

1. Execute one 360° turns at marker 1.
2. Walk from marker 1 to a position in front of Judge.
3. Set up, hesitate and trot straight away.
4. Trot two corners and stop.
5. Execute 3/4 turn to the right.
6. Trot half way to the Judge.
7. Walk halfway to the Judge.
8. Stop and set up for inspection.
9. After inspection, turn 1/4 to the right.
10. Back two horse lengths.
11. Walk or jog to exit.

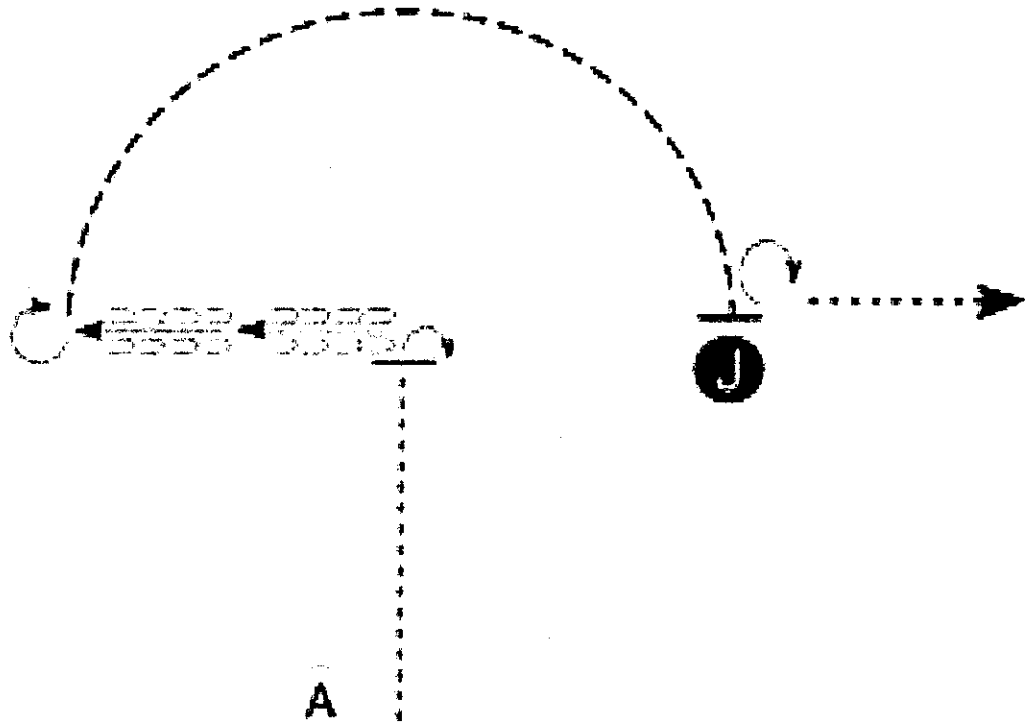
: The drawn description of this pattern is only intended for the general depiction of the pattern. stants should utilize the arena space to best exhibit their horses.

