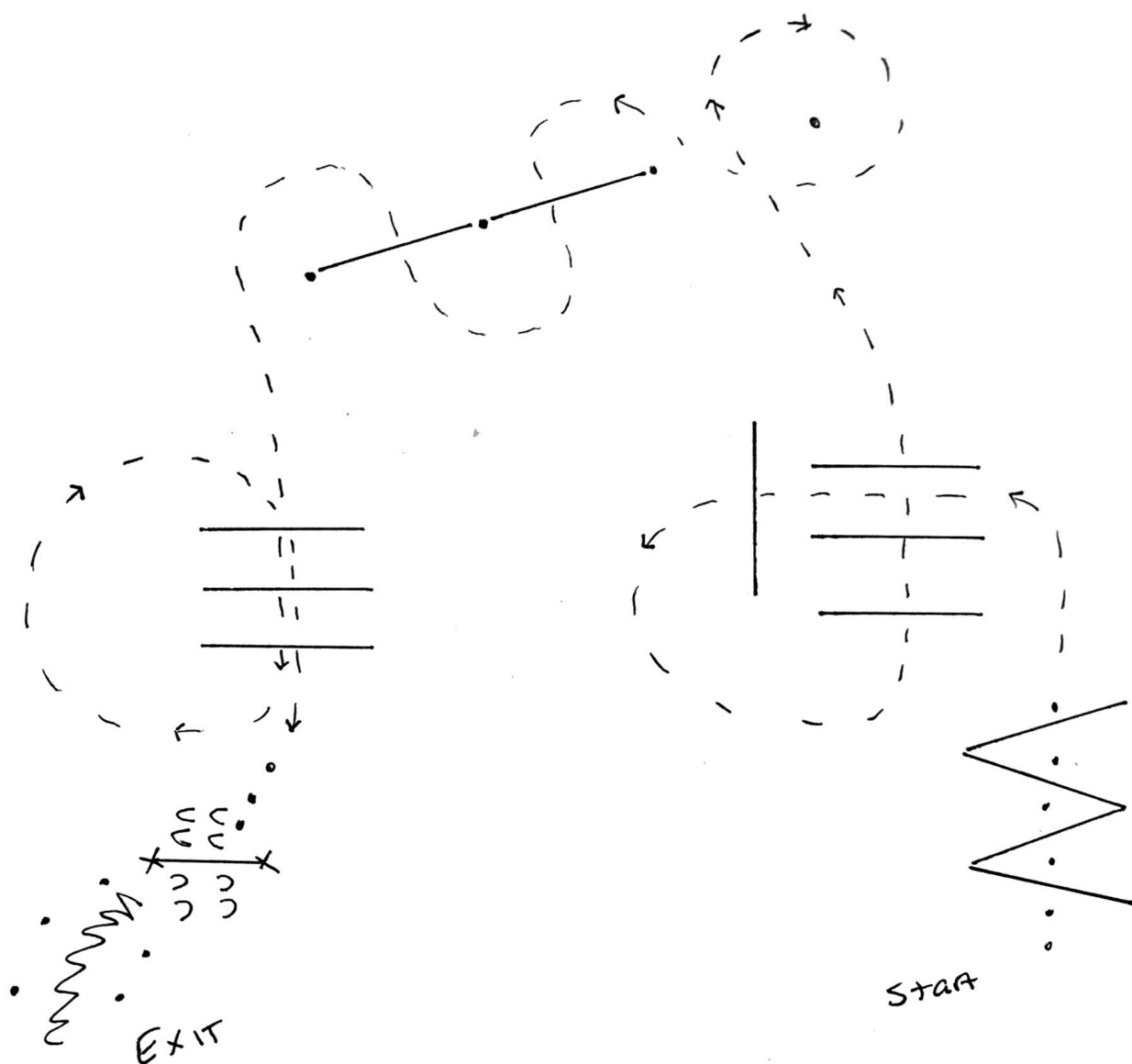


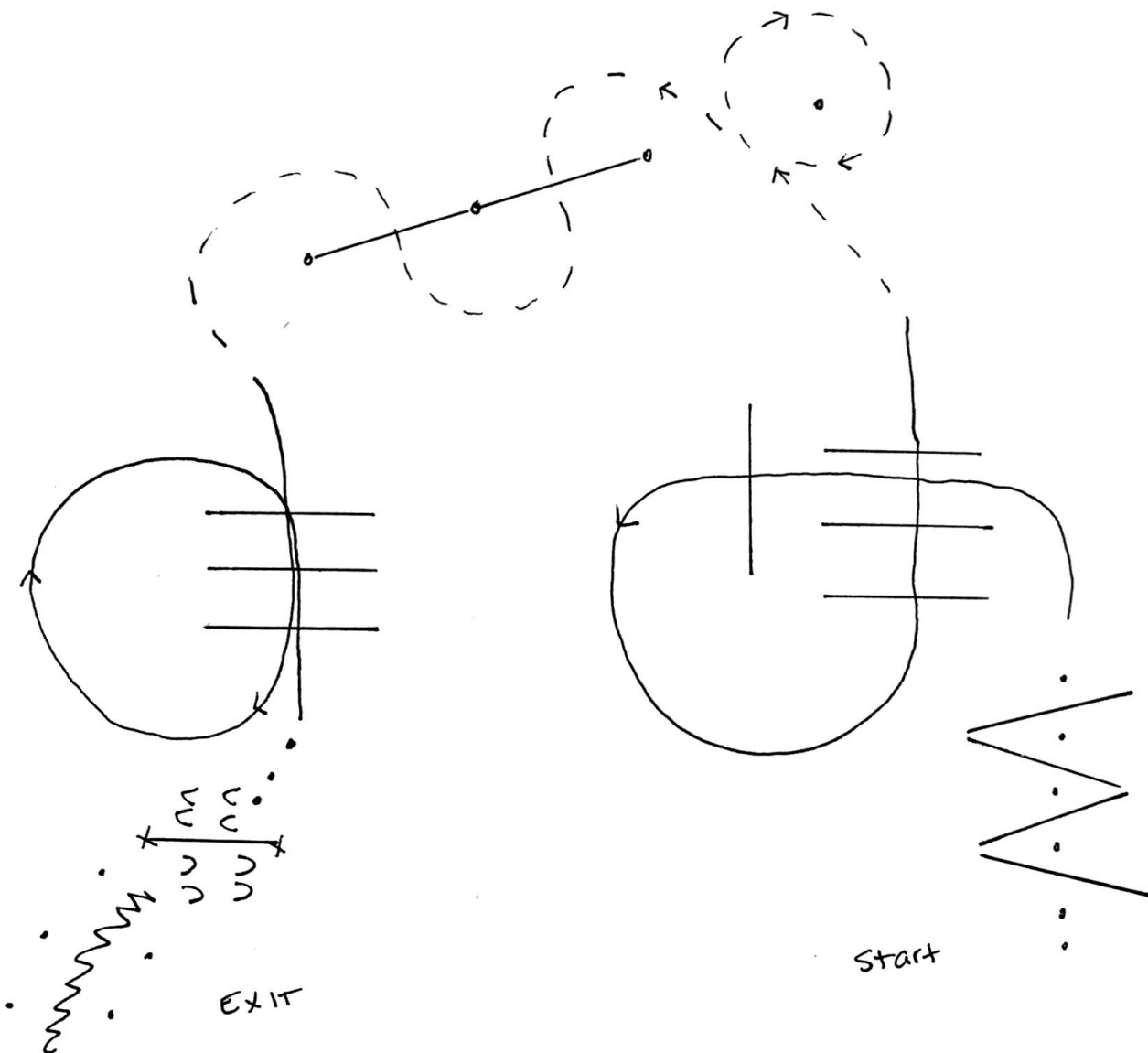
1. Walk over poles
2. Jog poles as shown
3. Jog serpentine
4. Jog poles as shown
5. Walk to gate
6. Work gate LH push
7. Back around cones to exit

1. Walk over poles
2. Jog poles as shown
3. Jog serpentine
4. Jog poles as shown
