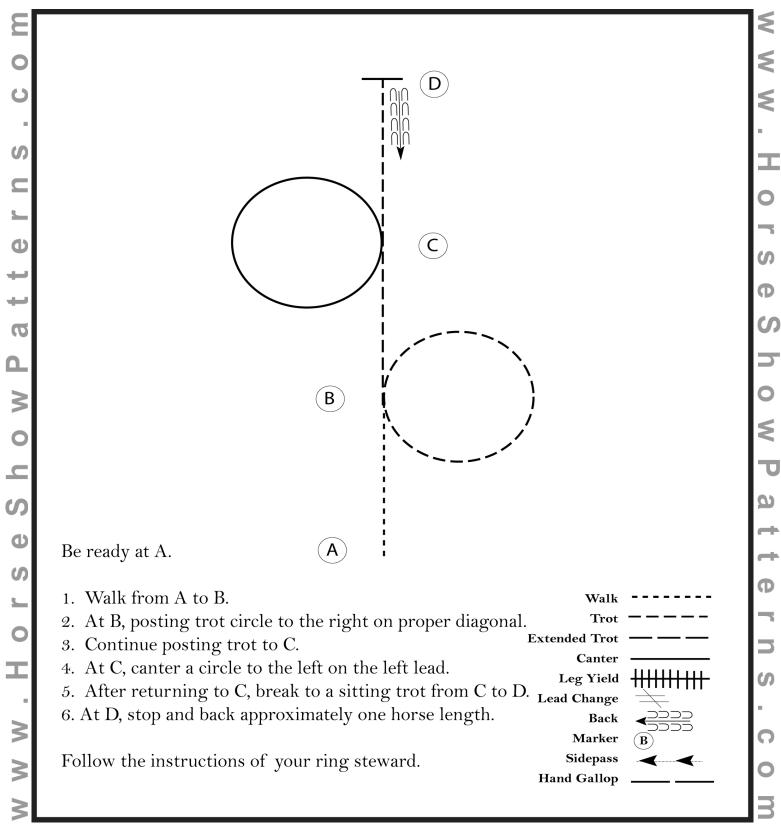
Hunt Seat Equitation (L1 Youth, L1 Amateur)

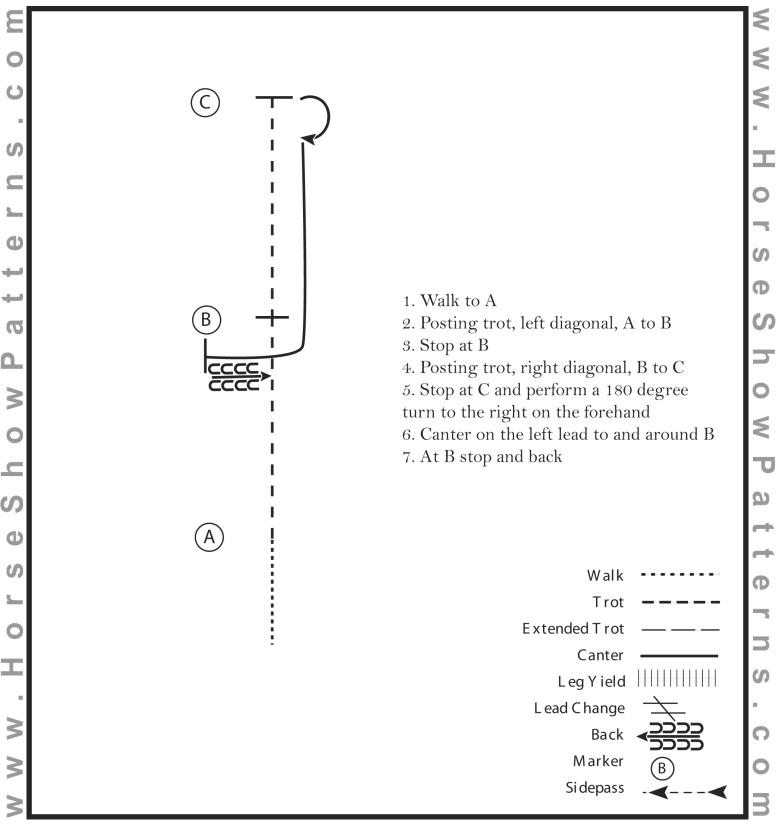
Show Date: 04-06/07-2019



[HSE/1-29]

Hunt Seat Equitation (Youth, Amateur)

