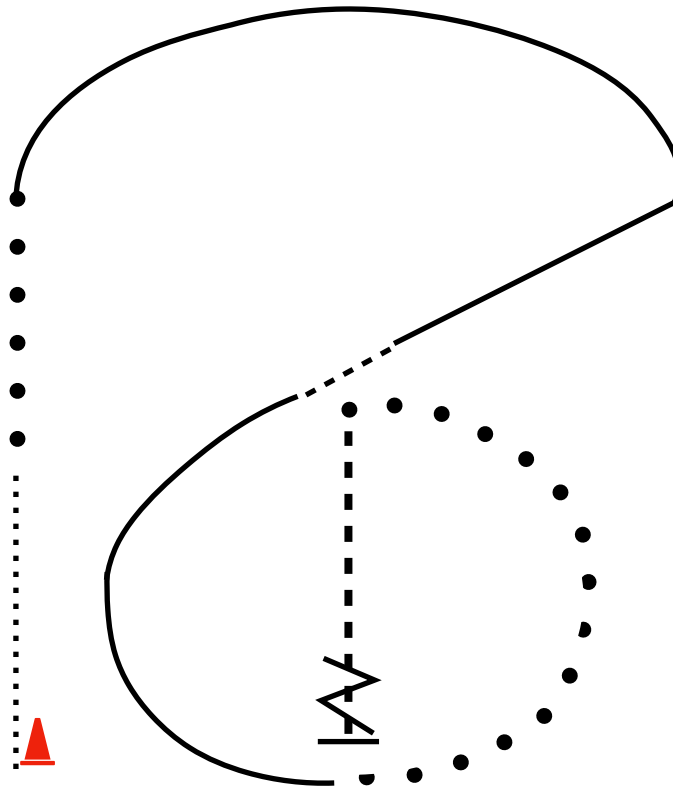


# **EQUITATION**

Novice

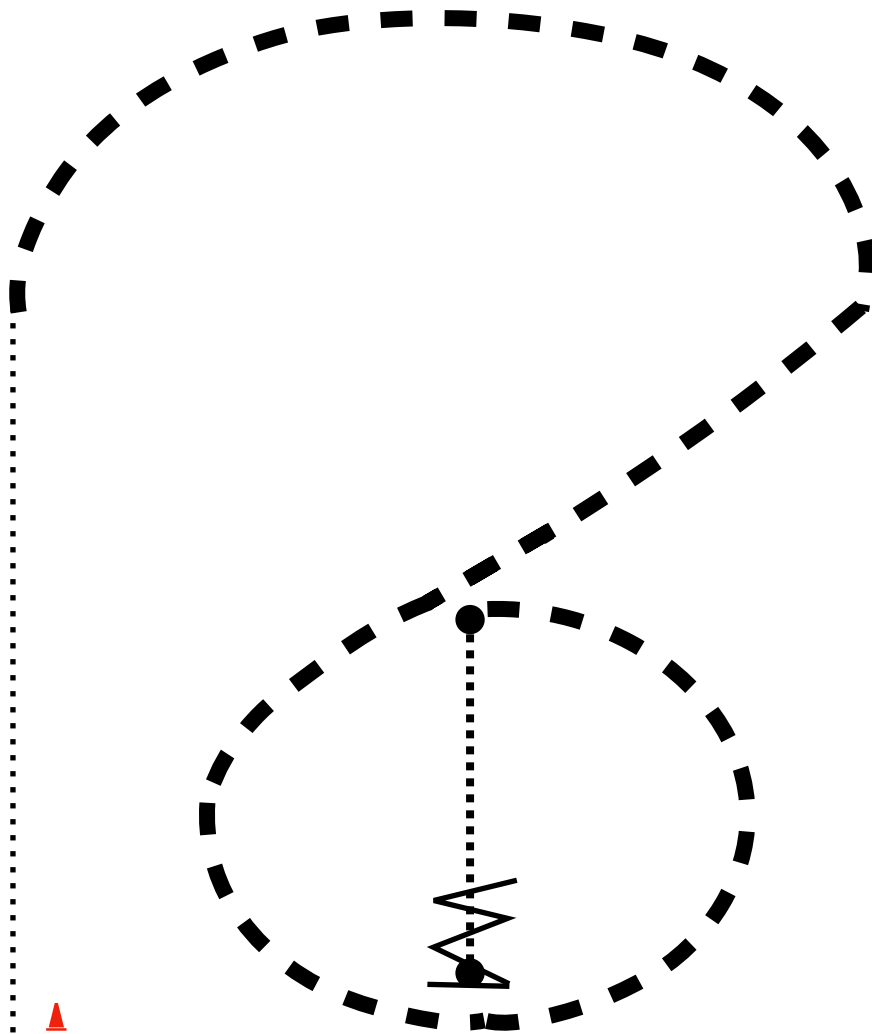


1. Be Ready at marker
2. Sitting trot halfway
3. Left diagonal
4. Canter on right lead around top of the arena and across diagonal
5. Break to the walk
6. Left lead for 1/2 of a circle
7. Trot on right diagonal for 1/2 of a circle
