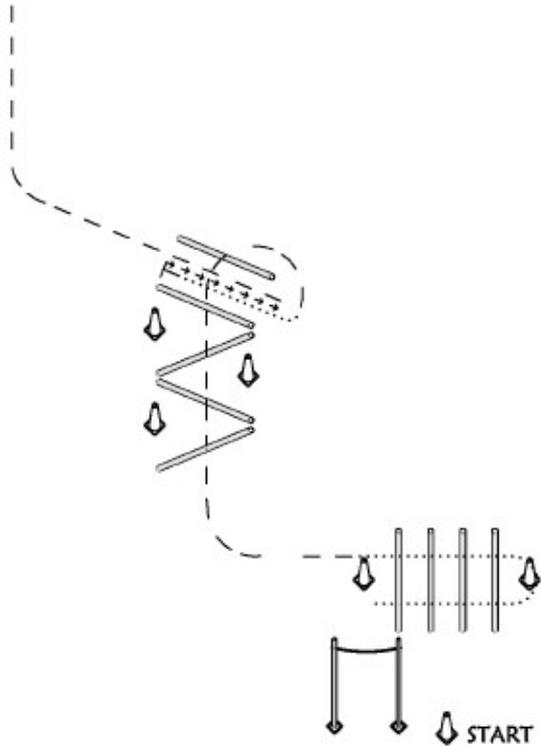


PATTERNS FOR SHOW FOR 7 AND 8 AUGUST
AT KEP:

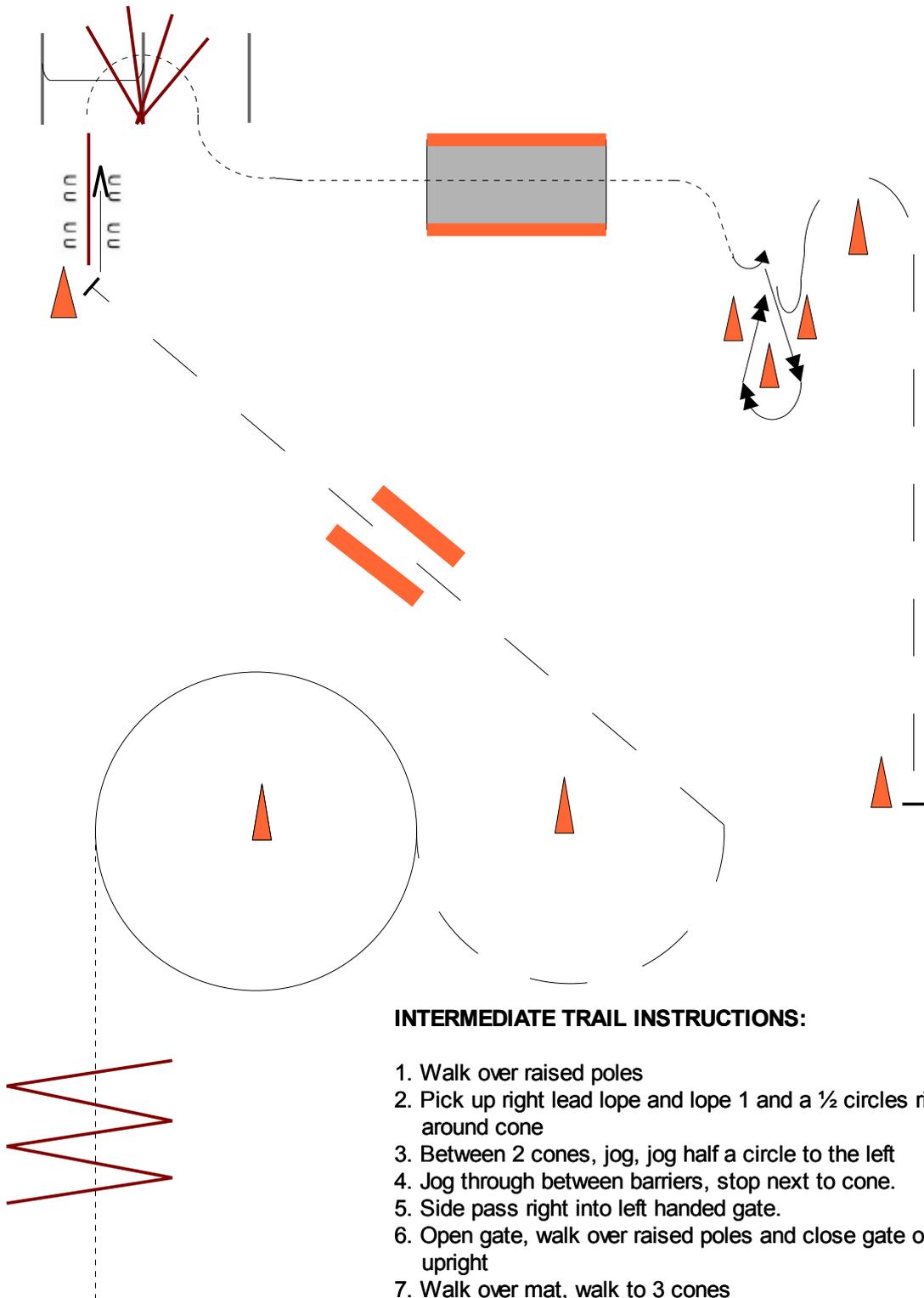
PRE NOVICE TRAIL:



INSTRUCTIONS

- Walk through right hand rope gate
- Walk over poles
- Turn around cone and walk back over poles
- Jog over poles
- Jog around to chute
- Walk into the chute and stop
- Back straight out of chute
- Back up between the poles
- Jog out of chute to exit

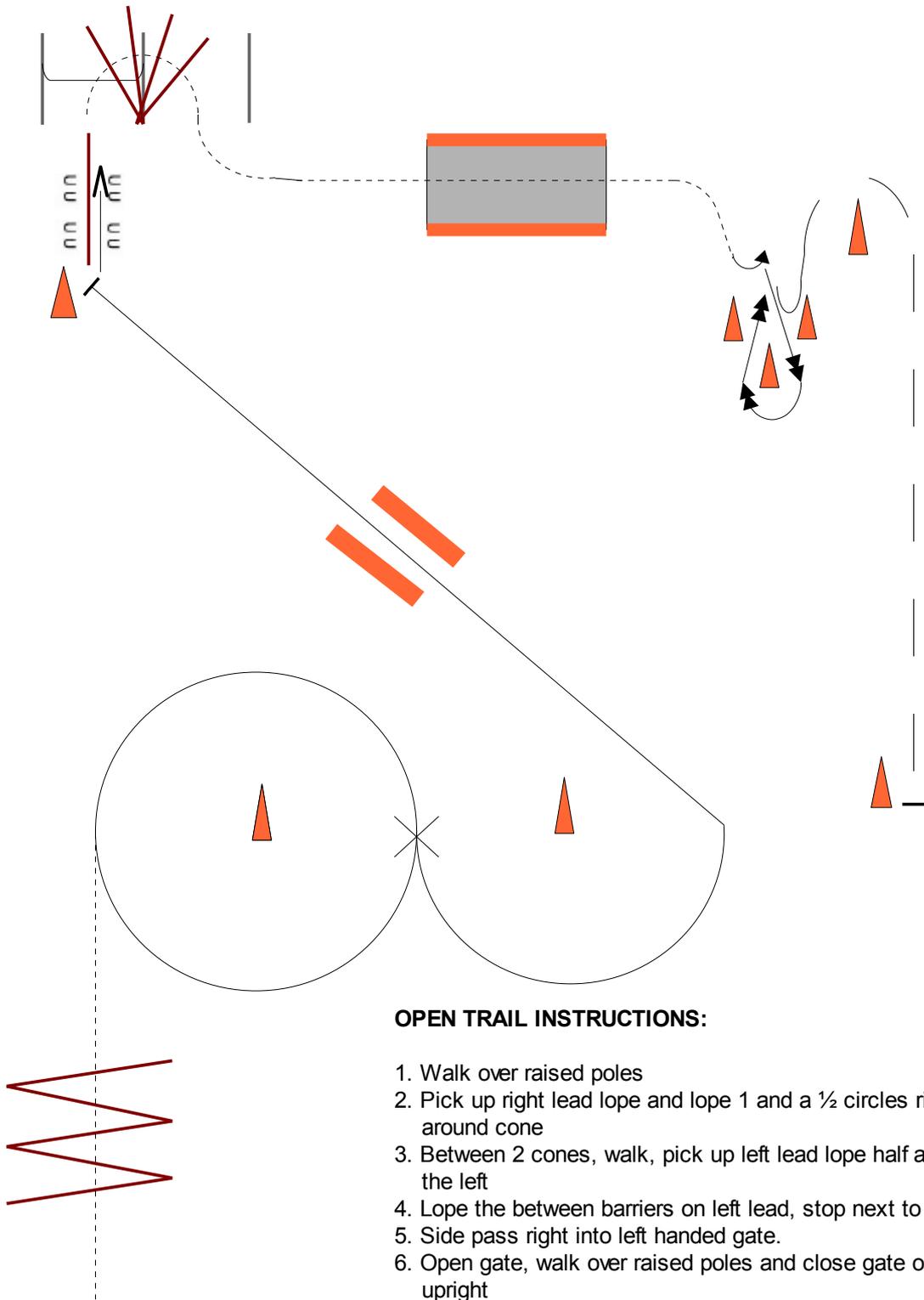
INTERMEDIATE TRAIL PATTERN



INTERMEDIATE TRAIL INSTRUCTIONS:

1. Walk over raised poles
2. Pick up right lead lope and lope 1 and a ½ circles right, around cone
3. Between 2 cones, jog, jog half a circle to the left
4. Jog through between barriers, stop next to cone.
5. Side pass right into left handed gate.
6. Open gate, walk over raised poles and close gate on other upright
7. Walk over mat, walk to 3 cones
8. Turn around back, round middle cone
9. Turn around, start the jog, jog round cone to the next cone, stop and finish

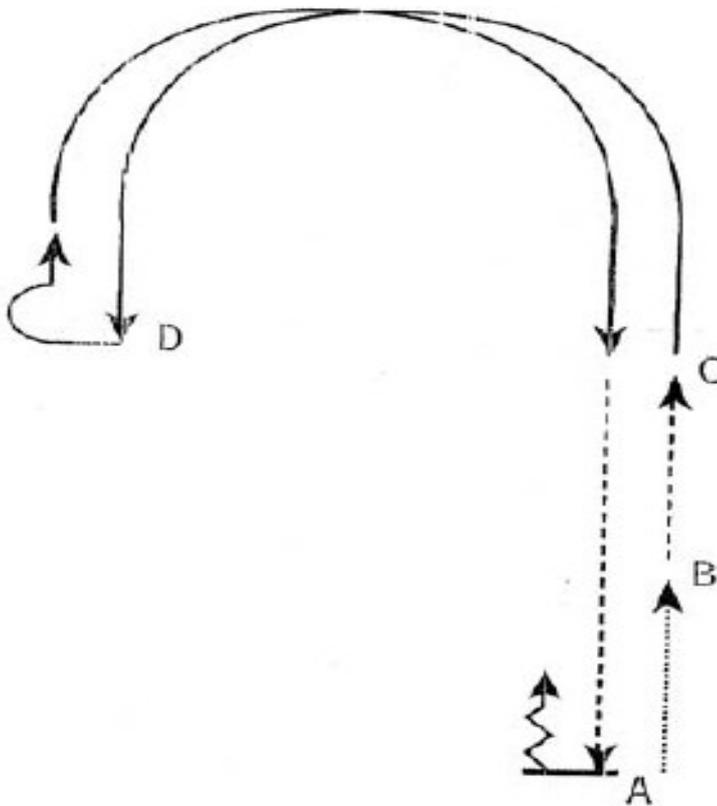
OPEN TRAIL PATTERN



OPEN TRAIL INSTRUCTIONS:

1. Walk over raised poles
2. Pick up right lead lope and lope 1 and a ½ circles right, around cone
3. Between 2 cones, walk, pick up left lead lope half a circle to the left
4. Lope the between barriers on left lead, stop next to cone.
5. Side pass right into left handed gate.
6. Open gate, walk over raised poles and close gate on other upright
7. Walk over mat, walk to 3 cones
8. Turn around back, round middle cone
9. Turn around, start the jog, jog round cone to the next cone, stop and finish

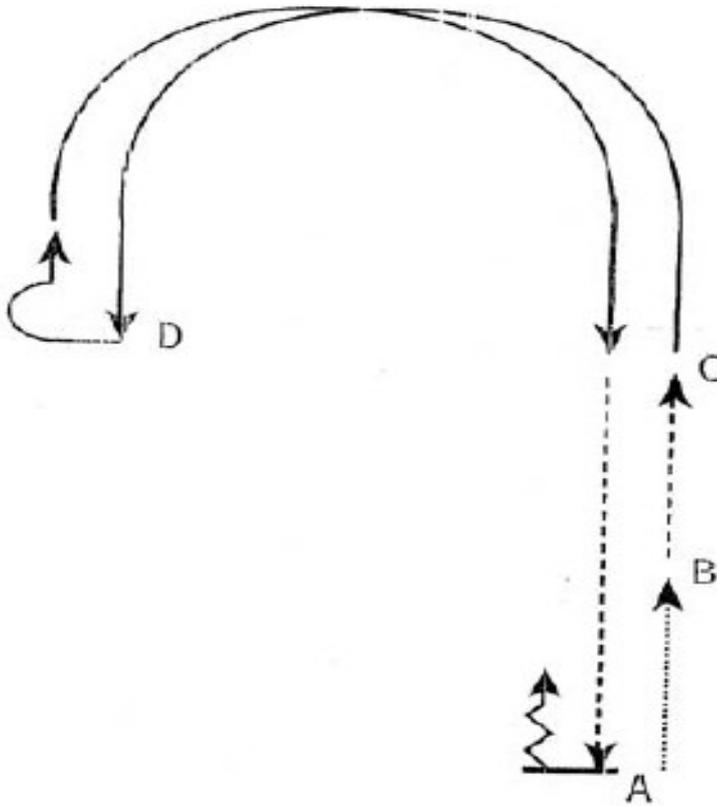
PRE NOVICE HORSEMANSHIP PATTERN:



INSTRUCTIONS

1. From cone A to cone C, walk
2. At cone C jog to cone D
3. At cone D stop, do 180 degree turn on jog on through walk,
4. Jog to cone C
5. At cone C walk at cone A stop and back a few steps

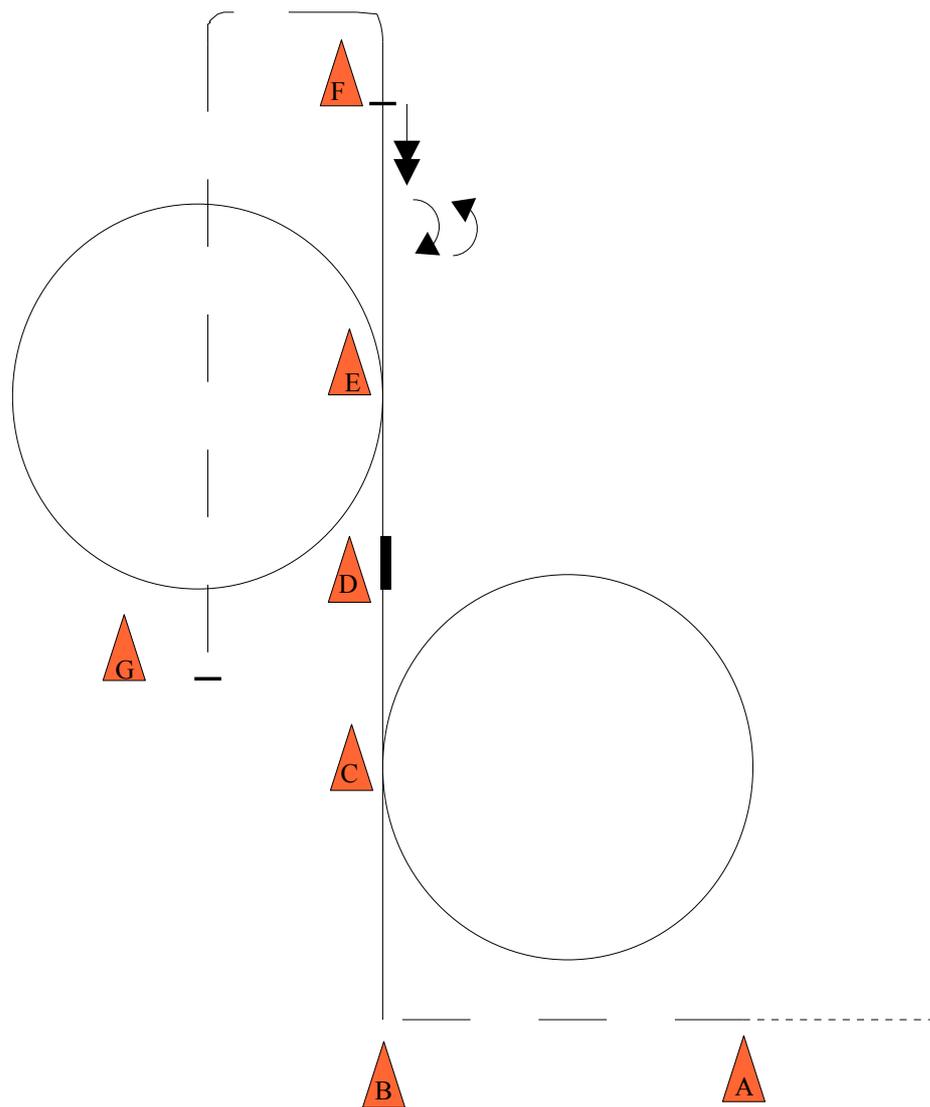
NOVICE HORSEMANSHIP



INSTRUCTIONS:

1. From Cone A to cone B, walk. From Cone B to cone C, jog.
2. At cone C lope left
3. At Cone D, stop and turn 180 degrees to right
4. Lope right, through walk and lope to cone C
5. Cone C jog
6. Cone A stop and back a few steps

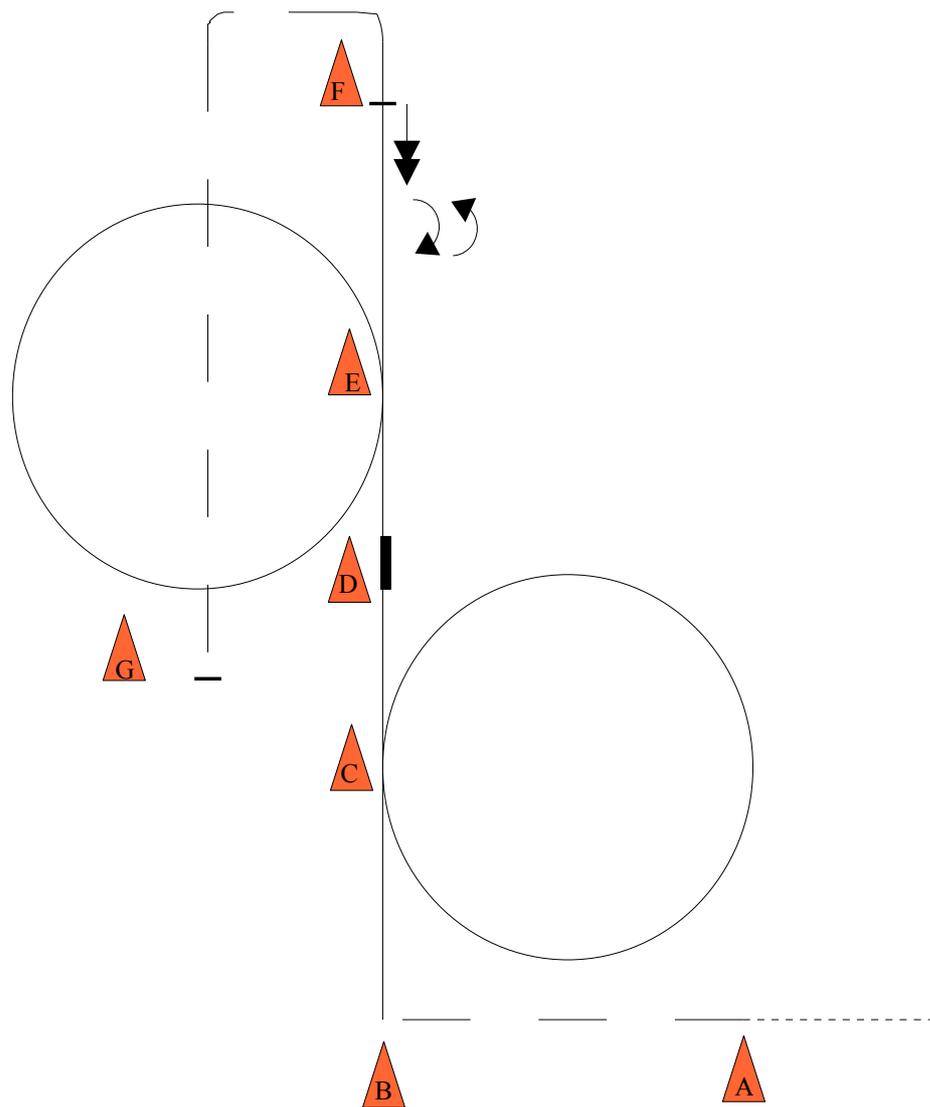
INTERMEDIATE HORSEMANSHIP



INSTRUCTIONS:

1. Walk to marker **A**. Stop.
2. Pick-up a jog and jog around corner by cone **B**. Pick up right lead and lope circle **C**.
3. After completion of circle **C** continue on to
4. **D** stop, hesitate and pick up left lead lope and continue on to **E**
5. **E** lope circle left.
4. Lope until you are even with cone **F**. Stop. Settle
5. Back 10 steps. Settle. Do one 180° hindquarter turn each way.
6. Pick-up a jog. Jog around corner until even with judge at cone **G**. Stop.

