

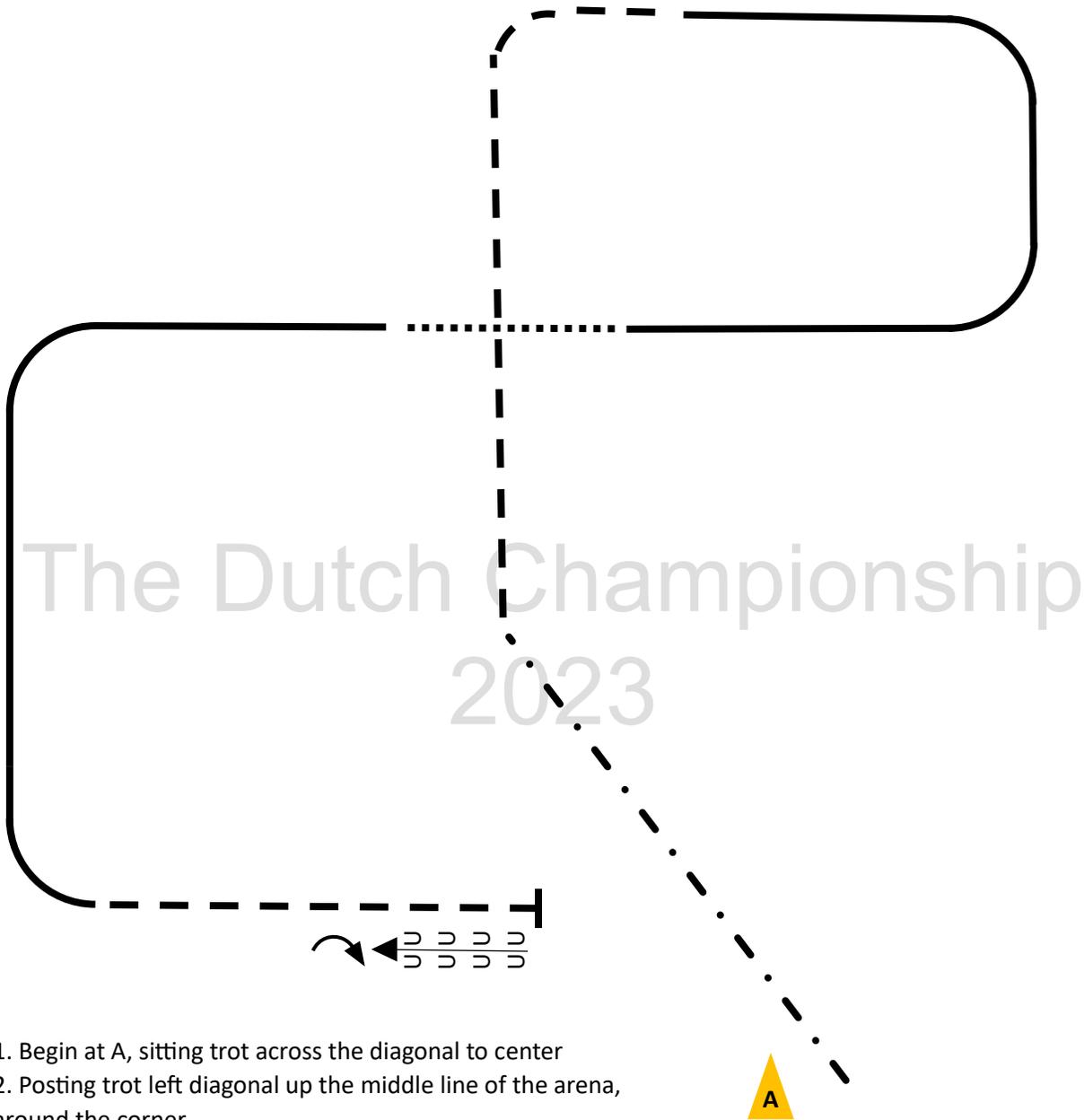
- 1 Trot to Judge
- 2 Set up for full inspection
- 3 After inspection, excuse 1 ½ turn and walk ½ of line
- 4 Stop, back up 2 horse lengths
- 5 ¾ turn and trot
- 6 Stop, when dismissed trot to exit

