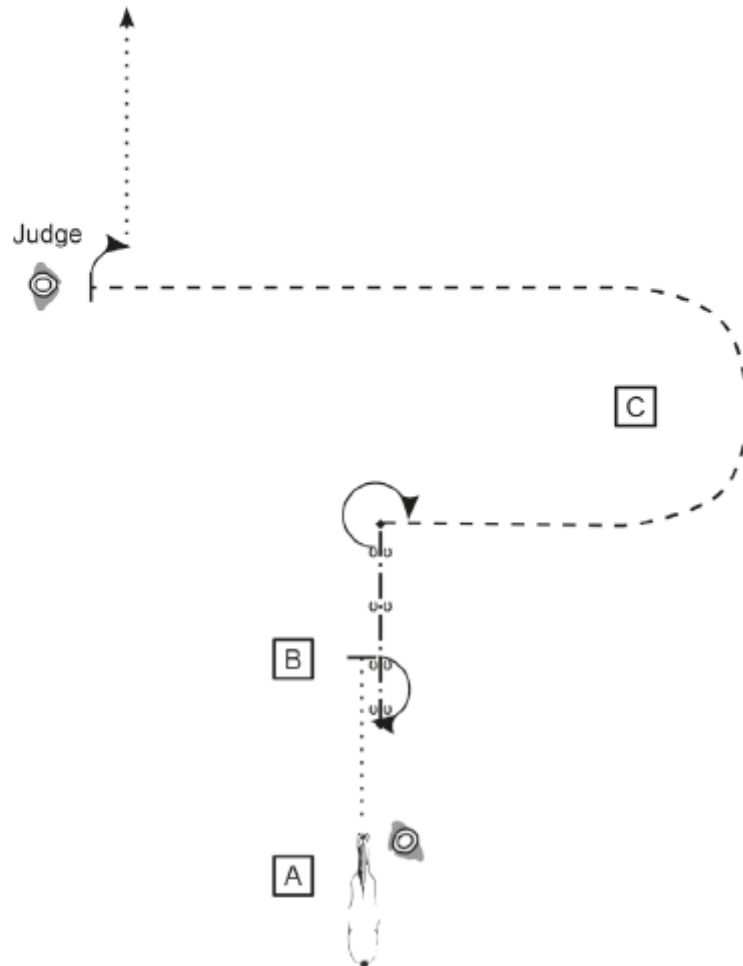


Showmanship at Halter

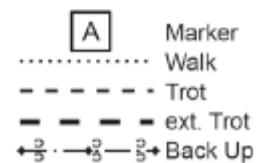
L1 Amateur / L1 Youth / Rasseoffen



Be ready at A.

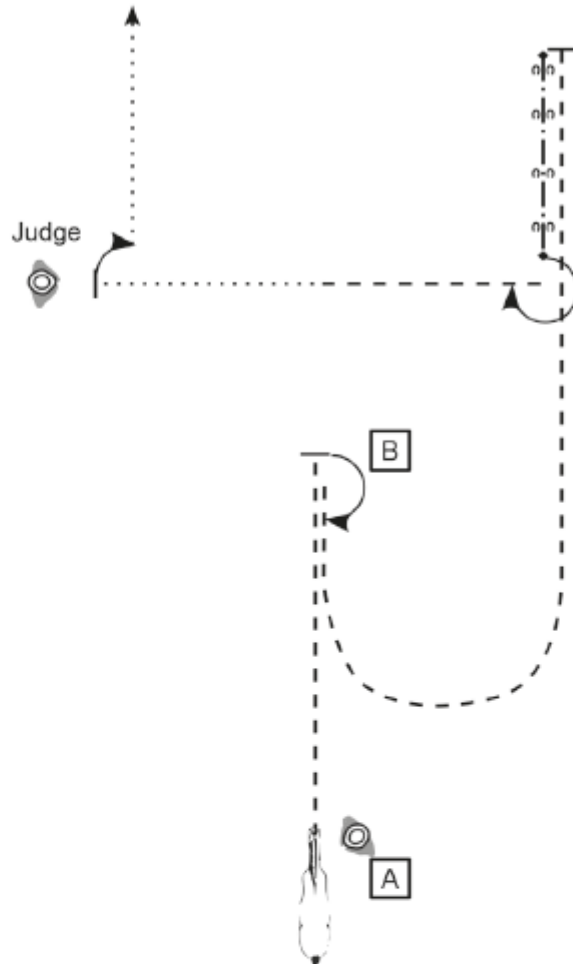
1. Walk to B.
2. Perform a 180° turn.
3. Back approx. one horse length.
4. Perform a 270° turn.
5. Trot around C and to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 90° turn.
8. Walk straight away from judge.

Follow the instructions of your ring steward.



Showmanship at Halter

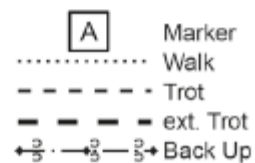
Amateur / Youth



Be ready at A.

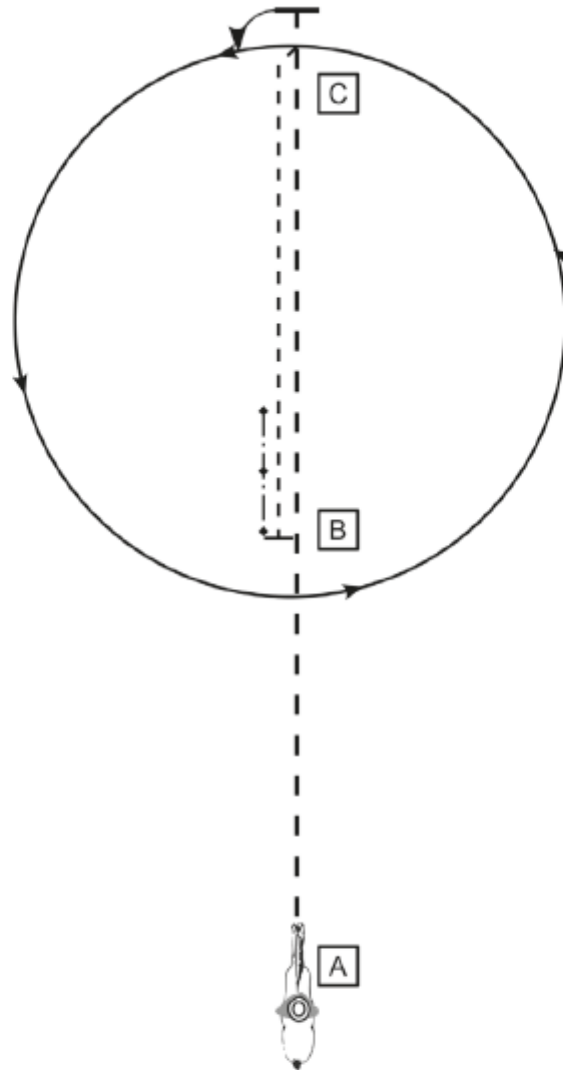
1. Trot to B.
2. Stop and perform a 180° turn.
3. Trot a half circle, then trot straight until past judge.
4. Back until your horse's hip is even with judge.
5. Perform a 270° turn.
6. Trot halfway to judge, then walk to judge. Stop and set up for inspection.
7. When dismissed, perform a 90° turn and walk straight away.

