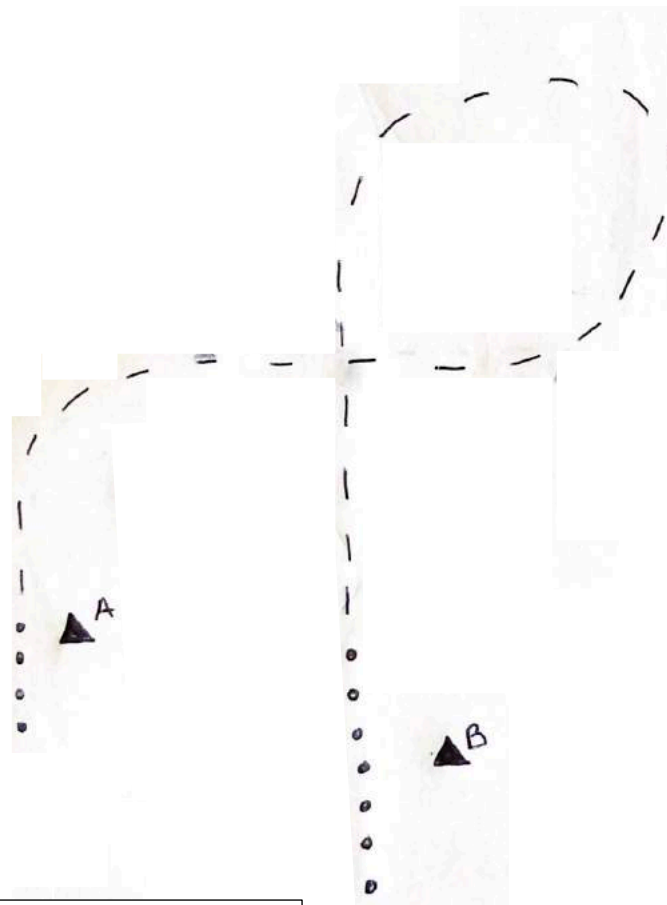


Northern Colorado Riding Club
Pattern Book
July 2021

Hunt Seat Equitation

Novice Rider

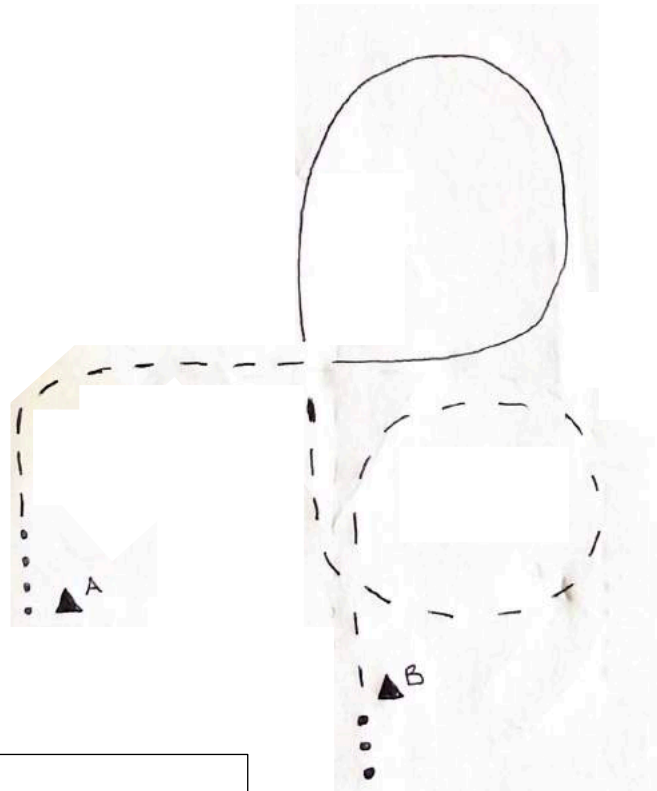
Green Horse



1. Walk to A
2. At A, pick up a posting trot, left diagonal
3. Change diagonals between A and B
4. Circle on posting trot, then break to walk prior to B
5. Walk past B to complete your pattern

