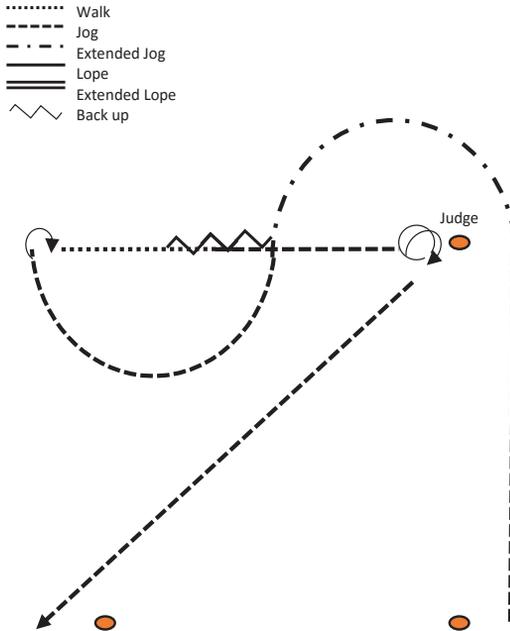


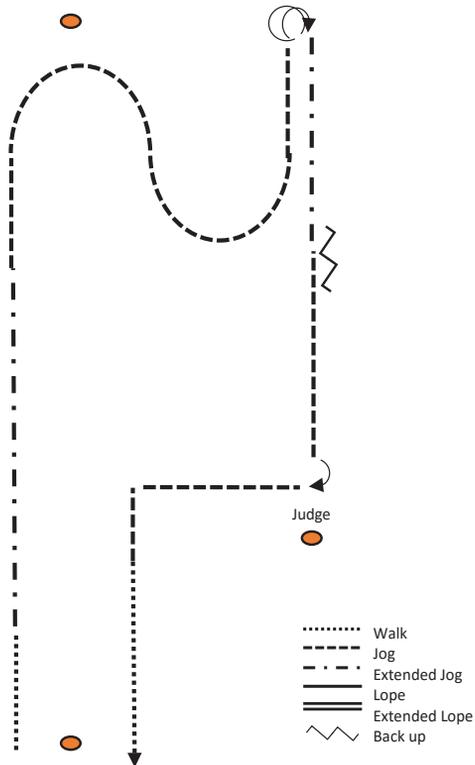
# NOVICE YOUTH + NOVICE AMATEUR SHOWMANSHIP AT HALTER



START AT MARKER

1. JOG
2. ½ CIRCLE EXTENDED JOG TO THE LEFT
3. ½ CIRCLE REGULAR JOG TO THE RIGHT
4. STOP, TURN 90°
5. WALK HALF WAY TO JUDGE
6. STOP BACK UP 2 HORSE LENGTH
7. JOG TO JUDGE, STOP
8. SET UP FOR INSPECTION
9. TURN 495 °
10. JOG STRAIGHT LINE, DIAGONAL TO MARKER  
EXIT AT JOG

