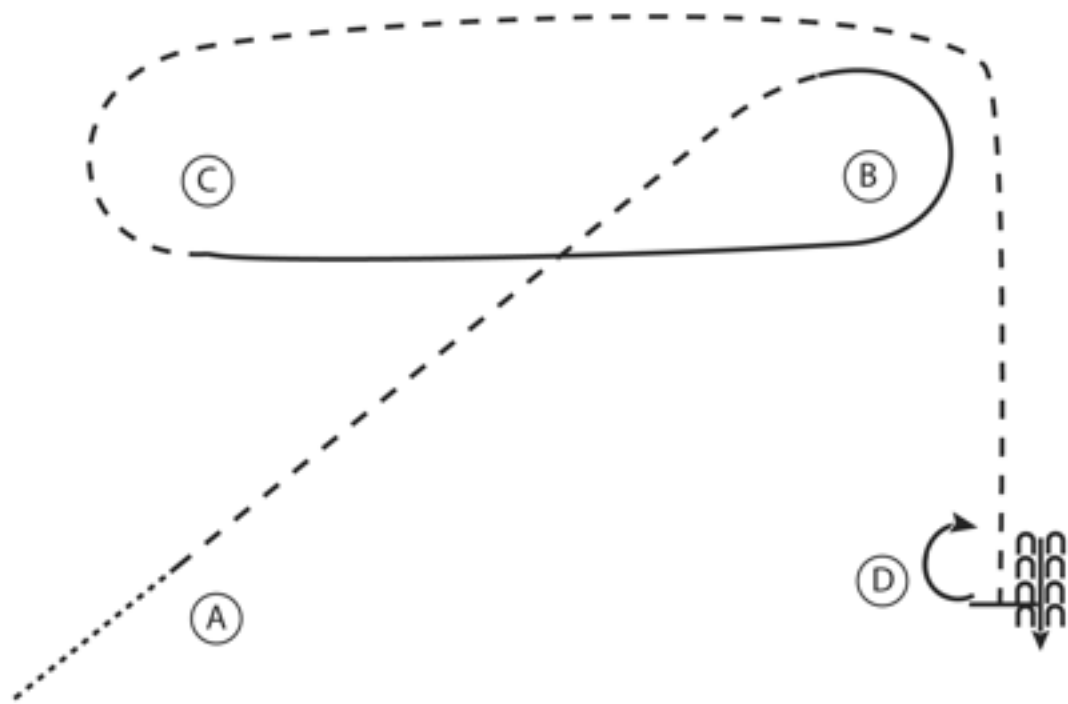


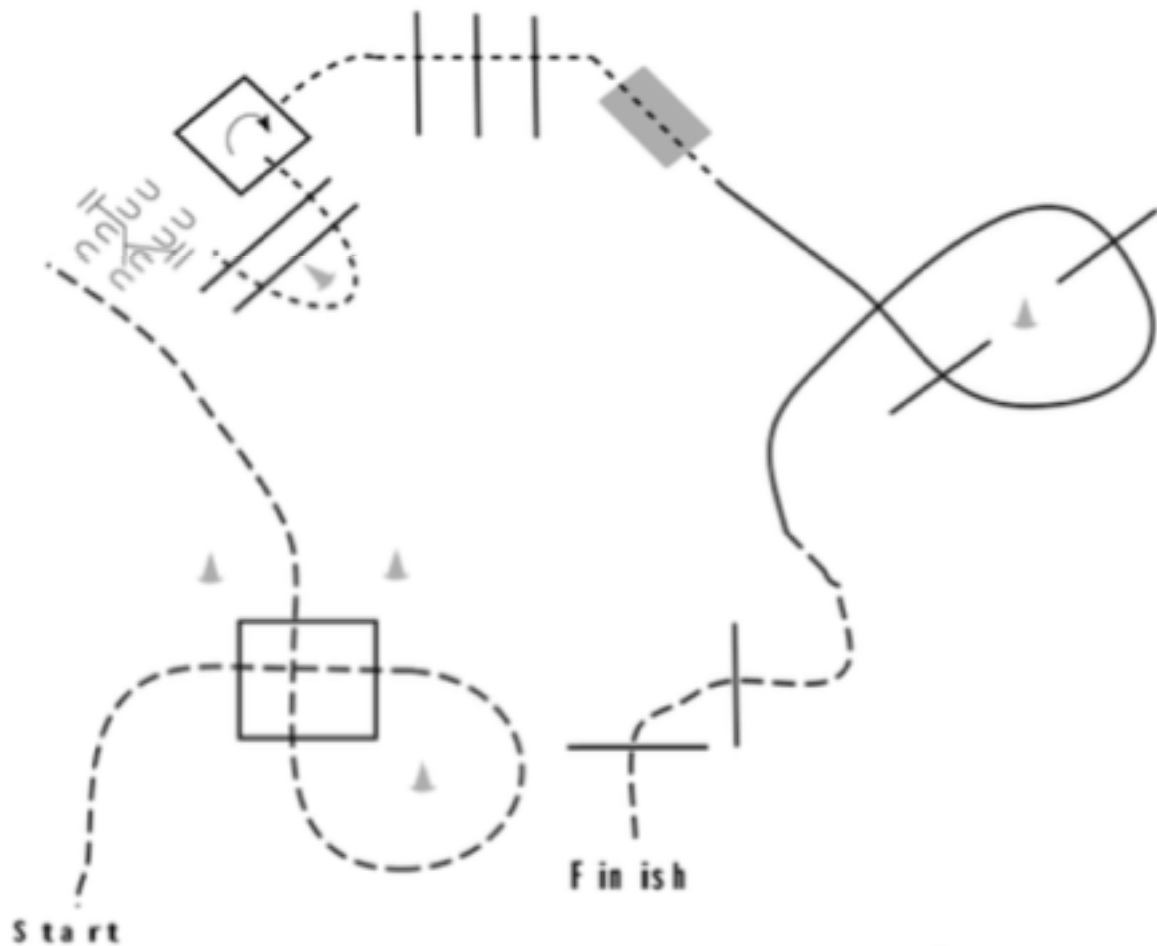
Hunt Seat-Equitation



1. Walk to A
2. Sitting trot to B
3. At B canter on the right lead around B to C
4. At C posting trot around C and B to D
5. At D stop and perform a 180 degree turn to the right on the hindquarters
6. Back 4 steps

| | |
|----------------|---------|
| Walk | |
| Trot | ----- |
| Extended T rot | ----- |
| Canter | ————— |
| Leg Yield | |
| Lead Change | ↘ |
| Back | ← |
| Marker | ⊙ B |
| Sidepass | ←-----→ |

