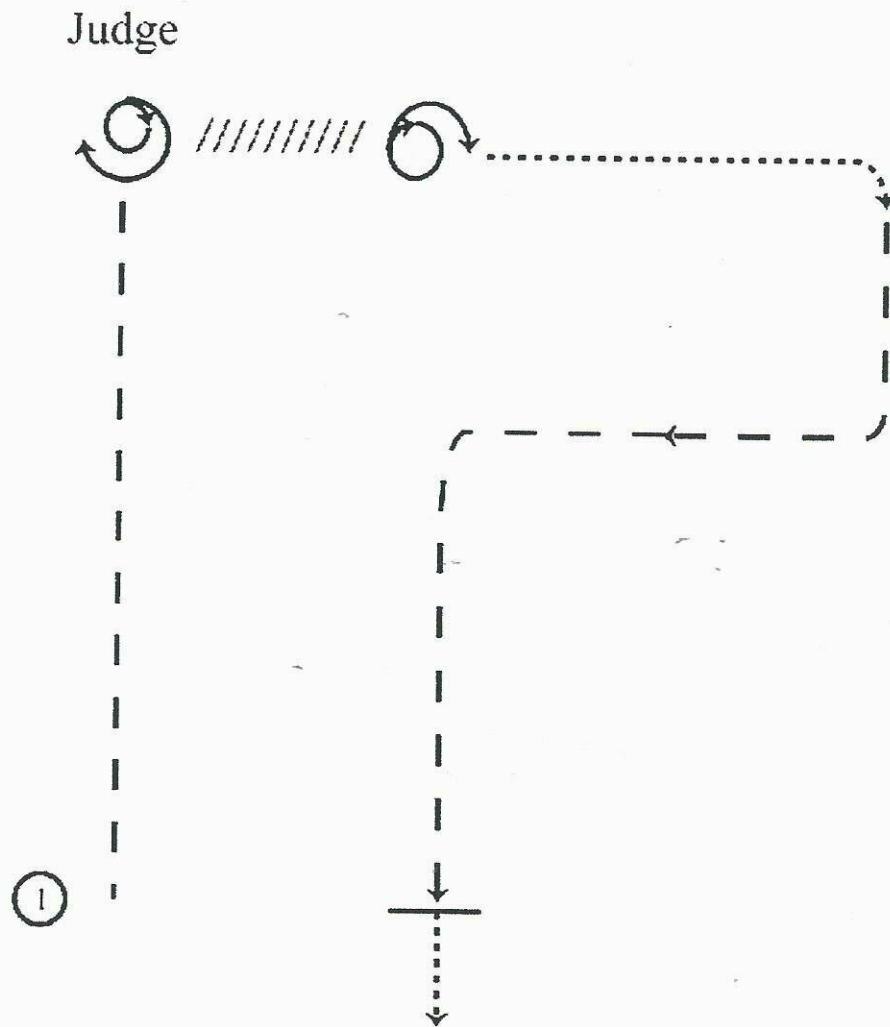
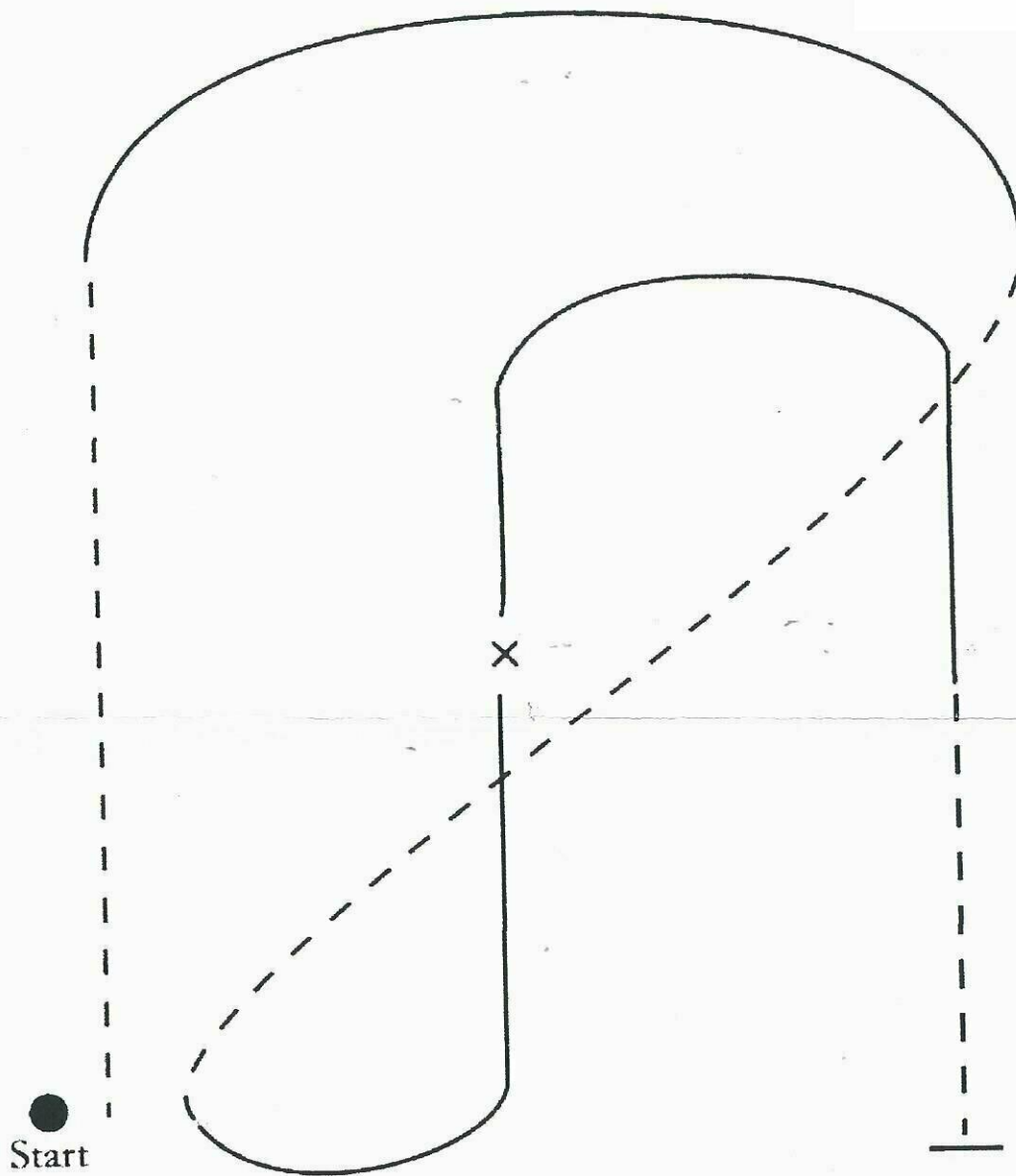


