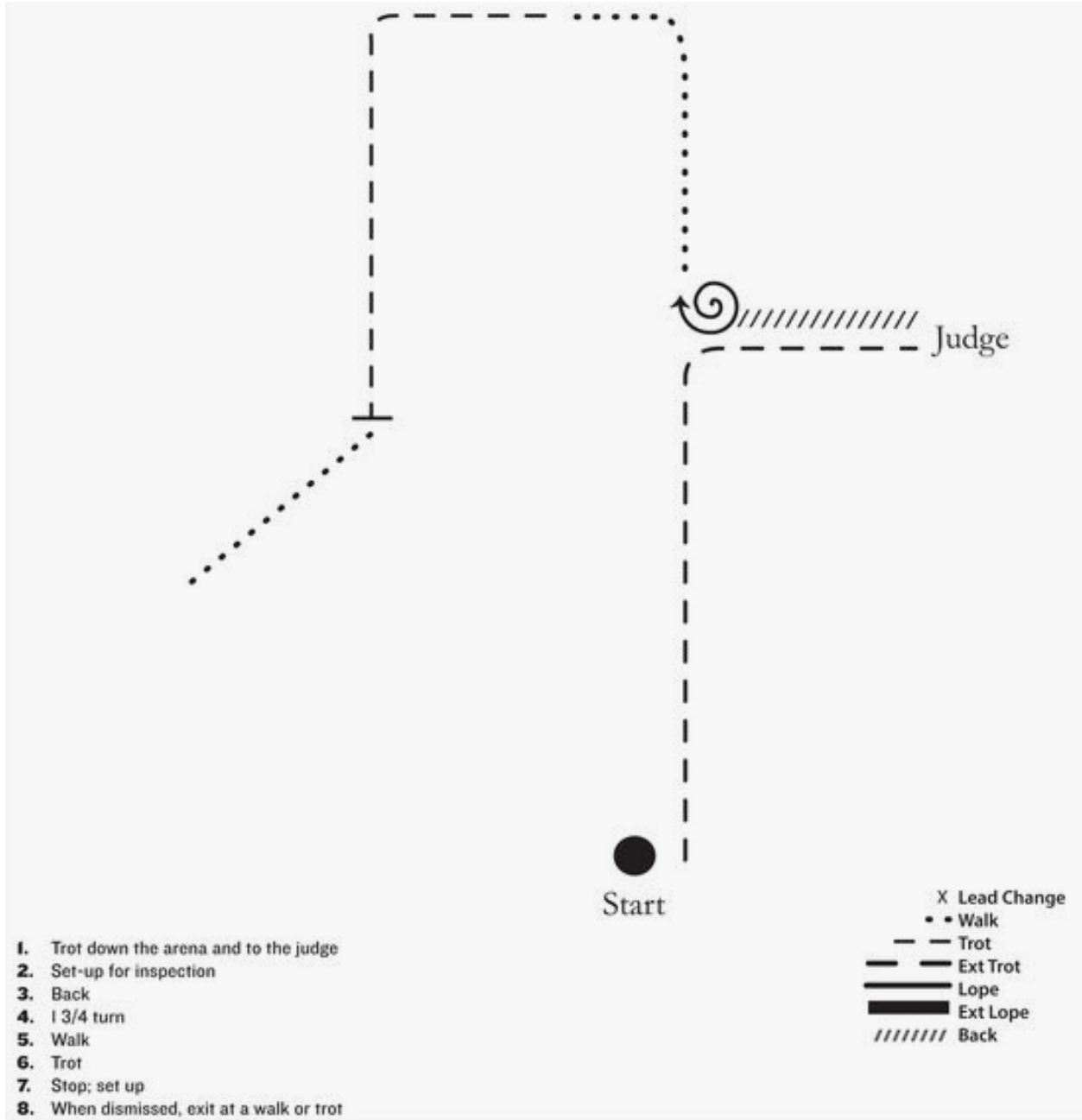


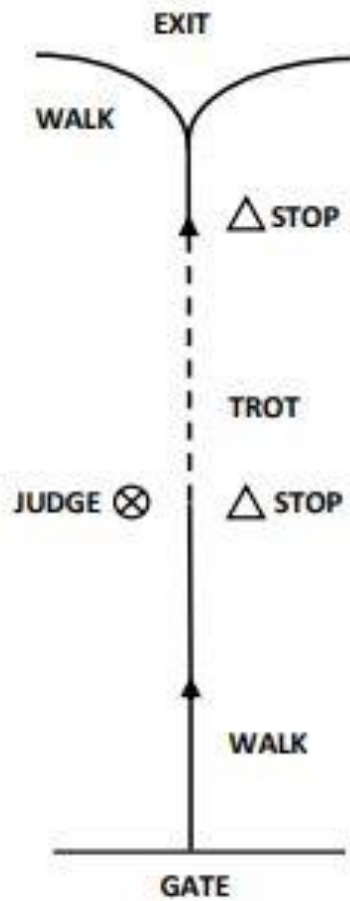
# Showmanship 19 & Over, 14-18 and 10-13



# Showmanship 9 & Under and Lead Line

## SHOWMANSHIP PATTERN 1

1. Walk from gate to the judge.
2. Stop at the first marker and set up for inspection.
3. Trot to the second marker. Stop.
4. Walk, exit the arena.



