

## April 5-7, 2024 Conyers, GA



Green Non Pro Pattern Classes - Rookie Classes - L1 Select Classes

## Pattern Book

All Rookie will show the same pattern as Level 1

Western Riding

Green/Novice/Level 1 - Pattern 2 All Others - Regular 2

Reining – All Pattern 11

Ranch Riding - Pattern 4

Please enter everything and scratch as needed!

Thank you for your support of the Georgia On My Mind!







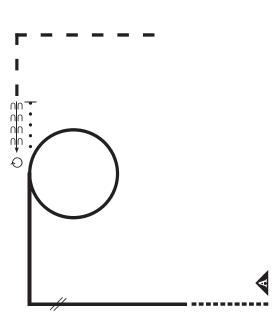




## HORSEMANSHIP (L1 Amateur, L1 Youth)



## HORSEMANSHIP (Youth 13&U, Youth 14-18, Amateur, Select)



Extended Lope ■ Extended Jog Lead Change Lope Back • • • • • • Walk gof -----

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<i>"</i>	

- Jog.
   Lope left lead.
   Change leads.
   Lope right lead square corner.
   Extended lope right lead circle.
   Break to walk.

- 7. Stop. Back 4 steps. 8. Perform a  $360^{\circ}$  turn right. 9. Extended jog square corner to exit.

Cone

7. Stop. Back 4 steps. 8. Perform a 360° turn right. 9. Extended jog square corner to exit.

4. Lope right lead square corner. 5. Lope right lead circle.

6. Break to walk.

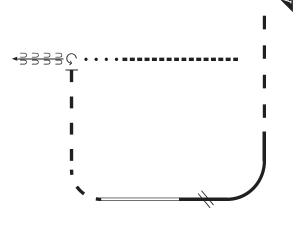
Jog.
 Lope left lead.
 Change leads.

Walk	Jog	Extended Jog	Lope	Extended Lope	Lead Change	Back	Cone
• • • • • Walk	go[	 				UU UU UU	<b>₹</b>





# EQUITATION (Youth 13&U, Youth 14-18, Amateur, Select)



6. Stop. Perform a  $270^{\circ}$  turn left on forehand. 1. Posting trot right diagonal. 5. Posting trot left diagonal. 7. Back one horse length.

2. Canter right lead.

4. Canter left lead. 3. Change leads.

9. Exit at sitting trot.

8. Walk four steps.

Change Lead Hand Gallop Sitting Trot Two Point Canter Back Cone • • • • • Walk Trot 

1. Posting trot right diagonal.

2. Canter right lead.3. Change leads.

4. Hand gallop left lead.

5. Posting trot left diagonal. 6. Stop. Perform a 270° turn left on forehand.

7. Back one horse length.

8. Walk four steps. 9. Exit at sitting trot.

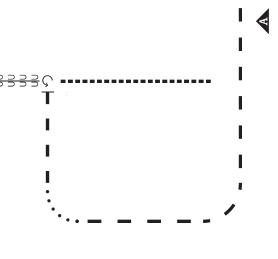
Hand Gallop Change Lead Sitting Trot Two Point Canter Back Cone Trot • • • • • • Walk UU UU UU 



## $HORSEMANSHIP \\ (All Walk-Trot, Small Fry)$







· <b></b>	• • • • • • Walk	80[	■ ■ Extended Jog	Lope	/ Lead Change	◆ → → → Back	A Cone

- Posting trot left diagonal.
   Walk.
- 3. Posting trot right diagonal.
  4. Stop. Perform a 270° turn left on forehand.
  5. Back one horse length.
  6. Exit at sitting trot.

Walk	Sitting Trot	Trot	Two Point	Canter	Hand Gallop	Change Lead	Back	Cone
• • • • • Walk		1				<u> </u>	∩ ∩ ∩ ∩ ∩ ∩	<

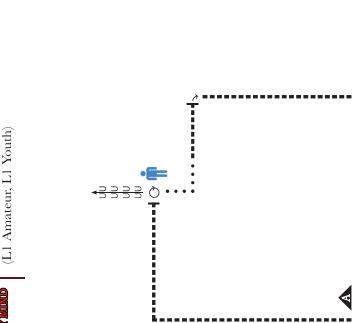
og square corner.	Extended jog circle.	i. Break to walk.
1. Jog squ	2. Extend	3. Break

- 4. Stop. Back 4 steps. 5. Perform a  $360^\circ$  turn right. 6. Extended jog square corner to exit.





# SHOWMANSHIP (Youth 13&U, Youth 14-18, Amateur, Select)



- 1. Extended trot square corner to judge. 2. Stop and set up.
  3. Inspection.
  4. When dismissed perform a 450° turn.
- 5. Back 4 steps.6. Walk square corner.7. Trot.

Extended Trot

• • • • • Walk Trot Judge

Cone Back

- 8. Stop. Perform a  $90^{\circ}$  turn. 9. Trot to exit.

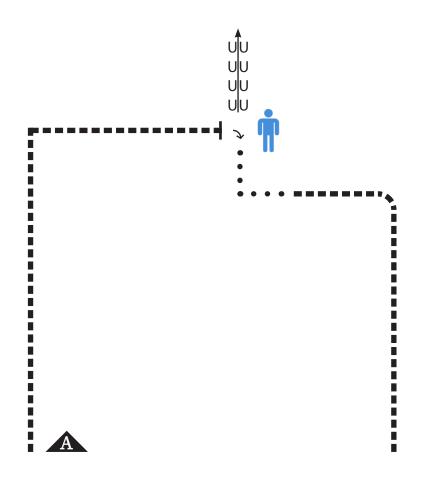
Walk	Trot	Extended Tr	Judge	Back	Cone
• • • • • •		I I I	•==		A

- 2. Stop and set up.
  3. Inspection.
  4. When dismissed perform a 450° turn. 1. Trot square corner to judge.
- 5. Back 4 steps.6. Walk square corner.
- 7. Trot. 8. Stop. Perform a 90° turn. 9. Trot to exit.

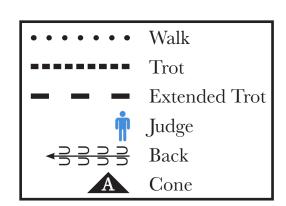
rot



## SHOWMANSHIP (All Walk-Trot, Small Fry)

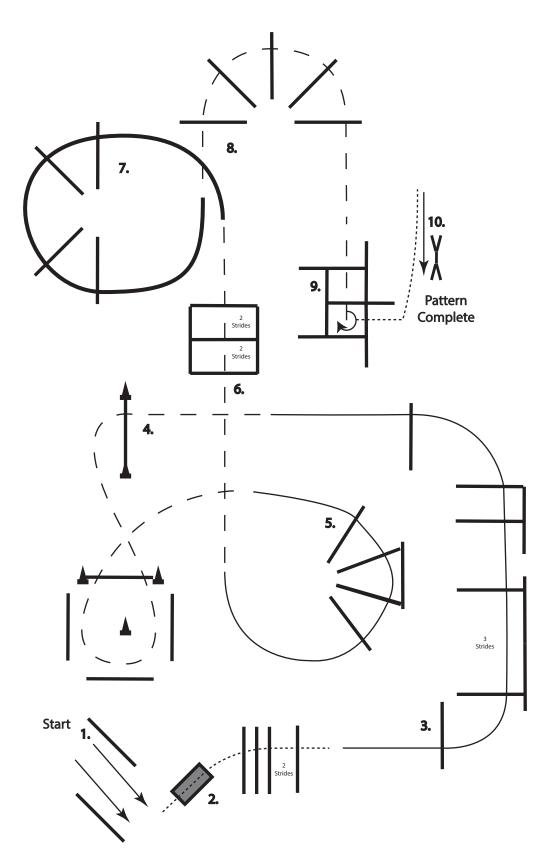


- 1. Trot square corner to judge.
- 2. Stop and set up.
- 3. Inspection.
- 4. When dismissed perform a 90° turn.
- 5. Back 4 steps.
- 6. Walk square corner.
- 7. Trot to exit.



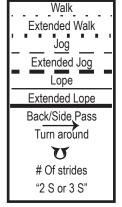


## All Trail but Walk/Jog



- 1. Side pass right
- 2. Walk over bridge & poles
- 3. Lope left lead over poles
- 4. Jog serpentine over poles
- 5. Lope right lead over poles
- 6. Jog over poles
- 7. Extended left lead lope over poles
- 8. Jog over poles
- 9. Stop 270\* turn right, walk past gate
- 9. Back to gate
- 10. Work gate to the right and close gate

## **Pattern Complete**



Designed By: Robert Dehn

Robert Dehn

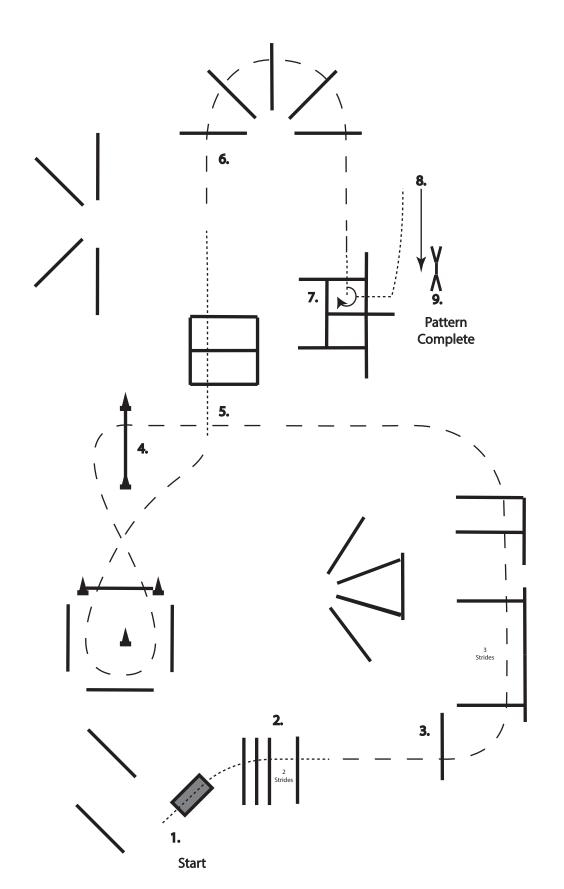
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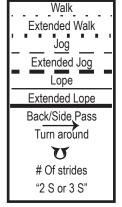


## All Walk/Trot Trail



- 1. Walk over bridge
- 2. Walk Over& poles
- 3. Jog over poles
- 4. Jog serpentine over poles
- 5. Walk over poles
- 6. Jog over poles
- 7. Walk into box, 270\* turn right, walk past gate
- 8. Back to gate
- 9. Work gate to the right and close gate

## **Pattern Complete**



Designed By: Robert Dehn

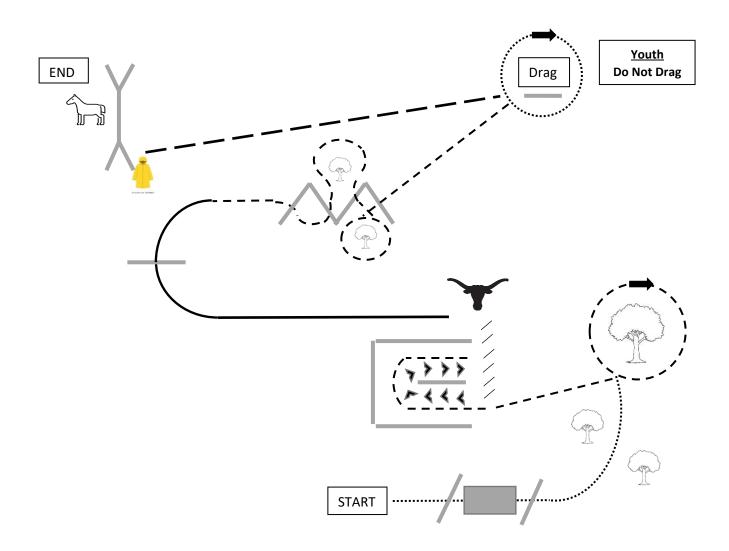
Robert Dehre

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## **Ranch Trail**



- 1. Walk across bridge and through trees.
- 2. Trot around tree and into chute.
- 3. Back out of chute and sidepass.
- 4. Rope dummy.
- 5. Lope right lead over log.
- 6. Trot over logs as shown.
- 7. Drag log in a circle to the right and return to original position.
- 8. Extended trot to gate.
- 9. Pick up slicker and take it with you to work gate and exit.

(Pattern is complete - please return slicker)



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