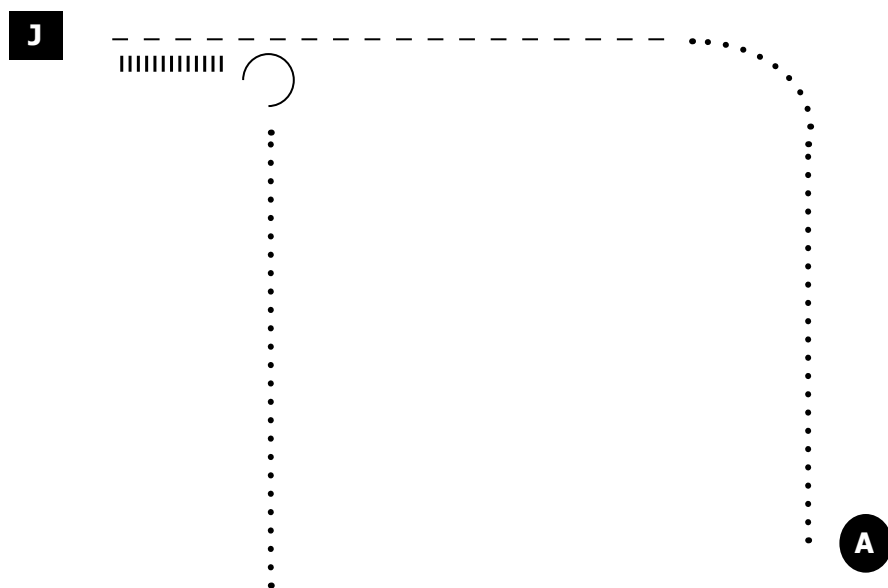


Instructions

1. Start at A. Walk curve.
2. Trot to Judge, stop.
3. Set up.
4. Inspection
5. When dismissed, back one horse length.
6. Execute $\frac{3}{4}$ turn.
7. Walk to exit

Junior Showmanship and 2 yr old class



Walk Trot - - - - Back |||||

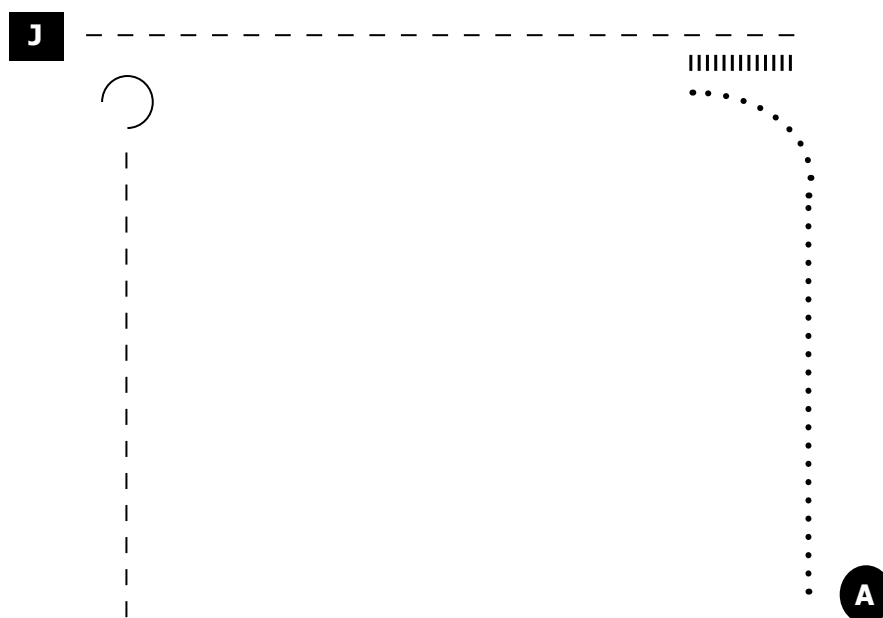
Judge



Intermediate Showmanship

Instructions

1. Start at A. Walk curve.
2. Stop. Back one horse length.
3. Trot to Judge, stop.
4. Set up.
5. Inspection
6. When dismissed execute $\frac{3}{4}$ turn.
7. Trot to exit



Walk

.....

Trot

Back

|||||

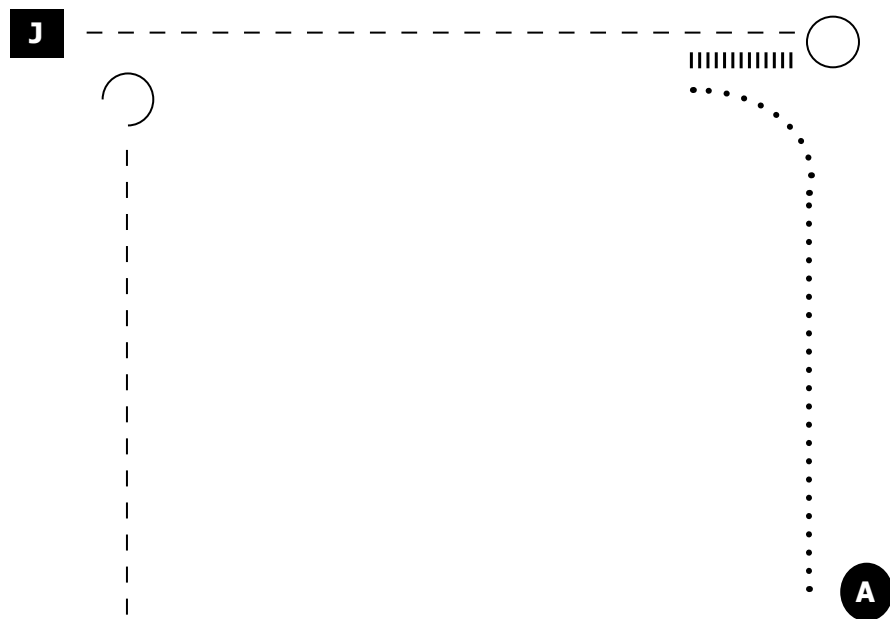
Judge

J

Instructions

1. Start at A. Walk curve.
2. Stop. Back one horse length.
3. Execute 1 turn.
4. Trot to Judge, stop.
5. Set up.
6. Inspection
7. When dismissed execute $\frac{3}{4}$ turn.
8. Trot to exit

