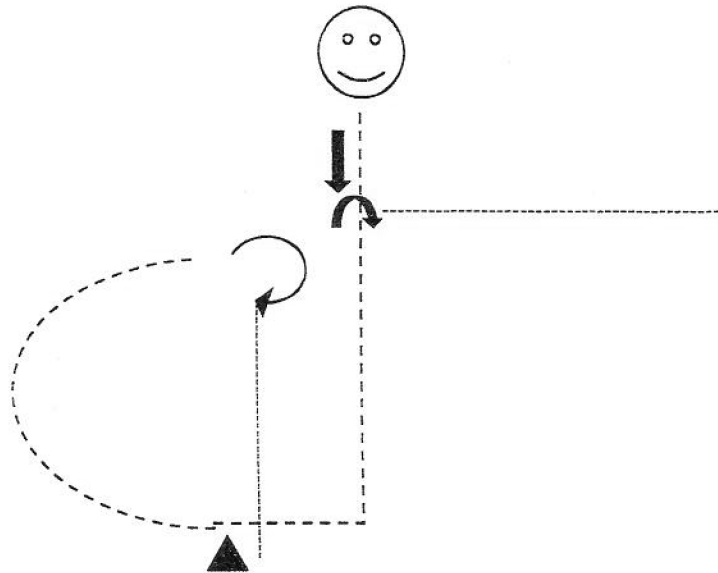


# SHOWMANSHIP

Novice Youth  
Novice Amateur  
Level 1 Horse Non-Pro  
Youth

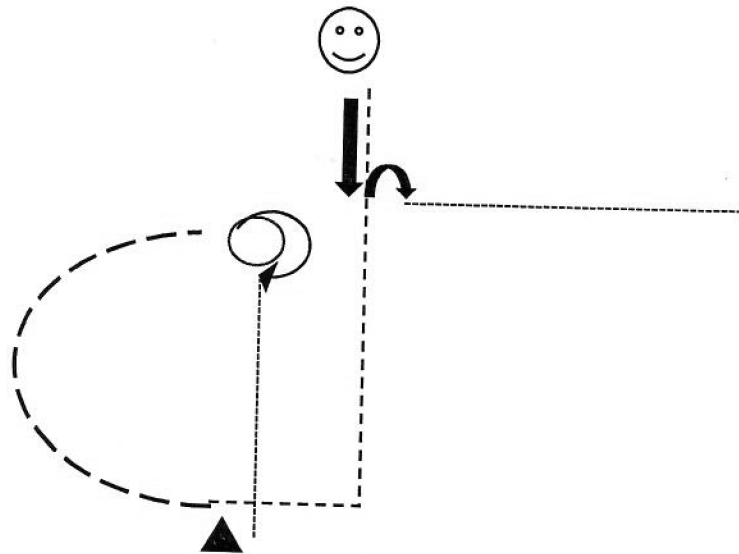


Back  
90

1. Walk
2. 270 turn
3. Trot loop and square corner to judge
4. Set Up
5. Inspection
6. Back
7. 90, Walk to exit

# SHOWMANSHIP

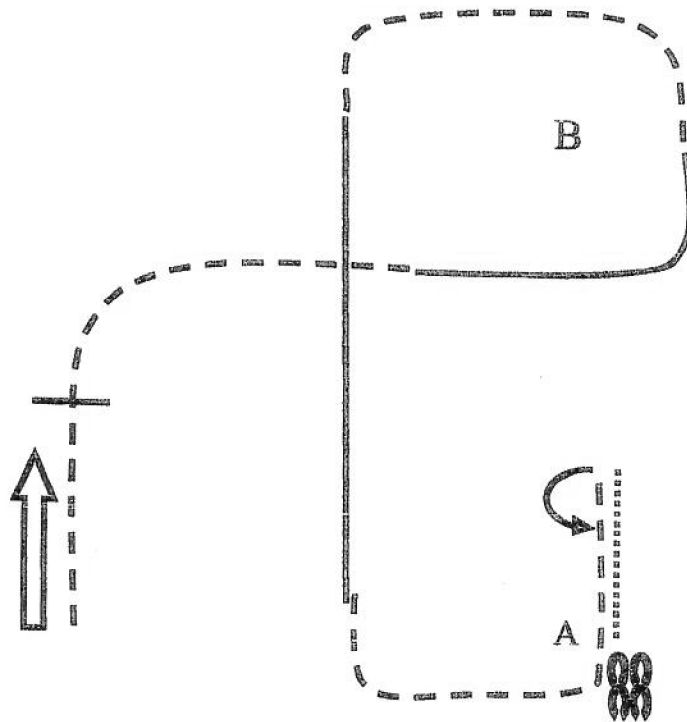
## Amateur/Amateur Select



1. Walk
2. 1  $\frac{3}{4}$  (630) turn
3. Extended Trot (approx. half circle)
4. Even with Cone, slow trot, trot 1 square corner to judge
5. Set Up
6. Inspection
7. Back
8. 90, Walk to exit

