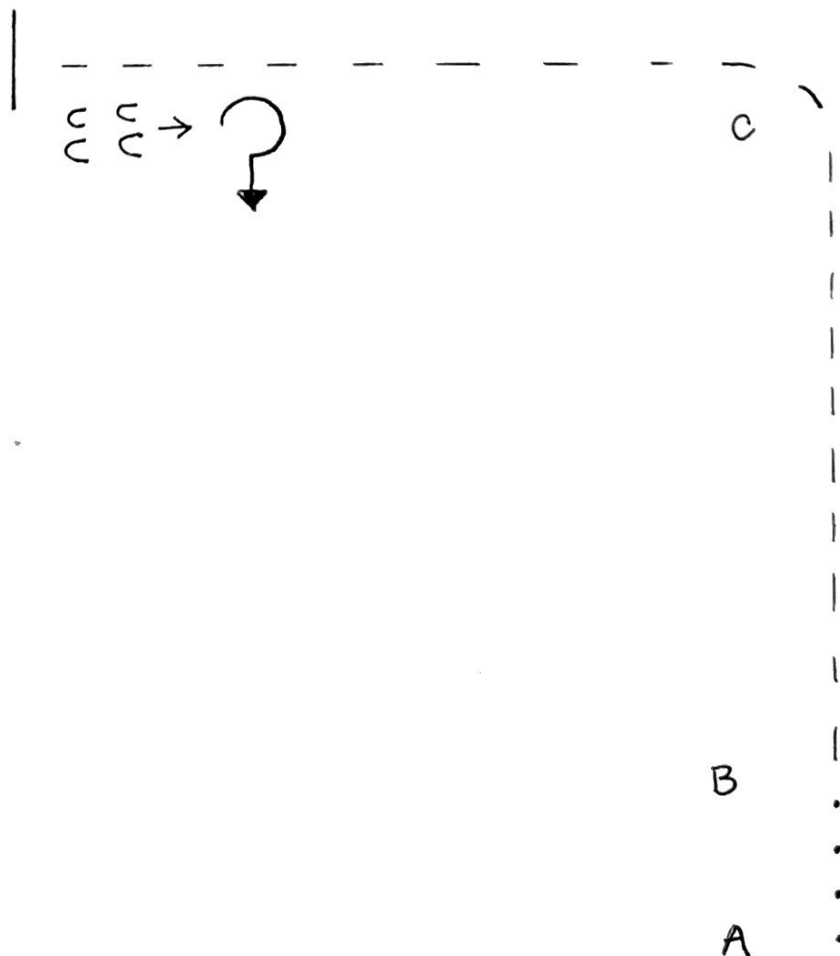


# SHOWMANSHIP

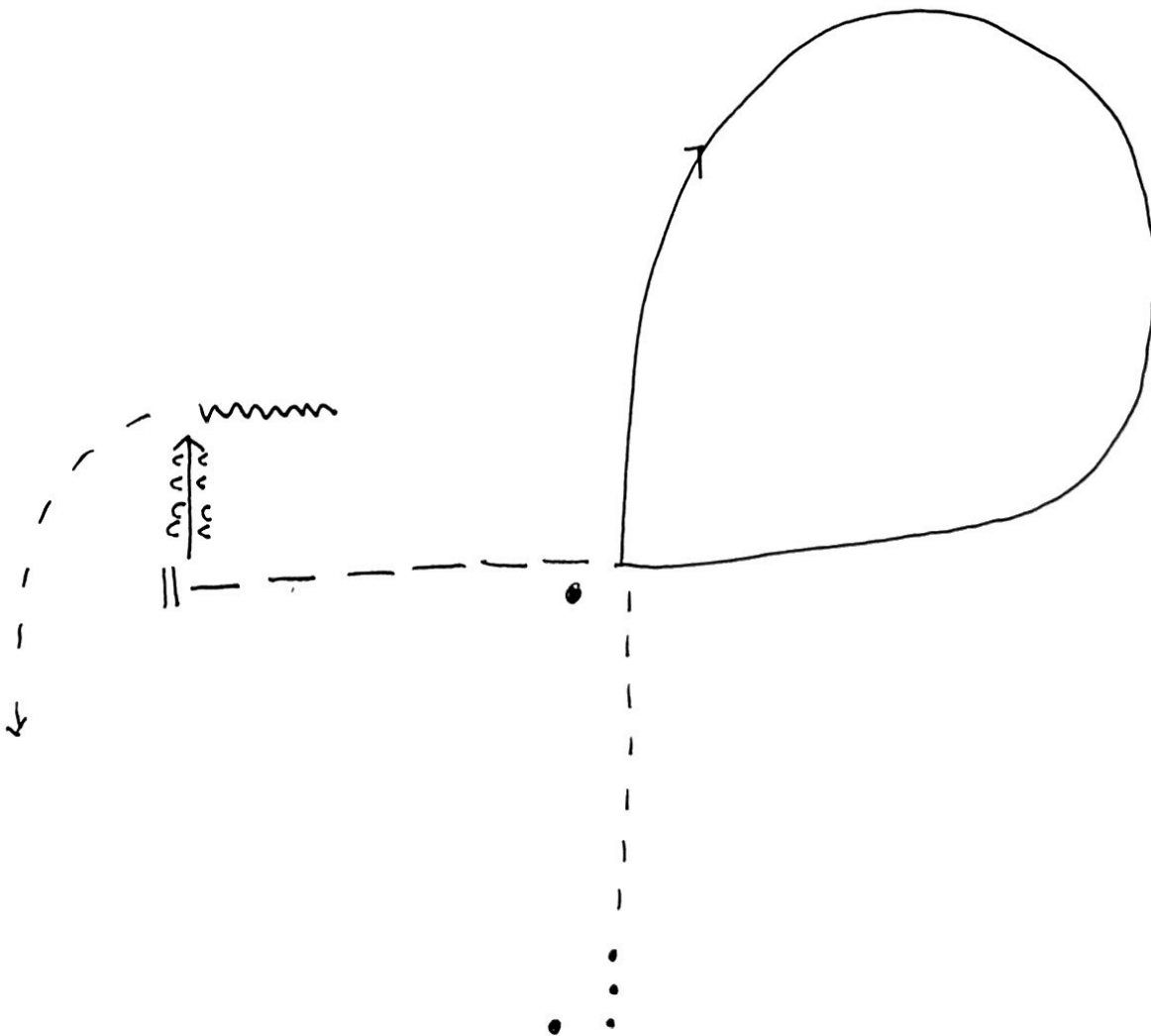
## BE READY AT CONE A

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



