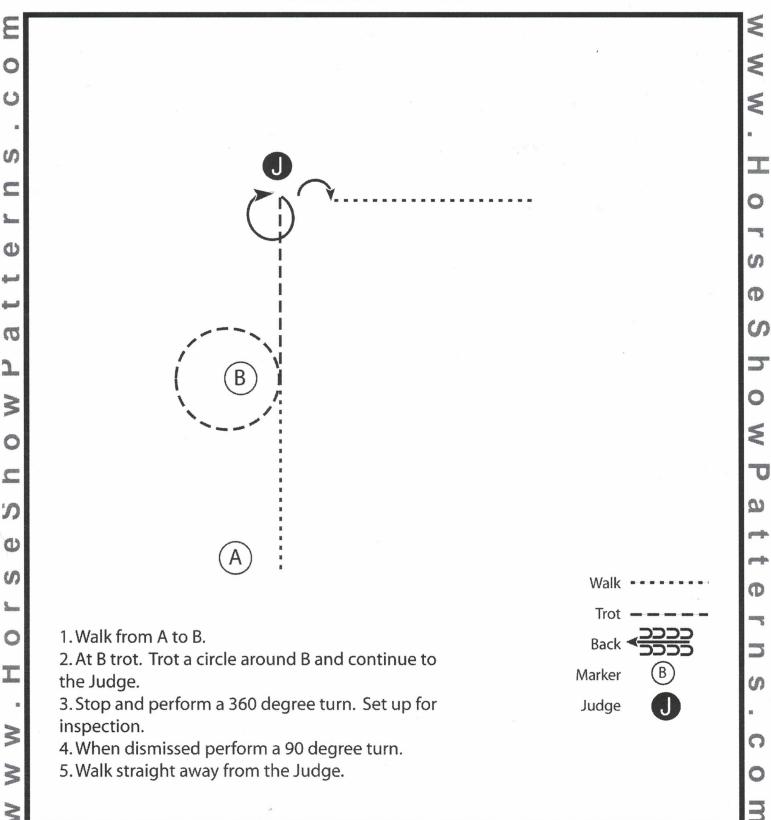
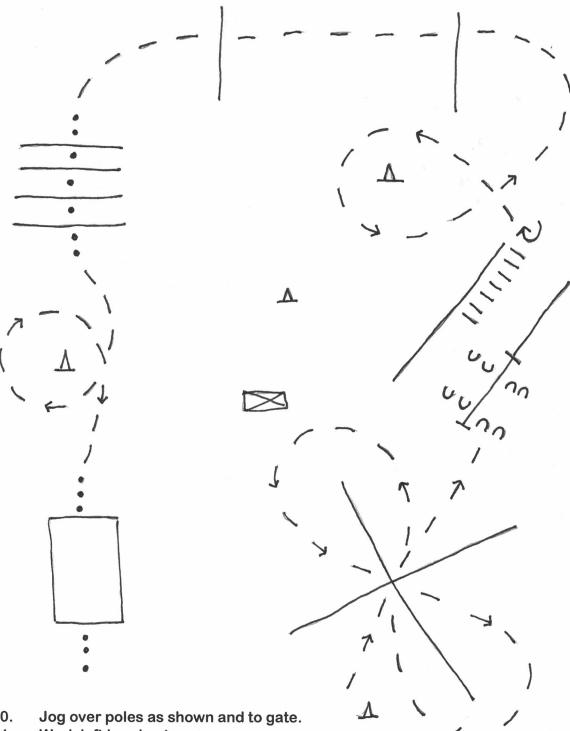


