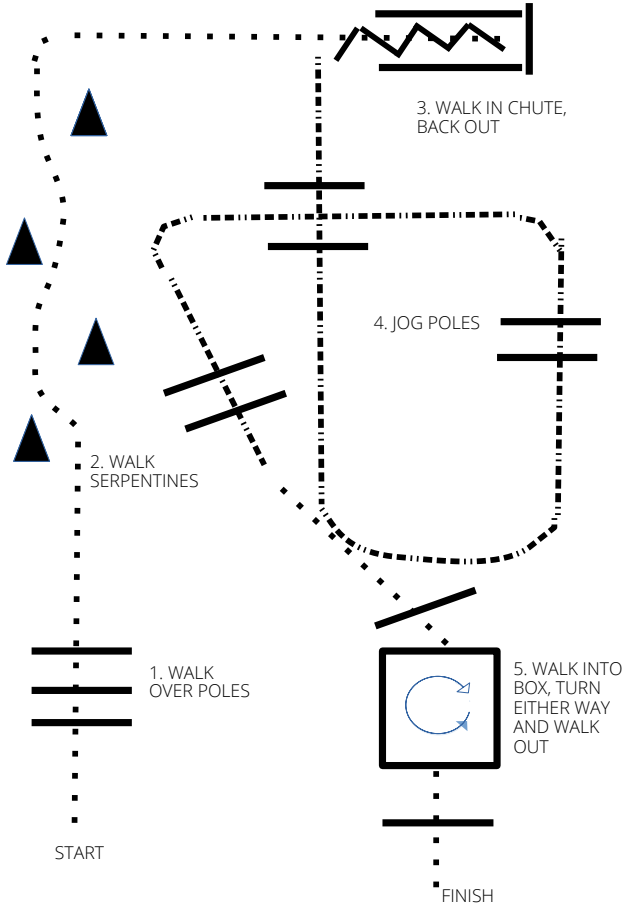
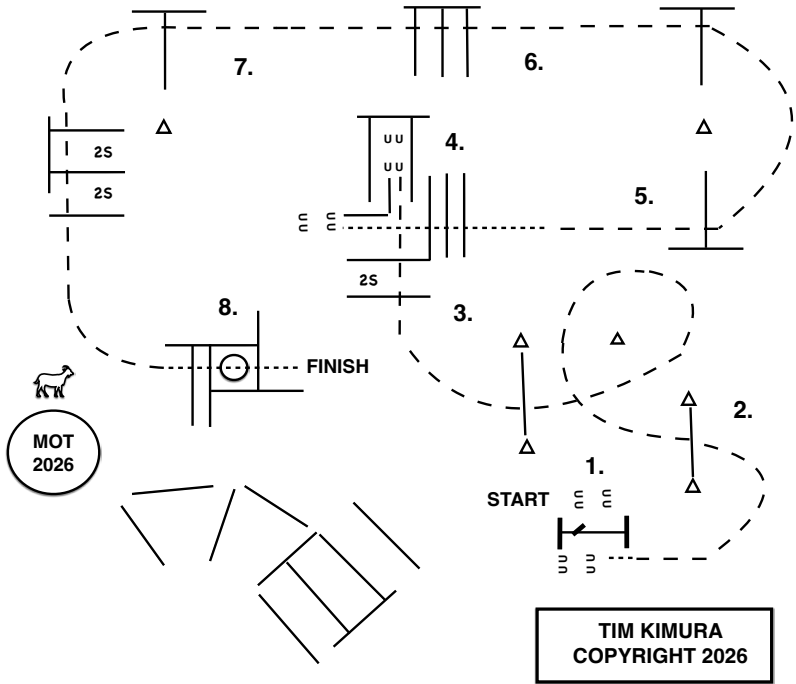


# PHCG YOUTH WALK TROT TRAIL



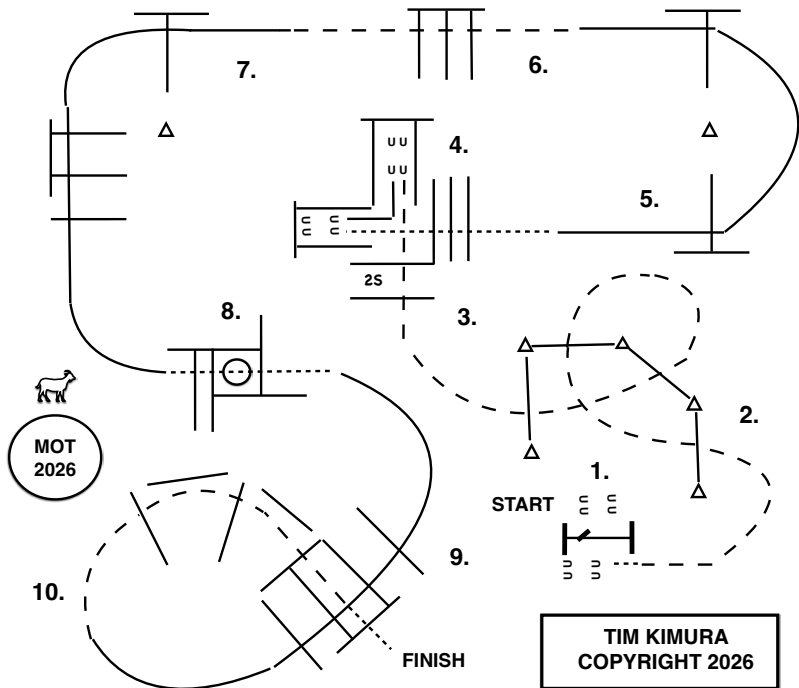
1. WALK OVER POLES
2. WALK SERPENTINES
3. WALK IN CHUTE, BACK OUT
4. JOG POLES
5. WALK INTO BOX, TURN EITHER WAY AND WALK OUT

