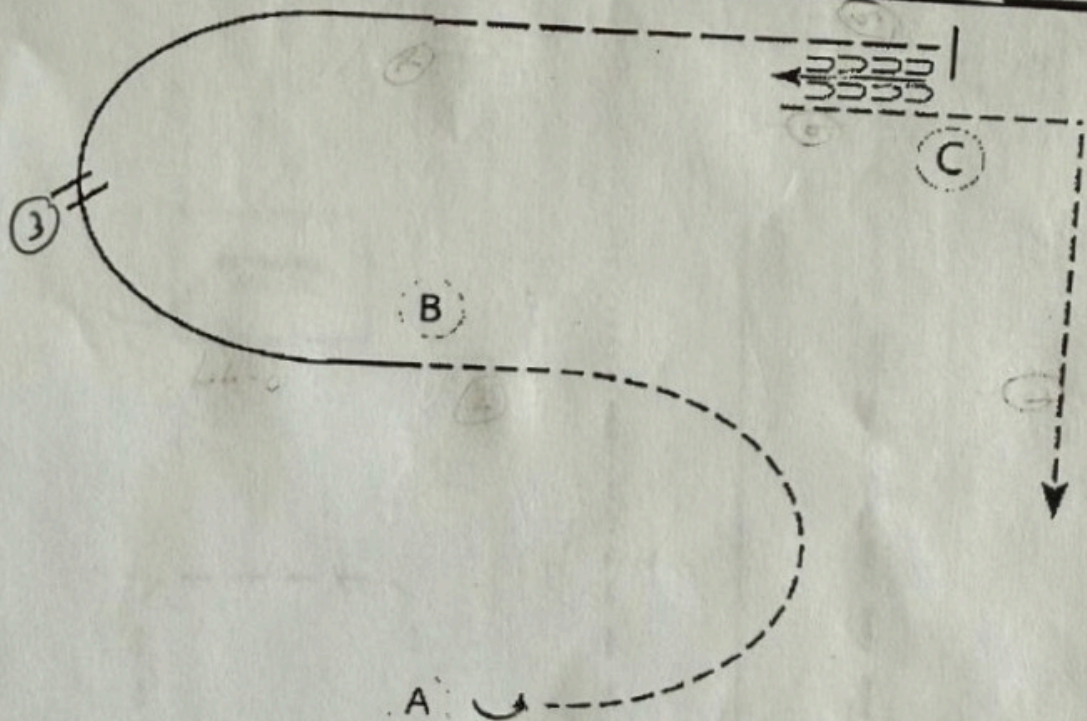


1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

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.

Horsemanship

Amateur, Youth, Select



Be ready facing A.

1. When acknowledged, perform a 180 turn to the left.
2. Jog a half circle to B.
3. Lope left lead quarter circle and change leads (simple or flying).
4. Continue circle on right lead until in line with B.
5. Break to the extended jog to C.
6. Stop and back at C.
7. Jog to exit as shown.

Follow the instructions of your ring steward.

Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Lead Change	———X———
Back	←←←←←
Marker	ⓑ

