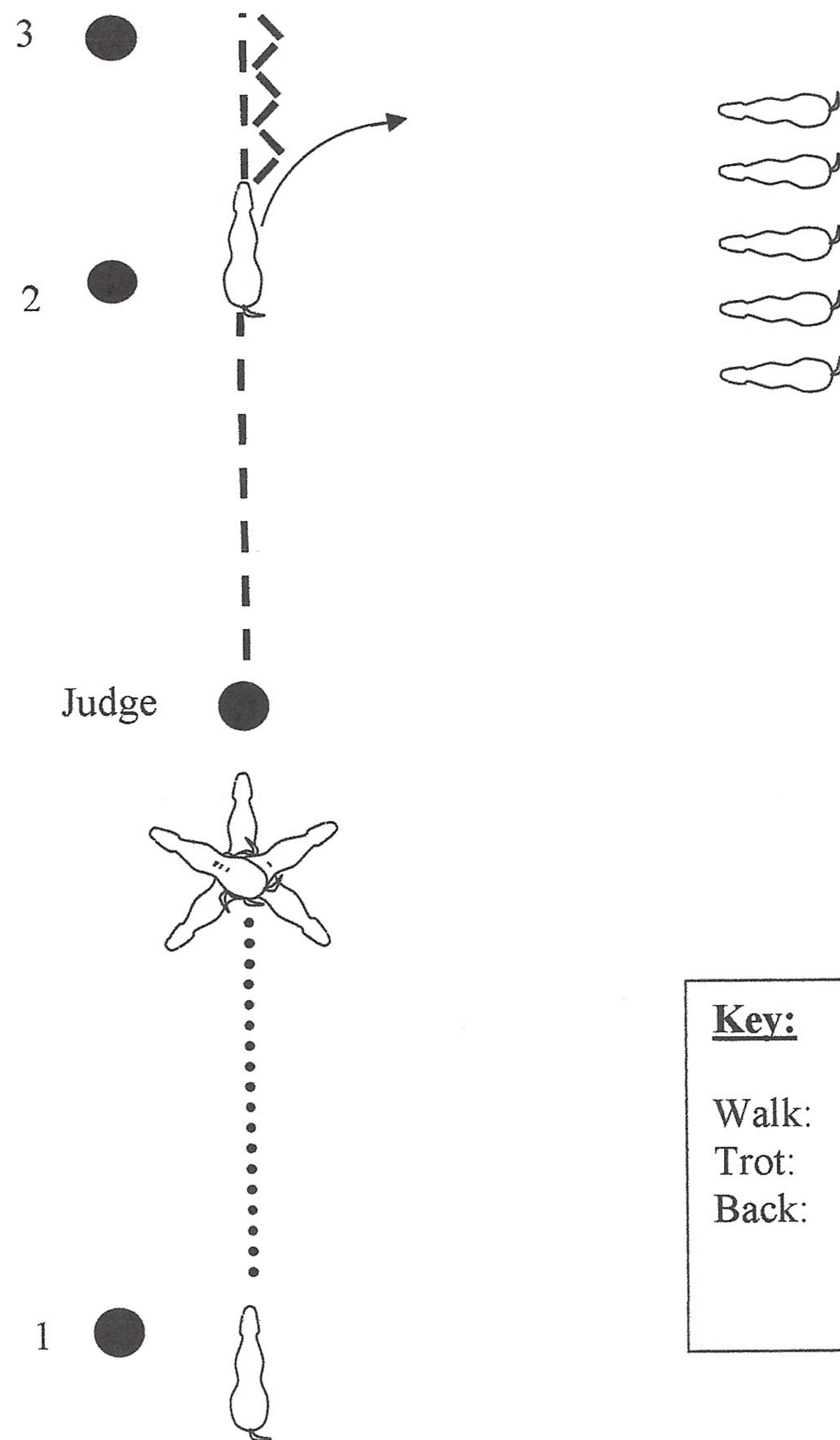


Walk Trot/EWD Showmanship

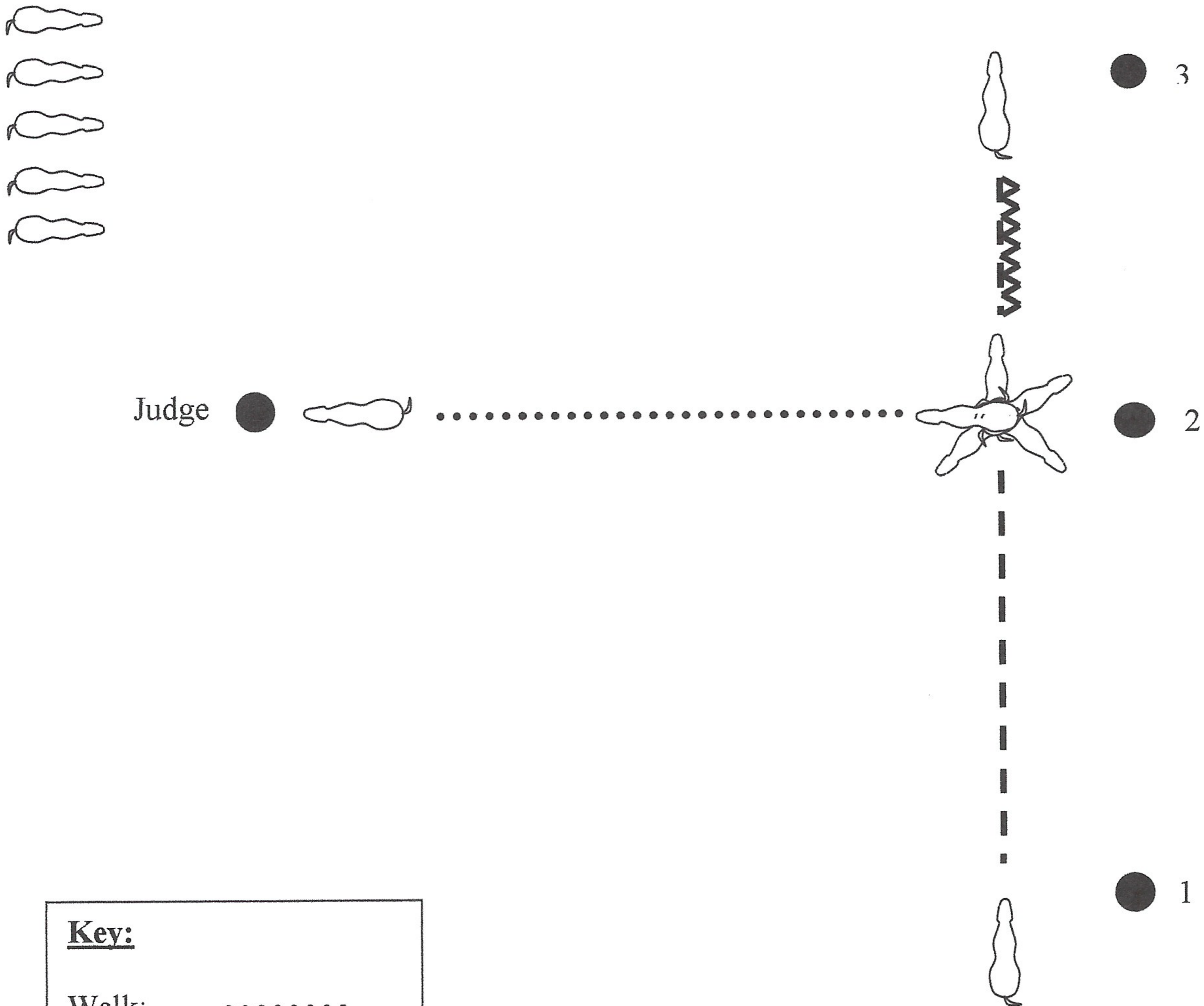
1. Starting at marker 1, walk to judge.
2. At judge, stop and set up for inspection
3. When dismissed, execute a 360° spin to the right and trot to marker 3.
4. At marker 3, stop and back to marker 2.
5. Retire to the end of the arena as directed by the ring steward.



