



Showmanship Small Fry, Walk Trot Thursday

Be ready even with judge.

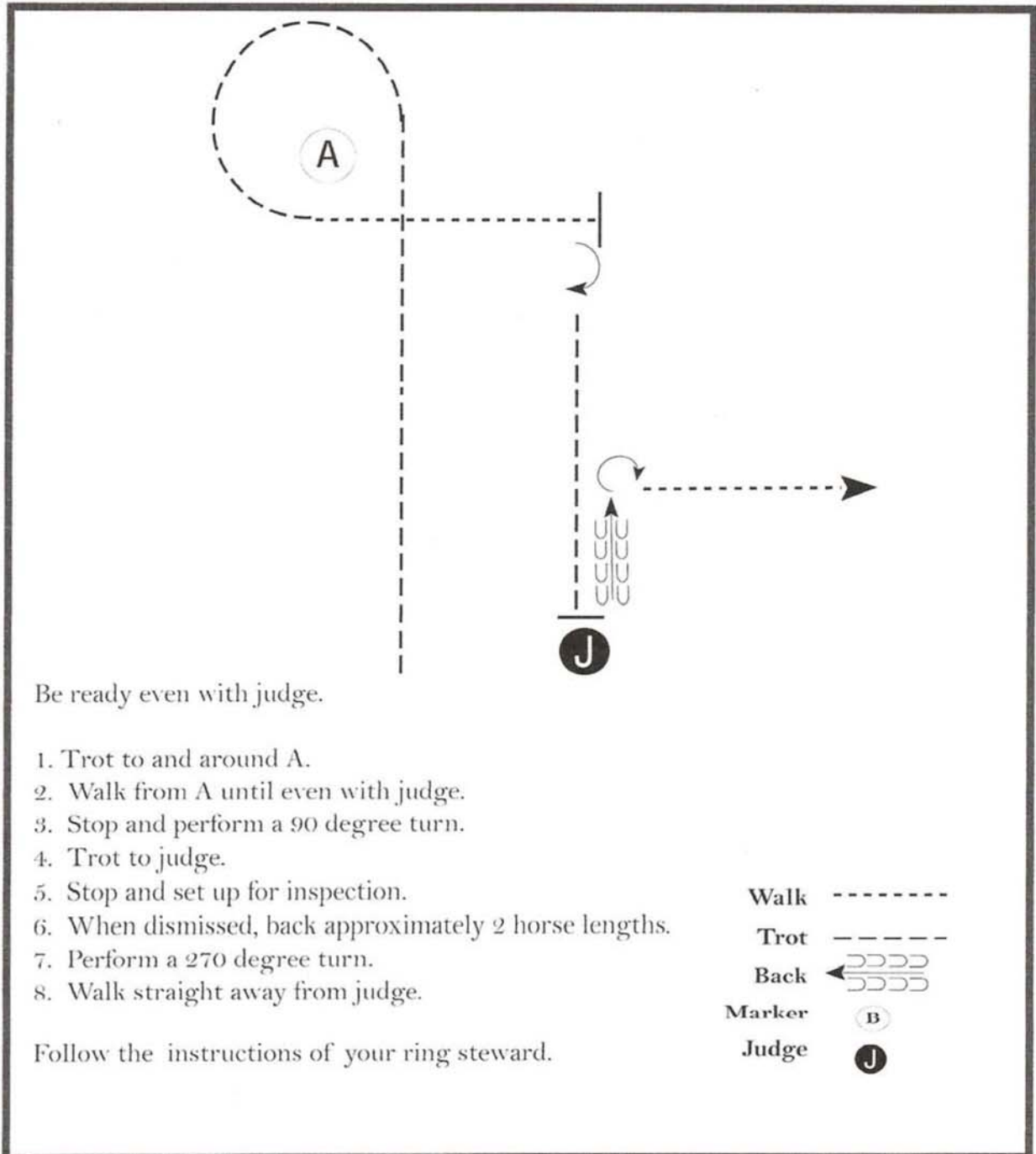
1. Trot to A.
2. Walk around A and until even with judge.
3. Stop and perform a 90 degree turn.
4. Walk to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 270 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	←
Marker	
Judge	

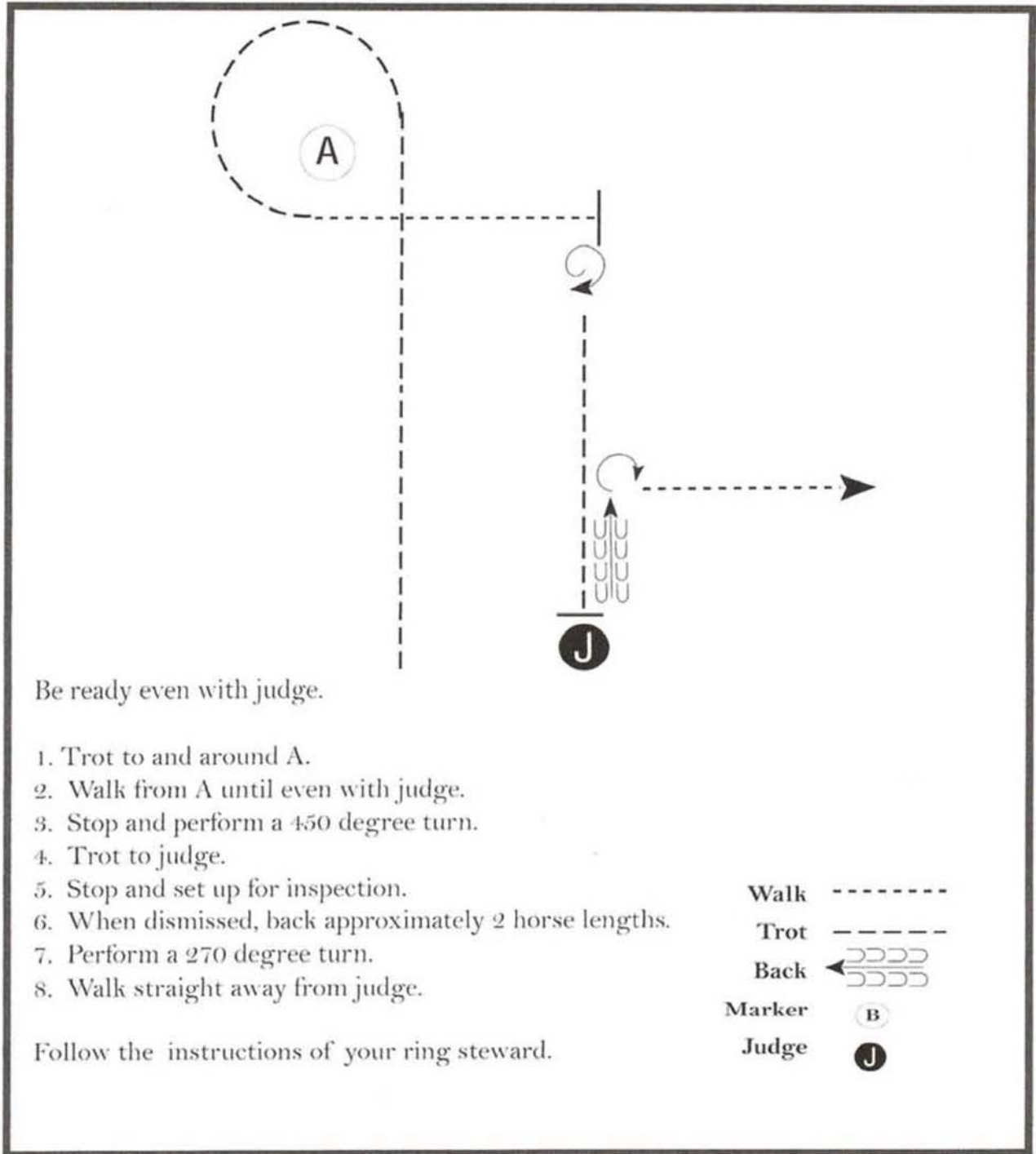


Showmanship Rookie, Level 1, Novice, All Breed Thursday





Showmanship Youth, Amateur, Select Thursday

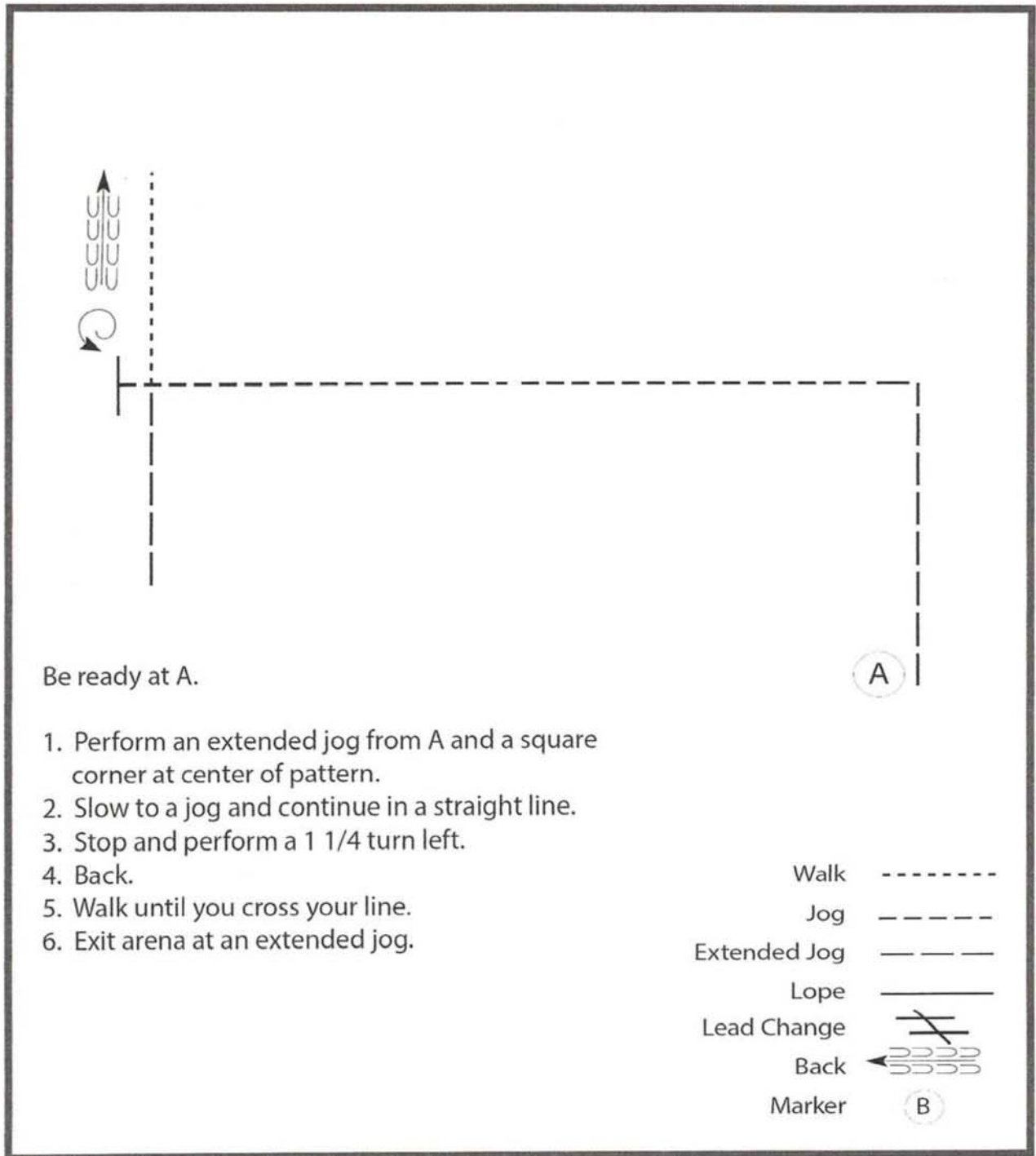


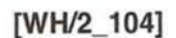
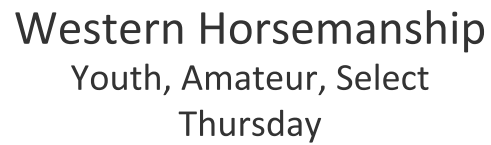


