

NSBA

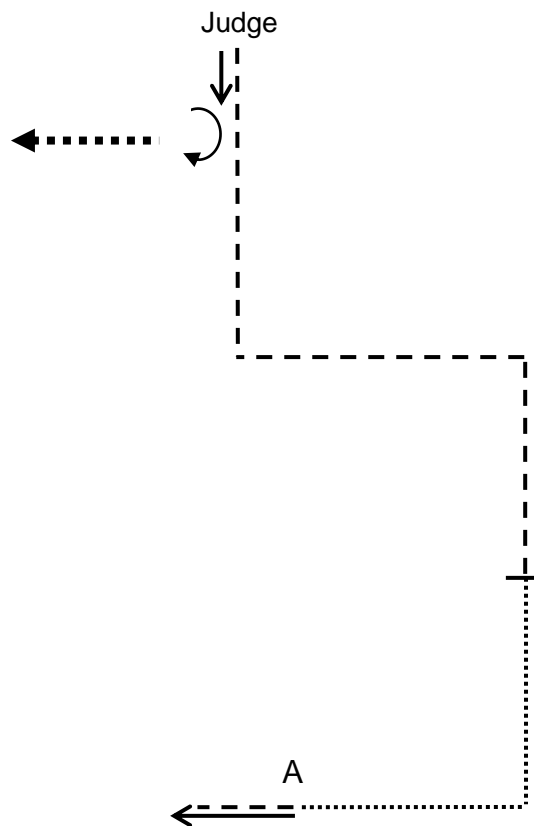


WORLD CHAMPIONSHIP SHOW
BREEDERS CHAMPIONSHIP FUTURITY



PATTERNS

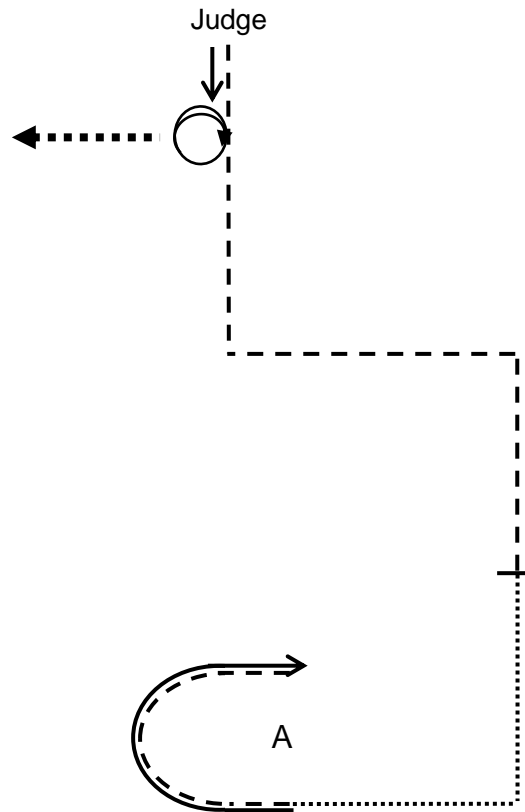
- 318. Novice Amateur Showmanship
- 319. Novice Amateur 50 & Over Showmanship
- 331. Novice Youth Showmanship
- 332. Youth Showmanship 13 & Under



Begin at A

1. Back
2. Trot to A
3. Walk at A, walk square corner and half of line as shown, stop
4. Trot two square corners and to judge
5. Setup
6. Inspection
7. When excused, back 4 steps
8. Stop, setup, hesitate
9. 270° ($\frac{3}{4}$) turn
10. Exit at a forward walk

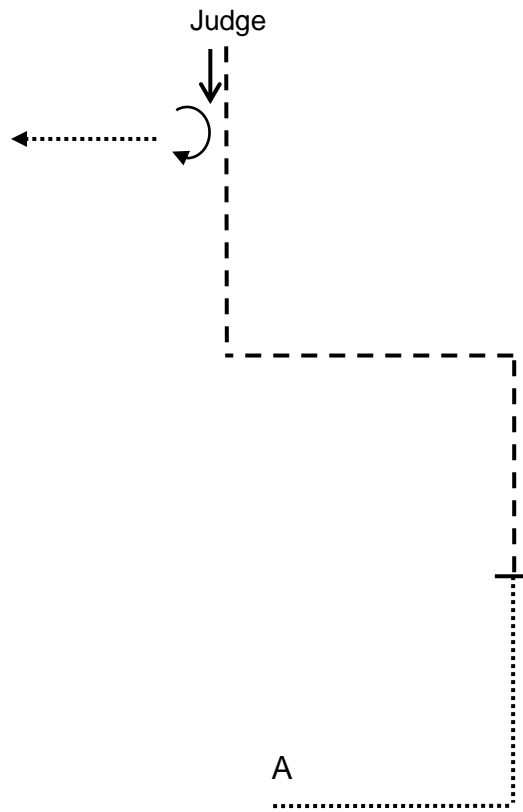
- 320. Color Amateur Showmanship
- 321. Amateur Showmanship
- 322. Amateur 50 & Over Showmanship
- 333. Youth Showmanship 14-18
- 334. Color Youth Showmanship



Begin at A

1. Back "U" around A
2. Trot "U" around A
3. Walk at A, walk corner and half of line as shown, stop
4. Trot two corners and to judge
5. Setup
6. Inspection
7. When excused, back 4 steps
8. Stop, setup, hesitate
9. 630° (1 ¾) turn
10. Exit at a forward walk

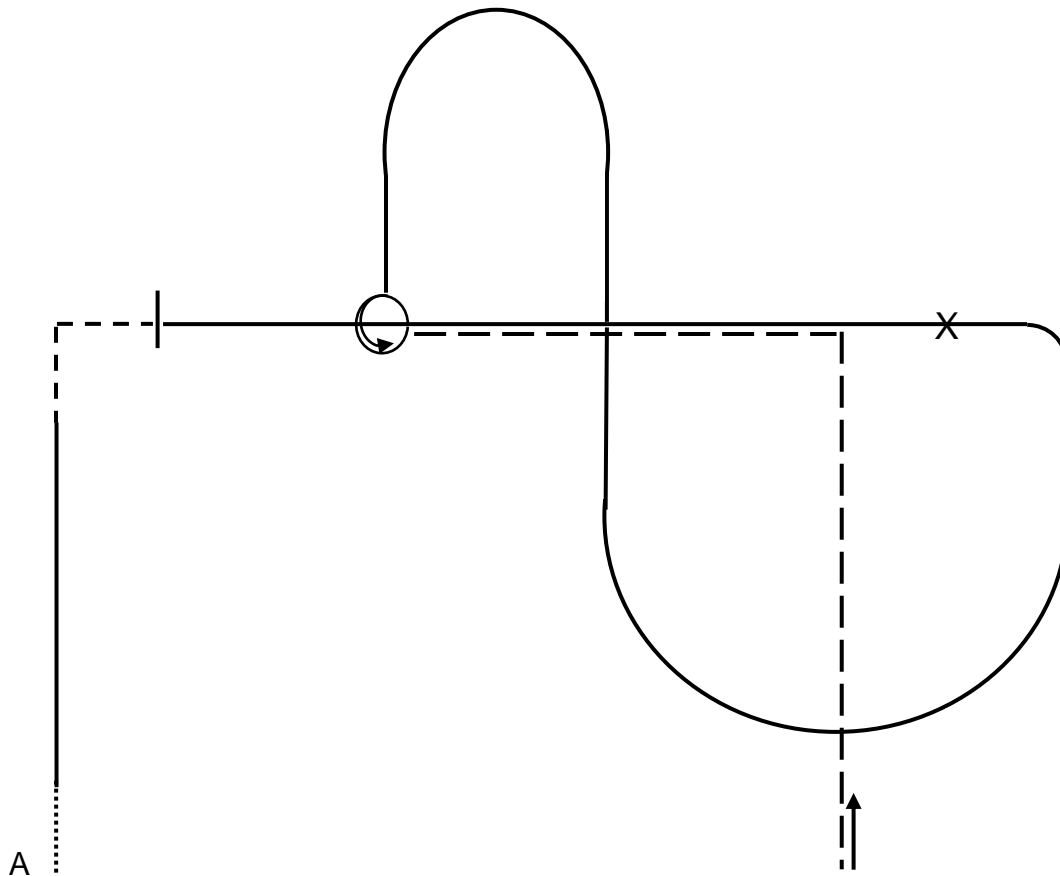
316. Youth Walk Trot Showmanship
317. EWD Showmanship



Begin at A

1. Walk square corner and half of line as shown, stop
2. Trot two square corners and to judge
3. Setup
4. Inspection
5. When excused, back 4 steps
6. 270° ($\frac{3}{4}$) turn
7. Exit at a walk

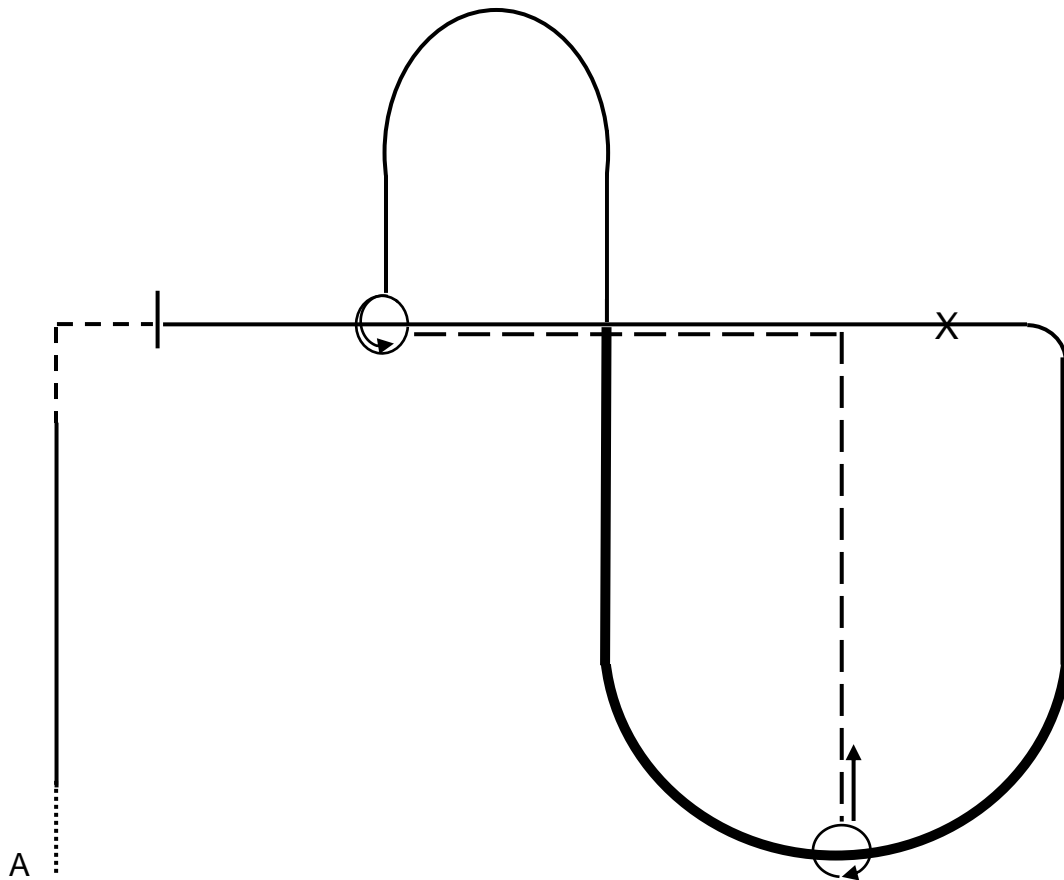
- 415. Novice Youth Horsemanship
- 416. Youth Horsemanship 13 & Under
- 517. Novice Amateur Horsemanship
- 518. Novice Amateur 50 & Over Horsemanship
- 513. CINCH Horsemanship, Prelims



Begin at A

1. Forward walk
2. Right lead lope
3. Jog corner, stop after corner
4. Left lead lope
5. Change leads at X (simple or flying)
6. Right lead lope to center
7. Continue to counter canter as shown
8. Stop, 450° (1 ¼) turn to the left
9. Extended jog corner
10. Stop in line with A, back

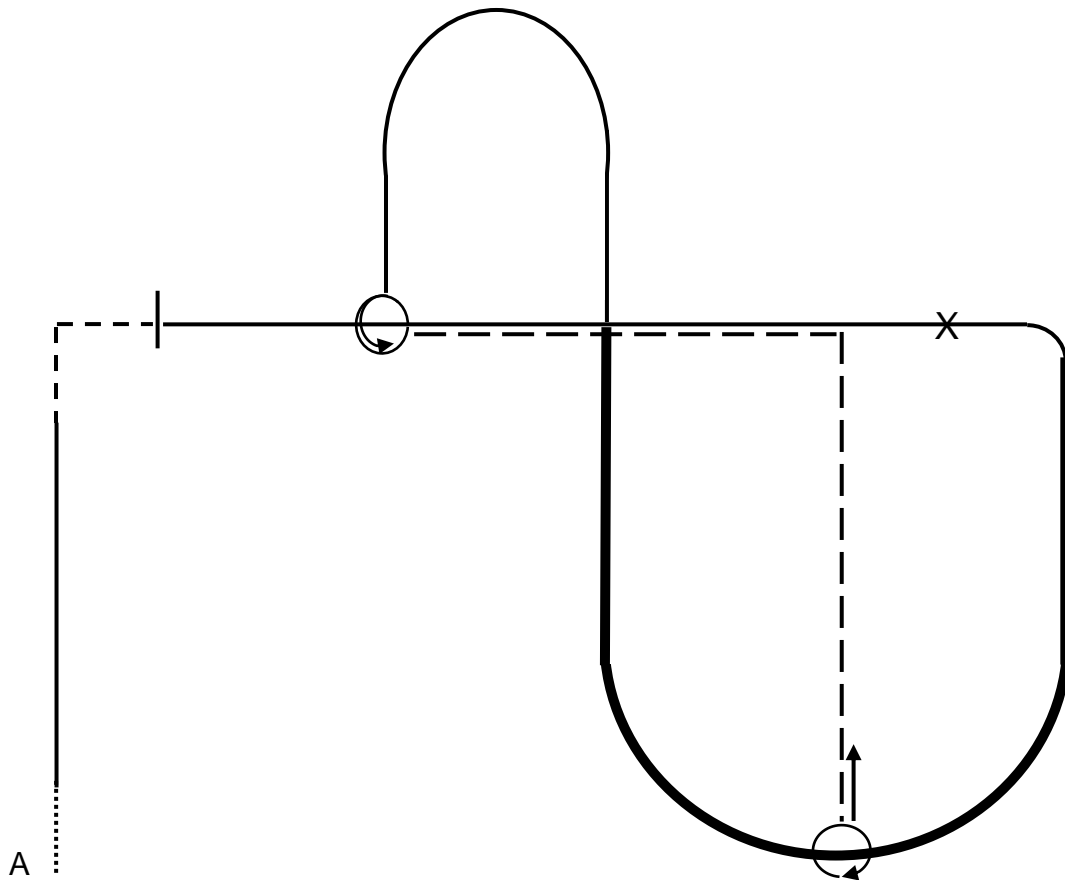
- 125. Color Amateur Horsemanship
- 222. Color Youth Horsemanship
- 417. Youth Horsemanship 14-18
- 814. Amateur Horsemanship



Begin at A, without stirrups

1. Forward walk
2. Right lead lope
3. Jog corner, stop after corner
4. Left lead lope
5. Change leads at X (simple or flying), pick up stirrups after changing leads
6. Extend the lope on the right lead to center
7. Collect at center, counter canter as shown
8. Stop, 450° (1 ¼) turn to the left
9. Extended jog corner
10. Stop in line with A, 360° to the right, back

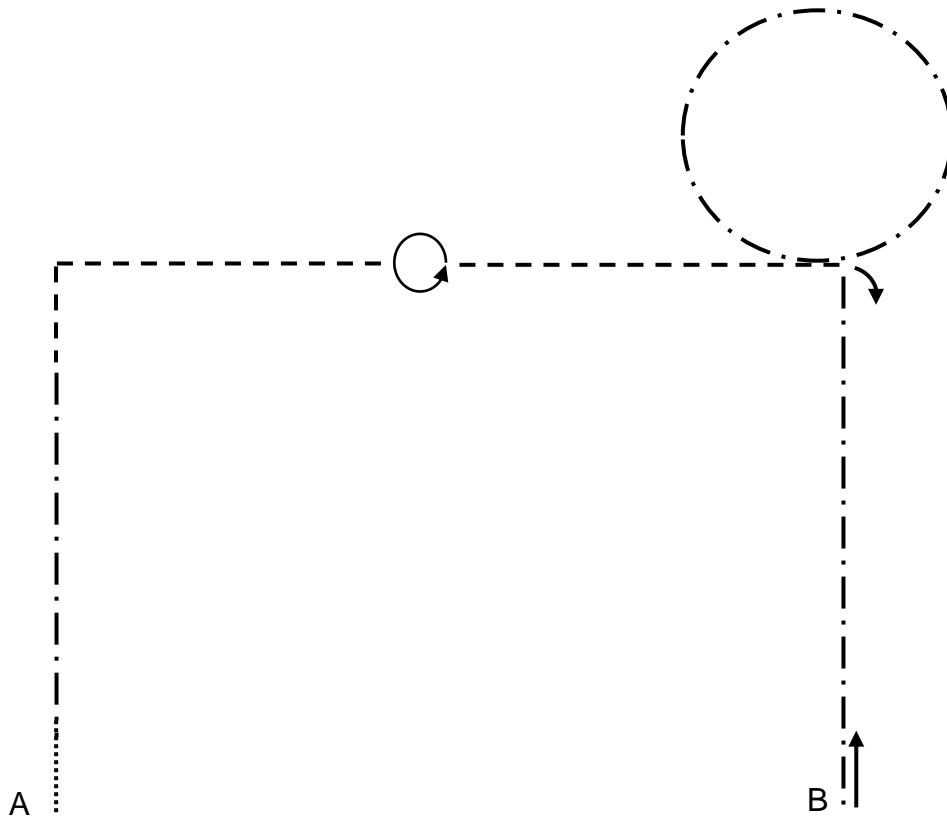
815. Amateur 50 & Over Horsemanship



Begin at A

1. Forward walk
2. Right lead lope
3. Jog corner, stop after corner
4. Left lead lope
5. Change leads at X (simple or flying)
6. Extend the lope on the right lead to center
7. Collect at center, counter canter as shown
8. Stop, 45° (1 ¼) turn to the left
9. Extended jog corner
10. Stop in line with A, 360° to the right, back

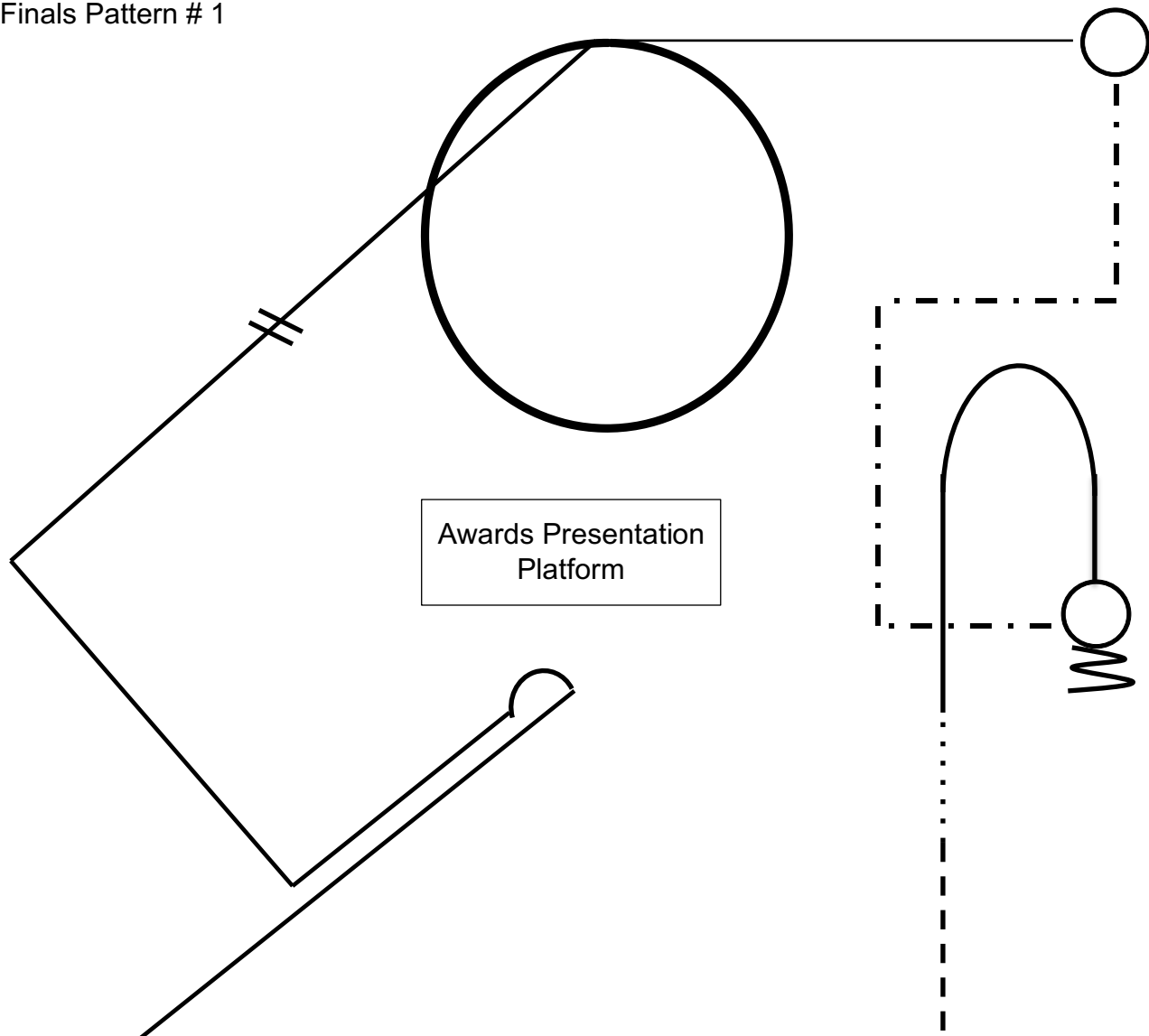
123. Youth Walk Trot Horsemanship
124. EWD Walk Trot Horsemanship



