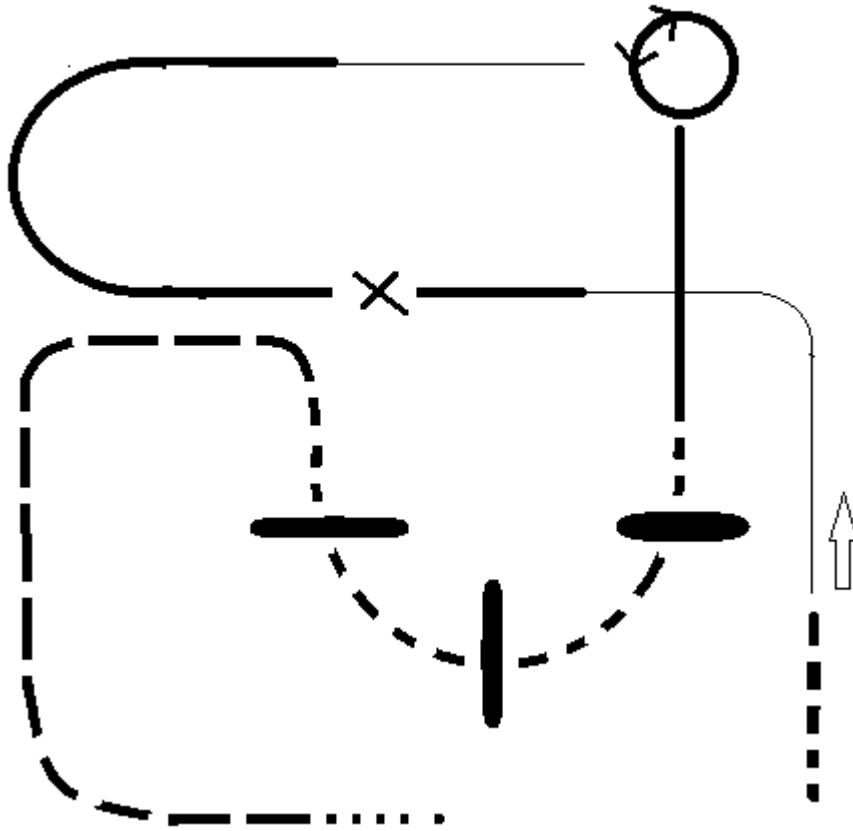
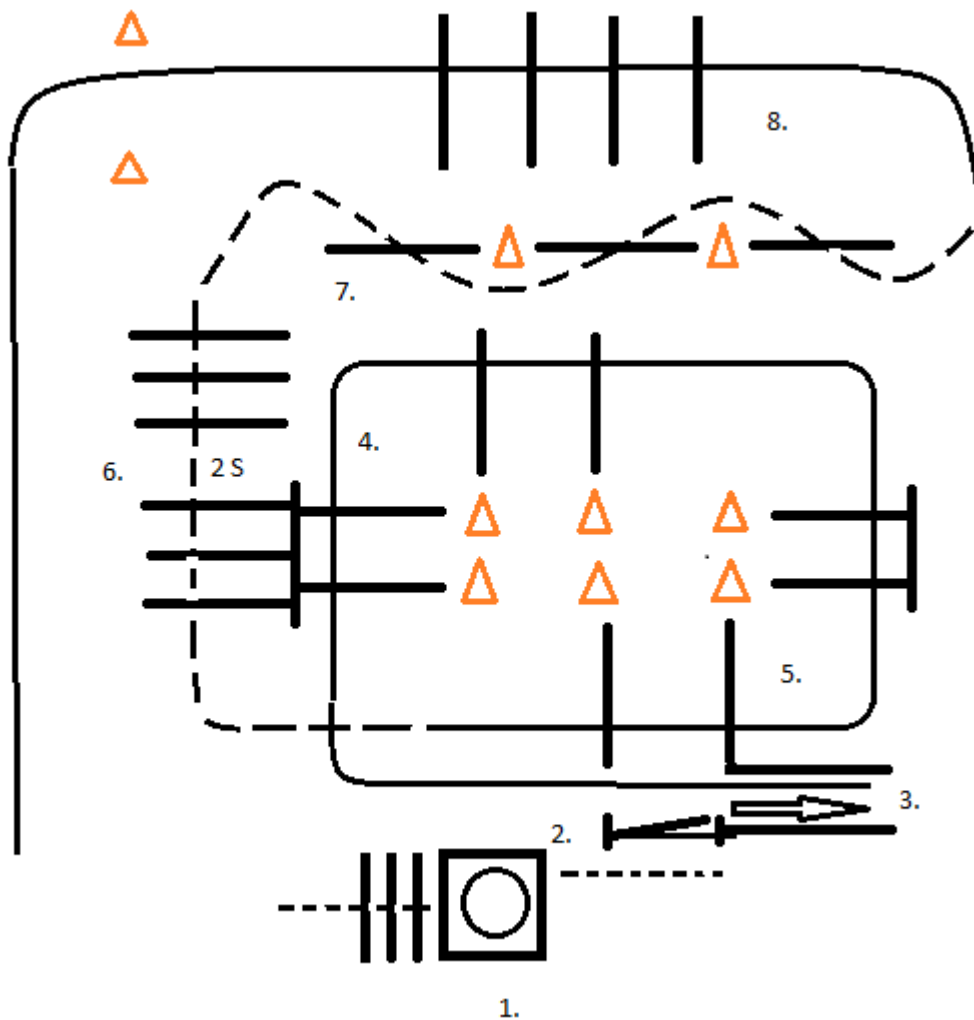


