

Hunt Seat Equitation (WALK/TROT)

Be ready at A.

1. Walk from A until even with C.
2. Posting trot on the right diagonal to B.
3. At B, stop and perform a 90 degree turn on the forehand to the right.
4. Posting trot on the left diagonal from B to C.
5. At C stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	-----
Back	←←←←←
Marker	⊙
Sidepass	←←
Hand Gallop	-----

[HSE_WT_30]

Pattern Provided by:
Rockie Mountain Saddle Club

Hunt Seat Equitation (LEVEL 1)

1. Posting trot on the left diagonal from A to B.

2. At B stop and perform a 90 degree turn on the forehand to the right.

3. Canter on the right lead from B to C.

4. At C stop.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	-----
Back	←←←←←
Marker	⊙
Sidepass	←←
Hand Gallop	-----

[HSEL_2]

Pattern Provided by:
Rockie Mountain Saddle Club

Hunt Seat Equitation (LEVEL 2)

Be ready at A.

1. Posting trot on the left diagonal from A to B.
2. At B, stop and perform a 270 degree turn on the forehand to the left.
3. Canter on the right lead from B to C.
4. At C stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	-----
Back	←←←←←
Marker	⊙
Sidepass	←←
Hand Gallop	-----

[HSEI_3]

Pattern Provided by:
Rockie Mountain Saddle Club

Hunt Seat Equitation (LEVEL 3/4)

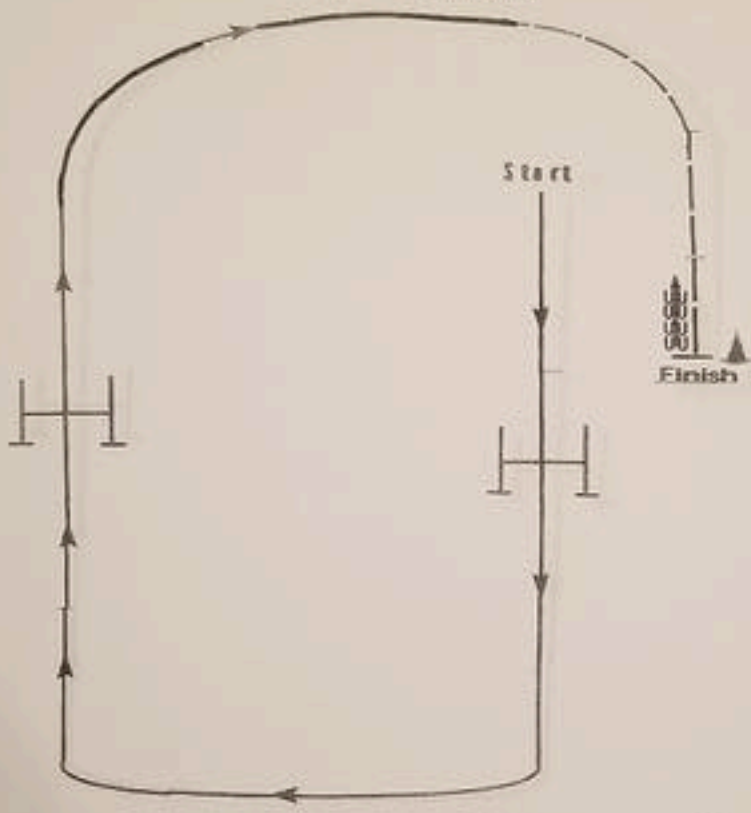
1. Posting trot on the left diagonal from A to B.
2. At B stop and perform a 270 degree turn on the forehand to the left.
3. Hand gallop on the right lead from B to C.
4. At C stop and back four steps.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	-----
Back	←←←←←
Marker	⊙
Sidepass	←←
Hand Gallop	-----

[HSEI_3]

Pattern Provided by:
Rockie Mountain Saddle Club

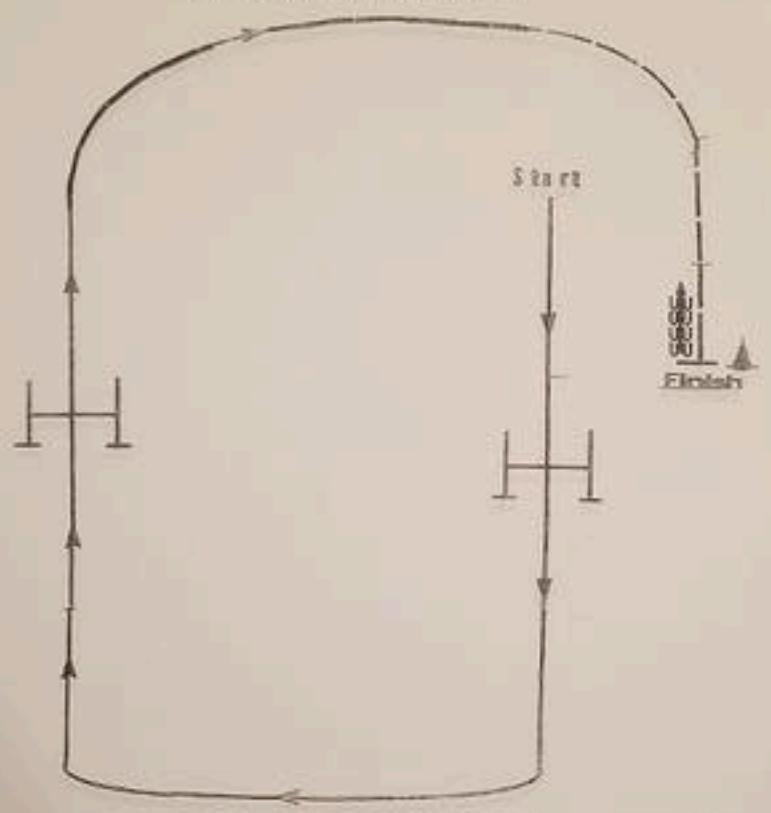
Hunter Hack
Level - Walk/Trot
Fence Height - Ground Poles



Walk _____ Trot _____ Back  Marker 

After 2nd fence, just before turn, walk to marker. Halt and back approximately one horse length.

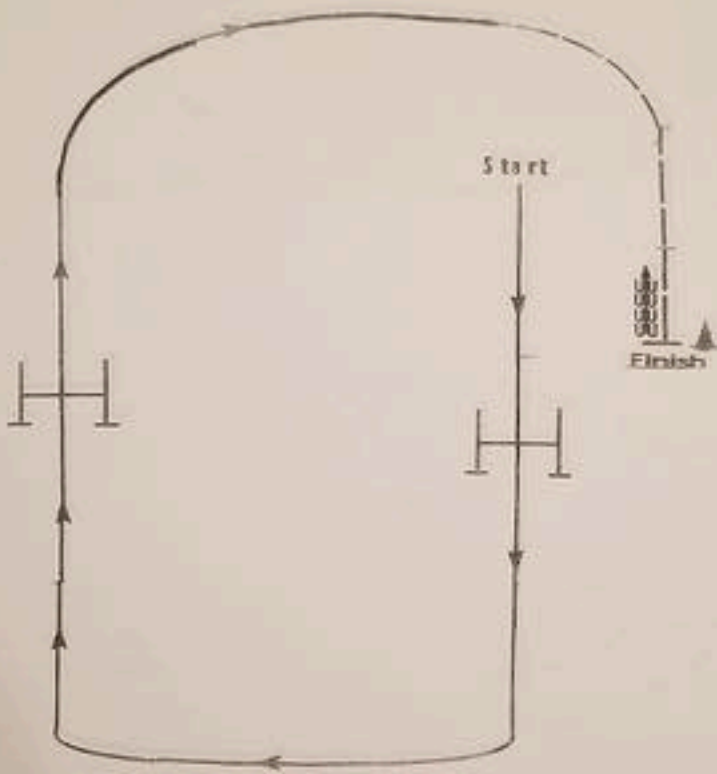
Hunter Hack
Level I
Fence Height - 18" Cross-Rail



Trot _____ Canter _____ Back  Marker 

After 2nd fence, just before turn, trot to marker. Halt and back approximately one horse length.

