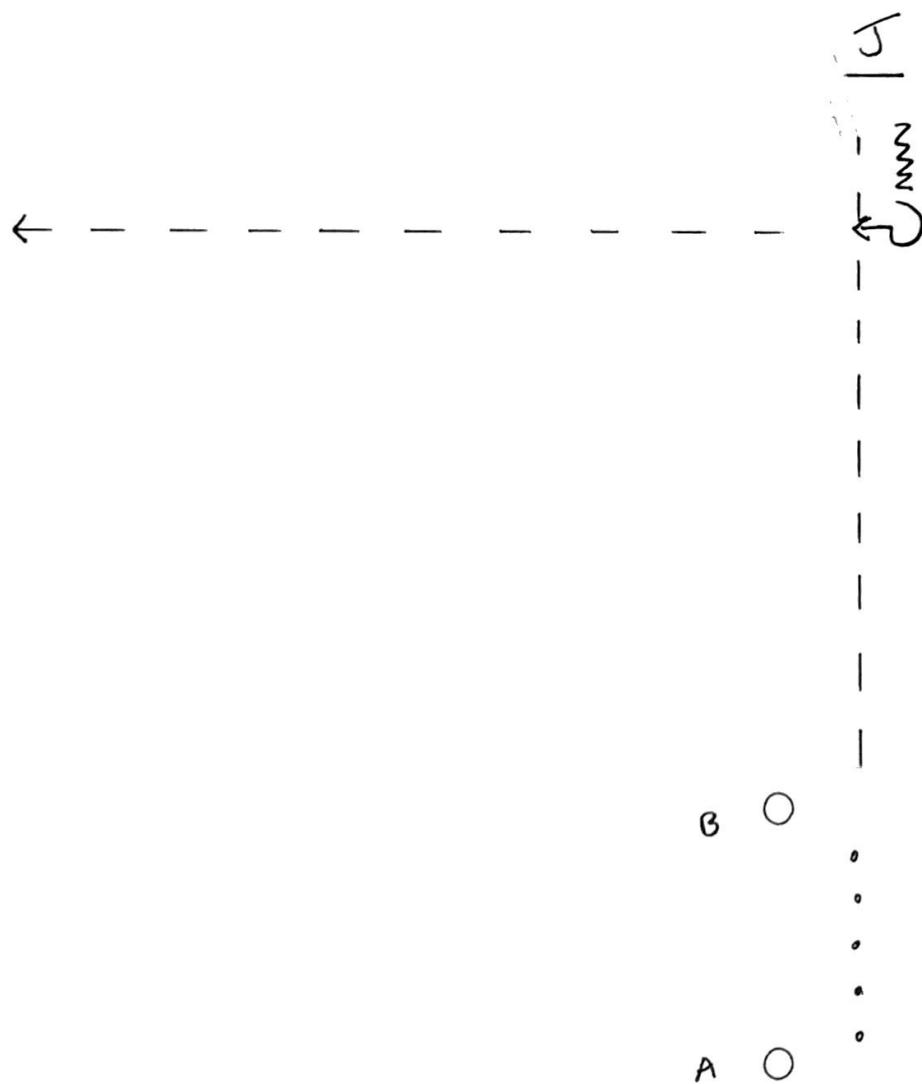


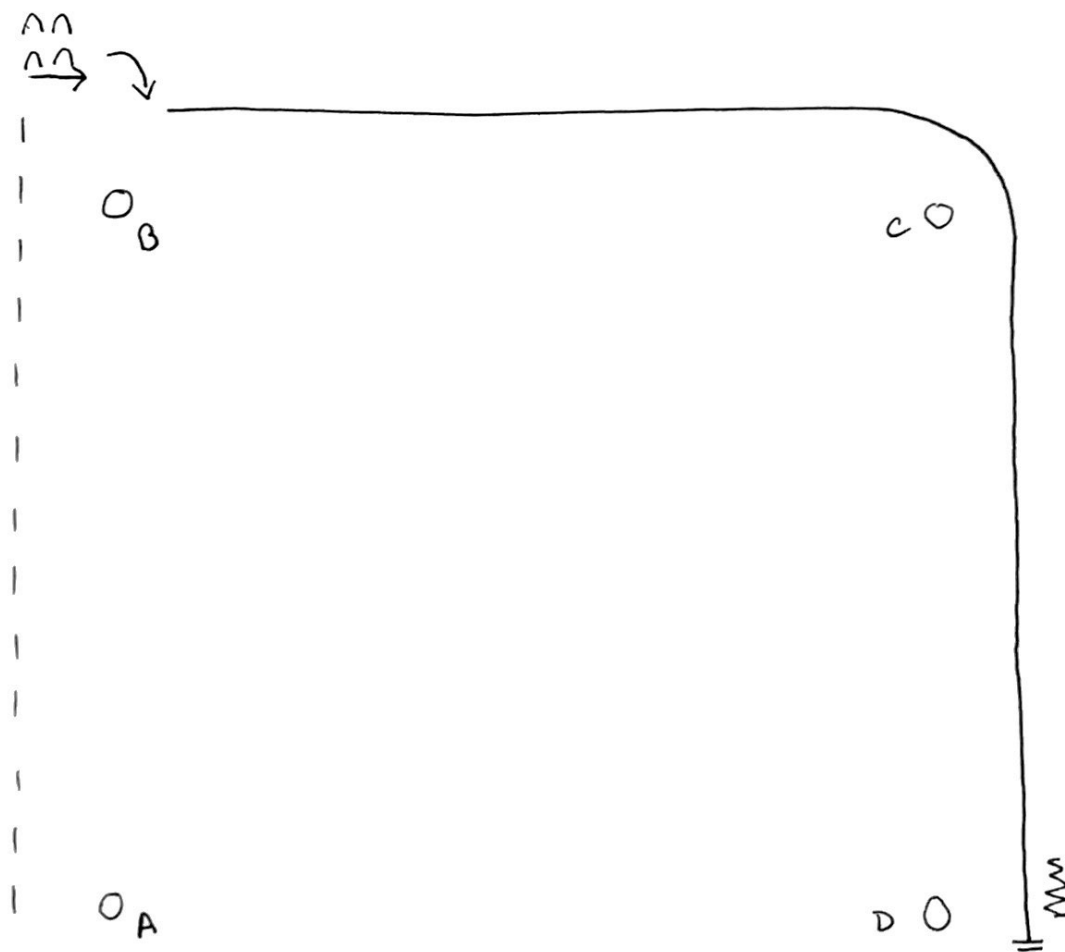
SHOWMANSHIP – ALL CLASSES

1. Walk from Cone A to Cone B
2. Trot to the Judge
3. Stop and Set Up for Inspection
4. When dismissed Back 5 steps
5. Perform a 270 degree turn
6. Trot away in a straight line