# AMATEUR WALK TROT & ALL IN HAND TRAIL



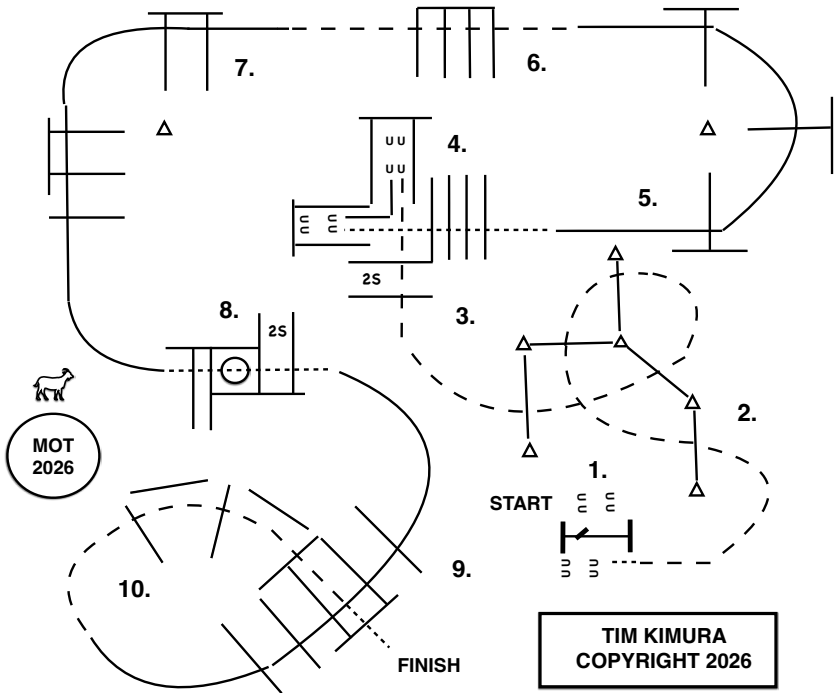
1. WORK GATE LEFT HAND.
2. YOU MAY WALK FORWARD, THEN JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES, JOG INTO CHUTE, BACK AROUND CORNER. FACE THE WALK OVERS.
4. WALK OUT CHUTE, WALK OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLE.

# NOVICE YOUTH + NOVICE AMATEUR + GREEN + YOUTH + JUNIOR TRAIL



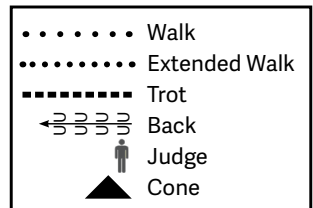
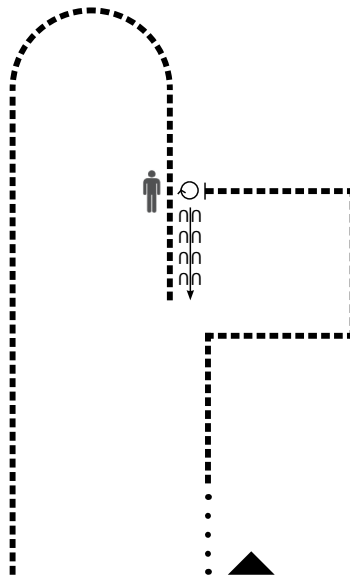
1. WORK GATE LEFT HAND.
2. YOU MAY WALK FORWARD, THEN JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES, JOG INTO CHUTE, BACK AROUND CORNER.
4. WALK OUT CHUTE, WALK OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. STOP OR BREAK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

# AMATEUR + SENIOR TRAIL



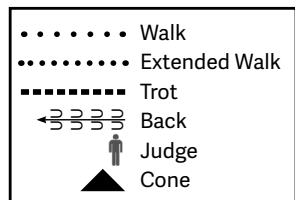
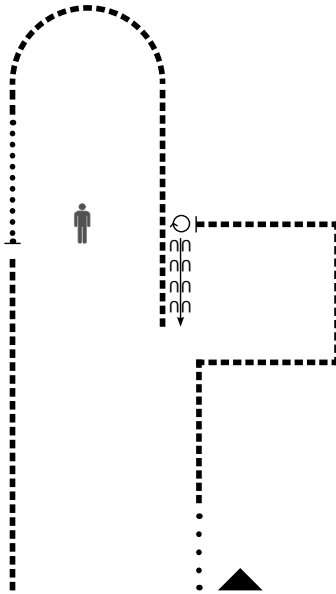
1. WORK GATE LEFT HAND.
2. YOU MAY WALK FORWARD, THEN JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES, JOG INTO CHUTE, BACK AROUND CORNER.
4. WALK OUT CHUTE, WALK OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. STOP OR BREAK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

