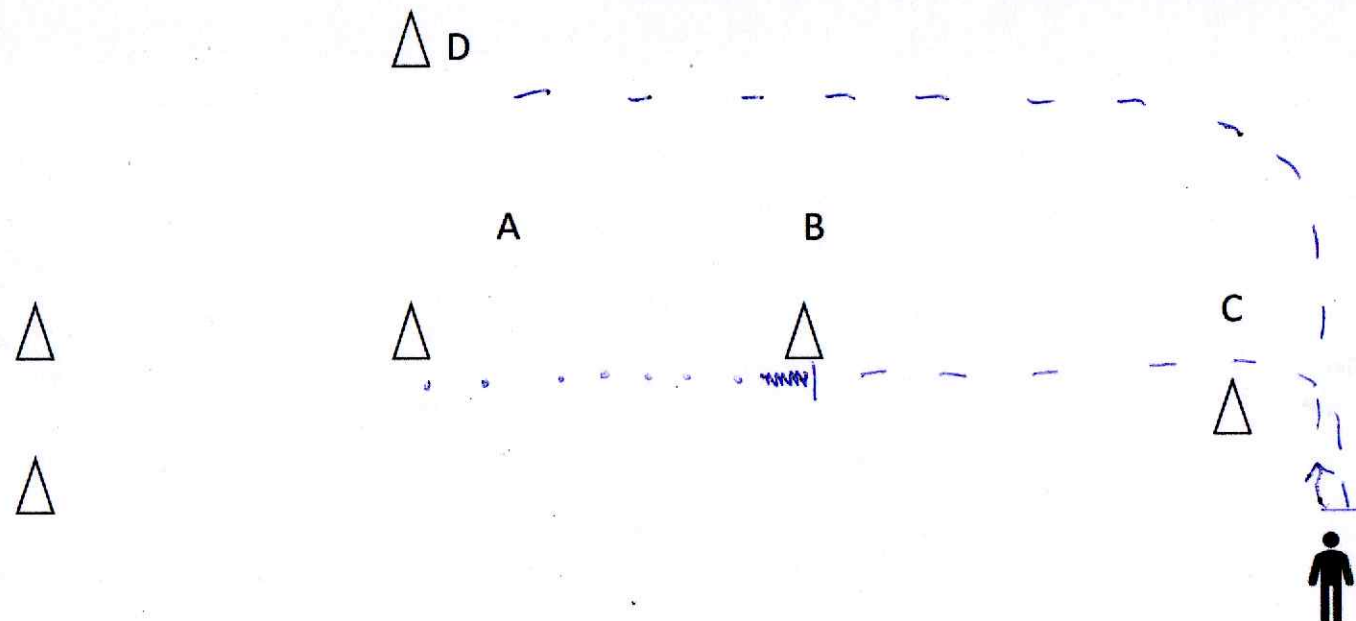
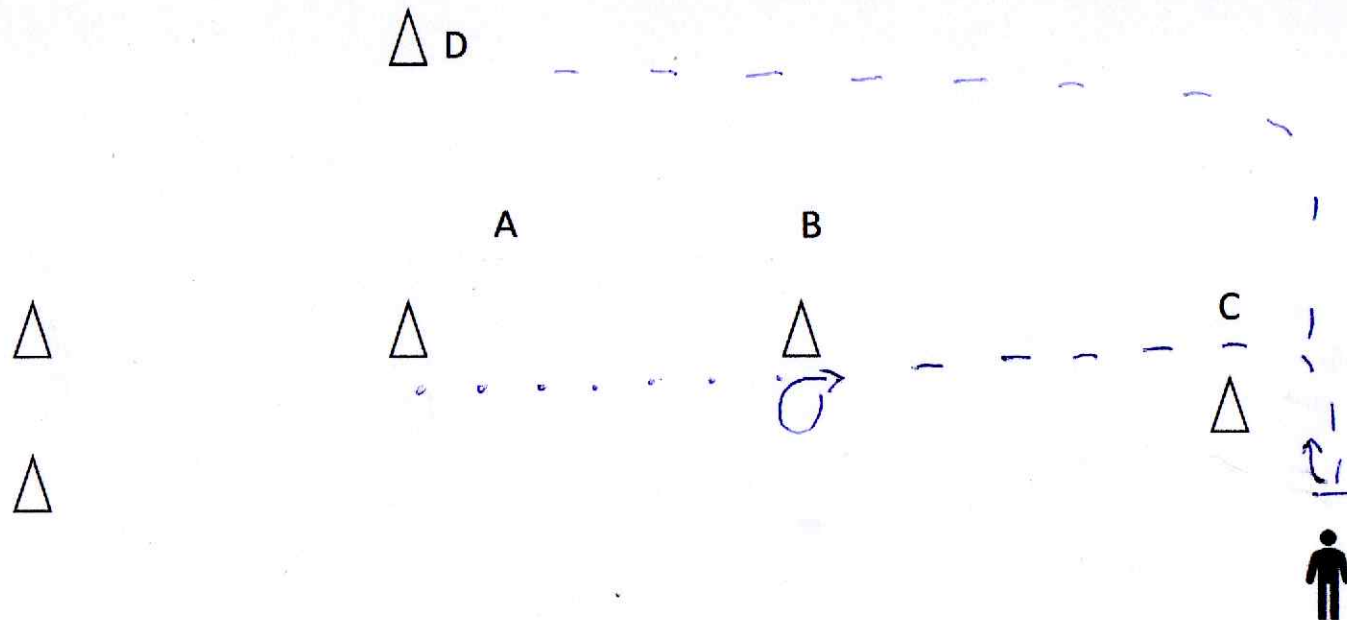