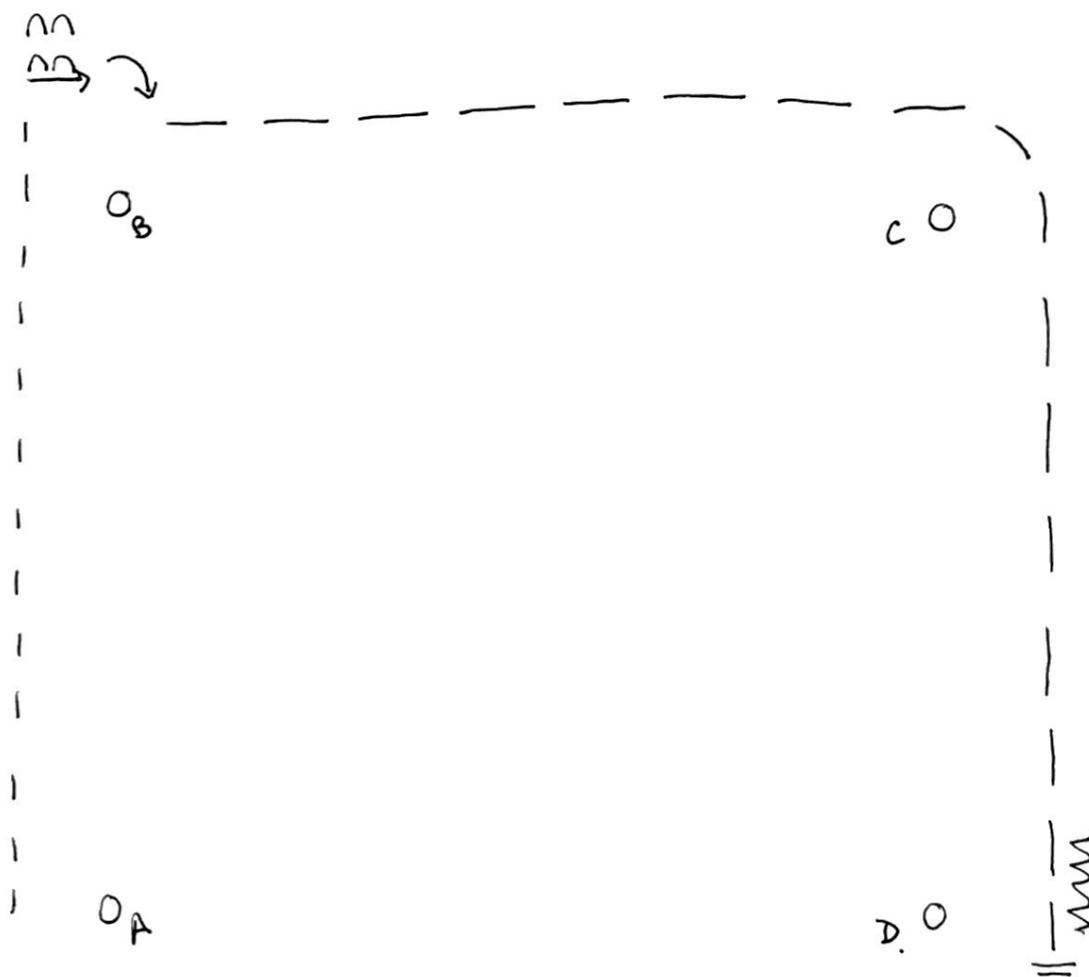
HORSEMANSHIP – ALL LOPE CLASSES

1. Be ready at cone "A"
2. Jog from "A" to past "B"
3. Stop and Sidepass Right then $\frac{1}{4}$ Turn on the Haunches to the Right
4. Lope Right Lead around "C" to "D"
5. At "D" Stop and Back



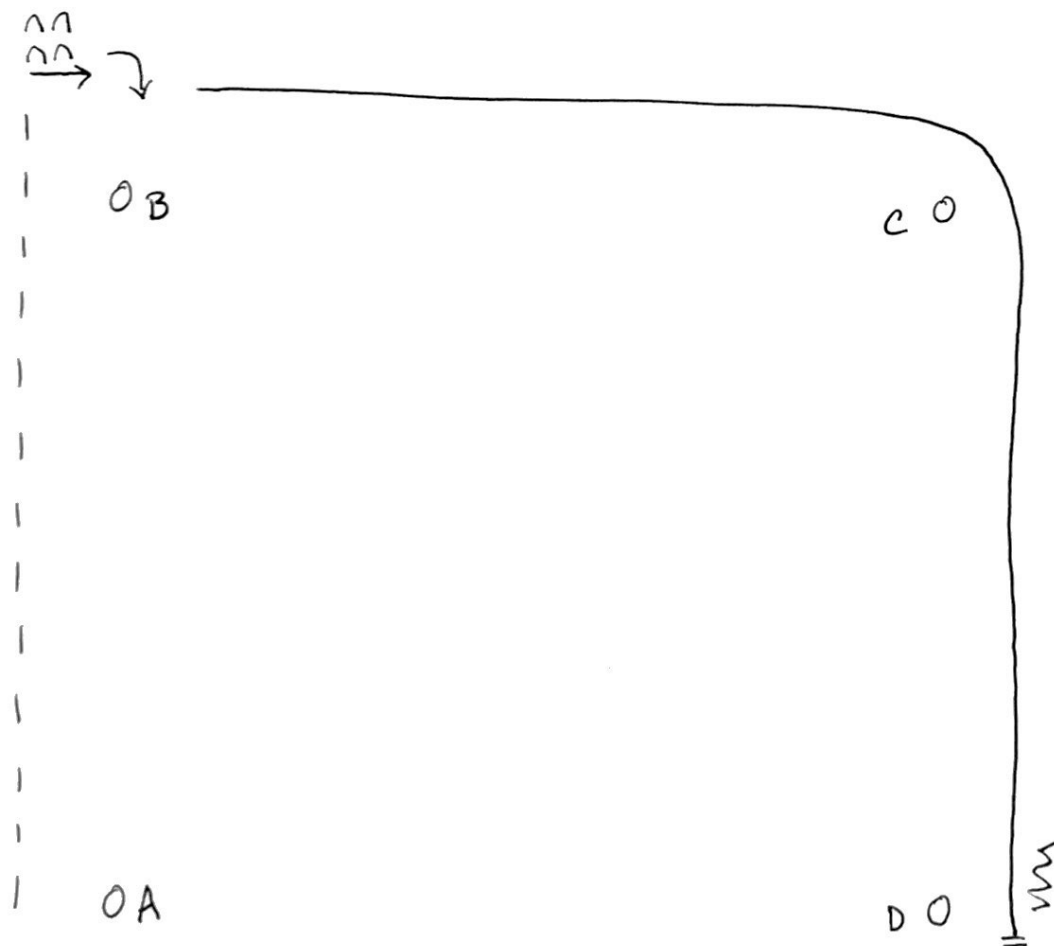
HORSEMANSHIP – ALL WALK/TROT CLASSES

1. Be ready at cone "A"
2. Jog from "A" to past "B"
3. Stop and Sidepass Right then $\frac{1}{4}$ Turn on the Haunches to the Right
4. Extend Trot around "C" to "D"
5. At "D" Stop and Back



