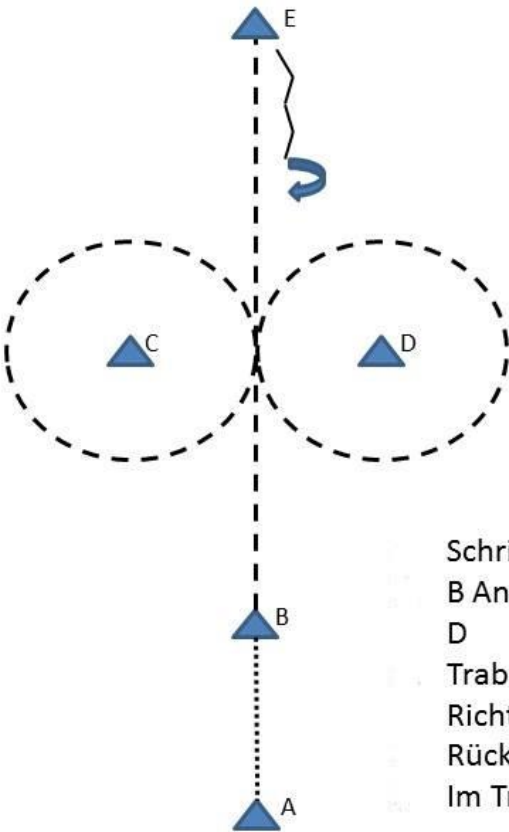


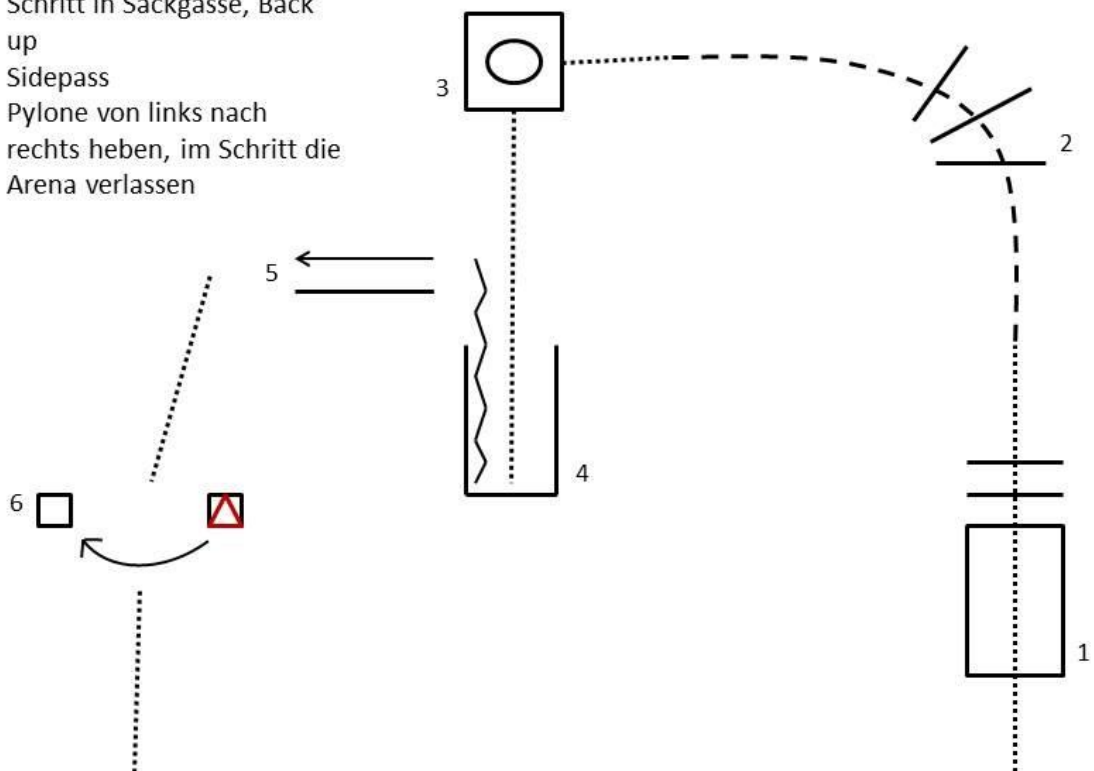
Showmanship at Halter



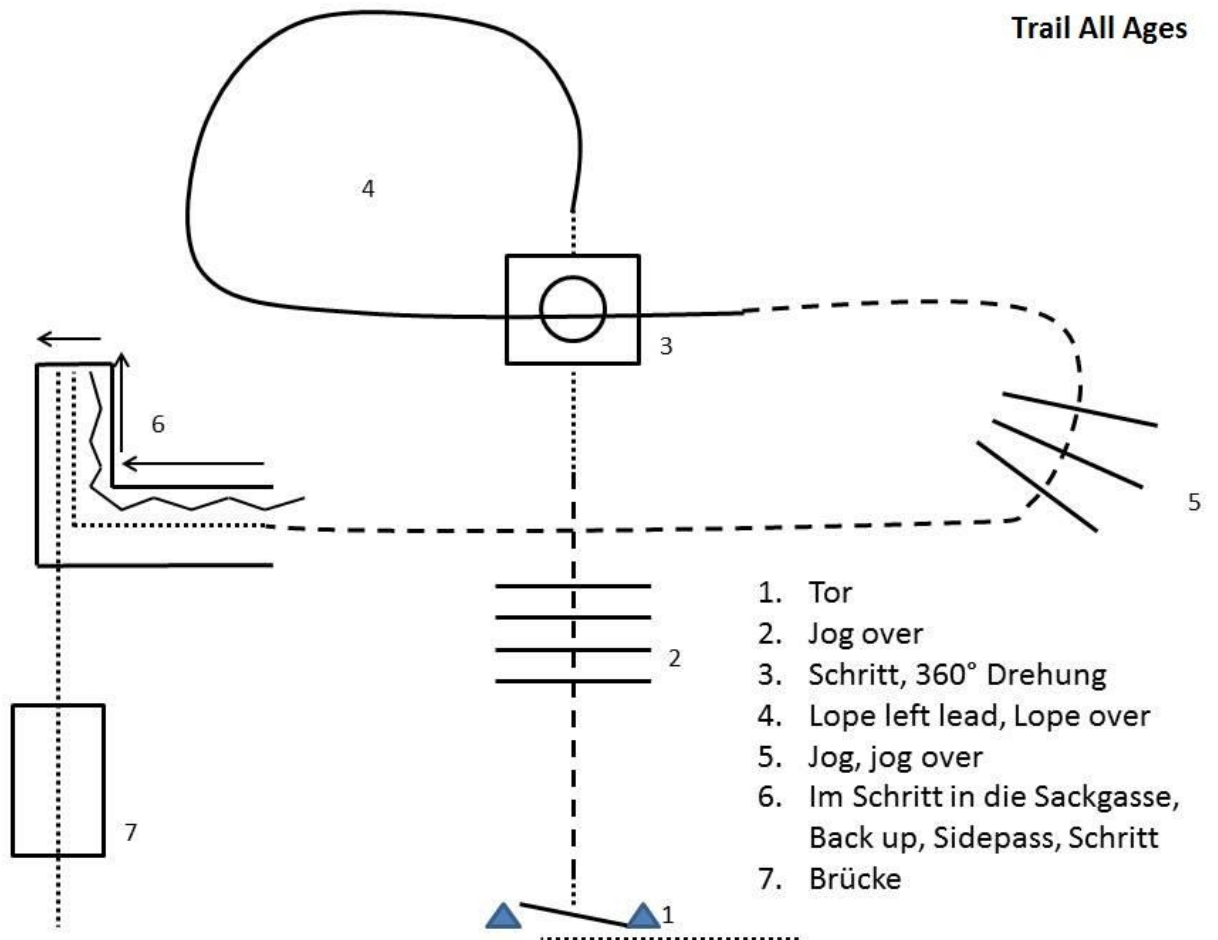
- Schritt A nach B
- B Antraben, Volte um C, Volte um D
- Trab bis E, Stop, Set up vor dem Richter
- Rückwärts, 180° Drehung
- Im Trab die Arena verlassen

