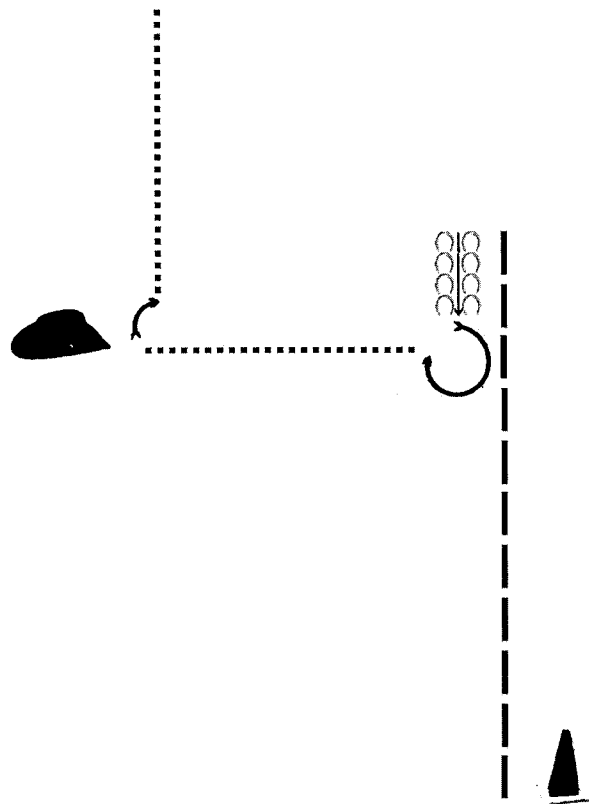


Showmanship at Halter

Novice

6/20

Class 41, 42, 49, 50



Instructions

Be Ready at Marker A

- 1) Trot past judge as shown
- 2) Stop and back one horse length
- 3) Perform a 270° turn and walk to the judge
- 4) Set up for inspection
- 5) When dismissed, perform a 90° turn
- 6) Walk to the exit

