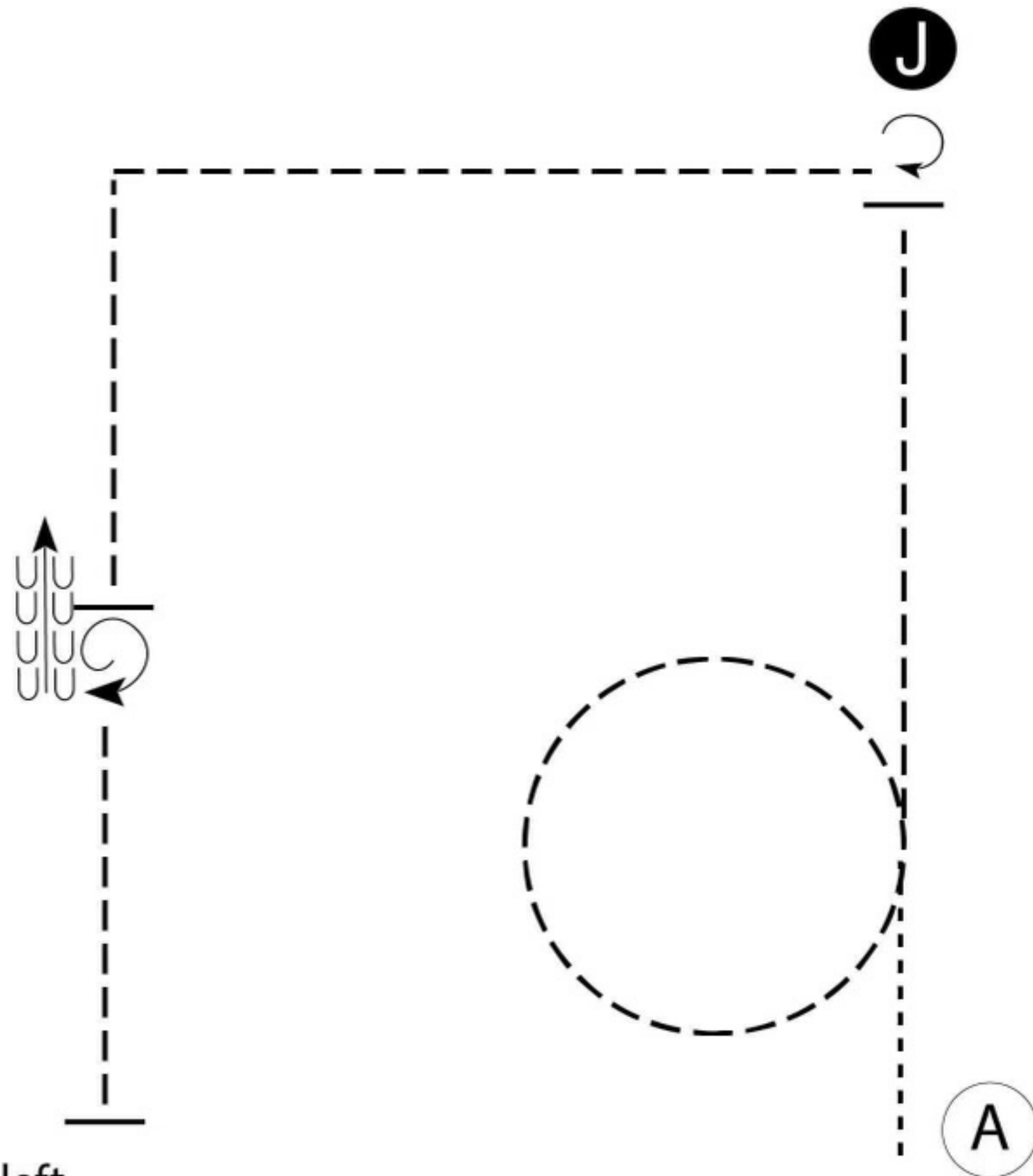



Showmanship (Level 1)

