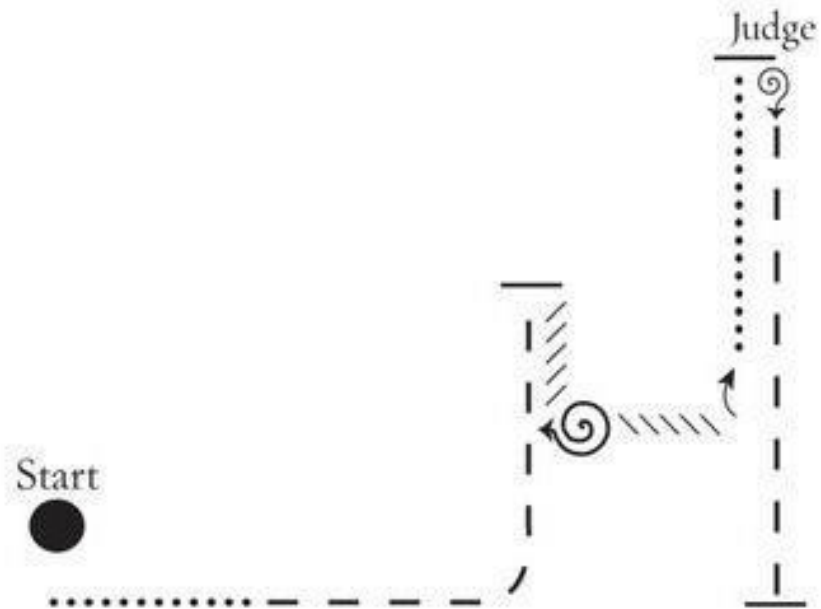
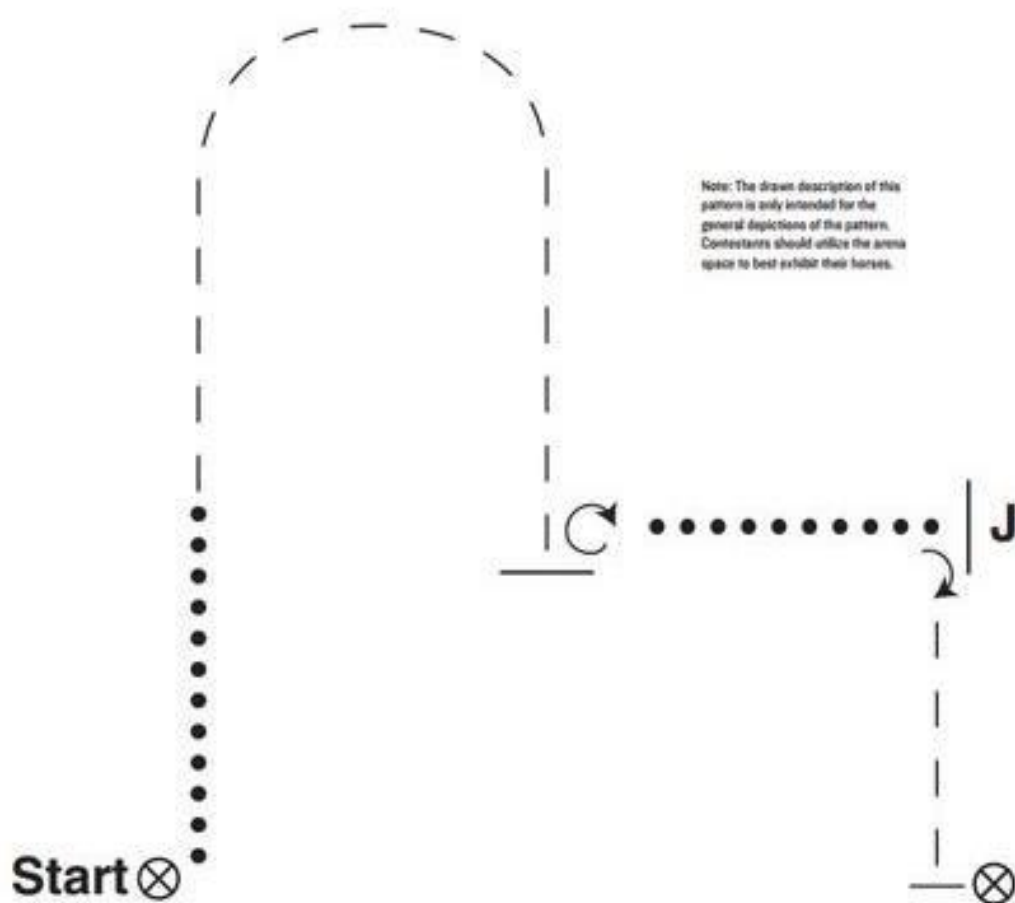


Showmanship – Open, Select Amateur, Amateur, Senior Youth, Members Only



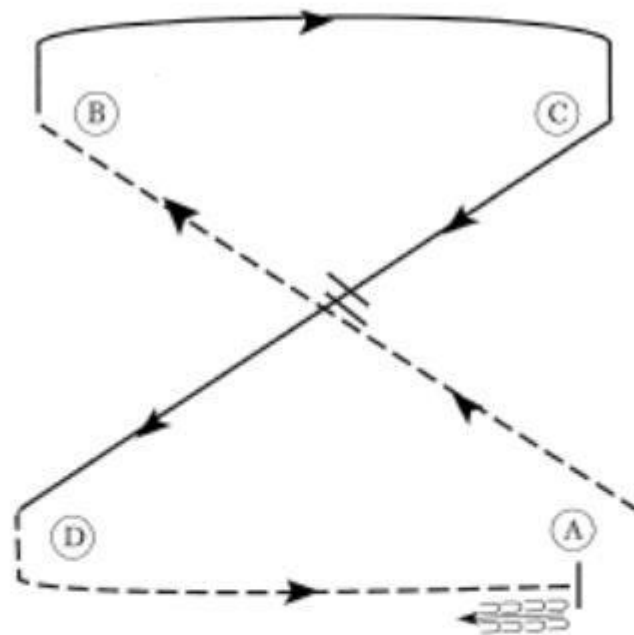
1. Walk
2. Trot Corner
3. Briefly Set up
4. Back & 1 $\frac{3}{4}$ Turn
5. Back & $\frac{1}{4}$ Turn
6. Walk, Stop and Set up for Inspection
7. $\frac{1}{2}$ Turn, Trot, Exit at a walk

Showmanship – EWD, Junior Youth, Novice Amateur, All Beginner Showmanship



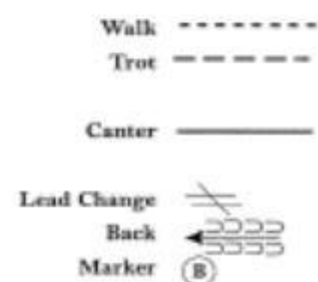
1. Walk $\frac{1}{2}$ way down line
2. Trot down and around as shown
3. Halt and $\frac{3}{4}$ turn
4. Walk to Judge and Set up for Inspection
5. $\frac{1}{4}$ Turn and trot to marker, Stop and exit

Hunt Seat Equitation – Beginner Open Adult, Beginner Open Youth, Open, Senior Youth, Junior Youth, Amateur, Select Amateur, Novice Amateur, Members Only

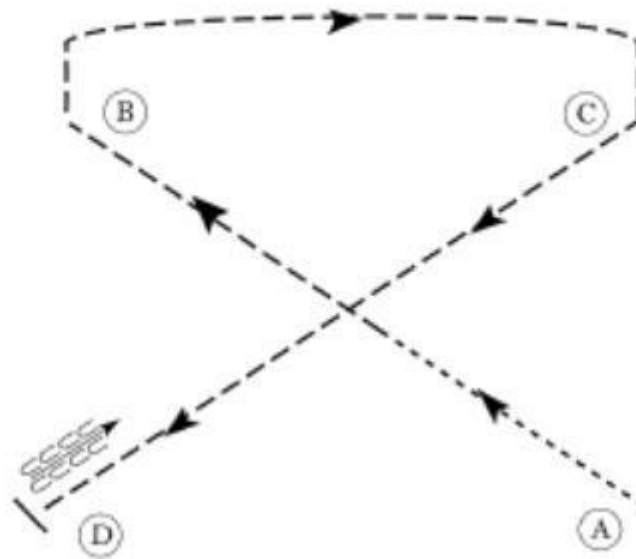


Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter on the right lead to and around C and 1/2 way to D.
3. Change leads and canter to D.
4. Posting trot on the right diagonal to A.
5. Halt at A and back approximately one horse length.



Hunt Seat Equitation – EWD, Beginner Youth, Beginner Adult, Beginner Improver Youth, Beginner Improver Adult, Youth Walk and Trot



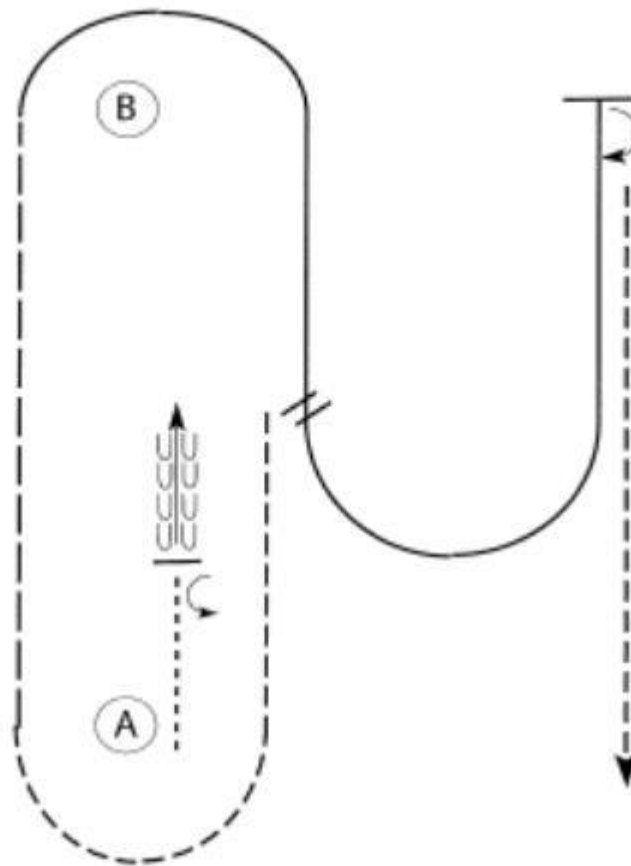
Be ready at A.

1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal to D.
5. Halt at D and back approximately one horse length.

Walk - - - - -
Trot - - - - -

Back
Marker (B)

Western Horsemanship - Beginner Open Adult, Beginner Open Youth, Open, Senior Youth,
Junior Youth, Amateur, Select Amateur, Novice Amateur, Members Only

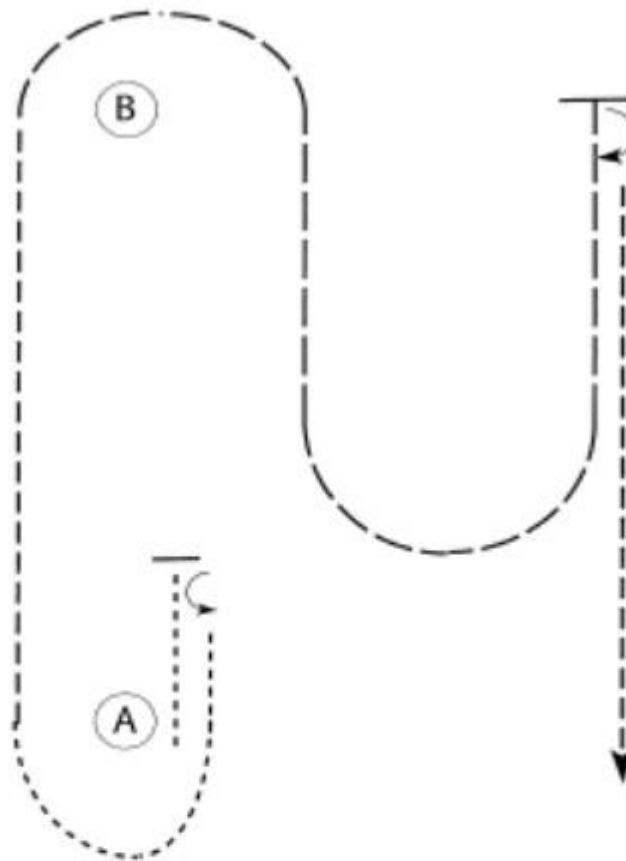


Be ready at A.

1. Walk approximately two horse lengths
Stop and perform a 1/2 turn left.
2. Back approximately two horse lengths then
jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a lead change and lope a half circle
until even with B.
6. Stop and perform a 180 degree turn to the
right and jog to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	

Western Horsemanship - EWD, Beginner Youth, Beginner Adult, Beginner Improver
Youth, Beginner Improver Adult, Youth Walk and Trot



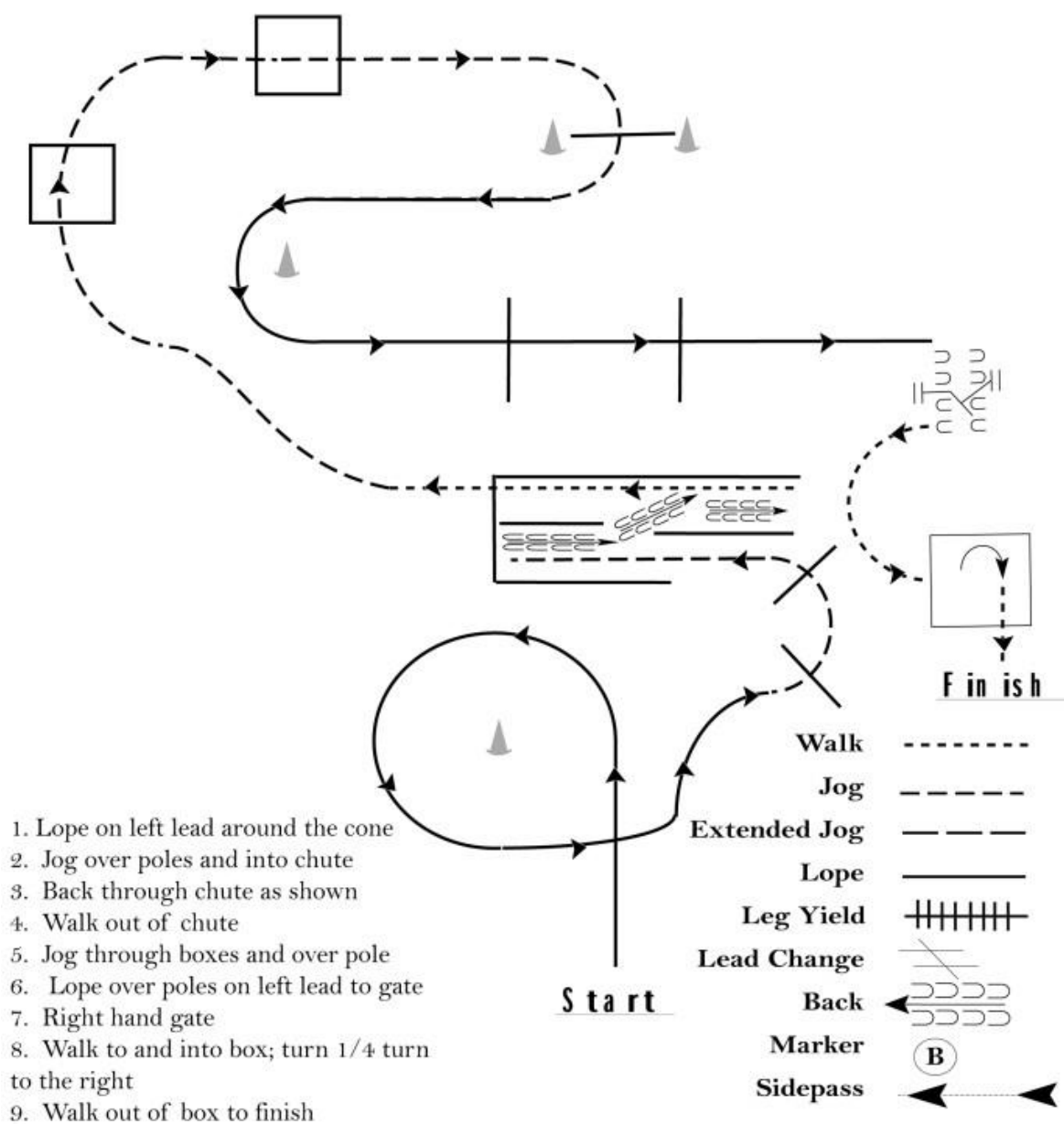
Be ready at A.

1. Walk approximately two horse lengths,
Stop and perform a 1/2 turn left.
2. Walk to and around A.
3. Jog to B.
4. Extend the jog as shown until even with B.
5. Stop and perform a 180 degree turn to the
right and jog to finish.

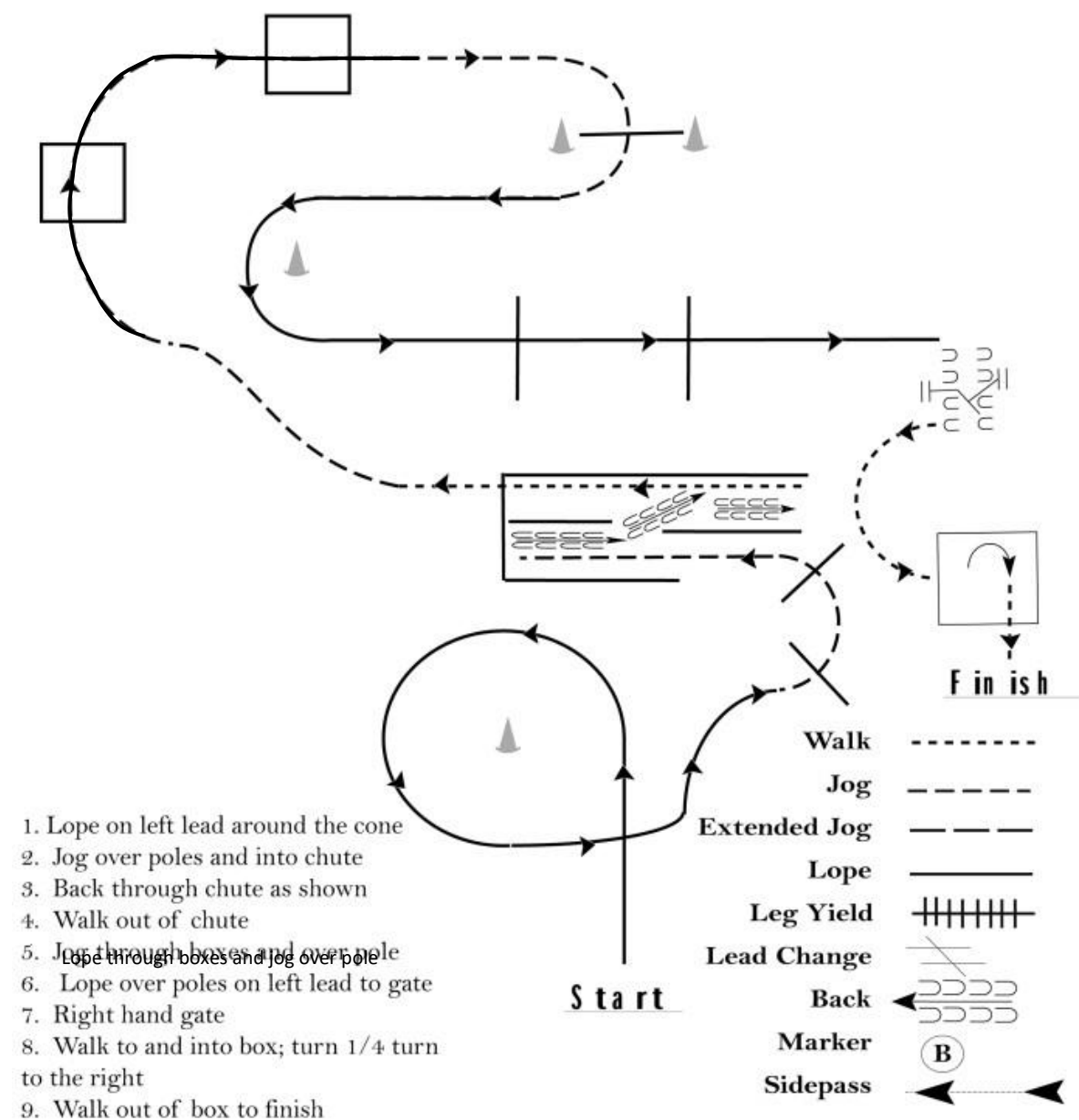
Walk - - - - -
Jog - - - - -
Extended Jog - - - - -

Back ← 33333
Marker (B)

Jackpot, Junior Horse and Senior Horse Trail



Open Trail



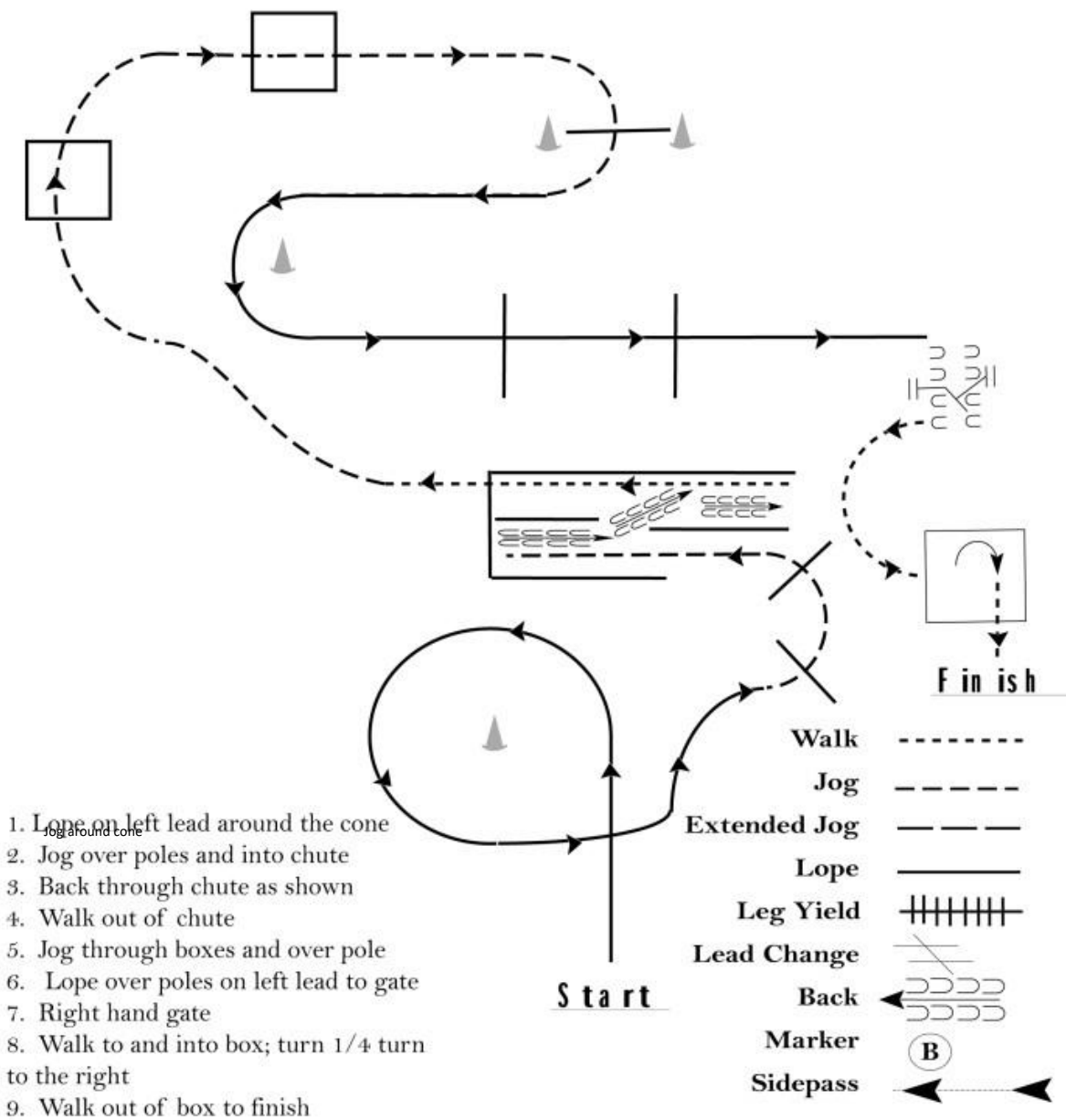
The diagram illustrates a dressage test pattern. It begins at a 'Start' point, indicated by a vertical line. The pattern includes a circle, a series of boxes, a chute, and a final 'Finish' point. A legend on the right defines the line styles and symbols used in the pattern:

- Walk: Dashed line
- Jog: Long dashed line
- Extended Jog: Long dashed line with a central dot
- Lope: Solid line
- Leg Yield: Line with vertical ticks
- Lead Change: Line with diagonal slashes
- Back: Line with backward-pointing chevrons
- Marker: Circle with the letter 'B'
- Sidepass: Line with a large arrow

Numbered instructions for the test pattern:

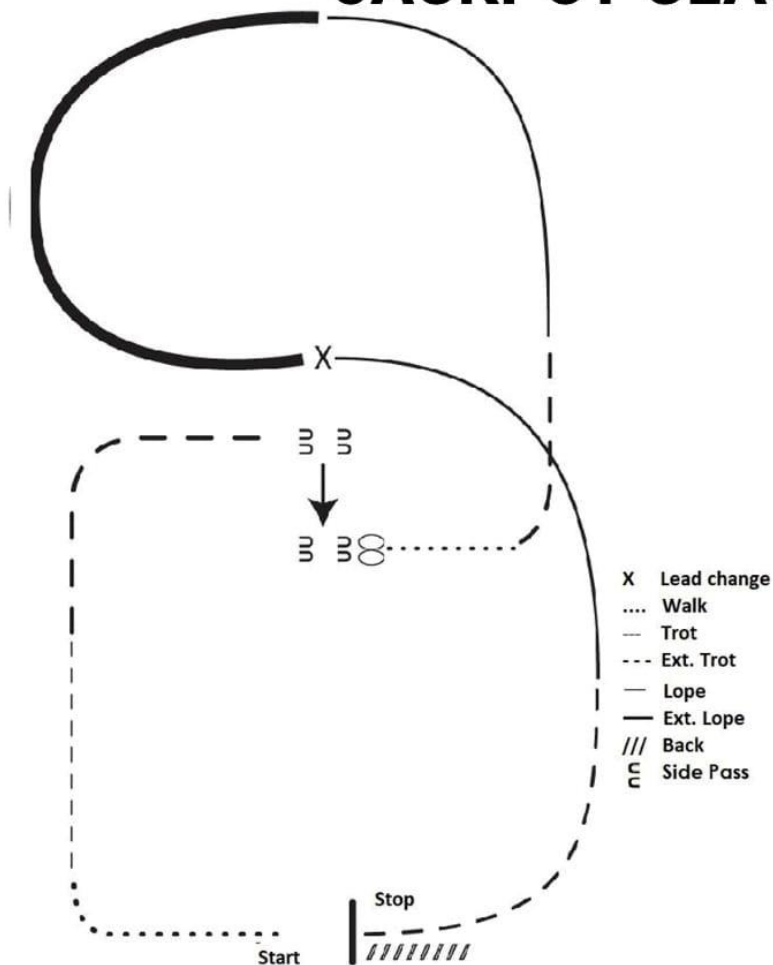
1. Lope on left lead around the cone
2. Jog over poles and into chute
3. Back through chute as shown
4. Walk out of chute
5. Jog through boxes and over pole
6. Lope over poles on left lead to gate
7. Right hand gate
8. Walk to and into box; turn 1/4 turn to the right
9. Walk out of box to finish

Members Only, Beginner Open Adult, Beginner Open Youth, 3yo, Novice Horse, Novice Amateur, Amateur, Select Amateur, Senior Youth and Junior Youth Trail

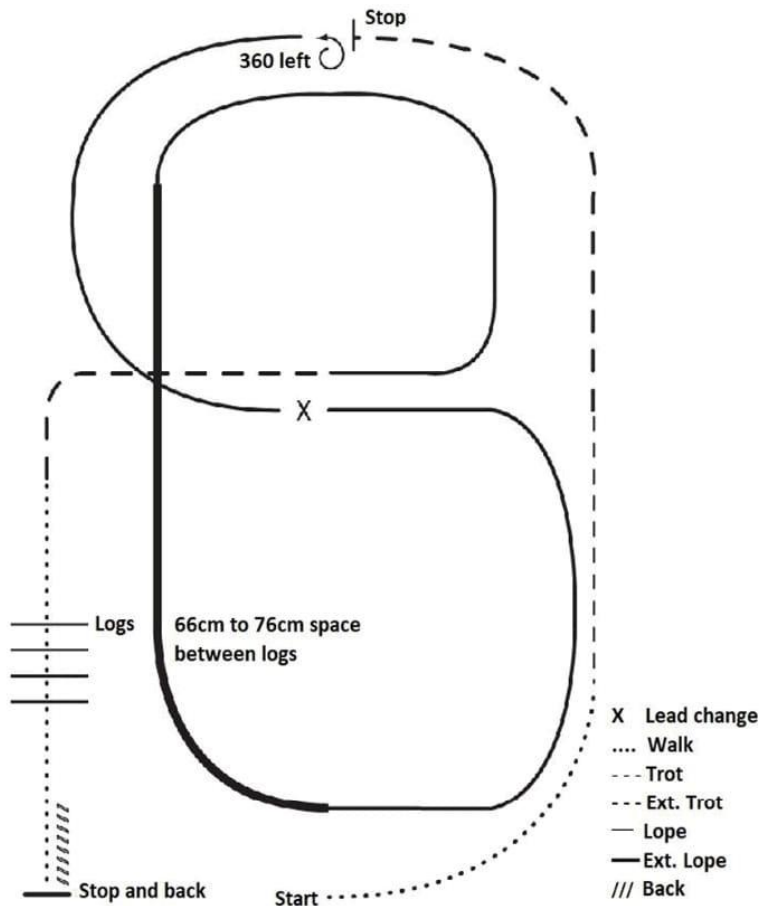


RANCH RIDING Pattern 3

JACKPOT CLASS



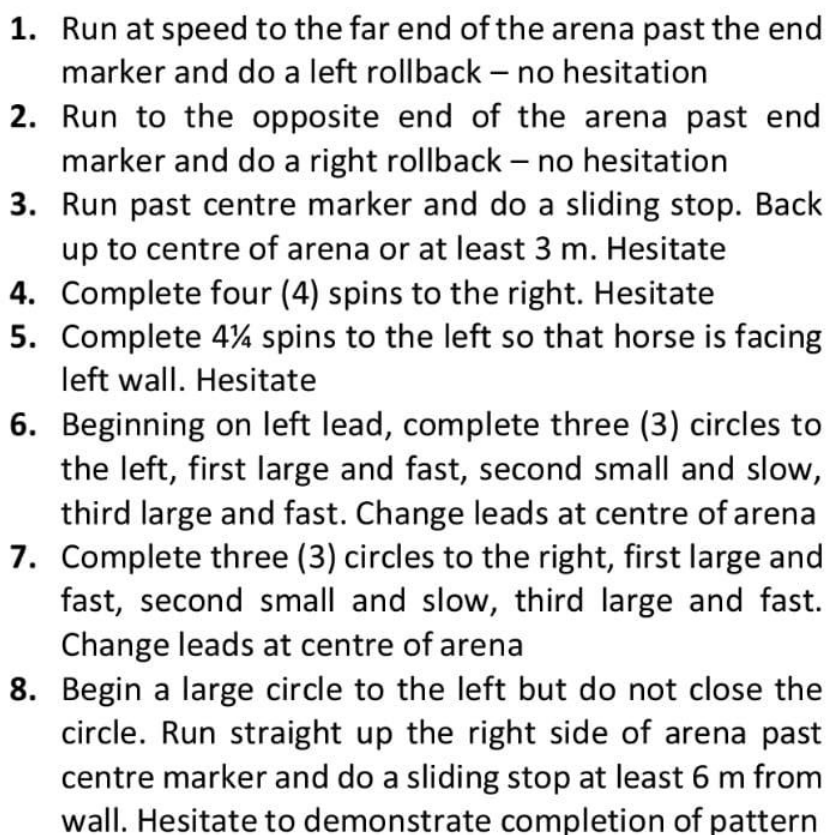
1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to centre
4. Stop, side pass right
5. 360° turn each direction (either way first)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back



All classes except Jackpot

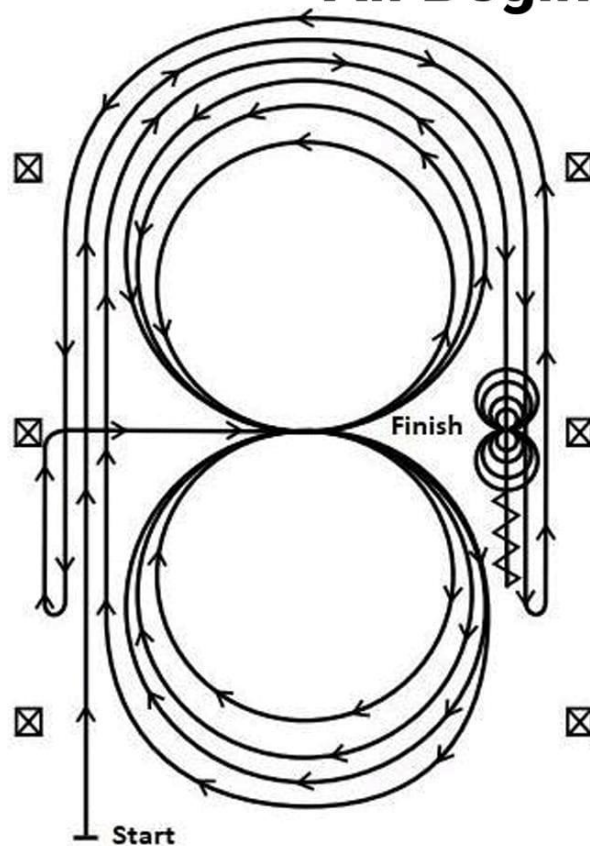
- ## Jackpot
1. Walk
 2. Trot
 3. Extend the trot, at the top of arena, stop
 4. 360° turn to the left
 5. Left lead ½ circle, lope to centre
 6. Change leads (simple or flying)
 7. Right lead ½ circle
 8. Extended lope up the long side of the arena (right lead)
 9. Collect back to a lope around the top of the arena and back to centre
 10. Break down to an extended trot
 11. Walk over logs
 12. Stop and Back

**ALL CLASSES
OTHER THAN
BEGINNERS**



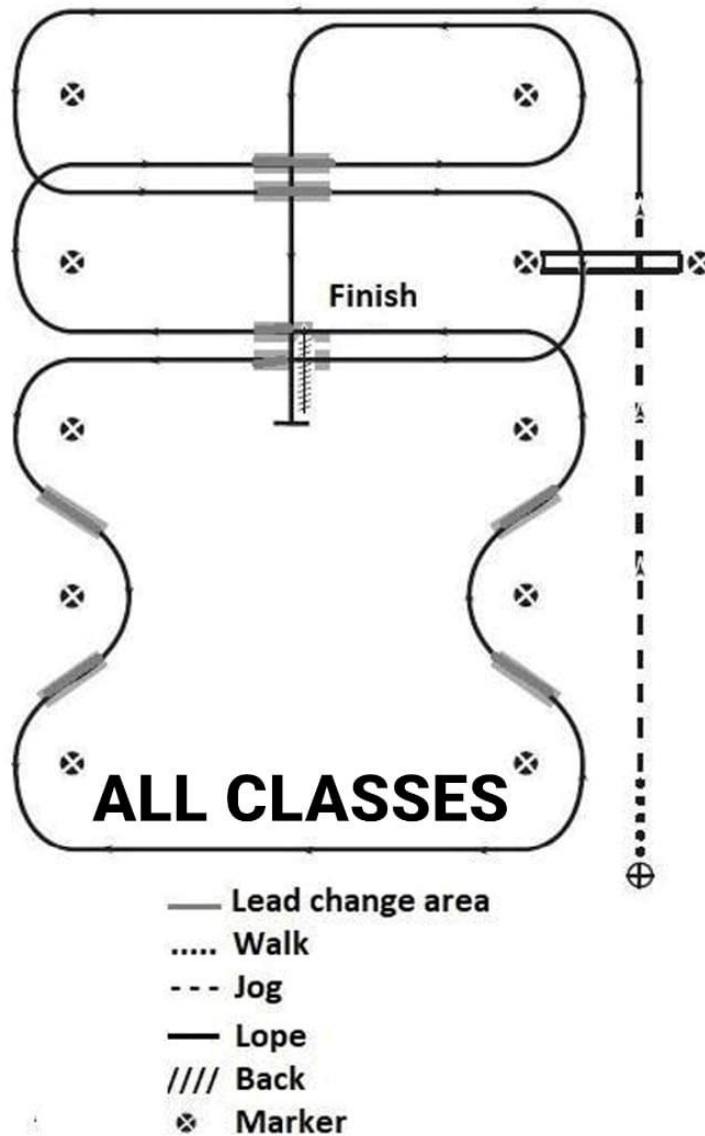
REINING Pattern 3

All Beginners



1. Beginning, lope straight up left side of arena, circle the top end of arena, and staying at least 6 m from walls, runs straight down the opposite or right side of arena past centre marker and do a left rollback – no hesitation
2. Continue straight up the right side of arena, circle back around top of arena and staying at least 6 m from wall run straight down left side of arena past centre marker and do a right rollback – no hesitation
3. Continue up left side of arena to centre marker. At centre marker the horse should be on the right lead. Guide horse to the centre of arena on right lead and complete three (3) circles to the right: first two large and fast, third small and slow. Change leads at centre of arena
4. Complete three (3) circles to the left: first two circles large and fast, third small and slow. Change leads in centre of arena.
5. Begin a large circle to the right but do not close this circle Continue up left side of arena, circle top of arena and staying at least 6 m from walls, run straight down the opposite or right side of arena past centre marker and do a sliding stop. Back up at least 3 m. Hesitate
6. Complete four (4) spins to the right. Hesitate
7. Complete four (4) spins to the left. Hesitate demonstrate completion of pattern

WESTERN RIDING Pattern 3



1. Walk at least 4.5m from start cone to 1st marker, as drawn, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the centre, stop and back