5. Walk to gate
6. Work gate LH push
7. Back around cones to exit



TRAIL – ALL LOPE CLASSES

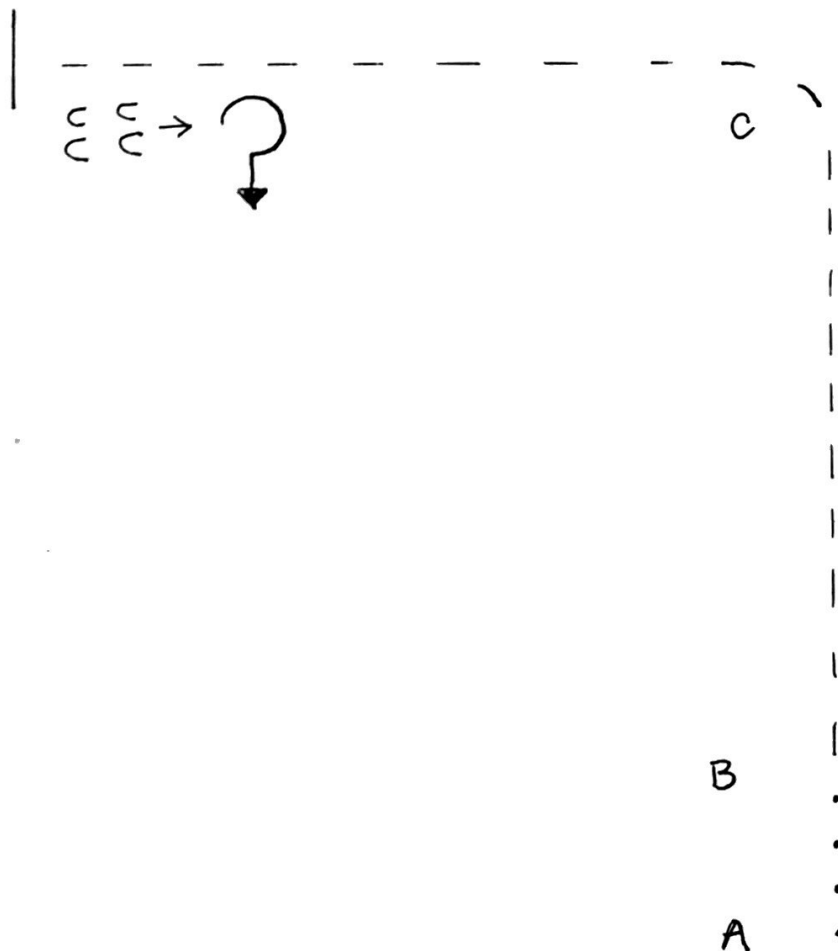
1. Walk over poles
2. Lope left lead over poles
3. Jog serpentine
4. Lope right lead over poles
5. Break to Walk
6. Work gate LH push
7. Back around cones to exit