# EQUITATION

## Amateur/Select/Youth



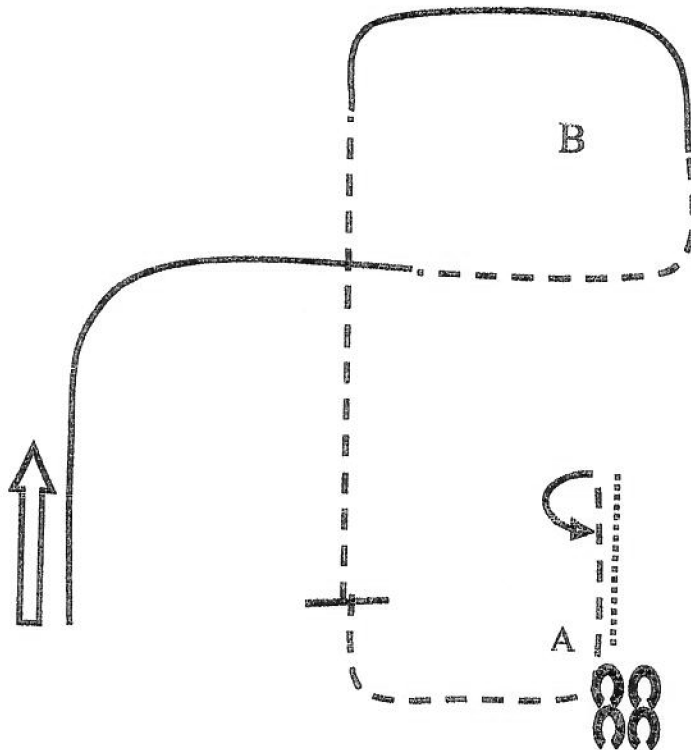
Be Ready at A

1. Walk 2 horse lengths
2. Left 180 forehand turn
3. Sitting Trot Around A
4. Canter (RL) to B.
5. Posting Trot (LD) around B.
6. Canter (LL) around 1 corner.
7. Posting Trot (RD) around 1 corner.
8. Trot (2 points) back even with A.
9. Stop. Back 5 Steps. Pattern is complete.

Proceed to exit.

# EQUITATION

## Level 1



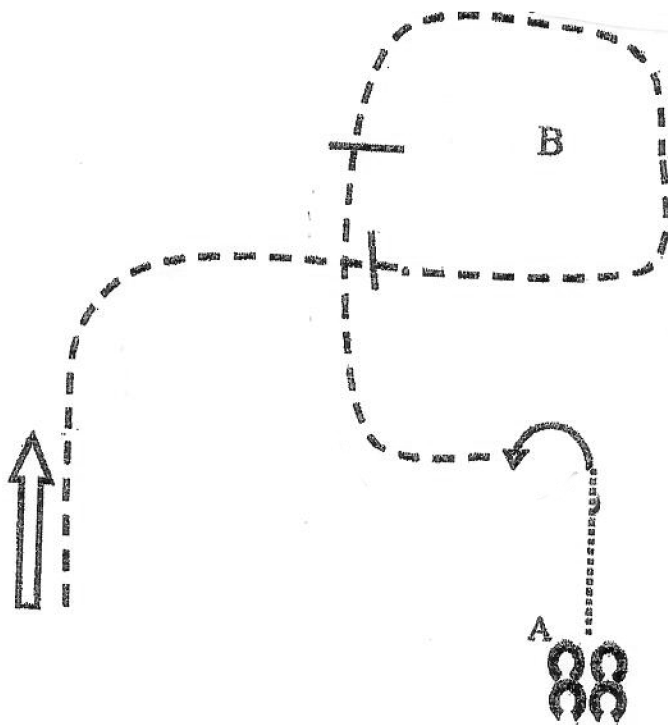
Be Ready at A

1. Walk 2 horse lengths
2. Left 180 forehand turn
3. Sitting Trot Around A
4. Posting Trot (RD) to B.
5. Canter (RL) around B.
6. Posting Trot (LD) around 1 corner.
7. Canter (LL) around 1 corner and back to A.
8. Stop. Back 5 Steps. Pattern is complete.

Proceed to exit.

