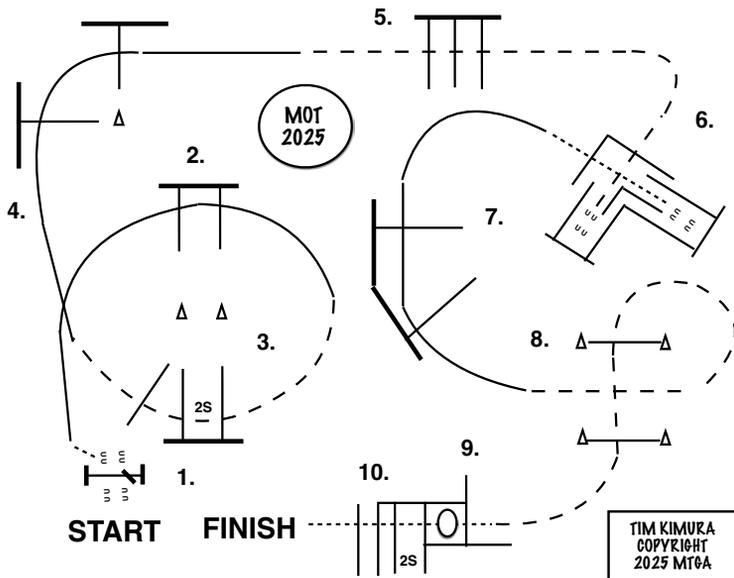
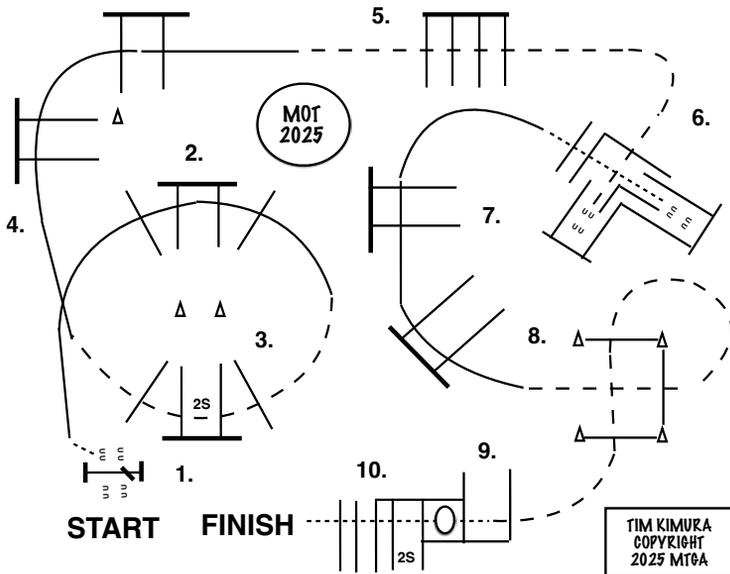


NOVICE YOUTH + NOVICE AMATEUR + GREEN TRAIL



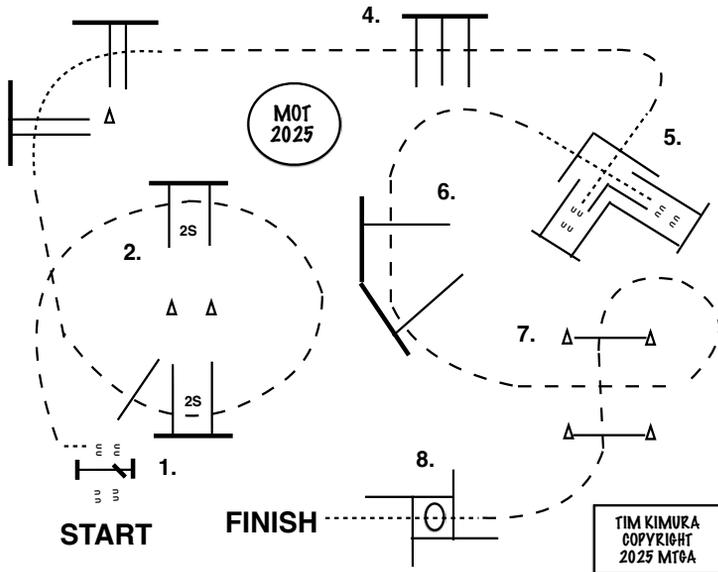
1. WORK GATE LEFT HAND
2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD)
3. BREAK TO THE JOG, JOG OVER POLES
4. LOPE OVER POLES (RIGHT LEAD)
5. BREAK TO THE JOG, JOG OVER POLES
6. JOG OVER POLES, JOG INTO CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLE
7. LOPE OVER POLES (LEFT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

