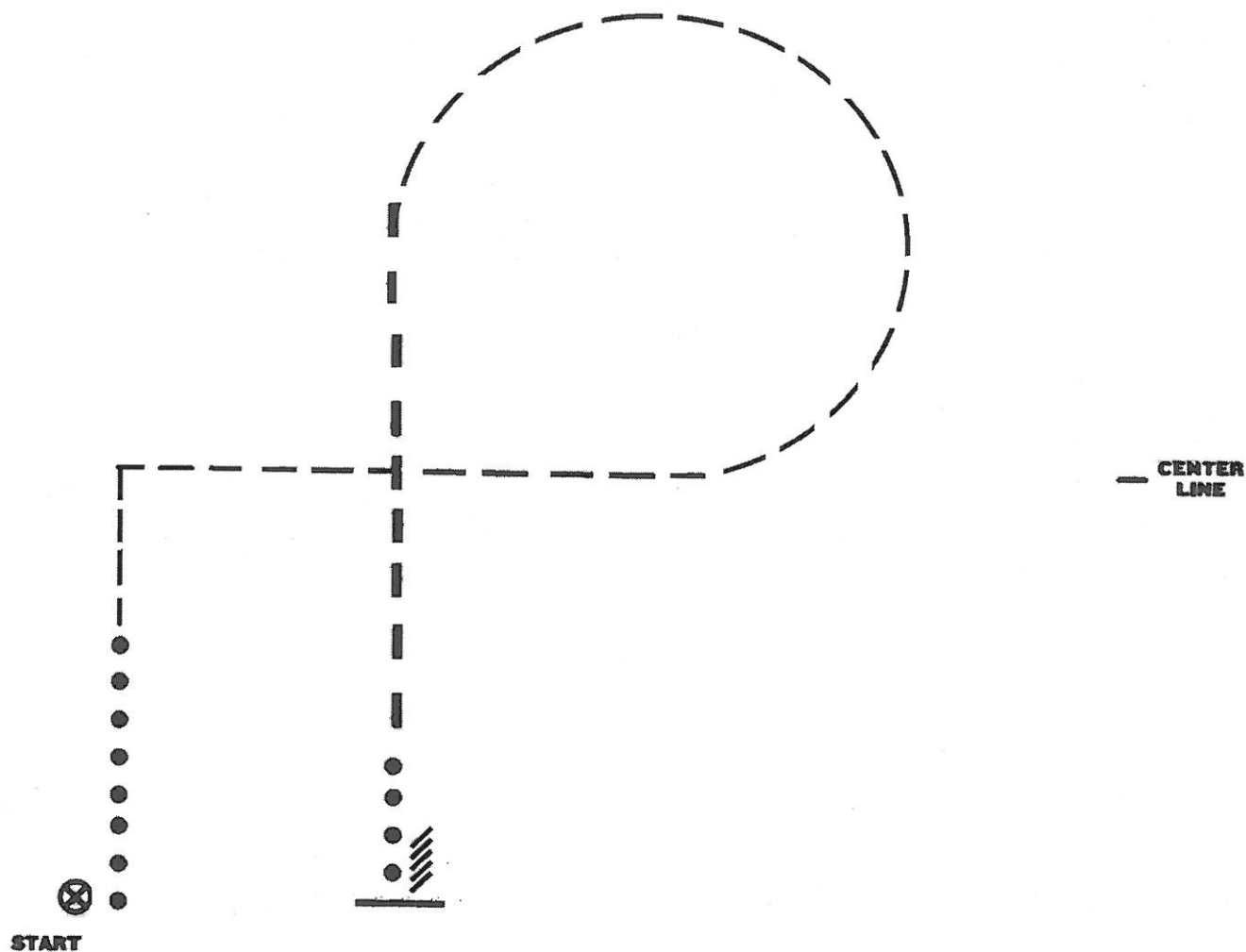


HORSEMANSHIP

Small Fry

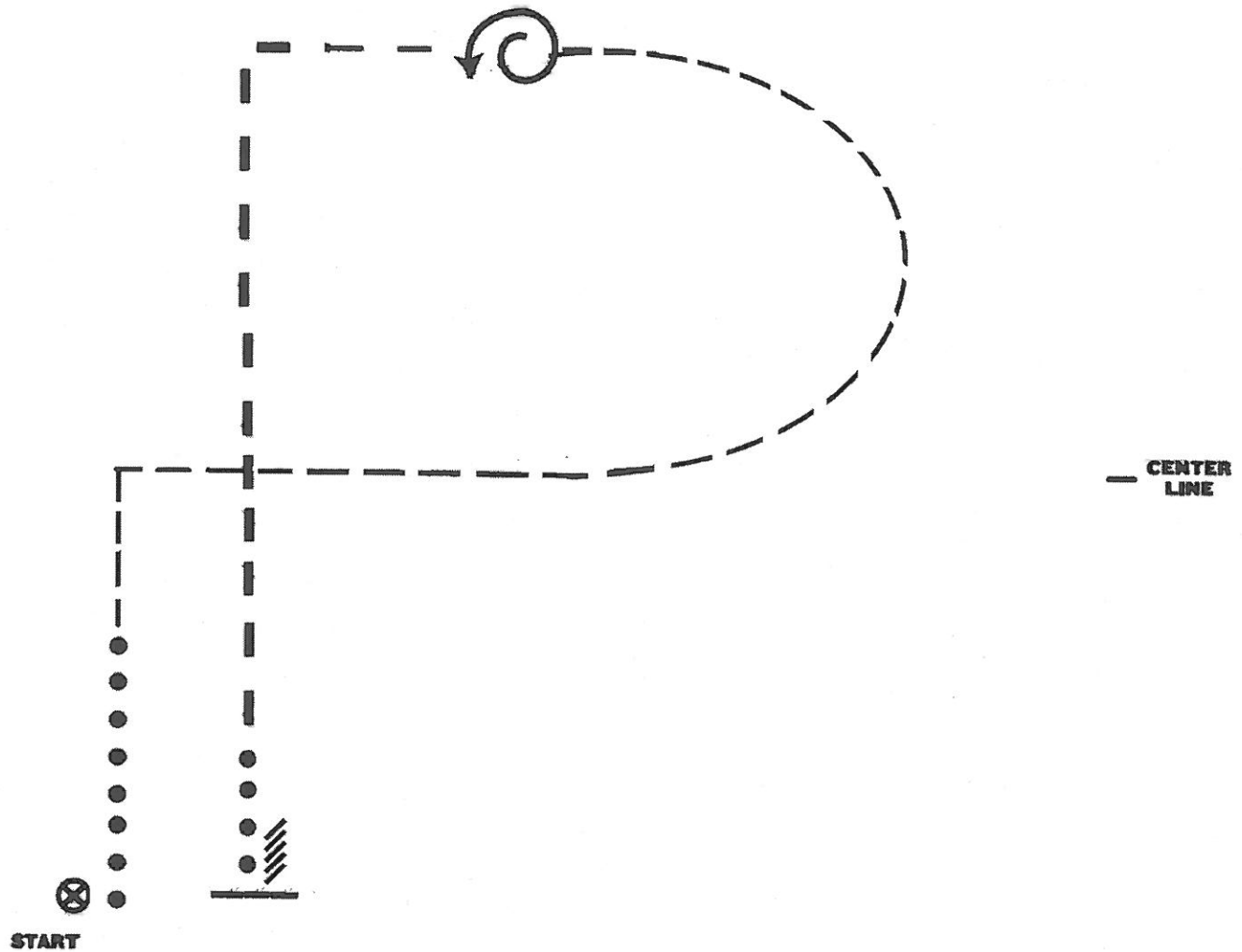


1. Walk approximately 2 horse lengths,
2. Jog corner and across center line arching as drawn,
3. Extend the jog on the straightaway
4. Walk approximately 1 horse length
5. Stop, back. Exit at the walk or jog.

