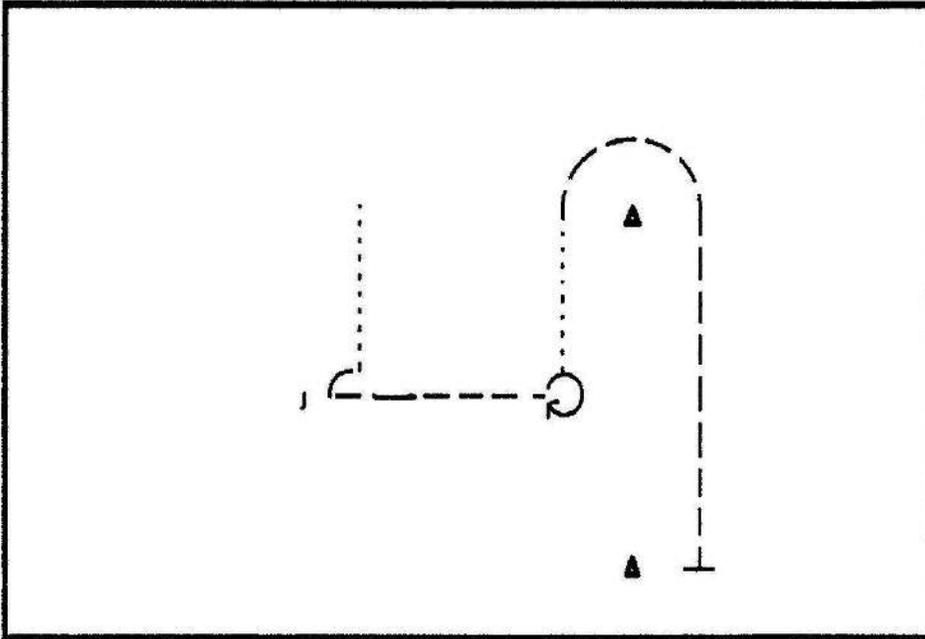


SHOWMANSHIP

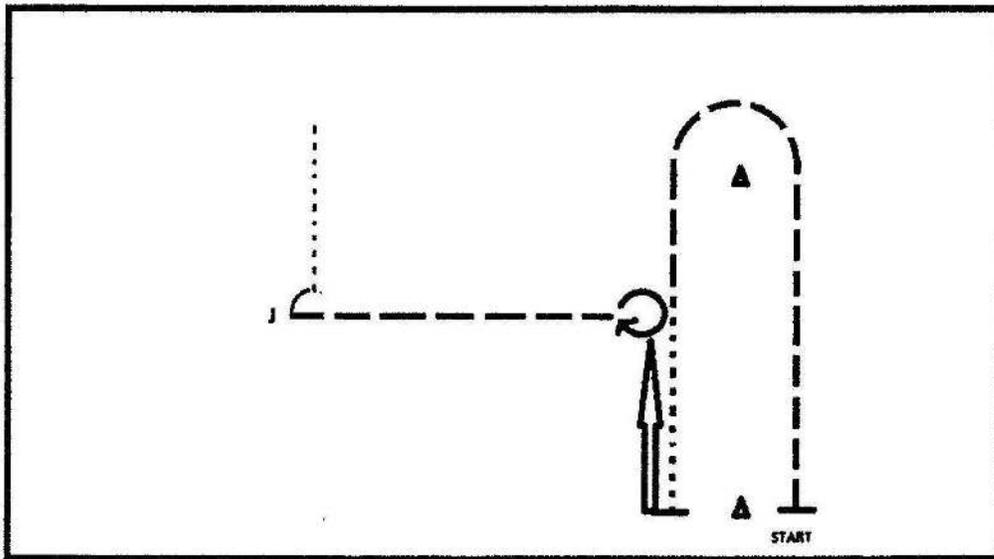
Novice Youth and Novice Amateur



1. Start at the 1st cone and trot around the 2nd cone and break to a walk
2. Walk until the horses' hip is even with the judge and pivot 1 ¼ turns
3. Trot to the judge and set up for inspection
4. Pivot ¼ turn and walk to exit

