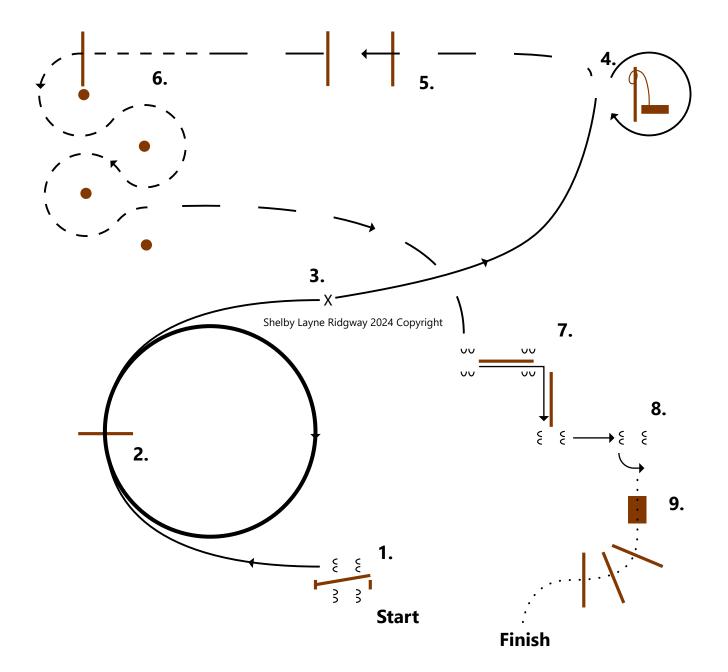


Show 1 - Ranch Trail All Ranch Trail (Except Walk-Trot)



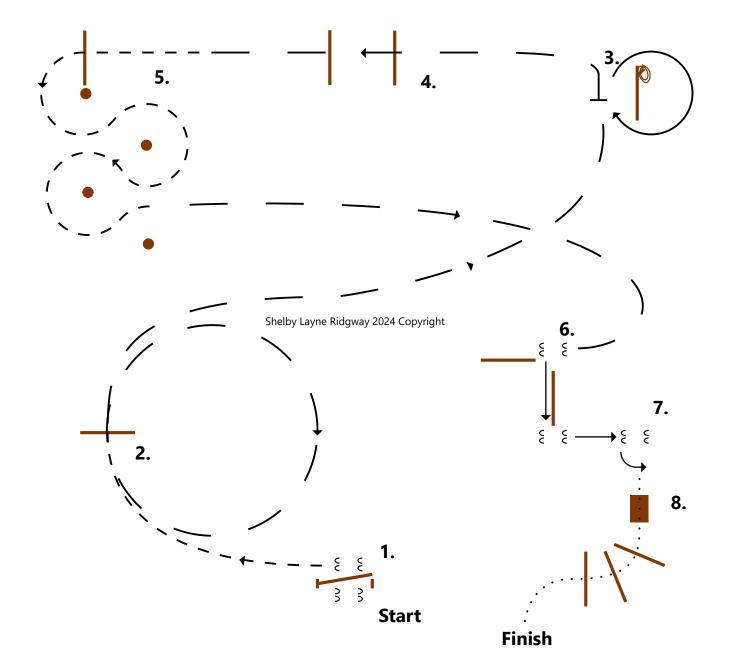


- 1. Left hand work gate
- 2. Right lead over log, extend lope a circle, and over log, collect past the log
- 3. Change leads (simple or flying), Left lead up to drag
- 4. Drag to the right at a walk or trot (Youth exhibitors pick up object, not drag)
- 5. Extend trot over two logs
- 6. Trot serpentine and extend trot up to log
- 7. Sidepass L to the left
- 8. Back until even with bridge and turn 90 left
- 9. Walk over bridge and logs



Show 1 - Ranch Trail All-Breed Walk-Trot 11 & Over



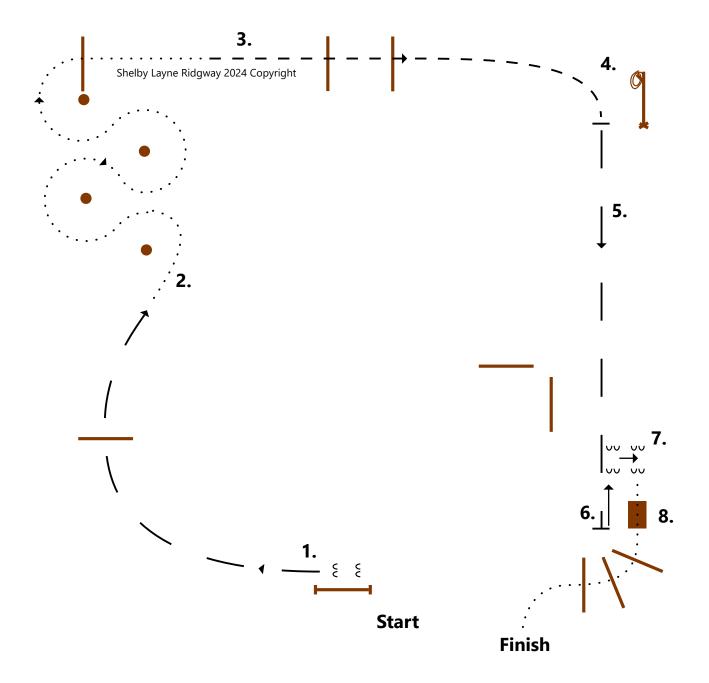


- 1. Left hand work gate
- 2. Trot over log, extend trot a circle, and up to drag obstacle
- 3. Pick up object, walk or trot around the stand, and place object back on stand.
- 4. Extend trot over two logs
- 5. Trot serpentine and extend trot up to log
- 6. Sidepass to the left
- 7. Back until even with bridge and turn 90 left
- 8. Walk over bridge and logs

