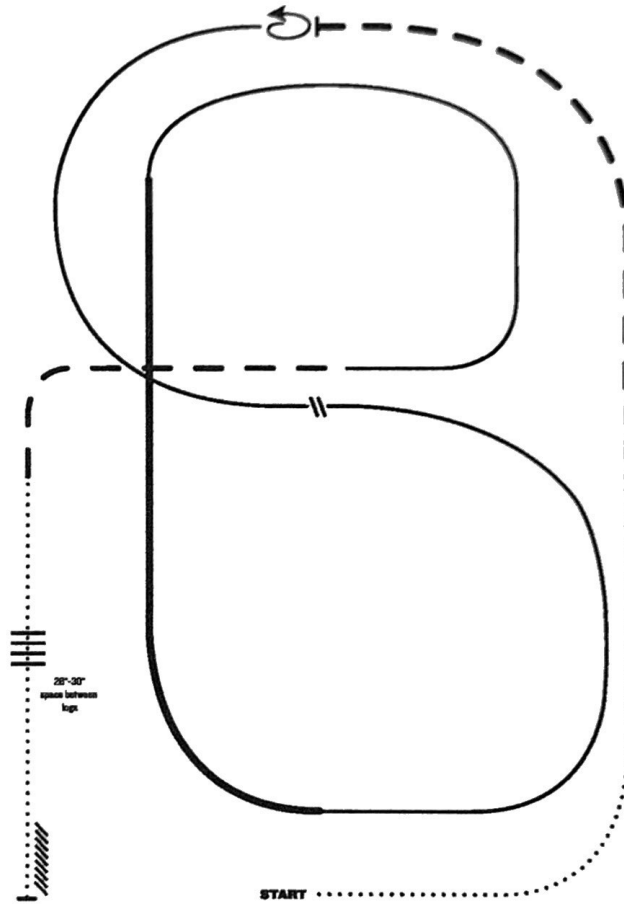


RANCH RIDING - PATTERN I



LEGEND

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

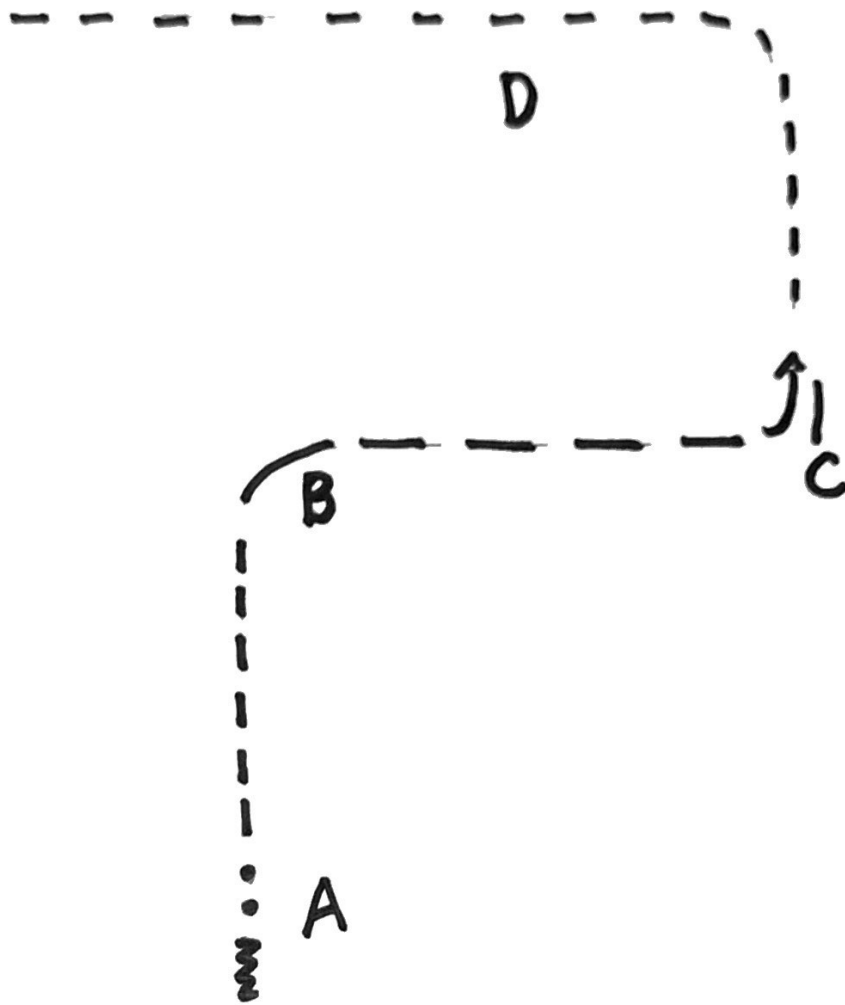
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back



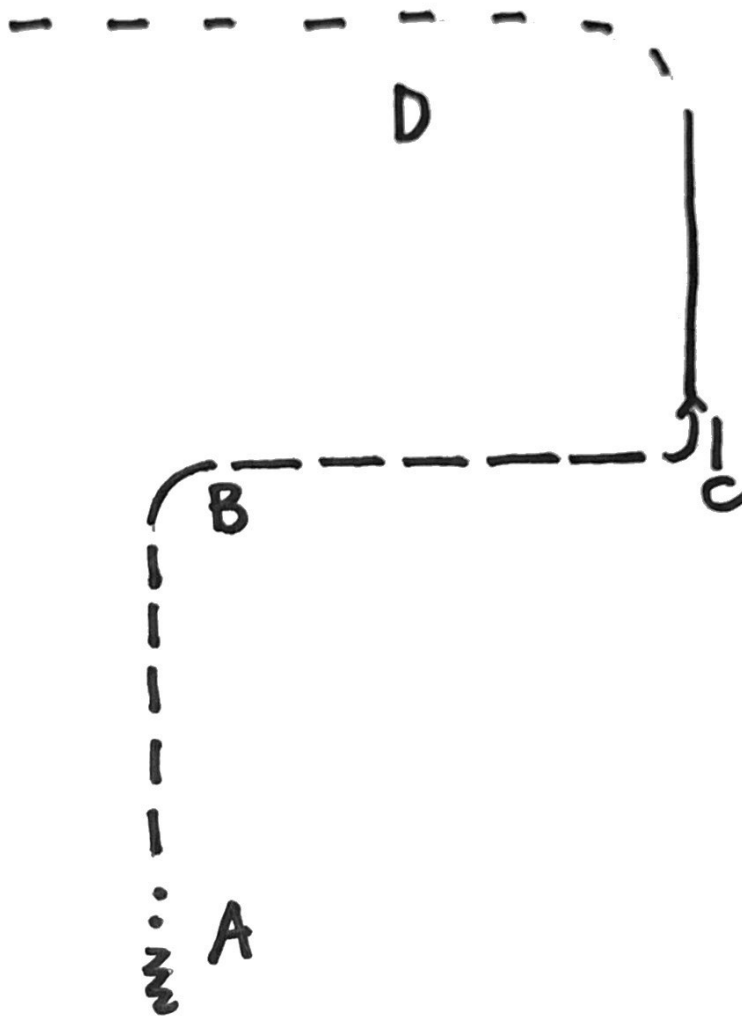
SHOWMANSHIP – ALL CLASSES

1. At start cone perform a 180 degree turn
2. Back your horse
3. Perform a second 180 degree turn
4. Trot to the Judge
5. Set up for inspection
6. When dismissed perform a 90 degree turn and trot out



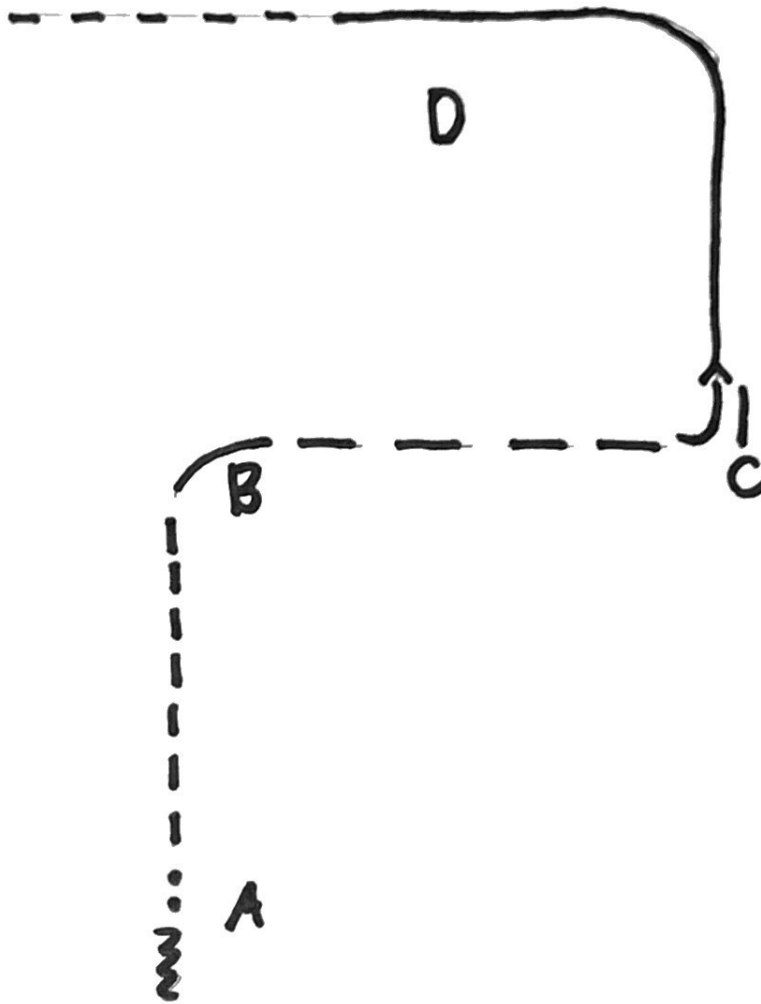
HS EQUITATION – WALK / TROT

1. At Cone A back 4 steps
2. Walk forward pick up Rising Trot
3. At Cone B sit trot around to Cone C
4. At Cone C stop and perform a 90 degree left turn on the forehand
5. Pick up Rising Trot and continue around Cone D to finish



HS EQUITATION GREEN HORSE

1. At Cone A back 4 steps
2. Walk forward pick up Rising Trot
3. At Cone B sit trot around to Cone C
4. At Cone C stop and perform a 90 degree left turn on the forehand
5. Canter Right Lead
6. WHEN EVEN WITH Cone D break to Rising trot
7. Continue around Cone D as shown



HS EQUITATION – YT / 19+

1. At Cone A back 4 steps
2. Walk forward pick up Rising Trot
3. Go immediately into 2 point position
4. At Cone B sit trot around to Cone C
5. At Cone C stop and perform a 90 degree left turn on the forehand
6. Canter Right Lead continue around Cone D
7. Once past Cone D break to Rising Trot