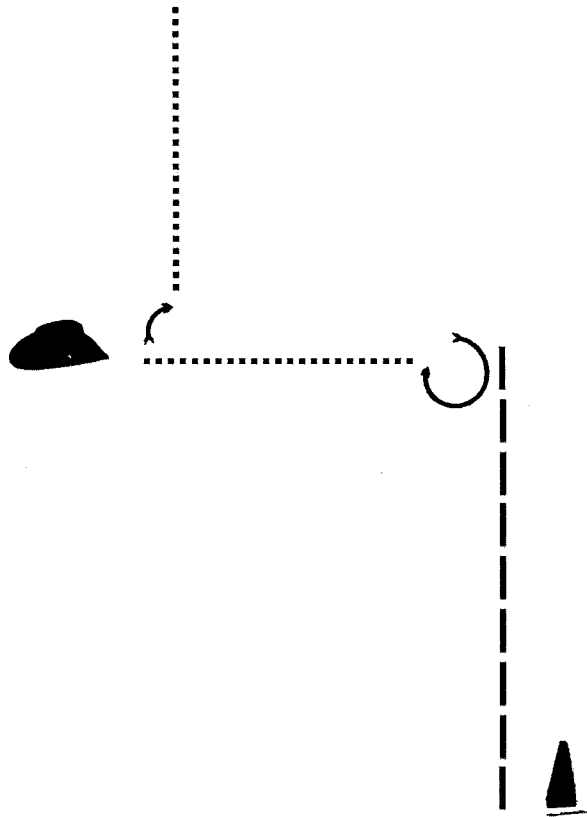
Pattern Provided by Andrea Simons

Showmanship at Halter

Walk Trot

6120

Class 47 & 48



Instructions

Be Ready at Marker A

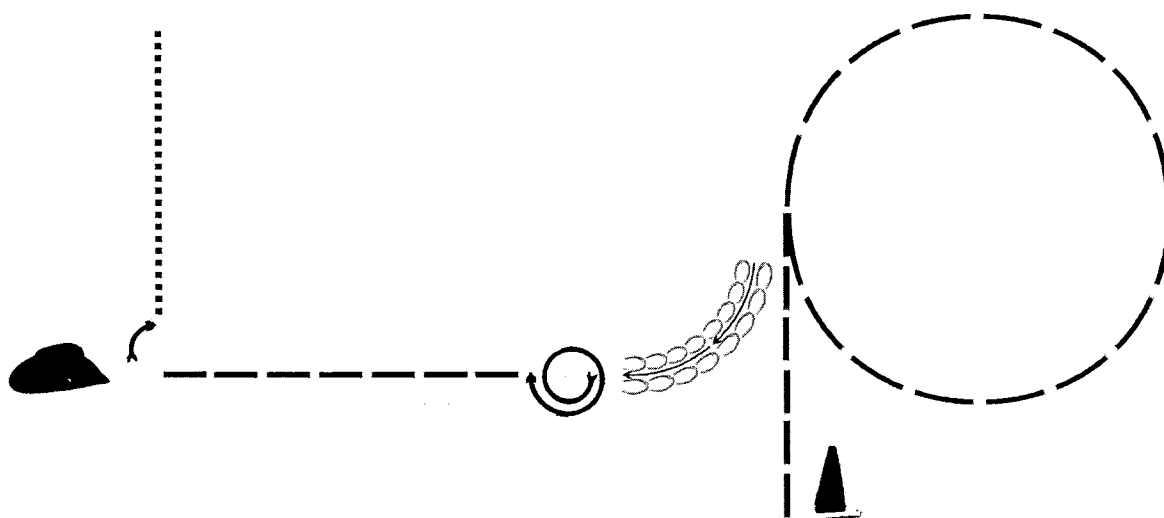
- 1) Trot to judge as shown
- 2) Stop and perform a 270° turn and walk to the judge
- 3) Set up for inspection
- 4) Perform a 90° turn
- 5) Exit at a walk

Pattern Provided by Andrea Simons

Showmanship at Halter

Youth & Amateur

6120
Class 43, 44, 45, 46, 51, 52, 53, 54



Instructions

Be Ready at Marker A

- 1) Trot a small circle as shown at the extended trot
- 2) Stop and back the corner as shown
- 3) Perform a 54° turn and trot to the judge
- 4) Set up for inspection
- 5) When dismissed, perform a 90° turn
- 6) Walk to the exit

