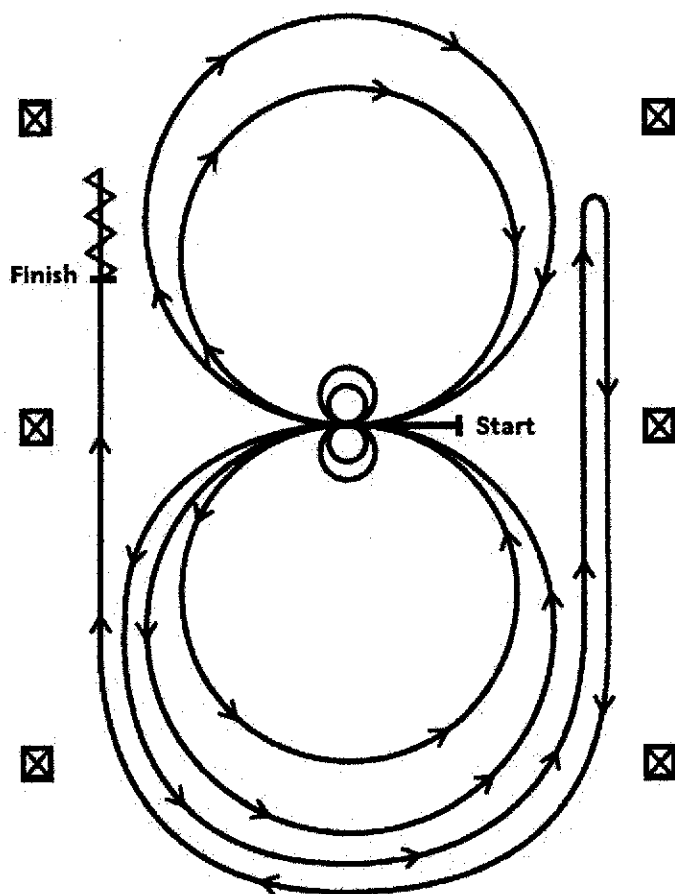


A11 **REINING Pattern A**
Not to be used at State or National Level

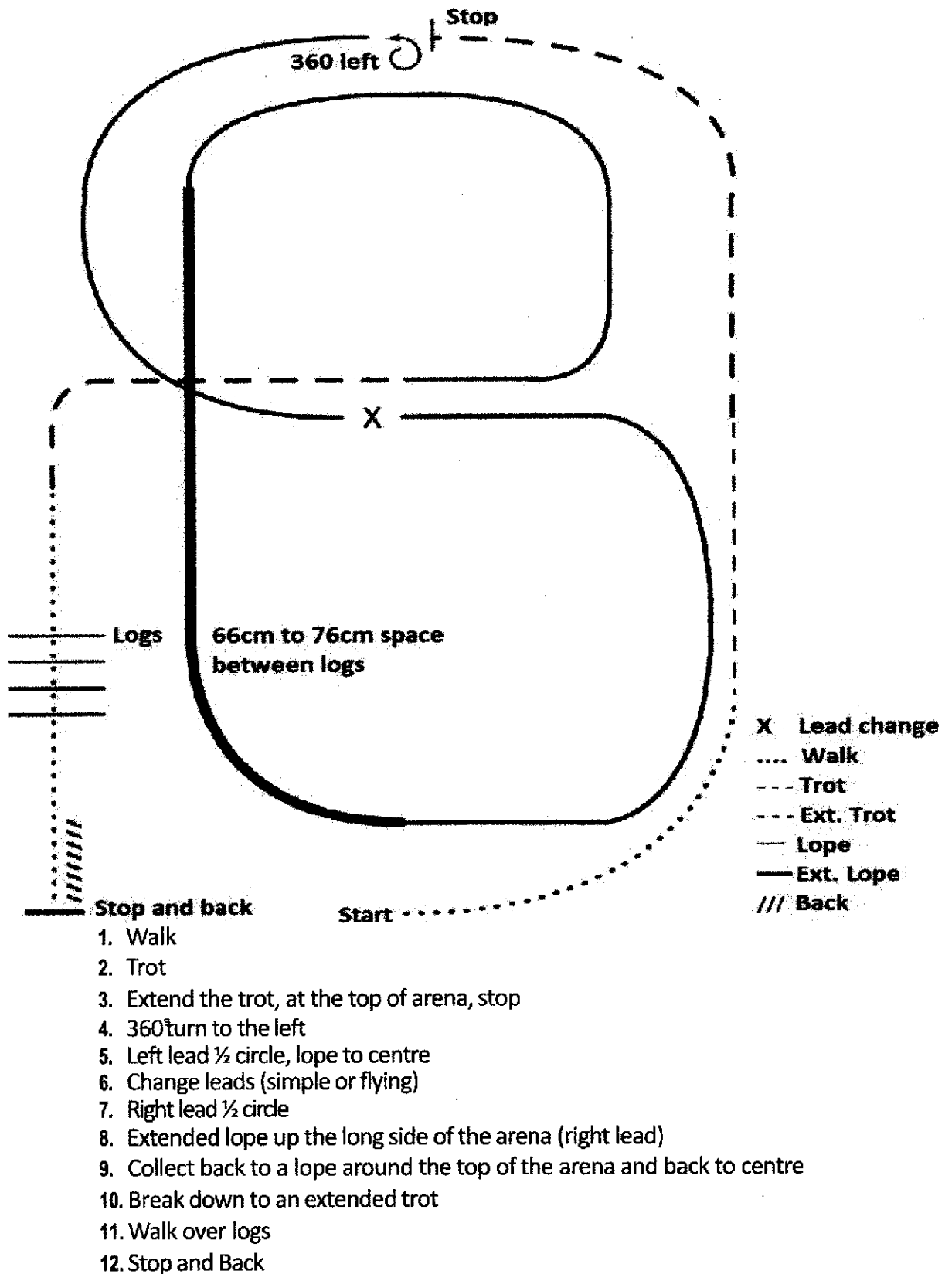


Horses may walk or jog to centre of arena. Horses must walk or stop prior to starting pattern. Beginning at centre of arena facing the left wall.

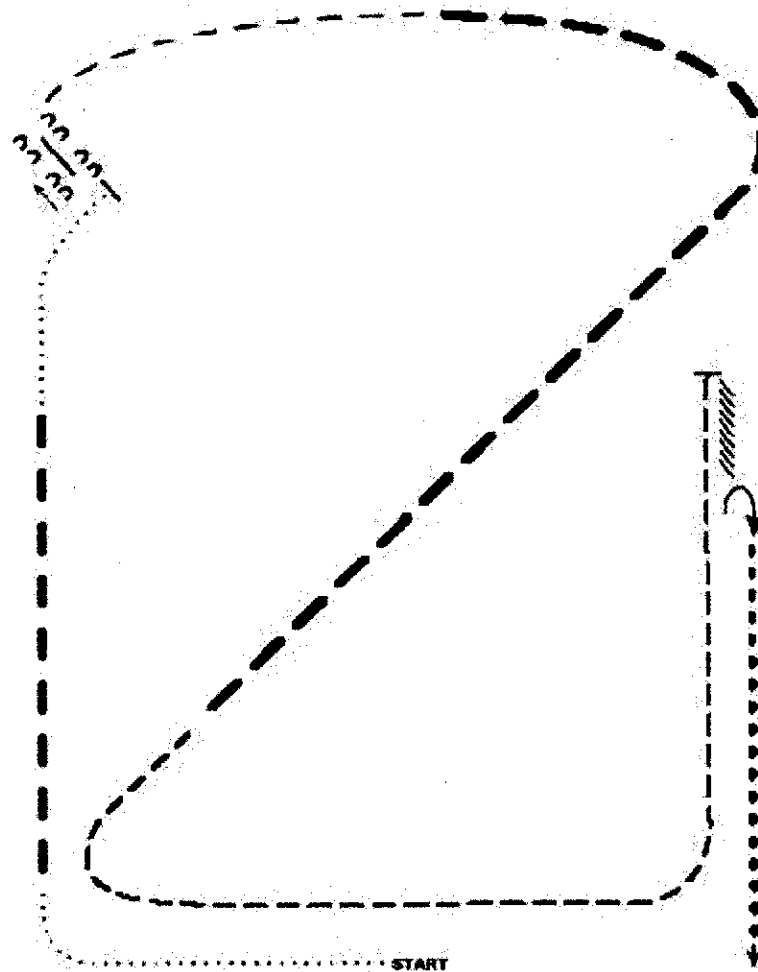
1. Beginning on left lead complete two (2) circles to the left. Stop at centre of arena. Hesitate
2. Complete two (2) spins to the left. Hesitate
3. Beginning on right lead complete two (2) circles to the right. Stop at centre of arena. Hesitate
4. Complete two (2) spins to the right. Hesitate
5. Beginning on left lead, go around the end of arena, run down right side of arena past centre marker, stop and rollback right
6. Continue around the end of arena to run down the left side of arena past centre marker. Stop. Back up. Hesitate to demonstrate completion of pattern

