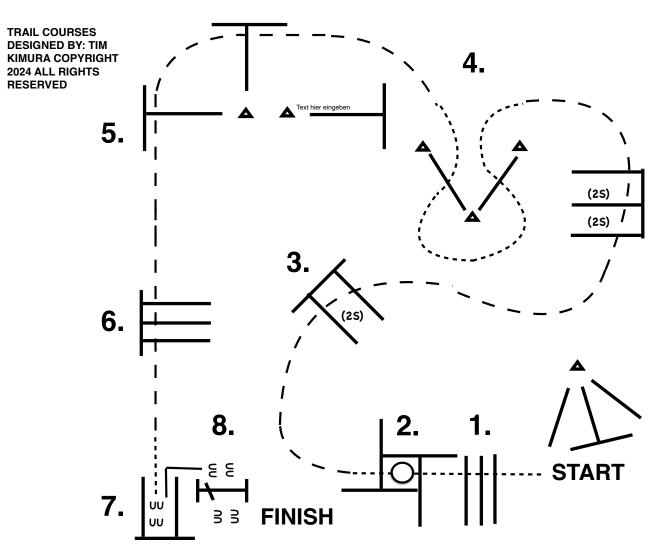


Rasseoffen Trail in Hand All Ages Rasseoffen Walk-Trot Trail



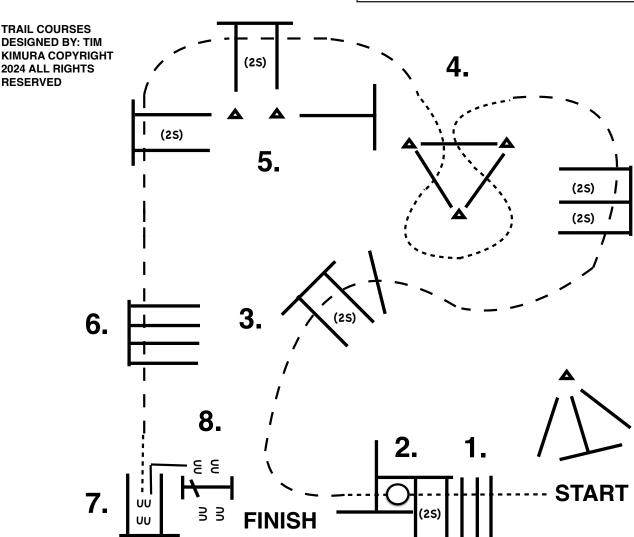


- 1. WALK OVER POLES.
- 2. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT.
- 3. JOG OVER POLES.
- 4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 5. JOG OVER POLES.
- 6. JOG OVER POLES.
- 7. BREAK TO THE WALK, WALK INTO CHUTE, BACK TO GATE.
- 8. WORK GATE LEFT HAND.



SQHA Futurity 3-Yr-Old Trail in Hand



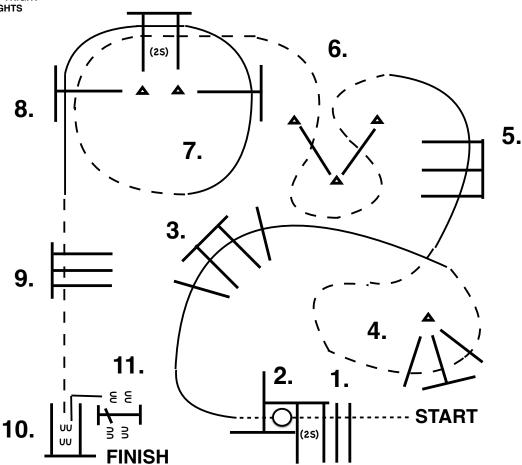


- 1. WALK OVER POLES.
- 2. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT.
- 3. JOG OVER POLES.
- 4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 5. JOG OVER POLES.
- 6. JOG OVER POLES.
- 7. BREAK TO THE WALK, WALK INTO CHUTE, BACK TO GATE.
- 8. WORK GATE LEFT HAND.