Senior Showmanship



Walk Trot - - - - Back |||||

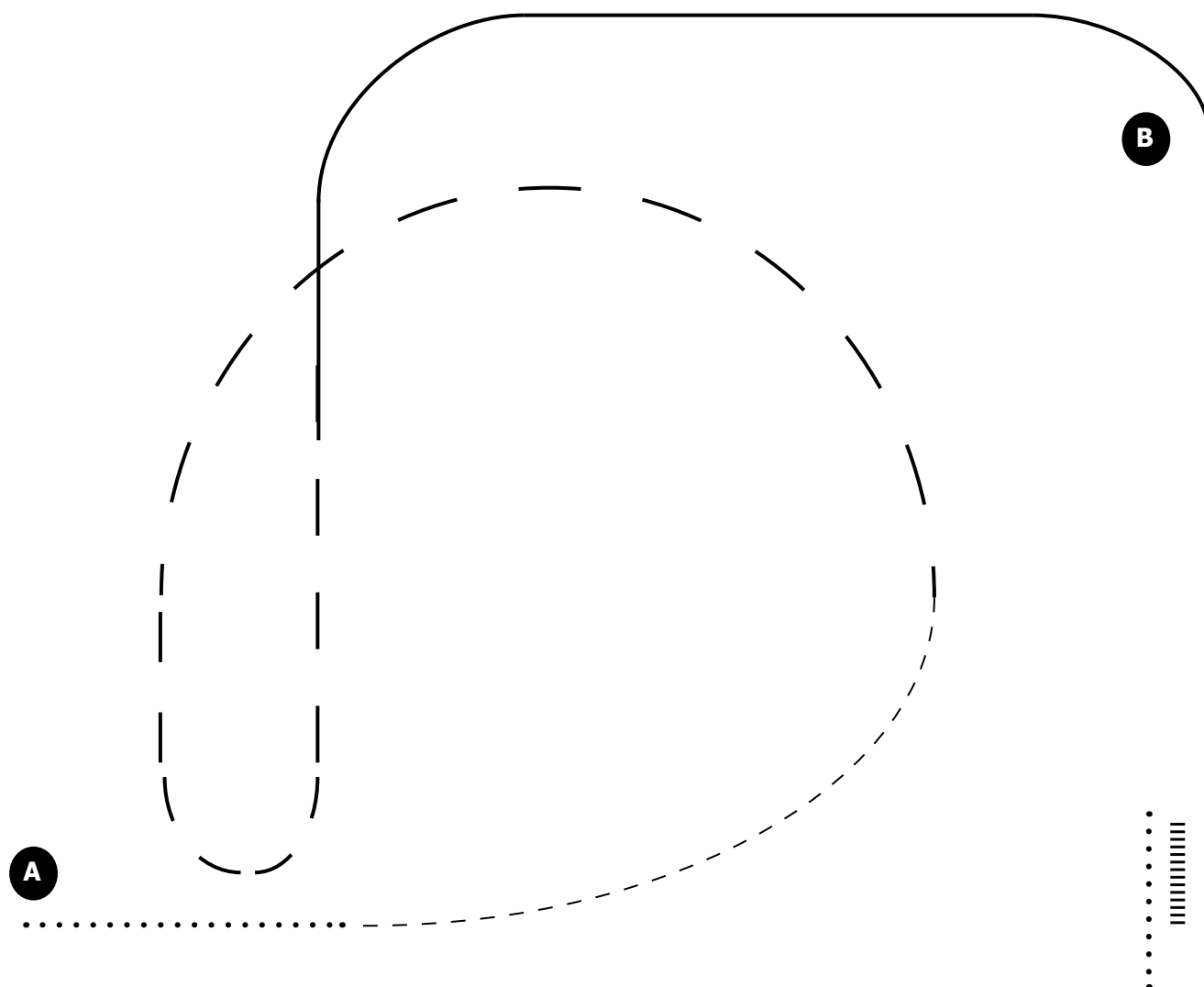
Judge J



Junior Equitation

Instructions

1. Start at A. Walk
2. Sitting trot
3. Trot, right diagonal
4. Canter, right lead around B
5. Walk
6. Stop, back one horse length
7. Walk to exit



Walk

Sitting Trot - - - -

Trot - - -

Canter ———

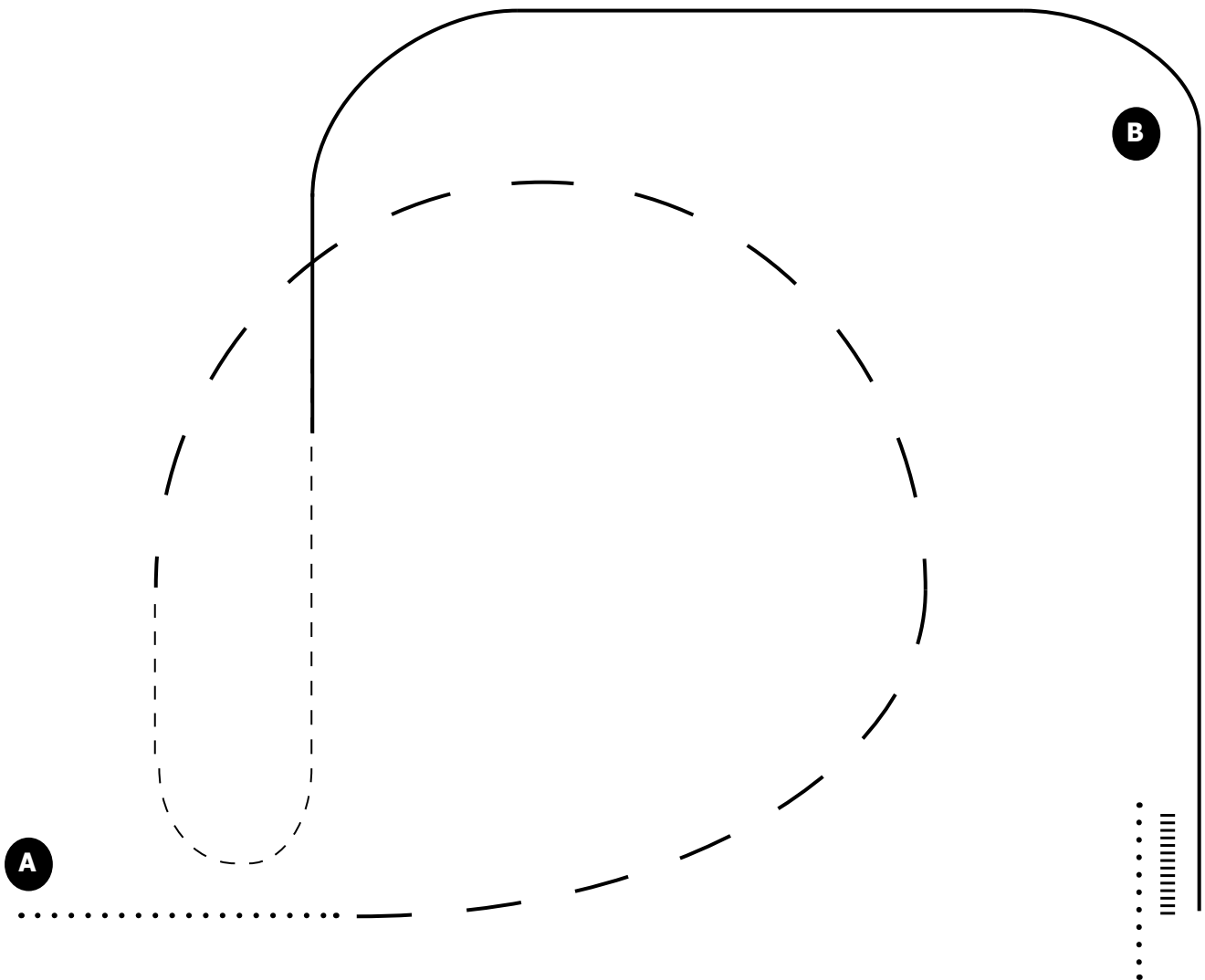
Back |||||



Instructions

1. Start at A. Walk
2. Trot, right diagonal
3. Sitting trot
4. Canter, right lead around B
5. Stop, back one horse length
6. Walk to exit

