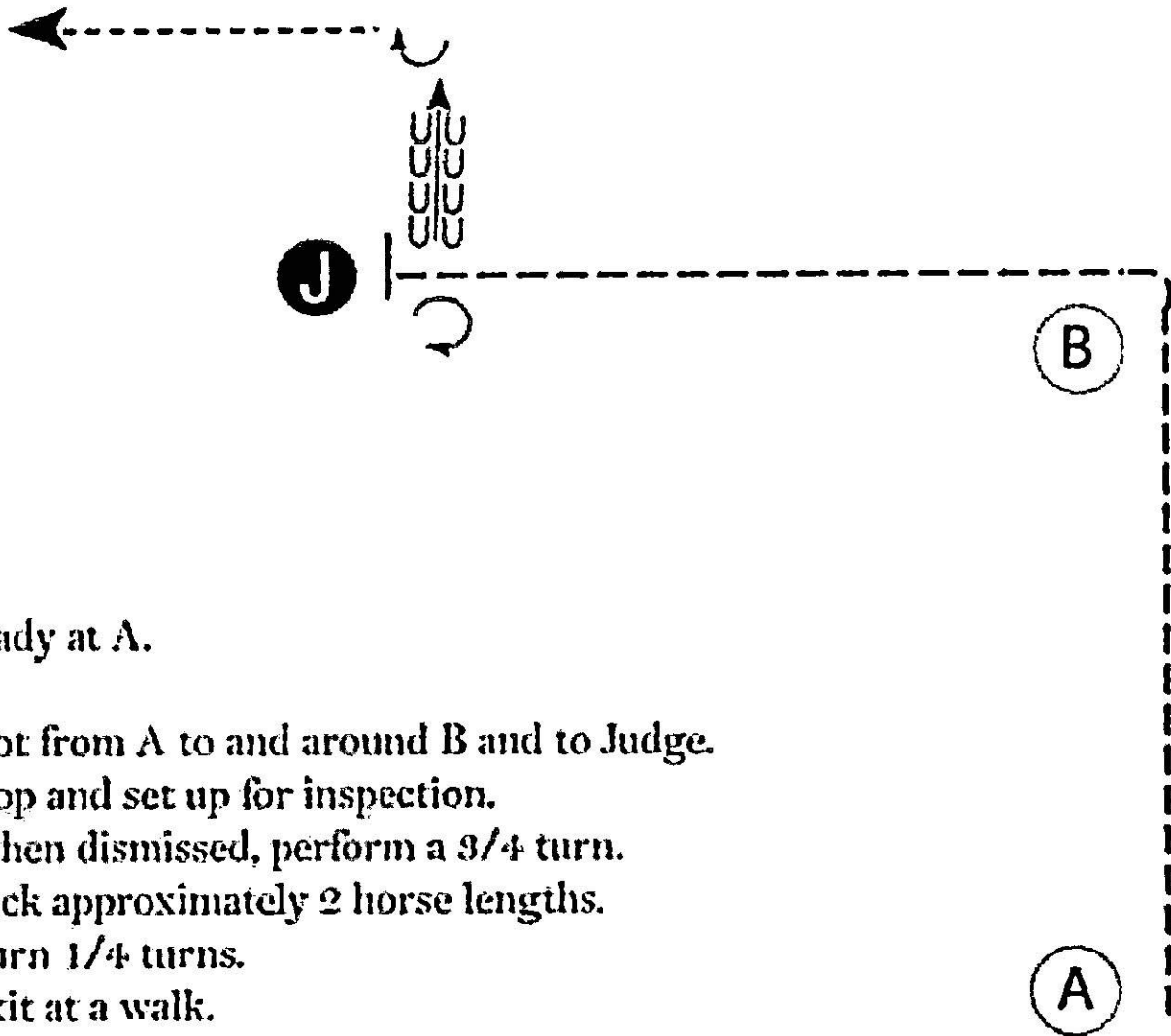


Be ready at A.

1. Trot 1/3 of the line, then walk 1/3 of the line then trot the final 1/3 of the line.
2. Stop with horse's hip even with B then perform a 1 1/4 turn.
3. Back 2 horse lengths then perform a 1 1/4 turn.
4. Trot to judge as shown.
5. Stop and set up at Judge.
6. Inspection.
7. When dismissed, perform a 1/4 turn and trot to exit.