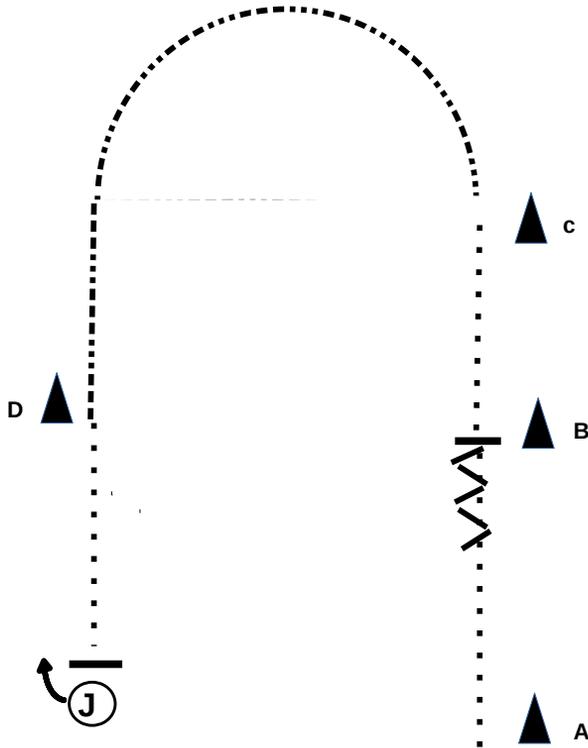
# YOUTH + AMATEUR SHOWMANSHIP AT HALTER



START AT MARKER

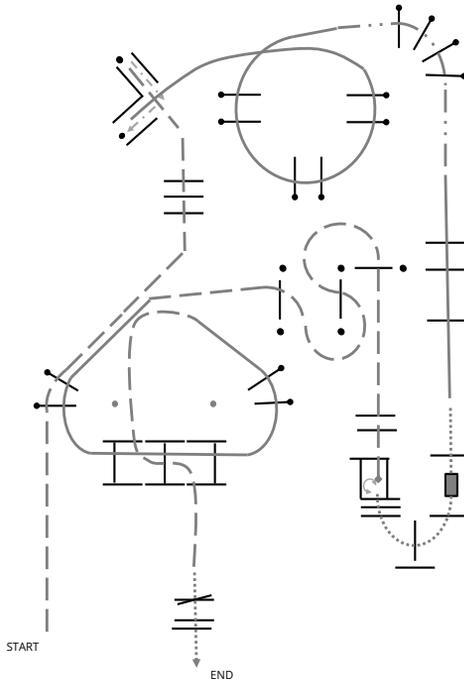
1. WALK STRAIGHT LINE
  2. EXTENDED JOG, BACK TO REGULAR JOG
  3. JOG SERPENTINE
  4. WHEN EVEN WITH MARKER STOP, TURN 540 °
  5. EXTENDED JOG STRAIGHT LINE TO JUDGE
  6. HALF WAY TO JUDGE STOP, BACK UP 4 STEPS
  7. JOG TO JUDGE, SET UP FOR INSPECTION
  8. TURN 90 °
  9. JOG, JOG AROUND CORNER
  10. WALK
- EXIT ARENA AT WALK

# PHCG YOUTH WALK TROT SHOWMANSHIP AT HALTER



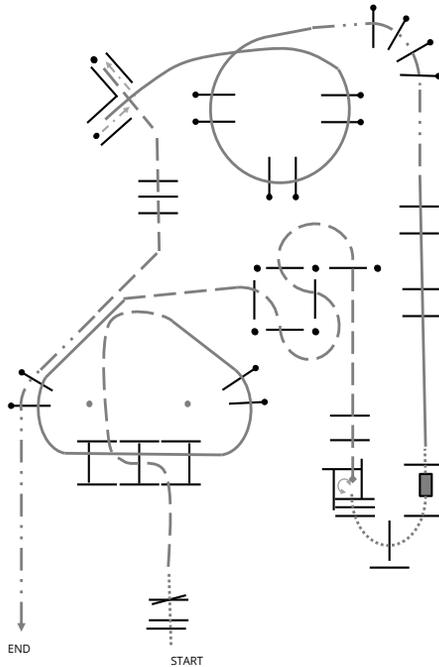
1. WALK FROM A TO B
2. STOP AT B, BACK UP APPROX. 1 HORSE LENGTH
3. WALK FROM B TO C
4. AT C TROT HALF CIRCLE TO THE LEFT
5. CONTINUE TO TROT TILL D
6. WALK FROM D TO JUDGE
7. SET UP FOR INSPECTION
8.  $\frac{1}{4}$  TURN

# NOVICE AMATEUR + GREEN TRAIL



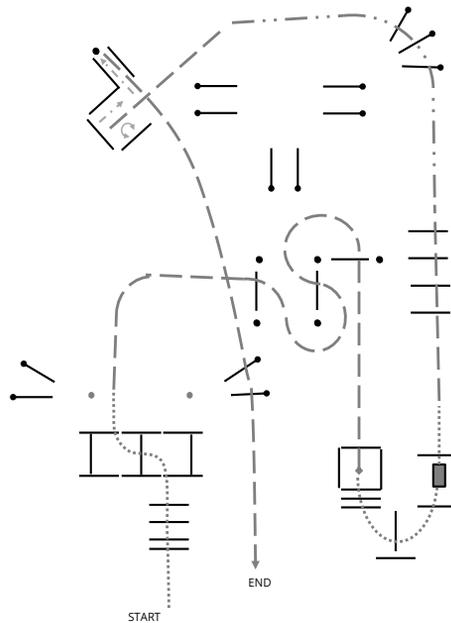
1. JOG OVER POLES INTO CHUTE
2. BACK „L“
3. LOPE (RL) OVER POLES
4. EXTENDED JOG OVER POLES
5. LOPE (RL) OVER POLES
6. WALK OVER POLES AND BRIDGE INTO BOX
7. 360 DEGREE TURN (EITHER WAY)
8. JOG OUT OF BOX OVER POLES
9. JOG SERPENTINE
10. LOPE (LL) OVER POLES
11. JOG OVER POLES
12. WALK OVER POLES

