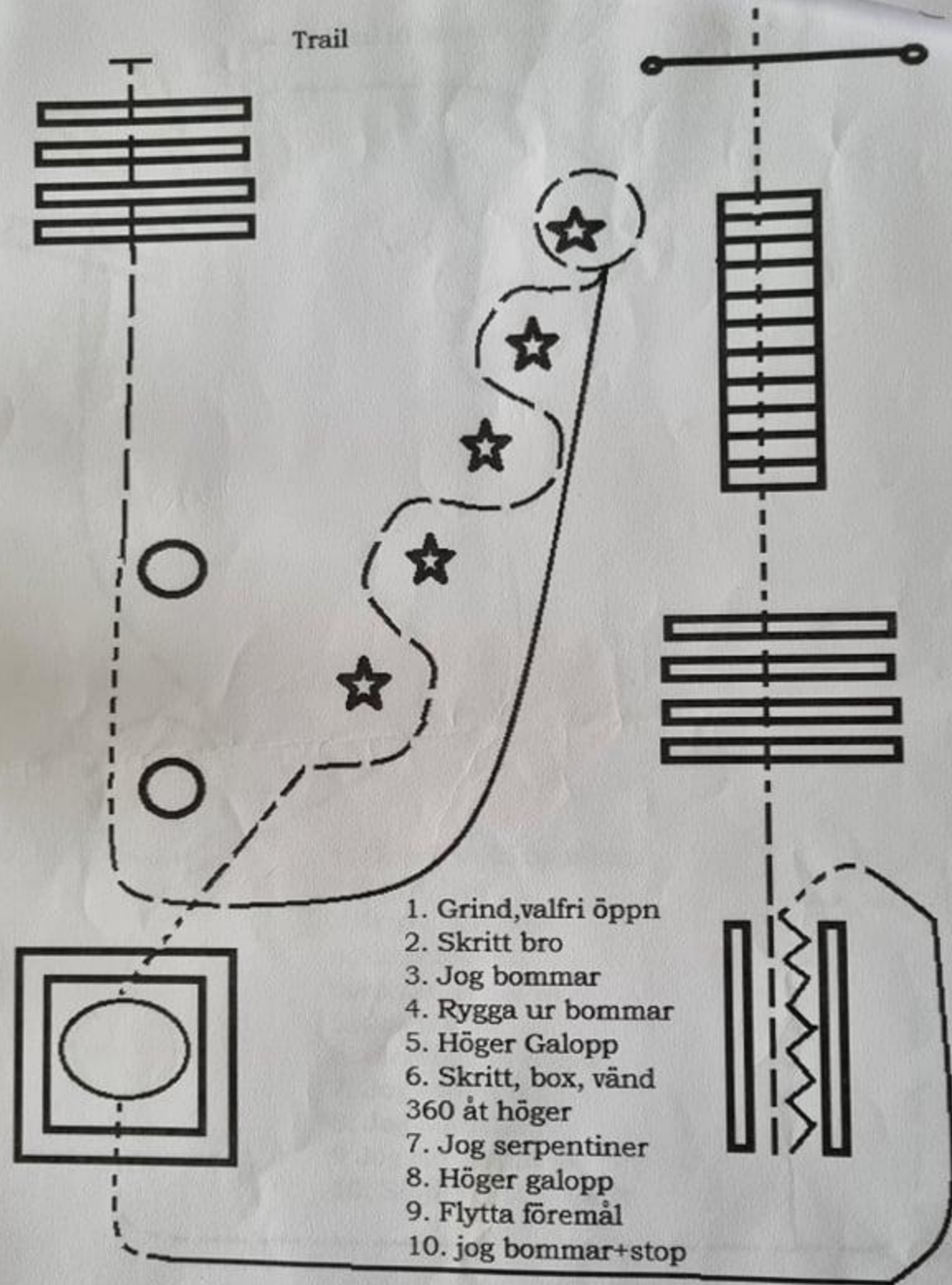


Ranchtrail open+youth

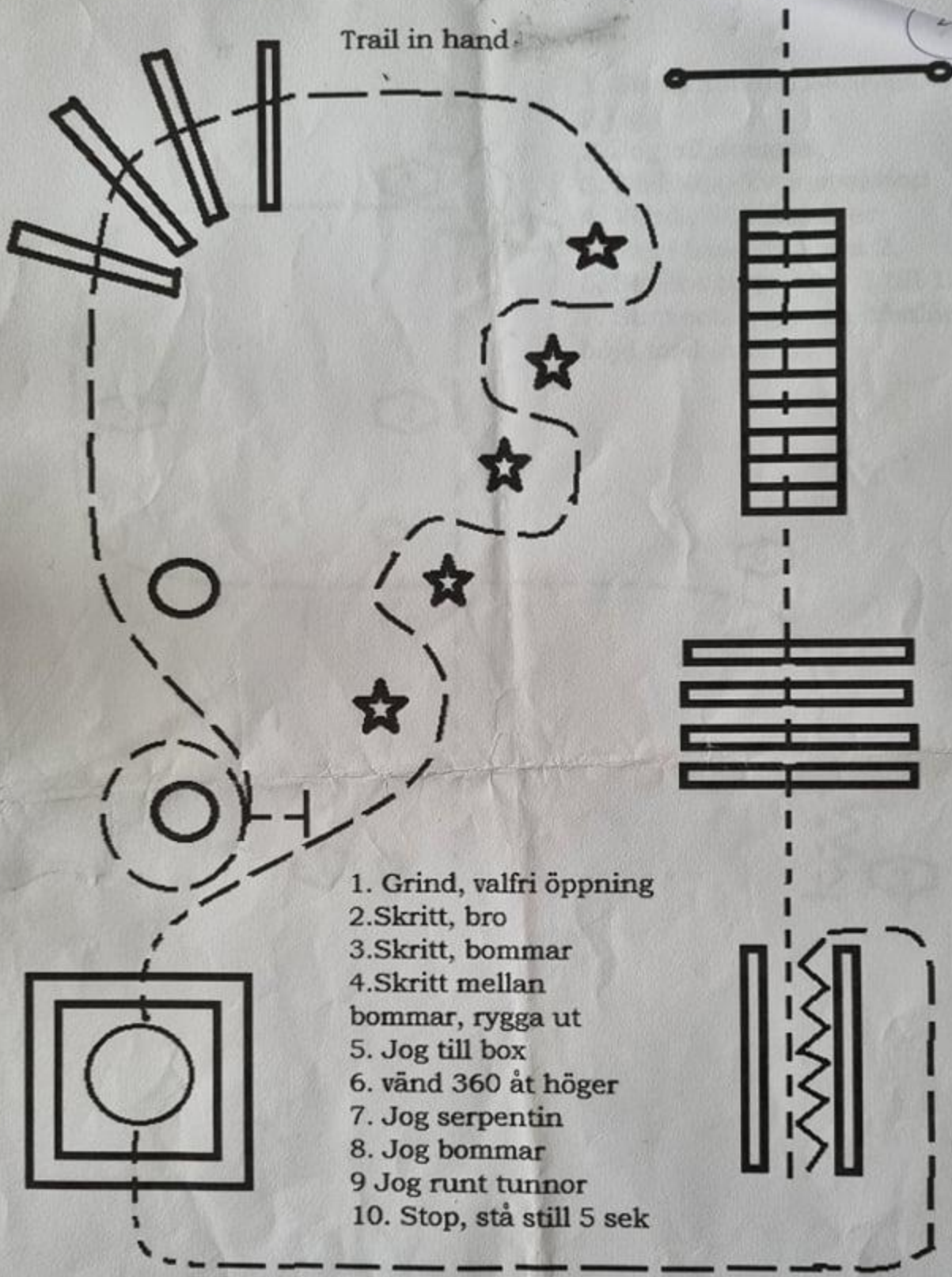
uders S
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Tel. 0510

