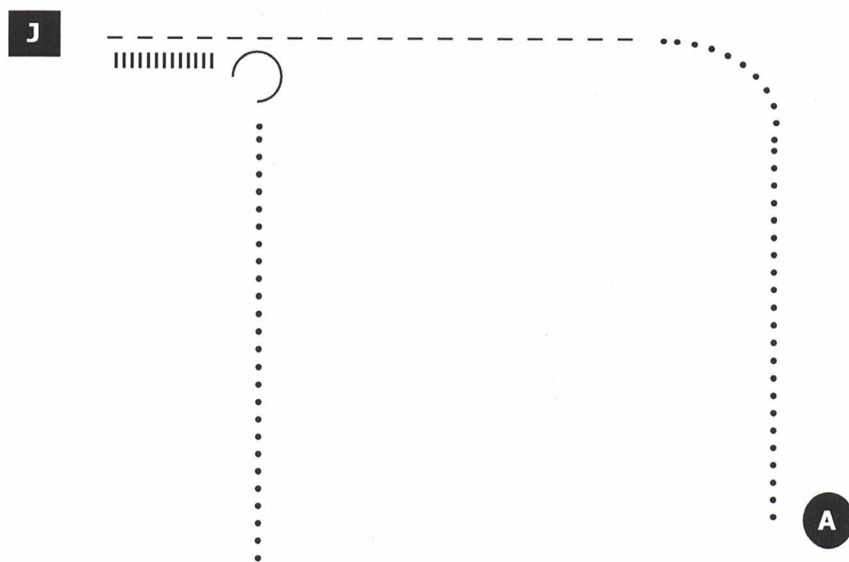


Instructions

1. Start at A. Walk curve.
2. Trot to Judge, stop.
3. Set up.
4. Inspection
5. When dismissed, back one horse length.
6. Execute $\frac{3}{4}$ turn.
7. Walk to exit