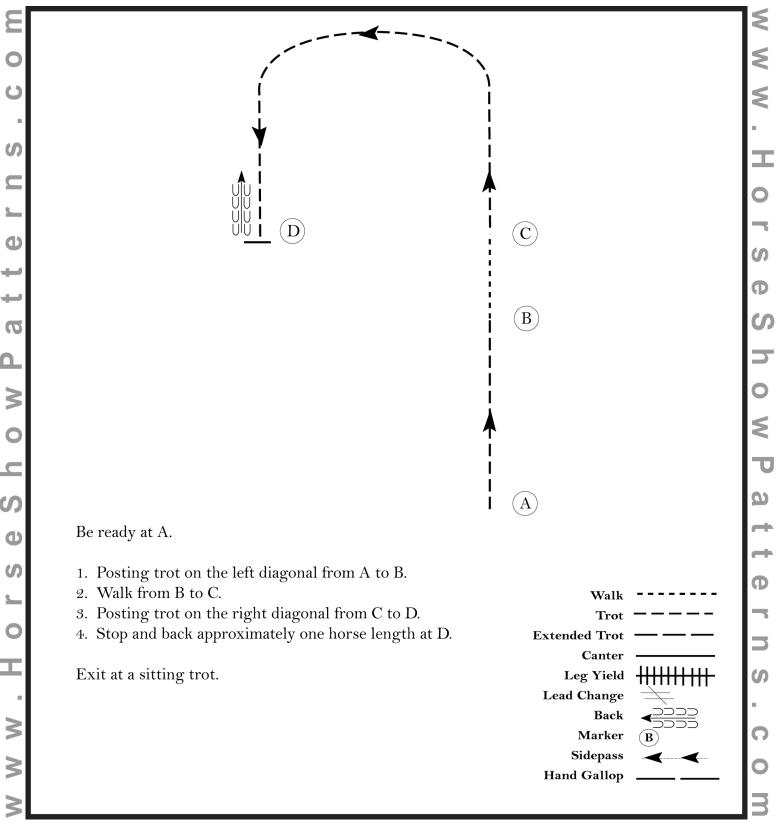
Show Date: 04-06/07-2019



[HSE/2-8]

Hunt Seat Equitation (W&T NQHA, W&T L1 Youth, W&T L1 Amateur)

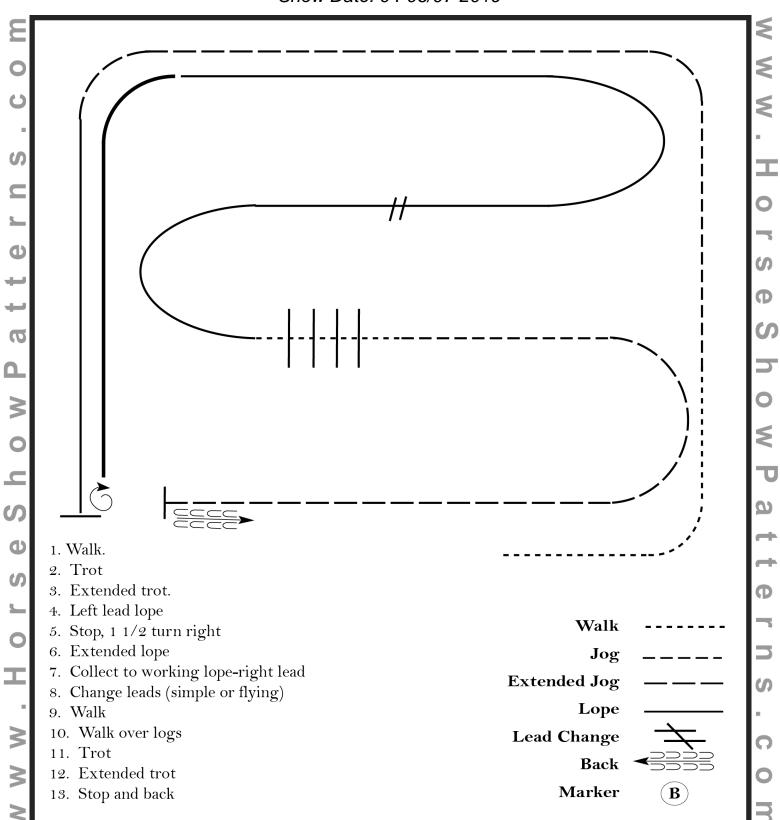
Show Date: 04-06/07-2019



[HSE/WT-20]

Ranch Riding (L1 Open, NQHA)

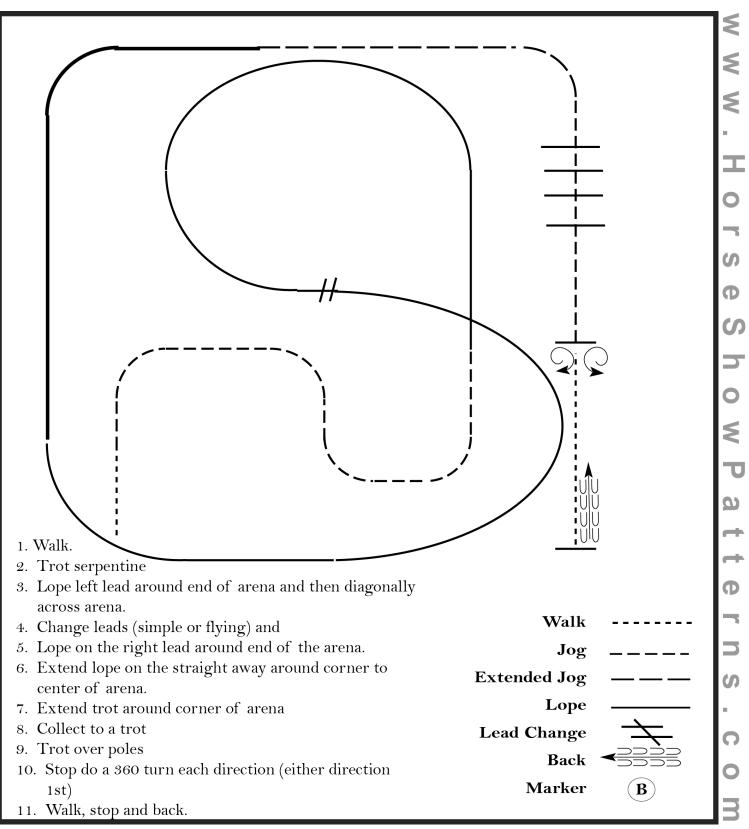
Show Date: 04-06/07-2019



[RR/2]

Ranch Riding (L1 Youth, L1 Amateur)

