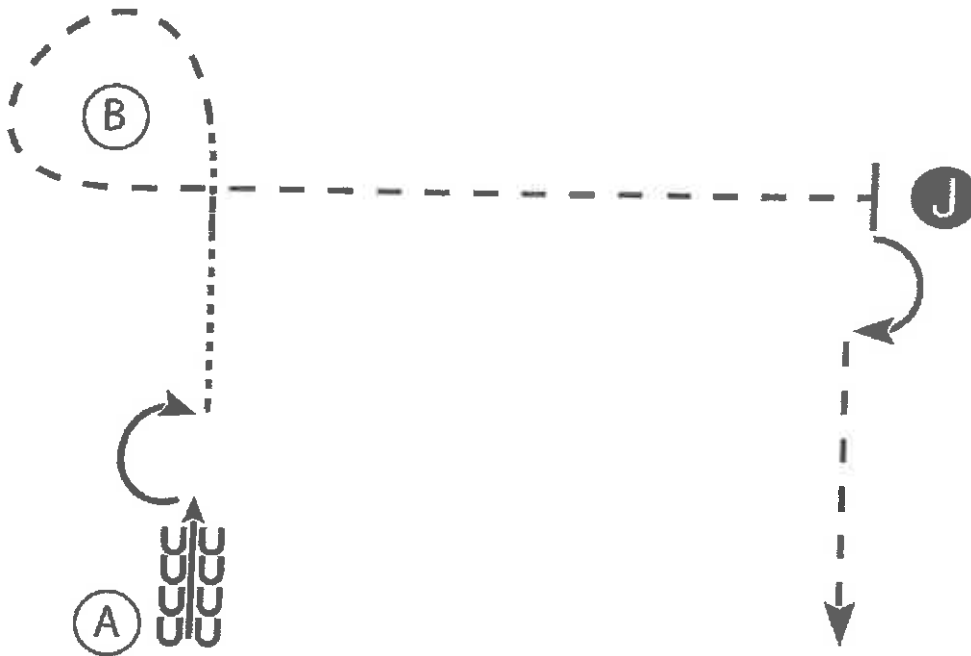


All Showmanship



Be ready at A
Facing away from judge

1. At A back 4 steps
2. Perform a 180 degree turn
3. Walk to B
4. At B trot around B and to the judge, set up for inspection
5. When dismissed perform a 90 degree turn and trot straight away from the judge

Walk - - - - -

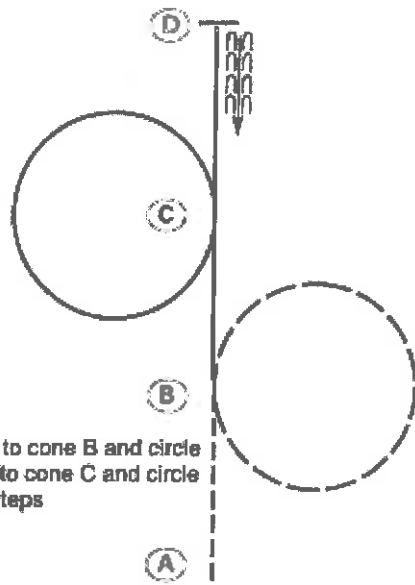
Trot - - - - -

Back ←

Marker (B)

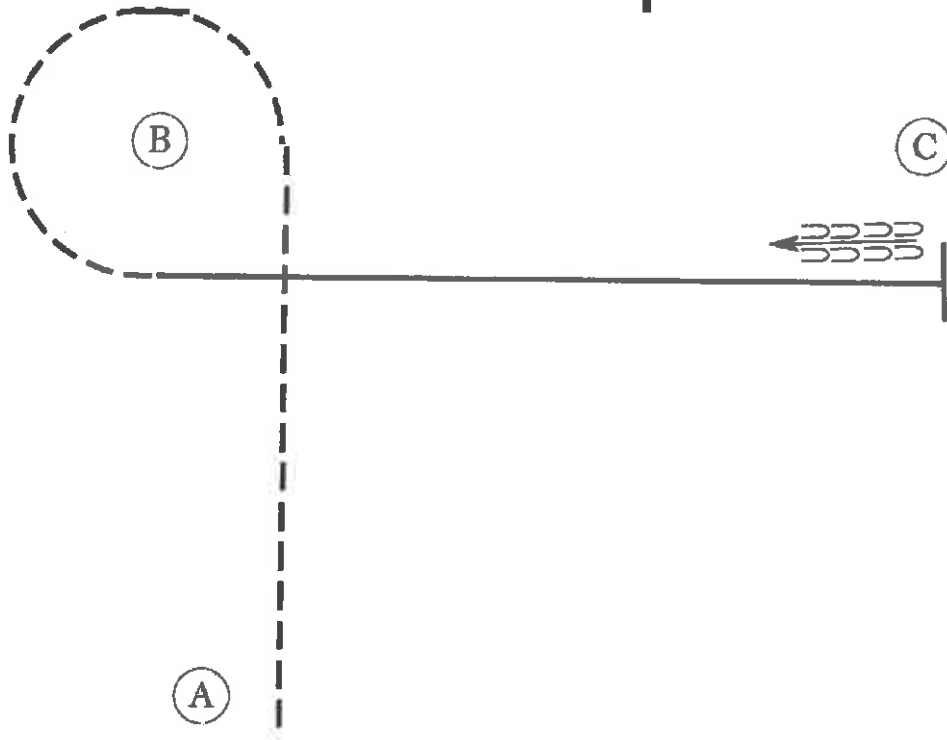
Judge (J)