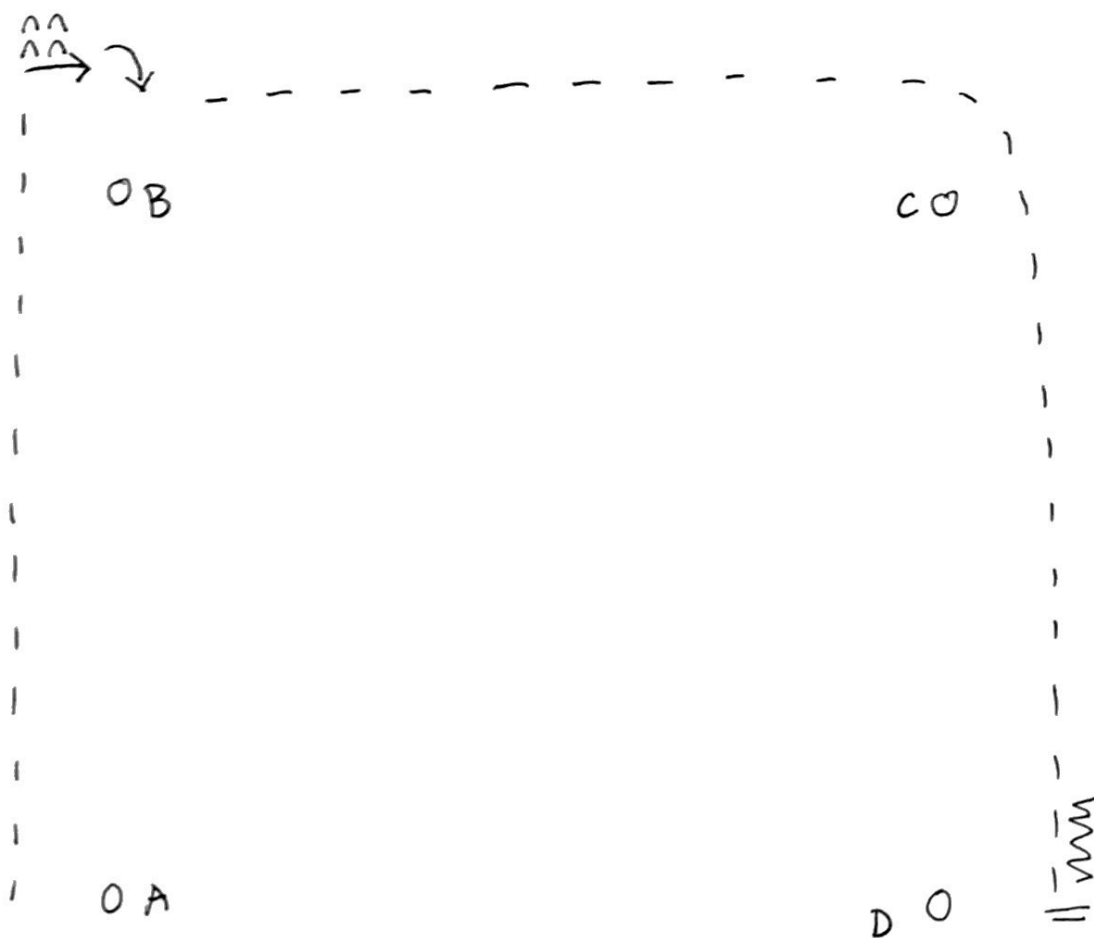
EQUITATION – ALL CANTER CLASSES

1. Be ready at cone "A"
2. Trot Left Diagonal from "A" to past "B"
3. Stop and Sidepass Right then $\frac{1}{4}$ Turn on the Haunches to the Right
4. Canter Right Lead around "C" to "D"
5. At "D" Stop and Back



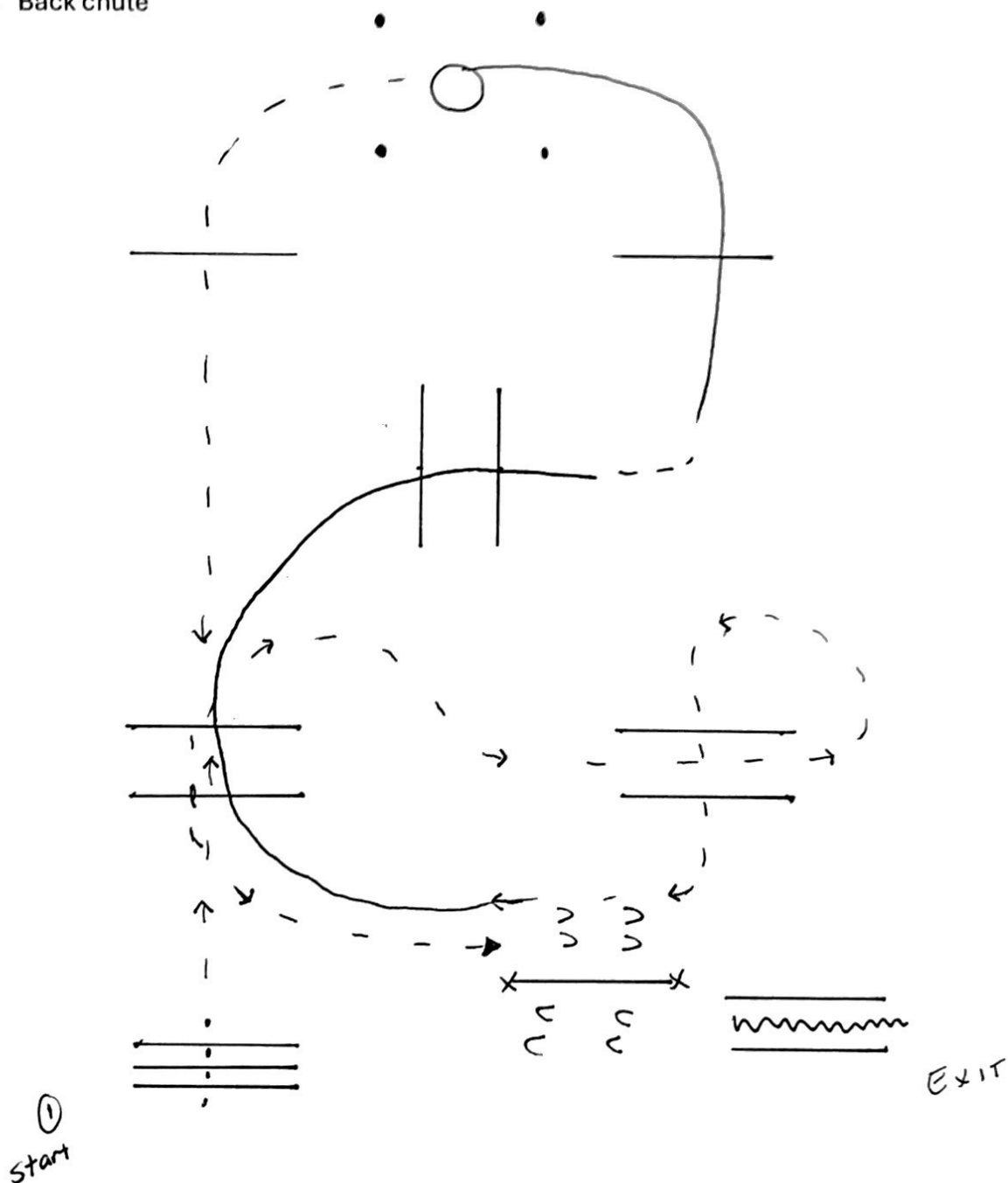
EQUITATION – ALL WALK/TROT CLASSES

1. Be ready at cone "A"
2. Trot Left Diagonal from "A" to past "B"
3. Stop and Sidepass Right then $\frac{1}{4}$ Turn on the Haunches to the Right
4. Sit Trot around "C" to "D"
5. At "D" Stop and Back