Showmanship

Rookie/Level 1

1. Starting at marker 1, trot to marker 3 and stop.
2. Back from marker 3 to marker 2 and execute a 270 spin.
3. Walk from marker 2 to the judge and set up for inspection.
4. When dismissed, retire to the end of the arena as directed by the ring steward.

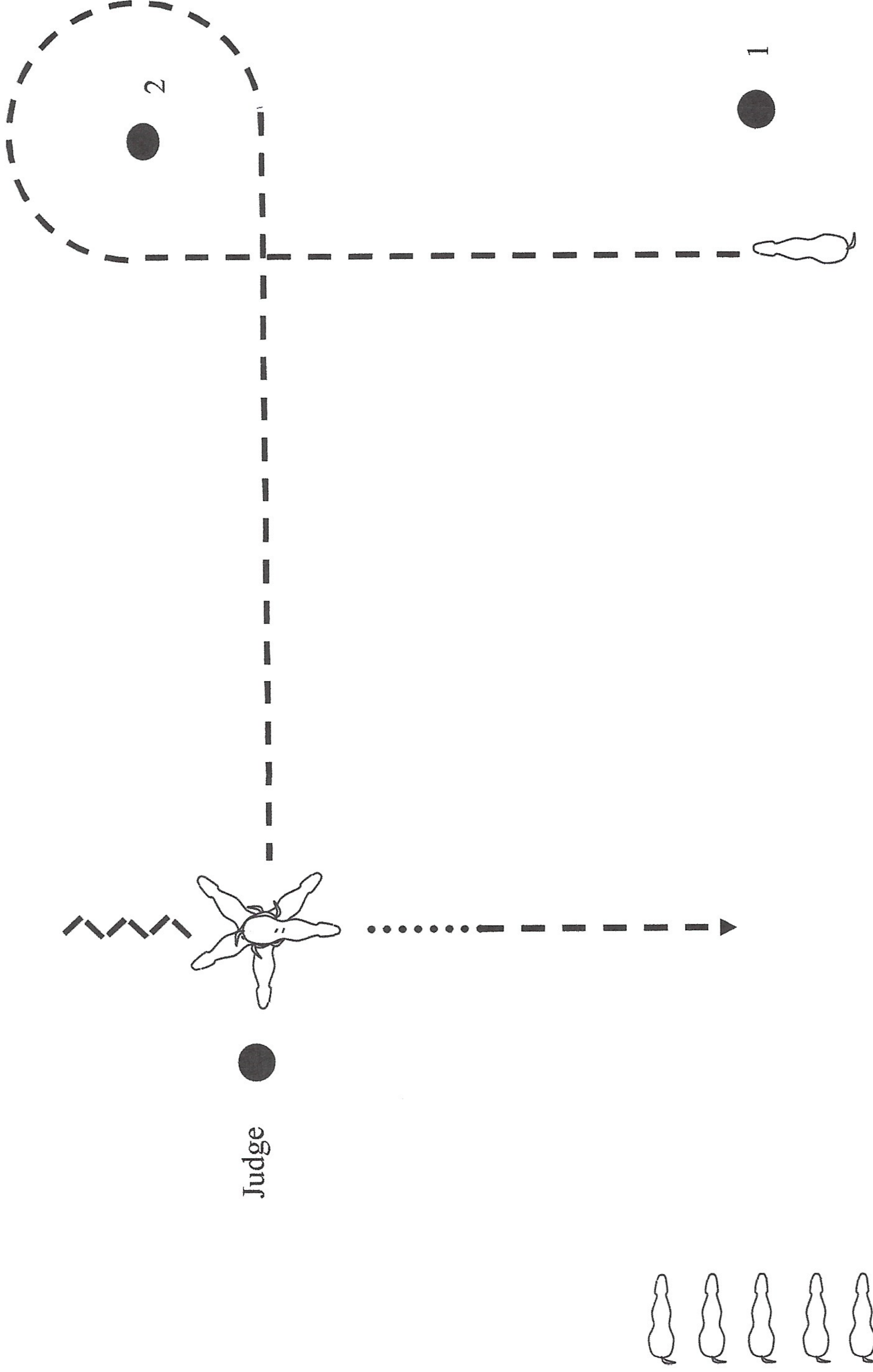


Key:

Walk:
Trot: - - -
Back: ㄨ ㄨ ㄨ

Showmanship Youth, Amateur, Select

1. Be ready to start at cone 1.
2. Trot around cone 2 and set up for inspection.
3. When dismissed, execute a 270° spin to the right and back 8 steps.
4. Walk approximately 5 steps.
5. Trot away and retire to the end of the arena or as directed by the ring steward.

