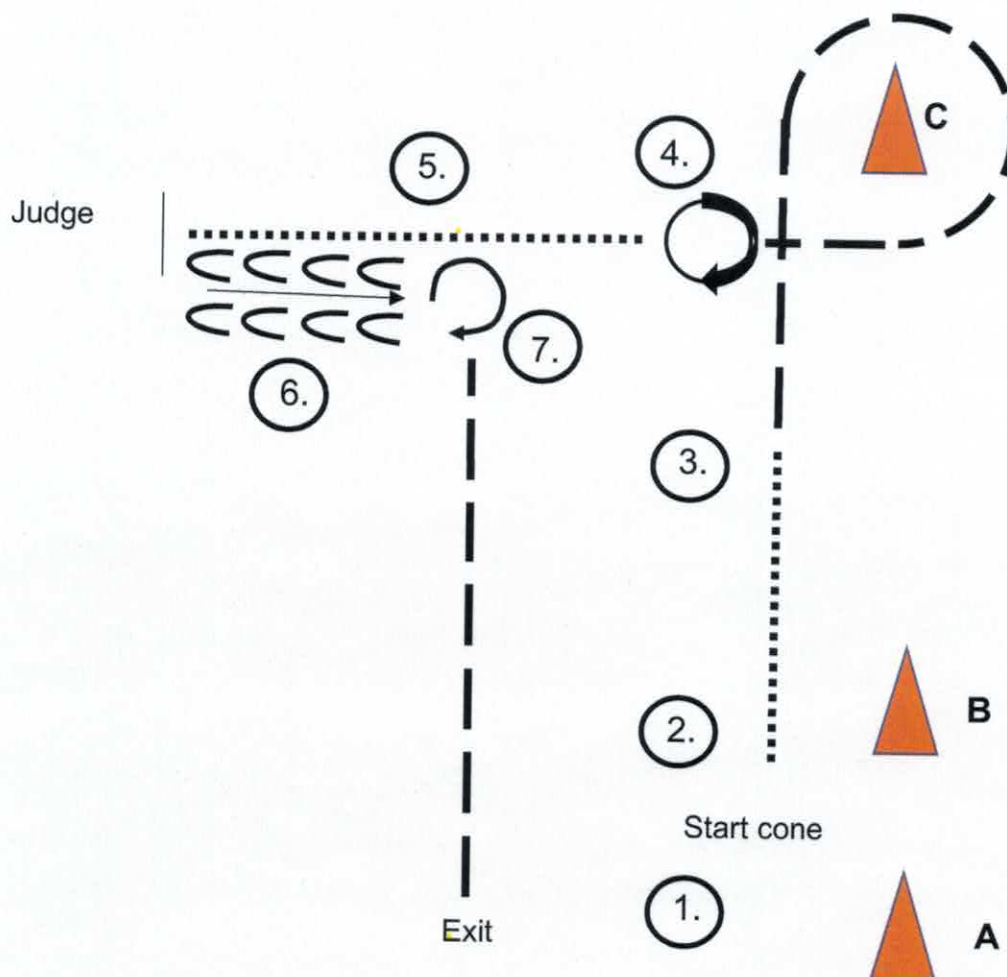
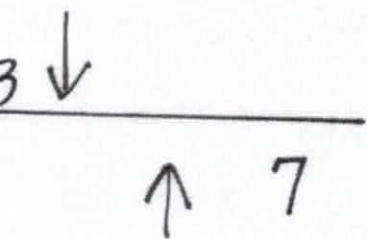
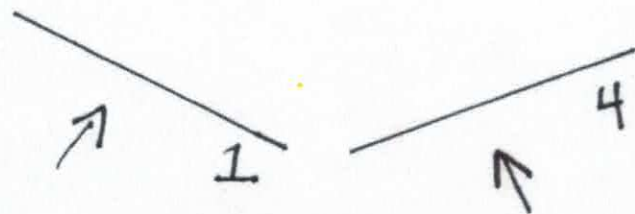
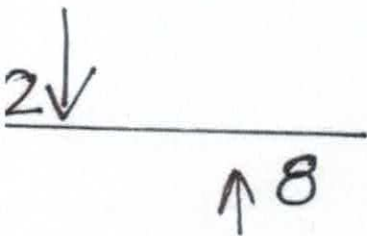


Fitting and Showmanship

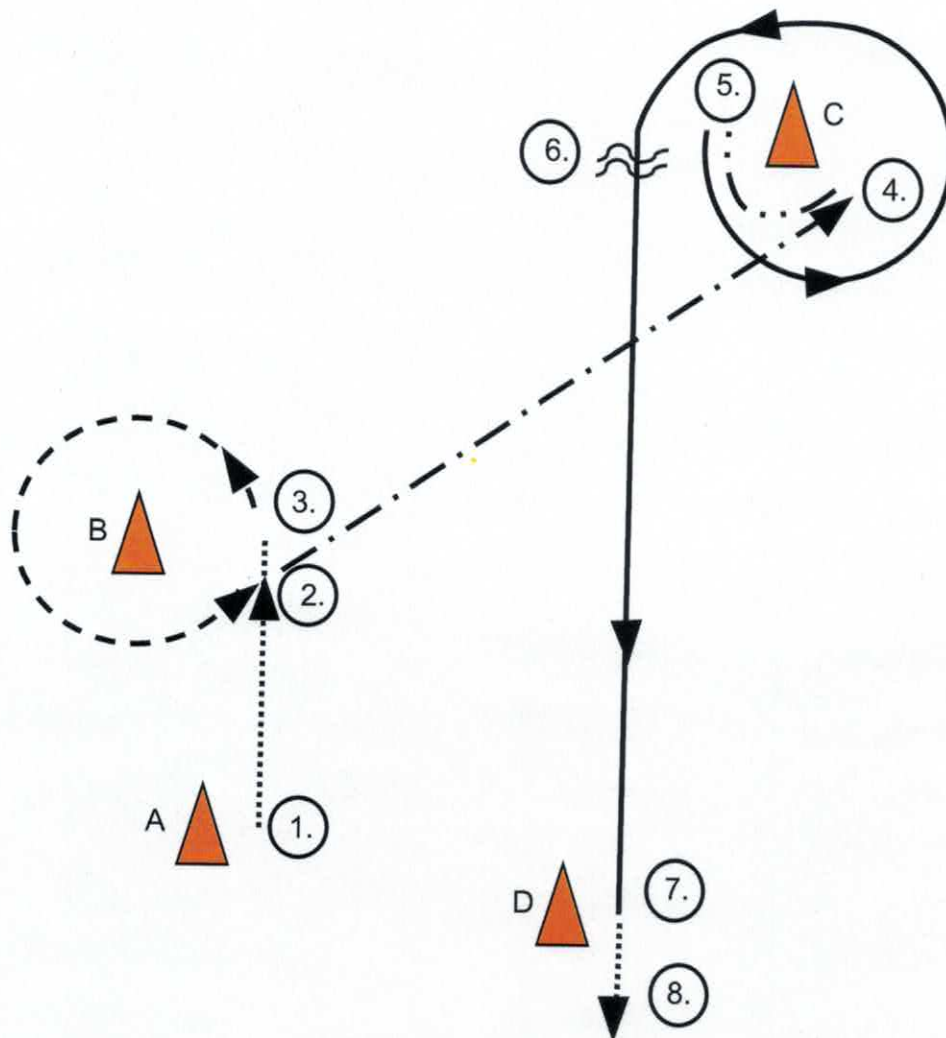


1. At cone A set up, when acknowledged by judge, walk to left of cone B.
2. Walk halfway to cone C.
3. Pick up a trot to and around cone C as shown.
4. Stop when just past cone C. Perform a 360-degree turn.
5. Walk to judge and set up for inspection.
6. When dismissed, back one-horse length.
7. Perform a 270 degree turn and trot to exit.

Hunter OVER FENCES



English and Western Equitation Pattern



1. Start walk at cone A.
2. Pick up trot (use correct diagonal)/jog and circle cone B.
3. When circle is closed extend the trot (use correct diagonal)/jog to Cone C.
4. Back around cone C as shown.
5. Canter/Lope around cone C on left lead.
6. When you are even with cone C at the close of your circle do a simple or flying lead change to the right lead to cone D.