**PERTH REGIONAL APPALOOSA CLUB 20th & 21st SEPT.
YOUTH W/J, BEG. SHOWMANSHIP AT HALTER**



1. Be ready to Start at A
2. Walk to B, Halt & back
3. Jog around C to Judge
4. Present your horse for inspection
5. When dismissed, pivot 180 Rt & jog to D

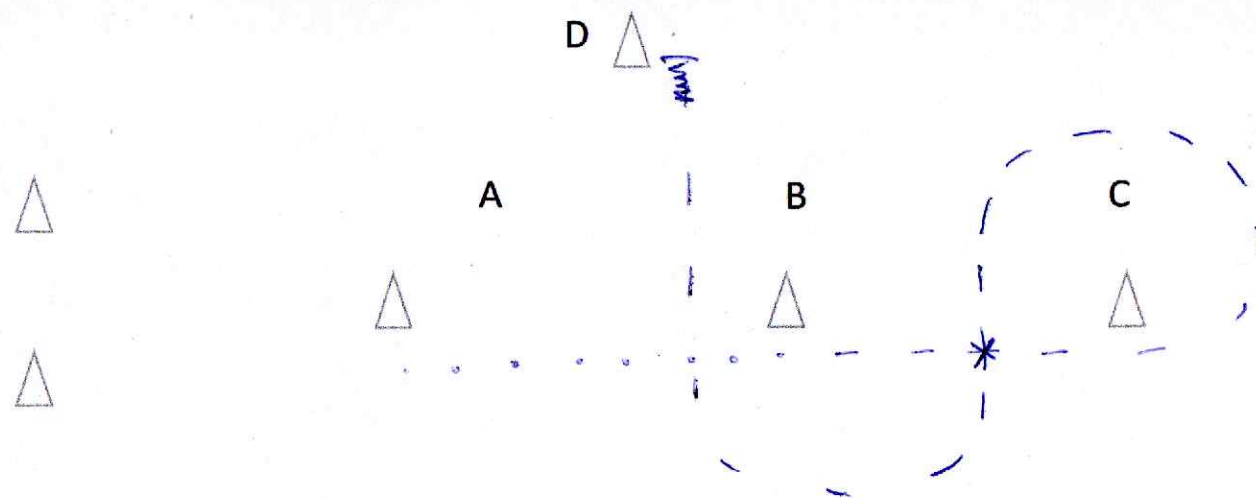
**PERTH REGIONAL APPALOOSA CLUB 20th & 21st SEPT.
AMATEUR, SELECT & YOUTH SHOWMANSHIP AT HALTER**



1. Be ready to Start at A
2. Walk to B, pivot 360 Rt
3. Jog around C to Judge
4. Present your horse for inspection
5. When dismissed, pivot 180 Rt & jog to D