————— WALK  
- - - - - TROT

⊗ JUDGE      △ MARKER

# Bareback Horsemanship 10-13 and 14-18

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Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to and around B.
3. Lope on the left lead to center of pattern and several horse lengths past the center line.
4. Stop and perform a 1/2 turn left.
5. Walk to center of pattern.
6. Lope on the right lead to and around B.
7. Jog from B to and past A.

Pattern is over once you have passed A.

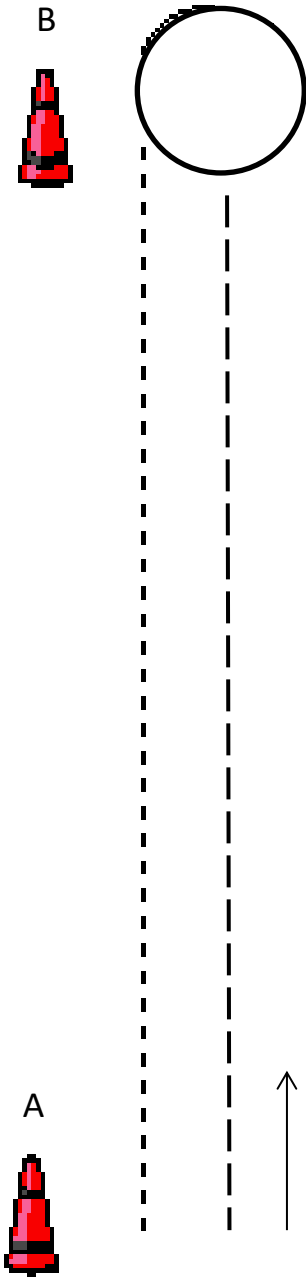
Follow the instructions of your ring steward.

Walk	.....
Jog	-----
Extended Jog	-----
Lope	
Lead Change	↗↘
Back	←←←←←
Marker	⊙ B

[WHI\_1]

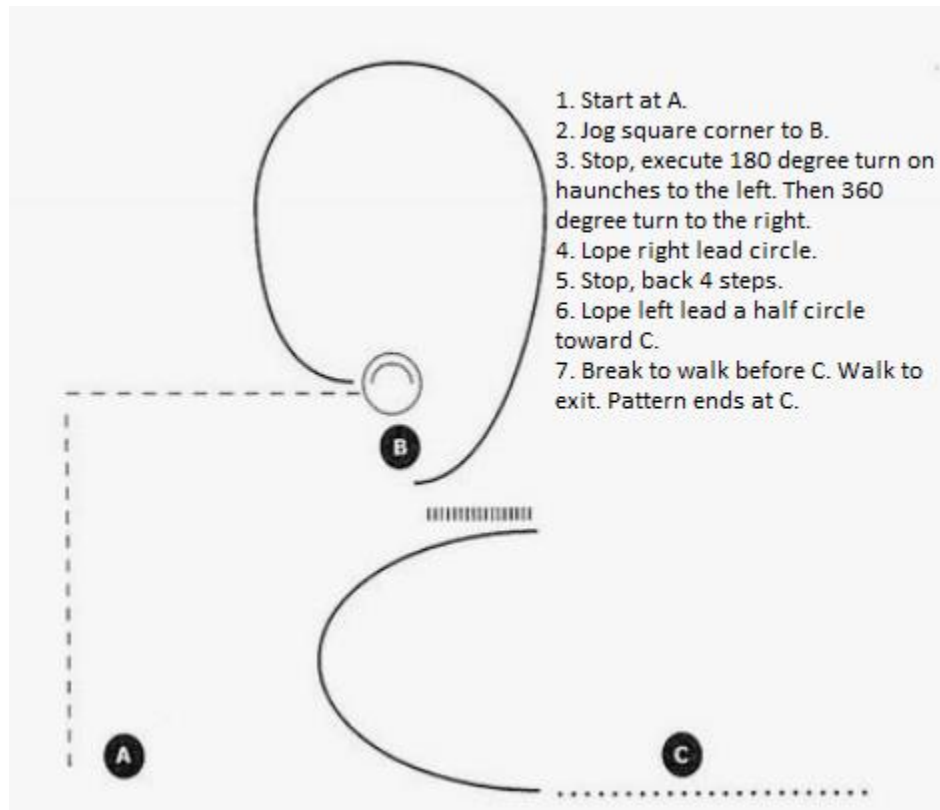
Pattern Provided by:

## 9 & Under Bareback

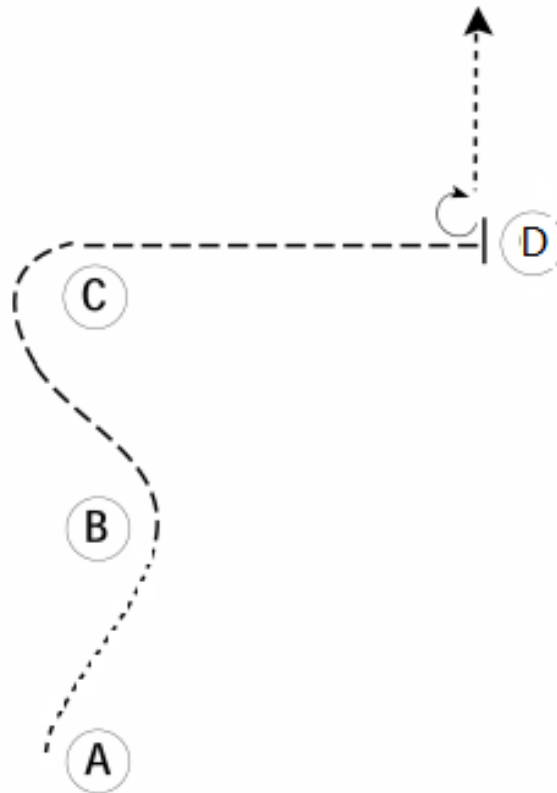


1. Walk from A to B.
2. Stop at B and perform a 1 ½ turn to the right.
3. Jog from B to A.
4. Stop at A and back one horse length.
5. Exit arena at a walk.

# Horsemanship 19 & Over, 14-18 and 10-13

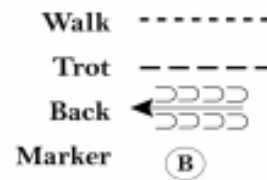


# Horsemanship 9 & Under and Walk/Trot



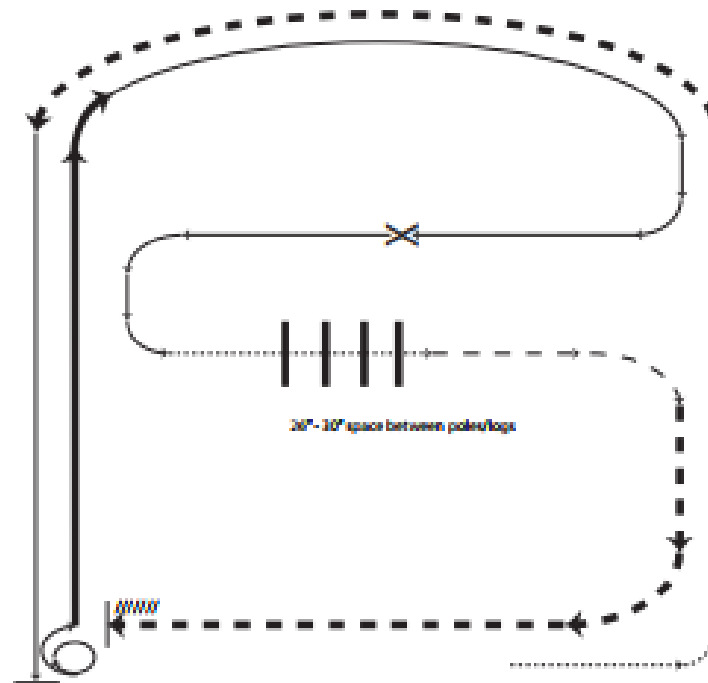
Be ready at A.

1. Walk between A and B.
2. At B, pick up jog and continue around C to D as shown.
3. Stop and execute 270 degree turn to the right.
4. Walk and exit pattern.



# Ranch Riding All Ages

## RANCH RIDING - PATTERN 2

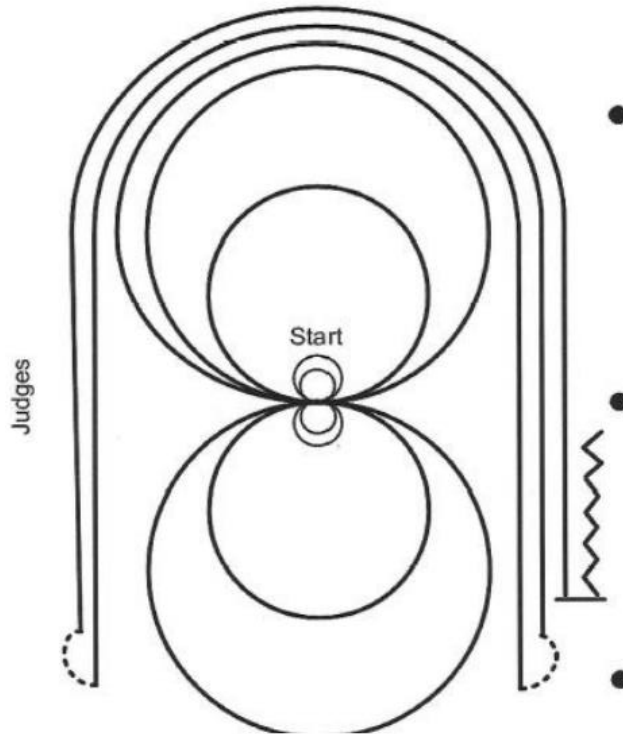


- X Lead Change
- - - Walk
- - - Trot
- — — Ext Trot
- ==== Lope
- ===== Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

