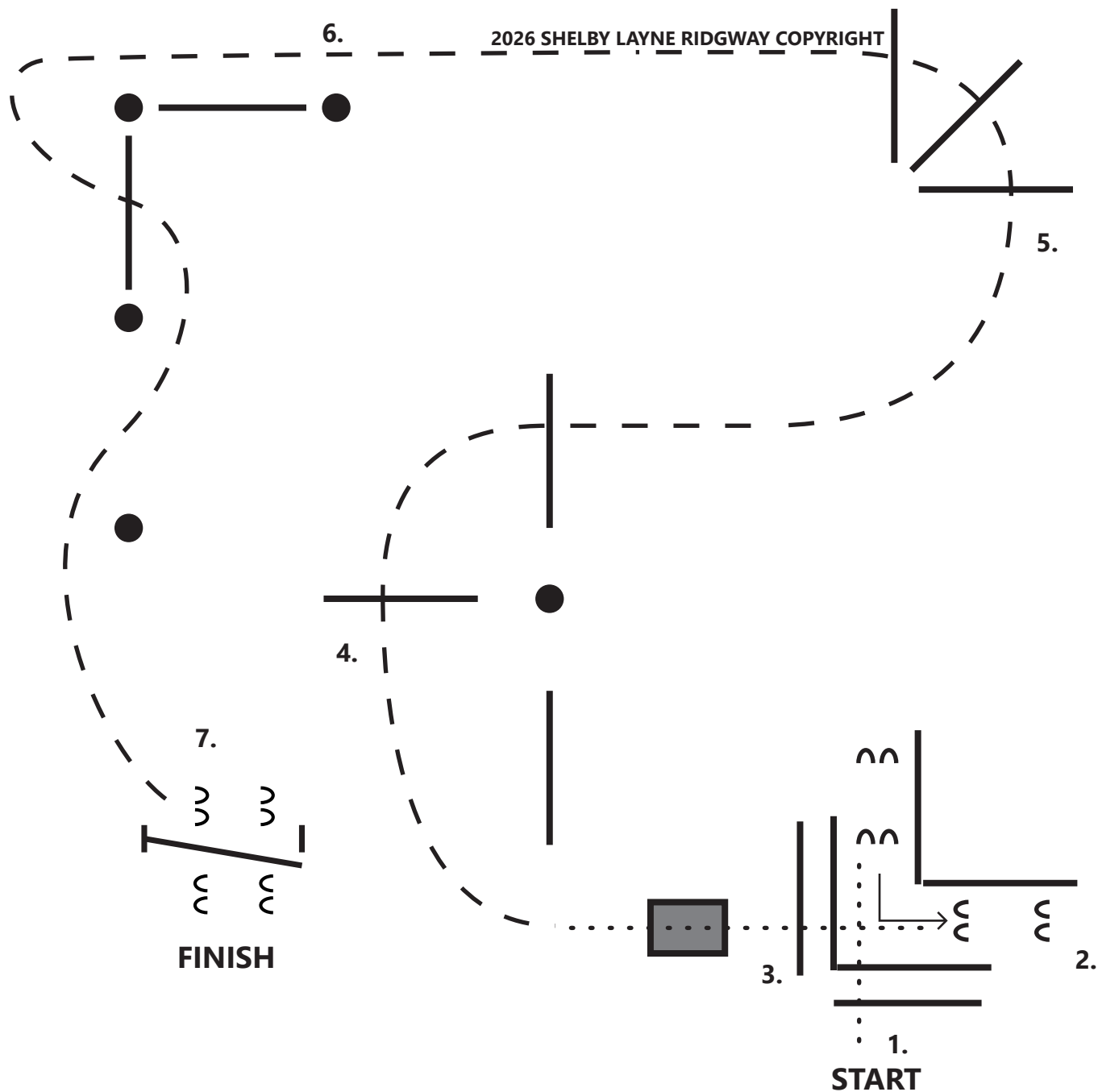




2026 Stirrup a Little Fun

Trail

Small Fry Walk-Trot



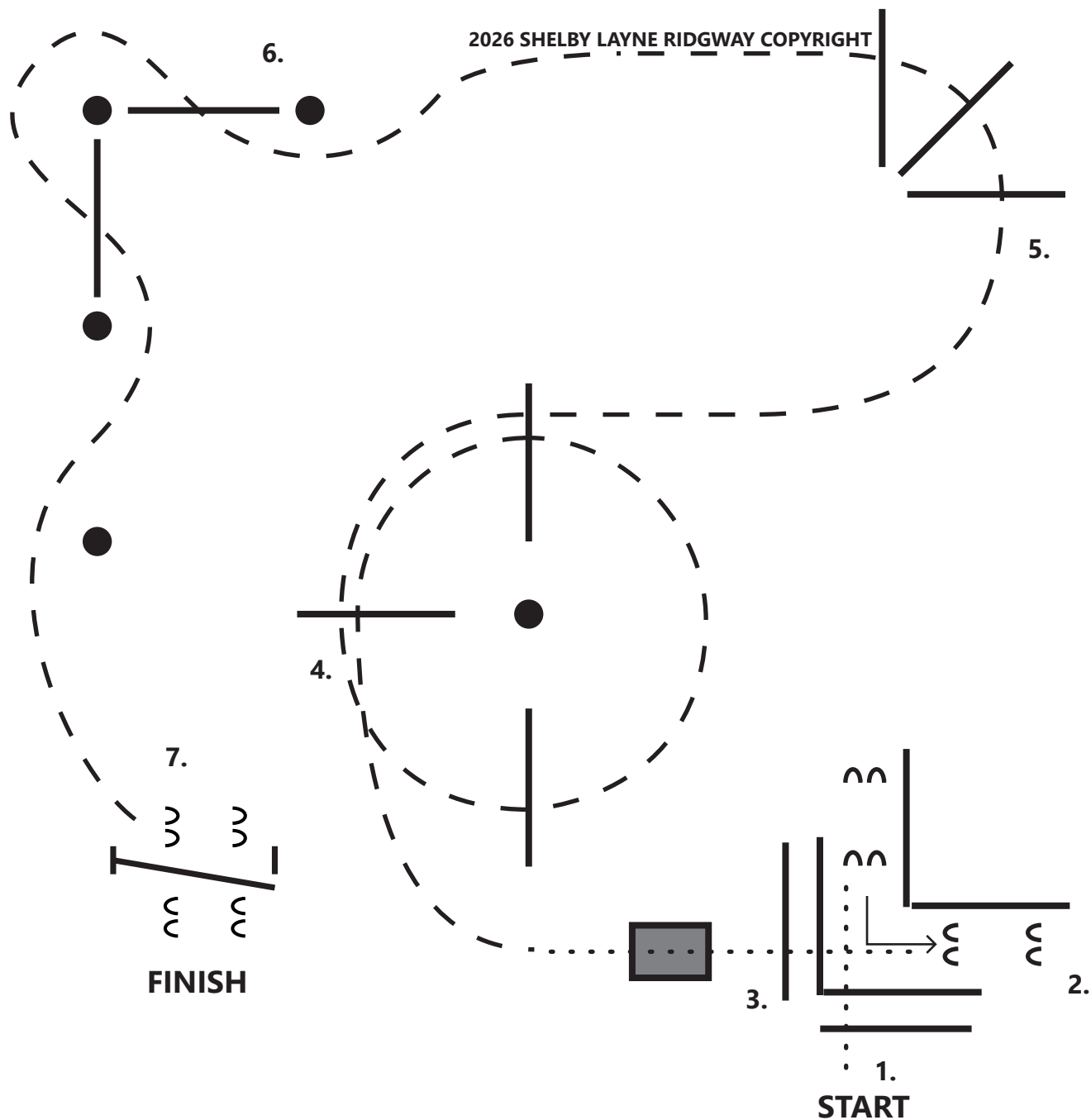
1. WALK OVER POLES INTO CHUTE
2. BACK L IN CHUTE
3. WALK OVER POLES AND BRIDGE
4. TROT PINWHEEL