Show Date: 04-06/07-2019

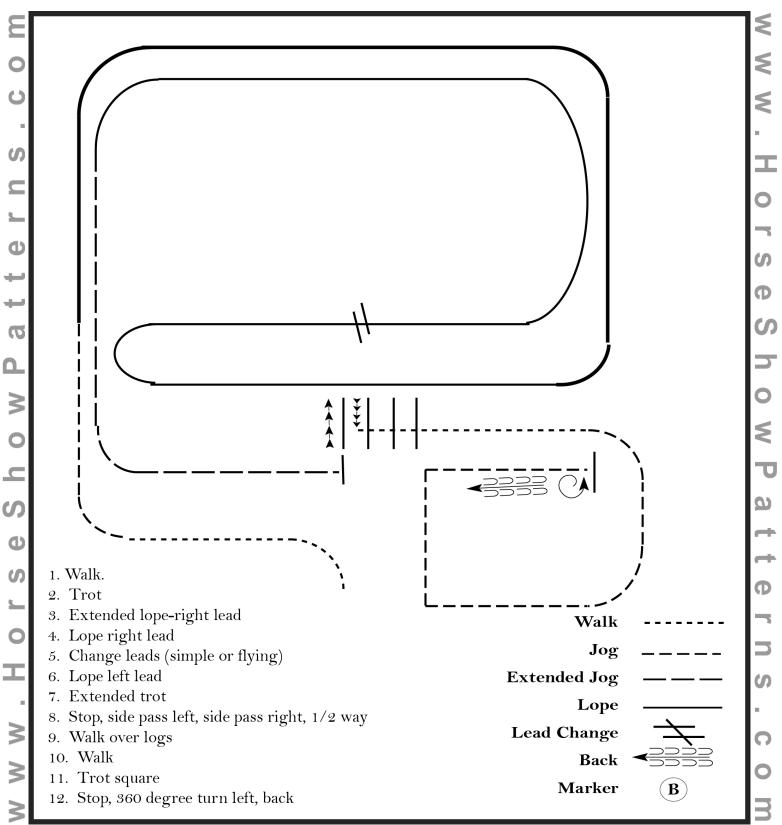


s e S h o w P

[RR/4]

Ranch Riding (Youth, Amateur, Open)

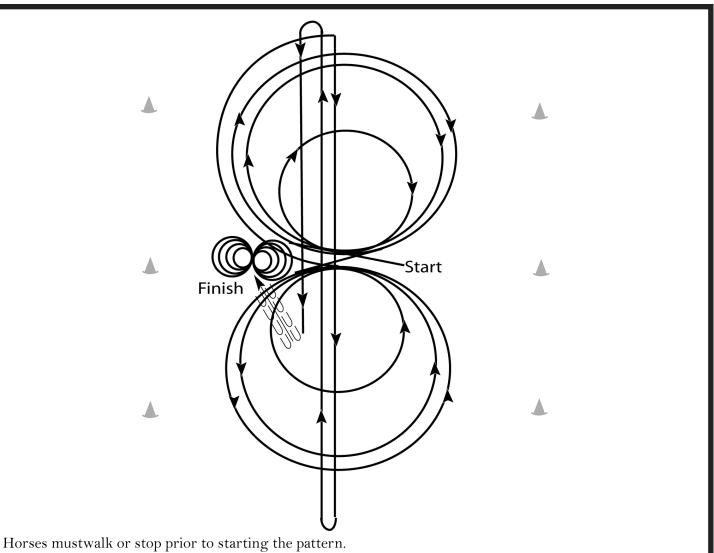
Show Date: 04-06/07-2019



[RR/5]

Reining (L1 Open, NQHA)

Show Date: 04-06/07-2019



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

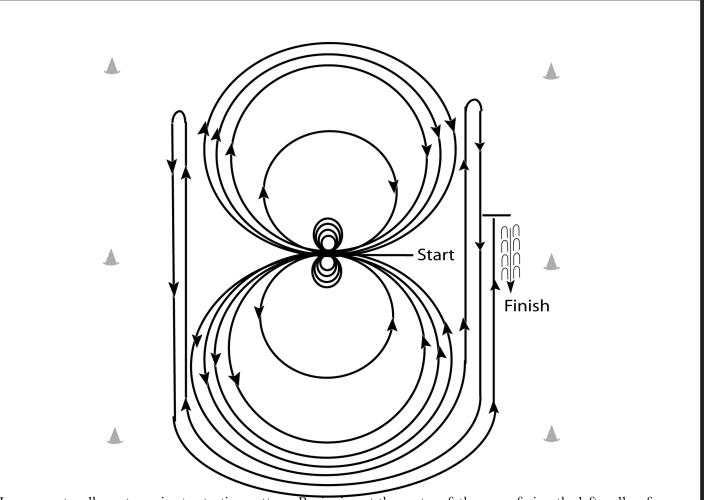
- 1. Beginning on the right lead, complete three circles to the right; the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 2. Complete three circles to the left; the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 3. 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.
- 4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback no hesitation.
- 5. 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.
- 6. Complete four spins to the right.
- 7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

[R/AQHAP-2]

Reining (L1 Youth, L1 Amateur)

Show Date: 04-06/07-2019



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

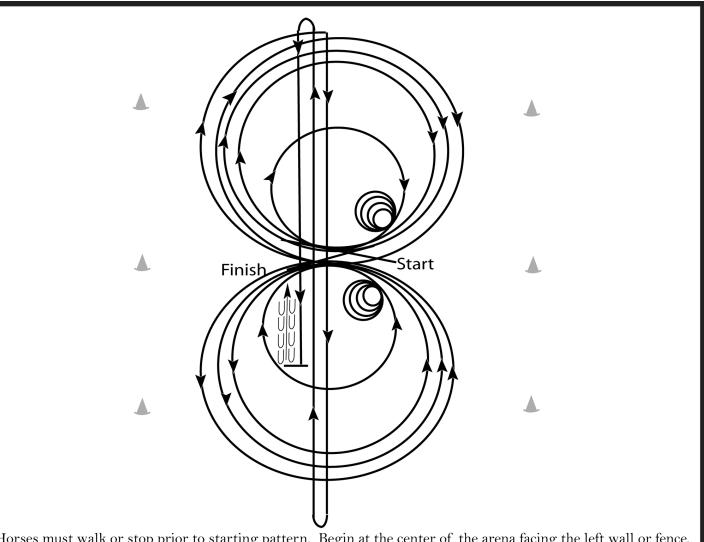
- 1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
- 2. Complete four spins to the left. Hesitate.
- 3. Beginning on the right lead, complete three circles to the right: the first 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.

