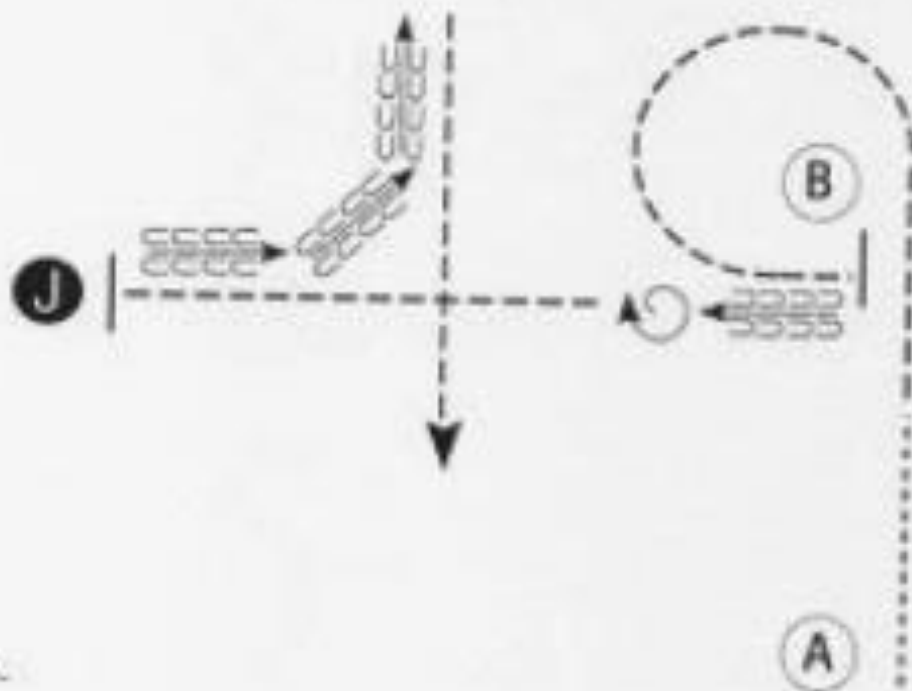


Showmanship 19 & Over, 14-18 and 10-13



Be ready at A.

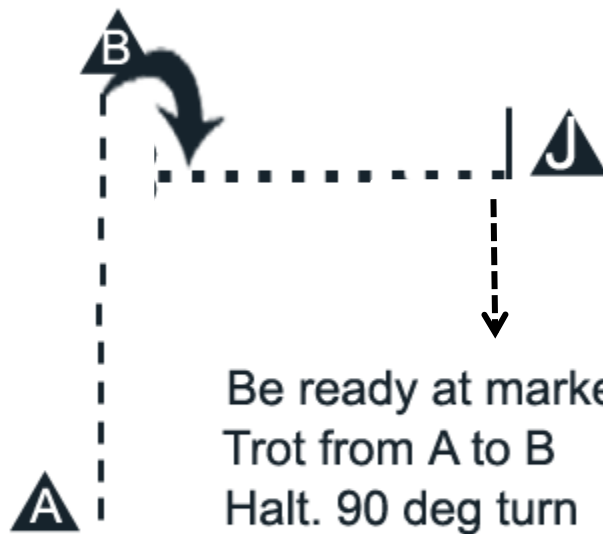
1. Walk halfway to B.
2. Trot to and around B as shown.
3. Stop and back 5-6 steps.
4. Perform a $1/2$ turn.
5. Trot to judge and set up for inspection.
6. When dismissed, back a corner and
7. Trot to exit.

Follow the instructions of your ring steward.