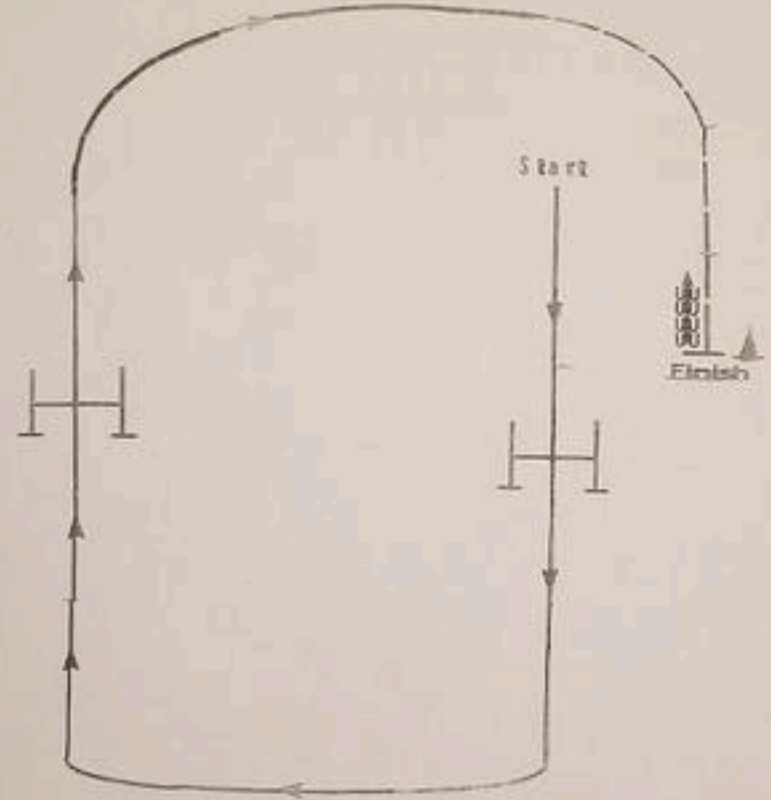
Hunter Hack
Level II
Fence Height - 18" - 21"

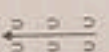



Collected Canter _____ Canter _____ Back  Marker 

After 2nd fence, just before turn, collected canter to marker. Halt and back approximately one horse length.

Hunter Hack
Level III and IV
Fence Height - 2' - 2' 3"



Hand Gallop _____ Canter _____ Back  Marker 

After 2nd fence, just before turn, hand gallop to marker. Halt and back approximately one horse length.

Trail Level Walk/Trot

1. Walk over poles as shown
2. Continue to walk over poles and thru box
3. Jog to the left over the poles
4. Continue to jog to the chute (do not enter)
5. Stop and turn 90 degrees left
6. Walk to pick up jog going right around cone
7. After completing circle come down to a walk
8. Walk over poles and bridge into box
9. Turn 360 degrees either direction and walk out over pole past the gate
10. Stop at the Finish

Walk
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	
Back	←←←←←

Trail Level 1

1. Walk over poles as shown
2. Jog over poles and thru box
3. Continue jog to left over poles
4. Lope on left lead to the chute
5. Walk into the chute
6. Back the chute and turn 90 degrees to the left
7. Walk into the lop on the right lead around the cone 3/4 of the circle. Finish circle at a jog
8. Walk over poles and bridge into box
9. Turn 360 degrees in either direction
10. Work the gate
11. Walk to finish

Walk
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	
Back	←←←←←

Trail Level 2

1. Jog over poles as shown
2. Lope on the left lead around the poles and box
3. Jog over poles
4. Lope on the left lead to the chute
5. Jog into the chute
6. Back the chute and turn 270 degrees right
7. Walk into lope on the right lead around the cone
8. Trot at completion of circle
9. Walk over poles and bridge into box
10. Turn 360 to the right and walk out over pole to gate
11. Work gate with left hand
12. Walk to finish

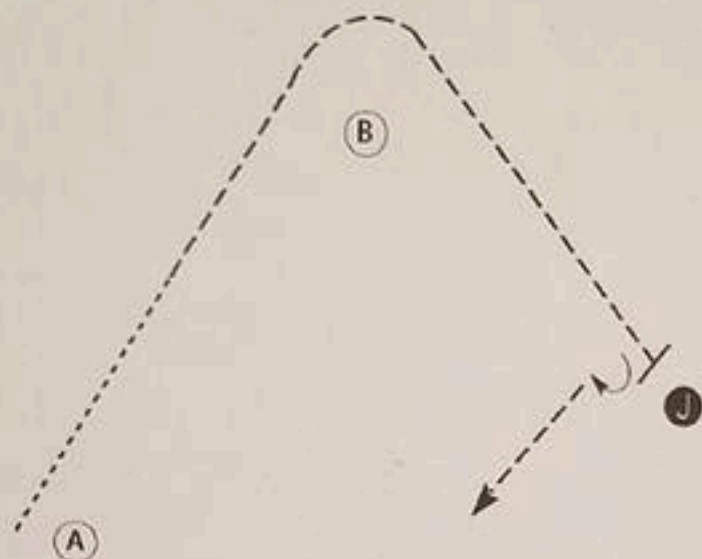
Walk
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	
Back	←←←←←

Trail Level 3 & 4

1. Jog over poles as shown
2. Lope on the left lead over poles and thru box
3. Jog over poles
4. Lope on left lead into chute
5. Back the chute and turn 270 degrees right
6. Lope on the right lead around the cone
7. Walk over poles and bridge into box
8. Turn 360 degrees to the right and walk out over pole to the gate
9. Work gate with left hand
10. Walk to finish

Walk
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	
Back	←←←←←

Showmanship (WEST - WALK/TROT and LEVEL 1)



Be ready at A.

1. Walk halfway to B.
2. Trot around B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Trot straight away from the Judge.

Follow the instructions of your ring steward.

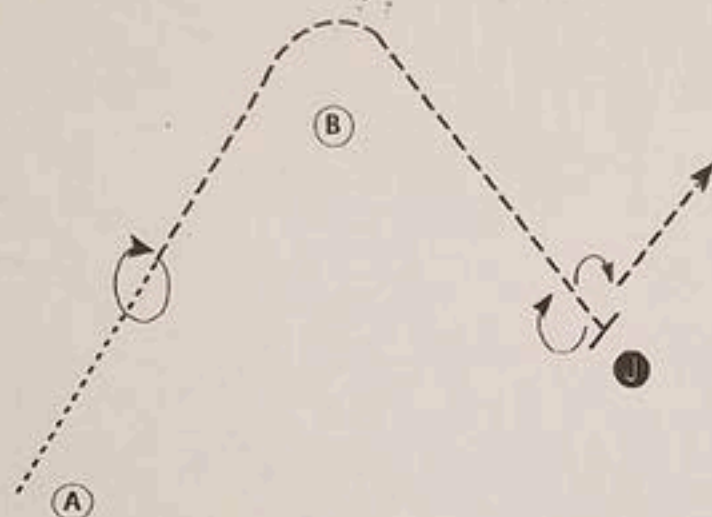


Pattern Provided by:

Rockie Mountain Saddle Club

[S/WT-34]

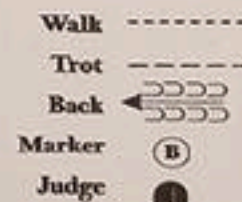
Showmanship (WEST - LEVEL 2 and 3/4)



Be ready at A.