HUNT SEAT EQUITATION

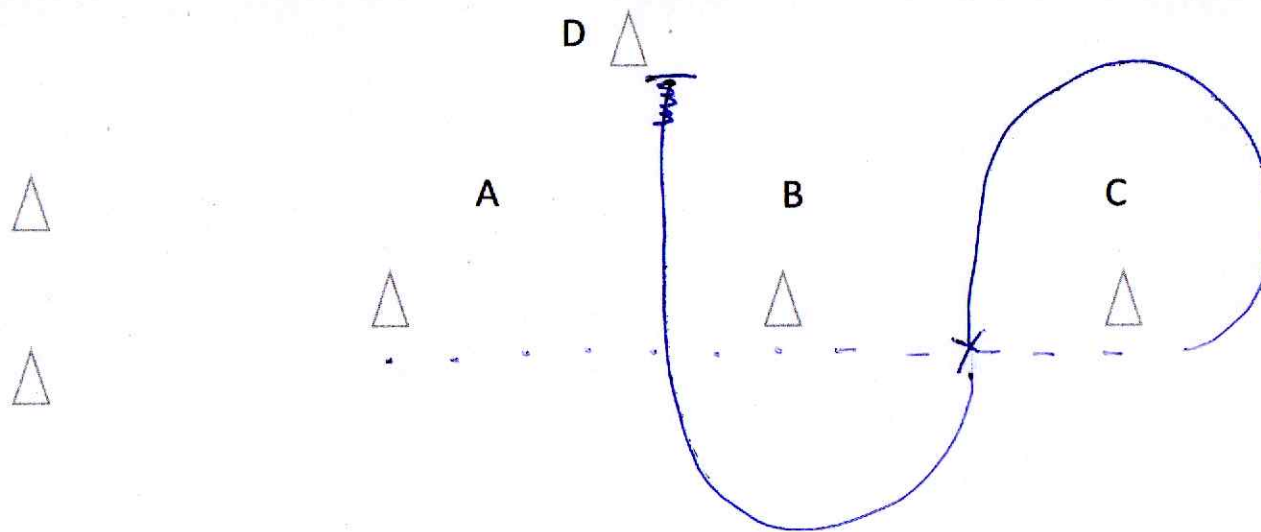
All walk/ trot



1. Be ready at A
2. Walk to B
3. Trot to C, then circle left (left diagonal)
4. At BC change diagonal, circle right to D
5. At D stop & back.

HUNT SEAT EQUITATION

Amateur, select, Youth



1. Be ready at A
2. Walk to B
3. Trot to C, then canter circle left (LL)
4. At BC circle right to D (RL)
5. At D stop & back.