Western Horsemanship

Small Fry, Walk Trot

Thursday





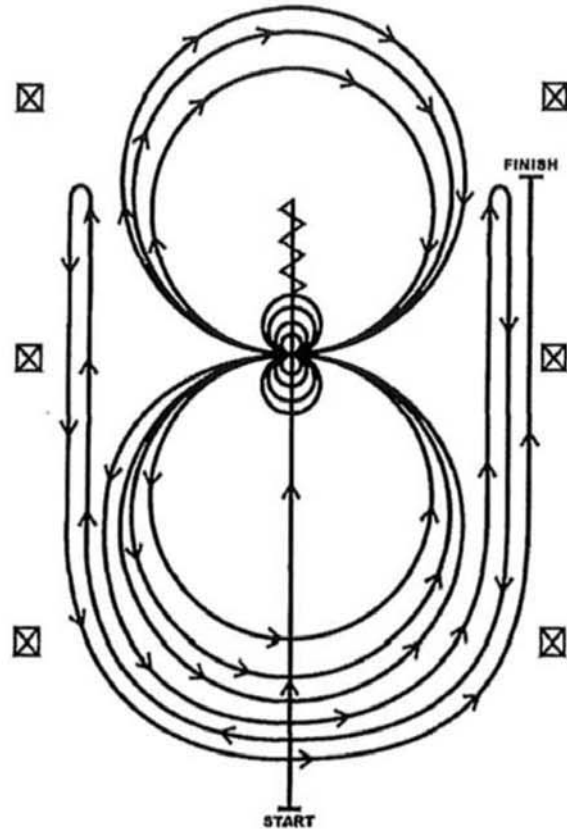


AQHA Reining

Youth, Amateur, Open

Thursday

REINING PATTERN 9



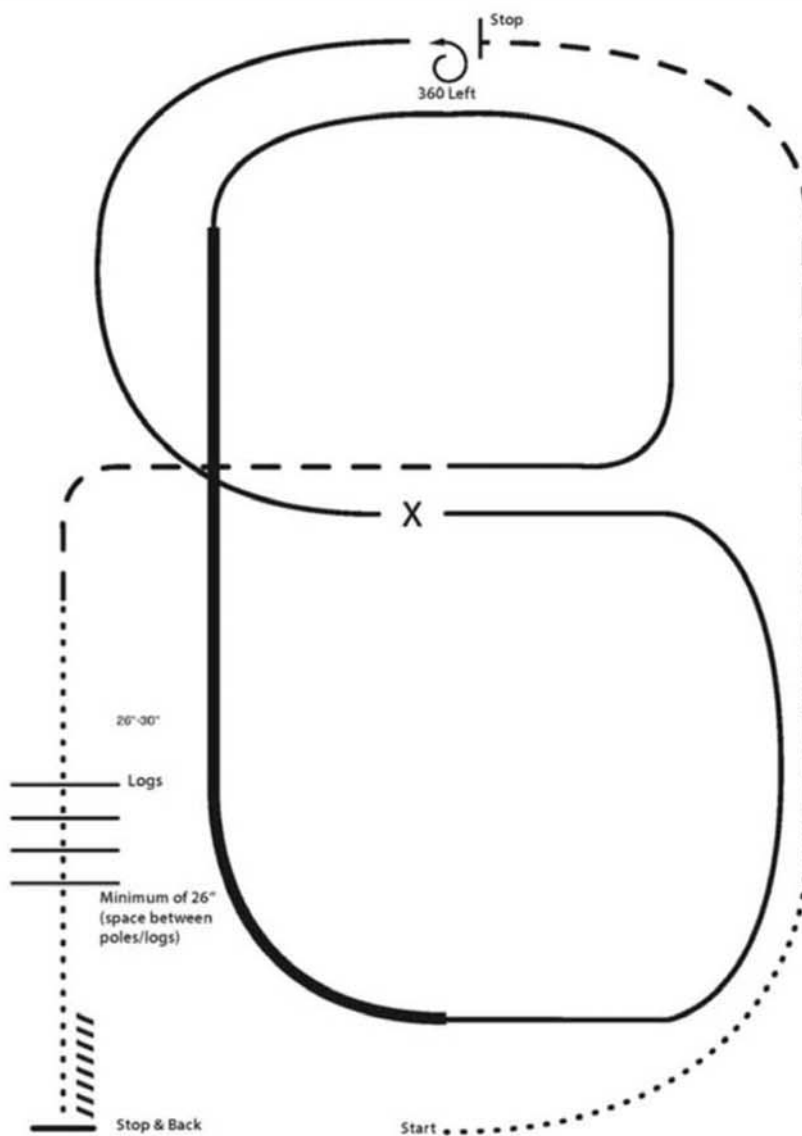
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up 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.



Ranch Riding

All

Thursday



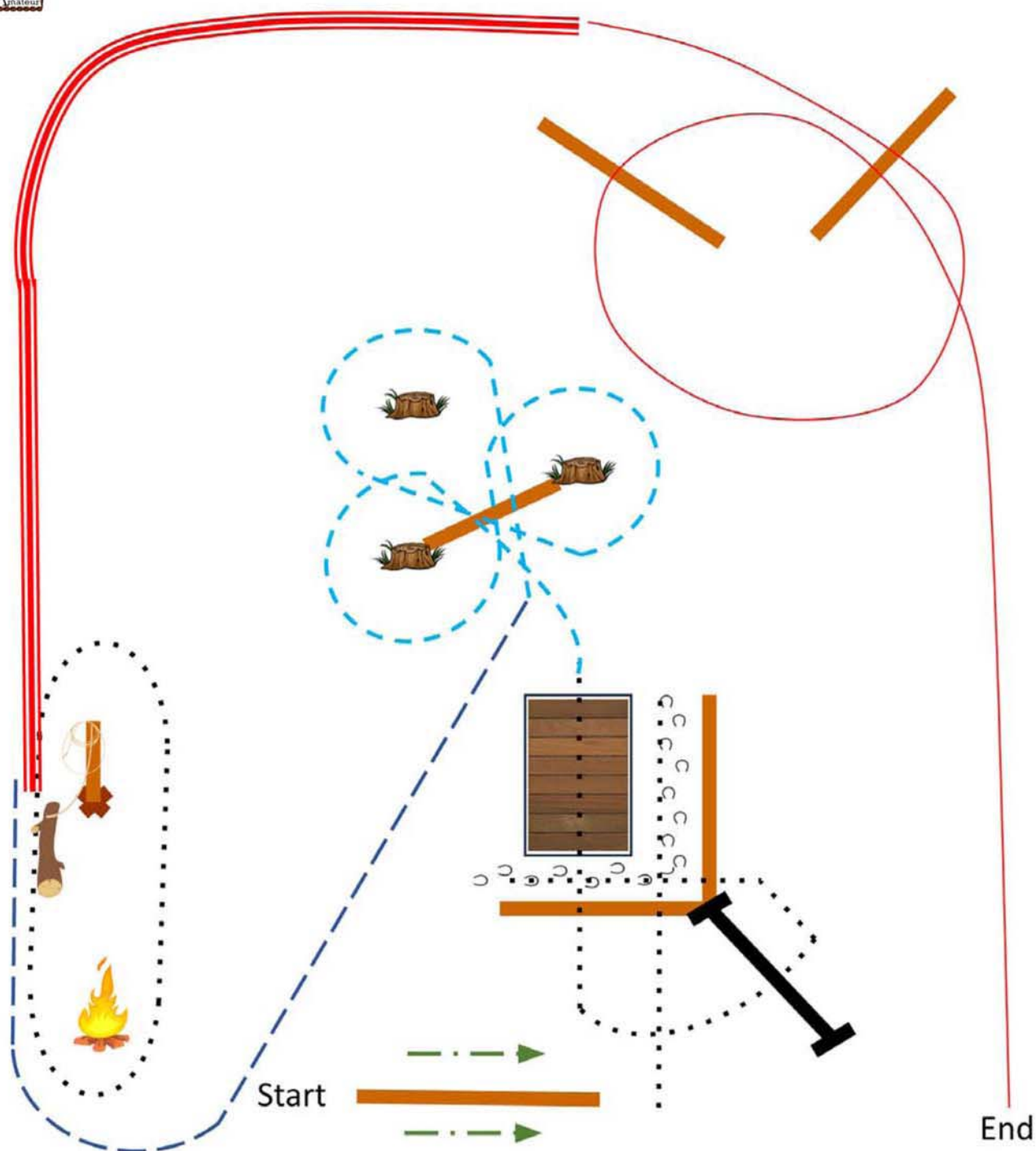
- X Lead Change
- Walk
 - Trot
 - Ext Trot
 - Lope
 - Ext Lope
 - //// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the 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



Ranch Trail

Youth, Amateur, Open, All Breed
Thursday

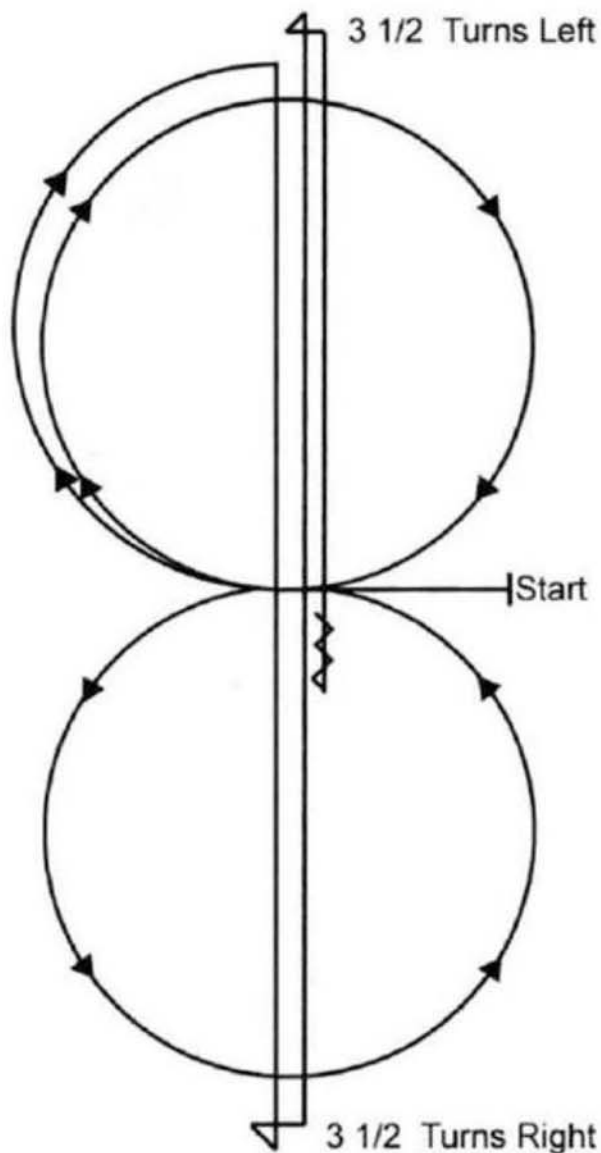


..... Walk - - - - - Ext Trot === Ext Lope - - - - - Side Pass
 ~ ~ ~ ~ ~ Back - - - - - Trot --- Lope

1. Start at the log. Side pass right past the log.
2. Walk over first log and back L
3. Walk over 2nd log and complete Right hand push gate.
4. Walk over 3rd log and over bridge
5. Trot clover and Extend the Trot to the Log Drag
6. Complete Log Drag at Walk or Trot.
Youth do not drag log
7. Extended Lope to Logs and collect to a regular lope before logs. Exit.