Follow the instructions of your ring steward.




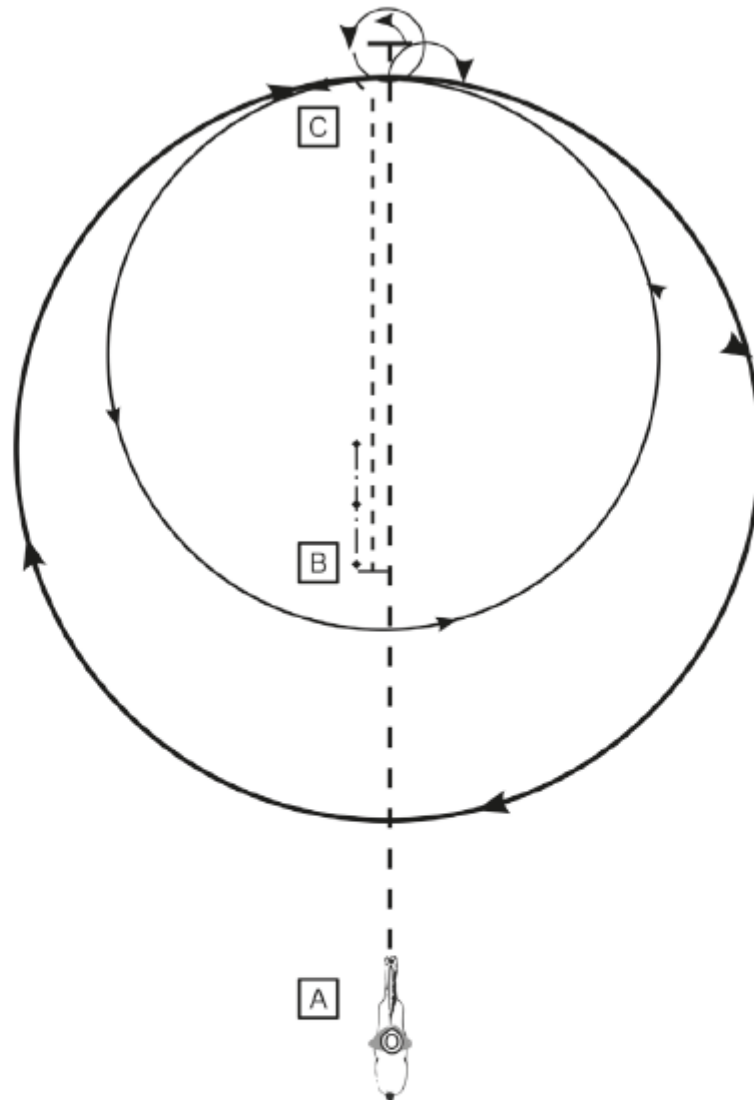
Western Horsemanship

L1 Amateur / L1 Youth / Rasseoffen



1. Extended trot past C.
2. Stop. Do a 90° turn to the left.
3. Lope immediately off on the left lead.
4. Do a small circle to the left.
5. When even with top of C, break to a jog.
6. Jog to B.
7. Stop and back.
8. Exit at judge's signal.

	Marker
.....	Walk
- - - - -	Jog
- - - - -	ext. Jog
—————	Lope
—————	ext. Lope
← · · · · · →	Backup
on →	Sidepass
————— X —————	Lead Change

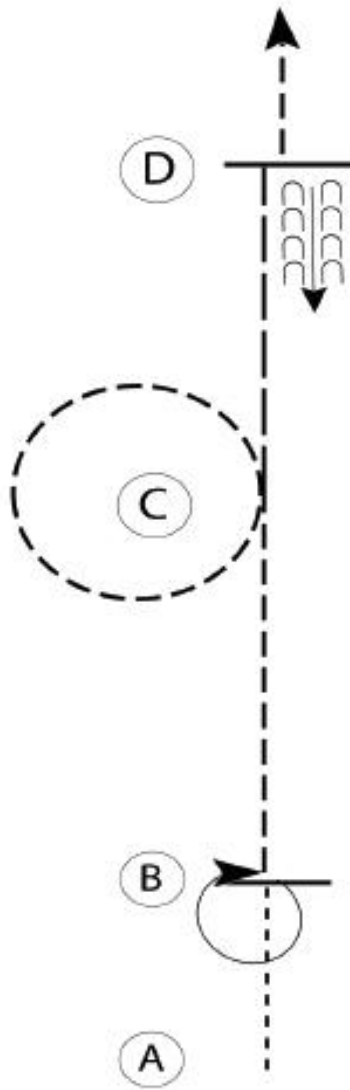





1. Extended trot past C.
2. Stop. Do a 1 1/4 turn to the left.
3. Lope immediately off on left lead.
4. Do a small circle to the left.
5. Stop when even with top of C and do 1/2 turn to the right.
6. Lope immediately off on right lead.
7. Lope large fast circle to the right.
8. When even with top of C, break to a jog.
9. Jog to B, stop and back.
10. Exit to rail at judge's signal.

A	Marker
.....	Walk
- - - - -	Jog
- - - - -	ext. Jog
—————	Lope
—————	ext. Lope
← - - - - →	Backup
→ →	Sidepass
————— X ———	Lead Change

Western Horsemanship

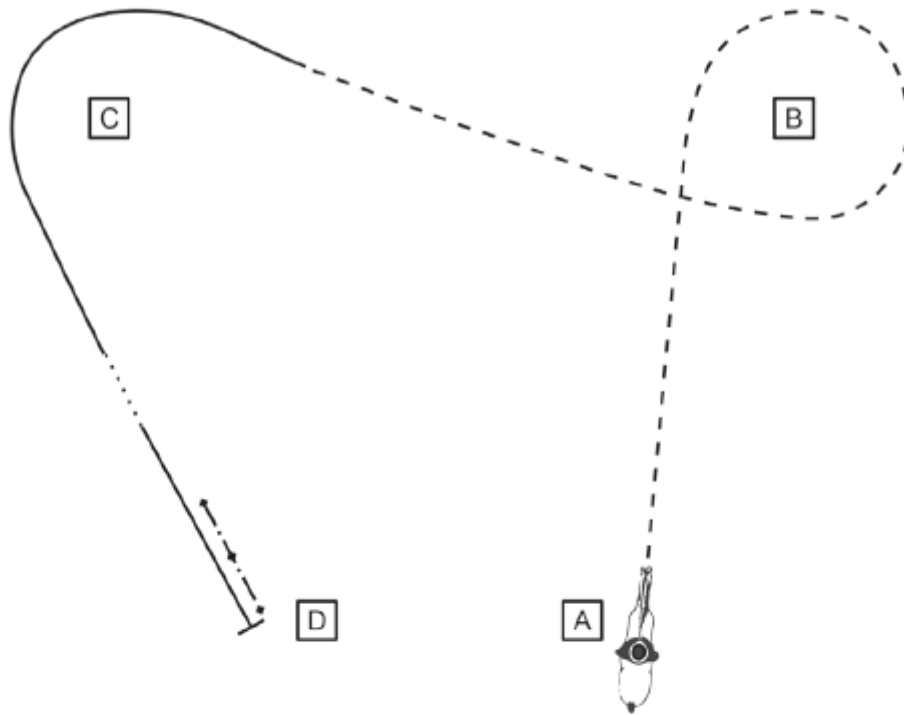
Walk/Trot



- Walk -----
- Jog - - - - -
- Extended Jog - - - - -
- Lope _____
- Leg Yield |||||
- Lead Change 
- Back 
- Marker (B)
- Sidepass 

Hunt Seat Equitation

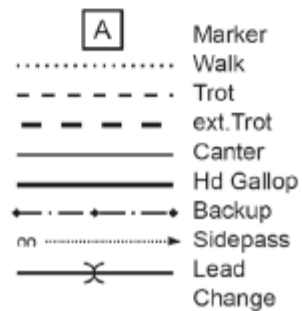
L1 Amateur / L1 Youth



Be ready at A.

