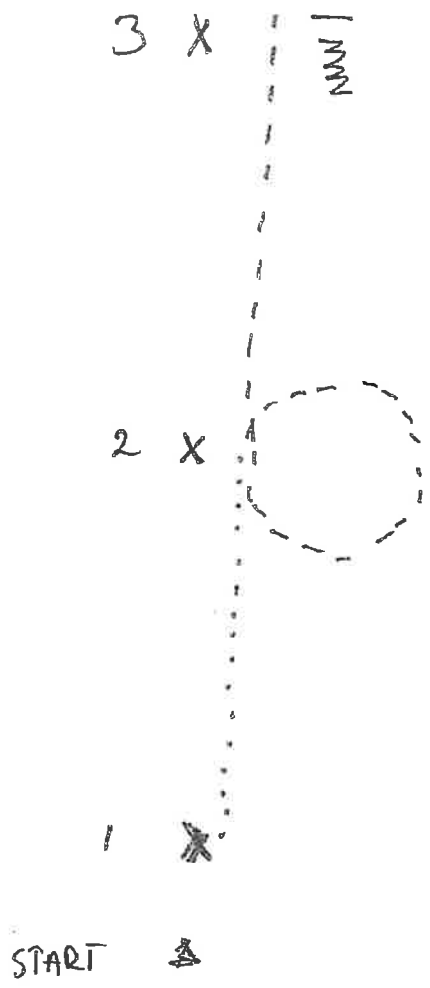
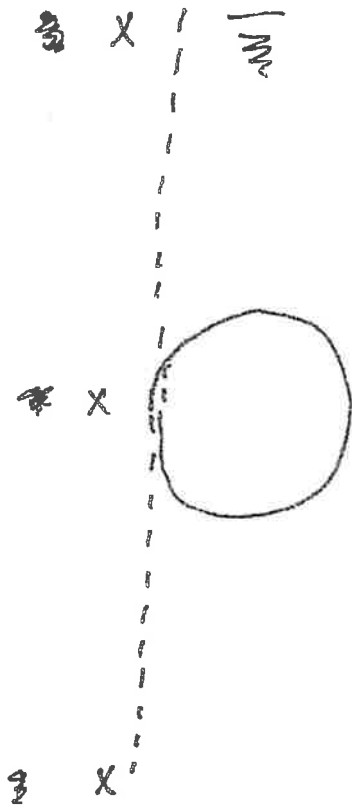


HORSEMANSHIP W/T SHOWMANSHIP IN-HAND



- 1: SKRITT
- 2: JOG CIRKEL
- 3: STOPP - RYGGAA

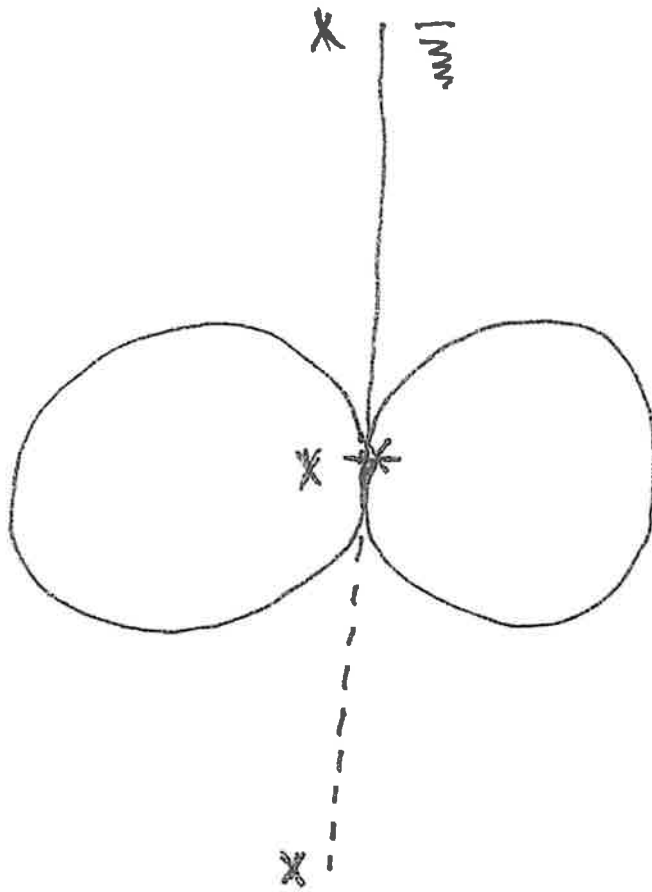
HORSEMANSHIP BEGINNER



START Δ

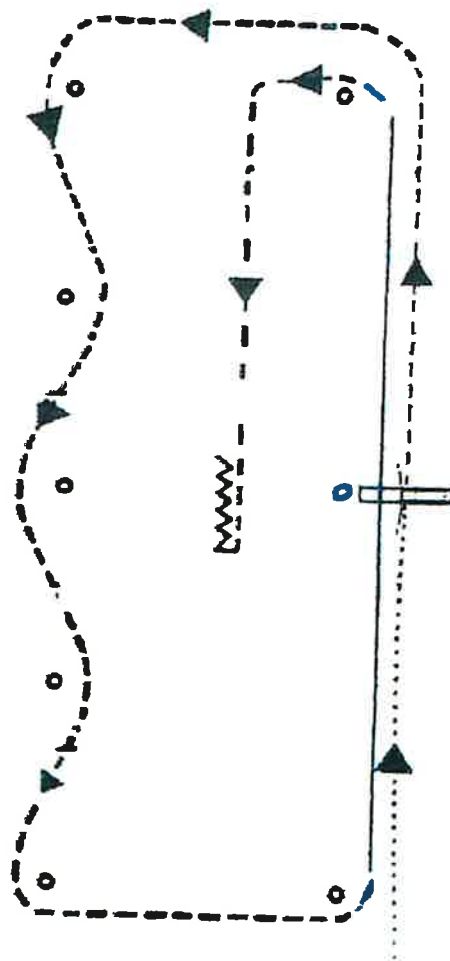
- 1: JOG
- 2: HÖGER GALOPP CIRKEL
- 3: JOG
- 4: STOPP-RYGGÅ