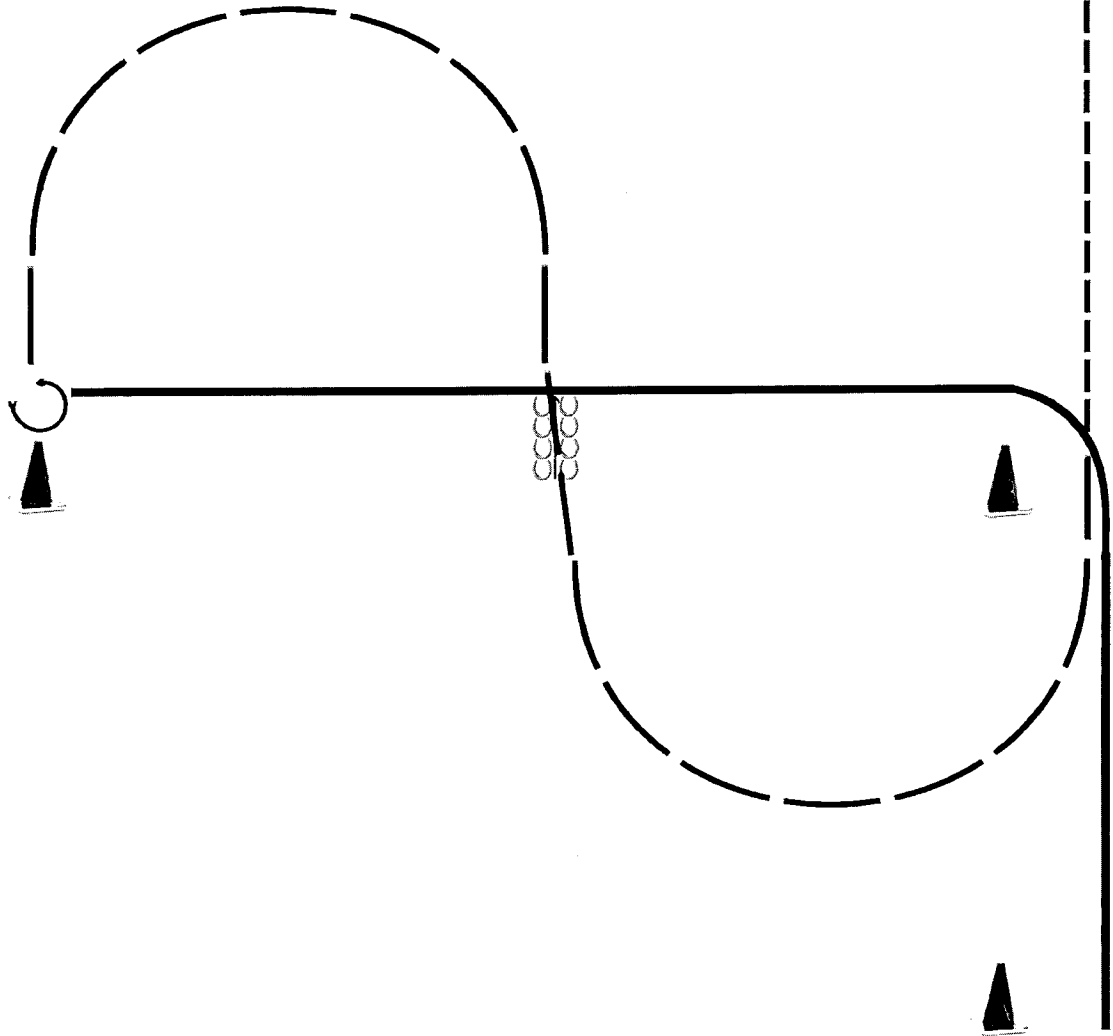
Pattern Provided by Andrew Simons

Hunt Seat Equitation

Novice Youth, Novice Amateur

6/20

Class 57, 58, 63, 64



Instructions

- 1) Canter left lead around B to C
- 2) Perform a 270° turn on the forehand to the left
- 3) Posting trot on the left diagonal
- 4) Between B and C, stop and back
- 5) Posting trot on the right diagonal to B
- 6) At B, continue to the exit at the sitting trot

