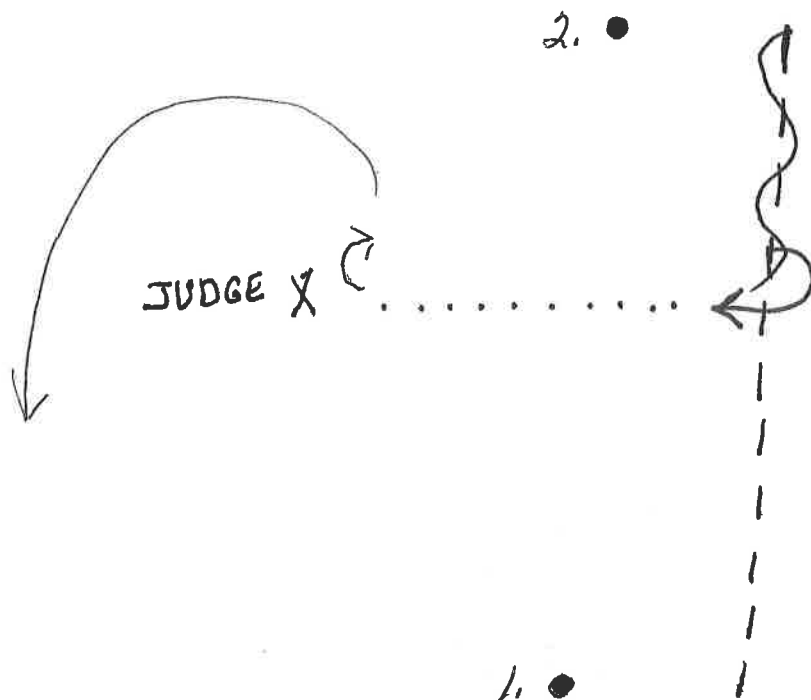


SHOWMANSHIP

WALK-TROT  
SMALL FRY

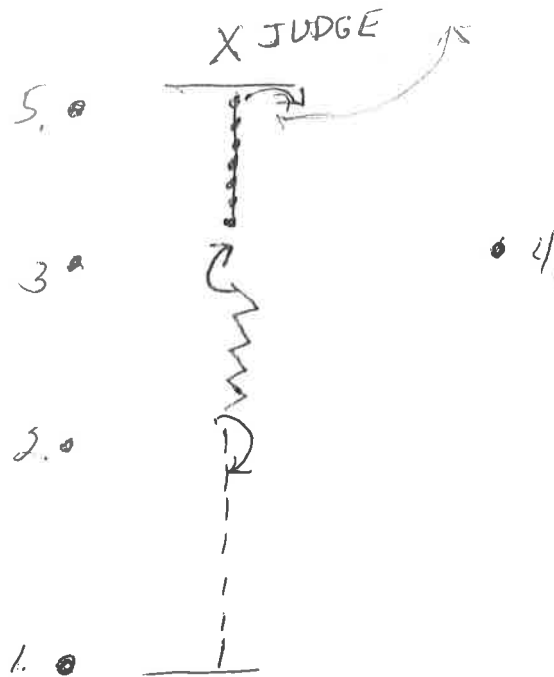


1. Trot to cone 2.
2. Back till even with judge.
3. Perform 270 degree turn
4. Walk to judge and set for inspection.
5. When excused, perform 90 degree turn and exit at a walk or line up head to tail.

*Sarah Bradley*

# SHOWMANSHIP

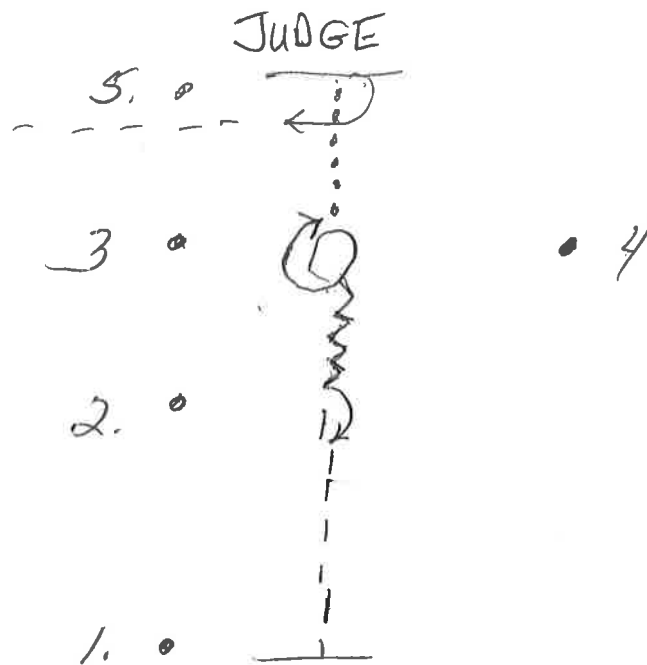
NOVICE YOUTH  
NOVICE AMATEUR  
13 & UNDER



1. Trot to the judge.
2. Stop at cone 2, do a 180.
3. Back until horse's hip is even with cones 3 & 4.
4. Do a 180, walk to judge.
5. Set horse for inspection.
6. After inspection, complete a 90 turn, exit behind judge.

# SHOWMANSHIP

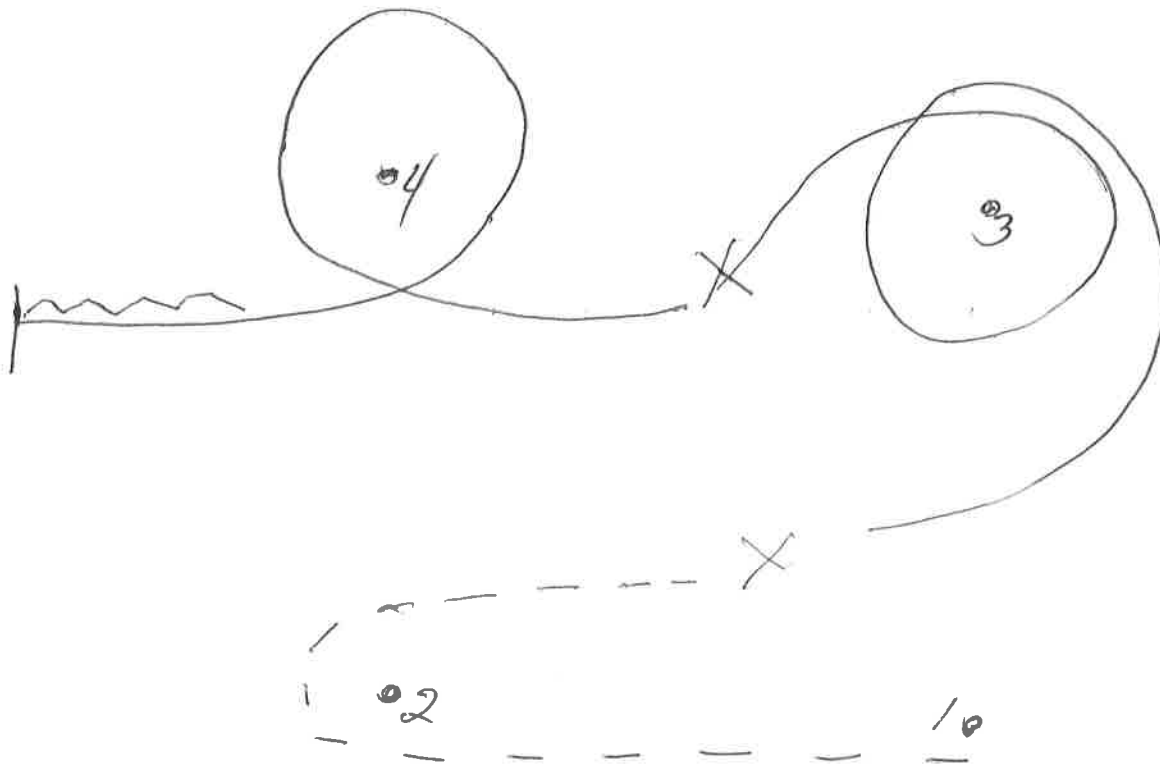
AMATEUR  
YOUTH 14-18  
SELECT



1. Trot to the judge.
2. Stop at cone 2, do a 180.
3. Back until horse's hip is even with cones 3 & 4.
4. Do a 540 turn, walk to the judge.
5. Set horse for inspection.
6. After inspection, perform a 270 and exit at a jog.

NOVICE YOUTH  
NOVICE AMATEUR  
13 & UNDER

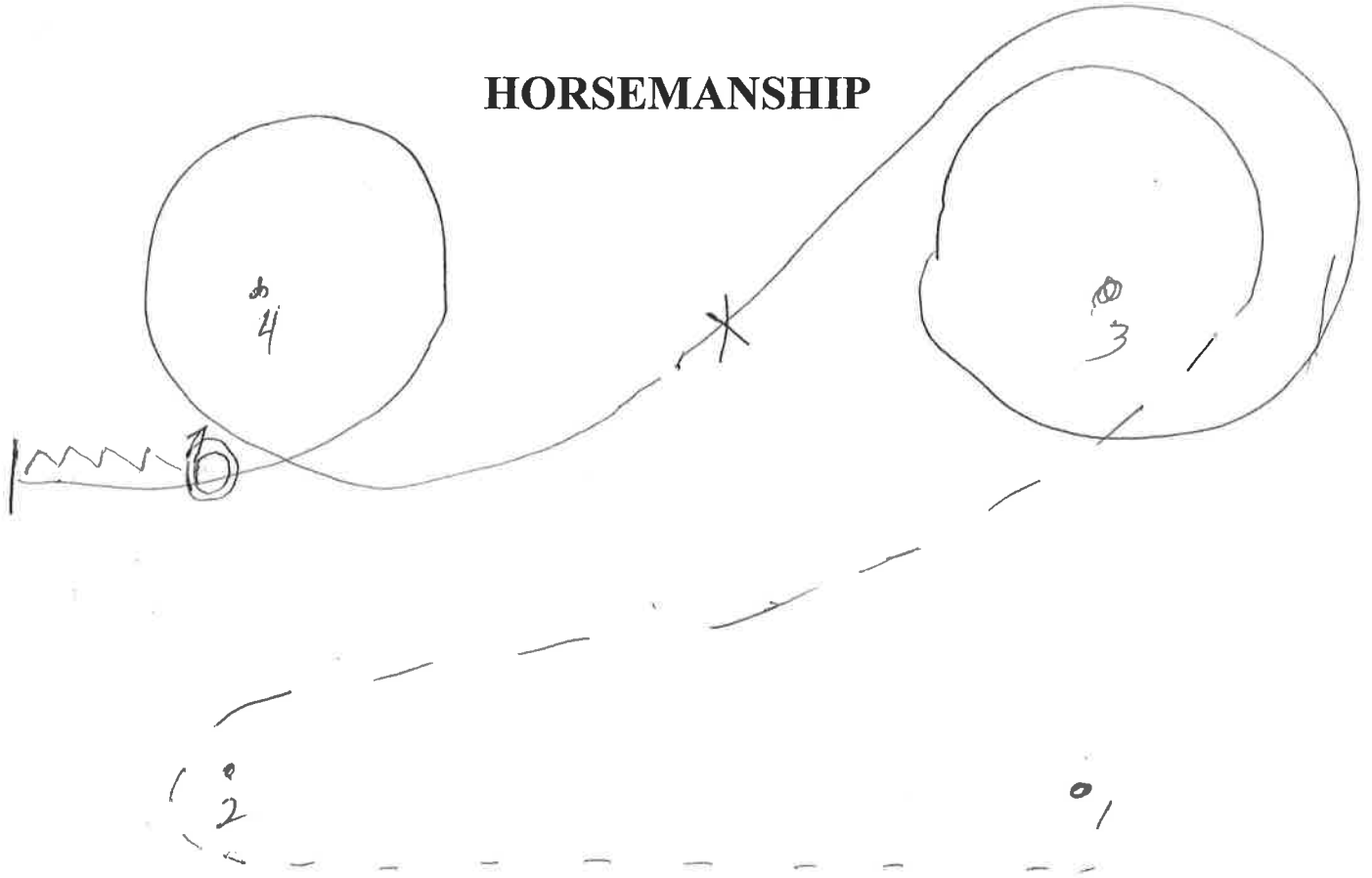
## HORSEMANSHIP



1. Jog around cone #2 to "X".
2. Lope left lead around cone #3.
3. Change leads at the "X".
4. Lope right lead around cone #4.
5. Stop and back.  
Take a place on the rail, left shoulder to the rail.

14-18  
AMATEUR  
SELECT

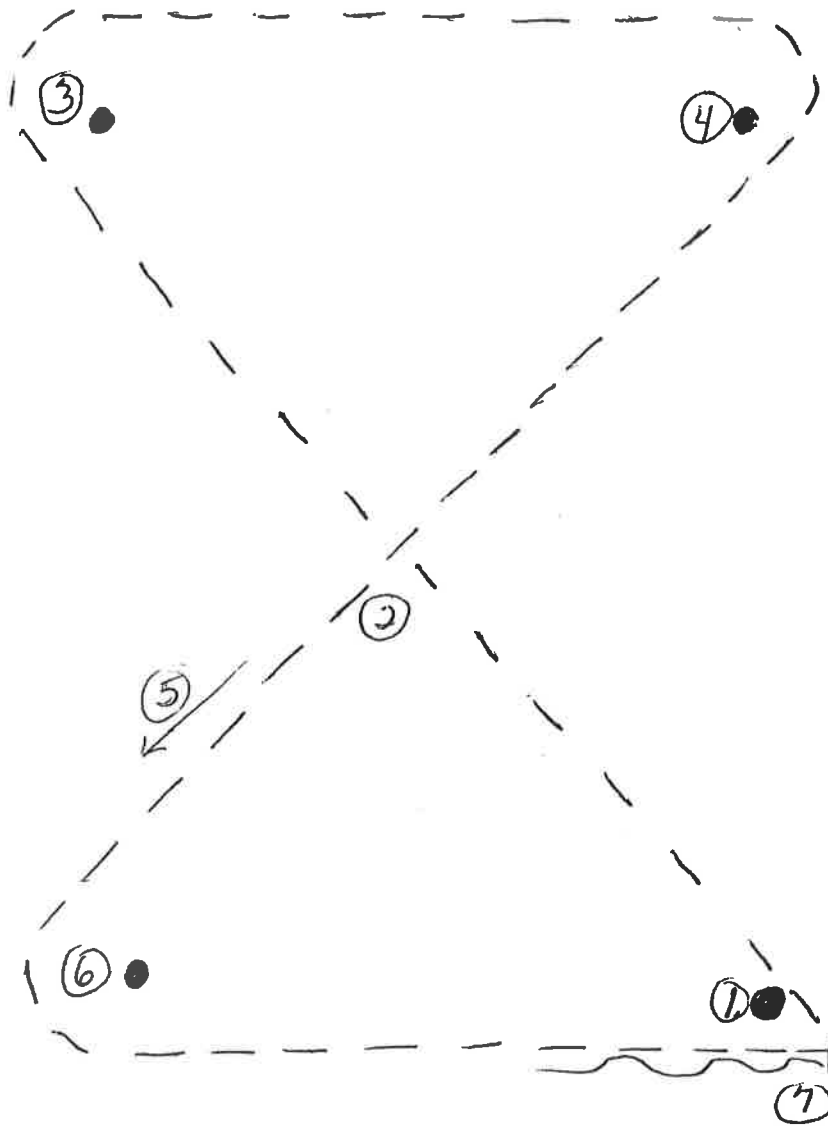
## HORSEMANSHIP



1. Jog to cone 2.
2. Extend jog from cone 2 to 3.
3. At cone 3, pick up left lead and lope a circle around cone 3 .
4. At the "X" change leads,
5. Extend the lope around cone 4
6. Stop and back at least 10 feet.
7. Complete two spins to the right. Take a place on the rail, left shoulder on the rail.

# EQUITATION

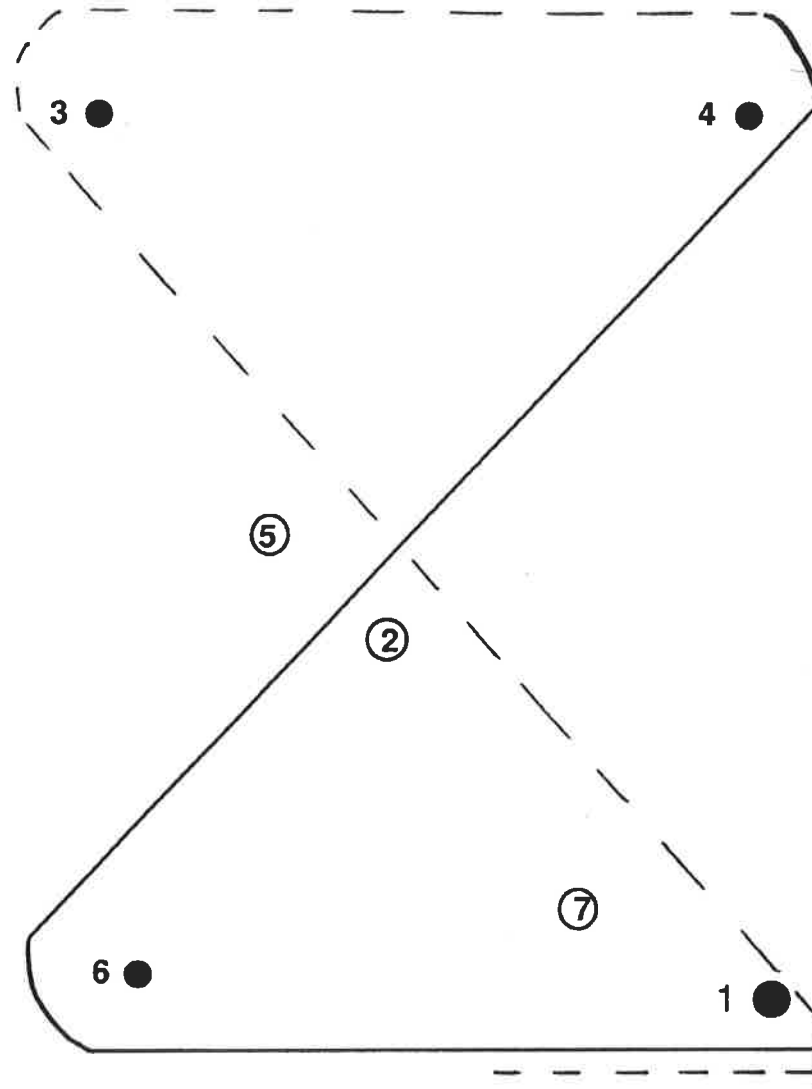
SMALL FRY



1. Posting trot - right diagonal
2. Change diagonal
3. Sitting trot
4. Posting trot - left diagonal
5. Posting trot - right diagonal
6. Posting trot to cone # 1
7. Stop and back

# EQUITATION

NOVICE YOUTH  
NOVICE AMATEUR  
13 UNDER

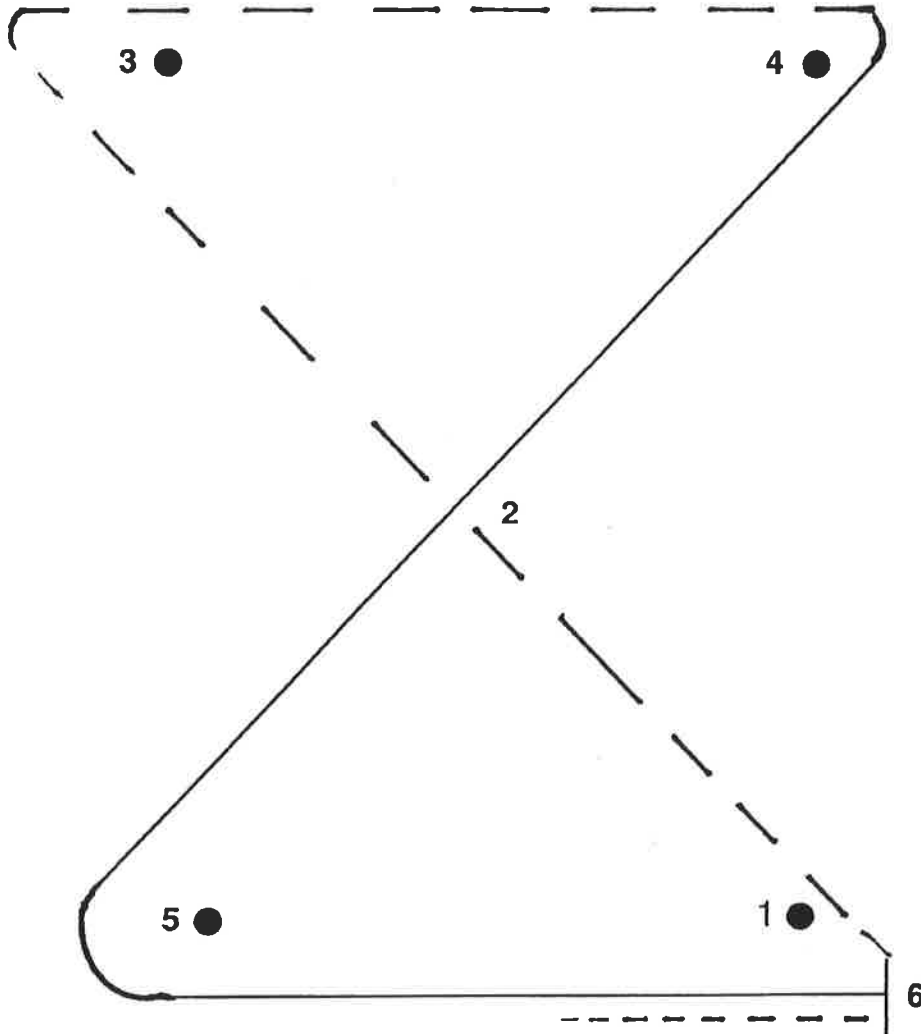


- 1. Posting Trot - Right Diagonal**
- 2. Change Diagonal**
- 3. Sitting Trot**
- 4. Canter Right Lead**
- 5. Simple Change**
- 6. Canter left lead**
- 7. Stop and Back**

# EQUITATION

YOUTH  
AMATEUR  
SELECT

14-18

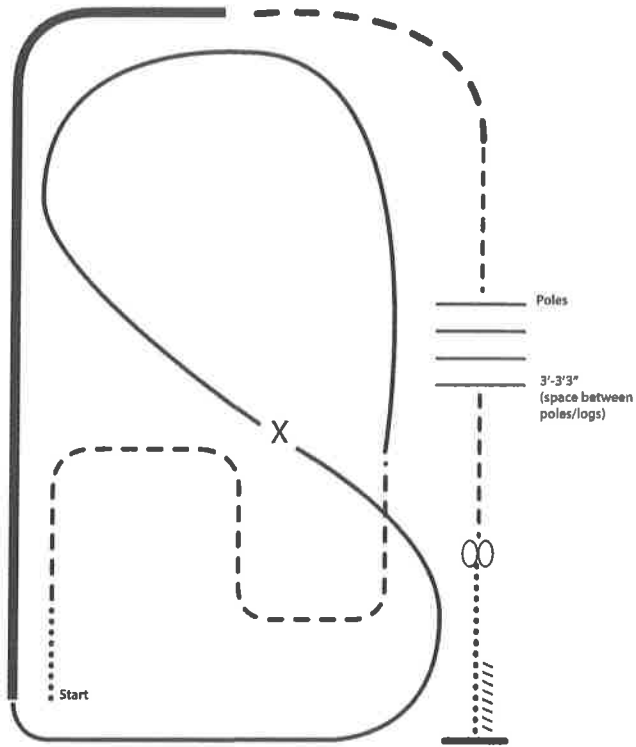


- 1. Posting Trot - Right Diagonal**
- 2. Change Diagonal**
- 3. Sitting Trot**
- 4. Pick Up Right Lead - FORWARD CANTER  
In Two Point Position**
- 5. Counter Canter - Sitting Position**
- 6. Stop and Back**



Friday  
All

**RANCH RIDING - PATTERN 4**

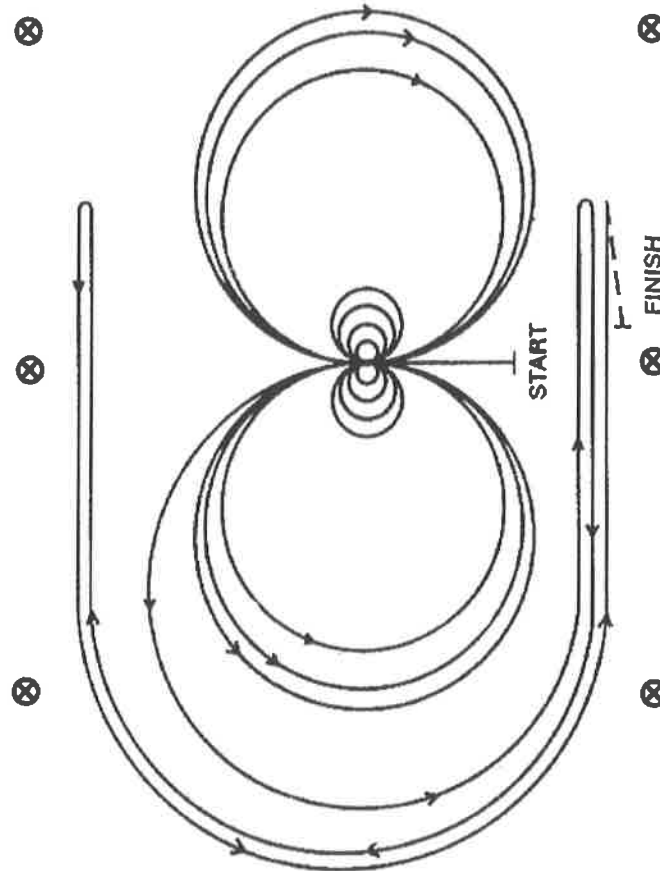


- X Lead Change
- Walk
- - - Trot
- - - - Ext trot
- Lope
- Ext Lope
- //// Back

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

Friday  
Amateur

**REINING PATTERN 6**



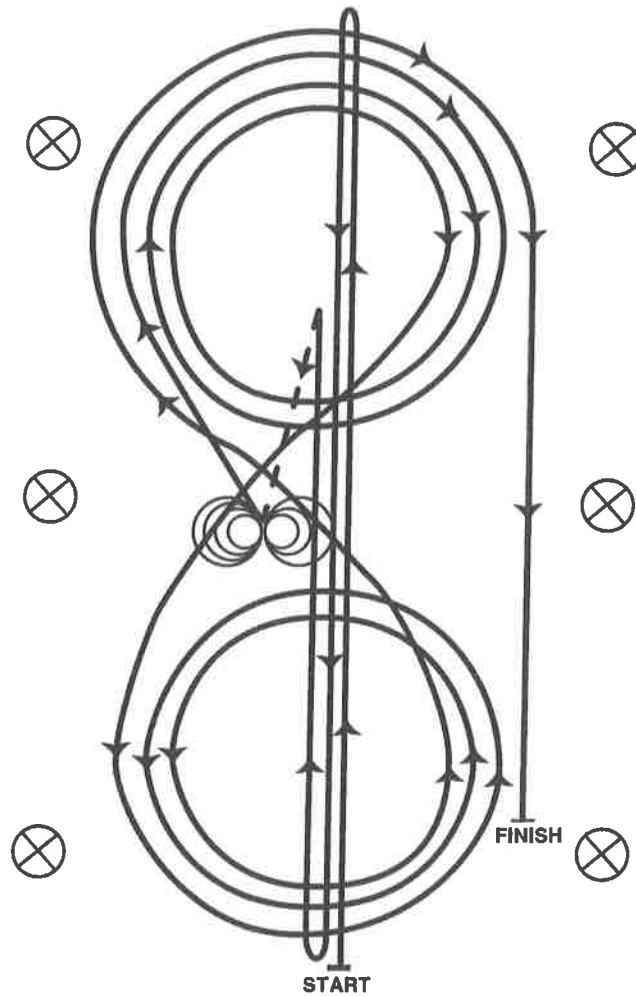
Horse must walk or stop prior to starting pattern.

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

1. Complete four spins to the right.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: 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 right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large 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.
6. Continue back 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.
7. 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 the completion of the pattern.

Rider may drop bridle to the designated judge.

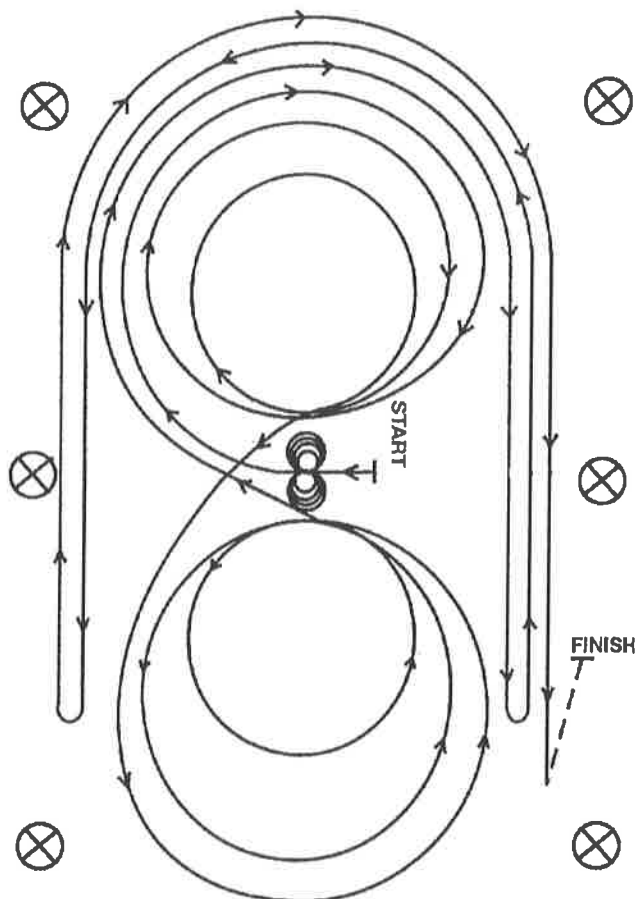
## REINING PATTERN 7



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 the center of the arena or at least ten feet (3 meters). Hesitate.
  4. Complete four spins to the right.
  5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
  6. Beginning on the right lead, 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.
  7. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
  8. Begin a large circle to the right but do not close this circle. Run straight down 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. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

# Friday Open

## REINING PATTERN 8



Horse must walk or stop prior to starting pattern.

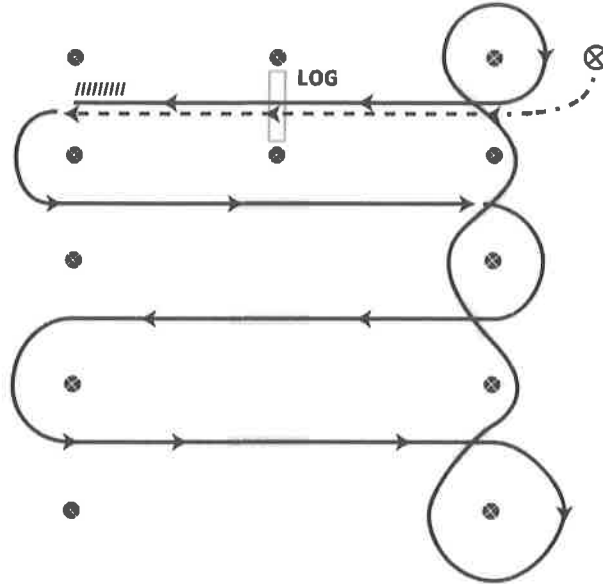
Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, 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.
4. 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.
5. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down 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. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

# Friday Amateur, Youth & Open

## WESTERN RIDING PATTERN 2

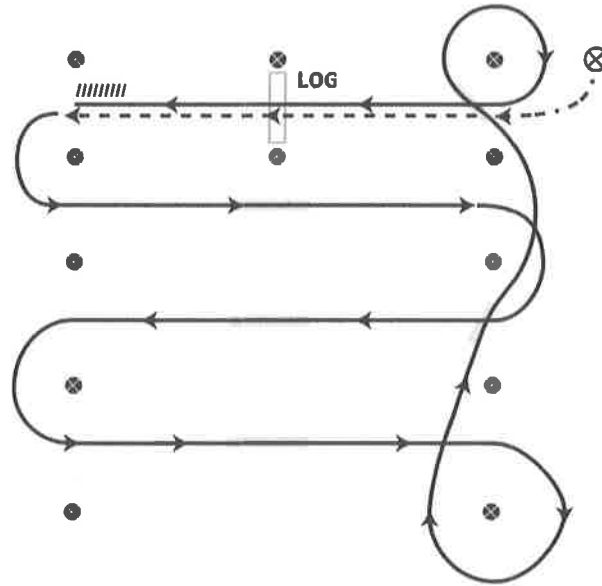


⊗ START CONE      WALK - - - - -      JOG - · - · - ·  
 LEAD CHANGING AREA [shaded]      LOPE —————

1. Walk, transition to jog, Jog over log
2. Transition to the lope, on the 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

# Friday

## GREEN WESTERN RIDING PATTERN 2



⊗ START CONE      WALK - - - - -      JOG - - - - -  
LEAD CHANGING AREA      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