## LQHA Spring Show

## Level 1 Youth and Amateur Showmanship

Show Date: 03-09-2024


## Pattern Provided by:

## Judges

# LQHA Spring Show 

## Youth, Amateur and Select

Showmanship
Show Date: 03-09-2024


# LQHA Spring Show 

## Level 1 Youth and Amateur Equitation

1. Sitting trot to and around B
2. Posting trot to and around C on the right diagonal
3. At C canter to D on the right lead
4. Stop at D


# LQHA Spring Show <br> Youth, Amateur and Select <br> Equitation 

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# LQHA Spring Show 

## All Ranch Riding

Show Date: 03-09-2024


## Pattern Provided by: Judges

## LQHA Spring Show

## All Reining

Show Date：03－09－2024

## REINING PATTERN II



Horses must jog to the center of the arena．Horses must walk or stop prior to starting the pattern．Beginning at the center of the arena facing the left wall or fence．
I．Complete four spins to the left．Hesitate．
2．Complete four spins to the right．Hesitate．
3．Beginning on the right lead complete three circles to the right；the first circle small and slow；the next two circles large and fast．Change leads at the center of the arena．
4．Complete three circles to the left；the first circle small and slow；the next two circles large and fast．Change leads at the center of the arena．
5．Begin a large circle to the right，but do not close this circle．Run down the center of the arena past the end marker and do a right rollback－no hesita－ tion．
6．Run up the middle to the opposite end of the arena past the end marker and do a left rollback－no hesitation．
7．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．

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## LQHA Spring Show

## Level 1 Youth and Amateur Horsemanship Walk Trot



# LQHA Spring Show <br> Level 1 Youth and Amateur Horsemanship 

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# LQHA Spring Show <br> Youth, Amateur and Select 


Be ready at A.

1. Jog A to B.
2. Jog a circle around B.
3. At B , lope on the right lead to C .
4. Lope a circle around C.
5. At C , perform a simple lead change and continue to $D$.
6. At D, stop and back one horse length.
Follow the instructions of your ring steward.


## Pattern Provided by:

## Judges


I. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead \& lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop \& back

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4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
II. Fourth crossing change
12. Lope up the center, stop \& back