5. TROT FAN
6. TROT SERPENTINE & UP TO GATE
7. RIGHT HAND WORK GATE



2026 Stirrup a Little Fun

Trail
11 & Over Walk-Trot



1. WALK OVER POLES INTO CHUTE
2. BACK L IN CHUTE
3. WALK OVER POLES AND BRIDGE
4. TROT PINWHEEL

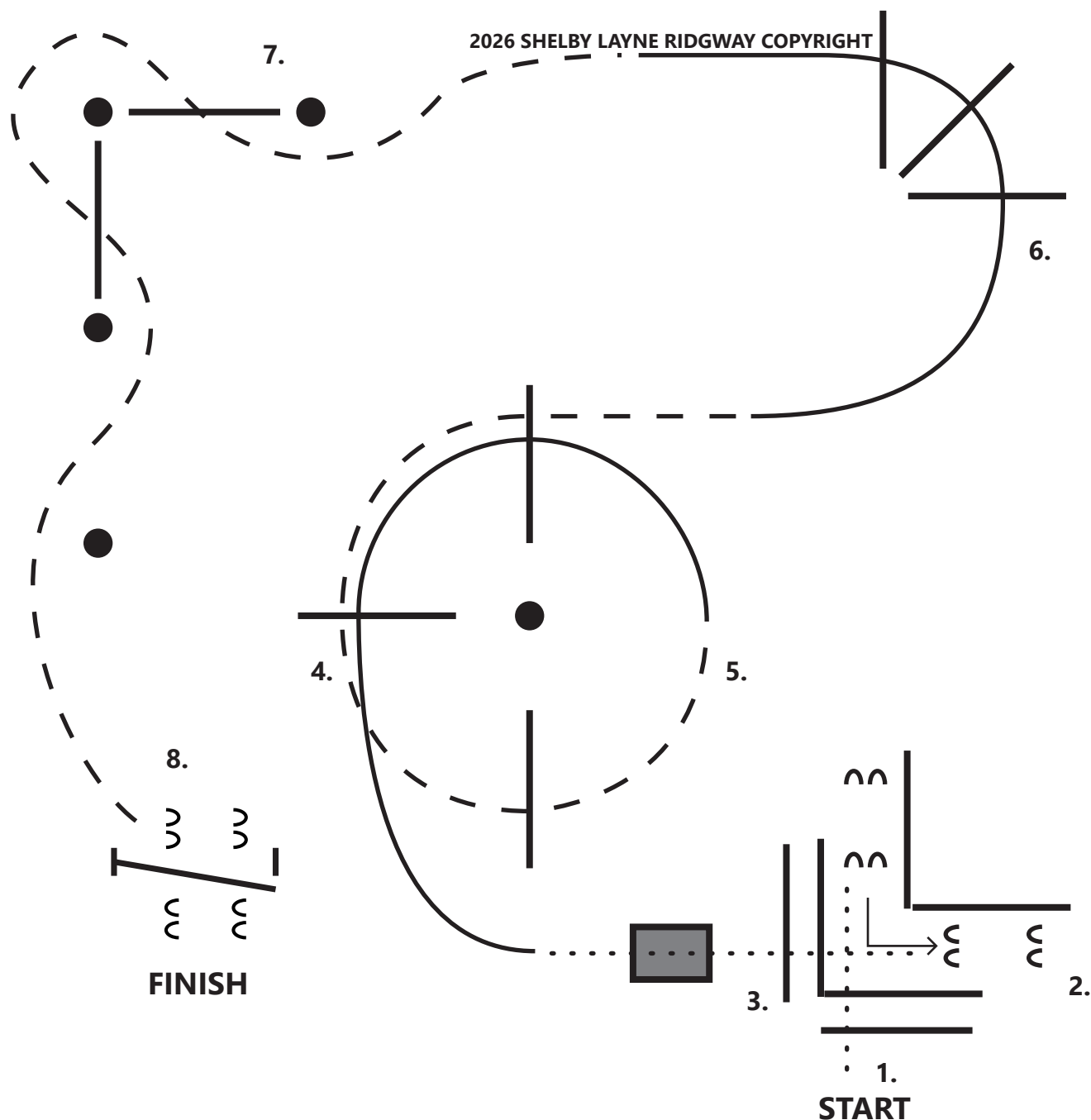
5. TROT FAN
6. TROT SERPENTINE & UP TO GATE
7. RIGHT HAND WORK GATE



2026 Stirrup a Little Fun

Trail

All Classes (except Walk-Trot)



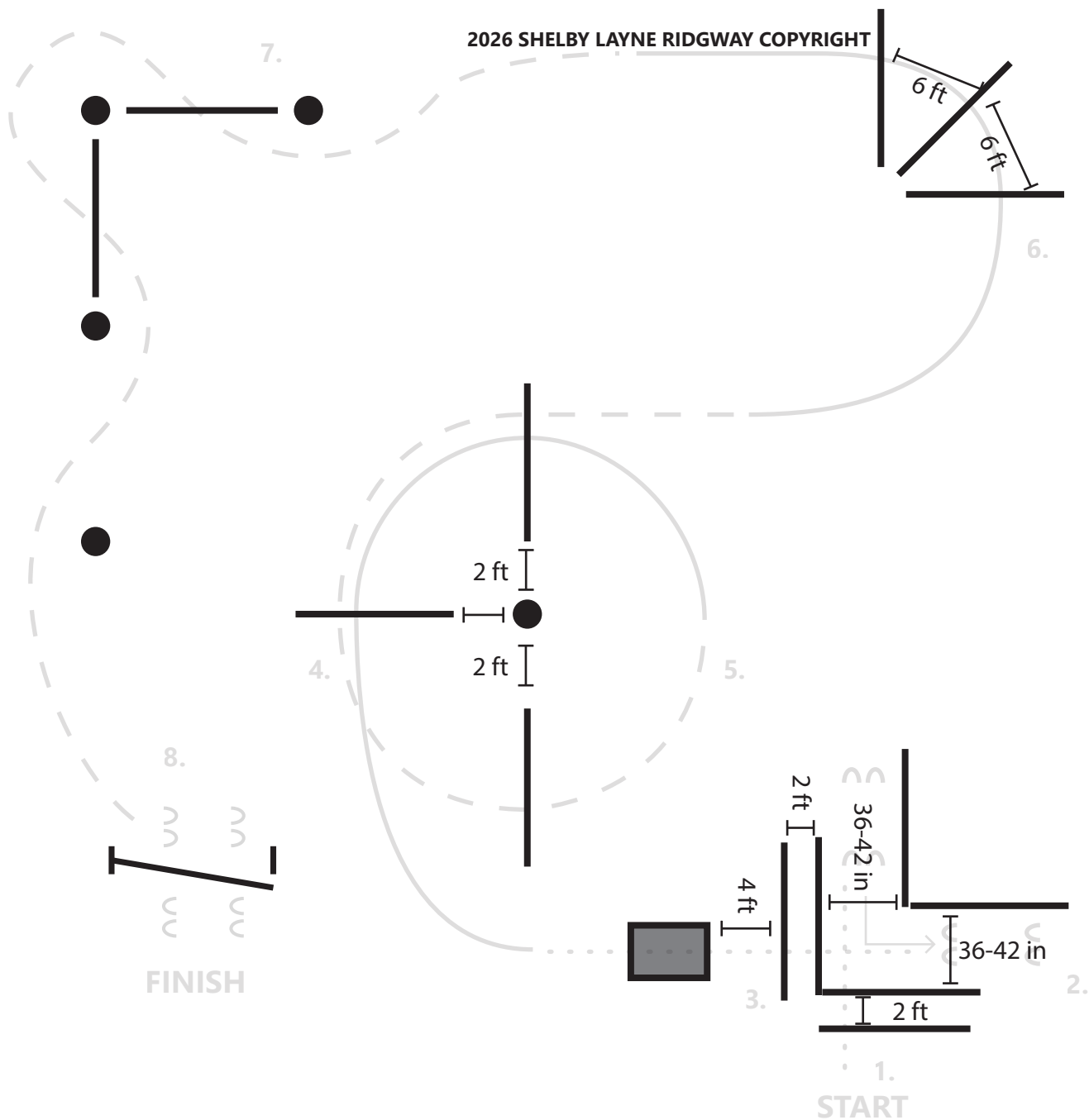
1. WALK OVER POLES INTO CHUTE
2. BACK L IN CHUTE
3. WALK OVER POLES AND BRIDGE
4. RIGHT LEAD LOPE PINWHEEL

5. TROT PINWHEEL
6. LEFT LEAD LOPE FAN
7. TROT SERPENTINE & UP TO GATE
8. RIGHT HAND WORK GATE



2026 Stirrup a Little Fun

Trail
Measurements



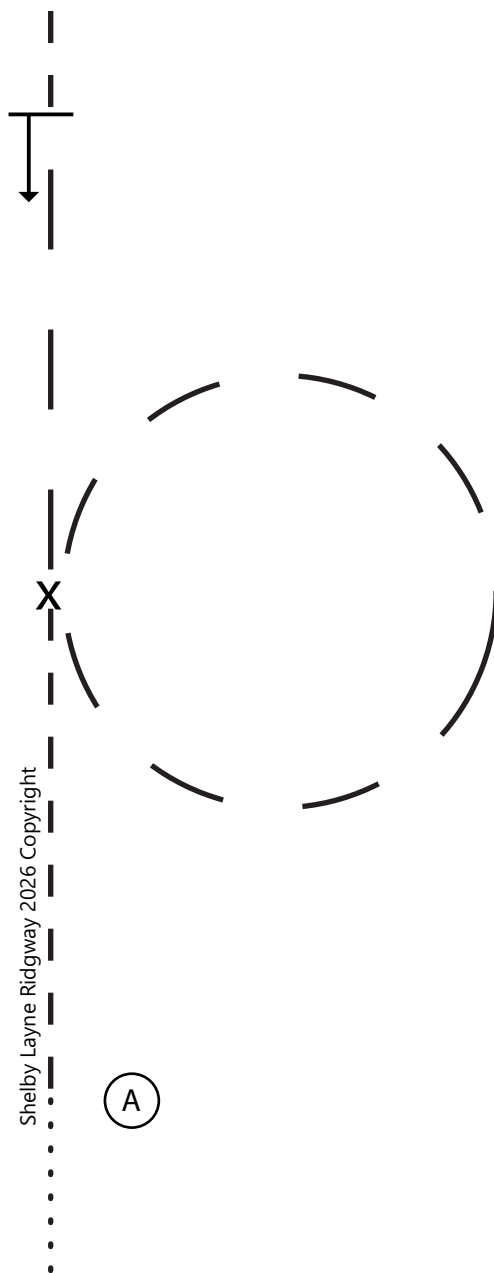
1. WALK OVER POLES INTO CHUTE
2. BACK L IN CHUTE
3. WALK OVER POLES AND BRIDGE
4. RIGHT LEAD LOPE PINWHEEL

