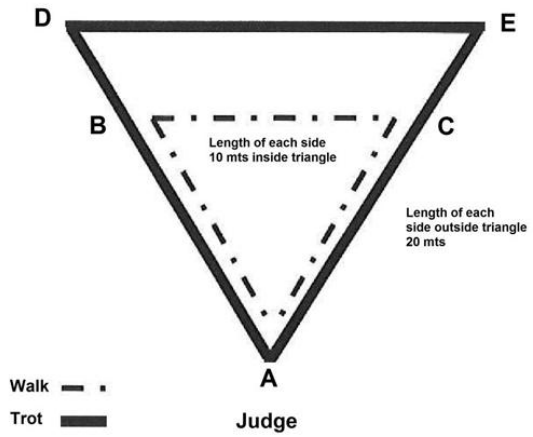
HUNTER IN HAND

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).

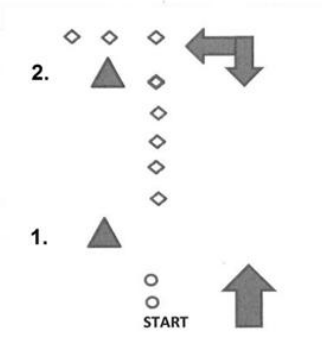
The judge shall inspect each horse from the front, rear and both sides.

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.

LUNGE LINE

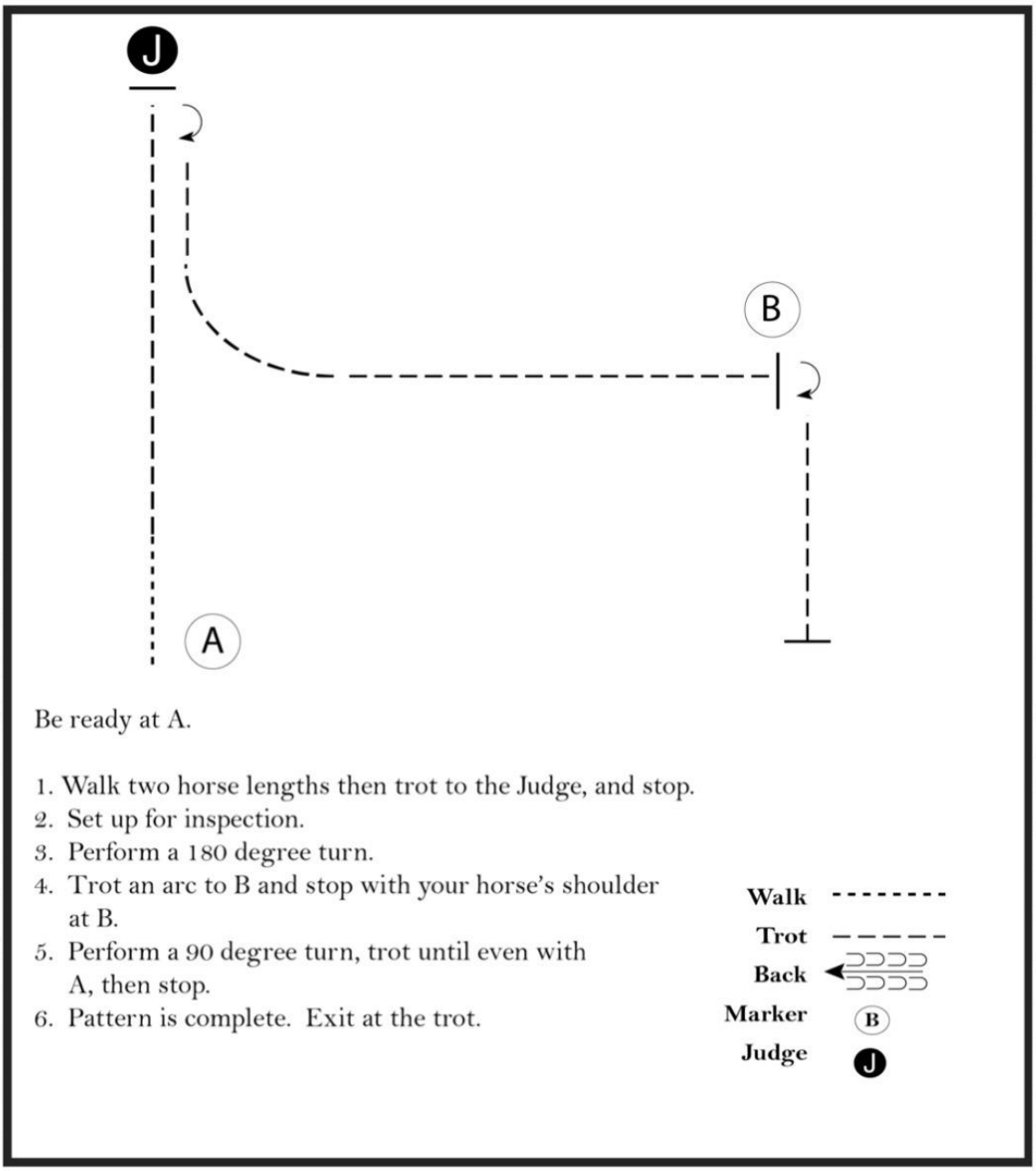
LUNGE LINE



Horse is walked to 1st cone and 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.

SHOWMANSHIP

BEGINNER, YOUTH WJ 5-10 Yrs, YOUTH, EWD



Be ready at A.

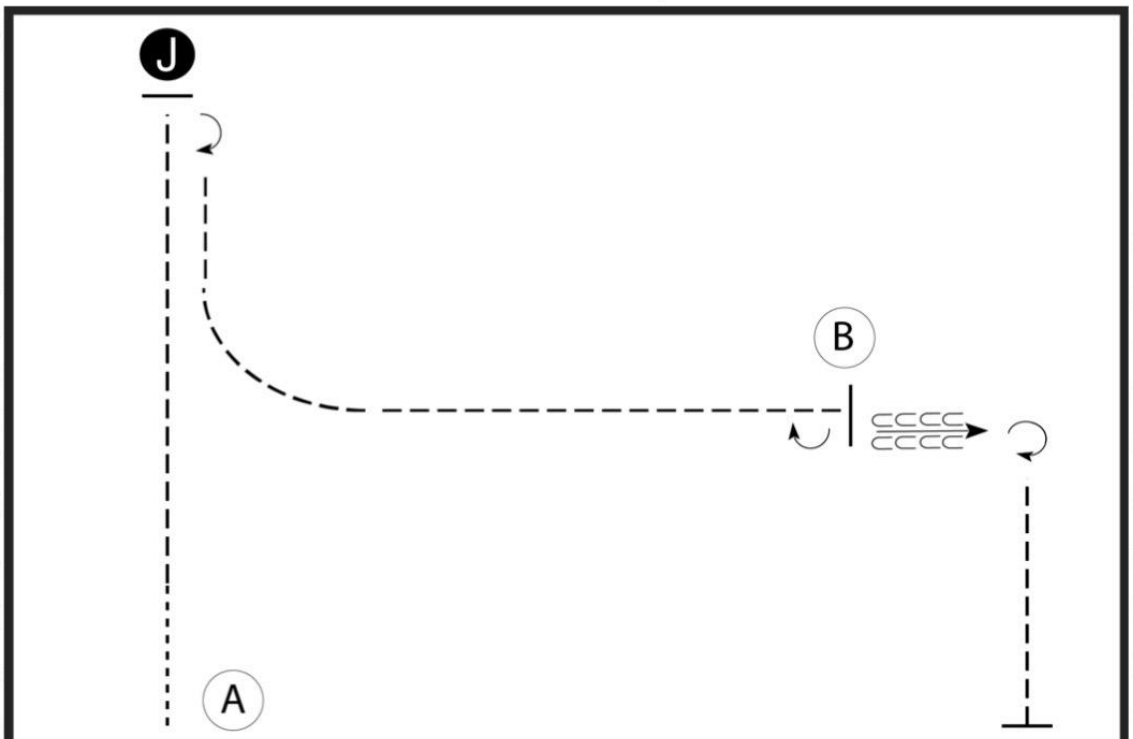
1. Walk two horse lengths then trot to the Judge, and stop.
2. Set up for inspection.
3. Perform a 180 degree turn.
4. Trot an arc to B and stop with your horse's shoulder at B.
5. Perform a 90 degree turn, trot until even with A, then stop.
6. Pattern is complete. Exit at the trot.

