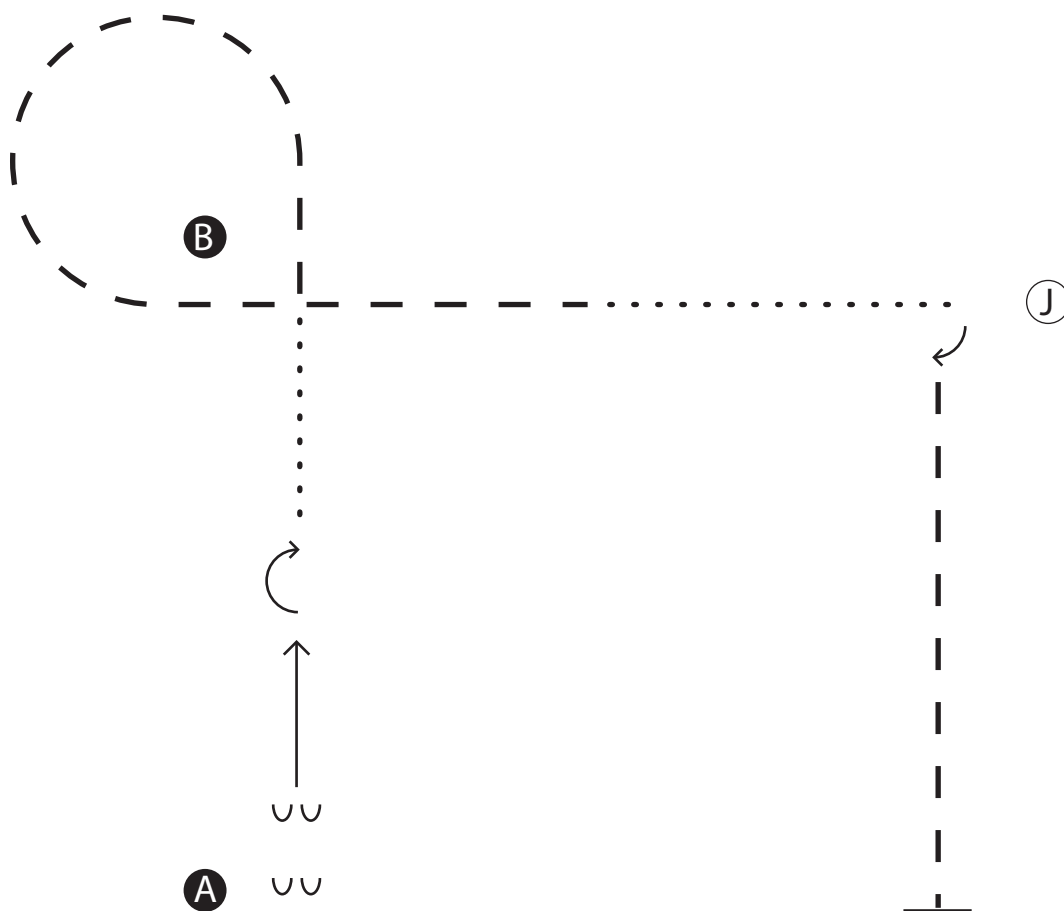




STIRRUP A LITTLE FUN

L1/ALL-BREED SHOW & CLINIC
ALL SHOWMANSHIP CLASSES

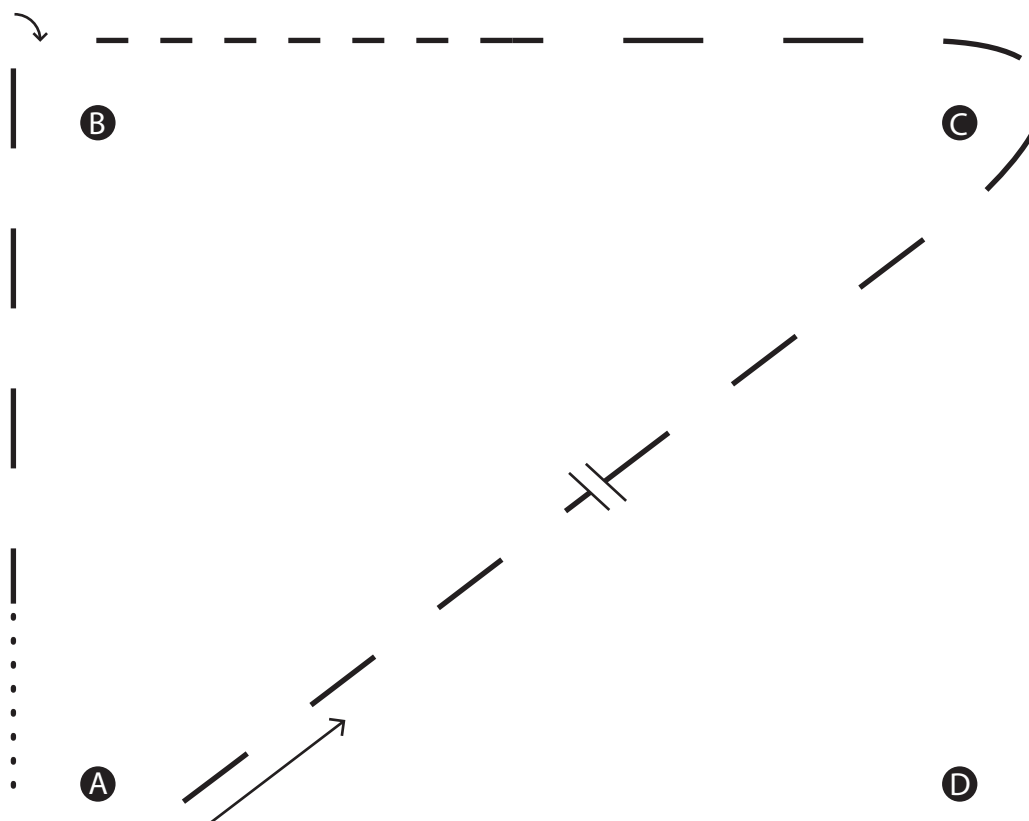


1. Back 4 steps
2. Execute a 180 degree turn
3. Walk until even with Judge
4. Trot around B

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



STIRRUP A LITTLE FUN
L1/ALL-BREED SHOW & CLINIC
WALK-TROT HUNT SEAT EQUITATION CLASSES

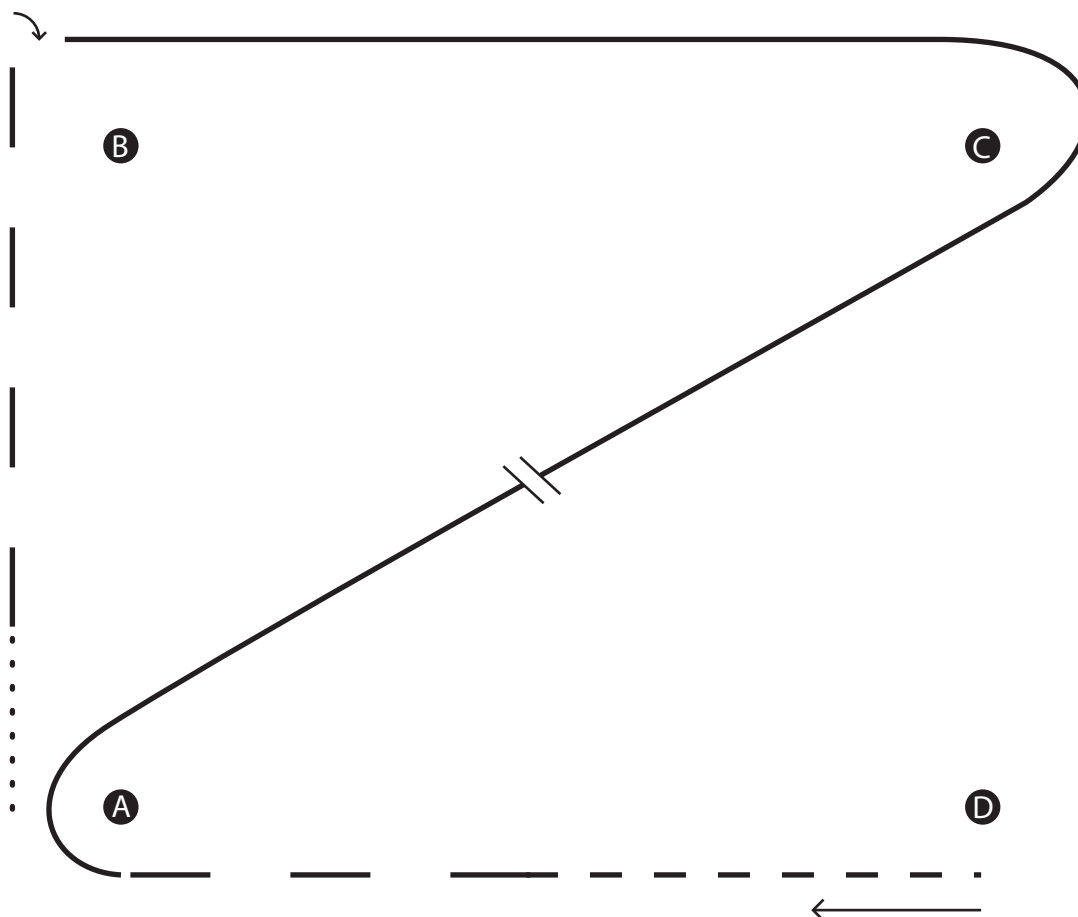


1. Walk two horse lengths
2. Trot Left Diagonal to B
3. Execute Right 90 degree forehand turn
4. Sit Trot halfway to C

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



STIRRUP A LITTLE FUN
L1/ALL-BREED SHOW & CLINIC
ALL HUNT SEAT EQUITATION CLASSES
(EXCEPT WALK-TROT)