# NOVICE YOUTH + NOVICE AMATEUR SHOWMANSHIP AT HALTER



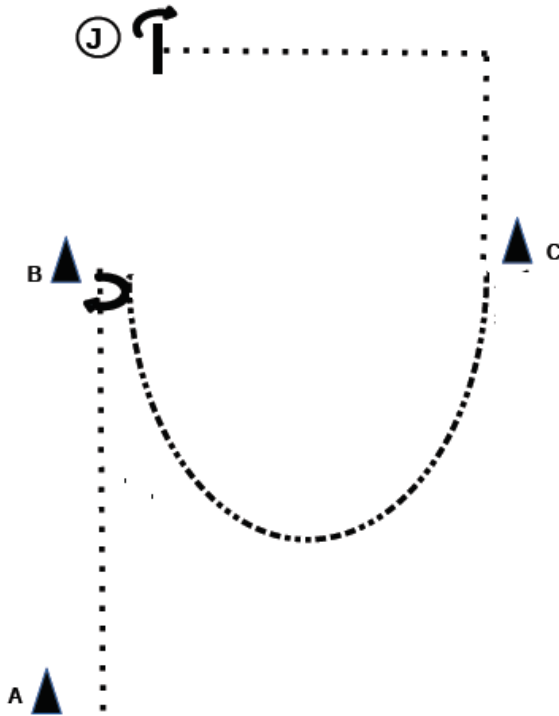
1. WALK THEN TROT SQUARE CORNER RIGHT.
2. TROT 2 SQUARE CORNERS LEFT, STOP.
3. PERFORM 45° TURN.
4. SETUP.
5. INSPECTION.
6. BACK.
7. TROT TO EXIT.

# YOUTH + AMATEUR SHOWMANSHIP AT HALTER



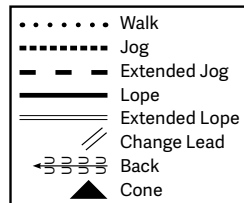
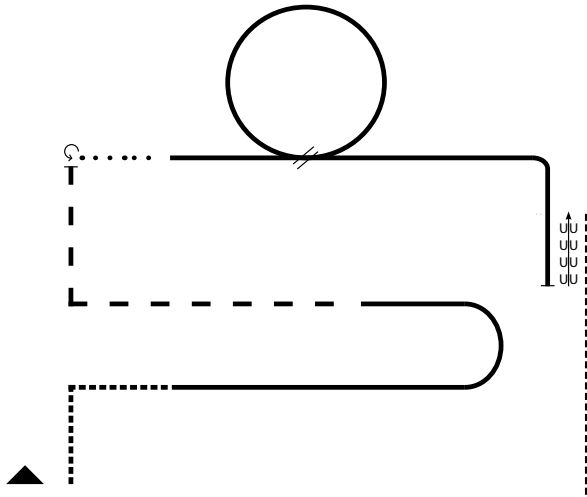
1. WALK THEN TROT SQUARE CORNER RIGHT.
2. TROT 2 SQUARE CORNERS LEFT, STOP.
3. PERFORM 450° TURN AND BACK.
4. TROT LOOP AROUND JUDGE.
5. BREAK TO EXTENDED WALK AND STOP WITH HIP AT JUDGE.
6. SETUP.
7. INSPECTION.
8. TROT TO EXIT.

# PHCG YOUTH WALK TROT SHOWMANSHIP AT HALTER



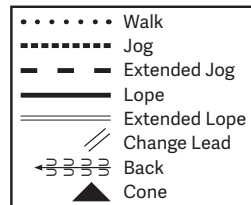
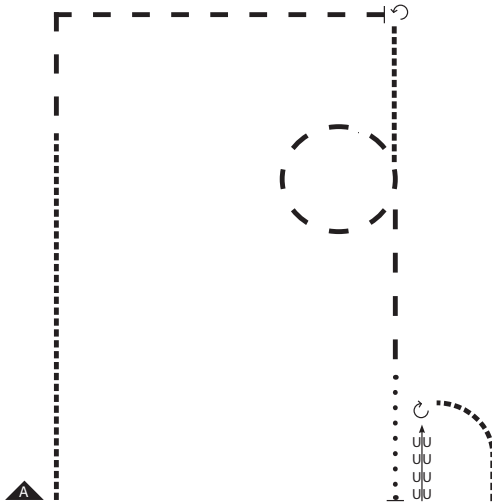
1. WALK FROM A TO B
2. AT B PERFORM A  $\frac{1}{2}$  TURN
3. TROT A  $\frac{1}{2}$  CIRCLE TO C
4. WALK AT C, WALK CORNER
5. CONTINUE TO WALK TO JUDGE
6. SET UP FOR INSPECTION
7. PERFORM A  $\frac{1}{4}$  TURN
8. WALK TO EXIT

# NOVICE YOUTH + NOVICE AMATEUR WESTERN HORSEMANSHIP



1. JOG A SQUARE CORNER.
2. LOPE LEFT LEAD TIGHT CORNER.
3. EXTENDED JOG RIGHT CORNER, STOP.
4. 270° TURN LEFT, WALK.
5. LOPE LEFT LEAD THEN PERFORM LEFT CIRCLE.
6. AT CLOSE OF CIRCLE CHANGE LEADS.
7. LOPE RIGHT LEAD CORNER.
8. STOP AND BACK. EXIT AT A JOG.

# AMATEUR WALK TROT WESTERN HORSEMANSHIP

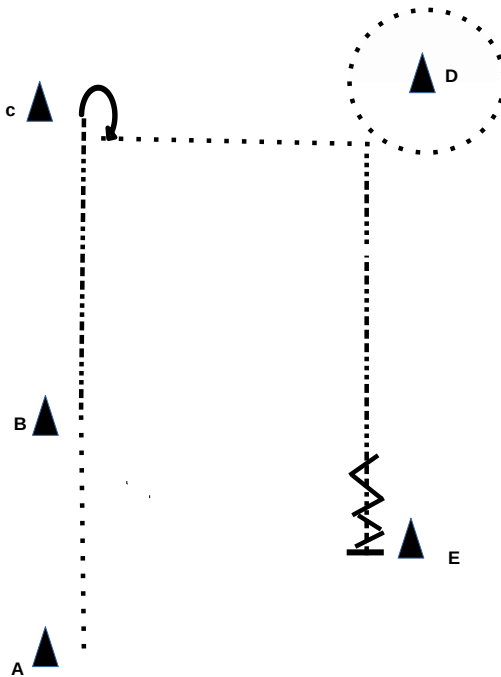


BE READY AT A.

