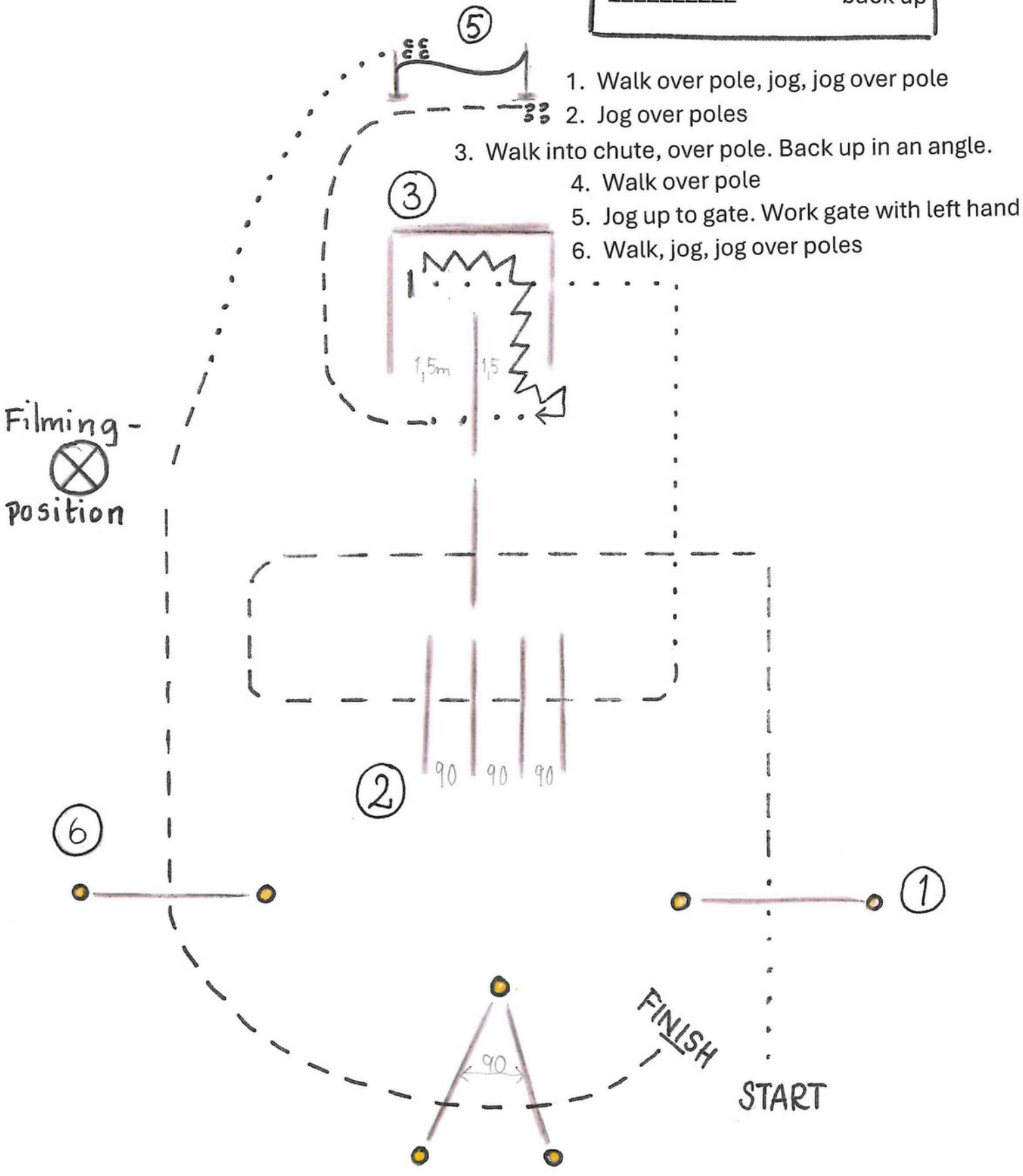
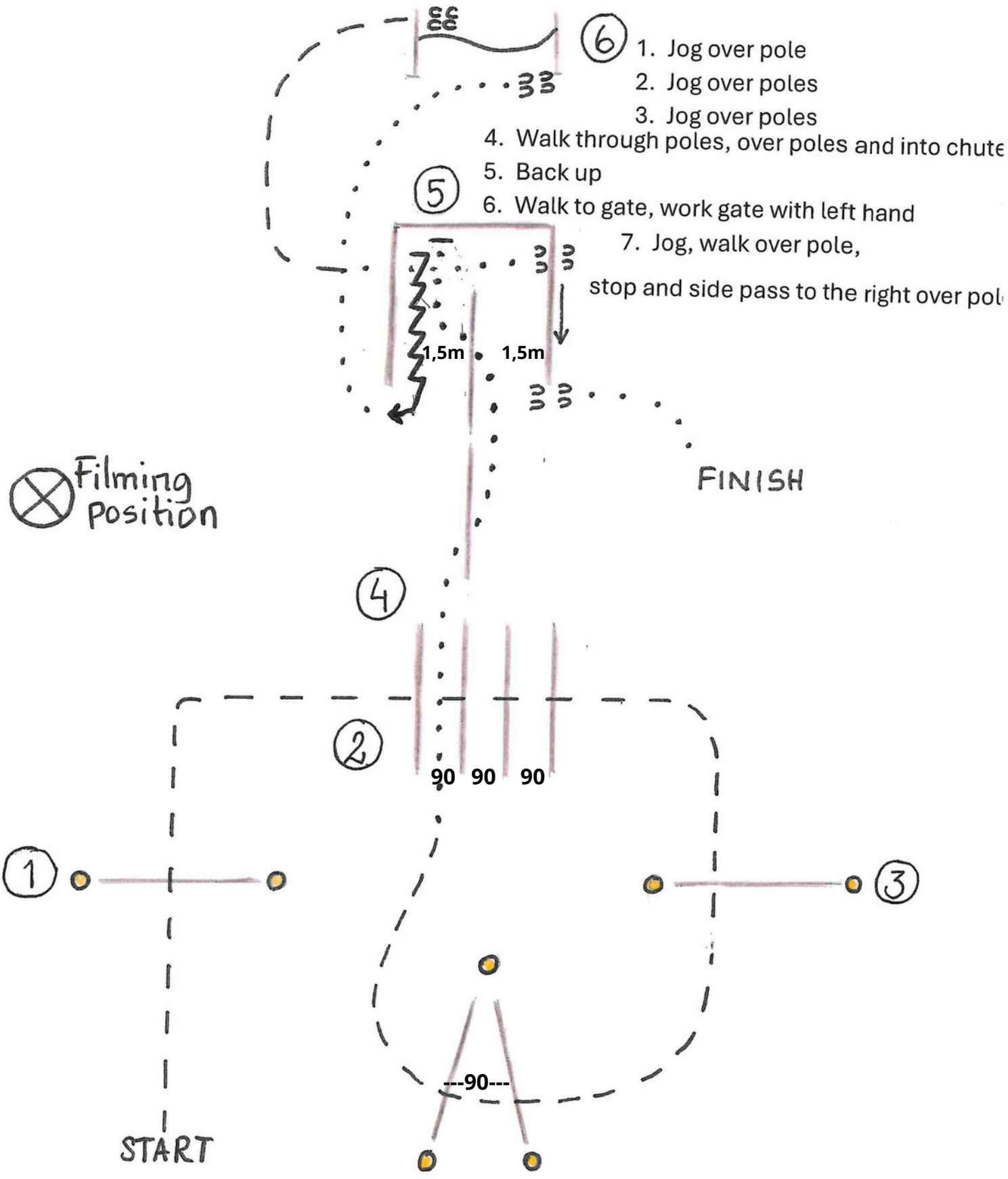
Trail in Hand D – Rookie Level

| | |
|---|---|
| ..... | walk |
| _ _ _ _ _ _ _ | jog |
| ZZZZZZZZZ | back up |



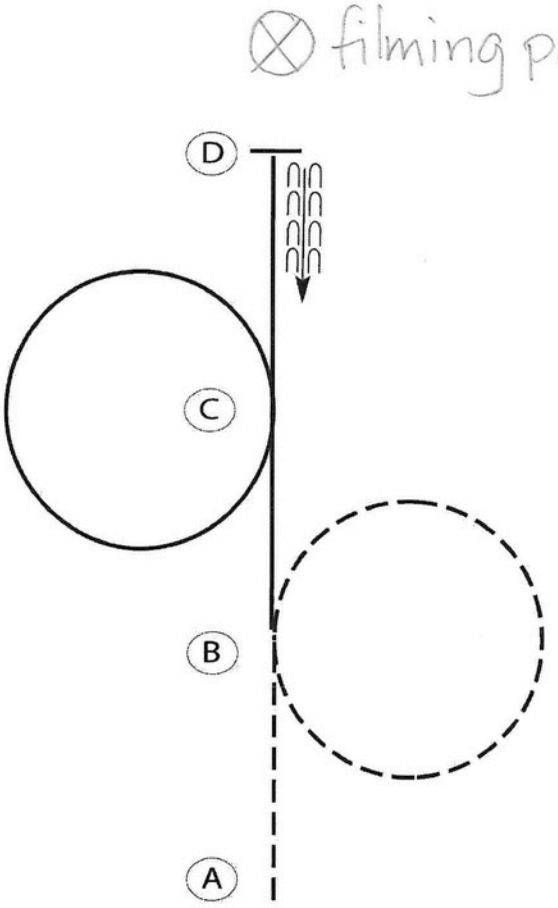
Trail in Hand C - Level 1

| | |
|---|---|
| ..... | walk |
| _ _ _ _ _ _ _ | jog |
| ZZZZZZZZZZ | back up |
| ⟶ | side pass |




1. Jog over pole
2. Jog over poles
3. Jog over poles
4. Walk through poles, over poles and into chute
5. Back up
6. Walk to gate, work gate with left hand
7. Jog, walk over pole, stop and side pass to the right over pol

# Horsemanship C – Level 1




Be ready at A.

1. Jog from A to B.
2. Jog in a circle to the right at B.
3. Lope on the left lead to C and circle to the left.
4. Continue to lope to D.
5. Stop and D and back one horse length.

Retire to the rail or line up at a jog.

**Walk** - - - - - - - -

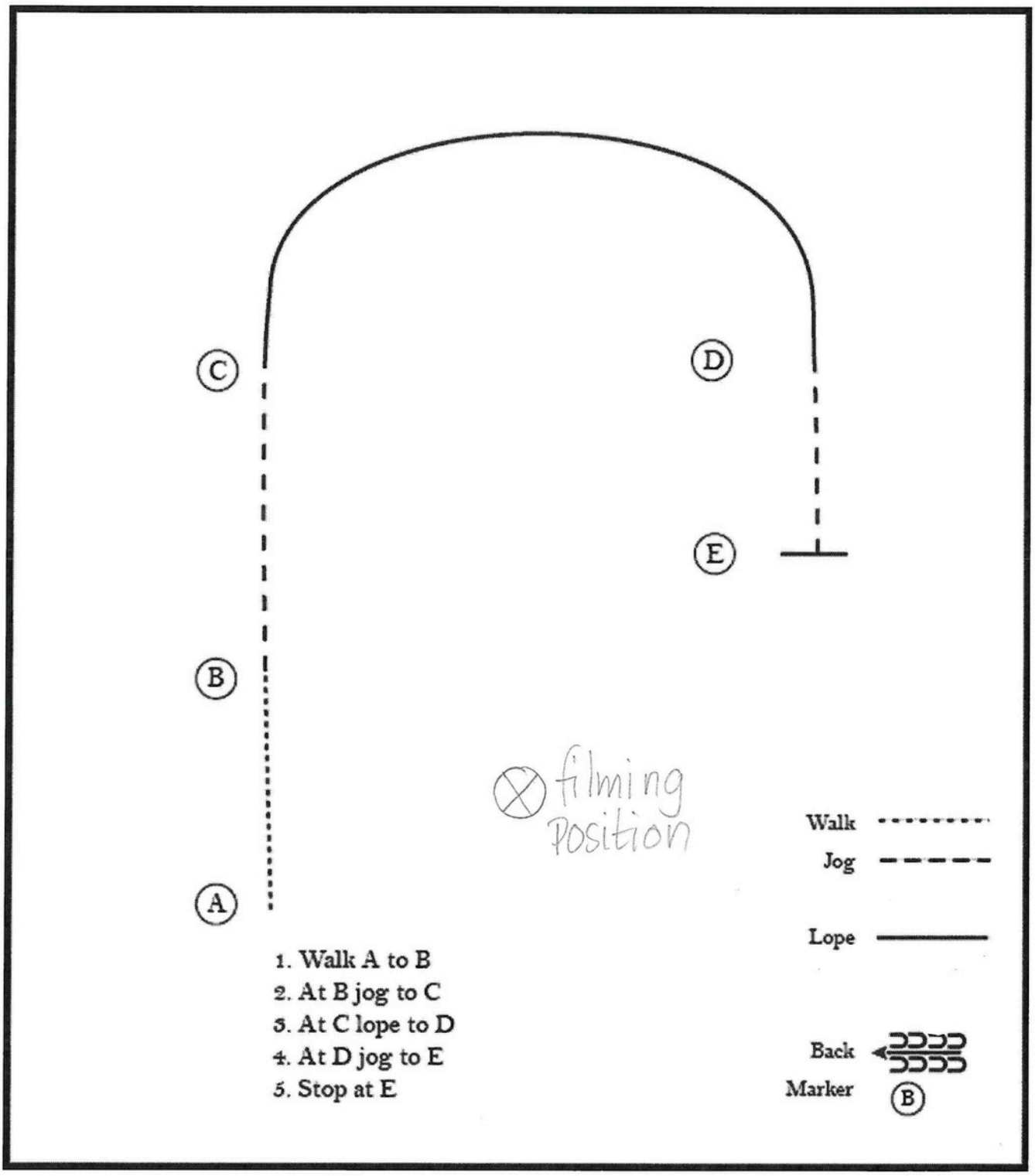
**Jog** – – – – –

**Lope** ————

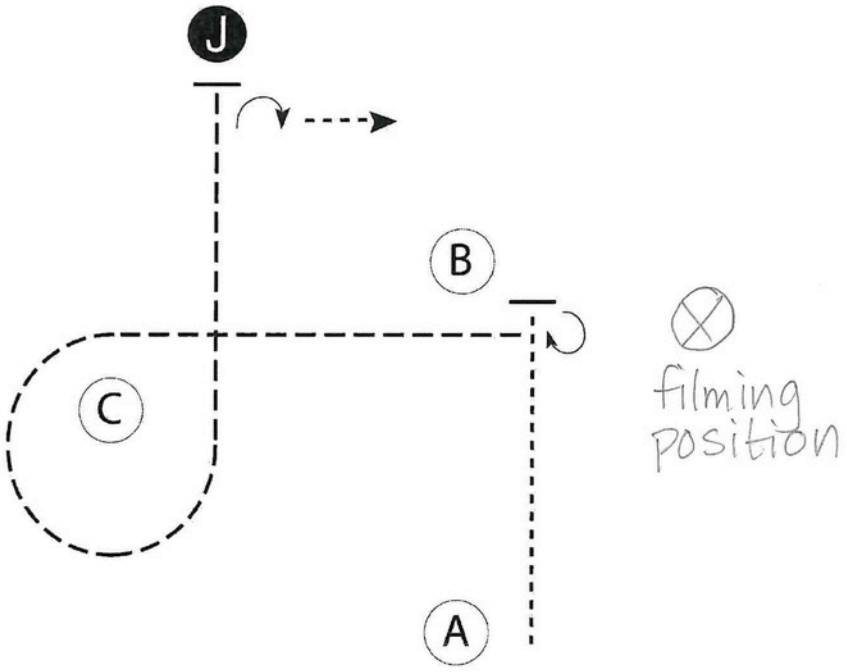
**Back**

**Marker** (B)

Horsemanship D – Rookie Level



# Showmanship at Halter C – Level 1




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 and to judge as shown.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk away.

**Walk** --------

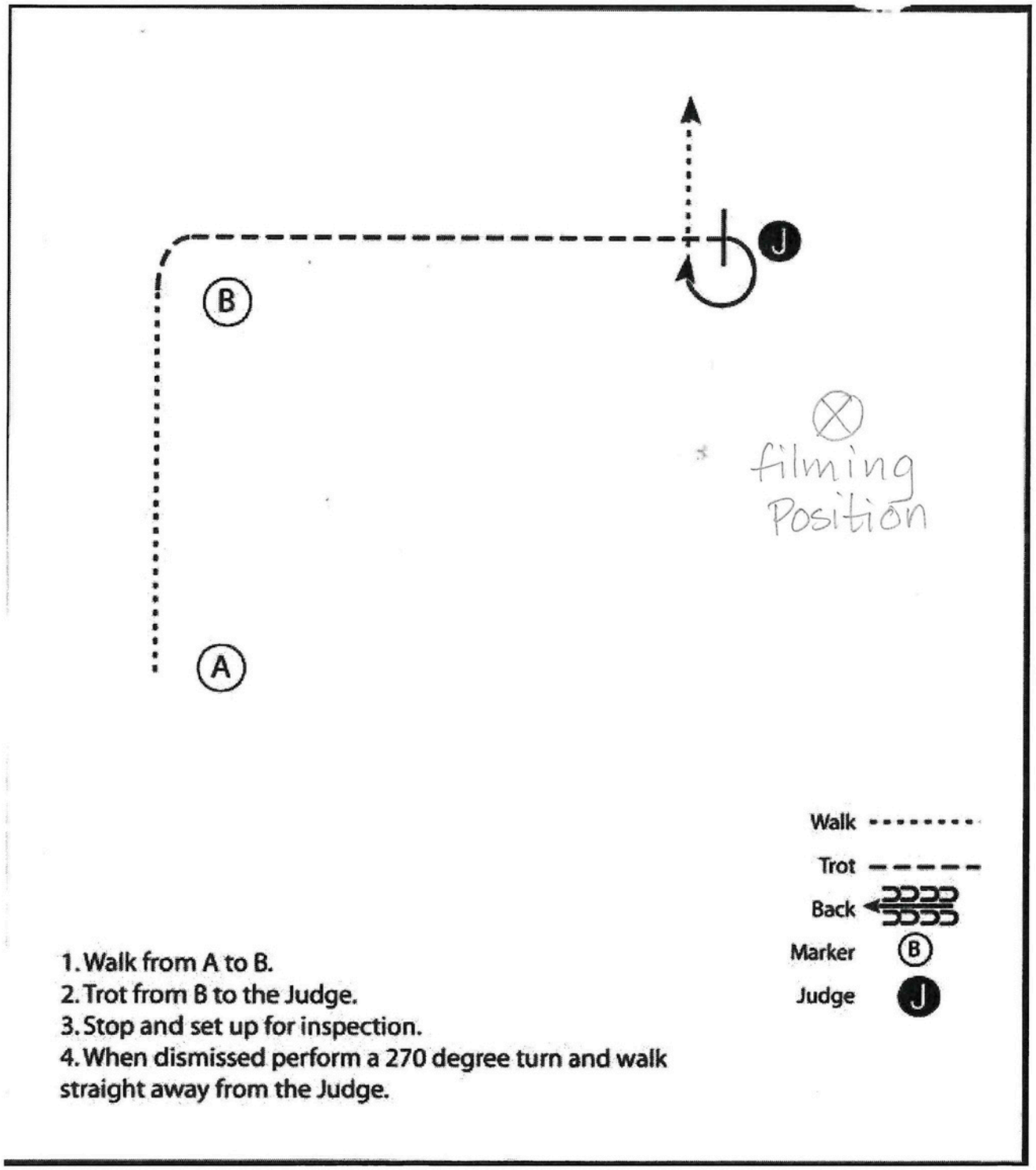
**Trot** – – – – –

**Back** 

**Marker** (B)

**Judge** (J)

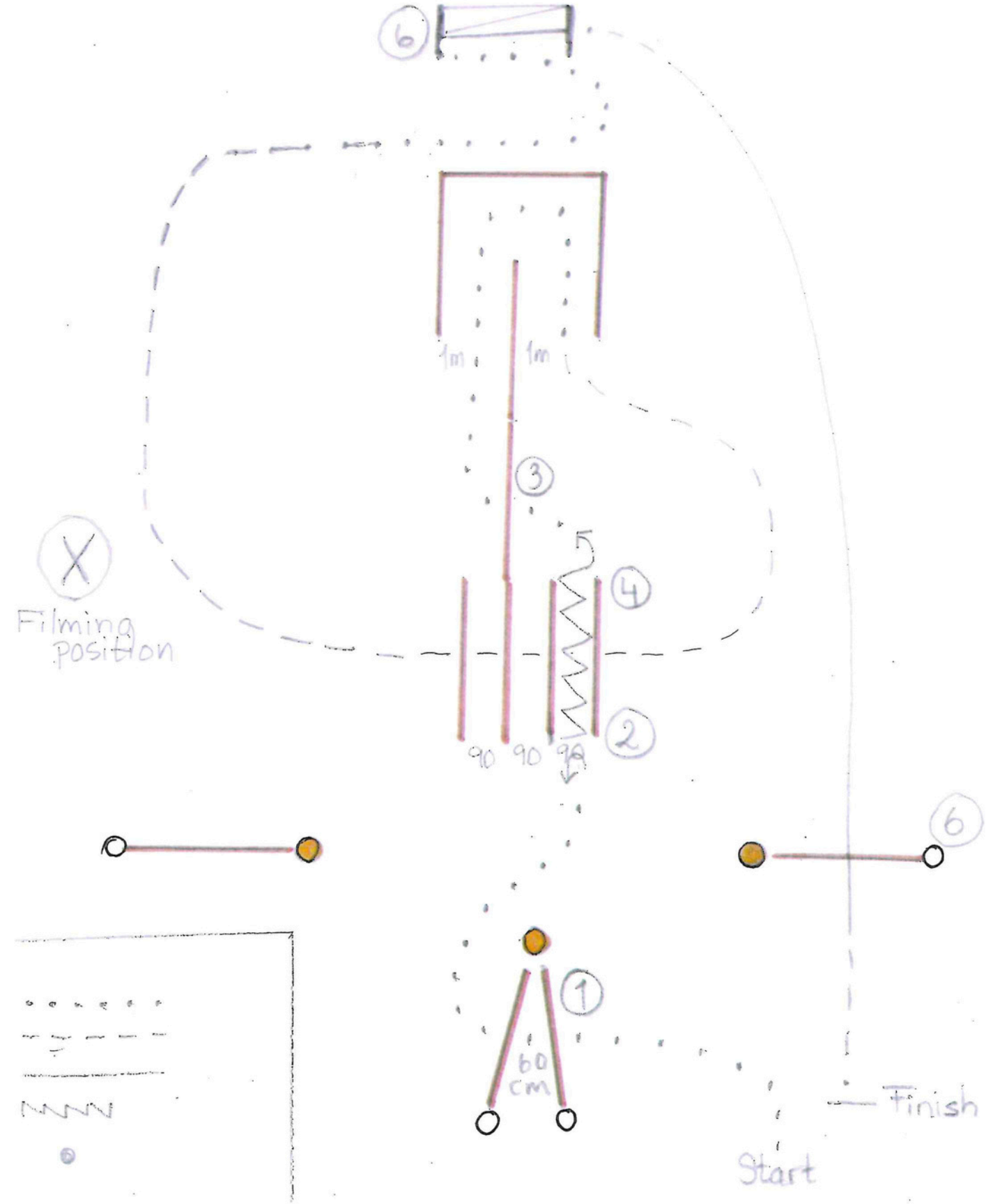
Showmanship at Halter D – Rookie Level




1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.

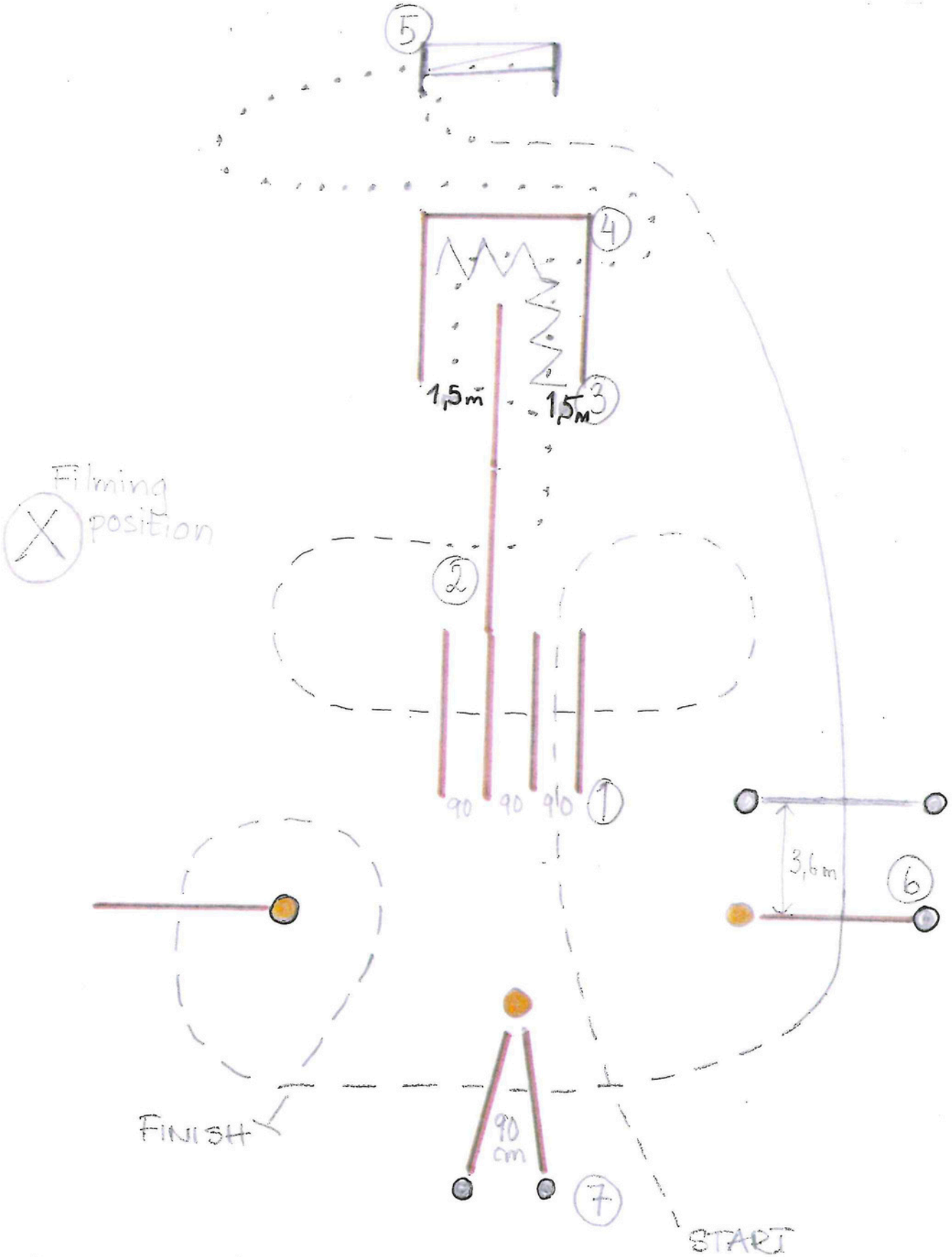
Trail D – Rookie Level

1. Walk over poles
2. Turn left, back up and turn either direction
3. Walk over pole and through chute (U-shape)
4. Jog poles
5. Walk to gate.
   Work gate with right hand
6. Right lead lope over pole



Trail C – Level 1

1. Jog between and over poles
2. Walk over poles and through chute (U-shape)
3. Back up in an angle to the right
4. Walk over pole
5. Walk to gate.
   Work gate with right hand.
6. Right lead lope over poles
7. Jog poles



# Patterns from the rulebook:



Western Riding D - Rookie Level
WRAS pattern 9



Western Riding C - Level 1
WRAS pattern 10



Ranch Riding D - Rookie Level
Pattern 15



Ranch Riding C - Level 1
Pattern 12 (use 1.m between poles)

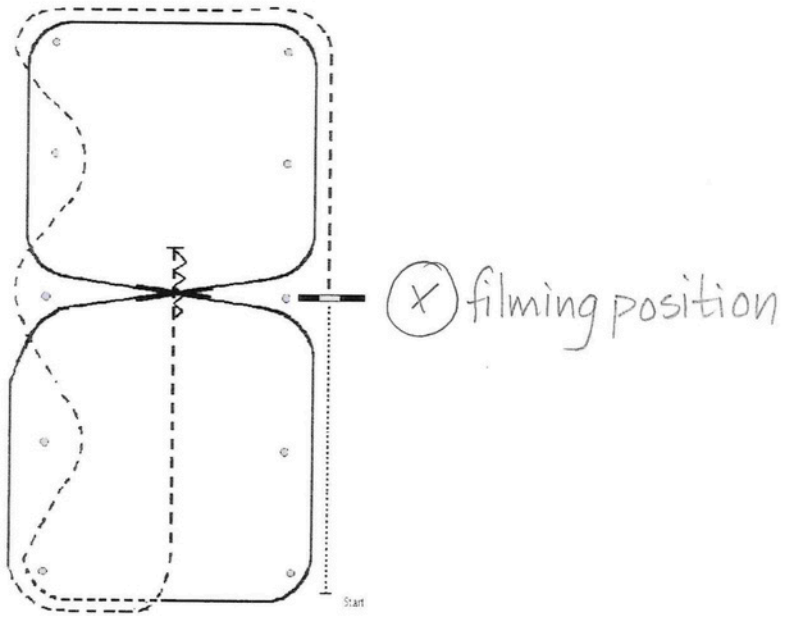


Reining D - Rookie Level
Pattern A (WRAS 12)



Reining C - Level 1
Pattern 5

D-nivå - Rookie Level

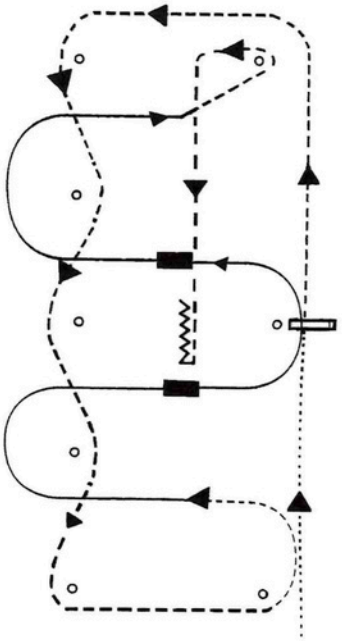



**WESTERN RIDING MÖNSTER NR 9**

1. Skritt över bom
2. Övergång till jog och jog i serpentin
3. Galoppfattning, vänster galopp
4. Första galoppombytet
5. Höger galopp
6. Andra galoppombytet, vänster galopp
7. Bryt av till jog
8. Rid förbi mittmarkeringen, stop och rygga tillbaka över mittmarkeringen.

1. Walk, walk over pole
2. Transition to a jog and jog serpentine.
3. Lope left lead
4. First lead change
5. Right lead lope
6. Second lead change Left lead lope
7. Break down to a jog
8. Jog past center, stop and back up past center marker.

C-nivå - Level 1



(X) filming position

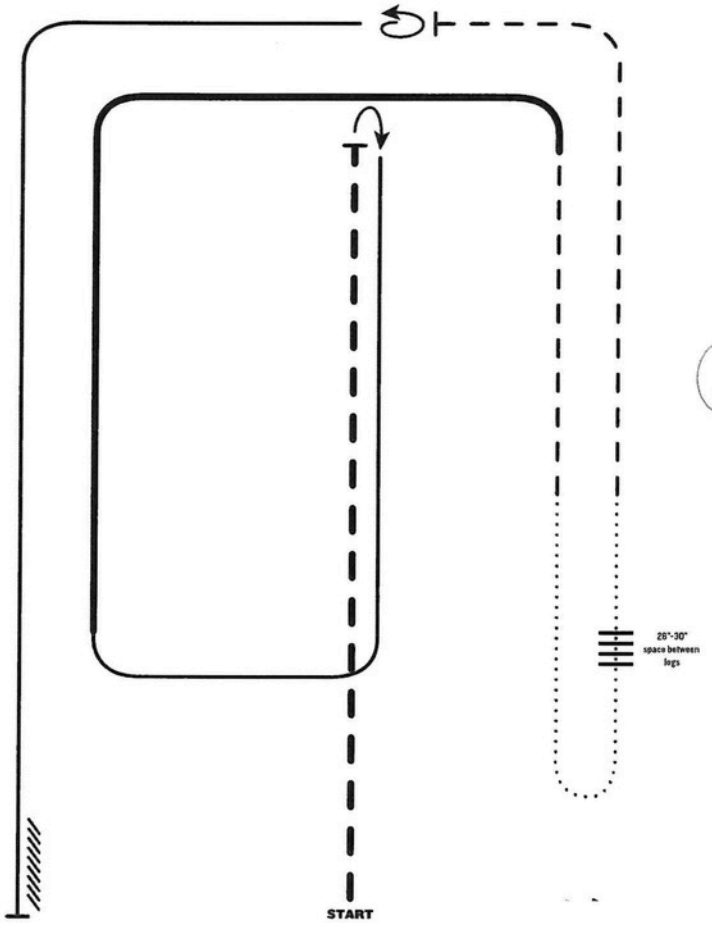
**WESTERN RIDING MÖNSTER NR 10**

1. Skritt, över bommen
2. Övergång till jog, serpentin i jog
3. Galoppfattning höger galopp
4. Första galoppombytet
5. Passage av bommen i galopp
6. Andra galoppombytet
7. Avbrott till jog
8. Rid förbi mittmarkeringen, stop och rygga tillbaka över mittmarkeringen.

1. Walk, walk over pole
2. Jog, jog serpentine
3. Lope right lead
4. First lead change.
5. Lope left lead over pole
6. Second lead change
7. Break to a jog
8. Jog past center, make a stop and back up past center marker

**RANCH RIDING - PATTERN 15**

Dnivå - Rookie Level




(X) filming position

use 75 cm between logs.

**LEGEND**

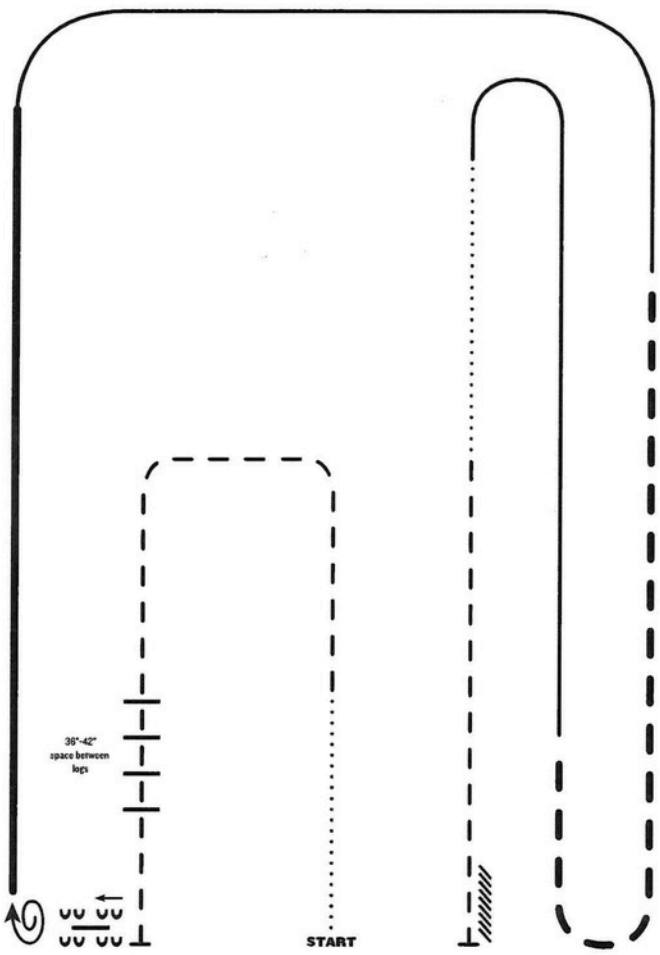
- Walk
- Extended Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- Back
- Lead Change