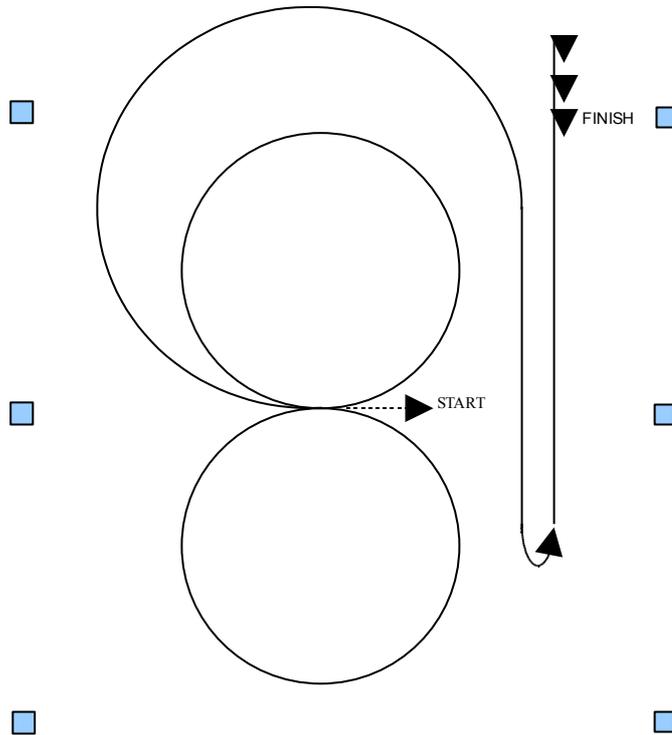
OPEN HORSEMANSHIP



INSTRUCTIONS:

1. Walk to marker **A**. Stop.
2. Pick-up a jog and jog around corner by cone **B**. Pick up right lead and lope circle **C**.
3. After completion of circle **C** continue on to
4. **D** do a flying change to the left lead lope and continue on to **E**
5. **E** lope circle left.
4. Lope until you are even with cone **F**. Stop. Settle
5. Back 10 steps. Settle. Do one 180° hindquarter turn each way.
6. Pick-up a jog. Jog around corner until even with judge at cone **G**. Stop.

GHS REINING PRE-NOVICE PATTERN 1

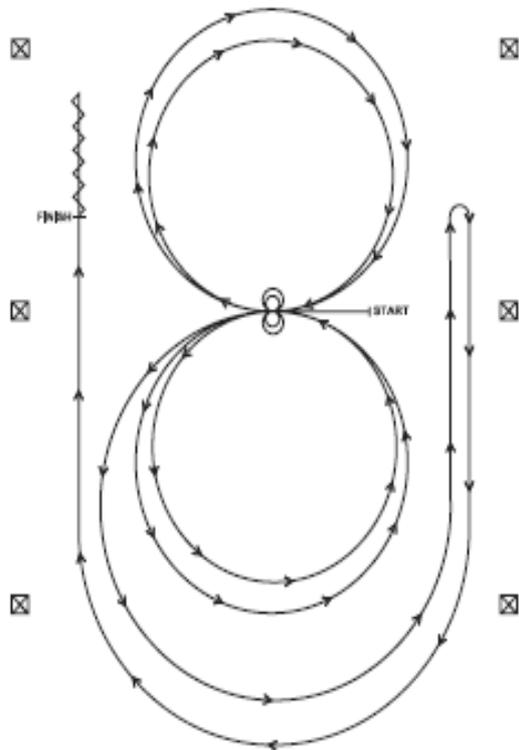


Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Start at a jog and do a small circle to the right
2. Change rein and a small circle to the left
3. Continue round previous circle to right, do not close this circle. Jog up the right side of the arena, past the center marker, stop, hesitate, do a 180 ° turn on haunches to the left, at least 6 m from the wall or fence.
4. Continue back up right side of the arena, stop, hesitate. Back up a few steps

Rider must dismount and drop bridle to the designated judge.

GHS NOVICE REINING PATTERN 1



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

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.

2. Complete two spins to the left. Hesitate.

3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.