1. JOG STRAIGHT LINE
2. EXTENDED JOG SQUARE CORNER
3. STOP. PERFORM A 270° TURN LEFT
4. JOG, EXTENDED JOG CIRCLE, CONTINUE EXTENDED JOG
5. WALK
6. STOP AND BACK
7. PERFORM A 270° TURN RIGHT
8. JOG TO EXIT. PATTERN IS COMPLETE



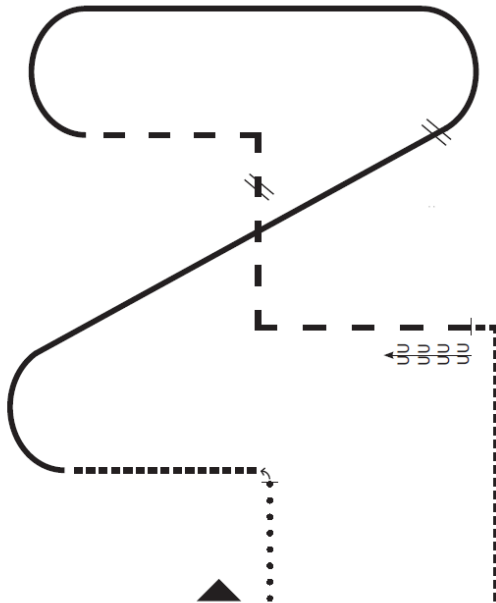
# PHCG YOUTH WALK TROT WESTERN HORSEMANSHIP



1. WALK FROM A TO B
2. TROT FROM B TO C
3. STOP AND PERFORM A 90° TURN TO THE RIGHT
4. WALK TO D
5. WALK LEFT CIRCLE AROUND D
6. TROT FROM D TO E
7. STOP AND BACK UP APPROX. 1 HORSE LENGTH
8. EXIT AT THE JOG TO WARM UP AREA



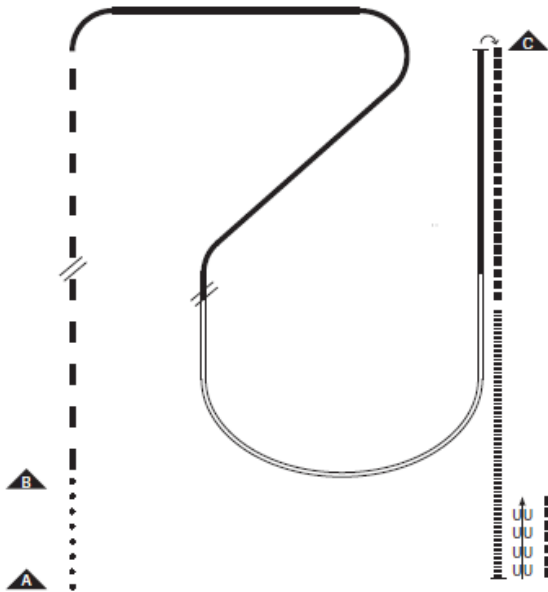
# NOVICE YOUTH + NOVICE AMATEUR HUNT SEAT EQUITATION



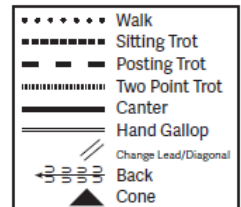
1. WALK TWO HORSE LENGTHS
2. STOP AND PERFORM A 90° FOREHAND TURN LEFT
3. SITTING TROT
4. CANTER RIGHT LEAD AS SHOWN
5. CHANGE LEADS, SIMPLE OR FLYING
6. CANTER LEFT LEAD
7. TRANSITION TO POSTING TROT LEFT DIAGONAL SQUARE CORNER
8. CHANGE DIAGONALS. POSTING TROT RIGHT DIAGONAL SQUARE CORNER
9. HALT AND BACK
10. SITTING TROT SQUARE CORNER TO EXIT

.....	Walk
-----	Sitting Trot
- - - - -	Posting Trot
.....	Two Point Trot
—————	Canter
===== ===== =====	Hand Gallop
——— /	Change Lead/Diagonal
← — — — —	Back
▲	Cone

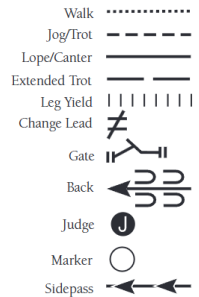
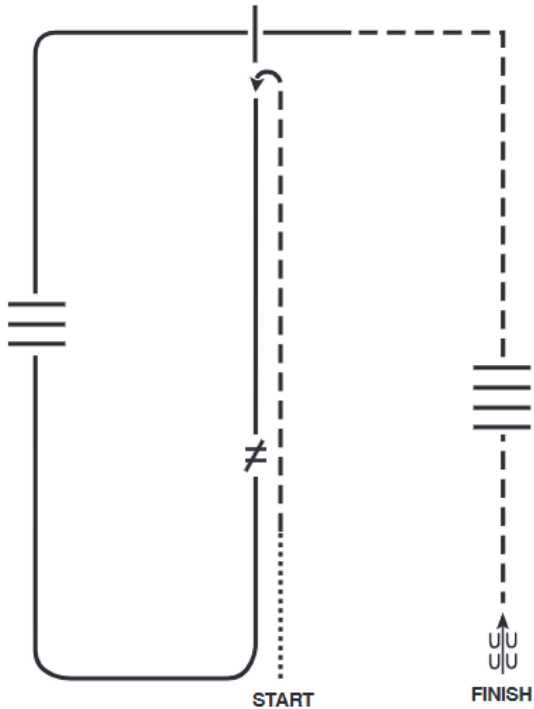
# YOUTH + AMATEUR HUNT SEAT EQUITATION



1. START AT A AND WALK TO B
2. POSTING TROT RIGHT DIAGONAL.
3. CHANGE DIAGONALS. POSTING TROT LEFT DIAGONAL.
4. CANTER RIGHT LEAD.
5. CHANGE LEADS, SIMPLE OR FLYING.
6. HAND GALLOP ONE HALF CIRCLE.
7. COLLECT THE CANTER, THEN HALT AT THE CONE.
8. PERFORM A 180° FOREHAND TURN RIGHT.
9. SITTING TROT TO THE CENTER.
10. TWO-POINT TROT FROM CENTER UNTIL EVEN WITH A. HALT AND BACK. EXIT AT SITTING TROT.

