2019 Memorial Weekend Sunday Rule Book Patterns

L1 Western Riding – Green Pattern 1
L3 Western Riding – Regular Pattern 1

All Ranch Riding – Pattern 2
All Reining – Pattern 11

VRH Posted at Show

Working Hunter Posted at Show
HUNT SEAT EQUITATION (NOVICE YA NOVICE AM)

L1 Walk Trot - trot where canter indicated

1. Canter on the left lead from A to B.
2. At B stop and back.
3. Walk from B to C.
4. At C trot a figure eight, starting to the right.
5. At C canter on the right lead.
6. Break to the trot and trot to the lineup.

Pattern Provided by:
Judges

©2011 HorseShowPatterns.com. All Rights Reserved.
L3 HUNT SEAT EQUITATION (YOUTH AMATEUR SELECT)

Be ready at A.

1. Walk to B.
2. Stop at B and perform a 90 degree turn to the right on the forehand.
3. Canter on the left lead to C.
4. Posting trot from C to D.
5. Canter on the right lead from D to C.
6. Posting trot from C to B.
7. Stop at B and back one horse length.

Follow the instructions of your ring steward.

Pattern Provided by:
Judges

©2011 HorseShowPatterns.com. All Rights Reserved.
SUNDAY, MAY 26, 2019

L1 Novice Youth, Nov Am Horsemanship
L1 Walk Jog where lope indicated

Be ready before marker A.

1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 1/4 turn to the left and jog a half circle.
4. Lope on the left lead to B.
5. Stop at B and execute a 1/2 turn to the right.
6. Extend the jog to exit.

Follow the instructions of your ring steward.

Pattern Provided by:
Judges
Be ready before marker A.

1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 3/4 turn to the right and lope on the right lead.
4. Change leads and lope on the left lead to B.
5. Stop at B and execute a 1/2 turn to the left.
6. Extend the trot to exit.

Follow the instructions of your ring steward.
1. WALK INTO CHUTE, BACK THRU POLES, JOG OUT.
2. JOG THRU SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLES, JOG AROUND CONE.
5. STOP OR BREAK TO WALK, WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT BOX. CONE ON YOUR LEFT.
6. JOG TO POLES. STOP OR BREAK TO WALK, WALK OVER POLES AND OVER BRIDGE.
1. GATE RIGHT HAND RIDE THRU CLOSE.
2. JOG INTO CHUTE, BACK AROUND POLES, JOG OUT CHUTE.
3. JOG THRU SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RL)
5. LOPE OVER POLES (RL)
6. BREAK TO JOG, JOG OVER POLES, JOG THRU BOXES, JOG AROUND CONES.
7. STOP OR BREAK TO WALK, WALK INTO BOX,
   360 TURN EITHER WAY, WALK OUT BOX.
8. LOPE OVER POLES (LEFT LEAD).
9. STOP OR BREAK TO WALK, WALK OVER POLES AND OVER BRIDGE.
1. GATE RIGHT HAND RIDE THRU CLOSE.
2. JOG INTO CHUTE, BACK AROUND POLES, JOG OUT CHUTE, JOG OVER POLE.
3. JOG THRU SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RL)
5. LOPE OVER POLES (RL)
6. BREAK TO JOG, JOG OVER POLES, JOG THRU BOXES, JOG AROUND CONES.
7. STOP OR BREAK TO WALK, WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT BOX.
8. LOPE OVER POLES (LEFT LEAD).
9. STOP OR BREAK TO WALK, WALK OVER POLES AND OVER BRIDGE.
Mandatory Marker along Fence or Wall The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50’ from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.

2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.

3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.

4. Complete 3 1/2 spins to the left.

5. Run down to other end of arena, past the end marker, and do a sliding stop.

6. Complete 3 1/2 spins to the right.

7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.
When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Trot from 2 - 3 - 120 feet
3. Extend Trot from 3 to 4 - 240 feet
4. Lope on the right lead 4 to 5 - 150 feet
5. Extend the lope from 5 to 6 (collect lope before stopping) - 200 feet
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8 - 120 feet
8. Lope on left lead from 8 until even with 9; turn towards middle of arena and continue on left to 9 - 150 feet
9. Walk from 9 to 10 - 30 feet
10. Stop and back at 10 - approximately one horse length