AMATEUR TRAIL



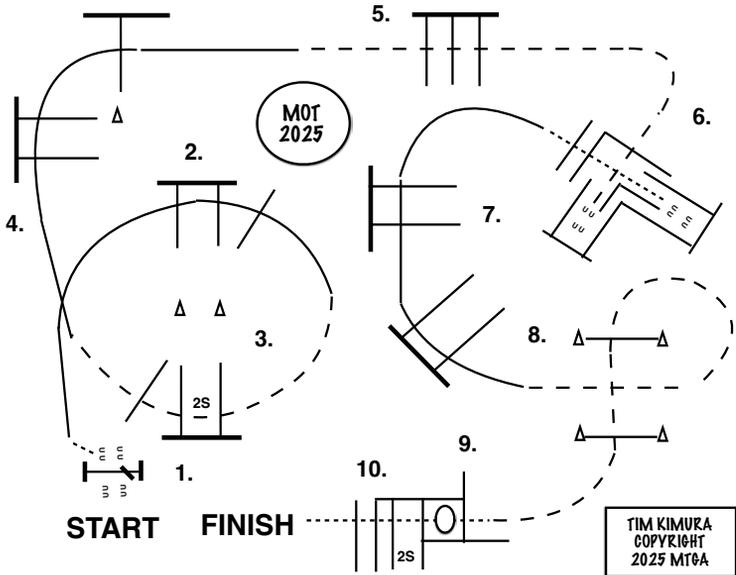
1. WORK GATE LEFT HAND
2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD)
3. BREAK TO THE JOG, JOG OVER POLES
4. LOPE OVER POLES (RIGHT LEAD)
5. BREAK TO THE JOG, JOG OVER POLES
6. JOG OVER POLE, JOG INTO CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLES
7. LOPE OVER POLES (LEFT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

ALL TRAIL IN HAND



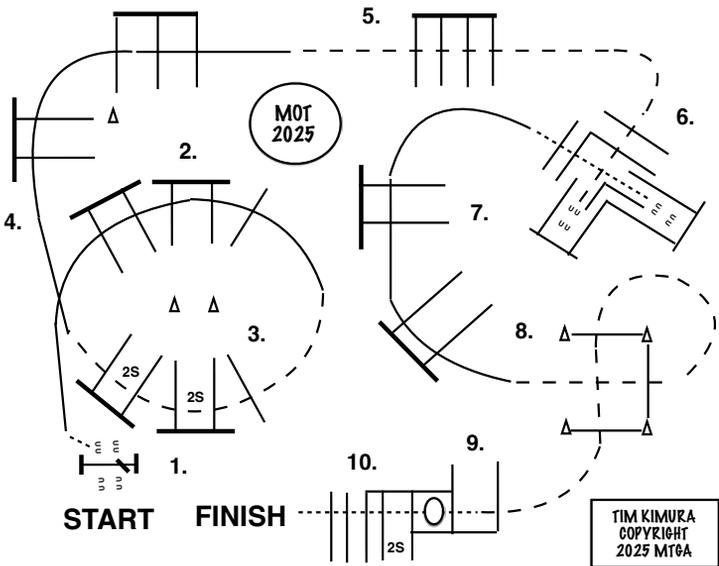
1. WORK GATE LEFT HAND
2. JOG OVER POLES
3. STOP OR BREAK TO THE WALK, WALK OVER POLES
4. JOG OVER POLES
5. STOP OR BREAK TO THE WALK, WALK OVER POLE, WALK INTO CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLE
6. JOG OVER POLES
7. JOG OVER POLES, JOG AROUND CONES
8. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY. WALK OUT BOX

JUNIOR + YOUTH TRAIL



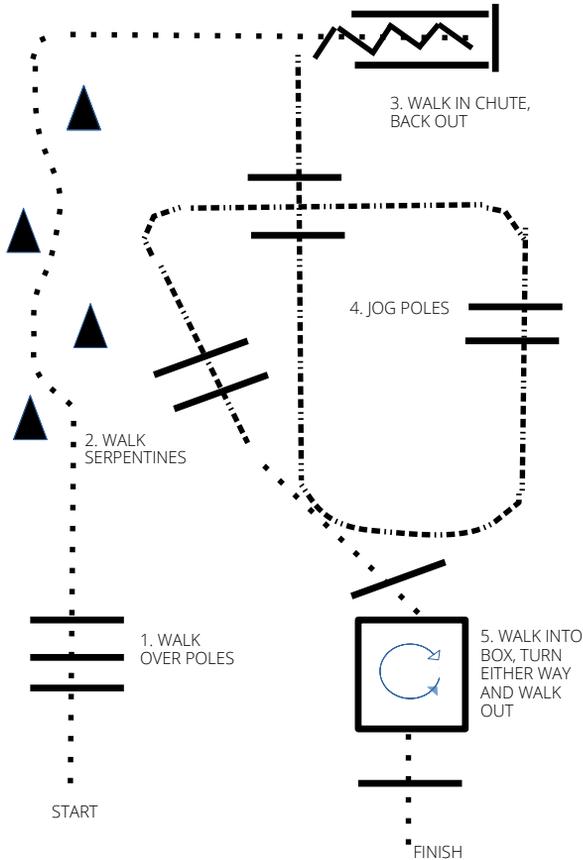
1. WORK GATE LEFT HAND
2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD)
3. BREAK TO THE JOG, JOG OVER POLES
4. LOPE OVER POLES (RIGHT LEAD)
5. BREAK TO THE JOG, JOG OVER POLES
6. JOG OVER POLES, JOG INTO CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLE
7. LOPE OVER POLES (LEFT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

