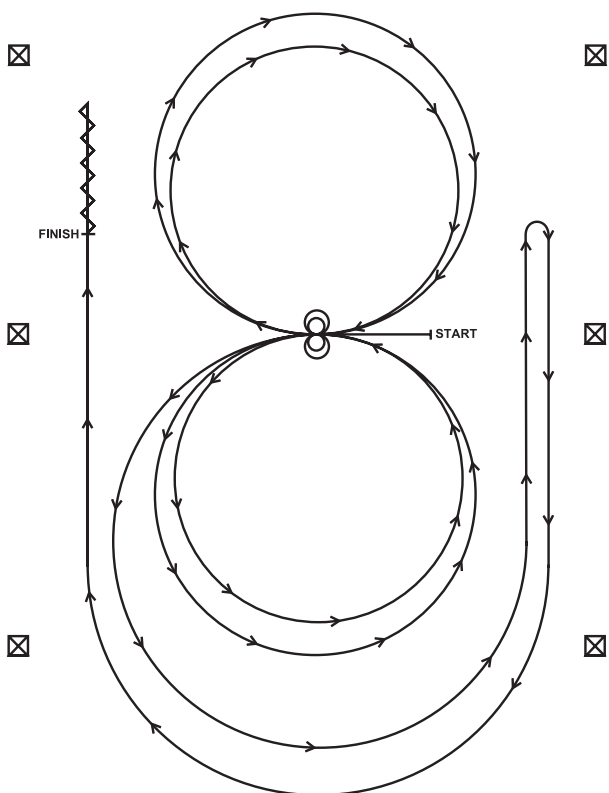


REINING PATTERN 14

Approved only for Level I Youth and Amateur, Youth 13 & Under and EWD
Jog, Lope Para-reining (Independent)

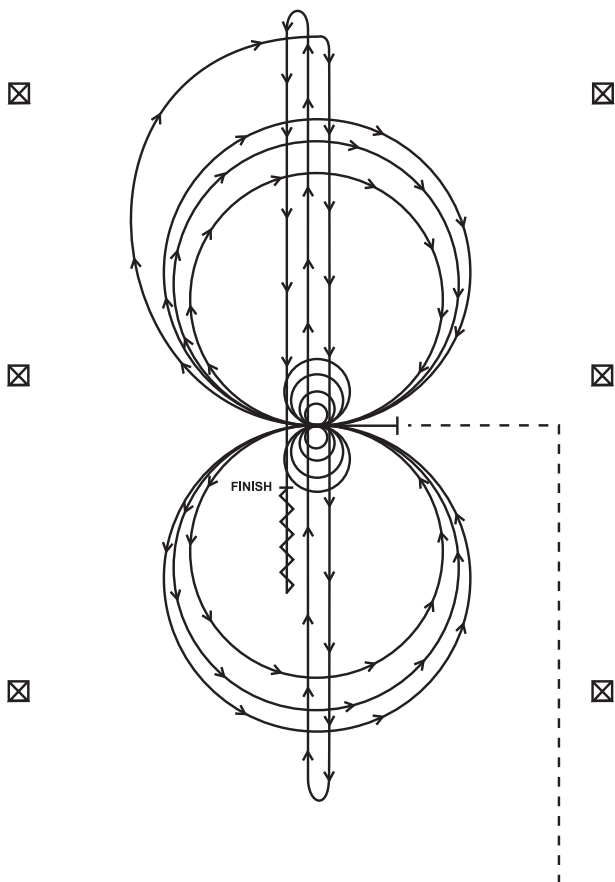


Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Hesitate to show completion of pattern.

