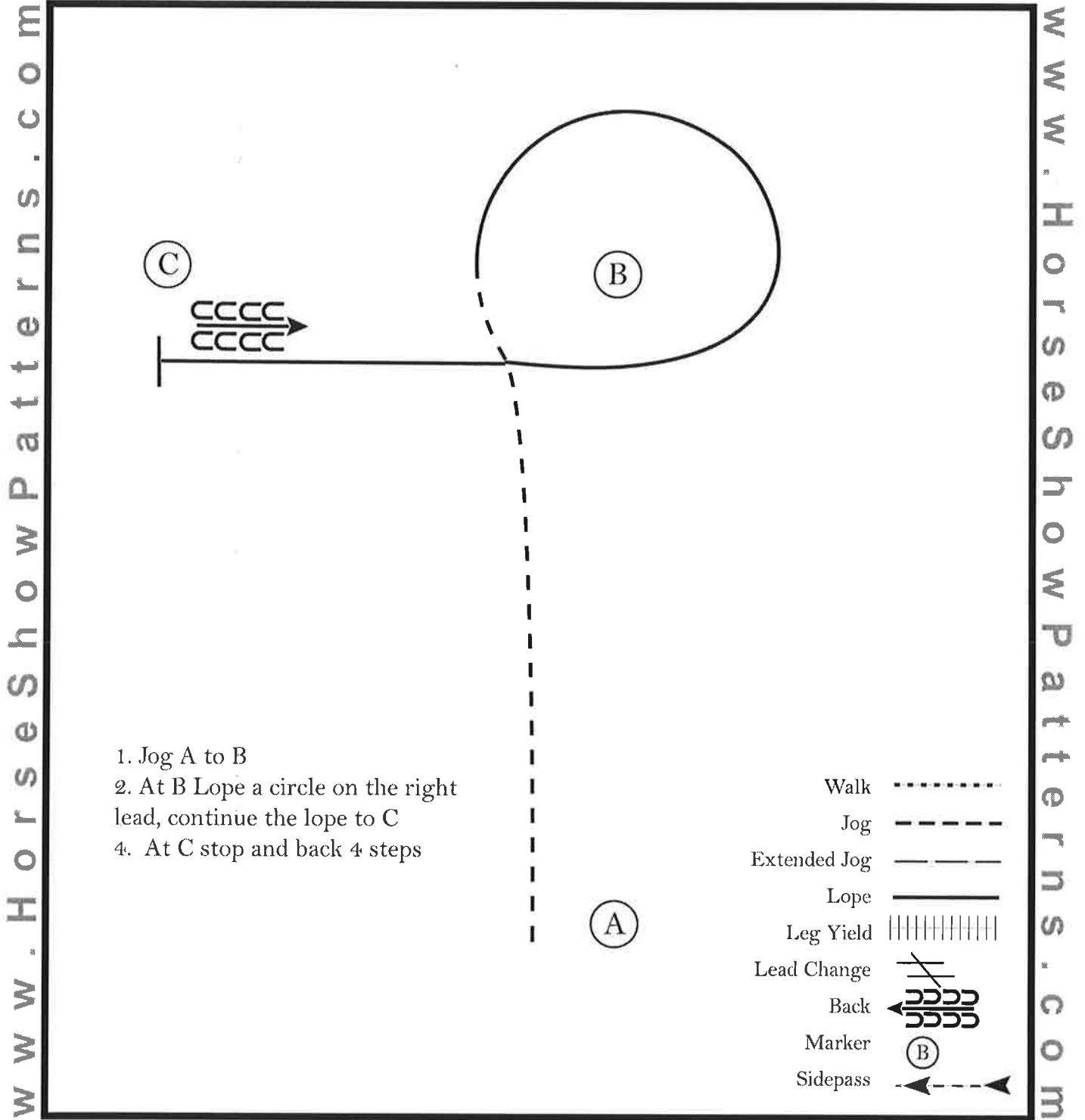


Saunders Co.

