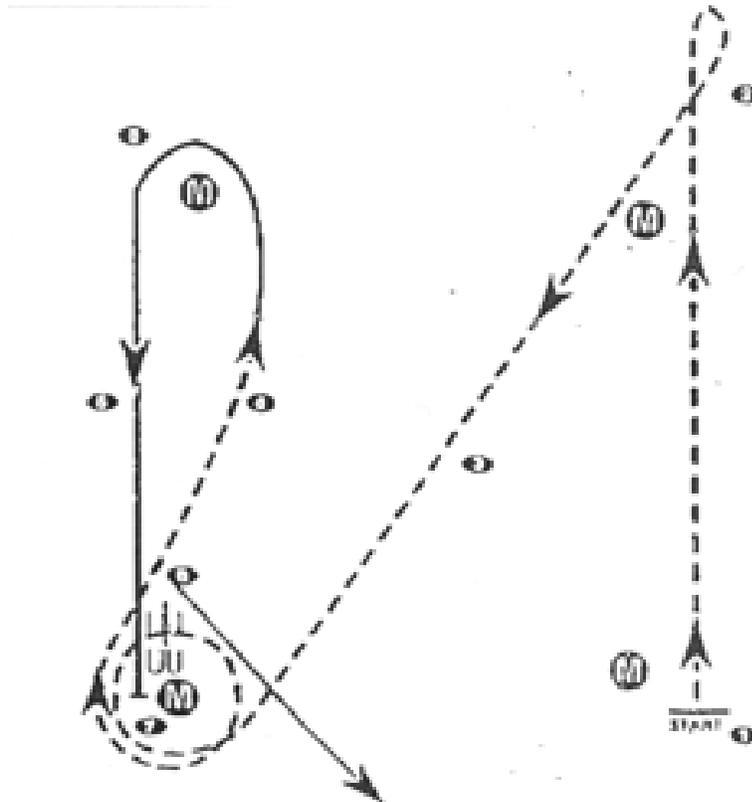




Horsemanship Patterns

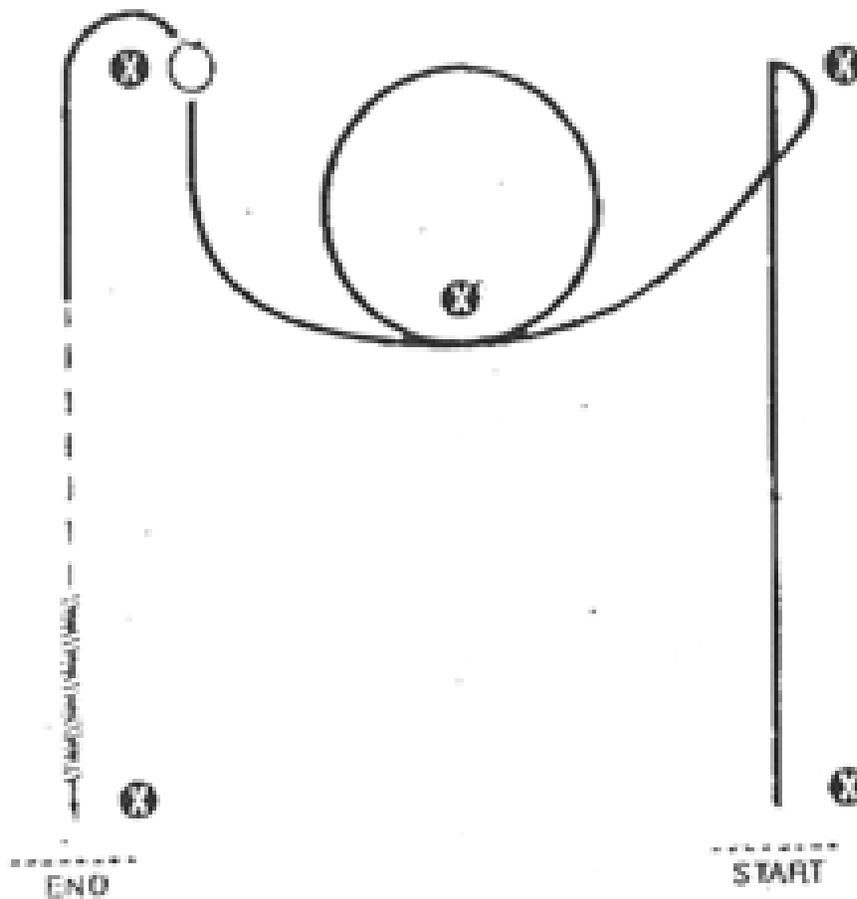
Pattern #1

1. Lope on left lead to and past second marker.
2. Stop and roll back to the right.
3. Continue on right lead and lope small right circle around marker.
4. Midway between markers change leads and break to extended jog.
5. Complete tight half circle around the marker.
6. Continue back to the marker.
7. Stop and back.
8. Hesitate to show completion of pattern and exit arena at a jog.