Ranch Reining Open, Amateur, Youth Thursday



Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

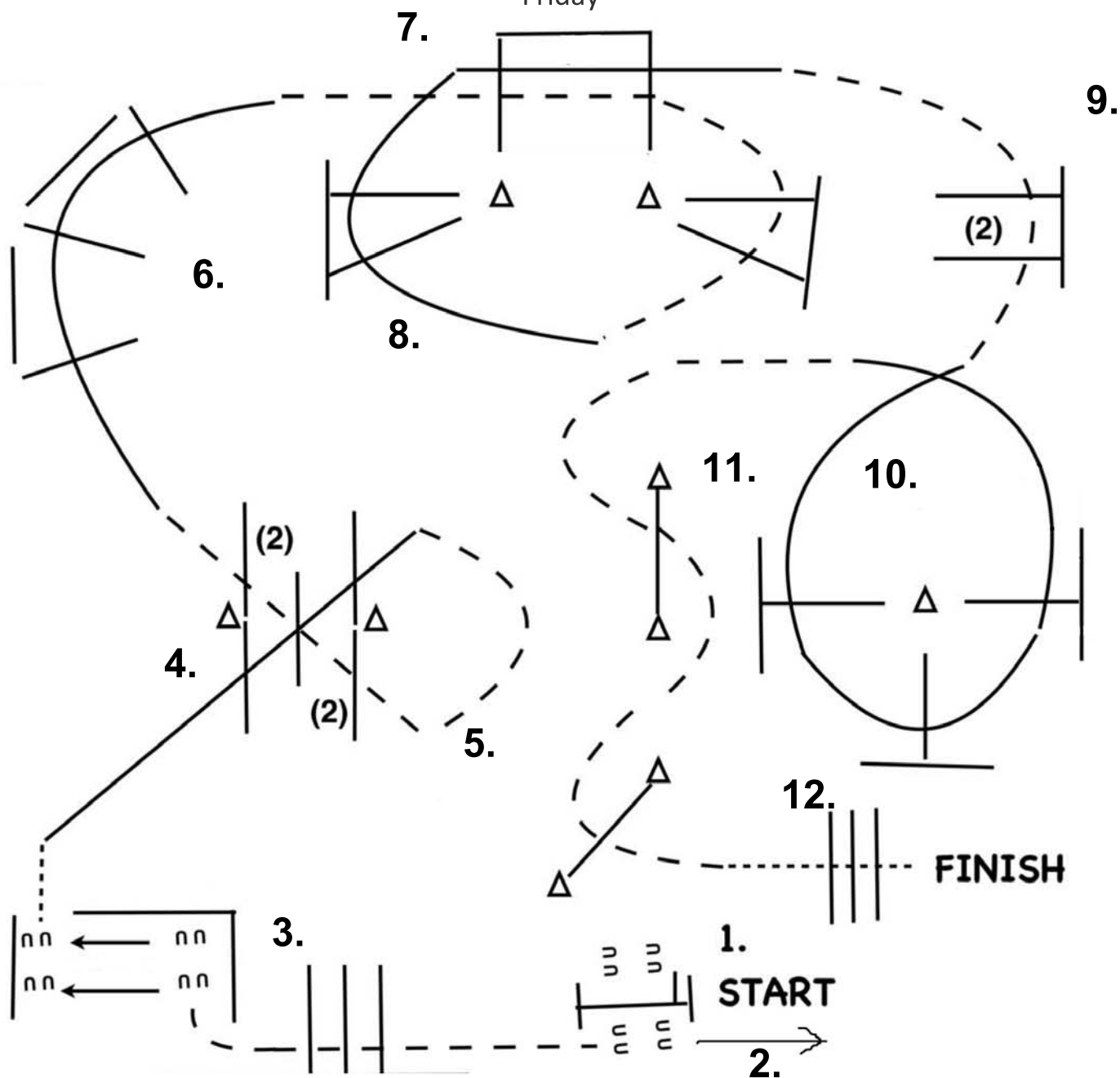
1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and lope one circle to the right. Change leads to the left.
3. Complete one circle to the left. Change leads to the right and go to the top of the arena.
4. Run down the center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right
6. Run down to other end of arena, past the end marker, come to a sliding stop.
7. Complete 3 1/2 spins to the left
8. Run past the center marker and come to a sliding stop
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern



Trail

Rookie, Level 1, Novice, All Breed
Youth, Amateur, Select, Open ~ Raise 3,9,11,12
Small Fry, Walk Trot ~ Jog Where Lope

Friday



1. WORK GATE RIGHT HAND
2. BACK 1 HORSE LENGTH
3. JOG OVER POLES INTO CHUTE, SIDEPASS LEFT
4. WALK FORWARD, LOPE OVER POLES RIGHT LEAD
5. BREAK TO JOG, JOG OVER POLES
6. LOPE OVER POLES RIGHT LEAD
7. BREAK TO JOG, JOG OVER POLES
8. LOPE OVER POLES RIGHT LEAD
9. BREAK TO JOG JOG OVER POLES

10. LOPE OVER POLES LEFT LEAD
11. JOG SERPENTINE
12. STOP OR BREAK TO WALK,
WALK OVER POLES

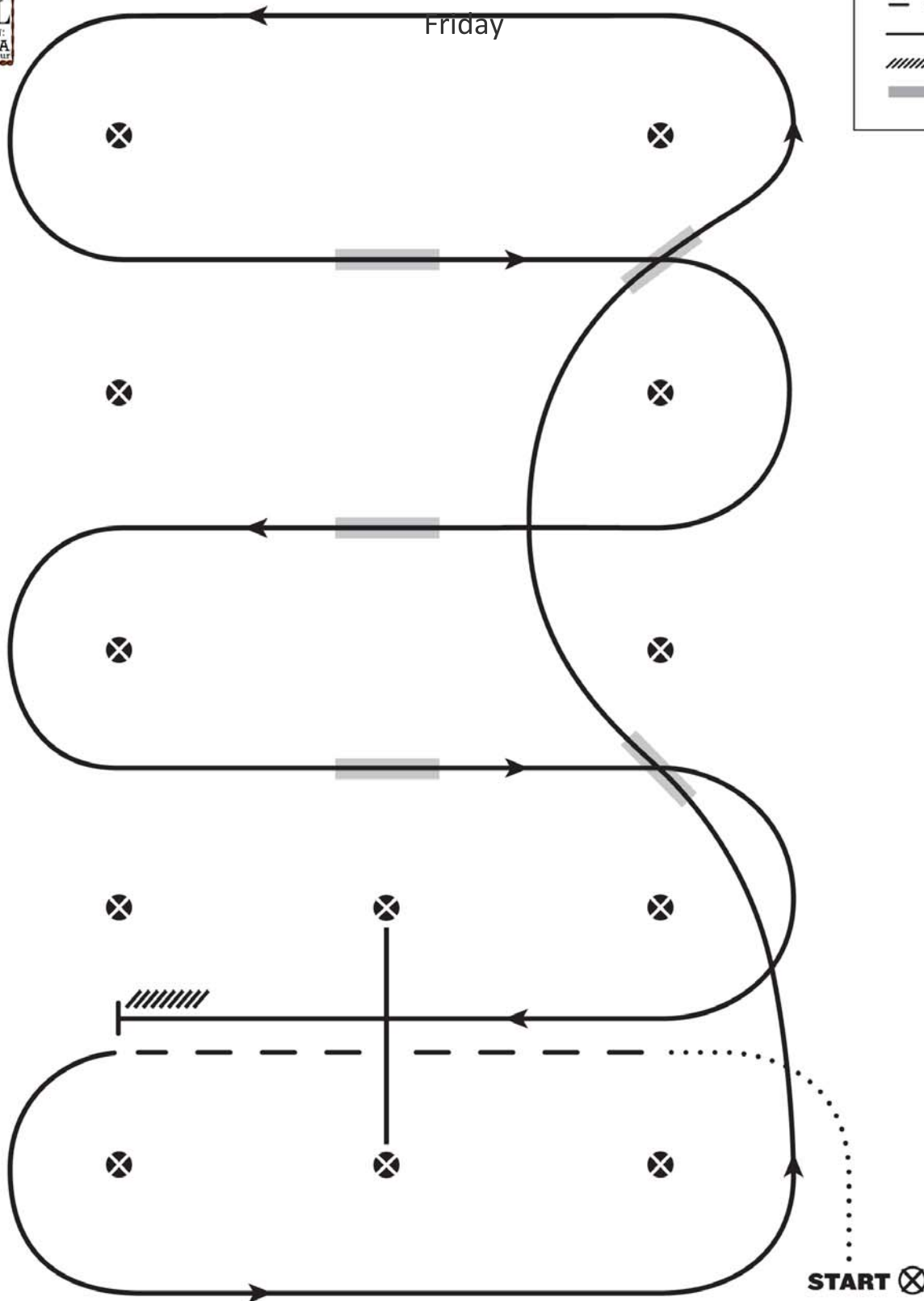


Western Riding Level 1, Novice, All Breed

Friday

LEGEND

.....	Walk
- - -	Jog
————	Lope
////	Back
■	Lead Changing Area



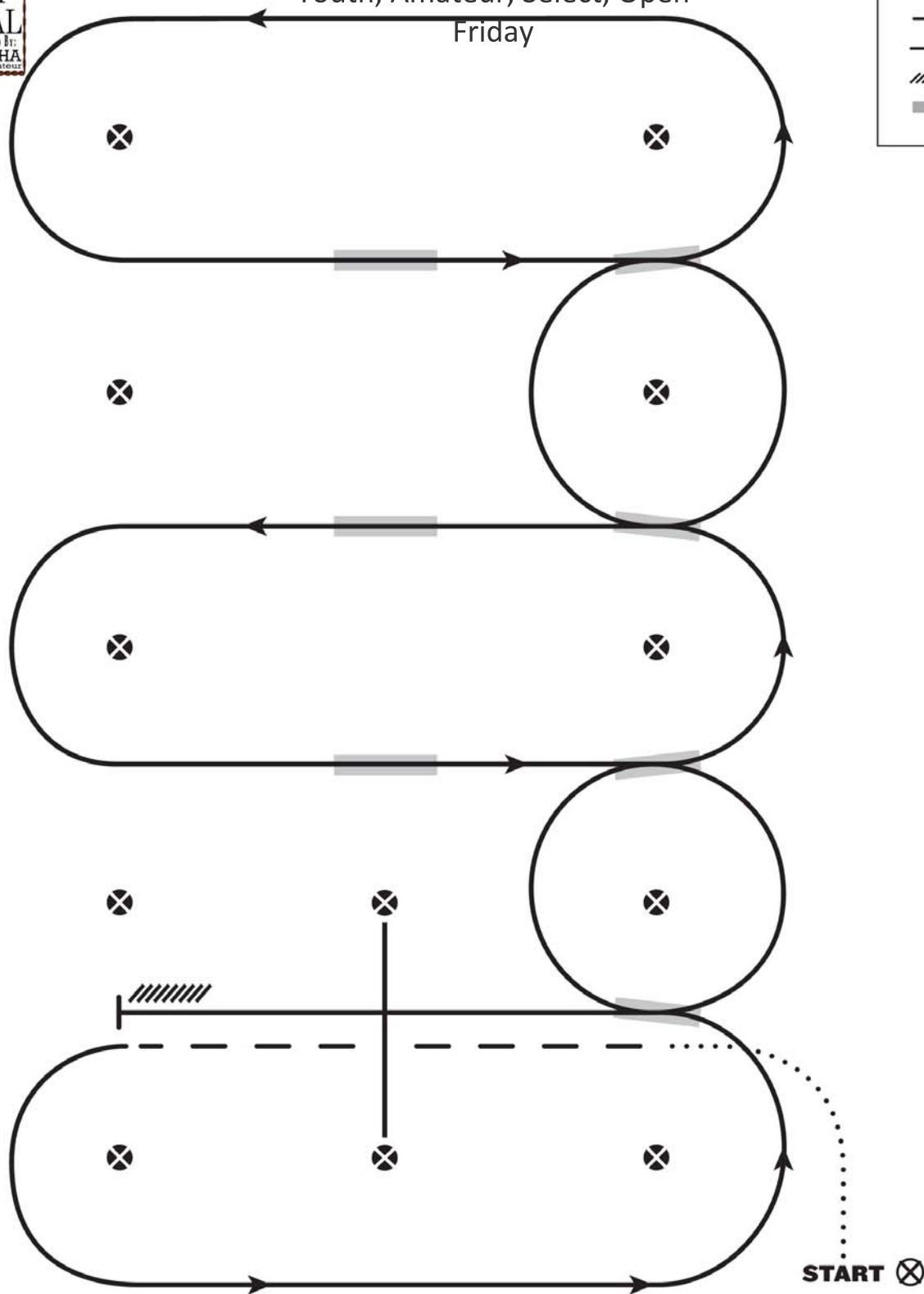
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back