# AMATEUR TRAIL



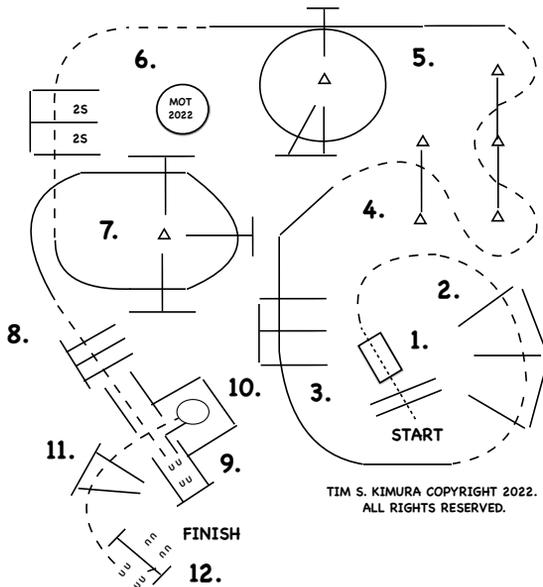
1. WALK OVER POLES
2. JOG OVER POLES
3. LOPE (RL) OVER POLES
4. JOG SERPENTINE OVER POLES, JOG OVER POLES INTO BOX
5. 360 DEGREE TURN (EITHER WAY)
6. WALK OUT OF BOX, OVER POLES AND BRIDGE
7. LOPE (LL) OVER POLES
8. EXTENDED JOG OVER POLES
9. LOPE (LL) OVER POLES, LOPE INTO CHUTE
10. BACK „L“
11. JOG OVER POLES
12. EXTENDED JOG OVER POLES

# AMATEUR YEARLING & 2-YR-OLD TRAIL IN HAND



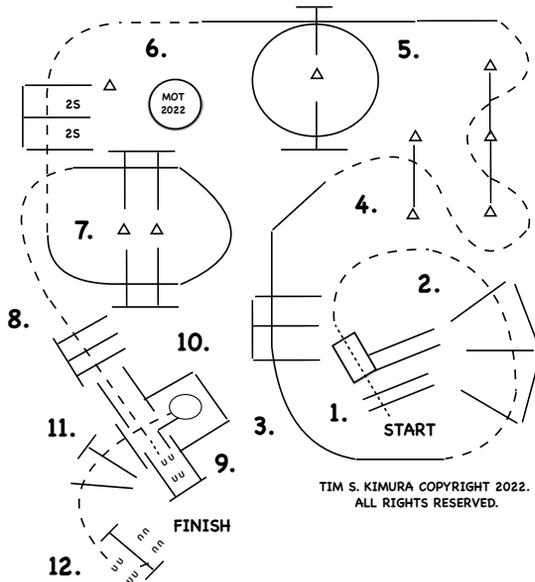
1. WALK OVER POLES
2. JOG SERPENTINE OVER POLES, JOG IN BOX, STOP
3. WALK OUT OF BOX, OVER POLES AND BRIDGE
4. a) JOG OVER POLES  
b) EXTENDED JOG OVER POLES  
c) JOG INTO BOX
5. 360 DEGREE TURN RIGHT
6. BACK „L“
7. JOG OUT OF CHUTE, JOG OVER POLES

# NOVICE YOUTH TRAIL



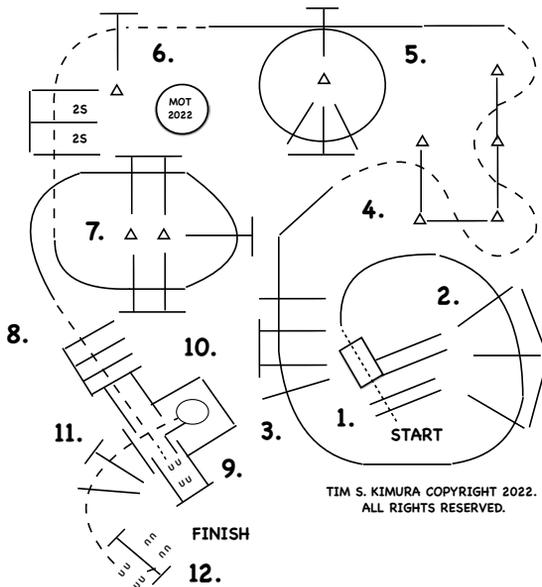
1. WALK OVER POLES AND BRIDGE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP.
9. BACK BETWEEN POLES AND INTO BOX.
10. EXECUTE A 360 TURN EITHER WAY.
11. JOG OUT BOX, JOG OVER POLES.
12. JOG TO GATE, WORK GATE LEFT HAND.