Walk	.....
Trot	- - - - -
Extended trot	— — —
Back up	↵ ↵ ↵ ↵ ↵



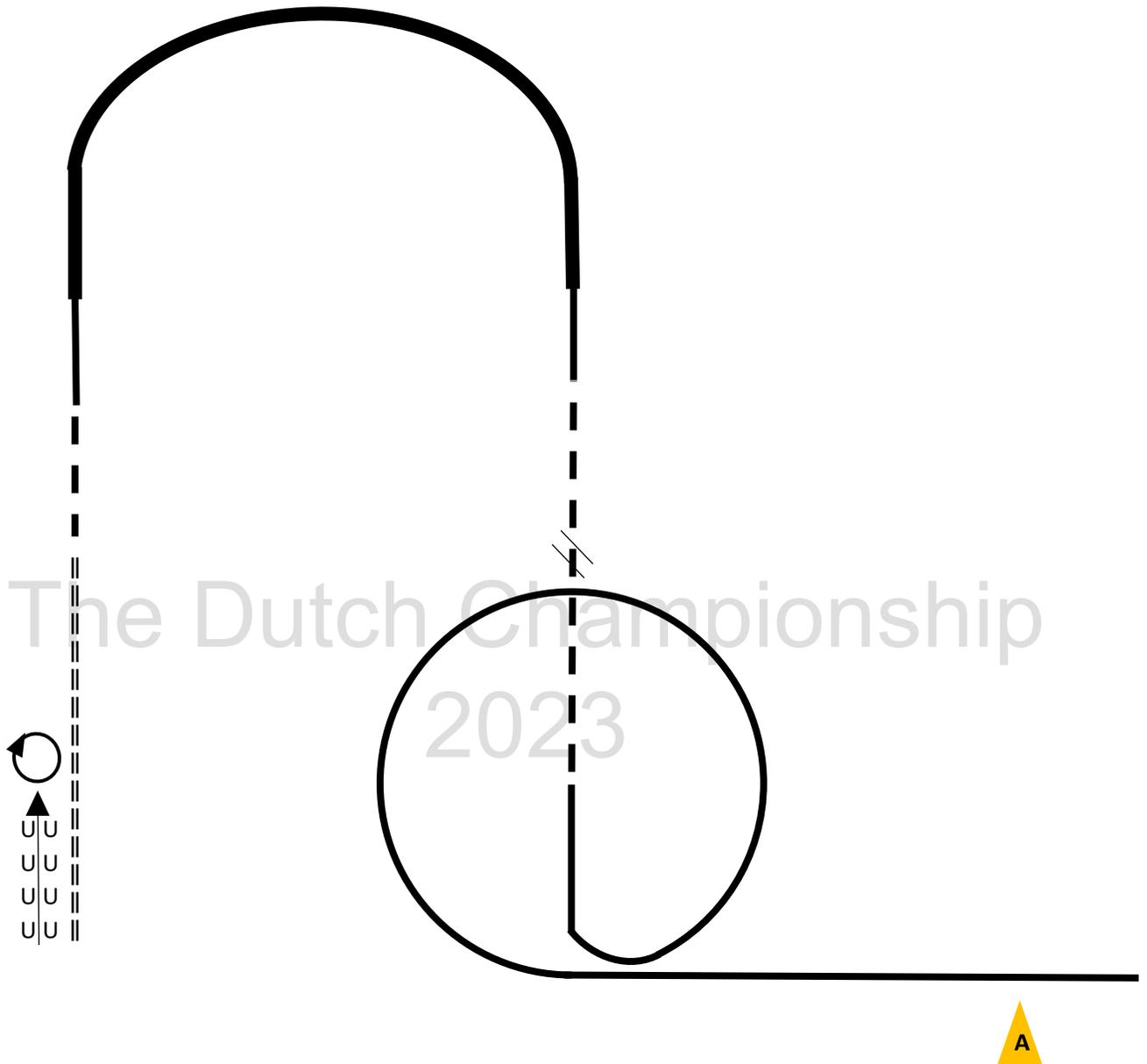
Hunt Seat Equitation

NQHA , L1 Amateur , L1 Youth



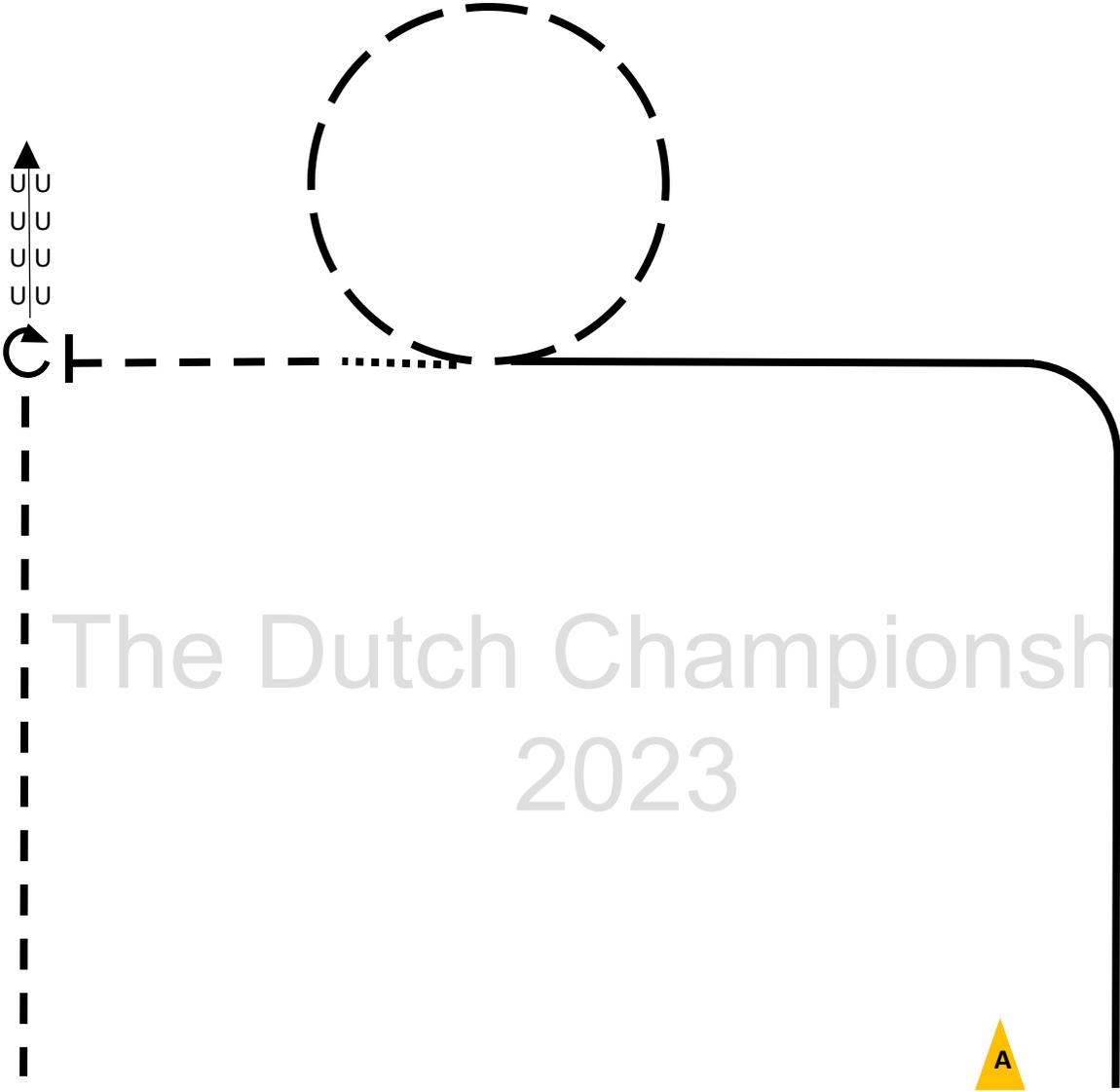
1. Begin at A, sitting trot across the diagonal to center
2. Posting trot left diagonal up the middle line of the arena, around the corner
3. Canter right lead
4. Walk two horse lengths
5. Canter left lead
6. Posting trot right diagonal
7. Stop and back up
8. 90 ° turn to the right and walk to exit

Walk	.....
Trot	- - - - -
Sitting trot	- . - . - .
Canter	—————
Handgallop	—————
Back up	← $\begin{matrix} \curvearrowright & \curvearrowright & \curvearrowright & \curvearrowright \\ \curvearrowright & \curvearrowright & \curvearrowright & \curvearrowright \end{matrix}$