Begin at A

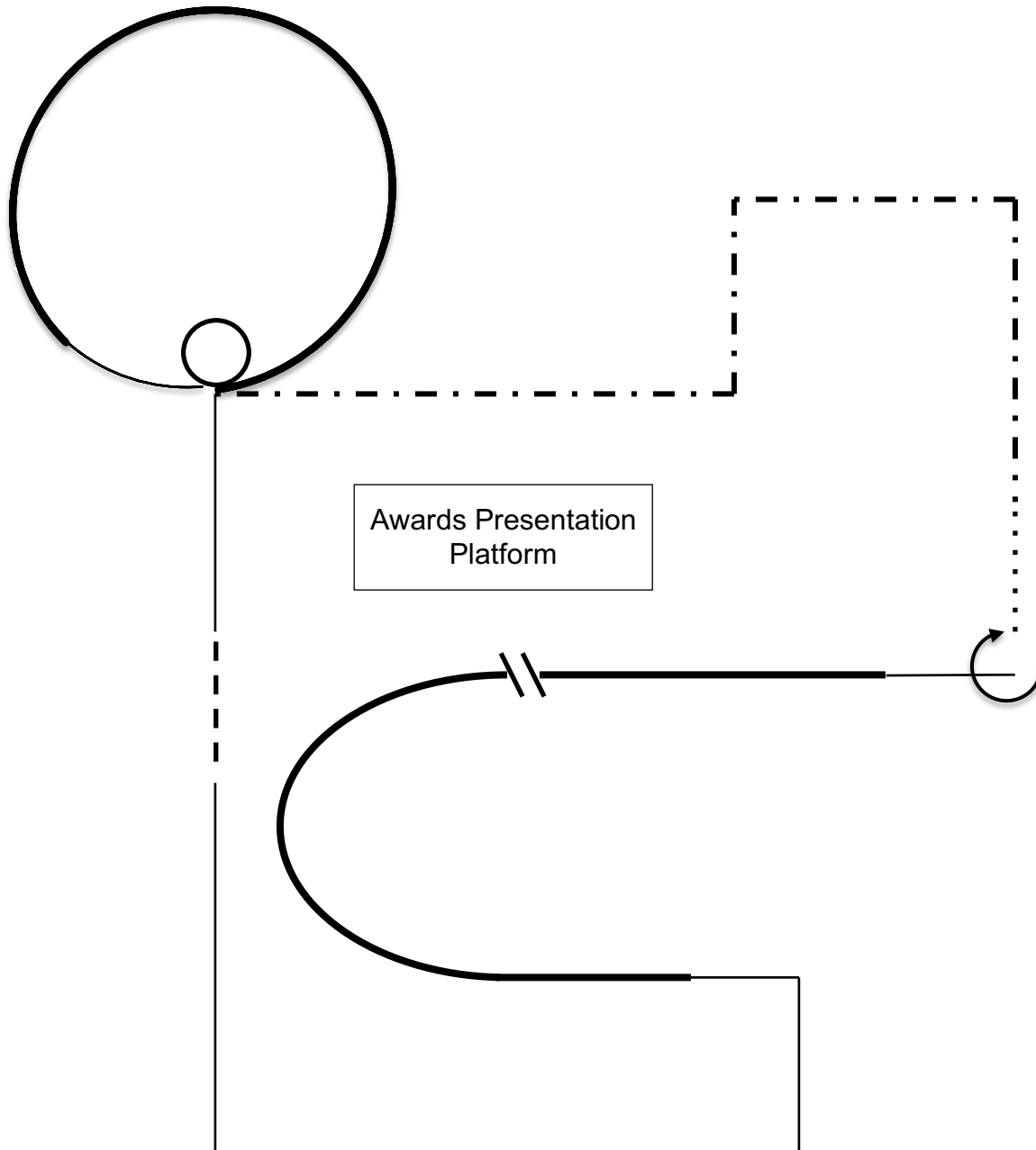
1. Walk
2. Extended jog
3. Slow to jog, jog corner towards center
4. Stop, 360° to the left
5. Jog
6. Extended jog circle to the left
7. After closing circle, stop, 90° to the right
8. Extended jog to B
9. Stop and B, back

Cinch Horsemanship Invitational Finals Pattern # 1



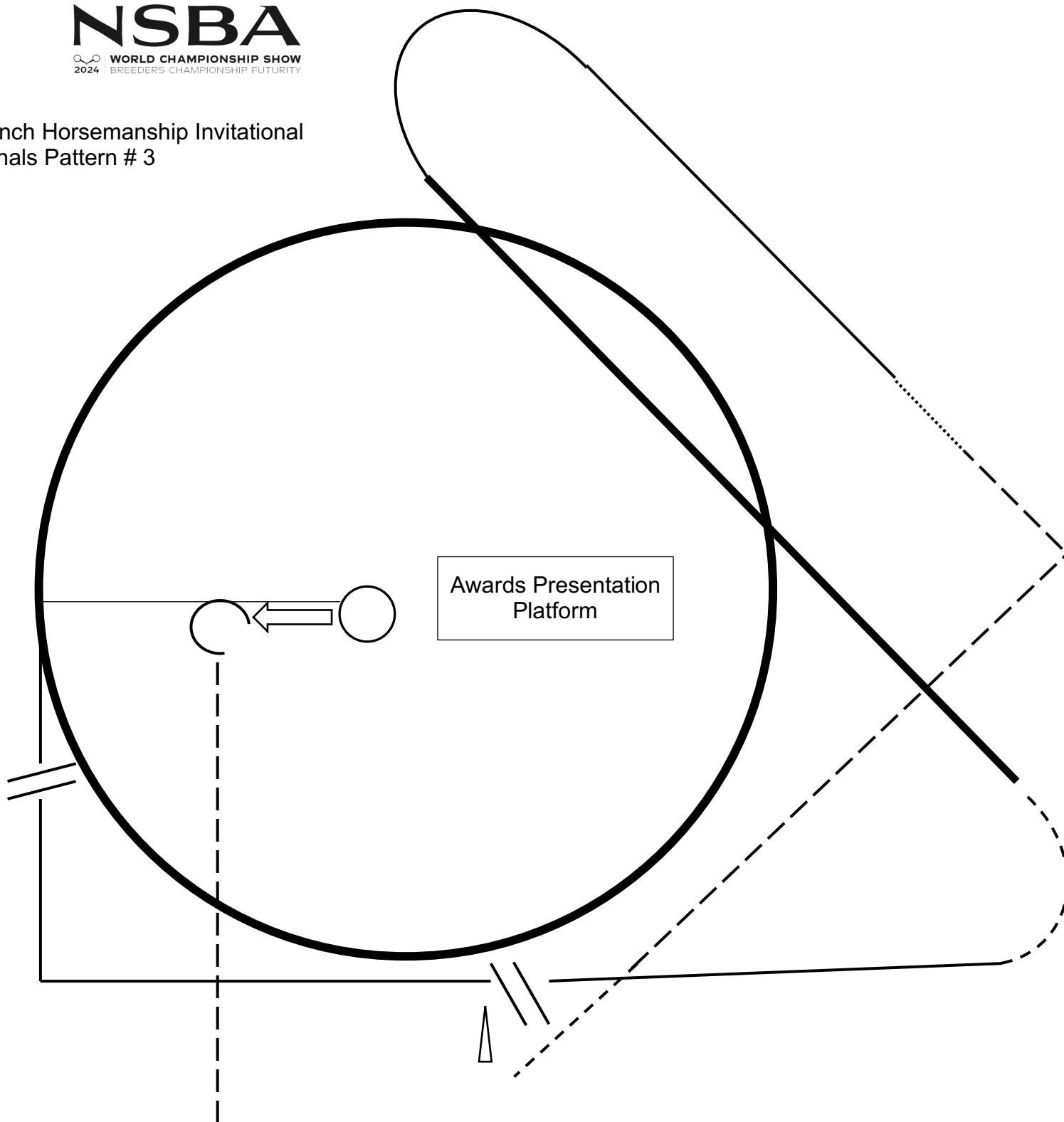
1. Begin on right lead toward center of stage area
2. Rollback left and lope left lead in 2 counter canter corners
3. Change leads halfway to center of arena and continue loping straight
4. Extended lope circle, collect lope at close of circle and continue loping
5. Stop, drop stirrups and perform 450° turn to the right
6. Extended jog 3 square corners
7. Stop, 450° left and back one horse length
8. Lope left lead in tight rollback turn
9. Break to walk for 2 horse lengths and jog toward exit

Cinch Horsemanship Invitational Finals Pattern # 2



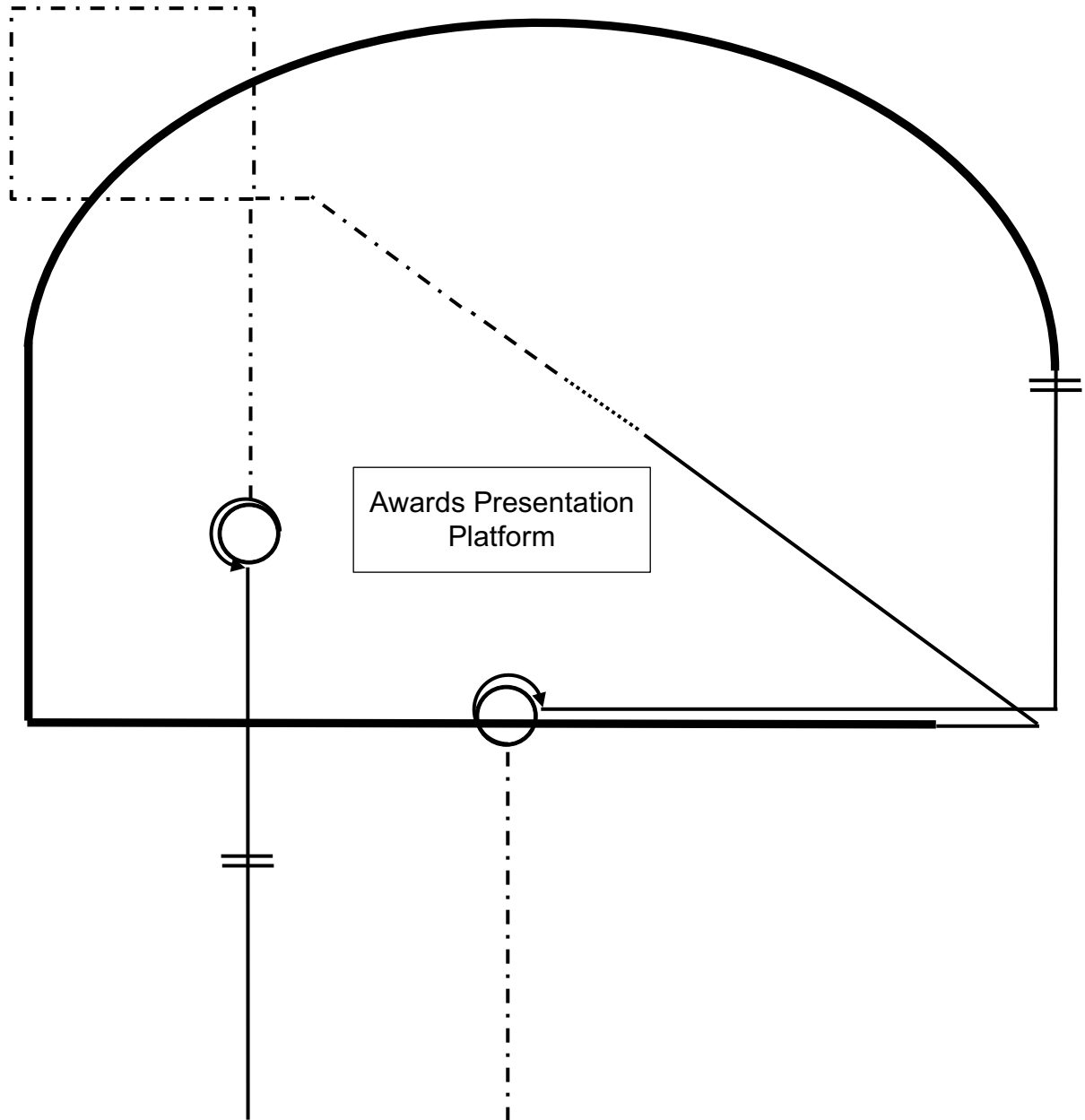
1. Enter from right gate without stirrups on the right lead, counter canter corner
2. Extended lope arc
3. Change leads (simple or flying) and continue in extended lope, collect and stop
4. 270° turn right and walk 2 horse lengths
5. Extended jog 3 square corners as shown
6. Stop, pickup stirrups and 540° turn left
7. Extended lope circle left lead
8. Collect before closing circle and counter canter corner
9. Jog 2 horse lengths and lope left lead toward exit

Cinch Horsemanship Invitational
Finals Pattern # 3



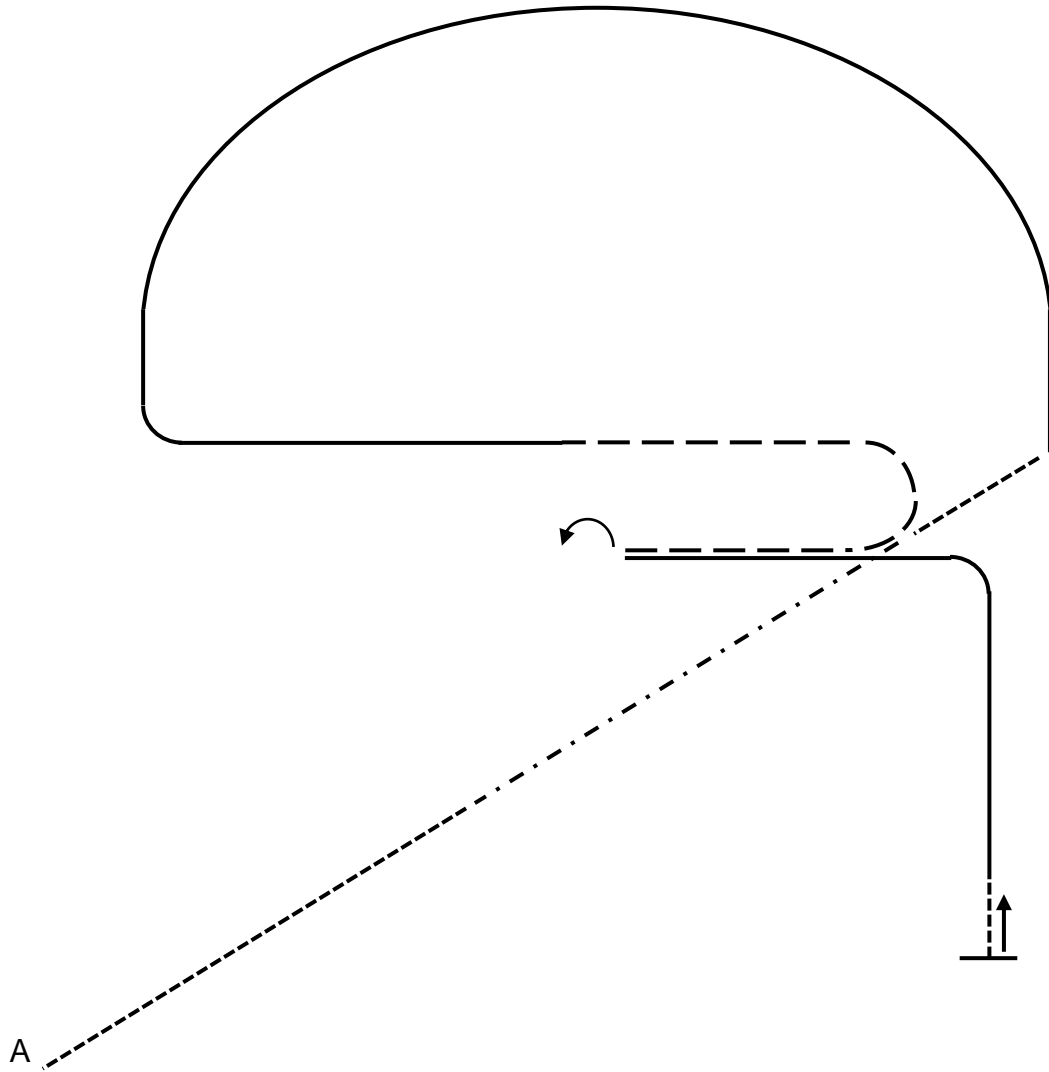
1. Begin at A, jog for 2 horse lengths, then move into an extended jog and around corner
2. Transition to walk and drop stirrups
3. Lope left lead in a diagonal line, performing a tight u-turn at the lope
4. Extend the lope on a diagonal line
5. Break to jog around the corner, then lope on the right lead, change leads at A
6. Counter canter a corner and change leads
7. Extend the lope in a circle
8. Collect lope through the corner toward center of arena and stop
9. 360° turn right and back
10. 270° turn left and extended trot out

Cinch Horsemanship Invitational Finals Pattern # 4



1. Extended jog to center
2. 45° (1½) turn right
3. Right lead lope through corner, change leads
4. Extended left lope in arc and corner as shown
5. Collect and sharp turn left
6. Break to walk, drop stirrups
7. Jog forward, increase to extended jog through box and line as shown
8. Stop 720° (2) turns left
9. Right lead
10. Change leads and continue on left lead to exit

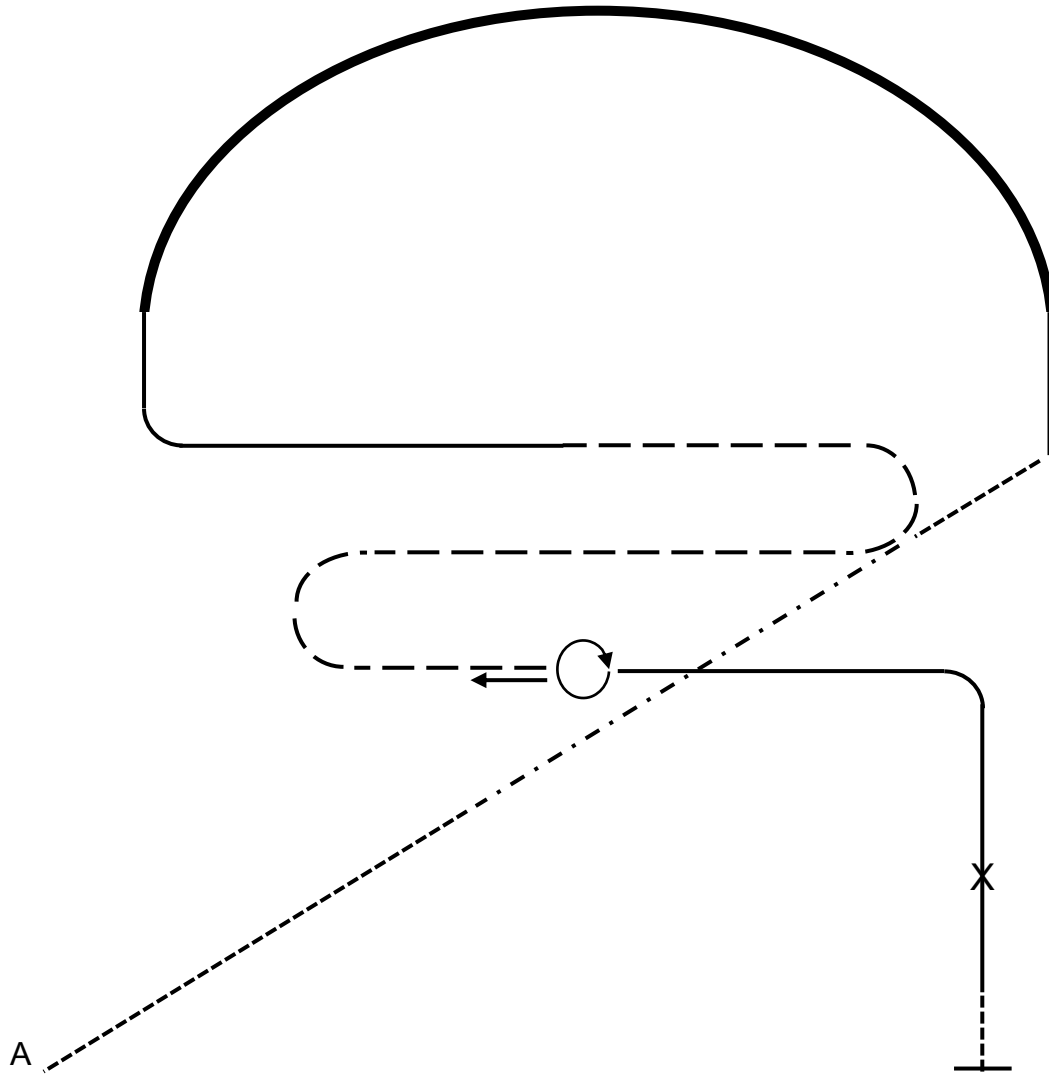
- 617. Novice Youth Hunt Seat Equitation
- 618. Youth Hunt Seat Equitation 13 & Under
- 911. Novice Amateur Hunt Seat Equitation
- 912. Novice Amateur 50 & Over Hunt Seat Equitation



Begin at A

1. Sitting trot
2. Two point trot
3. Sitting trot
4. Left lead canter
5. Continue canter to center
6. Posting trot left diagonal to center
7. Stop, 180° forehand turn to the left
8. Right lead canter
9. Break to walk, stop, back

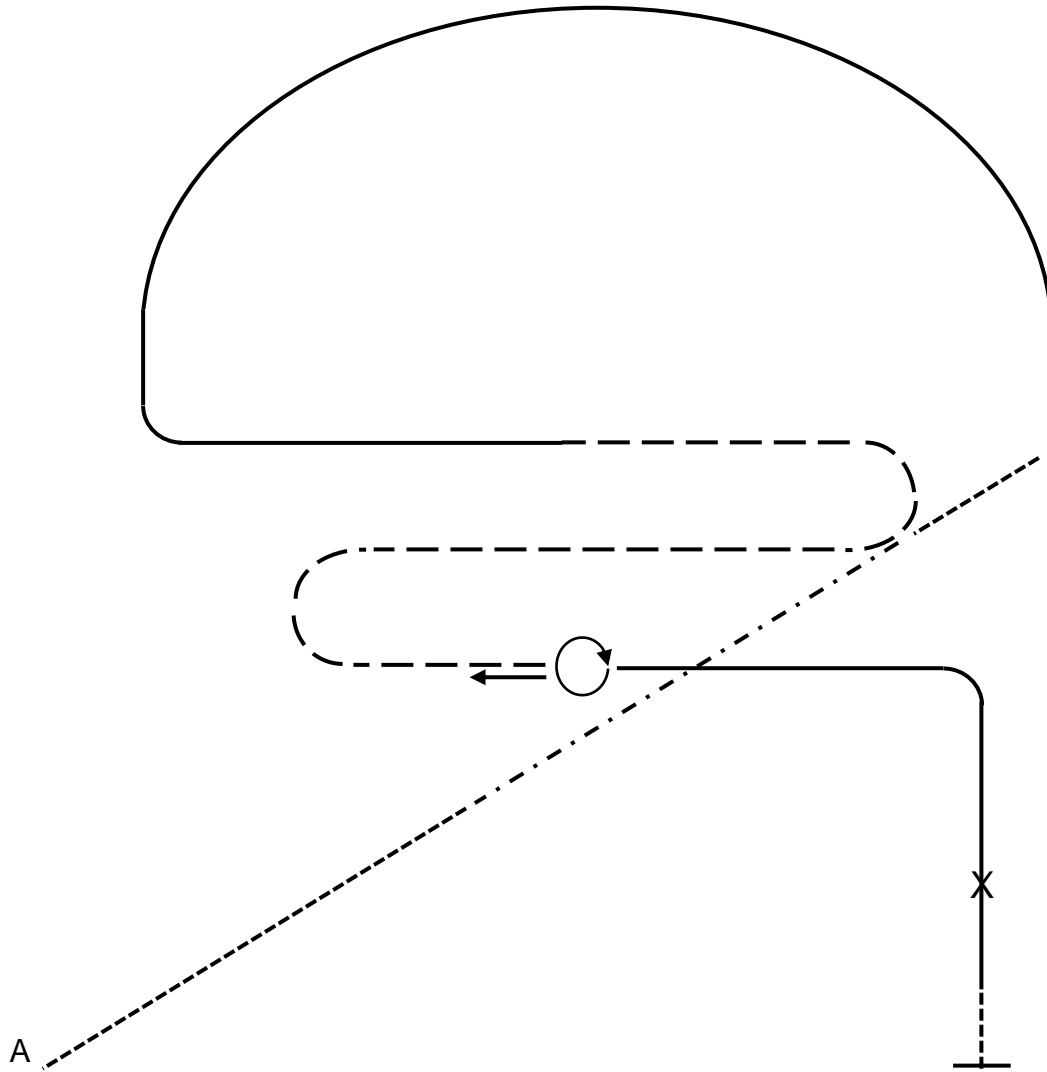
- 619. Youth Hunt Seat Equitation 14-18
- 620. Color Youth Hunt Seat Equitation
- 913. Amateur Hunt Seat Equitation
- 915. Color Amateur Hunt Seat Equitation



