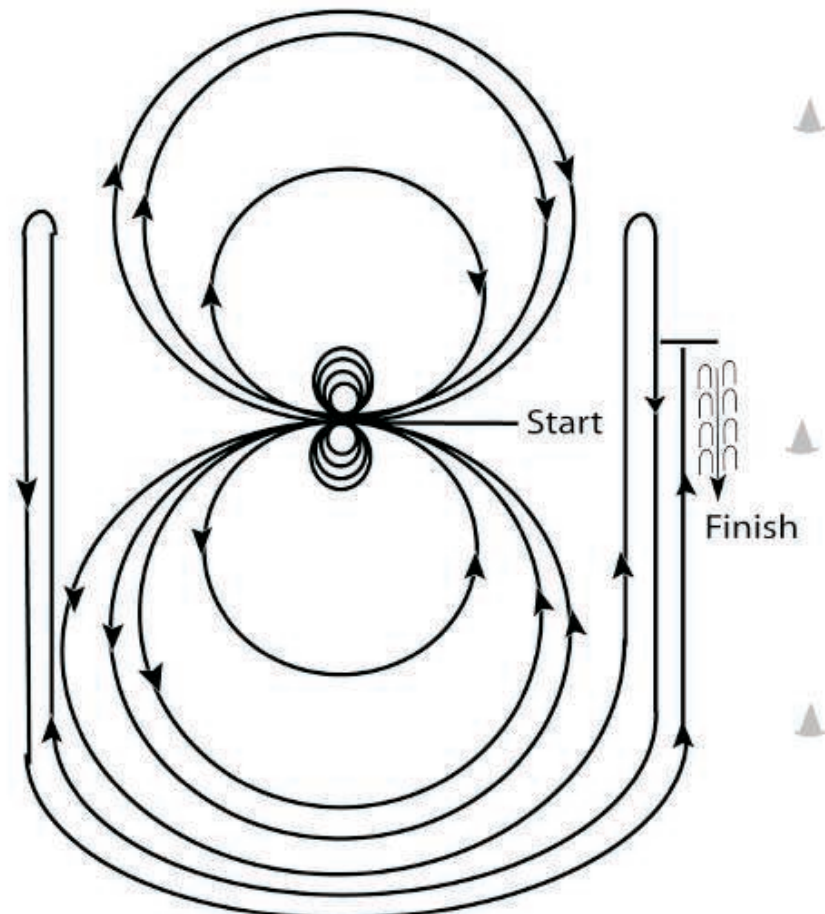


Reining Nov. Amateur Green
Ü50

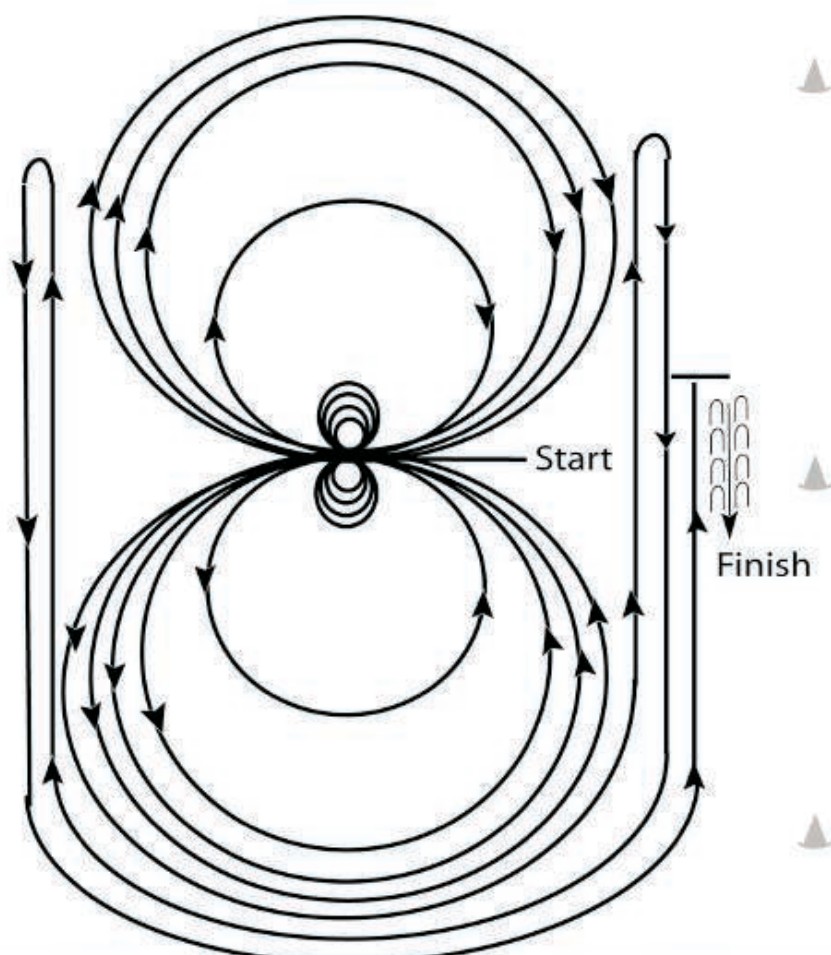


Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right.
2. Complete four spins to the left. 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. Change leads at the center of the arena.
4. 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. Begin a large, fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
7. Continue back around previous circle but do not close this circle. Run up 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. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.