2 Jog to cone, Stop
& back as shown

TRAIL
3 YO, Youth, Junior, Senior
Amateur & Select

3. Lope circle (RL) walk to
& over bridge
4. Jog poles

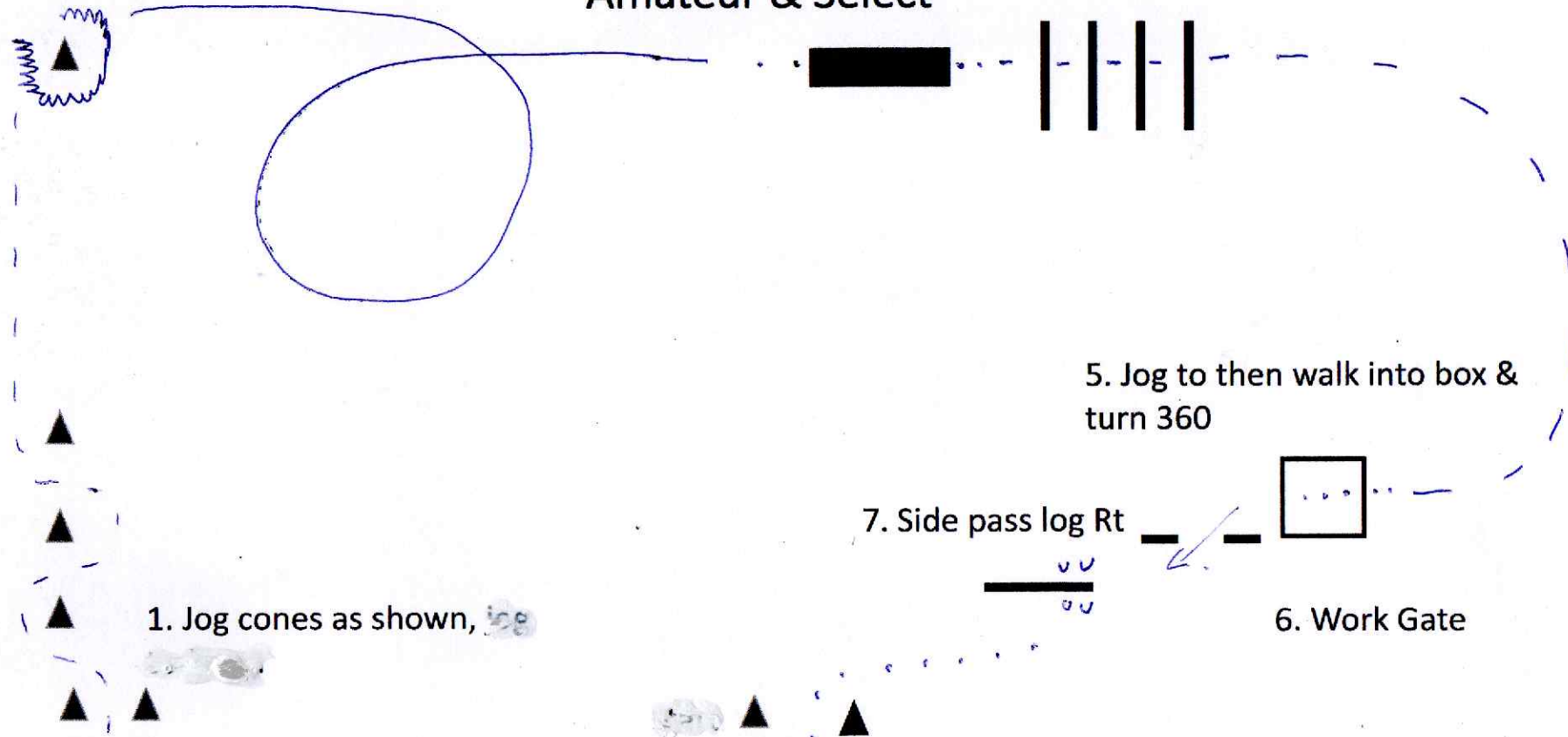
5. Jog to then walk into box &
turn 360

7. Side pass log Rt

6. Work Gate

1. Jog cones as shown, ice

start



TRAIL

All led classes.

