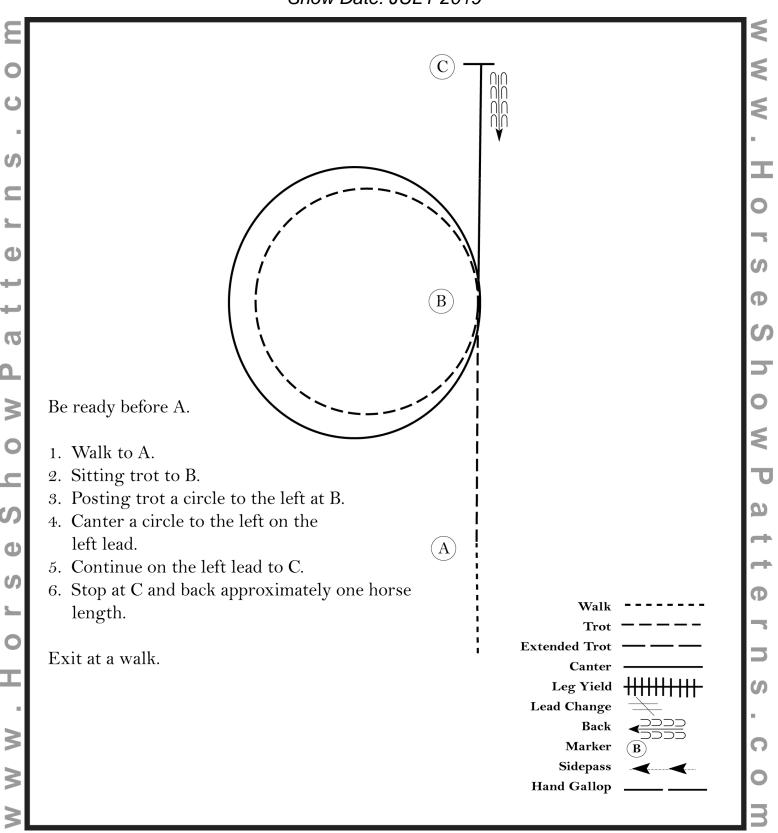
Hunt Seat Equitation (LEVEL 1 AMT & YTH)

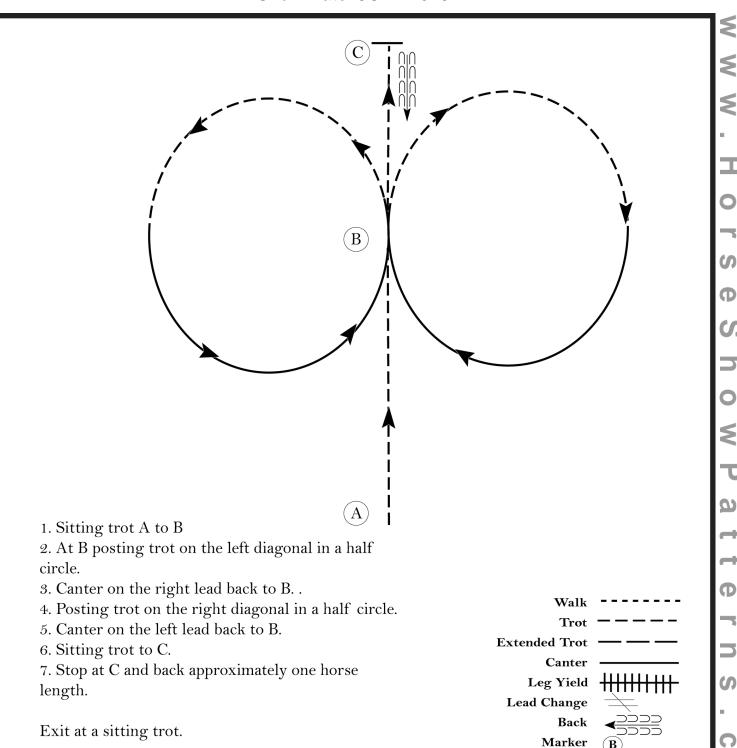
Show Date: JULY 2019



[HSE/1-38]

Hunt Seat Equitation (YTH / AMT / SELECT)