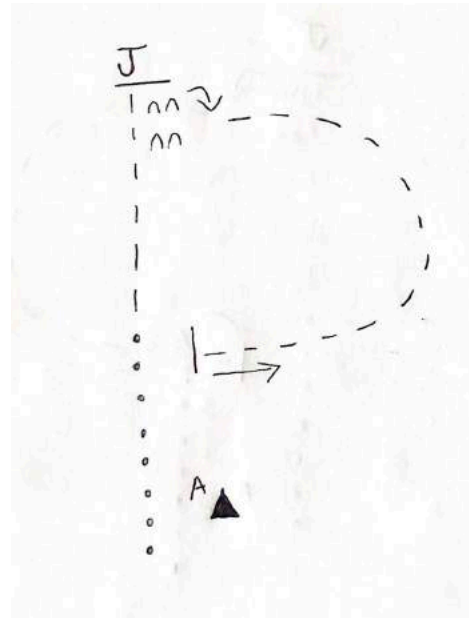
Hunt Seat Equitation

All Ages



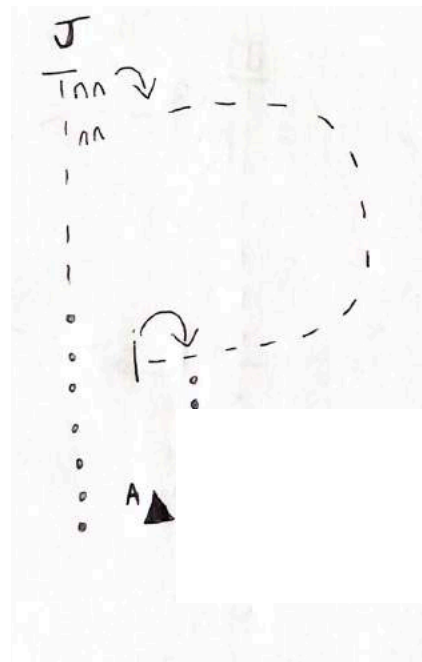
1. At A walk one horse length
2. Pick up a posting trot, left diagonal
3. Between A and B, pick up left lead canter
4. Canter circle then break to a trot, right diagonal
5. Trot a circle to the left, and back to B
6. At B break to a walk to complete pattern

Showmanship
Novice Rider
Green Horse



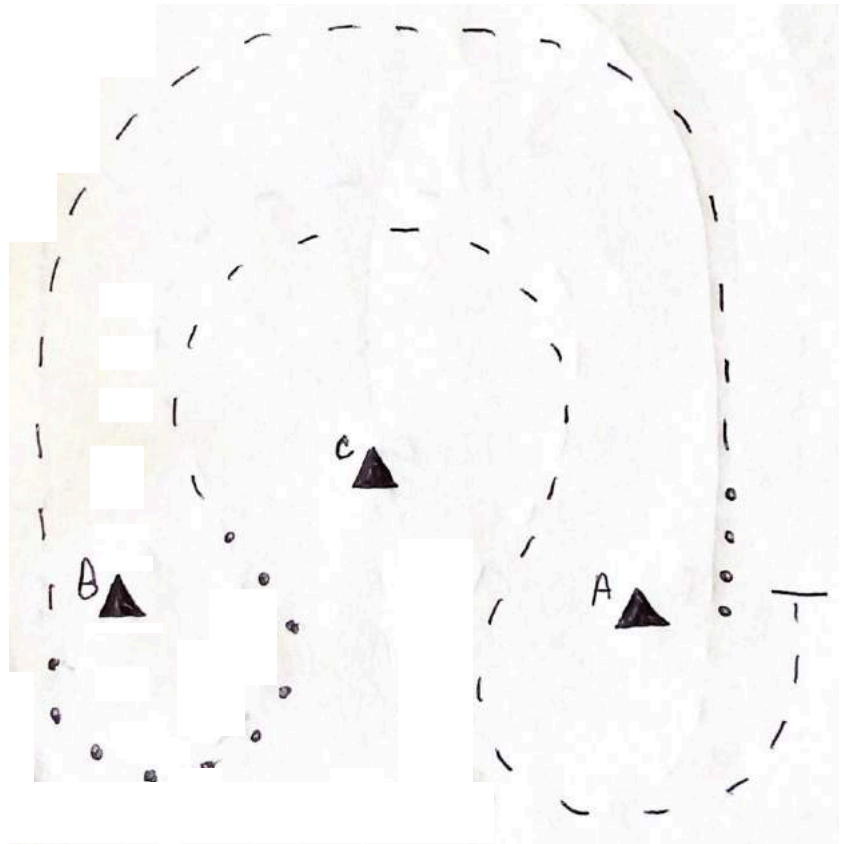
1. Be ready at A
2. Walk to center of pattern
3. Jog to judge
4. Stop and set up for inspection at Judge
5. When dismissed, complete a 90 degree turn
6. Trot half circle
7. Stop and back one horse length