showmanship

Class 23 - W/T youth 10 & U

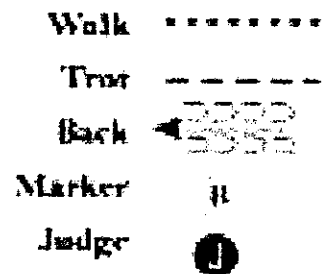
Class 24 - NP W/T

Class 25 - youth W/T 11 - 18



Be ready at A

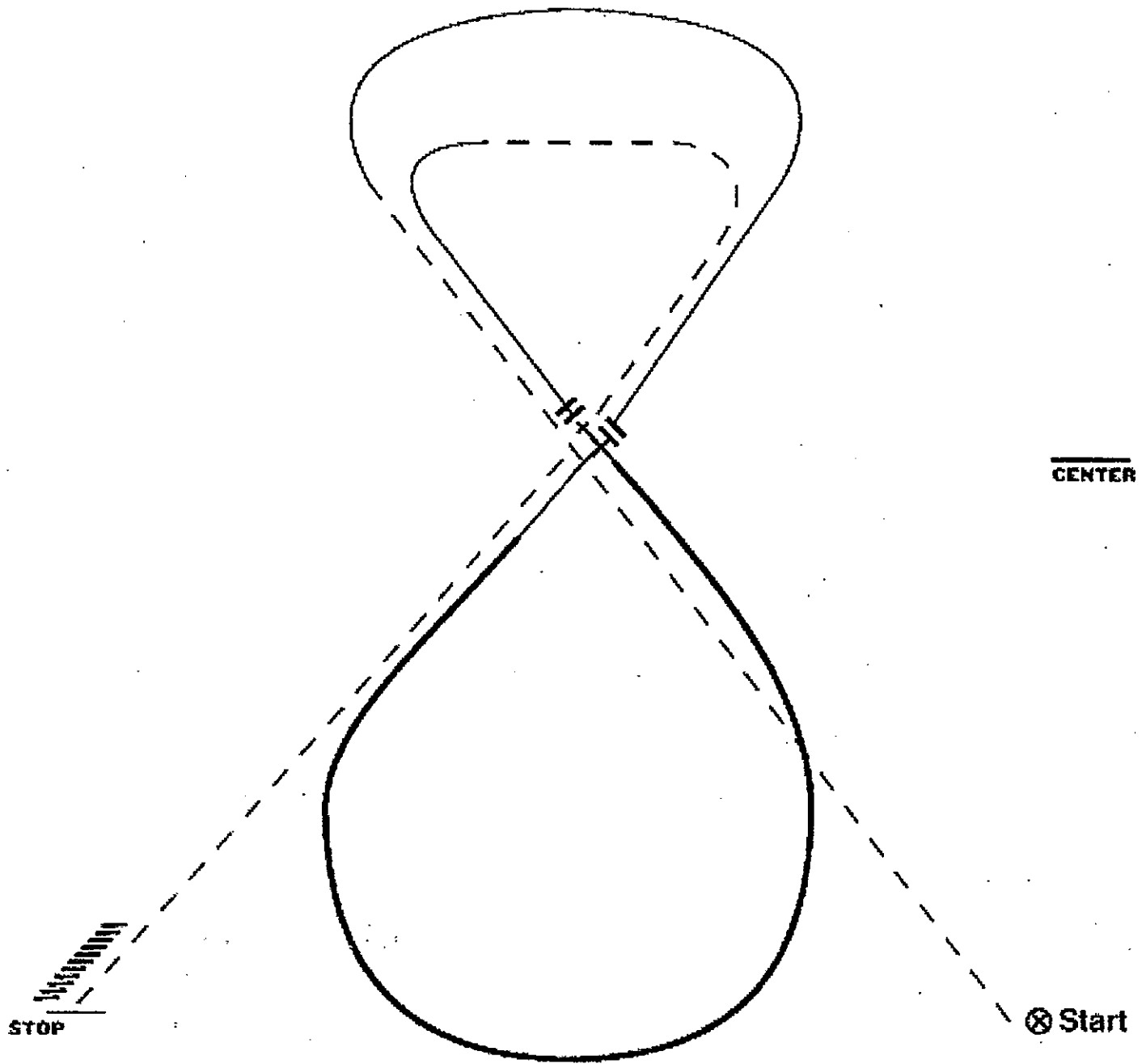
1. When acknowledged, walk until horse's hip is even with Judge.
2. Perform a 180 degree turn.
3. Back approximately two horse lengths.
4. Stop and perform a 270 degree turn.
5. Trot in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 270 degree and exit at a walk.



