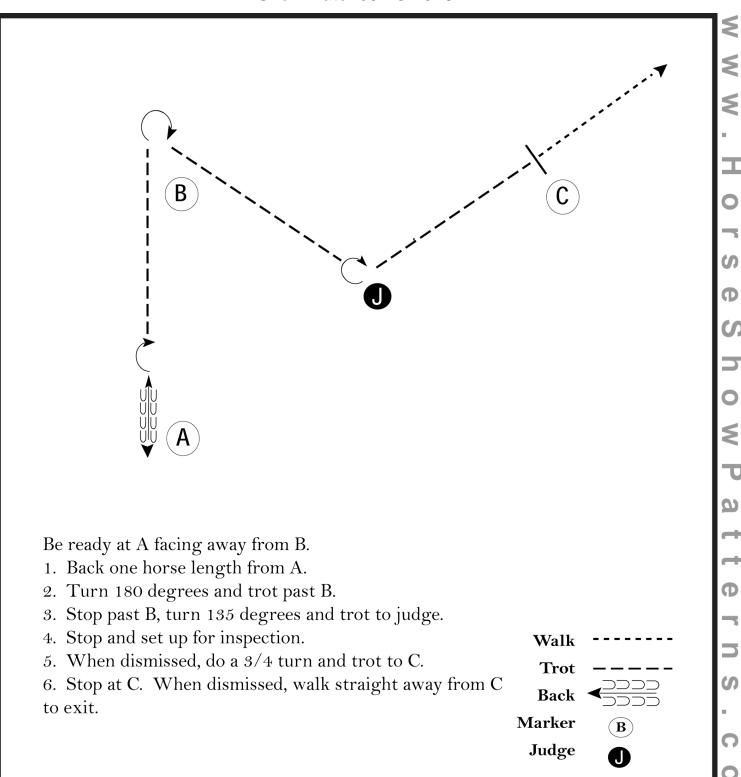
Hunt Seat Showmanship

Show Date: 09-28-2018



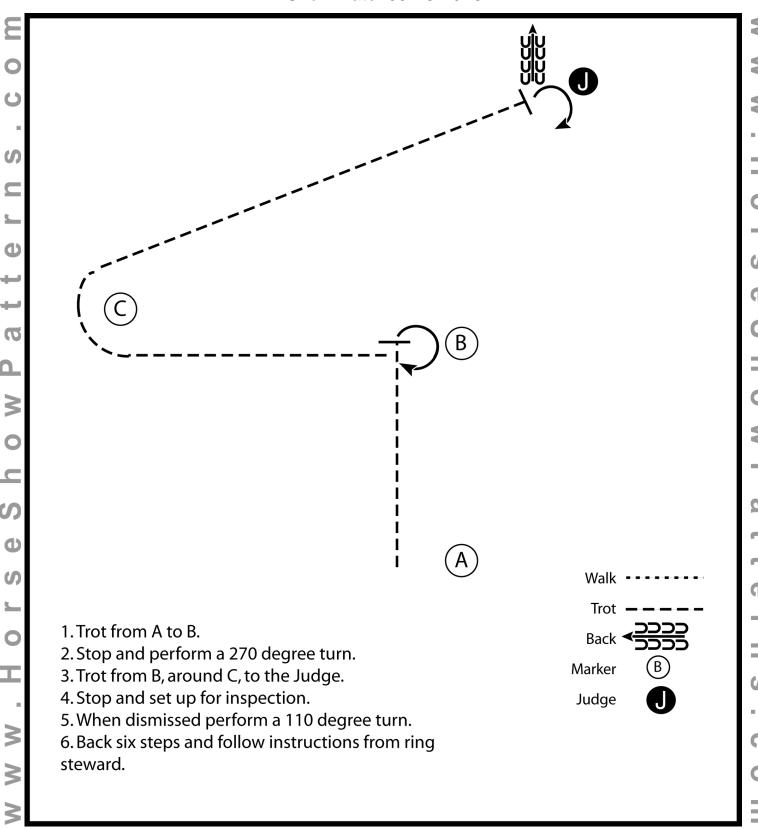
Ð

S

[S/2-24]