7. Stop at cone D and do a 360 degree turn on the haunches to the right.

..... Walk

- - - - - Trot/Jog

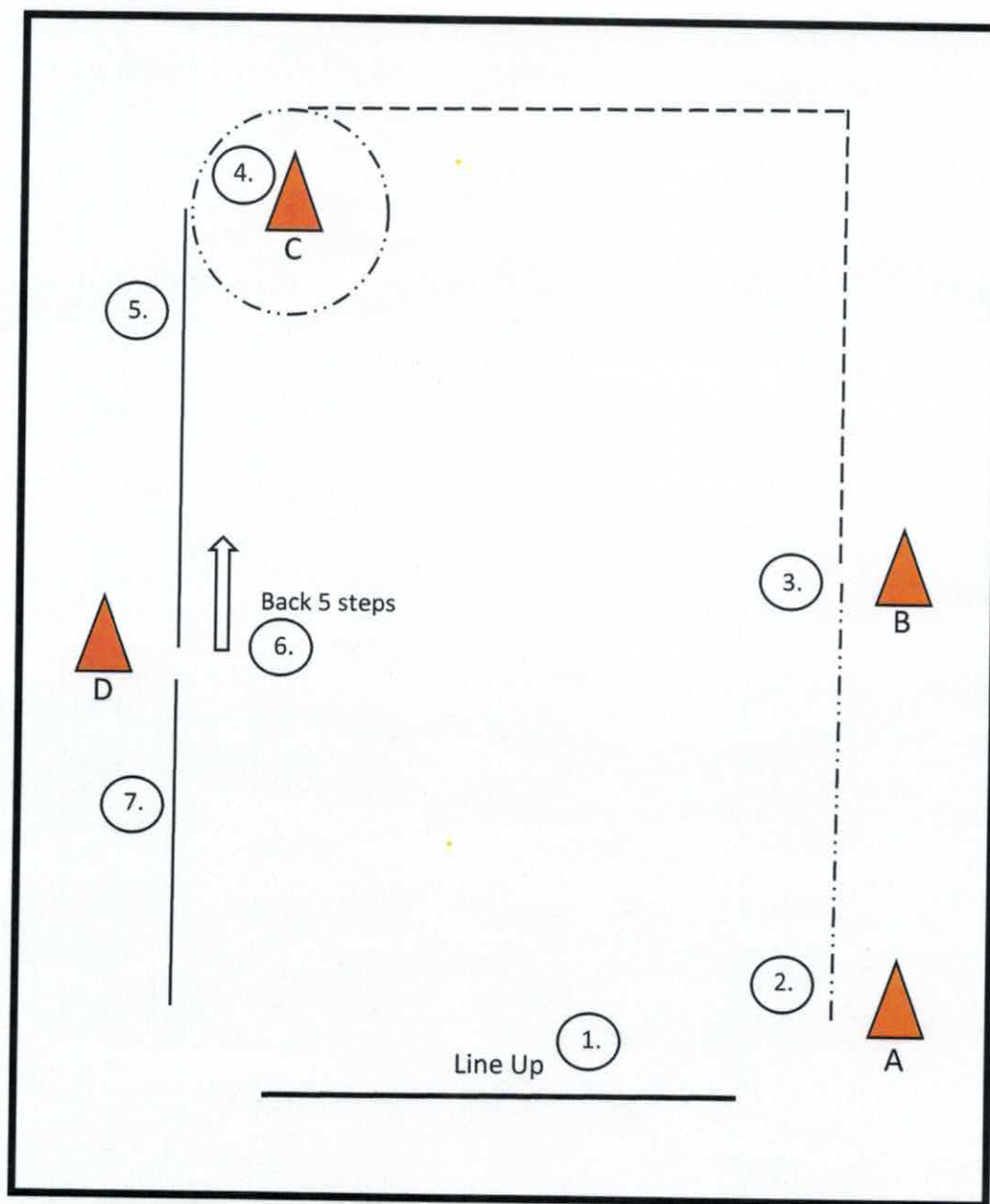
- . - . - Extended Trot/Jog

————— Canter/Lope

..... Back

~~~~~ Lead Change

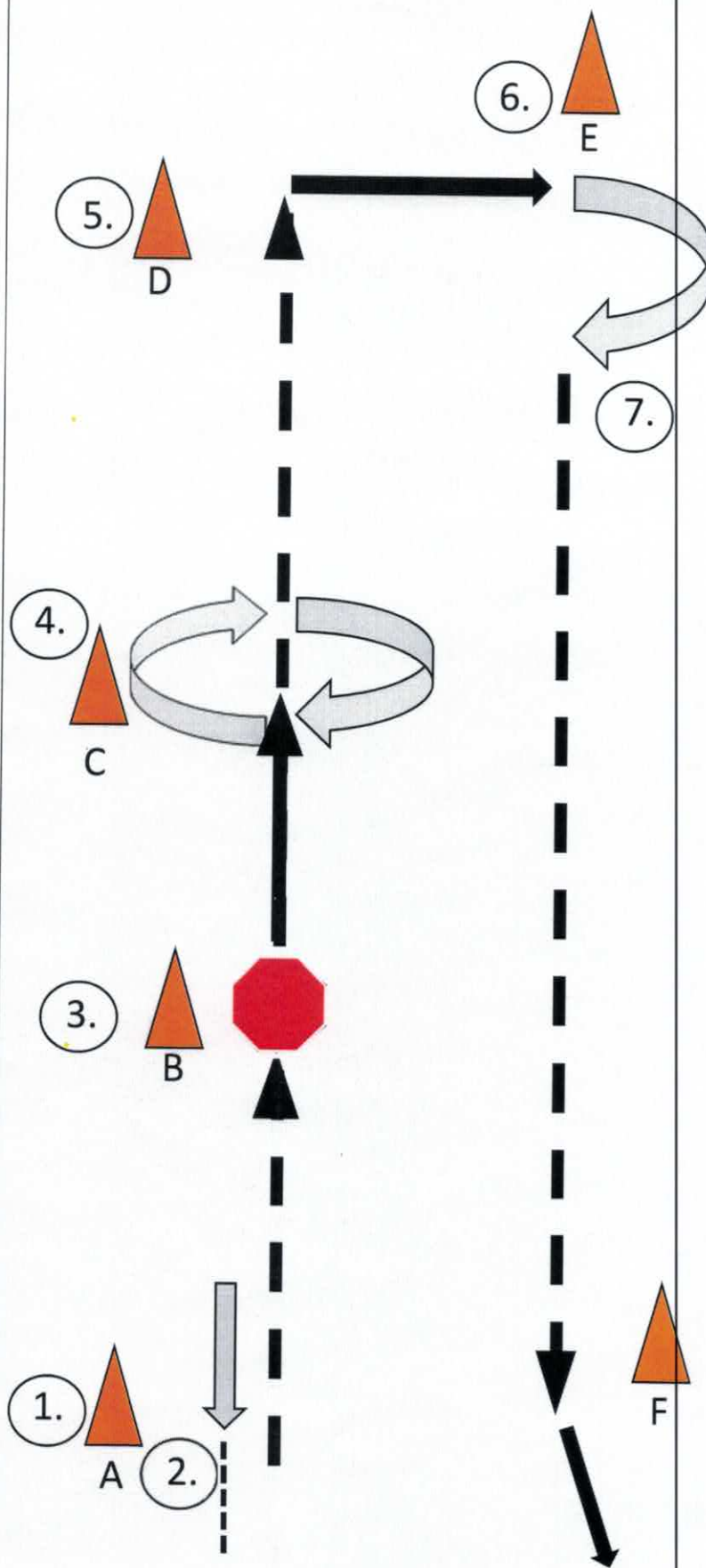
## Driving Reinsmanship



1. Walk from Line Up to cone A.
2. Pick up pleasure trot to cone B.
3. Do a working trot from cone B to cone C.
4. At cone C circle at a pleasure trot.