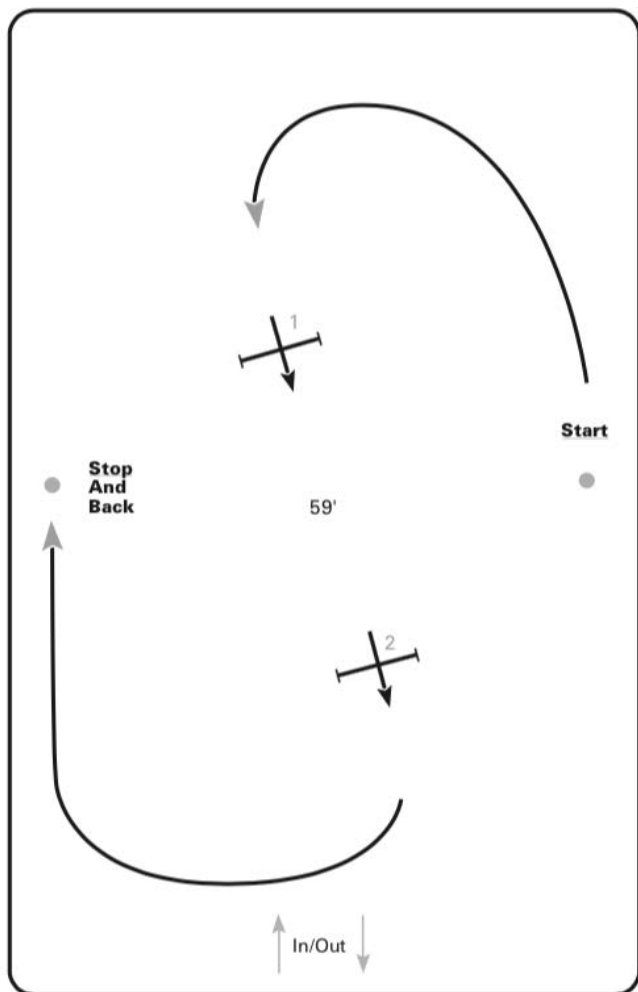


# ENGLISH VERSATILITY

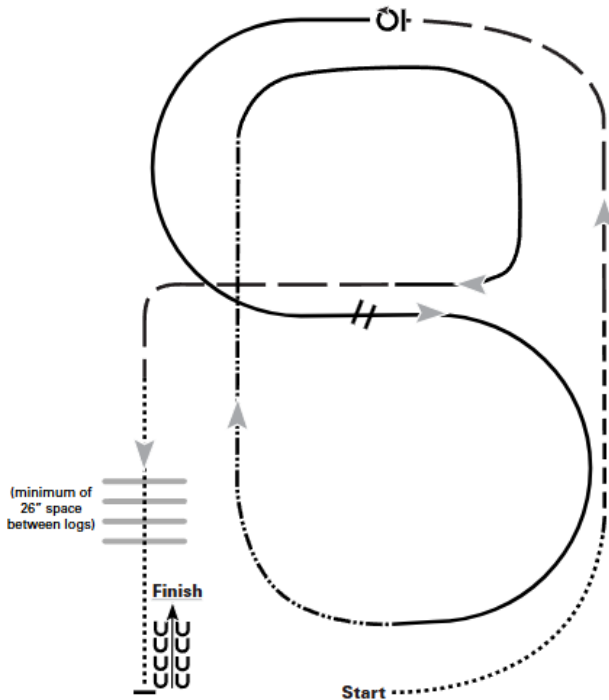


1. FORWARD WALK FROM GATE
2. TROT RIGHT DIAGONAL
3. HALT 180 FOREHAND TURN RIGHT
4. CANTER LEFT LEAD
5. CHANGE LEADS SIMPLE OR FLYING
6. RIGHT LEAD AROUND END AND OVER THREE RAILS
7. RIGHT LEAD AROUND END AND OVER ONE RAIL
8. TROT LEFT DIAGONAL
9. TROT FOUR RAILS
10. FORWARD SITTING TROT
11. STOP AND BACK