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

Showmanship 9 & Under and Leadline

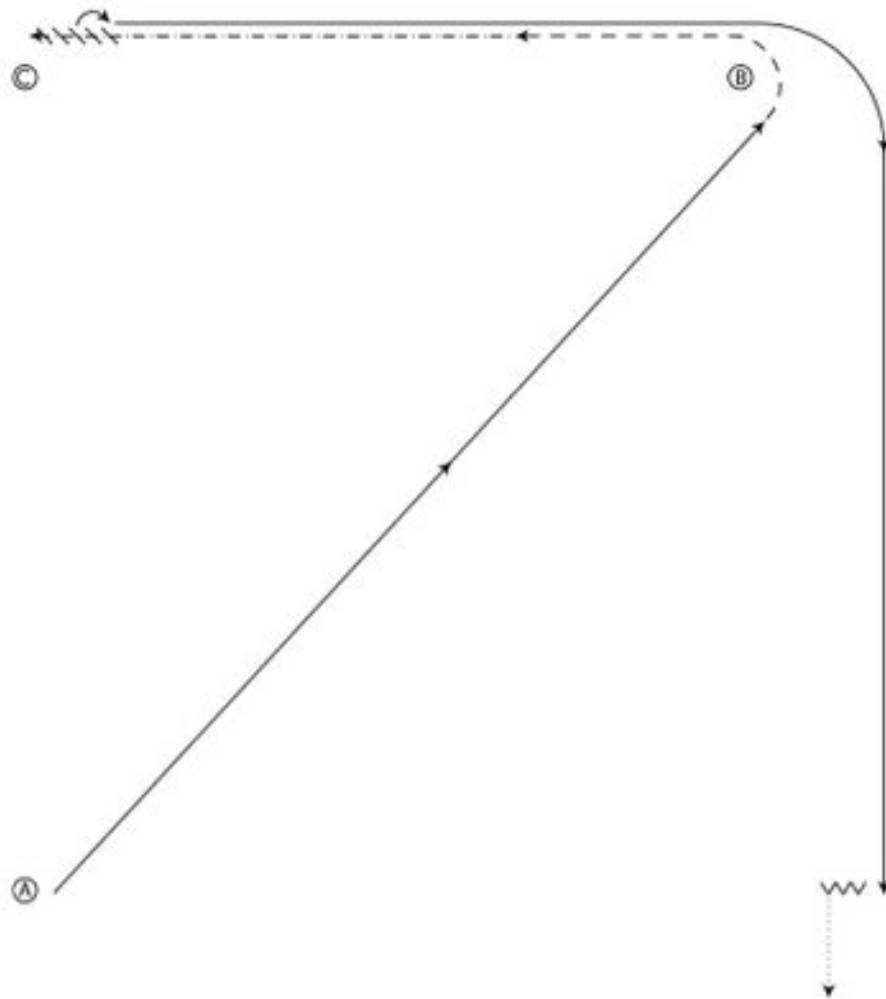
Showmanship



Be ready at marker A
Trot from A to B
Halt. 90 deg turn

Walk to judge
Set up for inspection
90 degree turn and walk
away.