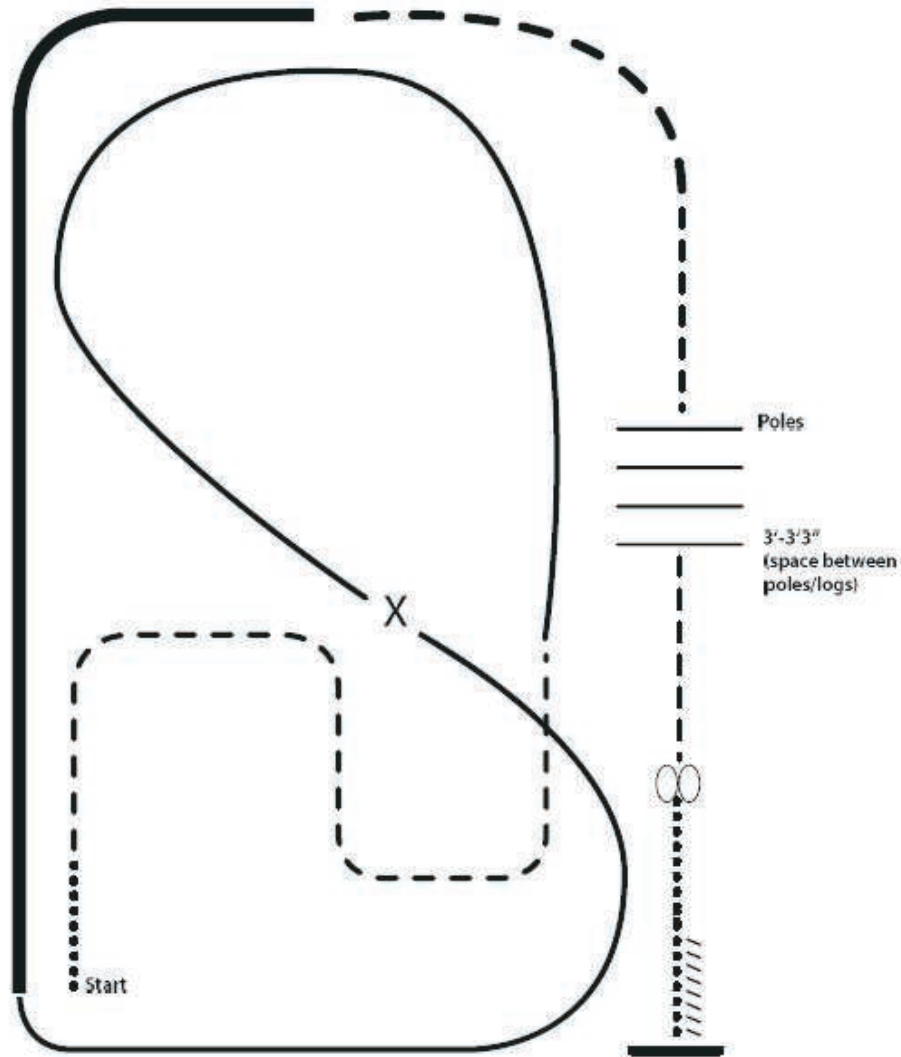
Rider may drop bridle to the designated judge.

Reining (Amateur/ Open)



- Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.
1. 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.
 2. Complete four spins to the left. Hesitate.
 3. 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.
 4. Complete four spins to the right. Hesitate.
 5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
 6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 8. Continue back around previous circle but do not close this circle. Run up 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. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

Ranch Riding (Amateur/Open)