Pattern Provided by:
Judges

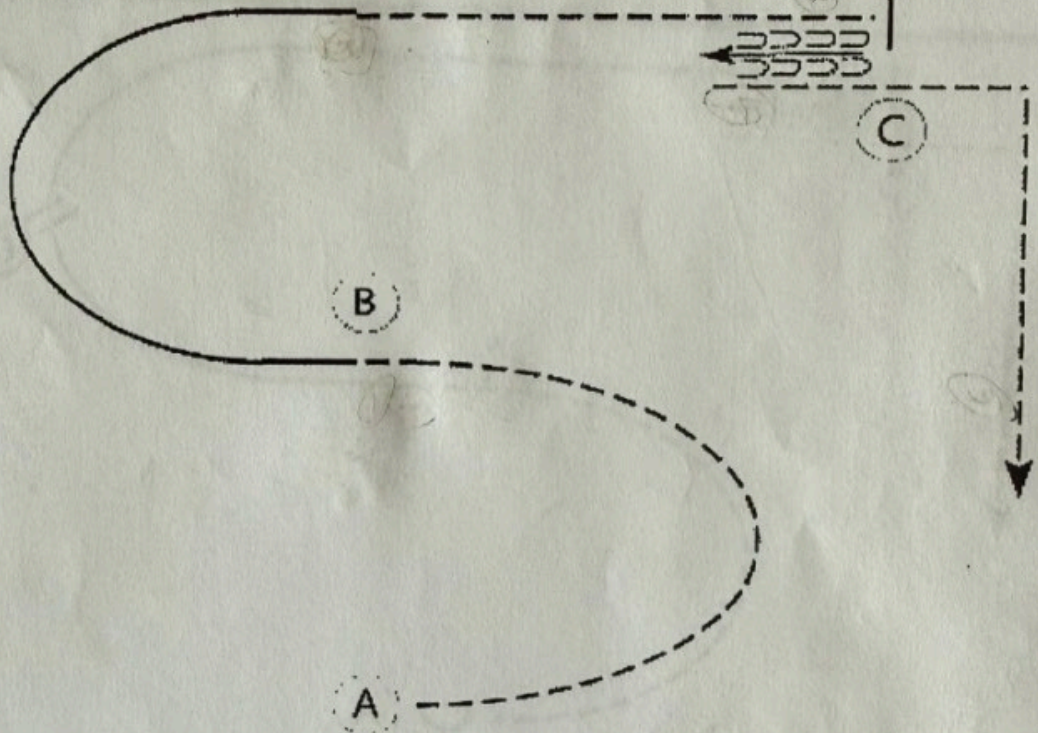
[WH/2-106]

Horsemanship

Level 1 Amateur, Level 1 Youth, Green Non-Pro

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready with your horse's tail at A.

1. When acknowledged, jog a half circle to B.
2. Lope right lead in a half circle until even with B.
3. Break to the jog to C.
4. Stop and back at C.
5. Jog to exit as shown.

Follow the instructions of your ring steward.

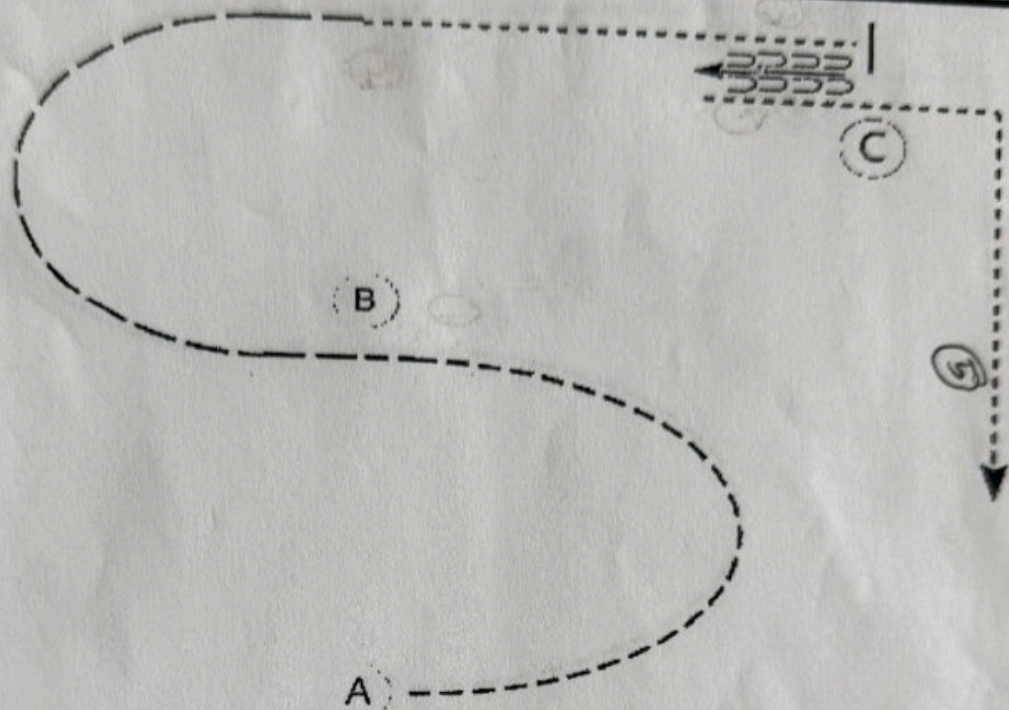
Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

Pattern Provided by:
Judges

[WH/1-106]

HORSEMANSHIP

All Walk Trot



Be ready facing away from A.

