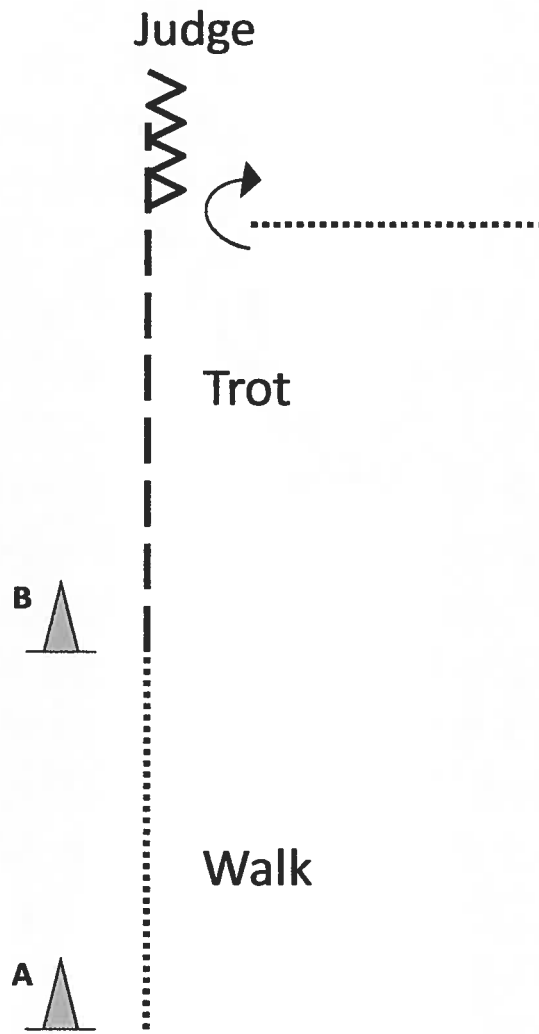


(Youth & small fry) Showmanship

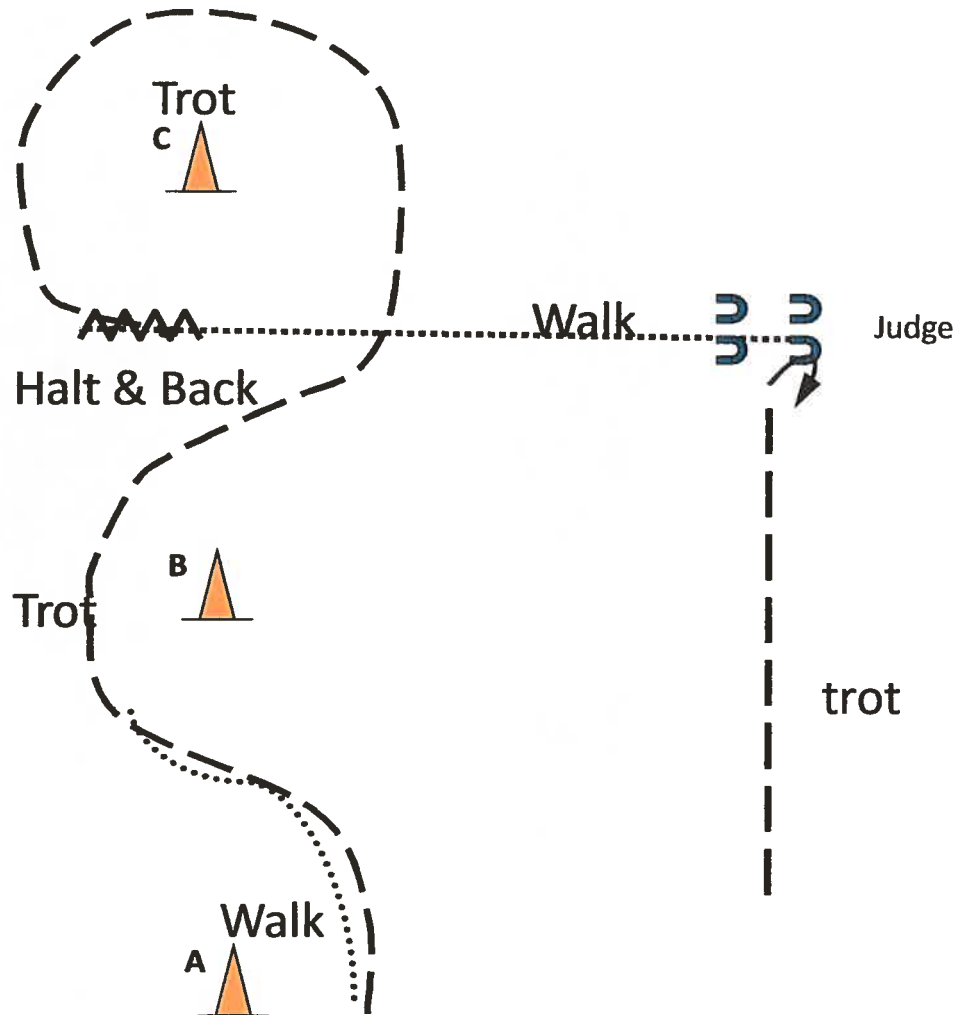
Class # 3 & 4



- 1 – Set up at marker A
- 2 – Walk to B at B trot to judge
- 3 – Halt set up for inspection
- 4 – After inspection back 5 or 6 steps
- 5 – When dismissed walk back into line

