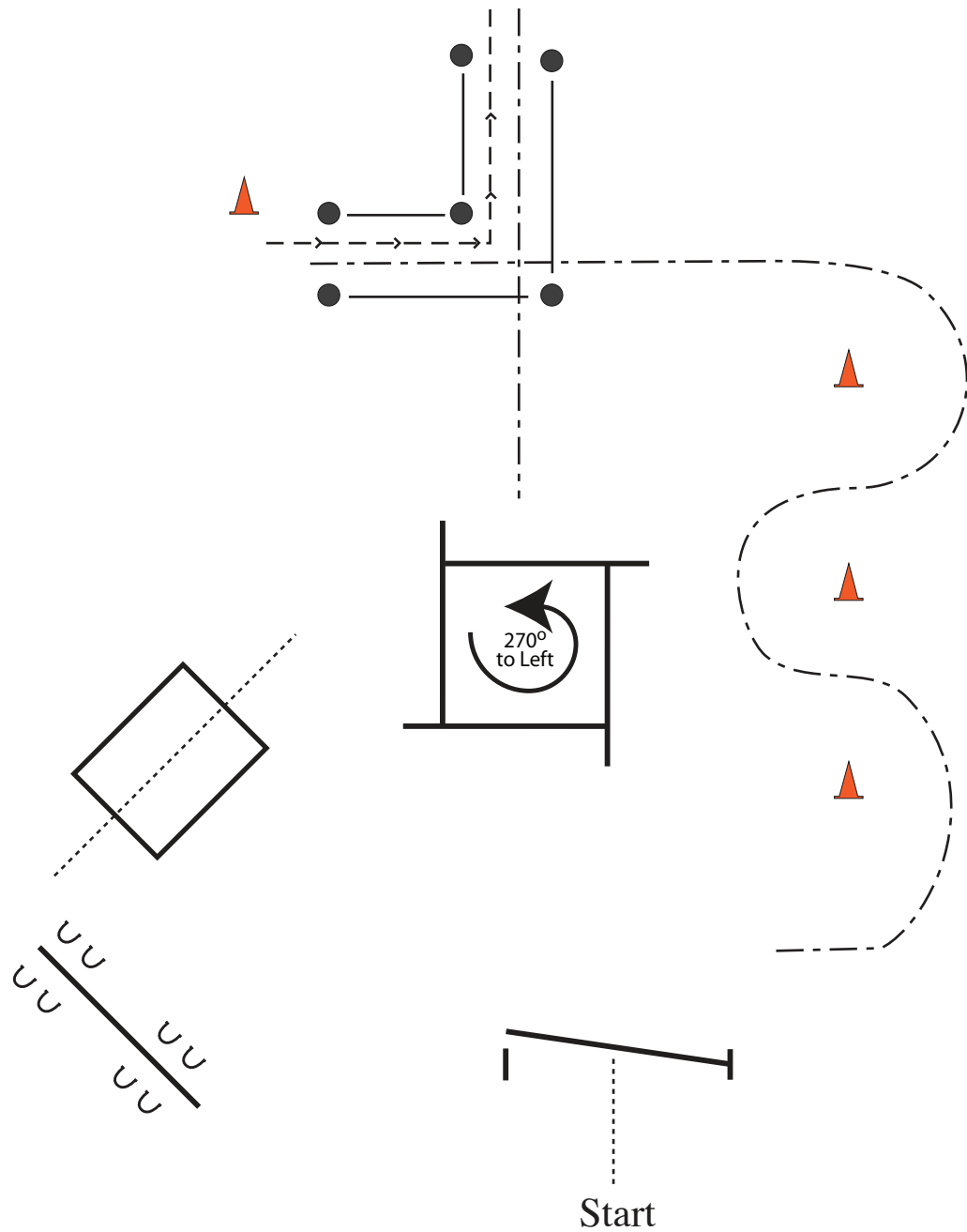
