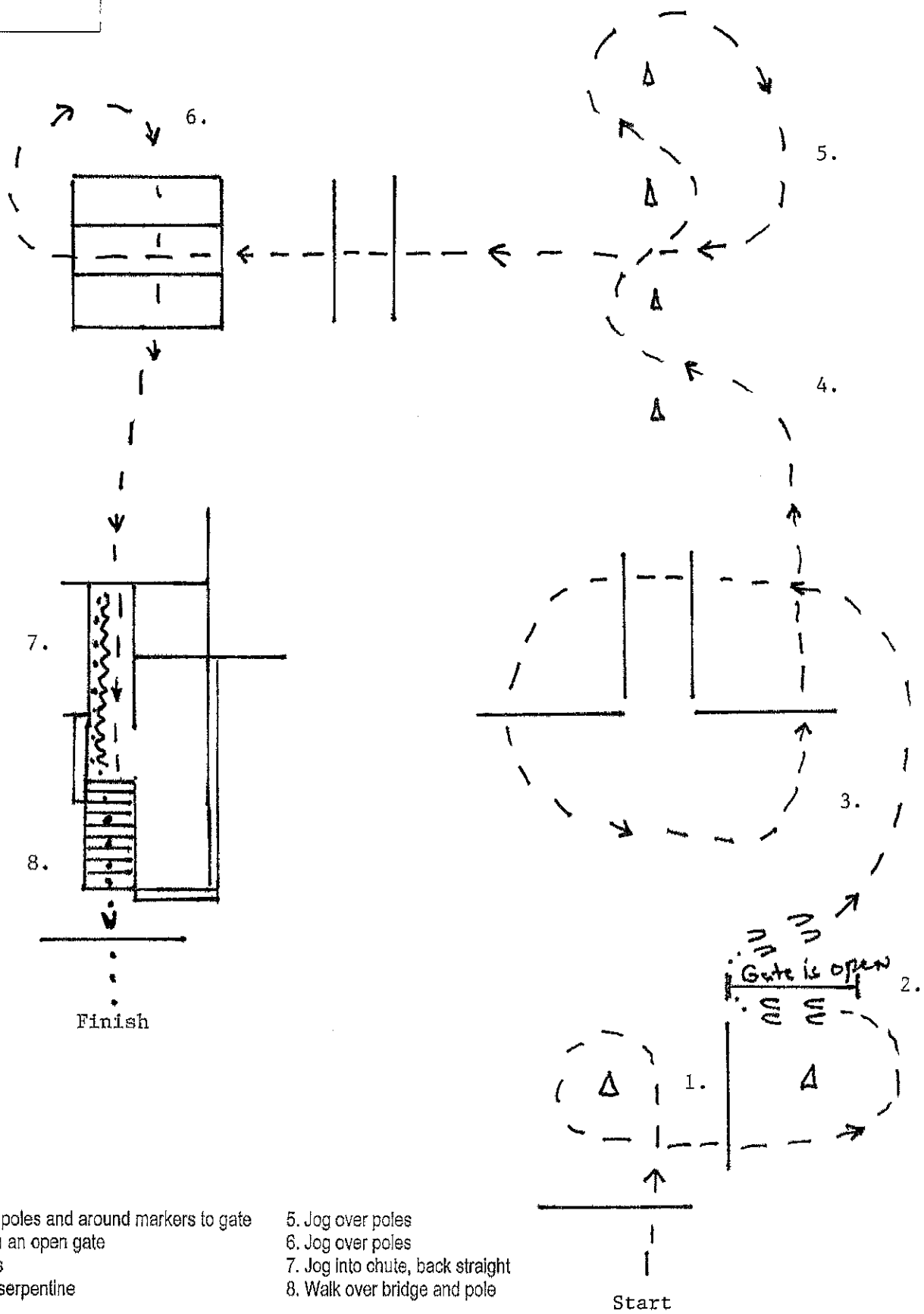


SMALL FRY TRAIL



- 1 Jog over poles and around markers to gate
- 2 Pass thru an open gate
- 3 Jog poles
- 4 Jog thru serpentine

5. Jog over poles
6. Jog over poles
7. Jog into chute, back straight
8. Walk over bridge and pole

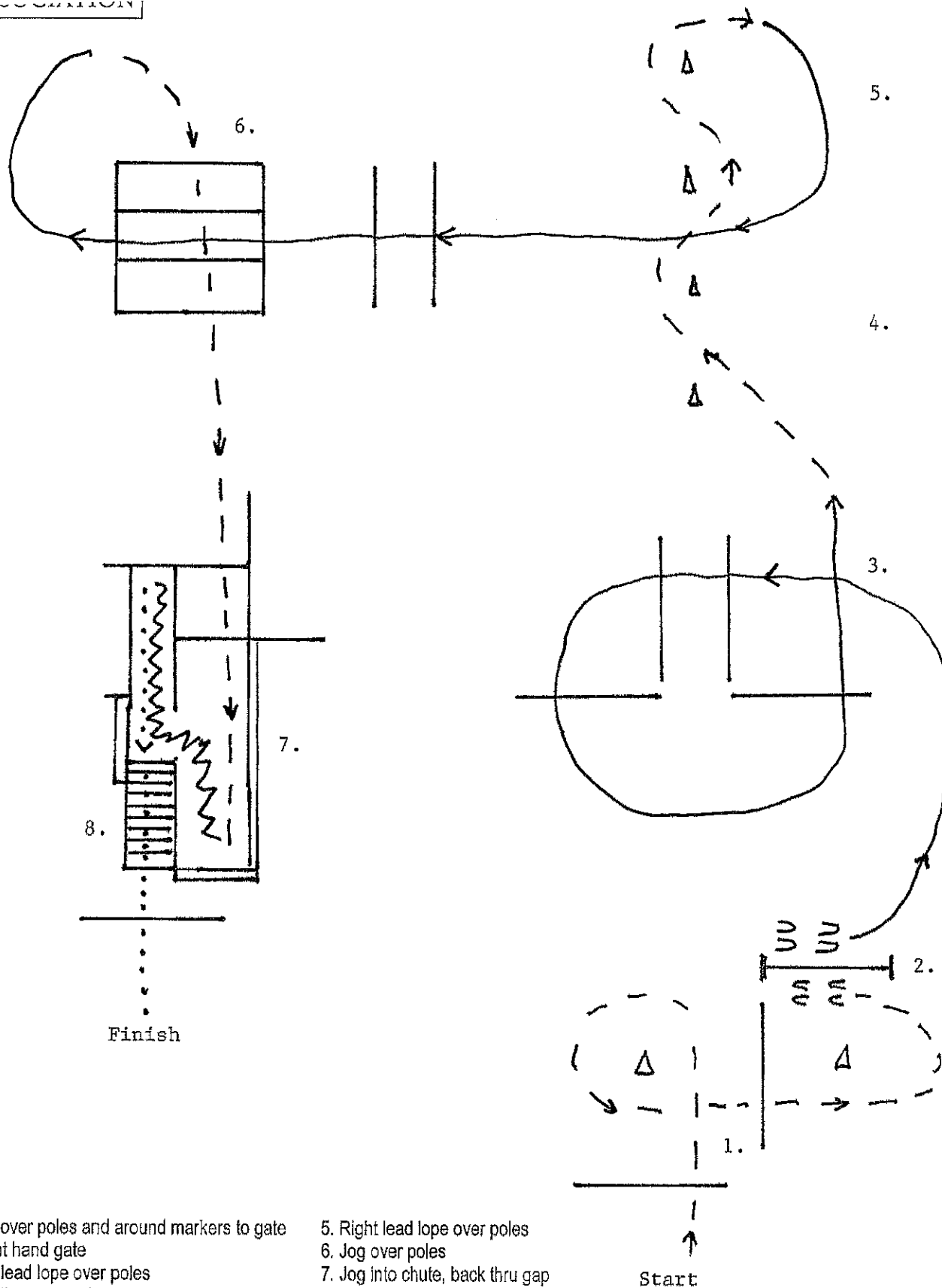
Start

ALL TRAIL CLASSES

♦ EXCEPT SMALL FRY & WALK TROT

PATTERN ONLY SELECTIVELY ELEVATED

----- SERRATION



Showmanship Lvl 1 Youth, Lvl 1 Am., Youth, Am., Am. Select

B & Under → 14-18

Be ready at B.

1. When acknowledged, back to A.
2. Walk to B.
3. Trot until even with judge and stop.
4. Perform a 270 degree turn.
5. Walk to judge, stop and set up for inspection.
6. When dismissed, perform a 90 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk -----

Trot -----

Back ← 5555

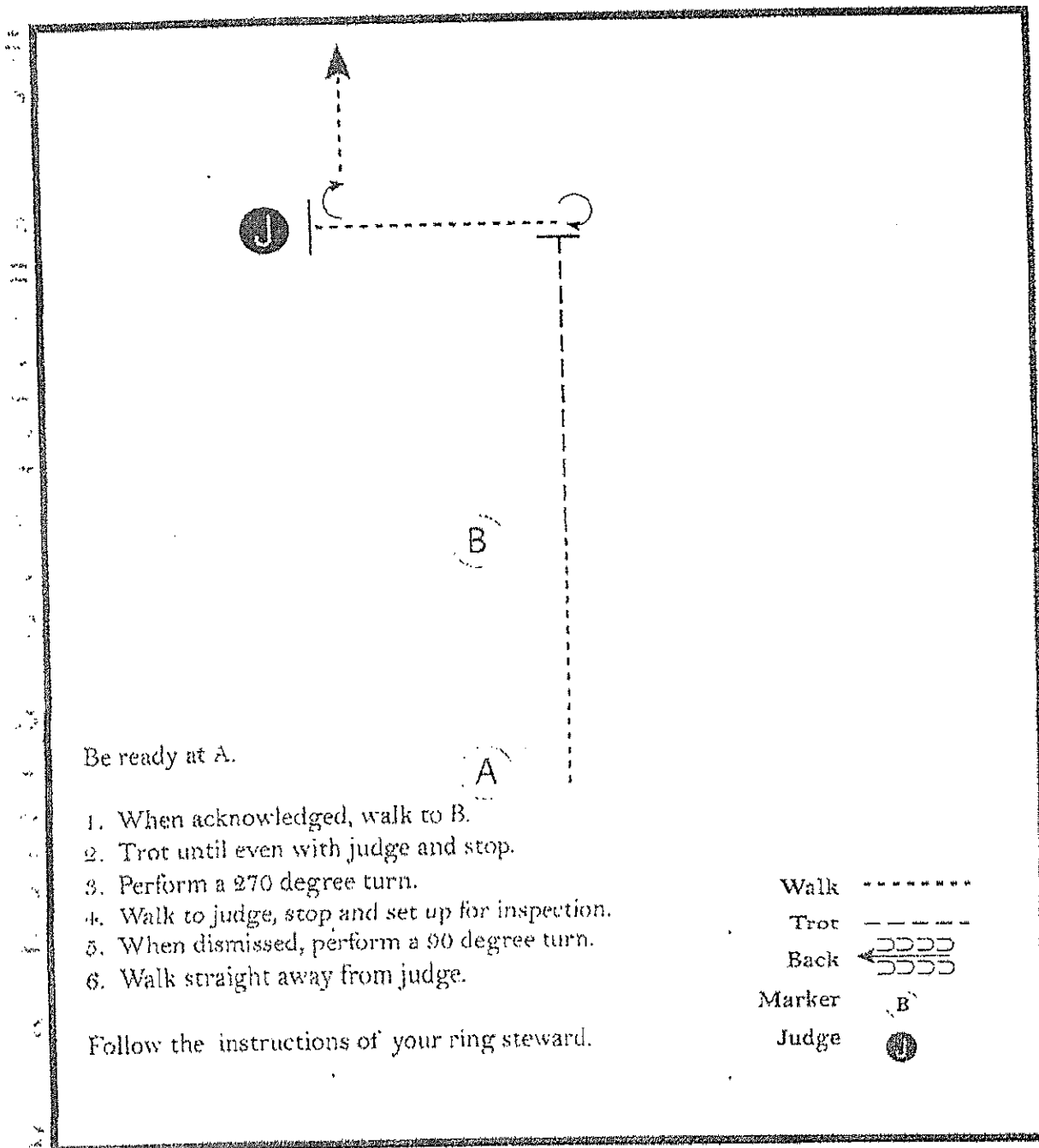
Marker (B)

Judge (J)

Pattern Provided by:

[S/2-65]

Showmanship Small Fry, [REDACTED]

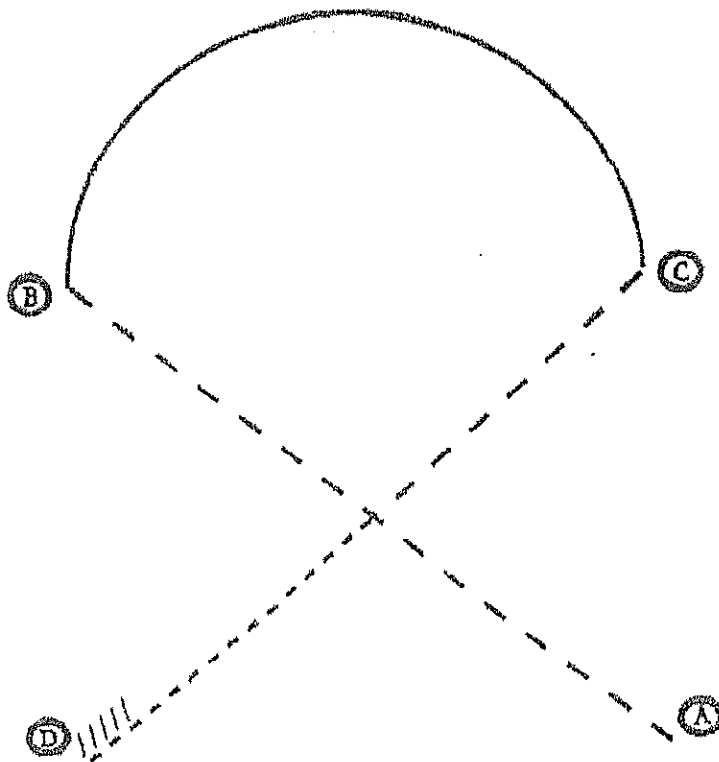


[S/WT-65]

Pattern Provided by:

Hunt Seat Equitation

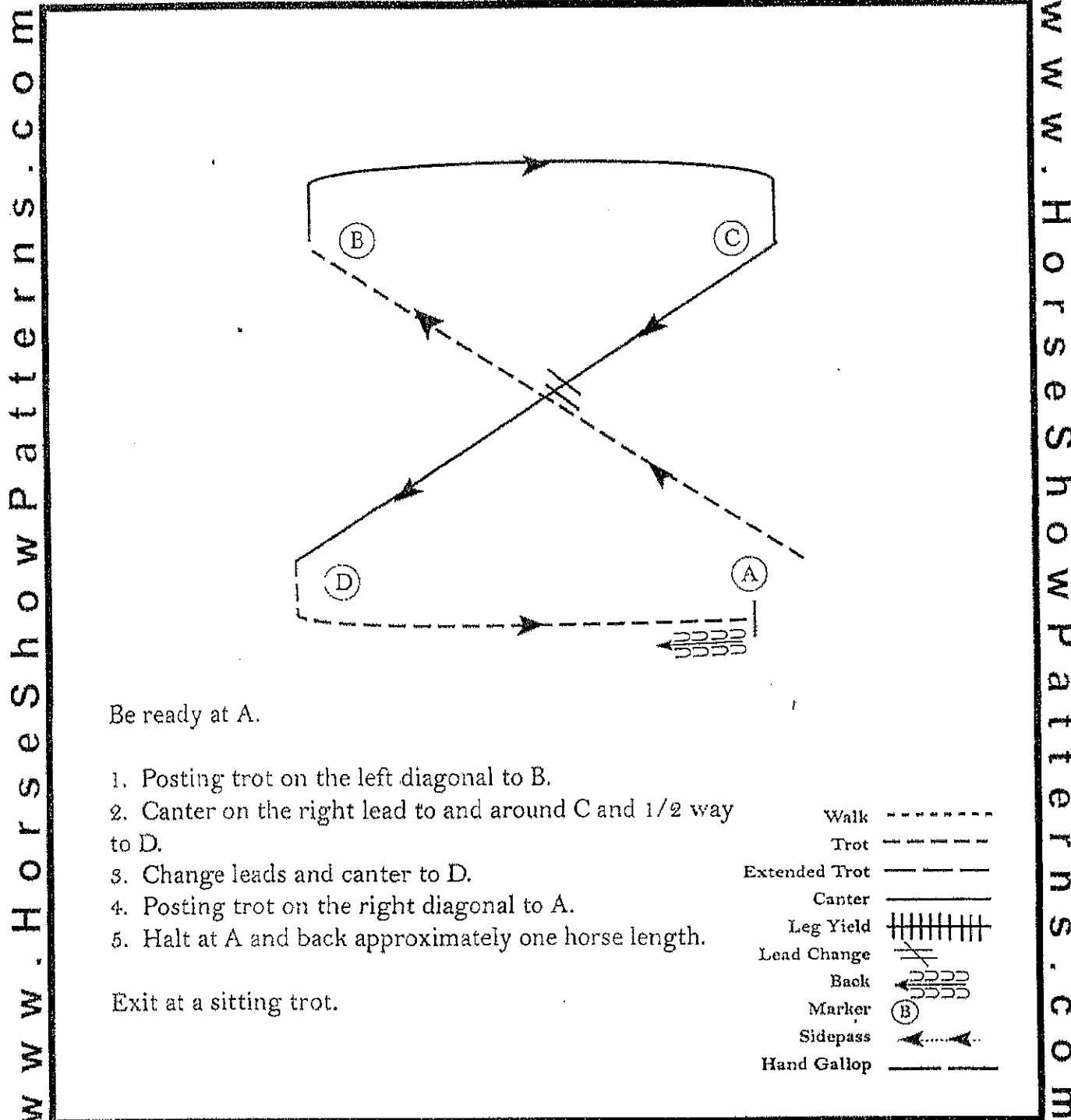
Level 1 Youth, Level 1 Amateur



1. Begin at marker A, trot on right diagonal to marker B.
2. Depart on left lead around to marker C.
3. Break to trot on the left diagonal until 1/2 way to marker D.
4. Continue at a sitting trot to marker D.
5. Stop and back 5 steps.

Hunt Seat Equitation

Youth ~~Amateur~~, Amateur Select, Amateur



[HSE/2-24]

Pattern Provided by:

The Judges

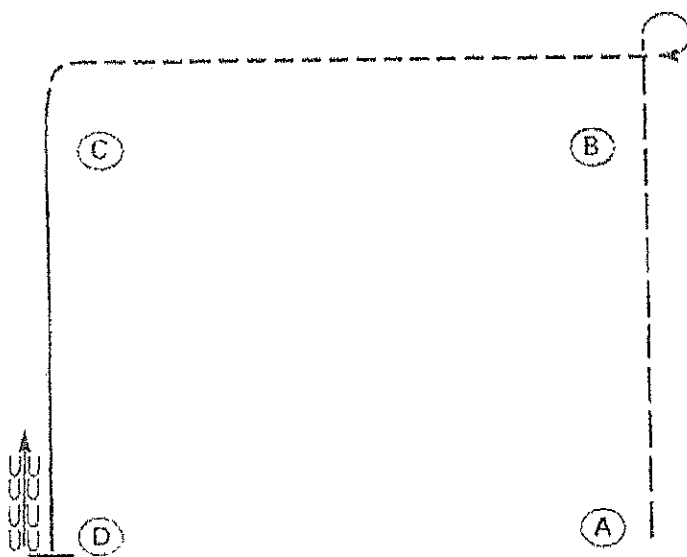
Horsemanship

Level 1 Youth, Level 1 Amateur

13 & Under

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Be ready at A.

1. Extended jog from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Lope on the left lead from C to D.
5. Stop at D and back one horse length.

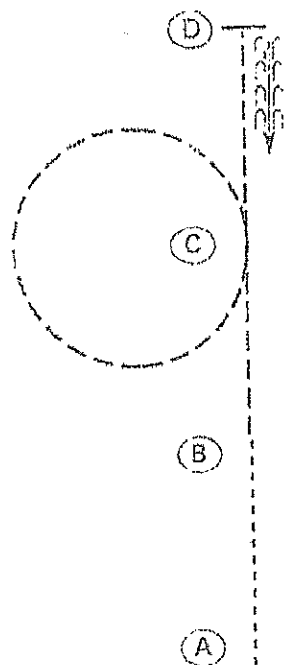
Please exit at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	XXXXX
Back	←←←←←
Marker	(B)
Sidepass	→→→→→

[WH/1-23]

Pattern Provided by:

Small Fry Horsemanship



Be ready at A.

1. Walk from A to B.
2. Trot to C and circle to the left.
3. Continue to trot to D.
4. Stop at D and back one horse length.

Retire to the rail or line up at a jog.