SENIOR TRAIL



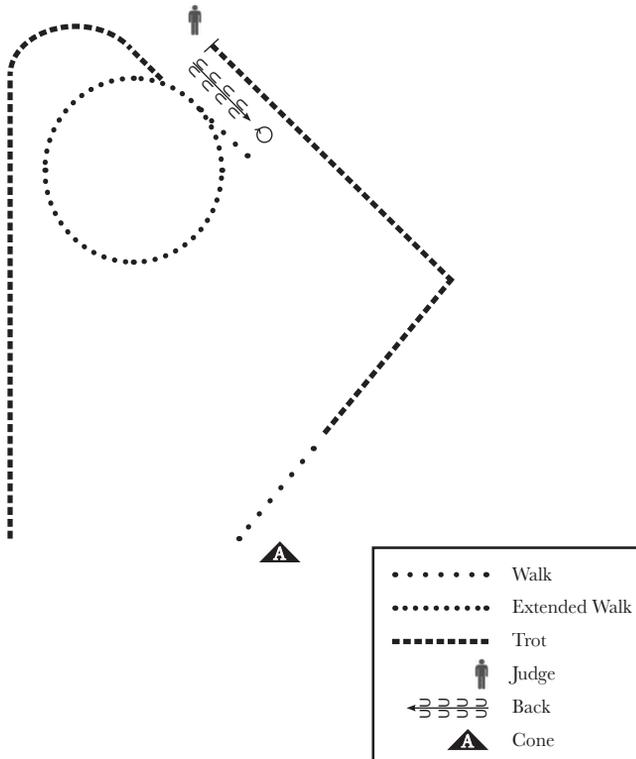
1. WORK GATE LEFT HAND
2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD)
3. BREAK TO THE JOG, JOG OVER POLES
4. LOPE OVER POLES (RIGHT LEAD)
5. BREAK TO THE JOG, JOG OVER POLES
6. JOG OVER POLES, JOG INTO CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLES
7. LOPE OVER POLES (LEFT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

PHCG YOUTH WALK TROT TRAIL



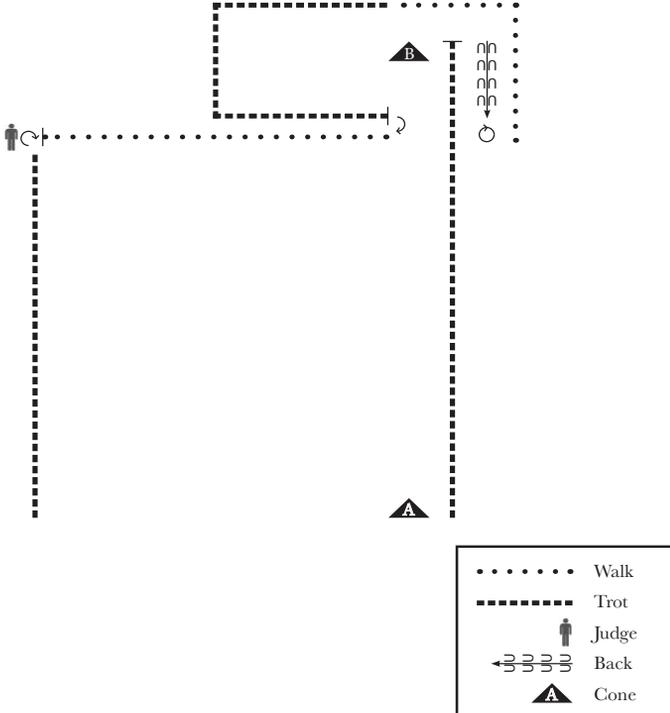
1. WALK OVER POLES
2. WALK SERPENTINES
3. WALK IN CHUTE, BACK OUT
4. JOG POLES
5. WALK INTO BOX, TURN EITHER WAY AND WALK OUT

NOVICE YOUTH + NOVICE AMATEUR SHOWMANSHIP AT HALTER



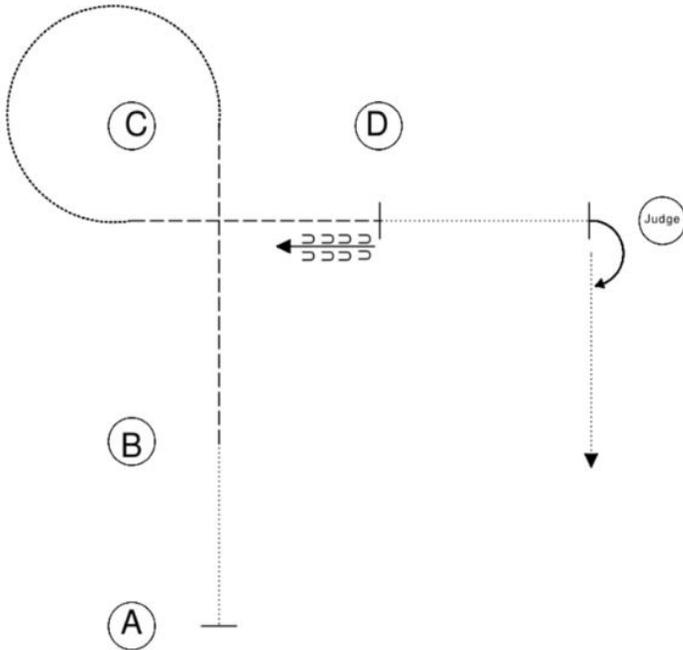
1. BE READY AT A, WALK 2 HORSE LENGTHS
2. TROT AND CONTINUE IN SQUARE CORNER TOWARD JUDGE, STOP
3. SETUP
4. INSPECTION
5. BACK
6. 360° TURN
7. WALK FORWARD, THEN PERFORM A CIRCLE AT THE EXTENDED WALK
8. TROT AND CONTINUE TOWARD EXIT

