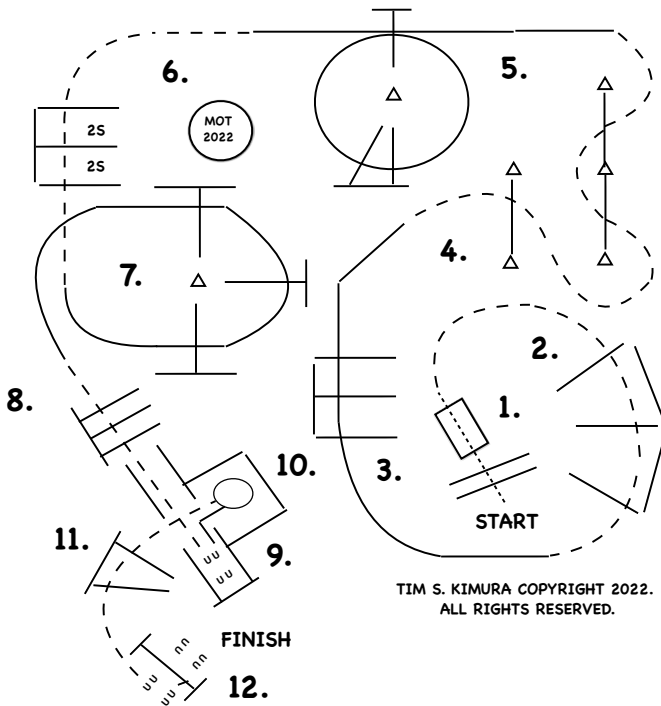


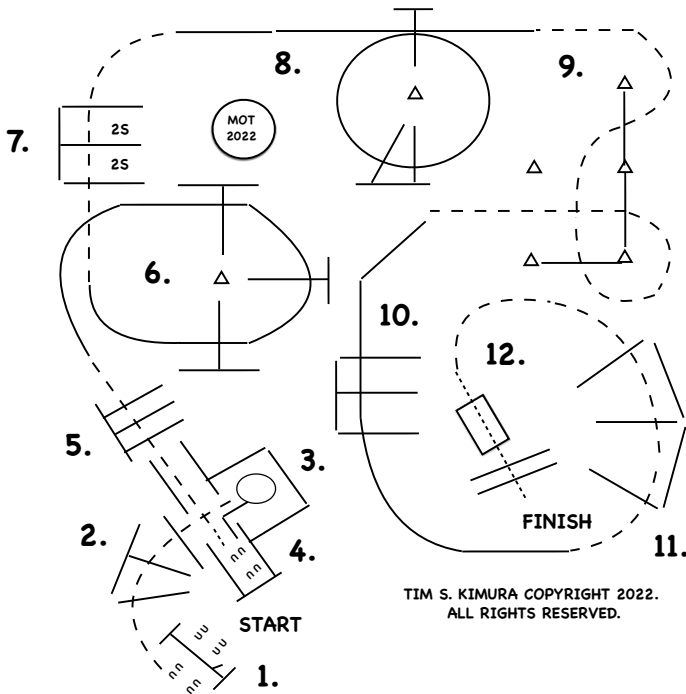
NOVICE AMATEUR + GREEN TRAIL



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

AMATEUR TRAIL



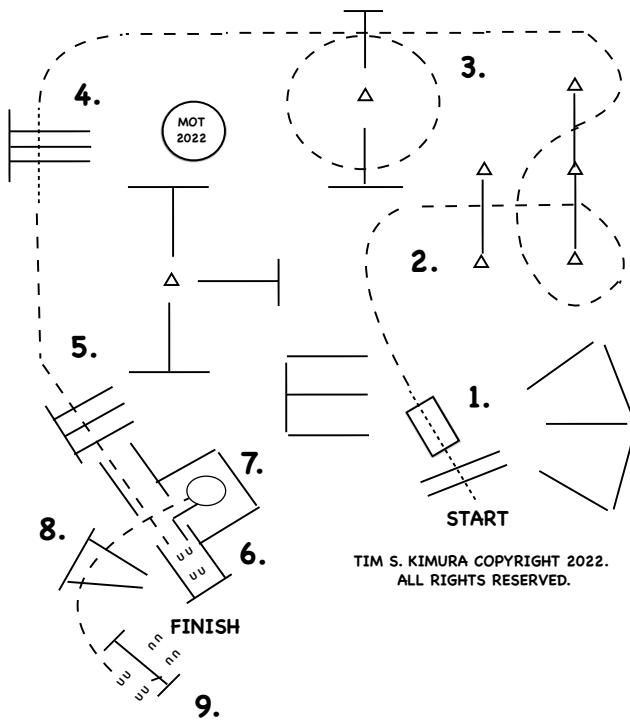
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1. WORK GATE RIGHT HAND.
2. WALK FORWARD, JOG OVER POLES JOG INTO BOX, STOP IN BOX.
3. EXECUTE A 360 TURN IN EITHER DIRECTION.
4. BACK OUT BOX, BACK AROUND CORNER.
5. WALK FORWARD, THEN JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE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