8. 2 point trot down center of circle
9. Stop and back

Pattern provided by Valerie Kearns

# EQUITATION

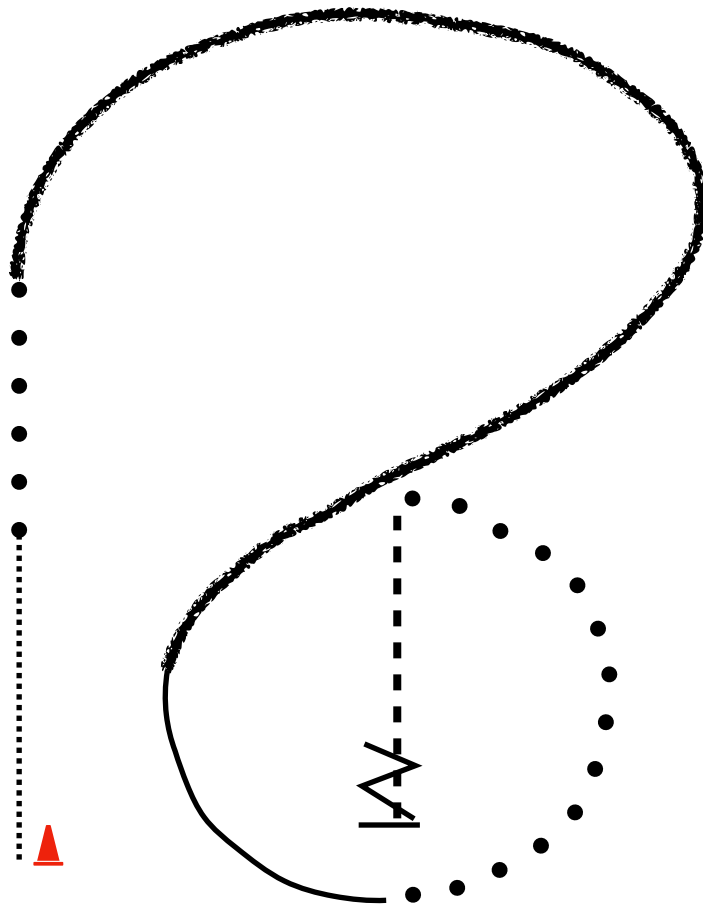
## Walk Trot



1. Be Ready at marker
2. Sitting trot
3. Left diagonal around top of arena and across diagonal
4. At center change diagonals
5. Trot a circle to the left
6. 2 point trot down center of circle
7. Stop and back

