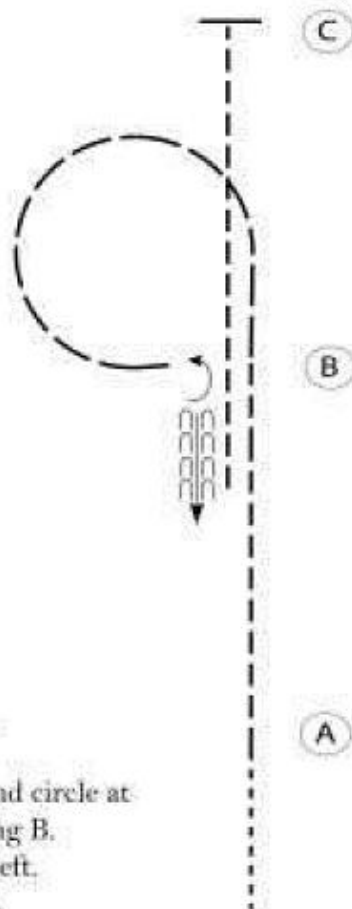


# Bareback Horsemanship 9&U (W/J)



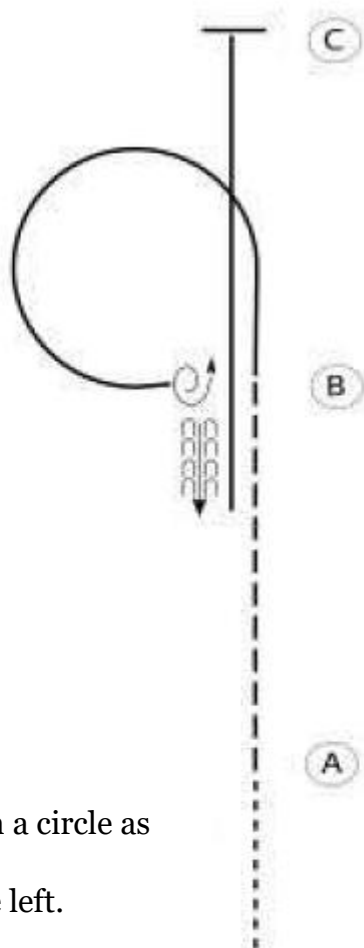
Begin before A at a walk.

1. Jog from A to B.
2. At B, extend the jog and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left.
4. Back one horse length.
5. Jog to C. Stop at C.

Follow the instructions of your ring steward.

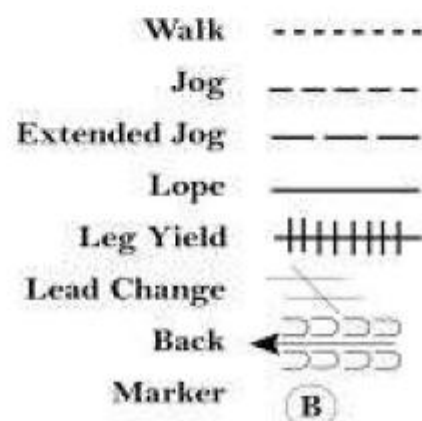
|              |       |
|--------------|-------|
| Walk         | ----- |
| Jog          | ----- |
| Extended Jog | ----- |
| Lope         | ----- |
| Leg Yield    |       |
| Lead Change  | ~     |
| Back         | ←     |
| Marker       | (B)   |

# Bareback Horsemanship 10-13, 14-18



1. Begin before A at a walk.
2. Jog from A to B.
3. At B, lope on the left lead in a circle as shown. Stop facing B.
4. Perform a 1-1/4 turn to the left.
5. Back one horse length.
6. Lope on the right lead to C.
7. Stop at C.

Follow the instructions of your ring steward.



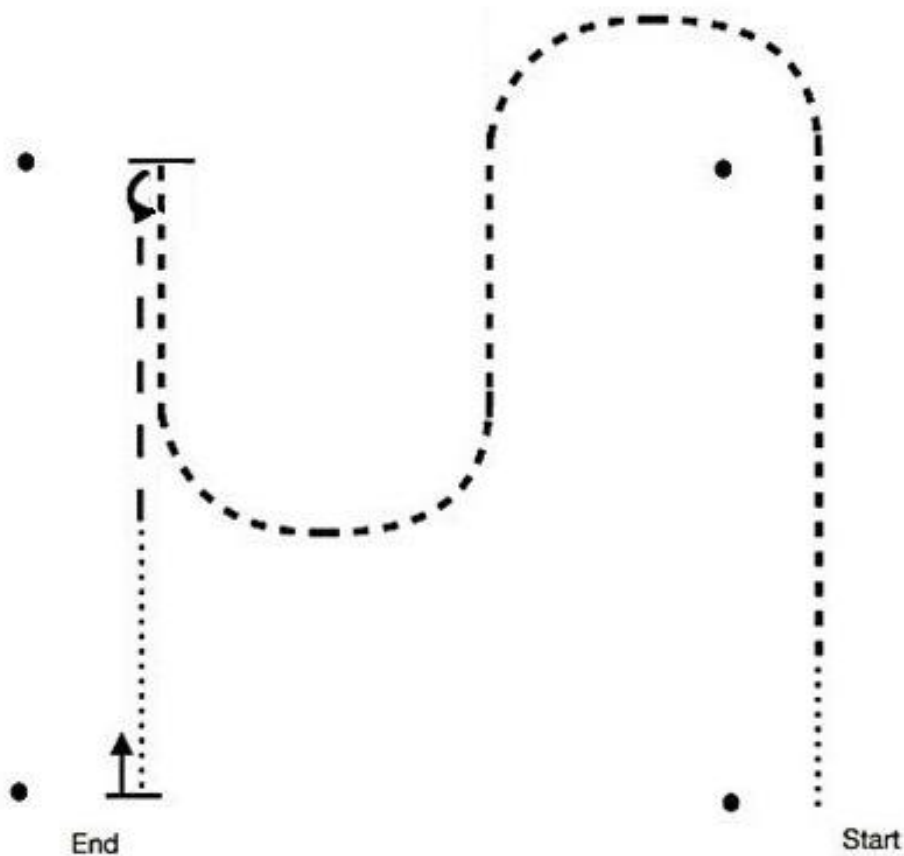
## Leadline Horsemanship 6&U (W/J)

(Railwork only, no pattern)

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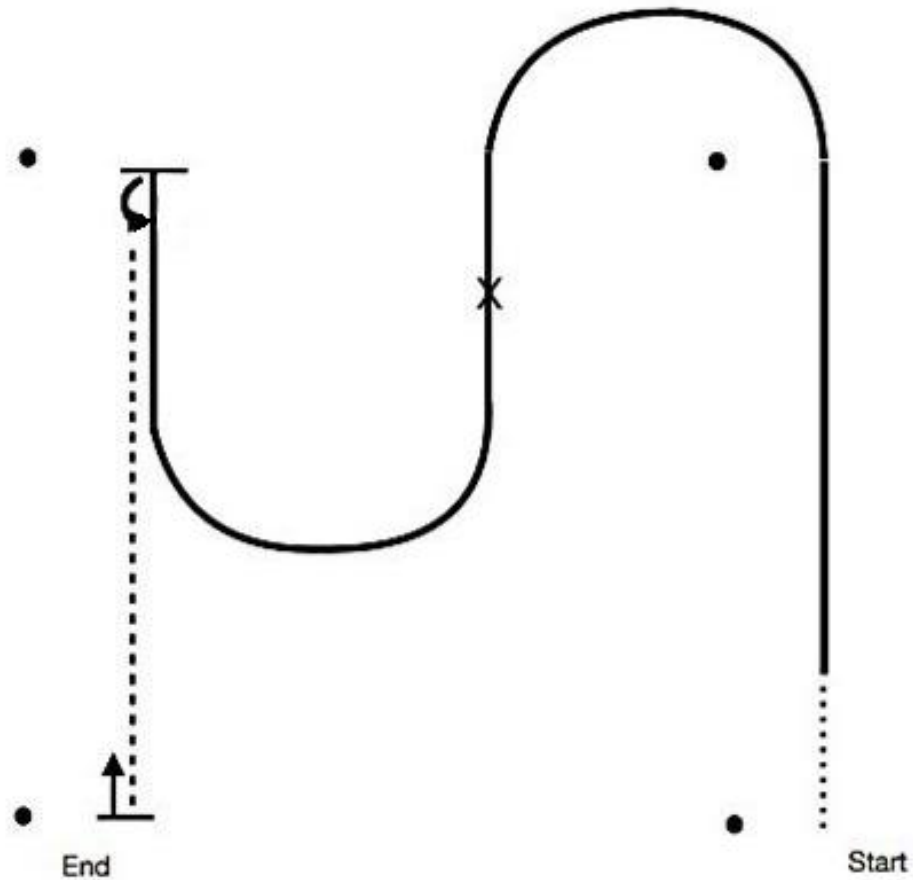
### Walk-Trot Western Horsemanship (All Ages)

### Western Horsemanship 9&U (W/J)



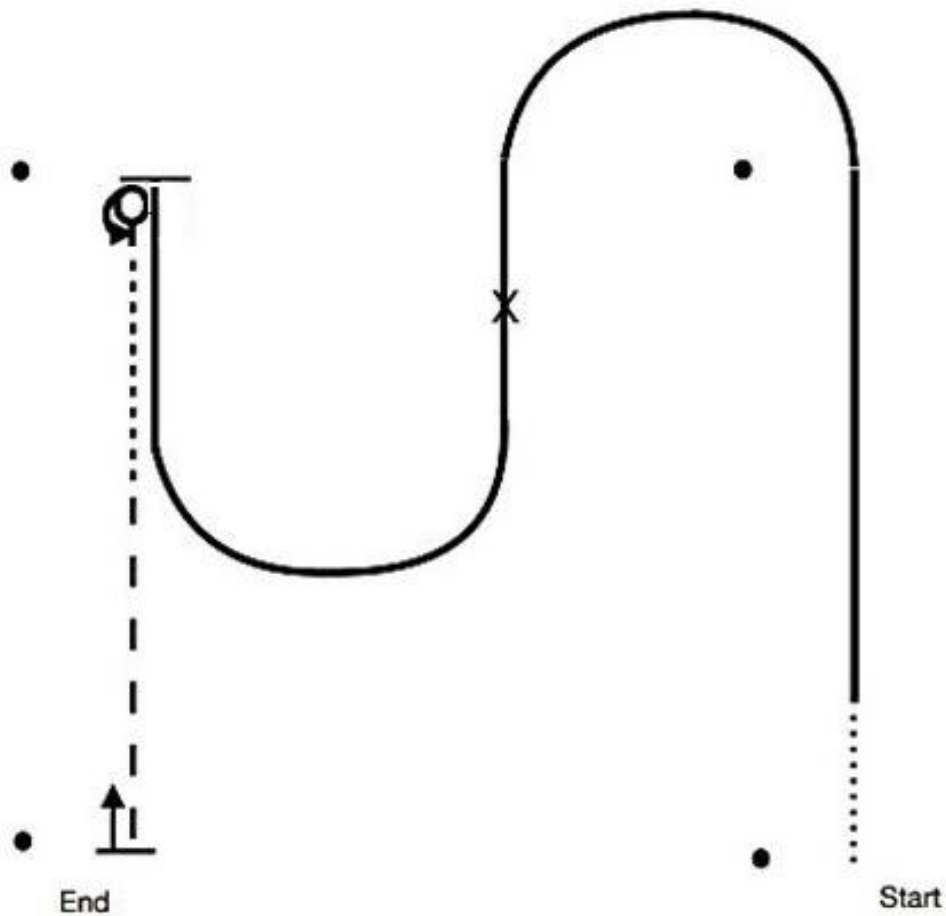
1. Walk 2 horse lengths from cone.
2. Jog to cone.
3. Jog a half circle around cone and continue to jog in a curve as shown.
4. Stop at cone and perform a 180 degree turn to the left.
5. Extended jog.
6. Halfway to cone, begin to walk.
7. At cone, stop and back 5 steps.

## Western Horsemanship 10-13



1. Walk 2 horse lengths from cone.
2. Lope on left lead around cone as shown.
3. Change leads and lope in a curve as shown.
4. Stop at cone and perform a 180 degree turn to the left.
5. Jog.
6. At cone, stop and back 5 steps.

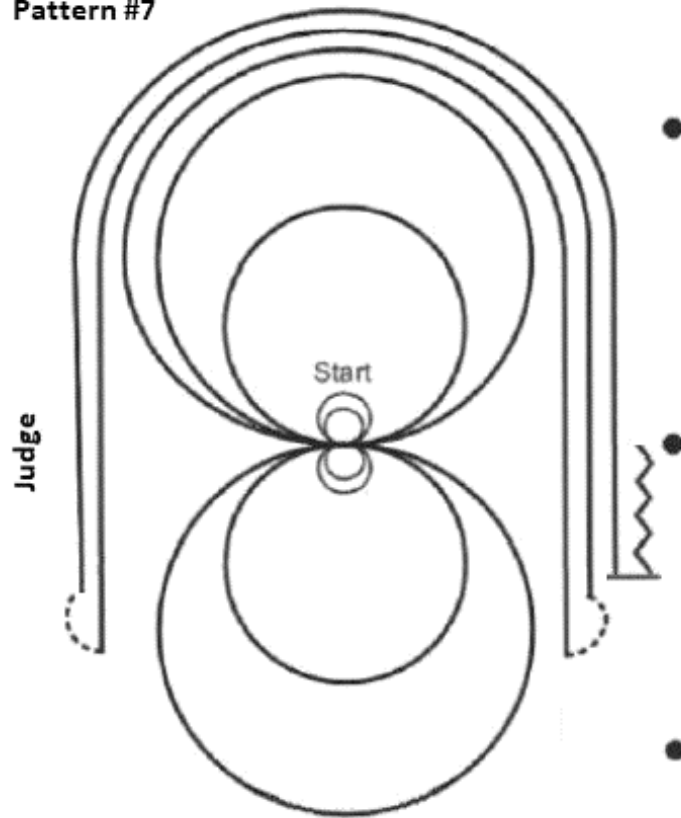
## Western Horsemanship 14-18, 19&O



1. Walk 2 horse lengths from cone.
2. Lope on left lead around cone as shown.
3. Change leads and lope in a curve as shown.
4. Stop at cone and perform 1-1/2 turn left.
5. Jog.
6. Halfway to cone, extended jog.
7. At cone, stop and back 5 steps.

# Reining 18&U

Pattern #7

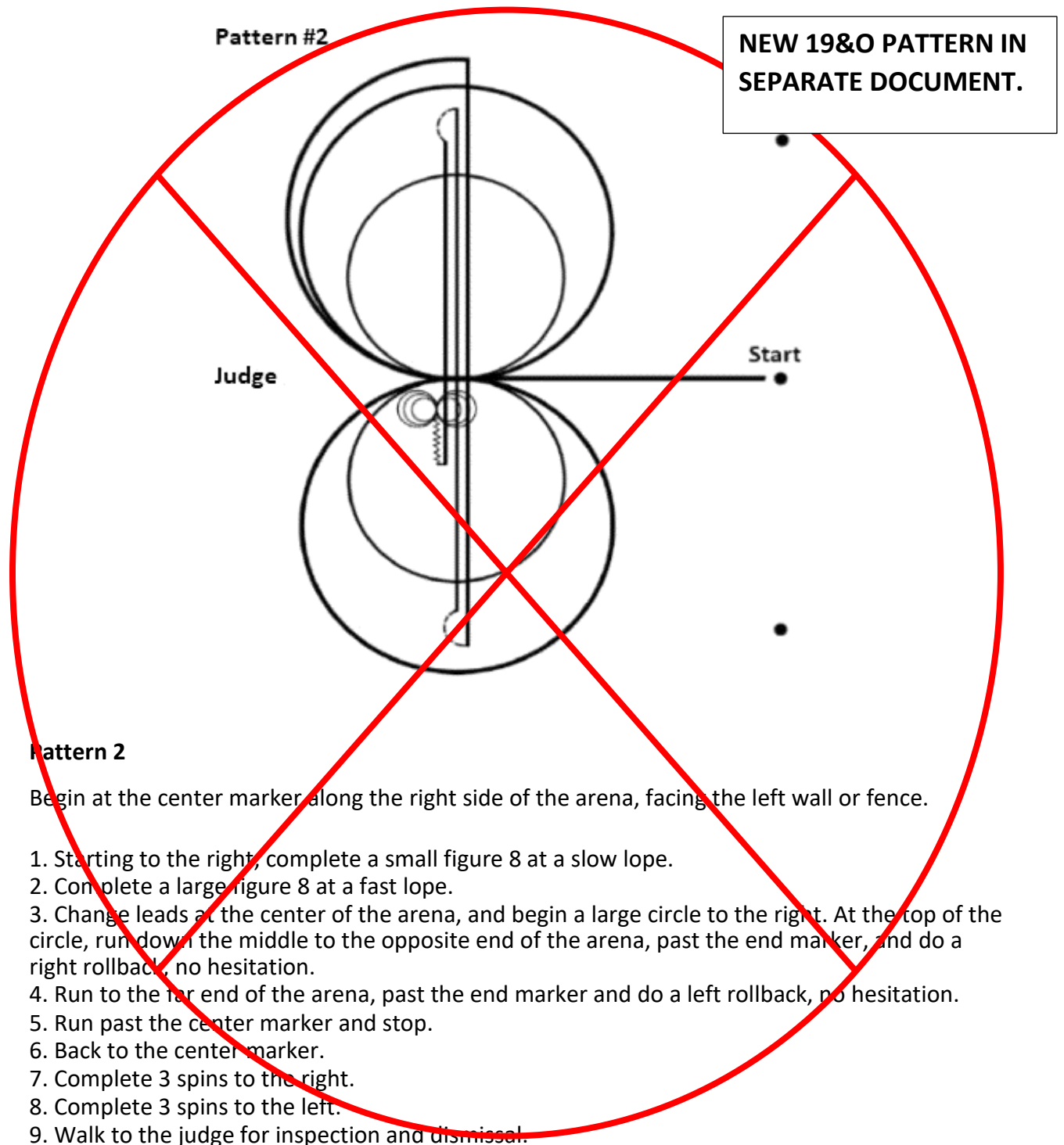


## Pattern 7

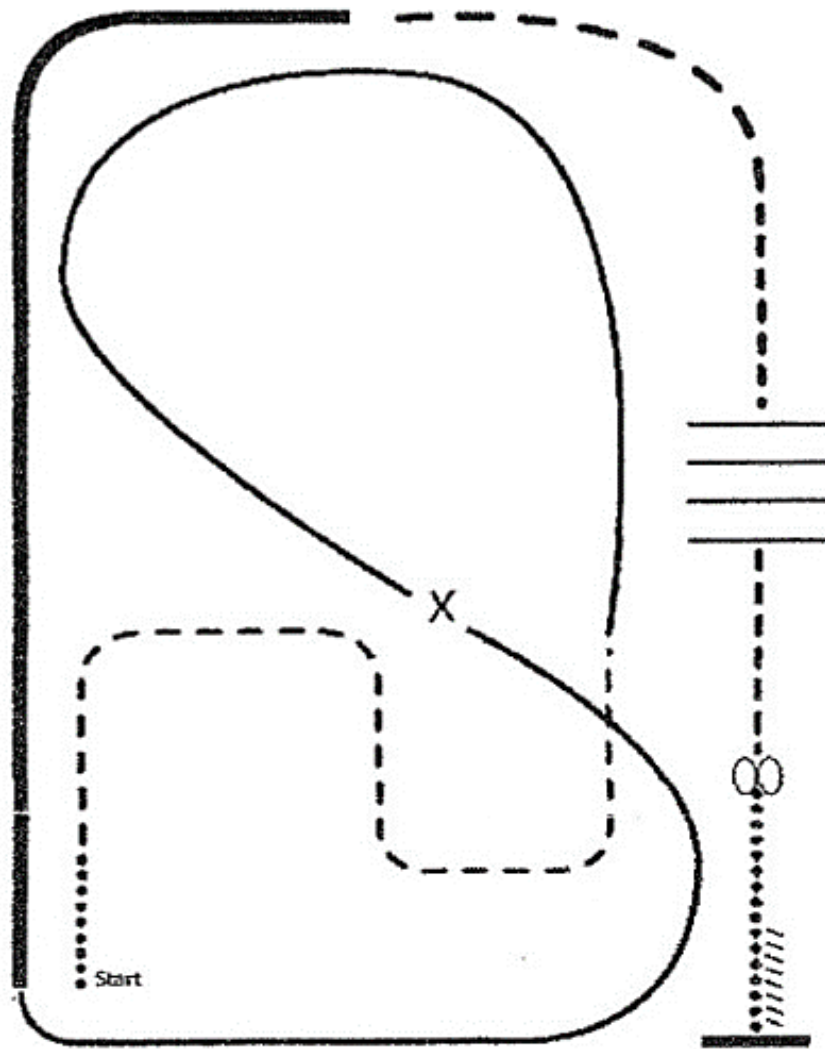
Begin at the center of the arena, facing the left wall or fence.

1. Complete 2 spins to the right.
2. Complete 2 spins to the left.
3. Starting on the right lead, complete 2 circles to the right, the first circle small and slow, the second large and fast.
4. Change leads at the center of the arena.
5. Complete 2 circles to the left, the first circle small and slow, the second large and fast.
6. Change leads at the center of the arena, and begin a large circle to the right, but do not close the circle. Run straight down the right side of the arena, staying at least 20' from the wall or fence, past the center marker, and do a left rollback, no hesitation.
7. Lope up the right side of the arena, circle the top of the arena and, staying at least 20' from the wall or fence, run down the left side of the arena, past the center marker, and do a right rollback, no hesitation.
8. Lope up the left side of the arena, circle the top of the arena and, staying at least 20' from the wall or fence, run down the right side of the arena, past the center marker, and do a sliding stop.
9. Back to the center marker. Hesitate to demonstrate completion of the pattern.
10. Walk to the judge for inspection and dismissal.

# Reining 19&O



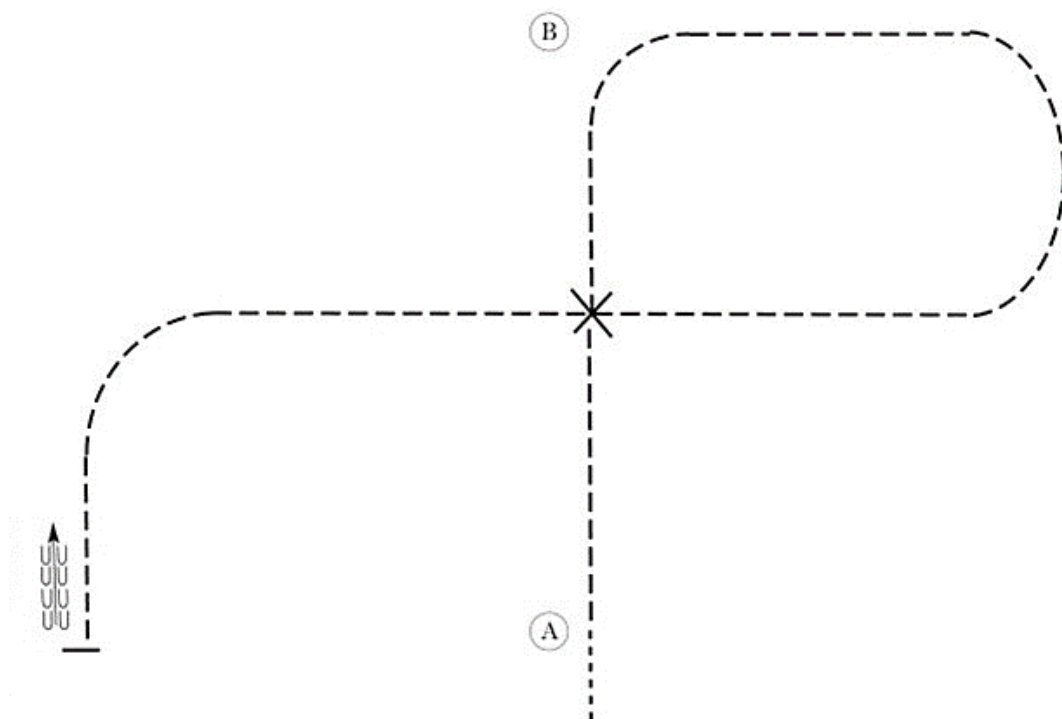
## Ranch Riding 18&U, 19&O



1. Walk
2. Trot serpentine
3. Lope left lead around end of arena and then diagonally across arena
4. Change leads (simple or flying)
5. Lope right lead around end of arena
6. Extended lope on straightaway and around corner to the center of the arena
7. Extended trot around corner
8. Collect to a trot
9. Trot over logs
10. Stop, do a 360 degree turn each direction (R-L or L-R)
11. Walk, stop, and back

# Walk-Trot Hunt Seat Equitation (All Ages)

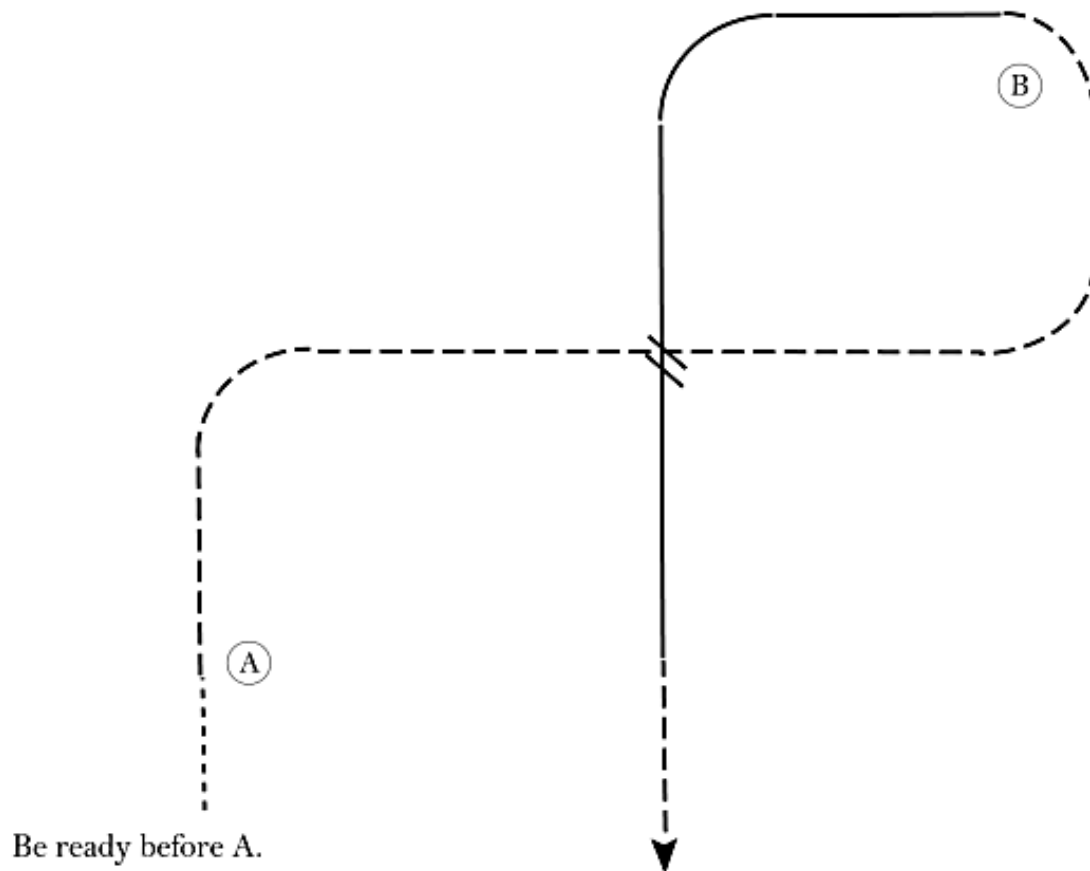
## Hunt Seat Equitation 9&U (W/T)



1. Walk to A, then sitting trot halfway to B.
2. Trot on left diagonal around to center.
3. Change diagonals in center of pattern (at X) and continue at the trot.
4. Stop when even with A and back one horse length.

|               |           |
|---------------|-----------|
| Walk          | -----     |
| Trot          | - - - - - |
| Extended Trot | — — — —   |
| Canter        | —————     |
| Leg Yield     |           |
| Lead Change   | ↗ ↘       |
| Back          | ← ← ← ←   |
| Marker        | (B)       |

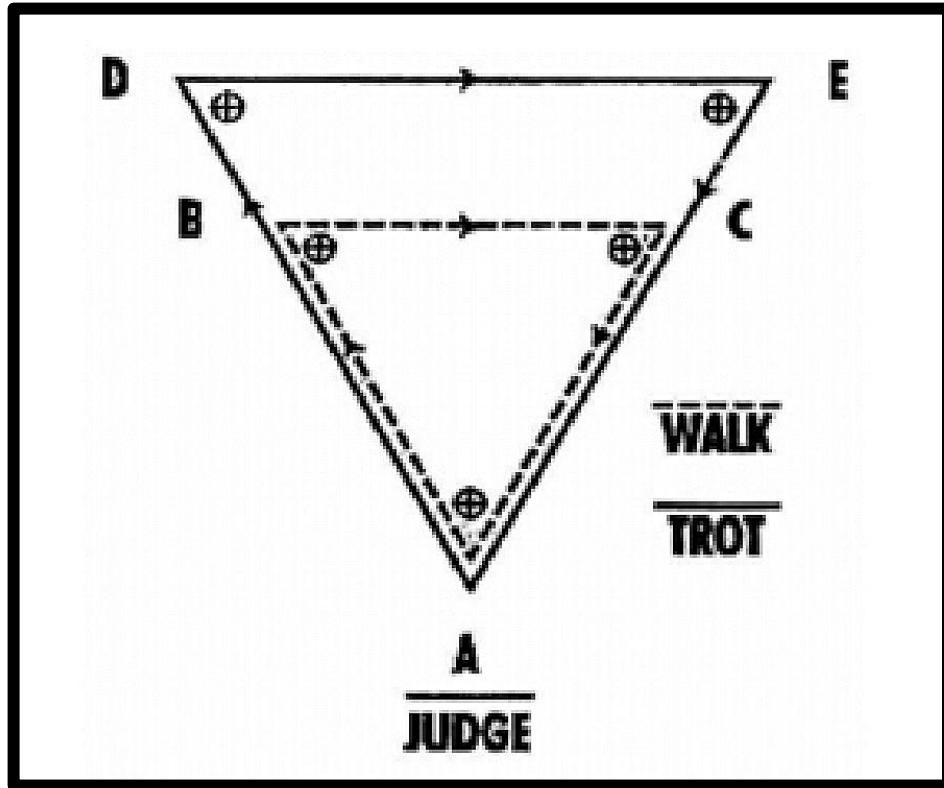
# Hunt Seat Equitation 10-13, 14-18, 19&O



1. Walk to A.
2. Posting trot on the left diagonal to center of pattern.
3. Change diagonals at center. Trot on the right diagonal to B.
4. Canter on the left lead to center of pattern.
5. Change leads at center. Canter on right lead until even with A.
6. Sitting trot when even with A. Pattern is over after trotting 3 strides past A.

|               |           |
|---------------|-----------|
| Walk          | -----     |
| Trot          | - - - - - |
| Extended Trot | — — — —   |
| Canter        | —————     |
| Leg Yield     |           |
| Lead Change   | — / —     |
| Back          | ← ← ← ←   |
| Marker        | ⓑ         |
| Sidepass      | ← ← ← ←   |

## Hunter in Hand (All Ages)



1. Approach the judge and set up for inspection in the “open” position (an offset stance with all four legs visible by the judge standing on either side).
2. At the judge’s request, lead the pony at a walk around the small triangle ABCA.
3. Continue on at a trot around the large triangle ADEA.