Gaited Equitation



1. Slow gait from cone A to cone B and circle
2. Fast gait from cone B to cone C and circle
3. Halt at D and back 4 steps

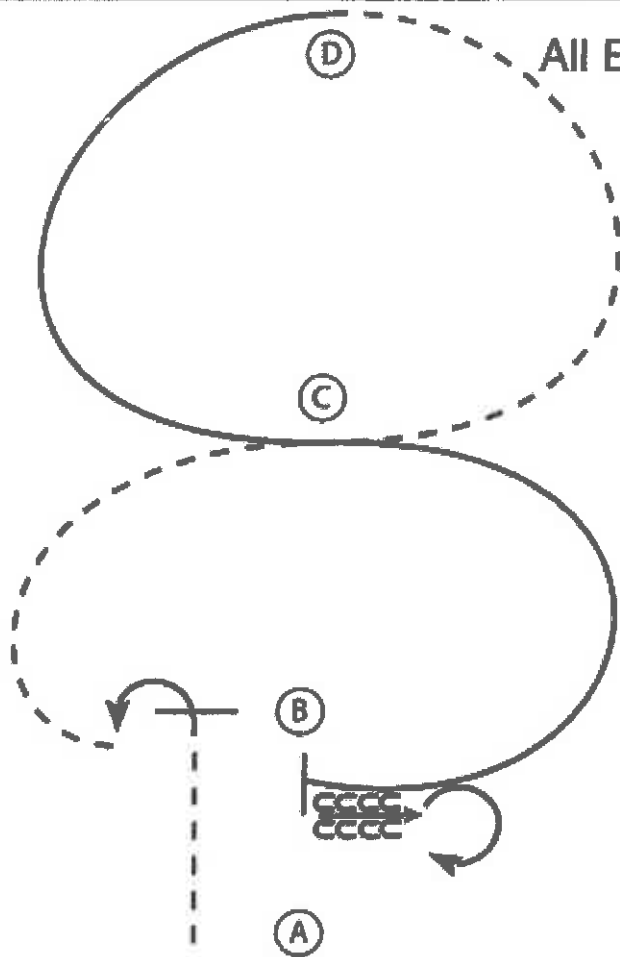
W/T Equitation



1. Sitting trot A to B.
2. Posting trot around B.
3. At B canter to C.
4. Stop at C.
5. Back one horse length.

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

All Equitation Classes
Except W/T



1. Sitting trot A to B
2. Stop at B and perform a 90 degree turn to the left on the forehand
3. Posting trot on the left diagonal in a half circle to C
4. At C change diagonals and posting trot a half circle to D
5. At D canter on the left lead in a half circle to C and continue in a half circle to B
6. Stop at B and back 4 steps
7. Perform a 270 degree turn to the right on the hindquarters

Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↗↘
Back	←←←←
Marker	⊙
Sidepass	←←←←

All Jumping Classes

$$\frac{6}{1}$$

$$\frac{2}{5}$$

$$\frac{5}{7}$$

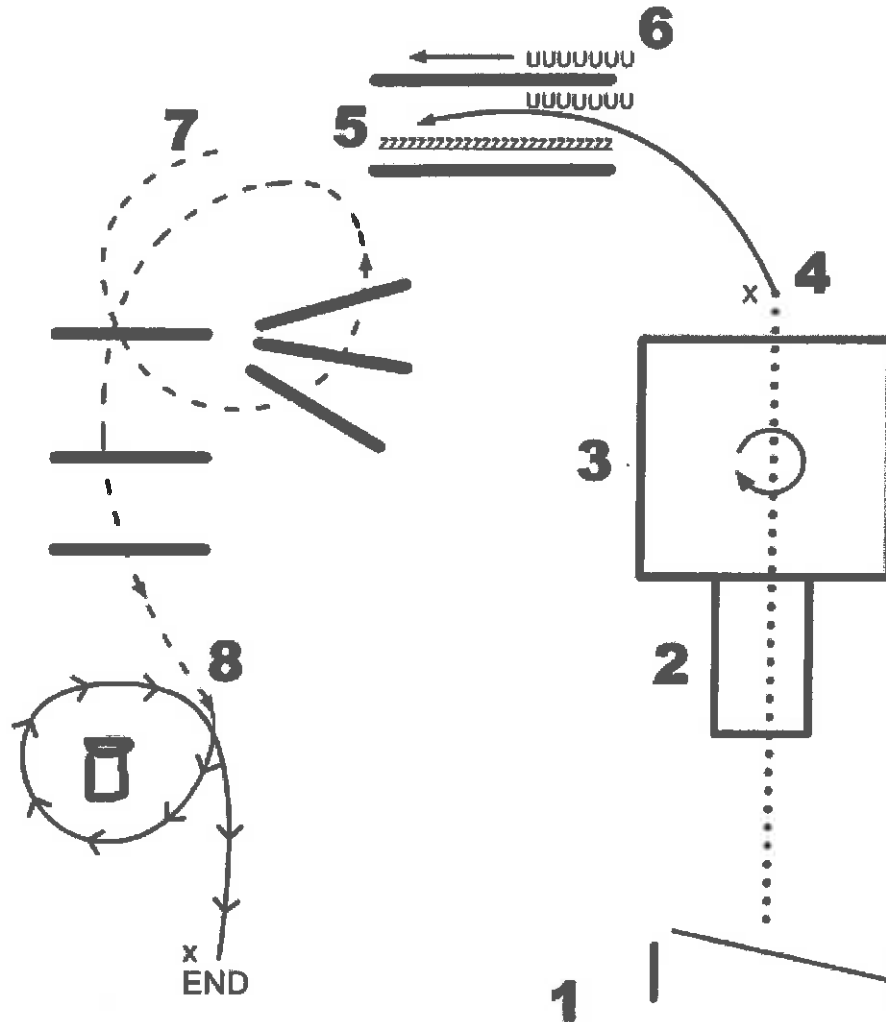
$$\frac{2}{3}$$

TRAIL

All Trail

(W/T will trot where it says lope)

1. Work Gate - Right Hand Push.
 2. Walk over bridge
 3. Walk into box 360° to right-Walk out of box
 4. Lope into chute
 5. Back out of chute
 6. Side pass to right
 7. Jog over logs
 8. Circle to right
- Around Barrel



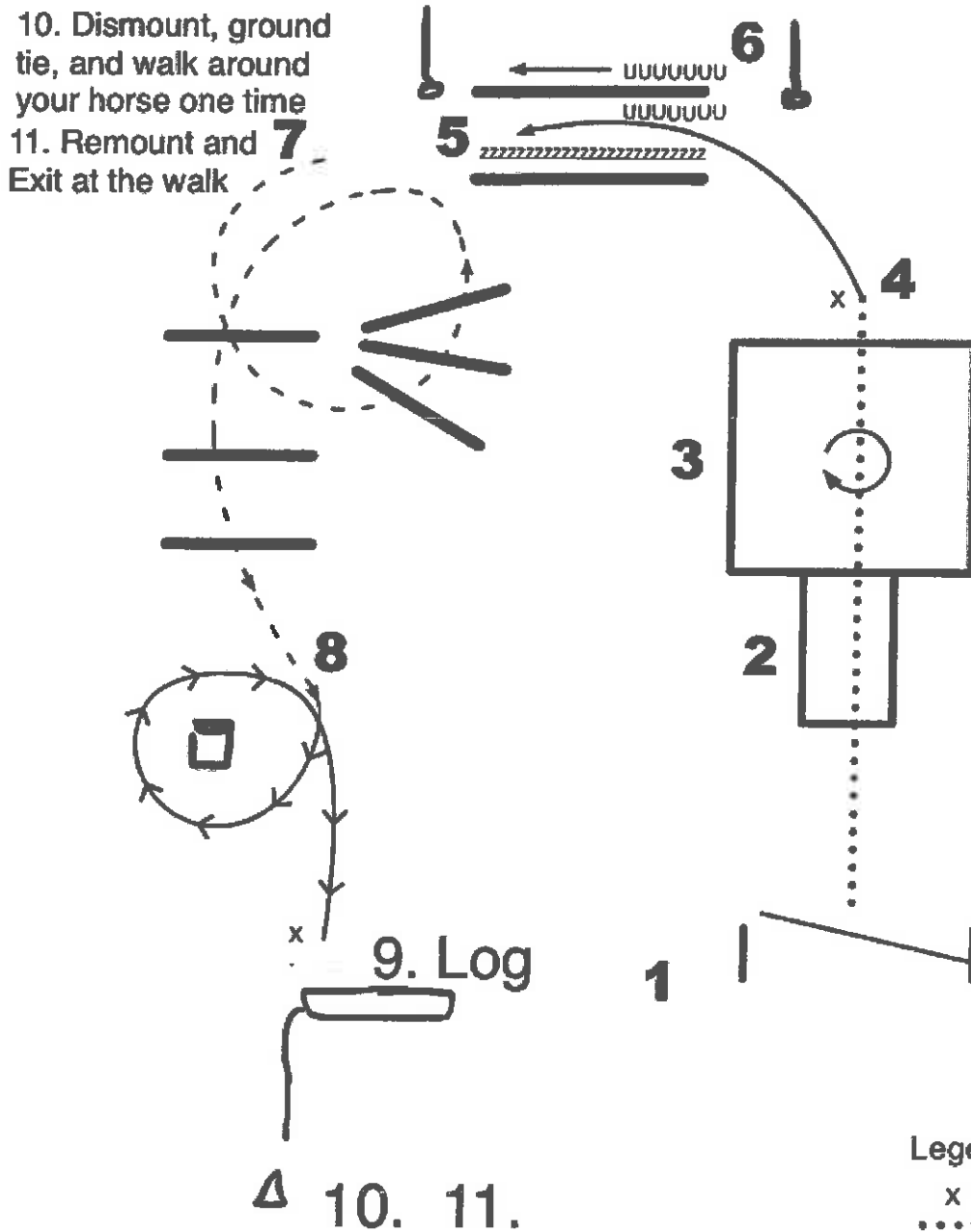
Legend

- X = Marker
- ... = Walk
- = Jog
- = Lope
- UUUU = Sidepass
- ZZZZZ = Back

Ranch Horse Trail

TRAIL

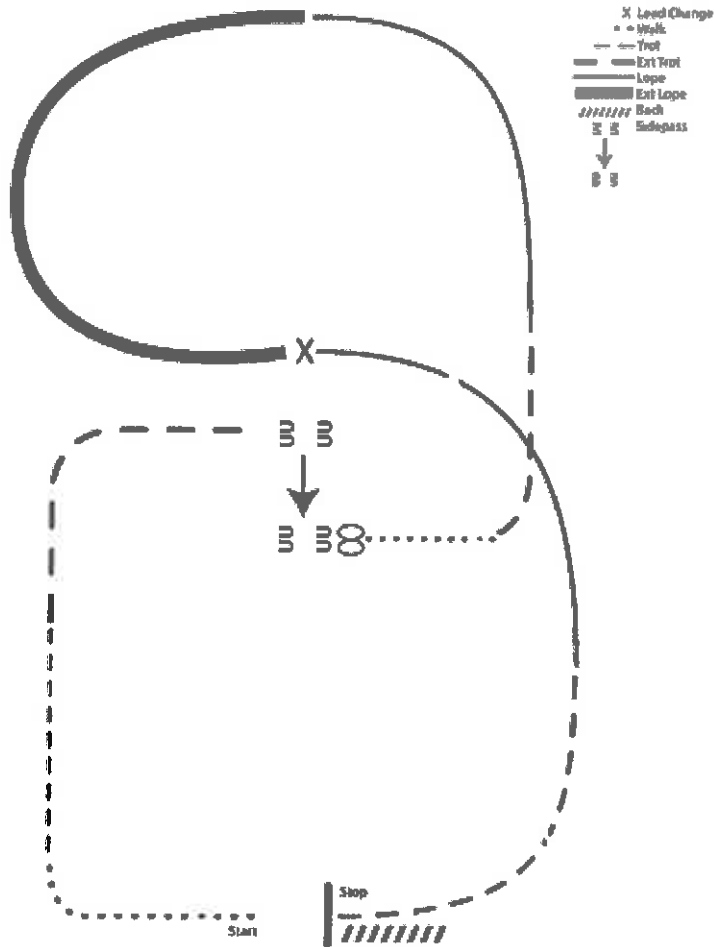
1. Work Gate - Right Hand Push.
2. Walk over bridge
3. Walk into box 360° to right-Walk out of box
4. Lope into chute
5. Back out of chute
6. Side pass to right while holding slicker then put slicker on other pole
7. Jog over logs
8. Circle to right at the lope around the barrel
9. Drag log to cone
10. Dismount, ground tie, and walk around your horse one time
11. Remount and Exit at the walk



Legend

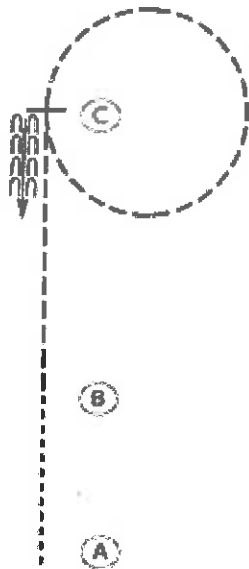
- X = Marker
- ... = Walk
- = Jog
- = Lope
- UUUU = Sidepass
- zzzzzz = Back

RANCH HORSE PLEASURE -



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 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

W/T Horsemanship



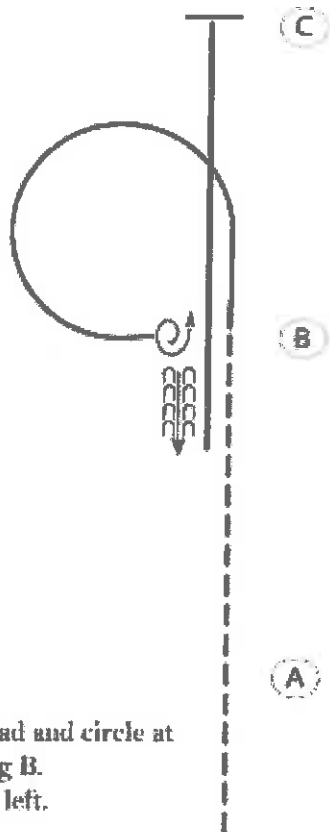
Be ready at A.

1. Walk from A to B.
2. Jog from B to C.
3. Even with C, jog a circle to the right.
4. Stop at C and back one horse length

Retire to the rail or line up at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↙
Back	←←←←
Marker	⊙
Sidepass	←-----

All Horsemanship Classes except W/T

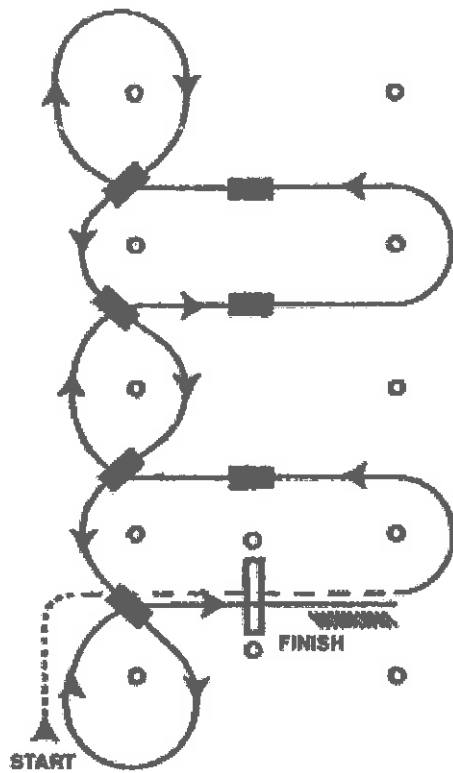


Begin before A at a jog.

1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1 1/4 turn to the left.
4. Back one horse length.
5. Lope on the right lead to C. Stop at C.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	+++++
Lead Change	↖ ↗
Back	← ← ← ← ← ←
Marker	⊙ B
Sidepass	← ← ← ← ← ←



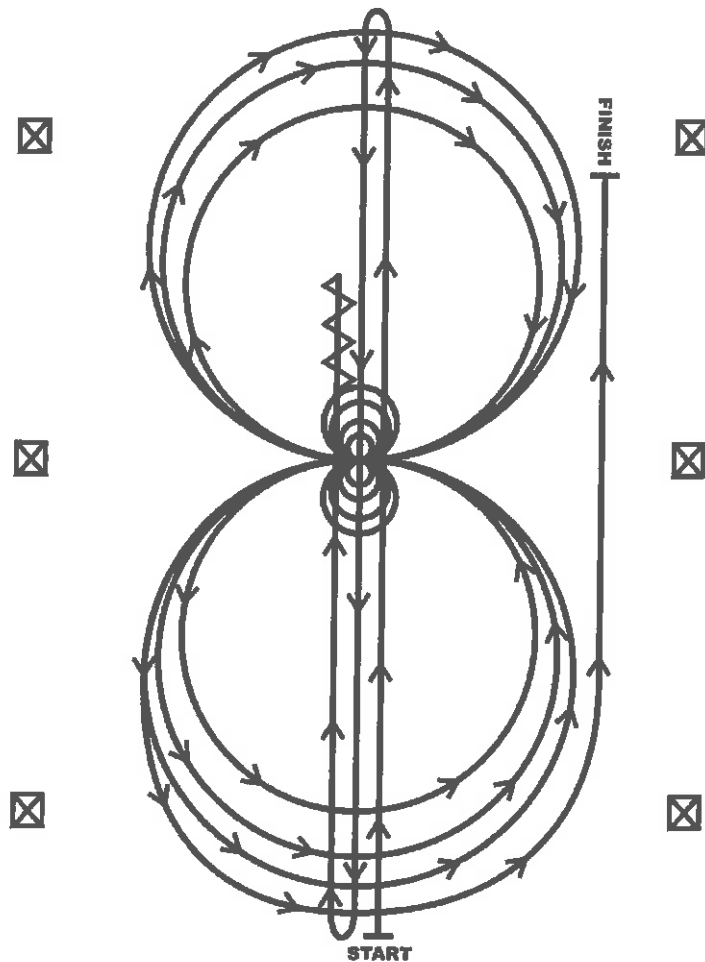
Walk..... Marker ○
 Jog----- Recommended changing area ■
 Lope_____ Log □
 Back WWWW

1. Walk, transition to jog, jog over log.
2. Transition to left lead.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope over log.
11. Lope, stop and back.

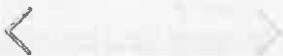
Western Riding



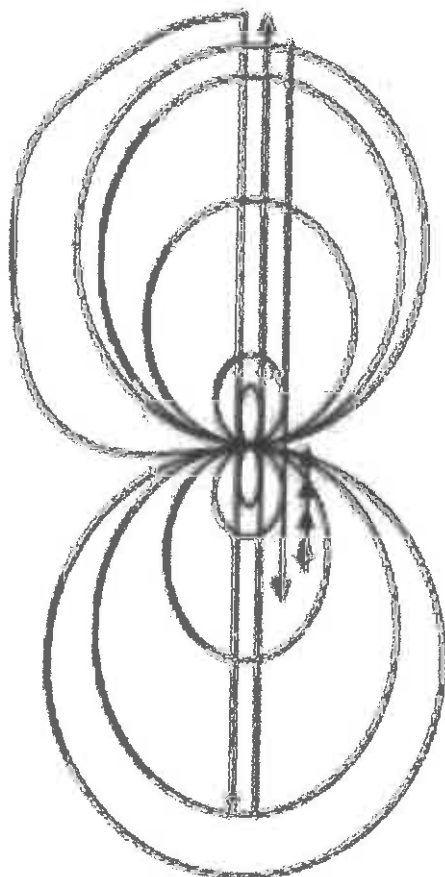
REINING PATTERN I



1. Run at speed to the far end of the arena past the endmarker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, 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.
7. 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.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.



RANCH REINING PATTERN #4



HORSE MUST TROT IN. STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF ARENA FACING LEFT WALL OR FENCE.

1. Beginning on the right lead, complete 2 circles to the right, the first circle large and fast, the second circle small and slow. Stop at the center of the arena.
2. Complete 2 spins to the right. Hesitate.
3. Beginning on the left lead, complete 2 circles to the left, the first circle large and fast, the second circle small and slow. Stop at center of the arena.
4. Complete 2 spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, and change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of arena (figure 8).
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider must drop bridle to designated judge.

**** EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.**