SHOWMANSHIP

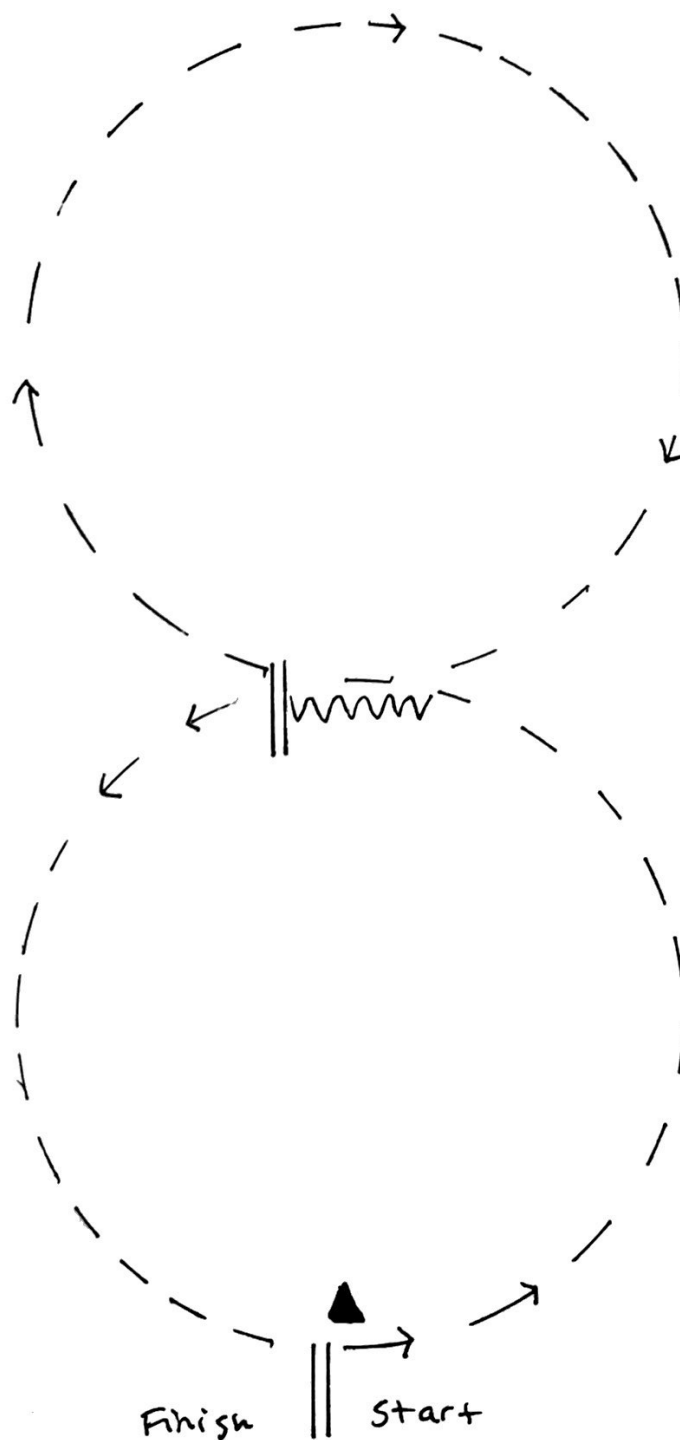
BE READY AT CONE A

1. Walk to cone B
2. Trot to and around cone C
3. Trot to Judge, Stop and Set up for Inspection
4. When dismissed back approximately one horse length
5. Perform a 270 degree turn and walk away



