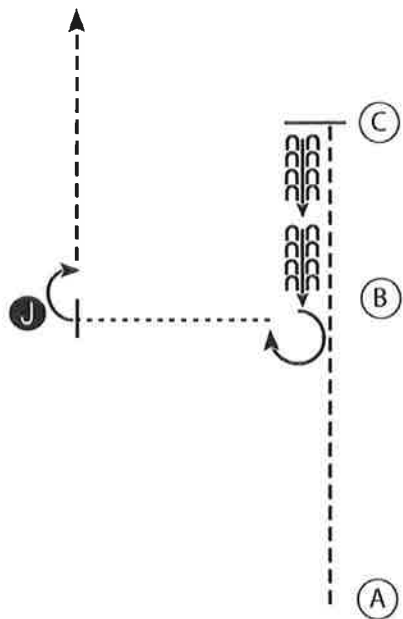


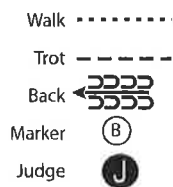
PATTERN BOOK
AUSTRALIAN QUARTER HORSE ASSOCIATION
A AND AA SHOW
AMQHA SHOW
Q17 NATIONAL CHAMPIONSHIPS
APRIL 2017

AA SHOW

SHOWMANSHIP (AMATEUR & SELECT & YOUTH 14-18YRS)

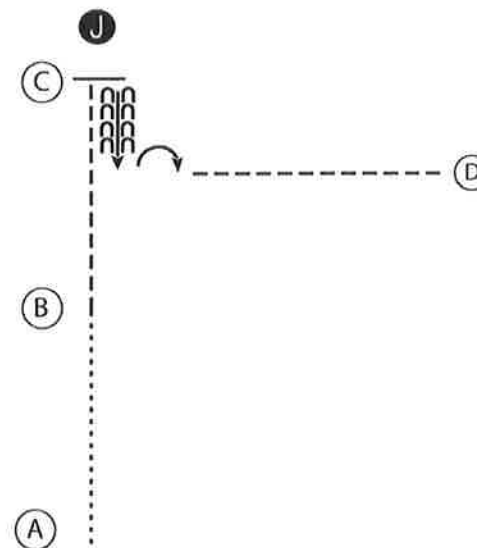


1. Trot from A to C.
2. Stop and back to B.
3. Perform a 270 degree turn and walk to the Judge.
4. Stop and set up for inspection.
5. When dismissed perform a 90 degree turn and trot to line-up.

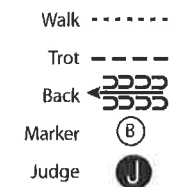


AA SHOW

SHOWMANSHIP (YOUTH 5 TO 13 YRS)

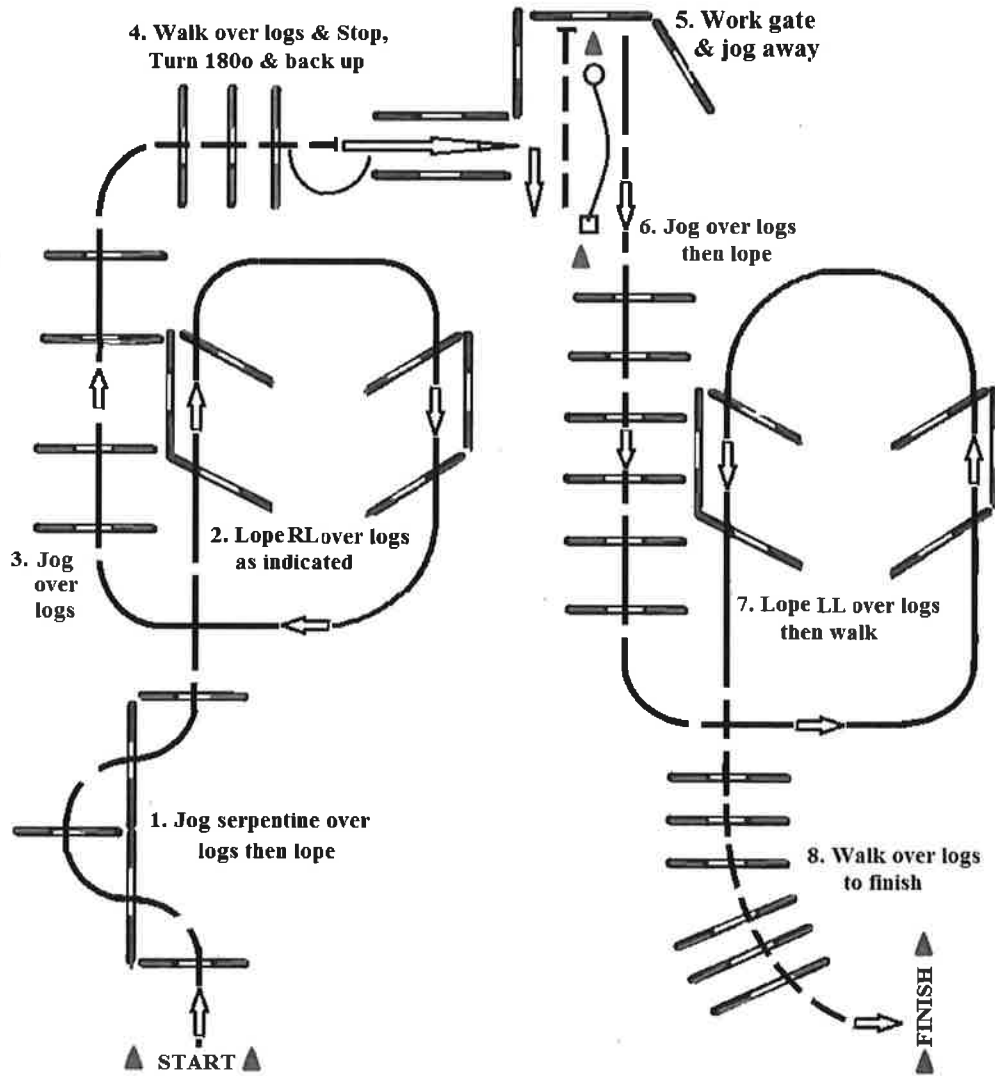


1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and set up for inspection.
4. When dismissed back four steps.
5. Perform a 90 degree turn and trot to D.