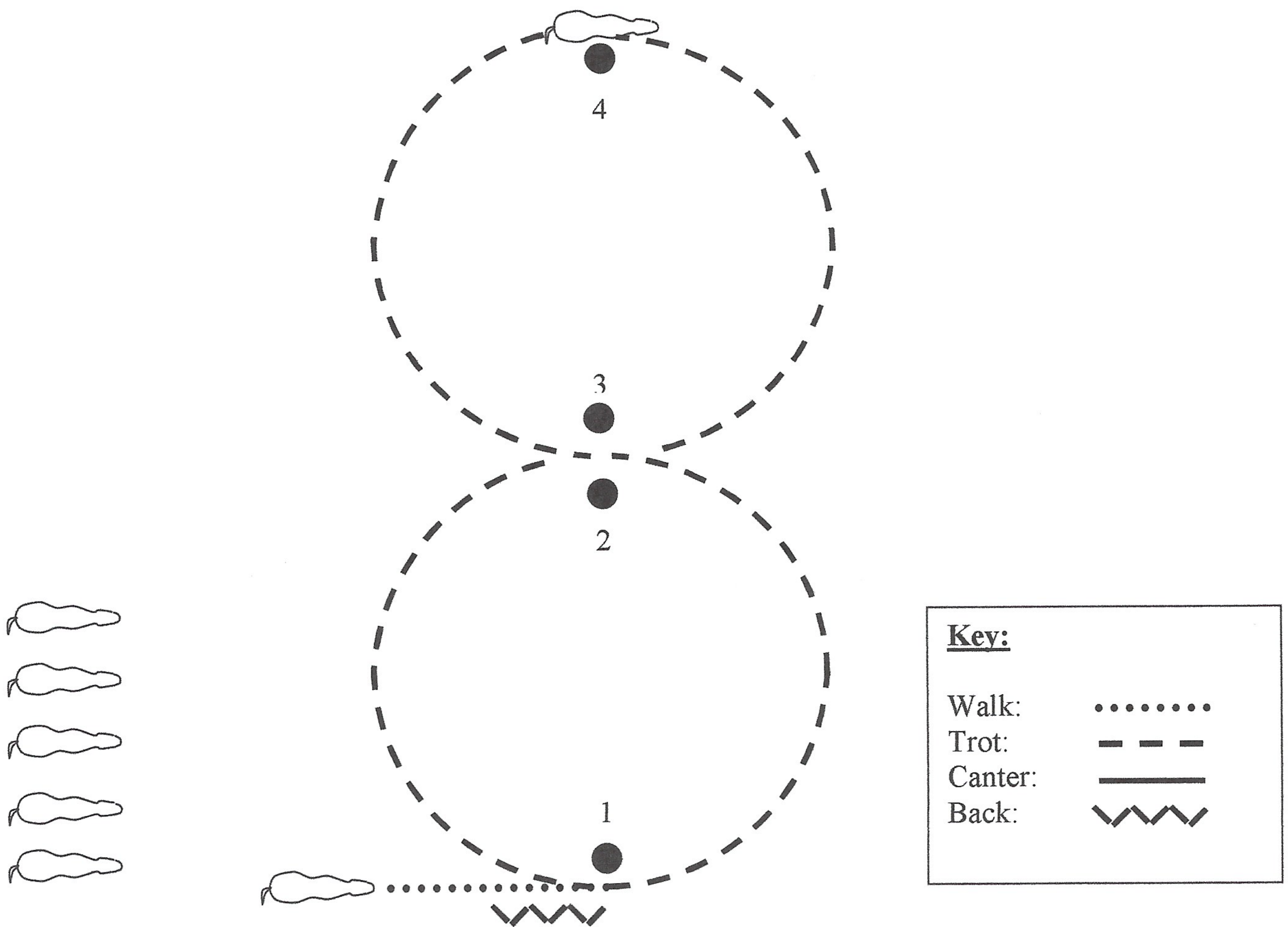


Key:
Walk:	-----
Trot:	~~~~~
Back:	~~~~~

Equitation

Walk-Trot/EWD

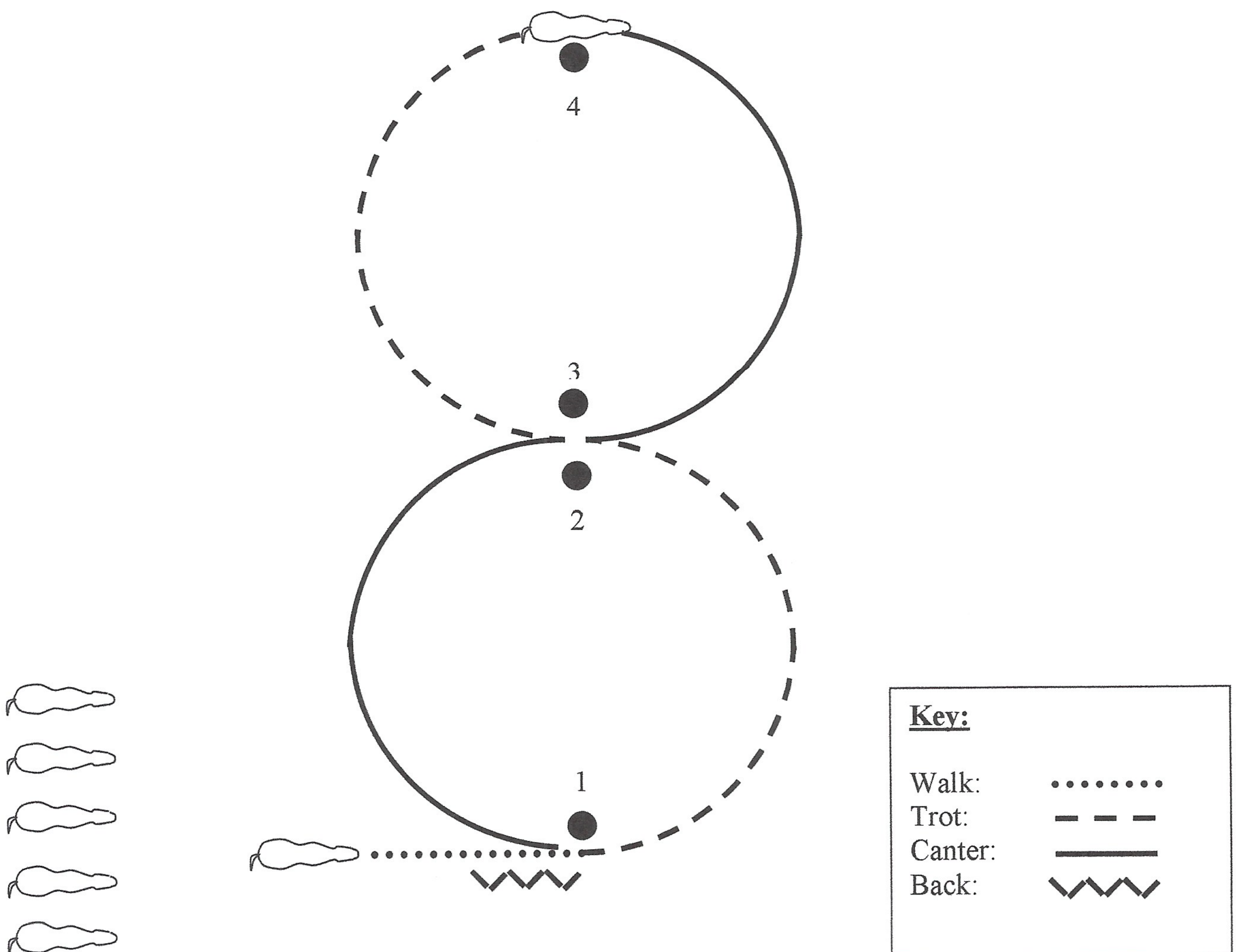
1. Walk to marker 1.
2. Trot on a semicircle to markers 2 and 3 on the right diagonal.
3. At markers 2 and 3, show a change of diagonal and trot a semicircle to marker 4 on the left diagonal.
4. At marker 4, continue to trot circle to markers 2 and 3.
5. At markers 2 and 3, show a change of diagonal 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.