1. Begin at A, canter right lead to center and canter a circle.
2. Close circle and corner right down the middle line of Arena.
3. Halfway to center break to posting trot left diagonal.
4. Change diagonals at center.
5. Canter left lead , building up speed into handgallop.
6. Slow down to canter.
7. At center break to posting trot right diagonal
8. Two point trot,
9. Stop and buck up one horselenght
10. 360 ° turn to the right and walk to exit

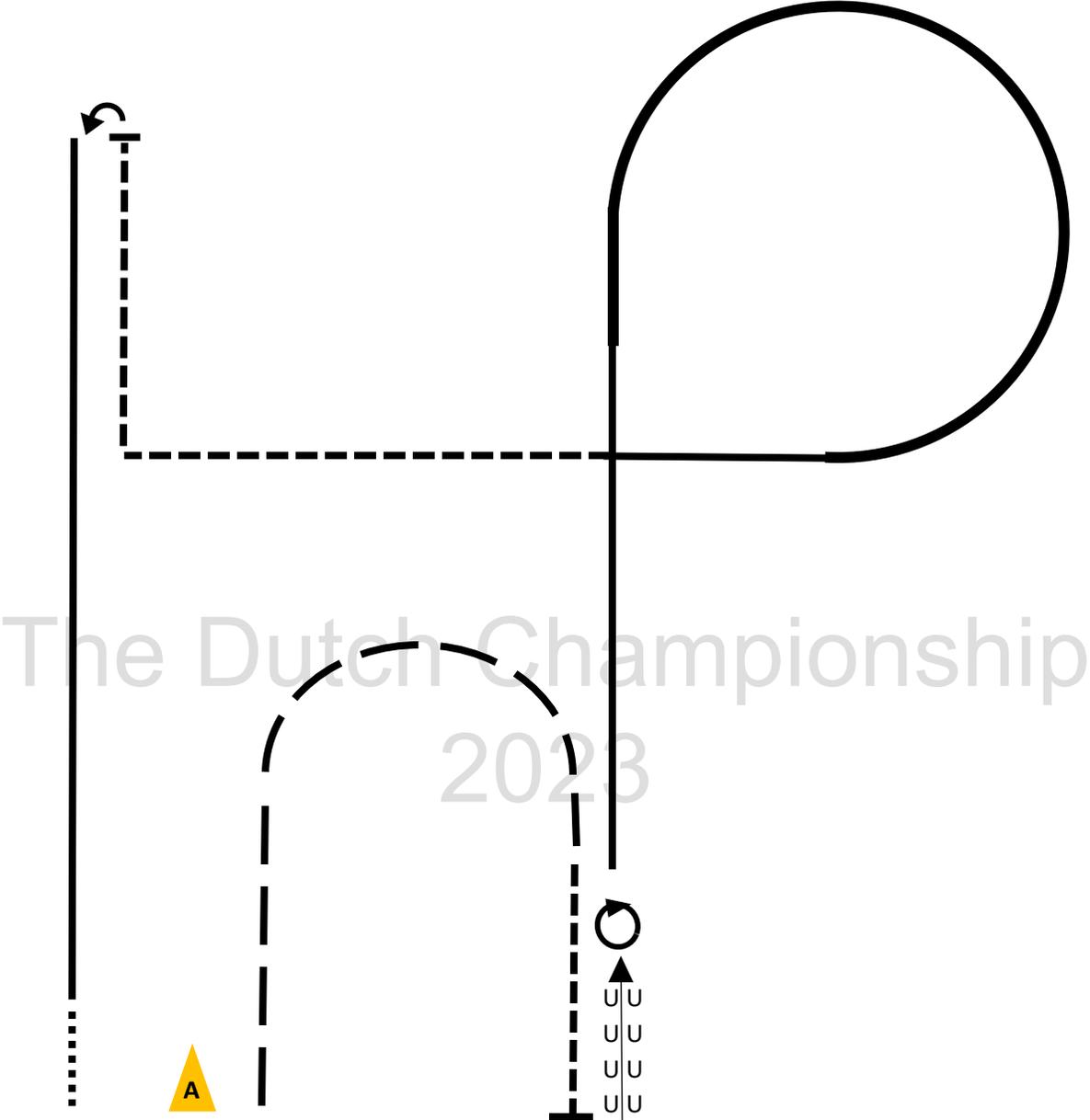
Walk	.....
Trot	- - - - -
Two Point	= = = = =
Canter	—————
Handgallop	—————
Back up	← ↻ ↻ ↻ ↻



