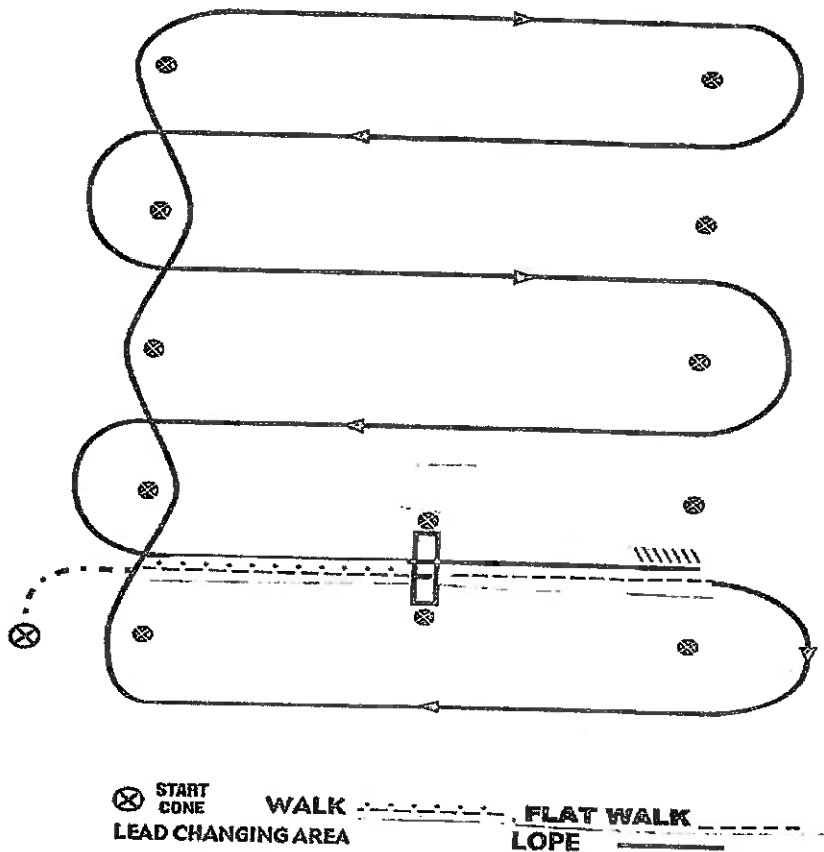


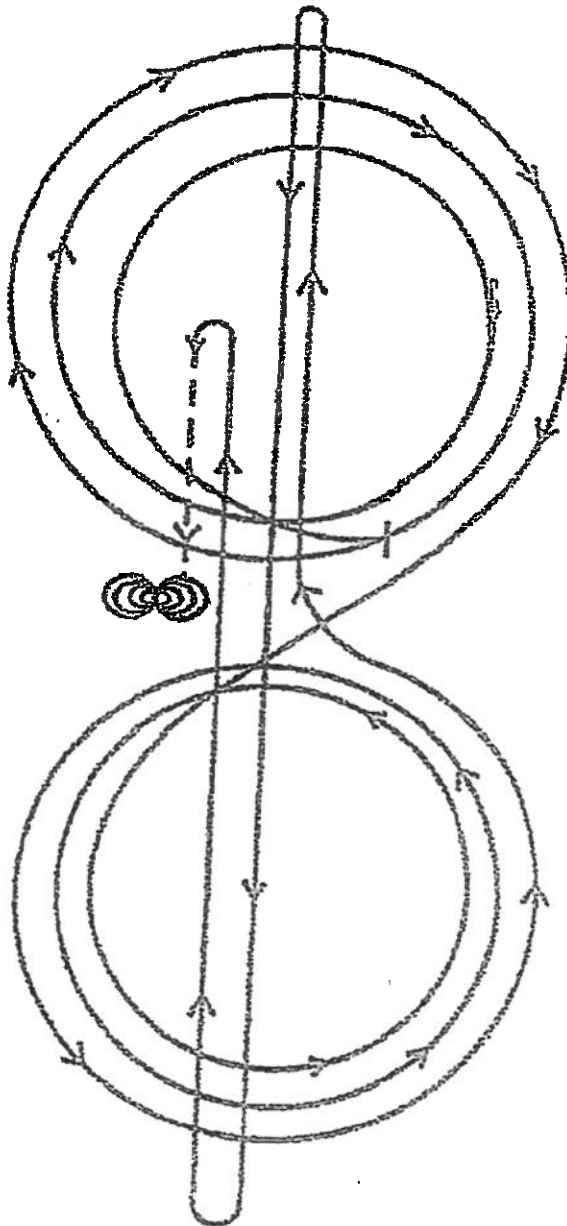
WESTERN RIDING PATTERN 4



1. Walk over log and start flat walk.
2. Transition to lope on right lead at first marker.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First line crossing.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop & back.

REINING PATTERN NUMBER 6

CLASS 33
WHA Rulebook



1. Beginning on the right lead, complete 3 circles to the right, the first circle small and slow, the next 2 circles large and fast. Change leads at the center of established pattern area.
2. Complete 3 circles to the left, the first circle small and slow, the next 2 circles large and fast. Change lead at center of established pattern area.
3. Run up the middle to the far end of the established pattern area past the marker and do a left roll back – no hesitation.
4. Run to the opposite end of the established pattern area past the end marker and do a right roll back – no hesitation.
5. Run past the center marker and do a sliding stop. Back up at least 10 feet. Hesitate.
6. Complete 4 spins to the right.
7. Complete 4 spins to the left. Hesitate to demonstrate the completion of the pattern.
8. Exhibitor may drop bridle to designated judge.

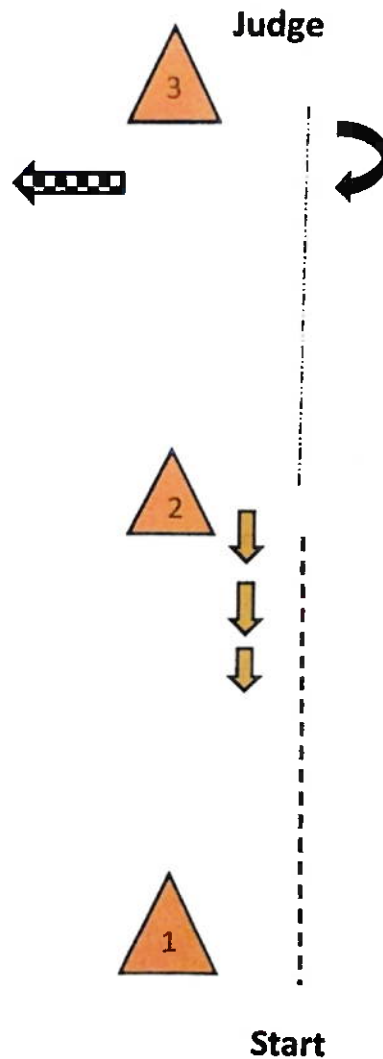
The arena should be approximately 50 feet by 150 feet. Markers should be placed on the fence or wall to indicate the length of the pattern.