5. After completing the circle, walk to cone D.
6. Halt with axle parallel to cone D, then back 5 steps.
7. Walk to Line Up.

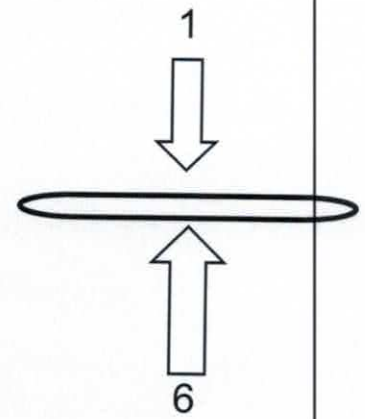
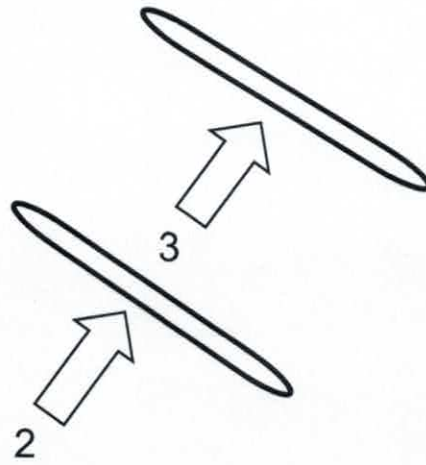
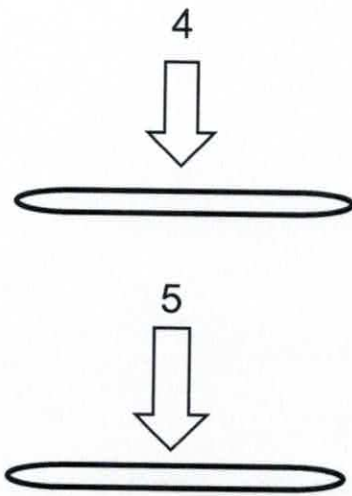
## New England 4-H Horse Show – In Hand Suitability

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. At Cone B, stop and stand perfectly still for a count of 7 seconds.