### ALL Showmanship (Class #8 #9 #10)

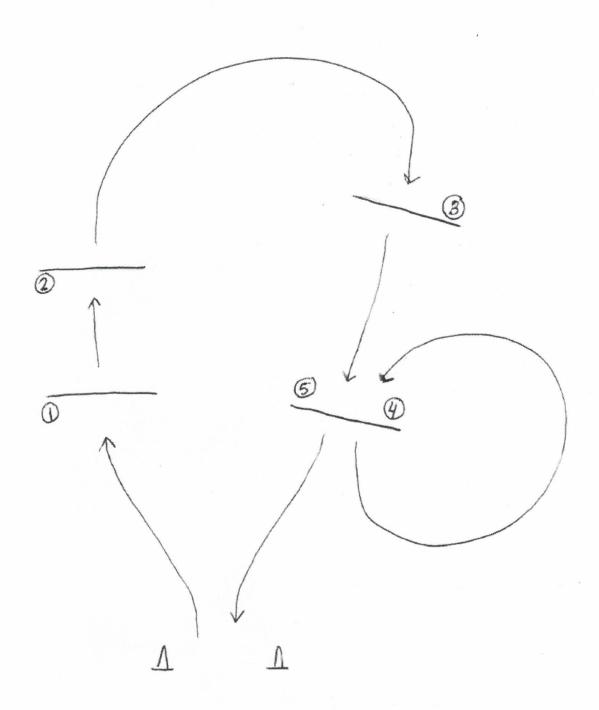


## **Nevada State Horseman's Association** Nov 16th 2024 **ALL W/T Trail & ALL In Hand Trail**

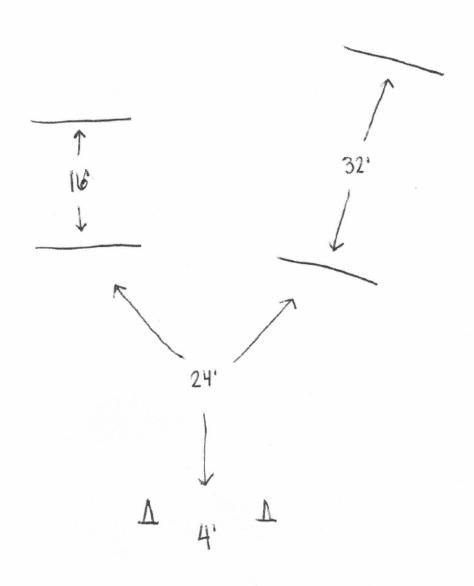


- 10.
- 11. Work left hand gate.
- Back out of chute. 12.
- Perform a 90\* turn on the haunches to the right. 13.
- 14. Jog a circle to the left around the cone.
- Continue jogging over poles. 15.
- 16. Walk over poles.
- 17. Jog a circle to the right around the cone.
- 18. Walk over the bridge to the exit.

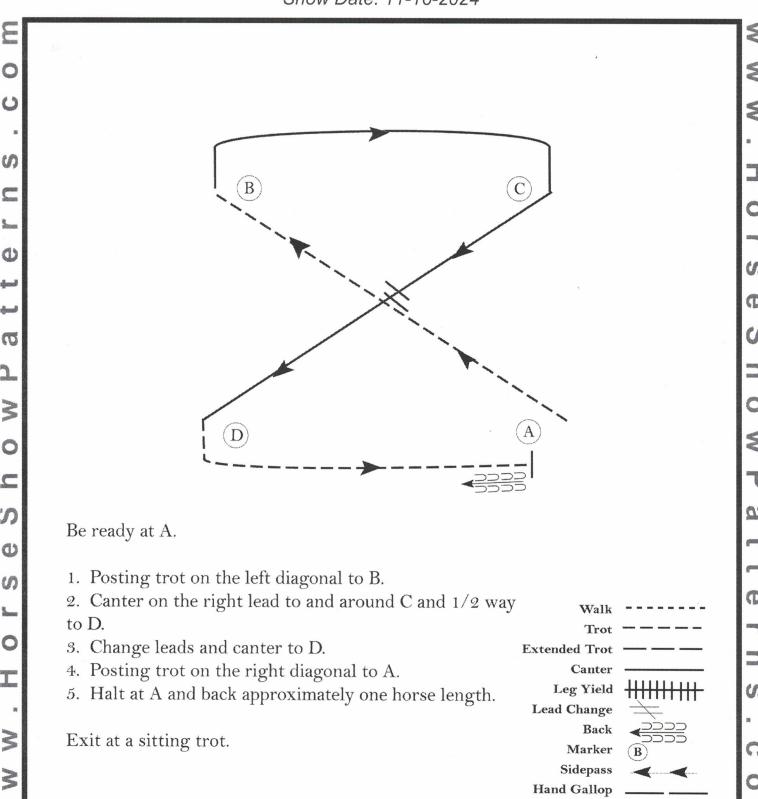
## Nevada State Horseman's Association Nov 16<sup>th</sup> 2024 Hunter In Hand



