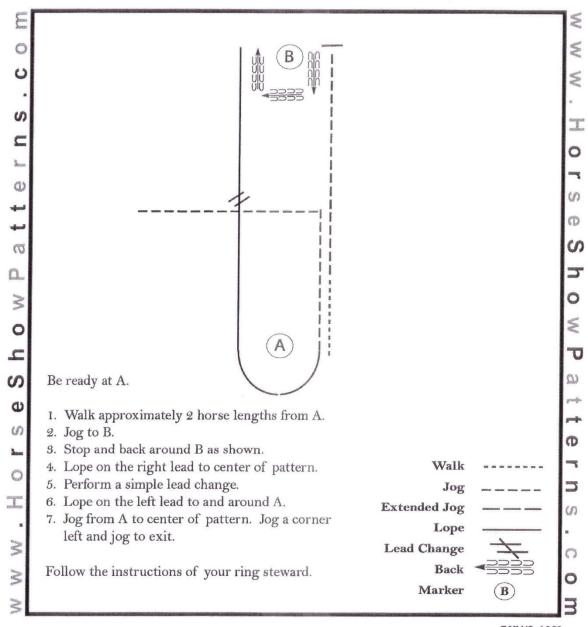


Western Horsemanship (ALL BREED HORSEMANSHIP)

Show Date: 06-17-2022

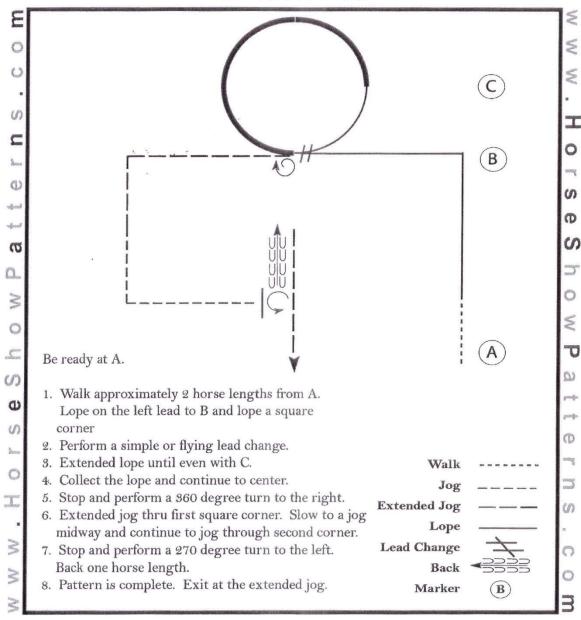


[WH/2-102]



Western Horsemanship (YOUTH - AMATEUR)

Show Date: 06-17-2022

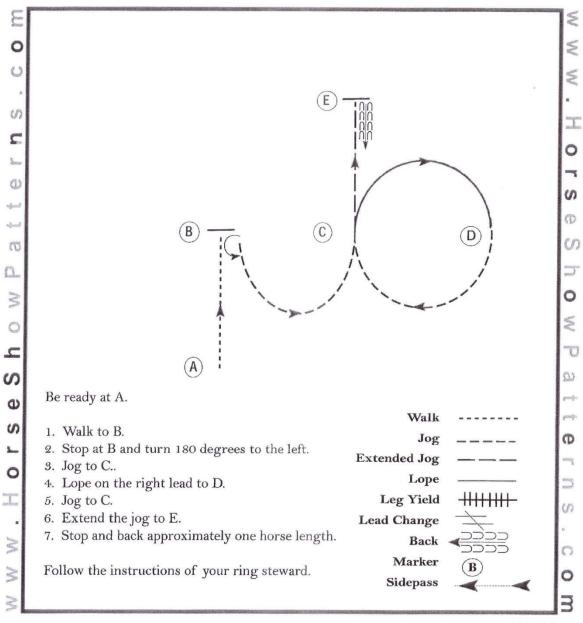


[WH/3-108]



Western Horsemanship (NOVICE)