5. walk to & over bridge
4. Jog poles

6. Jog to cone, Stop
& back as shown

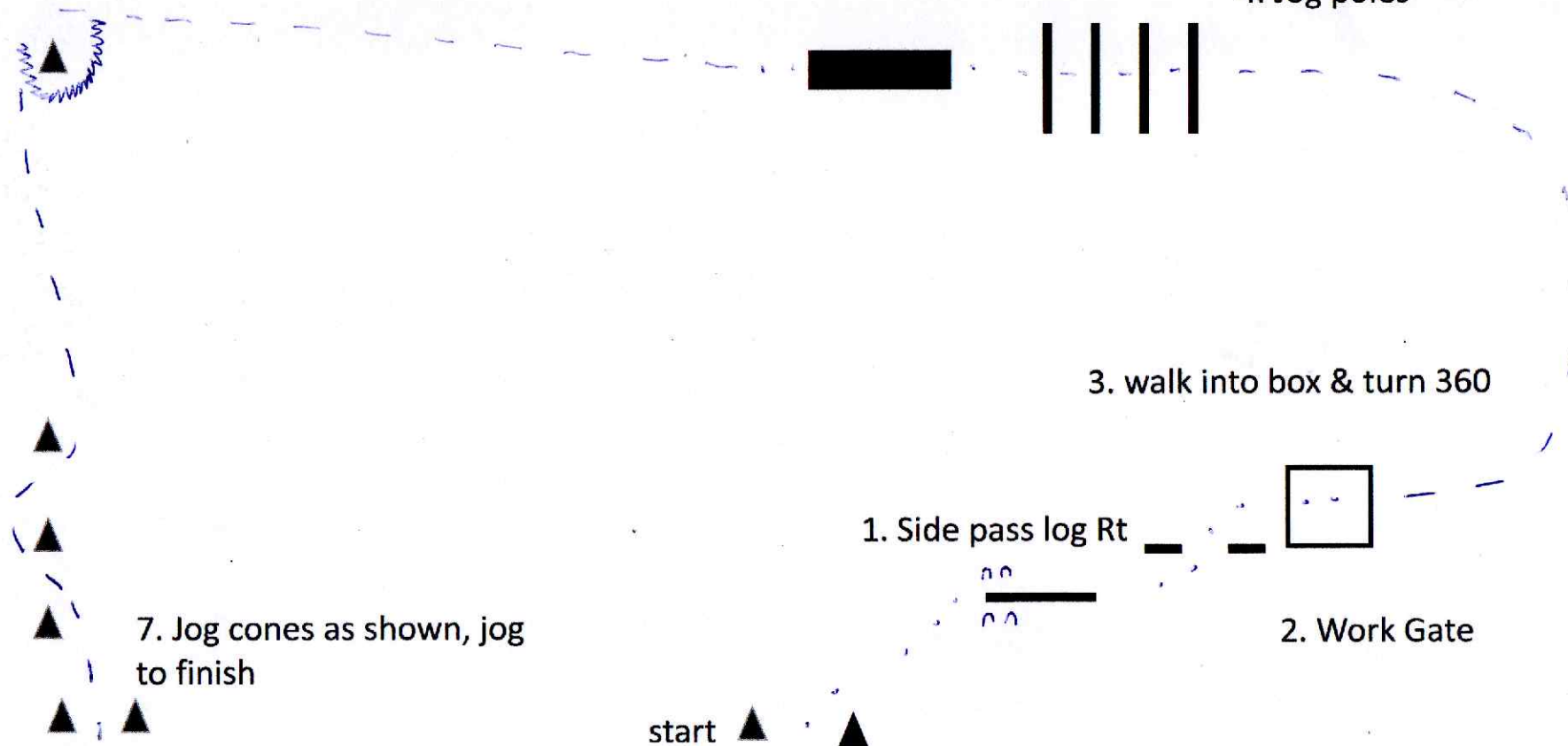
3. walk into box & turn 360

1. Side pass log Rt

2. Work Gate

7. Jog cones as shown, jog
to finish

start



TRAIL

All walk/trot classes.