SHOWMANSHIP

Beginner Level

Pattern 2

Class #: 53



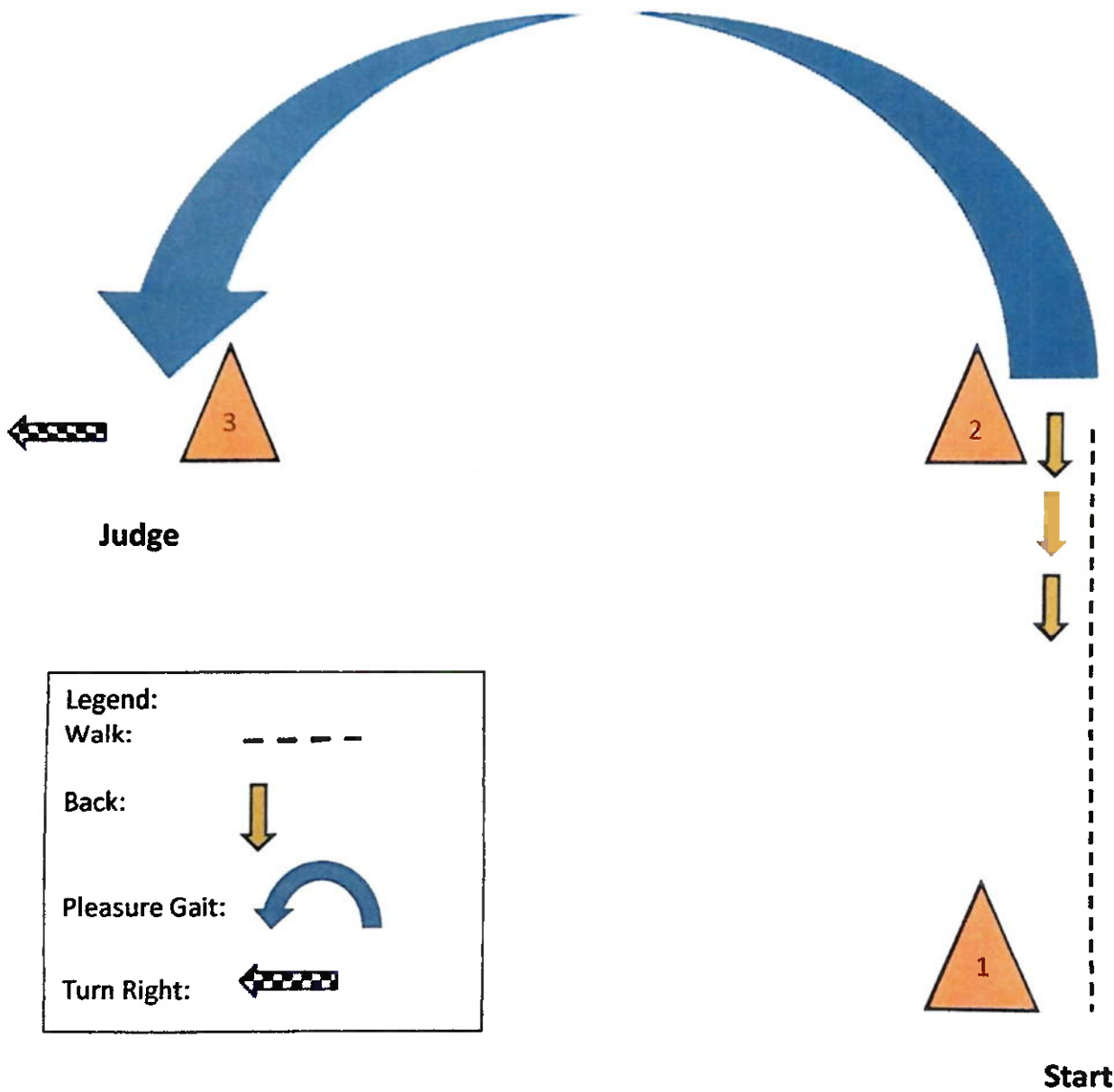
Legend:	
Walk:	---
Back:	↓
Pleasure Gait:	- . . - . .
Turn right:	↻

Instructions:

1. Begin at cone 1. Walk to cone 2 and halt.
2. Back 3 steps.
3. Pleasure gait to cone 3. Halt and set-up for inspection.
4. When dismissed, perform 270 degree turn right and exit as directed.