SQHA Futurity Trail AQHA/NSBA Junior Trail



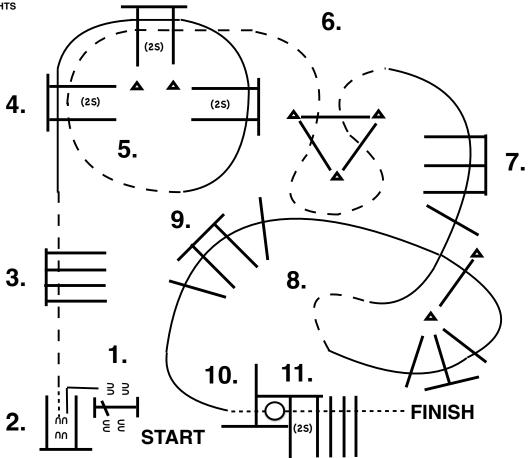


- 1. WALK OVER POLES INTO BOX.
- 2. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 3. LOPE OVER POLES.
- 4. JOG OVER POLES.
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. JOG BETWEEN CONES AND OVER POLES.
- 7. JOG POLES.
- 8. LOPE OVER POLES ( LEFT LEAD).
- 9. JOG OVER POLES INTO CHUTE.
- 10. BACK BETWEEN POLES AND AROUND CORNER.
- 11. WORK GATE LEFT HAND.



SQHA Graduate Trail AQHA/NSBA Senior Trail



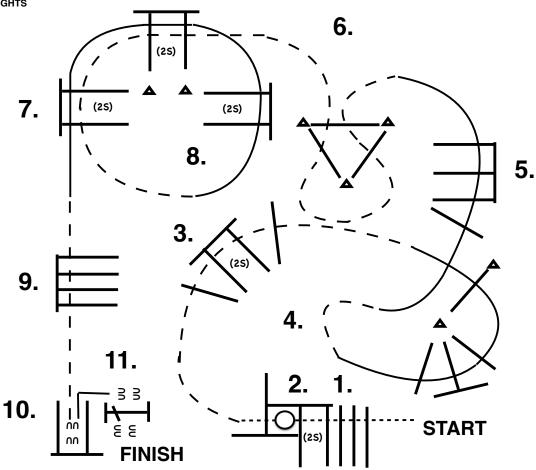


- 1. WORK GATE RIGHT HAND AND WALK OVER POLE.
- 2. BACK AROUND CORNER, BACK BETWEEN POLES.
- 3. WALK FORWARD, THEN JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. JOG THROUGH TRIANGLE, JOG OVER POLES.
- 7. LOPE OVER POLES (RIGHT LEAD).
- 8. BREAK TO THE JOG, THEN LOPE OVER POLES (LEFT LEAD).
- 9. LOPE OVER POLES (LEFT LEAD).
- 10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 11. WALK OVER POLES.



# AQHA/NSBA Amateur Trail AQHA Youth



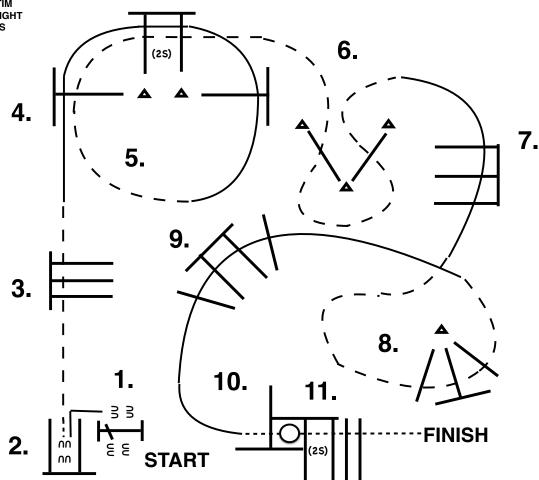


- 1. WALK OVER POLES.
- 2. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 3. JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD), THEN BREAK TO JOG.
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. JOG TROUGH TRIANGLE.
- 7. JOG POLES.
- 8. LOPE OVER POLES (LEFT LEAD).
- 9. JOG OVER POLES INTO CHUTE.
- 10. BACK BETWEEN POLES AROUND CORNER.
- 11. WORK GATE RIGHT HAND AND WALK OVER POLE.