Legend

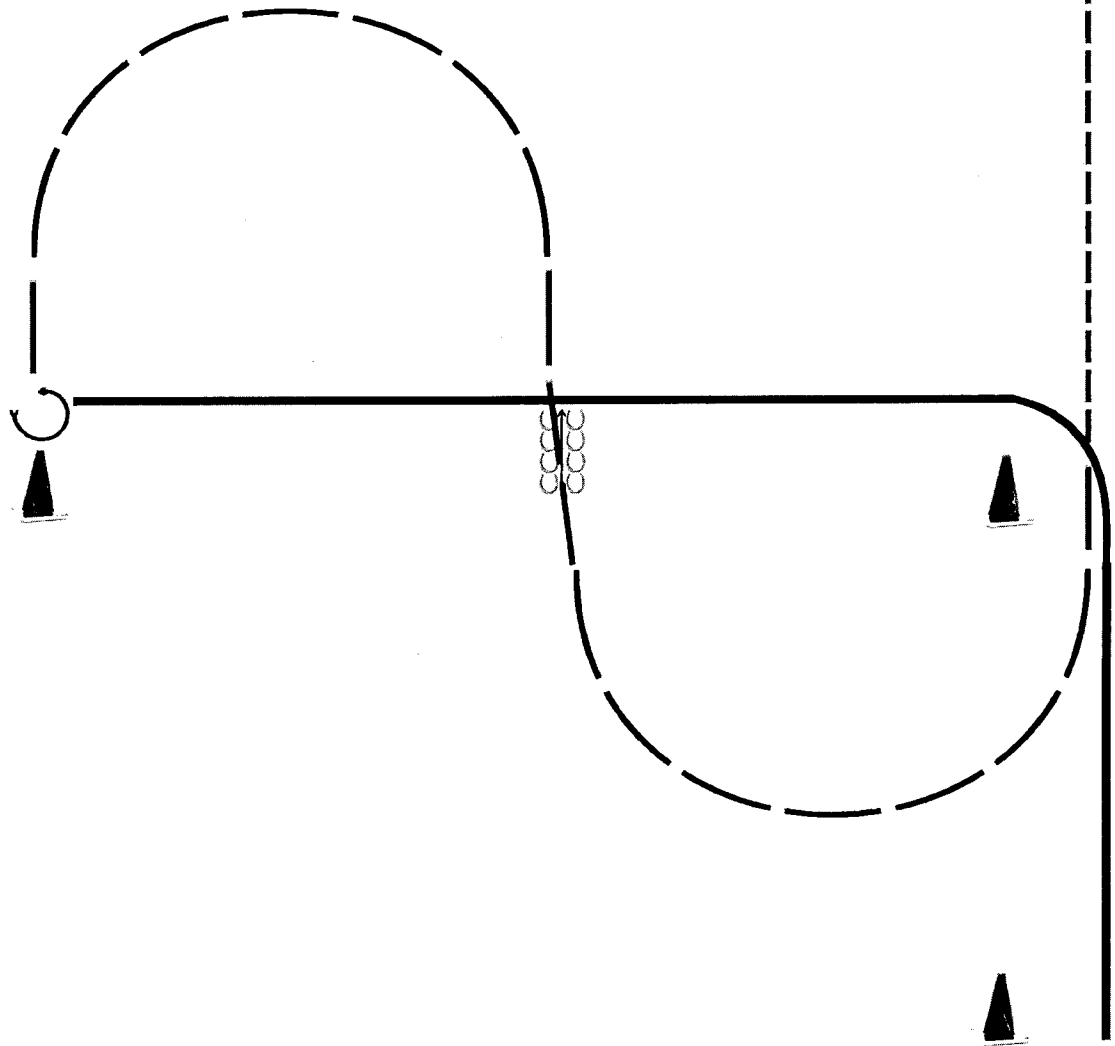
Walk
Sitting Trot	-----
Trot	— — — —
Canter	————
Back	○○○○ ○○○○

Simons

Hunt Seat Equitation

Youth, Amateur, Select

6120
Class 59, 60, 61, 62, 65, 66, 67, 68



Instructions

- 1) Canter right lead around B to C
- 2) Stop and perform a 270° turn on the forehand to the left
- 3) Posting trot on the left diagonal
- 4) Between B and C, stop and back
- 5) Trot in the two-point position to B as shown
- 6) At B, continue to the exit at the sitting trot