AA-Am Snr - Select Am - Am Jnr Trail

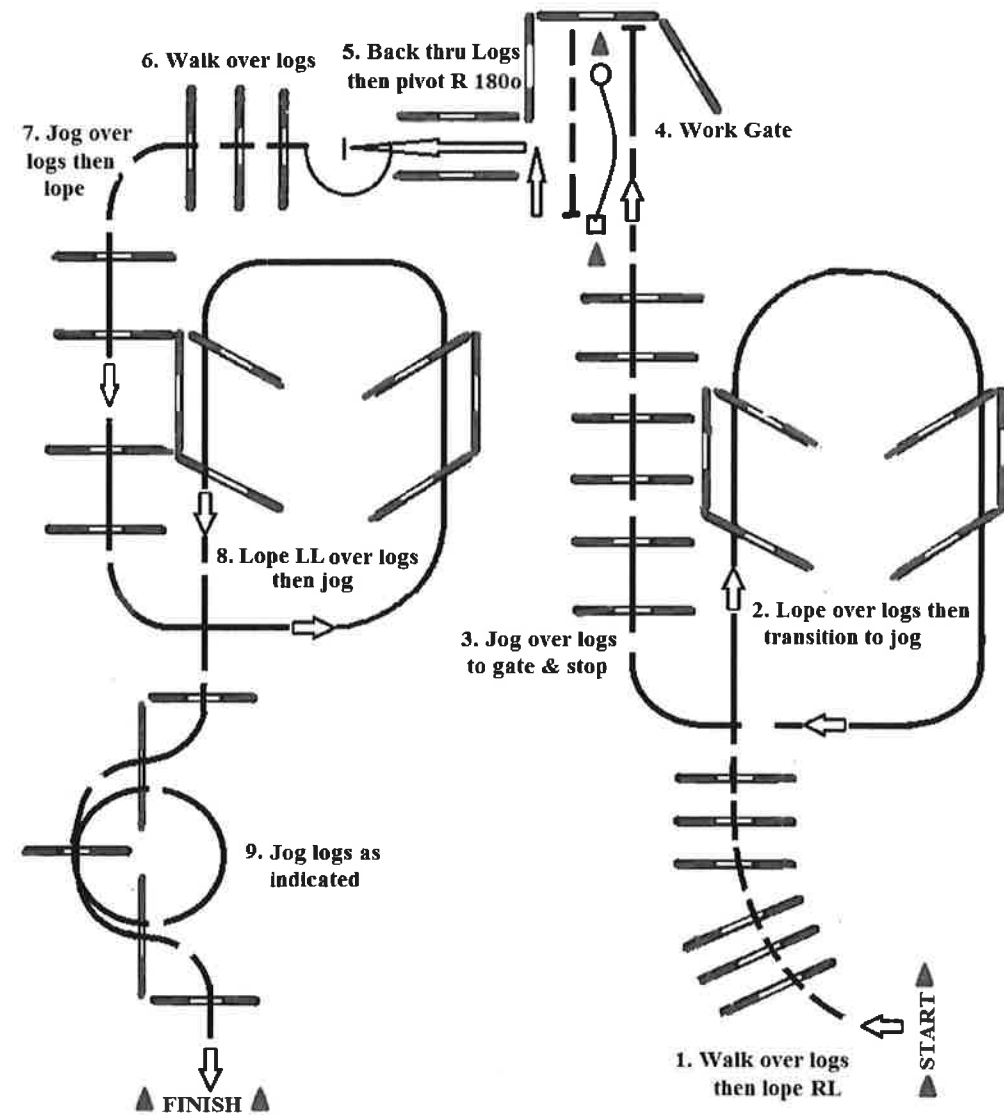
DJN-Am Snr-Select Am-Q17-2018-Trail-DJN



AA Snr Horse - Jnr Horse TRAIL

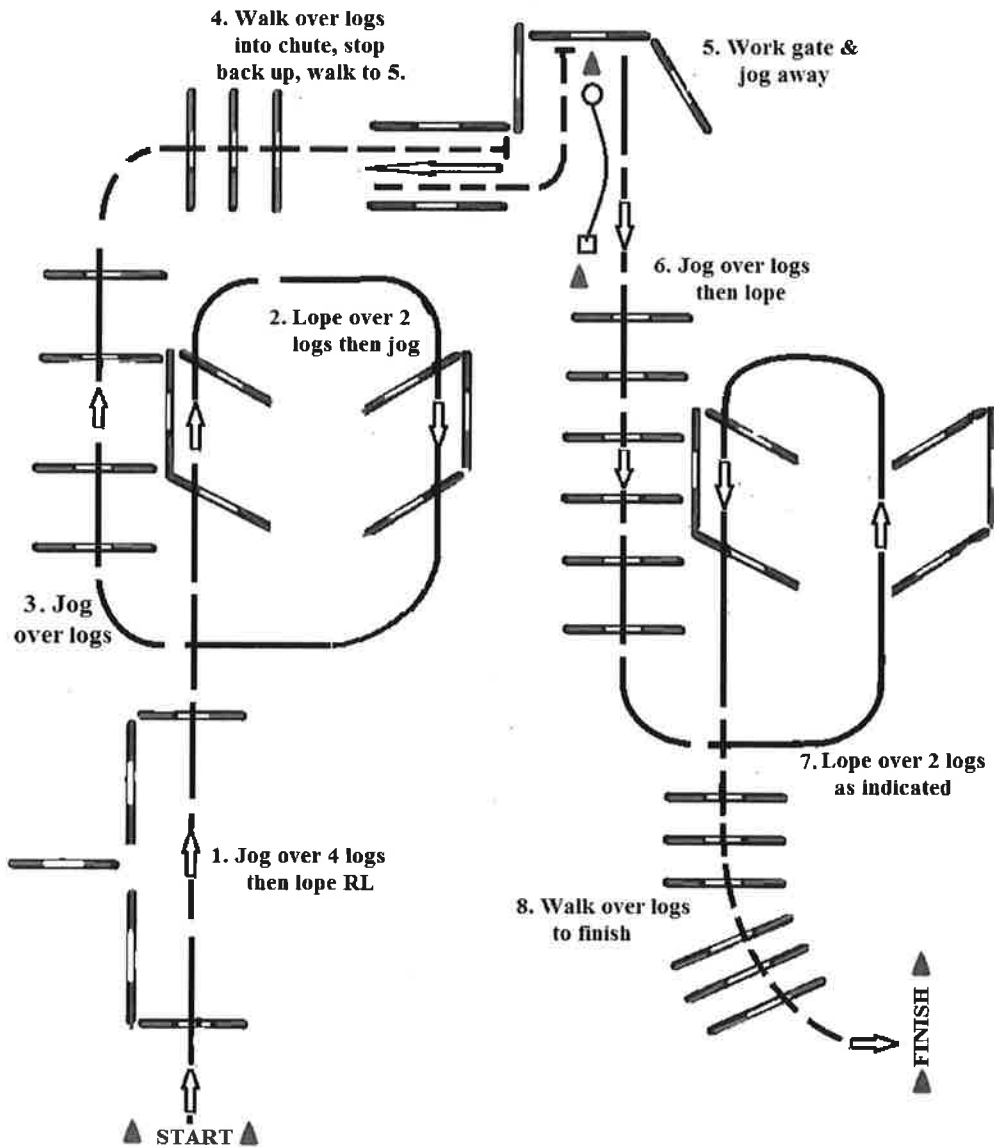
DJN-Snr Jnr Q17-2018-Trail-DJN

Youth 14 - 18 yrs



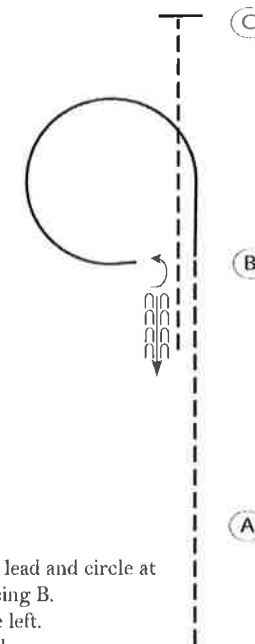
AA-Yth 7-13yrs-TRAIL

DJN-Yth7-13yrs-Nov yth-Nov am 2018-Trail-DJN



AA SHOW

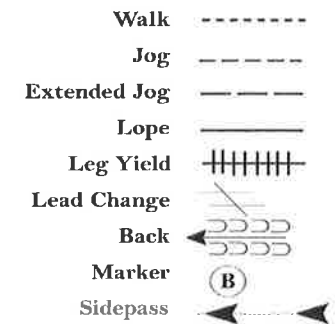
YOUTH HORSEMANSHIP 7 TO 13 YEARS



Begin before A at a jog.

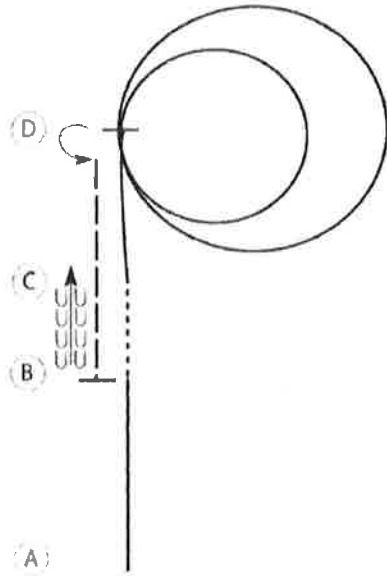
1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left.
4. Back one horse length.
5. Jog to C. Stop at C.

Follow the instructions of your ring steward.



AA SHOW

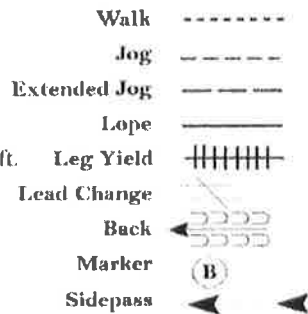
Horsemanship Youth 14 to 18 yrs, Amateur and Select Amateur



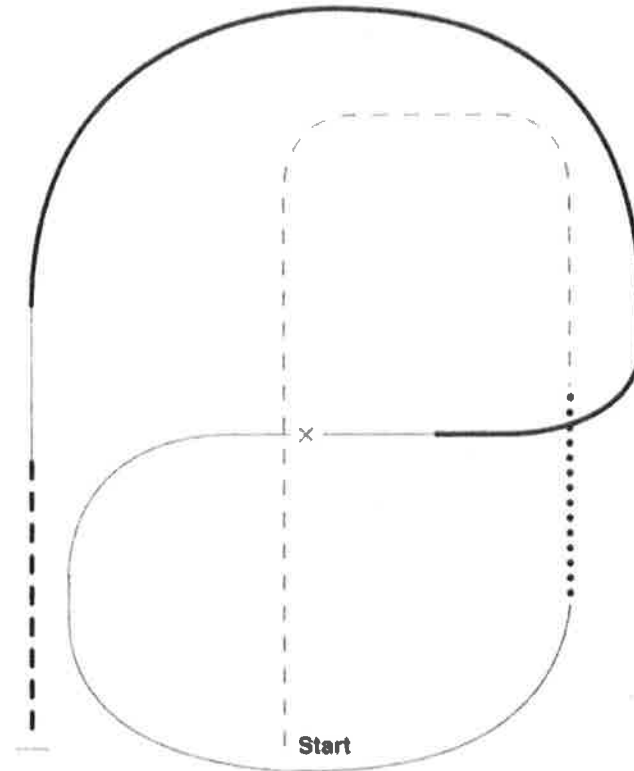
Be ready at A.

1. Lope on the left lead to B.
2. Walk B to C.
3. Lope on the right lead to D.
4. Lope a large fast circle to the right.
5. Lope a small slow circle to the right.
6. Stop at D and perform a 180 degree spin to the left.
7. Extend the jog to B.
8. Stop at B and back to C.

Follow the instructions of your ring steward.



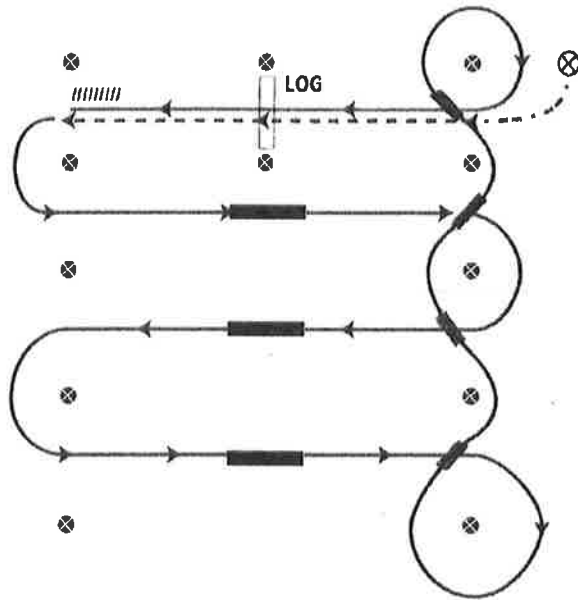
AA SHOW ALL HUNT SEAT EQUITATIONS



1. Posting trot, right diagonal for ½ of the line Posting trot, left diagonal around end
2. Transition to a walk without losing forward motion
3. Right lead canter
4. Change leads
5. Left lead canter building into a hand gallop. Collect to the center.
6. Sitting trot; halt
7. Exit at a walk or trot

AA WESTERN RIDING ALL CLASSES

Pattern 2

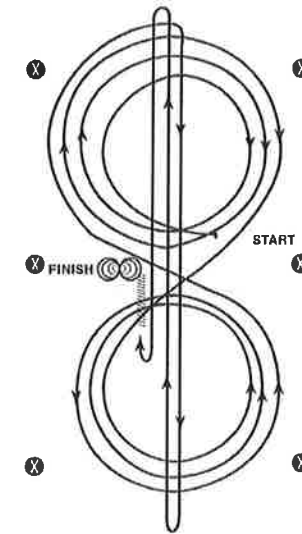


⊗ START CONE WALK - - - - - JOG - - - - -
 LEAD CHANGING AREA ██████████ LOPE —————

1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

AA REINING ALL CLASSES

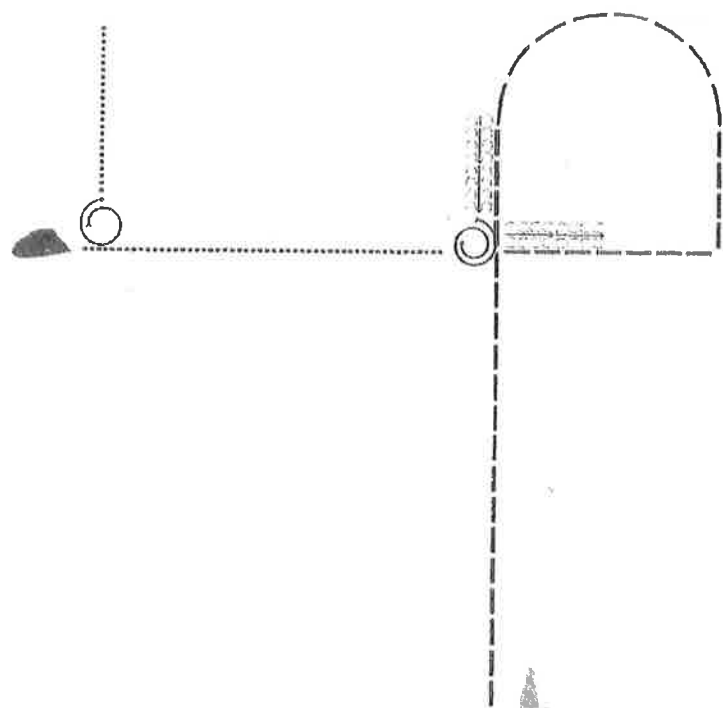
Pattern 2



Horse may walk or trot to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

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 centre 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 centre 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 centre marker and do a sliding stop. Back up to the centre of the arena or at least three metres. Hesitate.
 6. Complete four spins to the right. Hesitate.
 7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.
- Rider may be asked to drop the bridle to the Judge.