Equitation

Rookie/Level 1

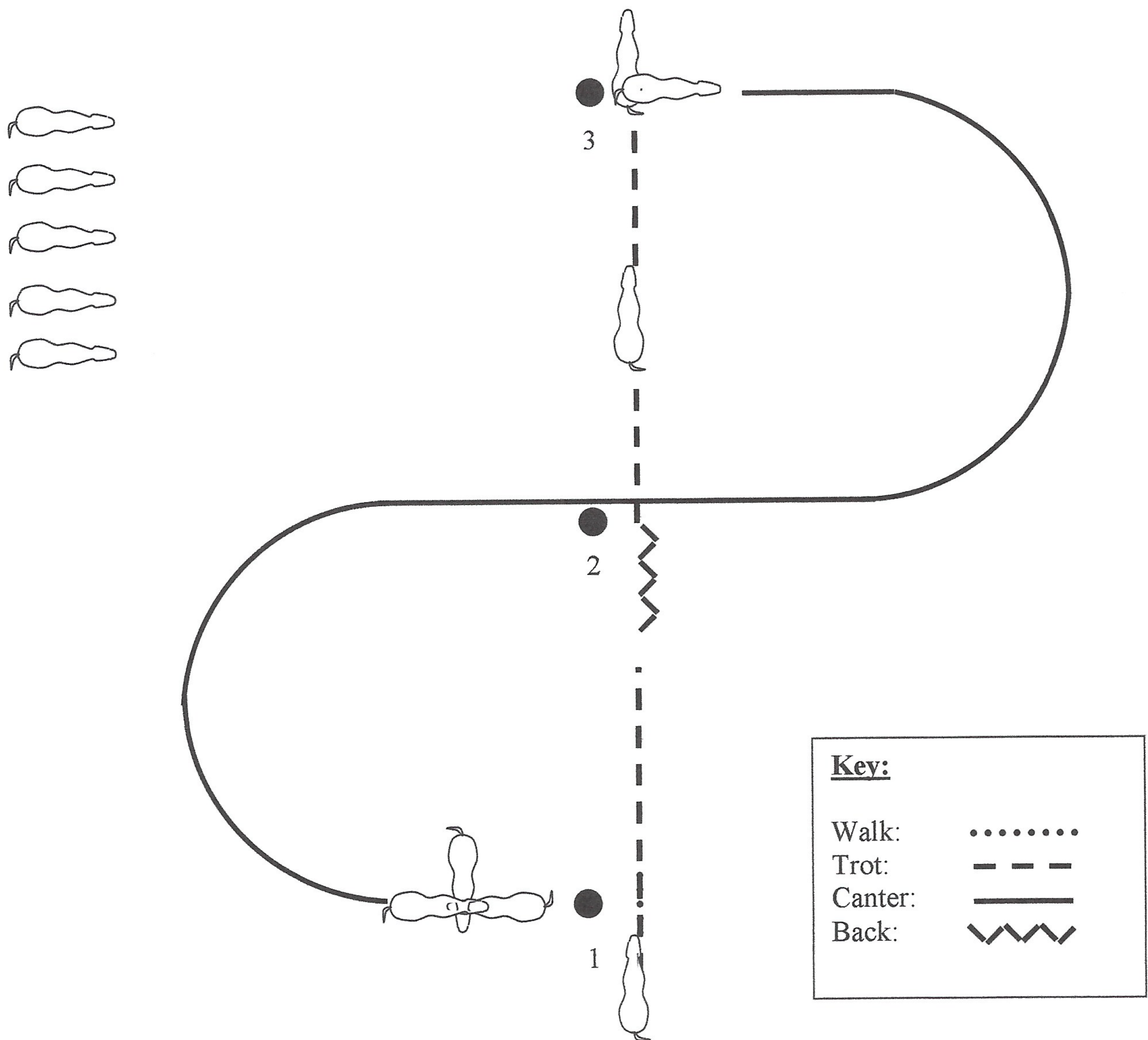
1. Walk to marker 1.
2. Trot on a semicircle to markers 2 and 3 on the right diagonal.
3. At markers 2 and 3, show a change of diagonal and trot a semicircle to marker 4 on the left diagonal.
4. At marker 4, canter a semicircle to markers 2 and 3 on the right lead.
5. At markers 2 and 3, show a change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