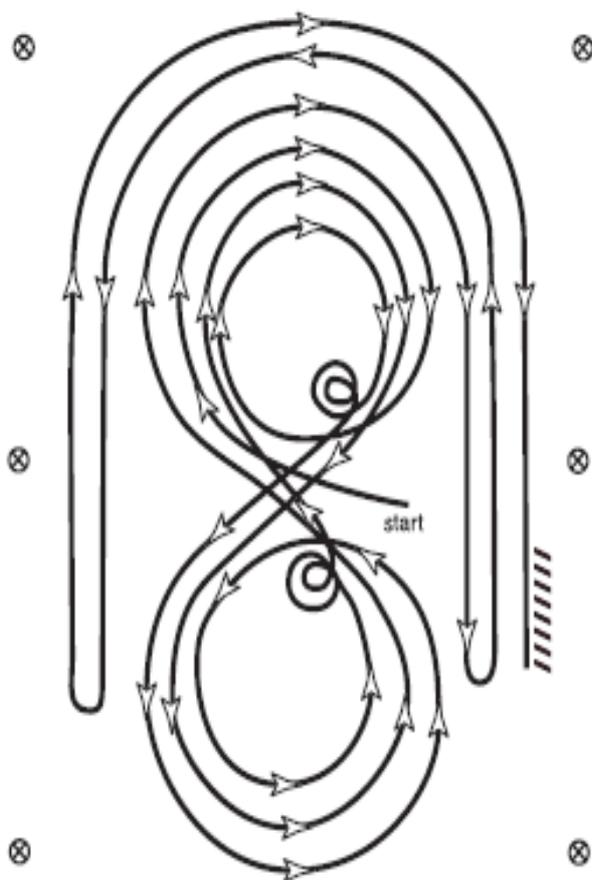
4. Complete two spins to the right. Hesitate.

5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.

6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Rider must dismount and drop the bridle to the designated judge.

GHS NOVICE REINING PATTERN 2



Horses must walk or stop prior to starting pattern.

1. Starting on the right lead complete 2 circles to the right, the first circle a large and fast and the second circle a small and slow, stop at the center of the arena, hesitate.

2. Complete 2 spins to the right, hesitate.

3. Beginning on left lead complete 2 circles to the left, the first large and fast, the second small and slow. Stop at the center of the arena, hesitate.

4. Complete 2 spins to the left, hesitate

5. Beginning on the right lead make a large circle to the right, change leads through the trot in the center of the arena and complete a large circle to the left and change leads, through the trot, at the center of the arena.

6. Begin a large fast circle to the right but do not close this circle. Rundown the right side of the arena past the marker and do a left roll back at least 20 feet (6 meters) from the wall or fence - no hesitation.

9. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right roll back at least 20 feet (6 meters) from the wall or fence - no hesitation

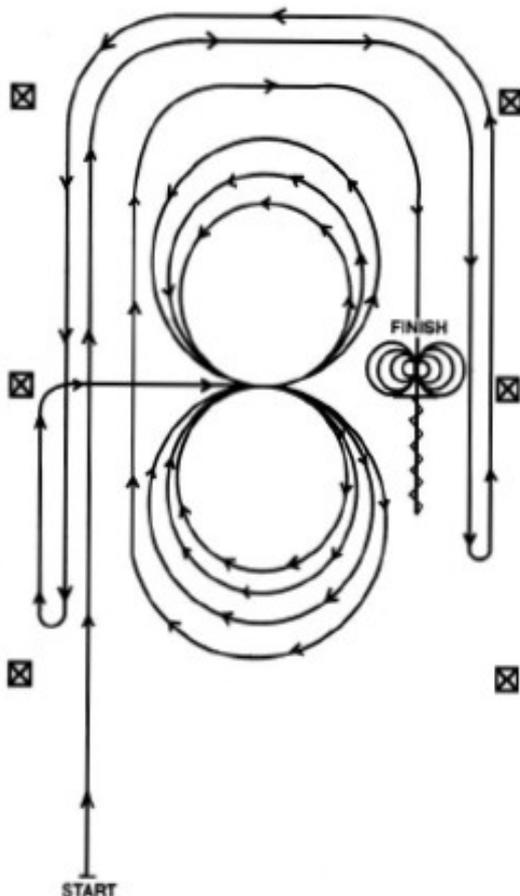
10. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to show completion of pattern.

Rider must drop bridle to the designated judge.

INTERMEDIATE AND OPEN REINING PATTERNS:

PATTERN

3



PATTERN

3

1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback – no hesitation.

2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation.

3. Continue up the left side of the arena to the center marker. AT the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.

4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate.