Trail in Hand

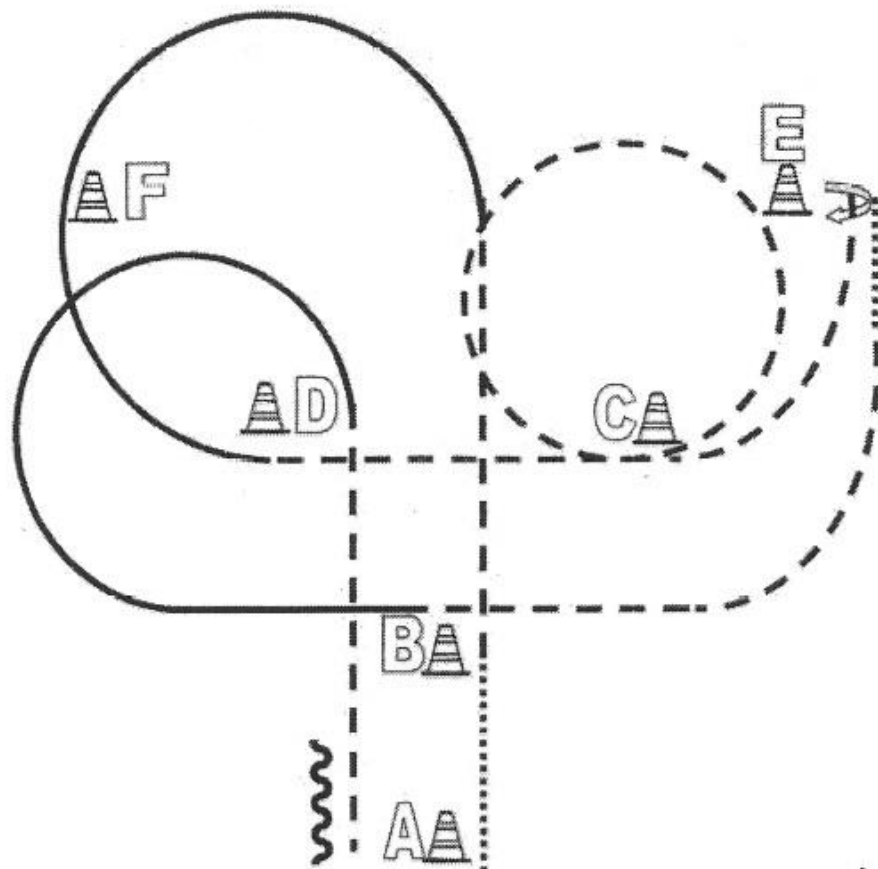
1. Schritt, Brücke, Walk over
2. Jog over
3. Schritt, 270° Grad Drehung nach rechts
4. Schritt in Sackgasse, Back up
5. Sidepass
6. Pylone von links nach rechts heben, im Schritt die Arena verlassen