[R/AQHAP-5]

Reining (Youth, Amateur, Open)

Show Date: 04-06/07-2019



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

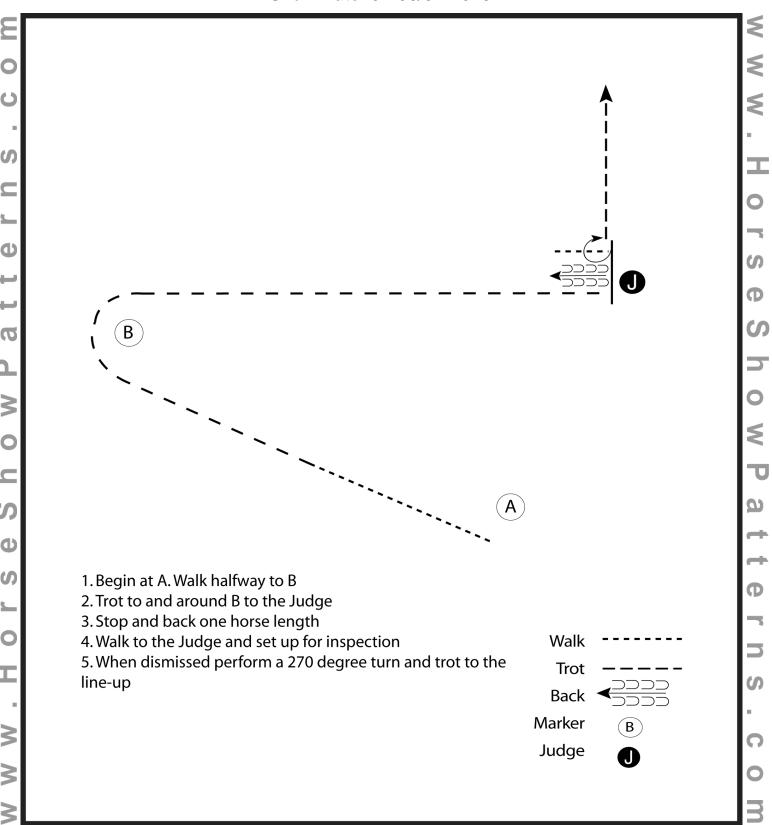
- 1. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
- 2. Complete four spins to the right. Hesitate.
- 3. Beginning on the left lead, complete three circles to the left; the first 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.

[R/AQHAP-4]

Showmanship (NQHA, L1 Youth, L1 Amateur)

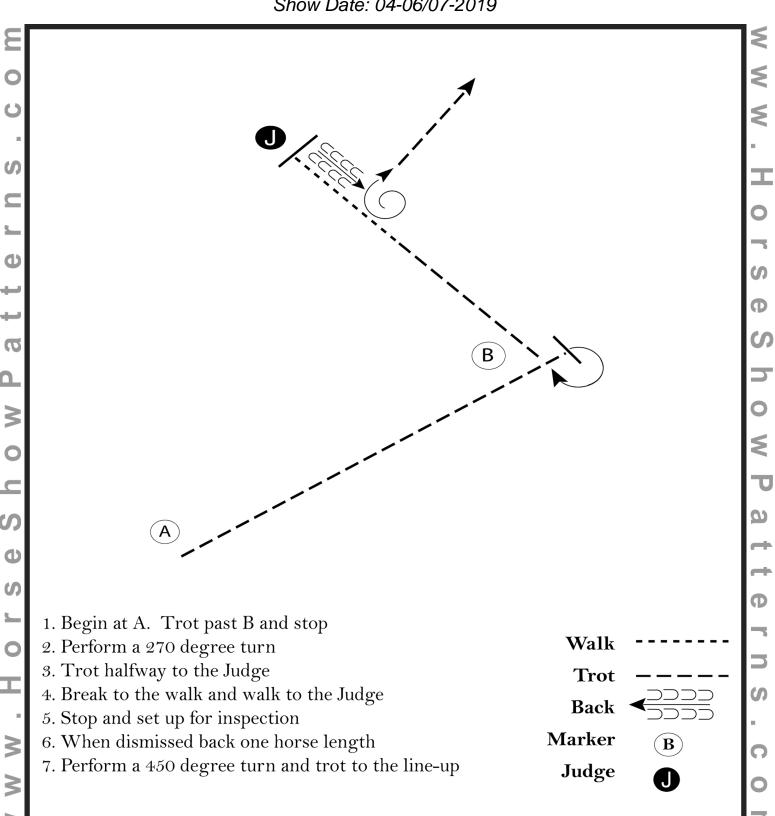
Show Date: 04-06/07-2019



[S/1-15]

Showmanship (Youth, Amateur)

