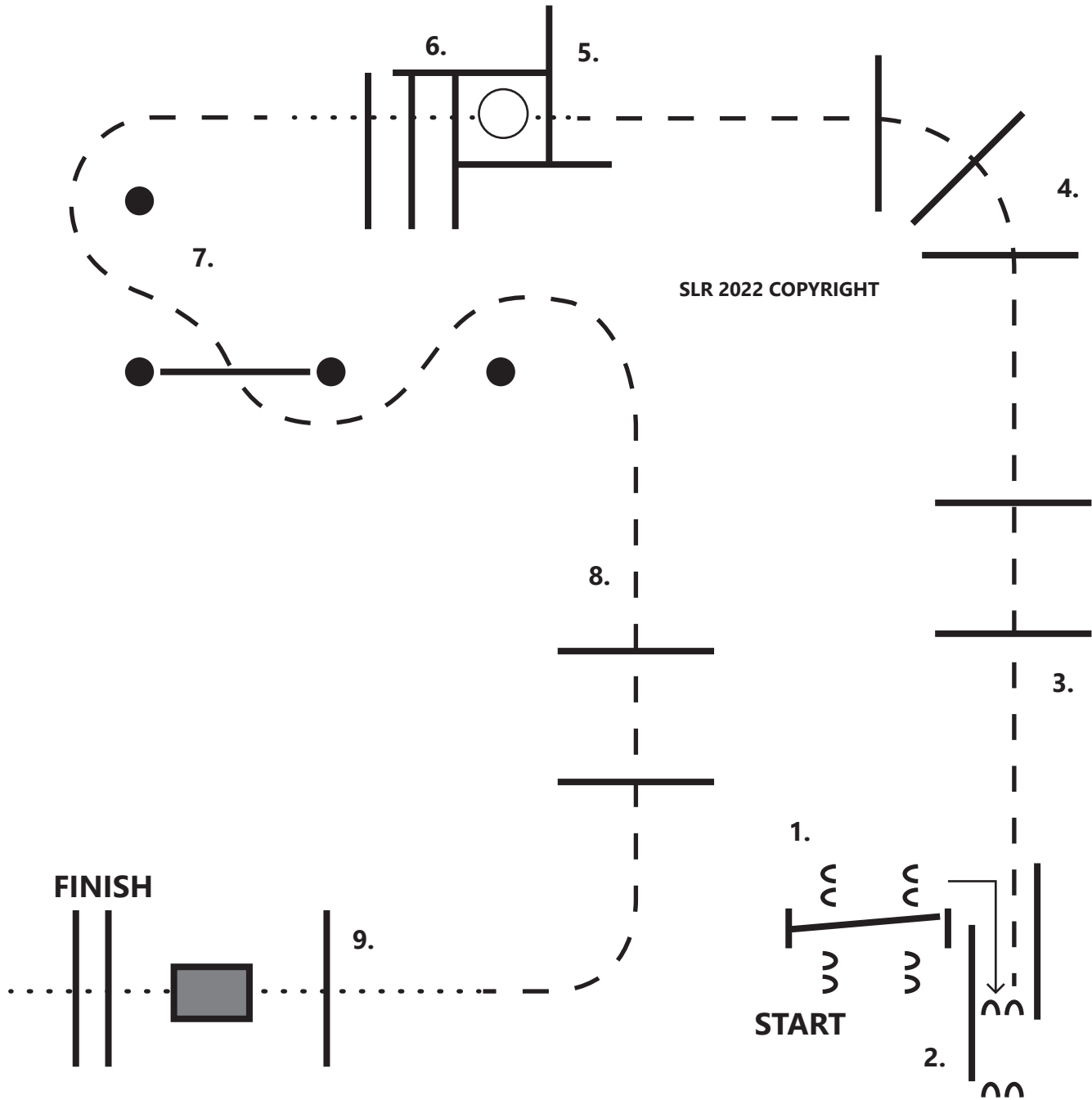


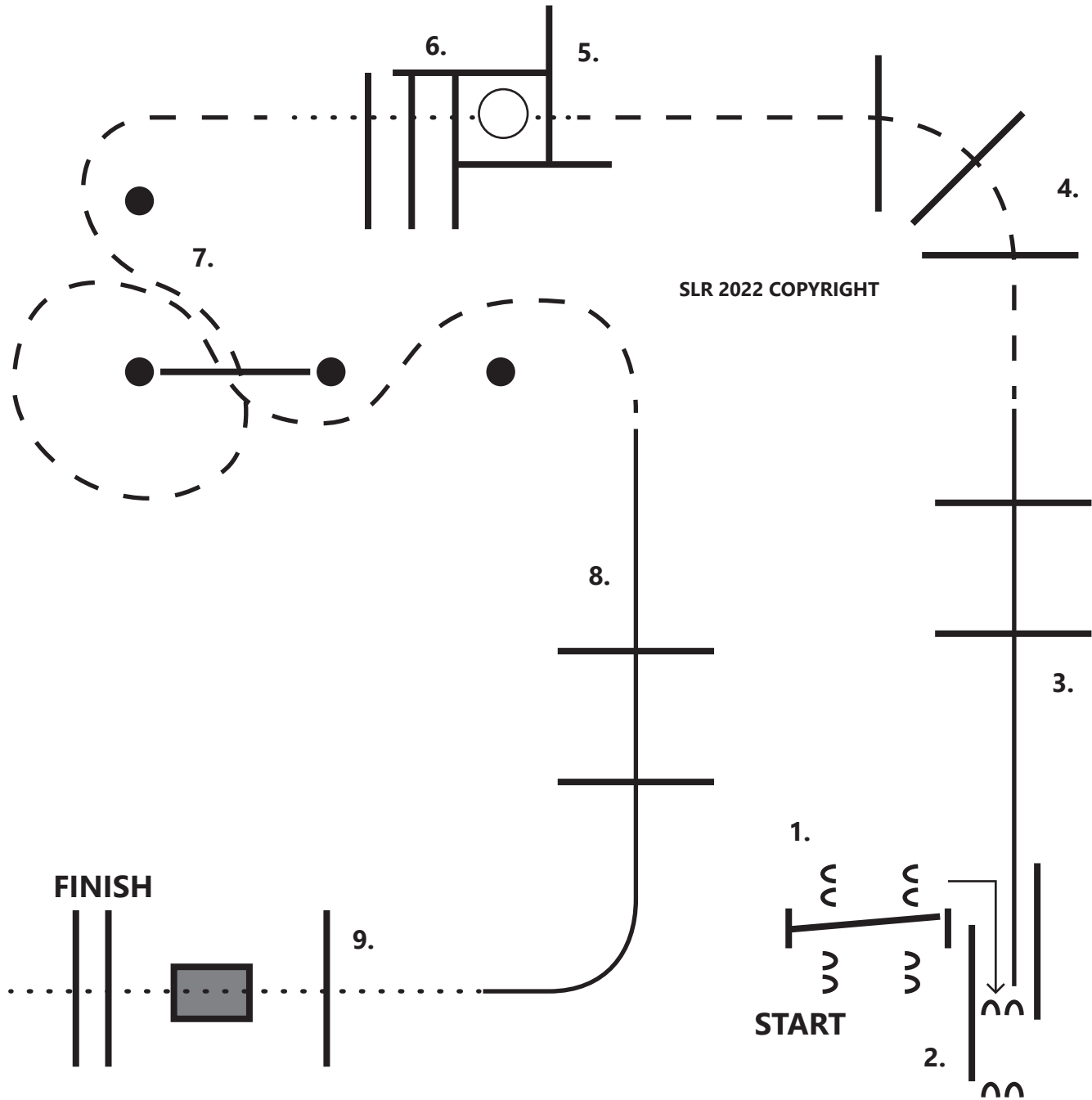
NO BLING SPRING FLING
L1/ALL-BREED SHOW & CLINIC
WALK-TROT TRAIL CLASSES



1. LEFT HAND GATE
2. BACK INTO CHUTE
3. TROT OVER TWO POLES
4. TROT OVER THREE POLES AND STOP
5. WALK INTO BOX. 360 TURN EITHER WAY

6. WALK OUT BOX AND OVER THREE POLES
7. TROT SERPENTINE
8. TROT OVER TWO POLES
9. WALK OVER POLES AND BRIDGE

NO BLING SPRING FLING
L1/ALL-BREED SHOW & CLINIC
ALL TRAIL CLASSES (EXCEPT WALK-TROT)



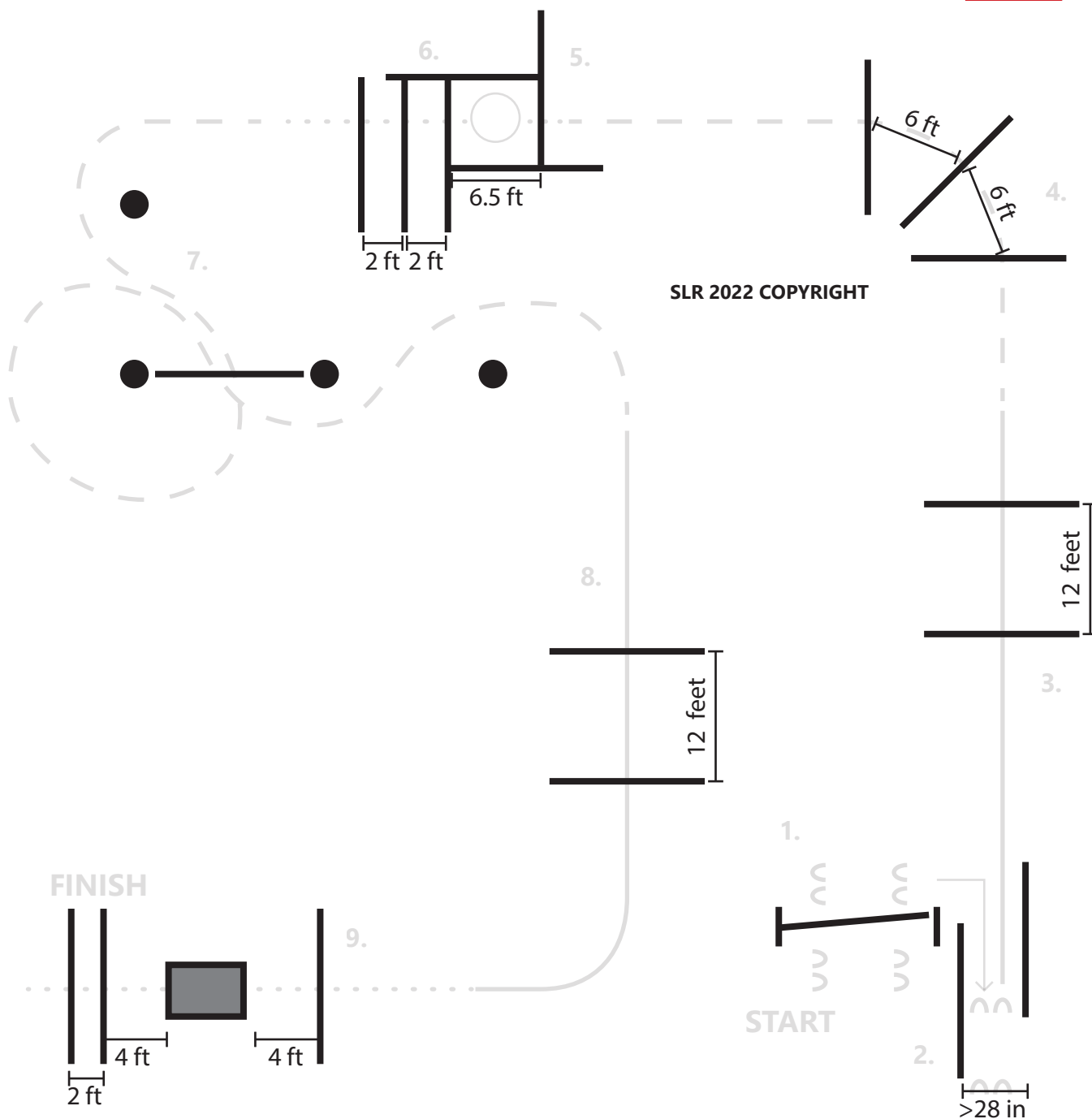
1. LEFT HAND GATE
2. BACK INTO CHUTE
3. LEFT LEAD OVER TWO POLES
4. TROT OVER THREE POLES AND STOP
5. WALK INTO BOX. 360 TURN EITHER WAY

6. WALK OUT BOX AND OVER THREE POLES
7. TROT SERPENTINE
8. RIGHT LEAD TWO POLES
9. WALK OVER POLES AND BRIDGE

NO BLING SPRING FLING

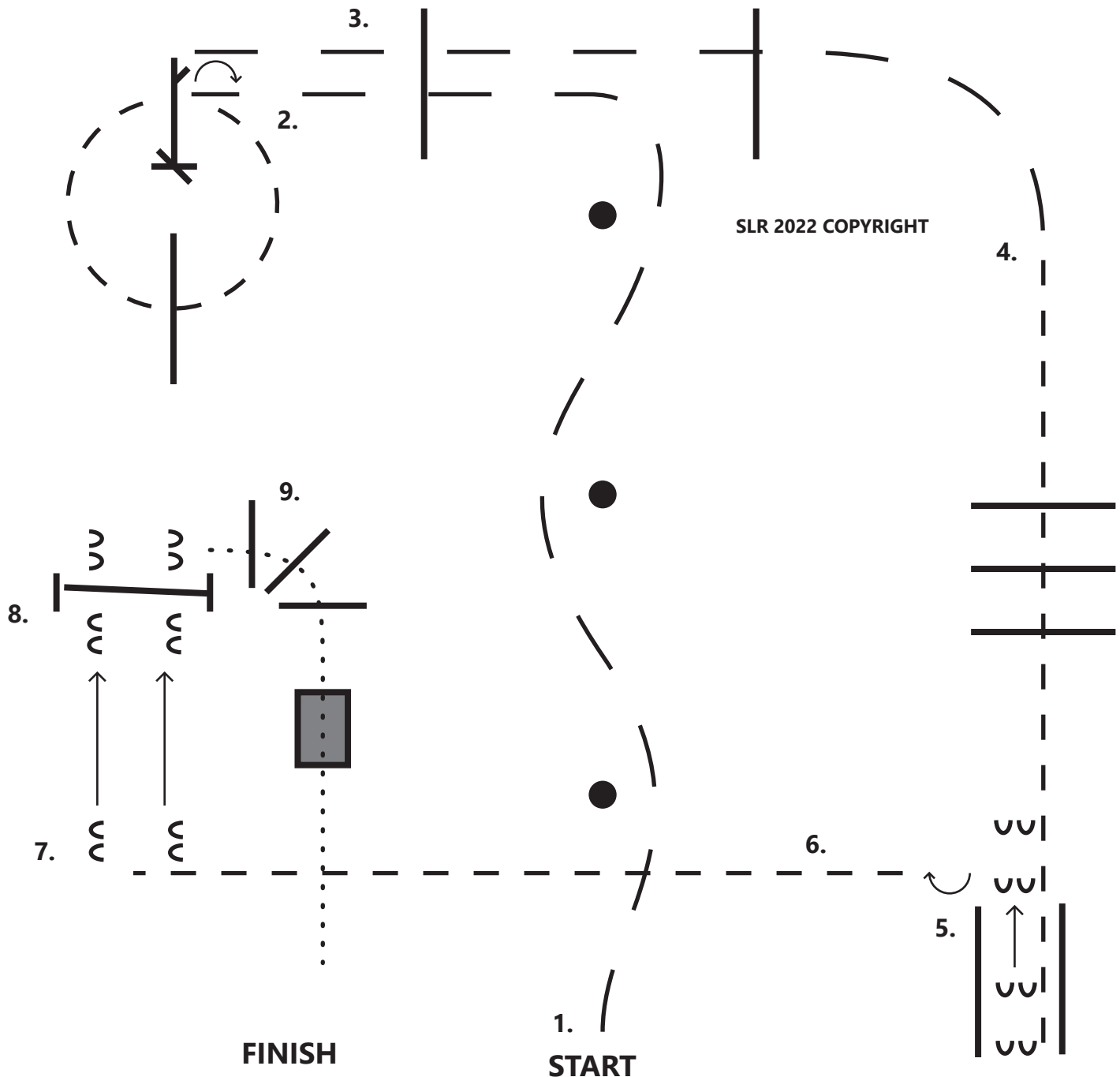
L1/ALL-BREED SHOW & CLINIC

TRAIL MEASUREMENTS



1. LEFT HAND GATE
2. BACK INTO CHUTE
3. LEFT LEAD OVER TWO POLES
4. TROT OVER THREE POLES AND STOP
5. WALK INTO BOX. 360 TURN EITHER WAY

6. WALK OUT BOX AND OVER THREE POLES
7. TROT SERPENTINE
8. RIGHT LEAD TWO POLES
9. WALK OVER POLES AND BRIDGE



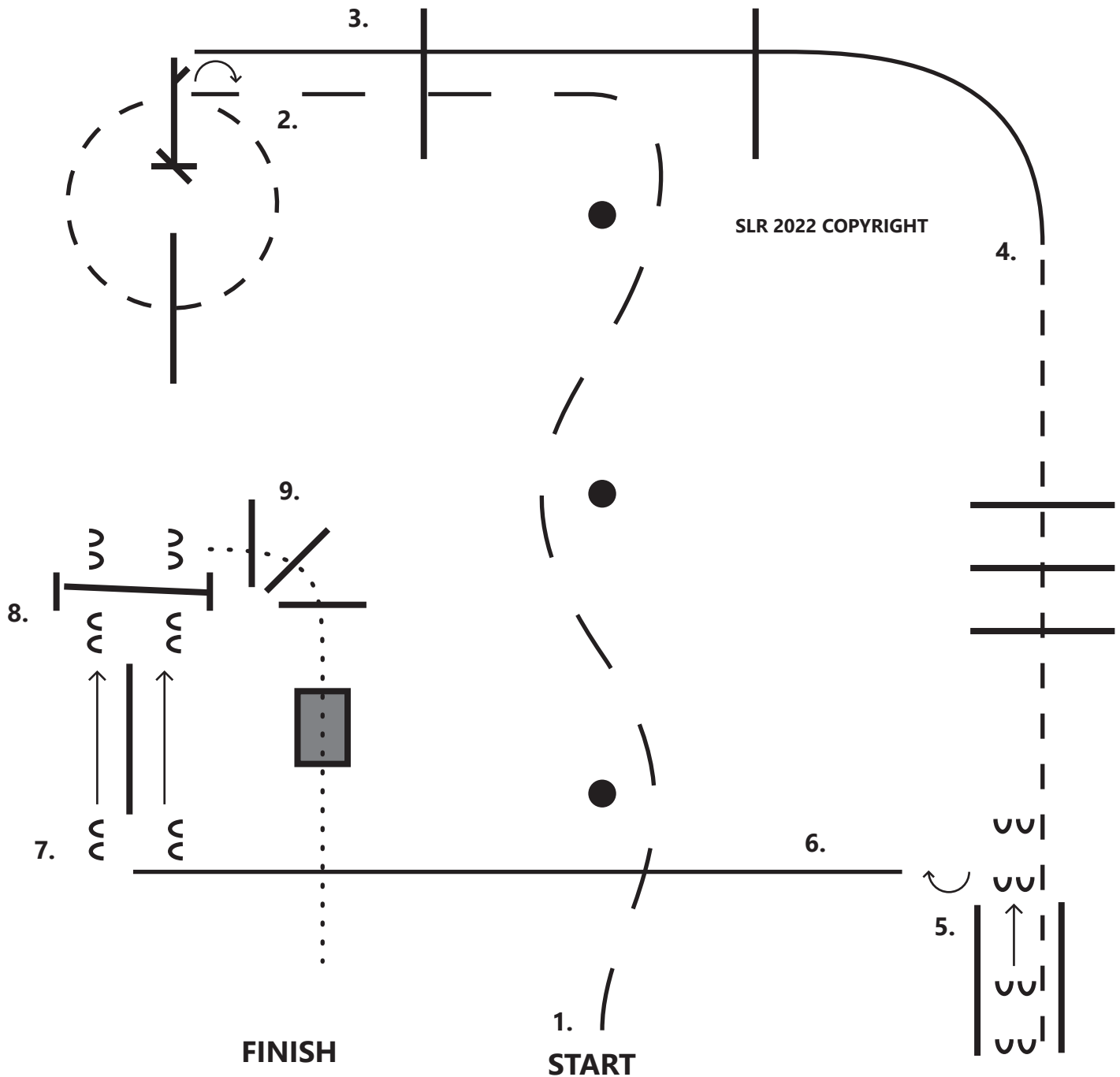
1. EXTEND TROT SERPENTINE, OVER POLE, & UP TO STAND
2. TURN 180 RIGHT, PICK UP BUCKET, CARRY AT A TROT OVER ONE POLE, AND PUT BUCKET ON STAND
3. EXTEND TROT TWO POLES

4. TROT OVER THREE POLES & INTO CHUTE
5. BACK OUT OF CHUTE, TURN 90 RIGHT
6. TROT IN LINE WITH GATE
7. SIDEPASS RIGHT UP TO GATE
8. RIGHT HAND GATE
9. WALK OVER POLES & BRIDGE

NO BLING SPRING FLING

L1/ALL-BREED SHOW & CLINIC

ALL RANCH TRAIL CLASSES
(EXCEPT WALK-TROT)



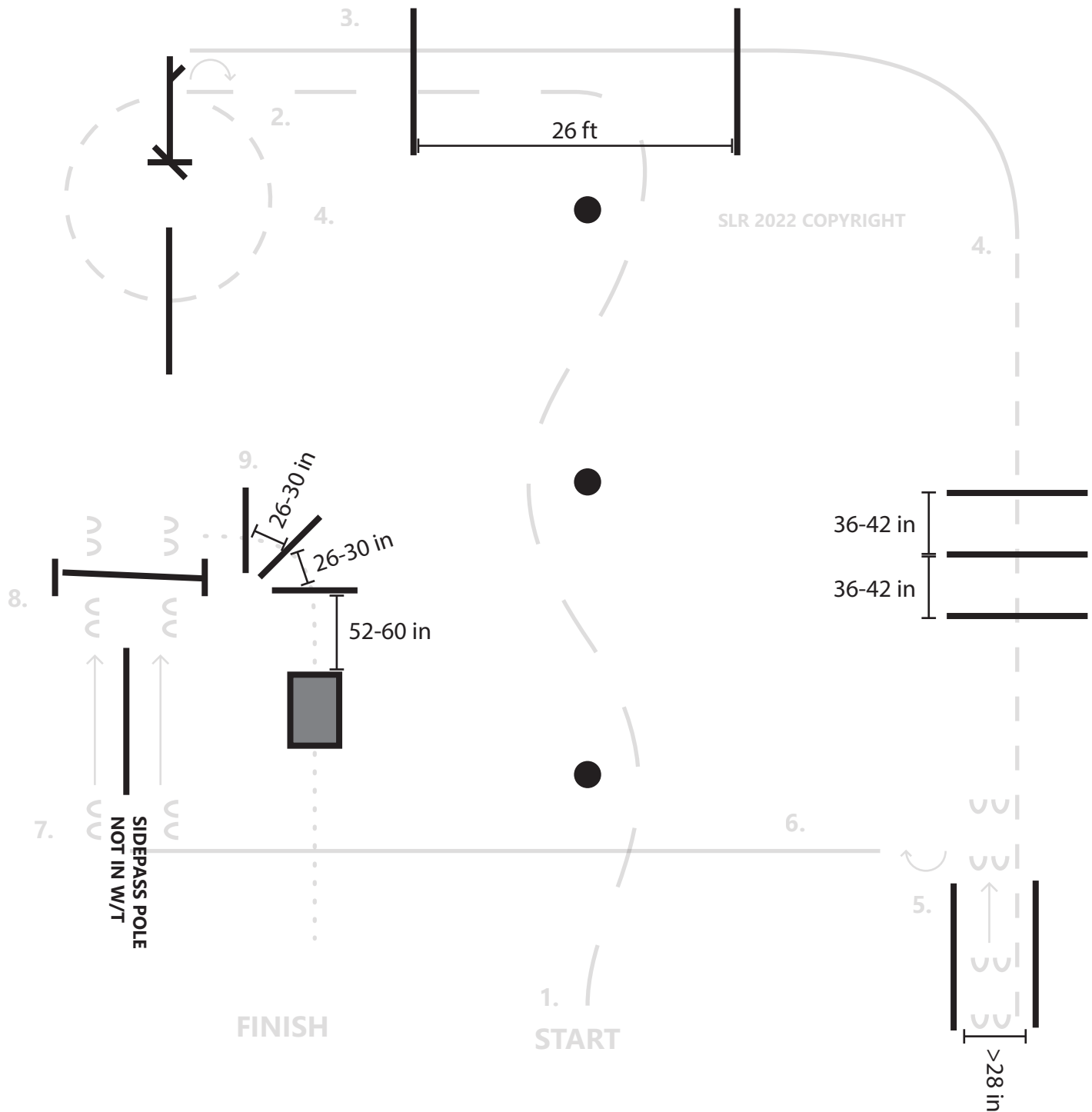
1. EXTEND TROT SERPENTINE, OVER POLE, & UP TO STAND
2. TURN 180 RIGHT, PICK UP BUCKET, CARRY AT A TROT OVER ONE POLE, AND PUT BUCKET ON STAND
3. RIGHT LEAD TWO POLES

4. TROT OVER THREE POLES & INTO CHUTE
5. BACK OUT OF CHUTE, TURN 90 RIGHT
6. LEFT LEAD UP TO SIDEPASS LOG
7. SIDEPASS LOG RIGHT UP TO GATE
8. RIGHT HAND GATE
9. WALK OVER POLES & BRIDGE

NO BLING SPRING FLING

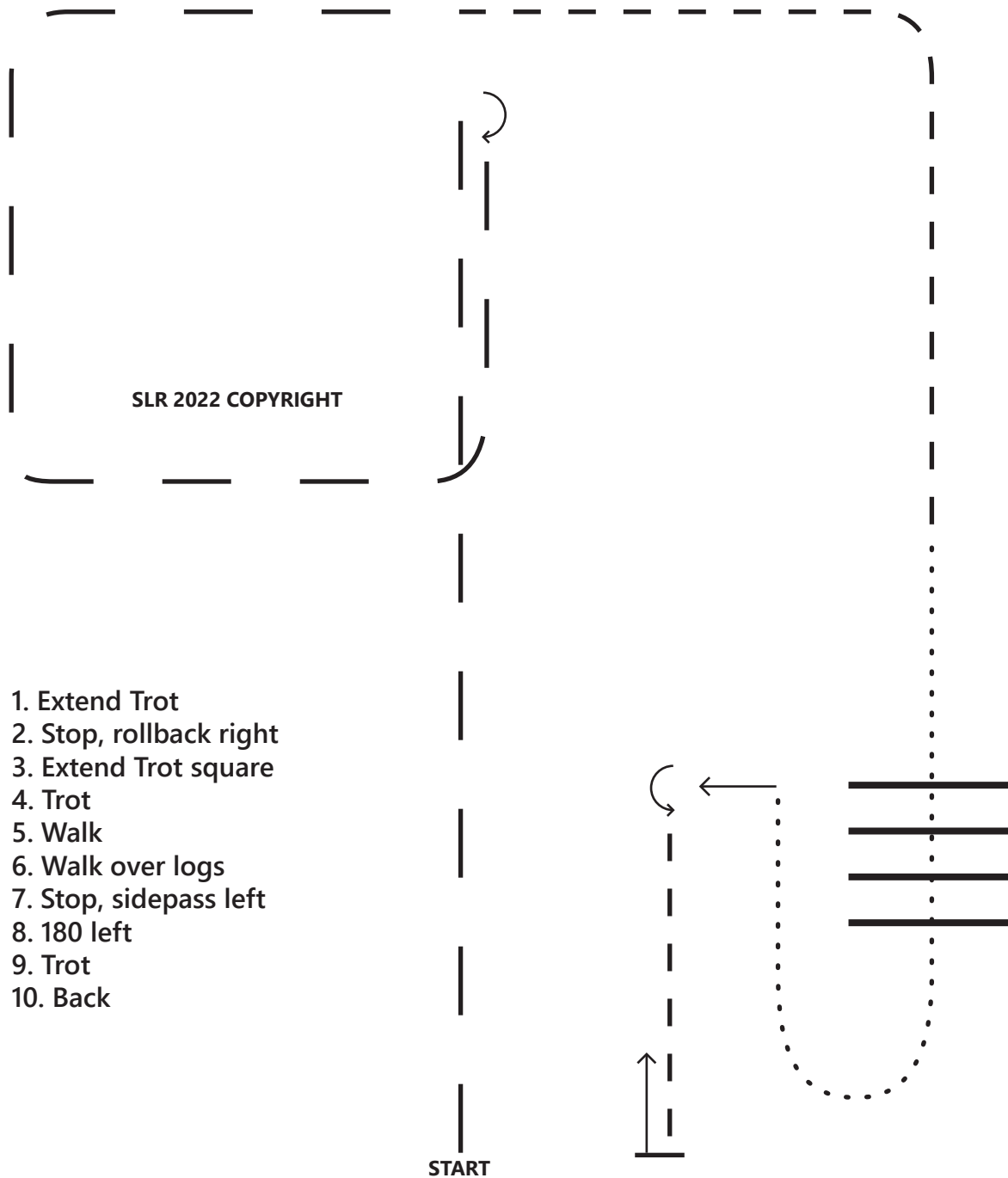
L1/ALL-BREED SHOW & CLINIC

RANCH TRAIL MEASUREMENTS

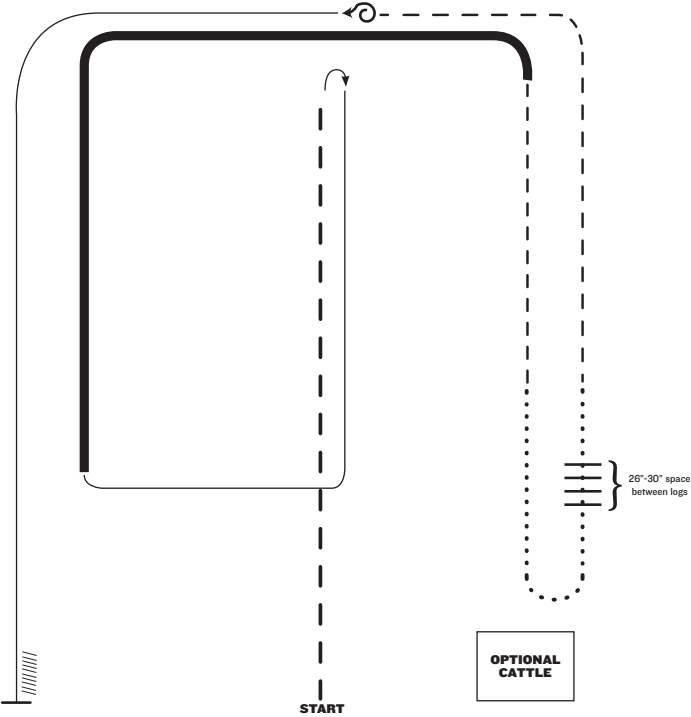


1. EXTEND TROT SERPENTINE, OVER POLE, & UP TO STAND
2. TURN 180 RIGHT, PICK UP BUCKET, CARRY AT A TROT OVER ONE POLE, AND PUT BUCKET ON STAND
3. RIGHT LEAD TWO POLES

4. TROT OVER THREE POLES & INTO CHUTE
5. BACK OUT OF CHUTE, TURN 90 RIGHT
6. LEFT LEAD UP TO SIDEPASS LOG
7. SIDEPASS LOG RIGHT UP TO GATE
8. RIGHT HAND GATE
9. WALK OVER POLES & BRIDGE



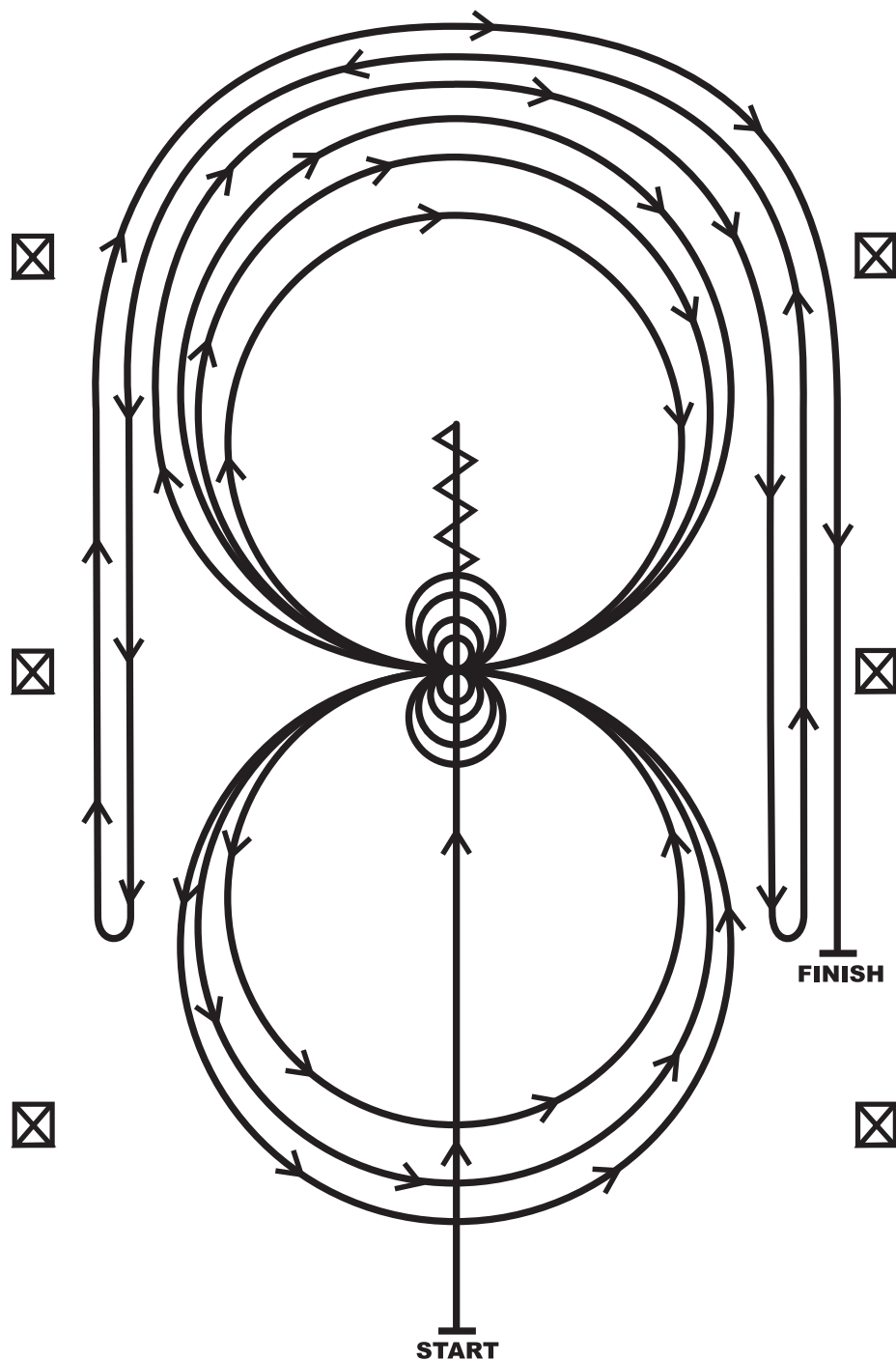
RANCH RIDING – PATTERN 15



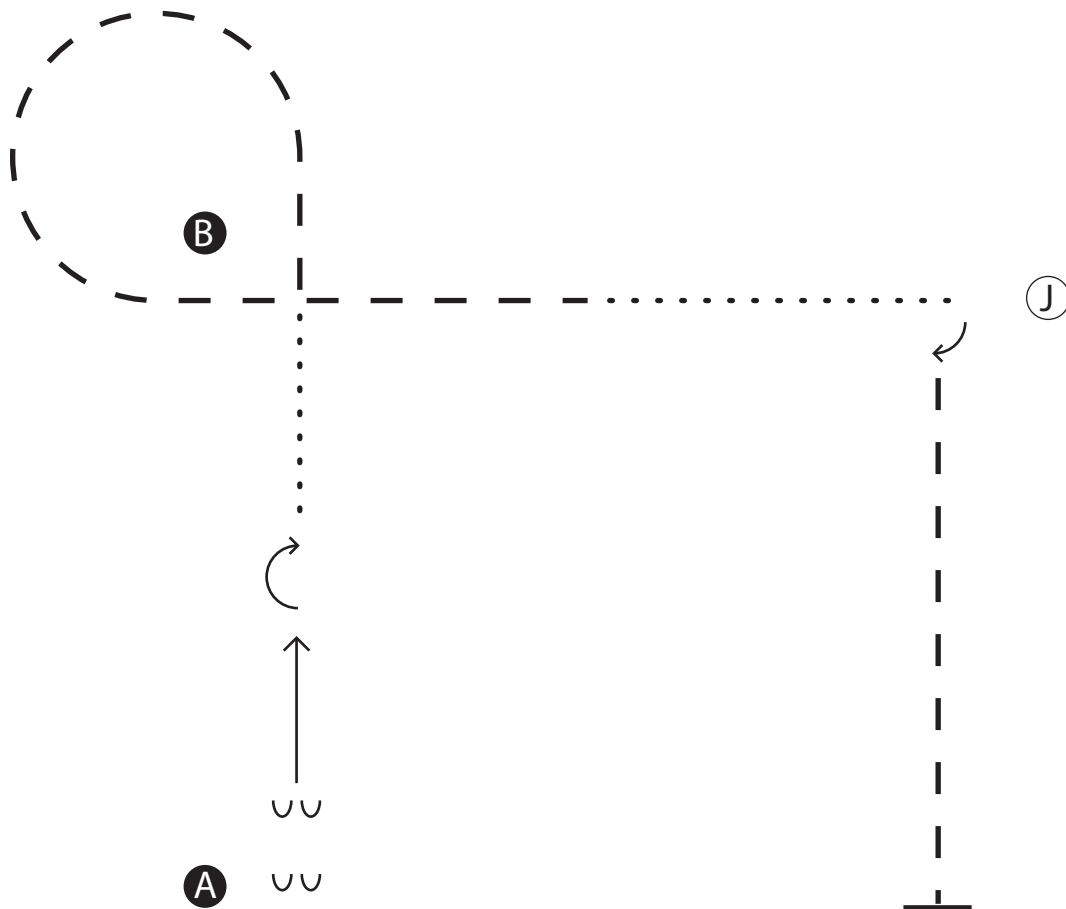
1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

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.

REINING PATTERN 10

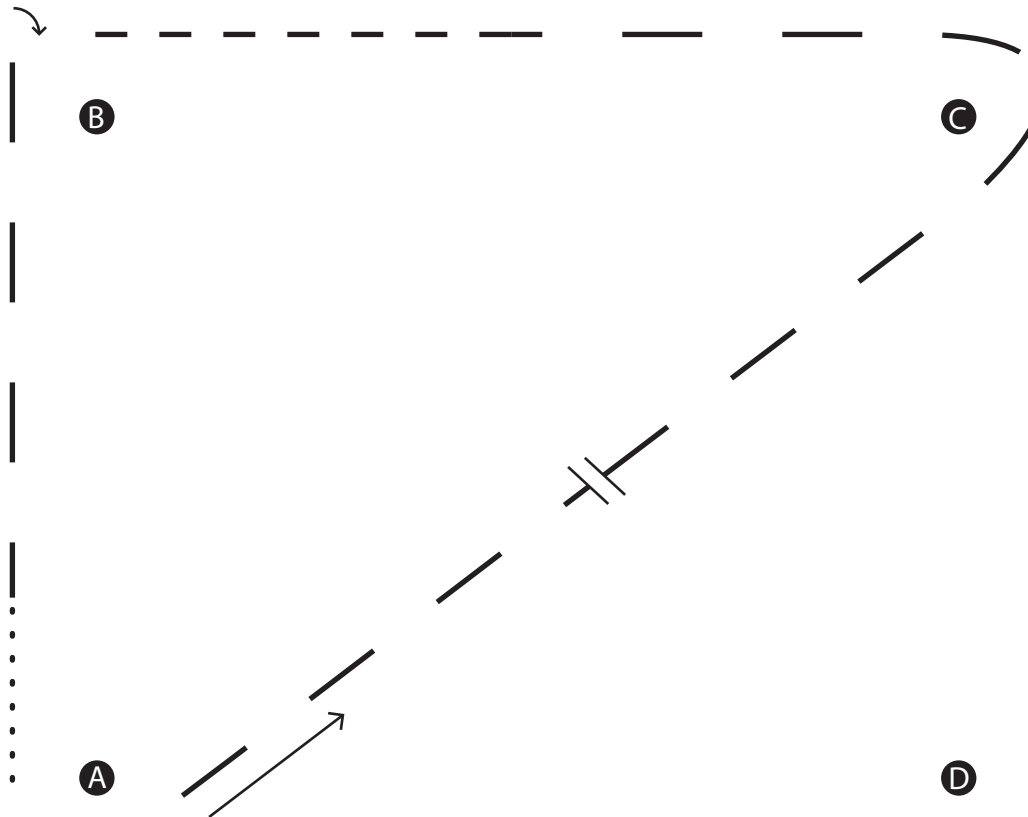


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. 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.
6. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.



1. Back 4 steps
2. Execute a 180 degree turn
3. Walk until even with Judge
4. Trot around B

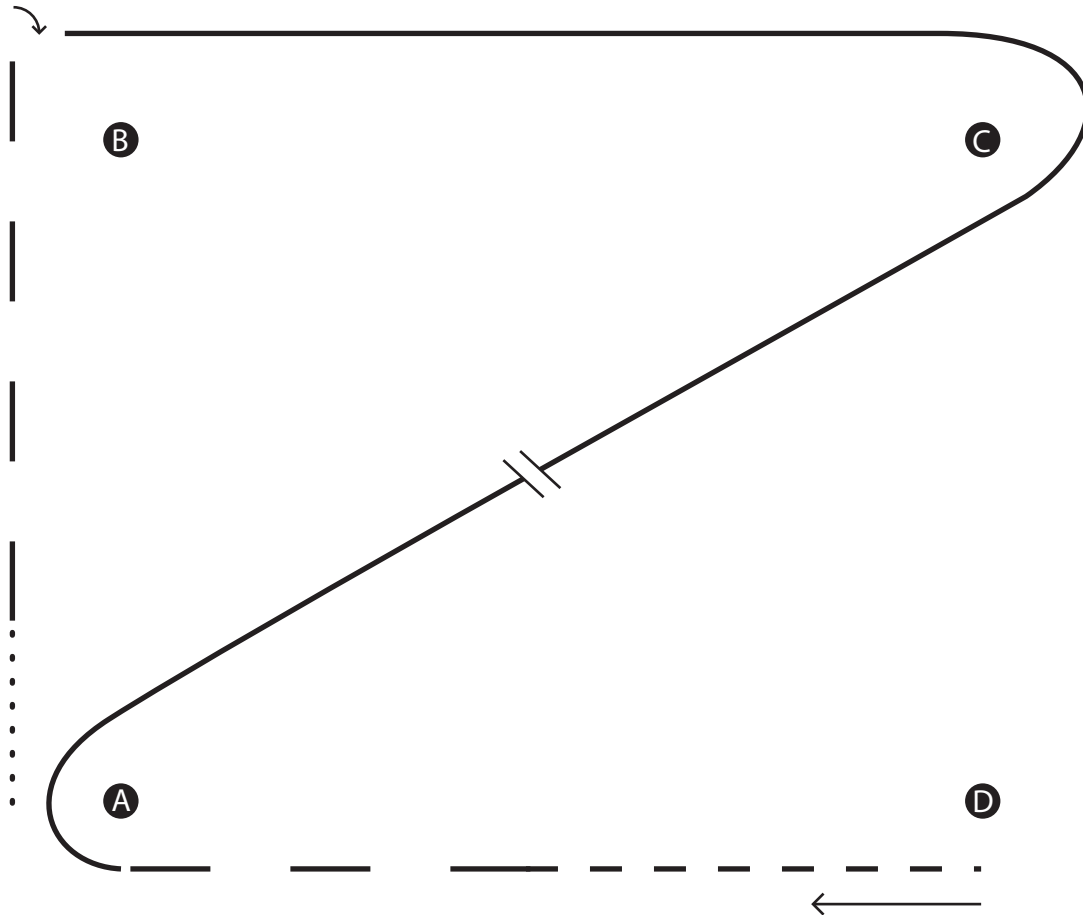
5. Halfway, break to a walk, & walk to Judge
6. Set up for inspection
7. When dismissed, execute a 90 degree turn
8. Trot and stop when even with A



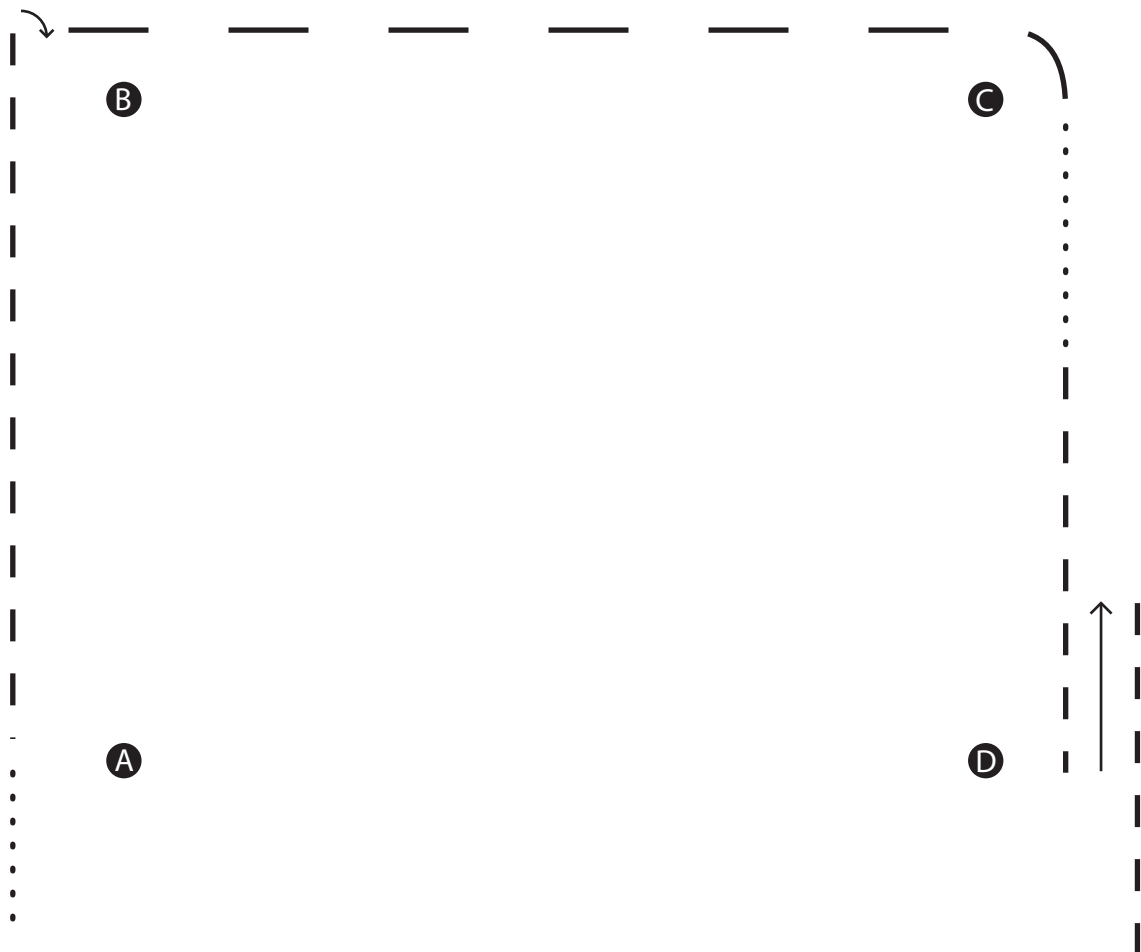
1. Walk two horse lengths
2. Trot Left Diagonal to B
3. Execute Right 90 degree forehand turn
4. Sit Trot halfway to C

5. Trot Left Diagonal to and around C
6. In the center, change diagonals
7. Trot Right Diagonal to A
8. Stop and Back one horse length

NO BLING SPRING FLING
L1/ALL-BREED SHOW & CLINIC
ALL HUNT SEAT EQUITATION CLASSES
(EXCEPT WALK-TROT)

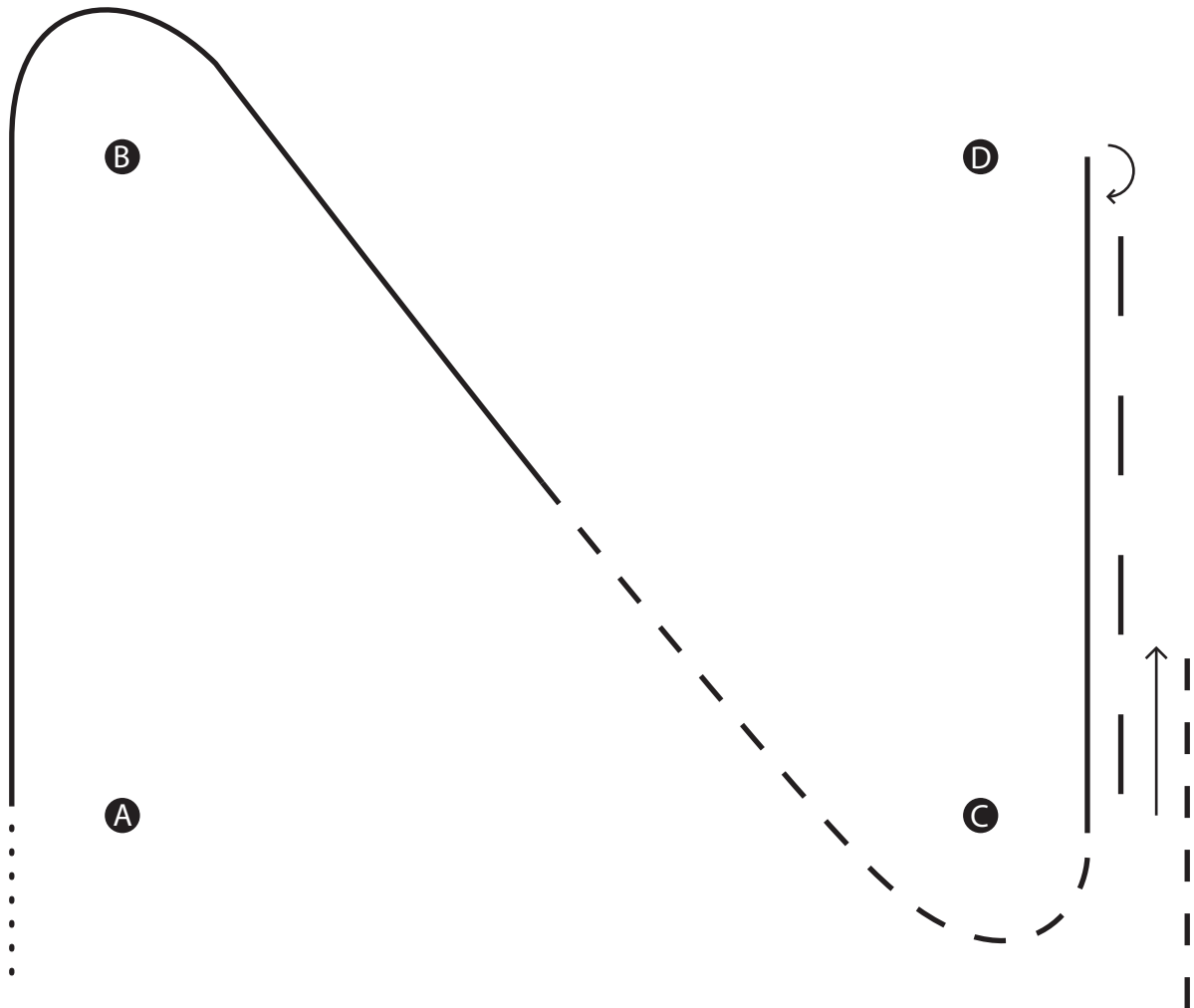


1. Walk two horse lengths
2. Trot Left Diagonal to B
3. Execute Right 90 degree forehand turn
4. Canter Right Lead from B to & around C
5. Simple or flying lead change, Left Lead around A
6. Trot Right Diagonal towards D
7. Halfway Sit Trot to D
8. Stop and Back one horse length



1. Walk to A
2. Trot from A to B
3. Execute a 90 to the right
4. Extend Trot to B around C

5. Walk 10 steps
6. Trot to D
7. Stop and back one horse length
8. Exit at a Trot



1. Walk to A
2. Right Lead from A around B to center of the pattern
3. Break to Trot and Trot around C
4. Left Lead from C to D
5. Execute a 180 turn right
6. Extend Trot from D to C
7. Stop and back one horse length
8. Exit at a Trot