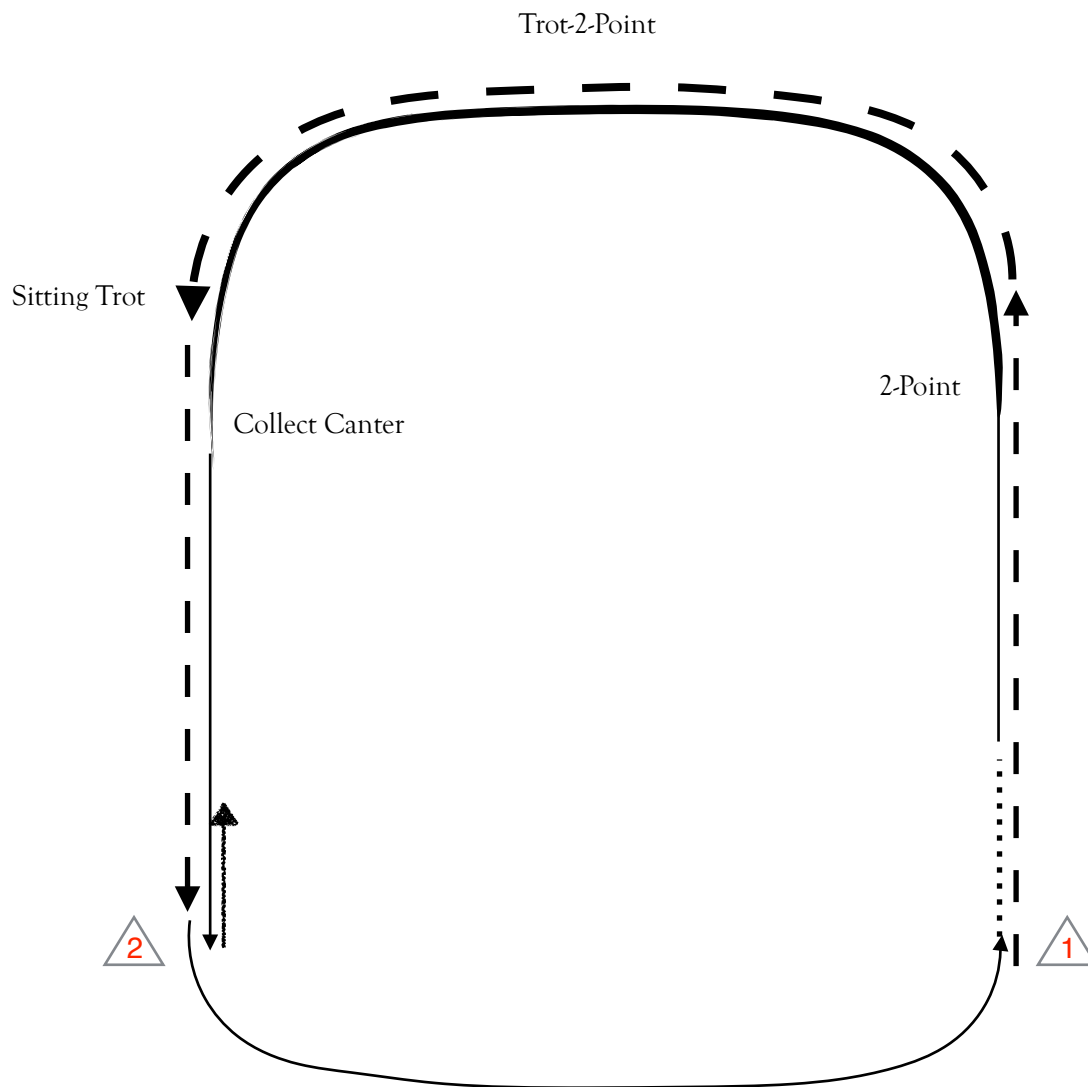
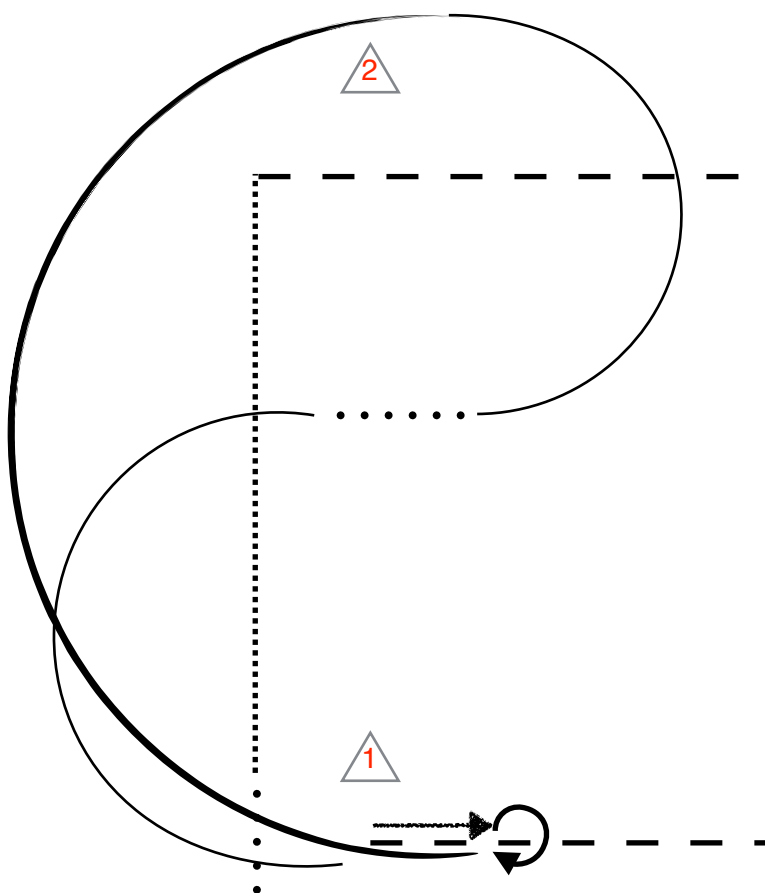