All except Beginner

RANCH RIDING PATTERN 1



RANCH RIDING - PATTERN 17 (WALK/ JOG)

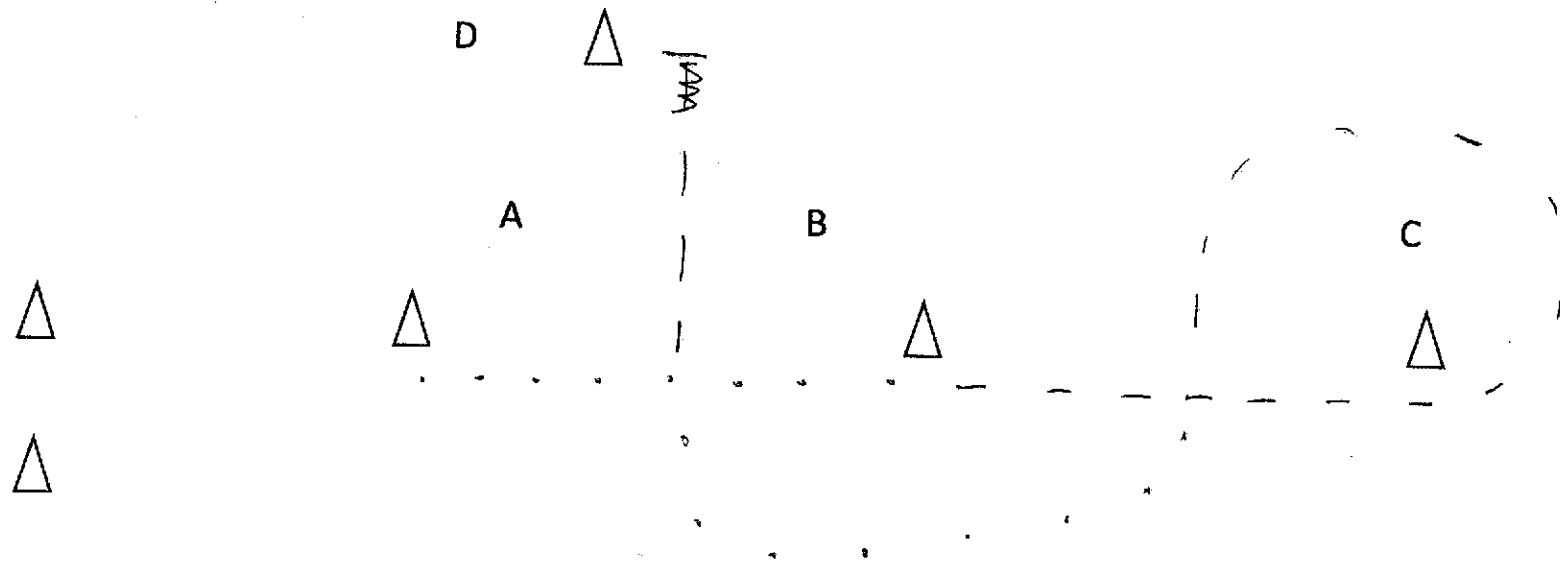


- ### LEGEND
- | | |
|-------|---------------|
| ----- | As Is |
| ===== | Expanded Path |
| ----- | Flow |
| ===== | Expanded Flow |
| ----- | Link |
| ===== | Expanded Link |
| ===== | Stack |
| ===== | Link Stack |

Note: The drawn description of the pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