Trail All Ages



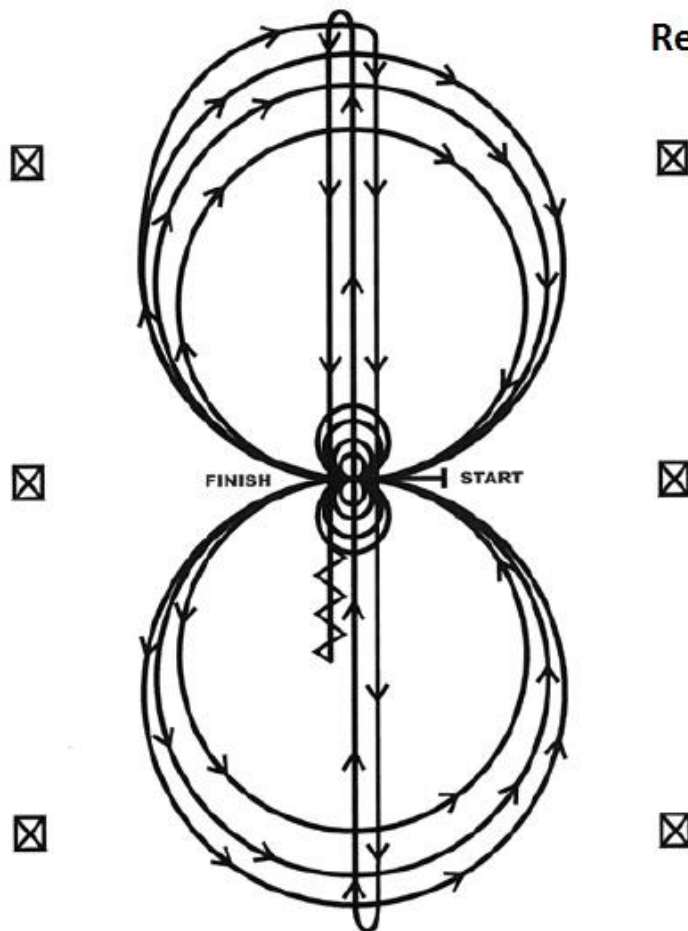
Western Horsemanship



1. Von A nach B im Schritt
 Von B bis zwischen F und E traben
 Linksgalopp um F bis D
2. Bei D durchparieren in Trab und weiter bis C
 Trabvolte um C und weiter bis E
 Bei E anhalten, 180° HHW rechts
3. Schritt, kurz vor C antraben und weiter bis B
 Bei B Rechtsgalopp und $\frac{1}{4}$ Volte um D reiten
 Bei D Trab und weiter bis A, bei A anhalten und rückwärts richten
 Im Schritt zurück ins Line-Up

	Back Up
	Walk
	Jog
	Lope
	Wechsel

Reining All Ages



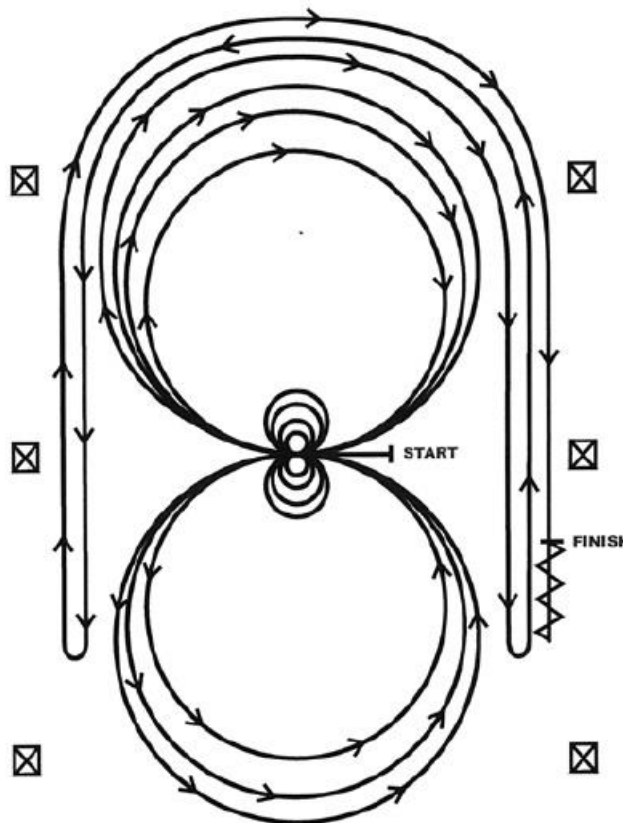
PATTERN 2

Horse may walk or jog to the center of the arena. Horse must walk or stop prior to starting pattern. Begin 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 10 feet (3.05 m). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Exhibitor may be requested to dismount and drop bridle to the designated judge.