5. walk to & over bridge
4. Jog poles

3. walk into box & turn 360

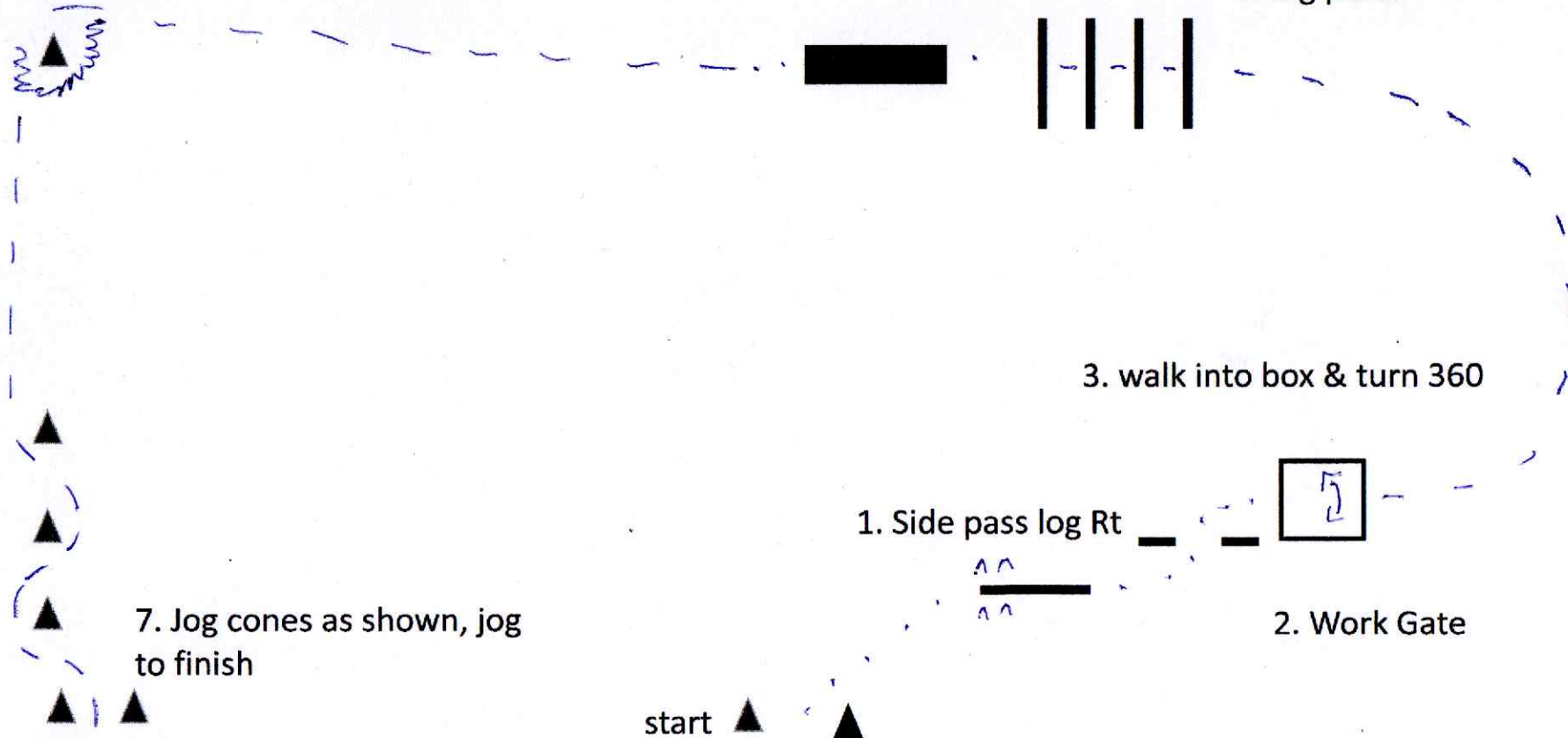
1. Side pass log Rt

2. Work Gate

6. Jog to cone, Stop
& back as shown

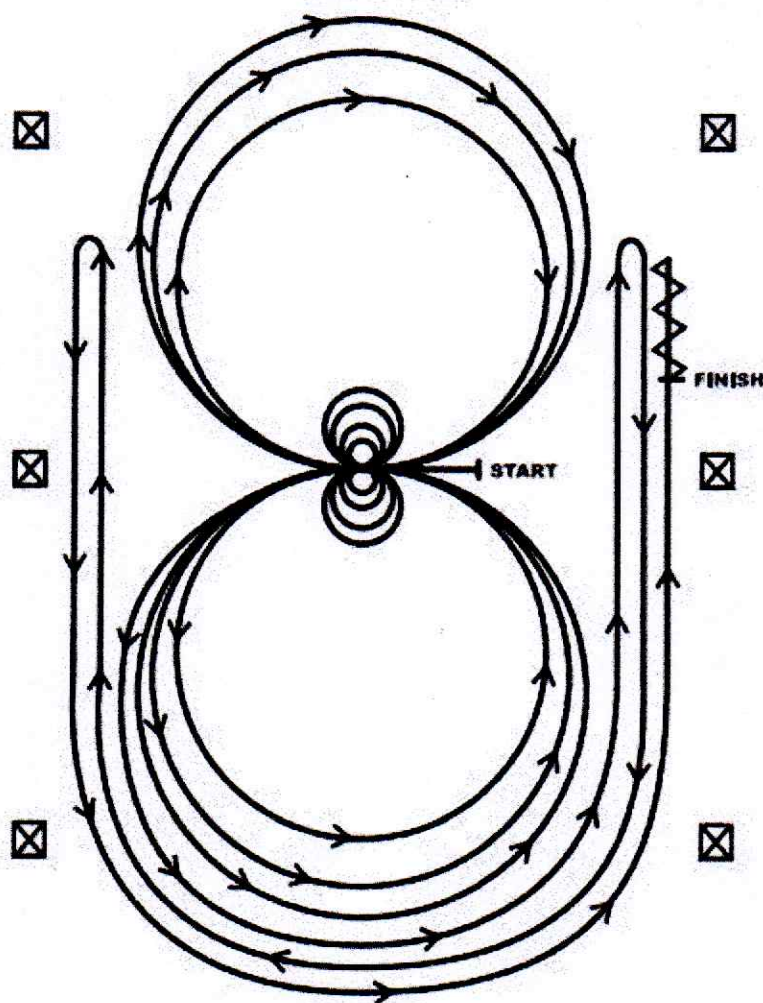
7. Jog cones as shown, jog
to finish

start



ALL REINING
EXCEPT w/T

Pattern 6



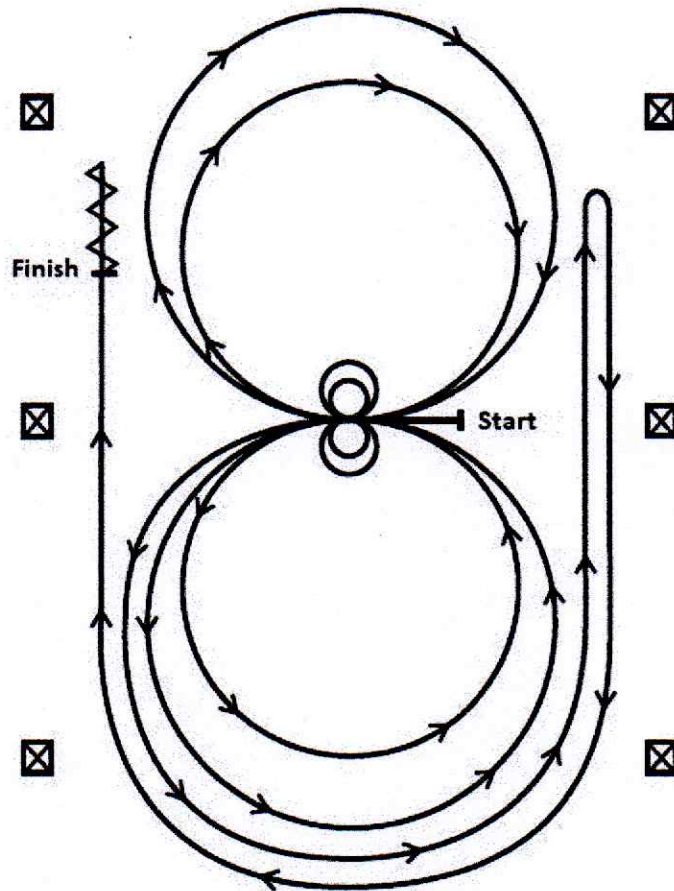
Horses may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on 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 centre 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 centre 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 centre marker and do a right rollback at least six metres from the wall – no hesitation.
6. Continue back around 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 three metres from the wall – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least three metres from the wall. Back up at least three metres. Hesitate to demonstrate the completion of the pattern.