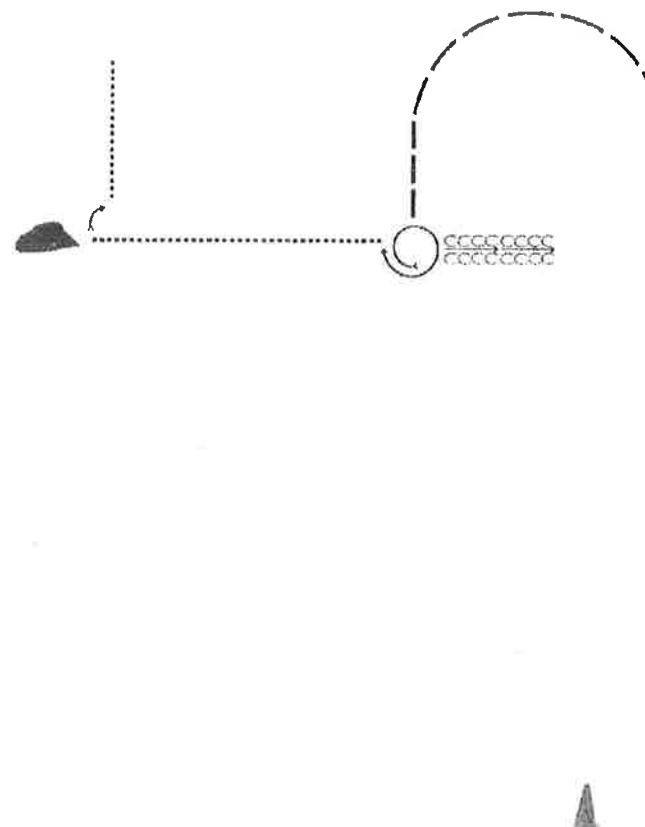
AMQHA AMATEUR SHOWMANSHIP



Be ready at marker A

- 1. Extend the trot in an arc as shown**
- 2. Slow to the trot before the square corner and complete two square corners to the right**
- 3. Stop and back 2 horse lengths**
- 4. Execute a 630 degree turn and back 2 horse lengths**
- 5. Walk to judge and set up for inspection**
- 6. When dismissed, perform a 450 degree turn**
- 7. Walk to exit**

AMQHA YOUTH SHOWMANSHIP

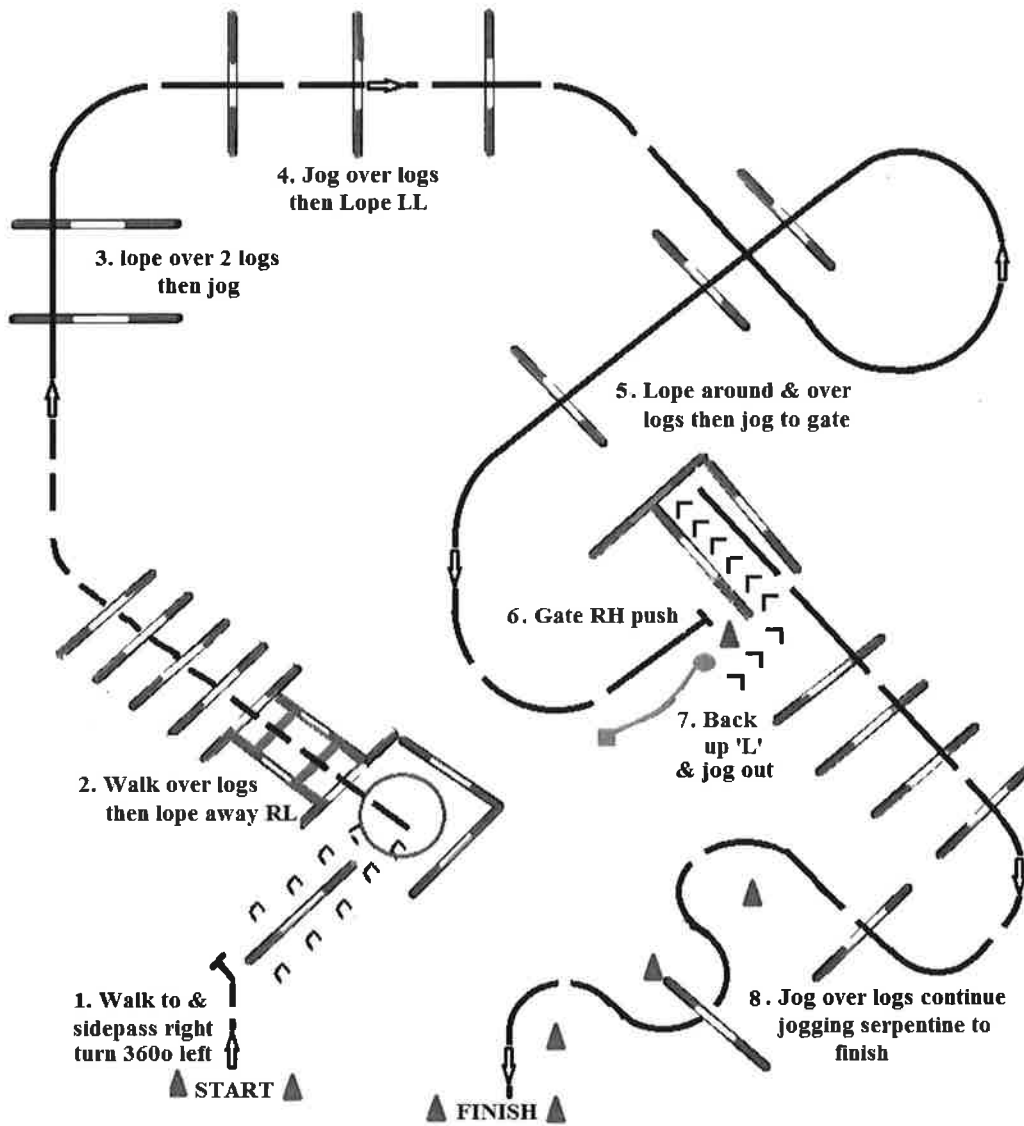


Be ready at marker A

- 1. Trot as shown**
- 2. Stop and execute a 450 degree turn**
- 3. Back one horse length**
- 4. Walk to Judge and set up for inspection**
- 5. When dismissed perform a 90 degree turn and exit at the walk**

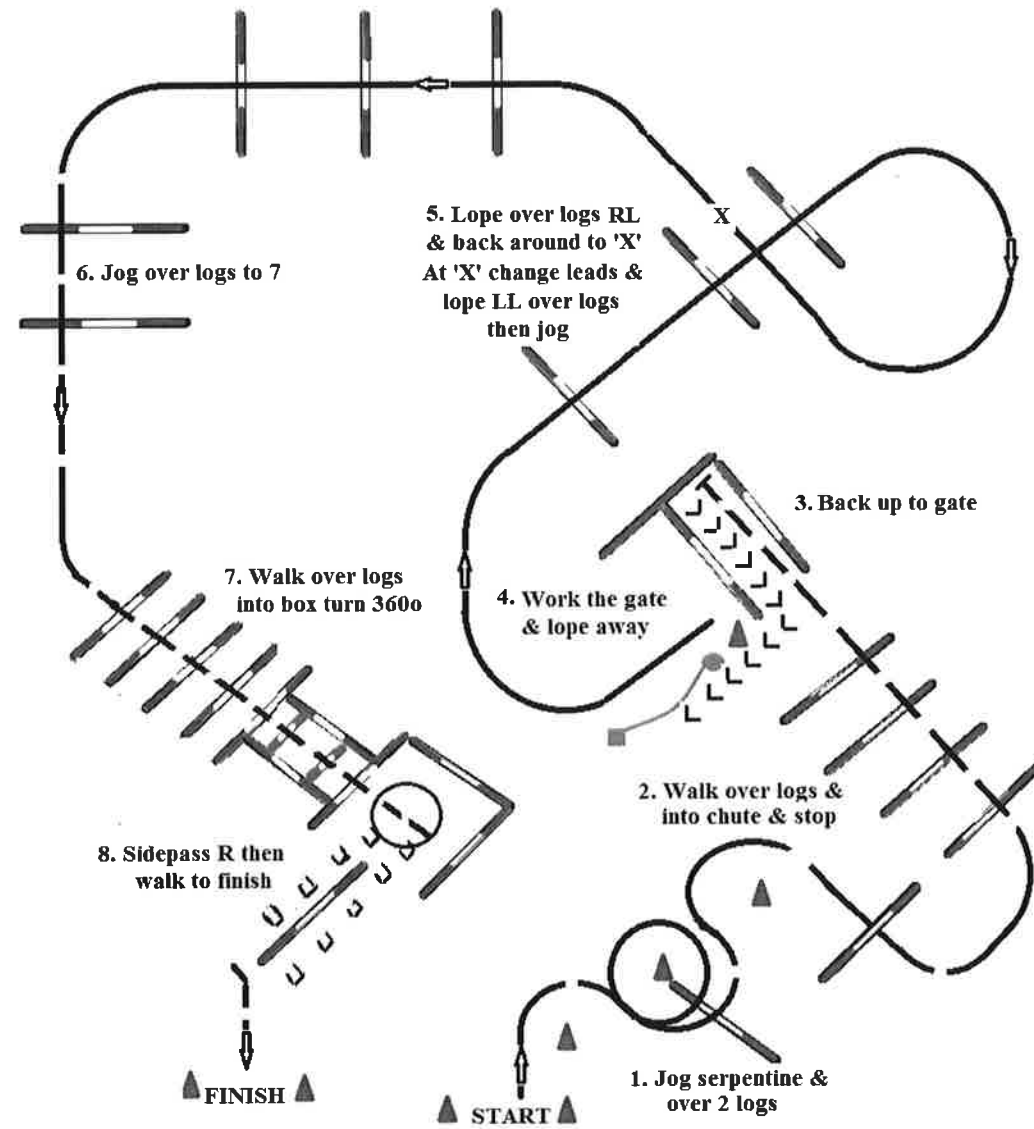
American Amateur & Youth TRAIL

DJN-Am Yth 2018-American-DJN



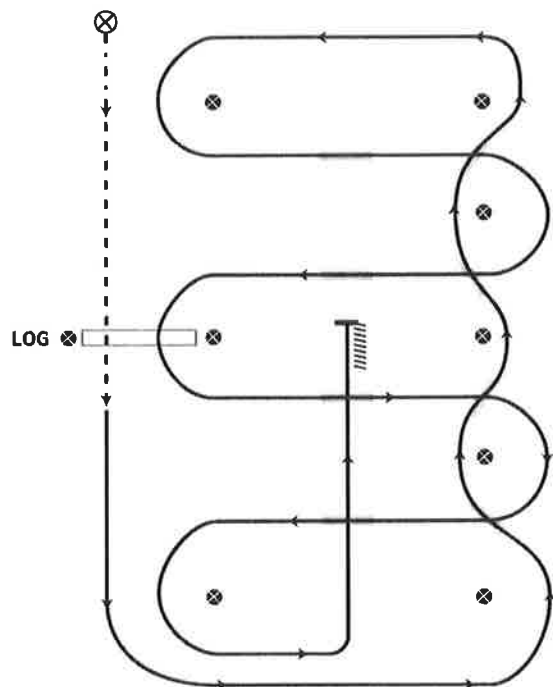
American Snr & Jnr Horse Trail

DJN-Snr-Jnr-



AMQHA WESTERN RIDING ALL CLASSES

WESTERN RIDING PATTERN I

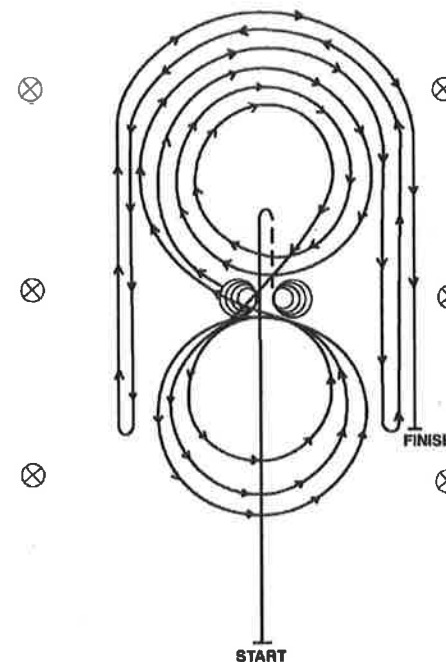


⊗ START CONE WALK - - - - - JOG - - - - -
LEAD CHANGING AREA LOPE - - - - -

1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

AMQHA ALL AGE REINING

REINING PATTERN 10

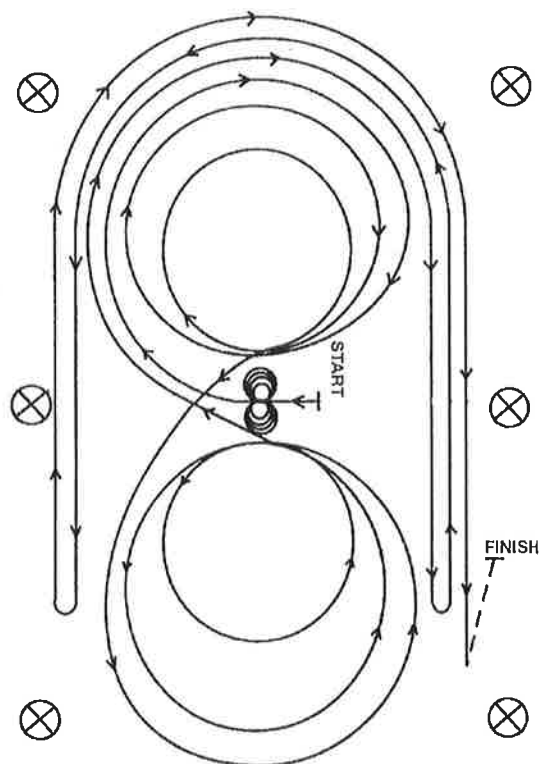


⊗ MARKER

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
 2. Complete four spins to the right.
 3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
 4. Beginning on the right lead, 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.
 5. 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.
 6. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
 7. 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 meters) from the wall or fence - no hesitation.
 8. Continue back around 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 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
- Rider may dismount and drop the bridle to the designated judge.

AMQHA AMATEUR REINING

REINING PATTERN 8



Horse must walk or stop prior to starting pattern.

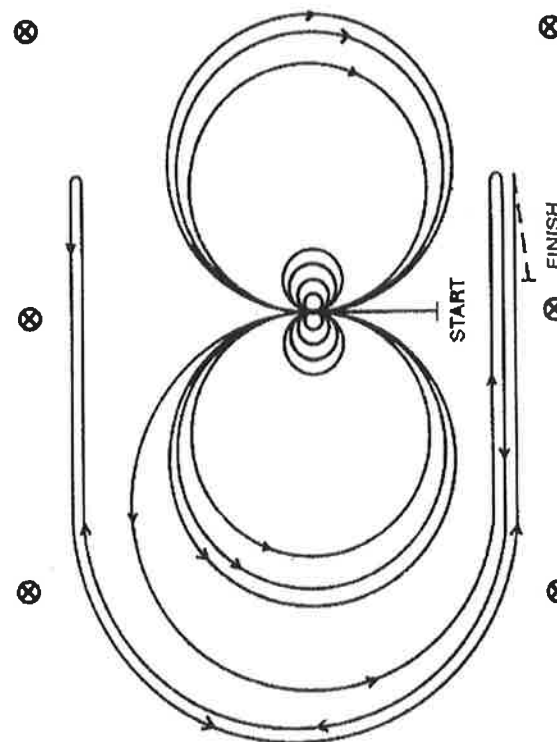
Beginning at the center of the arena facing the left wall or fence.

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 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 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 meters) 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 meters) 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 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

AMQHA YOUTH REINING

REINING PATTERN 6



Horse must walk or stop prior to starting pattern.

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

1. Complete four spins to the right.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: 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 right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. 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 20 feet (6 meters) from the wall or fence - no hesitation.
6. Continue back around 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 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.



EQUESTRIAN
AUSTRALIA

Preliminary 1:2 © Effective 1/1/14

Arena size 60m x 20m Test Time 5:30 Minutes (from entry at A to final halt)
Suggested Draw Time – 8:00 minutes

OPEN DRESSAGE PRELIM AND SELECT AMATEUR

Purpose: To confirm that the horse is supple and moves freely forward in a clear and steady rhythm, accepting contact with the bit
Introduces: No new requirements
Instructions: To be ridden in a snaffle. All trot sitting or rising unless stated otherwise. Halts may be through the walk

	TEST	DIRECTIVE IDEAS	Judges Marks (10)	Coefficient	Total	REMARKS
1	A X Enter in working trot Halt, Salute Proceed in working trot	Straightness on centreline and in halt; immobility; quality of trot; willing; balanced transitions				
2	C B Track right Circle right 20m	Bend and balance in turn; quality of trot; shape and size of circle; bend				
3	KXM Change rein working trot	Quality of trot; straightness on diagonal; bend				
4	Between C & H Working canter left lead	Willing; calm transition; quality of trot and canter; bend through corner				
5	E Circle left 20m	Quality of canter; shape and size of circle; bend	2			
6	Between E & K Working trot	Willing; balanced transition; quality of canter and trot				
7	A Before A Shorten the reins Working trot	Forward and downward stretch over the back into a light contact maintaining balance and quality of trot; bend; shape and size of circle; smooth; balanced transitions	2			
8	Between A & F Medium walk	Willing; balanced transition; quality of trot and walk				
9	FXM MC Free walk on a long rein Medium walk	Reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; quality and regularity of medium walk; willing; balanced transitions; straightness on diagonal	2			
10	C Working trot	Willing; balanced transition; quality of trot				
11	E Circle left 20m	Quality of trot; shape and size of circle; bend				
12	FXH Change rein working trot	Quality of trot; straightness on diagonal; bending through corners				
13	Between C & M Working canter right lead	Willing; clean transition; quality of trot and canter; bend				
14	B Circle right 20m	Quality of canter; shape and size of circle; bend	2			
15	Between B & F Working trot	Willing; balanced transition; quality of canter and trot				
16	A X Down centreline Halt, Salute	Bend and balance in turn; straightness on centreline and in halt; willing balanced transition; immobility				

Leave arena in walk on a long rein at A



EQUESTRIAN
AUSTRALIA

Novice 2:1 © Effective 1/1/14

Arena size 60m x 20m Test Time 5:00 Minutes (from entry at A to final halt)
Suggested Draw Time – 7:00 minutes



AMATEUR DRESSAGE

Purpose: To confirm that the horse, in addition to the requirement of Preliminary Level, has developed the thrust to achieve improved balance and throughness and to maintain a more consistent contact with the bit
Introduces: 10m half circle in trot, 15m circle in canter, and lengthening of stride in trot and canter
Instructions: To be ridden in a shaftie. All trot sitting or rising unless stated otherwise

TEST	DIRECTIVE IDEAS	Judges Marks (10)	Coefficient	Total	REMARKS
1 A X Enter in working trot Halt, Salute Proceed in working trot	Straightness on centreline and in halt; immobility; quality of trot; willing; balanced transitions				
2 C EX XB Track left Half circle left 10m Half circle right 10m	Bend and balance in turn; shape of half circles; straightness on centreline showing supple change of bend; quality of trot				
3 KXM MC Lengthen stride in trot Working trot	Moderate lengthening of frame and stride; quality and consistent tempo of trot; willing, balanced transitions; straightness				
4 C Before C Working trot Circle left 20m rising trot, allowing the horse to stretch forward and downward Shorten the reins	Forward and downward stretch over the back into a light contact maintaining balance and quality of trot; bend; shape and size of circle; smooth, balanced transitions		2		
5 Between C & H Medium walk	Willing, balanced transition; quality of trot and walk				
6 HP PF Free walk on a long rein Medium walk	Reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; quality and regularity of medium walk; willing, balanced transitions; straightness		2		
7 F A Working trot Working canter right lead	Willing, balanced transition; quality of trot and canter		2		
8 E Circle right 15m	Quality of canter; shape and size of circle; bend				
9 MP Between P & A Lengthen stride in canter Develop working canter	Moderate lengthening of frame and stride; quality and consistent tempo of canter; willing, balanced transitions; straightness				
10 KXM X Change rein Working trot	Willing, balanced transition; quality of canter and trot; straightness				
11 C Working canter left lead	Willing, balanced transition; quality of canter		2		
12 E Circle left 15m	Quality of canter; shape and size of circle; bend				
13 FR Between R & C Lengthen stride in canter Develop working canter	Moderate lengthening of frame and stride; quality and consistent tempo of canter; willing, balanced transitions; straightness				
14 C Working trot	Willing, balanced transition; quality of trot		2		
15 HXF FA Lengthen stride in trot Working trot	Moderate lengthening of frame and stride; quality and consistent tempo of trot; willing, balanced transitions; straightness				
16 A X Down centreline Halt, Salute	Bend and balance in turn; straightness on centreline; willing, balanced transition; immobility				

Leave arena in walk on a long rein at A



Arena size 60m x 20m Test Time 5:00 Minutes (from entry at A to final halt)
Suggested Draw Time - 7:00 minutes

Preliminary 1.1 © Effective 1/1/14

YOUTH DRESSAGE

Purpose: To confirm that the horse is supple and moves freely forward in a clear and steady rhythm, accepting contact with the bit.
Introduces: Working trot, working canter, medium walk, free walk, stretch circle in trot
Instructions: To be ridden in a straight. All trot sitting or rising unless stated otherwise. Halts may be through the walk.

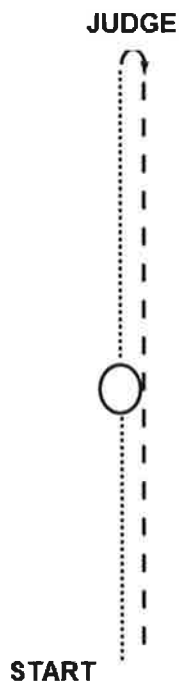
TEST	DIRECTIVE IDEAS	Judges Marks	Coef	Total	REMARKS
1. A X	Enter in working trot Halt. Saute Proceed in working trot	Straightness on centrelime and in halt; immobility; quality of trot; willing; balanced transitions			
2. C E	Track left Circle left 20m	Bend and balance in turn; quality of trot; shape and size of circle; bend			
3. A AFB	Circle left 20m, developing left lead center second half of circle Working canter	Quality of trot and canter; willing, calm transition; shape and size of circle; bend			
4. BE	Half circle left 20m	Quality if canter; shape and size of half circle; bend			
5. Between E & K	Working trot	Willing, balanced transition; quality of canter and trot			
6. A Before A A	Circle left 20 m rising trot, allowing the horse to stretch forward and downward Shorten the reins Working trot	Forward and downward stretch over the back into a light contact; maintaining balance and quality of trot; bend; shape and size of circle; smooth, balanced transitions	2		
7. Between A & F	Medium walk	Willing, balanced transition; quality of trot and walk			
8. FXH HC	Free walk Medium walk	Reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; quality and regularity of medium walk; willing, balanced transitions; straightness on diagonal	2		
9. C	Working trot	Willing, balanced transition; quality of trot			
10. B	Circle right 20m	Quality of trot; shape and size of circle; bend			
11. A AKE	Circle right 20m, developing right lead center second half of circle Working canter	Quality of trot and canter; willing, calm transition; shape and size of circle; bend			
12. EB	Half circle right 20m	Quality if canter; shape and size of half circle; bend			
13. Between B & F	Working trot	Willing, balanced transition; quality of canter and trot			
14. A X	Down centrelime Halt; Saute	Bend and balance in turn, straightness on centrelime and in halt; willing, balanced transition; immobility			

Leave arena in walk on a long rein at A

	TEST	DIRECTIVES	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X Enter working jog Halt through the walk, salute Proceed working jog	Straightness: quality of the jog; balance in downward transition; square, straight halt; immobility; willingness when asked.				
2.	C Track right working jog	Balance and correct bend through the turn; quality of the jog.				
3.	M-X-F One loop, working jog	Roundness, balance and correct bend on loop; quality of the jog; bend and balance through the corners at F and K	2			
4.	E Track right, working jog	Balance and correct bend through the turn; quality of the jog				
5.	X Circle right 20 meters working jog Before X develop working lope, right lead	Roundness, balance and correct bend on circle; quality of the jog; willingness and smoothness of transition; quality of the lope.	2			
6.	X Circle right 20 meters working lope Before X develop working jog	Roundness, balance and correct bend on circle; quality of the lope; willingness and smoothness of transition; quality of the jog.	2			
7.	B Track Right, working jog	Balance and correct bend through the turn; quality of the jog.				
8.	A Working walk	Willingness and smoothness of transition; quality of the walk; balance and bend in turn onto diagonal at K				
9.	K-X-M Free walk	Walk with horse willing and able to stretch the next down and forward; relaxation; rhythm, swing through the back	2			
10.	M Working walk	Willingness and smoothness of transition; quality of the walk; Balance and bend through the corners				
11.	C Working Jog	Willingness and smoothness of transition; quality of the jog.				
12.	H-X-K One loop; working jog	Roundness, balance and correct bend on loop; quality of the jog; correct bend through the corners at K & F	2			
13.	B Track left, working jog	Balance and correct bend through the turn; quality of the jog				
14.	X Circle left 20 meters working jog Before X develop working lope; left lead	Roundness, balance and correct bend on circle; quality of the jog; willingness and smoothness of transition; quality of the lope.	2			
15.	X Circle left 20 meters working lope Before X develop working jog	Roundness, balance and correct bend on circle; quality of the lope; willingness and smoothness of transition; quality of the jog.	2			
16.	X Circle right 20 meters working lope Before X develop working jog	Roundness, balance and correct bend on circle; quality of the lope; willingness and smoothness of transition; quality of the jog.	2			
17.	E Track left, working jog	Balance and correct bend through the turn; quality of the jog.				
18.	A Down the centreline	Balance and correct bend through the turn; quality of the jog; correct bend and balance in turn at A				
19.	Between A & X Working jog	Willingness and smoothness of transition; quality of the walk; Straightness on C line				
20.	G Halt, Salute	Willingness and smoothness of transition; quality of the jog; immobility; balance at the halt				