Western Showmanship

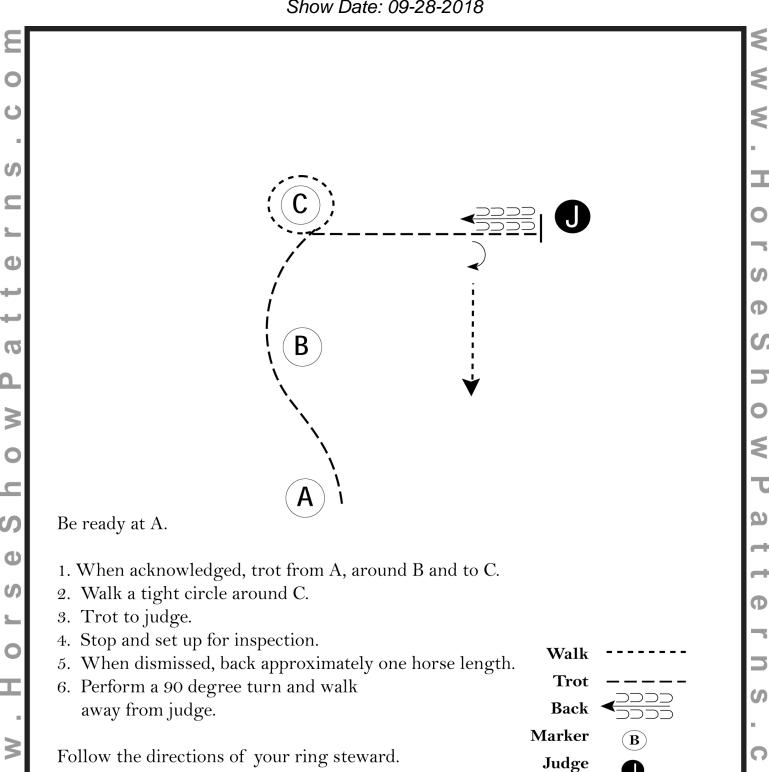
Show Date: 09-28-2018



[S/2-11]

Saddle Seat Showmanship

Show Date: 09-28-2018



[S/2-58]

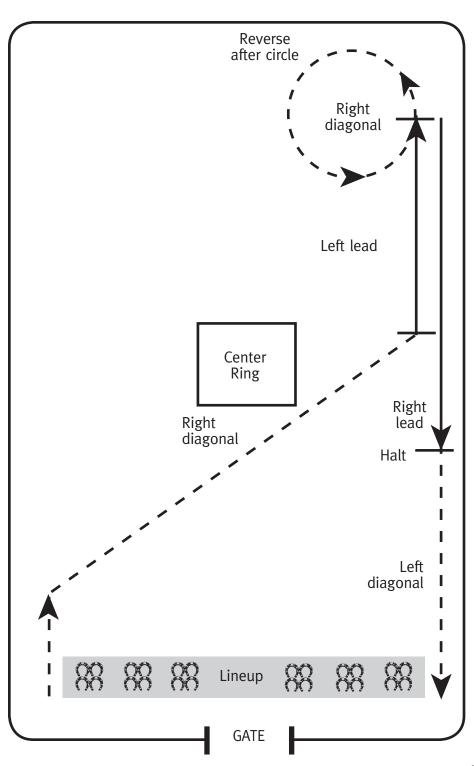
Show	Class
Date	Judge

A H A

Saddle Seat Equitation

Saddle Seat

PATTERN W • Tests 2,3,4,13



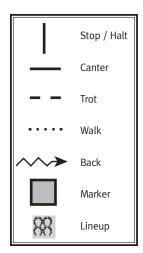
From the beginning of the straightaway near the exit gate, trot a diagonal line on the right diagonal to the midpoint of the opposite straightaway. Halt.

Turn left so that you are parallel with the rail. Canter on the left lead to the three-quarter point on the straightaway. Halt.

Trot a circle on the right diagonal. Halt.

