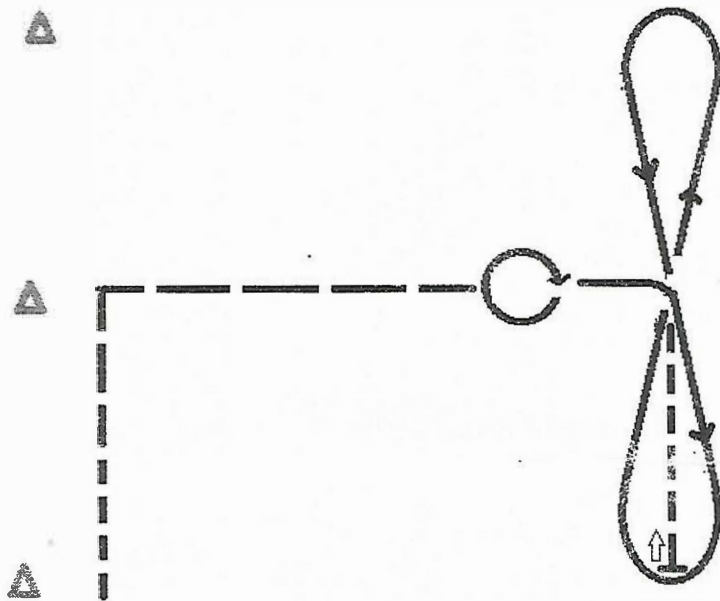


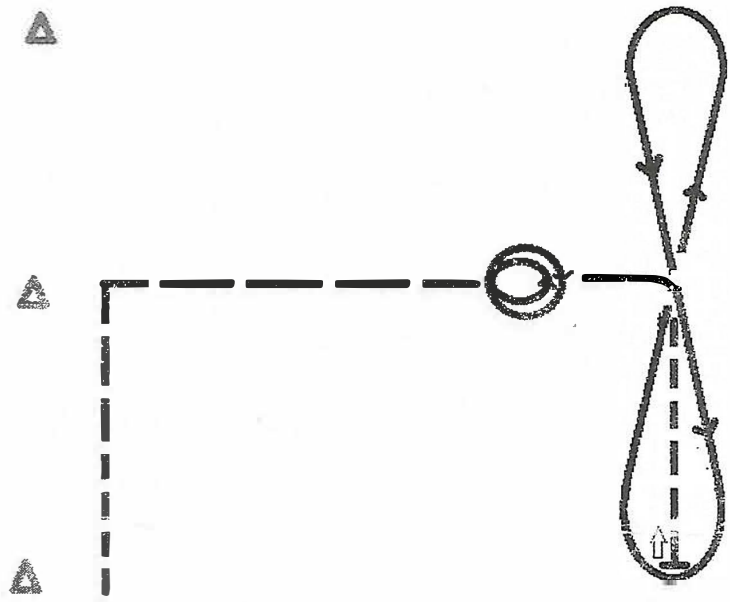
HORSEMANSHIP- AQHA LEVEL 1 YOUTH AND LEVEL 1 AMATEUR



1. WALK ONE STRIDE - JOG - BUILDING TO EXTENDED JOG
2. EXTEND JOG THROUGH A SQUARE CORNER TO CENTER AND STOP
3. PERFORM A 360 DEGREE TURN TO THE RIGHT
4. LOPE FORWARD ON THE RIGHT LEAD CONTINUING A TEARDROP TO THE RIGHT
5. PERFORM A SIMPLE LEAD CHANGE - LOPE A TEARDROP TO THE LEFT
6. CLOSE TEARDROP AND EXTEND THE TROT FROM SECOND MARKER TO FIRST MARKER
7. STOP AND BACK 1 HORSE LENGTH

EXIT AT A WALK OR JOG

HORSEMANSHIP- YOUTH , AMATEUR AND AMATEUR SELECT

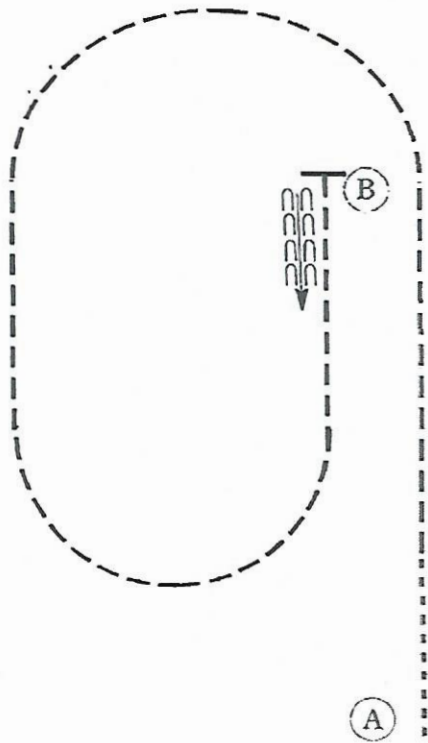


1. WALK ONE STRIDE-JOG- BUILDING TO EXTENDED JOG
 2. EXTEND JOG A SQUARE CORNER TO CENTER AND STOP
 3. PERFORM A 360 TURN TO THE LEFT
 4. PERFORM A 360 TURN TO THE RIGHT
 5. LOPE FORWARD ON THE RIGHT LEAD, LOPE A TEARDROP TO THE RIGHT
 6. CHANGE LEADS AT CENTER AND LOPE A TEAR DROP TO THE LEFT
 7. CLOSE TEAR DROP AND EXTEND THE TROT FROM SECOND MARKER TO THE FIRST MARKER
 8. STOP AND BACK 1 HORSE LENGTH
- EXIT AT A WALK OR JOG

Hunt Seat Equitation Walk

Trot Youth - Amateur

SMALL FRY



Be ready at A.

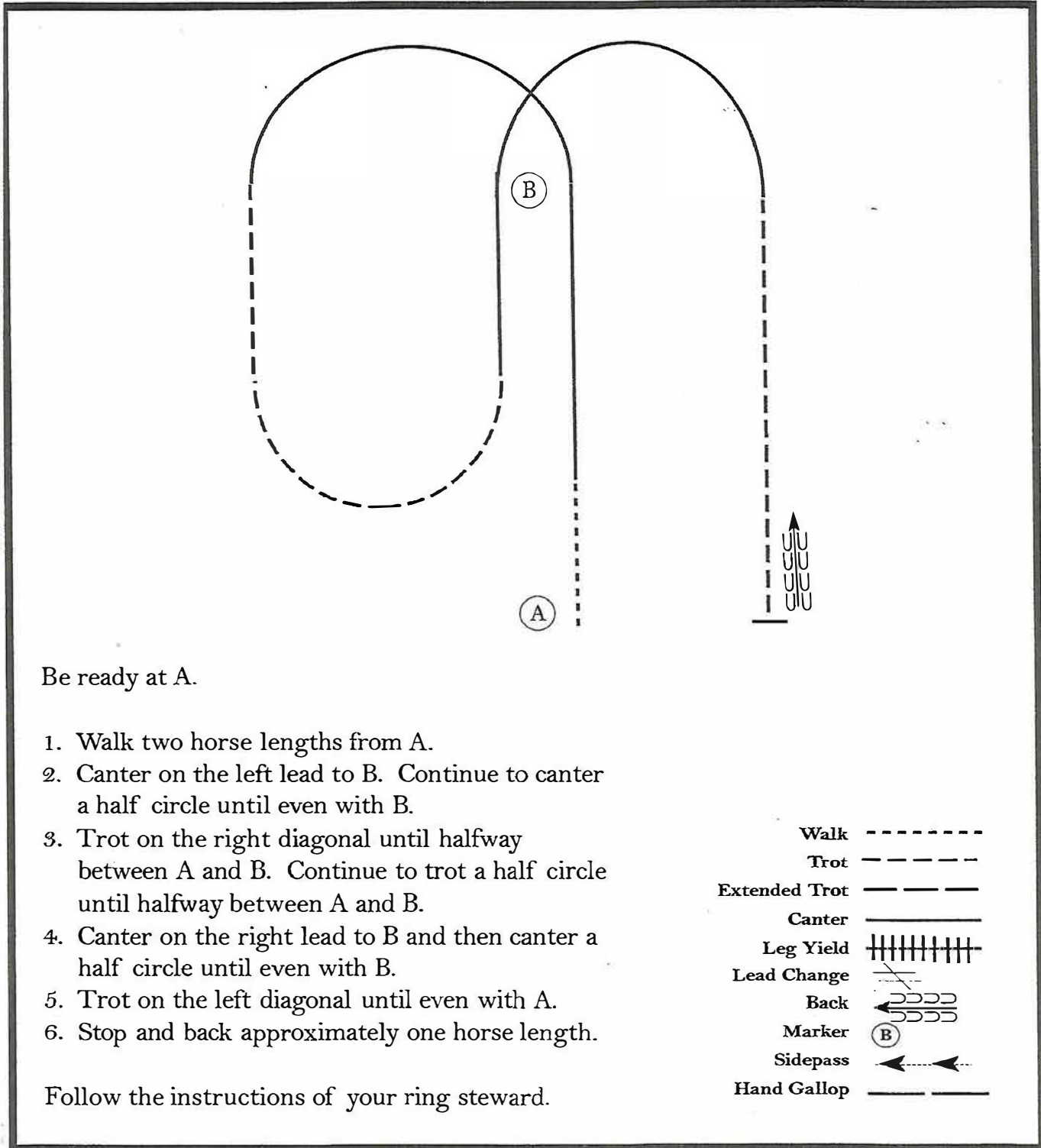
1. Walk two horse lengths from A.
2. Posting trot on the left diagonal to B.
3. Change diagonals and posting trot on the right diagonal in a half circle and then in a straight line until halfway between B and A.
4. Sitting trot a half circle and then a straight line to B.
5. Stop and back approximately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

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	⊙ B
Sidepass	← ← ← ← ←
Hand Gallop	— — — — —

Pattern Provided by:
The Judges

HUNT SEAT EQUITATION – LEVEL ONE YOUTH – LEVEL ONE AMATEUR

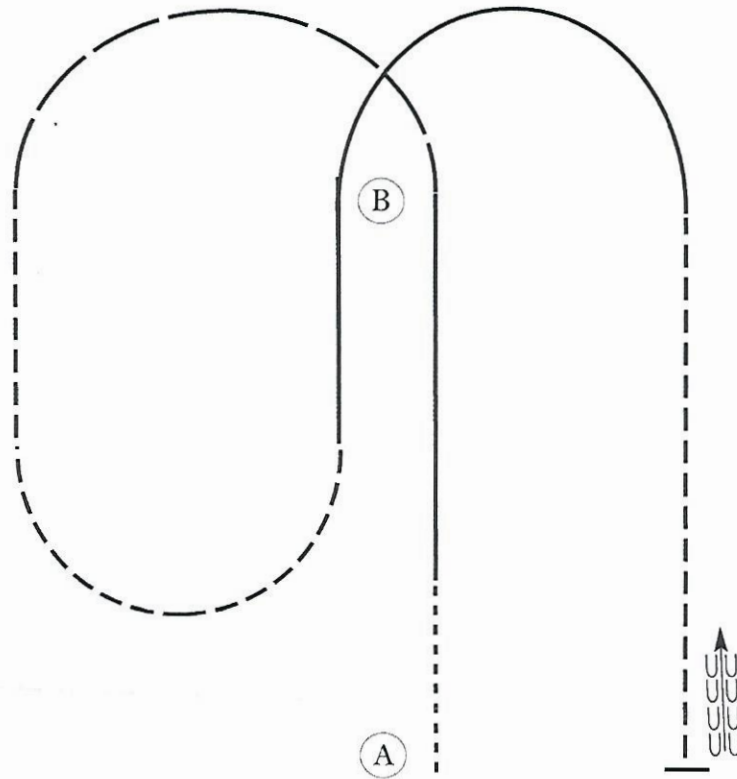


[HSE/2-58]

Pattern Provided by:

The Judges

Equitation Youth, Amateur, & Select



Be ready at A.

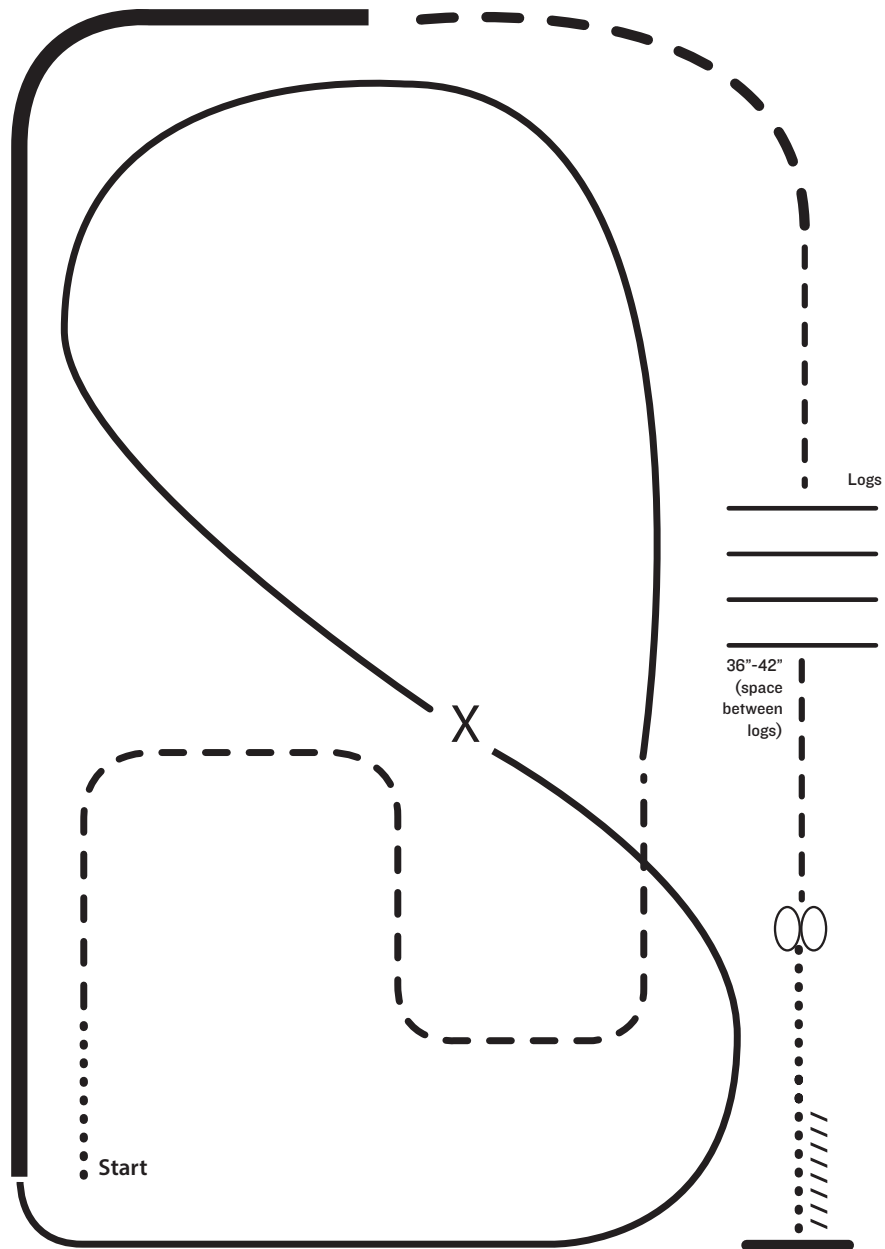
1. Walk two horse lengths from A.
2. Canter on the left lead to B and then hand gallop a half circle until even with B.
3. Trot on the right diagonal until halfway between A and B. Continue to trot a half circle until halfway between A and B.
4. Canter on the right lead to B and then canter a half circle 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	⊙
Sidepass	← — — — — →
Hand Gallop	— — — — —

Pattern supplied by the Judges

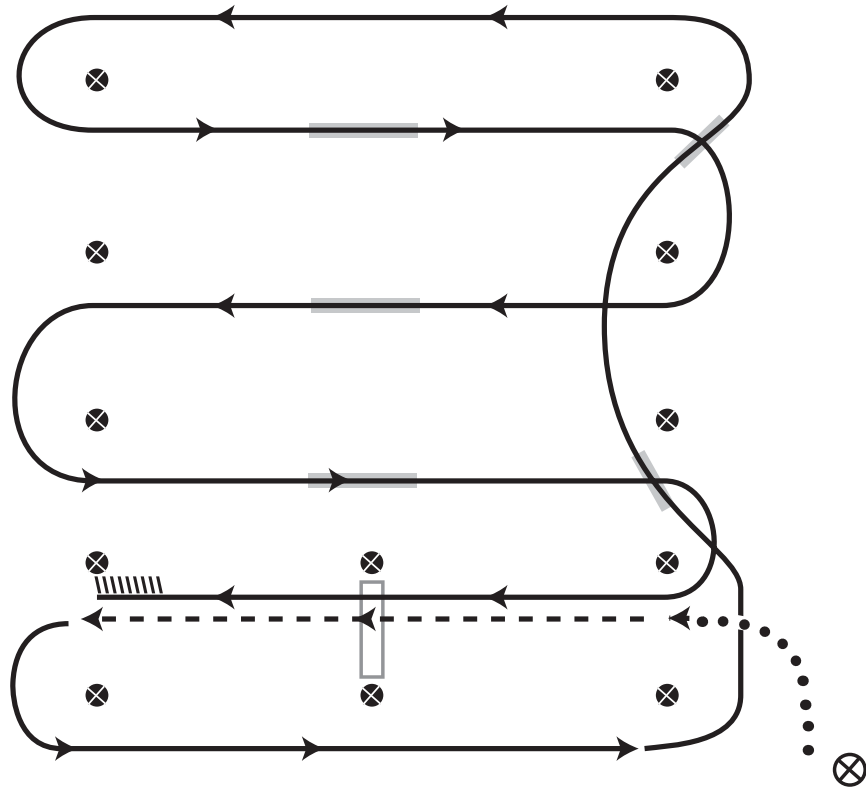
RANCH RIDING - PATTERN 3



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

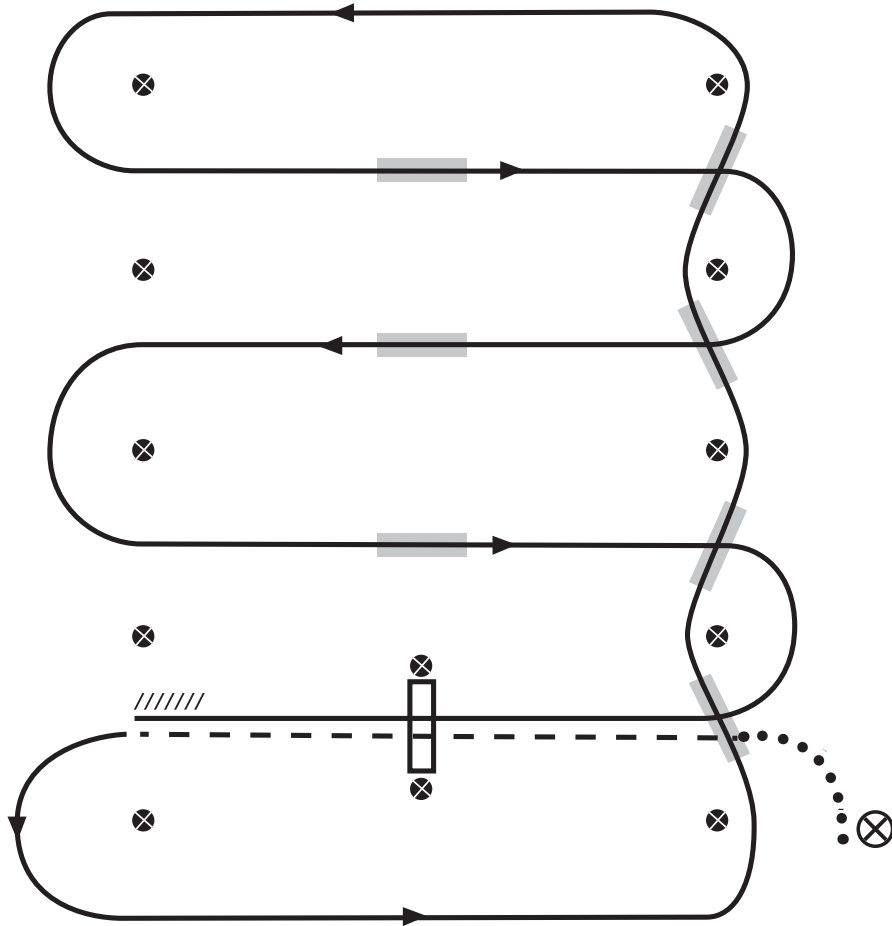
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

LEVEL I WESTERN RIDING PATTERN 9



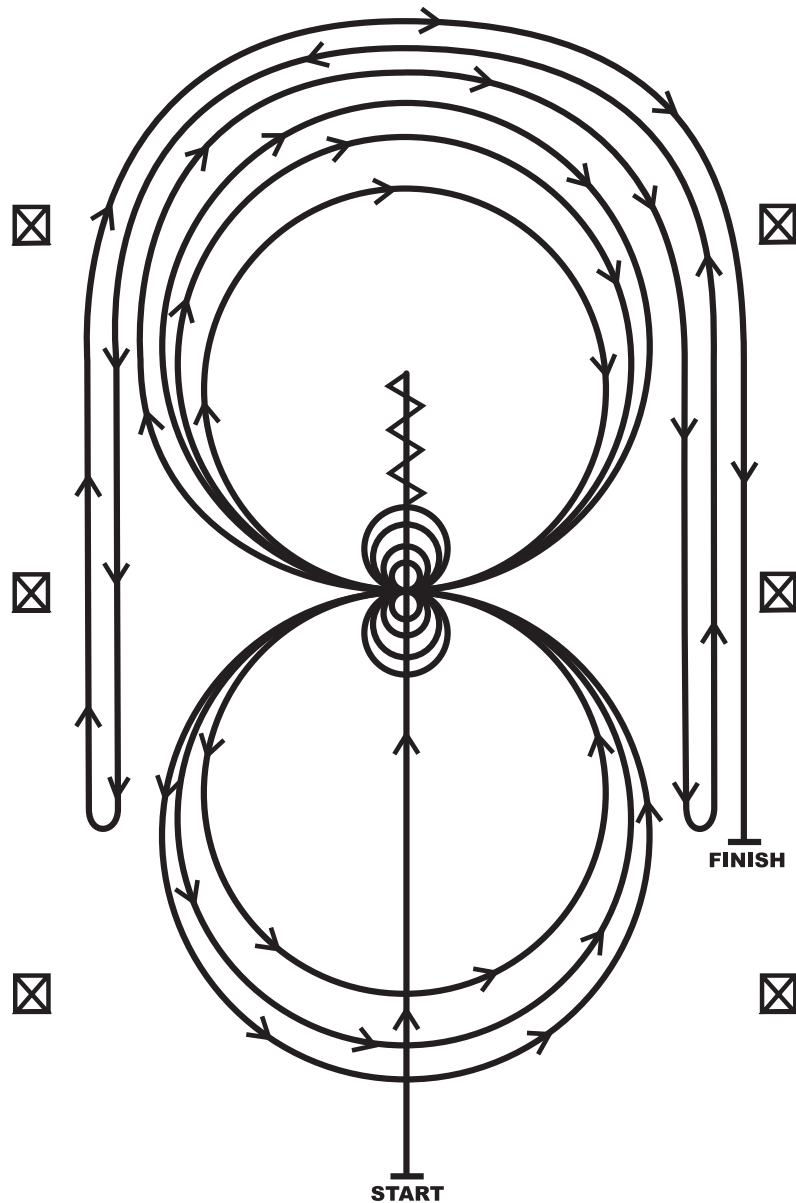
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

WESTERN RIDING PATTERN 9



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

REINING PATTERN 10



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
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 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 left side of the arena past the center and do a right rollback at least twenty feet (six 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 twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.