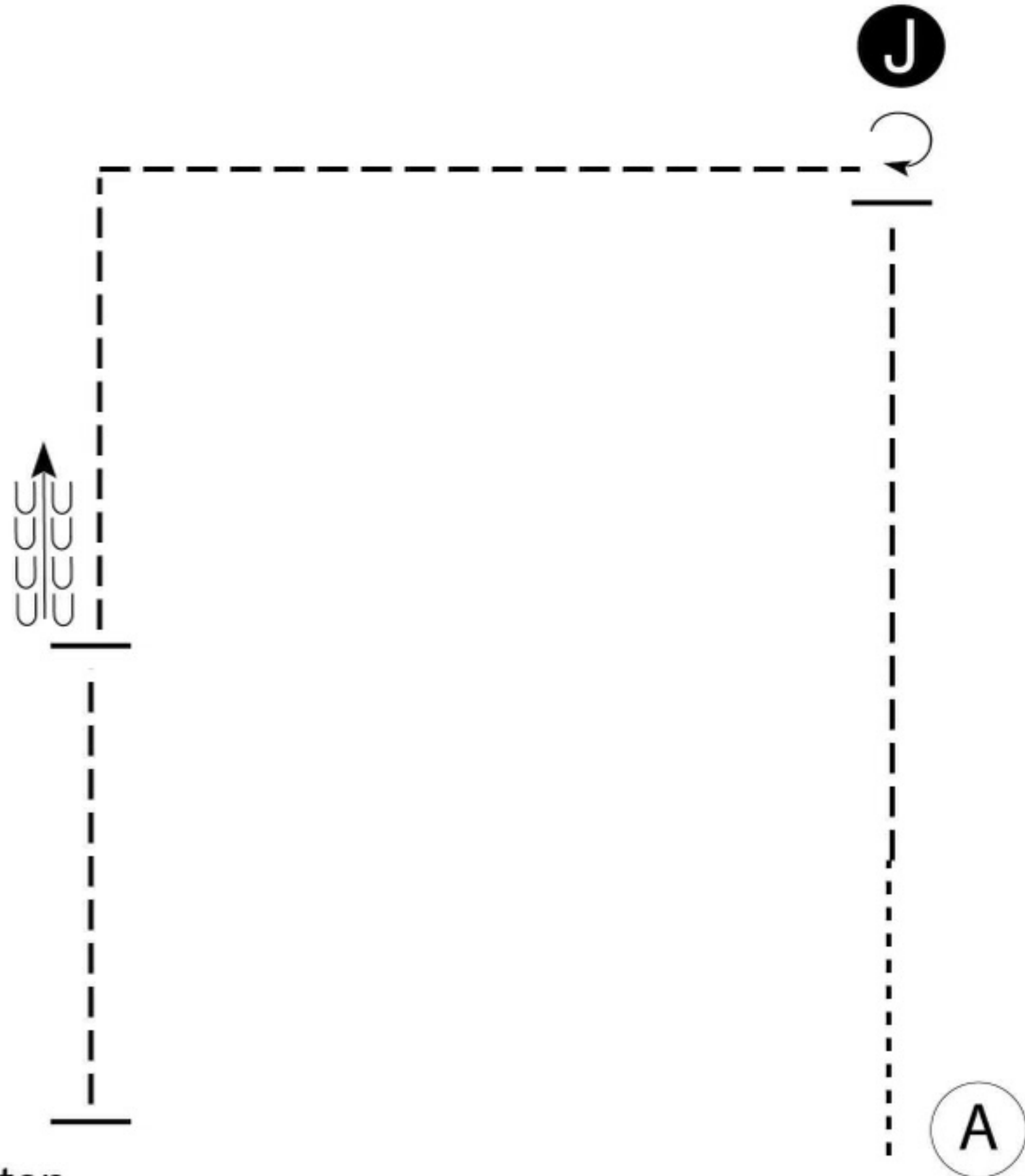


Be ready at A.

1. Walk 6 steps.
 2. Trot a circle to the left.
 3. After closing the circle continue to trot to Judge.
 4. Stop and perform a 270 degree turn.
 5. Set up.
 6. Inspection.
 7. When dismissed, trot a square corner halfway to A.
 8. Stop and perform a 360 degree turn.
 9. Back 1 horse length.
 10. Trot until even with A and stop.
- Pattern is complete.

Walk	-----
Trot	- - - - -
Back	← 
Marker	(B)
Judge	● J

Showmanship (Small Fry/EWD)



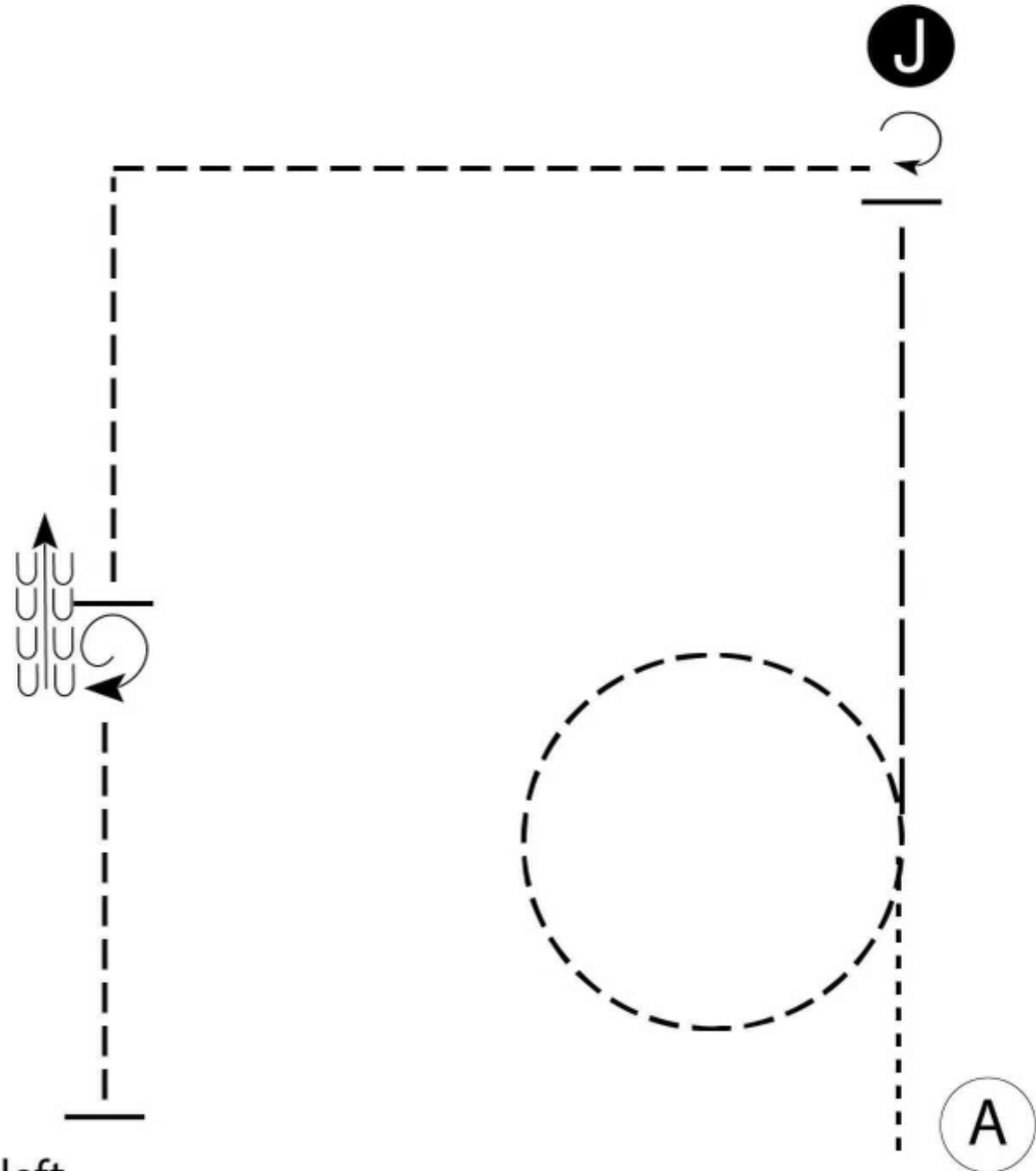
Be ready at A.

1. Walk 6 steps.
2. Trot to Judge and stop.
3. Set up.
4. Inspection.
5. When dismissed, perform a 270 degree turn.
6. Trot a square corner halfway to A.
7. Stop and back 1 horse length.
8. Trot until even with A and stop.

Pattern is complete.

