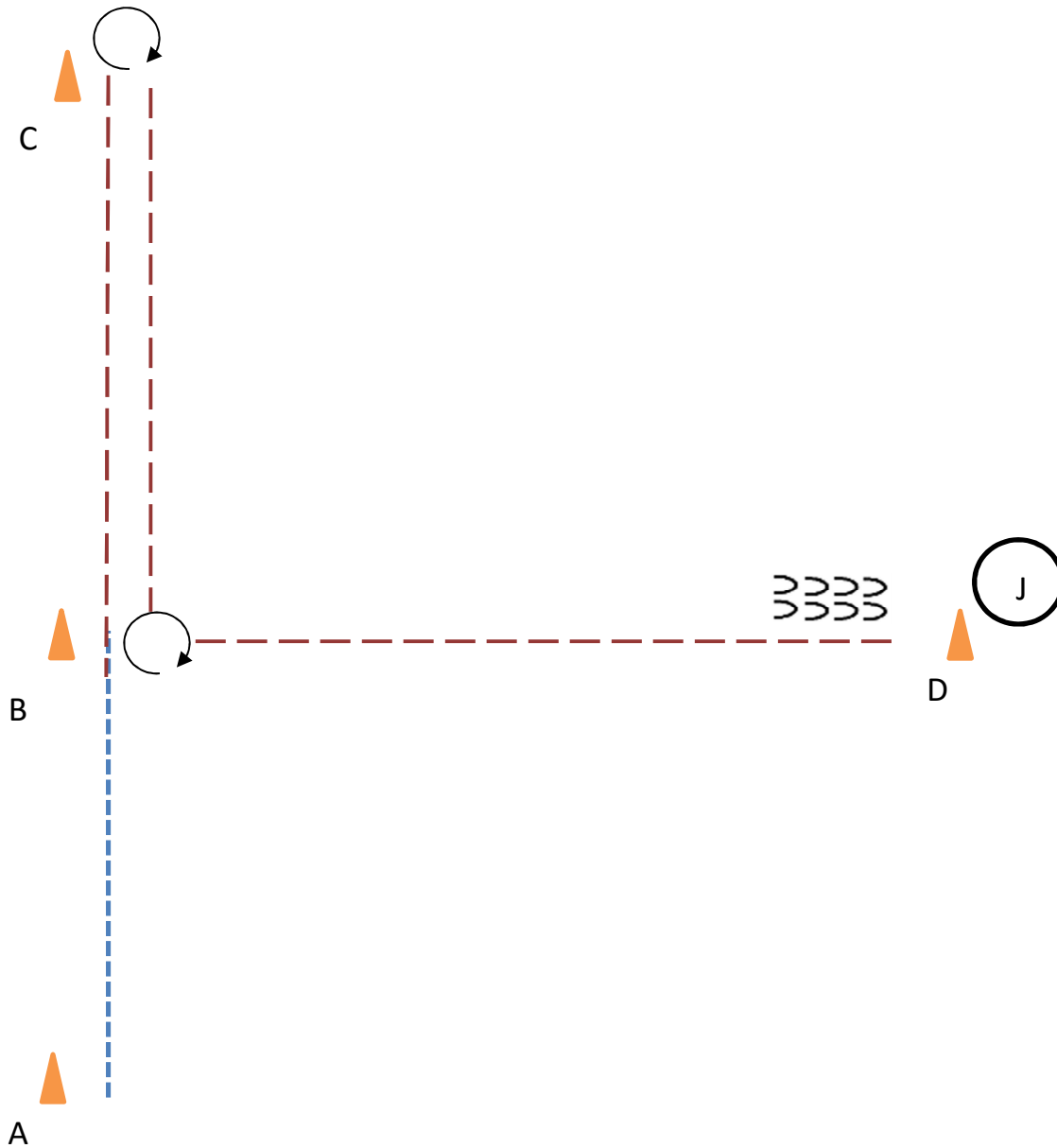


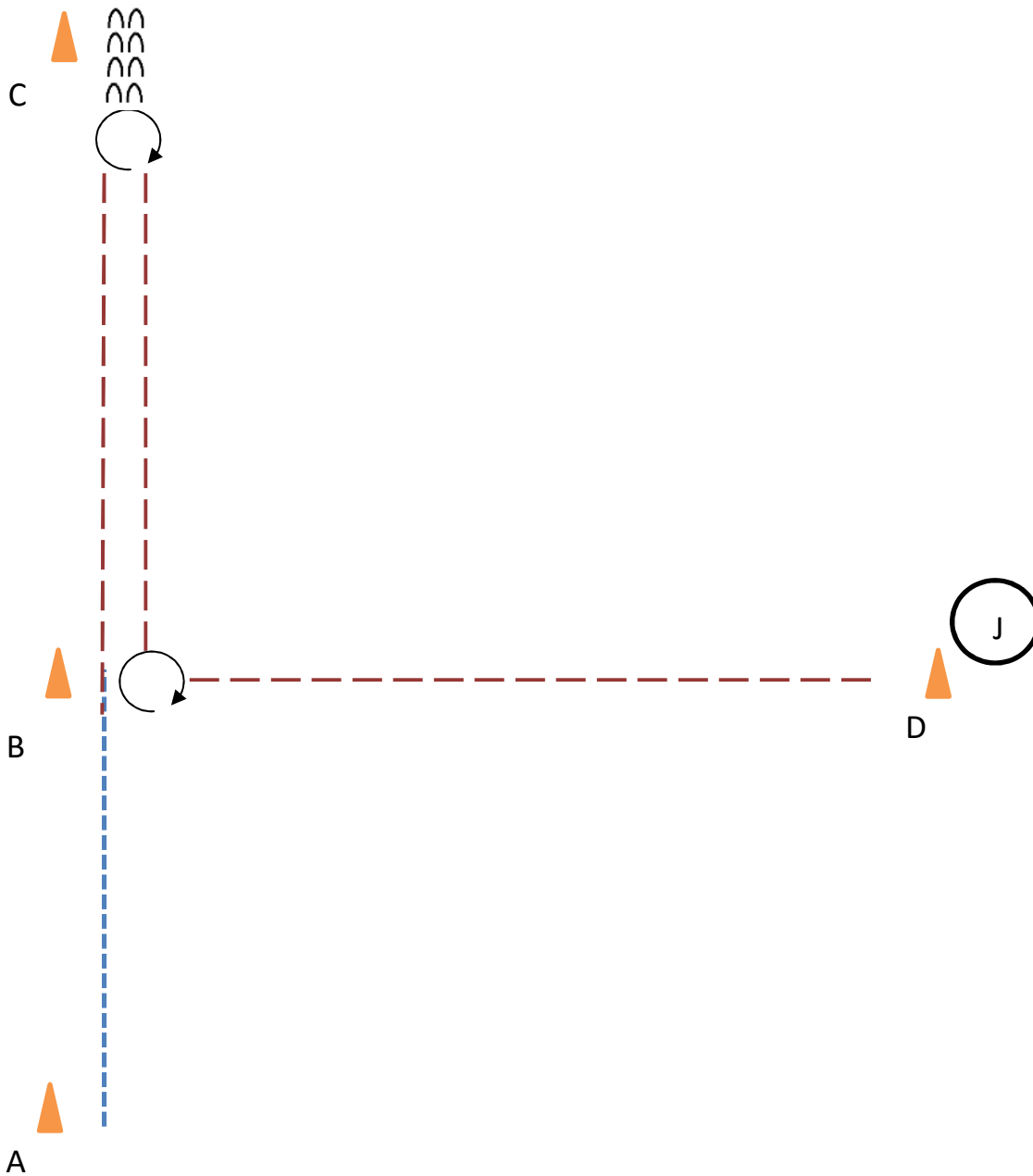
# Qualifier 3 – Novice Showmanship at Halter



- 1 – Start at cone A and walk to B.
- 2 – Jog from cone B to cone C and stop.
- 3 – Do a 180 right on hind quarters , no hesitation.
