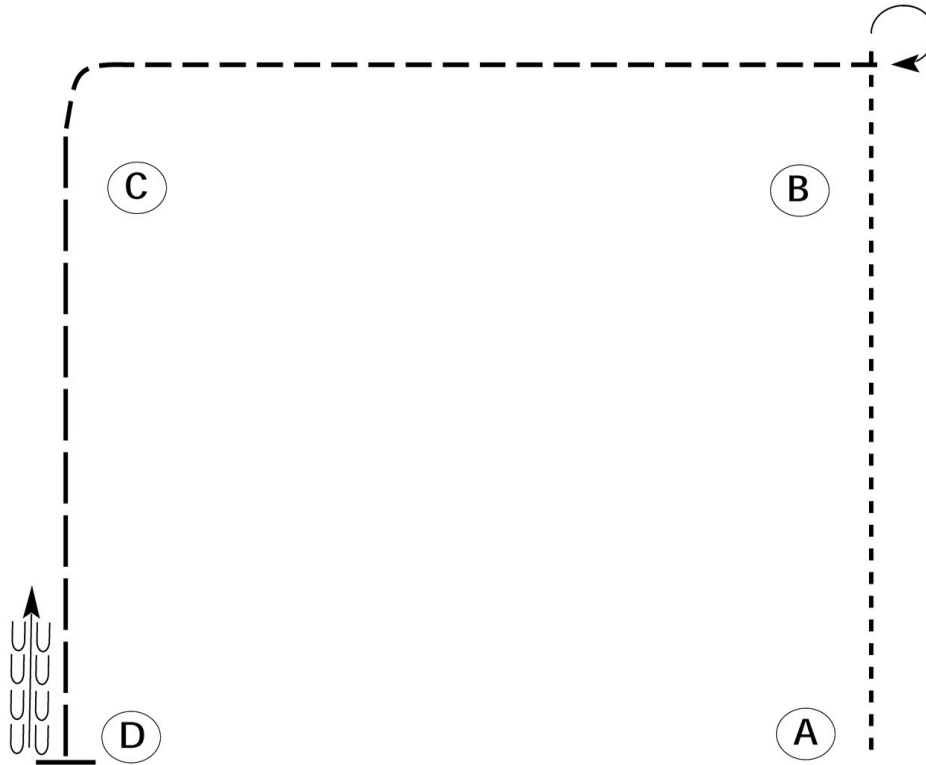


# Little Miss Horsemanship Pattern

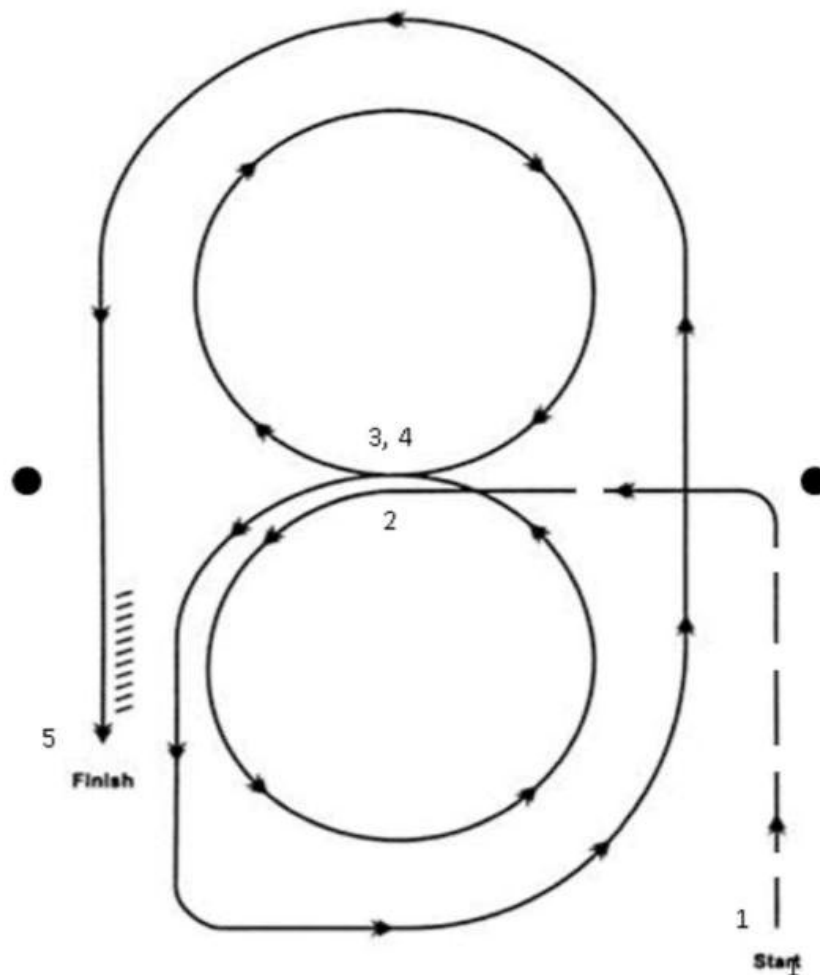


Be ready at A.

1. Walk from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Extend the jog from C to D.
5. Stop at D and back one horse length.
6. Return to the arena gate and demonstrate a Queens Run Tracking left