Begin at A, without irons

1. Sitting trot
2. Two point trot
3. Sitting trot, pick up irons
4. Left lead canter
5. Hand gallop as shown
6. Collect canter to center
7. Posting trot serpentine
8. Stop, 360° forehand turn to the right, back
9. Right lead canter, change leads halfway to A (simple or flying)
10. Break to walk before A, stop in line with A

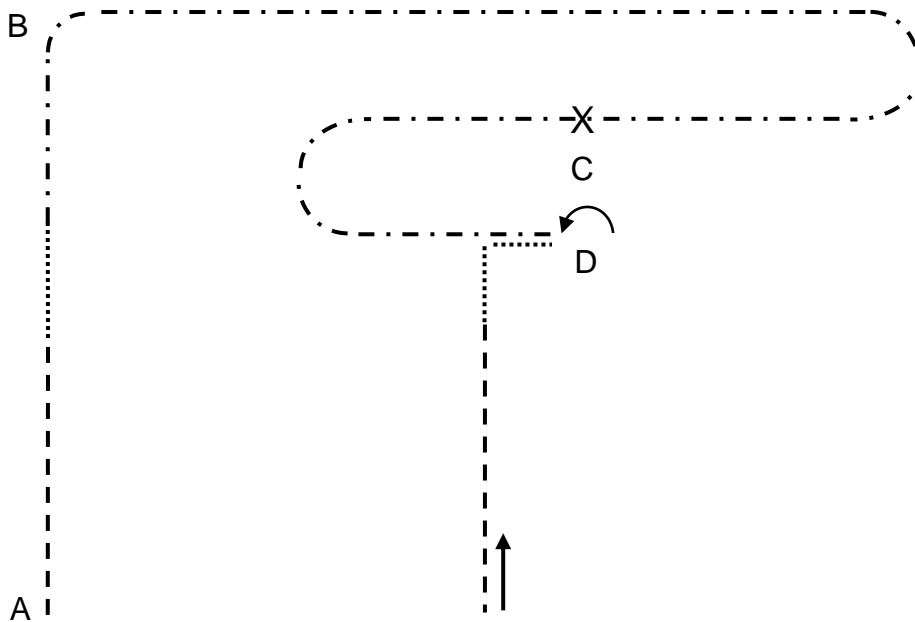
914. Amateur 50 & Over Hunt Seat Equitation



Begin at A

1. Sitting trot
2. Two point trot
3. Sitting trot
4. Left lead canter
5. Continue canter to center
6. Posting trot serpentine
7. Stop, 360° forehand turn to the right, back
8. Right lead canter, change leads at halfway to A (simple or flying)
9. Break to walk before A, stop in line with A

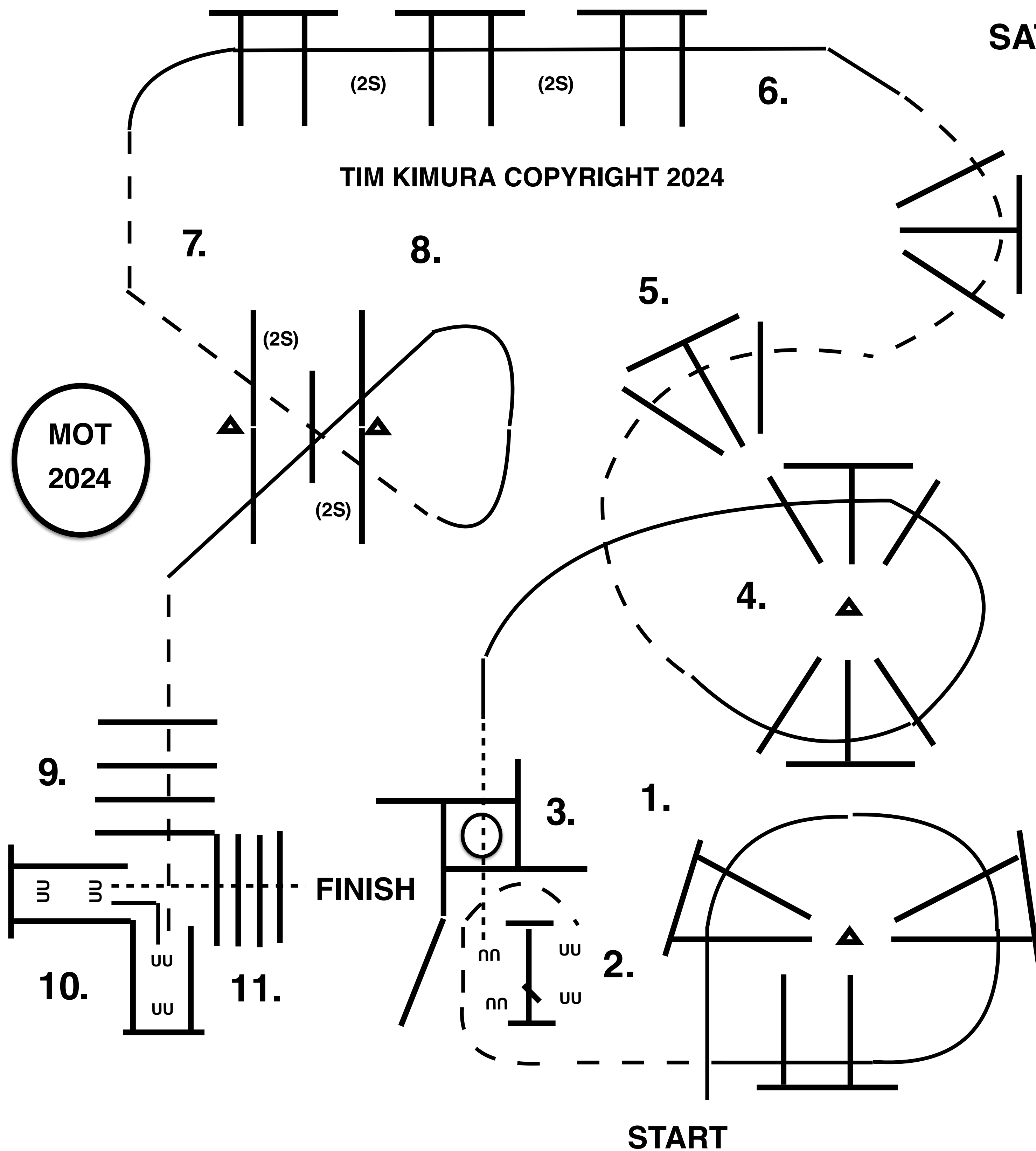
522. Youth Walk Trot Hunt Seat Equitation
523. EWD Walk Trot Hunt Seat Equitation



Begin at A

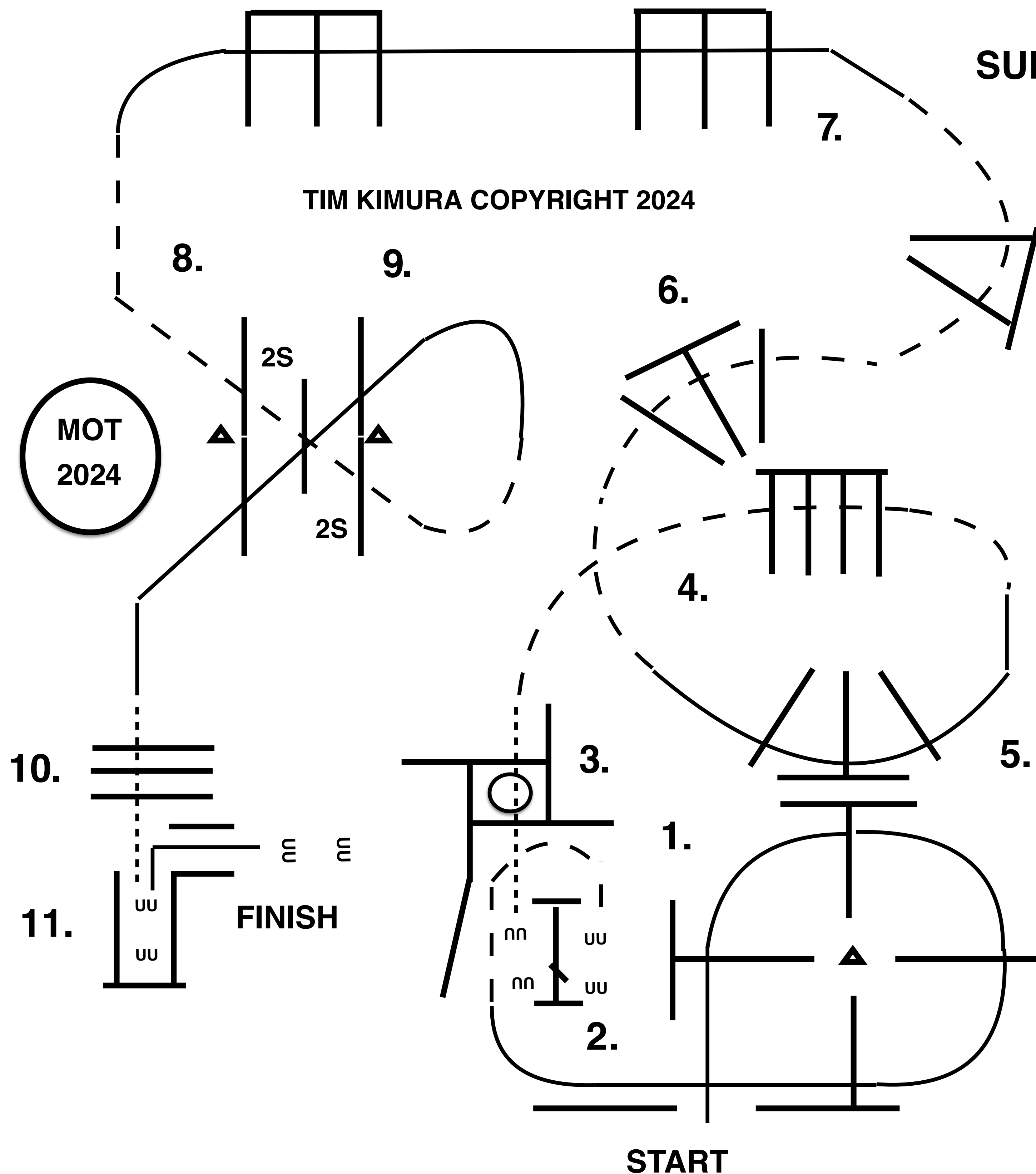
1. Sitting trot halfway
2. Break to walk
3. Posting trot left diagonal serpentine
4. Change diagonals at C
5. Continue posting trot to D
6. Stop, 180° turn to the left
7. Walk corner
8. Sitting trot
9. Stop in line with A, back

SATURDAY
8/10



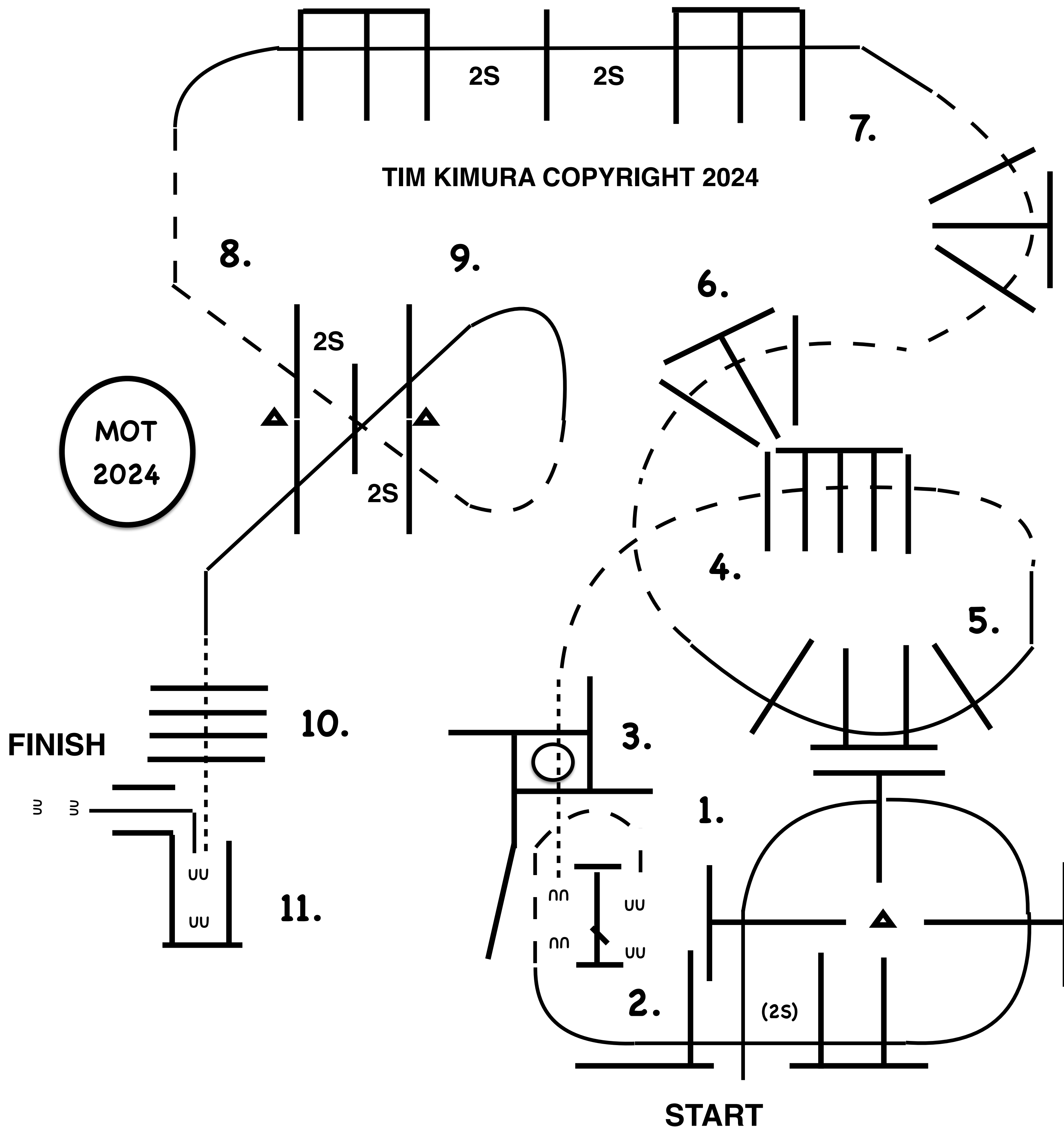
1. LOPE OVER POLES (RIGHT LEAD).
2. BREAK TO THE JOG, JOG UP TO GATE. WORK GATE RIGHT HAND.
3. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD)
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE, STOP.
10. BACK AROUND CORNER, BACK BETWEEN POLES.
11. WALK OUT CHUTE, WALK OVER POLES.

SUNDAY 8/11



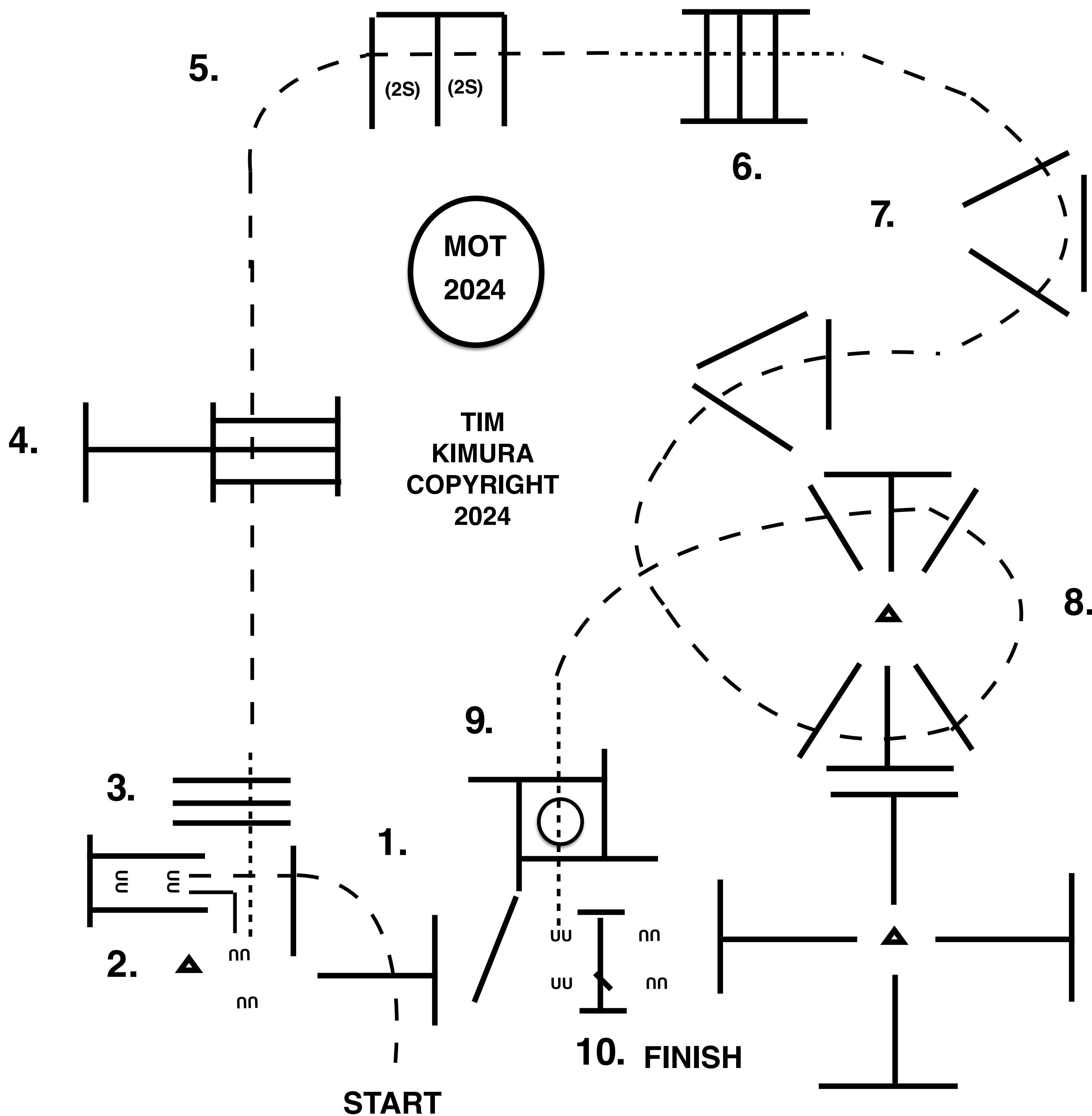
1. LOPE OVER POLES (RIGHT LEAD).
2. BREAK TO THE JOG, JOG UP TO GATE. WORK GATE RIGHT HAND.
3. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
4. JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. STOP OR BREAK TO THE WALK, WALK OVER POLES.
11. BACK AROUND CORNER, BACK BETWEEN POLES, BACK OUT CHUTE.

SUNDAY 8/11

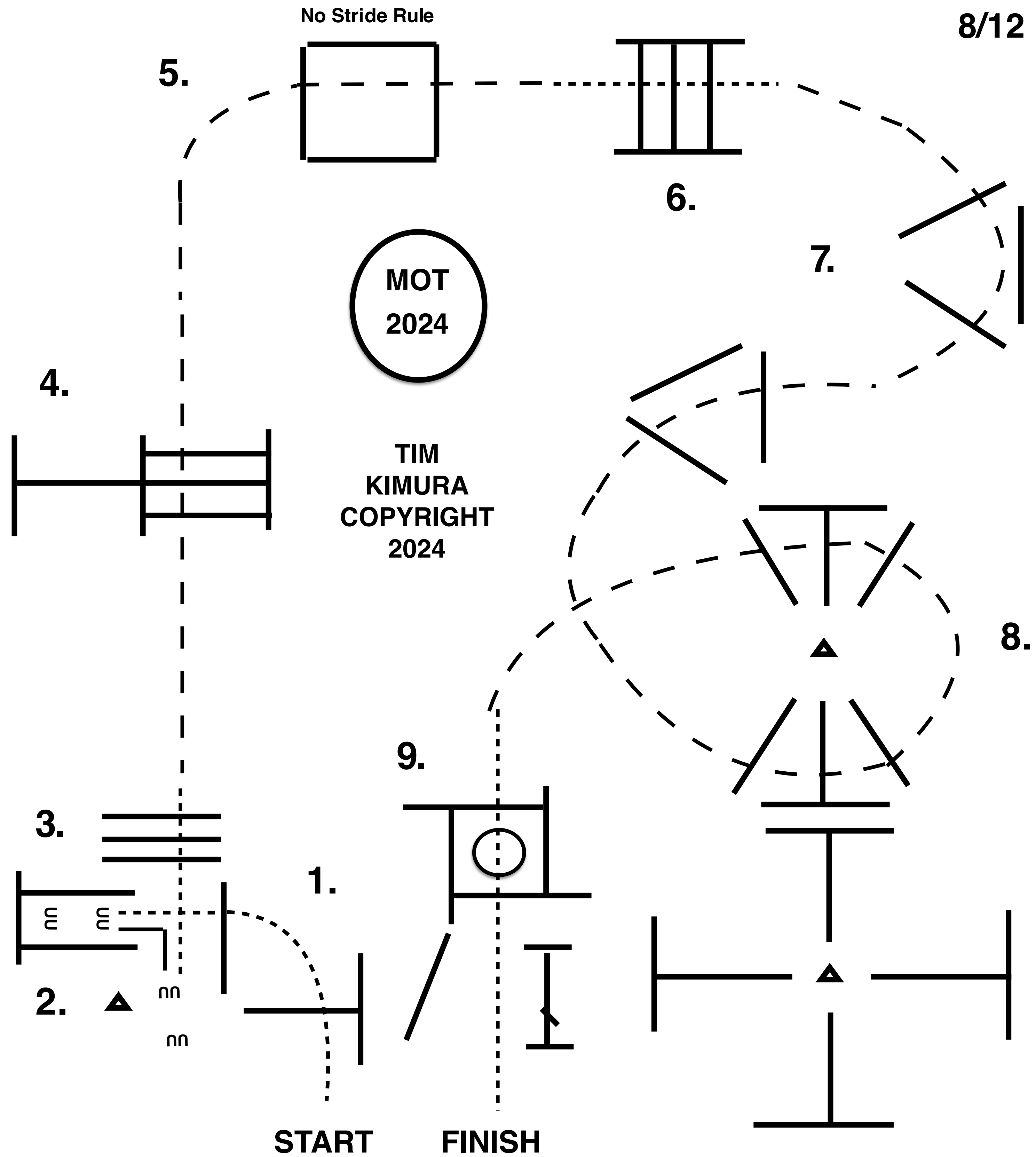


1. LOPE OVER POLES (RIGHT LEAD).
2. BREAK TO THE JOG, JOG UP TO GATE. WORK GATE RIGHT HAND.
3. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
4. JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. LOPE OVER POLE (LEFT LEAD).
10. STOP OR BREAK TO THE WALK, WALK OVER POLES.
11. BACK AROUND CORNER, BACK BETWEEN POLES, BACK OUT CHUTE.

