

Ranch Trail

*****Next contestant be ready at gate when previous contestant stops at Cone*****

Work gate (Left Hand Push)

Jog to Bridge, Walk over

Back down Chute

Jog to Ground Pole, Sidepass Right, Pick up bed roll and carry

Jog serpentine through syrup tubs and back, put down bed roll

Sidepass Left

Perform a 180* turn

Lope Left Lead to and over poles

Stop at Rope Dummy. Pick-up rope and rope dummy.

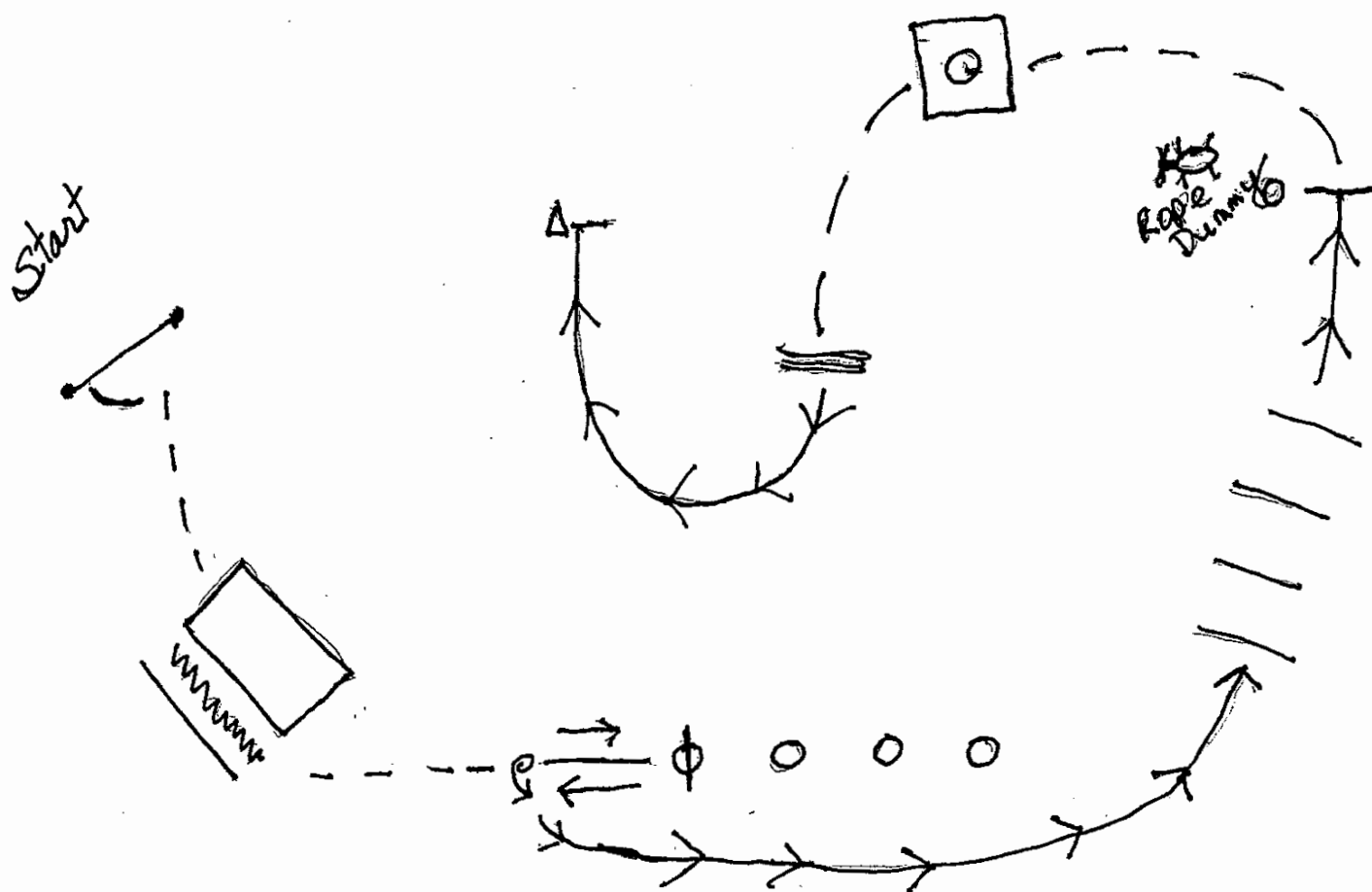
Recoil rope and place back.