Western Riding Youth, Amateur, Select, Open Friday

LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



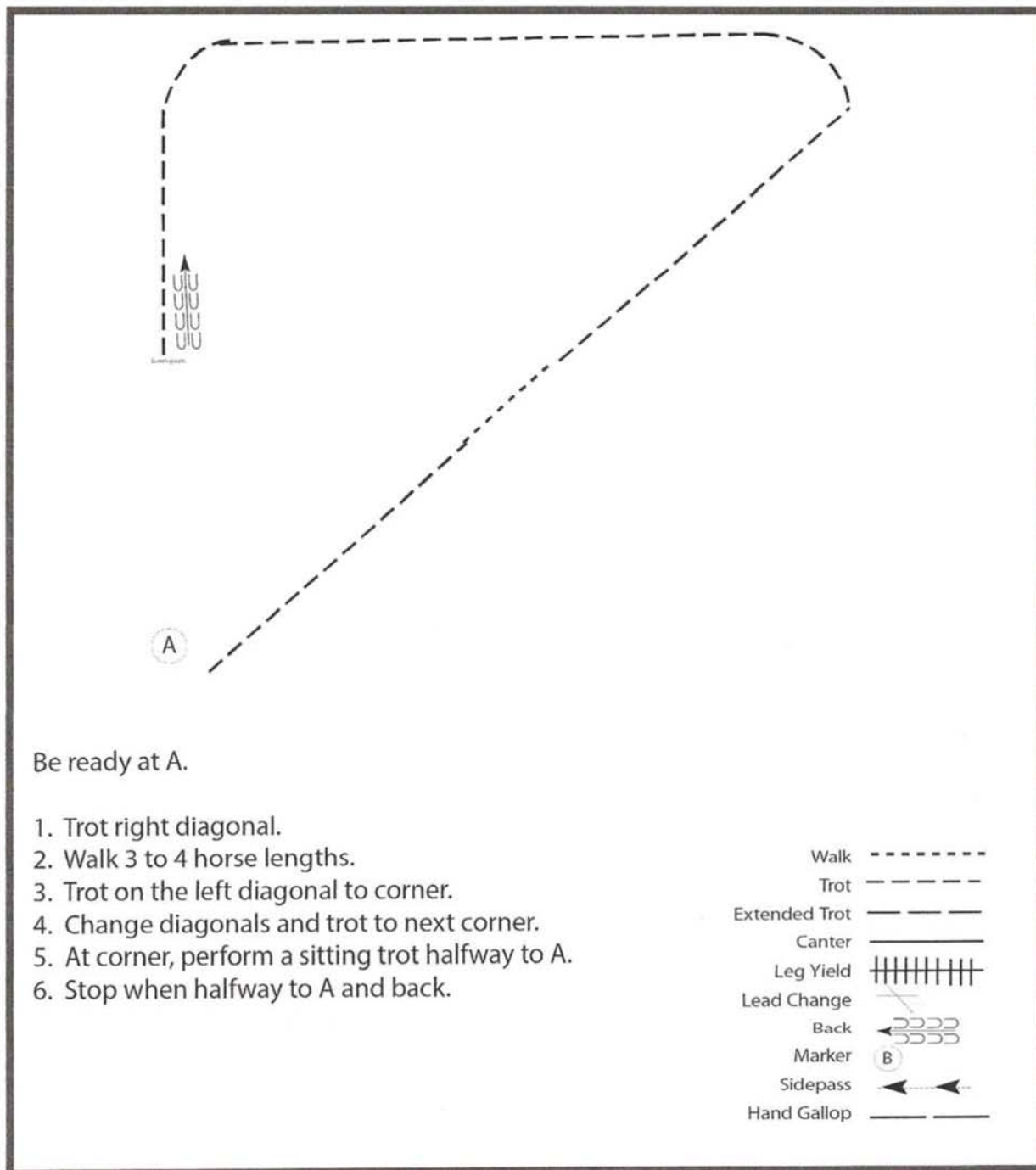
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back



Hunt Seat Equitation

Small Fry, Walk Trot

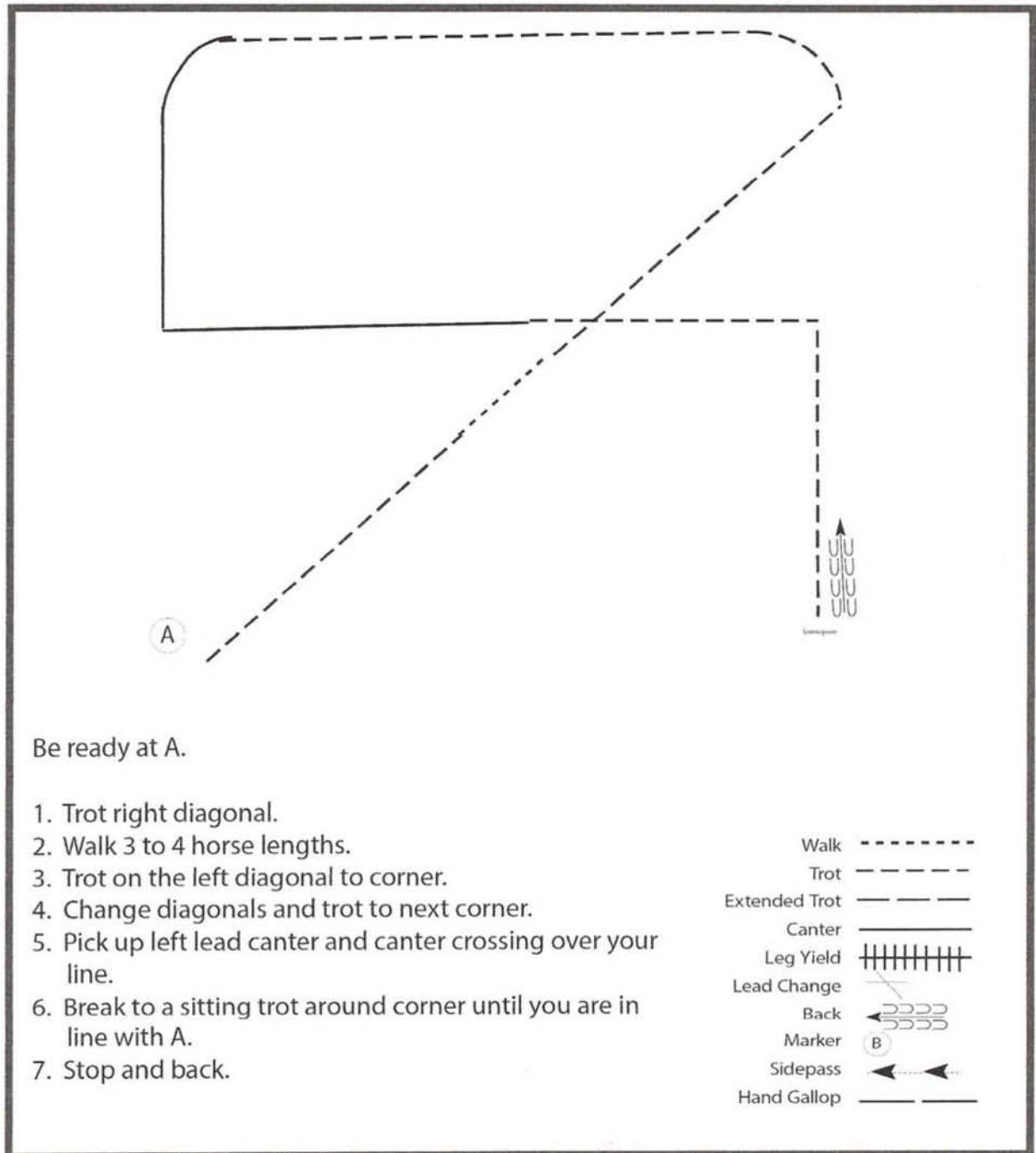
Friday





Hunt Seat Equitation

Rookie, Level 1, Novice, All Breed
Friday

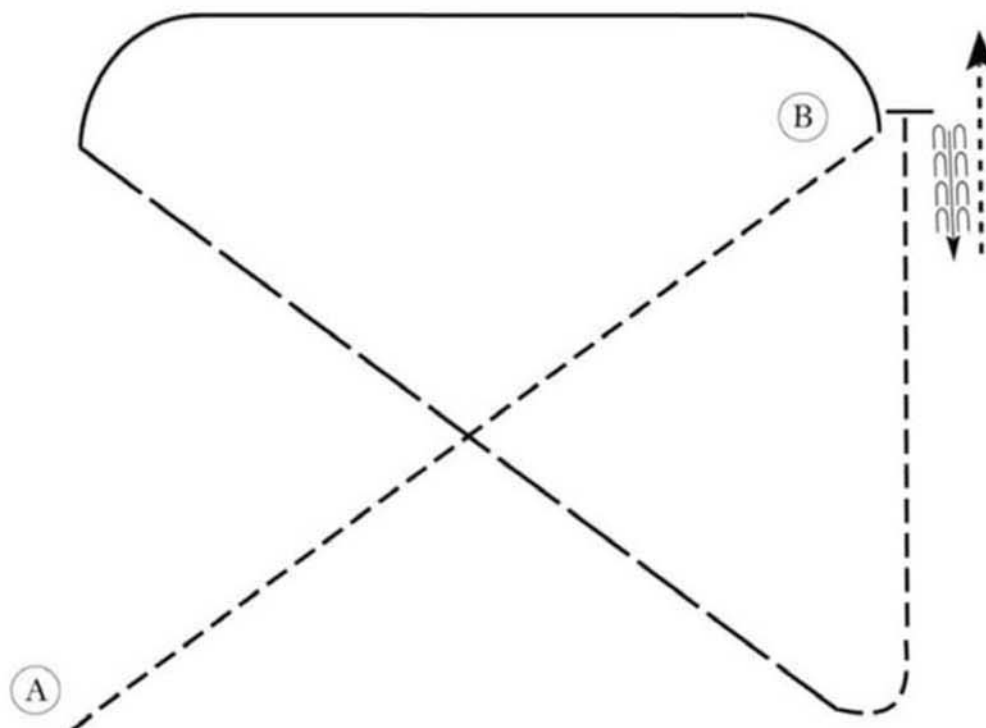




Hunt Seat Equitation

Youth, Amateur, Select

Friday

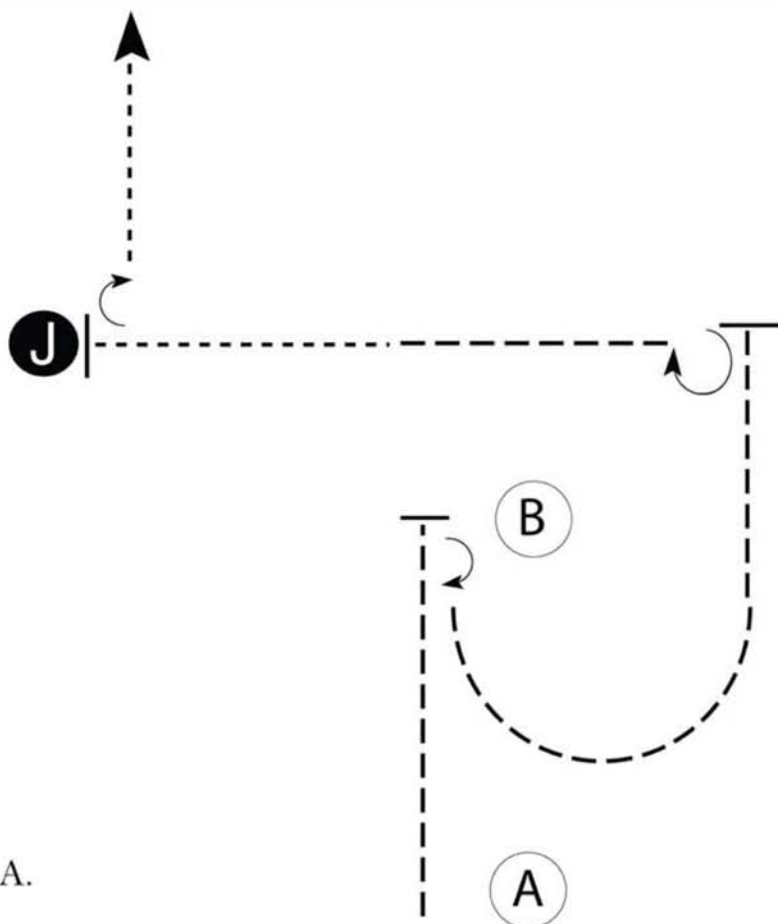


Be ready at A.