Western Horsemanship (Jr)

Show Date: 07-26-2022



1. Jog A to B
2. At B Lope a circle on the right lead, continue the lope to C
4. At C stop and back 4 steps

[WH/1-7]

Pattern Provided by:

Hannah Birt

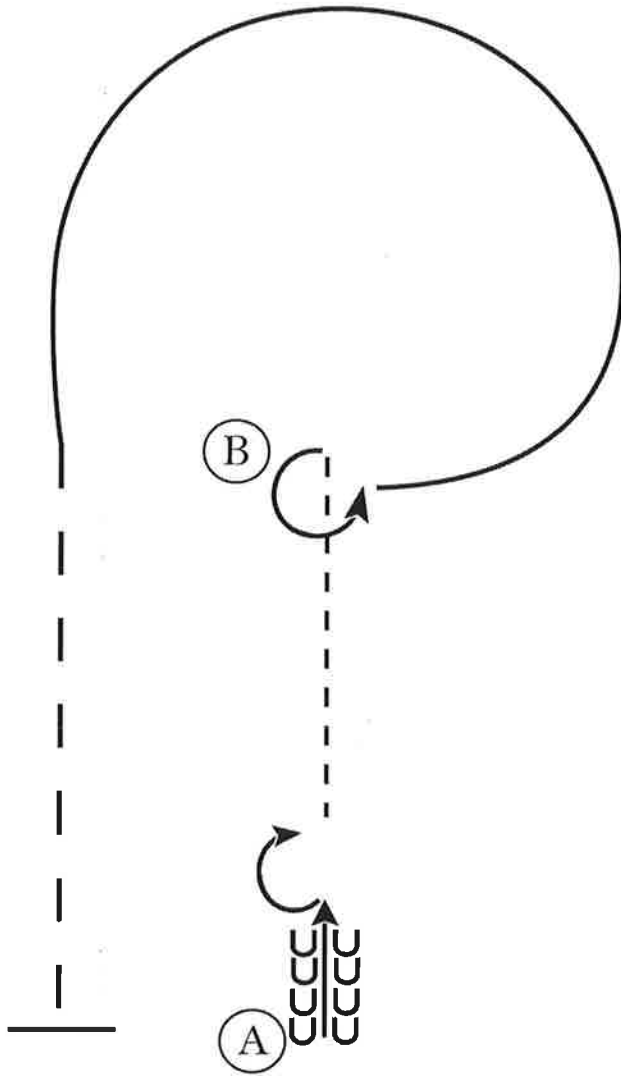
Saunders Co.

Western Horsemanship (Int./Sr.)

Show Date: 07-26-2022

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1. Back 4 steps at A.
2. Perform a 180 degree turn to the right.
3. Jog to B.
4. At B perform a 270 degree turn to the left .
5. Lope a circle around B on the left lead.
6. At B extend the jog to A.
7. At A stop.

Walk
Jog	-----
Extended Jog	————
Lope	————
Leg Yield	
Lead Change	↙↘
Back	←←←
Marker	⊙
Sidepass	←←←

[WH/2-8]

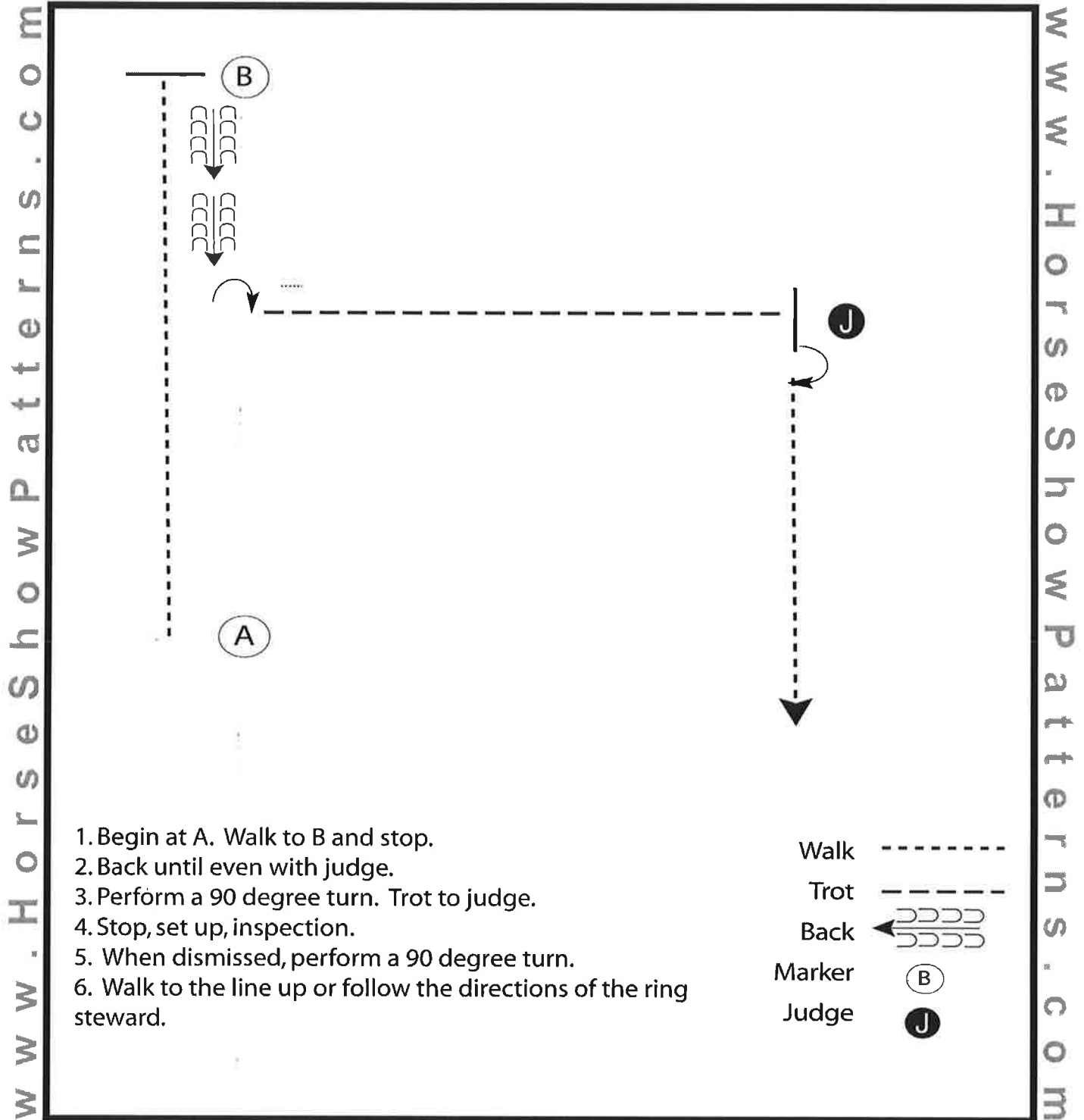
Pattern Provided by:

Hannah Birt

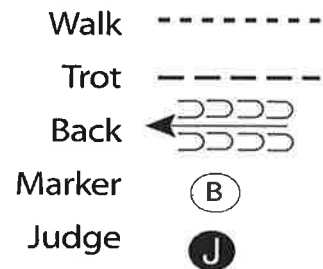
Saunders Co.

Showmanship (Jr)

Show Date: 07-26-2022



1. Begin at A. Walk to B and stop.
2. Back until even with judge.
3. Perform a 90 degree turn. Trot to judge.
4. Stop, set up, inspection.
5. When dismissed, perform a 90 degree turn.
6. Walk to the line up or follow the directions of the ring steward.



[S/WT-4]

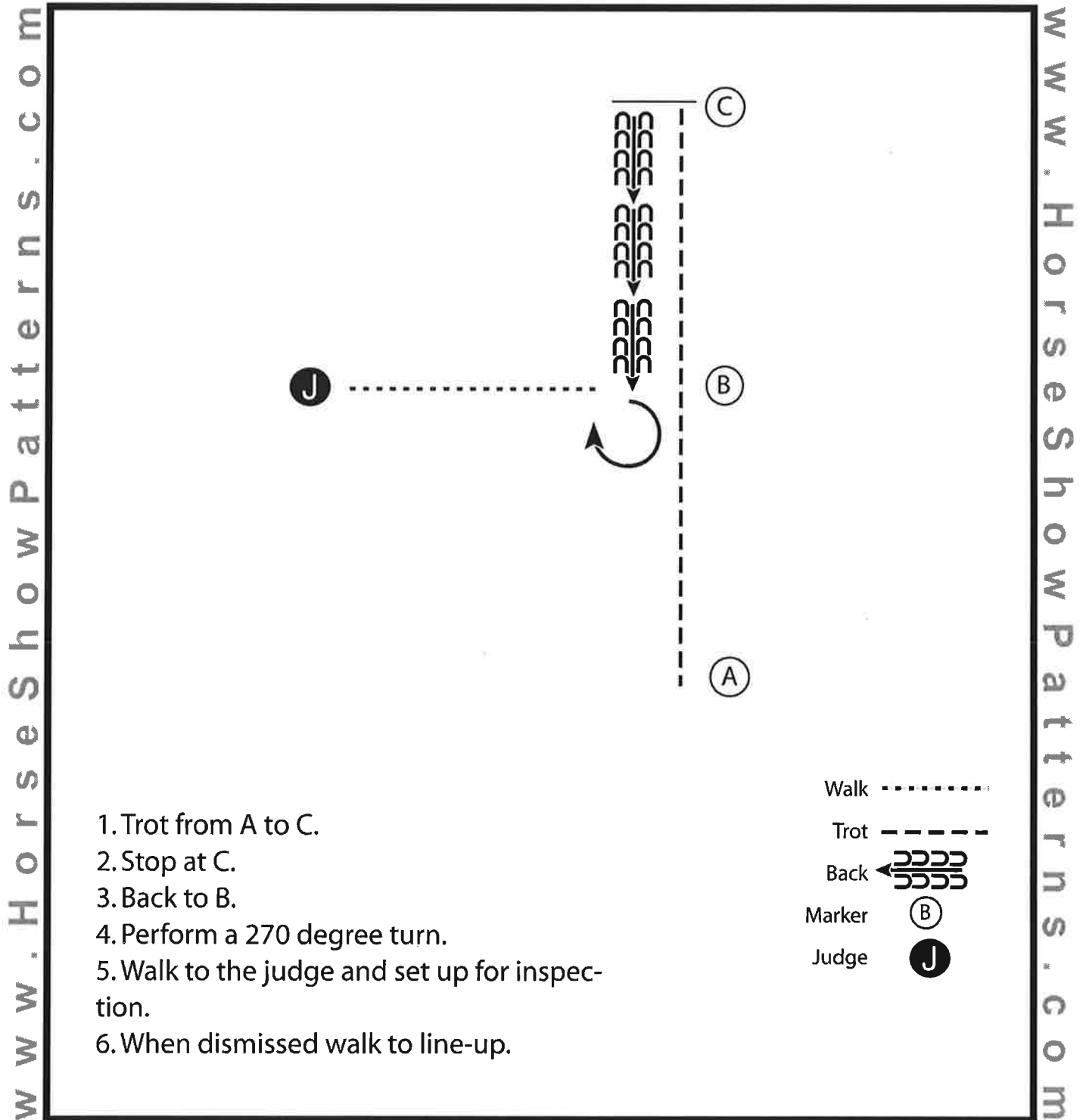
Pattern Provided by:

Hannah Birt

Saunders Co.

Showmanship (Int./Sr.)

Show Date: 07-26-2022



[S/1-3]

Pattern Provided by:

Hannah Birt

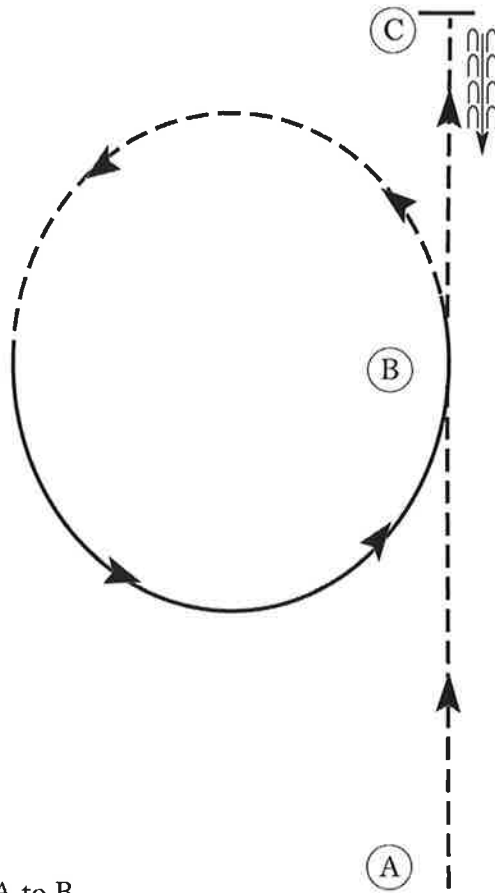
Saunders Co.

Hunt Seat Equitation (Jr./Sr.)

Show Date: 07-26-2022

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1. Sitting trot A to B
2. At B posting trot a half circle to the left on the right diagonal.
3. Canter on the left lead back to B.
4. Sitting trot to C.
5. Stop at C and back approximately one horse length.

Exit at a sitting trot.

Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	///
Back	←←←
Marker	ⓑ
Sidepass	←-----→
Hand Gallop	—————

[HSE/1-21]

Pattern Provided by:

Hannah Birt

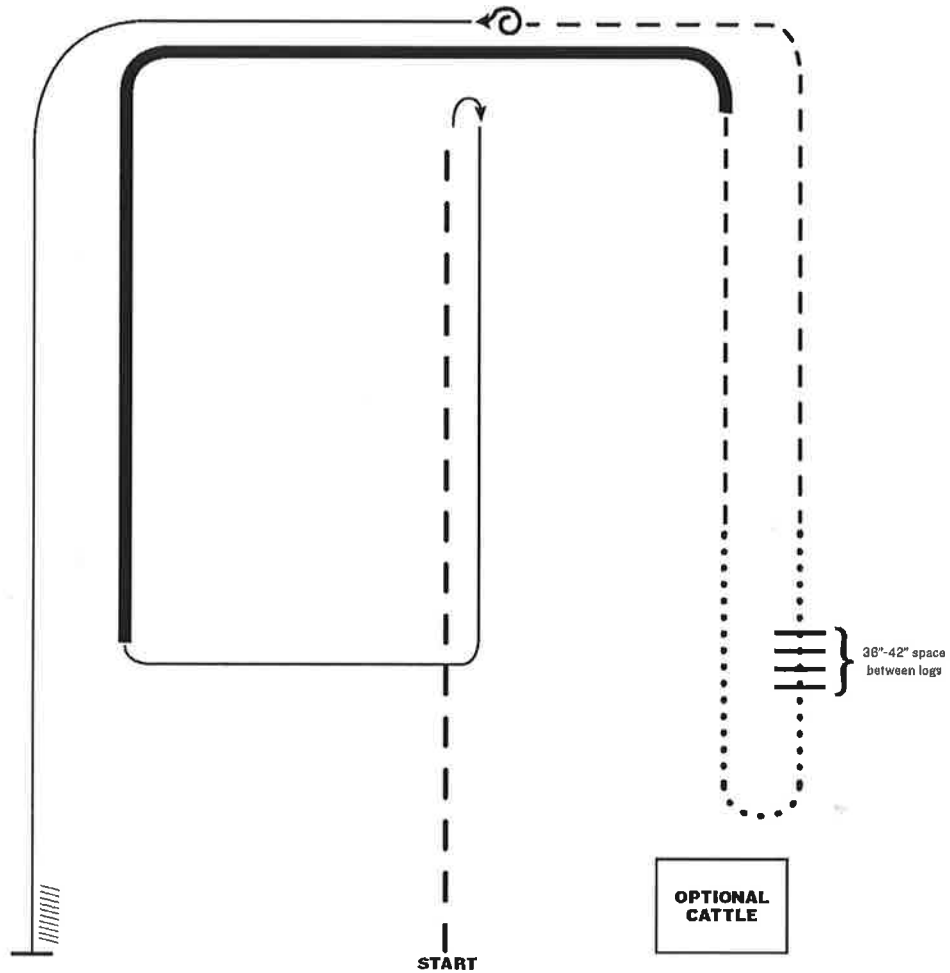
Saunders Co.

Ranch Riding (All Ages)

Show Date: 07-26-2022

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1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

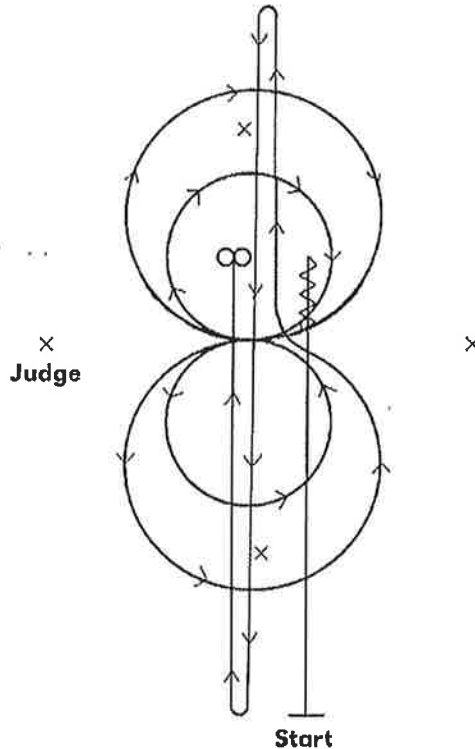
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

[RR/AQHA-15]

Pattern Provided by:
Hannah Birt

Nebraska 4-H Reining Pattern No. 2 Junior Division

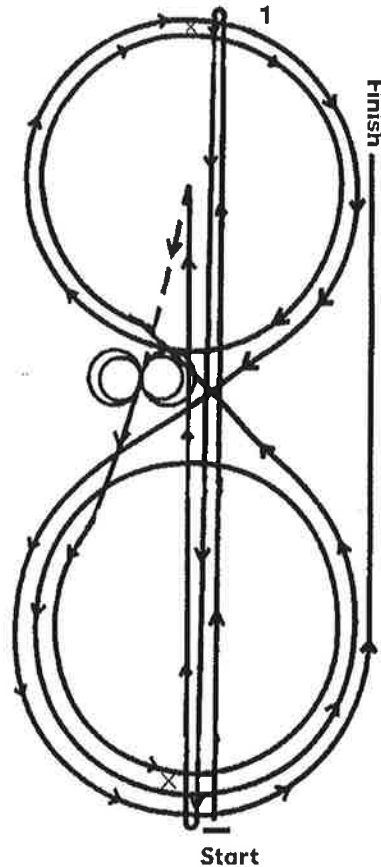
The judge shall indicate the length of the pattern with markers.



Ride Pattern

1. Run with speed past the center marker, do a sliding stop. Back to the center of the pattern and settle horse. Make a 90 degree pivot to the left, hesitate.
2. Start lope and ride two circles to the right, the first circle small and slow inside the marker; second circle, large and fast outside the marker. Complete a flying change of leads at the center of the arena.
3. Ride two circles to the left, first circle small and slow inside the marker; second circle, large and fast outside the marker. Complete a flying change of leads at the center of the arena.
4. Run to the far end of the arena (rundown may be on either side of the marker), stop. Make a 180 degree pivot to the left without hesitation (should be made past the end marker).
5. Run to the opposite end of the arena (rundown may be on either side of the marker), stop. Make a 180 degree pivot to the right without hesitation (should be made past the end marker).
6. Run past the center marker, do a sliding stop, let horse settle.
7. Do one degree spin either to the right or to the left.
8. Do one 360 degree spin in the opposite direction of step 7. Hesitate to show completion of pattern.
9. Ride to the judge for inspection.
10. The bridle may be dropped at the judge's discretion.

**Nebraska 4-H Reining Pattern No. 4
Senior Division**



Ride Pattern

1. Run at speed to far end of arena, past end marker and do a left rollback, no hesitation.
2. Run to opposite end of arena, past end marker and do a right rollback, no hesitation.
3. Run past center marker and do sliding stop. Back up to center of arena or at least 10 feet. Hesitate.
4. Complete 2 spins to the right.
5. Complete 2 1/4 spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete 2 circles to the left, the first circle small and slow inside the marker, the second large and fast outside the marker. Flying change of leads at the center of arena.
7. Complete 2 circles to the right: the first circle small and slow inside the marker, the second large and fast outside the marker. Flying change of leads at the center of arena.
8. Begin a large fast circle to the left, but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet from wall or fence. Hesitate to demonstrate the completion of the pattern. Bridle may be dropped at the judge's discretion.

Note: Run downs may be done to the right or left of markers.

Trail Pattern
will be posted
at the show.