SHOWMANSHIP
Beginner Level – Pattern 1

Class #: 54



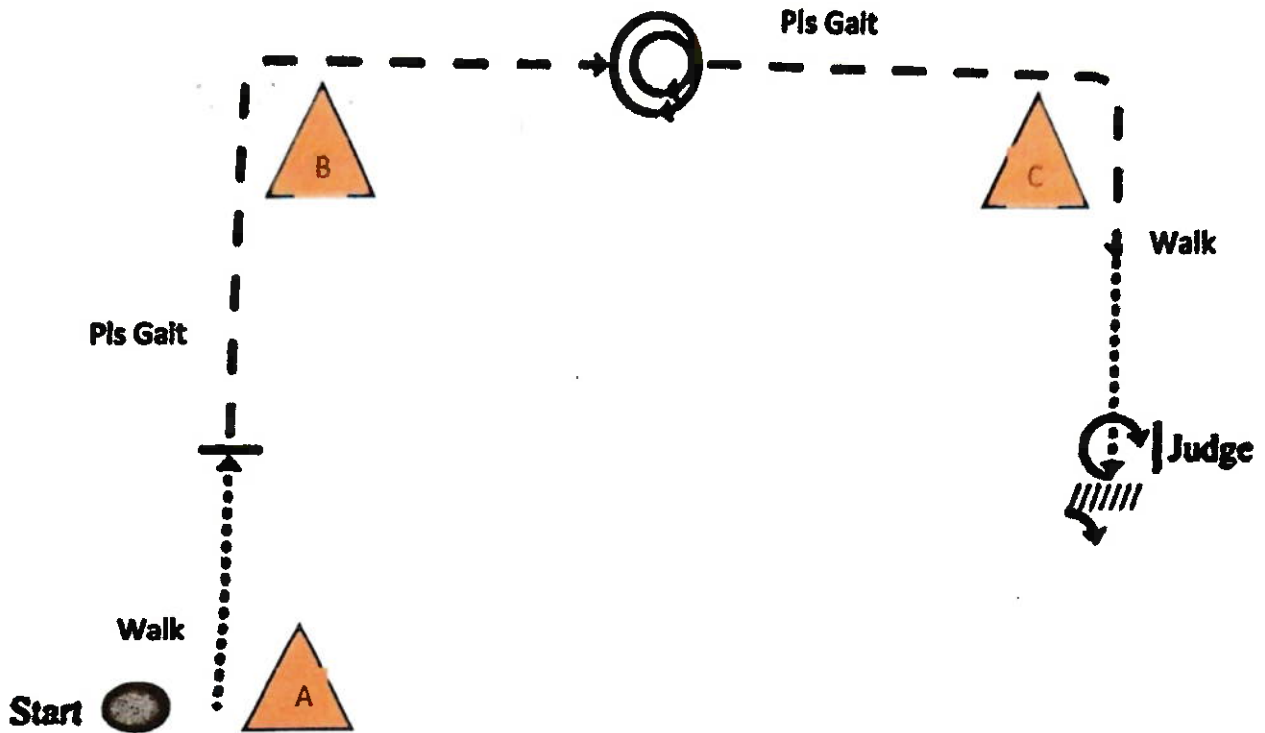
Instructions:

1. Begin at cone 1. Walk to cone 2.
2. Halt at cone 2. Back 3 steps.
3. Pleasure gait to cone 3. Halt and set-up for inspection.
4. When dismissed, perform 90 degree turn right and exit as directed.

SHOWMANSHIP

Intermediate Level
Pattern 1

CLASS #: 55



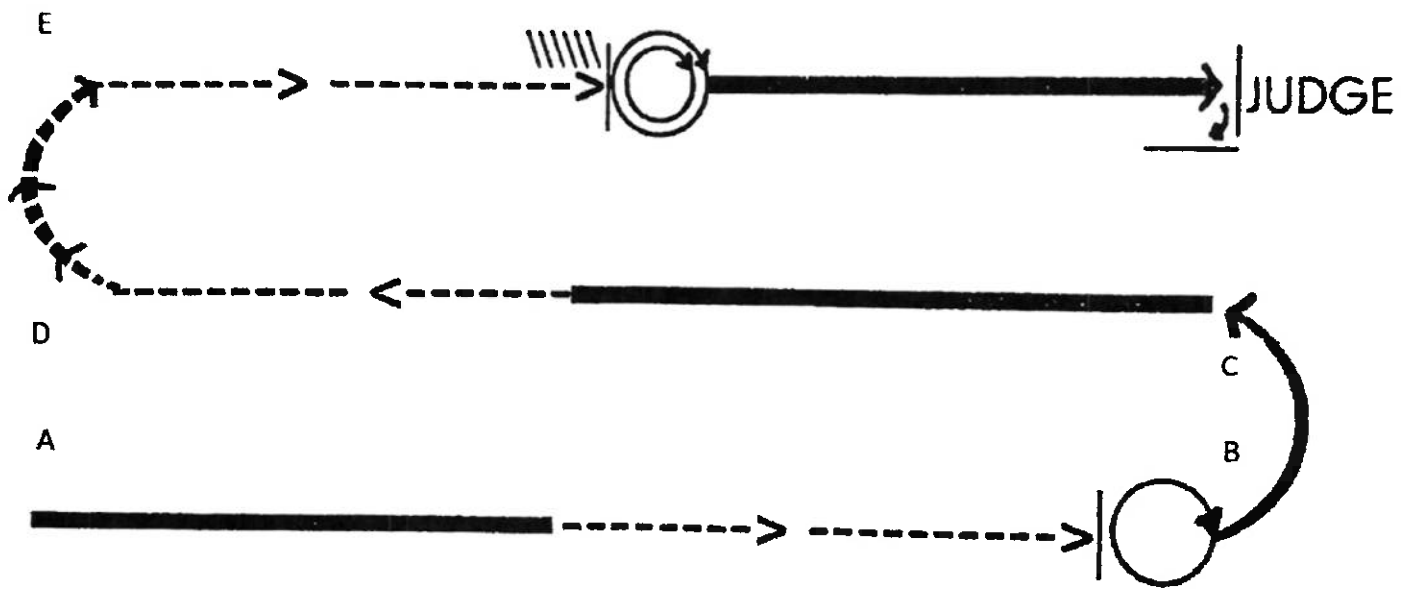
Instructions:

1. Walk forward until across from the Judge. Halt, set up, and hesitate.
2. Pleasure gait around B and halfway to C. Halt. Execute one 360 to the right.
3. Pleasure gait forward, around C, continue pleasure gait until one horse length past C.
4. Walk until across from Judge. Halt. Perform 270 degree turn to right until facing Judge.
5. Set up for inspection.
6. When dismissed, back 4 steps. Turn 90 degrees right and walk to exit as directed.

Legend:	
Walk
Pleasure Gait	-----
Back	//////
Turn	↻
Halt	—


Class #: 56

CENTER
RING



EXIT

1. Start at A. Walk to midpoint of line then pleasure gait to B. Halt.
2. Execute a 360 degree turn to the right.
3. Walk to C. Continue walk to midpoint of line then pleasure gait to D, continue pleasure gait to E and to midpoint. Halt.
4. Execute two 360 turns to the right. Halt. Back 6 steps.
5. Walk to Judge. Halt. Execute $\frac{1}{4}$ turn right. Set up for inspection.
6. Exit at a walk as directed.

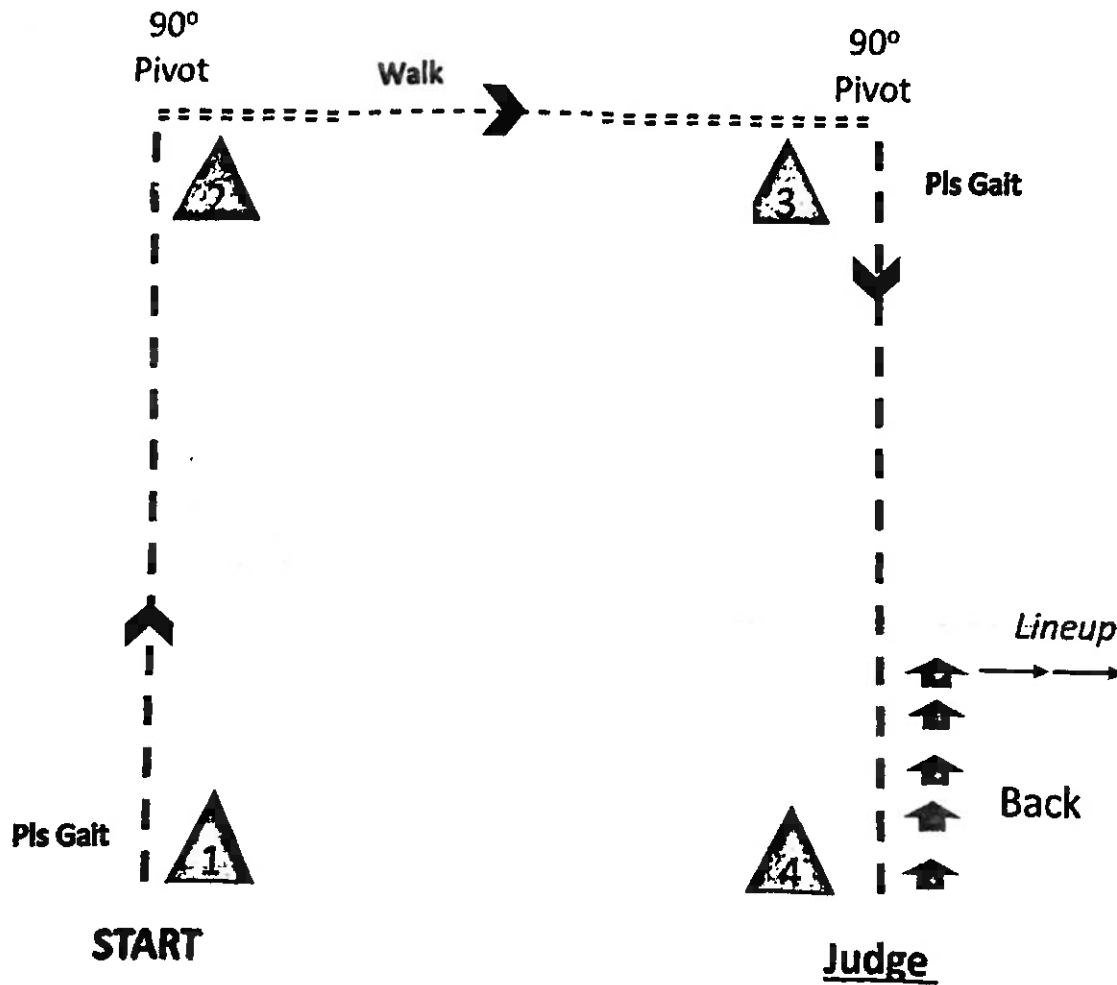
Walk: _____ Pleasure Gait: $\rightarrow - - - \rightarrow$ 360:  Halt: | Back: \\\

SHOWMANSHIP

Intermediate Level

Pattern 2

CLASS #: 58



Instructions:

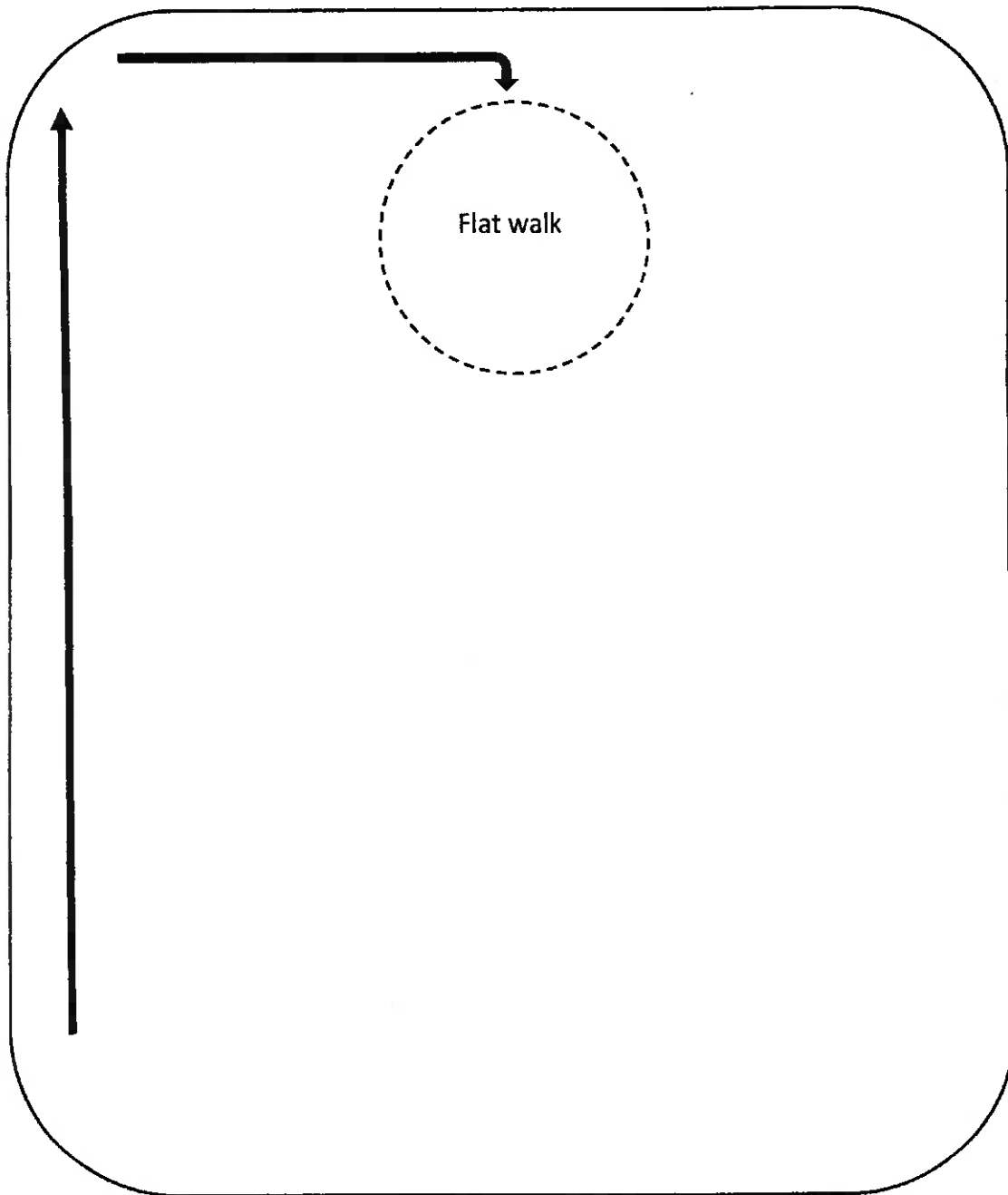
1. Begin at cone 1. Pleasure gait to cone 2.
2. Perform 90 degree right turn. Walk to cone 3.
3. Perform 90 degree right turn. Pleasure gait to cone 4.
4. At cone 4, halt. Set up for inspection.
5. When excused, back 5 steps and walk to line up as directed.

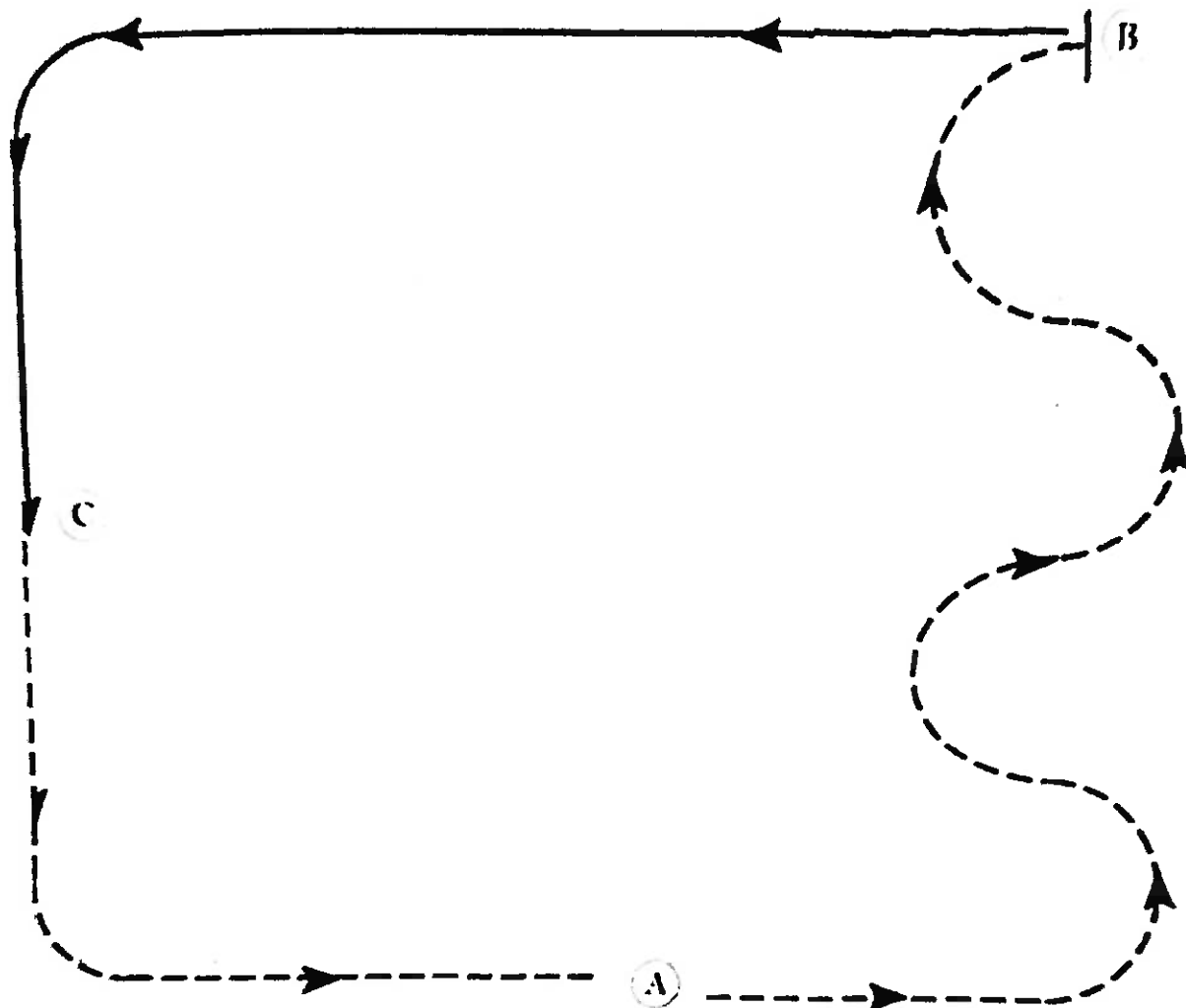
WALKING SEAT EQUITATION 2 GAIT

Class #: 60

Instructions:

Running walk down the straight away. At the center of the curve, flat walk a circle to the right. Halt. Return to line-up.





Begin at the mid-point of the in-gate end of the arena (A)

1. Begin test at Running Walk (A) to the right and perform a serpentine consisting of four half-circles.
2. Stop briefly (B). Begin Flat Walk.
3. Flat Walk along the rail, around the curve to the mid-point of the straightaway (C).
4. Go directly into a Running Walk, continue to the end of the straightaway, around the next curve and to the exit (A).

Running Walk - - - -

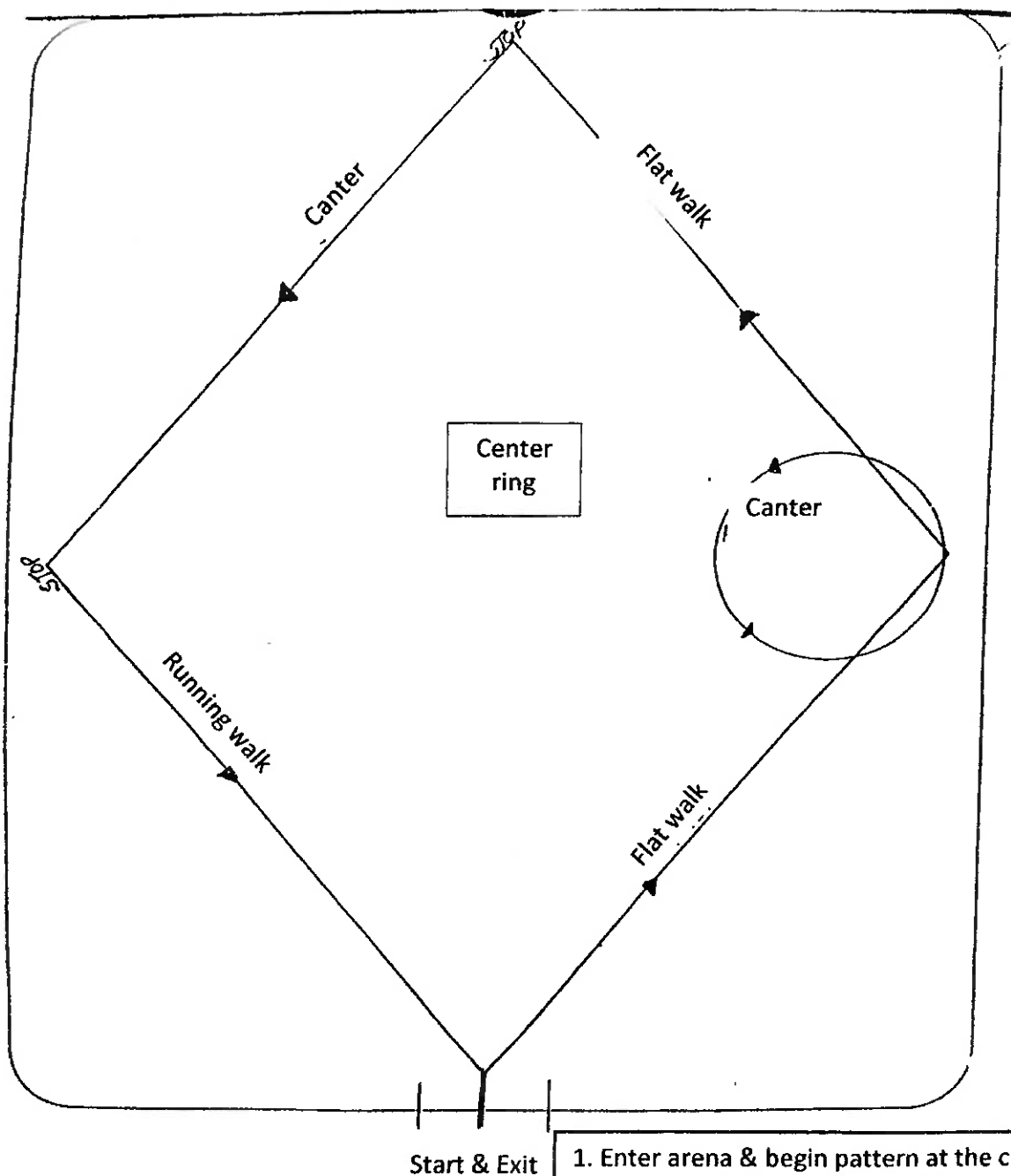
Flat Walk ———

Walking Equitation – 3 Gait

Class #: 65

Intermediate Level

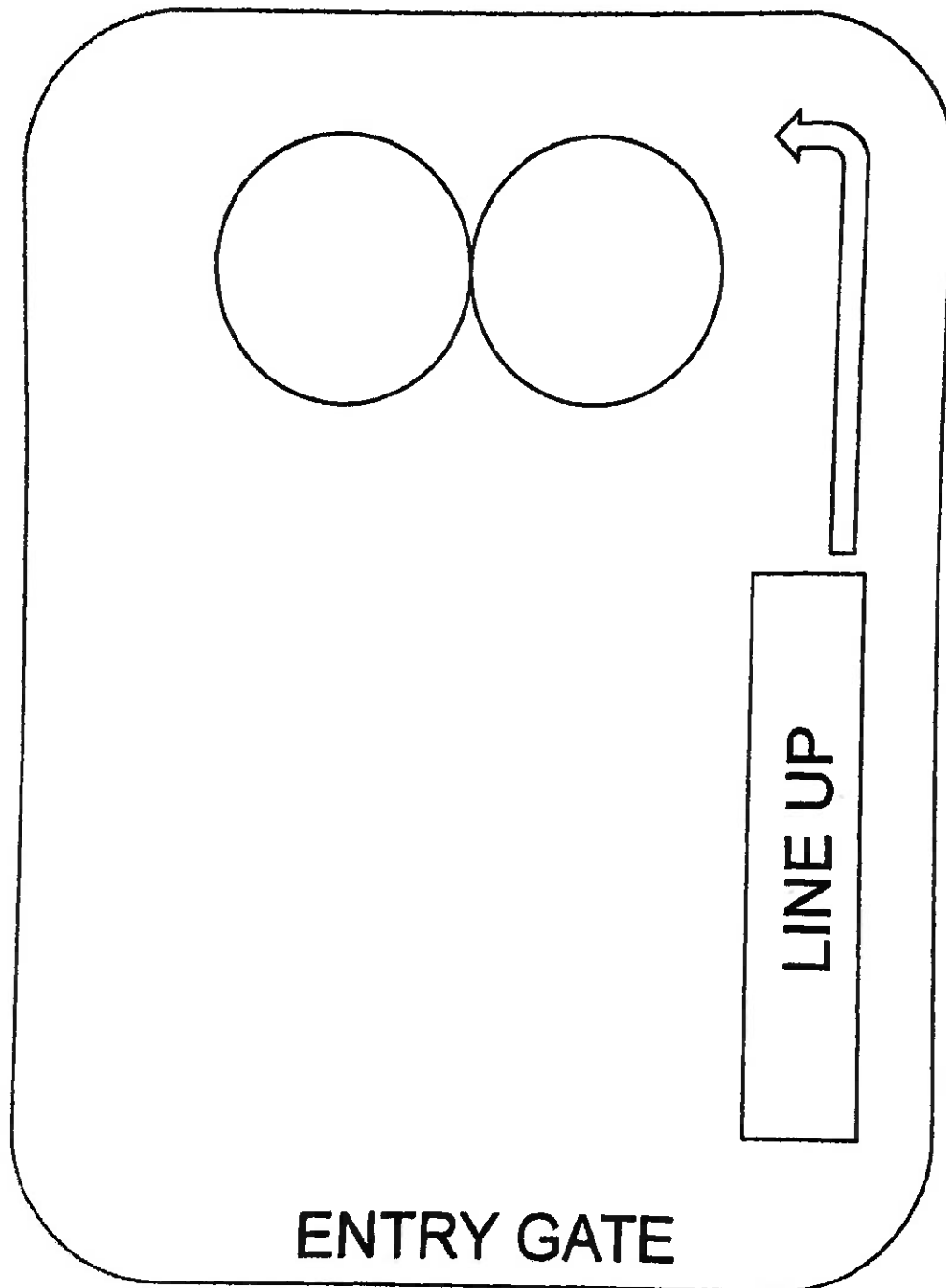
Pattern 1



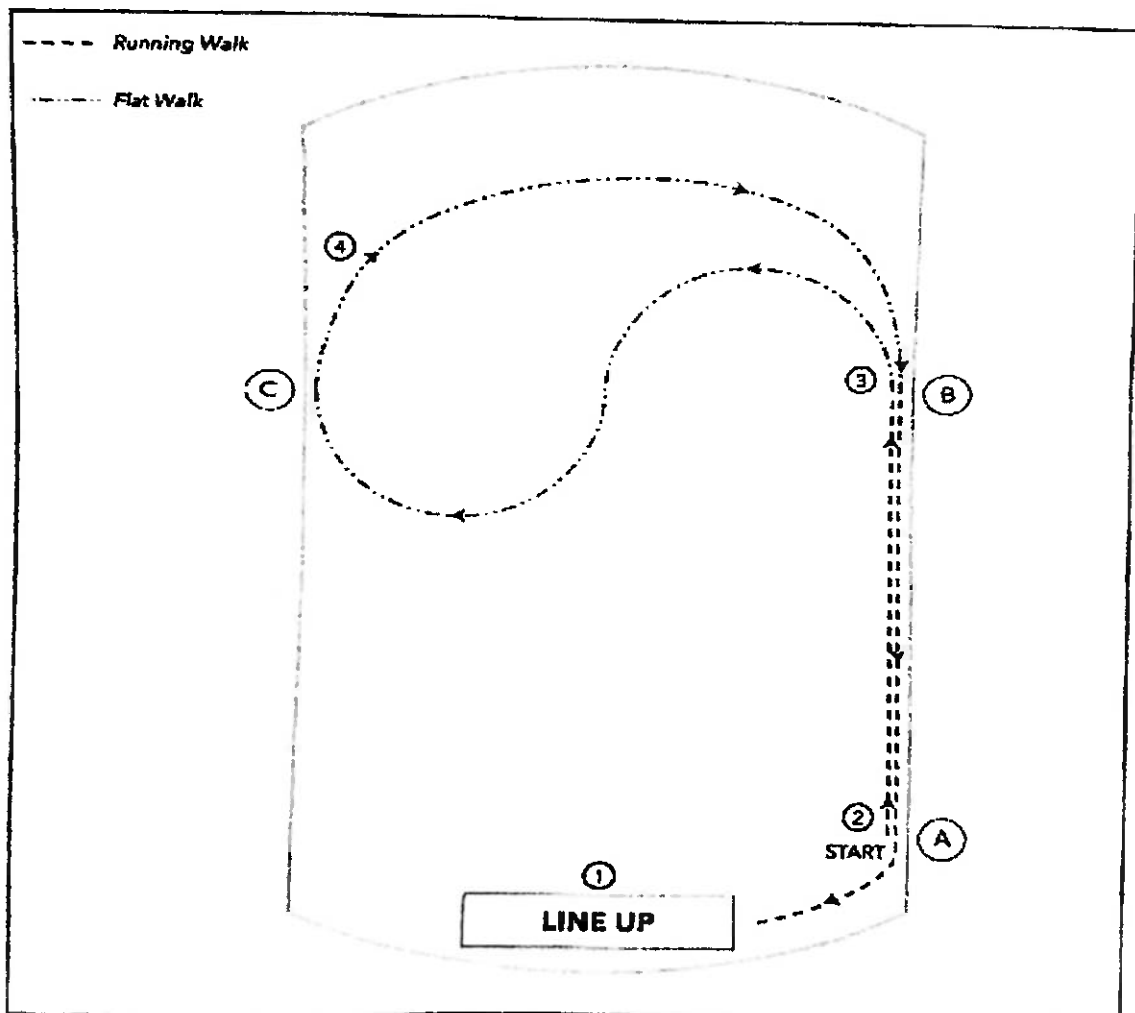
1. Enter arena & begin pattern at the center of this curve. Flat walk diagonal line to center point of the right side straight away.
2. At this point, canter a circle to the left.
3. Transition to Flat walk & ride diagonal line to end of the arena.
4. Stop. Turn left.
5. Canter diagonal line on left lead to center point of opposite straight away.
6. Stop. Turn left. Running walk to exit.

Instructions:

Flatwalk a figure eight in the center of the curve.



1. Lineup at the entry gate facing center ring.
2. Using the straightaway to your right, begin at Point A and running walk 2/3 down the straightaway to Point B.
3. At Point B, transition to a flat walk and perform a two-loop serpentine across the end of the arena to Point C.
4. Coming out of the serpentine, continue at a flat walk around the turn and back to Point B where you'll pick up a running walk and return to the lineup.

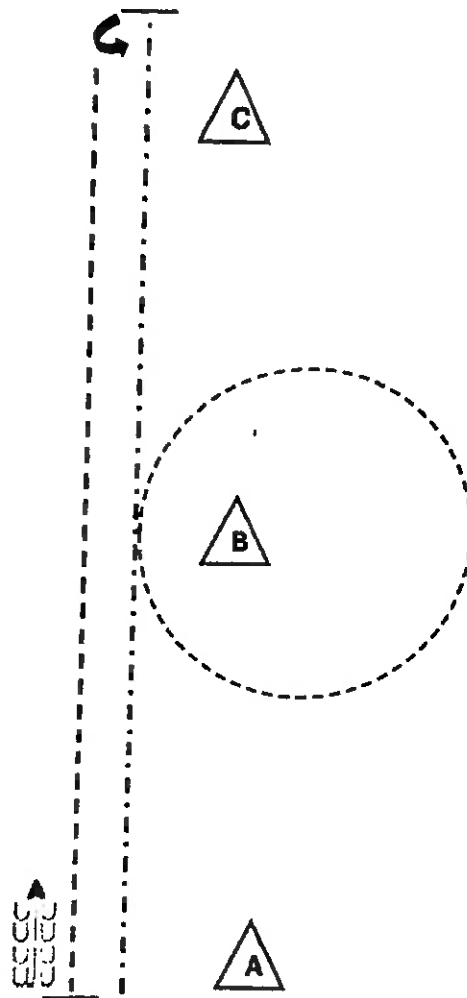


STOCK SEAT EQUITATION – 2 Gait

Class #: 71

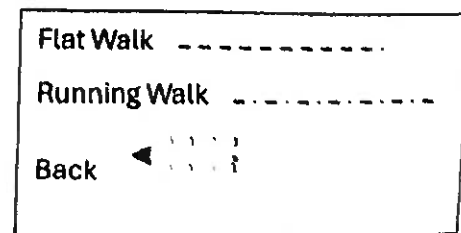
Beginner Level

Pattern 3



Be ready at A.

1. Running Walk to B.
2. Transition to the Flat Walk and make a circle to the right around B.
3. Resume the Running Walk and continue past C.
4. Stop. Perform 180° turn to the left.
5. Flat Walk back to A. Stop.
6. Back approximately one horse length.



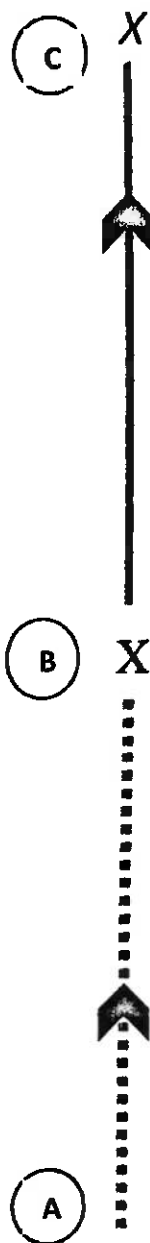
STOCK SEAT EQUITATION – 3 GAIT

Intermediate Level

Pattern 3

Class #

72



Instructions:

1. Be ready at A.
2. Lope on left lead to B.
3. Halt.
4. Lope on the right lead to C. Halt.
5. Exit or line up as directed.

Left lead: ----->

Right lead: ----->

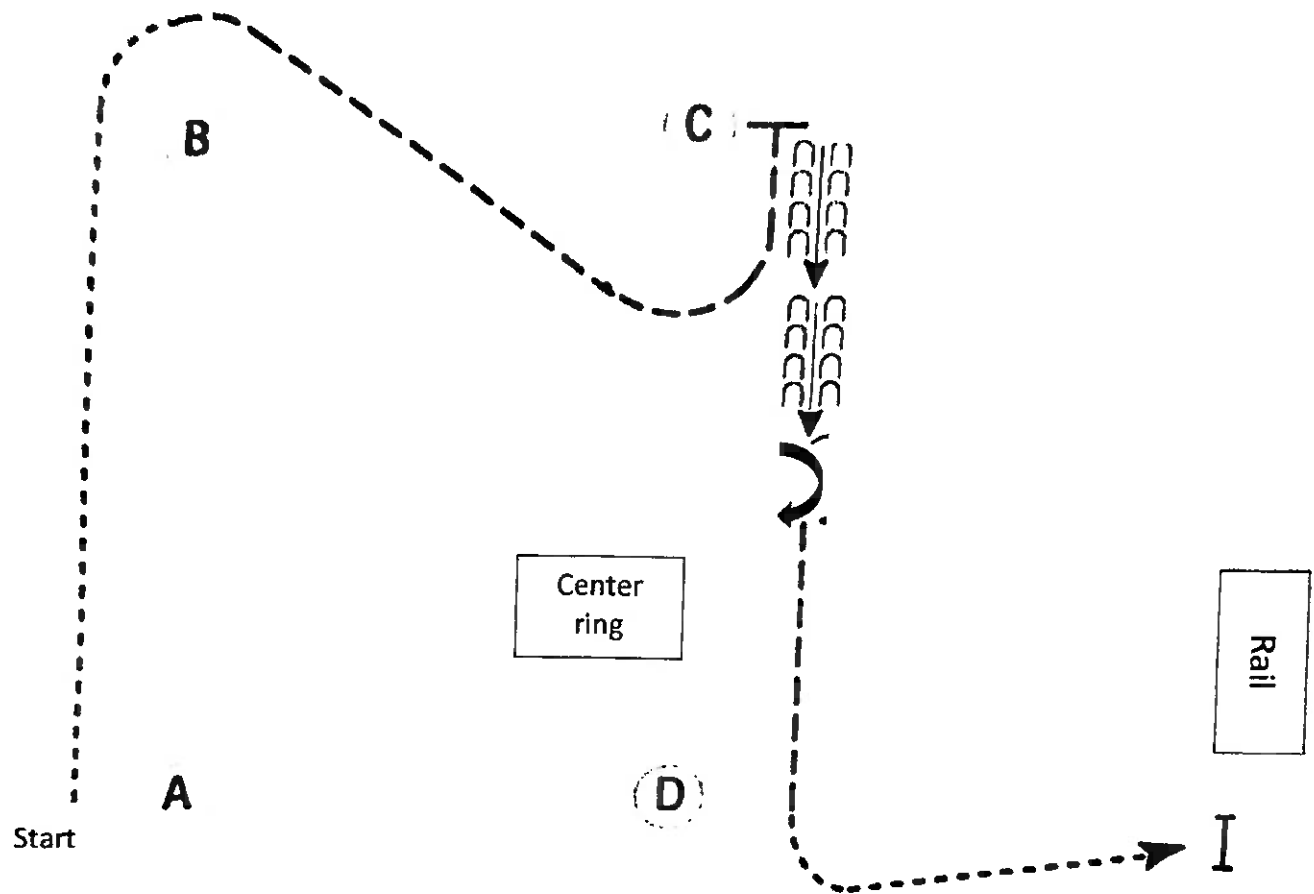
Halt: X

STOCK SEAT EQUITATION – 2 Gait

Class #: 73

Intermediate Level

Pattern 1



I

Instructions:

1. Be ready at A. Running walk to B.
2. At B, flat walk. Flat walk around B and to C. Halt.
3. Back 2 horse lengths.
4. Perform a 180 turn to the right.
5. Flat walk to D; continue flat walk left to the rail. Halt.
Exit or line up as directed.

LEGEND

-----	Running walk
- - - - -	Flat walk
I	Halt
c c c c c	Back
↻	180 right turn