Extended trot to Box, 360* Turn to Right

Extended trot over jump

Right Lead Lope to Cone, Dismount

Ground Tie, Walk around horse, Retrieve reins, Exit pattern



Western/Gaited/English

Trail

*****Next contestant be ready at gate when previous contestant stops at Cone*****

Work gate (Left Hand Push)

Jog to Bridge, Walk over

Back down Chute

Jog to Ground Pole, Sidepass Right

Jog serpentine through syrup tubs and back

Sidepass Left

Perform a 180° turn

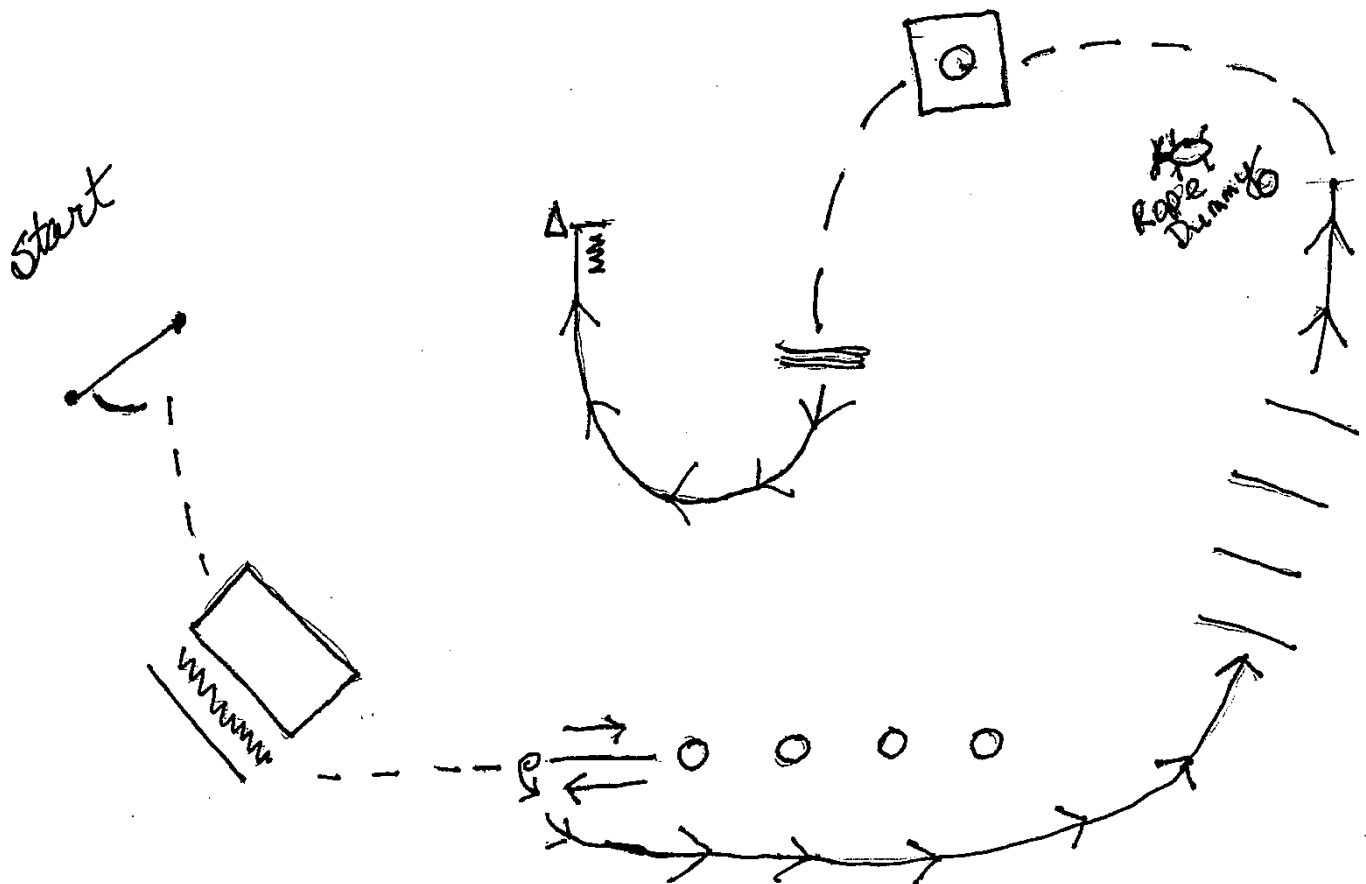
Lope Left Lead to and over poles

At Roping dummy, Jog to Box, 360° Turn to Right

Extended trot over jump

Right Lead Lope to Cone, Stop

Back a horse length, Exit pattern



In Hand Trail

Next contestant be ready at gate when previous contestant approaches Jump

Work gate (Left Hand Push)

Walk to & over Bridge

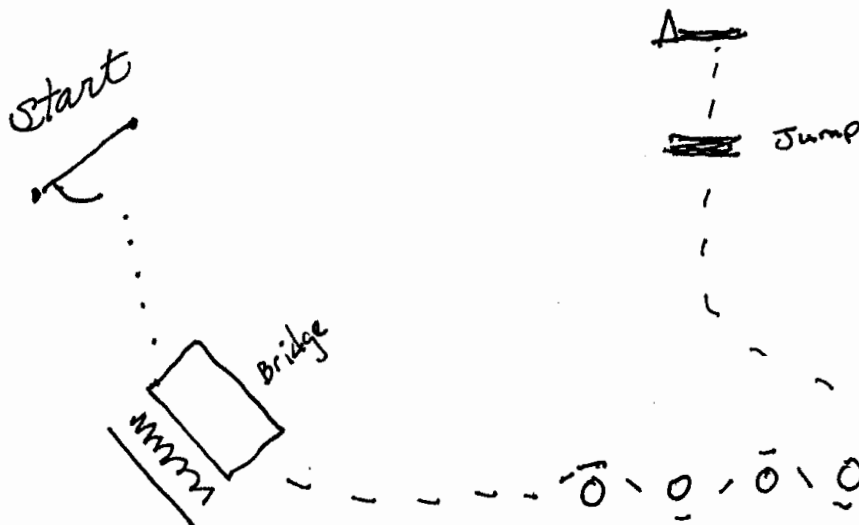
Back down Chute

Jog serpentine through syrup tubs

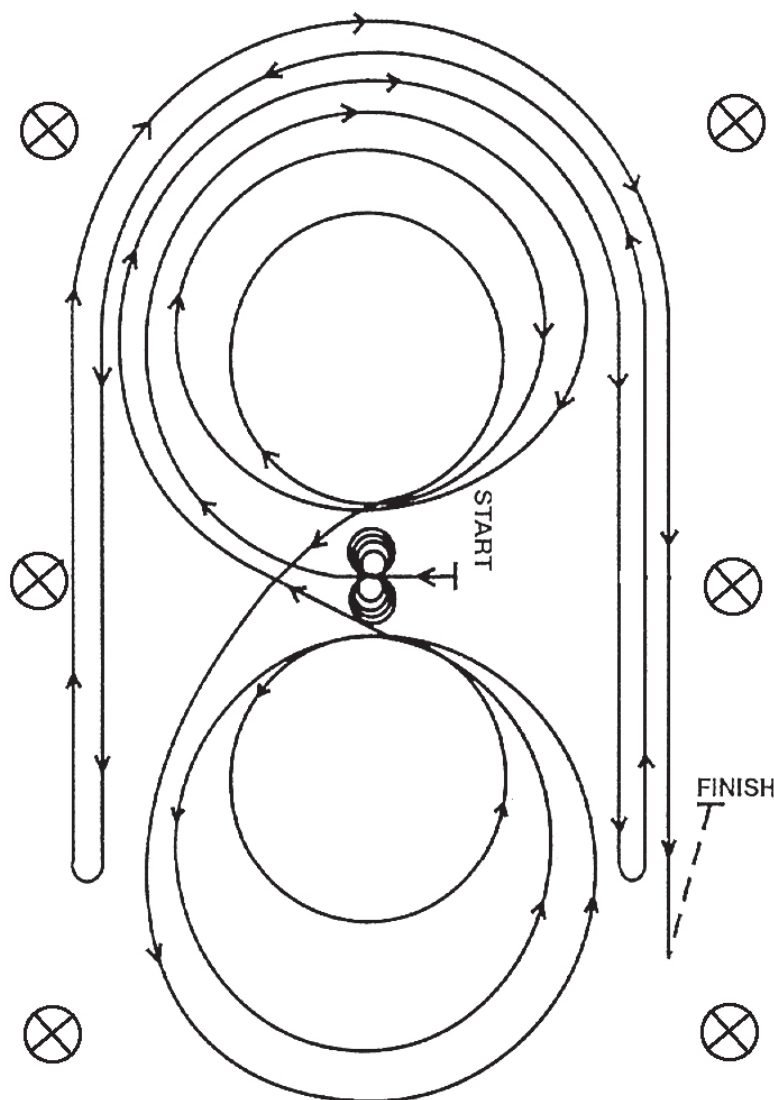
Trot over jump to Cone

Stop

Exit pattern



REINING PATTERN 8



Horse must walk or stop prior to starting pattern.

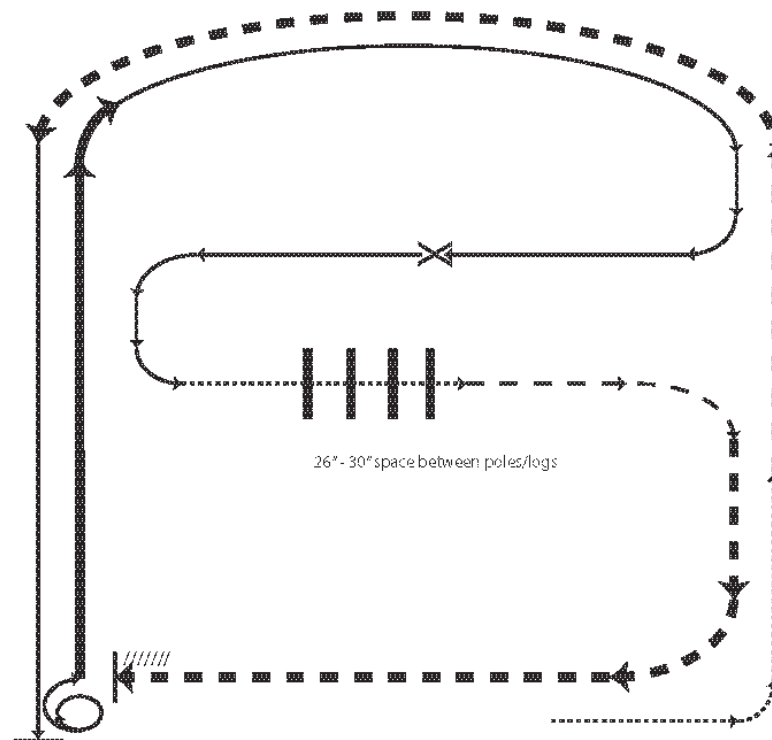
Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, 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.
4. 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.
5. 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 left roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

Reining Classes (all except Ranch and Gaited)

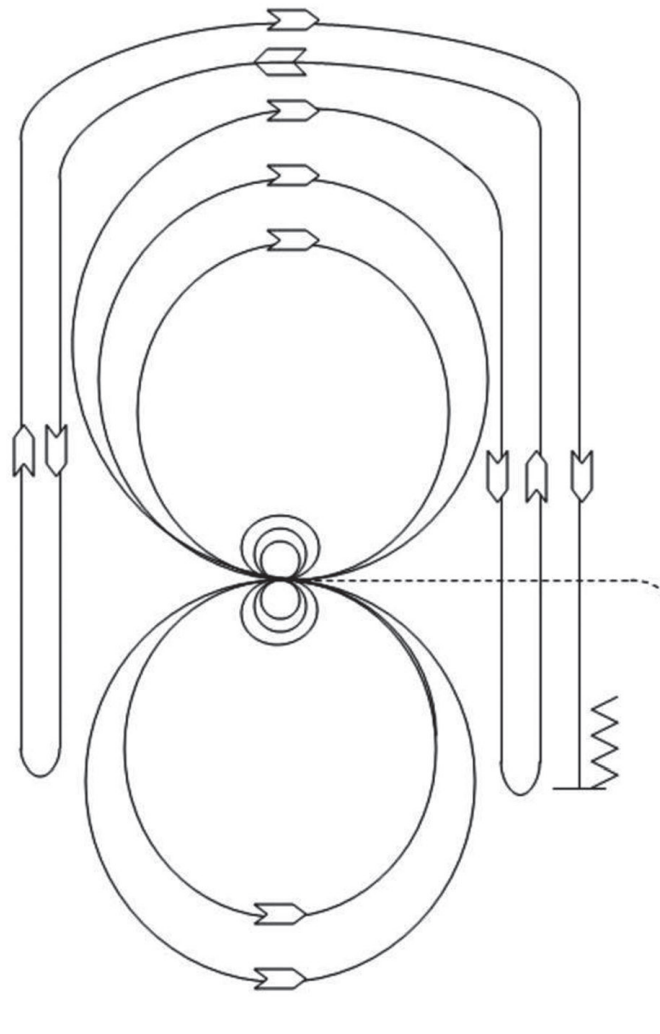
RANCH RIDING – PATTERN 2



- X Lead Change
- • Walk
- — Trot
- — Ext Trot
- — Lope
- — Ext Lope
- //// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Ranch Reining

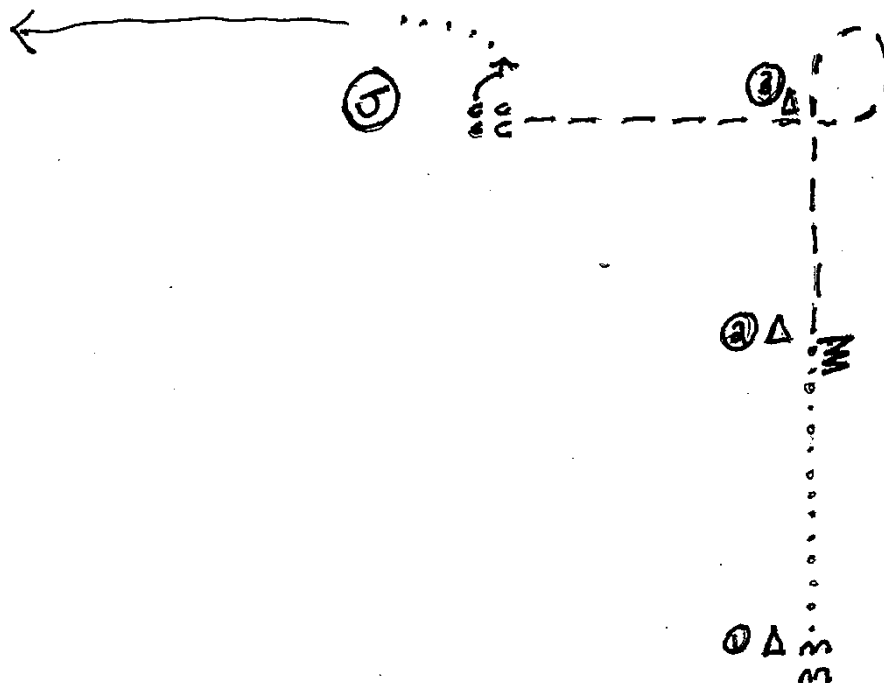


Mandatory Markers:

The judge shall indicate with markers on arena fence the center of the pattern.

Ride pattern as follows:

1. Trot to center of arena and stop.
2. Complete three spins in each direction
3. Begin on right lead and lope two large fast circles to the right, change leads.
4. Lope two large fast circles to the left, change leads.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.



Western Horse Showmanship

Move to wait at marker #1 when the contestant in front of you is setting up for the Judge

Begin at cone #1

Walk to cone #2 and halt

Back 4 steps

Trot to cone #3, trot a circle to the right

Continue trotting to the judge and set up

After inspection, perform a 90* pivot to the right

Walk to fence and line up

Walk

Trot

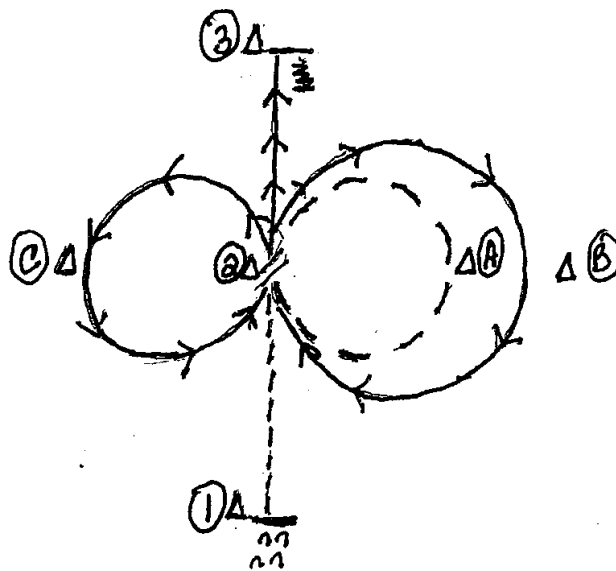
Set-up

Back

Pivot

Western Showmanship

Western Horsemanship



Western Horsemanship

Move to wait at marker #1 when the contestant in front of you is setting up for the Judge

Begin at cone #1

Jog to cone #2

Extended trot a circle to the right

At center (cone #2) lope a right lead circle

At center (cone #2) perform a simple lead change

Lope a left lead circle

Continue loping to cone #3 and stop

Back 4 steps

After pattern is complete, find a place on the rail

Walk

Jog/Trot

Lope

Simple Change

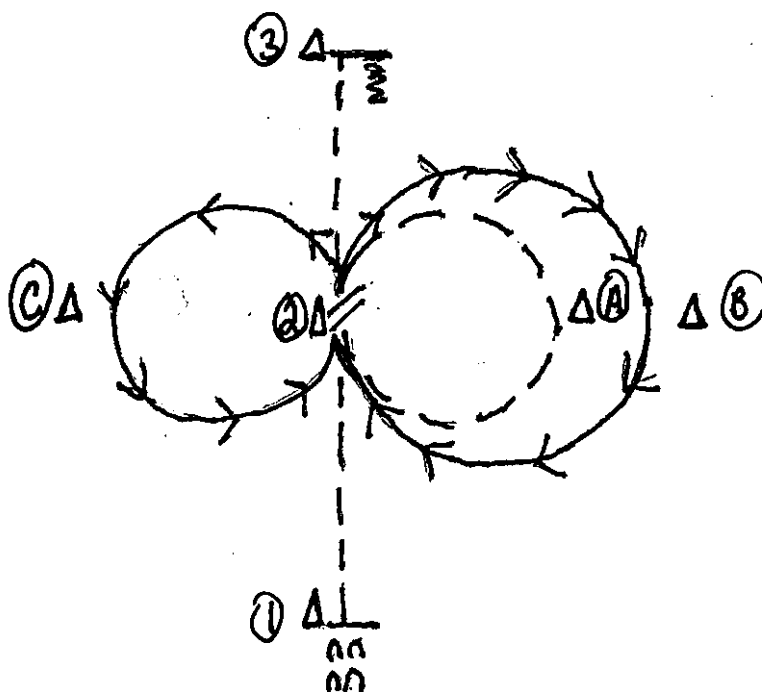
Back

ILLUSTRATION OF JUVENILE 12-17 REINING PATTERN



1. At center of arena, complete large, fast circle to the left - simple lead change.
2. Complete a small, slow circle to the right - simple lead change.
3. Lope straight up the center of arena - Stop - even with CONE C - back up 3 steps - Relax
4. 1 - 180 degree turn to the left - lope straight down center of arena (left lead).
5. Stop - even with CONE A.
6. 1 - 180 degree turn to the right - lope straight up the center of the arena (right lead).
7. Stop even with CONE B - Relax.
8. 1 - 360 degree spin to the left - Relax
9. 1 1/4 - 360 degree spin to the right - Relax
10. Saddle to Judge for inspection

Hunt Seat Equitation



Hunt Seat Equitation

Move to wait at marker #1 when the contestant in front of you is setting up for the Judge

Begin at cone #1

Trot left diagonal to center (cone #2)

Sitting trot circle to the right

At center (cone #2) canter a right lead circle

At center (cone #2) perform a simple lead change

Canter a left lead circle

At center (cone #2) break to a right diagonal trot

Halt at cone #3

Back 4 steps

After pattern is complete, find a place on the rail

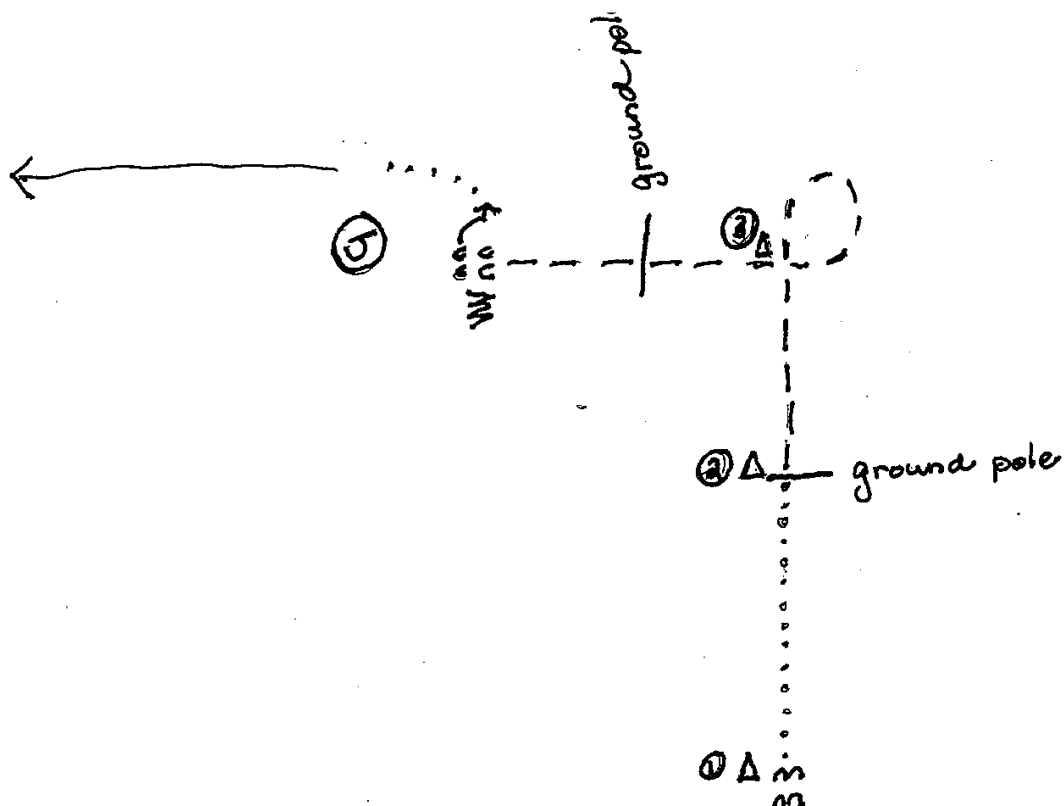
Walk

Jog/Trot

Lope/Canter

Simple Change

Back



Ranch Showmanship

Move to wait at marker #1 when the contestant in front of you is setting up for the Judge

Begin at cone #1

Walk to cone #2 and over the ground pole

Trot to cone #3, execute a trotting circle to the right

Continue trotting over the ground pole to the judge

Set-up

After inspection, perform a 90° pivot to the right

Back 4 steps

Walk to fence, line up

Walk

Trot

Set-up

Back

Pivot

Ranch Showmanship