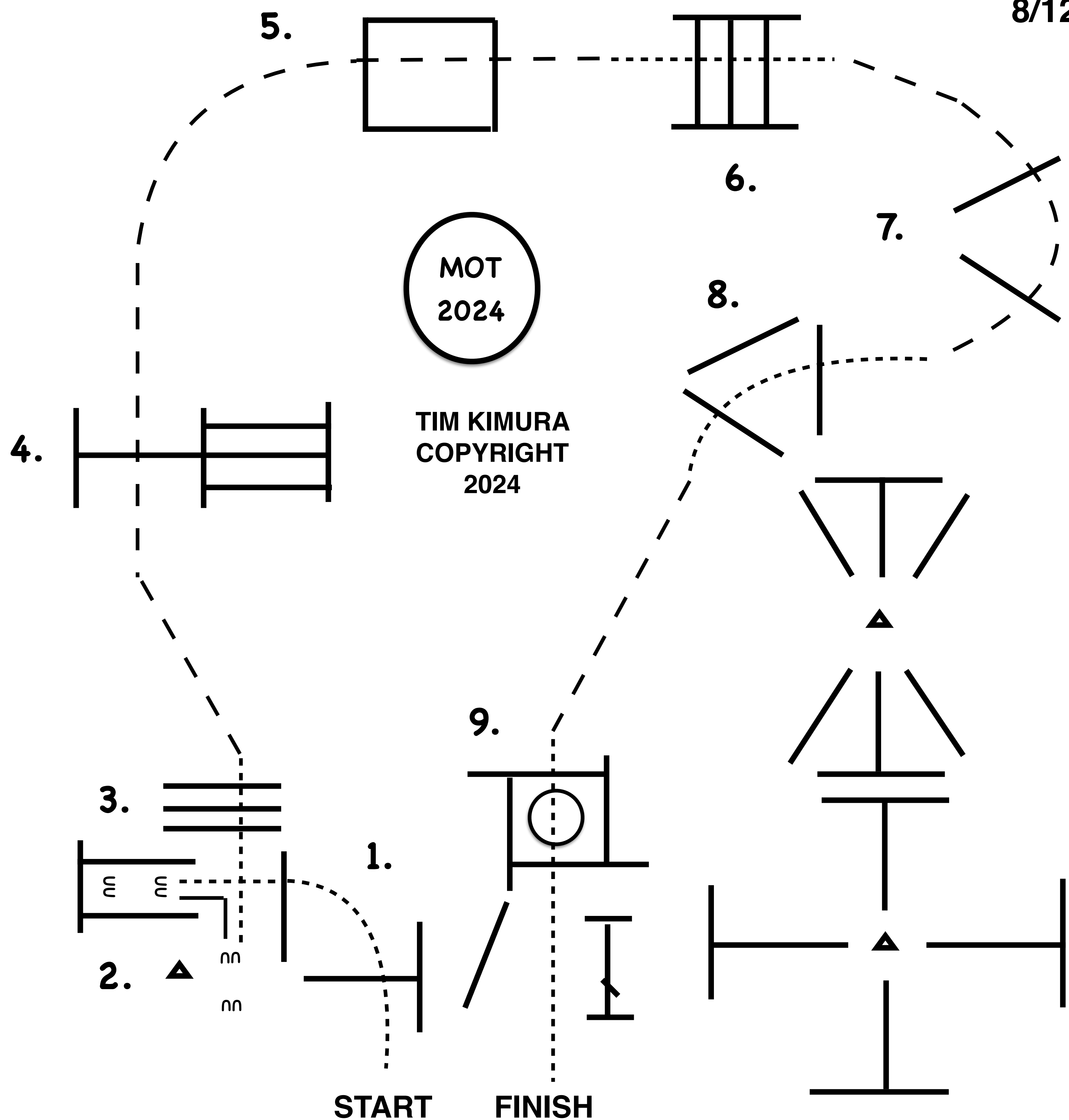
MONDAY
8/12



1. JOG OVER POLES, JOG INTO CHUTE.
2. BACK AROUND CORNER, BACK UNTIL YOUR STIRRUP REACHES CONE.
3. WALK OVER POLES.
4. JOG OVER POLES.
5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. JOG OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK TO GATE.
10. WORK GATE LEFT HAND.

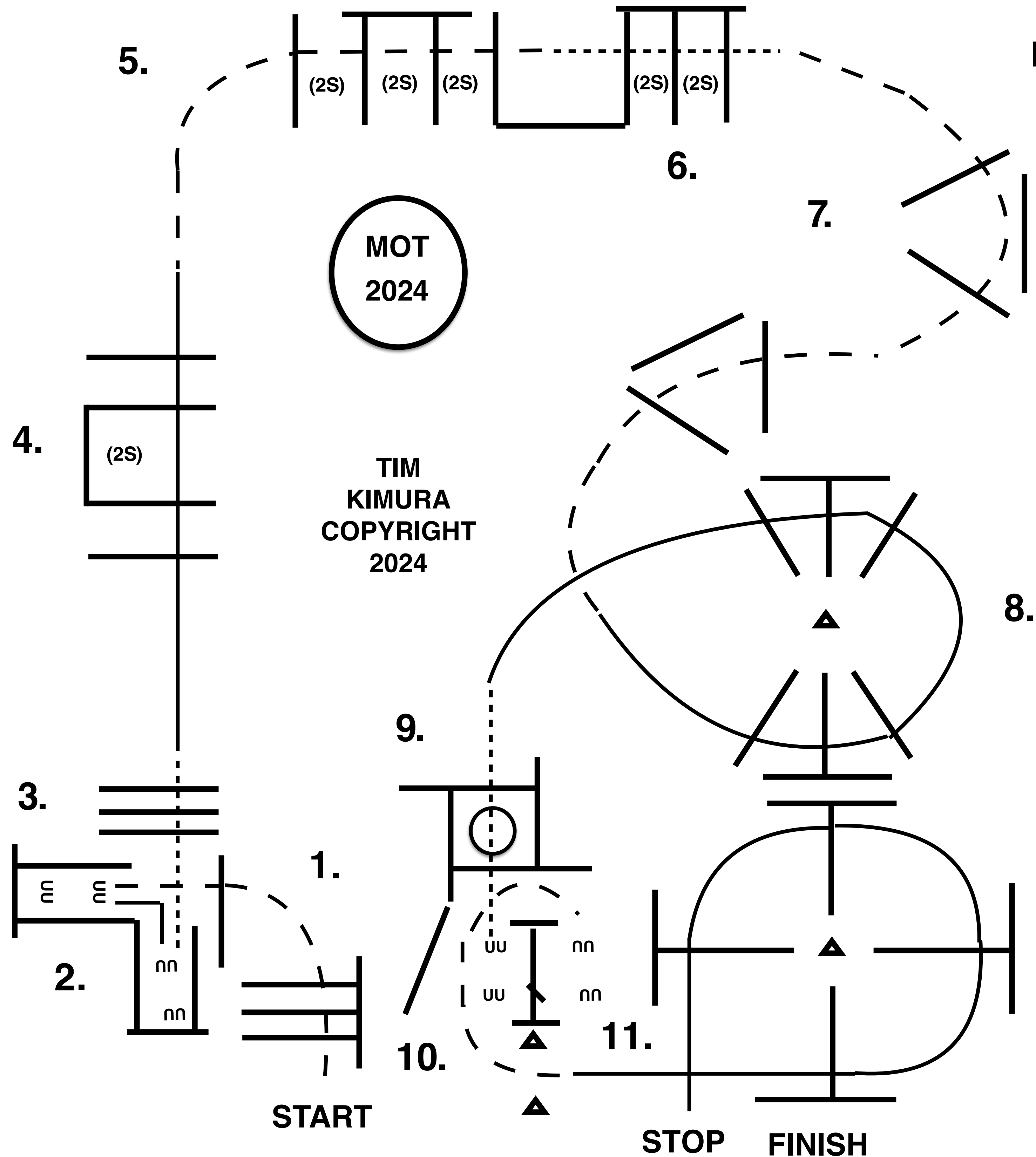


1. WALK OVER POLES, WALK INTO CHUTE.
2. BACK AROUND CORNER, BACK UNTIL YOUR STIRRUP REACHES CONE.
3. WALK OVER POLES.
4. JOG OVER POLES.
5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. JOG OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

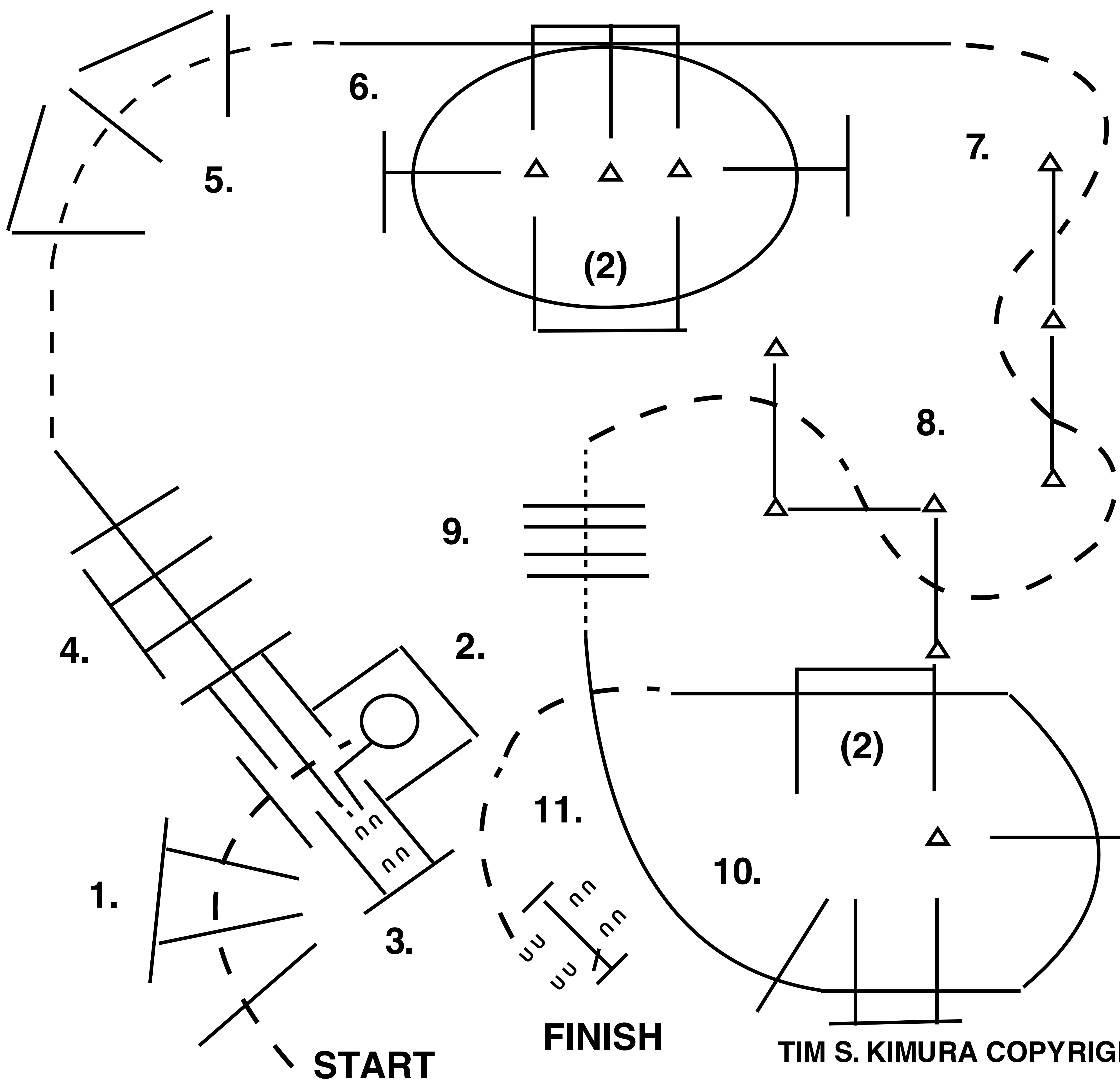


1. WALK OVER POLES, WALK INTO CHUTE.
2. BACK AROUND CORNER, BACK UNTIL YOUR STIRRUP REACHES CONE.
3. WALK OVER POLES.
4. JOG OVER POLE.
5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. JOG OVER POLES.
8. WALK OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

MONDAY
8/12

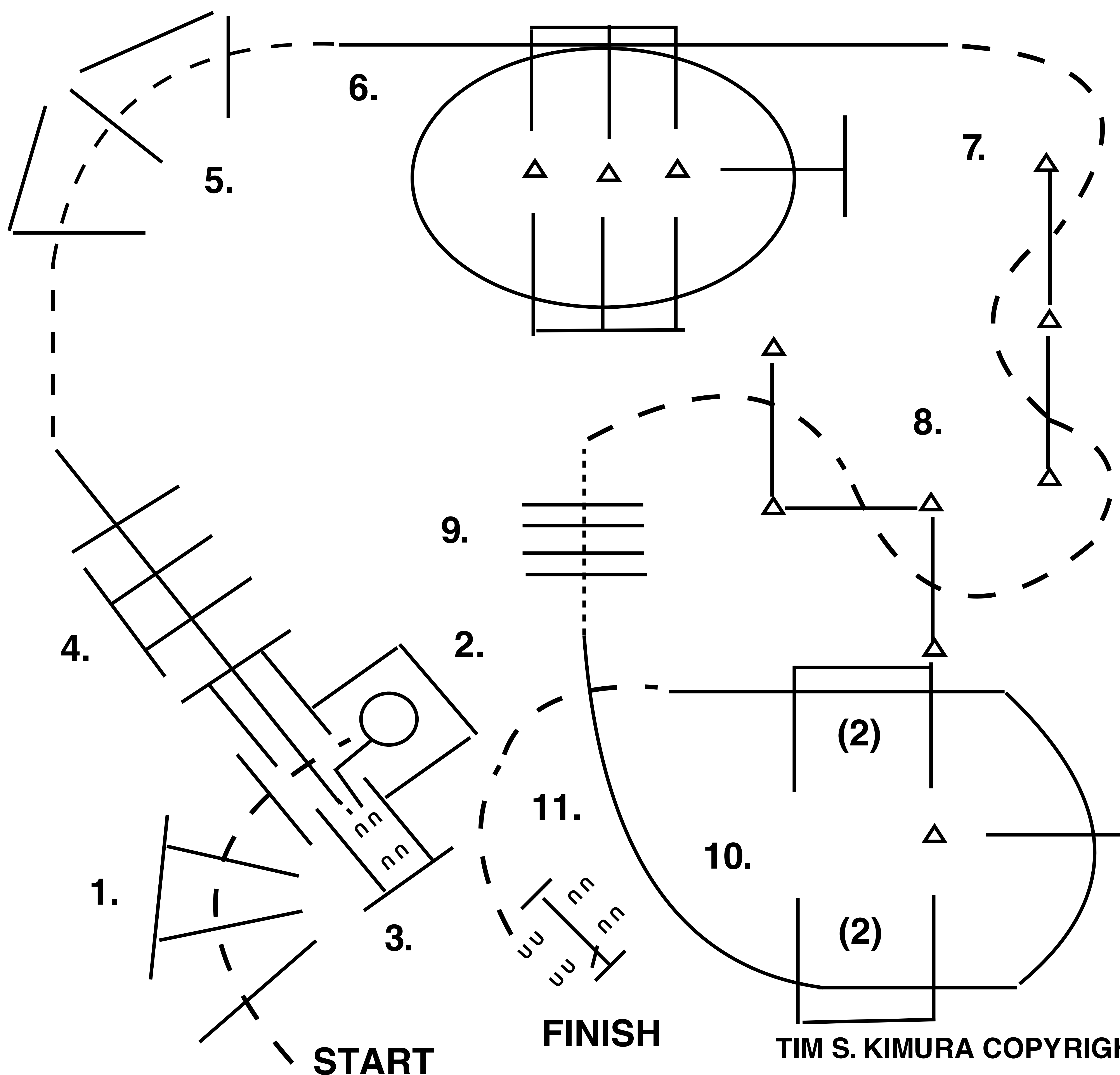


1. JOG OVER POLES, JOG INTO CHUTE.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK OUT CHUTE, WALK OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK TO GATE.
10. WORK GATE LEFT HAND.
11. WALK A FEW STEPS AWAY FROM GATE, JOG TO CONE, THEN LOPE OVER POLES (LEFT LEAD), AND SHOW THE STOP AT THE END.

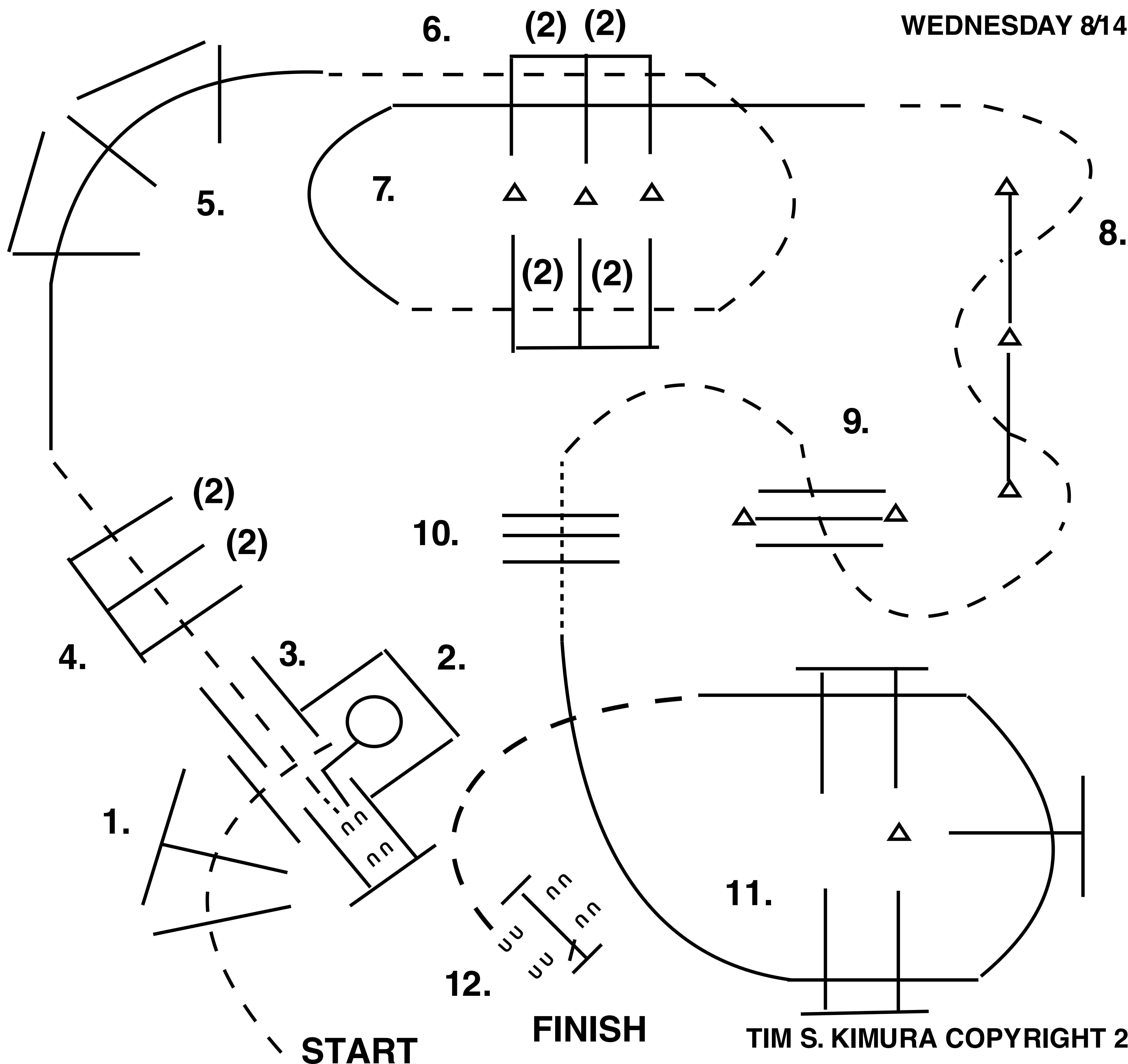


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1. JOG OVER POLES, JOG INTO BOX.
2. EXECUTE A 360 TURN RIGHT.
3. BACK OUT BOX, BACK AROUND CORNER.
4. WALK FORWARD, THEN LOPE OVER POLES RIGHT LEAD.
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES RIGHT LEAD.
7. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK OVER POLES.
10. LOPE OVER POLES LEFT LEAD.
11. BREAK TO THE JOG, JOG UP TO GATE, WORK GATE LEFT HAND.