Showmanship
All Ages



1. Be ready at A
2. Walk to center of pattern
3. Jog to judge
4. Stop and set up for inspection at Judge
5. When dismissed, complete a 90 degree turn
6. Trot half circle
7. Stop and complete a 270 degree turn
8. Walk away to complete pattern

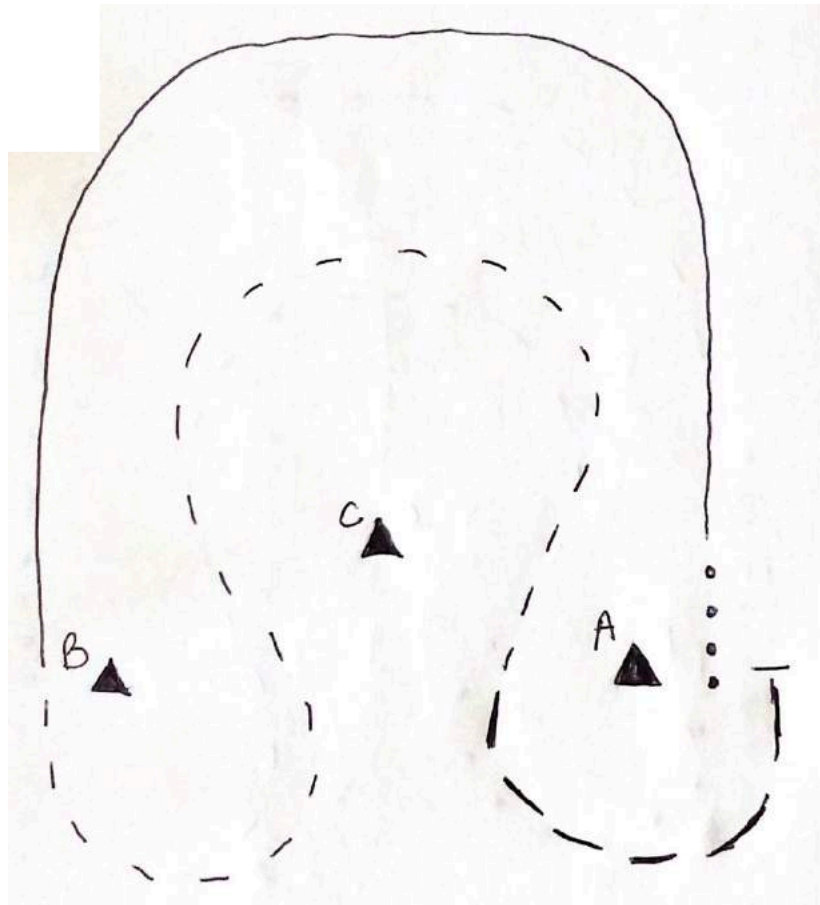
Western Horsemanship
Novice Rider
Green Horse



1. Be ready at A
2. Walk one horse length then pick up a jog
3. Jog half circle to B
4. At B, break to a walk
5. Walk half circle to C, then resume jog
6. Continue serpentine around C and A
7. Stop at A