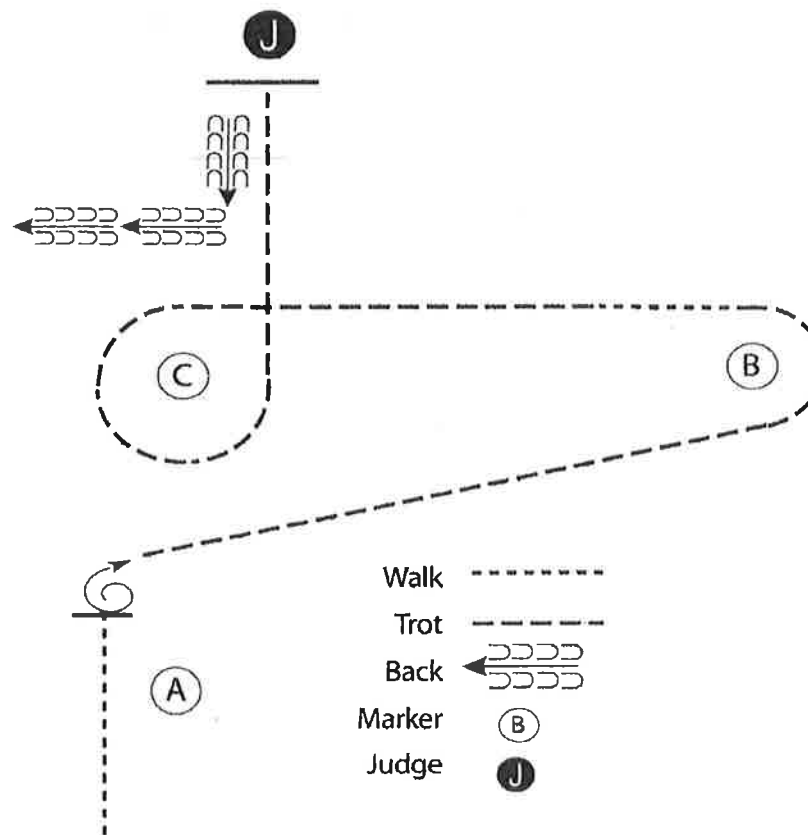
Leave Arena at A in a walk with looped or long reins

Q17 RWD SHOWMANSHIP



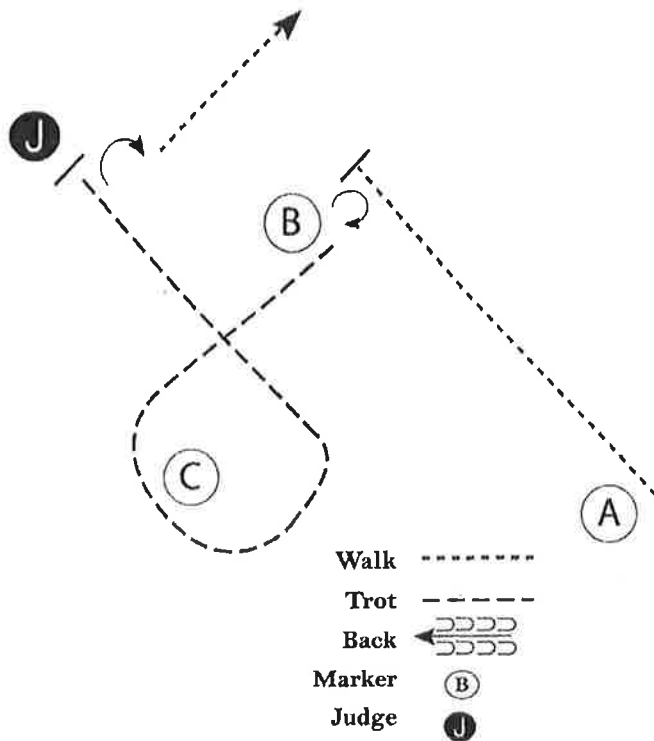
From line up walk halfway to Judge
 Stop. Do a 360 degree turn, walk to Judge
 Stop and set up for inspection
 At Judges Indication turn and trot back through line
 Assume place in line up

Q17 SHOWMANSHIP YOUTH 12 TO 14 YRS, YOUTH 15 TO 18 YRS AMATEUR AND SELECT AMATEUR



1. Begin before A. Walk past A and stop
2. Perform a 405 degree turn
3. Trot around B. At B walk 6 steps
4. Trot to and around C to the Judge
5. Stop and set up for inspection
6. When dismissed back a corner and follow instructions of ring steward

**Q17 SHOWMANSHIP NOVICE YOUTH
AND NOVICE AMATEUR**

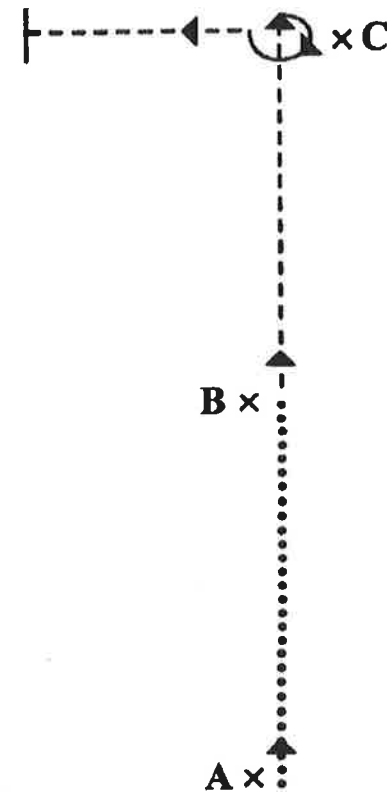


Be ready at A.

1. Walk from A to B.
2. Stop just before B and perform a 270 degree turn.
3. Trot to and around C as shown.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and walk away.

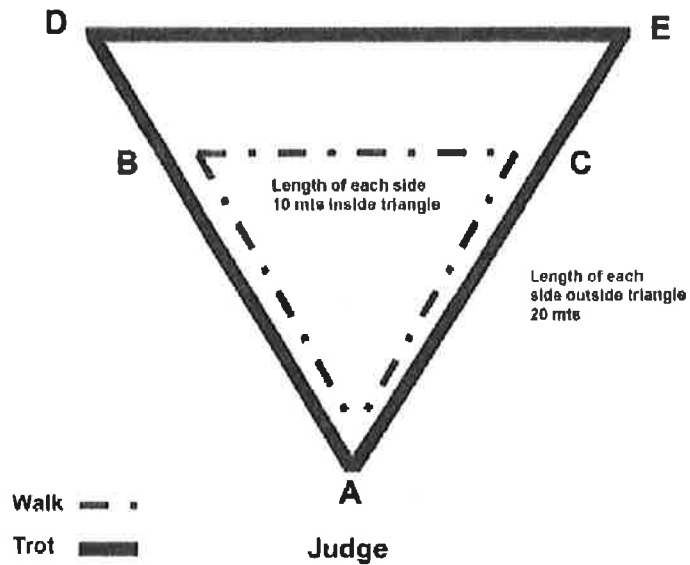
Follow the instructions of your ring steward.

Q17 SHOWMANSHIP YOUTH 5 TO 11 YRS



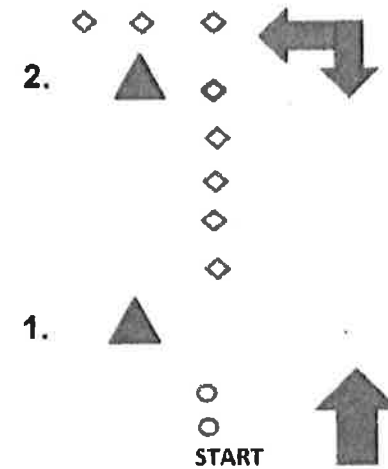
1. Walk from marker A to marker B.
2. Trot from marker B to marker C.
3. At marker C, perform a 3/4 turn (270° pivot) to the right.
4. Continue and trot straight to the judge.
5. Stop, and set up for inspection.

Q17 HUNTER IN HAND



The horses will approach the Judging area (A) and set up for inspection in the "open" position (ie with all four (4) legs of the horse visible by the judge standing on either side of the horse). The judge shall inspect each horse from the front, rear and both sides.
At the judge's request, the horse will walk the small triangle ABCA. The horse will continue on at a trot following the large triangle ADEA.
At the completion of the judging, the handler will lead the horse away from the judging area promptly.

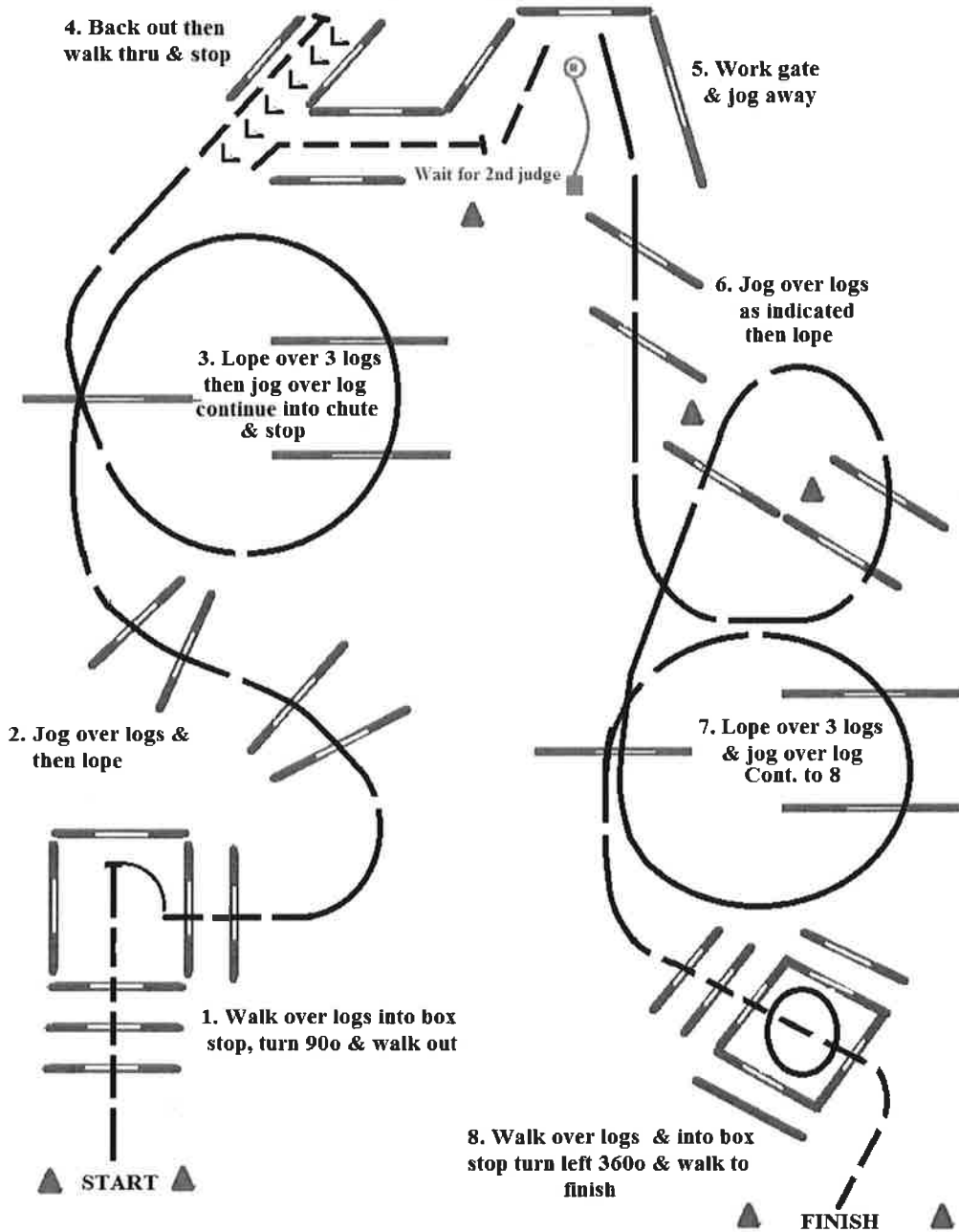
Q17 LUNGELINE



Horse is walked to 1st cone & pause for conformation inspection
After inspection, horse is trotted around 2nd cone to the side of the arena
Stop, retire to end of arena to wait for lunging demonstration

