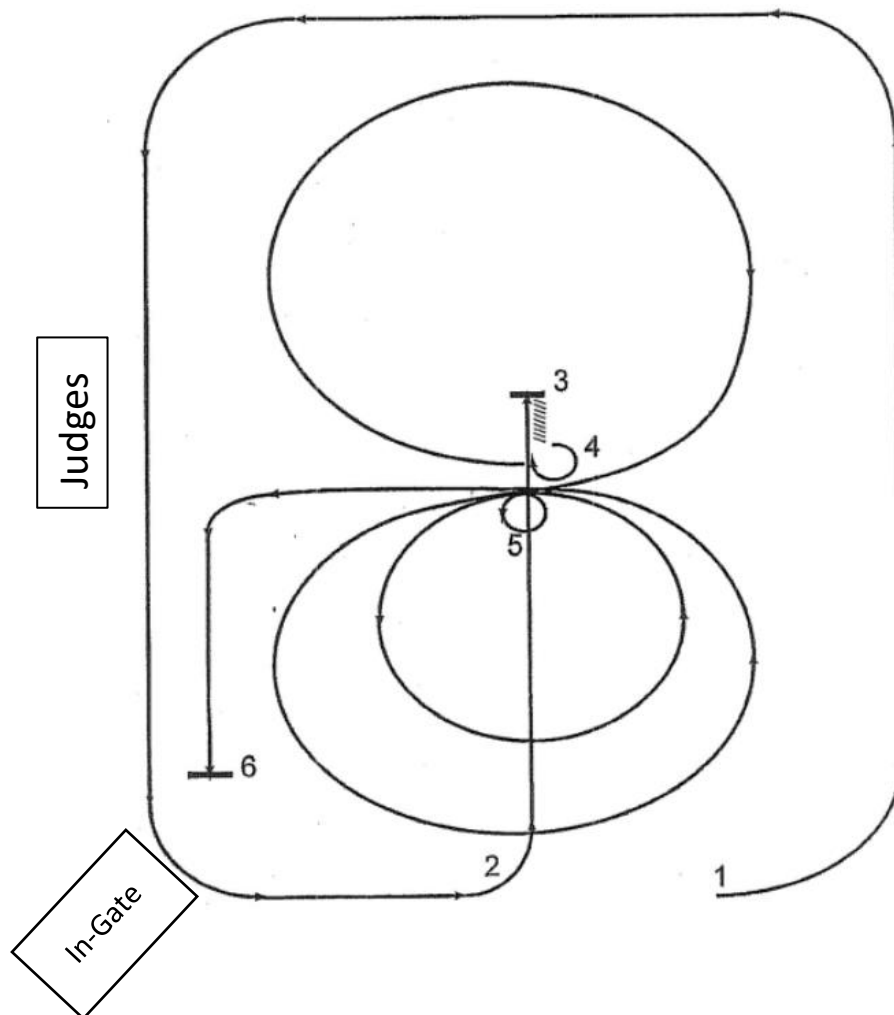


# Miss Days of '76 2026 Horsemanship Set Pattern

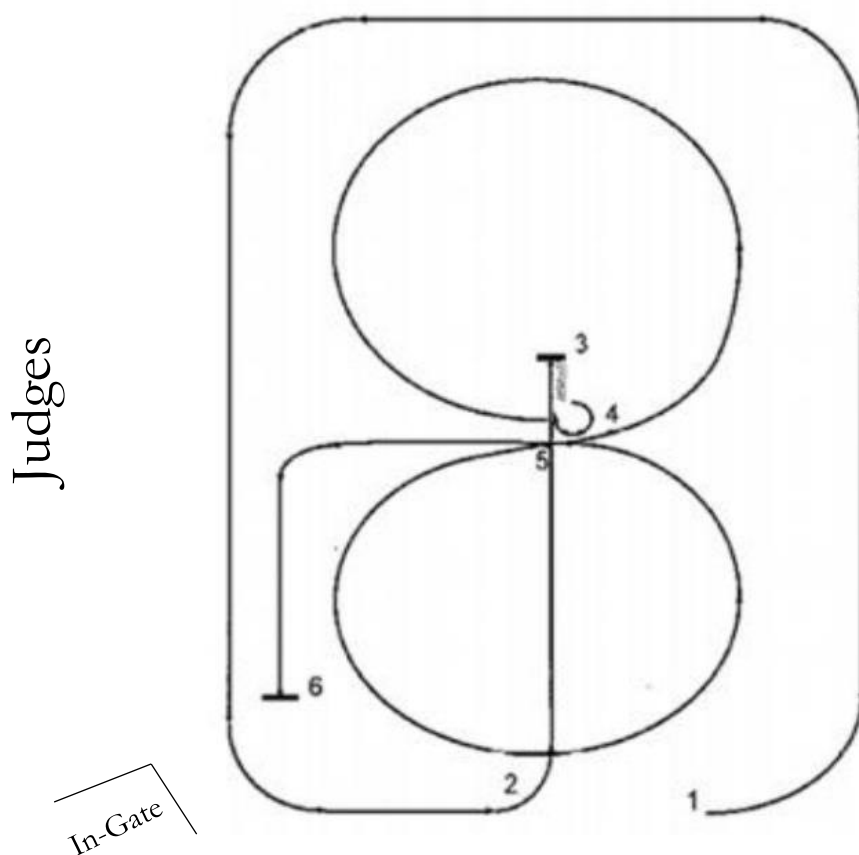


Walk to starting position. Hesitate. Begin pattern.

1. Circle the arena on the left lead at an extended lope.
2. Guide left and lope down the center of the area with moderate speed.
3. Pass the center of the arena, stop, back to the center.
4. Execute a  $\frac{3}{4}$  turn to the right and lope a circle, to the right, with moderate speed.
5. Stop in the center, execute a 360-degree turn, to the left.
6. Lope a small, slow circle to the left.
7. Lope a larger, faster circle to the left.
8. At the center of the arena, rate back to a slow lope and continue loping on the left lead toward the end of the arena.
9. Stop and pause to show completion of pattern.

# Jr Miss Days of '76 2026 Horsemanship Pattern

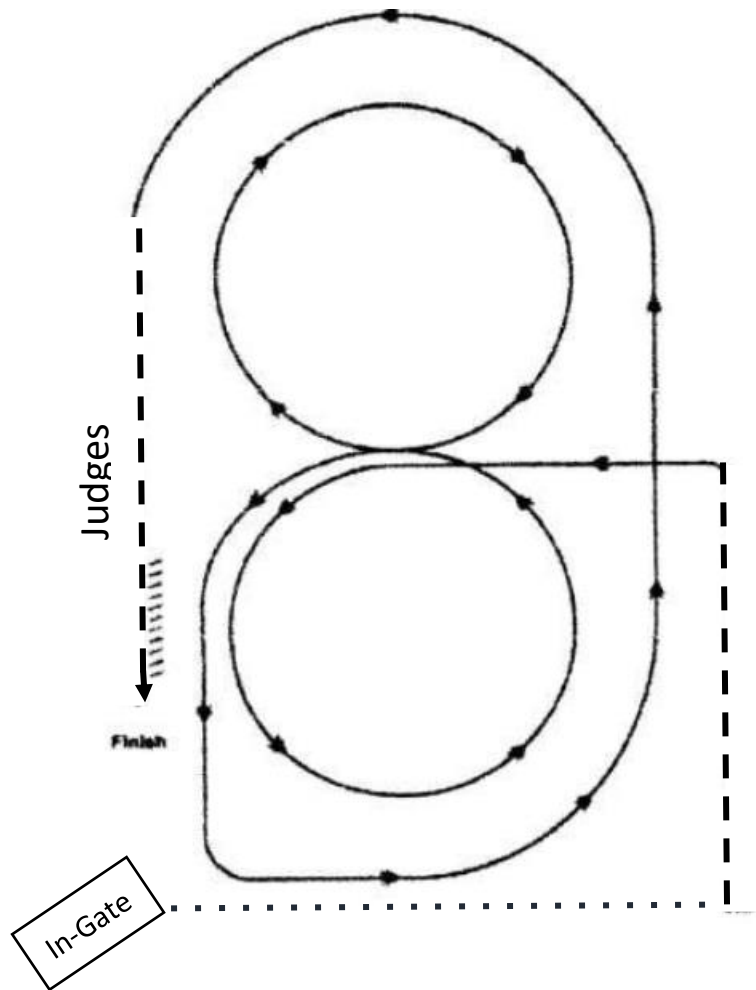
## Horsemanship Pattern #2



Walk to starting point 1, stop. Begin pattern.

1. Circle the arena on the left lead at an extended lope.
2. Guide left and lope down the center of the arena at moderate speed.
3. Pass the center of the arena, stop and back to the center.
4. Execute a  $\frac{3}{4}$  turn to the right and lope a circle to the right with moderate speed.
5. Change leads and lope a circle to left at moderate speed. After completing the circle, continue loping tube on the left lead toward the end of the arena.
6. Stop and pause to show completion of the pattern.

# Days of '76 Princess Horsemanship Set Pattern 2026



Enter the gate at a walk. Hesitate. Begin pattern.

1. Extended walk to corner.
2. Trot to midway down arena and stop.
3. 90-degree turn to the left.
4. In the left lead, complete 1 left circle.
5. Change leads at center (stop, break down, or flying lead change – safety is the top priority).
6. In the right lead, complete 1 right circle.
7. Continue around arena at a controlled lope.
8. At the corner, slow to a trot. Continue  $\frac{3}{4}$  of the way down the arena.
9. Back to 3-4 steps.
10. Stop and settle horse.
11. Proceed to gate at a walk to exit arena.