Showmanship at Halter Amateur



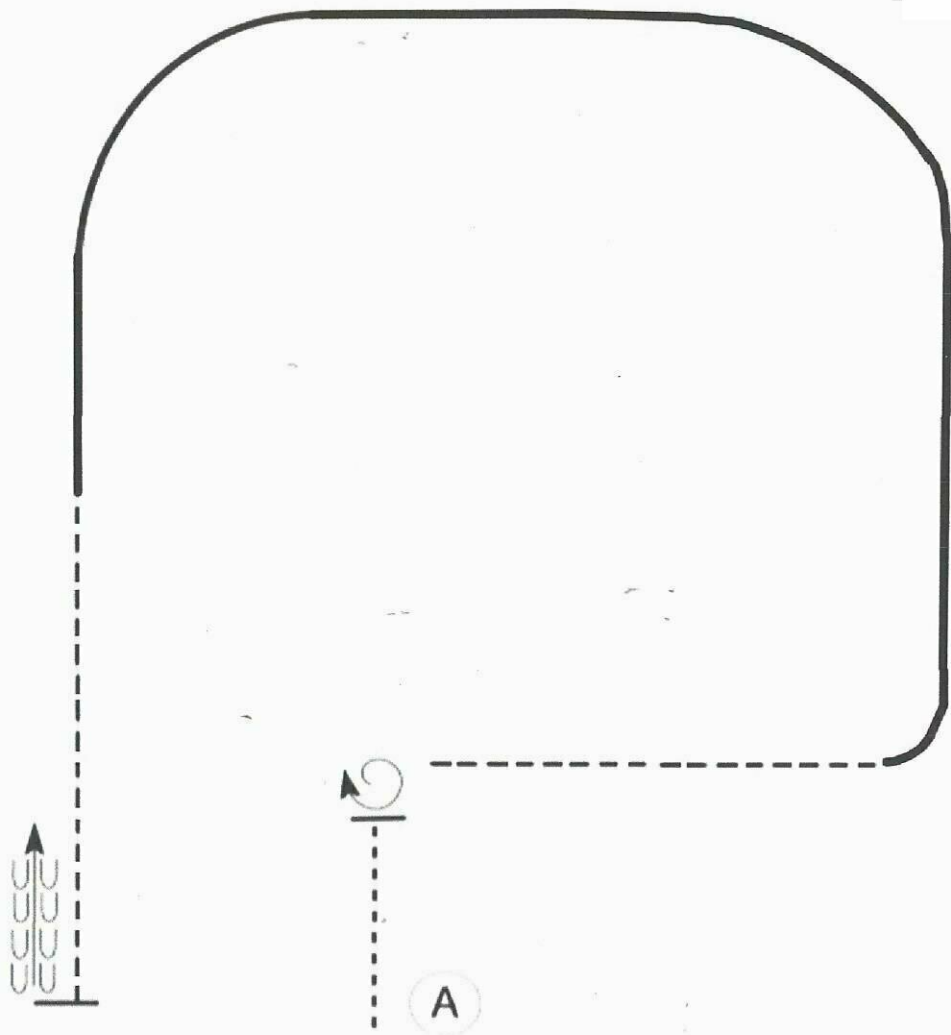
1. Trot to Judge, set-up for inspection
2. After inspection, execute 1 $\frac{3}{4}$ turns. Back. Execute 1 $\frac{1}{2}$ turns and walk across Arena and around Corner
3. Trot a right corner and a left corner
4. Stop
5. Exit at a Walk or trot

Hunt Seat Equitation Amateur



1. Execute a posting trot on the left diagonal
2. Right lead canter
3. Execute a posting trot on the right diagonal
4. Left lead canter
5. Change leads, right lead canter
6. Sitting trot, halt
7. Exit at the walk

L1 Amateur + L1 Youth + RO Western Horsemanship

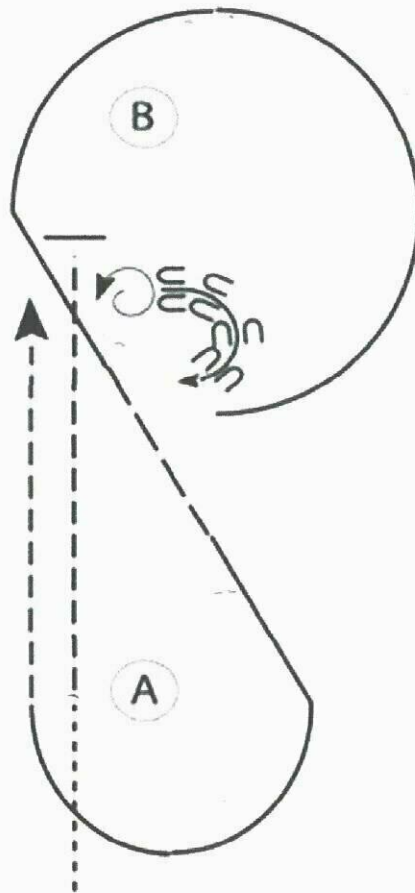


Be ready at A

1. Walk two horse length, stop, 3/4 turn to the left
2. Jog and lope on the left lead
3. Break to a jog, stop
4. Back one horse length
5. Exit at walk

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	----- ↗
Lead Change	----- / \
Back	← - - - - -
Marker	(B)

Western Horsemanship Amateur + Youth

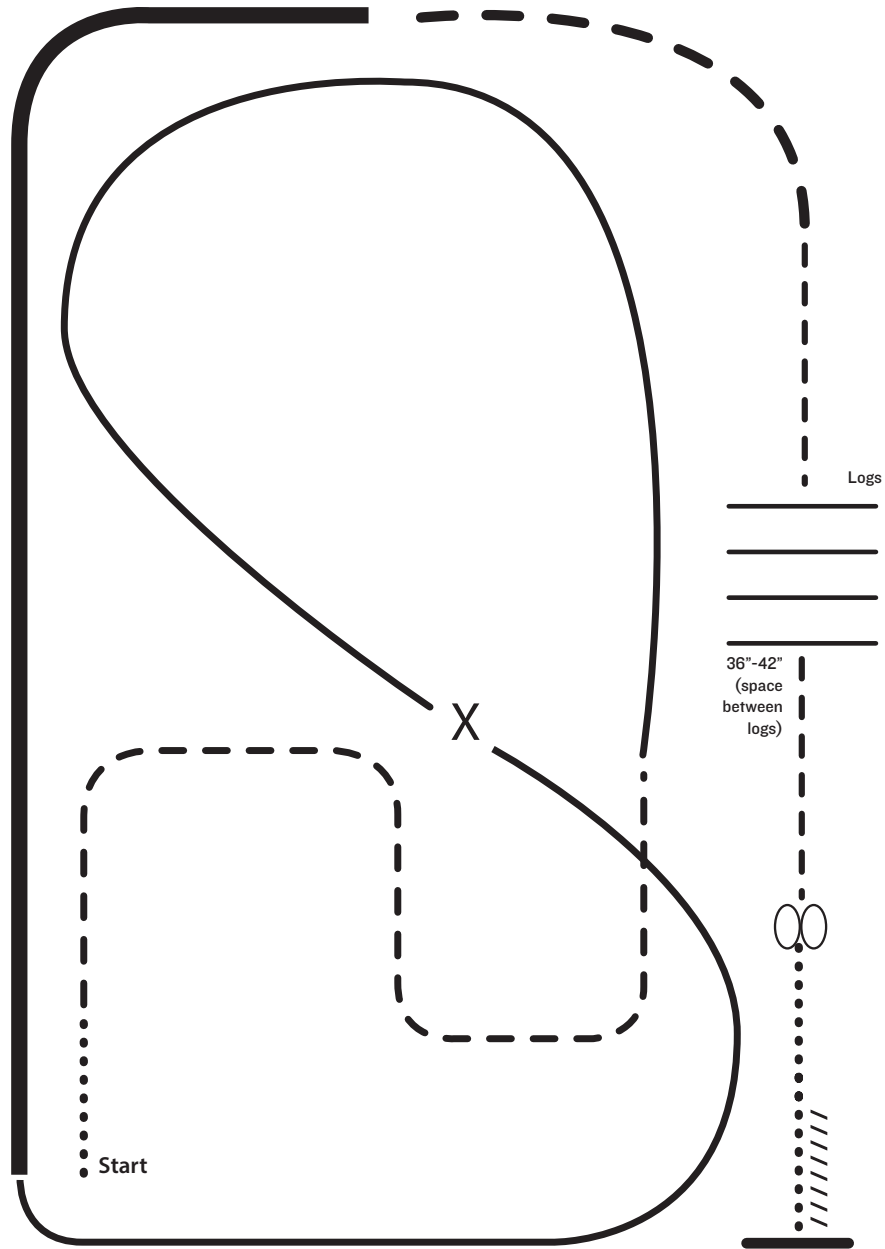


Be ready before A

1. Walk to A
2. Jog 2/3 of the way to B
3. Stop and perform a 1 1/4 turn left
4. Back a half circle to center of pattern
5. Lope on the left lead to and around B and toward center of pattern
6. Break to an extended jog through middle of pattern
7. Lope on the right lead around A as shown
8. Break to a jog at A and jog to Exit