Walk	-----
Trot	- - - - -
Back	← ≡ ≡ ≡
Marker	ⓑ
Judge	ⓐ



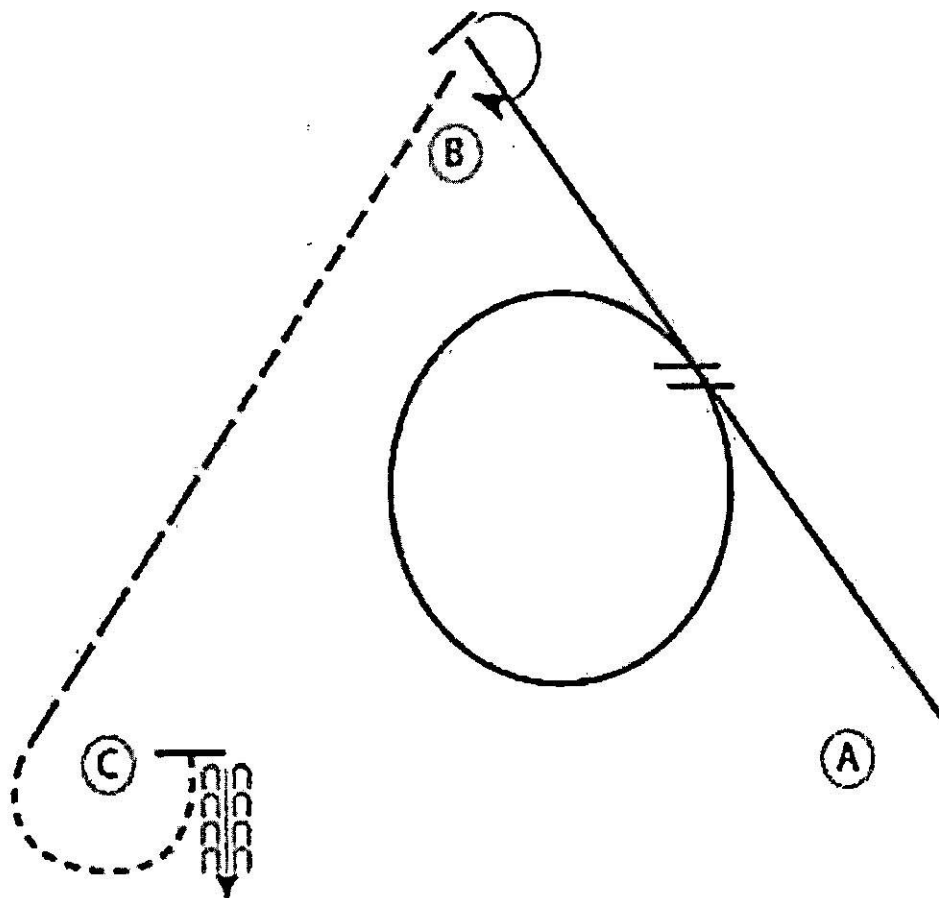
Be ready at A.

1. Trot from A to and around B and to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 3/4 turn.
4. Back approximately 2 horse lengths.
5. Turn 1/4 turns.
6. Exit at a walk.

Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Back	←
Marker	ⓑ
Judge	ⓐ

# Int & Sr Horsemanship

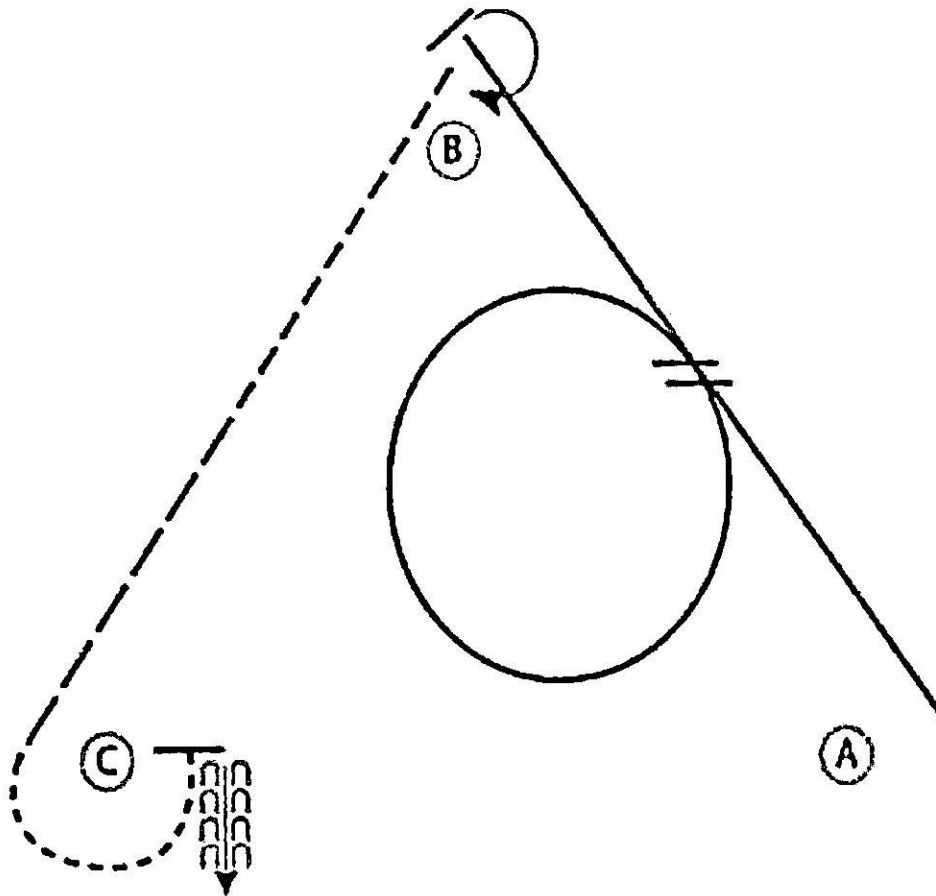


Be ready at A.

1. Lope on the left lead towards B.
  2. Halfway between A and B lope a circle to the left on the left lead.
  3. Half way between A and B perform a simple lead change.
  4. Lope past B. Stop and perform a 225 degree turn to the right.
  5. Jog towards C.
  6. Halfway between B and C extend the jog.
  7. At C walk, walk around C.
  8. At C stop and back approximately one horse length.
- Follow the instructions of your ring steward.

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

# Jr. Horsemanship



Be ready at A.

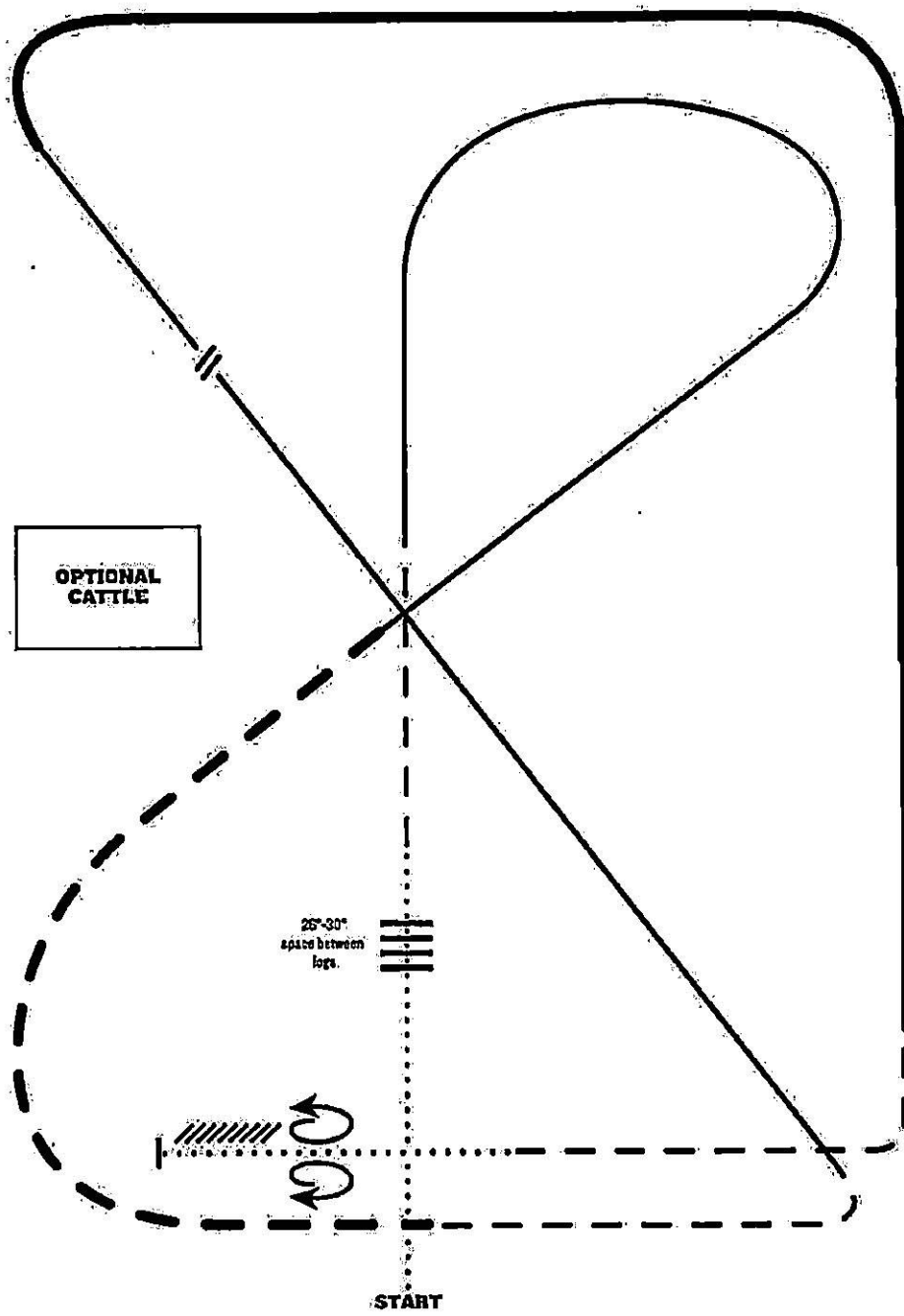
1. Lope on the left lead towards B.
2. Halfway between A and B lope a circle to the left on the left lead.
3. Lope past B. Stop and perform a 225 degree turn to the right.
4. Jog towards C.
5. Halfway between B and C extend the jog.
6. At C walk, walk around C.
7. At C stop and back approximately one horse length.
8. Follow the instructions of your ring steward.