YOUTH + AMATEUR SHOWMANSHIP AT HALTER



1. TROT FROM A TO B
2. BACK
3. 360° TURN
4. WALK TO AND AROUND B
5. TROT RECTANGLE AS SHOWN
6. STOP AND PERFORM 180° TURN AND WALK TO JUDGE
7. SETUP
8. INSPECTION
9. 270° TURN AND TROT TO EXIT

PHCG YOUTH WALK TROT SHOWMANSHIP AT HALTER



BE READY AT A

1. WALK TO B

2. JOG TO C

3. AT C WALK 3/4 CIRCLE AROUND C

4. TROT TO D. STOP AND BACK UP APPROX. 1 HORSE LENGTH

5. WALK TO JUDGE. STOP.

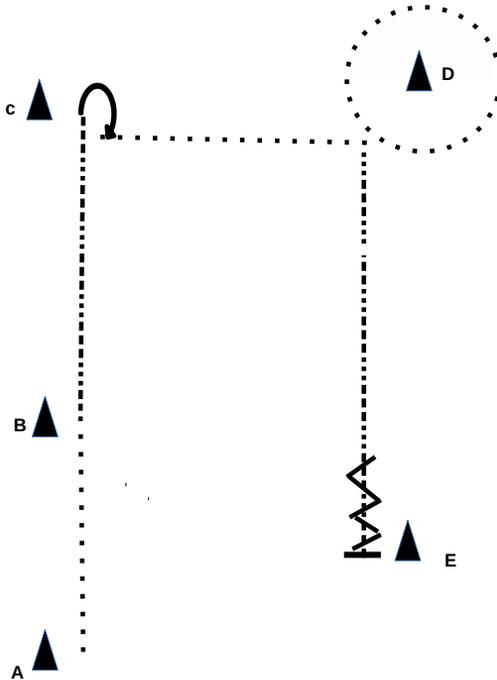
6. SET UP

7. INSPECTION

8. AFTER INSPECTION, PERFORM A 90 DEGREE TURN

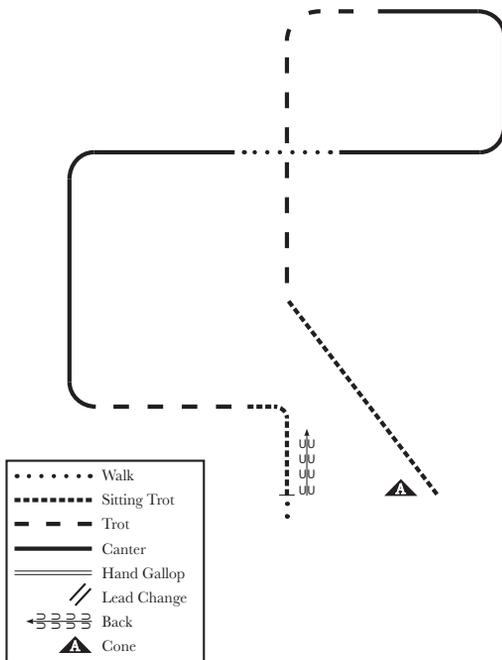
9. WALK OUT

PHCG YOUTH WALK TROT WESTERN HORSEMANSHIP



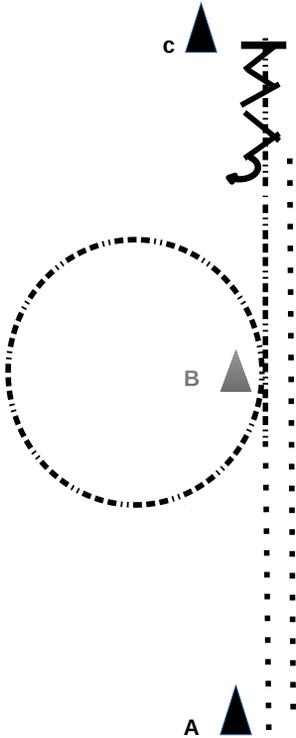
1. WALK FROM A TO B
2. TROT FROM B TO C
3. STOP AND PERFORM A 90° TURN TO THE RIGHT
4. WALK TO D
5. WALK CIRCLE AROUND D
6. TROT FROM D TO E
7. STOP AND BACK UP APPROX. 1 HORSE LENGTH