Pattern provided by: Valerie Kearns

**EQUITATION**  
Youth- Amateur- Select

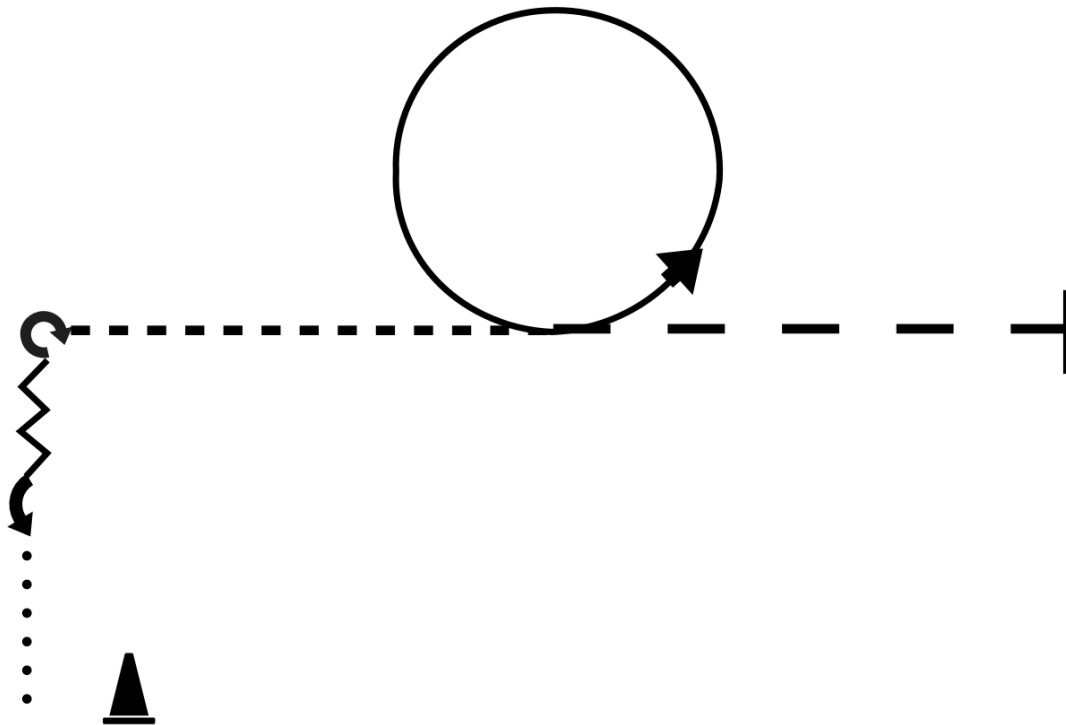


1. Be Ready at marker
2. Sitting trot halfway
3. Left diagonal
4. Move into a right lead hand gallop around top of the arena and across diagonal
5. Collect canter for 1/4 of circle
6. Trot on right diagonal for 1/2 of a circle
7. 2 point trot down center of circle
8. Stop and back

Pattern provided by  
Valerie Kearns

# **Horsemanship**

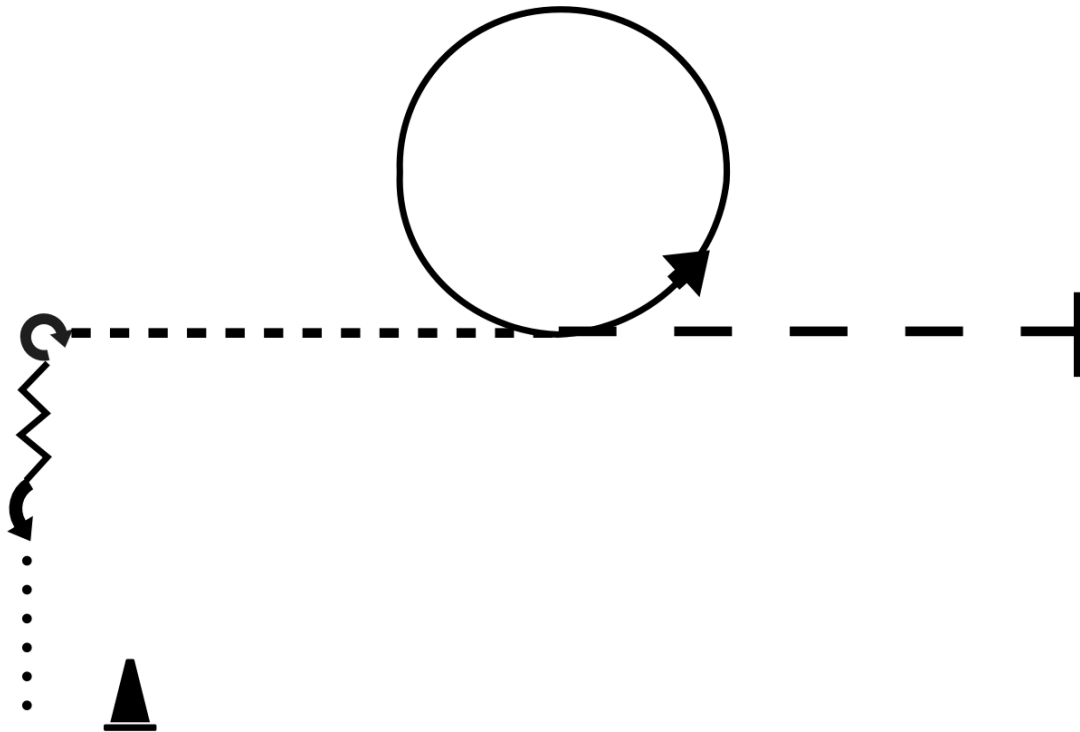
## **Youth, Amateur, Select**



1. Be ready at marker
2. Walk 2 horse lengths with forward motion, Stop
3. 180 Left
4. Back
5. 270 Right
6. Jog to center
7. Counter canter a circle on the right lead with forward motion
8. Break to the extended trot, stop

# Horsemanship

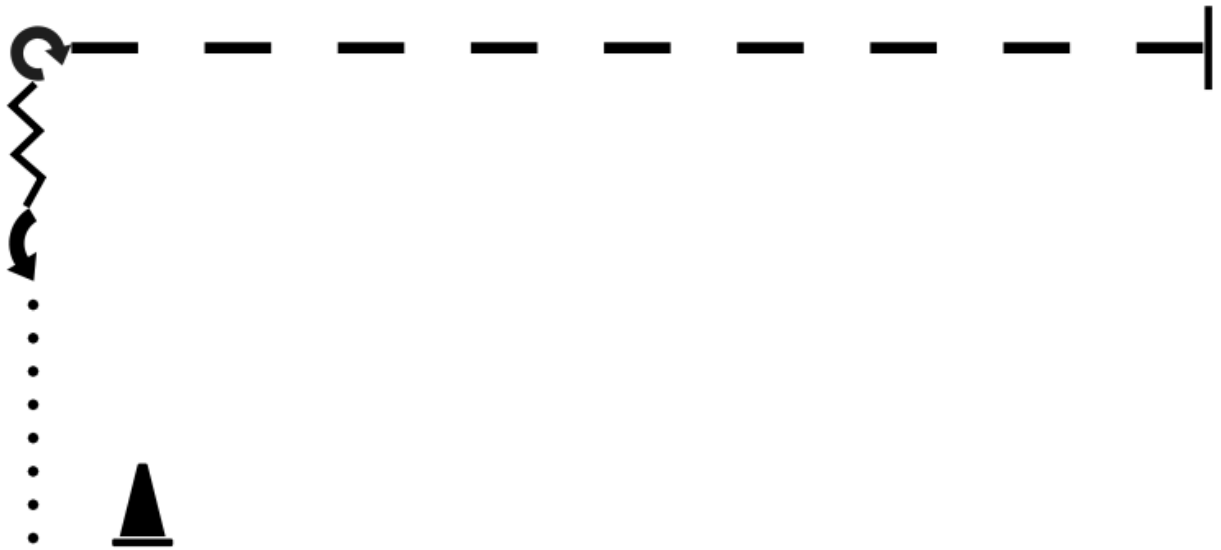
## Novice/Rookie



1. Be ready at marker
2. Walk 2 horse lengths with forward motion, Stop
3. 180 Left
4. Back
5. 270 Right
6. Jog to center
7. Lope a circle on the left lead with forward motion
8. Break to the extended trot, stop

