

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:

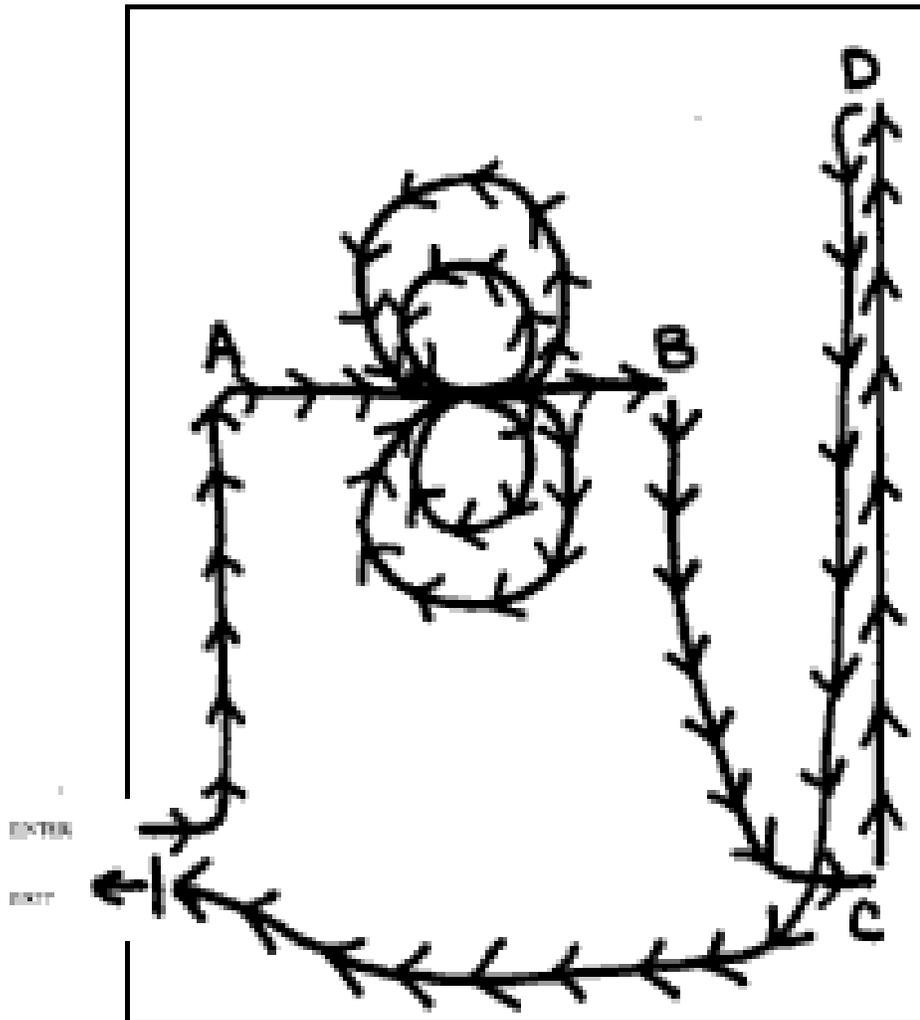
- Rider's ability to keep horse calm and under control
- Correct lead
- Uniformity, size, and speed of circles
- Smooth straight stop - slide preferred - horse should not walk out of stop
- Rider: feet forward, seat in saddle, does not bounce, no excessive use of the bit or reigns

HORSEMANSHIP PATTERN #2

PATTERN DESCRIPTION:

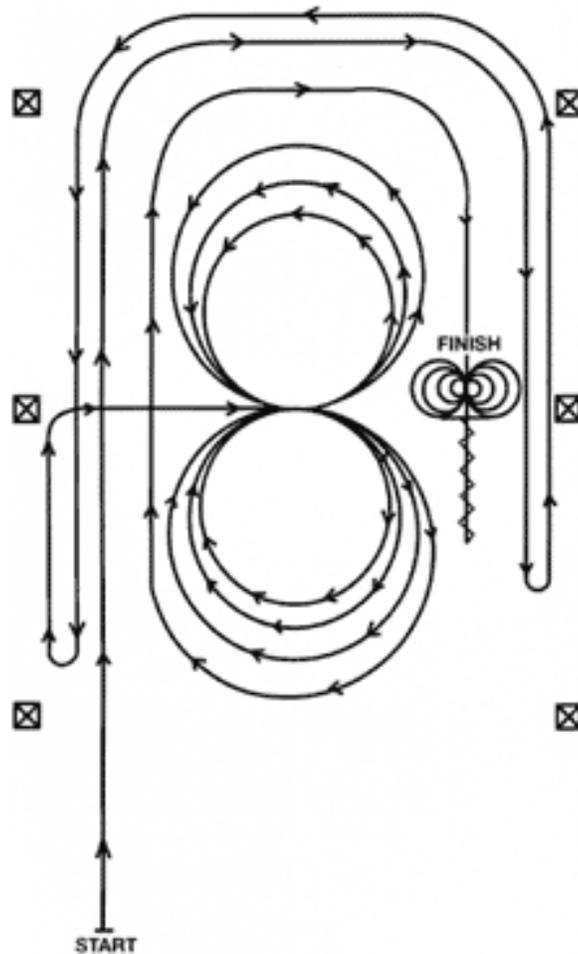
- Walk-in: Rider's ability to keep horse calm & under control
- Large Figure Eight: Speed (fast gait)
Correct leads (right & left)
Stop and corrected wrong lead
Incorrect lead or cross fire
Uniformity and size of circles
- Small Figure Eight: Speed (slow gait)
Correct leads (right & left)
Stop and corrected 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

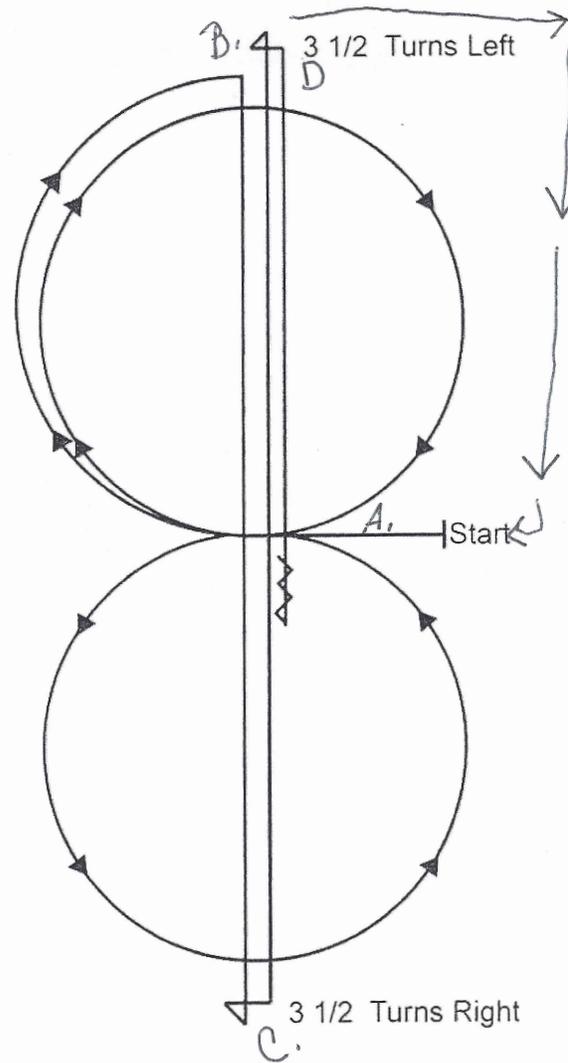


NOTE:

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



Enter through gate at a walk, walk to center point A.

Begin lope to the right, change lead in center, complete circle,

Change lead in center and proceed to point B. Turn and proceed to point C.

Make complete stop. Make 3.5 spins to the right, end facing center of arena,

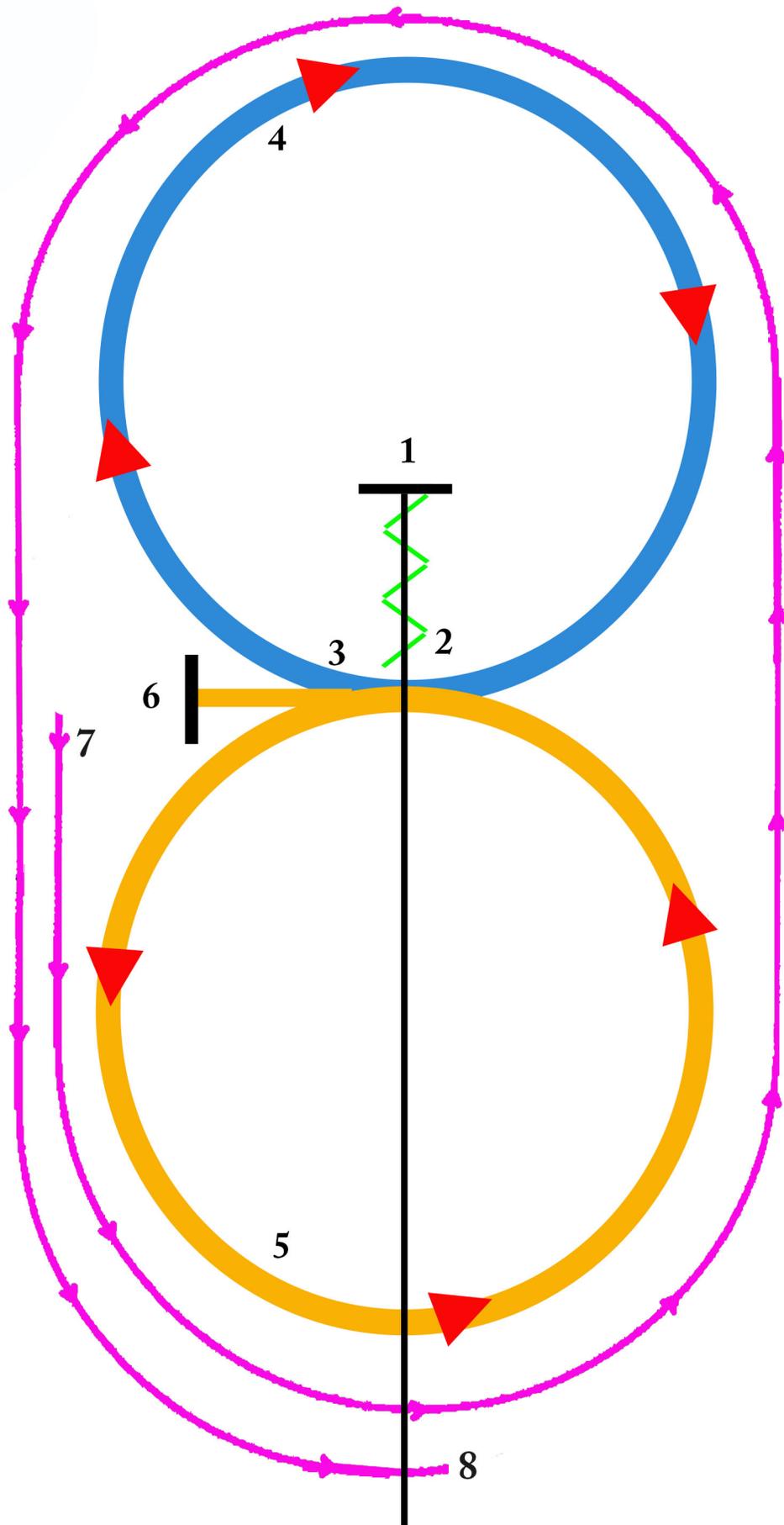
Lope to point D. come to complete stop, make 3.5 spins to the left.

Lope to center of arena come to complete stop, back~

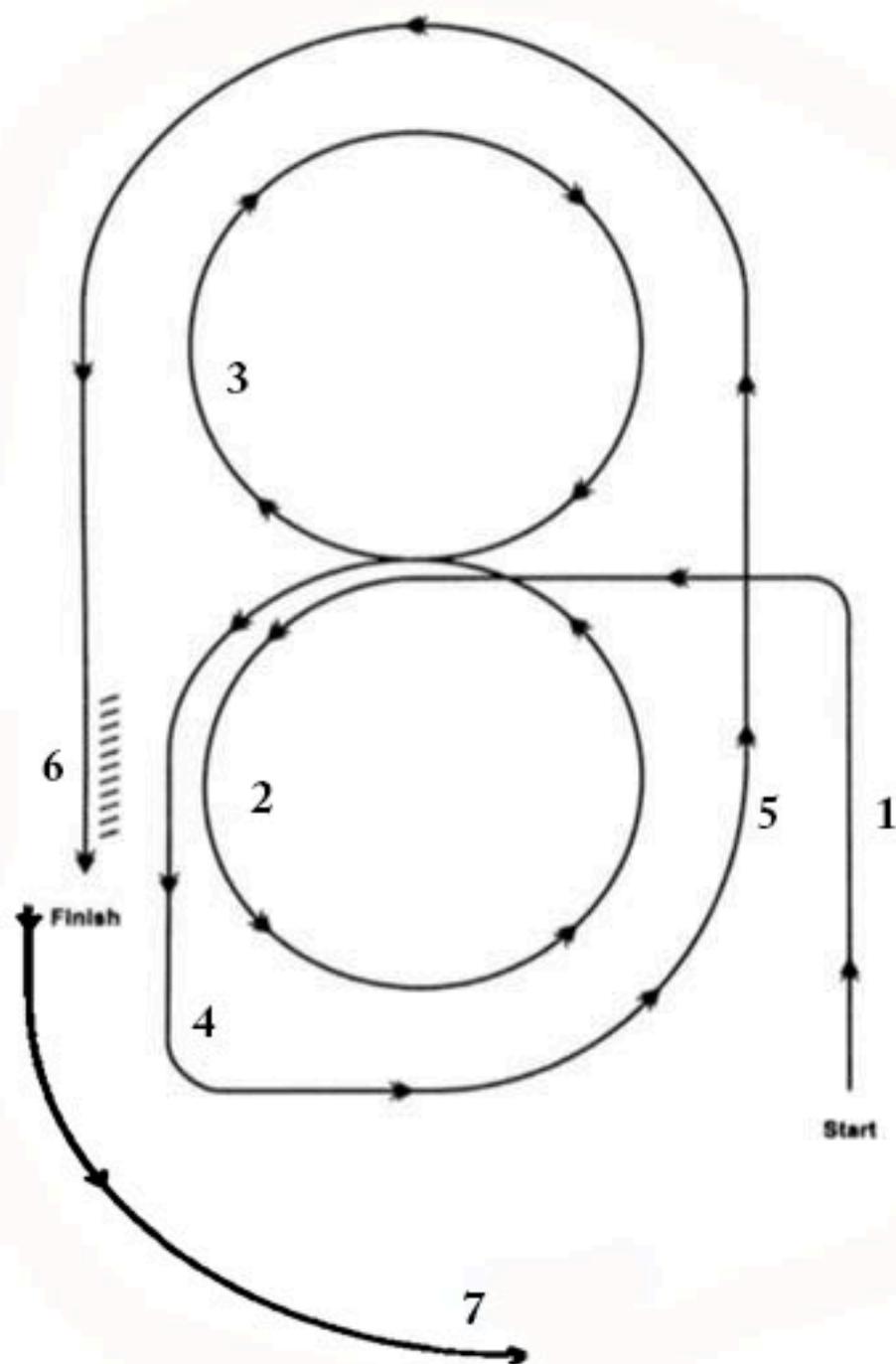
Exit arena at a walk.

Pattern #5

1. Lope up the center of the arena and stop
2. Back up to Center
3. 1/4 turn to the left
4. Lope Circle to the right change leads
5. Lope Circle to the Left
6. Stop
7. Presentation Ride
8. Stop at gate



Horsemanship Pattern #6



- 1. Extended jog along side of arena, then to center**
- 2. Begin lope at center of arena and lope left circle on the left lead**
- 3. Change leads at center of arena and lope right circle on the right lead**
- 4. Change leads and continue loping around end of the arena**
- 5. Once on the straight, increase speed and continue around end of the arena**
- 6. Stop and back up 10 feet**
- 7. Walk to gate and exit**