# EQUITATION

## Walk Trot



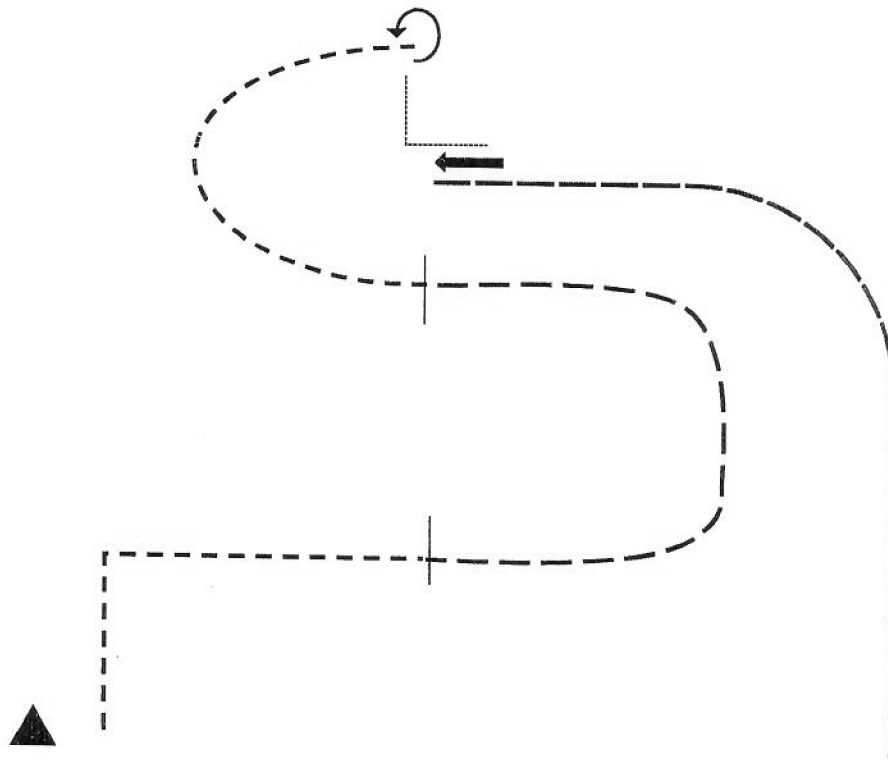
Be Ready at A

1. Walk 2 horse lengths
2. Left 90 forehand turn
3. Sitting Trot 1 corner to B.
4. At B, Posting Trot (LD) around B and half the line.
5. Change Diagonals
6. Posting Trot (RD) around 1 corner and back to A.
7. Stop. Back 5 Steps. Pattern is complete.

Proceed to exit.