7. Halt, walk over to judges.
8. When finished talking with the Judges exit the arena at a walk

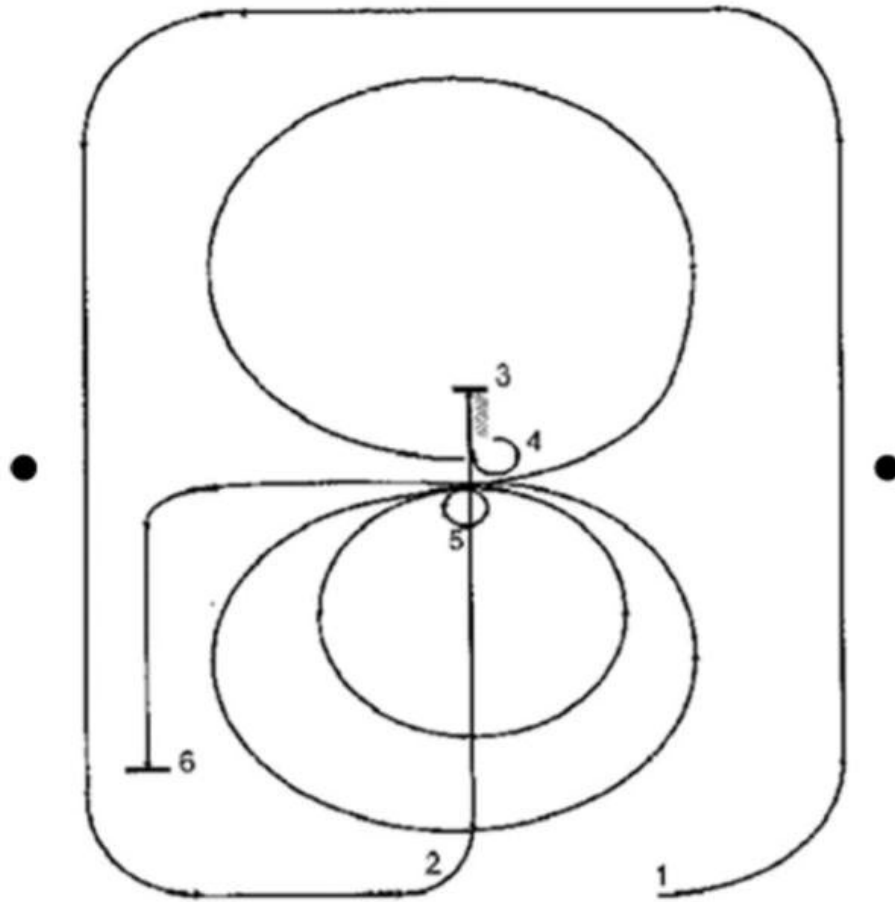
<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	— / —
<b>Back</b>	← — — — — — — — — —
<b>Marker</b>	Ⓚ
<b>Sidepass</b>	← — — — — →