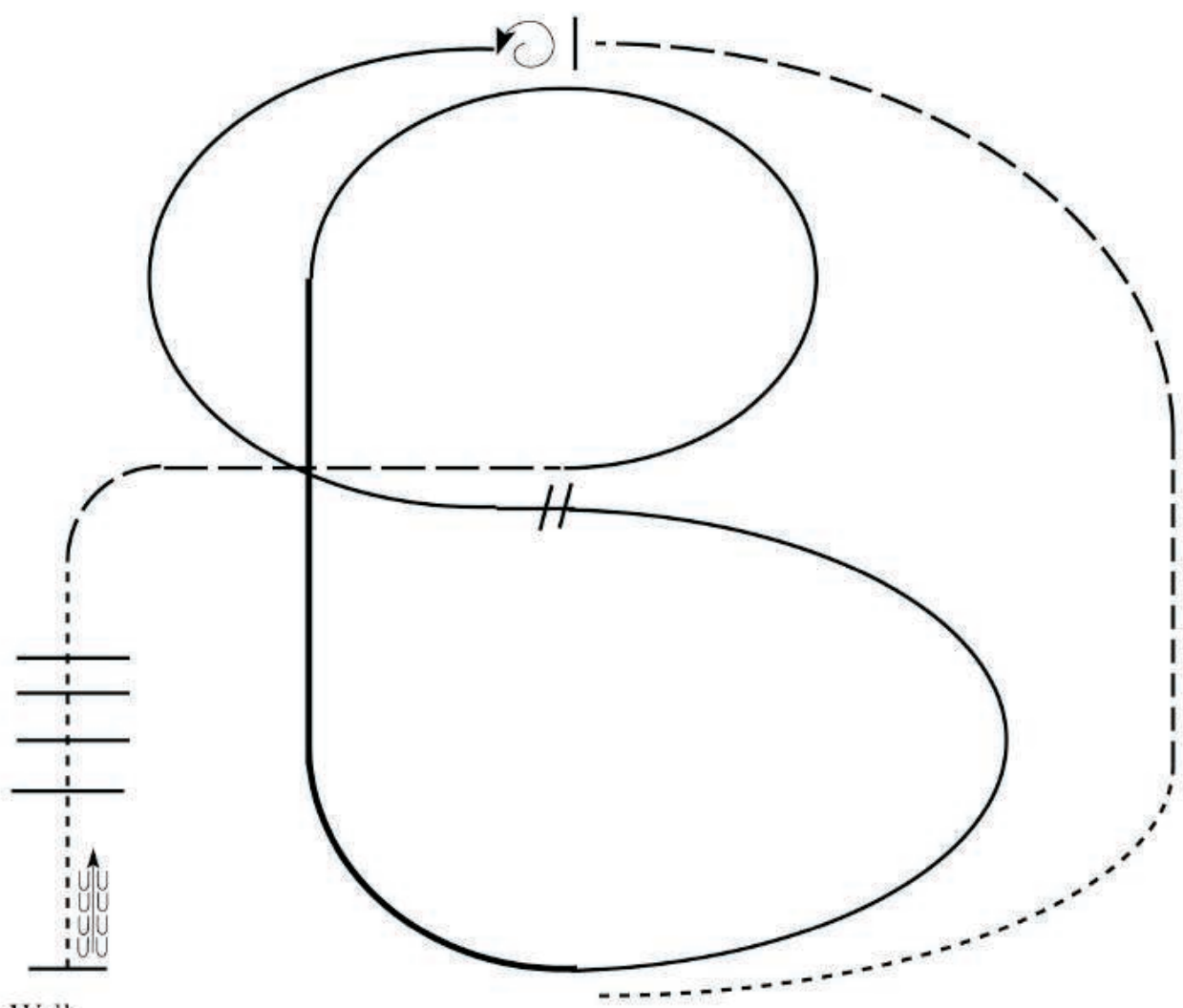


- X Lead Change
- Walk
- - - Trot
- — — Ext trot
- Lope
- Ext Lope
- ////// Back

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 poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

Ranch Riding Ü50

Nov Amateur



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree 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 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

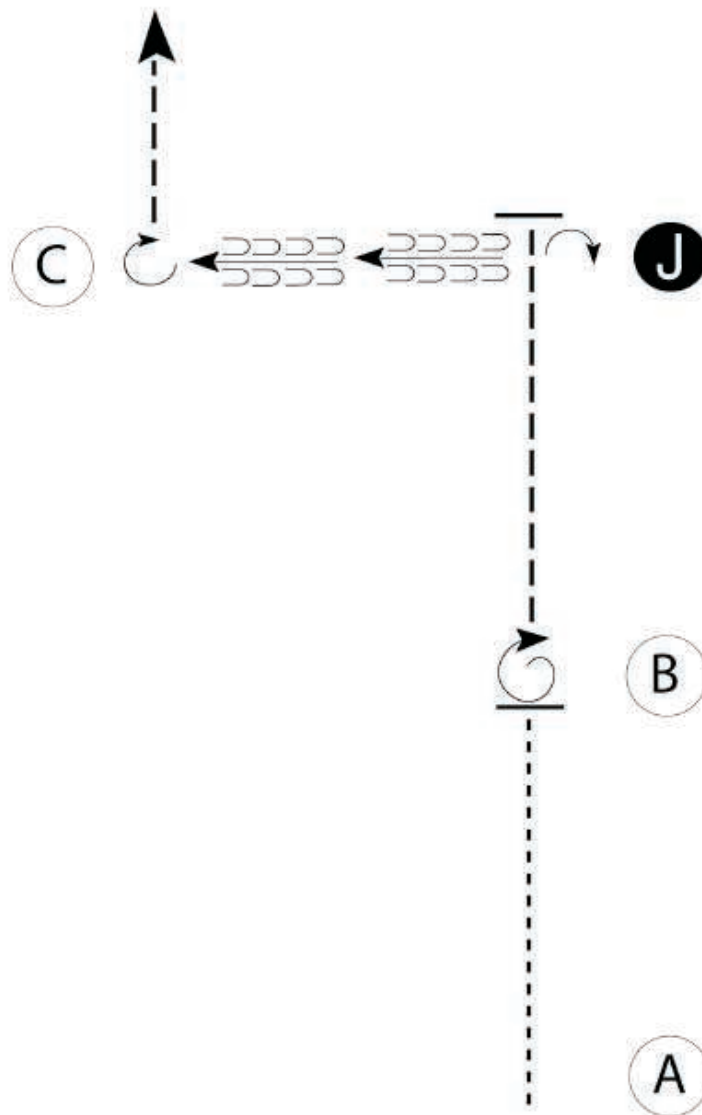
Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	
Lead Change	//
Back	←
Marker	Ⓚ