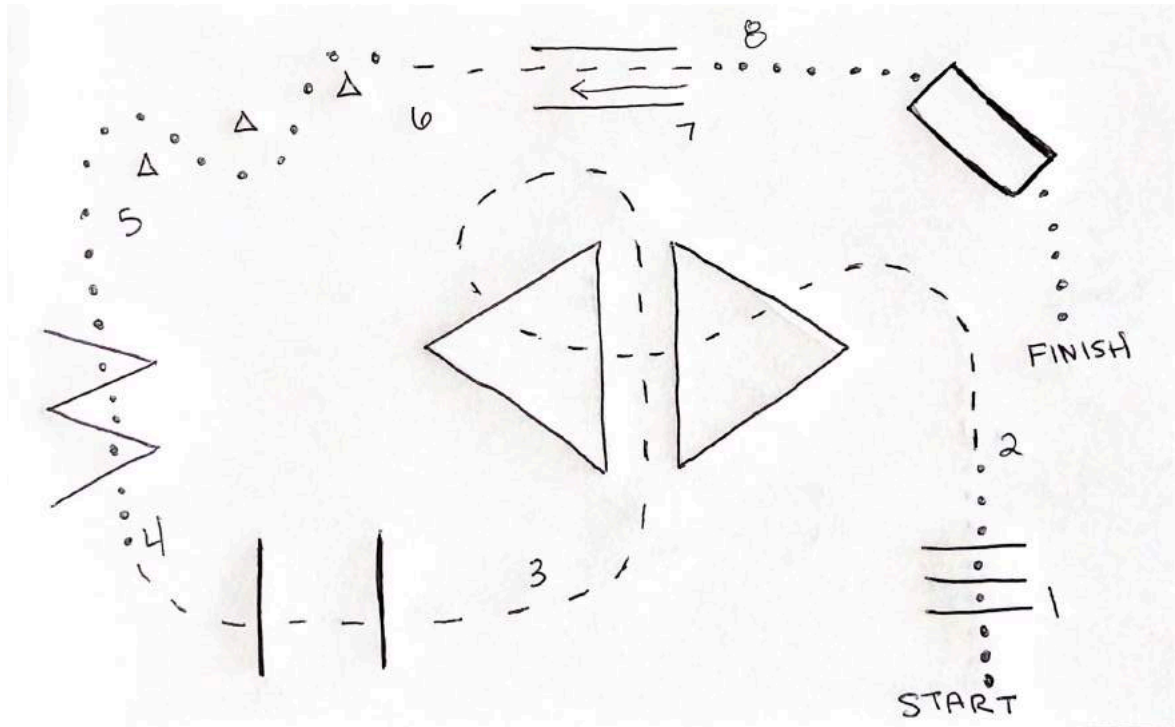
Western Horsemanship

All Ages



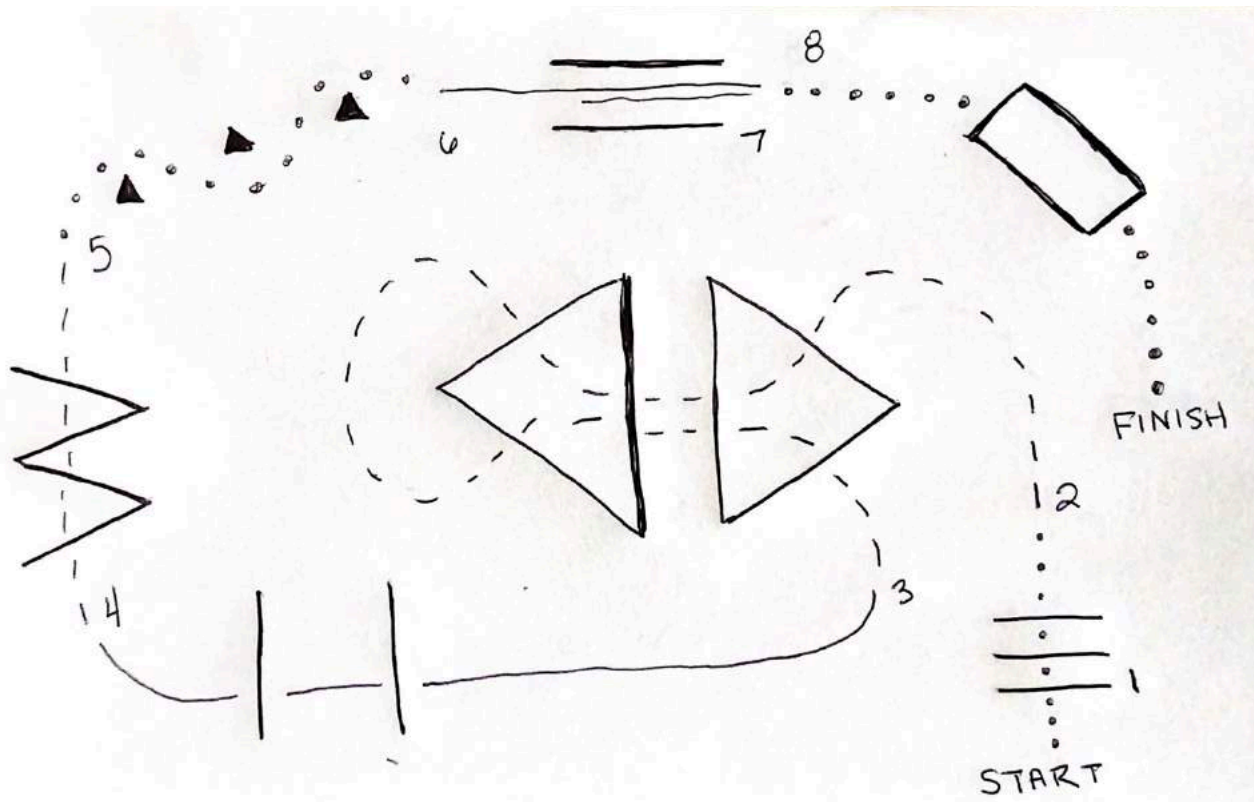
1. Be ready at A
2. Walk one horse length past A then pick up a left lead lope
3. Lope half circle to B
4. At B break to jog and jog a serpentine around B and C to A
5. At A extend the jog in a half circle around A
6. Stop at A