- 4 – Jog to cone B and stop, do 270 turn on the hind quarters right.
- 5 – Walk to cone D and back up 4 steps
- 6 – Set up horse for inspection.

	-	Walk
	-	Jog
	-	Extended Jog
	-	Back Up

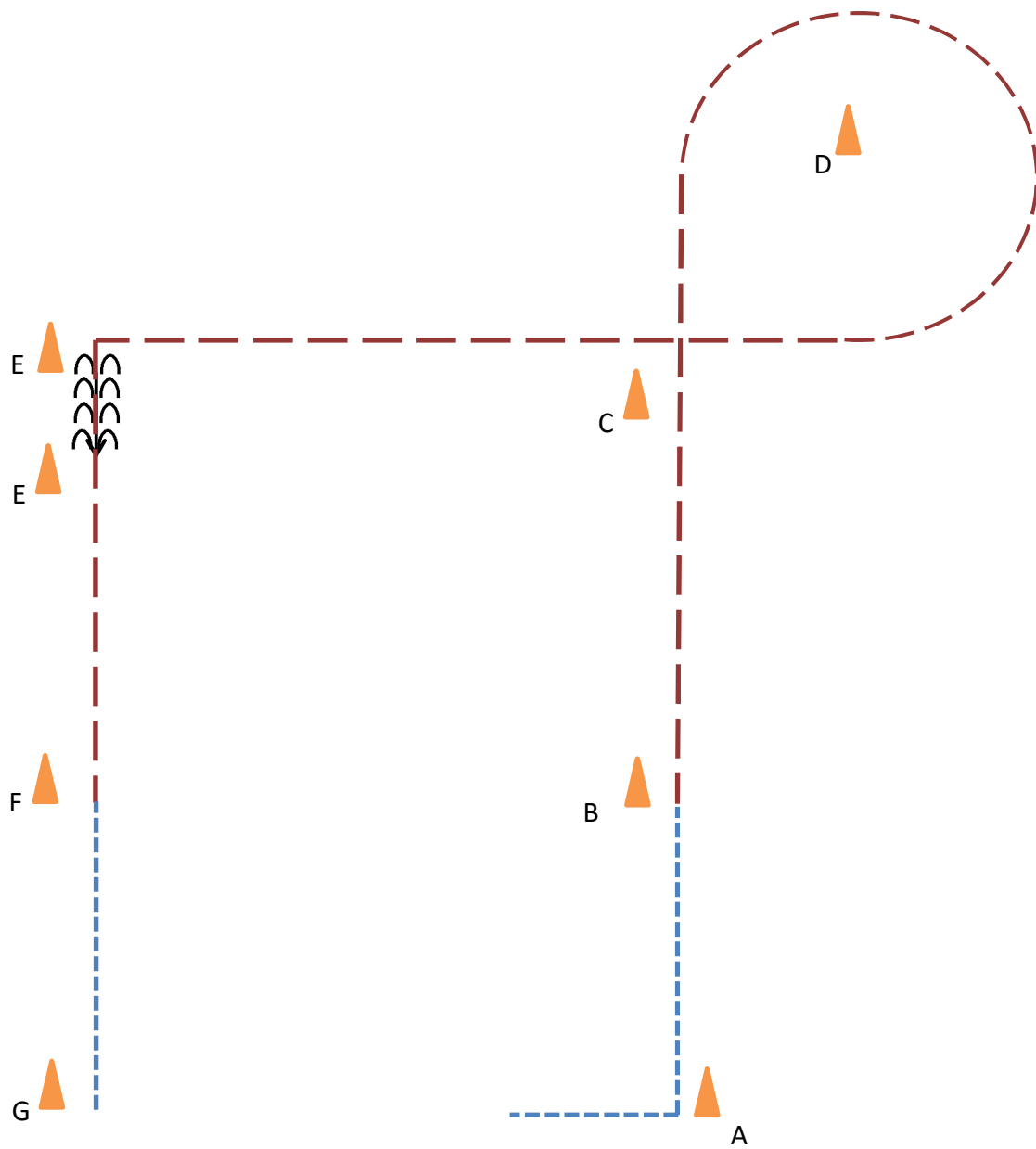
# Qualifier 3 – Intermediate and Open Showmanship at Halter



- 1 – Start at cone A and walk to B.
- 2 – Jog immediately from cone B to cone C and stop.
- 3 – Back 4 steps and stop.
- 4 – Do a 180 right on hind quarters , no hesitation.
- 5 – Jog to cone B and stop, do 270 turn on the hind quarters right, no hesitation.
- 6 – Jog to cone D stop and set up horse for inspection.

	-	Walk
	-	Jog
	-	Extended Jog
	-	Back Up

# Qualifier 3 – Novice Horsemanship



1 – Walk from A to B.





2 – Jog from B to C and around D.

2 – At E stop and turn 90° on hind quarters to left.

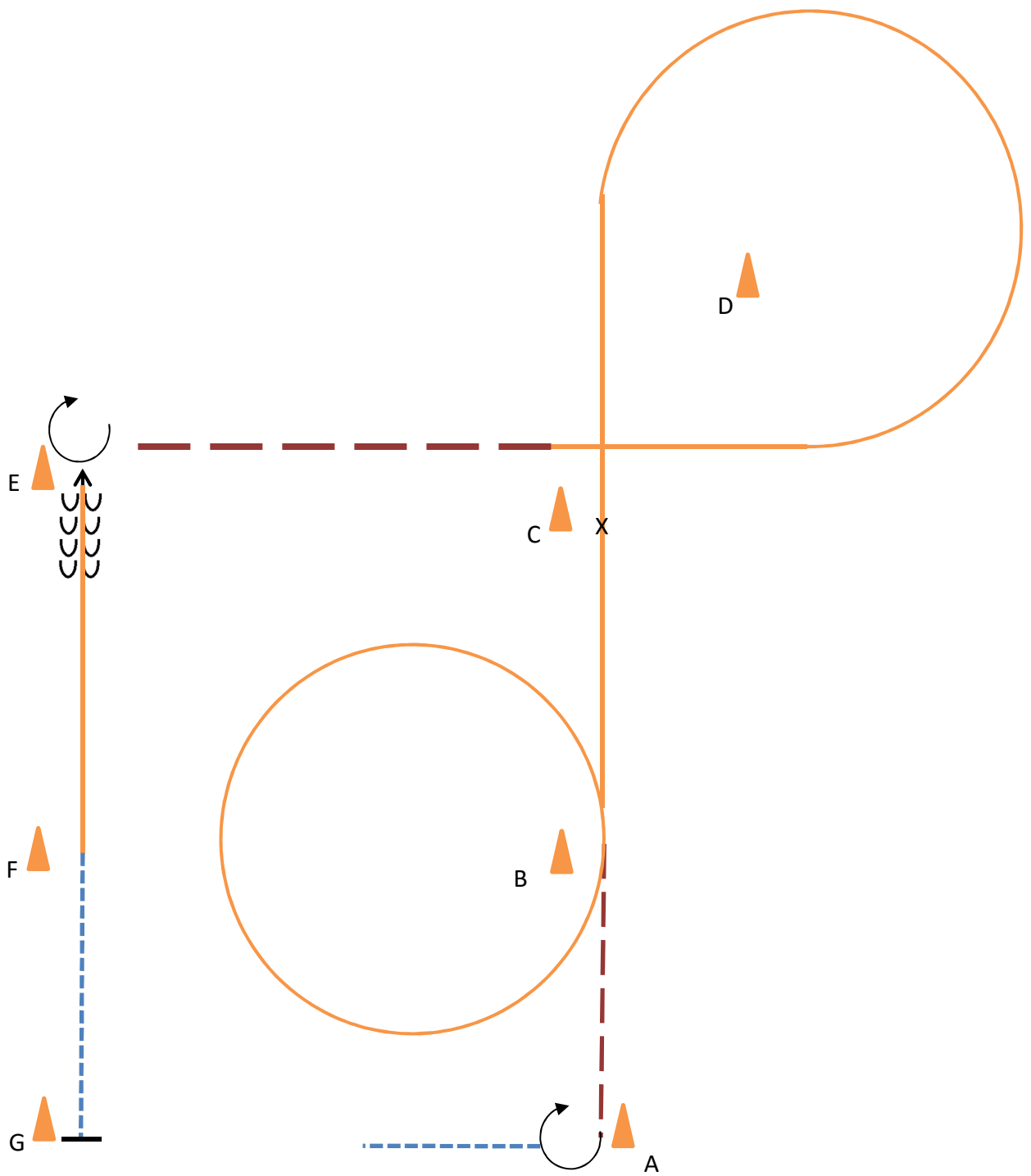
4 – Back up 4 steps

5 – Jog to F.

6 – Walk from F to G and stop.

	-	Walk
	-	Jog
	-	Lope
	-	Back Up

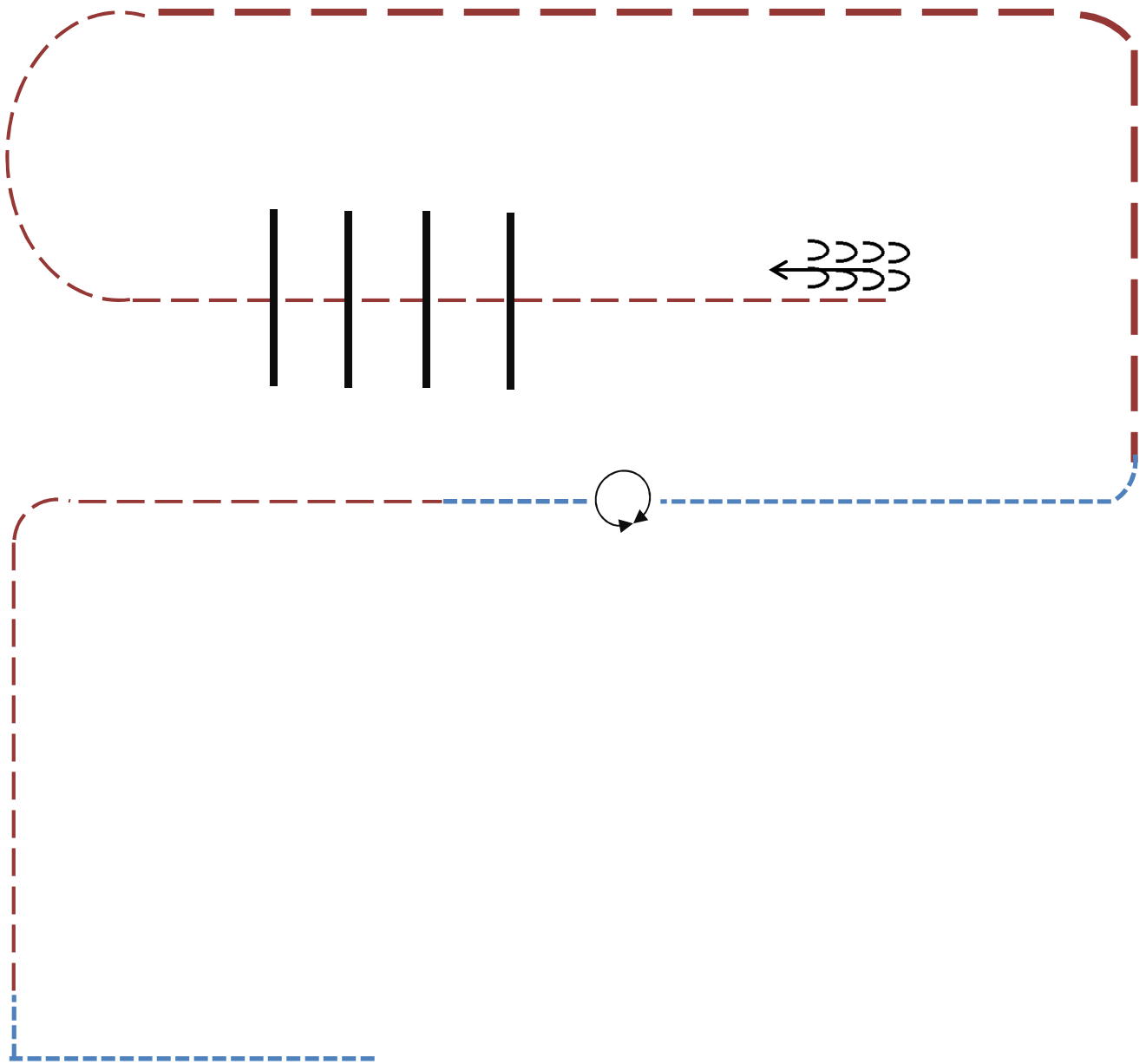
# Qualifier 3 – Open Horsemanship



- 1 – 270° turn on hindquarters to the right at A.
- 2 – Jog to B.
- 3 – At B left lead lope in a circle to left.
- 4 – Lead change at C.
- 5 – Lope right lead around D.
- 6 – Extended jog to E.
- 7 – At E 270 turn right on forehand and back up a horse length.
- 8 – Left lead lope to F, walk to G to finish.

	-	Walk
	-	Jog
	-	Lope
	-	Back Up

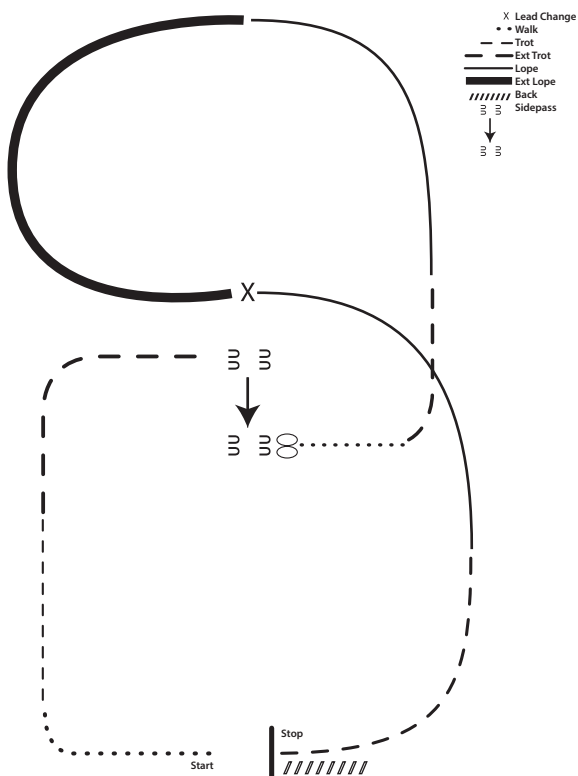
# Qualifier 3 – Novice Ranch Riding



- 1 – Walk around corner
- 2 – Trot around to centre
- 3 – Walk and stop, complete a 360° turn left or right, walk.
- 4 – Extend the trot as you turn the corner.
- 5 – Collect the trot and trot over poles.
- 6 – Stop and back.

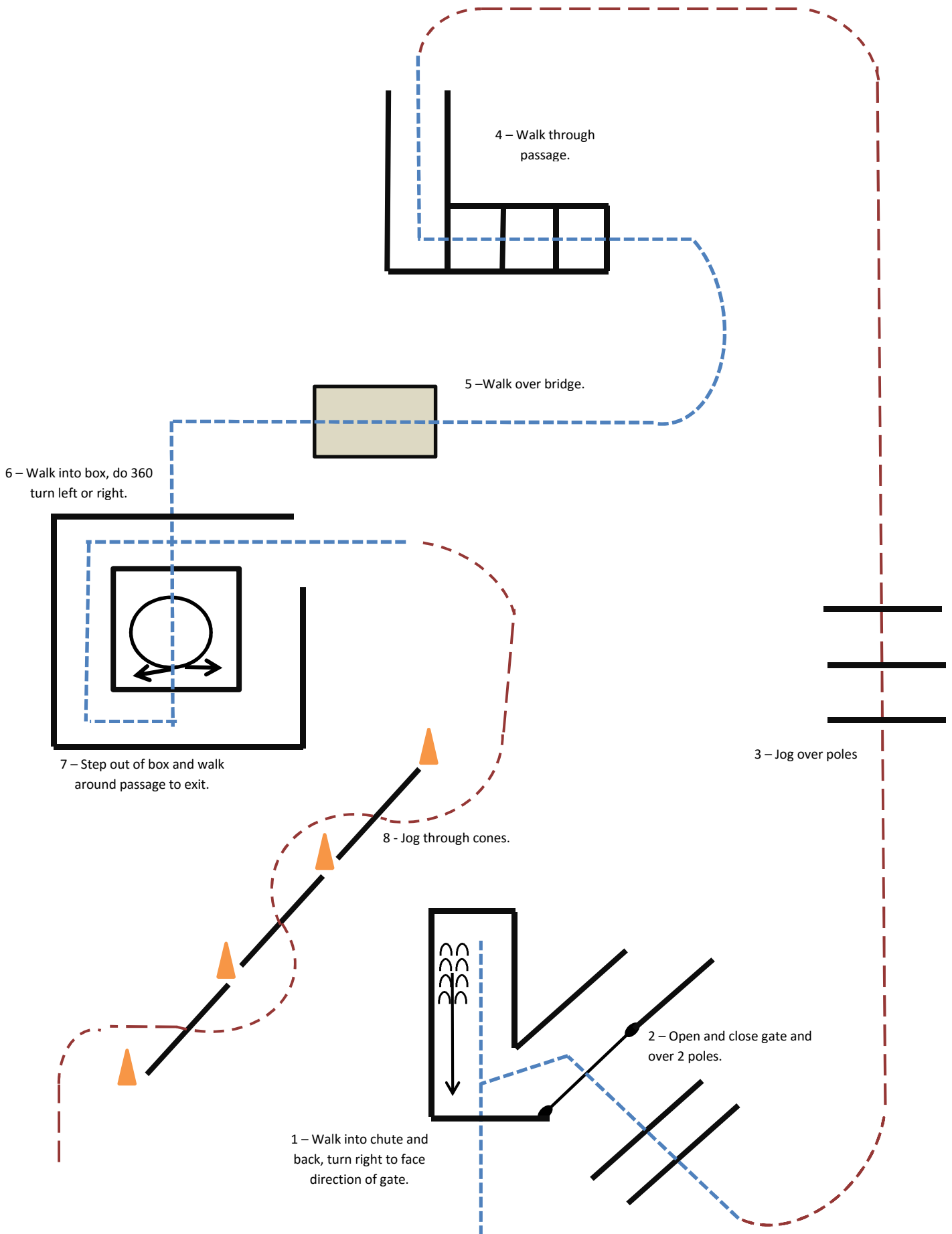
	-	Walk
	-	Jog
	-	Extended Jog
	-	Back Up

## RANCH HORSE PLEASURE – PATTERN 3



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
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

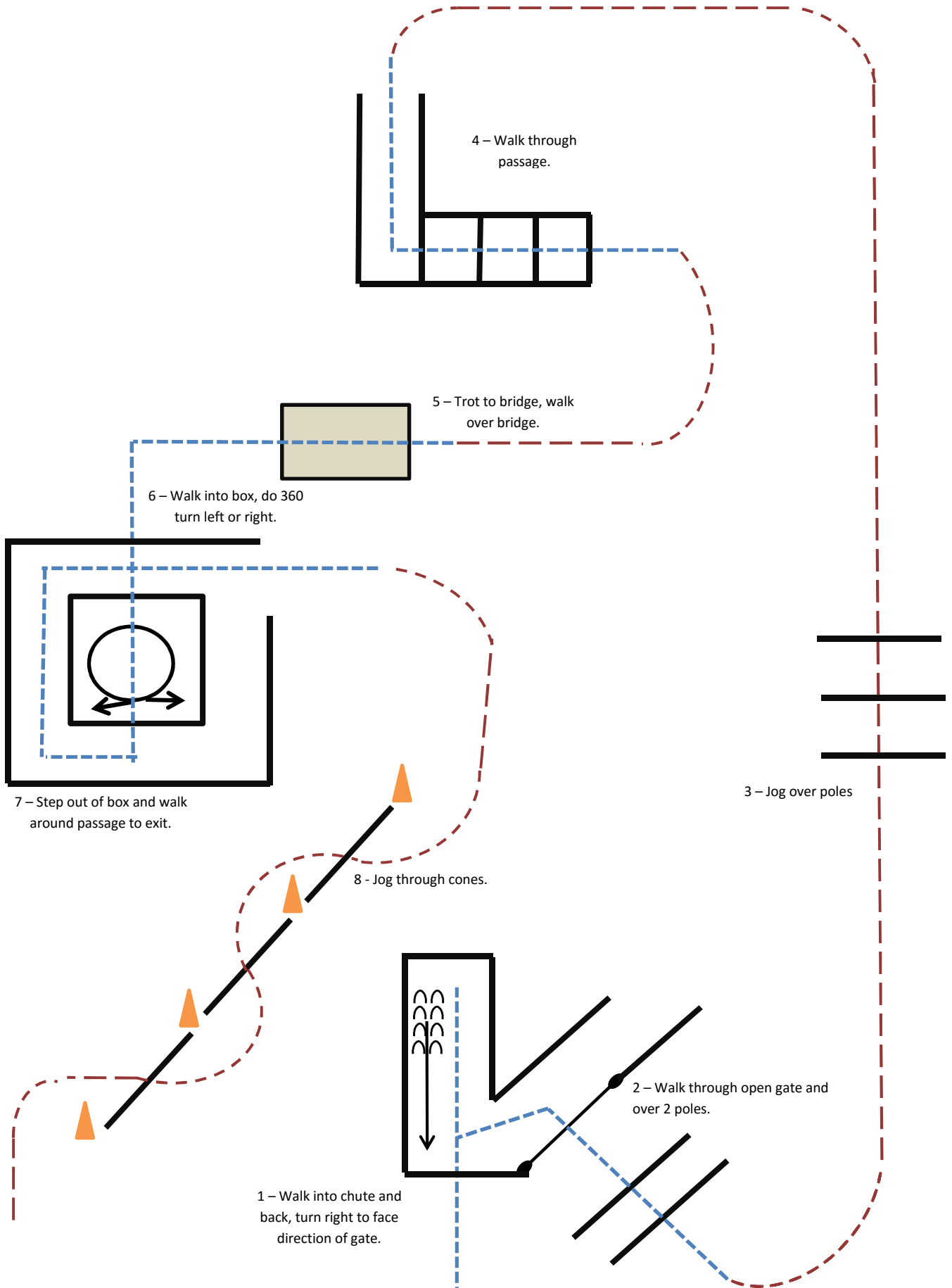
# Qualifier 3 – In Hand Trail



- Distances:**  
 Walk overs – 55 cm  
 Jog overs – 1 m  
 Lope overs – 2 m  
 Box – 2 m  
 Back – 1 m

	-	Walk
	-	Jog
	-	Back Up

# Qualifier 3 - Novice Trail

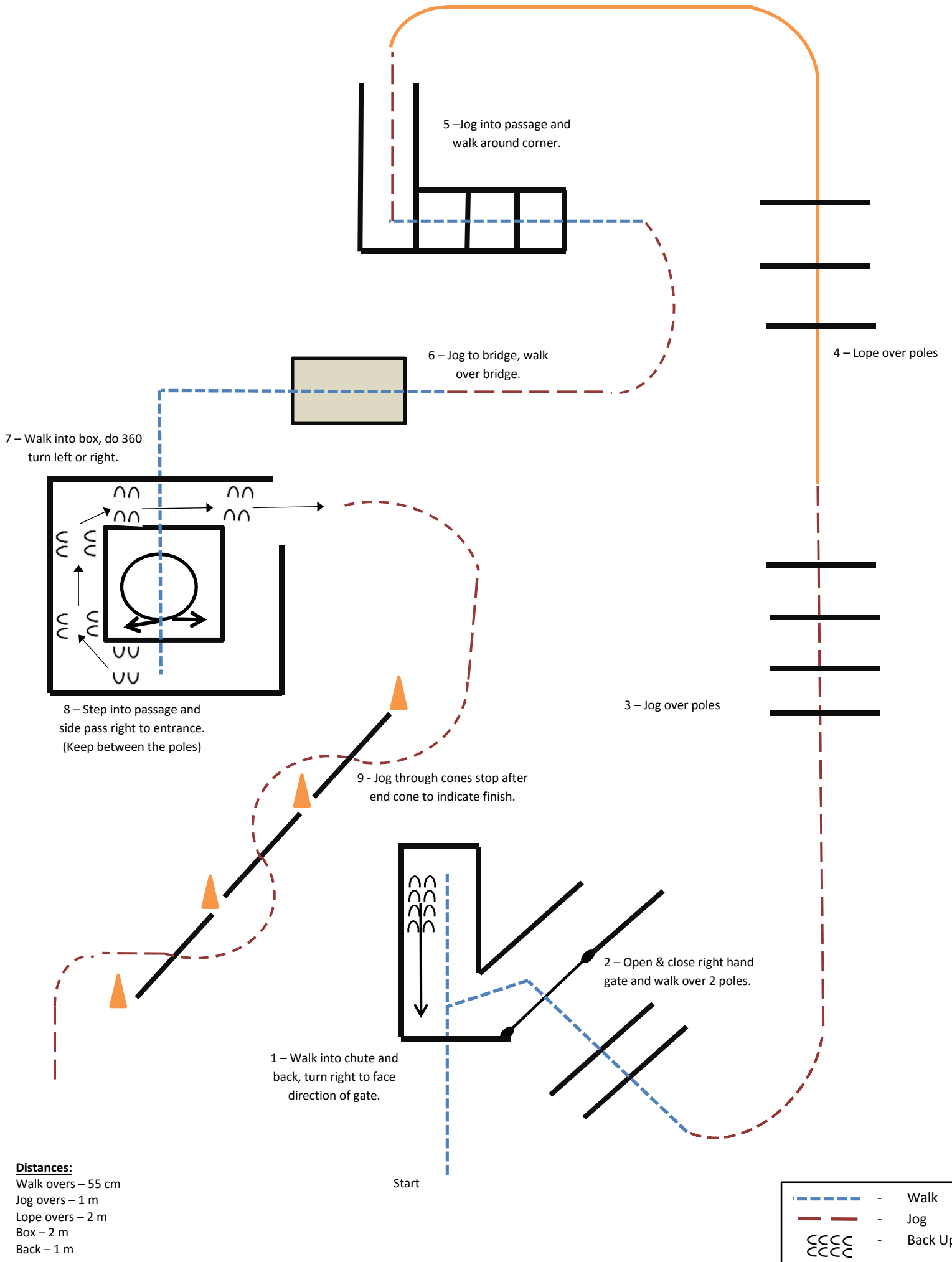


- Distances:**  
 Walk overs – 55 cm  
 Jog overs – 1 m  
 Lope overs – 2 m  
 Box – 2 m  
 Back – 1 m

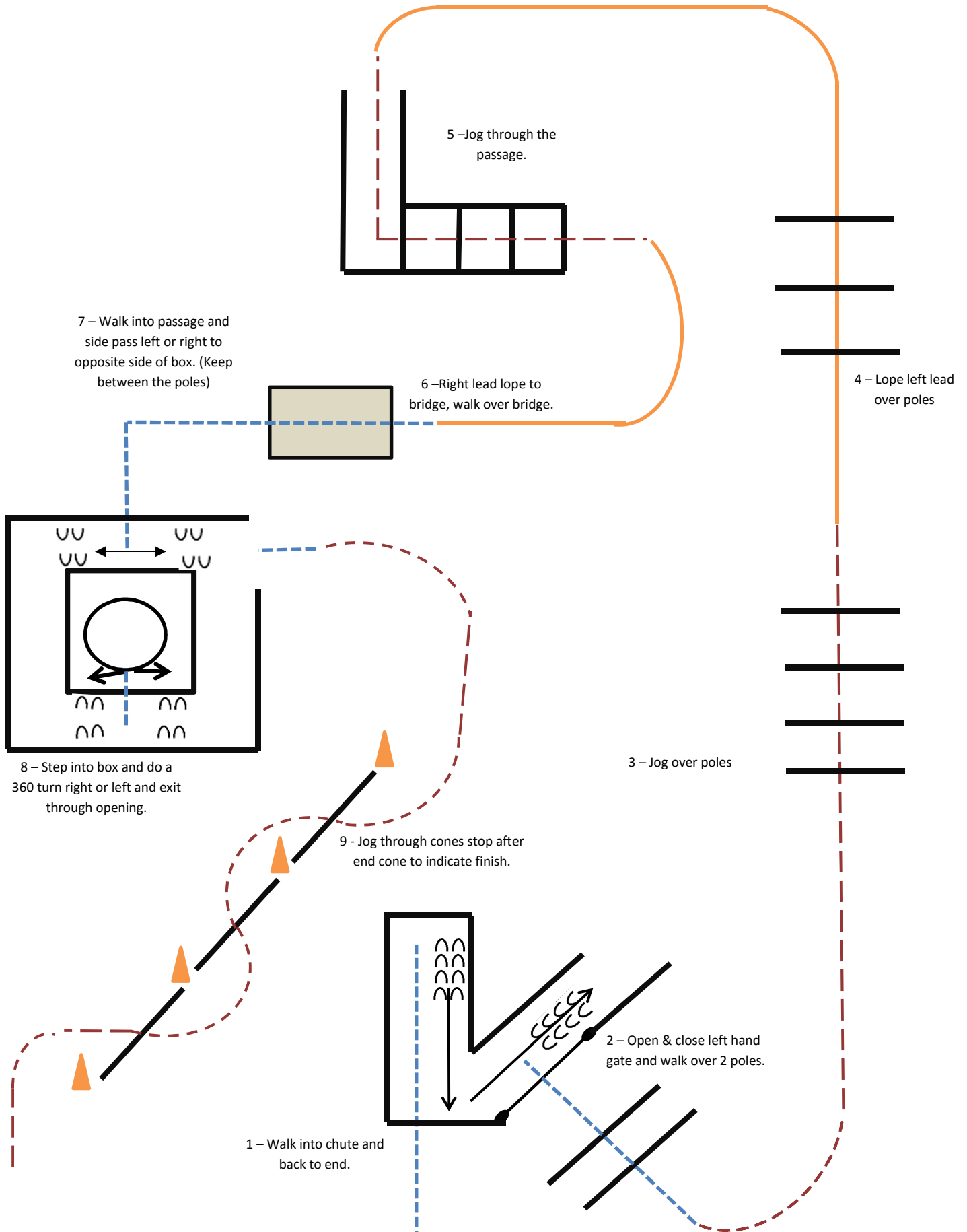
	-	Walk
	-	Jog
	-	Back Up



# Qualifier 3 - Intermediate Trail



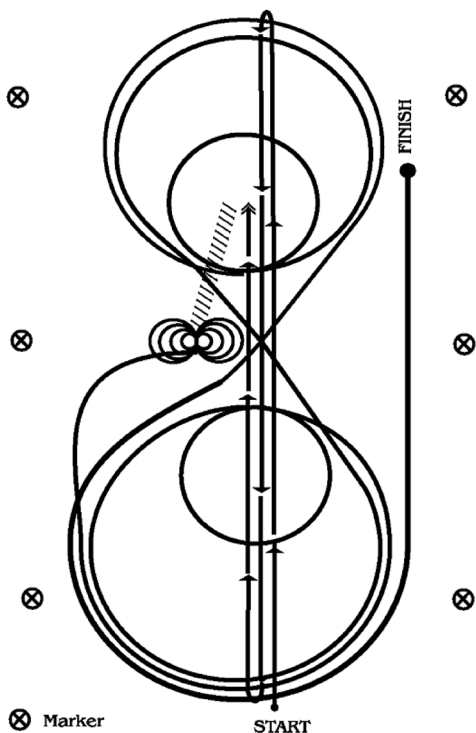
# Qualifier 3 - Open Trail



- Distances:**  
 Walk overs – 55 cm  
 Jog overs – 1 m  
 Lope overs – 2 m  
 Box – 2 m  
 Back – 1 m

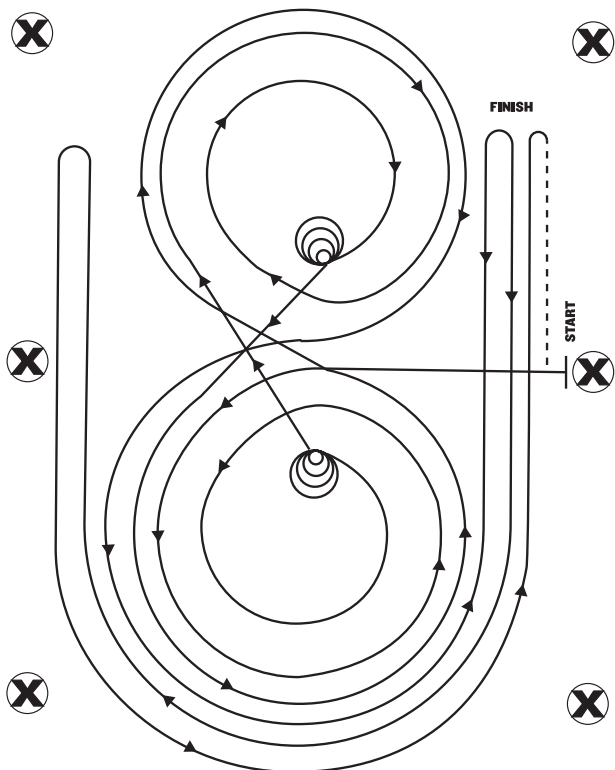
	-	Walk
	-	Jog
	-	Back Up

## REINING PATTERN I



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 10 feet (3 meters). 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 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to the designated judge.

## REINING PATTERN 13



Horses must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

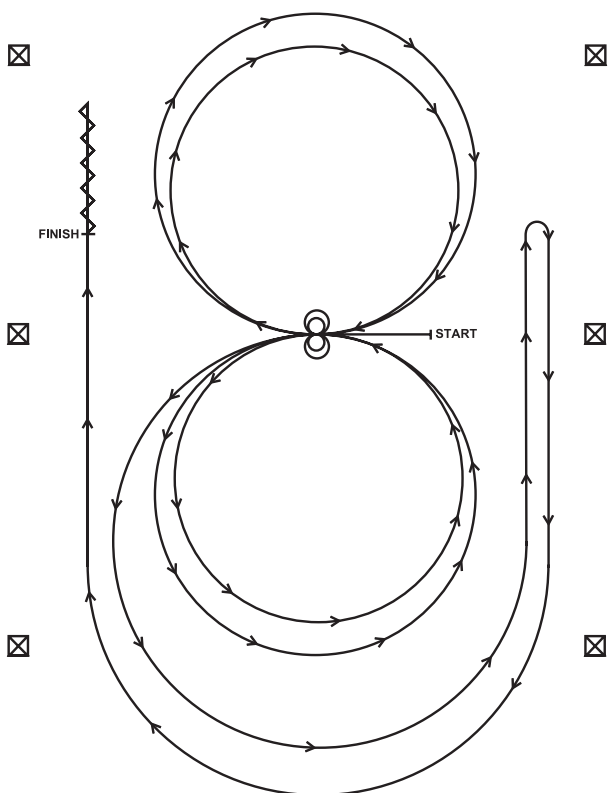
- 1.** Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena.
- 2.** Complete four spins to the left. Hesitate
- 3.** Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
- 4.** Complete four spins to the right. Hesitate
- 5.** Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
- 6.** Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence-no hesitation
- 7.** Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
- 8.** Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters).

Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

## REINING PATTERN 14

Approved only for Level I Youth and Amateur, Youth 13 & Under and EWD  
Jog, Lope Para-reining (Independent)

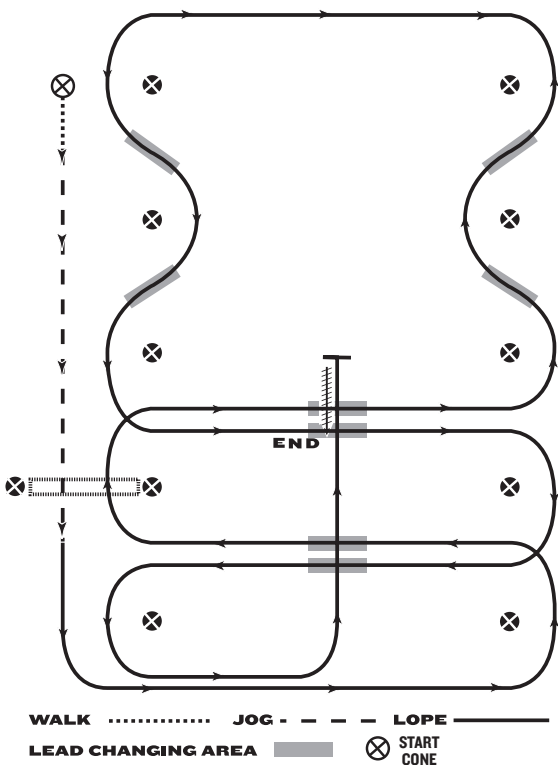


Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Hesitate to show completion of pattern.

## WESTERN RIDING PATTERN 3



1. Walk halfway between markers, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back