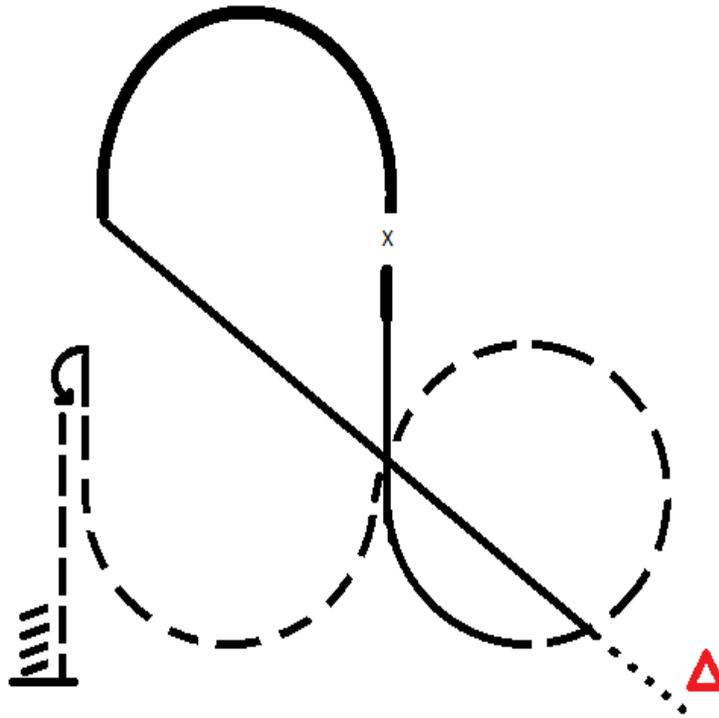


EQUITATION- Youth 13 & Under, Youth 14-18, Amateur and Amateur Select

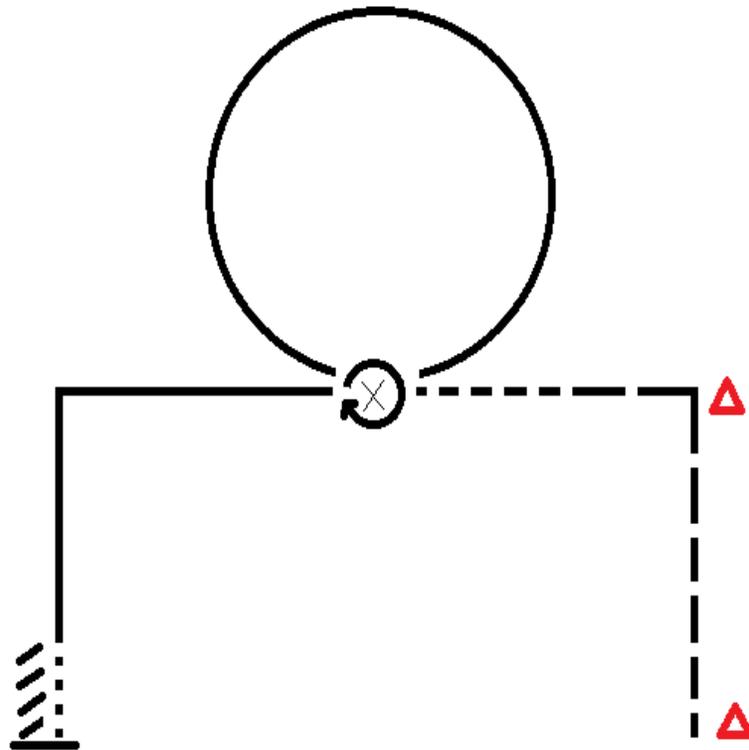


BE READY AT THE MARKER

1. Show a forward walk before departing on the right lead on a diagonal line
2. Move into a hand gallop for a half circle
3. Change leads (simple or flying) before collecting the canter and begin a circle to the left for $\frac{1}{4}$ of the circle
4. Break to a trot for $\frac{3}{4}$ of a circle on the right diagonal
5. Change diagonals and start a $\frac{1}{2}$ circle to the right. Complete the $\frac{1}{2}$ circle and continue straight for a few strides before stopping
6. Perform a 180 degree forehand turn to the left and show a sitting trot until even with the Marker
7. Stop and back one horse length

