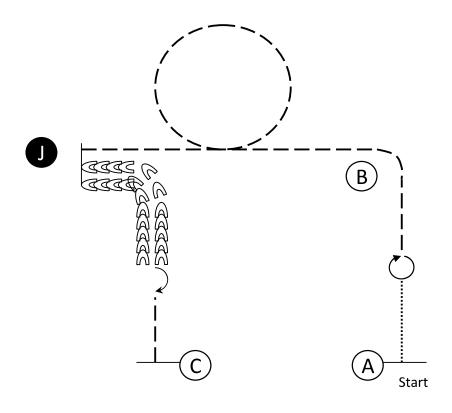
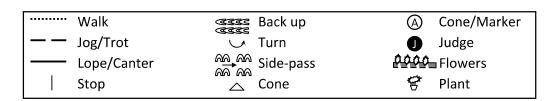
Y110 Youth Western Showmanship 18 & Under

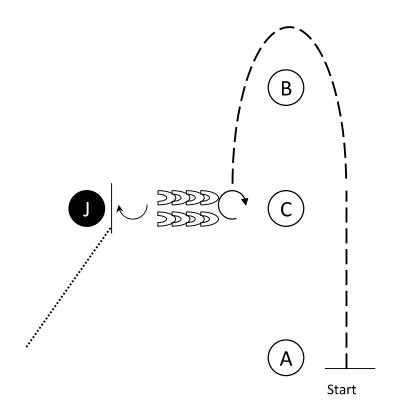


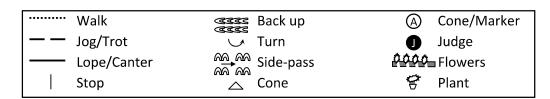


- 1. Walk half way to cone B, execute a 360° turn to the right
- 2. Jog around cone B
- 3. Half way to the judge, jog a small circle to the right
- 4. Jog to the judge, stop and setup for inspection
- 5. After dismissal, back up in a curved line
- 6. Turn 180° to the right, jog to cone C and stop

When finished exit at walk

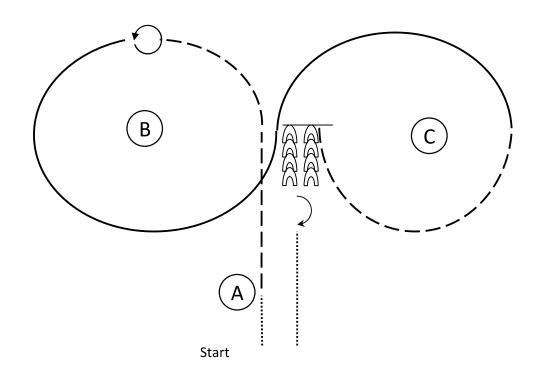
Y120 Youth English Showmanship 18 & Under

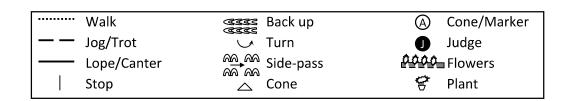




- 1. Jog from cone A around cone B to cone C
- 2. Execute a 270° turn to the right
- 3. Back up towards the judge
- 4. Turn 180° to the right
- 5. Setup for inspection
- 6. After dismissal, exit at walk

Y140 Youth Western Horsemanship 18 & Under

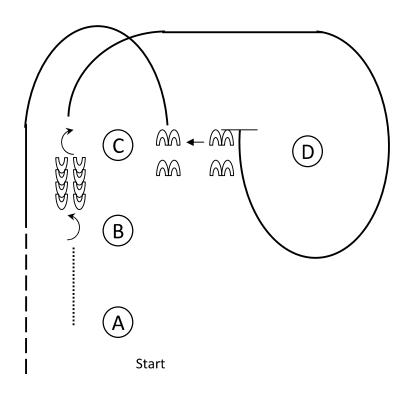


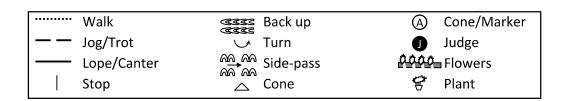


- 1. Walk to cone A
- 2. Jog from cone A to the upper side of cone B
- 3. Execute a 360° turn to the left on the haunches
- 4. Lope left lead around B and around C (still left lead)
- 5. Break to jog at the right side of cone C and jog to the left side of cone C
- 6. Stop between cone B and C, and back up one horse length
- 7. Turn 180° to the right on the haunches

When finished exit at walk

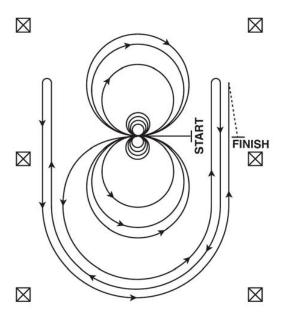
Y150 Youth Hunt Seat Equitation 18 & Under





- 1. Walk from cone A to cone B
- 2. Execute a 180° forehand-turn to the right
- 3. Back up to cone C
- 4. Execute a a 180° turn to the right on the haunches
- 5. Canter right lead around cone D
- 6. Stop at the left side of cone D and side-pass to C
- 7. Canter left lead around cone C
- 8. At cone B break to trot and exit at trot (right diagonal)

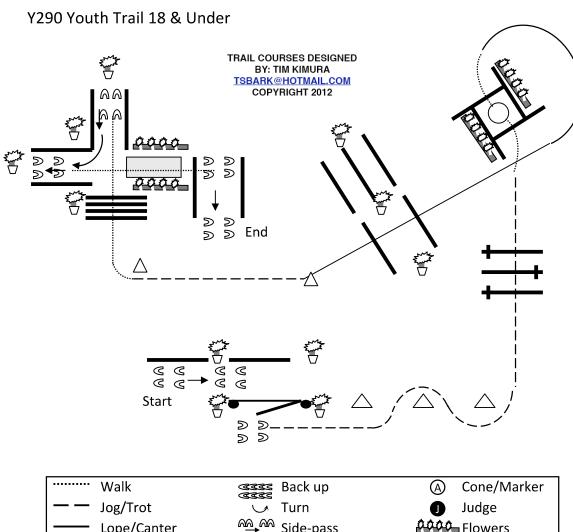
Y190 Youth Reining 18 & Under



PATTERN 6

Beginning at the center of the arena facing the left wall or fence.

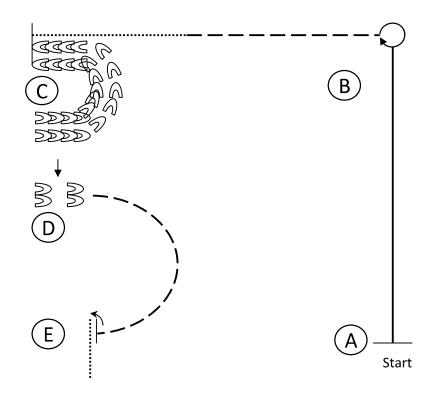
- 1. Complete four spins to the right.
- 2. Complete four spins to the left. Hesitate.
- 3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 4. Complete three circles to the 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 fast 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 20 feet (6.09 m) 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 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate the completion of the pattern.

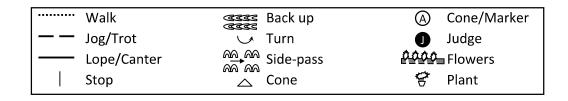


- Lope/Canter An An Side-pass Flowers

 Stop △ Cone ♥ Plant
- 1. Back up to gate, push gate with left hand, ride through and close
- 2. Jog through serpentine
- 3. Jog over elevated poles
- 4. Stop or break to walk, walk into box, turn 360° either way and walk out
- 5. Lope right lead around box and over poles
- 6. Break to jog, then stop or break to walk and walk over poles into chute
- 7. Back through poles to the left as shown, face the bridge
- 8. Walk over bridge and pole
- 9. Stop, side-pass to the right all the way out

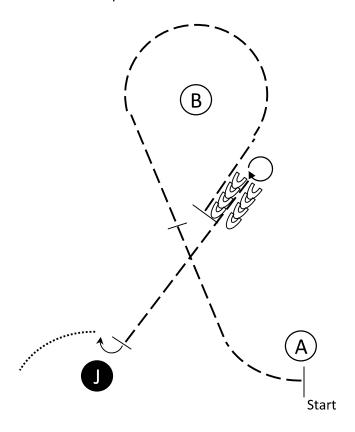
N110 Non-Pro Hunt Seat Equitation

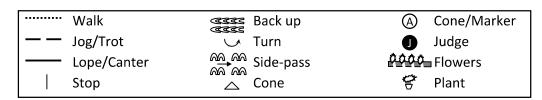




- 1. Canter right lead from cone A to cone B
- 2. Execute a 270° turn to the right on the haunches
- 3. Trot (sitting) half way to cone C and break to walk
- 4. Walk to C and stop
- 5. Back up around cone C
- 6. Side-pass right to cone D
- 7. Trot (left diagonal) a half circle to E and stop
- 8. Execute a 90° forehand-turn to the right and exit at walk

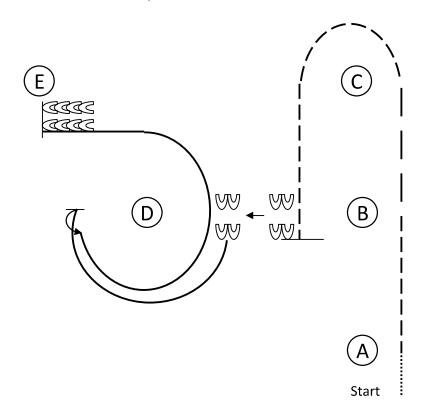
N310 Non-Pro Showmanship At Halter

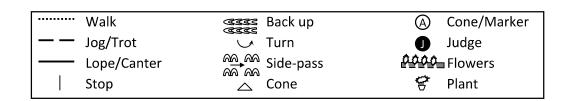




- 1. Jog from cone A towards cone B
- 2. Stop half way between cone A and cone B
- 3. Jog around cone B and towards the judge
- 4. Half way between cone B and the judge stop
- 5. Back up one horse length
- 6. Turn 360° to the right
- 7. Jog to the judge, setup for inspection
- 8. When dismissed perform a 90° turn to the right and exit at walk

N320 Non-Pro Western Equitation

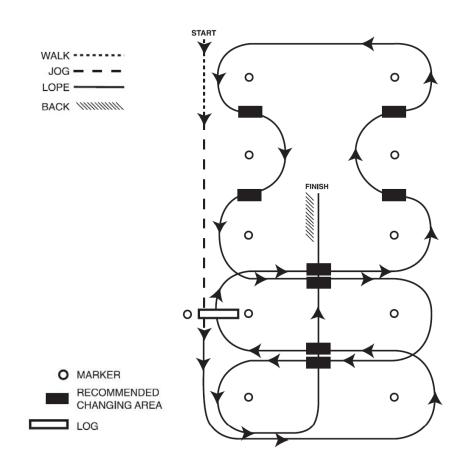




- 1. Walk to cone A
- 2. Jog from cone A to B
- 3. Extend the jog from cone B to cone C
- 4. Return to normal jog at cone C, jog around cone C to cone B and stop
- 5. Side-pass to the right
- 6. Lope right lead to the left side of cone D and stop
- 7. Turn 180° to the left on the haunches
- 8. Lope left lead to cone E and stop
- 9. Back up one horse length

When finished exit at walk

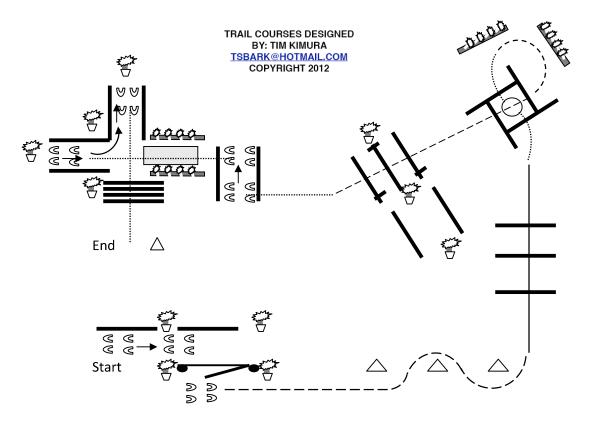
N340 Non-Pro Western Riding

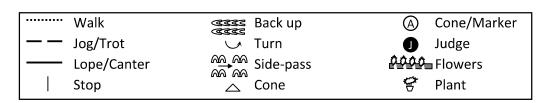


WESTERN RIDING PATTERN 3

- 1. Walk, transition to jog, jog over log
- 2. Transition to left
- 3. First crossing change
- 4. Lope over log.
- 5. Second crossing change
- 6. First line change
- 7. Second line change
- 8. Third line change
- 9. Fourth line change
- 10. Third crossing change
- 11. Fourth crossing change
- 12. Lope up the center, stop & back

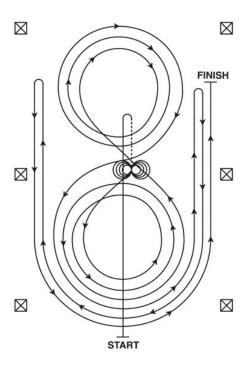
N350 Non-Pro Trail





- 1. Back up to gate, push gate with left hand, ride through and close
- 2. Jog through serpentine
- 3. Lope left lead over poles
- 4. Walk into box, turn 360° either way and walk out
- 5. Jog around box, through box and over elevated poles
- 6. Stop or break to walk, walk over pole into gap, side-pass right
- 7. Walk over pole and bridge into chute
- 8. Back through poles to the right as shown, walk out of chute
- 9. Walk over poles

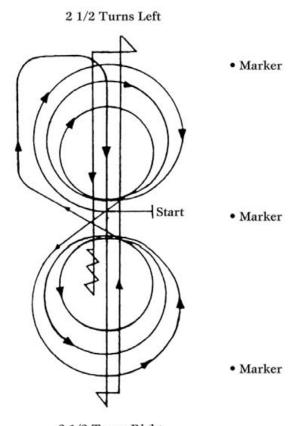
N370 Non-Pro Reining



PATTERN 9

- 1. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 10 feet (3.05 m). Hesitate.
- 2. Complete four spins to the right.
- 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 fast 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 20 feet (6.09 m) 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 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

O160 Open Working Cowhorse all Ages



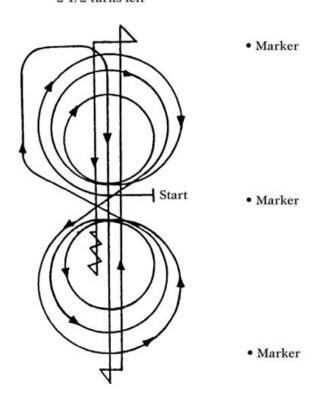
2 1/2 Turns Right

WORKING COW HORSE PATTERN #3

- 1. Proceed to center of arena.
- 2. Begin on right lead complete 3 circles to right (2 big fast circles followed by 1 small slow circle), change to left lead.
- 3. Complete 3 circles to left (first 2 big, fast circles followed by 1 small, slow circle). Change to right lead.
- 4. Continue loping around end of arena without breaking gait.
- Run up center of arena to far end past the end marker and come to a sliding stop.
- 6. Complete 2 1/2 spins to the right.
- 7. Run up center of arena past the end marker, come to a sliding stop.
- 8. Complete 2 1/2 spins to the left.
- Run back to middle of the arena past the center marker and come to a sliding stop.
- 10. Back 10 to 15 feet (3-4.57 m) in a straight line.
- 11. Hesitate to complete pattern.

O167 Open Hackamore / Snaffle Bit Working Cowhorse



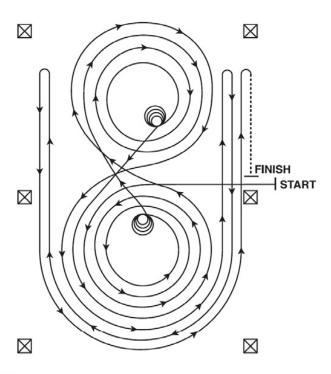


2 1/2 turns right

WORKING COW HORSE PATTERN #7

- 1. Begin at center of arena. Pick up right lead and complete 3 circles (the first big, fast; the second small, slow; the third big, fast). Change leads to the left
- 2. Complete 3 circles (the first big, fast; the second small, slow; the third big, fast). Change leads to the right.
- 3. Continue loping around end of arena without breaking gait or changing leads.
- 4. Run down the center of arena, past end marker, and come to a sliding stop. Hesitate.
- 5. Complete 2 1/2 spins to the right.
- 6. Run down the center of arena, past end marker, and come to a sliding stop. Hesitate.
- 7. Complete 2 1/2 spins to the left.
- 8. Run past center marker and come to a sliding stop.
- 9. Back up at least 10 feet (3.05 m).
- 10. Hesitate to complete pattern.

O341 Open Junior Reining

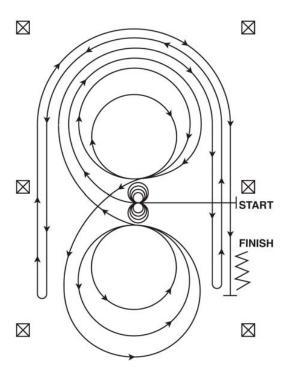


PATTERN 5

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 the arena.
- 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
- 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 20 feet (6.09 m) 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 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.

O342 Open Senior Reining

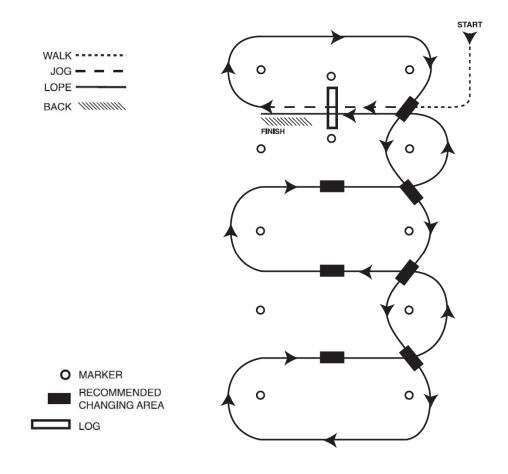


PATTERN 8

Beginning at the center of arena facing the left wall or fence.

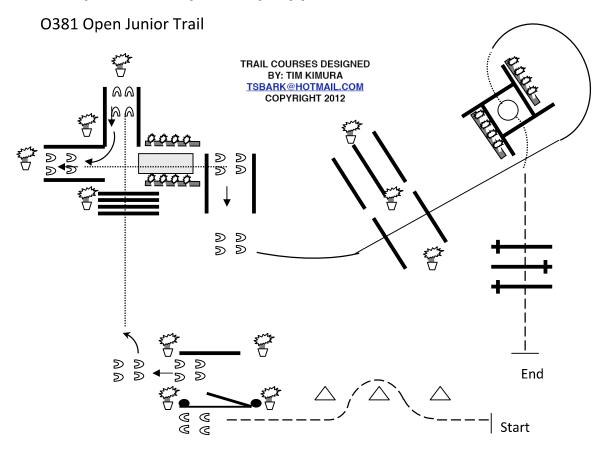
- 1. Complete four spins to the left.
- 2. Complete four spins to the right. Hesitate.
- 3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at center of the arena.
- 4. Complete 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 fast 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 20 feet (6.09 m) 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 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.

O360 Open Western Riding all Ages



WESTERN RIDING PATTERN 4

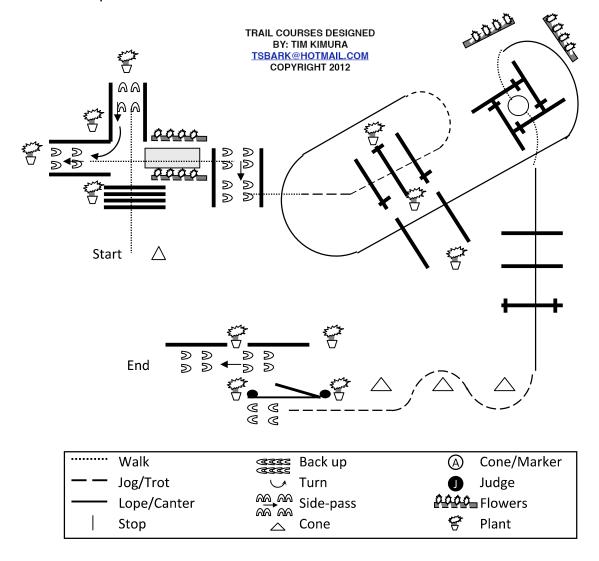
- 1. Walk, transition to jog, jog over log
- 2. Transition to right
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change
- 7. First crossing change
- 8. Second crossing change
- 9. Third crossing change
- 10. Lope over log
- 11. Lope, stop & back



	Walk	2555 2555	Back up	A	Cone/Marker
	Jog/Trot		Turn		Judge
I	Lope/Canter	<u>aa</u> aa	Side-pass	<u> 2000</u>	Flowers
	Stop		Cone	₩	Plant

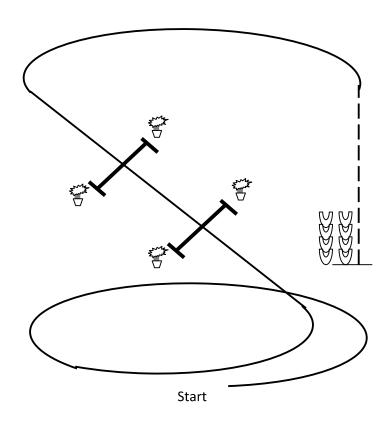
- 1. Jog through serpentine
- 2. Stop, push gate with right hand, ride through, close and back up between poles
- 3. Turn 90° to left on the haunches, walk over poles and into chute
- 4. Back through poles to the left as shown, face bridge
- 5. Walk over bridge and pole into gap
- 6. Side-pass right all the way out
- 7. Lope left lead over poles and around box
- 8. Stop or break to walk, walk into box, turn 360° either way and walk out
- 9. Jog over elevated poles and stop

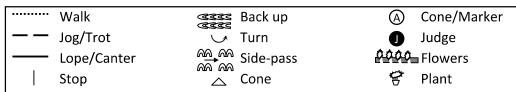
O382 Open Senior Trail



- 1. Walk over poles and into chute
- 2. Back through poles to the left as shown, face bridge
- 3. Walk over bridge and pole into gap
- 4. Side-pass right and walk out over pole
- 5. Jog over elevated poles
- 6. Lope left lead over poles and around box
- 7. Stop or break to walk, walk into elevated box, turn either way and walk out
- 8. Lope right lead over poles (last pole is elevated)
- 9. Break to jog and jog through serpentine
- 10. Stop, push gate with right hand, ride through, close and back up between poles

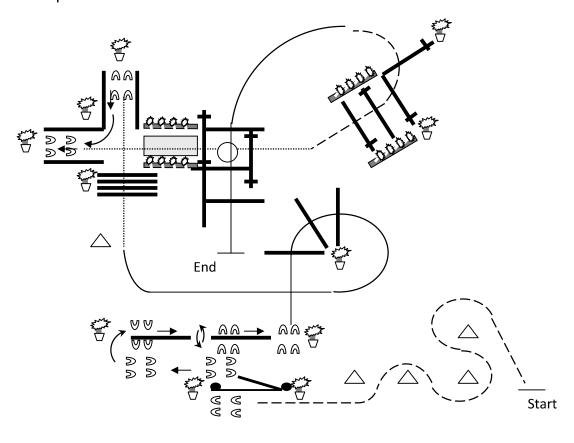
O400 Open Hunter Hack all Ages

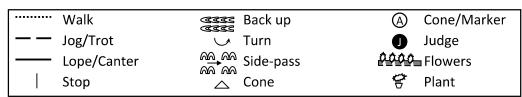




- 1. Lope left lead one circle to the left
- 2. Jump combination and change lead
- 3. In the second corner after jumps break to trot
- 4. Trot (sitting) to center of the long side
- 5. Stop and back up one horse length

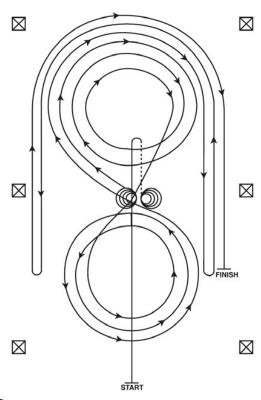
Jackpot Trail





- 1. Jog through serpentine
- 2. Stop, push gate with right hand, ride through, close and back up between poles
- 3. Forehand-turn 90° to left, side-pass left over first pole, turn 180° in the gap and side-pass right all the way out
- 4. Lope right lead over poles
- 5. Stop or break to walk and walk over poles into chute
- 6. Back through poles to the left as shown, face bridge
- 7. Walk over bridge and elevated pole into box
- 8. Turn 360° either way and walk over elevated pole out of box
- 9. Jog over elevated poles
- 10. Lope left lead over poles and stop

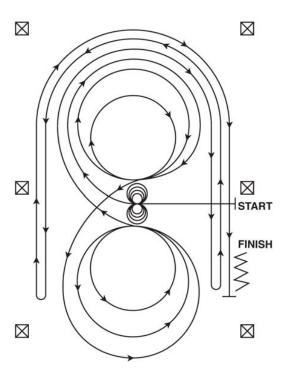
Jackpot Reining



PATTERN 10

- 1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate.
- 2. Complete four spins to the right.
- 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.
- 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 fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet (6.09 m) 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 roll back at least 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Hesitate to demonstrate completion of pattern.

ERAA Futurity

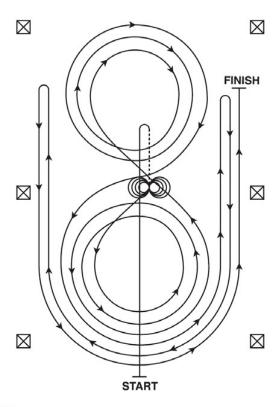


PATTERN 8

Beginning at the center of arena facing the left wall or fence.

- 1. Complete four spins to the left.
- 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 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 fast 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 20 feet (6.09 m) 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 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.

ERAA Derby



PATTERN 9

- 1. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 10 feet (3.05 m). Hesitate.
- 2. Complete four spins to the right.
- Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
- 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 fast 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 20 feet (6.09 m) 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 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Hesitate to demonstrate completion of the pattern.