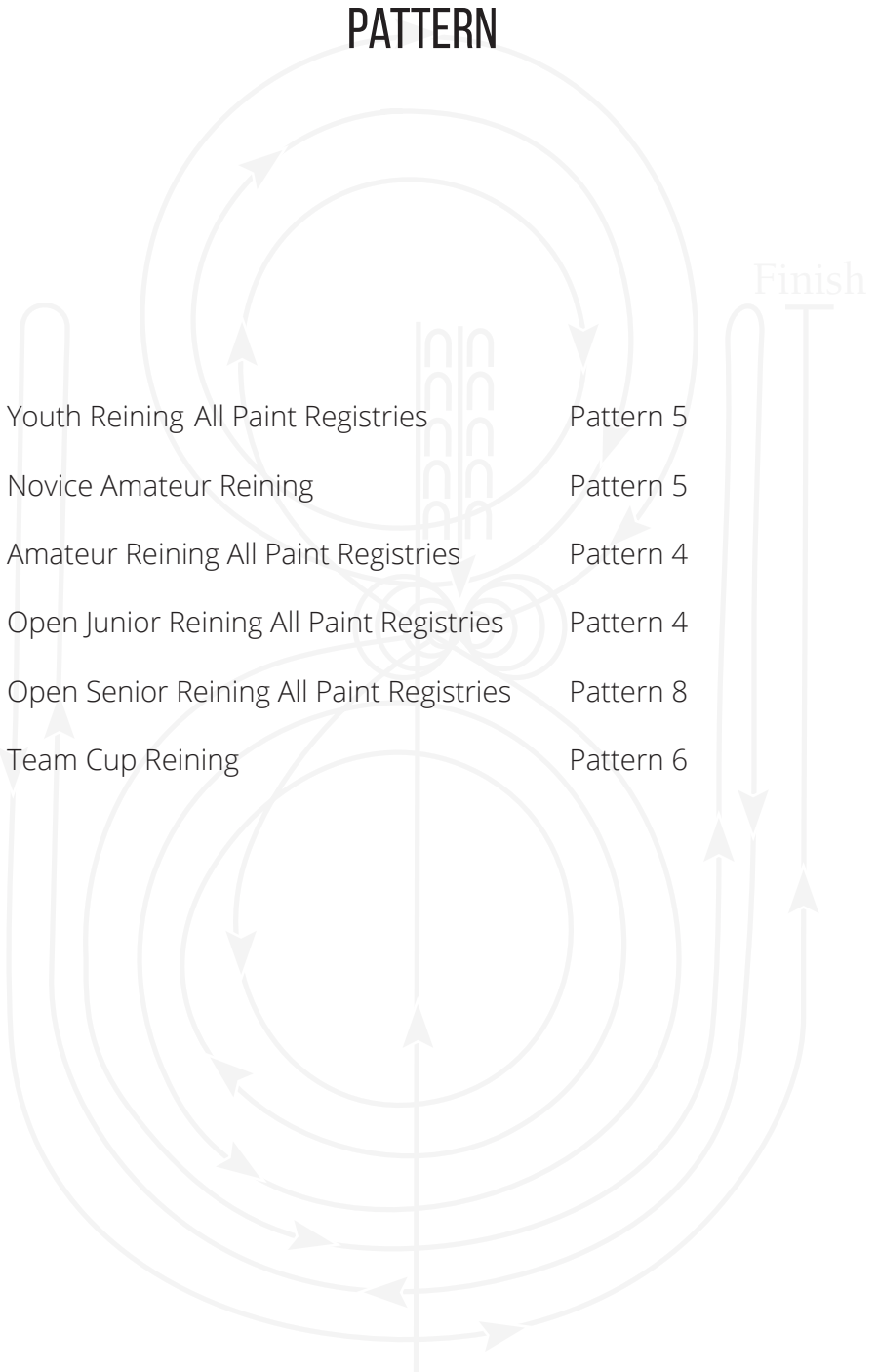


PATTERN

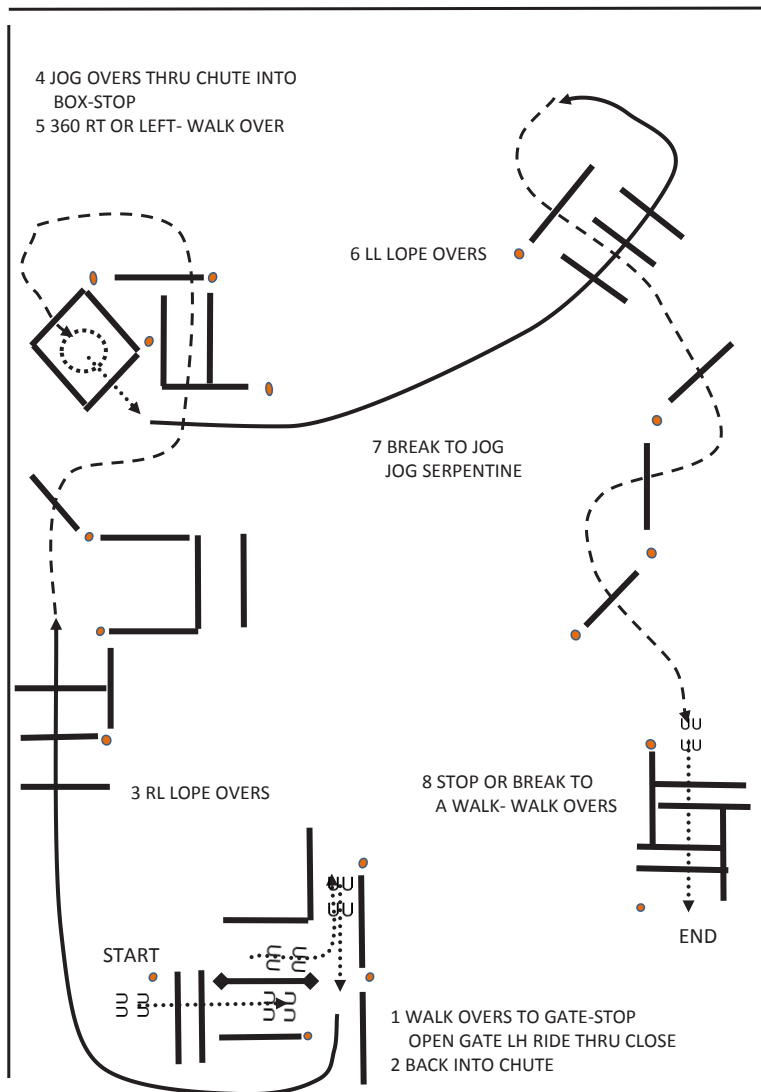
Finish



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

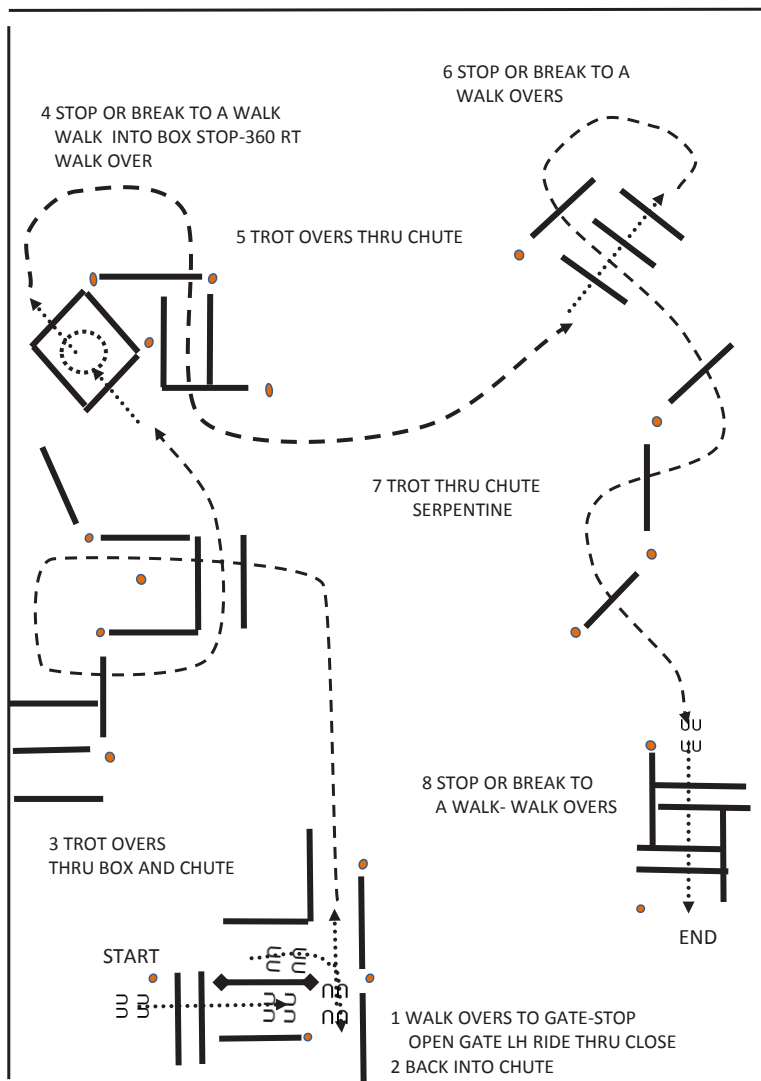
NOVICE AMATEUR TRAIL