Legend

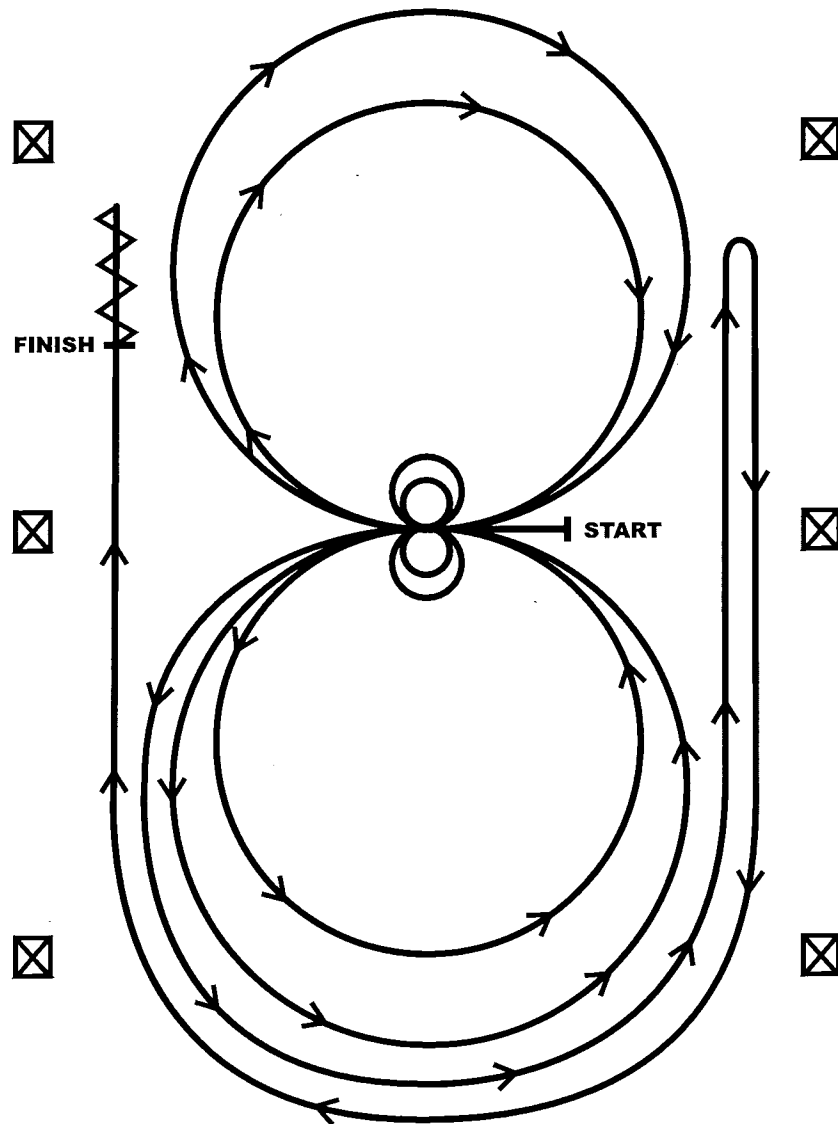
Walk
Sitting Trot	-----
Trot	-----
Canter	-----
Back	○○○○ ○○○○

REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth 13 & Under

6/20

Class 94

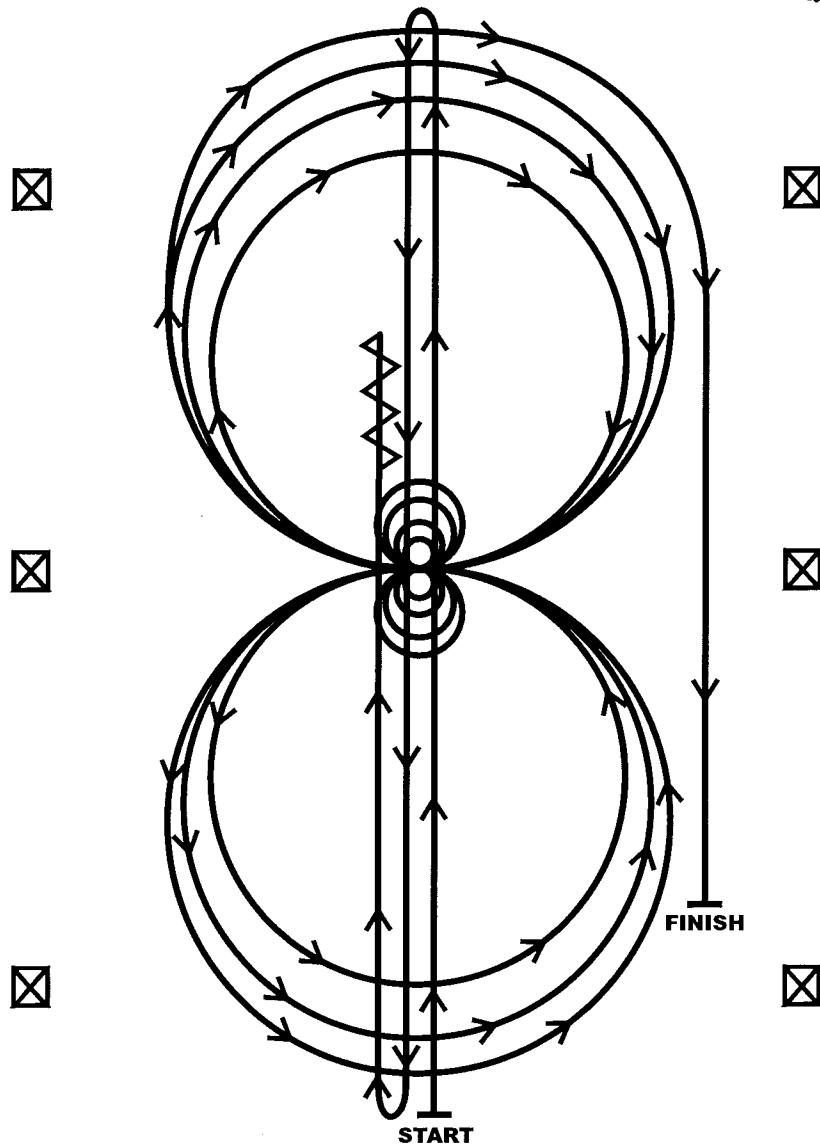


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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.

REINING PATTERN 7

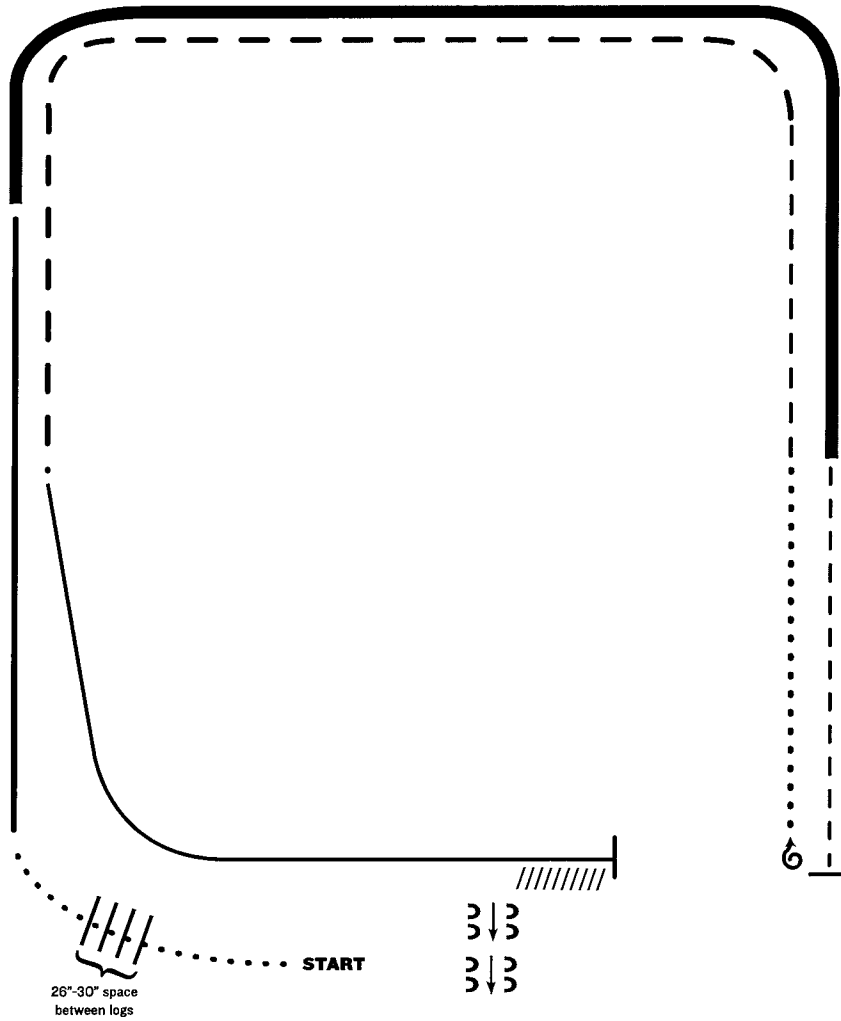
6/20
Class
95, 96, 97



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 (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
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 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 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 twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