1. Sitting trot halfway to B.
2. Posting trot on the right diagonal to B.
3. Canter on the left lead from B across the arena..
4. Round the arena and move into a hand gallop on the diagonal.
5. Break to a trot on the left diagonal in a straight line to B.
6. Halt at B and back approximately one horse length.
7. Demonstrate a forward walk in a straight line from B for at least two horse lengths.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — —
Hand Gallop	— — — — —

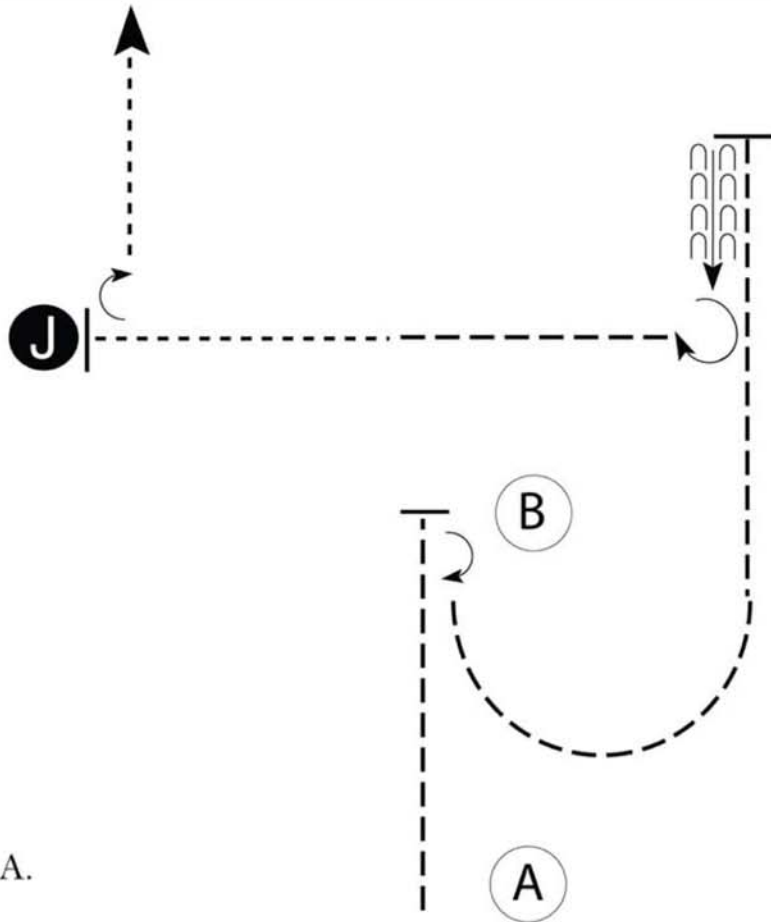


Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until even Judge.
4. Perform a 270 degree turn.
5. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

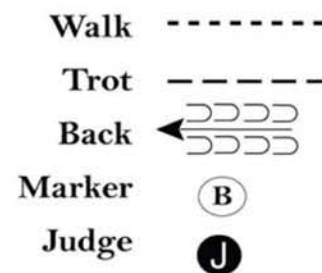
Walk	-----
Trot	- - - - -
Back	← ⏏ ⏏ ⏏
Marker	(B)
Judge	(J)

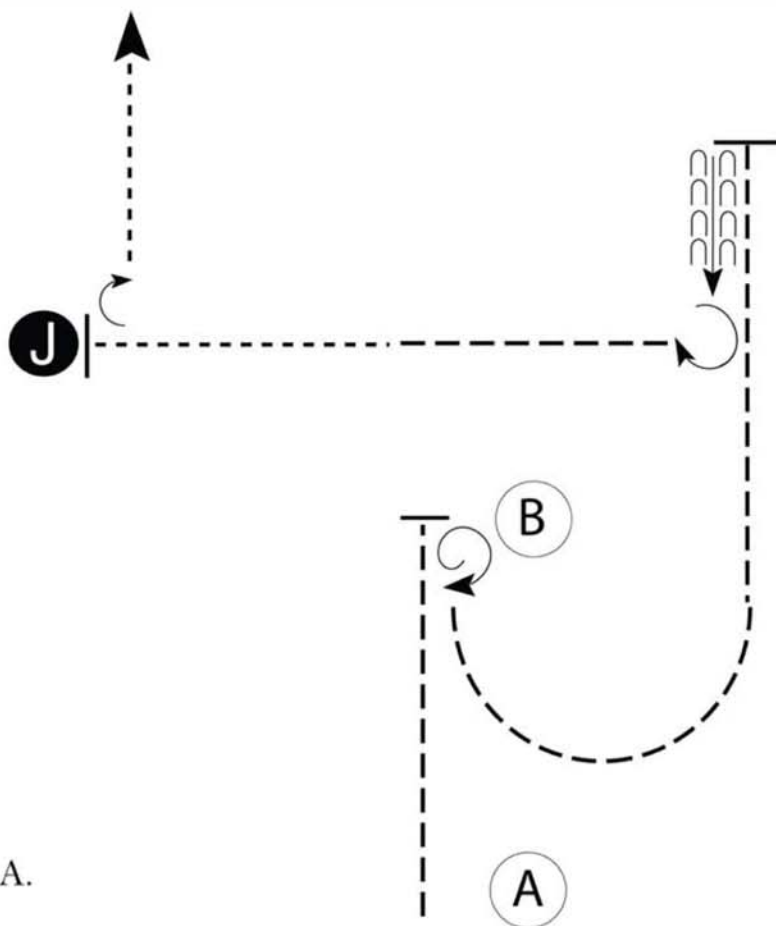


Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

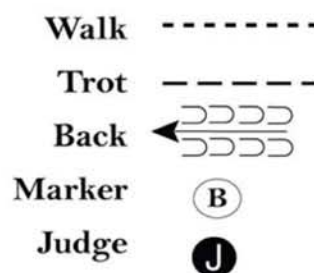




Be ready at A.

1. Trot to B.
2. Stop and perform a 540 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

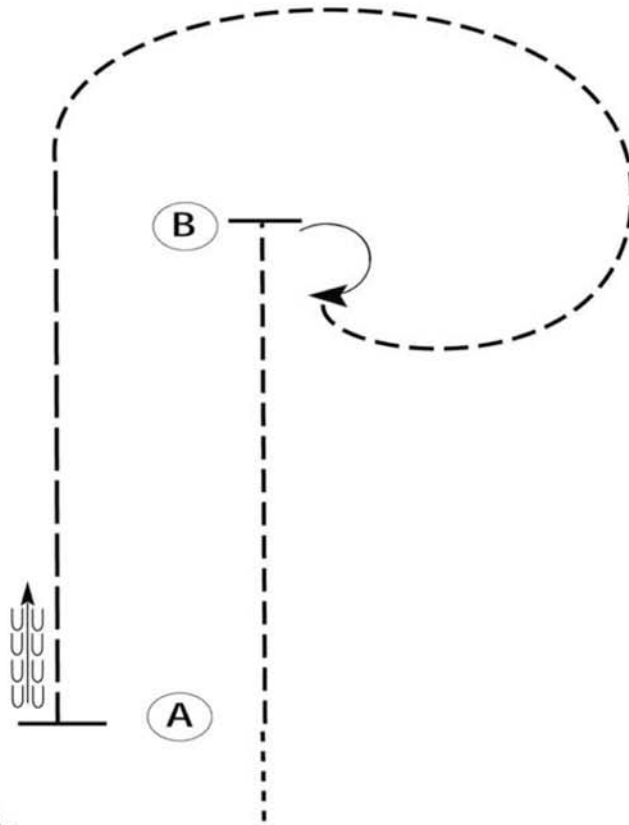




Western Horsemanship

Small Fry, Walk Trot

Saturday



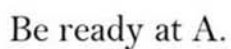
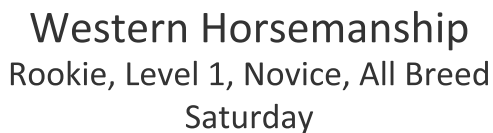
Be ready before A.

1. Walk to A.
2. Jog to B.
3. Turn 180 degrees to the right.
4. Jog back around to B.
5. Extend the jog from B to A.
6. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

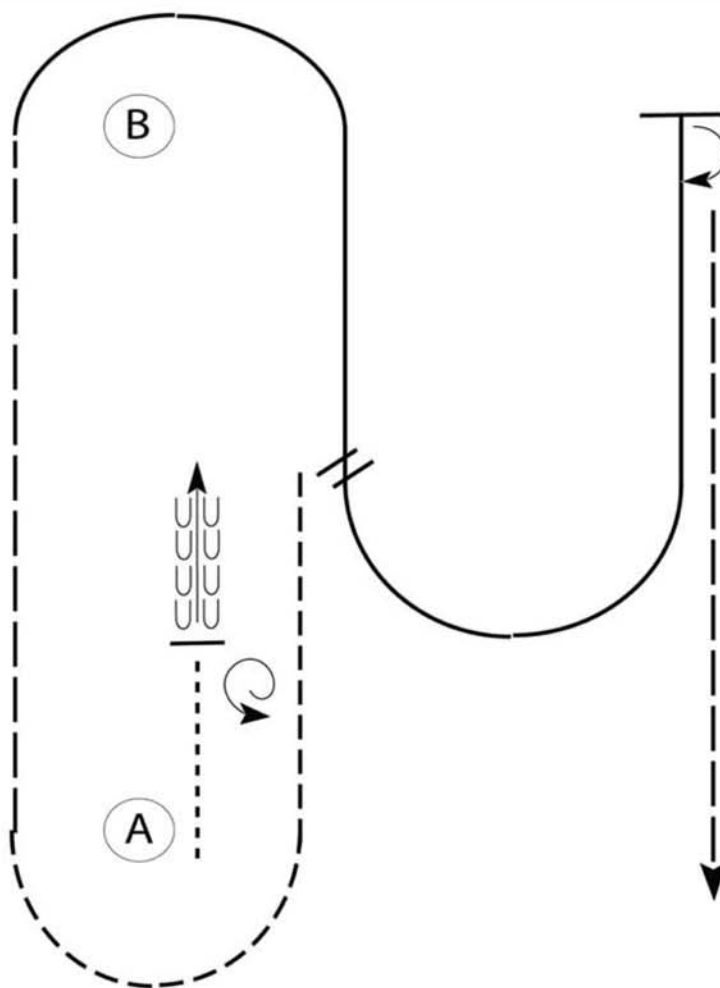
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	+++++
Lead Change	↖↗
Back	←←←←←
Marker	(B)
Sidepass	←-----→

[WH/WT-44]