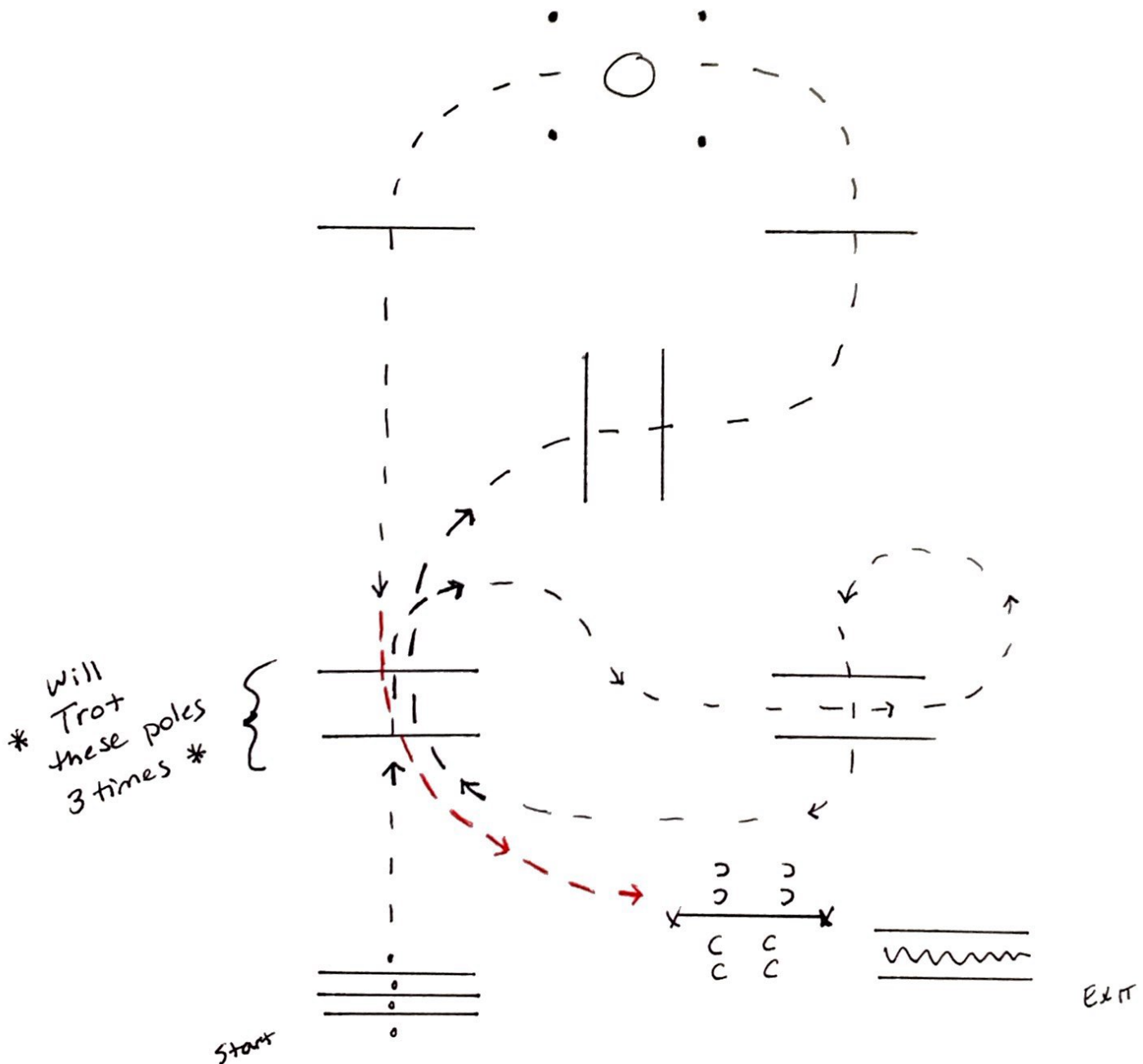
TRAIL – ALL LOPE CLASSES

1. Walk poles
2. Jog poles as shown
3. Lope Right Lead
4. Simple Change and Lope Left Lead
5. Lope into 'Box' and 360 either way
6. Jog out of 'Box' and over poles
7. Jog to Gate
8. Work Gate – RH push
9. Back chute



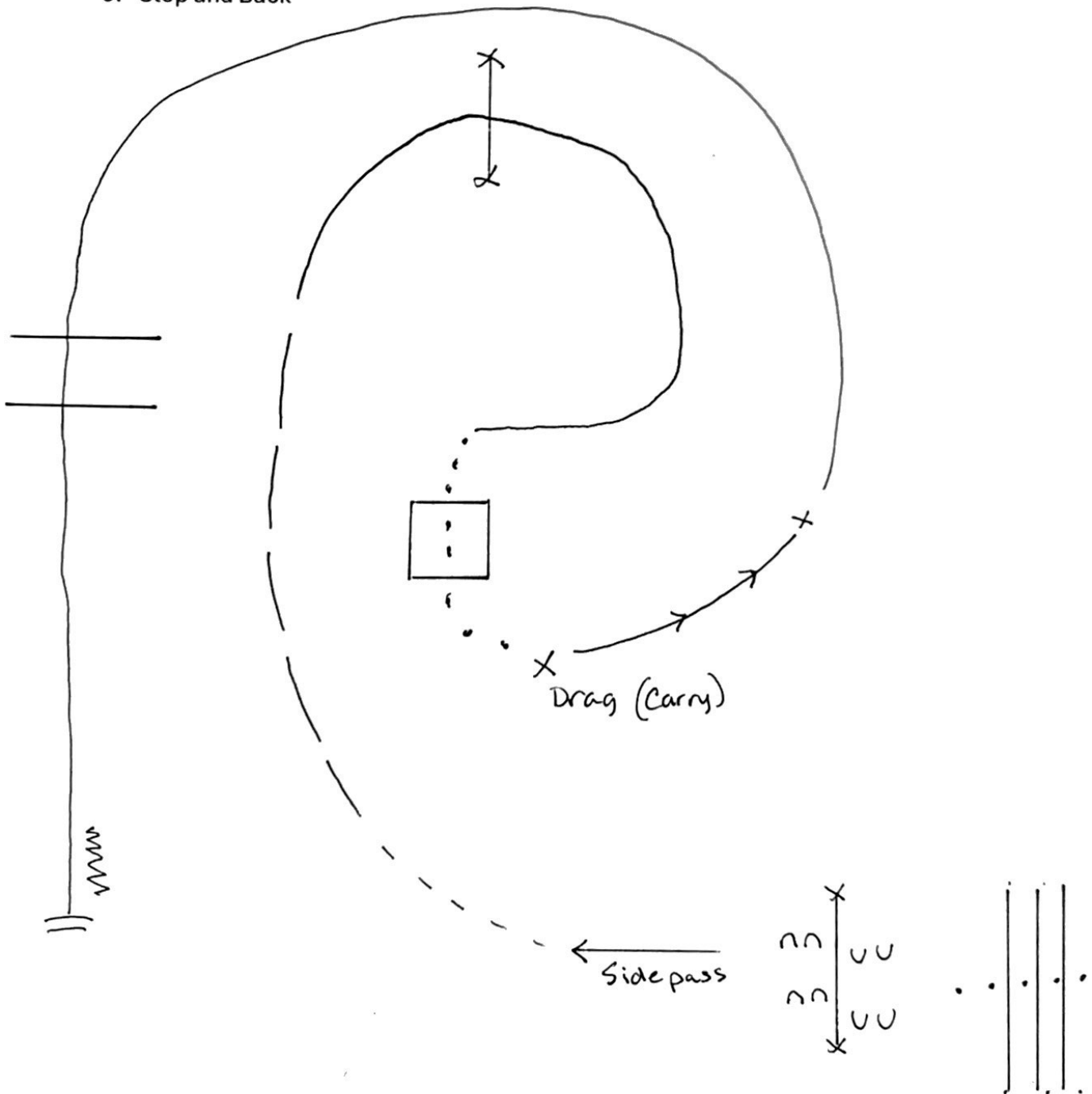
TRAIL – ALL WALK / TROT CLASSES

1. Walk poles
2. Jog poles as shown
3. Jog into Box and 360 either way
4. Jog out of Box over poles
5. Jog to Gate
6. Work Gate – RH push
7. Back chute



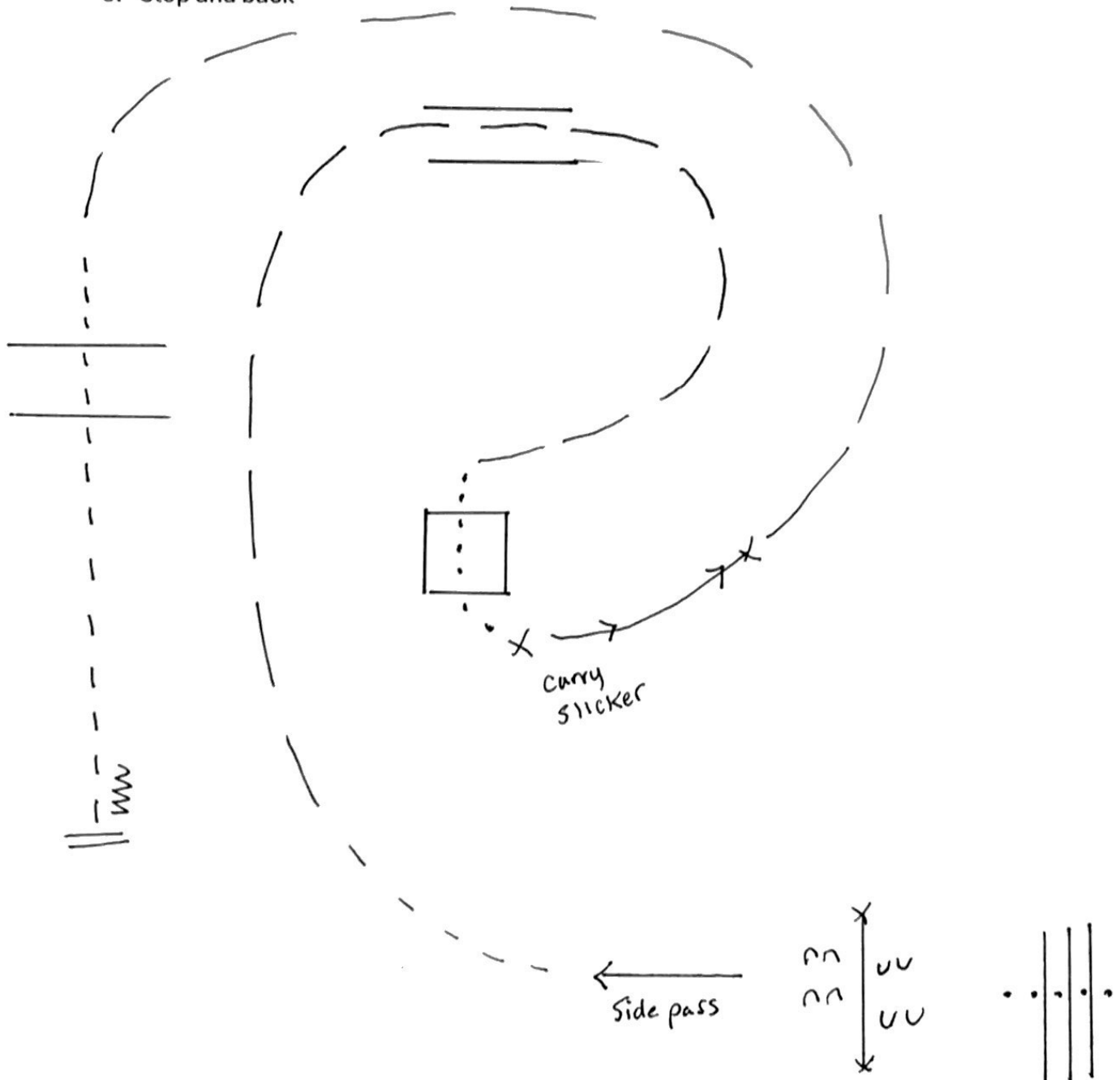
RANCH TRAIL – ALL LOPE CLASSES

1. Walk over logs to gate
2. Work Gate RH push
3. Side pass Left
4. Trot and Extend Trot
5. Lope Right Lead over Jump and around as shown
6. Walk over Bridge
7. Drag as shown – YOUTH NOT TO DRAG - WILL CARRY SLICKER
8. Lope Left Lead over poles
9. Stop and Back

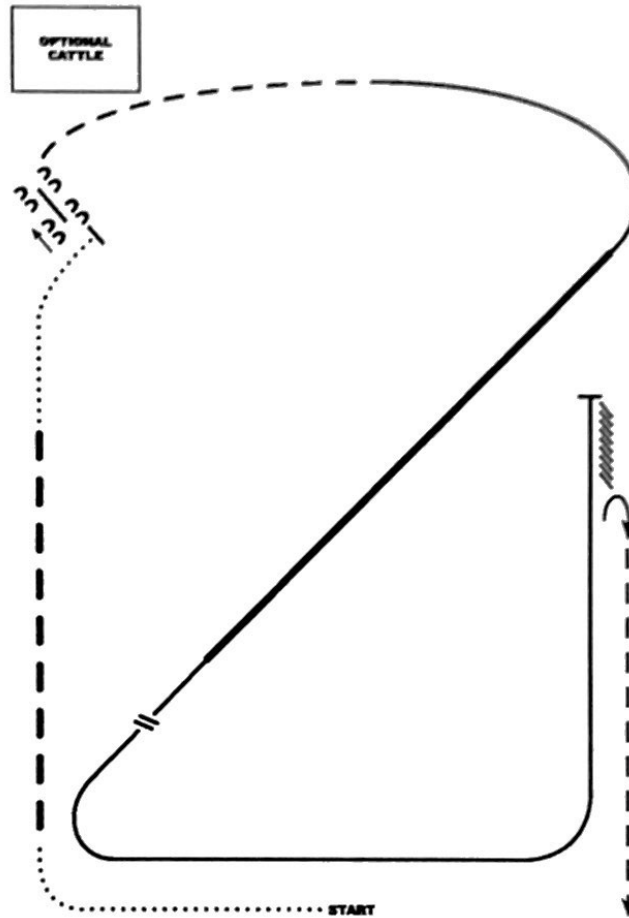


RANCH TRAIL – ALL WALK / TROT CLASSES

1. Walk over logs to gate
2. Work Gate – RH push
3. Sidepass Left
4. Trot and Extend Trot through chute and around as shown
5. Walk over bridge
6. Carry slicker
7. Extend Trot then Trot logs
8. Stop and back



Pattern 10



LEGEND	
.....	Walk
.....	Extended Walk
----	Trot
----	Extended Trot
----	Lope
----	Extended Lope
----	Back
W	Lead Change

WALK/TROT

- | | |
|-------------|---|
| | 1. Walk |
| | 2. Extended trot |
| | 3. Walk |
| | 4. Stop, side pass left over log |
| | 5. Trot |
| Trot ← | 6. Lope right lead |
| Ext. Trot ← | 7. Extended lope right lead |
| Trot ← | 8. Collect lope and change leads (simple or flying) |
| Trot ← | 9. Lope left lead |
| | 10. Stop and back |
| | 11. 1/2 turn right |
| | 12. Trot |

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.

WALK/TROT Same as pattern except for #6, 7, 8, 9