# JUNIOR + YOUTH TRAIL



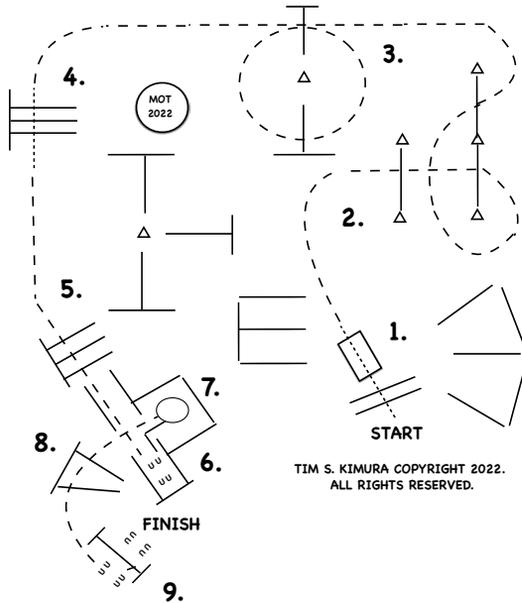
1. WALK OVER POLES AND BRIDGE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. JOG THROUGH SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP.
9. BACK BETWEEN POLES AND INTO BOX.
10. EXECUTE A 360 TURN EITHER WAY.
11. JOG OUT BOX, JOG OVER POLES.
12. JOG TO GATE, WORK GATE LEFT HAND.

# SENIOR TRAIL



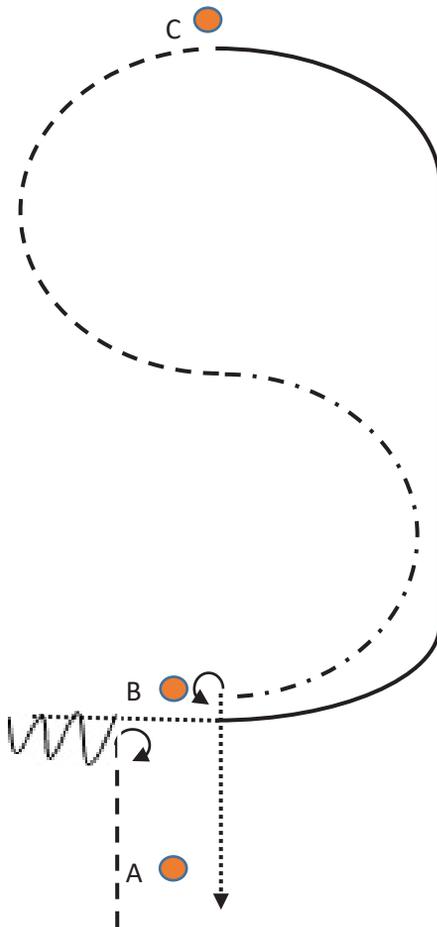
1. WALK OVER POLES AND BRIDGE.
2. LOPE OVER POLES (RIGHT LEAD).
3. LOPE OVER POLES (RIGHT LEAD).
4. JOG THROUGH SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP.
9. BACK BETWEEN POLES AND INTO BOX.
10. EXECUTE A 360 TURN EITHER WAY.
11. JOG OUT BOX, JOG OVER POLES.
12. JOG TO GATE, WORK GATE LEFT HAND.

# YEARLING & 2-YR-OLD + 3-YEAR-OLD & OLDER TRAIL IN HAND



1. WALK OVER POLES AND OVER BRIDGE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES AND JOG AROUND CONE.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES, JOG INTO CHUTE AND STOP.
6. BACK BETWEEN POLES AND INTO BOX.
7. EXECUTE A 360 TURN TO THE RIGHT.
8. JOG OUT BOX, JOG OVER POLES.
9. JOG TO GATE, WORK GATE LEFT HAND.

