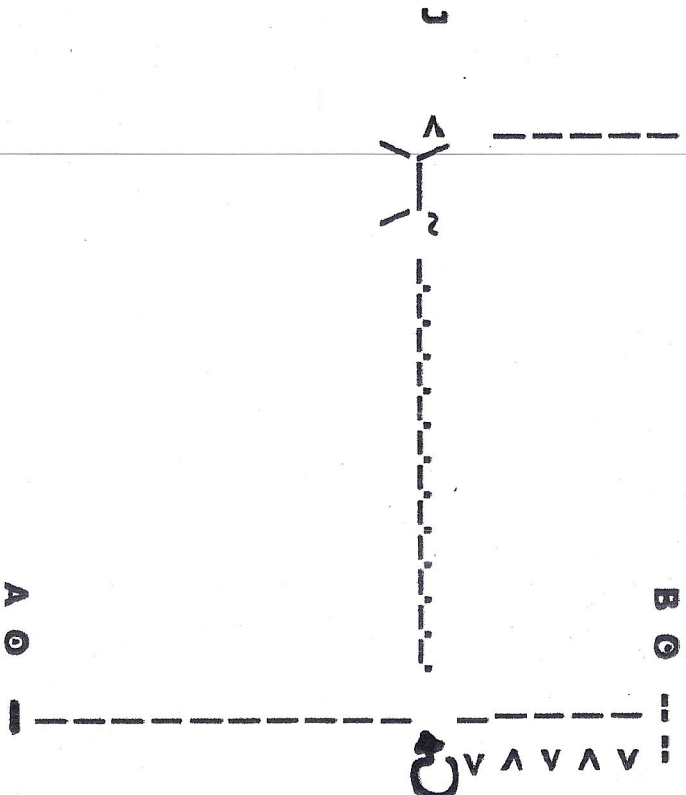


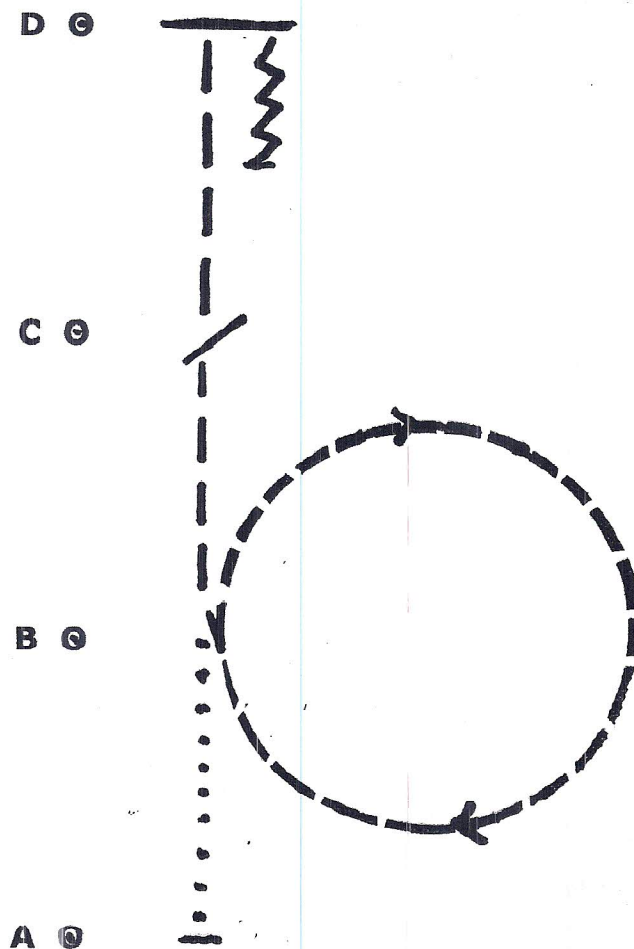
## ALL SHOWMANSHIP



Be ready at cone

1. TROT A TO B
2. BACK. PERFORM 270 DEGREE TURN
3. WALK TO JUDGE AND SET UP
4. WHEN DISMISSED, DO 90 DEGREE TURN  
TROT STRAIGHT AWAY

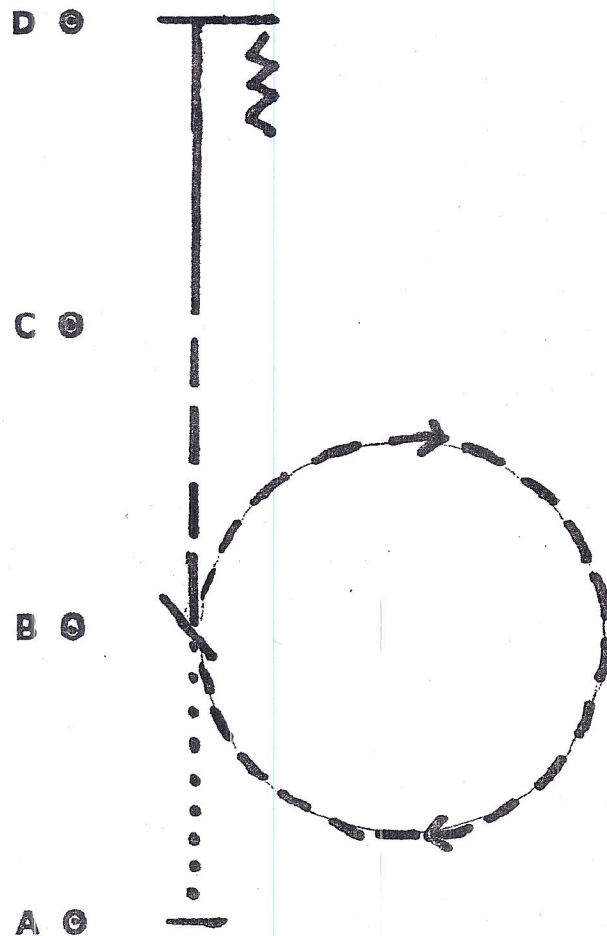
**ENGLISH EQUITATION  
(WALK/TROT DIVISION)**



**BE READY AT CONE A**

- 1. WALK A TO B**
- 2. AT B, POSTING TROT CIRCLE TO RIGHT**
- 3. AT C, CHANGE DIAGONAL**
- 4. AT D, STOP AND BACK 4 STEPS**

**ENGLISH EQUITATION  
("LOPING" DIVISION)**

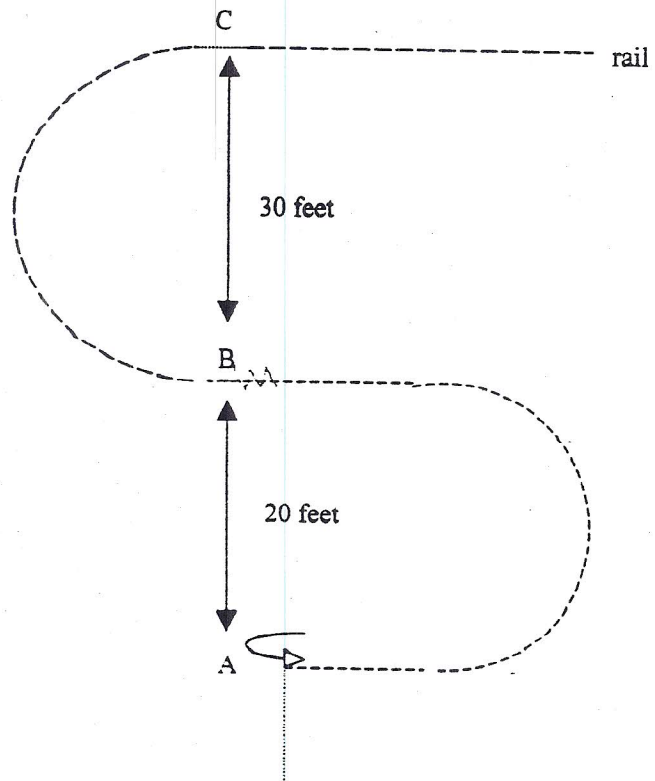


**BE READY AT CONE A**

- 1. WALK A TO B**
- 2. AT B, POSTING TROT CIRCLE TO RIGHT**
- 3. AT B, CHANGE DIAGONAL AND POSTING TROT TO C**
- 4. AT C, DO LEFT LEAD CANTER TO D**
- 5. AT D, STOP AND BACK 4 STEPS**

## WESTERN HORSEMANSHIP

1. Walk to A.
2. Halt. 270° turn left.
3. Jog half-circle to B and Stop. Back 3 steps.
4. Lope left (counter) lead to C.
5. Walk at C five steps.
6. Lope right lead to rail.



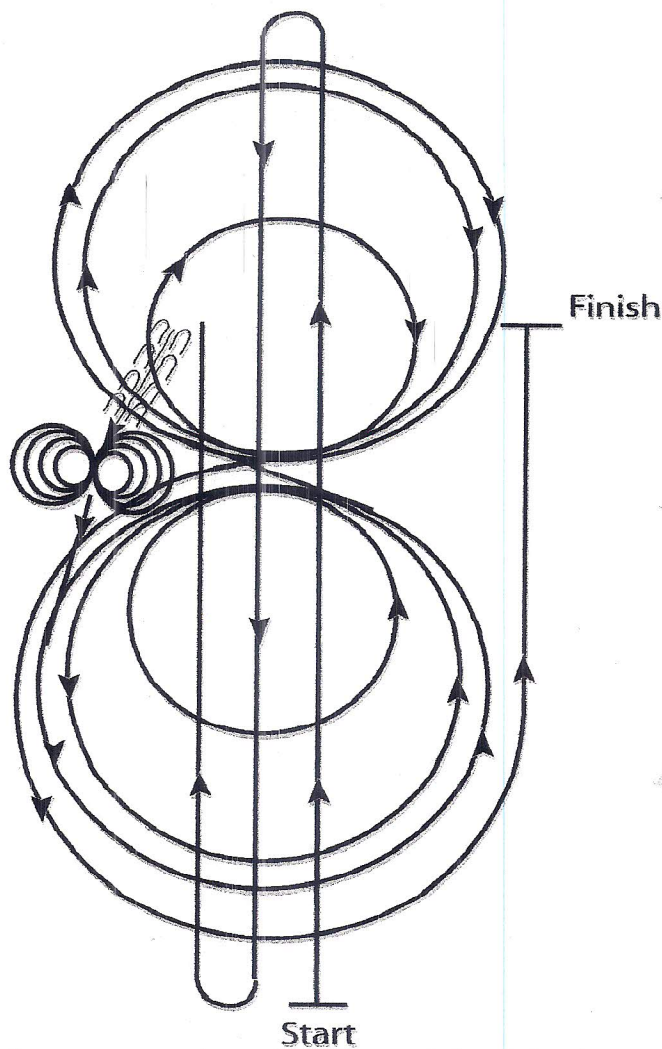
## WALK/TROT WESTERN EQUITATION

1. WALK FROM MARKER A TO MARKER B
2. PICK UP THE JOG AT MARKER B & JOG AROUND MARKER C  
BACK TO MARKER B
3. WALK FROM MARKER B TO MARKER A, STOP



# Reining non pro (Non Pro)

Show Date: May 12, 2007



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 center marker and do a sliding stop. Back up to center of the arena or at least ten feet (3m). Hesitate.
  4. Complete four spins to the right.
  5. Complete four and one quarter spins to the left so that horse is facing left wall or fence. Hesitate.
  6. Beginning on the left lead, 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.
  7. 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.
  8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09 m) from wall or fence. Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to the designated judge.

Pattern Provided by:

[R/AQHAP-1]

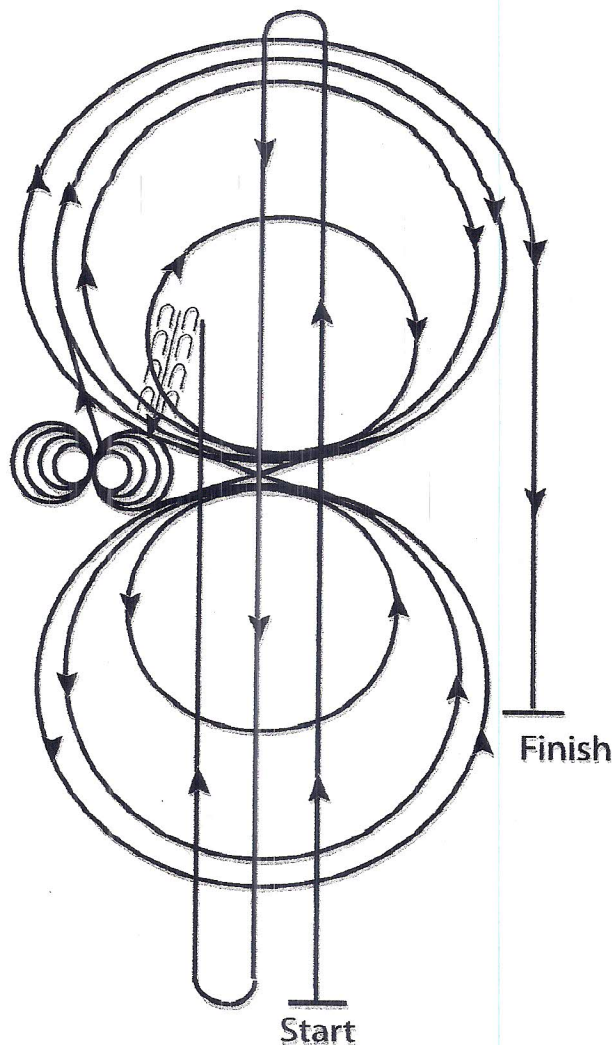


N

W

## Reining Open

Show Date: \_\_\_\_\_



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 center marker and do a sliding stop. Back up to the center of the arena at least ten feet (3m). Hesitate.
  4. Complete four spins to the right.
  5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. 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 center 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 center 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 center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

Pattern Provided by:

[R/AQHAP-7]