Class 46- NP HSE

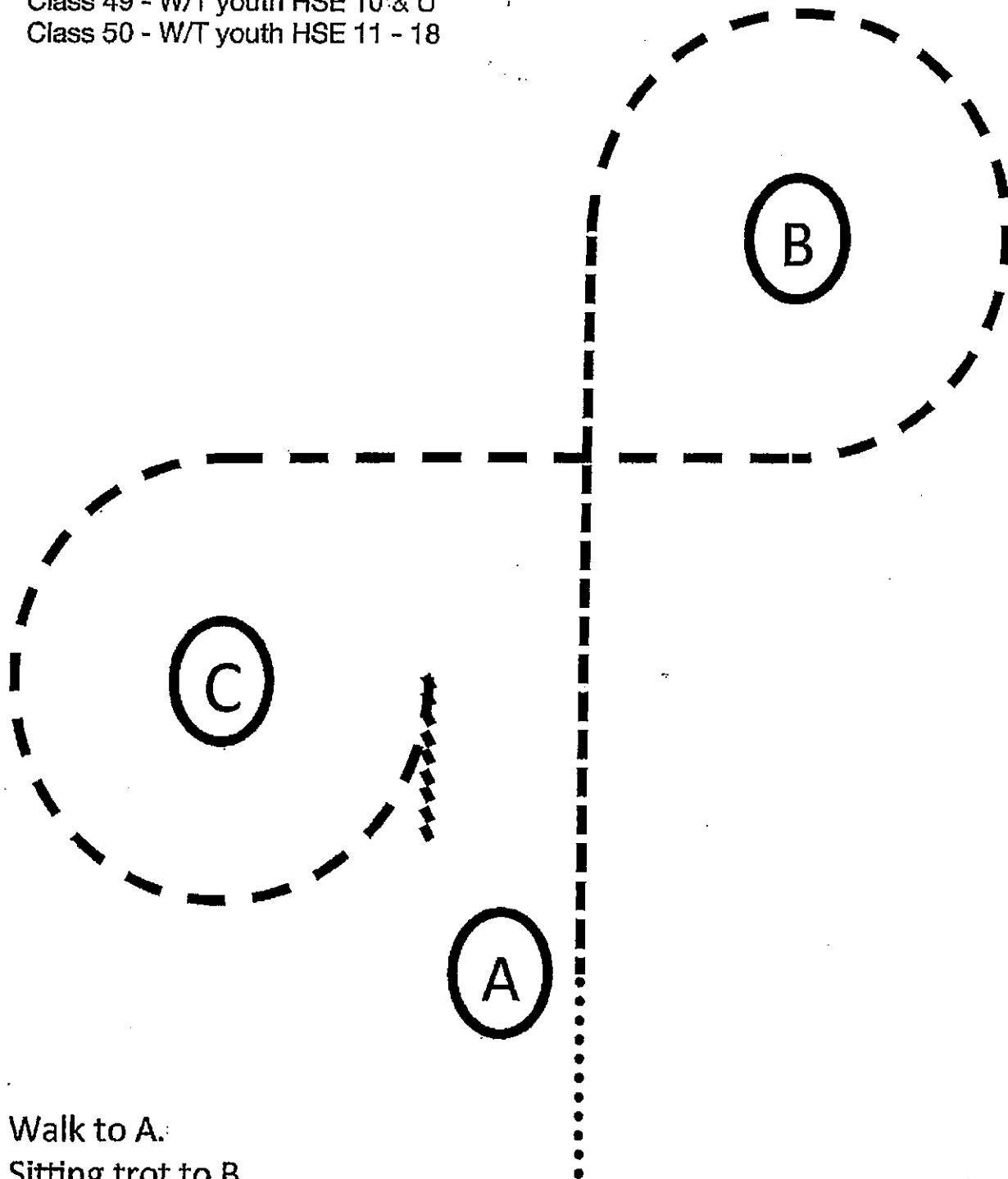
Class 47- youth 18&U HSE

Huntseat Equitation



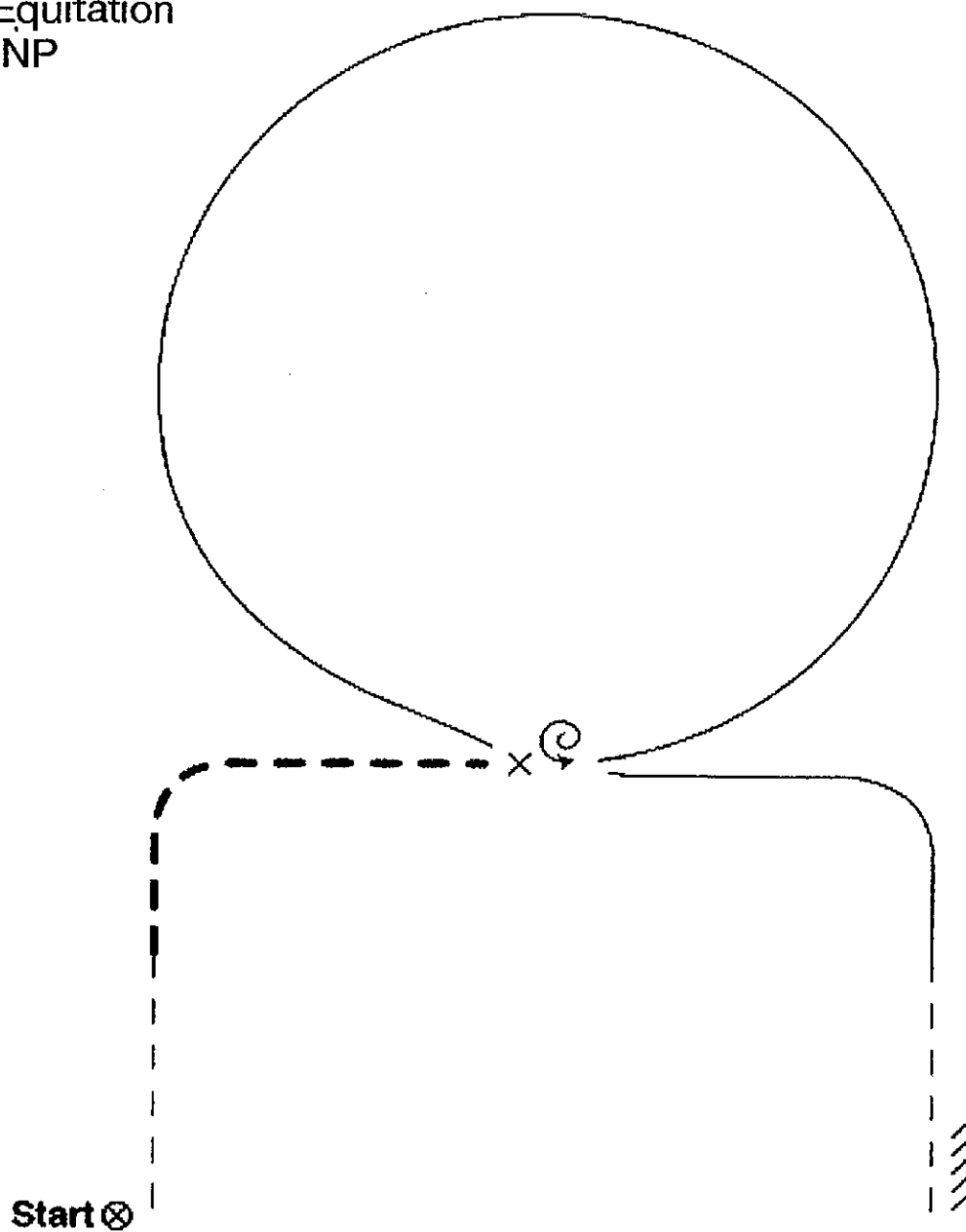
1. Right diagonal, left diagonal
2. Canter right lead
3. Change leads
4. Hand gallop, collect, change leads, canter
5. Trot, left diagonal to center
6. Sit trot, halt
7. Exit at walk or trot