Walk	-----
Trot	- - - - -
Back	←
Marker	(B)
Judge	(J)

Showmanship (13&Under,14-18,Amateur,Select)

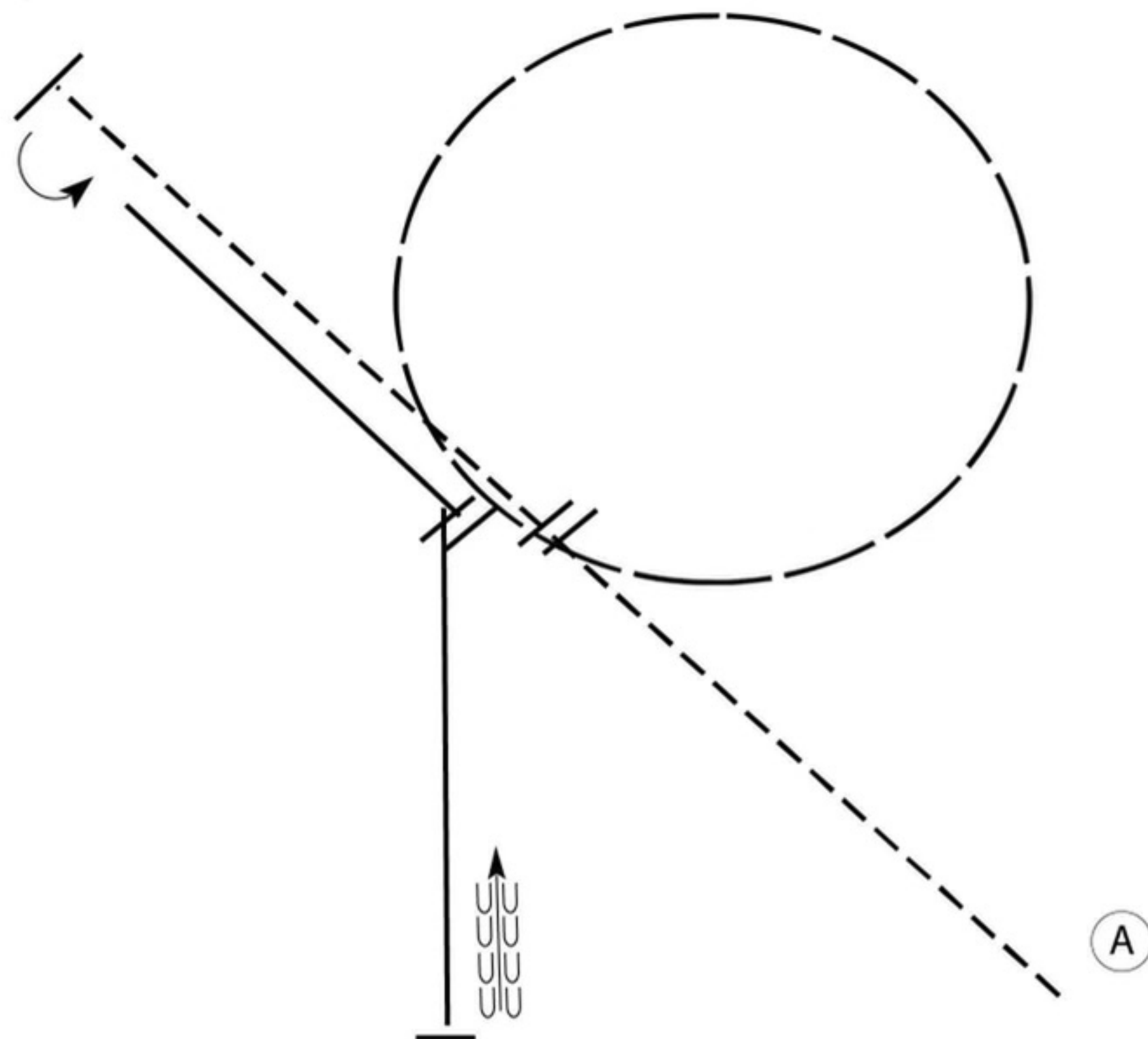


Be ready at A.

1. Walk 6 steps.
 2. Trot a circle to the left.
 3. After closing circle, extend the trot to Judge.
 4. Stop and perform a 270 degree turn.
 5. Set up.
 6. Inspection.
 7. When dismissed, trot a square corner halfway to A.
 8. Stop and perform a 360 degree turn.
 9. Back 2 horse lengths.
 10. Trot until even with A and stop.
- Pattern is complete.

Walk	-----
Trot	- - - - -
Back	← — — — —
Marker	⊙
Judge	●

Hunt Seat Equitation (13&Under,14-18,Amateur,Select)