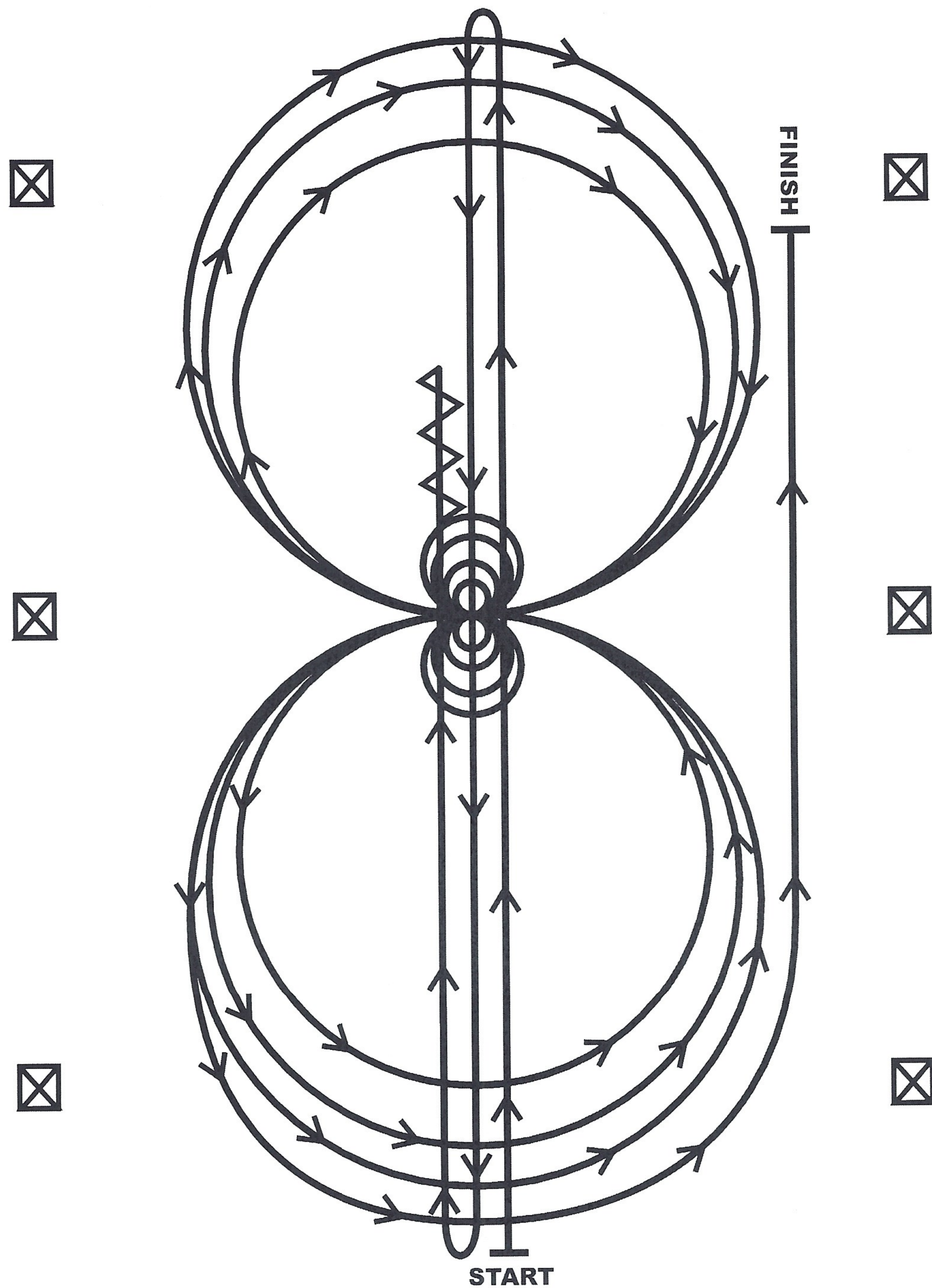
Equitation

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.



REINING PATTERN I

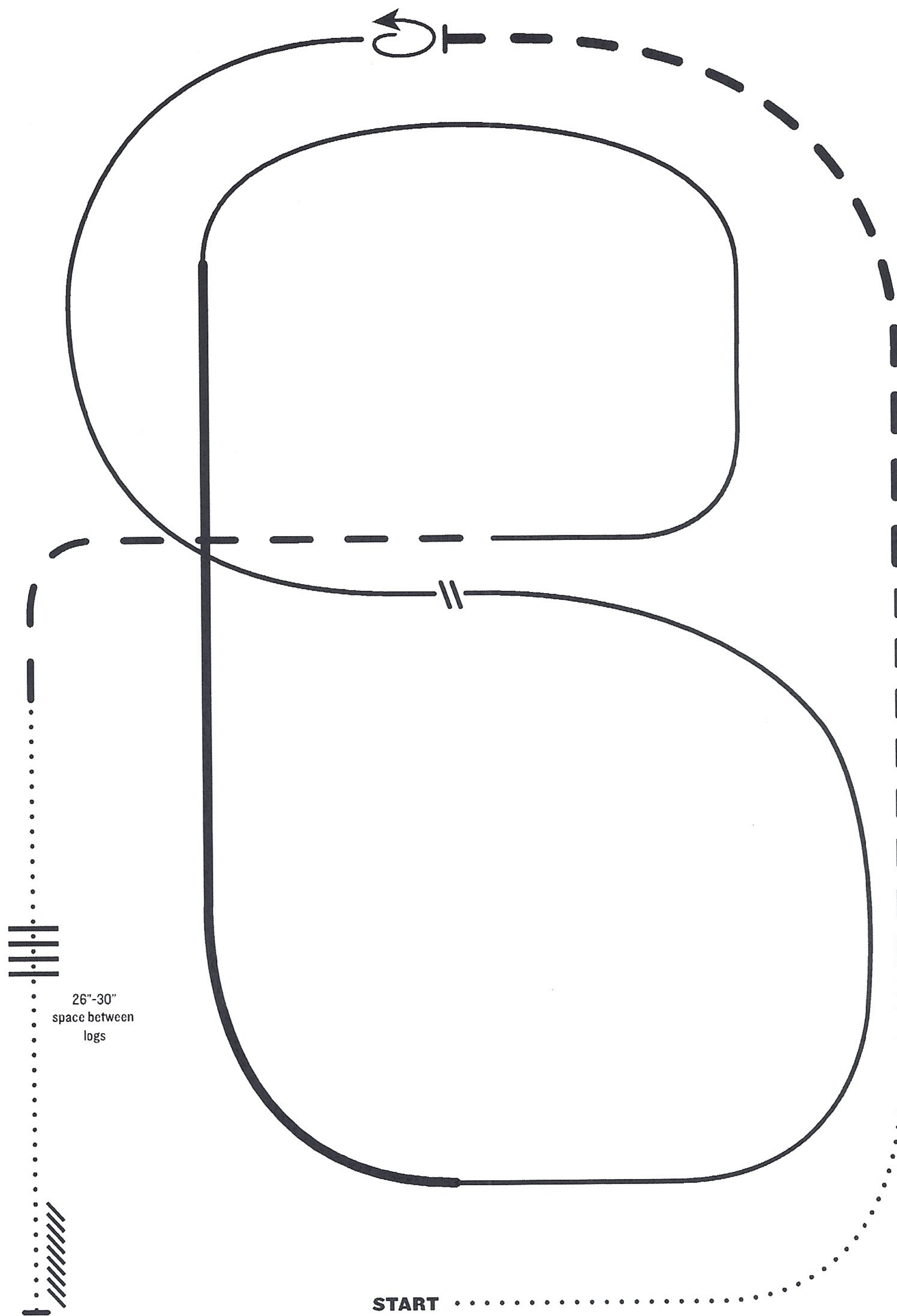


1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten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

RANCH RIDING - PATTERN I

LEGEND

.....	Walk
...	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
//////	Back
//	Lead Change