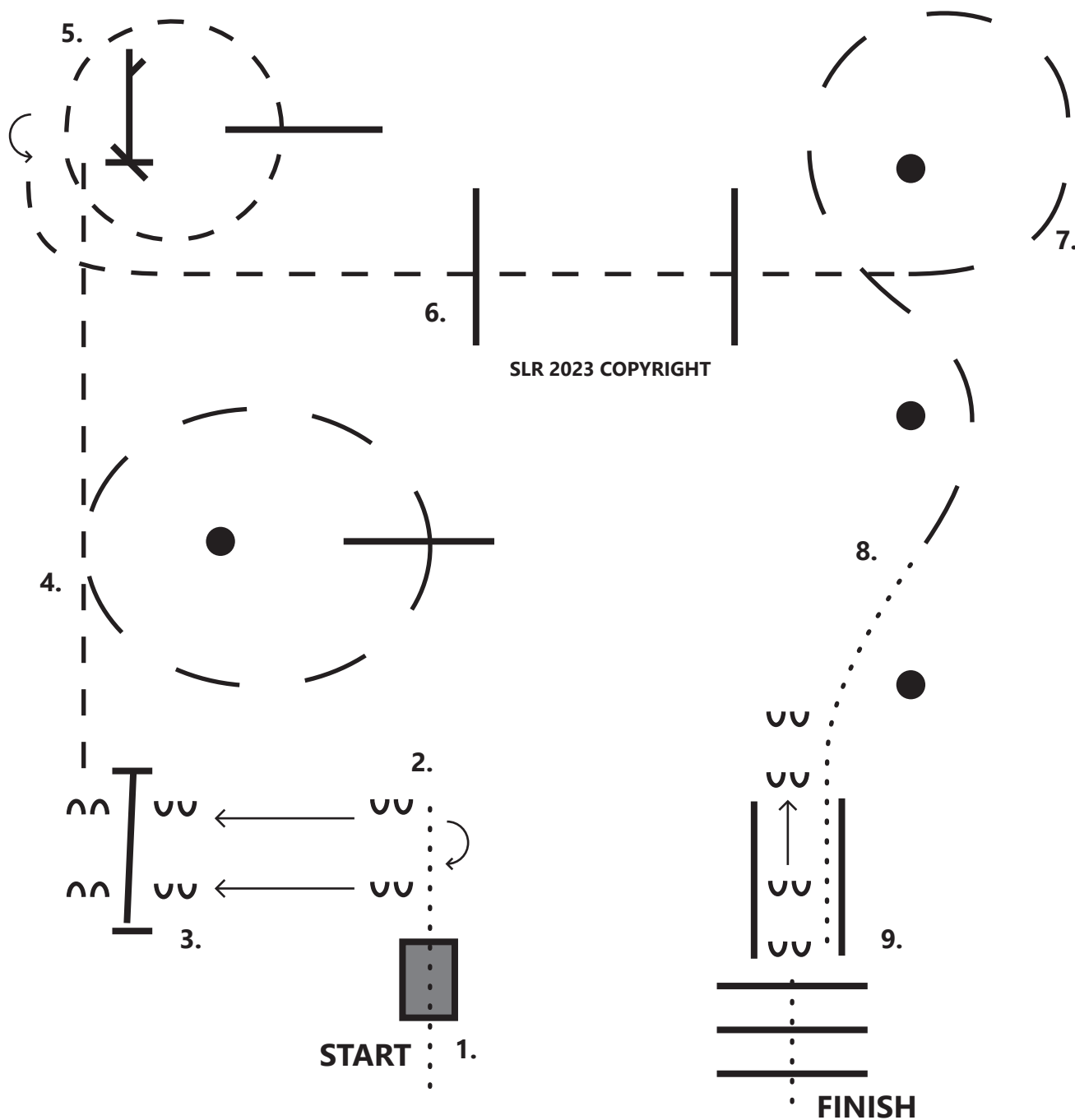
1. Walk two horse lengths
2. Trot Left Diagonal to B
3. Execute Right 90 degree forehand turn
4. Canter Right Lead from B to & around C

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



STIRRUP A LITTLE FUN

L1/ALL-BREED SHOW & CLINIC
ALL WALK TROT RANCH TRAIL CLASSES



1. WALK ON BRIDGE, HESITATE ON TOP OF BRIDGE, WALK OFF BRIDGE
2. TURN 180 TO THE RIGHT, SIDEPASS RIGHT TO THE GATE
3. RIGHT HAND GATE
4. EXTEND TROT OVER POLE, COLLECT TO THE TROT, TROT UP TO STAND, & STOP

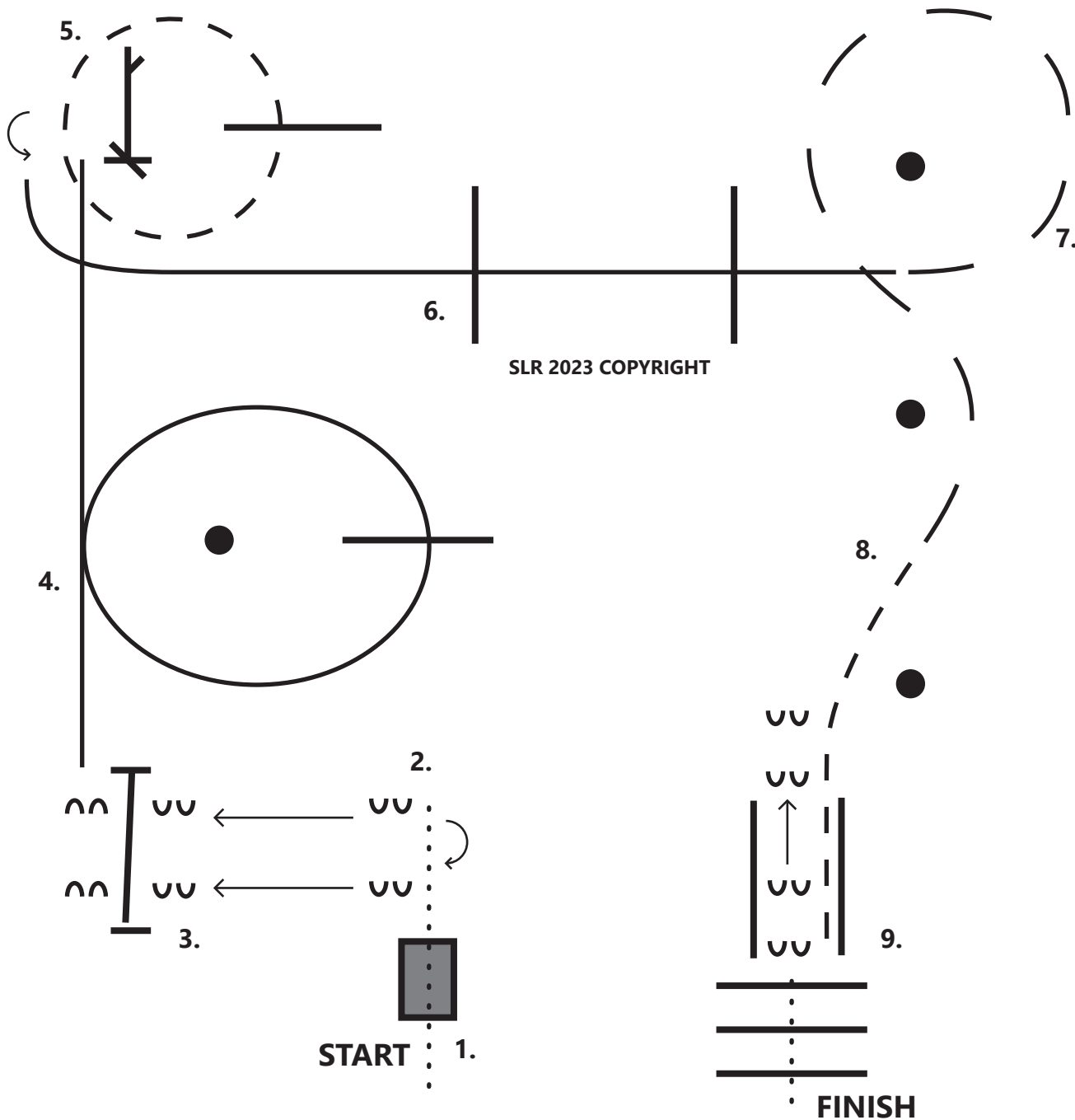
5. PICK UP BUCKET. TROT OVER POLE. PUT BUCKET BACK
6. TURN 180 LEFT. TROT OVER TWO POLES
7. EXTEND TROT SERPENTINE
8. SLOW TO WALK AND WALK INTO CHUTE
9. BACK THRU CHUTE & WALK OVER POLES