# Young Miss Horsemanship Pattern



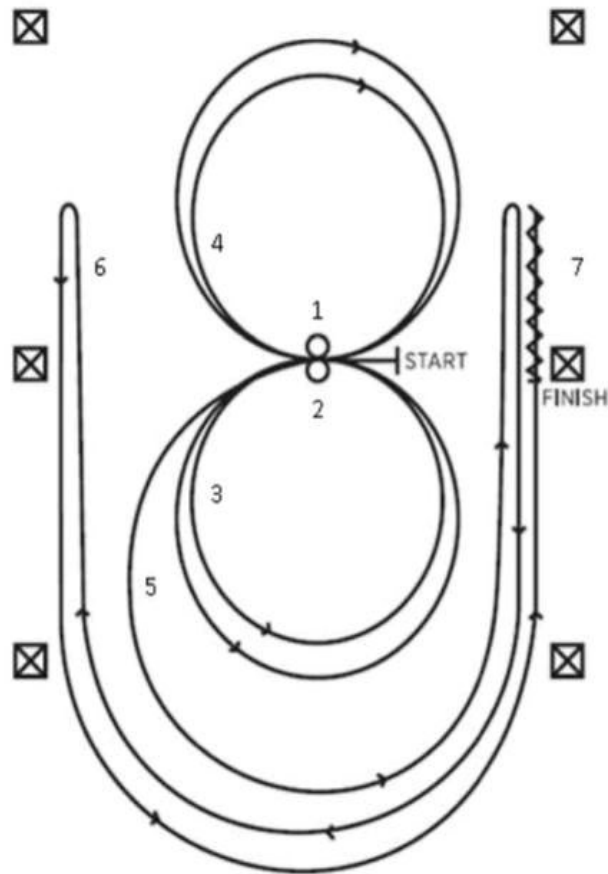
1. Extended jog along the side of the arena, then to the center.
2. Begin lope at center of the arena and lope a circle to the left at moderate speed.
3. Change leads at the center of the arena and lope a circle to the right at moderate speed.
4. Change leads at the center of the arena and continue around the end of the arena at an extended lope.
5. Stop and back. Pause to show completion of pattern.
6. Walk to entry gate and complete a Queens Run tracking left
7. Halt, walk over to judges.
8. When dismissed exit the arena at a walk

# Jr Queen Horsemanship Pattern



1. Circle the arena, on the left lead, at an extended lope.
2. Guide left and lope down the center of the arena with moderate speed.
3. Pass the center of the arena, stop, and back to the center.
4. Execute a  $\frac{3}{4}$  turn to the right, lope a circle to the right with moderate speed.
5. Stop in the center, execute a  $360^\circ$  turn, to the left. Lope a small, slow circle to the left, followed by a larger, faster circle to the left. At the center of the arena, rate back to a slower speed and continue loping on the left lead towards the end of the arena.
6. Stop and pause to show completion of pattern.
7. **Walk to entry gate and retrieve a flag, and complete flag run, tracking left**
8. **Discard flag**
- 9 **Complete a Queens Run tracking left**
10. **Halt, walk over to judges.**
11. **Dismount and when finished talking with Judges mount your horse and exit the arena at a walk.**

# Queen Horsemanship Pattern



Begin the pattern at the center of the arena, facing the judges.

1. Complete one spin to the right. Hesitate.
2. Complete one spin to the left. Hesitate.
3. Beginning on the left lead, complete two circles to the left, with the first circle large and fast and the second small and slow. Change leads at the center of the arena.
4. Complete two circles to the right, with the first circle large and fast and the second small and slow. Change leads at the center of the arena.
5. Begin a large fast 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, no hesitation.
6. 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, no hesitation.
7. Continue back around the previous circle, but do not close this circle. Run up the right side of the arena, past the center marker. Stop. Back up at least 10 feet and hesitate to show completion.
8. **Walk to entry gate and retrieve a flag, and complete flag run, tracking left**
9. **Discard flag**
10. **Complete a Queens Run tracking left**
11. **Halt, walk over to judges.**
12. **Dismount and when finished talking with Judges mount your horse and exit the arena at a walk.**