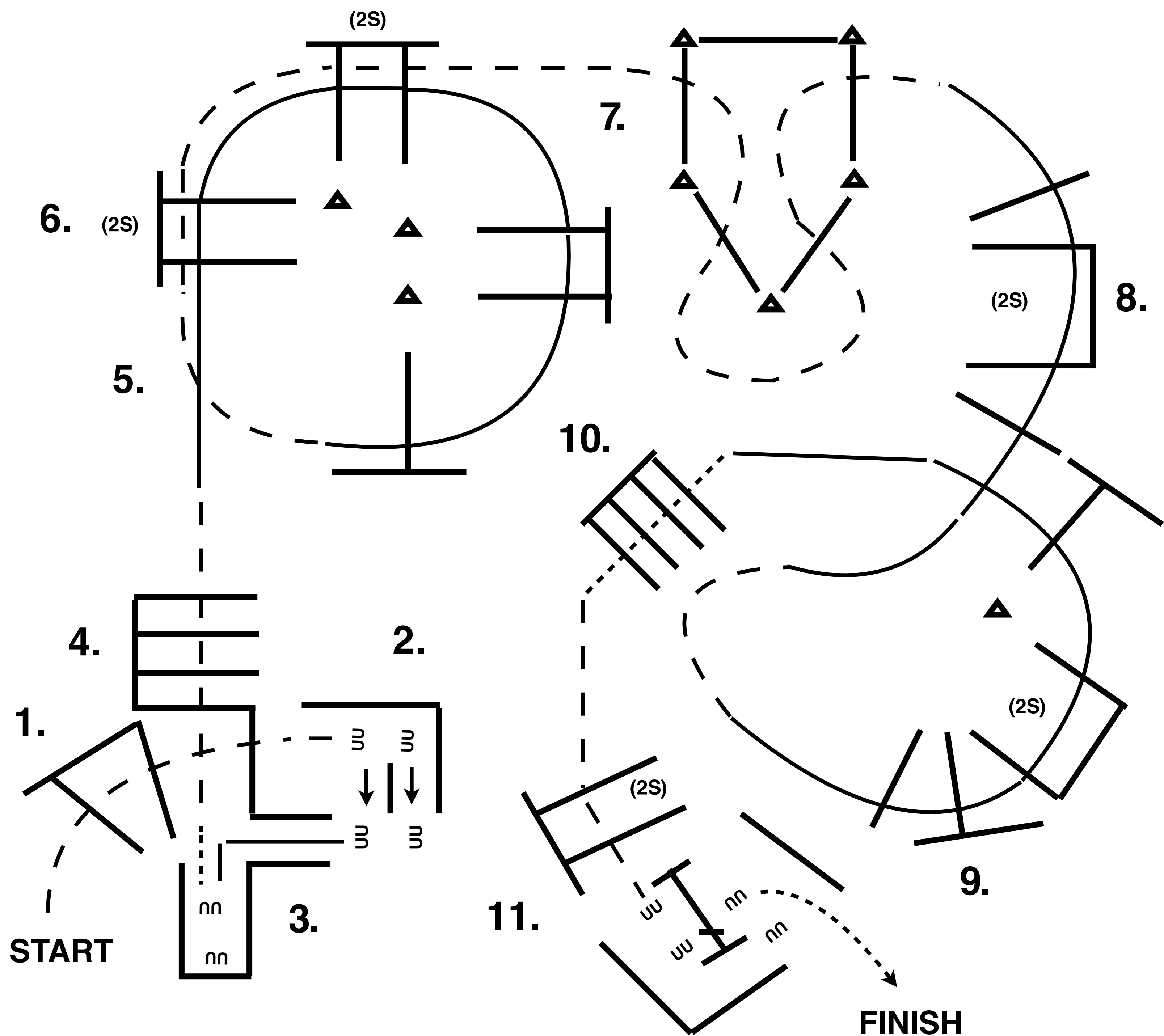


1. JOG OVER POLES, JOG INTO BOX.
2. EXECUTE A 360 TURN RIGHT.
3. BACK OUT BOX, BACK AROUND CORNER.
4. WALK FORWARD, THEN LOPE OVER POLES RIGHT LEAD.
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES RIGHT LEAD.
7. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK OVER POLES.
10. LOPE OVER POLES LEFT LEAD.
11. BREAK TO THE JOG, JOG UP TO GATE, WORK GATE LEFT HAND.



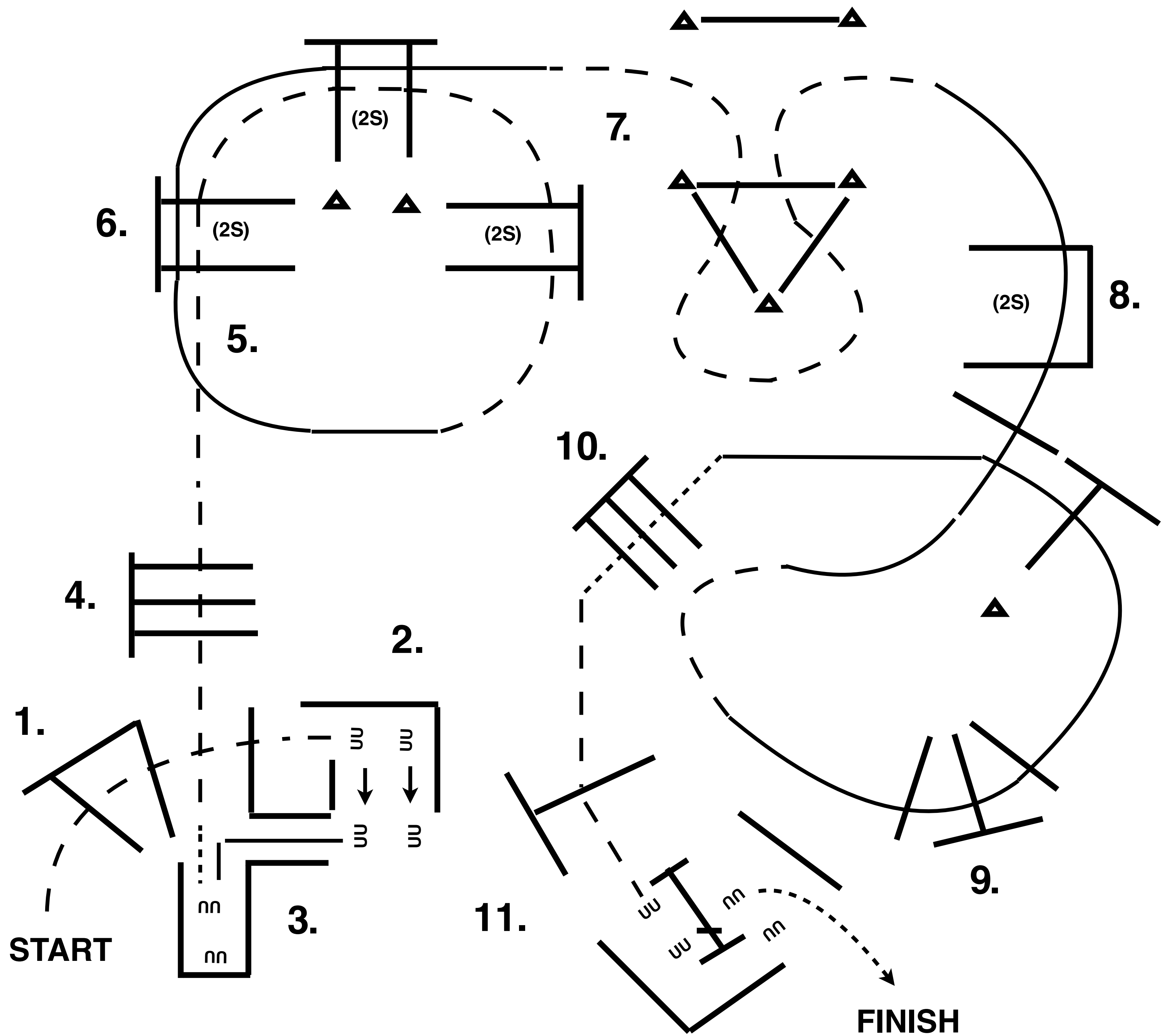
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1. JOG OVER POLES, JOG INTO BOX.
2. EXECUTE A 360 TURN RIGHT.
3. BACK OUT BOX, BACK AROUND CORNER.
4. WALK FORWARD, THEN JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES RIGHT LEAD.
8. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
9. JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK OVER POLES.
11. LOPE OVER POLES LEFT LEAD.
12. BREAK TO THE JOG, JOG UP TO GATE, WORK GATE LEFT HAND.

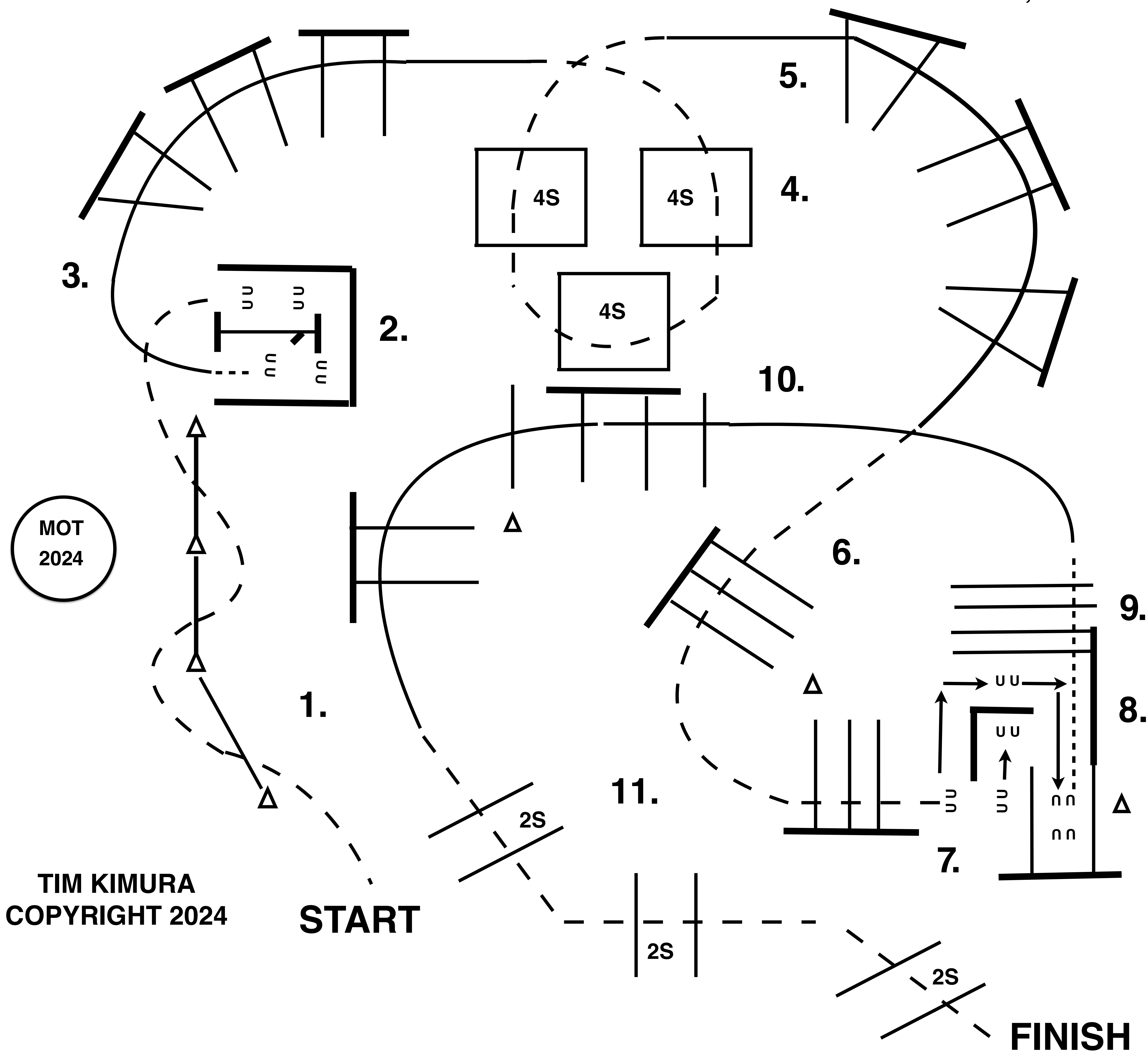


1. JOG OVER POLES, STOP BESIDE POLE.
2. SIDE PASS RIGHT OVER POLE.
3. BACK THROUGH GAP, BACK AROUND CORNER.
4. WALK FORWARD, THEN JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. JOG THROUGH HOUSE, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG A FEW STEPS, THEN LOPE OVER POLES (LEFT LEAD).
10. STOP OR BREAK TO THE WALK, WALK OVER POLES.
11. JOG OVER POLES, JOG UP TO GATE, WORK GATE LEFT HAND.

THURSDAY, AUGUST 15

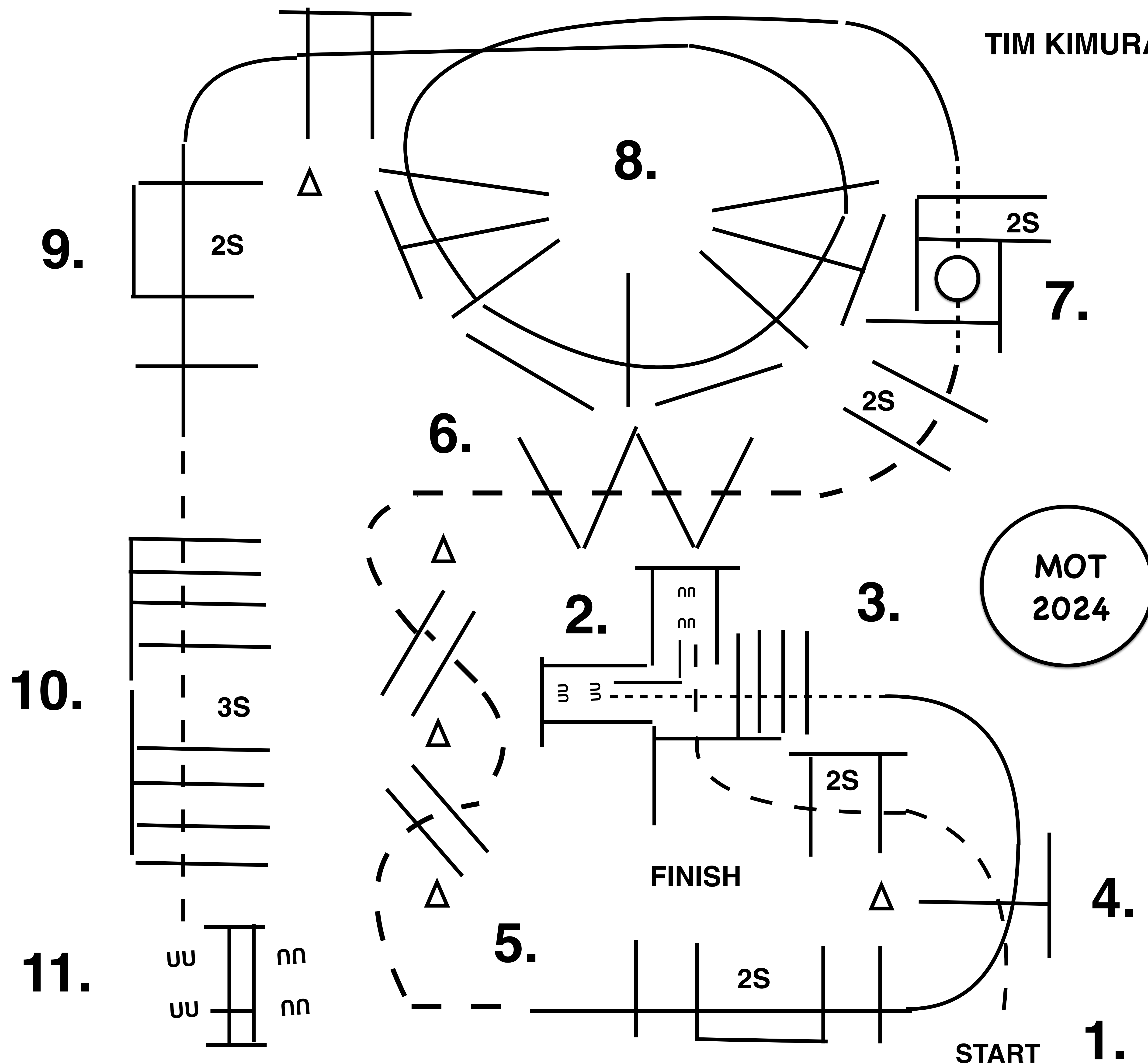


1. JOG OVER POLES, STOP IN GAP.
2. SIDE PASS TO THE RIGHT.
3. BACK THROUGH GAP, BACK AROUND CORNER.
4. WALK FORWARD, THEN JOG OVER POLES.
5. JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG THROUGH TRIANGLE, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG A FEW STEPS, THEN LOPE OVER POLES (LEFT LEAD).
10. STOP OR BREAK TO THE WALK, WALK OVER POLES.
11. JOG OVER POLE, JOG UP TO GATE, WORK GATE LEFT HAND.

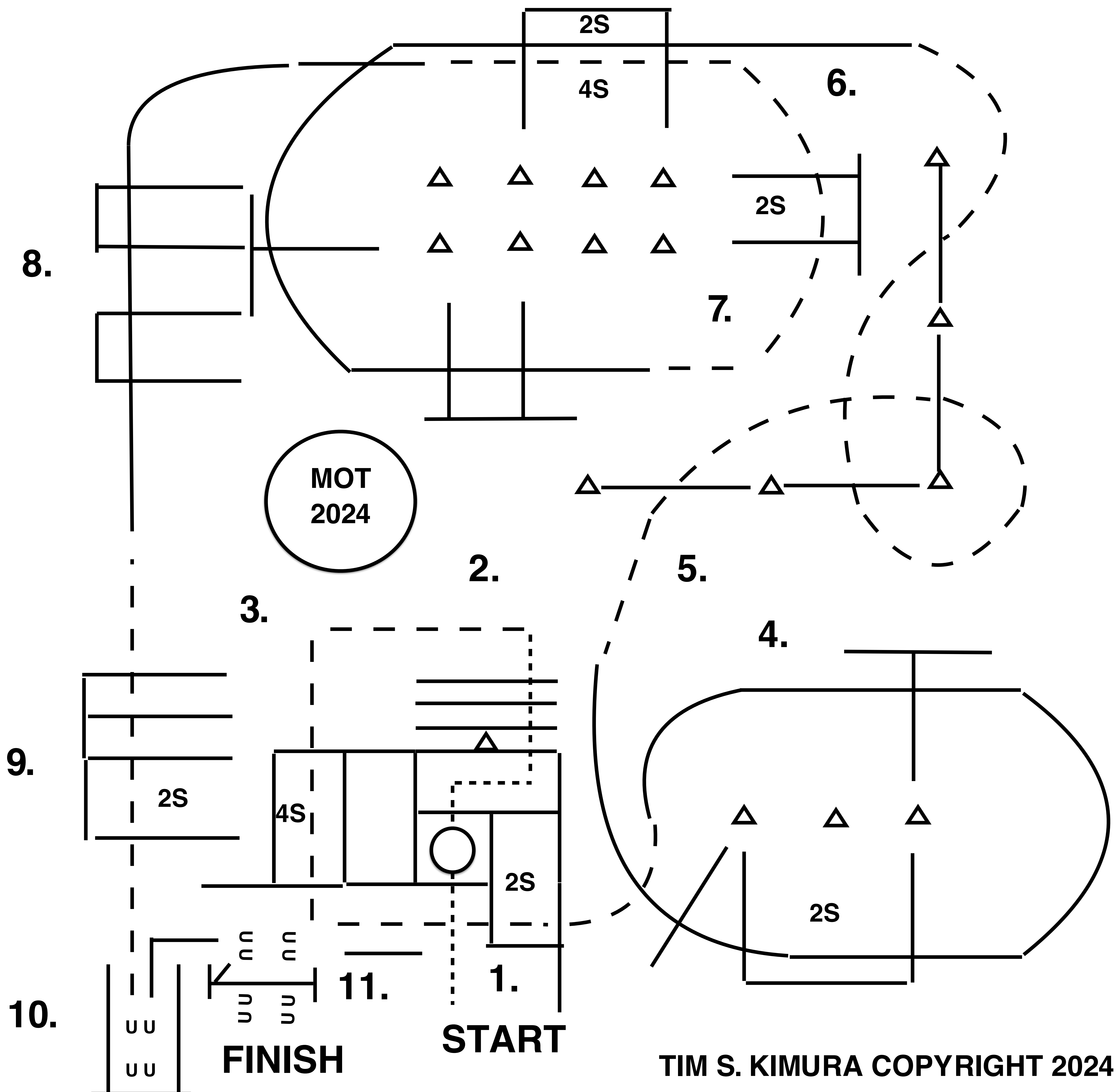


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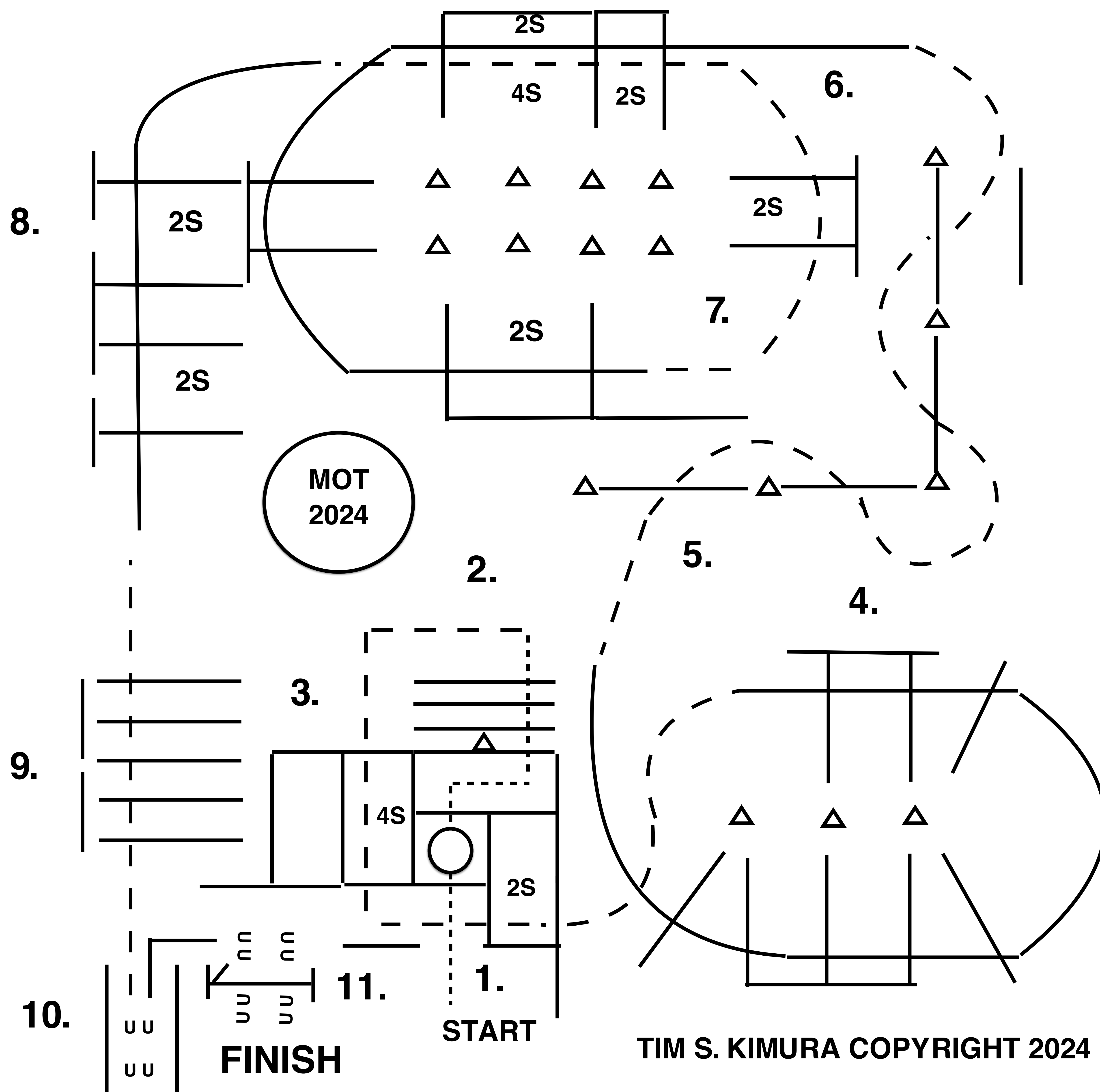
1. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
2. WORK GATE RIGHT HAND, OPEN AND CLOSE, WALK FORWARD.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. STOP AND SIDE PASS LEFT OVER POLE AND AROUND CORNER.
8. MOVE HIND QUARTER AROUND, CORNER, BACK BETWEEN POLES.
BACK UP UNTIL YOUR STIRRUP REACHES THE CONE.
9. WALK OVER POLES.
10. LOPE OVER POLES (LEFT LEAD).
11. BREAK TO THE JOG, JOG OVER POLES.