GREEN TRAIL ALL PAINT REGISTRIES

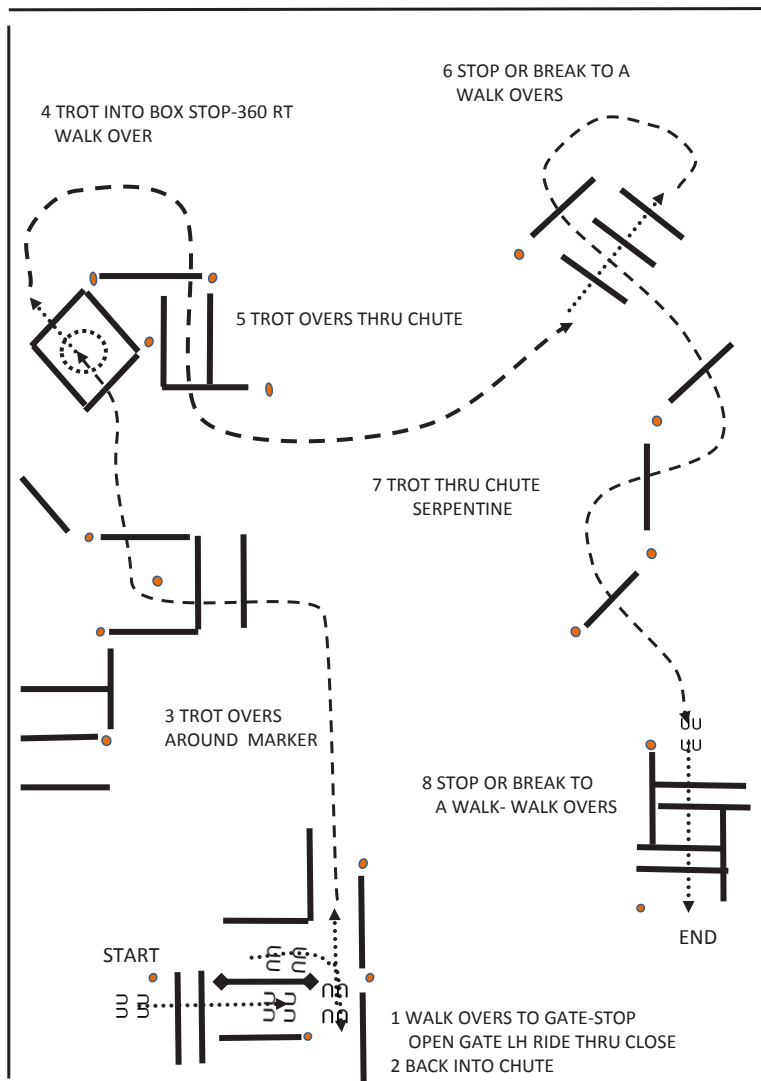


AMATEUR ALL PAINT REGISTRIES

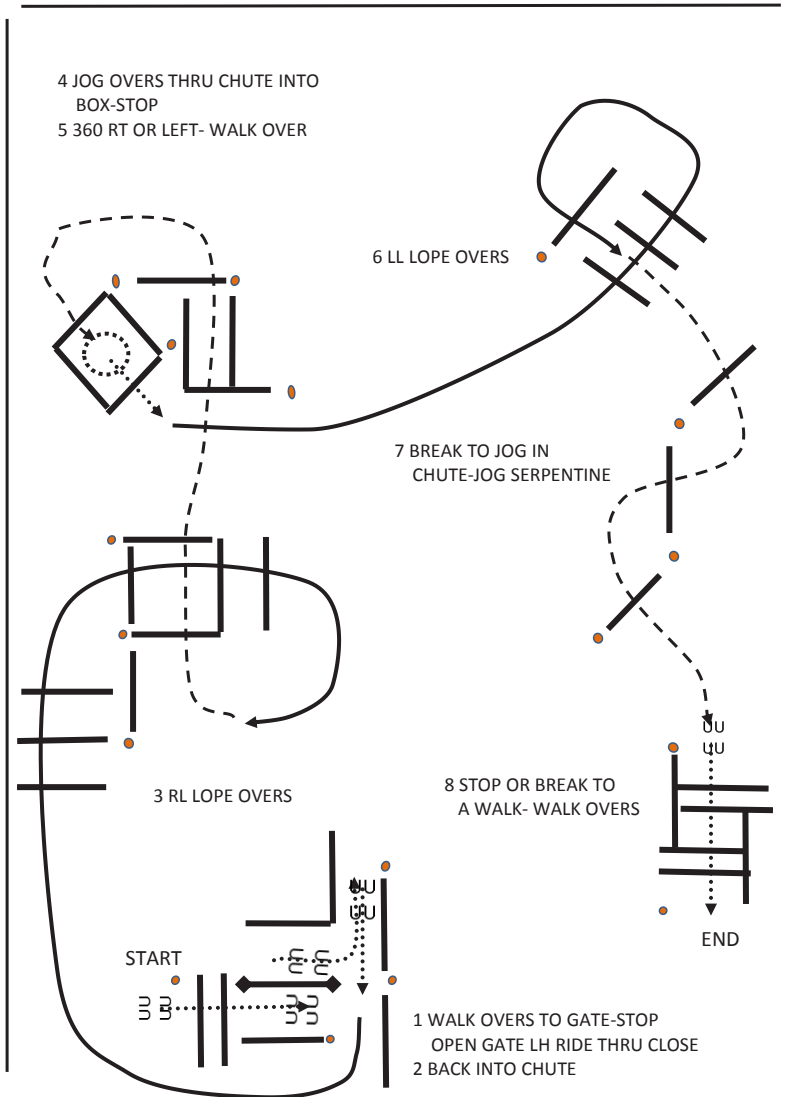
YEARLING & 2 YEAR OLD IN HAND TRAIL



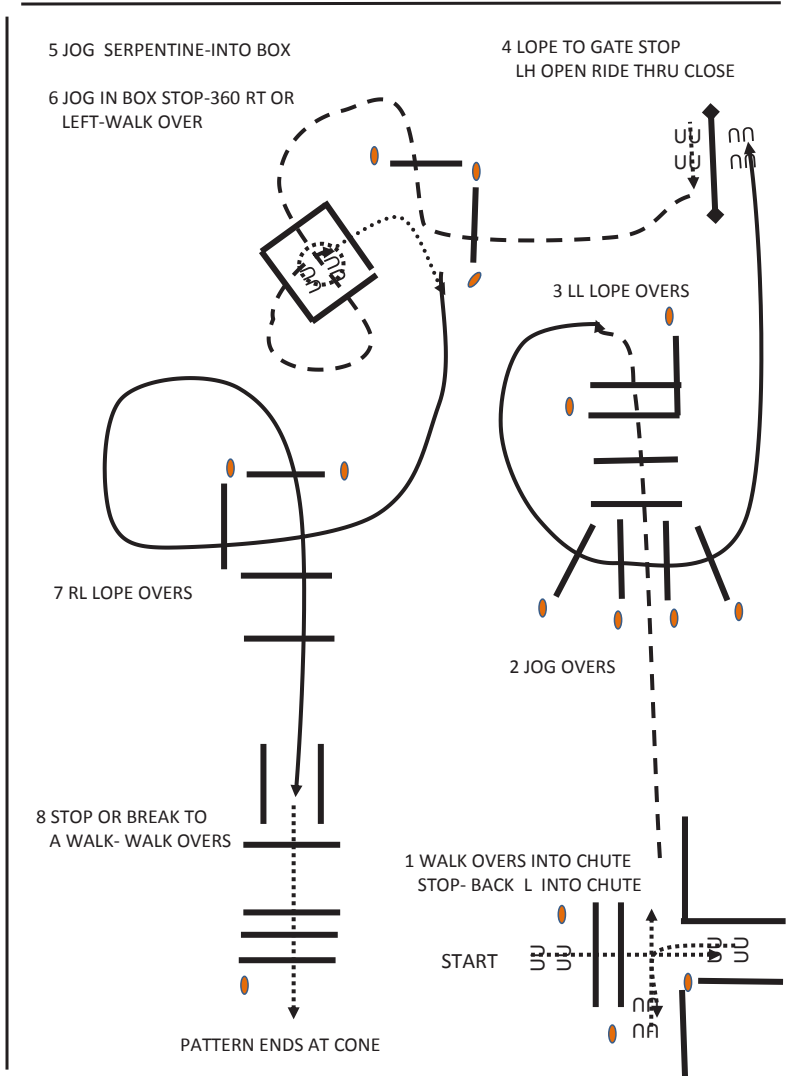