HORSEMANSHIP OPEN



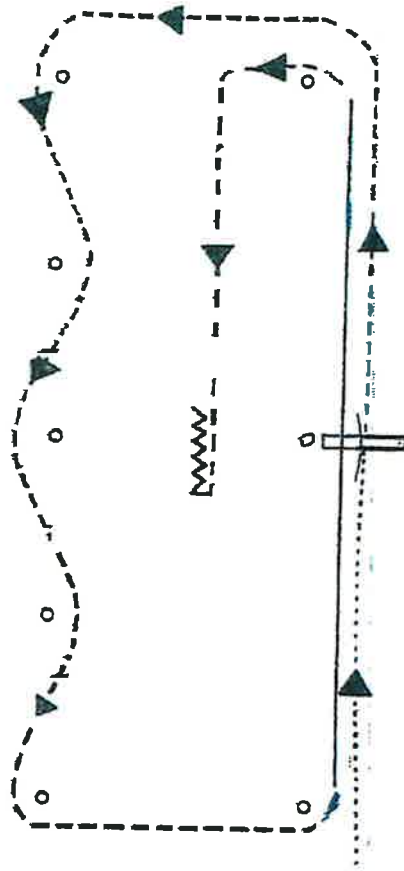
- 1: JOG TILL MITTKON - VÄNSTER CIRKEL
- 2: STOPP VID KON
- 3: GALOPP HÖGER CIRKEL
- 4: STOPP - RYQQA

WESTERN RIDING BEGINNER—~~LÄTT~~ walk Trot



1. Skritt, över bommen
2. Övergång till trav, serpentin i trav
- ~~3. Passage av bommen i galopp~~
4. Avbrott till trav
5. Rid förbi mittmarkeringen, stop och rygga tillbaka över mittmarkeringen

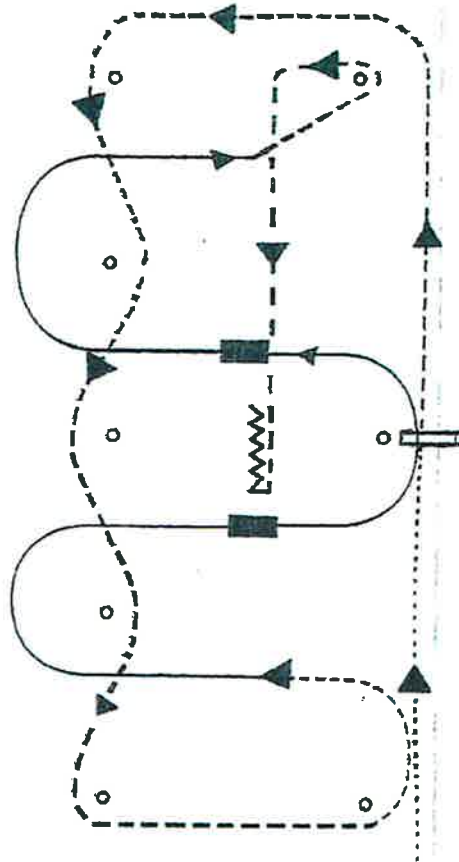
Western Riding Begynnare



WESTERN RIDING MÖNSTER

1. Skritt, över bommen
2. Övergång till trav, serpentin i trav
3. Galoppfattning höger galopp
4. Passage av bommen i galopp
5. Avbrott till trav
6. Rid förbi mittmarkeringen, stop och rygga tillbaka över mittmarkeringen.