5. TROT PINWHEEL
6. LEFT LEAD LOPE FAN
7. TROT SERPENTINE & UP TO GATE
8. RIGHT HAND WORK GATE



2026 Stirrup a Little Fun

Hunt Seat Equitation
All Walk-Trot Classes

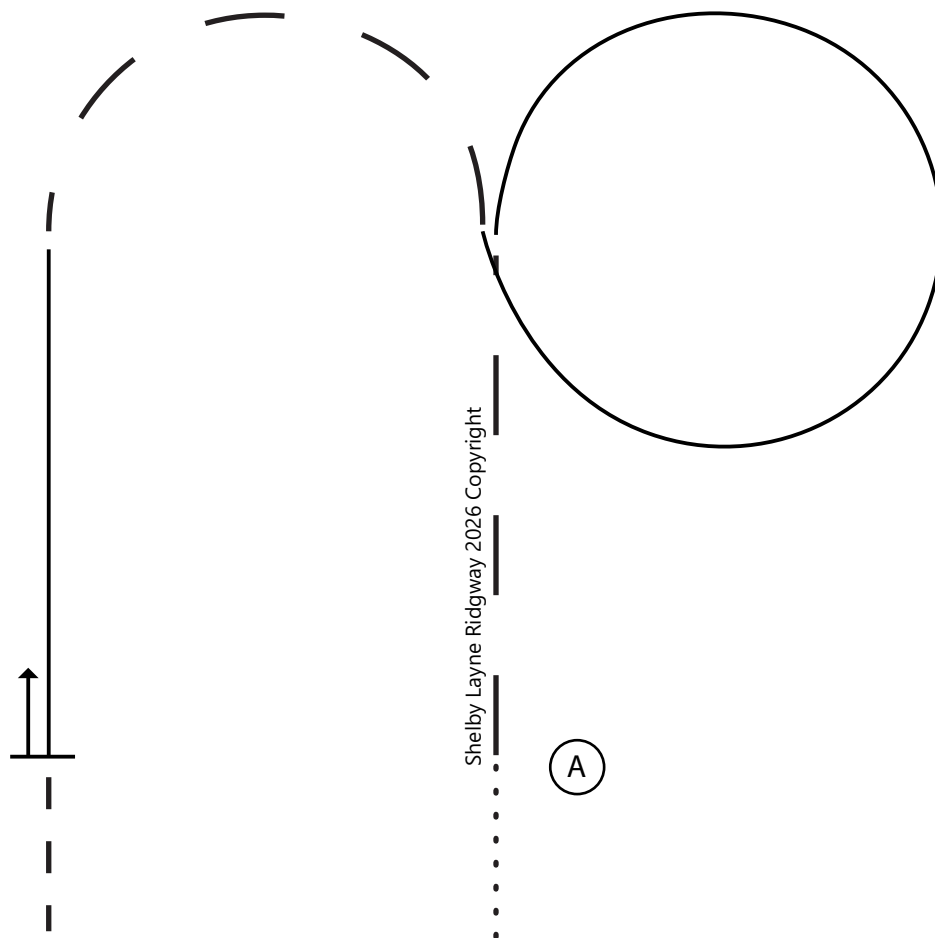


1. Walk to A
2. Sitting trot
3. Trot left diagonal circle to the right
4. Change diagonal, trot right diagonal
5. Stop and back one horse length
6. Sitting trot to exit



2026 Stirrup a Little Fun

Hunt Seat Equitation
All Classes Except Walk-Trot

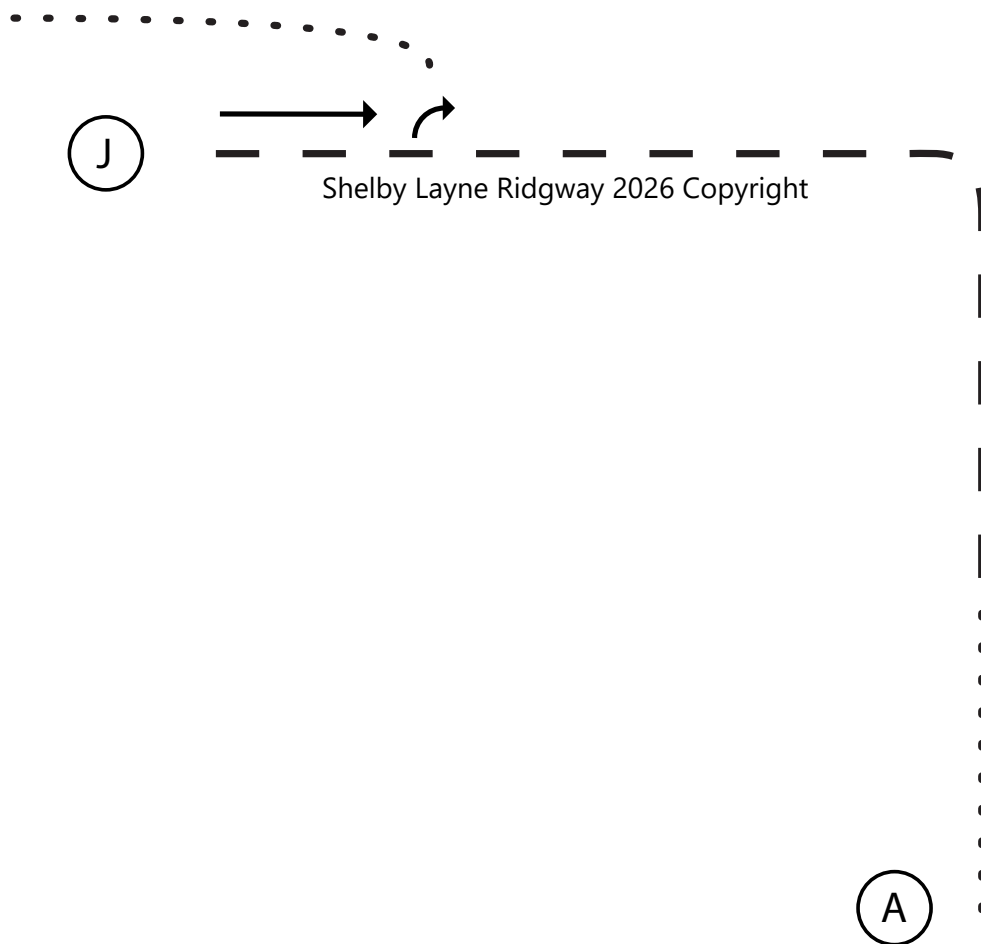


1. Walk to A
2. Trot left diagonal
3. Canter right lead circle to the right
4. Trot right diagonal arch
5. Canter left lead until even with A
6. Stop and back one horse length
7. Sitting trot to exit



2026 Stirrup a Little Fun

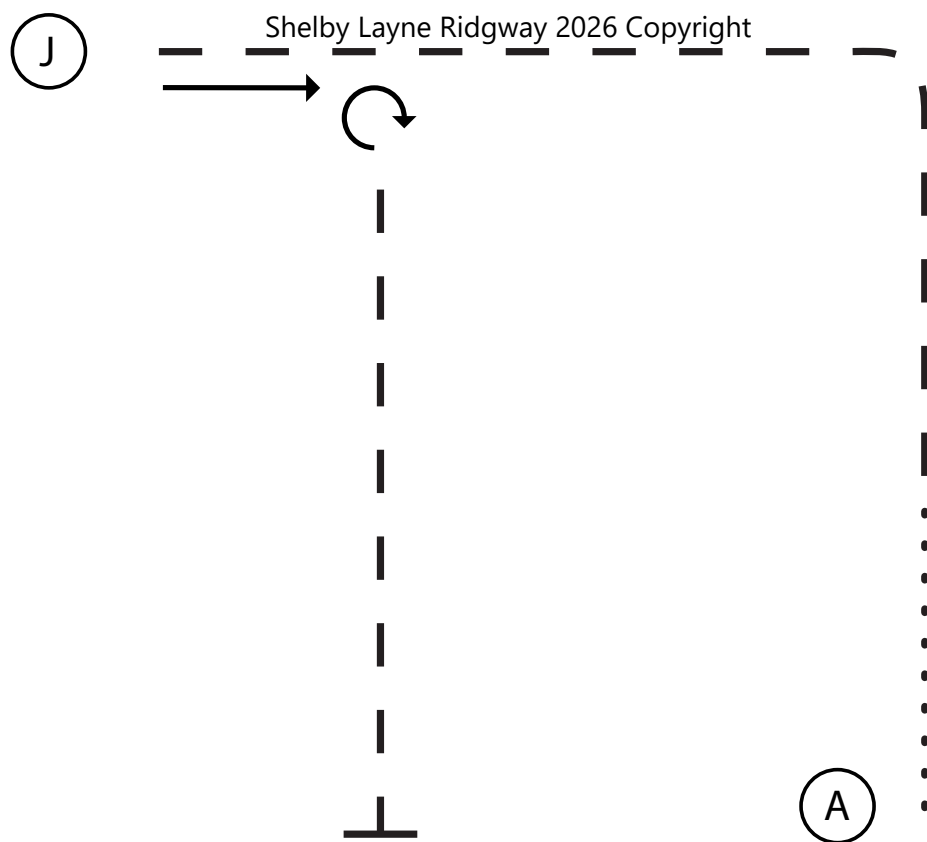
Showmanship
All-Breed Small Fry (10 & Under)



1. Walk halfway to Judge
2. Trot around and to Judge
3. Set up
4. Inspection
5. When dismissed, back 6 steps
6. Perform a 90 degree turn
7. Exit at a walk



2026 Stirrup a Little Fun
Showmanship
All Classes (except Small Fry)



1. Walk halfway to Judge
2. Trot around and to Judge
3. Set up
4. Inspection
5. When dismissed, back 6 steps
6. Perform a 270 degree turn
7. Trot until even with A. Stop for a moment and exit

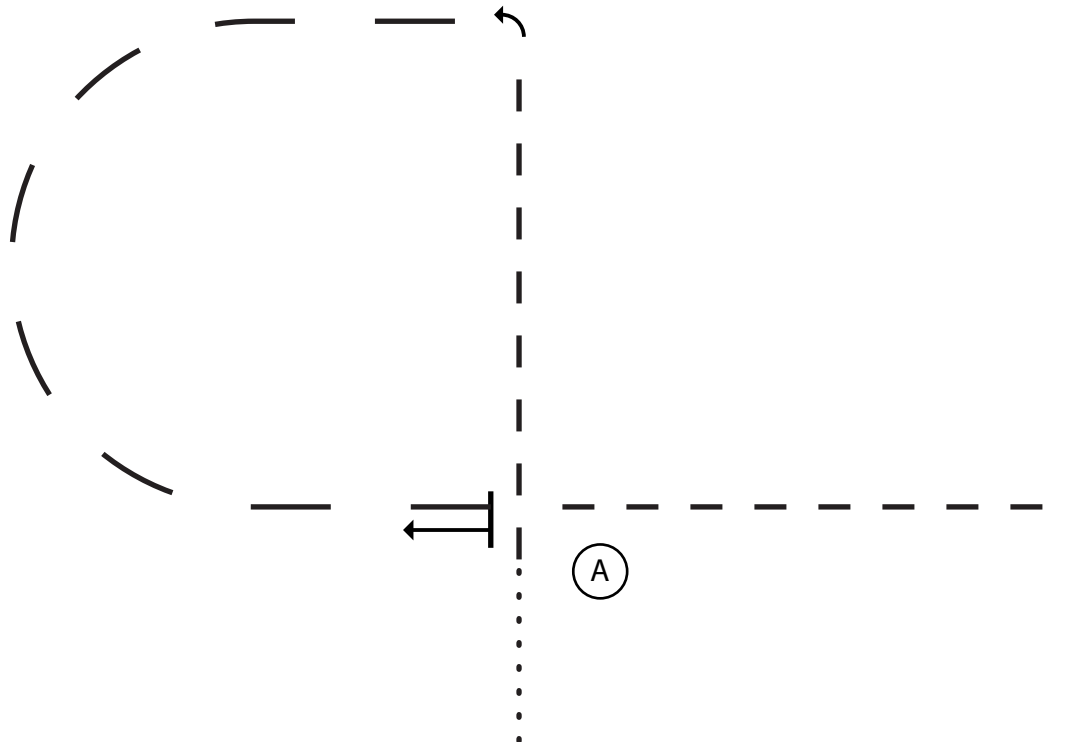


2026 Stirrup a Little Fun

Horsemanship
All-Breed Small Fry (10 & Under)



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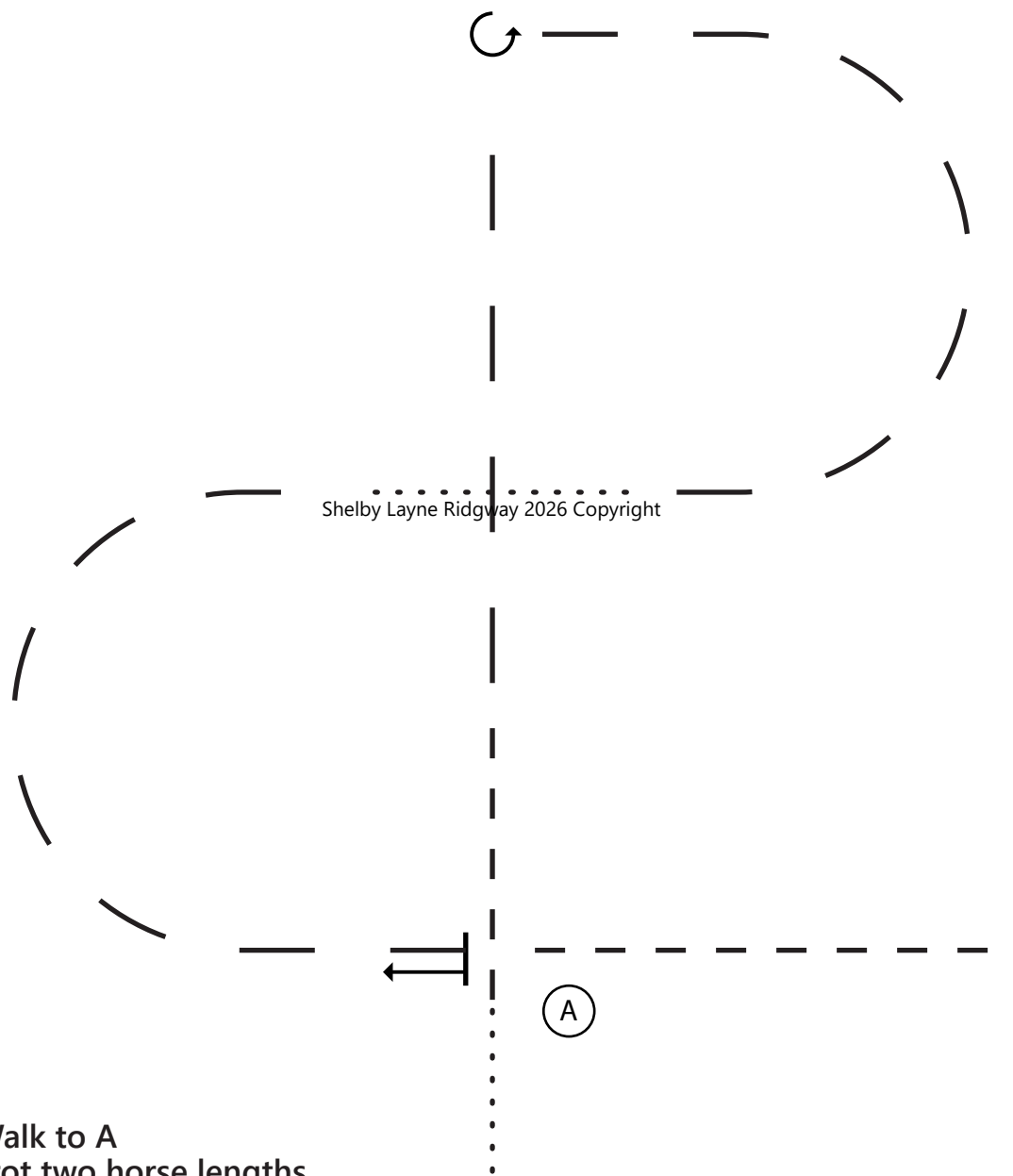