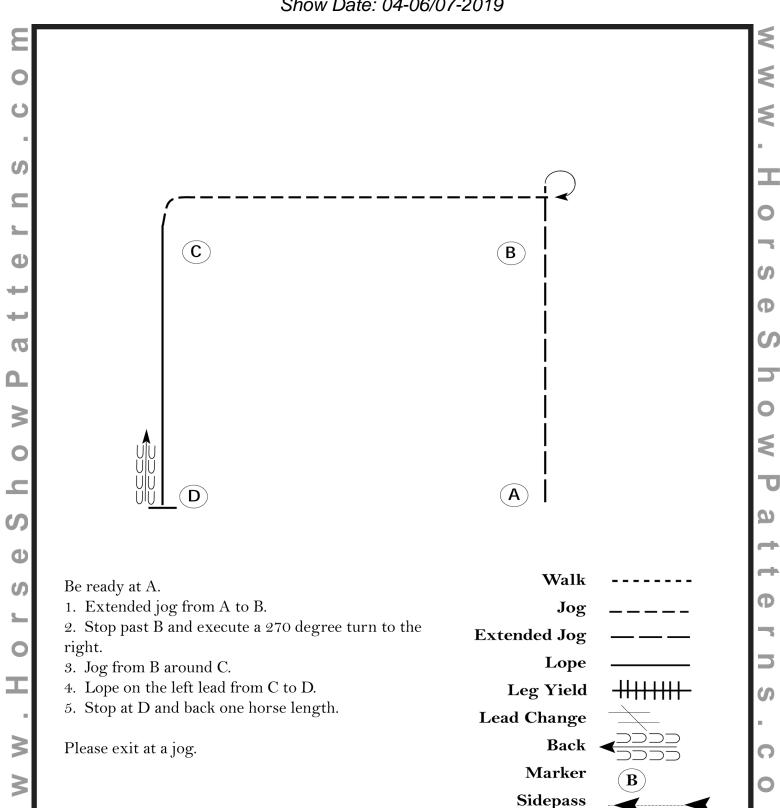
Show Date: 04-06/07-2019



[S/2-27]

Western Horsemanship (L1 Youth, L1 Amateur)

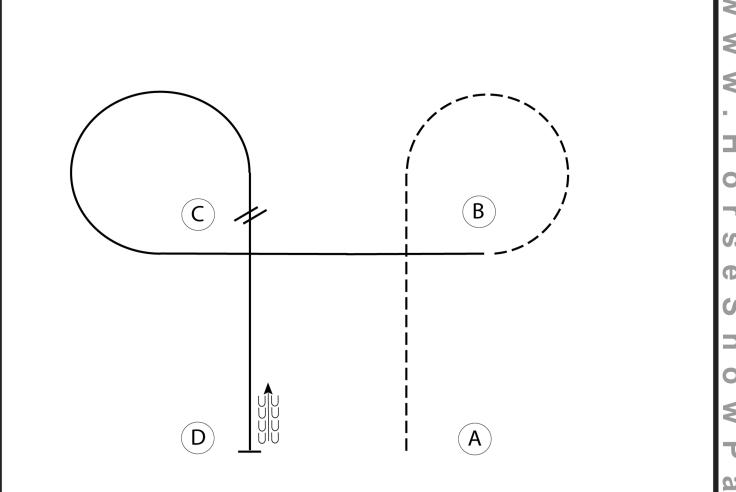
Show Date: 04-06/07-2019



[WH/1-23]

Western Horsemanship (Youth, Amateur)

Show Date: 04-06/07-2019



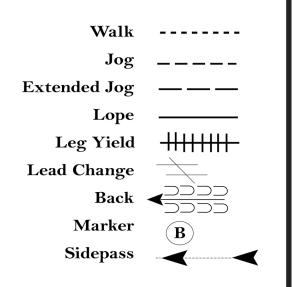
Be ready at A.

D

seShowPatt

- 1. Jog A to B.
- 2. Jog a circle around B.
- 3. At B, lope on the right lead to C.
- 4. Lope a circle around C.
- 5. At C, perform a simple lead change and continue to D.
- 6. At D, stop and back one horse length.

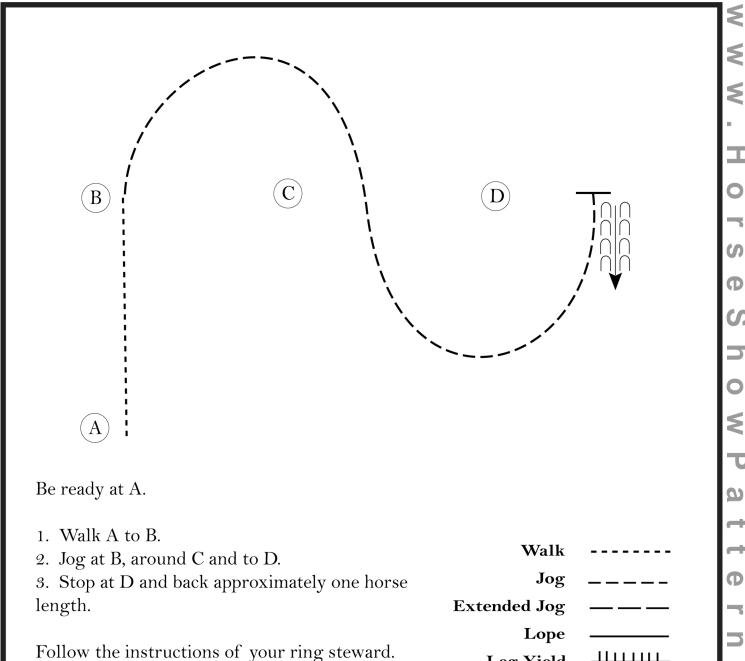
Follow the instructions of your ring steward.