Hunt Seat Equitation Pattern



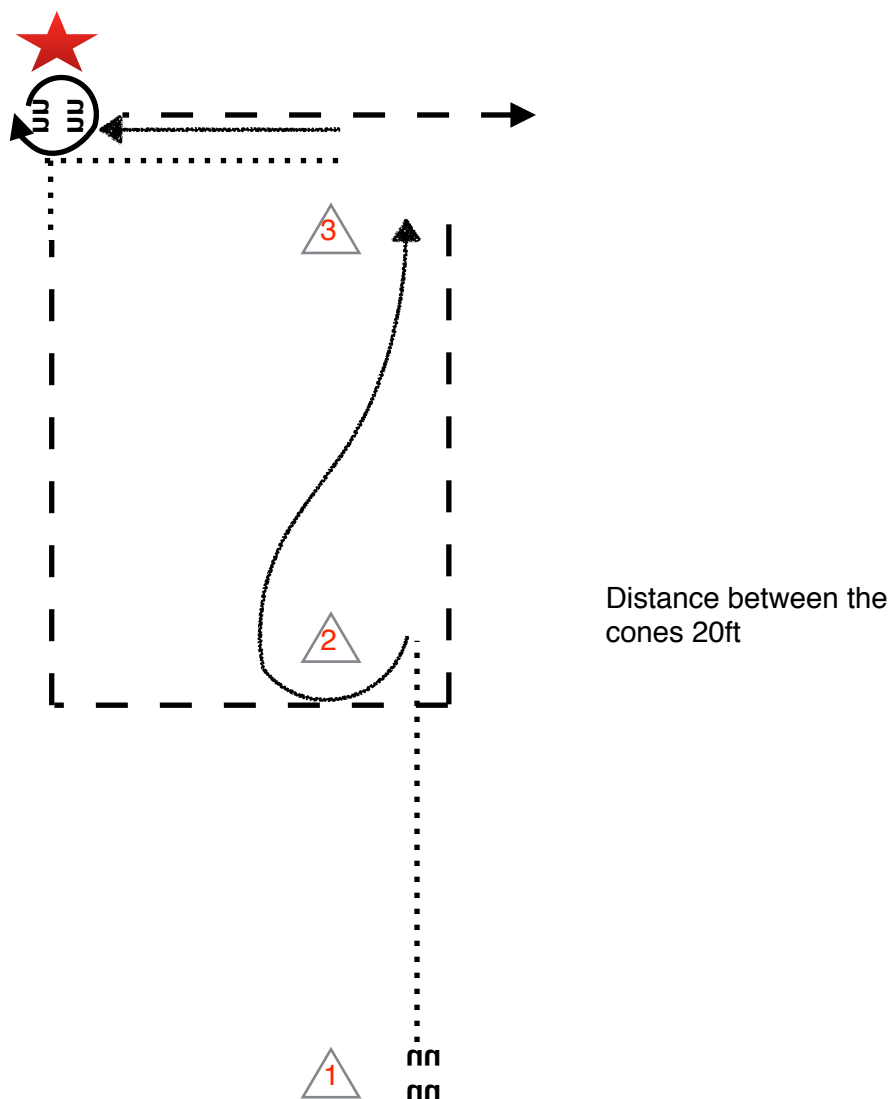
1. At marker 1 pick up the right diagonal and trot 3/4 of the line
2. Trot an arc at 2-point
3. Perform a sitting trot across the arena from where the 2-point position was started
4. At marker 2 pick up the right lead and counter canter arc
5. At marker 1 break to a ground covering walk, walk at least 3 strides
6. Canter on left lead
7. Build to a hand gallop, and gallop an arc
8. Collect the canter across the arena from the start of the gallop
9. At marker 2 halt and back 8 steps Pattern is complete