AQHA Level 1 Trail AQHA Level 1 Amateur Trail Rasseoffen Trail



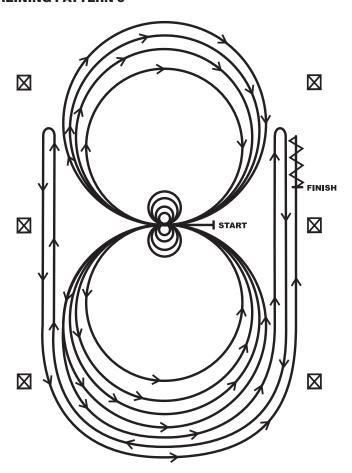


- 1. WORK GATE RIGHT HAND.
- 2. BACK AROUND CORNER, BACK BETWEEN POLES.
- 3. WALK FORWARD, THEN JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. JOG AROUND CONES, JOG OVER POLES.
- 7. LOPE OVER POLES (RIGHT LEAD).
- 8. BREAK TO THE JOG, THEN JOG OVER POLES.
- 9. LOPE OVER POLES (LEFT LEAD).
- 10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 11. WALK OVER POLES.



SQHA Futurity Reining SQHA Graduate Reining

#### **REINING PATTERN 5**



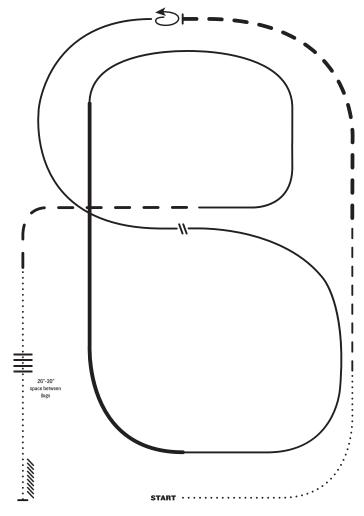
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- 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.
- 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.
- 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)
- 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.



SQHA Futurity Ranch Riding AQHA Level 1 Amateur Ranch Riding Rasseoffen Ranch Riding

### **RANCH RIDING - PATTERN I**



LEGEND -.... Walk
... Extended Walk
-- Trot
-- Extended Trot
-- Lope
-- Extended Lope
/// Back
\tag{Walk
Lead Change}

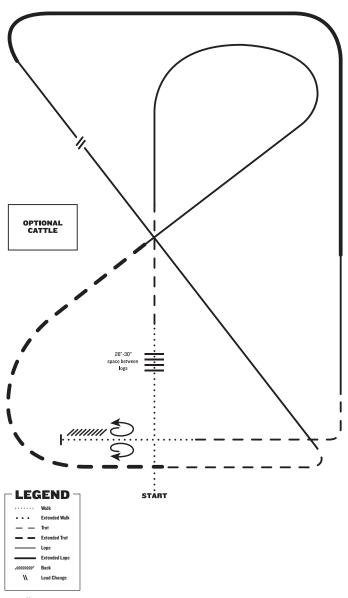
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

- 1. Walk
- 2. Trot
- 3. Extend the trot, at the top of the arena, stop
- 4. 360° turn left
- 5. Left lead 1/2 circle, lope to the center
- 6. Change leads (simple or flying)
- 7. Right lead 1/2 circle
- 8. Extended lope up the long side of the arena (right lead)
- 9. Collect back to a lope around the top of the arena and back to center
- 10. Break down to an extended trot
- 11. Walk over logs
- 12. Stop and back