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	
Back	
Marker	

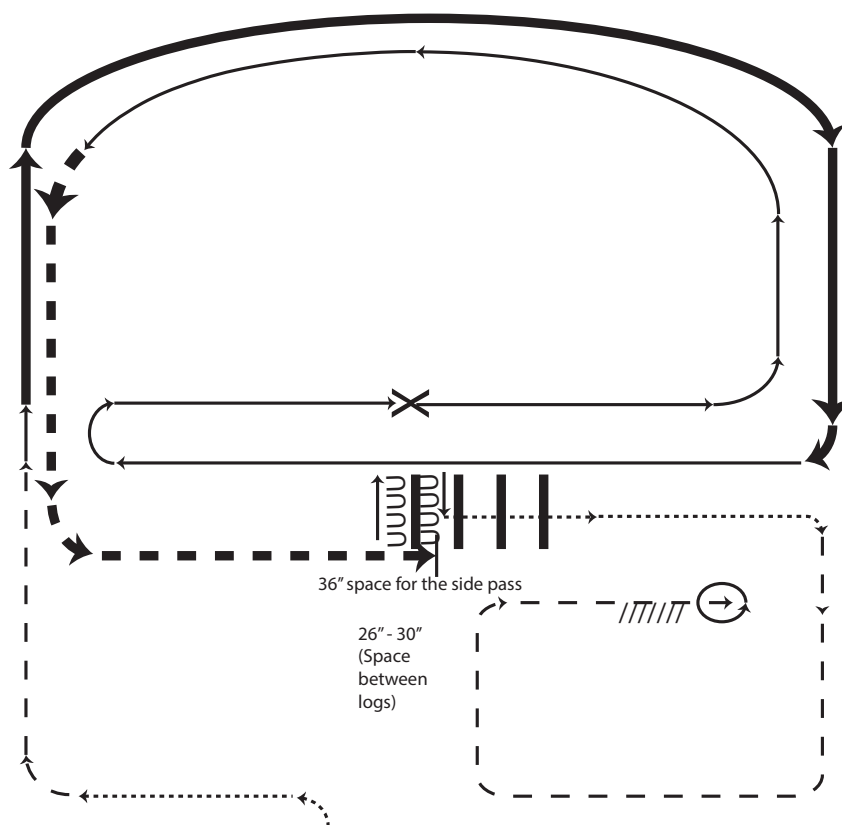
RANCH RIDING - PATTERN 3 L1 Amateur + L1 Youth + RO



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

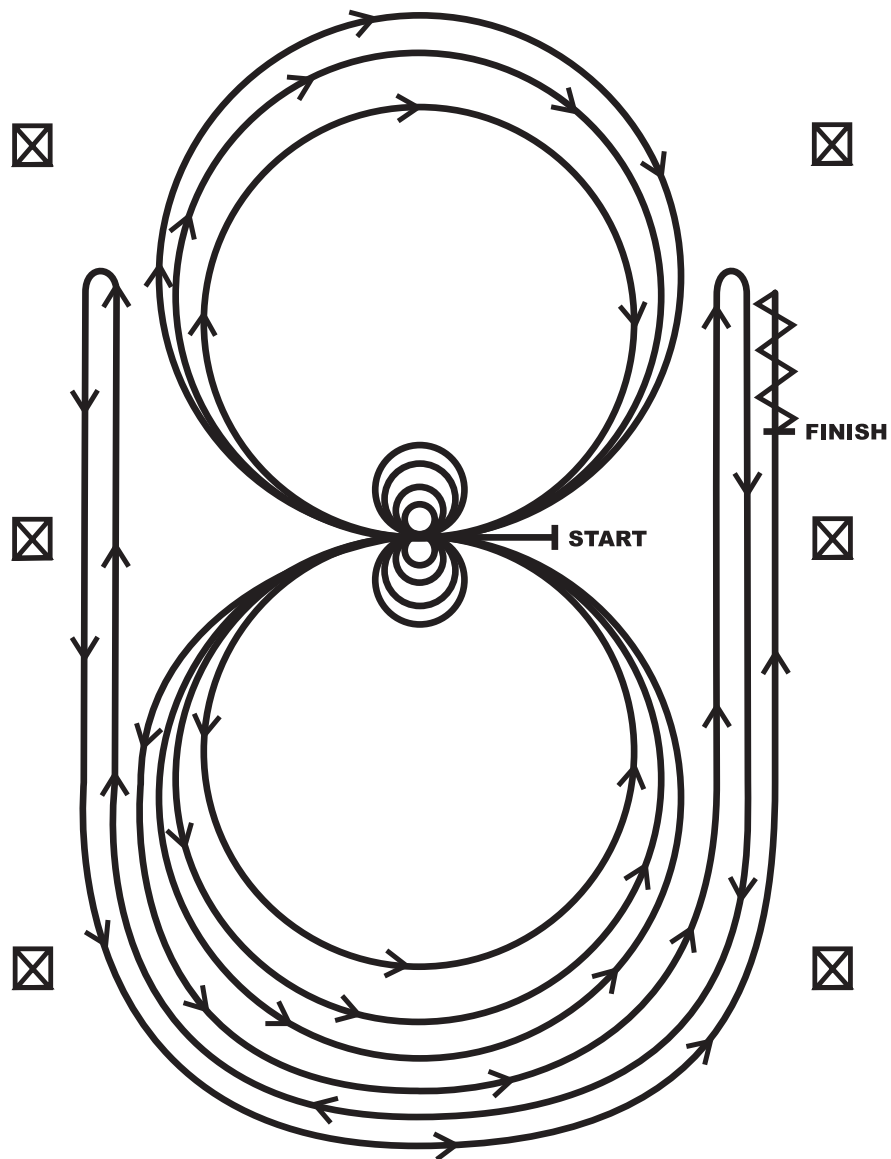
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