1. Walk halfway to B.
2. Stop and perform a 360 degree turn.
3. Trot around B to the Judge.
4. Stop and perform a 180 degree turn and set up for inspection.
5. When dismissed perform a 90 degree turn.
6. Trot straight away from the Judge.

Follow the instructions of your ring steward.



Pattern Provided by:

Rockie Mountain Saddle Club

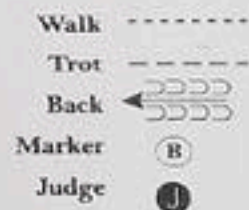
[S/2-34]

Showmanship - ENGLISH (WALK/TROT and LEVEL 1)

Be ready at A.

1. Walk to B.
2. Trot to and around C to judge.
3. Stop and set up for inspection.
4. When dismissed back approximately one horse length.
5. Turn slightly right and walk away.

Follow the instructions of your ring steward.



Pattern Provided by:
 Rockie Mountain Saddle Club

[S WT_39]

Showmanship - ENGLISH (LEVEL 2 and 3/4)

Show Date:

Be ready at A.

1. Walk to B.
2. Trot until past C.
3. Perform a 270 degree turn.
4. Trot to the judge, stop and set up for inspection.
5. When dismissed back approximately one horse length.
6. Perform a 270 degree turn and trot straight away.

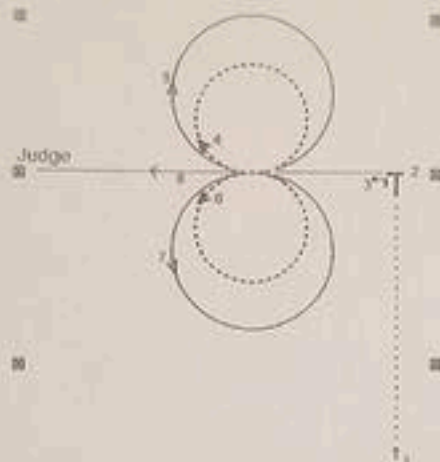
Follow the instructions of your ring steward.



Pattern Provided by:
 Rockie Mountain Saddle Club

[SMI_3]

Pattern A - Reining
Walk / Trot

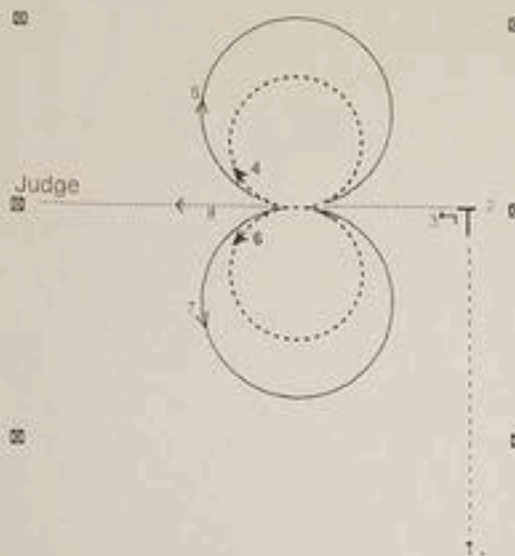


Walk: Large circle: _____
Jog: - - - - -

Proper execution of this pattern requires Level I Advancement skills. All stops are balanced.

1. Jog in a straight line to the center marker, at least 20' from the rail
2. Gradual stop through the walk
3. Turn left and walk to center
4. Jog a circle to the right
5. Jog a large circle to the right
6. At center, jog a circle to the left
7. Jog a large circle to the left. At center, slow to a walk
8. Walk to the judge for inspection

169. Pattern A - Level I Reining

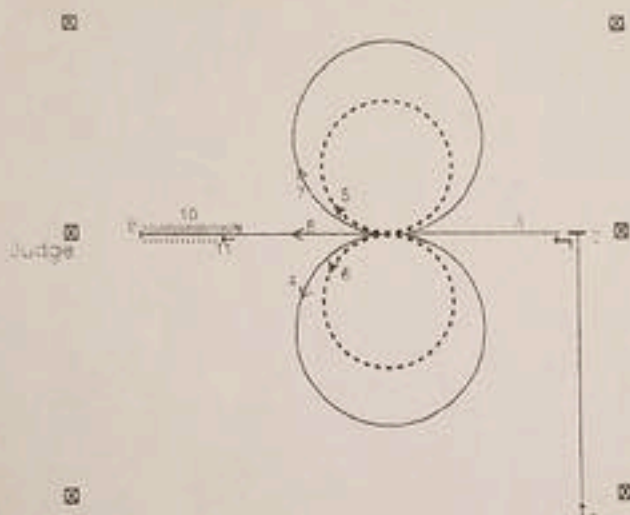


Walk: Lope: _____
Jog: - - - - -

Proper execution of this pattern requires Level I Advancement skills. All stops are balanced.

1. Jog in a straight line to center marker, at least 20' from the rail.
2. Gradual stop through the walk.
3. Turn left, walk to center.
4. Jog a circle to the right.
5. Lope a circle to the right.
6. At center, slow to a trot and trot a circle to the left.
7. Lope a circle to the left. At center, slow to a walk.
8. Walk to the judge for inspection.

Pattern D - Reining
Level II



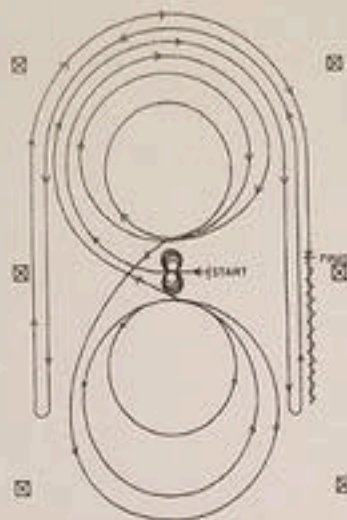
Walk: Lope: _____
Back: //////////////// Jog: - - - - -

Proper execution of this pattern requires Level II Advancement skills. All stops are balanced.

1. Lope in a straight line at least 20' from fence
2. Stop at center marker. Do a 90 degree left hindquarter turn. Hesitate.
3. Pick up lope on left lead
4. Lope a large circle left at moderate speed
- 5-6. At center, drop to a jog and do a small Figure 8, circle right first
7. At center, pick up right lead and lope a large circle right at moderate speed
8. Continue straight for 10'
9. Stop
10. Back

Walk to judge for inspection.

144. Pattern B - Level III and IV Reining (NRHA Pattern B)



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

1. Complete four spins to the left. Hesitate.
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 the 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 twenty feet from the wall or fence - no hesitation.