AMATEUR YEARLING & 2-YR-OLD

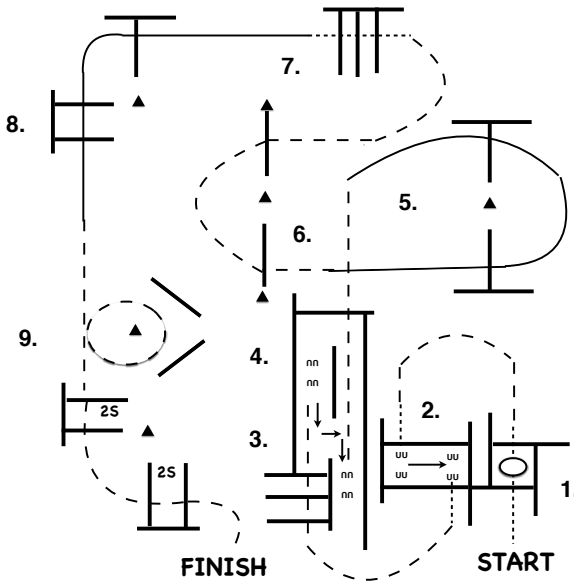
AMATEUR 3-YR-OLD & OLDER

TRAIL IN HAND



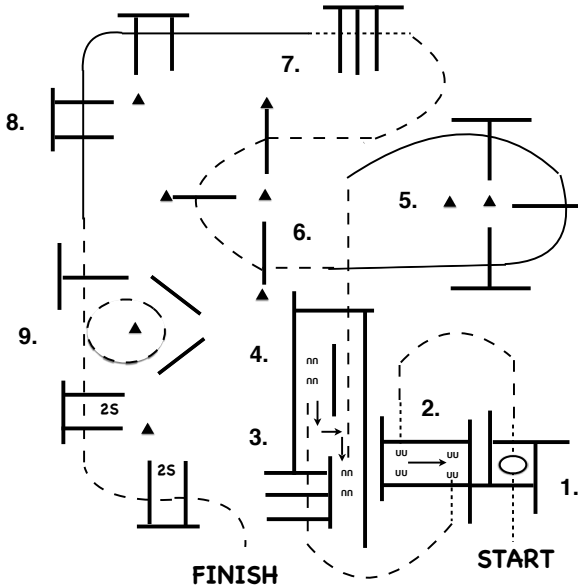
1. WALK OVER POLES AND OVER BRIDGE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES AND JOG AROUND CONE.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES, JOG INTO CHUTE AND STOP.
6. BACK BETWEEN POLES AND INTO BOX.
7. EXECUTE A 360 TURN TO THE RIGHT.
8. JOG OUT BOX, JOG OVER POLES.
9. JOG TO GATE, WORK GATE LEFT HAND.

NOVICE YOUTH TRAIL



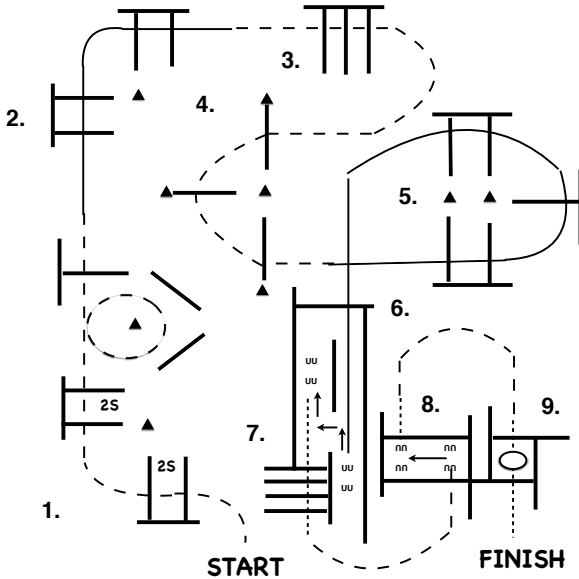
1. WALK INTO BOX, EXECUTE A 360 DEGREE TURN EITHER WAY, THEN WALK OVER POLE AND WALK OUT THE BOX.
2. JOG UP TO SECOND BOX, STOP OR BREAK TO THE WALK, WALK INTO BOX, SIDE PASS LEFT, WALK OVER POLE, WALK OUT BOX.
3. JOG OVER POLES, JOG INTO CHUTE, STOP IN CHUTE.
4. BACK CHUTE TO CHUTE, JOG OUT CHUTE, JOG OVER POLE.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG AROUND CONE TO THE LEFT, AND THEN JOG OVER MORE POLES.