The Dutch Championship  
 2023

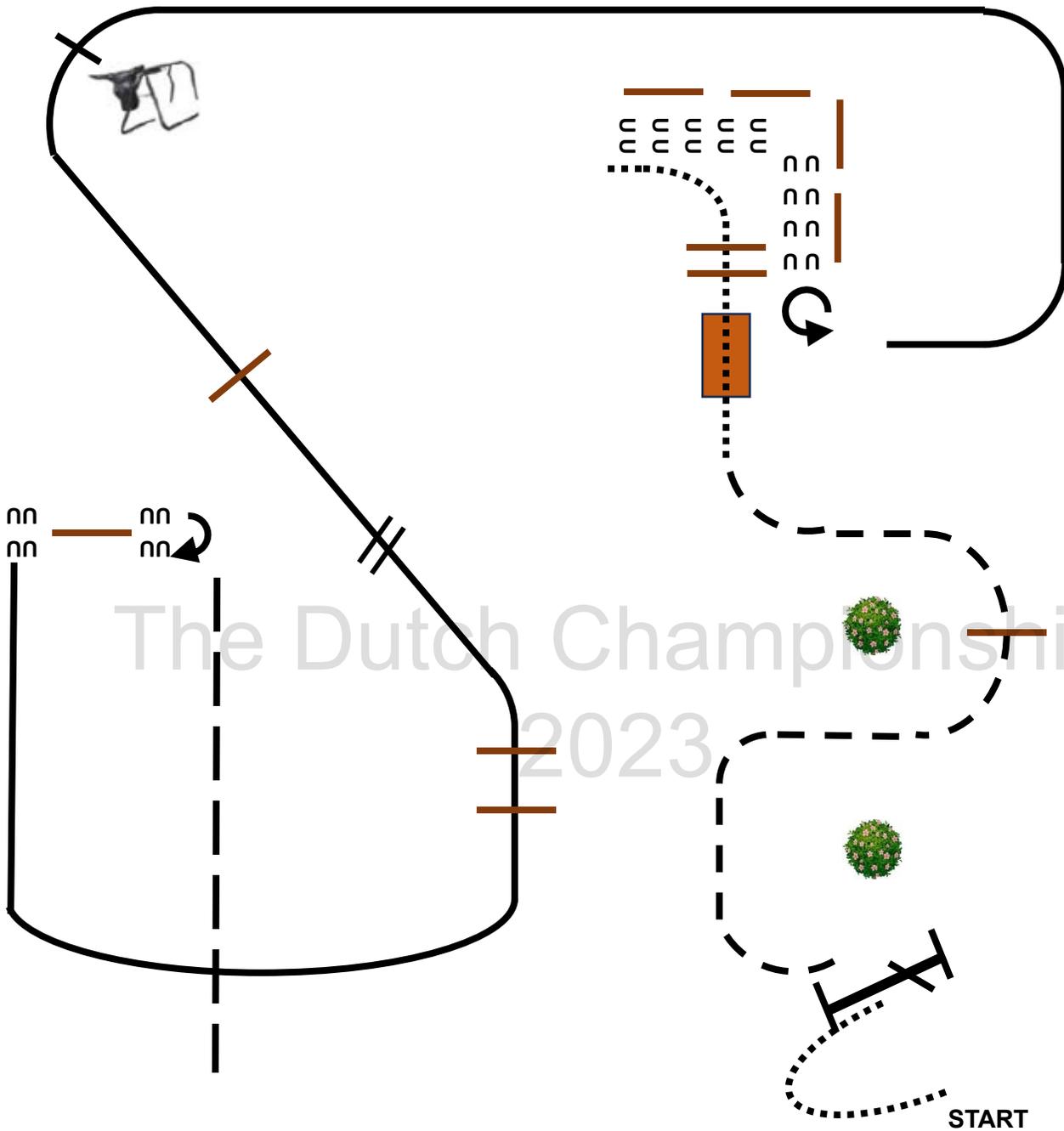
1. Lope left lead, around corner
2. Extended jog circle right
3. Walk four steps
4. Jog
5. Stop, 270 ° turn to the right
6. Back up
7. Jog to exit

Walk	.....
Jog	-----
Lope	—————
Back up	← ↵ ↵ ↵ ↵



1. Start at A, Extended jog loop to the right
2. Slow to jog. Stop and back up
3. Perform a 540 ° turnright
4. Lope right lead
5. Building up to extended lope, circle right, collect
6. Jog, square corner
7. Stop, 180 ° turn left
8. Lope left lead
9. Break to walk and walk to exit

Walk	.....
Jog	-----
Extended Jog	— — —
Lope	————
Extended Lope	—————
Back up	← ⊃ ⊃ ⊃ ⊃ ⊃ ⊃ ⊃ ⊃

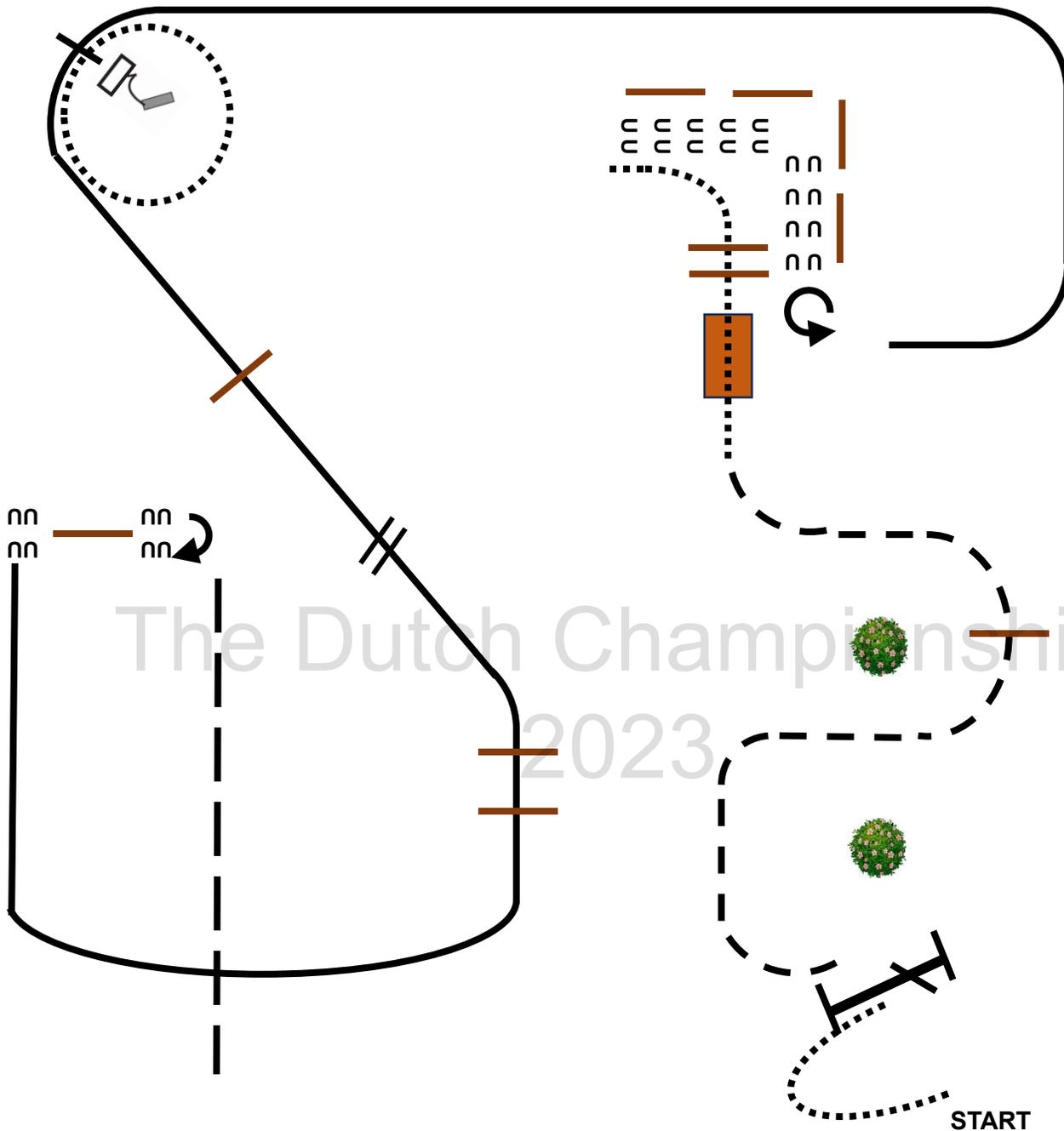


1. Walk to gate, left hand gate.
2. Trot and continue around plants and over log
3. Walk, walk over bridge and logs, continue walking to the left
4. Back-up L
5. 270° turn to the left, lope lead around the top of the arena to dummy, stop.
6. Rope dummy 1 time
7. Lope left lead over log, change leads
8. Continue loping over logs and around loop to sidepas, stop
9. Sidepass right over log, 180 ° turn right, extended trot to exit.

