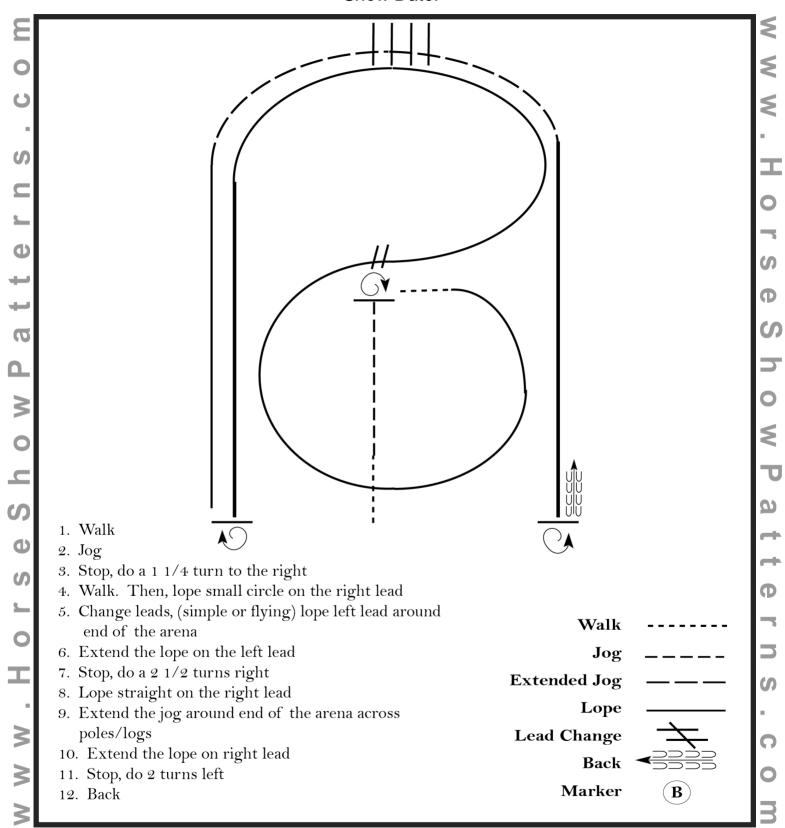


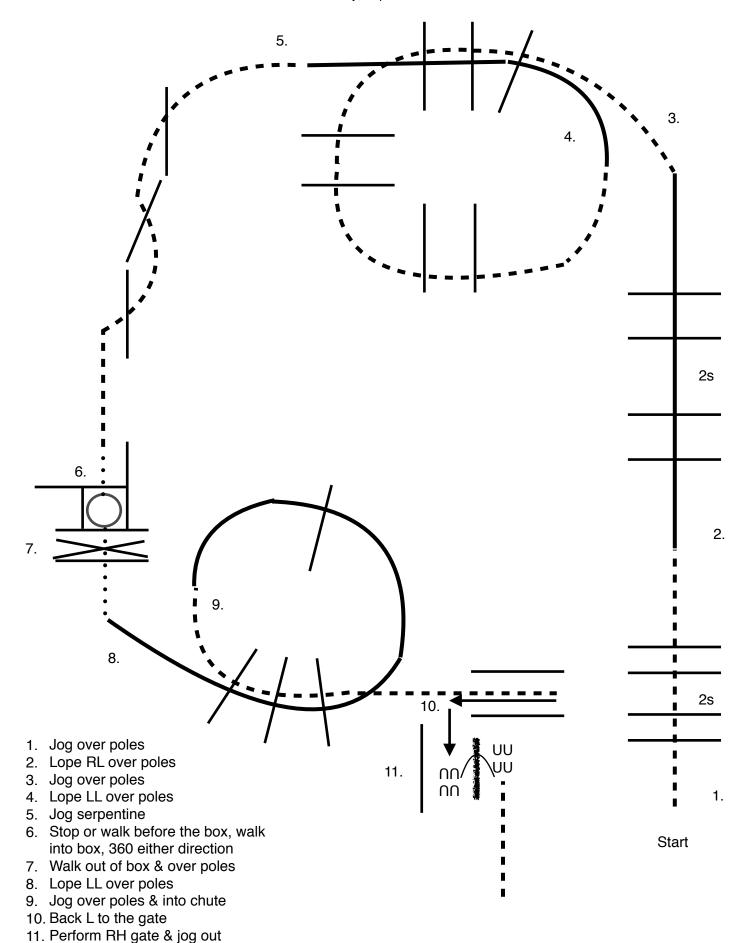
- WORK GATE LEFT HAND PUSH GATE OPEN AND CLOSE.
 TROT UP TO DRAG, PICK UP ROPE, DRAG LOG TO THE RIGHT (WALK OR TROT), RETURN ROPE. YOUTH TRAIL WALKS UP AND PICKS UP ROPE, THEN HANGS ROPE BACK.
 LOPE UP TO BRIDGE RIGHT LEAD, BREAK TO THE WALK, WALK OVER BRIDGE.
- 4. WALK INTO CHUTE, STOP, BACK AND "L" BETWEEN POLES, WALK OUT CHUTE.
- 5. FIRST TROT, THEN EXTEND THE TROT OVER LOGS AND CONTINUE UP TO SIDE PASS.
- STOP AND SIDE PASS RIGHT BETWEEN LOGS.
- WALK FORWARD, THEN LOPE OVER LOGS LEFT LEAD.
 BREAK TO THE TROT, TROT THROUGH SERPENTINE.
 BREAK TO THE WALK, WALK OVER LOGS.