STIRRUP A LITTLE FUN

L1/ALL-BREED SHOW & CLINIC

ALL RANCH TRAIL CLASSES
(EXCEPT WALK-TROT)



1. WALK ON BRIDGE, HESITATE ON TOP OF BRIDGE, WALK OFF BRIDGE
2. TURN 180 TO THE RIGHT, SIDEPASS RIGHT TO THE GATE
3. RIGHT HAND GATE
4. LOPE RIGHT LEAD OVER POLE, UP TO STAND, AND STOP

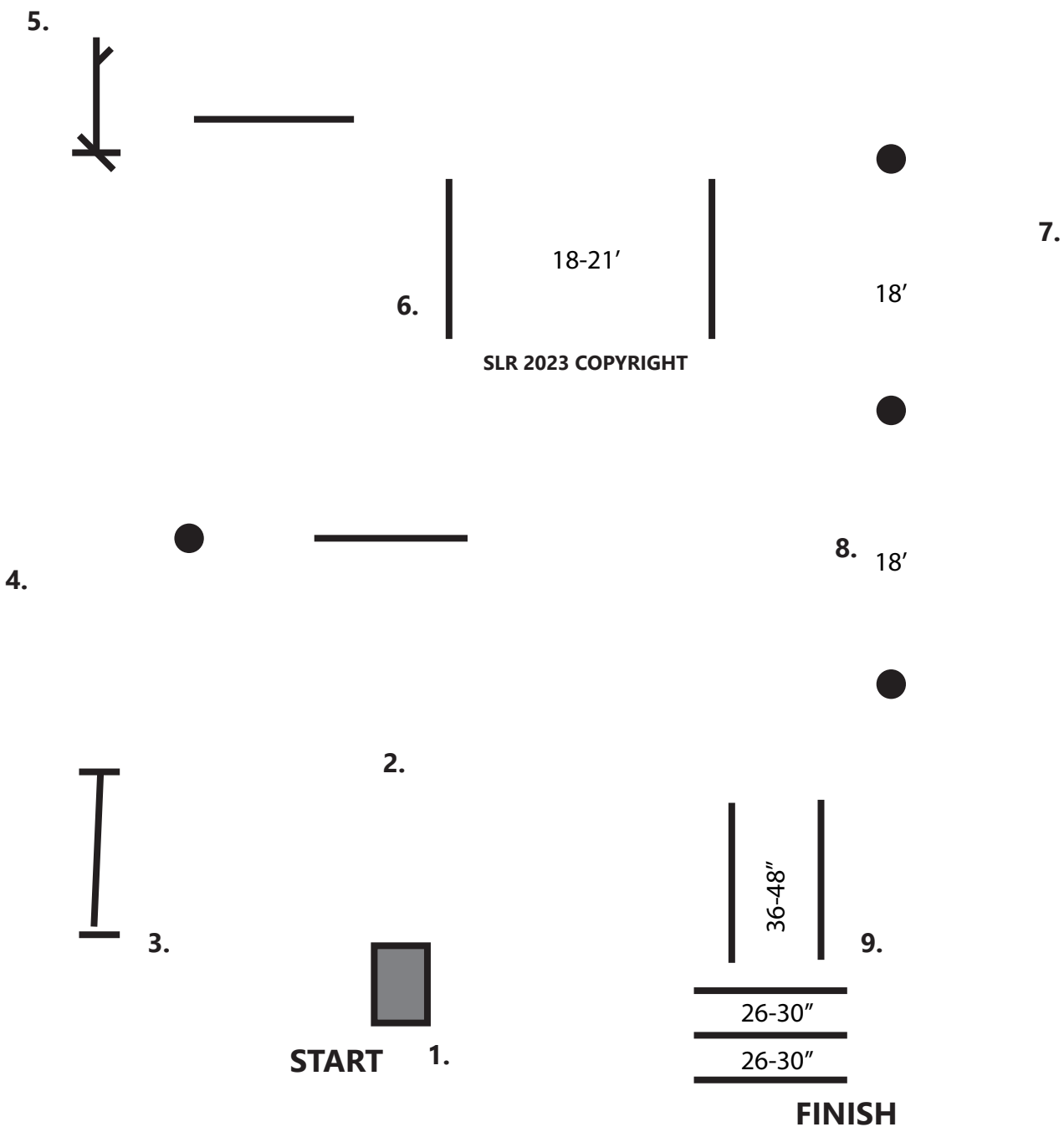
5. PICK UP BUCKET. TROT OVER POLE. PUT BUCKET BACK
6. TURN 180 LEFT. LOPE LEFT LEAD OVER TWO POLES
7. EXTEND TROT SERPENTINE
8. SLOW TO TROT AND TROT INTO CHUTE
9. BACK THRU CHUTE & WALK OVER POLES



STIRRUP A LITTLE FUN

L1/ALL-BREED SHOW & CLINIC

ALL RANCH TRAIL CLASSES (MEASUREMENTS)

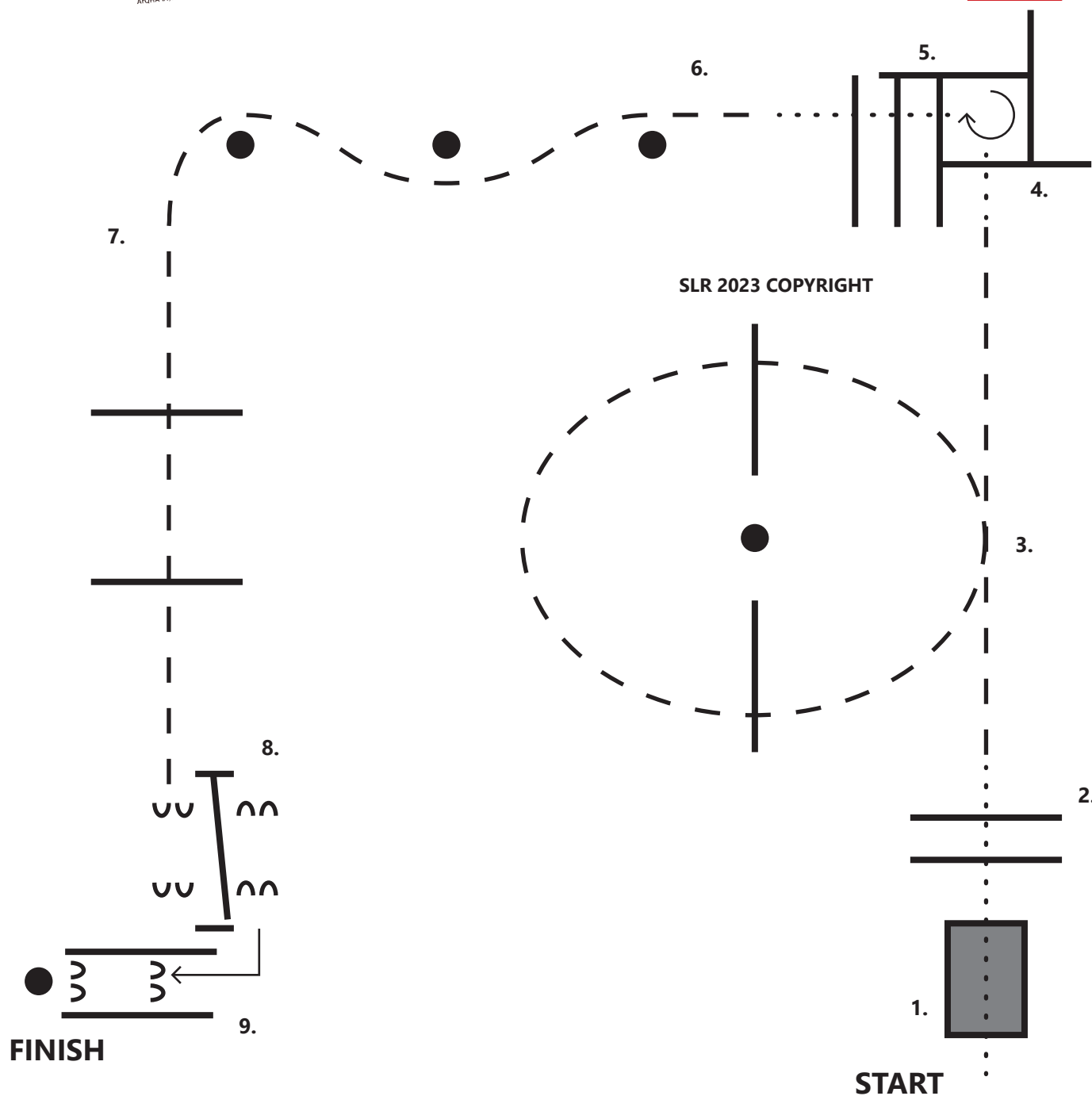


1. WALK ON BRIDGE, HESITATE ON TOP OF BRIDGE, WALK OFF BRIDGE
2. TURN 180 TO THE RIGHT, SIDEPASS RIGHT TO THE GATE
3. RIGHT HAND GATE
4. LOPE RIGHT LEAD OVER POLE, UP TO STAND, AND STOP
5. PICK UP BUCKET. TROT OVER POLE. PUT BUCKET BACK
6. TURN 180 LEFT. LOPE LEFT LEAD OVER TWO POLES
7. EXTEND TROT SERPENTINE
8. SLOW TO TROT AND TROT INTO CHUTE
9. BACK THRU CHUTE & WALK OVER POLES



