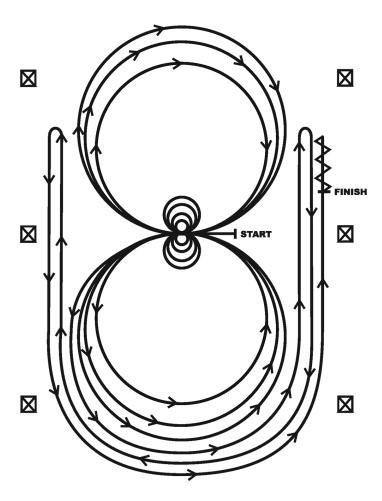
Reining (L1 Youth, L1 Amateur, Junior, Green as Grass)

Show Date: Thursday 8-29-24

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.

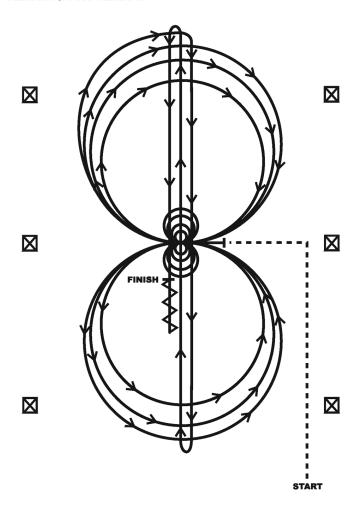
- I. Complete four spins to the right. Hesitate.
- 2. Complete four spins to the left. Hesitate.
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 4. Complete three circles 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.

[R/AQHAP-6]

Reining (Youth, Amateur, Senior)

Show Date: Thursday 8-29-24

REINING PATTERN 11



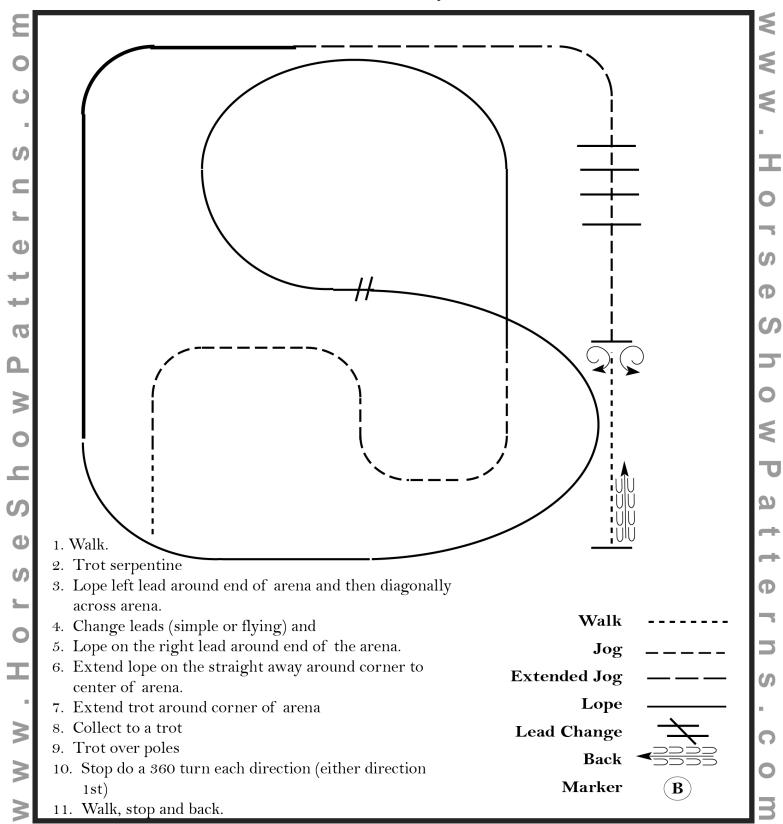
Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 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.
- 4. 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.
- Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation
- 6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- 7. 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 to demonstrate completion of the pattern.

[R/AQHAP-11]

All Ranch Riding except W/T

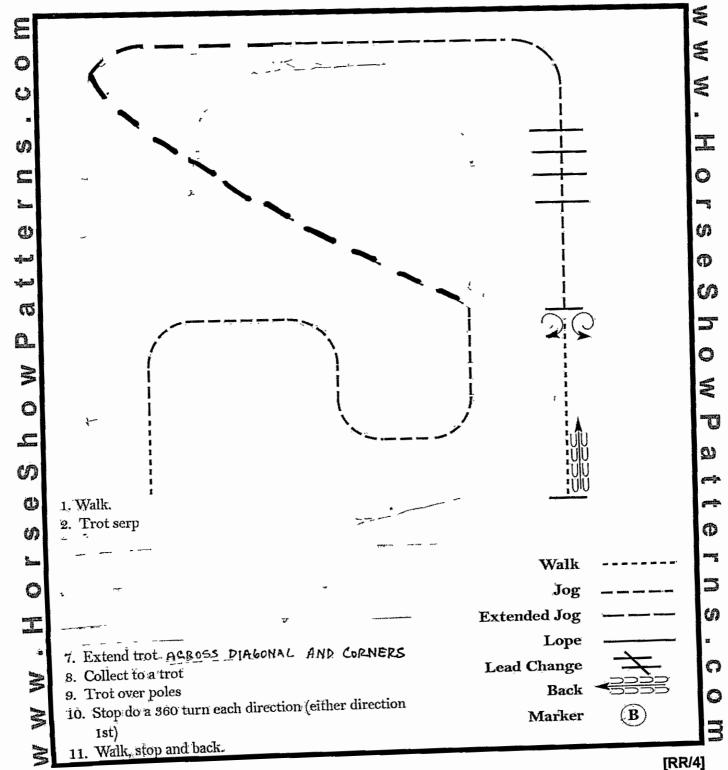
Show Date: Thursday 8-29-24



[RR/4]