# Reining All Ages

## Pattern #7



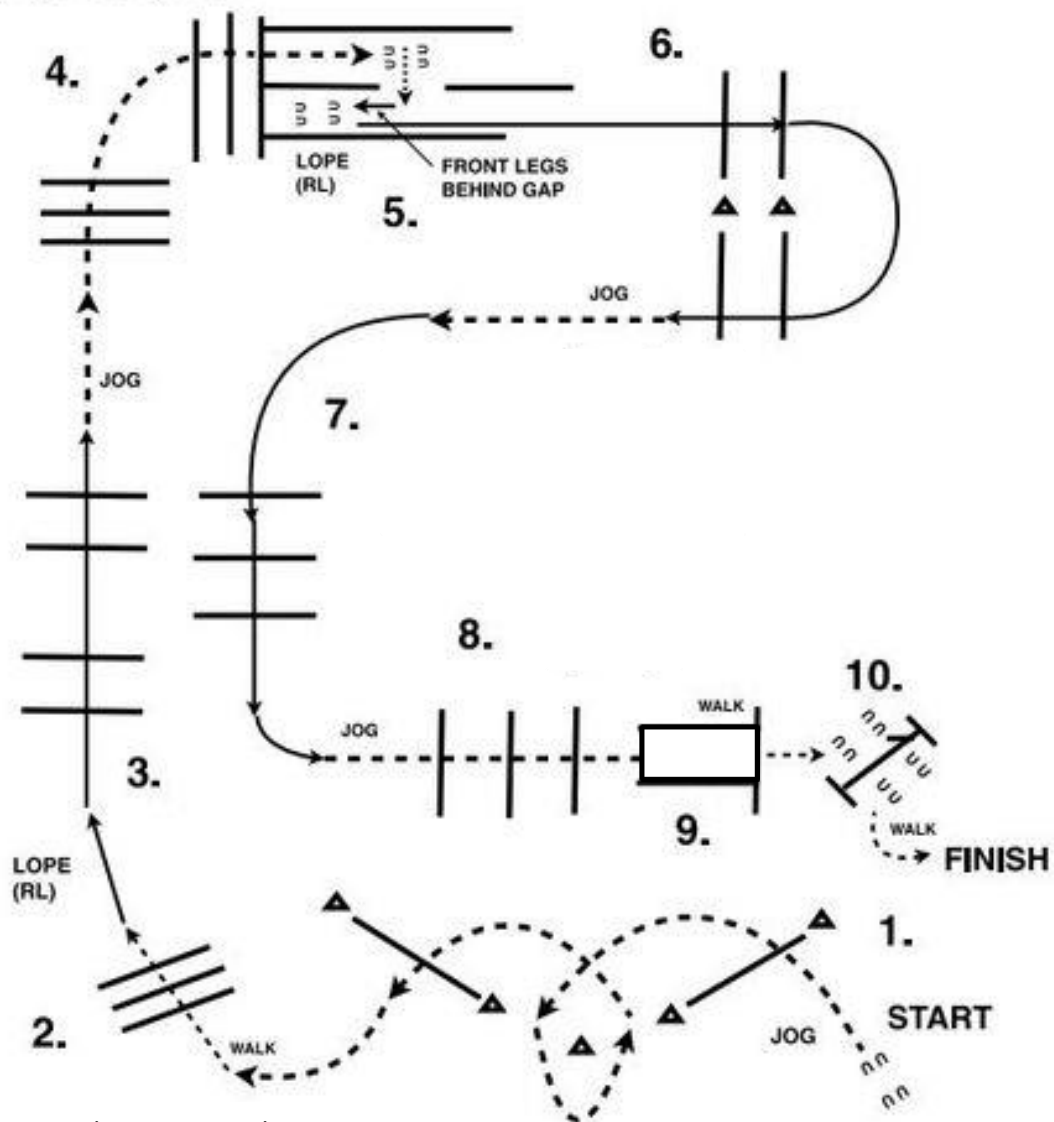
Pattern 7

Beginning in the center of the arena facing the left wall or fence:

1. Complete two spins to the right.
2. Complete two spins to the left.
3. Complete two circles to the right; the first circle, small and slow, the second circle, large and fast.
4. Change leads at the center of the arena.
5. Complete two circles to the left; the first circle, small and slow, the second circle, large and fast.
6. 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 left rollback at least twenty feet (six meters) from wall or fence no hesitation.
7. Lope straight up the right side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation.
8. Lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the right side of the arena past the center marker and do a sliding stop.
9. Back to the center marker.
10. Hesitate to demonstrate the completion of the pattern.
11. Walk to the judge and stop for inspection until dismissed.

