

PATTERN

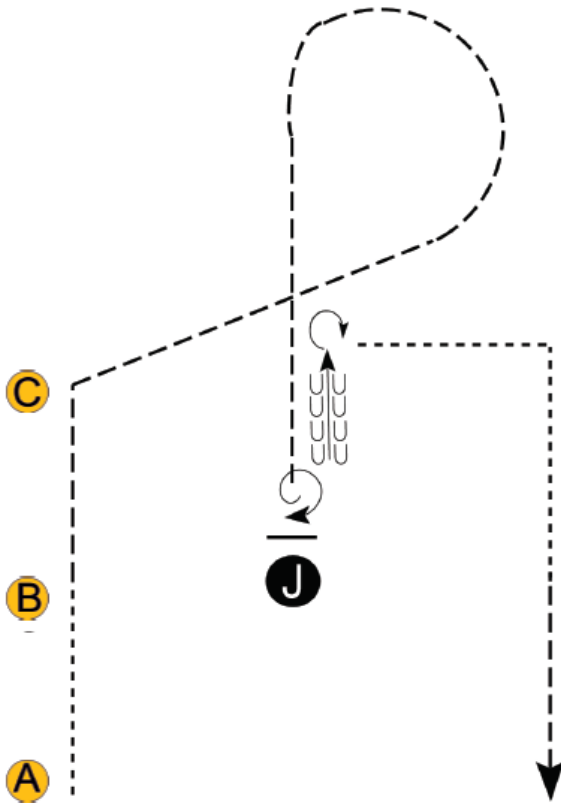
REINING

| | |
|--------------------------------|------------|
| GREEN + NOVICE AMATEUR + YOUTH | PATTERN 8 |
| AMATEUR | PATTERN 4 |
| SENIOR | PATTERN 11 |
| JUNIOR | PATTERN 15 |

WESTERN RIDING

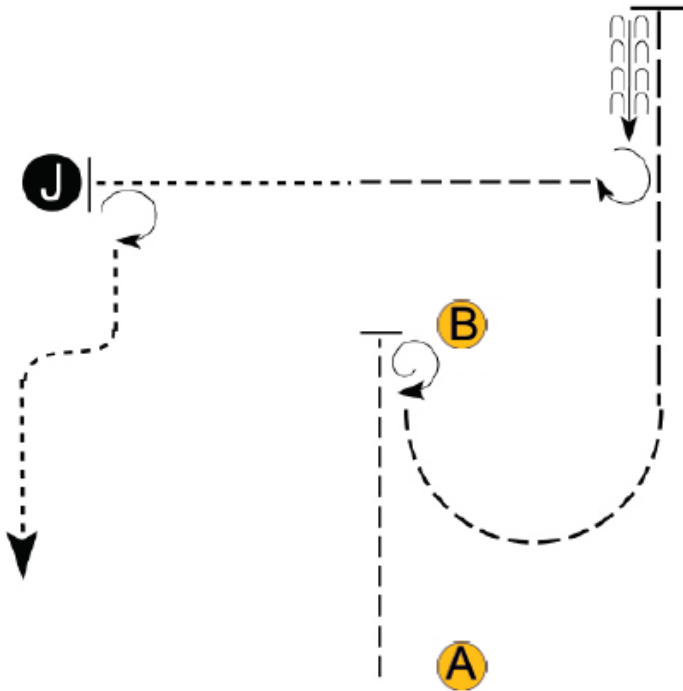
| | |
|---------|-----------------|
| GREEN | GREEN PATTERN 1 |
| AMATEUR | PATTERN 1 |
| OPEN | PATTERN 3 |

NOVICE YOUTH + NOVICE AMATEUR SHOWMANSHIP AT HALTER



1. BEGIN AT A. WALK FROM A TO B.
2. AT B, PICK UP THE TROT FROM B TO C. AT C, TROT THE SERPENTINE/ CIRCLE AS SHOWN TO THE JUDGE.
3. AT THE JUDGE STOP. PERFORM A 360 DEGREE TURN. SET UP FOR INSPECTION.
4. WHEN EXCUSED, BACK ONE HORSE LENGTH.
5. EXECUTE A 270 DEGREE TURN. WALK AWAY. PATTERN IS COMPLETE. EXIT THE ARENA AT A TROT.

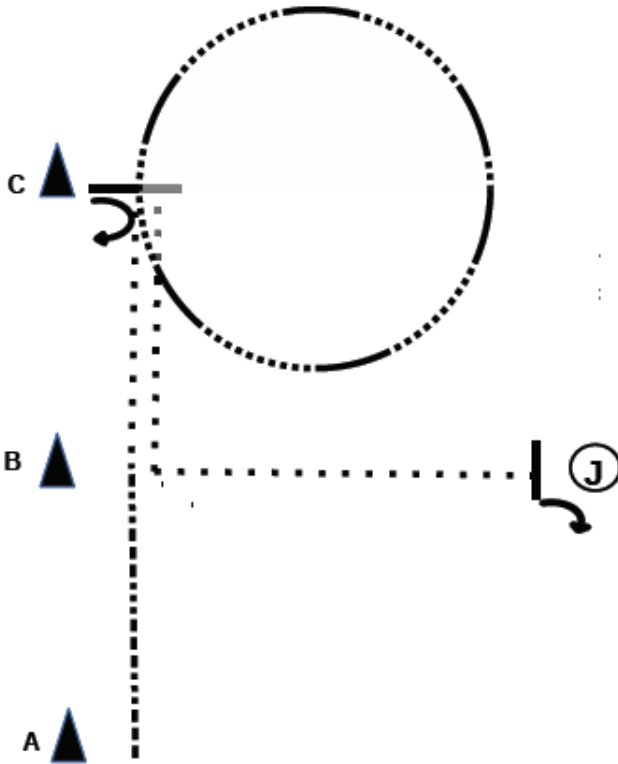
YOUTH + AMATEUR SHOWMANSHIP AT HALTER



BE READY AT A.