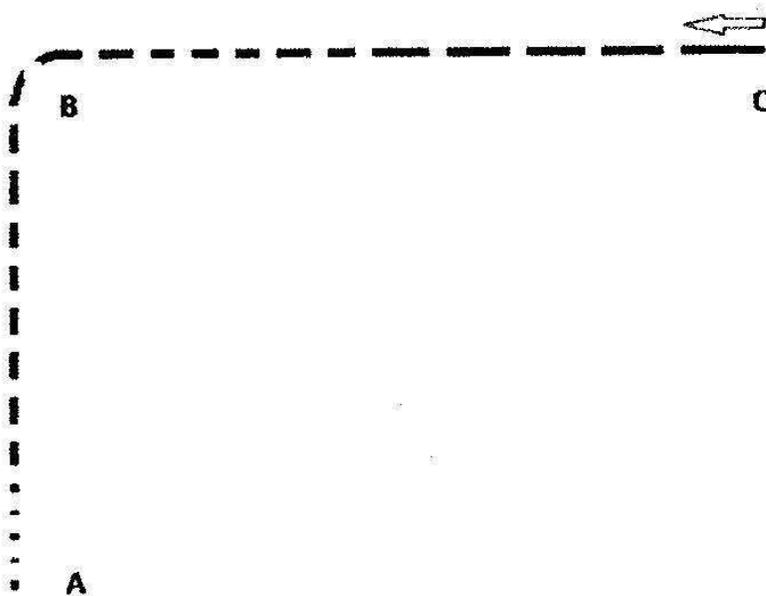
SHOWMANSHIP

Amateur Select , Amateur, and Youth 13 & under,14-18



1. Start at 1st cone and trot to and around the 2nd cone until even with the judge.
2. Break to a walk and walk to 1st cone
3. Stop and back until the horses' hip is even with the judge
4. Pivot 1 ¼ turns and trot to the judge
5. Stop and set up for inspection
6. When excused pivot ¼ turn and exit at a walk

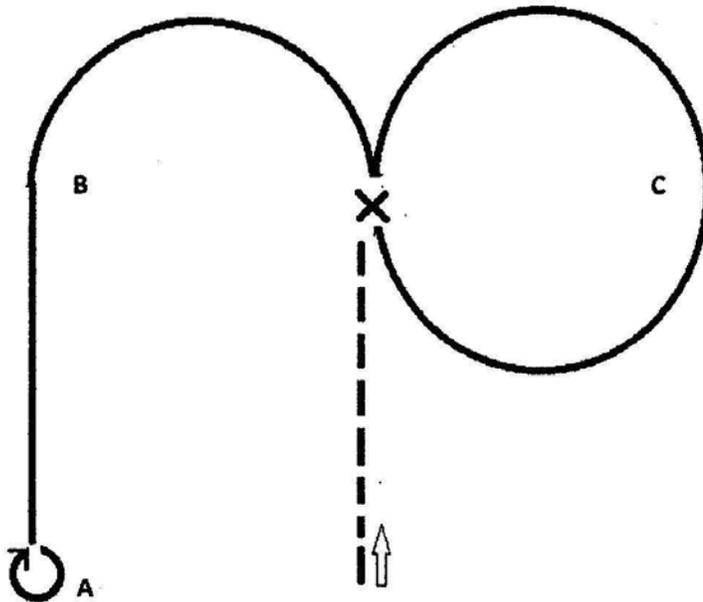
SMALL FRY HORSEMANSHIP



1. Begin at Marker A and walk 1 horse length
2. Jog to and around marker B
3. $\frac{1}{2}$ way between Markers B and C extend the jog to Marker C
4. Stop and back 1 horse length.....thank you

Horsemanship

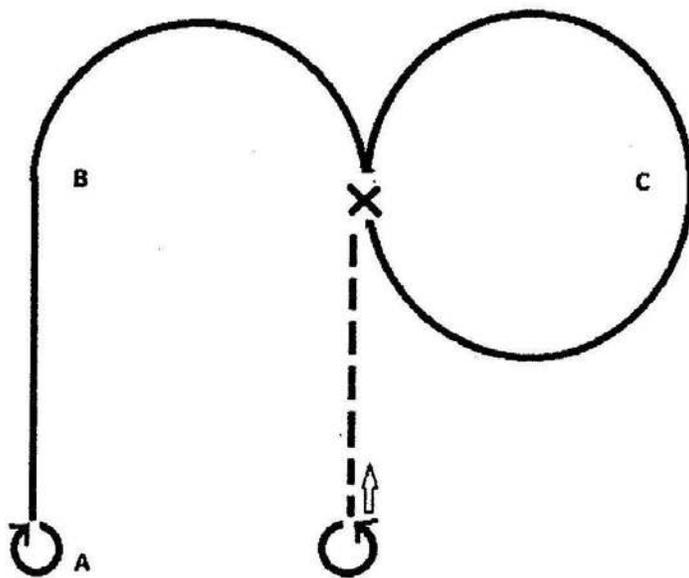
Novice Amateur and Novice Youth



1. Pivot 360* right and lope right lead down the line and ½ circle
2. Perform a simple change of leads and lope a circle to the left
3. Close circle and break to an extended trot until even with A
4. Stop, back 1 horse lengthexit at a jog