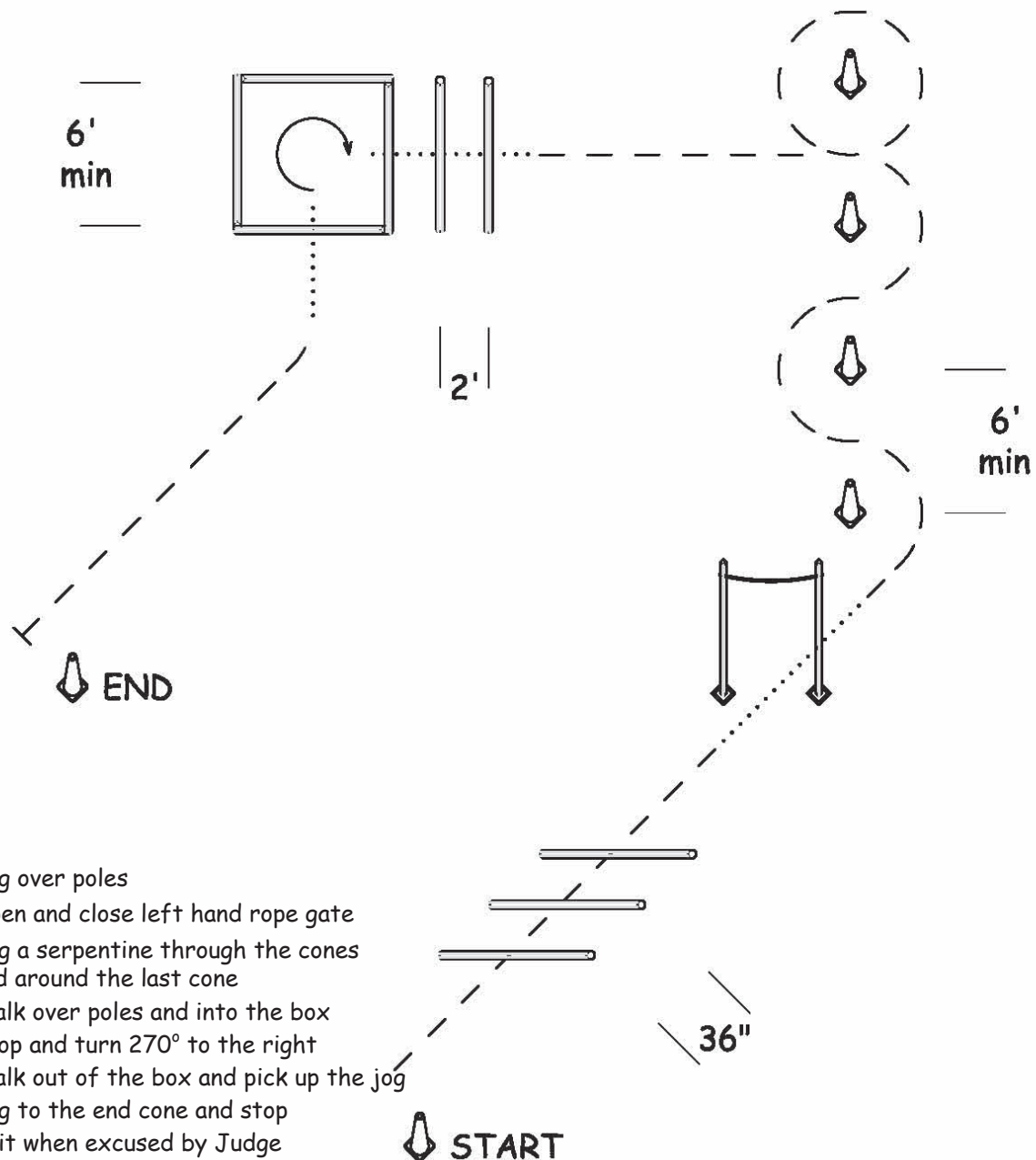