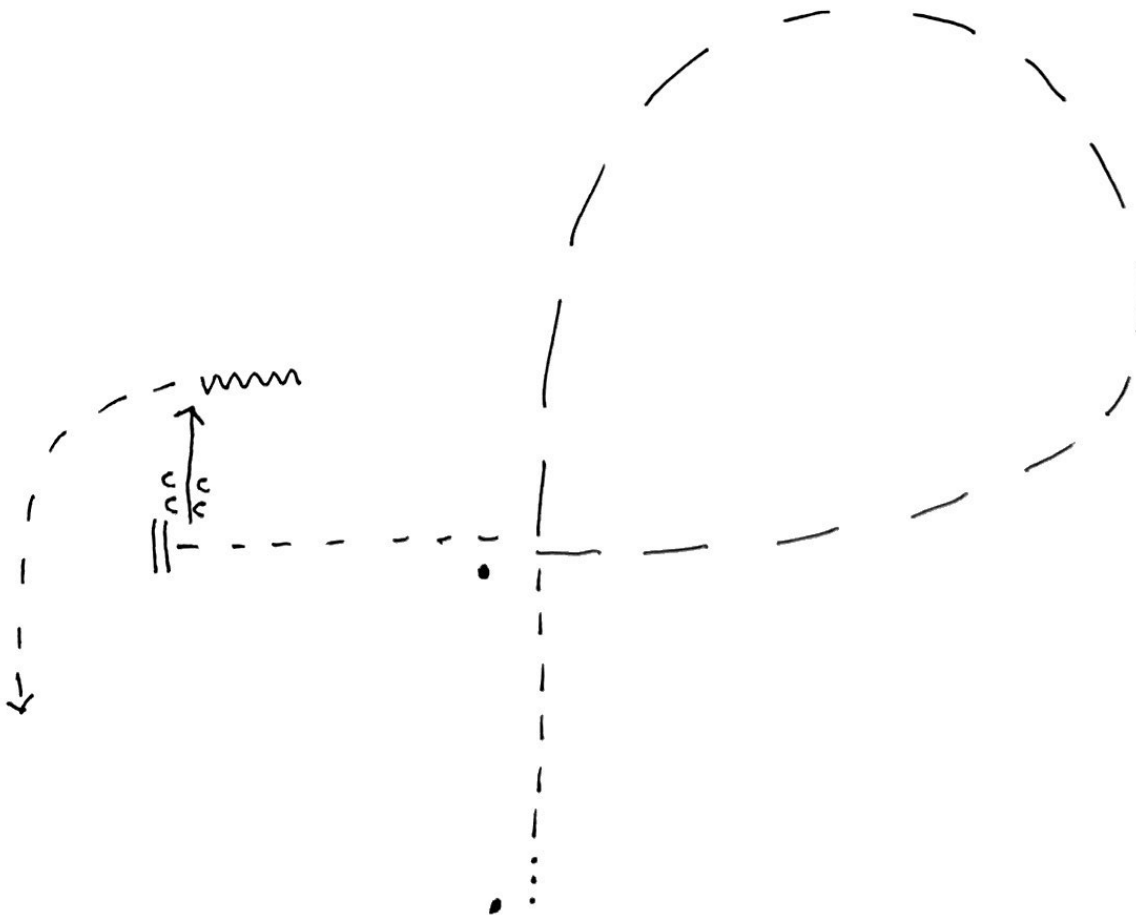
Horsemanship – Lope classes

1. Walk and pick up Jog
2. Lope Right Lead
3. Break to and Extend Jog
4. Stop and Sidepass Right
5. Back one horse length
6. Jog to exit