Walk	-----
Jog/Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	---/---
Back	←--->>>>
Marker	(B)
Sidepass	←--->>>>

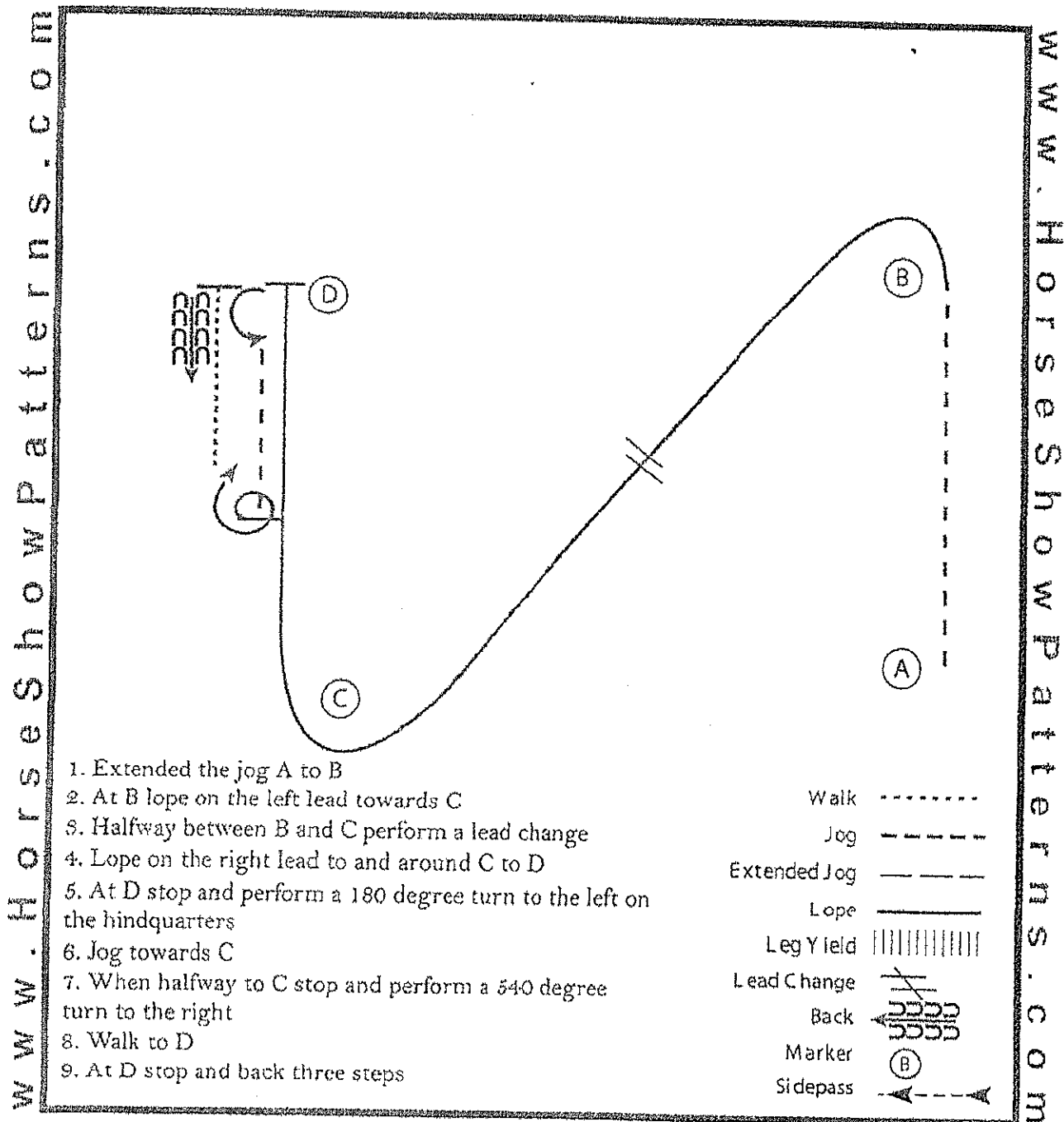
[WH/WT-24]

Pattern Provided by:

Horsemanship

Youth, Amateur, Amateur Select

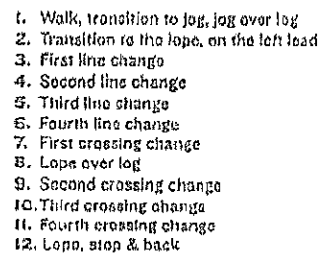
14-18



Pattern Provided by:

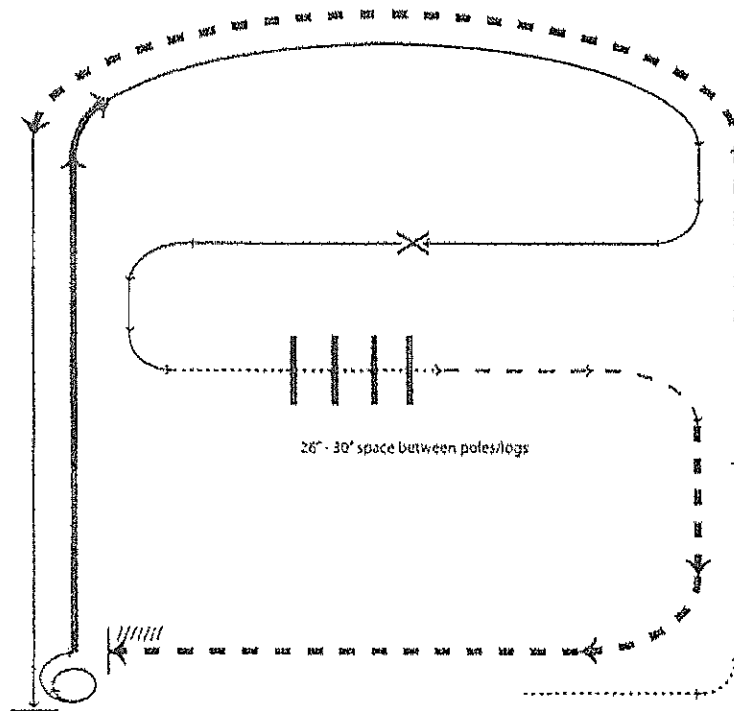
[WH/2-48]