PATTERN IS COMPLETE. EXIT AT A TROT

HORSEMANSHIP- L1 Youth and L1 Amateur

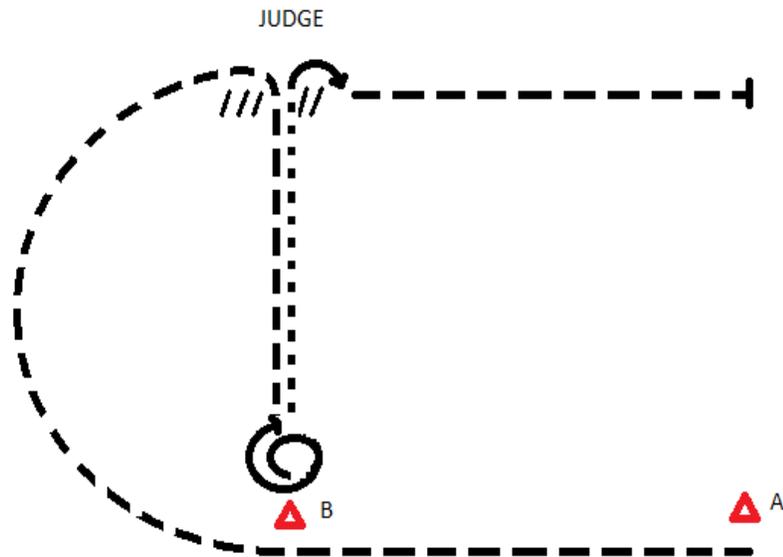


Be Ready At The Marker

7. Extend trot to second Marker and perform a square corner
8. After turning the corner slow to a jog and continue to the center of the pattern
9. Stop and perform a 360 degree turn to the right
10. Perform a circle on the right lead
11. Change leads (simple or flying) and continue straight ahead before performing a square corner
12. Break to a walk at least one horse length from being even with the Marker. Stop and Back one horse length

PATTERN IS COMPLETE. EXIT AT A TROT

SHOWMANSHIP-Level 1 Amateur and Level 1 Youth

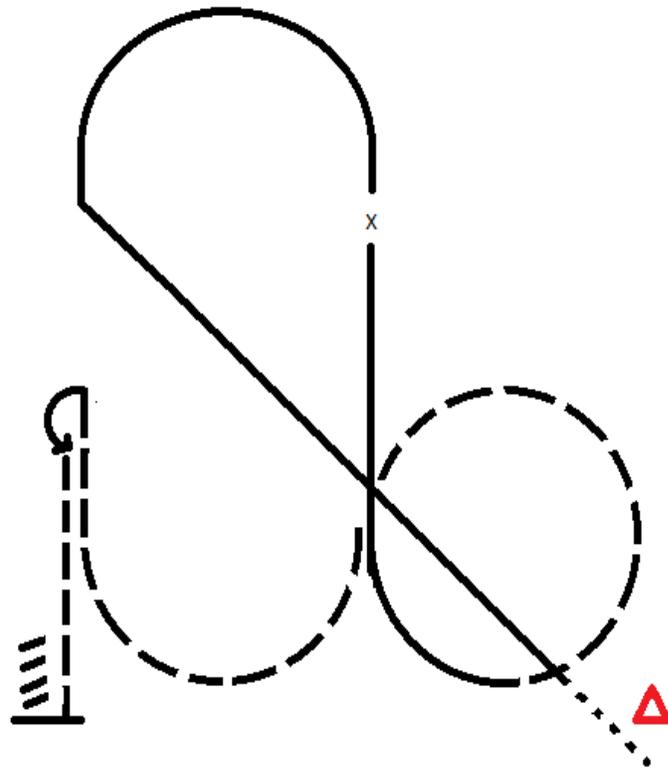


Be Ready At The Marker

1. Trot from Marker A and past Marker B into a half circle and thru the turn in front of the judge and continue to Marker B and stop
2. Pivot 540 degrees and walk to the judge and stop
3. Set up for Inspection
4. After Inspection, turn 90 degrees and back one horse length
5. Trot until even with Marker A and stop

PATTERN IS COMPLETE. EXIT AT A WALK

EQUITATION- L1 YOUTH AND L1 AMATEUR



BE READY AT THE MARKER

8. Show a forward walk before departing on the right lead on a diagonal line and continue for a half circle
9. Change leads (simple or flying) and continue forward before starting a circle to the left for $\frac{1}{4}$ of the circle
10. Break to a trot for $\frac{3}{4}$ of a circle on the right diagonal
11. Change diagonals and start a $\frac{1}{2}$ circle to the right. Complete the $\frac{1}{2}$ circle and continue straight for a few strides before stopping
12. Perform a 180 degree forehand turn to the left and show a sitting trot until even with the Marker
13. Stop and back one horse length