Class 48 - W/T NP HSE
Class 49 - W/T youth HSE 10 & U
Class 50 - W/T youth HSE 11 - 18



1. Walk to A.
2. Sitting trot to B.
3. Posting trot $\frac{3}{4}$ circle, centered on B.
4. Continue to C, change diagonals when even with A.
5. Trot $\frac{3}{4}$ circle, centered on C.
6. Stop; back one horse length.

Bareback Equitation
Class 51 - NP



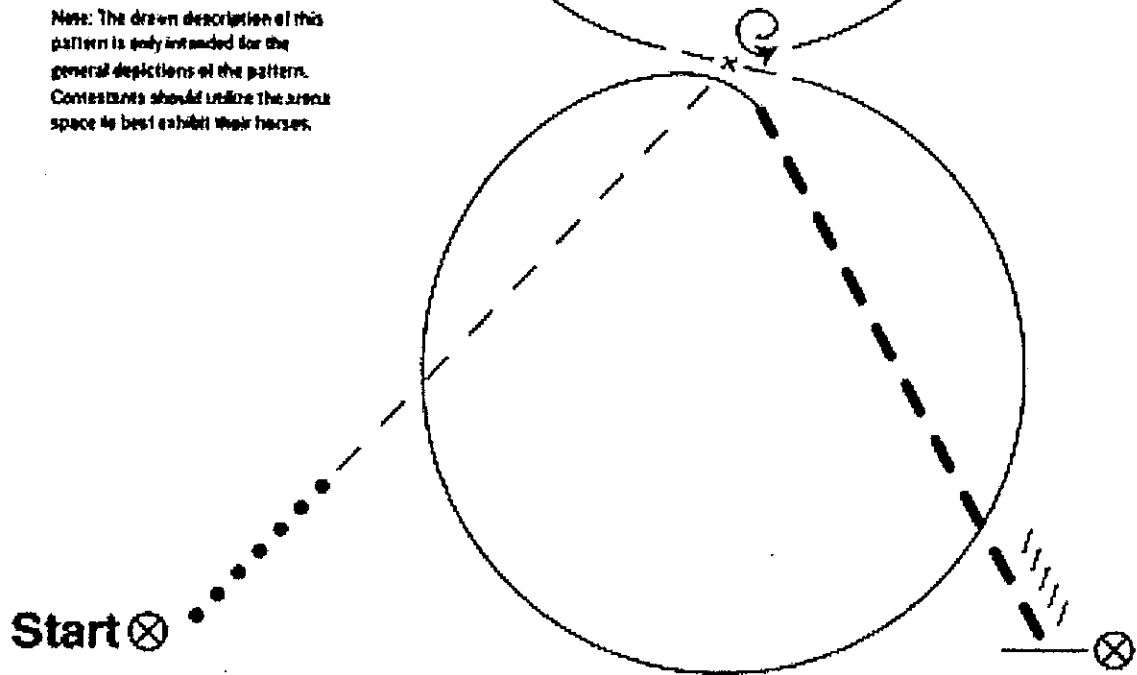
1. Jog $\frac{1}{2}$ line; extend trot to middle
2. Stop; 360 degree turn to left
3. Lope a circle on the left lead
4. Change leads (simple or flying)
5. Lope right lead; break to jog
6. Stop and back
7. Exit at walk or trot