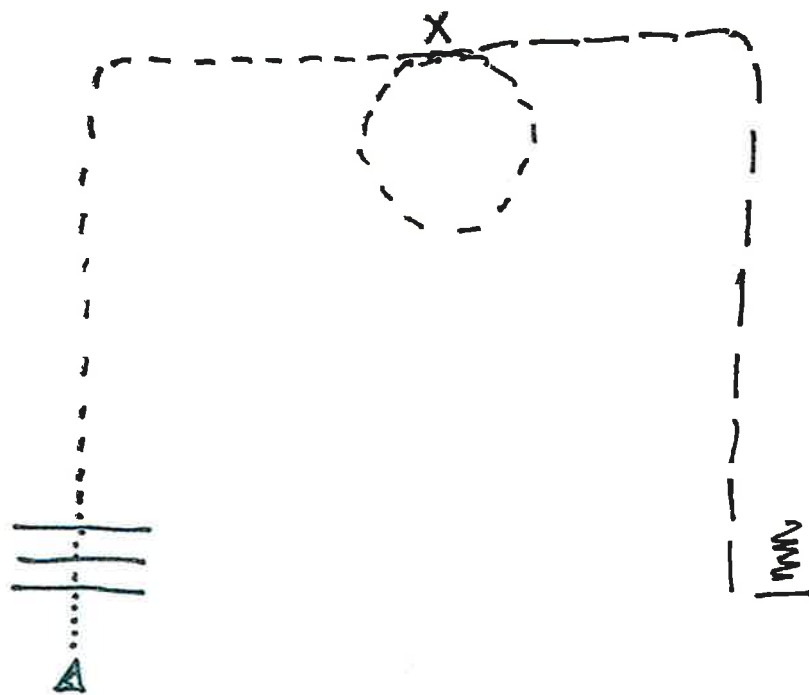
Western Riding Open



WESTERN RIDING MÖNSTER NR 10

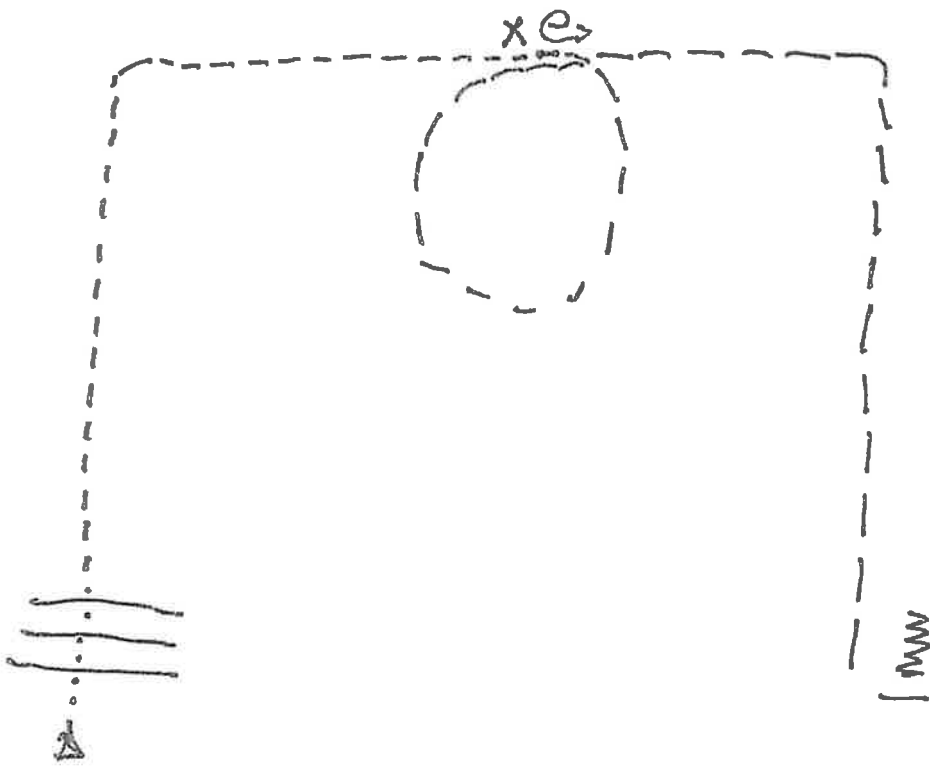
1. Skritt, över bommen
2. Övergång till trav, serpentin i trav
3. Galoppfattning höger galopp
4. Första galoppombytet
5. Passage av bommen i galopp
6. Andra galoppombytet
7. Avbrott till trav
8. Rid förbi mittmarkeringen, stop och rygga tillbaka över mittmarkeringen.

RANCH RIDING Walk/Trot



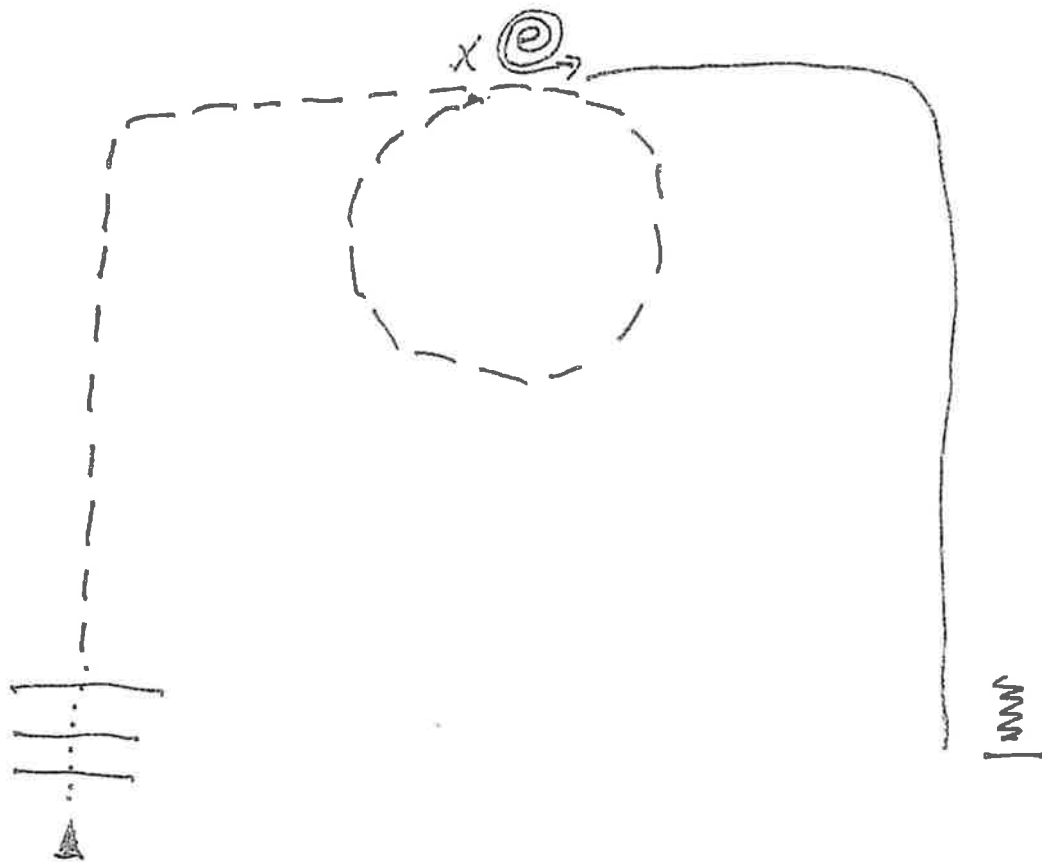
- 1: SKRITT ÖVER BOMMAR
- 2 JOG CIRKEL
- 3: STOPP 5 SEK
- 4: ÖKAD TRAV
- 5: STOPP - RYGGA

RANCH RIDING BEGINNER



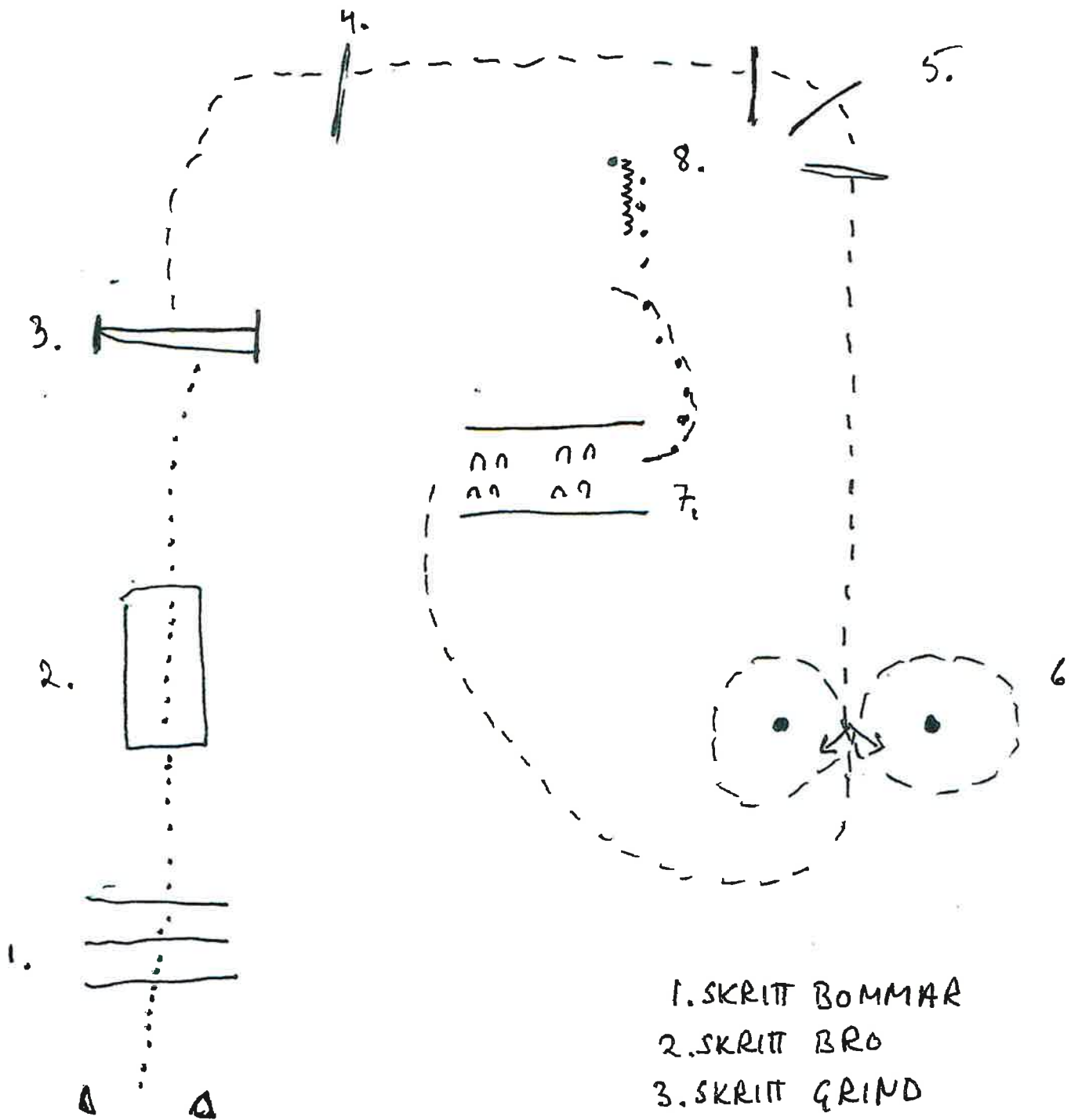
1. SKRITT ÖVER BOMMAR
2. JOG CIRKEL
3. STOPP, 360° VÄNSTER
- 4 ÖKAD TRAV
- 5 STOPP - RYGGA

RANCH RIDING OPEN



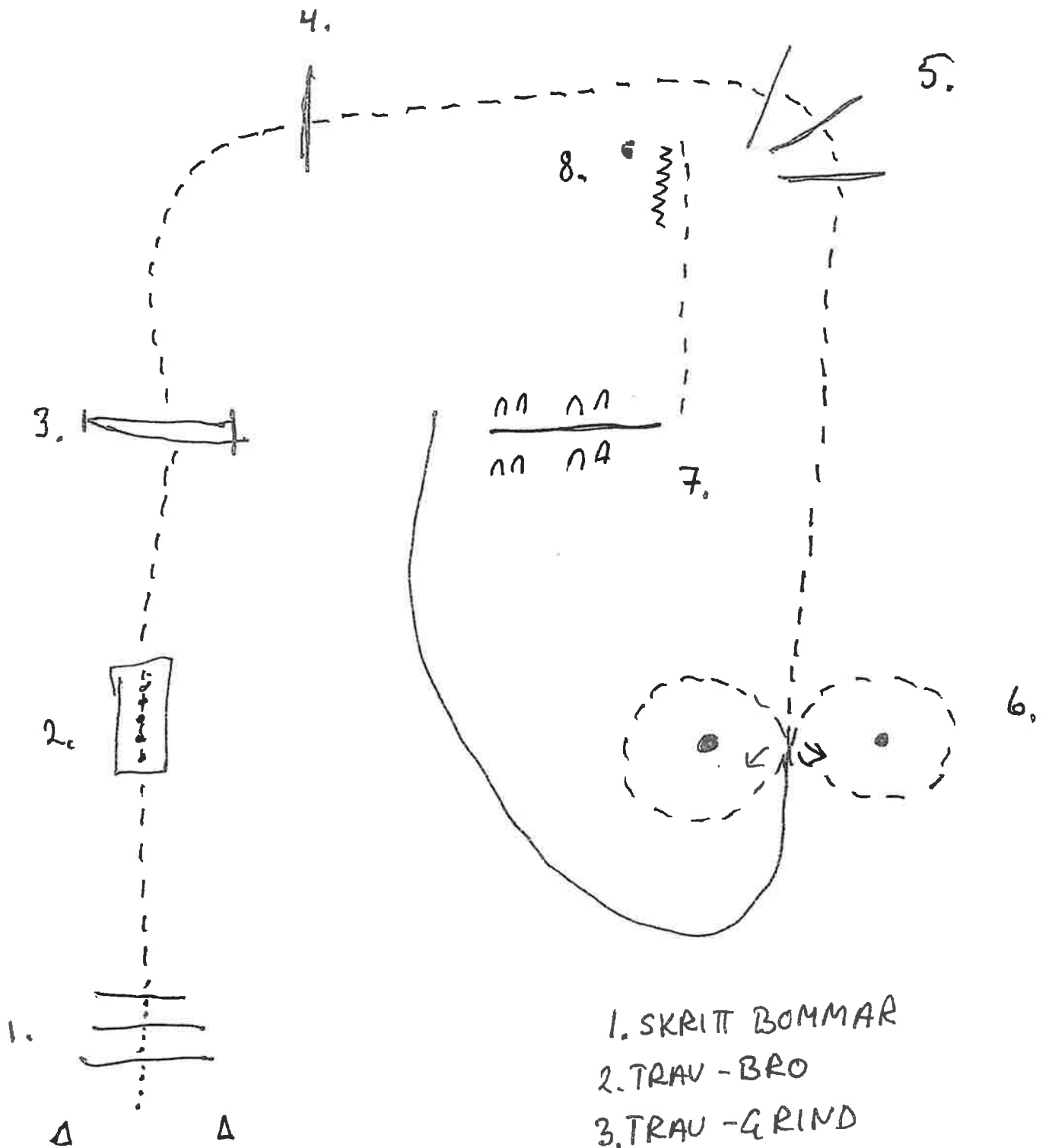
1. SKRITT ÖVER BOMMAR
2. ÖKAD TRAV
3. ÖKAD TRAV CIRKEL
4. STOPP - 2 SPIN VÄNSTER
5. HÖGER GALOPP
6. STOPP - RYGGÅ

TRAIL W/T TRAIL IN-HAND



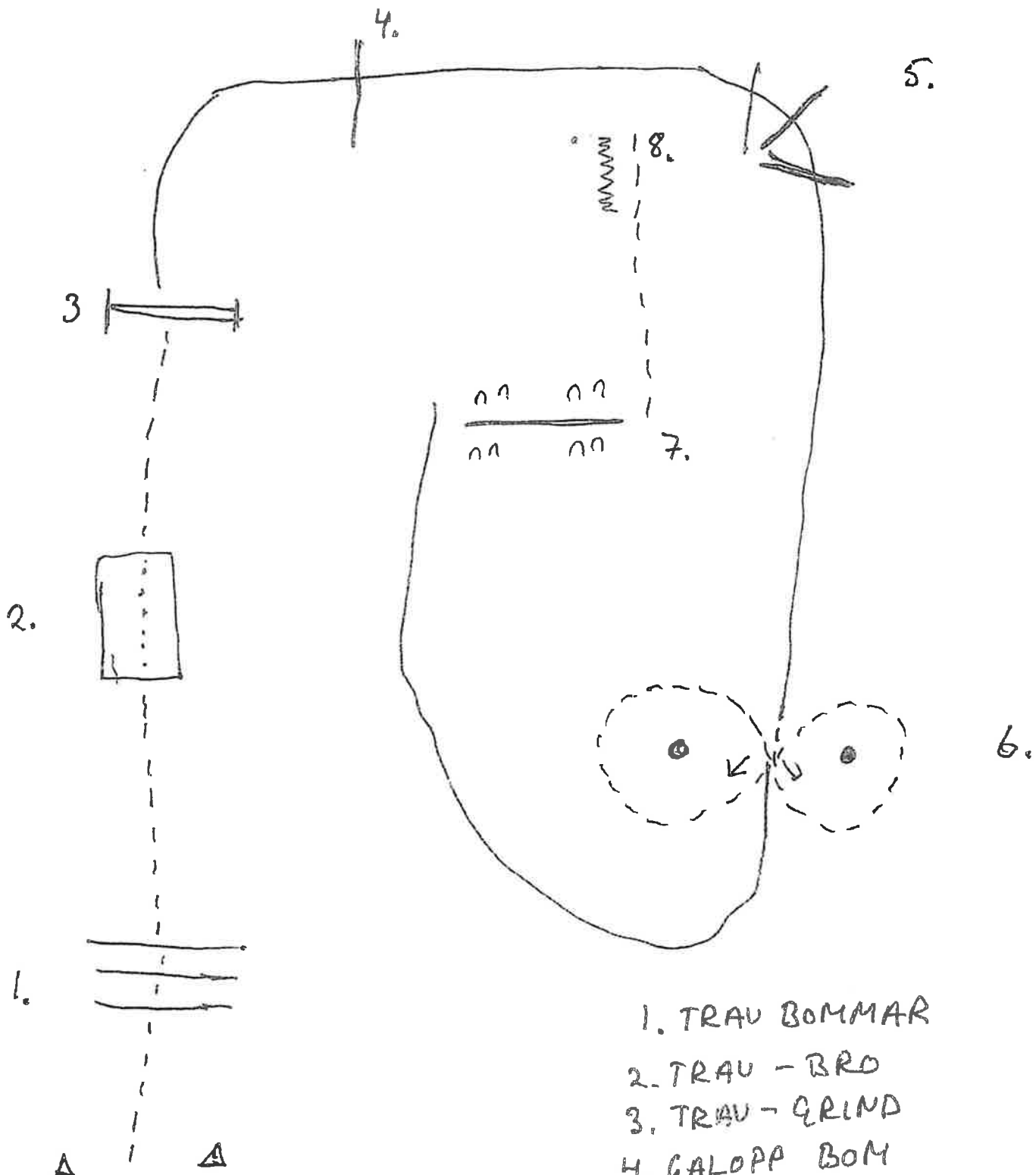
1. SKRITT BOMMAR
2. SKRITT BRO
3. SKRITT GRIND
4. TRAV BOM
5. TRAV BOMMAR
6. TRAV 2 VOLTIER - VALFRITT
VARU FÖRST
7. TRAV - SIDEPASS
8. SKRITT - STOPP - RYGG A

TRAIL BEGINNER



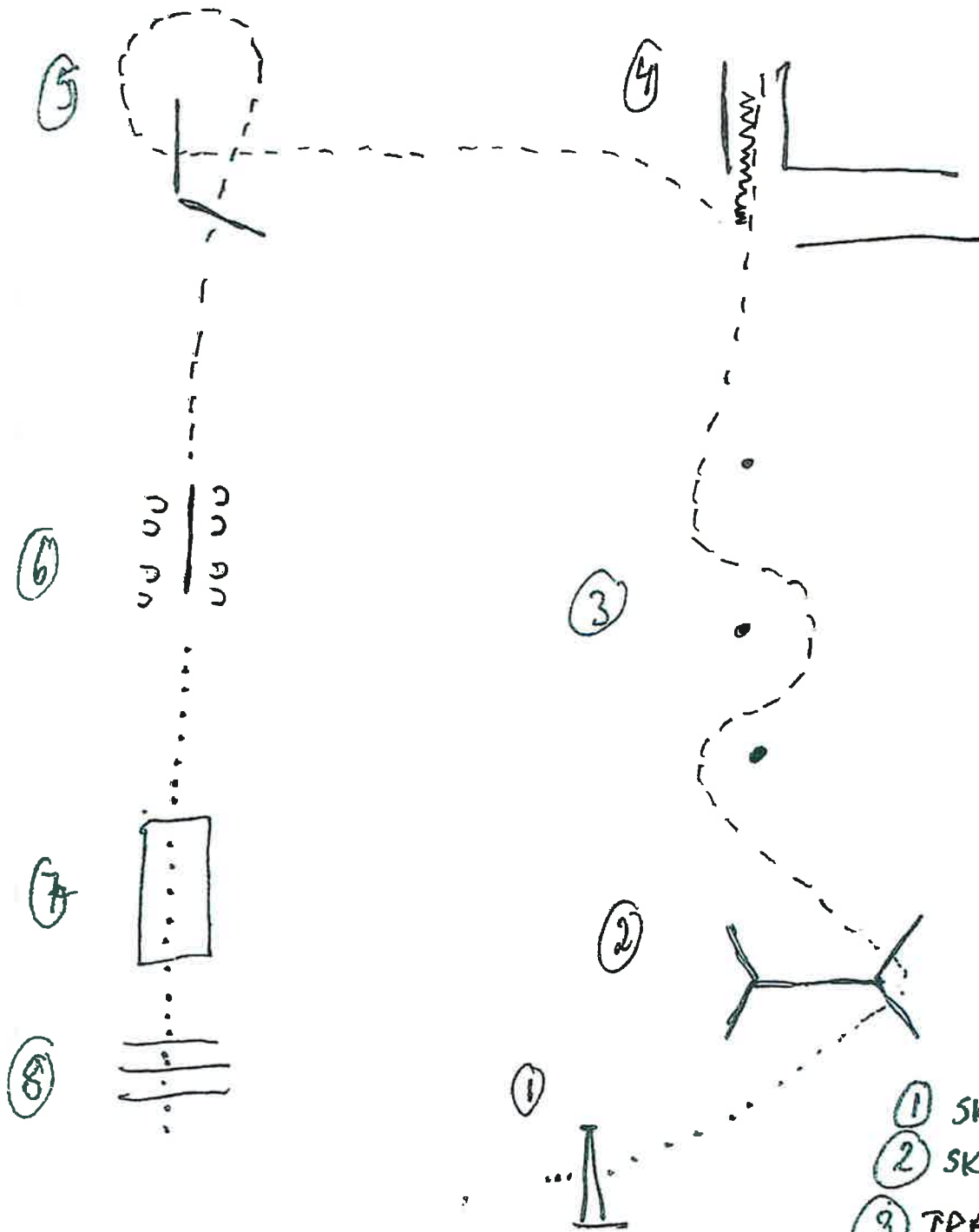
1. SKRITT BOMMAR
2. TRAV - BRO
3. TRAV - GRIND
4. TRAV - BOM
5. TRAV - BOMMAR
6. 2 VOLTER - VALFRITT VARU
FÖRST
7. GALOPP - SIDEPASS
8. TRAV - STOPP - RYGGÅ

TRAIL OPEN



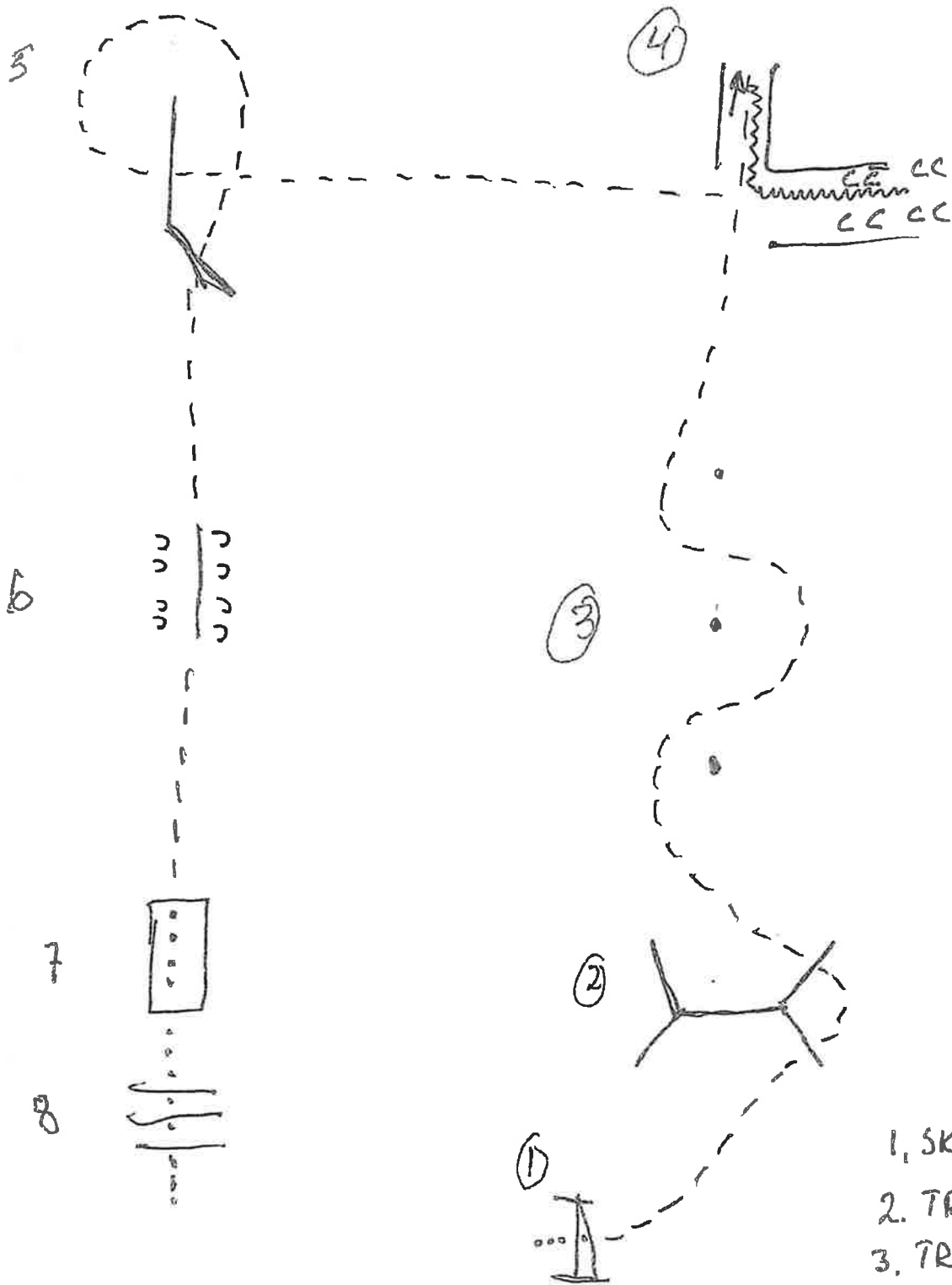
1. TRAV BOMMAR
2. TRAV - BRÖ
3. TRAV - GRIND
4. GALOPP BOM
5. GALOPP BOMMAR
6. TRAV - 2 VOLTÉR - valfnt
VARU FÖRS
7. GALOPP - SIDEPASS
8. TRAV - STOPP - RYGGNING

RANCH TRAIL W/T



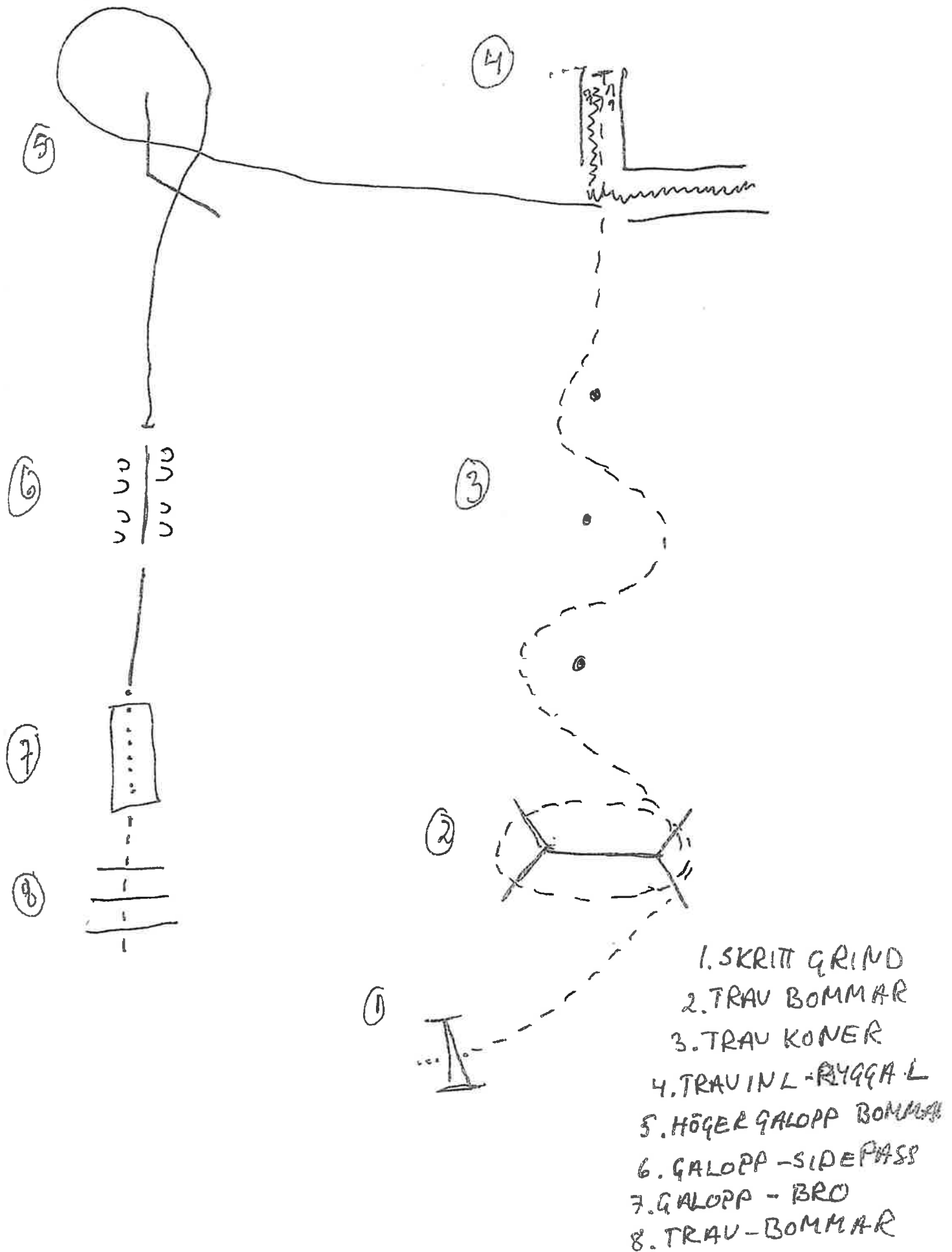
- ① SKRITT GRIND
- ② SKRITT BOMMAR
- ③ TRAU KONER
- ④ TRAU IN-STOPP-RYGGH
- ⑤ TRAU BOMMAR
- ⑥ TRAU-SIDEPASS
- ⑦ SKRITT-BRO
- ⑧ SKRITT BOMMAR

RANCH TRAIL BEGINNER



1. SKRITT GRIND
2. TRAV BOMMAR
3. TRAV KONER
4. TRAV IN IL-RYGGAL
5. TRAV BOMMAR
6. TRAV-SIDEPASS
7. TRAV-BRO
8. SKRITT BOMMAR

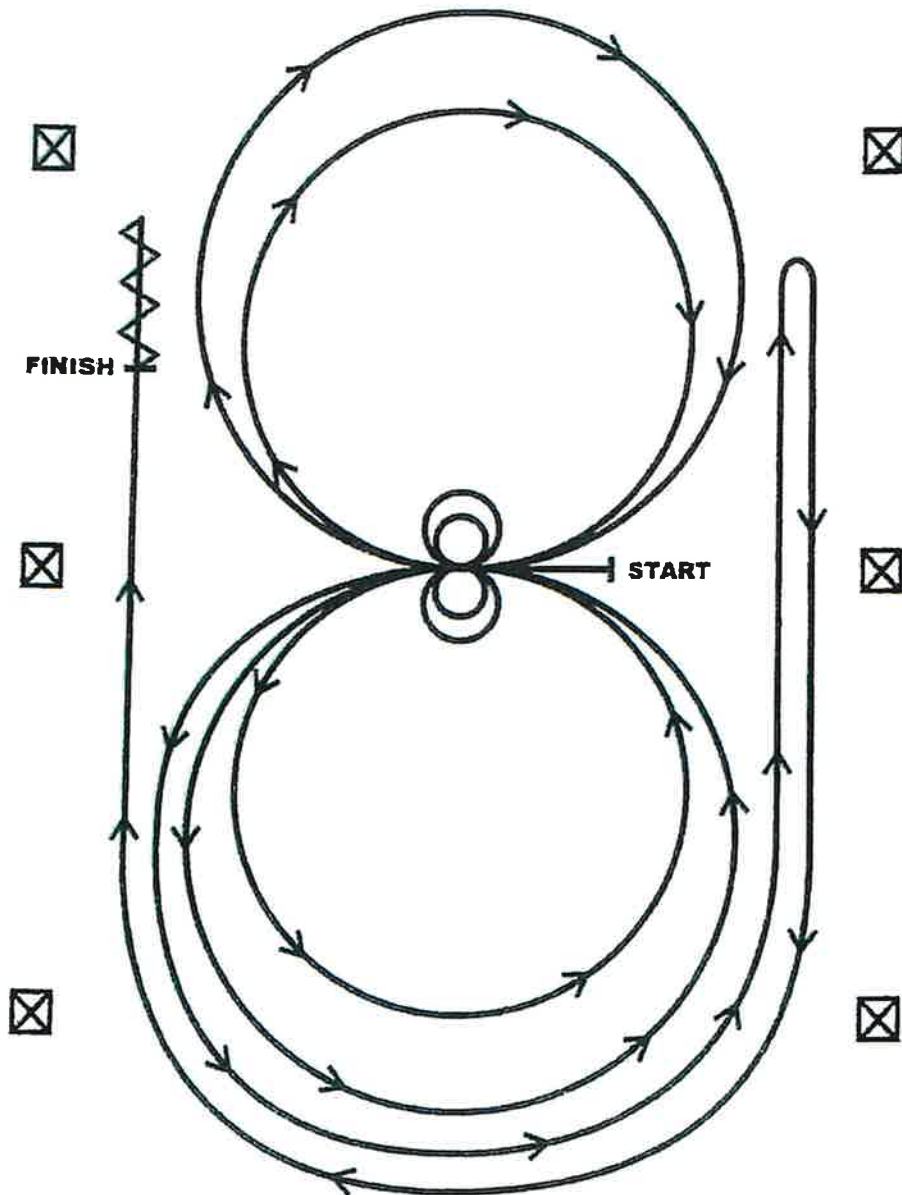
RANCH TRAIL OPEN



YOUTH & BEGINNER

REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth 13 & Under



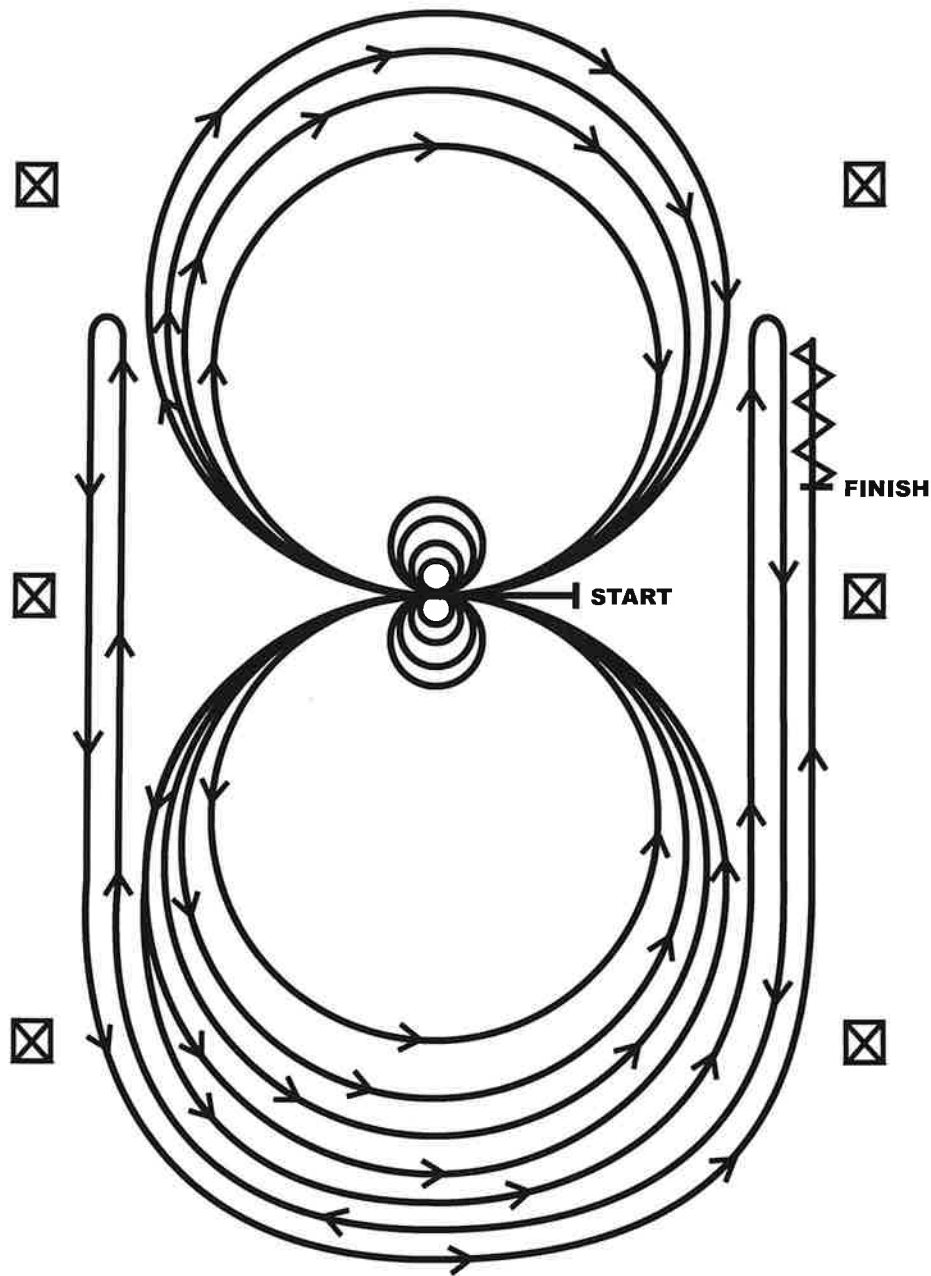
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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 demonstrate completion of the pattern.

Revised 01-2021

REINING PATTERN 5

OPEN



Horses may walk or jog to the center of arena. 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 three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
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. (Figure 8)
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 twenty feet (six 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 twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.