

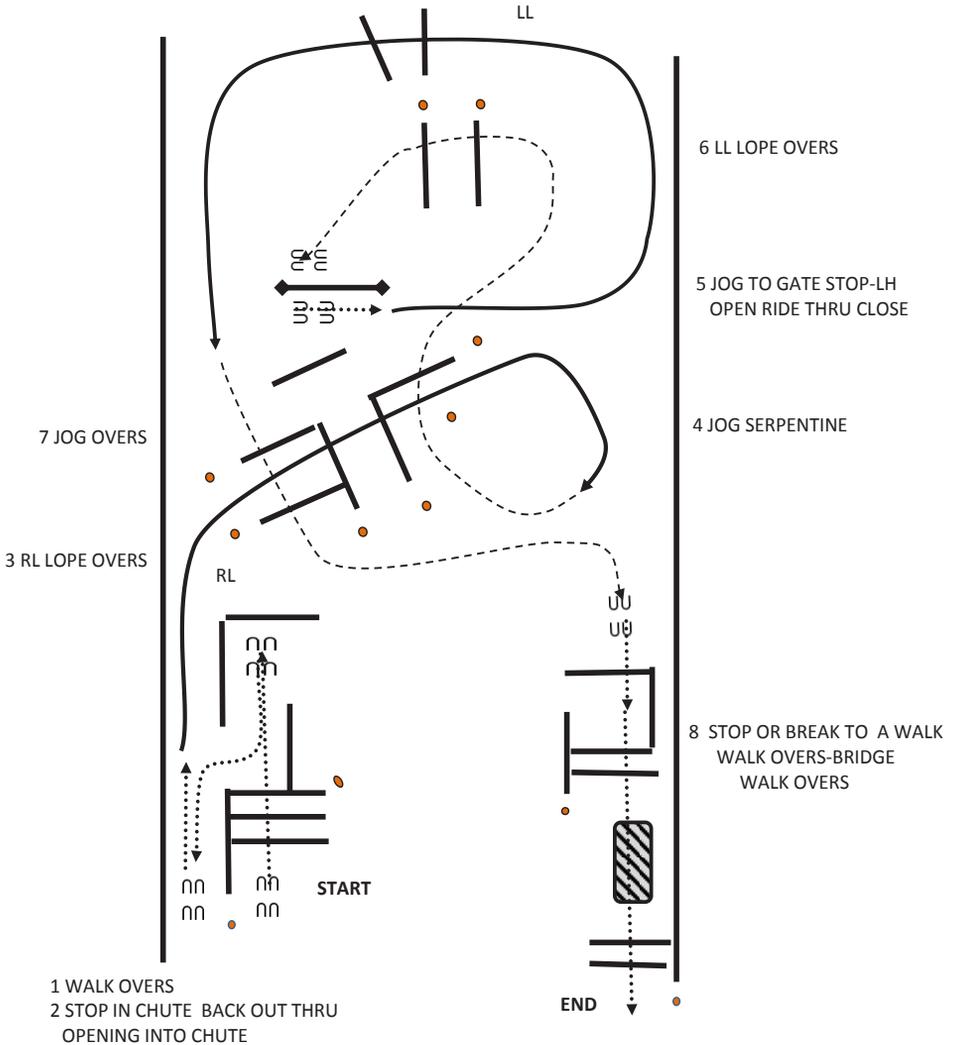
# PATTERN

Finish

Youth Reining All Paint Registries	Pattern 5
Novice Amateur Reining	Pattern 5
Amateur Reining All Paint Registries	Pattern 4
Open Junior Reining All Paint Registries	Pattern 4
Open Senior Reining All Paint Registries	Pattern 8
Team Cup Reining	Pattern 6

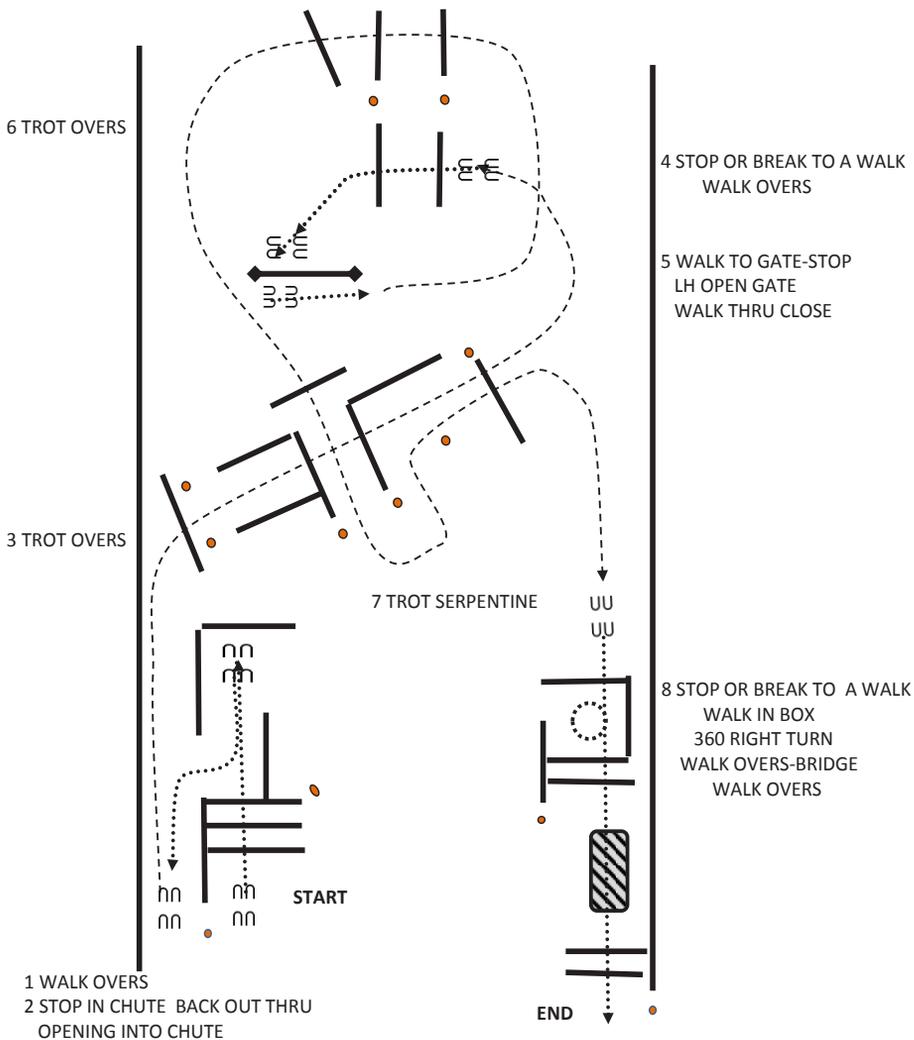
# NOVICE AMATEUR TRAIL

## GREEN TRAIL ALL PAINT REGISTRIES



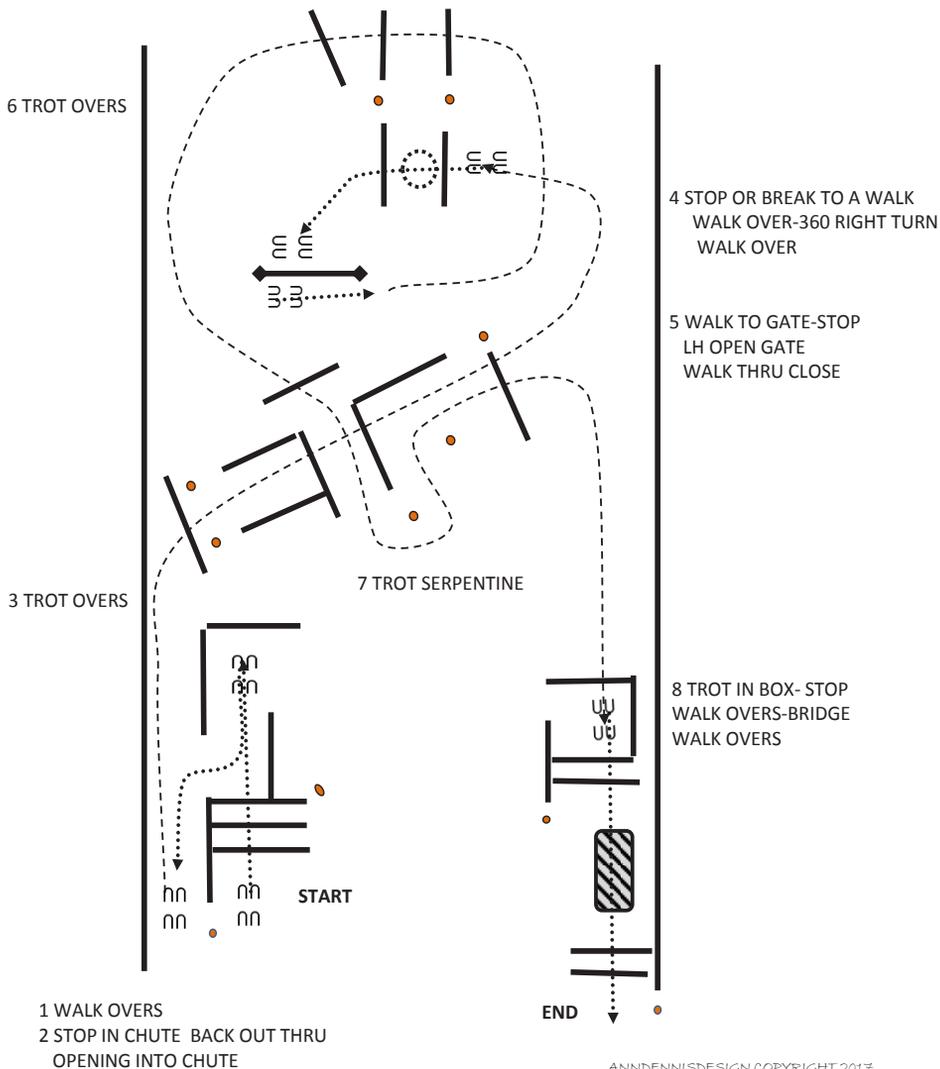
# AMATEUR ALL PAINT REGISTRIES

## YEARLING & 2 YEAR OLD IN HAND TRAIL

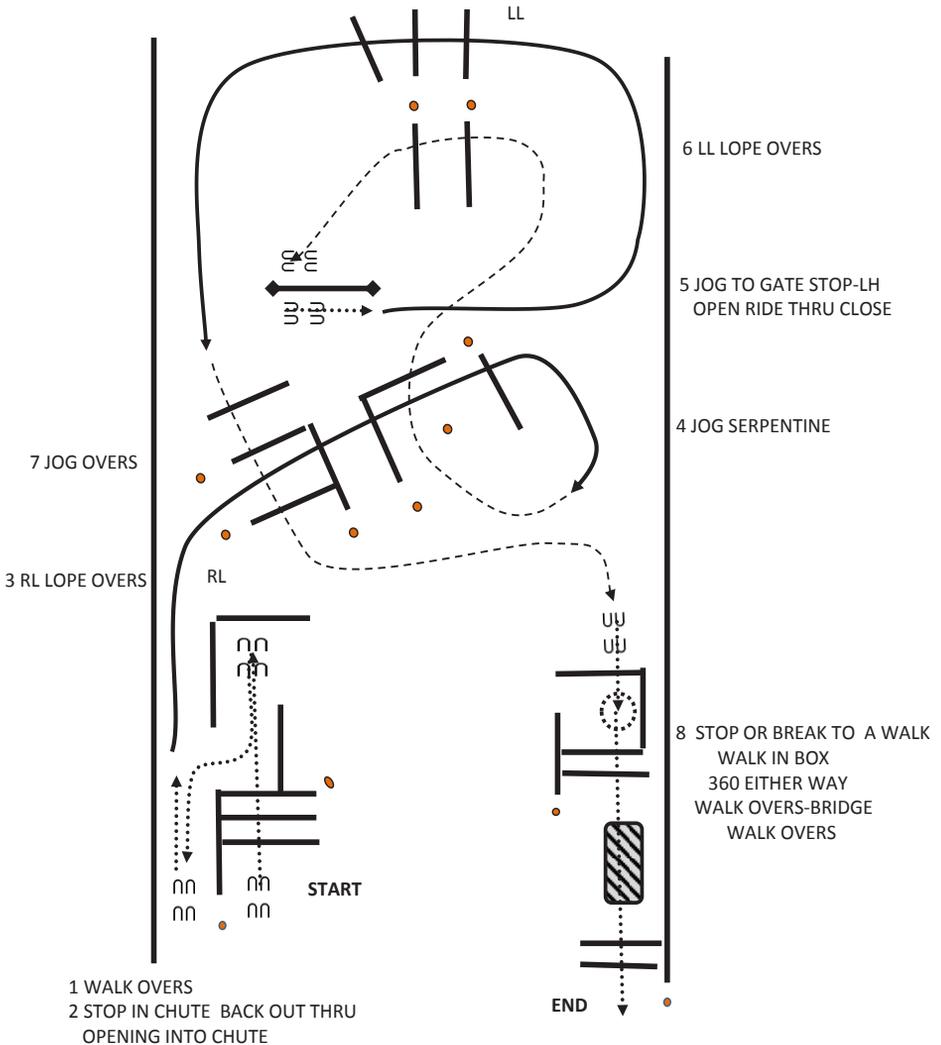