# Horsemanship

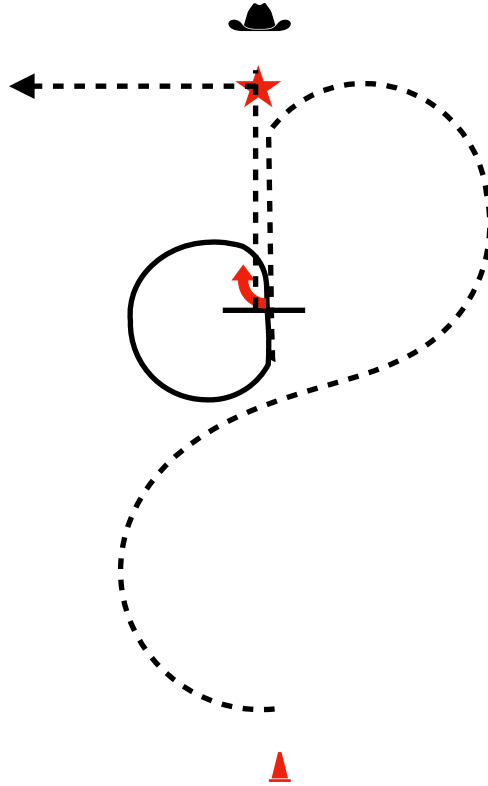
## Walk Trot



1. Be ready at marker
2. Walk 2 horse lengths, Stop
3. 180 Left
4. Back 1 horse length
5. 270 Right
6. Extended trot, Stop

# SHOWMANSHIP

## Novice



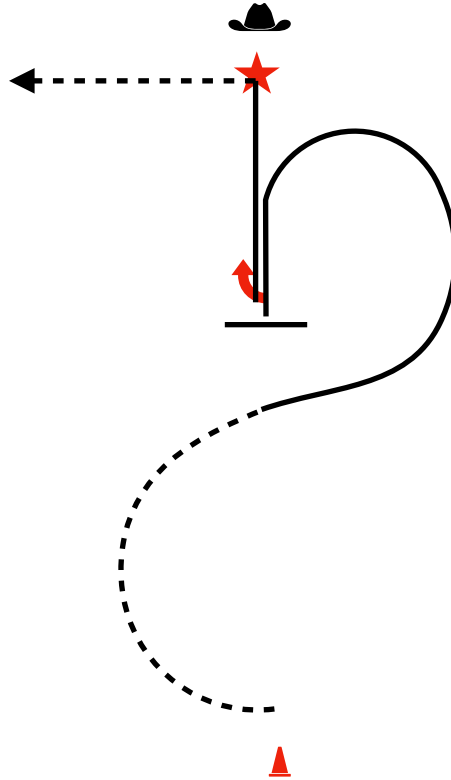
### **Be ready at marker**

1. Trot serpentine and down center of pattern
2. Break to walk and walk a circle to right
3. Stop and 180 turn
4. Trot to Judge
5. 270 turn
6. Set up
7. Inspection
8. Exit at a trot

Pattern provided by Valerie Kearns

# **SHOWMANSHIP**

## **Walk Trot**



### **Be ready at marker**

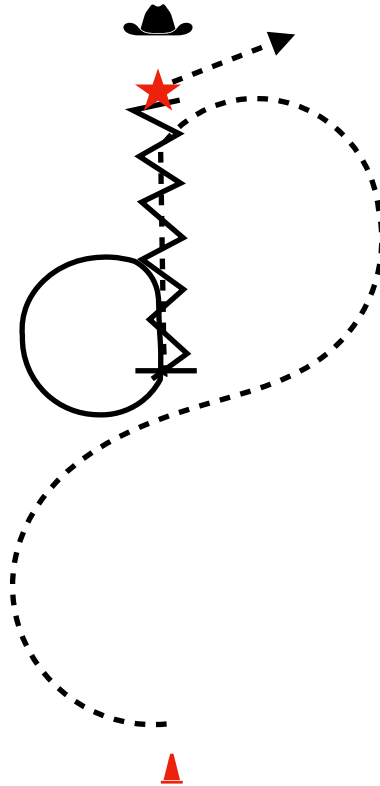
1. Trot 1/2 circle
2. Break to walk, walk 1/2 circle and down center of pattern
3. Stop and 180 turn
4. Walk to Judge
5. 270 turn
6. Set up
7. Inspection
8. Exit at a trot

Pattern provided by Valerie Kearns



# **SHOWMANSHIP**

**Youth, Amateur, Select**

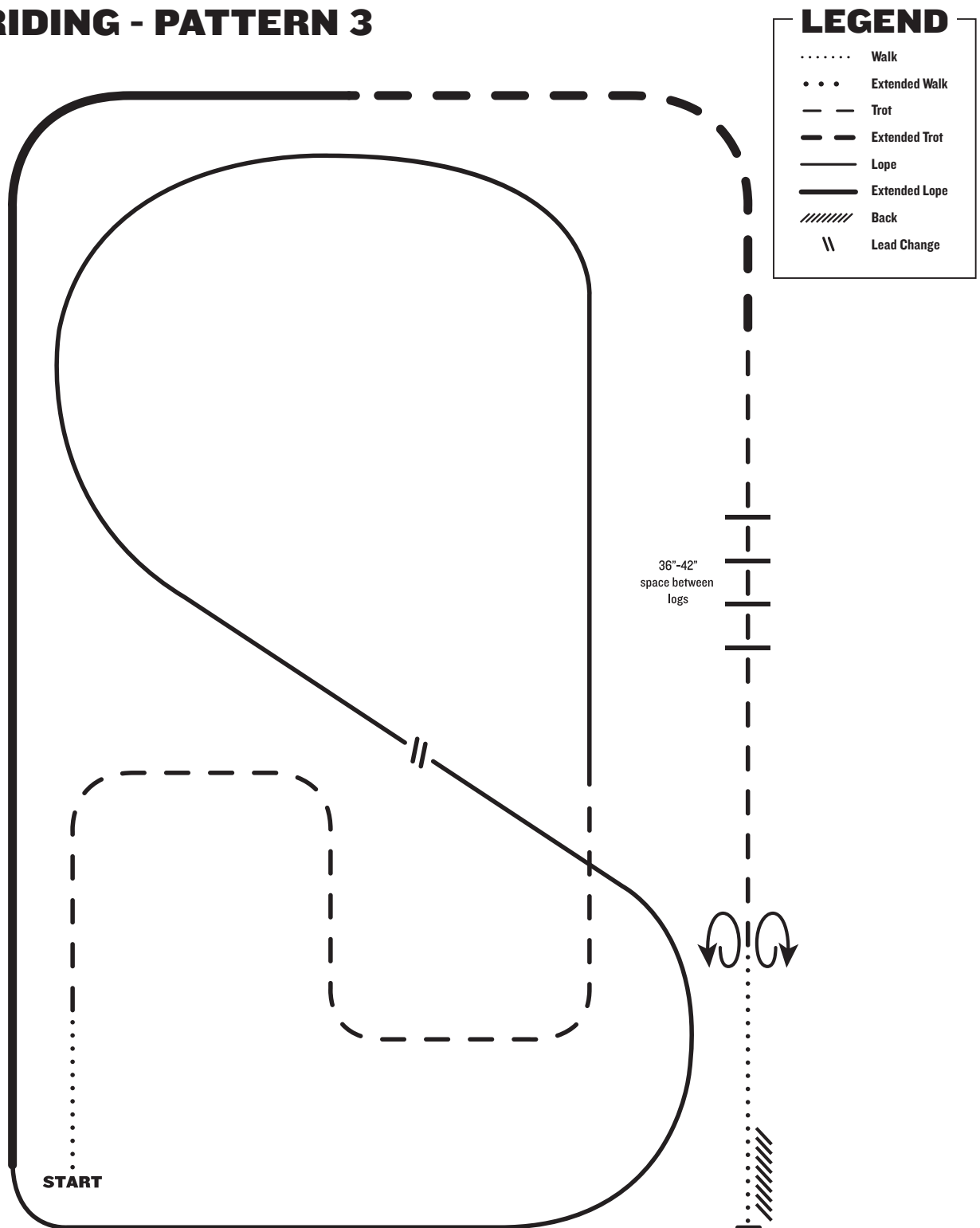


## **Be ready at marker**

1. Trot serpentine and down center of pattern
2. Break to walk and walk a circle to right
3. Stop and back to the judge
4. 270 turn
5. Set up
6. Inspection
7. Exit at a trot

Pattern Provided by:  
Valerie Kearns

# RANCH RIDING - PATTERN 3



- I. 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)
5. Lope 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 logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

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.