Show Date: 06-17-2022

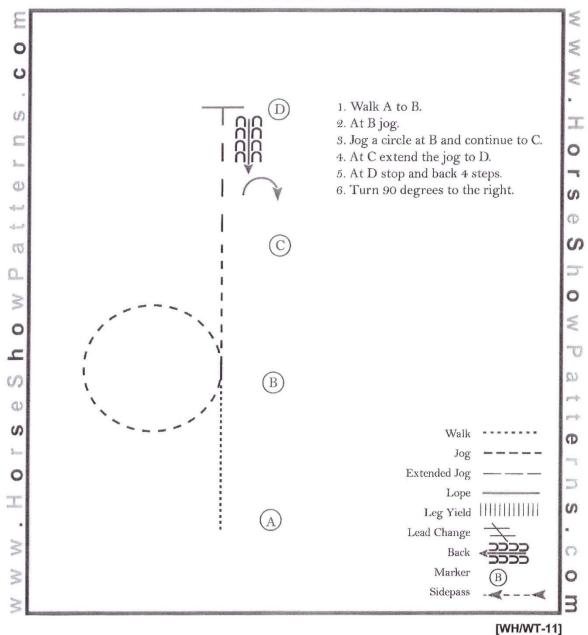


[WH/1-61]



Western Horsemanship (WALK & TROT HORSEMANSHIP)

Show Date: 06-17-2022



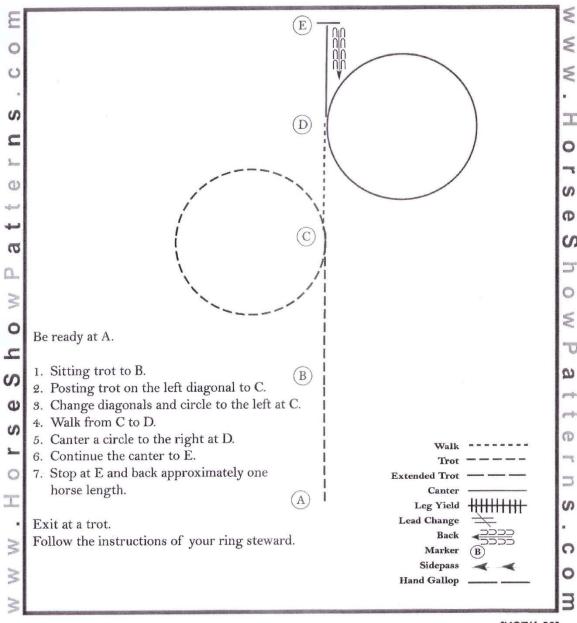
Pattern Provided by:

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Hunt Seat Equitation (NOVICE)

Show Date: 06-17-2022

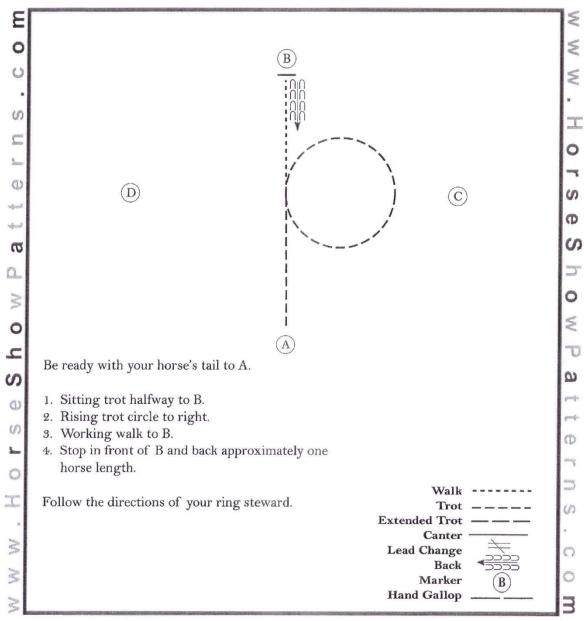


[HSE/1-39]



Hunt Seat Equitation (WALK & TROT HUNT SEAT EQUITATION)