SQHA Graduate Ranch Riding AQHA / NSBA Junior Ranch Riding AQHA Level 1 Ranch Riding

### **RANCH RIDING - PATTERN 5**



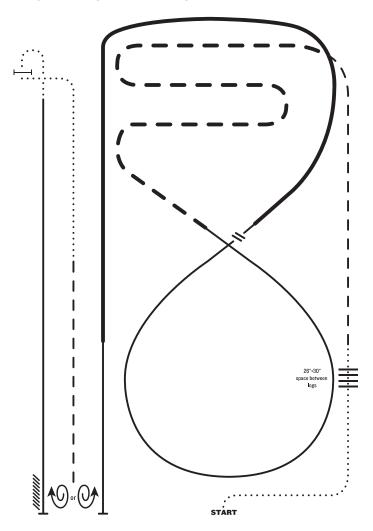
- 1. Walk
- 2. Walk over logs
- 3. Trot
- 4. Lope right lead
- 5. Extended trot
- 6. Trot
- 7. Lope left lead
- 8. Change leads (simple or flying)
- 9. Extended lope right lead
- 10. Collect lope
- 11. Trot
- 12. Walk
- 13. Stop and back
- 14. 360° turn each direction (either direction 1st) (L-R or R-L)
- © 2024 AMERICAN QUARTER HORSE ASSOCIATION

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

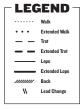


AQHA / NSBA Senior Ranch Riding AQHA / NSBA Amateur Ranch Riding AQHA Youth Ranch Riding

### **RANCH RIDING - PATTERN 13**



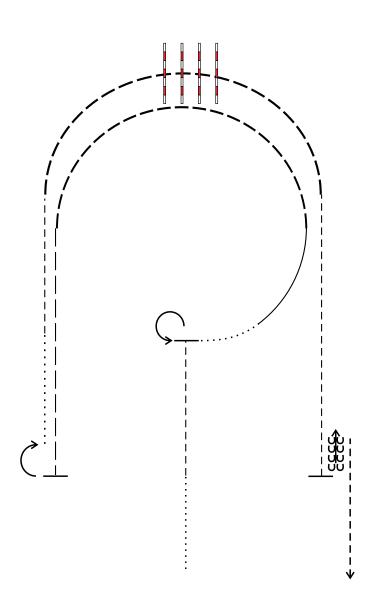
- 1. Walk
- 2. Walk over logs
- 3. Trot
- 4. Extended trot serpentine
- 5. Lope right lead
- 6. Change leads (simple or flying)
- 7. Extended lope left lead, collect lope
- 8. Stop, 1 1/2 turn either direction 9. Trot
- 10. Walk to gate
- 11. Right hand push gate
- 12. Walk, lope left lead
- 13. Stop and back



Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



Rasseoffen Walk-Trot Ranch Riding

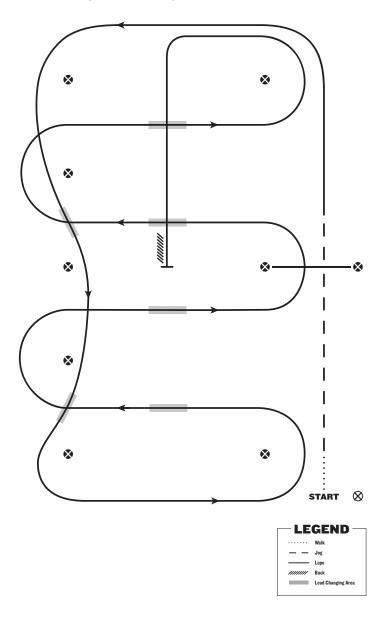


- 1. Walk
- 2. Jog
- 3. Stop, do a 3/4 turn to the left
- 4. Walk, jog left lead, extend jog around end of the arena 5. Break down to extended jog
- 6. Stop, do 1/2 turn to the right
- 7. Walk, jog straight on the right lead 8. Extend the jog around the end of the arena across poles
- 9. Collect the jog
- 10. Stop, Back up one horse length
- 11. leave the arena at jog



# AQHA Level 1 Western Riding AQHA Level 1 Amateur Western Riding

### **LEVEL 1 WESTERN RIDING PATTERN 1**

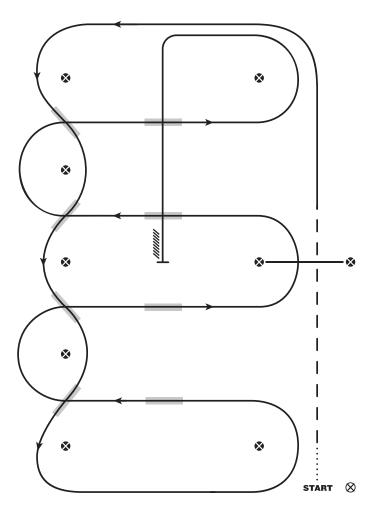


- Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
- 2. Transition to the lope left lead & lope around end
- 3. First line change
- 4. Second line change lope around the end of arena
- 5. First crossing change
- 6. Second crossing change
- 7. Lope over log
- 8. Third crossing change
- 9. Fourth crossing change
- 10. Lope up the center, stop & back



AQHA / NSBA Amateur Western Riding AQHA / NSBA Junior Western Riding AQHA Youth Western Riding

### **WESTERN RIDING PATTERN 1**



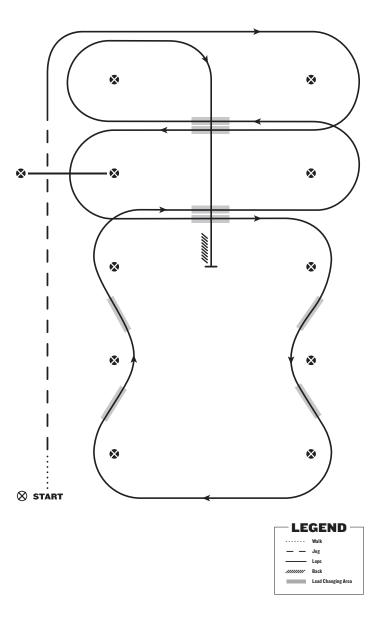


- 1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
  2. Transition to the lope left lead & lope around end
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change lope around the end of arena
- 7. First crossing change
- 8. Second crossing change
- 9. Lope over log
- 10. Third crossing change
- 11. Fourth crossing change
- 12. Lope up the center, stop & back



# AQHA / NSBA Senior Western Riding Rasseoffen Western Riding

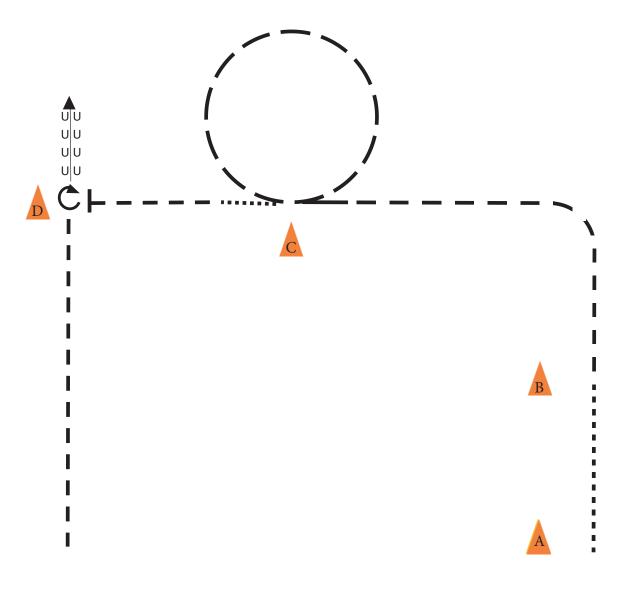
### **WESTERN RIDING PATTERN 8**



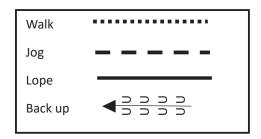
- Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
- 2. Transition to the lope right lead
- 3. First crossing change
- 4. Lope over log
- 5. Second crossing change
- 6. First line change
- 7. Second line change
- 8. Third line change
- 9. Fourth line change
- 10. Third crossing change
- 11. Fourth crossing change
- 12. Lope up the center, stop & back



Rasseoffen Walk-Trot Western Horsemanship

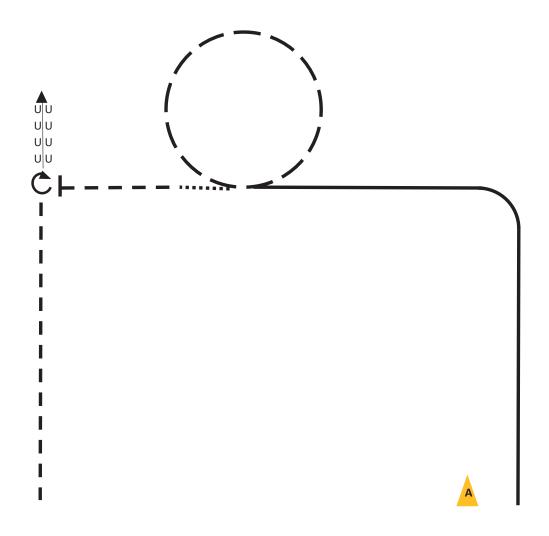


- 1. Walk from A to B
- 2. Start Jog at B and jog around corner
- 3. At C Extended jog circle right
- 4. At C Walk
- 5. Jog
- 6. Stop before D, 270° turn to the right
- 7. Back up
- 8. Jog to exit

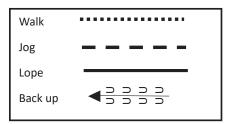




AQHA Level 1 Amateur Western Horsemanship Rasseoffen Western Horsemanship

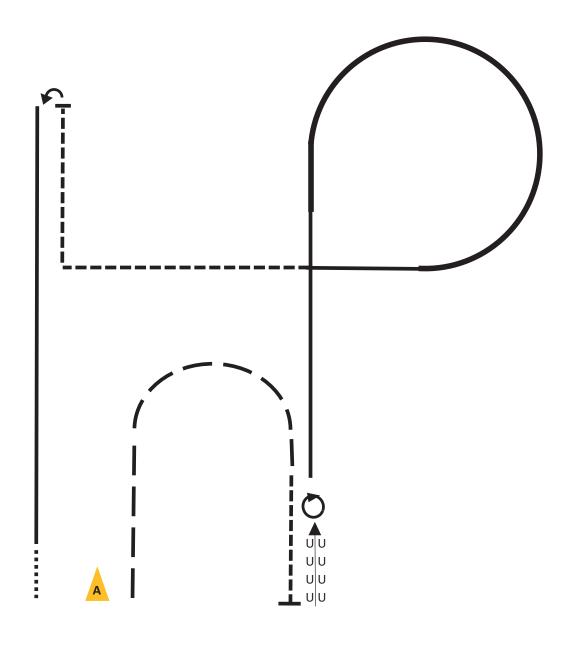


- 1. Lope left lead, around corner
- 2. Extended jog circle right
- 3. Walk four steps
- 4. Jog
- 5. Stop, 270 ° turn to the right
- 6. Back up
- 7. Jog to exit





AQHA/NSBA Amateur Western Horsemanship AQHA Youth Western Horsemanship

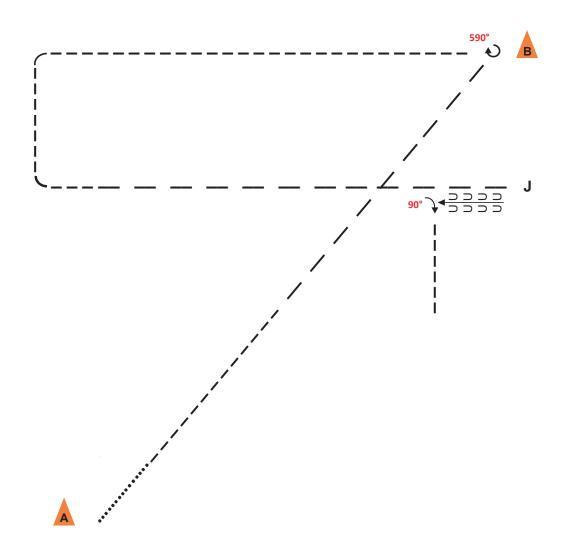


- 1. Start at A, Extended jog loop to the right
- 2. Slow to jog. Stop and back up
- 3. Perform a 540 ° turnright
- 4. Lope right lead
- 5. Building up to extended lope, circle right, collect
- 6. Jog, square corner
- 7. Stop, 180° turn left
- 8. Lope left lead
- 9. Break to walk and walk to exit

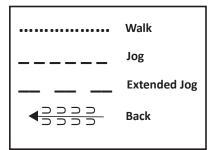
Walk
Jog
Extended Jog
Lope
Extended Lope
Back up ◀⊃⊃⊃⊃



AQHA Level 1 Amateur Showmanship AQHA Youth Showmanship Rasseoffen Showmanship

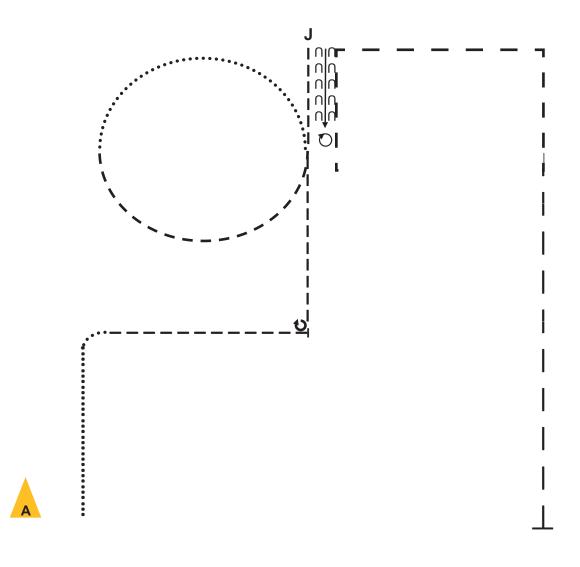


- 1. Walk
- 2. Trot halfway
- 3. Extended trot to B
- 4. Stop, perform a **590°** turn
- 5. Trot line and arc
- 6. Extended trot to judge and stop
- 7. Set up
- 8. Inspection
- 9. Back up one horse length
- 10. 90° turn and trot to exit

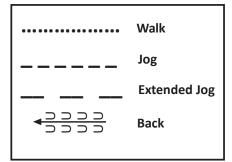




AQHA/NSBA Amateur Showmanship

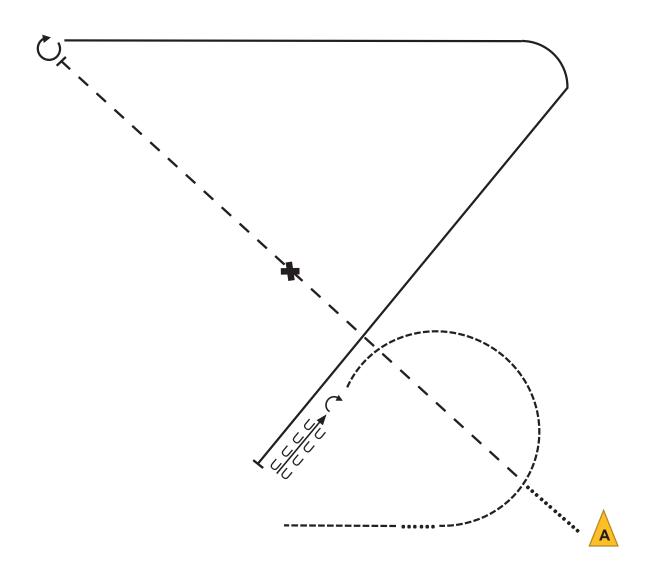


- 1. Walk corner
- 2. Trot, stop perform a 270 turn
- Trot
- 4. Halfway break to walk, walk half circle
- 5. Trot half circle, trot to judge
- 6. Setup for inspection
- 7. Back two horse lengths
- 8. 360 turn, trot corner
- 9. Extend trot, stop.
- 10. Jog to exit

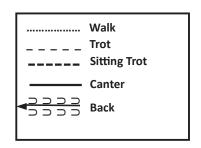




AQHA Level 1 Amateur Hunt Seat Equitation AQHA Youth Hunt Seat Equitation AQHA/NSBA Amateur Hunt Seat Equitation Rasseoffen Hunt Seat Equitation

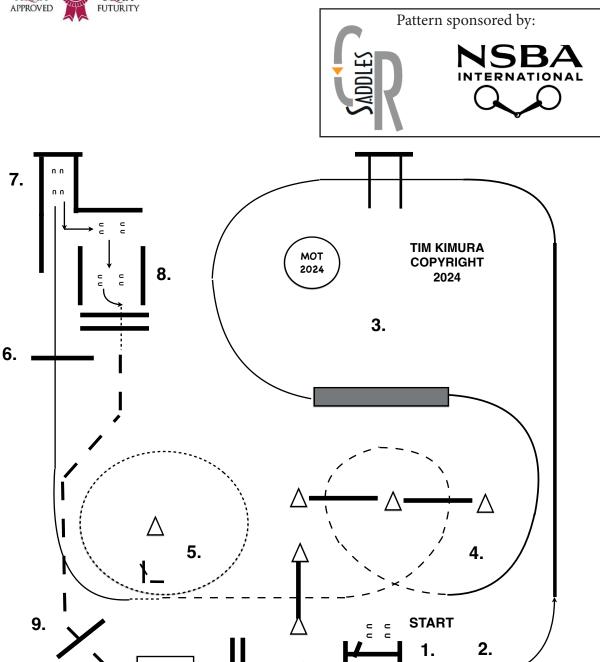


- 1. Walk
- 2. Trot left diagonal
- 3. Change to right diagonal
- 4. Stop, 270° turn left on forehand
- 5. Canter right lead
- 6. Stop and back up 4 steps, 180 ° turn right on forehand
- 7. Sitting trot
- 8. Walk 5 steps
- 9. Exit at sitting trot





Ranch Trail All Classes



- 1. WORK GATE LEFT HAND.
- 2. WALK FORWARD, THEN LOPE LEFT LEAD, THEN EXTEND THE LOPE DOWN THE ARENA, COLLECT LOPE PRIOR TO THE TURN, THEN LOPE OVER LOGS.
- 3. CONTINUE TO LOPE, CHANGE LEADS SIMPLE OR FLYING.
- 4. BREAK TO THE TROT, TROT THROUGH SERPENTINE, TROT OVER LOGS.
- 5. TROT TO DRAG, WORK DRAG WALK OR TROT AROUND MARKER.
  YOUTH: PICK UP OBJECT, TROT AND CARRY OBJECT AROUND MARKER AND RETURN
- 6. WALK FORWARD, THEN LOPE OVER LOG RIGHT LEAD.
- 7. LOPE INTO CHUTE, BACK BETWEEN LOGS, BACK AROUND CORNER.
- 8. SIDE PASS LEFT, TURN LEFT, AND WALK OVER LOGS.
- 9. EXTEND THE TROT OVER LOG, WALK OVER BRIDGE AND WALK OVER LOGS.