# HUNTER HACK

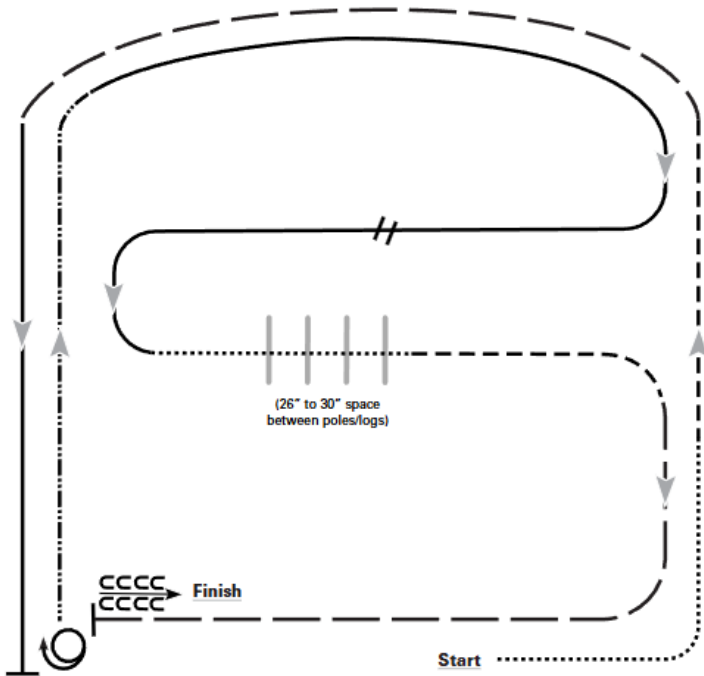


# NOVICE YOUTH + NOVICE AMATEUR + GREEN RANCH RIDING



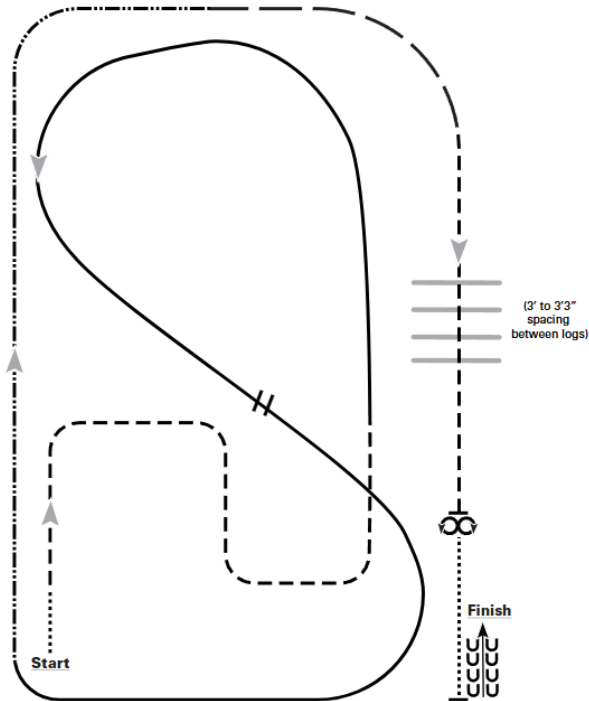
1. WALK
2. TROT
3. EXTEND THE TROT ,AT THE TOP OF THE ARENA, STOP
4. 360 TURN TO THE LEFT
5. LEFT LEAD ½ CIRCLE, LOPE TO THE CENTER
6. CHANGE LEADS (SIMPLE OR FLYING)
7. RIGHT LEAD ½ CIRCLE
8. EXTENDED LOPE UP THE LONG SIDE OF THE ARENA (RIGHT LEAD)
9. COLLECT BACK TO A LOPE AROUND THE TOP OF THE ARENA AND BACK TO CENTER
10. BREAK DOWN TO AN EXTENDED TROT
11. WALK OVER POLES
12. STOP AND BACK

# JUNIOR + SENIOR + IRHA OPEN RANCH RIDING



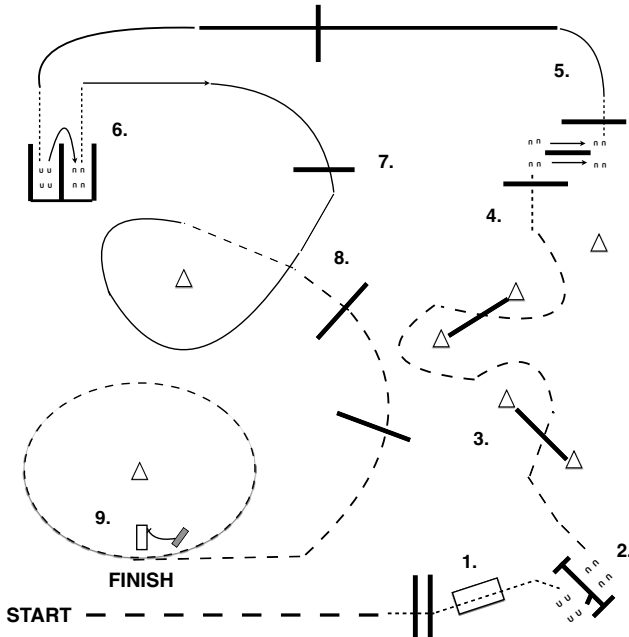
1. WALK
2. TROT
3. EXTENDED TROT
4. LEFT LEAD LOPE
5. STOP, 1½ TURN RIGHT
6. EXTENDED LOPE
7. COLLECT TO WORKING LOPE (RIGHT LEAD)
8. CHANGE LEADS (SIMPLE OR FLYING)
9. WALK
10. WALK OVER LOGS
11. TROT
12. EXTEND TROT
13. STOP AND BACK