Bareback Horsemanship 14-18 and 10-13



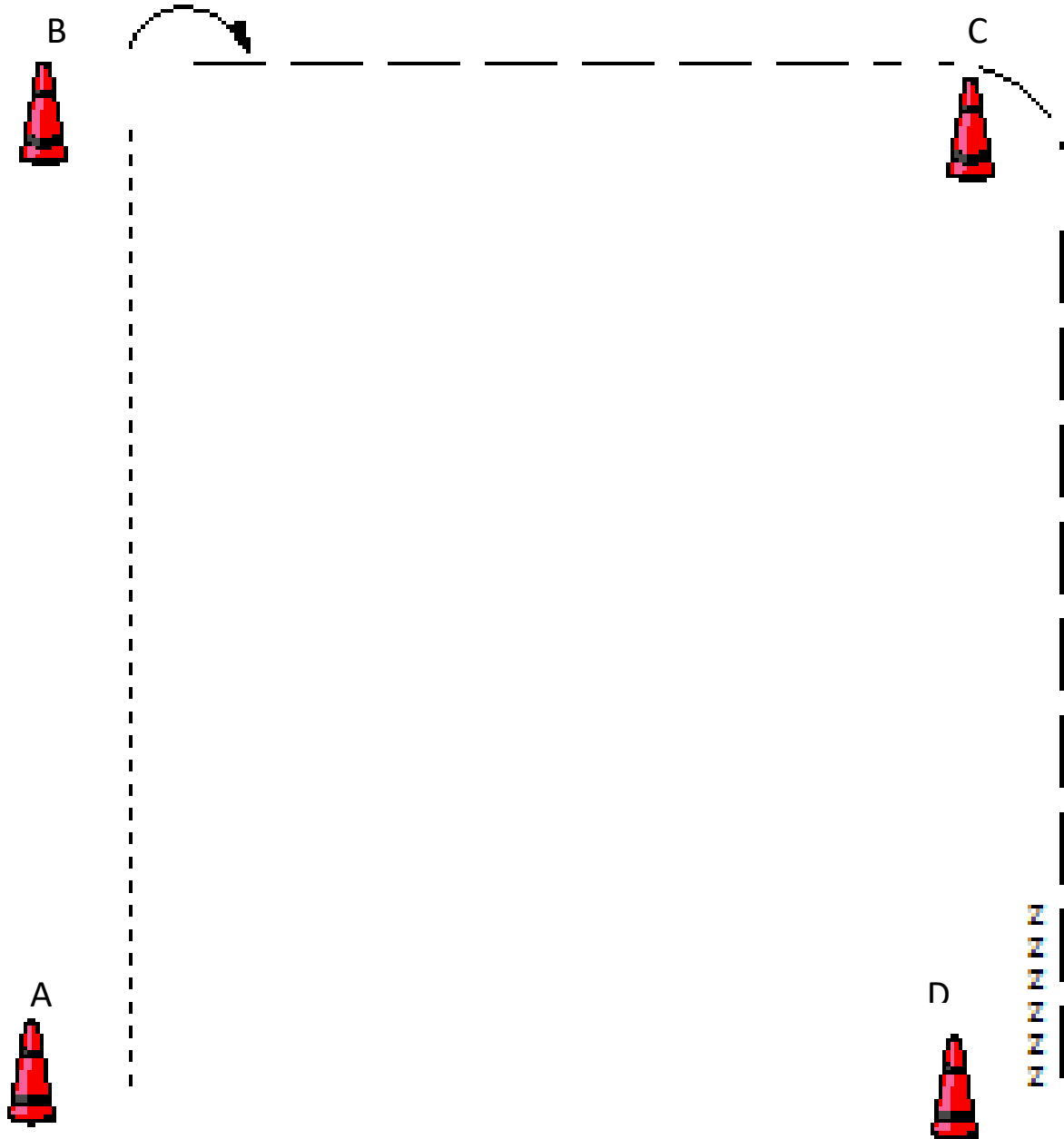
KEY

INSTRUCTIONS

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
Ⓐ	MARKER

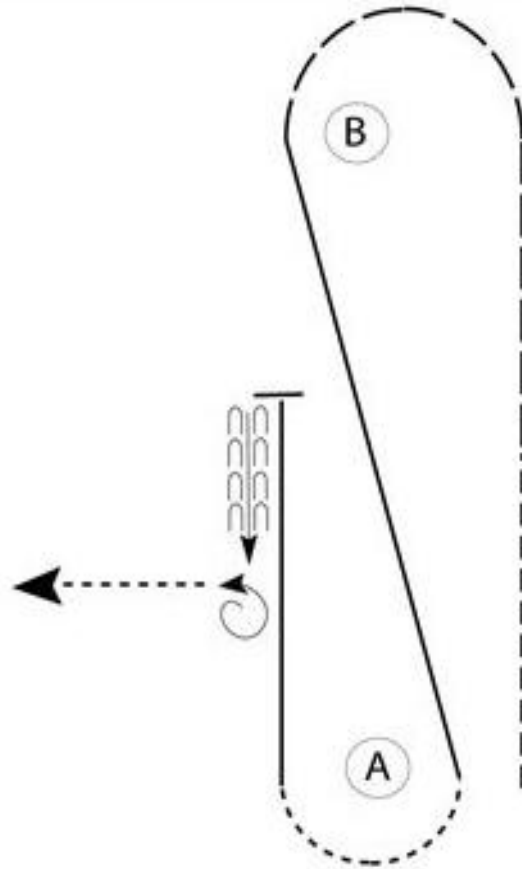
1. Begin at A. Lope from A to B in the right lead.
2. At B, break down to a jog around B toward C.
3. Extend the jog until even with C.
4. At C, stop and back. Execute a 180-degree turn on the haunches to the right.
5. Lope in the left lead from C to B.
6. Continue in the left (counter) lead around B and in a straight line until even with A.
7. At A, stop. Side pass right.
8. Walk forward and exit the arena at a walk.

## Bareback Horsemanship 9 & Under



1. Walk from Cone A to B.
2. 90 degree turn at Cone B.
3. Jog to and around Cone C and to Cone D.
4. At Cone D stop and back 4 steps.

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



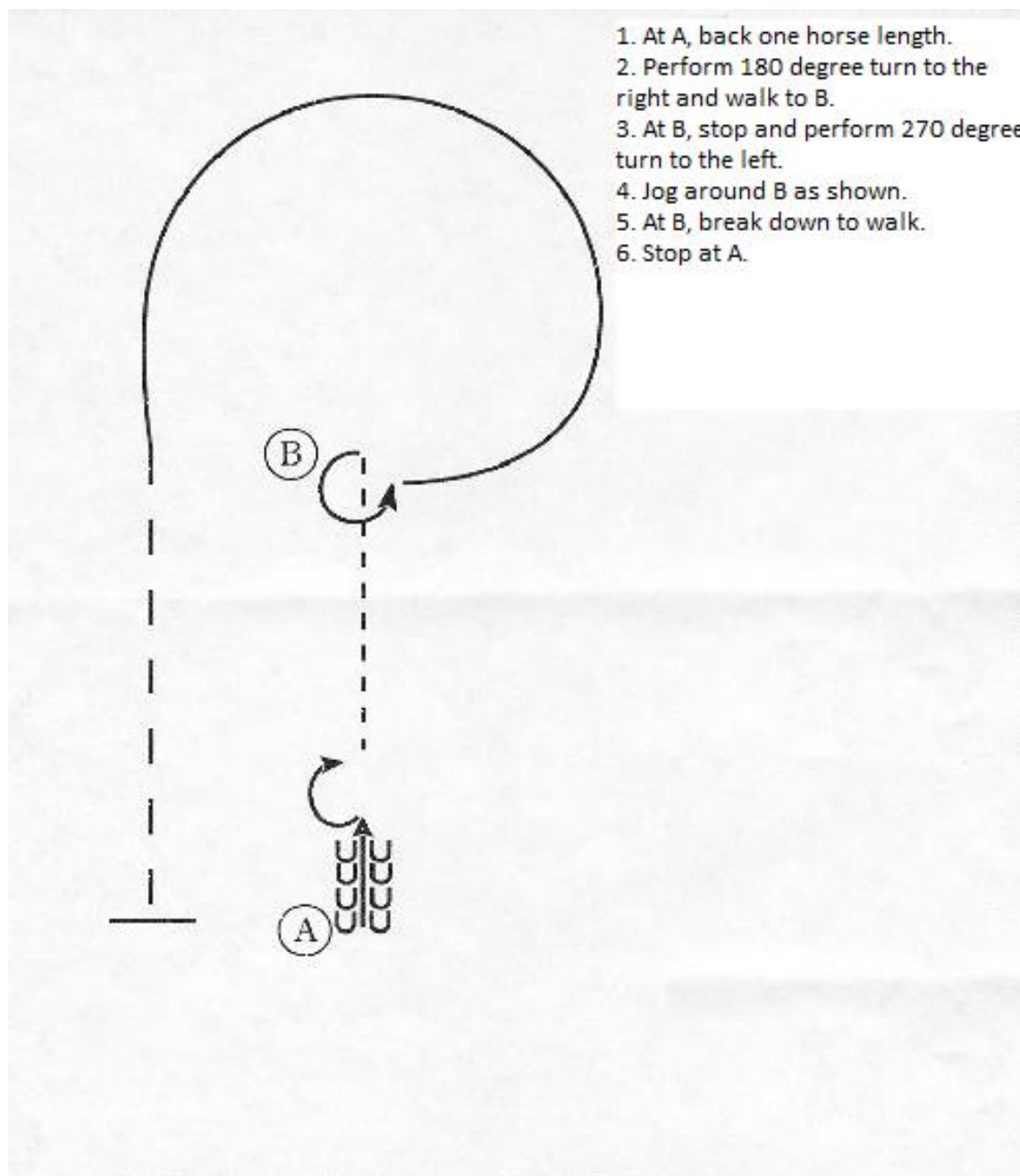
Be ready at A.