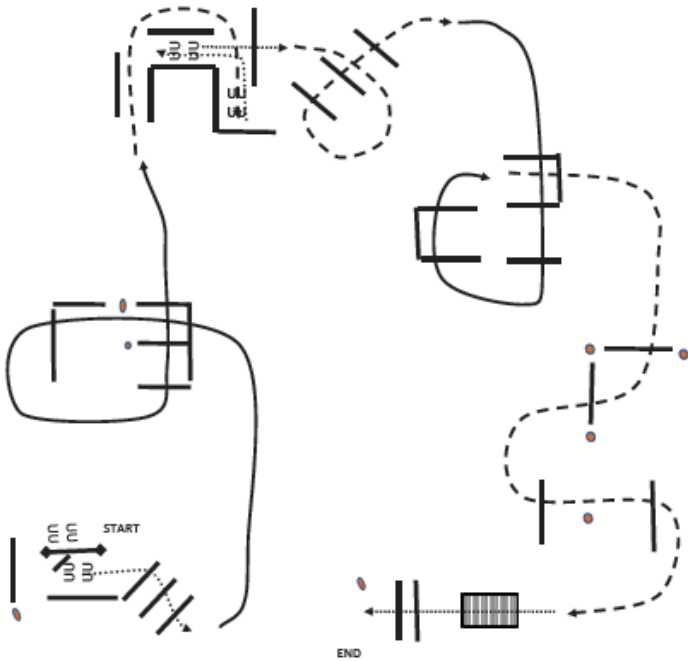
1. TROT TO B.
2. STOP AND PERFORM A 540 DEGREE TURN.
3. TROT A HALF CIRCLE, THEN EXTENDED TROT STRAIGHT UNTIL PAST JUDGE.
4. BACK UNTIL YOUR HORSE'S HIP IS EVEN WITH JUDGE.
5. PERFORM A 270 DEGREE TURN.
6. TROT HALFWAY TO JUDGE, THEN WALK TO JUDGE. STOP AND SET UP FOR INSPECTION.
7. WHEN DISMISSED, TURN 270 DEGREES AND WALK AWAY.

PHCG YOUTH WALK TROT SHOWMANSHIP AT HALTER



1. TROT FROM A TO B
2. WALK FROM B TO C
3. STOP, PERFORM A $\frac{1}{2}$ TURN
4. TROT A FULL CIRCLE TO THE LEFT
5. WALK AT C
6. WALK CORNER AND CONTINUE TO WALK TO JUDGE
7. SET UP FOR INSPECTION
8. PERFORM A $\frac{1}{4}$ TURN

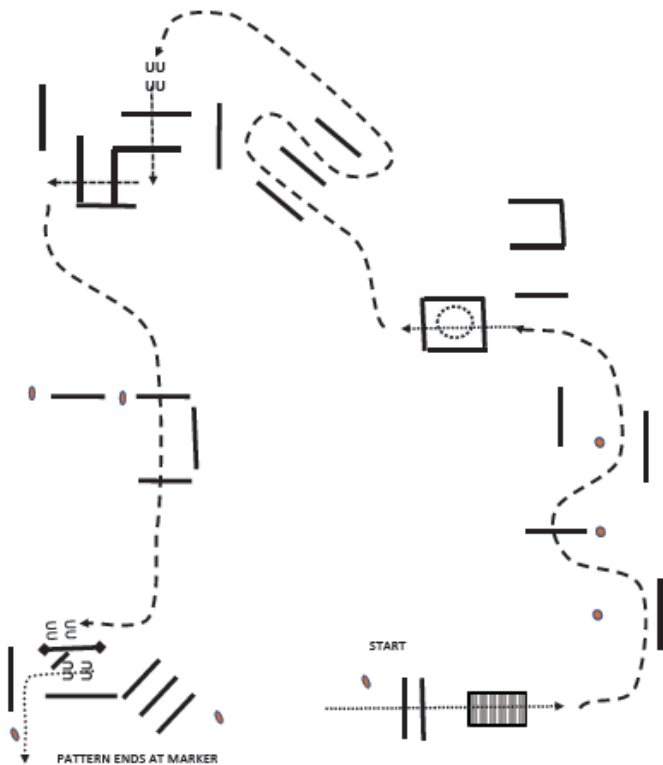
AMATEUR TRAIL



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1. LH GATE OPEN, WALK THRU, CLOSE
2. WALK OVERS
3. LL LOPE OVERS
4. JOG THROUGH POLES
5. STOP, BACK INTO CHUTE, WALK OVER
6. JOG OVERS
7. RL LOPE OVERS
8. JOG SERPENTINE AND POLES
9. STOP OR BREAK TO A WALK, BRIDGE, WALK OVERS

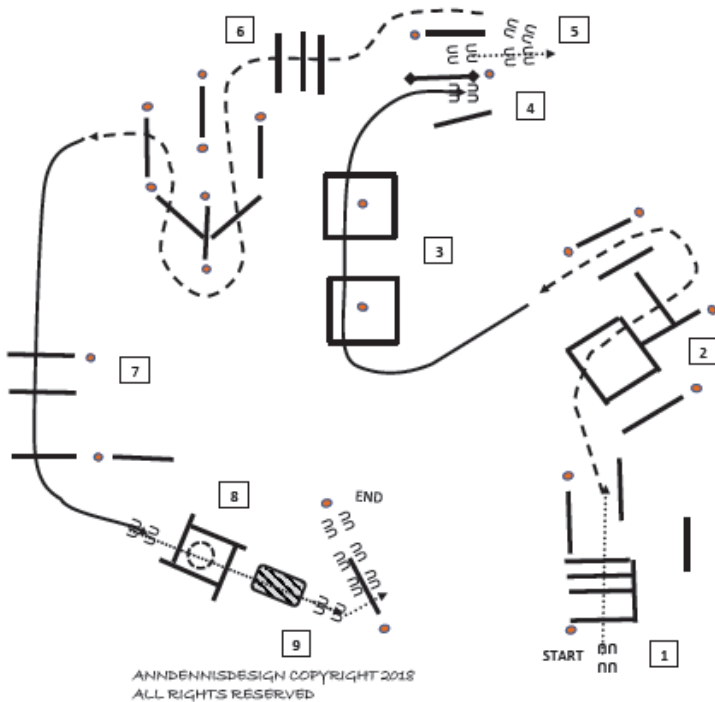
AMATEUR YEARLING & 2-YR-OLD TRAIL IN HAND



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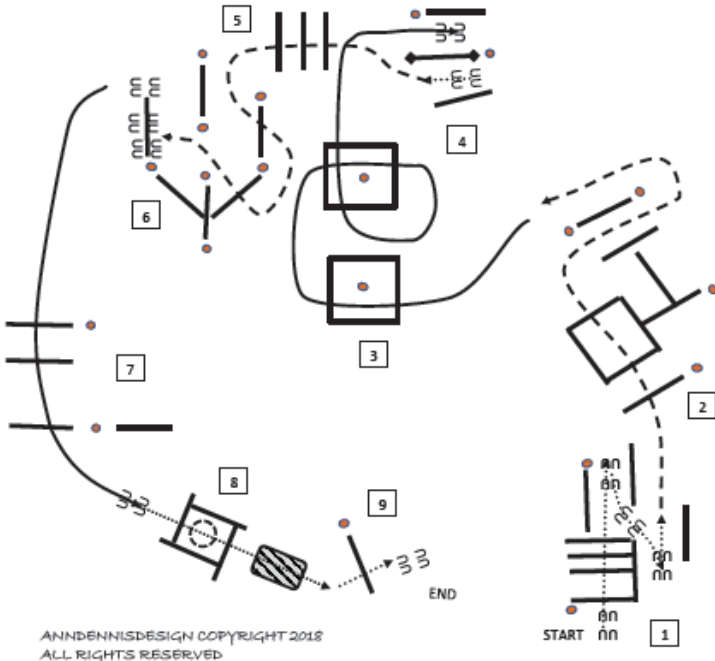
1. WALK OVERS, BRIDGE
 2. JOG SERPENTINE AND POLES
 3. WALK IN BOX, STOP, 360 DEGREE TURN RIGHT, WALK OVER
 4. JOG THROUGH CHUTES
 5. STOP OR BREAK TO A WALK, WALK OVERS
 6. JOG OVERS
 7. JOG UP TO GATE, STOP, LH OPEN, WALK THRU, CLOSE
 8. BACK OUT
- PATTERN ENDS AT MARKER

NOVICE YOUTH TRAIL



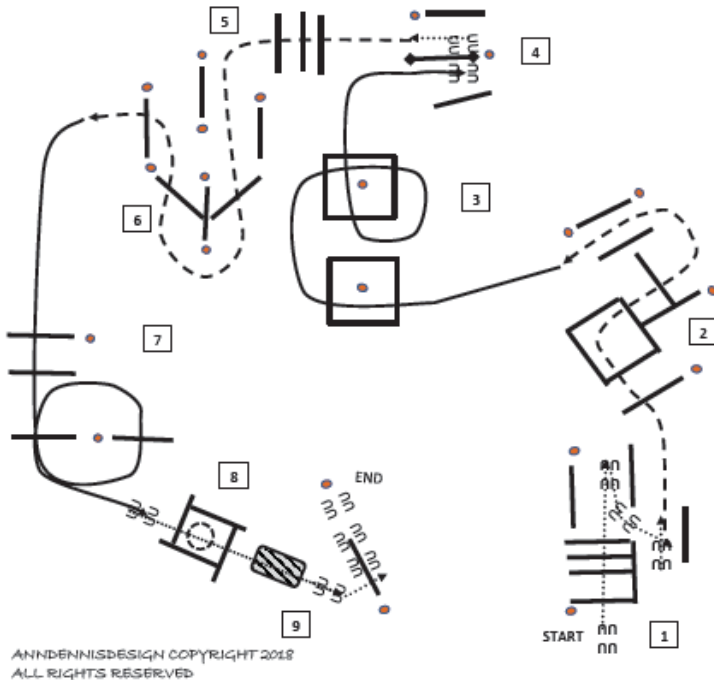
1. WALK OVER, JOG OUT
2. JOG THRU BOX-CHUTE
3. RL LOPE THRU BOXES-UP TO GATE
4. STOP AT GATE-LH OPEN GATE RIDE THRU CLOSE
5. BACK OUT FROM GATE
6. JOG OVERS-THRU CHUTE-SERPENTINE
7. LL LOPE OVERS
8. STOP OR BREAK TO A WALK-WALK OVER INTO BOX-TURN 360°
RIGHT OR LEFT-WALK OVER
9. BRIDGE-STEP FRONT FEET OVER POLE-SIDEPASS LEFT OFF
END OF POLE-END

JUNIOR + YOUTH TRAIL



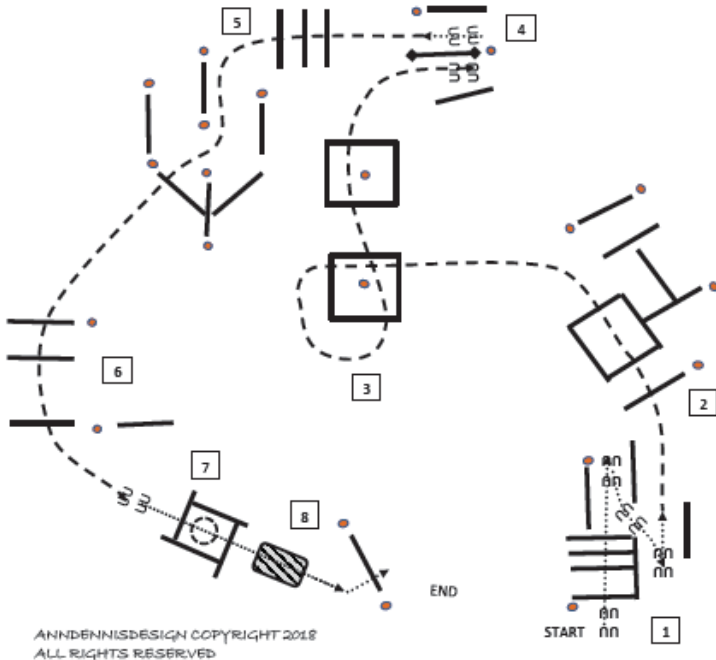
1. WALK OVERS INTO CHUTE STOP-BACK THRU OPENING-JOG OUT CHUTE
2. JOG THRU BOX-CHUTE
3. RL LOPE THRU BOXES-UP TO GATE
4. STOP AT GATE-RH OPEN GATE RIDE THRU CLOSE
5. JOG OVERS-THRU CHUTE-JOG THRU OPENING
6. STOP-STEP FRONT FEET OVER POLE-SIDEPASS RIGHT OFF END OF POLE
7. LL LOPE OVERS
8. STOP OR BREAK TO A WALK-WALK OVER INTO BOX-TURN 360° RIGHT OR LEFT- WALK OVER
9. BRIDGE-WALK OVER-END

SENIOR TRAIL



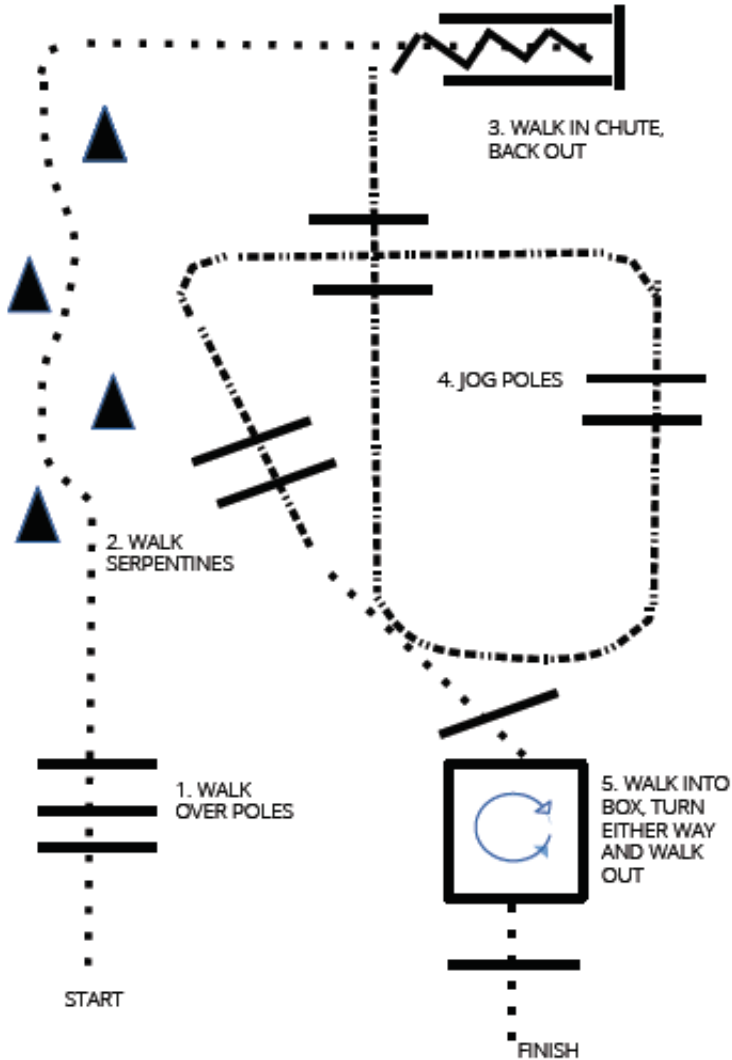
1. WALK OVERS INTO CHUTE STOP-BACK THRU OPENING-JOG OUT CHUTE
2. JOG THRU BOX-CHUTE
3. RL LOPE THRU BOXES-UP TO GATE
4. STOP AT GATE-LH OPEN GATE RIDE THRU CLOSE
5. JOG OVERS-THRU CHUTE
6. JOG SERPENTINE
7. LL LOPE OVERS
8. STOP OR BREAK TO A WALK-WALK OVER INTO BOX- TURN 360° RIGHT OR LEFT-WALK OVER
9. BRIDGE-STEP FRONT FEET OVER POLE-SIDEPASS LEFT OFF END OF POLE-END

YEARLING & 2-YR-OLD TRAIL IN HAND

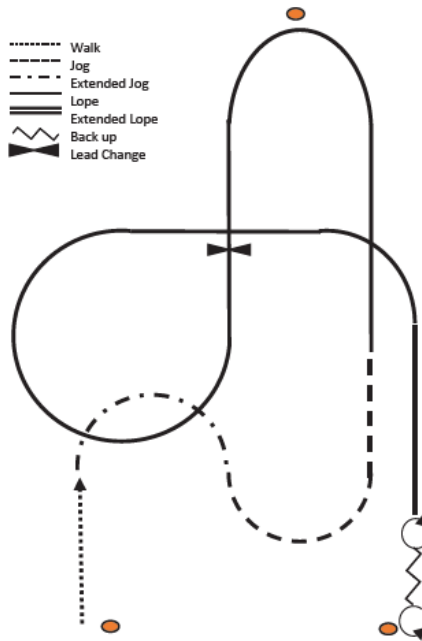


1. WALK OVERS INTO CHUTE STOP-BACK THRU OPENING TROT OUT CHUTE
2. TROT THRU BOX
3. TROT THRU BOX-SERPENTINE
4. STOP AT GATE-LH OPEN GATE WALK THRU CLOSE
5. TROT OVERS-THRU CHUTE-TROT THRU OPENING OVER POLE
6. TROT OVERS
7. STOP OR BREAK TO A WALK-WALK OVERS INTO BOX-TURN 360° RIGHT - WALK OVER
8. BRIDGE-WALK OVER-END

PHCG YOUTH WALK TROT TRAIL



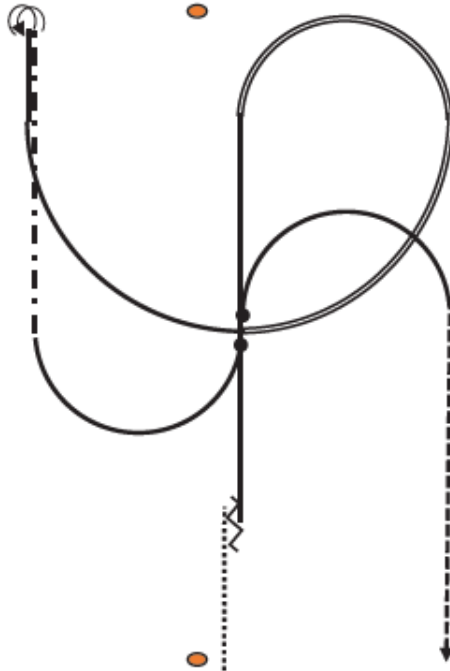
NOVICE YOUTH + NOVICE AMATEUR WESTERN HORSEMANSHIP



BE READY AT MARKER

1. WALK,
2. EXTENDED JOG $\frac{1}{2}$ CIRCLE RIGHT,
3. REGULAR JOG $\frac{1}{2}$ CIRCLE LEFT
4. LOPE LEFT LEAD, STRAIGHT LONG SIDE OF THE ARENA, $\frac{1}{2}$ SMALL CIRCLE AND STRAIGHT LINE THRU THE CENTER OF THE ARENA
5. SIMPLE LEAD CHANGE AT CENTER OF THE ARENA,
6. $\frac{3}{4}$ CIRCLE LOPE RIGHT, STRAIGHT THRU THE ARENA AND LONG SIDE OF THE ARENA
7. STOP, TURN 180° RIGHT, BACK UP, TURN 180° LEFT

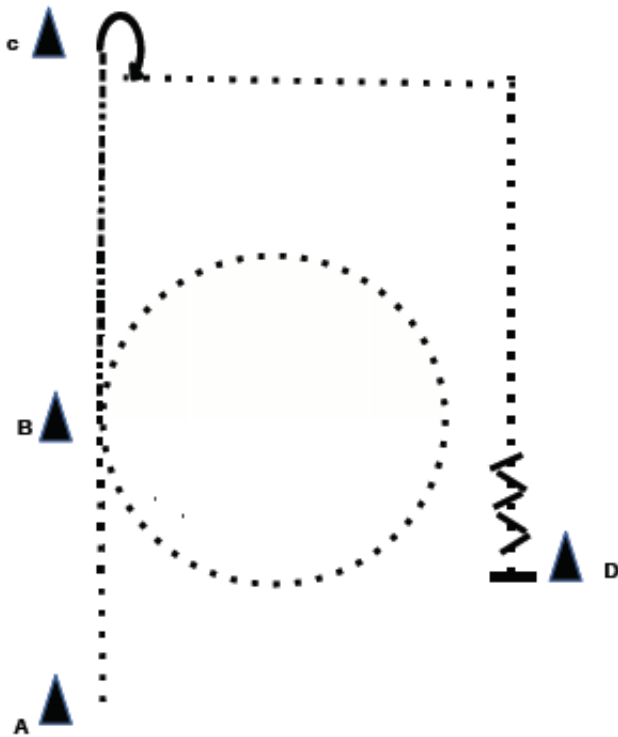
YOUTH + AMATEUR + AMATEUR SPB WESTERN HORSEMANSHIP



BE READY AT MARKER

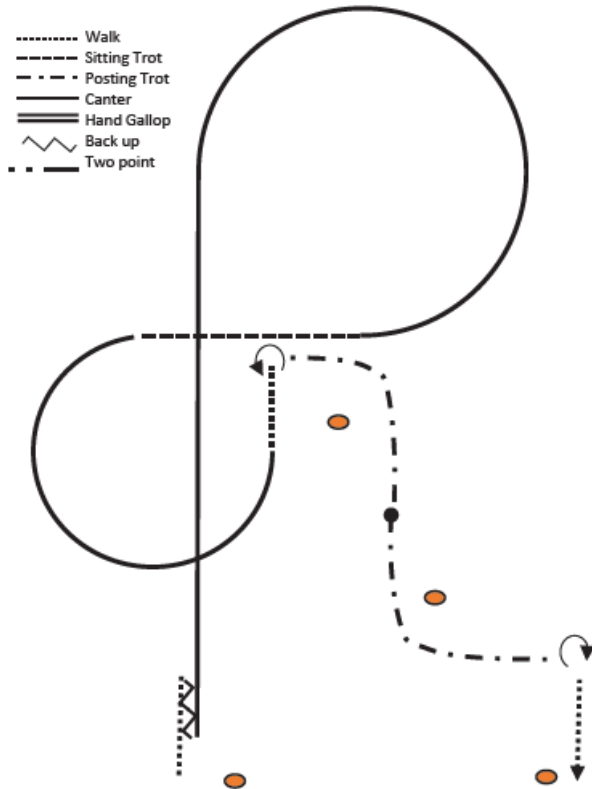
1. WALK STRAIGHT LINE $\frac{1}{2}$ WAY TO CENTER OF THE ARENA
 2. STOP, BACK UP 4 STEPS
 3. LOPE STRAIGHT RIGHT LEAD, EXTEND LOPE ON A CIRCLE TO THE CENTER OF THE ARENA
 4. REGULAR LOPE ON $\frac{1}{4}$ CIRCLE
 5. STOP WHEN EVEN WITH MARKER, TURN $1 \frac{1}{2}$ LEFT
 6. EXTENDED JOG ON A STRAIGHT LINE UNTIL EVEN WITH CENTER
 7. LOPE LEFT LEAD $\frac{1}{2}$ CIRCLE, CHANGE LEADS (SIMPLE OR FLYING)
 8. LOPE RIGHT LEAD $\frac{1}{2}$ CIRCLE
 9. WHEN EVEN WITH CENTER JOG STRAIGHT LINE TO THE END OF THE ARENA
- EXIT AT JOG

PHCG YOUTH WALK TROT WESTERN HORSEMANSHIP



1. WALK FROM A TO B
2. PERFORM A CIRCLE AT B AT WALK
3. TROT FROM B TO C
4. STOP AT C AND PERFORM A 90° TURN TO THE RIGHT
5. WALK CORNER AND CONTINUE TO WALK TO D
6. STOP AND BACK UP APPROX. 1 HORSE LENGTH

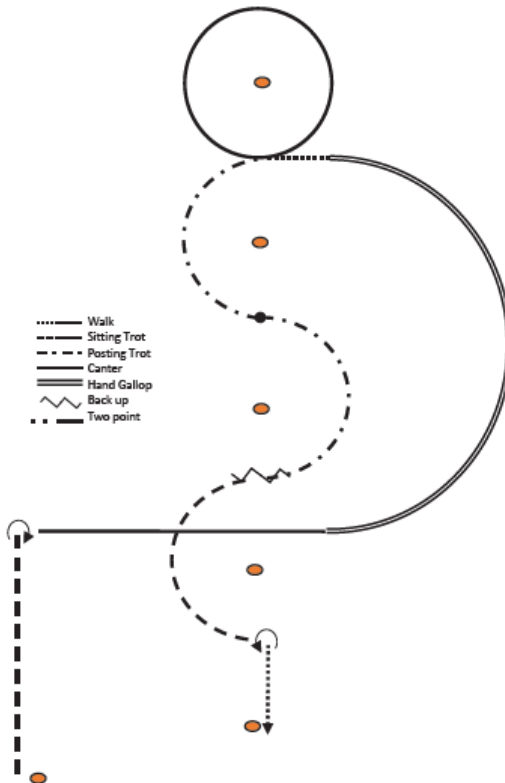
NOVICE YOUTH & NOVICE AMATEUR HUNT SEAT EQUITATION



BE READY AT MARKER

1. WALK, STOP, BACK UP
2. CANTER STRAIGHT LINE AND BIG CIRCLE TO THE RIGHT
3. SITTING TROT STRAIGHT LINE
4. $\frac{3}{4}$ SMALL CIRCLE, CANTER LEFT LEAD, WALK TO CENTER
5. LEFT TURN $\frac{3}{4}$ ON THE HAUNCHES
6. POSTING TROT ON PROPER DIAGONAL, CHANGE DIAGONAL BETWEEN MARKER
7. STOP, RIGHT TURN $\frac{1}{4}$ ON THE HAUNCHES, WALK OUT

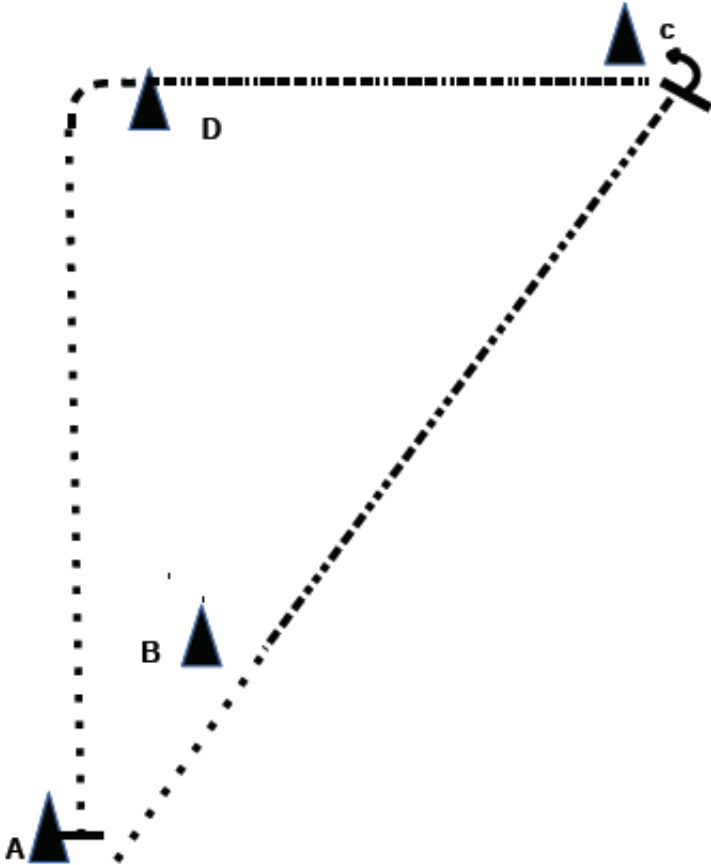
YOUTH & AMATEUR HUNT SEAT EQUITATION



BE READY AT MARKER

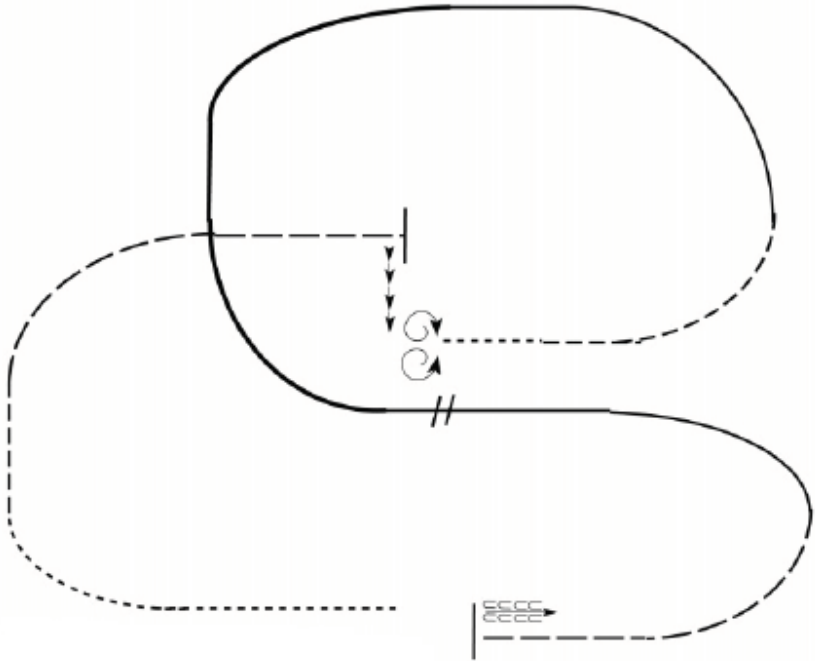
1. SITTING TROT, STOP, $\frac{1}{4}$ RIGHT TURN ON THE FOREHAND
2. CANTER STRAIGHT LINE LEFT LEAD, HAND GALLOP $\frac{1}{2}$ CIRCLE
3. WALK, CANTER SMALL RIGHT CIRCLE
4. POSTING TROT ON THE PROPER DIAGONAL, $\frac{1}{2}$ CIRCLE LEFT, $\frac{1}{2}$ CIRCLE RIGHT, CHANGE DIAGONAL ACCORDINGLY
5. STOP, BACK UP
6. SITTING TROT $\frac{1}{2}$ CIRCLE LEFT
7. STOP $\frac{3}{4}$ LEFT TURN ON THE FOREHAND, WALK OUT

PHCG YOUTH WALK TROT HUNT SEAT EQUITATION



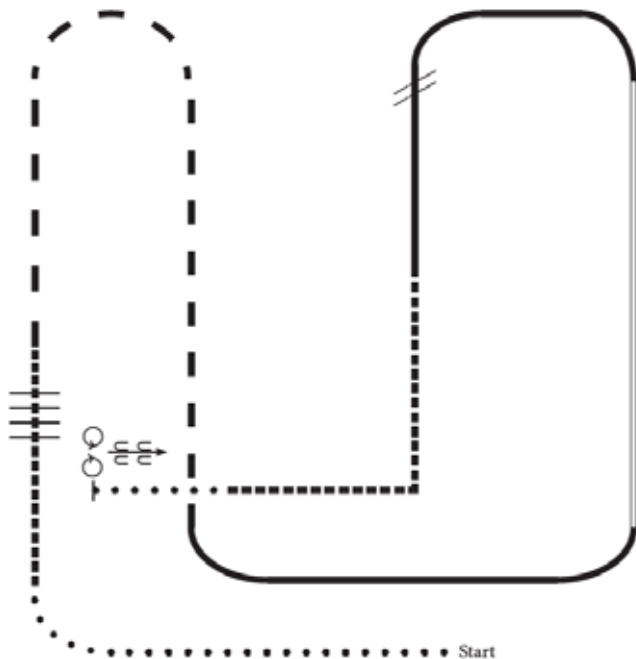
1. WALK FROM A TO B
2. POSTING TROT EITHER DIAGONAL FROM A TO C
3. STOP AT C
4. FOREHAND TURN TO THE LEFT
5. SITTING TROT TO D
6. WALK AROUND D AND WALK TO A
7. STOP AT A

NOVICE YOUTH & NOVICE AMATEUR RANCH RIDING



1. WALK TO THE LEFT AROUND CORNER OF 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 1ST)
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

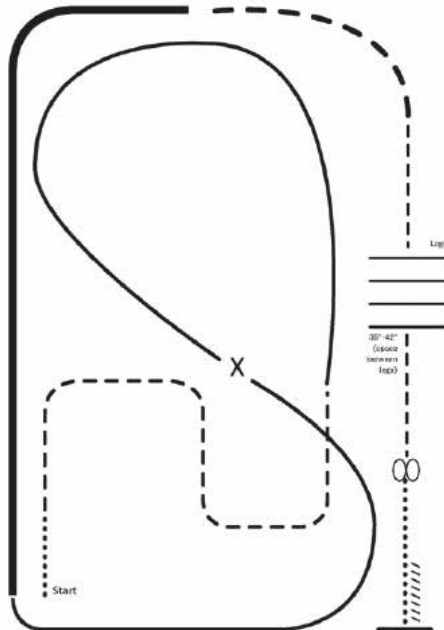
OPEN RANCH RIDING



1. WALK
2. TROT
3. TROT OVER LOGS
4. EXTENDED TROT
5. LOPE LEFT LEAD
6. EXTENDED LOPE
7. LOPE
8. LEAD CHANGE
9. LOPE RIGHT LEAD
10. TROT
11. WALK
12. STOP, 360 TURN EACH DIRECTION
13. STOP AND BACK

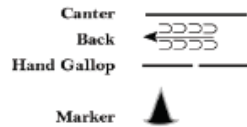
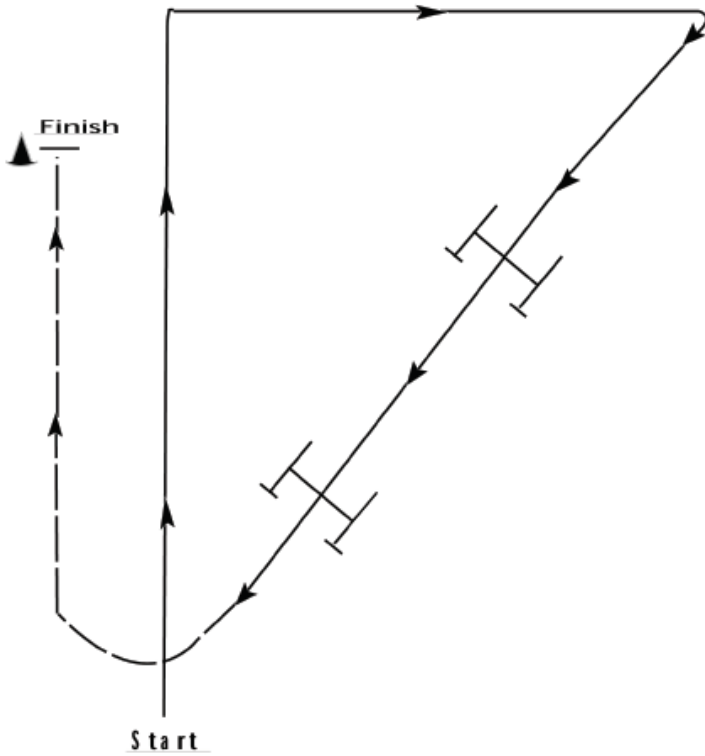
| | |
|-------------|---------------|
| | Walk |
| ----- | Trot |
| - - - - - | Extended Trot |
| ————— | Lope |
| ===== | Extended Lope |
| ← 3 3 3 3 → | Back |

YOUTH & AMATEUR RANCH RIDING



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)
11. WALK, STOP AND BACK

OPEN HUNTER HACK



1. AFTER 2ND FENCE, HAND GALLOP TO MARKER AND STOP
2. DROP YOUR REINS TO SIGNIFY COMPLETION