HUNT SEAT EQUITATION

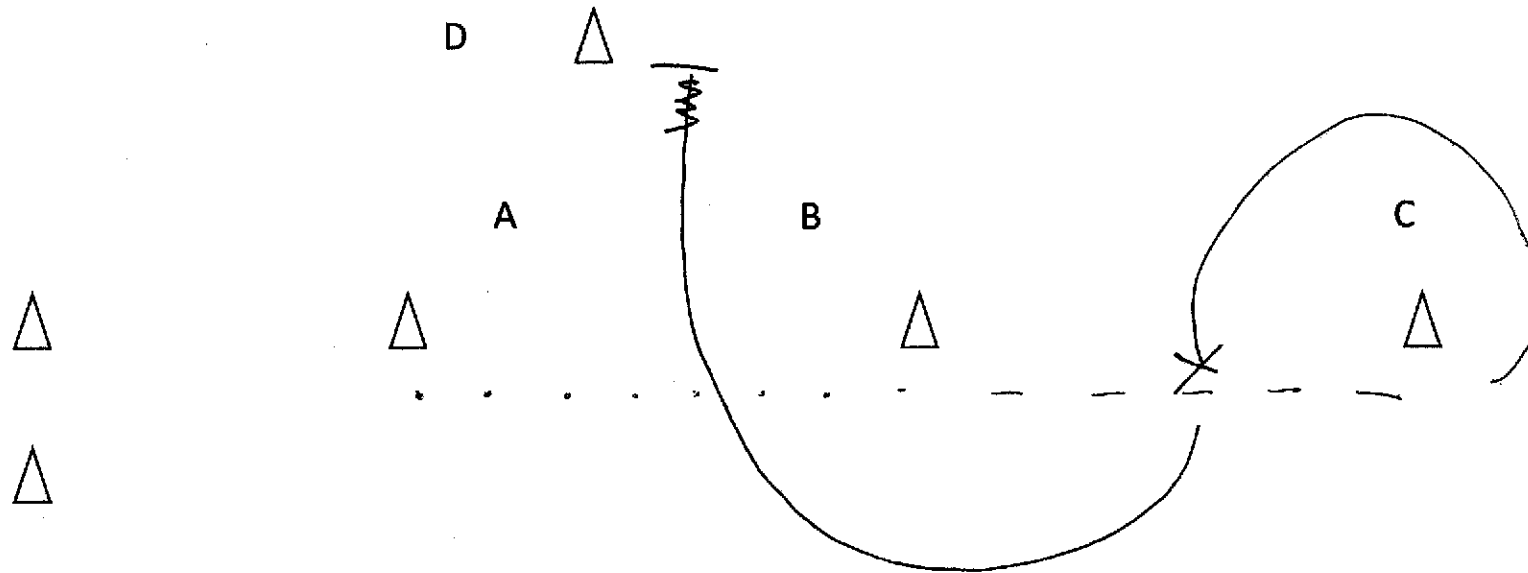
EWD, Beginner



1. Start at A, Walk to B
2. Trot to C
3. Trot to BC
4. Walk to BA
5. Trot to D (RL) halt and back

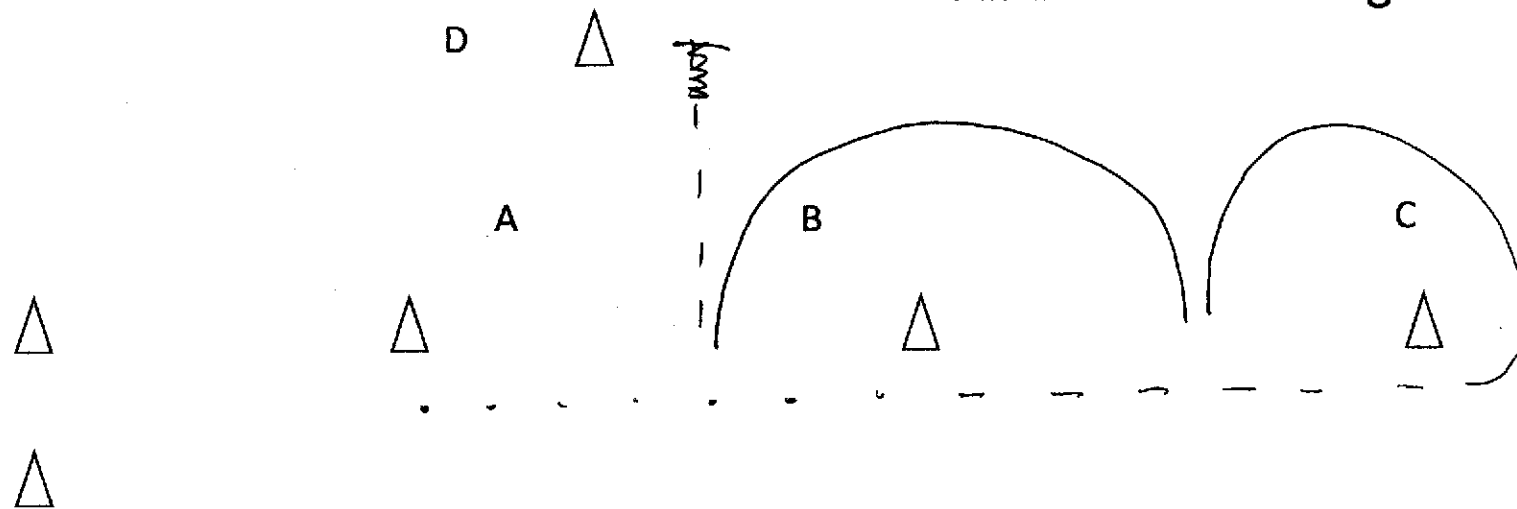
NEQHA members, Youth
All amateur