1. Jog halfway to B.
2. Extend the jog to and around B.
3. Lope on the left lead diagonally back to A.
4. Walk around A.
5. Lope on the right lead halfway to B.
6. Stop and back approximately two horse lengths.
7. Perform a 1 1/4 turn to the left.
8. Walk straight away.

Follow the instructions of your ring steward.

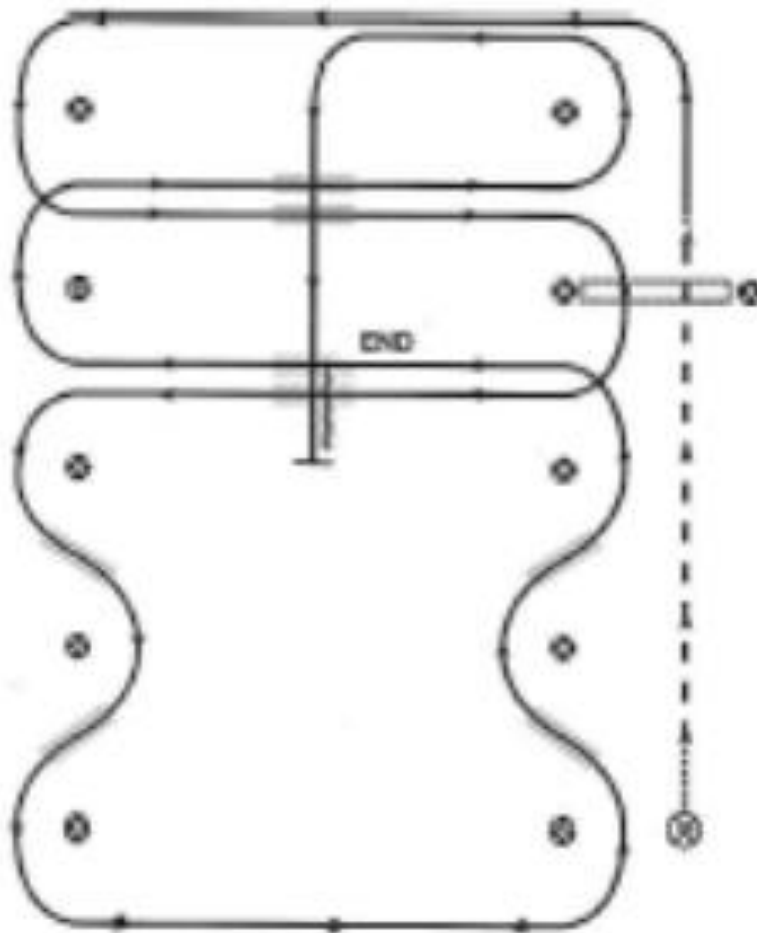
<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	-----
<b>Lead Change</b>	
<b>Back</b>	
<b>Marker</b>	