1. Walk to A
2. Trot
3. 90 pivot left
4. Extend trot to A
5. Stop and back one horse length
6. Trot to exit



2026 Stirrup a Little Fun

Horsemanship
All-Breed Walk-Trot 11 & Over

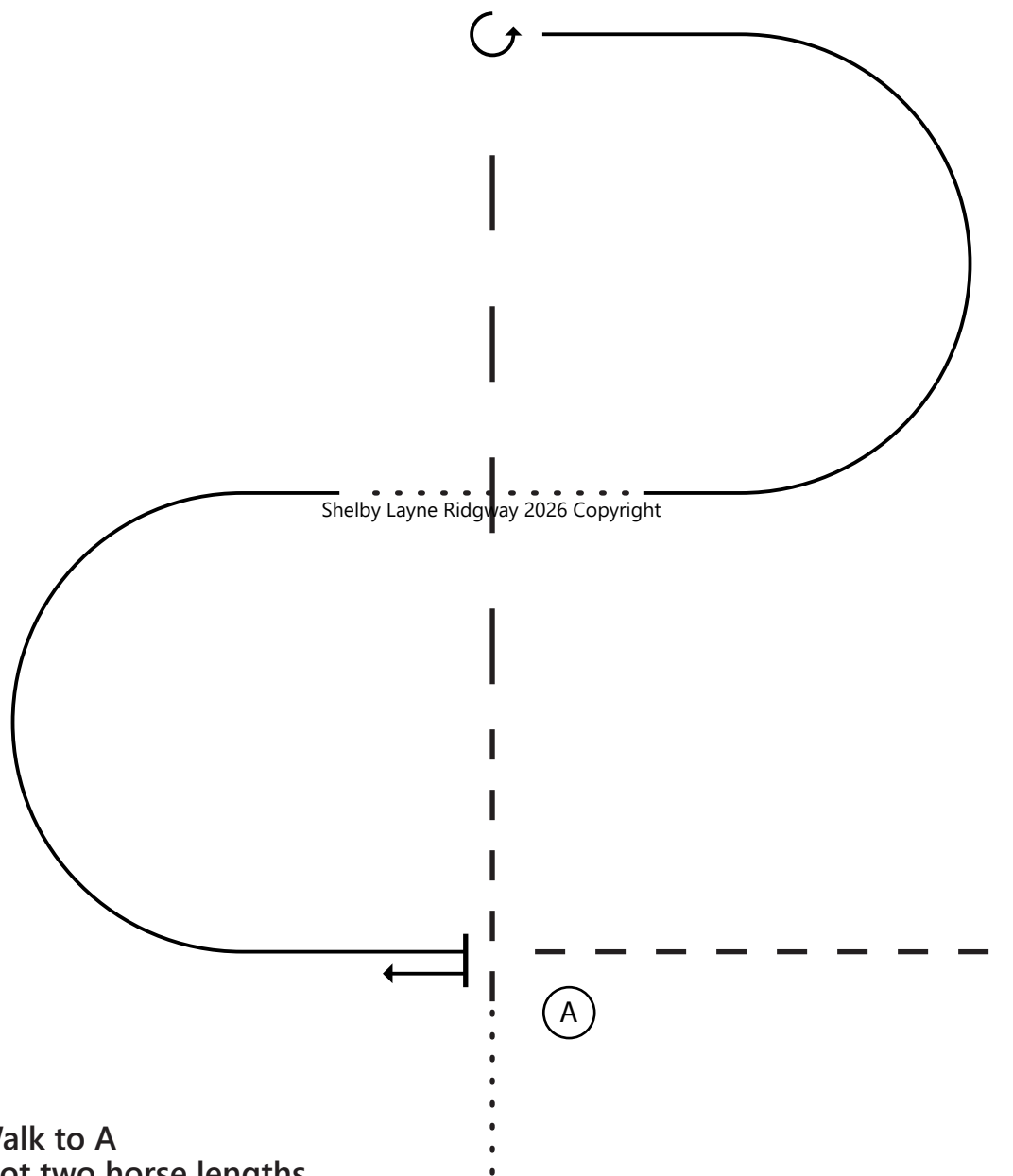


1. Walk to A
2. Trot two horse lengths
3. Extend trot
4. Stop. 270 pivot left
5. Extend Trot
6. Walk two horse lengths
7. Extend Trot
8. Stop and back one horse length
9. Trot to exit



2026 Stirrup a Little Fun

Horsemanship
All Classes (except Walk-Trot)



1. Walk to A
2. Trot two horse lengths
3. Extend trot
4. Stop. 270 pivot left
5. Right lead lope
6. Walk two horse lengths
7. Left lead lope to A
8. Stop and back one horse length
9. Trot to exit

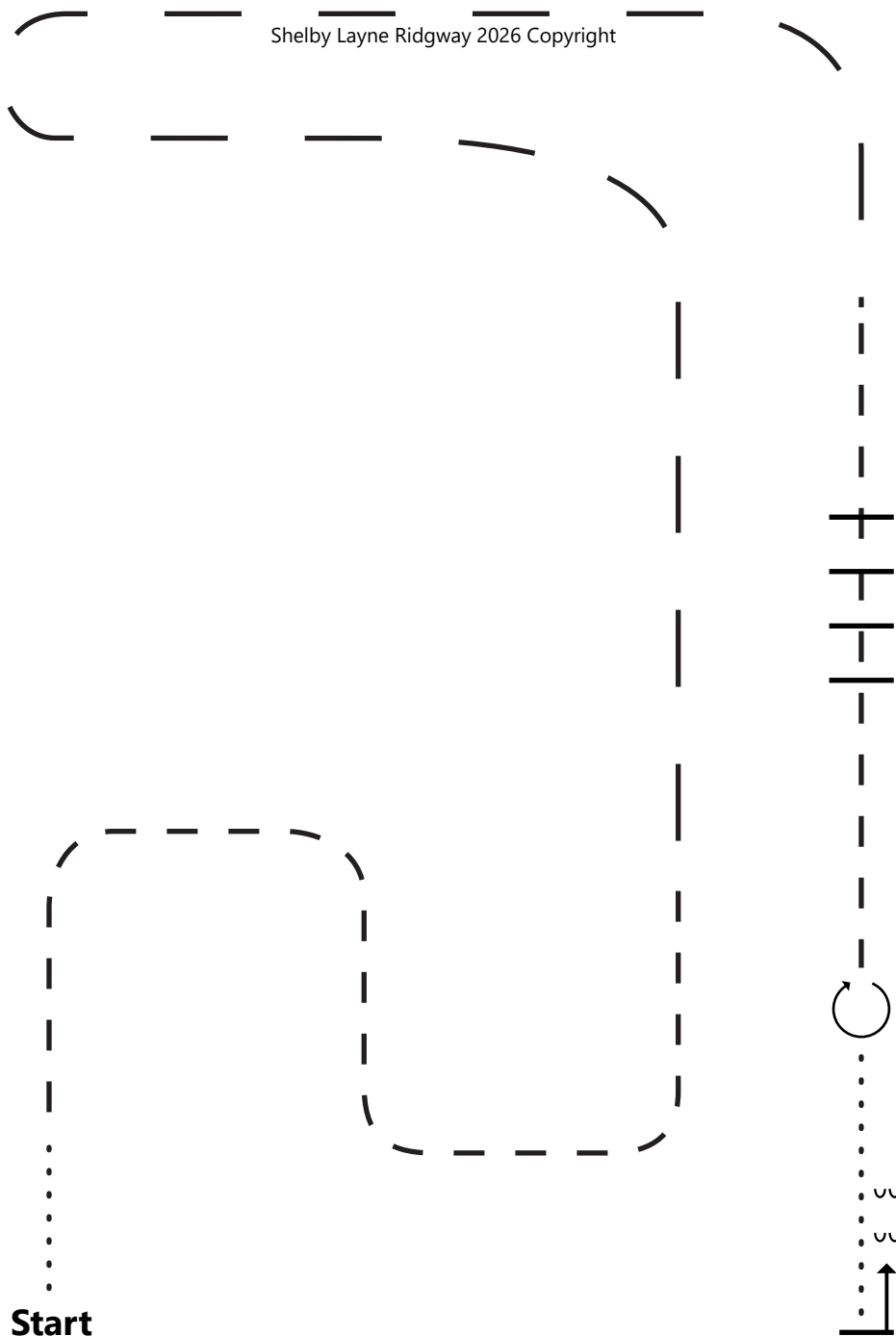


2026 Stirrup a Little Fun

Ranch Riding
All Walk-Trot



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1. Walk
2. Trot
3. Extend Trot
4. Collect to trot
5. Trot over logs
6. Stop, 360 turn either direction
7. Walk
8. Stop and back

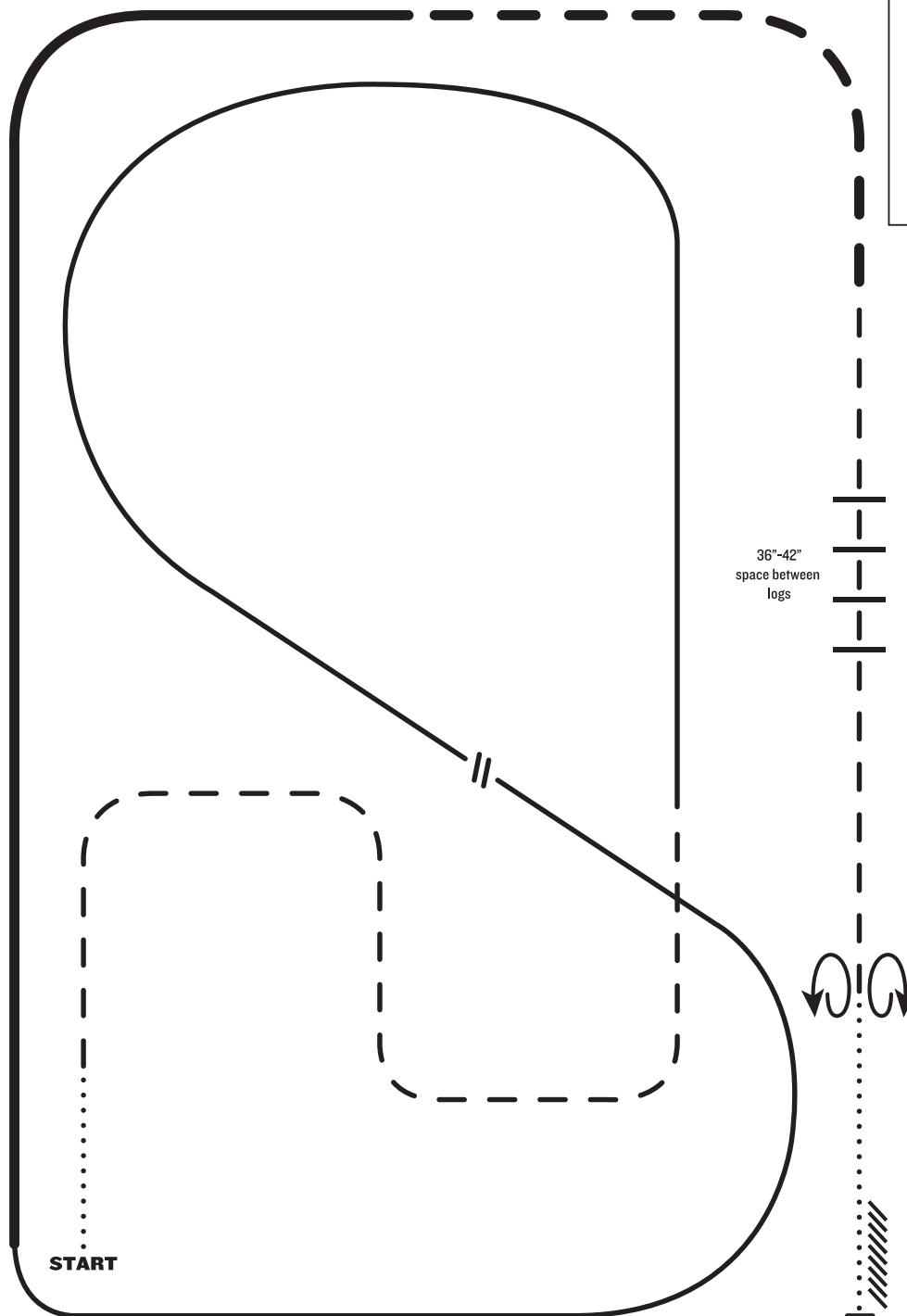
RANCH RIDING - PATTERN 3

AQHA, VRH, & All-Breed (except Walk-Trot)