1. JOG OVER POLES, JOG INTO CHUTE.
2. BACK BETWEEN POLES, BACK AROUND CORNER.
3. WALK OUT CHUTE, WALK OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
6. JOG OVER POLES, STOP BEFORE BOX.
7. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. LOPE OVER POLES (LEFT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES, JOG UP TO GATE.
11. WORK GATE LEFT HAND.



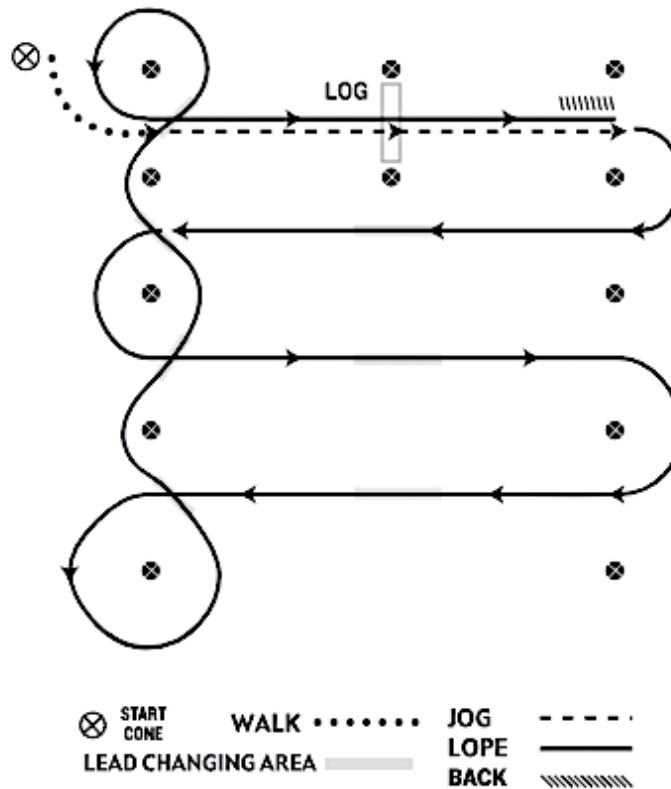
1. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT BOX.
2. WALK THROUGH BOX, WALK OVER POLES.
3. JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD)
9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP.
10. BACK BETWEEN POLES, BACK UP TO GATE.
11. WORK GATE LEFT HAND.



1. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT BOX.
2. WALK THROUGH BOX, WALK OVER POLES.
3. JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD)
9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP.
10. BACK BETWEEN POLES, BACK UP TO GATE.
11. WORK GATE LEFT HAND.

- 216. Color Amateur Western Riding
- 219. Color Youth Western Riding

WESTERN RIDING PATTERN 7

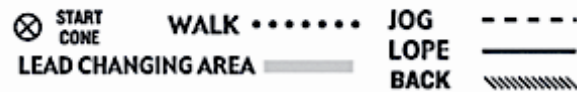
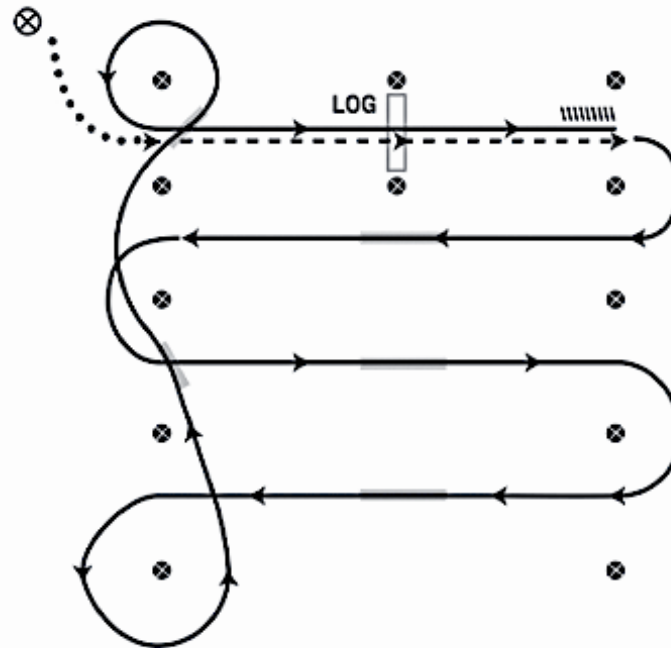


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

217. Green Junior Western Riding

218. Green Junior Western Riding – Limited Rider

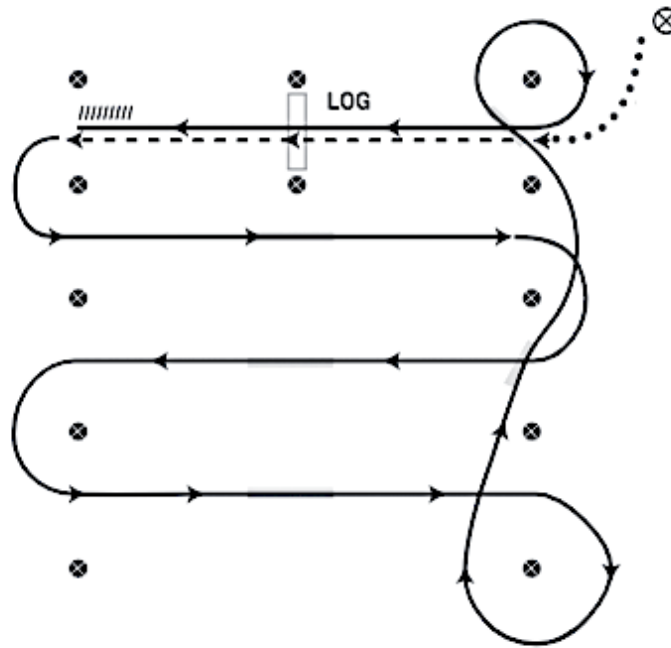
WESTERN RIDING PATTERN 7 (GREEN)



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

418. Novice Youth Western Riding

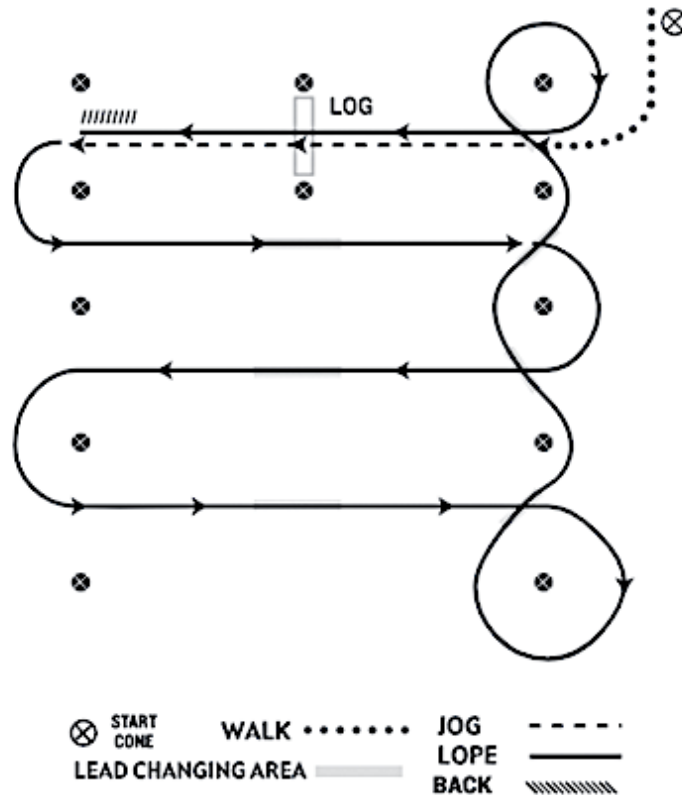
WESTERN RIDING PATTERN 2 (GREEN)



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

419. Youth Western Riding

WESTERN RIDING PATTERN 2



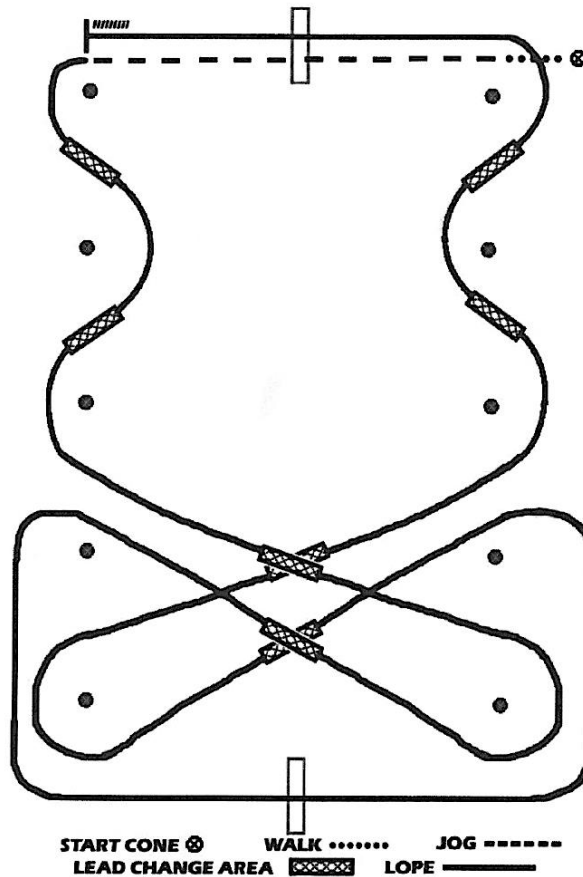
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

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420. BCF 4-6 Year Old Open Western Riding

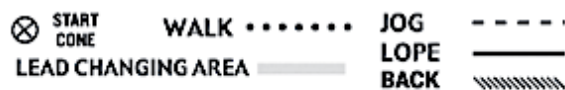
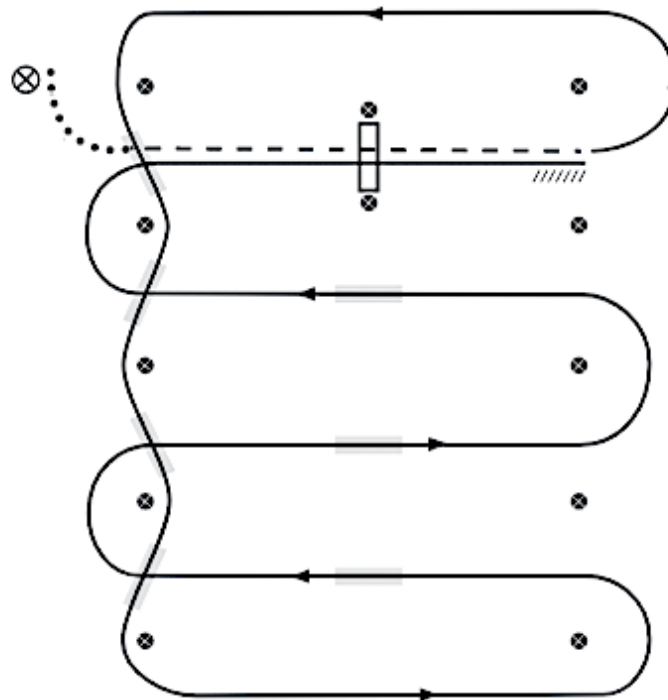
421. Color BCF 4-6 Year Old Open Western Riding



1. Walk to cone and transition to jog, jog over pole
2. At cone 1, transition to left lead lope
3. 1st line change (LL to RL)
4. 2nd line change (RL to LL)
5. At cone 3, turn left to diagonal lead change (LL to RL)
6. Circle cone to the right, diagonal lead change (RL to LL)
7. At cone 4, turn left and proceed around end of arena
8. Lope over pole
9. At cone 7, turn left to diagonal lead change (LL to RL)
10. Circle cone to the right, diagonal lead change (RL to LL)
11. 3rd line change (LL to RL)
12. 4th line change (RL to LL)
13. Lope over pole
14. Stop in line with cone 1 and back

- 514. Color Open Western Riding
- 515. Amateur Western Riding
- 516. Amateur 50 & Over Western Riding

WESTERN RIDING PATTERN 9



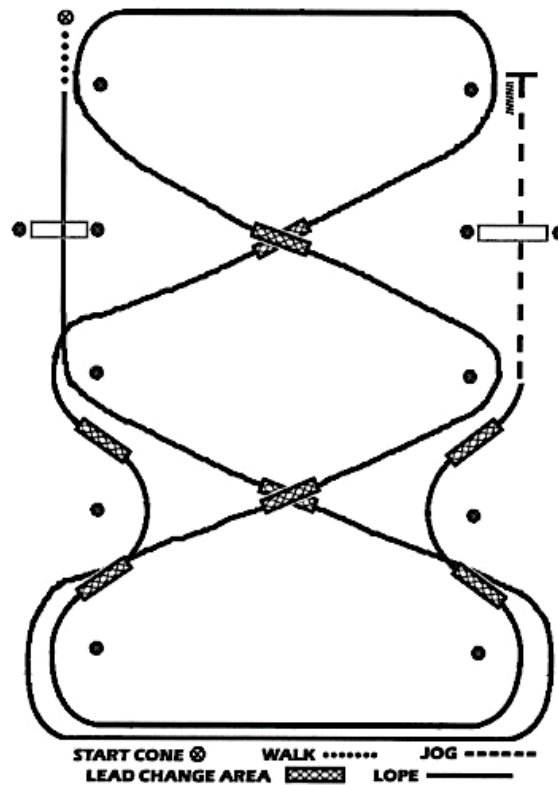
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

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600. Senior Western Riding

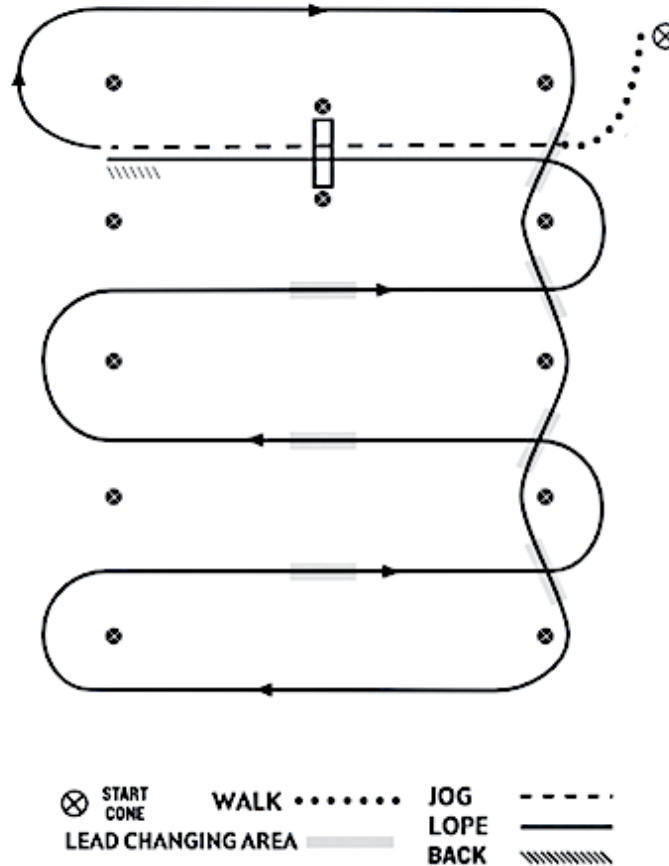
601. Senior Western Riding – Limited Rider



1. Walk to cone and transition to lope
2. Lope over pole
3. At 3rd cone turn left and proceed to first diagonal change
4. Round end cone proceed around end of arena to 5th cone and to 2nd diagonal change
5. Proceed around 8th cone and head to 3rd diagonal change
6. Around cone 1 and end of arena heading toward 4th diagonal change
7. Round cone 3 to 1st line change
8. 2nd line change
9. Round end of arena to 3rd line change
10. 4th line change
11. Break to jog and jog over pole
12. Stop and back at cone

- 816. BCF 4-6 Year Old Non Pro Western Riding
- 817. Color BCF 4-6 Year Old Non Pro Western Riding
- 818. Junior Western Riding
- 819. Junior Western Riding – Limited Rider

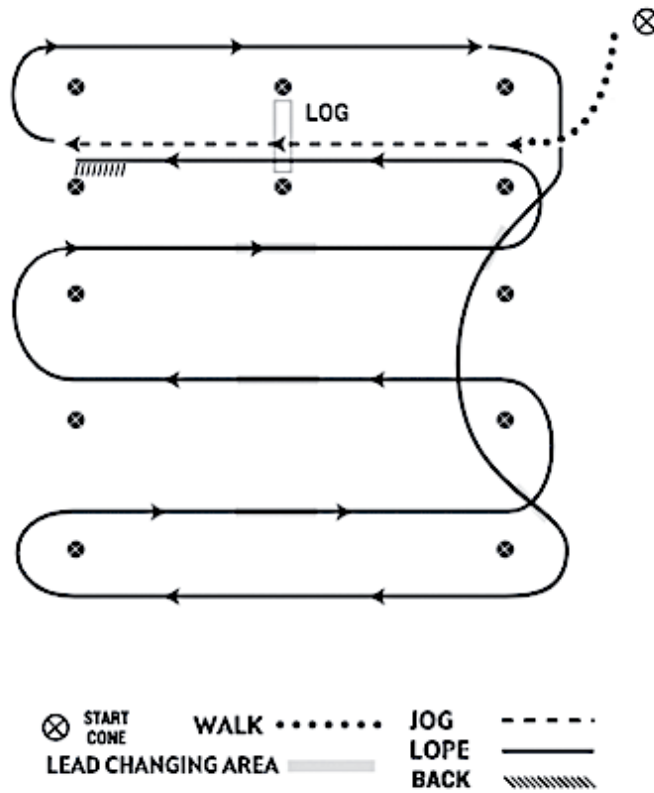
WESTERN RIDING PATTERN 4



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the right lead
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 & back

820. Novice Amateur Western Riding

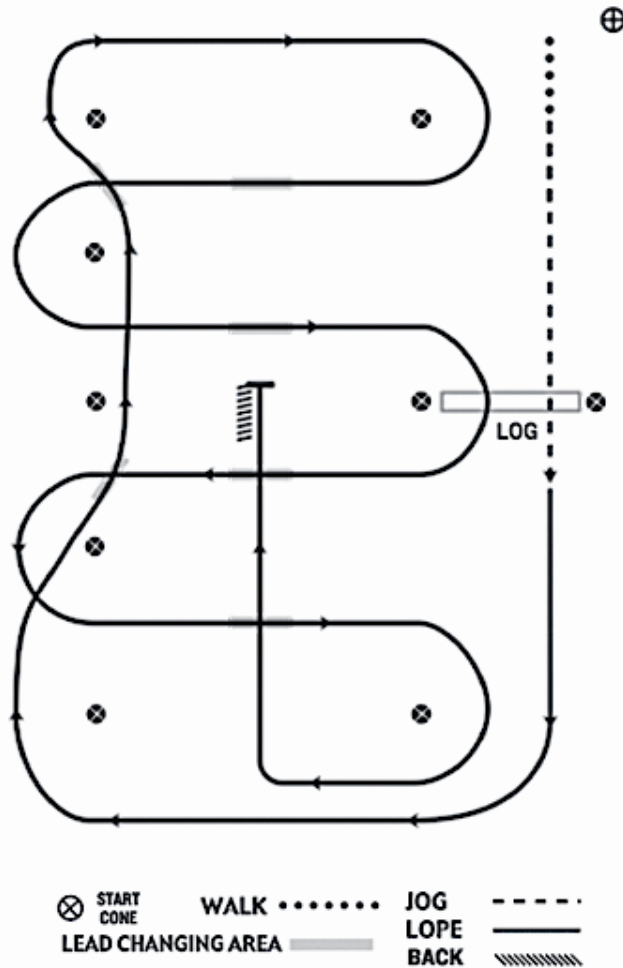
WESTERN RIDING PATTERN 4 (GREEN)



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to right lead & 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 & back

916. Green Senior Western Riding
 917. Green Senior Western Riding – Limited Rider

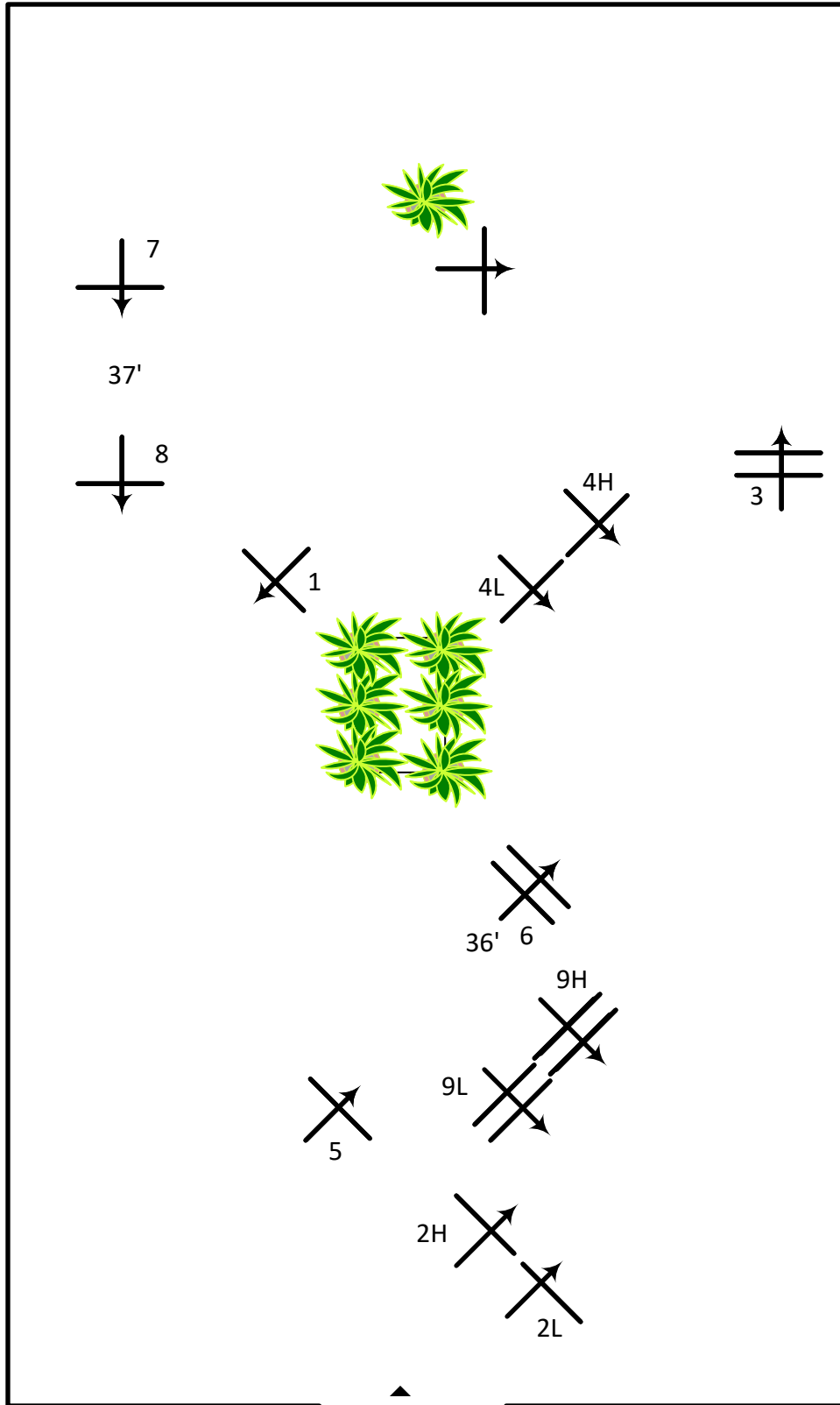
WESTERN RIDING PATTERN 6 (GREEN)