OPEN ALL PAINT REGISTRIES YEARLING & 2 YEAR OLD IN HAND TRAIL



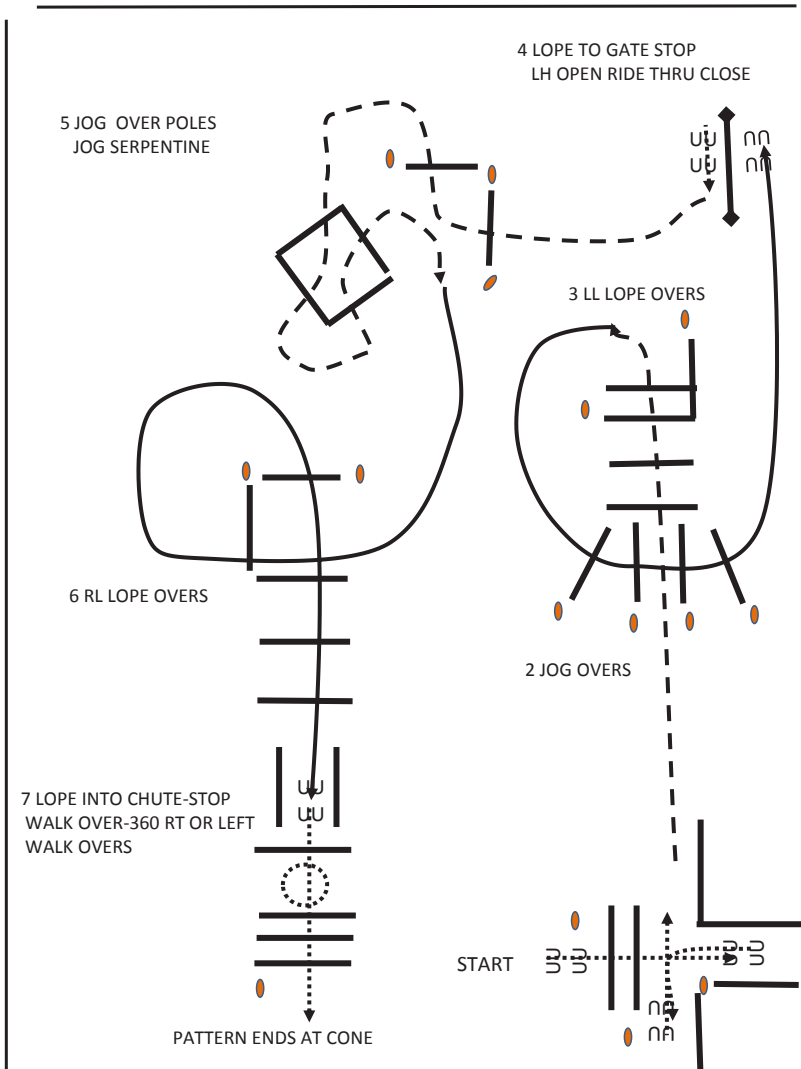
AMATEUR TRAIL ALL PAINT REGISTRIES



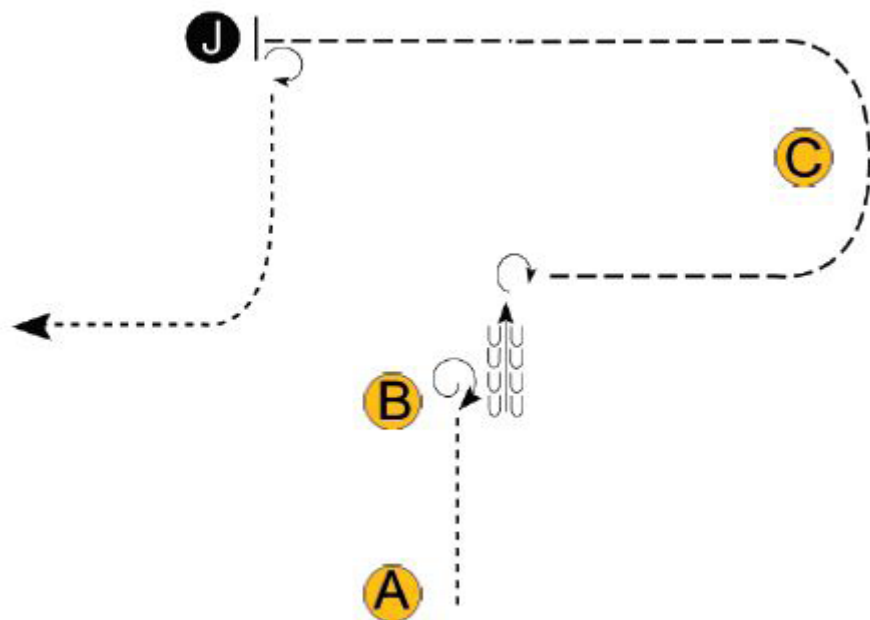