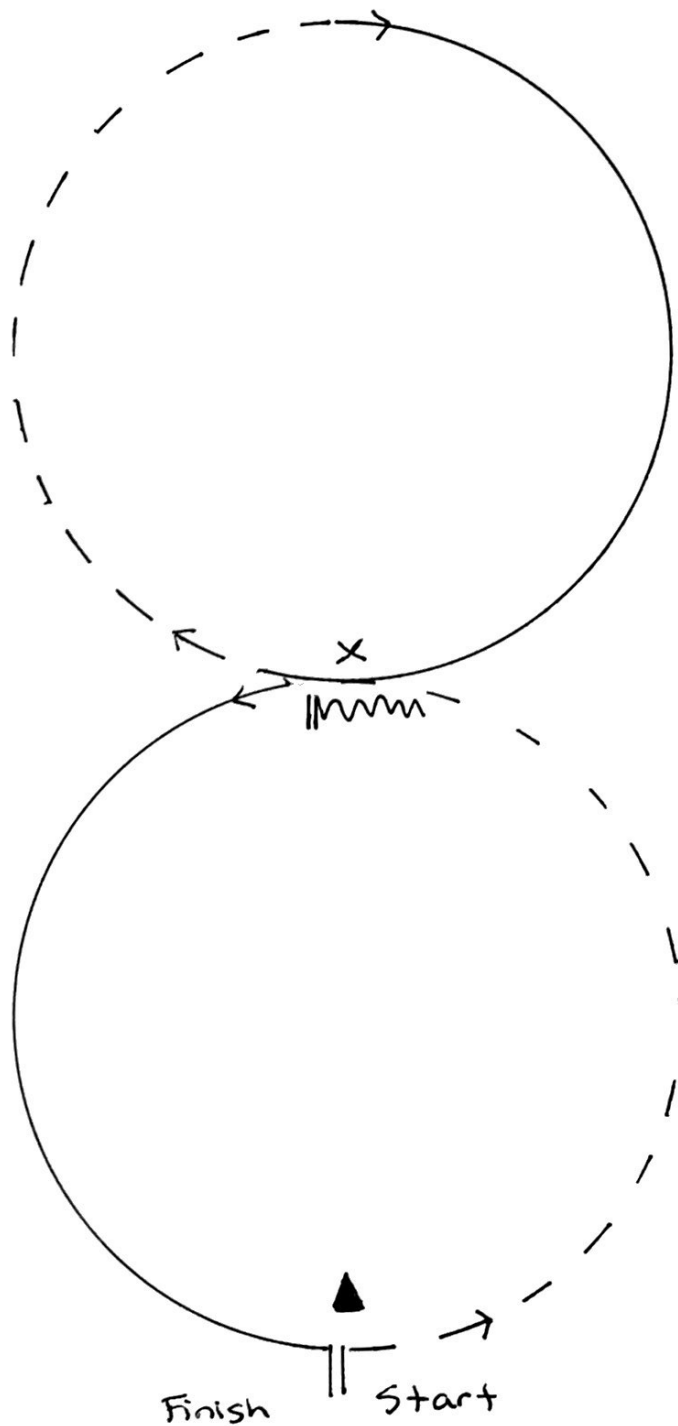
HUNT SEAT EQUITATION – ALL WALK TROT CLASSES