RANCH RIDING - PATTERN 6

6/20
Class 87, 88, 90

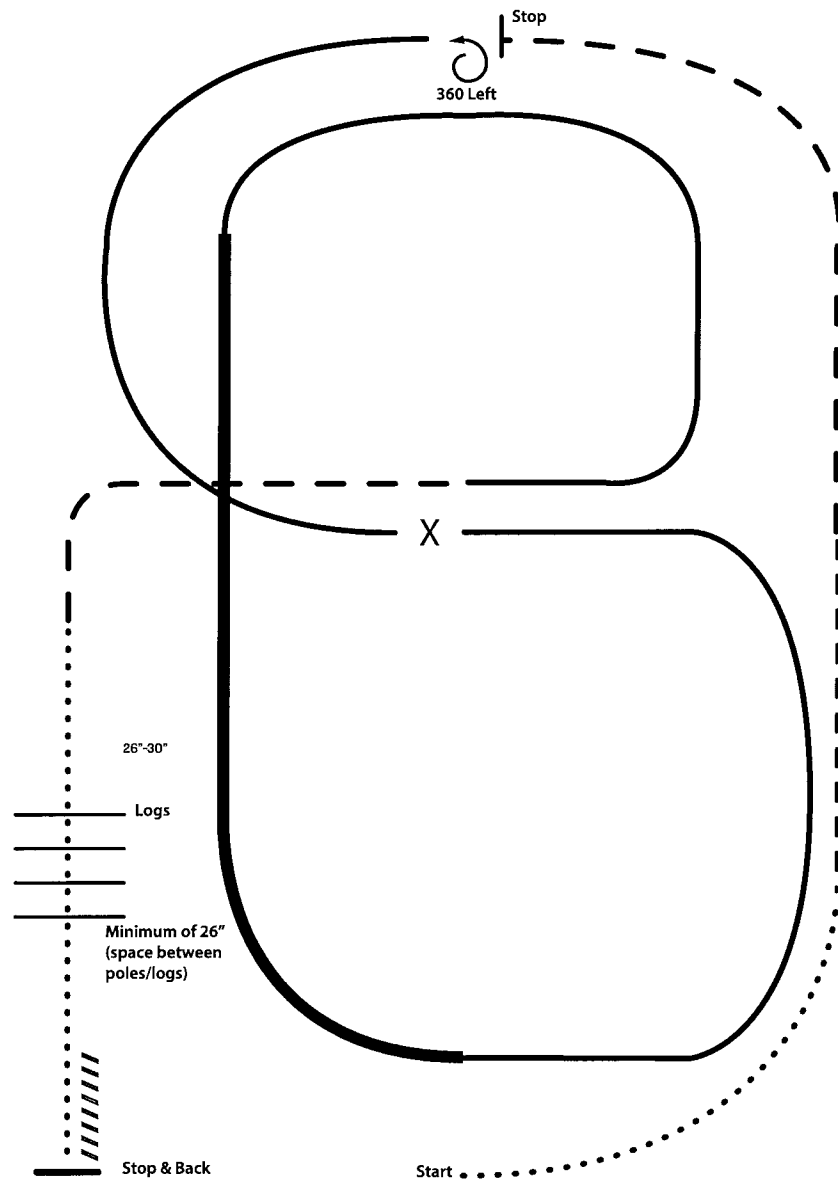


1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

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.

RANCH RIDING - PATTERN I

6/20
Class 89, 91, 92
93



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

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back