Show Date: JULY 2019



Ф

e Show P

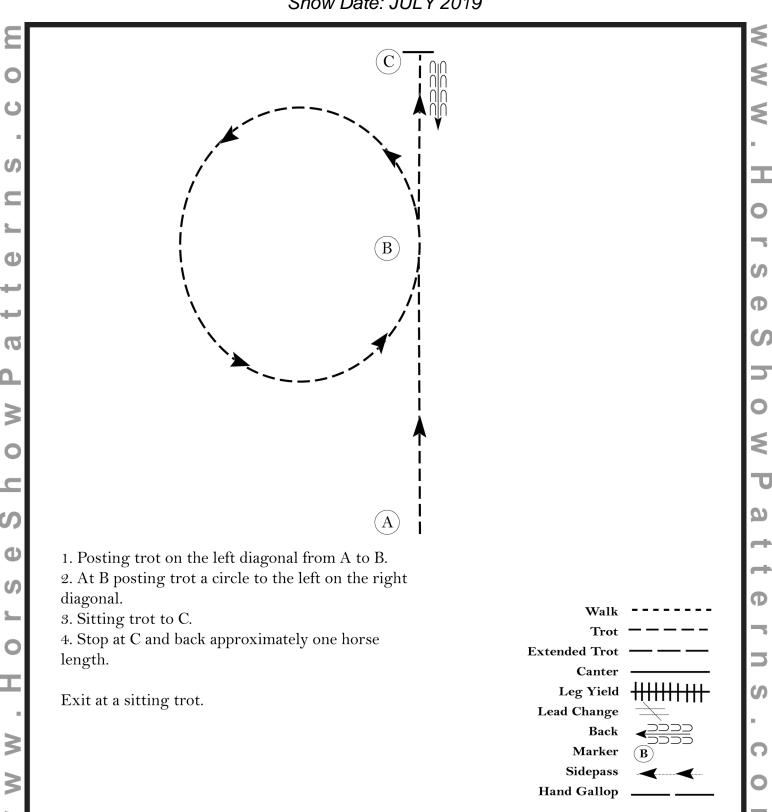
S

[HSE/2-21]

Sidepass Hand Gallop

Hunt Seat Equitation (WALK TROT CLASSES)

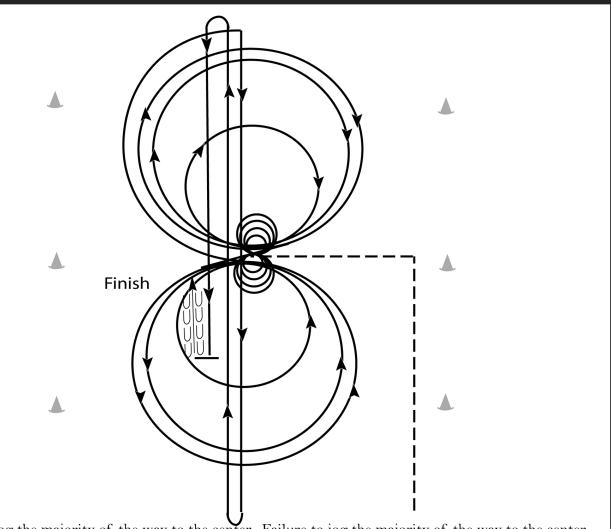
Show Date: JULY 2019



[HSE/WT-21]

Reining (AMT/YTH)

Show Date: JULY 2019



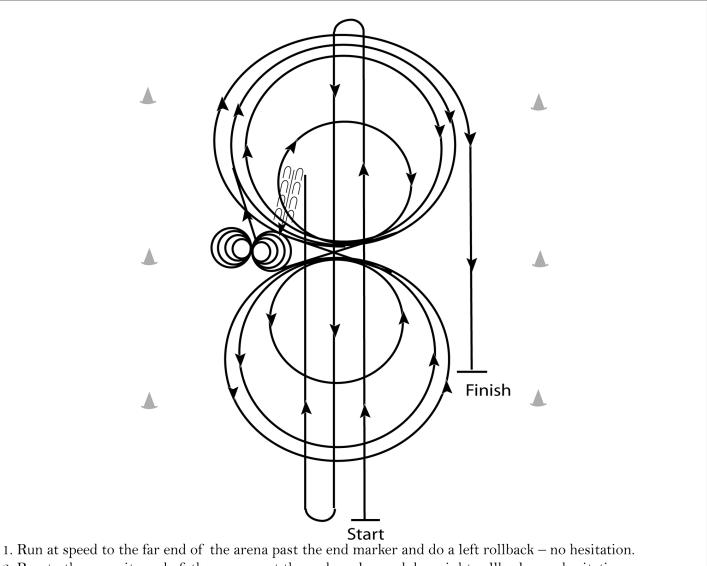
Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses must wal or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

- 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 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 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. C
- 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 10 feet (3m). Hesitate to demonstrate completion of pattern.