HORSEMANSHIP

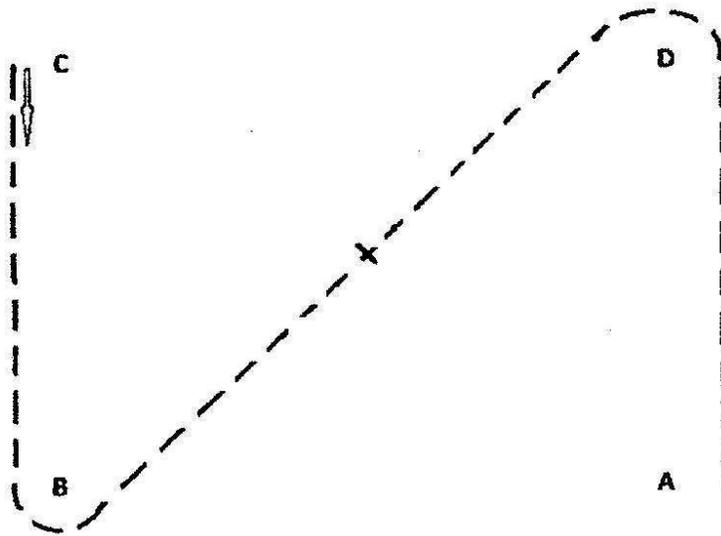
Amateur Select , Amateur and Youth 13 & under, 14-18



1. Pivot 360* right and lope on the right lead down the line and $\frac{1}{2}$ circle
2. Change leads and continue a circle to the left
3. Close circle and extend the trot until even with A.
4. Stop, pivot 360* left and back 1 horse length.....exit at a jog