All amateur



1. Start at A, Walk to B
2. Trot to C
3. Canter to BC (LL)
4. Change leads (simple of flying)
5. Canter to D (RL) halt and back

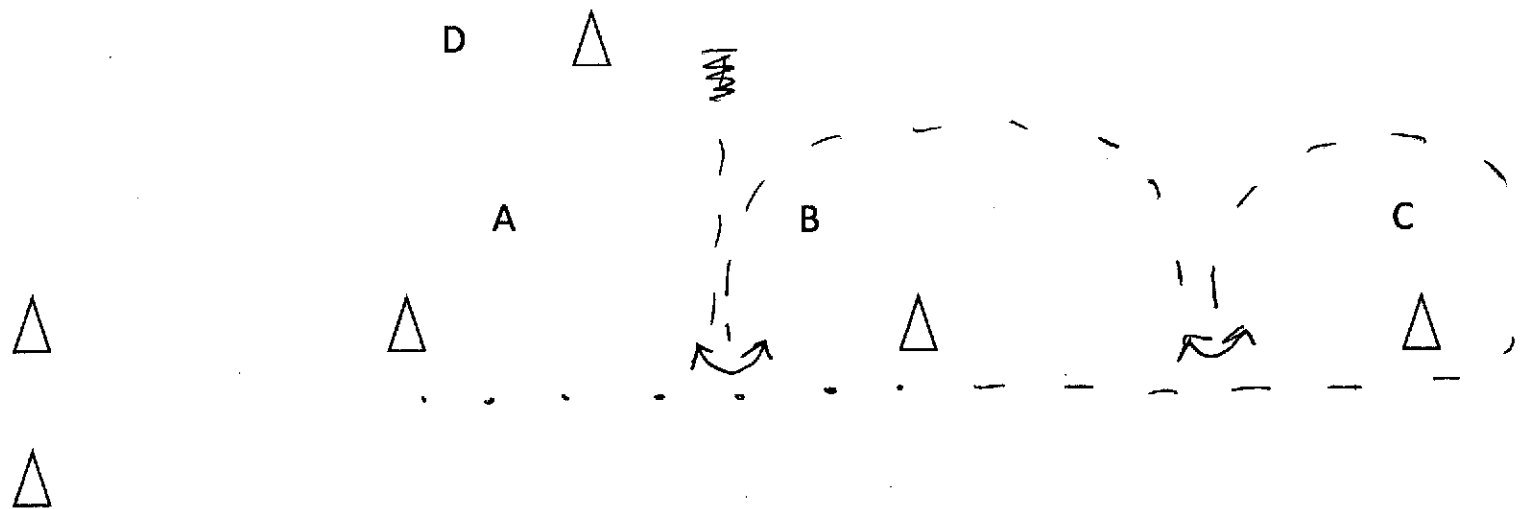
Western Horsemanship
NEQHA members, Youth
All amateur & all age