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Showmanship (Amateur & Rasseoffen/ Youth)

Show Date: 12.06.2016



Be ready at A.

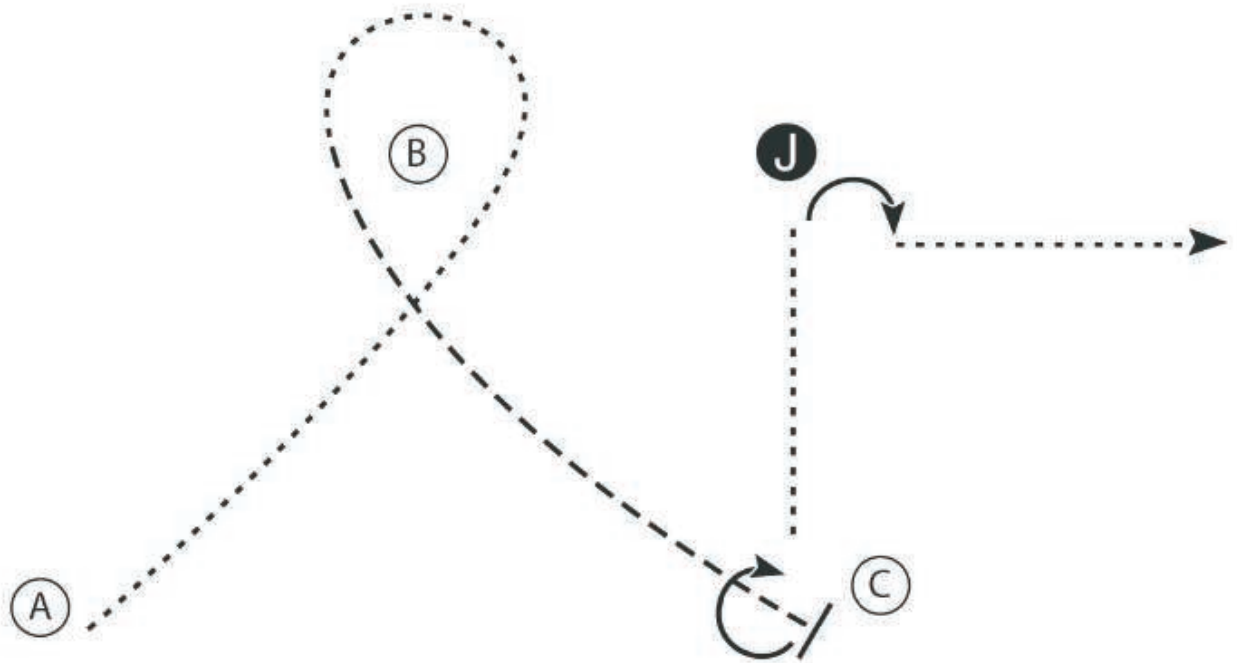
1. Walk A to B.
2. Stop at B and perform a 360 degree turn.
3. Trot until even with Judge.
4. Stop and perform a 90 degree turn; set up for inspection.
5. When dismissed, back to C.
6. Perform a 270 degree turn and trot straight away.

Walk	-----
Trot	----->
Back	←←←←
Marker	⊙ B
Judge	● J

Follow the instructions of your ring steward.