Western Horsemanship

Class 60 NP Horsemanship

Class 61 youth 18 & U

Horsemanship



1. Walk approximately 15'
2. Jog to center
3. Stop. Execute an approximate $\frac{1}{4}$ turn to the left
4. Lope, left lead circle
5. Simple change, through a jog
6. Lope, right lead circle
7. Extended trot to marker
8. Stop & back
9. Exit at a walk or jog

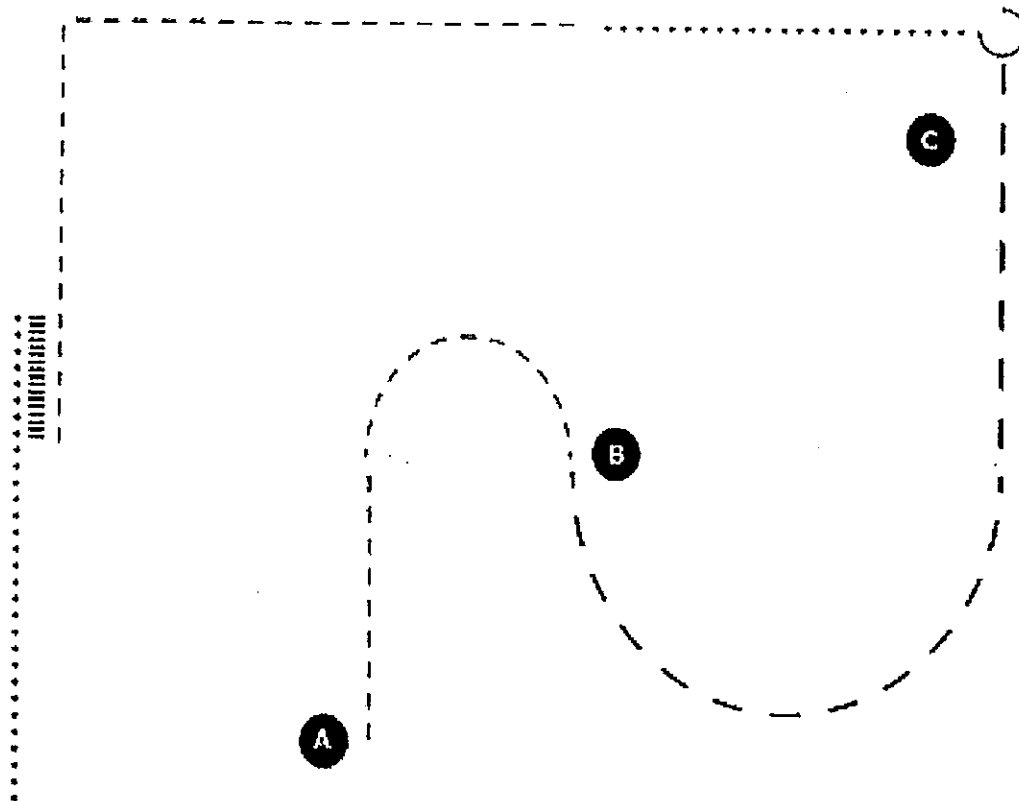
Horsemanship walk/ trot
class - 62 NP W/T
class - 63 W/T youth 10 & U
class - 64 W/T youth 11 -18