. Ranch Riding -W/T

Show Date: Thursday 8-29-24

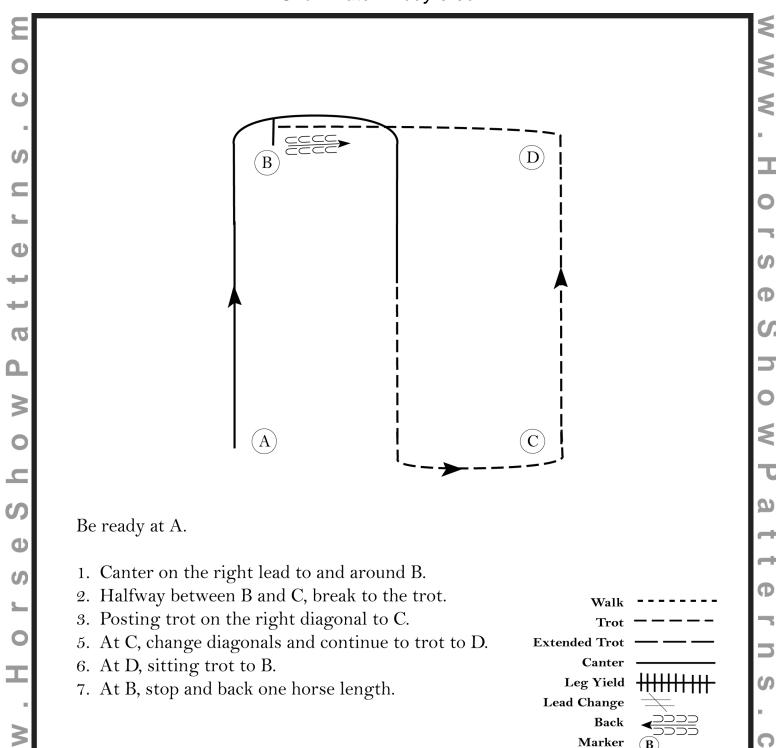


Pattern Provided by: The Judges

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Hunt Seat Equitation (L1 Youth, L1 Amateur)

Show Date: Friday 8-30-24

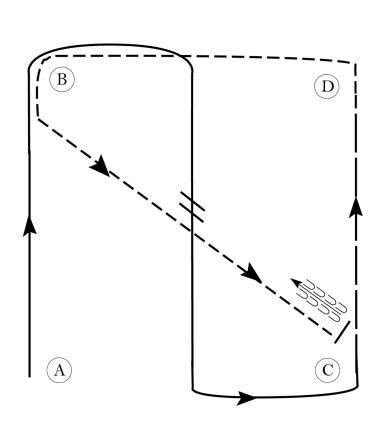


[HSE/1-25]

Sidepass Hand Gallop

Hunt Seat Equitation (Youth, Amateur, Select)

Show Date: Friday 8-30-24

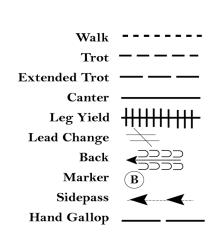


Be ready at A.

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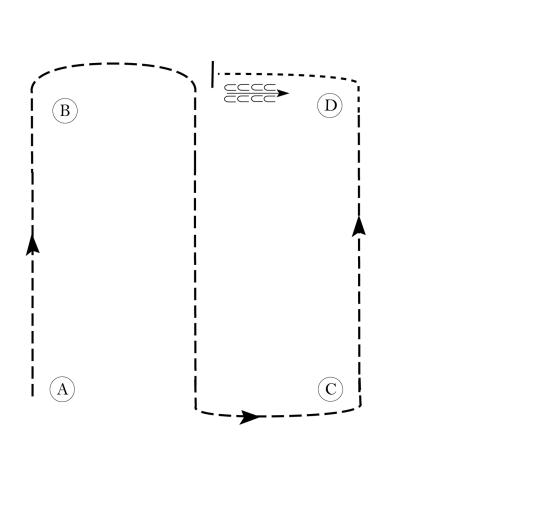
- 1. Canter on the right lead to and around B.
- 2. Halfway between B and C, change leads.
- 3. Canter on left lead to and around C.
- 4. Hand gallop from C to D.
- 5. At D, perform a posting trot on the right diagonal.
- 6. At B, two point at the trot until halfway to C.
- 7. Sitting trot to C.
- 8. Stop and back one horse length at C.



[HSE/3-25]

Hunt Seat Equitation (All W/T)

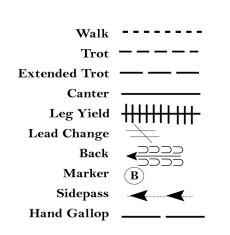
Show Date: Friday 8-30-24



Be ready at A.

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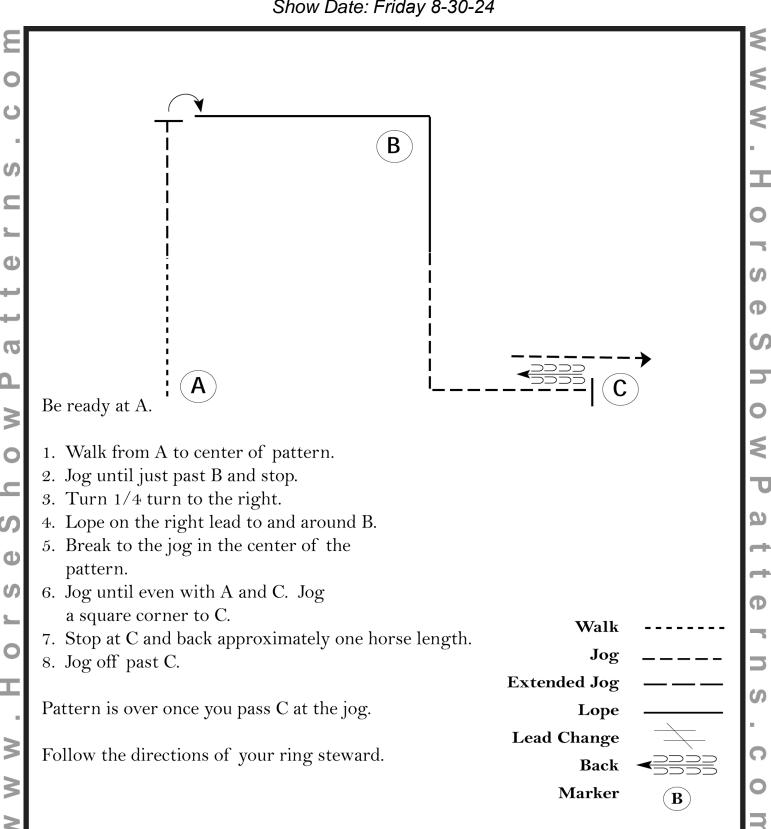
- 1. Posting trot to and around B on the left diagonal.
- 2. Halfway between B and C, change diagonals.
- 3. Posting trot on the right diagonal to and around C.
- 4. Continue to trot to D.
- 5. At D, walk.
- 6. Walk until halfway to B, stop and back one horse length.