1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back

*Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.*

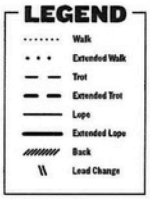
## RANCH RIDING - PATTERN 12

Cnivå - Level 1




use 1m between logs

⊗ filming position

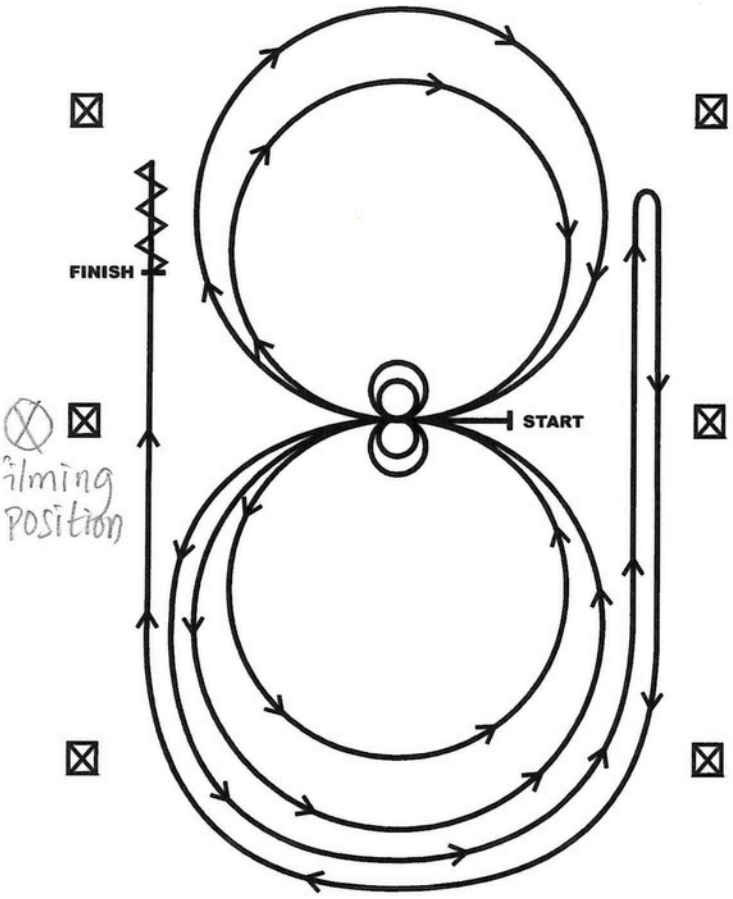



1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

*Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.*

D nivå - Rookie Level

**REINING PATTERN A**

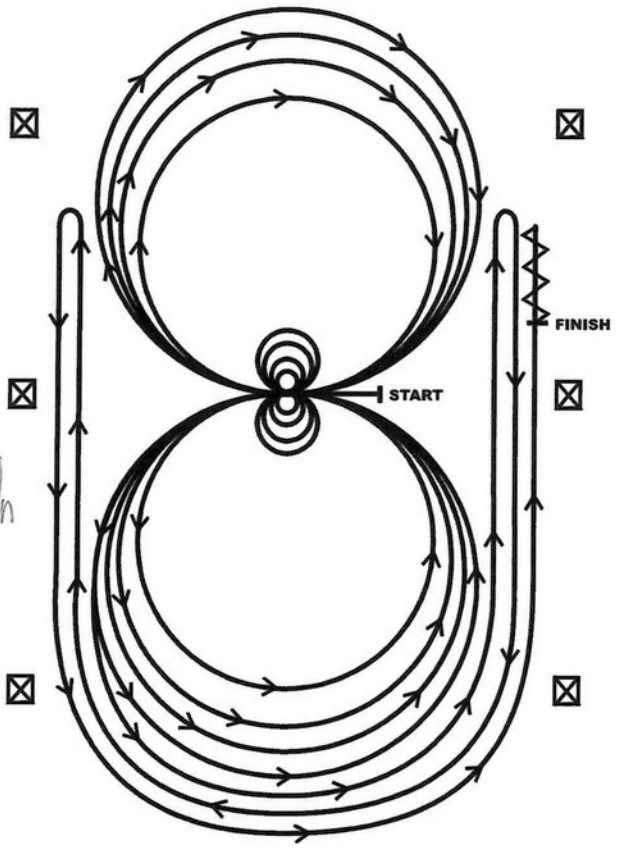



Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

**REINING PATTERN 5**

C-nivå – Level 1




X
filming position

Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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 twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue 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 twenty feet (six meters) from the wall or fence—no hesitation.
8. 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.