RANCH RIDING - PATTERN 4 Amateur + Open



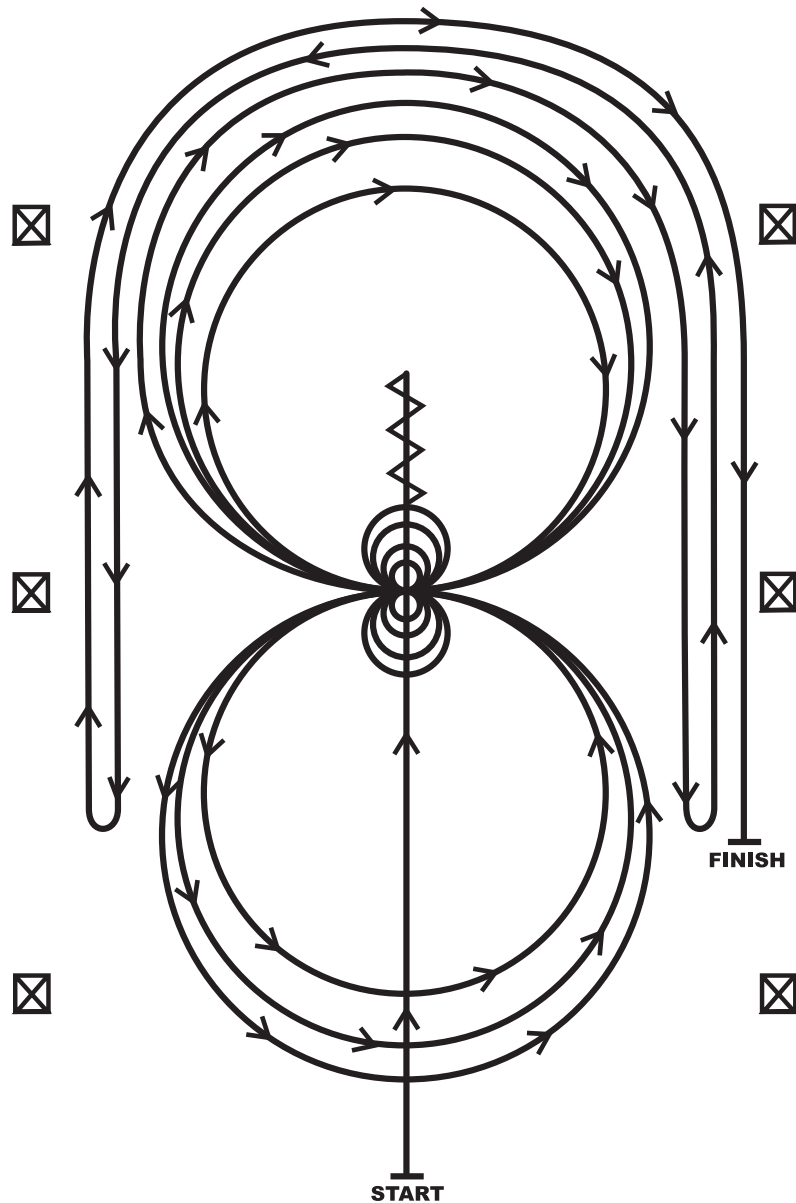
- X Lead Change
- • Walk
- - Trot
- - - Ext Trot
- — — Lope
- — — — Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back



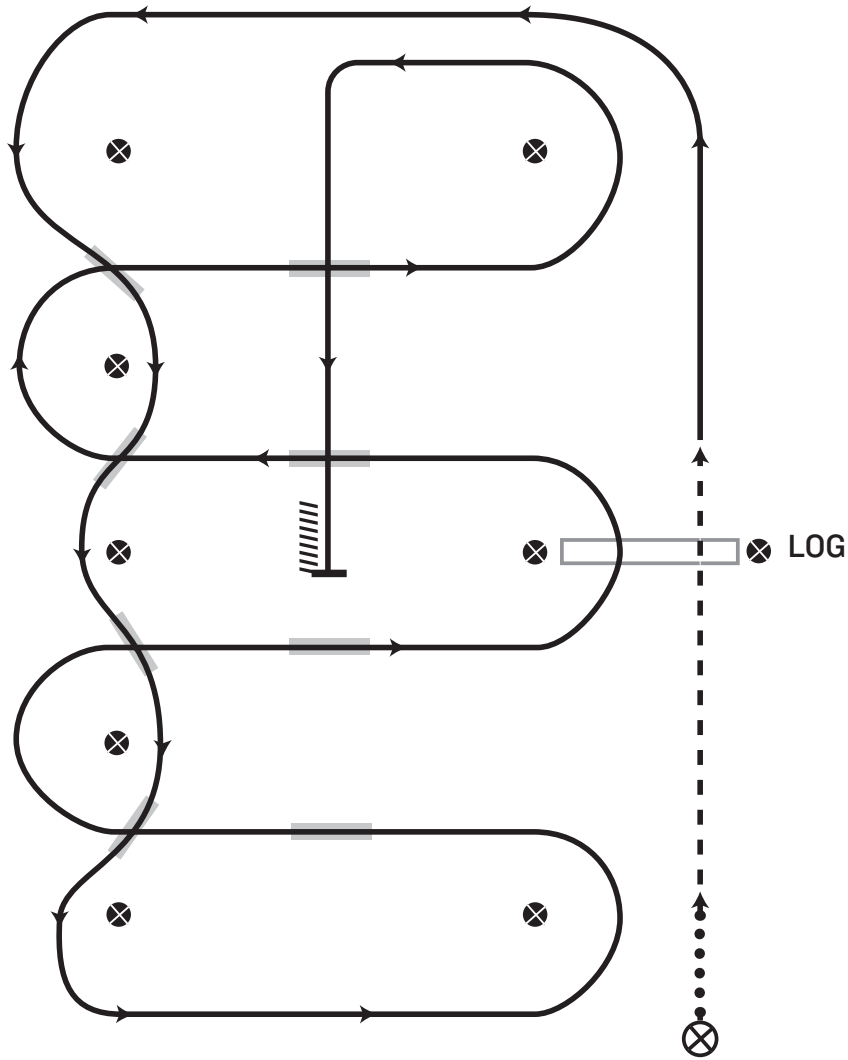
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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.



1. 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.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, 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. 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.
6. Begin a large circle to the right but do not close this circle. Run down the right 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 the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right 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 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.

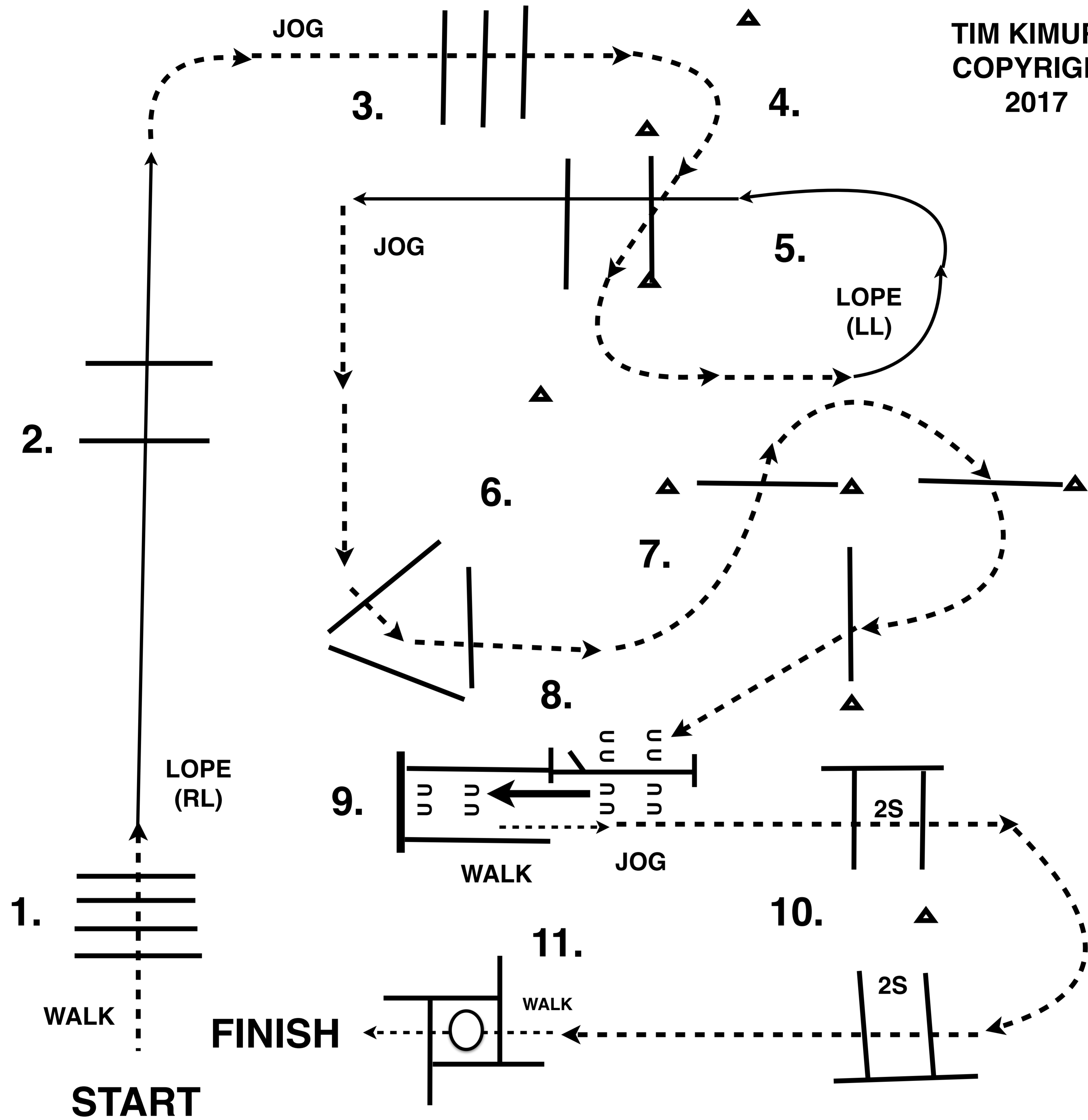
WESTERN RIDING PATTERN I alle Klassen



⊗ START CONE WALK JOG
 LEAD CHANGING AREA [shaded] LOPE [solid line] [dashed line]

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

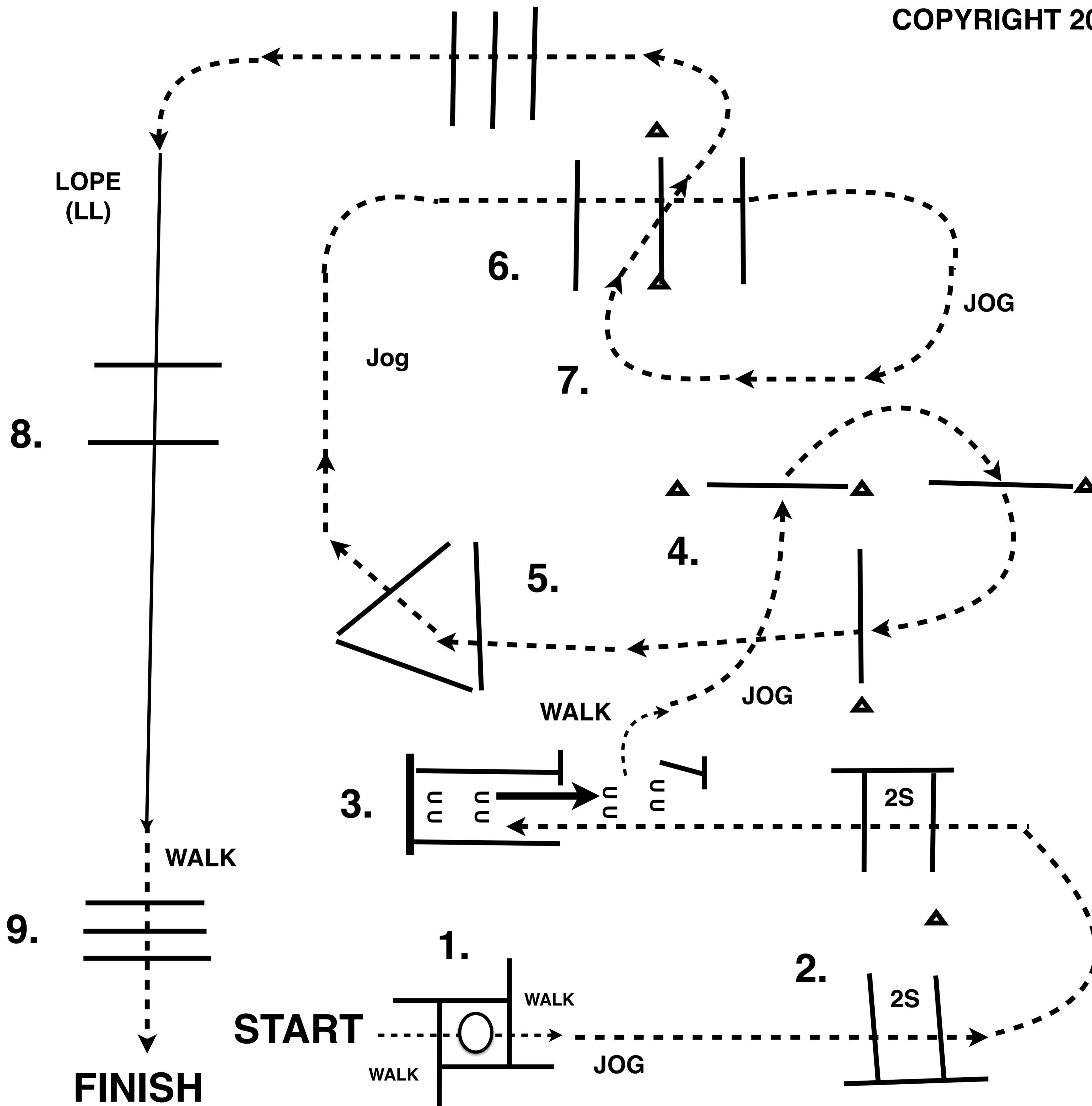
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1. WALK OVER 4 POLES
2. LOPE OVER 2 POLES (RIGHT LEAD).
3. JOG OVER 3 POLES.
4. JOG THRU SERPENTINE.
JOG OVER 1 POLE
5. LOPE OVER 2 POLES (LEFT LEAD)
6. JOG OVER 2 POLES.
7. JOG THRU SERPENTINE
JOG OVER 3 POLES.
JOG UP TO GATE.

8. GATE: LEFT HAND, OPEN GATE
WALK OVER POLE, CLOSE GATE.
9. BACK THRU POLES, WALK FOWARD.
10. JOG OVER 4 POLES.
11. STOP OR BREAK TO WALK
WALK INTO BOX,
EXECUTE A 360 TURN EITHER WAY,
WALK OUT BOX, WALK OVER POLE.

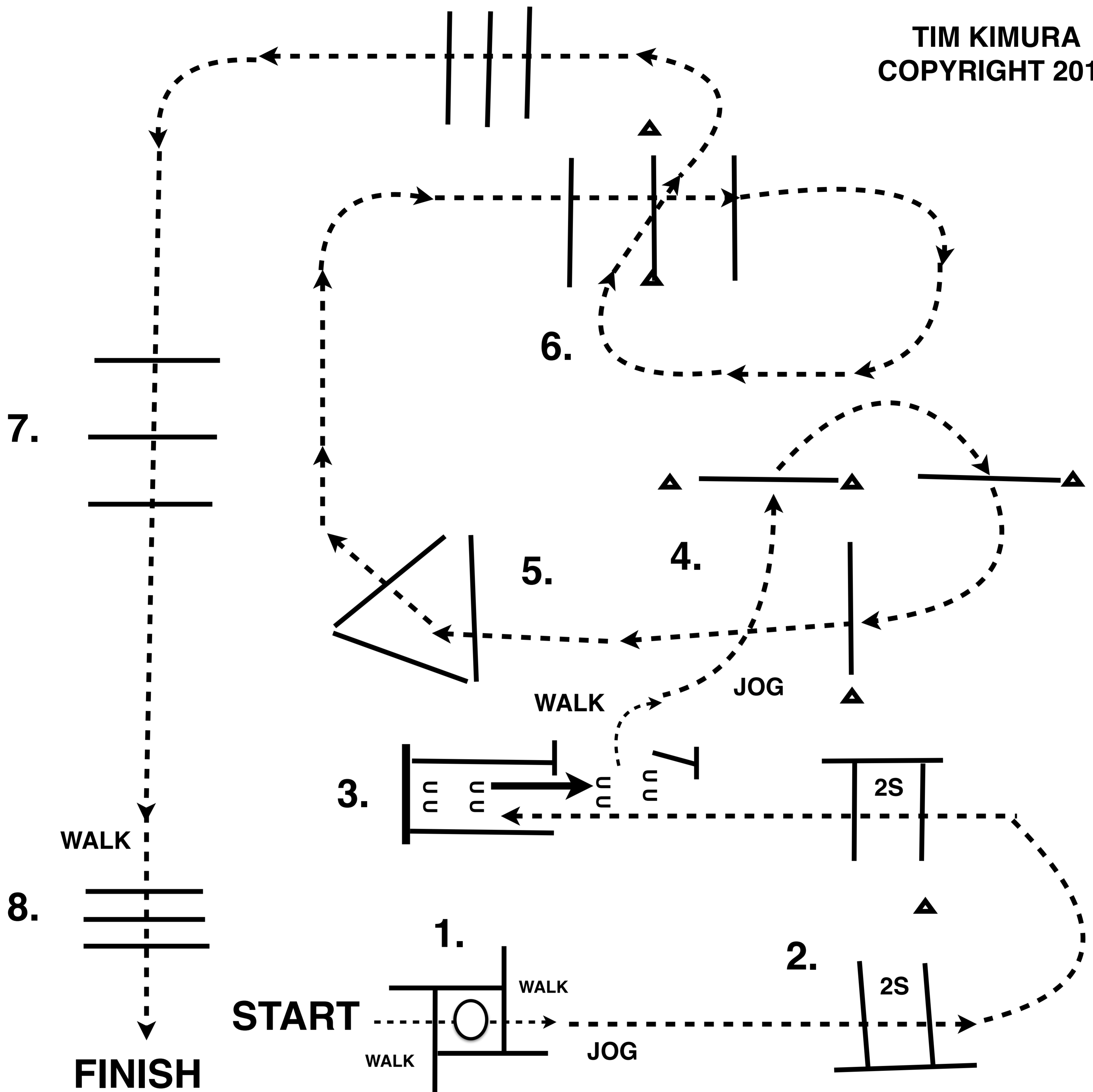
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- | | |
|---|--|
| <ol style="list-style-type: none"> 1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX. 2. JOG OVER 4 POLES, JOG INTO CHUTE. 3. BACK THRU CHUTE UP TO GATE. GATE: WALK THRU OPEN GATE. 4. JOG OVER 3 POLES, JOG AROUND CONES. 5. JOG THRU TRIANGLE AND JOG OVER 2 POLES. | <ol style="list-style-type: none"> 6. Jog over 3 poles 7. BREAK TO THE JOG, JOG OVER CENTER POLE AND KEEP JOGING OVER 3 MORE POLES. 8. LOPE OVER 2 POLES. (LEFT LEAD) 9. STOP OR BREAK TO THE WALK, WALK OVER 3 POLES. |
|---|--|

WALK-JOG & IN-HAND CLASSES

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1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. JOG OVER 4 POLES, JOG INTO CHUTE.
3. BACK THRU CHUTE UP TO GATE. GATE: WALK THRU OPEN GATE.
4. JOG OVER 3 POLES, JOG AROUND CONES.
5. JOG THRU TRIANGLE AND JOG OVER 2 POLES. PLUS COG OVER NEXT 3 POLES TOO.
6. JOG OVER CENTER POLE AND KEEP JOGING OVER 3 MORE POLES.
7. JOG OVER 3 POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER 3 POLES.