JUNIOR + YOUTH TRAIL



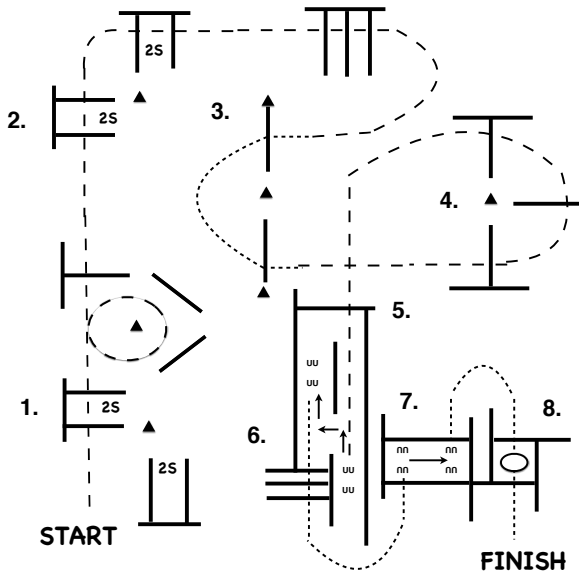
1. WALK INTO BOX, EXECUTE A 360 DEGREE TURN EITHER WAY, THEN WALK OVER POLE AND WALK OUT THE BOX.
2. JOG UP TO SECOND BOX, STOP OR BREAK TO THE WALK, WALK INTO BOX, SIDE PASS LEFT, WALK OVER POLE, WALK OUT BOX.
3. JOG OVER POLES, JOG INTO CHUTE, STOP IN CHUTE.
4. BACK CHUTE TO CHUTE, JOG OUT CHUTE, JOG OVER POLE.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG AROUND CONE TO THE LEFT, AND JOG OVER MORE POLES.

SENIOR TRAIL



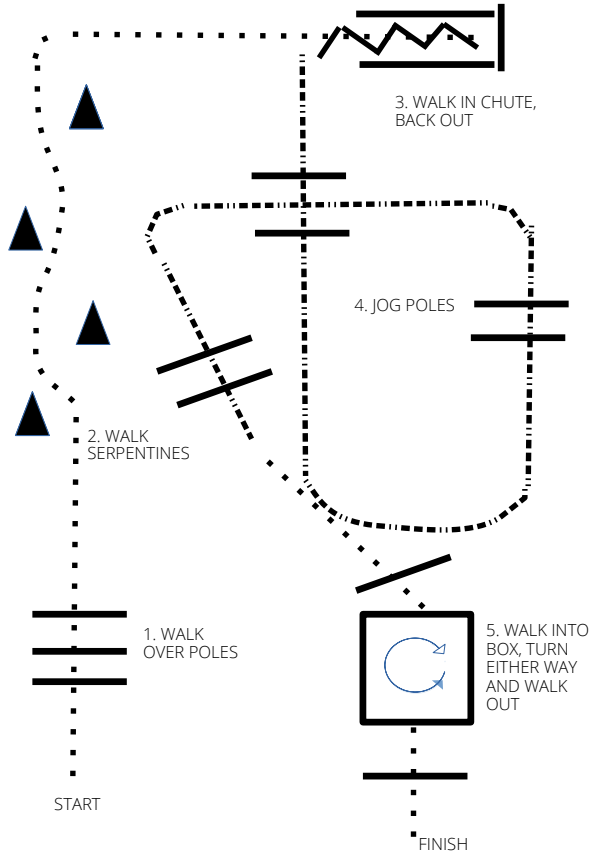
1. JOG OVER POLES, JOG AROUND CONE.
2. LOPE OVER POLES (RIGHT LEAD).
3. BREAK TO THE JOG, JOG OVER POLES.
4. JOG THROUGH SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. LOPE INTO CHUTE (LEFT LEAD), STOP IN CHUTE, BACK CHUTE TO CHUTE.
7. WALK OUT CHUTE, WALK OVER POLES.
8. JOG OVER POLE, JOG INTO BOX AND STOP. SIDE PASS LEFT, WALK OUT BOX, WALK OVER POLE.
9. JOG UP TO BOX, STOP OR BREAK TO THE WALK, WALK INTO BOX AND EXECUTE A 360 DEGREE TURN EITHER WAY, THEN WALK OUT BOX.

YEARLING & 2-YR-OLD + 3-YEAR-OLD & OLDER TRAIL IN HAND



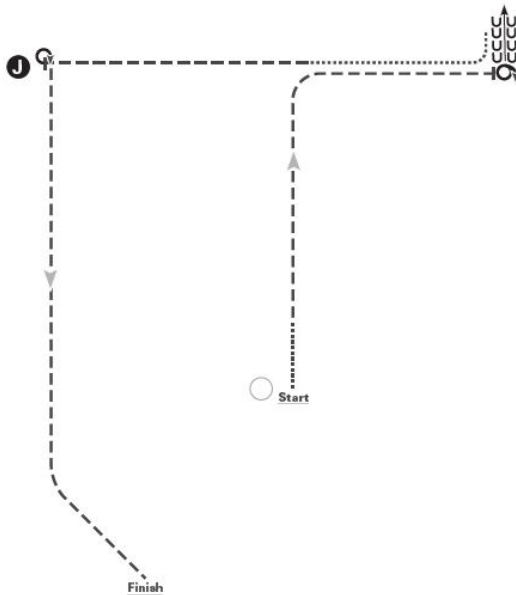
1. JOG OVER POLES, JOG AROUND CONE.
2. JOG OVER POLES.
3. STOP OR BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
4. JOG OVER POLES.
5. JOG INTO CHUTE, STOP IN CHUTE, BACK CHUTE TO CHUTE.
6. WALK OUT CHUTE, WALK OVER POLES.
7. WALK UP TO BOX, WALK OVER POLE, WALK INTO BOX AND STOP. SIDE PASS RIGHT, WALK OUT BOX, WALK OVER POLE.
8. WALK UP TO BOX, STOP OR BREAK TO THE WALK, WALK INTO BOX AND EXECUTE A 360 DEGREE TURN RIGHT, THEN WALK OUT BOX.