1. When acknowledged, jog a half circle to B.
2. Extended jog in a half circle until even with B.
3. Break to the walk to C.
4. Stop and back at C.
5. Walk to exit as shown.

Follow the instructions of your ring steward.

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

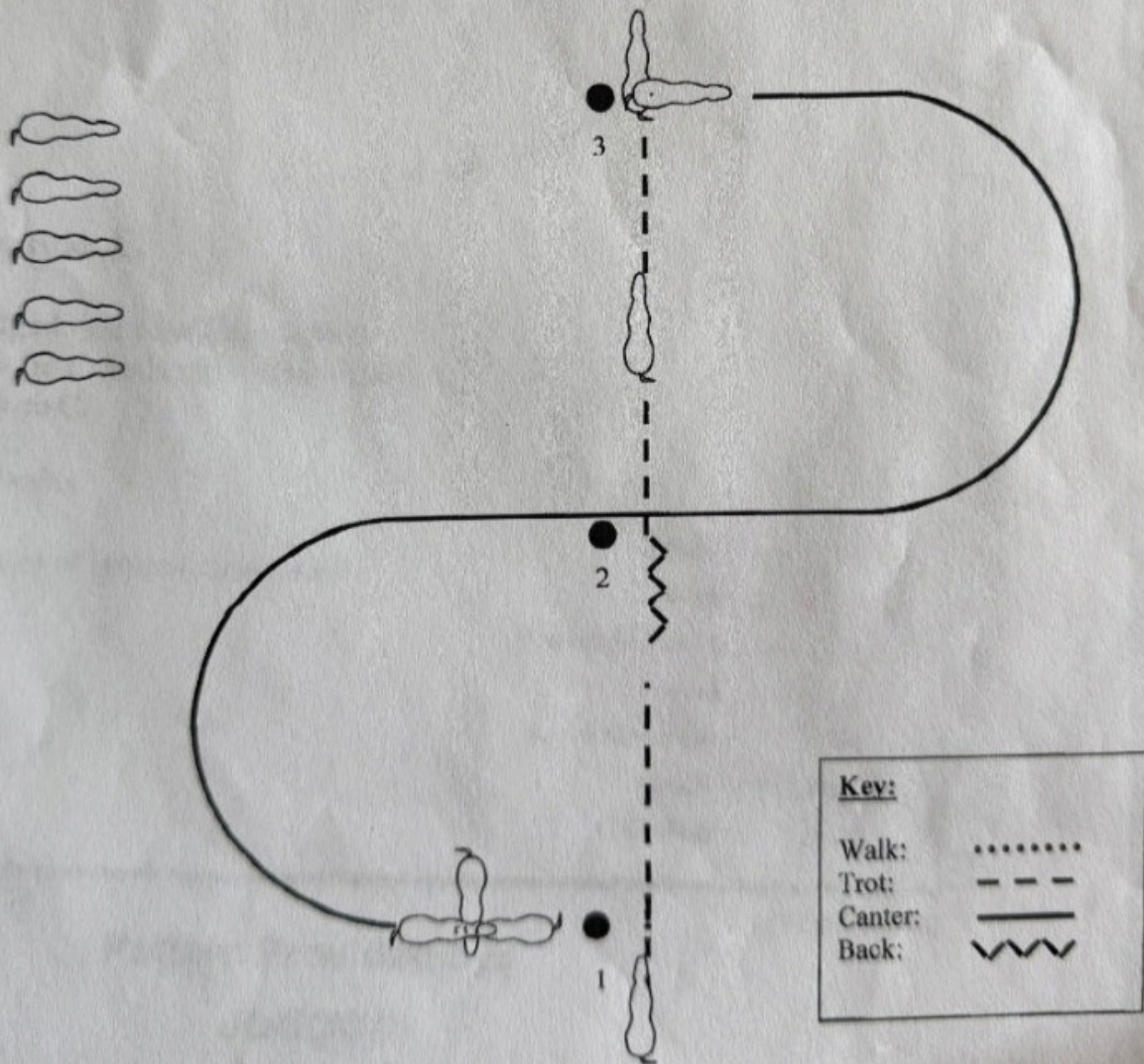
[WH/WT-106]