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SHOWMANSHIP

AMATEUR, SELECT

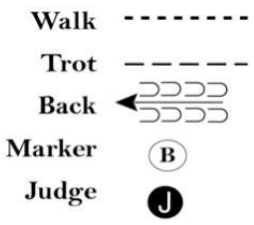
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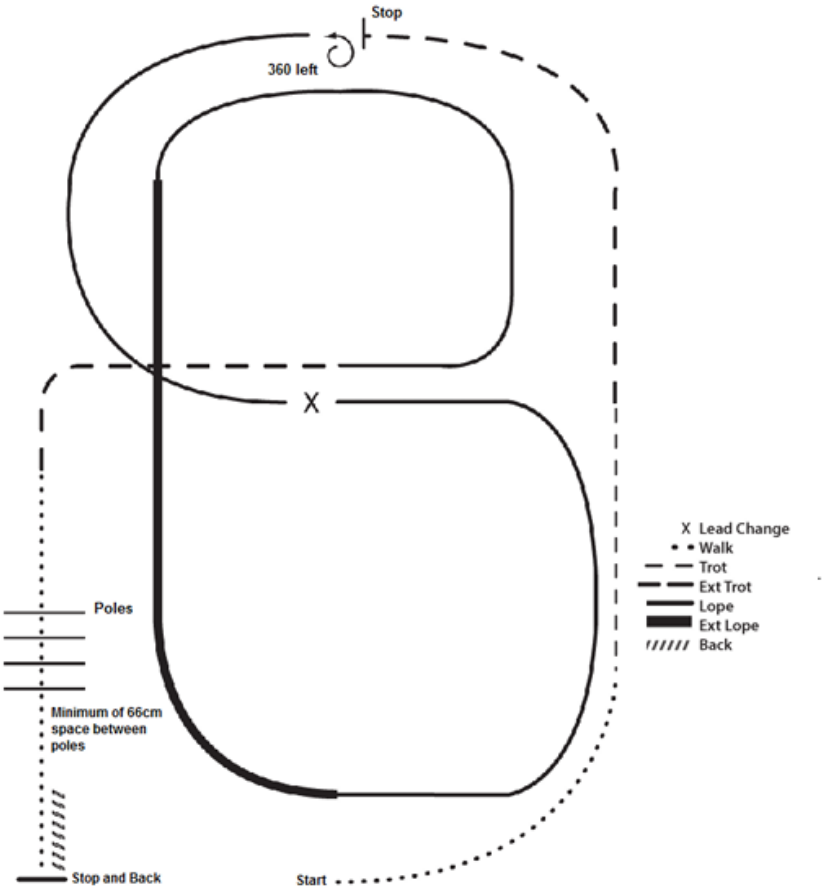
Be ready at A.

1. Walk two horse lengths then trot to the Judge, and stop.
2. Set up for inspection.
3. Perform a 180 degree turn.
4. Trot an arc to B and stop with your horse's shoulder at B.
5. Perform a 180 degree turn and back until you pass B.
6. Perform a 270 degree turn, trot until even with A, then stop.
7. Pattern is complete. Exit at the trot.



RANCH RIDING
AQHA Pattern 1

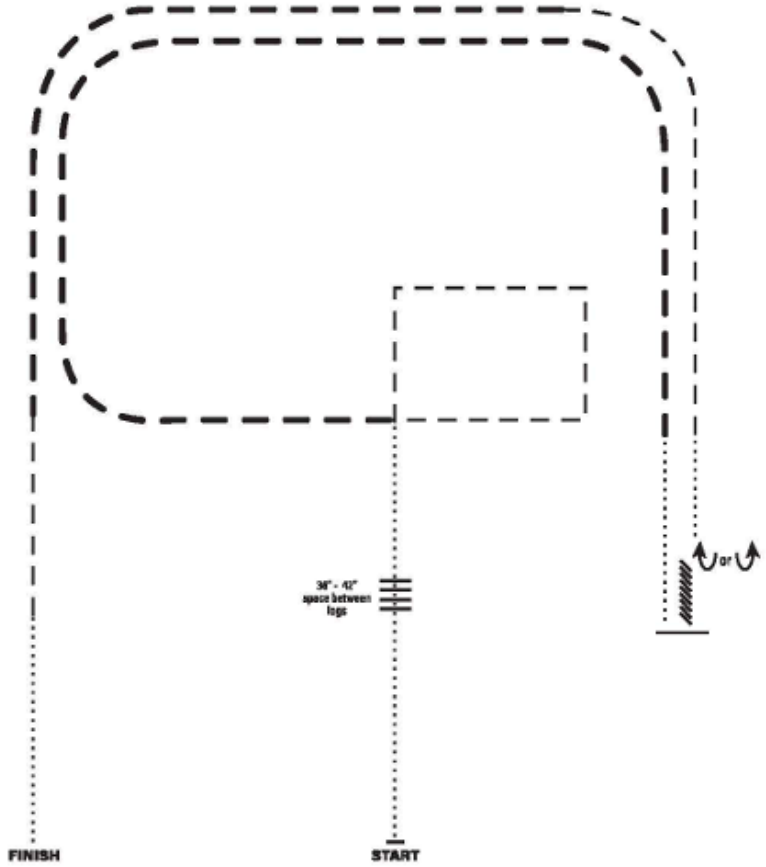
RANCH RIDING Pattern 1



1. Walk
2. Trot
3. Extend the trot, 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 trot
11. Walk over poles
12. Stop and back

RANCH RIDING

BEGINNER Walk Trot





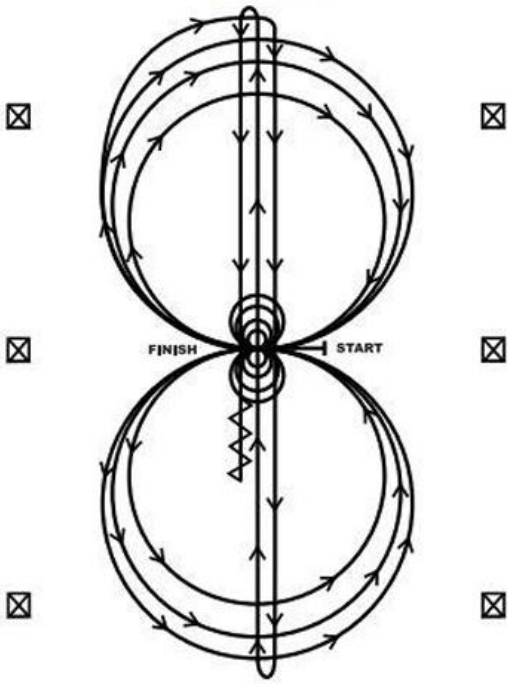
1. Walk over logs
2. Trot square at center
3. Extended trot at midline
4. Walk
5. Stop and back approximately 2 horse lengths
6. 180° (1/2) turn either direction
7. Walk
8. Trot
9. Extended trot
10. Collect to a trot
11. Walk

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.

REINING – AQHA Pattern 2

REINING

Pattern 2

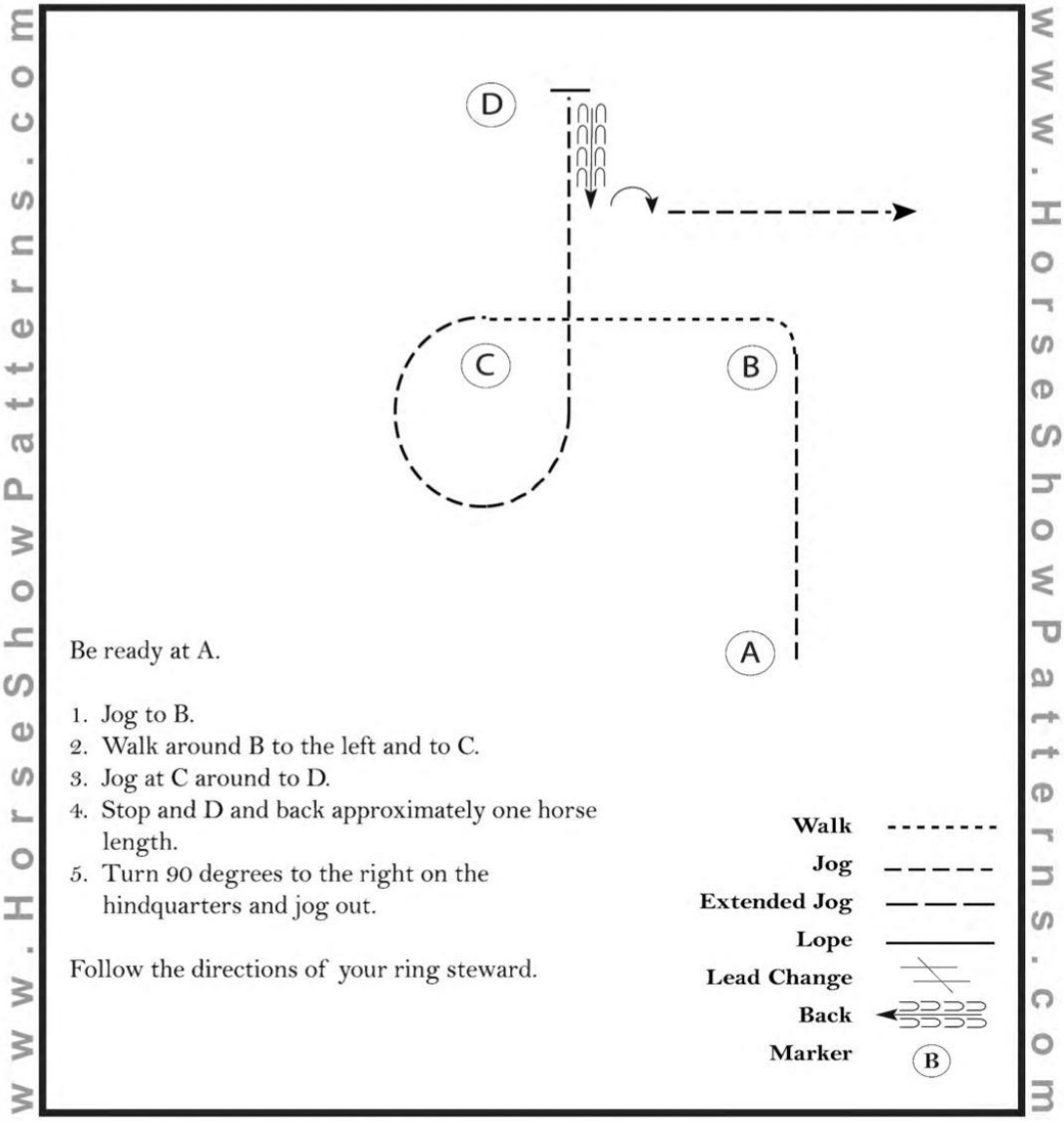


Horse may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. 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 fours spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

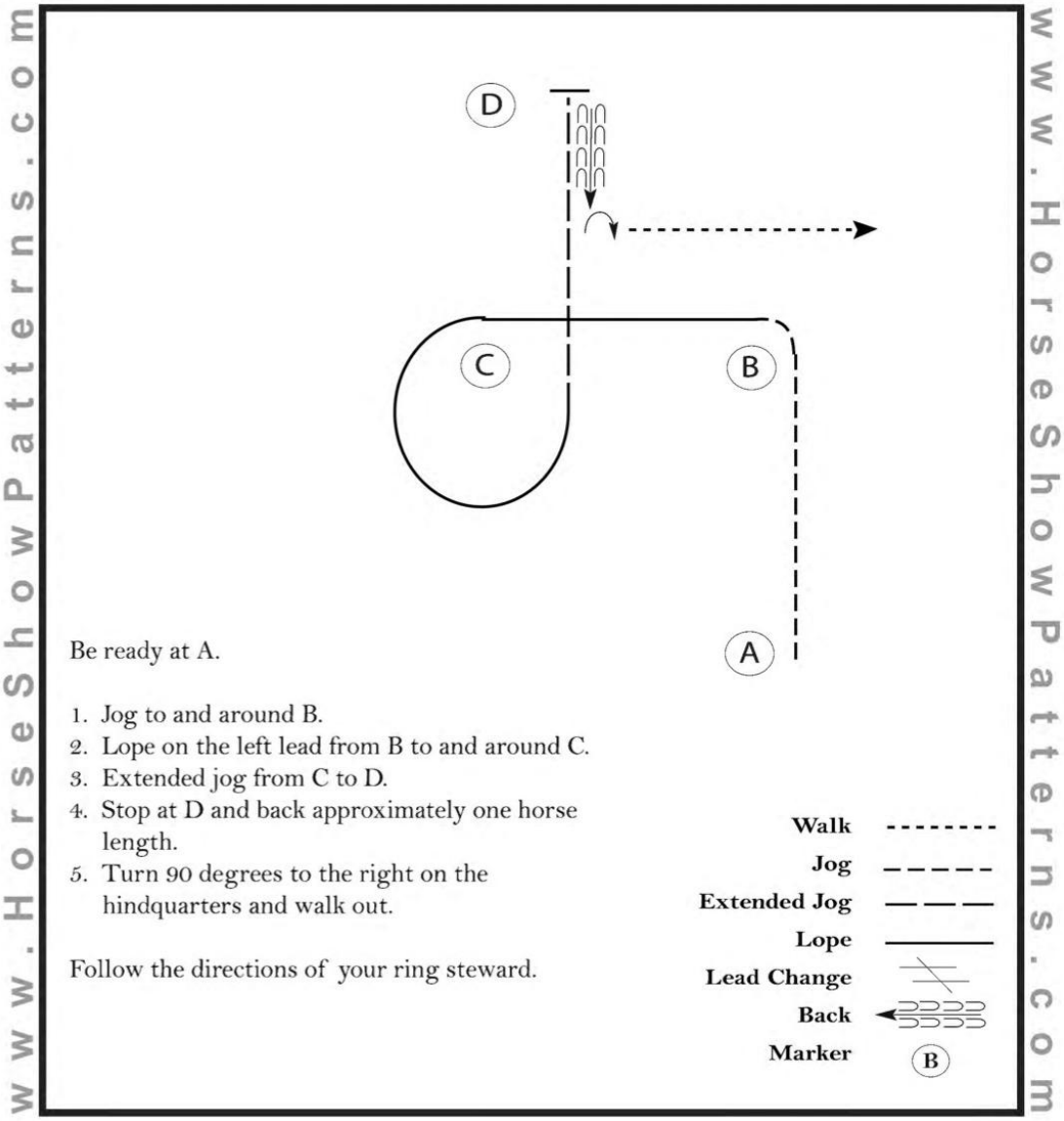
WESTERN HORSEMANSHIP

BEGINNER, EWD, YOUTH WALK JOG 5-10 YRS



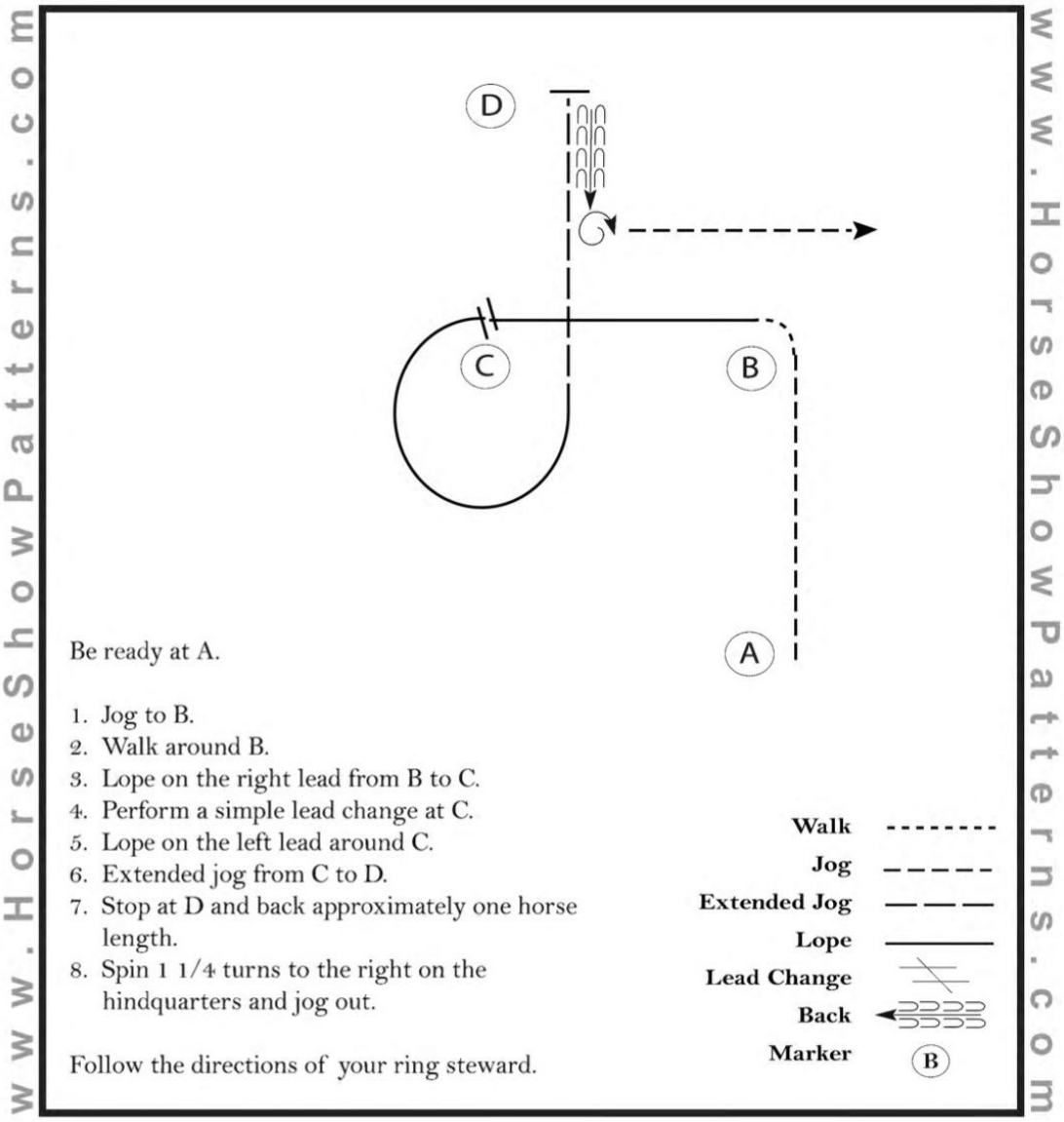
WESTERN HORSEMANSHIP

YOUTH



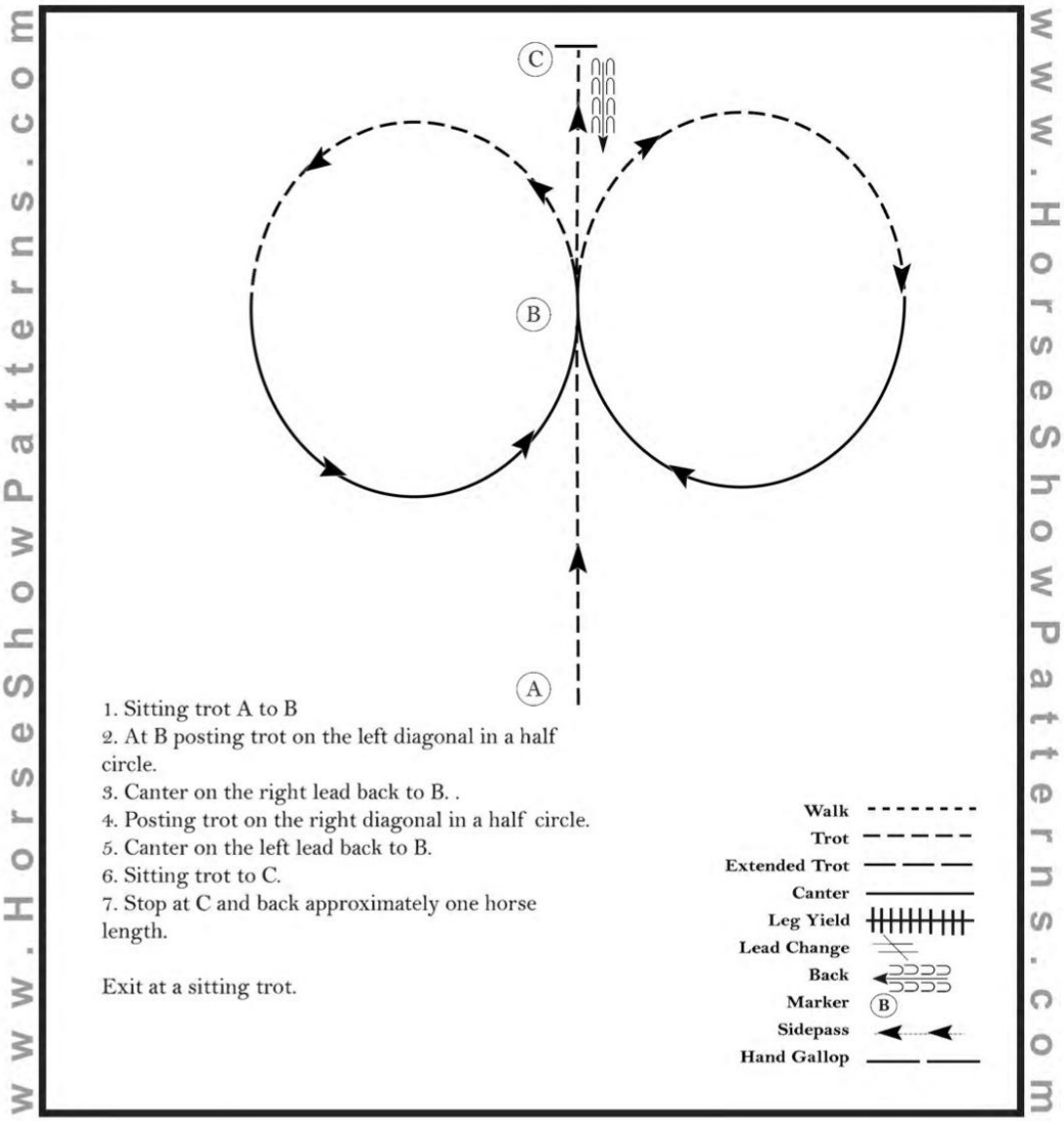
WESTERN HORSEMANSHIP

ALL AGE, SELECT, AMATEUR



HUNT SEAT EQUITATION

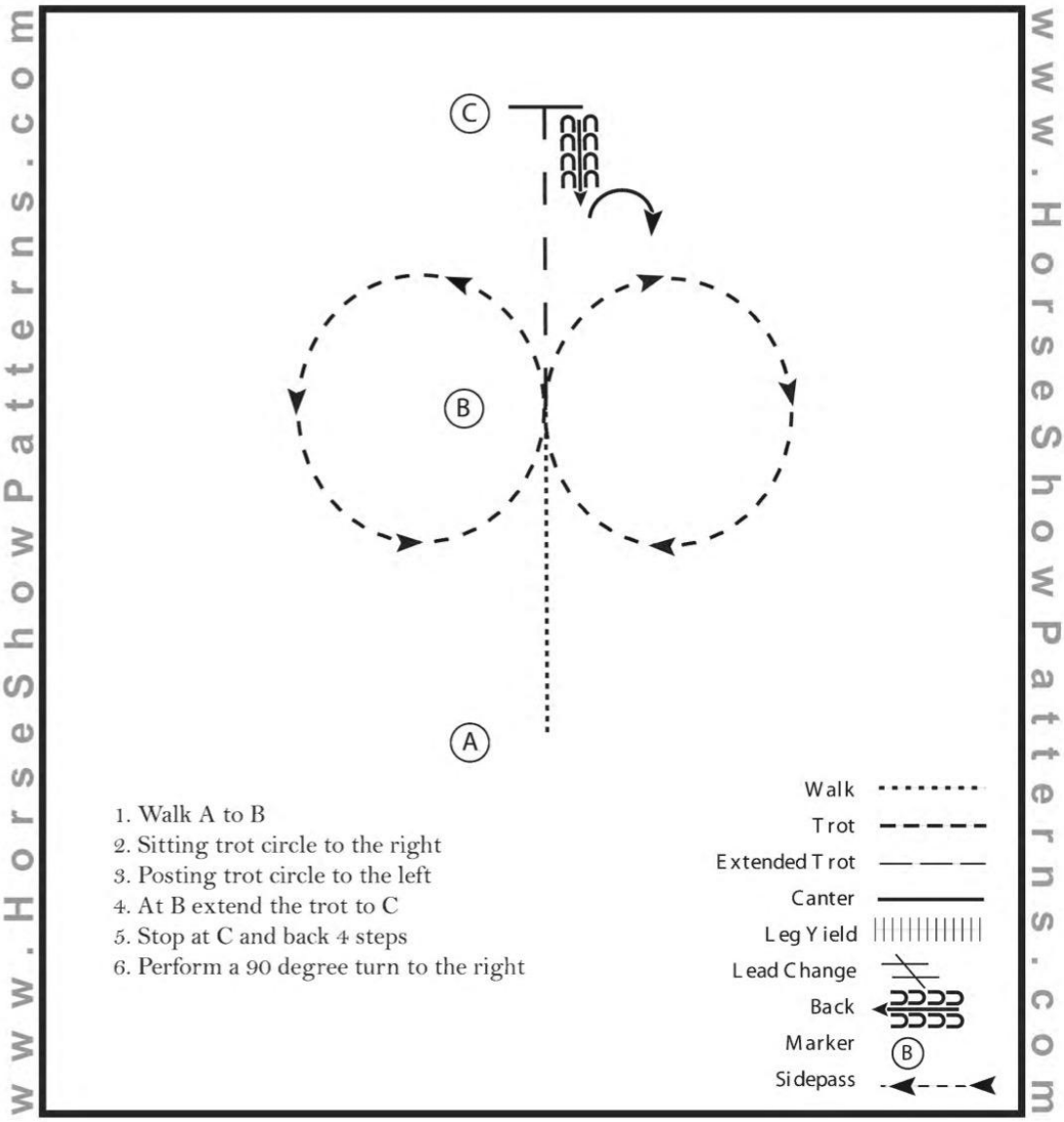
YOUTH, SELECT, AMATEUR



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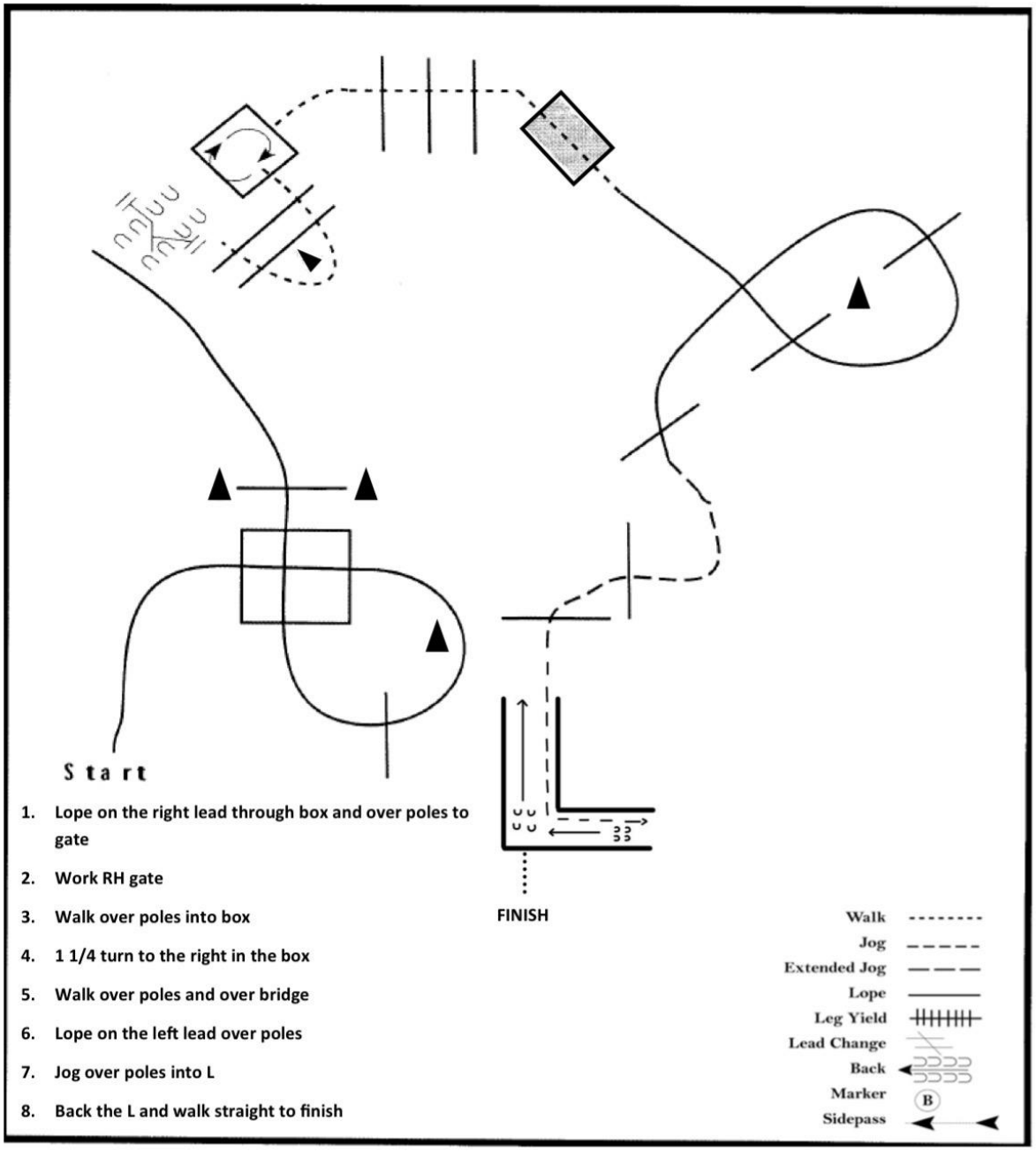
HUNT SEAT EQUITATION