1. Start at A, Walk to B
2. Jog to C
3. Lope to BC, turn 180
4. Lope to BA, turn 180
5. Jog to D, halt and back

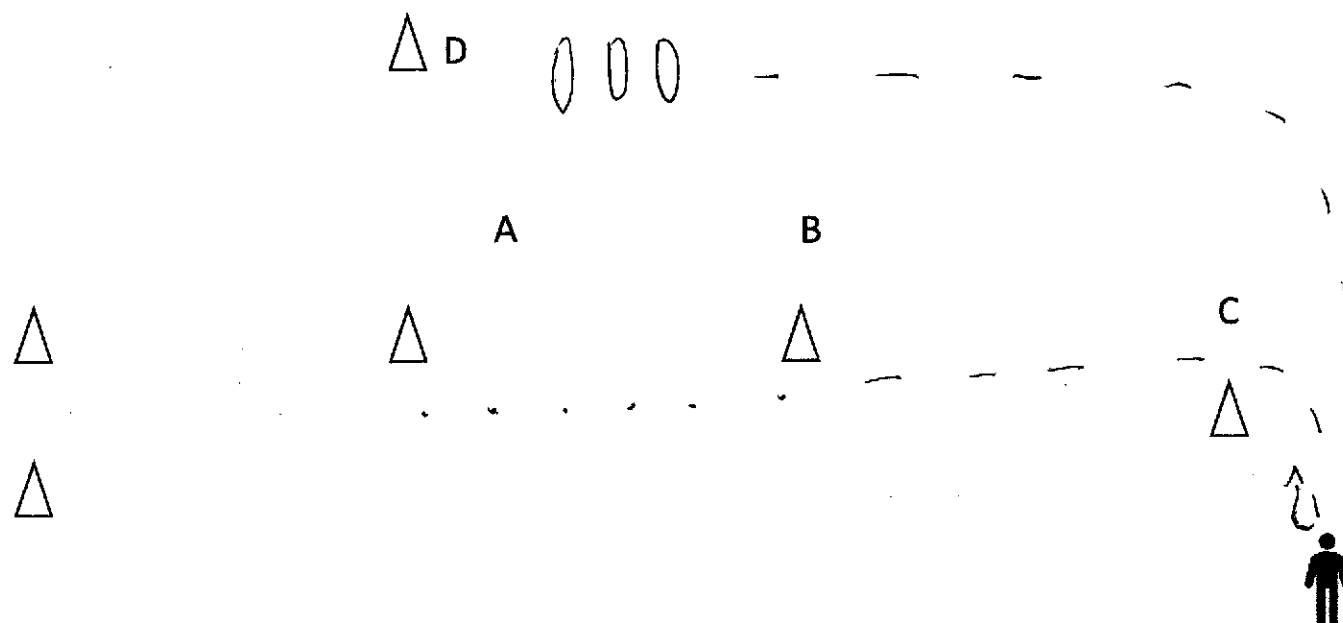
Western Horsemanship

EWD, Beginner



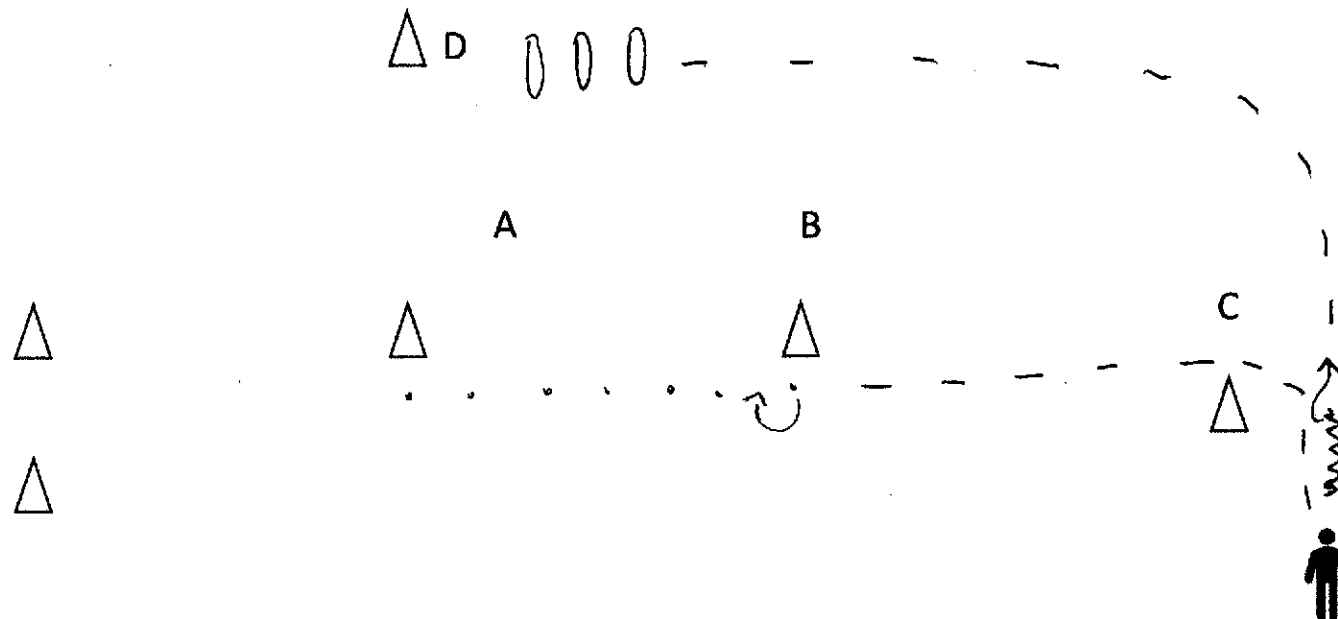
1. Start at A, Walk to B
2. Jog to C
3. Jog to BC, turn 180
4. Jog to BA, turn 180
5. Jog to D, halt and back