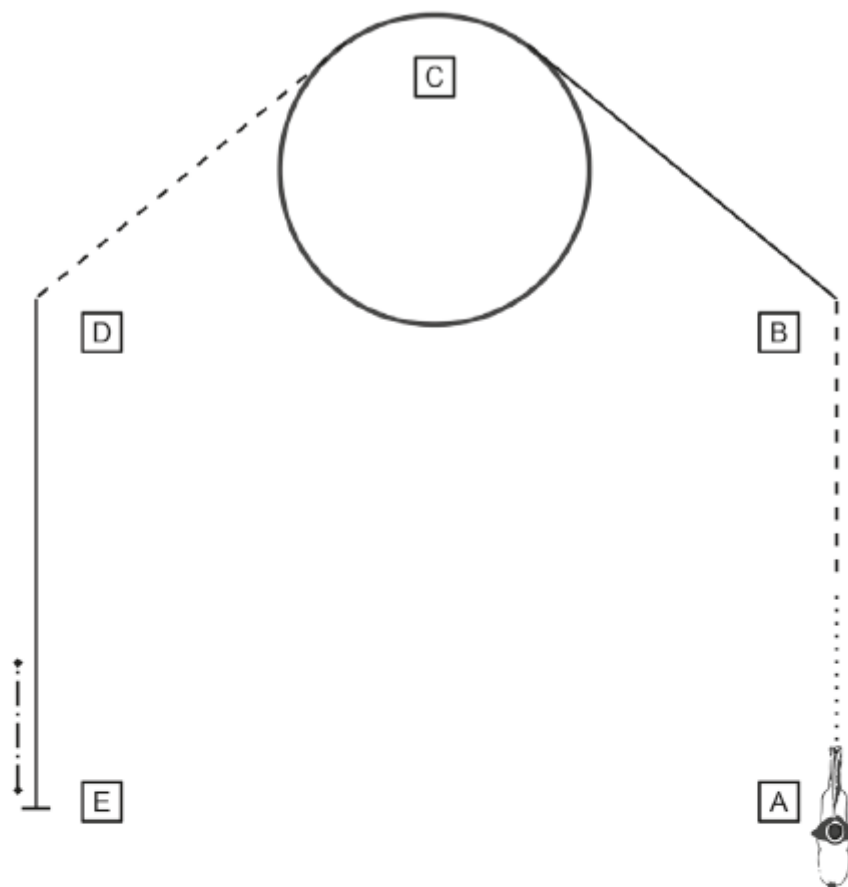
1. Trot on left diagonal around B.
2. Change diagonals at mid-point to C.
3. Canter on left lead around C.
4. At mid-point to D, walk 2 strides.
5. Depart on right lead to D.
6. Stop and back.
You are excused.

Follow the instructions of your ring steward.



Hunt Seat Equitation

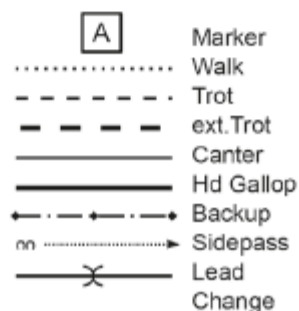
Amateur / Youth



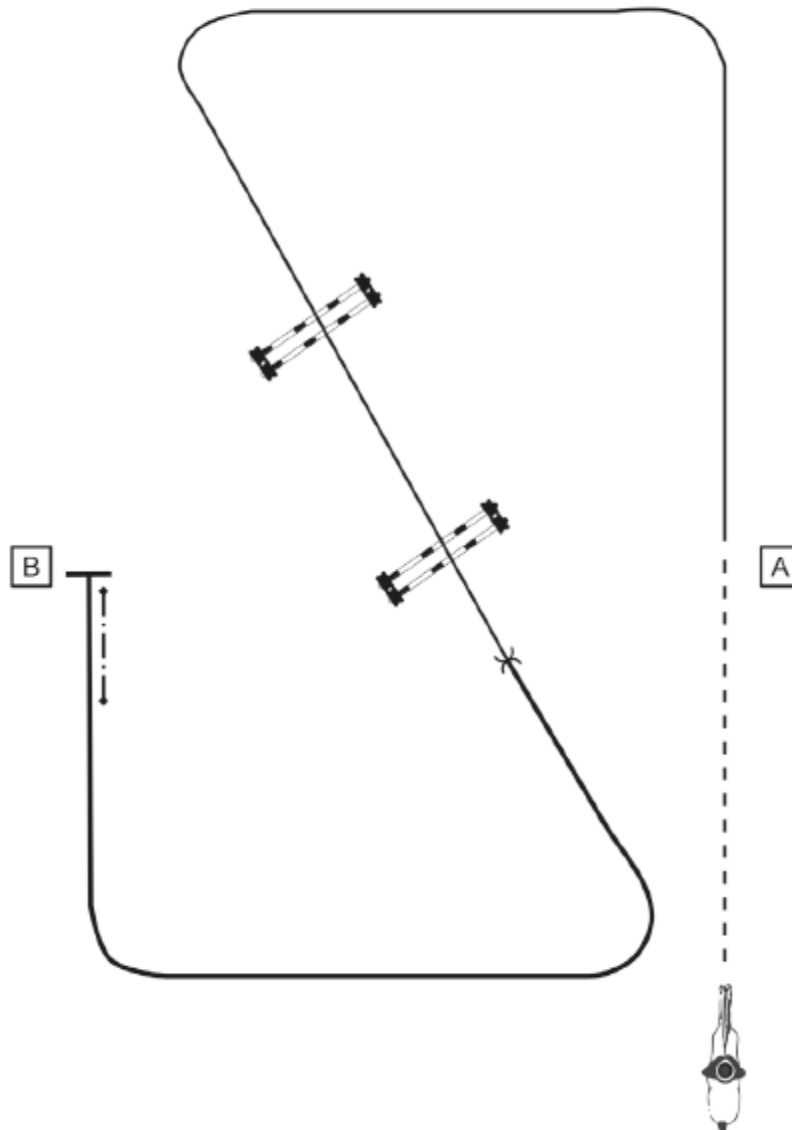
Be ready at A.

1. Walk approx. 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on left lead to C.
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 approx. one horse length.