1. Trot half circle left
2. Stop and Back
3. Trot full circle to the right
4. Sit trot half circle left
5. Stop



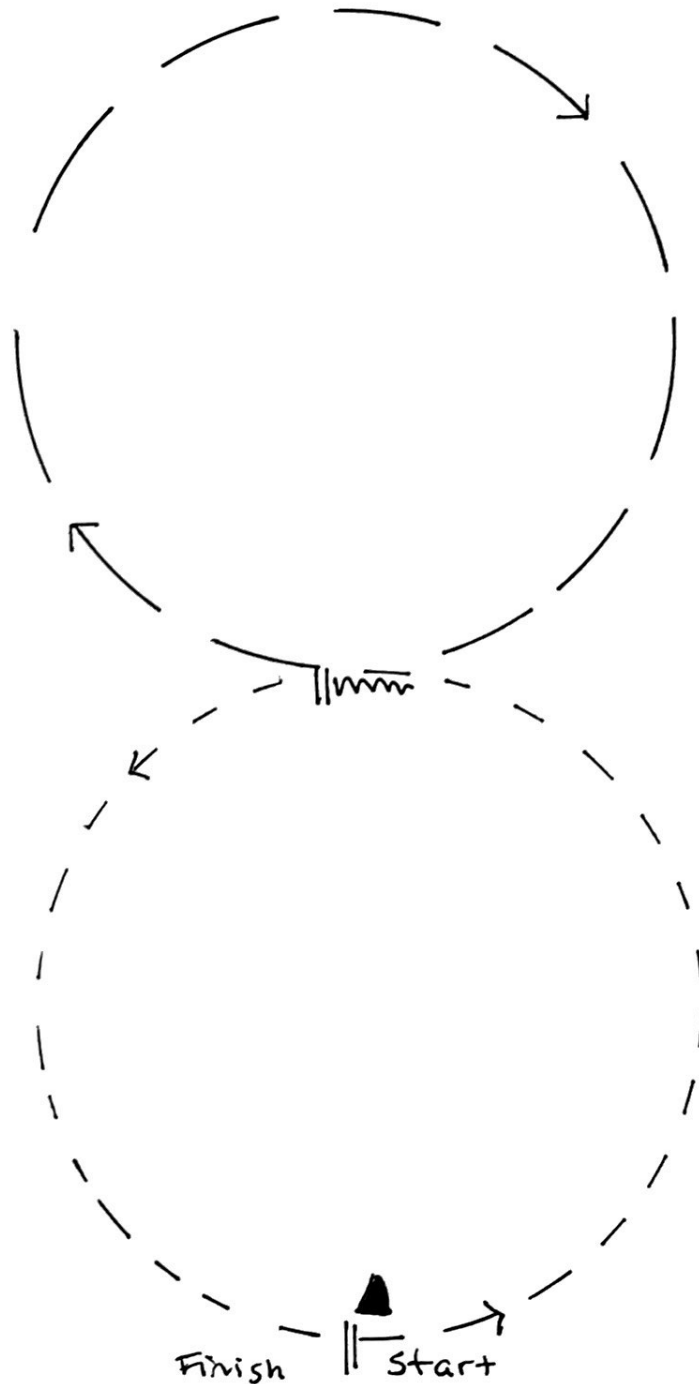
HUNT SEAT EQUITATION – CANTER CLASSES

1. Trot half circle left
2. Stop and Back
3. Trot half circle right
4. Canter Right Lead half circle
5. Simple change Canter Left Lead half circle
6. Stop