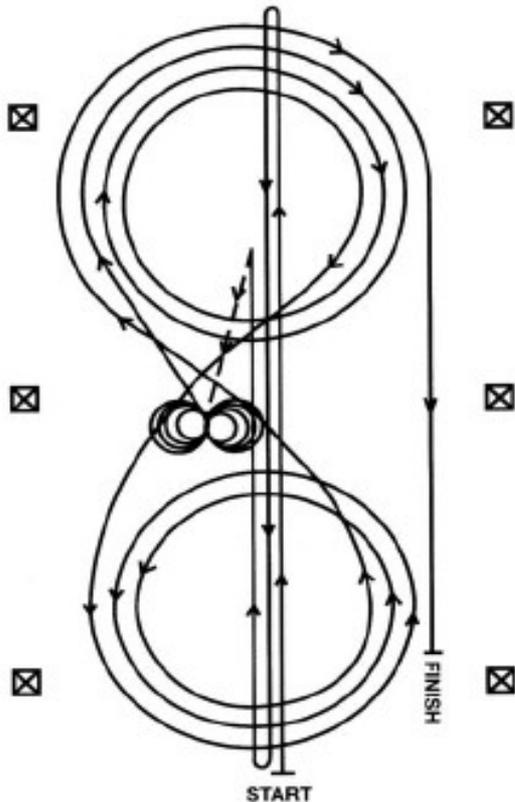
6. Complete four spins to the right. Hesitate.

7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

PATTERN

7



PATTERN

7

1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.

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 or at least ten feet (three meters). Hesitate.

4. Complete four spins to the right. Hesitate.

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 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 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 (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

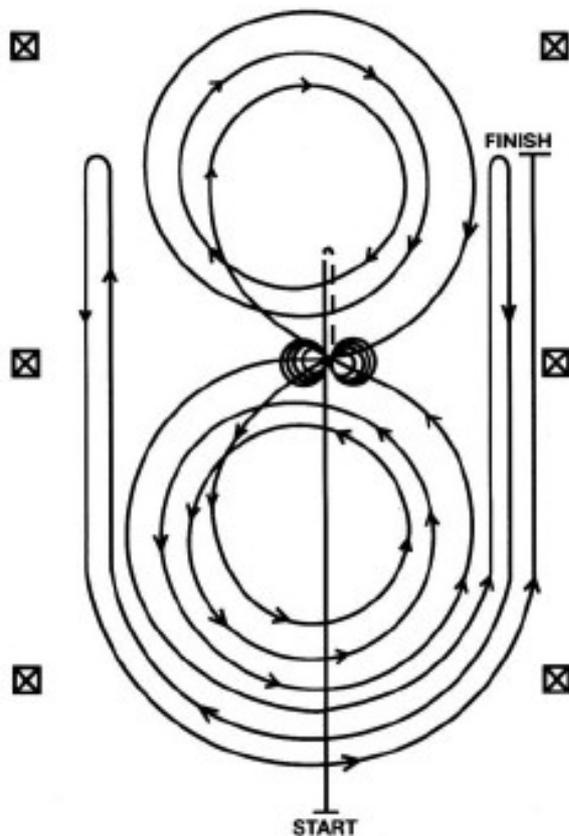
ALL GRADES SNAFFLE BIT CLASS REINING PATTERN

PATTERN

PATTERN

9

9



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.

2. Complete four spins to the right. Hesitate.

3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.

4. Beginning on the left lead, 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. 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.

6. 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 (six meters) from the wall or fence – no hesitation.

7. Continue back around the 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 (six meters) from the wall or fence – no hesitation.

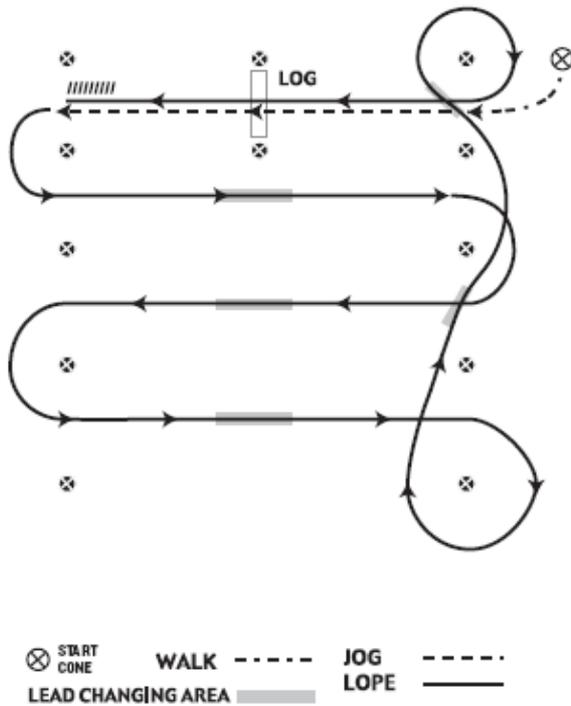
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

AQHA GREEN WESTERN RIDING PATTERN 2

****NB**** Pre novice and Novice will do simple changes
Intermediate and Open will do flying changes

GREEN WESTERN RIDING PATTERN II



1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back