## Horsemanship 9 & Under and Walk/Trot



# Western Riding 18 & Under

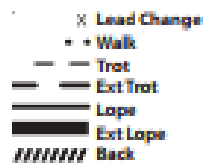
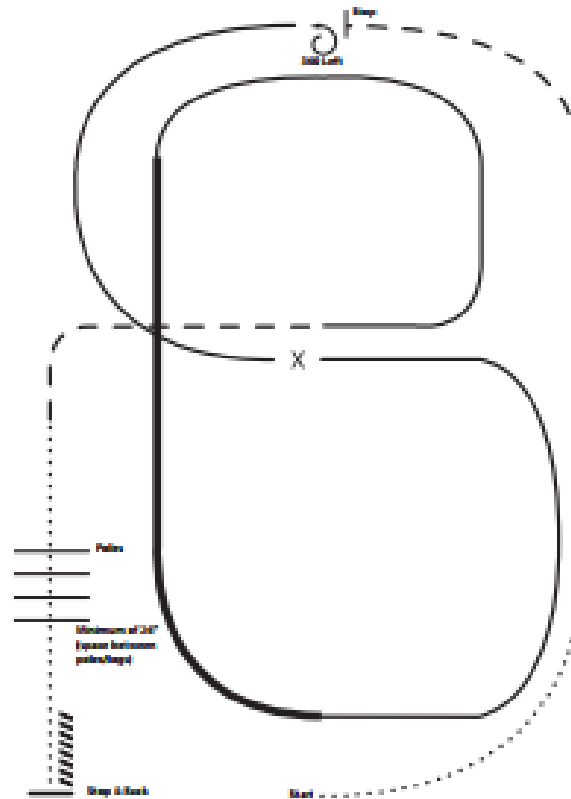
## WESTERN RIDING PATTERN 3



WALK ——— JOG — — — LOPE —————  
 LEAD CHANGING AREA [shaded box] [start cone symbol] START CONE

1. Walk bullwhip between necks, transition to jog, jog over leg
2. Transition to the lope, on the left lead
3. First crossing change
4. Lope over leg
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