LEGEND

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

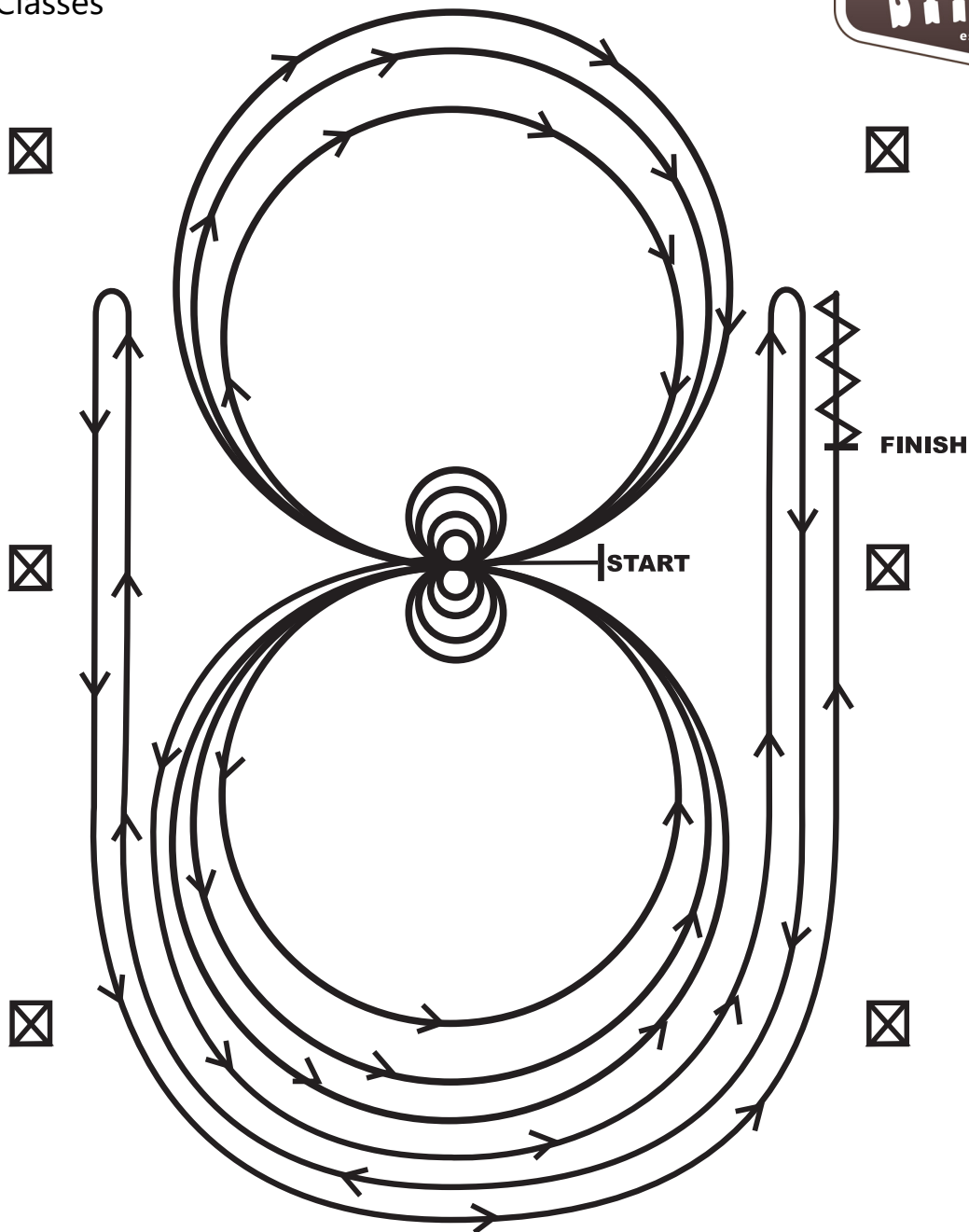


- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, 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 13

All Reining Classes



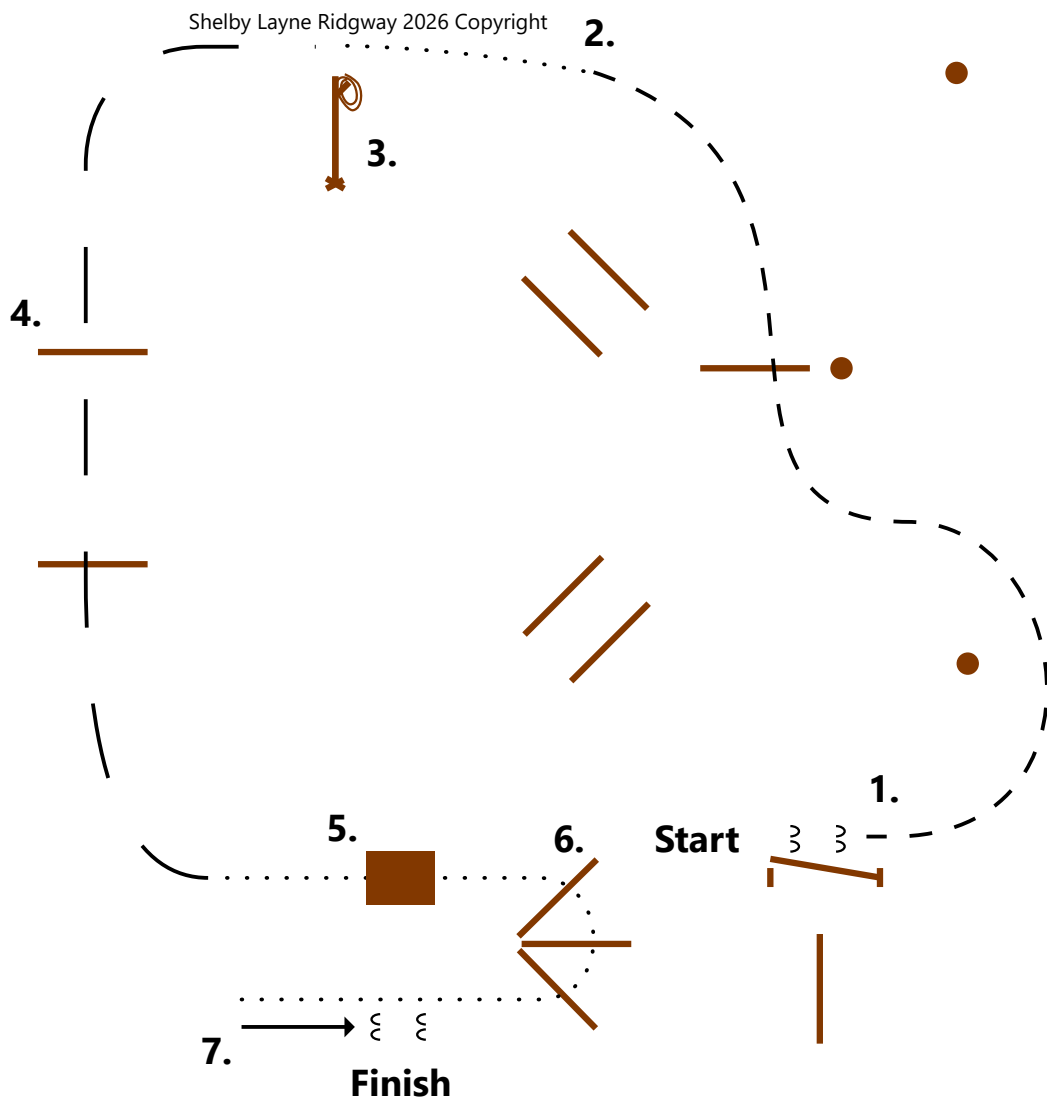
Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second 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 two circles to the right: the first being large and fast; the second 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.
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 pattern.