IHSA Zone 6 Region 4

Regional Walk-Trot

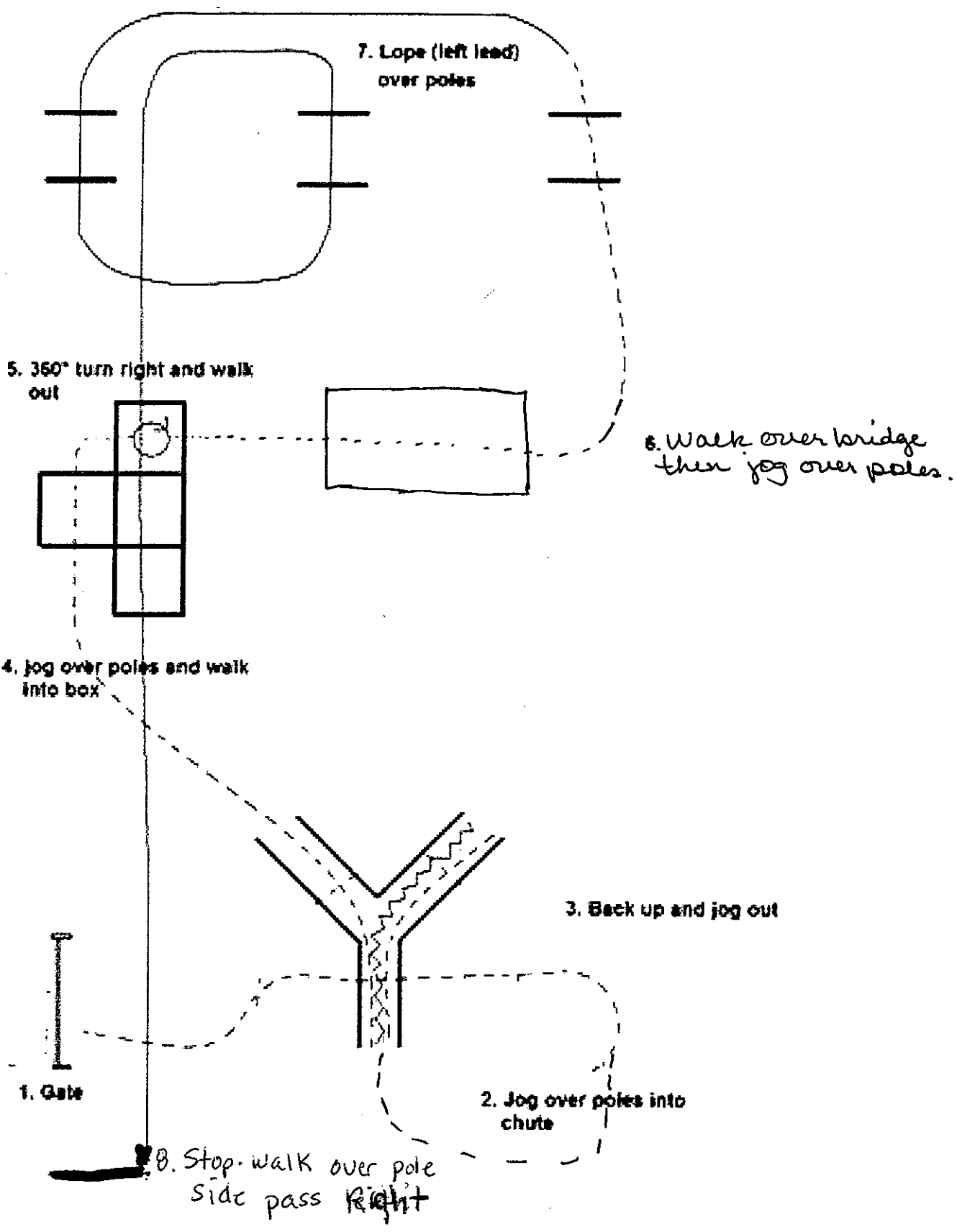
Instructions

1. Start at A.
2. Jog half circle to B.
3. Extended jog past C.
4. Stop, execute 270° turn on the haunches to the right.
5. Walk until even with B.
6. Jog square corner.
7. When even with B, stop, back 5 steps.
8. Walk to exit. Pattern ends when even with A.

