Hunt Seat Equitation (Rookie and Level One Equitation)

Show Date: В ເກ Ð ShowPatt A Be ready at A. Ð 1. Walk approximately 2 horse lengths. ເກ 2. Posting trot on the left diagonal to B and in a half circle until even with B. Walk 3. Change diagonals and trot until even with A. Trot 4. Canter on the right lead in a half circle and until **Extended Trot** Т Canter even with B. Leg Yield ++++++++ 5. Halt and back approximately one horse length. . × Lead Change 6. Exit pattern at a sitting trot. Back Marker Follow the instructions of your ring steward. Sidepass Hand Gallop

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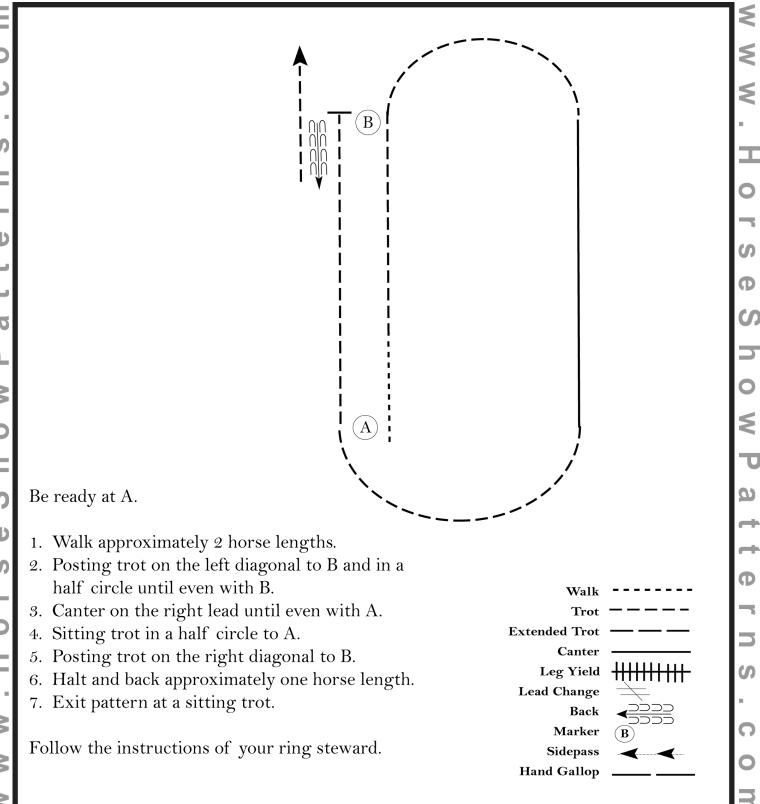
Pattern Provided by:

The Judges

[HSE/1-56]

All Youth and Amateur Equitation

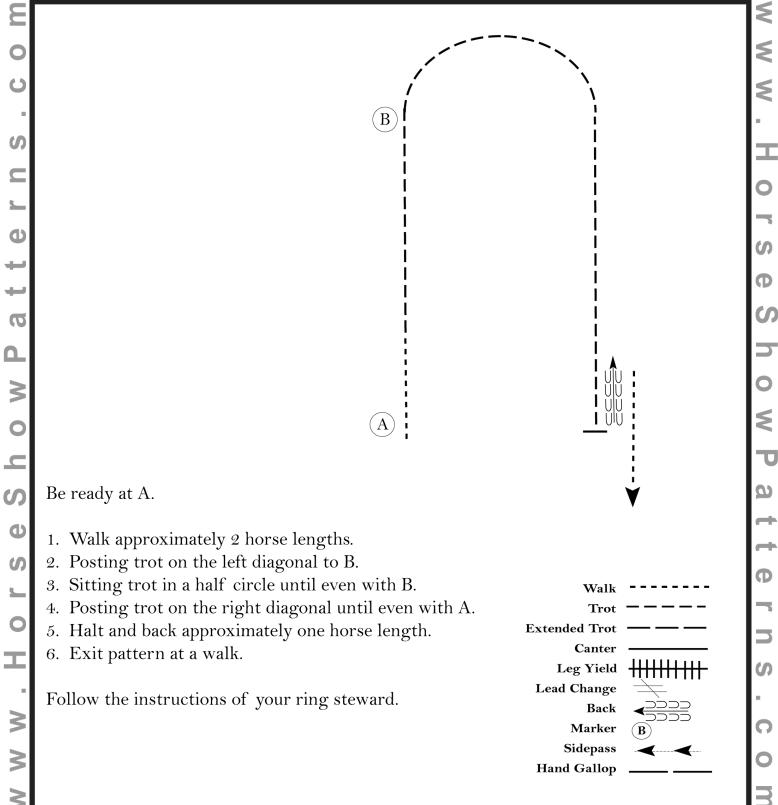
Show Date:



Pattern Provided by:

All walk Trot Equitation

Show Date:

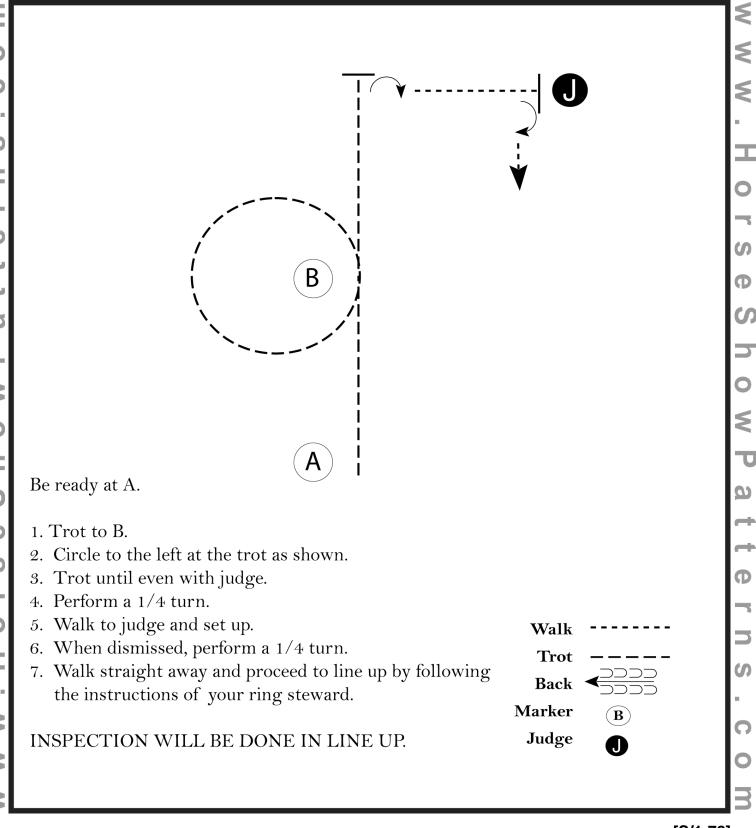


Pattern Provided by:

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Rookie and Level One Showmanship

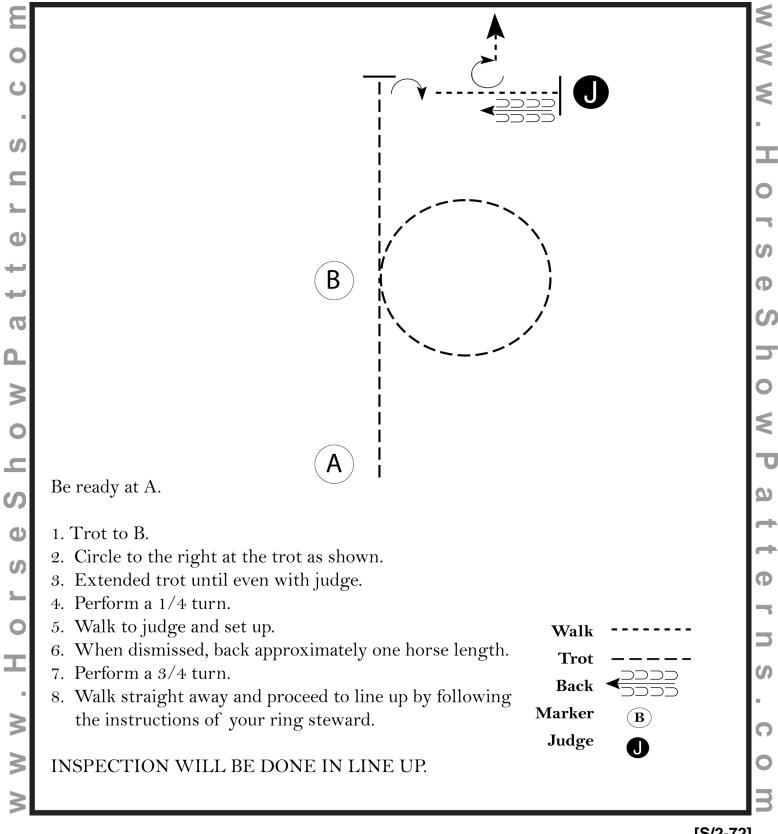
Show Date:



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All Youth and Amateur Showmanship

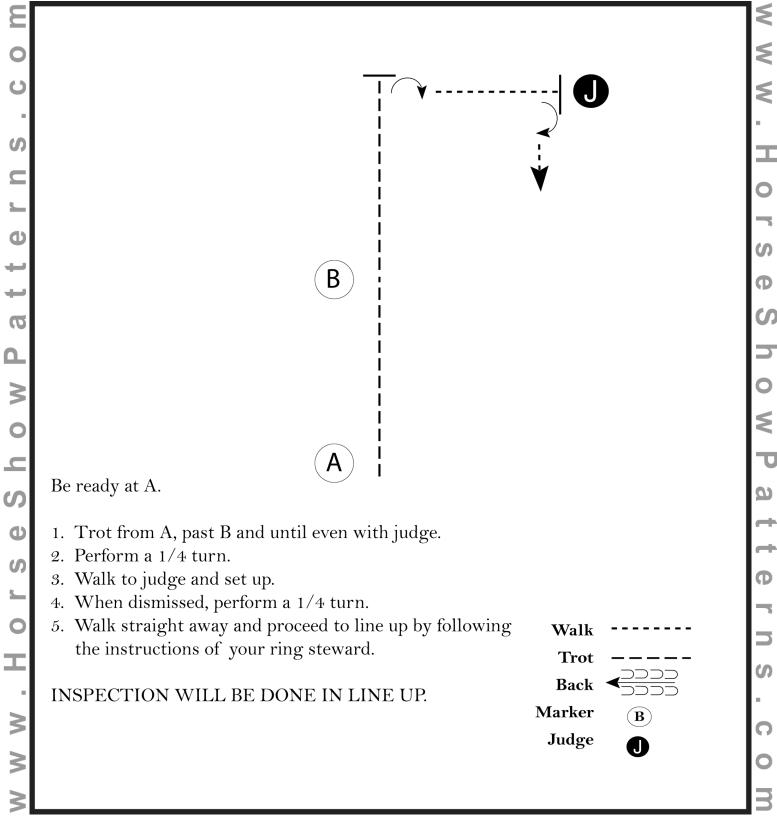
Show Date:



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Small Fry Showmanship

Show Date:

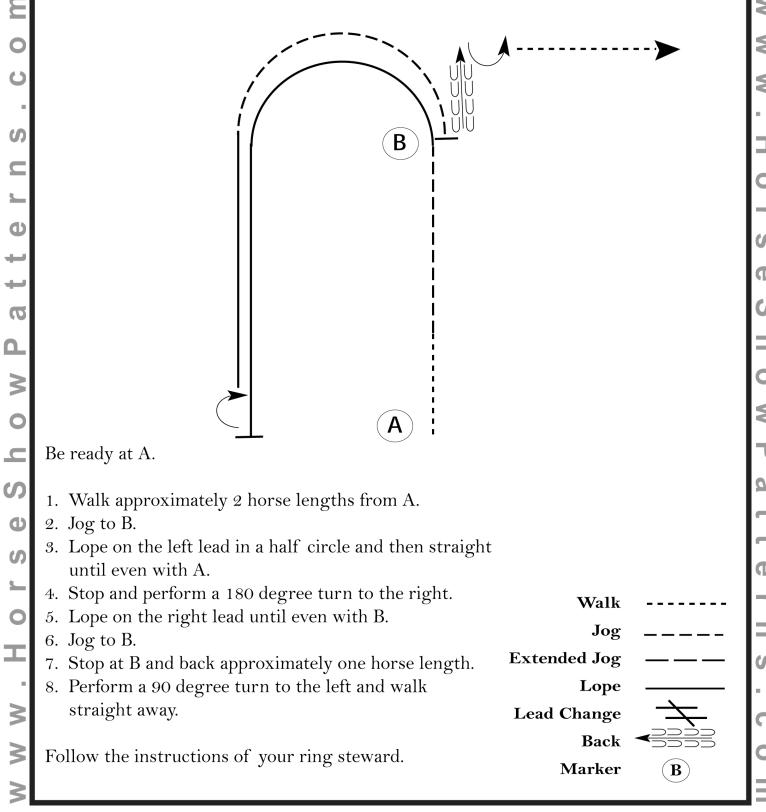


[S/WT-72]

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Rookie and Level One Horsemanship

Show Date:



Pattern Provided by:

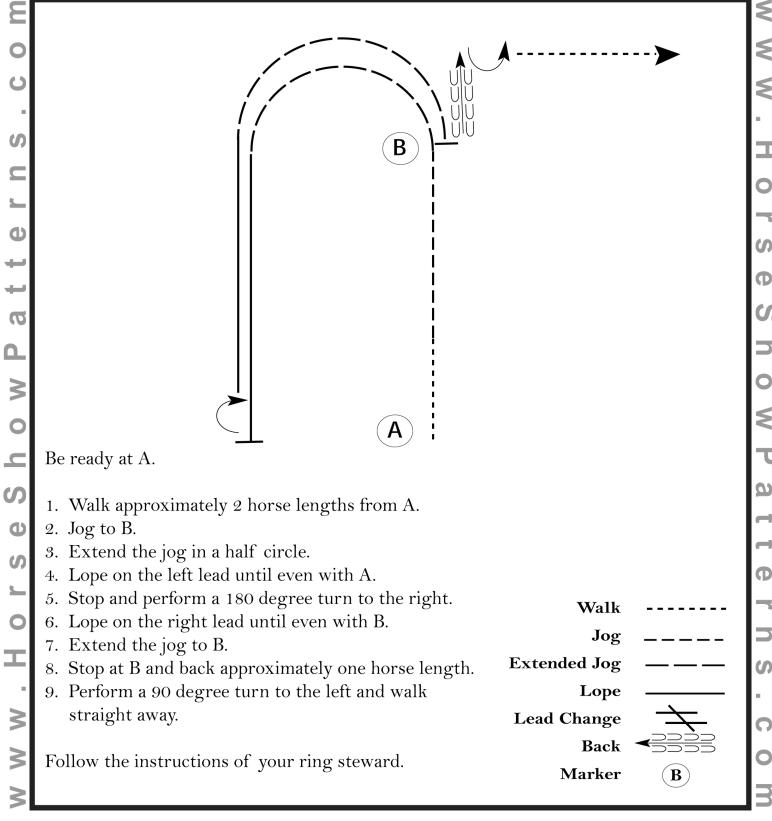
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The Judges

[WH/1-84]

All Youth and Amateur Horsemanship

Show Date:



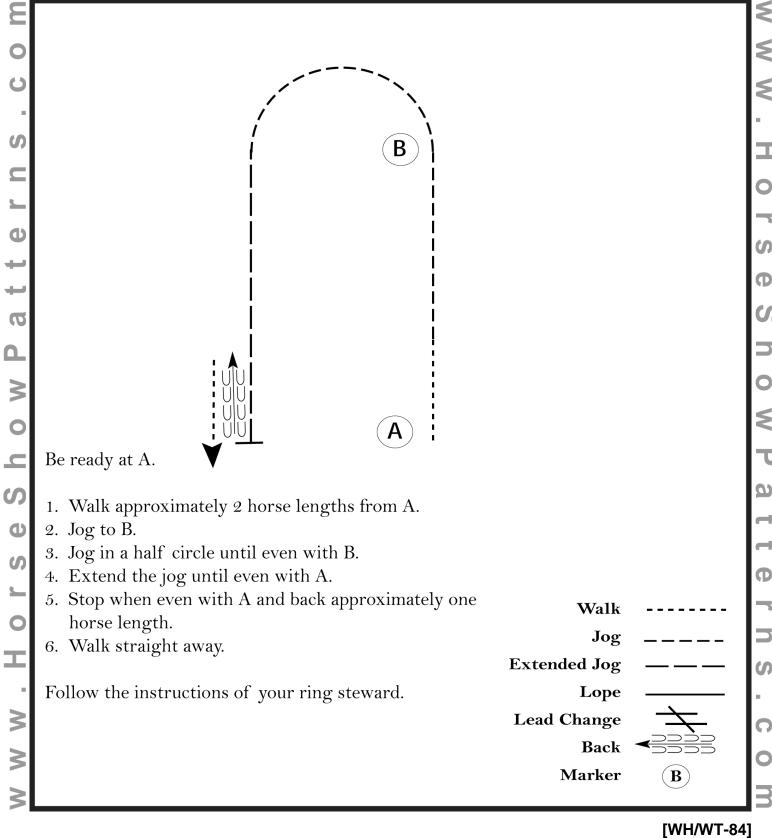
Pattern Provided by:

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All Walk Jog Horsemanship

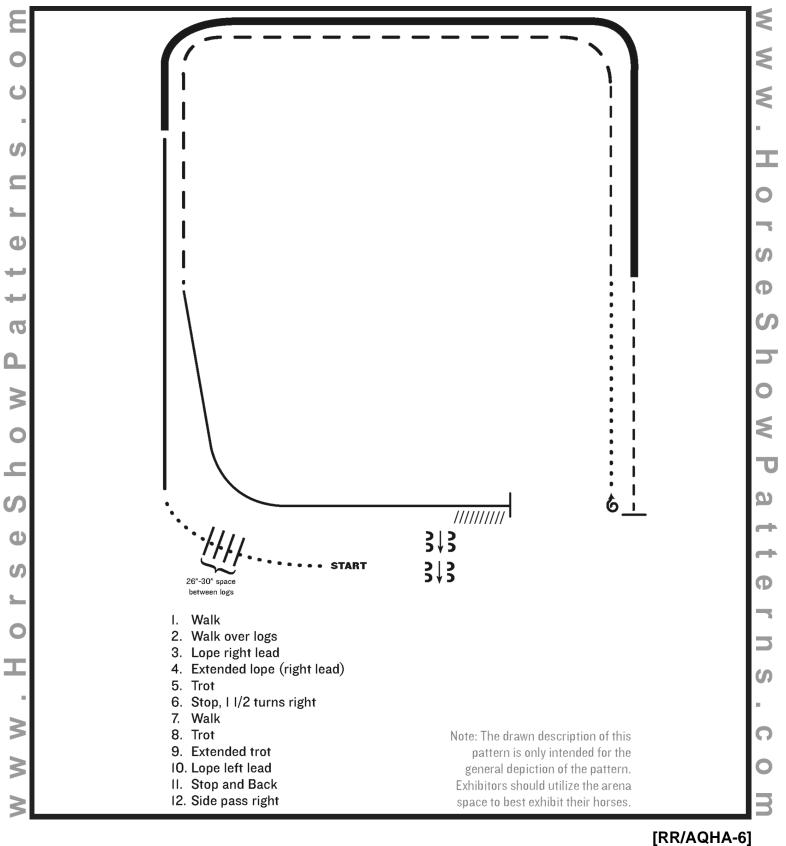
Show Date:



Pattern Provided by:

All Ranch Riding

Show Date:



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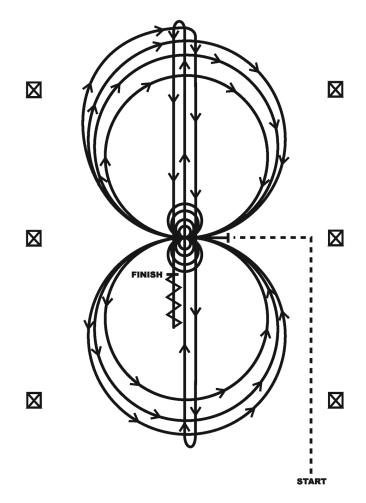
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Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 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.
- 4. 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.
- Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- 7. 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 to demonstrate completion of the pattern.

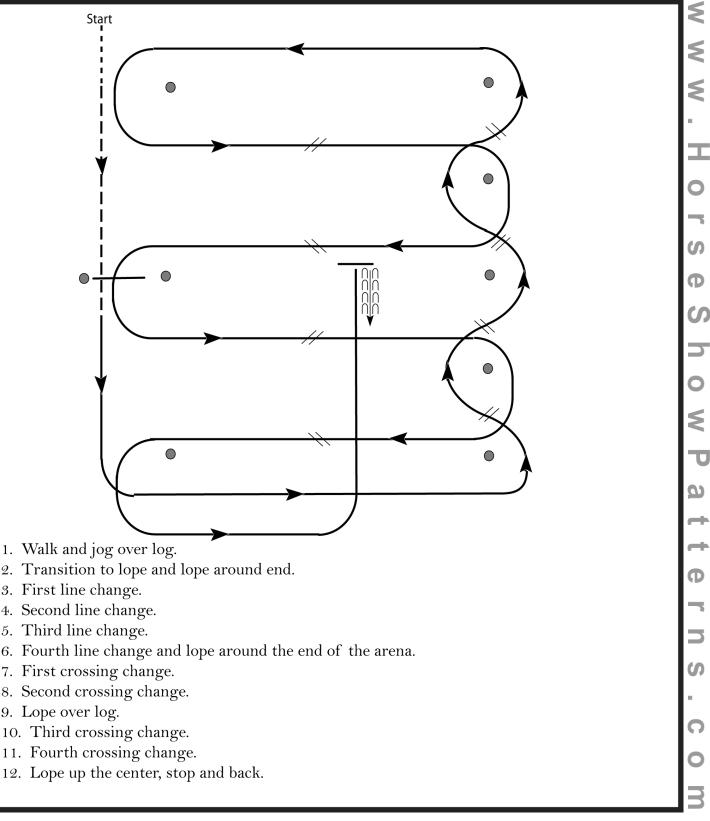
Pattern Provided by: The Judges

[R/AQHAP-11]

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All Western Riding

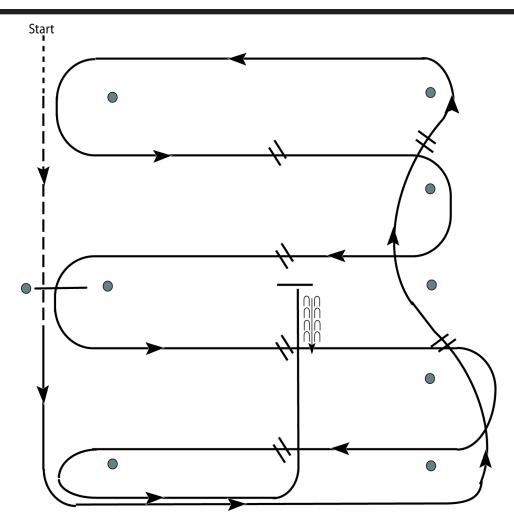
Show Date:



[WR/OP-1]

All Level One Western Riding

Show Date:



- 1. Walk at least 15' & jog over log.
- 2. Transition to left lead and lope around end.
- 3. First line change.

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- 4. Second line change. Lope around end of arena
- 5. First crossing change.
- 6. Second crossing change.
- 7. Lope over log.
- 8. Third crossing change.
- 9. Fourth crossing change.
- 10. Lope up the center, stop and back.

Pattern Provided by:

[WR/GP-1]