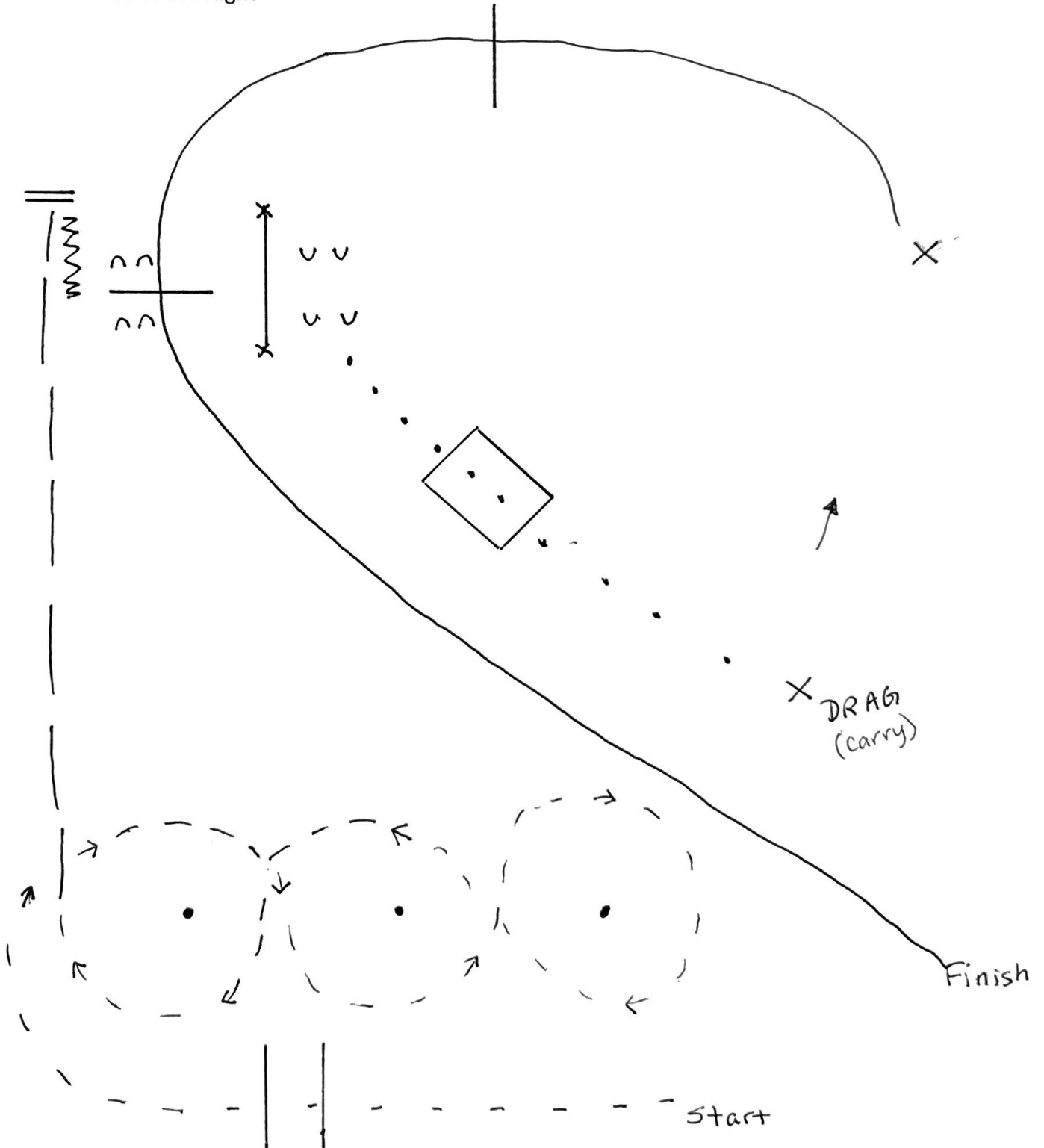
## Horsemanship – Walk/Trot

1. Walk and pick up Jog
2. Extend Jog
3. Regular Jog
4. Stop and Sidepass Right
5. Back one horse length
6. Jog to exit



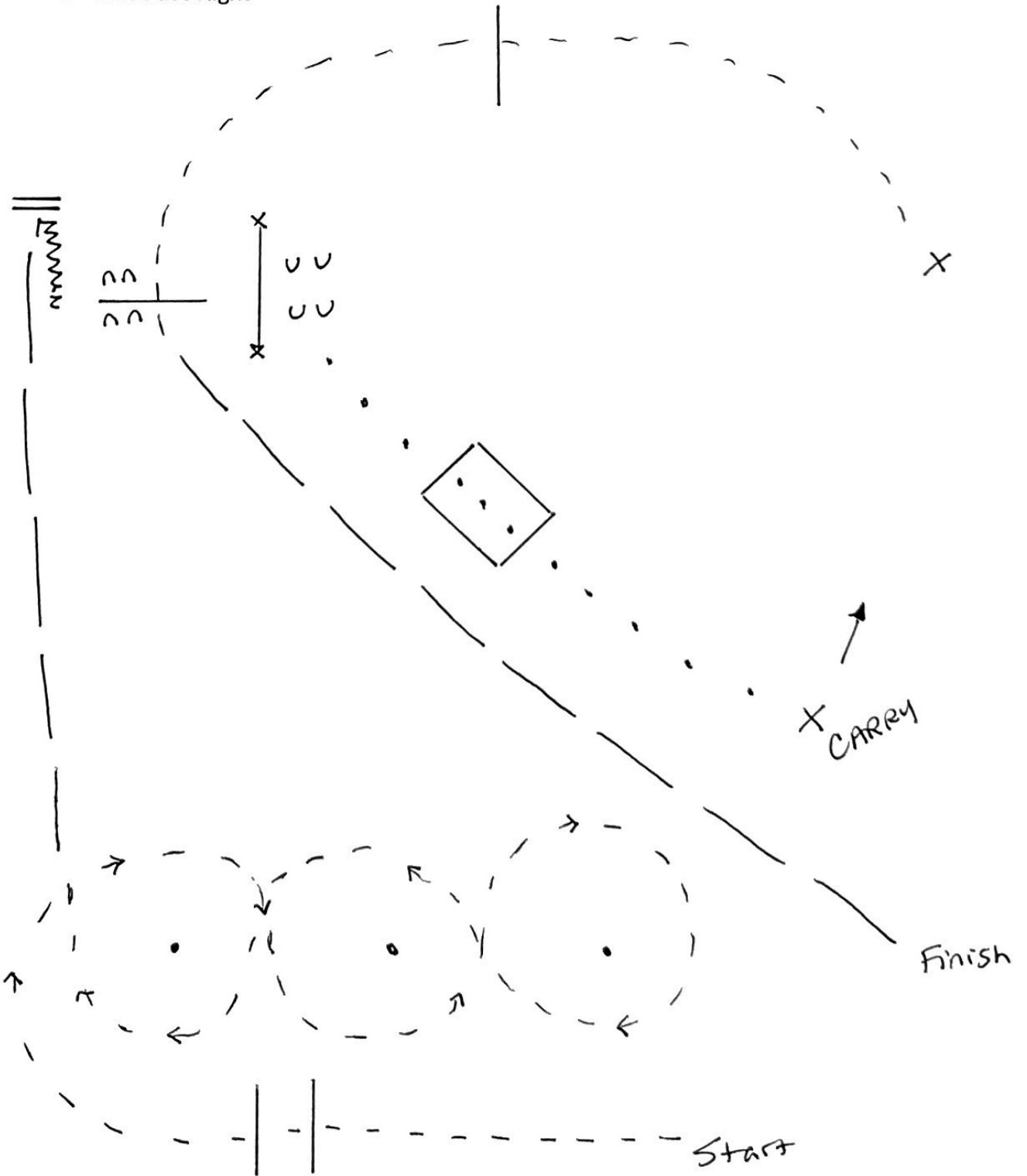
# RANCH TRAIL – LOPE CLASS

1. Trot poles
2. Trot serpentine
3. Extend Trot
4. Stop and Back
5. Side Pass Right
6. Work Gate – RH push
7. Walk over Bridge
8. Drag (*Youth / Green not to drag, Carry Item*)
9. Lope poles and continue to finish