[HSE/WT-25]

Horsemanship (L1 Youth, L1 Amateur)

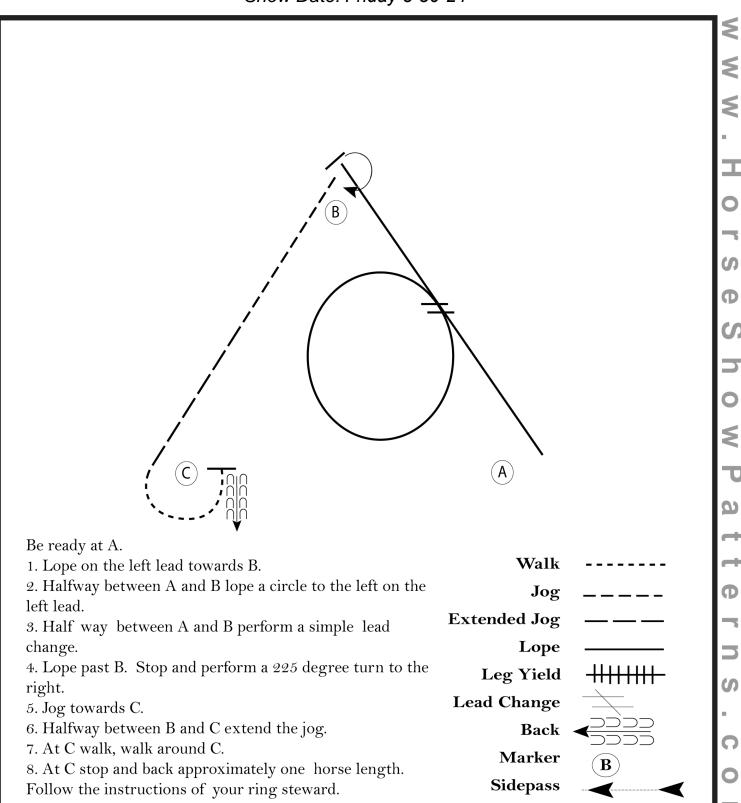
Show Date: Friday 8-30-24



[WH/1-81]

Horsemanship (Youth, Amateur, Select)

Show Date: Friday 8-30-24



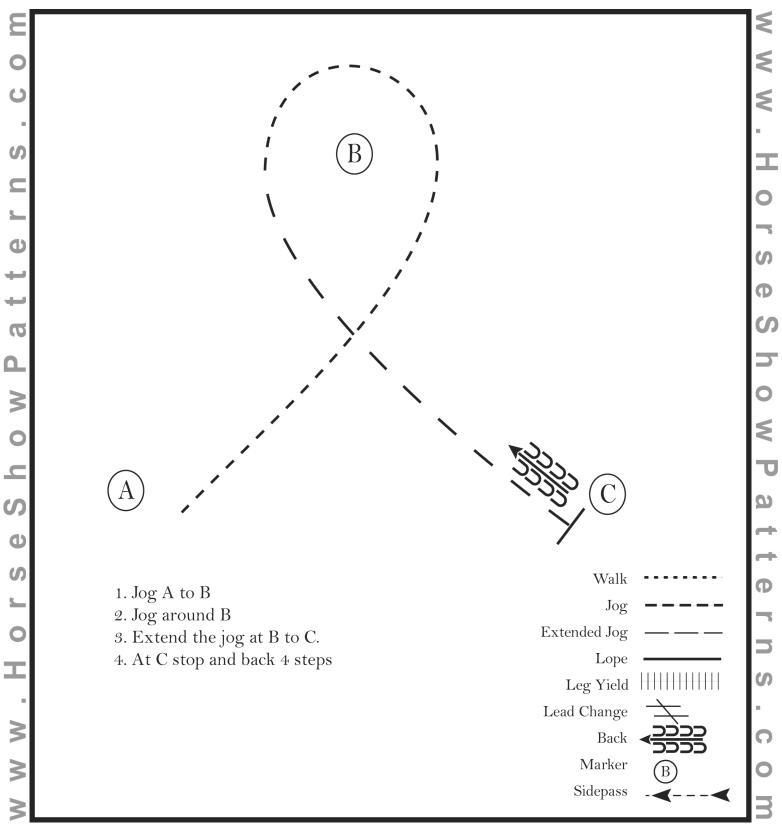
D

S

[WH/3-3]

Horsemanship (All W/T)

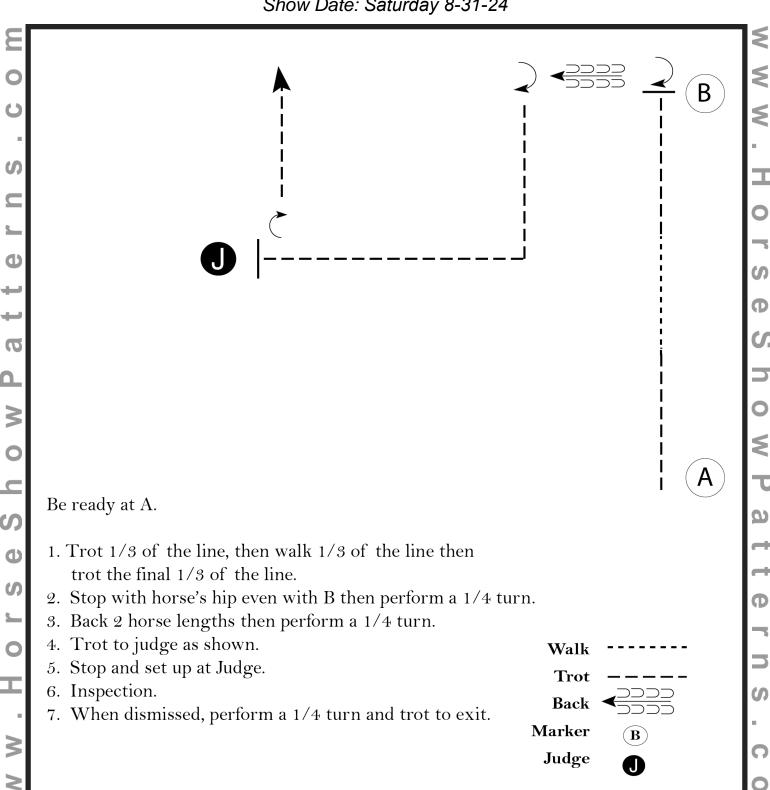
Show Date: Friday 8-30-24



[WH/WT-9]