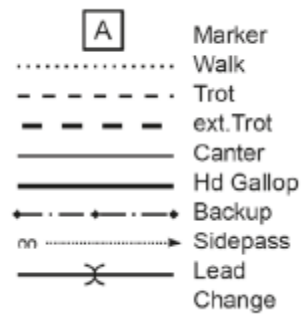
When dismissed, follow the instructions of your ring steward.



Hunter Hack

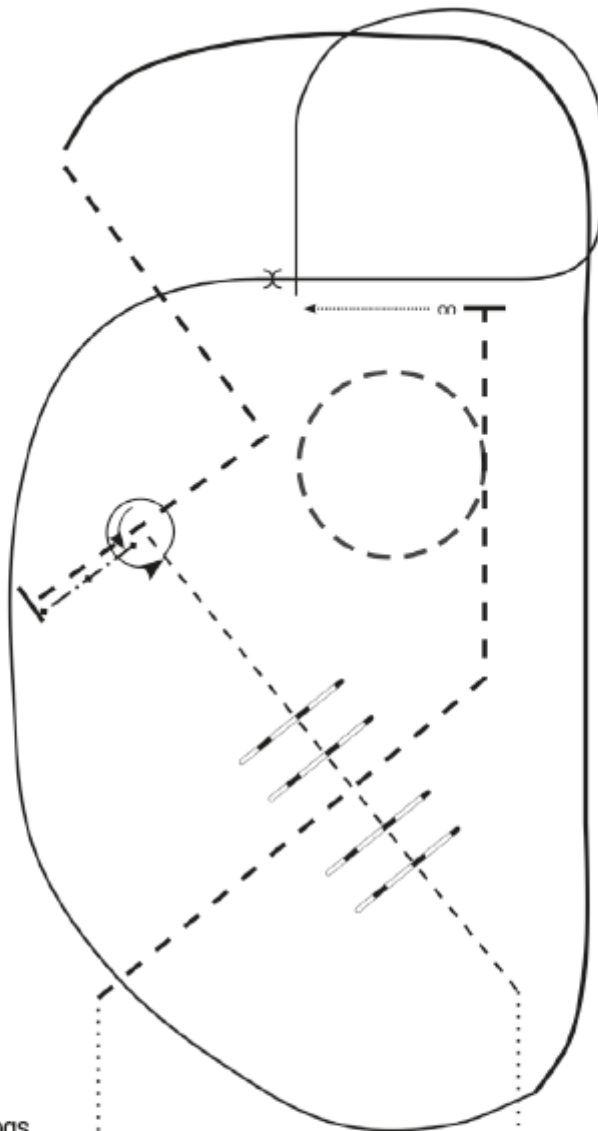


1. Trot to A.
2. At A, canter left lead.
3. Jump two fences.
4. Flying lead change (if not already done), hand gallop to B.
5. Stop at B, hesitate 5-10 sec., back up approx. 2 meters.



Ranch Riding

L1 Open / L1 Amateur / L1 Youth / Rasseoffen



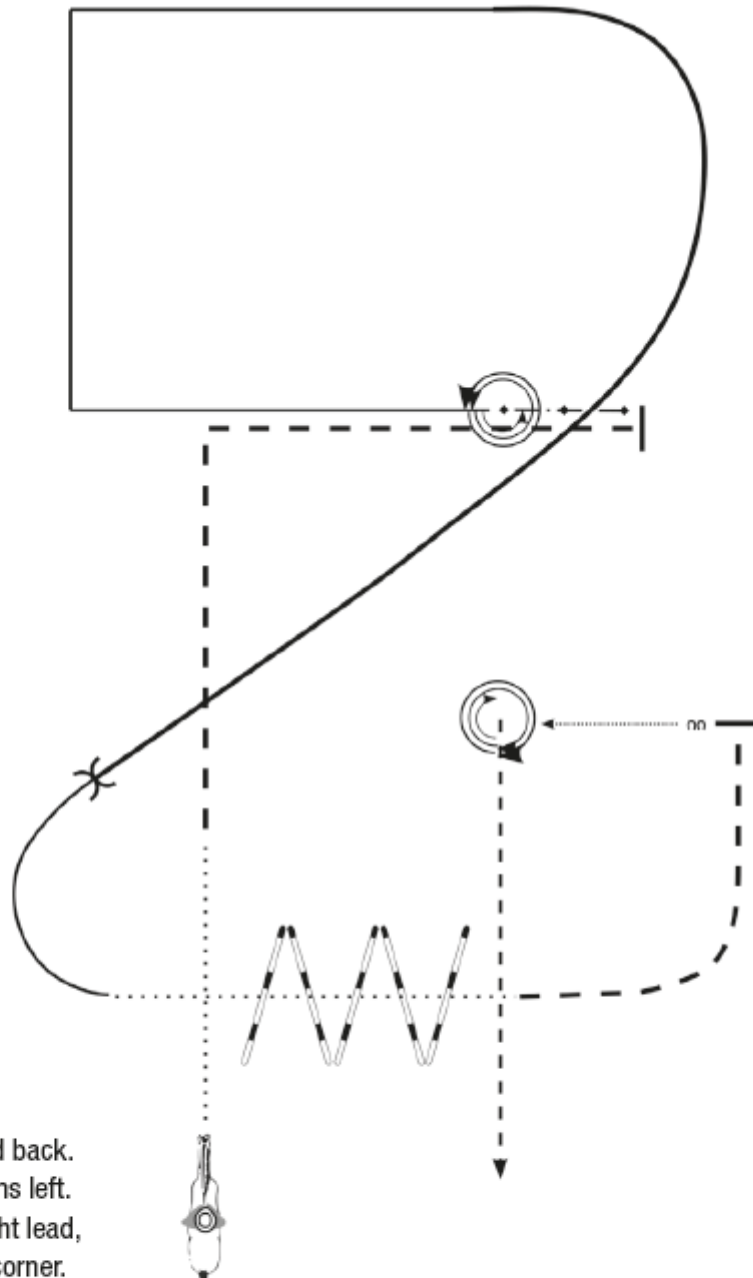
1. Walk.
2. Ext. trot between logs, circle, stop.
3. Sidepass (approx. 3 meters).
4. Lope right lead.
5. Lead change (simple or flying)..
6. Lope left lead.
7. Ext. lope.
8. Ext. trot corner.
9. Stop and back.
10. 450° turn left.
11. Trot over.
12. Walk out.