Showmanship (L1 Amateur) Novice Amateur
Novice Youth

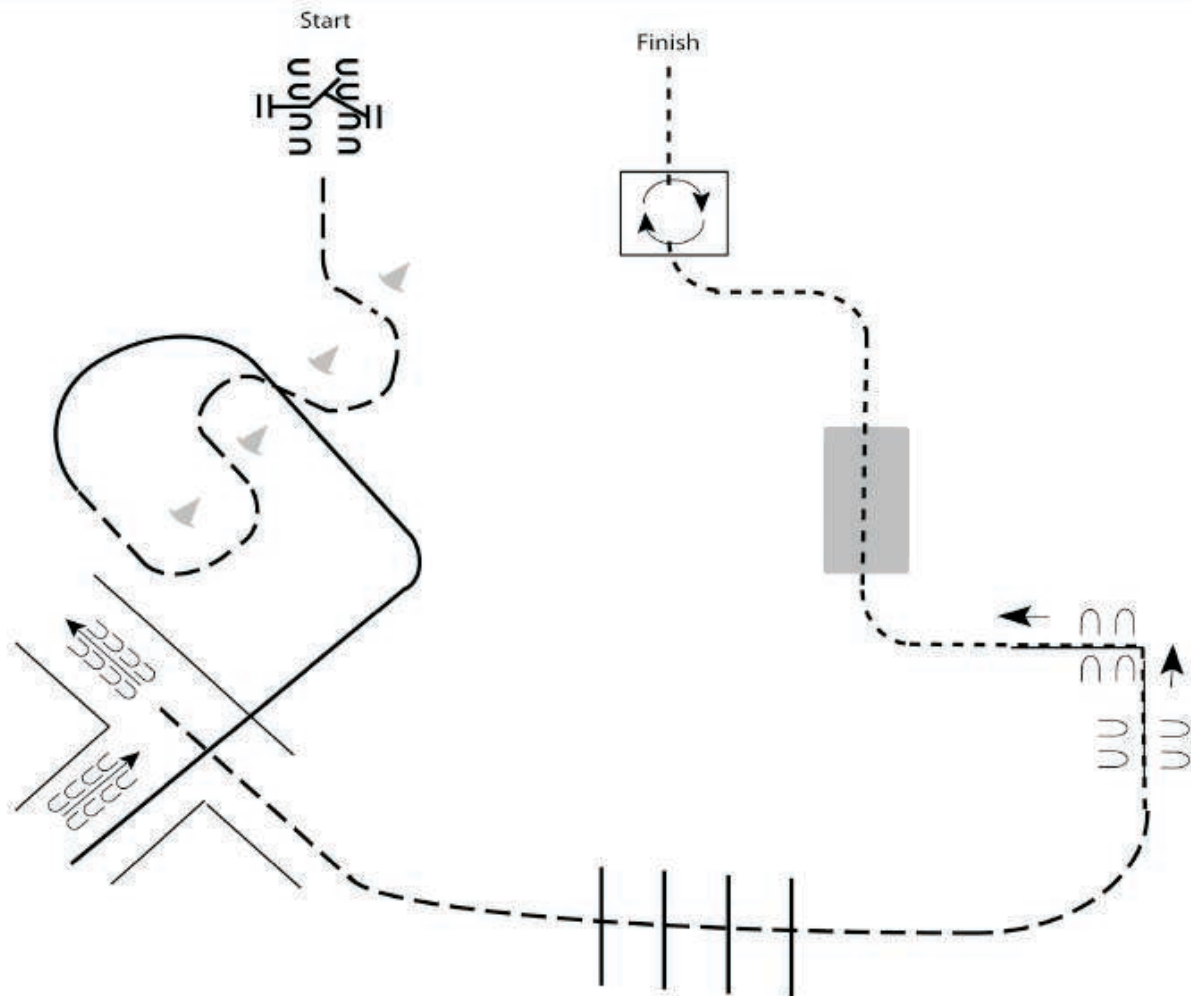
Show Date: 12.06.2016



1. Walk A to and around B
2. At B trot to C
3. Stop at C and perform a 225 degree turn
4. Walk to the judge and set up for inspection
5. When dismissed perform a 90 degree turn and walk straight away from the judge