Trail

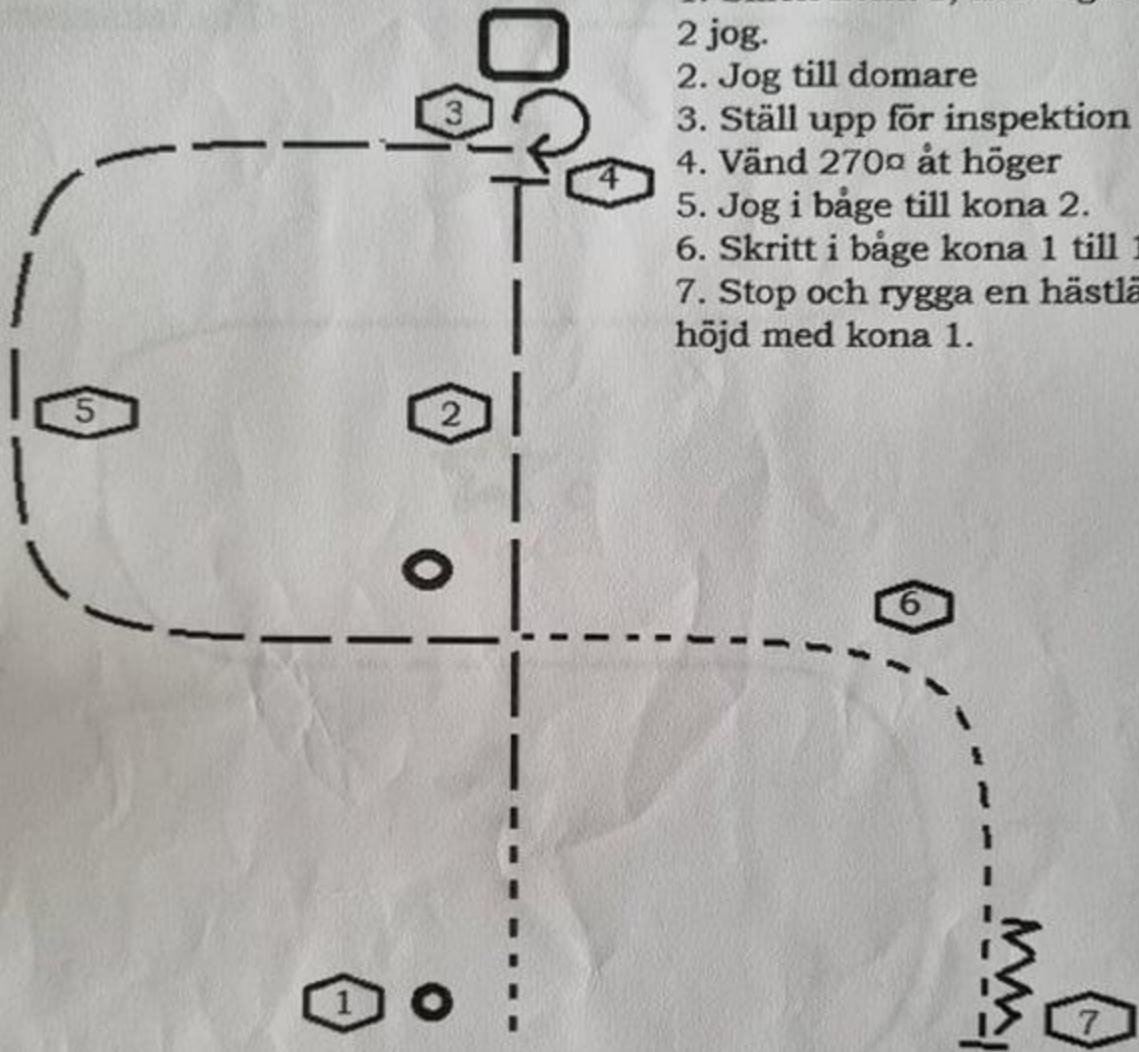


Trail open+youth

Trail in hand

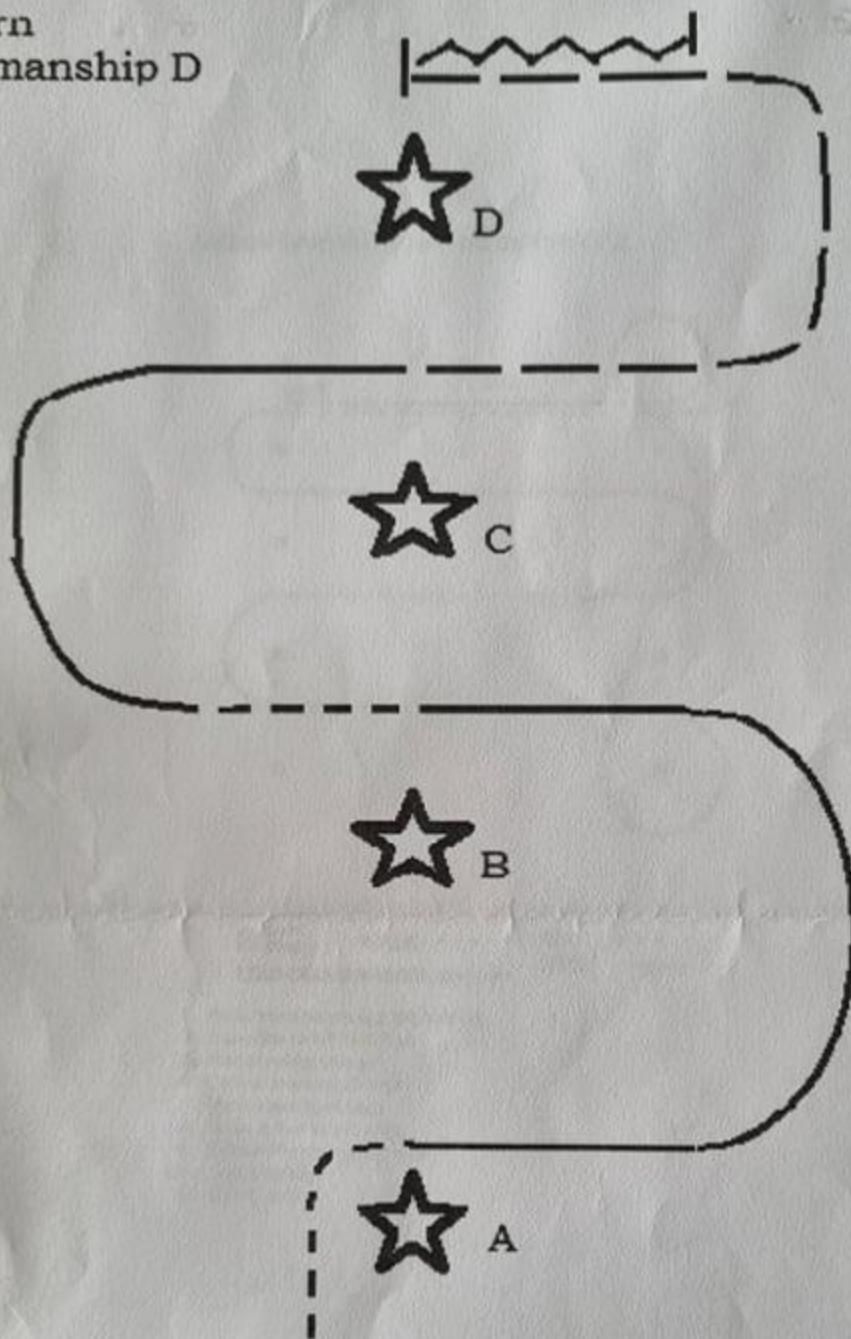


1. Grind, valfri öppning
2. Skritt, bro
3. Skritt, bommar
4. Skritt mellan bommar, rygga ut
5. Jog till box
6. vänd 360 åt höger
7. Jog serpentin
8. Jog bommar
9. Jog runt tunnor
10. Stop, stå still 5 sek