Level 1 Youth & Amateur Showmanship

Show Date: Saturday 8-31-24



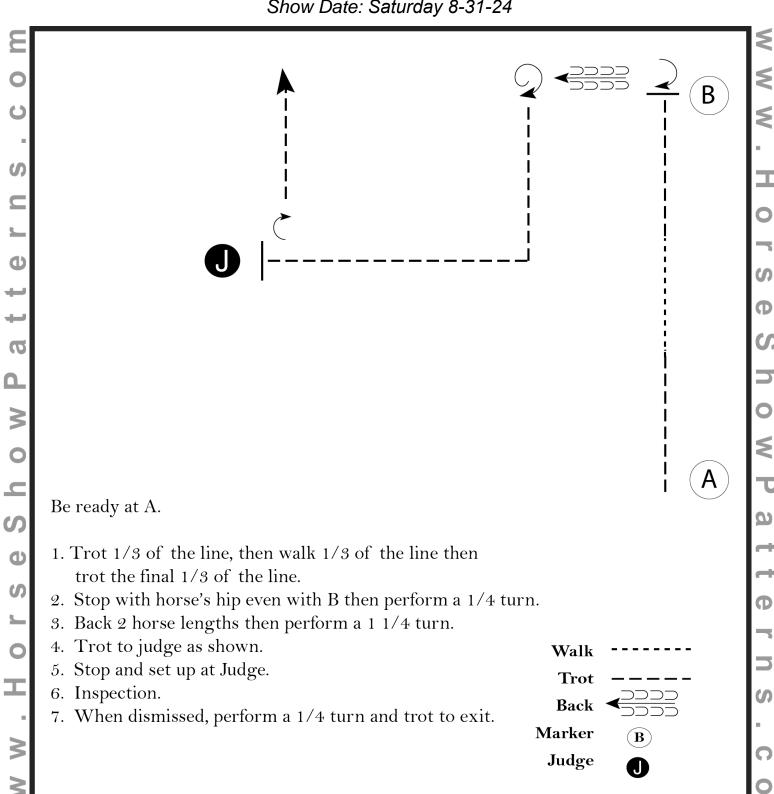
[S/1-119]

Pattern Provided by:

JUDGES

Youth, Amateur & Select Showmanship

Show Date: Saturday 8-31-24



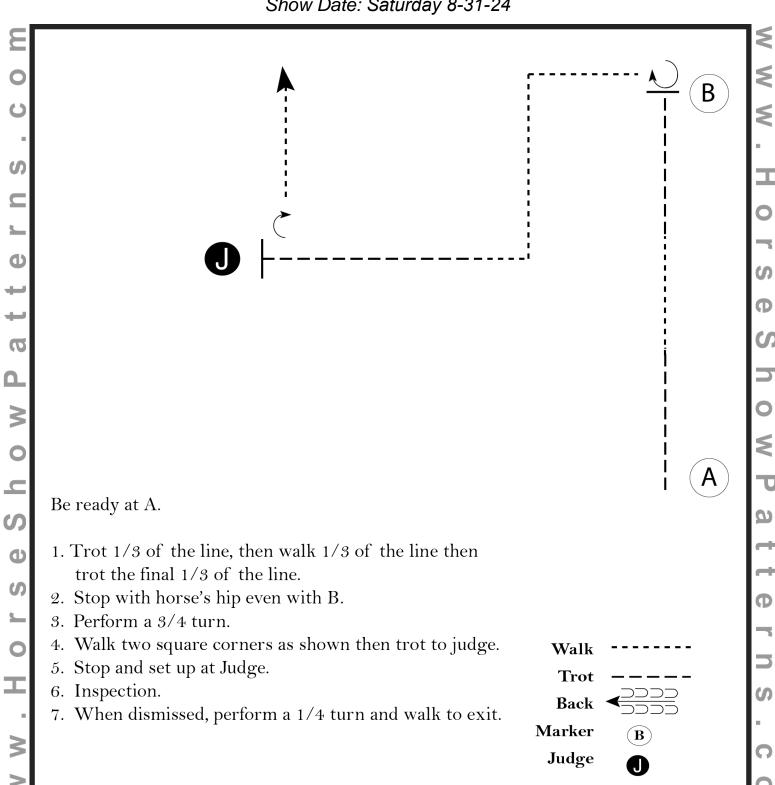
[S/2-119]

Pattern Provided by:

JUDGES

Walk/Jog Showmanship

Show Date: Saturday 8-31-24



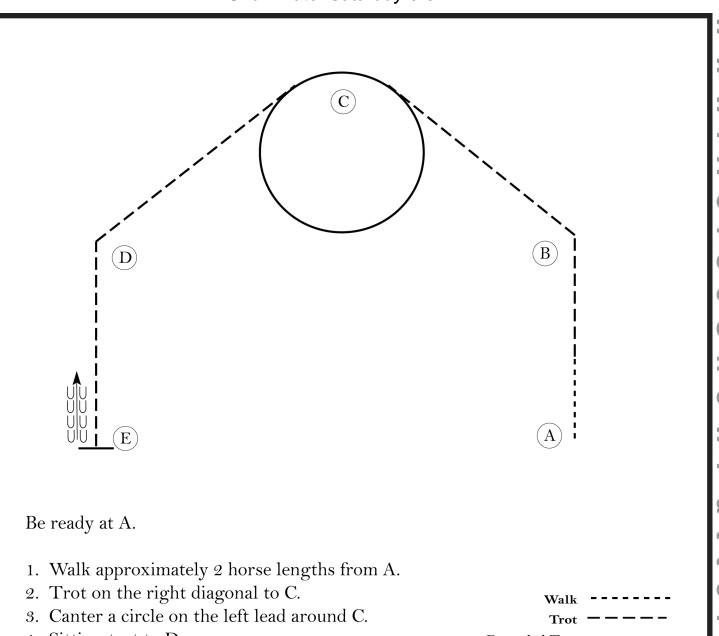
[S/WT-119]

Pattern Provided by:

JUDGES

Hunt Seat Equitation (L1 Youth, L1 Amateur)

Show Date: Saturday 8-31-24



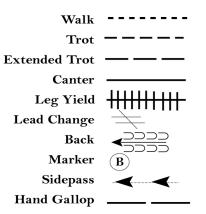
4. Sitting trot to D.5. Trot on the left diagonal to E.

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6. Halt at E and back approximately one horse length.

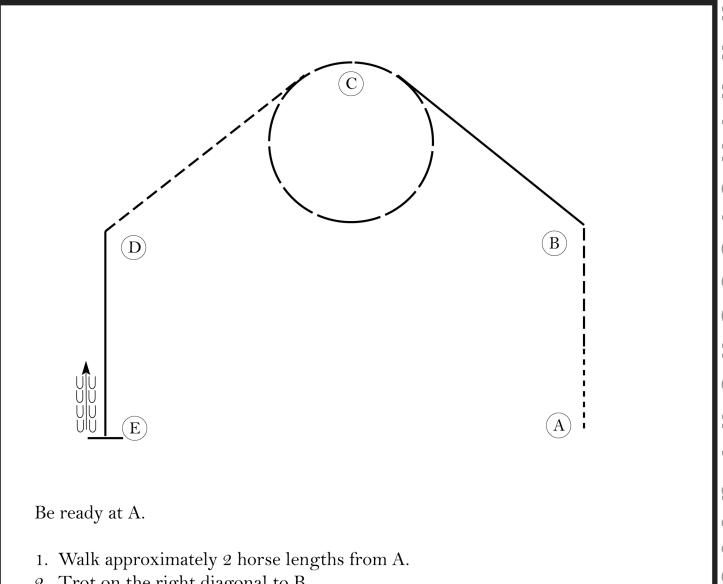
When dismissed, follow the instructions of your ring steward.



[HSE/1-37]

Hunt Seat Equitation (Youth, Amateur, Select)

Show Date: Saturday 8-31-24



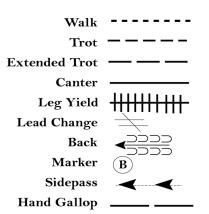
- 2. Trot on the right diagonal to B.
- 3. Canter on the left lead to C.

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- 4. Hand gallop a circle around C.
- 5. Trot on the left diagonal to D.
- 6. Canter on the right lead to E.
- 7. Halt at E and back approximately one horse length.

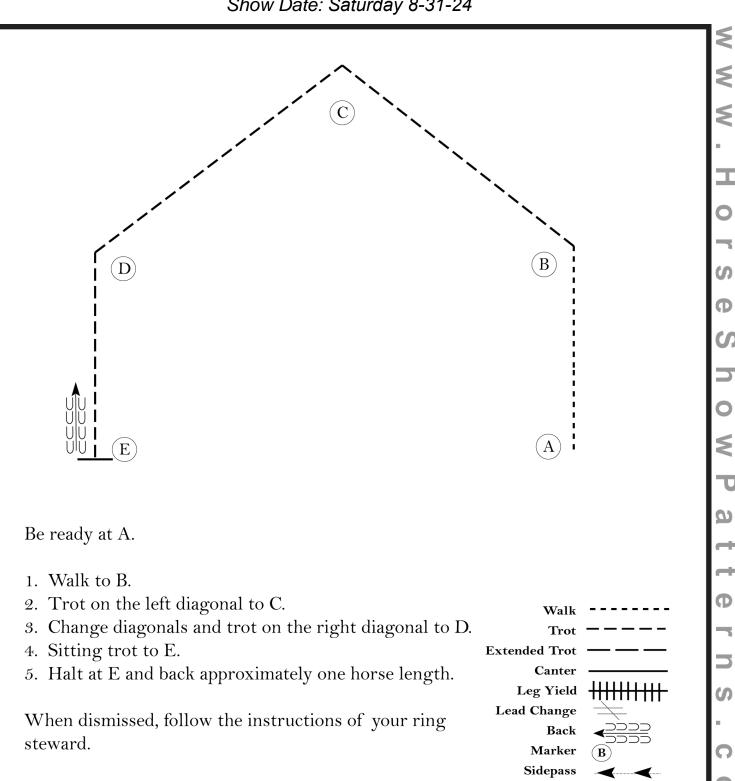
When dismissed, follow the instructions of your ring steward.



[HSE/3-37]

Hunt Seat Equitation (All W/T)

Show Date: Saturday 8-31-24



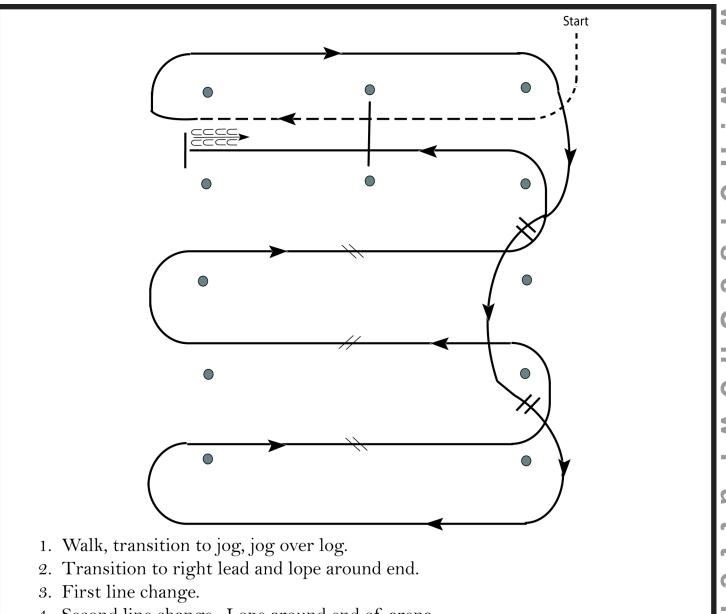
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[HSE/WT-37]

Hand Gallop

Western Riding (All L1)

Show Date: Saturday 8-31-24



- 4. Second line change. Lope around end of arena.
- 5. First crossing change.
- 6. Second crossing change.
- 7. Third crossing change.
- 8. Lope over log.

erns.

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9. Lope, stop and back.

[WR/GP-4]

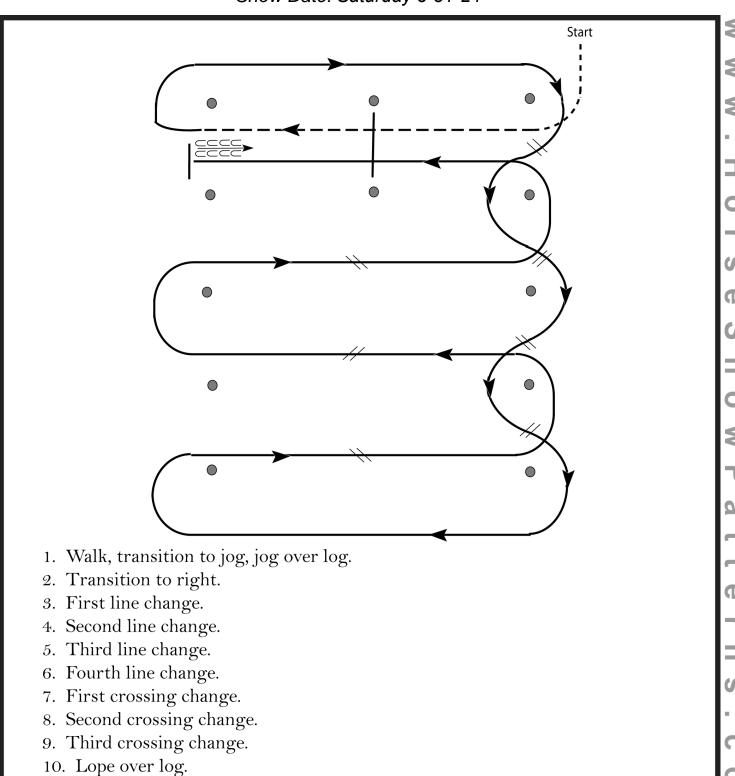
Western Riding (Youth, Amateur, Select, Junior, Senior)

Show Date: Saturday 8-31-24

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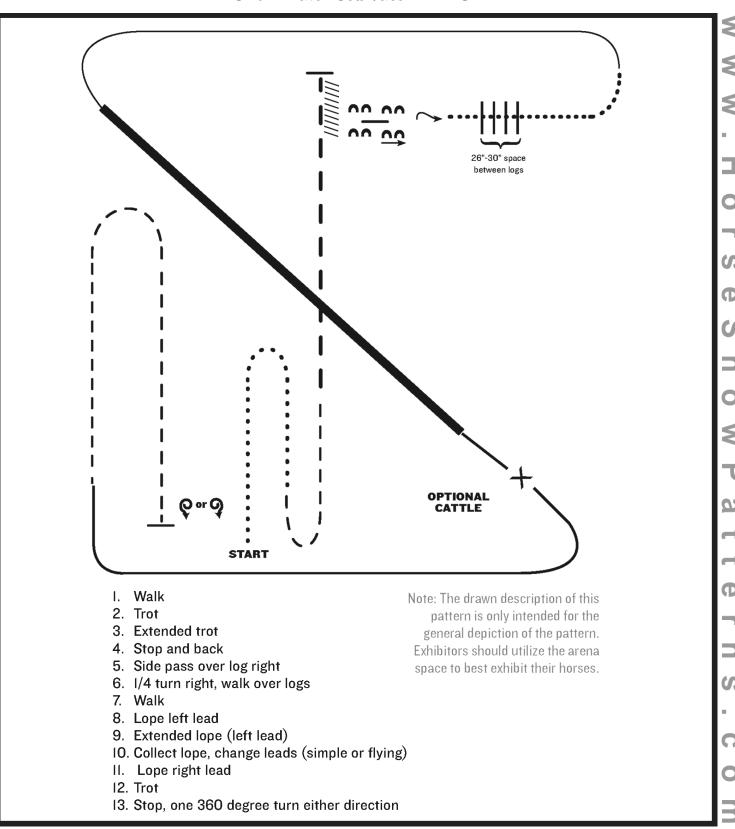
11. Lope, stop and back.



[WR/OP-4]

All Ranch Riding except W/T

Show Date: Ùæ ¦åæ Å ËHFËG

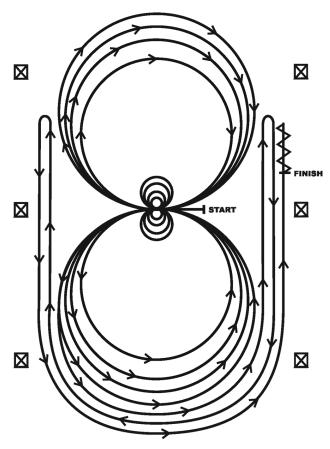


[RR/AQHA-7]

Reining (L1 Youth, L1 Amateur, Junior, Green as Grass)

Show Date: Saturday 8-31-24

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.

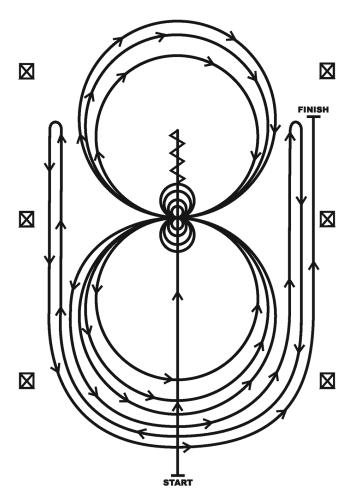
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
- ${\bf 2. \ Complete \ four \ spins \ to \ the \ left. \ He sitate.}$
- Beginning on the right lead, complete three circles 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)
- 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.

[R/AQHAP-5]

Reining (Youth, Amateur, Senior)

Show Date: Saturday 8-31-24

REINING PATTERN 9

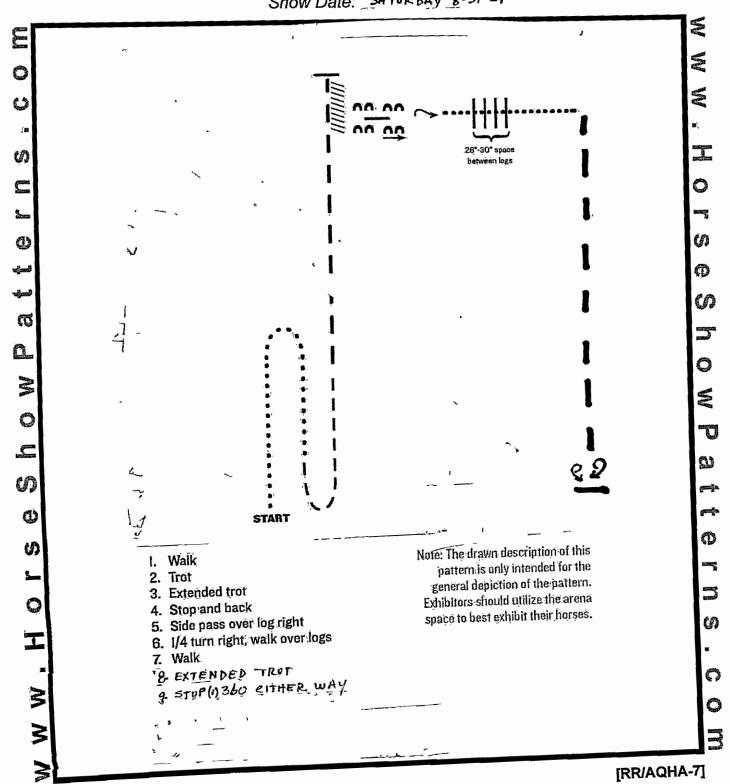


- Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
- ${\bf 2. \ Complete \ four \ spins \ to \ the \ right. \ He sitate.}$
- 3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
- 4. Beginning on the left lead, 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.
- 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.
- 6. 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.
- 7. Continue back around the 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 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.

[R/AQHAP-9]

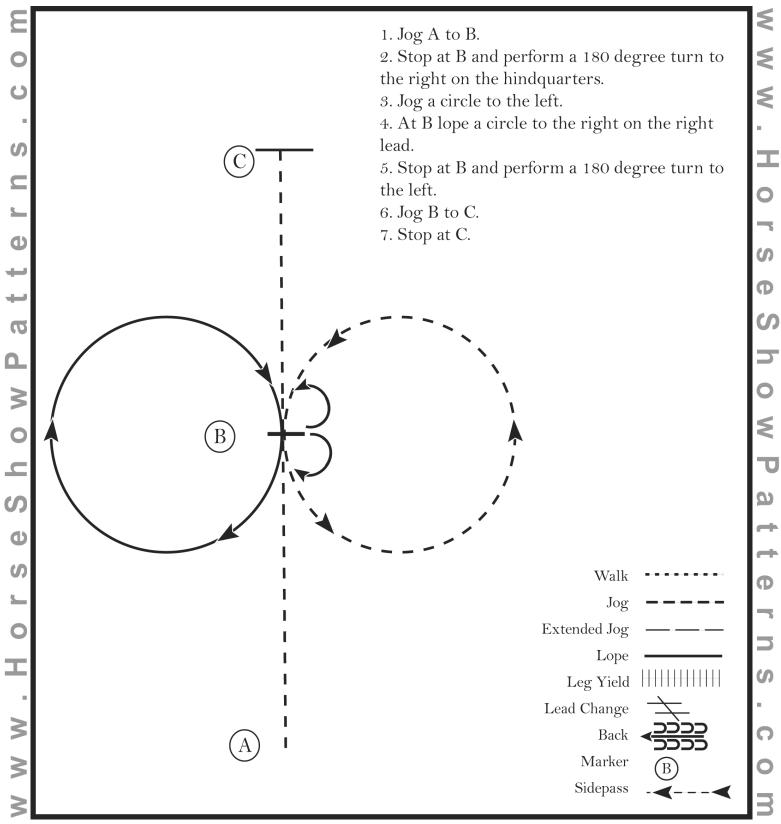
Ranch Riding (All Ranch Riding)

Show Date: SATURDAY 8-31-24



Horsemanship (L1 Youth, L1 Amateur)

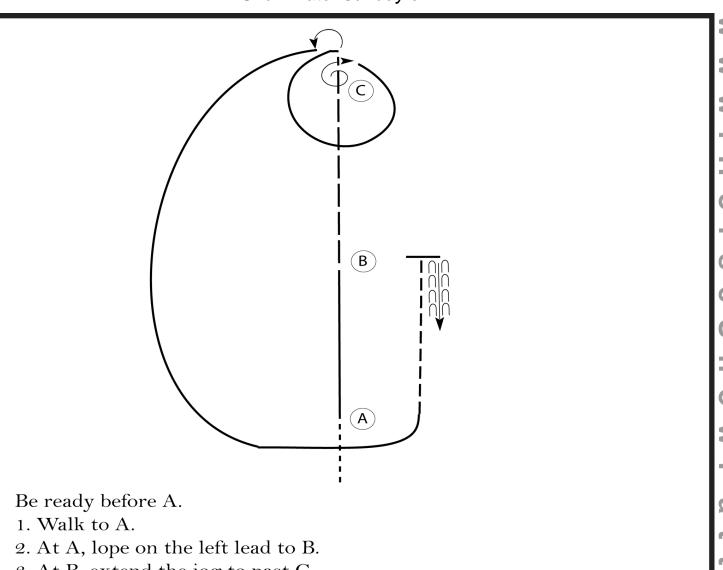
Show Date: Sunday 9-1-24



[WH/1-10]

Horsemanship (Youth, Amateur, Select)

Show Date: Sunday 9-1-24



- 3. At B, extend the jog to past C.
- 4. Stop and perform a 450 degree turn to the right.
- 5. Lope a circle around C on the right lead.
- 6. Stop at C and perform a 180 degree turn to the left.
- 7. Lope a large fast half circle to and around A.
- 8. At A, jog to B.