# OPEN ALL PAINT REGISTRIES

## YEARLING & 2 YEAR OLD IN HAND TRAIL

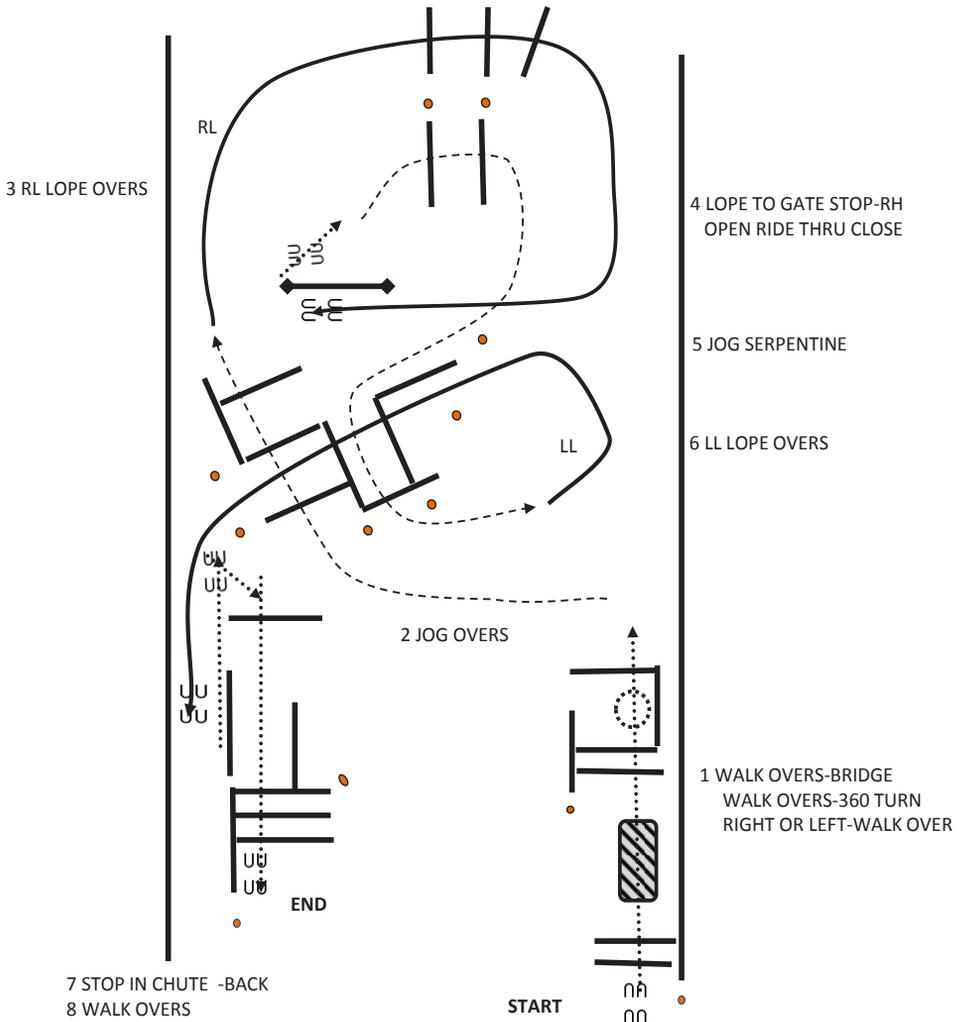


# AMATEUR TRAIL ALL PAINT REGISTRIES TEAM CUP TRAIL



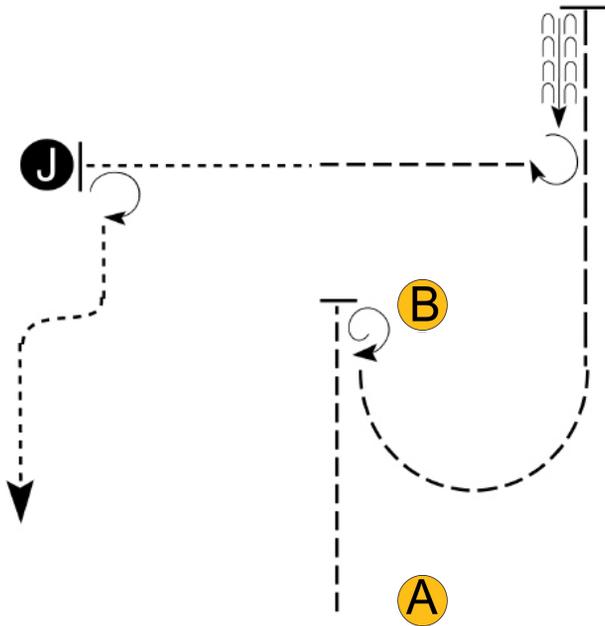
# YOUTH TRAIL ALL PAINT REGISTRIES

## OPEN JUNIOR TRAIL ALL PAINT REGISTRIES





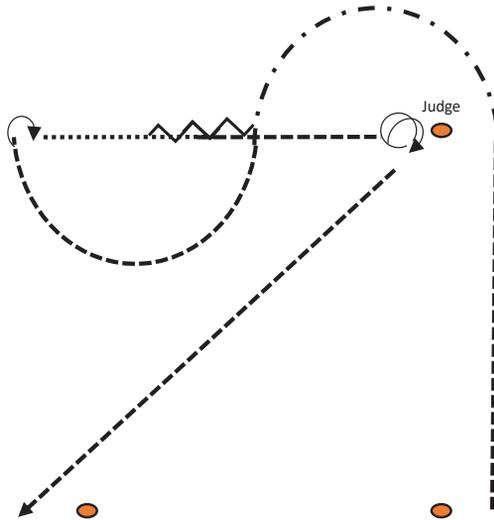
# YOUTH & YOUTH SPB & NOVICE AMATEUR SHOWMANSHIP AT HALTER



Be ready at A

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then extended trot straight until past judge.
4. Back until your horse's hip is even with judge.
5. Perform a 270 degree turn.
6. Trot halfway to judge then walk to judge. Stop and set up for inspection.
7. When dismissed, turn 270 degrees and walk away.

# AMATEUR & AMATEUR SPB SHOWMANSHIP AT HALTER

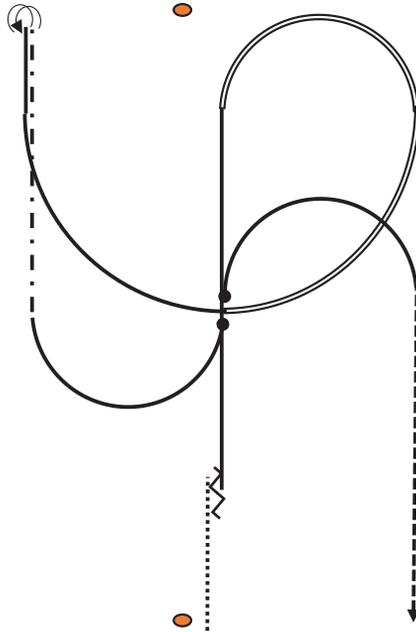


Start at marker

1. Jog
  2. ½ circle extended jog to the left
  3. ½ circle regular jog to the right
  4. Stop, turn 90°
  5. Walk half way to judge
  6. Stop back up 2 horse length
  7. Jog to judge, stop
  8. Set up for inspection
  9. Turn 495 °
  10. Jog straight line, diagonal to marker
- Exit at jog



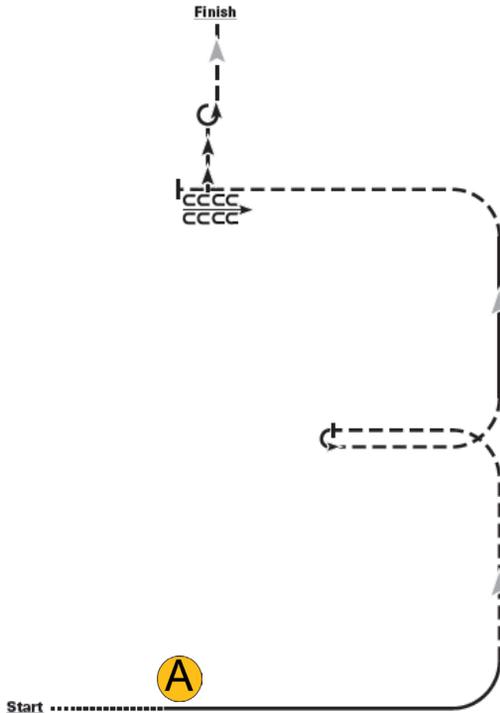
# AMATEUR & AMATEUR SPB WESTERN HORSEMANSHIP



Be ready at marker

1. Walk straight line  $\frac{1}{2}$  way to center of the arena
  2. Stop, back up 4 steps
  3. Lope straight right lead, extend lope on a circle to the center of the arena
  4. Regular lope on  $\frac{1}{4}$  circle
  5. Stop when even with marker, turn  $1 \frac{1}{2}$  left
  6. Extended jog on a straight line until even with center
  7. Lope left lead  $\frac{1}{2}$  circle, change leads (simple or flying)
  8. Lope right lead  $\frac{1}{2}$  circle
  9. When even with center jog straight line to the end of the arena
- Exit at jog

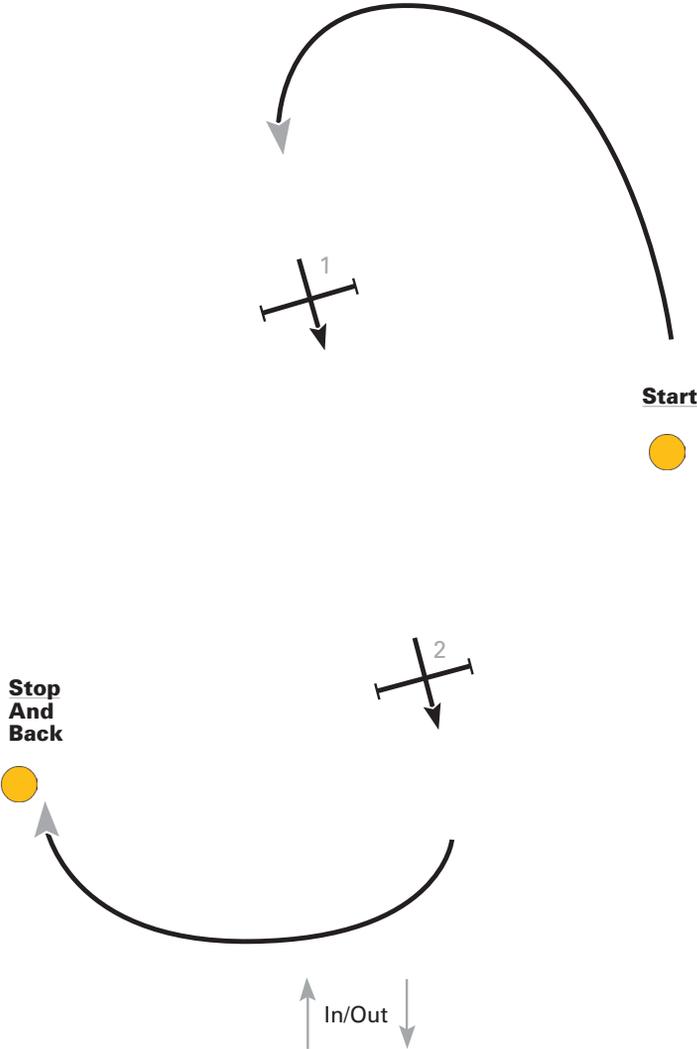
# YOUTH & YOUTH SPB & NOVICE AMATEUR HUNT SEAT EQUITATION



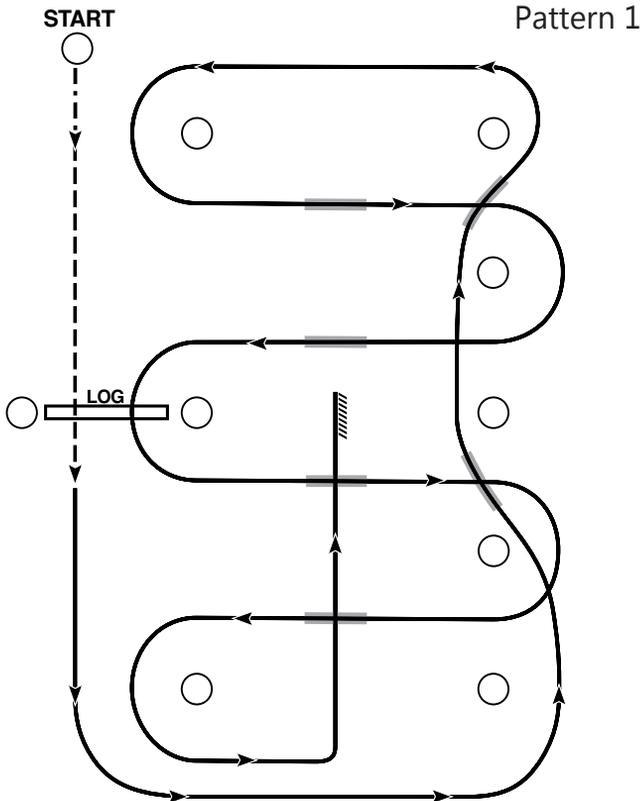
1. Walk 2 horse lengths to A.
2. At A left lead canter around corner.
3. Break to a posting trot left diagonal after corner and continue to center.
4. Stop and execute a 180 degree turn on the forehand to the left.
5. Sitting trot around corner.
6. Pick up a right lead canter.
7. Prior to corner, break to a posting trot right diagonal around corner until even with A.
8. Stop and back a horse length.
9. Side pass a horse length to the right and execute a 270 degree turn to the left on the haunches.
10. Exit at a posting trot left diagonal.



# ALL CLASSES HUNTER HACK



# OPEN GREEN WESTERN RIDING ALL PAINT REGISTRIES

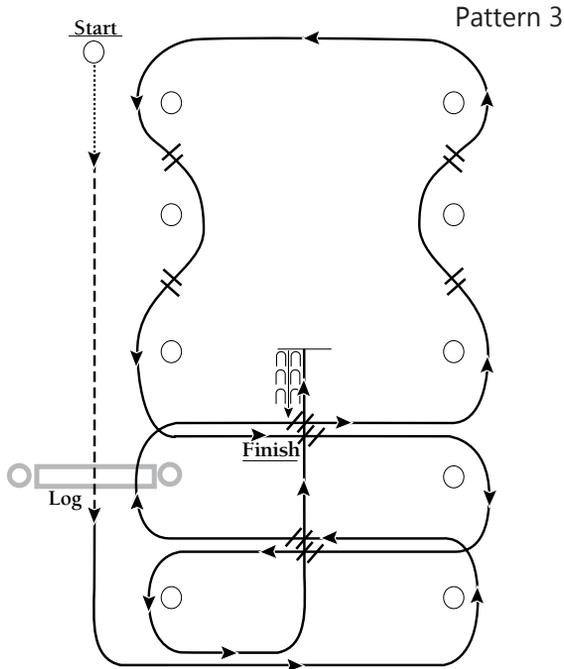


1. Walk at least 15' and jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change log around end of arena.
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

# YOUTH & AMATEUR & OPEN

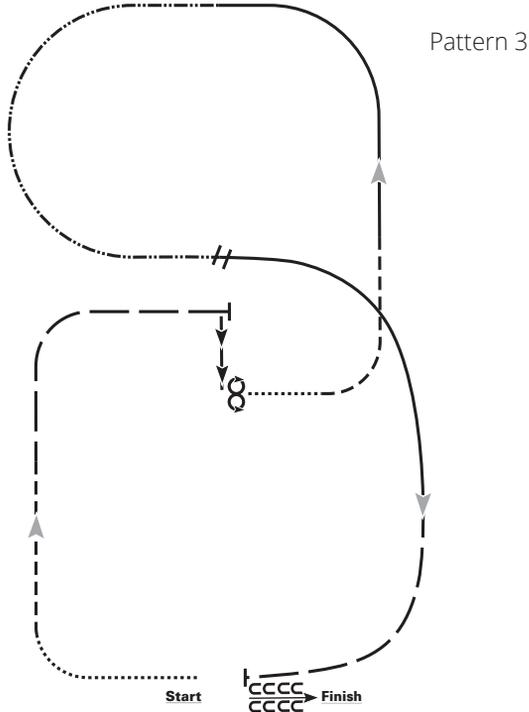
## ALL PAINT REGISTRIES

### WESTERN RIDING



1. Walk halfway between markers; transition to jog, jog over log
2. Transition to lope, lope to left around end.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

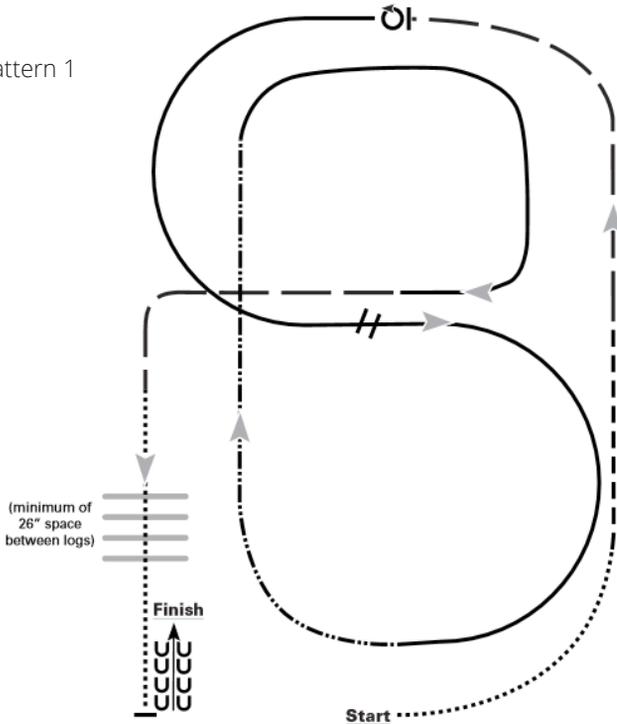
# AMATEUR RANCH RIDING ALL PAINT REGISTRIES



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back

# YOUTH & OPEN RANCH RIDING ALL PAINT REGISTRIES

Pattern 1



1. Walk
2. Trot
3. Extend the trot at the top of the arena, stop
4. 360 turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back