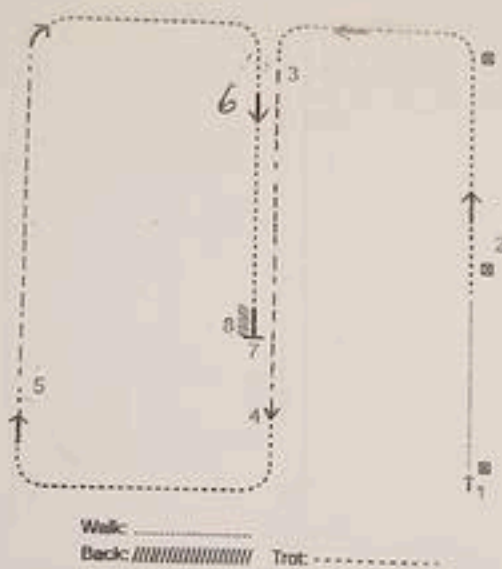
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence - no hesitation.

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 wide stop at least twenty feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

Rider must drop bridle to the designated judge.

ISS-199 - NOT ASSIGNED

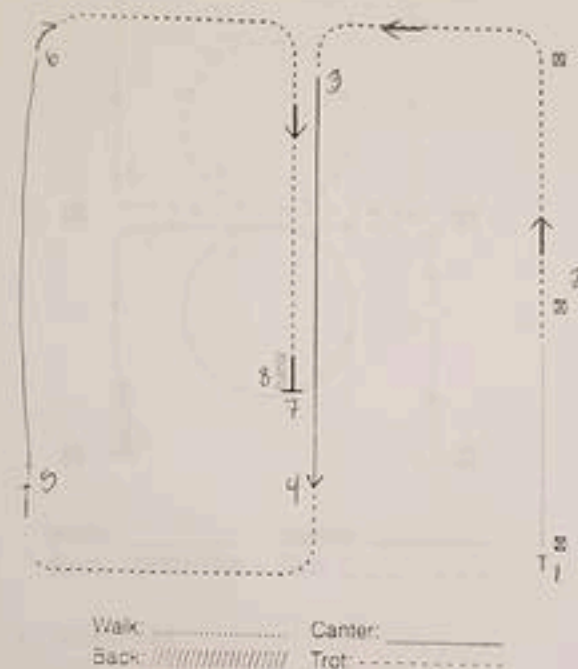
Pattern A - English Controlled Riding
Walk / Trot



1. Walk
2. Trot on the right diagonal
3. Continue down center
4. Sitting trot
5. Posting trot on the left diagonal around to center line
6. Sitting trot
7. Halt
8. Back three steps

Leave arena on loose rein at free walk.

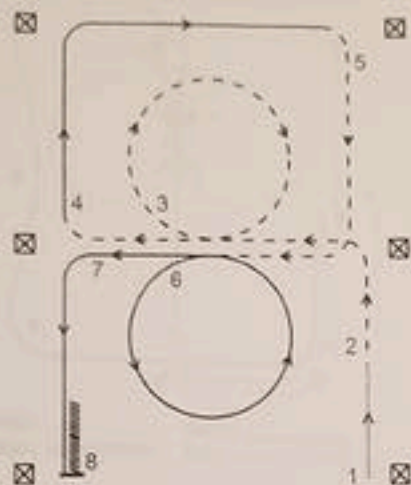
Pattern A - English Controlled Riding
Level I



1. Walk
2. Trot on the right diagonal
3. Canter down center on the left lead
4. Sitting trot
5. Canter on the right lead
6. Posting trot on the left diagonal down the center
7. Halt
8. Back three steps

Leave arena on loose rein at free walk.

476. Pattern D - Level II English Control

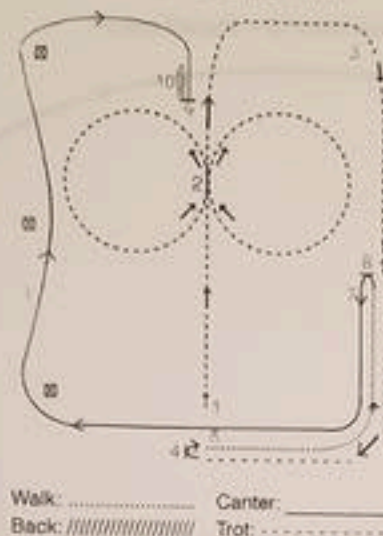


1. Normal walk.
2. Rising trot halfway between cones.
3. Change diagonals then circle right, rising trot.
4. Canter right lead.
5. Sitting trot.
6. Canter left lead, circle left.
7. Continue canter left lead.
8. Halt and back one horse length.

Leave arena on a loose rein at the free walk.

150

477. Pattern I - Level III and IV English Control



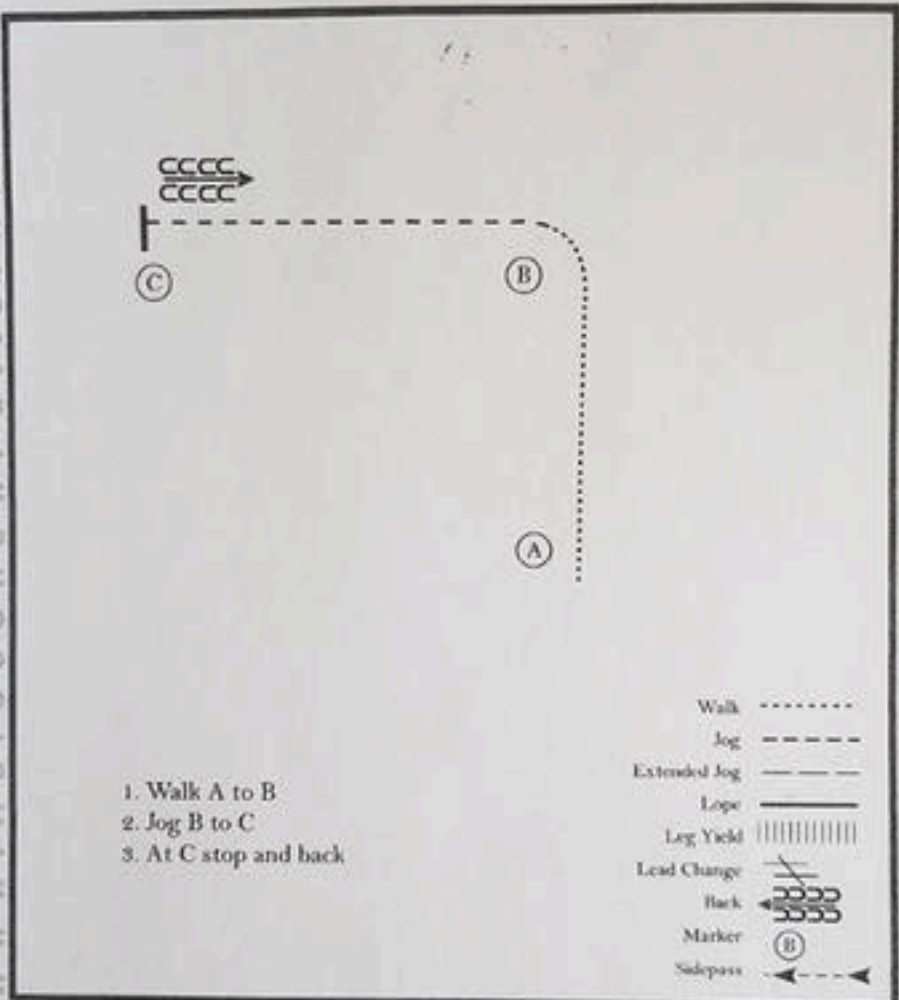
1. Sitting trot.
2. Rising trot, Figure 8 showing change of diagonals, starting to the right.
3. Extended trot, rising.
4. Halt, half turn (180 degrees) right on haunches.
5. Normal walk.
6. Halt, half turn (180 degrees) left on haunches.
7. Canter, right lead.
8. Two changes of leads through the cones, simple or flying.
9. Halt.
10. Back.