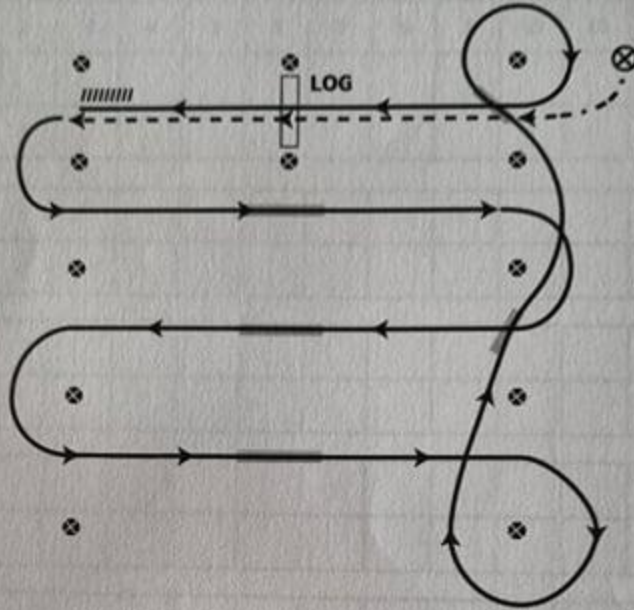
1. Skritt kona 1, halvvägs till kona 2 jog.
2. Jog till domare
3. Ställ upp för inspektion
4. Vänd 270° åt höger
5. Jog i båge till kona 2.
6. Skritt i båge kona 1 till 1.
7. Stop och rygga en hästlängd i höjd med kona 1.

Western
Horsemanship D



1. Skritt, runda kona A.
2. Vänster galopp kona A till B.
3. Skritt 5 steg vid kona B.
4. Höger galopp till kona C.
5. Jog kona C till D.
6. Stop, rygga 6 steg