STIRRUP A LITTLE FUN

L1/ALL-BREED SHOW & CLINIC
ALL WALK-TROT TRAIL CLASSES



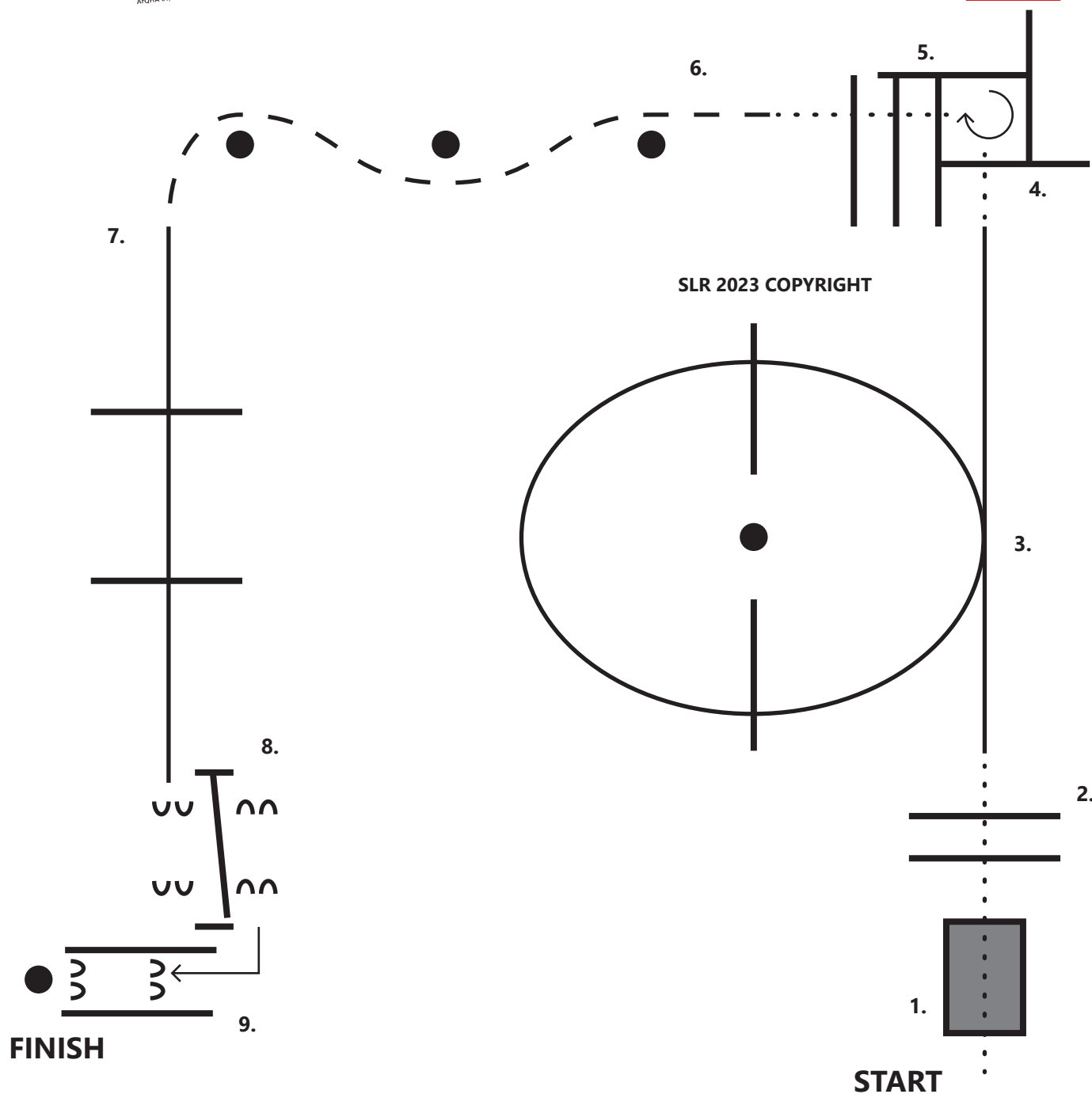
1. WALK OVER BRIDGE
2. WALK OVER TWO POLES
3. TROT TWO POLES
4. STOP OR BREAK TO A WALK, WALK INTO BOX. TURN 270 TO THE RIGHT.

5. WALK OUT OF BOX AND OVER POLES
6. TROT SERPENTINE
7. TROT TWO POLES. STOP AT GATE
8. LEFT HAND GATE
9. BACK 'L' INTO CHUTE



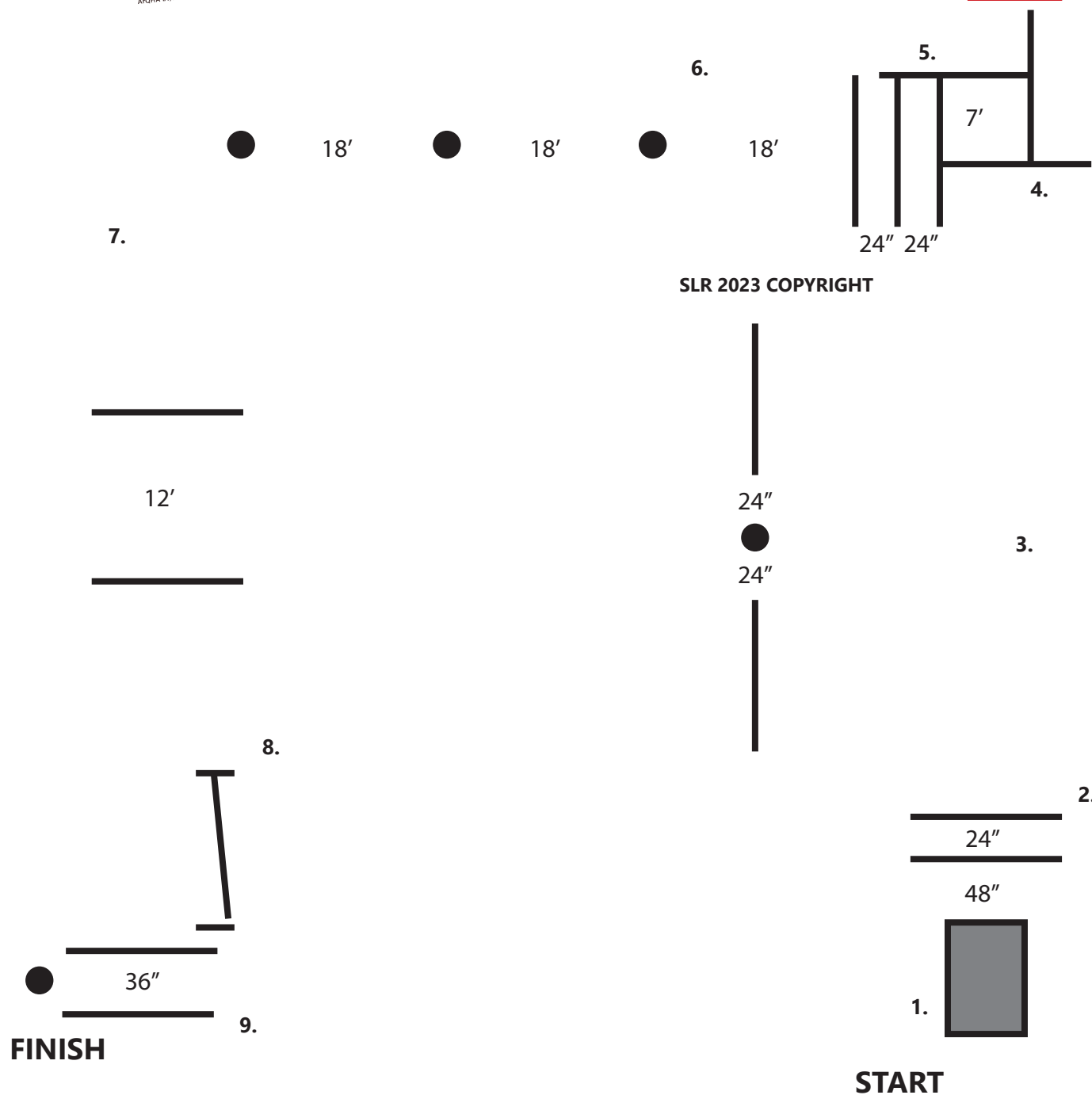
STIRRUP A LITTLE FUN

L1/ALL-BREED SHOW & CLINIC
ALL TRAIL CLASSES (EXCEPT WALK-TROT)



