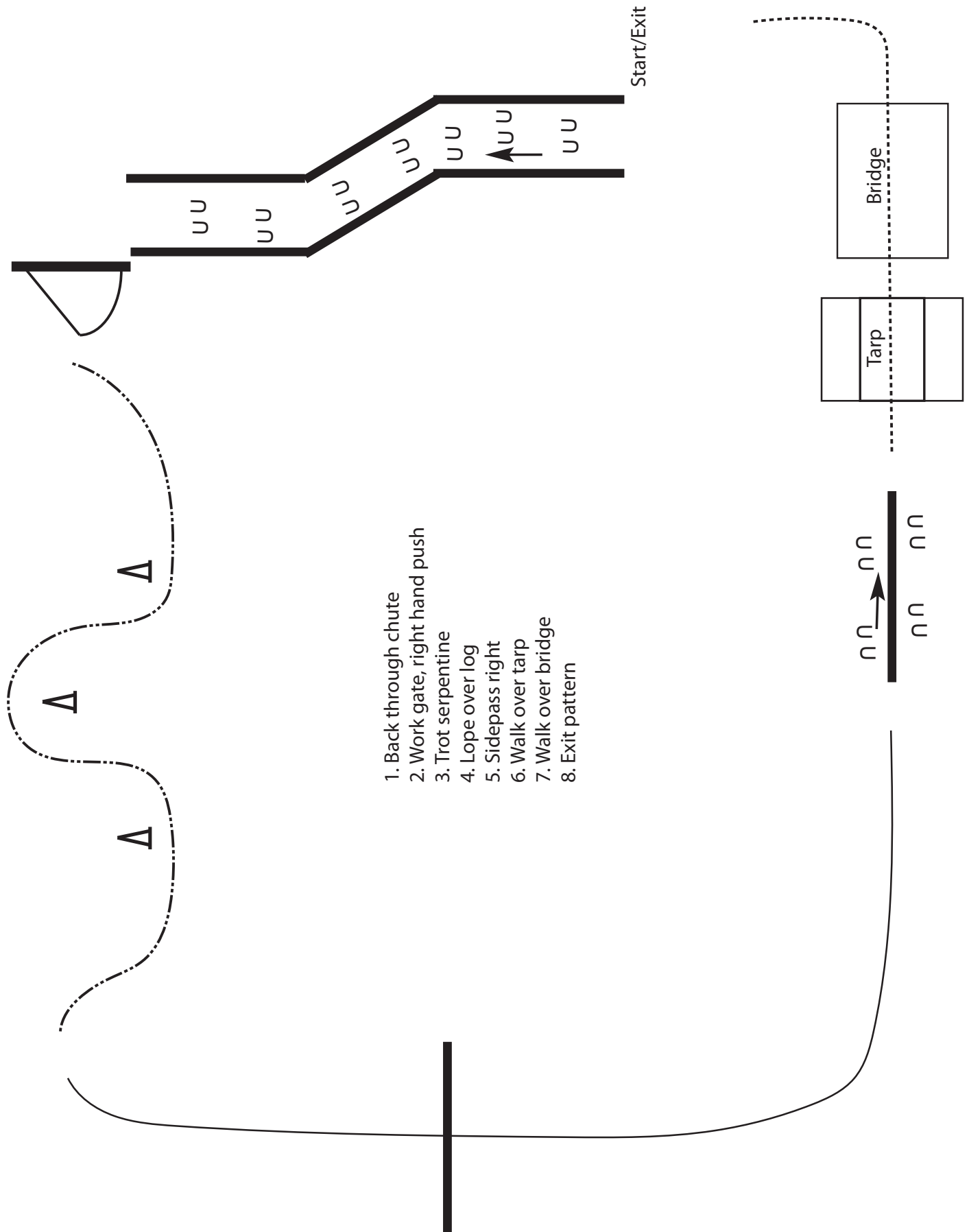
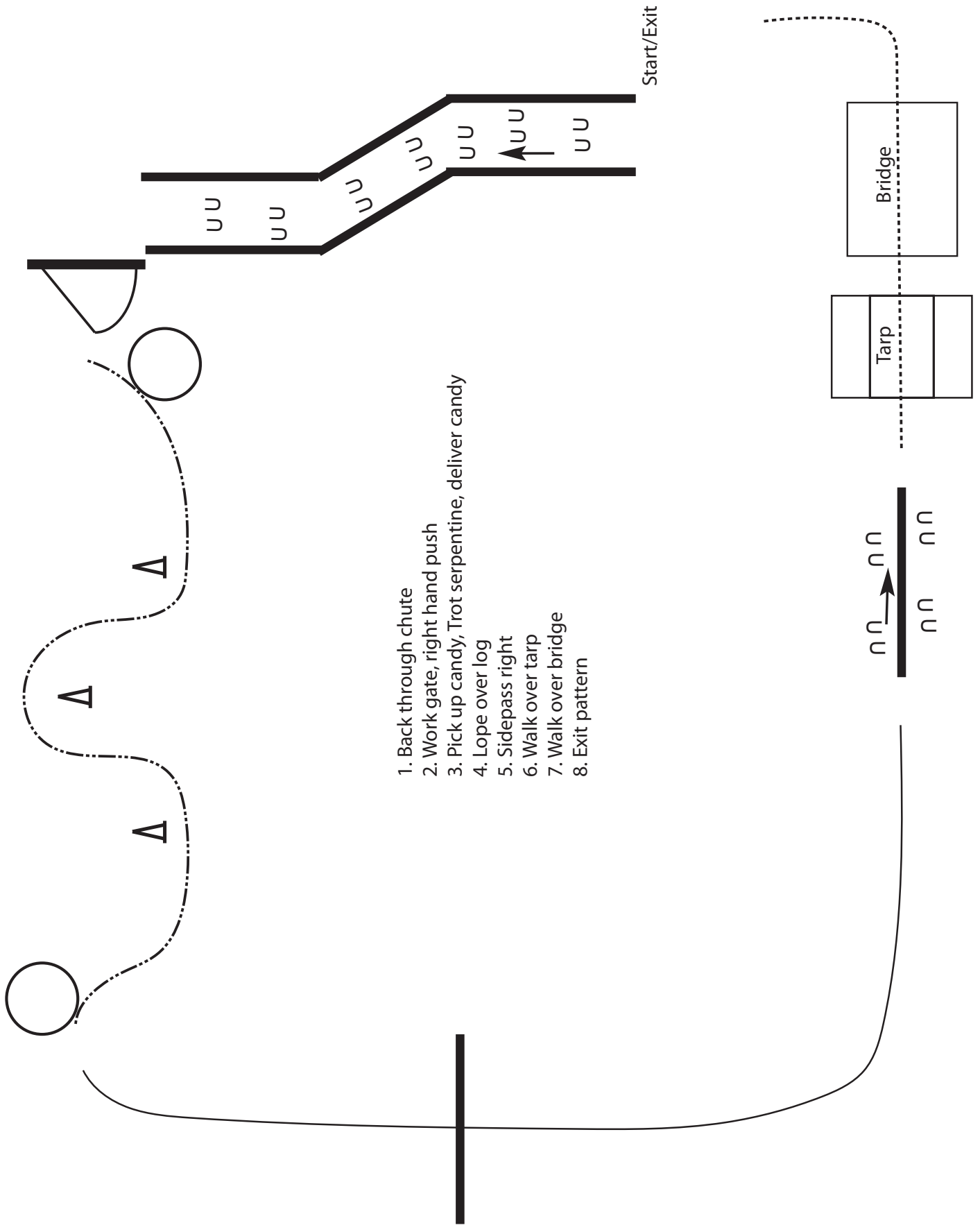


Western/Gaited/English Trail



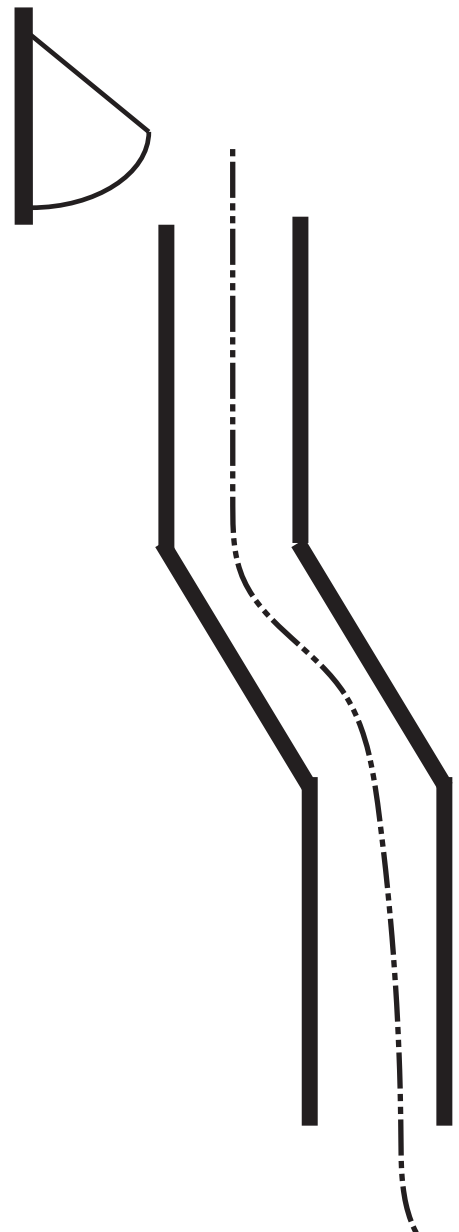
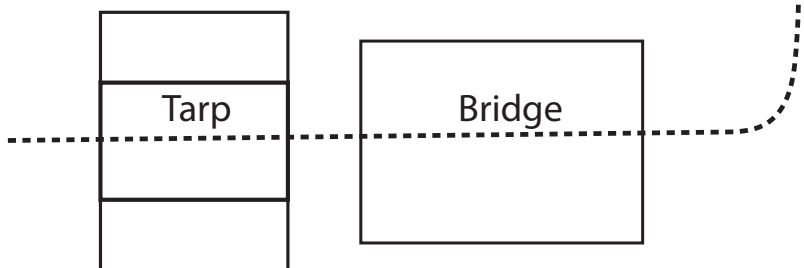
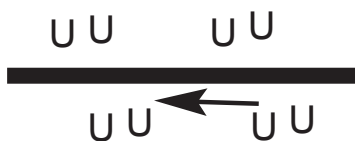
Ranch Trail

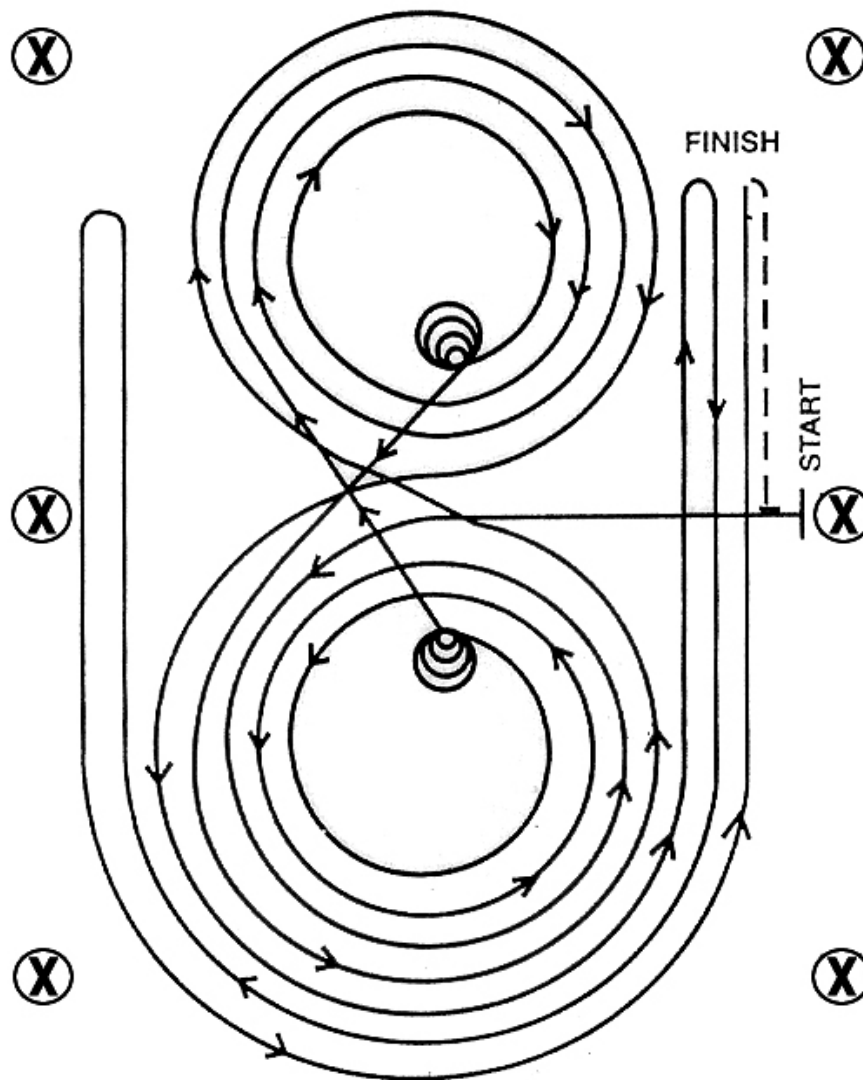


In Hand Trail

Start

1. Work Gate, left hand push
2. Trot through chute
3. Walk over bridge
4. Walk over tarp
5. Sidepass right





Horse must walk or stop prior to starting pattern.

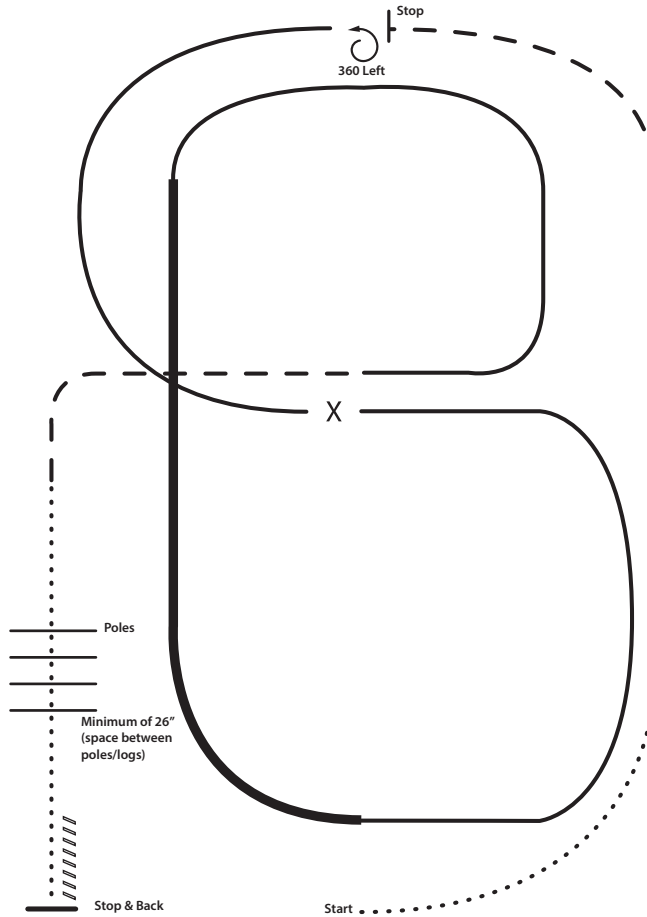
Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the 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.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up 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 (3 meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

Reining Classes (all except Ranch and Gaited)

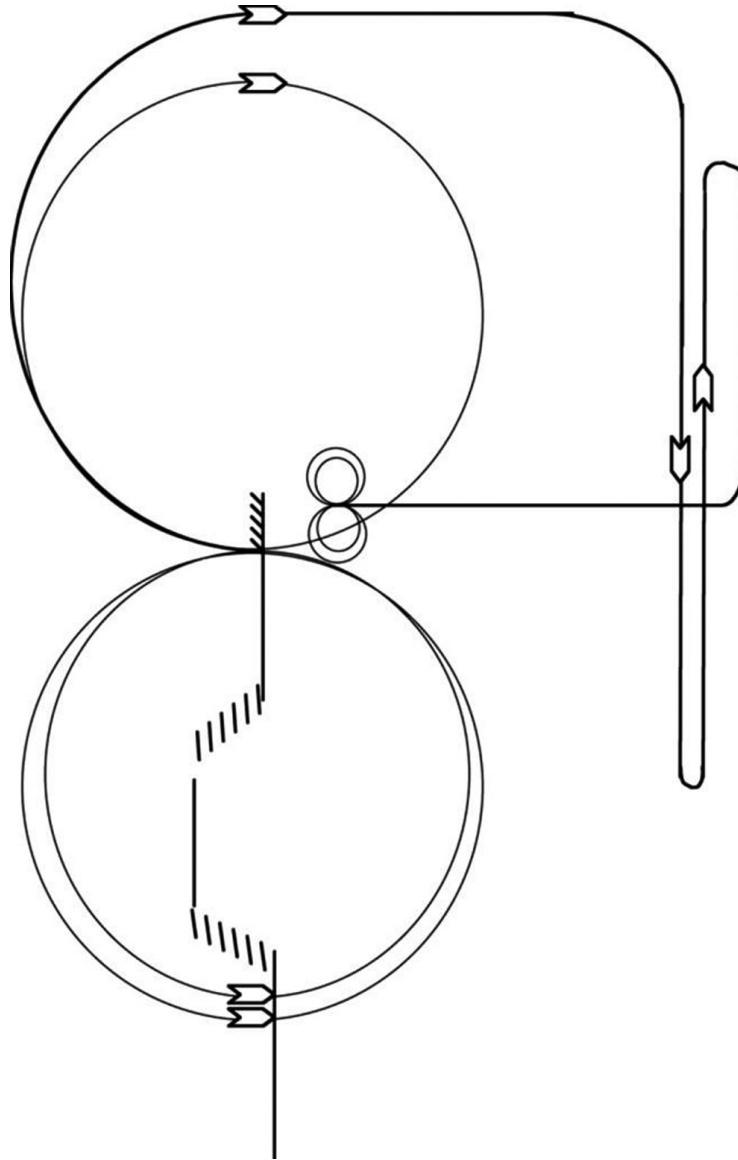
RANCH RIDING – PATTERN I



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

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

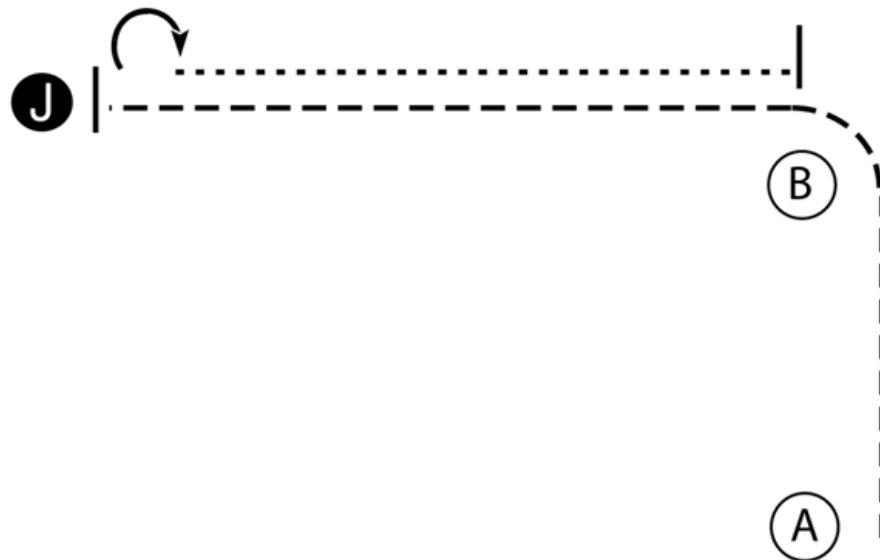
Ranch Reining



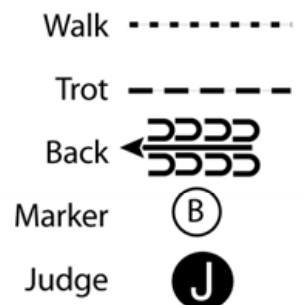
Ride pattern as follows:

1. Enter arena at sitting trot
2. Two-track left, trot straight, then two-track right
[Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure.]
3. Move up to an extended trot
4. Stop and back; make left 90 degree pivot
5. Begin on right lead and lope one fast circle
6. Change leads; lope two fast circles to left
7. Change leads; lope, beginning a second right circle
8. Continue circle to wall and lope down wall
9. Make left roll back using wall as assistance
10. Lope straight down wall; Make right roll back using wall as assistance
11. Lope to middle of arena; stop
12. Make two spins each direction
13. Exit arena at a trot

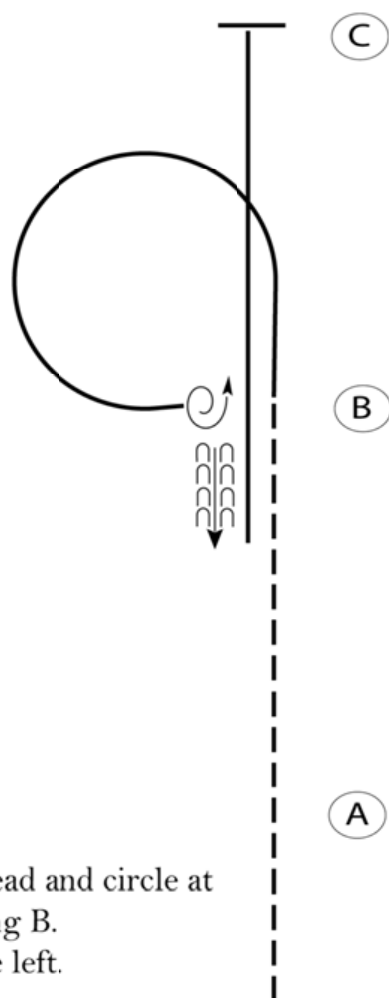
Western Showmanship



1. Trot from A to the Judge.
2. Stop and set up for inspection.
3. When dismissed perform a 180 degree turn.
4. Walk to B, stop and wait for instructions from the ring steward.



Western Horsemanship



Begin before A at a jog.

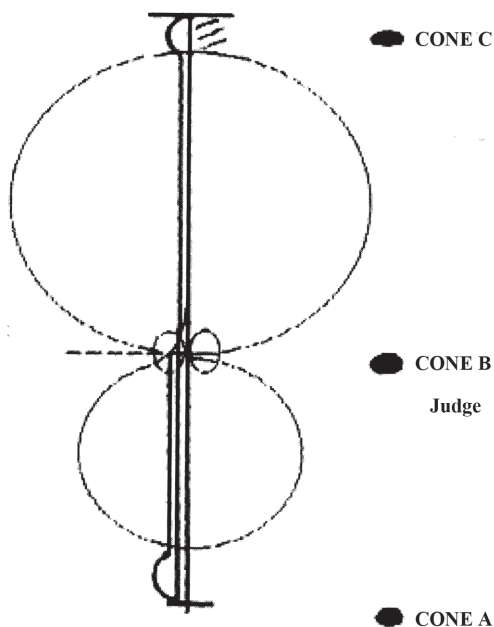
1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1 1/4 turn to the left.
4. Back one horse length.
5. Lope on the right lead to C. Stop at C.

Follow the instructions of your ring steward.

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

Gaited Horse Reining

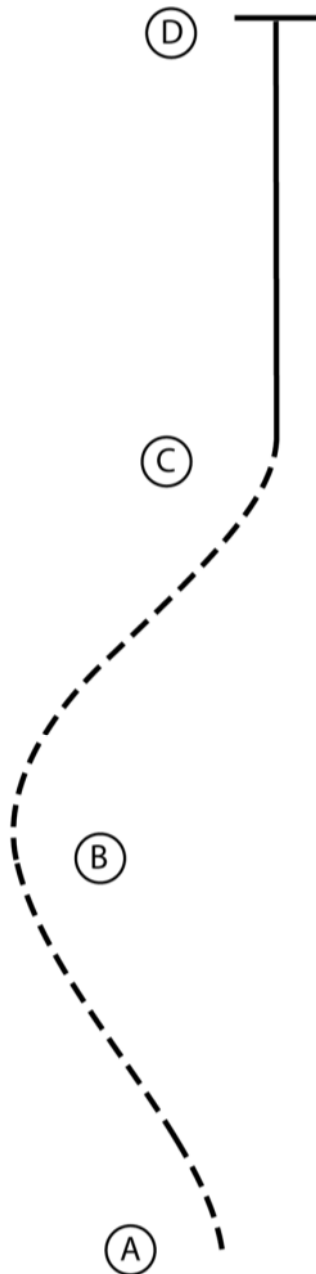
ILLUSTRATION OF JUVENILE 12-17 REINING PATTERN



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

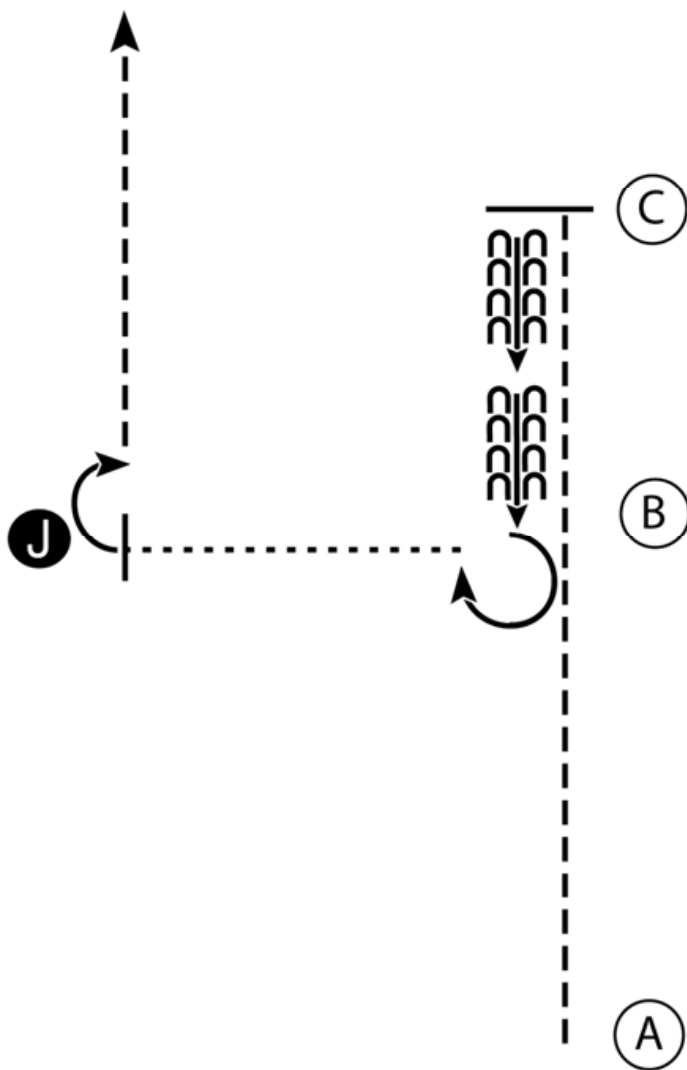
1. At center of arena, complete large, fast circle to the left - simple lead change.
2. Complete a small, slow circle to the right - simple lead change.
3. Lope straight up the center of arena - Stop - even with CONE C - back up 3 steps - Relax
4. 1 - 180 degree turn to the left - lope straight down 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

Hunt Seat Equitation

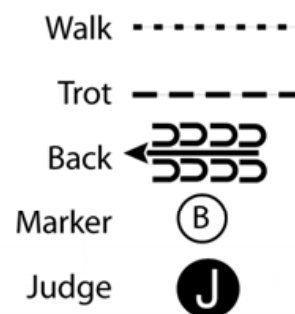


1. Sitting trot A to B
2. At B posting trot to C on the left diagonal
3. At C canter on the right lead to D
4. Stop at D

Walk
Trot	-----
Extended Trot	— — —
Canter	————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	



1. Trot from A to C.
2. Stop and back to B.
3. Perform a 270 degree turn and walk to the Judge.
4. Stop and set up for inspection.
5. When dismissed perform a 90 degree turn and trot to line-up.



Ranch Showmanship