GREEN WESTERN RIDING PATTERN 2

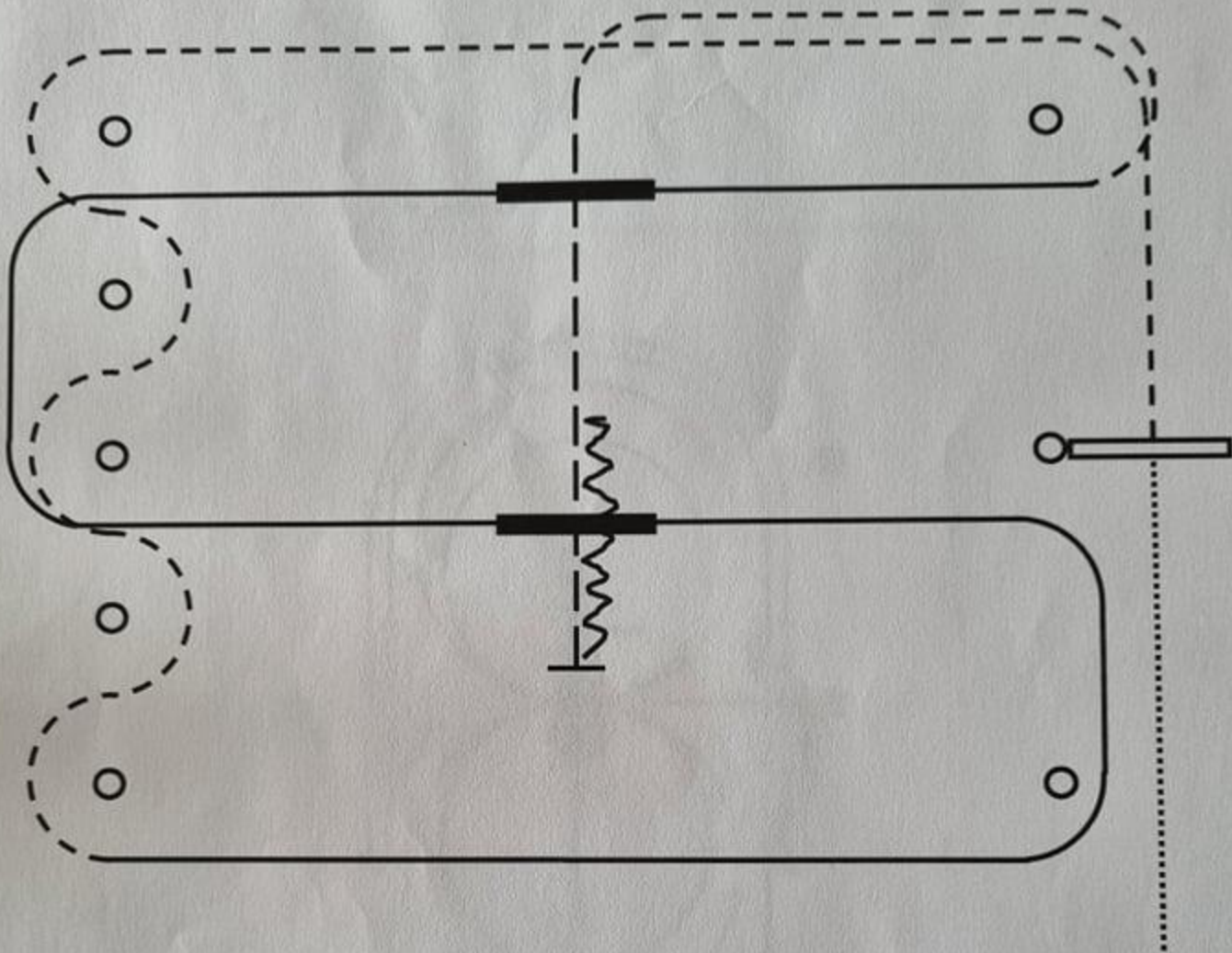


⊗ START CONE WALK - - - - - JOG - - - - -
 LEAD CHANGING AREA [hatched] LOPE ————

1. Walk, 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

Western riding open

YOUTH

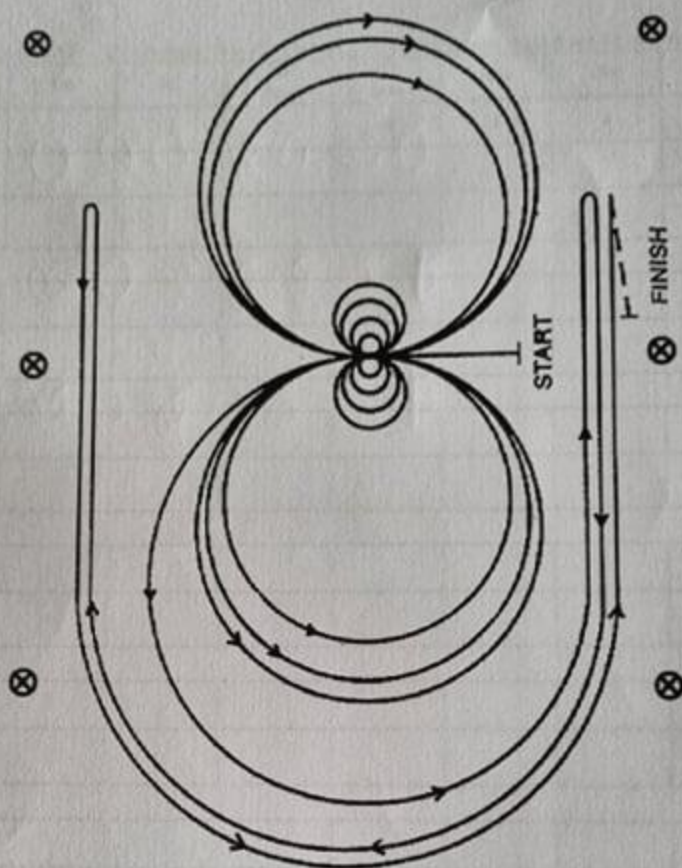


Western Riding Green Pattern 1

1. Skritt, bom. Jog.
2. Jog i serpentin.
3. Vänster galopp.
4. 1:a bytet på medellinjen, höger galopp.
5. 2:a bytet på medellinjen, vänster galopp.
6. Jog.
7. Extended jog på medellinjen.
8. Efter 4 markeringen, stop och rygga förbi mittmarkeringen