# YOUTH + AMATEUR + IRHA NON-PRO RANCH RIDING



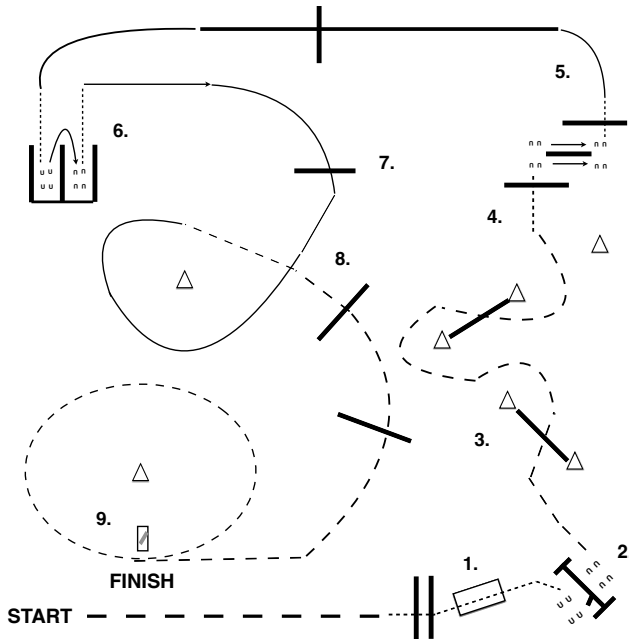
1. WALK
2. TROT SERPENTINE
3. LOPE LEFT LEAD AROUND THE END OF THE ARENA AND THEN DIAGONALLY ACROSS THE ARENA
4. CHANGE LEADS (SIMPLE OR FLYING) AND
5. LOPE ON THE RIGHT LEAD AROUND END OF THE ARENA
6. EXTEND LOPE ON THE STRAIGHT AWAY AND AROUND CORNER TO THE CENTER OF THE ARENA
7. EXTEND TROT AROUND CORNER OF THE ARENA
8. COLLECT TO A TROT
9. TROT OVER POLES
10. STOP, DO 360 TURN EACH DIRECTION (EITHER DIRECTION 1ST) (L-R OR R-L)
11. WALK, STOP AND BACK

# OPEN + IRHA OPEN RANCH TRAIL



1. EXTEND THE TROT UP TO BRIDGE, BREAK TO THE WALK, WALK OVER LOGS AND WALK OVER BRIDGE AND WALK UP TO GATE.
2. WORK GATE LEFT HAND.
3. TROT THROUGH SERPENTINE, TROT OVER LOGS.
4. BREAK TO THE WALK, WALK OVER LOG, SIDE PASS RIGHT OVER LOG, WALK OVER LOG.
5. LOPE LEFT LEAD AND THEN EXTEND THE LOPE AND LOPE OVER LOG, THEN COLLECT THE LOPE.
6. BREAK TO THE WALK, WALK INTO CHUTE, BACK A U-TURN BETWEEN LOGS, WALK OUT.
7. LOPE RIGHT LEAD OVER LOG AND LOPE AROUND MARKER.
8. BREAK TO THE TROT, TROT OVER LOGS, TROT UP TO DRAG.
9. PICK UP ROPE, DRAG LOG (WALK OR TROT) AROUND CONE, AND RETURN ROPE.

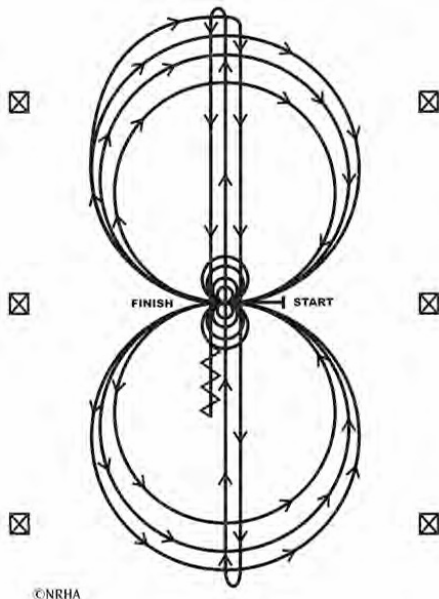
# AMATEUR + IRHA NON-PRO RANCH TRAIL



1. EXTEND THE TROT UP TO BRIDGE, BREAK TO THE WALK, WALK OVER LOGS AND WALK OVER BRIDGE AND WALK UP TO GATE.
2. WORK GATE LEFT HAND.
3. TROT THROUGH SERPENTINE, TROT OVER LOGS.
4. BREAK TO THE WALK, WALK OVER LOG, SIDE PASS RIGHT OVER LOG, WALK OVER LOG.
5. LOPE LEFT LEAD AND THEN EXTEND THE LOPE AND LOPE OVER LOG, THEN COLLECT THE LOPE.
6. BREAK TO THE WALK, WALK INTO CHUTE, BACK A U-TURN BETWEEN LOGS, WALK OUT.
7. LOPE RIGHT LEAD OVER LOG AND LOPE AROUND MARKER.
8. BREAK TO THE TROT, TROT OVER LOGS, TROT UP TO DRAG.
9. PICK UP OBJECT, TROT AROUND CONE, RETURN OBJECT.

# GREEN REINING

## Reining Pattern #2



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HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

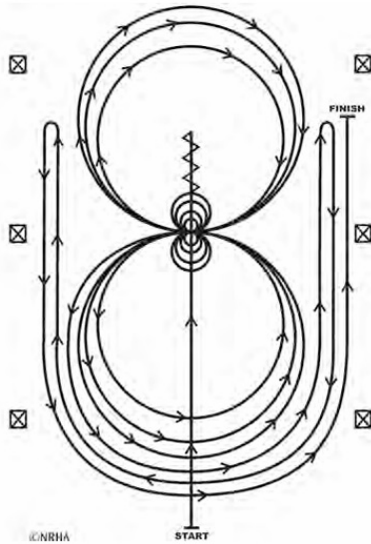
1. BEGINNING ON THE RIGHT LEAD, COMPLETE THREE CIRCLES TO THE RIGHT; THE FIRST CIRCLE SMALL AND SLOW; THE NEXT TWO CIRCLES LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
2. COMPLETE THREE CIRCLES TO THE LEFT; THE FIRST CIRCLE SMALL AND SLOW; THE NEXT TWO CIRCLES LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
3. CONTINUE AROUND PREVIOUS CIRCLE TO THE RIGHT. AT THE TOP OF THE CIRCLE, RUN DOWN THE MIDDLE TO THE FAR END OF THE ARENA PAST THE END MARKER AND DO A RIGHT ROLLBACK- NO HESITATION.
4. RUN UP THE MIDDLE TO THE OPPOSITE END OF THE ARENA PAST THE END MARKER AND DO A LEFT ROLLBACK- NO HESITATION.
5. RUN PAST THE CENTER MARKER AND DO A SLIDING STOP. BACK UP TO THE CENTER OF THE ARENA OR AT LEAST TEN FEET(3M). HESITATE.
6. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
7. COMPLETE FOUR SPINS TO THE LEFT. HESITATE TO DEMONSTRATE THE COMPLETION OF THE PATTERN.