# All Ranch Riding

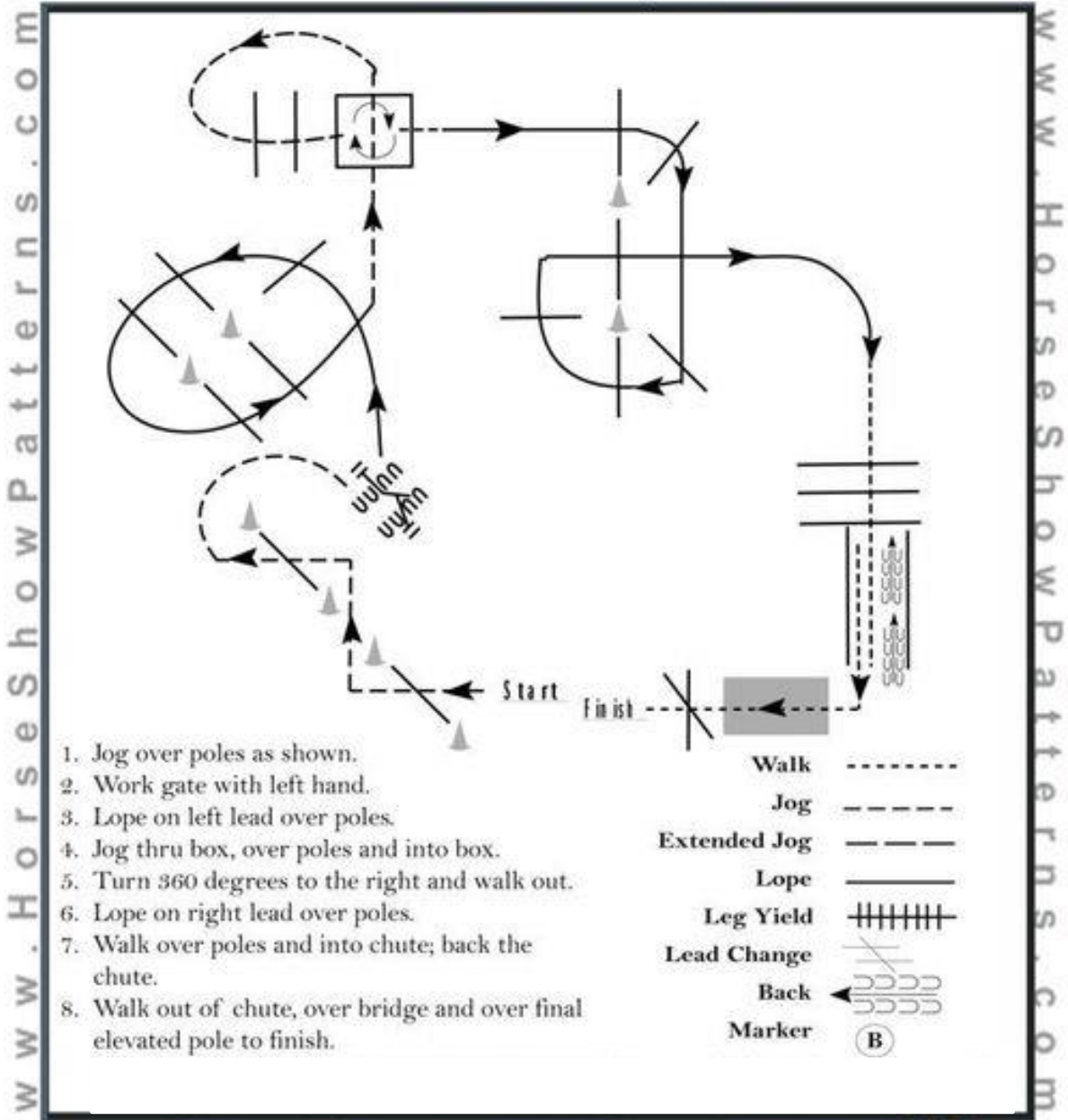


1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back



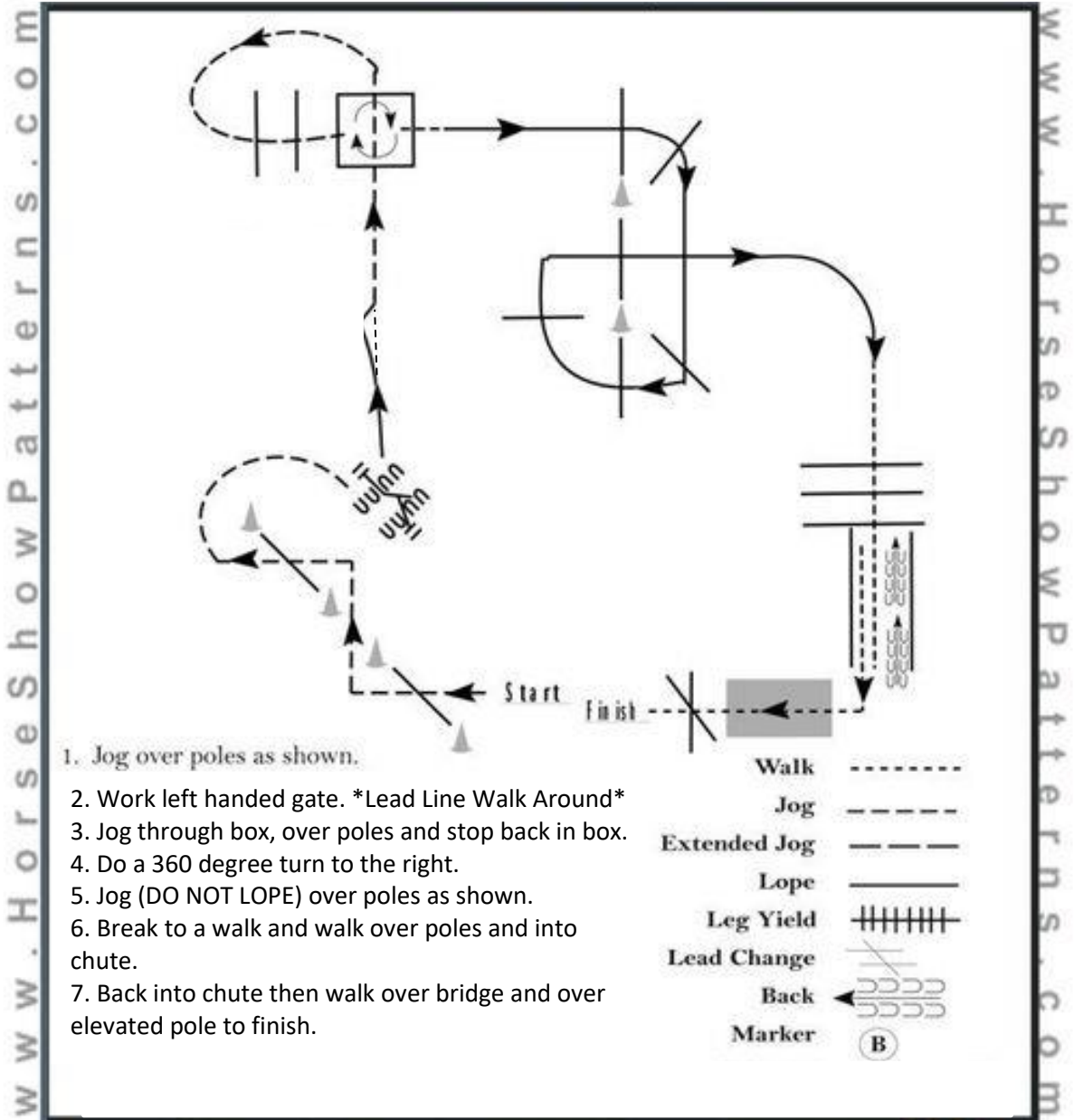


# Trail 19 & Over, 14-18 and 10-13



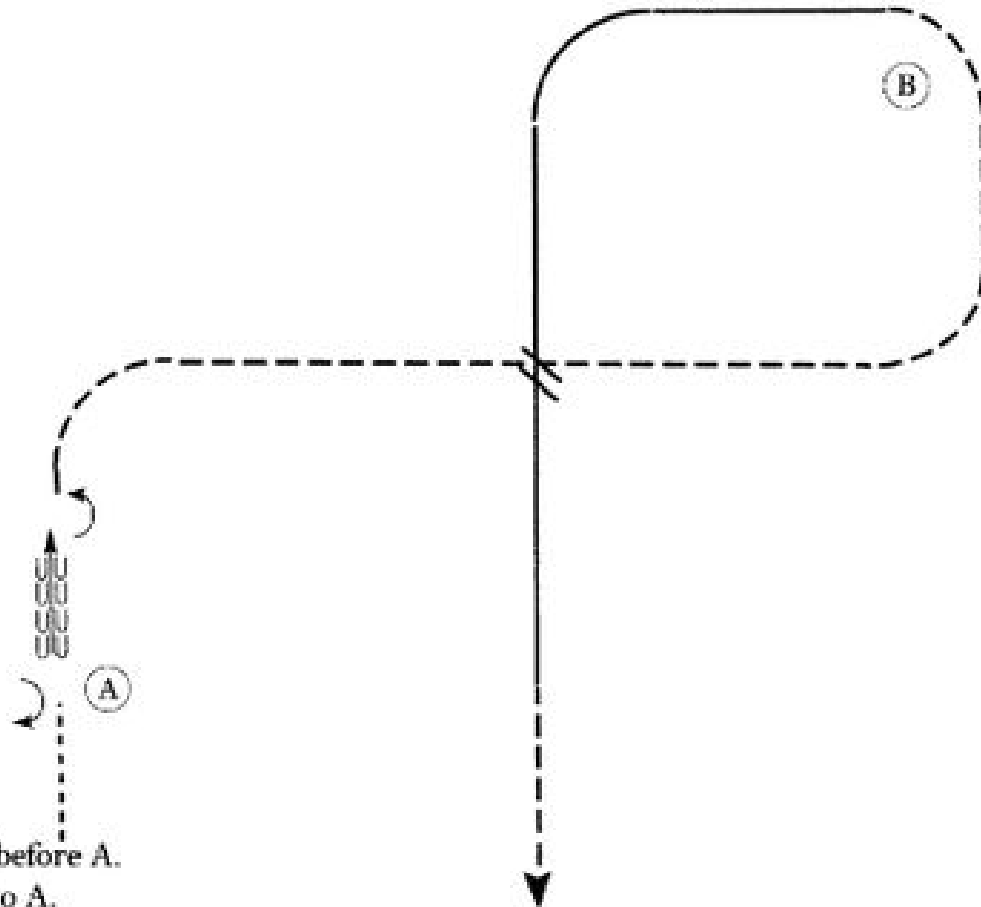