WALK/Trot Reining
Horses to trot instead of
lope

REINING Pattern A

Not to be used at State or National Level

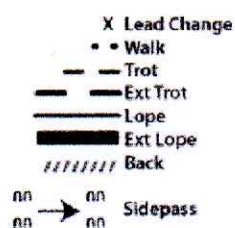
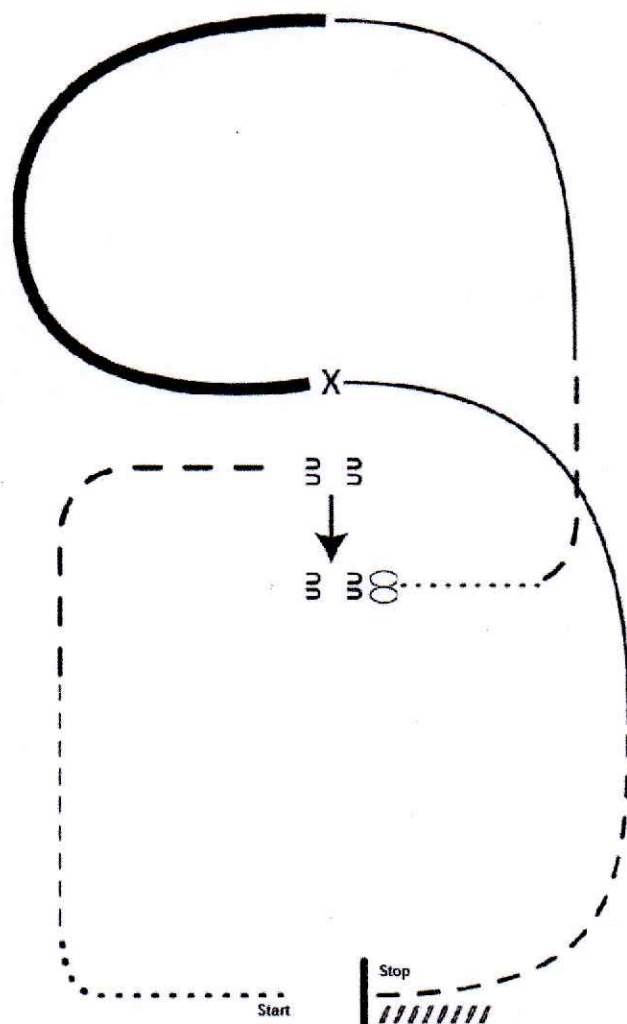


Horses may walk or jog to centre of arena. Horses must walk or stop prior to starting pattern. Beginning at centre of arena facing the left wall.

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

Ranch Riding Pattern 3

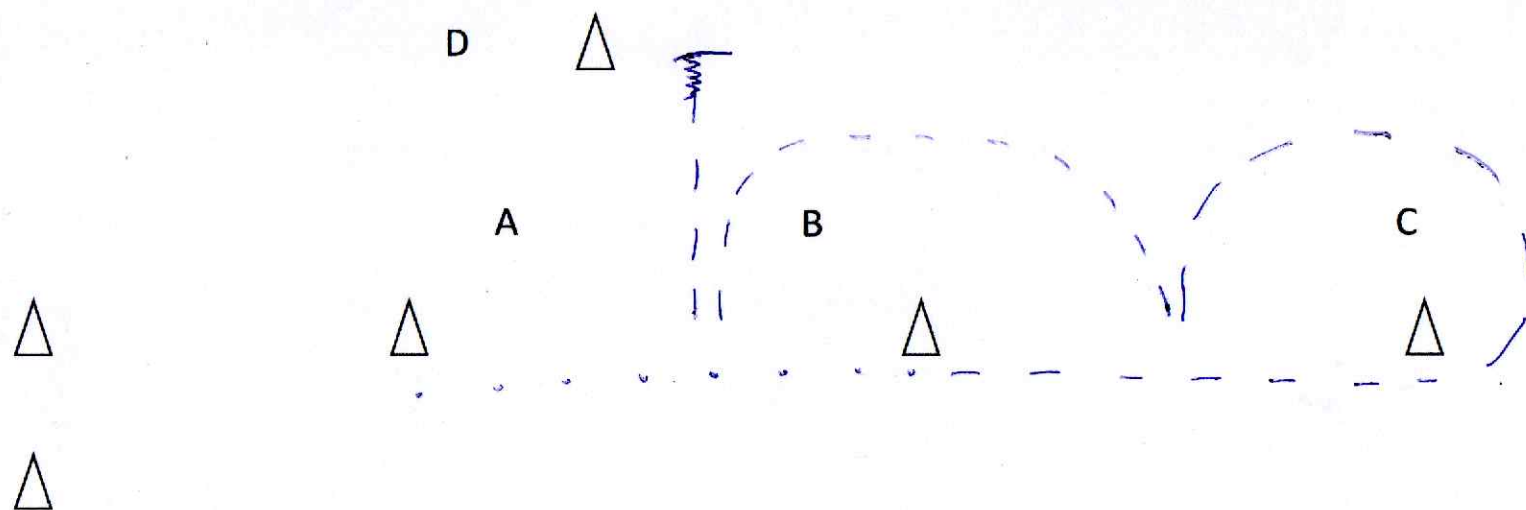
Beg w/T
Trot instead of Lo
Ex Trot instead of
Ex. LoPe