Walk	.....
Trot	- - - - -
Extended Trot	— — — — —
Lope	—————
Back up	C C C C C C C C

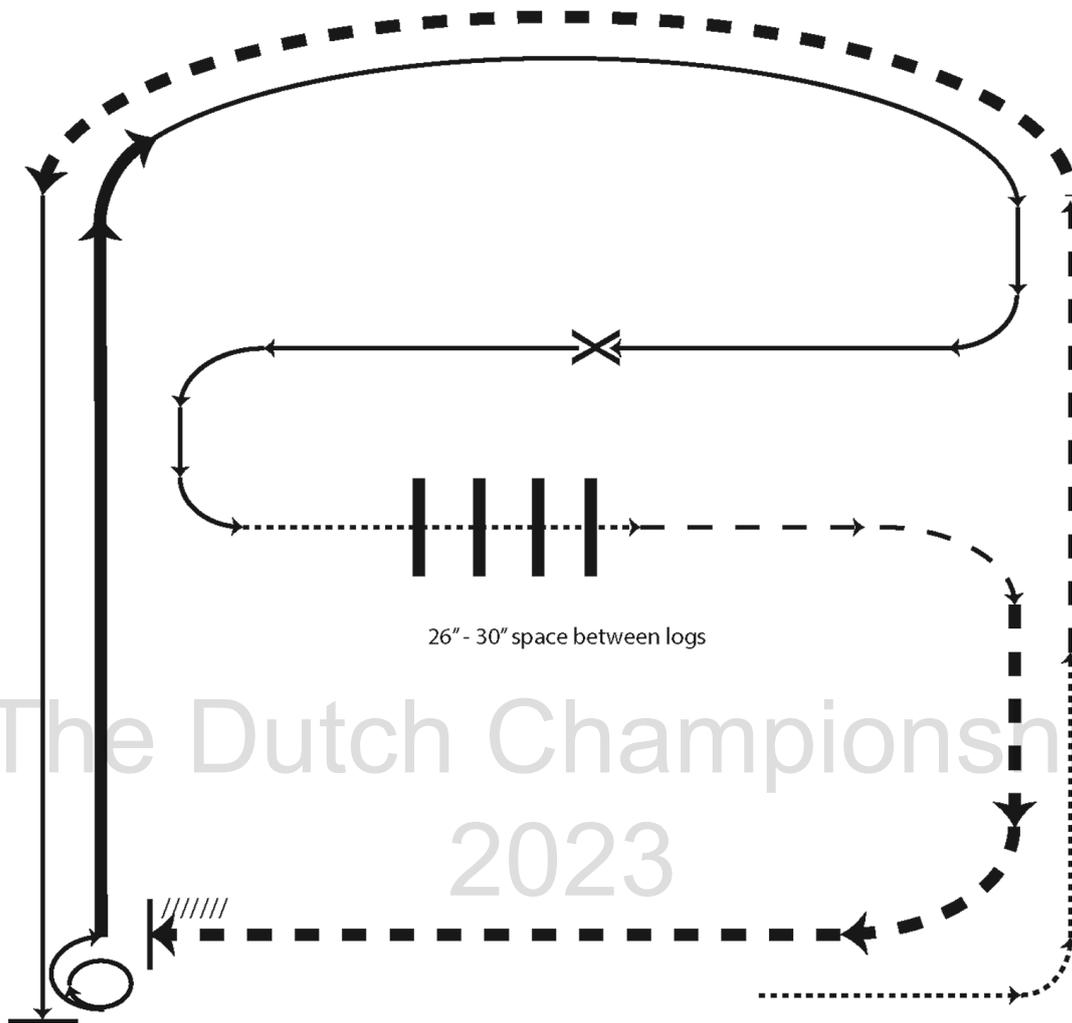
# Ranch Trail

Amateur , Open, Maturity



1. Walk to gate, left hand gate.
2. Trot and continue around plants and over log
3. Walk, walk over bridge and logs, continue walking to the left
4. Back-up L
5. 270° turn to the left, lope lead around the top of the arena to drag, stop.
6. Drag in a circle to the left at walk or trot, return drag to original position
7. Lope left lead over log, change leads
8. Continue loping over logs and around loop to sidepas, stop
9. Sidepass right over log, 180 ° turn right, extended trot to exit.