Class # 5

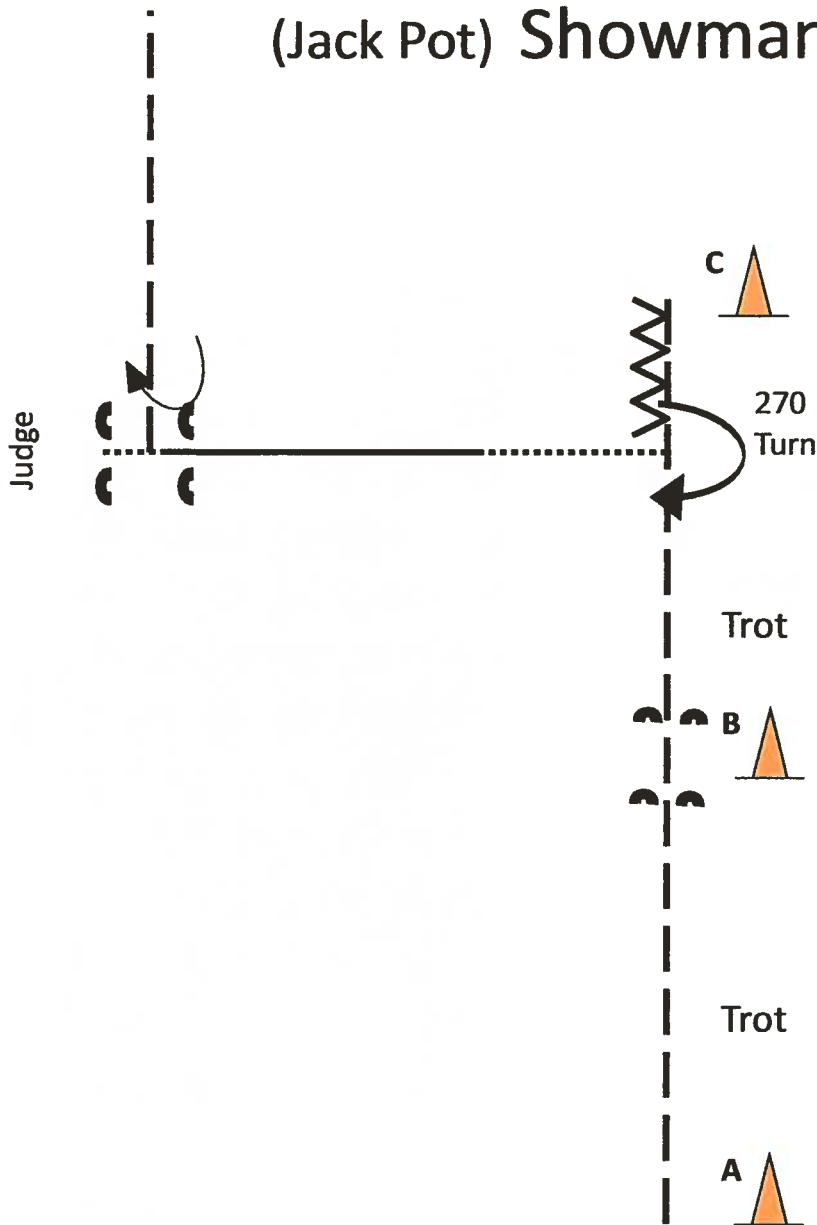
Adult Showmanship



1. Begin at marker A
 2. Walk to B then Trot around cone C
 3. Halt when between B & C back one horse length
 4. Walk to judge and set up for inspection
- * 1/4 turn and Trot back into line

(Jack Pot) Showmanship

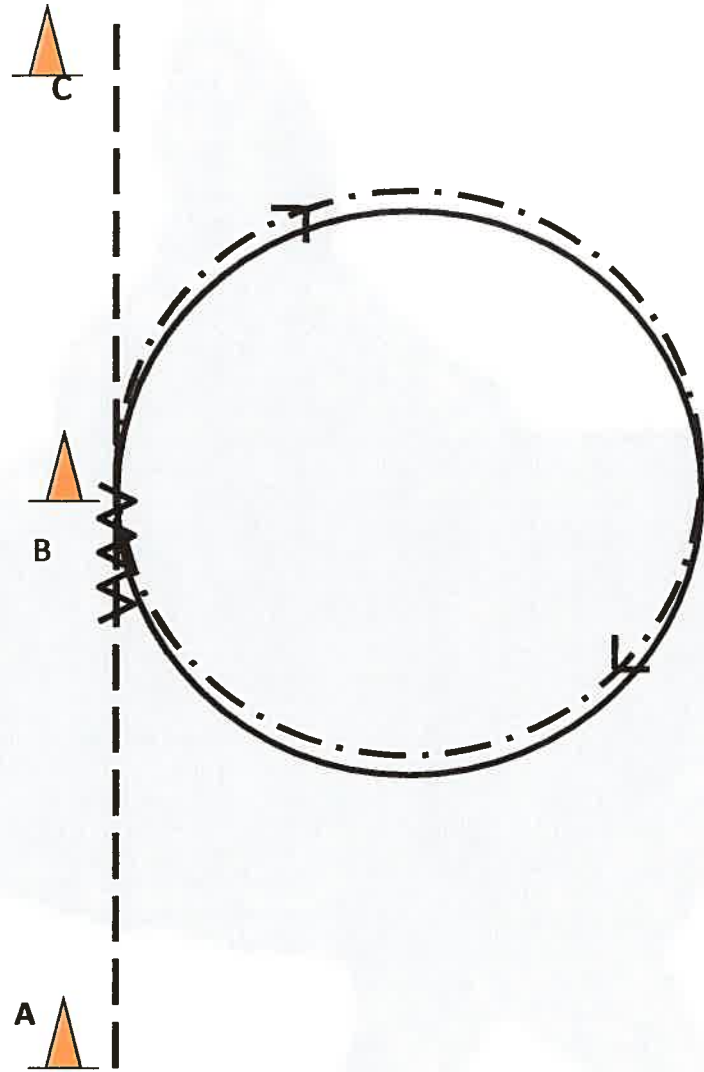
Class # 6



- 1 - Trot from marker **A** to marker **B**
- 2 - Halt marker **B**, do Not set up, continue trotting to C
- 3 – Halt back 5-6 steps perform a 270° pivot and walk to judge
- 4 – Set up for inspection upon dismissal $\frac{1}{4}$ turn trot off

English Equitation

Class # 14-15-16

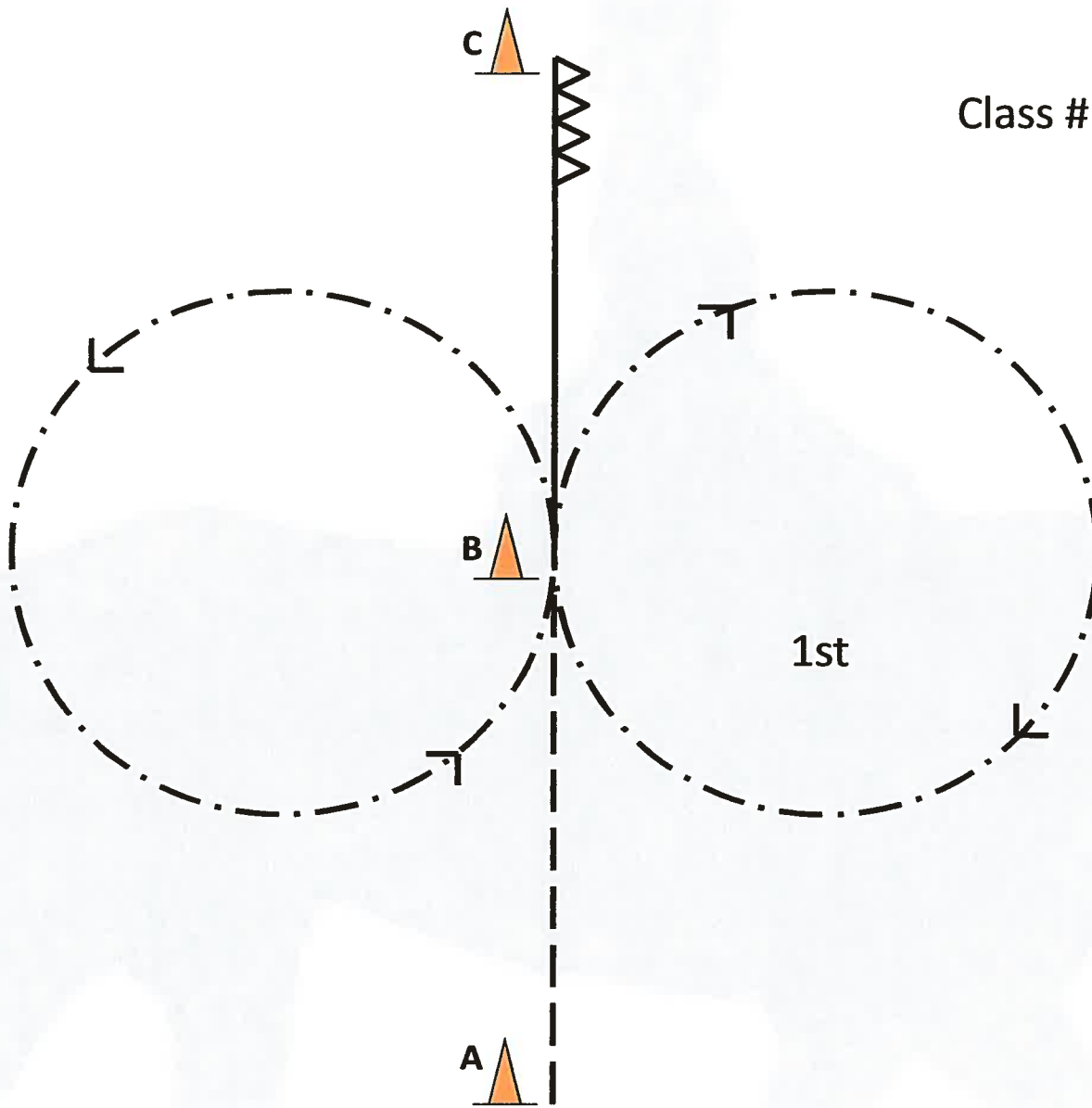


- 1 - Sitting trot from marker **A** to marker **B**
- 2 - Rising trot a circle back to marker **B**
- 3 - At marker **B** Canter a circle to the right
- 4- At B halt and back one horse length
- 5- Sitting trot to C and halt to finish

* There will be short rail work one way to the left

Walk/Trot English Equitation

Class # 17-18

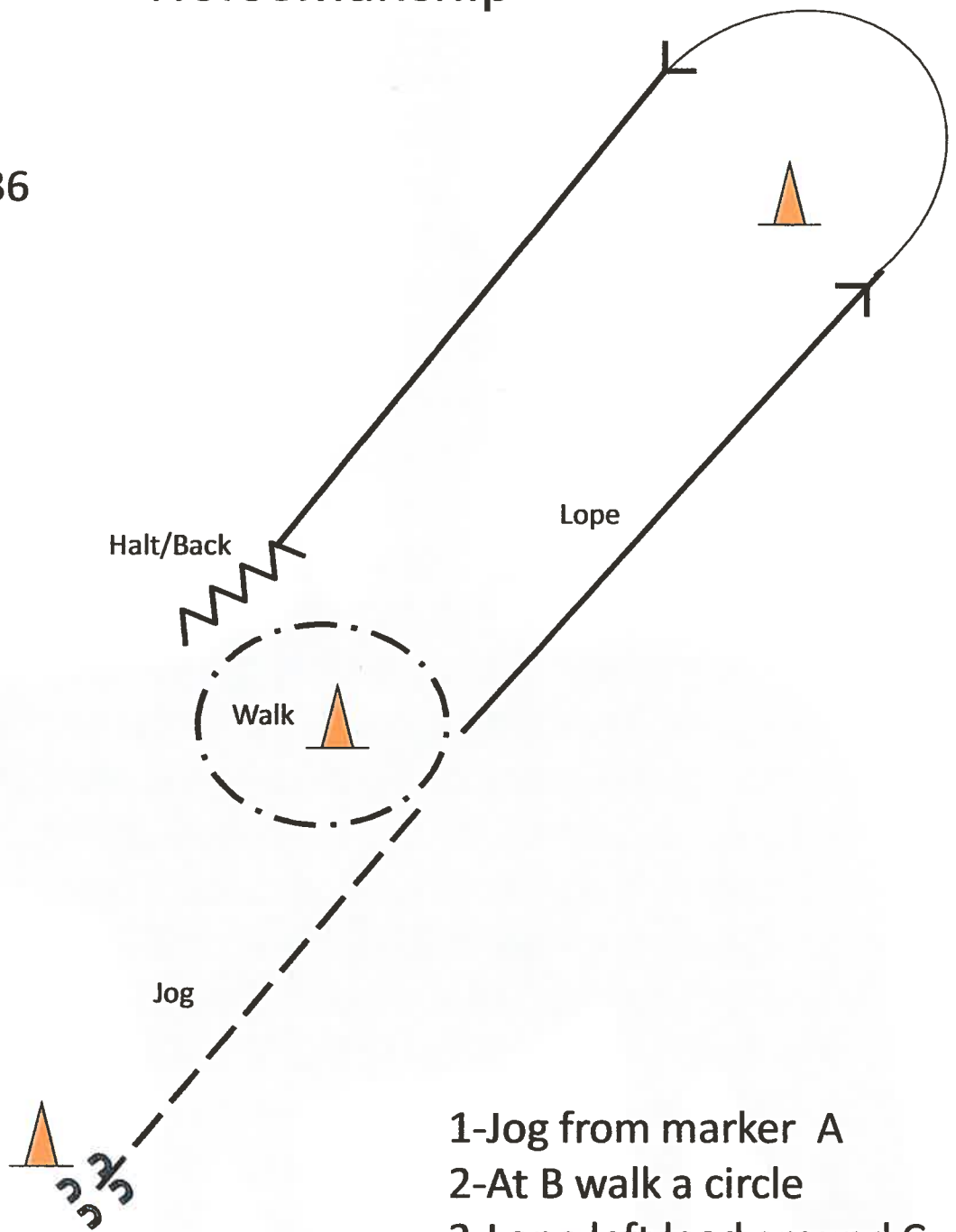


- 1 - Sitting trot from marker **A** to marker **B**
- 2 - Rising trot a figure **8** back to marker **B**
- 3 - At marker **B** sitting Trot to marker **C**
- 4 - Halt and back up

Dwyer Hill

Horsemanship

Class # 34-35-36

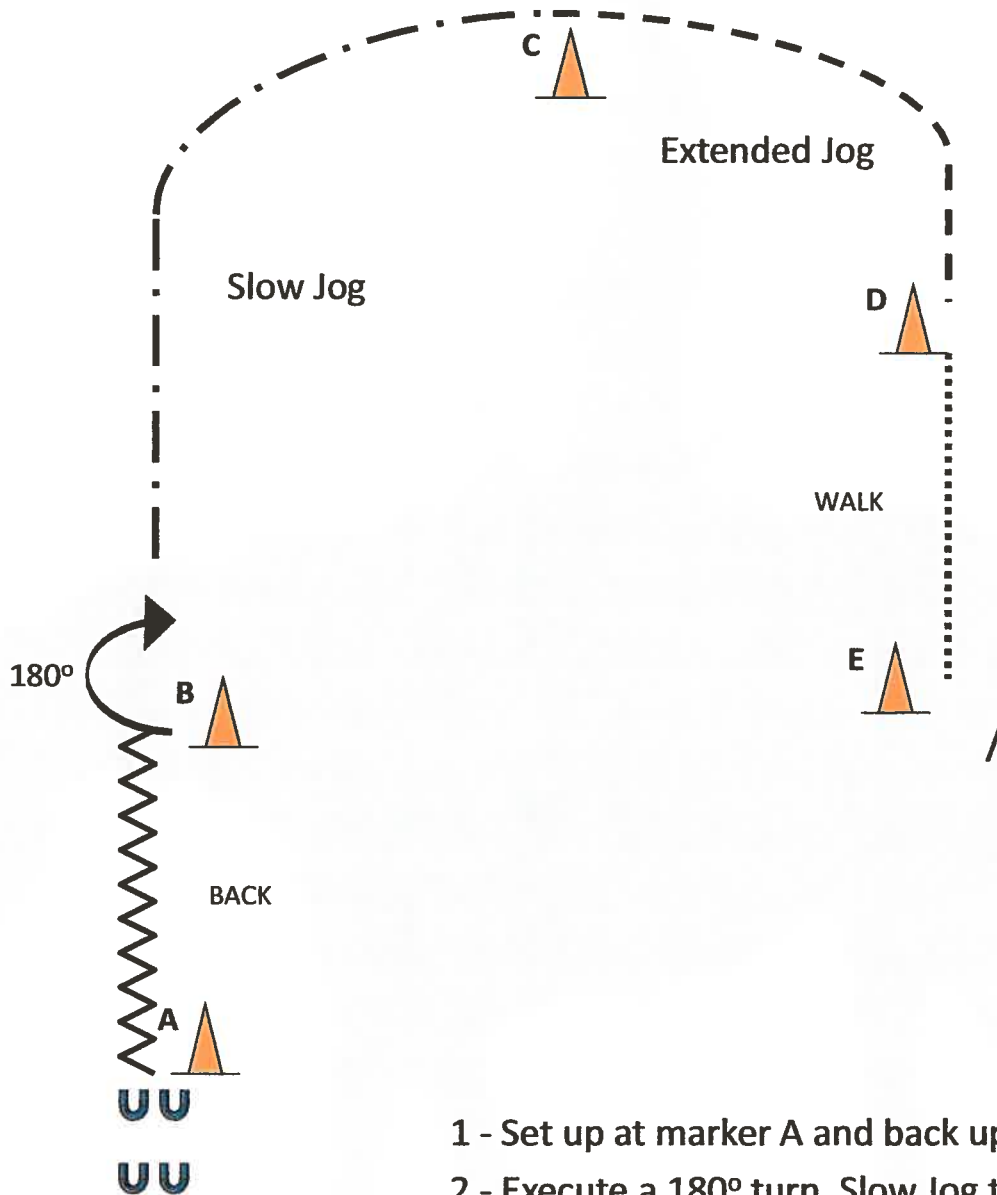


- 1-Jog from marker A
- 2-At B walk a circle
- 3-Lope left lead around C
- 4-Halt and back across from B

* Note there will be short rail work to the right

(walk/jog) Horsemanship

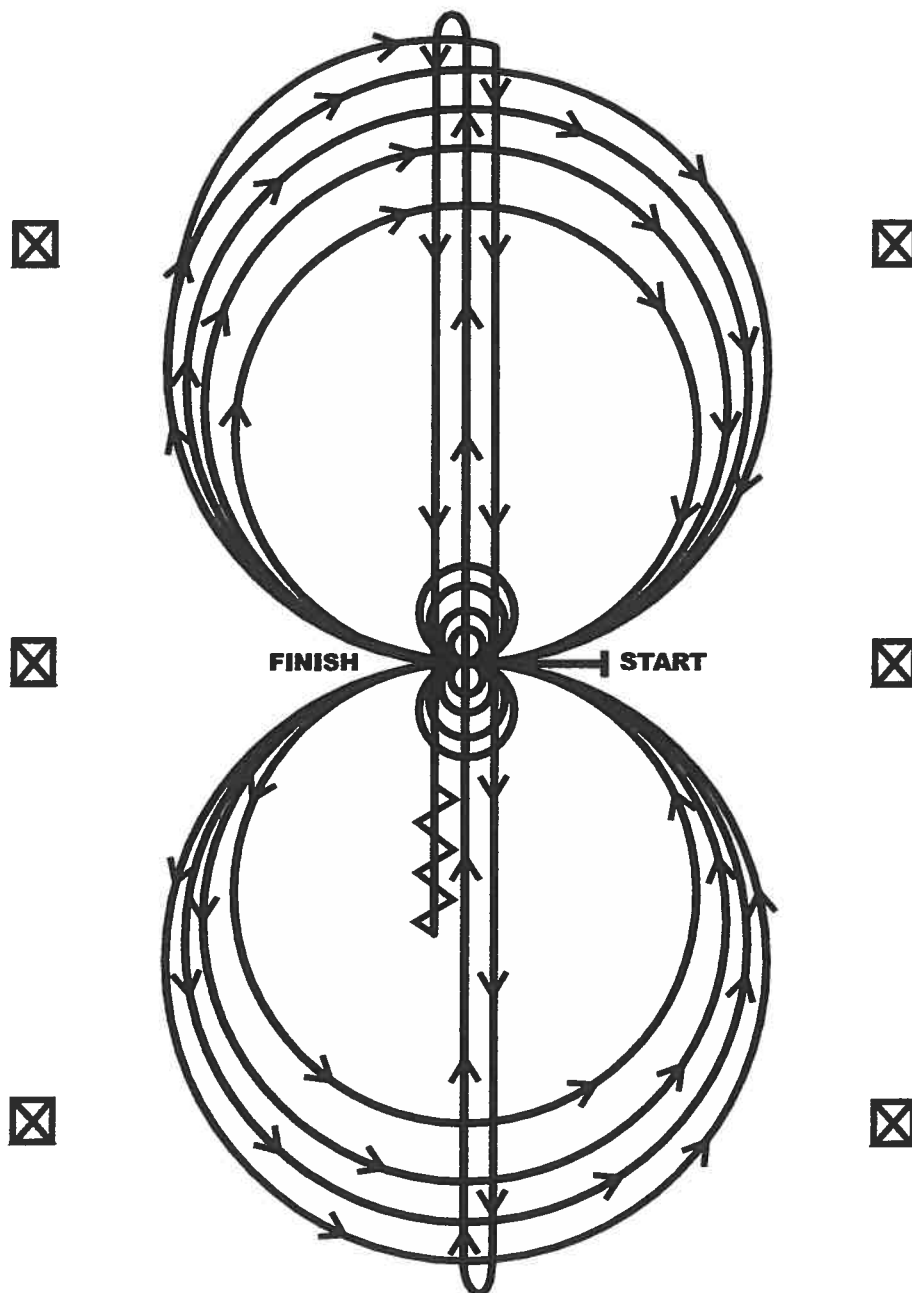
Class # 37=38



- 1 - Set up at marker A and back up to marker B
- 2 - Execute a 180° turn, Slow Jog to marker C
- 3 - Extended Jog to marker D
- 4 - At marker D walk to marker E halt to finish

*NOTE there may be short rail work

REINING PATTERN 4



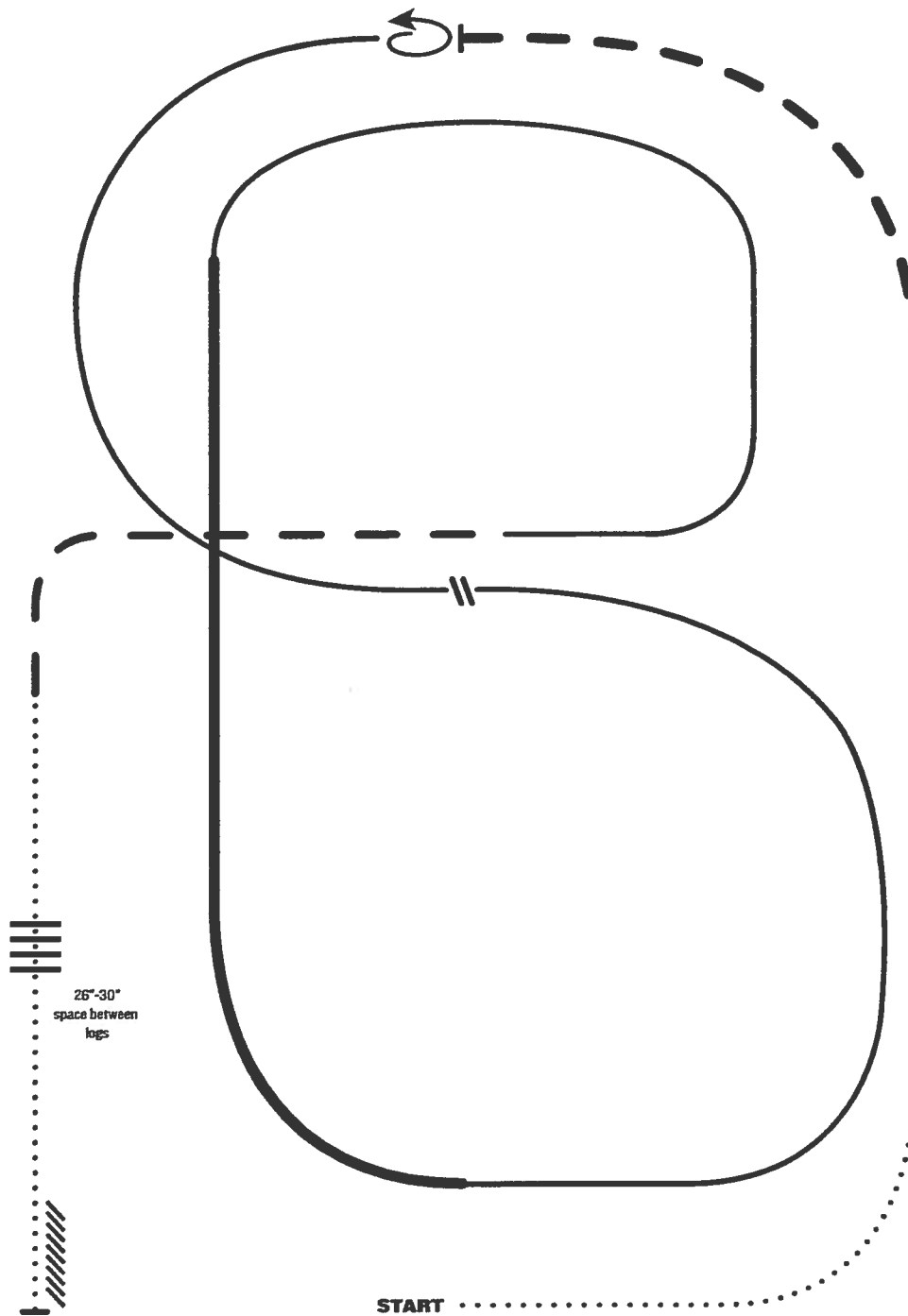
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the 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 ten feet (three meters). Hesitate to demonstrate completion of the pattern.

RANCH RIDING - PATTERN I

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
//	Lead Change



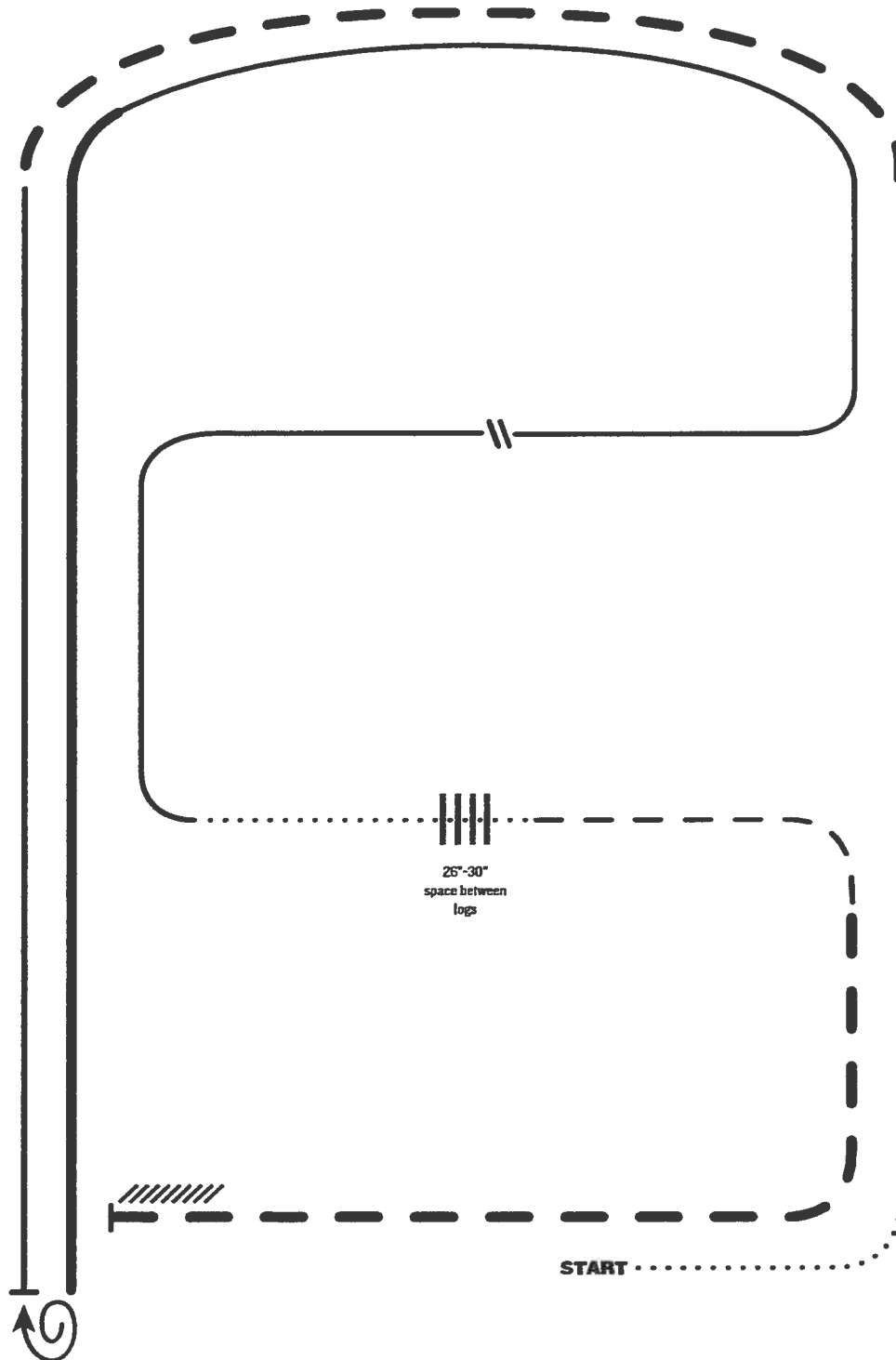
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena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

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 2

LEGEND

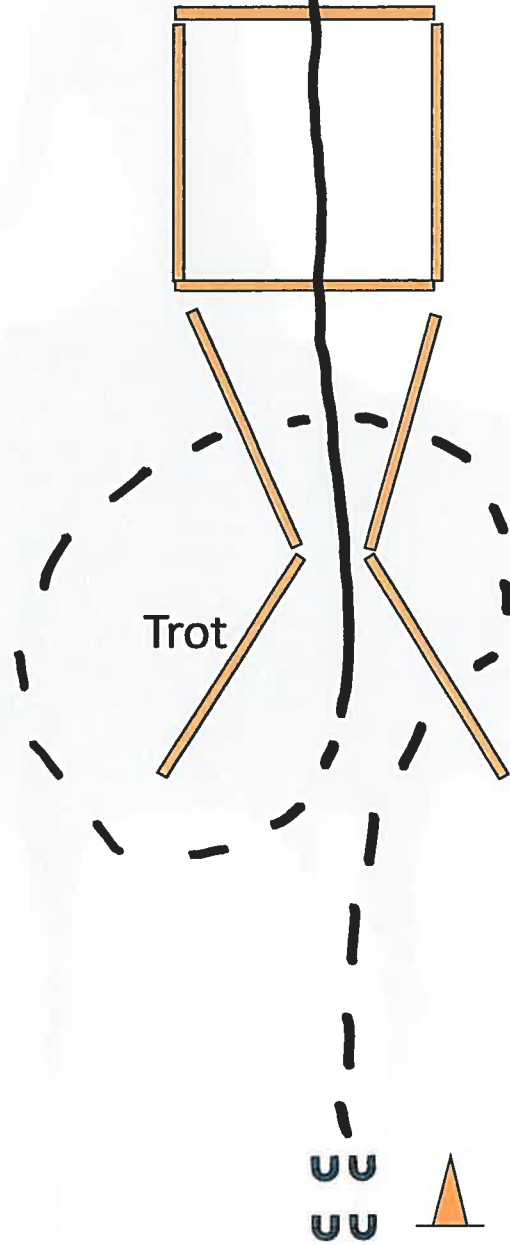
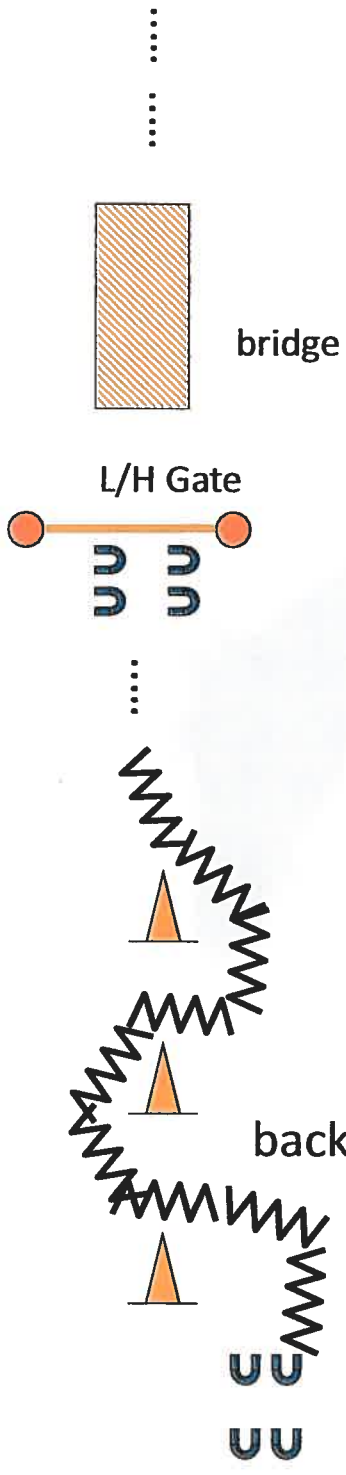
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
//	Lead Change



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

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Lope



Halt to finish