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & 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. Lope over log
8. Third crossing change
9. Fourth crossing change
9. Lope up the center, stop & back

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106. Hunter Derby Round 1 Classic

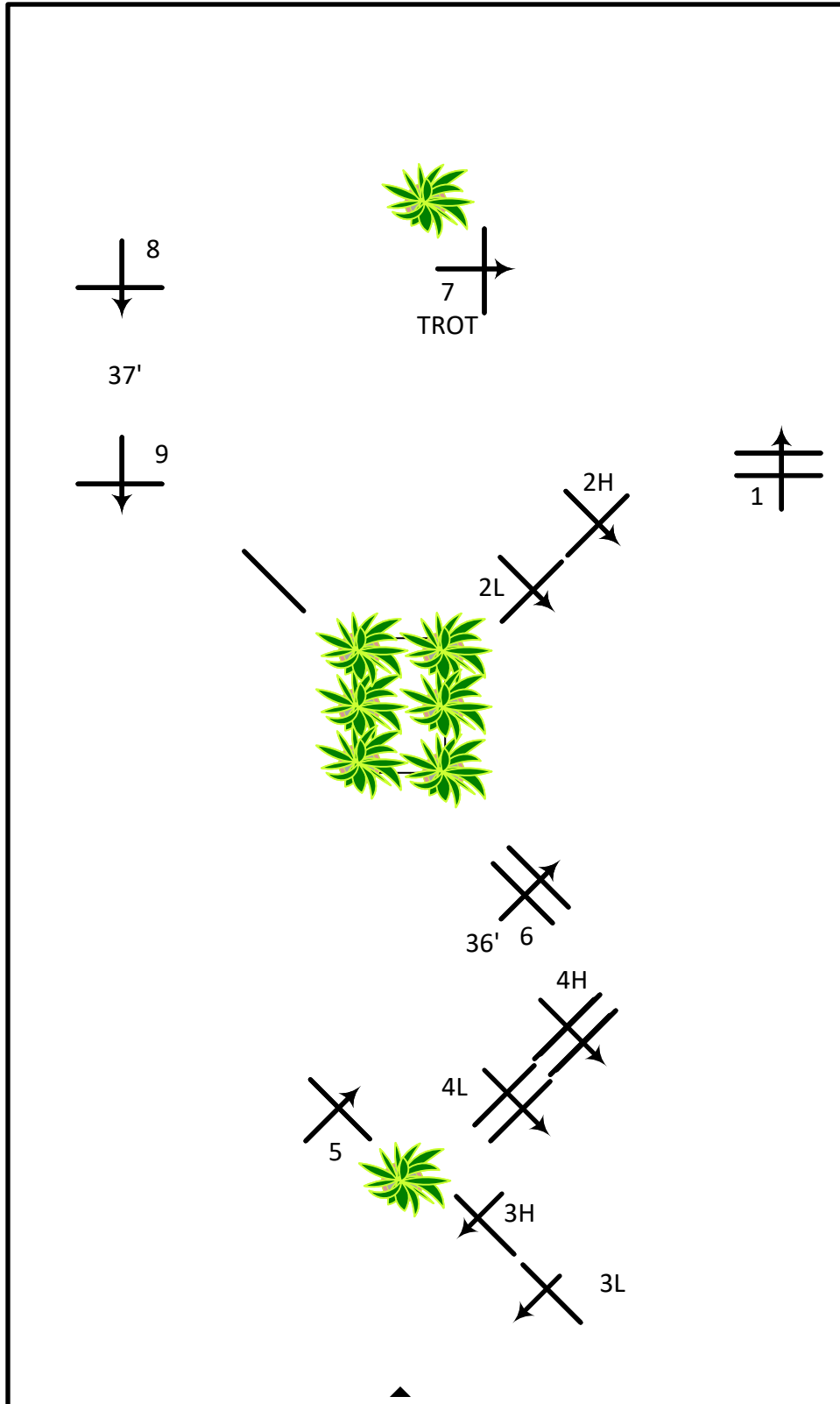
Fences 1 - 9

In Gate

Ford Truck Arena

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106. Hunter Derby Round 2 Handy

Fences 1 - 9

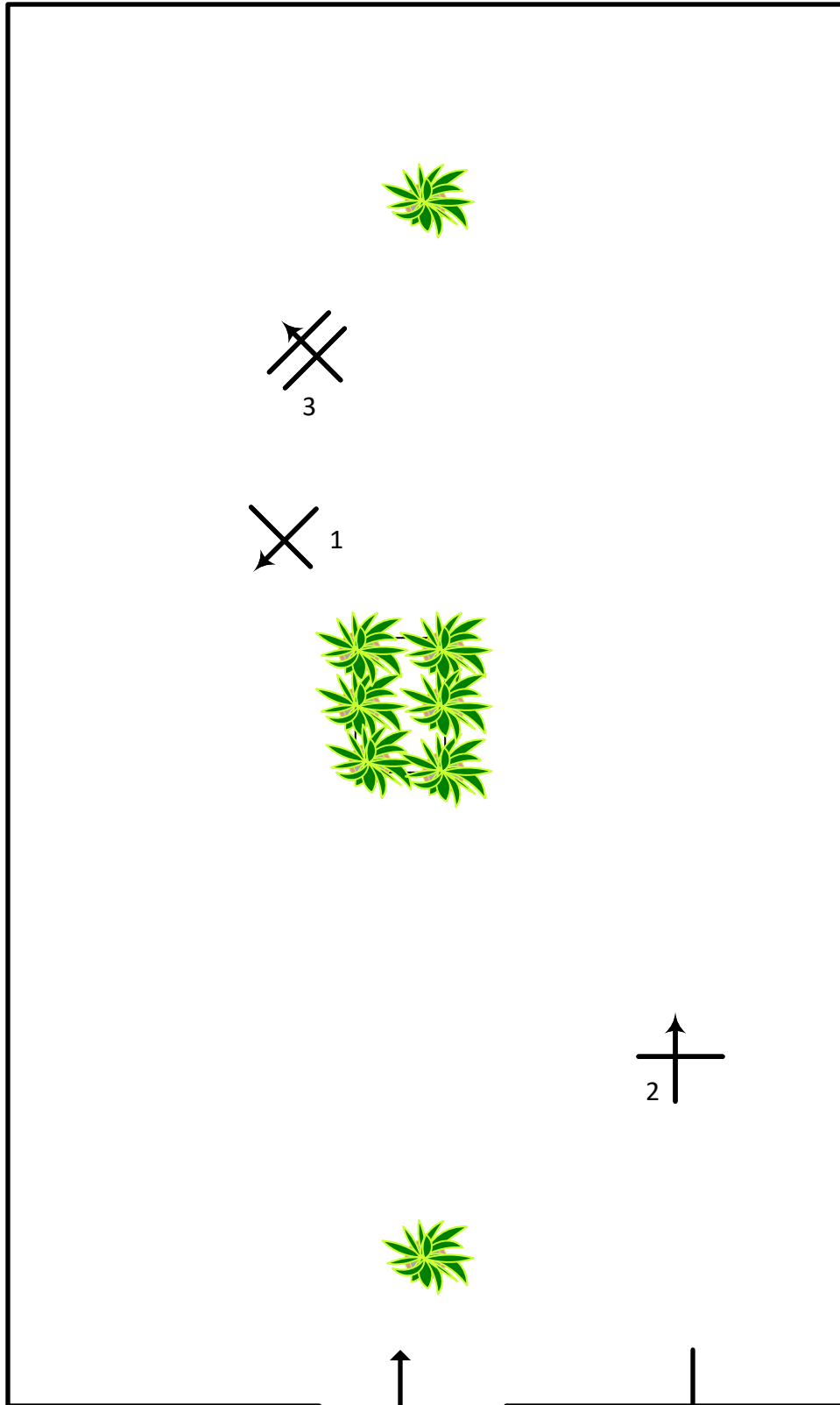
TROT
Fence 7

In Gate

Ford Truck Arena

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- 100. Green
- 101. Junior
- 102. Amateur 50 & Over
- 103. Amateur
- 104. Youth
- 105. Senior

Hunter Hack

Fences 1 - 3

Halt and
Relax Reins

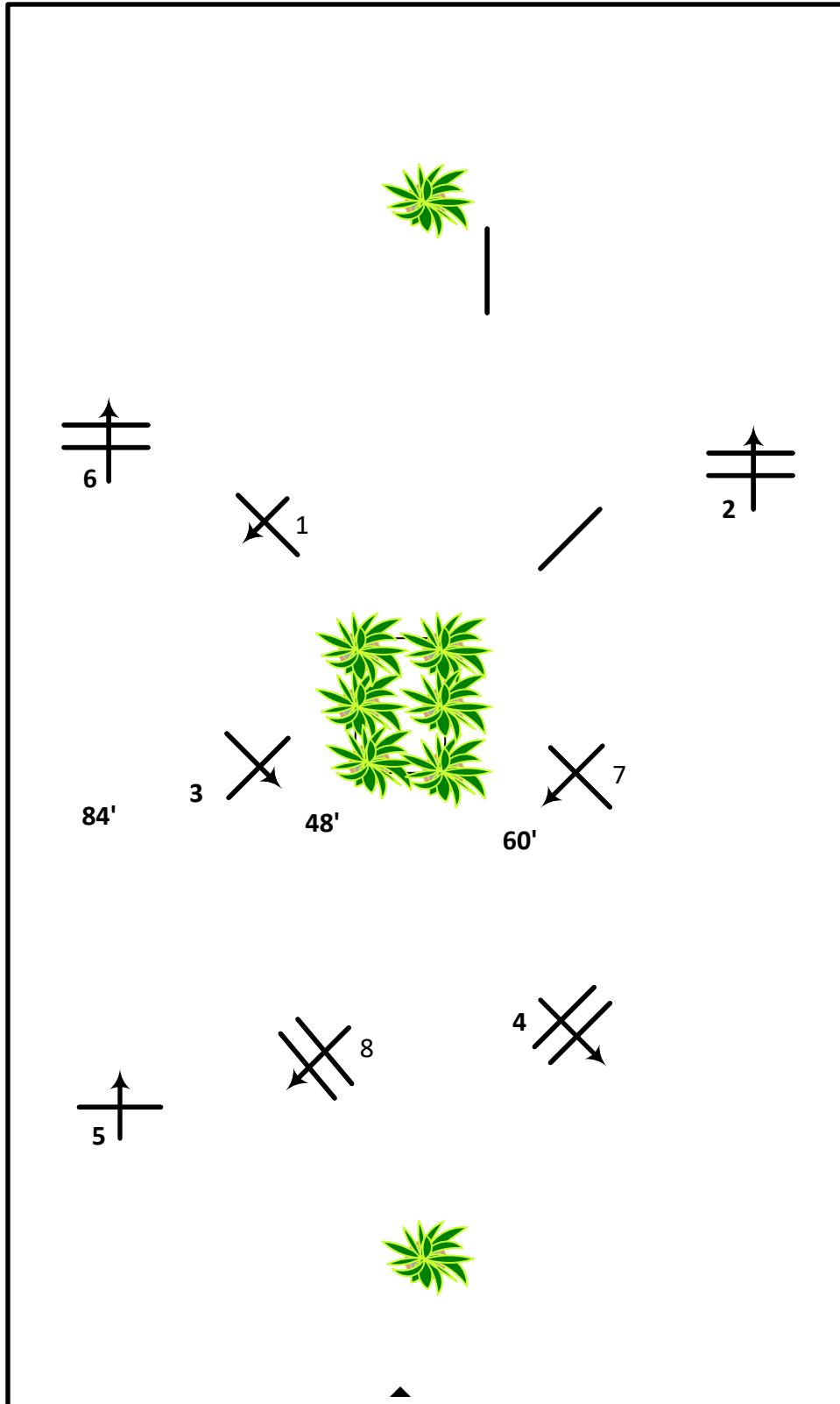
In Gate

Out Gate

Ford Truck Arena

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107. Green
108. Amateur 50 & Over
Working Hunter

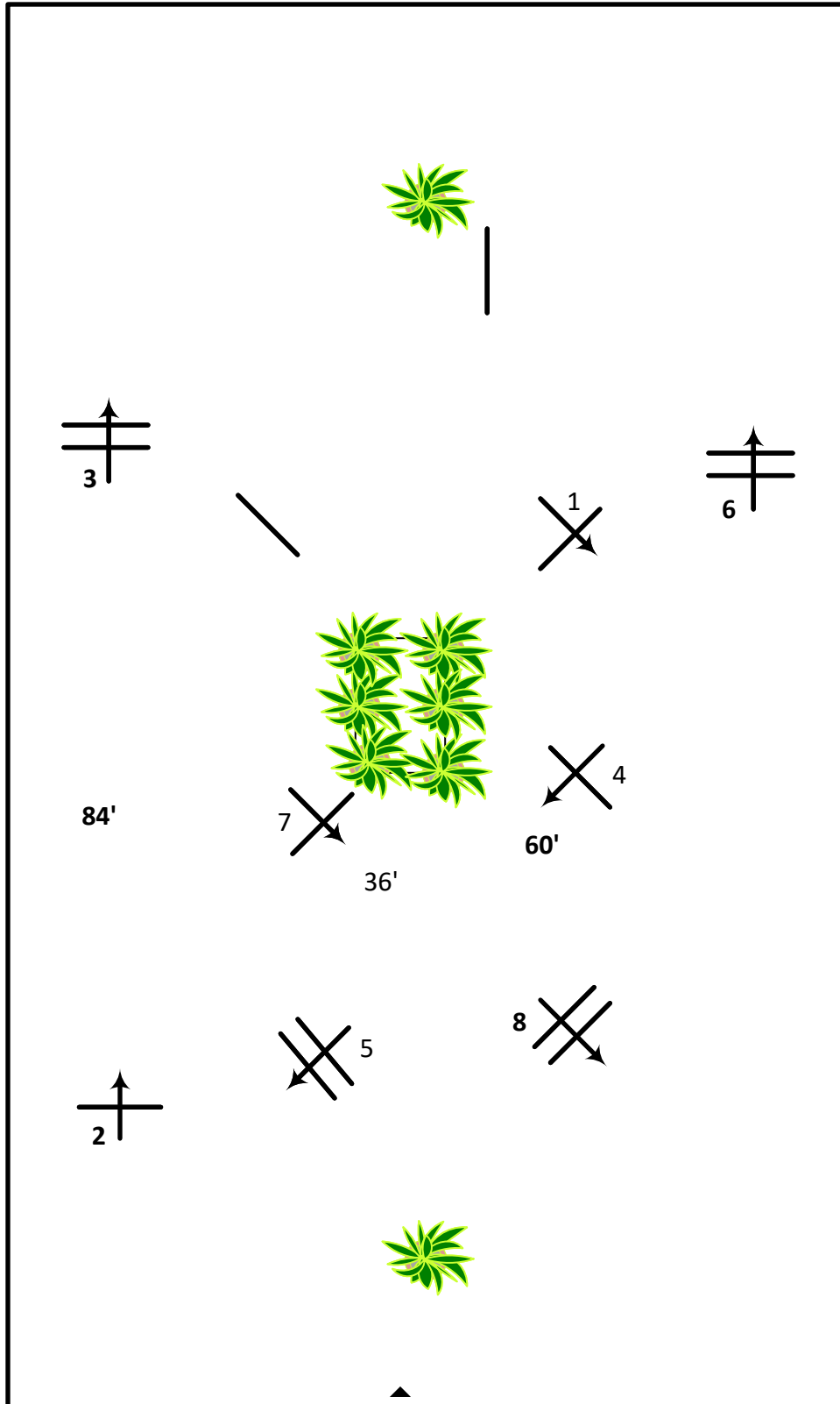
Fences 1 - 8

In Gate

Ford Truck Arena

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109. Amateur
110. Youth
Working Hunter

Fences 1 - 8

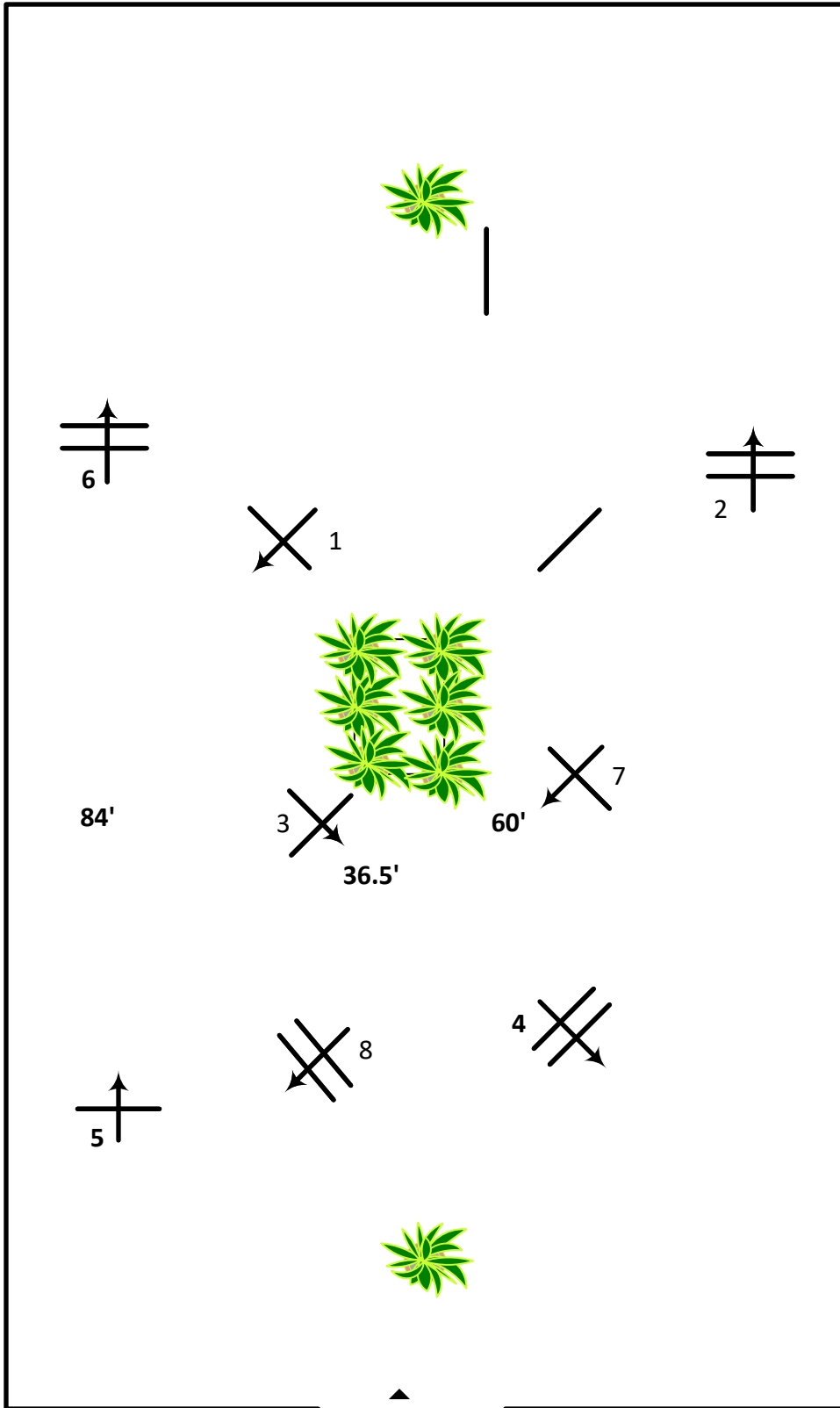
In Gate

Ford Truck Arena

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111. Open
Working Hunter

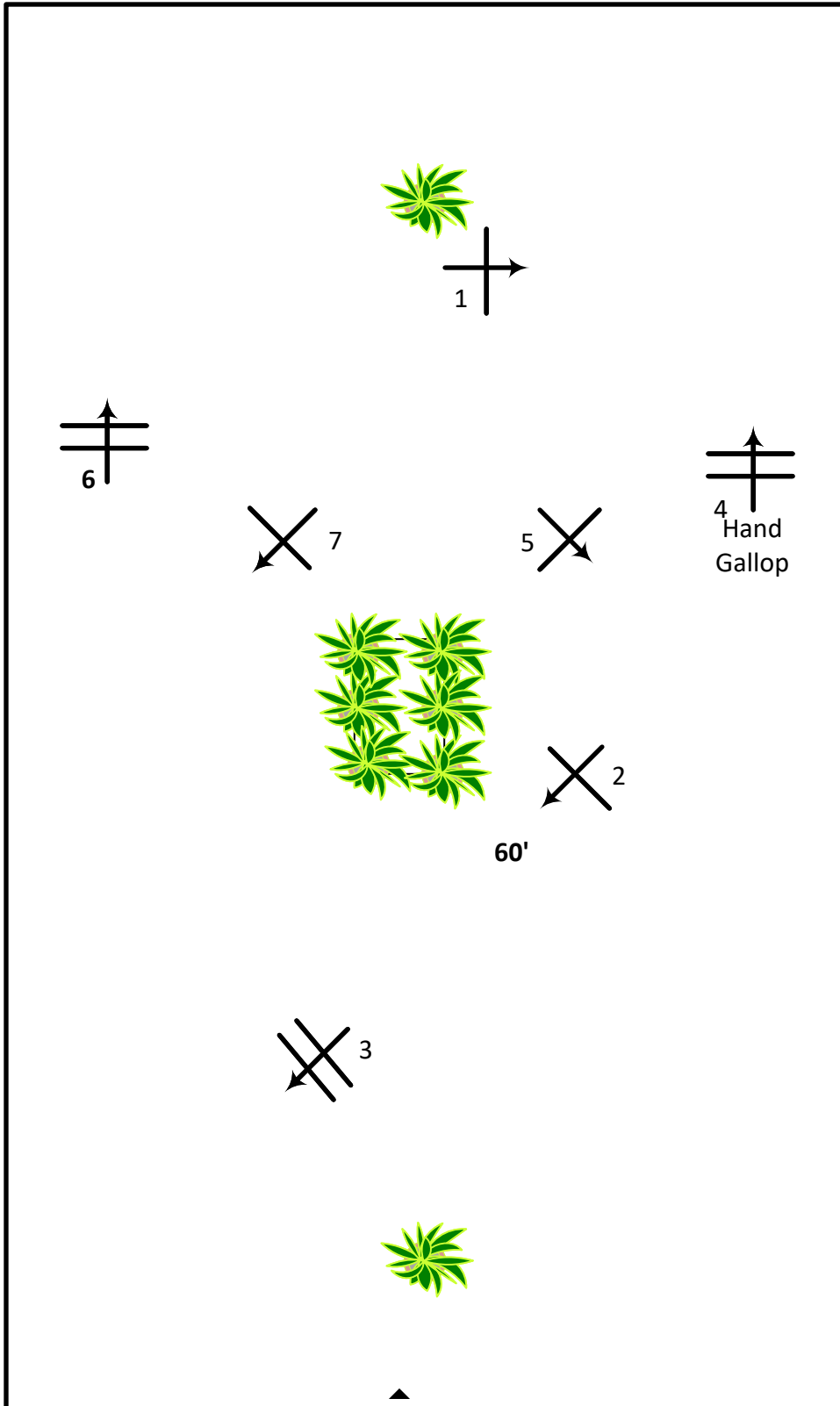
Fences 1 - 8

In Gate

Ford Truck Arena

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112. Amateur 50 & Over
113. Amateur
114. Youth

