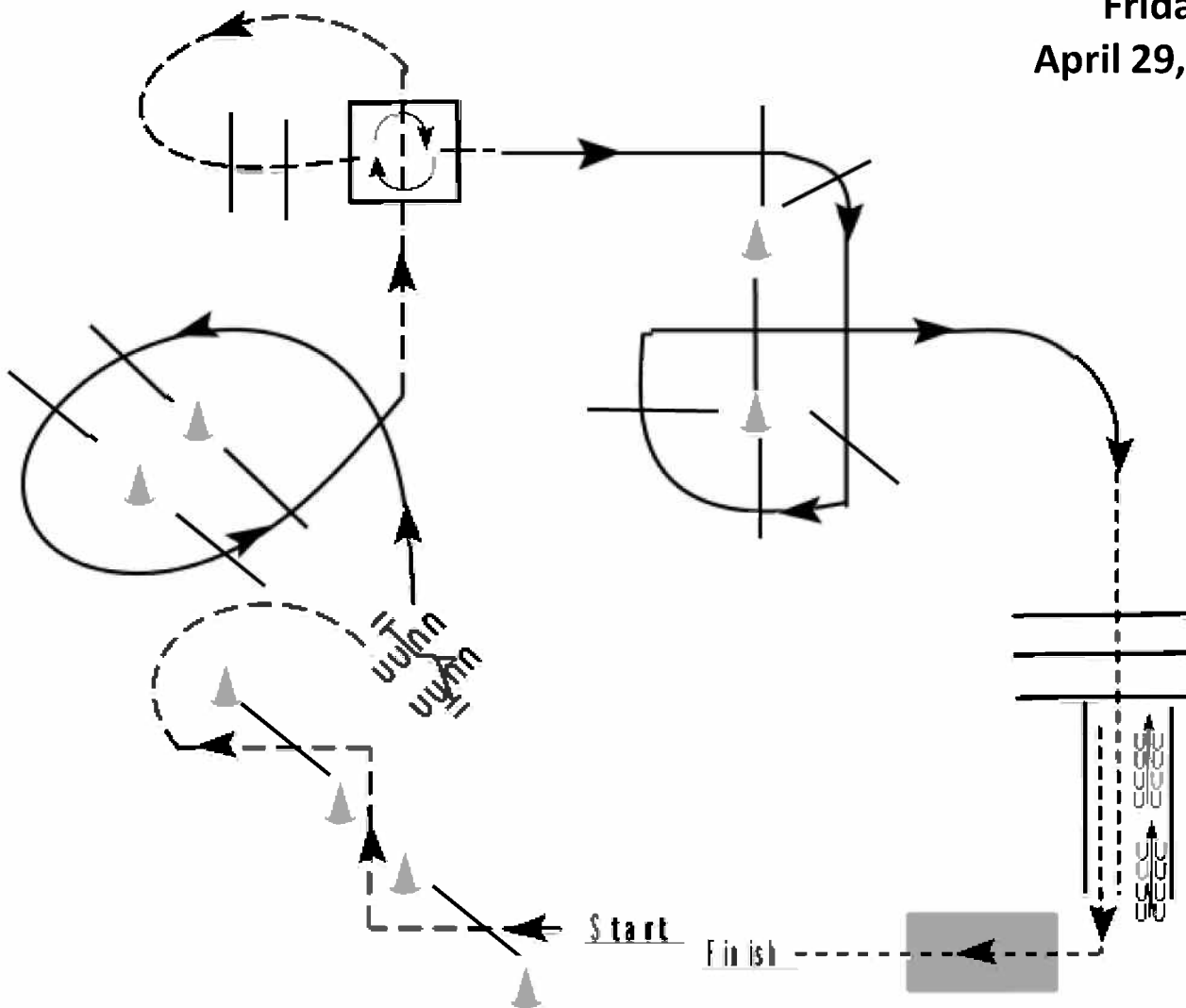


Trail

In-Hand & Walk/Trot - All

Friday
April 29, 2016



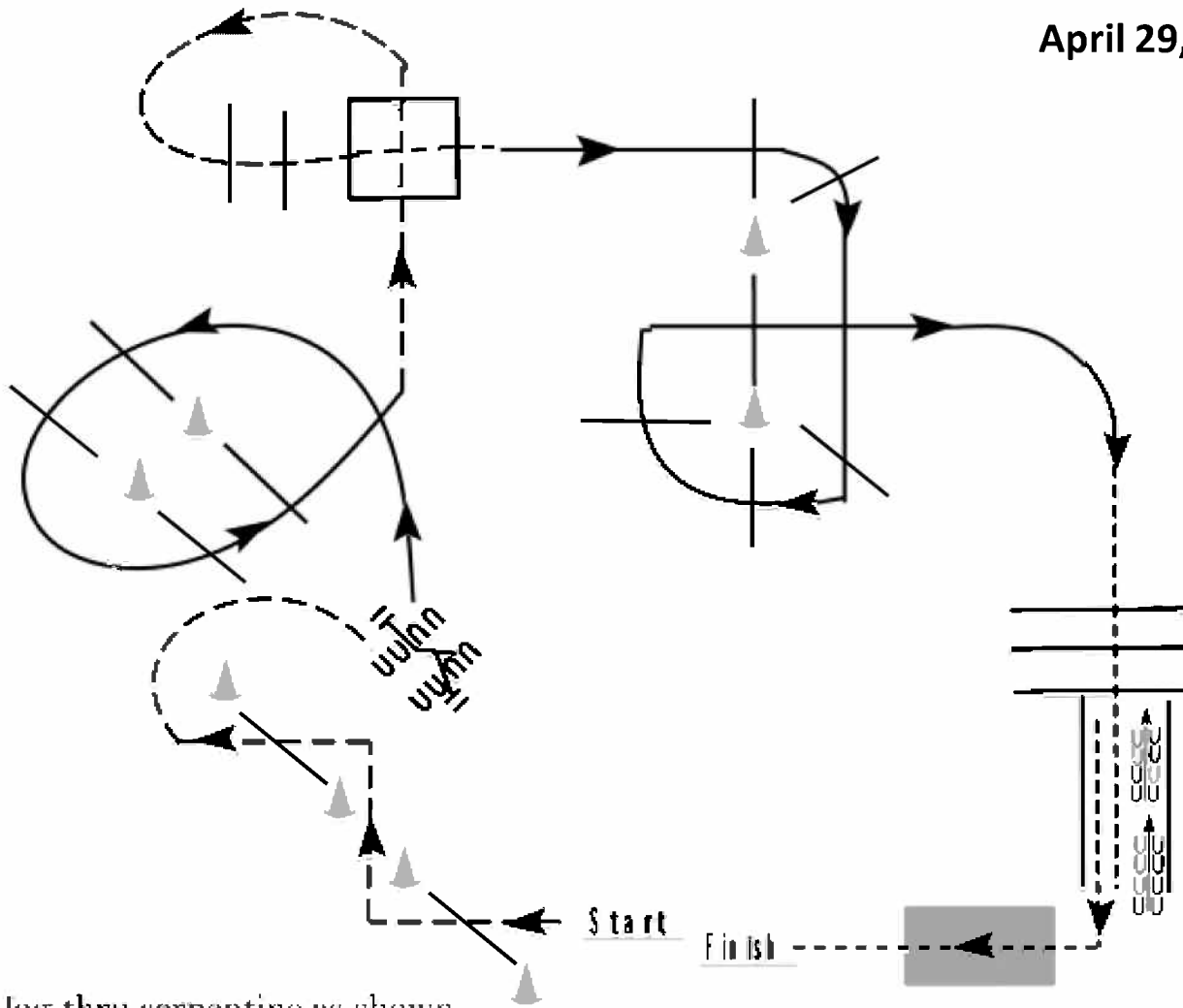
1. Walk thru serpentine as shown.
2. Work gate with left hand.
3. Jog over poles as shown.
4. Walk thru box and into box.
5. Execute a 360 degree turn to the right and walk out of box.
6. Jog over poles as shown.
7. Walk over poles and into chute; back the chute.
8. Walk out of chute, over bridge to finish.

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

Trail

Novice Youth & Novice Amateur

Friday
April 29, 2016



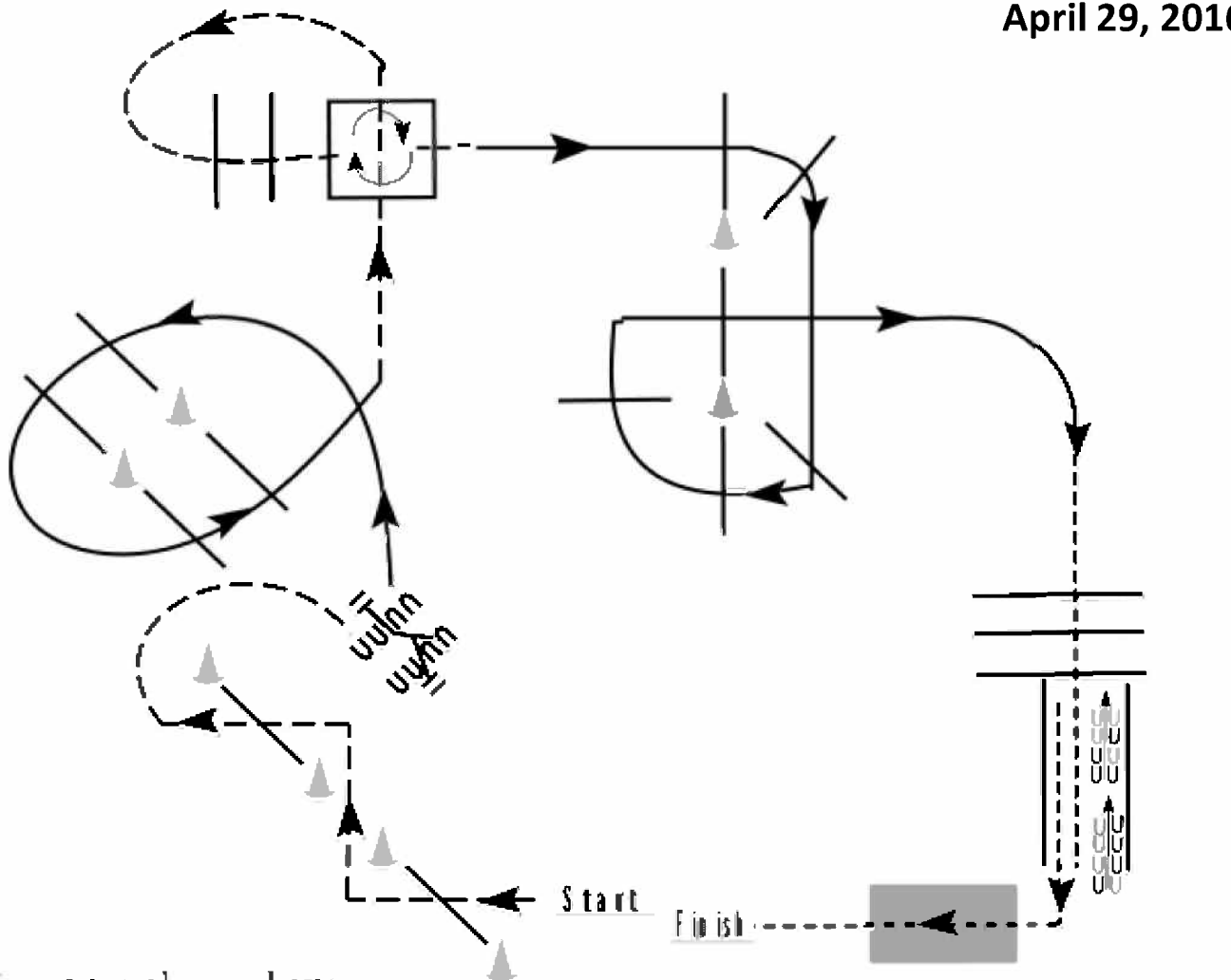
1. Jog thru serpentine as shown.
2. Work gate with left hand.
3. Lope on left lead over poles.
4. Jog thru box over poles and thru box.
5. Lope on right lead over poles as shown.
6. Walk over poles and into chute; back the chute.
7. Walk out of chute, over bridge to finish.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ○ ○ ○ ○
Marker	⊙
Sidepass	← — — — — →