# NOVICE YOUTH + NOVICE AMATEUR WESTERN HORSEMANSHIP

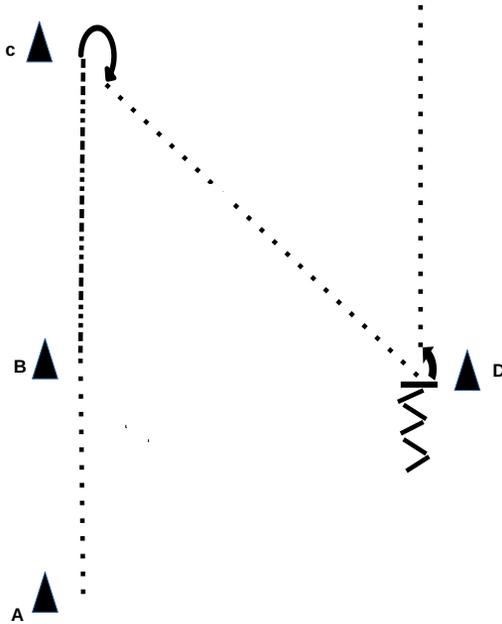


BE READY BEFORE A

1. JOG, STOP
2.  $\frac{1}{4}$  TURN RIGHT
3. BACK UP
4. WALK TO B, LOPE LEFT LEAD
5. JOG  $\frac{1}{2}$  CIRCLE LEFT
6. EXTEND JOG  $\frac{1}{2}$  CIRCLE RIGHT
7. STOP  $\frac{1}{4}$  TURN LEFT, LEAVE ARENA IN WALK

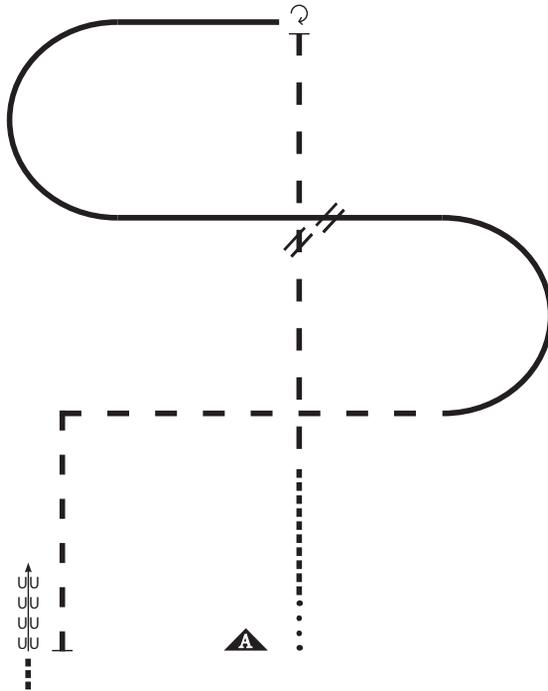


# PHCG YOUTH WALK TROT WESTERN HORSEMANSHIP



1. WALK FROM A TO B
2. TROT FROM B TO C, STOP
3. PERFORM A 135° TURN TO THE RIGHT
4. WALK DIAGONAL FROM C TO D
5. STOP AT D, PERFORM 135° TURN TO LEFT
6. BACK UP APPROX. 1 HORSE LENGTH
7. WALK TO LINE UP

# NOVICE YOUTH & NOVICE AMATEUR HUNT SEAT EQUITATION



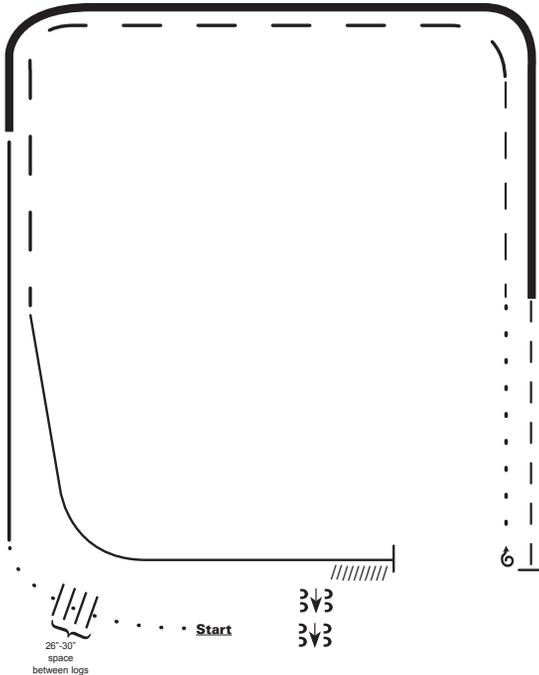
1. WALK TWO HORSE LENGTHS.
2. SITTING TROT.
3. TROT RIGHT DIAGONAL.
4. CHANGE DIAGONALS HALFWAY, CONTINUE LEFT DIAGONAL TROT.
5. STOP. 270° FOREHAND TURN RIGHT.
6. CANTER LEFT LEAD ARC.
7. CHANGE LEADS. CANTER RIGHT LEAD ARC.
8. TROT RIGHT DIAGONAL SQUARE CORNER.
9. STOP AND BACK. EXIT AT SITTING TROT.