[R/AQHAP-11]

Reining (OPEN)

Show Date: JULY 2019



- 2. Run to the opposite end of the arena past the end marker and do a right rollback no hesitation.
- 3. Run past the center marker and do a sliding stop. Back up to the center of the arena at least ten feet (3m). Hesitate.
- 4. Complete four spins to the right.

seShowPatt

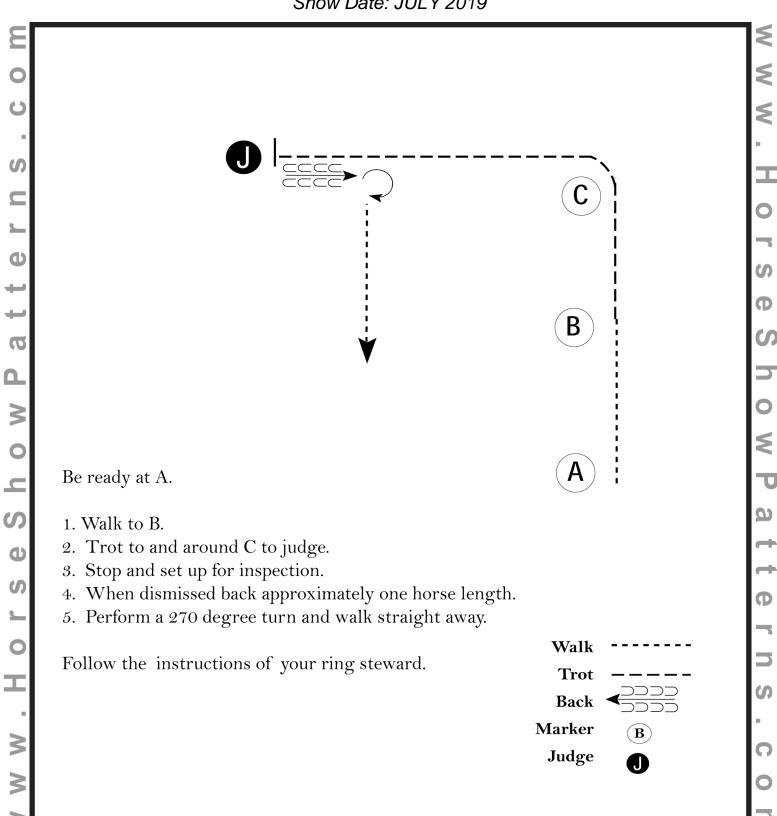
- 5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
- 6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 7. Complete 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.
- 8. Begin a large fast 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 sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

[R/AQHAP-7]

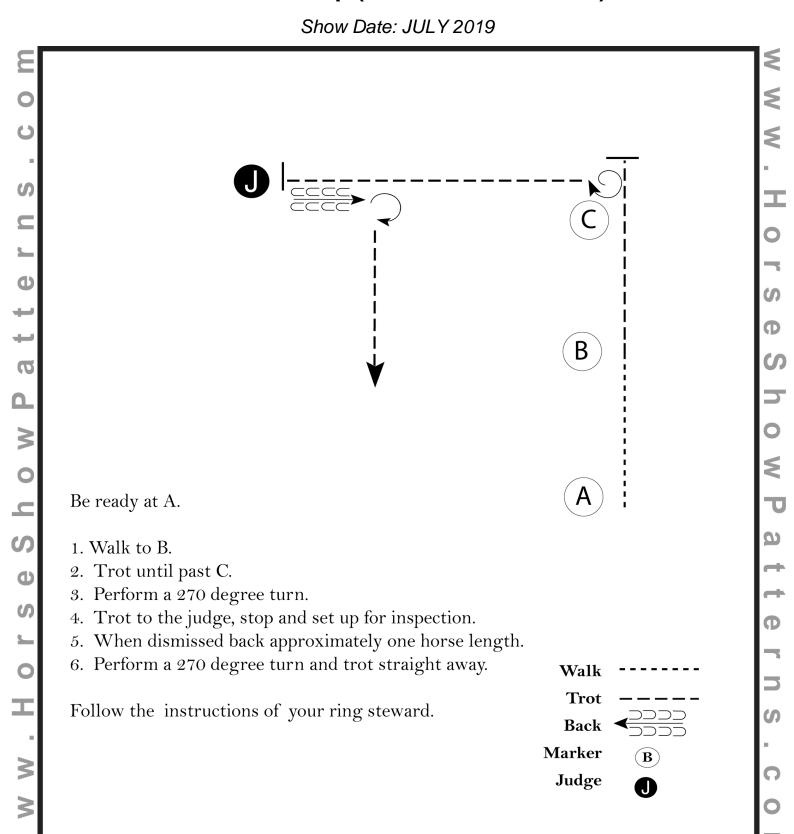
Showmanship (LEVEL 1 AMT & YTH)