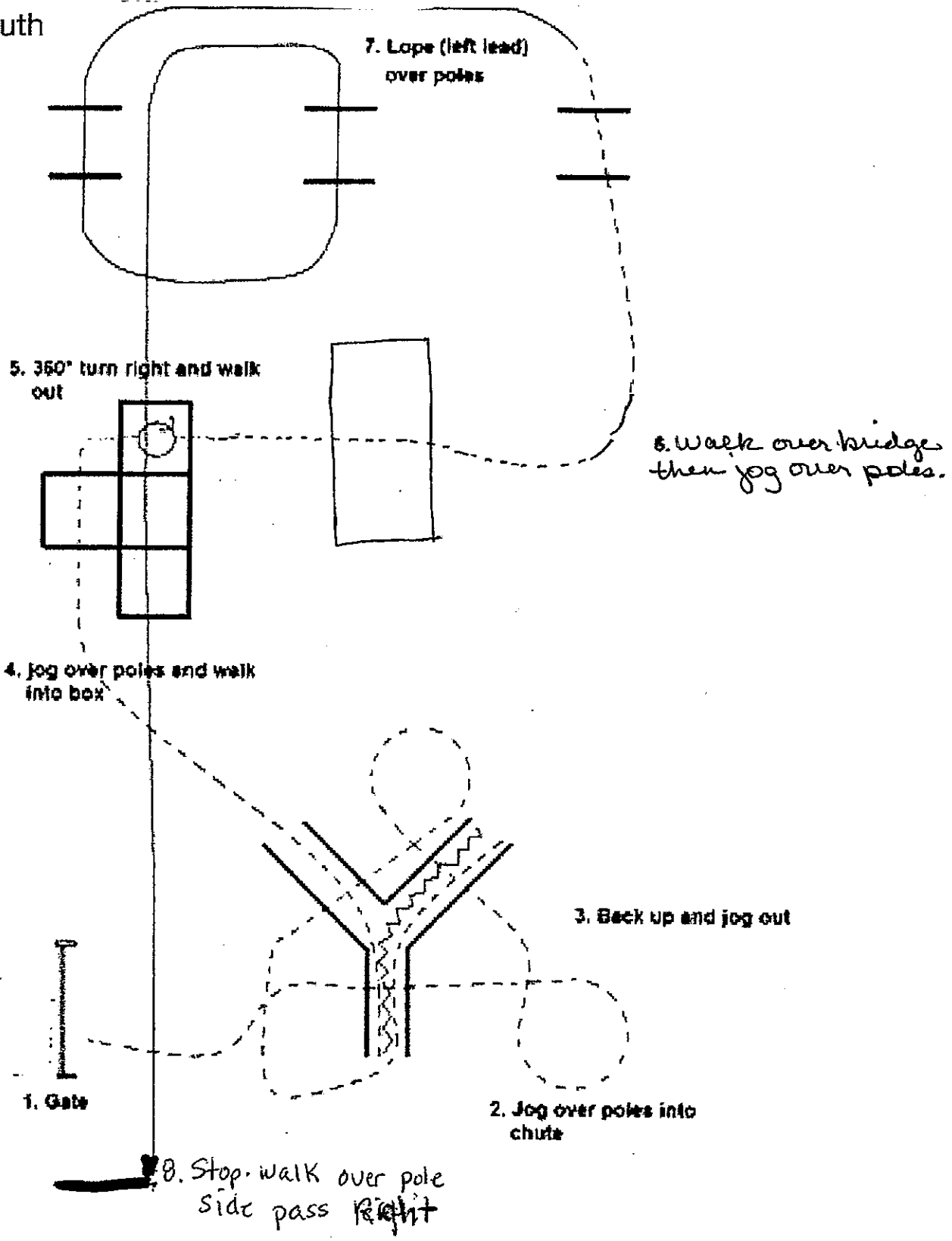


Walk	Extended Jog	— —
Jog	---	Back	

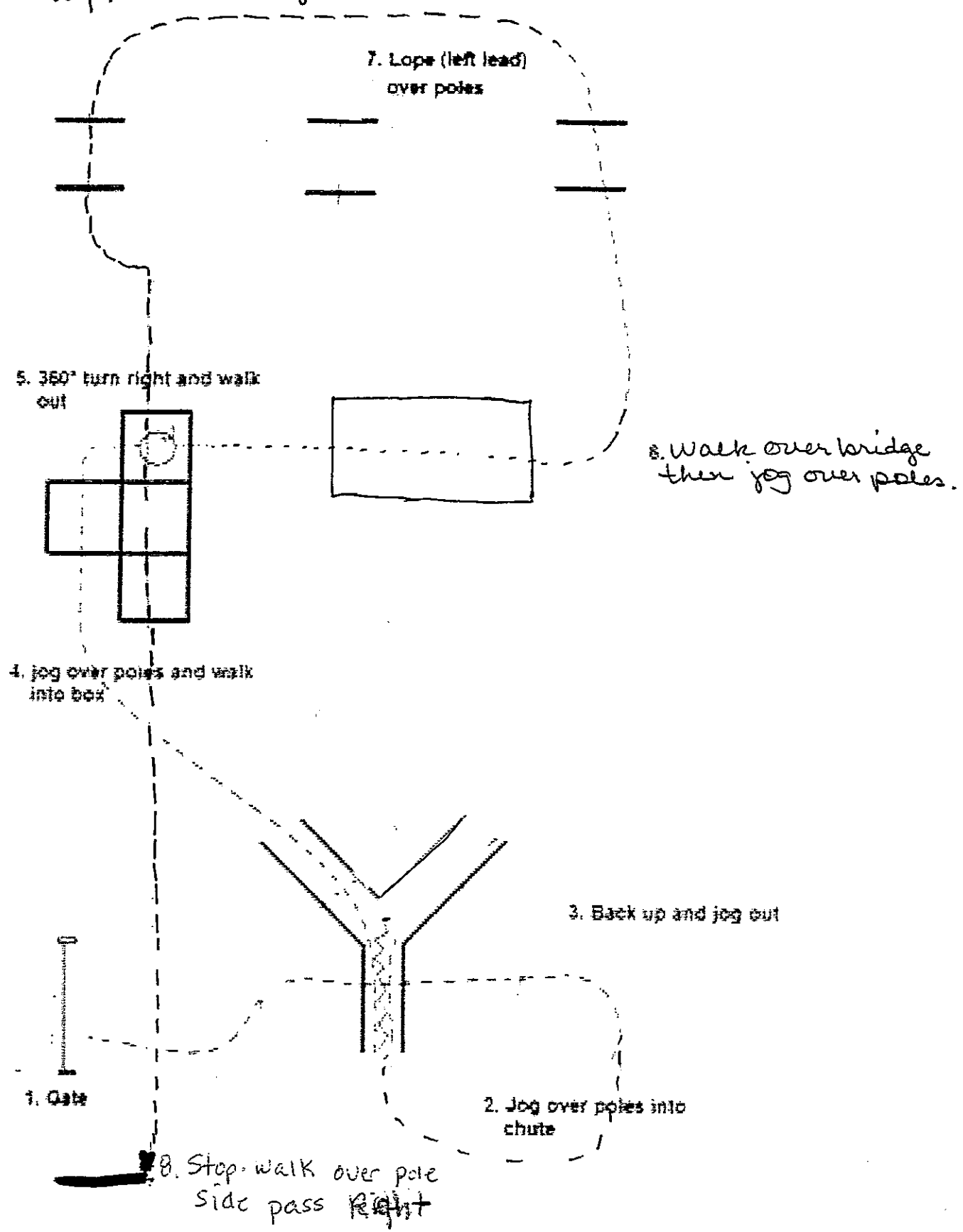
Crax
Class 65 - Green Horse



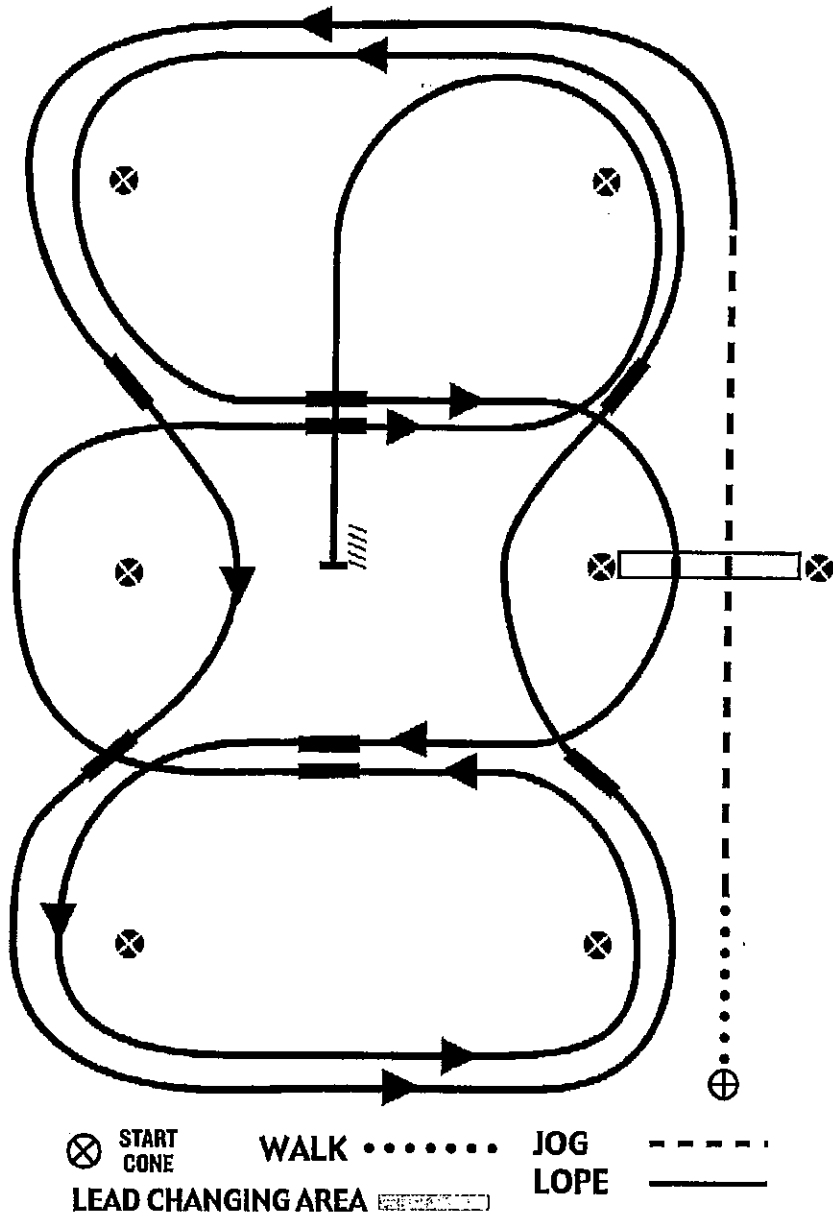
Class 66 - All Ages
Class 67- NP
Class 69- Youth



Trail class 68 w/T non-Pro
 Class 70 w/T 10-under
 71 w/T 11-18 youth



WESTERN RIDING PATTERN 5
Recommended For Small Arenas



1. Walk at least 15 feet from start cone to the first marker, 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. Lope over log
9. Second crossing change
10. Third crossing change
11. Fourth crossing change
12. Lope, stop & back