4. Walk to Cone C. Stop and execute a 360 degree pivot 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.

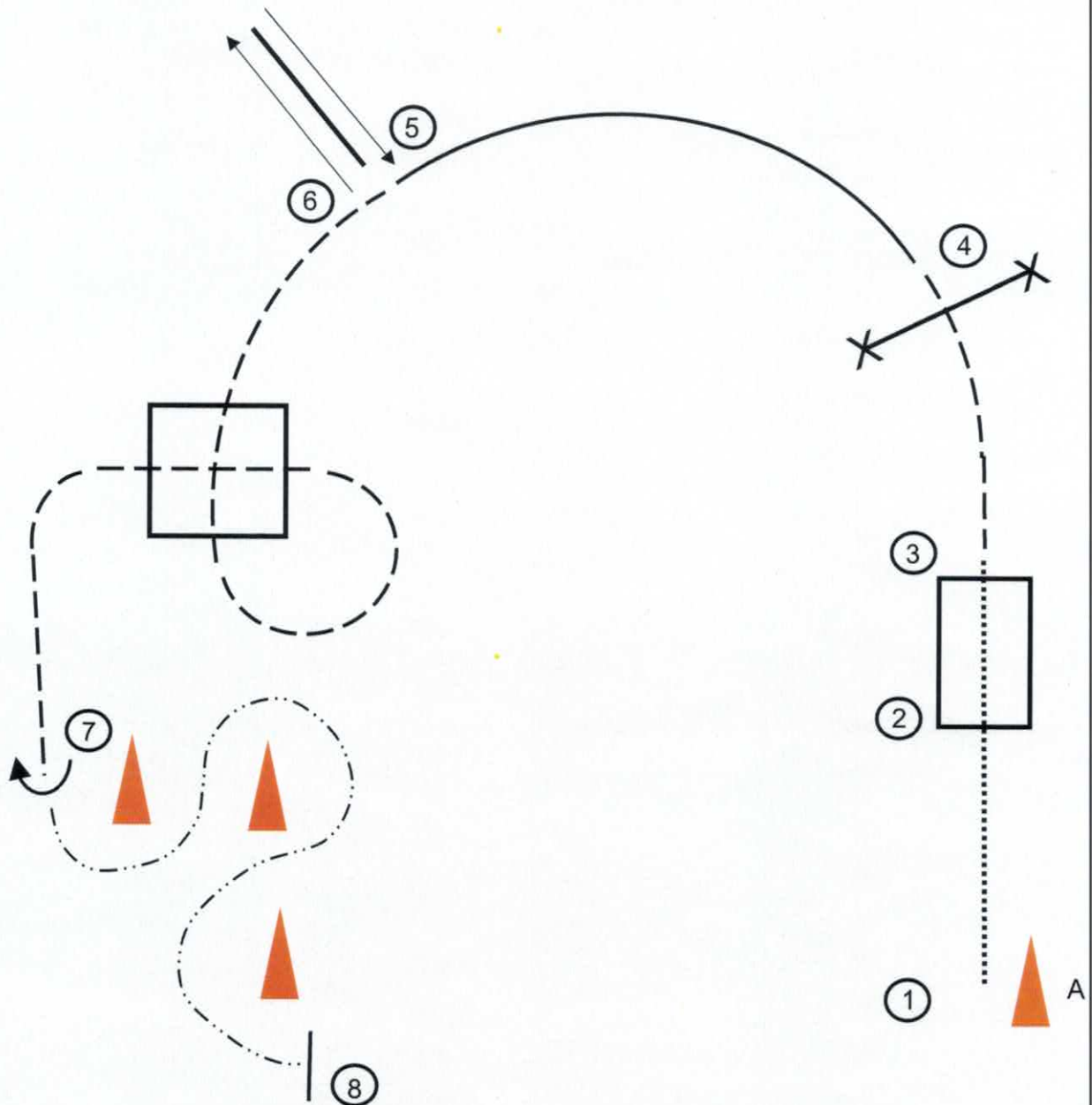




