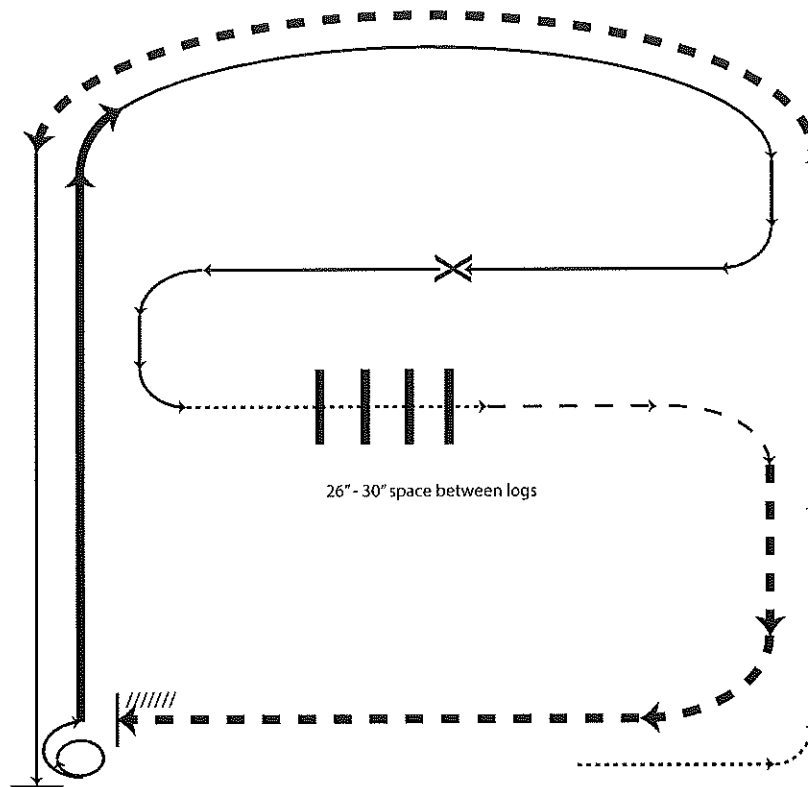


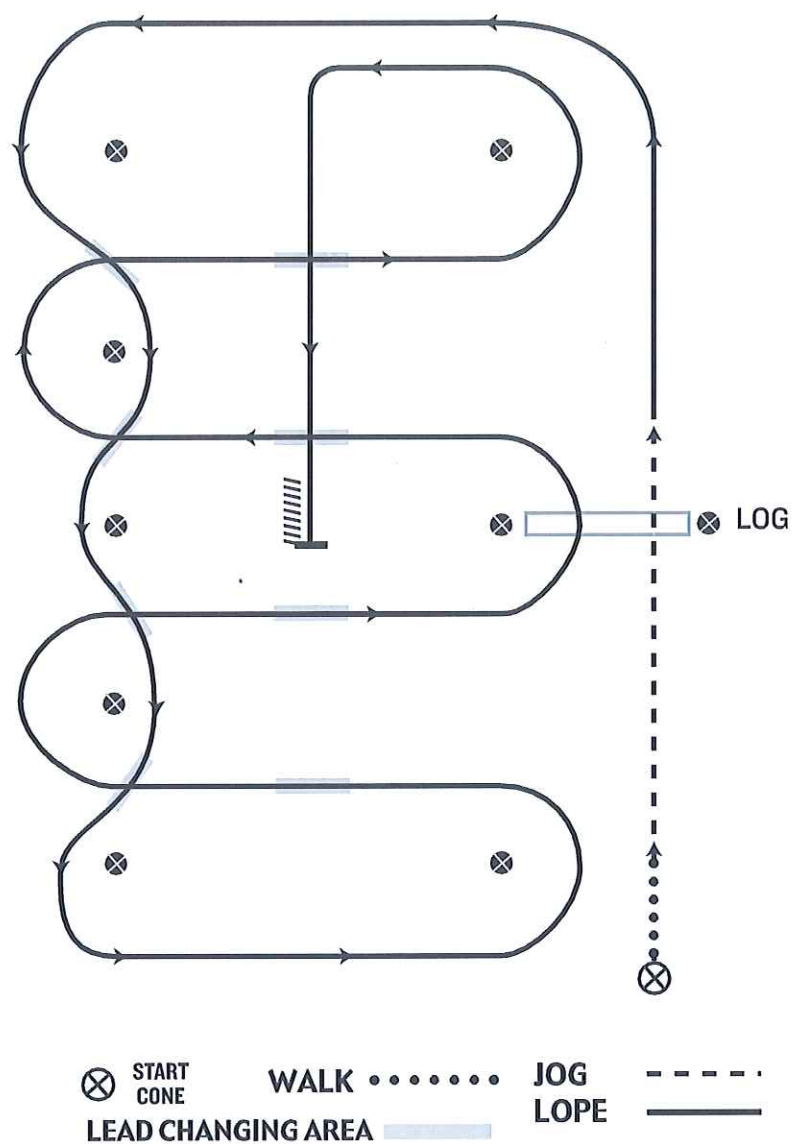
## RANCH RIDING – PATTERN 2



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

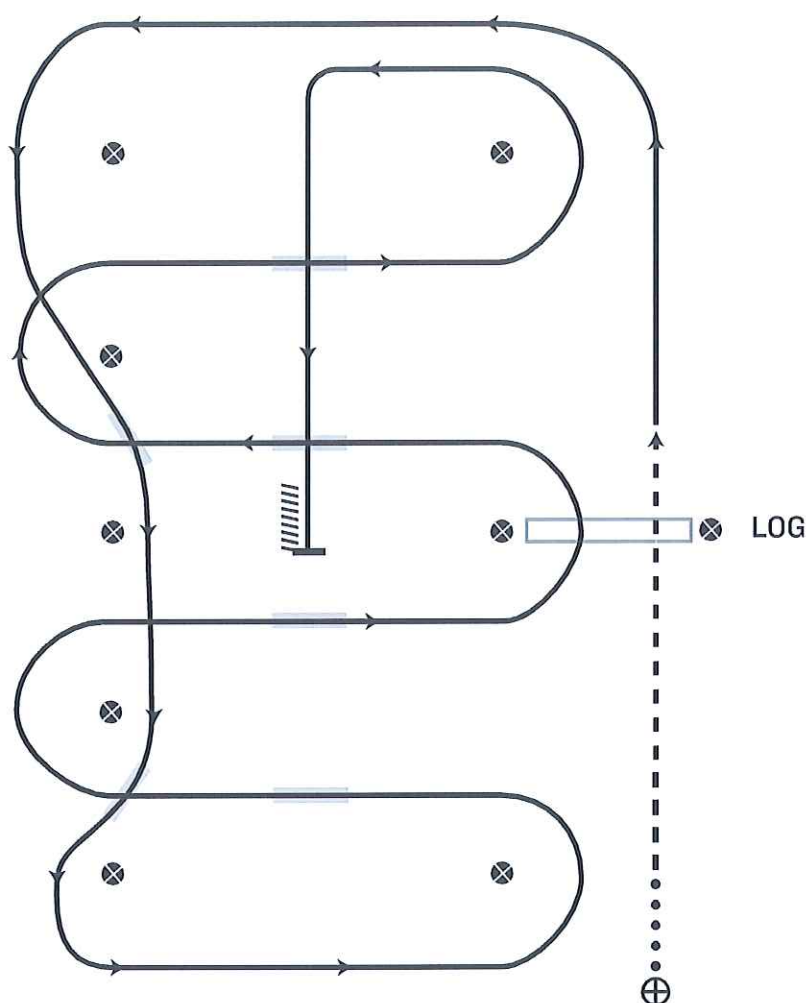
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