A	Marker
.....	Walk
- - - - -	Trot
- - - - -	ext. Trot
—————	Lope
—————	ext. Lope
← - - - - →	Backup
m →	Sidepass
X	Lead Change

Ranch Riding

Open / Amateur / Youth

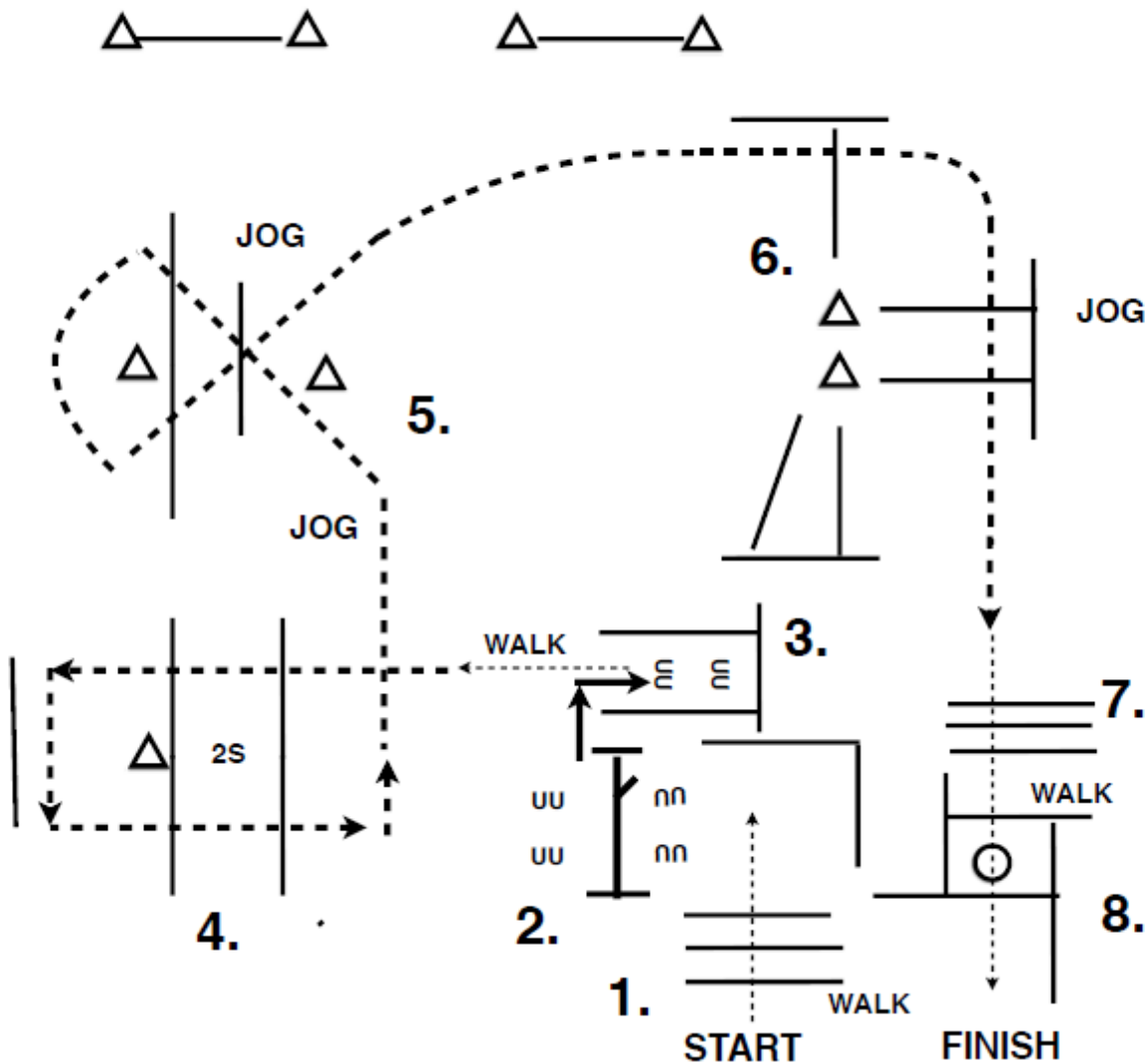


1. Walk.
2. Ext. trot.
3. Stop and back.
4. 2 1/2 turns left.
5. Lope right lead, square corner.
6. Ext. lope.
7. Lead change simple or flying).
8. Lope left lead.
9. Walk over.
10. Ext. trot, stop.
11. Sidepass (approx. 3 meters).
12. 2 1/2 turns right.
13. Trot out.

A	Marker
.....	Walk
- - - - -	Trot
- - - - -	ext. Trot
—————	Lope
—————	ext. Lope
← - - - - →	Backup
∞ ———→	Sidepass
— X —	Lead Change

Trail

Walk & Trot / In Hand

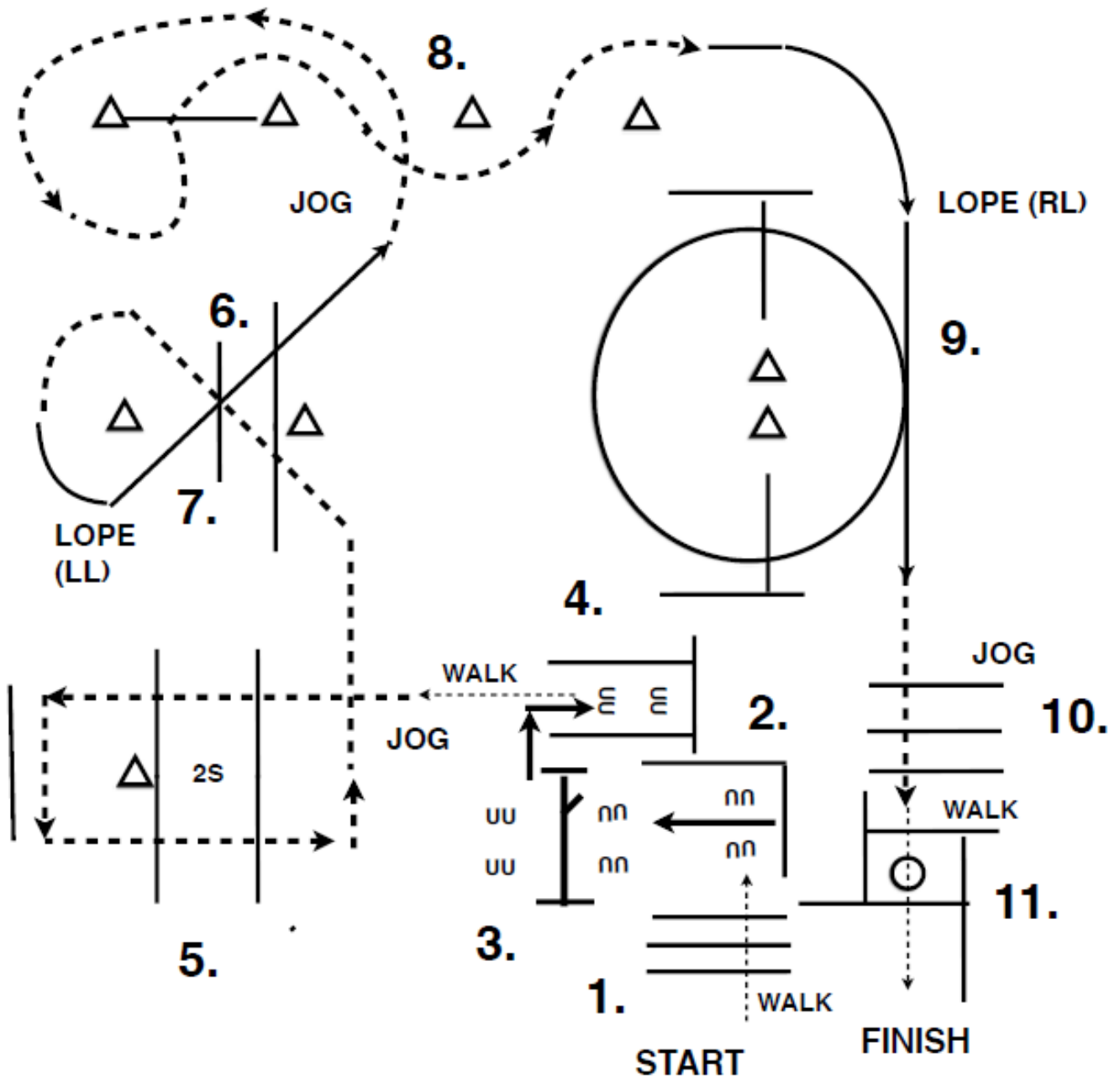


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1. WALK OVER POLES
2. LEFT HAND GATE
3. BACK BETWEEN POLES, WALK FORWARD.
4. JOG OVER POLES UP AND TURN LEFT AND BACK.
5. JOG OVER POLES
6. JOG OVER POLES
7. WALK OVER POLES
8. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