# NOVICE YOUTH & NOVICE AMATEUR RANCH RIDING

## Ranch Riding Pattern #6

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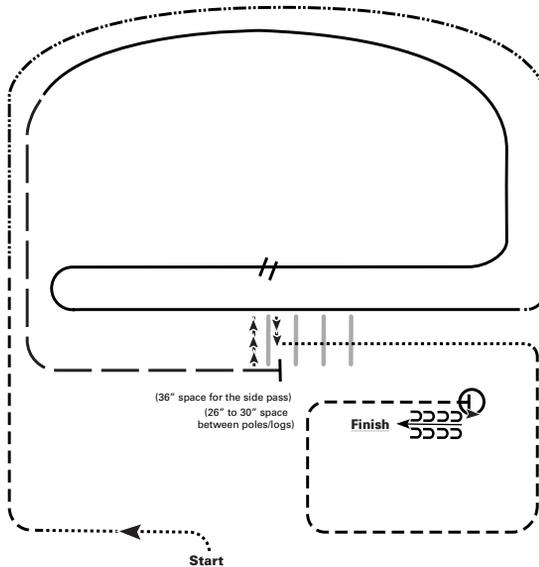


1. WALK
2. WALK OVER LOGS
3. LOPE RIGHT LEAD
4. EXTENDED LOPE (RIGHT LEAD)
5. TROT
6. STOP, 1 1/2 TURNS RIGHT
7. WALK
8. TROT
9. EXTENDED TROT
10. LOPE LEFT LEAD
11. STOP AND BACK
12. SIDE PASS RIGHT

# OPEN RANCH RIDING

## Ranch Riding Pattern #4

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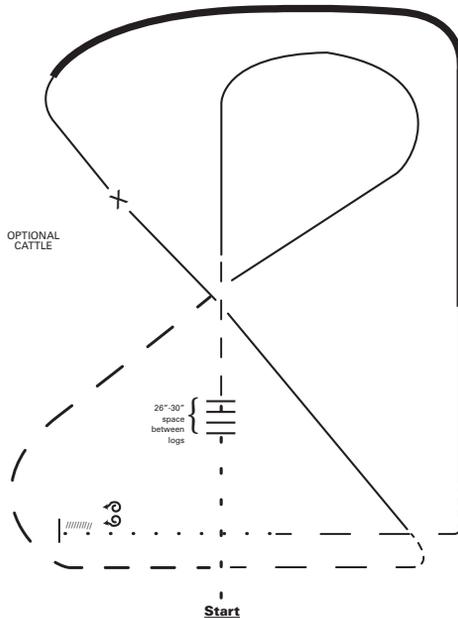


1. WALK
2. TROT
3. EXTENDED LOPE-RIGHT LEAD
4. LOPE-RIGHT LEAD
5. CHANGE LEADS (SIMPLE OR FLYING)
6. LOPE LEFT LEAD
7. EXTENDED TROT
8. STOP, SIDE PASS LEFT, SIDE PASS RIGHT, 1/2 WAY
9. WALK OVER LOGS
10. WALK
11. TROT SQUARE
12. STOP, 360° TURN LEFT, BACK

# YOUTH & AMATEUR RANCH RIDING

## Ranch Riding Pattern #5

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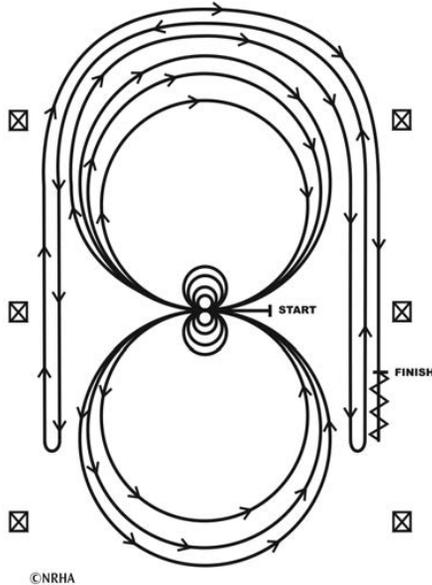