[T/3-37]

# Trail 9 & Under, Leadline, In-Hand and Walk/Trot



[T/3-37]

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



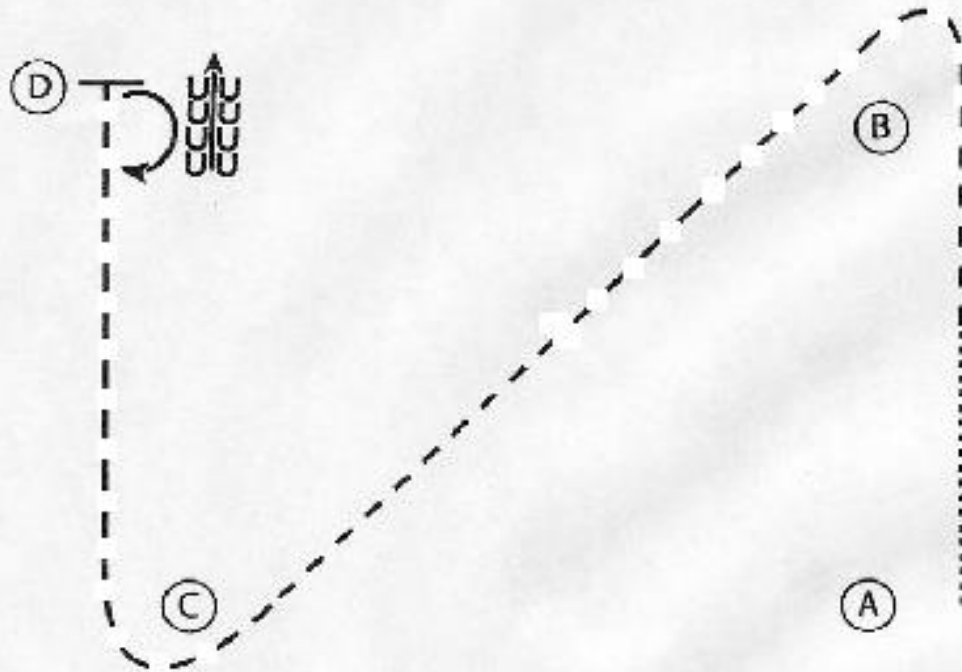
Be ready before A.