John Pipkin Pattern

HORSEMANSHIP

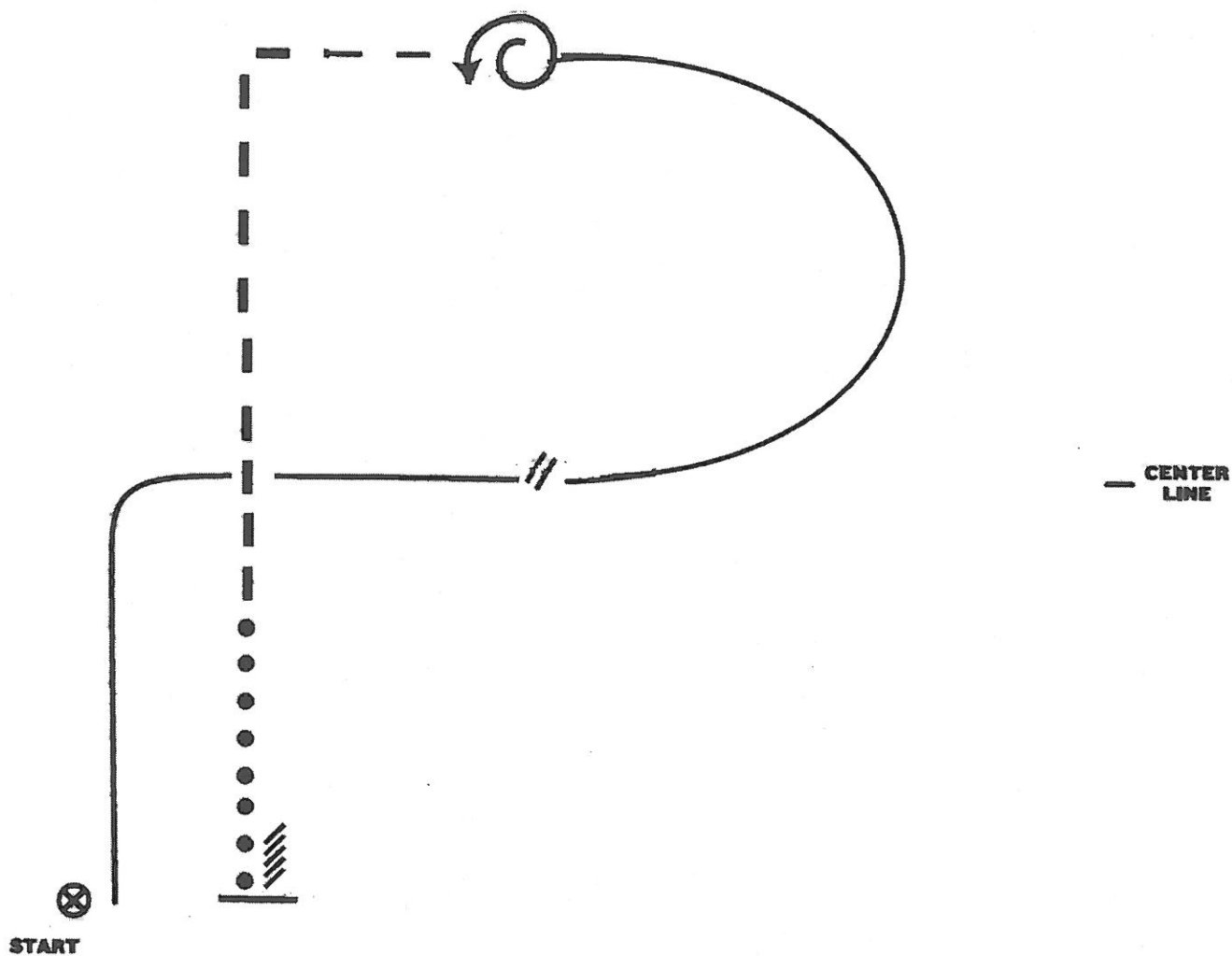
L1 Walk Trot Youth & Amateur



1. Walk approximately 2 horse lengths,
2. Jog corner and across center line arching as drawn,
3. Stop,
4. 360 turn left
5. Jog, building to an extended jog
6. Walk approximately 1 horse length
7. Stop, back. Exit at the walk or jog.