Show Date: 06-17-2022

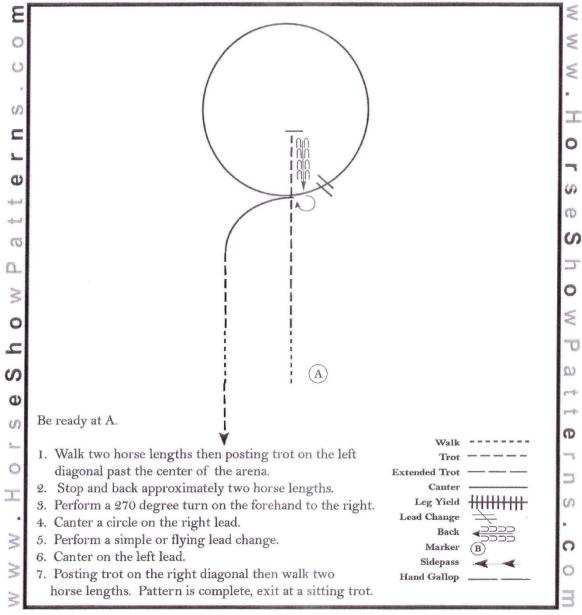


[HSE/WT-45]



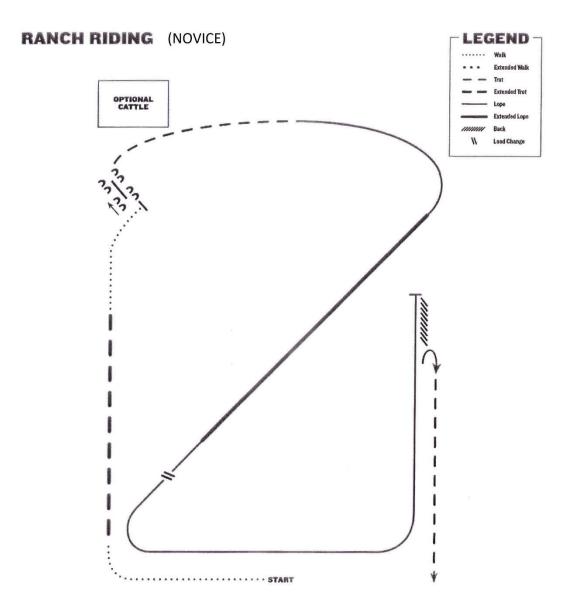
Hunt Seat Equitation (YOUTH - AMATEUR)

Show Date: 06-17-2022



[HSE/3-82]





- Walk
 Extended trot
 Walk

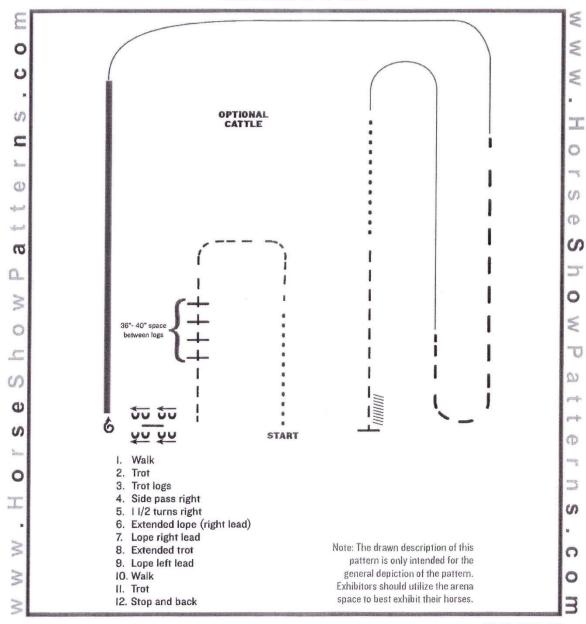
- Walk
 Stop, side pass left over log
 Trot
 Lope right lead
 Extended lope right lead
 Collect lope and change leads (simple or flying)
- 9. Lope left lead
- 10. Stop and back
- II. I/2 turn right I2. Trot

Note. The drawn description of this pattern is only intended for the general depotion of the pattern Exhibitors should utilize the arena space to best exhibit their horses



Ranch Riding (OPEN - YOUTH - AMATEUR)

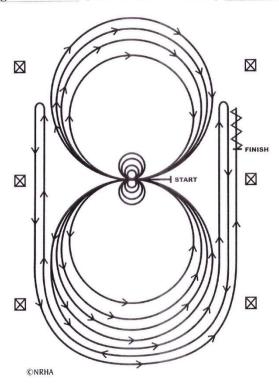
Show Date: 06-17-2022



[RR/AQHA-12]



Reining Pattern #5 (AMATEUR E YOUTH)



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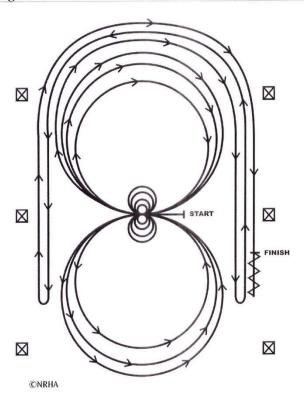
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- 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.
- 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.
- 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)
- 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 (6.09m) from the wall or fence no hesitation.
- 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 (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.