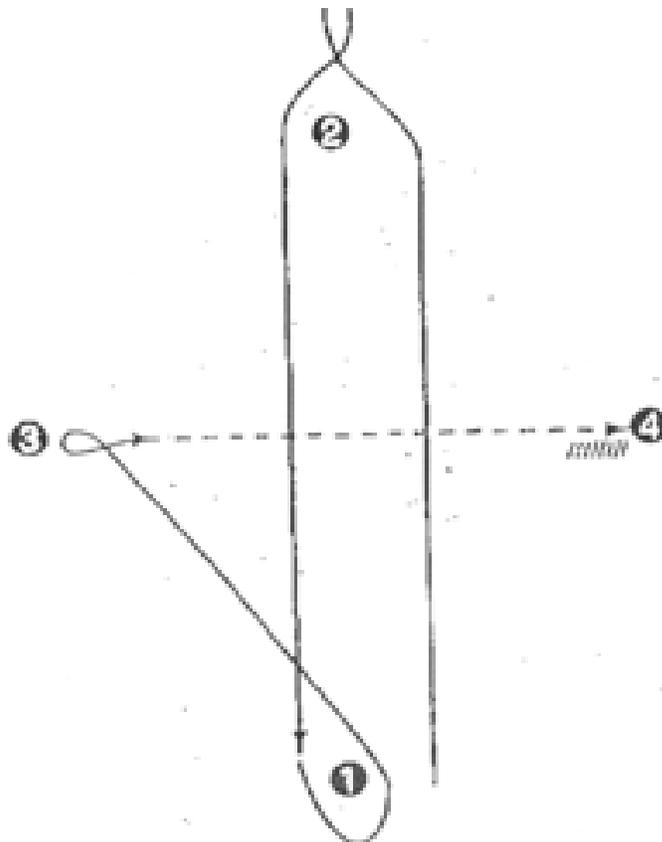
Pattern #2

1. Lope on left lead to second marker.
2. Stop and roll back to the right.
3. Immediately lope off on right lead and lope a
4. small circle around marker, continue to fourth marker.
5. Stop and do 360-degree turn to the left.
6. Lope around marker on left lead.
7. When even with marker, break to extended trot.
8. At marker, stop and back.
9. Exit arena at a jog.



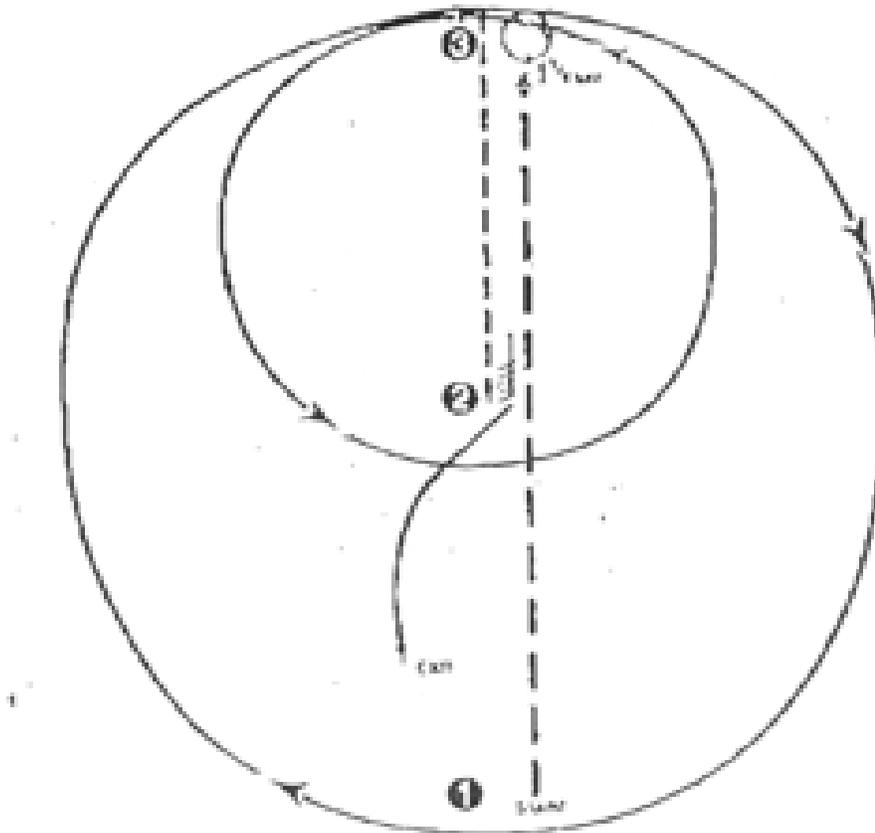
Pattern #3

1. Run with speed past end marker #2.
2. Stop. Roll back to the right.
3. Lope on left lead down and around marker #1.
4. Proceed up to marker #3.
5. Stop and turn left.
6. Extended trot to marker #4.
7. Stop and back.
8. Hesitate to show completion of pattern.
9. Exit the arena at a jog.



Pattern #4

1. Extended trot past third marker.
2. Stop. Do 1 1/4 turn to the left.
3. Lope immediately off on left lead.
4. Do small slow circle to left.
5. Stop even with top of third marker.
6. Do 180-degree right turn.
7. Lope immediately off on right lead.
8. Lope large fast circle to the right.
9. When even at top of third marker, break to jog.
10. Jog to middle marker.
11. Stop and back.
12. Exit the arena at a jog.



Group Rail Work

This is designed to evaluate the contestant's ability to execute a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional, and fundamentally correct body position.