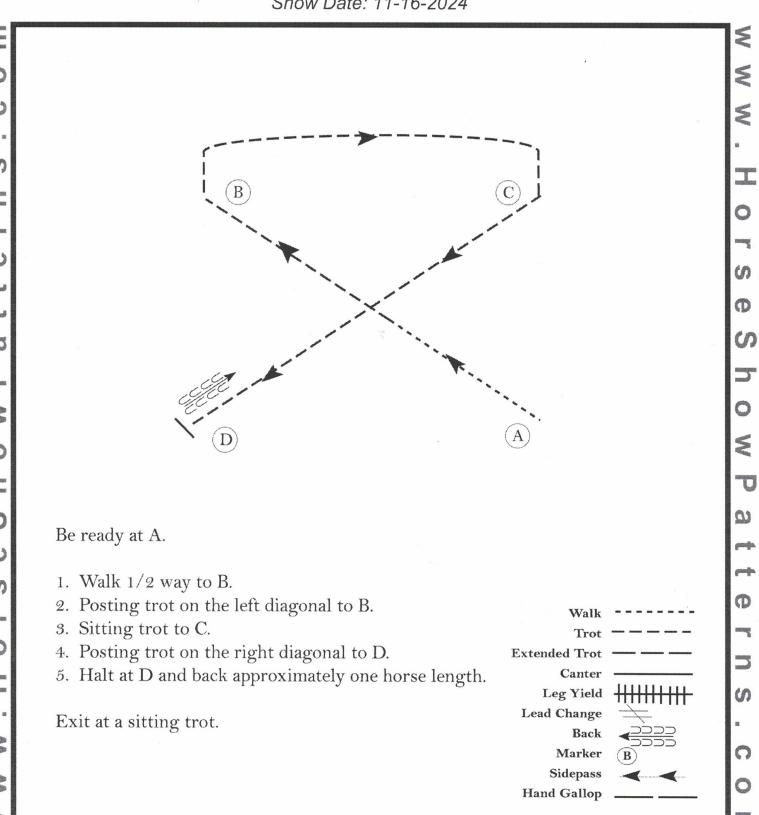
## Nevada State Horseman's Association Nov 16<sup>th</sup> 2024 Hunter In Hand Dimensions



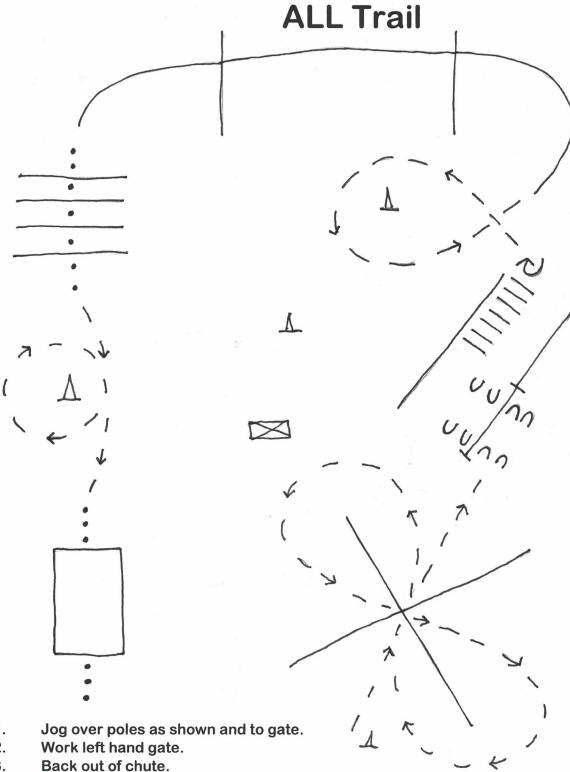
### English Equitation (Class #24 #25 #26)