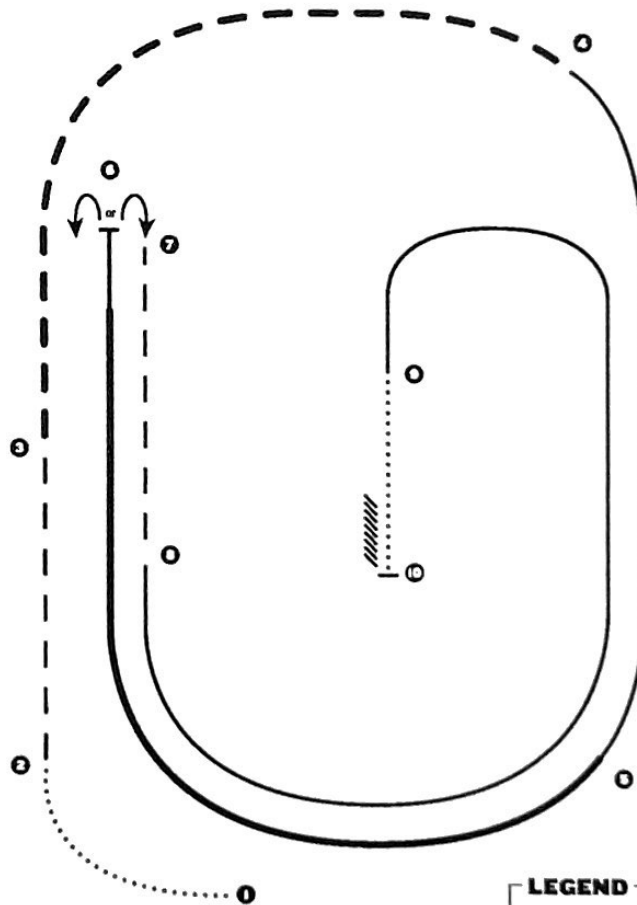


# RANCH TRAIL – WALK / TROT CLASS

1. Trot poles
2. Trot serpentine
3. Extend Trot
4. Stop and Back
5. Side Pass Right
6. Work Gate – RH push
7. Walk over Bridge
8. Carry the Slicker
9. Trot poles and continue at Extended Trot



# Ranch Riding



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.

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.

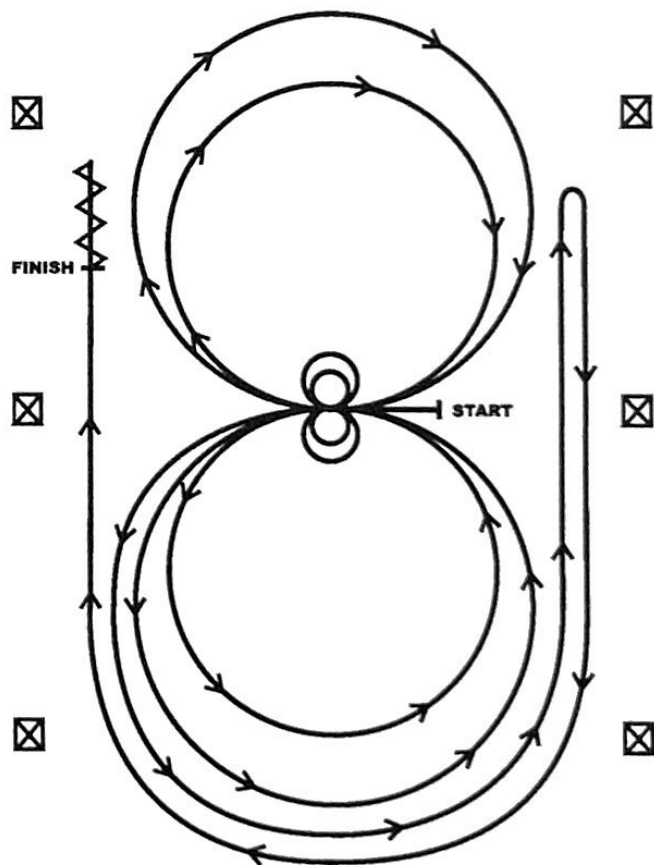
1. Walk from 1 to 2 - 30 feet
2. Trot from 2 - 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
- \* 4. Lope from 4 to 5 - 150 feet
- \* 5. Extended the lope from 5 to 6 (collect lope before stopping) - 200 feet
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8 - 120 feet
- \* 8. Lope from 8 until even with 9; turn towards middle of arena and continue loping to 9 - 150 feet
9. Walk from 9 to 10 - 30 feet
10. Stop and back at 10 - approximately one horse length