## WESTERN RIDING PATTERN 1



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
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

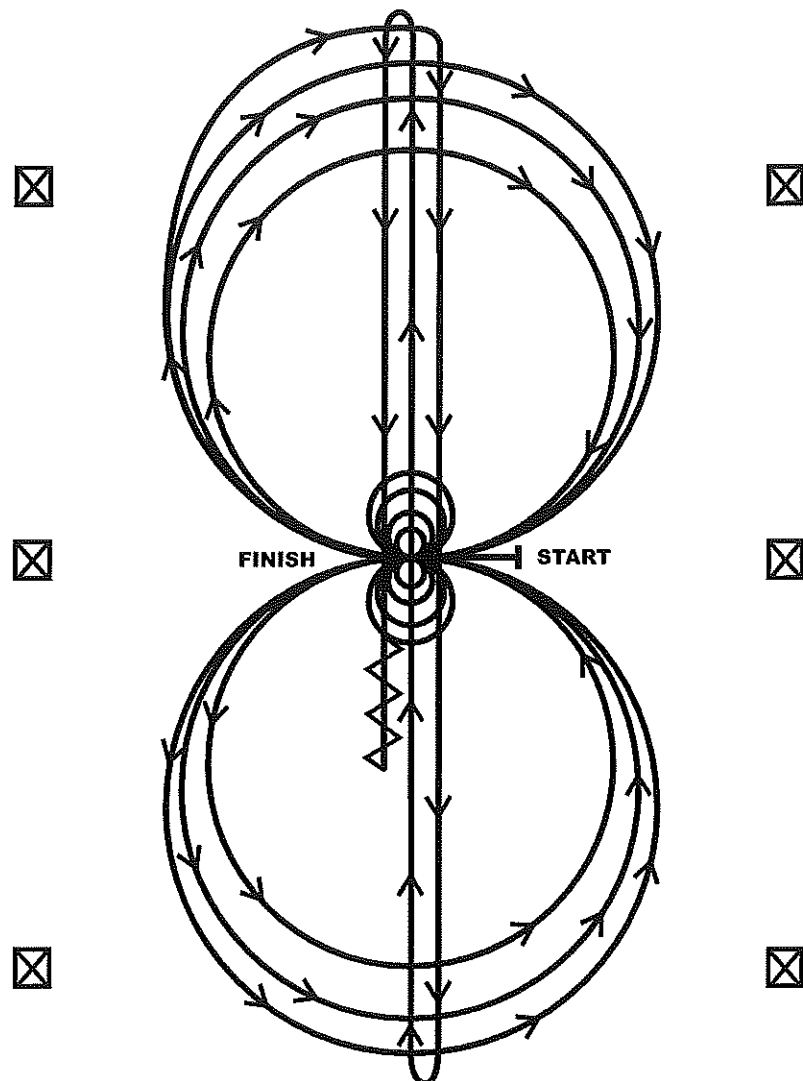
## LEVEL I WESTERN RIDING PATTERN I



⊗ START CONE      WALK .....      JOG .....  
 LEAD CHANGING AREA      LOPE ———

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

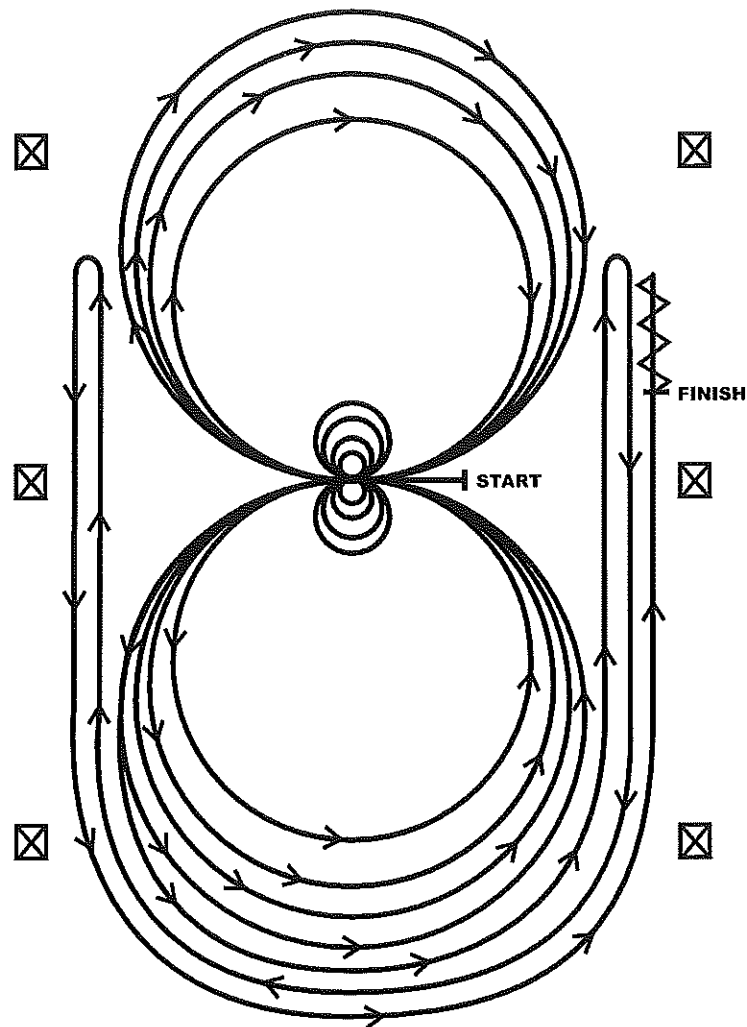
## REINING PATTERN 2



Horses may walk or jog to the center of arena. Horses 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 ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

