

1. At cone A, jog from cone A to B
2. Stop and back one horse length
3. Walk and walk a half circle
4. Jog the line and a square corner.
5. Extend the jog to cone C and stop
6. 1/4 turn left and walk away

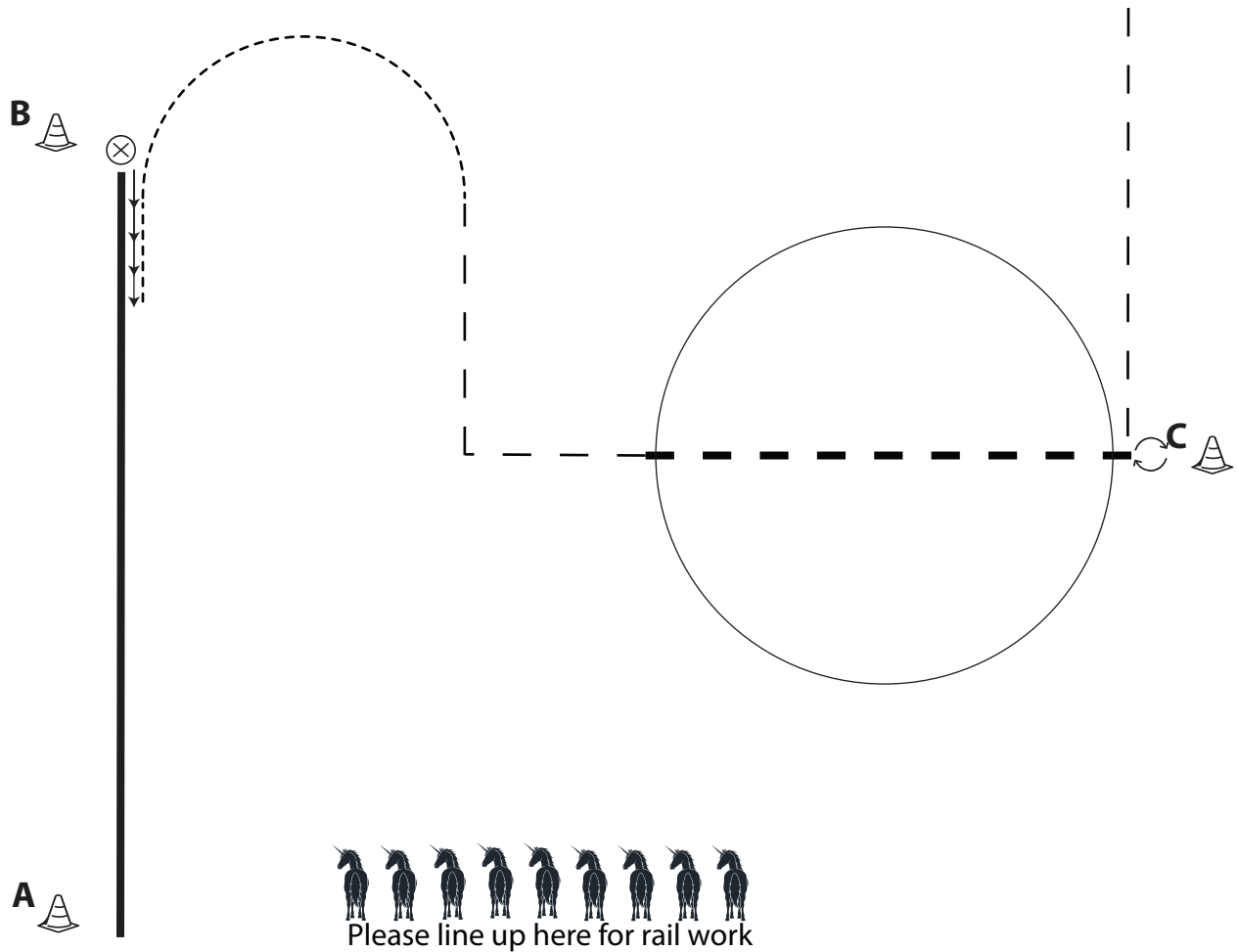
WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	_____
EXT LOPE/GALLOP	—————
STOP	⊗
BACK	←←←←←
TURN	↻
LEAD CHANGE	//
INSPECTION	↻
SITTING TROT	↻

Horsemanship

Show Two

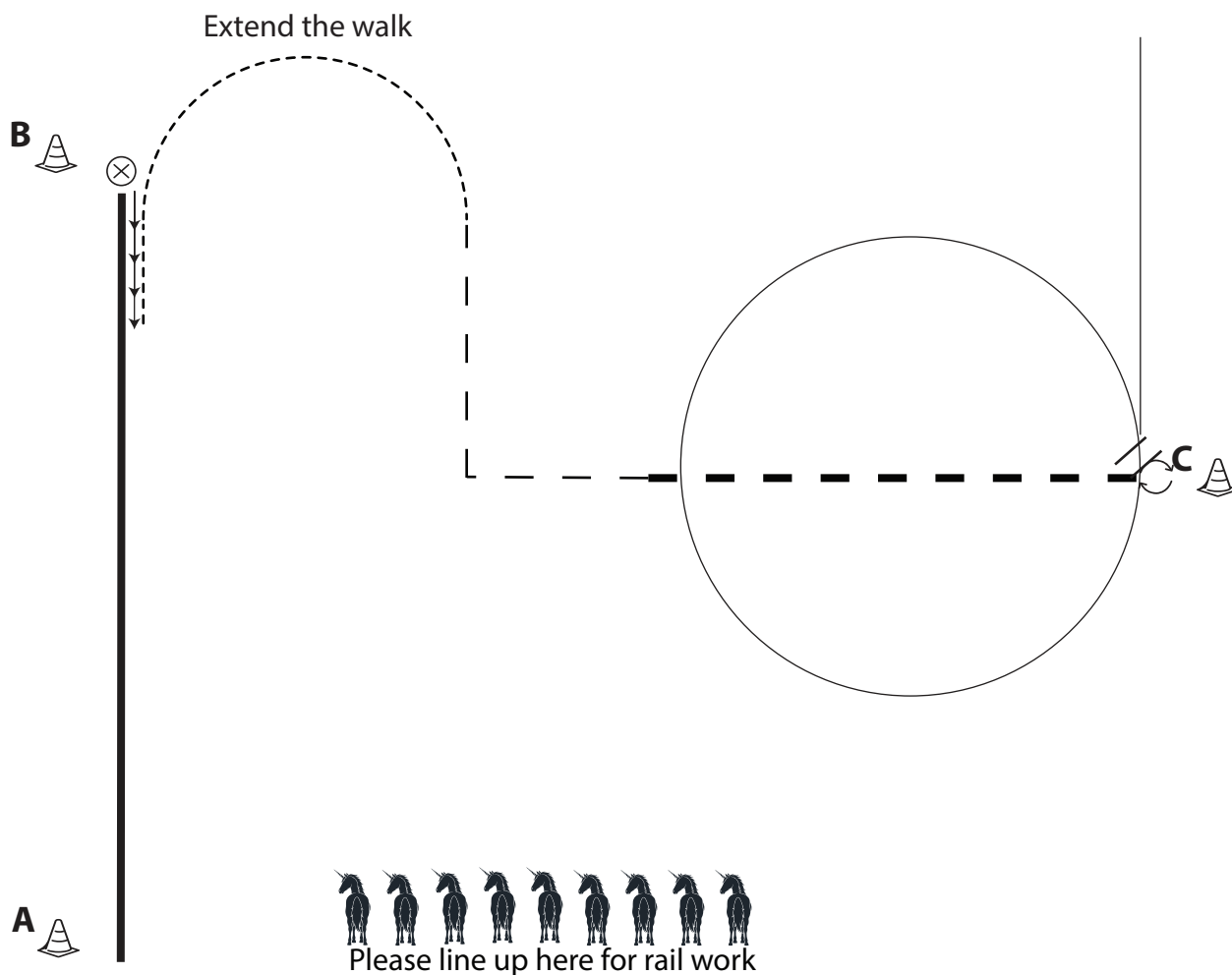
Rookie, Level One, Novice

*AQHA Level One Horse simple change



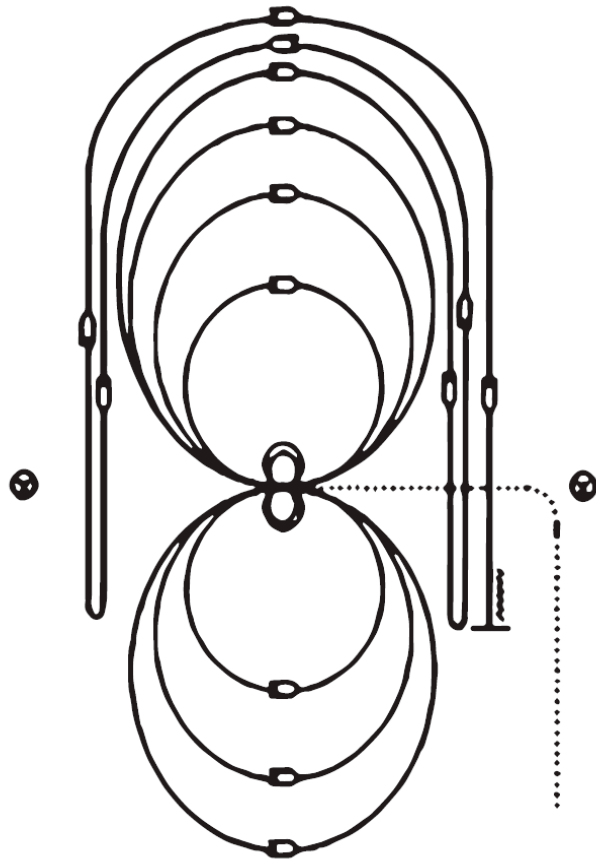
1. At cone A, build in to the extended lope on the right lead
2. Stop and back one horse length
3. Walk and walk a half circle
4. Jog the line and a square corner.
5. Extend the jog to cone C and stop
6. 3/4 turn to the right
7. Lope a circle to the left.
8. At the completion of your circle jog.
9. Jog away.

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	—————
EXT LOPE/GALLOP	—————
STOP	⊗
BACK	←←←←←
TURN	↻
LEAD CHANGE	//
INSPECTION	↻
SITTING TROT	↻



1. At cone A, build in to the extended lope on the right lead
2. Stop and back one horse length
3. Walk and extend the walk a half circle
4. Jog the line and a square corner.
5. Extend the jog to cone C and stop
6. 3/4 turn to the right
7. Lope a circle to the left
8. At the completion of your circle, change leads (simple or flying)
9. Lope away.

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	_____
EXT LOPE/GALLOP	—————
STOP	⊗
BACK	←←←←←
TURN	↻
LEAD CHANGE	//
INSPECTION	↻
SITTING TROT	- - - - -



RANCH REINING PATTERN 2

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows: Trot to center of arena and stop or walk before departure.

1. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at center.
4. Complete 4 spins to the left. Hesitate.
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena, past the center marker, and do a left roll back at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena, past the center marker, and do a right roll back at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.