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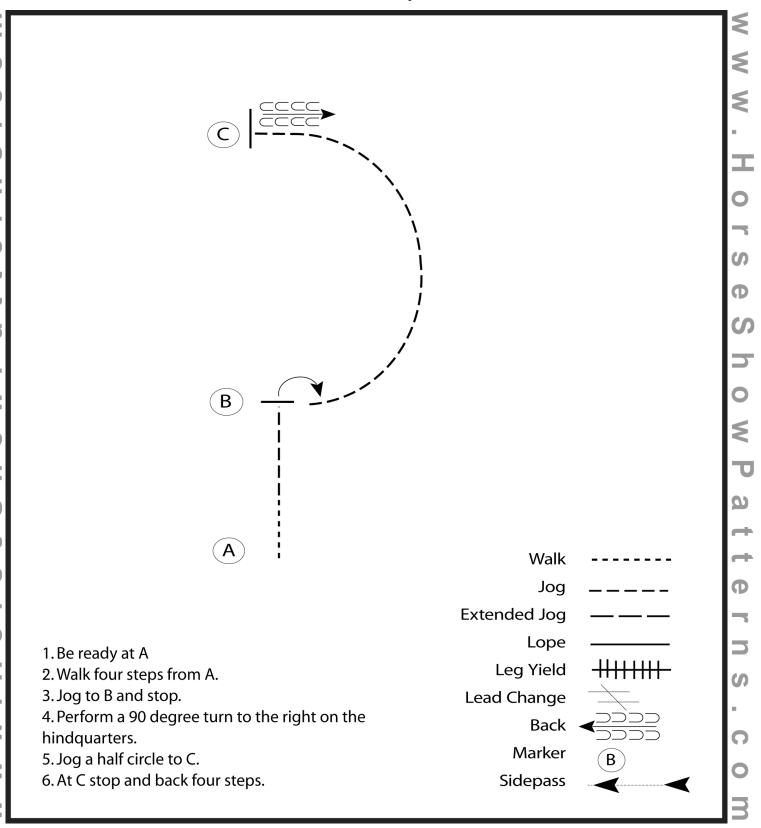
9. Stop at B and back 4 approximately one horse length.

Walk Jog **Extended Jog** Lope **Lead Change** Back Marker \mathbf{B}

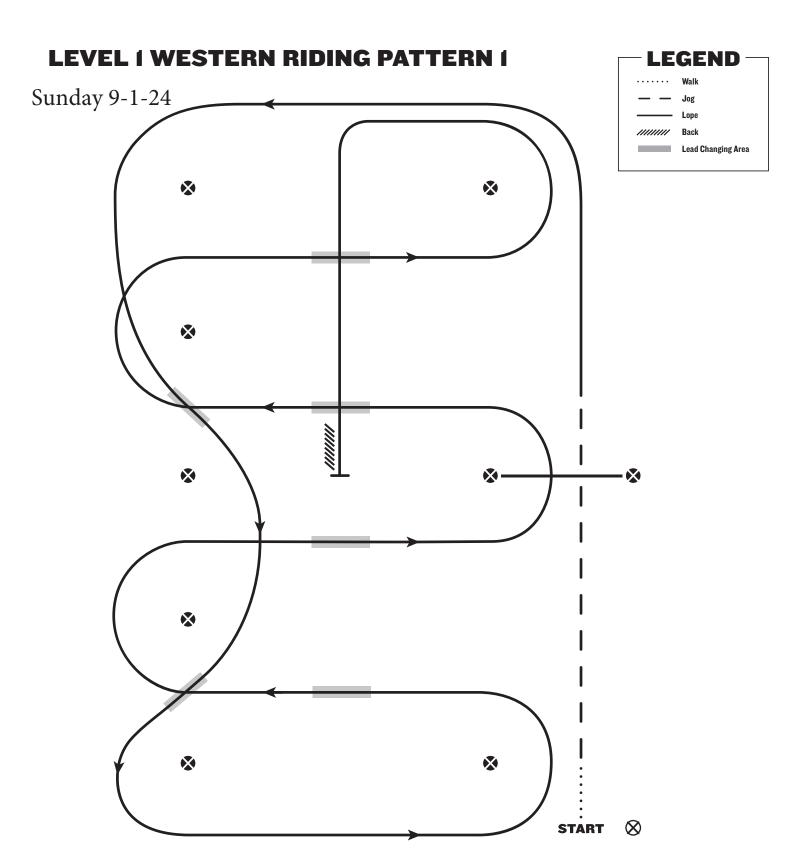
[WH/3-8]

Horsemanship (All W/T)

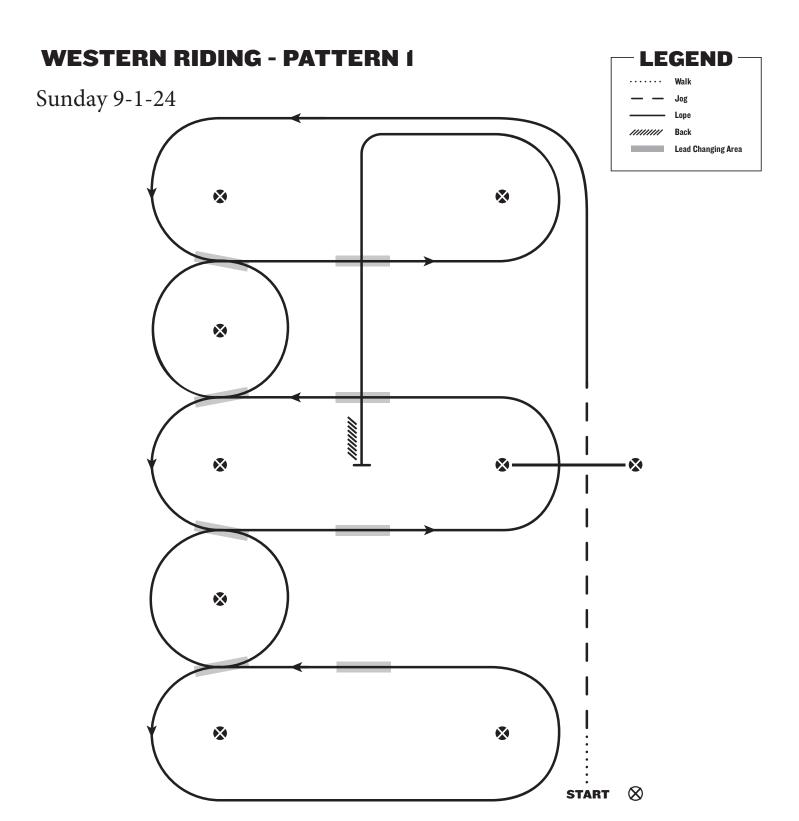
Show Date: Sunday 9-1-24



[WH/WT-16]



- I. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
- 2. Transition to the lope 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



- I. Walk at least I5 feet from start cone to the first marker, transition to jog, jog over log
- 2. Transition to the lope 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
- II. Fourth crossing change
- 12. Lope up the center, stop & back