Exhibitor may dismount and drop bridle to the designated judge.



Reining Pattern #8 (NOVICE E GREEN)



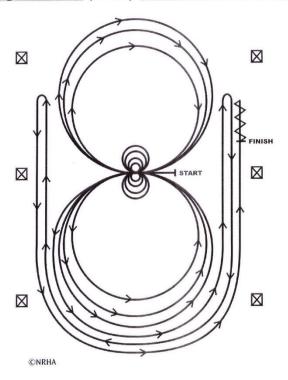
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- 1. Complete four spins to the left. Hesitate.
- 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 rollback at least twenty feet (6.09m) 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 rollback at least twenty feet (6.09m) 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 twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.

Exhibitor may dismount and drop bridle to the designated judge.



Reining Pattern #6 (OPEN)



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

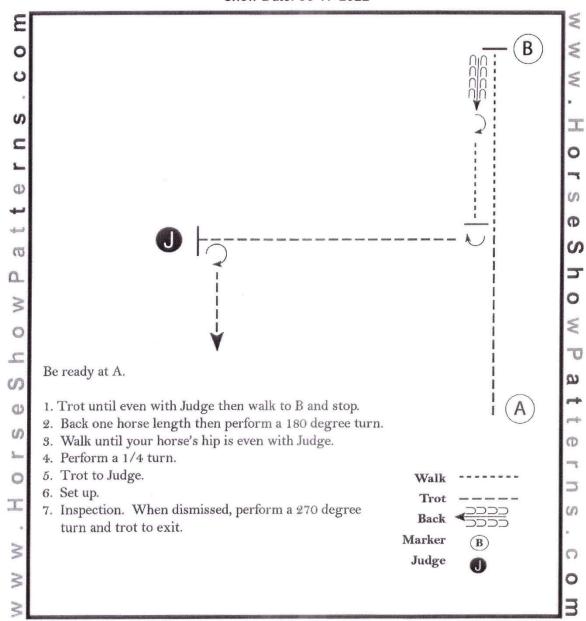
- 1. Complete four spins to the right. Hesitate.
- 2. Complete four spins to the left. Hesitate.
- 3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 4. Complete three circles 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 (6.09m) from the wall or fence no hesitation.
- 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 (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.

Exhibitor may dismount and drop bridle to the designated judge.



Showmanship (ALL BREED SHOWMANSHIP)

Show Date: 06-17-2022

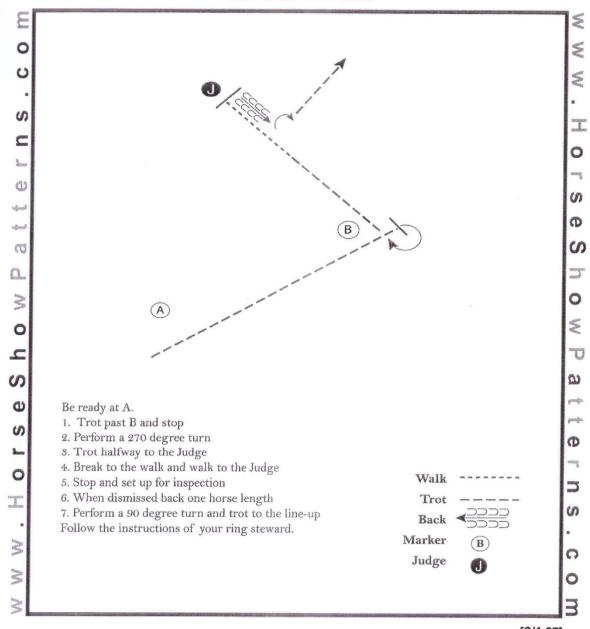


[S/2-120]



Showmanship (NOVICE)

Show Date: 06-17-2022

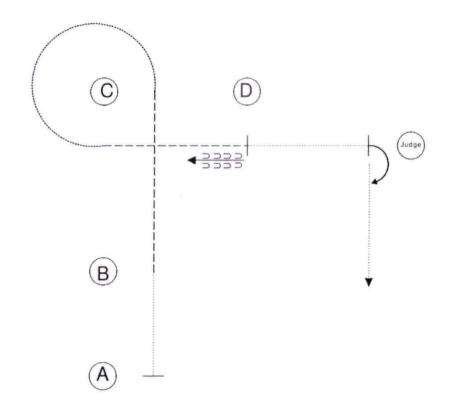


Pattern Provided by:

[S/1-27]



SHOWMANSHIP WALK&TROT



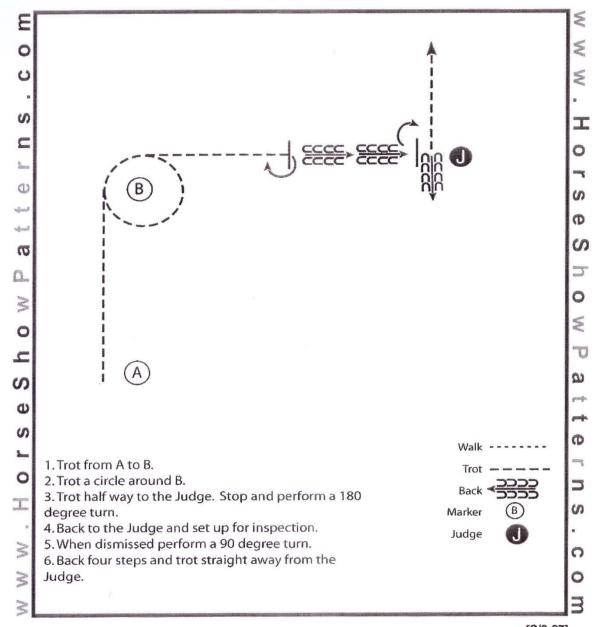
BE READY AT A.

- 1. WALK TO B
- 2. JOG TO C
- 3. AT C WALK 3/4 CIRCLE AROUND C
- 4. TROT TO D. STOP AND BACK UP APPROX. 1 HORSE LENGTH
- 5. WALK TO JUDGE. STOP. SET UP FOR INSPECTION
- 6. AFTER INSPECTION, PERFORM A 90 DEGREE TURN
- 7. WALK OUT



Showmanship (YOUTH - AMATEUR)

Show Date: 06-17-2022



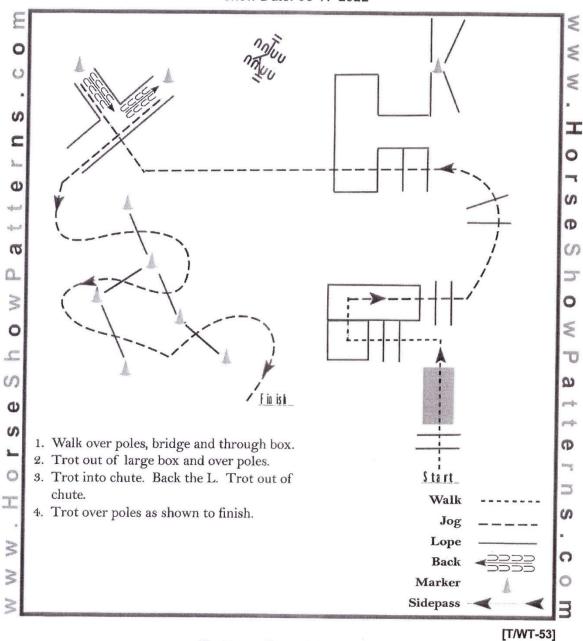
Pattern Provided by:

[S/3-27]



IN HAND TRAIL (OPEN E AMATEUR)

Show Date: 06-17-2022



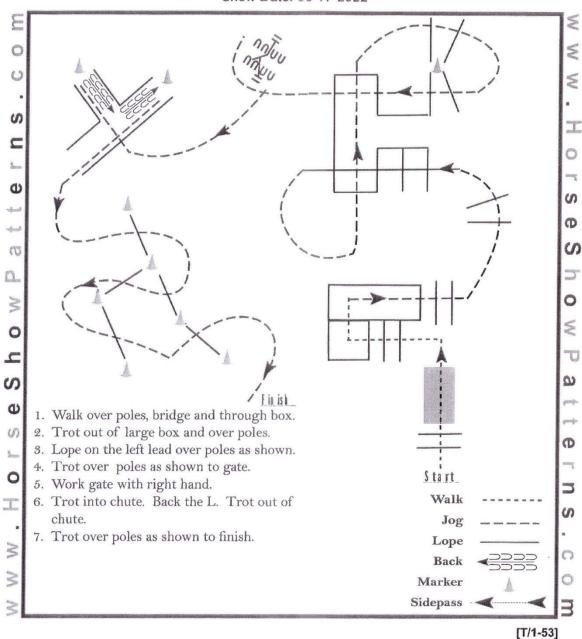
Pattern Provided by:

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TRAIL NOVICE E GREEN

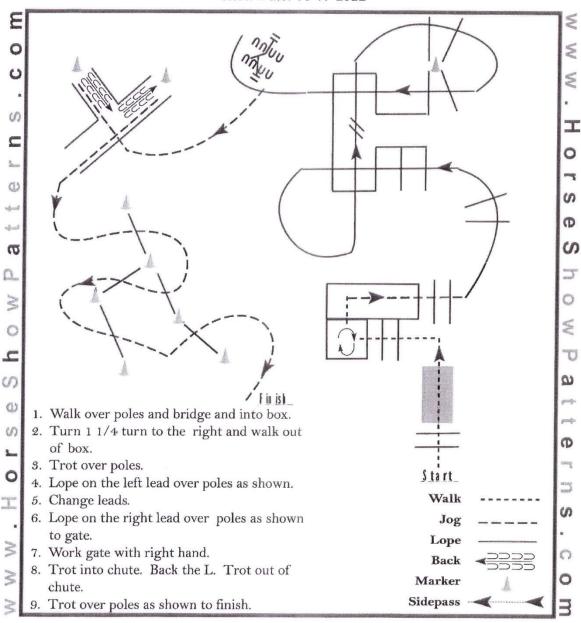
Show Date: 06-17-2022





Trail (OPEN TRAIL)

Show Date: 06-17-2022



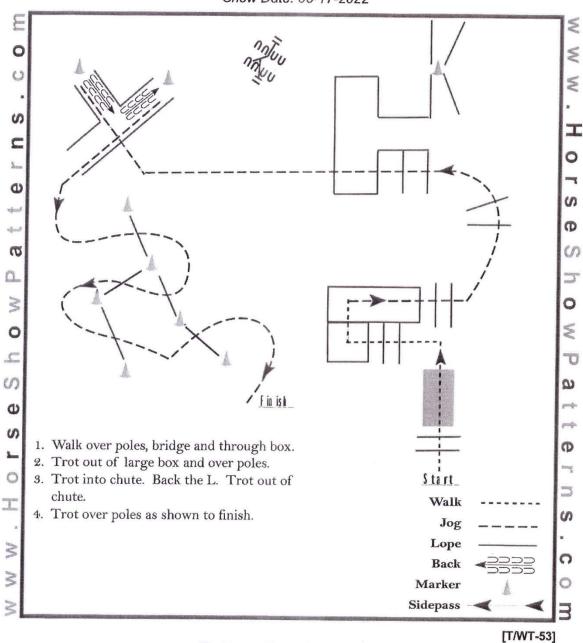
Pattern Provided by:

[T/3-53]



Trail (WALK & TROT TRAIL)

Show Date: 06-17-2022



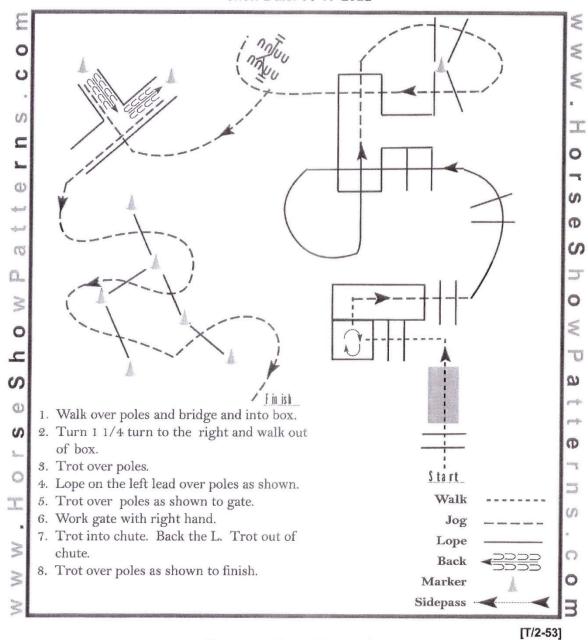
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Trail (YOUTH - AMATEUR)

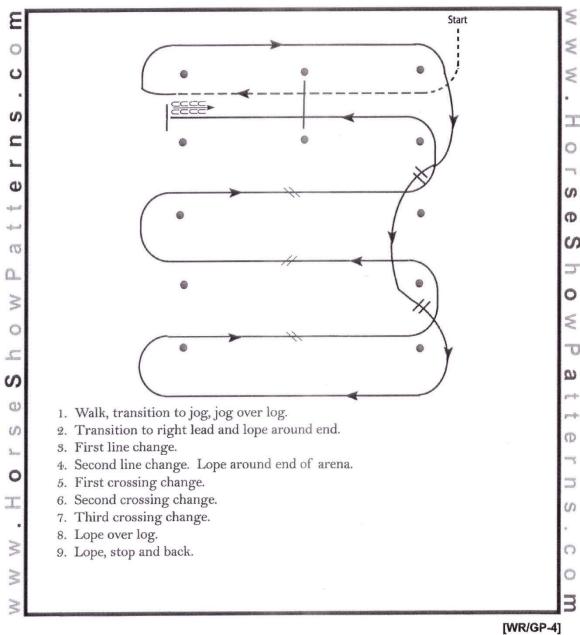
Show Date: 06-17-2022





Western Riding (NOVICE E GREEN)

Show Date: 06-17-2022



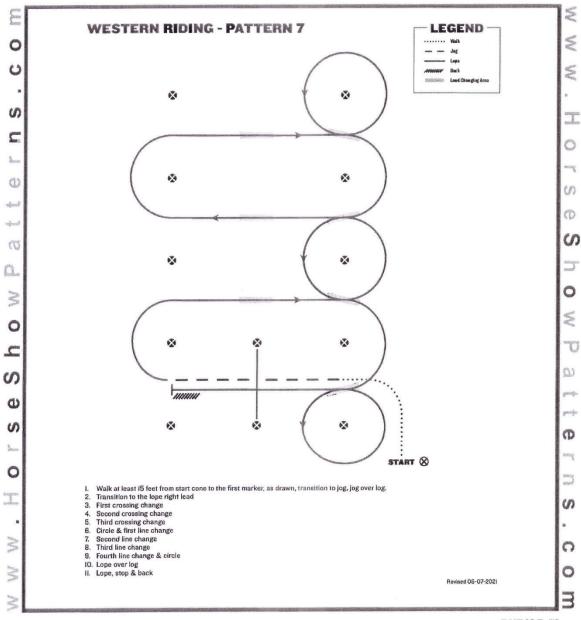
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Western Riding (OPEN WESTERN RIDING)

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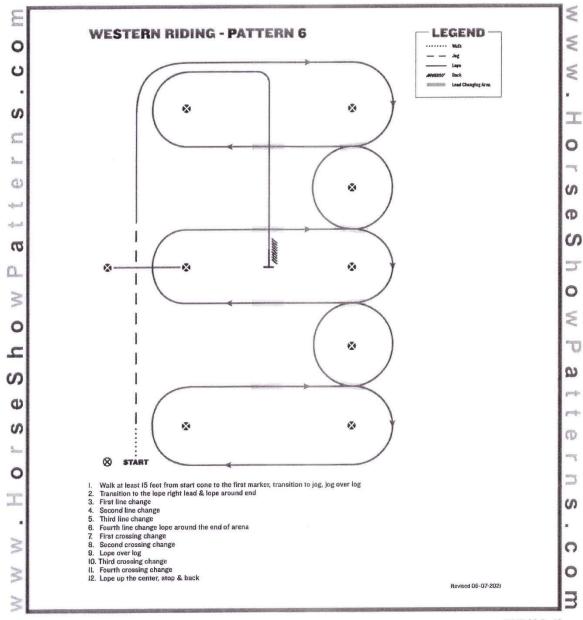


[WR/OP-7]



Western Riding (YOUTH - AMATEUR)

Show Date: 06-17-2022



[WR/OP-6]