Horsemanship Pattern



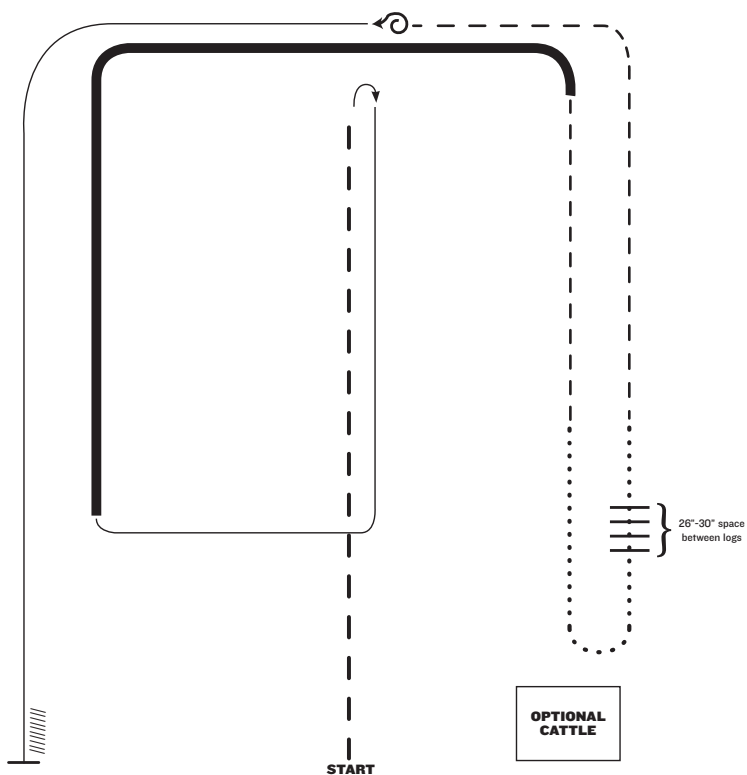
1. Walk to first marker
2. Jog first side of square, corner right before the second marker
3. Extend the jog the remaining three sides of the square
4. Stop at first marker, back 8 steps, 360 Right
5. Lope right lead with increasing speed
6. At marker 2 collect the lope, and lope a half circle
7. Simple change of lead though the walk
8. lope a half circle in the left lead to the first marker and stop. Pattern is complete

Showmanship Pattern



1. Be ready at first marker
2. Walk to second marker
3. Back around 2nd marker and to marker 3
4. Trot 3 sides of a square
5. Break to walk, corner right, walk to third marker
6. Stop and back till shoulder is even with judge
7. Setup and inspection
8. After inspection 360 degree turn to right, trot away. Pattern is complete

RANCH RIDING – PATTERN 15

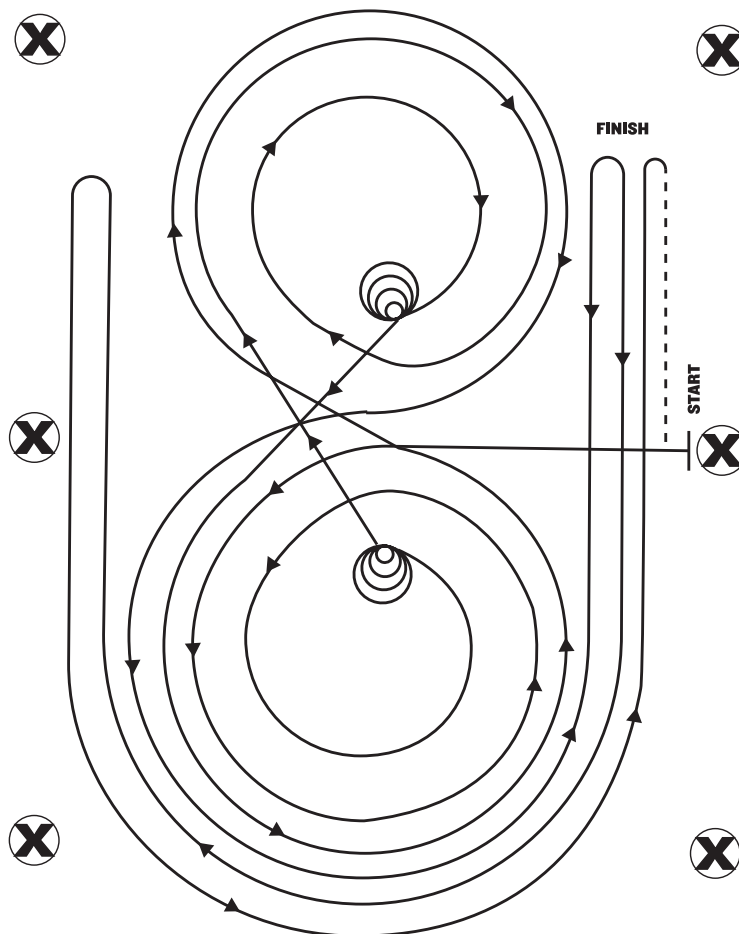


Logs should be
set at 28"

1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

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

REINING PATTERN 13



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 left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena.
- 2.** Complete four spins to the left. Hesitate
- 3.** Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
- 4.** Complete four spins to the right. Hesitate
- 5.** 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.
- 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 meters) 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 meters) 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 meters) from the wall or fence. Back up at least 10 feet (3 meters).

Hesitate to demonstrate completion of the pattern.
Rider may drop bridle to the designated judge.