Pattern Provided by:
Judges

Equitation

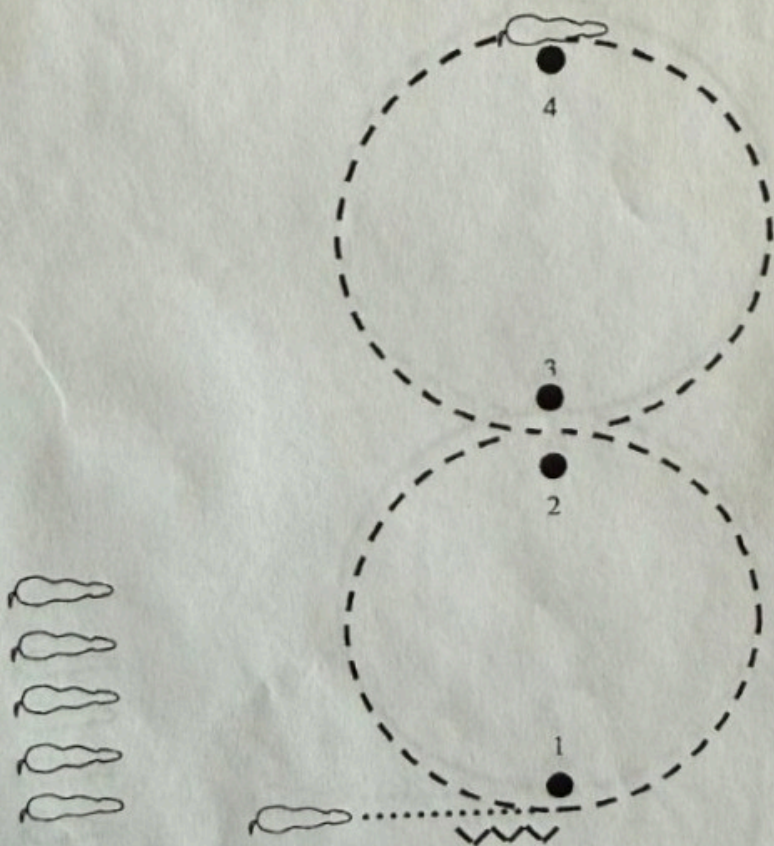
Youth, Amateur, Select

1. Walk to marker 1.
2. At marker 1, pick up a sitting trot to marker 2.
3. At marker 2, stop. Back 5 steps. Posting trot to marker 3 on right diagonal.
4. At marker 3, stop. Execute a 90 degree right turn on haunches. Canter a half circle to marker 2 on the right lead.
5. At marker 2, execute a lead change and canter a half circle to marker 1 on the left lead.
6. At marker 1, stop. Execute a 180 degree turn to the right on the forehand.
7. Trot to the end of the arena as directed by the ring steward.



Equitation Walk-Trot

1. Walk to marker 1.
2. Trot on a semicircle to markers 2 and 3 on the right diagonal.
3. At markers 2 and 3, show a change of diagonal and trot a semicircle to marker 4 on the left diagonal.
4. At marker 4, continue to trot circle to markers 2 and 3.
5. At markers 2 and 3, show a change of diagonal and trot a semicircle to marker 1 on the right diagonal.
6. At marker 1, stop and back.
7. Retire to the end of the arena.



Key:

Walk:
Trot: - - - -
Canter: _____
Back: ~~~~~

Equitation
Level 1/Novice

Handwritten notes:
Trot
Canter
Back

1. Walk to marker 1.
2. Trot on a semicircle to markers 2 and 3 on the right diagonal.
3. At markers 2 and 3, show a change of diagonal and trot a semicircle to marker 4 on the left diagonal.
4. At marker 4, canter a semicircle to markers 2 and 3 on the right lead.
5. At markers 2 and 3, show a change of lead and canter a semicircle to marker 1.
6. At marker 1, stop and back.
7. Retire to the end of the arena.