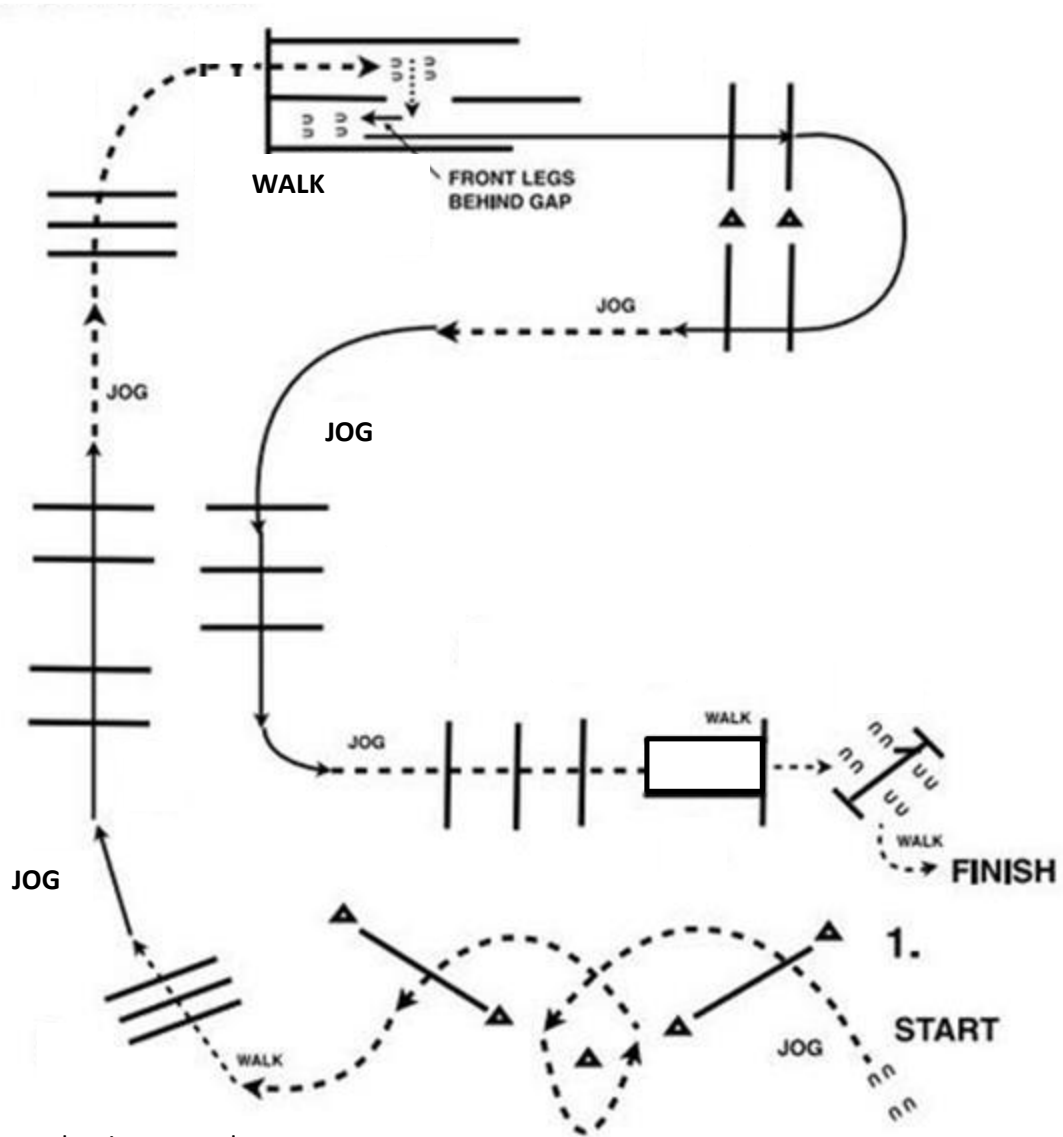


## Trail 19 & Over, 14-18 and 10-13



1. Jog over poles, jog around cones.
2. Break to a walk, walk over poles.
3. Lope over poles (right lead).
4. Break to jog, jog over poles.
5. Jog into chute, stop at gap, side pass right, back between poles, horses front legs behind gap, lope out (right lead).
6. Lope over poles (right lead).
7. Break to jog, then lope over poles (left lead).
8. Break to jog, jog over poles.
9. Break to a walk, walk over bridge.
10. Walk to and work left handed gate.

## Trail 9 & Under, Lead Line and In-Hand

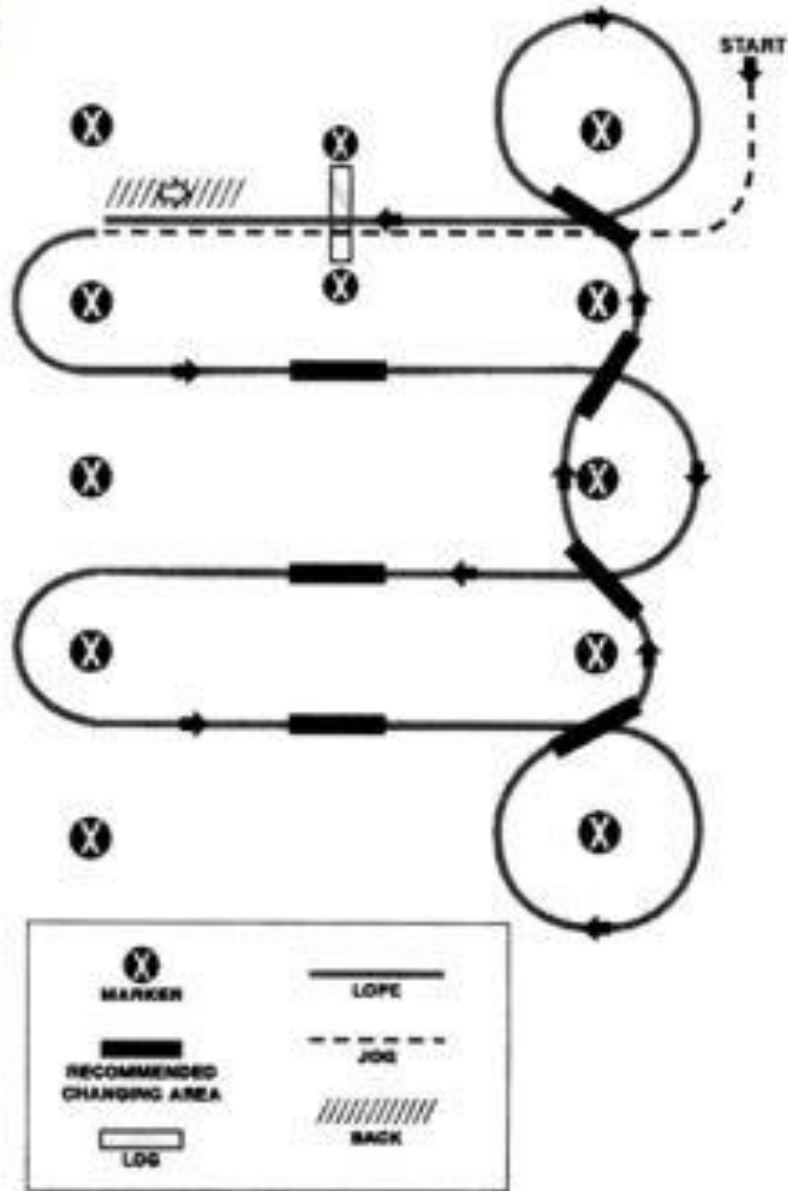


1. Jog over poles, jog around cones.
2. Break to a walk, walk over poles.
3. Break to jog, jog over poles.
4. Jog into chute, stop at gap, side pass right, back between poles, horses front legs behind gap, walk out.

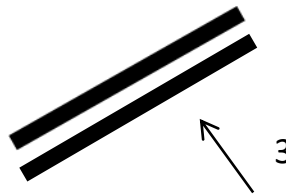
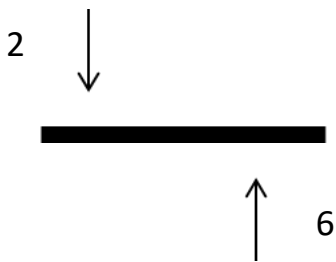
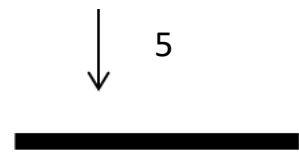
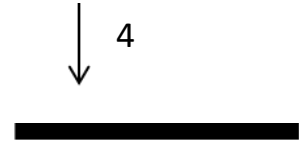
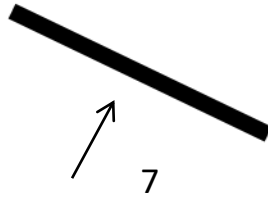
5. Walk over poles.
6. Pick up jog and jog over poles.
7. Break to a walk, walk over bridge.
8. Walk to and work left handed gate. (\*Lead Line skip gate)

# Western Riding All Ages

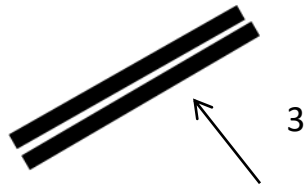
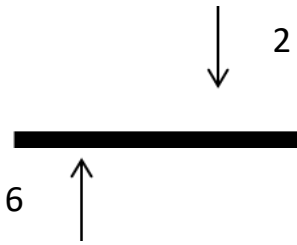
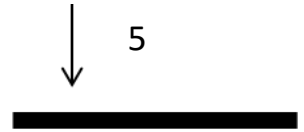
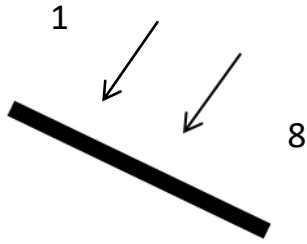
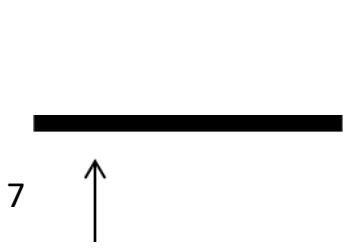
## PATTERN 2



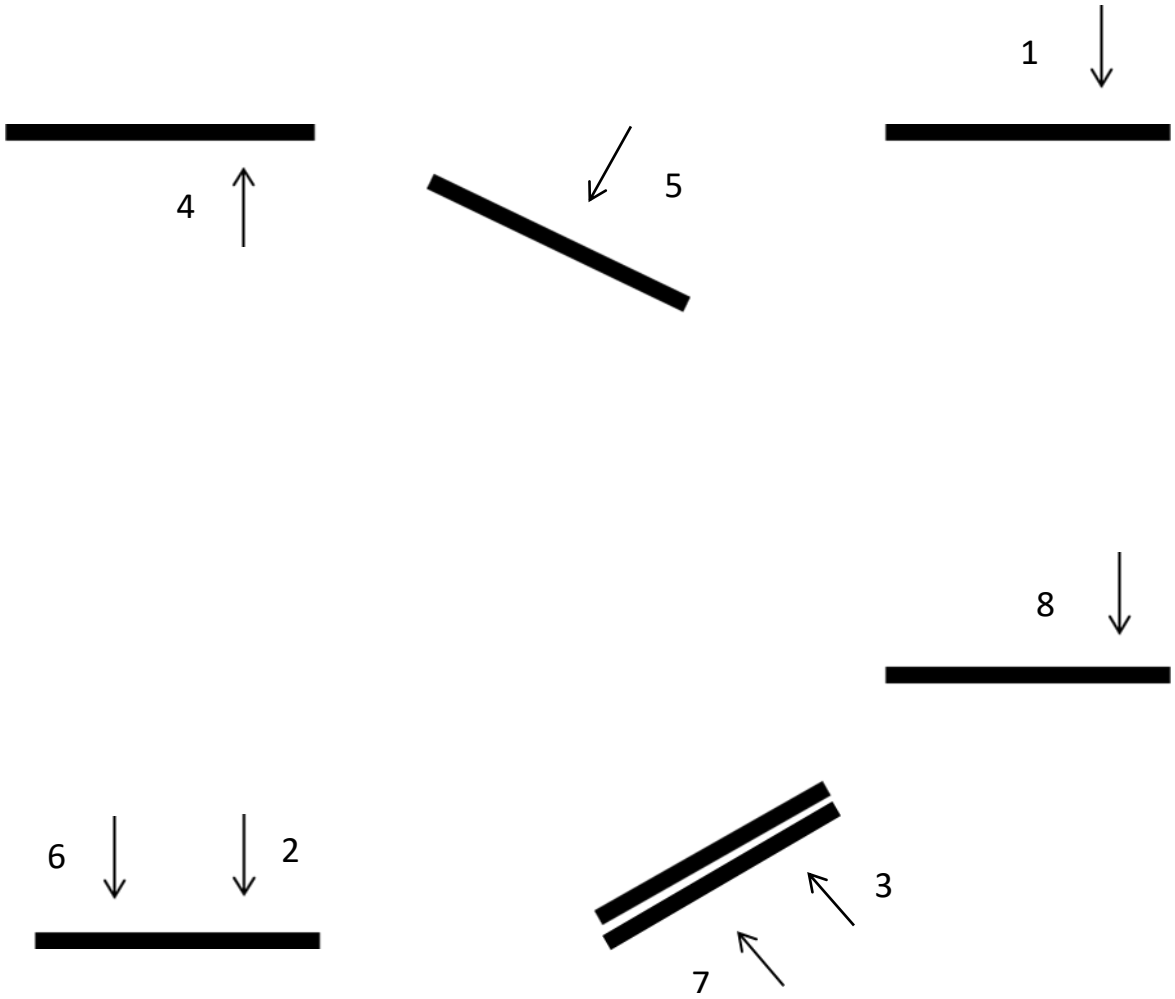
# Hunter Over Fences All Ages



# Hunt Seat Equitation Over Fences

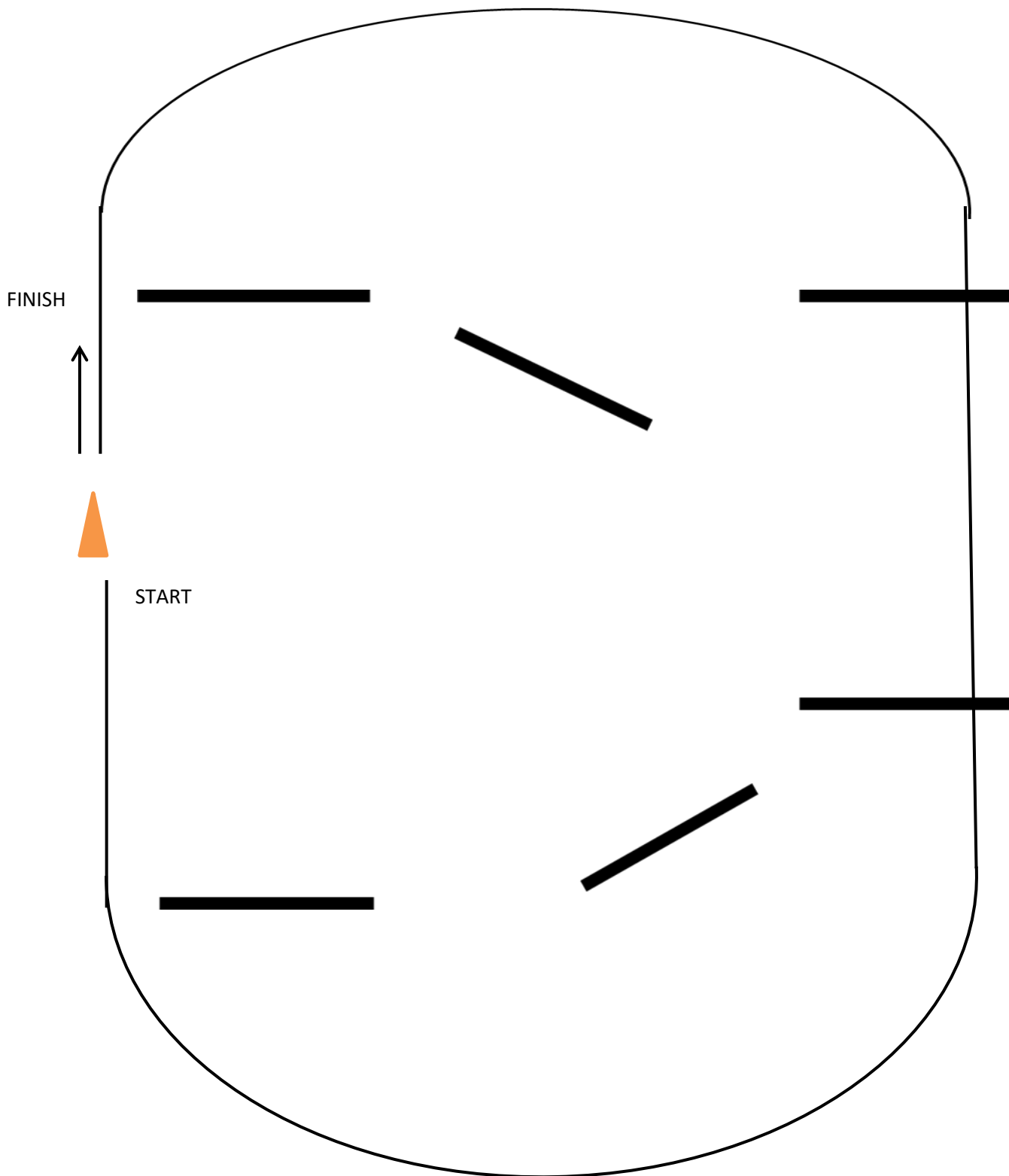


# Open Jumping All Ages



Jump Off: 4 – 5 – 6 – 7 – 8

# Hunter Hack All Ages



1. Canter on the left lead from the cone over the two jumps as shown.
2. Hand gallop once completed with jumps back to cone.
3. Stop at cone and back one horse length.
4. Drop reins to indicate end of pattern.

# Hunt Seat Equitation 19 & Over, 14-18 and 10-13

Be ready before A.

1. Walk to A.
2. Trot in the two-point position to B.
3. Sitting trot from B and halfway to C.
4. Canter on the right lead to and around C and halfway to D.
5. Trot on the right diagonal to D.
6. Stop at D and perform a turn on the forehand to the left.
7. Back approximately one horse length.
8. Canter on the left lead to exit. Pattern ends as you pass B.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	←←←←←
Marker	Ⓚ
Sidepass	← ← ←
Hand Gallop	— — — — —



## Hunt Seat Equitation 9 & Under and W/T

1. Walk halfway from A to B.  
 2. Sitting trot past and around B.  
 3. Halfway between B and C, pick up posting trot on right diagonal.  
 4. At C, change diagonals. Continue posting trot on left diagonal to D.  
 5. At D, stop and perform 180 degree turn on forehand to the right.  
 6. Back one horse length.

Walk	.....
Trot	- - - - -
Extended Trot	—————
Canter	—————
Leg Yield	
Lead Change	↘
Back	←
Marker	(B)
Sidepass	← - - - - →