WESTERN RIDING PATTERN 5
Recommended For Small Arenas



All Ranch Riding

RANCH RIDING - PATTERN 2

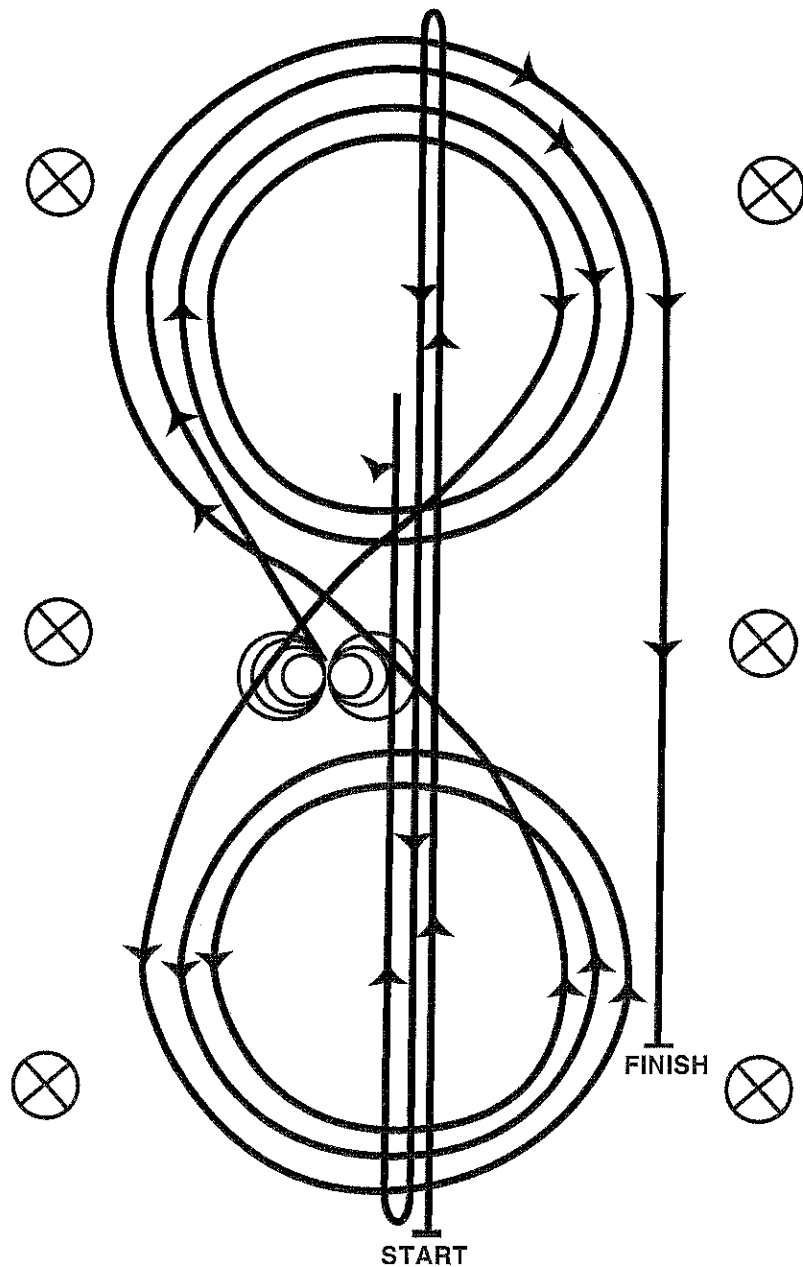


- X Lead Change
- • - Walk
- - - Trot
- - - Ext Trot
- - - Lope
- - - Ext Lope
- ////// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 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 PATTERN 7

*You're
Amateur*

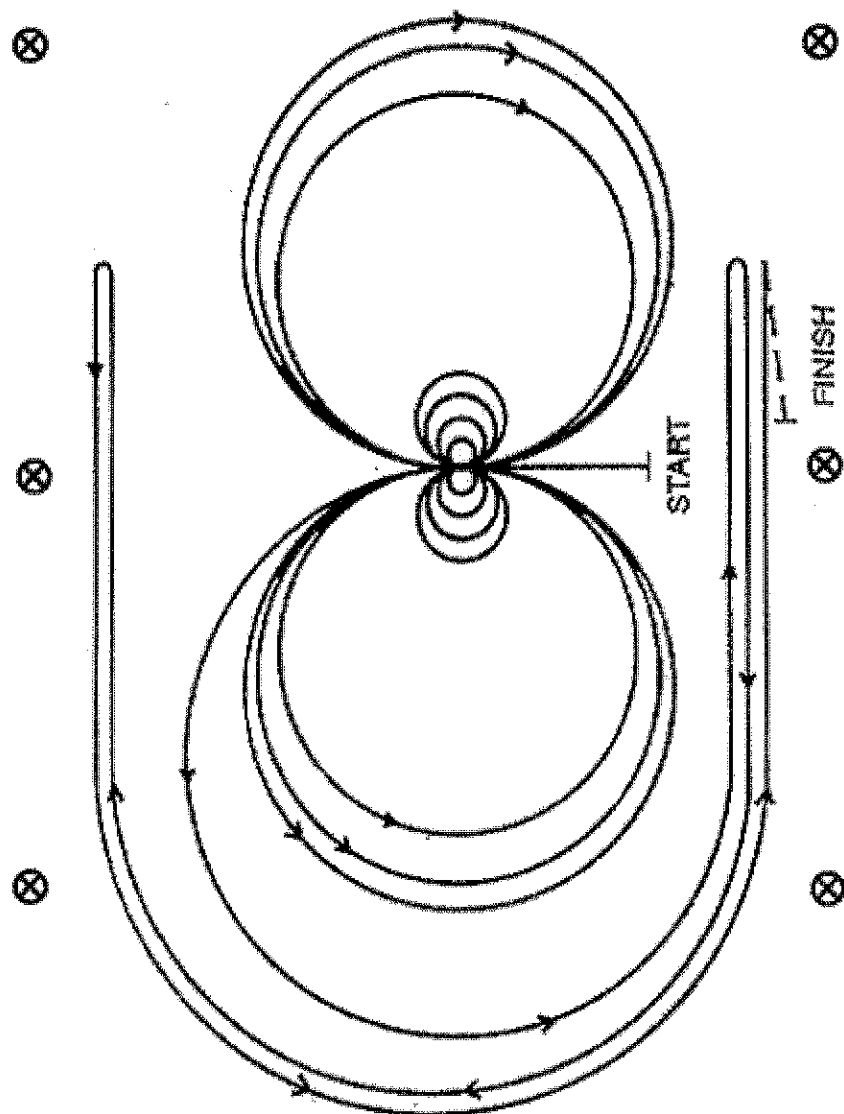


1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. 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.
7. 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.
8. 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 sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN 6

Open



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 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 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.
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 meters) 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 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.