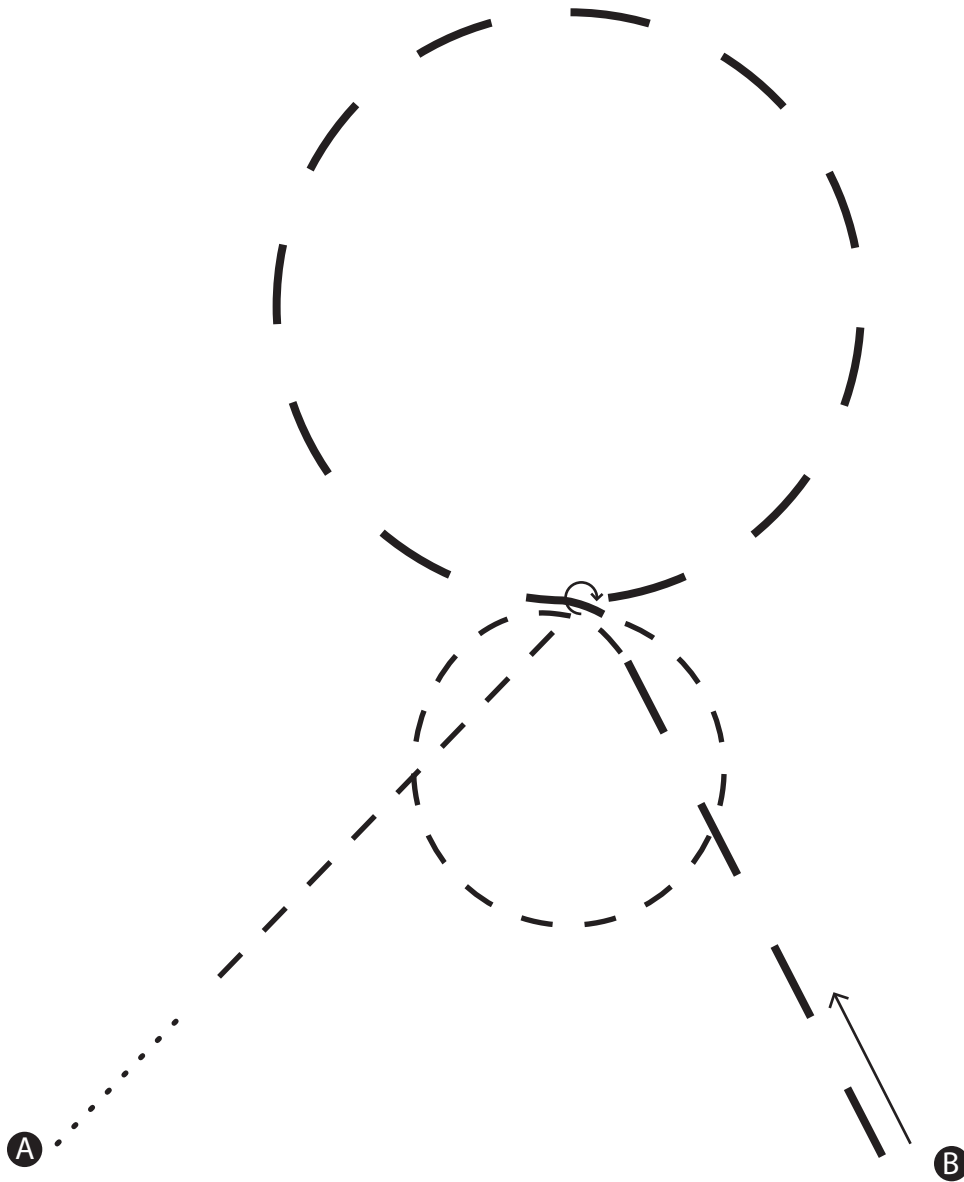
1. WALK OVER BRIDGE
2. WALK OVER TWO POLES
3. LEFT LEAD TWO POLES
4. STOP OR BREAK TO A WALK. WALK INTO BOX. TURN 270 TO THE RIGHT.

5. WALK OUT OF BOX AND OVER POLES
6. TROT SERPENTINE
7. RIGHT LEAD TWO POLES. STOP AT GATE
8. LEFT HAND GATE
9. BACK 'L' INTO CHUTE





STIRRUP A LITTLE FUN
L1/ALL-BREED SHOW & CLINIC
18 & UNDER & LEVEL 1 YOUTH
WALK-TROT HORSEMANSHIP CLASSES

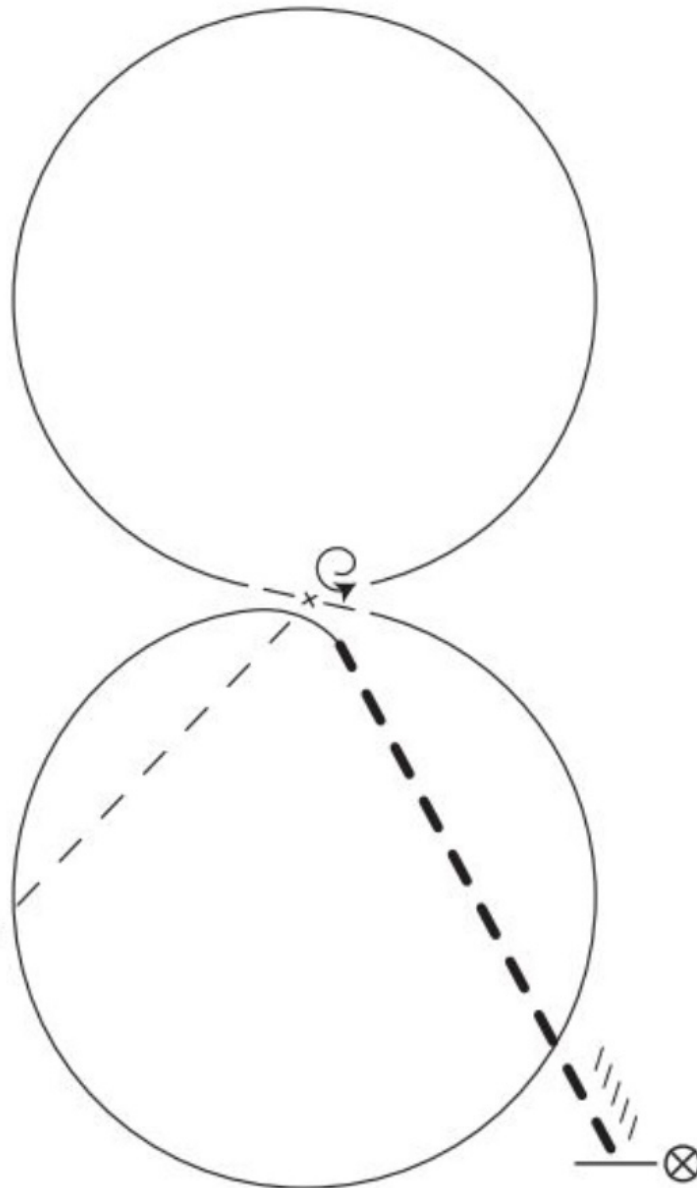


1. Walk approximately 15'
2. Jog to center
3. Stop. Execute an approximate 3/4 turn to the left
4. Extend trot a circle to the left
5. Trot a smaller circle to the right
6. Extend trot to marker
7. Stop & back
8. Exit at a walk or jog

