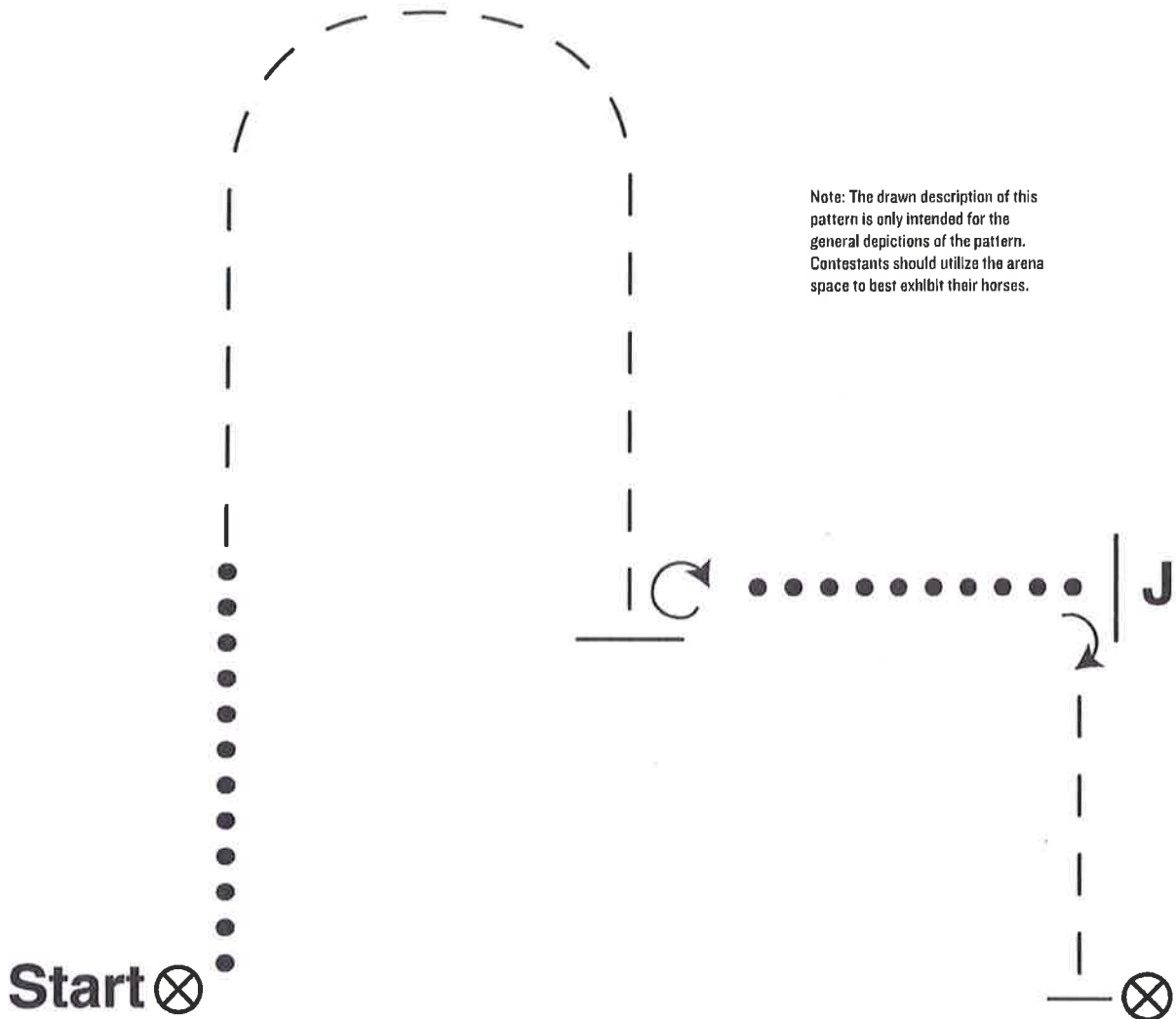




## SHOW A

# Showmanship

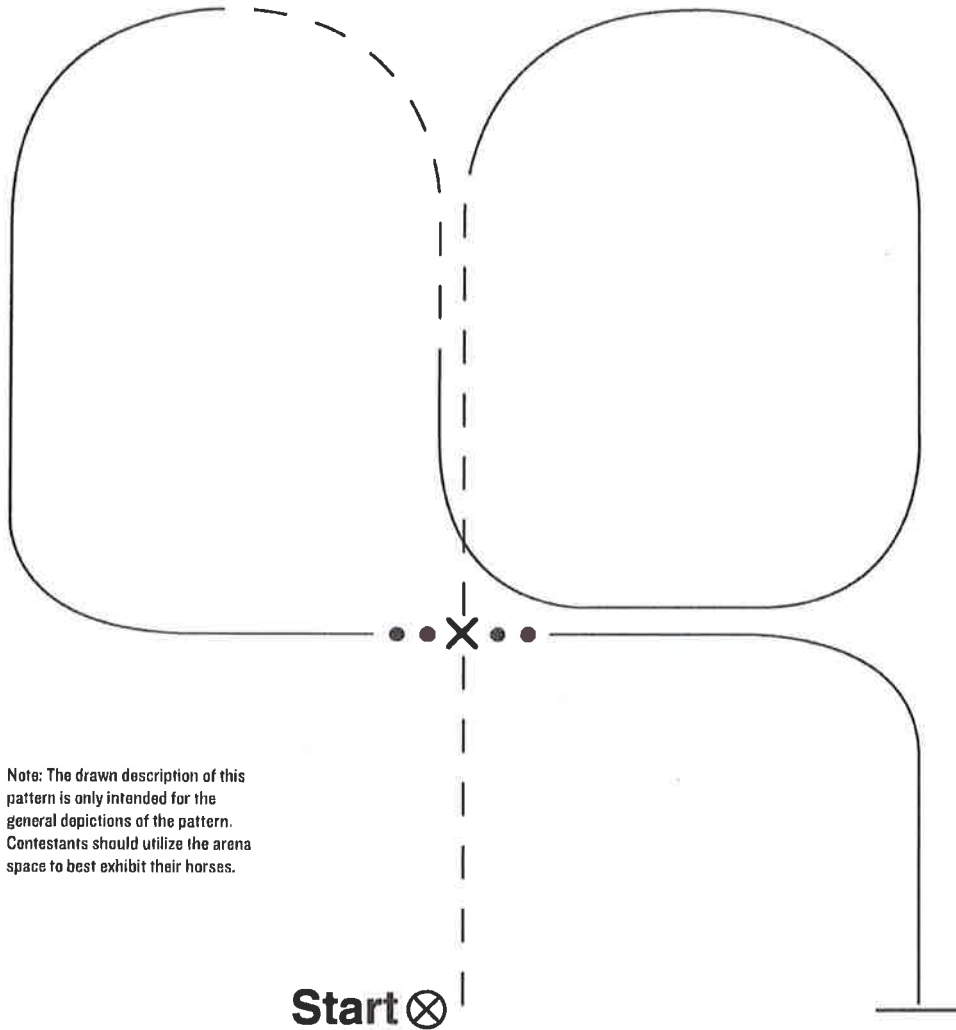


1. Walk  $\frac{1}{2}$  line
2. Trot around end and down line
3. Halt and execute a  $\frac{3}{4}$  turn
4. Walk to judge
5. Set up for inspection
6. After inspection,  $\frac{1}{4}$  turn and trot to marker, stop
7. Exit at a walk or trot



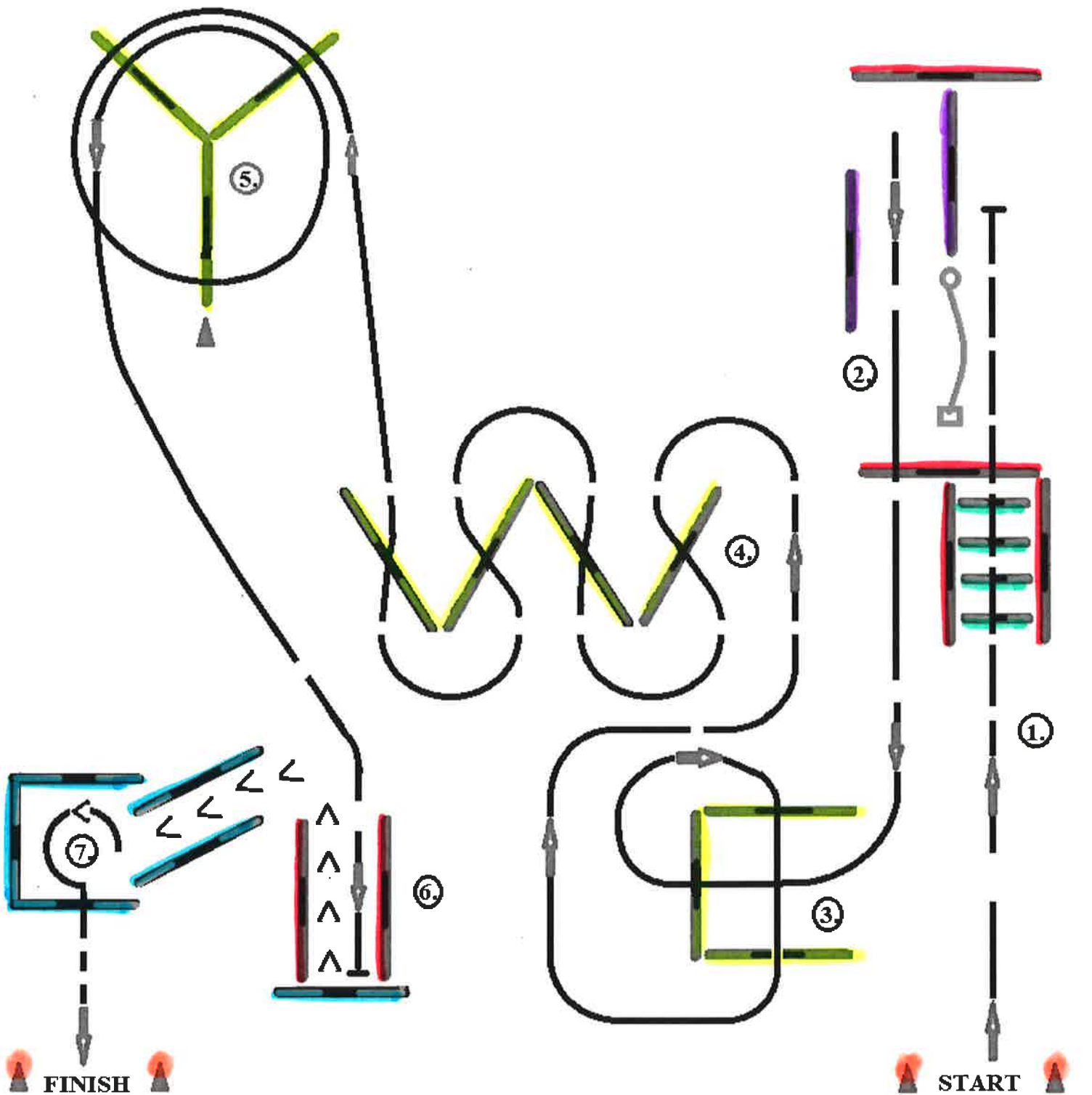
SHOW A

# Hunt Seat Equitation



Note: The drawn description of this pattern is only intended for the general depictions of the pattern. Contestants should utilize the arena space to best exhibit their horses.

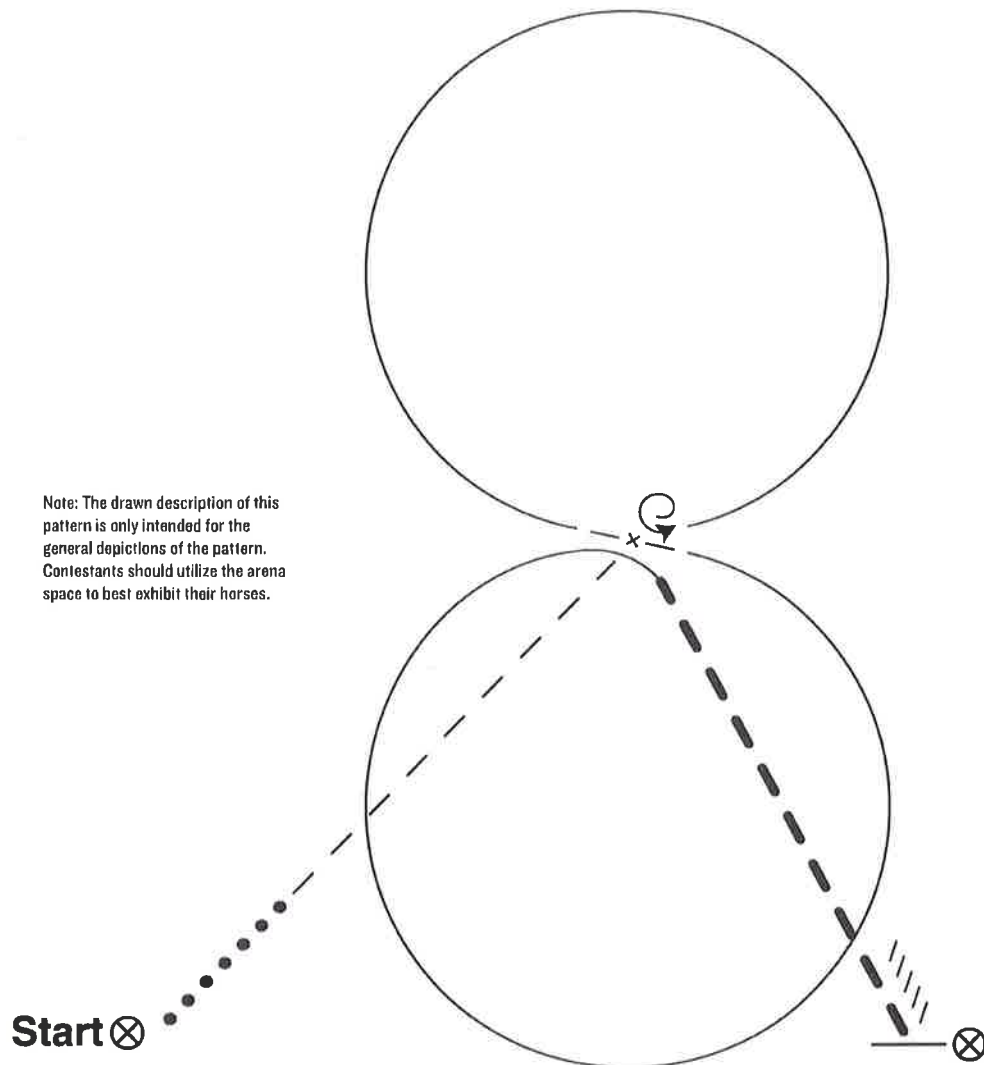
1. Sitting trot  $\frac{1}{2}$  of line
2. Posting trot left diagonal,  $\frac{1}{2}$  of line
3. Canter on right lead
4. Trot, right diagonal
5. Canter, left lead
6. Change leads through a walk
7. Canter, right lead
8. Halt
9. Exit at a walk or trot



1. Jog to and walk over logs to gate
2. Work gate and jog away, then lope
3. Lope over logs as indicated then jog
4. Jog serpentine over logs and pick up the lope
5. Lope circle over logs on correct lead, continue towards 6
6. Jog in and stop, back up into box
7. Turn left walk out and finish

# Horsemanship

Note: The drawn description of this pattern is only intended for the general depictions of the pattern. Contestants should utilize the arena space to best exhibit their horses.

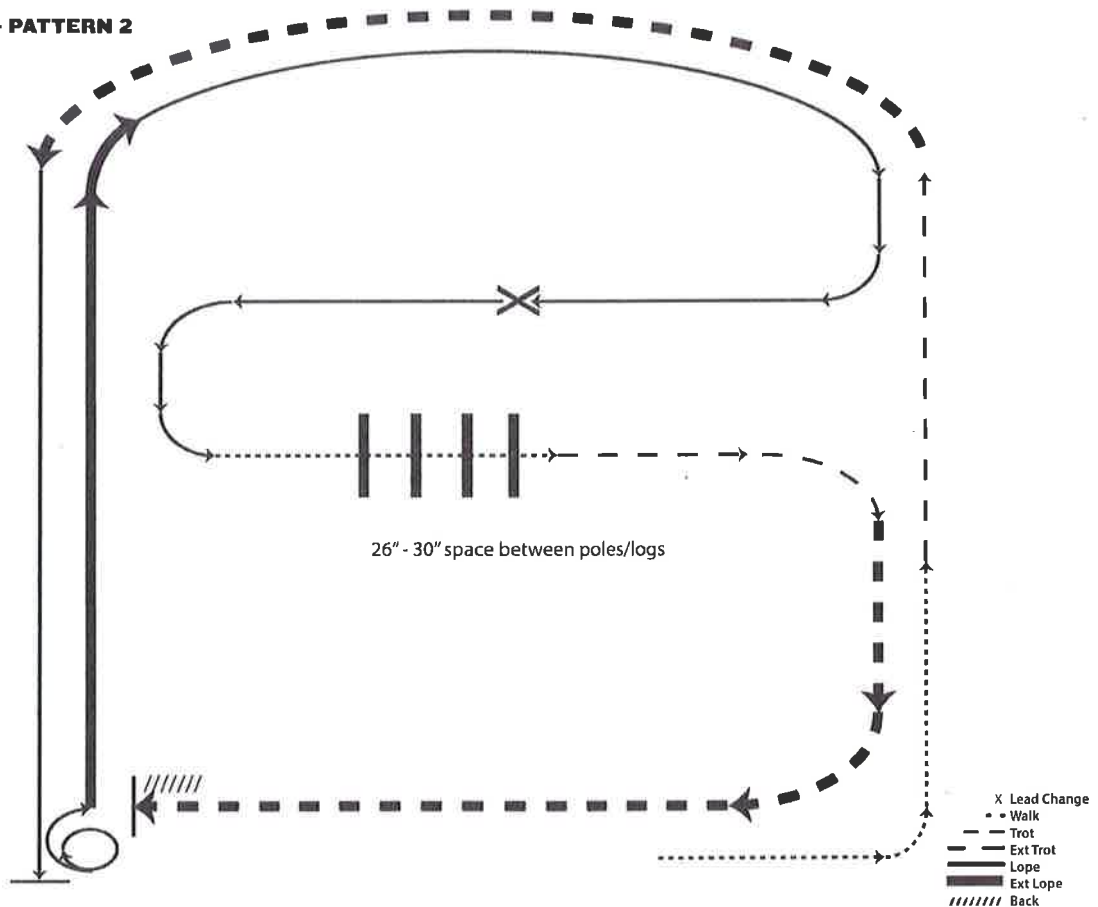


1. Walk approximately 15'
2. Jog to center
3. Stop. Execute an approximate  $\frac{3}{4}$  turn to the left
4. Lope, left lead circle
5. Simple change, through a jog
6. Lope, right lead circle
7. Extended trot to marker
8. Stop & back
9. Exit at a walk or jog

# SHOW A

## Ranch Riding

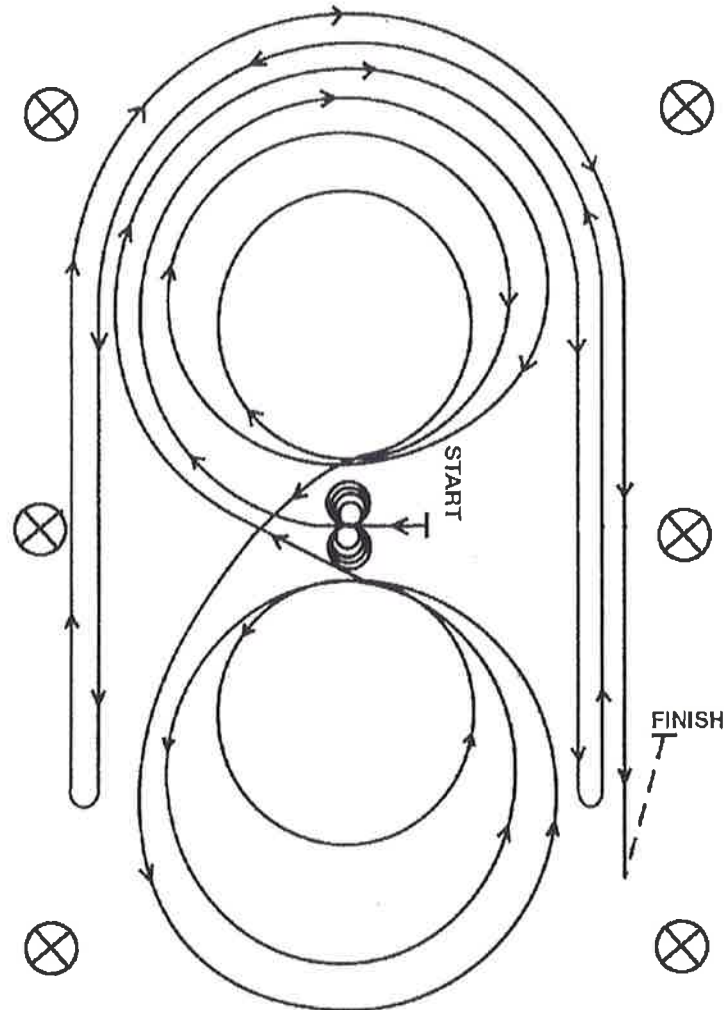
### RANCH RIDING - PATTERN 2



1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

# Reining

REINING PATTERN 8



Horse 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.
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 20 feet (6 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 marker and do a right roll-back at least 20 feet (6 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.