Queen, Teen & Princess Horsemanship Pattern
See Notes at Bottom

NRHA PATTERN 5

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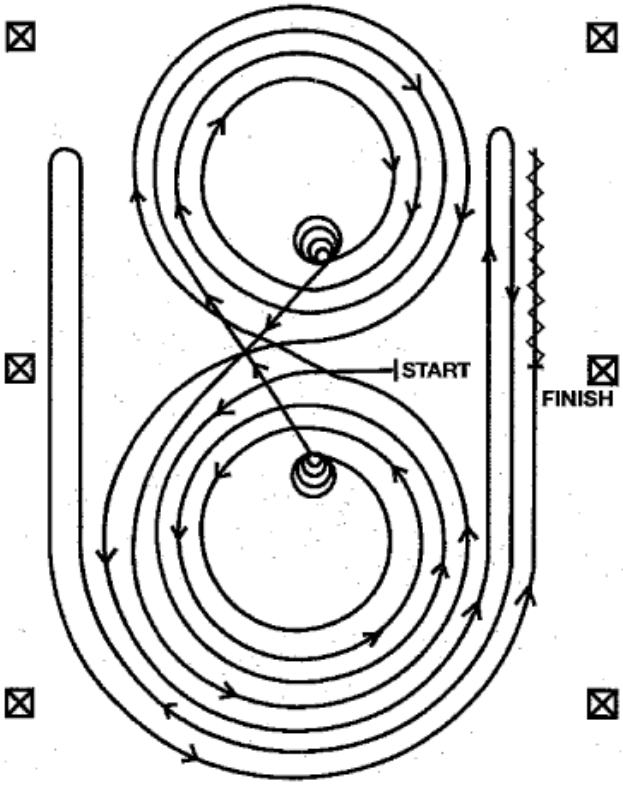

Pattern 5

Horses may walk or trot 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 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 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 from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

*NOTES:

- All Contestants take out the spins from this pattern.
- Following pattern contestant must dismount in front of Judges for questions. Queen and Teen Queen will remount, Princess will not be required to do so.