BEGINNER, YOUTH WALK TROT 5-10 YRS, EWD



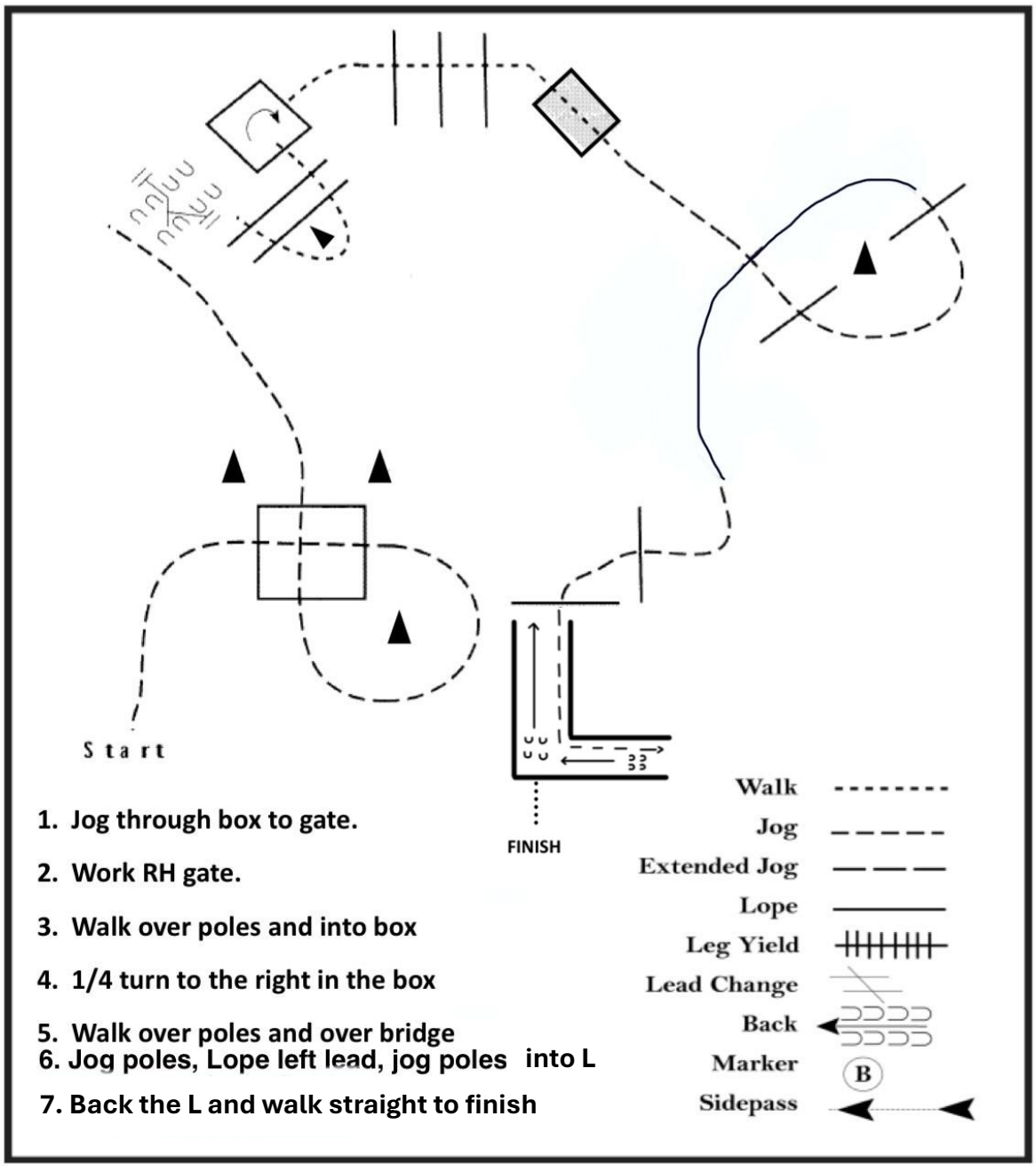
TRAIL

ALL AGE, JUNIOR, SENIOR, SELECT, AMATEUR



TRAIL

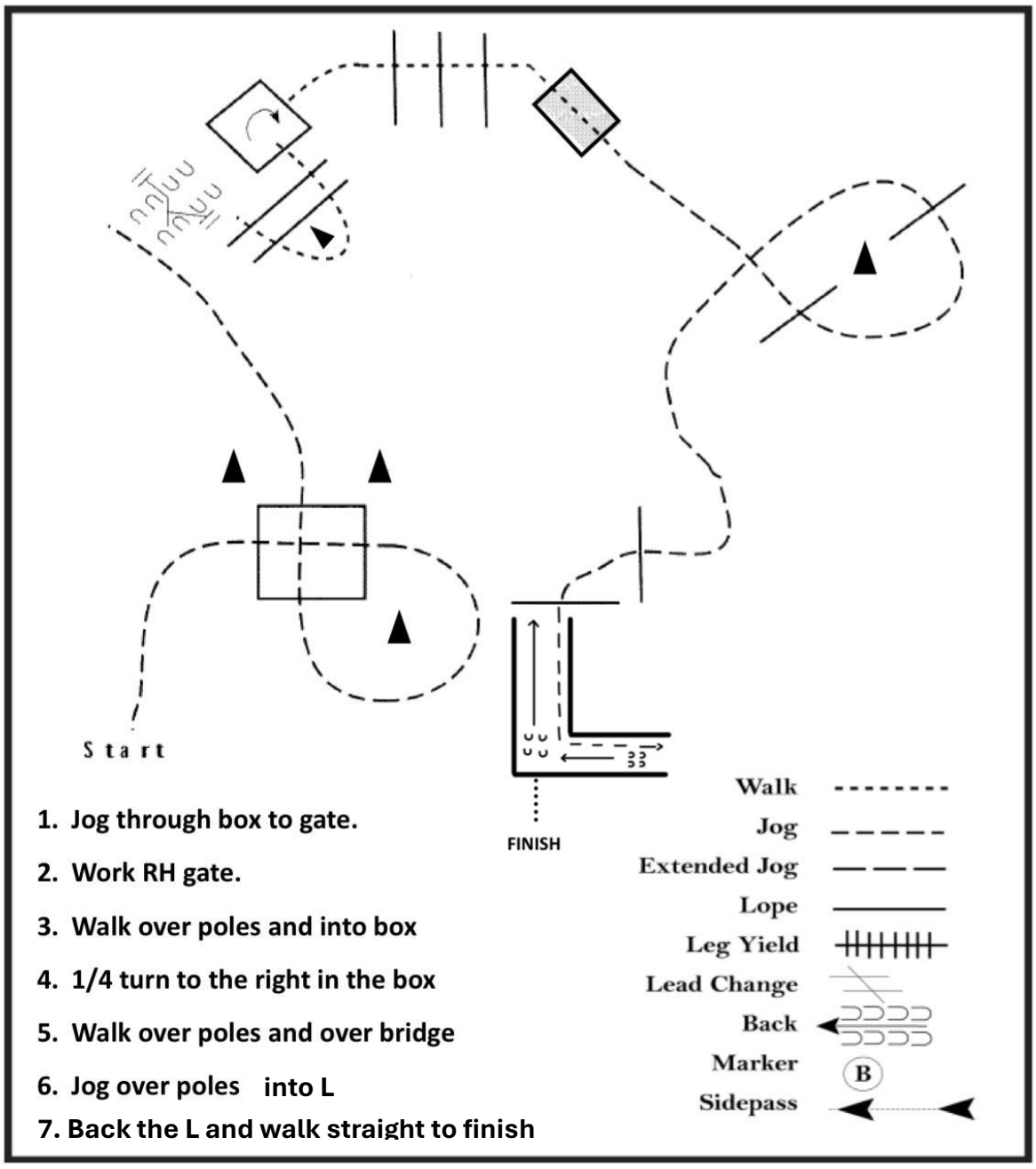
YOUTH, 3YO



1. Jog through box to gate.
2. Work RH gate.
3. Walk over poles and into box
4. 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Jog poles, Lope left lead, jog poles into L
7. Back the L and walk straight to finish

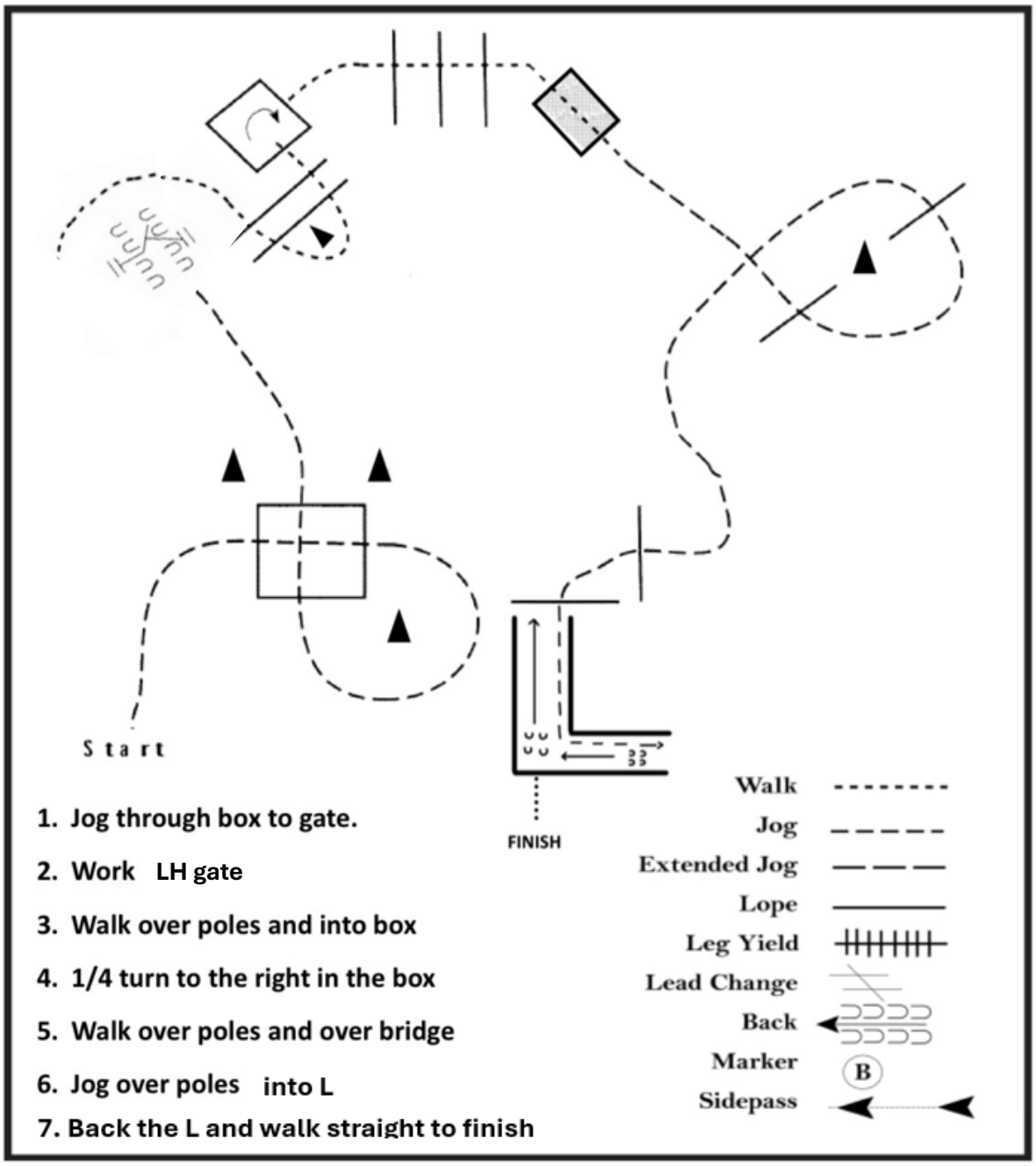
TRAIL

ALL AGE WALK JOG, YOUTH WALK JOG, BEGINNER



1. Jog through box to gate.
2. Work RH gate.
3. Walk over poles and into box
4. 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Jog over poles into L
7. Back the L and walk straight to finish

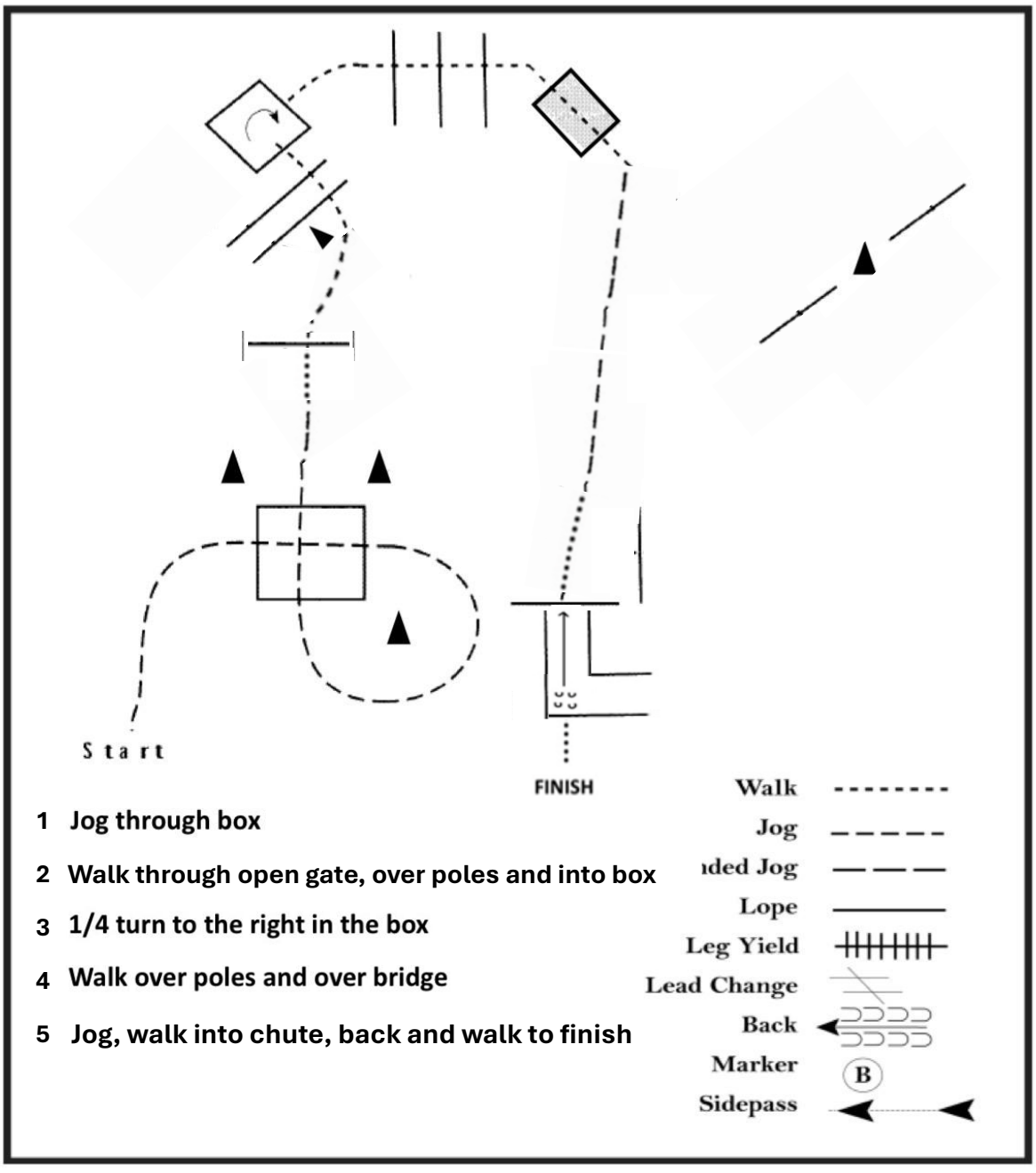
LED TRAILS (ALL)



1. Jog through box to gate.
2. Work LH gate
3. Walk over poles and into box
4. 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Jog over poles into L
7. Back the L and walk straight to finish

TRAIL

EWD



1 Jog through box

2 Walk through open gate, over poles and into box

3 1/4 turn to the right in the box

4 Walk over poles and over bridge

5 Jog, walk into chute, back and walk to finish