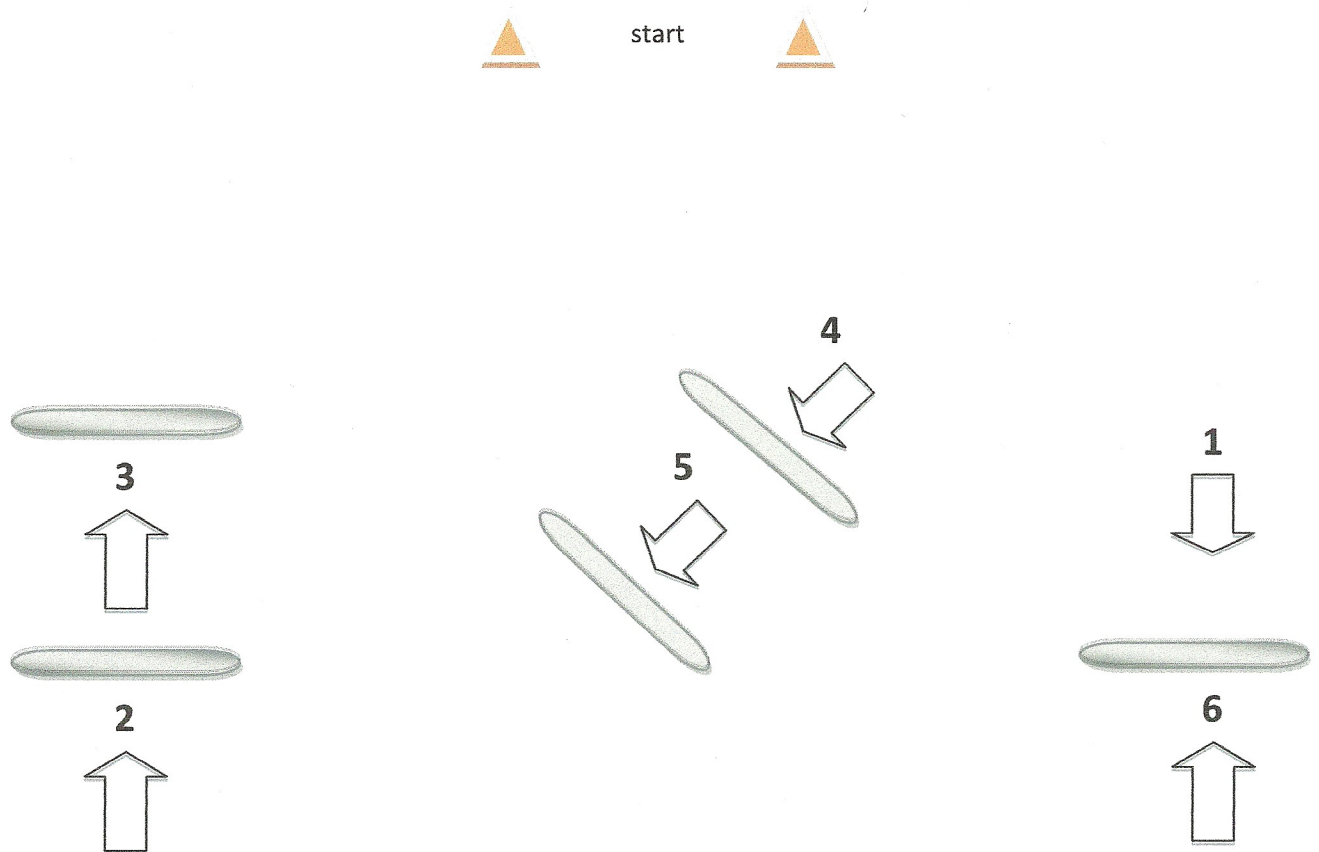


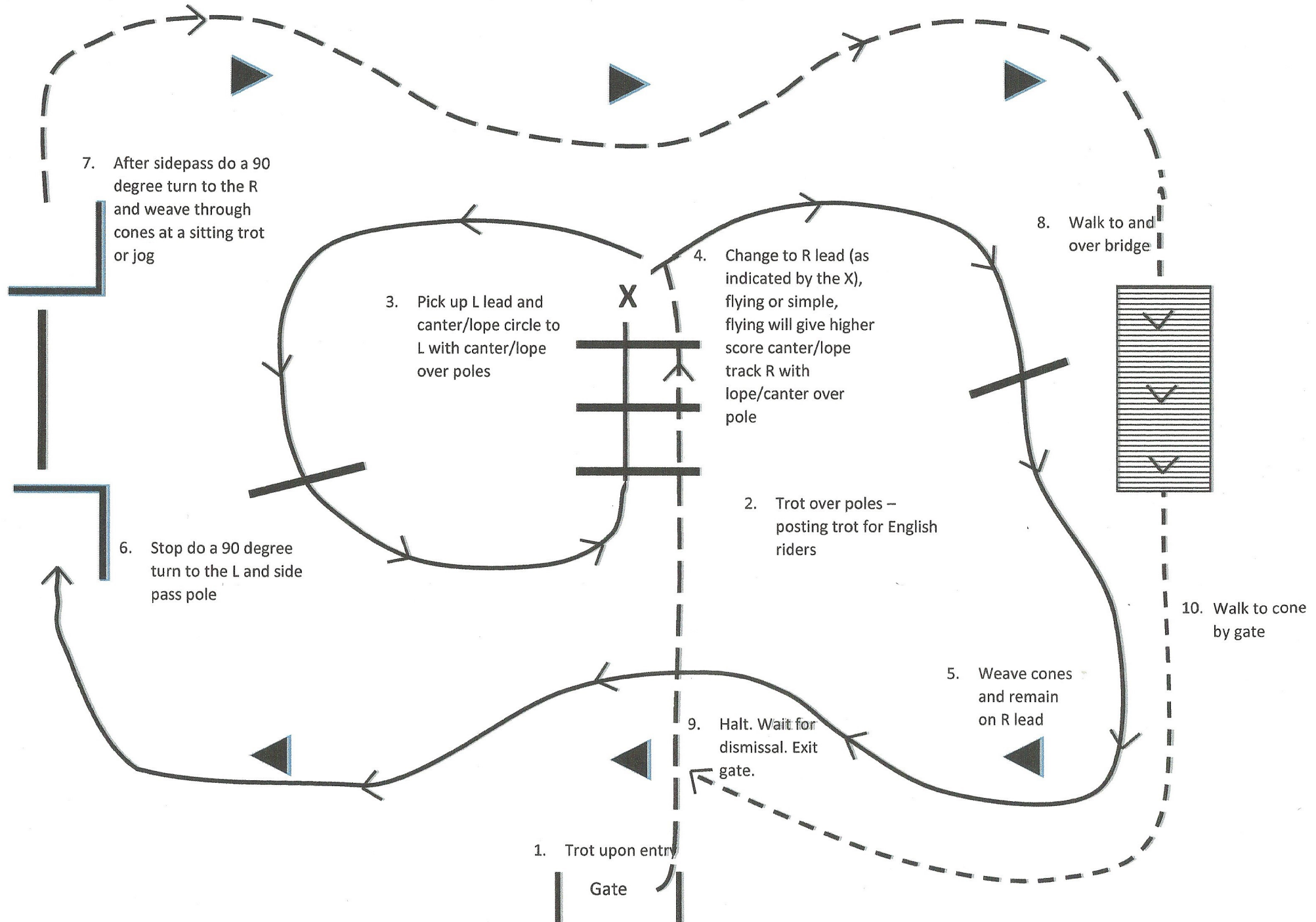
In Hand Hunter

(Inside of Ring --- Holding area)

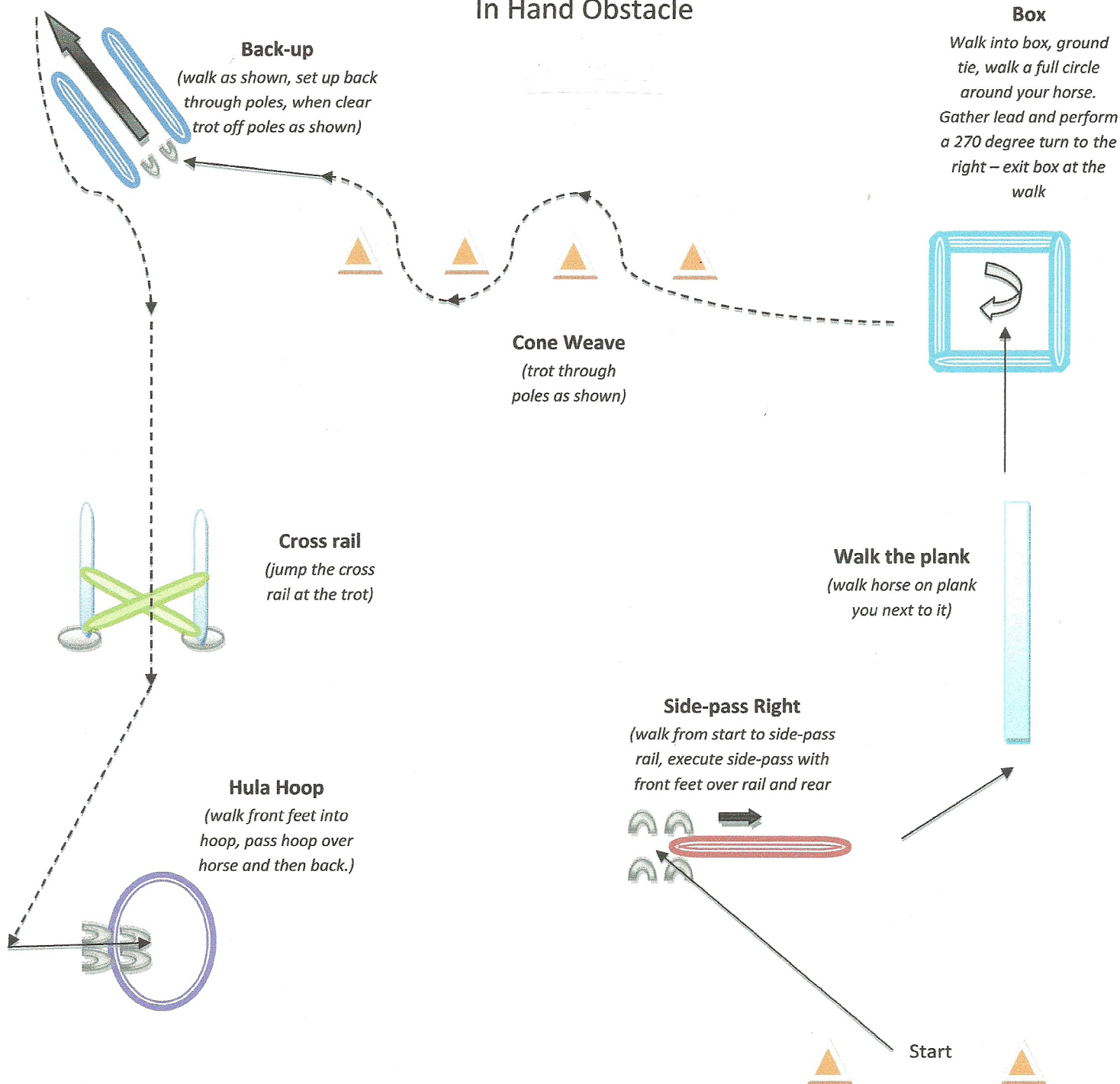


****Safe distances to be determined by the size of the VSE animals we have and set at the judges' and show stewards discretions**