### W/T English Equitation (Class #27 #28 #29)

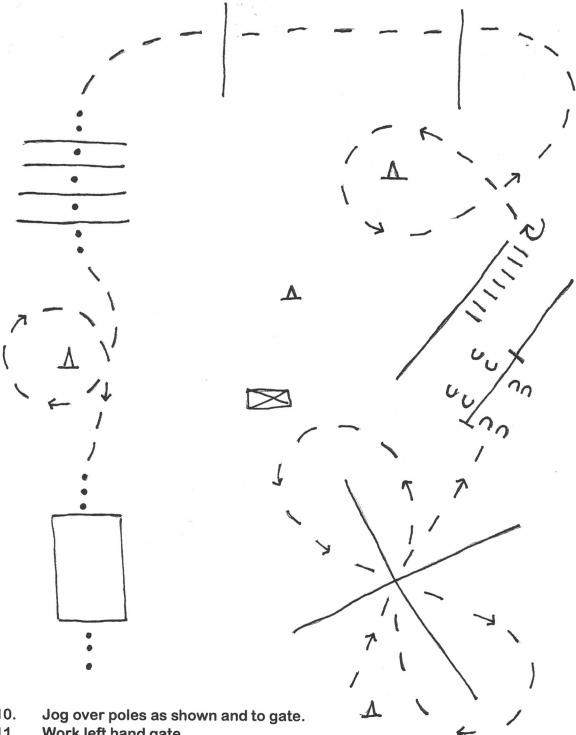


## **Nevada State Horseman's Association** Nov 16th 2024



- 1.
- 2.
- 3.
- Perform a 90\* turn on the haunches to the right. 4.
- Jog a circle to the left around the cone. 5.
- 6. Lope left lead over poles.
- 7. Walk over poles.
- Jog a circle to the right around the cone. 8.
- 9. Walk over the bridge to the exit.

## **Nevada State Horseman's Association** Nov 16th 2024 **ALL W/T Trail & ALL In Hand Trail**

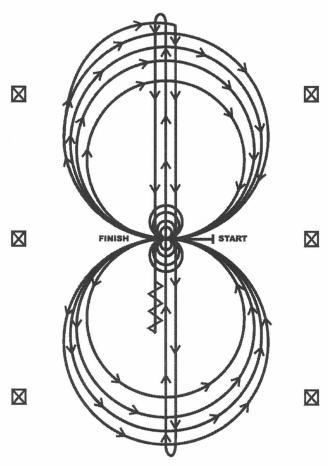


- 10.
- Work left hand gate. 11.
- Back out of chute. 12.
- Perform a 90\* turn on the haunches to the right. 13.
- 14. Jog a circle to the left around the cone.
- 15. Continue jogging over poles.
- 16. Walk over poles.
- 17. Jog a circle to the right around the cone.
- 18. Walk over the bridge to the exit.

### Reining Open (Class #41)

Show Date: 11-16-2024

#### **REINING PATTERN 4**

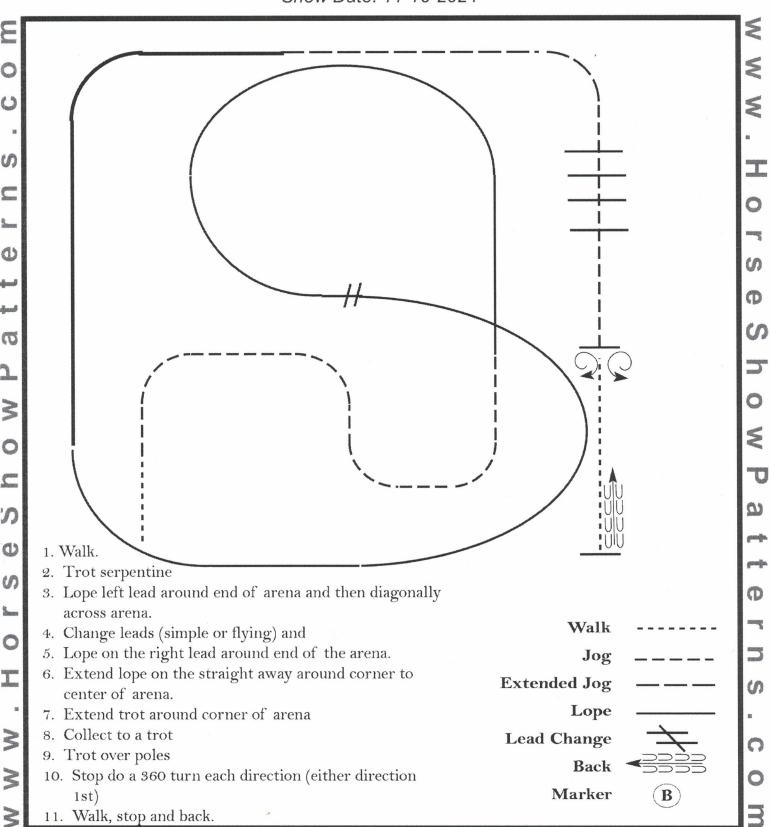


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

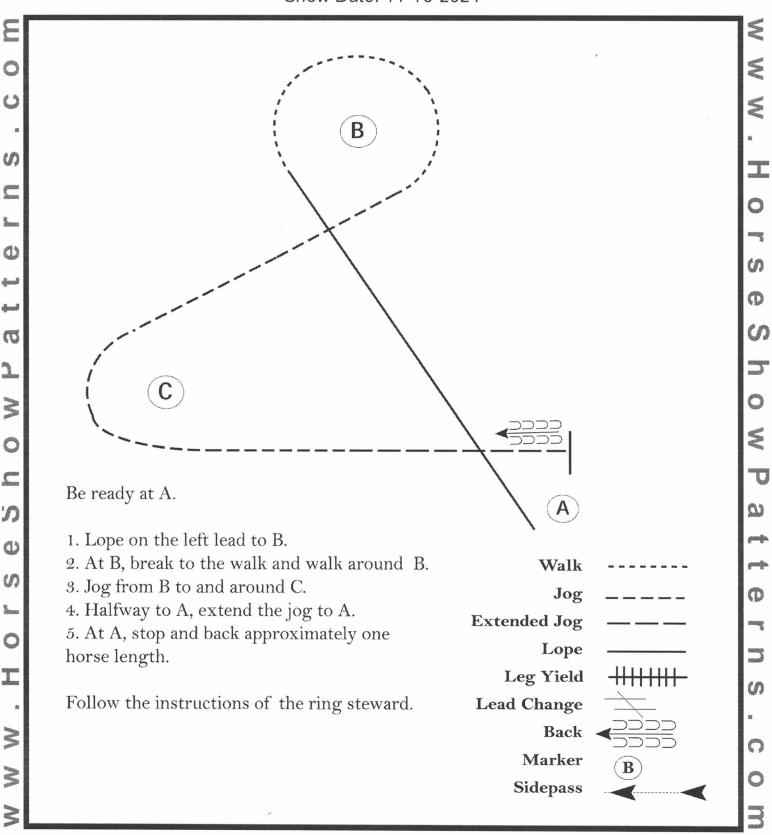
- Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
- 4. Complete four spins to the left. Hesitate.
- 5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
- Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- 8. Run past the center marker and do a sliding stop. Back up
- to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

[R/AQHAP-4]

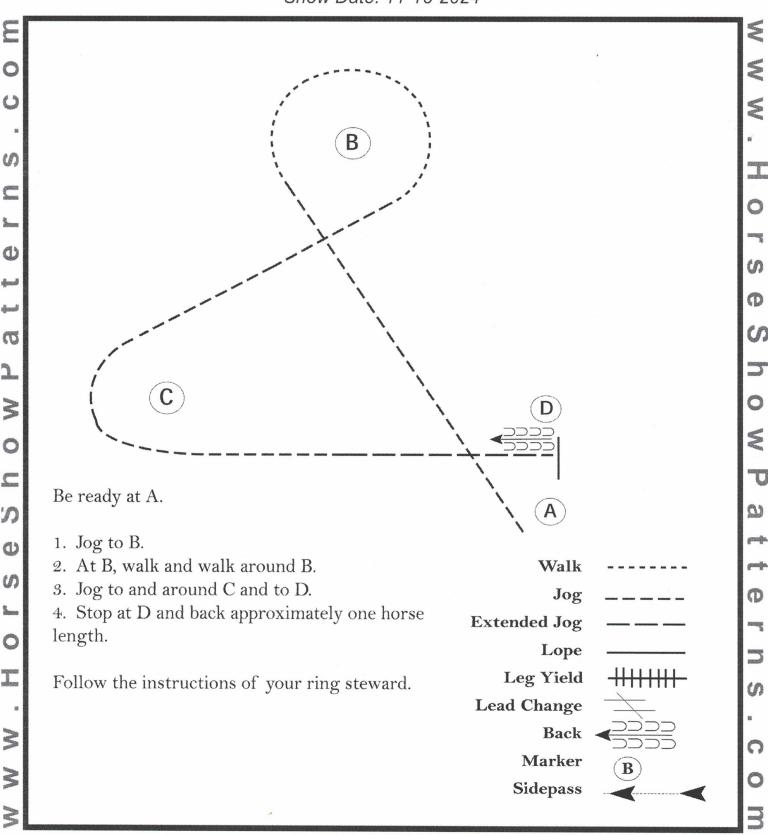
### Ranch Riding Open (Class #40)



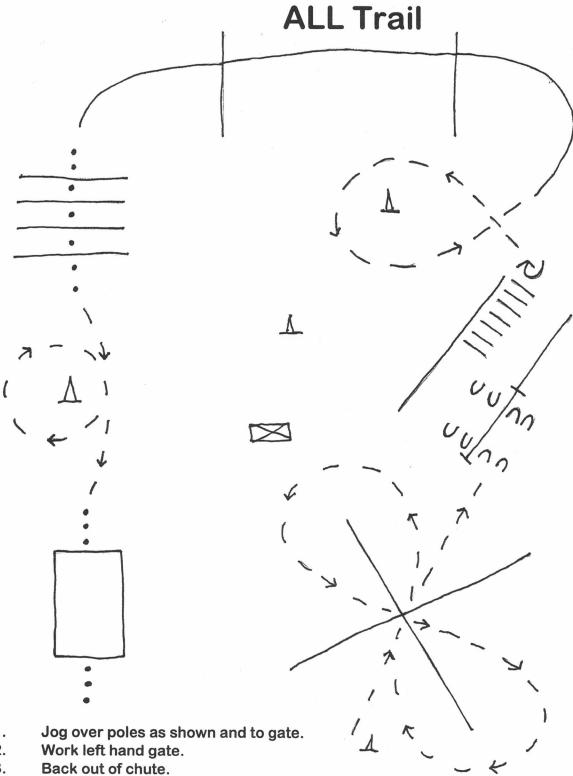
### Western Horsemanship (Class #52 #53 #54)



### W/T Western Horsemanship (Class #55 #56 #57)

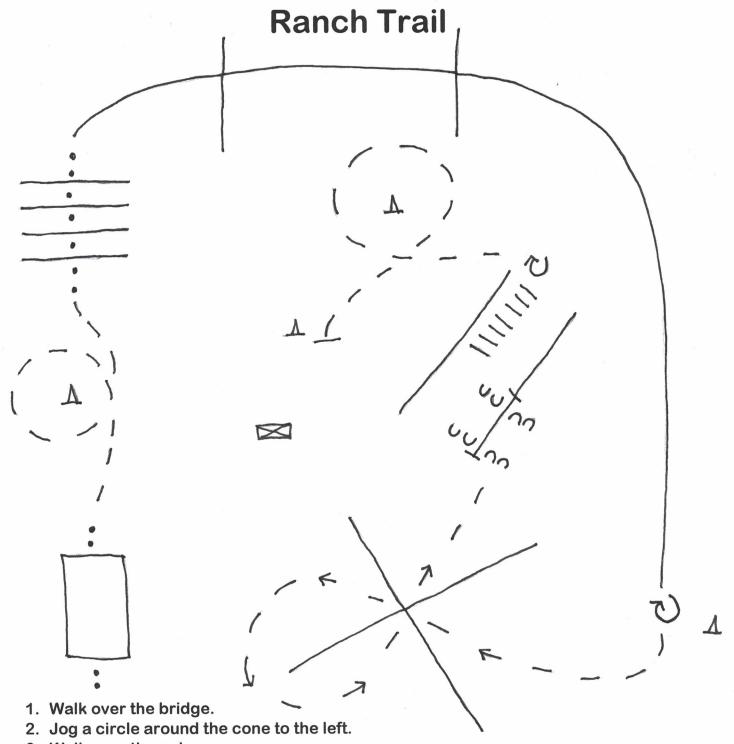


## **Nevada State Horseman's Association** Nov 16th 2024



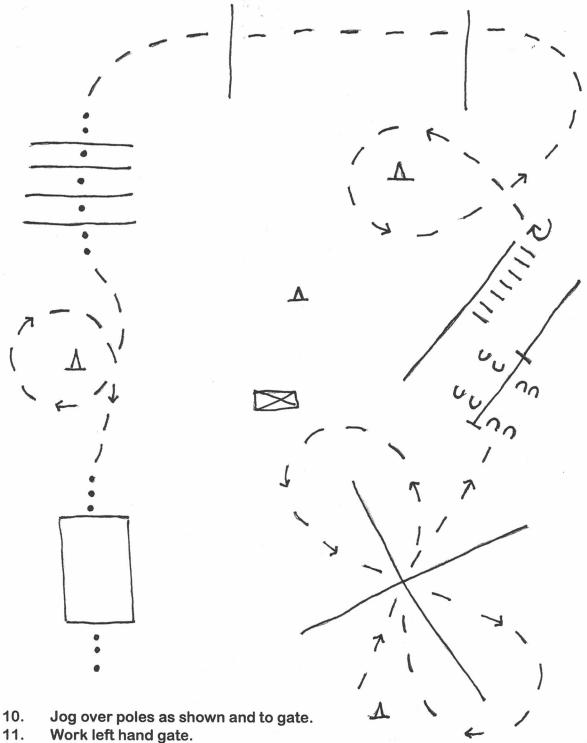
- 1.
- 2.
- 3.
- Perform a 90\* turn on the haunches to the right. 4.
- 5. Jog a circle to the left around the cone.
- 6. Lope left lead over poles.
- 7. Walk over poles.
- Jog a circle to the right around the cone. 8.
- 9. Walk over the bridge to the exit.

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- 3. Walk over the poles.
- 4. Lope on the right lead over the poles.
- 5. Continue loping to the cone and halt. Perform a 360\* turn either direction.
- 6. Jog over the poles as shown and to gate.
- 7. Work left hand gate.
- 8. Back out of chute, perform a 90\* turn to the right.
- 9. Jog a circle to the right around the cone.
- 10. Continue jogging to the cone, halt and rope the box. Exit at the walk.

## **Nevada State Horseman's Association** Nov 16th 2024 **ALL W/T Trail & ALL In Hand Trail**



- 10.
- 12. Back out of chute.
- Perform a 90\* turn on the haunches to the right. 13.
- 14. Jog a circle to the left around the cone.
- Continue jogging over poles. 15.
- 16. Walk over poles.
- 17. Jog a circle to the right around the cone.
- Walk over the bridge to the exit. 18.

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