YOUTH TRAIL + OPEN JUNIOR + TEAM CUP TRAIL ALL PAINT REGISTRIES



OPEN SENIOR TRAIL ALL PAINT REGISTRIES



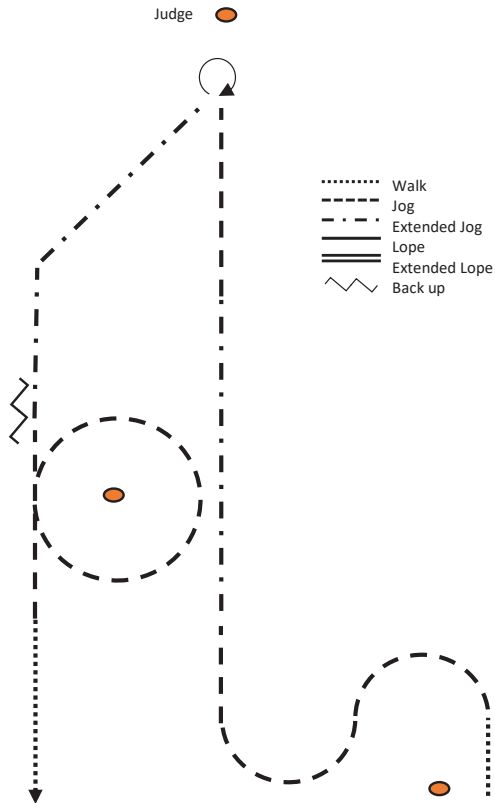
YOUTH & YOUTH SPB & NOVICE AMATEUR SHOWMANSHIP AT HALTER



Be ready at A

1. Walk to B.
2. Perform a 180 degree turn.
3. Back approximately one horse length.
4. Perform a 270 degree turn.
5. Trot around C and to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 270 degree turn.
8. Walk away from judge.

AMATEUR & AMATEUR SPB SHOWMANSHIP AT HALTER

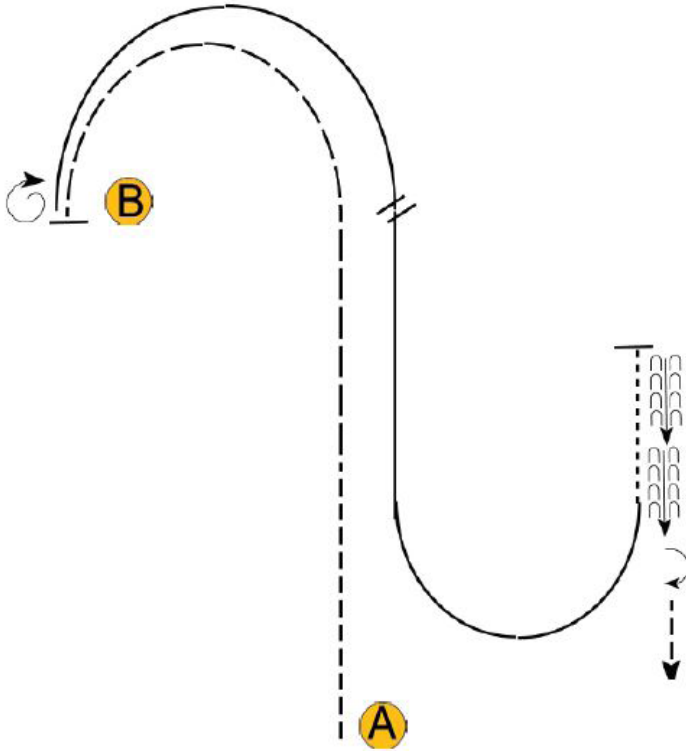


Be ready at marker

1. Walk, jog serpentine
2. Extend jog straight line to the judge
3. Regular jog, set up for inspection
4. Turn 2/3
5. Extended jog, diagonal and corner
6. Stop, back up
7. Jog circle to the left

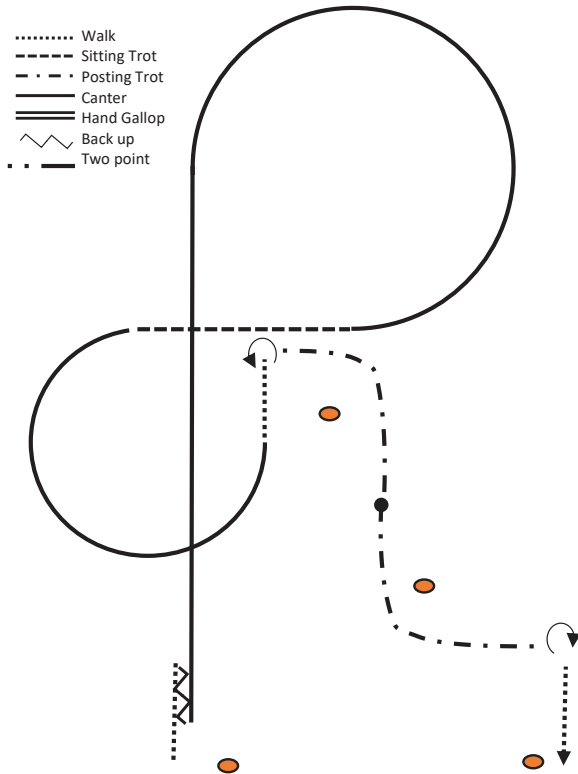
Leave the arena in walk

YOUTH & YOUTH SPB & NOVICE AMATEUR & TEAM CUP WESTERN HORSEMANSHIP



1. Start at A
2. Jog halfway to B.
3. Extend to jog in a half circle to B.
4. Stop and perform a 1 1/2 turn to the right.
5. Lope on the right lead in a half circle until even with B.
6. Perform a lead change (simple or flying).
7. Lope on the left lead halfway to A and continue a half circle.
8. Walk approximately 2 horse lengths.
9. Stop and back approximately 2 horse lengths.
10. Pattern is complete. Perform a 180 degree turn and exit arena at a jog.