1. Walk to A.
2. Perform a 180 degree turn on the forehand right.
3. Back approximately one horse length.
4. Perform a 180 degree turn on the forehand left.
5. Posting trot on the left diagonal to center of pattern.
6. Change diagonals at center. Trot on the right diagonal to B.
7. Canter on the left lead to center of pattern.
8. Change leads at center. Canter on right lead until even with A.
9. Sitting trot when even with A. Pattern is over after trotting 3 strides past A.

Follow the instructions of your ring steward.

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

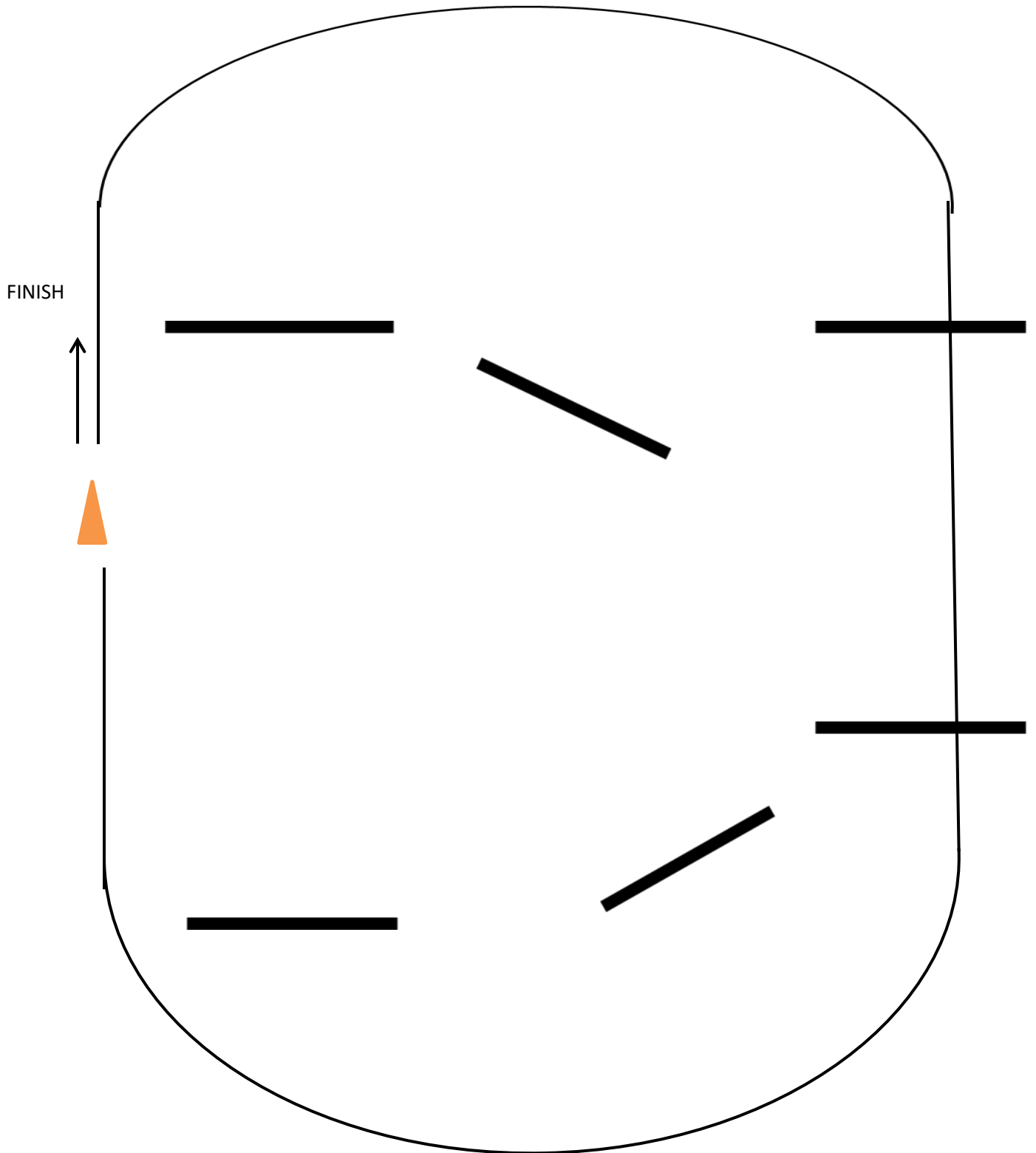
## Hunt Seat Equitation 9 & Under



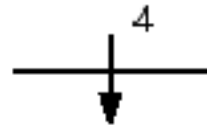
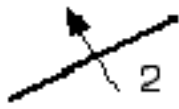
1. Walk halfway from A to B.
2. Sitting trot past and around B.
3. Halfway between B and C, pick up posting trot on right diagonal.
4. At C, change diagonals. Continue posting trot on left diagonal to D.
5. At D, stop and perform 180 degree turn on forehand to the right.
6. Back one horse length.

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

# Hunter Hack All Ages



# Hunter Over Fences All Ages



# Hunt Seat Equitation Over Fences All Ages