HORSEMANSHIP

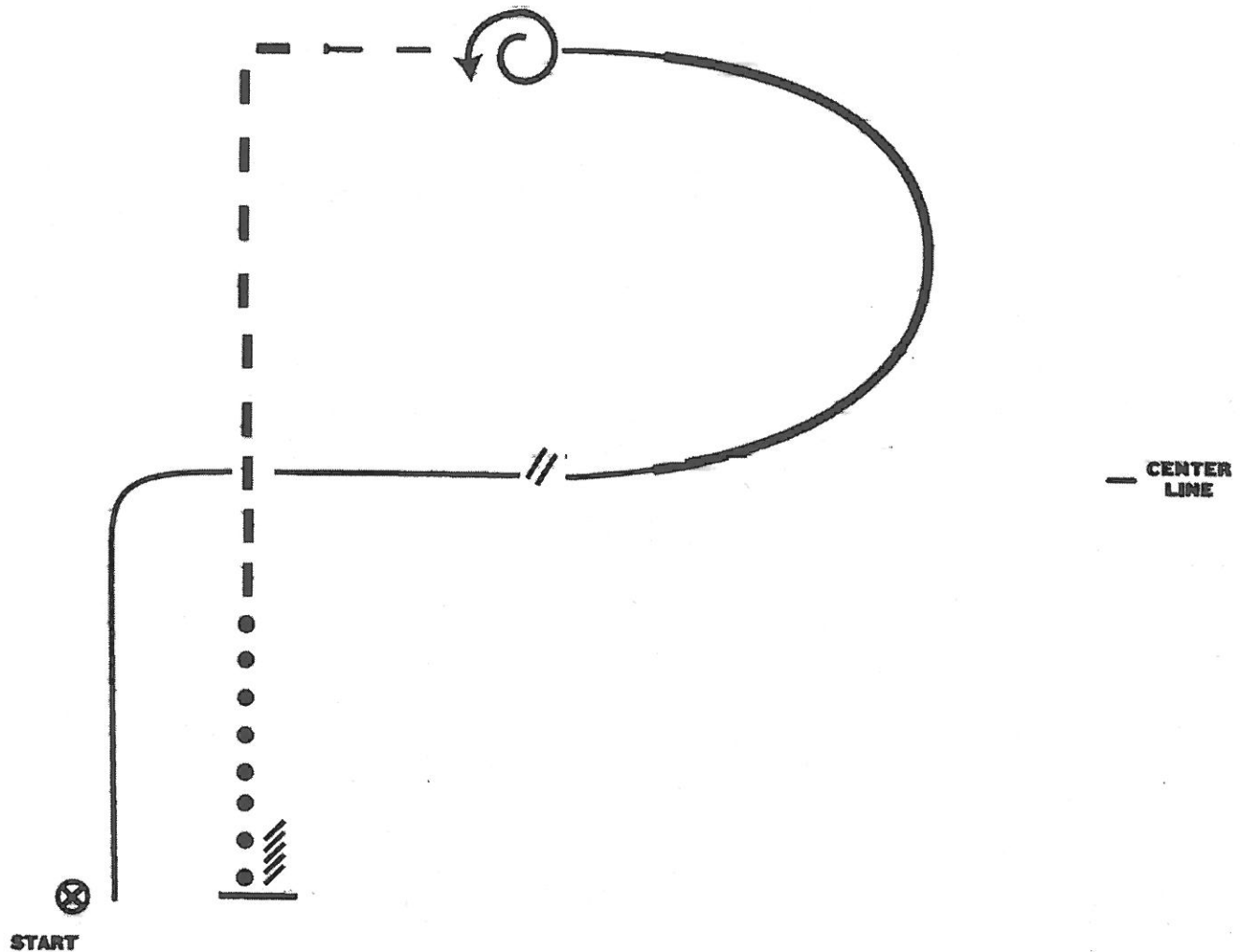
Level 1 Youth & Level 1 Amateur



1. Lope right lead to center
2. Change leads (simple or flying)
3. Lope left lead stop
4. 360 turn left
5. Jog, building to an extended jog
6. Walk approximately 2 horse lengths,
7. Stop, back. Exit at the walk or jog.