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

# RANCH RIDING *All Ages*

## LEGEND

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

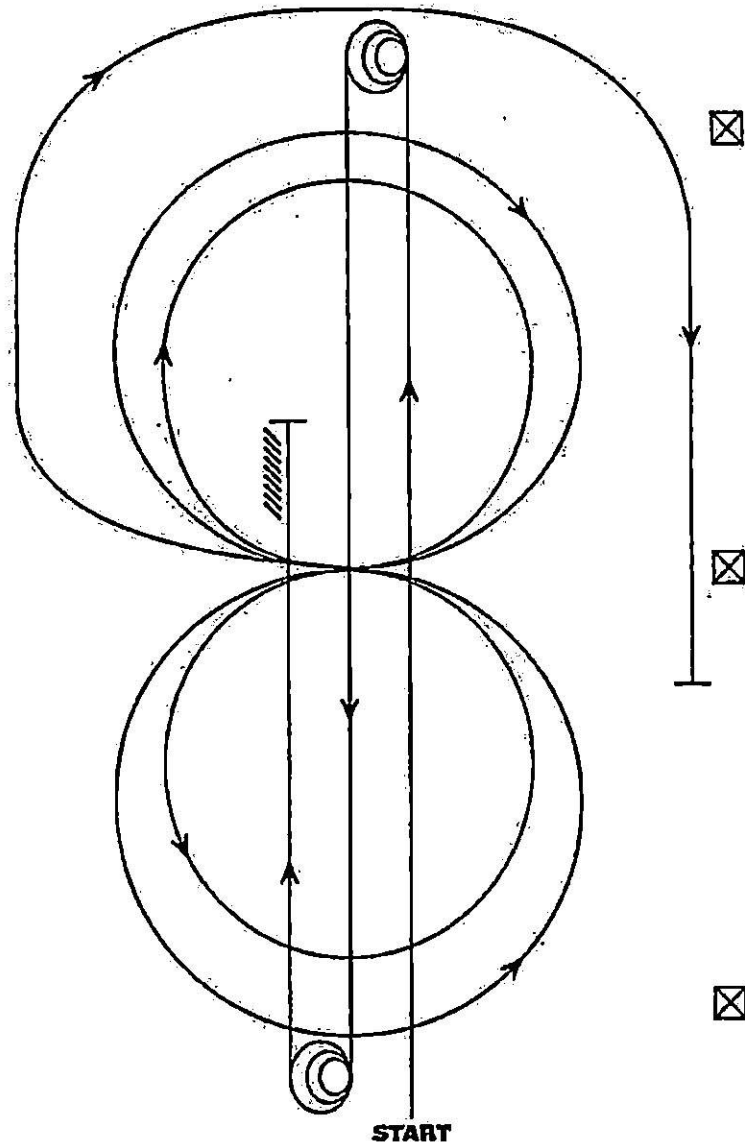


1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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.

All Ages

## REINING PATTERN



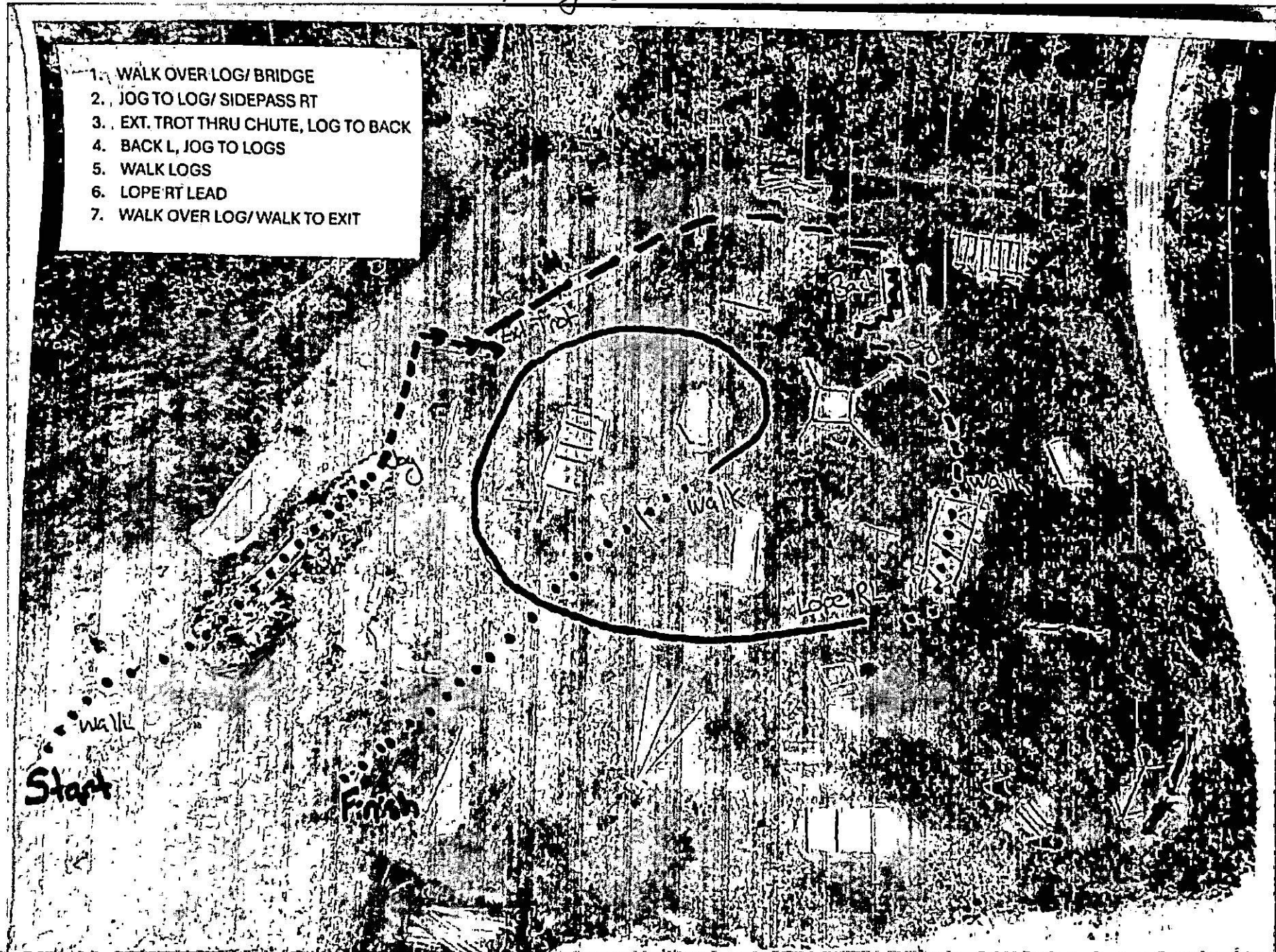
**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