[WH/2-13]

Nestern Horsemanship (W&T NQHA, W&T L1 Youth, W&J L1 Amateur

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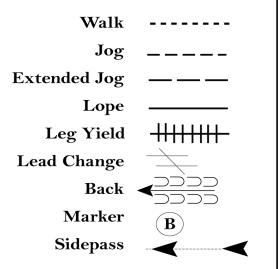


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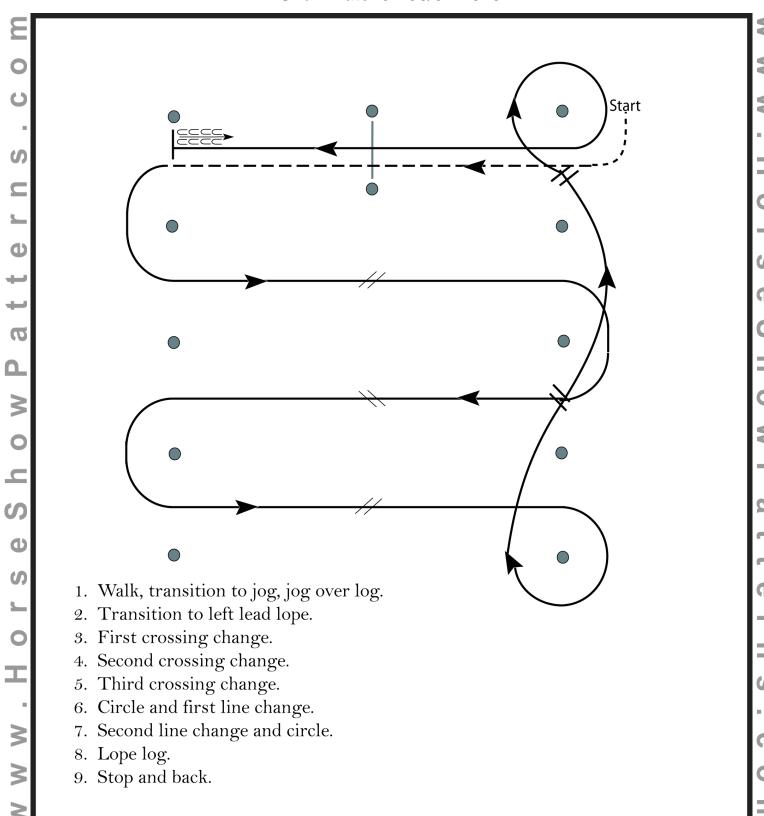
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[WH/WT-6]

Western Riding (L1 Open, NQHA)

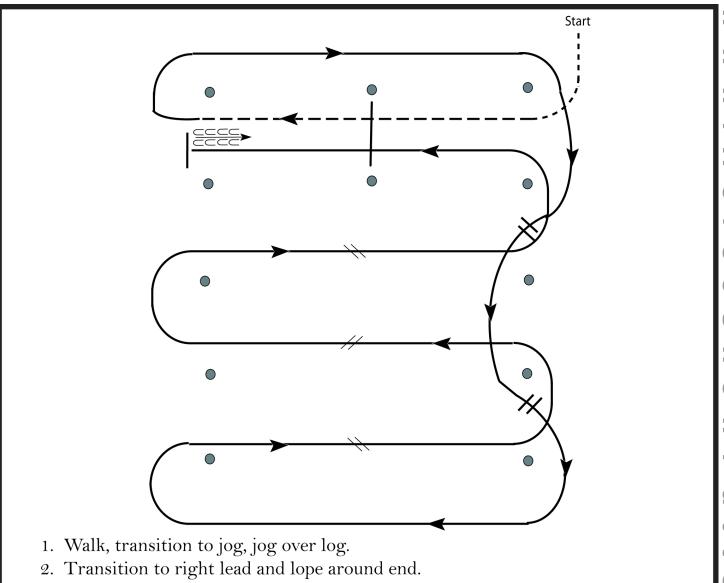
Show Date: 04-06/07-2019



[WR/GP-2]

Western Riding (L1 Youth, L1 Amateur)

Show Date: 04-06/07-2019



3. First line change.

erns.

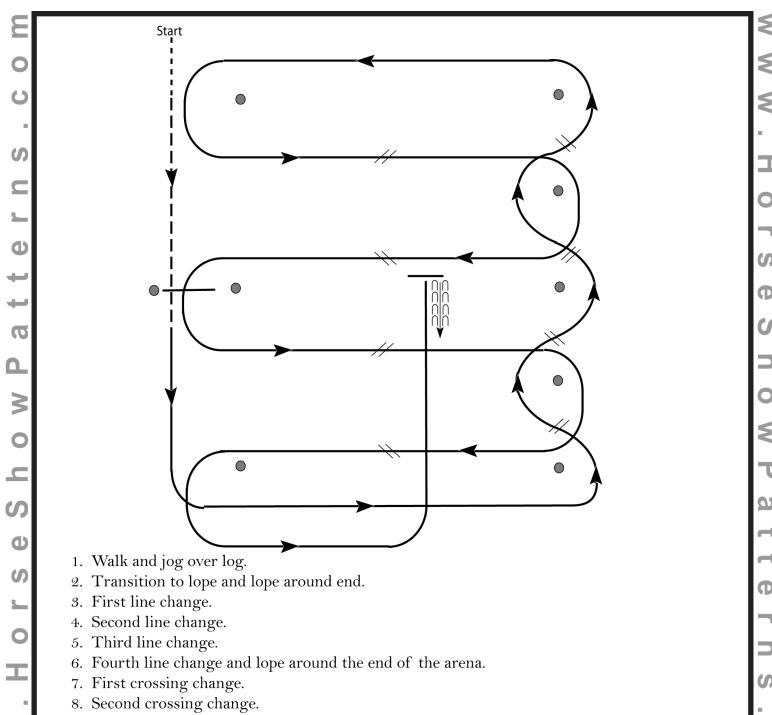
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- 4. Second line change. Lope around end of arena.
- 5. First crossing change.
- 6. Second crossing change.
- 7. Third crossing change.
- 8. Lope over log.
- 9. Lope, stop and back.