# In Hand Hunter



# Trail



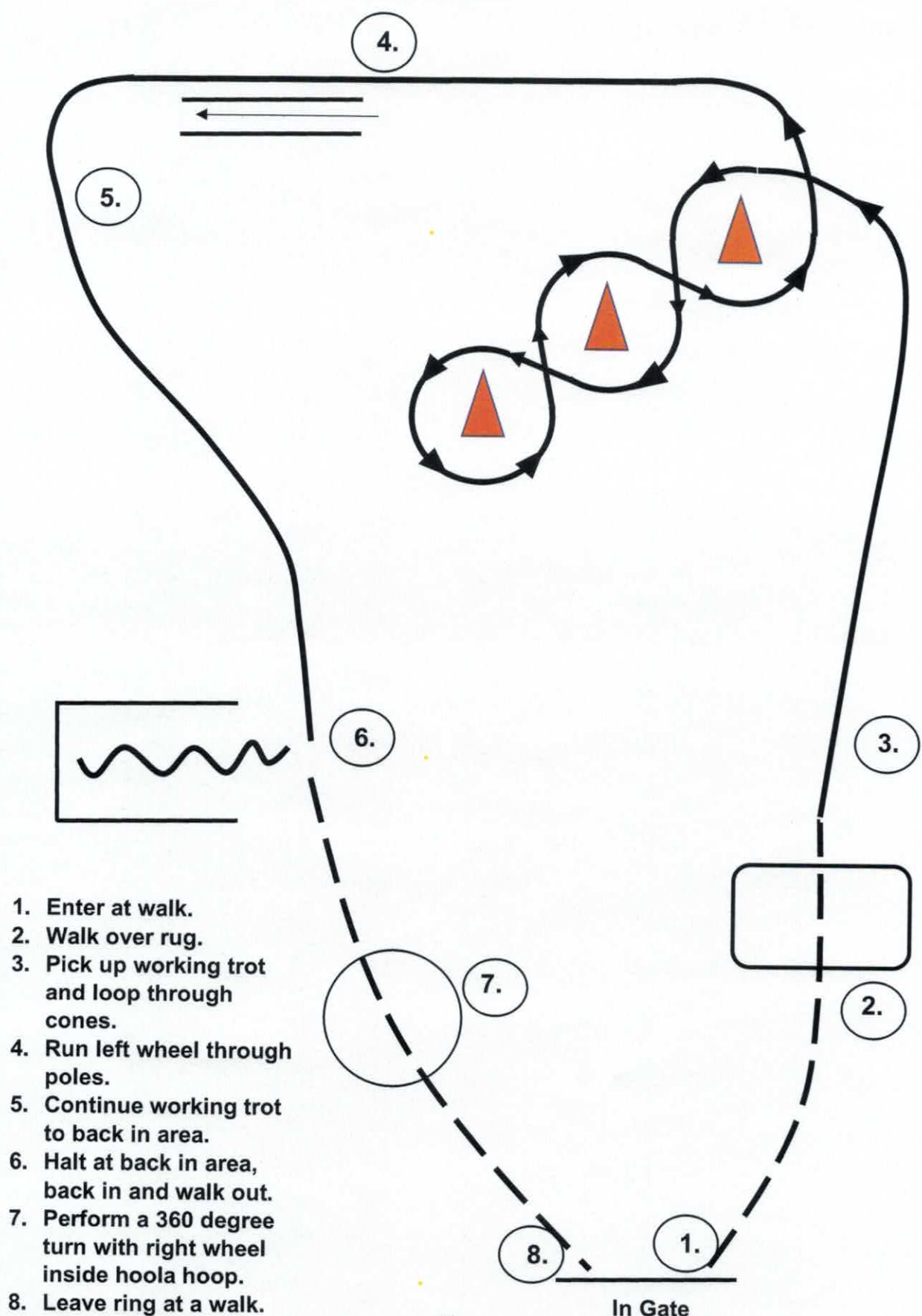
## Key

- ..... Walk
- - - Trot/jog
- Canter/lope
- - · - Back

Walk/trot riders shall trot or jog where requirement is to canter/lope