# HORSEMANSHIP

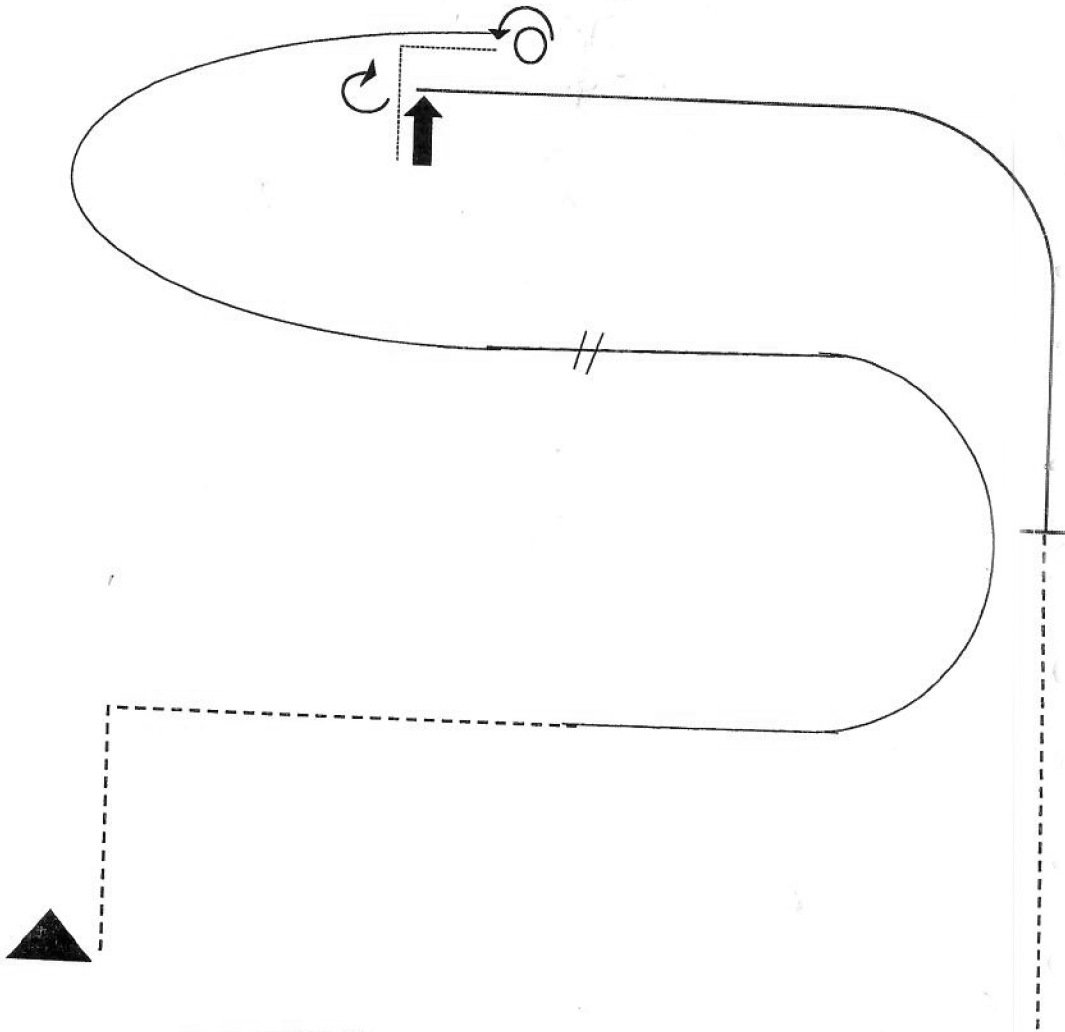
## Walk Trot



1. Jog Square Corner
2. Extended Jog Loop
3. Slow Jog loop
4. Stop.  $\frac{3}{4}$  LEFT
5. Walk Corner
6. Stop & Back
7. Extended Jog

# HORSEMANSHIP

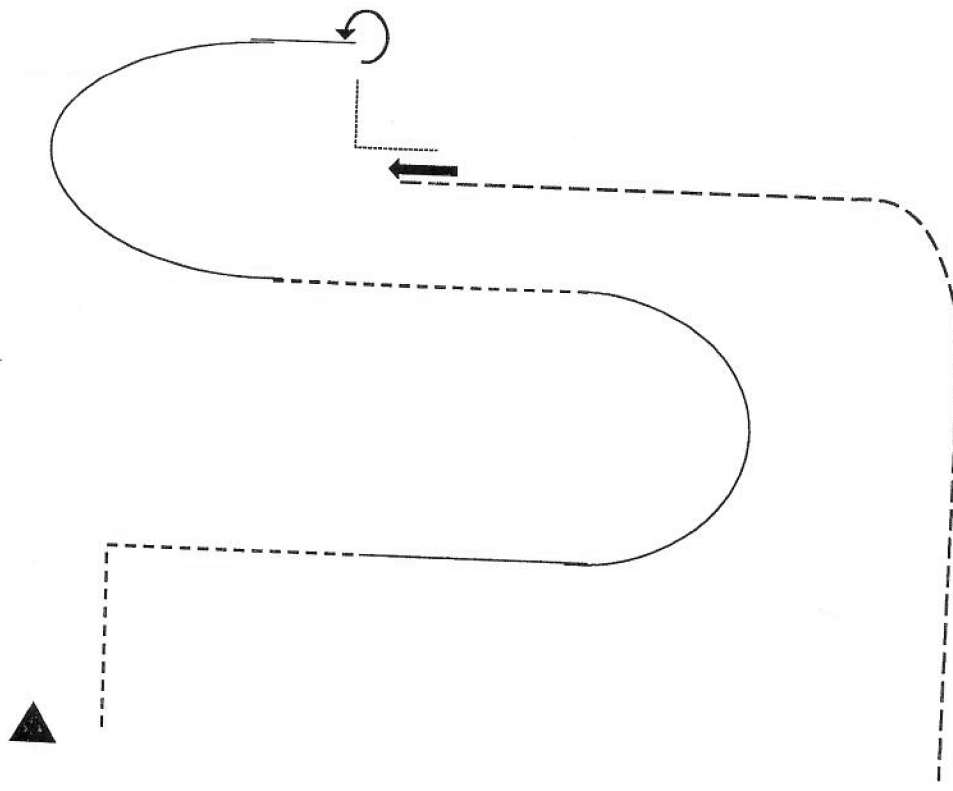
## Amateur/Select/Youth



1. Jog Square Corner
2. Lope (LL) loop
3. Change Leads
4. Lope (RL) Loop
5. Stop. 1 1/2 turn LEFT
6. Walk Corner
7. Stop & Back
8. 3/4 turn RIGHT
9. Extended Jog
10. Collect Jog