Western riding youth

REINING PATTERN 6



Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

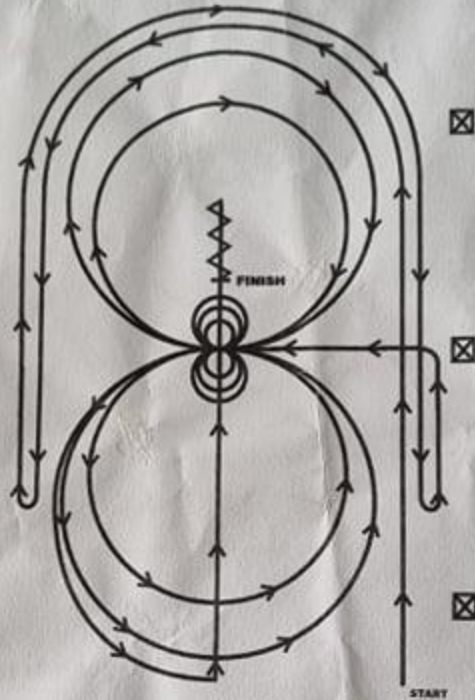
1. Complete four spins to the right.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. 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.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left 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 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. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

YATA

REINING PATTERN 15

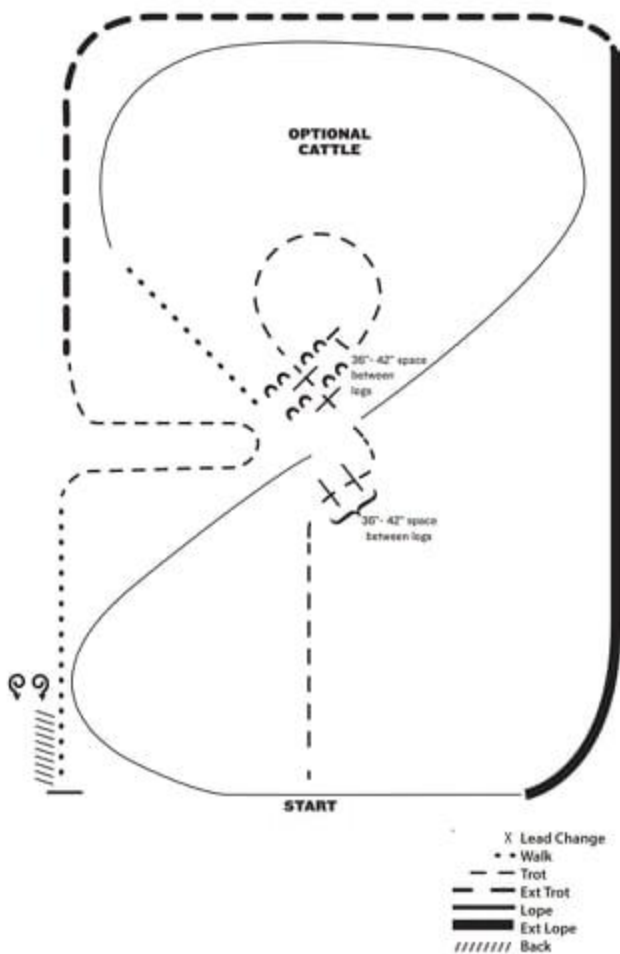
Approved only for Level 1 Youth and Amateur, Youth 13 & Under and EWD JoE,
Lope Para-reining (Independent)



1. Run around the end of the arena, run down the left side past center marker, right rollback
2. Run around end of arena, run down right side past center marker, left rollback
3. Left circles, one large fast and one small slow, stop at center
4. 3 spins left, hesitate
5. Right circles, one large fast and one small slow, stop at center
6. 3 spins right, hesitate
7. Begin large circle to left at the top of the circle, run down the center of arena past center marker, stop and back up at least 10 feet.