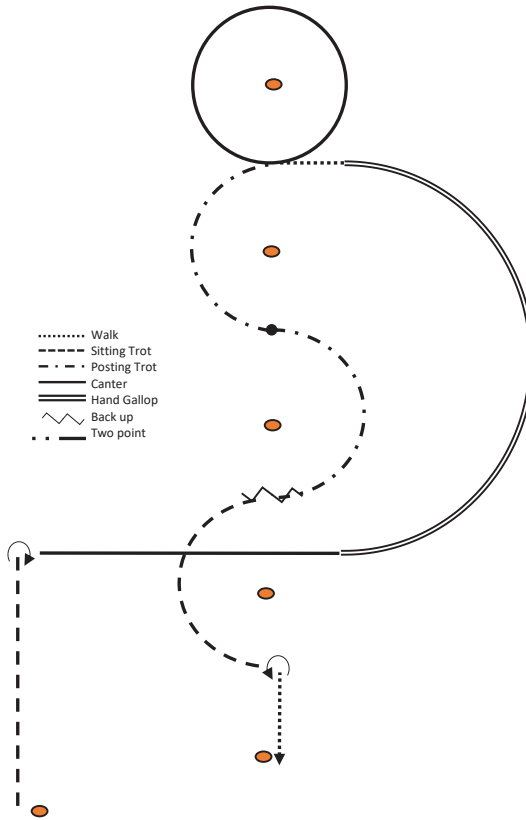
YOUTH & YOUTH SPB & NOVICE AMATEUR HUNT SEAT EQUITATION



Be ready at marker

1. Walk, stop, back up
2. Canter straight line and big circle to the right
3. Sitting trot straight line
4. $\frac{3}{4}$ small circle, canter left lead, walk to center
5. Left turn $\frac{3}{4}$ on the haunches
6. Posting trot on proper diagonal, change diagonal between marker
7. Stop, right turn $\frac{1}{4}$ on the haunches, walk out

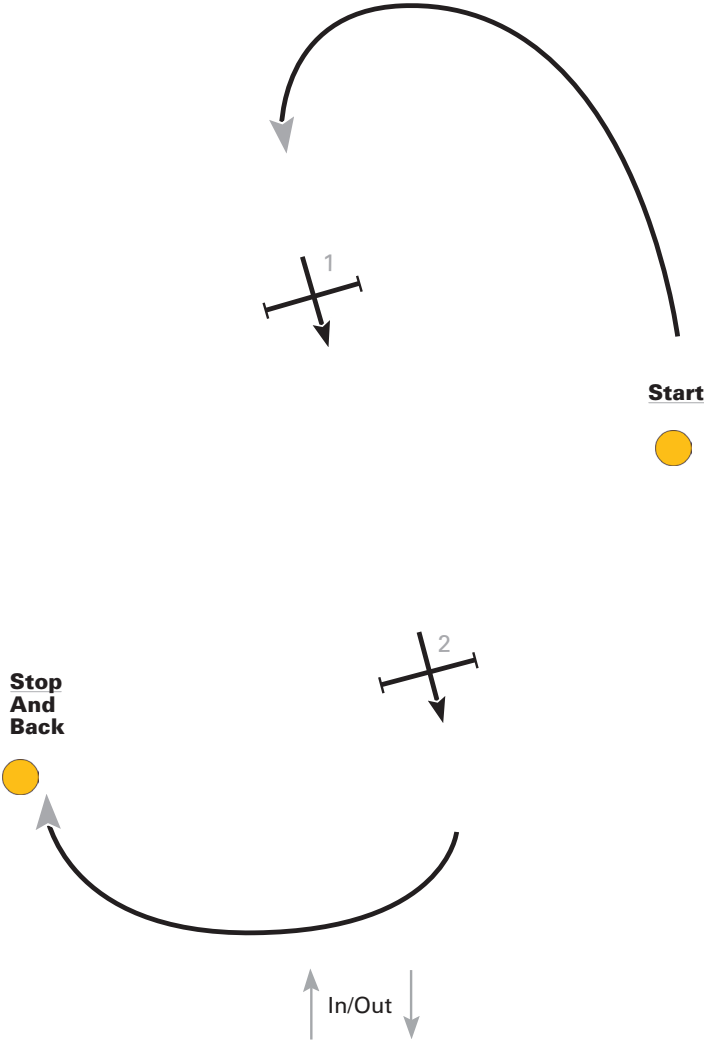
AMATEUR & AMATEUR SPB HUNT SEAT EQUITATION



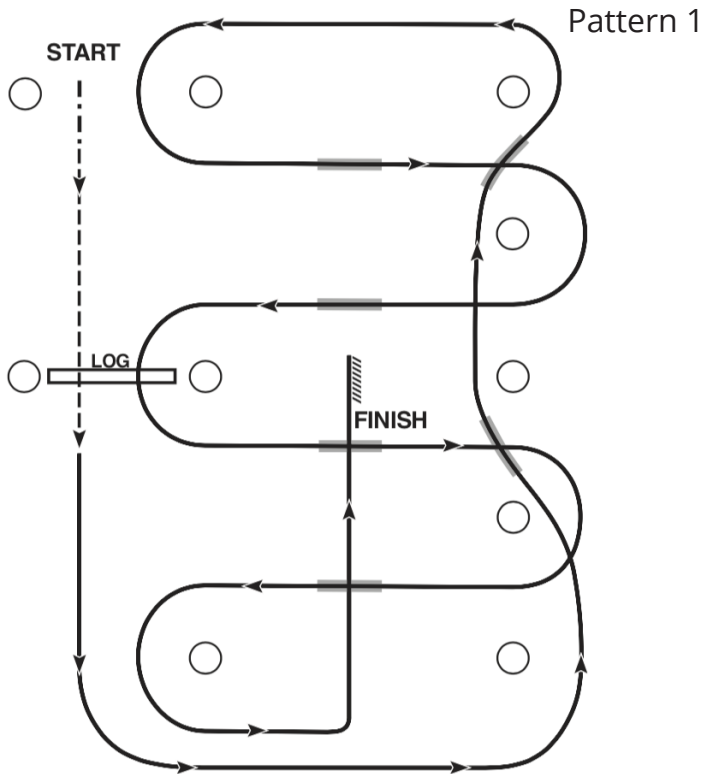
Be ready at marker

1. Sitting trot, stop, $\frac{1}{4}$ right turn on the forehand
2. Canter straight line left lead, hand gallop $\frac{1}{2}$ circle
3. Walk, canter small right circle
4. Posting trot on the proper diagonal, $\frac{1}{2}$ circle left, $\frac{1}{2}$ circle right, change diagonal accordingly
5. Stop, back up
6. Sitting trot $\frac{1}{2}$ circle left
7. Stop $\frac{3}{4}$ left turn on the forehand, walk out

ALL CLASSES HUNTER HACK

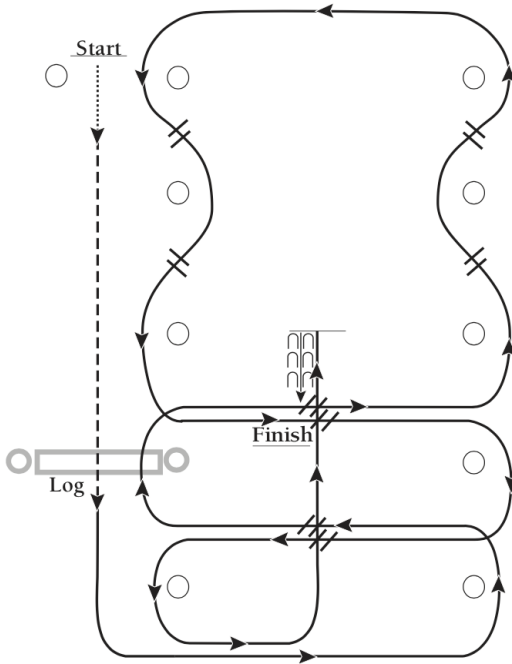


OPEN GREEN WESTERN RIDING ALL PAINT REGISTRIES



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.

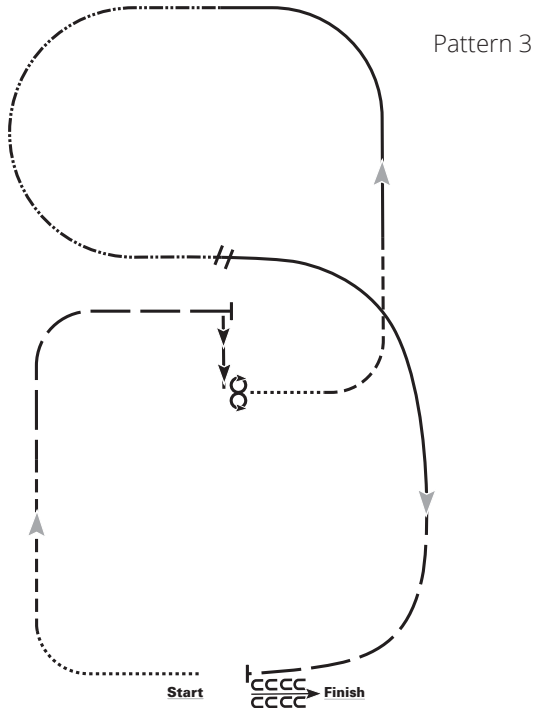
AMATEUR & OPEN ALL PAINT REGISTRIES WESTERN RIDING



Pattern 3

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.

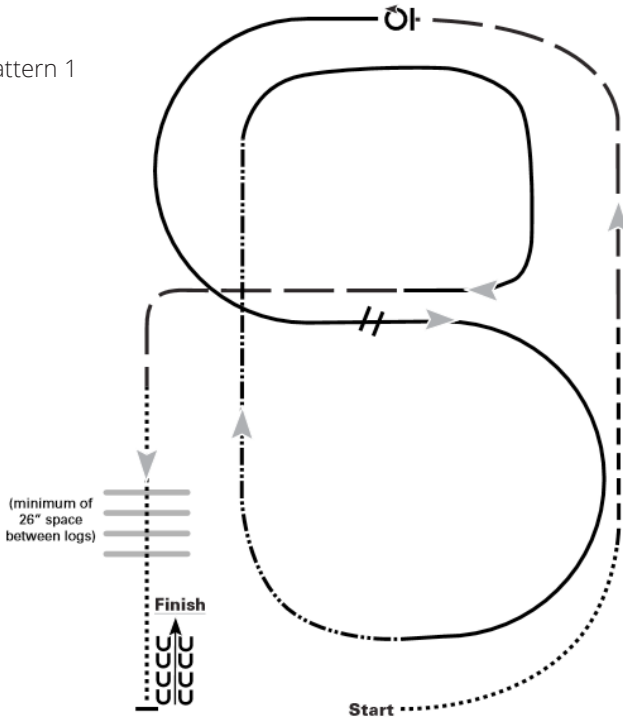
NOVICE AMATEUR RANCH RIDING



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