Trail
Novice Rider
Green Horse
Leadline (Walk Only)



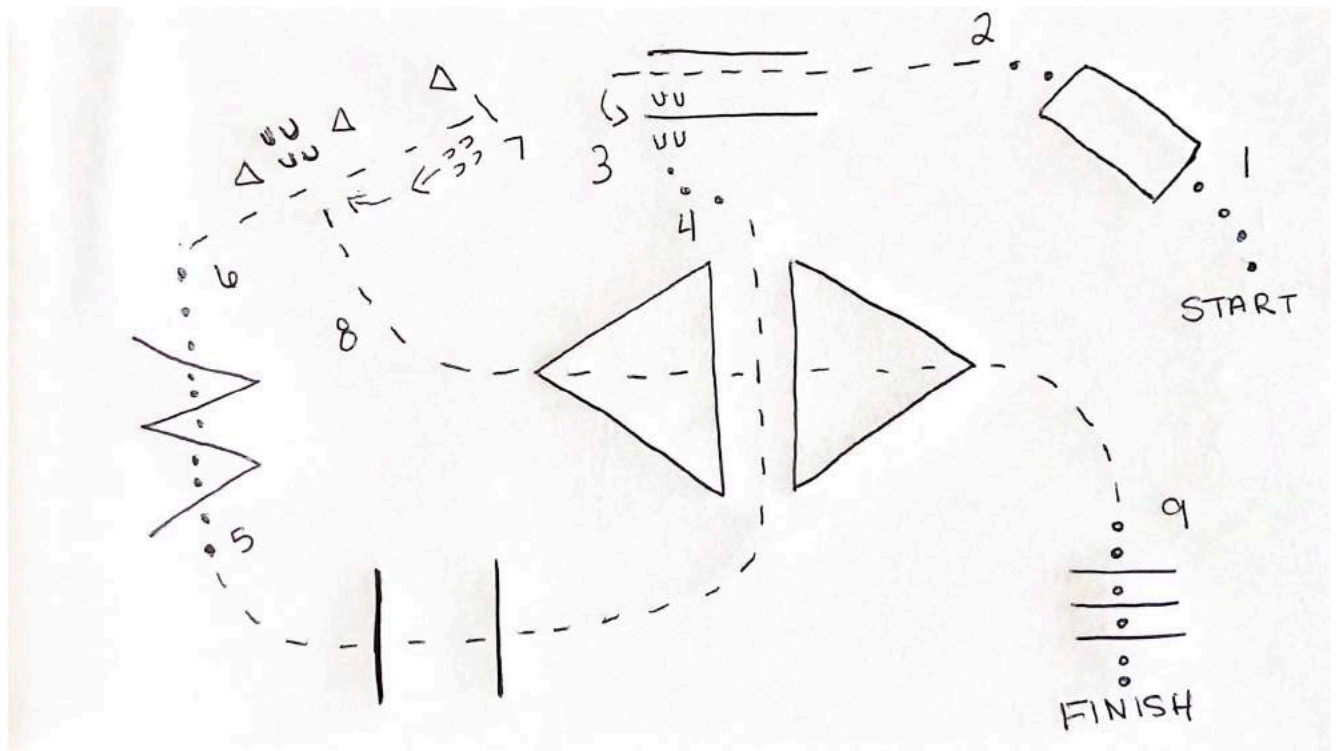
1. Walk over poles
2. Pick up jog and jog through triangles as shown
3. Continue at a jog over poles
4. Walk over poles
5. Continue at a walk to serpentine through cones
6. Jog into chute. Stop and back one horse length in chute
7. Walk out of chute and over bridge

Trail
All Ages



1. Walk over poles
2. Jog into triangles as shown
3. Lope right lead over poles
4. Break to a jog and jog over poles
5. Break to a walk, walk serpentine through cones
6. Left lead lope into chute
7. Stop and back into chute
8. Walk out of chute and over bridge