\* WALK /Trot insert "Trot" or "Extended Trot" wherever it says lope \*



## REINING PATTERN A

Approved only for Level 1 Youth & Amateur, Youth 13 & Under

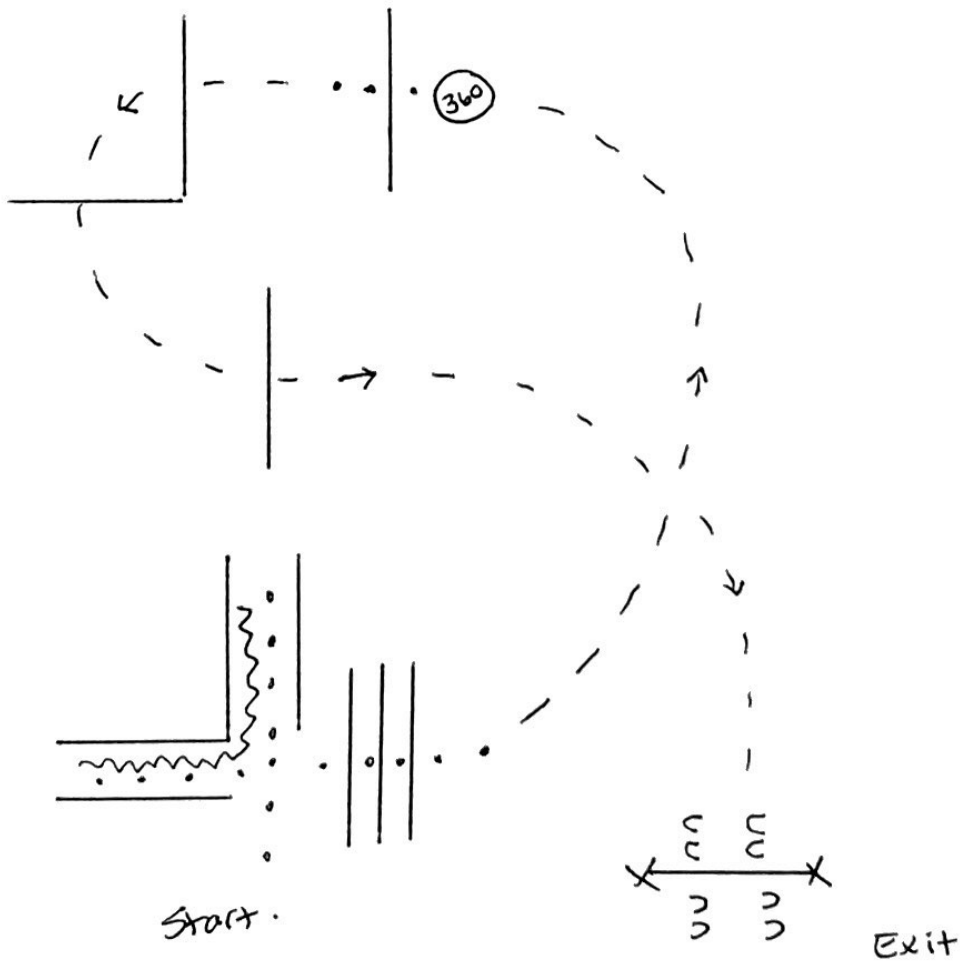


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

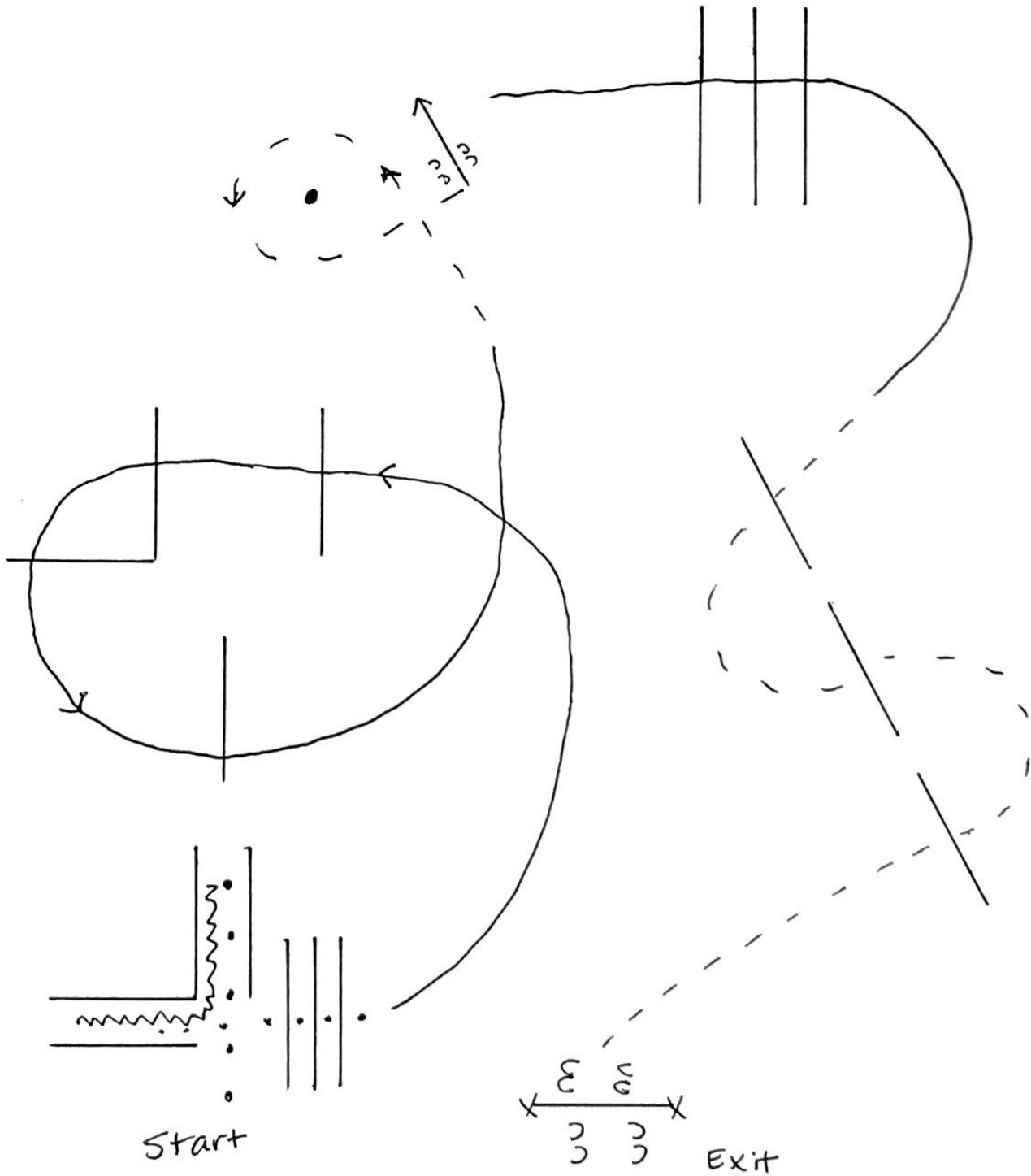
## In Hand Trail

1. Walk into chute and back as shown
2. Walk over poles