SHOWMANSHIP AT HALTER Beginner, EWD



1. Be ready to Start at A
2. Walk to B
3. Jog to and around C to Judge
4. Present your horse for inspection
5. When dismissed, pivot 180 Rt & jog to D

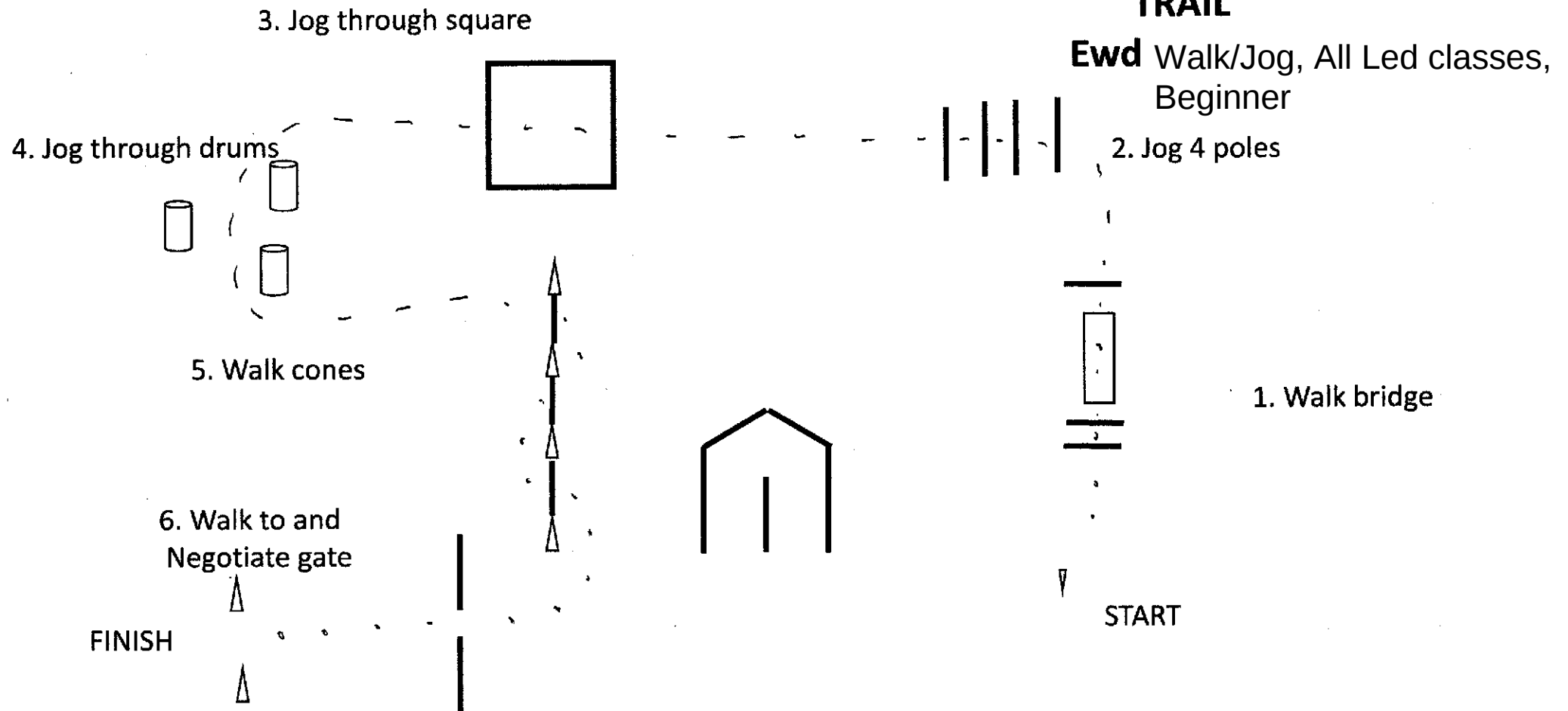
SHOWMANSHIP AT HALTER
NEQHA members, Youth and all amateur