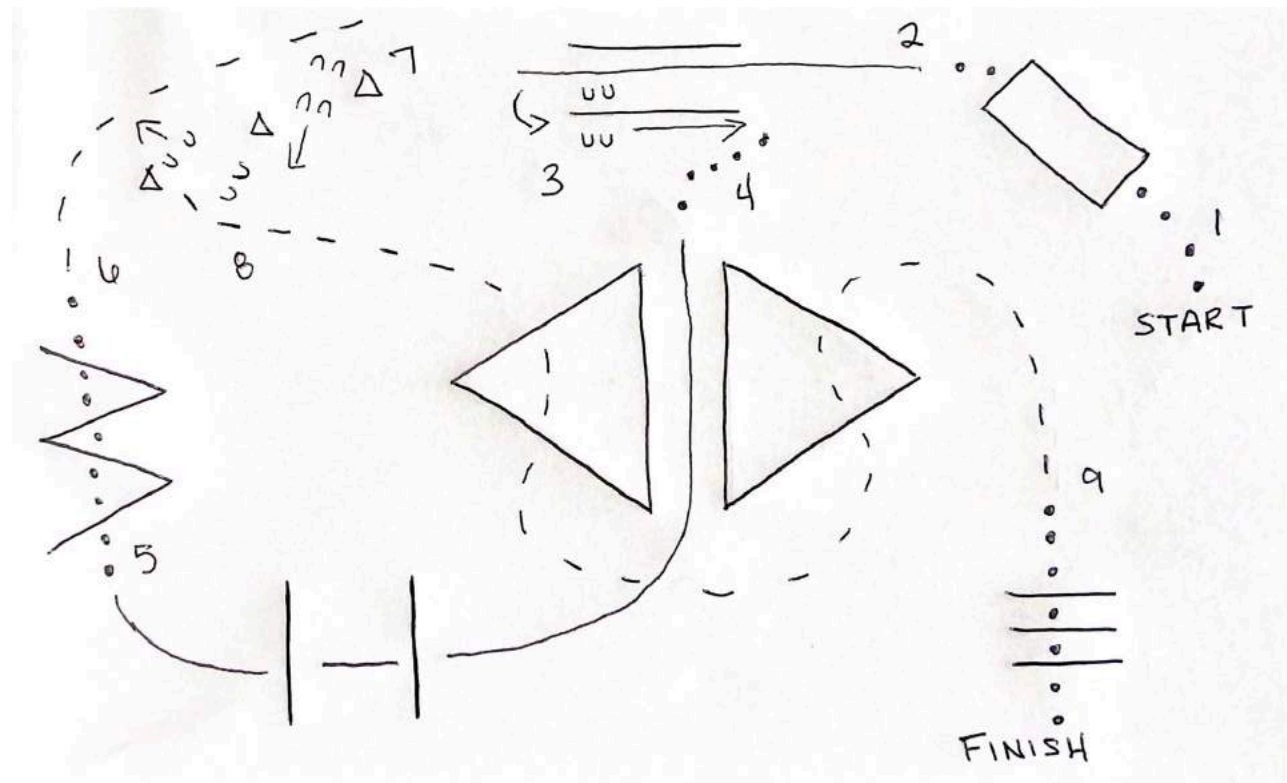
Ranch Trail Green Horse



1. Walk over bridge
2. Jog through chute and stop with shoulders outside of chute
3. Perform a 90 degree turn to the left to place front legs over the pole, do not sidepass
4. Walk forward over pole and then pick up a jog through the triangle chute and over the poles
5. Break to a walk, walk over poles
6. Jog to the third cone
7. Stop and back past the middle cone and in between the first and second cone
8. Jog forward through triangles
9. Walk over poles