Equitation Over Fences

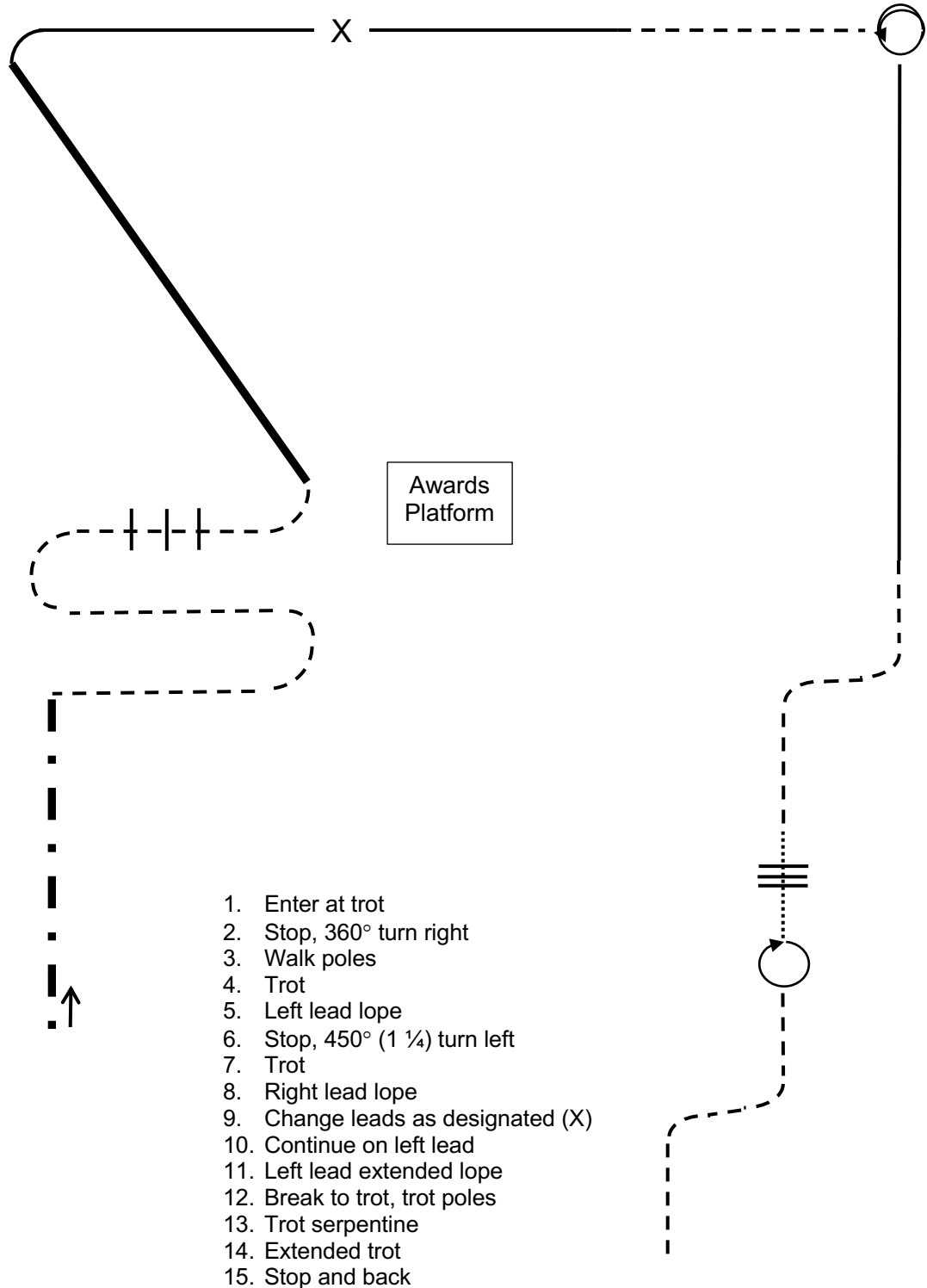
**Hand
Gallop
Fence 4**

Fences 1 - 7

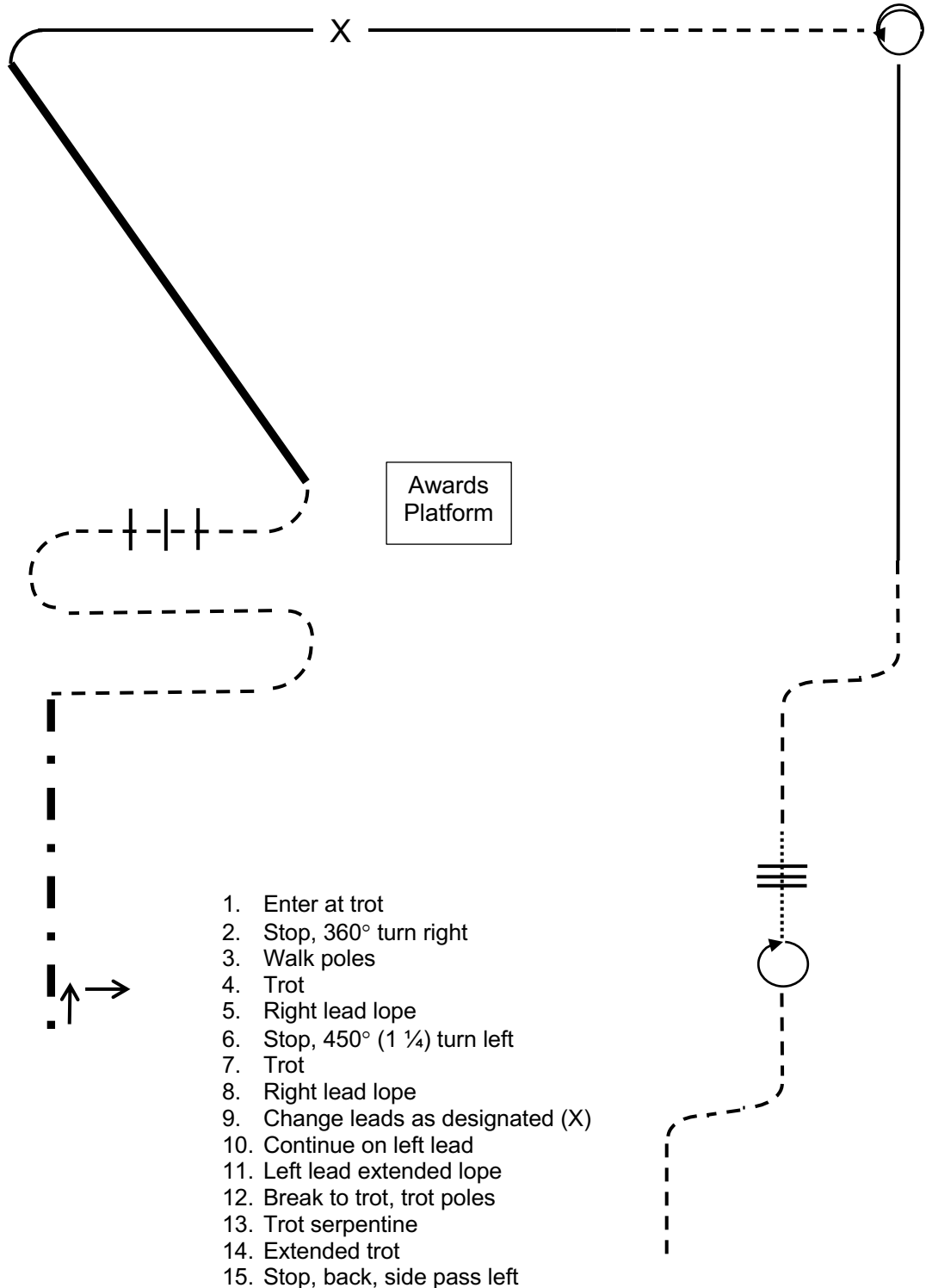
In Gate

Ford Truck Arena

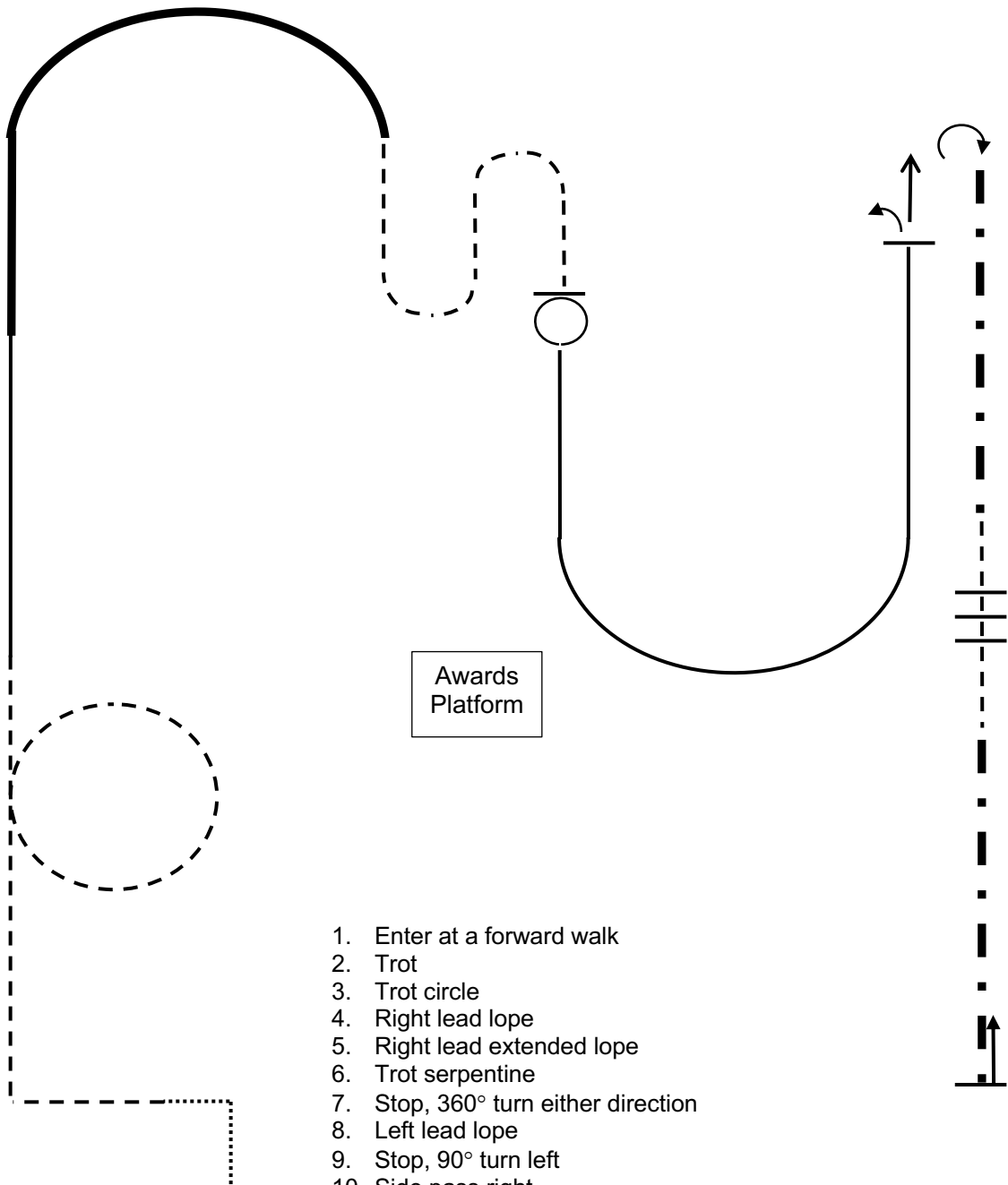
608. Junior Ranch Riding



609. Senior Ranch Riding

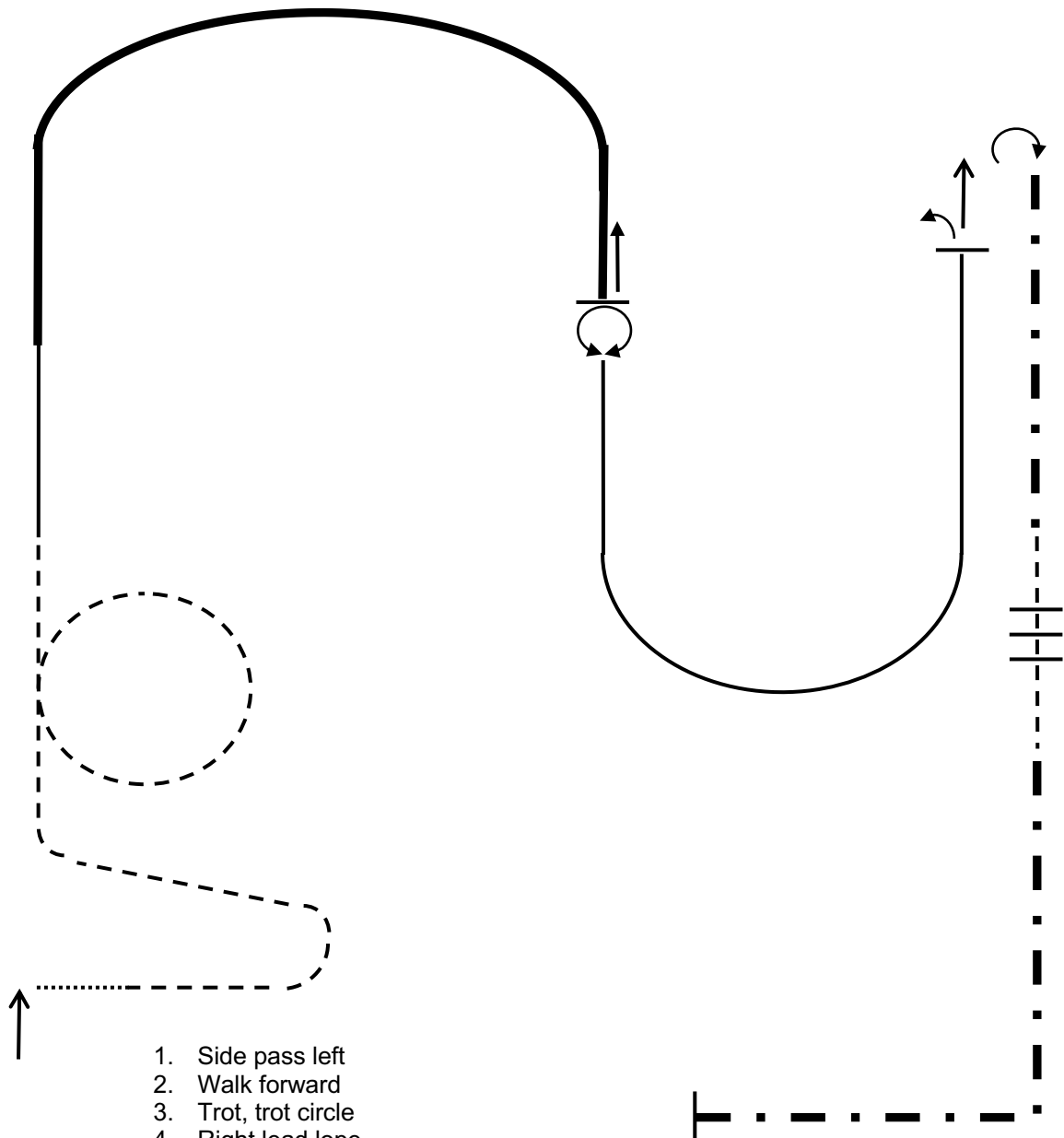


813. 3 Year Old Ranch Riding

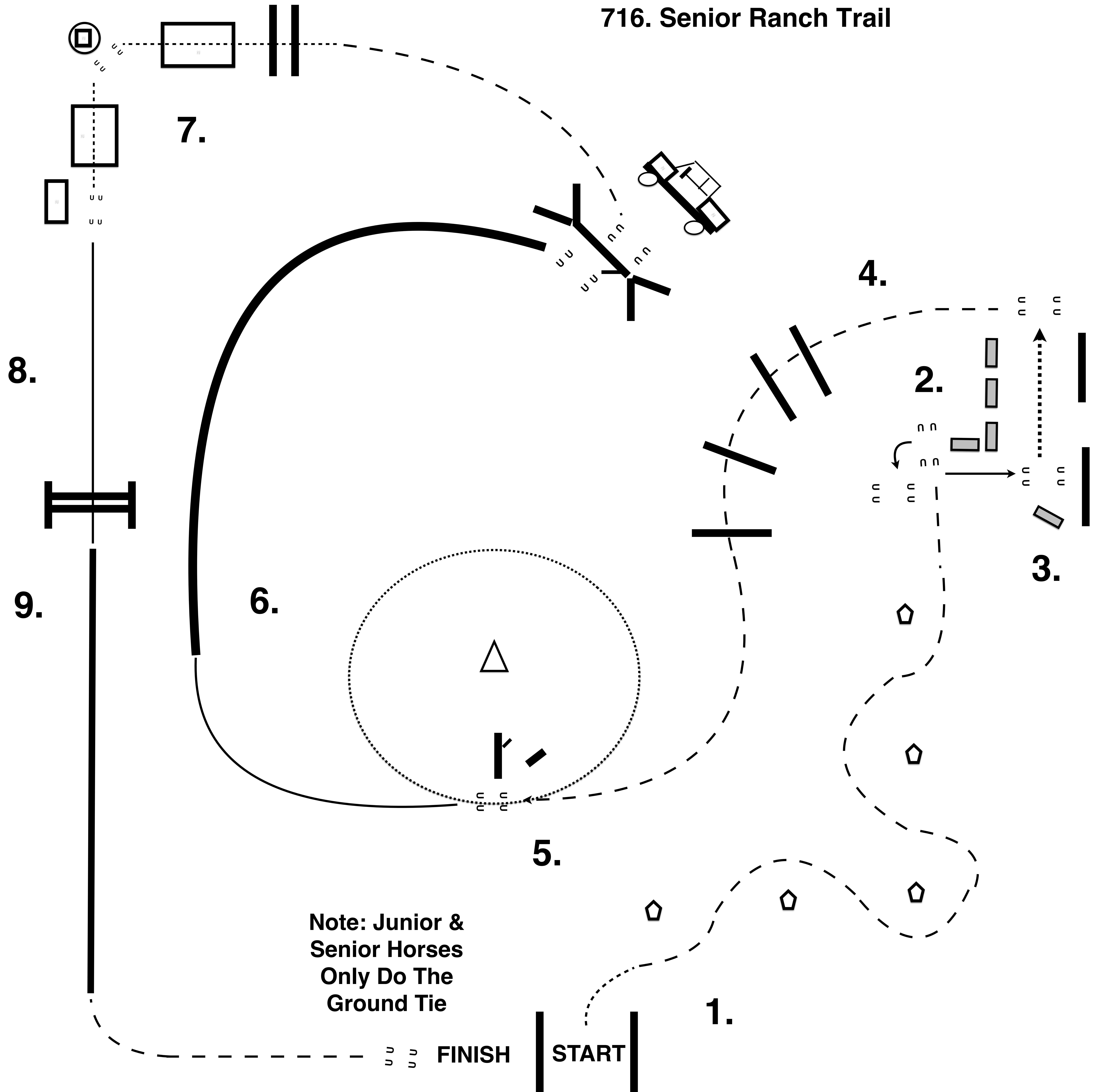


1. Enter at a forward walk
2. Trot
3. Trot circle
4. Right lead lope
5. Right lead extended lope
6. Trot serpentine
7. Stop, 360° turn either direction
8. Left lead lope
9. Stop, 90° turn left
10. Side pass right
11. 270° turn right
12. Extended trot
13. Trot, trot poles
14. Extended trot
15. Stop and back

823. Youth Ranch Riding
824. Amateur Ranch Riding
825. Amateur 50 & Over Ranch Riding



1. Side pass left
2. Walk forward
3. Trot, trot circle
4. Right lead lope
5. Right lead extended lope
6. Stop, 360° turn both directions
7. Back
8. Left lead lope
9. Stop, 90° turn left
10. Side pass right
11. 270° turn right
12. Extended trot
13. Trot, trot poles
14. Extended trot, stop



1. START BY WALKING INTO ARENA, THEN TROT THROUGH SERPENTINE.
2. STOP, AND TURN 90 DEGREES (LEFT), THEN, BACK INTO HAY CHUTE.
3. SIDE PASS (RIGHT) IN HAY CHUTE.
4. EXIT AT TROT, TROT OVER LOGS
5. WORK DRAG, WALK OR TROT AROUND MARKER.
YOUTH: CARRY SLICKER AROUND MARKER AT THE TROT AND RETURN.
6. LOPE RIGHT LEAD, THEN EXTEND THE LOPE UP TO GATE, WORK GATE LEFT HAND.
7. TROT TO BRIDGE, WALK OVER LOGS, WALK OVER BRIDGE 1, PICK UP HAY CUBES BETWEEN BRIDGES AND, WALK OVER BRIDGE 2 AND STOP AND DROP HAY CUBES IN FEEDER.
8. LOPE OVER JUMP LEFT LEAD.
9. THEN EXTEND THE LOPE TO CORNER. BREAK TO TROT, STOP AND EXIT ARENA.
ONLY JUNIOR & SENIOR: GROUND TIE, CHECK MAILBOX, THEN EXIT ARENA.