NOVICE YOUTH + NOVICE AMATEUR HUNT SEAT EQUITATION



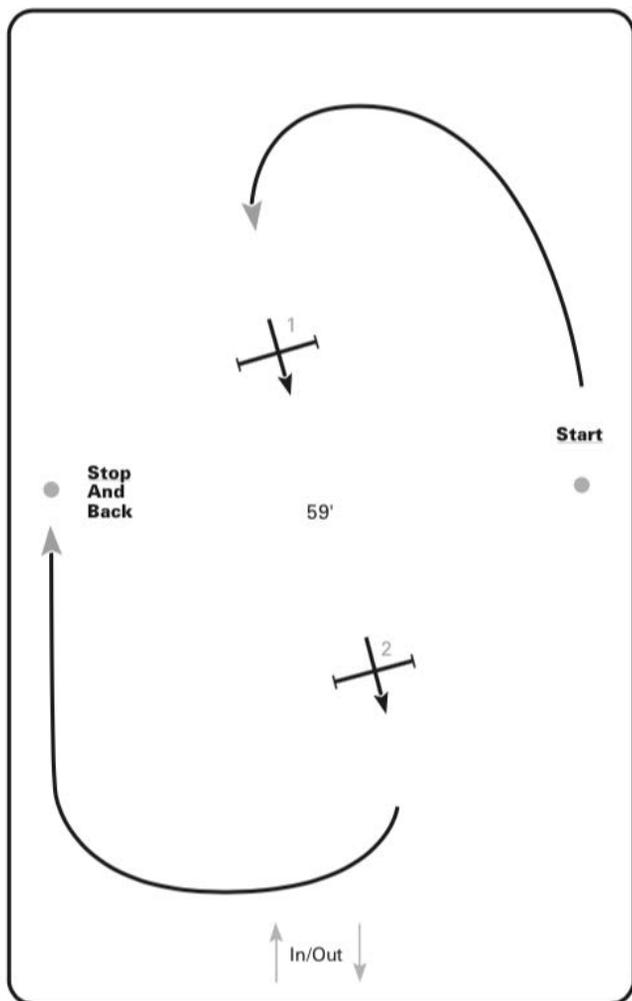
1. BEGIN AT A, SITTING TROT ACROSS THE DIAGONAL TO CENTER
2. POSTING TROT LEFT DIAGONAL UP THE MIDLINE OF THE ARENA, AROUND CORNER
3. CANTER RIGHT LEAD
4. WALK 2 HORSE LENGTHS
5. CANTER LEFT LEAD
6. POSTING TROT RIGHT DIAGONAL
7. SITTING TROT AROUND CORNER AND STRAIGHT
8. HALT AND BACK, PATTERN IS COMPLETE
9. EXIT AT A WALK

PHCG YOUTH WALK TROT HUNT SEAT EQUITATION

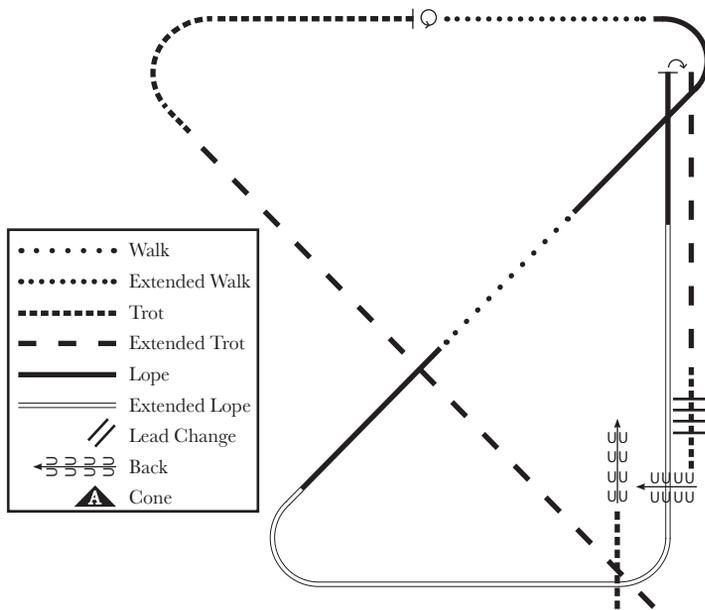


1. WALK FROM A TO B
2. SITTING TROT FROM CIRCLE TO THE LEFT
3. POSTING TROT EITHER DIAGONAL FROM B TO C
4. STOP AND BACK UP APPROXIMATELY 1 HORSE LENGTH
5. FOREHAND TURN TO THE RIGHT
6. 2 POINT WALK TO A

HUNTER HACK

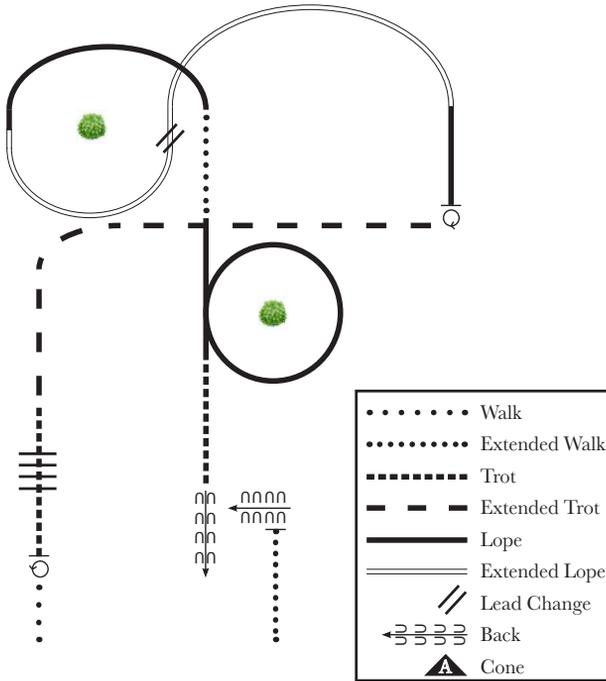


NOVICE YOUTH + NOVICE AMATEUR + GREEN RANCH RIDING



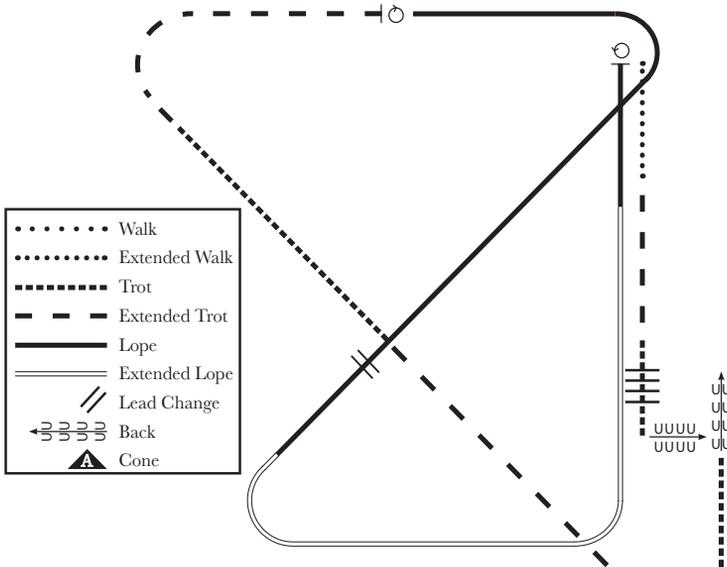
1. EXTENDED TROT
2. COLLECT TROT
3. 360° TURN LEFT
4. EXTENDED WALK TO CORNER
5. LOPE RIGHT LEAD
6. WALK 3 HORSE LENGTHS
7. LOPE LEFT LEAD. BUILD TO EXTENDED LOPE. COLLECT LOPE
8. STOP. 180° TURN RIGHT
9. EXTENDED TROT
10. COLLECT TROT. TROT POLES
11. SIDEPASS RIGHT. BACK
12. TROT OUT

JUNIOR + SENIOR RANCH RIDING



1. EXTENDED WALK. STOP. SIDEPASS LEFT
2. BACK
3. TROT
4. LOPE SMALL RIGHT CIRCLE. CONTINUE STRAIGHT
5. EXTENDED WALK 3 HORSE LENGTHS
6. LOPE LEFT LEAD HALF CIRCLE
7. EXTENDED LOPE
8. CHANGE LEADS
9. EXTENDED LOPE RIGHT LEAD
10. COLLECT LOPE. STOP
11. 1 1/4 TURN RIGHT
12. EXTENDED TROT
13. COLLECT TROT. TROT POLES
14. 360° TURN LEFT. WALK OUT

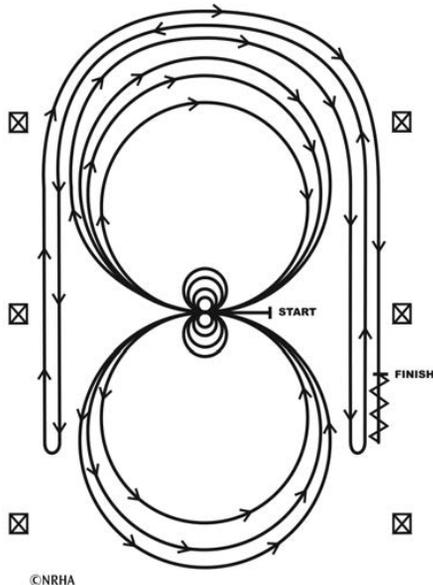
YOUTH & AMATEUR RANCH RIDING



1. EXTENDED TROT. COLLECT TROT. EXTENDED TROT
2. STOP. 360° TURN RIGHT
3. LOPE RIGHT LEAD
4. LEAD CHANGE PAST CENTER
5. LOPE LEFT LEAD
6. BUILD TO EXTENDED LOPE
7. COLLECT LOPE
8. STOP. 1 1/2 TURN LEFT
9. EXTENDED WALK
10. EXTENDED TROT
- 11 COLLECT TROT. TROT POLES
12. SIDEPASS LEFT. BACK. TROT OUT

NOVICE YOUTH + NOVICE AMATEUR + GREEN REINING

Reining Pattern #8

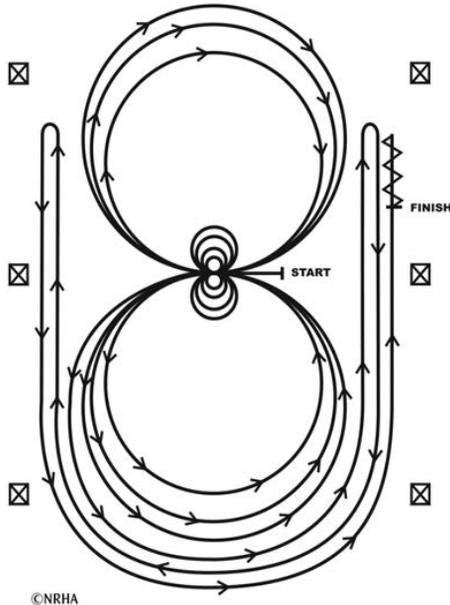


HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

1. 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 LARGE AND FAST; THE SECOND CIRCLE SMALL AND SLOW; THE THIRD CIRCLE LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
 4. COMPLETE THREE CIRCLES TO THE LEFT: THE FIRST CIRCLE LARGE AND FAST; THE SECOND CIRCLE SMALL AND SLOW; THE THIRD CIRCLE 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 STRAIGHT DOWN THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A LEFT ROLL BACK AT LEAST TWENTY FEET (6.09M) FROM THE WALL OR FENCE – NO HESITATION.
 6. 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 TWENTY FEET (6.09M) FROM THE WALL OR FENCE – NO HESITATION.
 7. CONTINUE BACK AROUND THE 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 (6.09M) FROM THE WALL OR FENCE. BACK UP AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.
- EXHIBITOR MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

OPEN ALL AGES REINING

Reining Pattern #15



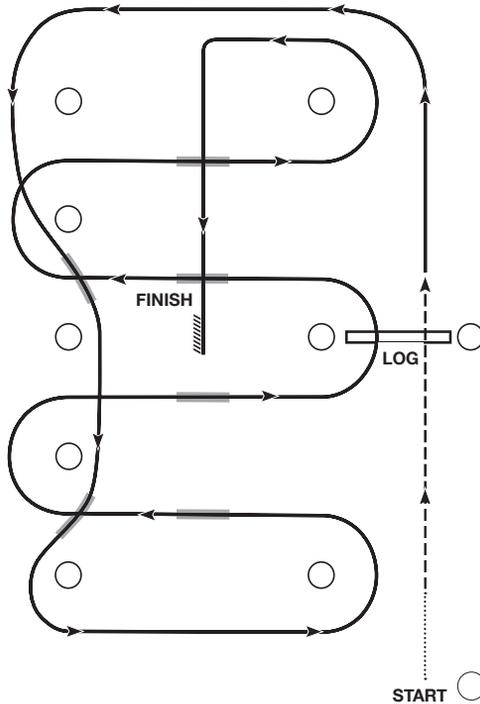
©NRHA

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

1. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
2. COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
3. BEGINNING ON THE LEFT LEAD, COMPLETE THREE CIRCLES TO THE LEFT: THE FIRST CIRCLE LARGE AND FAST; THE SECOND CIRCLE SMALL AND SLOW; THE THIRD CIRCLE LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
4. COMPLETE THREE CIRCLES TO THE RIGHT: THE FIRST CIRCLE LARGE AND FAST; THE SECOND CIRCLE SMALL AND SLOW; THE THIRD CIRCLE LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
5. BEGIN A LARGE CIRCLE TO THE LEFT BUT DO NOT CLOSE THIS CIRCLE. RUN STRAIGHT DOWN THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A RIGHT ROLL BACK AT LEAST TWENTY FEET (SIX METERS) FROM THE WALL OR FENCE—NO HESITATION.
6. CONTINUE BACK AROUND THE PREVIOUS CIRCLE BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN THE LEFT SIDE OF THE ARENA PAST THE CENTER MAKER 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 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. BACK UP AT LEAST TEN FEET (THREE METERS). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.

GREEN WESTERN RIDING

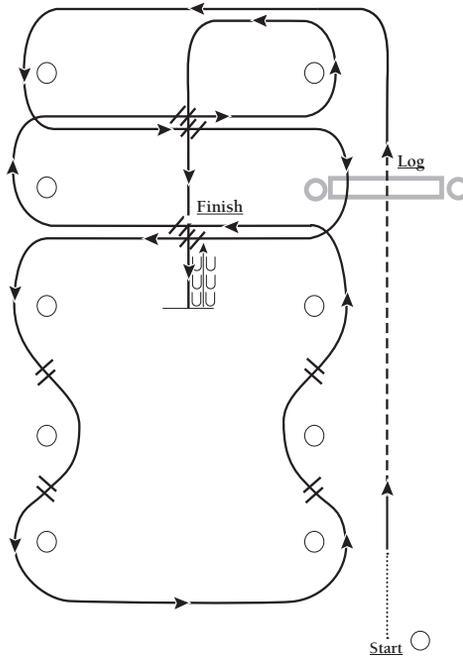
Green Western Riding Pattern #1



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 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. LOPE OVER LOG
8. THIRD CROSSING CHANGE
9. FOURTH CROSSING CHANGE
10. LOPE UP THE CENTER, STOP AND BACK

AMATEUR WESTERN RIDING

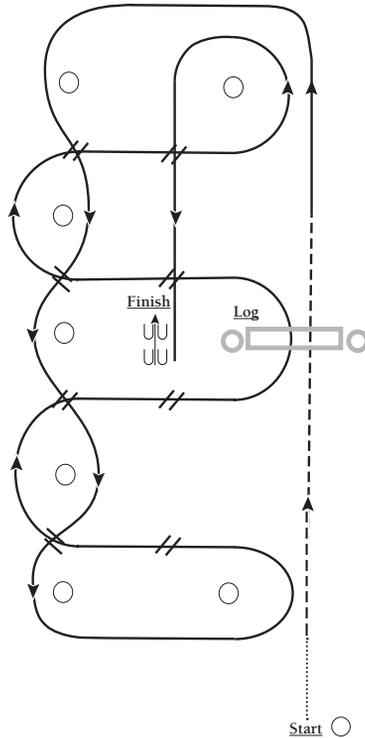
Western Riding Pattern #3



1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG
2. TRANSITION TO LOPE, LOPE TO LEFT AROUND END
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 CENTER, STOP AND BACK