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

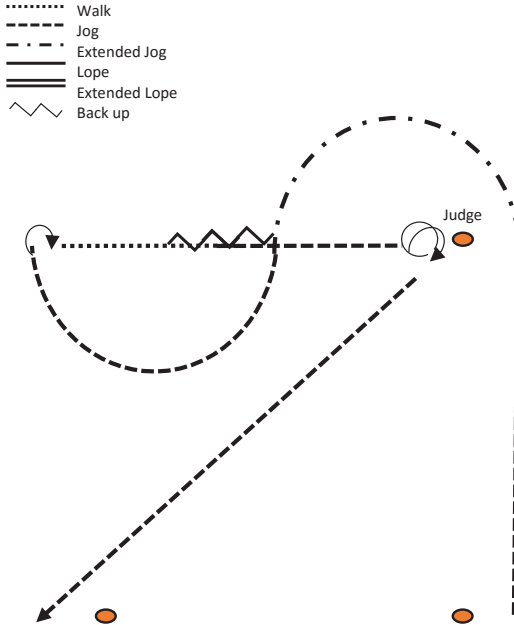
NOVICE YOUTH + NOVICE AMATEUR SHOWMANSHIP AT HALTER



BE READY AT CONE

1. WALK 1 HORSE LENGTH
2. TROT CORNER TO THE RIGHT, STOP
3. PERFORM A 450 DEGREE TURN
4. BACK APPROX. 2 HORSE LENGTHS
5. WALK CORNER 1/2 WAY, TROT TO JUDGE, STOP
6. SET UP FOR INSPECTION
7. INSPECTION
8. AFTER INSPECTION, EXECUTE A 270 DEGREE TURN TO THE RIGHT
9. TROT TO EXIT

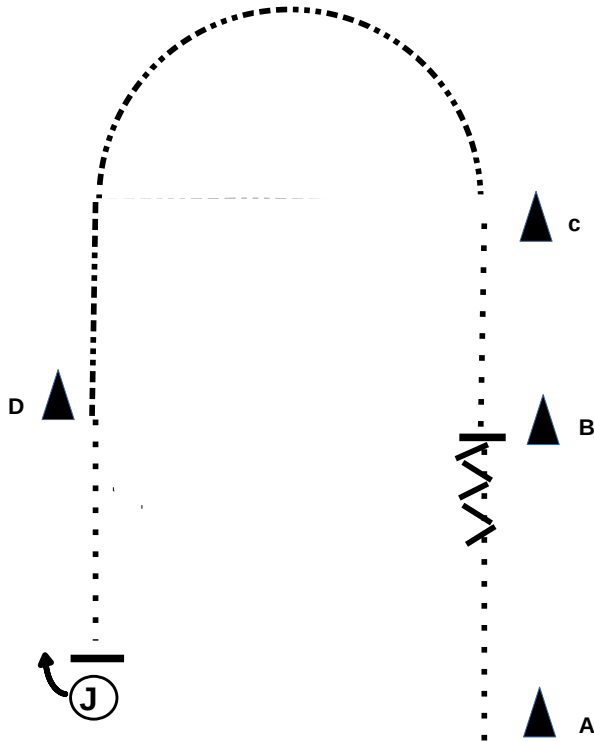
YOUTH + AMATEUR SHOWMANSHIP AT HALTER



START AT MARKER

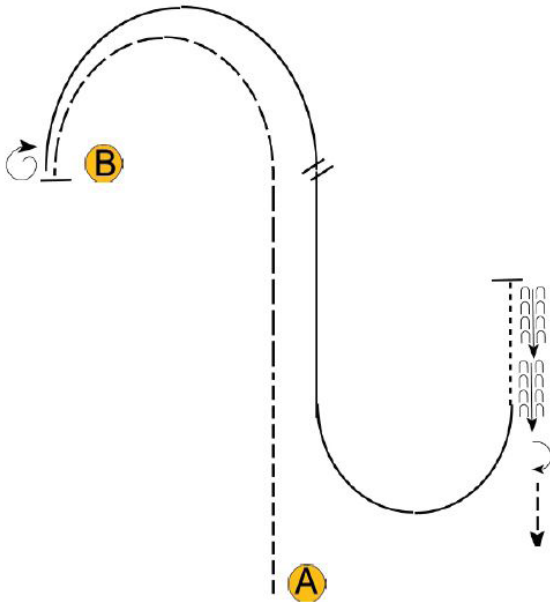
1. JOG
2. ½ CIRCLE EXTENDED JOG TO THE LEFT
3. ½ CIRCLE REGULAR JOG TO THE RIGHT
4. STOP, TURN 90°
5. WALK HALF WAY TO JUDGE
6. STOP BACK UP 2 HORSE LENGTH
7. JOG TO JUDGE, STOP
8. SET UP FOR INSPECTION
9. TURN 495 °
10. JOG STRAIGHT LINE, DIAGONAL TO MARKER
EXIT AT JOG

PHCG YOUTH WALK TROT SHOWMANSHIP AT HALTER



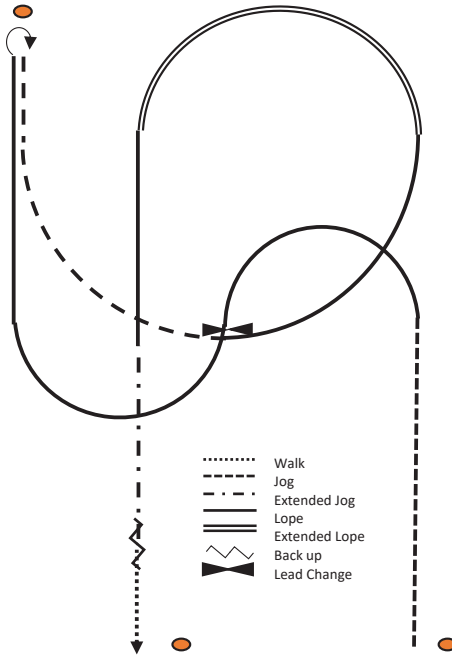
1. WALK FROM A TO B
2. STOP AT B, BACK UP APPROX. 1 HORSE LENGTH
3. WALK FROM B TO C
4. AT C TROT HALF CIRCLE TO THE LEFT
5. CONTINUE TO TROT TILL D
6. WALK FROM D TO JUDGE
7. SET UP FOR INSPECTION
8. $\frac{1}{4}$ TURN

NOVICE YOUTH + NOVICE AMATEUR WESTERN HORSEMANSHIP



1. START AT A
2. JOG HALFWAY TO B.
3. EXTEND TO JOG IN A HALF CIRCLE TO B.
4. STOP AND PERFORM A 1 1/2 TURN TO THE RIGHT.
5. LOPE ON THE RIGHT LEAD IN A HALF CIRCLE UNTIL EVEN WITH B.
6. PERFORM A LEAD CHANGE (SIMPLE OR FLYING).
7. LOPE ON THE LEFT LEAD HALFWAY TO A AND CONTINUE A HALF CIRCLE.
8. WALK APPROXIMATELY 2 HORSE LENGTHS.
9. STOP AND BACK APPROXIMATELY 2 HORSE LENGTHS.
10. PATTERN IS COMPLETE. PERFORM A 180 DEGREE TURN TO RIGHT AND EXIT ARENA AT A JOG.

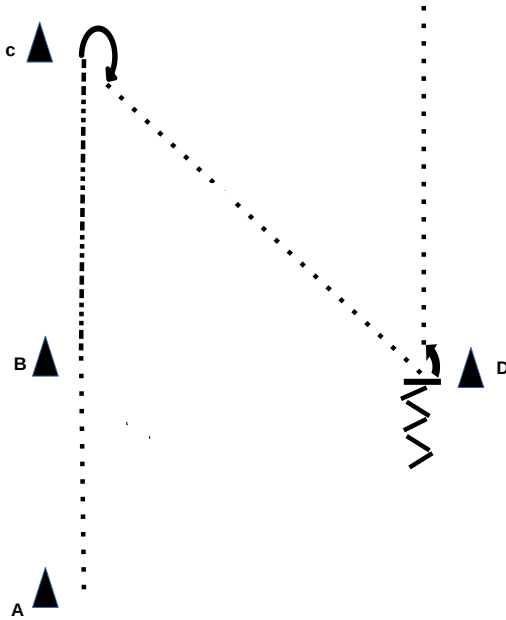
AMATEUR WESTERN HORSEMANSHIP



BE READY AT MARKER

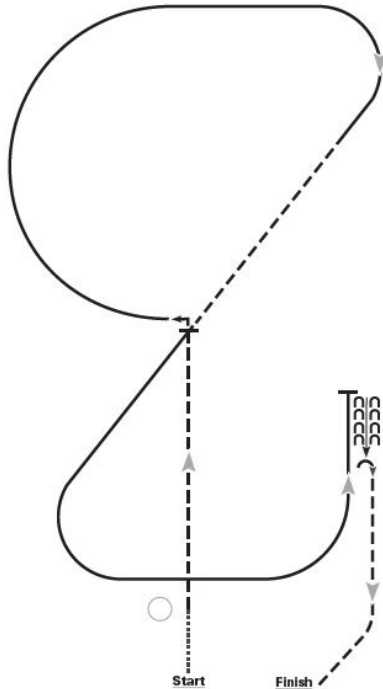
1. JOG STRAIGHT LINE
2. LOPE $\frac{1}{2}$ CIRCLE LEFT, $\frac{1}{2}$ RIGHT PERFORM A SIMPLE LEAD CHANGE, LOPE STRAIGHT LINE TO MARKER
3. STOP, TURN 180° RIGHT
4. JOG $\frac{1}{4}$ CIRCLE
5. LOPE $\frac{1}{4}$ CIRCLE LEFT, EXTEND LOPE $\frac{1}{2}$ SMALLER CIRCLE, REGULAR LOPE STRAIGHT LINE
6. EXTENDED JOG, STOP
7. BACK UP, WALK, WALK OUT

PHCG YOUTH WALK TROT WESTERN HORSEMANSHIP



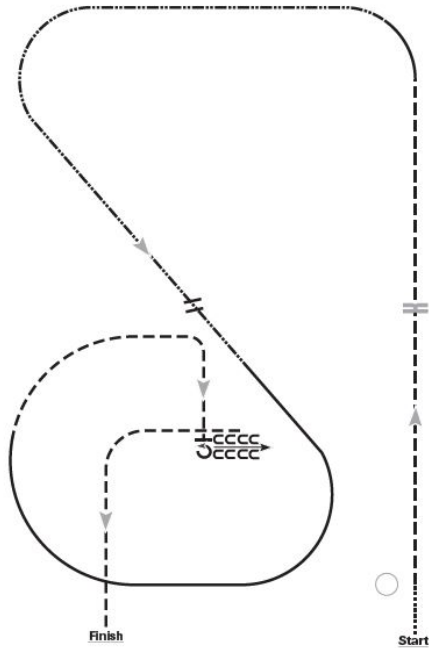
1. WALK FROM A TO B
2. TROT FROM B TO C, STOP
3. PERFORM A 135° TURN TO THE RIGHT
4. WALK DIAGONAL FROM C TO D
5. STOP AT D, PERFORM 135° TURN TO LEFT
6. BACK UP APPROX. 1 HORSE LENGTH
7. WALK TO LINE UP

NOVICE AMATEUR HUNT SEAT EQUITATION



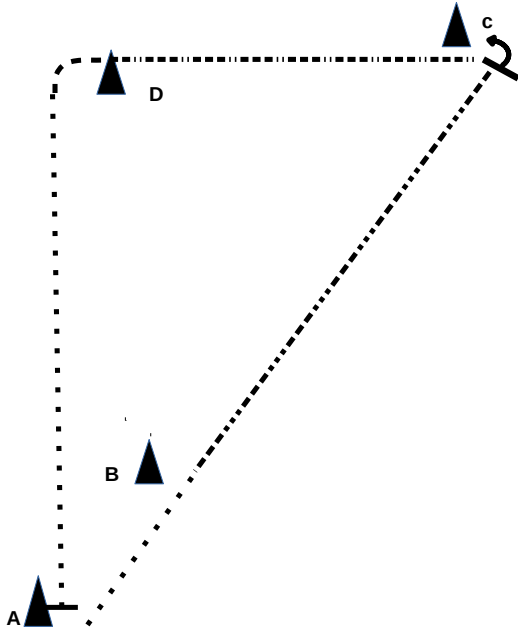
1. WALK TO CONE
2. TROT RIGHT DIAGONAL
3. AT CENTER OF ARENA, STOP AND PERFORM A 90 DEGREE LEFT FOREHAND TURN
4. CANTER RIGHT LEAD
5. BREAK INTO POSTING TROT, LEFT DIAGONAL TO CENTER
6. CANTER LEFT LEAD
7. STOP, BACK
8. 180 DEGREE TURN TO THE RIGHT ON THE HAUNCHES
9. SITTING TROT TO EXIT

AMATEUR HUNT SEAT EQUITATION



1. WALK TO CONE
2. SITTING TROT TO MIDDLE OF ARENA
3. POSTING TROT LEFT DIAGONAL
4. CANTER LEFT LEAD MOVING INTO HAND GALLOP
5. CHANGE LEADS (SIMPLE OR FLYING) AT CENTER
6. COLLECT CANTER ROUND TO RIGHT
7. BREAK TO A LEFT DIAGONAL, MAKING A RIGHT CORNER AT CENTER
8. STOP, 270 DEGREE TURN TO THE LEFT ON THE FOREHAND, BACK UP
9. POSTING TROT ON THE RIGHT DIAGONAL TO EXIT

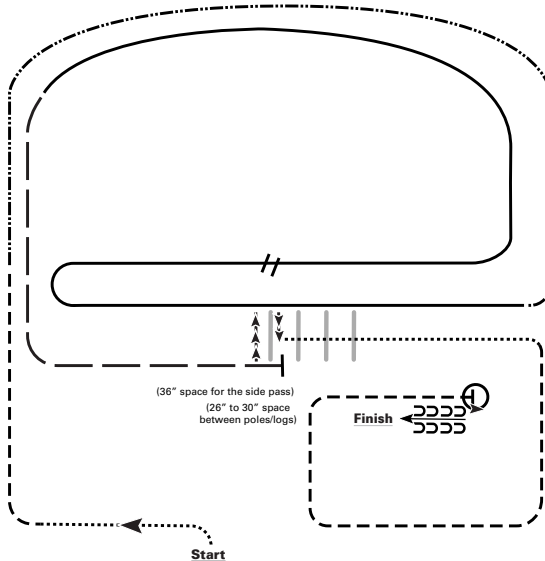
PHCG YOUTH WALK TROT HUNT SEAT EQUITATION



1. WALK FROM A TO B
2. POSTING TROT EITHER DIAGONAL FROM A TO C
3. STOP AT C
4. FOREHAND TURN TO THE LEFT
5. SITTING TROT TO D
6. WALK AROUND D AND WALK TO A
7. STOP AT A

NOVICE AMATEUR & GREEN RANCH RIDING

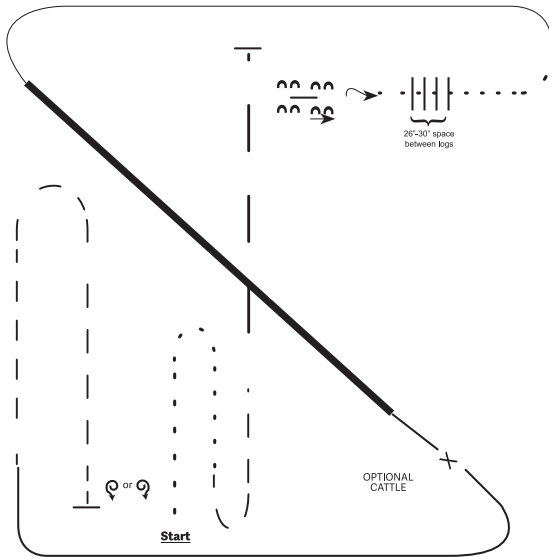
Ranch Riding Pattern #4



1. WALK
2. TROT
3. EXTENDED LOPE-RIGHT LEAD
4. LOPE-RIGHT LEAD
5. CHANGE LEADS (SIMPLE OR FLYING)
6. LOPE LEFT LEAD
7. EXTENDED TROT
8. STOP, SIDE PASS LEFT, SIDE PASS RIGHT, 1/2 WAY
9. WALK OVER LOGS
10. WALK
11. TROT SQUARE
12. STOP, 360° TURN LEFT, BACK

OPEN RANCH RIDING

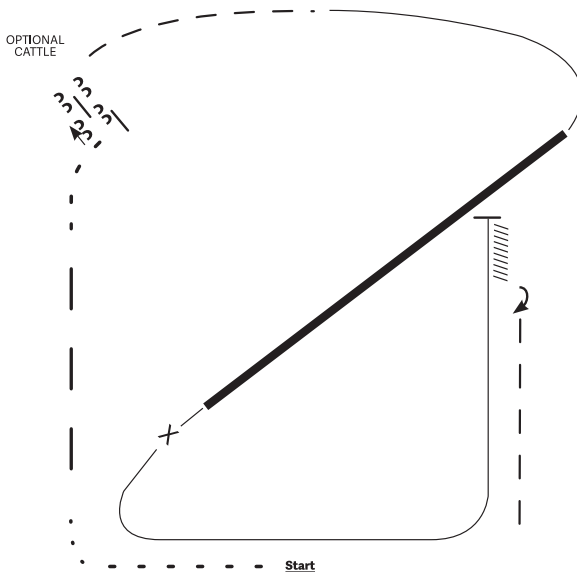
Ranch Riding Pattern #7



1. WALK
2. TROT
3. EXTENDED TROT
4. STOP AND BACK
5. SIDE PASS OVER LOG RIGHT
6. 1/4 TURN RIGHT, WALK OVER LOGS
7. WALK
8. LOPE LEFT LEAD
9. EXTENDED LOPE (LEFT LEAD)
10. COLLECT LOPE, CHANGE LEADS (SIMPLE OR FLYING)
11. LOPE RIGHT LEAD
12. TROT
13. STOP, ONE 360 DEGREE TURN EITHER DIRECTION

YOUTH & AMATEUR RANCH RIDING

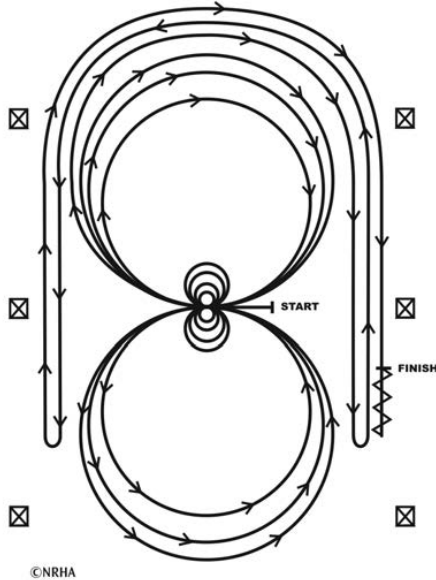
Ranch Riding Pattern #10



1. WALK
2. EXTENDED TROT
3. WALK
4. STOP, SIDE PASS LOG LEFT
5. TROT
6. LOPE RIGHT LEAD
7. EXTENDED LOPE (RIGHT LEAD)
8. COLLECT LOPE AND CHANGE LEADS (SIMPLE OR FLYING)
9. LOPE LEFT LEAD
10. STOP AND BACK
11. 180 TURN TO RIGHT
12. TROT