Reining Rasseoffen

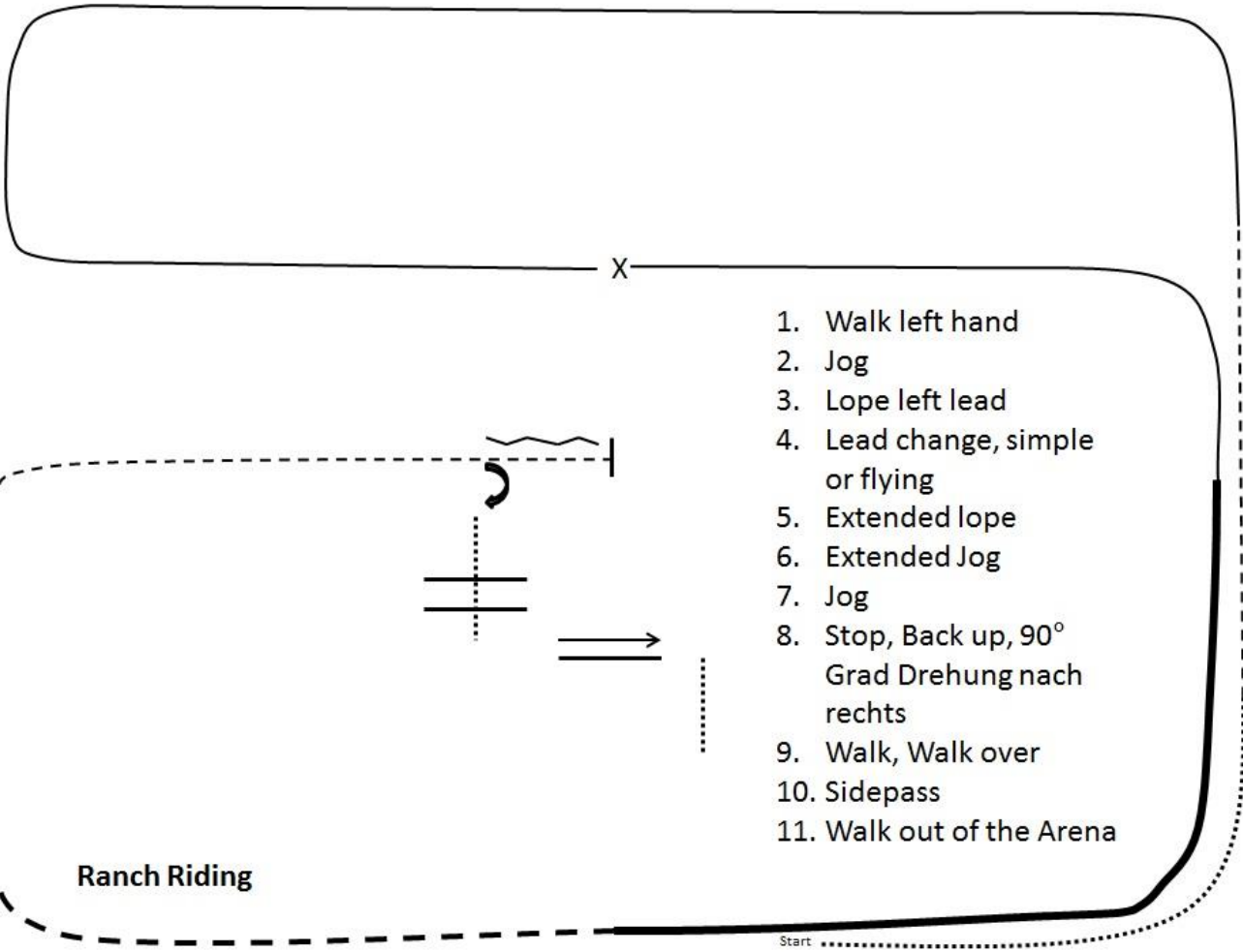


PATTERN 8

Horse may walk or jog to the center of the arena. Horse must walk 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.
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 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 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 left rollback at least 20 feet (6.09 m) 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 rollback at least 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.

Exhibitor may be requested to dismount and drop bridle to the designated judge.



1. Walk left hand
2. Jog
3. Lope left lead
4. Lead change, simple or flying
5. Extended lope
6. Extended Jog
7. Jog
8. Stop, Back up, 90°
Grad Drehung nach rechts
9. Walk, Walk over
10. Sidepass
11. Walk out of the Arena

Ranch Riding

Start