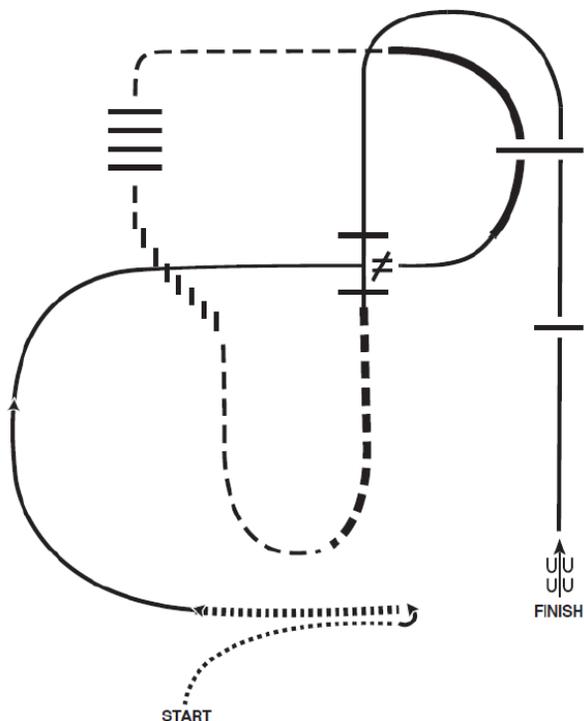
OPEN WESTERN RIDING

Western Riding Pattern #1



1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG
2. TRANSITION TO LOPE AND LOPE AROUND END
3. FIRST LINE CHANGE
4. SECOND LINE CHANGE
5. THIRD LINE CHANGE
6. FOURTH LINE CHANGE AND LOPE AROUND THE END OF ARENA
7. FIRST CROSSING CHANGE
8. SECOND CROSSING CHANGE
9. LOPE OVER LOG
10. THIRD CROSSING CHANGE
11. FOURTH CROSSING CHANGE
12. LOPE UP THE CENTER, STOP AND BACK

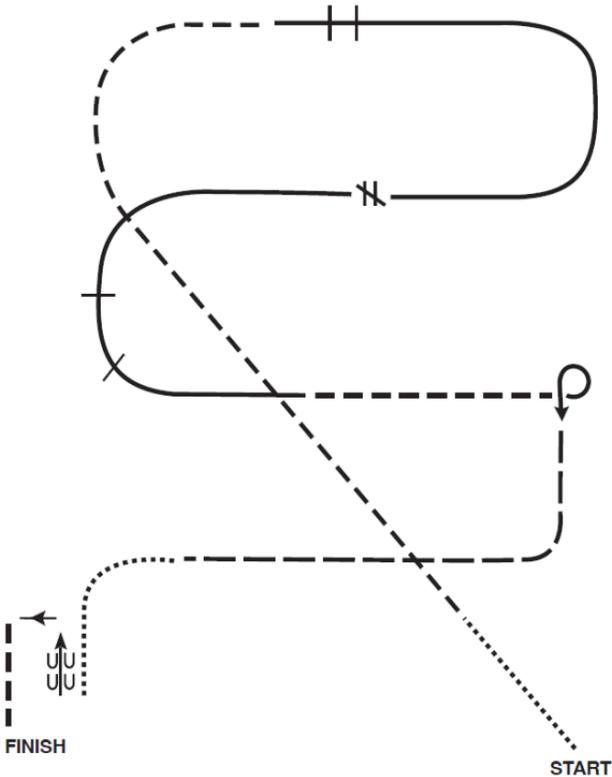
ENGLISH VERSATILITY



1. WALK FROM GATE
2. STOP. FOREHAND TURN EITHER DIRECTION
3. EXTENDED WALK
4. CANTER RIGHT LEAD
5. CHANGE LEADS SIMPLE OR FLYING
6. LEFT LEAD BUILDING TO HAND GALLOP
7. LEFT LEAD HAND GALLOP OVER ONE RAISED POLE OR CAVALETTI/JUMP
8. COLLECT CANTER ON LEFT LEAD
9. TROT RIGHT DIAGONAL
10. TROT OVER FOUR POLES 3'3"
11. LEG YIELD AT TROT
12. CONTINUE TROT BUILDING TO EXTENDED TROT UP CENTER
13. CANTER OVER TWO RAILS OR CAVALETTIS
14. CANTER RIGHT LEAD AROUND TOP OVER TWO CAVALETTIS OR SMALL JUMPS
15. STOP AND BACK

Walk
Extended Walk	-----
Jog/Trot	-----
Lope/Canter	-----
Hand Gallop	-----
Extended Trot	-----
Leg Yield	-----
Change Lead	-----
Gate	-----
Back	-----
Judge	-----
Marker	-----
Sidepass	-----

WESTERN VERSATILITY



1. WALK
2. JOG DIAGONAL LINE
3. RIGHT LEAD OVER TWO POLES
4. LEAD CHANGE (ISMPLE OR FLYING)
5. LEF LEAD
6. LOPE OVER TWO POLES
7. JOG
8. STOP 270 LEFT
9. EXTEND JOG
10. WALK
11. STOP AND BACK
12. SIDEPASS RIGHT OVER POLE
13. JOG TO EXIT

Walk
Jog/Trot	-----
Lope/Canter	————
Extended Trot	————
Change Lead	≠
Back	← ← ←
Sidepass	← ← ←