Reverse and canter on the right lead one-half the length of the straightaway. Halt.

Trot on the left diagonal the remainder of the straightaway. Return to the lineup without stopping.



This pattern may only be used for:

- 14 18
- 18 & Under
- 19 & Over

This pattern may **NOT** be used for:

• 13 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

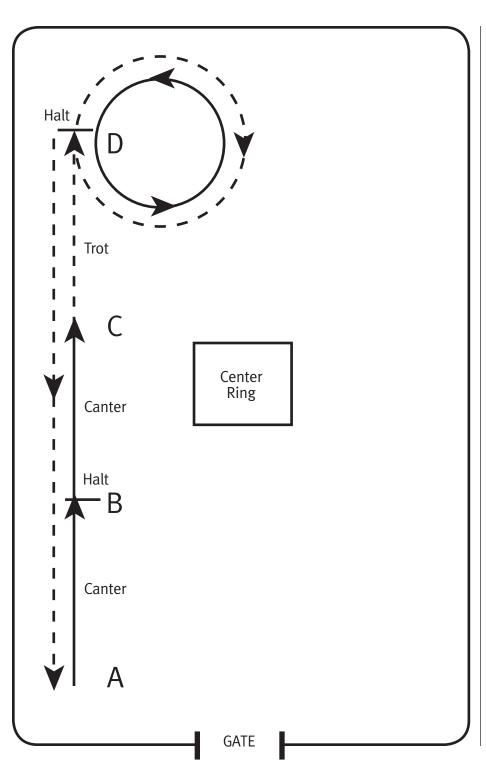
Show	Class
Date	ludge

A H A

Saddle Seat Bareback

Saddle Seat

PATTERN AA • Tests 2,6,10,13



This workout consists of circles and a straight line on the rail.

Starting at A, canter to B on the left lead.

At B, do a simple change of lead. Canter to C on the right lead.

At C, trot to D on the right diagonal.

At D, change to the left diagonal. Trot a circle.

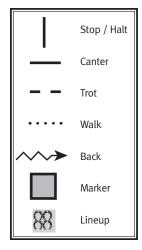
Halt. Reverse.

Canter a circle on the left lead.

At D, go directly to the trot on the right diagonal.

Show two changes of diagonal on the straight line.

Return to the lineup or exit at the trot.



This pattern may only be used for:

- 14 18
- 18 & Under
- 19 & Over

This pattern may **NOT** be used for:

• 13 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

APPENDIX

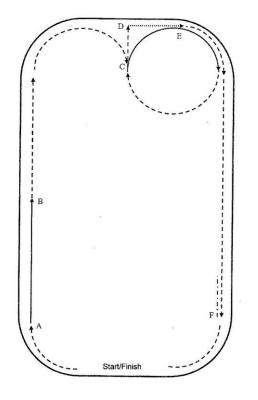
Back #: _____

High School Saddle Seat Pattern #2

Each item to be scored from 0-10 points. Total possible is 100 points.

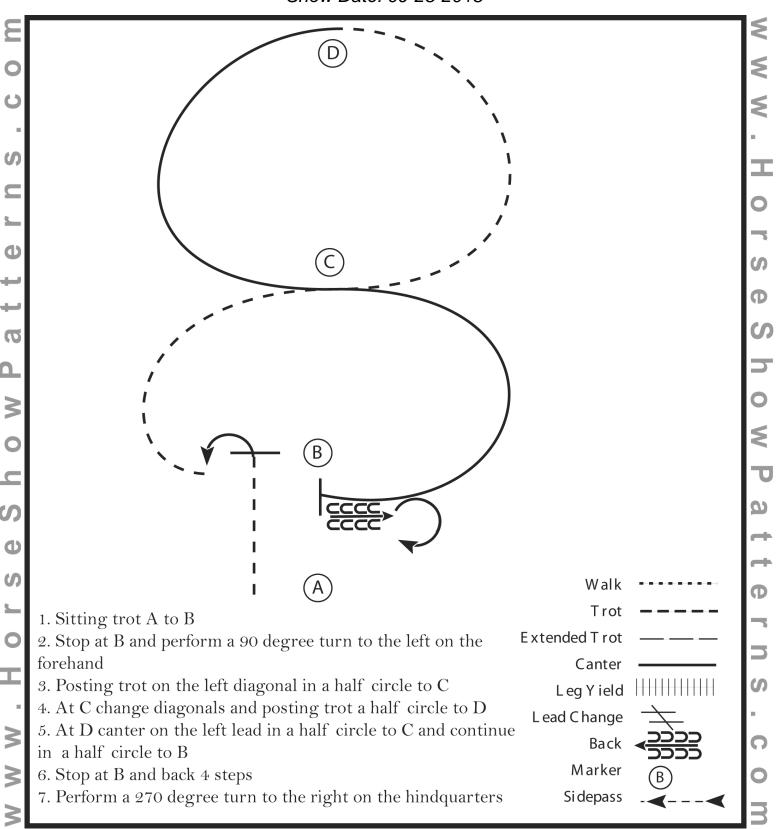
(All trot work will be performed at the rising trot on the correct diagonal unless specified.)

#	Movement	Points	Score
1	From the start point, trot or second gait to	10	
	point A. Halt. Canter on the left lead to		
	point B.		
2	Drop down to a trot or second gait to point	10	
	C as shown. Halt.		
3	Pivot 180 degrees and canter 1/2 circle on	10	
	the right lead. Halt.		
4	Trot or second gait the second 1/2 circle	10	
	and point D. Halt.		
5	Pivot right, drop your irons and walk to	10	
	point E.		
6	Trot or second gait down your right rail to	10	
	point F. Halt. Pick up your irons.		
7	Back 4 steps and trot or second gait to the	10	
	finish point.		
8	Rider's position.	10	
9	Riders effective use of aids.	10	
10	Overall impression (Exhibitor	10	
	presentation, accuracy of figures,		
	suitability of horse/rider combination,		
	ringmanship, etc.		
	Total	100	



Hunt Seat Equitation

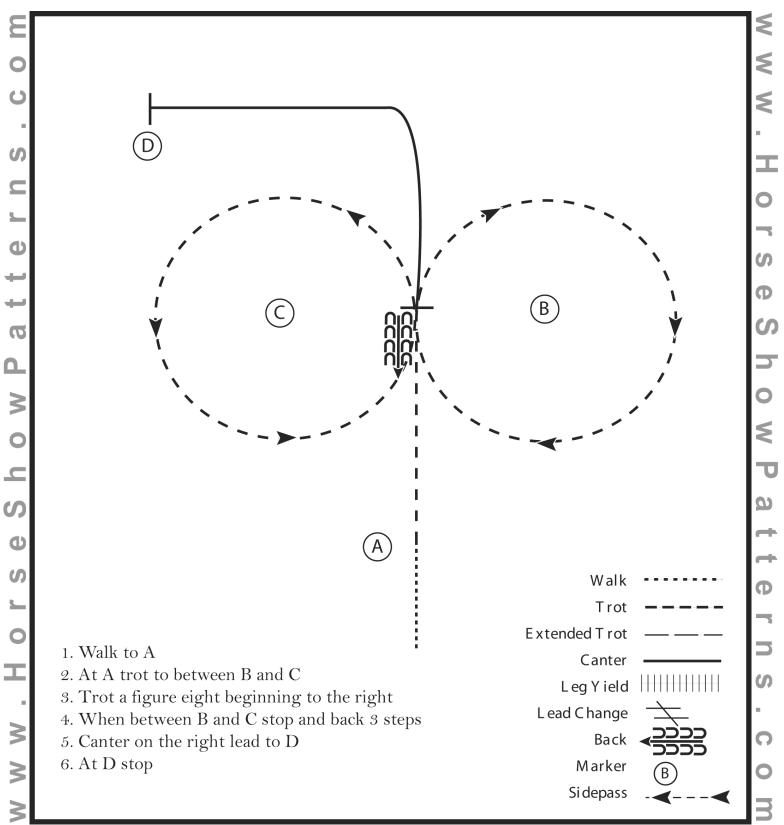
Show Date: 09-28-2018



[HSE/3-7]

Hunt Seat Bareback

Show Date: 09-28-2018

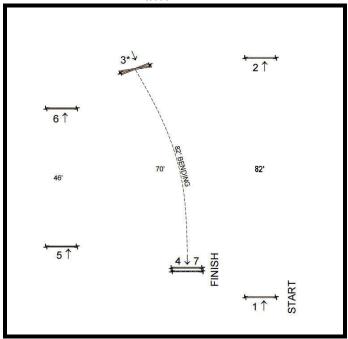


[HSE/1-4]

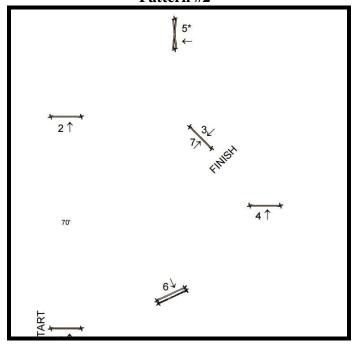
APPENDIX

High School Equitation Over Fences

Pattern #1

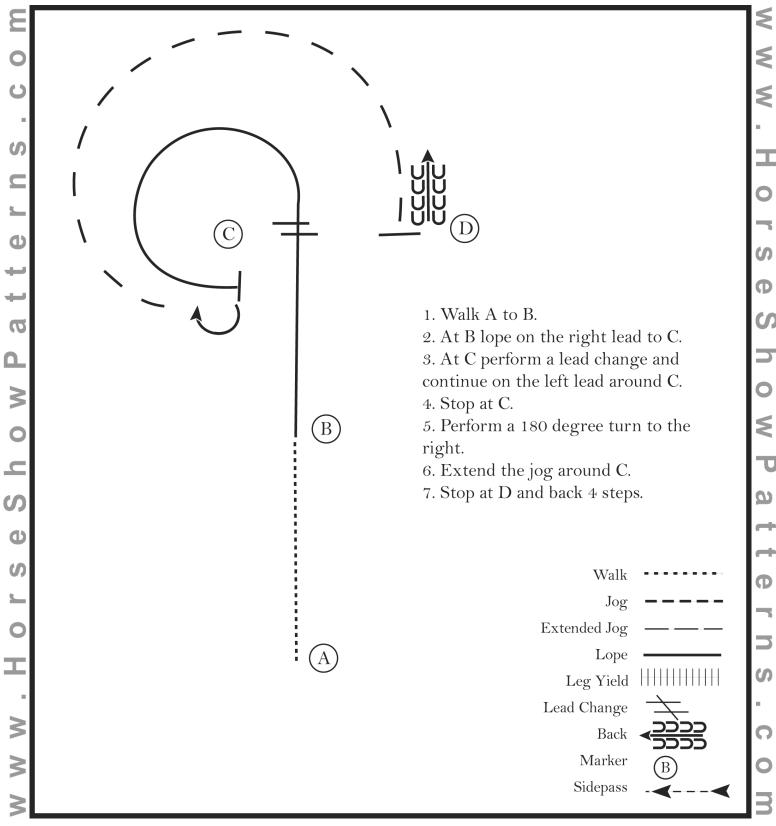


Pattern #2



Western Equitation

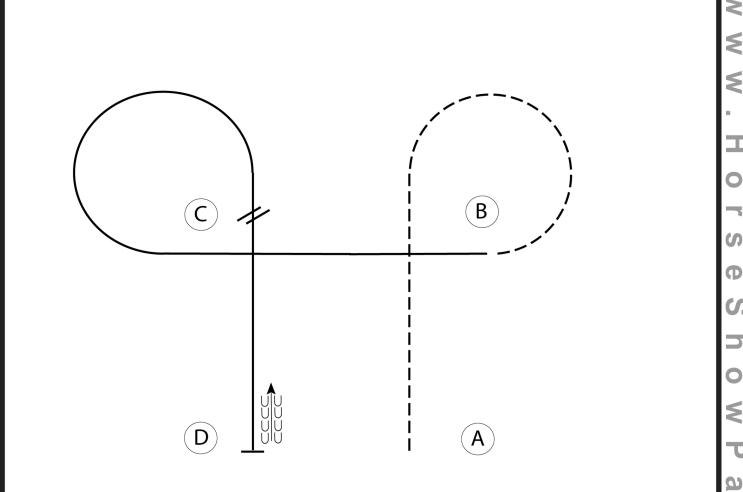
Show Date: 09-28-2018



[WH/2-1]

Western Bareback

Show Date: 09-28-2018



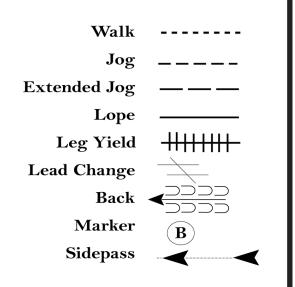
Be ready at A.

D

seShowPatt

- 1. Jog A to B.
- 2. Jog a circle around B.
- 3. At B, lope on the right lead to C.
- 4. Lope a circle around C.
- 5. At C, perform a simple lead change and continue to D.
- 6. At D, stop and back one horse length.

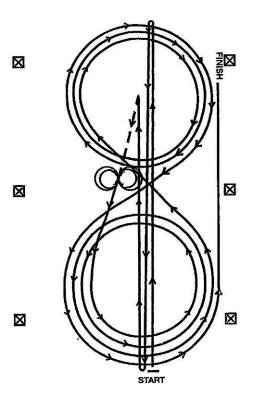
Follow the instructions of your ring steward.



[WH/2-13]

APPENDIX

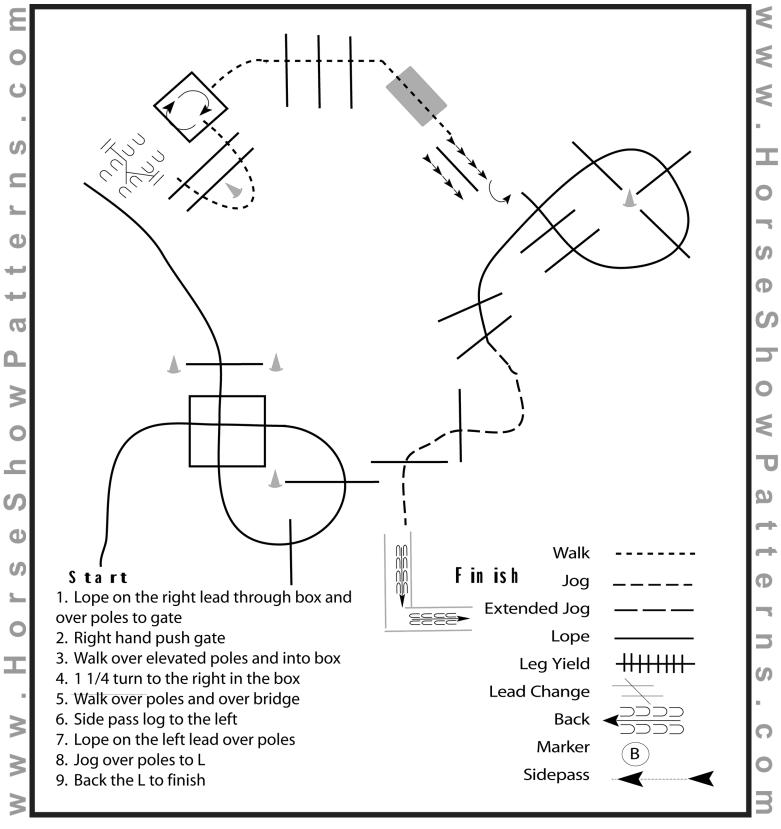
High School Western Reining Pattern #2



- Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
- Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
- Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate.
- 4. Complete two spins to the right. Hesitate.
- Complete two and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
- 6. Begin 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.
- 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 from the wall or fence. Hesitate to demonstrate the completion of the pattern.

Trail

Show Date: 09-28-2018



[T/3-12]