3. Jog as shown
4. 360 turn and Walk over pole
5. Trot poles as shown and to gate
6. Work gate



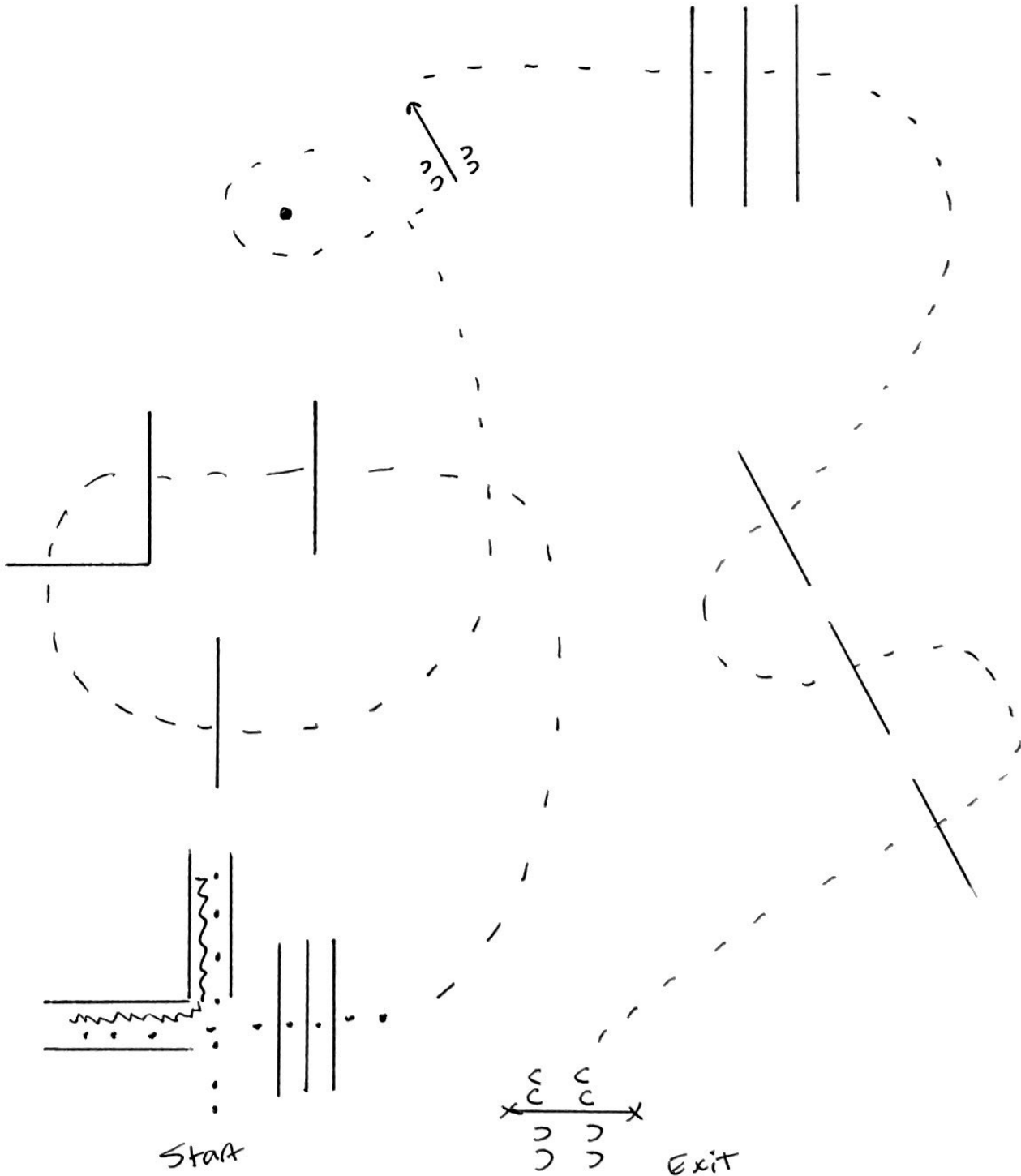
City Trail – Lope classes

1. Walk into chute and Back as shown
2. Walk over poles
3. Lope Left lead over poles and continue
4. Jog circle
5. Side Pass left
6. Lope Right lead over poles
7. Jog serpentine and to gate
8. Work gate