EXHIBITOR MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

# OPEN ALL AGES REINING

## Reining Pattern #12

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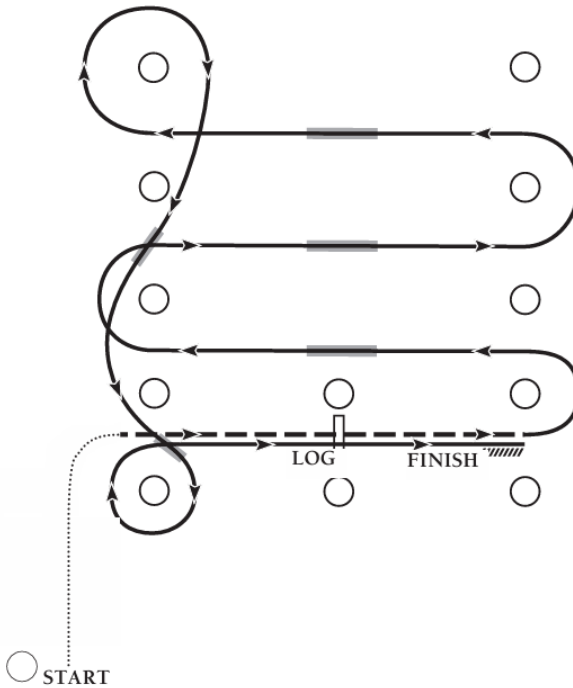
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1. RUN PAST THE CENTER MARKER AND DO A SLIDING STOP. BACK UP TO THE CENTER OF THE ARENA OR AT LEAST 10 FEET (3 METERS). HESITATE.
  2. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
  3. COMPLETE FOUR AND ONE-QUARTER SPINS TO THE LEFT SO THAT THE HORSE IS FACING THE LEFT WALL OR FENCE. HESITATE.
  4. BEGINNING ON THE LEFT LEAD, COMPLETE THREE CIRCLES TO THE LEFT: 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 RIGHT: THE FIRST TWO CIRCLES LARGE AND FAST; THE THIRD CIRCLE SMALL AND SLOW. CHANGE LEADS AT THE CENTER OF THE ARENA.
  6. BEGIN A LARGE CIRCLE TO THE LEFT BUT DO NOT CLOSE THIS CIRCLE. RUN UP THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A RIGHT ROLLBACK AT LEAST 20 FEET (6 METERS) FROM THE WALL OR FENCE-NO HESITATION.
  7. CONTINUE BACK AROUND PREVIOUS CIRCLE BUT DO NOT CLOSE THIS CIRCLE. RUN UP THE LEFT SIDE OF THE ARENA AND PAST THE CENTER MARKER AND DO A LEFT ROLLBACK AT LEAST 20 FEET (6 METERS) FROM THE WALL OR FENCE-NO HESITATION.
  8. CONTINUE BACK AROUND PREVIOUS CIRCLE BUT DO NOT CLOSE THIS CIRCLE. RUN UP THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A SLIDING STOP AT LEAST 20 FEET (6 METERS) FROM THE WALL OR FENCE. HESITATE TO DEMONSTRATE COMPLETION OF PATTERN.
- RIDER MAY DROP BRIDLE TO THE DESIGNATED JUDGE

# GREEN WESTERN RIDING

## Green Western Riding Pattern #2

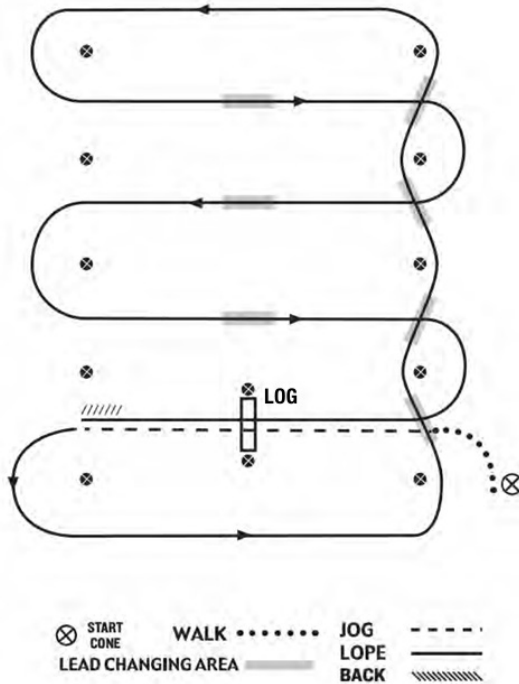
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1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LEFT LEAD LOPE
3. FIRST CROSSING CHANGE.
4. SECOND CROSSING CHANGE.
5. THIRD CROSSING CHANGE.
6. CIRCLE AND FIRST LINE CHANGE.
7. SECOND LINE CHANGE AND CIRCLE.
8. LOPE OVER LOG.
9. STOP AND BACK.

# AMATEUR + OPEN 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