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

Trail novice Amateur Novice Youth Trail Ü50



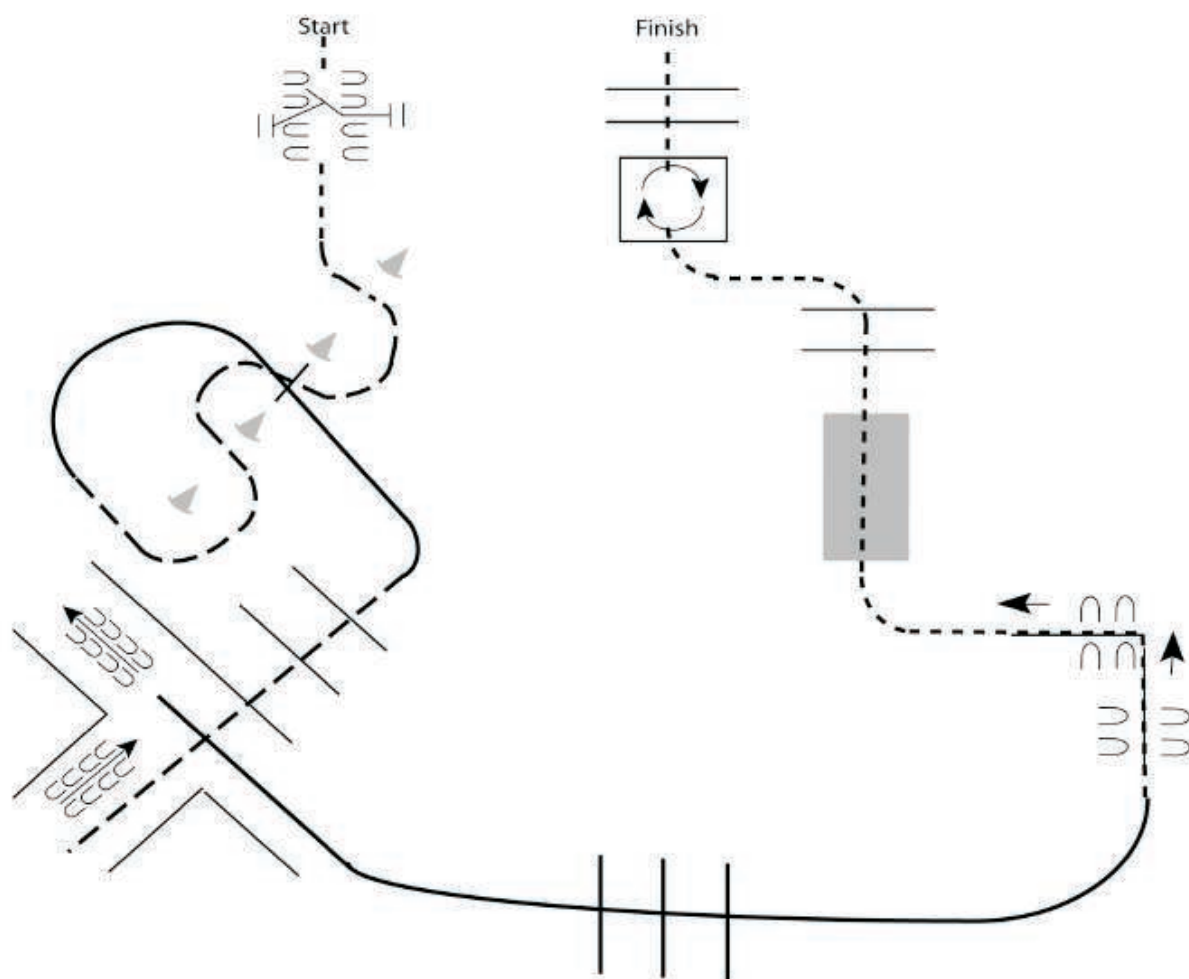
Be ready at start

1. Work gate with the left hand.
2. Jog through cones
3. Lope right lead into chute
4. Back the L
5. Jog over poles to sidepass
6. Sidepass left over poles
7. Walk over bridge and into box
8. Perform a 360 degree turn to the right, walk out of box and to finish

Walk	-----
Jog	- - - - -
Extended Jog	— — — — —
Lope	
Leg Yield	
Lead Change	↖ ↗
Back	←←←←←
Marker	Ⓚ
Sidepass	←-----→

Trail (Green & Amateur)

Show Date: 12.06.2016



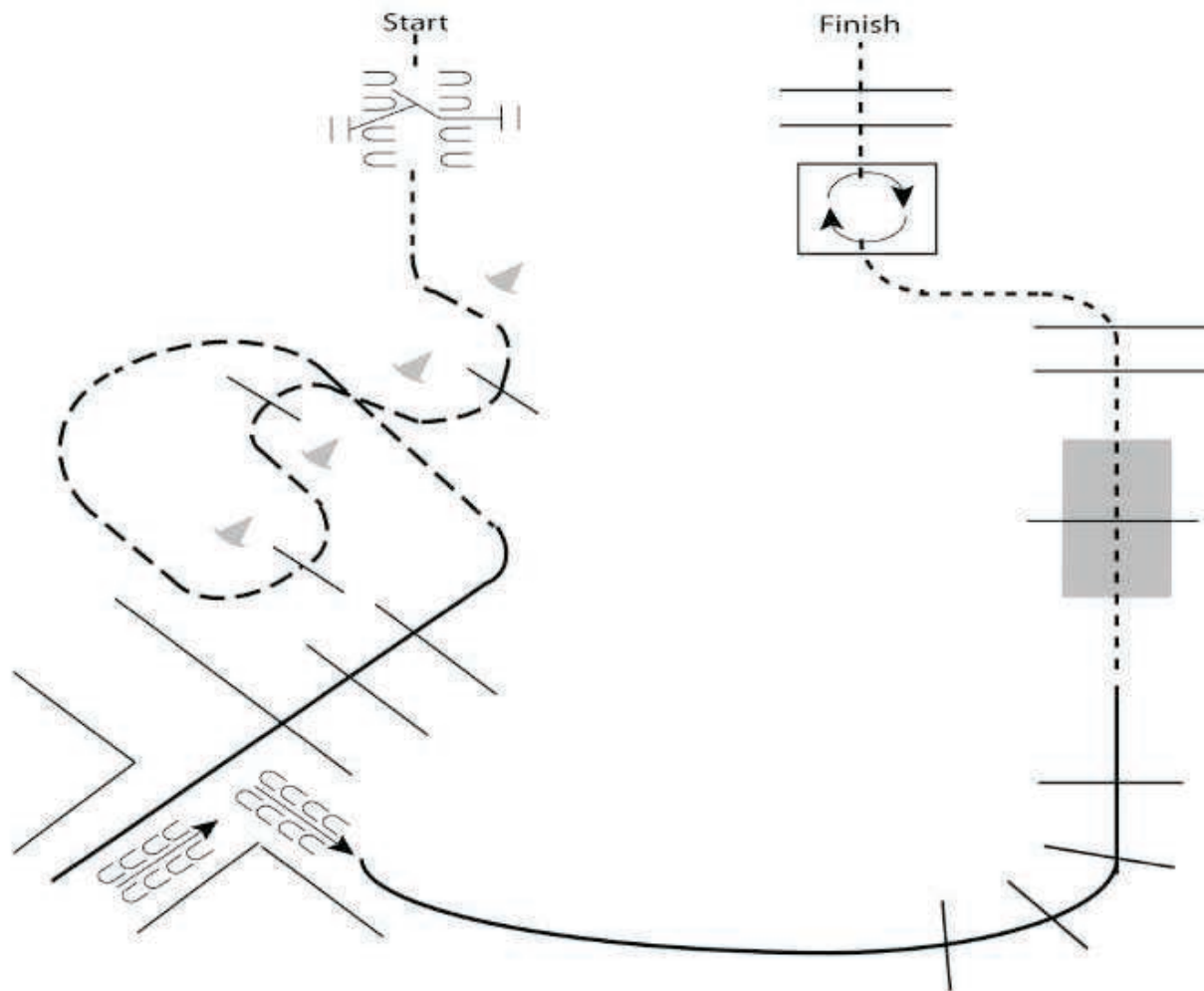
Begin at Start.

1. Walk to and work gate.
2. Jog through cones.
3. Lope right lead to poles.
4. Jog over poles into chute.
5. Back the L.
6. Lope left lead over poles.
7. Side pass left over poles.
8. Walk over bridge, poles and into box.
9. Perform a 360 degree turn to the right, walk out of box and over poles to finish.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	///
Back	←←←
Marker	ⓑ
Sidepass	←→

Trail (Open)

Show Date: 12.06.2016



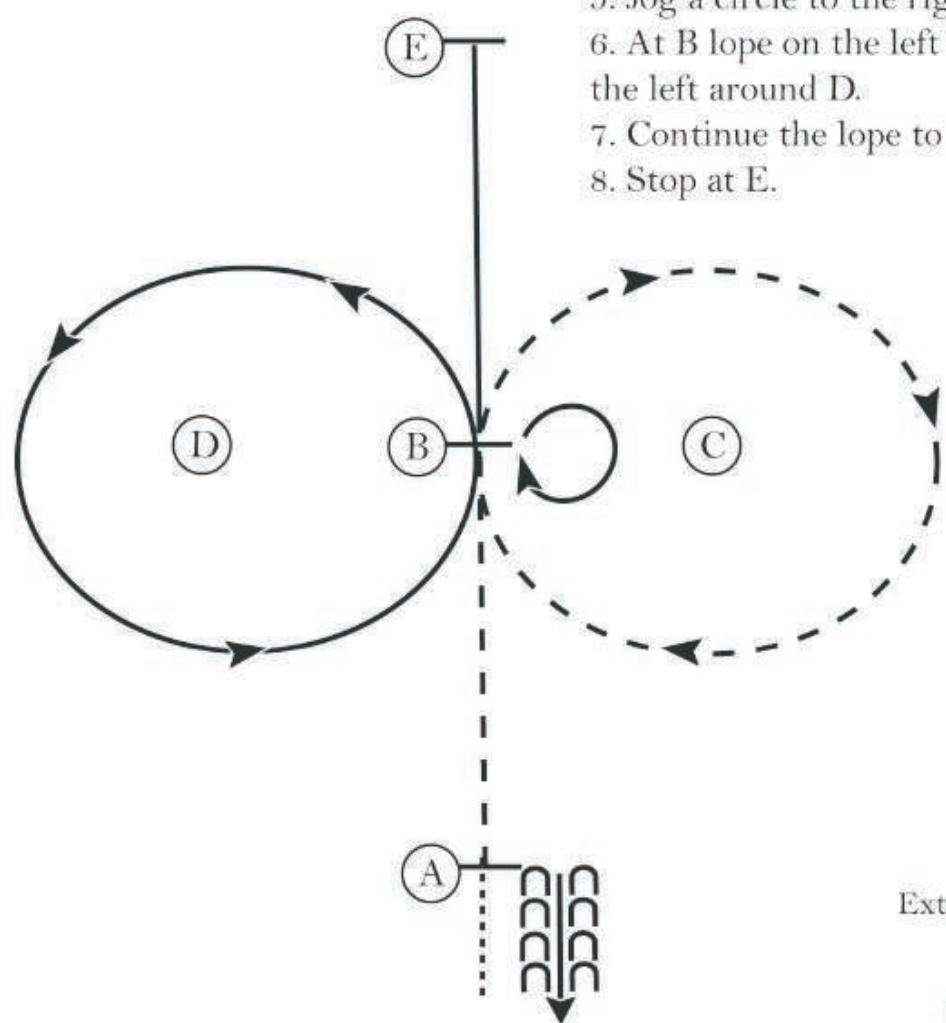
1. Walk to and work gate
2. Jog through cones and over elevated poles
3. Lope on the right lead over the poles and into the chute
4. Back out of chute
5. Lope on the left lead over poles to bridge
6. Walk over bridge and elevated poles
7. Walk into box and perform a 360 degree turn to the right
8. Walk out of box and over elevated poles

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← ← ← ← ←

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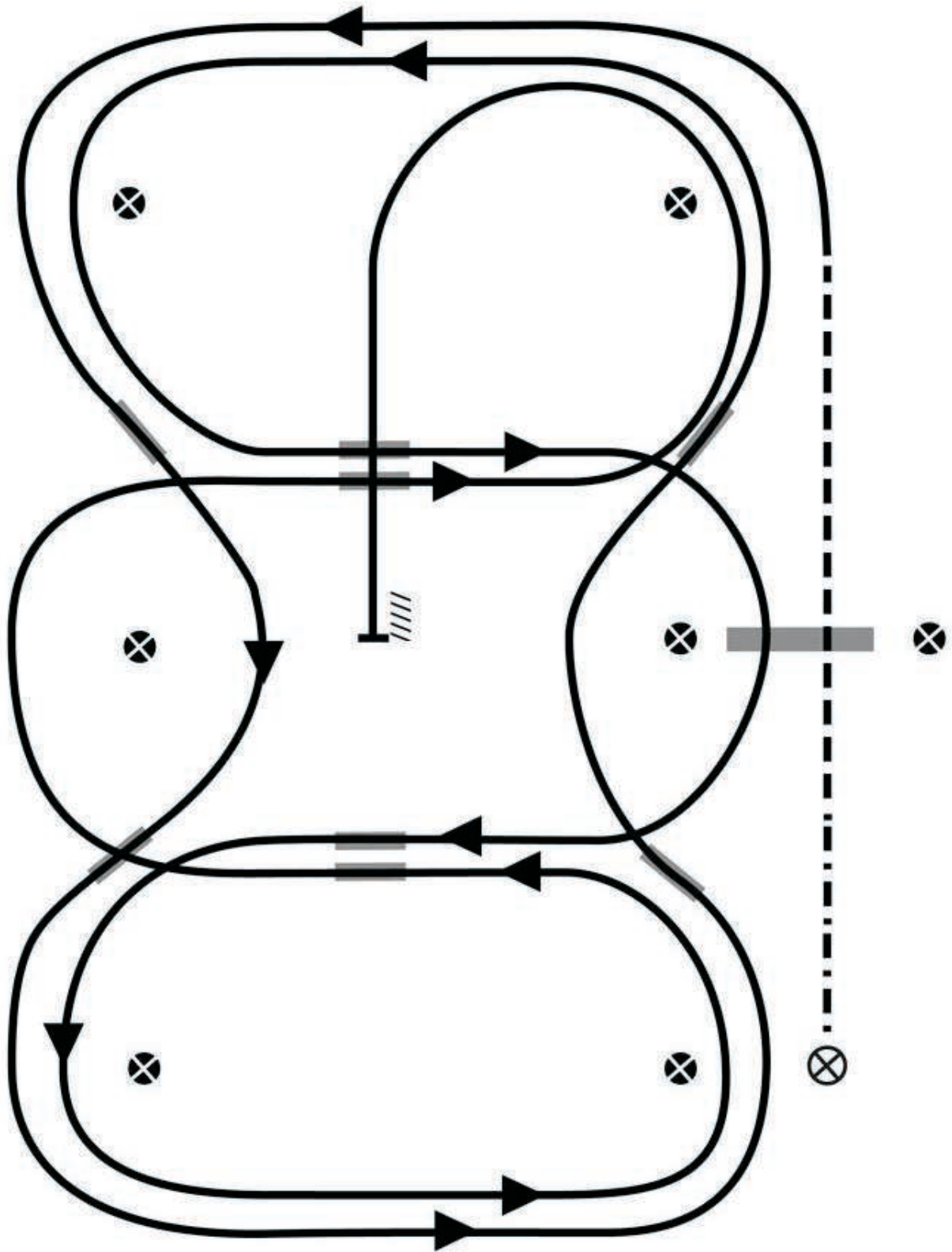
1. Walk to A.
2. At A stop and back 3 steps.
3. Jog A to B.
4. Stop at B and perform a 360 degree turn to the right.
5. Jog a circle to the right around C.
6. At B lope on the left lead, lope a circle to the left around D.
7. Continue the lope to E.
8. Stop at E.



Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	⊙
Sidepass	←-----→

WESTERN RIDING V

green



LEGEND

	LEAD CHANGE AREA		JOG
	WALK		START CONE
	LOPE		