Western/Gaited/English Trail



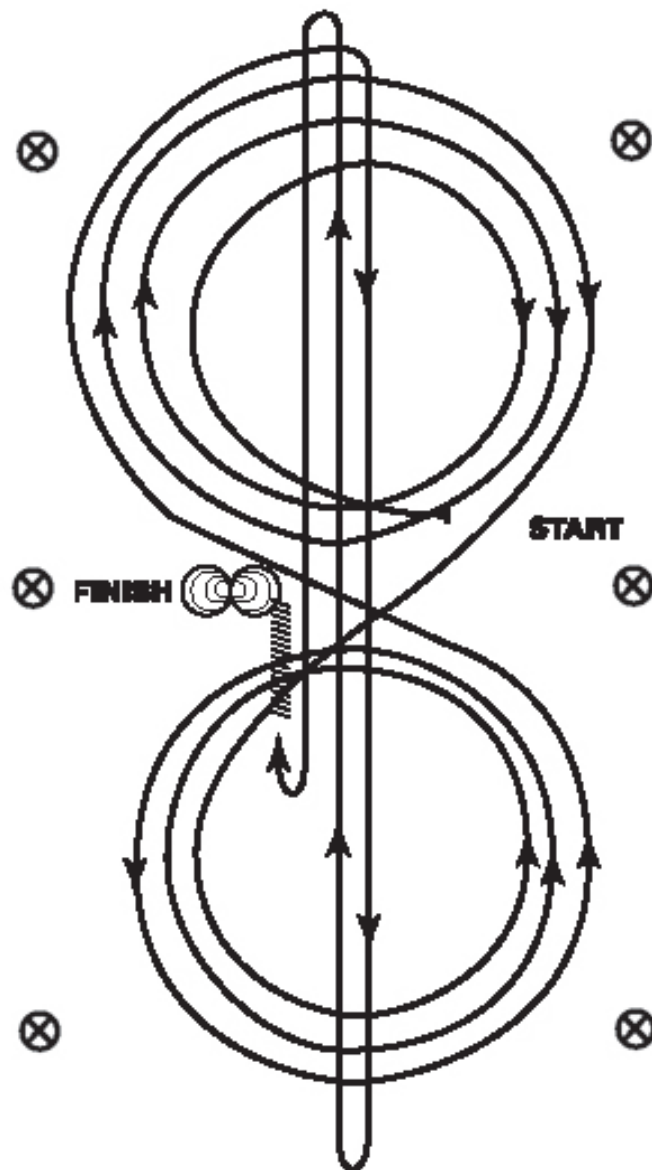
1. Be Ready at Gate
2. Work Gate, Right Hand Push, Close Gate
3. Trot thru Serpentine and thru Half of L to Cone
4. Back thru L
5. Trot out of L, Straight to Box
6. Walk into Box & Perform 270° to Left
7. Walk out of Box and Over Bridge
8. Sidepass Left over ground Pole
9. Exit at a Walk

In-Hand Trail



Jog over poles
 Open and close left hand rope gate
 Jog a serpentine through the cones
 and around the last cone
 Walk over poles and into the box
 Stop and turn 270° to the right
 Walk out of the box and pick up the jog
 Jog to the end cone and stop
 Exit when excused by Judge

REINING PATTERN 2



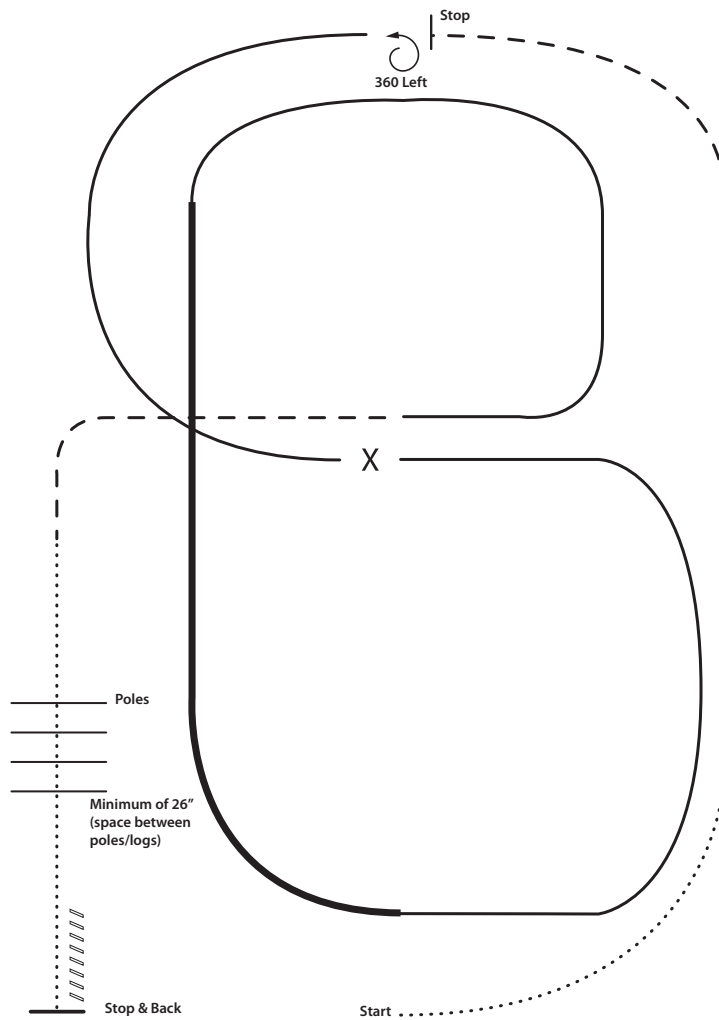
Horse must walk or stop prior to starting pattern.

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

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

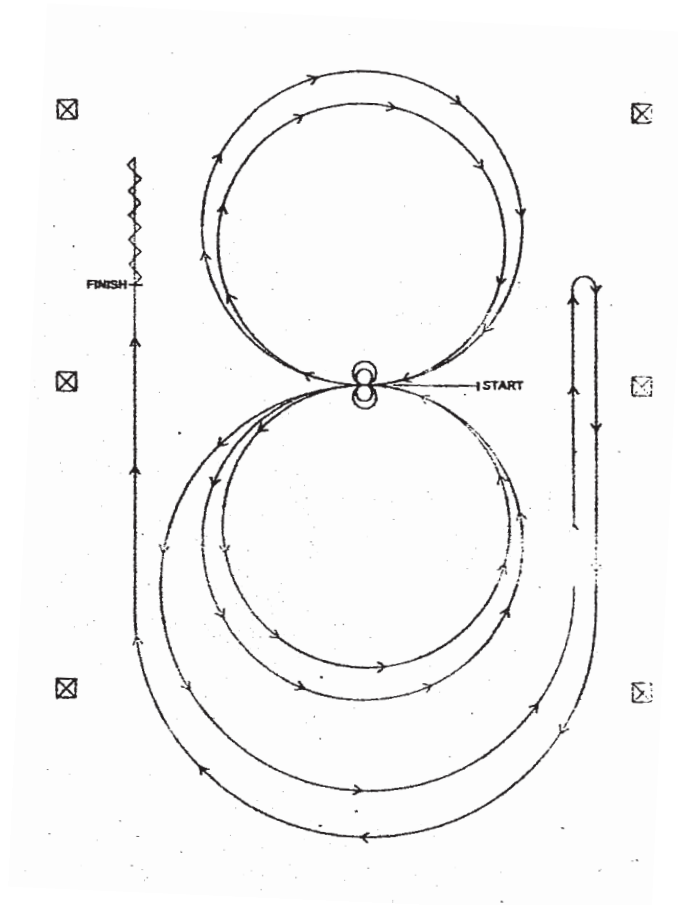
Rider may drop bridle to the designated judge.

RANCH RIDING – PATTERN I



1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

Ranch Reining Pattern #3

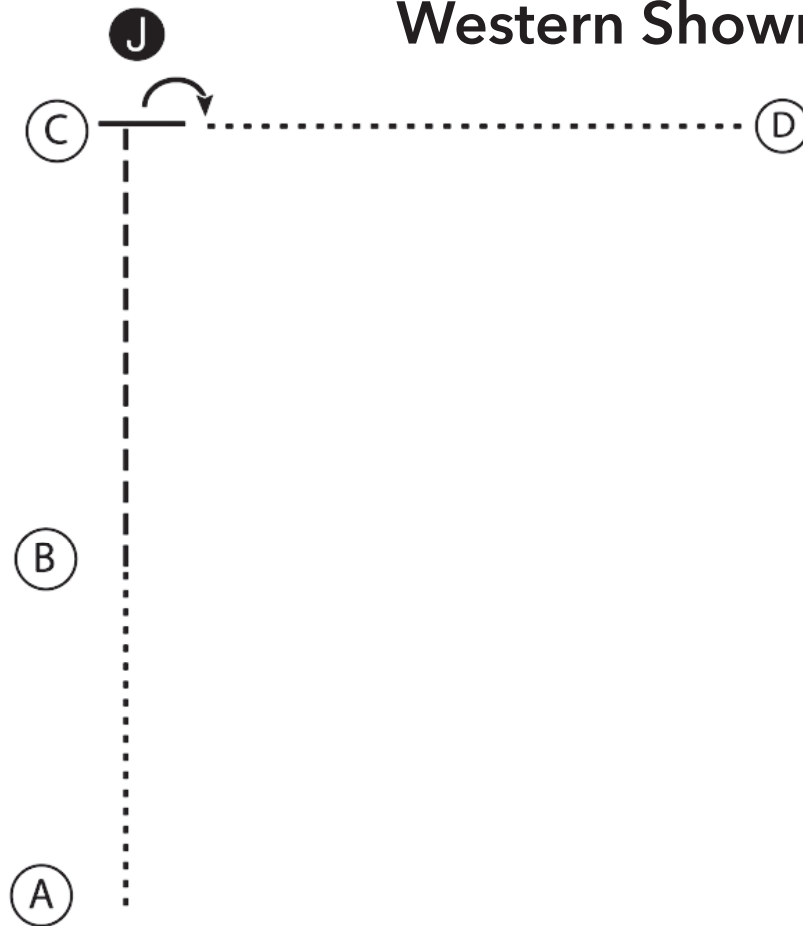


HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST STOP PRIOR TO STARTING THE PATTERN BEGINNING AT THE CENTER OF THE ARENA FACING THE ARENA FENCE.


1. Beginning on the left lead, complete 2 circles to the left. Stop at the center of the arena facing the left wall or fence.
2. Complete 2 spins to the left. Hesitate.
3. Beginning on the right lead complete 2 circles to the right. Stop at the center of the arena. Hesitate.
4. Complete 2 spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Rider may drop bridle to designated judge.

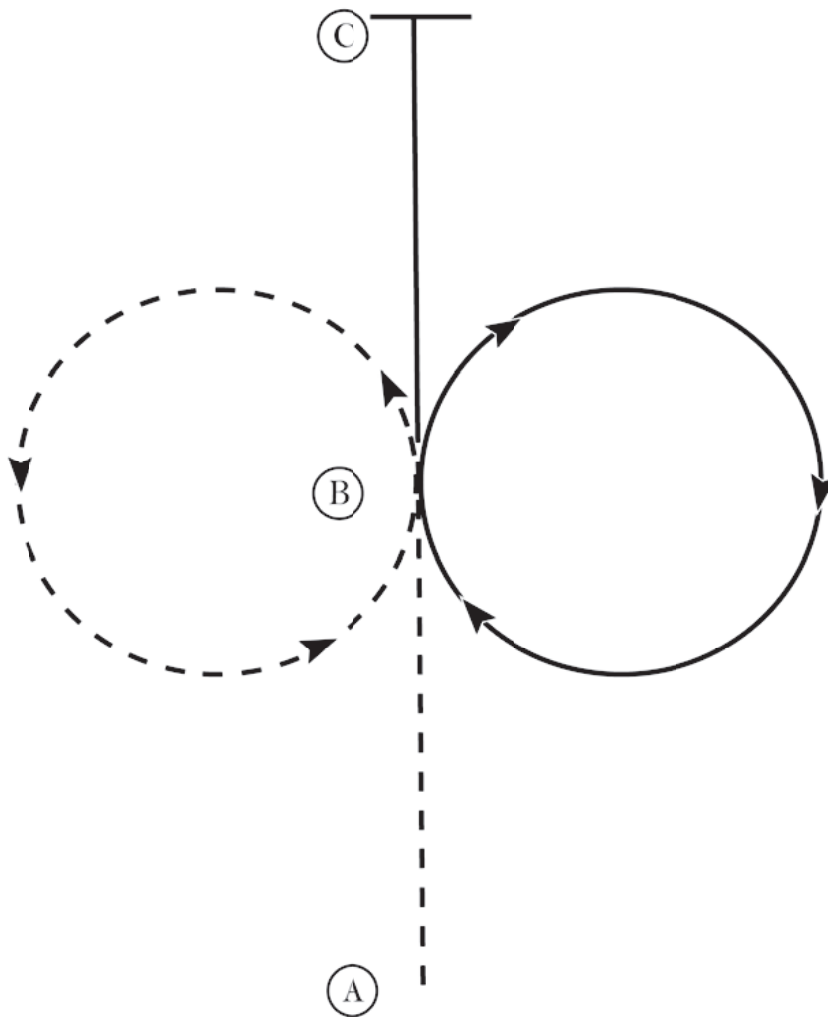
Western Showmanship



1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk to D.

Walk
Trot - - - - -
Back 
Marker (B)
Judge (J)

1. Jog A to B
2. At B jog a circle to the left
3. At B lope a circle to the right on the right lead
4. Continue the lope to C
5. At C stop

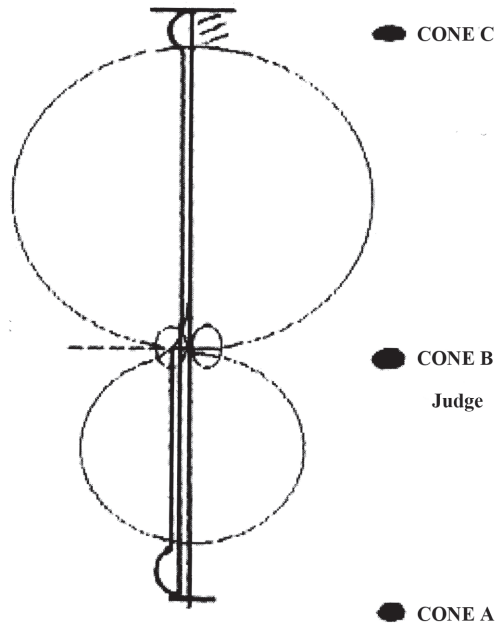


Western Horsemanship

Walk
Jog	-----
Extended Jog	— — — —
Lope	————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

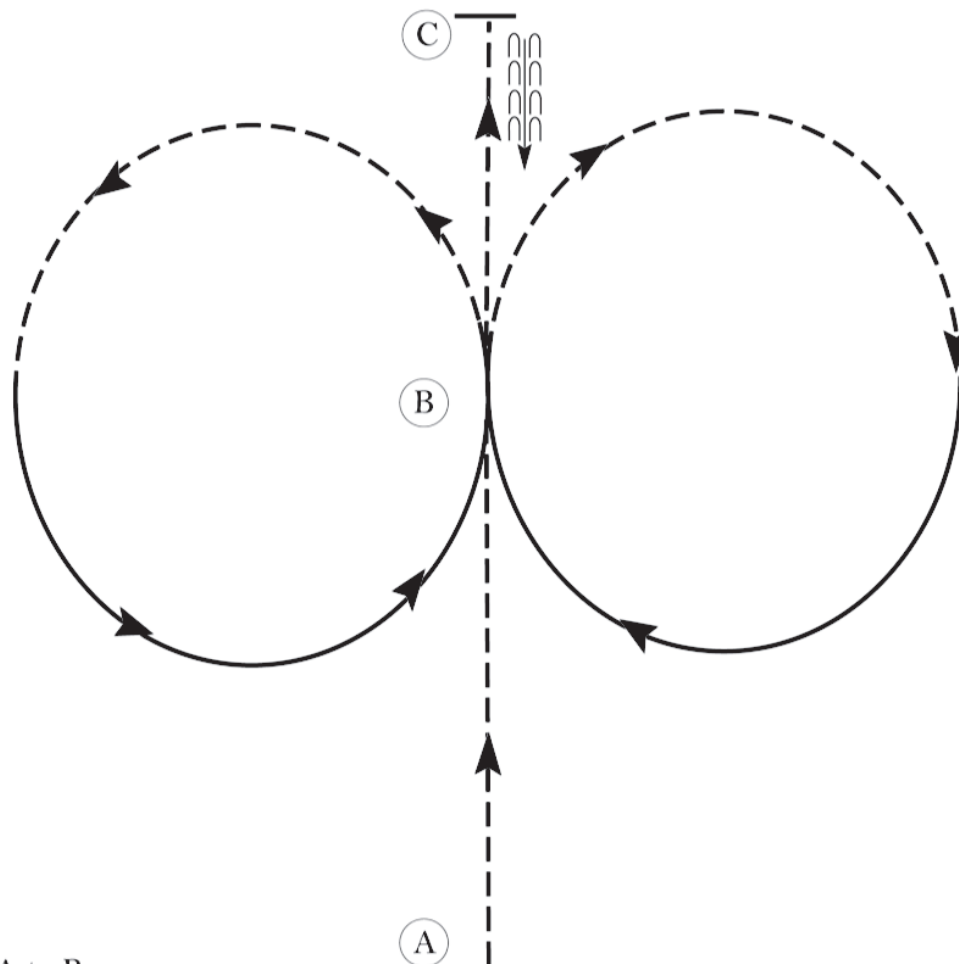
Gaited Horse Reining

ILLUSTRATION OF JUVENILE 12-17 REINING PATTERN



Enter the arena at a walk. Advance at a saddle gait, with the rail to your left, to CENTER CONE on left.

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



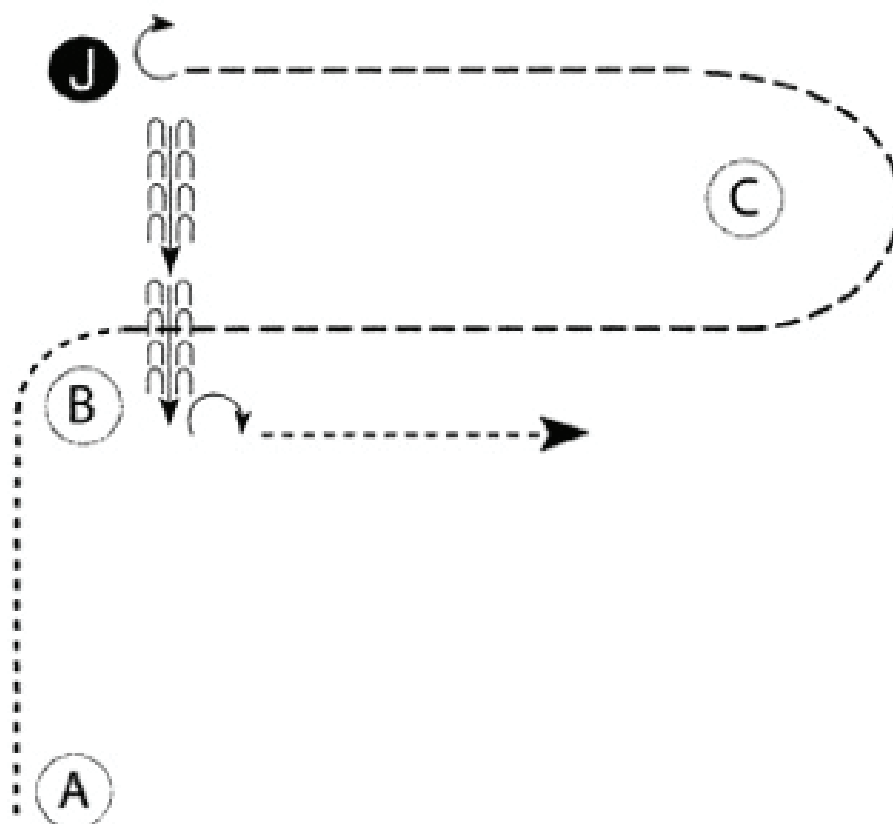
1. Sitting trot A to B
2. At B posting trot on the left diagonal in a half circle.
3. Canter on the right lead back to B. .
4. Posting trot on the right diagonal in a half circle.
5. Canter on the left lead back to B.
6. Sitting trot to C.
7. Stop at C and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

Hunt Seat Equitation

Ranch Showmanship



Be ready at A.

1. Walk to and around B.
2. Trot from B, around C and to judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 1/4 turn.
5. Back to B.
6. Turn 1/4 turn and walk to exit.

Walk	-----
Trot	-----
Back	← ⏞⏞⏞⏞ ⏞⏞⏞⏞
Marker	Ⓟ
Judge	Ⓝ