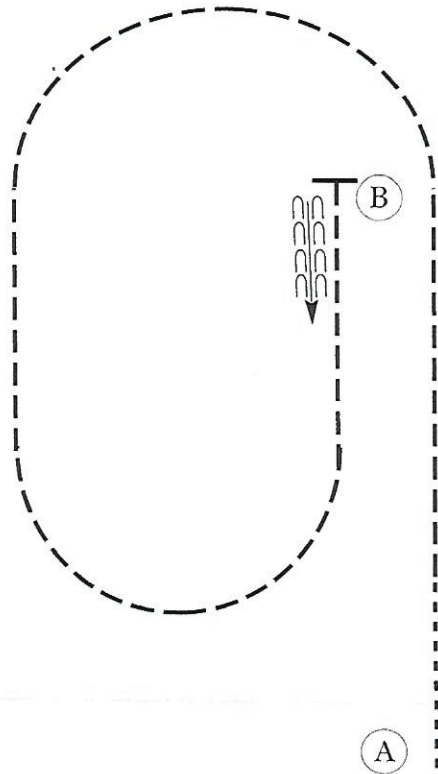
REINING PATTERN II



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.

Hunt Seat Equitation Walk Trot Youth



Be ready at A.

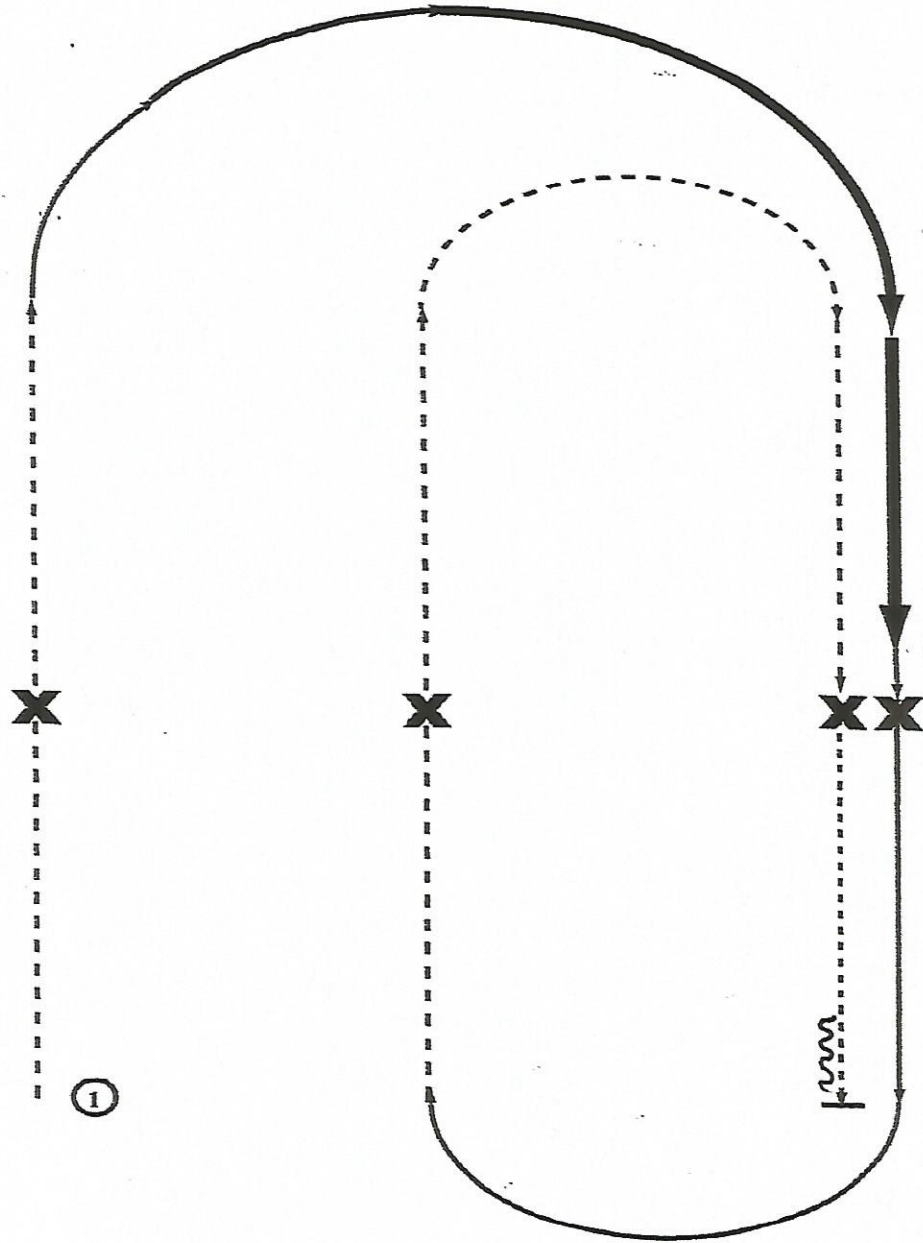
1. Walk two horse lengths from A.
2. Posting trot on the left diagonal to B.
3. Change diagonals and posting trot on the right diagonal in a half circle and then in a straight line until halfway between B and A.
4. Sitting trot a half circle and then a straight line to B.
5. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← 3 3 3 3 ← 3 3 3 3
Marker	Ⓚ
Sidepass	← - - - - ←
Hand Gallop	— — — —

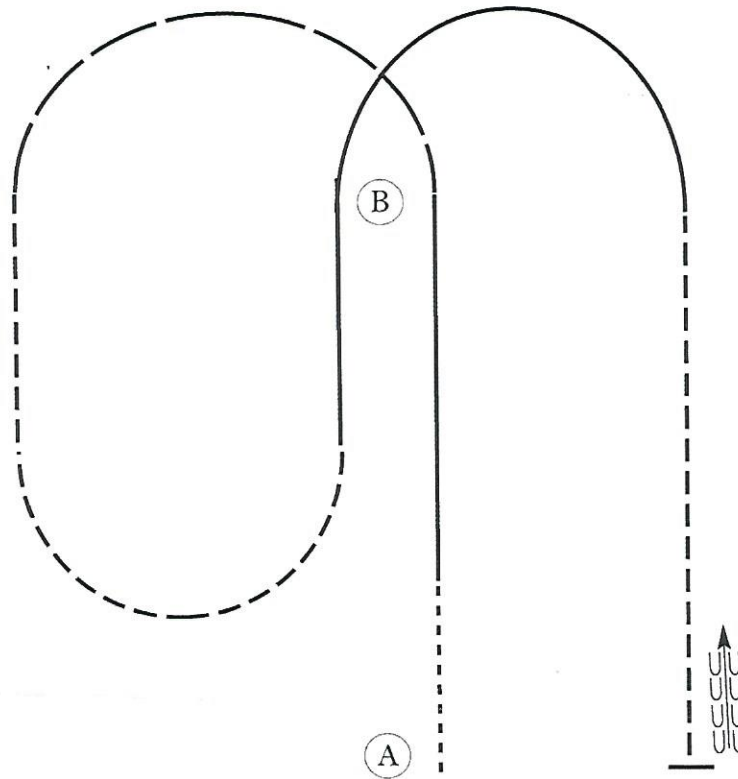
Pattern Provided by:
The Judges

HUNT SEAT EQUITATION – YOUTH – AMATEUR – SELECT



1. Begin trotting on right diagonal
2. Halfway change to left diagonal
3. Transition to canter, building to hand gallop
4. Halfway down outside line collect and change leads
5. Counter canter, transition to the trot on right diagonal
6. Halfway up center line change diagonals
7. Halfway down line, transition to sitting trot
8. Halt, back
9. Exit at walk or trot

Equitation Rookie Novice Youth & Novice Amateur



Be ready at A.

1. Walk two horse lengths from A.
2. Canter on the left lead to B and then hand gallop a half circle until even with B.
3. Trot on the right diagonal until halfway between A and B. Continue to trot a half circle until halfway between A and B.
4. Canter on the right lead to B and then canter a half circle until even with B.
5. Trot on the left diagonal until even with A.
6. Stop and back approximately one horse length.