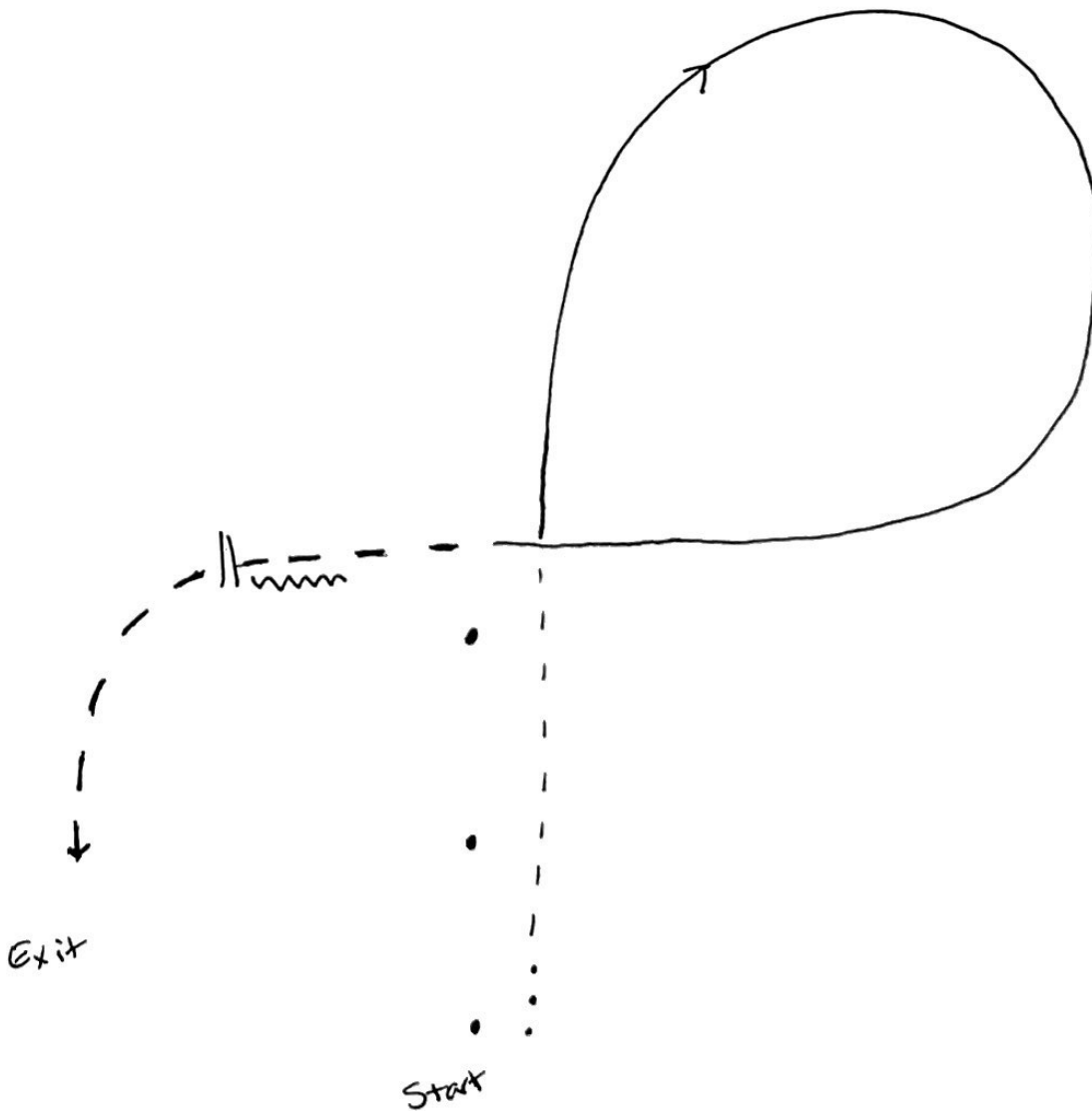
City Trail – Walk/Trot

1. Walk into chute and back as shown
2. Walk over poles
3. Jog poles
4. Jog circle
5. Side pass Left
7. Jog poles
8. Jog serpentine and to gate
9. Work gate



Equitation – Canter classes

1. Walk and pick up Trot as shown
2. Trot Left Diagonal
3. Canter Right Lead
4. Break to Trot and Sit trot
5. Stop and Back
6. Sit trot to exit



Equitation – Walk/Trot

- |                          |                        |
|--------------------------|------------------------|
| 1. Walk and pick up Trot | 4. Sit Trot            |
| 2. Trot Left Diagonal    | 5. Stop and Back       |
| 3. Two point trot        | 6. Sit to trot to exit |