Trail

L1 Amateur / L1 Youth / Rasseoffen

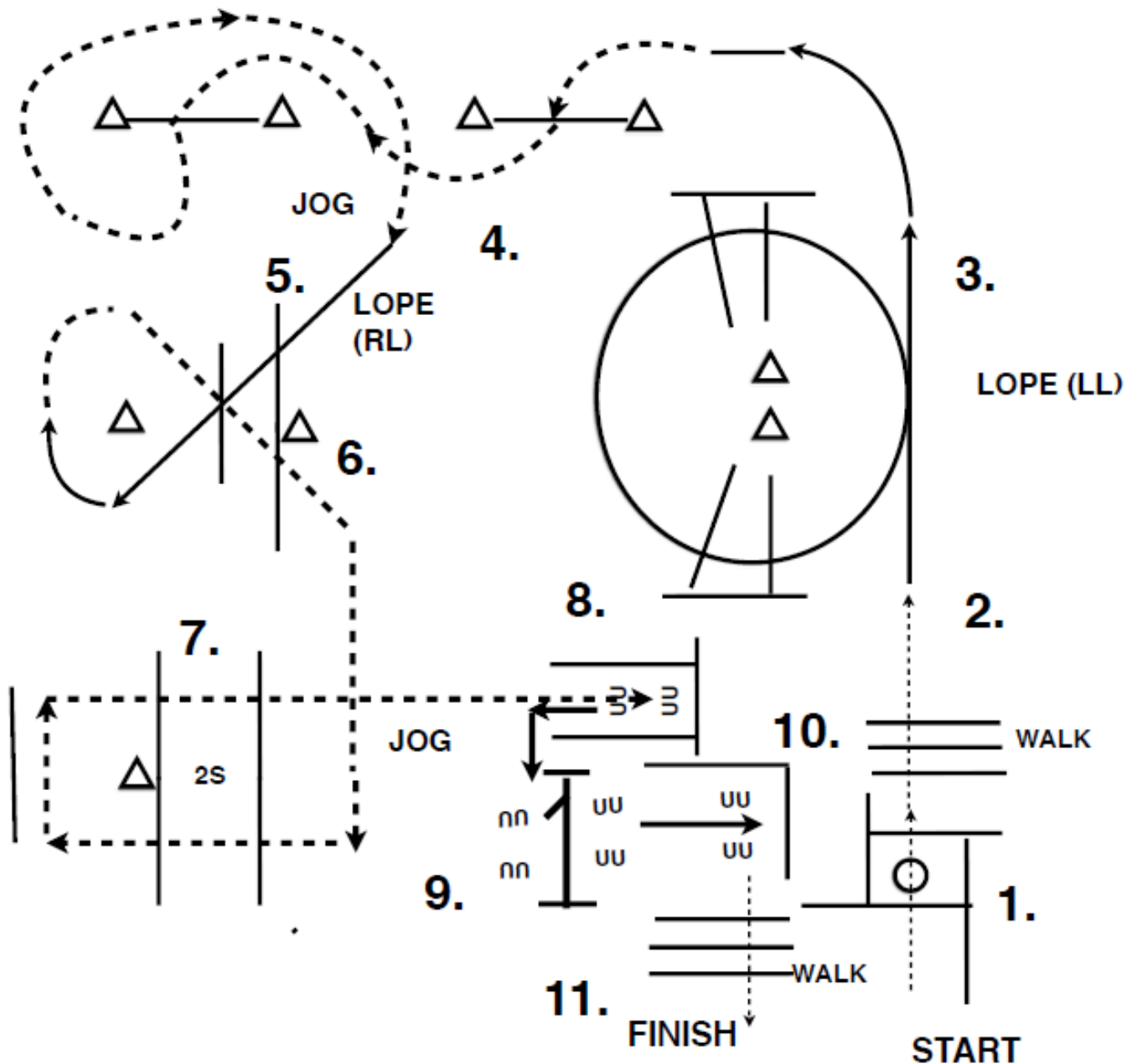


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1. WALK OVER POLES, BETWEEN POLES.
2. SIDE PASS LEFT TO GATE.
3. GATE: LH OPEN, RIDE THRU CLOSE GATE.
4. BACK BETWEEN POLES, WALK FORWARD.
5. JOG OVER POLES UP AND TURN LEFT AND BACK.
6. JOG DIAGONALE POLES
7. LOPE LEFT LEAD OVER DIAGONALE POLES
8. JOG SERPENTINE
9. LOPE OVER POLES (RL)
10. JOG OVER POLES, STOP IN GAP BEFORE BOX.
11. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

