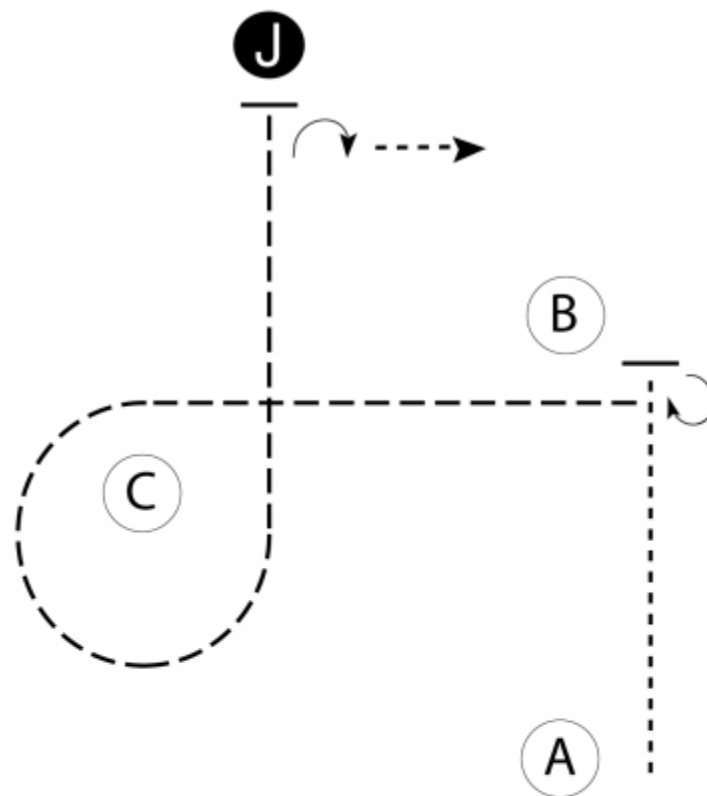


Thermopolis Sunday Patterns
Showmanship All Youth & Green



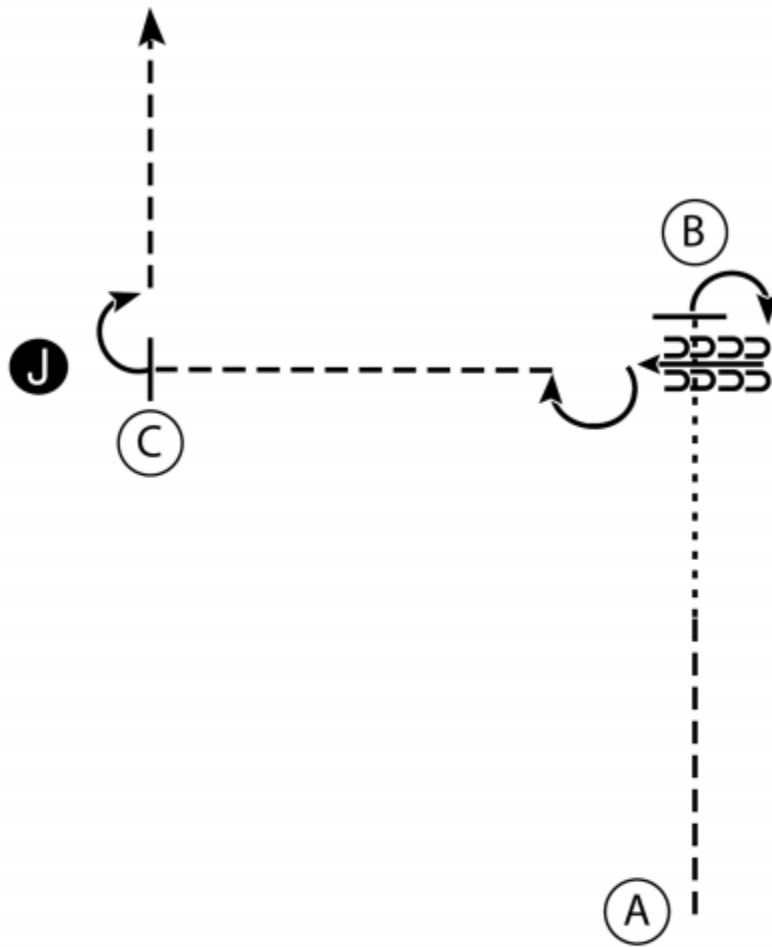
Be ready at A.

1. Walk from A to B.
2. Stop just before B and perform a 270 degree turn.
3. Trot to and around C and to judge as shown.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk away.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 3333
Marker	ⓑ
Judge	ⓐ

Showmanship Adult Amateur



1. Trot from A half way to B.
2. Break to walk and walk to B.
3. Stop and perform a 90 degree turn.
4. Back four steps and perform a 180 degree turn.
5. Trot to C. Stop and set up for inspection.
6. When dismissed perform a 90 degree turn.
7. Trot to line-up.

Walk - - - - -

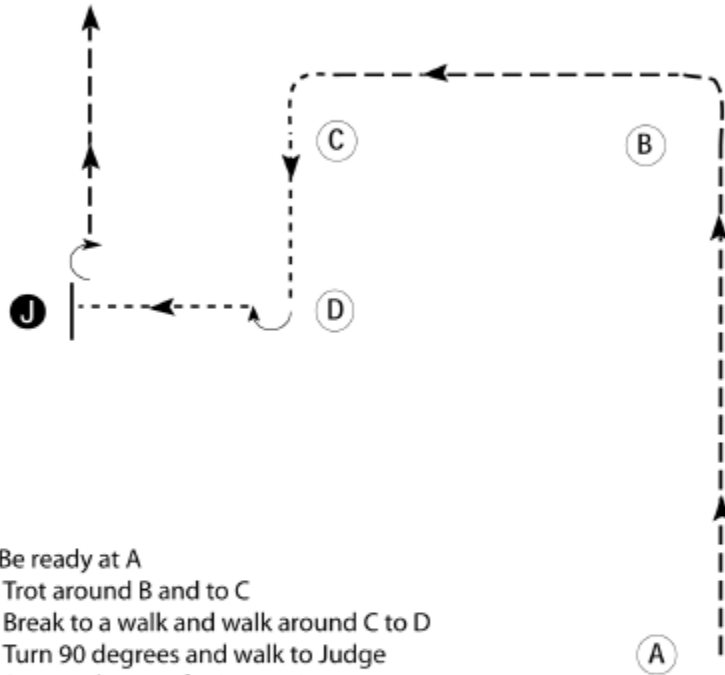
Trot - - - - -

Back ←

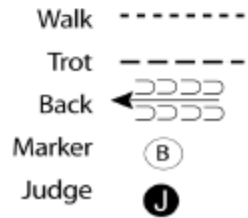
Marker (B)

