

EQUICHALLENGE RIDING PATTERN PROGRAM

This program is a series of patterns for riders to perform. The patterns are designed and ranked with a gradual increase in skill and performance level needed to achieve a passing ride. Each rider is to start this program by working on an entry level pattern. The basic process each rider will go through will be to learn the pattern, practice on perfecting the skills and performance needed for passing that level and then get tested. Once a passing score is achieved then the rider may start working on the next level pattern.

ABOUT THE LEVELS:

Entry level-

Pattern A (optional)- walk, jog only

Pattern B (optional)- walk, jog and posting

Level I (required)- walk, jog and lope

Next levels-

Level II - VI must be passed in sequence

(more levels may be available at a later date when the need arises)

Programs (same patterns used for either program)

Blue- show position (Western) or as pattern requires

Red- schooling two hand position or English

Passing blue level riders may test the next level red.

Red level may not ride a blue level without going through the sequence of blue patterns.

HOW TO READ AND RIDE THE PATTERNS:

1. Each pattern is divided into frames that may consist of one or more maneuvers. The frames flow in sequence from one to another with no break in the pattern.
2. Special instructions that are specific to a particular level are listed in the *Pattern Notes* that supplement the drawings.
3. Patterns show **exact locations** for stops, transitions, turns, etc. Patterns also give **location and size** of turns, circles, etc. in relation to each other and the size of the arena. For example, The size of a left hand circle is to match in size to a similar right hand circle. Any deviation from these locations and sizing will be scored accordingly.
4. Patterns may also be **specific about strides and gait** while transitioning from one gait to another. Be sure to read the *Pattern Notes* carefully.

5. When posting, riders need to be on the correct diagonals (unless pattern specifies otherwise).
6. Correct loping leads are required at level three and beyond.
7. Medium walk, slow jog, extended trot and slow lope are the standard gaits. Note: the word trot is used for jog and the word post is used for extended trot.
8. Each pattern may have instructions that supersede these basic guidelines.

Key for reading patterns:

• • • •	walk	= = =	post (outside dia.)
- - -	jog		stop
————	lope	^ ^ ^	back
↑ ↓	cavalletti	←	arrow means direction only
X	denotes a performance area (look at <u>Pattern Notes</u>)	⋈	counter arc or counter canter
			two track or leg yield

APPOINTMENTS:

Clean working tack is acceptable. Bits and reins are to follow basic breed association show rules. Rein handling is determined by program or pattern specifics. A junior horse (2 handed in a snaffle) will be testing in the Red program. This allows the opportunity to ride the Blue level once they are in a shanked bit doing a one hand performance. A **sidepull** is permissible for riding the Red program. 2 handed with a shanked bit is permissible for riding the Red program

Show clothes are not required.

ABOUT SCORING

There is an individual score sheet for each pattern. The score sheet lists a maneuver or series of maneuvers to receive a score. (Scoring does not necessarily go by each frame.) Each of these scores will be tallied to arrive at a cumulative score that will added or subtracted from a base of 70 points. A rider must receive a score of 75 (or above) to pass and go on to the next level. See separate scoring guideline sheet for more information.