Trail

L1 Open

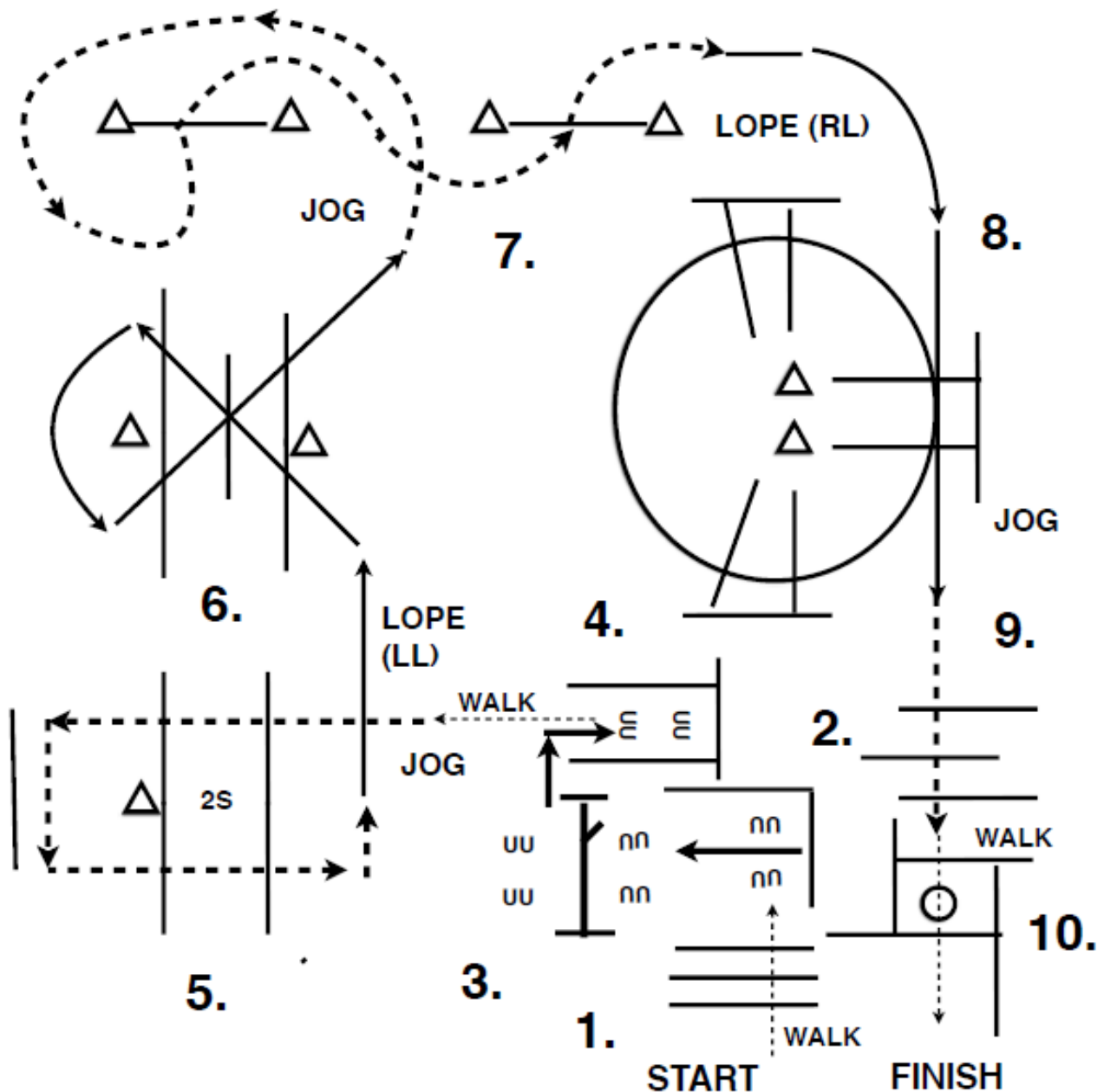


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1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. WALK OVER POLES
3. LOPE LEFT LEAD OVER POLES
4. JOG SERPENTINE
5. LOPE RIGHT LEAD OVER DIAGONALE POLES
6. JOG OVER POLES
7. CONTINUE TO JOG OVER POLES AND INTO CHUTE
8. BACK UP TO GATE
9. WORK GATE RIGHT HAND
10. SIDE PASS LEFT
11. WALK OVER POLES

Trail

Open

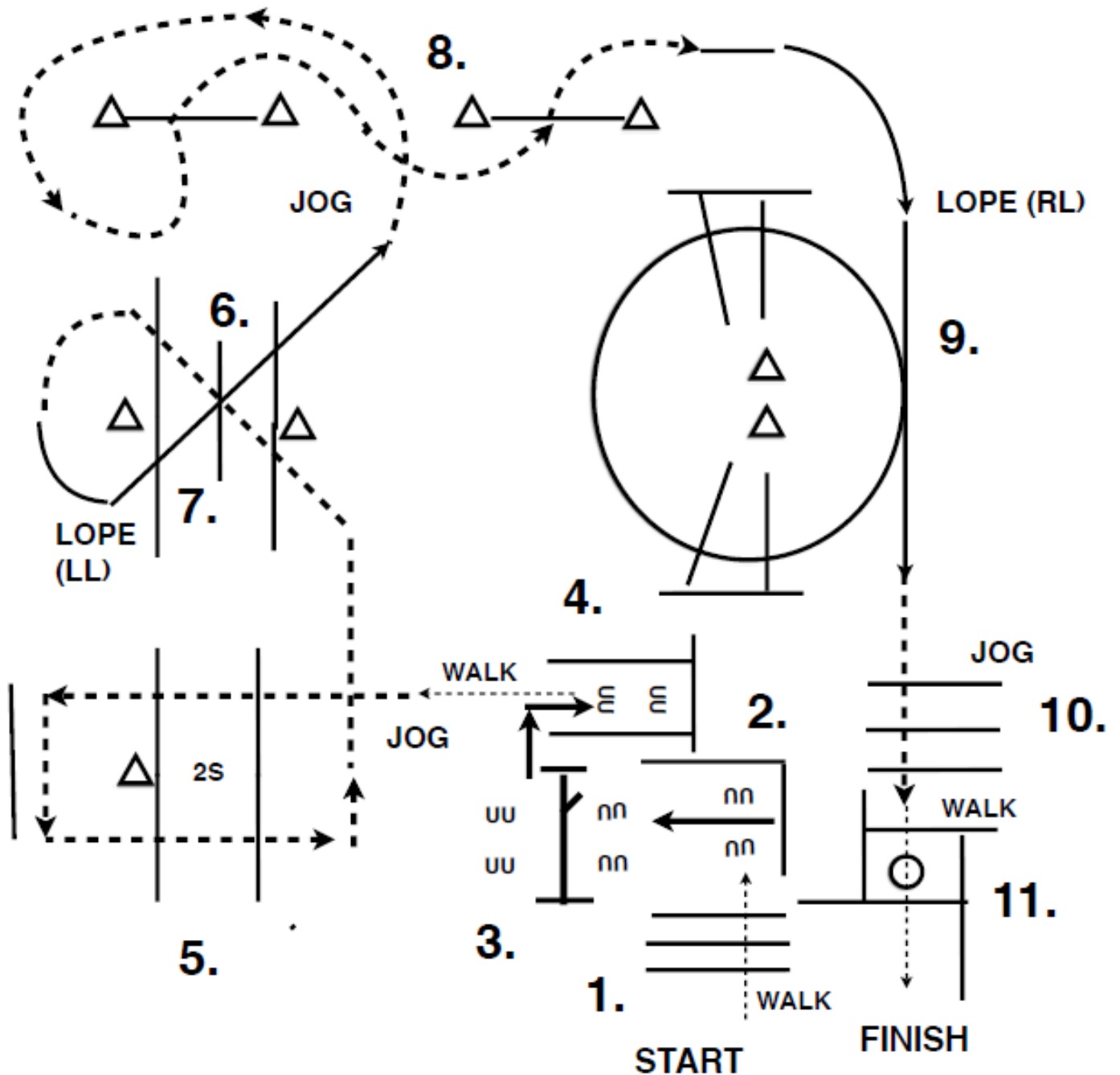


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1. WALK OVER POLES, BETWEEN POLES.
2. SIDE PASS LEFT TO GATE.
3. GATE: LH OPEN, RIDE THRU CLOSE GATE.
4. BACK BETWEEN POLES, WALK FORWARD.
5. JOG OVER POLES UP AND TURN LEFT AND BACK.
6. LOPE OVER POLES (LL)
7. BREAK TO THE JOG, JOG THRU SERPENTINE, JOG OVER POLES.
8. LOPE OVER POLES (RL)
9. JOG OVER POLES, STOP IN GAP BEFORE BOX.
10. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

Trail

Amateur / Youth



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1. WALK OVER POLES, BETWEEN POLES.
2. SIDE PASS LEFT TO GATE.
3. GATE: LH OPEN, RIDE THRU CLOSE GATE.
4. BACK BETWEEN POLES, WALK FORWARD.
5. JOG OVER POLES UP AND TURN LEFT AND BACK.
6. JOG DIAGONALE POLES
7. LOPE LEFT LEAD OVER DIAGONALE POLES
8. JOG SERPENTINE
9. LOPE OVER POLES (RL)
10. JOG OVER POLES, STOP IN GAP BEFORE BOX.
11. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

Western Riding

AQHA Rule Book 2018

L1 Open / L1 Amateur

L1 #4

Open / Amateur

#4

Reining

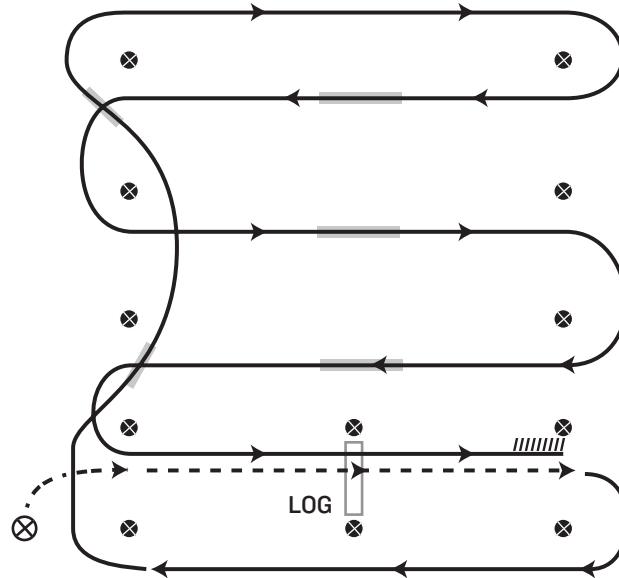
L1 Open / L1 Amateur / L1 Youth/ Rasseoffen

#8

Open / Amateur / Youth

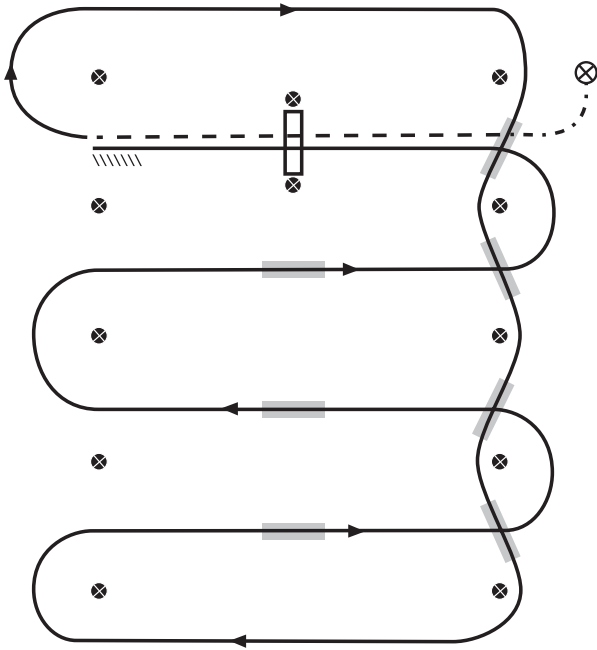
#11

LEVEL I WESTERN RIDING PATTERN 4



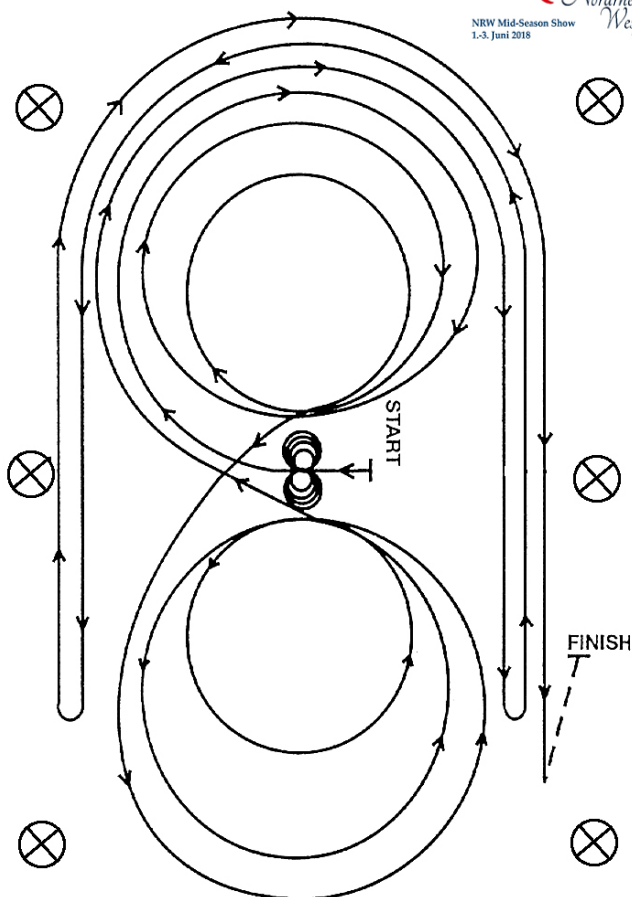
1. Walk, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

WESTERN RIDING PATTERN 4



1. Walk, transition to jog, jog over log
2. Transition to the lope, on the 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

REINING PATTERN 8



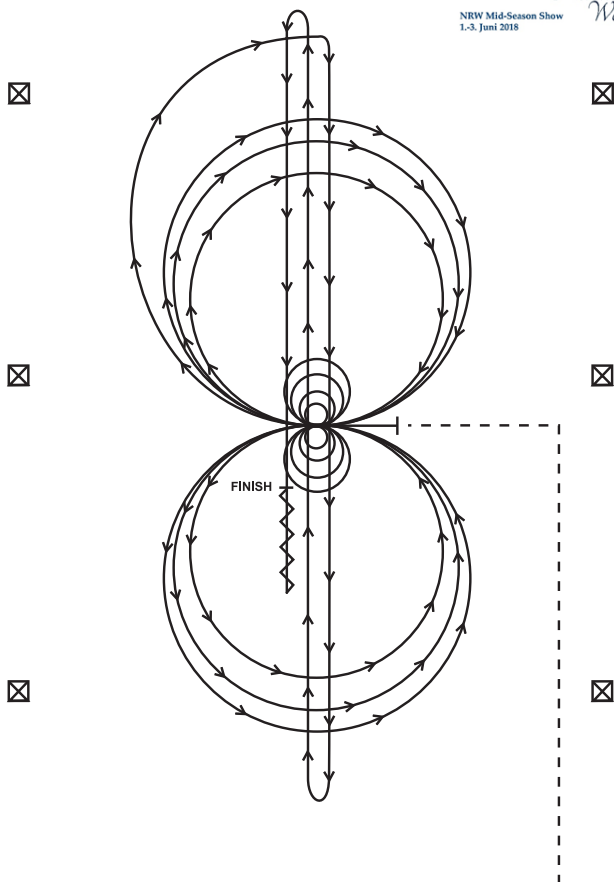
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large 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 left roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN II



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses 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 left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback - no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.