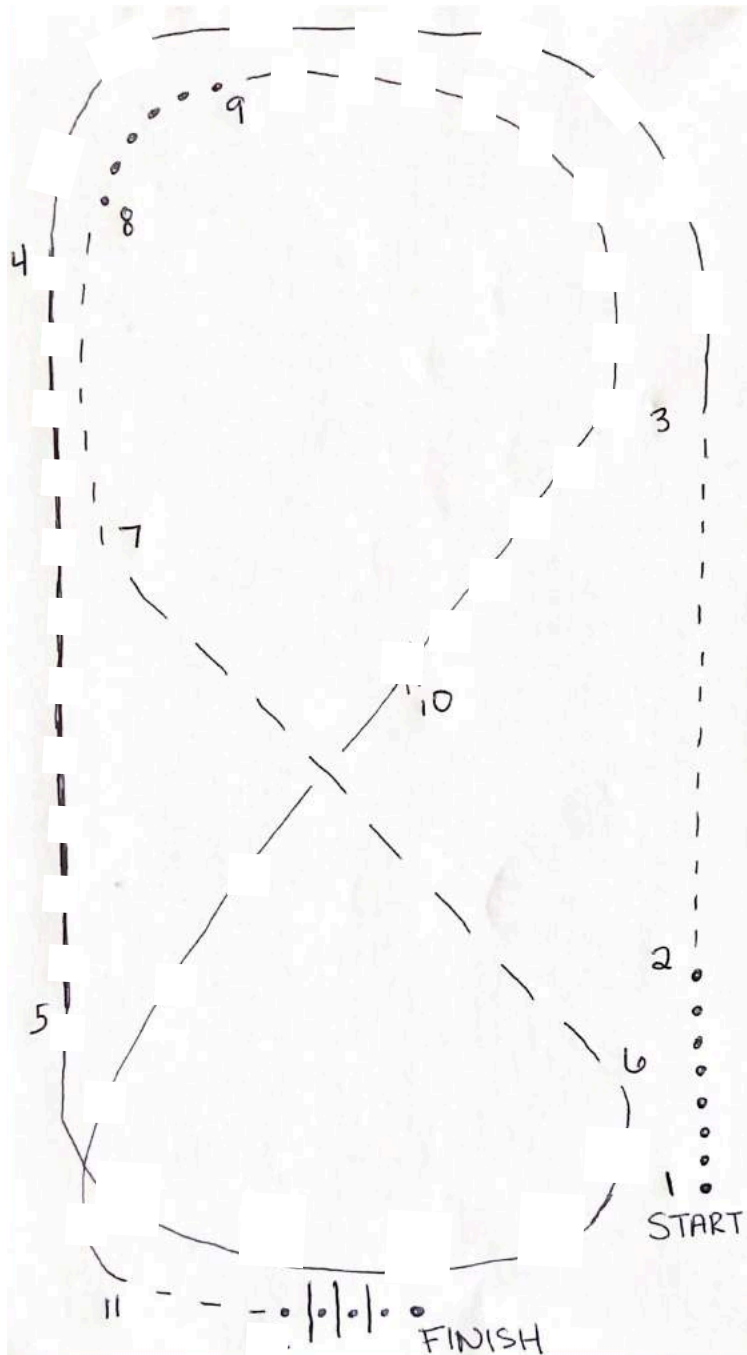
Ranch Trail

All Ages



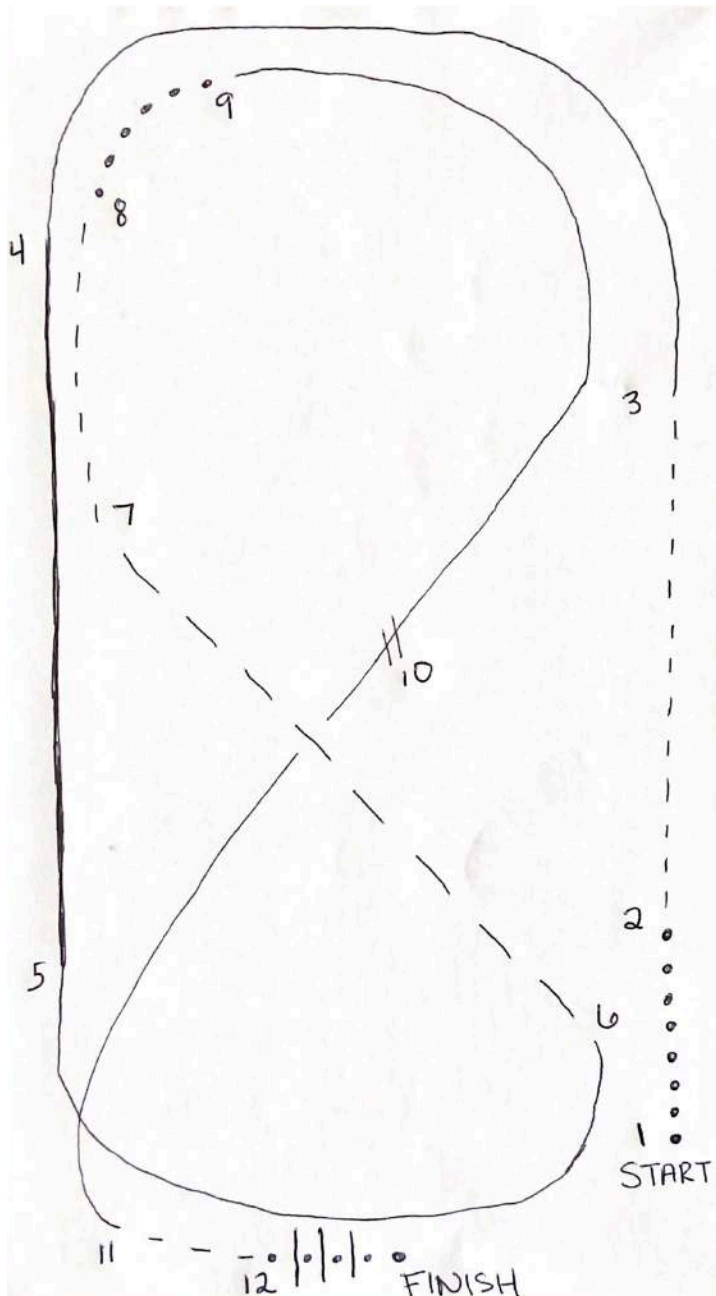
1. Walk over the bridge
2. Lope left lead into chute
3. Stop with shoulder outside of chute in order to complete a 90 degree turn to the left placing front legs over the pole. Sidepass over pole.
4. Walk forward, then pick up right lead lobe to lobe over poles
5. Walk over poles
6. Jog to the third cone
7. Stop and back a serpentine through cones
8. Jog forward and through triangle as shown
9. Walk over poles