Mounted Trail Class ---



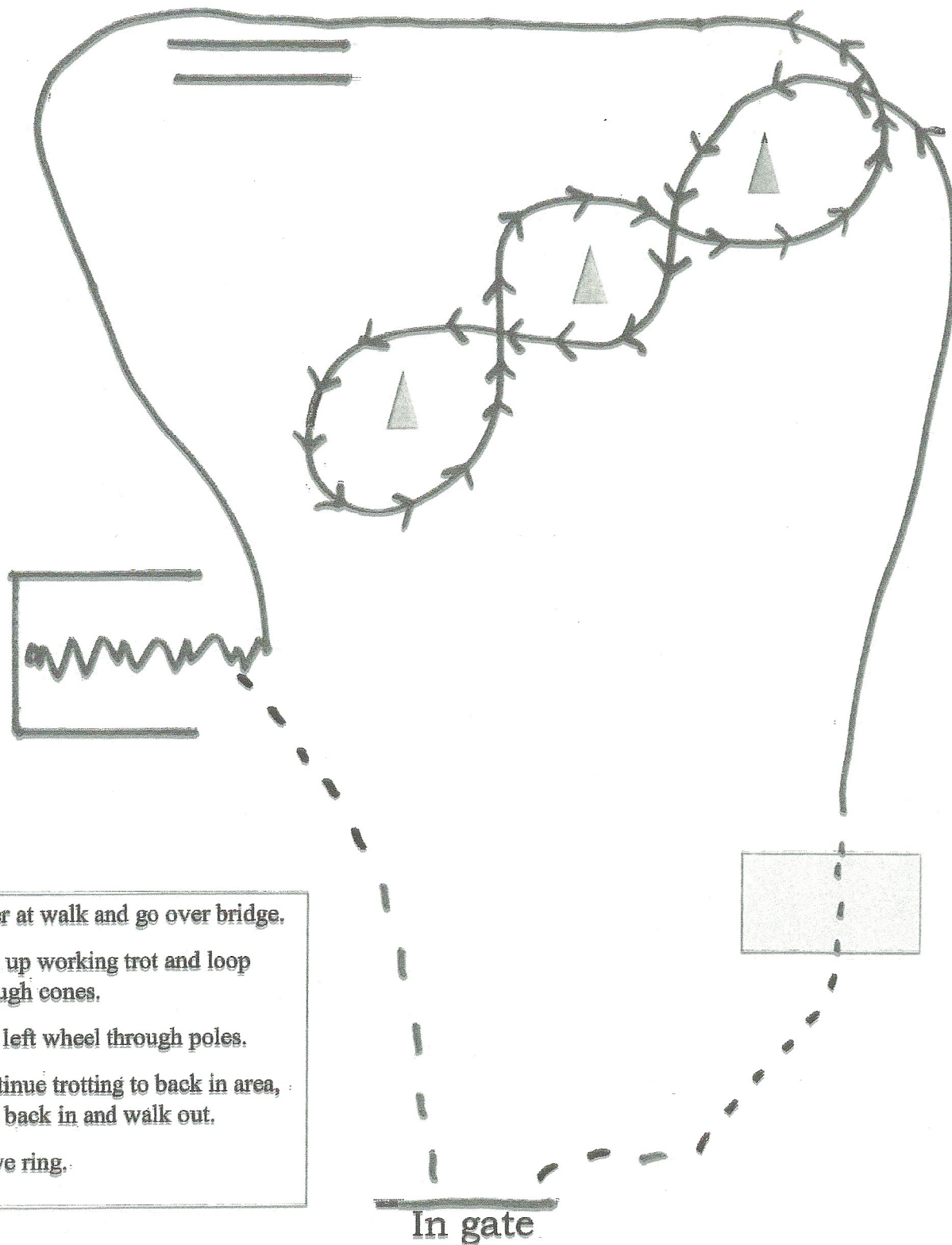
In Hand Obstacle



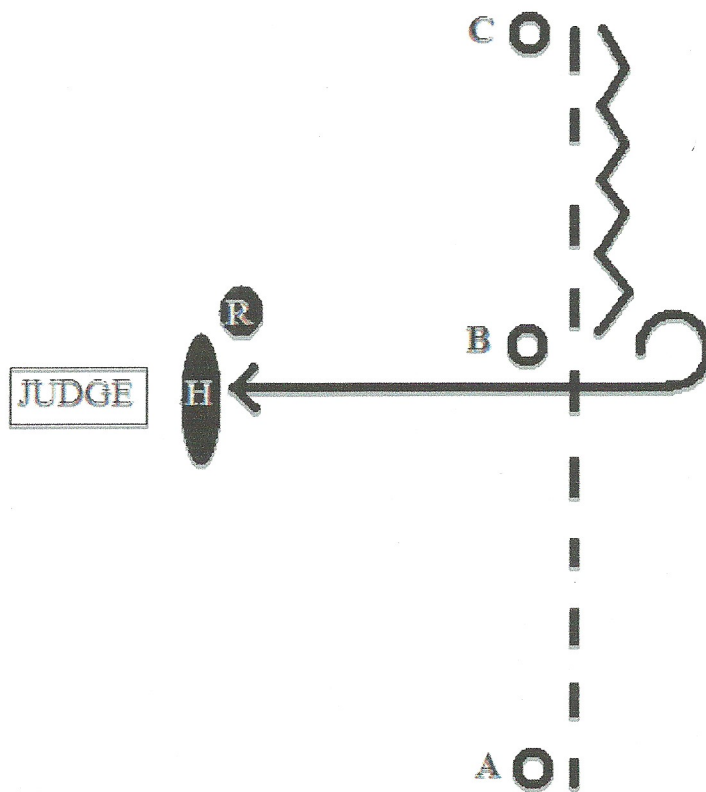
(Inside of Ring - - - Holding area)

**Safe distances to be determined by the size of the VSE animals we have and set at the judges' and show stewards discretions

Driving Obstacles



Showmanship



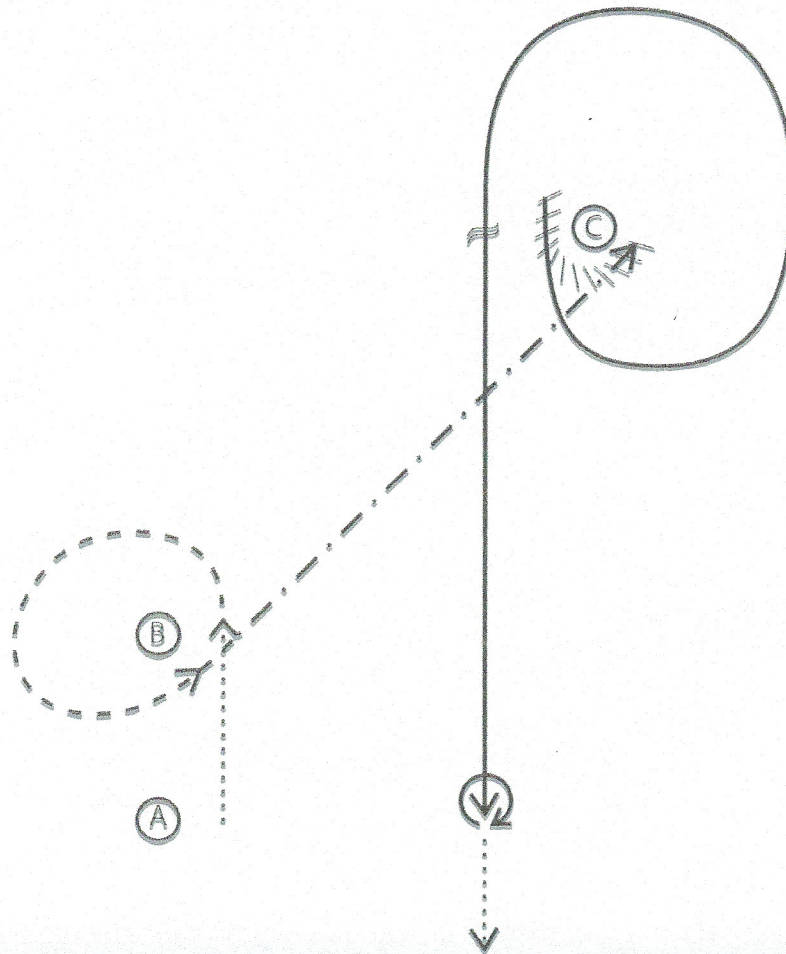
Starting at A, trot to C. Halt.

Back from C to B. Halt.

Demonstrate at 270 degree turn to right.

Walk to judge and set up a side view.

Western Equitation Pattern



Key

.....

WALK

— — — — —

JOG

— . — . — .

EXTENDED JOG

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LOPE

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BACK

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SIDEPASS

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MARKER

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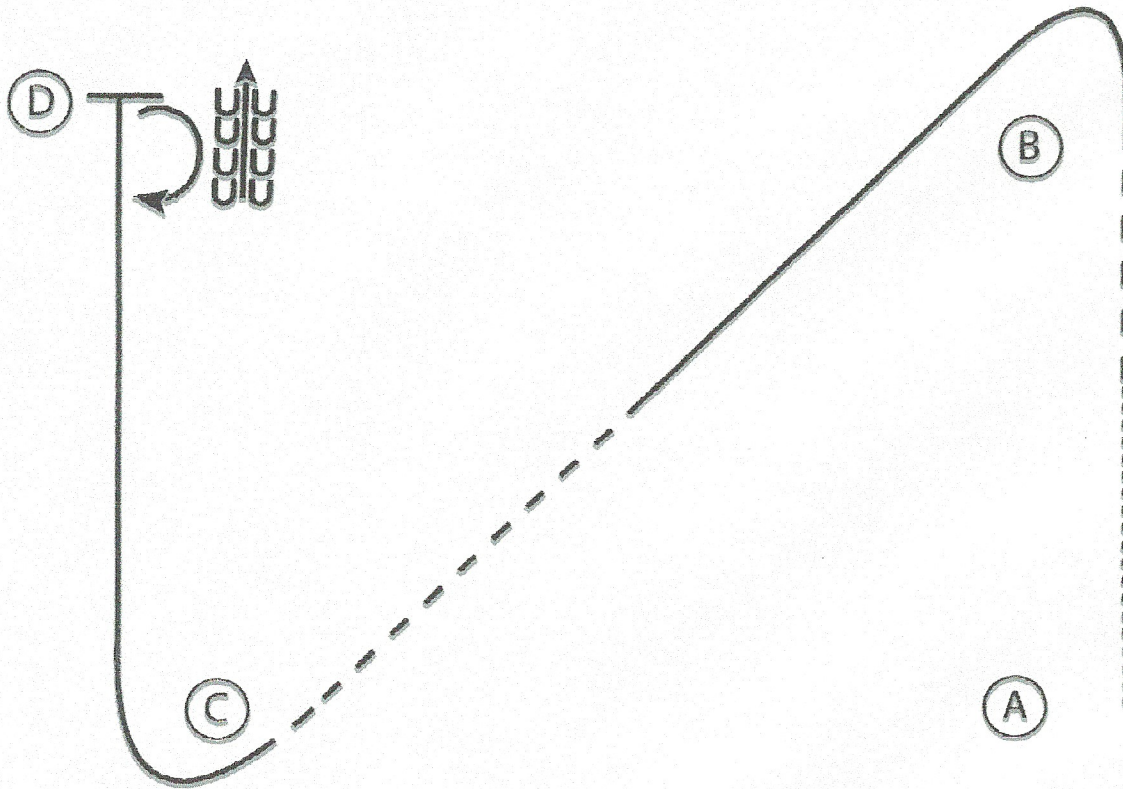
CHANGE LEADS

Instructions

1. Begin at A. Walk to B. At B, jog a small circle around B.
2. When the circle is closed, extend the jog to C.
3. At C, stop. Back around C as shown.
4. Lope a circle around C in the left lead.
5. When even with C, execute a simple or flying lead change and lope in the right lead until even with A.
6. At A, stop. Execute a 360-degree turn on the haunches to the right.
7. Walk forward

Hunt Seat Equitation

Open English Equitation

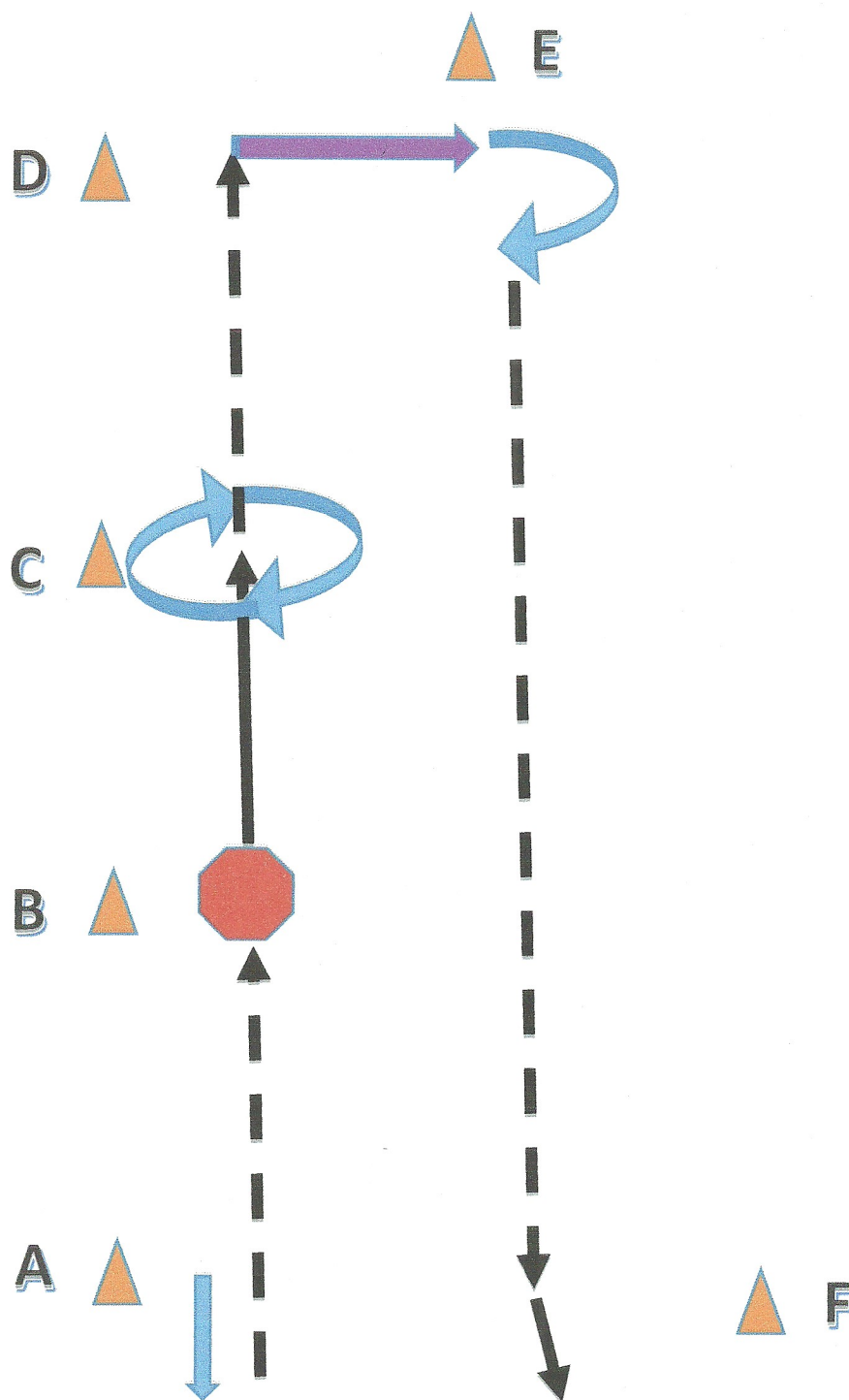


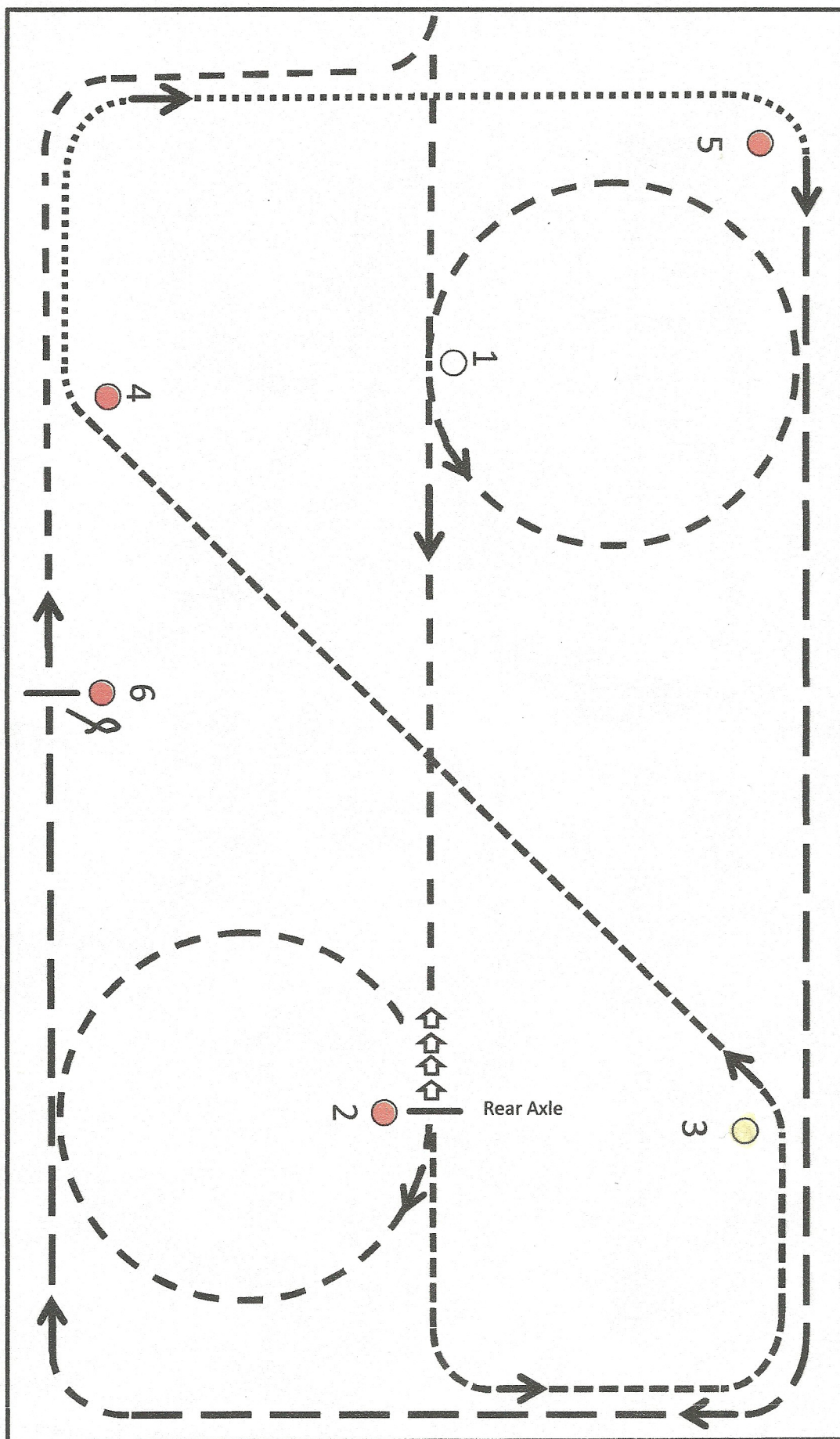
1. Walk halfway from A to B
2. Sitting trot to B
3. At B canter on the left lead halfway to C
4. Posting trot to C
5. At C canter on the right lead to D
6. Stop at D and perform a 180 degree turn to the right on the forehand
7. Back 4 steps