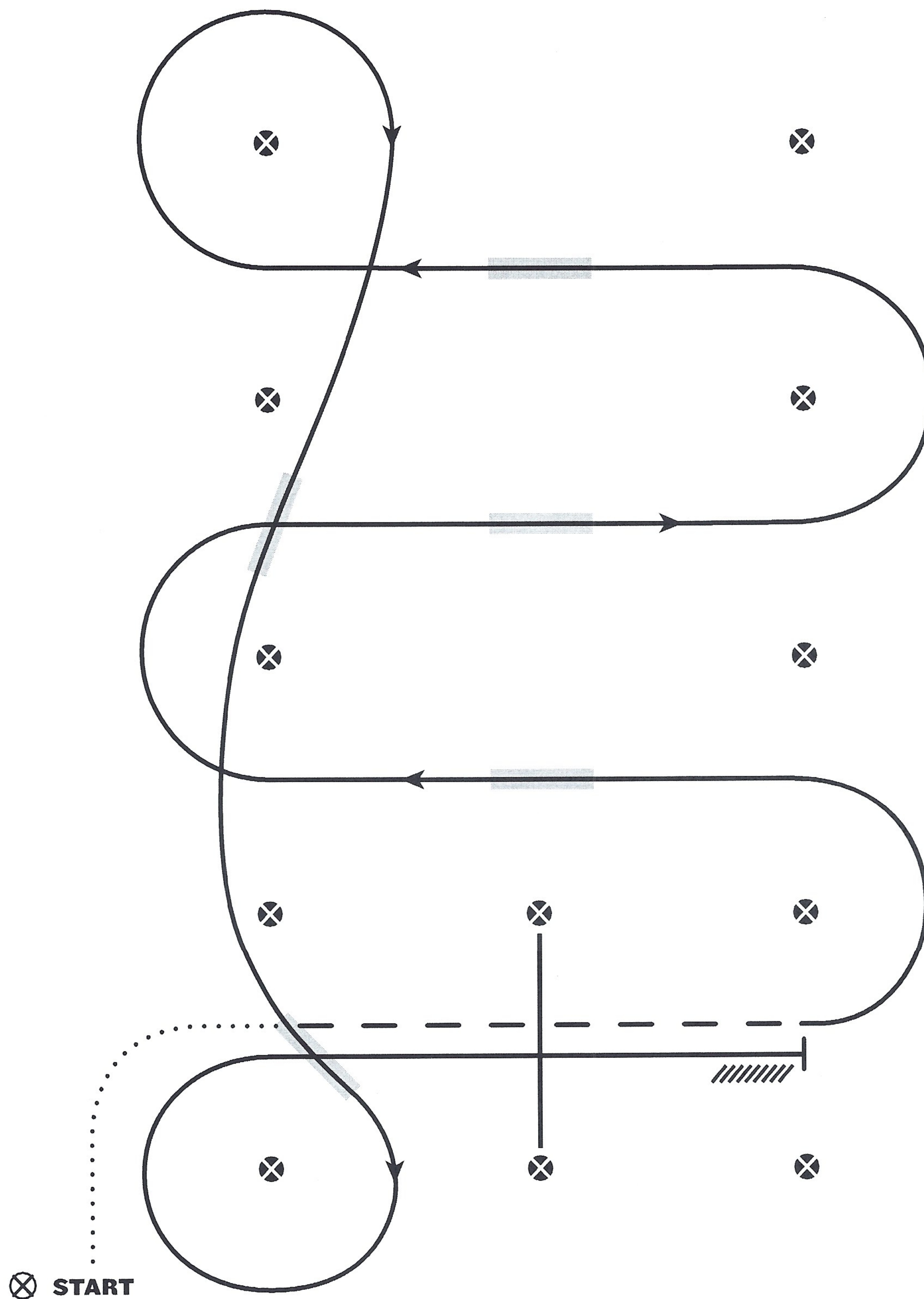
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena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

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.

LEVEL I WESTERN RIDING PATTERN 2

LEGEND

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

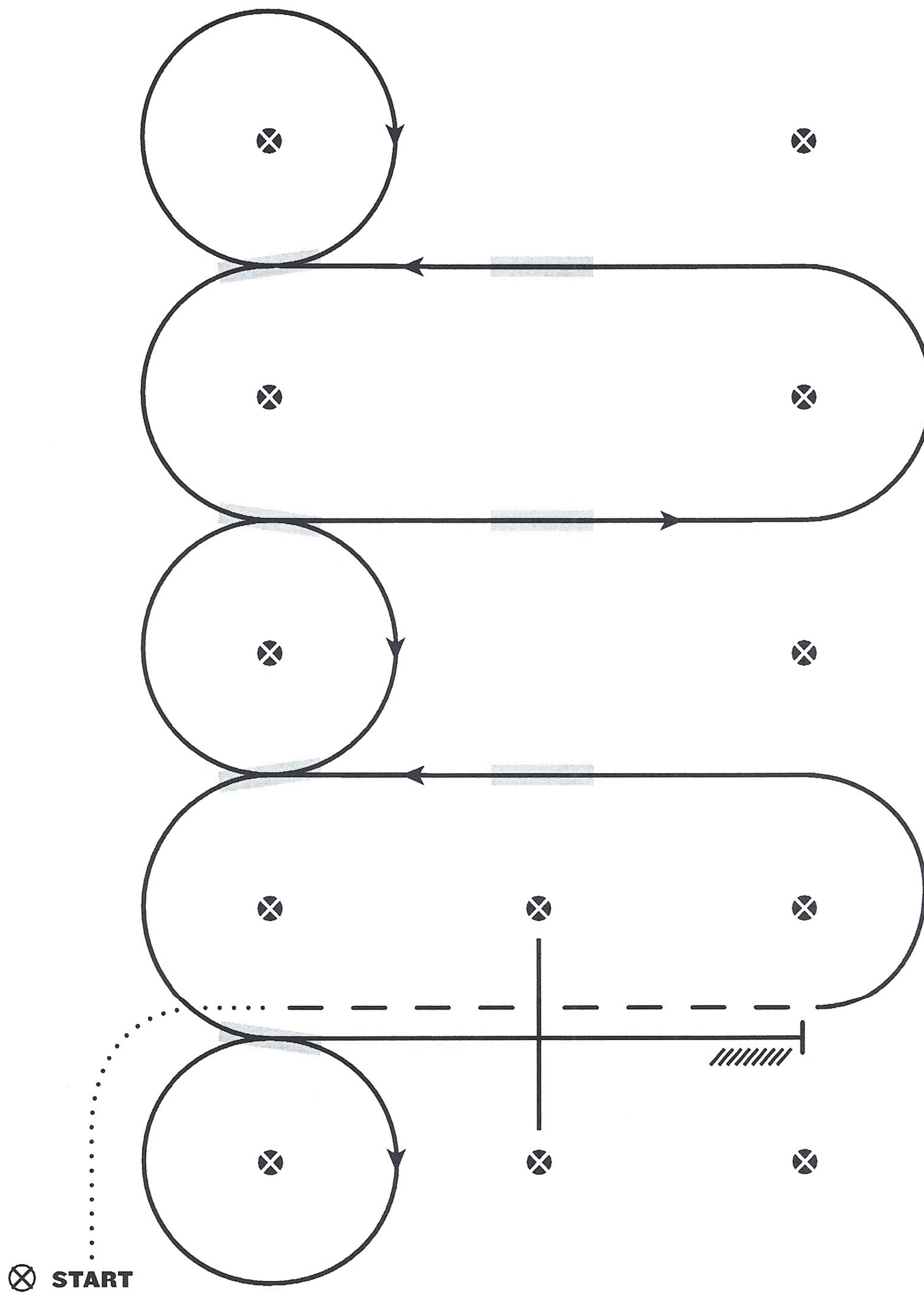


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop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