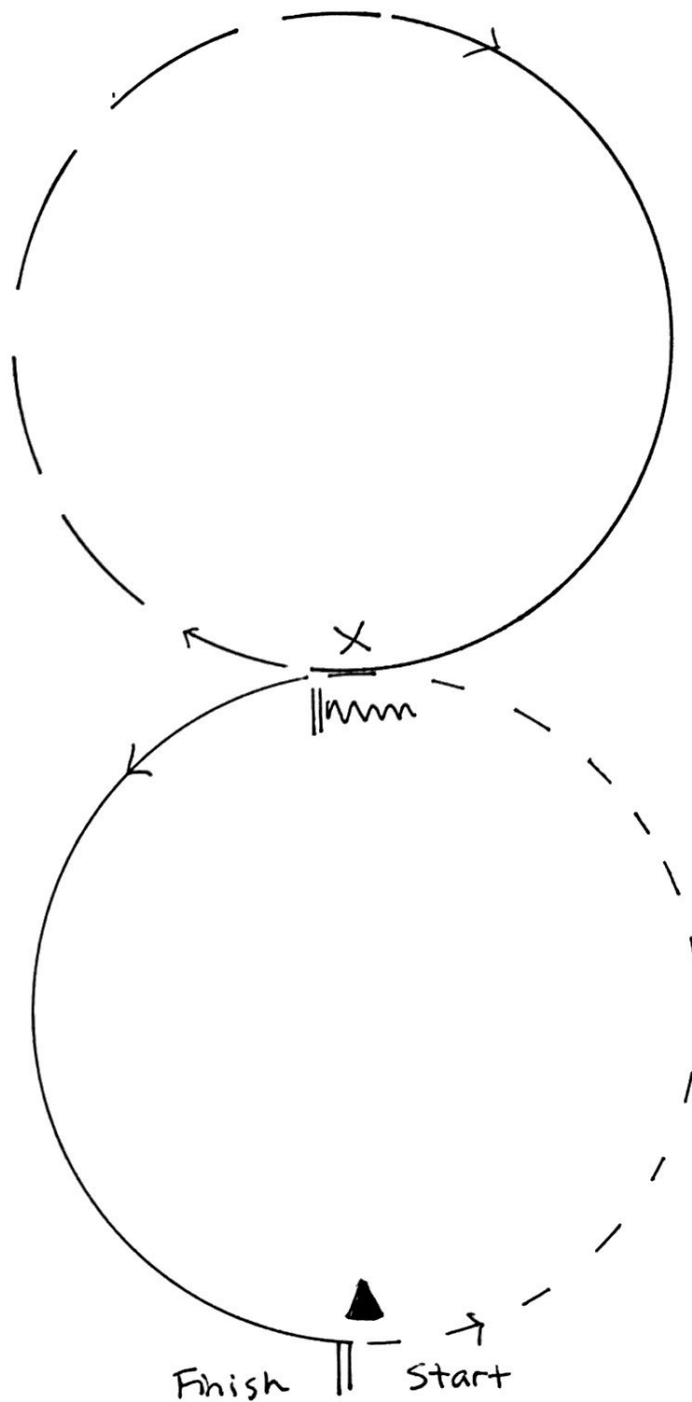
HORSEMANSHIP – ALL WALK TROT CLASSES

1. Jog half circle left
2. Stop and Back
3. Extend Jog full circle to the right
4. Jog half circle left
5. Stop



HORSEMANSHIP – LOPE CLASSES

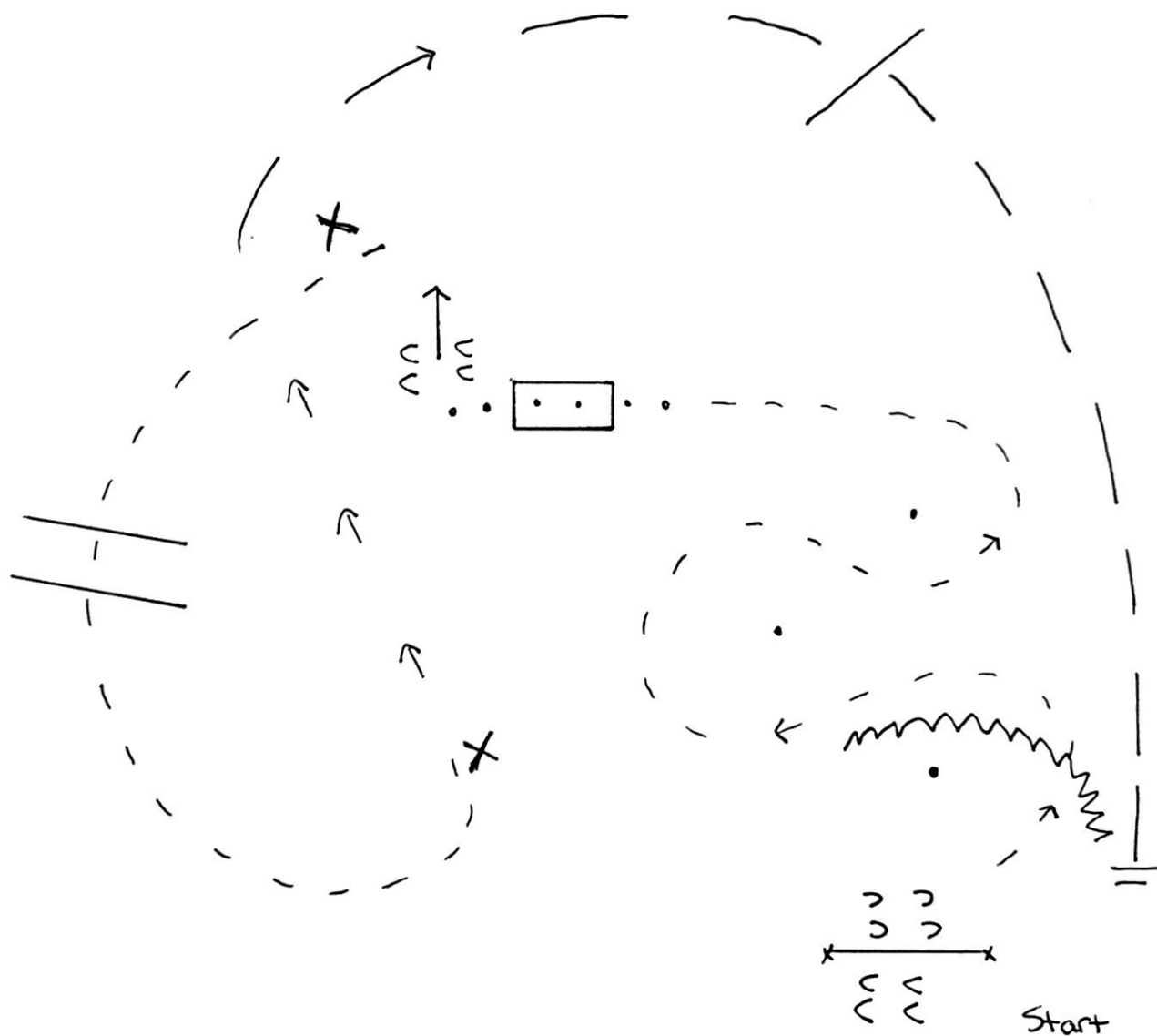
1. Jog half circle left
2. Stop and Back
3. Extend Jog Half circle right
4. Lope Right Lead half circle
5. Simple change Lope Left Lead half circle
6. Stop



RANCH TRAIL – ALL WALK TROT CLASSES

1. RH push gate
2. Trot serpentine
3. Cross bridge and side pass right
4. Trot logs
5. Carry object
6. Trot then Extend Trot

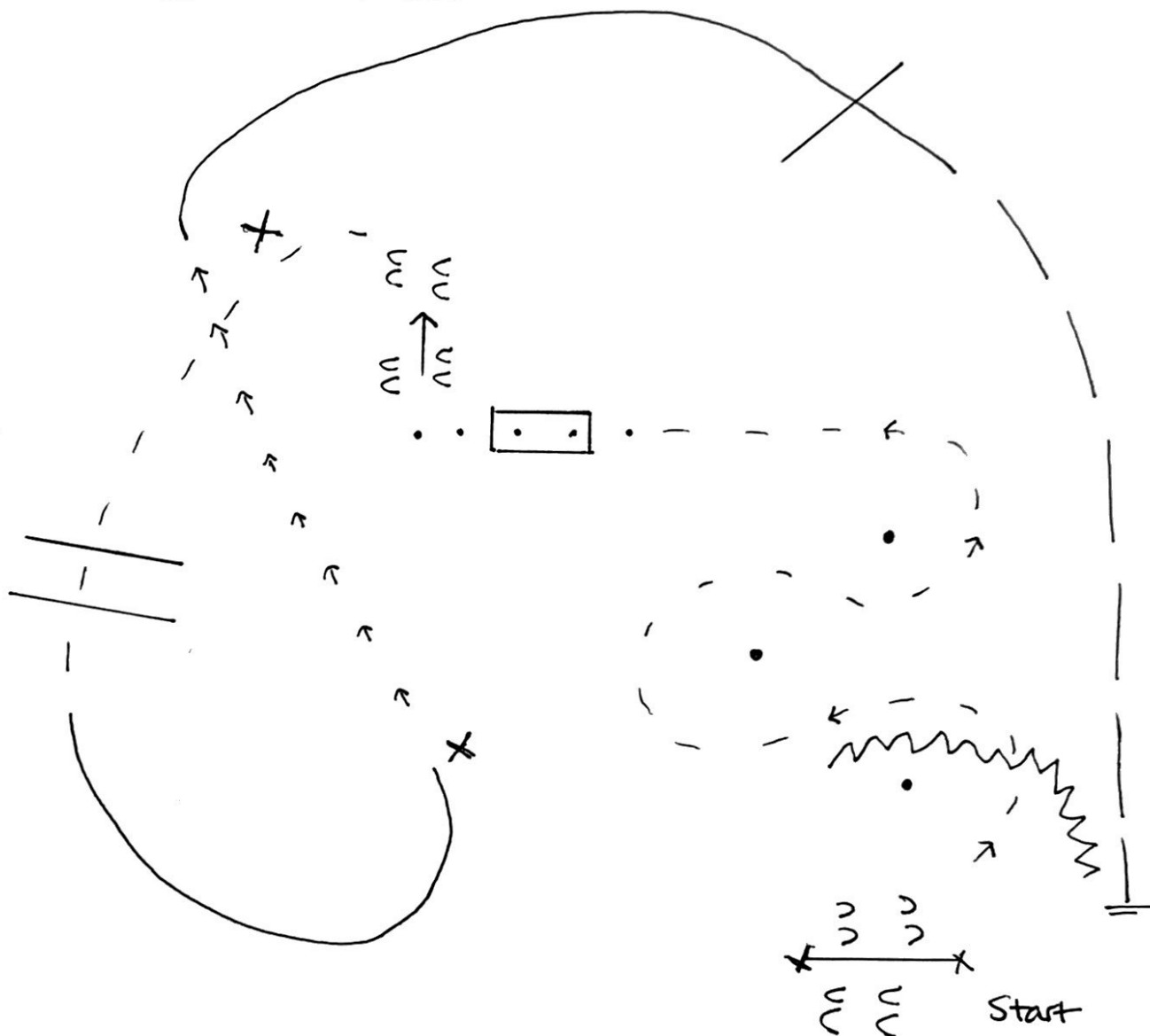
7. Stop and Back as shown



Walk ...
 Trot - - -
 Ext. Trot — — —
 Back wavy

RANCH TRAIL – ALL LOPE CLASSES – YOUTH CLASSES NOT TO DRAG

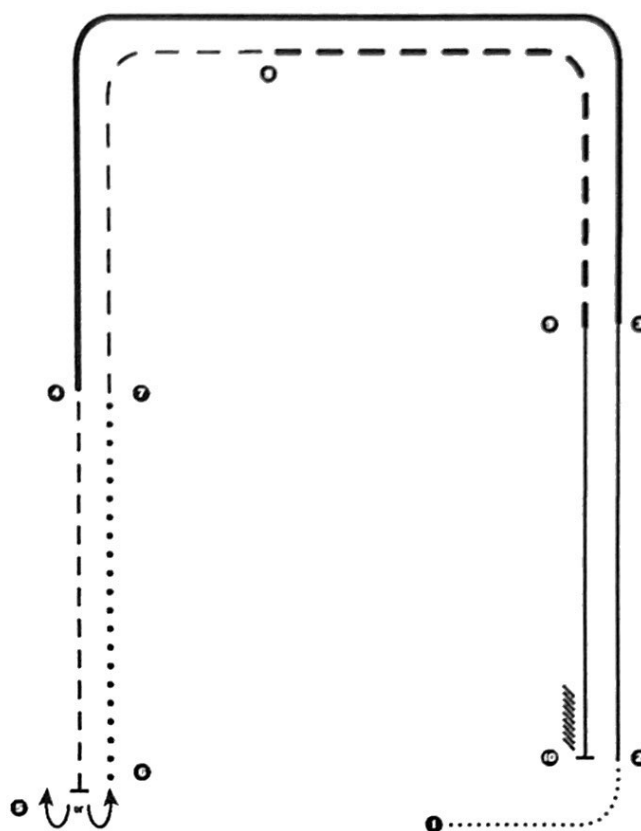
1. RH push Gate
2. Trot serpentine
3. Cross bridge and side pass right
4. Trot logs
5. Left lead lope
6. Drag (Youth will carry object)
7. Right lead lope
8. Extend Trot
9. Stop and Back as shown



Walk ...
 Trot ---
 Ext Trot ---
 Lope ---
 Back wavy

Pattern 2

Ranch Riding



LEGEND	
—	Walk
- - -	Extended Walk
- - -	Trot
- - -	Extended Trot
—	Lope
- - -	Extended Lope
	Back

When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

- | | | |
|--|---|--|
| <p>Trot —</p> <p>Ext. Trot —</p> <p>Trot —</p> | <ol style="list-style-type: none"> 1. Walk from 1 to 2 - 30 feet 2. Lope from 2 to 3 - 150 feet 3. Extended Lope from 3 to 4 - 200 feet 4. Trot from 4 to 5 - 120 feet 5. Stop at 5; reverse (either direction) 6. Extended Walk from 6 to 7 - 75 feet 7. Trot from 7 to 8 - 90 feet 8. Extended Trot from 8 to 9 - 240 feet 9. Lope from 9 to 10 - 150 feet 10. Stop and Back at 10 - approximately one horse length | <p><i>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.</i></p> |
|--|---|--|

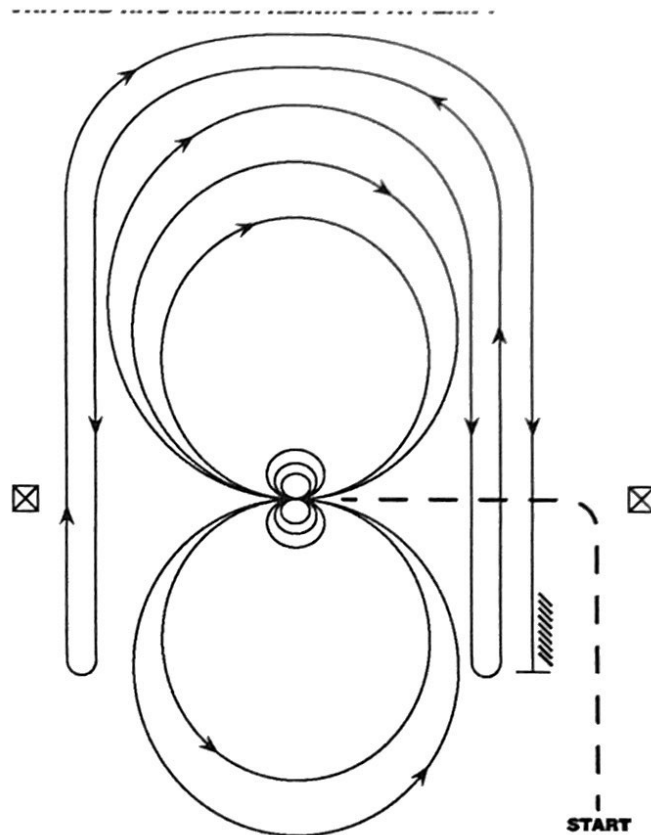
* All walk / trot see note above *

#2 - Trot

#3 - Ext. Trot

#9 - Trot

Rest of Pattern is as written.

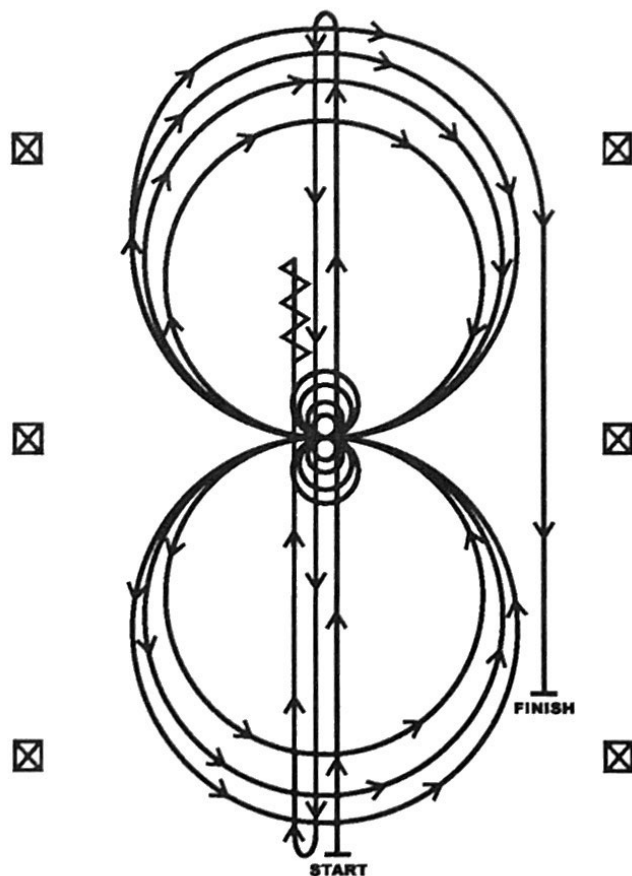


Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. 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 left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle, 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 wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

REINING PATTERN 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. 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.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down 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. Hesitate to demonstrate completion of the pattern.