HORSEMANSHIP

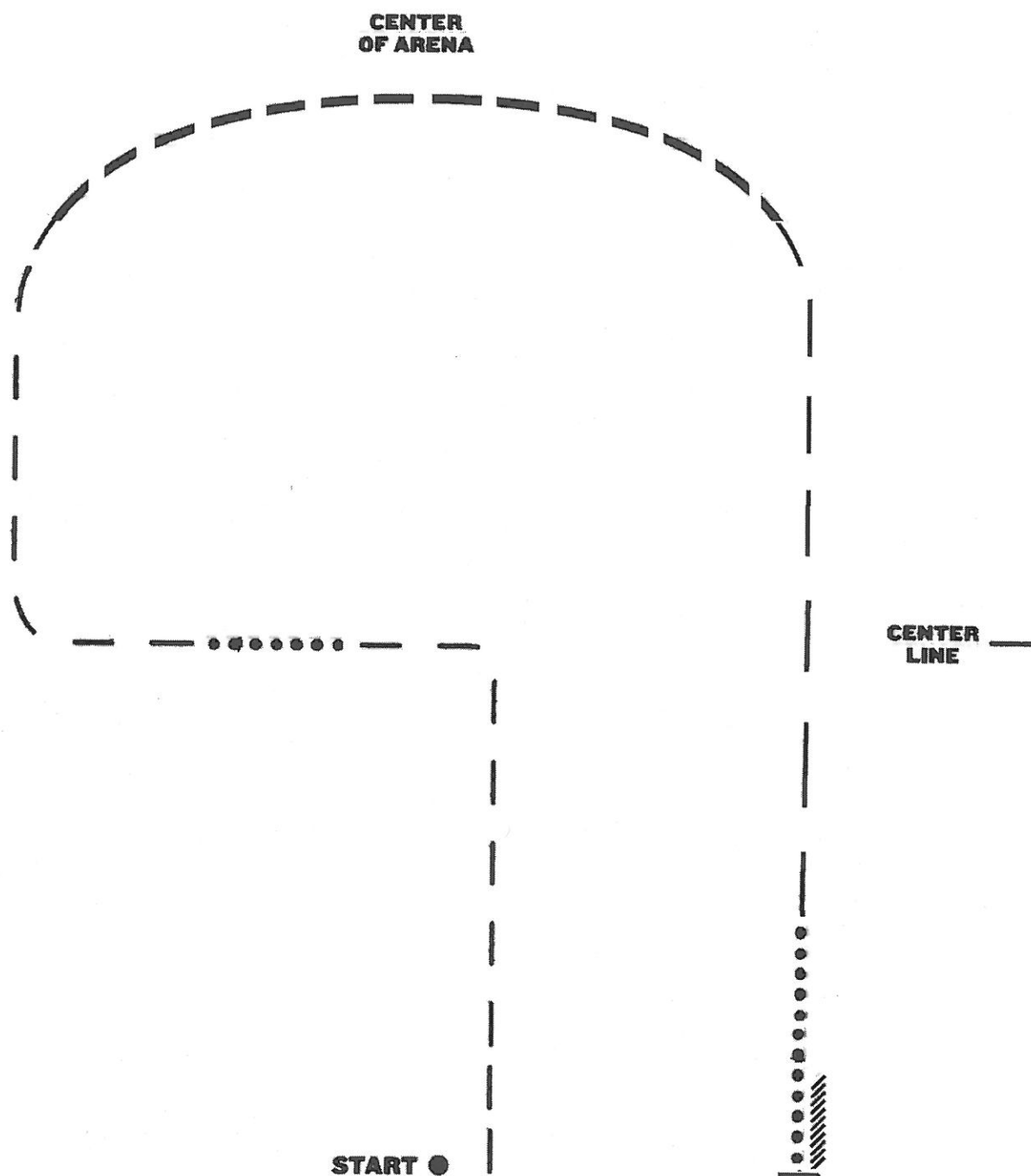
Youth, Amateur & Select



1. Lope right lead to center
2. Change leads (simple or flying)
3. Lope left lead building speed, collect, stop
4. 360 turn left
5. Jog, building to an extended jog before the corner
6. Walk approximately 2 horse lengths,
7. Stop, back. Exit at the walk or jog.