WESTERN RIDING - PATTERN 2

LEGEND

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

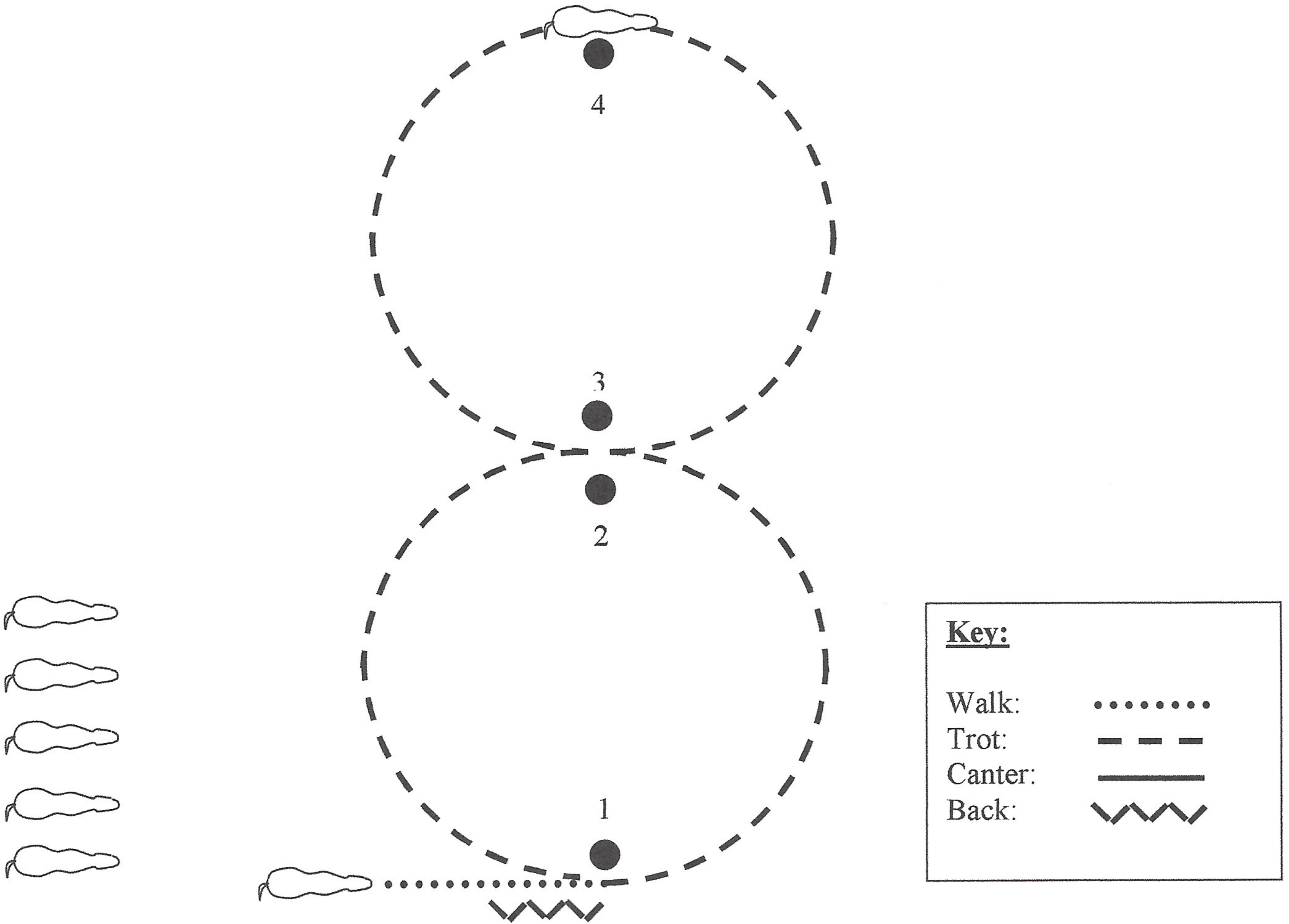


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line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

Horsemanship

Walk Trot/EWD

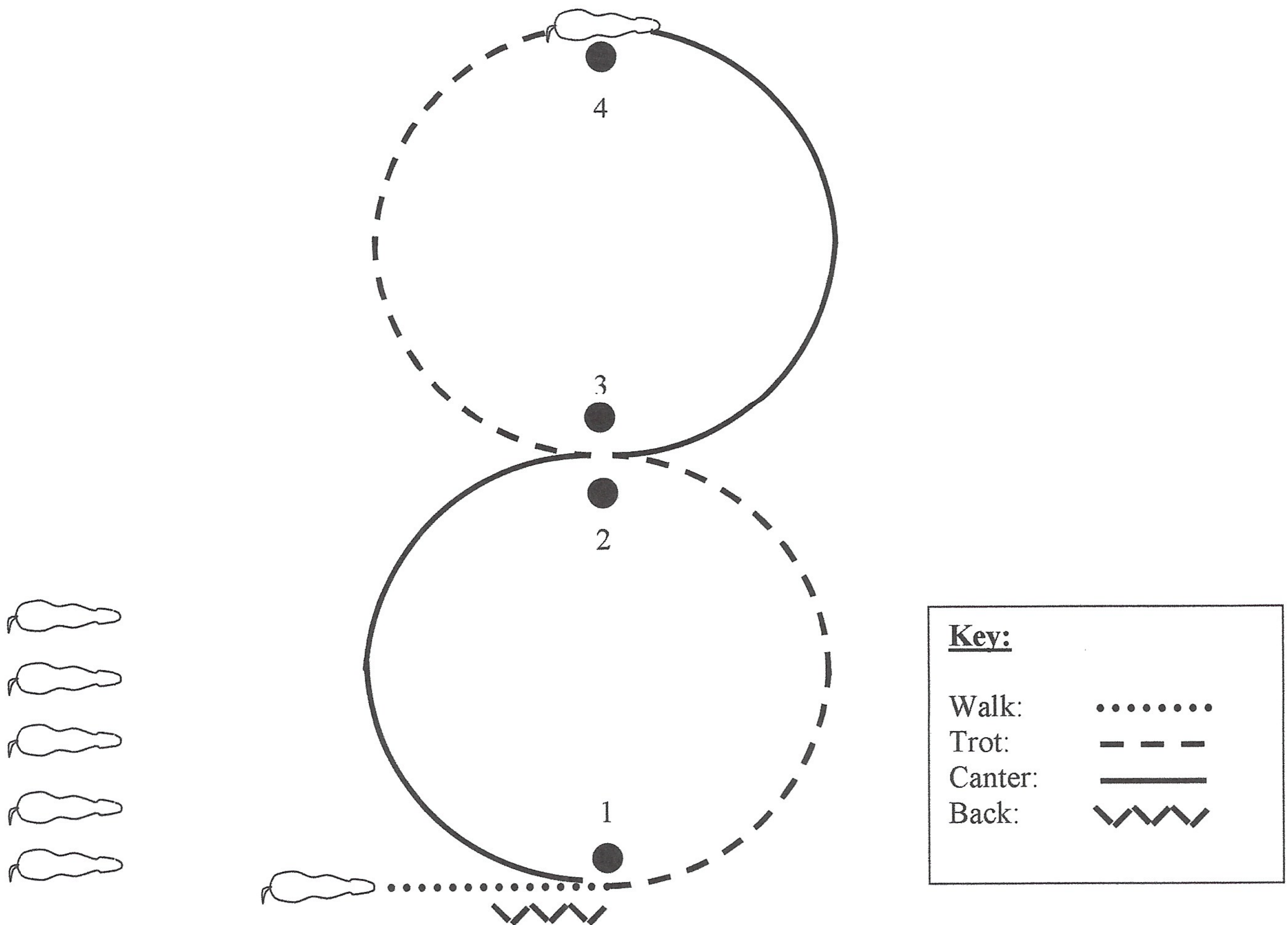
1. Walk to marker 1.
2. Jog a serpentine to markers 2 and 3 and on to marker 4.
3. At marker 4, continue to jog to markers 2 and 3.
4. At markers 2 and 3, continue to jog to marker 1.
5. At marker 1, stop and back.
6. Retire to the end of the arena.



