

## **HORSEMANSHIP PATTERN #1**

### **PATTERN DESCRIPTION:**

Enter the arena carrying a flag (flag to be provided by hosting rodeo club) and circle the arena once at a slow lope. Make a second circle around the arena with the flag at a faster, controlled pace. Stop at gate and hand flag to arena personnel. Make a third circle as a presentation ride, saluting the crowd. The use of a flag boot is optional.

### **JUDGING CRITERIA:**

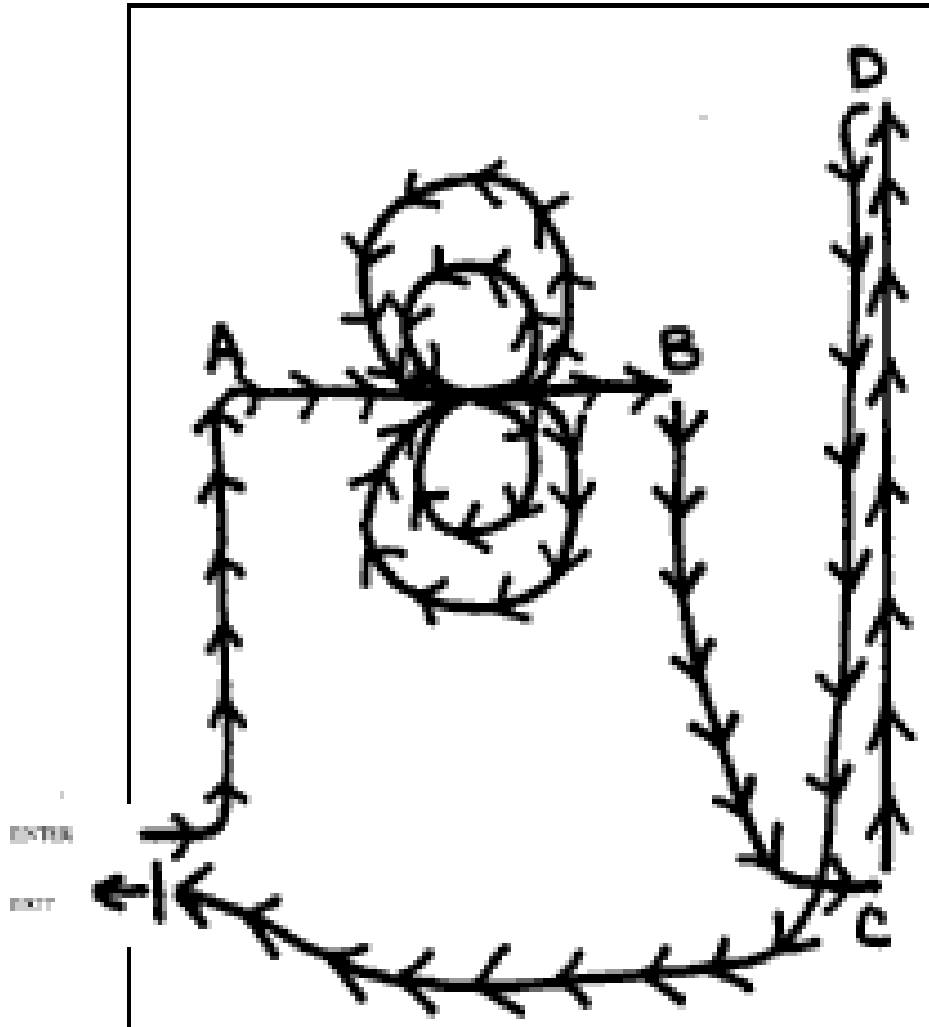
- Rider's ability to keep horse calm and under control
- Correct lead
- Uniformity, size, and speed of circles
- Smooth straight stop - slide preferred - horse should not walk out of stop
- Rider: feet forward, seat in saddle, does not bounce, no excessive use of the bit or reins

## HORSEMANSHIP PATTERN #2

### PATTERN DESCRIPTION:

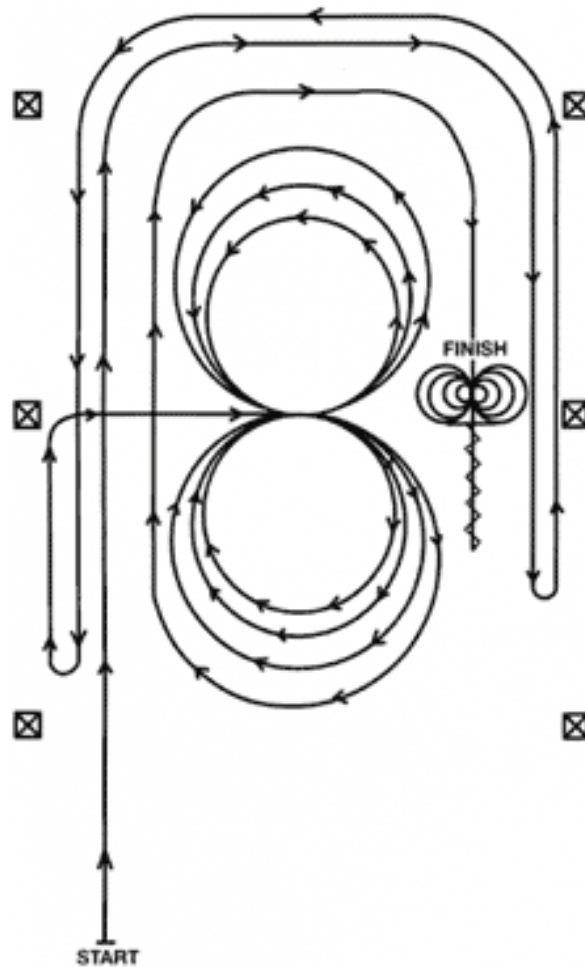
- Walk-in: Rider's ability to keep horse calm & under control
- Large Figure Eight: Speed (fast gait)  
Correct leads (right & left)  
Stop and corrected wrong lead  
Incorrect lead or cross fire  
Uniformity and size of circles
- Small Figure Eight: Speed (slow gait)  
Correct leads (right & left)  
Stop and corrected wrong lead  
Incorrect lead or cross fire  
Uniformity and size of circles
- Stop in Center: Desired Performance Criteria  
Horse: Smooth straight stop, slide preferred, horse should not walk out of stop.  
Rider: Feet forward, seat in saddle, does not bounce, no excessive use of bit or reins (jerking).
- Trot to Corner, Run Down and Stop: Desired Performance Criteria  
Rider's ability to keep horse calm and under control  
Horse: Smooth straight stop, slide preferred, horse should not walk out of stop.  
Rider: Feet forward, seat in saddle, does not bounce, no excessive use of bit or reins (jerking).
- Presentation Ride to Gate & Stop at Gate: Desired Performance Criteria  
Correct lead  
Speed at fast, controlled gait  
Rider's salute to crowd  
Horse: Smooth straight stop, slide preferred, horse should not walk out of stop.  
Rider: Feet forward, seat in saddle, does not bounce, no excessive use of bit or reins (jerking).

## Illustration Pattern #2



Walk to position A. Begin figure 8 work to the right at a fast lope and make the larger figure 8. Reduce speed and go into smaller figure 8. Stop at position B. Trot to position C. Begin fast pace at position C, coming to a stop at position D. Turn away from fence at position D and proceed to the exit gate at a fast pace, doing a presentation ride. Stop at the gate and exit arena.

### Pattern #3

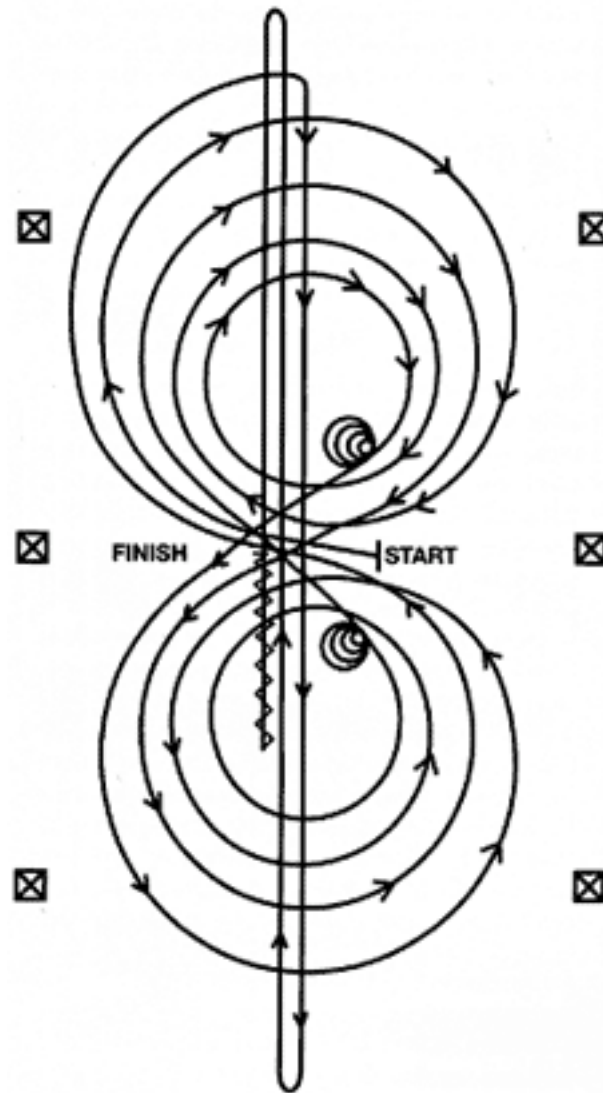


**NOTE:**

**NRHA does not require a specific lead on a straight-away. Please refer to the Judges Guide.**

1. Beginning, and staying at least twenty feet from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.
2. Continue straight up the right side of the arena staying at least twenty feet from the walls or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least twenty feet from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

## Pattern #4



\*Beginning at the center of the arena facing the left wall or wall or fence.

1. 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.
2. Complete four spins to the right. Hesitate.
3. 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.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
7. Run to the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate to demonstrate completion of the pattern.