Leave arena on a loose rein at the free walk.

Markers 30 feet to 50 feet apart. Suggested arena size 150 feet by 200 feet.

150

Western Horsemanship (WALK/TROT)



1. Walk A to B
2. Jog B to C
3. At C stop and back

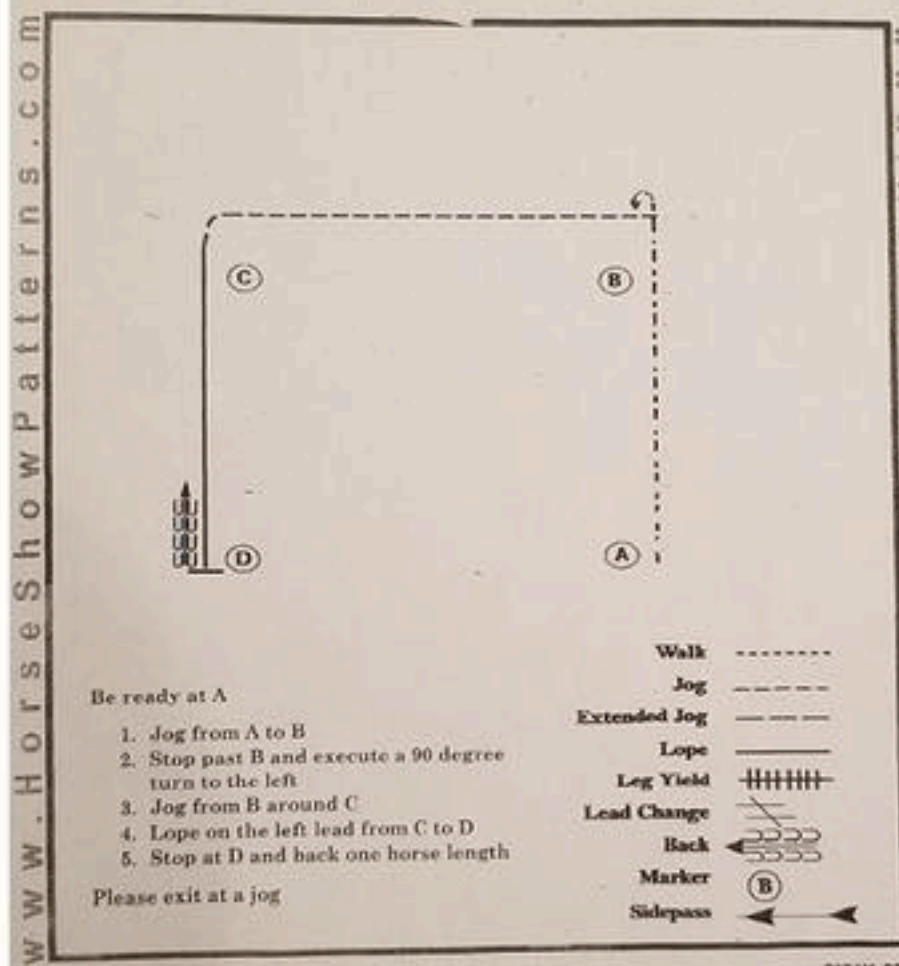
Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	
Back	←←←←←
Marker	(B)
Sidepass	←←←←←

Pattern Provided by:

Rockie Mountain Saddle Club

[WHWT-4]

Western Horsemanship (LEVEL 1)



Be ready at A

1. Jog from A to B
2. Stop past B and execute a 90 degree turn to the left
3. Jog from B around C
4. Lope on the left lead from C to D
5. Stop at D and back one horse length

Please exit at a jog

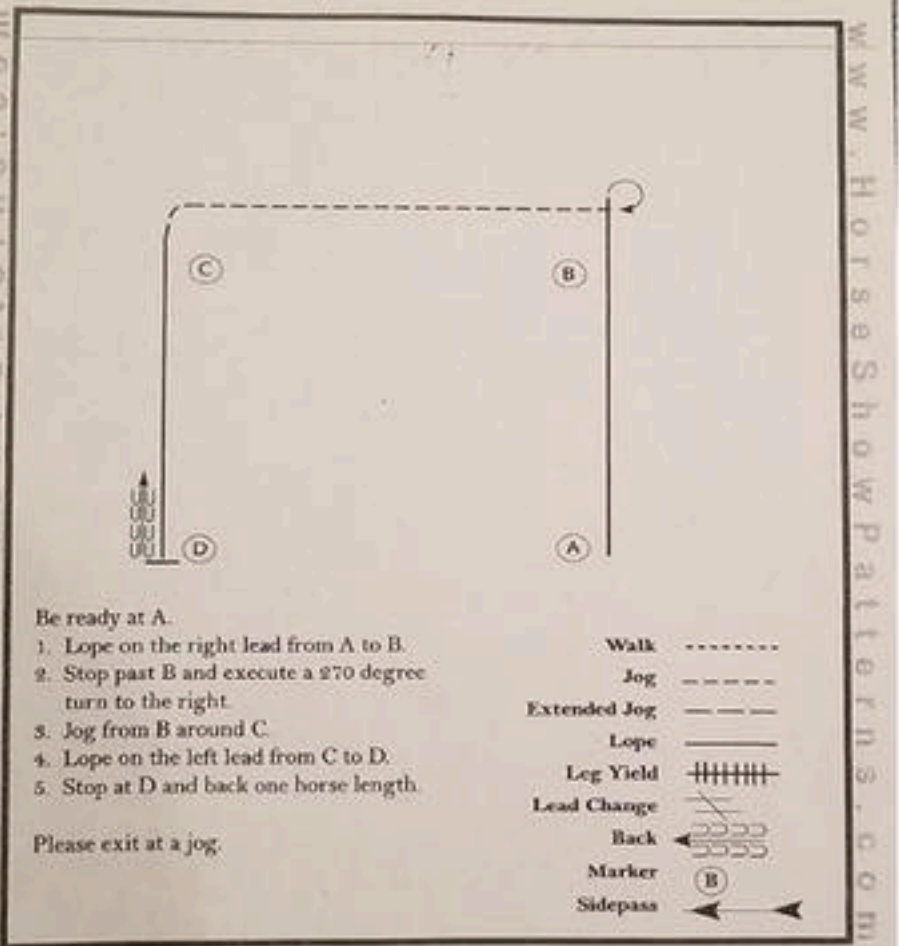
Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	
Back	←←←←←
Marker	(B)
Sidepass	←←←←←

Pattern Provided by:

Rockie Mountain Saddle Club

[WHV1-23]

Western Horsemanship (LEVEL 2)



Be ready at A.