Intermediate Equitation



Walk

Sitting Trot - - - -

Trot - - - -

Canter ———

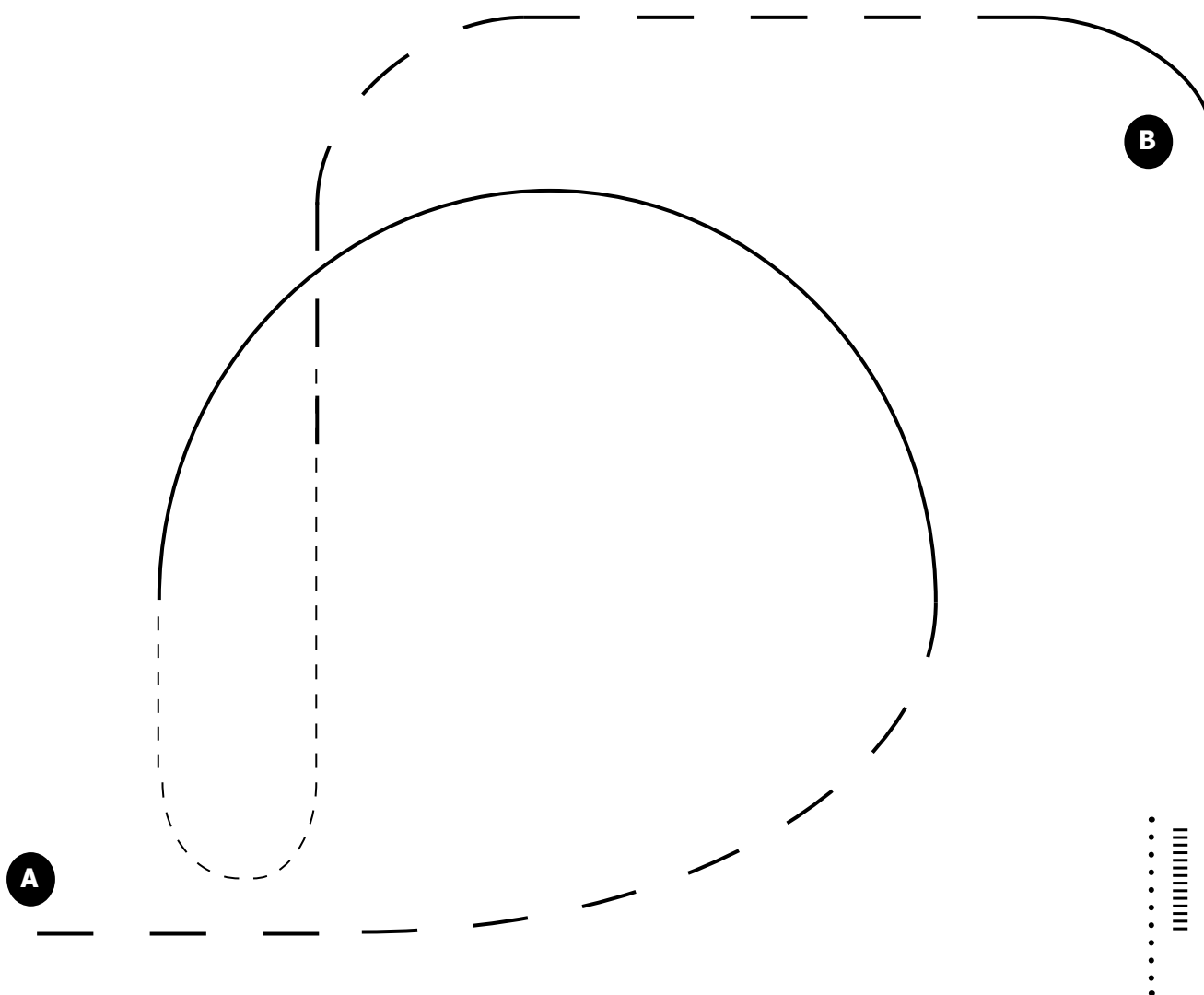
Back |||||



Senior Equitation

Instructions

1. Start at A. Trot, right diagonal
2. Canter, left lead
3. Sitting trot
4. Trot, left diagonal
5. Canter, right lead
6. Stop, back one horse length
7. Walk to exit



Walk

Sitting Trot - - - -

Trot - - -

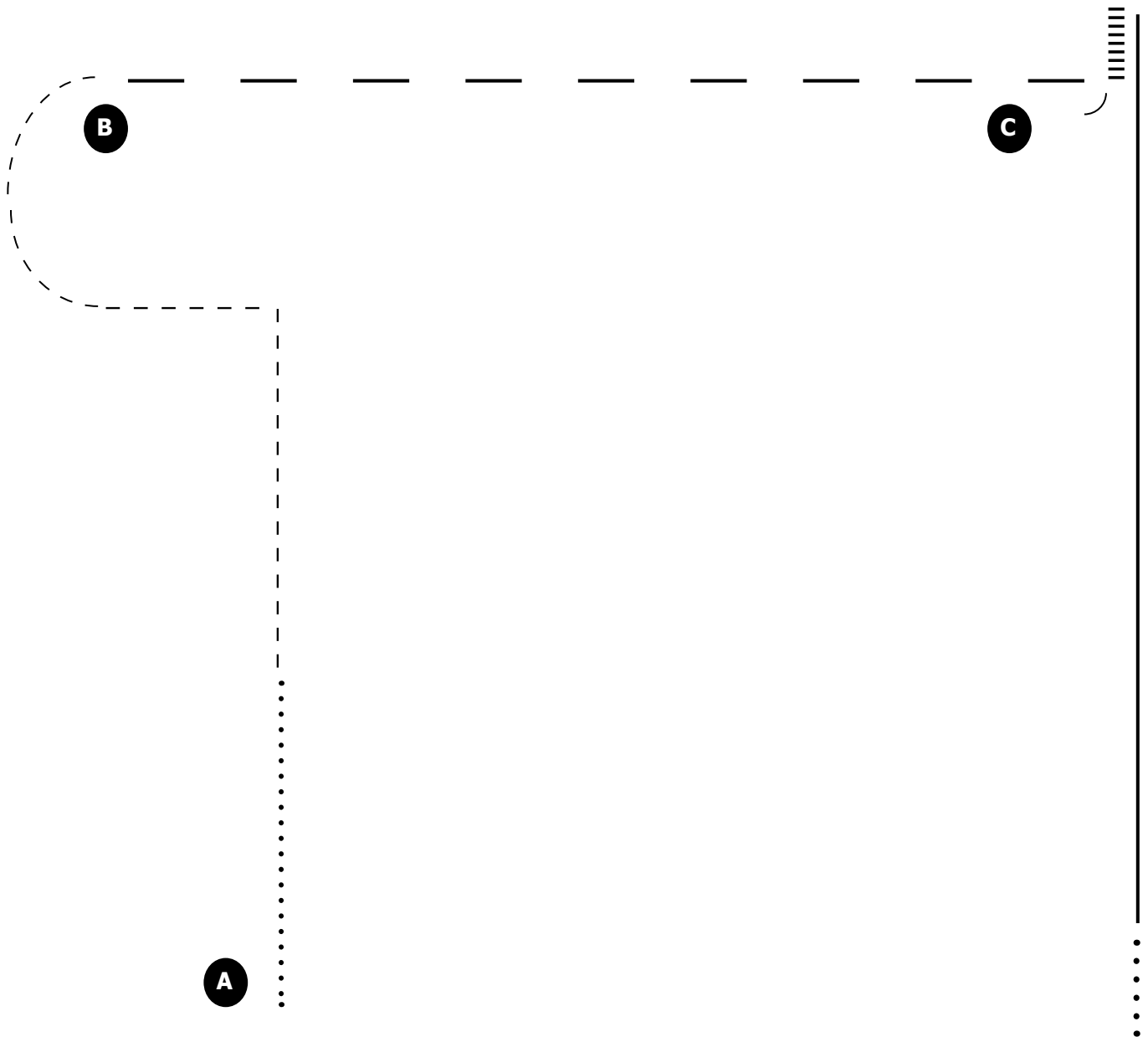
Canter ———

Back |||||

Instructions

1. Start at A, Walk
2. Jog square corner then curve around B
3. Extended jog past C
4. Stop, execute $\frac{1}{2}$ turn right on the haunches
5. Back one horse length
6. Lope, left lead
7. Walk to exit.