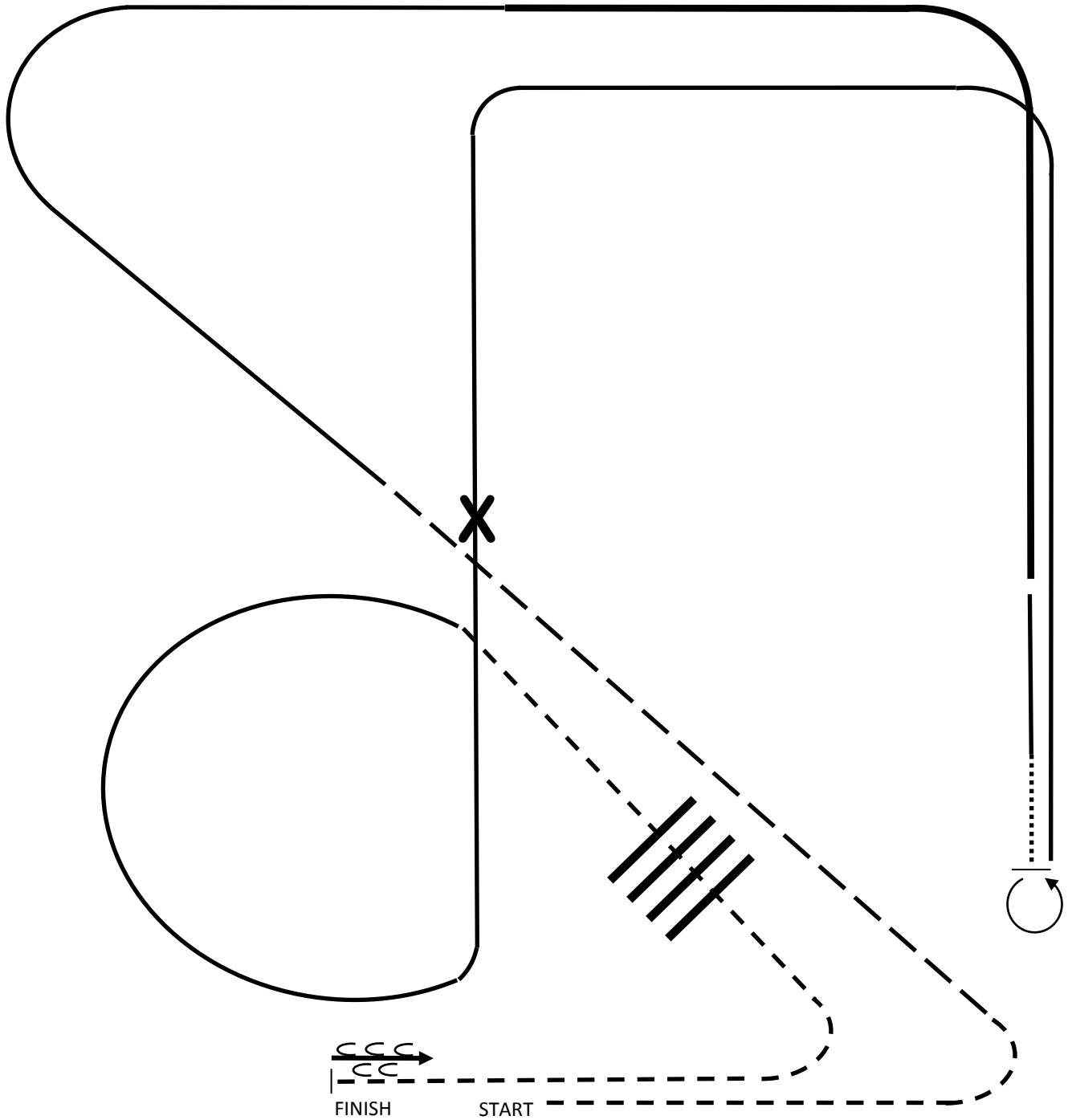
Follow the instructions of your ring steward.

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

Pattern Provided by:
The Judges

BOOM CIRCUIT—Thursday, July 26, 2018

All Ranch Riding Classes



1. Trot around curve
2. Extended trot across middle
3. Lope right lead around corner
4. Extend the lope, then collect the lope
5. Break to a walk
6. Stop. 1 1/2 spins to the left
7. Lope left lead around corners and down middle
8. Change lead and lope down middle, circle to the right
9. Break to trot and trot over poles and around curve
10. Stop. Back one horse length