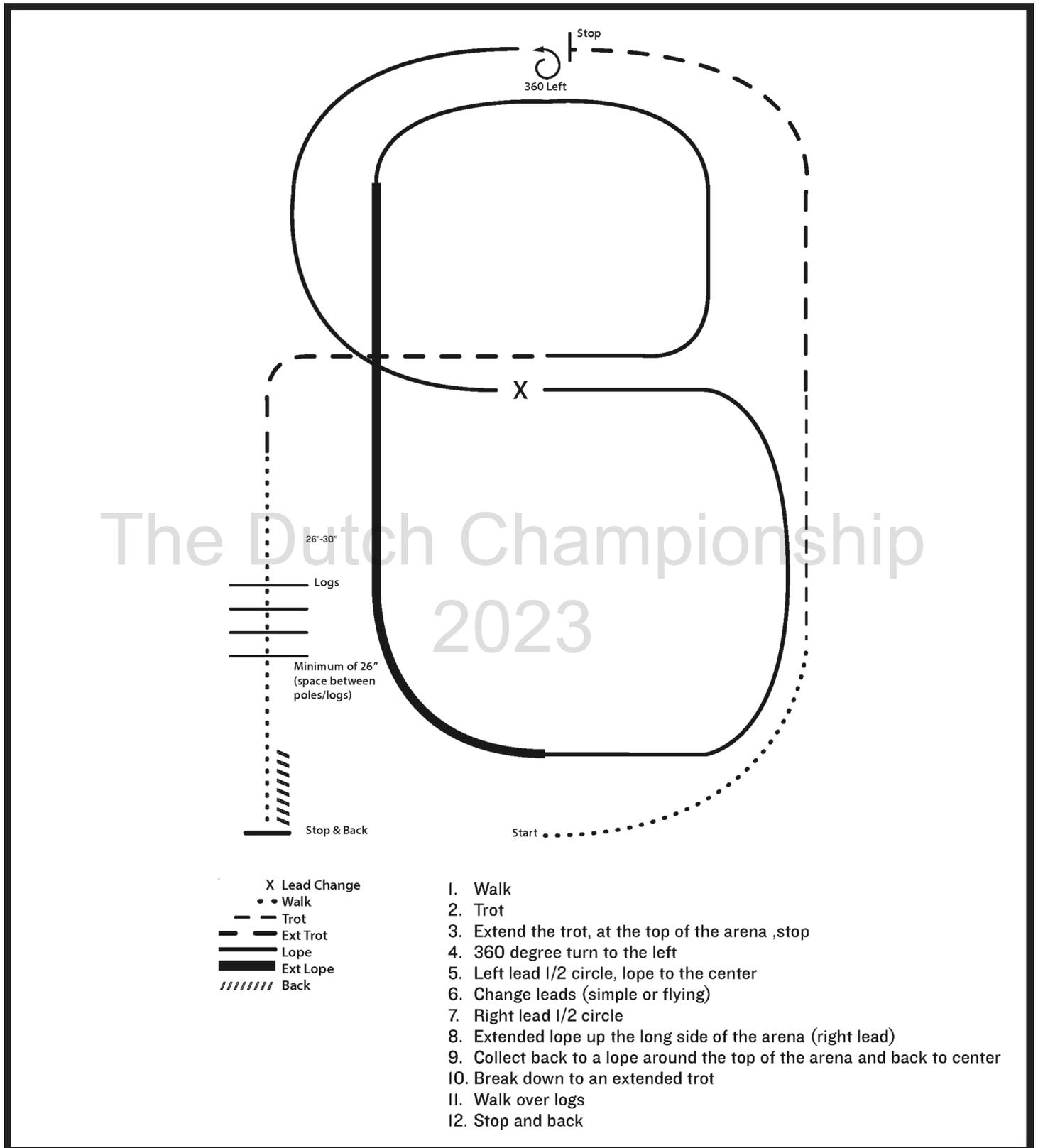
Walk	.....
Trot	- - - - -
Extended Trot	—————
Lope	—————
Back up	cc cc cc cc

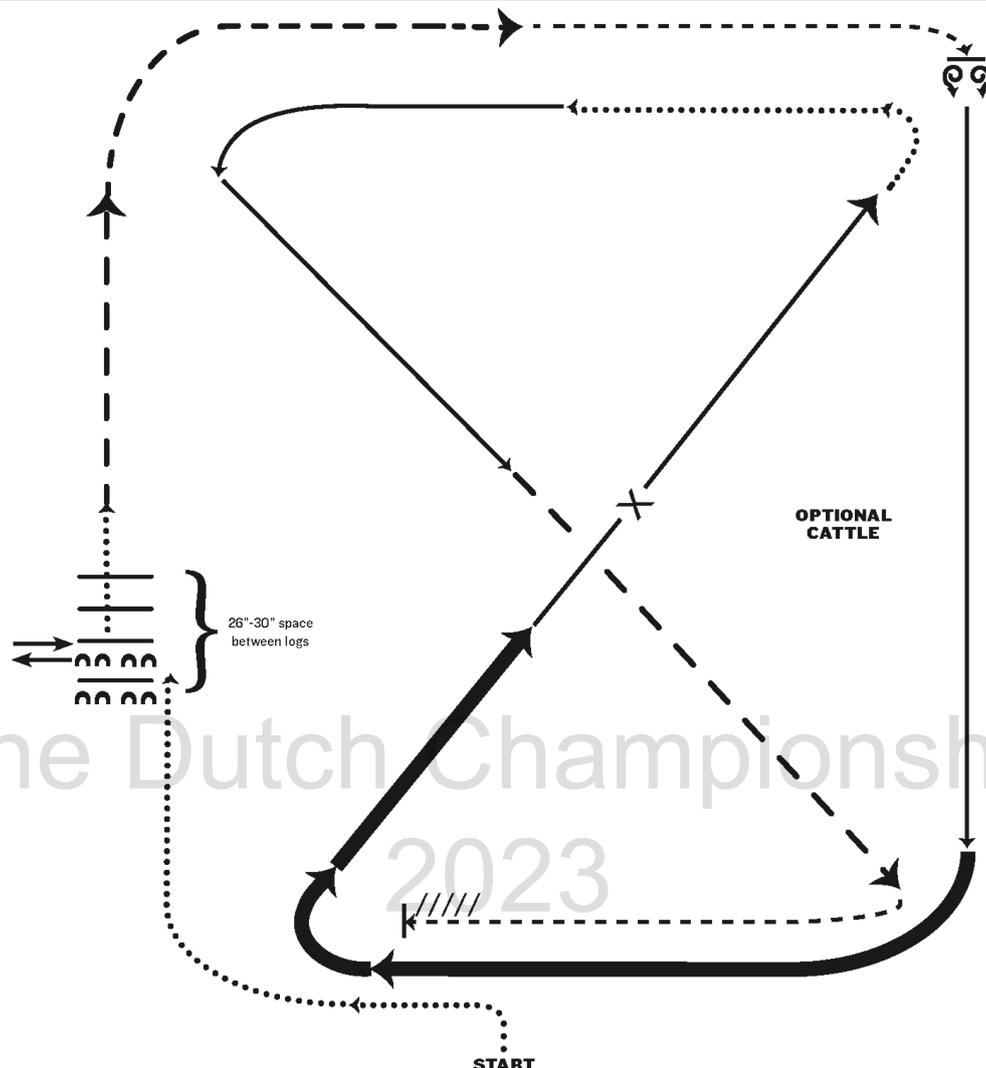


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- X Lead Change
- Walk
- - Trot
- - - Ext Trot
- Lope
- — Ext Lope
- //// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

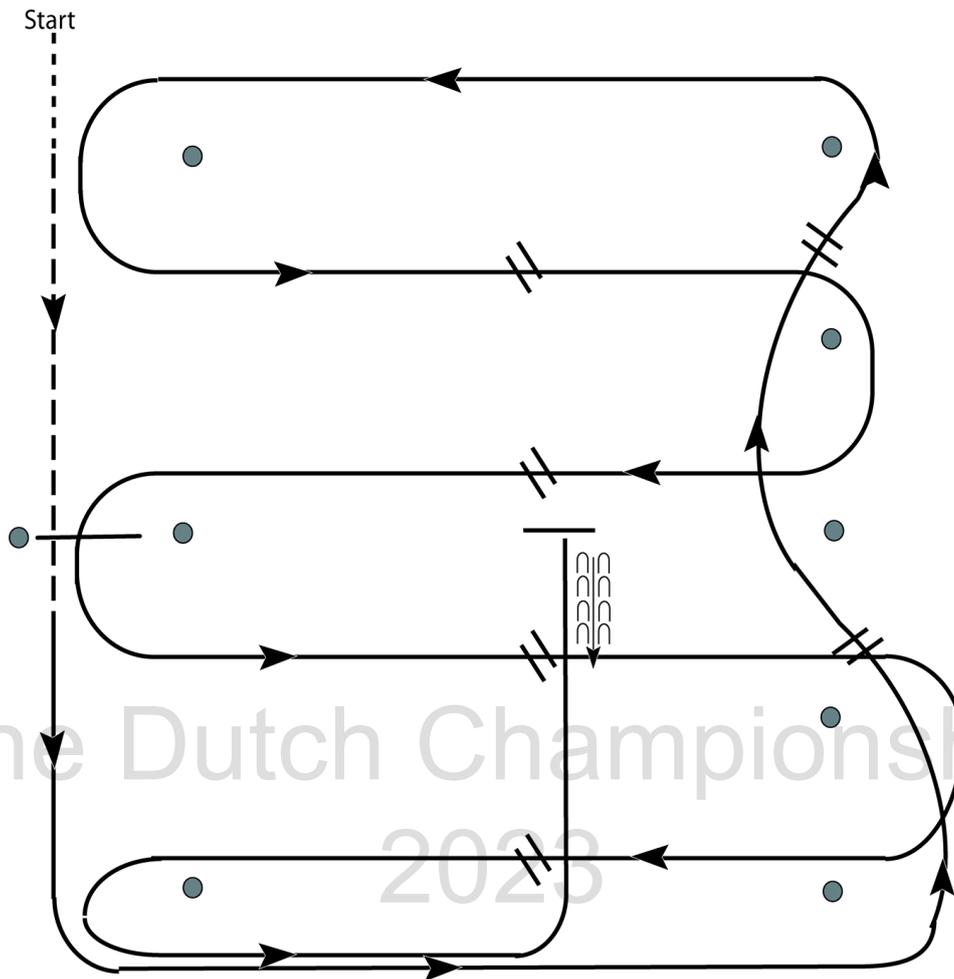




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1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope (right lead)
9. Collect lope, change leads (simple or flying)
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

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.



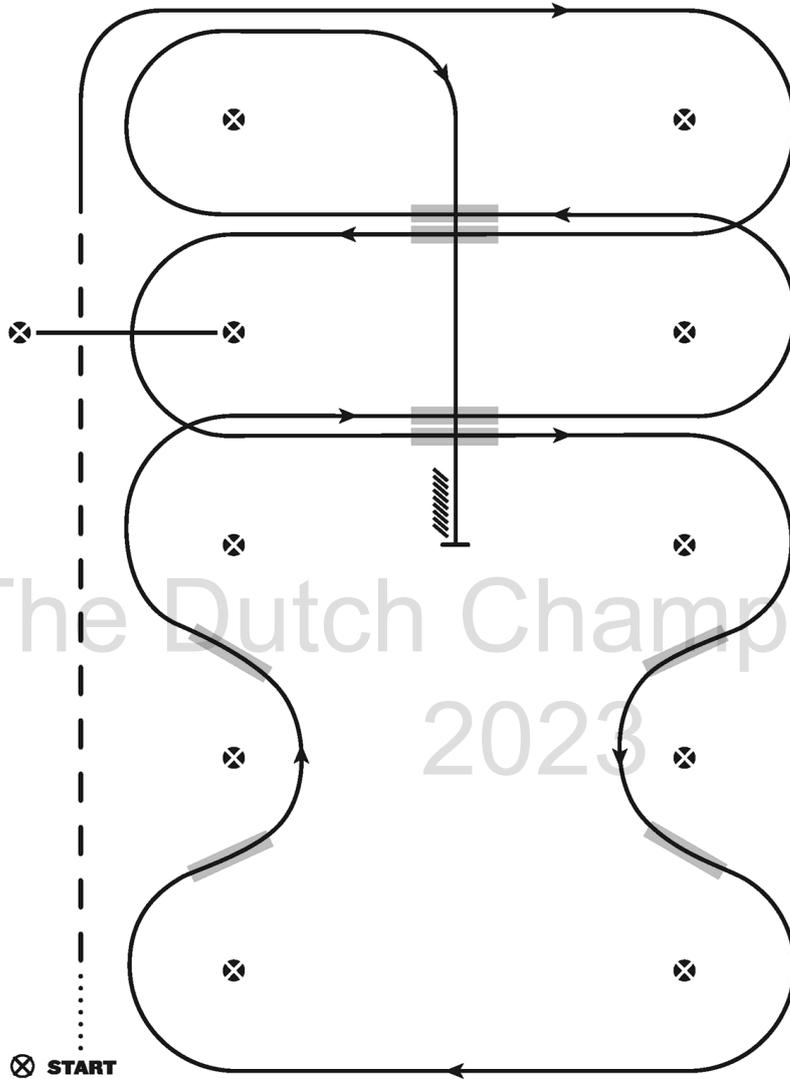
The Dutch Championship  
2023

1. Walk at least 15' & 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.

**WESTERN RIDING - PATTERN 8**

**LEGEND**

.....	Walk
- - -	Jog
— — —	Lope
//////	Back
■	Lead Changing Area

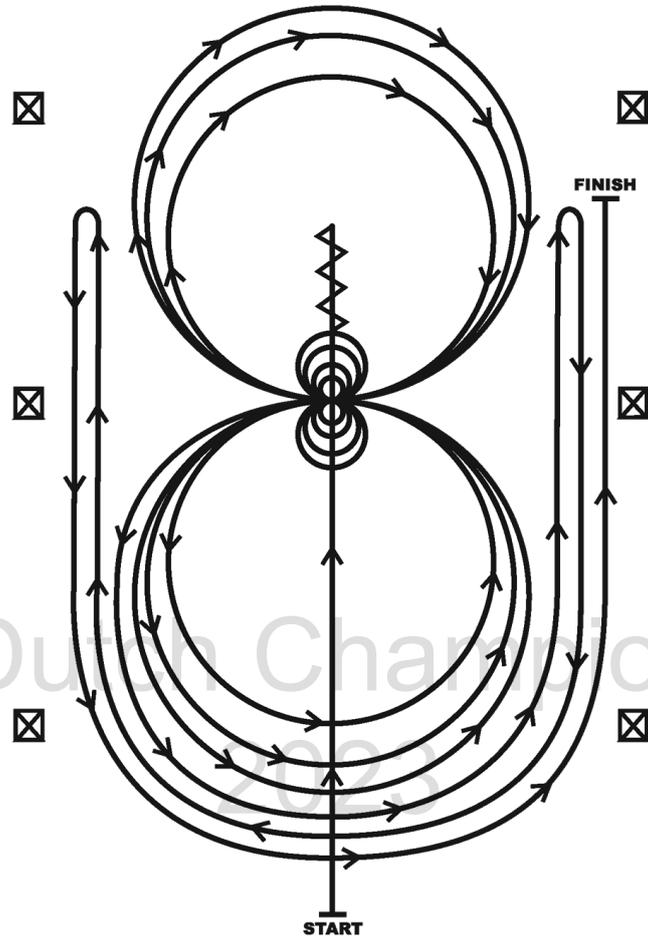


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1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

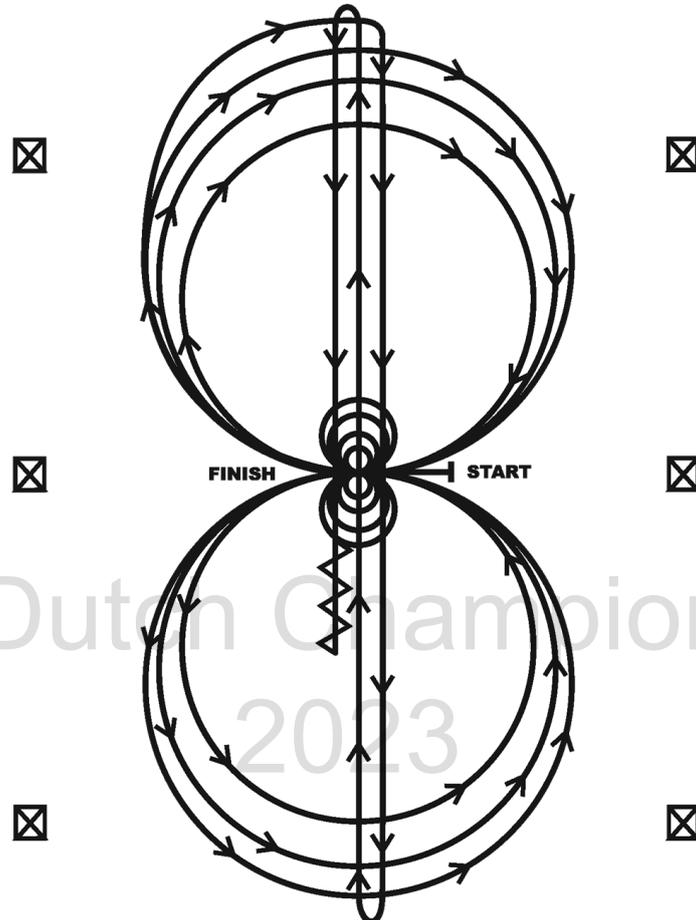
Revised 06-07-2021

**REINING PATTERN 9**



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
6. 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 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 up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up 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. Hesitate to demonstrate completion of the pattern.

**REINING PATTERN 2**



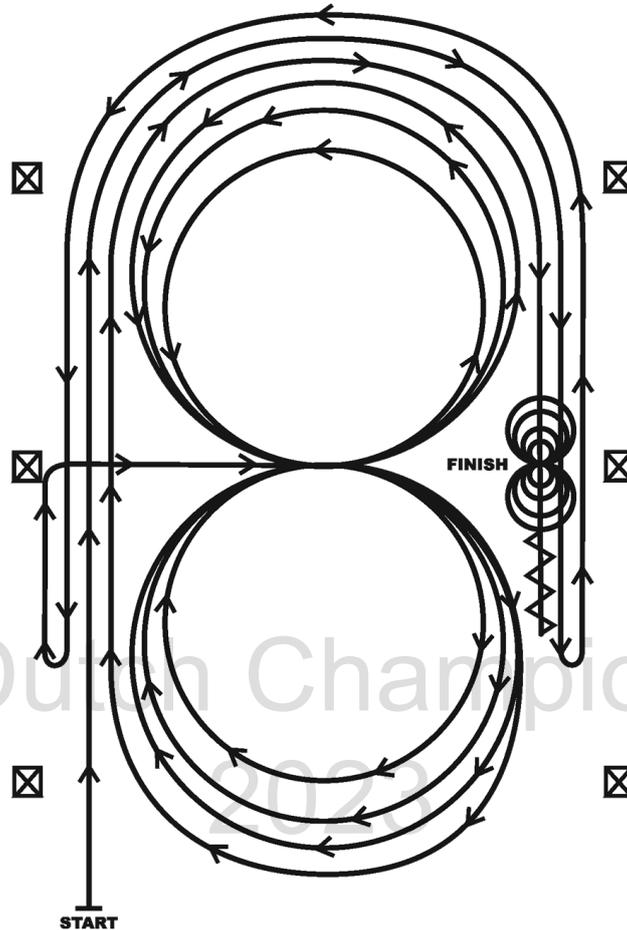
The Dutch Championship  
2023

Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

[R/AQHAP-2]

**REINING PATTERN 3**



1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.