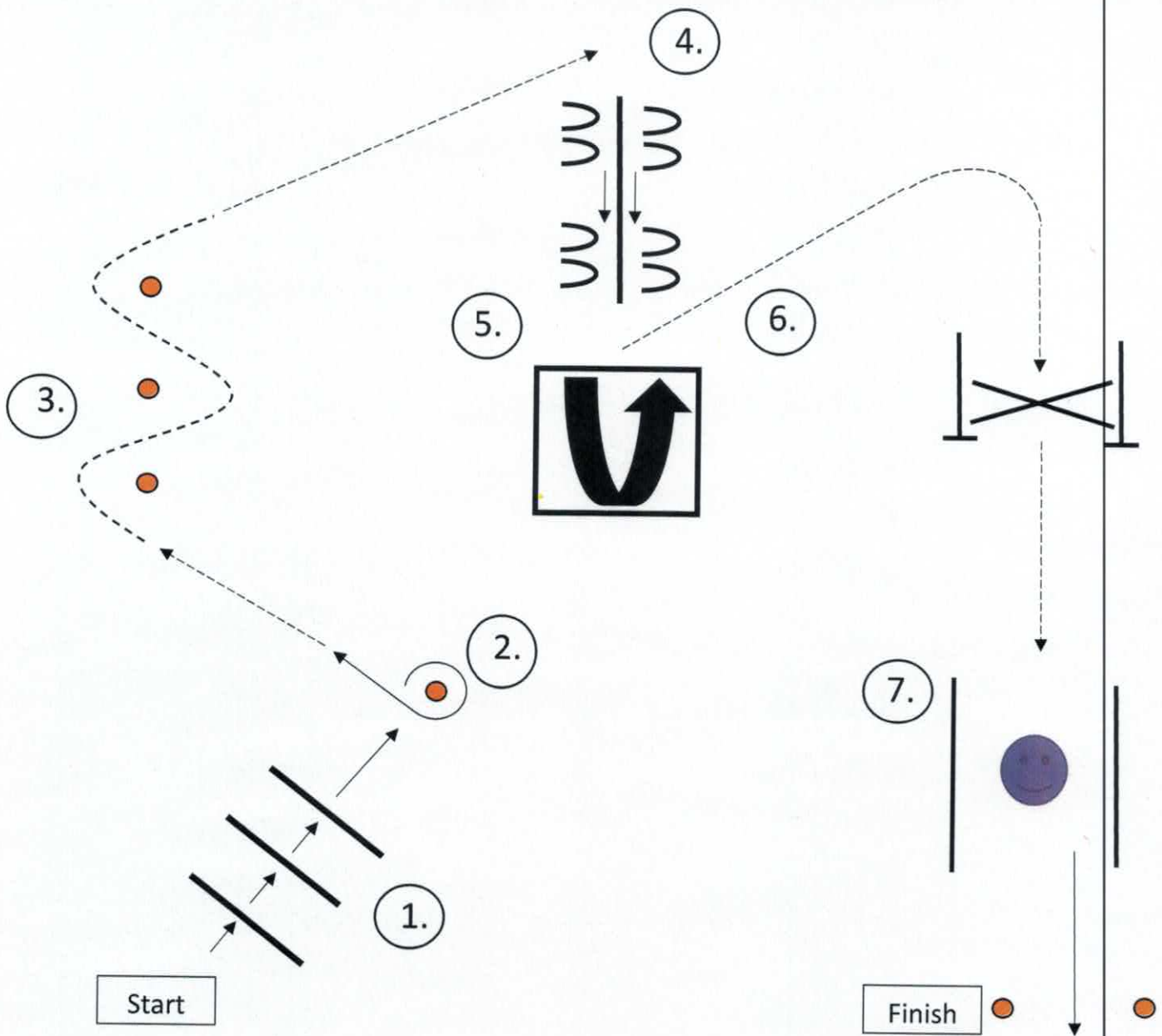
1. Walk to cone A, halt and wait to be recognized.
2. Walk to and over rug.
3. Change to a trot or jog and go over jump.
4. Canter or lope on left lead and stop at side pass pole.
5. Side pass to the right then back to the left.
6. Pick up a trot or jog and pass through the box following the pattern shown.
7. Stop, turn, and back through the cones as shown.
8. Stop and wait to be excused.

# Driving Obstacles



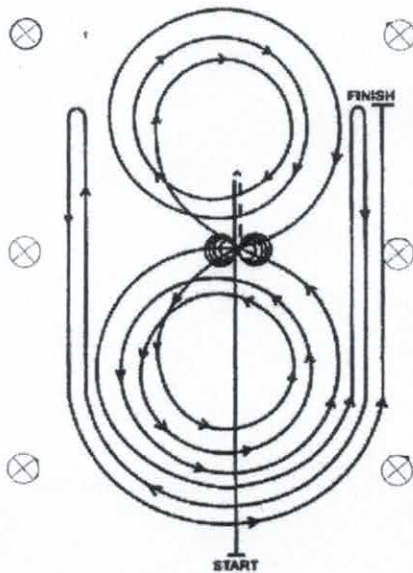


## In Hand Obstacles



1. Walk over rails.
2. Walk around cone.
3. Trot/jog a serpentine around cones.
4. Sidepass rail to the right.
5. Turn, walk into box, do a 270 degree turn to the R.
6. Trot/jog over jump.
7. Walk to backup, setup, back in around object, and out of the backup. trot thru finish cones.

## Handiness Pattern #1



1. Jog to 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.

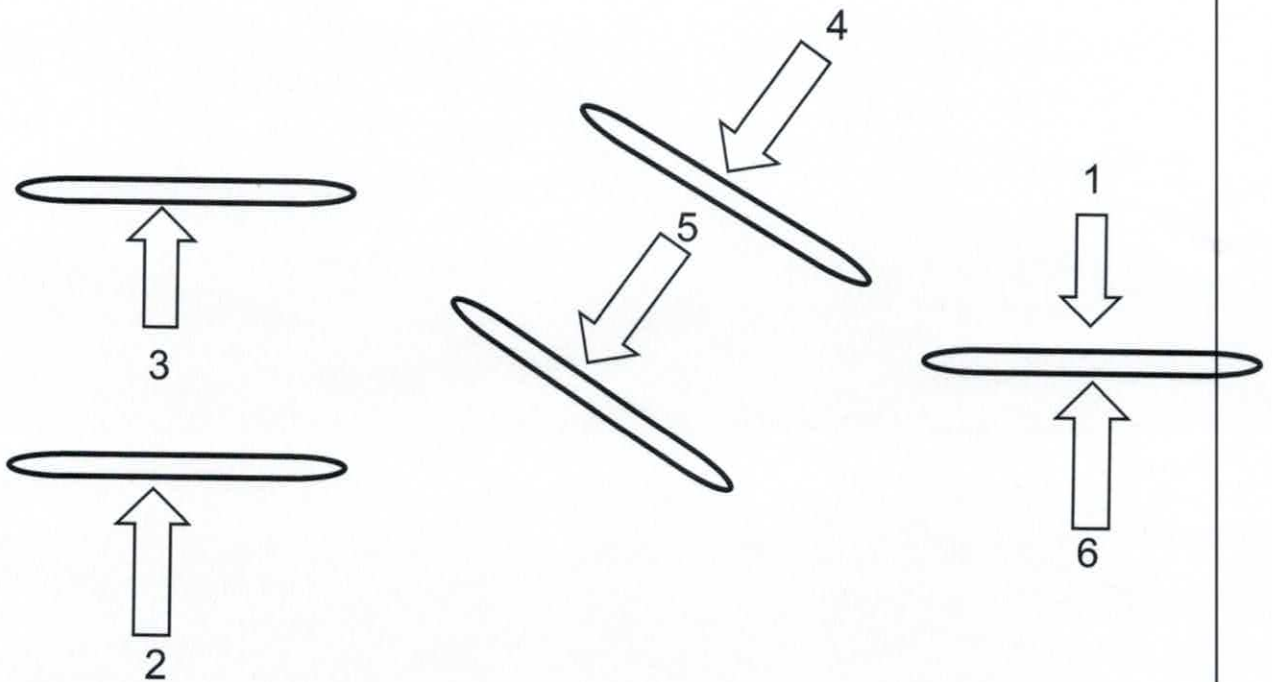
Scoring will reflect such.

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

Adopted from the AMERICAN QUARTER HORSE ASSOCIATION Reining  
Pattern #9

# In Hand Jumper

Not in 2022  
program  
Only to be used if  
time allows



# EQUITATION OVER FENCES

Not in 2022  
program

Only to be used if  
time allows

