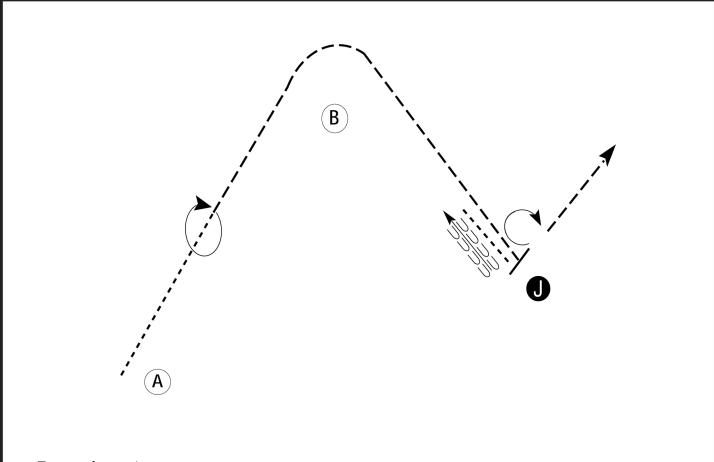
Showmanship (Amateur/Youth)

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Be ready at A.

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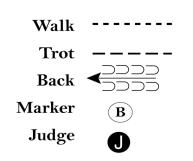
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- 1. Walk halfway to B.
- 2. Stop and perform a 360 degree turn.
- 3. Trot around B to the Judge.
- 4. Stop and back approximately one horse length.
- 5. Walk to the Judge, stop and set up for inspection.
- 6. When dismissed, perform a 270 degree turn and trot straight away from the Judge.

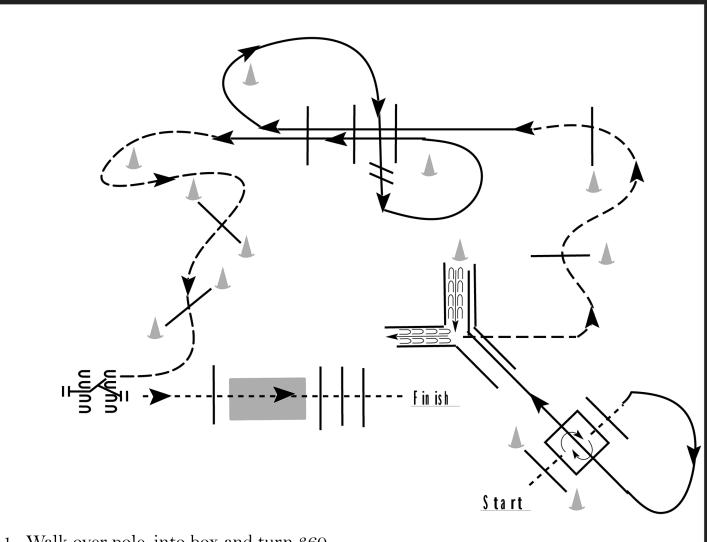
Follow the instructions of your ring steward.



[Showmanship/3]

Trail (Amateur/Youth)

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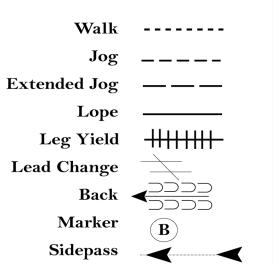
- 1. Walk over pole, into box and turn 360 degrees to the right.
- 2. Walk out of lope on the right lead into chute.
- 3. Back the L.

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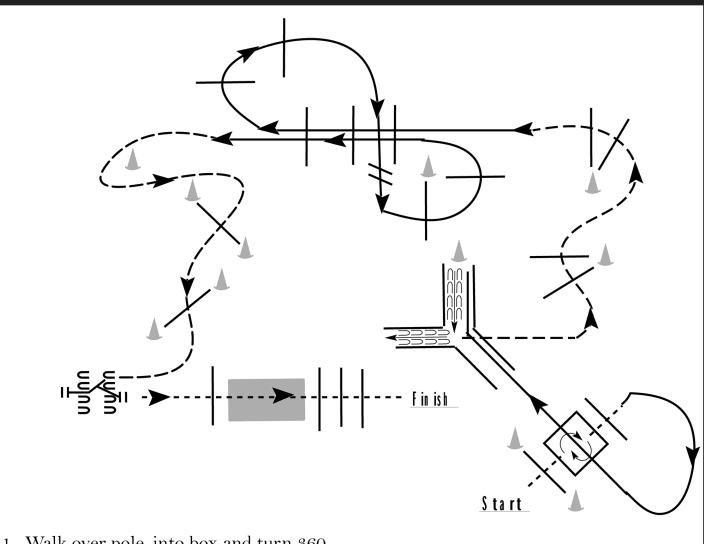
- 4. Jog out of L and over poles.
- 5. Lope on the right lead over poles.
- 6. Perform a simple lead change and lope on the left lead over poles.
- 7. Jog around cones and over poles to gate.
- 8. Work gate with left hand.
- 9. Walk over poles and bridge to finish.



[Trail/2]

Trail (Open)

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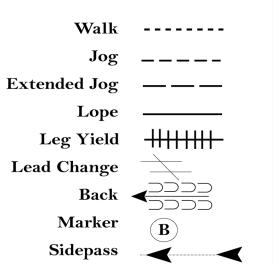
- 1. Walk over pole, into box and turn 360 degrees to the right.
- 2. Walk out of lope on the right lead into chute.
- 3. Back the L.

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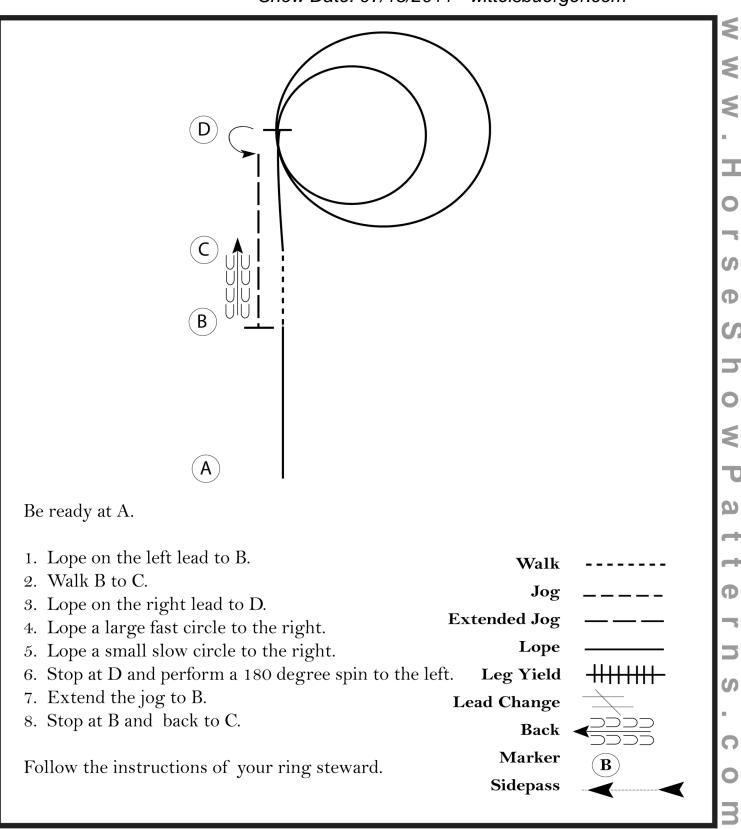
- 4. Jog out of L and over poles.
- 5. Lope on the right lead over poles.
- 6. Change leads and lope on the left lead over poles.
- 7. Jog around cones and over poles to gate.
- 8. Work gate with left hand.
- 9. Walk over poles and bridge to finish.



[Trail/3]

Horsemanship (Amateur/Youth)

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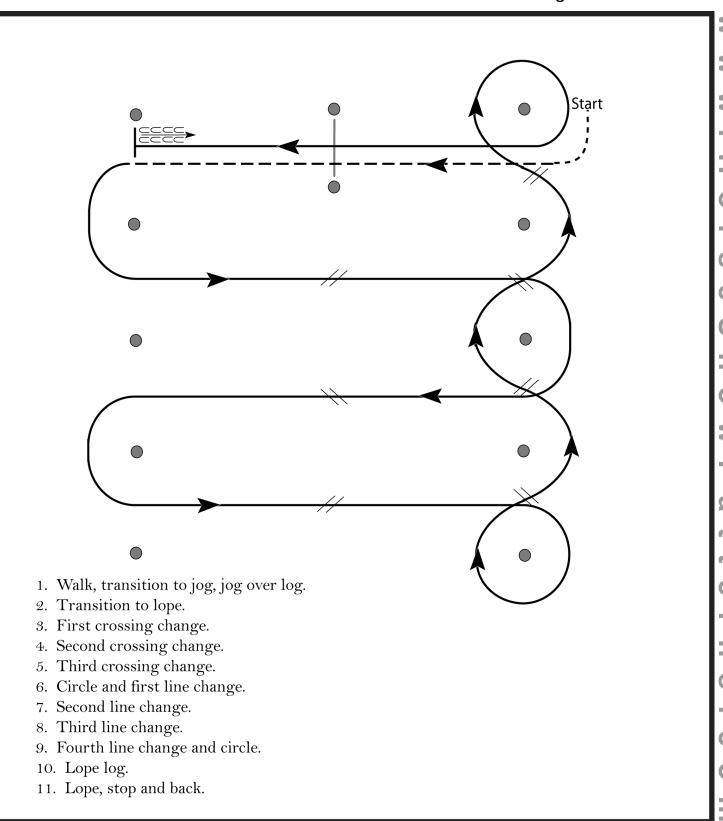
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[Western Horsemanship/3]

Western Riding (All)

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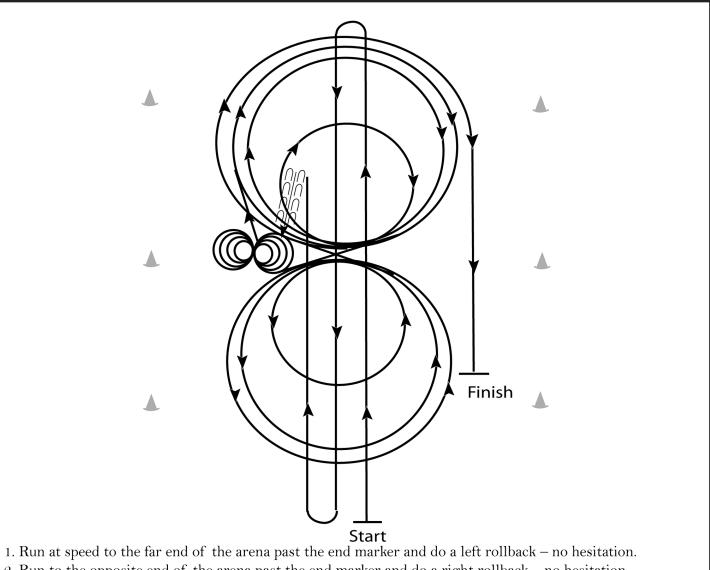
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[Western Riding/Open]

Reining (Open Junior / Amateur)

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- 2. Run to the opposite end of the arena past the end marker and do a right rollback no hesitation.
- 3. Run past the center marker and do a sliding stop. Back up to the center of the arena at least ten feet (3m). Hesitate.
- 4. Complete four spins to the right.

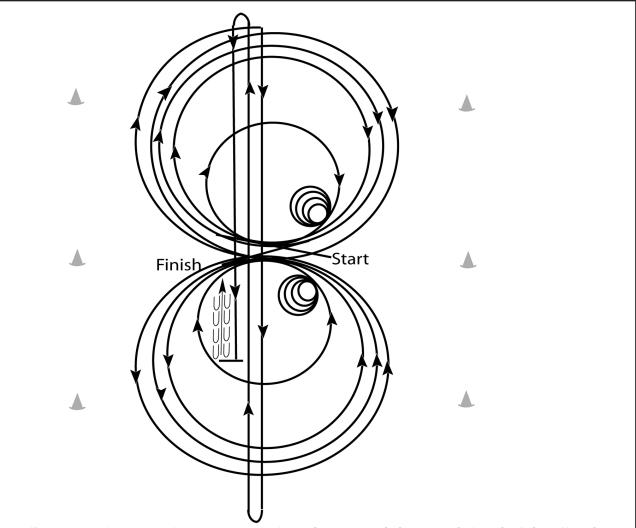
e Show Patterns

- 5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
- 6. 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.
- 7. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 8. Begin a large fast 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 sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

[Reining/AQHA]

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

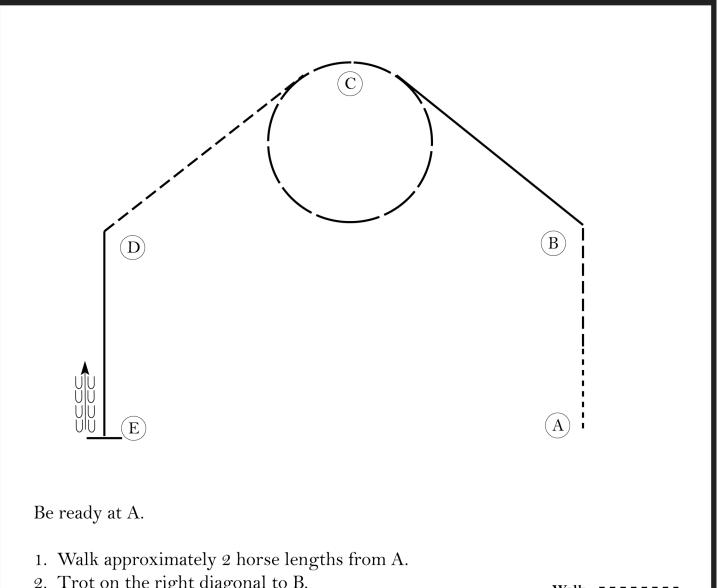
- 1. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
- 2. Complete four spins to the right. Hesitate.
- 3. Beginning on the left lead, complete three circles to the left; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
- 4. Complete four spins to the left. Hesitate.
- 5. Beginning on the right lead, run a large first circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
- 6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
- 7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback no hesitation.
- 8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3m). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

[Reining/AQHA]

Hunt Seat Equitation (Amateur/Youth)

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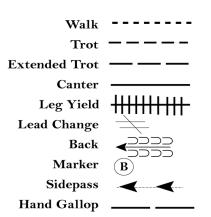
- 2. Trot on the right diagonal to B.
- 3. Canter on the left lead to C.

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- 4. Hand gallop a circle around C.
- 5. Trot on the left diagonal to D.
- 6. Canter on the right lead to E.
- 7. Halt at E and back approximately one horse length.

When dismissed, follow the instructions of your ring steward.



[Hunt Seat Equitation/3]