2026 Stirrup a Little Fun

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



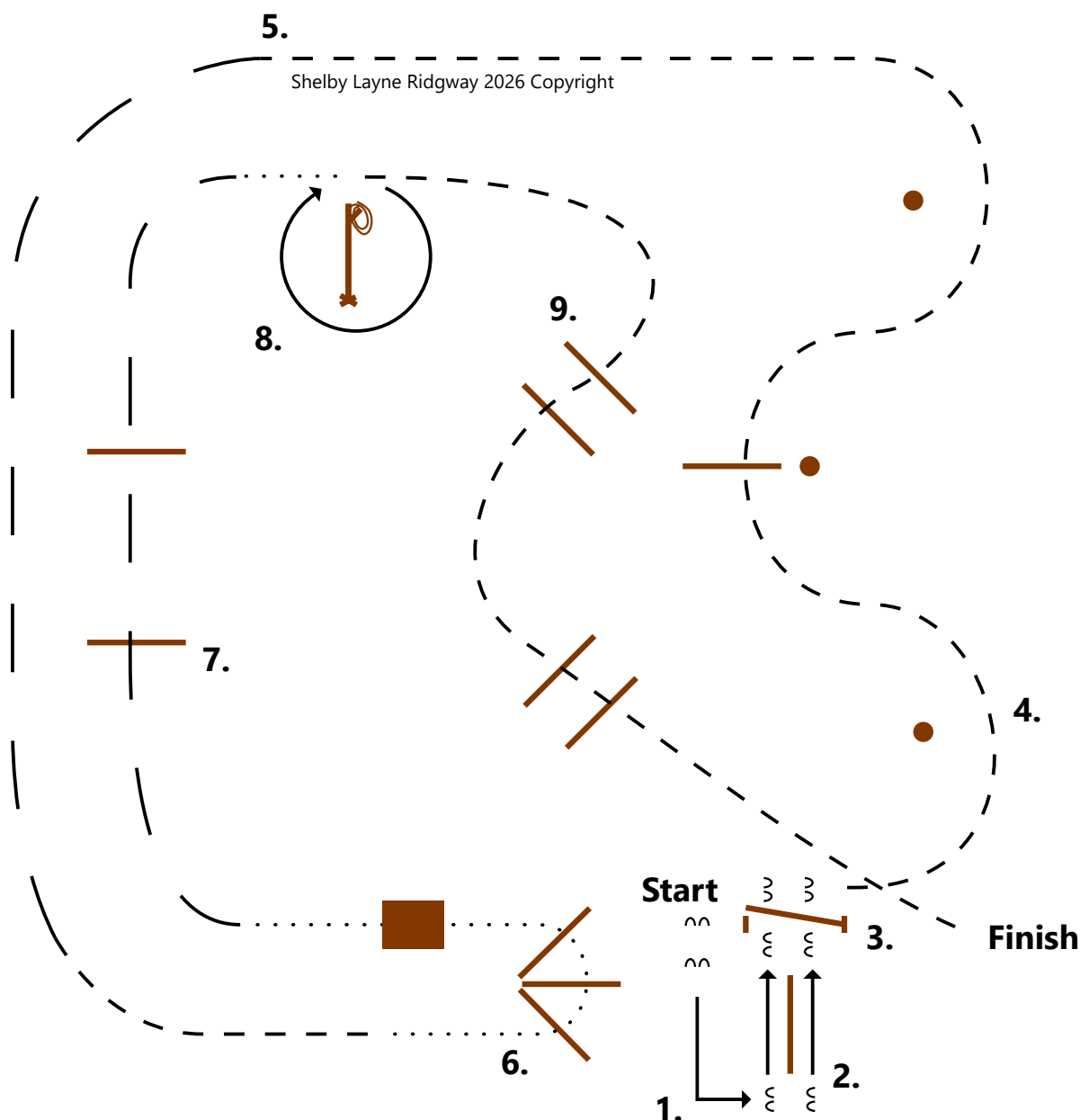
1. Trot serpentine
2. Walk up to drag
3. Pick up object and put it back
4. Extend trot the logs

5. Break to the walk, walk bridge
6. Walk logs
7. Stop and back 4 steps



2026 Stirrup a Little Fun

Ranch Trail
All-Breed Walk-Trot 11 & Over



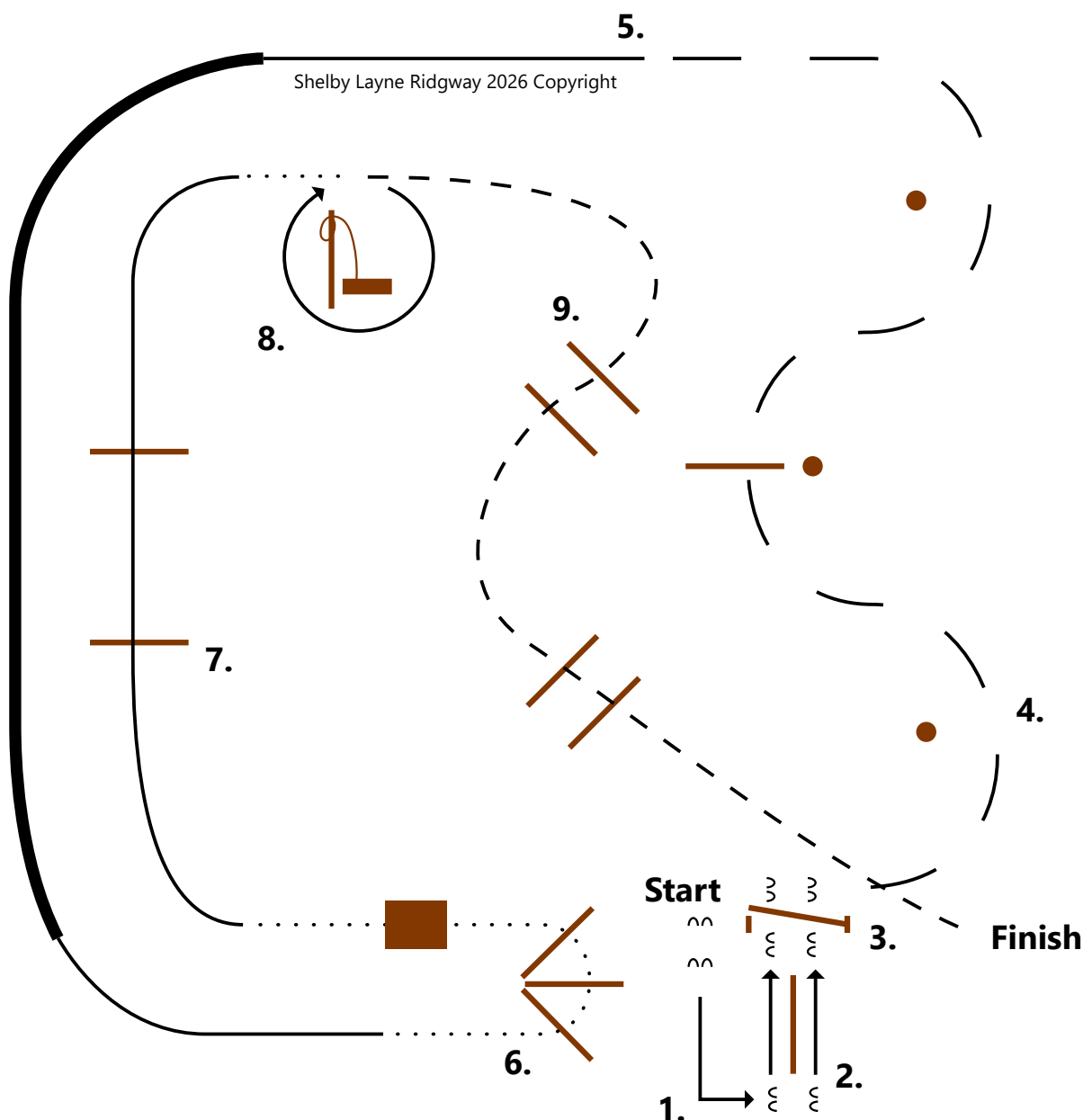
1. Back L to log
2. Sidepass right over log
3. Right hand work gate
4. Trot serpentine
5. Extend the trot and collect to trot
6. Break to the walk, walk logs and bridge

7. Extend trot logs, break to the walk, walk up to drag
8. Pick up object, carry at a walk or trot to the right, place object back on stand
9. Trot logs



2026 Stirrup a Little Fun

Ranch Trail
AQHA, VRH, & All-Breed
(except Walk-Trot)

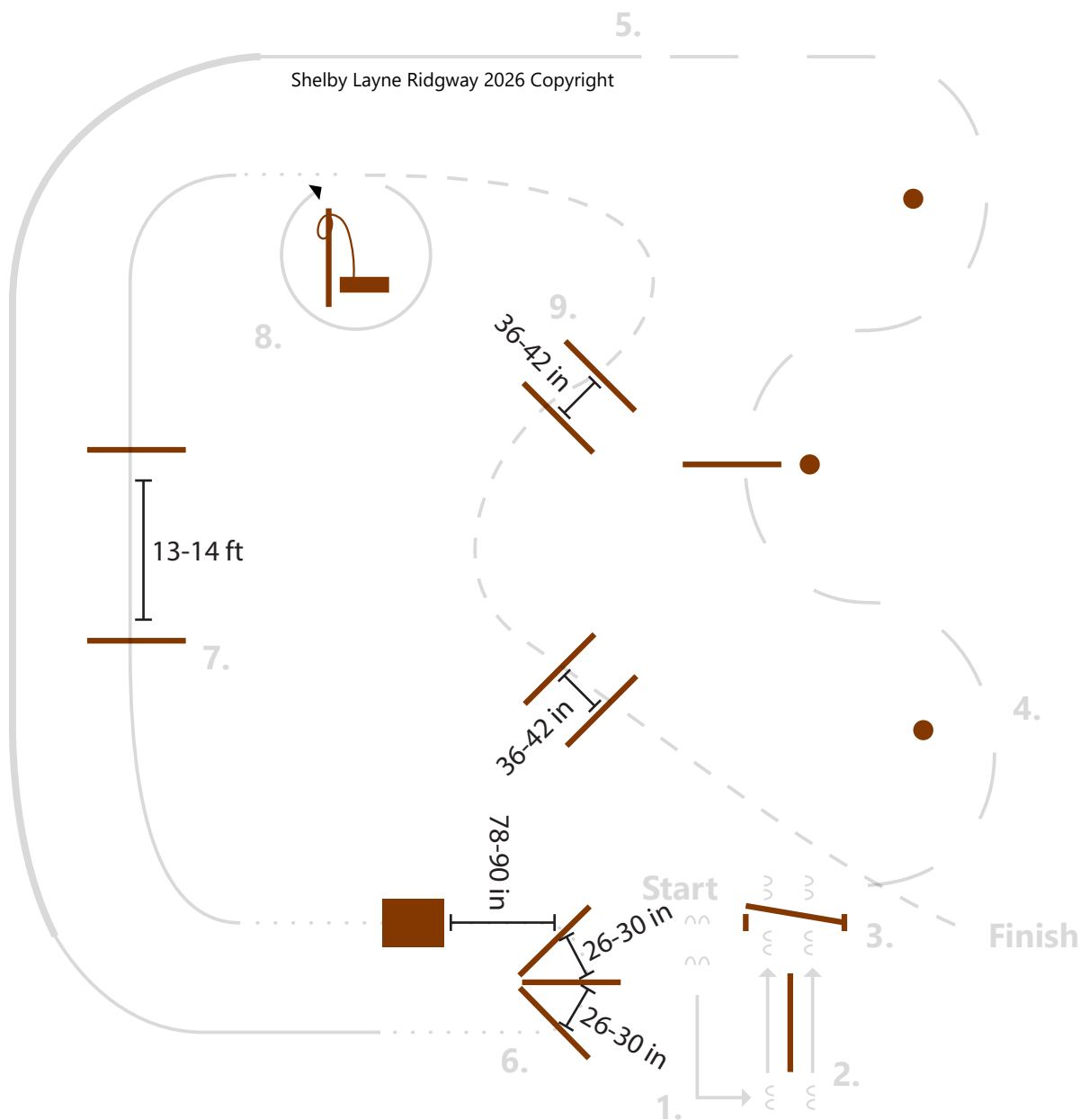


1. Back L to log
2. Sidepass right over log
3. Right hand work gate
4. Extend trot serpentine
5. Left lead lope, extend the lope, and collect
6. Break to the walk, walk logs and bridge
7. Lope right lead logs, break to the walk, walk up to drag
8. Drag to the right at a walk or trot (All Youth & Rookie/Level 1 Amateur exhibitors pick up object, not drag)
9. Trot logs



2026 Stirrup a Little Fun

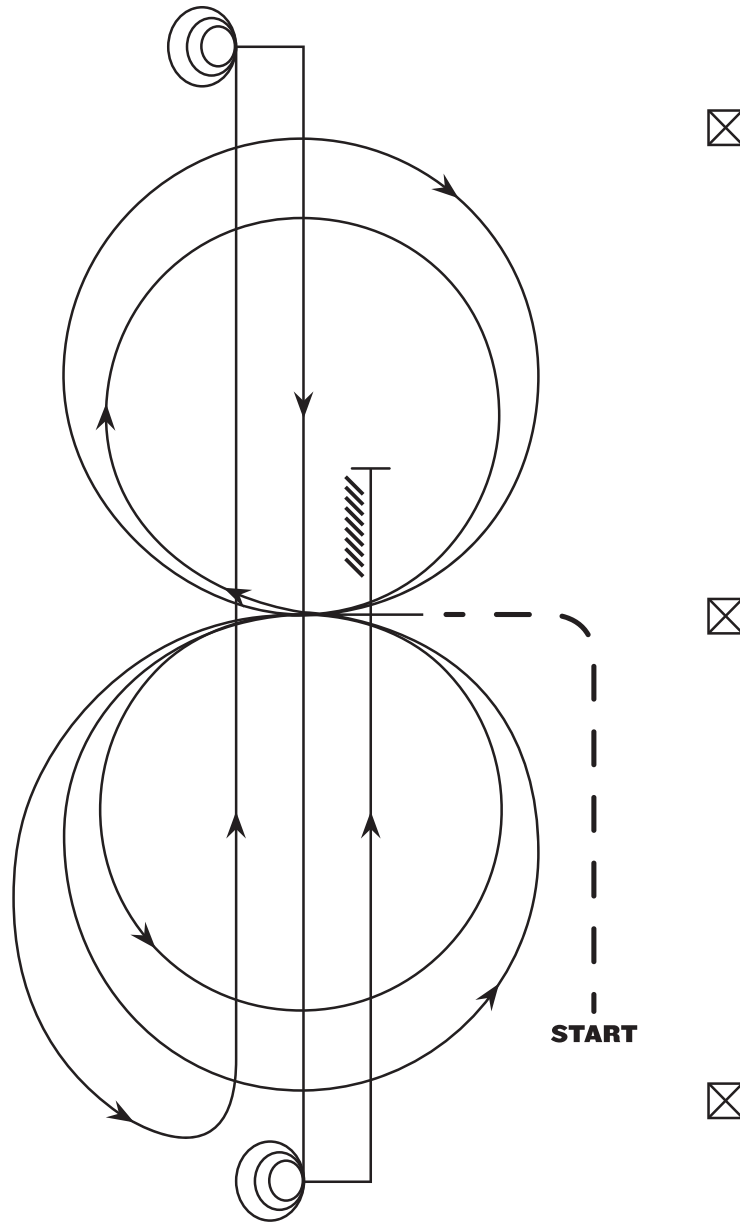
Ranch Trail
Measurements



1. Back L to log
2. Sidepass right over log
3. Right hand work gate
4. Extend trot serpentine
5. Left lead lope, extend the lope, and collect
6. Break to the walk, walk logs and bridge
7. Lope right lead logs, break to the walk up to drag
8. Drag to the right at a walk or trot (All Youth & Rookie/Level 1 Amateur exhibitors pick up object, not drag)
9. Trot logs

VRH AND RHC RANCH REINING PATTERN 7

All Ranch Reining Classes



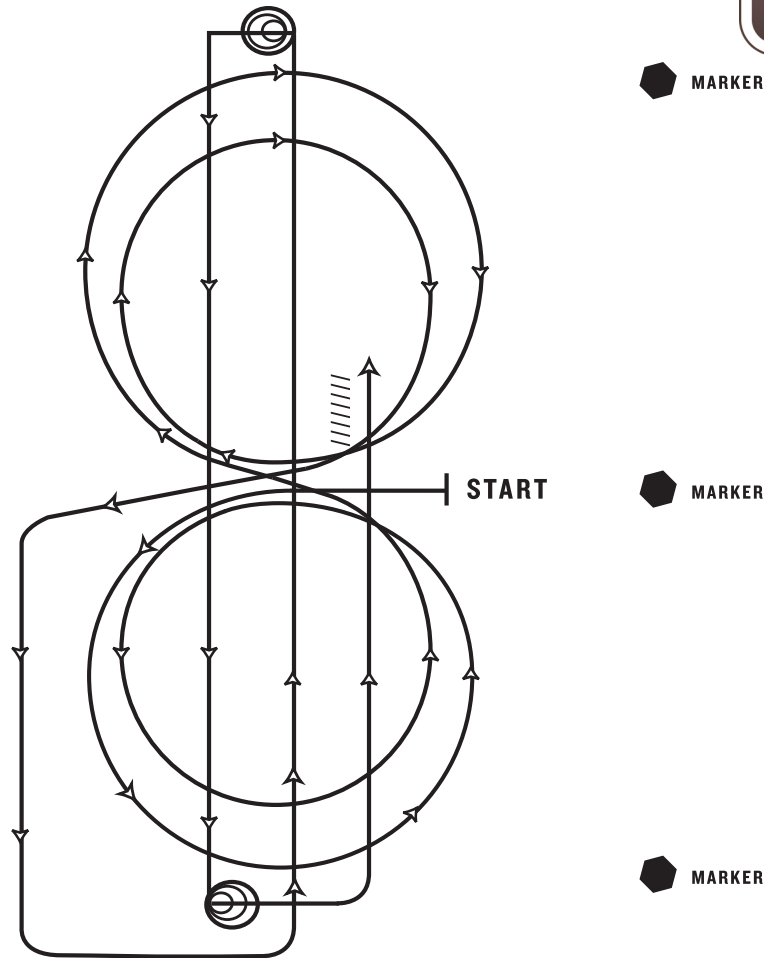
Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern

WORKING COW HORSE PATTERN II

All Working Cow Horse, Box-Drive, & Boxing Classes



Trot to center of arena, stop. Start pattern facing towards judge

1. Beginning on the left lead, complete 2 circles to the left; the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end maker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

Pattern II

- | | |
|------------------|----------------------|
| 1. Left circles | 4. 3 1/2 left spins |
| 2. Right circles | 5. Stop |
| 3. Stop | 6. 3 1/2 right spins |
| | 7. Stop and back up |

This pattern may be used as a lope-in pattern; refer to SHW505.2.