Horsemanship

Rookie/Novice/Level 1

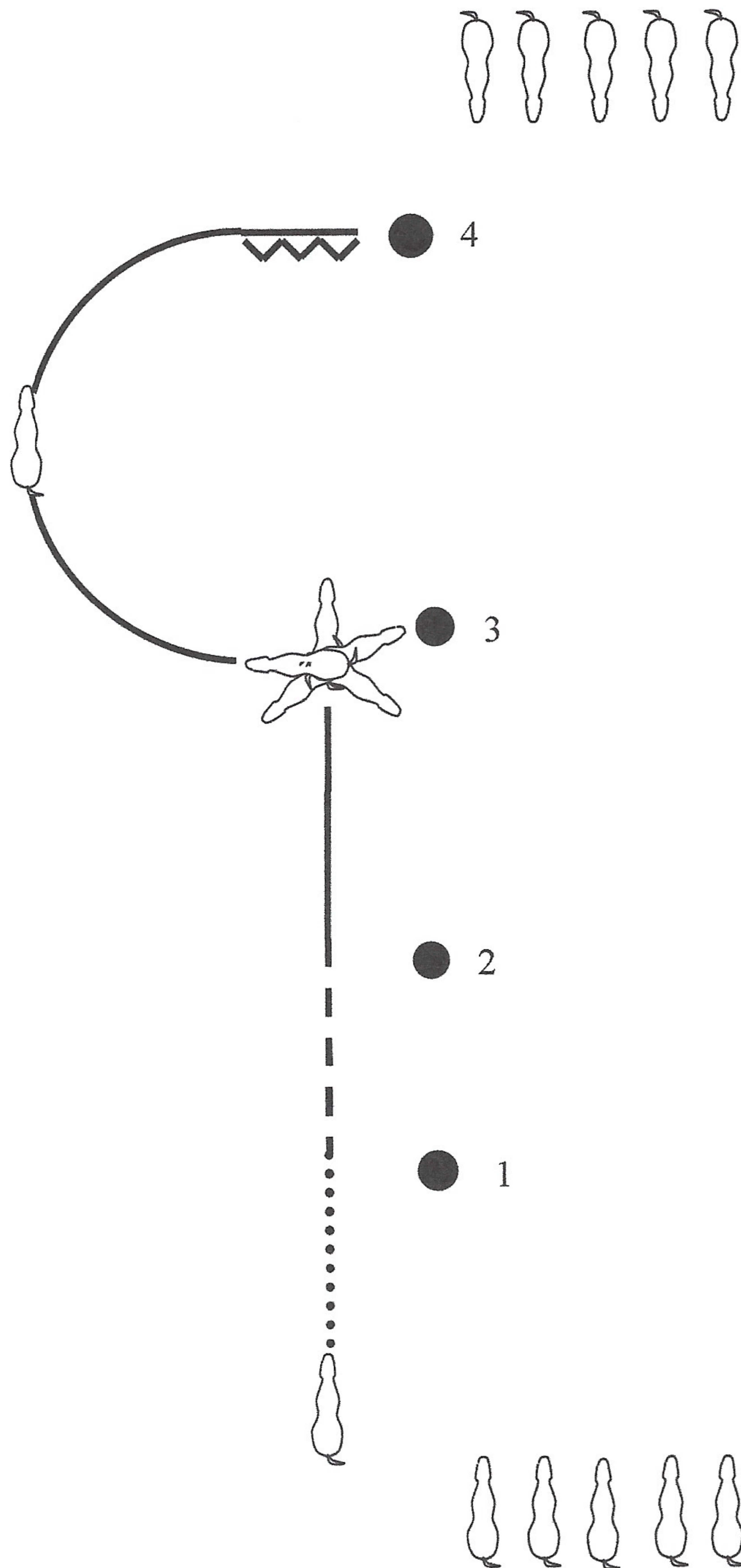
1. Walk to marker 1.
2. Jog a serpentine to markers 2 and 3 and on to marker 4.
3. At marker 4, lope a semicircle to markers 2 and 3 on the right lead.
4. At markers 2 and 3, show a change of lead and lope a semicircle to marker 1.
5. At marker 1, stop and back.
6. Retire to the end of the arena.



Horsemanship

Youth, Amateur, Select

1. Walk to marker 1.
2. Jog from marker 1 to marker 2.
3. Lope left lead from marker 2 to marker 3.
4. At marker 3, stop. Perform a 270 to the right. Lope a semicircle from marker 3 to marker 4 on the right lead.
5. At marker 4, stop and back 5 steps.
6. Jog to end of arena and line up as directed by the ring steward.



Key:	
Walk:
Jog:	- - - -
Lope:	————
Back:	∩∩∩∩