Show Date: JULY 2019



[S/1-39]

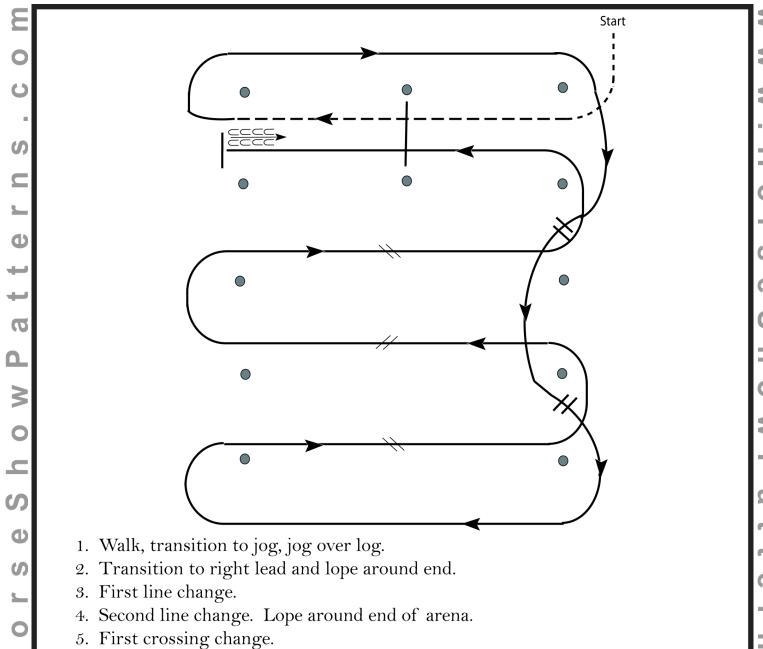
Showmanship (YTH / AMT / SELECT)



[S/3-39]

Western Riding (L1 YTH / AMT / GREEN)

Show Date: JULY 2019



- 6. Second crossing change.
- 7. Third crossing change.
- 8. Lope over log.

erns.

9. Lope, stop and back.

[WR/GP-3]

Western Horsemanship (L1 YTH / AMT WALK TROT)

