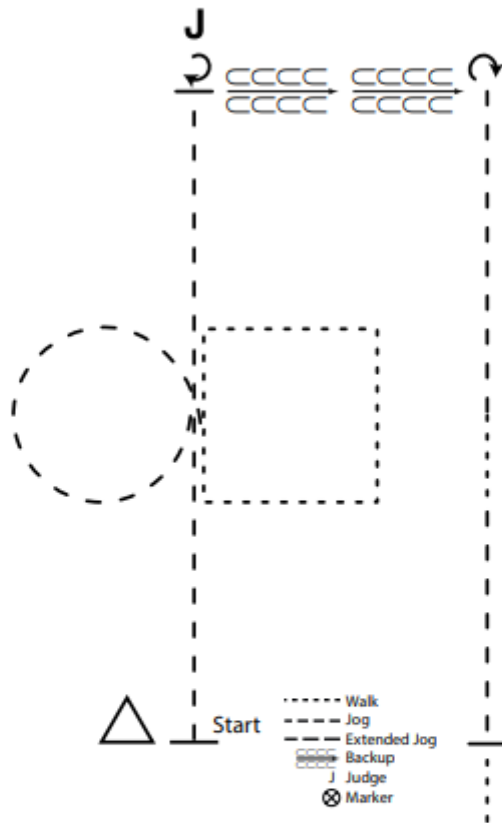


SHOWMANSHIP

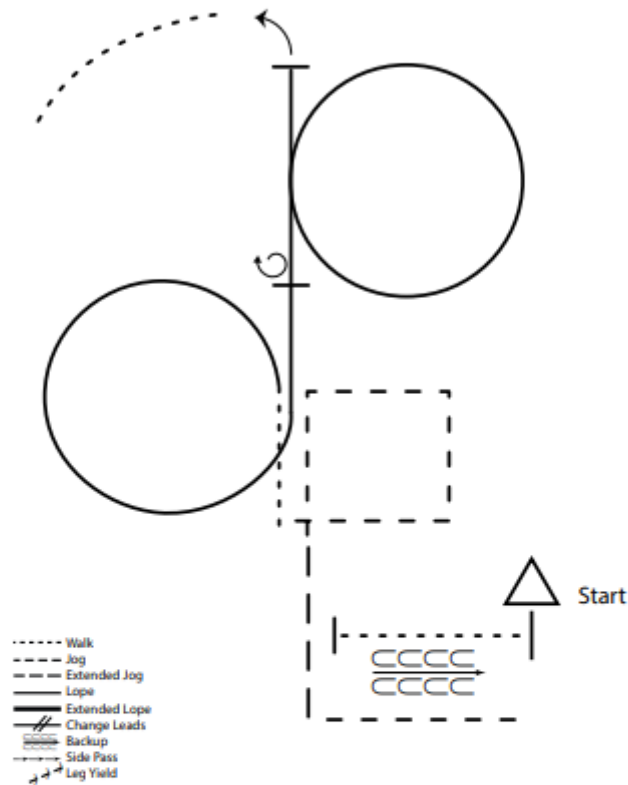
Level 1 Youth / Level 1 Amateur / Young Horse Cup



1. Start at cone, trot, half way to judge, transition to walk and design a square to the right
2. When finished the square on the same line, do a left circle at the trot and continue to the judge and stop in front of the judge
3. Do a 270° turn and set up
4. Inspection
5. Back up 2 horse lengths and do a 270° turn
6. Trot, half way and do a transition to a walk for few steps and trot to stop
7. Exit at walk

WESTERN HORSEMANSHIP

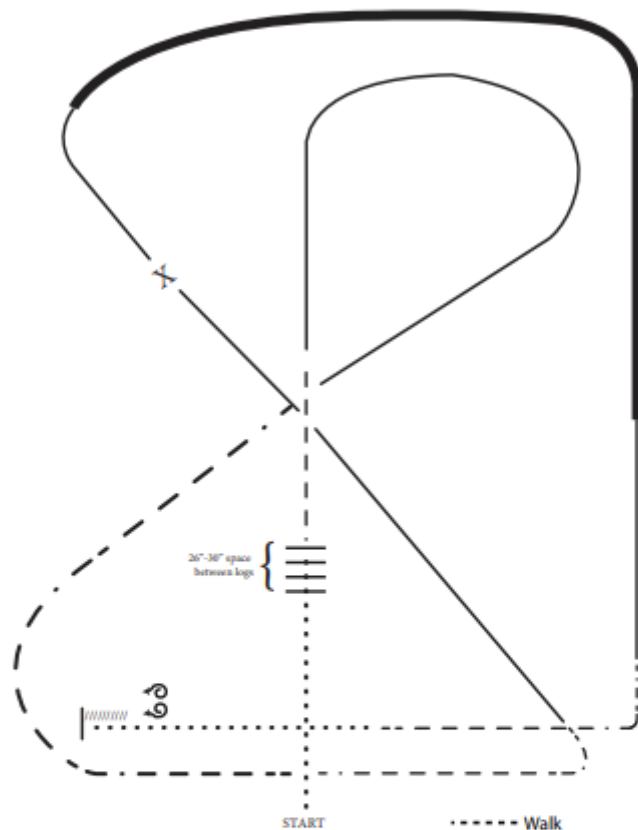
L1 Youth / L1 Amateur / Select



1. Start at marker, walk, stop
back at marker
2. Jog, turn square and straight line at extended
trot
3. Jog a square
when finish square walk straight
4. Lope a circle on left lead and continue
straight and stop
5. Right turn 360° on haunches
6. Take right lead and make a circle
continue straight and stop
7. Turn 90° left on haunches and exit at walk