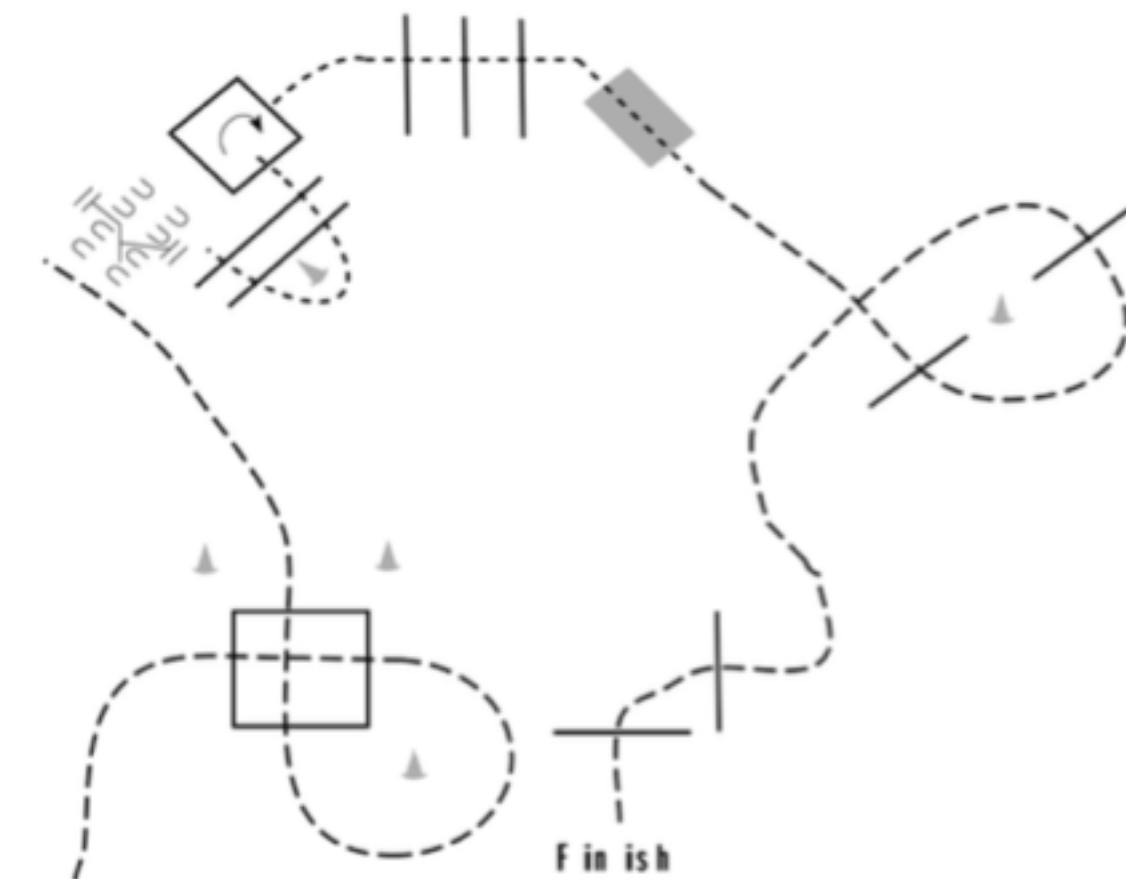
Rasseoffen, Amateur & Youth Trail



1. Jog through the box to gate
2. Right hand push gate
3. Walk over elevated poles and into box
4. 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Lope on the left lead over poles
7. Jog over poles to finish

| | |
|--------------|--------|
| Walk | ----- |
| Jog | ----- |
| Extended Jog | ----- |
| Lope | ----- |
| Leg Yield | |
| Lead Change | //// |
| Back | ← 3333 |