# HORSEMANSHIP

## Level 1

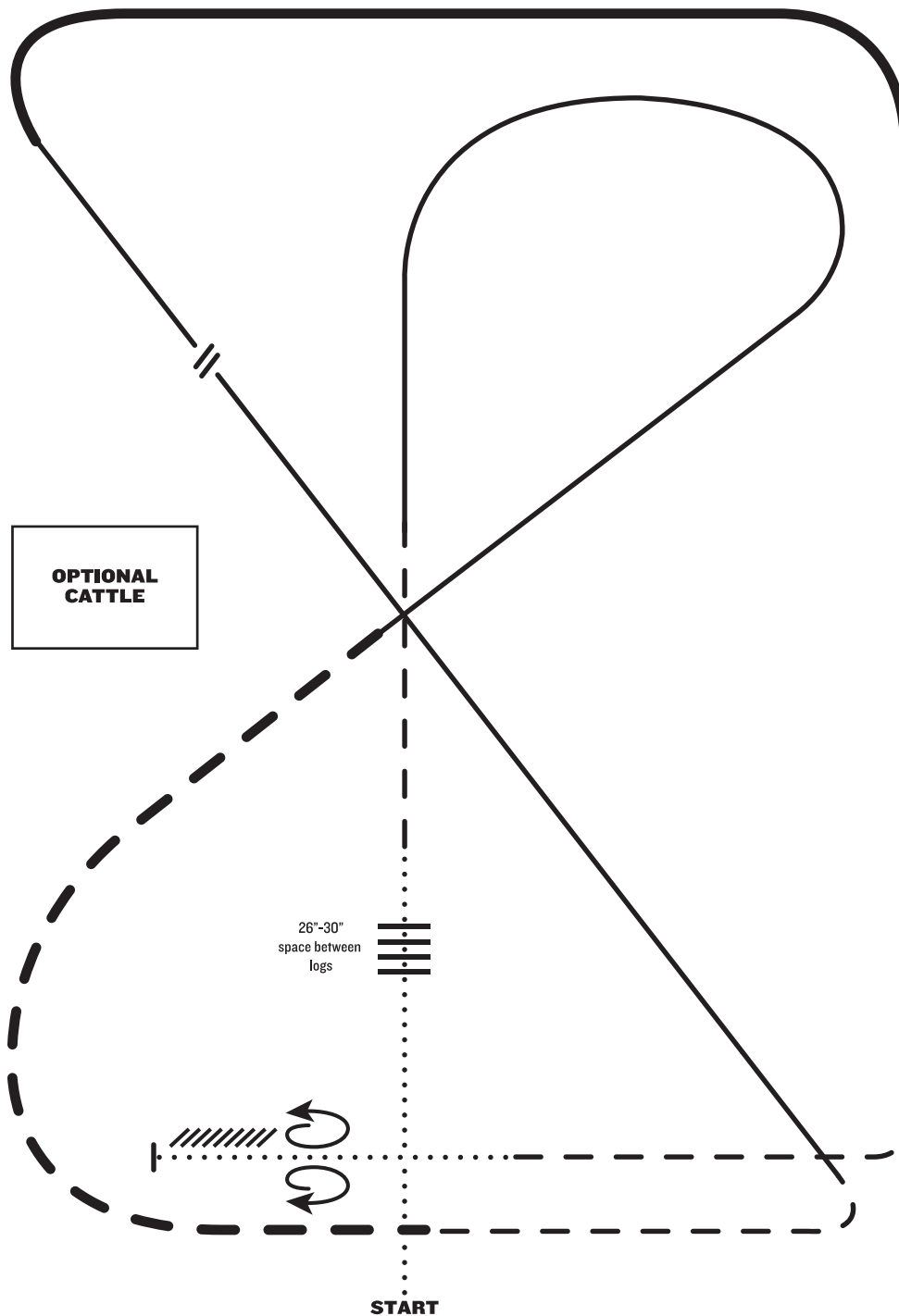


1. Jog Square Corner
2. Lope (LL) loop
3. Jog
4. Lope (RL) Loop
5. Stop.  $\frac{3}{4}$  turn LEFT
6. Walk Corner
7. Stop & Back
8. Extended Jog

# RANCH RIDING - PATTERN 5

## LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
————	Lope
—————	Extended Lope
//////	Back
\\	Lead Change



**OPTIONAL  
CATTLE**

1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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.