All Ranch Riding

Show Date: Friday, September 2nd



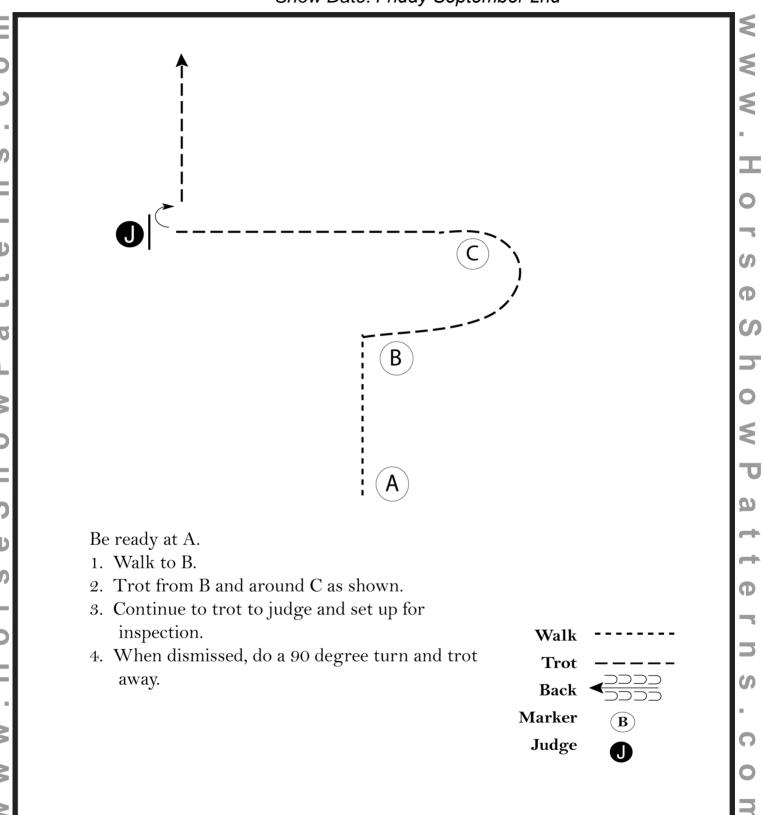
[RR/6]



Friday, September 2nd
Western Riding Pattern
Green Pattern 9
All Other Patterns 9

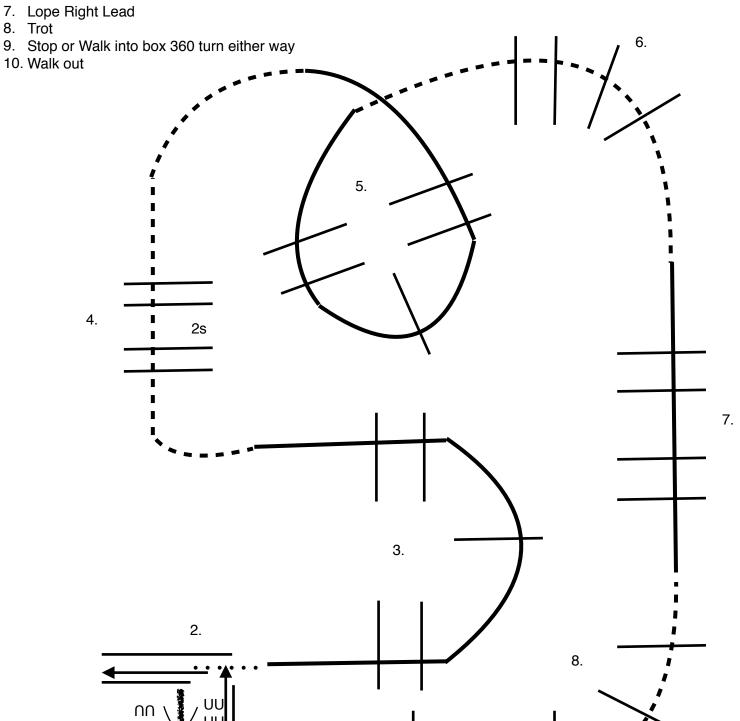
Nebraska Quarter Horse Labor Day Showmanship (Small Fry)

Show Date: Friday September 2nd



[S/WT-21]

- 1. Open Left Hand Gate
- 2. Back the "L"
- 3. Walk forward and Lope Left lead
- 4. Trot
- 5. Lope Right Lead
- 6. Trot



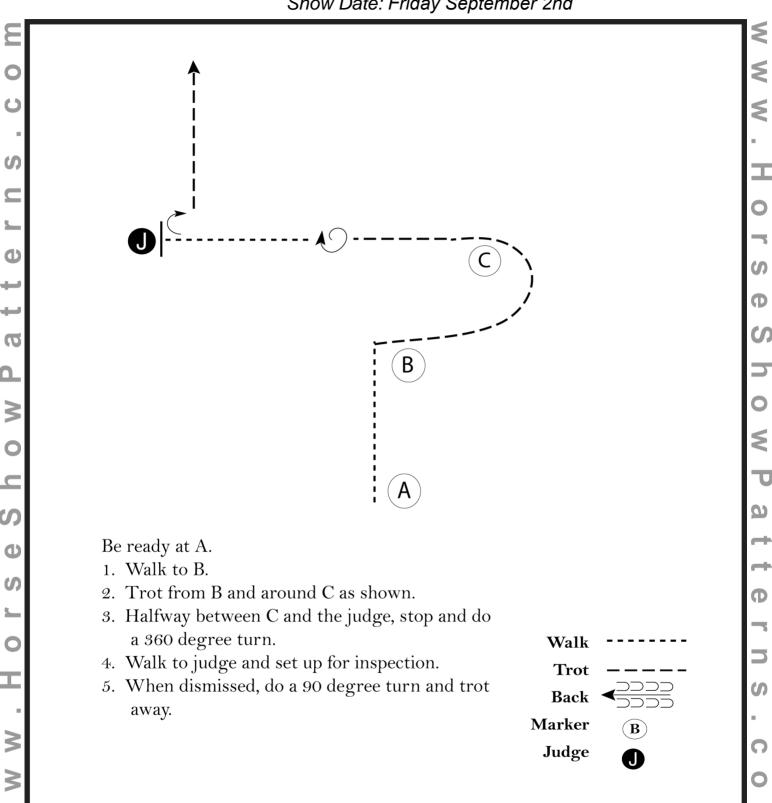
10.

9.

1.

Nebraska Quarter Horse Labor Day Showmanship (All Level 1)

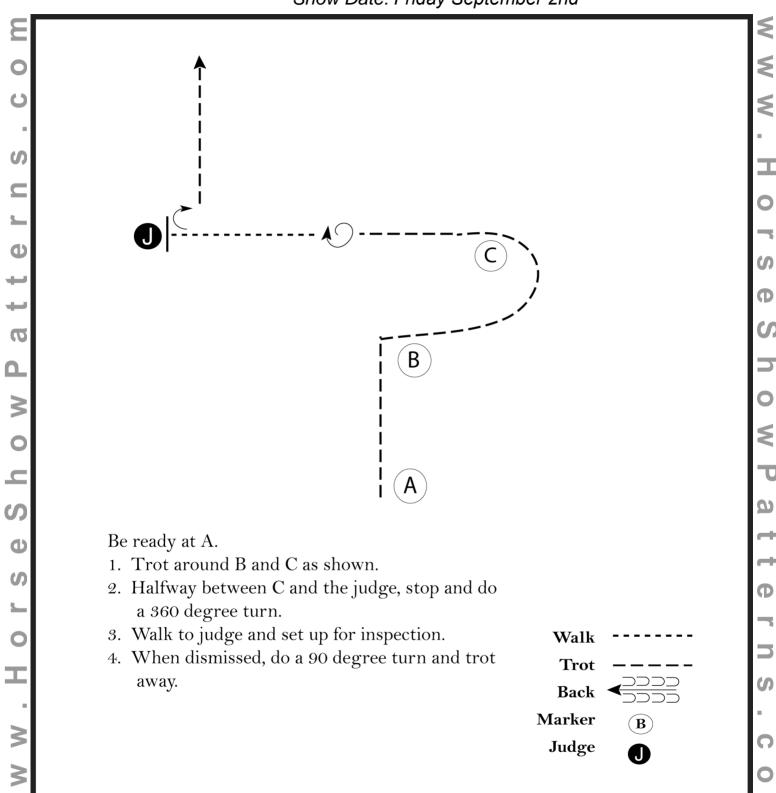
Show Date: Friday September 2nd



[S/2-21]

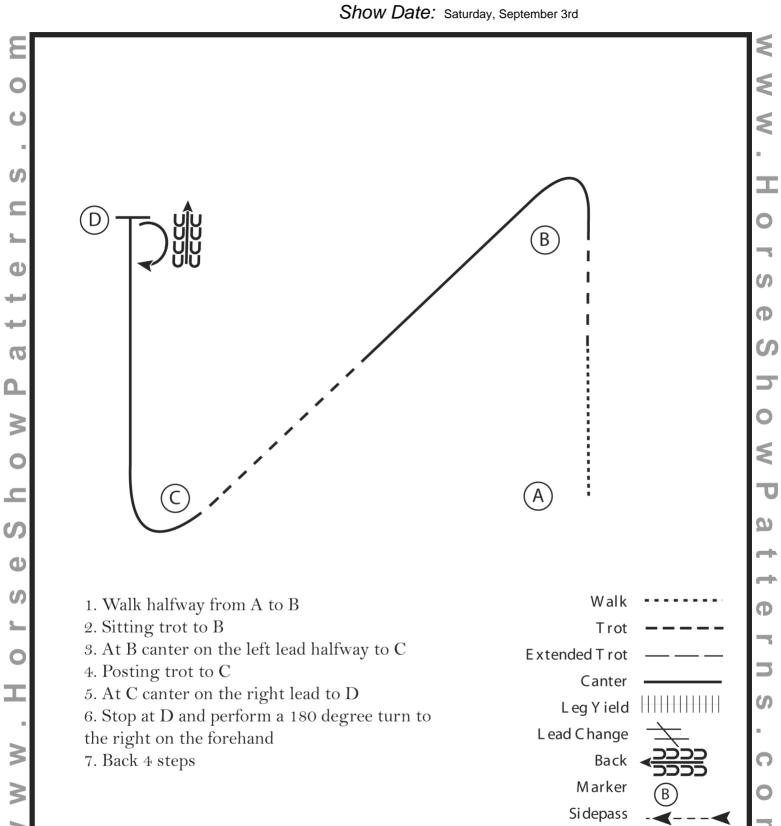
Showmanship (Youth, Amateur and Select)

Show Date: Friday September 2nd



[S/3-21]

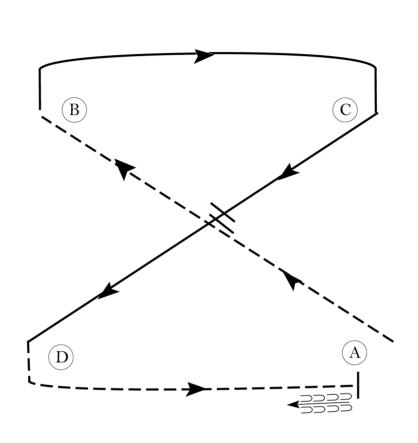
Hunt Seat Equitation (Level1)



[HSE/2-11]

Hunt Seat Equitation (All Youth)

Show Date: Saturday, September 3rd



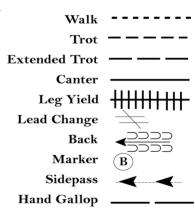
Be ready at A.

e Show P

S

- 1. Posting trot on the left diagonal to B.
- 2. Canter on the right lead to and around C and 1/2 way to D.
- 3. Change leads and canter to D.
- 4. Posting trot on the right diagonal to A.
- 5. Halt at A and back approximately one horse length.

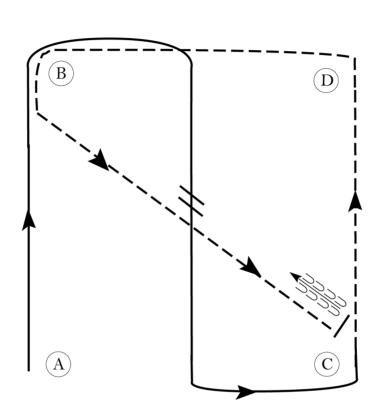
Exit at a sitting trot.



[HSE/2-24]

Hunt Seat Equitation (All Amateur)

Show Date: Saturday, September 3rd

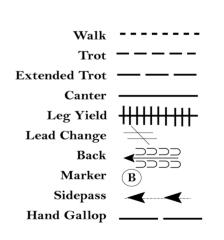


Be ready at A.

e Show P

S

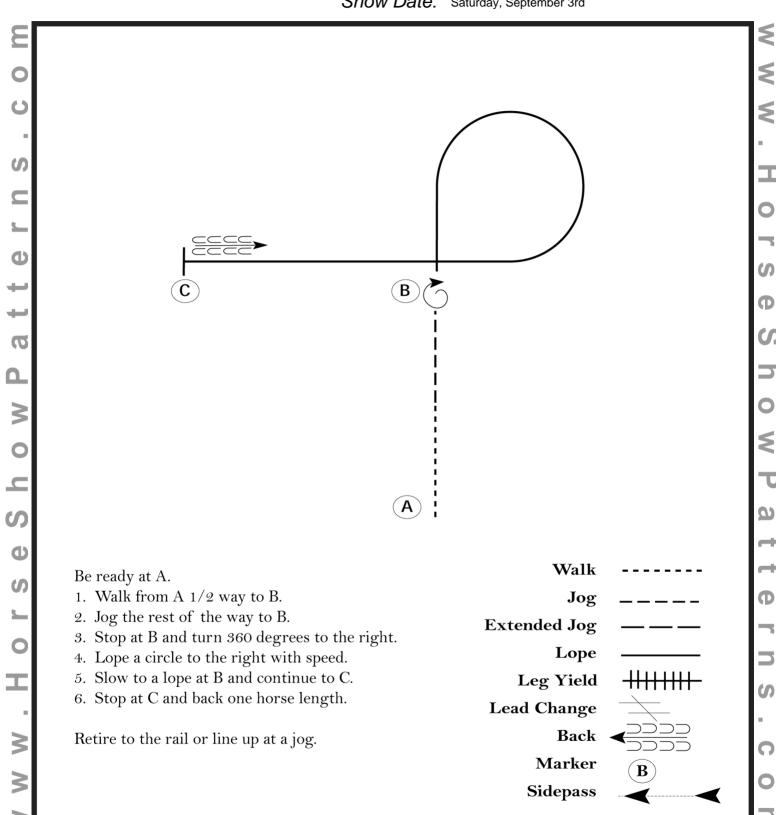
- 1. Canter on the right lead to and around B.
- 2. Halfway between B and C, change leads.
- 3. Canter on left lead to and around C.
- 4. Posting trot on the left diagonal from C to D.
- 5. At D, change diagonals and continue to trot to B.
- 6. At B, sitting trot to C.
- 7. Stop and back one horse length at C.



[HSE/2-25]

Western Horsemanship Level 1 All

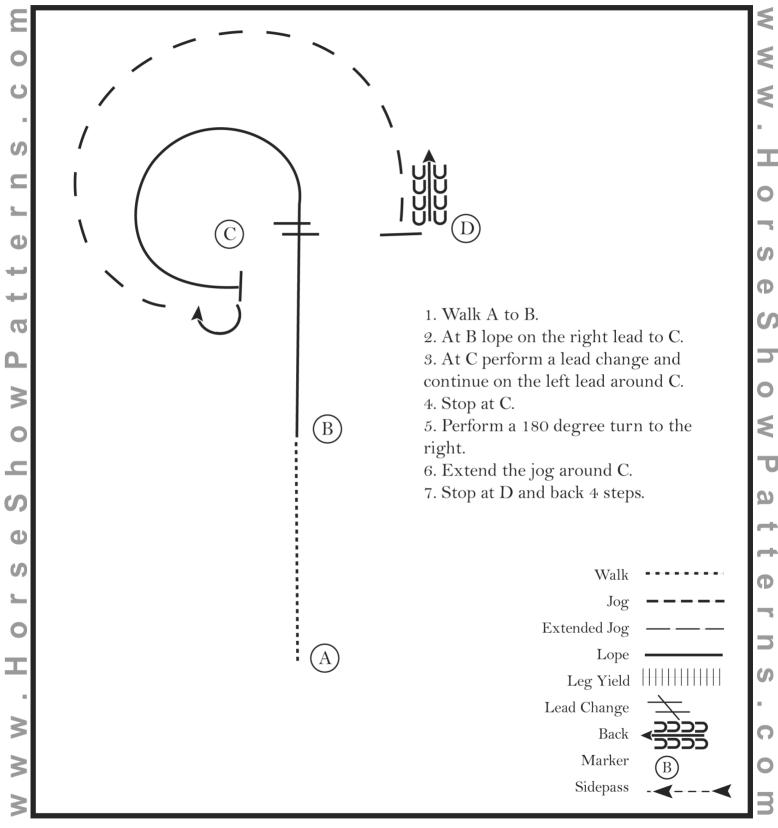
Show Date: Saturday, September 3rd



[WH/3-25]

Western Horsemanship (All Youth)

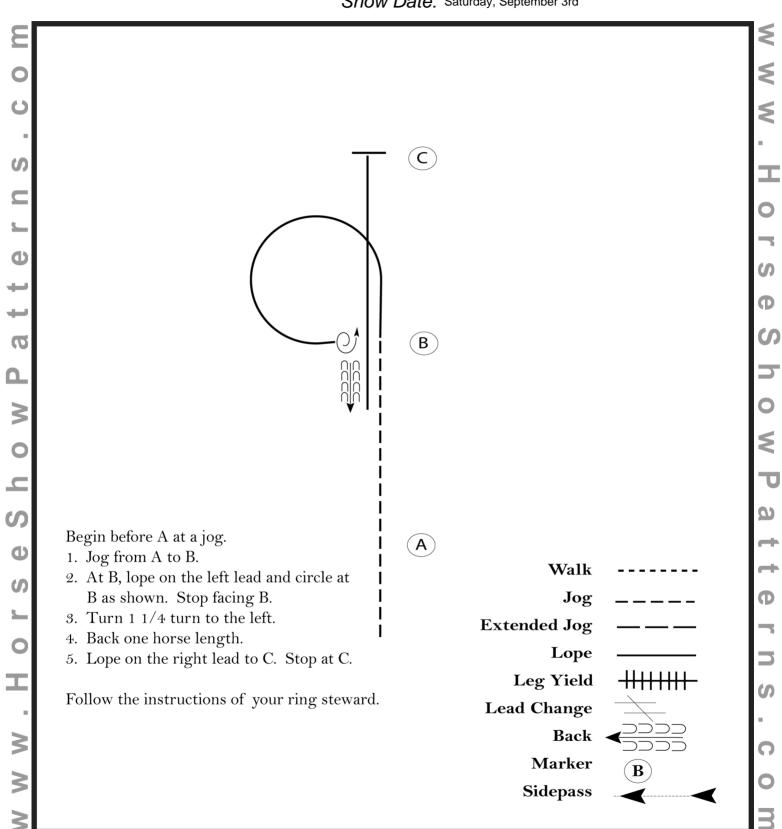
Show Date: Saturday, September 3rd



[WH/2-1]

Western Horsemanship (All Amateur)

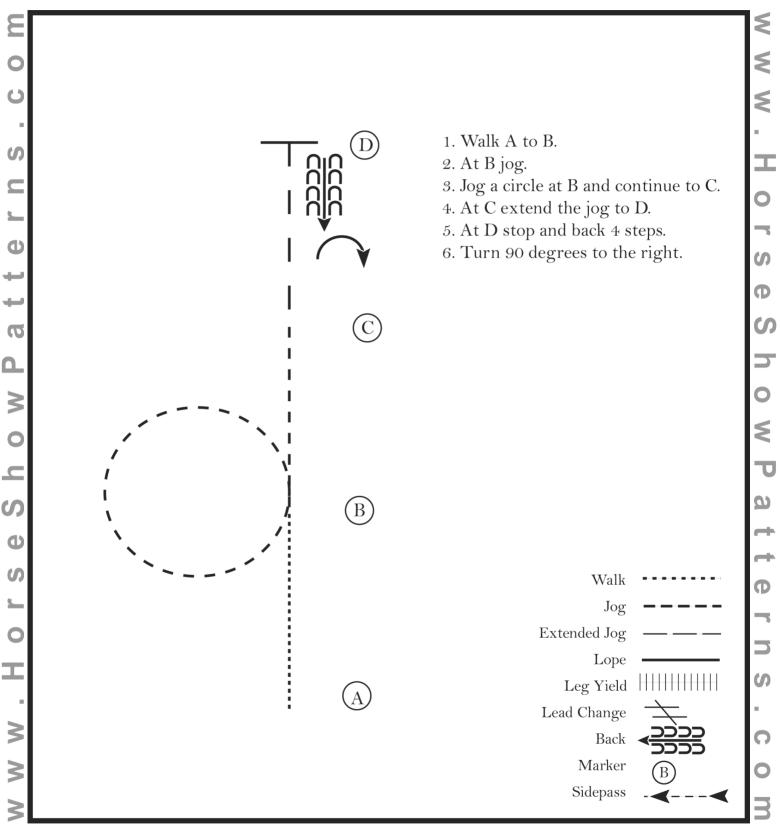
Show Date: Saturday, September 3rd



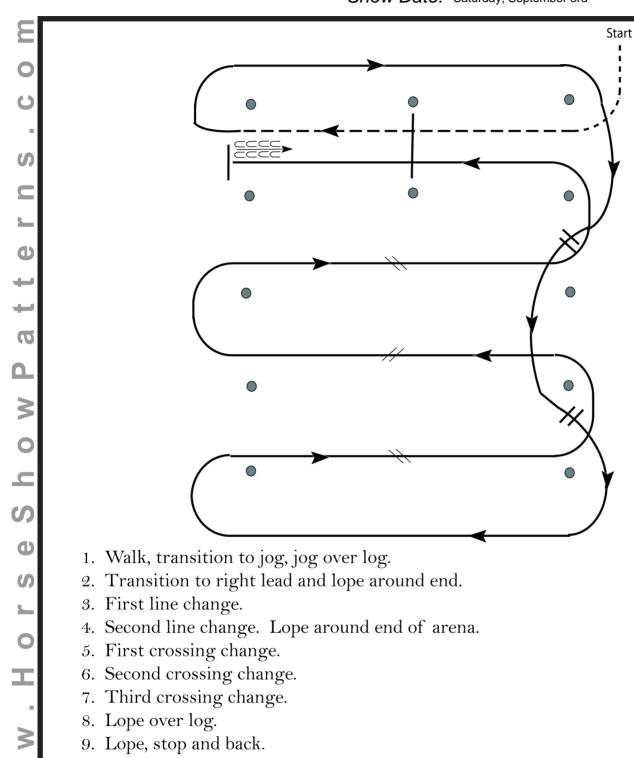
[WH/2-17]

Western Horsemanship (Walk/Trot)

Show Date: Saturday, September 3rd



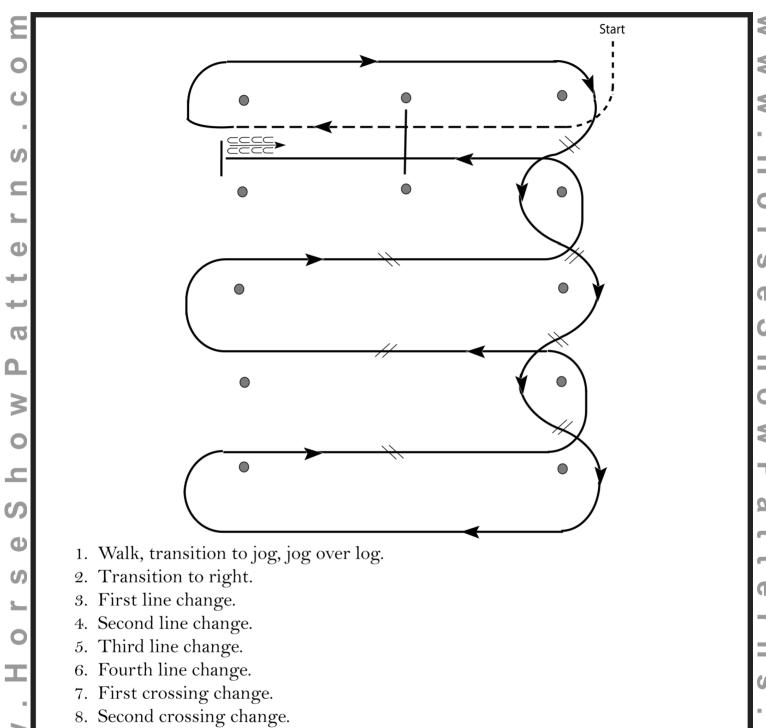
[WH/WT-11]



[WR/GP-4]

Youth/Amateur/Open

Show Date: Saturday, September 3rd



[WR/OP-4]

Pattern Provided by: Judges

9. Third crossing change.

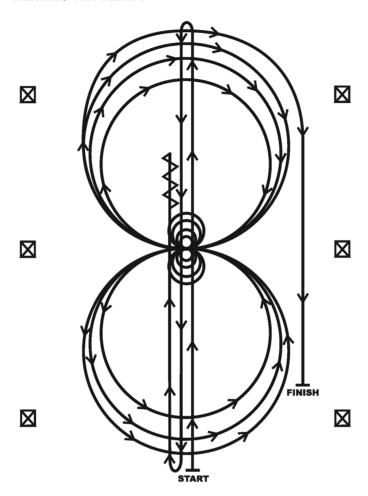
11. Lope, stop and back.

10. Lope over log.

Reining (Open, Youth, Amateur and Select)

Show Date: Saturday, September 3rd

REINING PATTERN 7



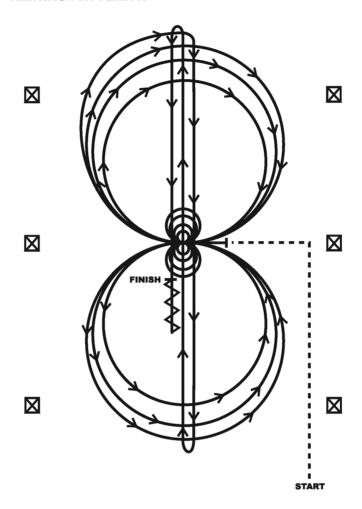
- Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
- Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
- 3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
- 4. Complete four spins to the right. Hesitate.
- Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
- Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
- Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
- 8. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

[R/AQHAP-7]

Reining (Level 1 Youth and Amateur)

Show Date: Saturday, September 3rd

REINING PATTERN 11



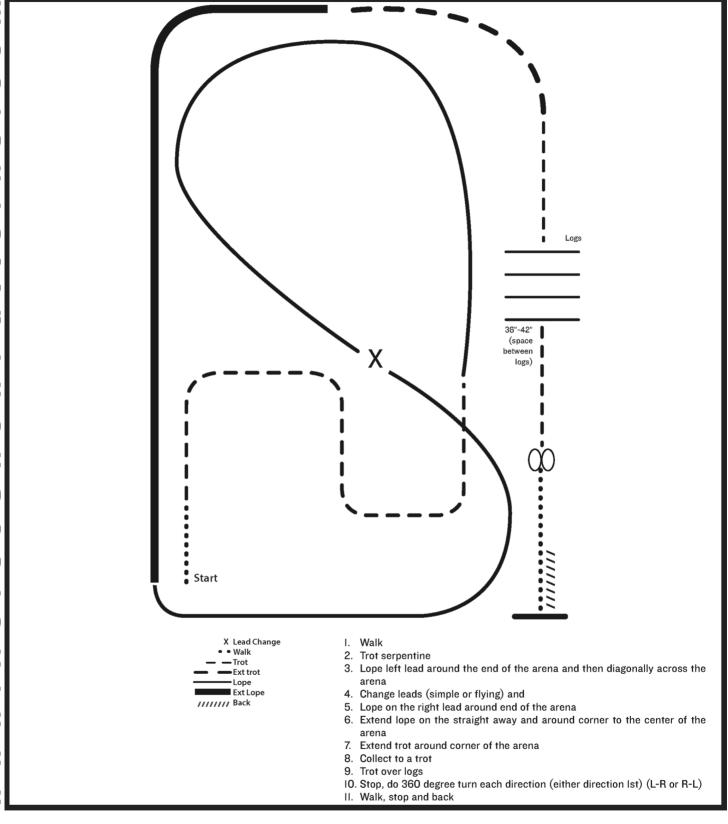
Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 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.
- 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 hesitation.
- 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.

[R/AQHAP-11]

Nebraska Quarter Horse Labor Day Ranch Riding (All Classes)

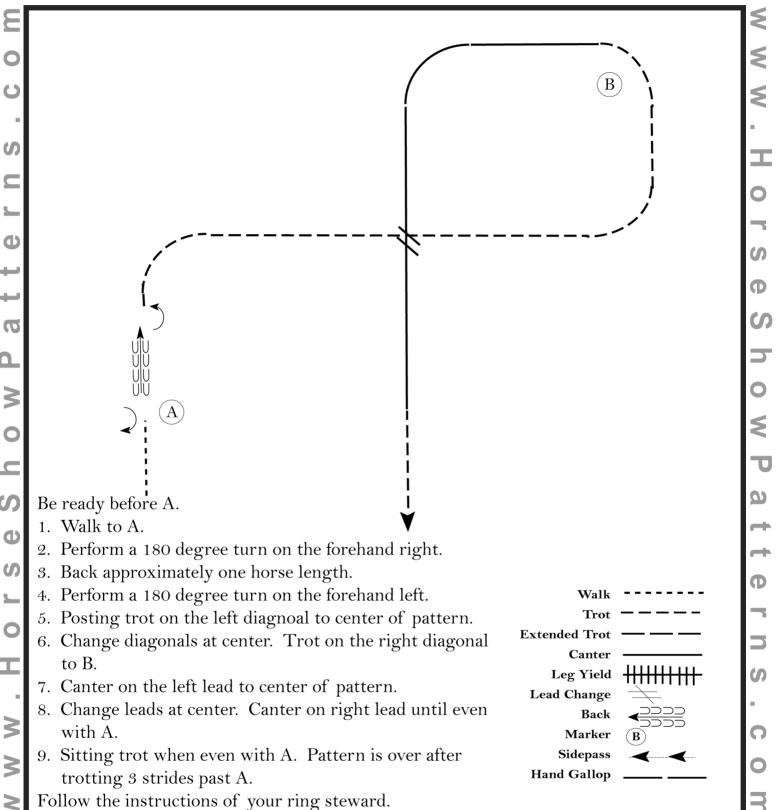
Show Date: Saturday, September 3rd



[RR/AQHA-3]

Equitation (Amateur and Youth)

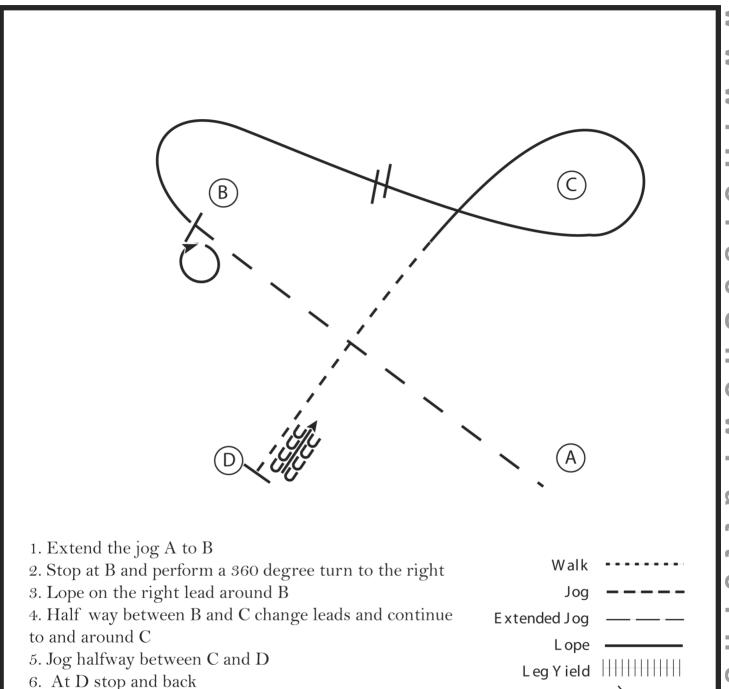
Show Date: Sunday, September 4th, 2022



[HSE/3-66]

Horsemanship (Select, Amateur and Youth)

Show Date: Sunday, September 4th, 2022



O

seShowP

[WH/2-27]

Lead Change

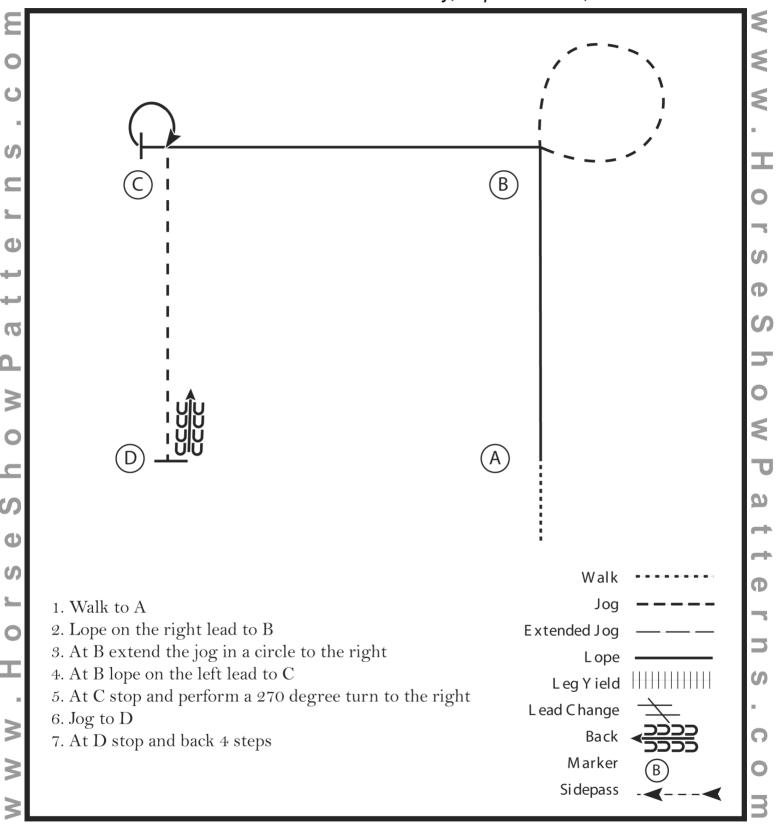
Back

Marker

Sidepass

Horsemanship (Level 1 Youth and Amateur)

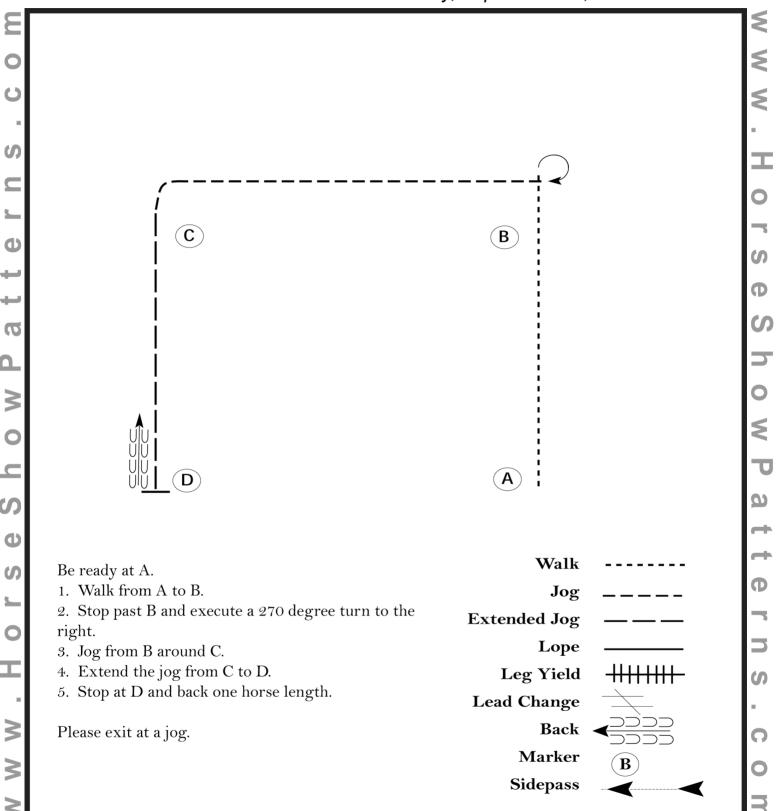
Show Date: Sunday, September 4th, 2022



[WH/2-50]

Horsemanship (Small Fry, Youth and Amateur Walk/Trot)

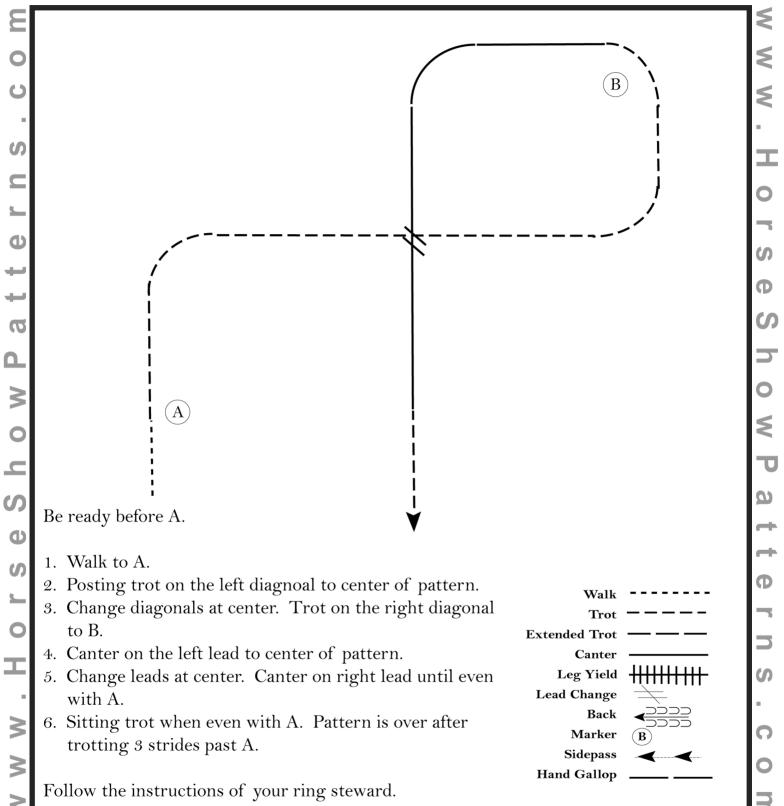
Show Date: Sunday, September 4th, 2022



[WH/WT-23]

Equitation (Level 1, Youth and Amateur)

Show Date: Sunday, September 4th, 2022

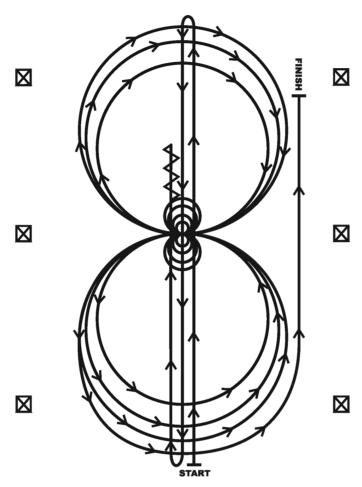


[HSE/2-66]

Open Reining Jr/Sr

Show Date: Sunday, September 4th

REINING PATTERN 1



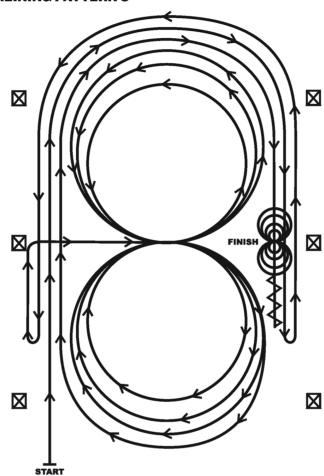
- Run at speed to the far end of the arena past the endmarker and do a left rollback—no hesitation.
- 2. Run to the opposite end of the arena past the end markerand do a right rollback—no hesitation.
- Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
- 4. Complete four spins to the right. Hesitate.
- Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
- 6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
- 7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
- 8. Begin a large 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 twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

[R/AQHAP-1]

Amateur/Youth

Show Date: Sunday, September 4th

REINING PATTERN 3



- I. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
- 2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
- 3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
- 5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
- 6. Complete four spins to the right. Hesitate.
- 7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

[R/AQHAP-3]