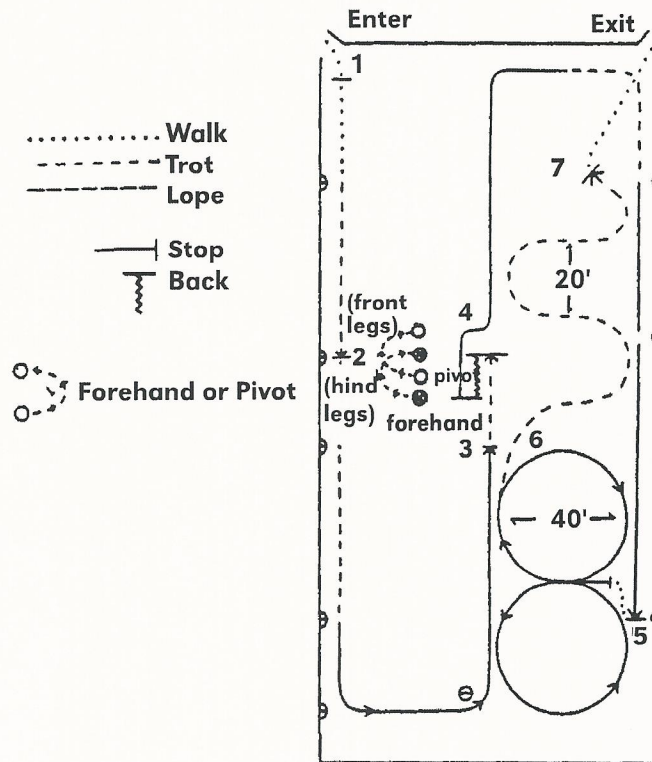


**ADVANCED WESTERN HORSEMANSHIP
(Level III)**

PATTERN No. 1



Maximum score for pattern is 100 points.

Tack and Attire

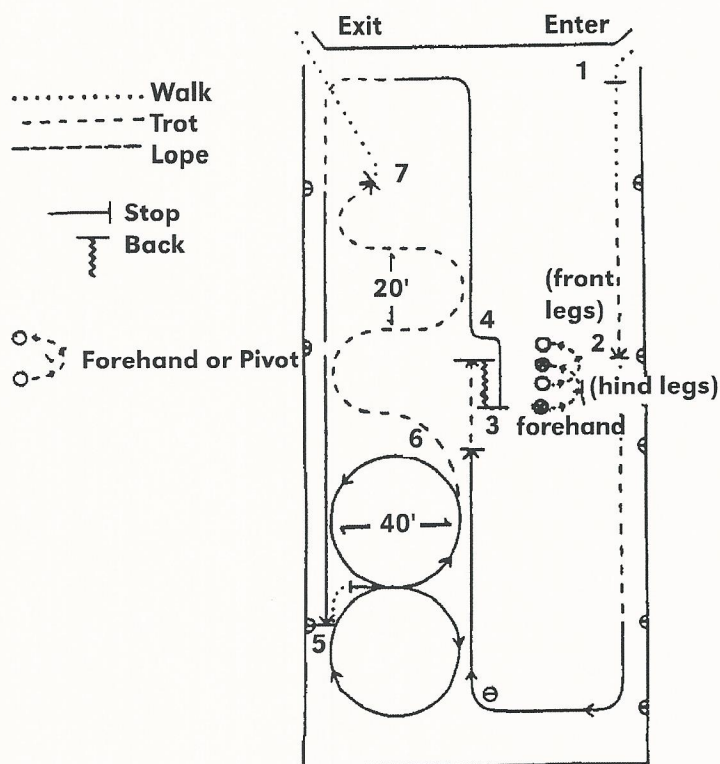
1. Refer to Western tack and attire requirements on pages 16-24.

Pattern and Maximum Points

1. Lead in and mount. Walk 10 yards, trot 20 yards and stop. (5 points).
2. Drop stirrups, walk 10 yards, trot 20 yards, lope on left lead around corner and down center of arena, stop. Pickup stirrups. (20 points).
3. Trot 10 yards, stop and back 5 yards. 180-degree forehand — clockwise; 180-degree pivot — clockwise and stop. (20 points).
4. Pick up right lead and lope down center of arena, turn right and lope around corner. Pick up left lead (counter lead), lope 20 yards, hand gallop 30 yards and stop (10 seconds). (20 points).
5. Pivot 90-degrees right and stop. Trot to center of figure 8 and lope a 40-foot circle to the left, simple change of lead, lope 40-foot circle to the right. (15 points).
6. At completion of the figure 8, trot to serpentine line and trot serpentine to stop. (15 points).
7. Dismount and lead out. (5 points).

ADVANCED WESTERN HORSEMANSHIP (Level III)

PATTERN No. 2



Maximum score for pattern is 100 points.

Tack and Attire

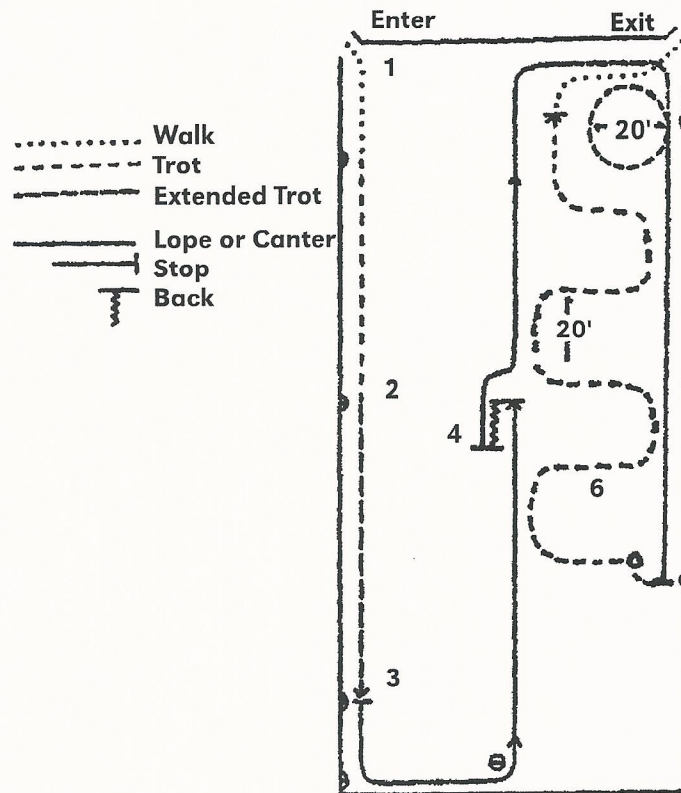
1. Refer to Western tack and attire requirements on pages 16-24.

Pattern and Maximum Points

1. Lead in and mount. Walk 10 yards, trot 20 yards and stop. (5 points)
2. Drop stirrups, walk 10 yards, trot 20 yards, lope on right lead around corner and down center of arena, stop. Pickup stirrups. (20 points)
3. Trot 10 yards, stop and back 5 yards. 180-degree forehand — counterclockwise; 180-degree pivot — counterclockwise and stop. (20 points).
4. Pick up left lead and lope down center of arena, turn left and lope around corner. Pick up right lead (counter lead), lope 20 yards, hard gallop 30 yards and stop (10 seconds). (20 points)
5. Pivot 90-degrees left and stop. Trot to center of figure 8 and lope a 40-foot circle to the right, simple change of lead, lope 40-foot circle to the left. (15 points)
6. At completion of the figure 8, trot to serpentine line and trot serpentine to stop. (15 points)
7. Dismount and lead out. (5 points)

**ADVANCED WESTERN PLEASURE
(Level III)**

PATTERN No. 1



Maximum score for pattern is 100 points.

Tack and Attire

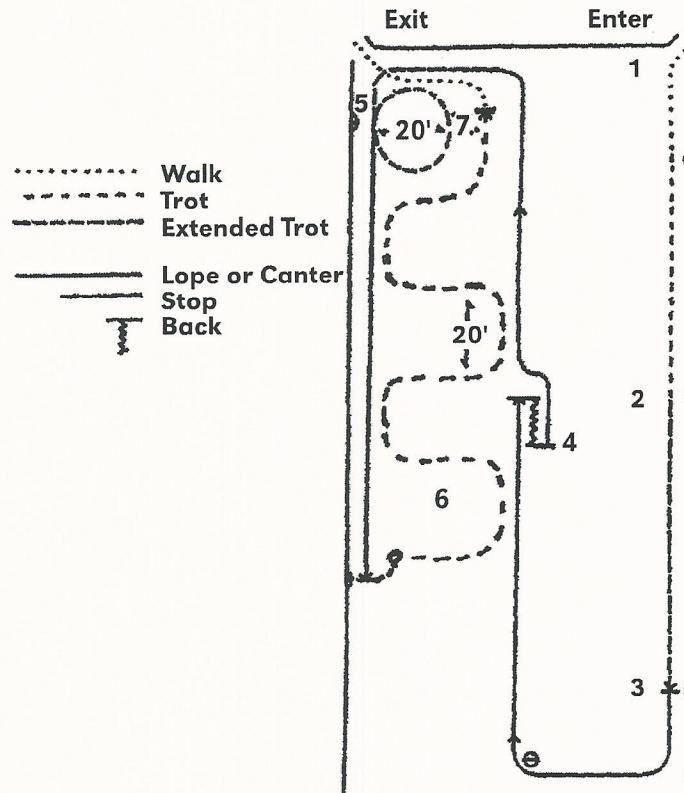
Refer to Western tack and attire requirements on page 16-24.

Pattern and Maximum Points

1. Enter, walk 10 yards, trot 20 yards. (10 points)
2. Extended trot 30 yards to marker, stop prompt and collected. (20 points)
3. Pick up left lead and lope around corner and down center of arena, stop. Back 5 yards and stop. (20 points)
4. Pick up right lead and lope down center of arena, turn right and trot. (10 points)
5. Continue trot around the corner and trot 20-foot circle to the right. At completion of circle pick up right lead and lope 30 yards, stop. Pivot 90 degrees right and stop. (20 points)
6. Trot serpentine and stop. (10 points)
7. Leave arena at free walk on loose rein. (10 points)

**ADVANCED WESTERN PLEASURE
(Level III)**

PATTERN No. 2



Maximum score for pattern is 100 points.

Tack and Attire

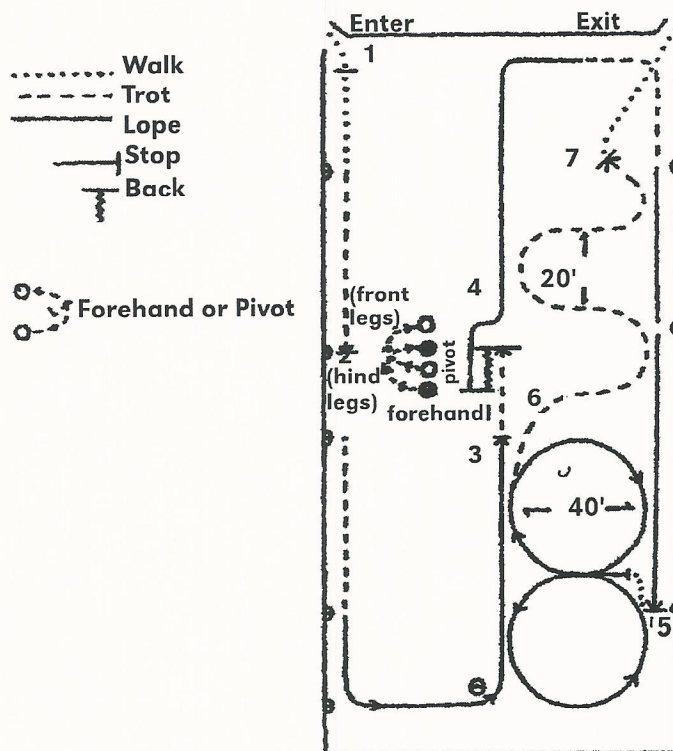
1. Refer to Western tack and attire requirements on pages 16-24.

Pattern and Maximum Points

1. Enter, walk 10 yards, trot 20 yards. (10 points)
2. Extended trot 30 yards to marker, stop prompt and collected. (20 points)
3. Pick up right lead and lope around corner and down center of arena, stop. Back 5 yards and stop. (20 points)
4. Pick up left lead and lope down center of arena, turn left and trot. (10 points)
5. Continue trot around the corner and trot 20-foot circle to the left. At completion of circle pick up left lead and lope 30 yards, stop. (20 points)
6. Trot serpentine and stop. (10 points)
7. Leave arena at free walk on loose rein. (10 points)

**ADVANCED HUNT SEAT EQUITATION/
SADDLE SEAT EQUITATION
(Level III)**

PATTERN No. 1



Maximum score for pattern is 100 points.

Tack and Attire

1. Refer to English tack and attire requirements on pages 16-24.

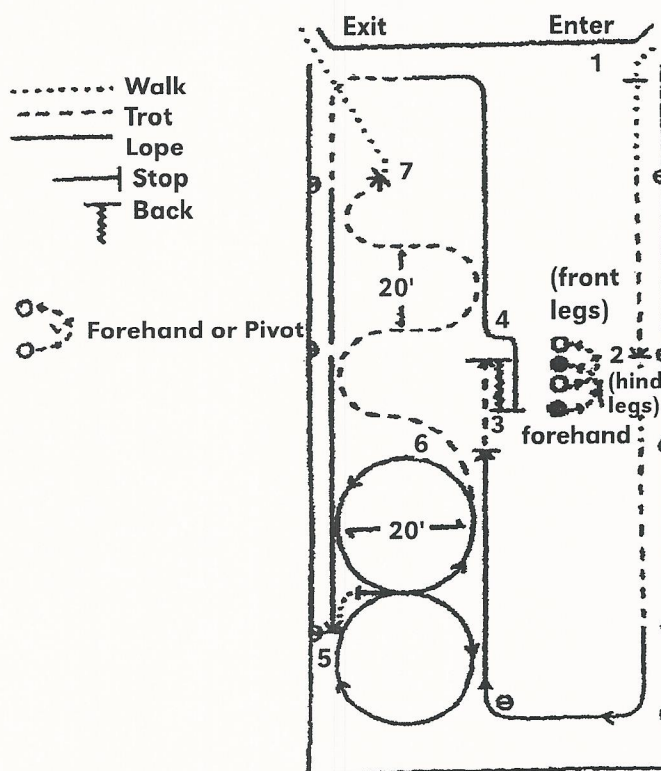
Pattern and Maximum Points

Note: Exhibitors will post (rises) the trot unless otherwise specified.

1. Lead in and mount. Walk 10 yards, trot 20 yards and stop. (5 points)
2. Drop stirrups, walk 10 yards, trot 20 yards, lope on left lead around corner and down center of arena, stop. Pick up stirrups. (20 points)
3. Trot 30 yards (sitting), stop and back 5 yards. 180-degree forehand — clockwise; 180-degree pivot — clockwise and stop. (20 points)
4. Pick up right lead and lope down center of arena, turn right and trot (sitting) around corner. Pick up left lead (counter lead), lope 20 yards, hand gallop 30 yards and stop (10 seconds). (20 points)
5. Pivot 90-degrees right and stop. Trot (sitting) to center of figure 8 and lope a 40-foot circle to the left, simple change of lead, lope 40-foot circle to the right. (15 points)
6. At completion of the figure 8, trot to serpentine line and trot serpentine, maintaining proper diagonals to stop. (15 points)
7. Dismount and lead out. (5 points)

**ADVANCED HUNT SEAT EQUITATION/
SADDLE SEAT EQUITATION
(Level III)**

PATTERN No. 2



Maximum score for pattern is 100 points.

Tack and Attire

1. Refer to English tack and attire requirements on pages 16-24.

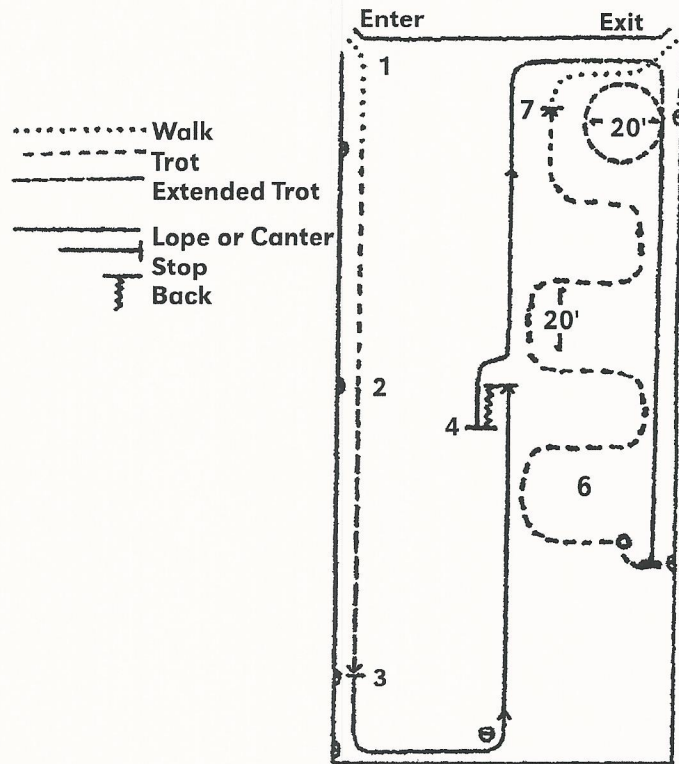
Pattern and Maximum Points

Note: Exhibitors will post (rises) the trot unless otherwise specified.

1. Lead in, and mount. Walk 10 yards, trot 20 yards and stop. (5 points)
2. Drop stirrups, walk 10 yards, trot 20 yards, lope on right lead around corner and down center of arena, stop. Pick up stirrups. (20 points)
3. Trot (sitting) 10 yards, stop and back 5 yards. 180-degree forehand—counterclockwise; 180-degree pivot—counterclockwise and stop. (20 points)
4. Pick up left lead and lope down center of arena, turn left and lope (sitting) around corner. Pick up right lead (counter lead), lope 20 yards, hand gallops 30 yards and stop (10 seconds). (20 points)
5. Pivot 90-degrees left and stop. Trot (sitting) to center of figure 8 and lope a 40-foot circle to the right, simple change of lead, lope 40-foot circle to the left. (15 points)
6. At completion of the figure 8, trot to serpentine line and trot serpentine, maintaining proper diagonals to stop. (15 points).
7. Dismount and lead out. (5 points)

**ADVANCED HUNTER
UNDER SADDLE/SADDLE SEAT
(Level III)**

PATTERN No. 1



Maximum score for pattern is 100 points.

Tack and Attire

1. Refer to English tack and attire requirements on pages 16-24.

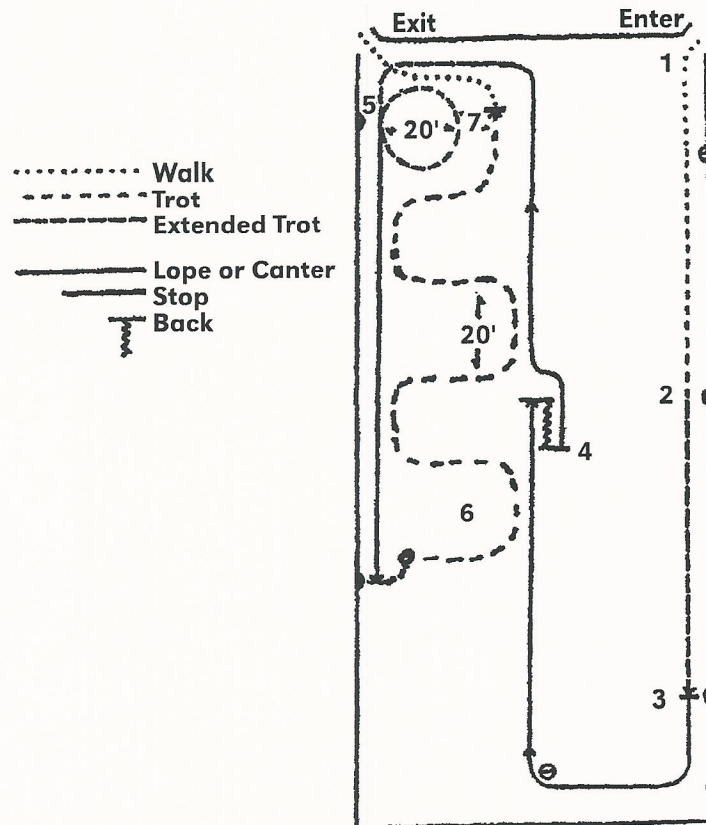
Pattern and Maximum Points

Note: Exhibitors will post (rises) the trot unless otherwise specified.

1. Enter, walk 10 yards, trot 20 yards. (10 points)
2. Extended trot 30 yards to marker, stop prompt and collected. (20 points)
3. Pick up left lead and canter around corner and down center of arena, stop. Back 5 yards and stop. (20 points)
4. Pick up right lead and canter down center of arena, turn right and trot. (10 points)
5. Continue trot around the corner and trot (sitting) 20-foot circle to the right. At completion of circle pick up right lead and canter 30 yards, stop. Pivot 90 degrees right and stop. (20 points)
6. Trot (sitting) serpentine and stop. (10 points)
7. Leave arena at free walk on loose rein. (10 points)

**ADVANCED HUNTER UNDER SADDLE/SADDLE
SEAT
(Level III)**

PATTERN No. 2



Maximum score for pattern is 100 points.

Tack and Attire

1. Refer to English tack and attire requirements on pages 16-24.

Pattern and Maximum Points

Note: Exhibitors will post (rise) the trot unless otherwise specified.

1. Enter, walk 10 yards, trot 20 yards. (10 points)
2. Extended trot 30 yards to marker, stop prompt and collected. (20 points)
3. Pick up right lead and canter around corner and down center of arena, stop. Back 5 yards and stop. (20 points)
4. Pick up left lead and canter down center of arena, turn left and trot. (10 points)
5. Continue trot around the corner and trot (sitting) 20-foot circle to the left. At completion of circle pick up left lead and canter 30 yards, stop. Pivot 90 degrees left and stop. (20 points)
6. Trot (sitting) serpentine and stop. (10 points)
7. Leave arena at free walk on loose rein. (10 points)