1. Walk approximately two horse lengths forward.
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

Marker **B**



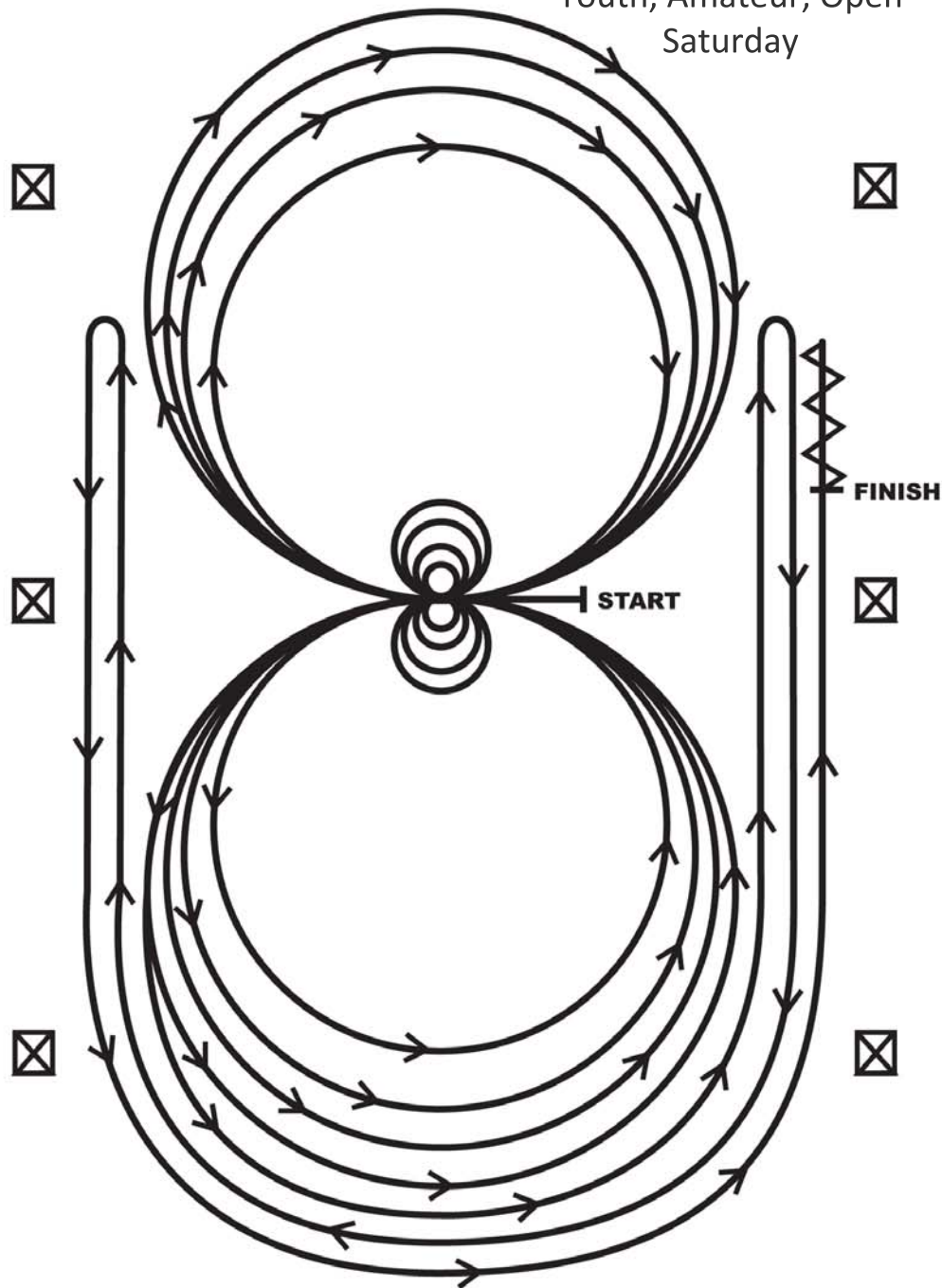
Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Change leads and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and extend the jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Lead Change	
Back	
Marker	(B)

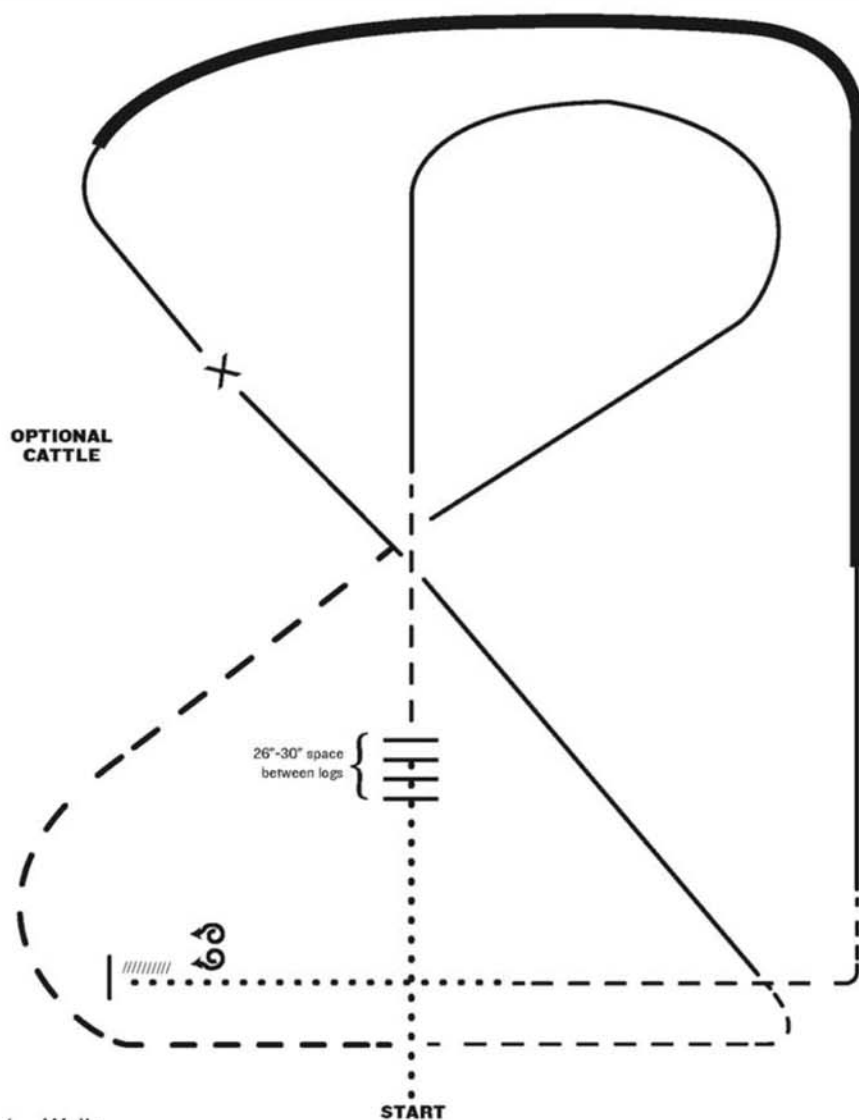


AQHA Reining Youth, Amateur, Open Saturday



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

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up 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. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



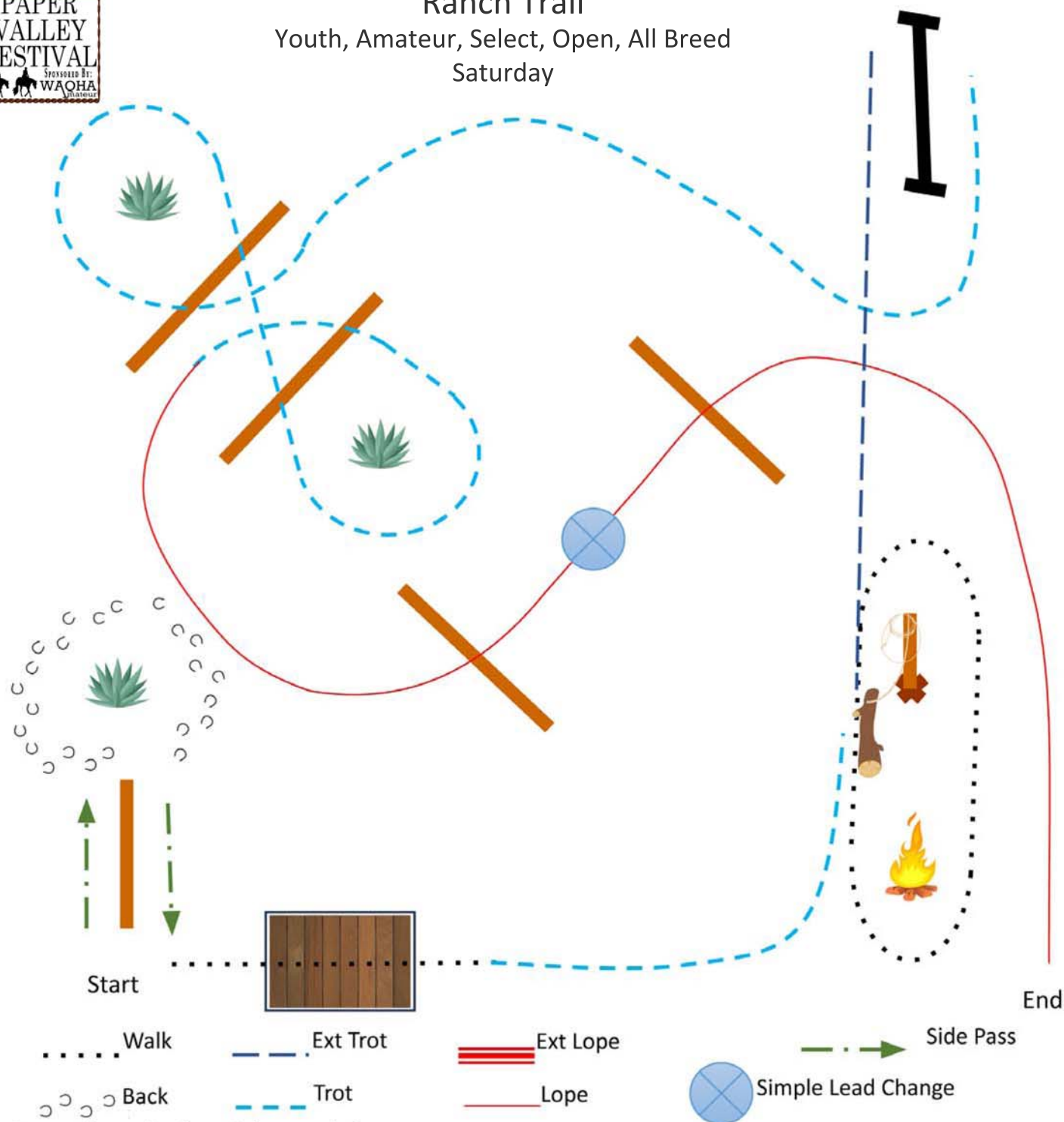
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.



Ranch Trail

Youth, Amateur, Select, Open, All Breed
Saturday



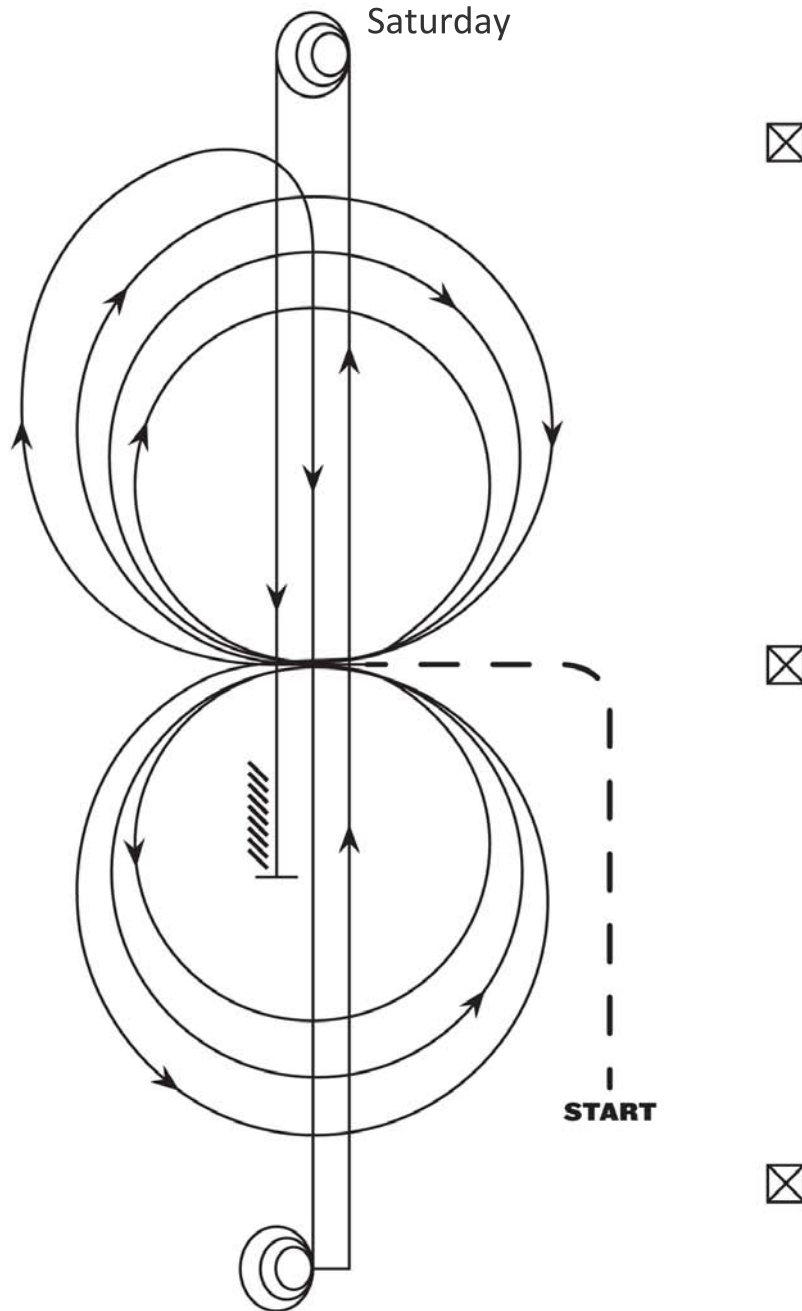
1. Be ready at the log. Side pass left
 2. Back around bush and back into place
 3. Side pass right past log
 4. Walk over bridge
 5. Trot to log drag. Complete Log Drag at Walk or Trot. Ext Trot to Gate
Youth do not drag log
 6. Right hand Push gate
 7. Trot through figure eight
 8. Lope left lead over first log. Complete Simple Lead Change and Lope Right Lead over second Log.
- Exit Pen

Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horses abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow between obstacles.



Ranch Reining

Youth, Amateur, Open
Saturday



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

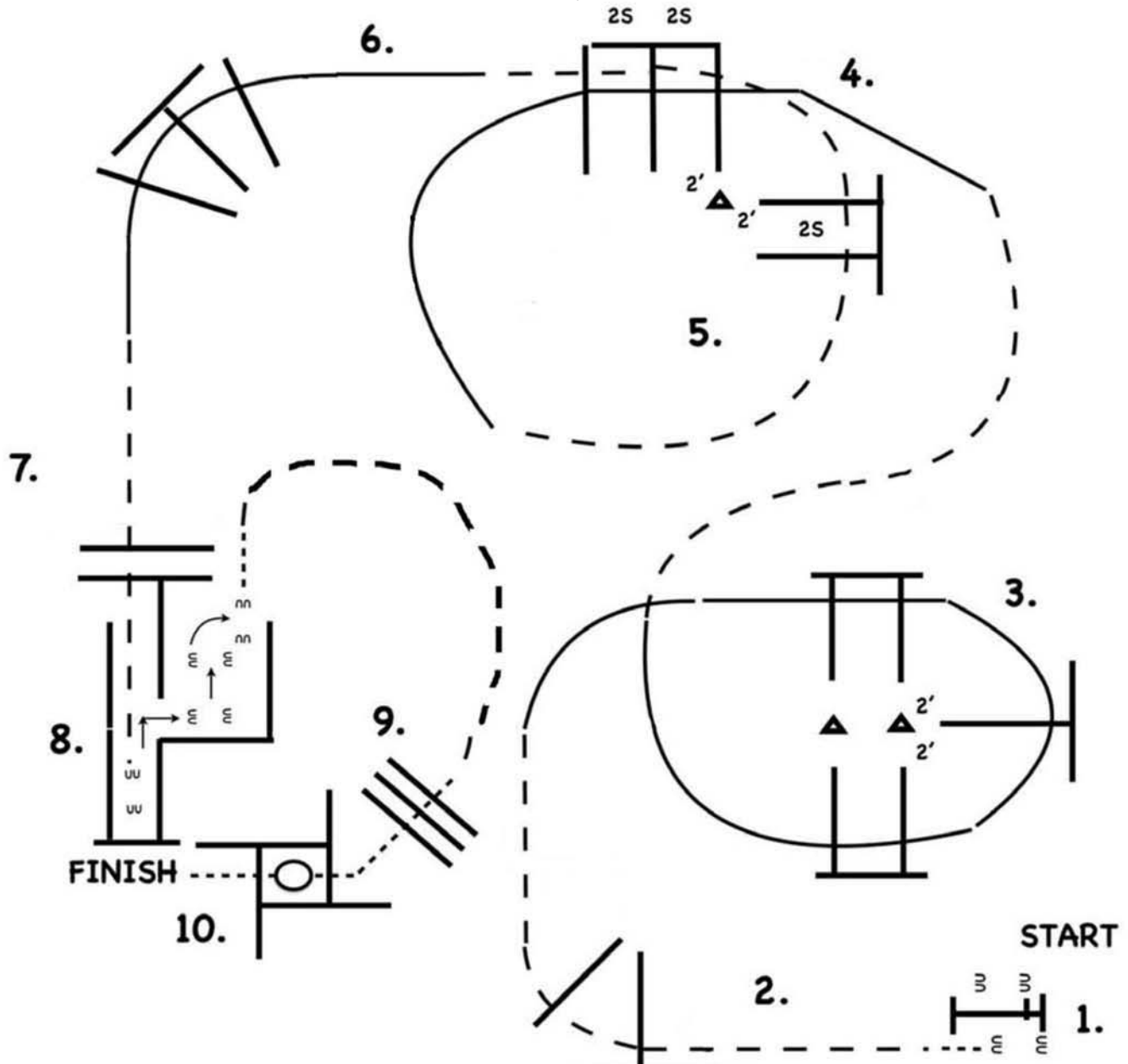
Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.



Trail

Rookie, Level 1, Novice, All Breed
 Youth, Amateur, Select, Open ~ Raise 2,5,7,9
 Small Fry, Walk Trot ~ Jog Where Lope
 Sunday



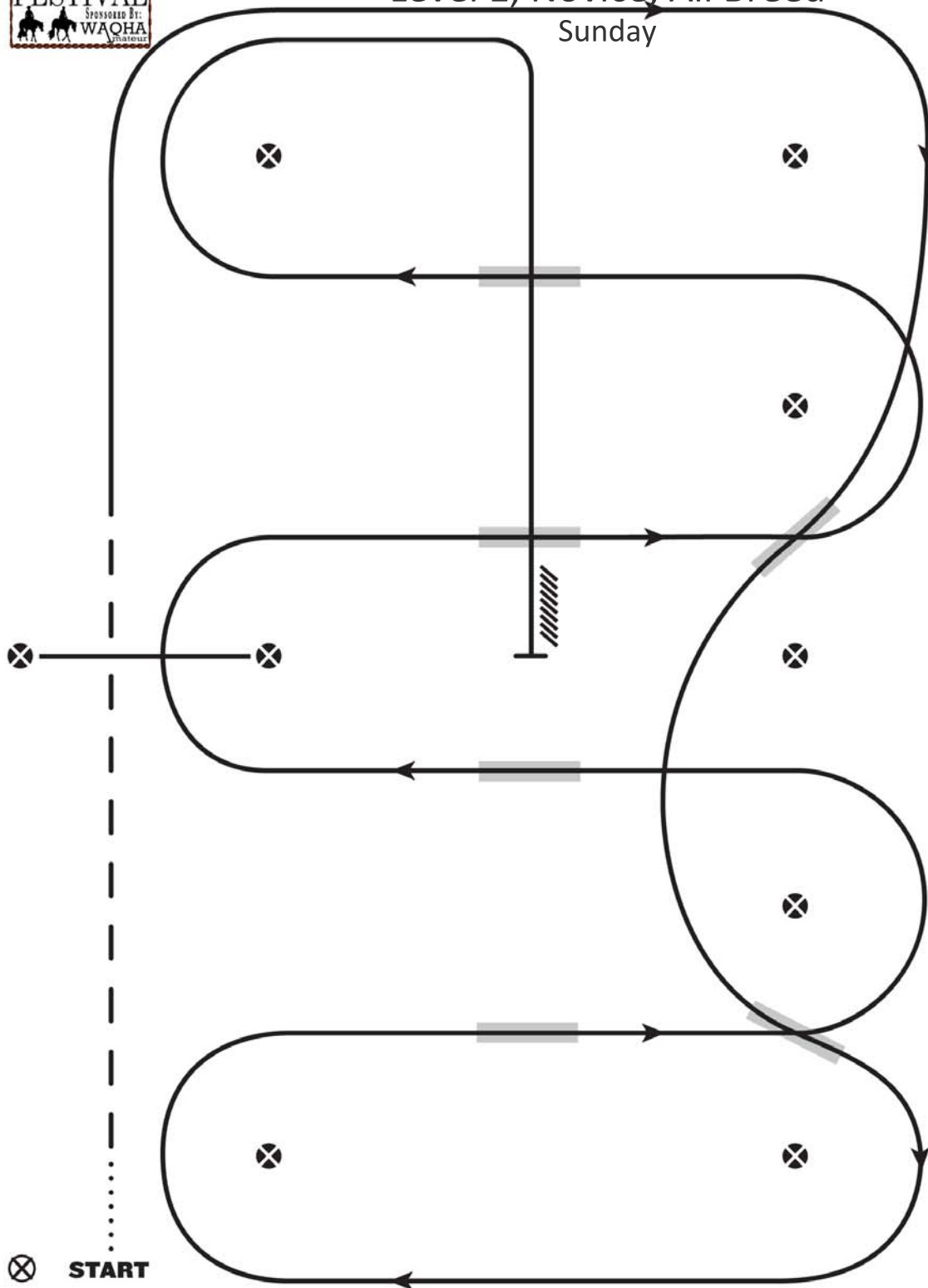
1. WORK GATE RIGHT HAND
2. WALK FORWARD, THEN JOG OVER POLES
3. LOPE OVER POLES (RIGHT LEAD)
4. BREAK TO JOG, LOPE OVER POLES (LEFT LEAD)
5. BREAK TO JOG, JOG OVER POLES
6. LOPE OVER POLES (LEFT LEAD)
7. BREAK TO JOG, JOG OVER POLES,
JOG INTO CHUTE, STOP IN CHUTE
8. BACK BETWEEN POLES, BACK AROUND CORNER, THEN
SIDE PASS RIGHT, SWING FRONT LEGS AROUND, WALK FORWARD THEN JOG
9. STOP OR BREAK TO WALK, WALK OVER POLES
10. WALK INTO BOX, EXECUTE 360 TURN EITHER WAY, WALK OUT BOX



Western Riding Level 1, Novice, All Breed Sunday

LEGEND

.....	Walk
- - -	Jog
— — —	Lope
//////	Back
■	Lead Changing Area



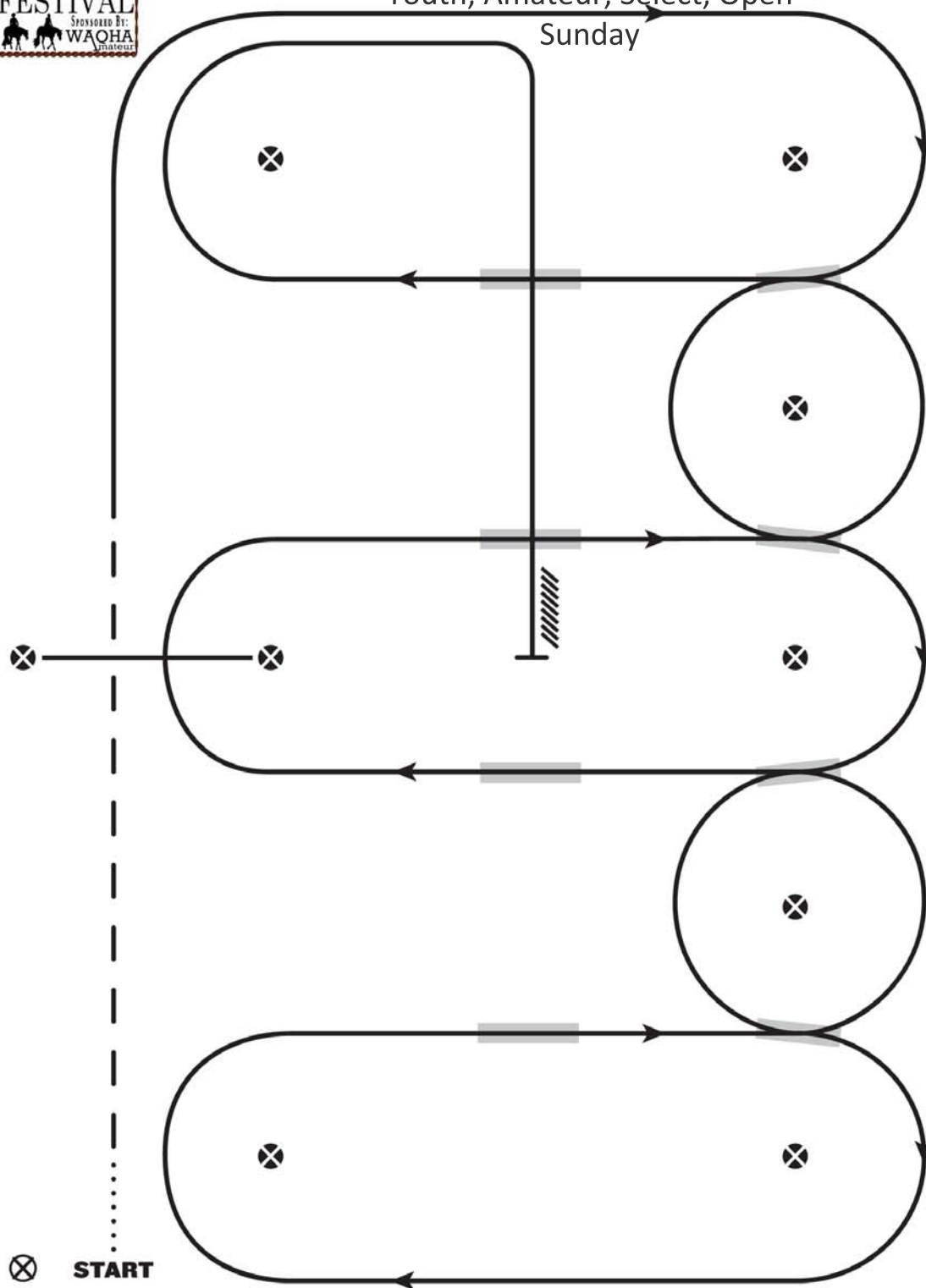
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back



Western Riding Youth, Amateur, Select, Open Sunday

LEGEND

.....	Walk
- - -	Jog
— — —	Lope
////	Back
■	Lead Changing Area



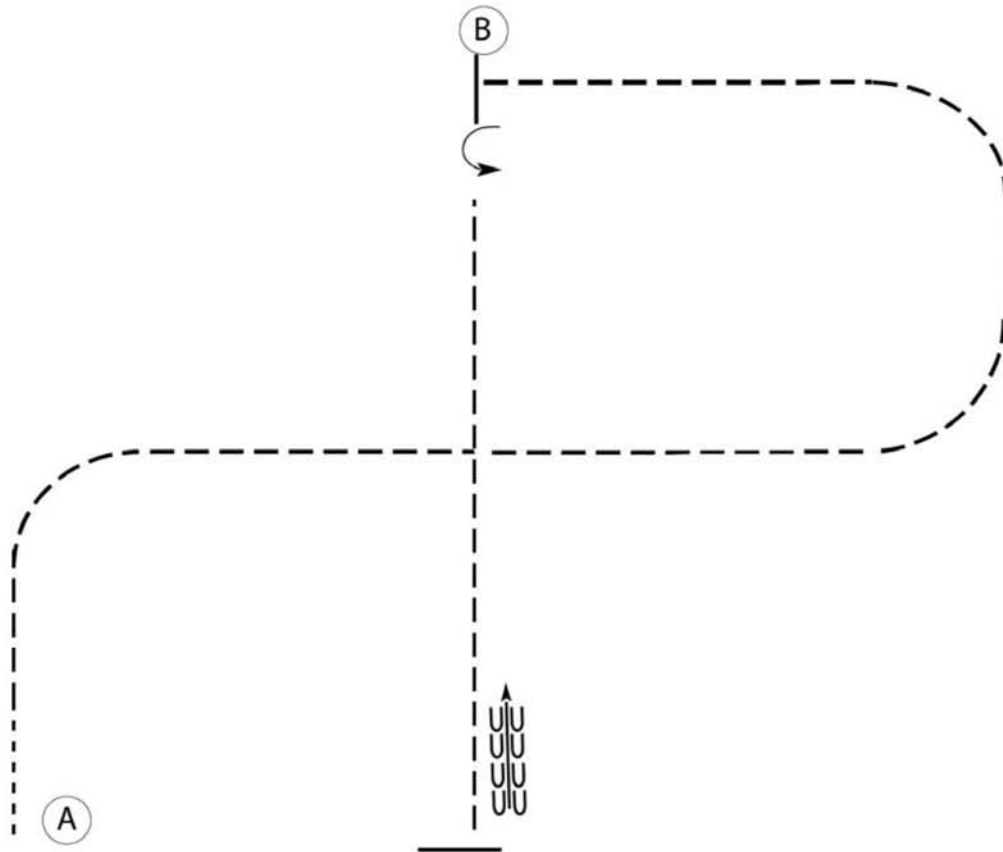
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

Pattern 6

Hunt Seat Equitation

Small Fry, Walk Trot

Sunday



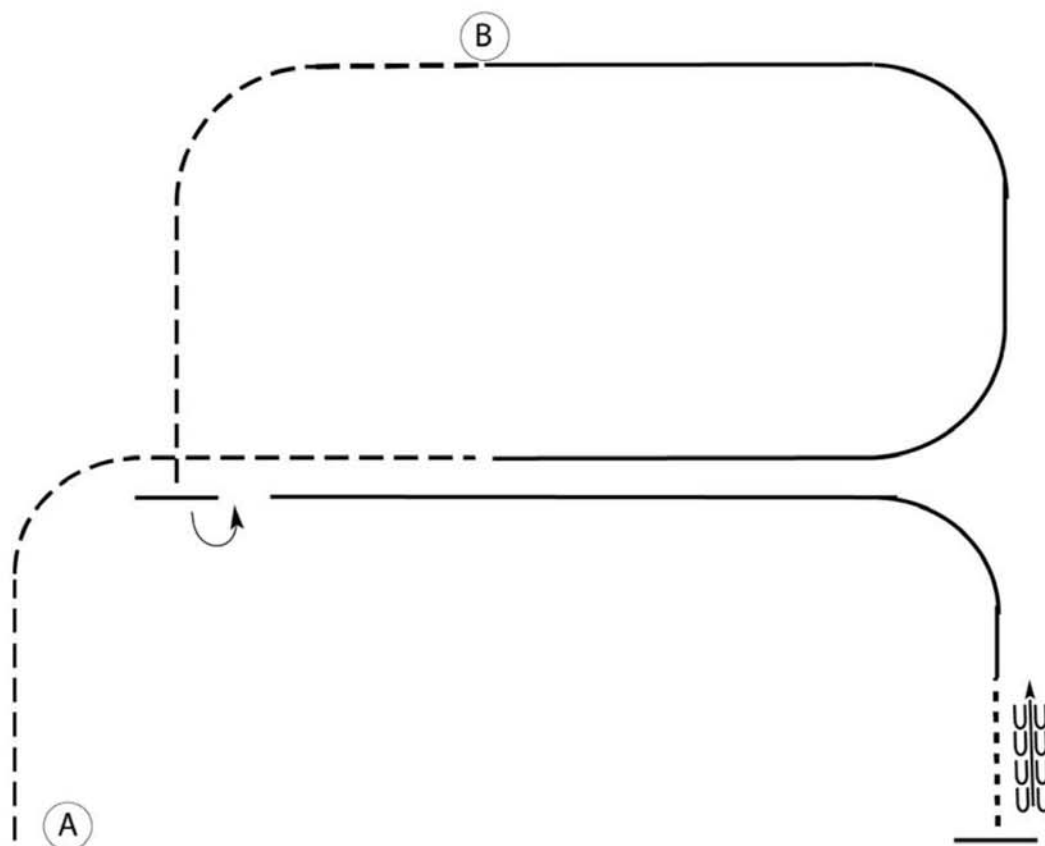
Be ready at A.

1. Forward walk for approximately 2 strides.
2. Trot on the left diagonal to center of pattern.
3. Change diagonals and trot on the right diagonal until even with B.
4. Stop and perform a 90 degree turn on the forehand to the left to change direction.
5. Sitting trot for 2-3 strides.
6. Trot on the left diagonal until even with A.
7. Stop and back.

Pattern is complete.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	⊙
Sidepass	← — — — — →
Hand Gallop	—————

[HSE/WT-115]



Be ready at A.

1. Sitting trot for approximately 3 strides.
2. Trot on the left diagonal to center of pattern.
3. Canter on the left lead to B.
4. Trot on the right diagonal until halfway to A.
5. Stop and perform a 90 degree turn on the forehand to the left to change direction.
6. Canter on the right lead around corner.
7. Forward walk until even with A.
8. Stop and back.

Pattern is complete.

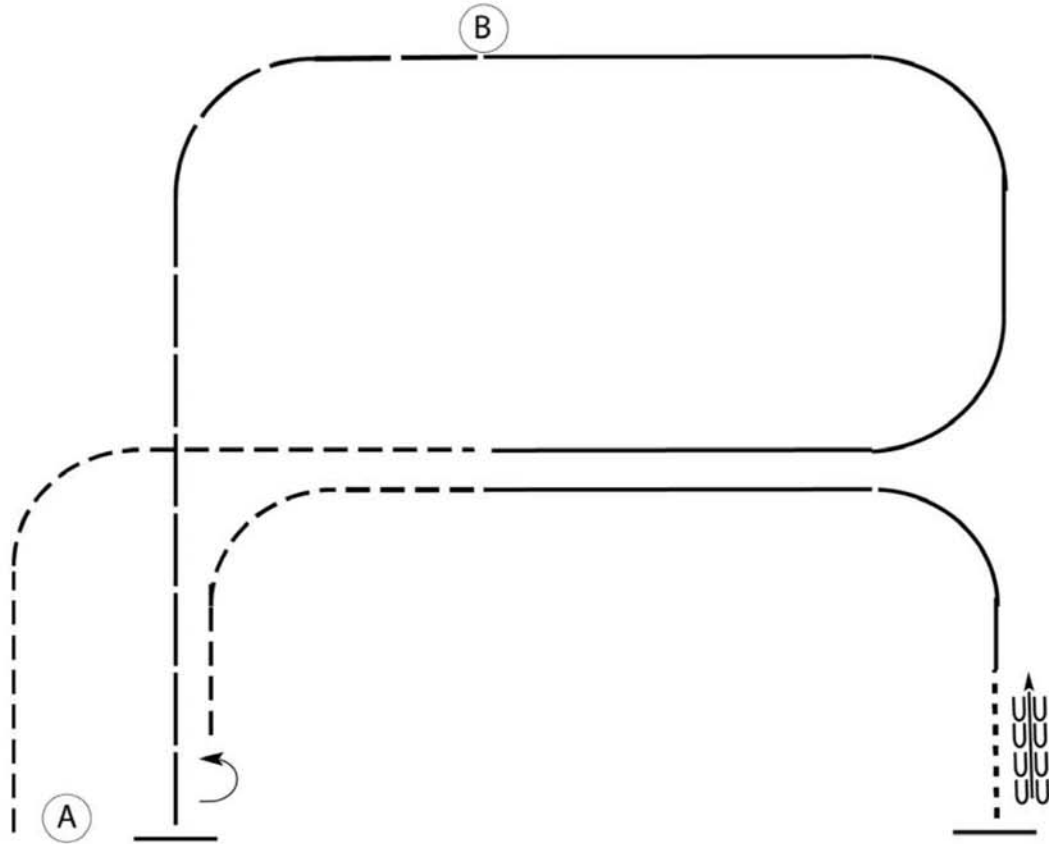
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	← — — — — →
Hand Gallop	—————

[HSE/2-115]



Hunt Seat Equitation

Youth, Amateur, Select
Sunday



Be ready at A.

1. Trot on the left diagonal to center of pattern.
2. Canter on the left lead to B.
3. Hand gallop until even with A and stop.
4. Perform a 180 degree turn on the forehand to the left to change direction.
5. Sitting trot to center of pattern.
6. Canter on the right lead around corner.
7. Forward walk until even with A.
8. Stop and back.

Pattern is complete.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	← — — — — →
Hand Gallop	—————

[HSE/3-115]

Pattern Provided by: