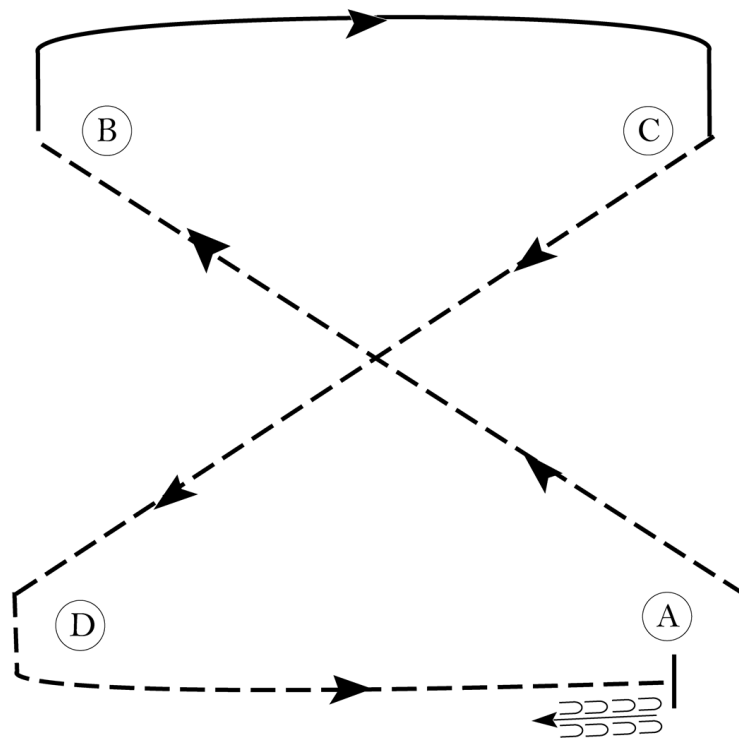


Mountain and Plains Sept. 4-5

Hunt Seat Equitation (Nov Youth, Nov Non Pro)

Show Date:



Be ready at A.

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

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — —
Hand Gallop	— — — — —

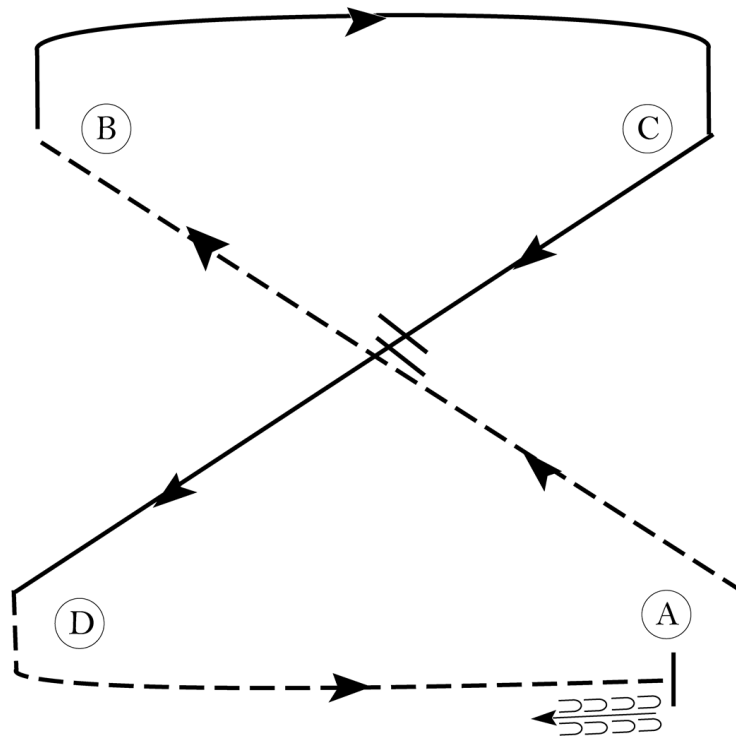
[HSE/1-24]

Pattern Provided by:

Mountain and Plains Sept. 4-5

Hunt Seat Equitation (Youth, Non Pro, Masters, 35/Over)

Show Date:



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.

Exit at a sitting trot.

Walk
Trot	-----
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	(B)
Sidepass	←-----→
Hand Gallop	=====

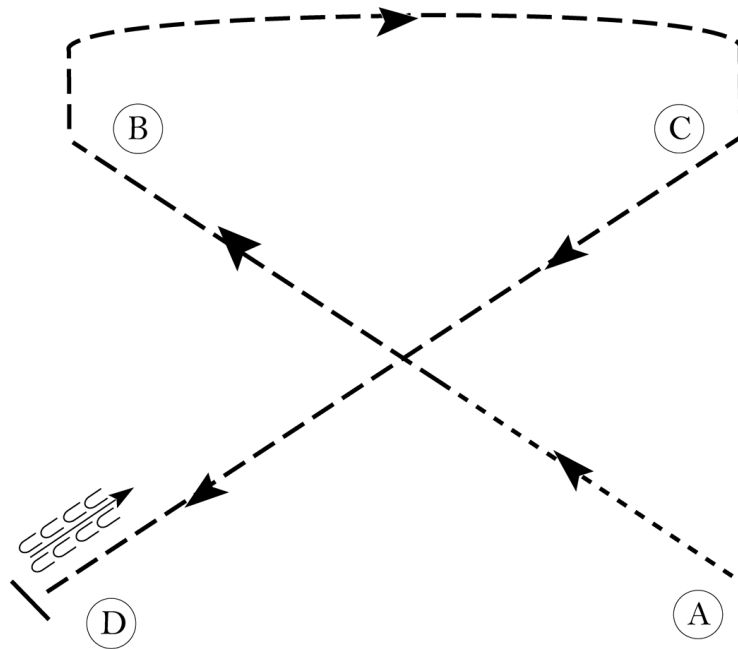
Pattern Provided by:

[HSE/2-24]

Mountain and Plains Sept. 4-5

Hunt Seat Equitation (WT Youth, NP)

Show Date:



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.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	ⓑ
Sidepass	← — — — — →
Hand Gallop	—————

[HSE/WT-24]

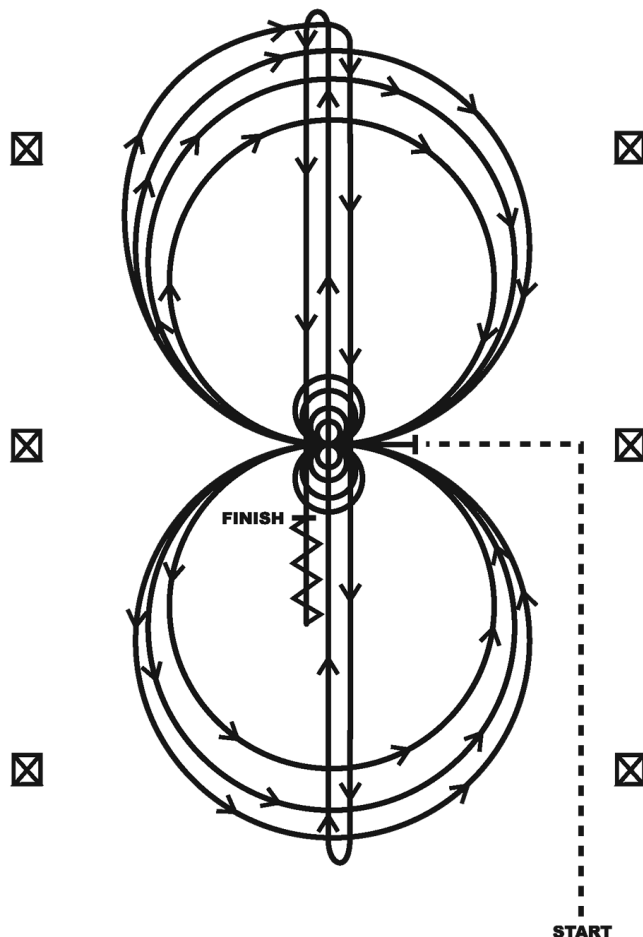
Pattern Provided by:

Mountain and Plains Sept. 4-5

Reining (Nov NP, Hack/SB)

Show Date:

REINING PATTERN 11



Horses must jog 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. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead 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.
4. 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. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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 to demonstrate completion of the pattern.

[R/AQHAP-11]

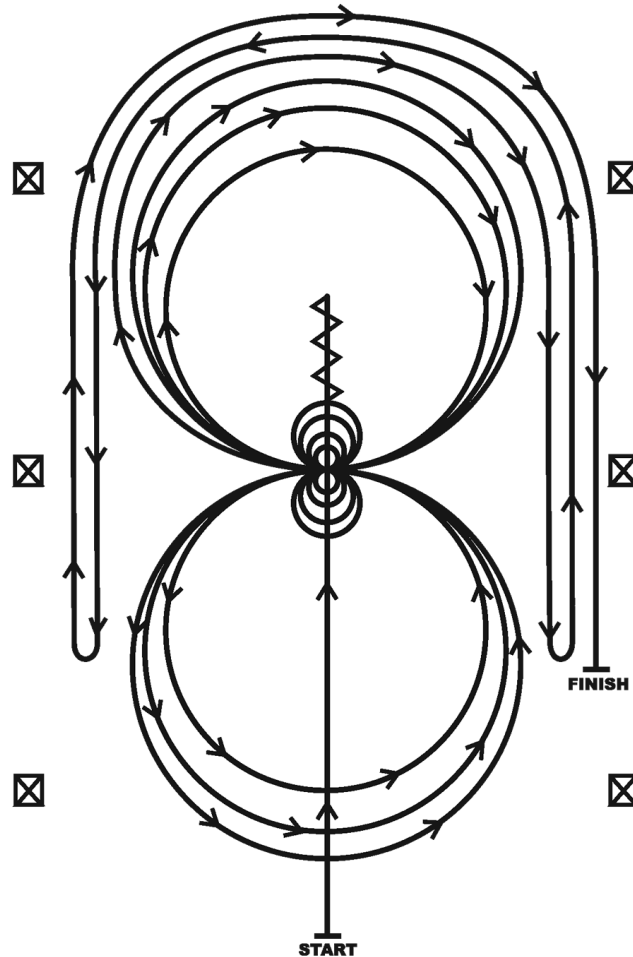
Pattern Provided by:

Mountain and Plains Sept. 4-5

Reining (Jr, Sr, NP,Yth,NP Masters)

Show Date:

REINING PATTERN 10



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 the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, 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.
5. 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.
6. Begin a large circle to the right but do not close this circle. Run down the right 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.
7. 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 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 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.

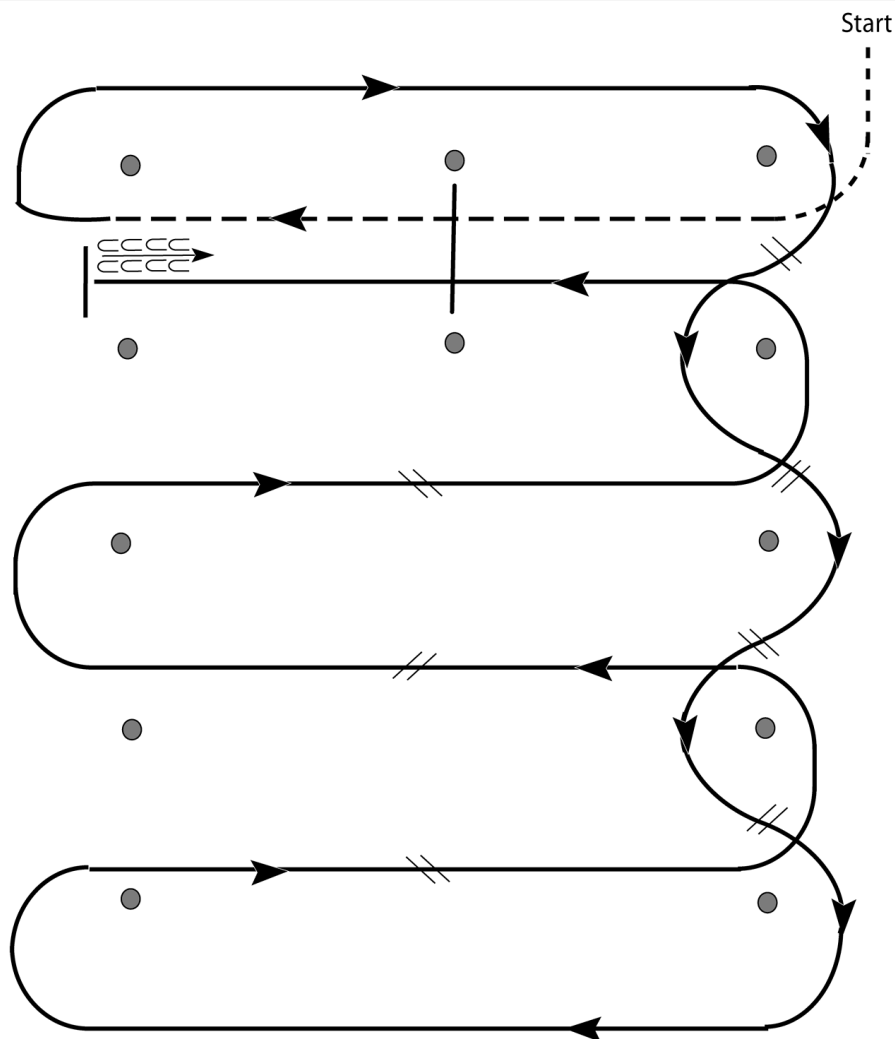
[R/AQHAP-10]

Pattern Provided by:

Mountain and Plains Sept. 4-5

Western Riding (Western Riding Open, Non Pro, Youth)

Show Date:



1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.

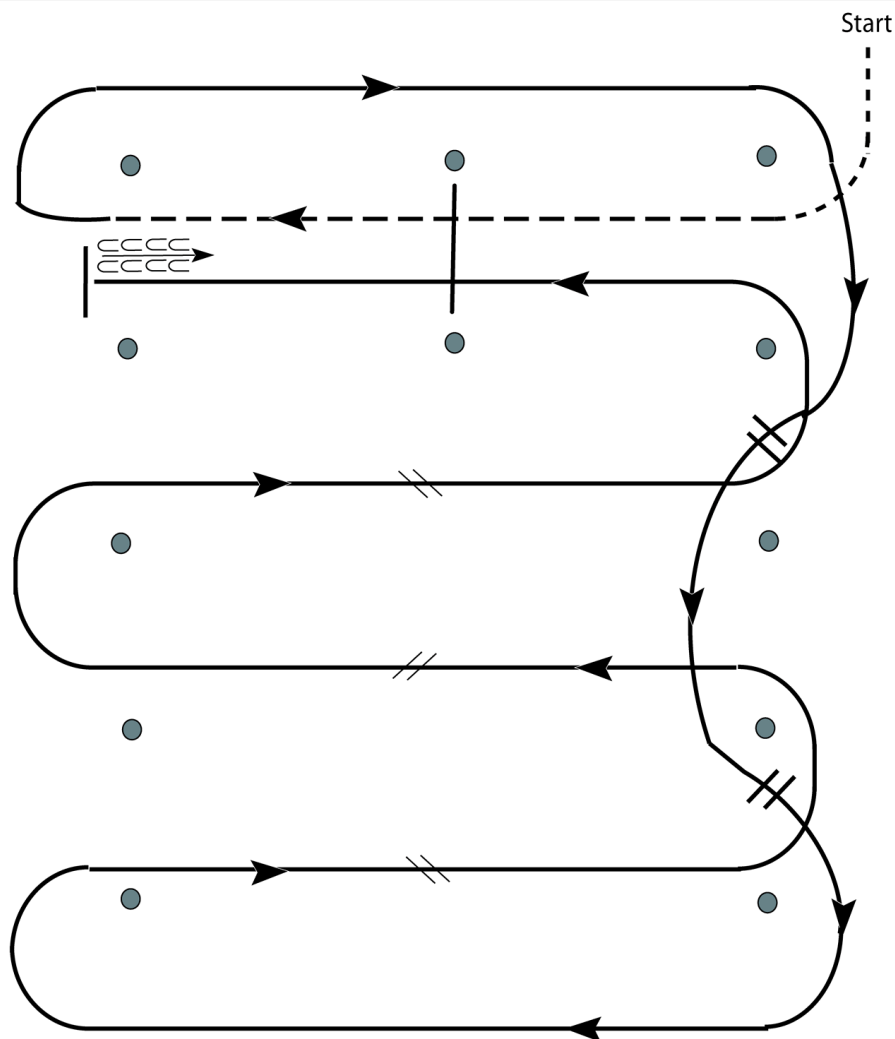
[WR/OP-4]

Pattern Provided by:

Mountain and Plains Sept. 4-5

Western Riding (Green)

Show Date:



1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

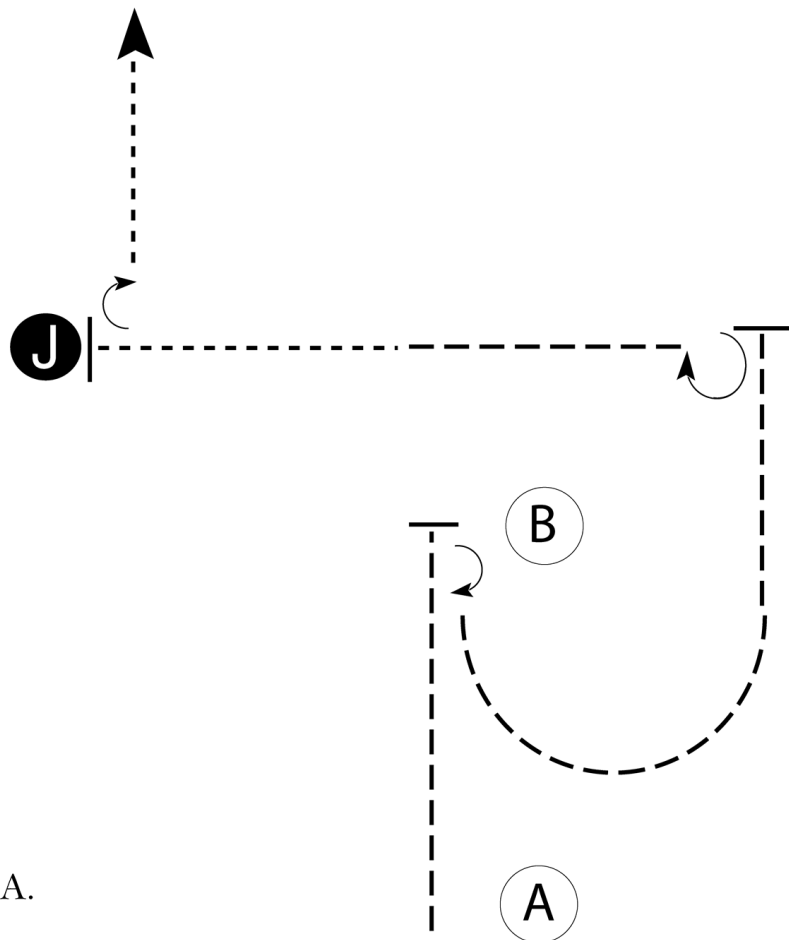
[WR/GP-3]

Pattern Provided by:

Mountain and Plains Sept. 4-5

Showmanship (W/T, Nov Youth, Nov Non Pro)

Show Date:



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until even Judge.
4. Perform a 270 degree turn.
5. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ⊞ ⊞ ⊞ ⊞
Marker	⊙ B
Judge	⊙ J

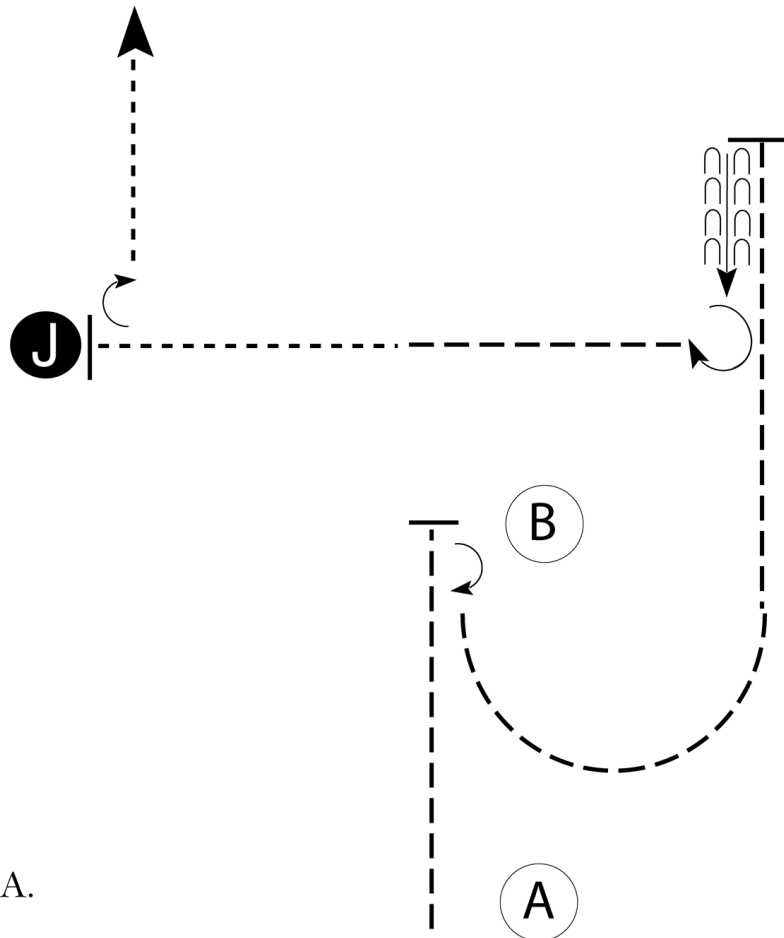
[S/1-69]

Pattern Provided by:

Mountain and Plains Sept. 4-5

Showmanship (Youth, Non Pro and Masters, 35 & Over)

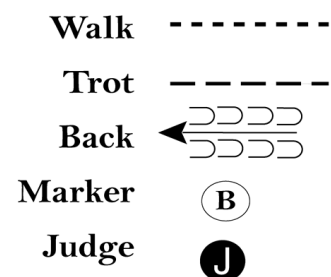
Show Date:



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

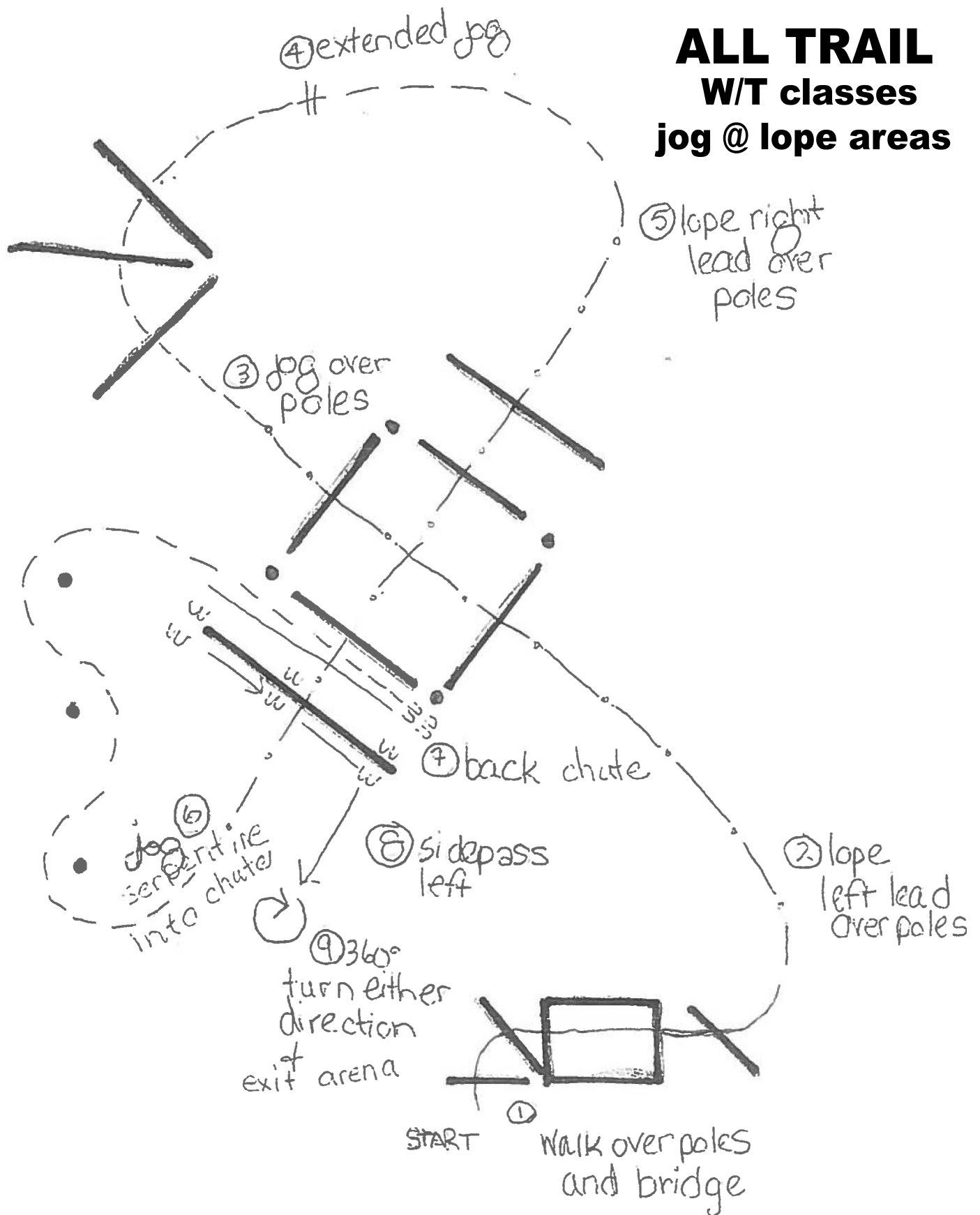
Follow the instructions of your ring steward.



[S/2-69]

Pattern Provided by:

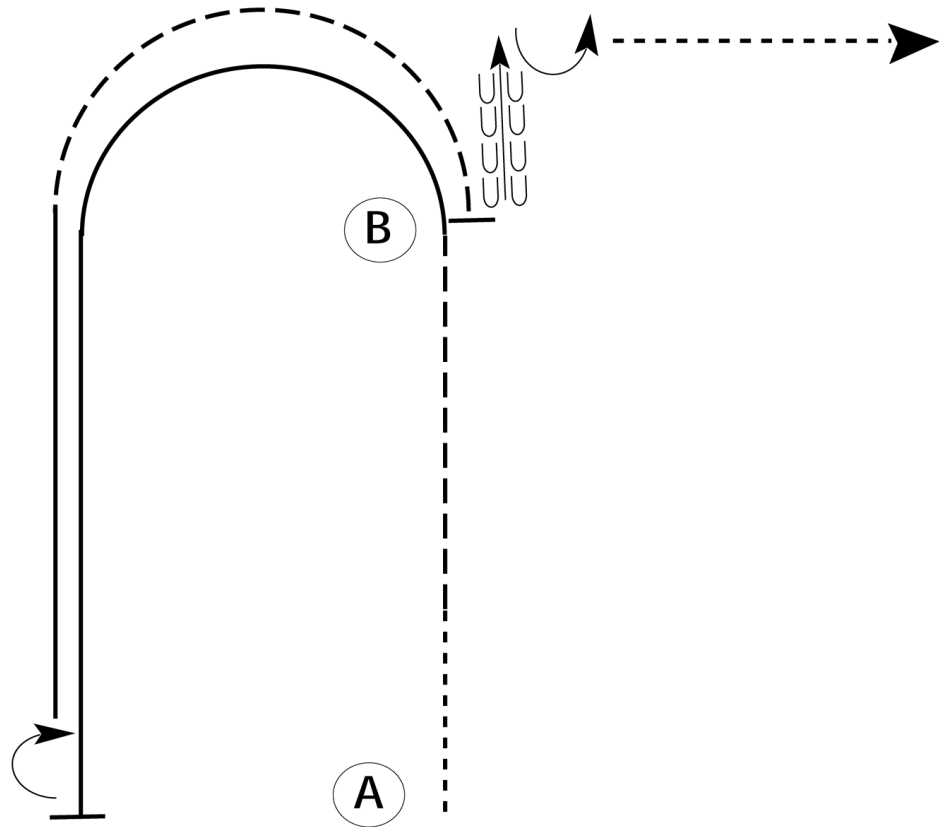
ALL TRAIL
W/T classes
jog @ lope areas



Mountain and Plains Sept. 4-5

Western Horsemanship (Nov Youth, Novice Non Pro)

Show Date:



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Lope on the left lead in a half circle and then straight until even with A.
4. Stop and perform a 180 degree turn to the right.
5. Lope on the right lead until even with B.
6. Jog to B.
7. Stop at B and back approximately one horse length.
8. Perform a 90 degree turn to the left and walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	
Lead Change	
Back	
Marker	(B)

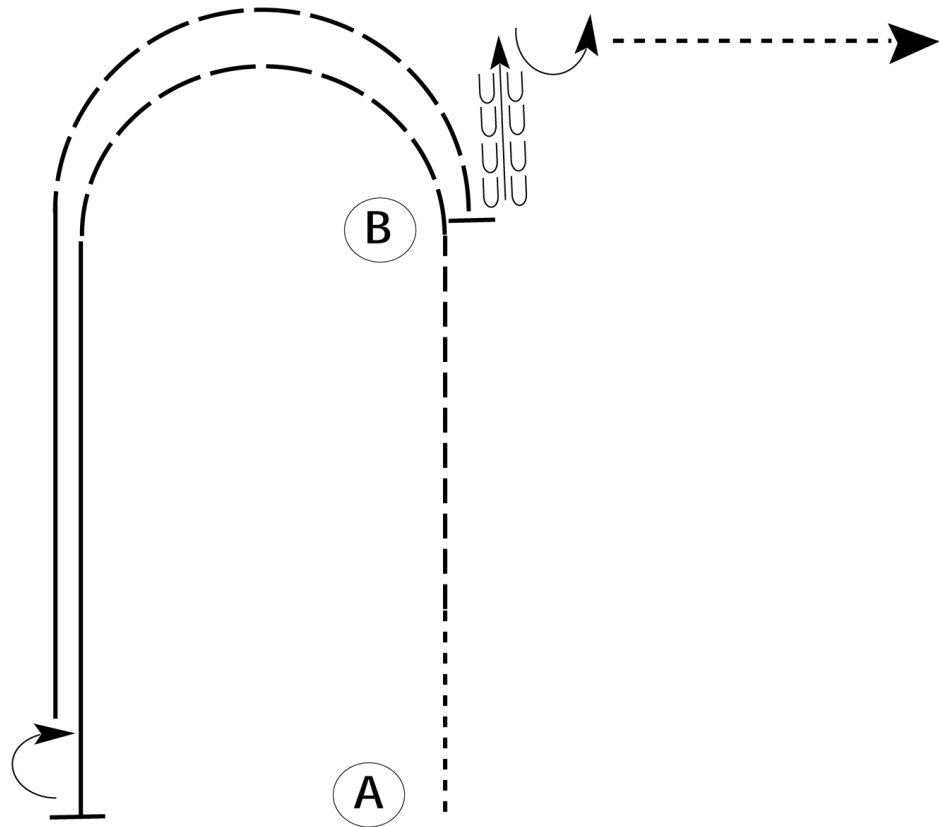
[WH/1-84]

Pattern Provided by:

Mountain and Plains Sept. 4-5

Western Horsemanship (Youth, Non Pro, Non Pro 35 & Over, Masters)

Show Date:



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Extend the jog in a half circle.
4. Lope on the left lead until even with A.
5. Stop and perform a 180 degree turn to the right.
6. Lope on the right lead until even with B.
7. Extend the jog to B.
8. Stop at B and back approximately one horse length.
9. Perform a 90 degree turn to the left and walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	
Lead Change	
Back	
Marker	(B)

[WH/2-84]

Pattern Provided by:

Mountain and Plains Sept. 4-5

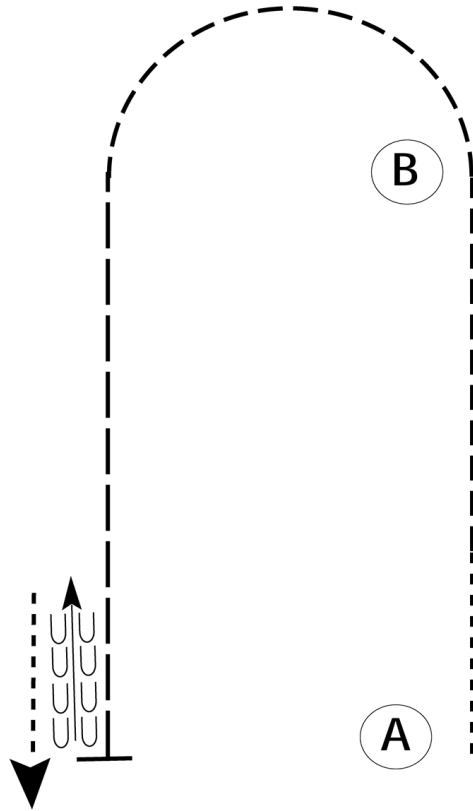
Western Horsemanship (All Walk Trot)

Show Date:

Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Jog in a half circle until even with B.
4. Extend the jog until even with A.
5. Stop when even with A and back approximately one horse length.
6. Walk straight away.

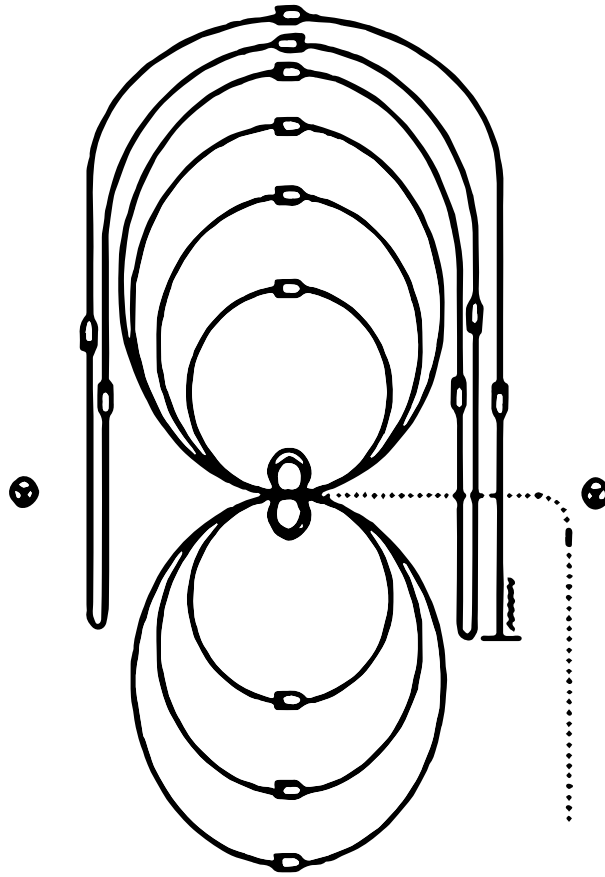
Follow the instructions of your ring steward.



Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

[WH/WT-84]

Pattern Provided by:



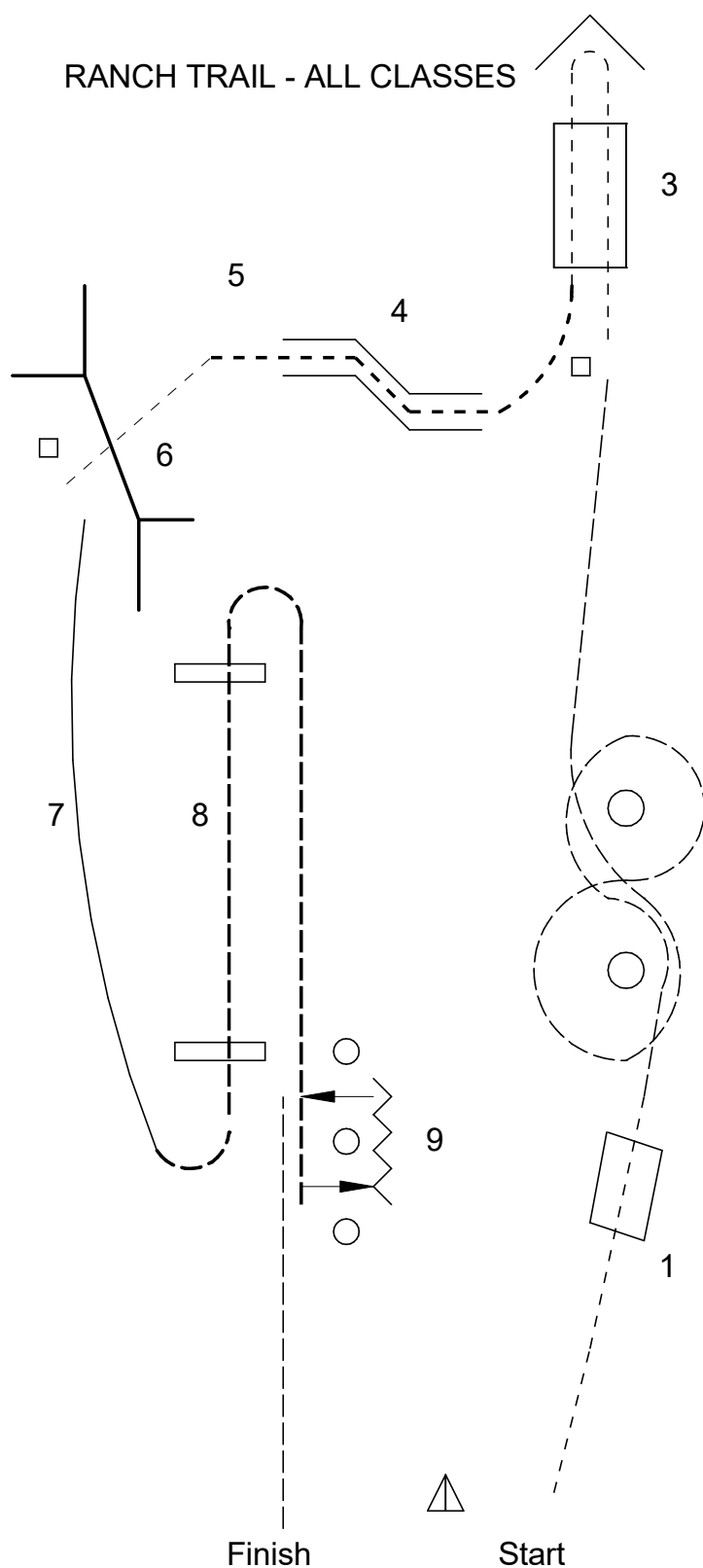
RANCH REINING PATTERN 2

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows: Trot to center of arena and stop or walk before departure.

1. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at center.
4. Complete 4 spins to the left. Hesitate.
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena, past the center marker, and do a left roll back at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena, past the center marker, and do a right roll back at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

RANCH TRAIL - ALL CLASSES



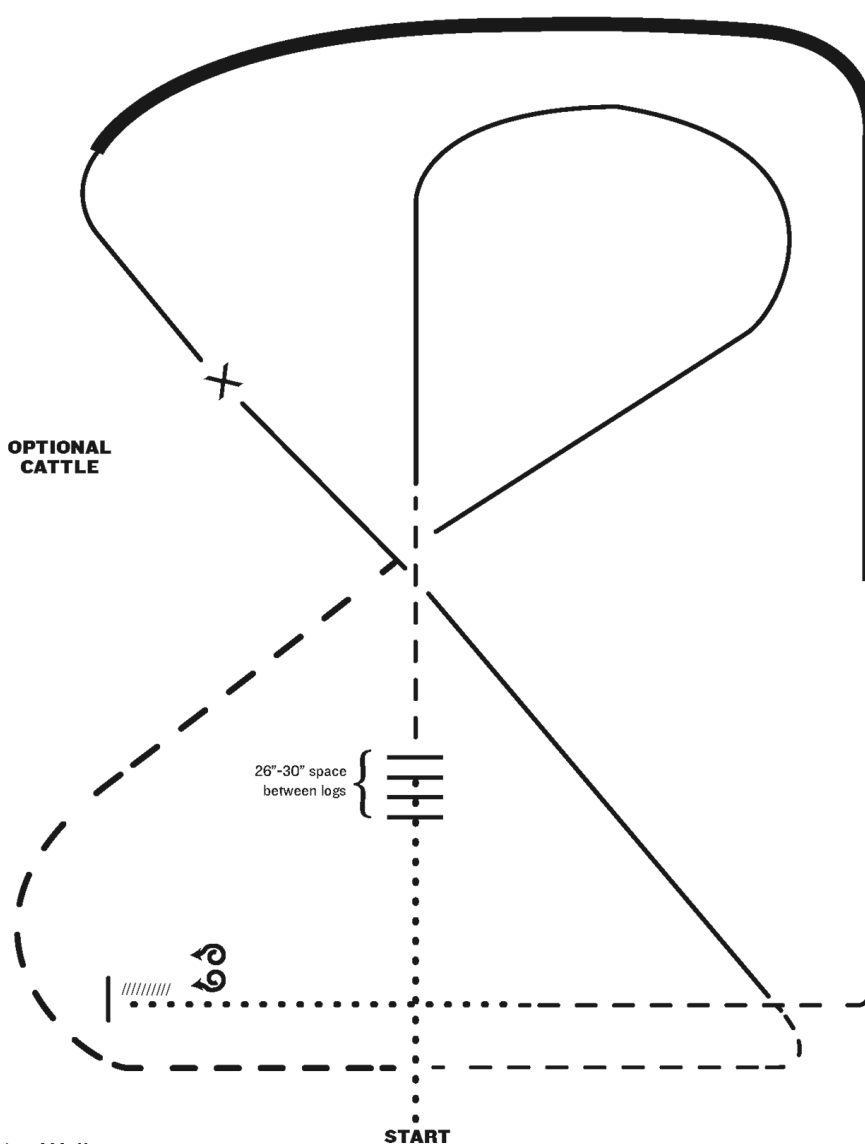
Be ready at marker

1. Walk through box.
2. Trot figure 8 through obstacles.
3. Walk over bridge, around marker, and walk back over bridge,
4. Extended walk through cattle trail.
5. Stop after exiting chute and dismount.
6. Lead horse at walk through gate, remount (use of mounting block optional).
7. Lope left lead,
8. Extended trot over logs, turn right and continue to rocks.
9. Stop at last rock, sidepass left, back to next gap and sidepass right, exit at a trot.

Mountain and Plains Sept. 4-5

Ranch Riding (All Ranch Riding)

Show Date:

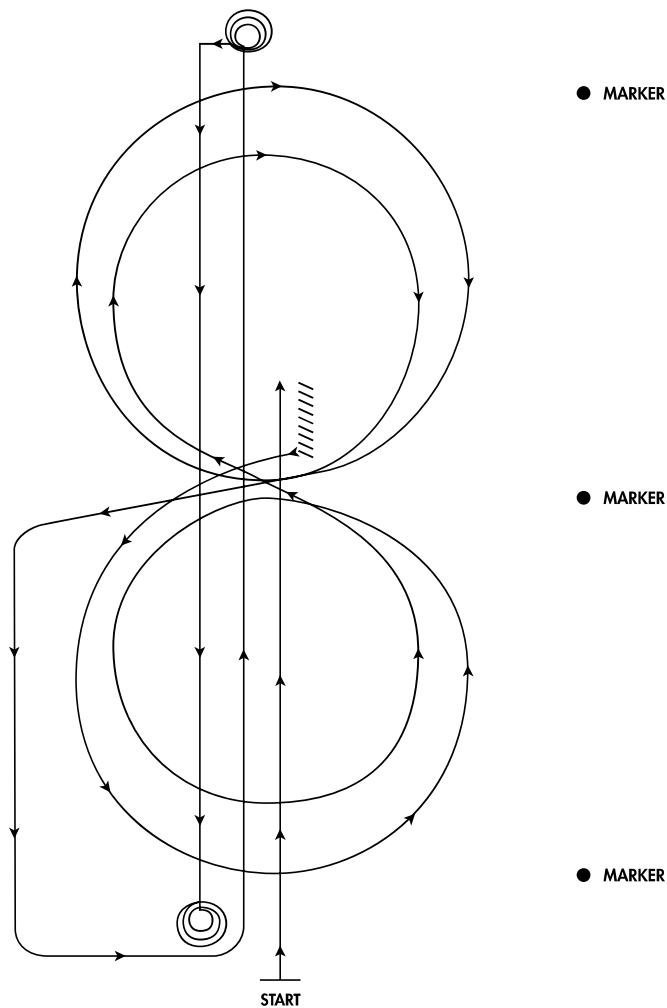


1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.

[RR/AQHA-5]

Pattern Provided by:



Working Cow Horse Pattern #5

This pattern works best when the exhibitor and cattle enter from the same end of arena.

1. Start at end of arena.
2. Run past the center marker and stop.
3. Back up at least 10 feet.
4. Complete $\frac{1}{4}$ turn to the left.
5. Complete two circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
6. Complete two circles to the right, the first one small and slow, the second large and fast. Change leads at the center of the arena.
7. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
8. Complete $3\frac{1}{2}$ spins to the right.
9. Run down center of arena past end marker and come to a square sliding stop.
10. Complete $3\frac{1}{2}$ spins to the left.
11. Hesitate to complete pattern

Pattern 5

- | | |
|--|-------------------------------|
| 1. Stop and back up and $\frac{1}{4}$ turn | 5. $3\frac{1}{2}$ spins right |
| 2. Left circles | 6. Stop |
| 3. Right circles | 7. $3\frac{1}{2}$ spins left |
| 4. Stop | |