Junior Horsemanship



Walk

Jog - - - -

Ext. Jog - - - -

Lope ————

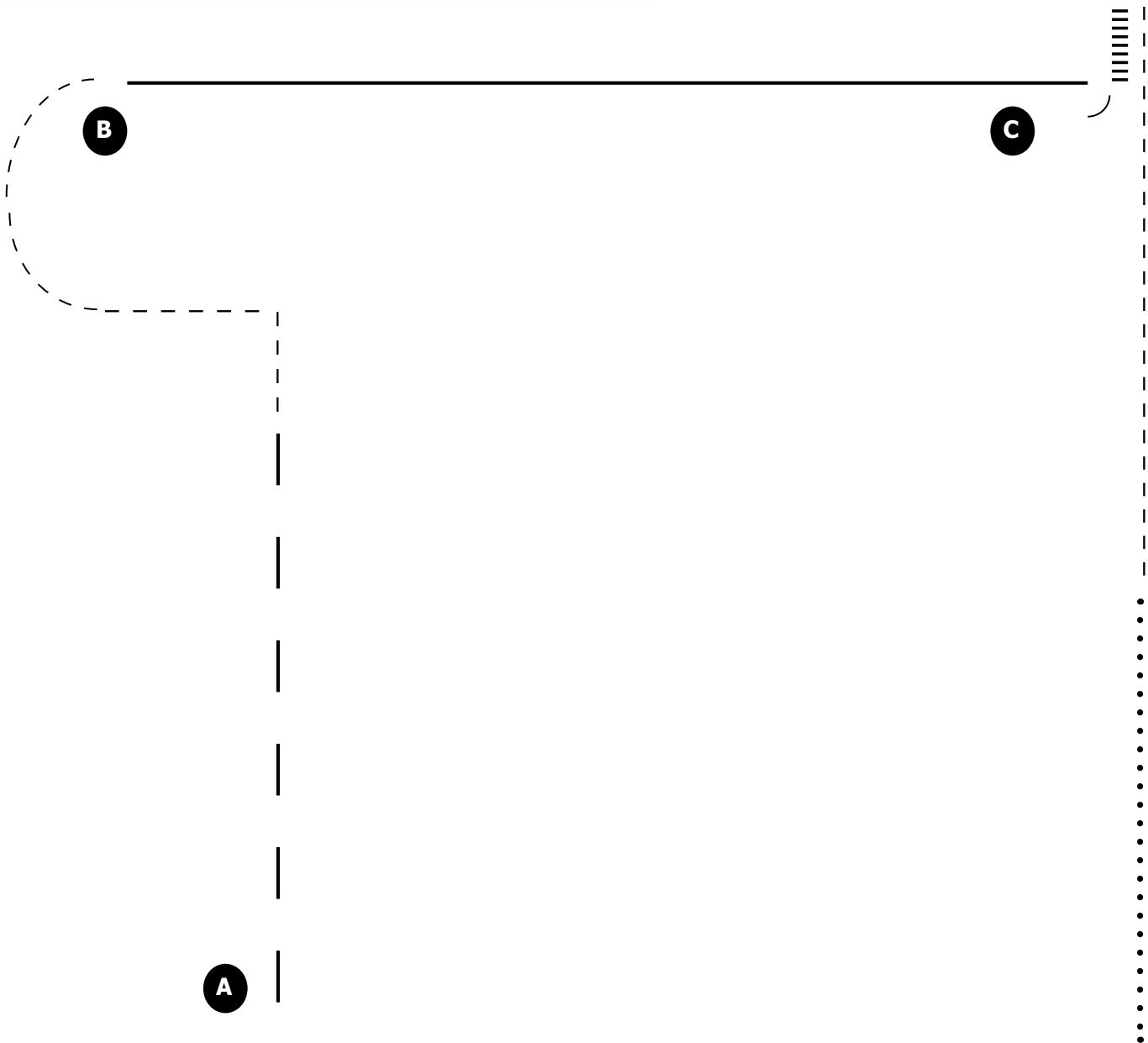
Back |||||



Intermediate Horsemanship

Instructions

1. Start at A, extended jog
2. Jog square corner then curve around B
3. Lope, left lead, past C
4. Stop, execute ½ turn right on the haunches
5. Back one horse length
6. Jog
7. Walk to exit.



Walk

Jog - - - -

Ext. Jog - - -

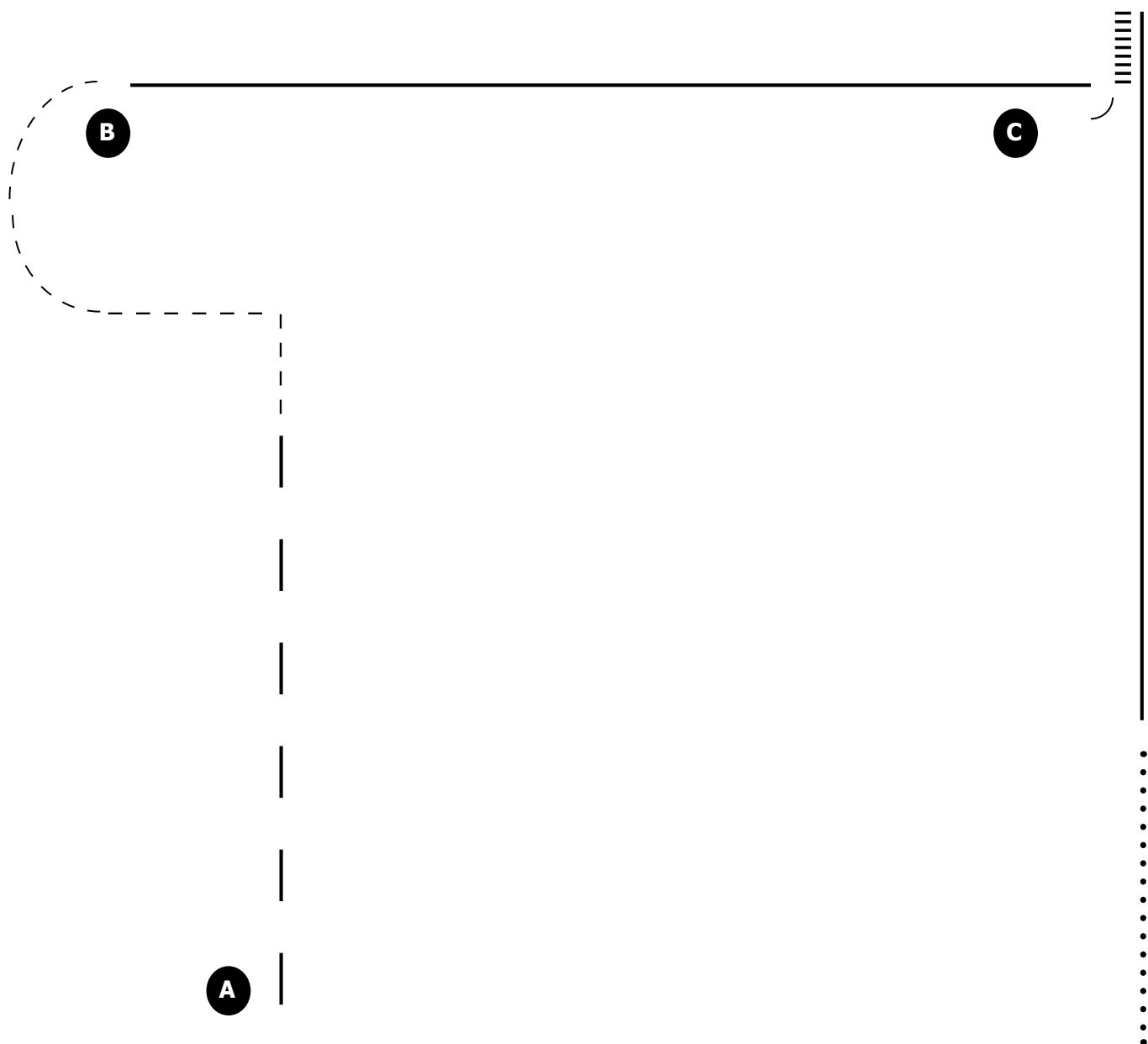
Lope ———

Back |||||

Instructions

1. Start at A, extended jog
2. Jog square corner then curve around B
3. Lope, left lead, past C
4. Stop, execute ½ turn right on the haunches
5. Back one horse length
6. Lope, right lead
7. Walk to exit.

Senior Horsemanship



Walk

Jog - - - -

Ext. Jog - - -

Lope ———

Back |||||



Hunter Hack

all classes

Instructions

1. Canter to fences.
2. Jump fences 1 and 2.
3. Hand gallop to marker.
4. Stop and settle.

Start

Finish

O

Path ———

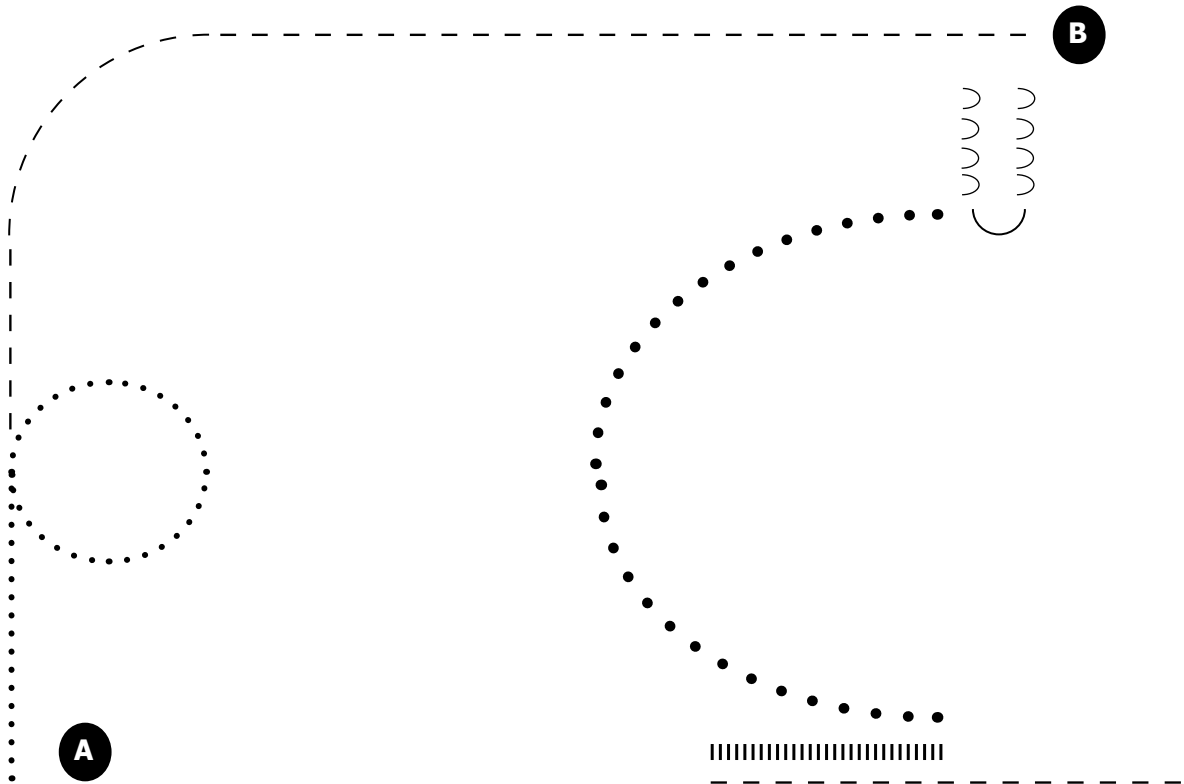
Fence ———



Instructions

1. Start at A with horse on a long lead. Gather lead and walk forward
2. Walk small circle to the right.
3. Trot curve to B, stop.
4. Seniors -Sidepass several strides
Juniors-do not sidepass
5. Execute ½ turn on the haunches
6. Extended walk half circle
7. Stop, back at least two horse lengths
8. Demonstrate lowering horse's head
9. Trot to exit

Ranch Ground Handling



Walk

Jog — — —

Lope ———

Back - - - - -

Lead Change



Reining

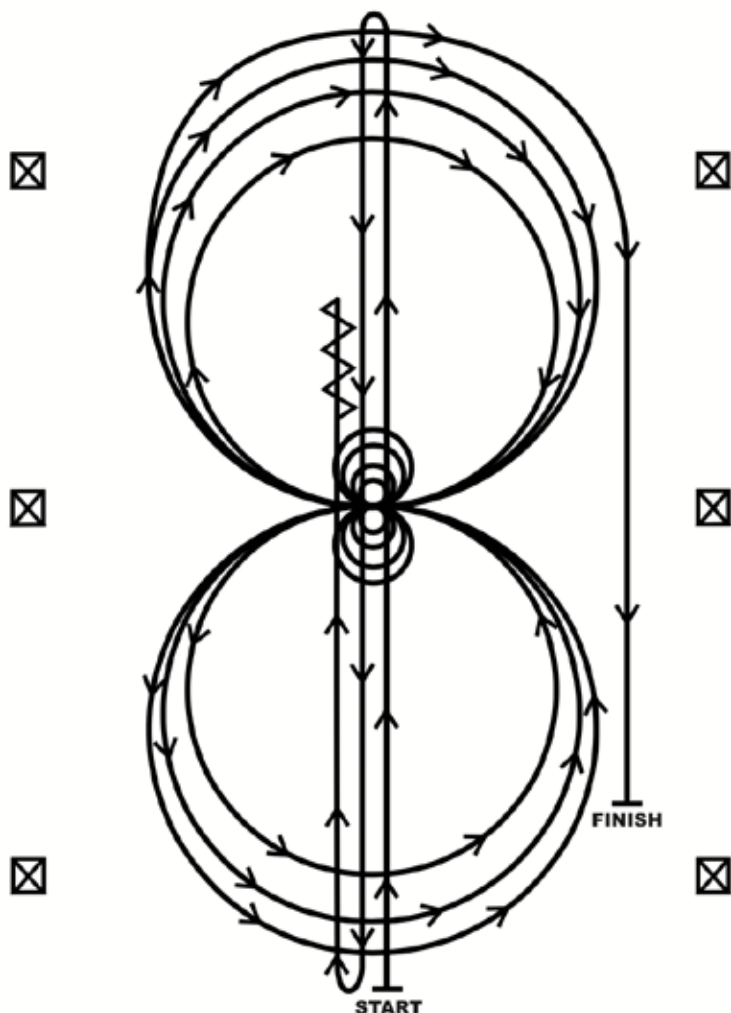
all classes

Instructions

REINING PATTERN NUMBER 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 (10) feet. Hesitate.
4. Complete four (4) spins to the right. Hesitate.
5. Complete four and one-quarter (4-1/4) spins to the left so that Pinto is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three (3) circles to the right: the first two (2) circles large fast, the third circle small and slow. Change leads at the center of the arena.
7. Complete three (3) circles to the left: the first two (2) circles large fast, the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast 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 (20) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Pattern 7



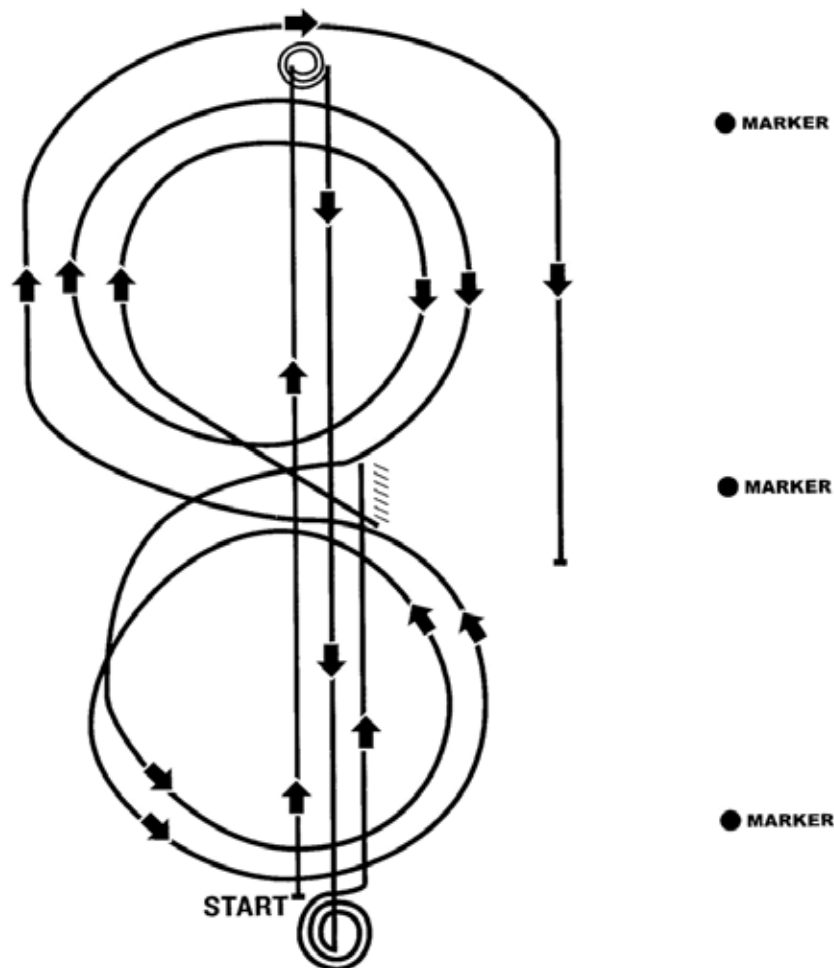
Instructions

Pattern 4

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 3 1/2 spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete 1/4 turn to the left, hesitate. Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past the center marker, at least 20 feet from fence and come to a sliding stop.
9. Hesitate to complete pattern.

Boxing Dry Work

all classes



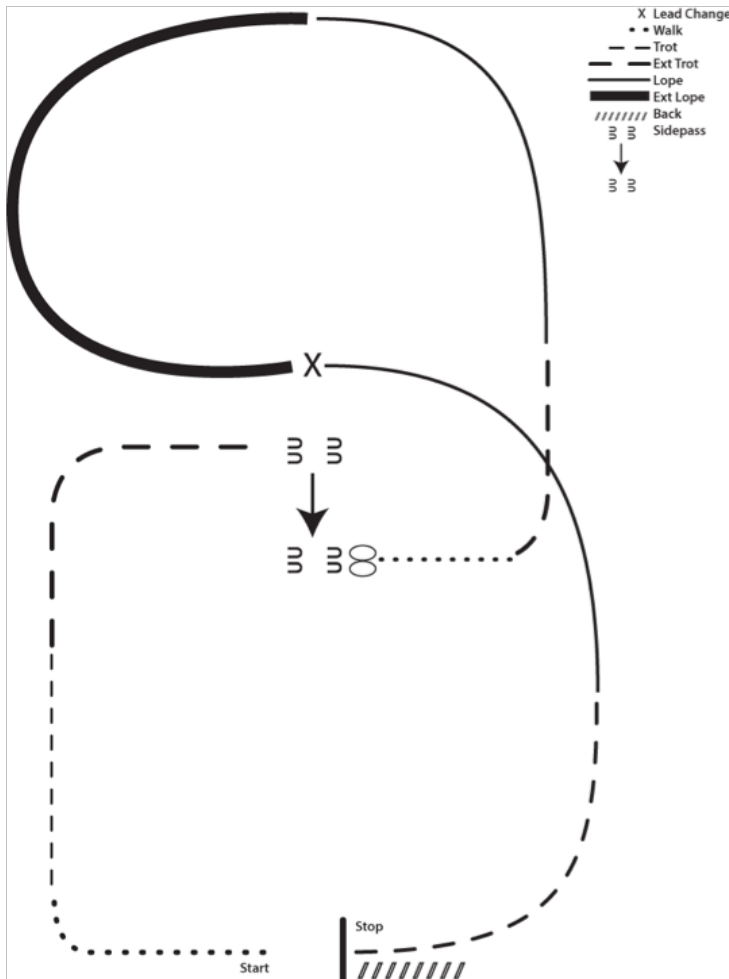
Ranch Riding

all classes

Instructions

Pattern 3

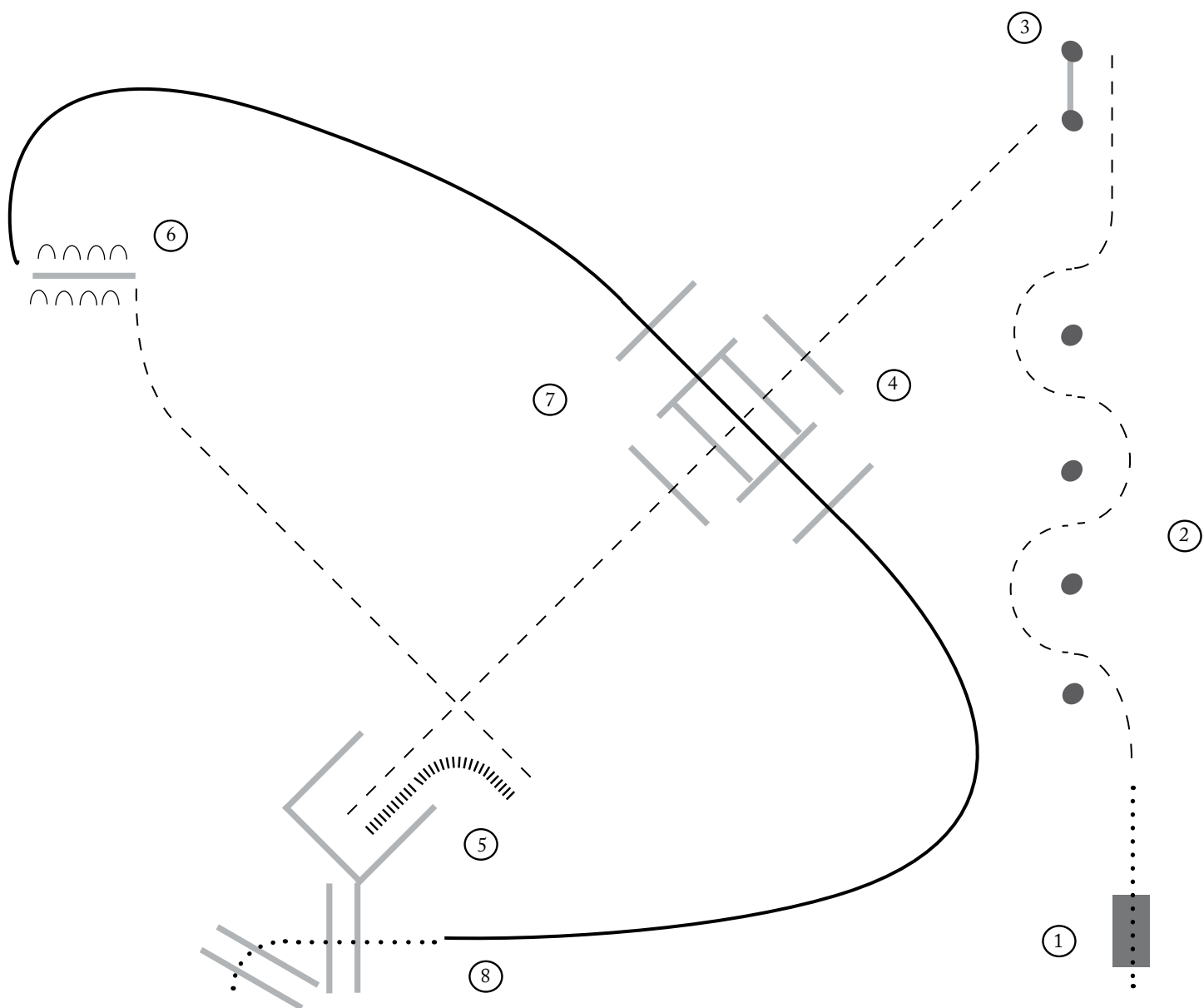
1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center 4. Stop, side pass right
5. 360 degree turn to each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back



Instructions

1. Walk over bridge.
2. Jog serpentine.
3. Stop at gate, work gate, left hand.
4. Jog over poles and into chute.
5. Back curve out of chute.
6. Jog to log, sidepass left over log.
7. Lope, right lead, over poles.
8. Walk over poles and to exit.

Trail all classes

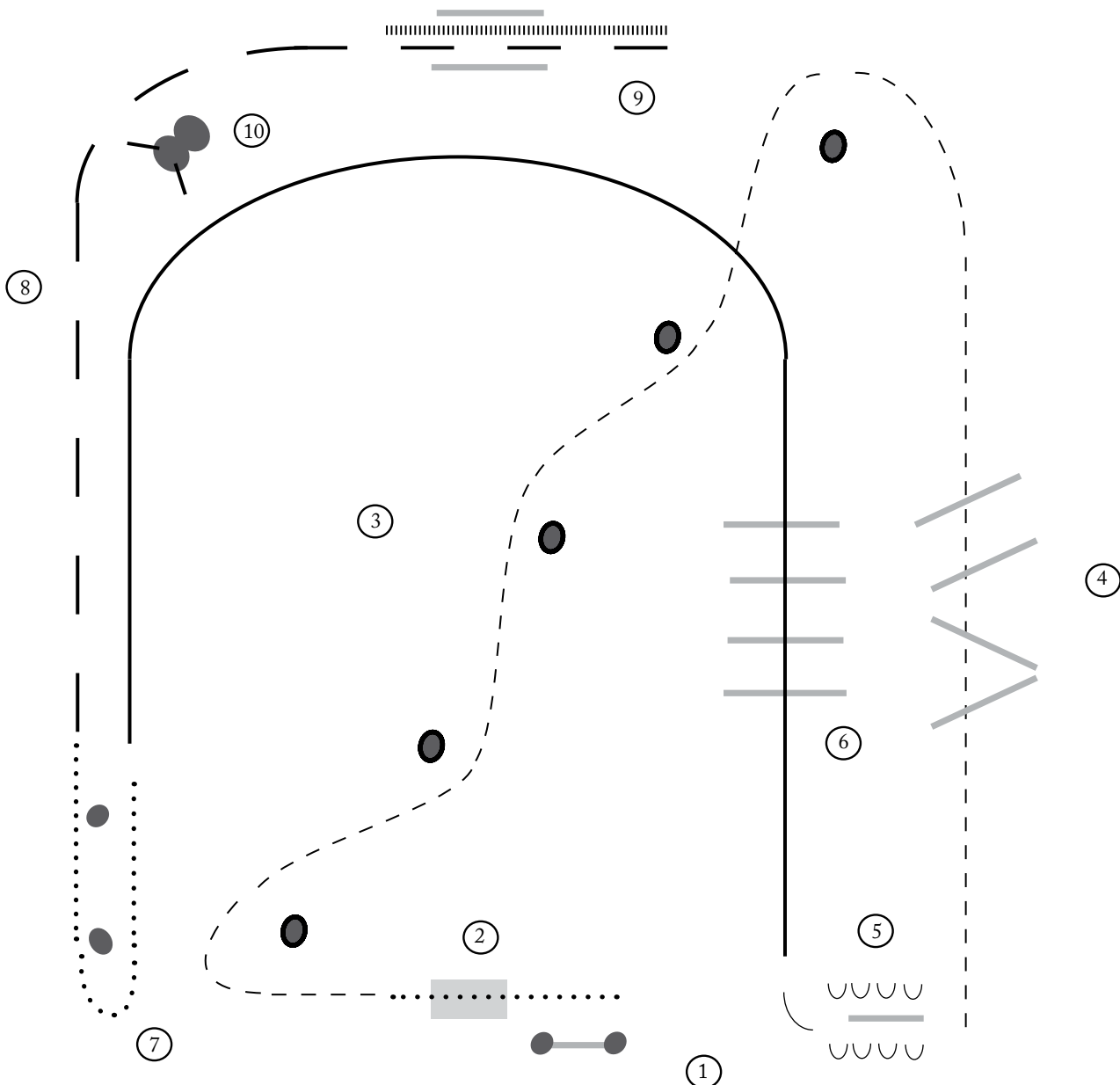


Walk Jog - - - Lope ——— Back ||||| Sidepass ∩ ∩

Junior Ranch Trail

Instructions

1. Work gate, finish facing bridge
2. Walk over bridge
3. Trot through serpentine
4. Trot over logs
5. Stop, sidepass right, turn to face logs
6. Lope, left lead, over poles
7. Walk, pick up bucket, place bucket on second barrel
8. Extended trot through chute
9. Stop, back through chute
10. Turn to face steer, rope, exit.

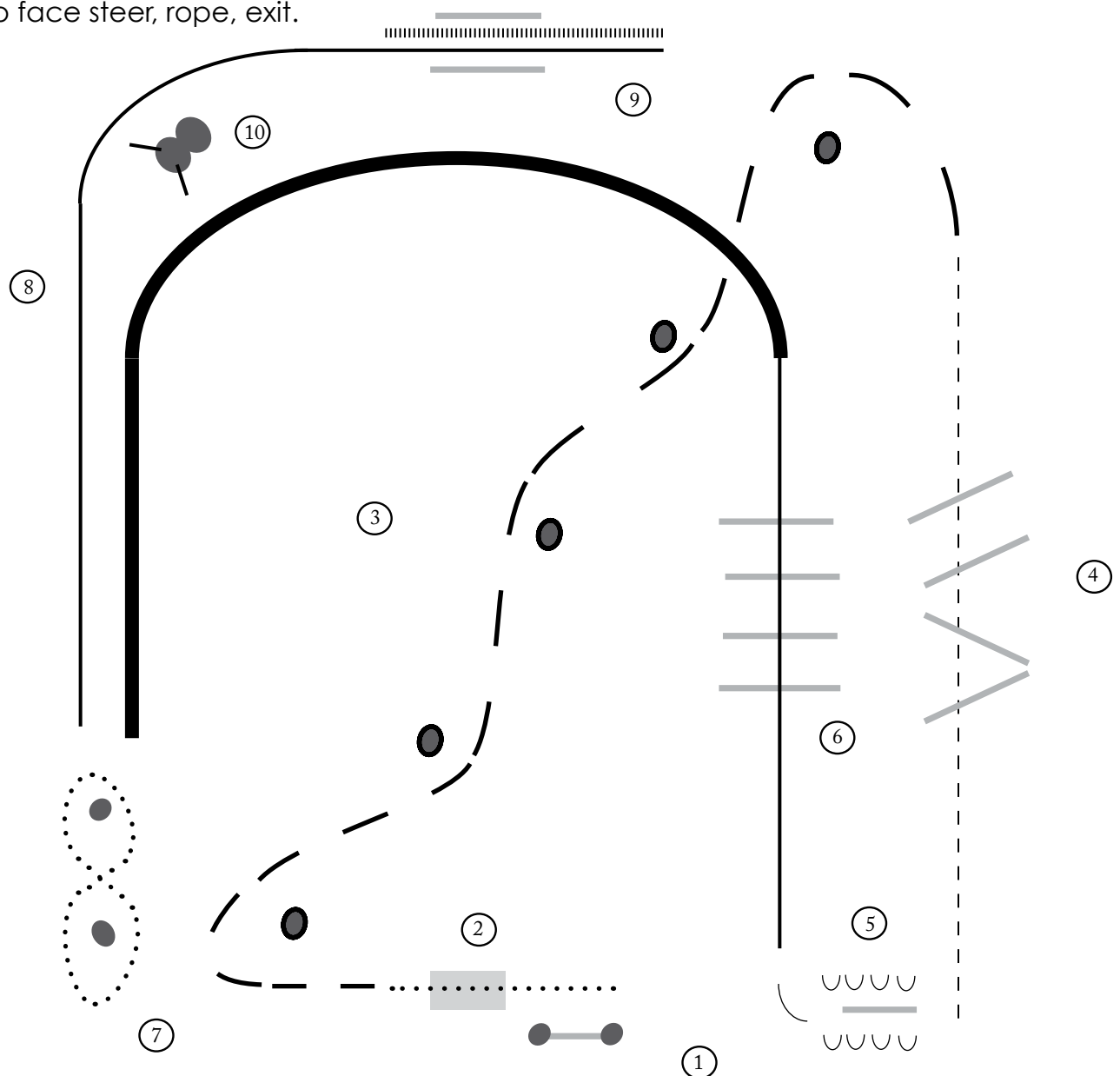


Walk Jog - - Extended jog - - - Lope - - -
 Ext. Lope - - - Back ||||| Sidepass < <

Instructions

1. Work gate, finish facing bridge
2. Walk over bridge
3. Extended trot through serpentine
4. Trot over logs
5. Stop, sidepass right, turn to face logs
6. Lope, left lead, over poles, extended lope
7. Walk, pick up bucket, walk a figure 8 either direction first, replace bucket
8. Lope, right lead through chute
9. Stop, back through chute
10. Turn to face steer, rope, exit.

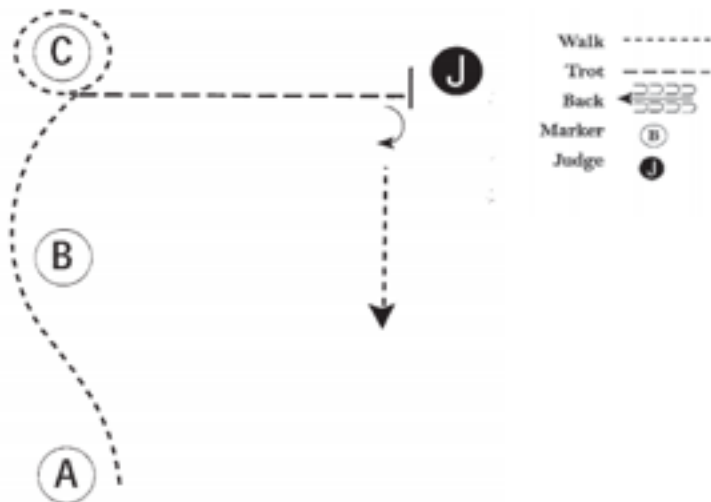
Senior Ranch Trail



Walk Jog - - Extended jog - - Lope ———
 Ext. Lope ——— Back ||||| Sidepass < <

Special Clovers Showmanship

EQUESTRIANS WITH DISABILITIES SHOWMANSHIP (WALK ONLY)



Be ready at A.

1. When acknowledged, walk from A, around B to C.
2. Walk a tight circle around C.
3. Walk to judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk away from judge. Follow the directions of your ring steward.

1. Walk through gate.
2. Walk figure 8.
3. Walk over poles.
4. Walk into box, execute 1 turn either direction.
5. Walk serpentine.

Special Clovers Trail