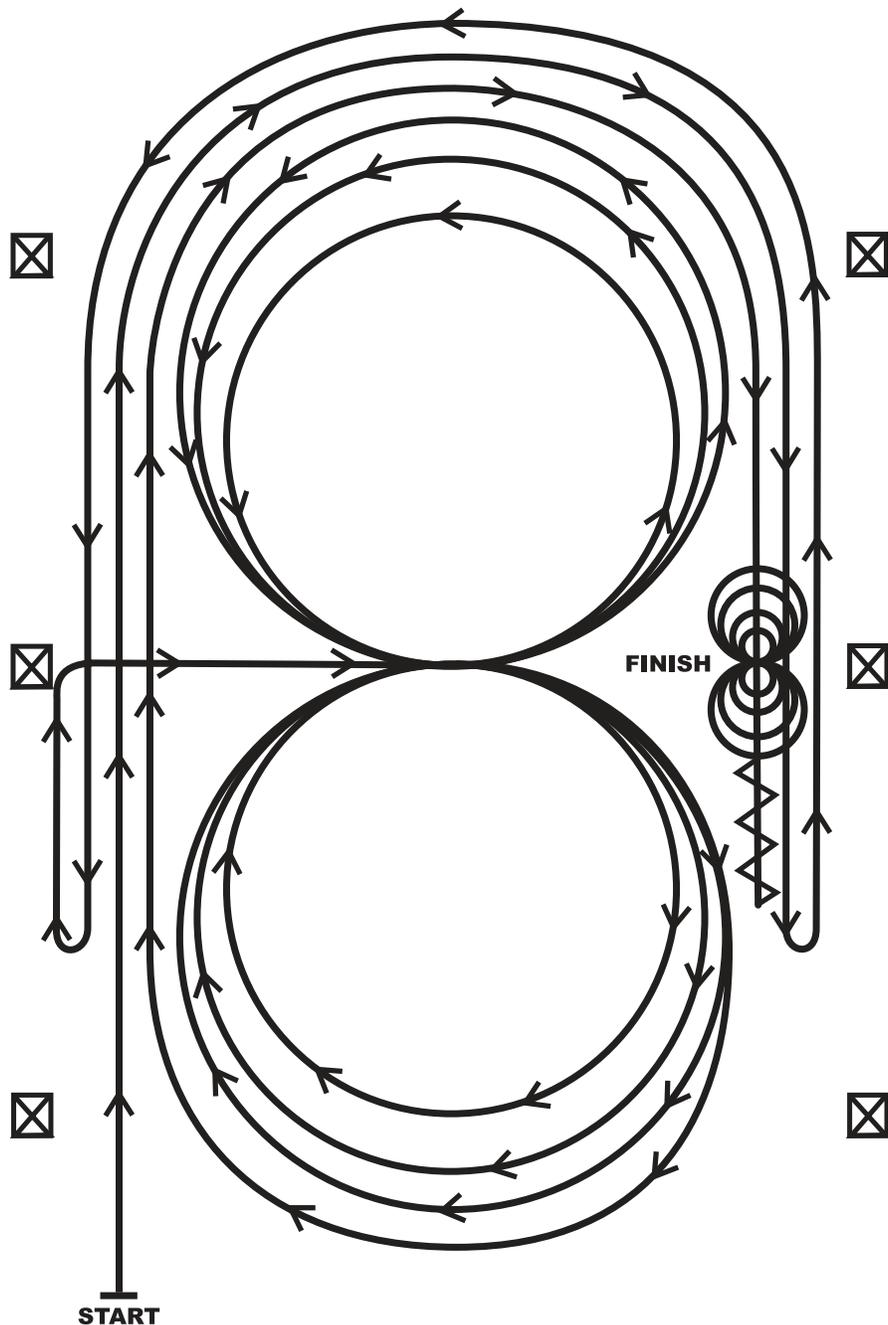
EQUITATION

SMALL FRY



1. Begin at Marker A and walk 1 horse length
2. Start a posting trot on the right diagonal to and around D to the center of the arena and change diagonals
3. Continue around marker B to Marker C
4. Stop and back 1 horse length....exit at a trot

REINING PATTERN 3

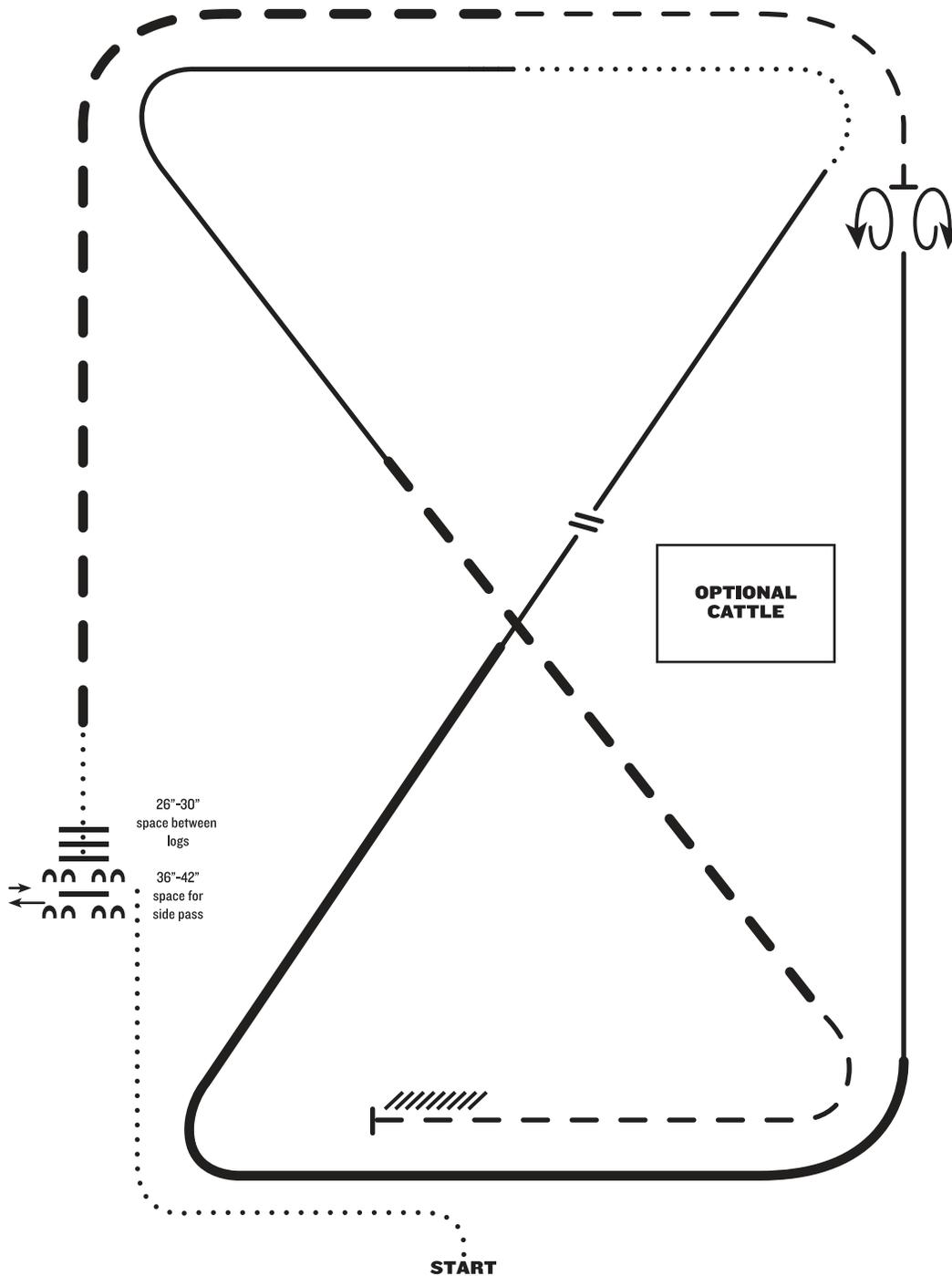


1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up 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 completion of the pattern.

RANCH RIDING - PATTERN 8

LEGEND

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



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.