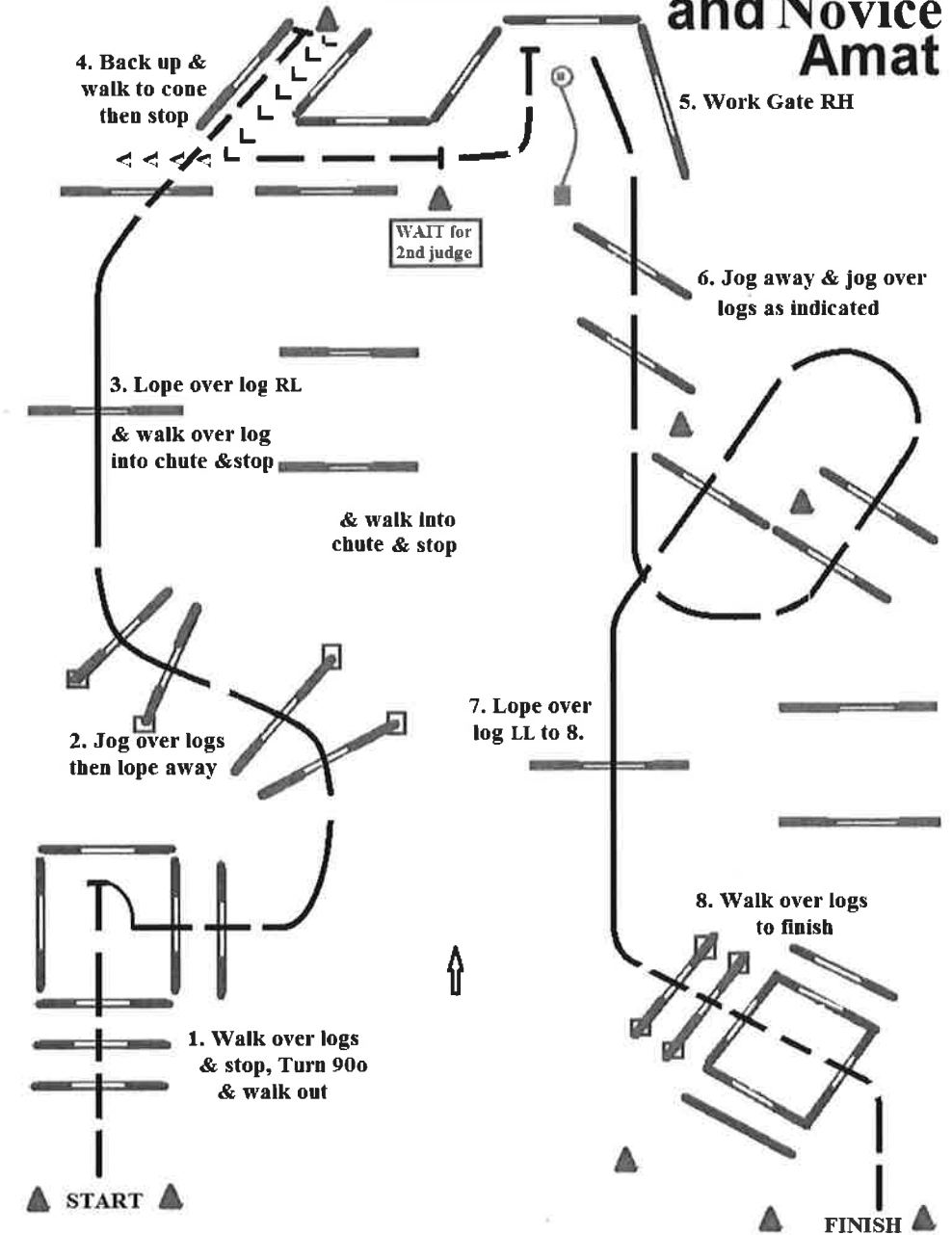
AQHA Q17 3yr Old- Am Jnr TRAIL

DJN-3yr Old-Am Jnr-Q17-2018-Trail-DJN



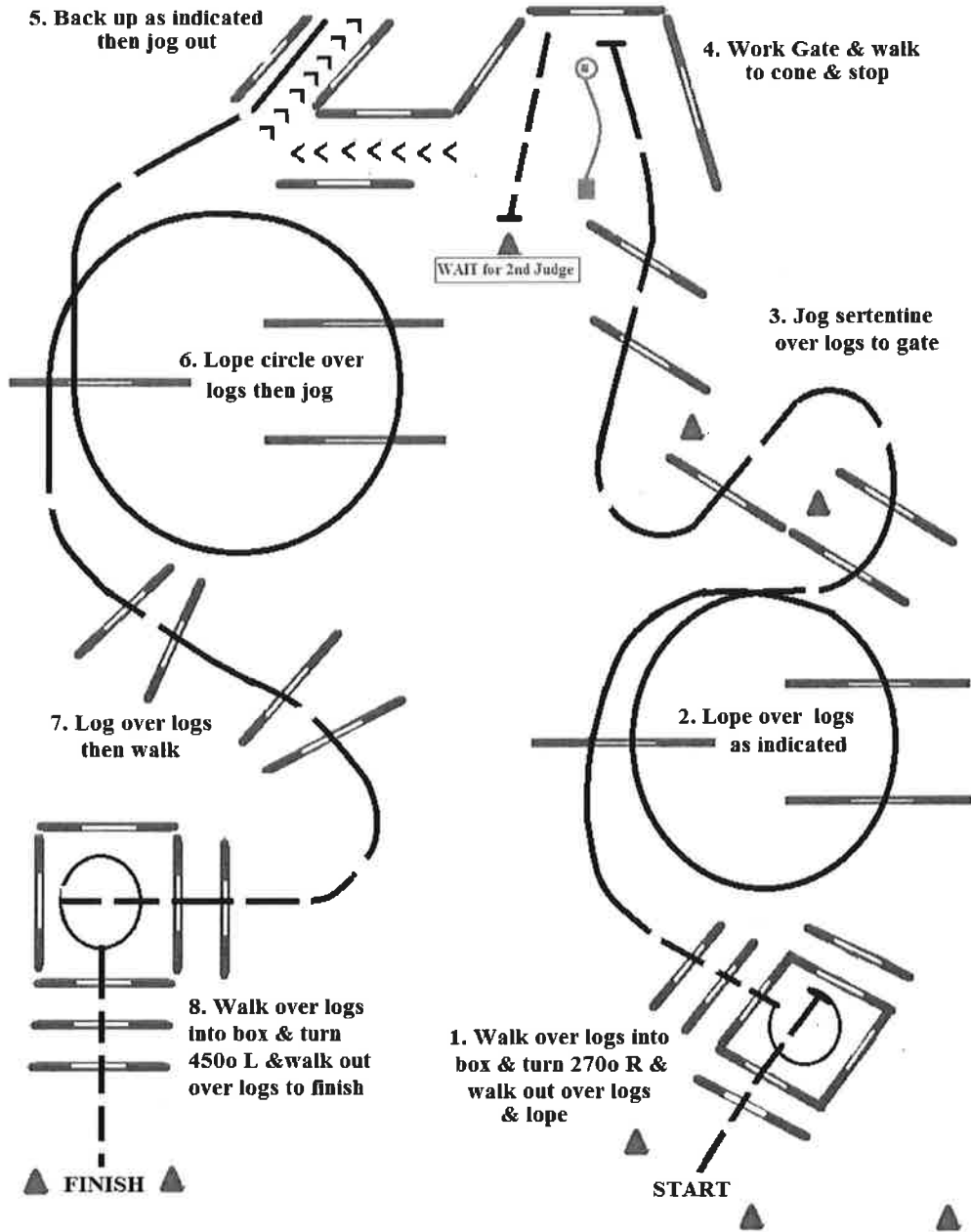
AQHA Q17 Yth7-11yrs-2yr old Trail and Novice Amat