Judge (J)

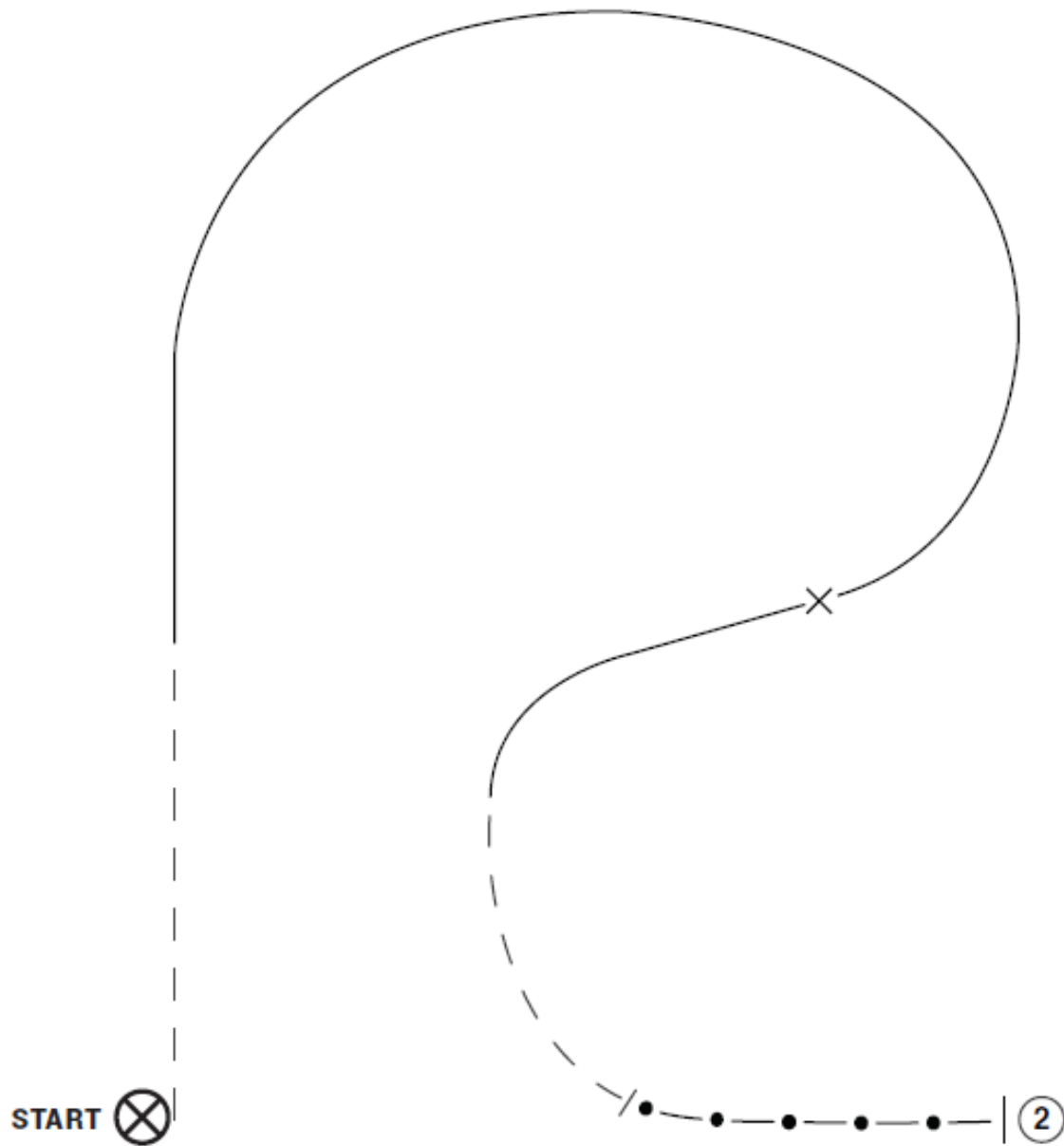
Showmanship Open (Jackpot)



1. Be ready at A
2. Trot around B and to C
3. Break to a walk and walk around C to D
4. Turn 90 degrees and walk to Judge
5. Stop and set up for inspection
6. When dismissed, turn 90 degrees and trot away from judge

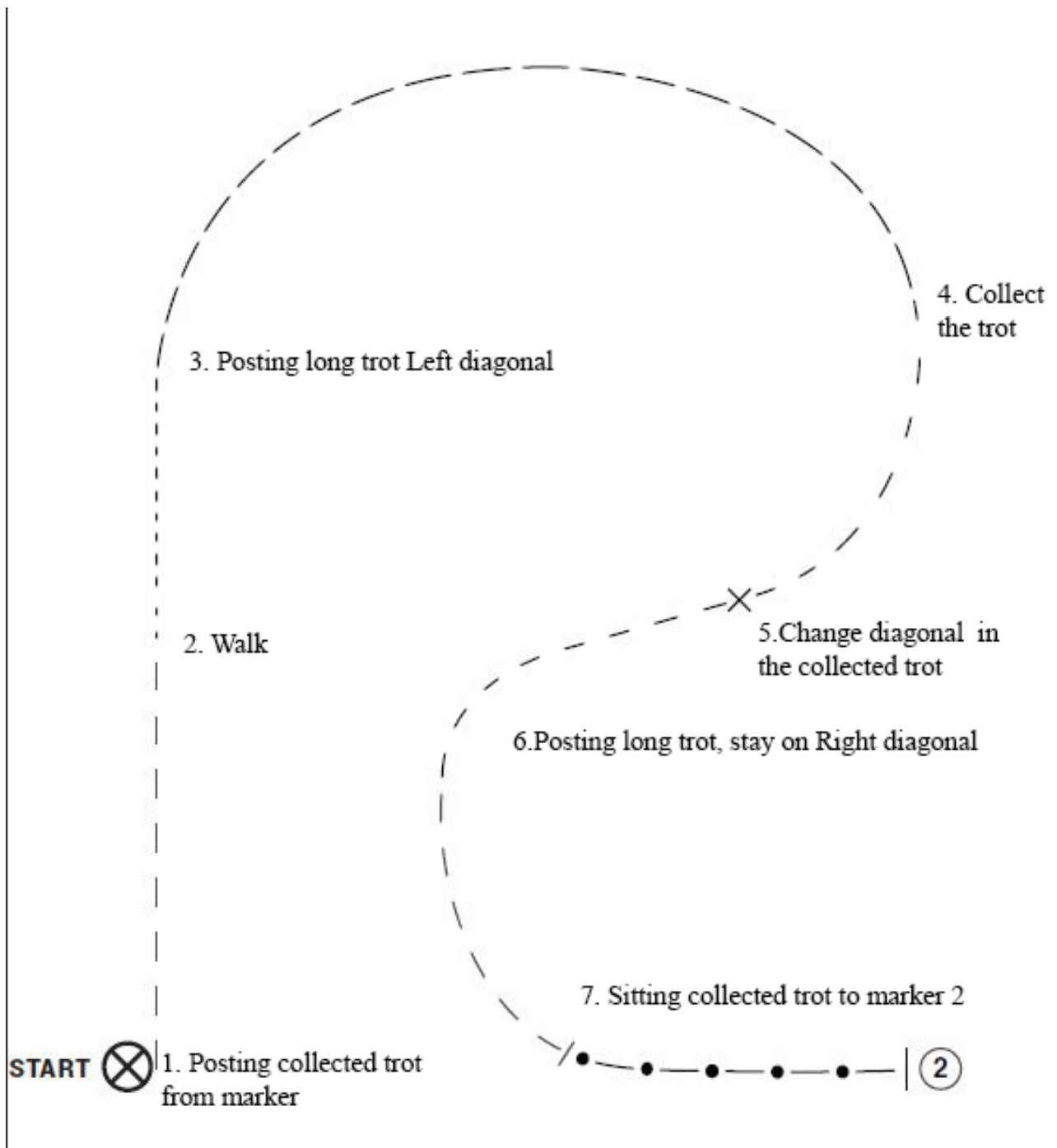


Hunt Seat Equitation All Youth

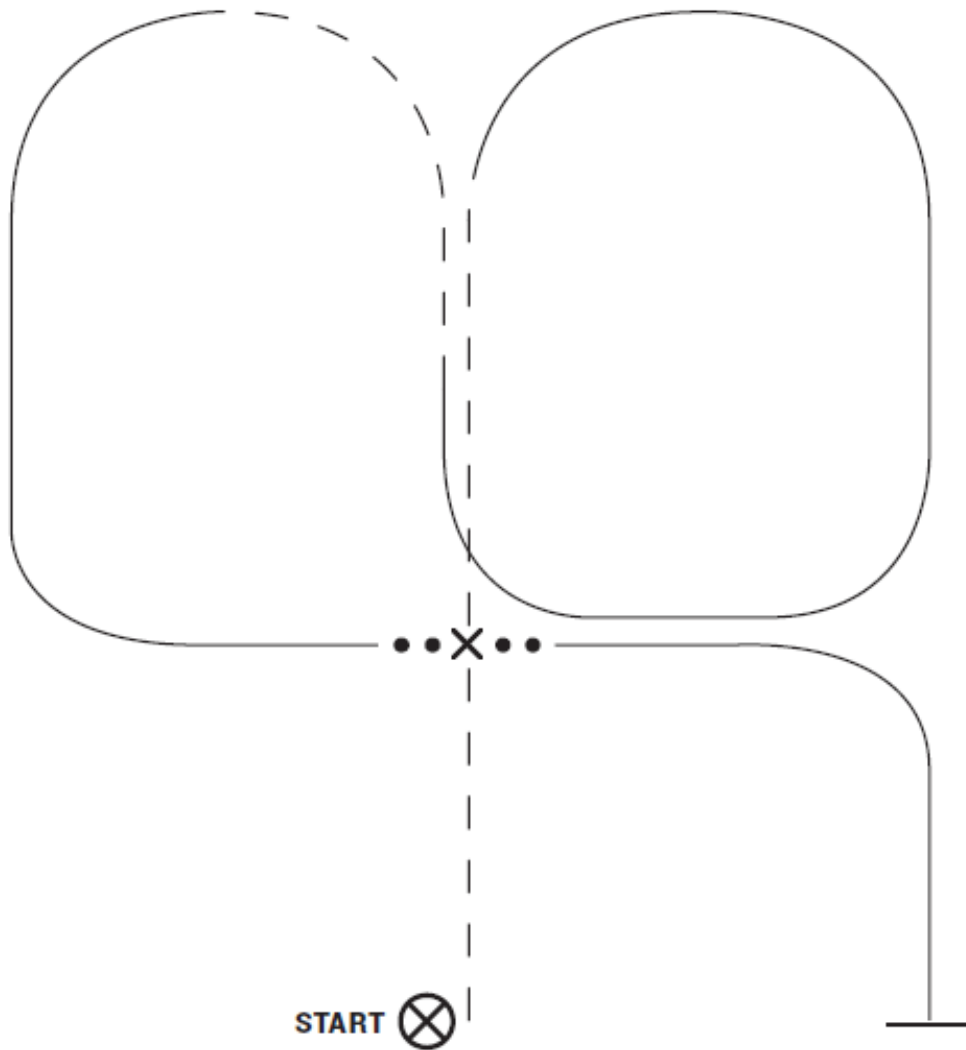


1. Posting trot from marker 1 on the left diagonal down the long side
2. Right lead canter, canter around the end
3. Simple change of leads and canter 1/2 way to marker 2
4. Posting trot around the corner right diagonal
5. Sitting trot to marker 2
6. Halt
7. Exit at a walk or trot

Hunt Seat Equitation Green

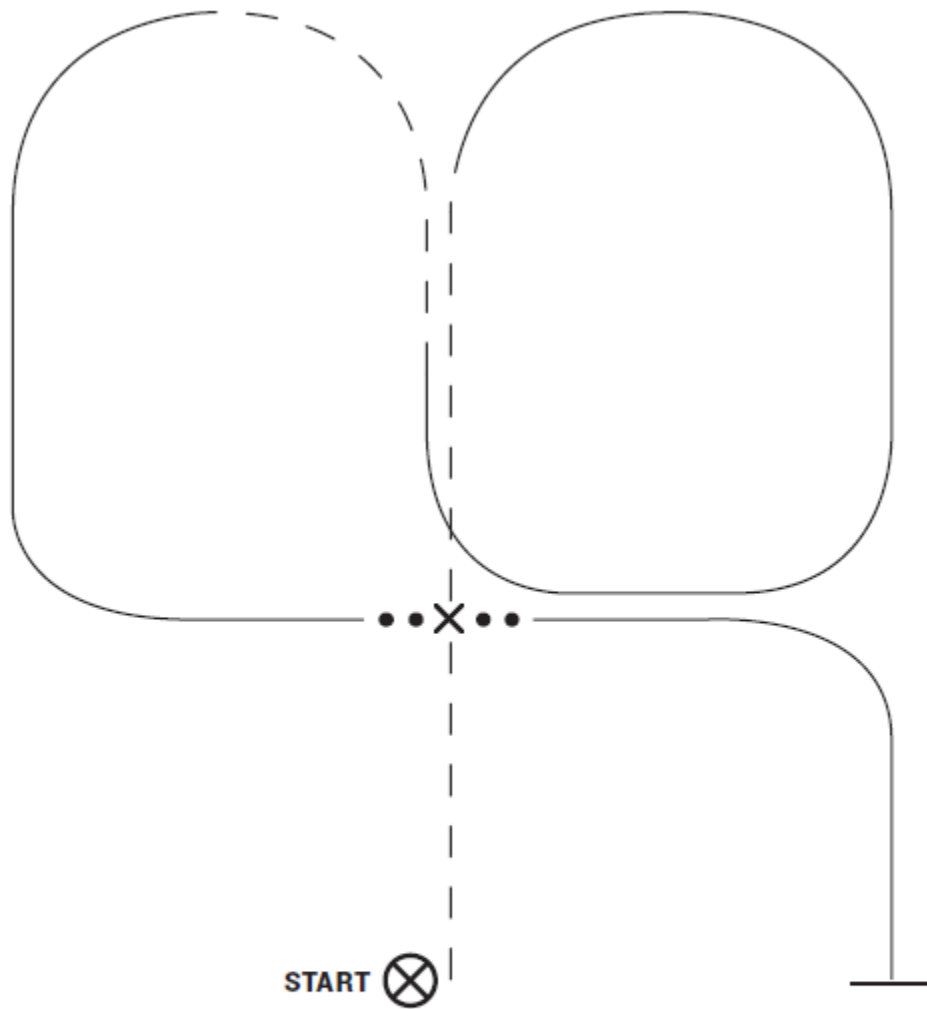


Seat Equitation Adult Amateur



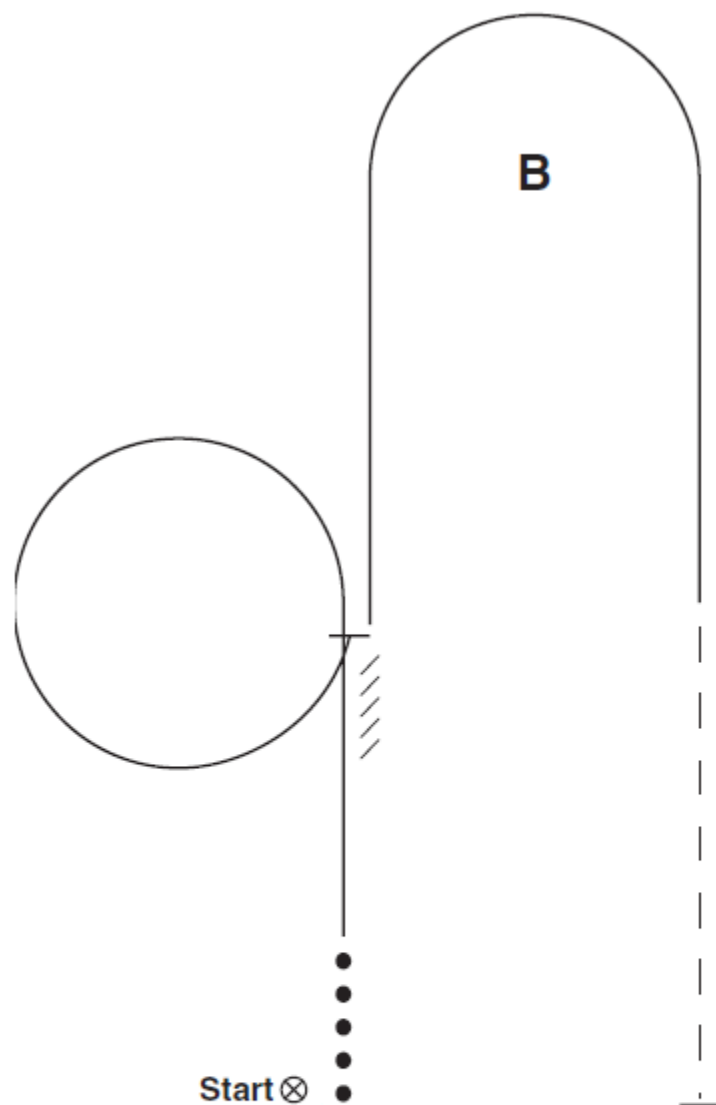
1. Sitting trot $1/2$ of line
2. Posting trot left diagonal, $1/2$ of line
3. Canter on right lead
4. Trot, right diagonal
5. Canter, left lead
6. Change leads through a walk
7. Canter, right lead
8. Halt
9. Exit at a walk or trot

Hunt Seat Equitation Open (Jackpot)



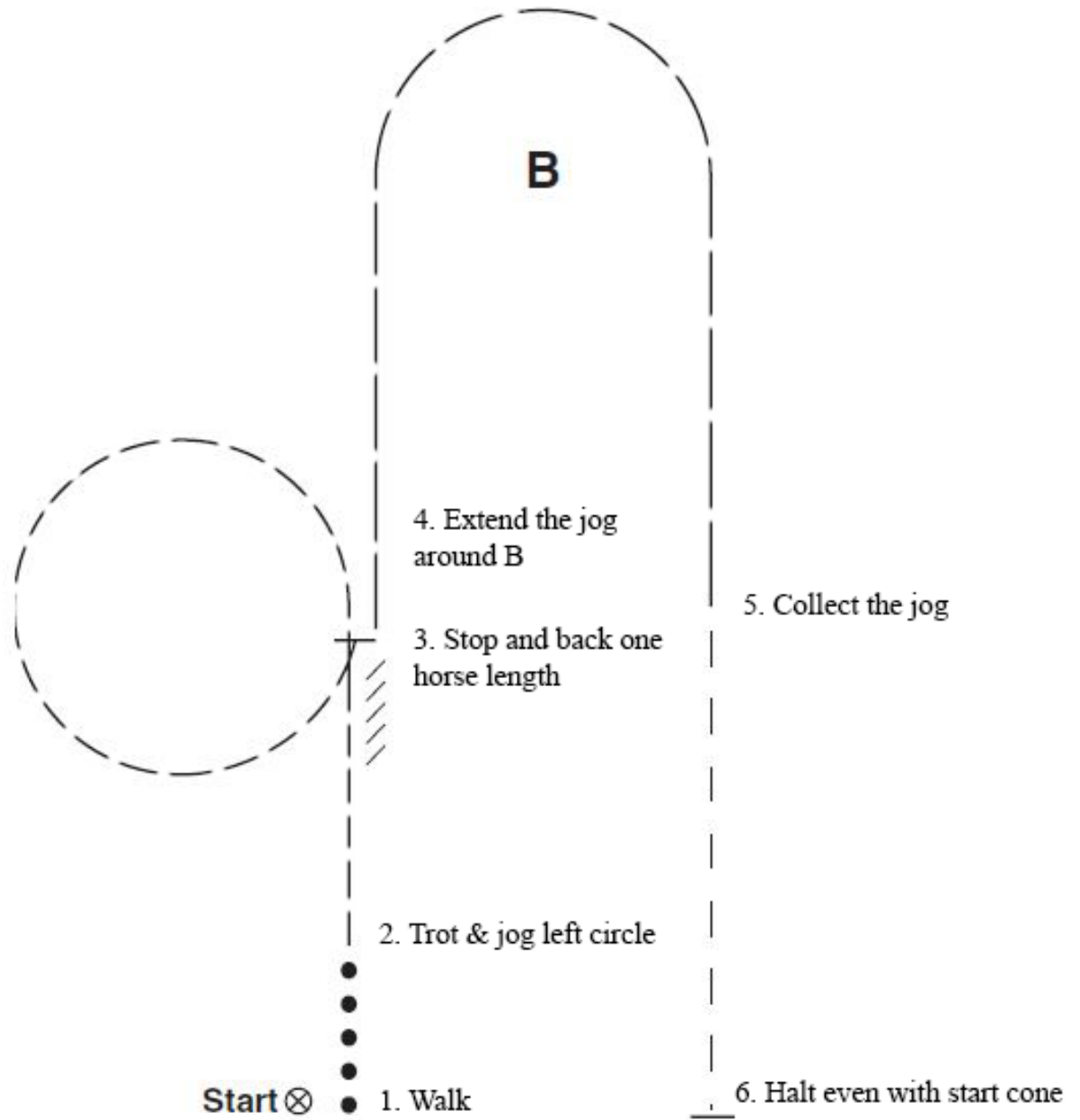
1. Sitting trot 1/2 of line
2. Posting trot left diagonal, 1/2 of line
3. Canter on right lead
4. Trot, right diagonal
5. Canter, left lead
6. Change leads through a walk
7. Canter, right lead
8. Halt
9. Exit at a walk or trot

Western Horsemanship All Youth & Adult Amateur

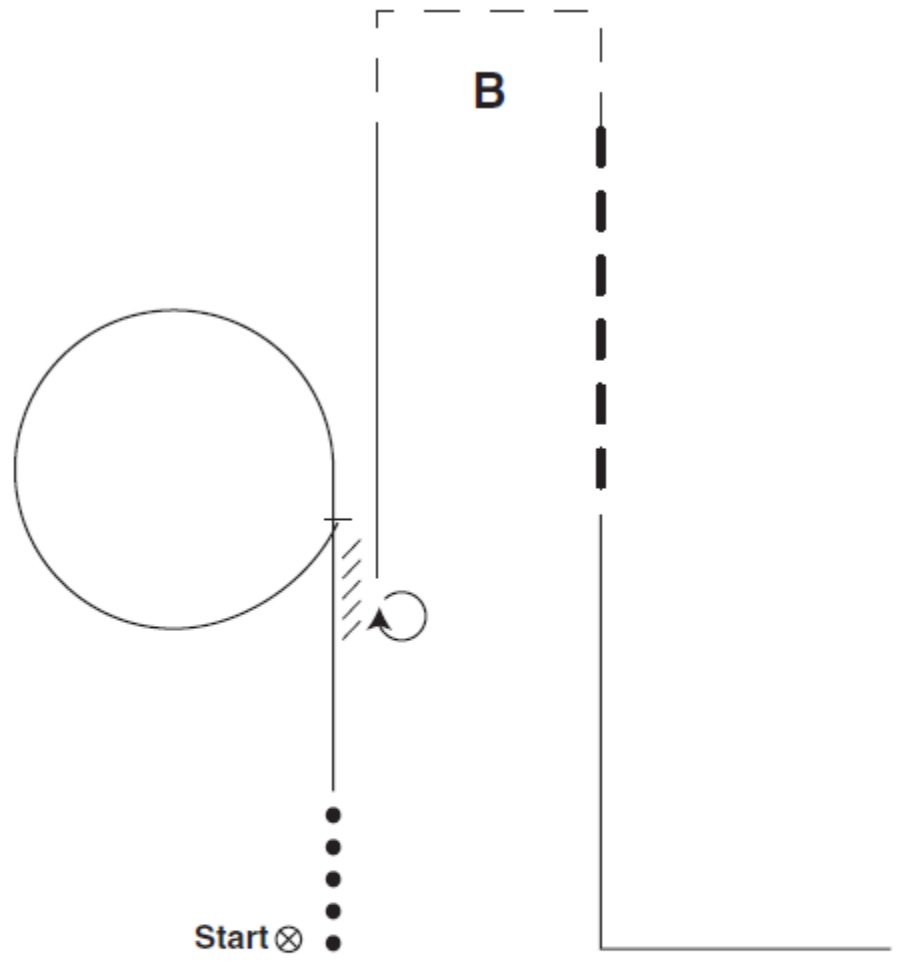


1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
3. Close circle and stop and back one horse length
4. Lope right lead to and around b
5. Break to jog
6. Halt when even with A
7. Exit at a walk or jog

Western Horsemanship Green

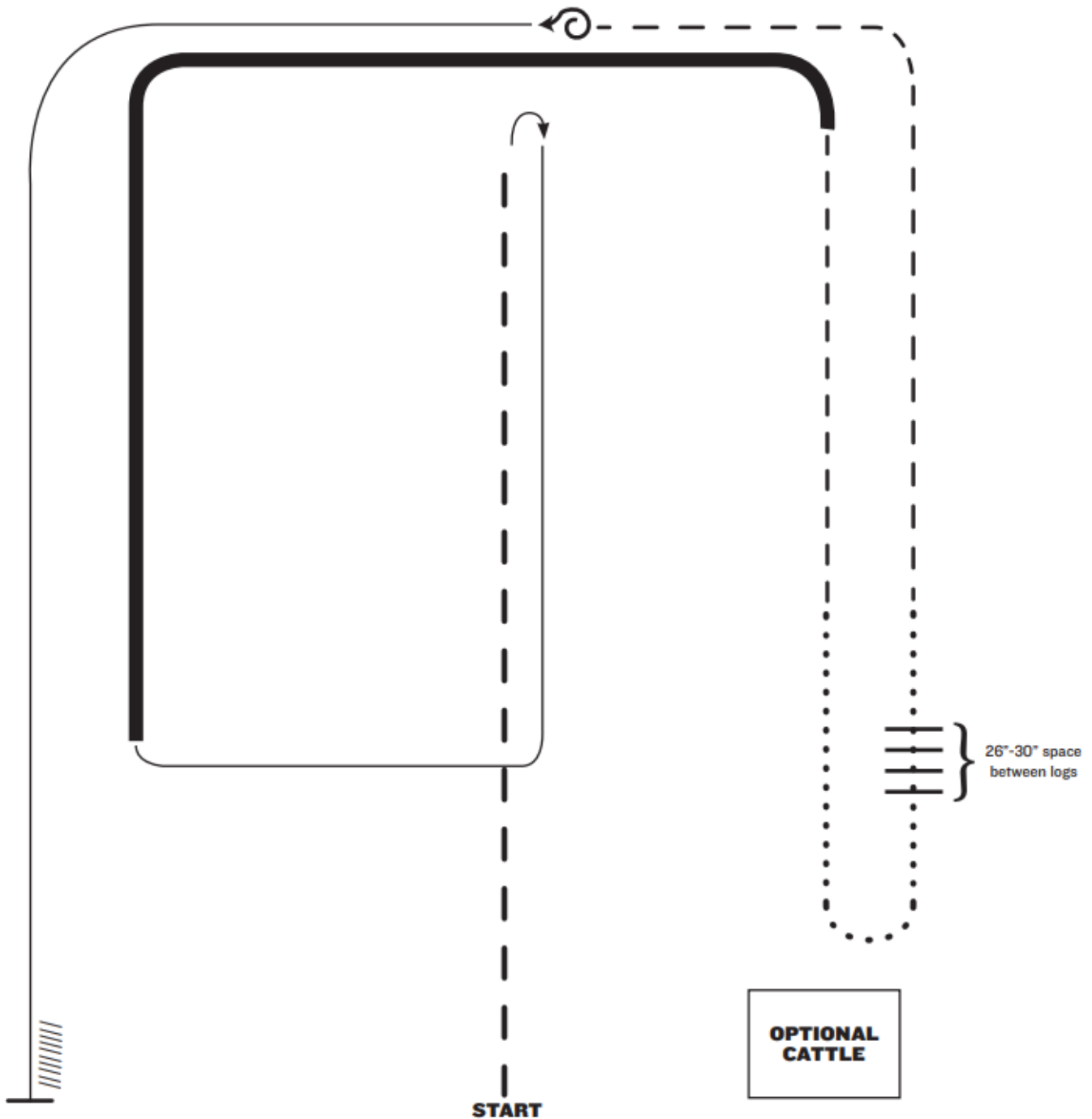


Western Horsemanship Open (Jackpot)



1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
3. Close circle and stop, back one horse length
4. 360° Right
5. Right lead to B
6. At b break to jog, jog a square corner around b, continue jogging
7. Extend the jog to midpoint of arena
8. Lope a left lead, square corner stop
9. Exit at a walk or jog

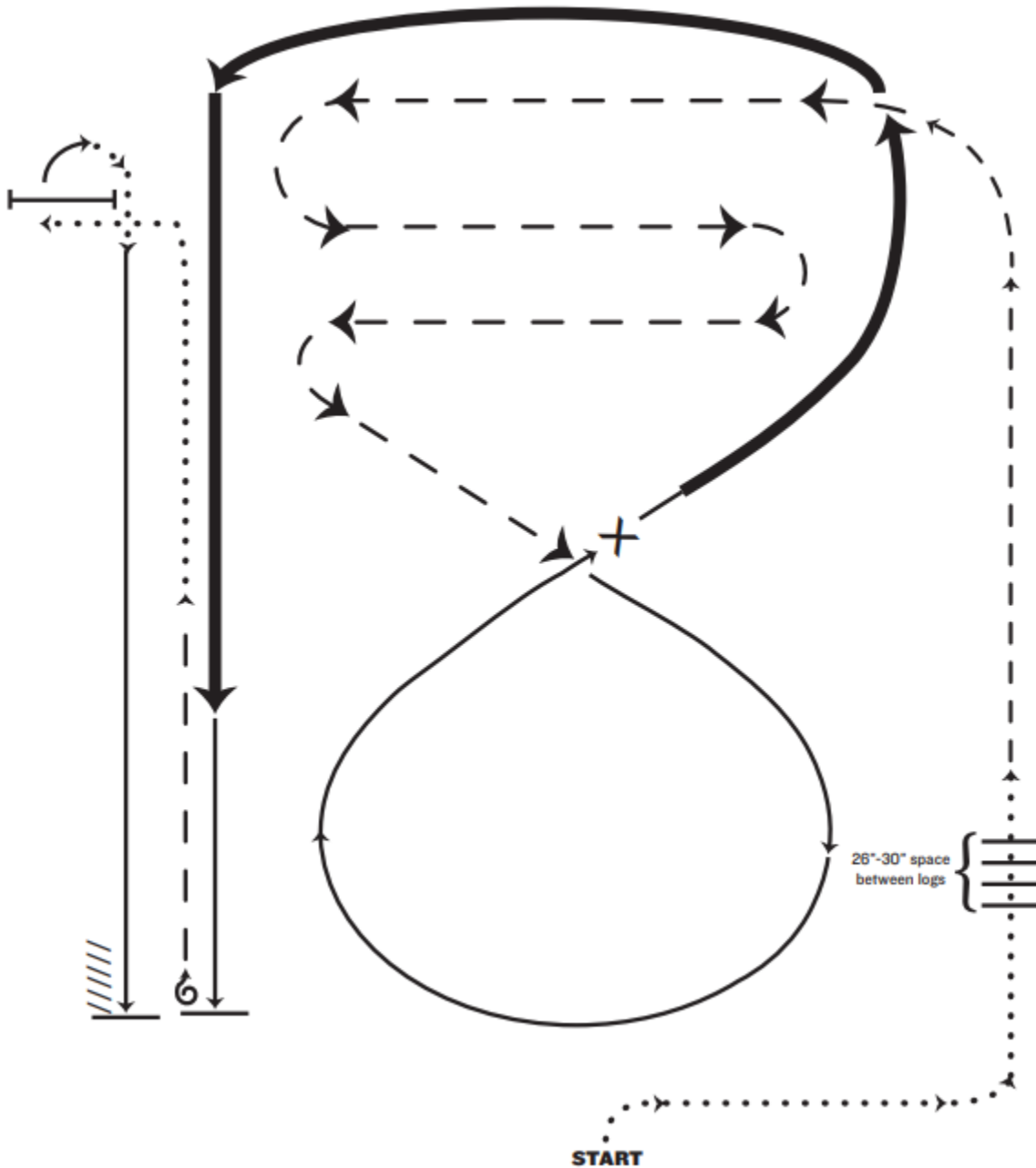
Ranch Riding Youth, Green, Adult



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. 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.

Ranch Riding Open

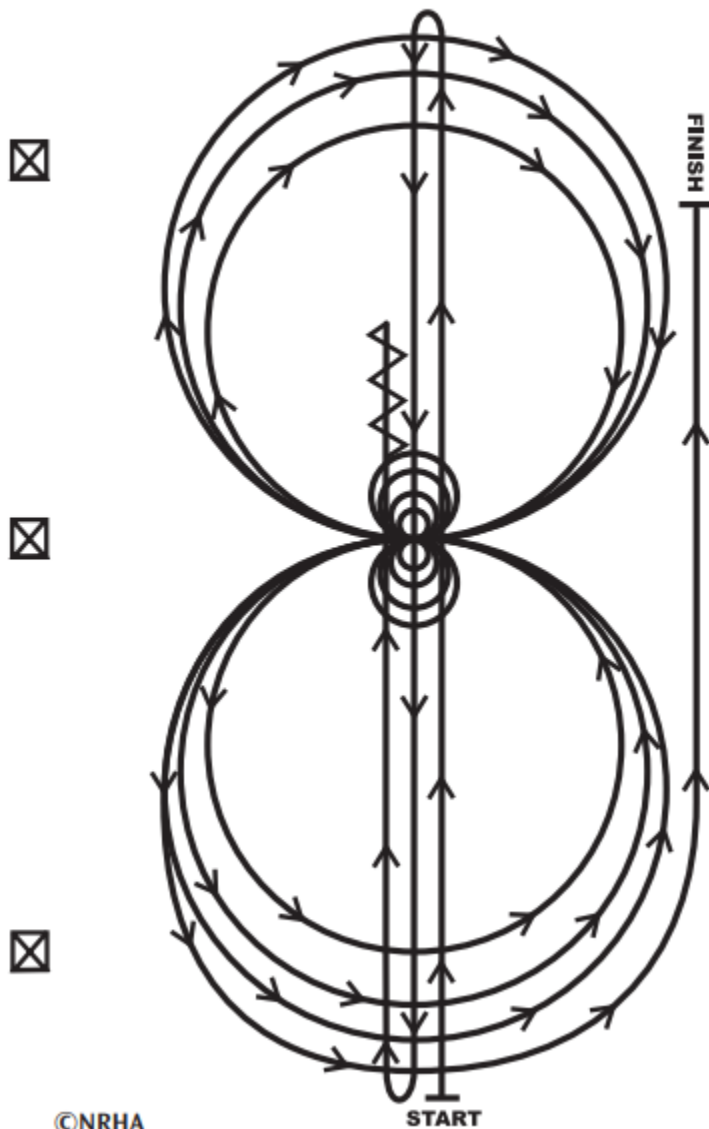


- I. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1/2 turn, either direction
9. Trot
10. Walk to gate
- II. Right hand push gate
12. Walk, lope left lead
13. Stop and back

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.

Reining All Youth, Green, & Adult

1

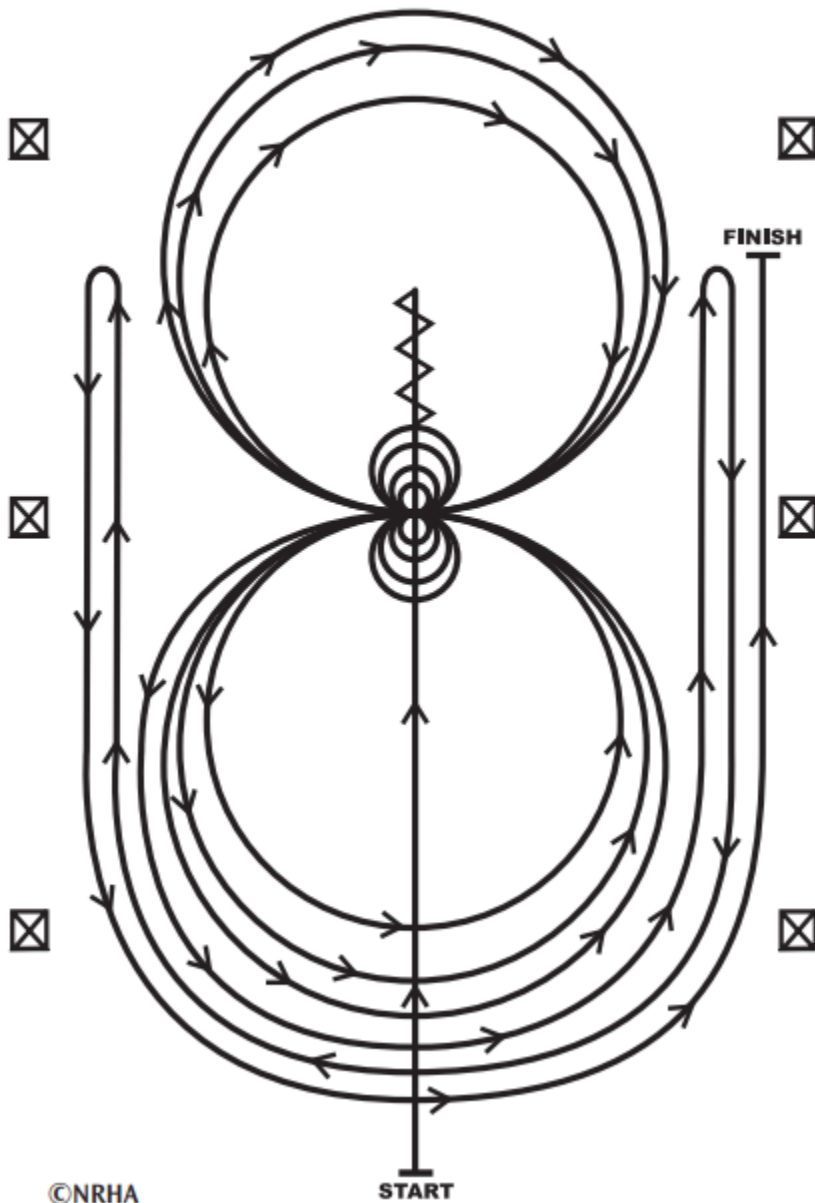


©NRHA

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 ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
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 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 (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Reining Open (Jackpot)

9



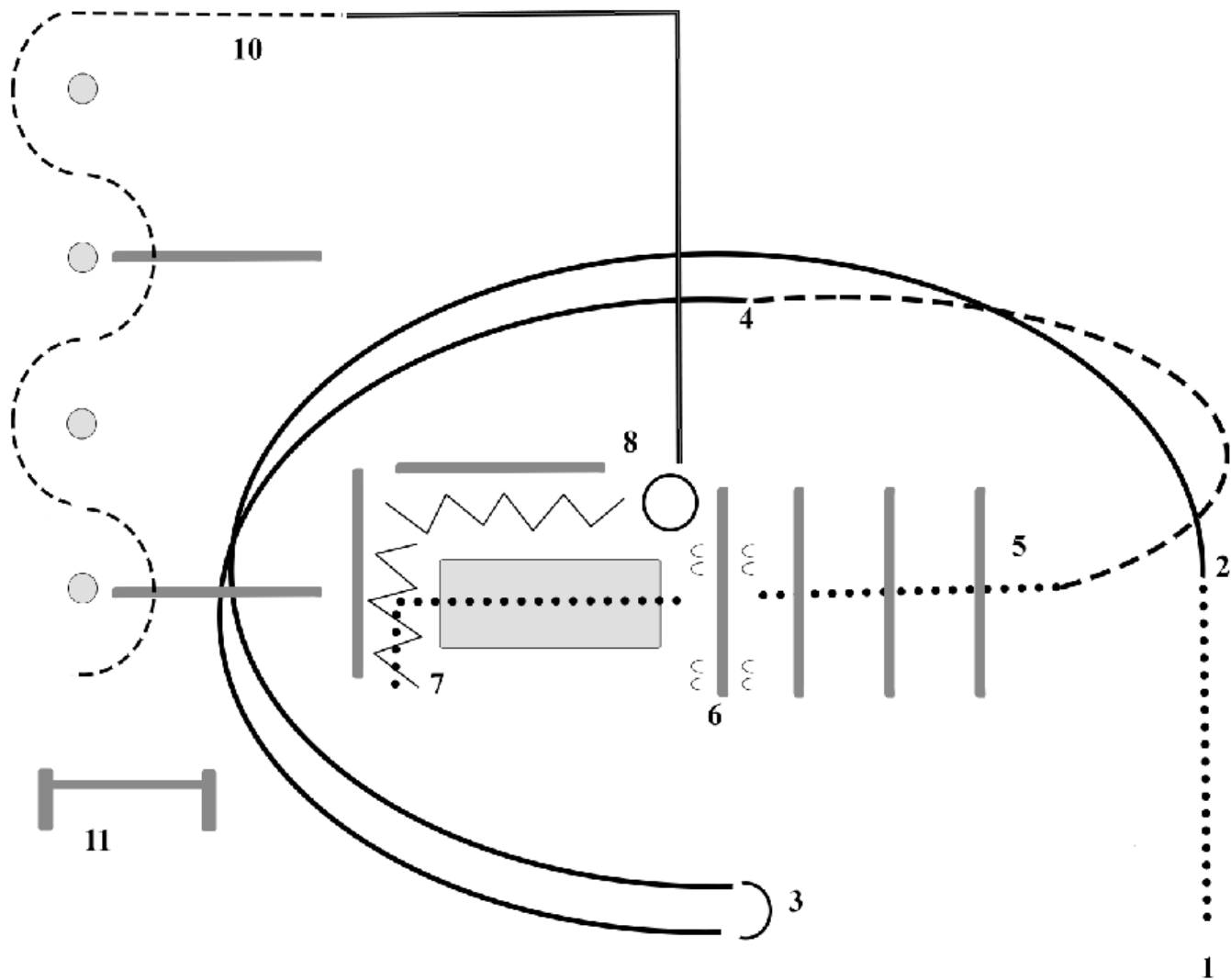
©NRHA

START

FINISH

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
 2. Complete four spins to the right. Hesitate.
 3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
 4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
 5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
 6. Begin a large 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 back around the 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 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.
- Hesitate to demonstrate completion of the pattern.

Trail: All Youth, Green & Adult



1. Walk
2. Lope depart Left lead, lope over log
3. Stop, ½ turn to the Right, Lope depart Right lead, lope over log
4. Trot to poles
5. Walk over poles
6. Side pass over pole each direction
7. Walk over bridge sharp left at end, back around bridge
8. 1 ¼ turn to the Left, Lope depart on Left lead,
9. Square corner to cones
10. Trot serpentine over poles
11. Left hand gate and exit

Trail: Open (Jackpot)