PATTERN IS COMPLETE. EXIT AT A TROT

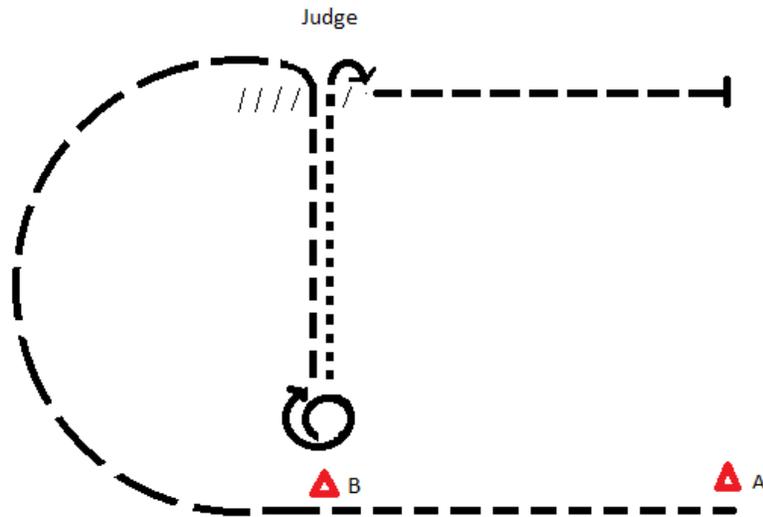
All Ranch Riding
AQHA PATTERN #3

All Reining
AQHA PATTERN #7

All L1 Western Riding
L1 Western Riding Pattern #1

Youth, Amateur, Amateur Select and Open Western Riding
PATTERN #1

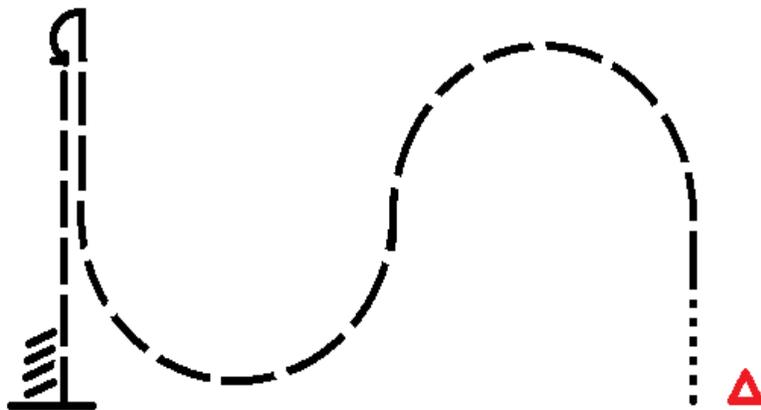
SHOWMANSHIP- Youth 13 & Under, Youth 14-18, Amateur And Amateur Select



Be Ready At The Marker

1. Trot from Marker A to Marker B
2. Extend the trot in a half circle and thru the turn in front of the judge
3. When in line with the judge, resume the trot and continue to Marker B and stop
4. Pivot 540 degrees and walk to the judge
5. Stop and set up for inspection
6. After inspection, turn 90 degrees and back 2 horse lengths
7. Trot until even with Marker A and stop.
PATTERN IS COMOPLETE. EXIT AT A WALK

EQUITATION- Small Fry and Walk Trot



Be Ready At The Marker

1. Walk 2 horse lengths
2. Begin trotting a $\frac{1}{2}$ circle on the right diagonal
3. Change diagonals and begin a $\frac{1}{2}$ circle to the right. Continue trotting forward a few strides before stopping
4. Turn 180 degrees over the haunches to the left and show a sitting trot until even with the Marker
5. Stop and Back one horse length