Walk
Trot	-----
Extended Trot	———
Canter	————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

New England 4-H Horse Show - In Hand Suitability

1. Begin at Cone A, as pattern indicates.
2. Upon the signal from the judge, back your horse 5 steps and then trot to Cone B.
3. Stop and stand perfectly still for a count of 7 seconds at Cone B.
4. Walk to Cone C. Stop and execute a 360 degree pivot turn, on the haunches, to the right.
5. Trot to Cone D. Halt, then side pass right until Cone E is in front of your horse.
6. Ground tie your horse and walk a full circle around him/her in either direction. Pick up lead and execute a 180 degree pivot to the right.
7. Trot to Cone F and then walk to lineup area.





Super Reinsmanship Test 1

Elements

1. Enter at Working Trot. At Marker 1, circle left 20 meters.
2. Working Trot to Marker 2, Circle right 20 meters.
3. Halt with the (rear) axle at Marker 2, for 5 seconds. Rein back 4 steps, walk forward until the rear axle is even with Marker 2
4. Develop Slow Trot, continue to rail, track left to Marker 3 and continue Slow Trot on diagonal to Marker 4
5. At Marker 4, develop Working Walk, continue to the rail. Track right to Marker 5.
6. At Marker 5, develop Strong Trot and continue on the rail to Marker 6.
7. At Marker 6, Halt. Salute.
8. Leave arena at Working Trot.

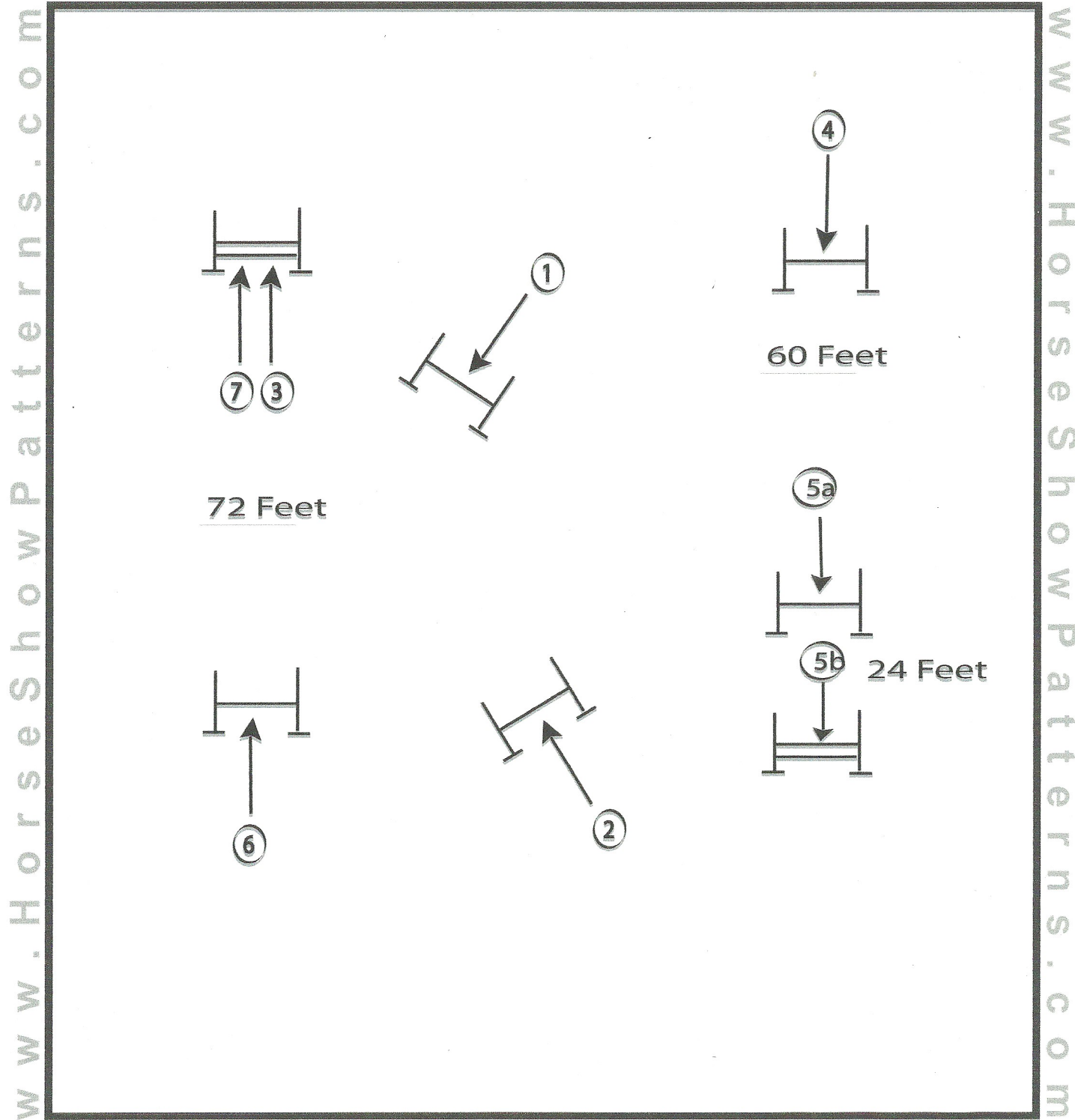
Overall Impression of the turnout on the condition and fit of the harness and vehicle, neatness of attire.

General Impression of the driver on posture, relaxation, confidence and effectiveness.

Each element will receive a numerical score of 0-10. Scale of marks:

10 - Excellent 9 - Very Good 8 - Good 7 - Fairly Good 6 - Satisfactory
5 - Marginal 4 - Insufficient 3 - Fairly Bad 2 - Bad 1 - Very Bad 0 - Not Executed

Eastern States Expo 4-H Horse Show Hunter over Fences

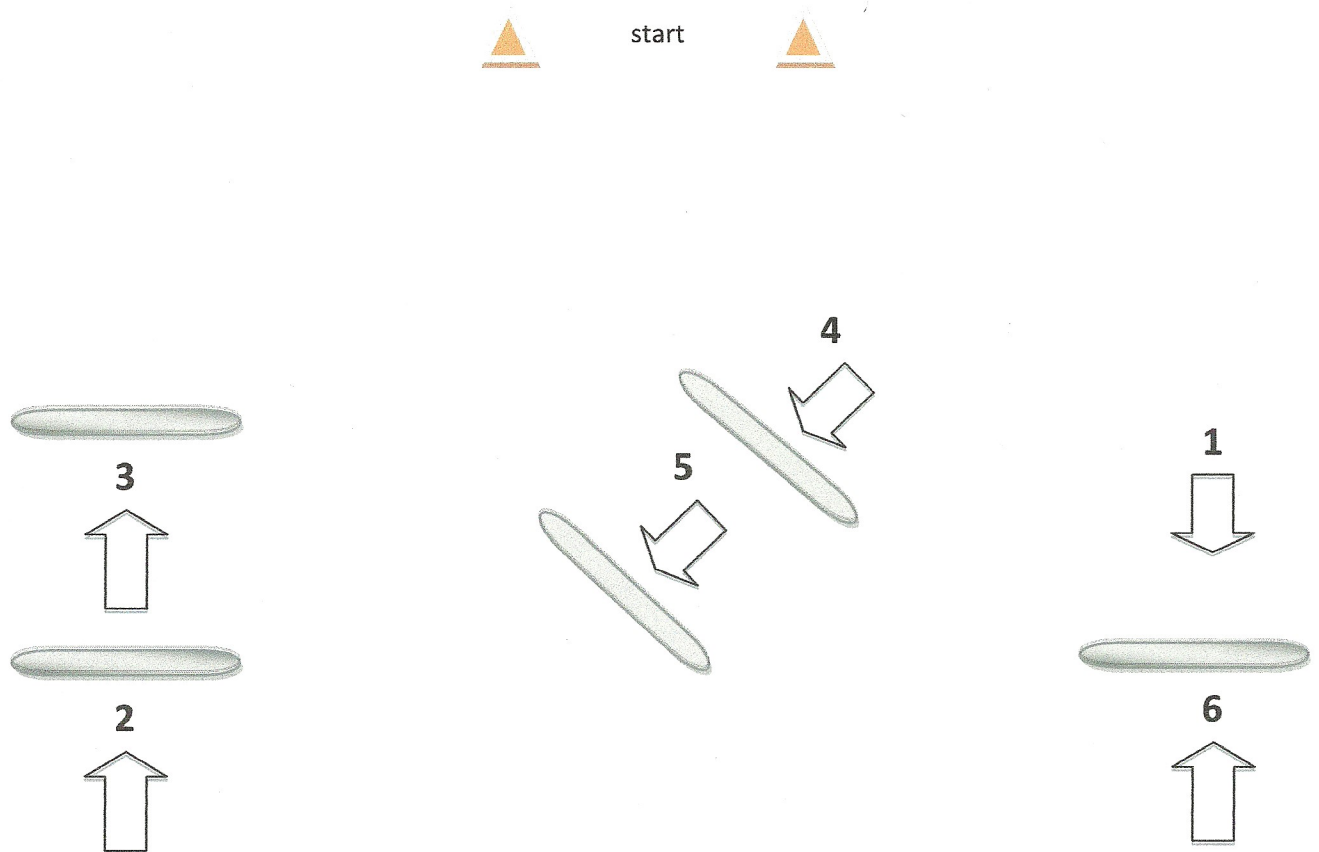


Pattern Provided by:

[WH/O-3]

In Hand Hunter

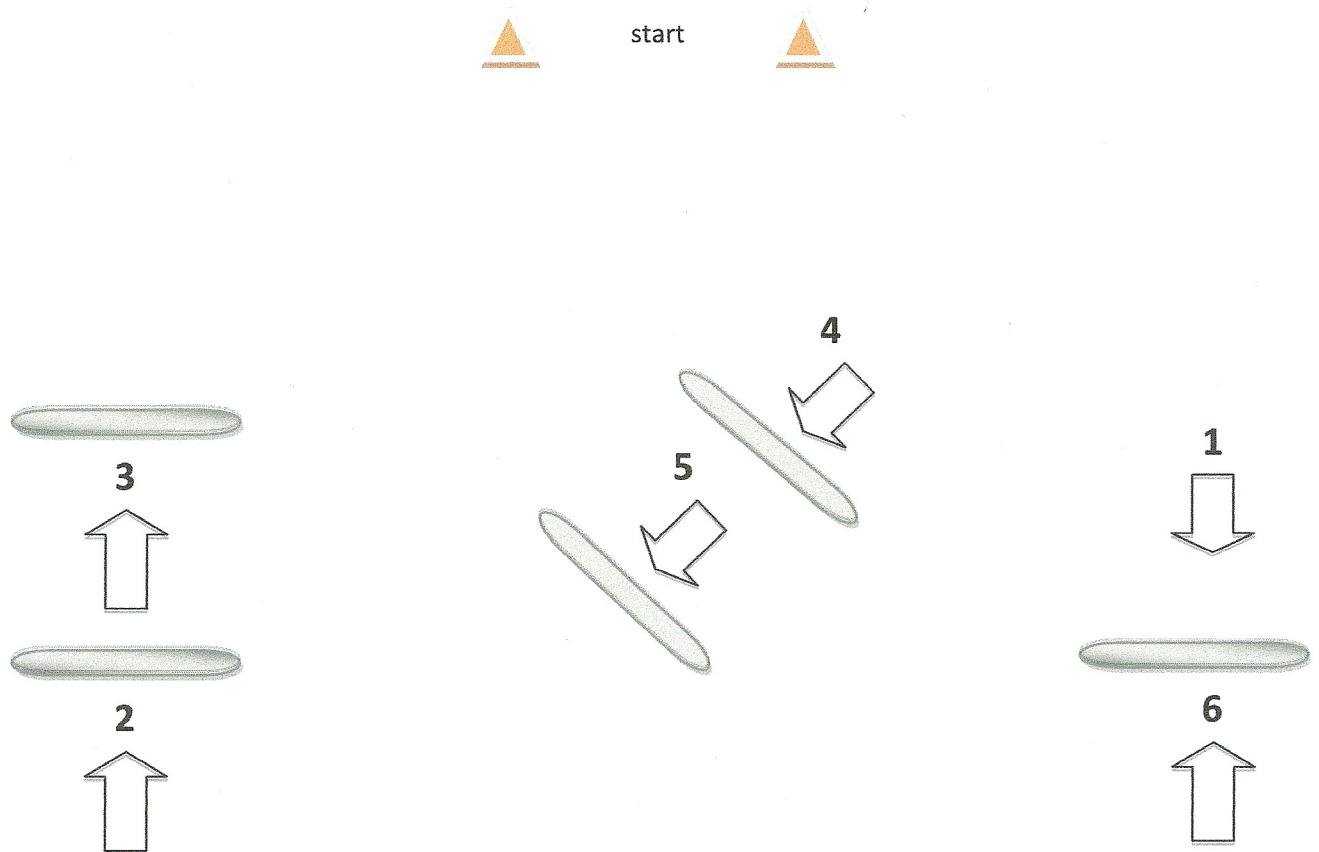
(Inside of Ring --- Holding area)



****Safe distances to be determined by the size of the VSE animals we have and set at the judges' and show stewards discretions**

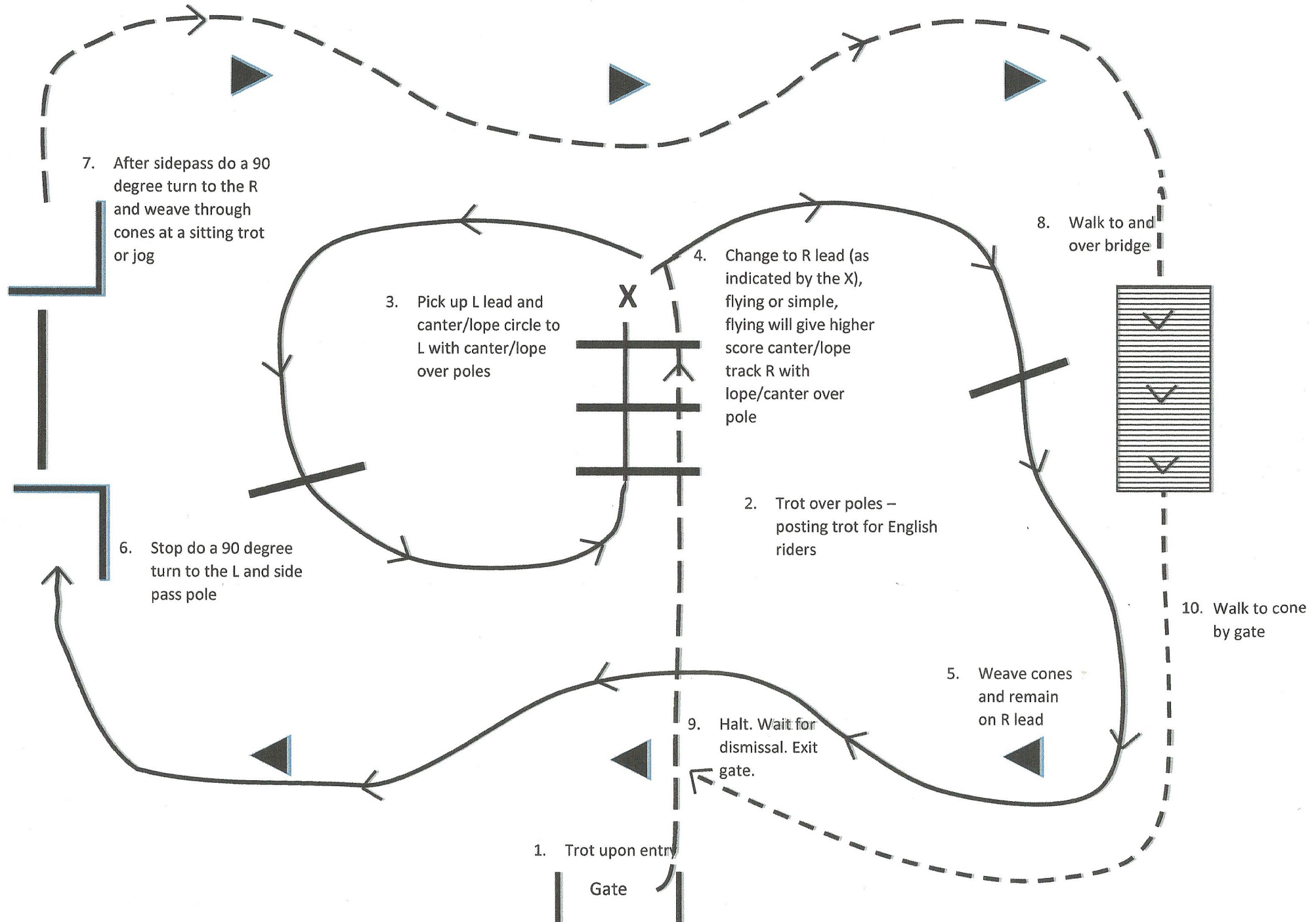
In Hand Hunter

(Inside of Ring --- Holding area)

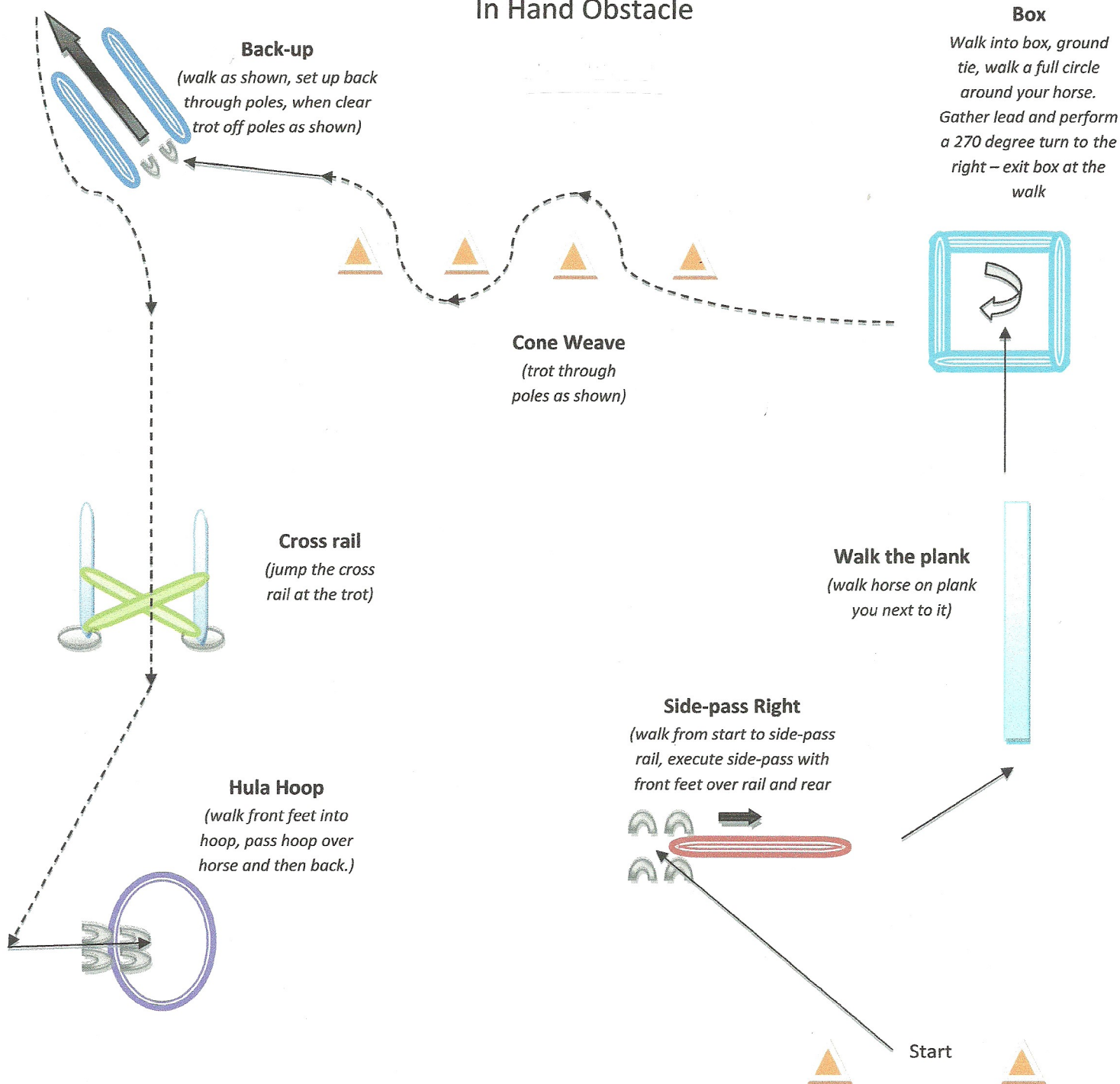


****Safe distances to be determined by the size of the VSE animals we have and set at the judges' and show stewards discretions**

Mounted Trail Class ---



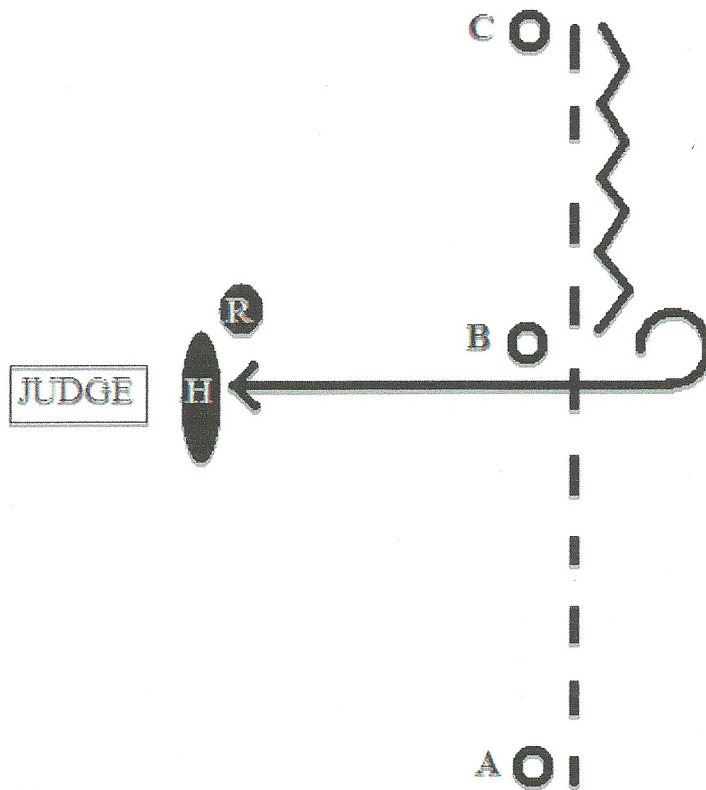
In Hand Obstacle



(Inside of Ring - - - Holding area)

****Safe distances to be determined by the size of the VSE animals we have and set at the judges' and show stewards discretions**

Showmanship



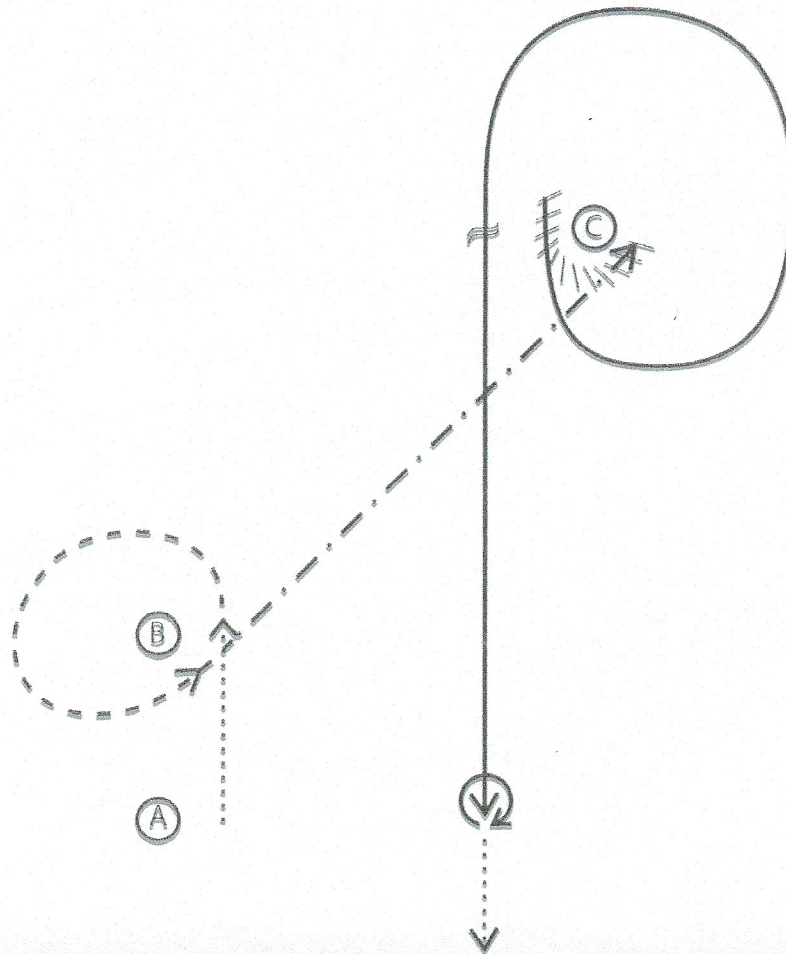
Starting at A, trot to C. Halt.









Back from C to B. Halt.

Demonstrate at 270 degree turn to right.

Walk to judge and set up a side view.

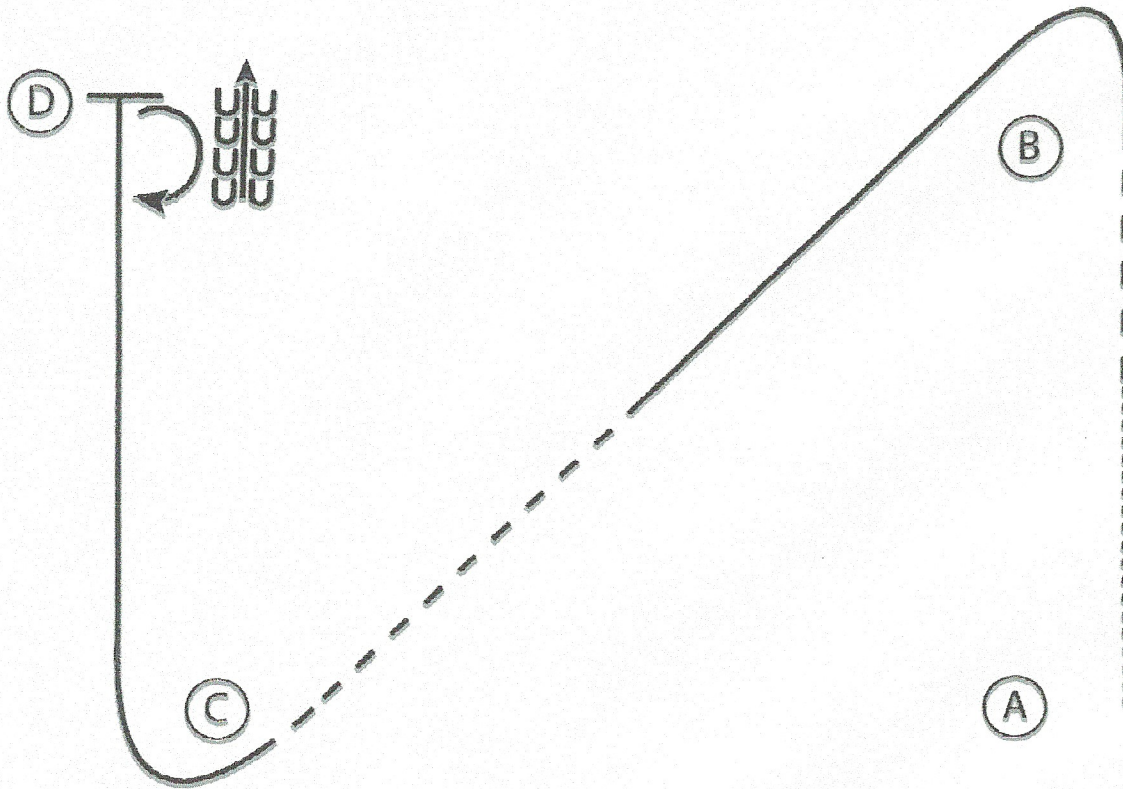
Western Equitation Pattern



Key		Instructions
	WALK	1. Begin at A. Walk to B. At B, jog a small circle around B.
	JOG	2. When the circle is closed, extend the jog to C.
	EXTENDED JOG	3. At C, stop. Back around C as shown.
	LOPE	4. Lope a circle around C in the left lead.
	BACK	5. When even with C, execute a simple or flying lead change and lope in the right lead until even with A.
	SIDEPASS	6. At A, stop. Execute a 360-degree turn on the haunches to the right.
	MARKER	7. Walk forward
	CHANGE LEADS	

Hunt Seat Equitation

Open English Equitation

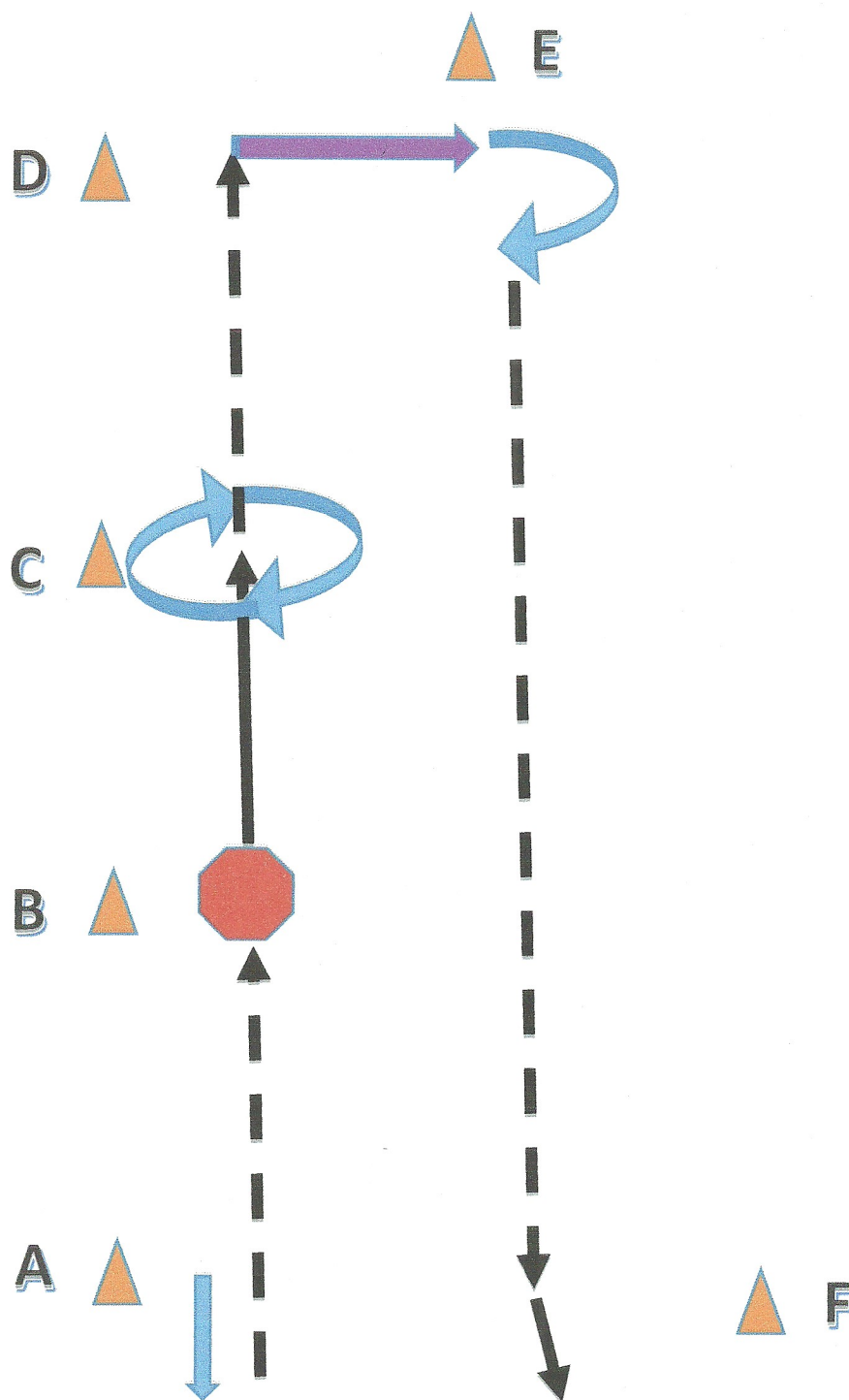


1. Walk halfway from A to B
2. Sitting trot to B
3. At B canter on the left lead halfway to C
4. Posting trot to C
5. At C canter on the right lead to D
6. Stop at D and perform a 180 degree turn to the right on the forehand
7. Back 4 steps

Walk
Trot	-----
Extended Trot	=====
Canter	—————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

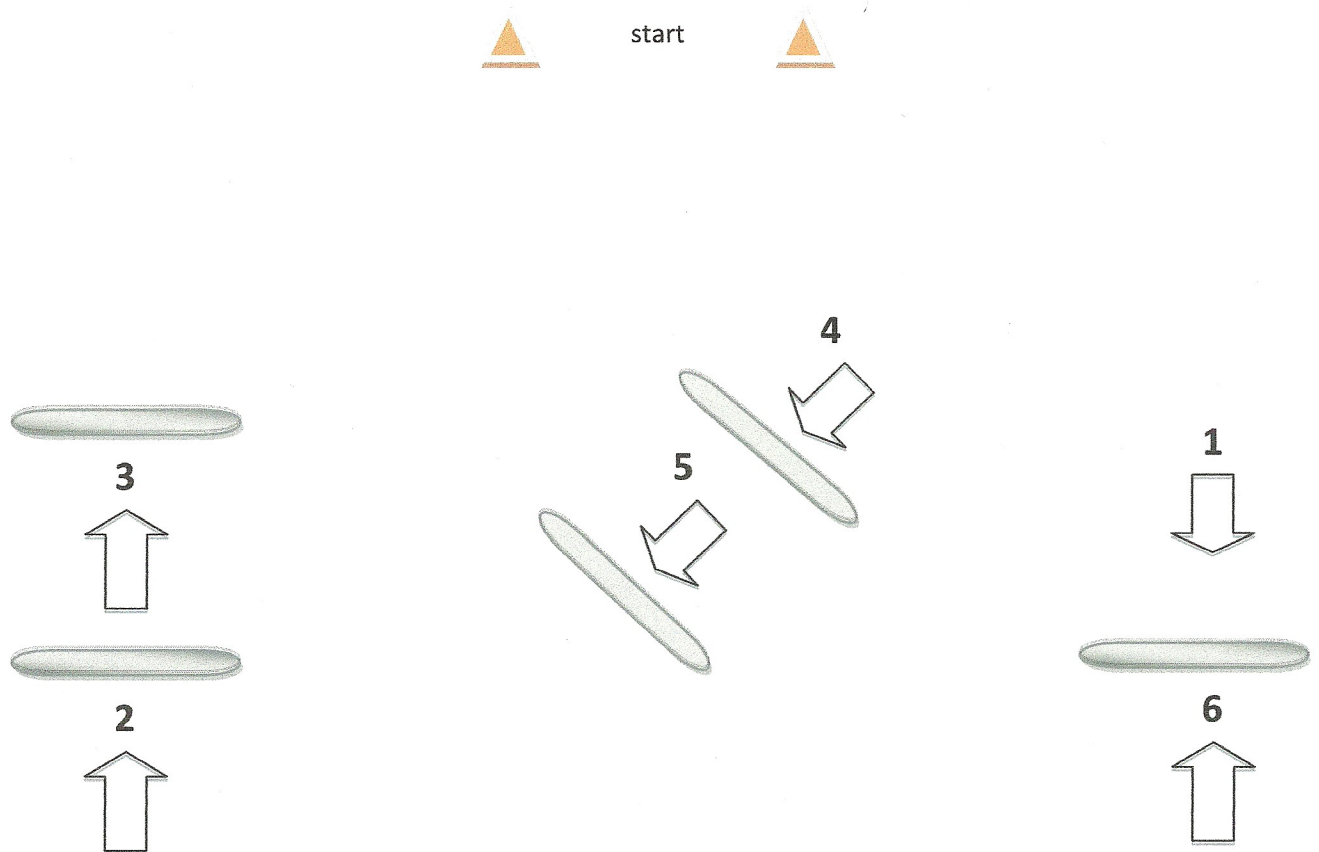
New England 4-H Horse Show - In Hand Suitability

1. Begin at Cone A, as pattern indicates.
2. Upon the signal from the judge, back your horse 5 steps and then trot to Cone B.
3. Stop and stand perfectly still for a count of 7 seconds at Cone B.
4. Walk to Cone C. Stop and execute a 360 degree pivot turn, on the haunches, to the right.
5. Trot to Cone D. Halt, then side pass right until Cone E is in front of your horse.
6. Ground tie your horse and walk a full circle around him/her in either direction. Pick up lead and execute a 180 degree pivot to the right.
7. Trot to Cone F and then walk to lineup area.



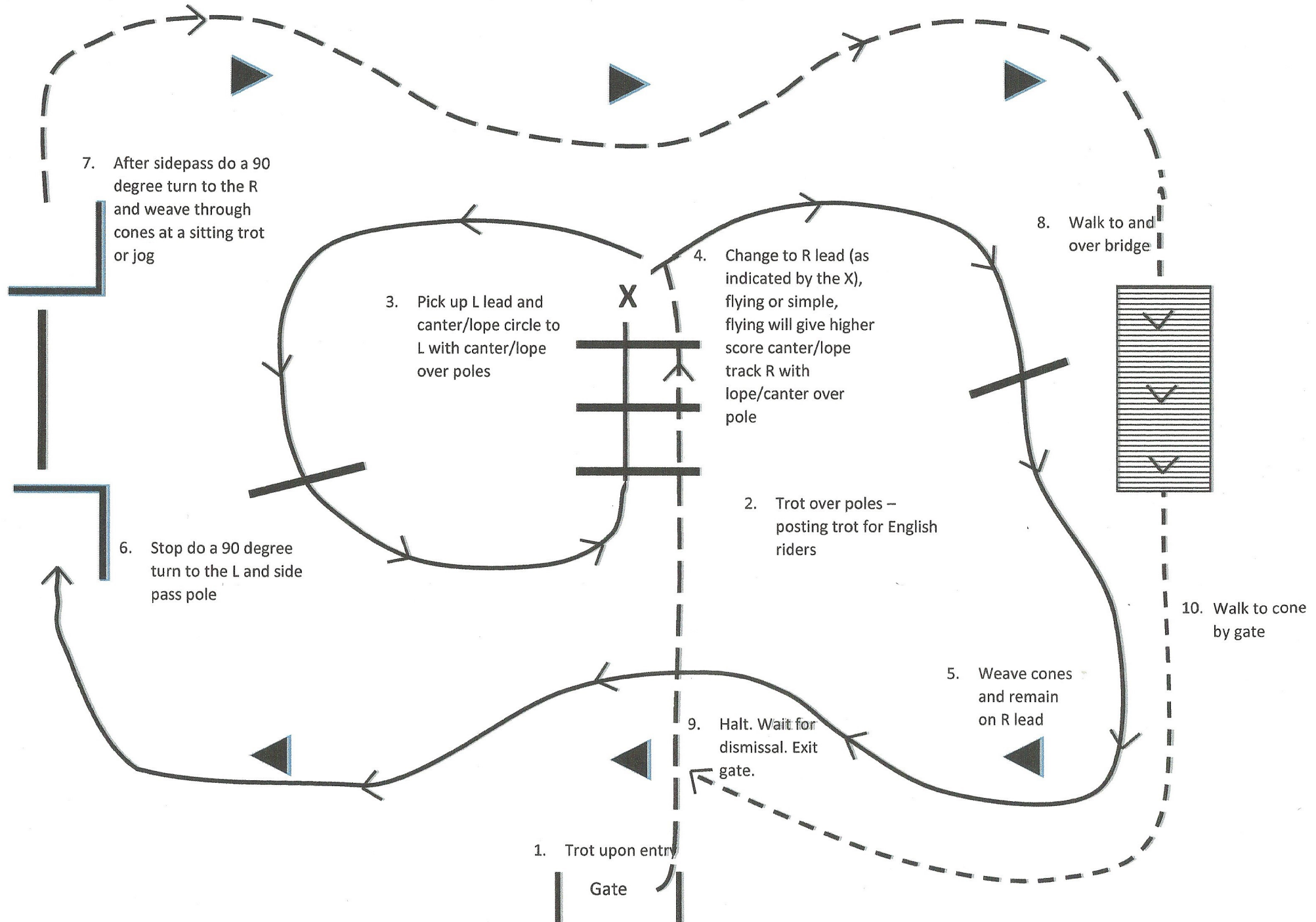
In Hand Hunter

(Inside of Ring --- Holding area)

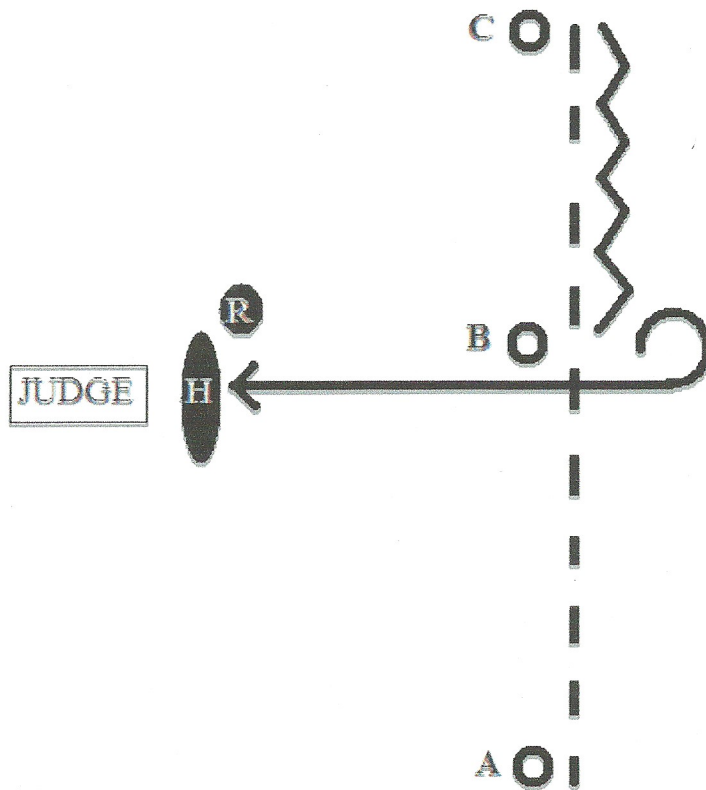


****Safe distances to be determined by the size of the VSE animals we have and set at the judges' and show stewards discretions**

Mounted Trail Class ---



Showmanship



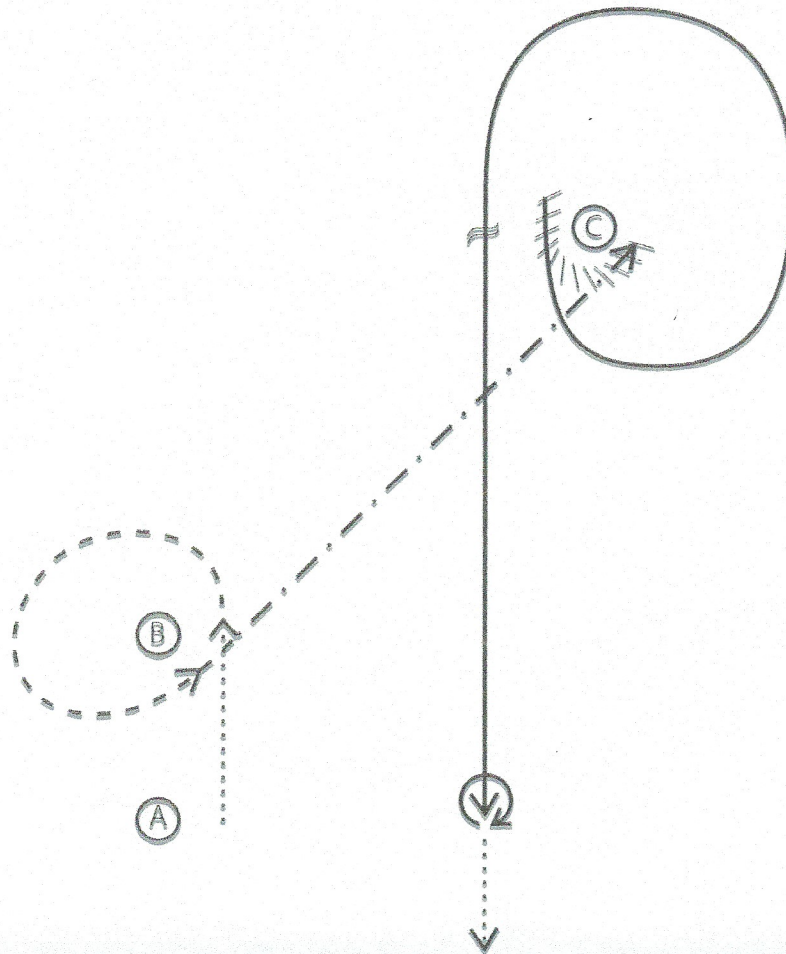
Starting at A, trot to C. Halt.

Back from C to B. Halt.

Demonstrate at 270 degree turn to right.

Walk to judge and set up a side view.

Western Equitation Pattern



Key

.....

WALK

— — — — —

JOG

— . — . — .

EXTENDED JOG

=====

LOPE

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BACK

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SIDEPASS

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MARKER

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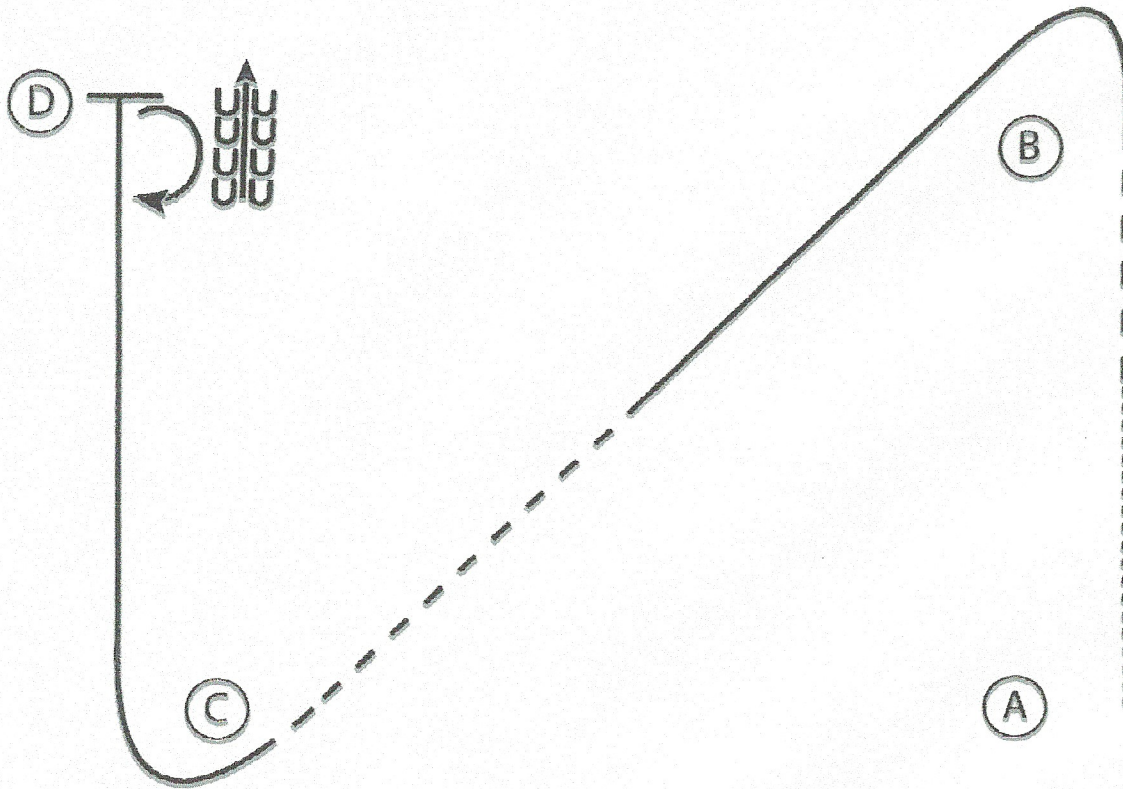
CHANGE LEADS

Instructions

1. Begin at A. Walk to B. At B, jog a small circle around B.
2. When the circle is closed, extend the jog to C.
3. At C, stop. Back around C as shown.
4. Lope a circle around C in the left lead.
5. When even with C, execute a simple or flying lead change and lope in the right lead until even with A.
6. At A, stop. Execute a 360-degree turn on the haunches to the right.
7. Walk forward

Hunt Seat Equitation

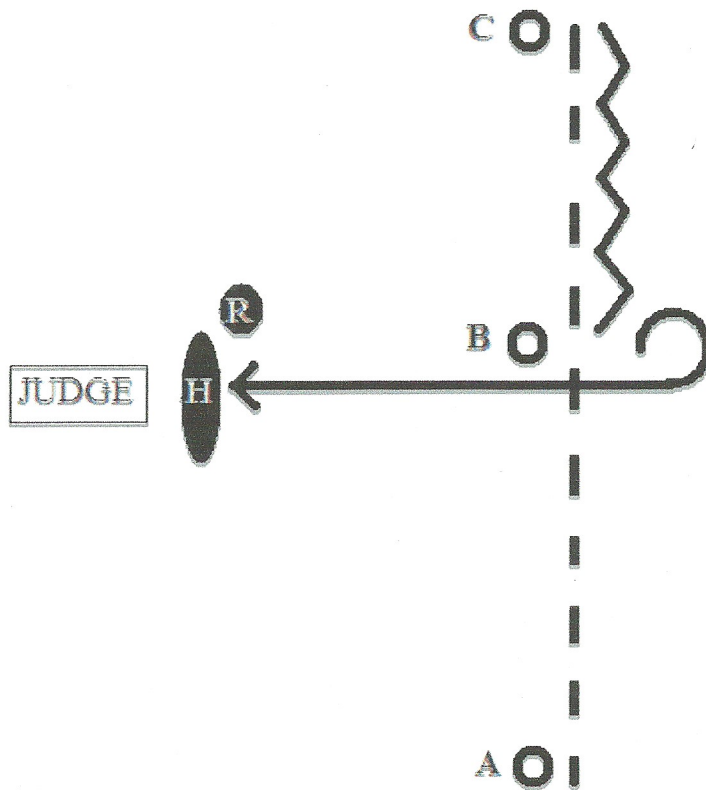
Open English Equitation



1. Walk halfway from A to B
2. Sitting trot to B
3. At B canter on the left lead halfway to C
4. Posting trot to C
5. At C canter on the right lead to D
6. Stop at D and perform a 180 degree turn to the right on the forehand
7. Back 4 steps

Walk
Trot	-----
Extended Trot	———
Canter	————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

Showmanship



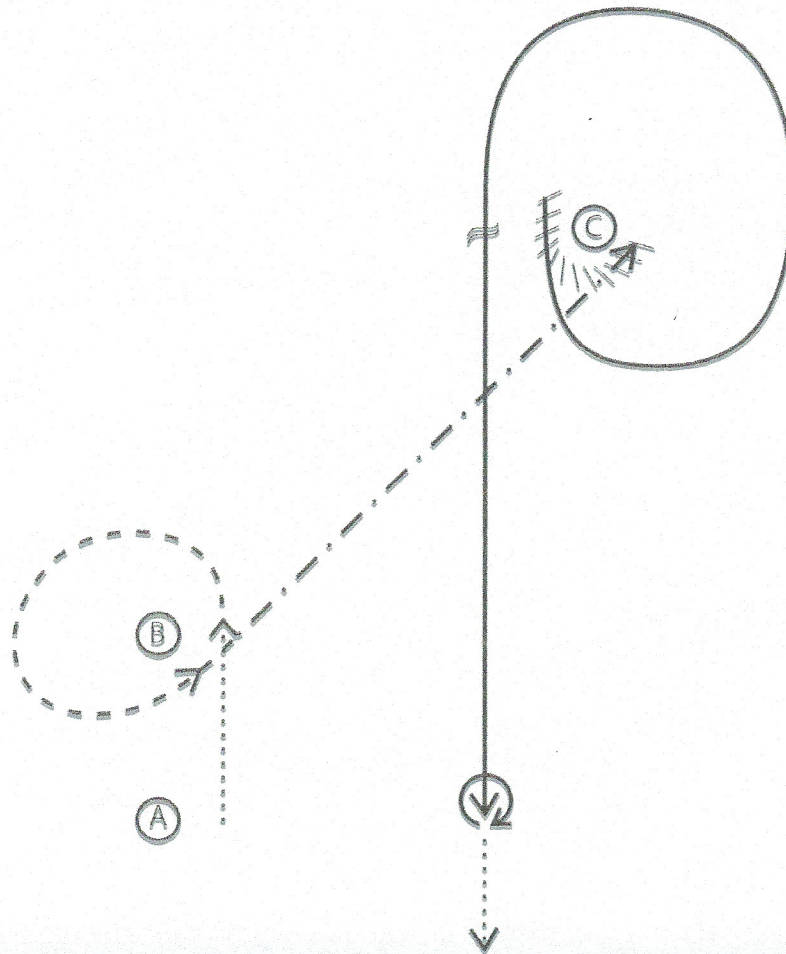
Starting at A, trot to C. Halt.

Back from C to B. Halt.

Demonstrate at 270 degree turn to right.

Walk to judge and set up a side view.

Western Equitation Pattern



Key

.....

WALK

— — — — —

JOG

— . — . — .

EXTENDED JOG

=====

LOPE

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BACK

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SIDEPASS

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MARKER

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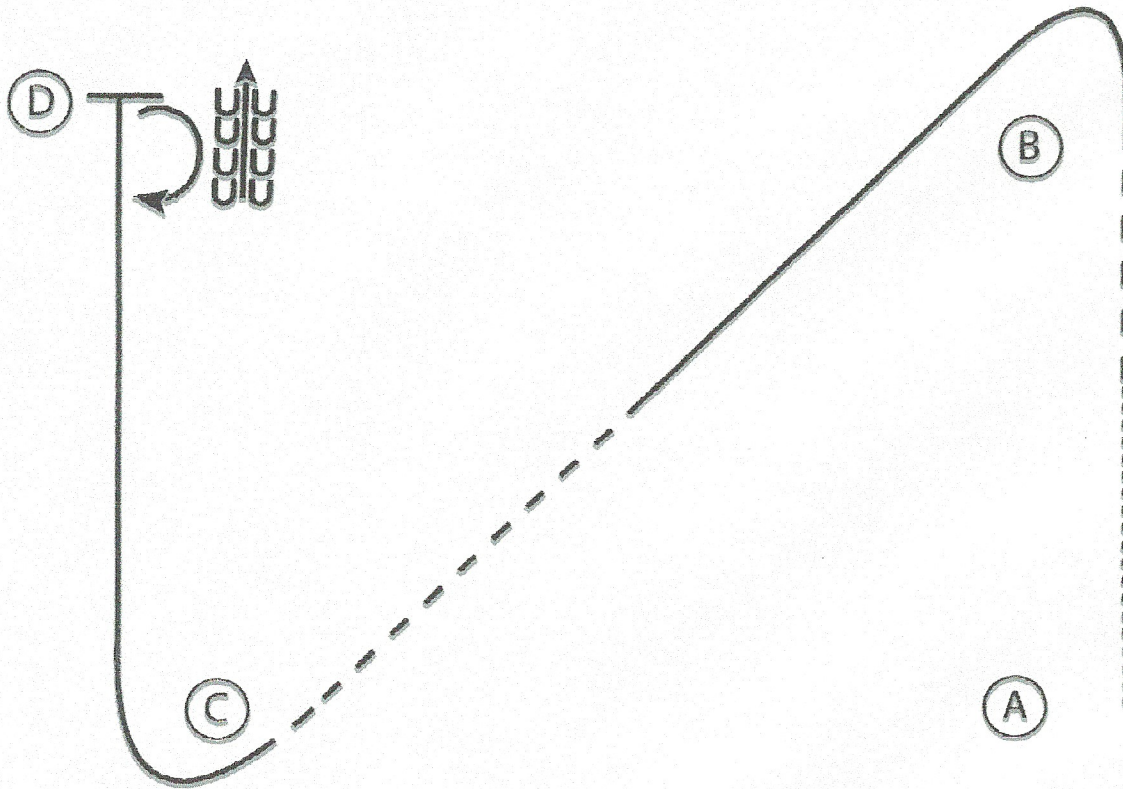
CHANGE LEADS

Instructions

1. Begin at A. Walk to B. At B, jog a small circle around B.
2. When the circle is closed, extend the jog to C.
3. At C, stop. Back around C as shown.
4. Lope a circle around C in the left lead.
5. When even with C, execute a simple or flying lead change and lope in the right lead until even with A.
6. At A, stop. Execute a 360-degree turn on the haunches to the right.
7. Walk forward

Hunt Seat Equitation

Open English Equitation

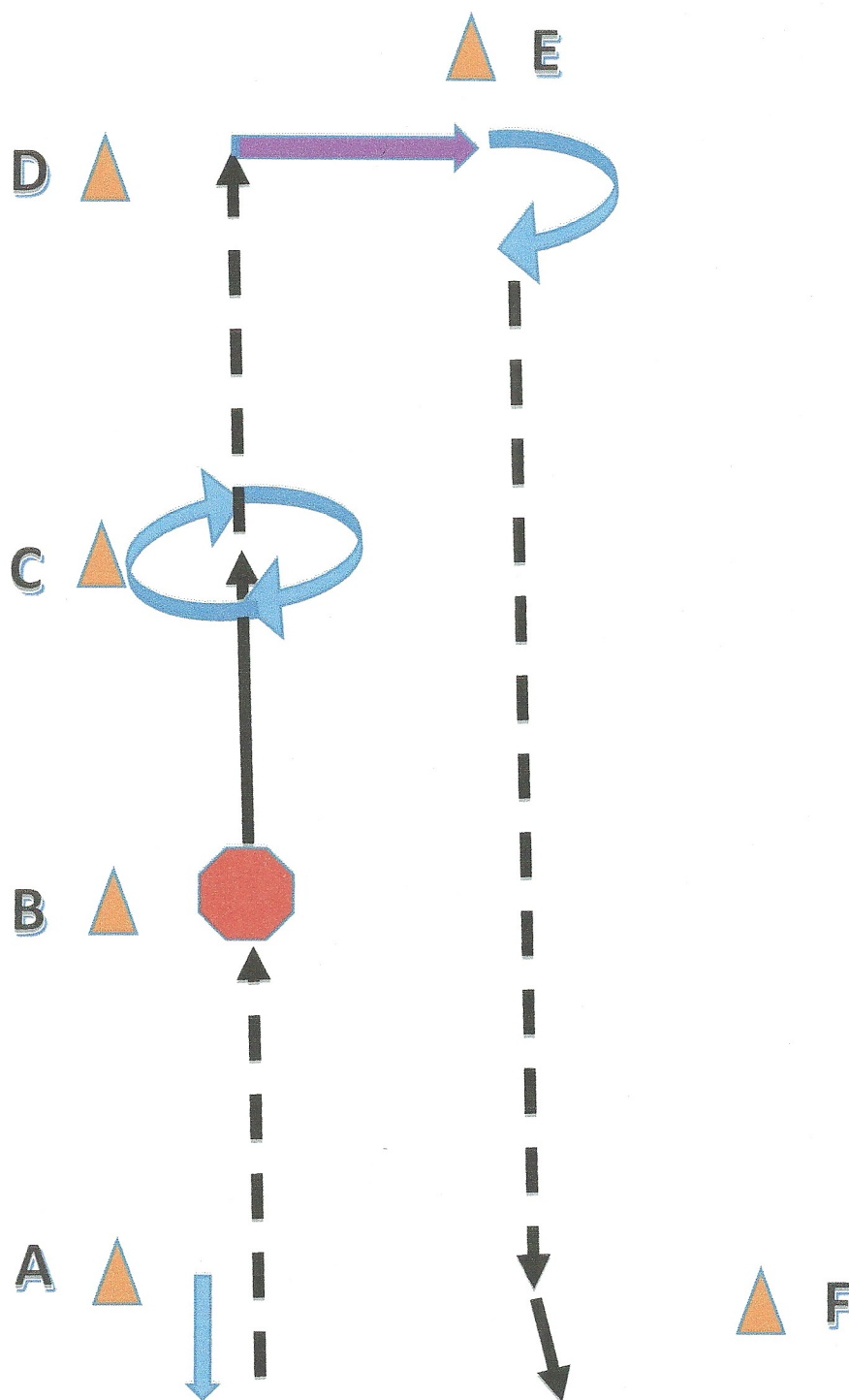


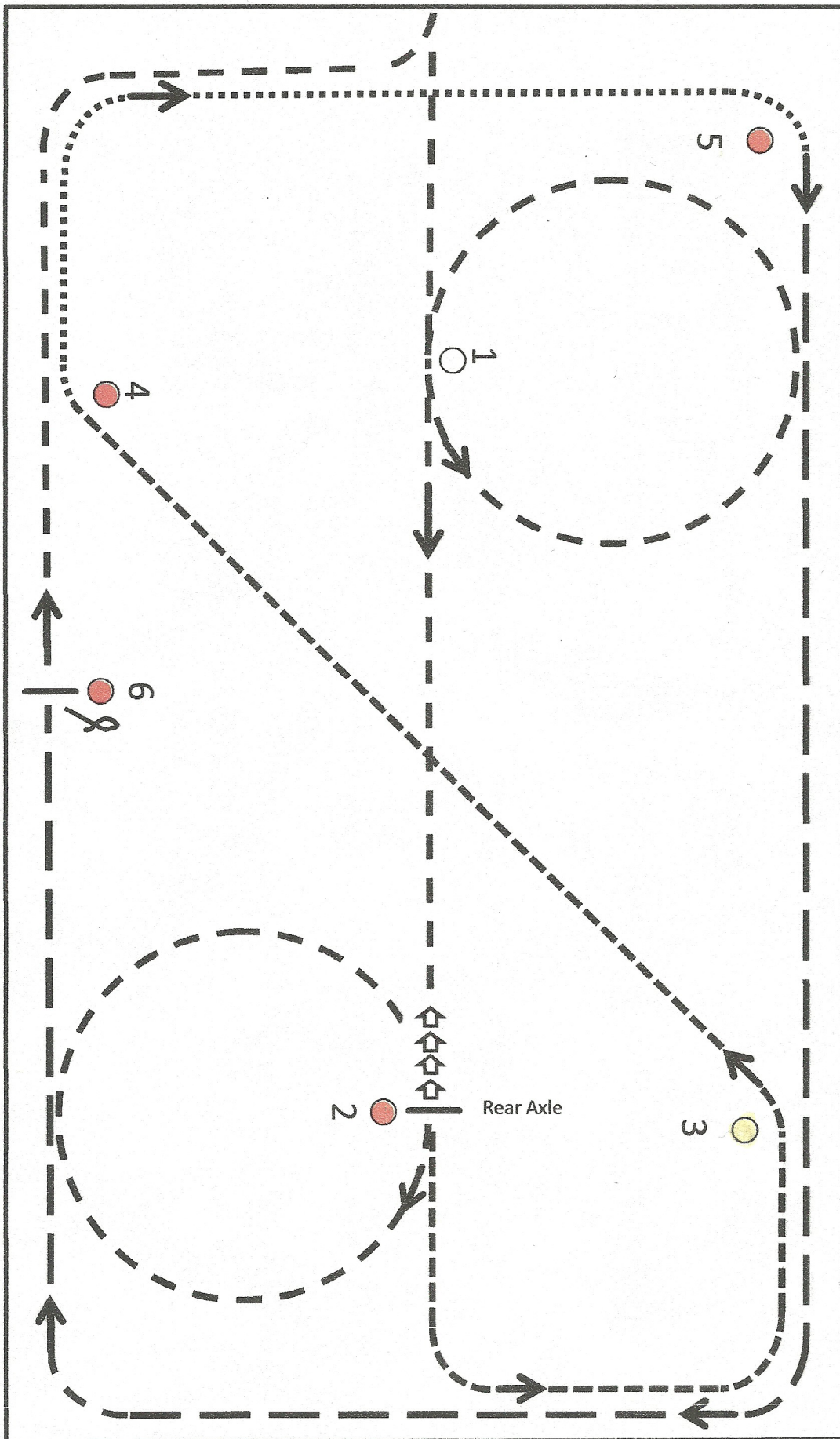
1. Walk halfway from A to B
2. Sitting trot to B
3. At B canter on the left lead halfway to C
4. Posting trot to C
5. At C canter on the right lead to D
6. Stop at D and perform a 180 degree turn to the right on the forehand
7. Back 4 steps

Walk
Trot	-----
Extended Trot	———
Canter	————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

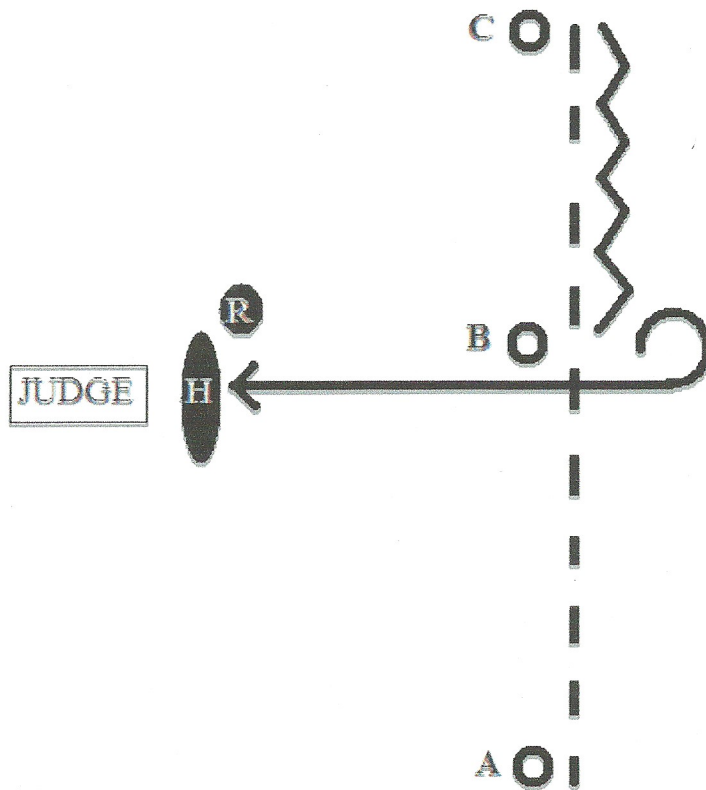
New England 4-H Horse Show - In Hand Suitability

1. Begin at Cone A, as pattern indicates.
2. Upon the signal from the judge, back your horse 5 steps and then trot to Cone B.
3. Stop and stand perfectly still for a count of 7 seconds at Cone B.
4. Walk to Cone C. Stop and execute a 360 degree pivot turn, on the haunches, to the right.
5. Trot to Cone D. Halt, then side pass right until Cone E is in front of your horse.
6. Ground tie your horse and walk a full circle around him/her in either direction. Pick up lead and execute a 180 degree pivot to the right.
7. Trot to Cone F and then walk to lineup area.





Showmanship



Starting at A, trot to C. Halt.

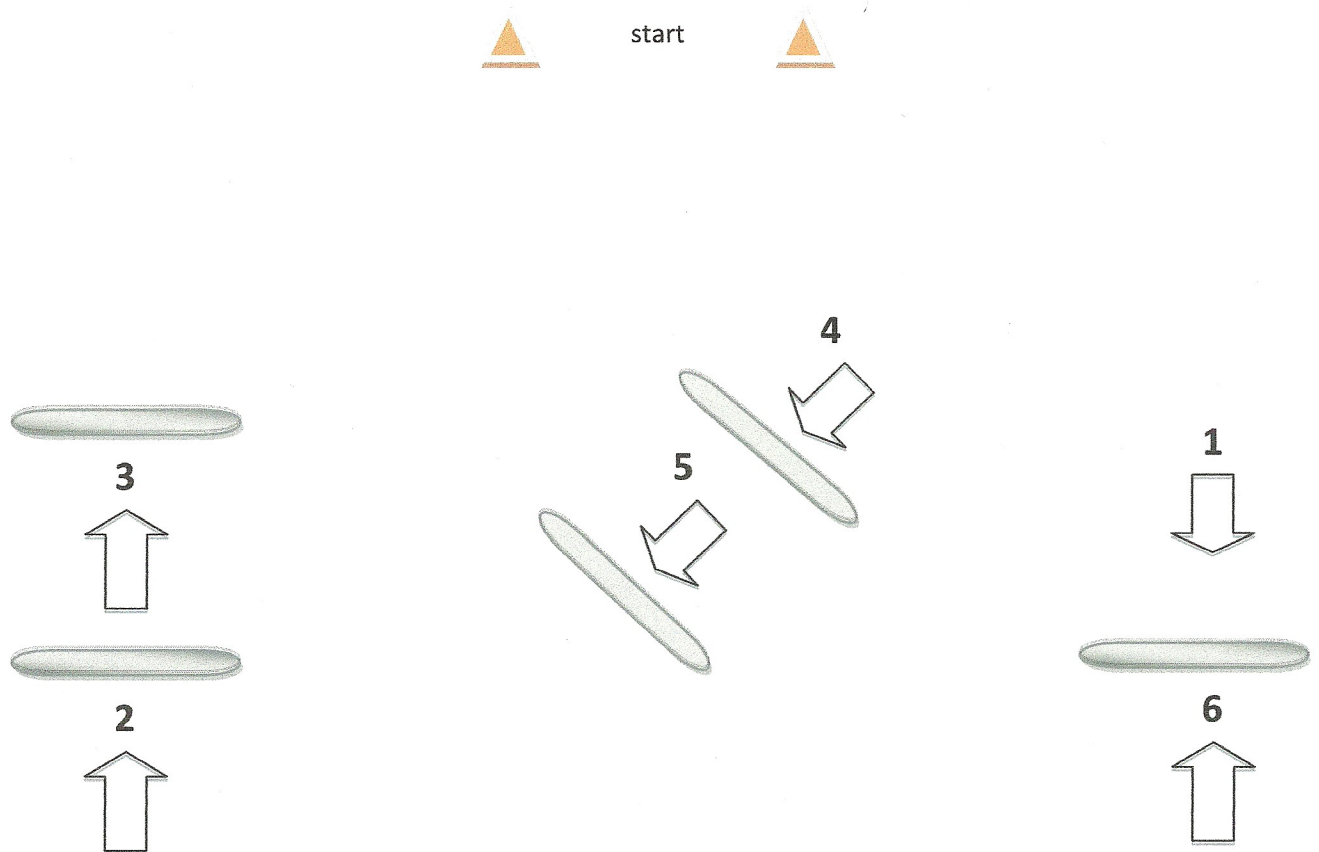
Back from C to B. Halt.

Demonstrate at 270 degree turn to right.

Walk to judge and set up a side view.

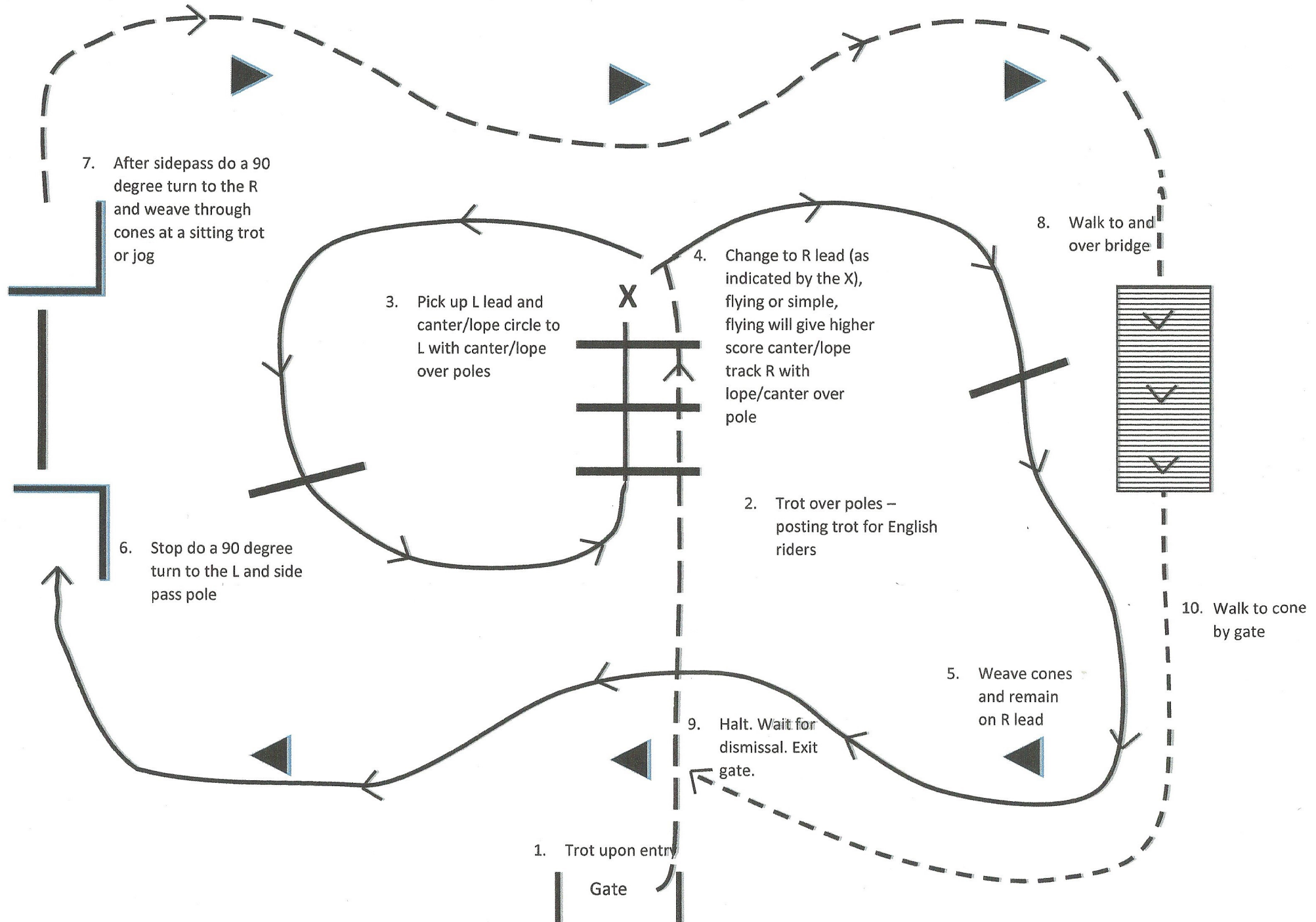
In Hand Hunter

(Inside of Ring --- Holding area)

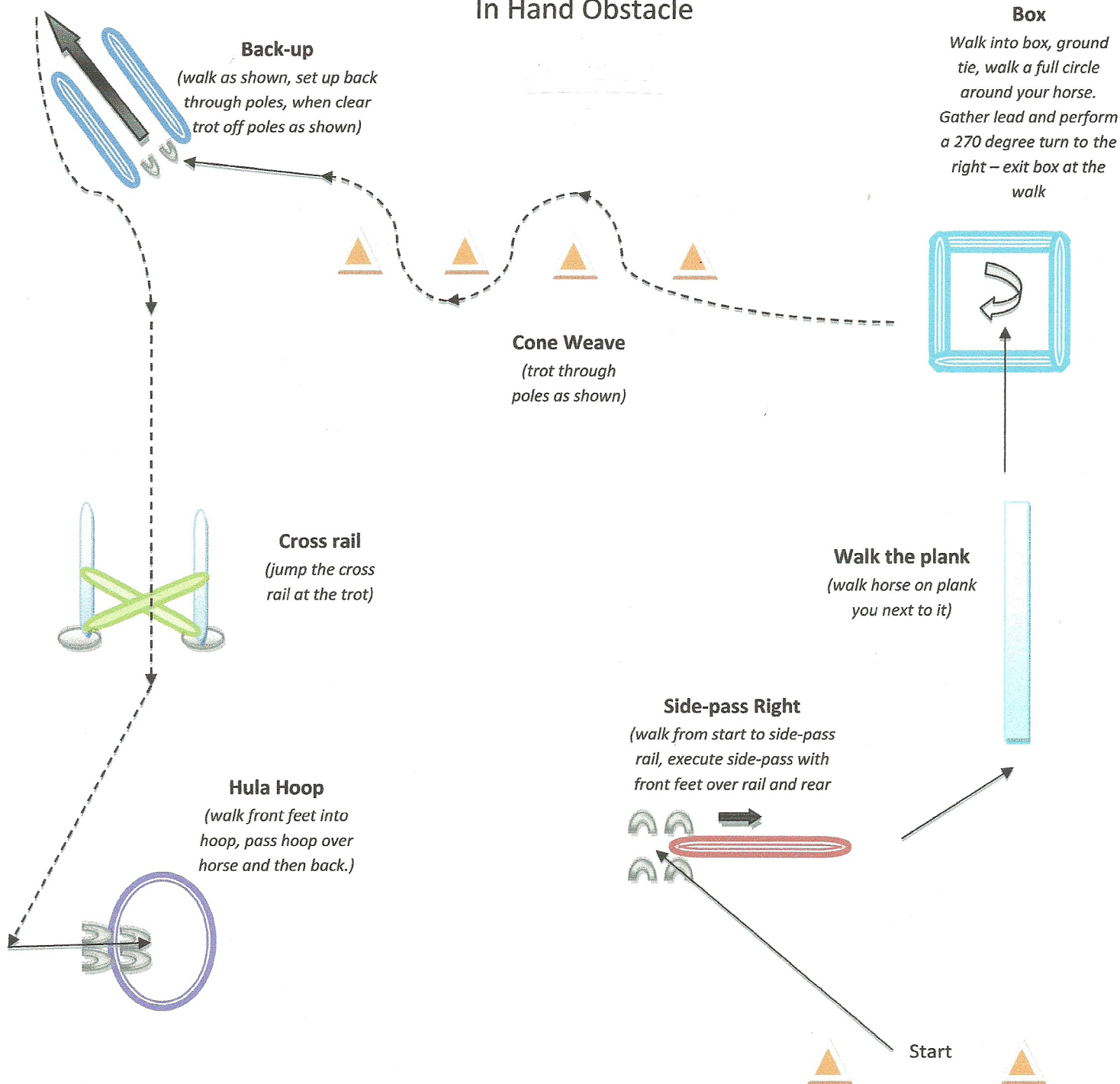


****Safe distances to be determined by the size of the VSE animals we have and set at the judges' and show stewards discretions**

Mounted Trail Class ---



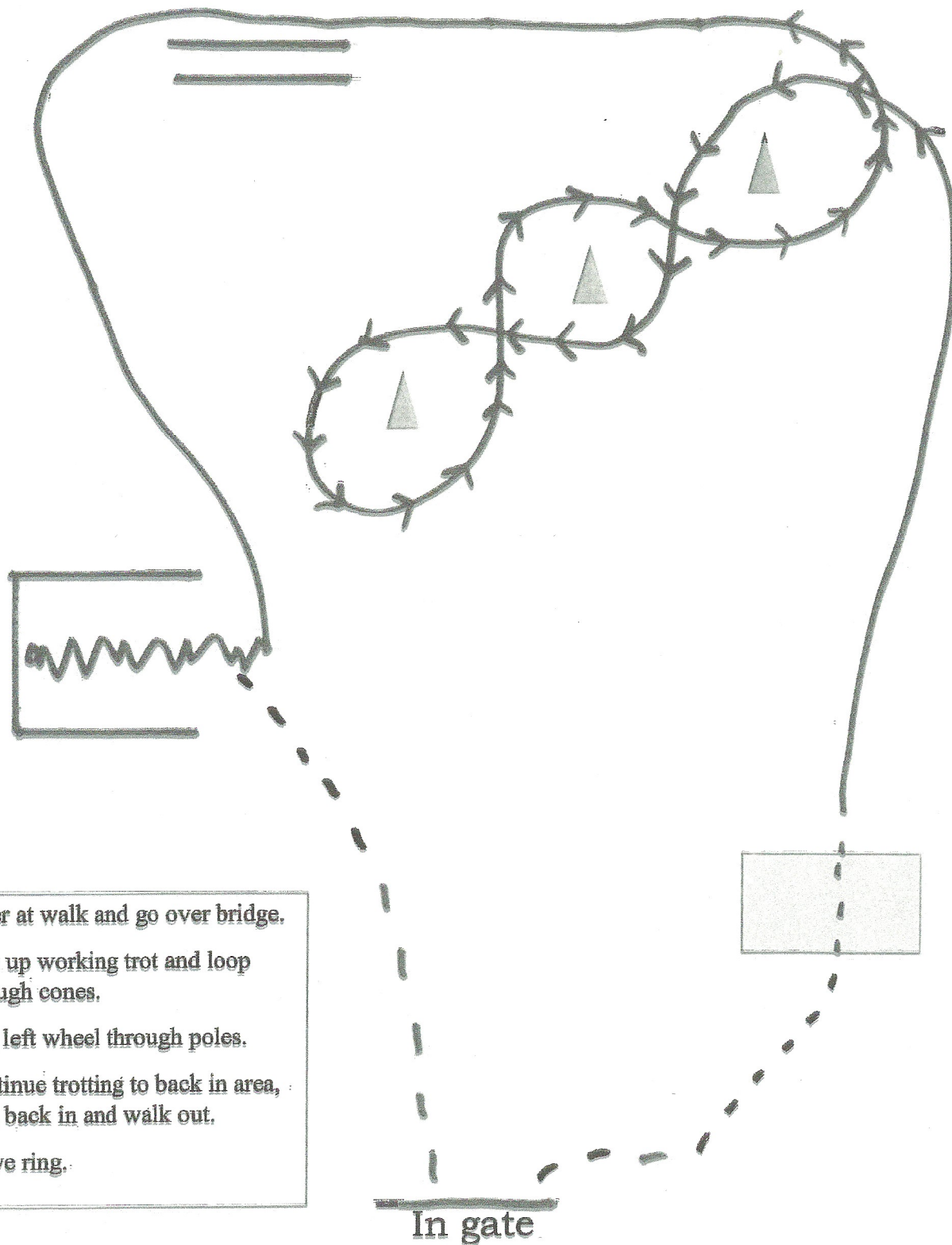
In Hand Obstacle



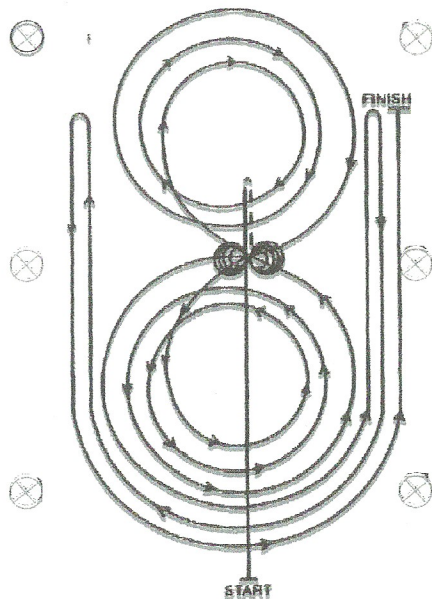
(Inside of Ring - - - Holding area)

****Safe distances to be determined by the size of the VSE animals we have and set at the judges' and show stewards discretions**

Driving Obstacles



Handiness Pattern #1



1. Run or lope past center marker and stop
2. Back up 5 steps and hesitate for 5 seconds
3. Complete 360 degree turn to the right
4. Complete 360 degree turn to the left
5. Pivot to the left 90 degrees
6. On the left lead complete 3 circles to the left, first small and slow and the next two large and fast; change leads at center of arena
7. On the right lead complete 3 circles to the right, first small and slow and the next two large and fast; change leads at center of arena
8. Begin a large fast circle to the left but do not close this circle, run or lope up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation
9. Continue back around the previous circle but do not close this circle. Run or lope up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence – no hesitation
10. Continue back and around previous circle but do not close this circle. Run or lope up right side of the arena past the center marker and stop at least 20 feet (6 meters) from the wall or fence. Stop and hesitate to demonstrate completion of the pattern

Simple changes are accepted but flying changes are preferred.
Scoring will reflect such.

Rider may be asked to drop the bridle to the designated judge

Adopted from the AMERICAN QUARTER HORSE ASSOCIATION Reining Pattern #9