[WR/GP-4]

Western Riding (Youth, Amateur, Open)

Show Date: 04-06/07-2019



[WR/OP-1]

Pattern Provided by: NQHA

9. Lope over log.

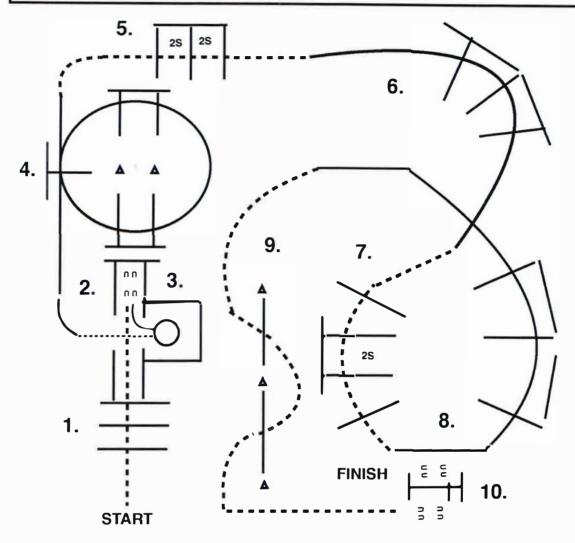
10. Third crossing change.11. Fourth crossing change.

12. Lope up the center, stop and back.

Trail (Youth, Amateur)

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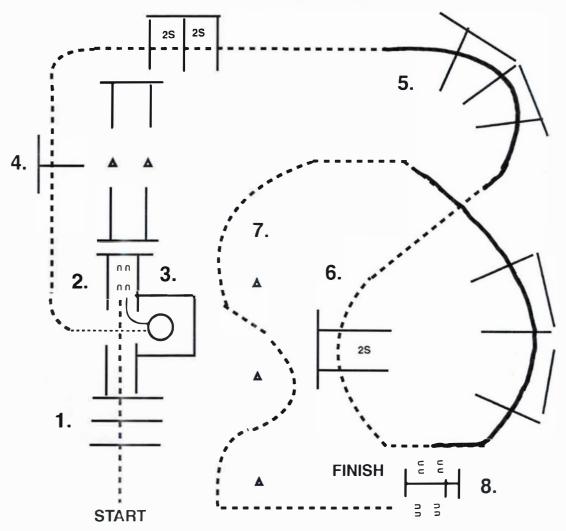


- 1. JOG OVER POLES, JOG INTO CHUTE.
- 2. BACK AROUND CORNER INTO BOX.
- 3. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 4. LOPE OVER POLES (RIGHT LEAD)).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. LOPE OVER POLES (RIGHT LEAD).
- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (LEFT LEAD).
- 9. BREAK TO THE JOG, JOG THRU SERPENTINE, JOG OVER POLES.
- 10. JOG UP TO GATE: LEFT HAND OPEN, WALK THRU AND CLOSE GATE.

Trail (NQHA, L1 Open, L1Youth, L1 Amateur)

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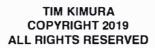
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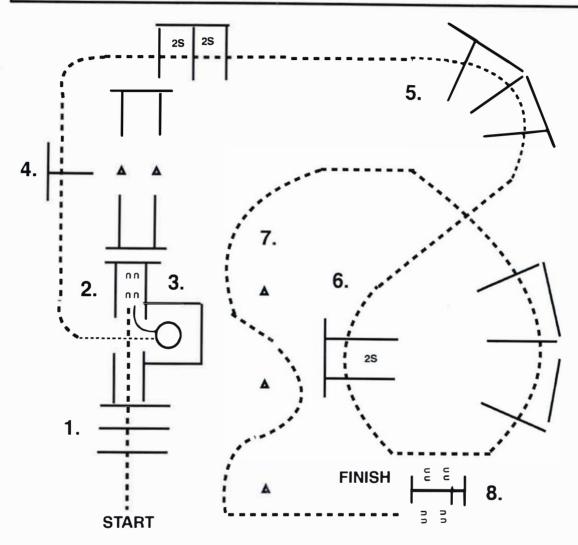


- 1. JOG OVER POLES, JOG INTO CHUTE.
- 2. BACK AROUND CORNER INTO BOX.
- 3. EXECUTE A 360 TURN RIGHT, THEN WALK OUT BOX.
- 4. JOG OVER POLES.
- 5. LOPE OVER POLES (RIGHT LEAD), BREAK TO JOG.
- 6. JOGOVER POLES AND LOPE OVER LEFT LEAD.
- 7. BREAK TO A JOG, JOG TRHU SERPENTINE.
- 8. JOG UP TO GATE: LH OPEN, WALK THRU AND CLOSE GATE.

Trail (In hand trail, W&J NQHA, W&J L1Youth, W&J L1 Amateur)

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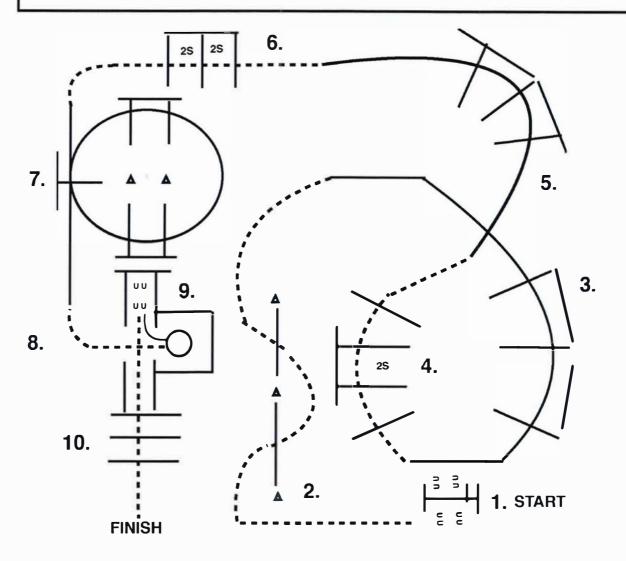


- 1. JOG OVER POLES, JOG INTO CHUTE.
- 2. BACK AROUND CORNER INTO BOX.
- 3. EXECUTE A 360 TURN RIGHT, THEN WALK OUT BOX.
- 4. JOG OVER POLES.
- 5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 6. JOG OVER POLES.
- 7. JOG THRU SERPENTINE.
- 8. JOG UP TO GATE: LH OPEN, WALK THRU AND CLOSE GATE.