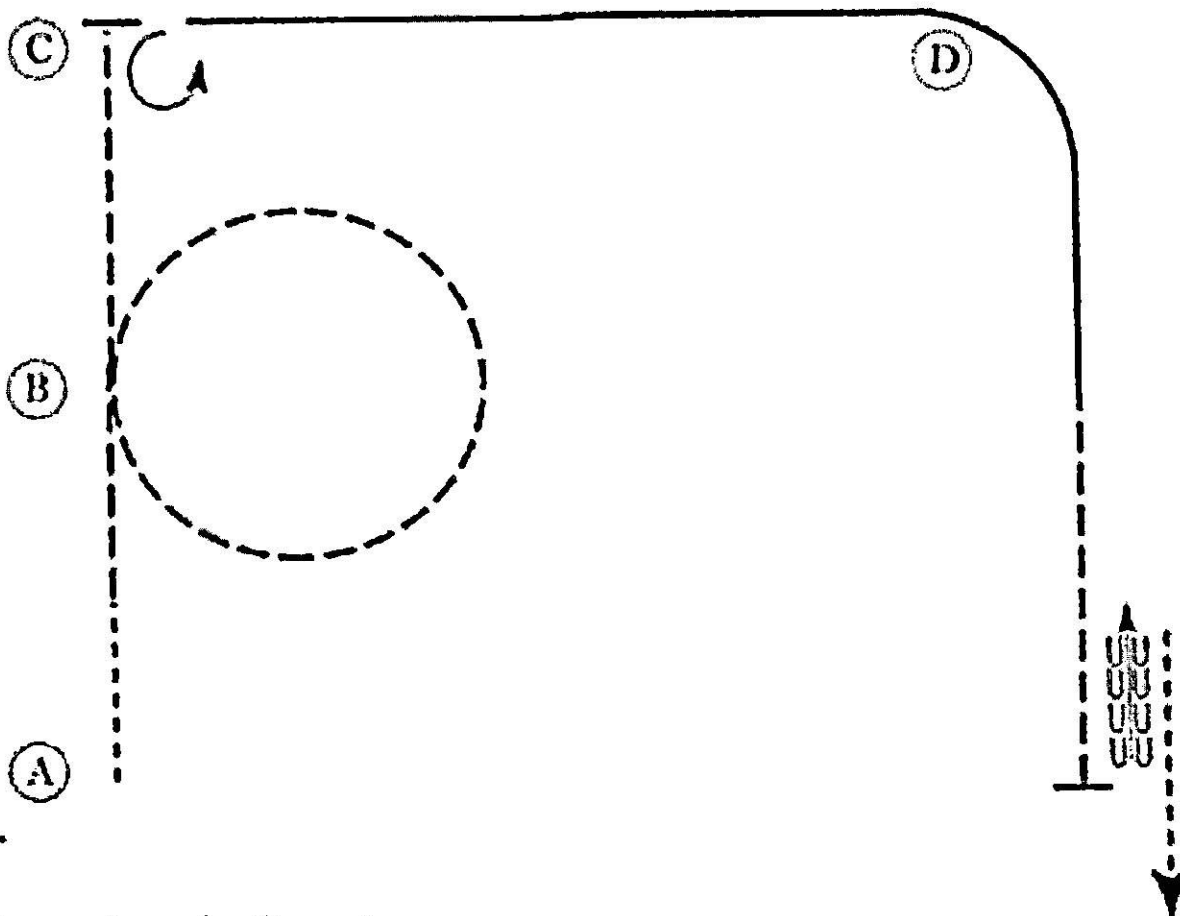
1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. 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 sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

# Trail - All Ages

1. WALK OVER LOG/ BRIDGE
2. JOG TO LOG/ SIDEPASS RT
3. EXT. TROT THRU CHUTE, LOG TO BACK
4. BACK L, JOG TO LOGS
5. WALK LOGS
6. LOPE RT LEAD
7. WALK OVER LOG/ WALK TO EXIT



# Hunt Seat Eq.



Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. Continue trot to C.
5. Stop at C and perform a 270 degree turn on the hindquarters to the left.
6. Canter on the right lead to and around D.
7. When even with B, begin a posting trot on the right diagonal.
8. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←
Hand Gallop	—————