GREEN & AMATEUR REINING

Reining Pattern #8

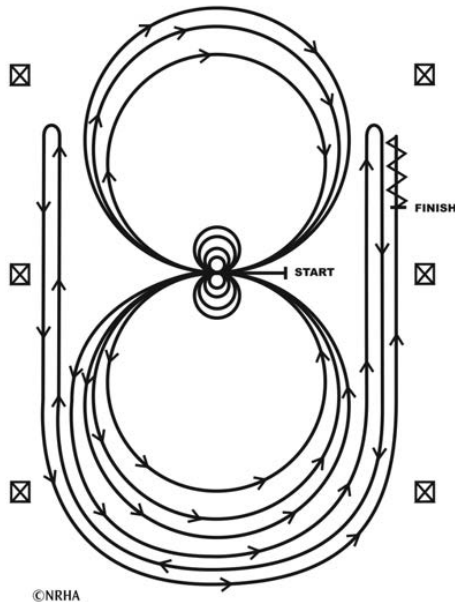


HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

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.

JUNIOR & SENIOR REINING

Reining Pattern #15

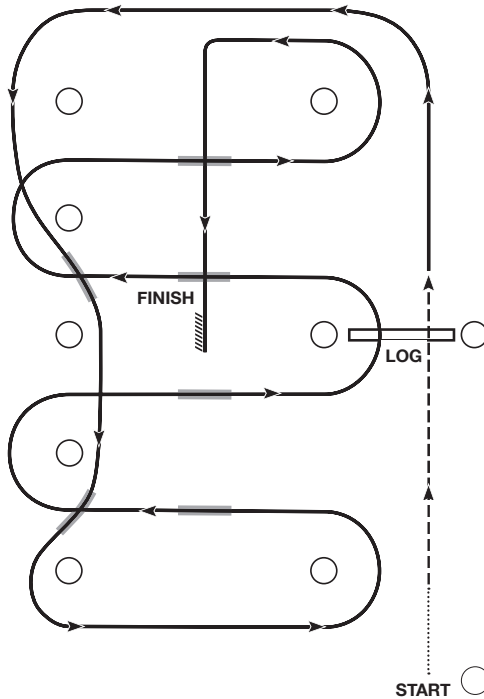


HORSES MAY WALK OR JOG TO THE CENTER OF ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF ARENA FACING THE LEFT WALL OR FENCE.

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

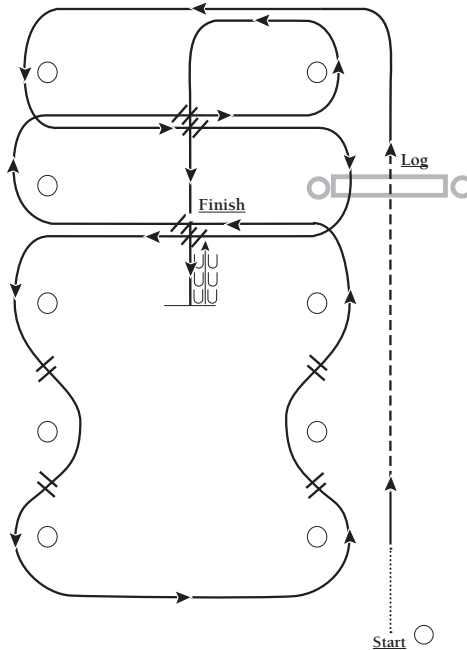
Green Western Riding Pattern #1



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

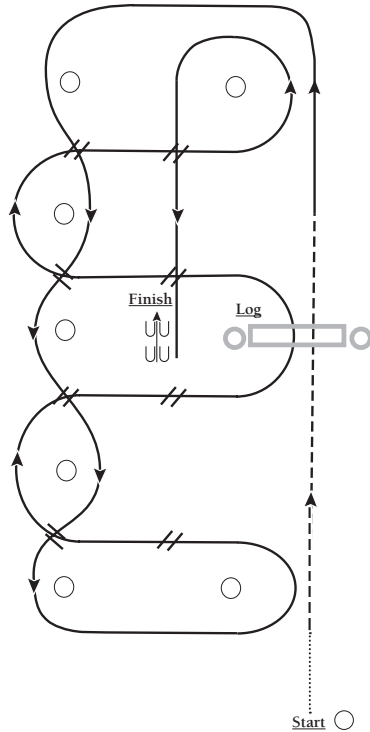
Western Riding Pattern #3



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.