Trail

Youth / Amateur / Select / Open

Friday
April 29, 2016



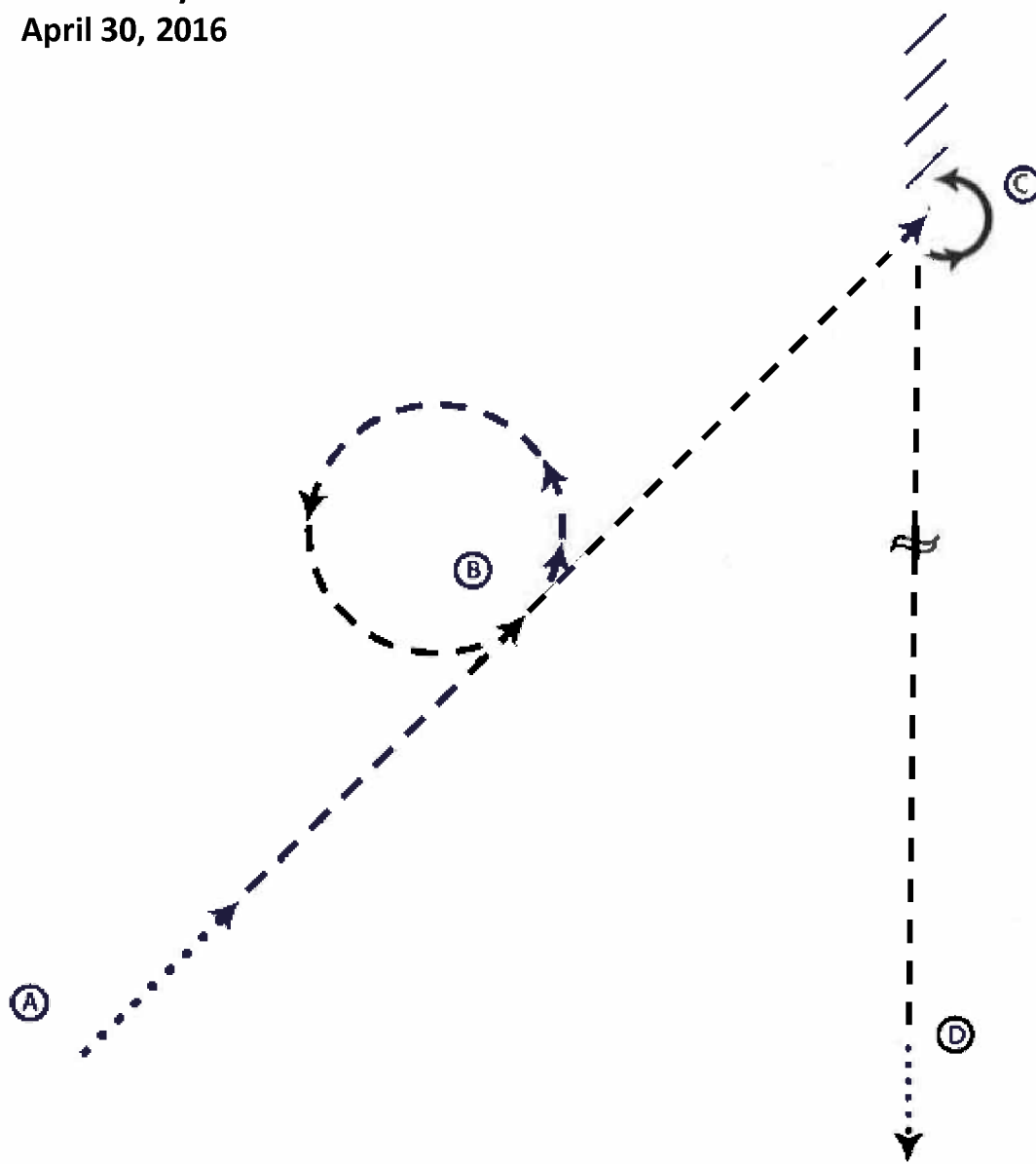
1. Jog over poles as shown.
2. Work gate with left hand.
3. Lope on left lead over poles.
4. Jog thru box, over poles and into box.
5. Turn 360 degrees to the right and walk out.
6. Lope on right lead over poles.
7. Walk over poles and into chute; back the chute.
8. Walk out of chute, over bridge to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	~
Back	←←←←
Marker	⊙ B
Sidepass	←-----→

Hunt Seat Equitation

Walk/Trot - All

Saturday
April 30, 2016



1. Start at A. Walk forward several steps.
2. Trot to B and in a circle around B.
3. Continue trotting to C.
4. At C, stop. Execute a turn on the forehand to the left.
5. Back 5 steps.
6. Trot until even with B. At B, execute a diagonal change.
7. Trot to D.
8. At D, break down to a walk and return to line up.

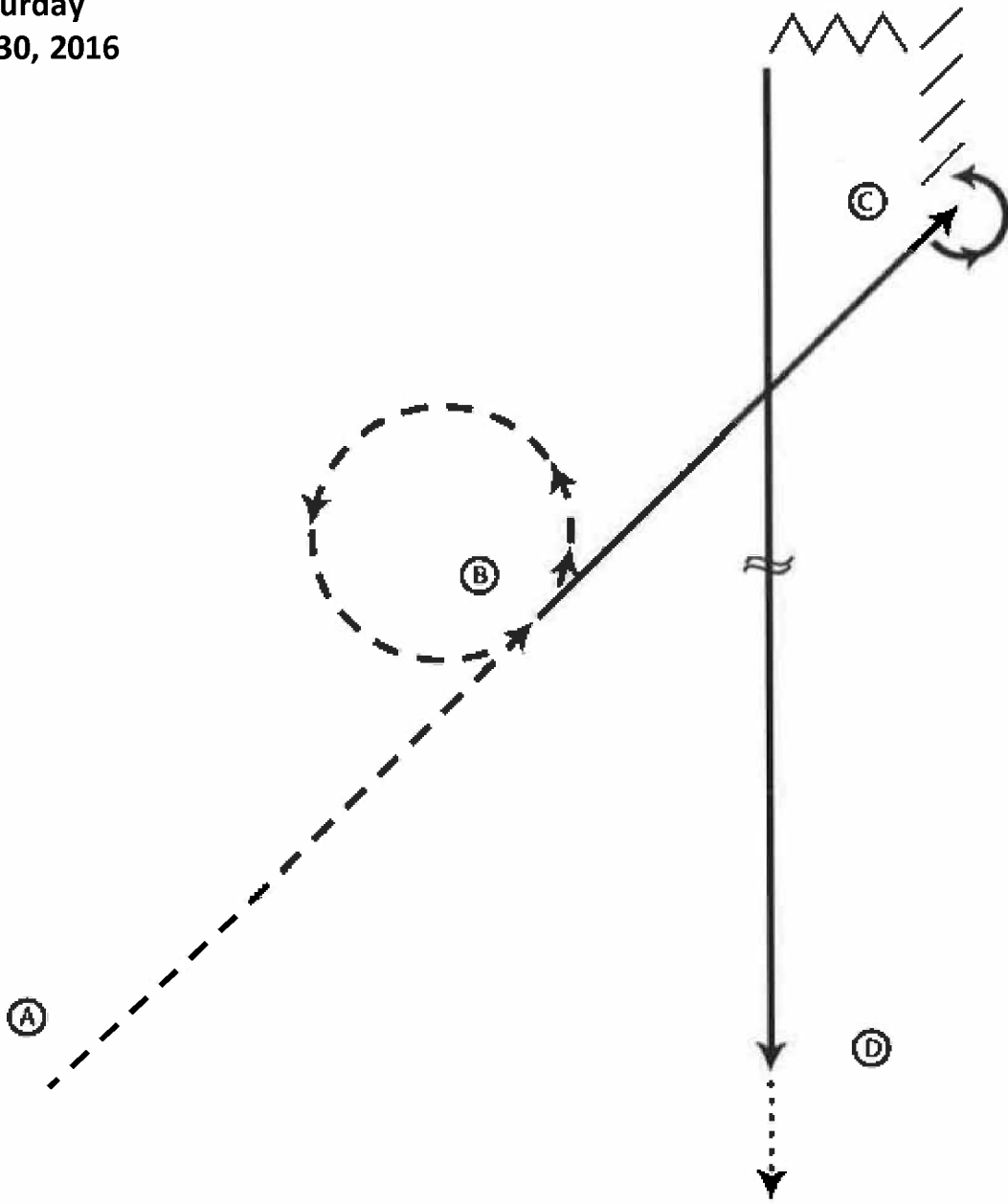
KEY

Walk	
Jog - Trot	-----	
Lope - Canter	—————	
Lead Change	⚡	
Back	Judge	Marker
////	J	A

Hunt Seat Equitation

Novice Youth & Novice Amateur

Saturday
April 30, 2016



1. Trot to B and in a circle around B.
2. At B, lope on left lead to C.
3. At C, stop. Execute a turn on the forehand to the left.
4. Back. Sidepass right.
5. Lope on right lead until even with B. At B, execute a simple or flying lead change.
6. Lope on right lead to D.
7. At D, break down to a walk and return to line up.

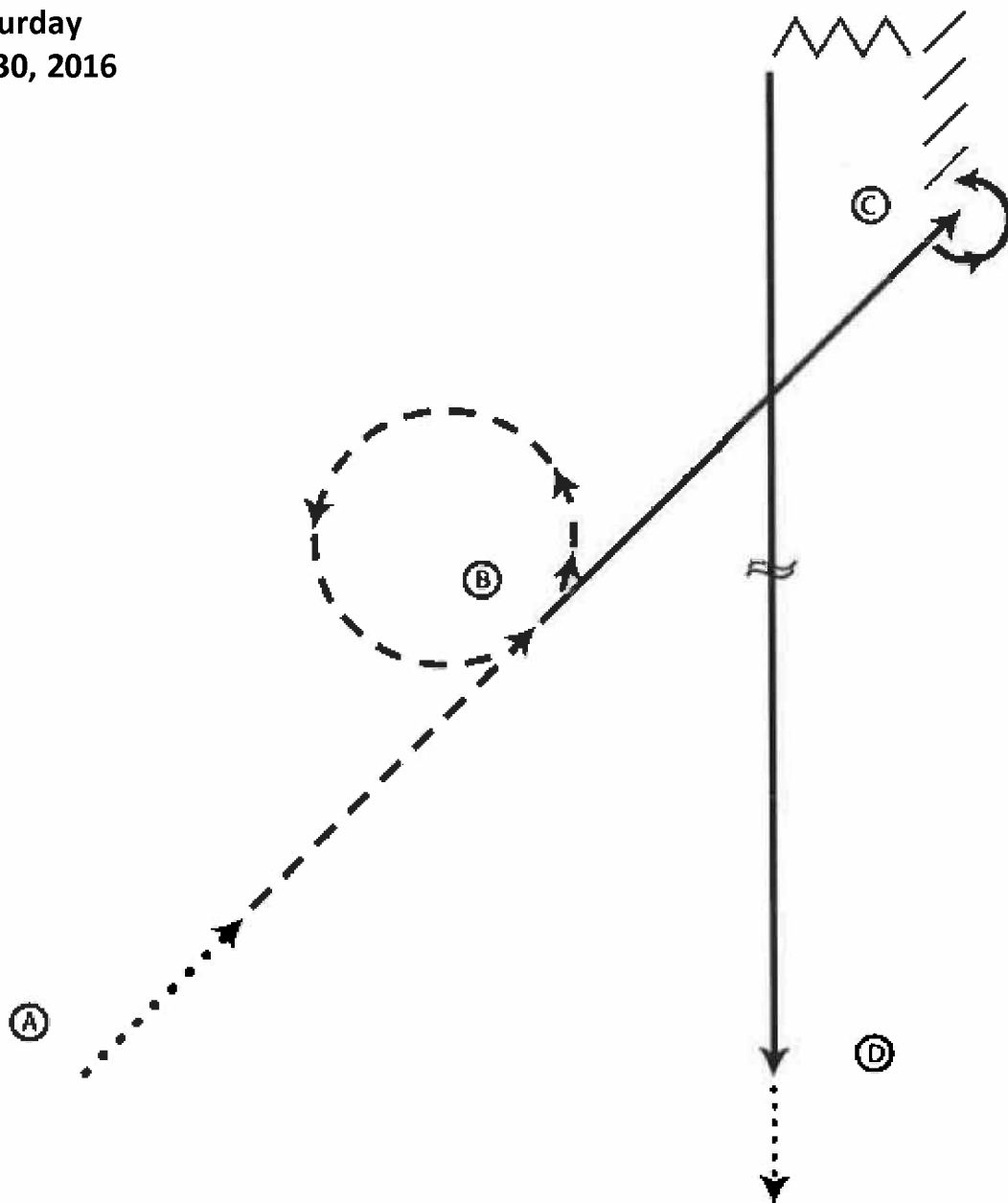
KEY

Walk
Jog - Trot	- - - - -
Lope - Canter	—————
Lead Change	⚡
Back	// // // //
Judge	ⓐ
Marker	ⓐ

Hunt Seat Equitation

Youth / Amateur / Select

Saturday
April 30, 2016



1. Start at A. Walk forward several steps.
2. Trot to B and in a circle around B.
3. At B, lope on left lead to C.
4. At C, stop. Execute a turn on the forehand to the left.
5. Back. Sidepass right.
6. Lope on right lead until even with B. At B, execute a simple or flying lead change.
7. Lope on right lead to D.
8. At D, break down to a walk and return to line up.

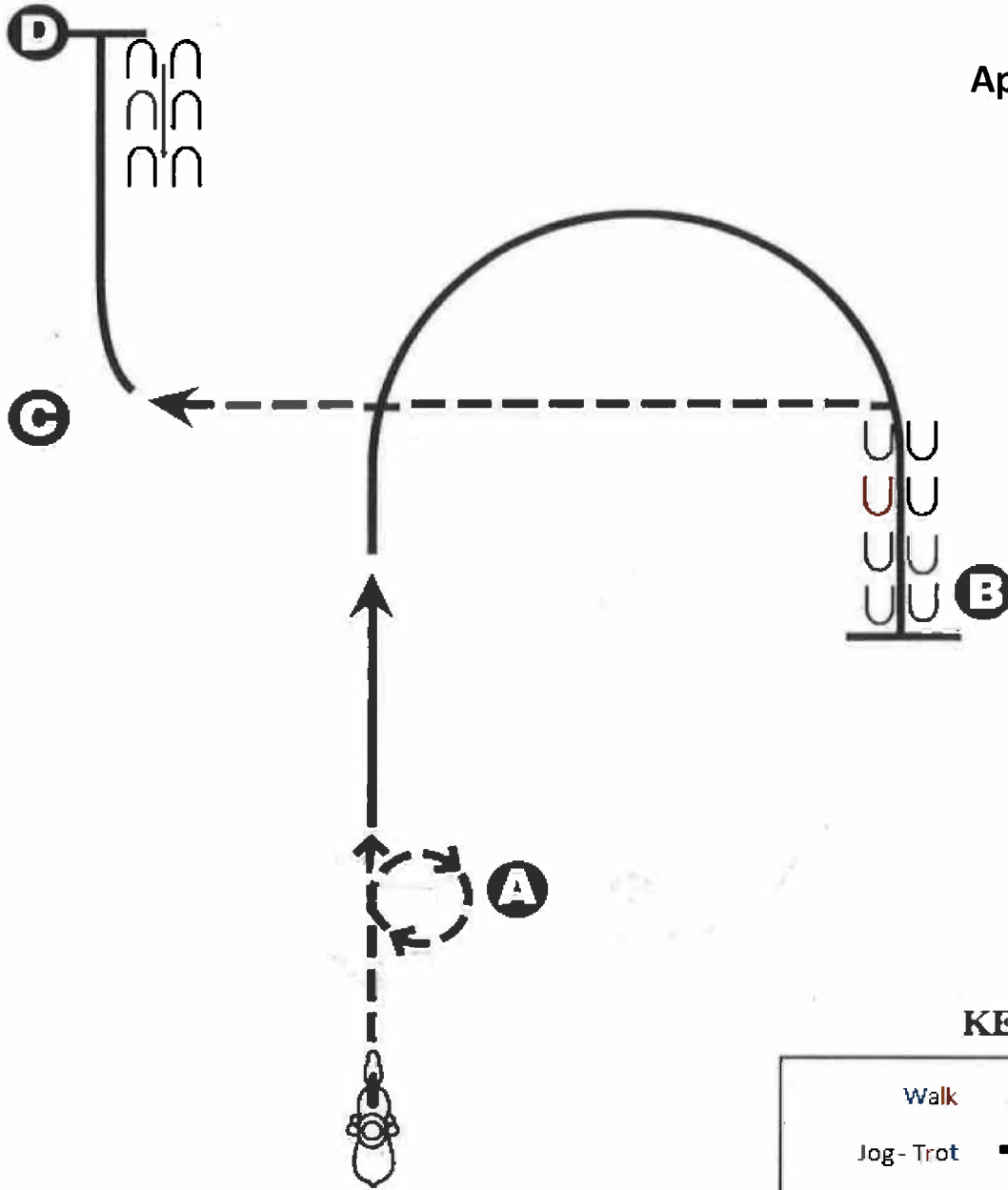
KEY

Walk	
Jog - Trot	-----	
Lope - Canter	—————	
Lead Change	⚡	
Back	Judge	Marker
////	J	A

Western Horsemanship

Walk/Trot - All

Saturday
April 30, 2016



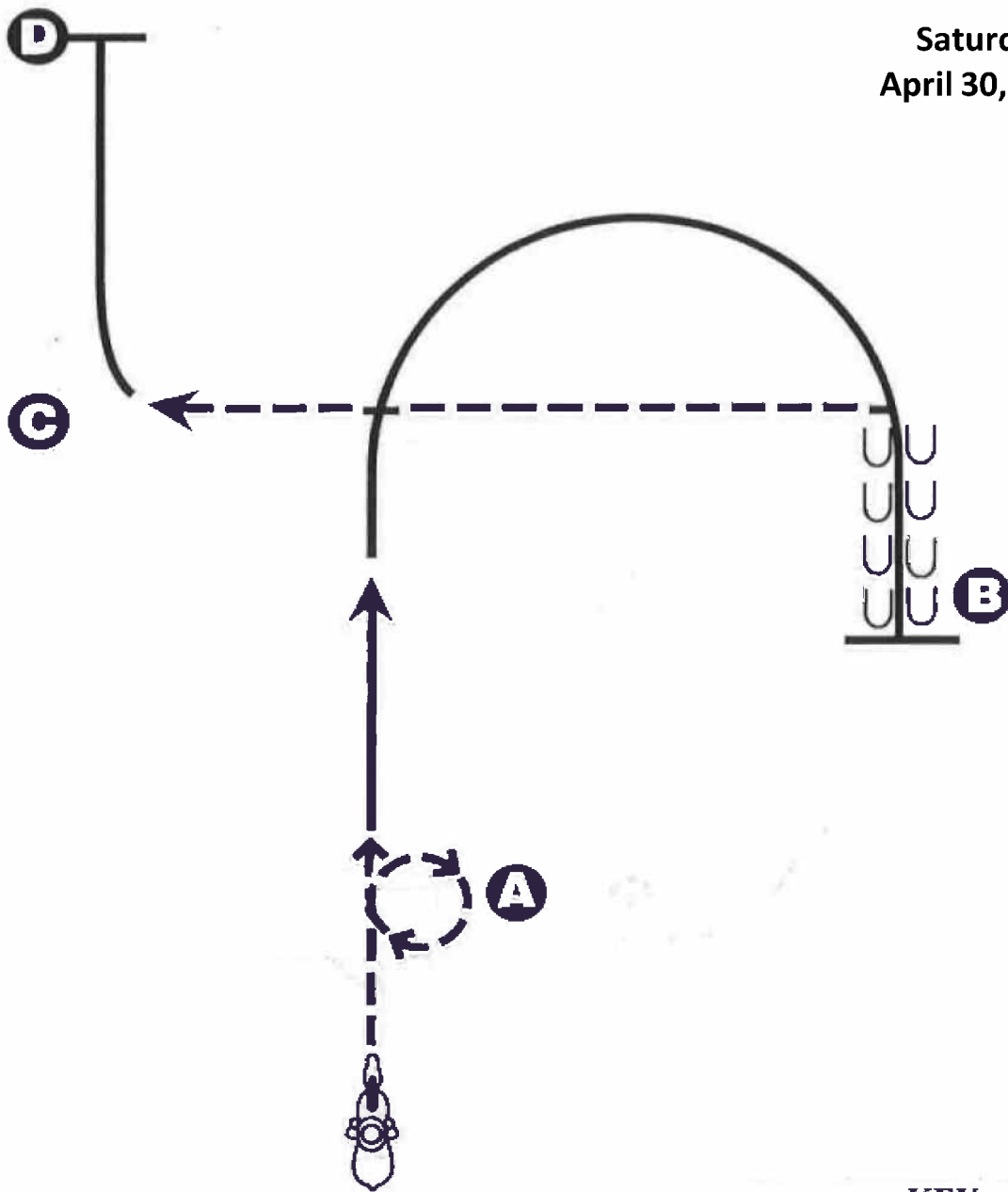
1. Walk to A and stop.
2. Execute a 360 degree turn to the right.
3. Jog to B. Stop.
4. Back 4 steps. Execute a 90 degree turn to the right. Walk to C.
5. At C, jog to D. Stop. Back 3 steps.
6. Jog back to line up.

KEY

Walk	- - - -	
Jog - Trot	————	
Lope - Canter		
Lead Change	┌	
Back	Judge	Marker
	J	A

Western Horsemanship Novice Youth & Novice Amateur

Saturday
April 30, 2016



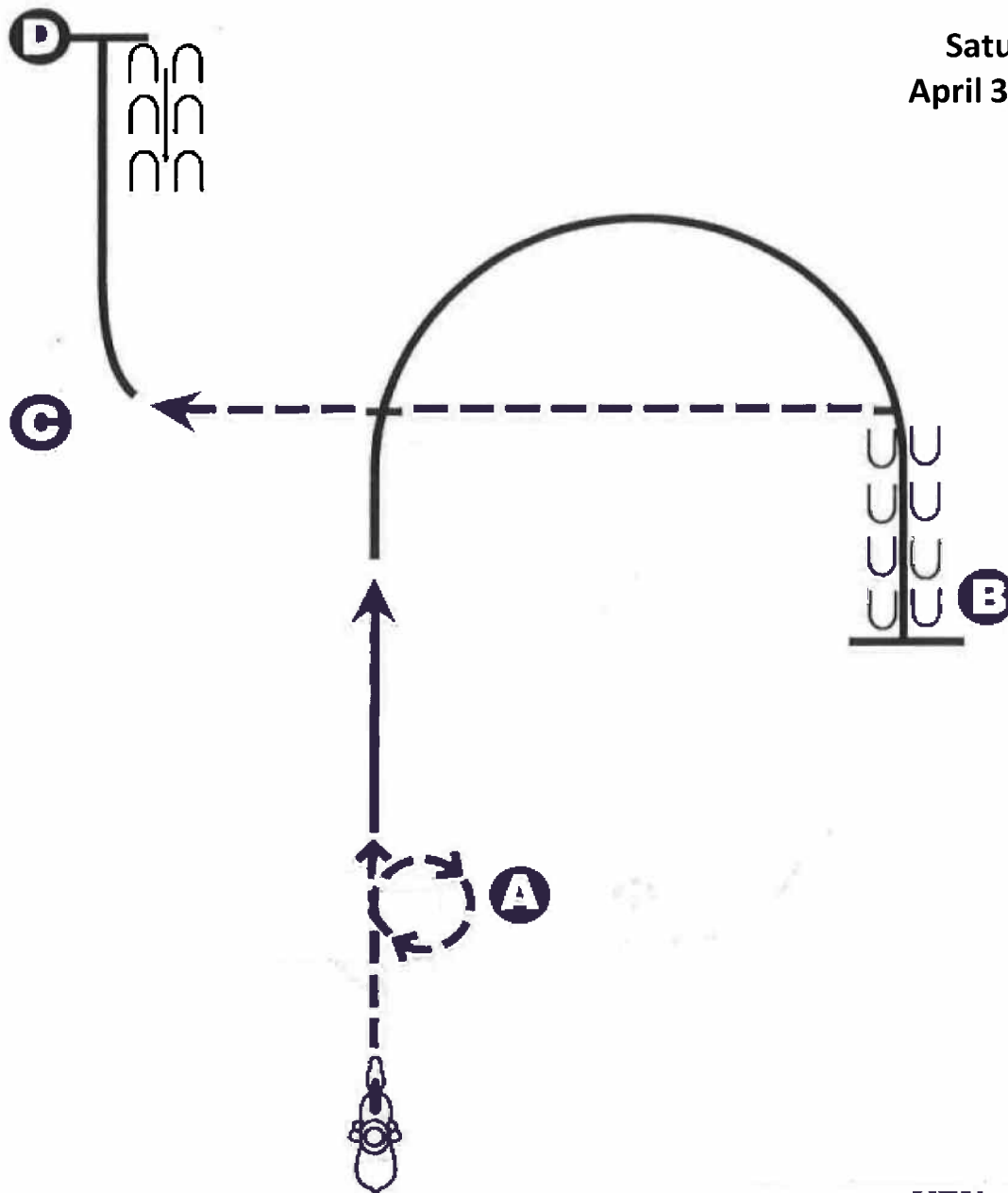
1. Jog to A and stop.
2. Execute a 360 degree turn to the right.
3. Lope on right lead in half circle to B. Stop.
4. Back 4 steps. Execute a 90 degree turn to the right. Jog to C.
5. At C, lope on left lead to D. Stop.
6. Jog back to line up.

KEY

Walk
Jog - Trot	-----
Lope - Canter	—————
Lead Change	┌ └
Back	
Judge	
Marker	




Western Horsemanship Youth / Amateur / Select

Saturday
April 30, 2016



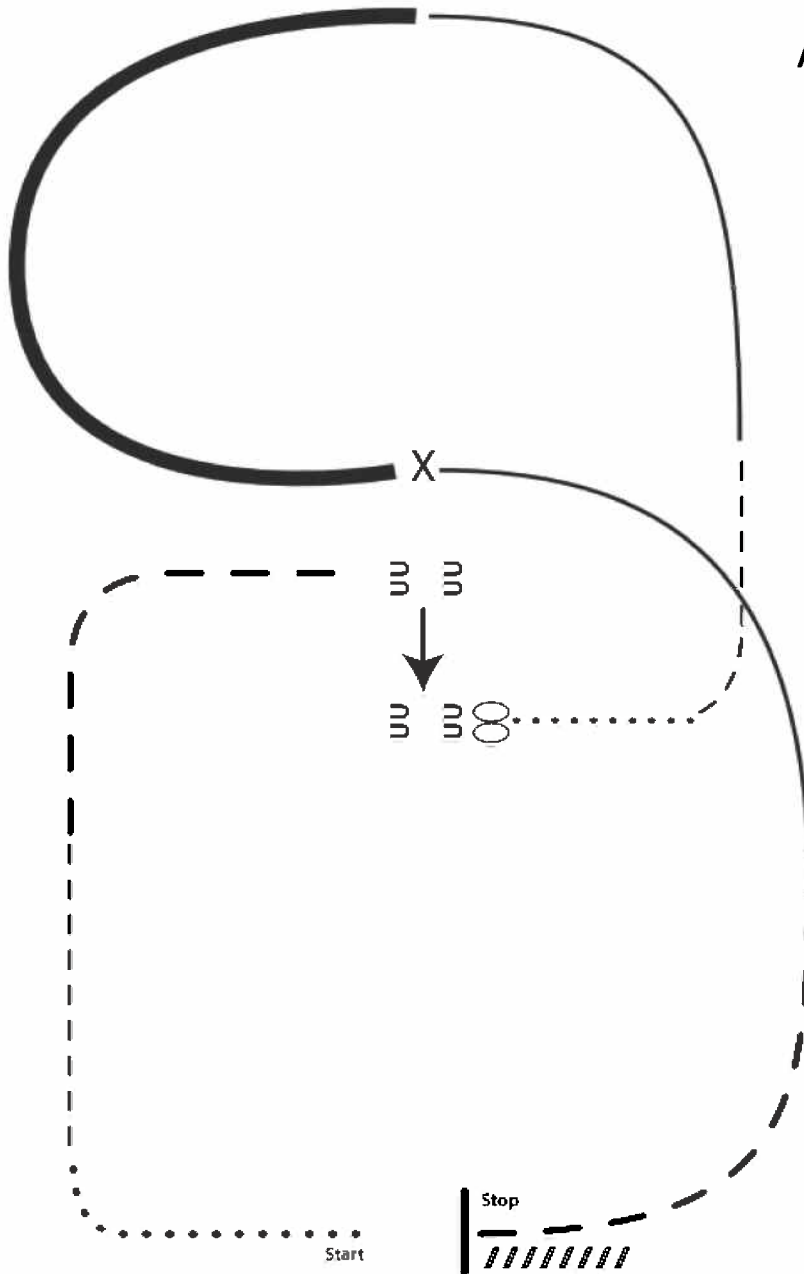
1. Jog to A and stop.
2. Execute a 360 degree turn to the right.
3. Lope on right lead in half circle to B. Stop.
4. Back 4 steps. Execute a 90 degree turn to the right. Jog to C.
5. At C, lope on left lead to D. Stop. Back 3 steps.
6. Jog back to line up.

KEY

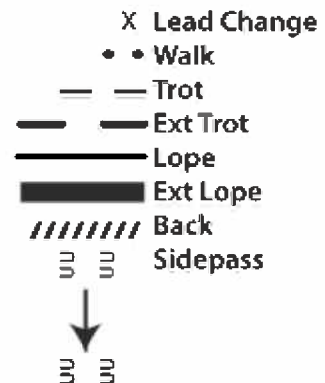
Walk
Jog - Trot	-----
Lope - Canter	—————
Lead Change	┌ └
Back	
Judge	
Marker	

Ranch Riding - Ranch Pleasure Pattern #3

Saturday
April 30, 2016

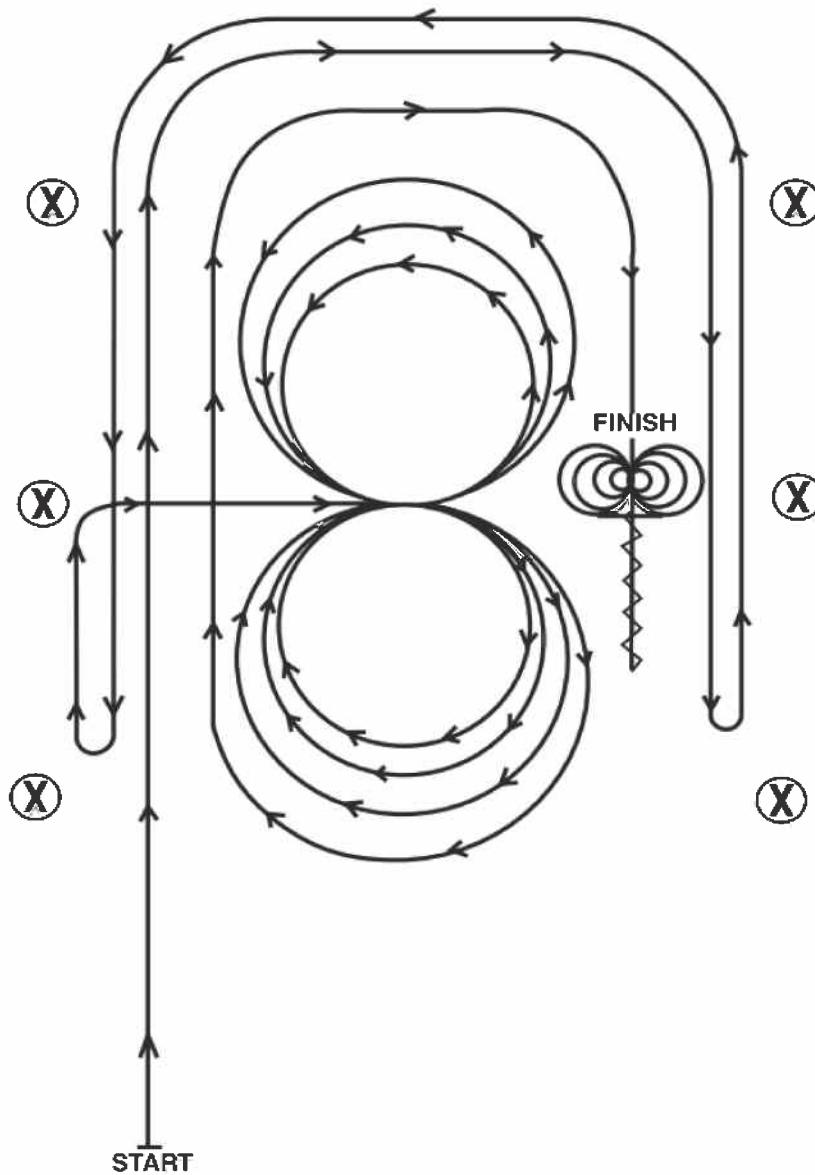


1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way first)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back



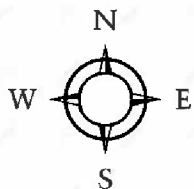
Reining Pattern #3

Saturday
April 30, 2016



1. Beginning, and staying at least 20 feet (6 meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.
 2. Continue straight up the right side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.
 3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
 4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
 5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet (3 meters). Hesitate.
 6. Complete four spins to the right.
 7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

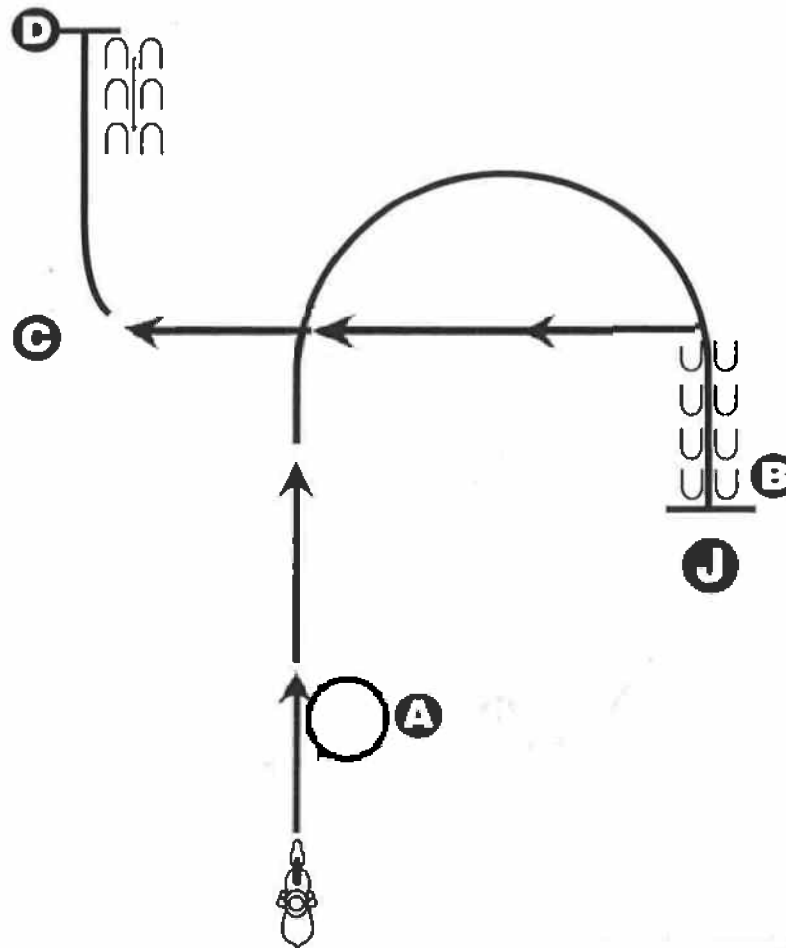
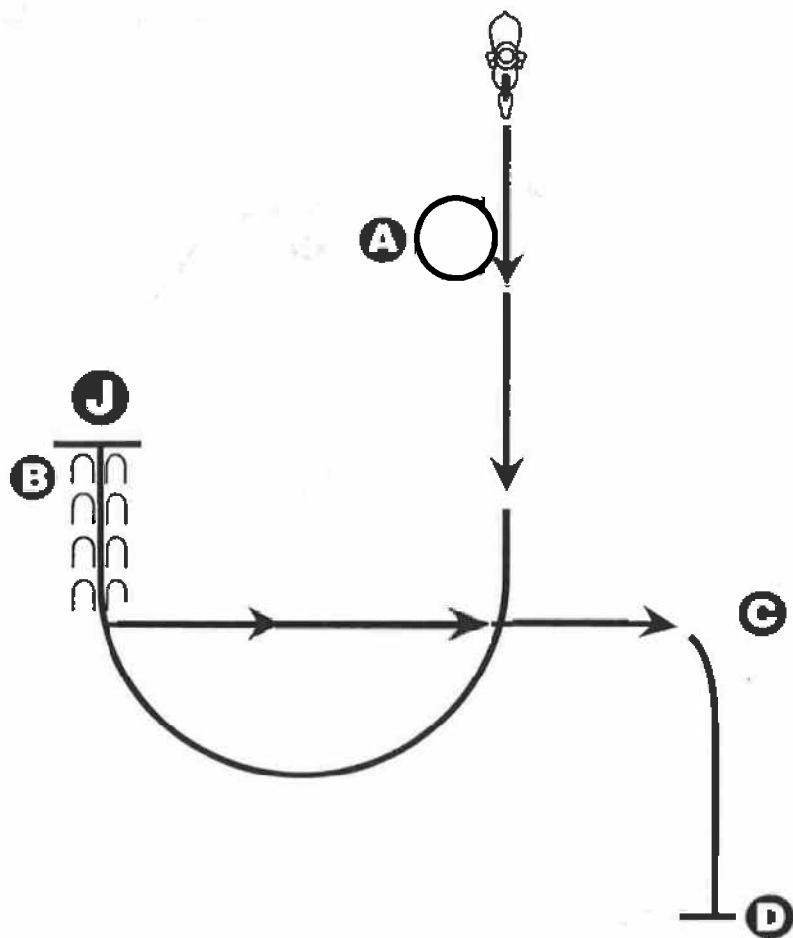
Showmanship - Novice Youth / Novice Amateur



Saturday Pattern

April 2016

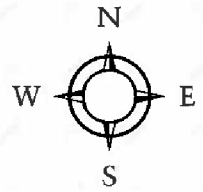
Sunday Pattern



1. Jog to A and stop.
2. Execute a 360 degree turn to the right.
3. Jog half circle to B. Stop. Set up for inspection.
4. Back 4 steps. Execute a 90 degree turn to the right. Jog to C.
5. At C, walk to D. Stop. Proceed to Sunday pattern.

6. Jog to A and stop.
7. Execute a 360 degree turn to the right.
8. Jog half circle to B. Stop. Set up for inspection.
9. Back 4 steps. Execute a 90 degree turn to the right. Jog to C.
10. At C, walk to D. Stop. Back 4 steps. Walk to line up.

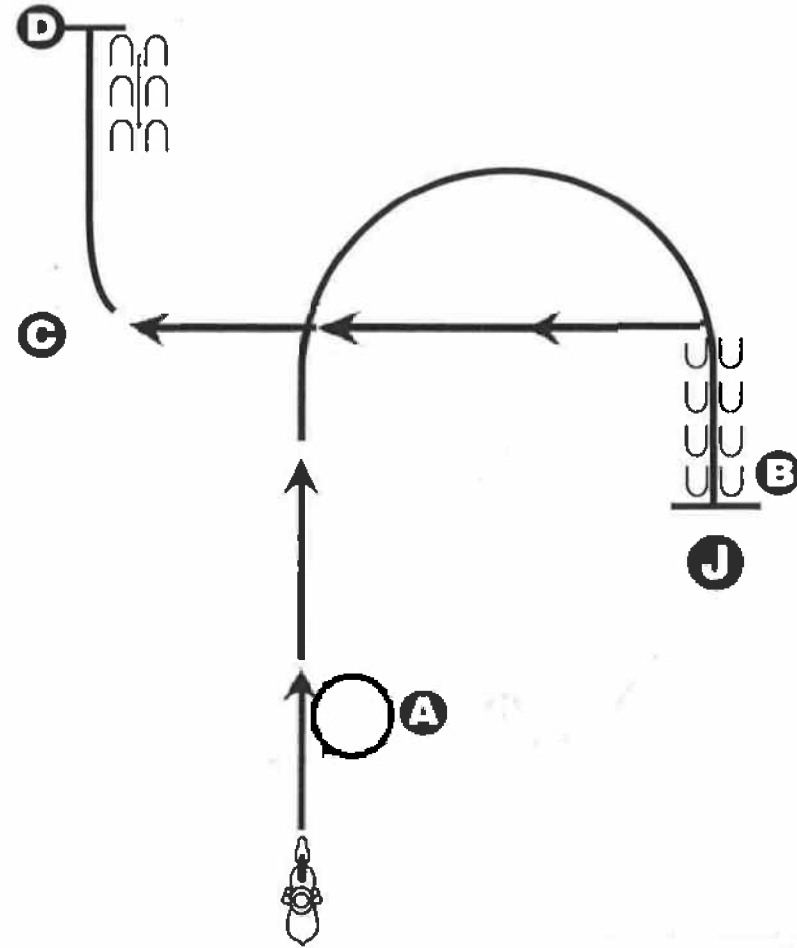
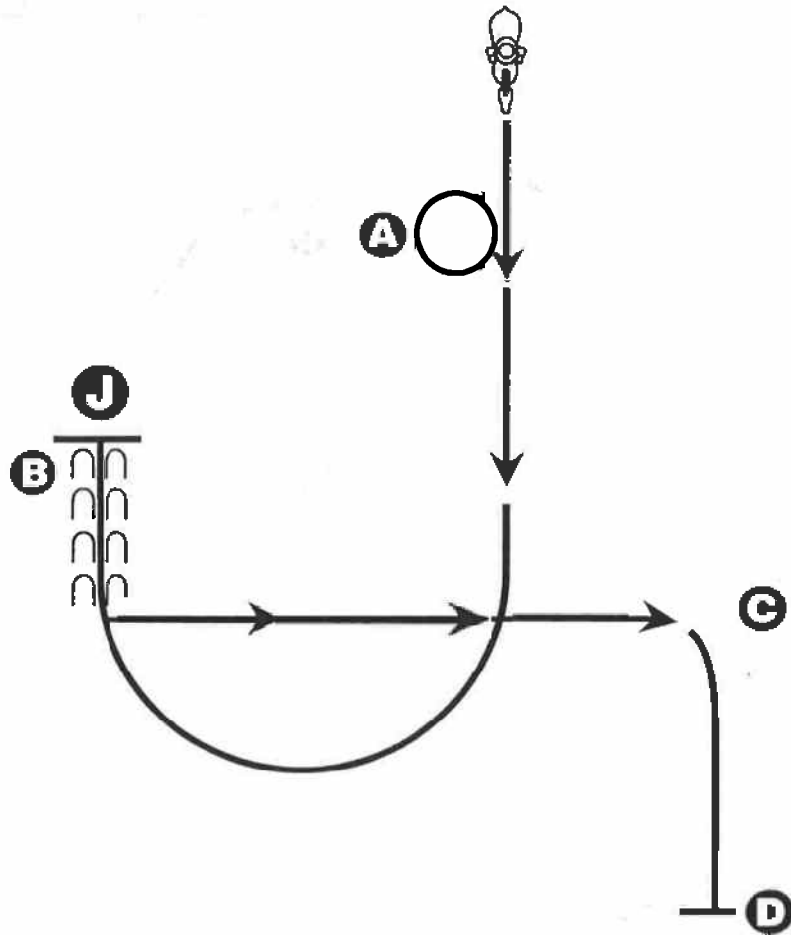
Showmanship - Youth / Amateur / Select / All Ages



Saturday Pattern

April 2016

Sunday Pattern

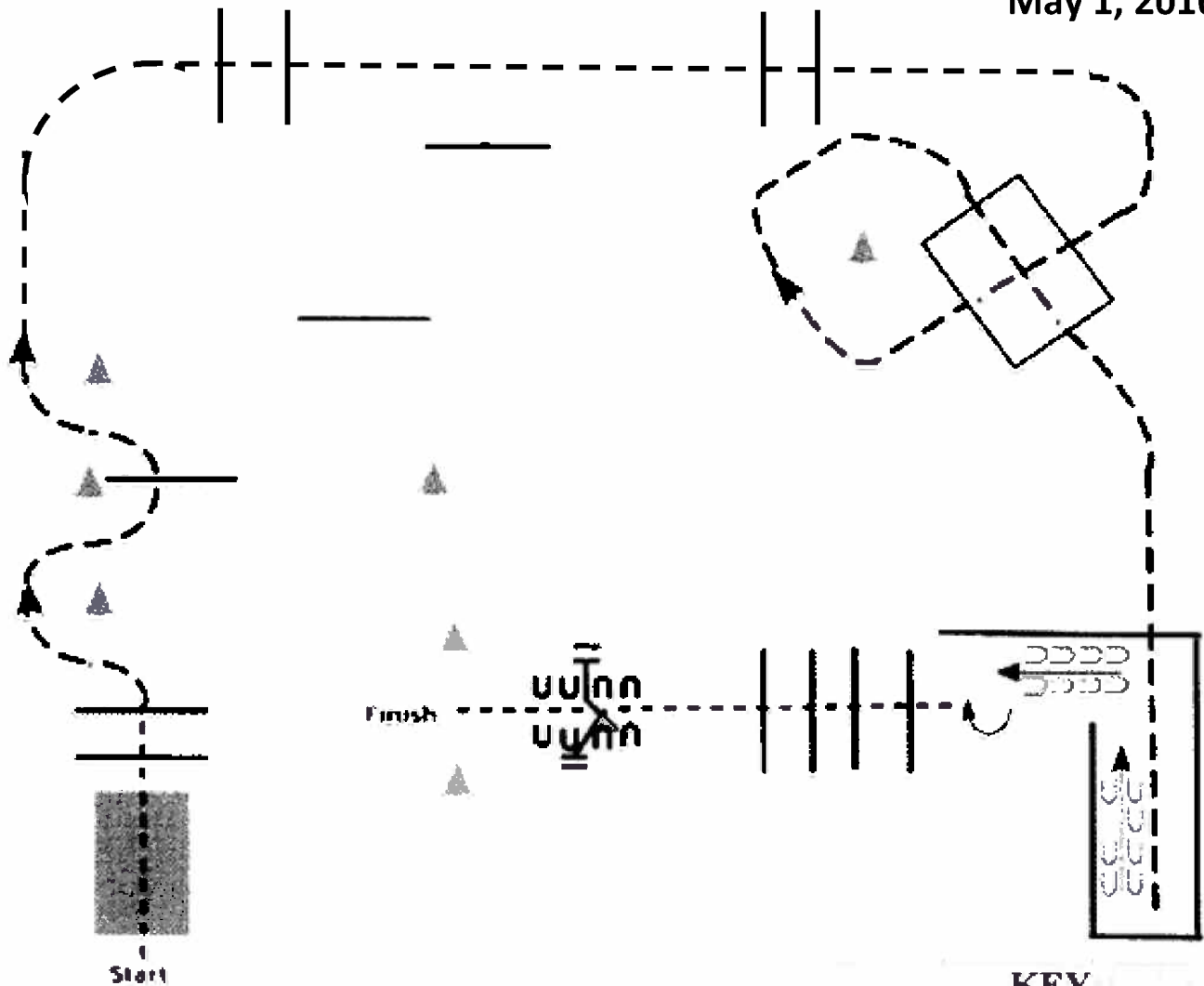


1. Jog to A and stop.
2. Execute a 360 degree turn to the right.
3. Jog half circle to B. Stop. Set up for inspection.
4. Back 4 steps. Execute a 90 degree turn to the right. Jog to C.
5. At C, jog to D. Stop. Proceed to Sunday pattern.

6. Jog to A and stop.
7. Execute a 360 degree turn to the right.
8. Jog half circle to B. Stop. Set up for inspection.
9. Back 4 steps. Execute a 90 degree turn to the right. Jog to C.
10. At C, jog to D. Stop. Back 4 steps. Walk to line up.

Trail In-Hand & Walk/Trot - All

Sunday
May 1, 2016



1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Jog over poles.
4. Jog through box and into chute.
5. Back the "L".
6. Execute 180 degree turn and walk over poles.
7. Work gate with left hand
8. Exit arena at a walk.

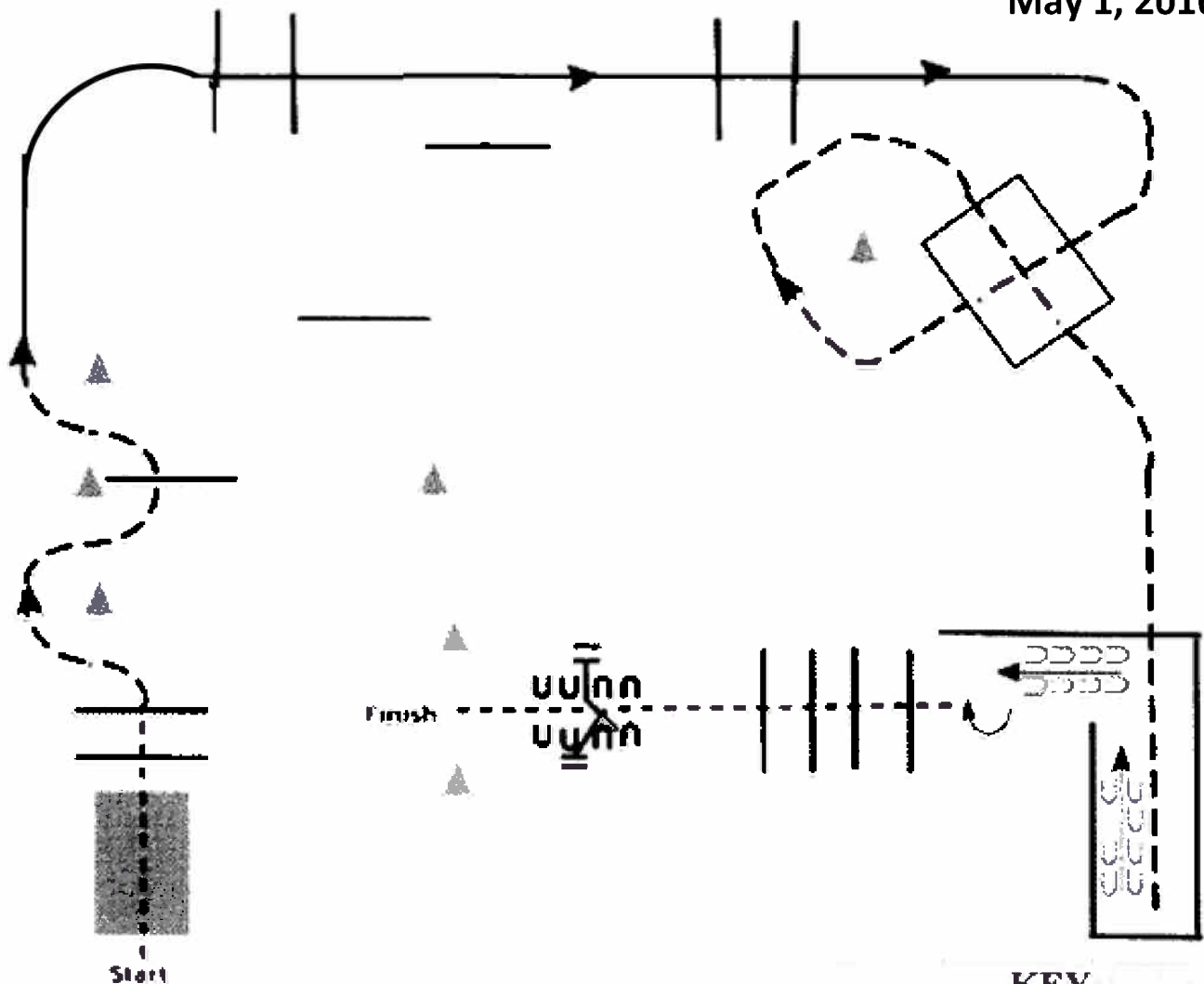
KEY

Walk
Jog - Trot	- - - - -
Lope - Canter	—————
Lead Change	
Back	>>>>>>
Judge	J
Marker	A

Trail

Novice Youth & Novice Amateur

Sunday
May 1, 2016



1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Lope on right lead over poles.
4. Jog through box and into chute.
5. Back the "L".
6. Execute 180 degree turn and walk over poles.
7. Work gate with left hand
8. Exit arena at a walk.

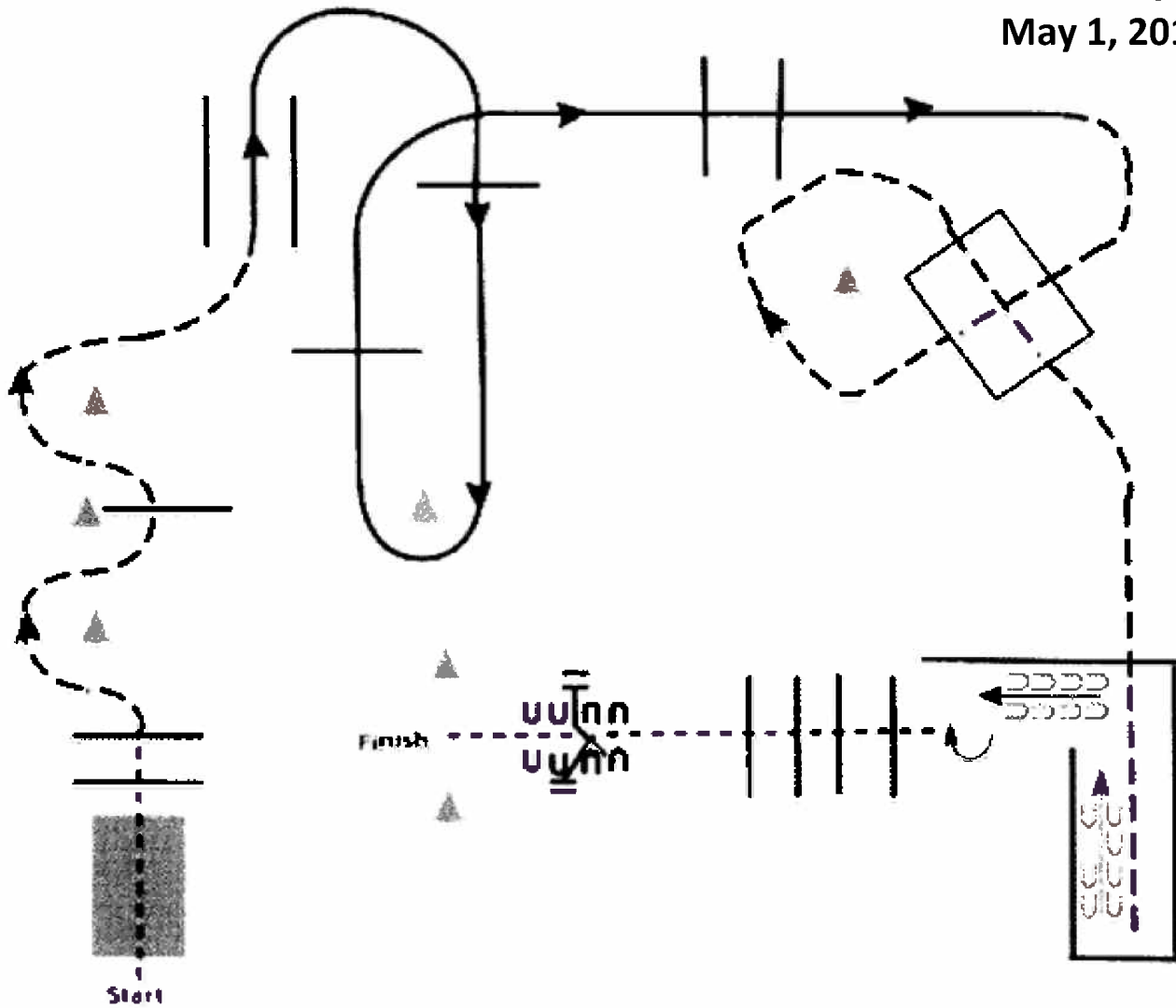
KEY

Walk		
Jog - Trot	- - - - -		
Lope - Canter	—————		
Lead Change	≡		
Back	⤵	Judge	Marker
	⤵	ⓐ	ⓐ

Trail

Youth / Amateur / Select / Open

Sunday
May 1, 2016



1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Lope on right lead over poles.
4. Jog through box and into chute.
5. Back the "L".
6. Execute 180 degree turn and walk over poles.
7. Work gate with left hand
8. Exit arena at a walk.

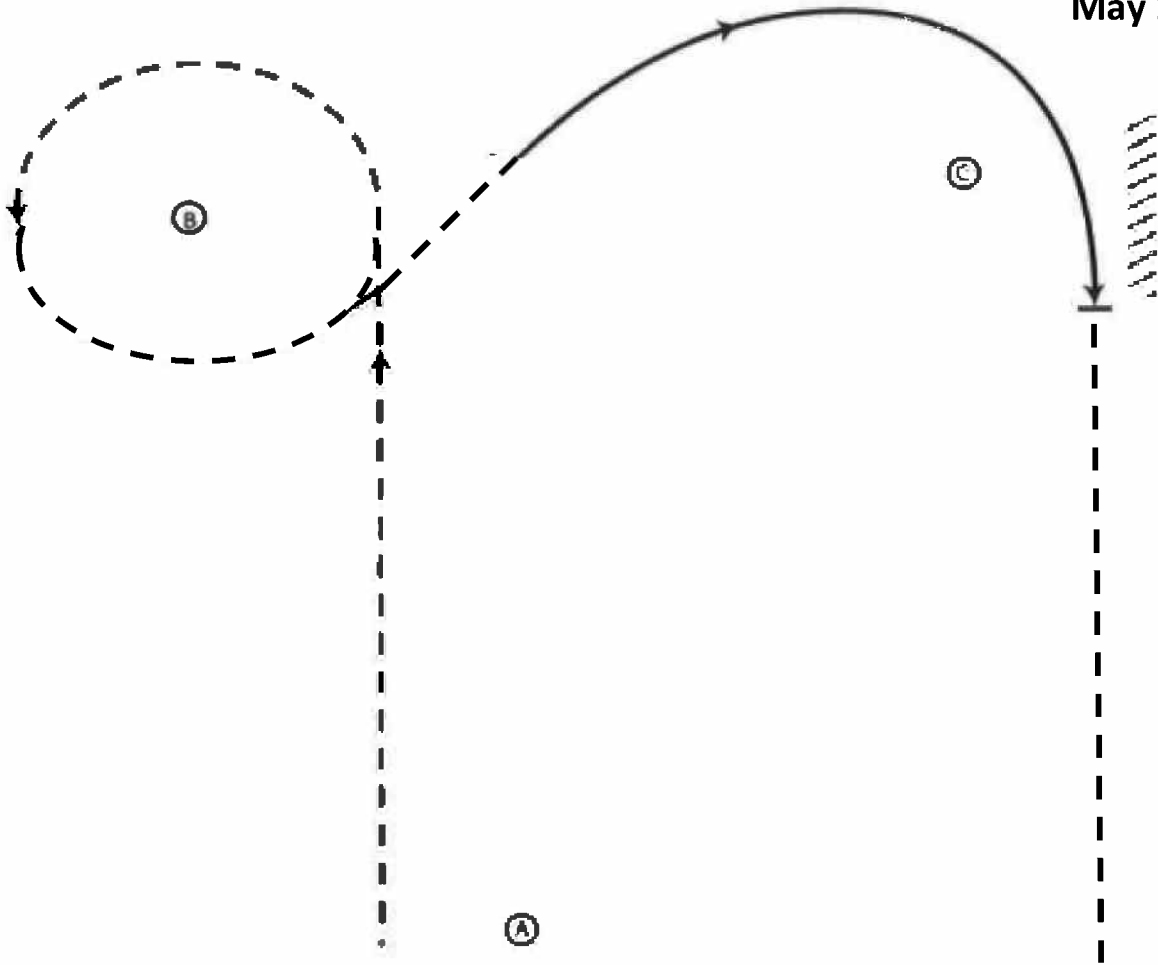
KEY

Walk
Jog - Trot	- - - - -
Lope - Canter	—————
Lead Change	┌
Back	>>>
Judge	J
Marker	A

Hunt Seat Equitation

Walk/Trot - All

Sunday
May 1, 2016



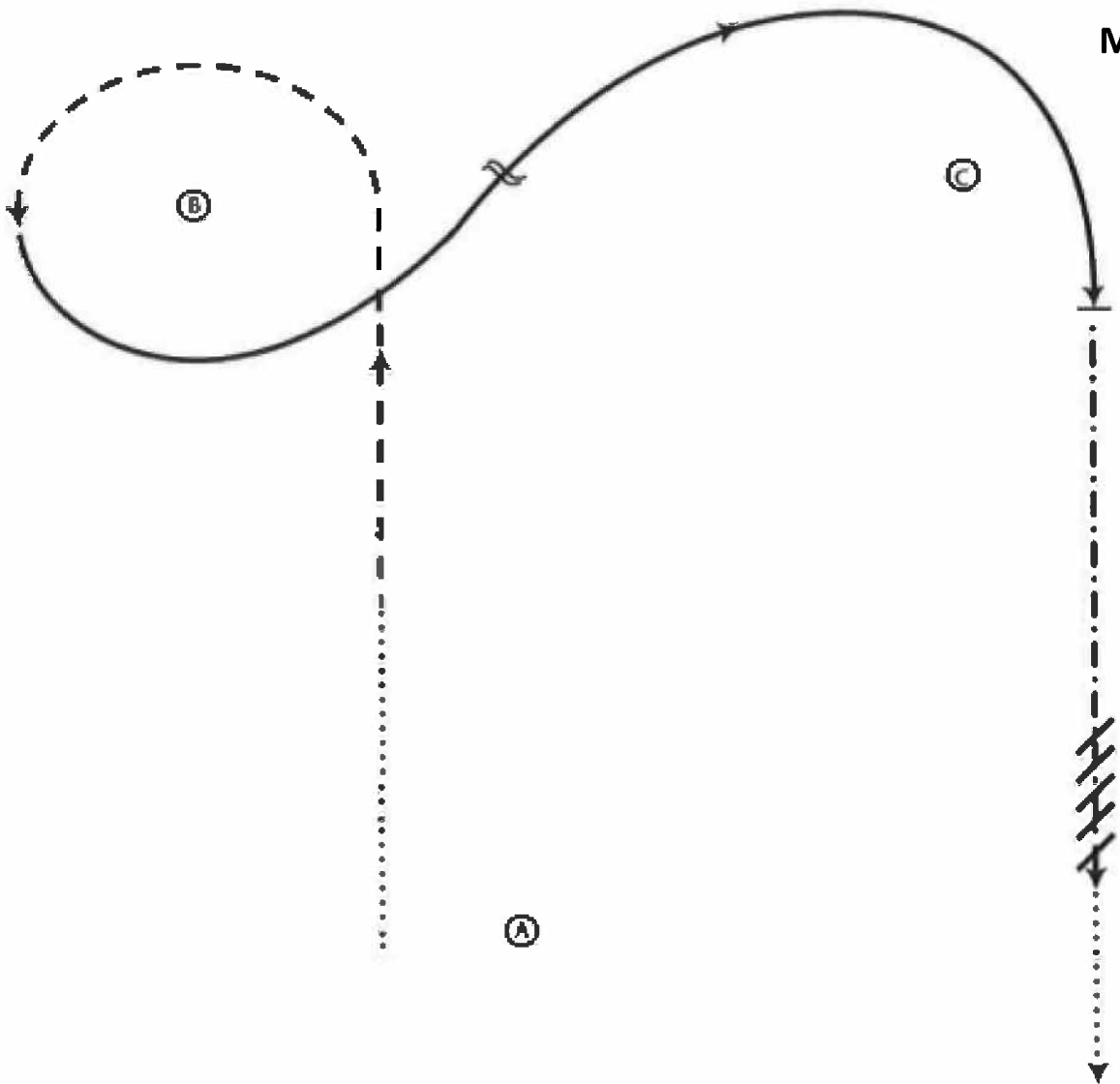
1. Begin at A, trot around B.
2. Halfway to C, walk.
3. Go past C. Stop. Back 5 steps.
4. Exit at the trot.

—————	Walk
- - - - -	Trot
- . - . - .	Extended Trot
- - .	Sitting Trot
~~~~~	Side Pass
///////	Back
≈	Change Leads
~	Change Diagonals
Ⓐ	Marker

# Hunt Seat Equitation

## Novice Youth & Novice Amateur

Sunday  
May 1, 2016

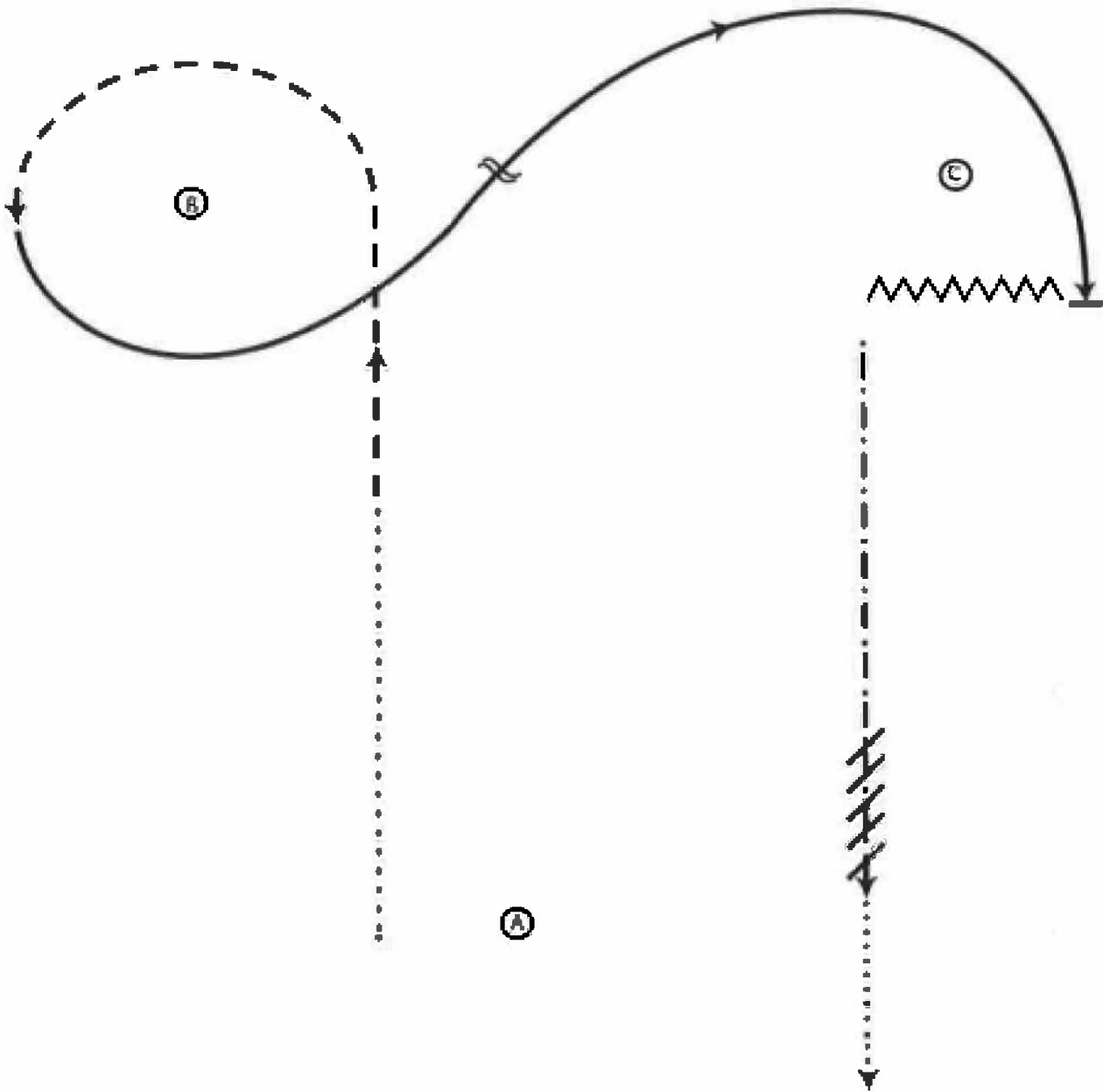


1. Begin at A, walk halfway to B, trot.
2. Trot around B.
3. Canter on left lead.
4. Halfway to C, execute a lead change.
5. Just past C, extend the trot to A. Stop. Back 5 steps.
6. Return to line up at a walk.

.....	<b>Walk</b>
-----	<b>Trot</b>
- . - . - . - . - .	<b>Extended Trot</b>
.....	<b>Sitting Trot</b>
—————	<b>Canter</b>
~~~~~	<b>Side Pass</b>
//////////	Back
≈	Change Leads
~	Change Diagonals
Ⓐ	Marker

Hunt Seat Equitation

Youth / Amateur / Select



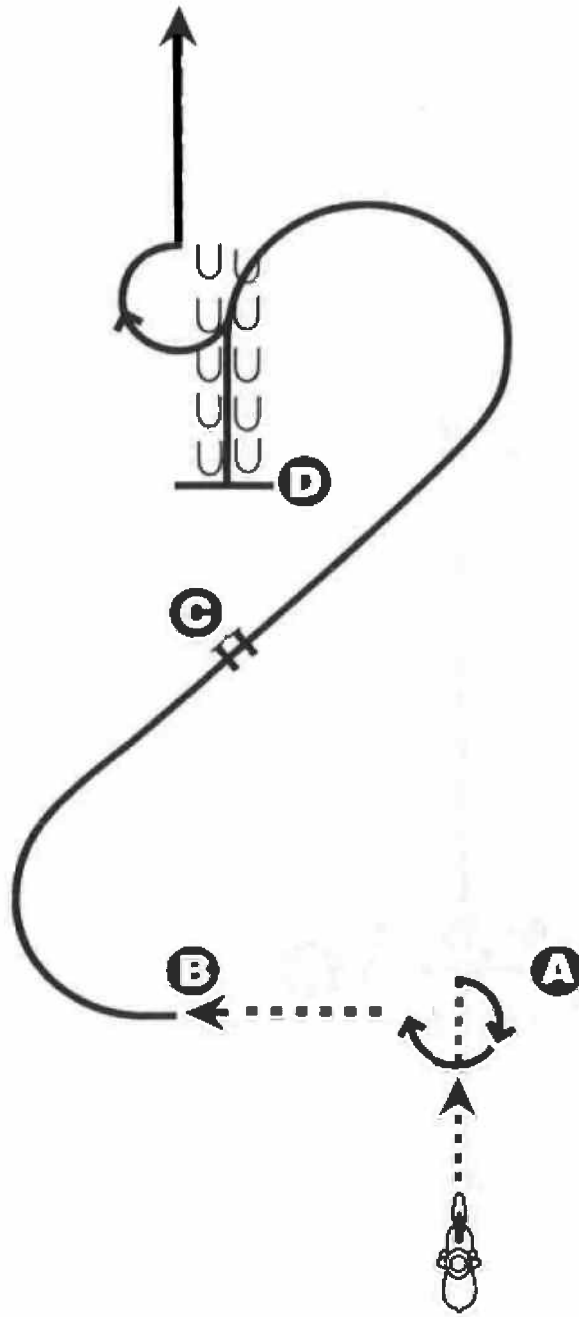
1. Begin at A, walk halfway to B, trot.
2. Trot around B.
3. At B, canter on left lead.
4. Halfway to C, execute a lead change.
5. Just past C, stop. Side pass to the right.
6. Continue to A at the extended trot.
7. When even with A, stop and back.
8. Return to line up at the walk.

.....	Walk
----	Trot
- . - . - . - . - . - . - . - . - . - . - .	Extended Trot
-----	Sitting Trot
—————	Canter
~~~~~	<b>Side Pass</b>
//////	<b>Back</b>
≈	<b>Change Leads</b>
~	<b>Change Diagonals</b>
Ⓐ	<b>Marker</b>

# Western Horsemanship

## Walk/Trot - All

Sunday  
May 1, 2016



1. Walk to A. Execute a 270 degree turn to the right.
2. Walk away with no hesitation to B.
3. At B, jog to D as shown.
4. Stop.
5. Back 5 steps. Execute a 180 degree turn to the right.
6. Jog to line up.

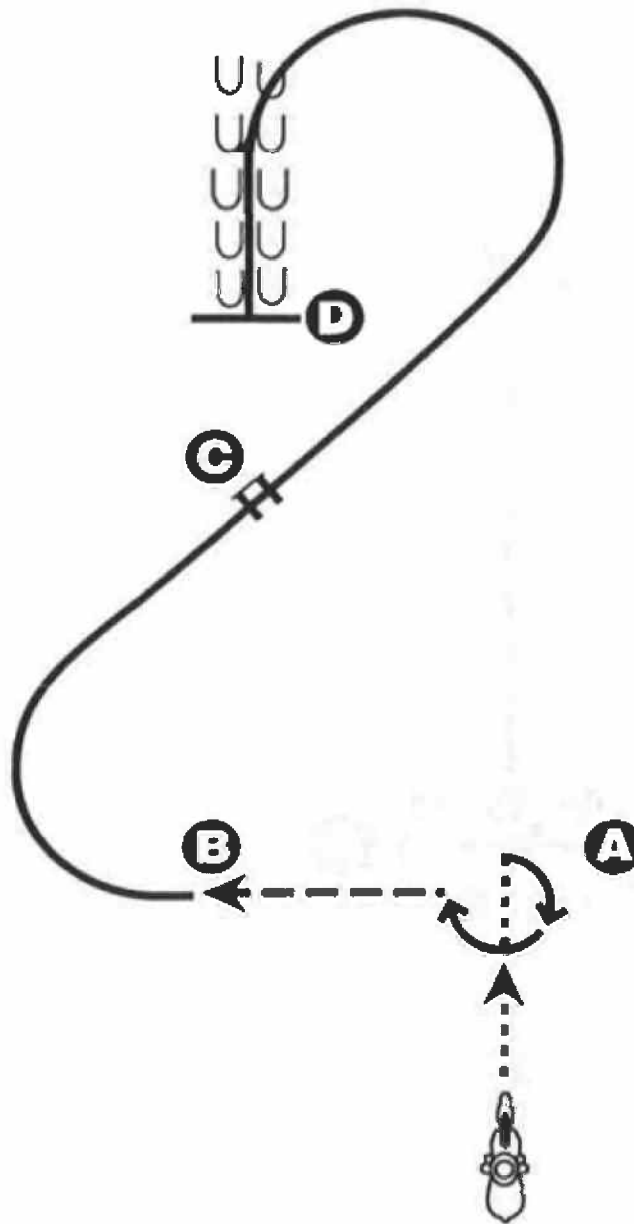
### KEY

Walk	.....		
Jog - Trot	—————		
Lead Change	⊢		
Back			
Judge	ⓐ		ⓐ
Marker	ⓐ		ⓐ

# Western Horsemanship

## Novice Youth & Novice Amateur

Sunday  
May 1, 2016

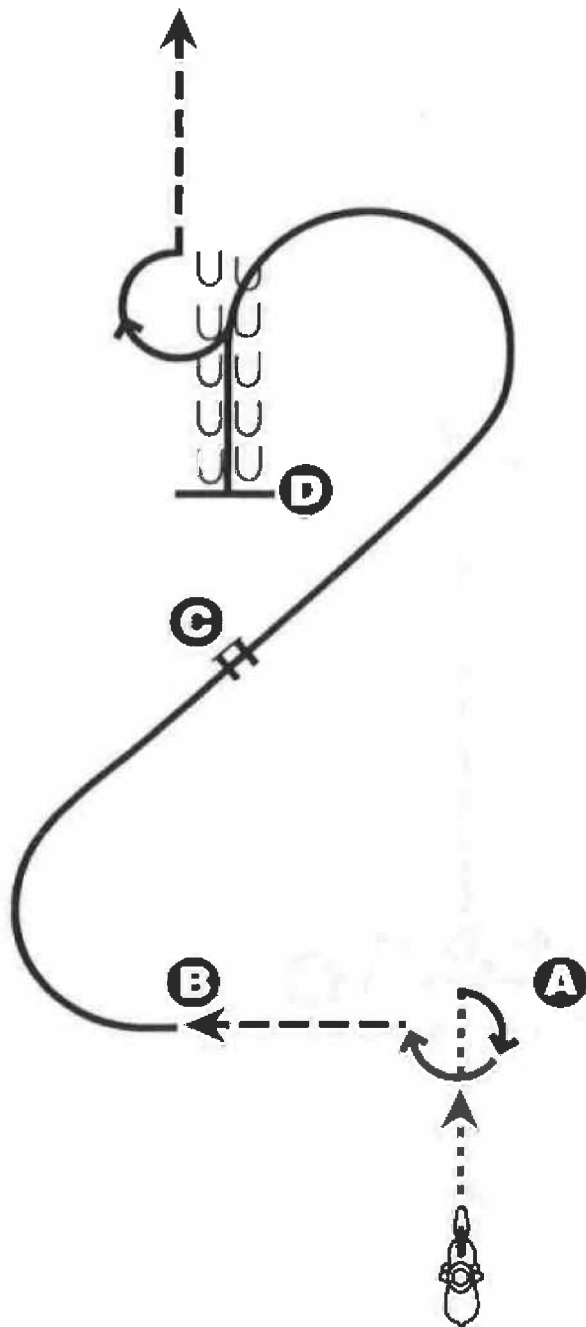


1. Walk to A. Execute a 270 degree turn to the right.
2. Jog away with no hesitation to B.
3. At B, lope on right lead to C.
4. At C, execute a lead change (simple or flying).
5. Lope on left lead to D. Stop.
6. Back 5 steps.
7. Walk to line up.

KEY		
Walk	.....	
Jog - Trot	- - - - -	
Lope - Canter	—————	
Lead Change	⌌	
Back	⏮	
Judge	J	A
Marker		


# Western Horsemanship Youth / Amateur / Select

Sunday  
May 1, 2016



1. Walk to A. Execute a 270 degree turn to the right.
2. Jog away with no hesitation to B.
3. At B, lope on right lead to C.
4. At C, execute a lead change (simple or flying).
5. Lope on left lead to D. Stop.
6. Back 5 steps. Execute a 180 degree turn to the right.
7. Jog to line up.

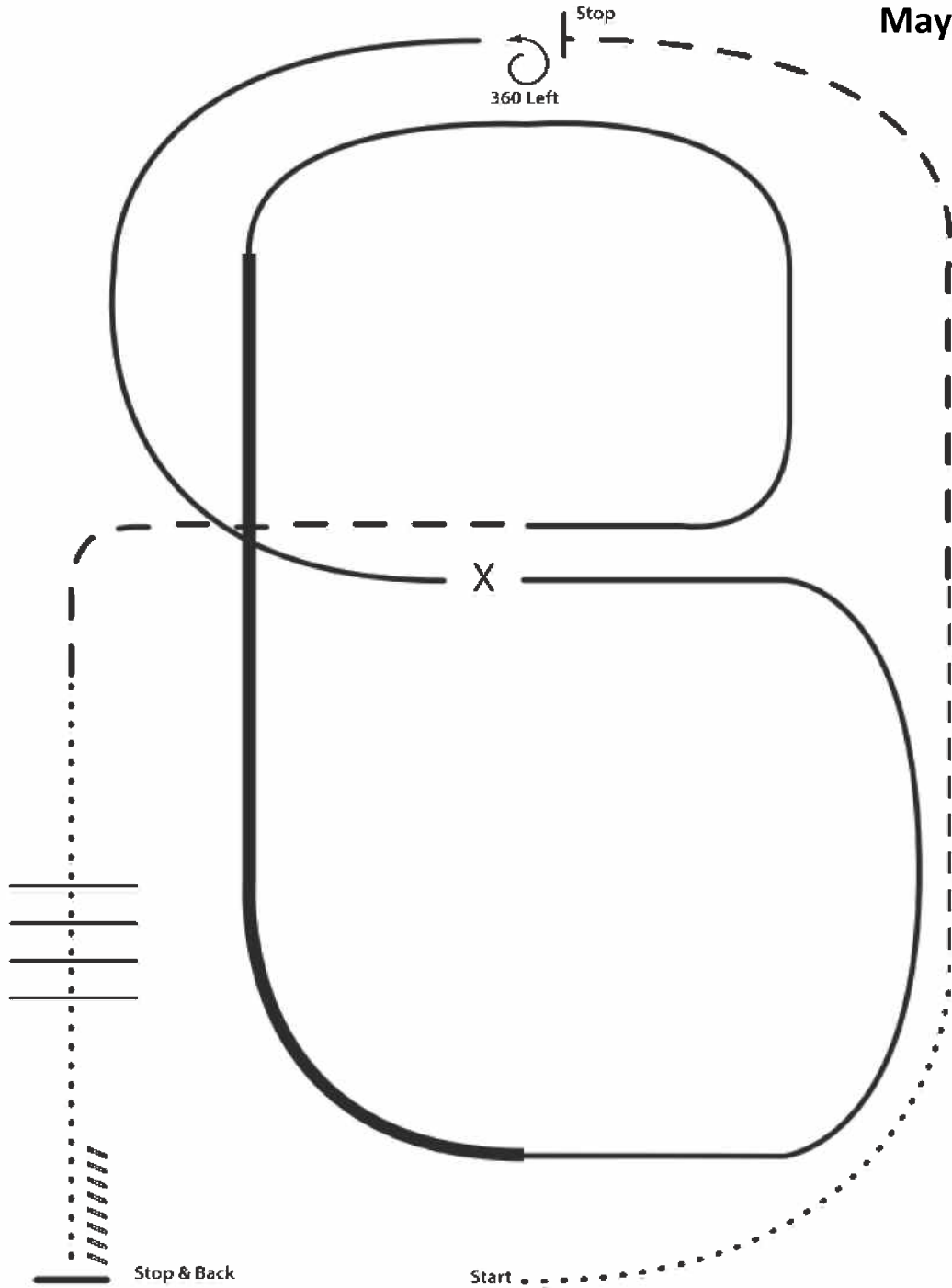
## KEY

Walk	.....
Jog - Trot	-----
Lope - Canter	—————
Lead Change	⌌
Back	
Judge	<b>J</b>
Marker	<b>A</b>

# Ranch Riding - Ranch Pleasure

## Pattern #1

Sunday  
May 1, 2016

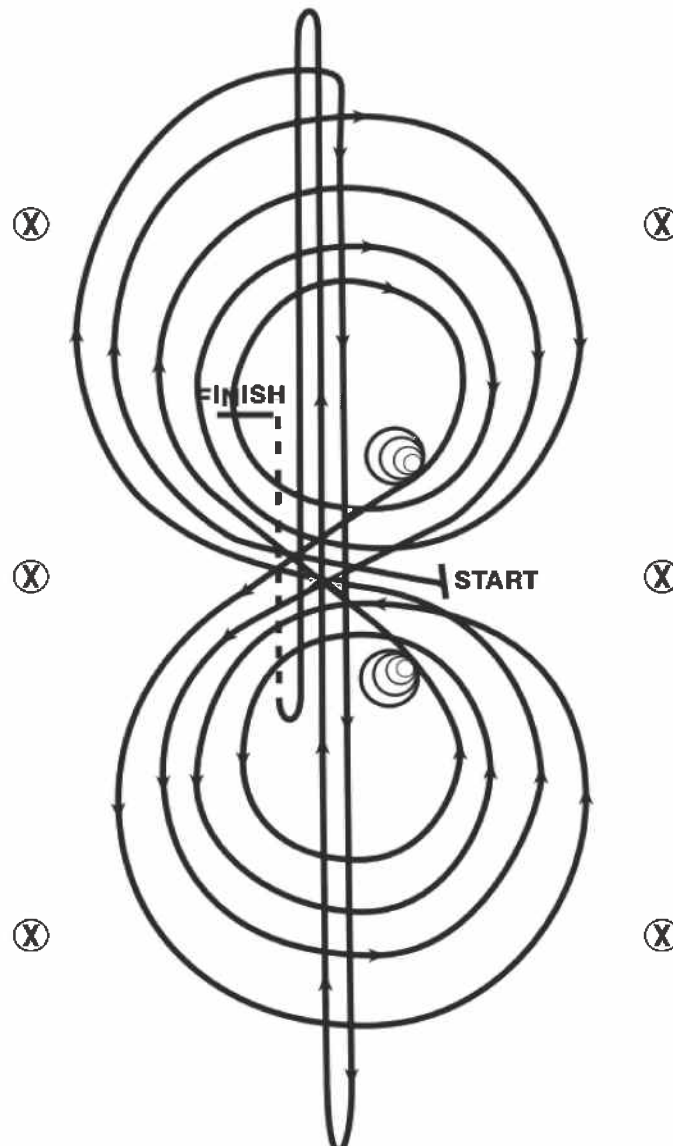


1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top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

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

# Reining Pattern #4

Sunday  
May 1, 2016



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 two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the right. 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. Stop at the center of the arena.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. 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 to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.