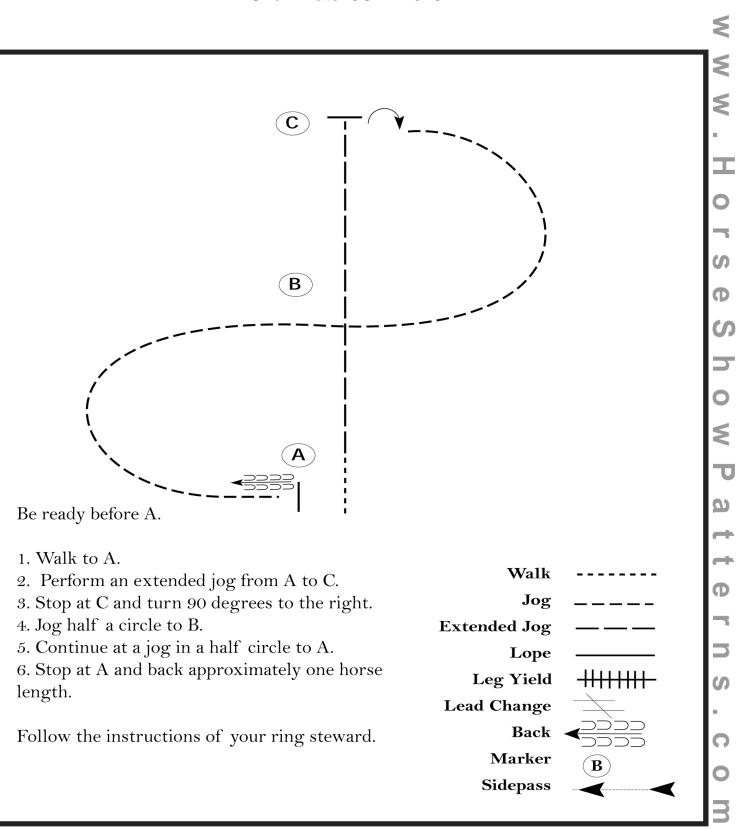
Show Date: JULY 2019

Ф

ShowP

Ф

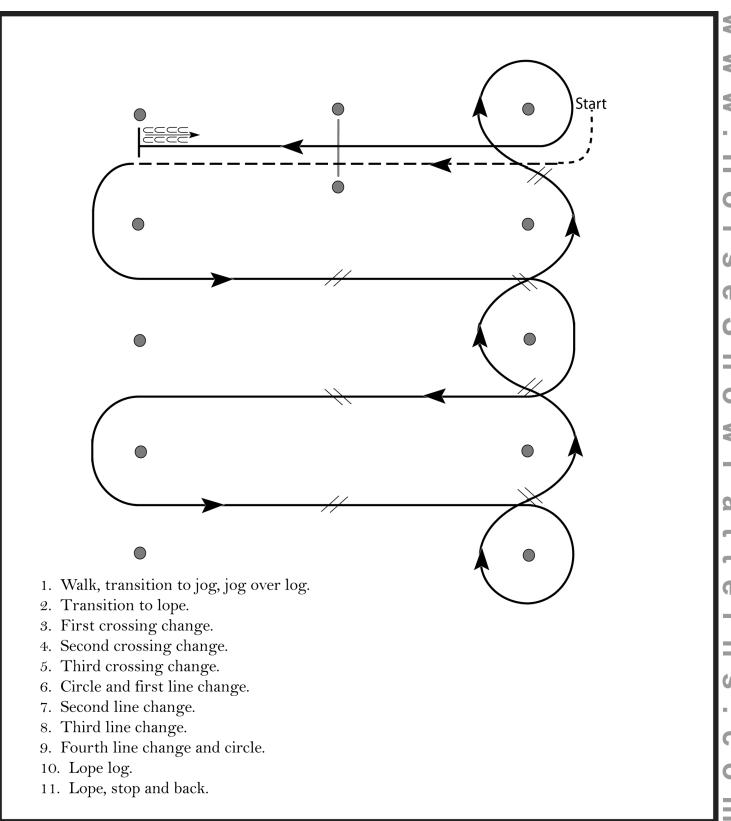
S



[WH/WT-30]

Western Riding (AMT / SEL / YTH / OPEN)

Show Date: JULY 2019



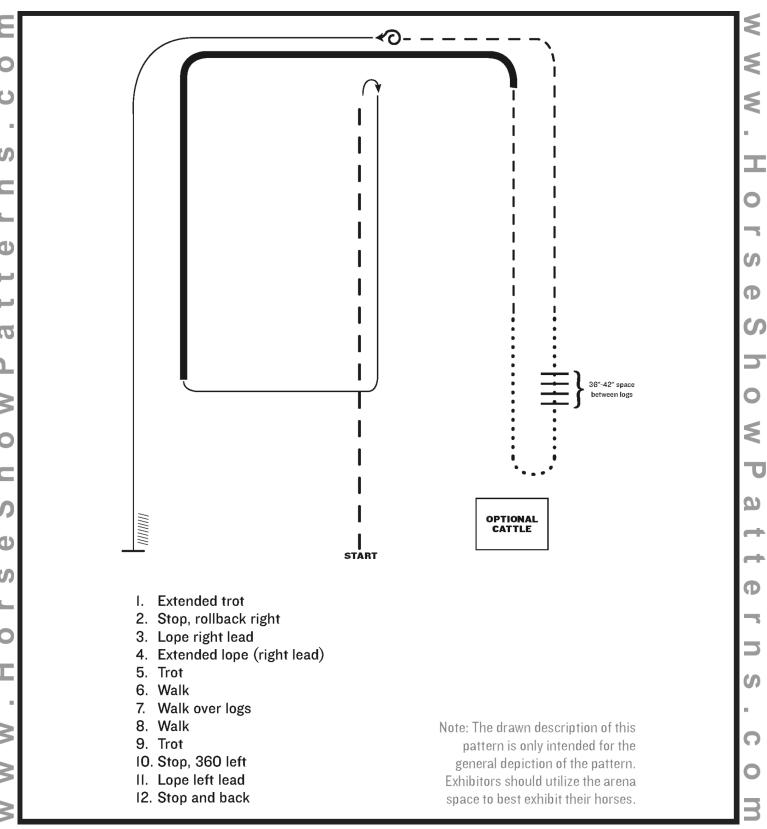
e

ww. Horse Show Patt

[WR/OP-2]

Ranch Riding (AMT / YTH)

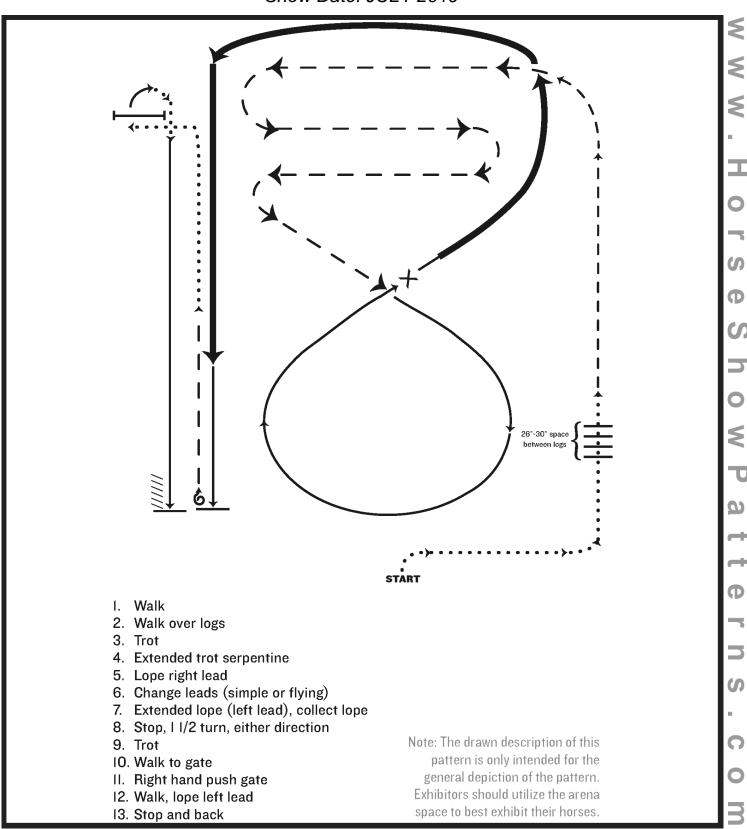
Show Date: JULY 2019



[RR/AQHA-15]

Ranch Riding (OPEN)

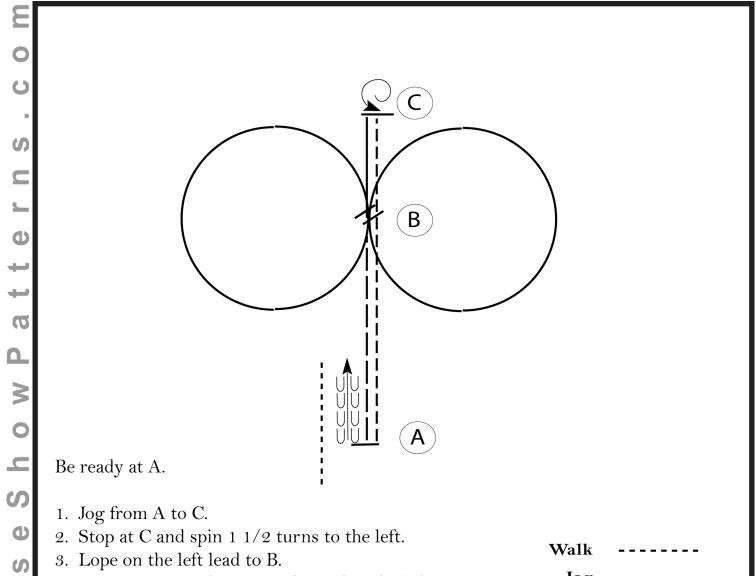
Show Date: JULY 2019



[RR/AQHA-13]