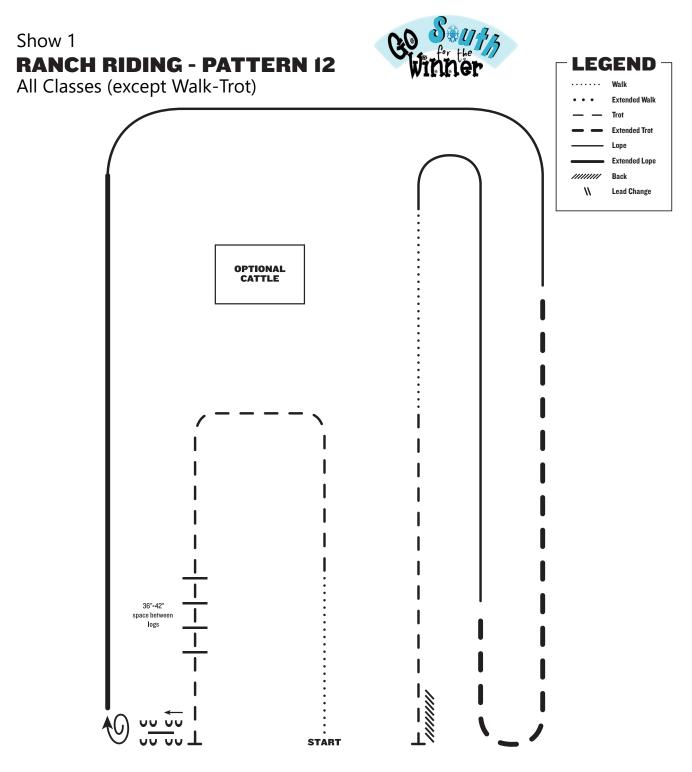


Show 1 - Ranch Trail All-Breed Small Fry (10 & Under)





- 1. Start on the inside of the gate, Extend trot over the log
- 2. Walk the serpentine and log
- 3. Trot over two logs and up to drag obstacle
- 4. Pick up object and place back on stand
- 5. Extend Trot until even with bridge
- 6. Back up past the bridge
- 7. Sidepass until even with bridge
- 8. Walk over bridge and logs



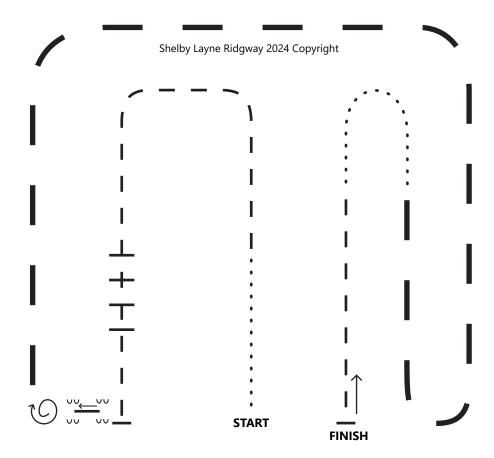
- I. Walk
- 2. Trot
- 3. Trot over logs, stop
- 4. Side pass right over log
- 5. I I/2 turn right
- 6. Extended lope right lead
- 7. Lope right lead
- 8. Extended trot
- 9. Lope left lead
- IO. Walk
- II. Trot
- 12. Stop and back

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.



Show 1 - Ranch Riding All-Breed Walk-Trot 11 & Over



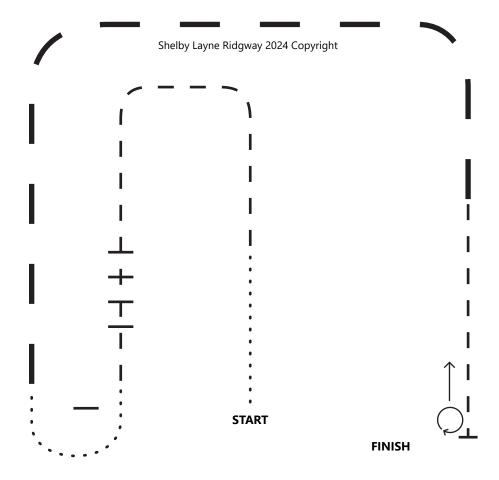


- 1. Walk
- Trot over logs, stop
 Sidepass right across log.
 11/2 turn right
- 5. Extend Trot
- 6. Walk
- 7. Trot
- 8. Stop and back

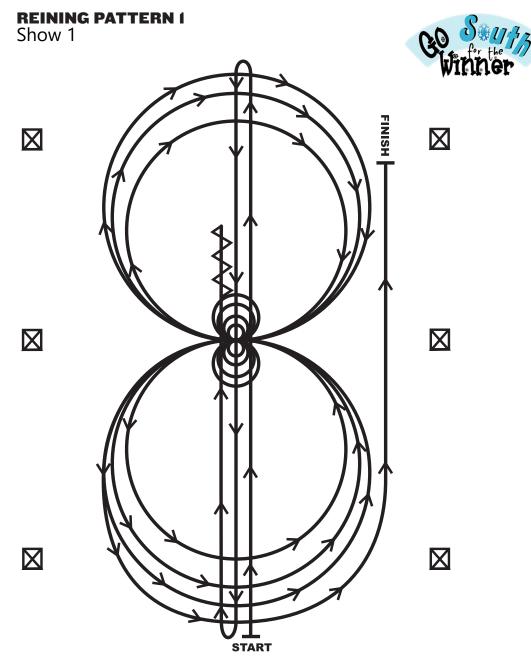


Show 1 - Ranch Riding All-Breed Small Fry (10 & Under)





- 1. Walk
- Trot over logs
 Walk
- 4. Extend Trot
- 5. Trot
- 6. 360 turn right
- 7. Back



- I. 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 markerand 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.

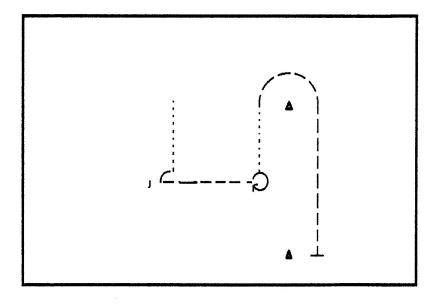


Shows once to all 4 judges



SHOWMANSHIP

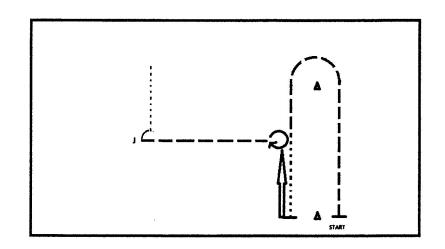
Novice Youth and Novice Amateur



- Start at the 1st cone and trot around the 2nd cone and break to a walk
- Walk until the horses' hip is even with the judge and pivot 1 ¼ turns
- 3. Trot to the judge and set up for inspection
- 4. Pivot ¼ turn and walk to exit

SHOWMANSHIP

Amateur Select , Amateur, and Youth 13 & under, 14-18

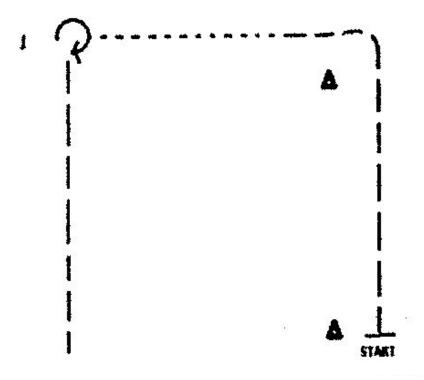


- 1. Start at 1st cone and trot to and around the 2nd cone until even with the judge.
- 2. Break to a walk and walk to 1st cone
- 3. Stop and back until the horses' hip is even with the judge
- 4. Pivot 1 ¼ turns and trot to the judge
- 5. Stop and set up for inspection
- 6. When excused pivot ¼ turn and exit at a walk



Show 2 - Showmanship 11 & Over and Small Fry Walk-Trot

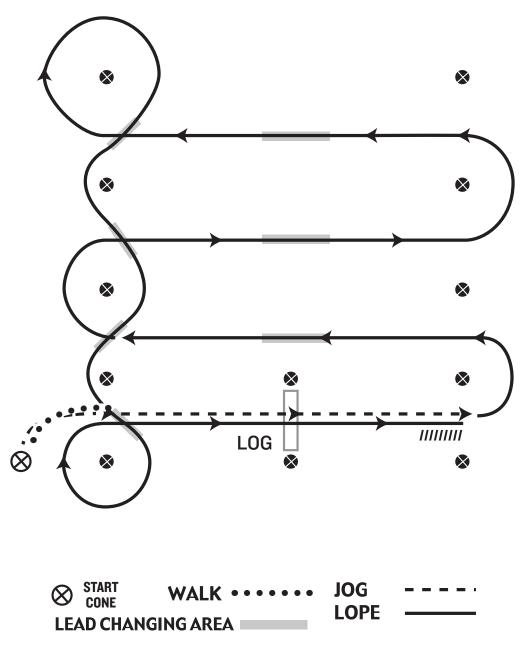




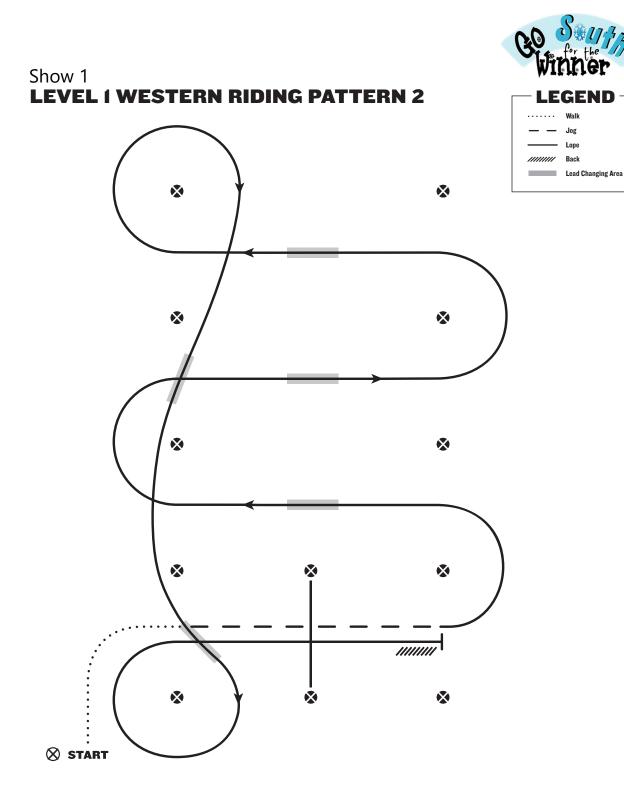
- 1. Start at the 1st marker and trot to and around the 2nd marker
- 2. Break to a walk and walk to the judge
- 3. Stop and set up for inspection
- 4. When excused, pivot ¼ turn and trot to exit



Show 1 WESTERN RIDING PATTERN 2



- 1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
- 2. Transition to the lope, on the left lead
- 3. First crossing change
- 4. Second crossing change
- 5. Third crossing change
- 6. Circle & first line change
- 7. Second line change
- 8. Third line change
- 9. Fourth line change & circle
- 10.Lope over log
- II. Lope, stop & back



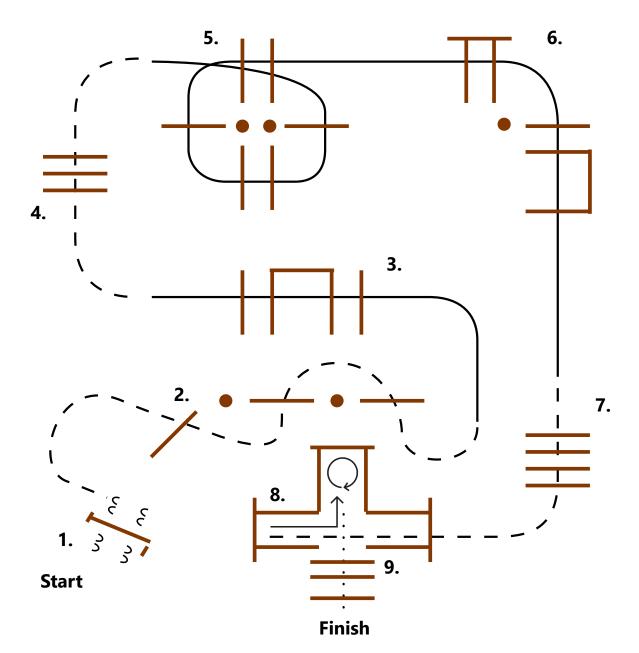
- Walk at least I5 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
 Transition to the lope left lead

- First crossing change
 Second crossing change
 Third crossing change
 Circle & first line change
- 7. Second line change & circle
- 8. Lope over log
- 9. Stop & back



Shows to all 4 judges once All Trail classes (except Walk-Trot)





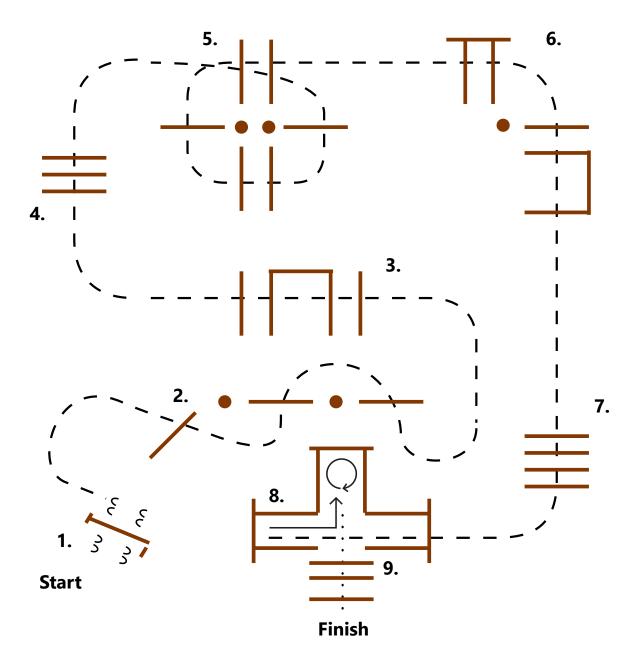
- Open left hand gate
 Trot serpentine
 Lope left lead straight poles
 Trot poles

- Lope right lead wheel
 Continue right lead poles
- Trot over straight poles into chute
 Back into opening, spin 360 either way
 Walk over poles



Shows to all 4 judges once All-Breed Walk-Trot 11 & Over





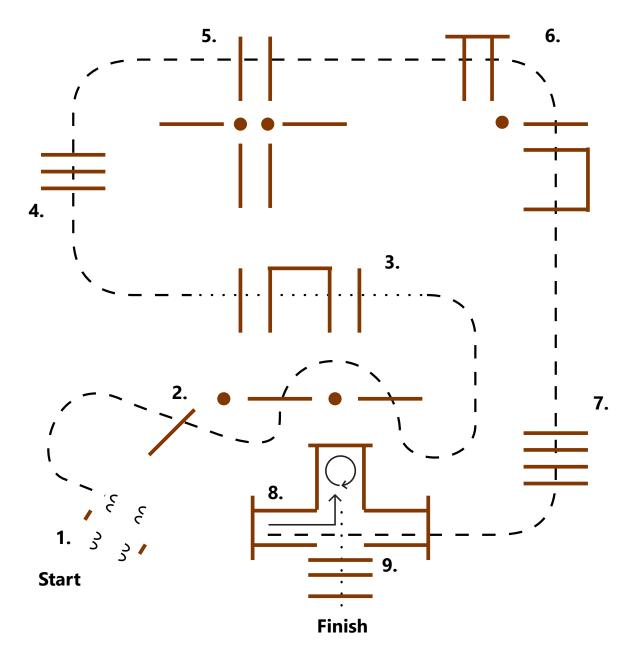
- Open left hand gate
 Trot serpentine
 Trot straight poles
 Trot poles
 Trot wheel
 Continue trot poles

- 6. Continue trot poles
- Trot over straight poles into chute
 Back into opening, spin 360 either way
- 9. Walk over poles



Shows to all 4 judges once All-Breed Small Fry (10 & Under)



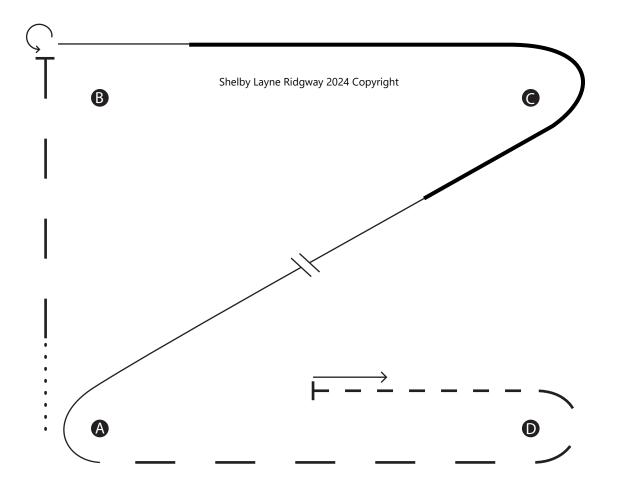


- Walk through the open gate Trot serpentine 1.
- Trot serpentine
 Walk straight poles
 Trot poles
 Trot wheel poles
 Continue trot poles
- Trot over straight poles into chute
 Back into opening, spin 360 either way
- 9. Walk over poles



Show 1 - Hunt Seat Equitation Youth, Amateur, Select



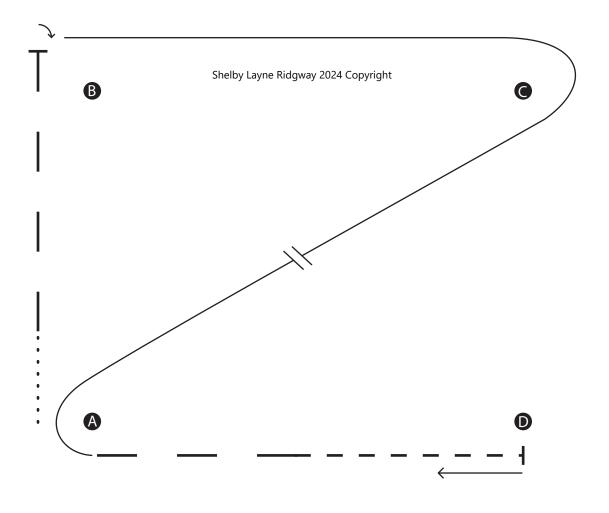


- 1. Walk two horse lengths
- 2. Trot left diagonal to B
- 3. Execute 270 forehand turn left
- 4. Right lead into a hand gallop around C, collect canter before center of pattern
- 5. Change leads (simple or flying)
- 6. Left lead around A
- 7. Trot Right Diagonal around D
- 8. Sit trot and stop halfway between C & D
- 9. Back one horse length



Show 1 - Hunt Seat Equitation Level 1 Youth & Level 1 Amateur



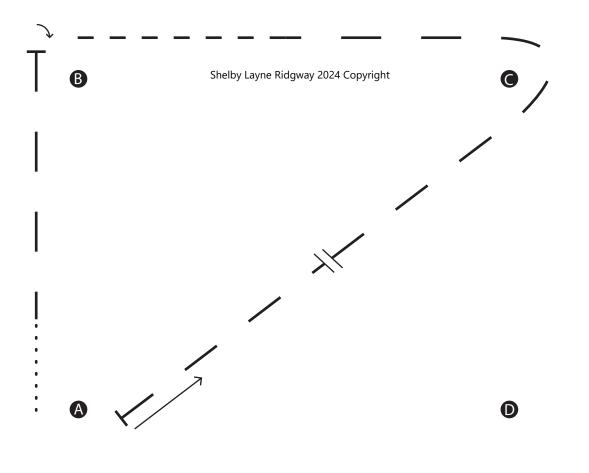


- 1. Walk two horse lengths
- 2. Trot left diagonal to B
- 3. Execute 90 forehand turn right
- 4. Right lead around C to center of pattern
- 5. Change leads (simple or flying)
- 6. Left lead around A
- 7. Trot Right Diagonal to D
- 8. Sit trot to D
- 9. Stop and back one horse length



Show 1 - Hunt Seat Equitation 11 & Over and Small Fry Walk-Trot





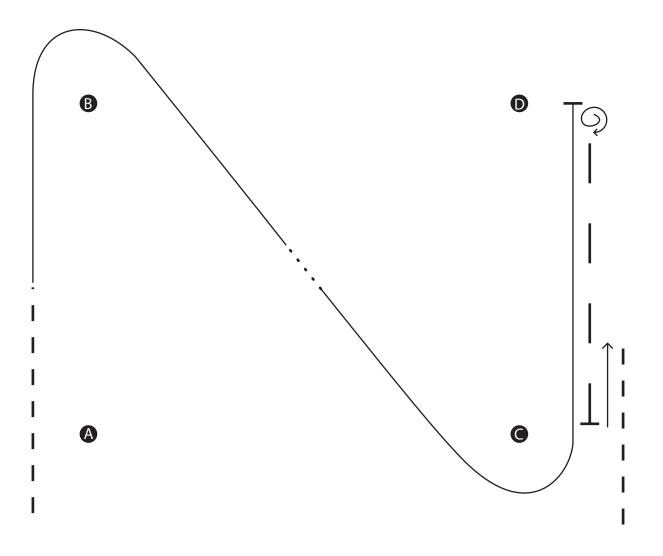
- 1. Walk two horse lengths
- 2. Trot Left Diagonal to B
- 3. Execute Right 90 degree forehand turn
- 4. Sit Trot halfway to C

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



Show 1 - Horsemanship Youth, Amateur, Select







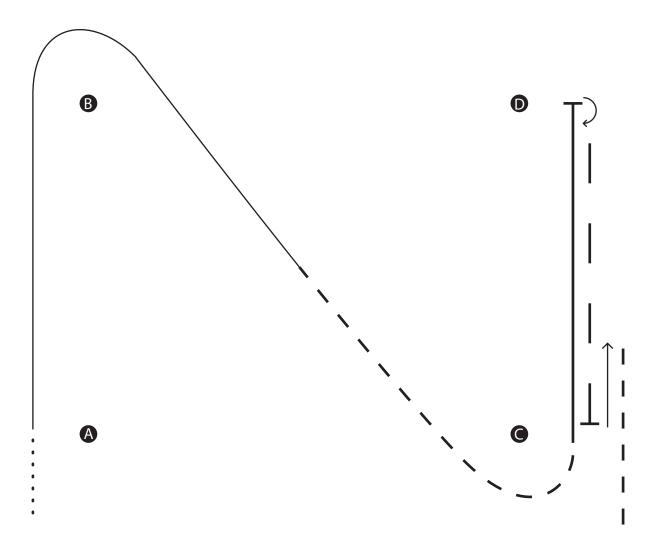
- 1. Trot before A
- 2. Right Lead around B to center of the pattern
- 3. Walk for 6-8 steps
- 4. Left Lead around C to D

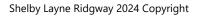
- 5. Execute 1 1/2 turn right
- 6. Extend Trot from D to C
- 7. Stop and back one horse length
- 8. Exit at a Trot



Show 1 - Horsemanship Level 1 Youth & Level 1 Amateur







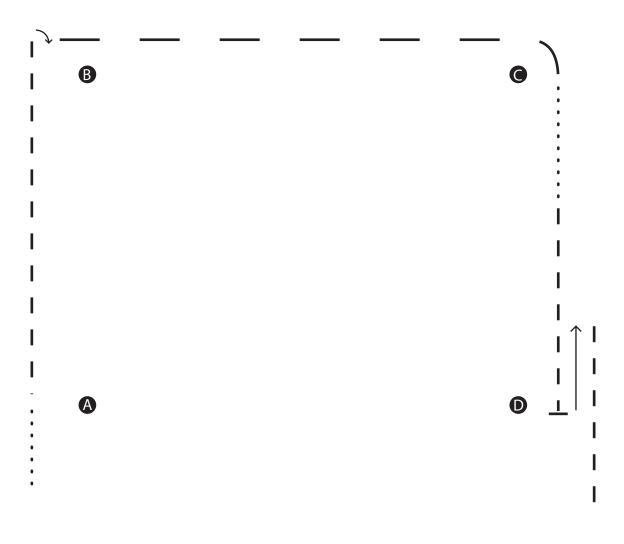
- 1. Walk to A
- 2. Right Lead from A around B to center of the pattern
- 3. Break to Trot and Trot around C
- 4. Left Lead from C to D

- 5. Execute 1/2 turn right
- 6. Extend Trot from D to C
- 7. Stop and back one horse length
- 8. Exit at a Trot



Show 1 - Horsemanship 11 & Over and Small Fry Walk-Trot

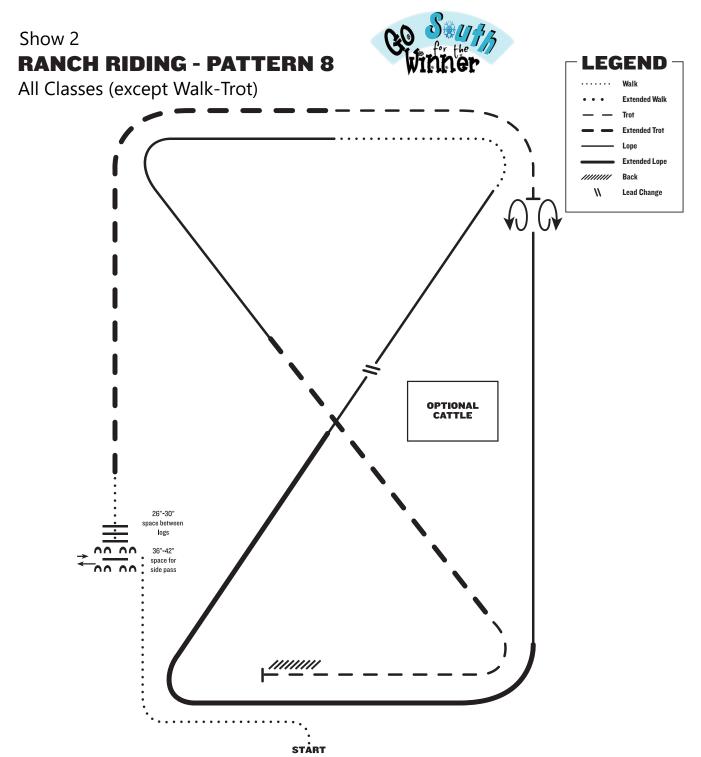






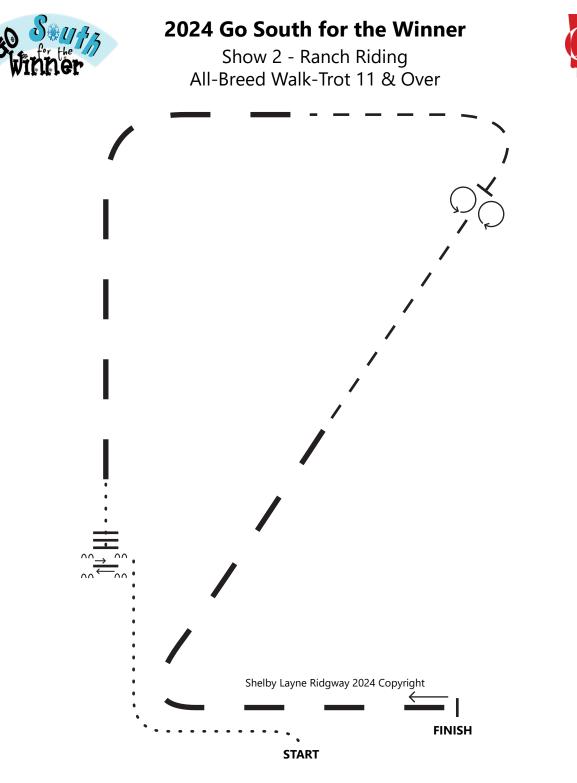
- 1. Walk to A
- 2. Trot from A to B
- 3. Execute a 90 to the right
- 4. Extend Trot to B around C

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

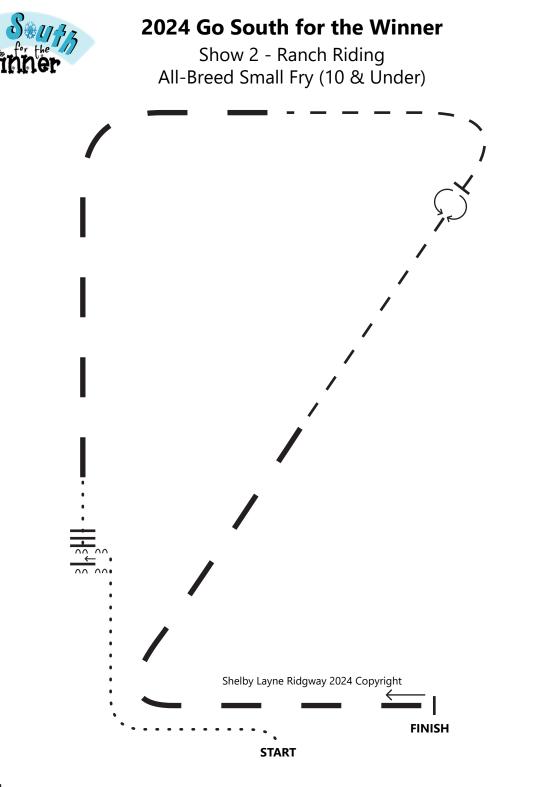


- I. Walk
- 2. Side pass left across first log, side pass I/2 way to right
- 3. Walk over logs
- 4. Extended trot
- 5. Trot
- 6. Stop, 360° turn each direction (either direction Ist) (L-R or R-L)
- 7. Lope right lead
- 8. Extended lope right lead
- 9. Collect lope, change leads (simple or flying), continue lope left lead
- IO. Walk
- II. Lope left lead
- I2. Extended trot
- 13. Trot
- I4. Stop and back

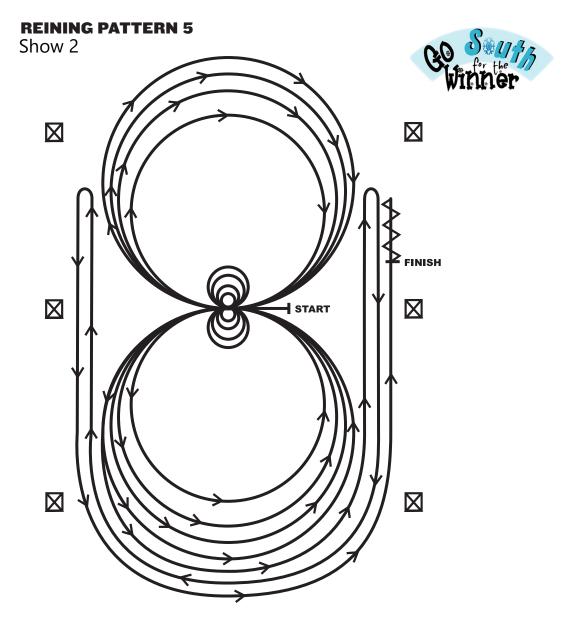
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



- 1. Walk
- 2. Sidepass left across first log, sidepass right
- halfway across the log
- 3. Walk over logs
- Extend Trot
 Trot
- 6. Turn 360 both directions (either first)
- 7. Trot
- 8. Extend Trot
- 9. Stop & Back



- 1. Walk
- 2. Sidepass left halfway across first log
- 3. Walk over logs
- 4. Extend Trot
- 5. Trot
- 6. Turn 180 both directions (either first)
- 7. Trot
- 8. Extend Trot
- 9. Stop & Back



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

- I. 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.
- 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. Hesitate.
- 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 twenty feet (six 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 twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



Show 2

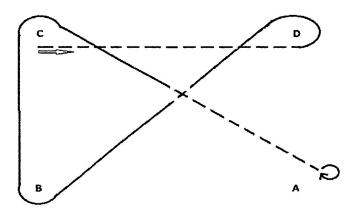


EQUITATION

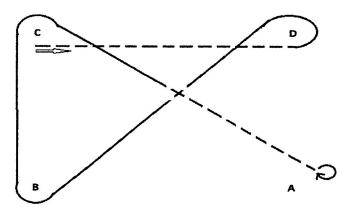
Novice Youth and Novice Amateur

EQUITATION

Youth, Amateur and Select Amateur



- 1. Execute a forehand turn to the right
- 2. Trot on the right diagonal to the center of the pattern
- 3. Canter on the left lead to C and around B to the center of the pattern
- 4. Perform a lead change and continue around D
- 5. Trot on the left diagonal to C
- 6. Stop, back 1 horse length...exit at a trot

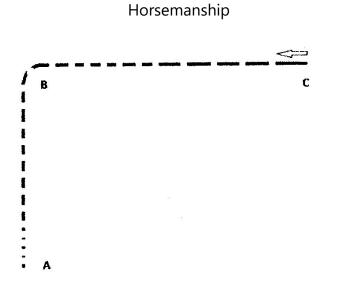


- 1. Execute a forehand turn to the right
- 2. Trot on the right diagonal to the center of the pattern
- 3. Canter on the left lead to C
- 4. Hand gallop from C to B
- 5. At B collect the canter and continue to the center of the pattern and change leads
- 6. Canter around D and trot on the left diagonal to C
- 7. Stop and back 1 horse length....exit at a trot



Show 2 11 & Over and Small Fry Walk-Trot

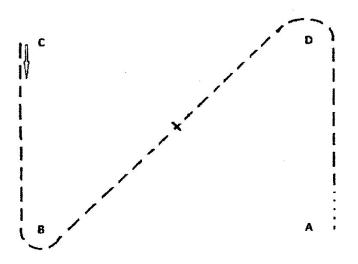




1. Begin at Marker A and walk 1 horse length

- 2. Jog to and around marker B
- 3. ½ way between Markers B and C extend the jog to Marker C
- 4. Stop and back 1 horse length.....thank you

Hunt Seat Equitation



- 1. Begin at Marker A and walk 1 horse length
- 2. Start a posting trot on the right diagonal to and around D to the center of the arena and change diagonals
- 3. Continue around marker B to Marker C
- 4. Stop and back 1 horse length....exit at a trot

Show 2

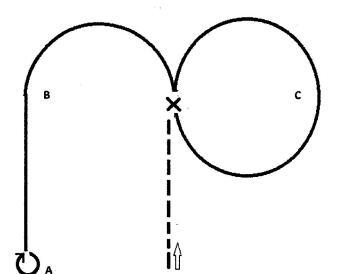


Horsemanship

Novice Amateur and Novice Youth

HORSEMANSHIP

Amateur Select , Amateur and Youth 13 & under, 14-18

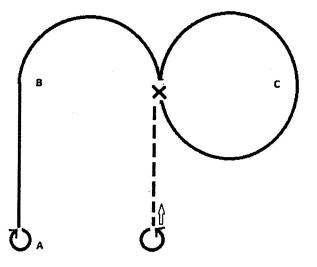


1. Pivot 360* right and lope right lead down the line and % circle

2. Perform a simple change of leads and lope a circle to the left

3. Close circle and break to an extended trot until even with A

4. Stop, back 1 horse lengthexit at a jog

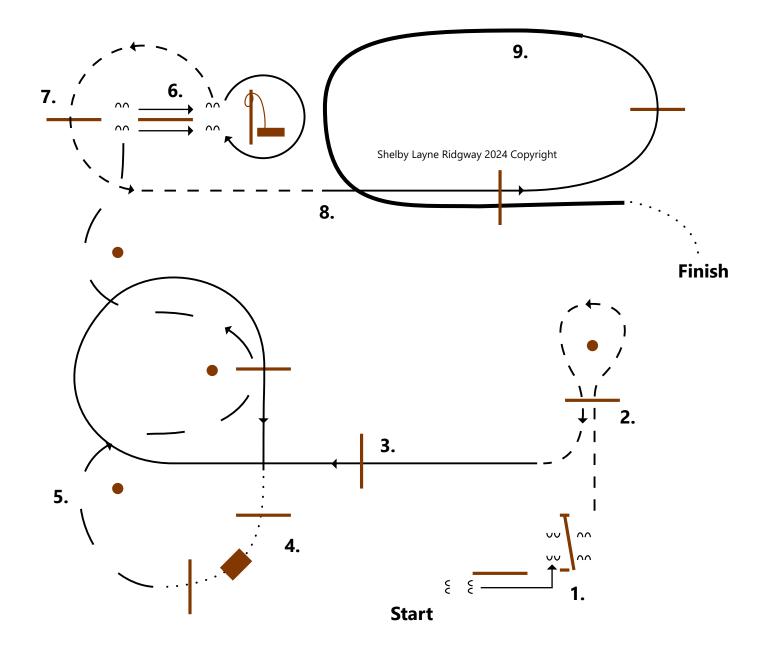


- 1. Pivot 360* right and lope on the right lead down the line and $\ensuremath{\mathscr{Y}}$ circle
- 2. Change leads and continue a circle to the left
- 3. Close circle and extend the trot until even with A.
- 4. Stop, pivot 360* left and back 1 horse length.....exit at a jog



Show 2 - Ranch Trail All Ranch Trail (Except Walk-Trot)



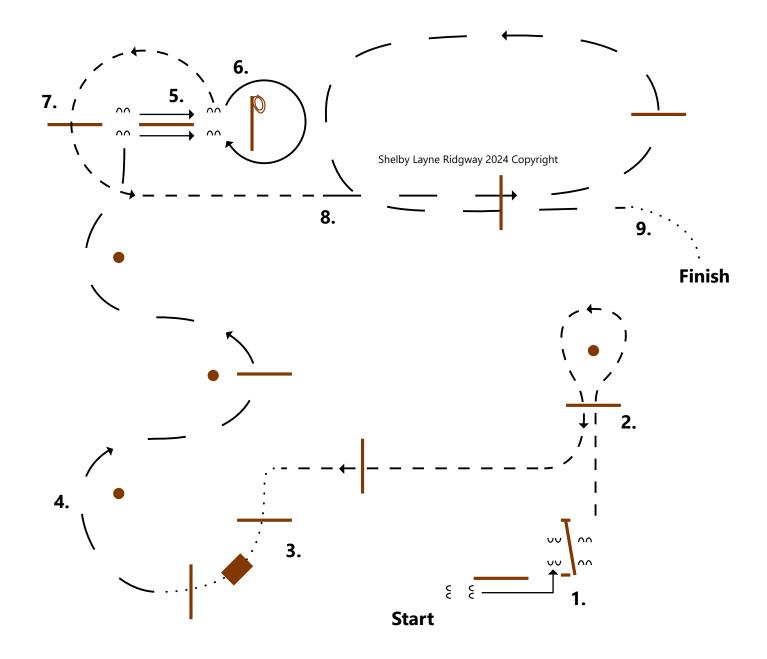


- 1. Back L to gate & left hand work gate
- 2. Trot log and cone
- 3. Right lead logs
- 4. Walk over logs and bridge
- 5. Extend trot serpentine up to sidepass log
- 6. Sidepass to the right up to drag. Drag to the right at a walk or trot (Youth exhibitors pick up object, not drag)
- 7. Trot over log
- 8. Left lead two logs
- 9. Extend the lope over the last log. Break to a walk to exit out side gate.



Show 2 - Ranch Trail All-Breed Walk-Trot 11 & Over



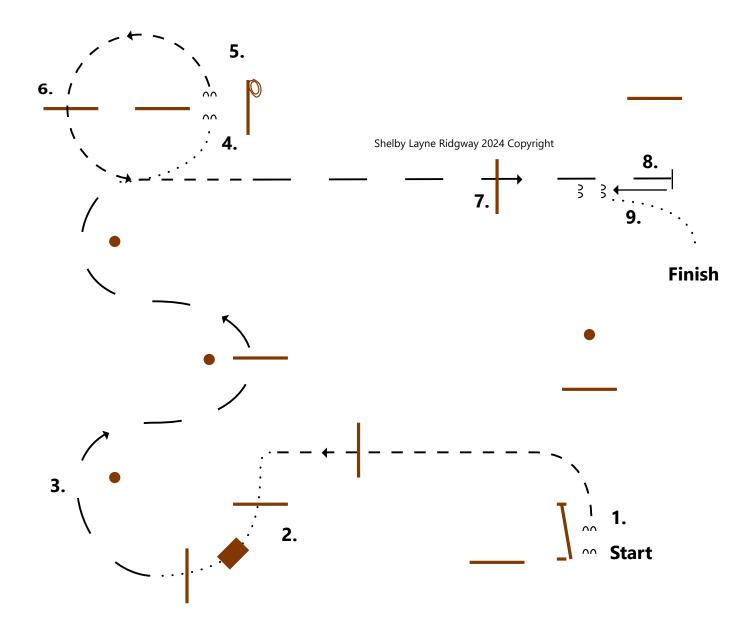


- 1. Back L to gate & left hand work gate
- 2. Trot log, around cone, and over logs
- 3. Walk over logs and bridge
- 4. Extend trot serpentine up to sidepass log
- 5. Sidepass to the right up to drag
- 6. Pick up object and go to the right at a walk or trot
- 7. Trot over log
- 8. Extend trot over three logs
- 9. Break to a walk to exit out side gate.



Show 2 - Ranch Trail All-Breed Small Fry (10 & Under)





- Start next to gate, trot over log
 Walk over logs and bridge
 Extend trot serpentine

- Break to a walk & walk up to drag obstacle
 Pick up object and place back on stand

- 6. Trot over log
 7. Extend trot over log
- 8. Stop and back
- 9. Walk to exit out side gate.