DJN-JnrYth-2yr old-Q17-DJN



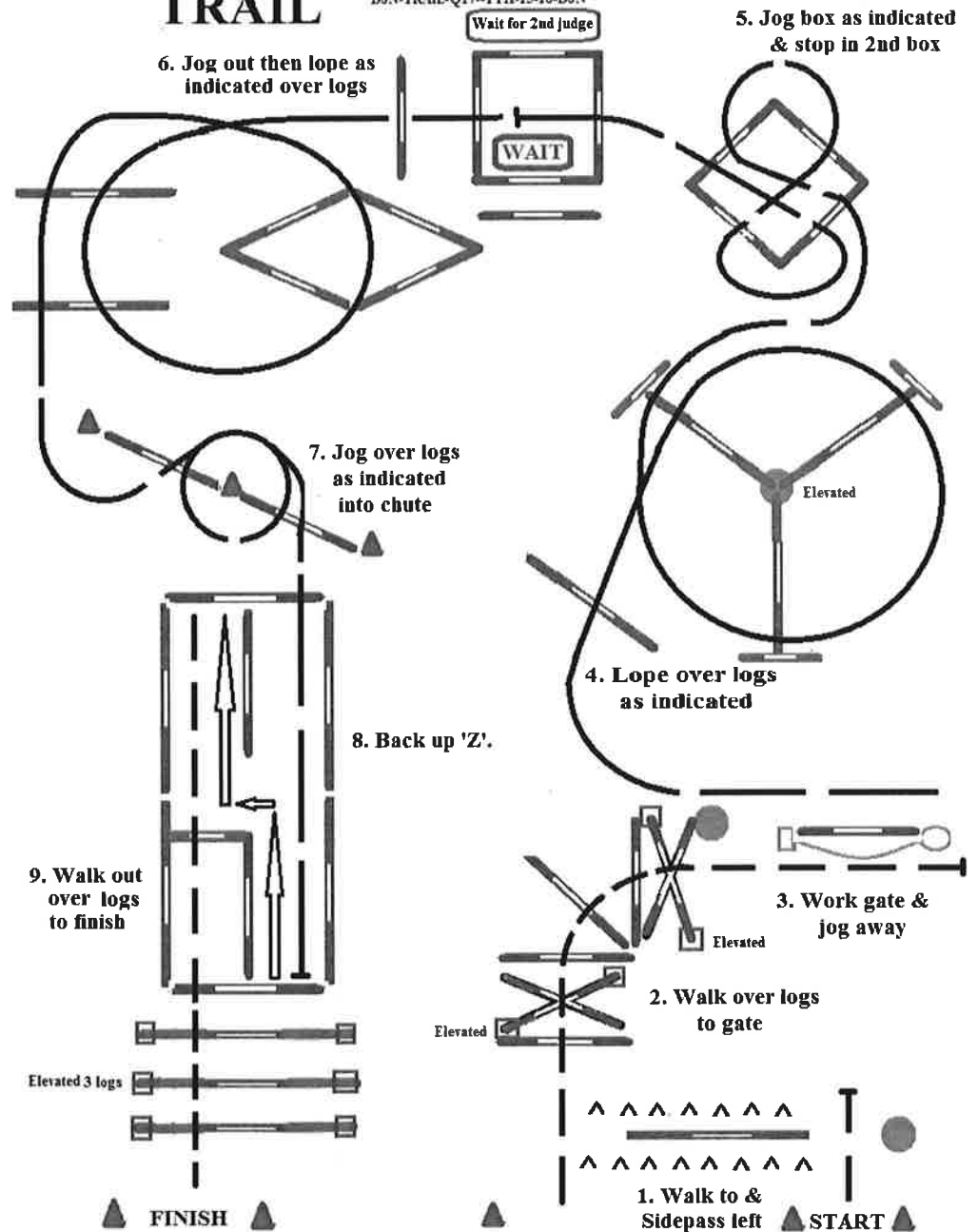
AQHA Q17 Am Snr - Select Am TRAIL

DJN-Am-Sel am-Q17-Trail-DJN



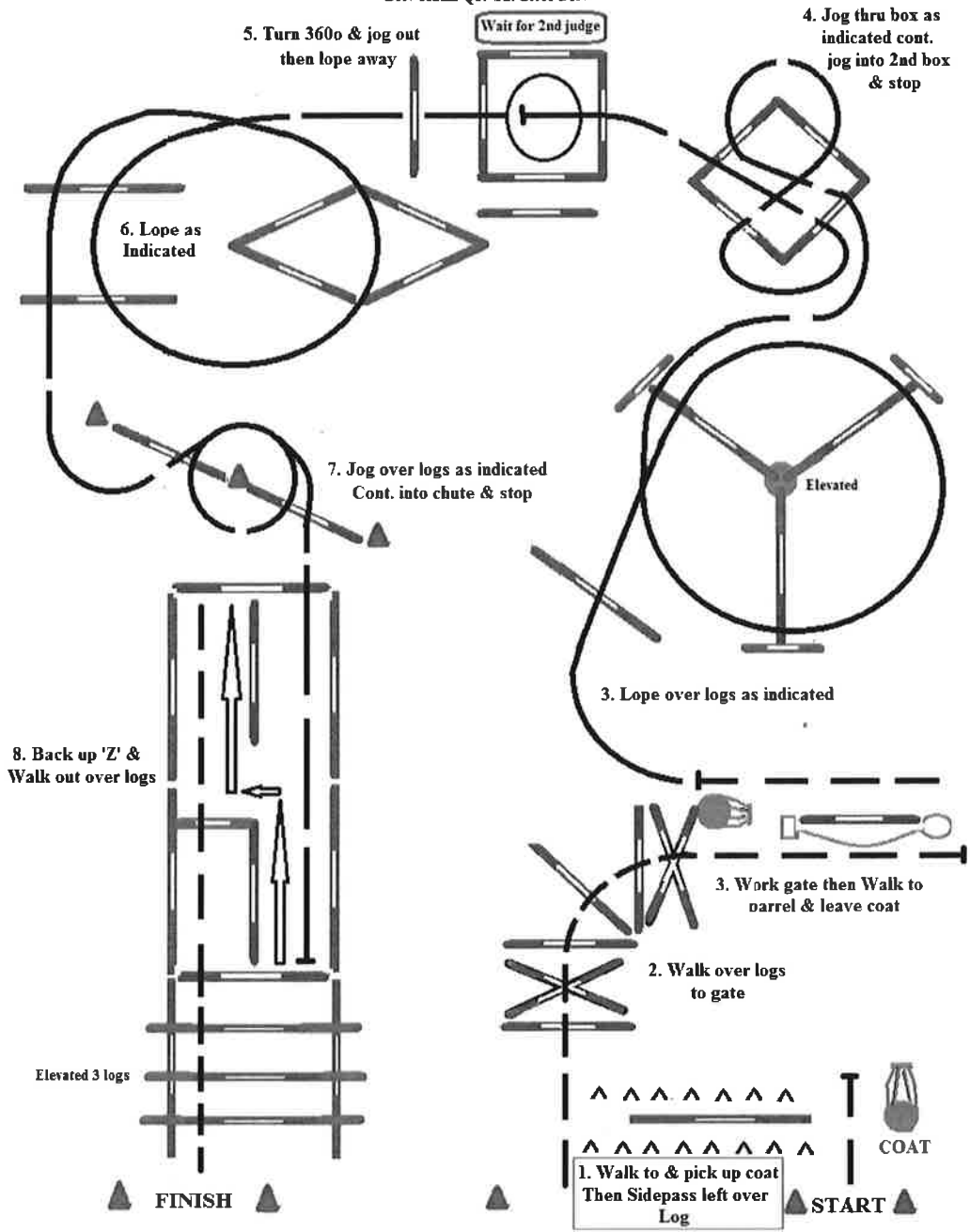
AQHA Q17 YOUTH 15-18 JNR HORSE TRAIL

DJN-TRAIL-Q17-YTH-15-18-DJN



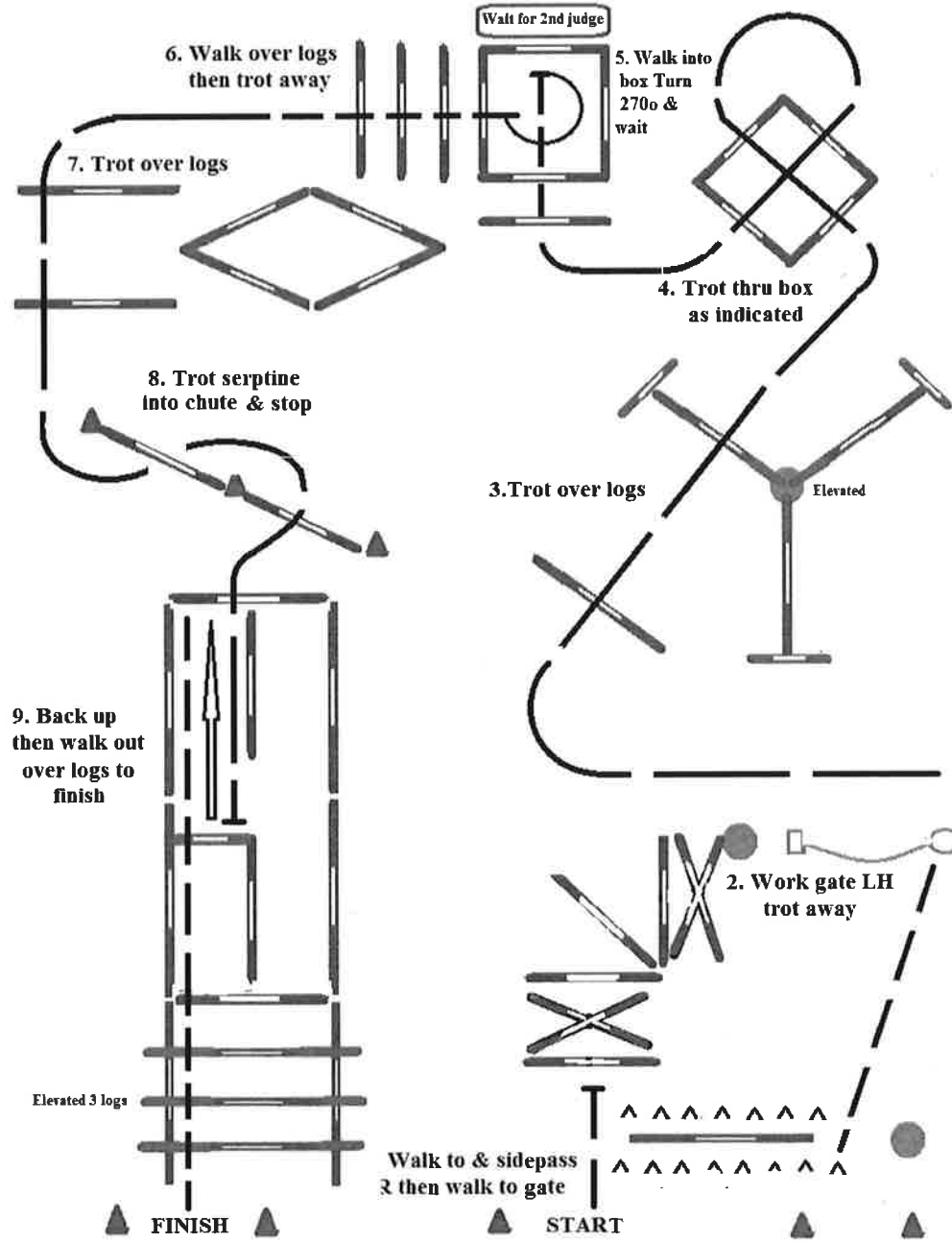
AQHA Q17 Senior Horse TRAIL

DJN-TRAIL-Q17-Snr horse-DJN



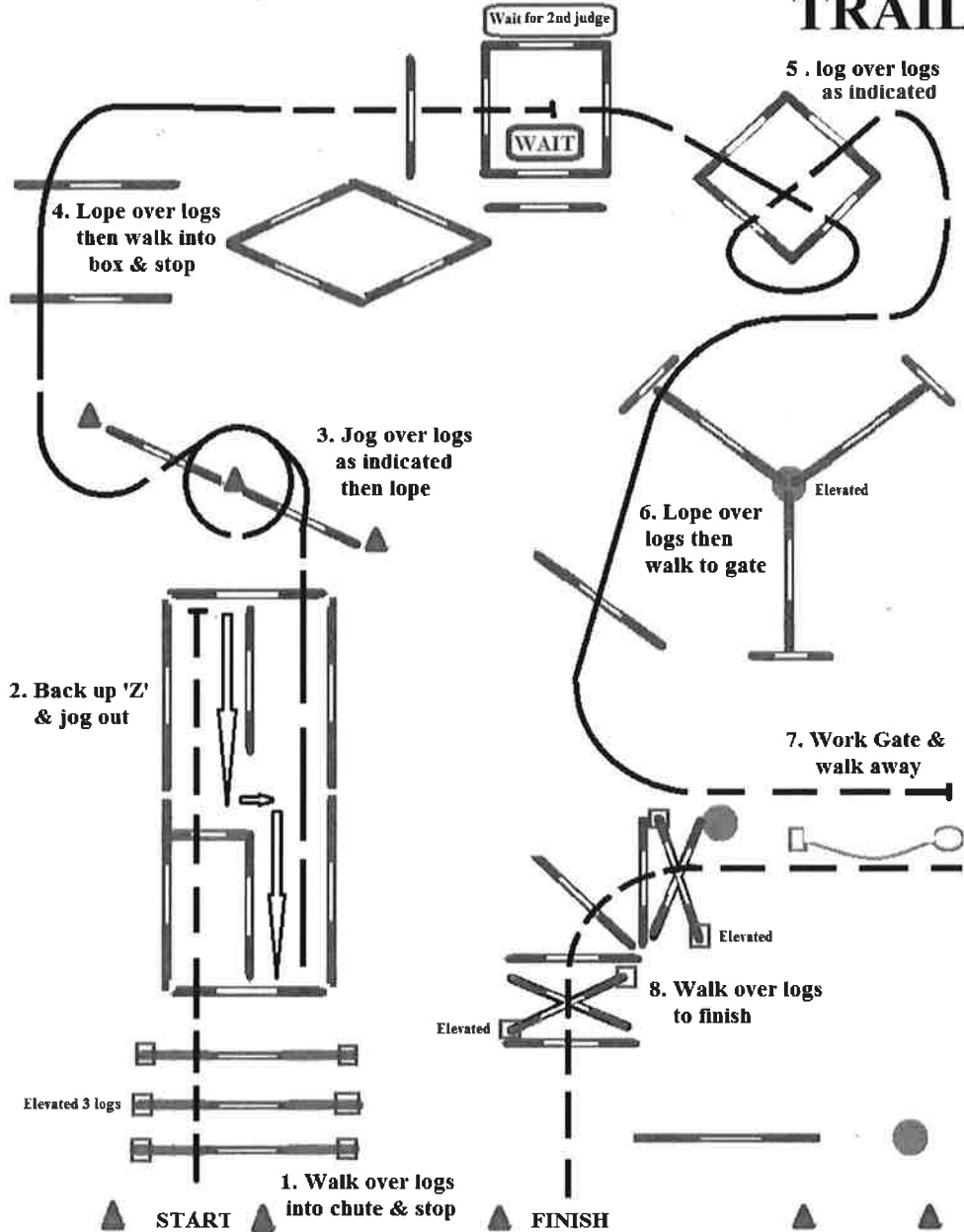
AQHA Q17-1 & 2 yr-Led TRAIL

DJN-Q17-2yr old-Yrling-Led-Trail-DJN

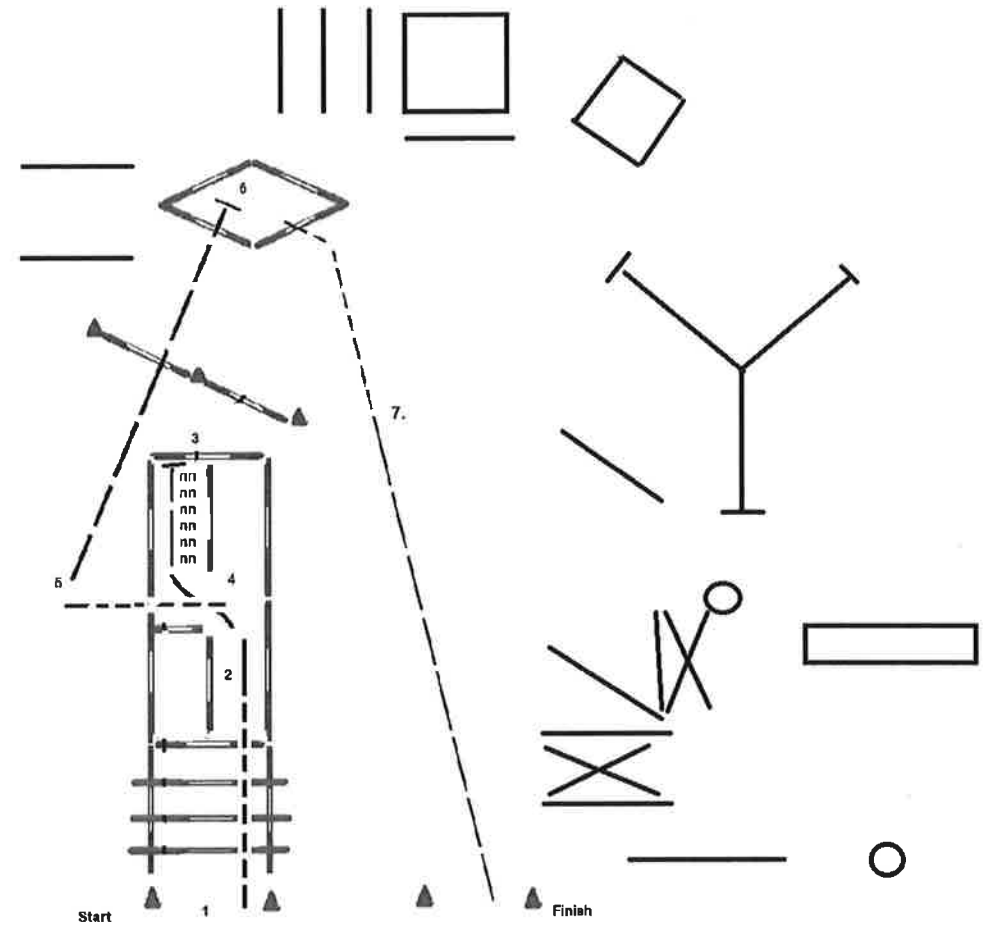


AQHA Q17 Yth 12-14- Novice Youth TRAIL

DJN-TRAIL-Q17-YTH 12-14- JNR horse-DJN

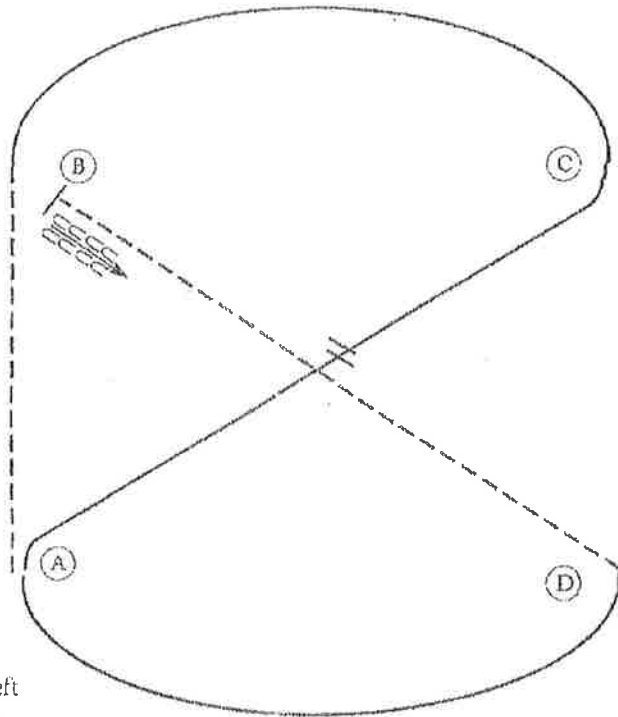


Q17 RWD TRAIL



1. Walk over 4 logs
2. Jog into chute and stop
3. Back out of chute, stop
4. Walk over log
5. Turn horse to the right and jog over log into diamond and stop
6. Turn horse to the right and walk out of box
7. Jog to finish line, stop and acknowledge Judge

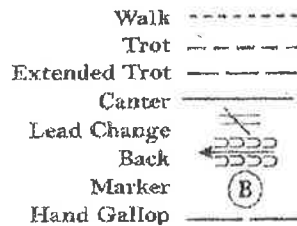
**Q17 HUNT SEAT EQUITATION
NOVICE YOUTH AND NOVICE AMATEUR
YOUTH 7 TO 11 YEARS**



Be ready at A.

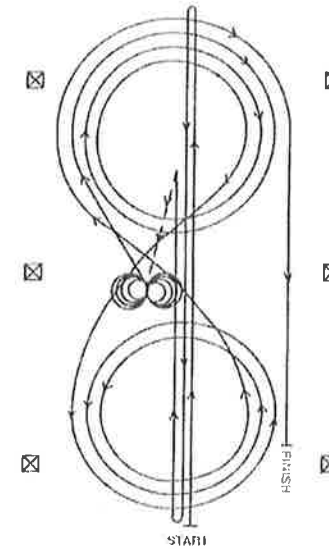
1. Trot on the left diagonal to B.
2. Canter on the right lead to and around C and half way to A.
3. Perform a simple lead change between C and A.
4. Canter around A and to D.
5. Trot on the right diagonal from D to B.
6. Stop at B and back approximately one horse length.

Walk off and follow the directions of your ring steward.



Q17 REINING - YOUTH, AMATEUR AND SELECT AMATEUR

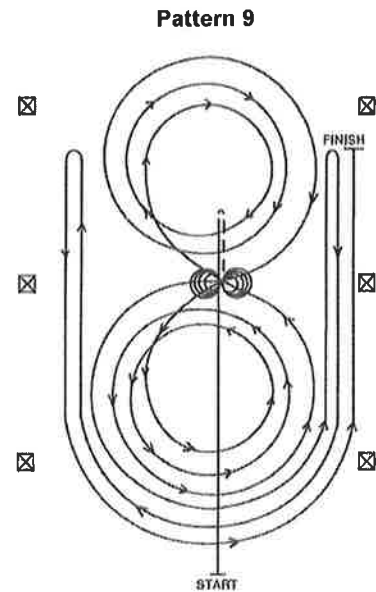
Pattern 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least three metres. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that the horse is facing the left wall. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena.
7. Complete three circles to the left: the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena.
8. 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 centre marker and do a sliding stop at least six metres from the wall. Hesitate to demonstrate the completion of the pattern.

Rider may be asked to drop the bridle to the Judge.

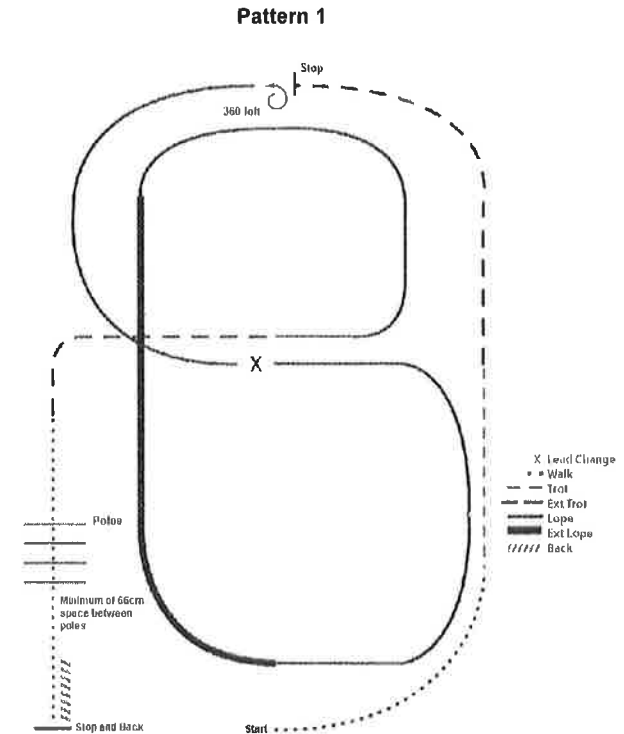
Q17 SENIOR AND JUNIOR HORSE REINING