Western Horsemanship (YTH / AMT / SELECT)

Show Date: JULY 2019

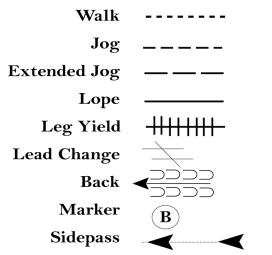


3. Lope on the left lead to B.

Ф

- 4. Lope a circle with increased speed to the left.
- 5. Change leads at B and slow to a lope.
- 6. Lope a circle to the right.
- 7. Extended jog from B to A.
- 8. Stop at A and back approximately one horse length.
- 9. Walk to A and exit at a walk.

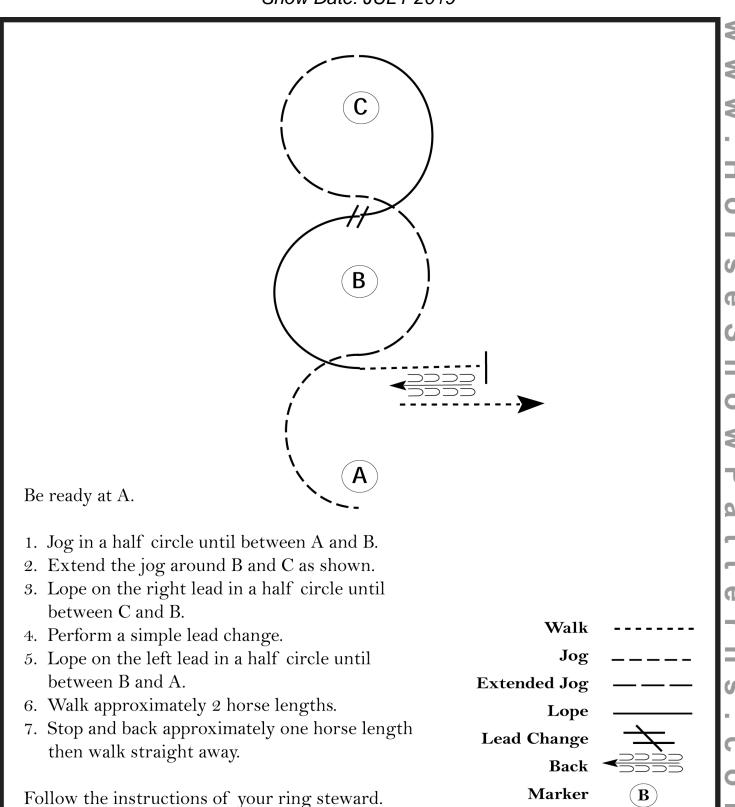
Follow the instructions of your ring steward.



[WH/3-72]

Western Horsemanship (L1 YTH / AMT)

Show Date: JULY 2019

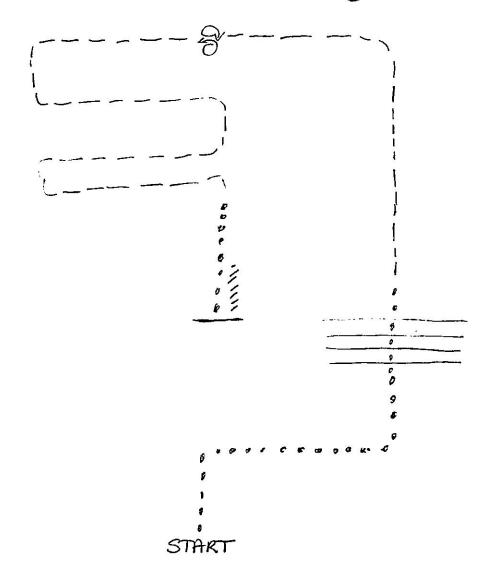


Ф

seShowP

[WH/2-85]

IQHA 9 & Under W/T Ranch Riding



1. Walk

1. Walk over logs 3. Trot

4. Stop. 360 both ways. Either way first.

5. Trot

6. Trot sepentine

7. Walk

8. Stop. Back