D

Show

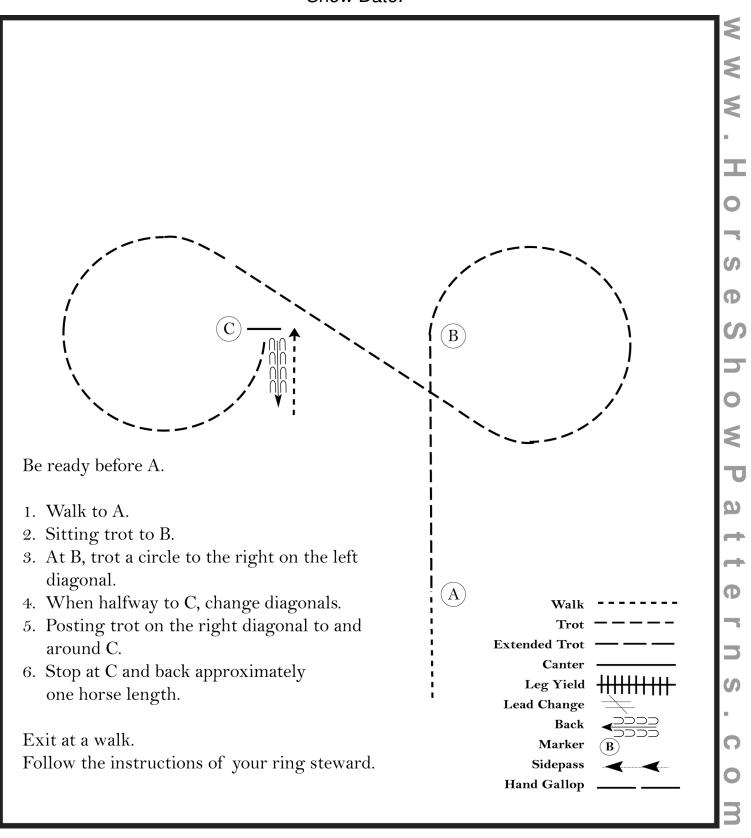
Ф

S

Brookside Bonanza

Hunt Seat Equitation (ALL walk-trot)

Show Date:



[HSE/WT-41]

Ф

ShowP

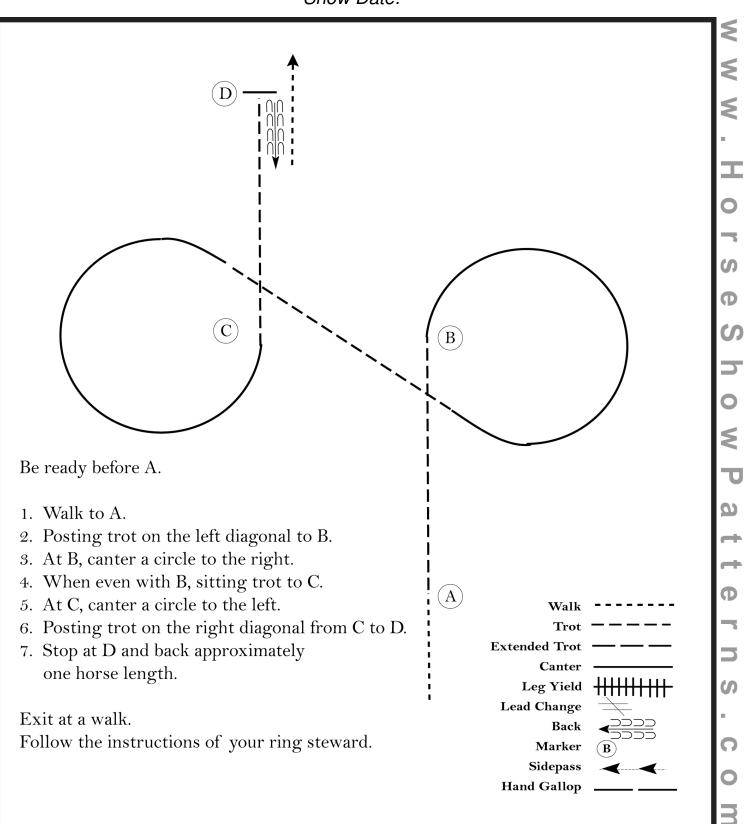
Ф

S

Brookside Bonanza

Hunt Seat Equitation (L1 Yth & AM & All Breed)

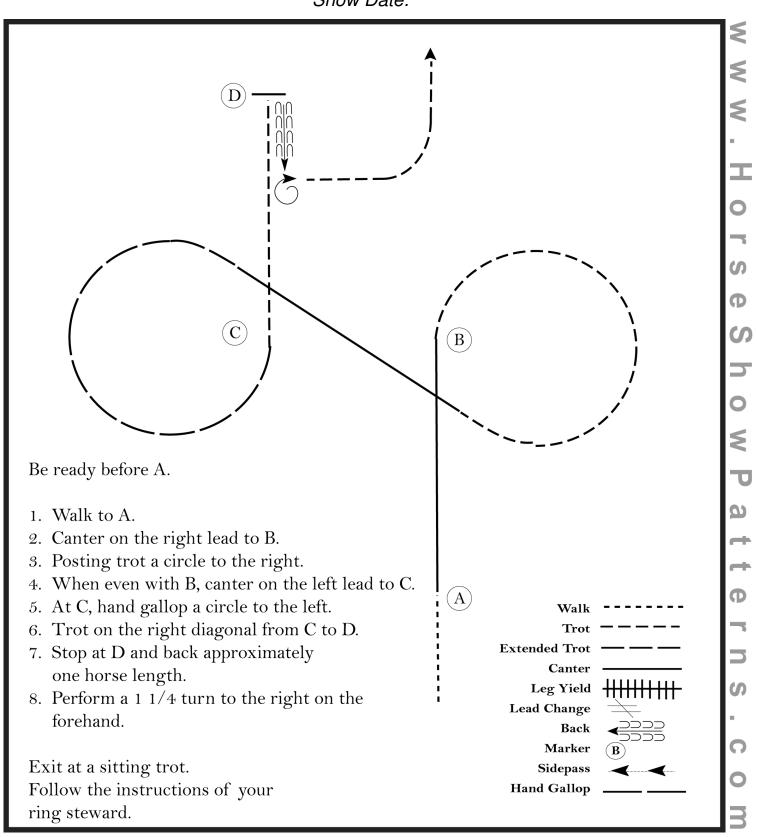
Show Date:



[HSE/1-41]

Hunt Seat Equitation (Youth, AM, Select)

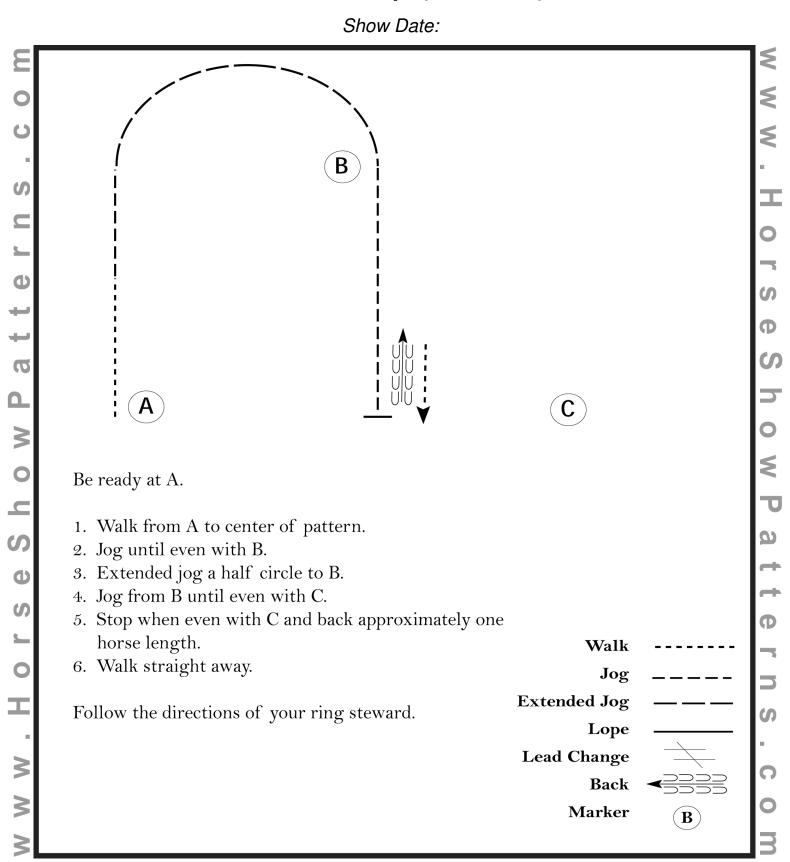
Show Date:



[HSE/3-41]

Pattern Provided by: John Briggs

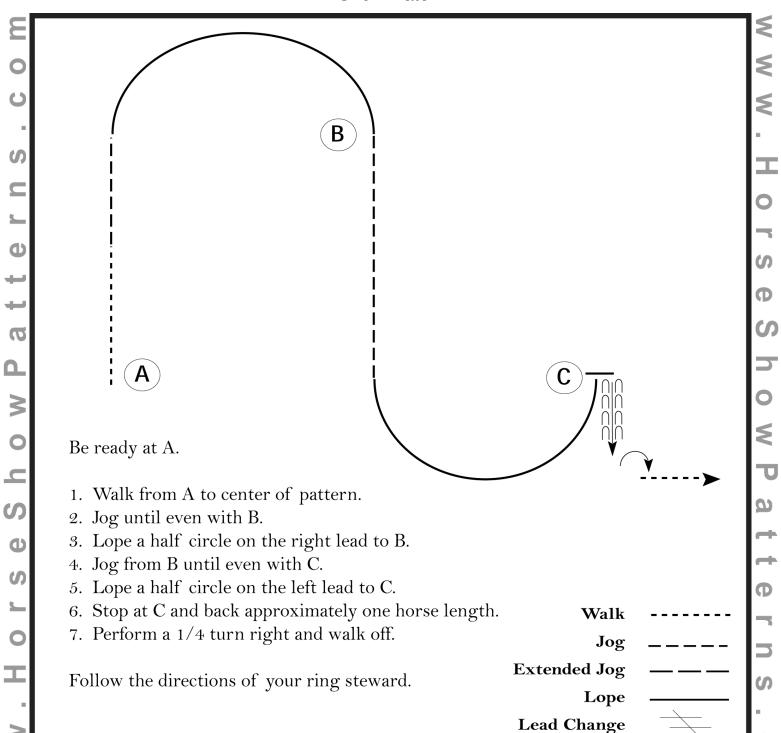
Horsemanship (Walk Trot)



[WH/WT-80]

Horsemanship (L1 youth/Am/All Breed)

Show Date:



[WH/1-80]

B

Back

Marker

Ф

ShowP

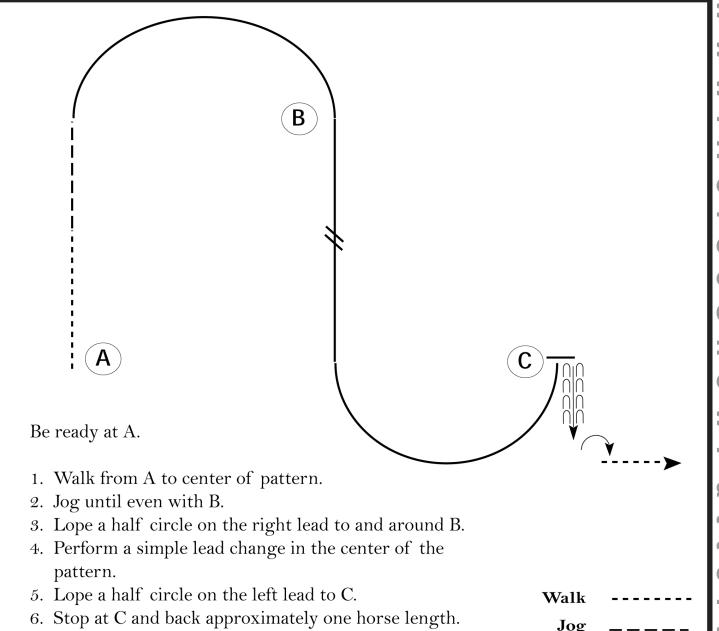
Ф

S

Brookside Bonanza

Horsemanship (Am, select, Youth)

Show Date:



Follow the directions of your ring steward.

7. Perform a 1/4 turn right and walk off.

Walk

Jog ---
Extended Jog --
Lope

Lead Change

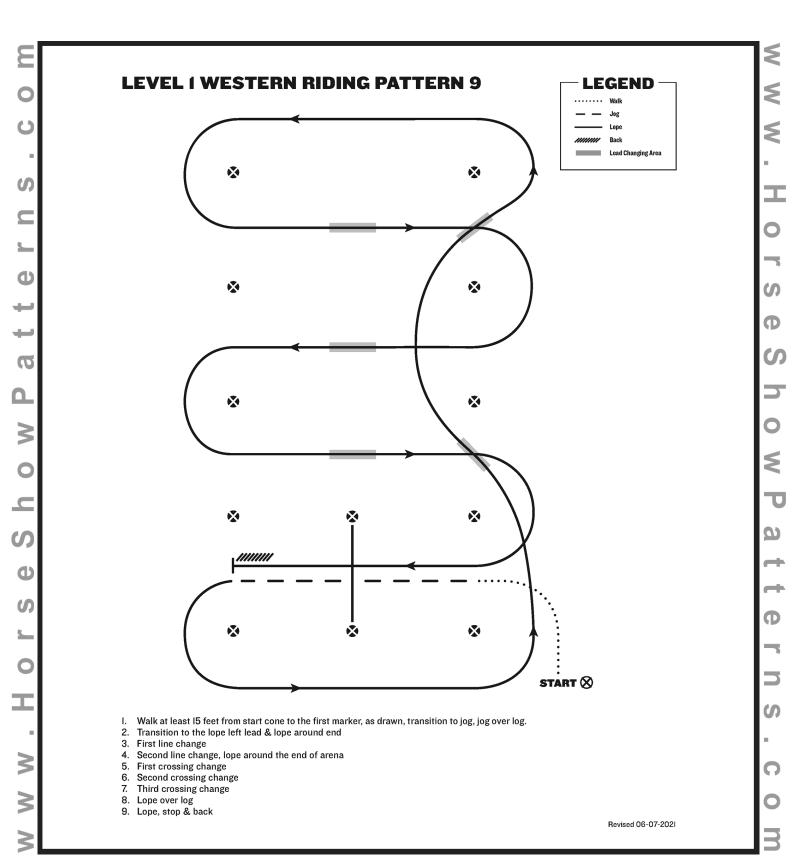
Back

Marker

B

[WH/2-80]

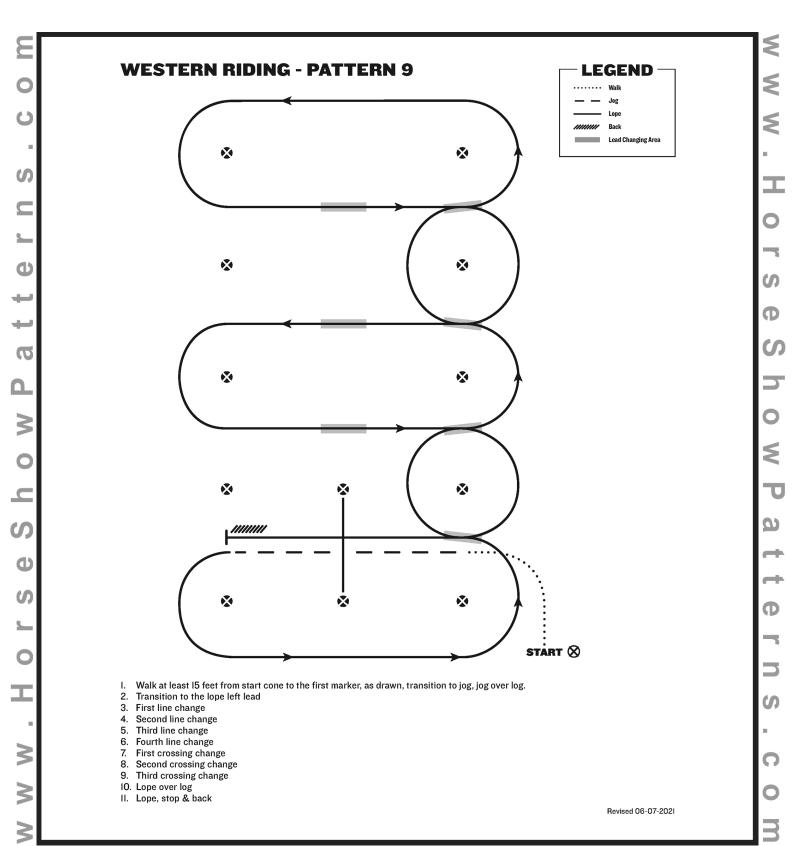
Western Riding (Level 1 & All Breed)



[WR/GP-9]

Pattern Provided by: Judges

Western Riding (Youth, Ama, Jr & Sr)



[WR/OP-9]

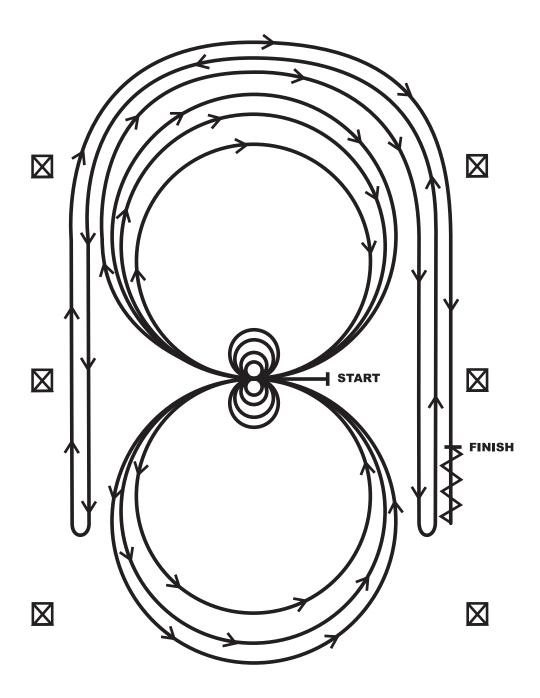
Pattern Provided by: Judges

RANCH RIDING - PATTERN 6 LEGEND **Extended Walk Extended Trot** Lope **Extended Lope** //////// Back \\ Lead Change 26"-30" space between logs

- I. Walk
- 2. Walk over logs
- 3. Lope right lead
- 4. Extended lope right lead
- 5. Trot
- 6. Stop, I I/2 turn right
- 7. Walk
- 8. Trot
- 9. Extended trot
- 10. Lope left lead
- II. Stop and back
- 12. Side pass right

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.

REINING PATTERN 8



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

- I. 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 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 rollback at least twenty feet (six 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 maker and do a right rollback at least twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.