All
Showmanship



Walk Trot - - - - Back |||||

Judge

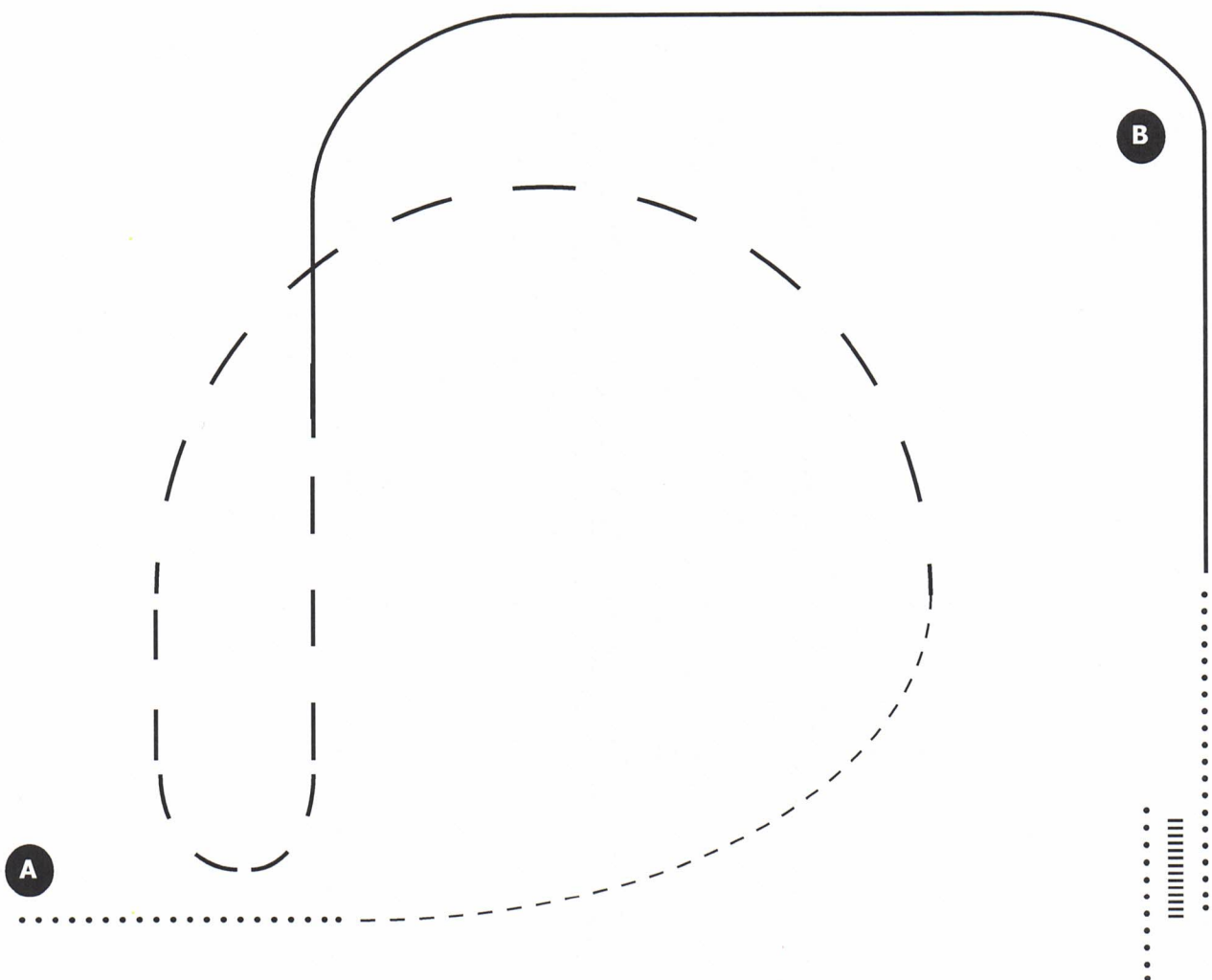
J



All Hunt Seat Equitation

Instructions

1. Start at A. Walk
2. Sitting trot
3. Trot, right diagonal
4. Canter, right lead around B
5. Walk
6. Stop, back one horse length
7. Walk to exit



Walk

Sitting Trot - - - - -

Trot - - - - -

Canter —————

Back |||||

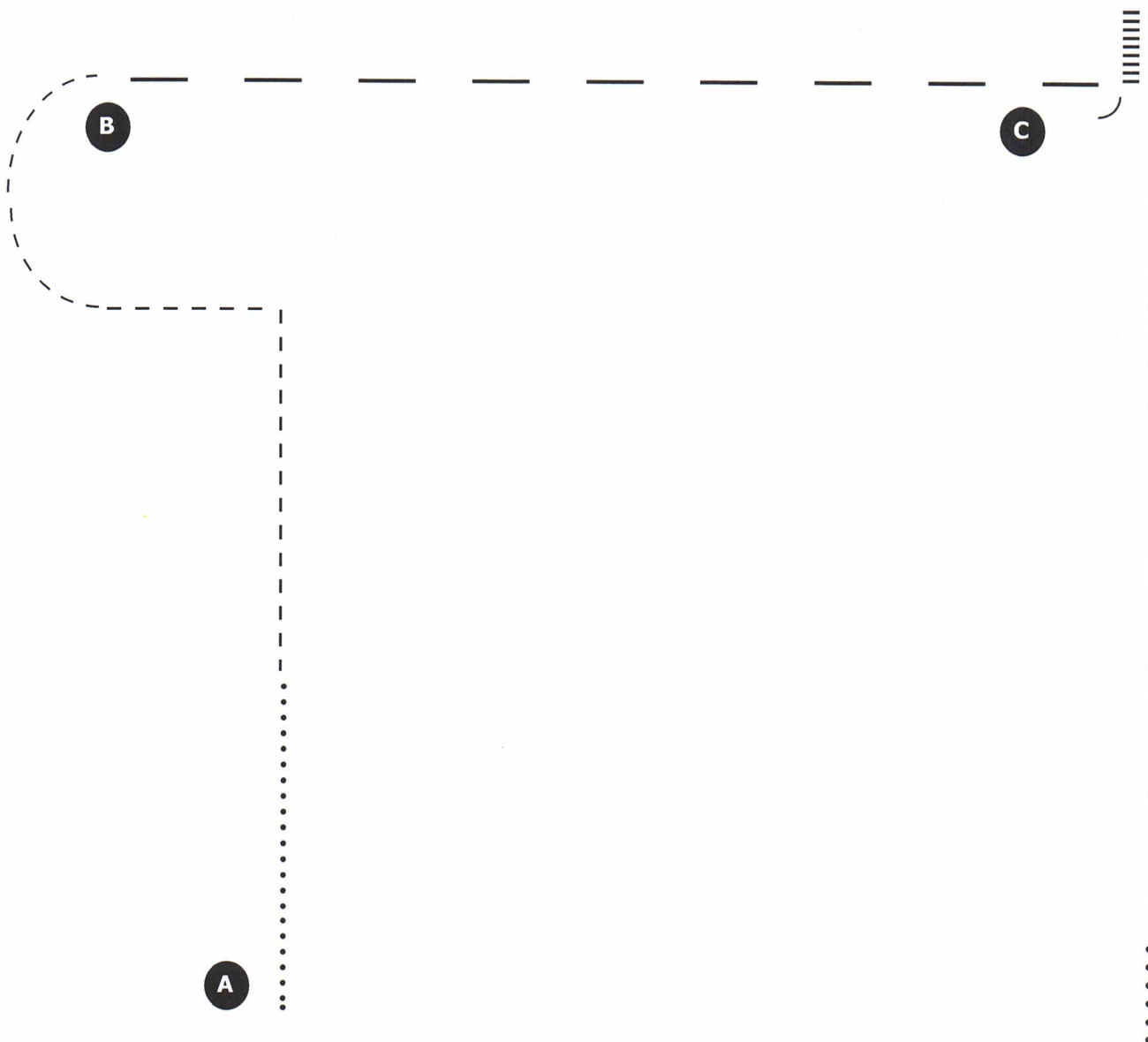


Instructions

1. Start at A, Walk
2. Jog square corner then curve around B
3. Extended jog past C
4. Stop, execute $\frac{1}{2}$ turn right on the haunches
5. Back one horse length
6. Lope, left lead
7. Walk to exit.

All

Horsemanship



Walk

Jog - - - -

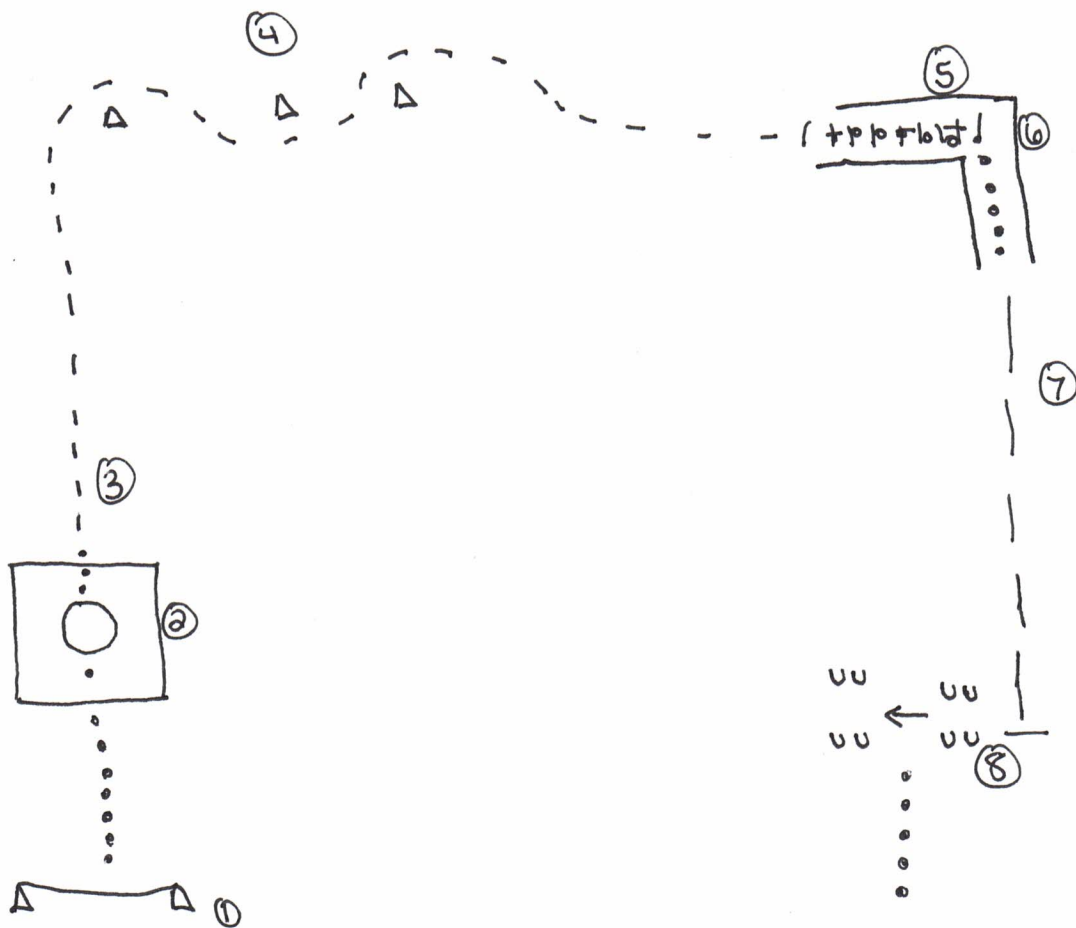
Ext. Jog - - - -

Lope ————

Back |||||



Trail



1. Work gate, right hand push
2. Walk into box, do a 360° turn either direction.
3. Exit box at a walk, pick up jog
4. Jog serpentine and into chute.
5. Back out of chute.
6. Walk through chute/L
7. Lope Right lead.
8. Stop, sidepass right and exit at a walk

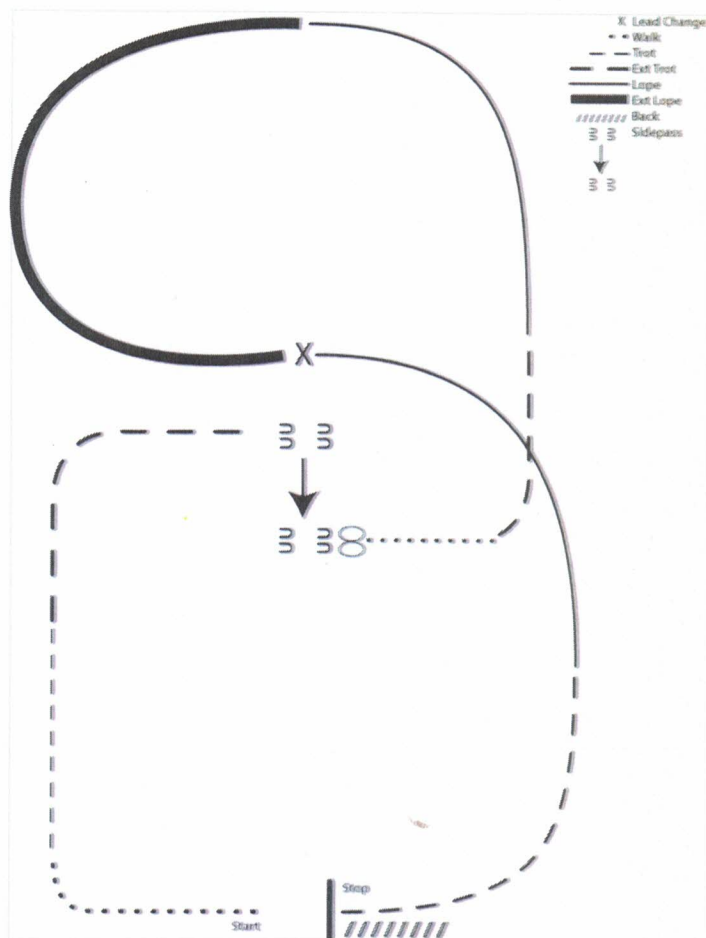
Ranch Riding

all classes

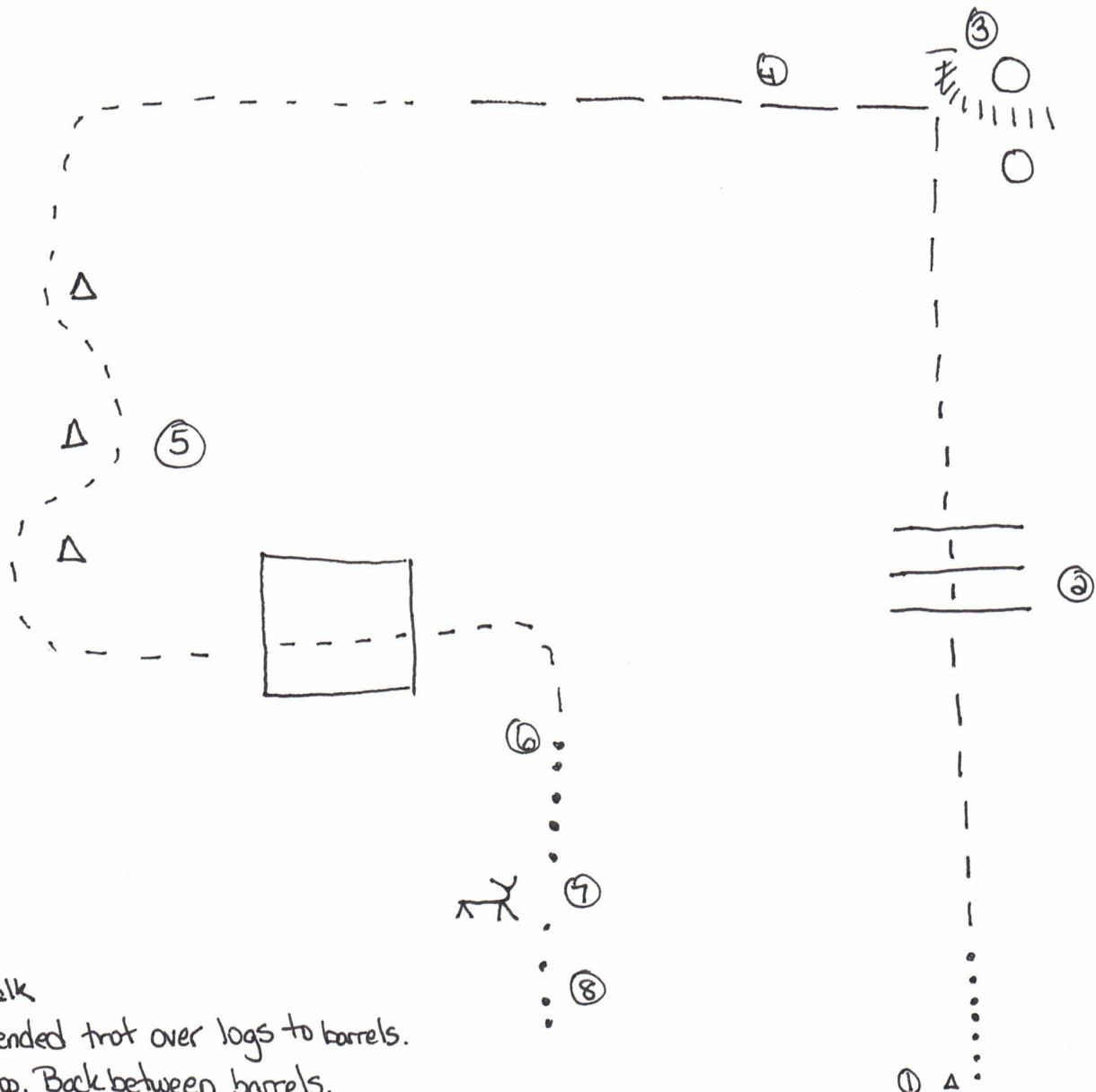
Instructions

Pattern 3

1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn to each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back



Ranch Trail



1. Walk
2. Extended trot over logs to barrels.
3. Stop. Back between barrels.
4. Lope left lead
5. Break to trot, trot through serpentine and through box.
6. Break to walk.
7. Stop and throw rope at dummy
8. Recoil rope, exit at a walk