PATTERN IS COMPLETE, EXIT AT A TROT

HORSEMANSHIP- Small Fry and Walk Trot

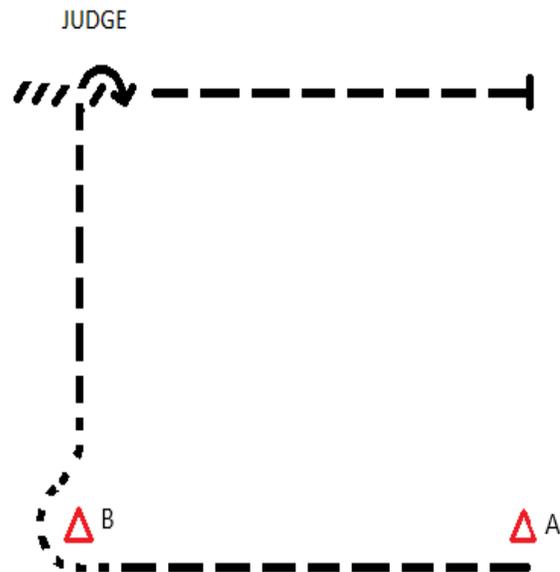


Be Ready At The Marker

1. Walk one horse length
2. Jog from the first Marker to the Second Marker and perform a square corner
3. After turning the corner Extend the Trot
4. Stop and turn 270 degrees to the right
5. Jog until even with the marker
6. Stop and Back one horse length

PATTERN IS COMPLETE. EXIT AT THE JOG

SHOWMANSHIP- SMALL FRY

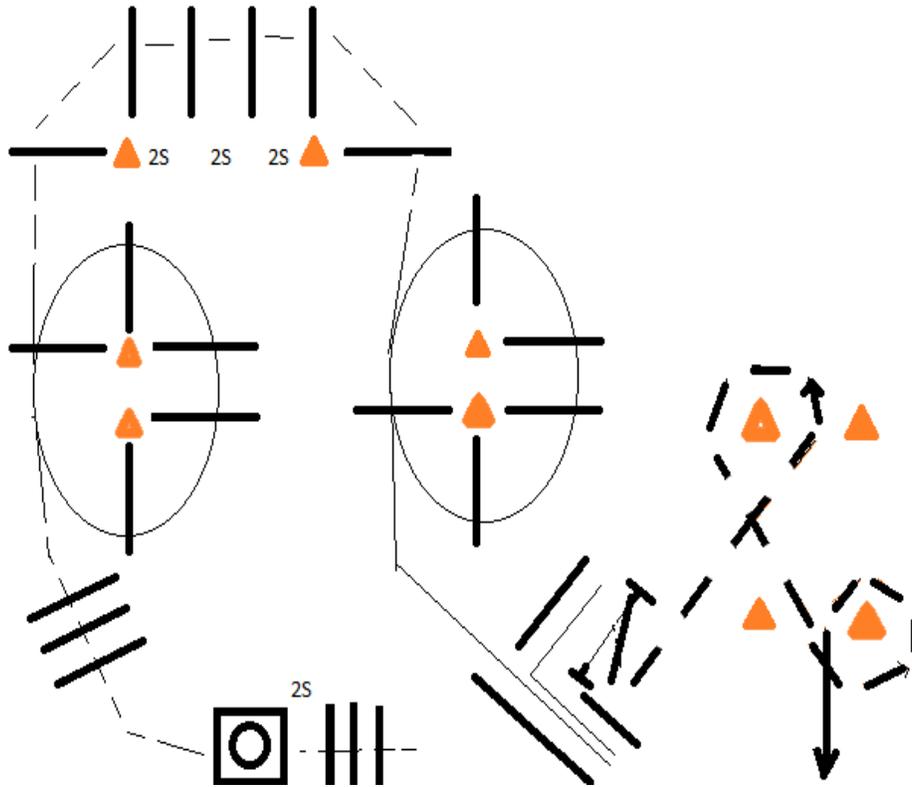


Be Ready At The Marker

1. Trot from Marker A to just before Marker B
2. Break to a walk and walk around the Marker B
3. When in line with the judge, trot to the judge and stop
4. Set up for inspection
5. After inspection, turn 90 degrees and back one horse length
6. Trot until even with Marker A and Stop

PATTERN IS COMPLETE. EXIT AT A WALK

TRAIL- All Trail Except Small Fry and Walk Trot



1. Walk over poles into the box (stride rule)
2. Turn 360 degree either way and walk out
3. Trot 3 poles
4. Lope on the right lead over 6 poles
5. Trot over 6 poles (stride rule)
6. Lope on the left lead over 6 poles and into the chute
7. Back thru
8. Perform a left handed gate
9. Trot around cones
Pattern is complete after passing thru the last 2 cones