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to centre
4. Stop, side pass right
5. 360 turn each direction (either way first)
6. Walk
7. Trot
8. LoPe left lead
9. Extend the loPe
10. Change leads (simple or flying)
11. Collect to the loPe
12. Extend Trot
13. Stop and back

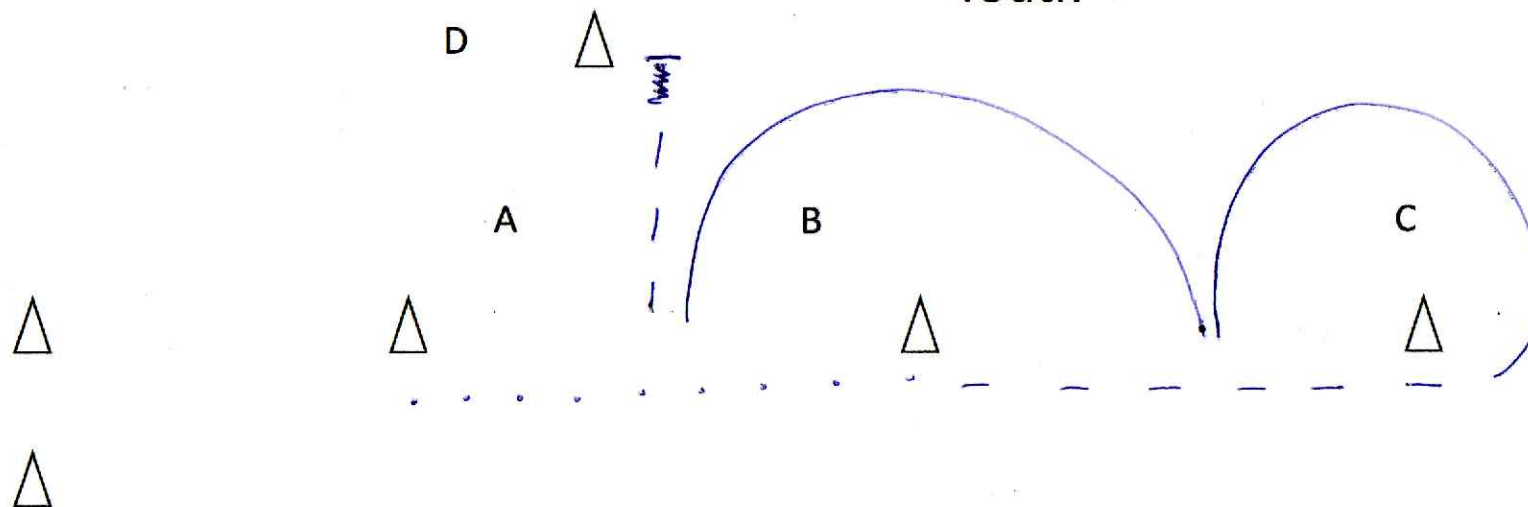
Western Horsemanship

Youth W/J, Beg.



1. Start at A, Walk to B
2. Jog to C
3. Extend jog to BC, turn 180
4. Jog to BA, turn 180
5. Jog to D, halt and back

Western Horsemanship
All age, Amateur & select
Youth



1. Start at A, Walk to B
2. Jog to C
3. Lope to BC(LL), turn 180
4. Lope to BA(LL), turn 180
5. Jog to D, halt and back