SLR 2023 COPYRIGHT

Youth All-Breed

Start ⊗

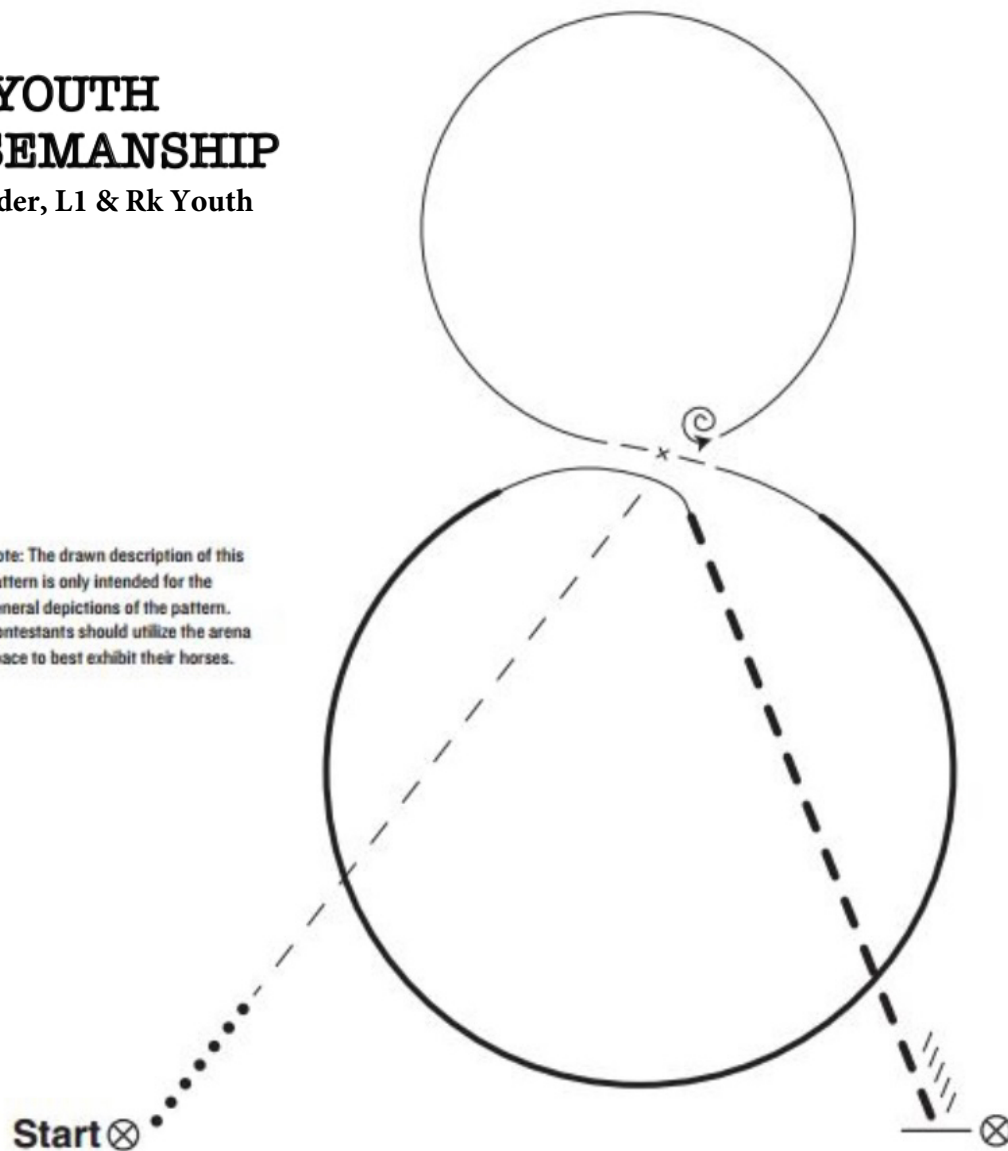


1. Walk approximately 15'
2. Jog to center
3. Stop. Execute an approximate $\frac{3}{4}$ turn to the left
4. Lope, left lead circle
5. Simple change, through a jog
6. Lope, right lead circle
7. Extended trot to marker
8. Stop & back
9. Exit at a walk or jog

YOUTH HORSEMANSHIP

18 & Under, L1 & Rk Youth

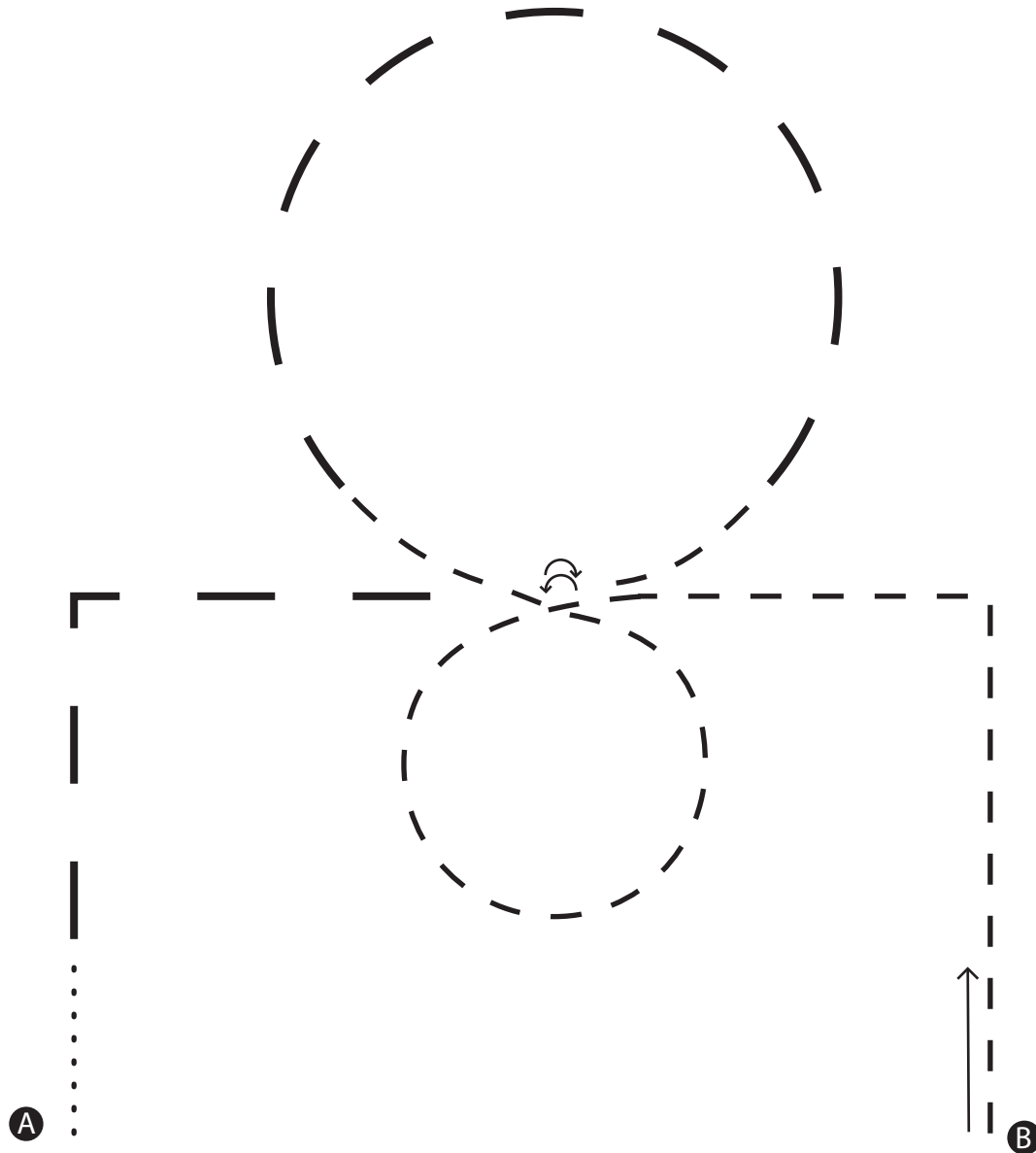
Note: The drawn description of this pattern is only intended for the general depictions of the pattern. Contestants should utilize the arena space to best exhibit their horses.



1. Walk approximately 15'
2. Jog to center
3. Stop. Execute an approximate $1\frac{3}{4}$ turn to the left
4. Lope, left lead circle
5. Simple change, through a jog
6. Lope, right lead circle with speed
7. Collect to lope and extended trot to marker
8. Stop & back
9. Exit at a walk or jog



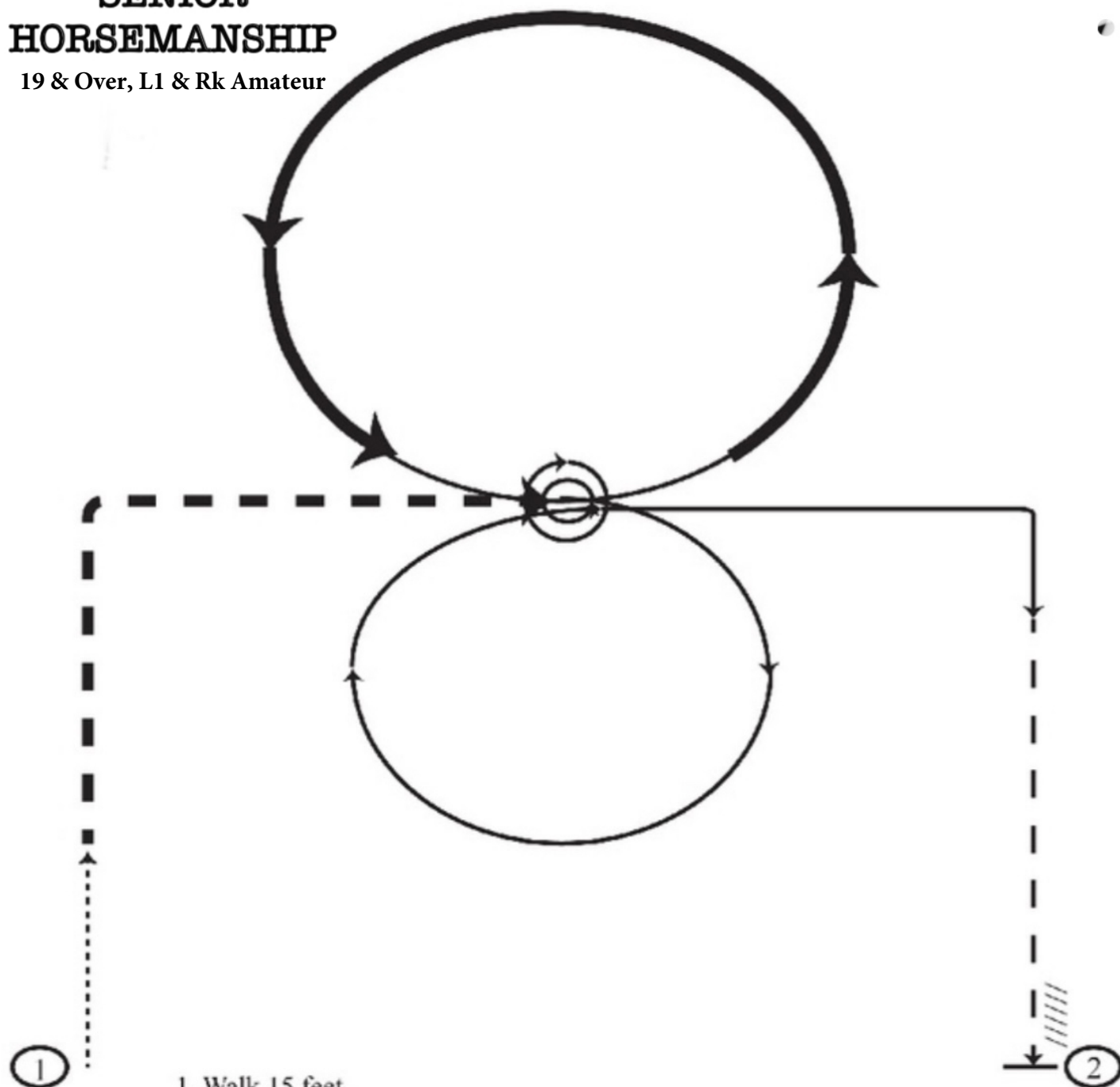
STIRRUP A LITTLE FUN
L1/ALL-BREED SHOW & CLINIC
19 & OVER & LEVEL 1 AMATEUR
WALK-TROT HORSEMANSHIP CLASSES



1. Walk 15 feet
2. Extend jog to the middle of the arena
3. Stop. Execute an 180 to the right and 180 to the left.
4. Trot a circle to the left building speed before collecting the trot.
5. Trot a smaller circle to the right without losing cadence
6. Trot corner to the right and to cone.
7. Stop & back 2 horse lengths
8. Exit at a walk or jog

SENIOR HORSEMANSHIP

19 & Over, L1 & Rk Amateur

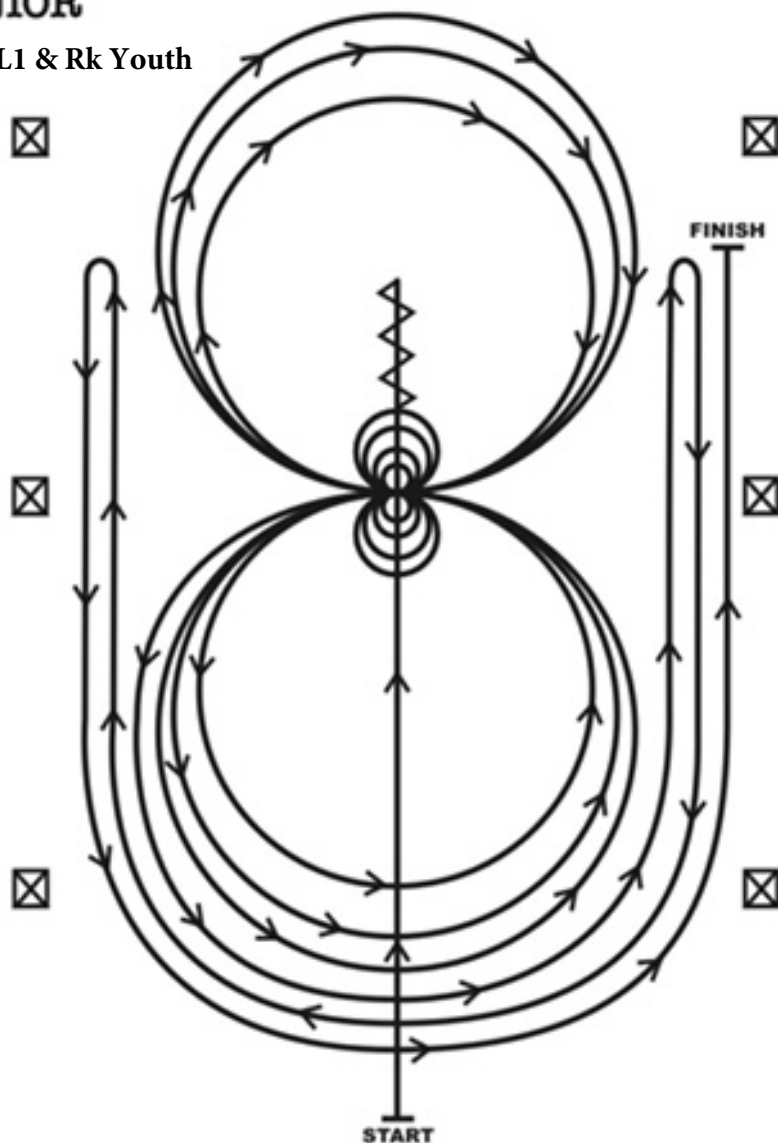


1. Walk 15 feet.
2. Extended jog to the middle of the arena.
3. 360° turn to the right and 360° to the left.
4. Lope a left lead circle, building speed before collecting to the lope. Change leads, flying or simple.
5. Lope a smaller circle to the right without losing cadence.
6. Lope a corner to the right.
7. Jog to marker. Stop and back 2 horse lengths.
8. Exit at a walk or jog.

REINING PATTERN 9

JUNIOR

18 & Under, L1 & Rk Youth



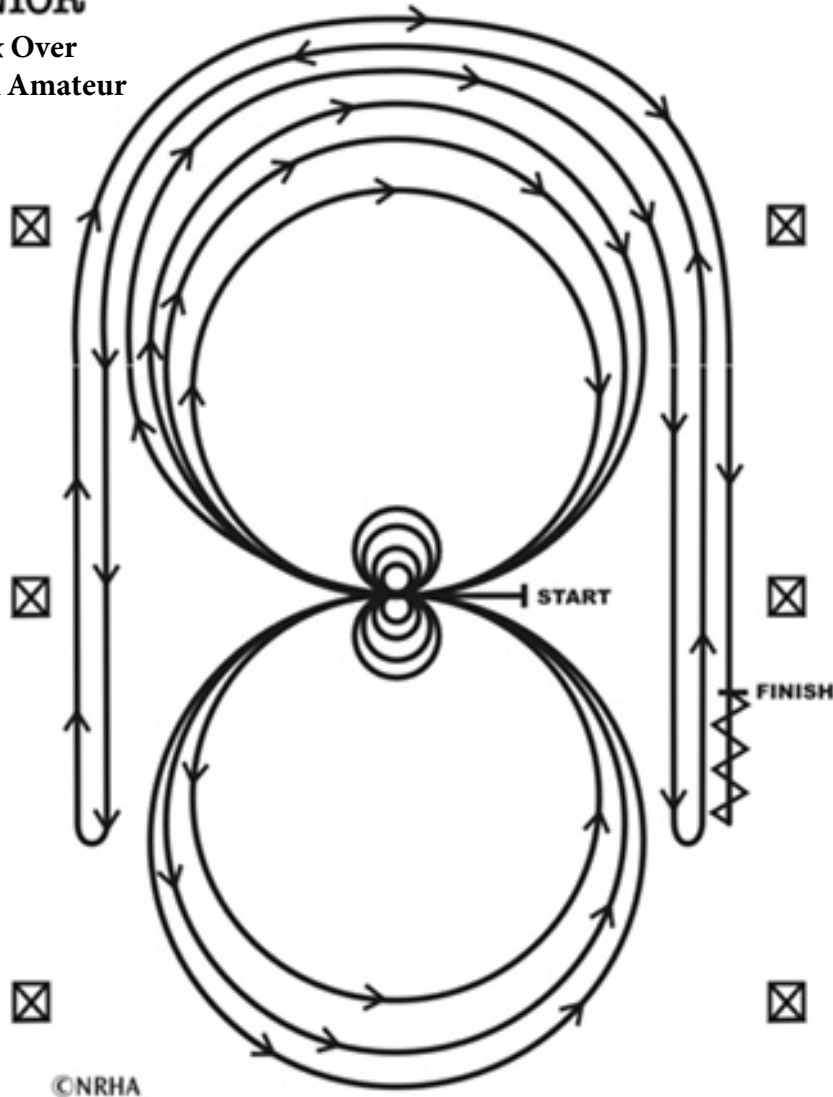
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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.
5. Complete three circles to the right: 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 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 back around the 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 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.

Revised 01-2021

REINING PATTERN 14

SENIOR

19 & Over
L1 & Rk Amateur



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.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. 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. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run up 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.
6. Continue back around previous circle but do not close this circle. Run up the left 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 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 the completion of the pattern.

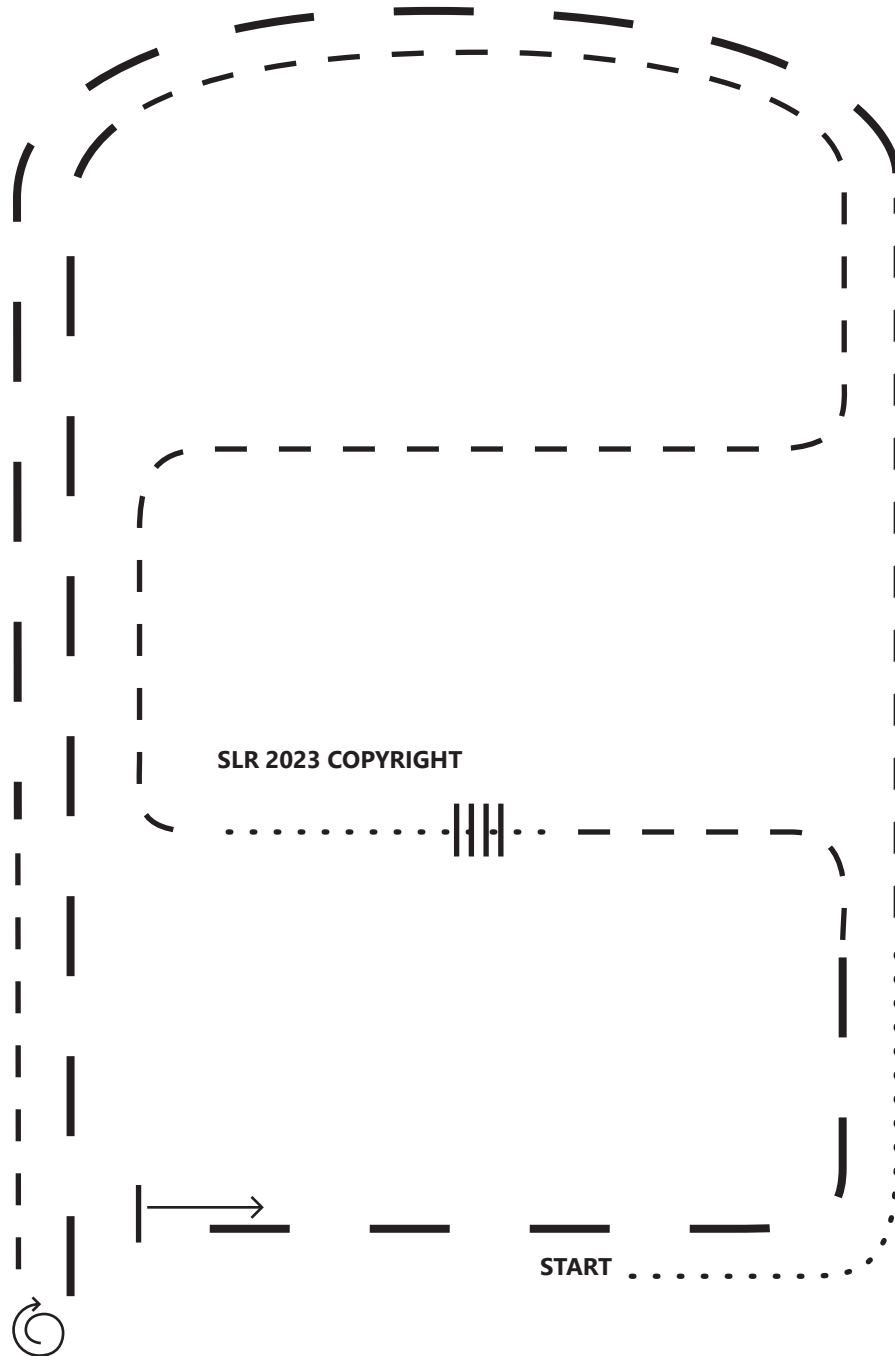
Revised 01-2021



STIRRUP A LITTLE FUN

L1/ALL-BREED SHOW & CLINIC

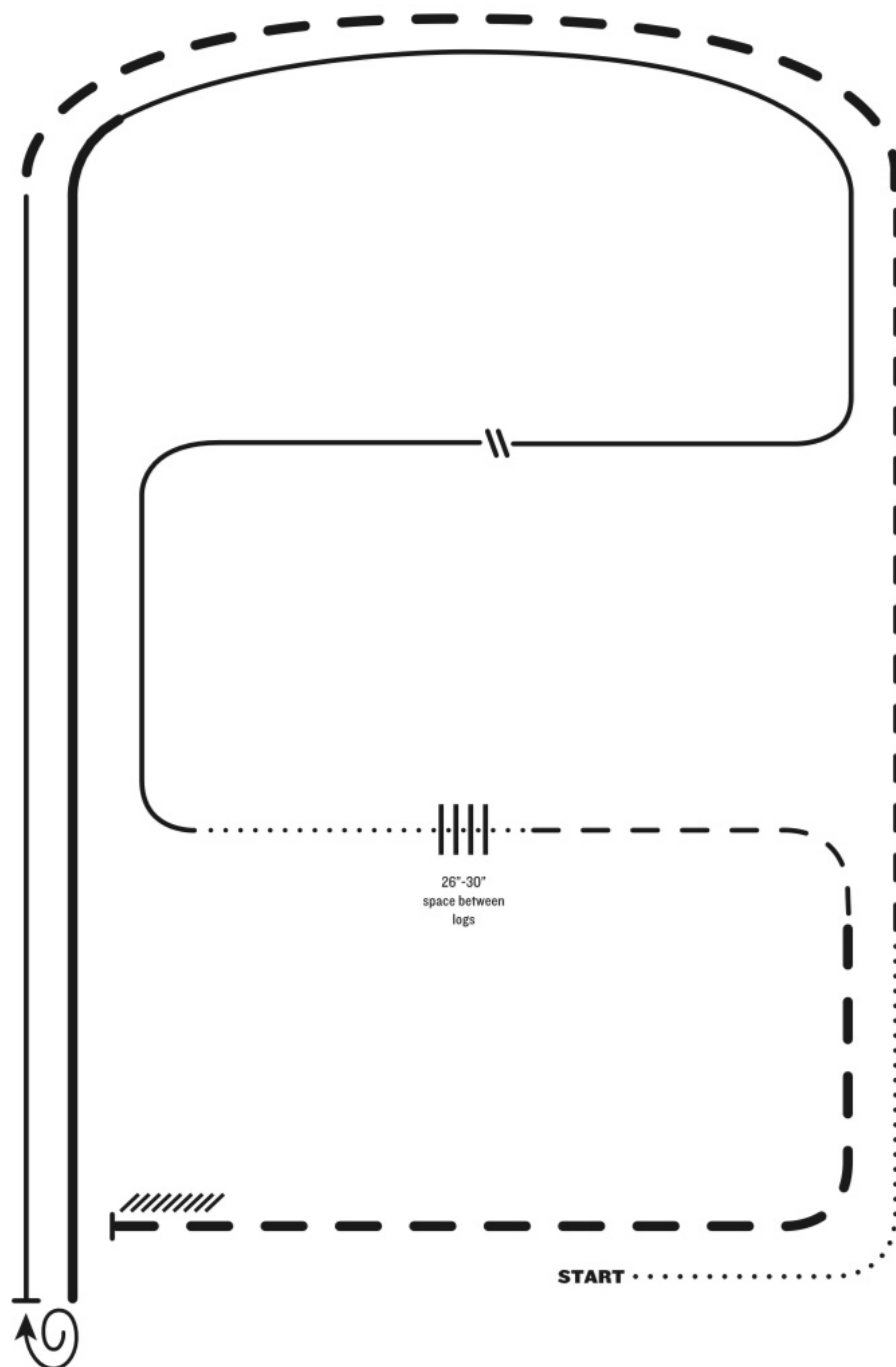
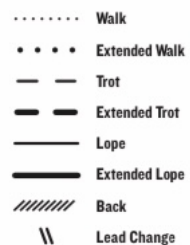
WALK-TROT RANCH RIDING CLASSES



1. Walk
2. Trot
3. Extended Trot
4. Trot
5. Stop, 1 1/2 Right
6. Extended Trot
7. Trot
8. Walk
9. Walk over logs
10. Trot
11. Extended Trot
12. Stop & Back

RANCH RIDING - PATTERN 2

LEGEND



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.