1. WALK
2. WALK OVER LOGS
3. TROT
4. LOPE RIGHT LEAD
5. EXTENDED TROT
6. TROT
7. LOPE LEFT LEAD
8. CHANGE LEADS (SIMPLE OR FLYING)
9. EXTENDED LOPE (RIGHT LEAD)
10. COLLECT LOPE
11. TROT
12. WALK
13. STOP AND BACK
14. 360 DEGREE TURN EACH DIRECTION (EITHER DIRECTION 1ST)  
(L-R OR R-L)

# GREEN & NOVICE AMATEUR REINING

## Reining Pattern #8

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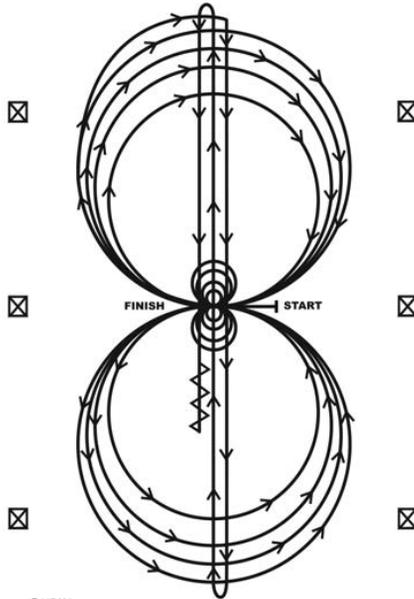
HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

1. COMPLETE FOUR SPINS TO THE 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 ROLL BACK 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 ROLL BACK 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.

# AMATEUR REINING

## Reining Pattern #4

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©NRHA

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.

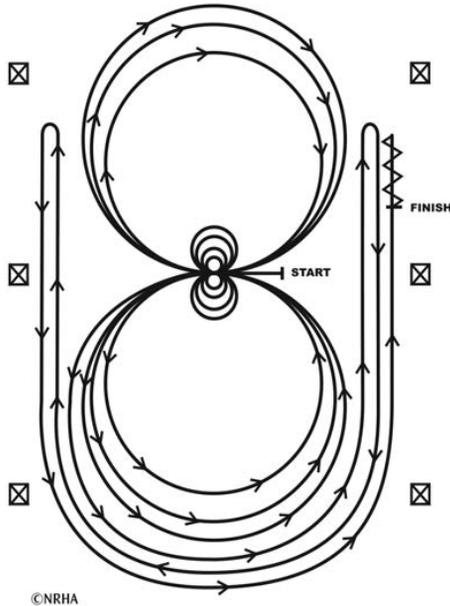
1. BEGINNING ON THE RIGHT LEAD, COMPLETE THREE CIRCLES TO THE RIGHT: THE FIRST TWO CIRCLES LARGE AND FAST; THE THIRD CIRCLE SMALL AND SLOW. STOP AT THE CENTER OF THE ARENA. HESITATE.
2. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
3. BEGINNING ON THE LEFT LEAD, COMPLETE THREE CIRCLES TO THE LEFT: THE FIRST TWO CIRCLES LARGE AND FAST; THE THIRD CIRCLE SMALL AND SLOW. STOP AT THE CENTER OF THE ARENA. HESITATE.
4. COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
5. BEGINNING ON THE RIGHT LEAD, RUN A LARGE FAST CIRCLE TO THE RIGHT, CHANGE LEADS AT THE CENTER OF THE ARENA, RUN A LARGE FAST CIRCLE TO THE LEFT, AND CHANGE LEADS AT THE CENTER OF THE ARENA. (FIGURE 8)
6. CONTINUE AROUND PREVIOUS CIRCLE TO THE RIGHT. AT THE TOP OF THE CIRCLE, RUN DOWN THE MIDDLE TO THE FAR END OF THE ARENA PAST THE END MARKER AND DO A RIGHT ROLLBACK- NO HESITATION.
7. RUN UP THE MIDDLE TO THE OPPOSITE END OF THE ARENA PAST THE END MARKER AND DO A LEFT ROLLBACK- NO HESITATION.
8. RUN PAST THE CENTER MARKER AND DO A SLIDING STOP. BACK UP TO THE CENTER OF THE ARENA OR AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.

EXHIBITOR MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

# JUNIOR REINING

## Reining Pattern #15

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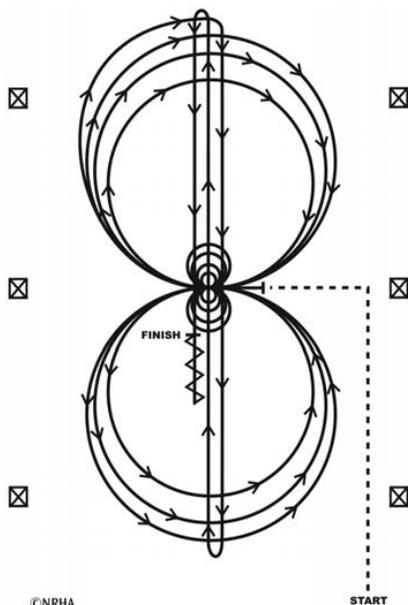
HORSES MAY WALK OR JOG TO THE CENTER OF ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF ARENA FACING THE LEFT WALL OR FENCE.

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 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 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.
5. BEGIN A LARGE CIRCLE TO THE LEFT BUT DO NOT CLOSE THIS CIRCLE. RUN STRAIGHT DOWN THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A RIGHT ROLL BACK AT LEAST TWENTY FEET (SIX METERS) 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 MAKER 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 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.

# SENIOR REINING

## Reining Pattern #11

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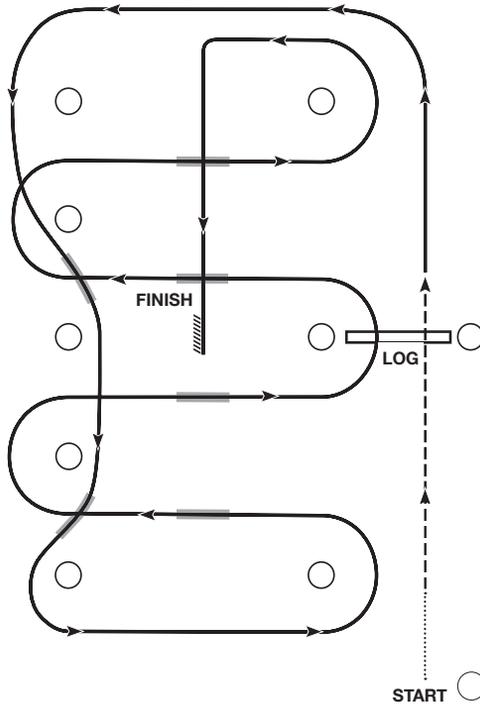
HORSES MUST JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING THE PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

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 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.
5. 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. UN 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.

# GREEN WESTERN RIDING

## Green Western Riding Pattern #1

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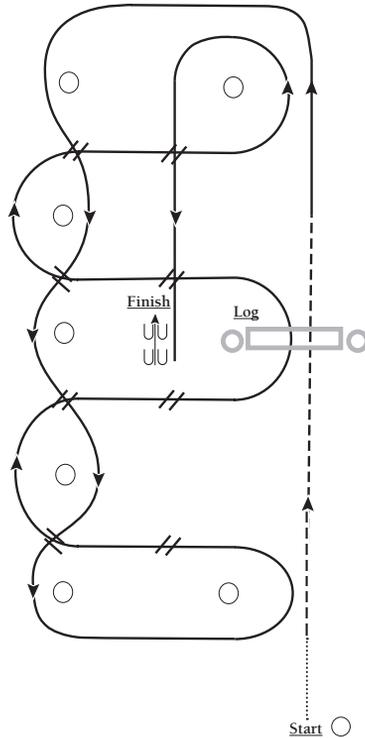


1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LEFT LEAD AND LOPE AROUND END.
3. FIRST LINE CHANGE.
4. SECOND LINE CHANGE, LOPE AROUND END OF ARENA
5. FIRST CROSSING CHANGE.
6. SECOND CROSSING CHANGE.
7. LOPE OVER LOG.
8. THIRD CROSSING CHANGE.
9. FOURTH CROSSING CHANGE.
10. LOPE UP THE CENTER, STOP AND BACK.

# AMATEUR WESTERN RIDING

## Western Riding Pattern #1

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1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LOPE AND LOPE AROUND END.
3. FIRST LINE CHANGE.
4. SECOND LINE CHANGE.
5. THIRD LINE CHANGE.
6. FOURTH LINE CHANGE AND 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 AND BACK.