1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least three metres. 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. 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 centre 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 centre of the arena.
6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least six metres from the wall – 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 centre marker and do a left rollback at least six metres from the wall – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the centre marker and do a sliding stop at least six metres from the wall. Hesitate to demonstrate completion of the pattern.

Rider may be asked to drop the bridle to the Judge.

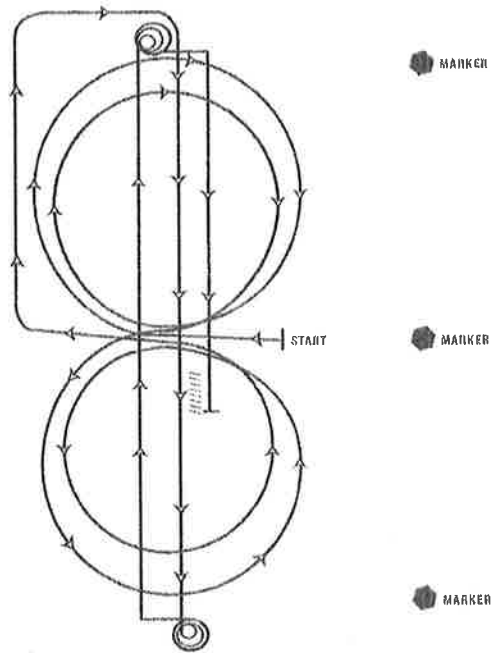
Q17 RANCH RIDING - ALL CLASSES



1. Walk
2. Jog
3. Extend the jog, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead ½ circle, lope to the centre
6. Change leads (simple or flying)
7. Right lead ½ circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to centre
10. Break down to an extended jog
11. Walk over poles
12. Stop and back

Q17 WORKING COW HORSE AND BOXING

WORKING COW HORSE PATTERN 12



Trot to center of arena, stop. Start pattern facing toward judge.

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. Beginning on the right lead complete 2 circles to the right; the first circle large and fast and the second small and slow. Change leads at the center of the arena. 2. Complete 2 circles to the left, the first circle large and fast and the second small and slow. Change leads at the center of the arena. 3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop. 4. Complete 3 1/2 spins to the left. 5. Run down center of arena past end marker, and execute a square sliding stop. 6. Complete 3 1/2 spins to the right. 7. Run down center of arena past center marker, and execute a square sliding stop. 8. Back up at least 3 mtrs 9. Hesitate to complete pattern. | <p>Pattern 12</p> <ol style="list-style-type: none"> 1. Right circles 2. Left circles 3. Stop 4. 3 1/2 left spins 5. Stop 6. 3 1/2 right spins 7. Stop and back up |
|--|--|