1. Lope on the right lead from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Lope on the left lead from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

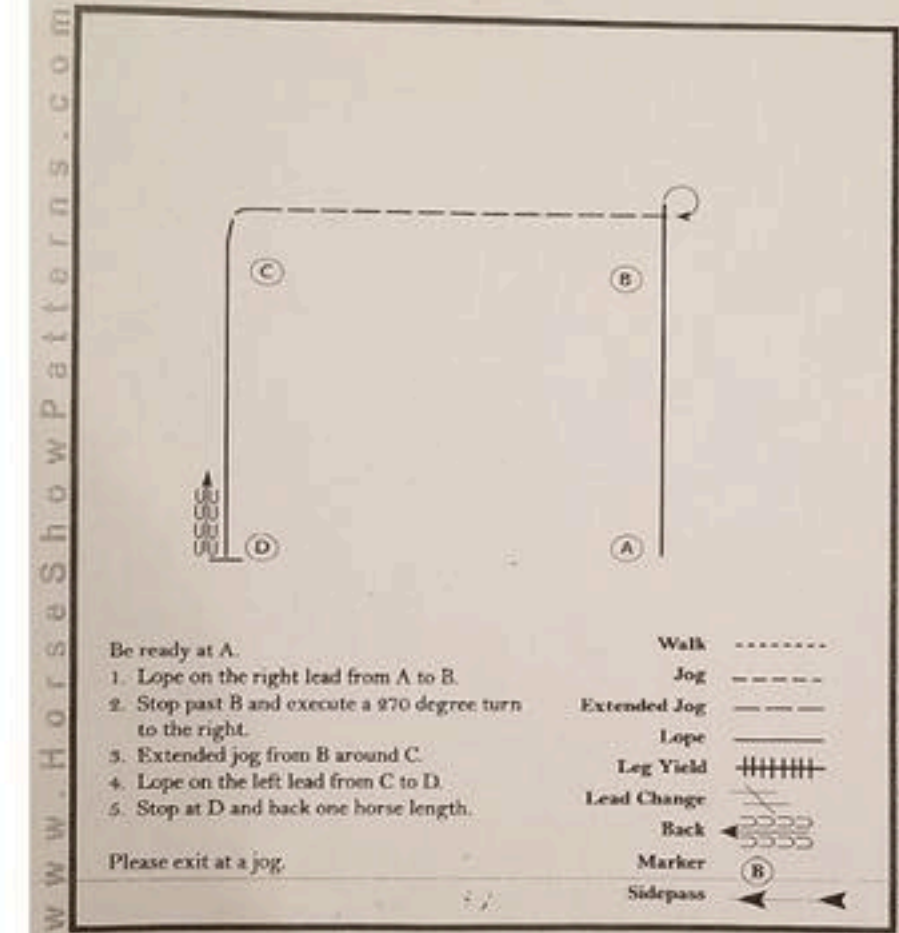
Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	
Back	←←←←←
Marker	(B)
Sidepass	←←←←←

Pattern Provided by:

Rockie Mountain Saddle Club

[WHV2-23]

Western Horsemanship (LEVEL 3/4)



Be ready at A.

1. Lope on the right lead from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Extended jog from B around C.
4. Lope on the left lead from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

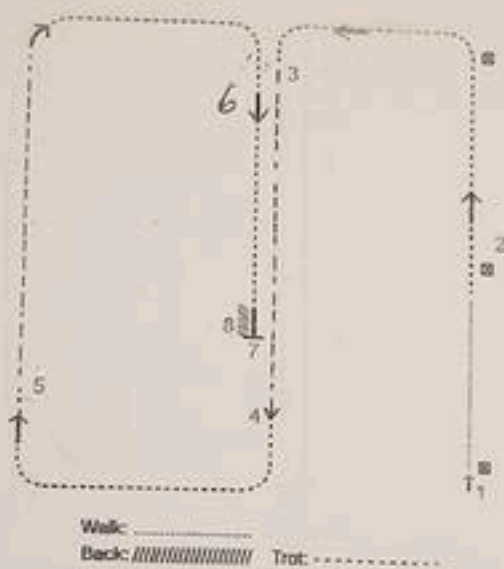
Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	
Back	←←←←←
Marker	(B)
Sidepass	←←←←←

Pattern Provided by:

Rockie Mountain Saddle Club

[WHV3-23]

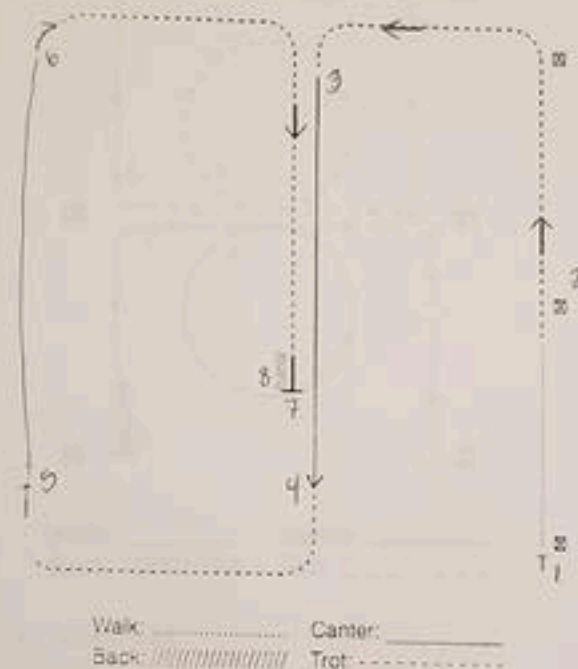
Pattern A - English Controlled Riding
Walk / Trot



1. Walk
2. Trot on the right diagonal
3. Continue down center
4. Sitting trot
5. Posting trot on the left diagonal around to center line
6. Sitting trot
7. Halt
8. Back three steps

Leave arena on loose rein at free walk.

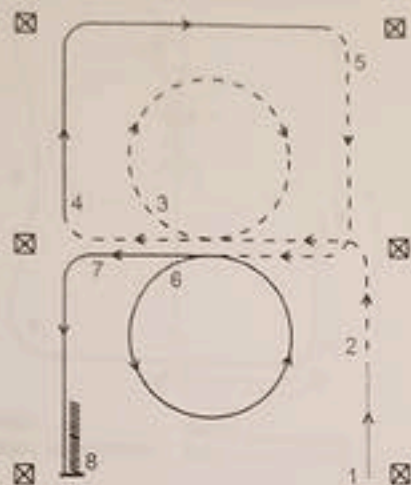
Pattern A - English Controlled Riding
Level I



1. Walk
2. Trot on the right diagonal
3. Canter down center on the left lead
4. Sitting trot
5. Canter on the right lead
6. Posting trot on the left diagonal down the center
7. Halt
8. Back three steps

Leave arena on loose rein at free walk.

476. Pattern D - Level II English Control

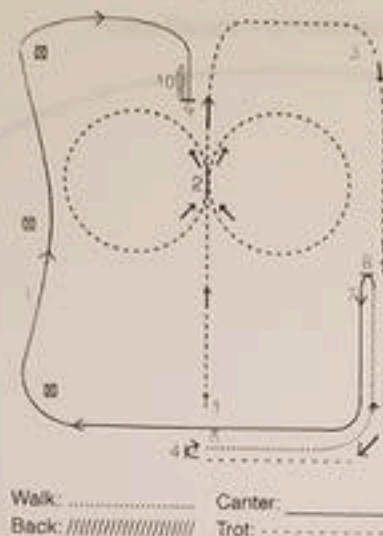


1. Normal walk.
2. Rising trot halfway between cones.
3. Change diagonals then circle right, rising trot.
4. Canter right lead.
5. Sitting trot.
6. Canter left lead, circle left.
7. Continue canter left lead.
8. Halt and back one horse length.

Leave arena on a loose rein at the free walk.

150

477. Pattern I - Level III and IV English Control



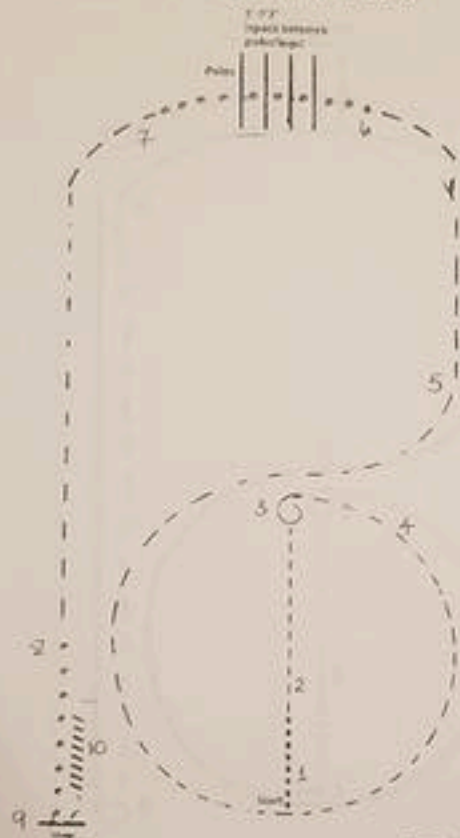
1. Sitting trot.
2. Rising trot, Figure 8 showing change of diagonals, starting to the right.
3. Extended trot, rising.
4. Halt, half turn (180 degrees) right on haunches.
5. Normal walk.
6. Halt, half turn (180 degrees) left on haunches.
7. Canter, right lead.
8. Two changes of leads through the cones, simple or flying.
9. Halt.
10. Back.

Leave arena on a loose rein at the free walk.

Markers 30 feet to 50 feet apart. Suggested arena size 150 feet by 200 feet.

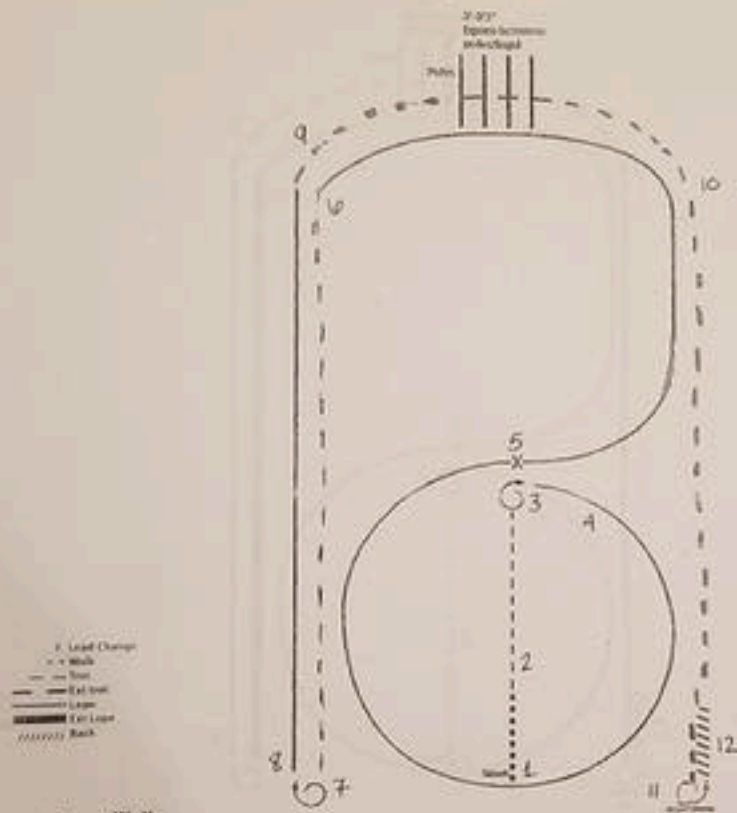
150

Ranch Riding - Walk / Trot



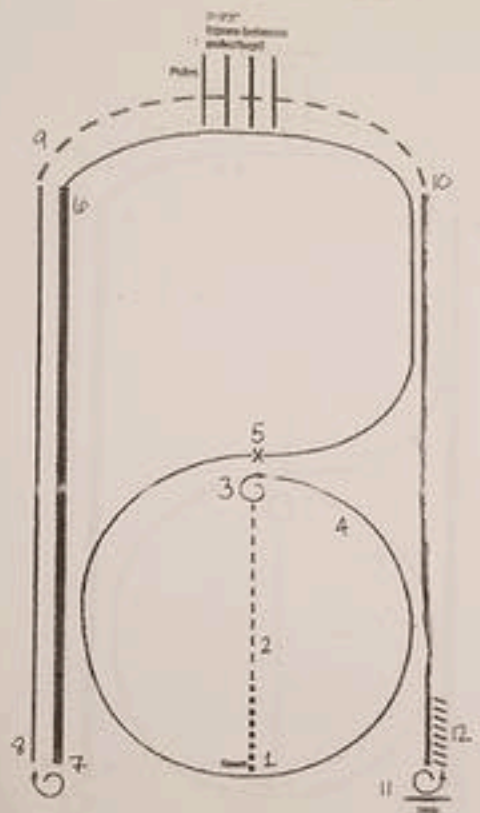
- | | | | |
|----|---|------|------|
| 1 | Walk | ●●●● | Walk |
| 2 | Jog to marker | ○ | |
| 3 | Halt and do a 90 degree turn to the right | ○ | |
| 4 | Jog a small circle to the right | ○ | |
| 5 | Continue around the end of the arena | ○ | |
| 6 | Walk over the poles | | Back |
| 7 | Jog | ○ | |
| 8 | Walk | ○ | |
| 9 | Halt | ○ | |
| 10 | Back | | Back |

Ranch Riding - Level I



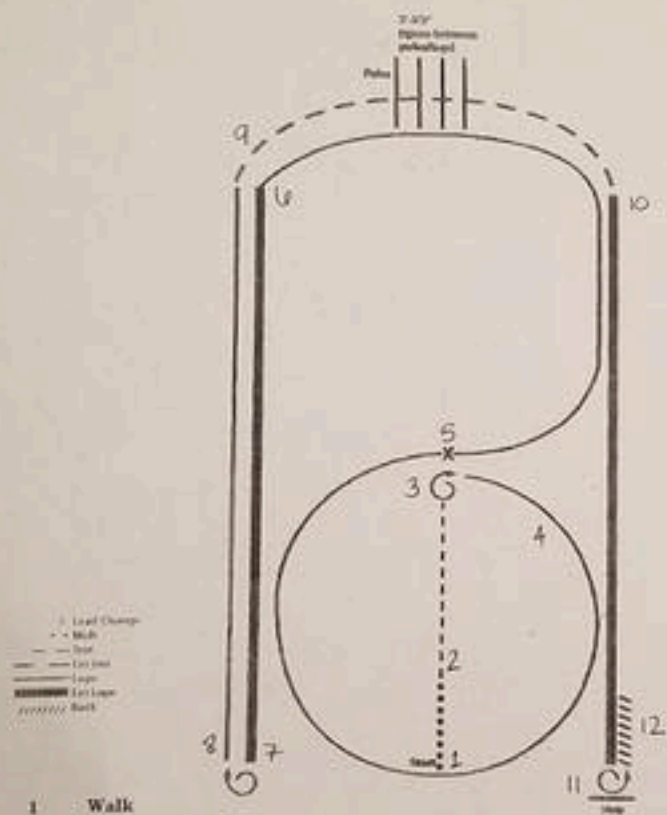
- | | | | |
|----|--|------|------|
| 1 | Walk | ●●●● | Walk |
| 2 | Jog to marker | ○ | |
| 3 | Halt and do a 90 degree turn to the right | ○ | |
| 4 | Lope a small circle on the right lead | ○ | |
| 5 | Change leads (simple) lope left lead around the end of the arena | ○ | |
| 6 | Jog | ○ | |
| 7 | Halt, do 1 1/2 turns right | ○ | |
| 8 | Lope straight on the right lead | ○ | |
| 9 | Jog around end of the arena across poles | ○ | |
| 10 | Continue jog | ○ | |
| 11 | Halt, do one complete turn to the left | ○ | |
| 12 | Back | | Back |

Ranch Riding - Level II



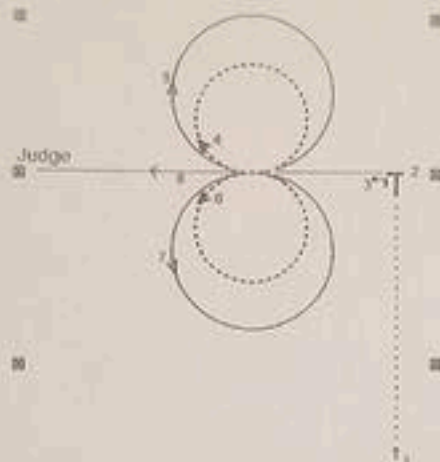
- | | | | |
|----|--|------|------|
| 1 | Walk | ●●●● | Walk |
| 2 | Jog to marker | ○ | |
| 3 | Halt and do a 90 degree turn to the right | ○ | |
| 4 | Lope a small circle on the right lead | ○ | |
| 5 | Change leads (simple) lope left lead around the end of the arena | ○ | |
| 6 | Extend the jog | ○ | |
| 7 | Halt, do 180 degree turn to the right | ○ | |
| 8 | Lope straight on the right lead | ○ | |
| 9 | Jog around end of the arena across poles | ○ | |
| 10 | Lope on the right lead | ○ | |
| 11 | Halt, do one complete turn to the left | ○ | |
| 12 | Back | | Back |

Ranch Riding - Level III / IV



- | | | | |
|----|--|------|------|
| 1 | Walk | ●●●● | Walk |
| 2 | Jog to marker | ○ | |
| 3 | Halt and do 1 1/2 turn to the right | ○ | |
| 4 | Lope a small circle on the right lead | ○ | |
| 5 | Change leads (simple or flying) lope left lead around the end of the arena | ○ | |
| 6 | Extend the lope on the left lead | ○ | |
| 7 | Halt, do 2 1/2 turns right | ○ | |
| 8 | Lope straight on the right lead | ○ | |
| 9 | Extend the jog around end of the arena across poles | ○ | |
| 10 | Extend lope on right lead | ○ | |
| 11 | Halt, do 2 turns to the left | ○ | |
| 12 | Back | | Back |

Pattern A - Reining
Walk / Trot

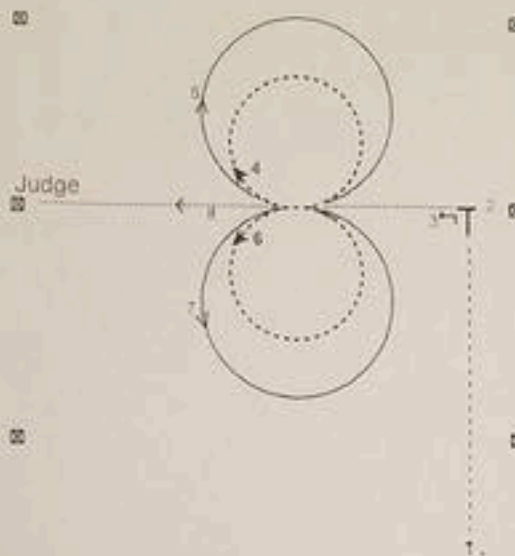


Walk: Large circle: _____
Jog: - - - - -

Proper execution of this pattern requires Level I Advancement skills. All stops are balanced.

1. Jog in a straight line to the center marker, at least 20' from the rail
2. Gradual stop through the walk
3. Turn left and walk to center
4. Jog a circle to the right
5. Jog a large circle to the right
6. At center, jog a circle to the left
7. Jog a large circle to the left. At center, slow to a walk
8. Walk to the judge for inspection

169. Pattern A - Level I Reining

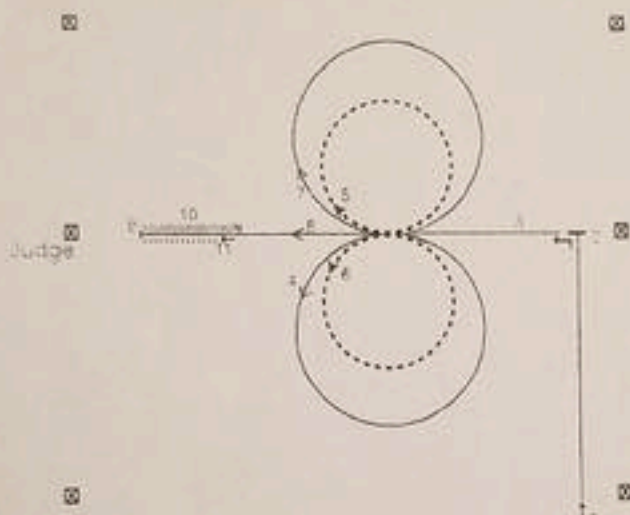


Walk: Lope: _____
Jog: - - - - -

Proper execution of this pattern requires Level I Advancement skills. All stops are balanced.

1. Jog in a straight line to center marker, at least 20' from the rail.
2. Gradual stop through the walk.
3. Turn left, walk to center.
4. Jog a circle to the right.
5. Lope a circle to the right.
6. At center, slow to a trot and trot a circle to the left.
7. Lope a circle to the left. At center, slow to a walk.
8. Walk to the judge for inspection.

Pattern D - Reining
Level II



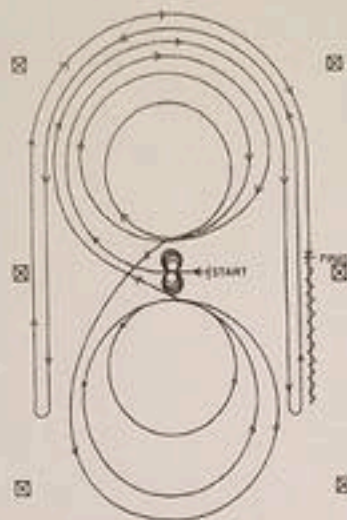
Walk: Lope: _____
Back: //////////////// Jog: - - - - -

Proper execution of this pattern requires Level II Advancement skills. All stops are balanced.

1. Lope in a straight line at least 20' from fence
2. Stop at center marker. Do a 90 degree left hindquarter turn. Hesitate.
3. Pick up lope on left lead
4. Lope a large circle left at moderate speed
- 5-6. At center, drop to a jog and do a small Figure 8, circle right first
7. At center, pick up right lead and lope a large circle right at moderate speed
8. Continue straight for 10'
9. Stop
10. Back

Walk to judge for inspection.

144. Pattern B - Level III and IV Reining (NRHA Pattern B)



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

1. Complete four spins to the left. Hesitate.
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 the 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 twenty feet 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 twenty feet 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 twenty feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

Rider must drop bridle to the designated judge.

ISS-199 - NOT ASSIGNED