Ranch Riding Green Horse



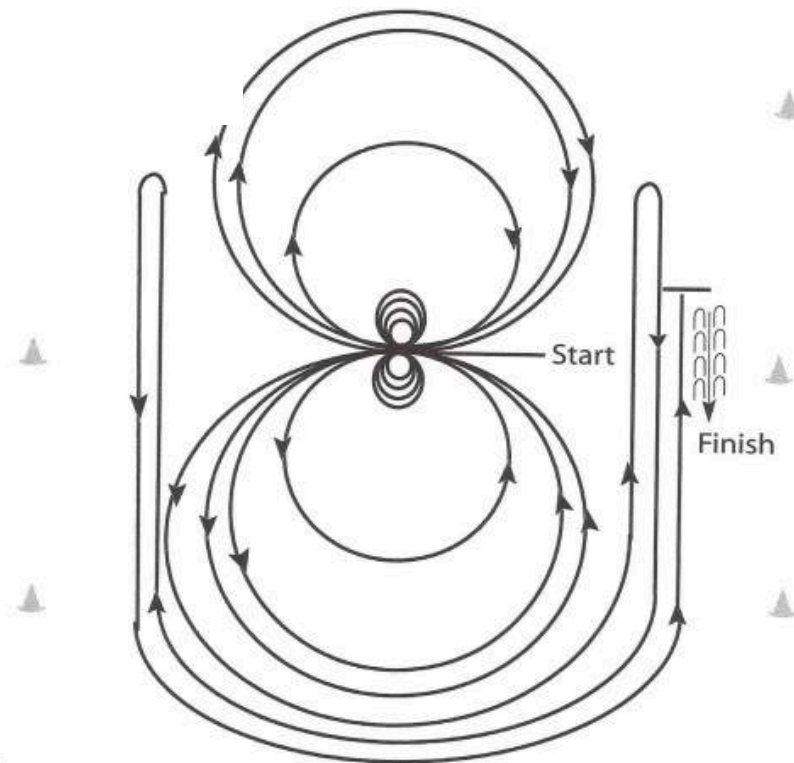
1. Walk
2. Jog
3. Extended jog
4. Jog
5. Extended jog
6. Extended jog across diagonal
7. Jog
8. Walk
9. Jog
10. Extended jog
11. Walk

Ranch Riding All Ages



1. Walk
2. Jog
3. Lope
4. Extended lope
5. Lope
6. Extended jog
7. Jog
8. Walk
9. Lope
10. Change leads
11. Jog
12. Walk

Reining All Ages



Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right.
2. Complete four spins to the left. 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. Change leads at the center of the arena.
4. 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.
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 at least twenty feet (6.09m) from the wall or fence – no hesitation.
6. Continue back 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 (6.09m) from the wall or fence – no hesitation.
7. 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.