EQUITATION

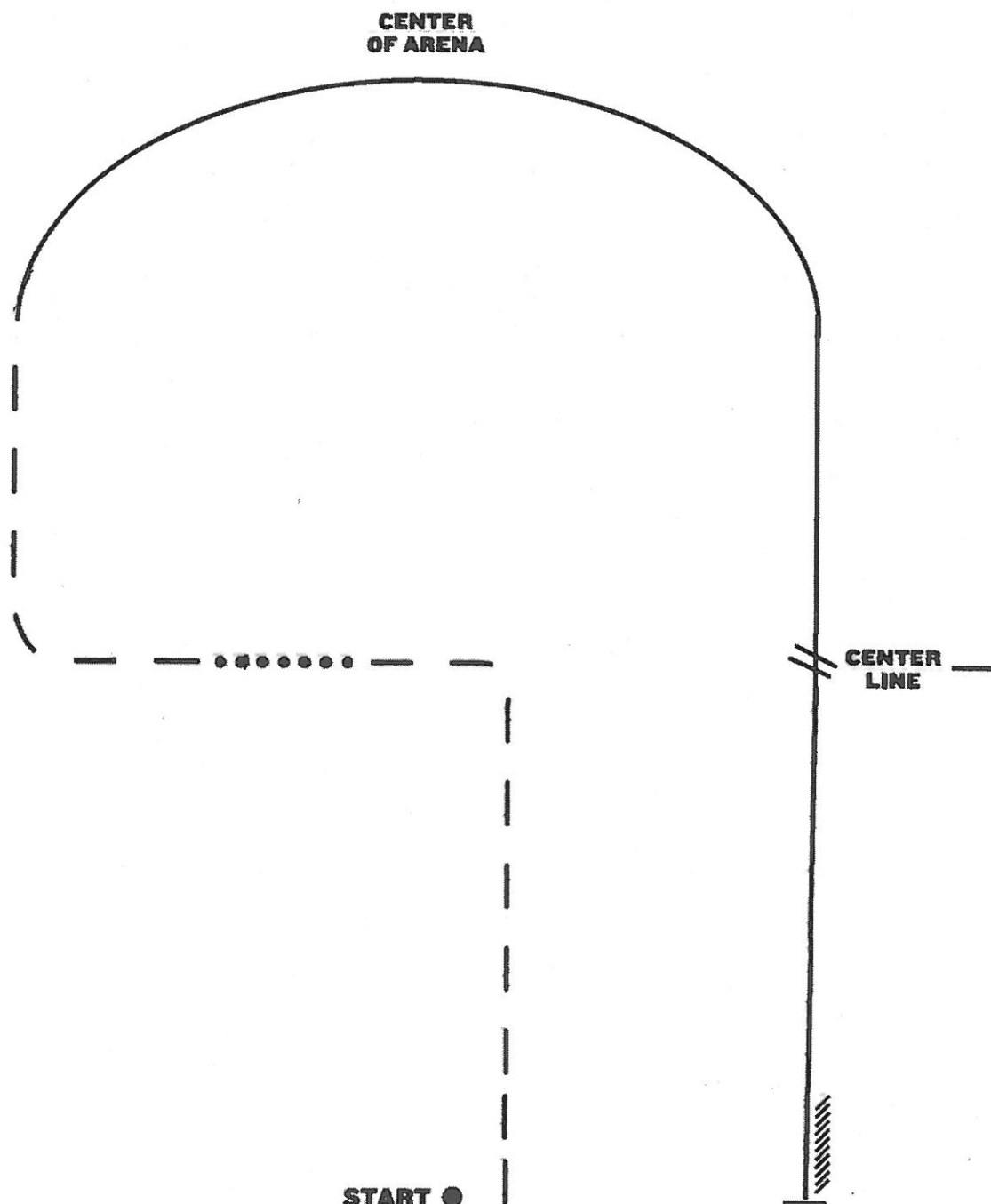
L1 Walk Trot Youth & Amateur



1. Posting trot, right diagonal
2. Break to a walk for several steps
3. Posting trot, left diagonal
4. Sitting Trot
5. Posting Trot, left diagonal
6. Walk 2-3 strides
7. Halt and back. Pattern is complete. Exit the arena at the trot (sitting or posting)

EQUITATION

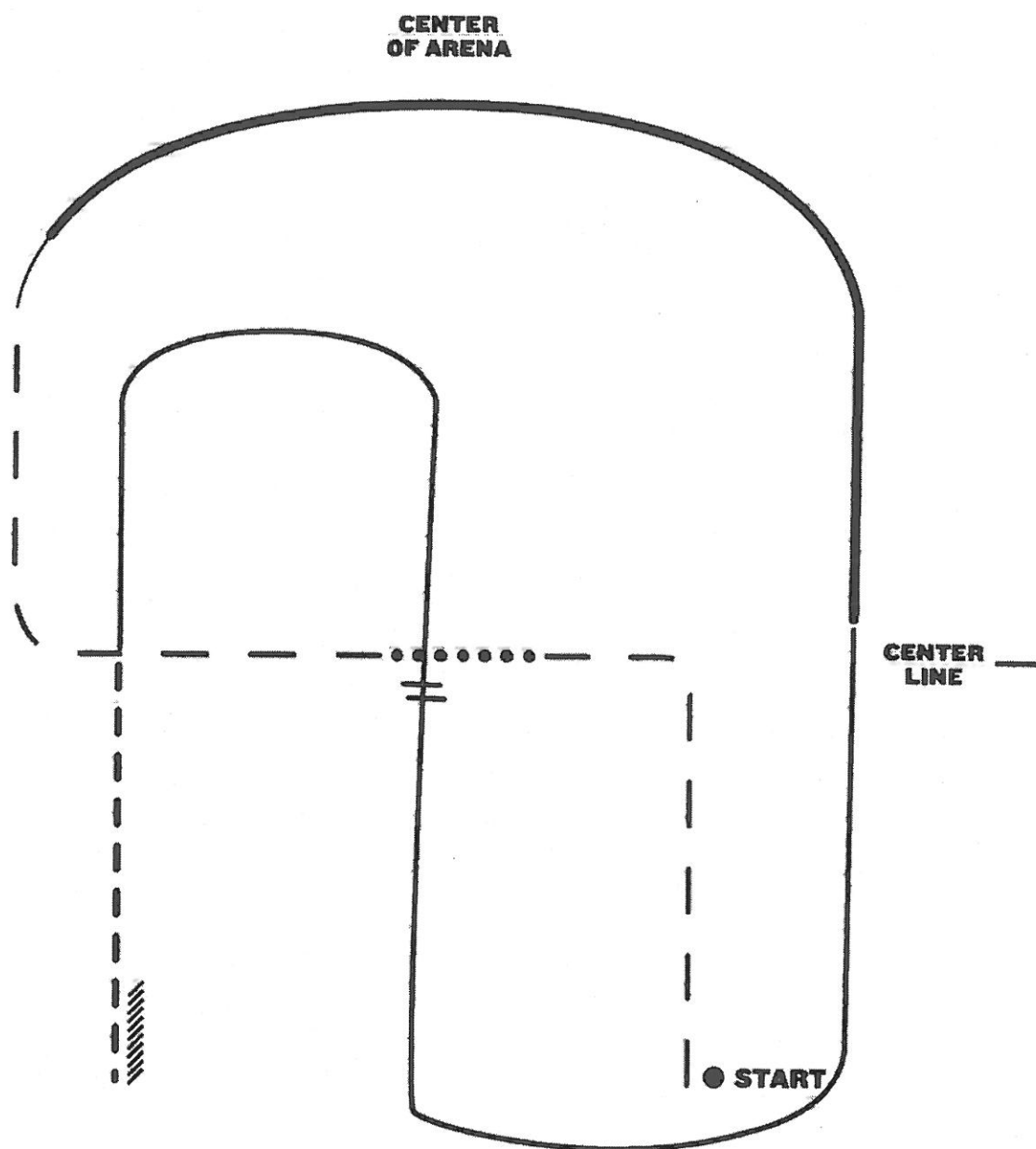
Level 1 Youth & Level 1 Amateur



1. Posting trot, right diagonal
2. Break to a walk for several steps
3. Posting trot, left diagonal
4. Right lead canter.
5. Change leads, (simple or flying) at center
6. Left lead canter
7. Halt and back. Pattern is complete. Exit the arena at the trot (sitting or posting)

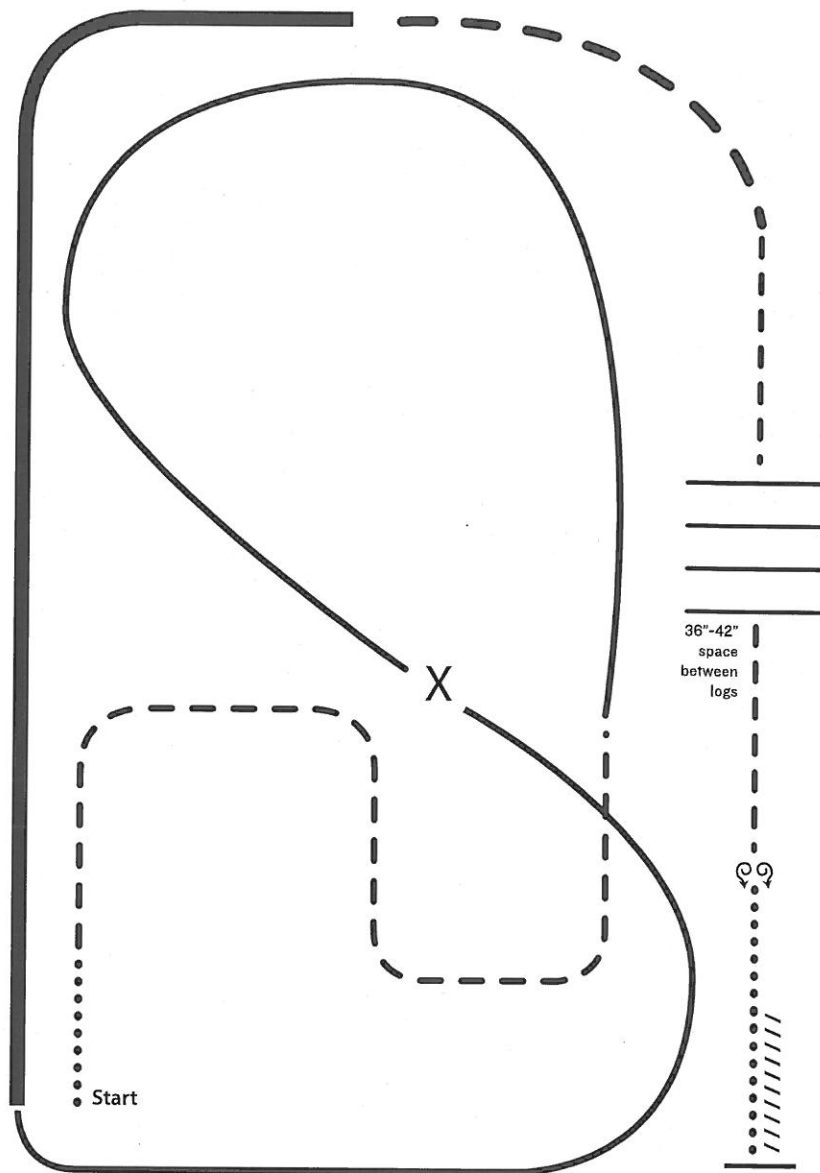
EQUITATION

Youth, Amateur & Select



1. Posting trot, right diagonal
2. Break to a walk for several steps
3. Posting trot, left diagonal
4. Right lead canter, gradually moving into a hand gallop around the top of the arena and down the long side
5. Collect the canter, down the long side, across the bottom of the arena and up the center of arena
6. Change leads, (simple or flying) at center
7. Left lead canter as drawn
8. Sitting trot
9. Halt and back. Pattern is complete. Exit the arena at the trot (sitting or posting)

RANCH RIDING - PATTERN 3

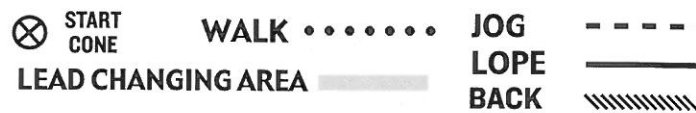
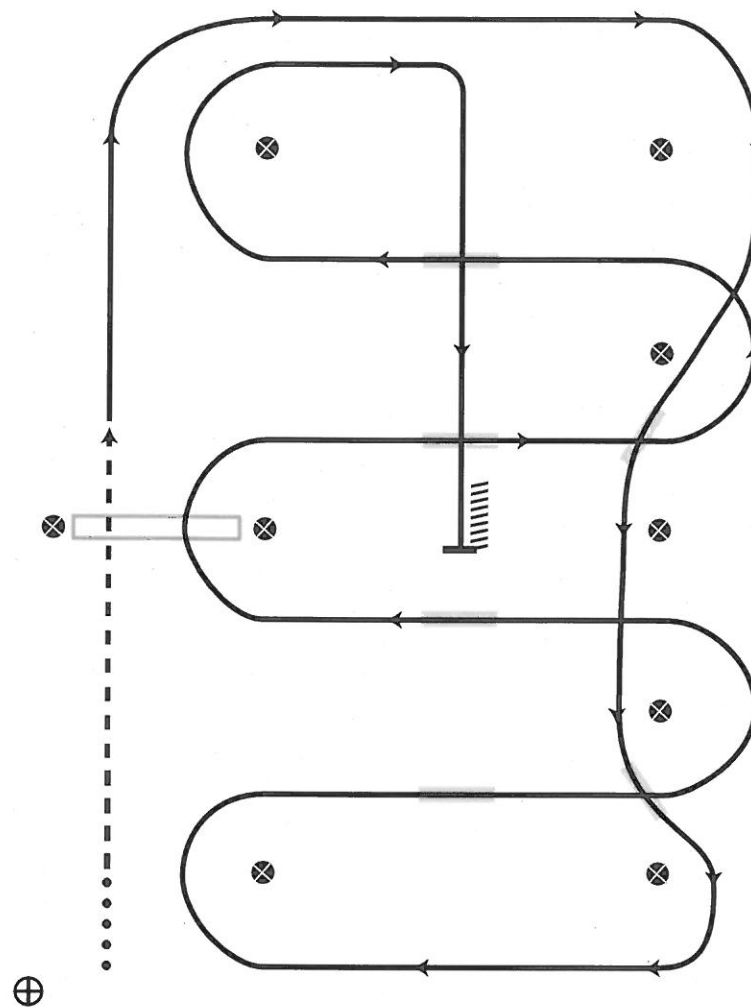


- X Lead Change
- • Walk
- - Trot
- - Ext trot
- Lope
- Ext Lope
- //// Back

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.

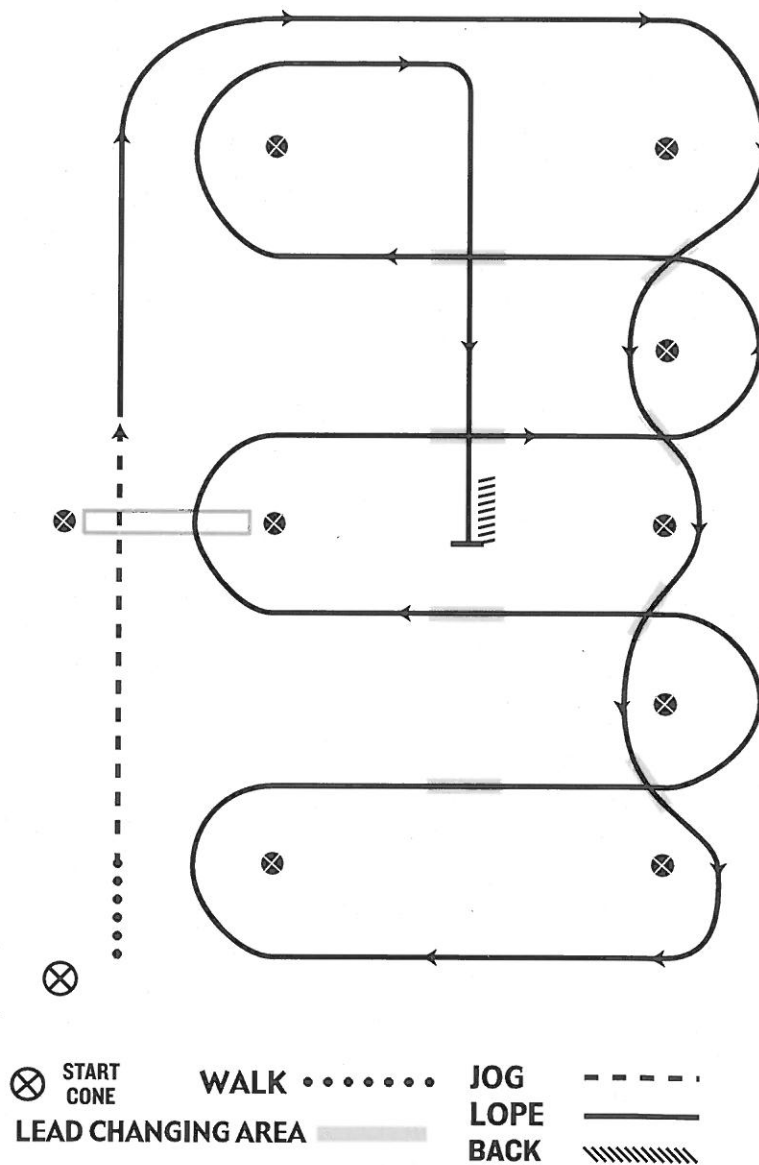
- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around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

LEVEL 1 WESTERN RIDING PATTERN 6



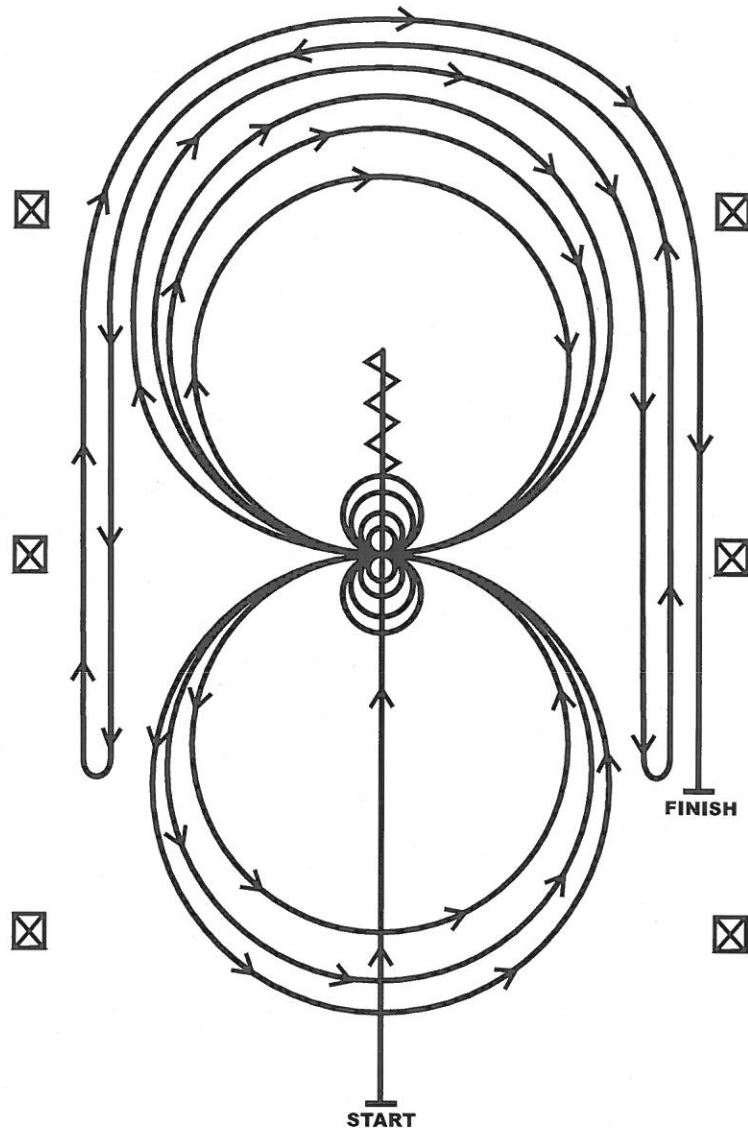
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

WESTERN RIDING PATTERN 6



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

REINING PATTERN 10



1. 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.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. 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.
5. 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.
6. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around 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 twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.