RANCH RIDING

Level 1 Youth / Level 1 Amateur



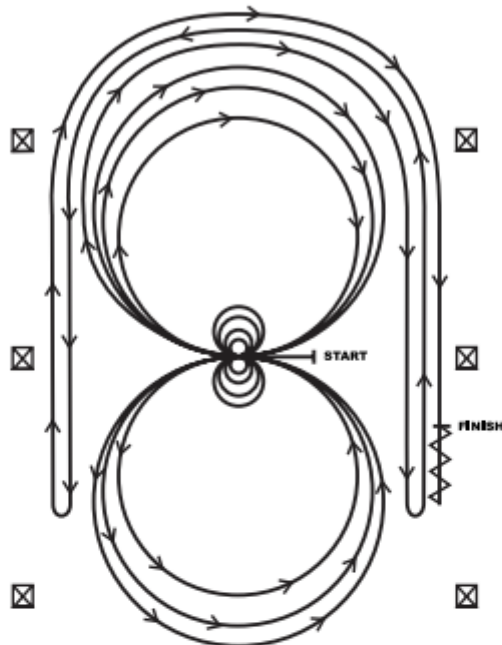
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st)
(L-R or R-L)

- Walk
- Trot
- Extended Trot
- ===== Lope
- ===== Extended Lope
- ====//==== Change Leads
- Backup
- Side Pass
- Marker

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

Youth / L1 Amateur / L1 Open

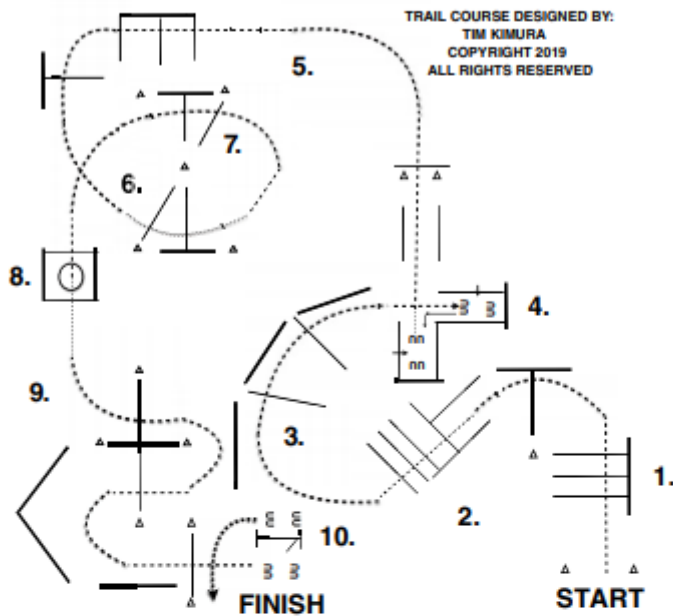


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

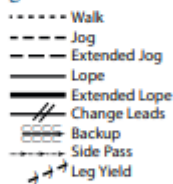
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle 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 straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. 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 twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

TRAIL

Trail In Hand

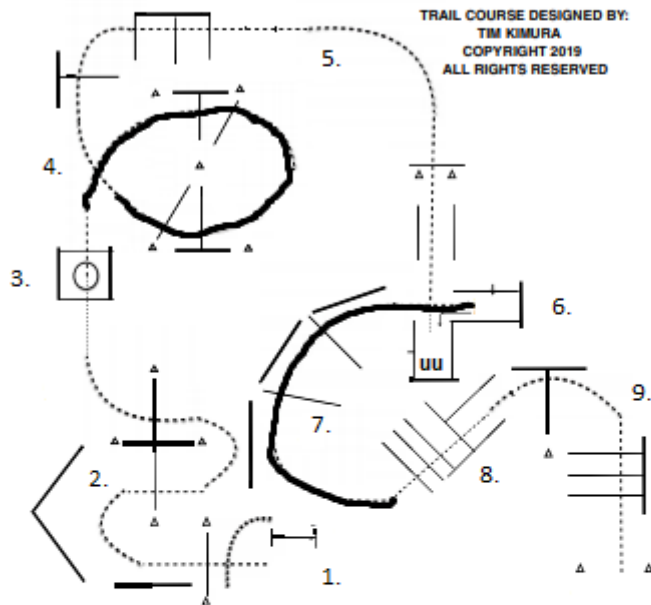


There is no specific place where all the lope to jog and jog to lope transitions should occur

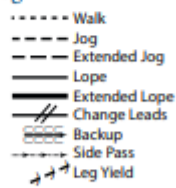


1. Jog over poles
2. Stop or break to the walk, walk over poles
3. Jog over poles jog into the chute and stop toward the end of the chute
4. Back between poles and back around corner, Walk a few steps forward then jog over pole
5. Jog over poles
6. Stop or break to the walk, walk over poles
7. Jog over poles
8. Jog into and stop in box, execute a 360 turn right, walk out box
9. Jog thru serpentine, jog over poles, jog up to gate
10. Open gate left hand, open and lead horse thru gate, and close gate.

TRAIL



There is no specific place where all the lope to jog and jog to lope transitions should occur



1. Open Gate right hand
2. jog serpentine
3. walk, walk into Box, 360 either way, walk out
4. lope over right lead
5. jog over and into chute
6. back up "L"
7. Lope over left lead
8. trot over
9. walk over