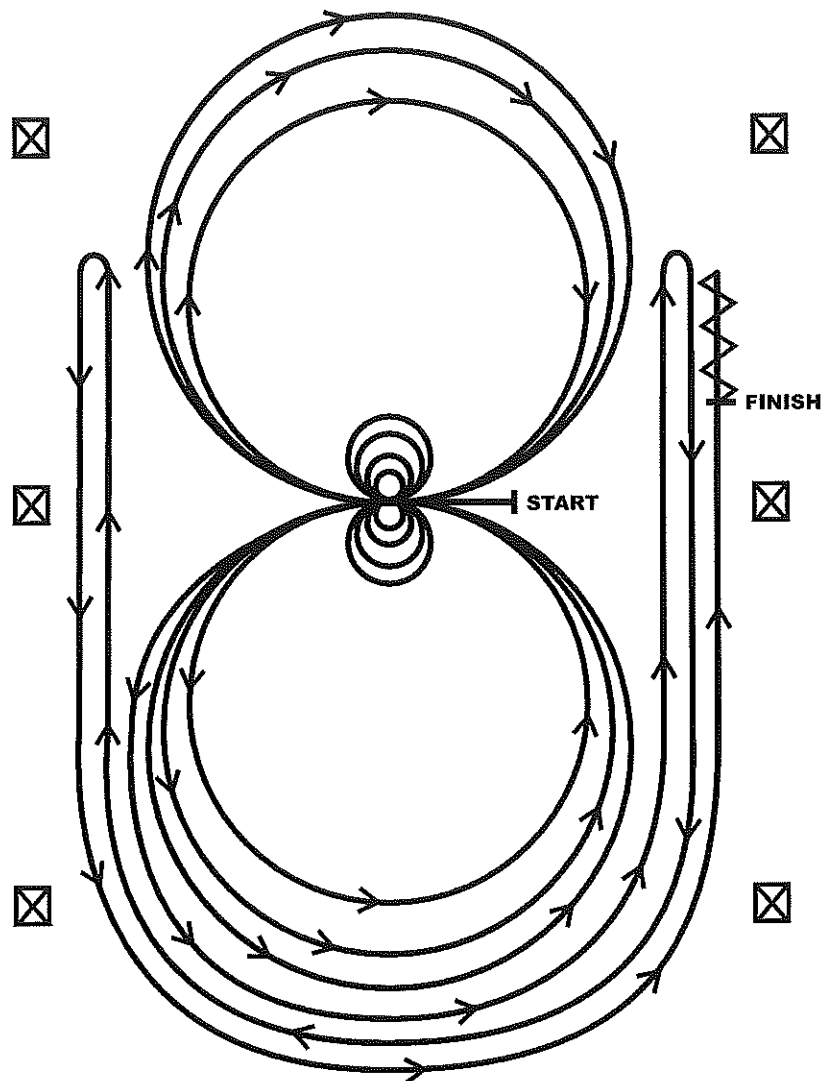
## REINING PATTERN 5



Horses may walk or jog to the center of arena. Horses 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. Hesitate.
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. Hesitate.
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 twenty feet (six 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 twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

## REINING PATTERN 6

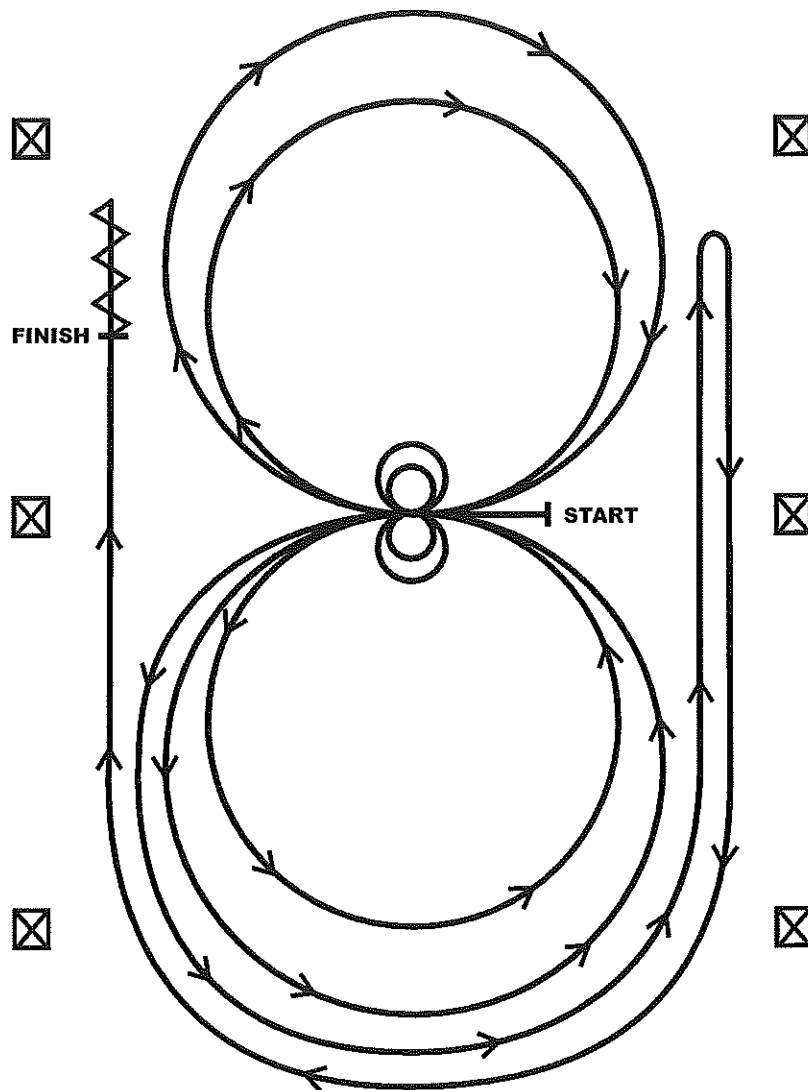


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
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 twenty feet (six 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 twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

## REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth I3 & Under



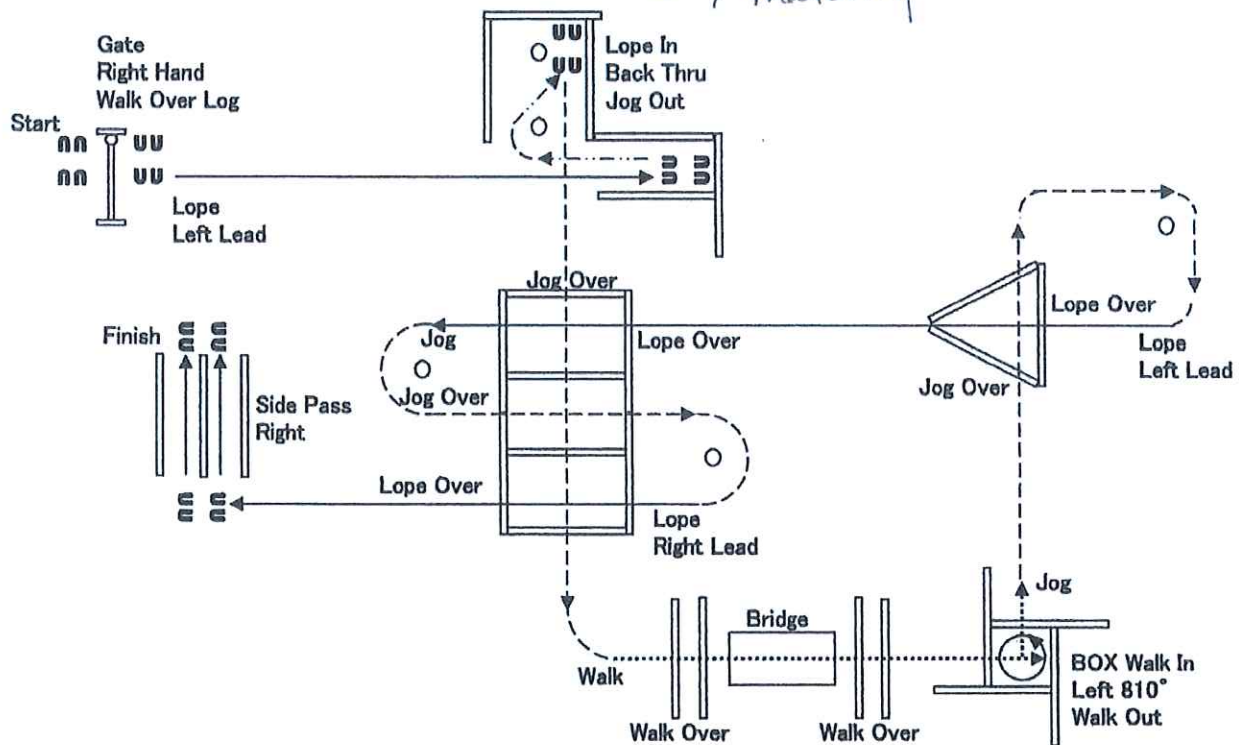
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern. See the Judges' Guide for a summary of other allowances made in the Handbook.

# TRAIL / Open

Designed by Akiko Ueda

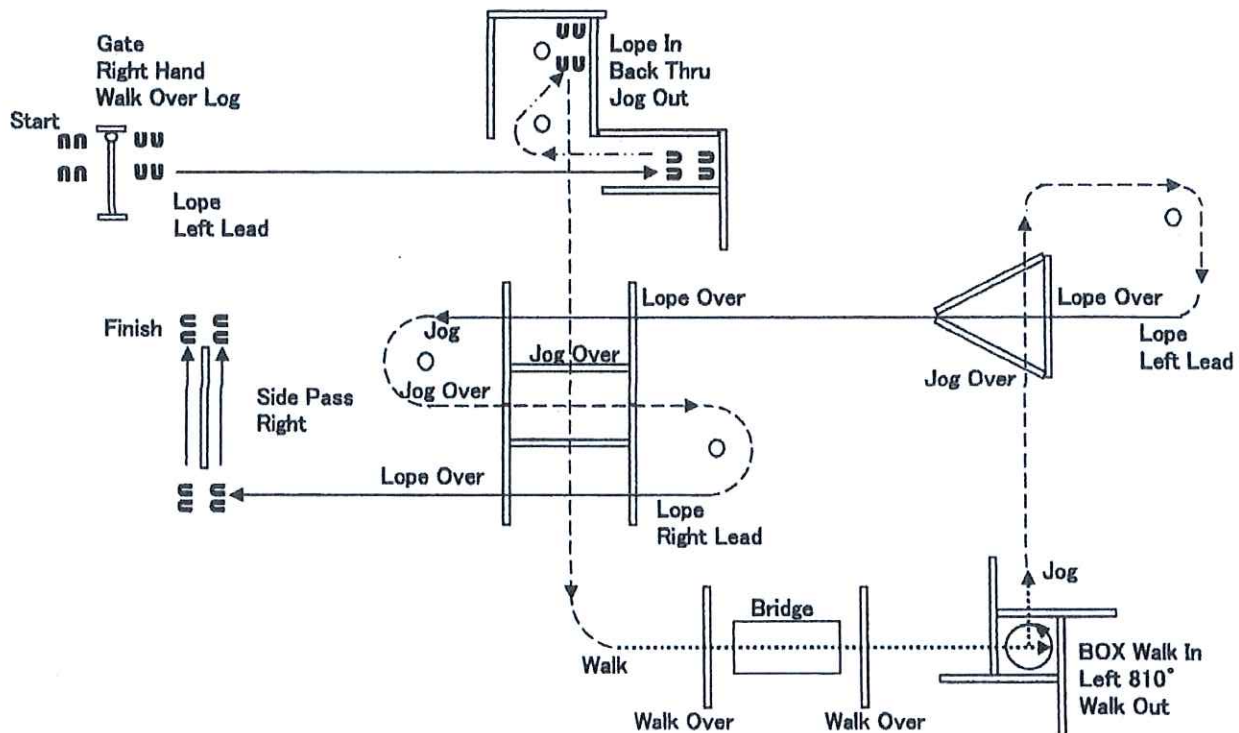
All ages / Maturity



# TRAIL / Amateur / Youth

Designed by Akiko Ueda

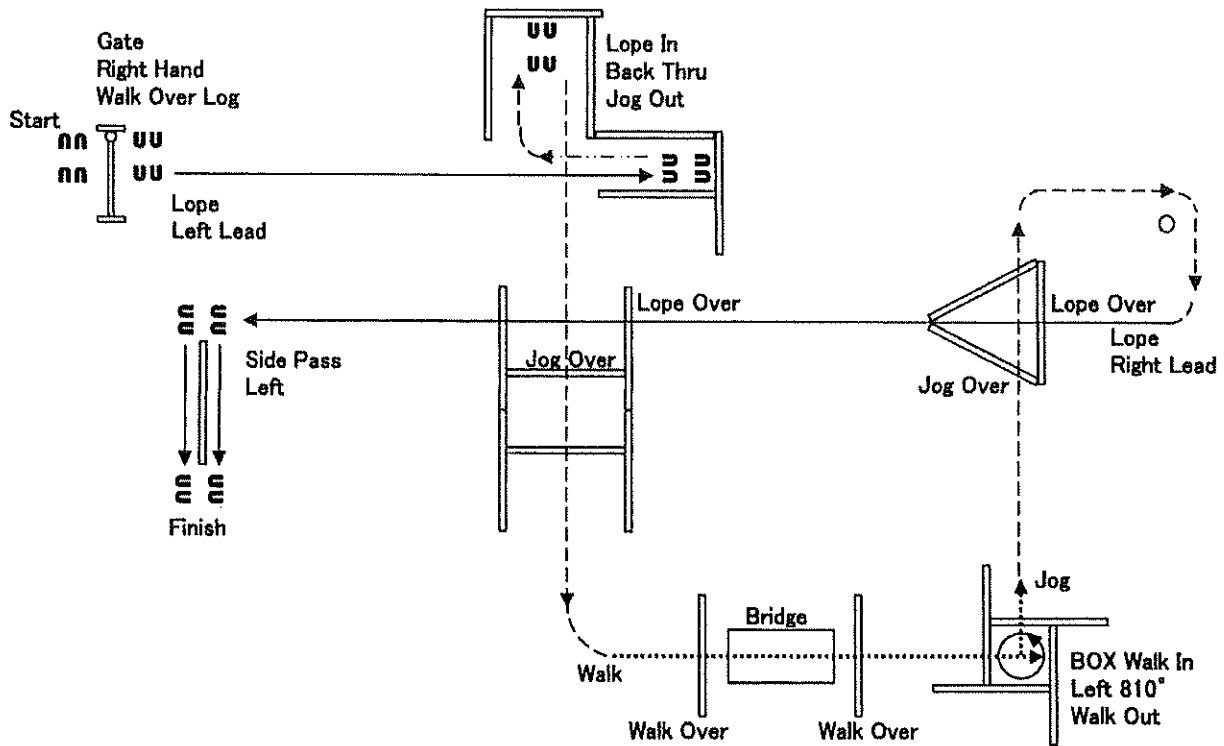
Open L1





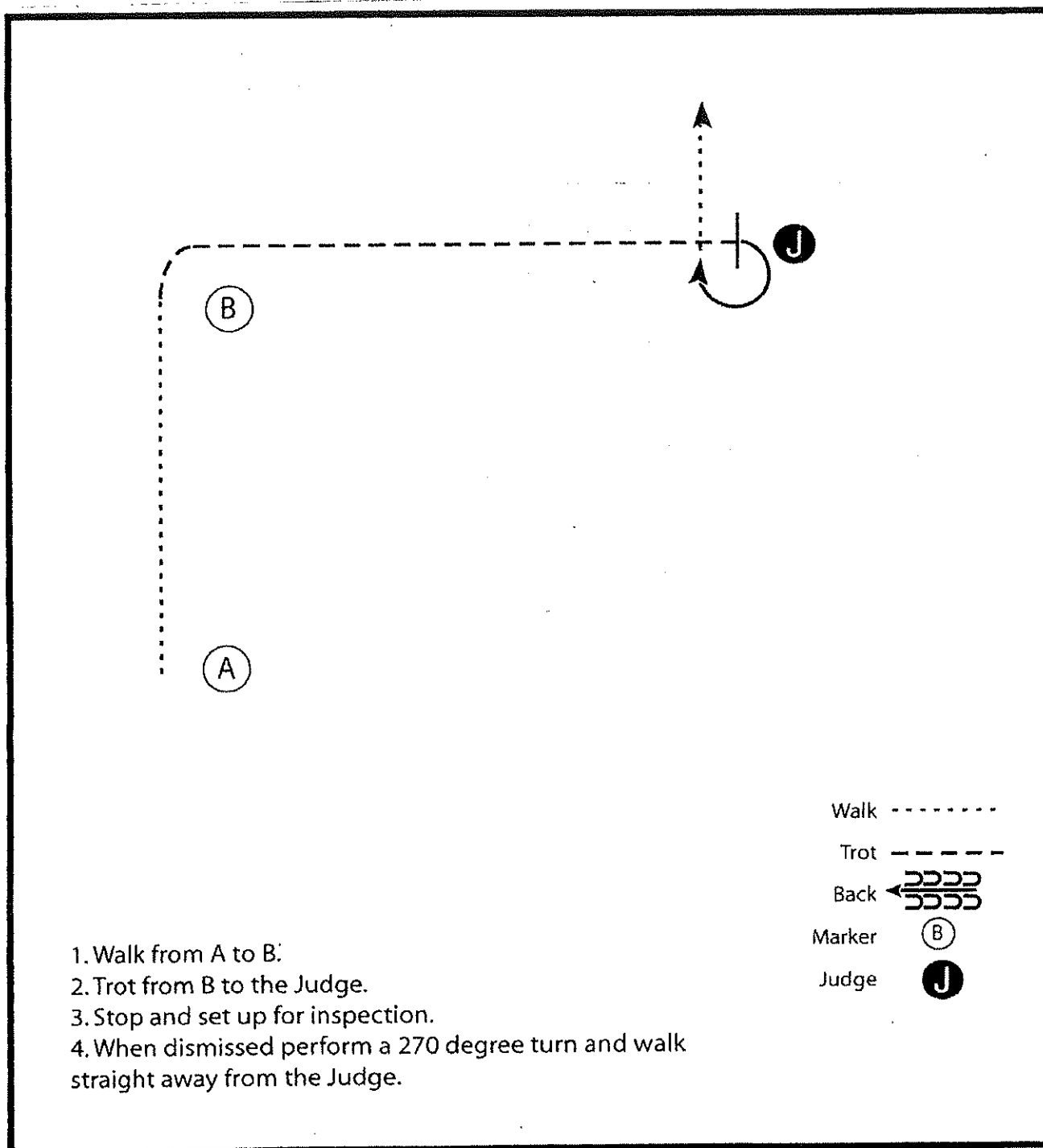
# TRAIL / Novice

Designed by Akiko Ueda



Rookie Yth  
Rookie Am  
Nov. Am  
Nov. Youth

## Showmanship Walk/Trot

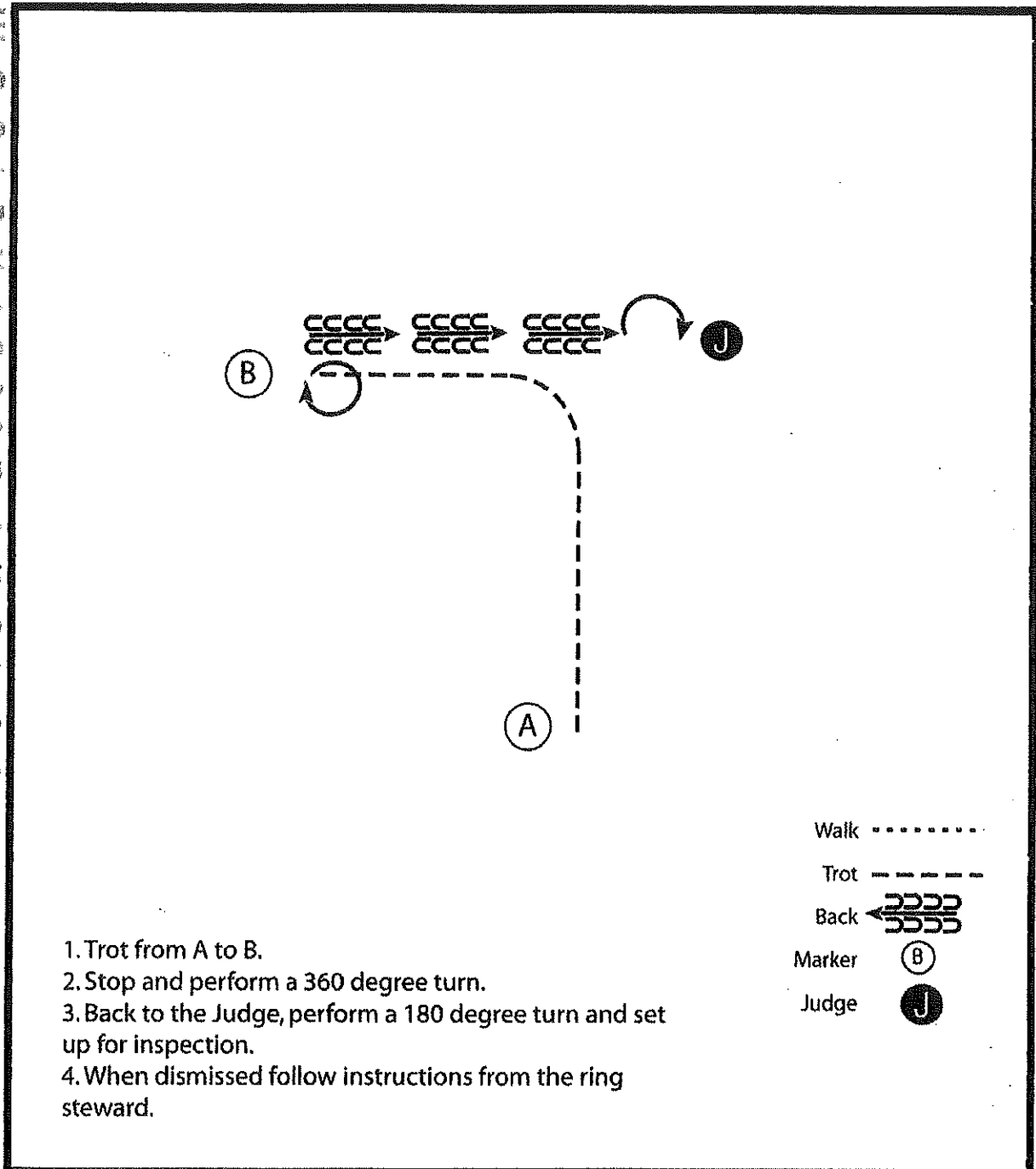


[S/WT-2]

Rookie Youth  
 Rookie Am  
 Nov Youth  
 Nov Am

Youth 11↓

# Showmanship (Youth..Amateur..~~Colt~~)



1. Trot from A to B.
2. Stop and perform a 360 degree turn.
3. Back to the Judge, perform a 180 degree turn and set up for inspection.
4. When dismissed follow instructions from the ring steward.

Pattern Provided by:

Youth  
Amateur

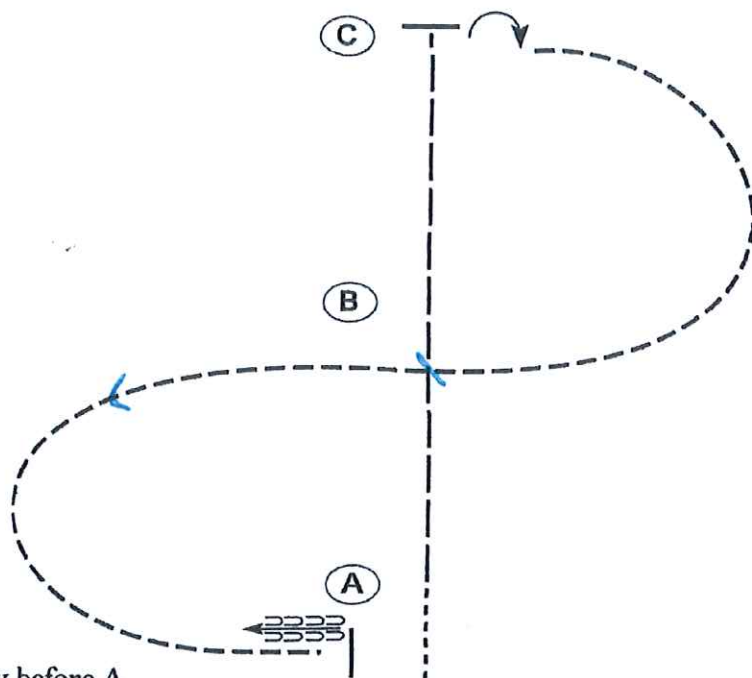
[S/3-13]

Show Date: 05/11/2016

# WALK-TROT EQUITATION

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. TROT - SITTING - to C
3. STOP at C. 90 degrees to right.
4. TROT - Left diagonal to B
5. At B - change diagonals
6. stop at A. Back 4 steps.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	XXXXX
Back	33333
Marker	(B)
Sidepass	----->

Pattern Provided by:

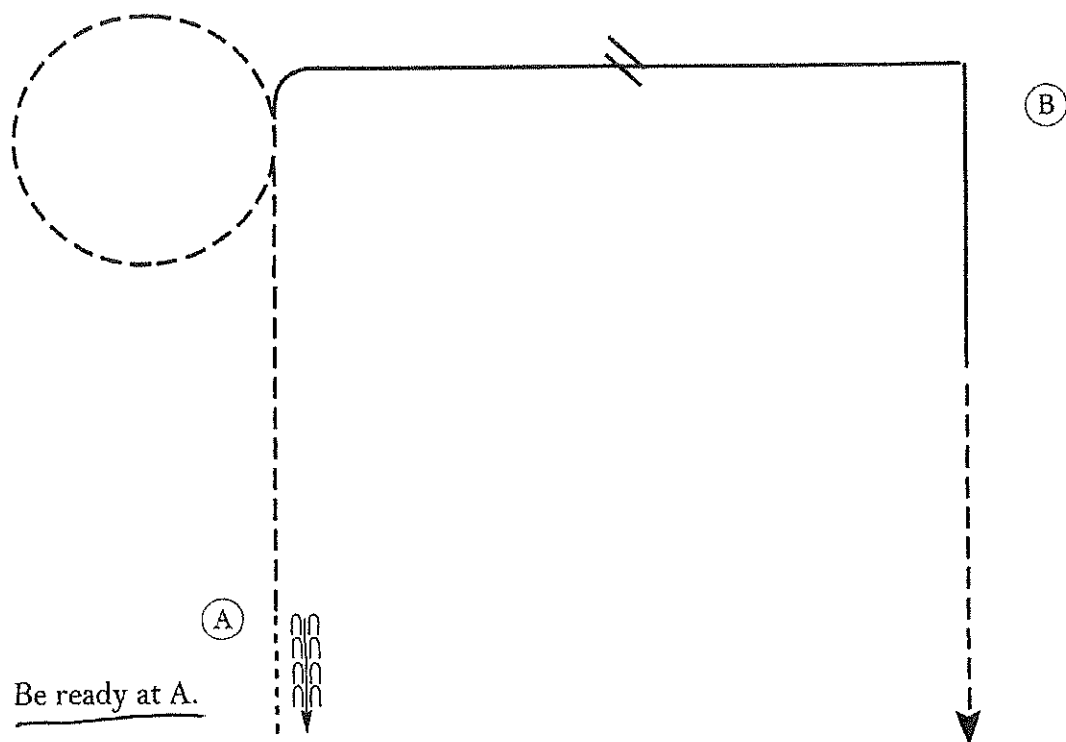
[WH/WT-30]

*Butler*

Amateur  
Open All age  
**Hunt Seat Equitation**

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. When acknowledged, back approximately one horse length.
2. Walk to A.
3. Trot on the left diagonal until even with B.
4. Change diagonals when even with B and trot a circle to the left.
5. Close the circle and pick up the left lead canter halfway to B.
6. Change leads and canter on the right lead to B and half the distance to A as shown.
7. Sitting trot until past A. Pattern is over once you have passed A.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	
Back	←←←←←
Marker	(B)
Sidepass	←-----
Hand Gallop	=====

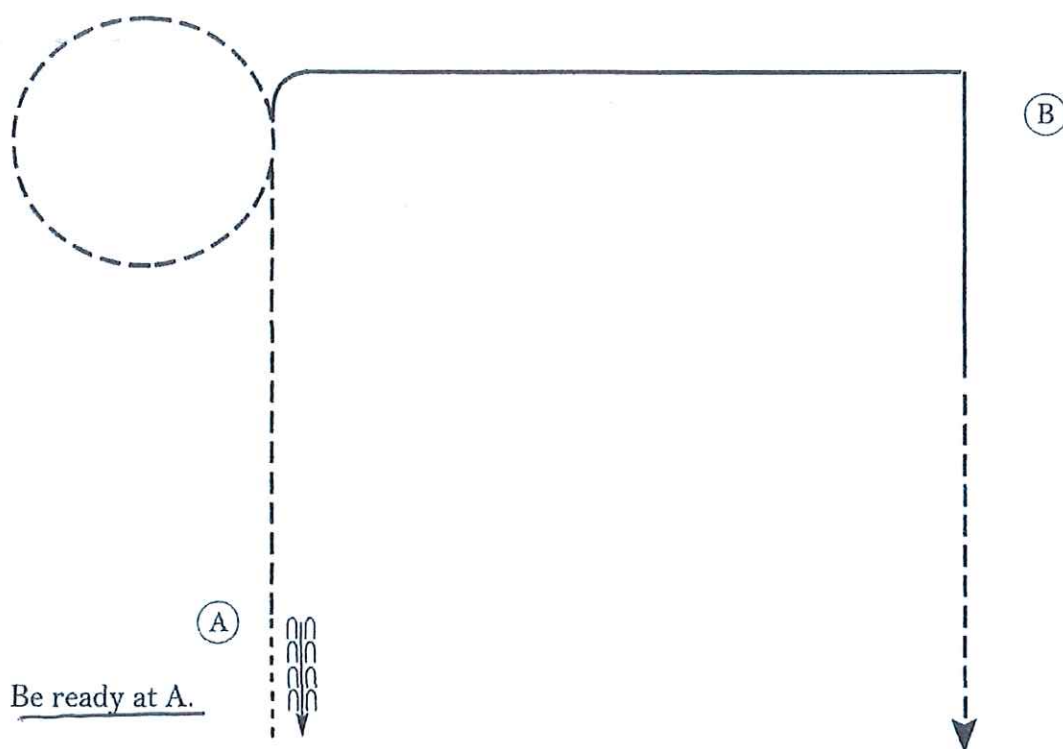
Follow the instructions of your ring steward.

# Hunt Seat Equitation

Novice Youth, Novice Amateur

Rookie Youth, Rookie Am

Open Level 1



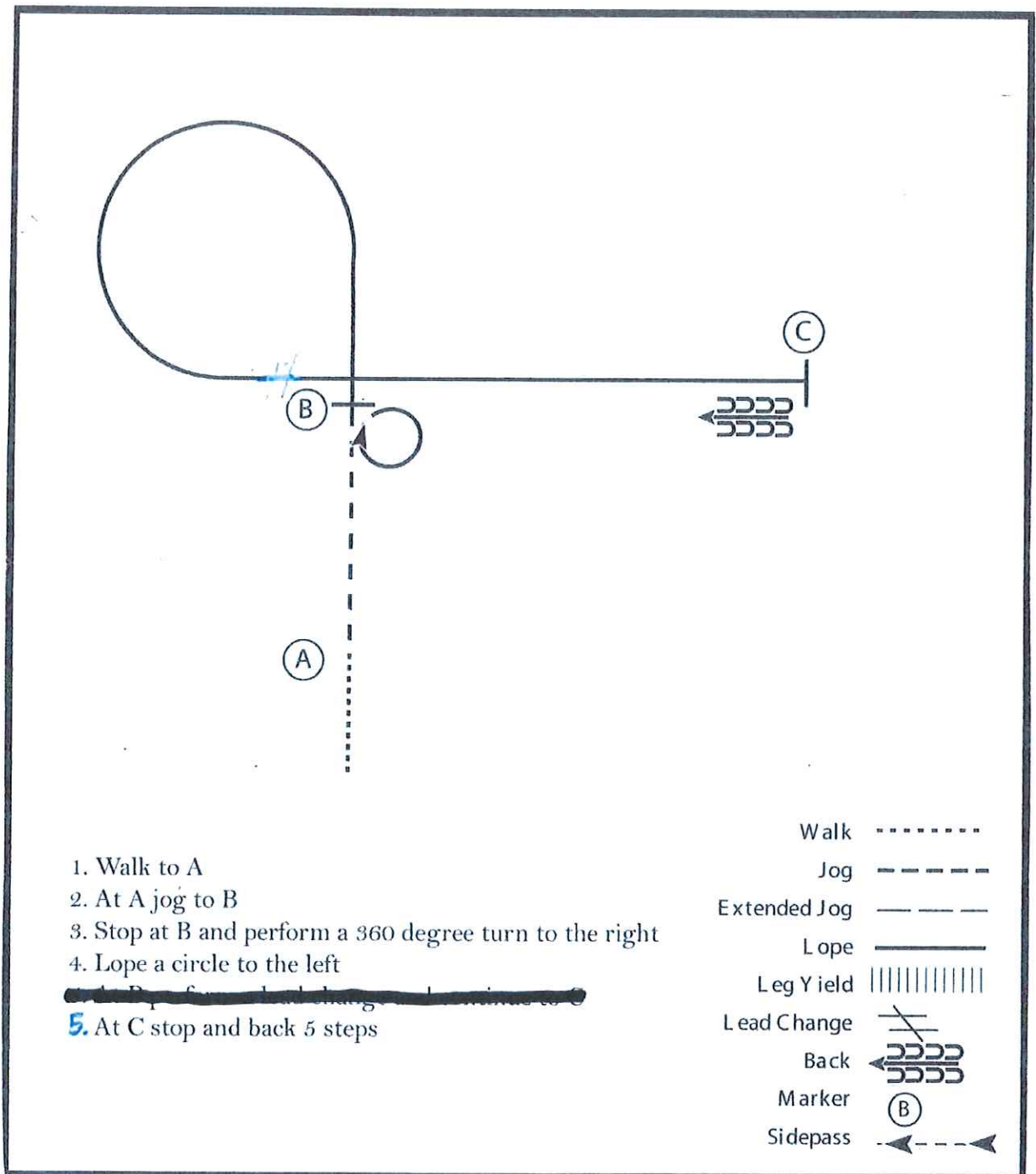
1. When acknowledged, back approximately one horse length.
2. Walk to A.
3. Trot on the left diagonal until even with B.
4. Change diagonals when even with B and trot a circle to the left.
5. Close the circle and pick up the right lead canter to B.
6. Continue to canter on the right lead half the distance to A as shown.
7. Sitting trot until past A. Pattern is over once you have passed A.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

Follow the instructions of your ring steward.

# Western Horsemanship (~~Western Horsemanship~~)

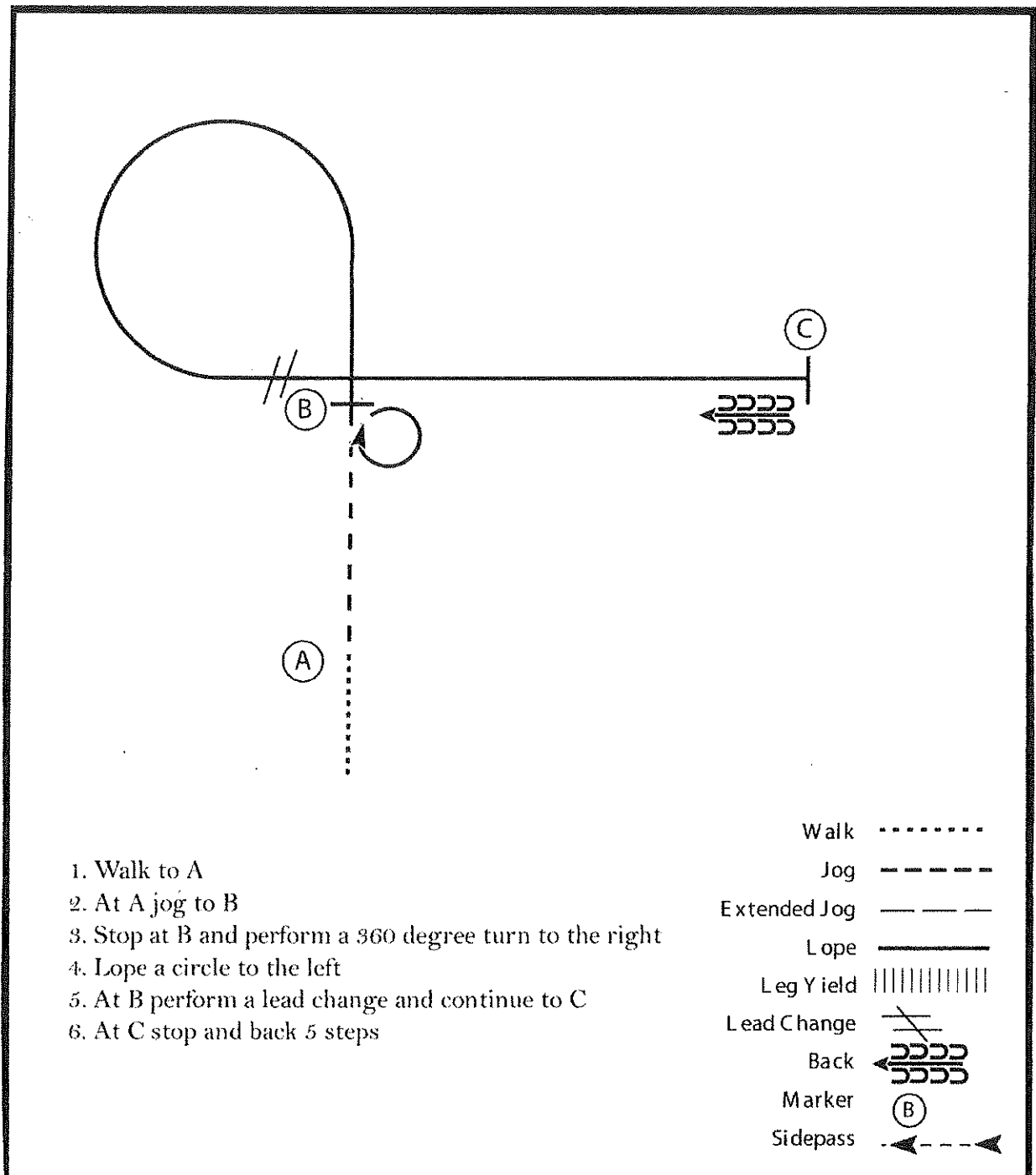
Show Date: . . . . .



ALL → Rookie  
 → Novice

# Western Horsemanship (Amateur)

Show Date: \_\_\_\_\_



Youth  
Amateur

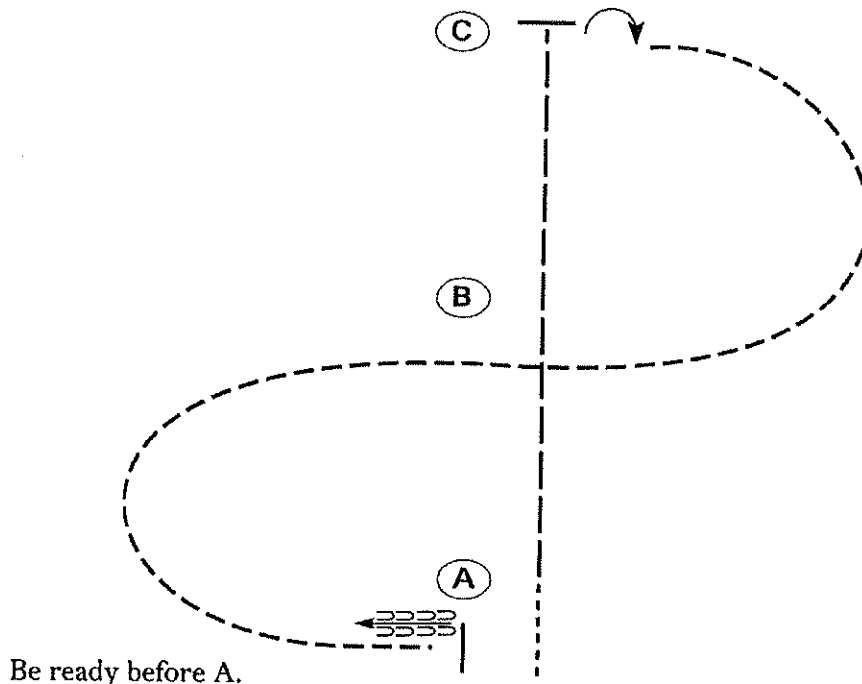


# HORSEMANSHIP Walk-Trot

Show Date: 05/11/2016

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Perform an extended jog from A to C.
3. Stop at C and turn 90 degrees to the right.
4. Jog half a circle to B.
5. Continue at a jog in a half circle to A.
6. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — — —
Lope	— — — — —
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →

Pattern Provided by:

[WH/WT-30]

*Paula*