Walk Jog Trail & In Hand Trail



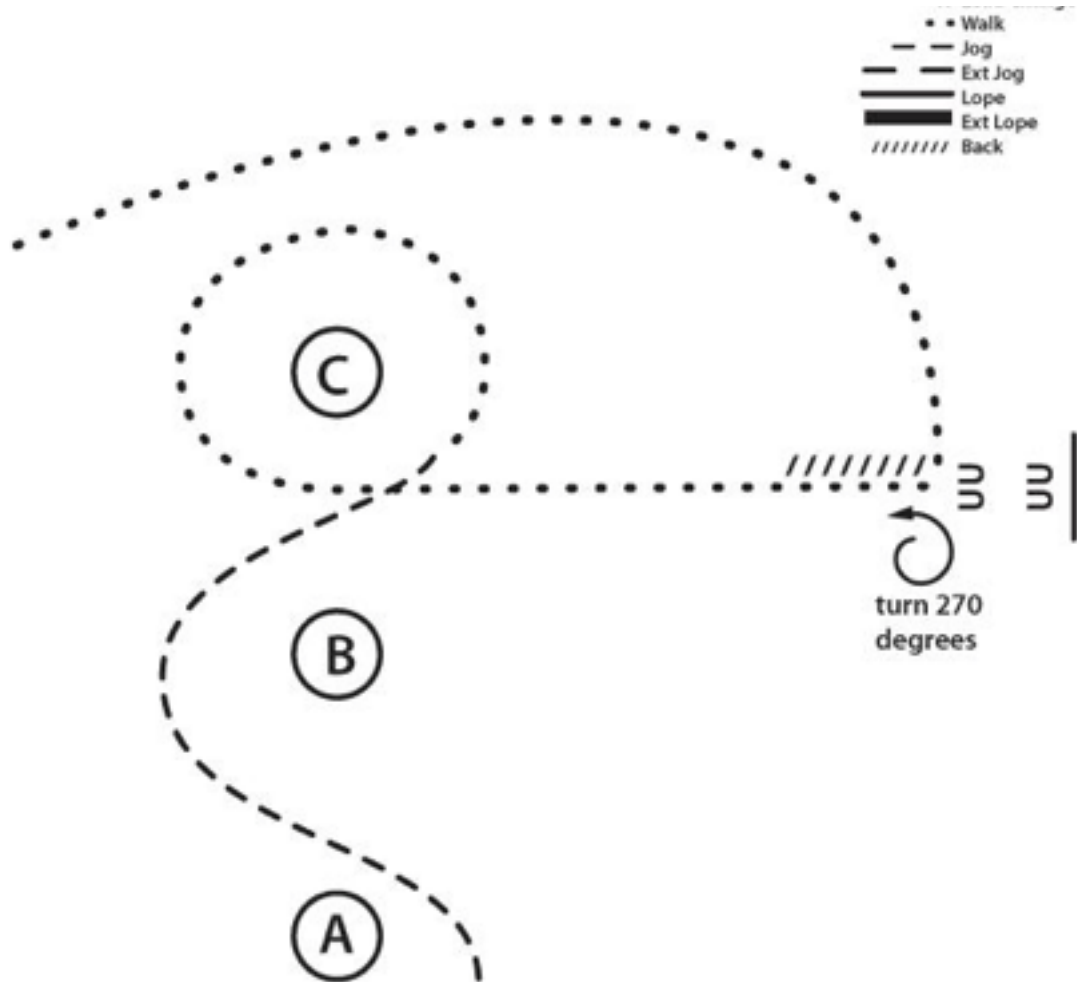
S t a r t

F i n i s h

1. Jog through the box to gate
2. Right hand push gate
3. Walk over elevated poles and into box
4. 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Jog over poles to finish

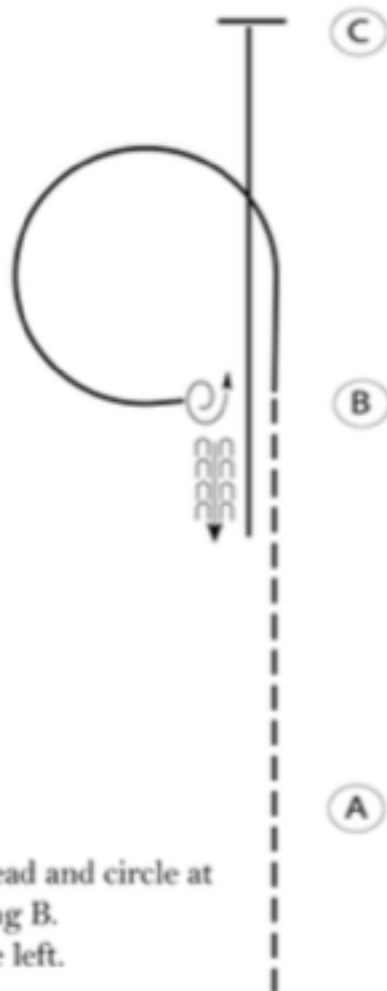
| | |
|--------------|-------|
| Walk | ----- |
| Jog | ----- |
| Extended Jog | ----- |
| Lope | ----- |
| Leg Yield | |
| Lead Change | ↘ |
| Back | ← |

Walk Trot Hunt Seat Equitation



1. posting trot from A to B
2. change diagonal and trot to C
3. walk a circle around C
4. then walk a straight line and stop
5. back up one horselength
6. turn 270 on the haunches to the left
7. walk out

Rasseoffen, Amateur & Youth Horsemanship



Begin before A at a jog.

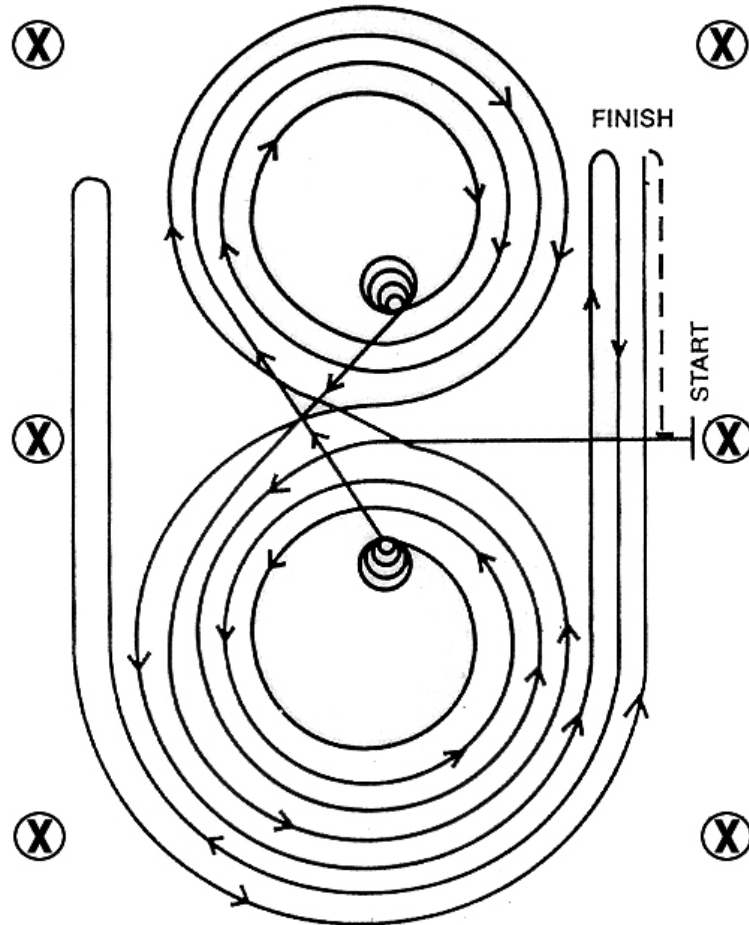
1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1 1/4 turn to the left.
4. Back one horse length.
5. Lope on the right lead to C. Stop at C.

Follow the instructions of your ring steward.

| | |
|--------------|-------|
| Walk | ----- |
| Jog | ----- |
| Extended Jog | ----- |
| Lope | ————— |
| Leg Yield | |
| Lead Change | ↙ |
| Back | ← |
| Marker | Ⓚ |
| Sidepass | ←→ |

Reining Youth & Amateur

REINING PATTERN 5



Horse must walk or stop prior to starting pattern.

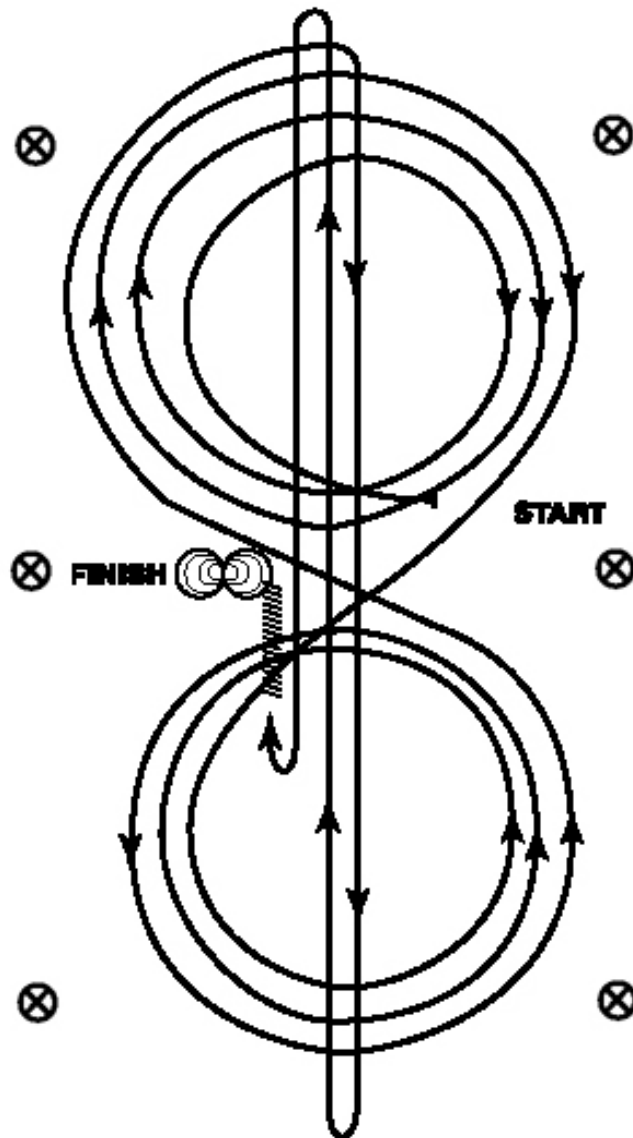
Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

Reining Jackpot & Rasseoffen

REINING PATTERN 2



Horse must walk or stop prior to starting pattern.

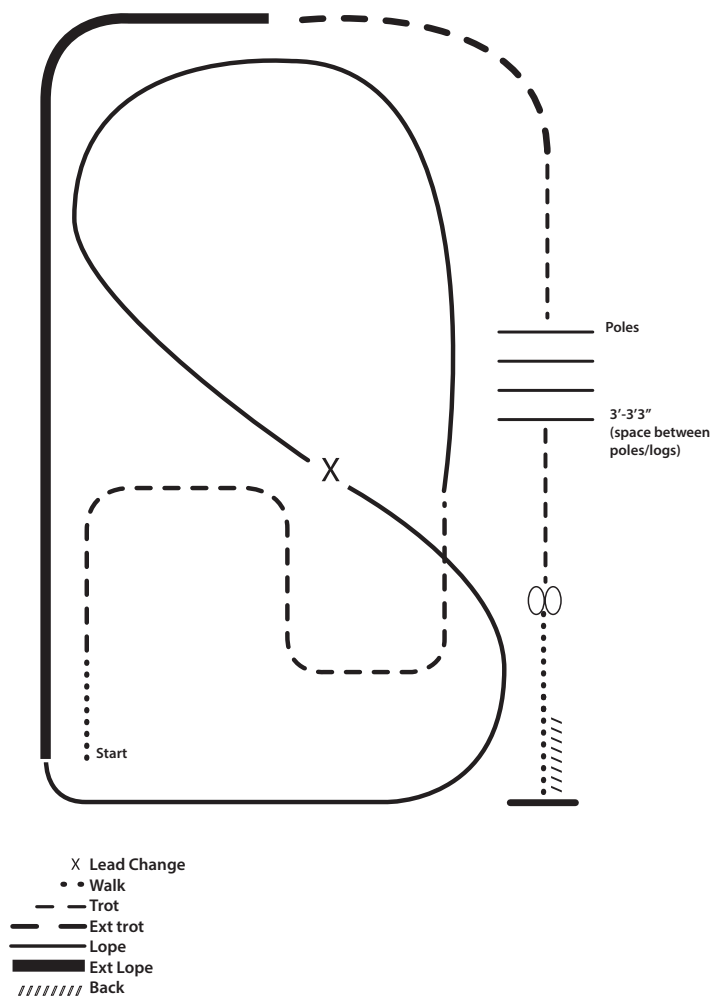
Beginning at the center of the arena facing the left wall or fence.

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 10 feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

Ranchriding

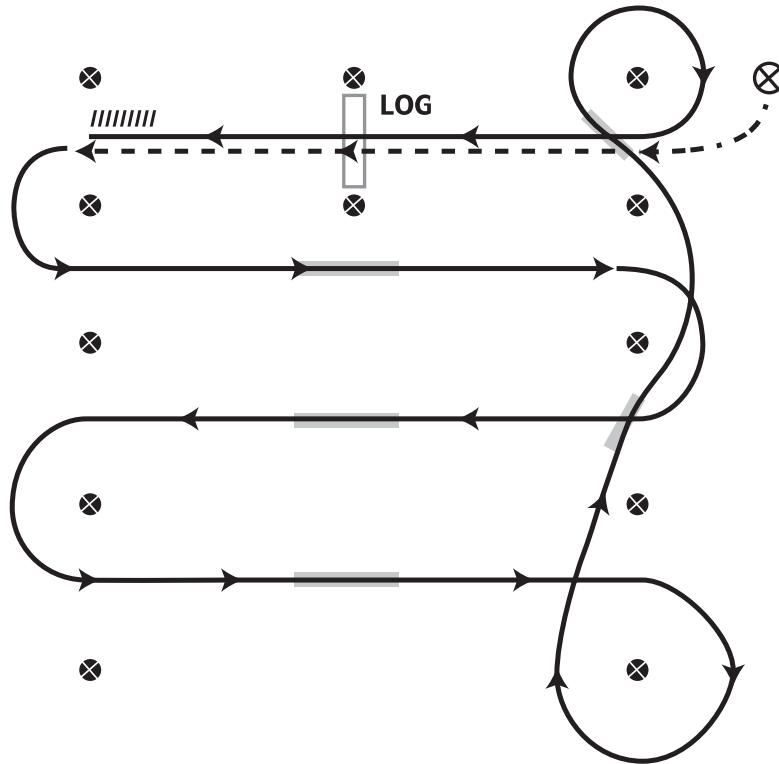
RANCH RIDING - PATTERN 4



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

Westernriding

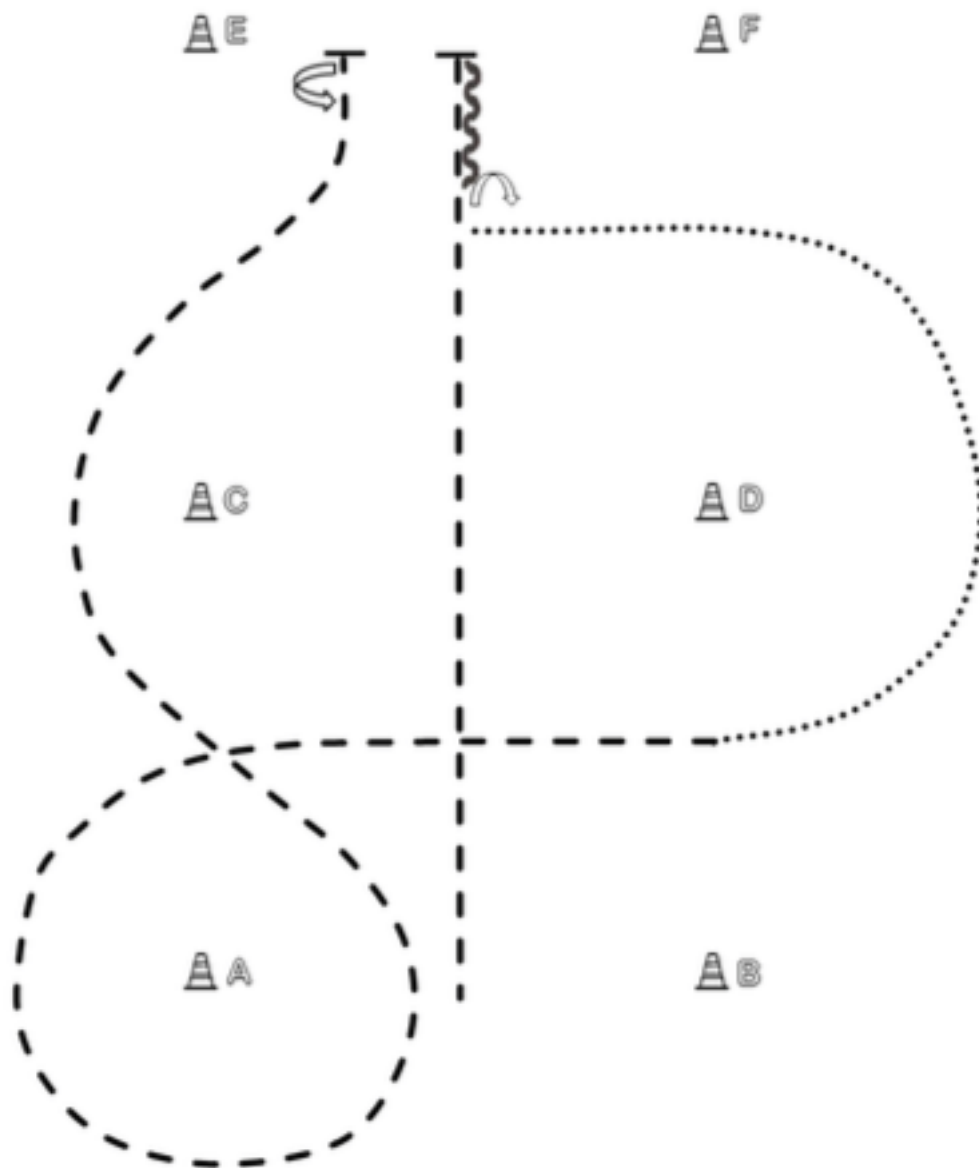
GREEN WESTERN RIDING PATTERN 2



⊗ START CONE WALK - - - - - JOG - - - - -
LEAD CHANGING AREA [hatched] LOPE ———

1. Walk, transition to jog, jog over log
2. Transition to left lead lope
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

Walk Jog Horsemanship



Start zwischen A und B

1. Jog bis zwischen E und F, Stop
2. eine Pferdelänge rückwärts richten
3. 90° Hinterhandwendung rechts
4. Walk um D
5. Jog um A, Slalom um A, C, E
6. Stop neben E,
180° Hinterhandwendung links