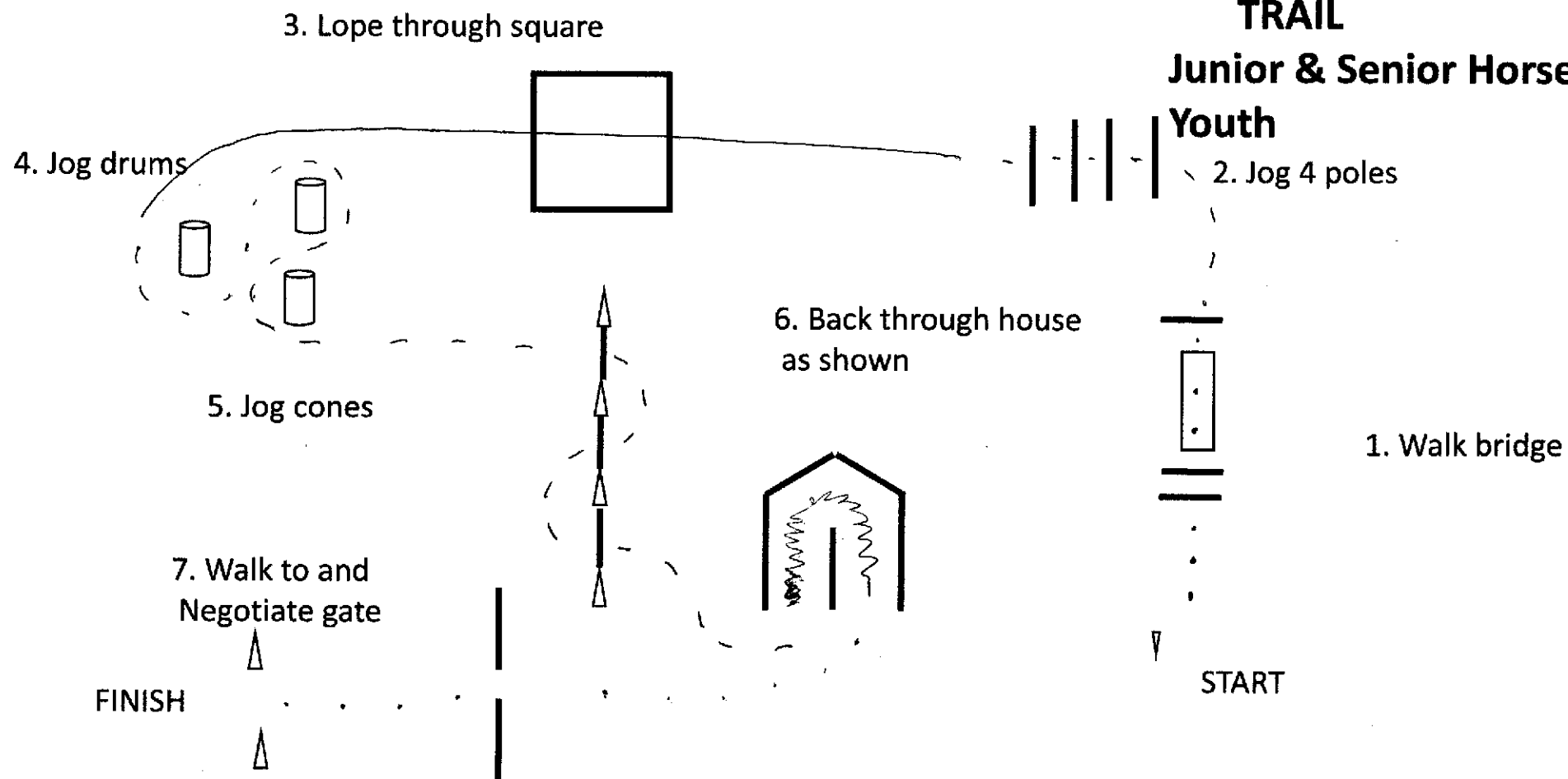
1. Be ready to Start at A
2. Walk to B, Halt & pivot 360
3. Jog around C to Judge
4. Present your horse for inspection
5. When dismissed, back to C pivot 180 Rt & jog to D

TRAIL

Ewd Walk/Jog, All Led classes,
Beginner



TRAIL
Junior & Senior Horse
Youth



TRAIL
NEQHA members
All Amateur