Trail (Open)

Show Date: 04-06/07-2019

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- 1. GATE: RIGHT HAND OPEN, WALK THRU AND CLOSE GATE.
- 2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, AND JOG OVER POLES.
- 3. LOPE OVER POLES (RIGHT LEAD).
- 4. BREAK TO THE JOG, JOG OVER POLES.
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).
- 8. BREAK TO THE JOG, JOG INTO BOX, EXECUTE A 360 TURN EITHER WAY.
- 9. BACK OUT BOX, BACK AROUND CORNER.
- 10. JOG OUT CHUTE, JOG OVER POLES.

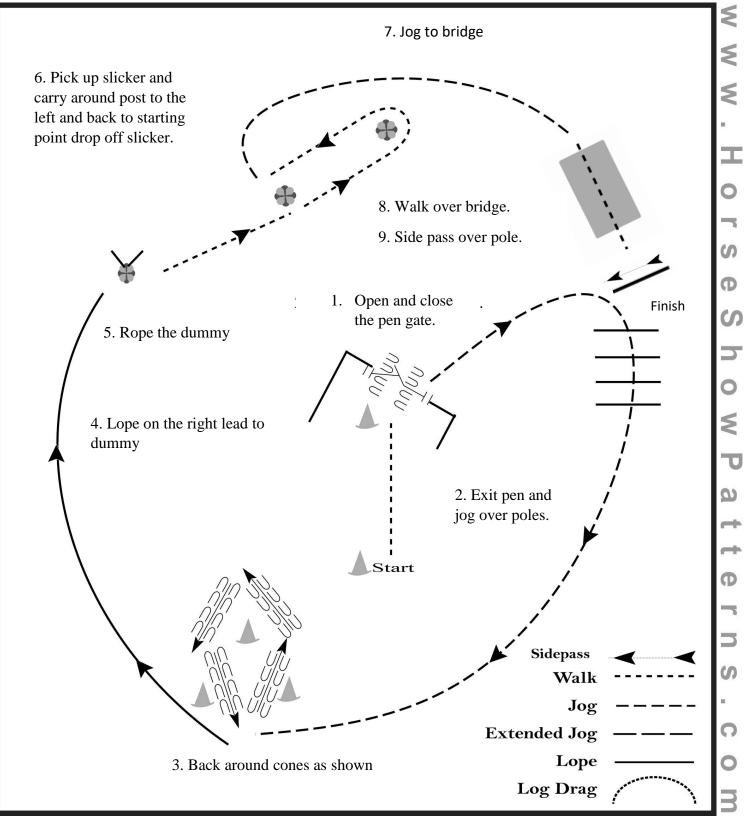
Ranch Trail (NQHA, Youth, Amateur)

Show Date: 04-06/07-2019

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[RT/2]

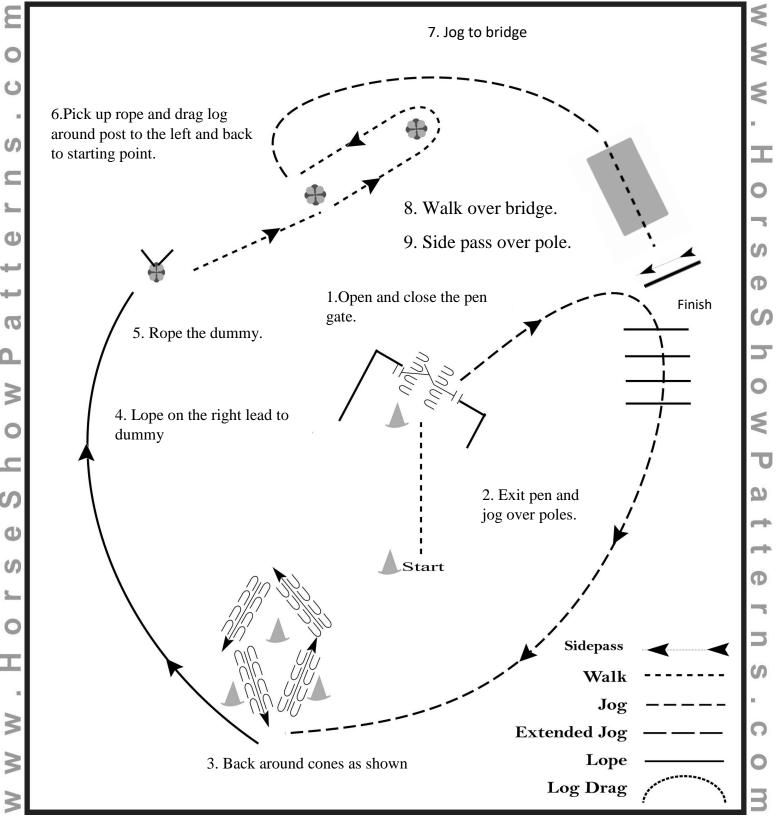
Pattern Provided by:

NQHA

Ranch Trail (Open)

Show Date: 04-06/07-2019

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[RT/2]

Pattern Provided by: