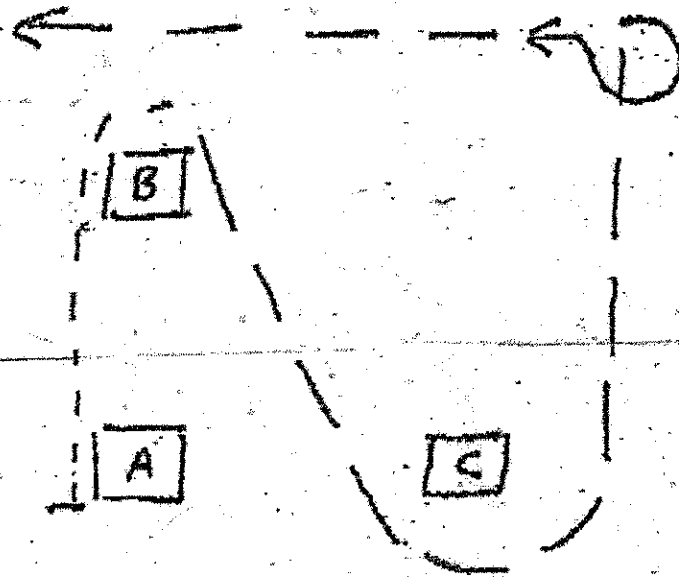


# Showmanship

All Novices  
Youth, 13+ under  
Select, Rookie

FINISH

JUDGE



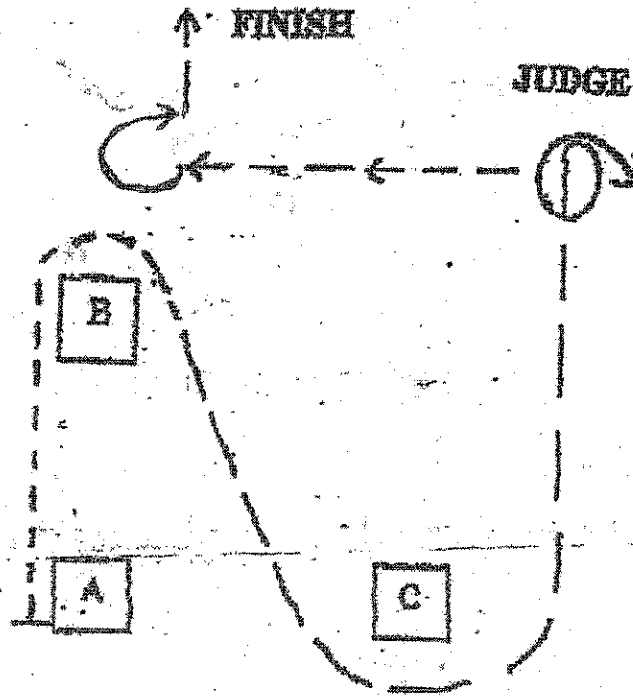
Good Luck,  
Bob Kail  
Bob Kail

## Instructions:

1. Begin at A, walk to and around B.
2. Trot around C, straight to judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 270° turn right, and trot away to finish.

# Showmanship

14-18  
Amateur



## Instructions:

1. Begin at A, walk to and around B.
2. Continue and trot around C, straight to judge.
3. Stop and set up for inspection.
4. When dismissed, perform a  $1\frac{1}{4}$  turn to the right.
5. Back six steps.
6. Perform a  $270^\circ$  turn  $\leftarrow$  and trot to finish.  
(right)

Good Luck,  
Bob Neil  
Bob Kail

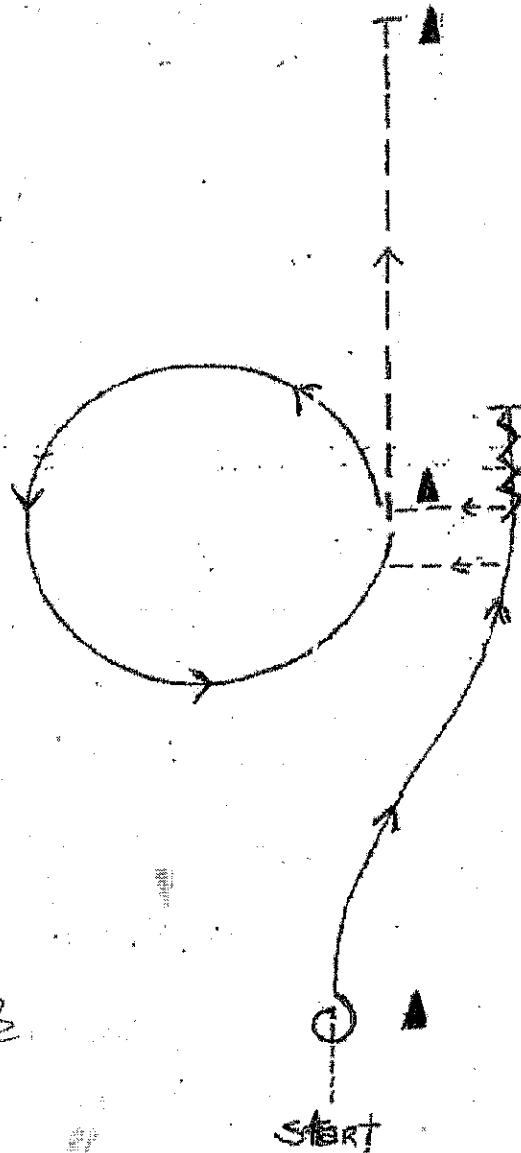
# HORSEMANSHIP

*Amateur, Year # 14-18*

*Be prepared to begin, a few steps away from the 1<sup>st</sup> marker.*

- Walk to the 1<sup>st</sup> marker and stop.
- Do a 360 degree left turn on haunches.
- Lope, right lead, as shown, and stop
- Back, until you are in a position to execute the next maneuver.
- Sidepass left.
- Lope, left lead, a 30 foot circle, starting and ending at the 2<sup>nd</sup> marker.
- Break to an extended jog.
- Continue extended jog to last marker, and stop.

*Upon completion of your pattern, please retire to the rail.*



Good Luck,  
*Bob Kail*  
 Bob Kail

# HORSEMANSHIP

All Novices

*Rookie*

Youth, 13 and Under

*Select*

*Be prepared to begin, a few steps from the 1<sup>st</sup> marker.*

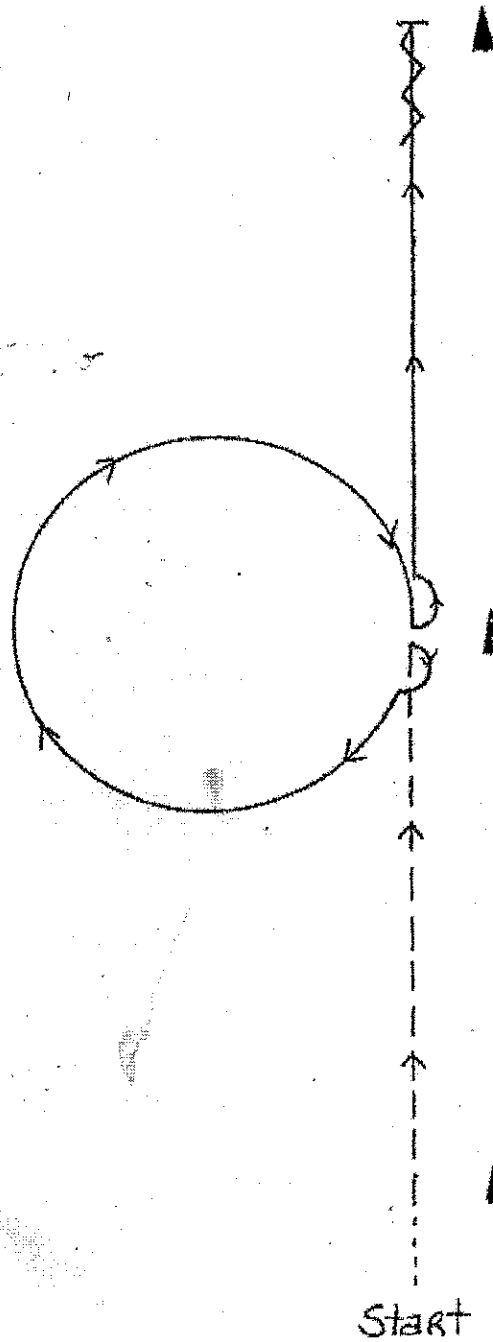
- Walk to 1<sup>st</sup> marker.
- Jog from 1<sup>st</sup> marker to 2<sup>nd</sup> marker, and stop.
- Do a 180 degree turn on the haunches, to the right.
- Lope, right lead, a 30 foot circle as shown, and stop at 2<sup>nd</sup> marker.
- Do a 180 degree turn on the haunches, to the left.
- Lope, left lead, to 3<sup>rd</sup> marker.
- Stop, and back at least 5 steps.

*Upon completion of your pattern, please retire to the rail.*

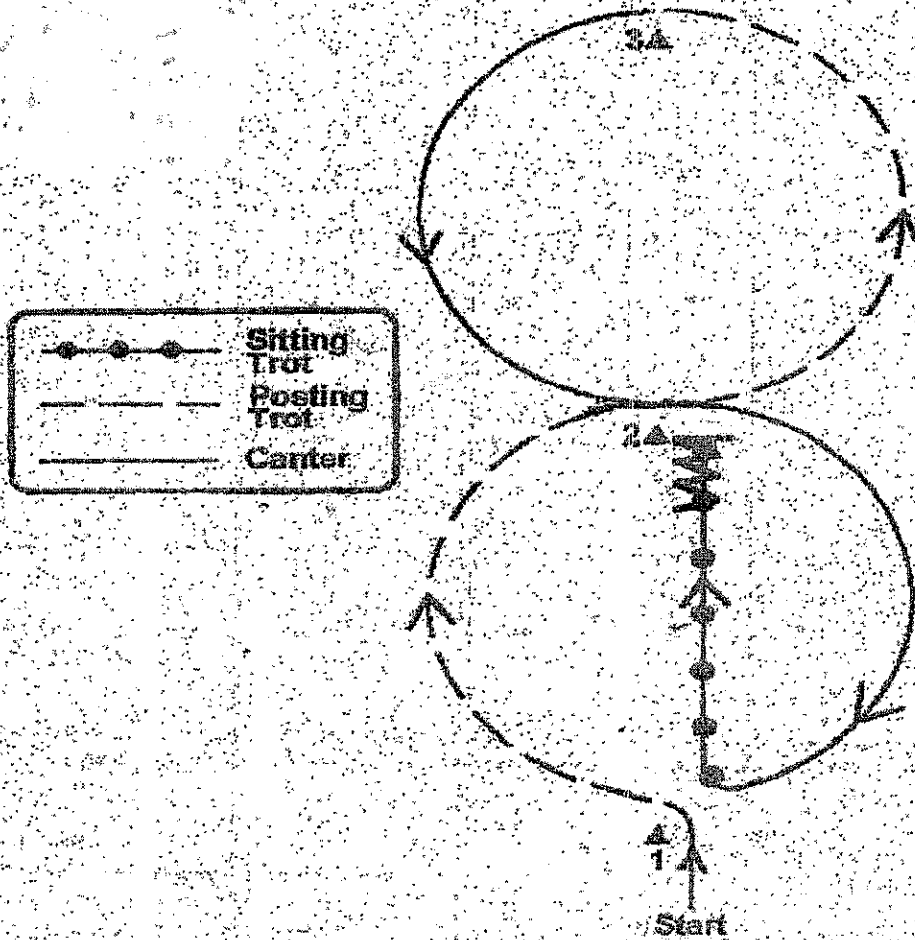
*Good Luck,*



Bob Kail



# HUNT SEAT EQUITATION



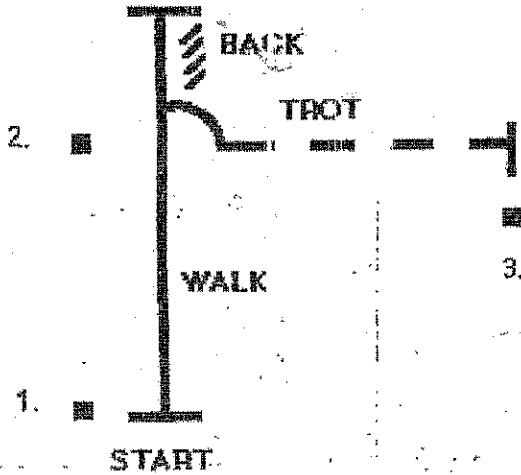
Start pattern by walking around marker 1 and depart in a posting trot. Trot a serpentine changing diagonals at marker 2. Upon passing marker 3 pick up the left lead and canter a half circle. At marker 2 perform a simple or flying lead change and canter a half circle in the right lead. Slow to a sitting trot when even with marker 1 and trot until even with marker 2. Stop and back one horses length.

Good luck!  
Bob Karl  
Bob Karl

Small Fry

# SHOWMANSHIP

JUDGE



1. Walk to Judge.
2. Set up for inspection.
3. When dismissed back to second marker do a 90 degree turn.
4. Trot to third marker and set up.

GOOD LUCK !!!

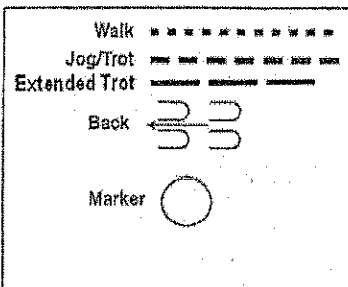
*Bob Kail*  
BOB KAIL

# WESTERN HORSEMANSHIP

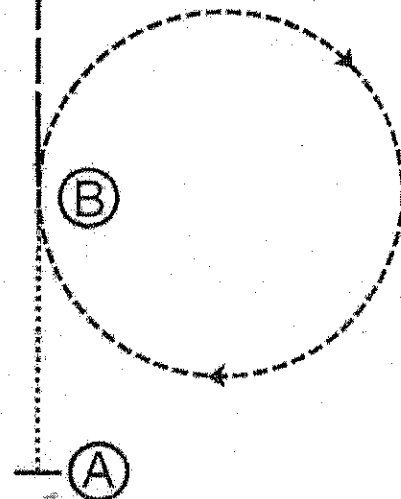
## SMALL FRY

### Instructions

1. Walk from cone A to B.
2. Jog a circle to the right at B.
3. Close circle and extend the trot to C.
4. Stop and back 5 steps.



EXIT



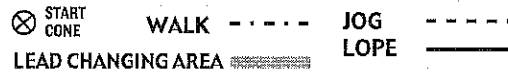
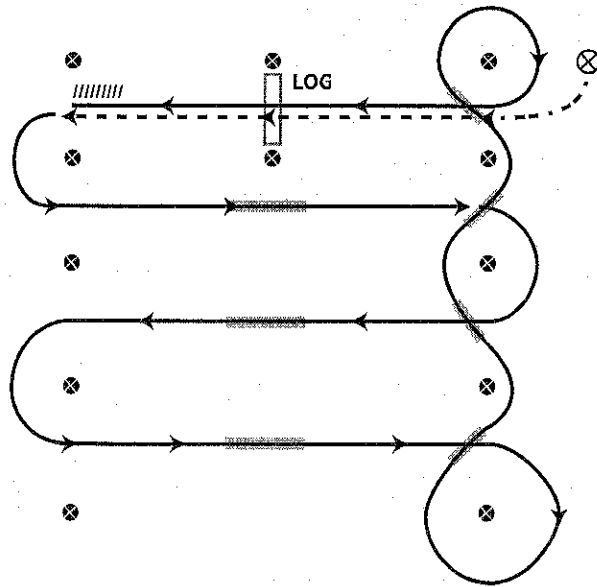
GATE

Good luck !!

*Bob Karl*

Bob Karl

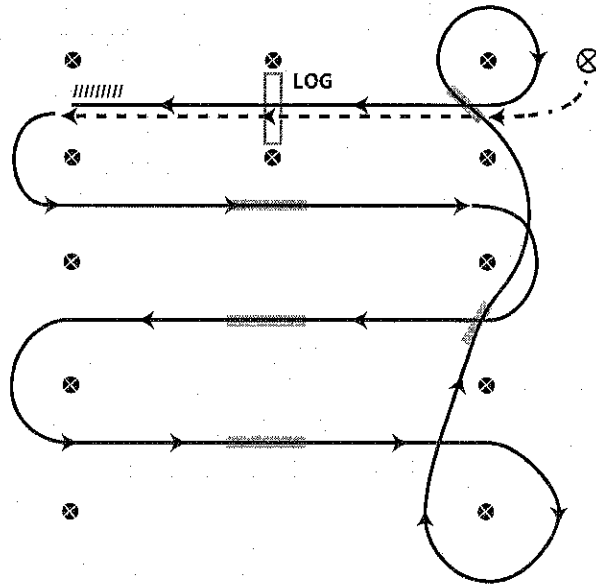
## WESTERN RIDING PATTERN 2



1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back



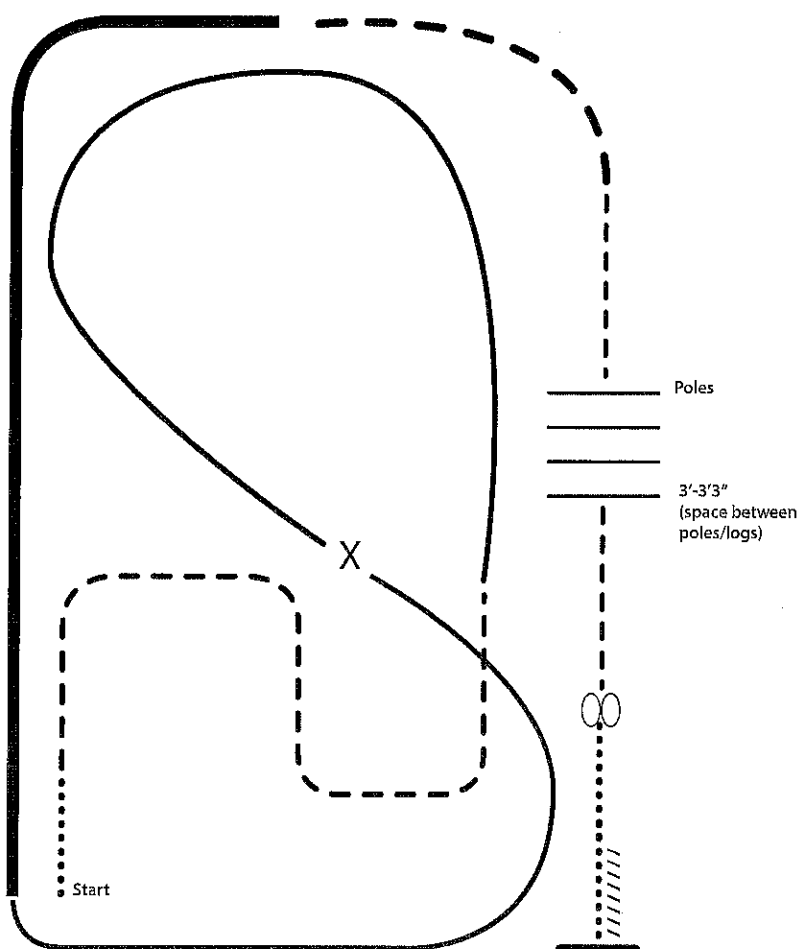
## GREEN WESTERN RIDING PATTERN 2



⊗ START CONE      WALK    - · - · - ·      JOG    - - - - -  
 LEAD CHANGING AREA      LOPE    —————

1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

## RANCH RIDING - PATTERN 4

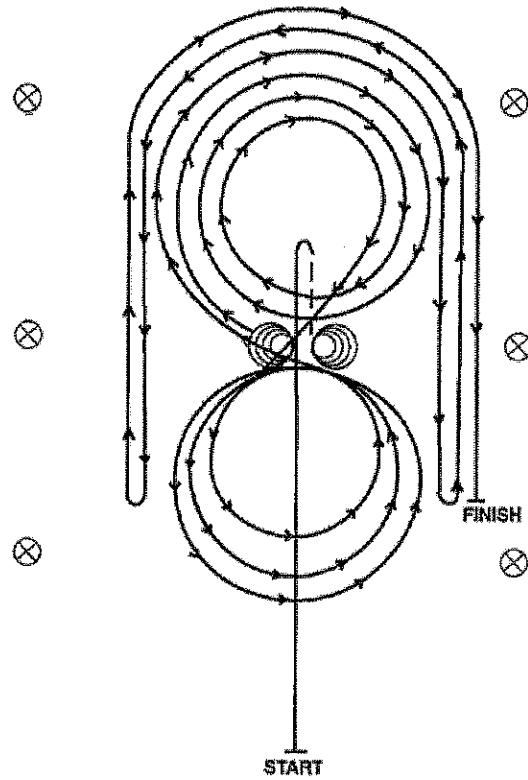


- X Lead Change
- Walk
- - - Trot
- — — Ext trot
- Lope
- Ext Lope
- /////// Back

- 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 poles
- 10.** Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
- 11.** Walk, stop and back

*Open*

### REINING PATTERN 10



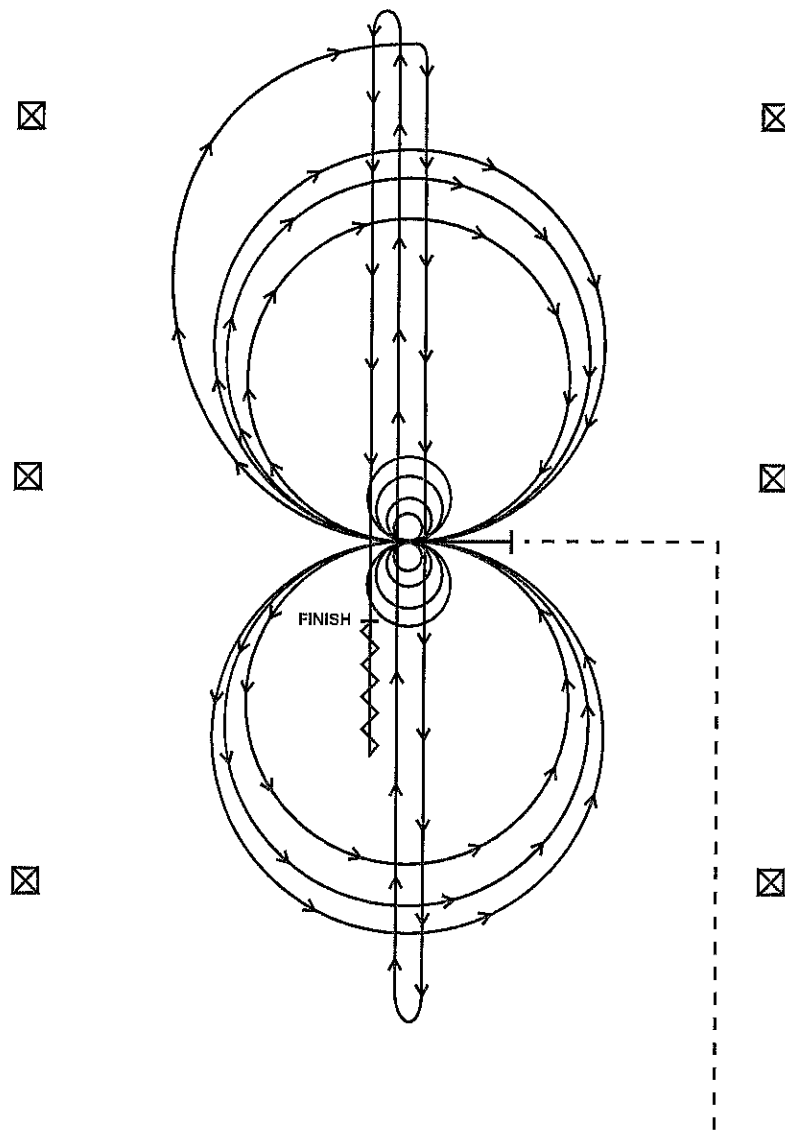
⊗ MARKER

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
  2. Complete four spins to the right.
  3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
  4. 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.
  5. 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.
  6. Begin a large circle to the right but do not close this circle. Run down the right 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 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 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 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 dismount and drop the bridle to the designated judge.

*B. Kail*

## REINING PATTERN II

YOUTH  
AMATEUR



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. 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 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. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.