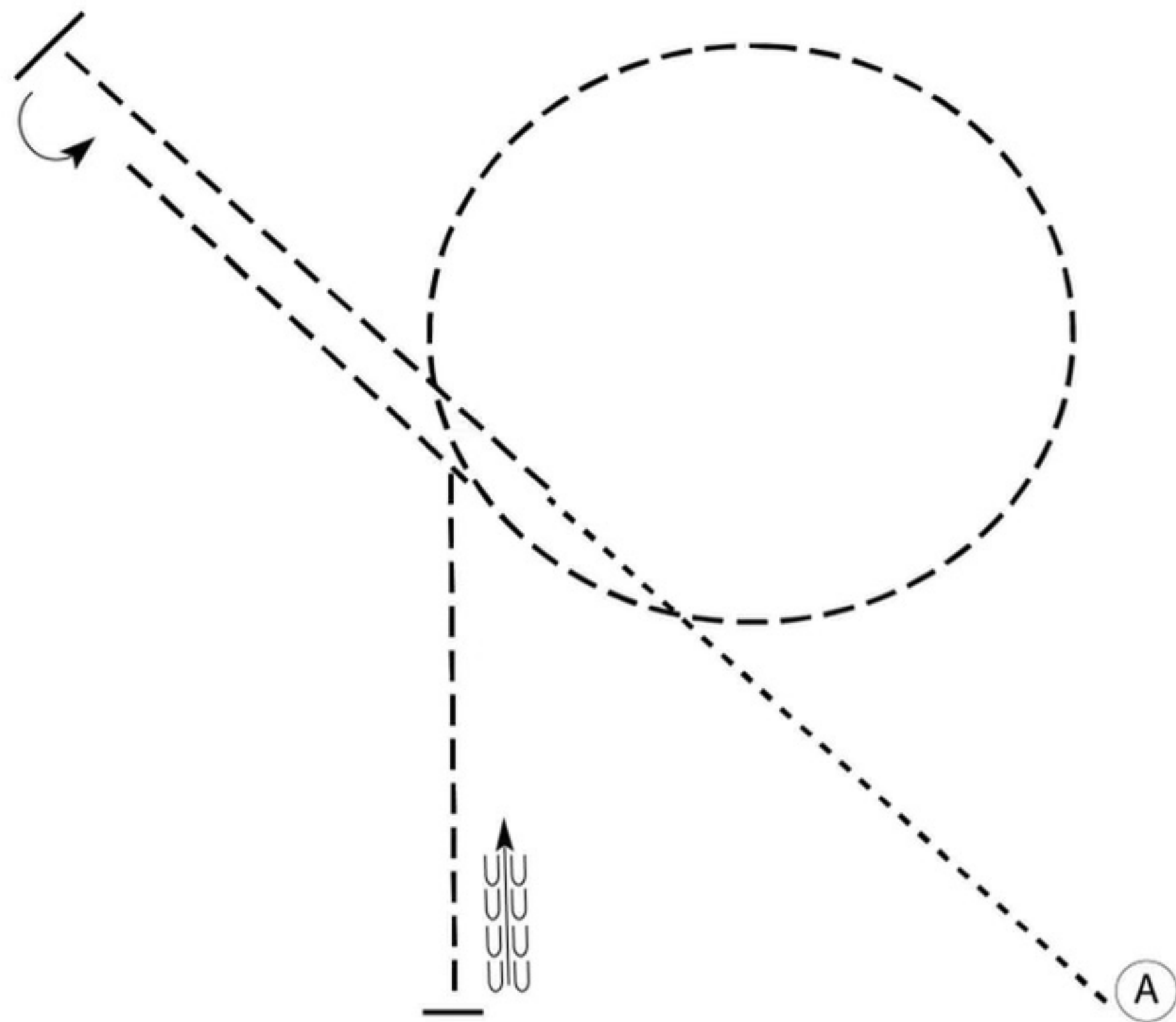


Be ready at A.

1. Trot left diagonal.
2. Halfway to center, change diagonal and continue trot.
3. Stop and perform a 180 degree forehand turn left.
4. Canter right lead.
5. Change leads at center (simple or flying)
6. Hand gallop left circle.
7. Close circle, collect canter and continue the canter until even with A.
8. Stop and back.
9. Exit at a sitting trot.

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

Hunt Seat Equitation (Level 1 Walk/Trot/Small Fry/EWD)



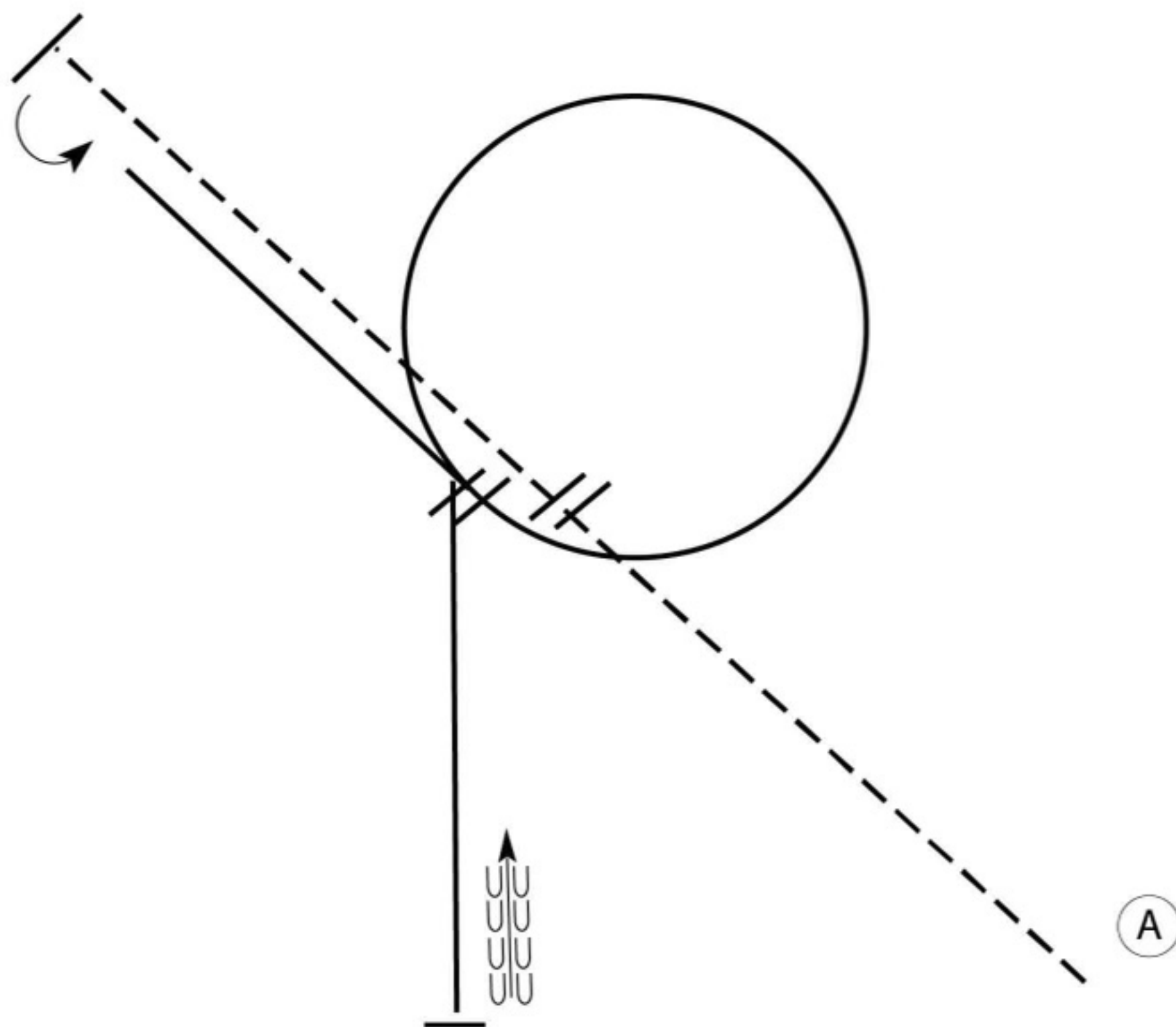
Be ready at A.

1. Walk halfway to center.
2. Sitting trot.
3. Stop and perform a 180 degree turn on the haunches left.
4. Posting trot on the right diagonal.
5. Trot a circle left.
6. Close circle, change diagonals and trot until even with A.
7. Stop and back.

Exit at a walk.

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

Hunt Seat Equitation (Level 1)

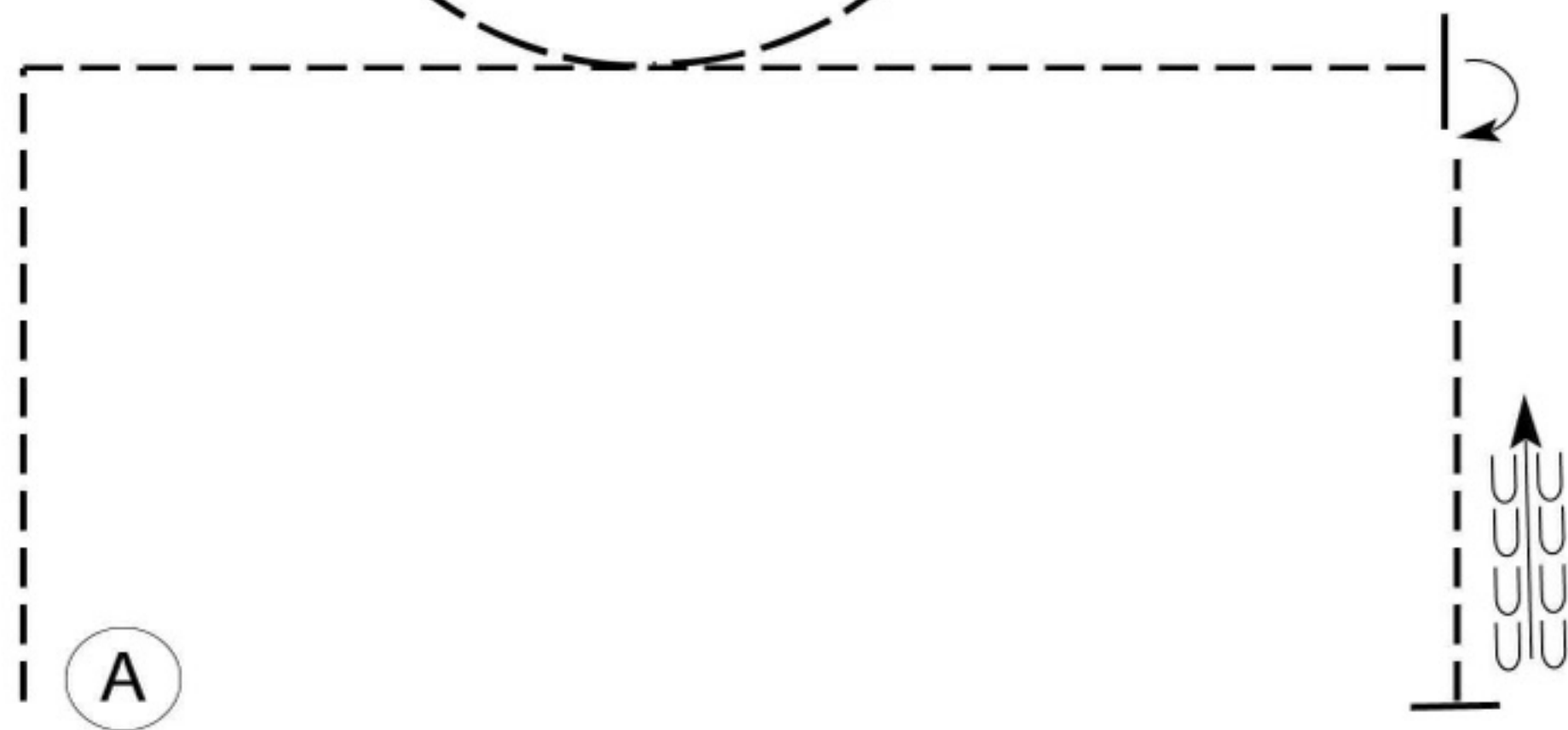


Be ready at A.

1. Trot left diagonal.
2. Halfway to center, change diagonal and continue trot.
3. Stop and perform a 180 degree forehand turn left.
4. Canter right lead.
5. Perform a simple lead change at center.
6. Canter left lead circle.
7. Close circle and continue the canter until even with A.
8. Stop and back.
9. Exit at a sitting trot.

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

Horsemanship (Level 1 Walk/Trot/Small Fry/EWD)

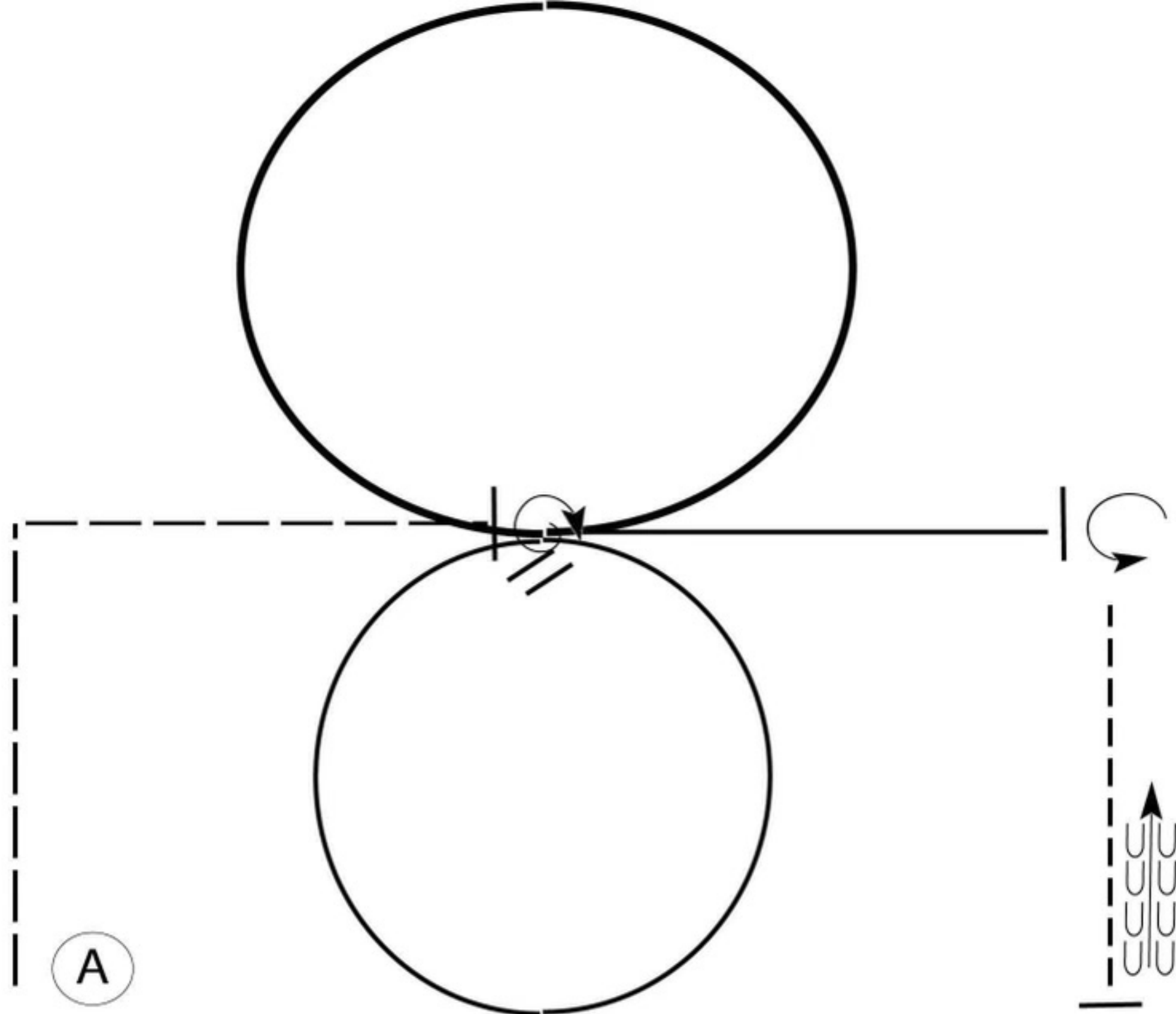


Be ready at A.

1. Jog a square corner to center of arena.
2. Extended jog circle left.
3. At center, slow to a jog.
4. Stop and perform a 1/4 turn right.
5. Jog until even with A.
6. Stop and back one horse length.

Pattern is complete.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	
Back	
Marker	(B)

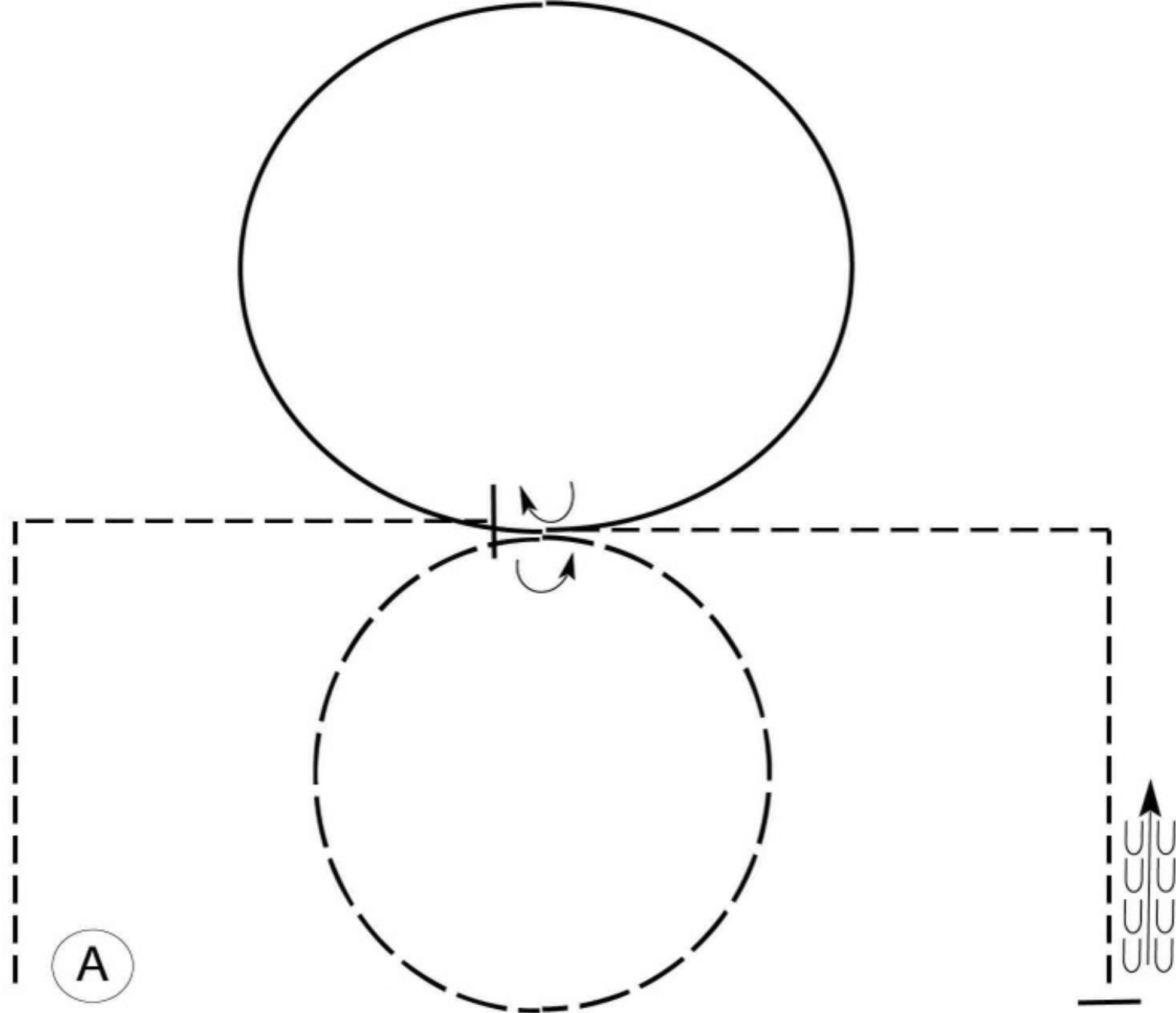


Be ready at A.

1. Extended jog to center of arena.
 2. Stop. Perform a 360 degree turn right.
 3. Lope right lead circle.
 4. Change leads in center.
 5. Extended lope circle left.
 6. Collect the lope in a straight line and stop.
 7. Perform a 270 degree turn left.
 8. Jog and stop when even with A. Back one horse length.
- Pattern is complete

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	
Back	
Marker	(B)

Horsemanship (13&Under,14-18,Amateur,Select)



Be ready at A.

1. Jog to center of arena.
2. Stop and perform a 180 degree turn right.
3. Lope a circle on the right lead.
4. Extended jog circle to left.
5. Stop and perform a 180 degree turn left.
6. Jog a square corner until even with A.
7. Stop and back one horse length.

Pattern is complete

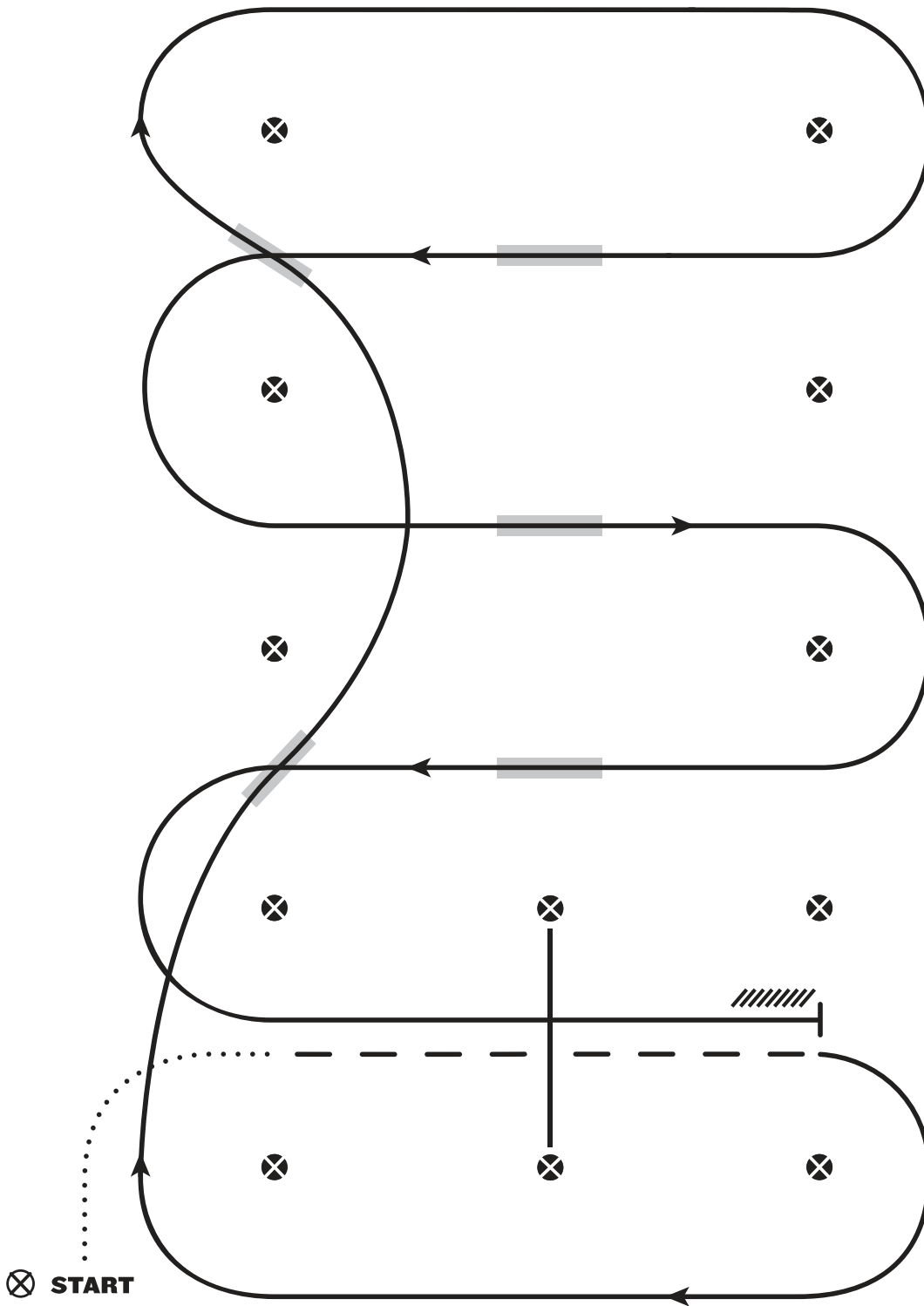
Walk	-----
Jog	- - - - -
Extended Jog	- . - . -
Lope	—————
Lead Change	——— ———
Back	← ——— ← ——— ← ———
Marker	ⓑ

Horsemanship (Level 1)

LEVEL I WESTERN RIDING PATTERN 4

LEGEND

.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area

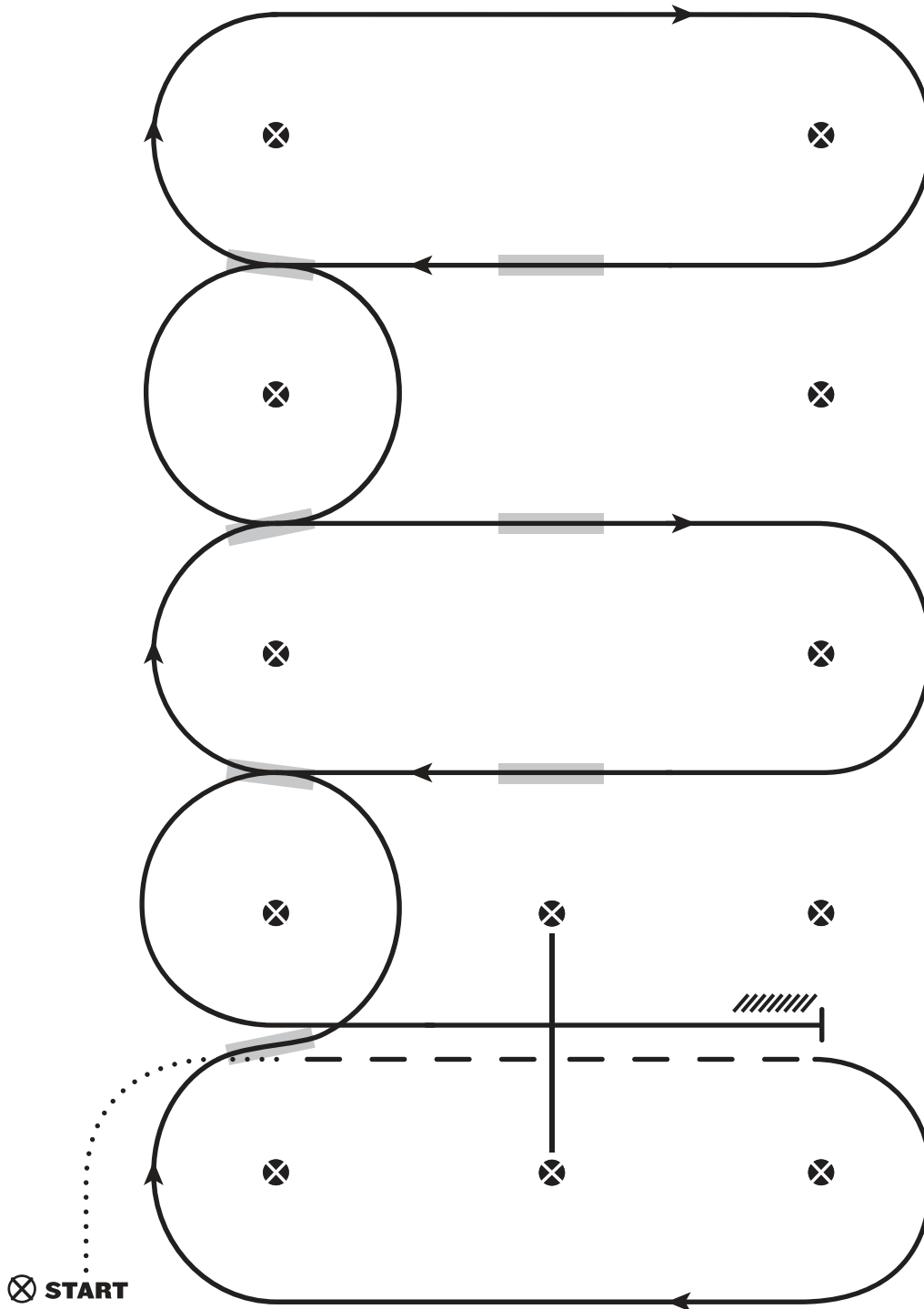


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change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

WESTERN RIDING - PATTERN 4

LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

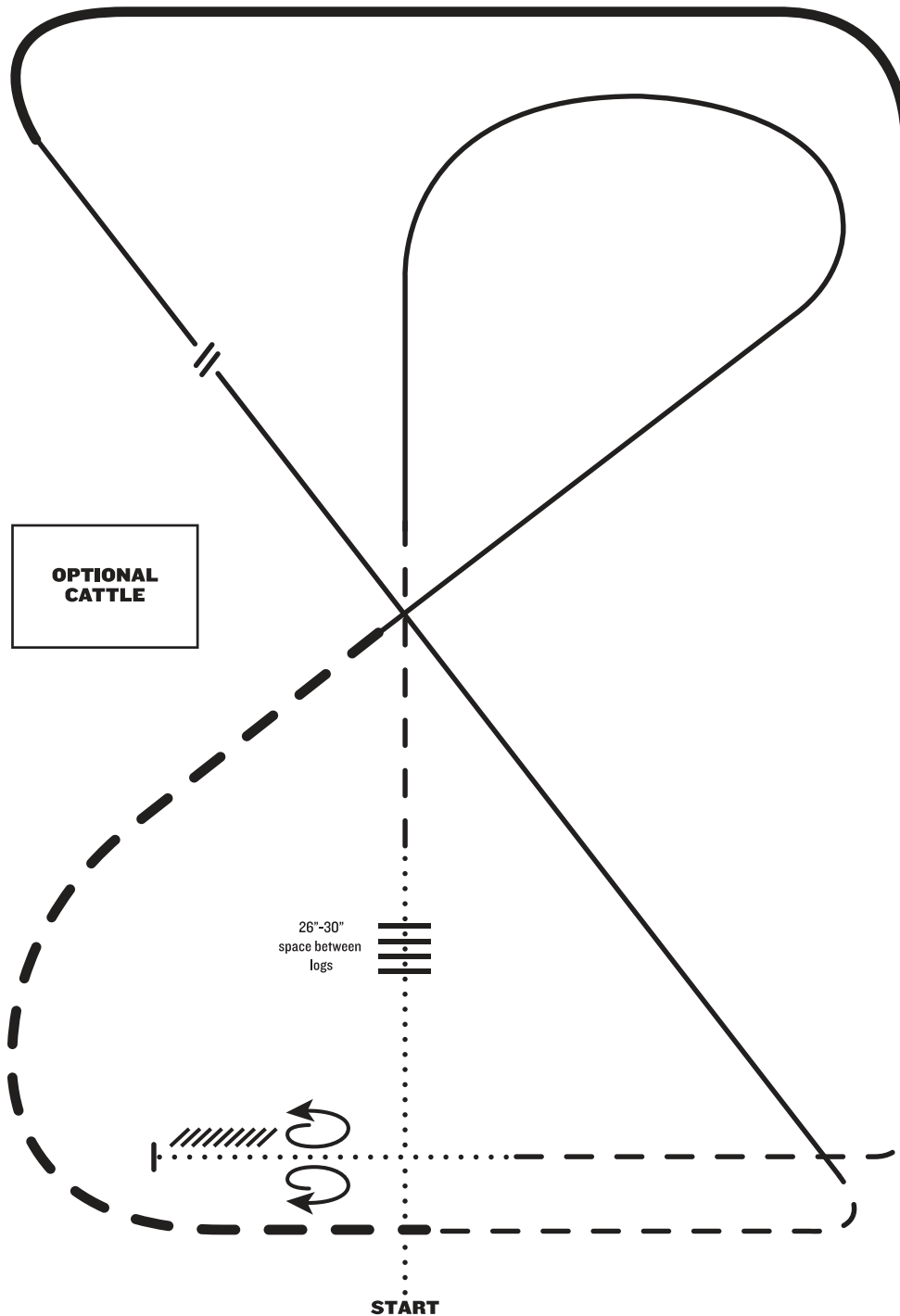


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change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

RANCH RIDING - PATTERN 5

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change



**OPTIONAL
CATTLE**

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. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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.