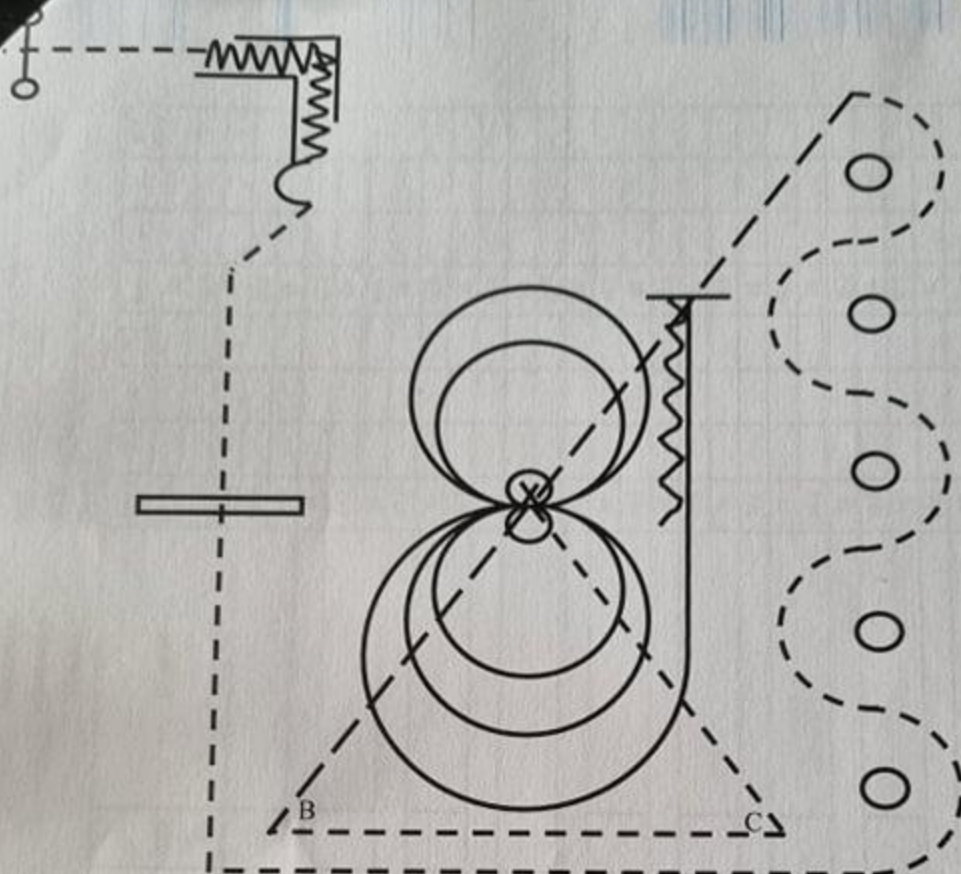
Hesitate to show completion of pattern.

Ranch riding open+youth

RANCH RIDING - PATTERN 9

1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R or R-L)

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



Versatile Horse Green Pattern 1

1. Grind, valfri öppning
2. Rygga L, vänd 180° åt vänster.
3. Skritt, bom och sedan jog.
4. Jog i serpentin.
5. Extended jog på diagonalen.
6. Jog mellan B-C-X
7. Höger galopp, 1 stor volt, 1 liten volt.
8. Vid X, stop, stanna till. 1 spin åt höger.
9. Vänster galopp, 1 stor volt, 1 liten volt.
10. Vid X, stop, stanna till. 1 spin åt vänster.
11. Vänster galopp, $\frac{3}{4}$ volt, rundown förbi 4:e markören. Slidestop och rygga förbi mittmarkeringen.