## ALL RANCH RIDING



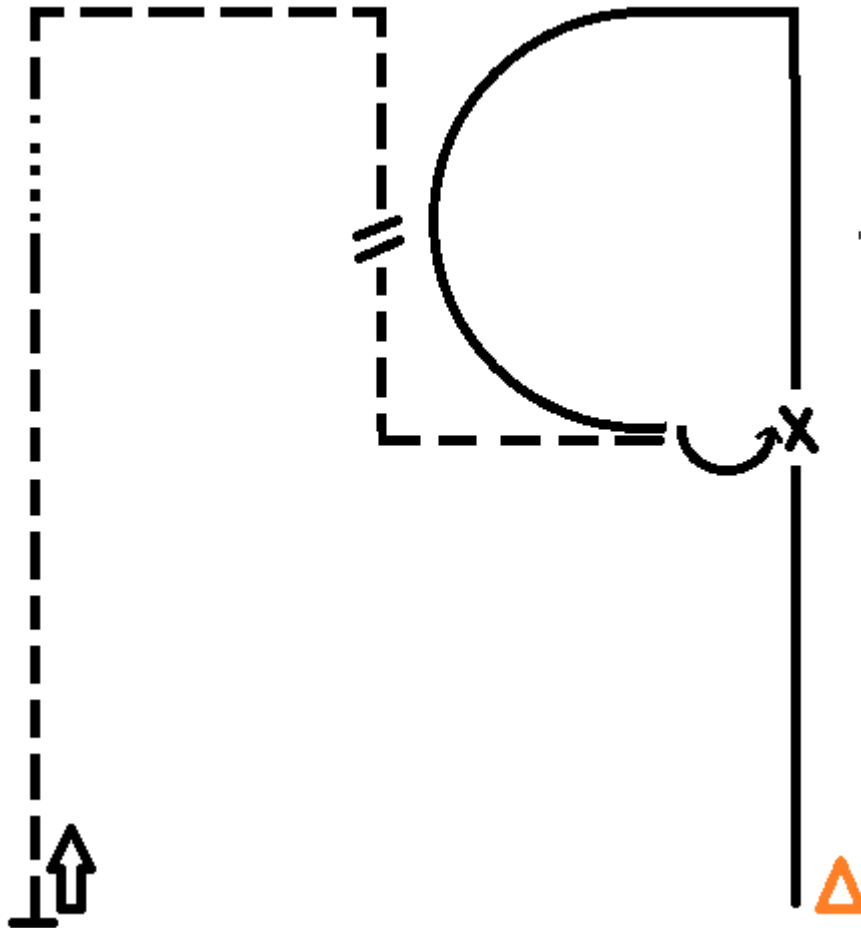
1. WALK
2. EXTEND THE TROT
3. JOG OVER THE POLES
4. LEFT LEAD
5. STOP. 360 DEGREE TURN TO THE RIGHT. 405 DEGREE TURN TO THE LEFT
6. LEFT LEAD THEN EXTENDED THE LOPE
7. CHANGE LEADS
8. COLLECT THE RIGHT LEAD
9. STOP. BACK. TROT.

ALL TRAIL (EXCEPT FOR SMALL FRY AND WALK TROT)



1. WALK OVER POLES INTO THE BOX AND TURN 360 DEGREES EITHER DIRECTION AND WALK TO THE GATE
2. LEFT HAND GATE OVER THE POLE
3. BACK
4. LOPE OUT OF THE CHUTE ON THE RIGHT LEAD OVER 4 POLES
5. CONTINUE OVER ANOTHER 4 POLES
6. BREAK TO A TROT AND TROT OVER 6 POLES
7. TROT THE SERPENTINE
8. LOPE ON THE LEFT LEAD OVER 4 POLES AND THRU THE CONES. PATTERN ENDS WHEN PASSING THRU THE CONES. CONTINUE TO LOPE TO THE EXIT

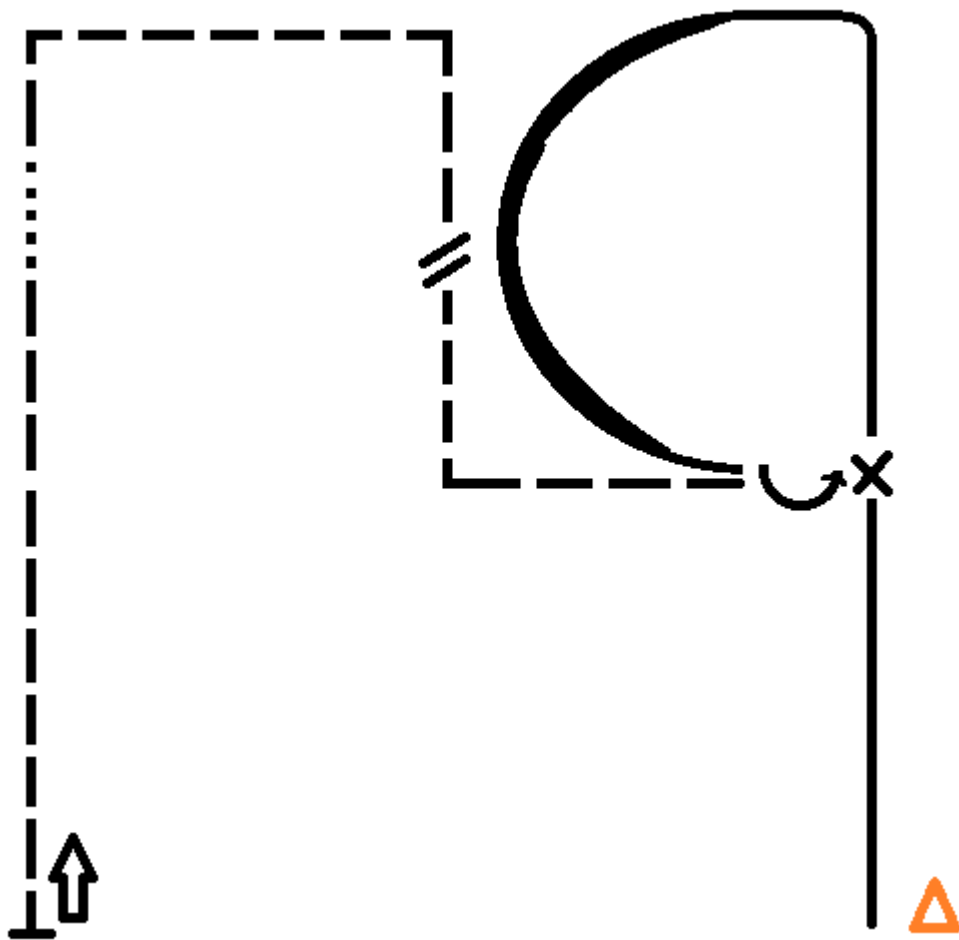
EQUITATION – NOVICE AMATEUR AND NOVICE YOUTH



BE READY AT THE CONE:

1. BEGIN ON THE RIGHT LEAD TO CENTER OF THE LINE AND CHANGE LEADS (SIMPLE OR FLYING)
2. CONTINUE AROUND THE CORNER INTO A  $\frac{1}{2}$  CIRCLE
3. STOP AND PERFORM A 180 DEGREE TURN ON THE FOREHAND TO THE LEFT
4. TROT ON THE LEFT DIAGONAL THRU THE CORNER
5. CHANGE DIAGONALS AND CONTINUE THRU 2 CORNERS
6. AFTER THE 2<sup>ND</sup> CORNER WALK 1 HORSE LENGTH
7. SIT TROT UNTIL EVEN WITH THE MARKER, STOP AND BACK ONE HORSE LENGTH. EXIT AT A TROT

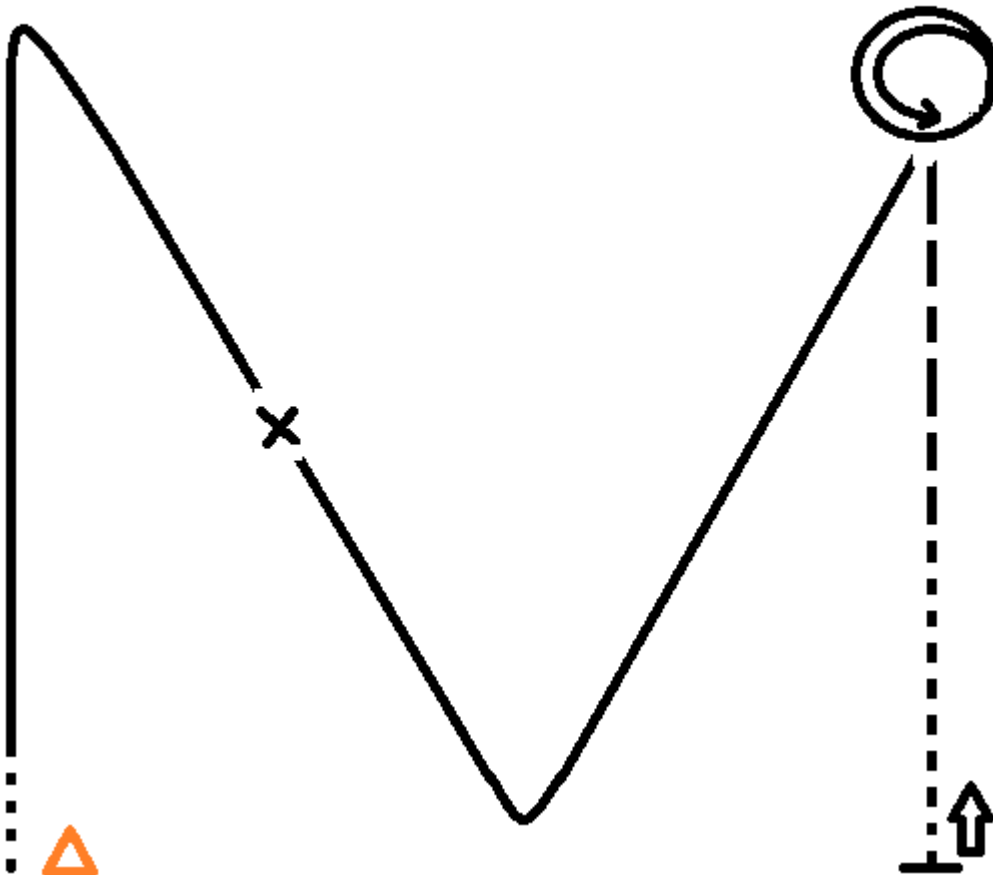
EQUITATION – 13 & UNDER, 14-18, AMATEUR AND AMATEUR SELECT



BE READY AT THE CONE:

1. BEGIN ON THE RIGHT LEAD TO THE CENTER OF THE LINE AND CHANGE LEADS (SIMPLE OR FLYING) AND CONTINUE AROUND THE CORNER
2. HAND GALLOP FOR  $\frac{1}{2}$  CIRCLE AND COLLECT THE CANTER A FEW STRIDES BEFORE HALTING
3. PERFORM A 180 DEGREE TURN ON THE FOREHAND TO THE LEFT
4. TROT ON THE LEFT DIAGONAL THRU THE FIRST CORNER AND CHANGE DIAGONALS AND CONTINUE THRU 2 CORNERS
5. AFTER SECOND CORNER WALK ONE HORSE LENGTH
6. SIT TROT UNTIL EVEN WITH THE MARKER, STOP AND BACK ONE HORSE LENGTH. EXIT AT A TROT

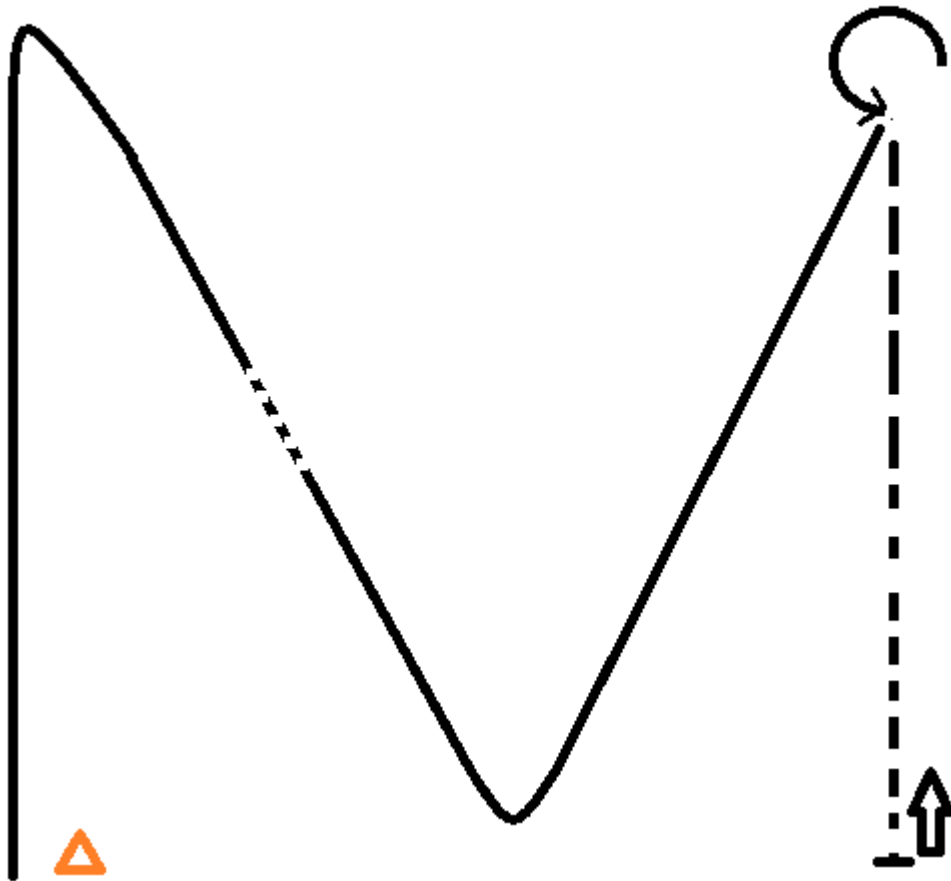
HORSEMANSHIP – 13 & UNDER, 14-18, AMATEUR AND AMATEUR SELECT



BE RADY AT THE CONE:

1. WALK ONE HORSE LENGTH
2. LOPE ON THE RIGHT LEAD THRU THE CORNER
3. WHEN  $\frac{1}{2}$  WAY DOWN THE LINE CHANGE LEADS (SIMPLE/FLYING) AND CONTINUE THRU THE 2<sup>ND</sup> CORNER
4. STOP WHEN EVEN WITH THE FIRST CORNER AND TURN APPROXIMATELY 585 DEGREES TO THE LEFT
5. EXTEND THE TROT  $\frac{1}{2}$  WAY DOWN THE LINE AND SLOW TO A JOG AND COTINUE UNTIL EVEN WITH THE MARKER
6. STOP AND BACK ONE HORSE LENGTH  
EXIT AT A JOG

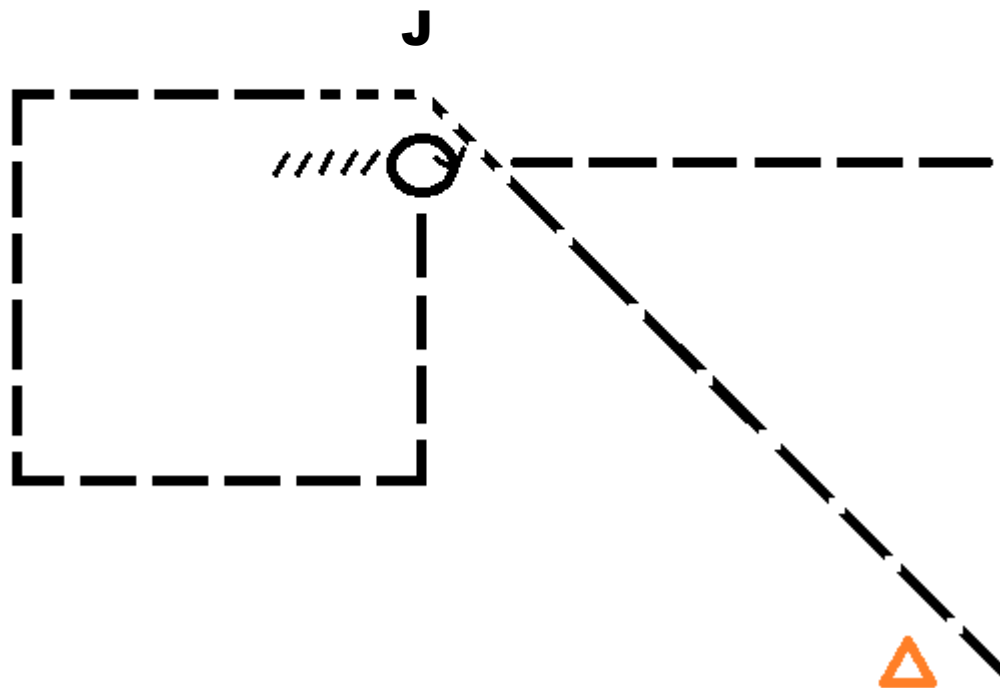
## HORSEMANSHIP – NOVICE AMATEUR AND NOVICE YOUTH



BE READY AT THE CONE:

1. LOPE ON THE RIGHT LEAD
2. CHANGE LEADS THRU THE WALK WHEN  $\frac{1}{2}$  WAY DOWN THE LINE AND CONTINUE THRU THE 2<sup>ND</sup> CORNER
3. STOP WHEN EVEN WITH THE 1<sup>ST</sup> CORNER AND PERFORM AN APPROXIMATE 225 DEGREE TURN
4. EXTEND THE TROT  $\frac{1}{2}$  WAY THEN SLOW TO THE JOG
5. STOP AND BACK 1 HORSE LENGTH.  
EXIT AT A JOG

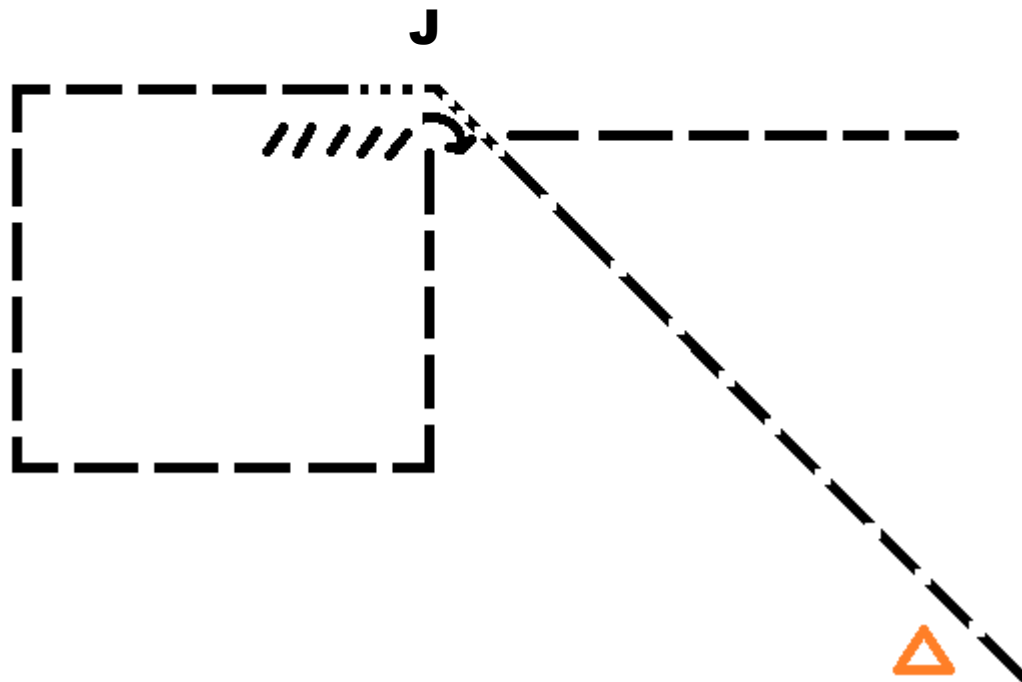
SHOWMANSHIP – 13 & UNDER, 14-18. AMATEUR AND AMATEUR SELECT



BE READY AT THE CONE:

1. TROT UNTIL ONE HORSE LENGTH FROM THE JUDGE
2. BREAK TO THE WALK AND WALK A SLIGHT CORNER UNTIL ONE HORSE LENGTH PAST THE JUDGE
3. TROT 3 SQUARE CORNERS AND DIRECTLY TO JUDGE AND STOP
4. SET UP FOR INSPECTION
5. PERFORM A  $1 \frac{1}{4}$  TURN
6. BACK 2 HORSE LENGTHS AND TROT STRAIGHT AWAY UNTIL EVEN WITH THE CONE AND STOP. EXIT AT A WALK

## SHOWMANSHIP – NOVICE YOUTH AND NOVICE AMATEUR

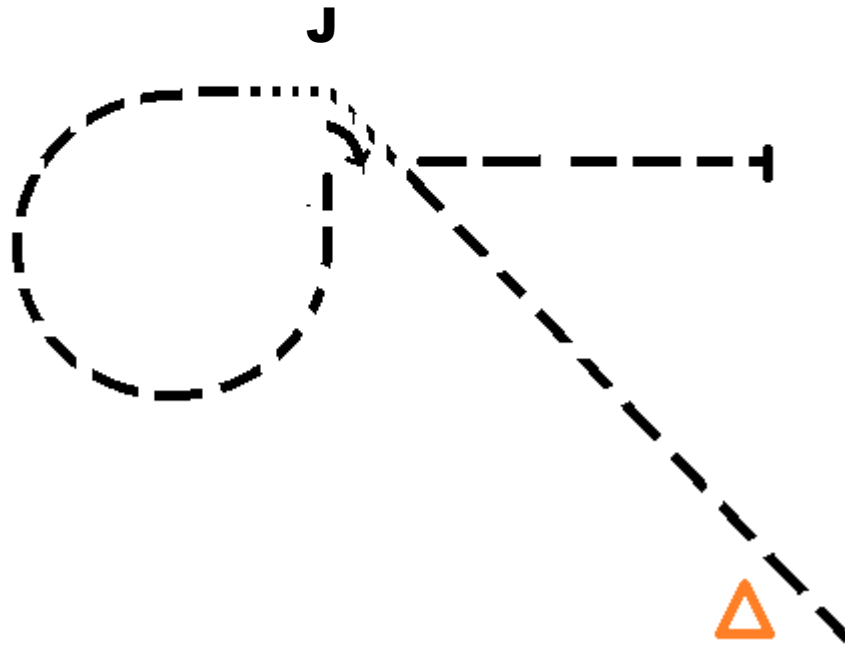


BE READY AT THE CONE:

1. TROT UNTIL ONE HORSE LENGTH FROM THE JUDGE
2. BREAK TO A WALK AND WALK A SLIGHT CORNER UNTIL 1 HORSE LENGTH PAST THE JUDGE
3. TROT 3 SQUARE CORNERS AND DIRECTLY TO THE JUDGE AND STOP
4. SET UP FOR INSPECTION
5. PERFORM A  $\frac{1}{4}$  TURN
6. BACK 2 HORSE LENGTHS AND TROT UNTIL EVEN WITH THE MARKER AND STOP. EXIT AT A WALK



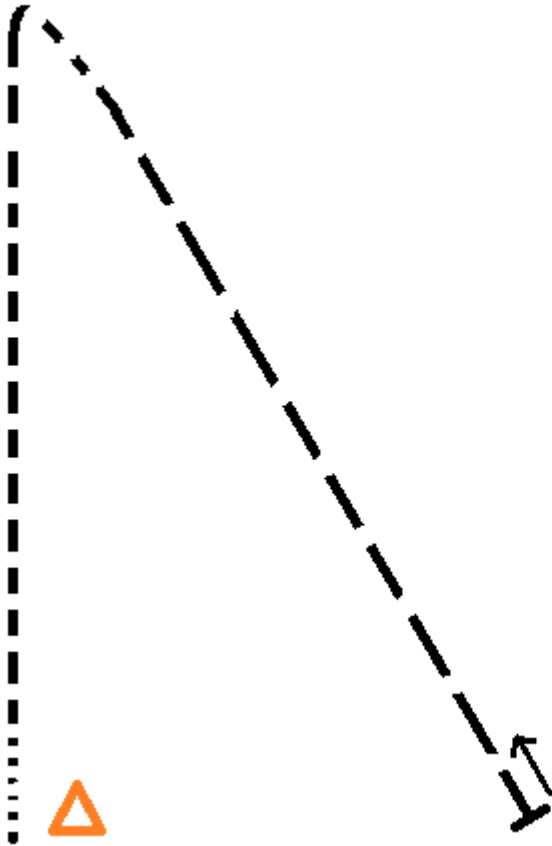
## SHOWMANSHIP – SMALL FRY



BE READY AT THE CONE:

1. TROT UNTIL 1 HORSE LENGTH FROM THE JUDGE
2. BREAK TO A WALK AND WALK 1 HORSE LENGTH PAST THE JUDGE
3. BEGIN TO TROT A CIRCLE, DON'T CLOSE THE CIRCLE BUT TROT STRAIGHT TO THE JUDGE
4. SET UP FOR INSPECTION
5. PERFORM A  $\frac{1}{4}$  TURN AND TROT UNTIL EVEN WITH THE MARKER AND STOP. EXIT AT A WALK

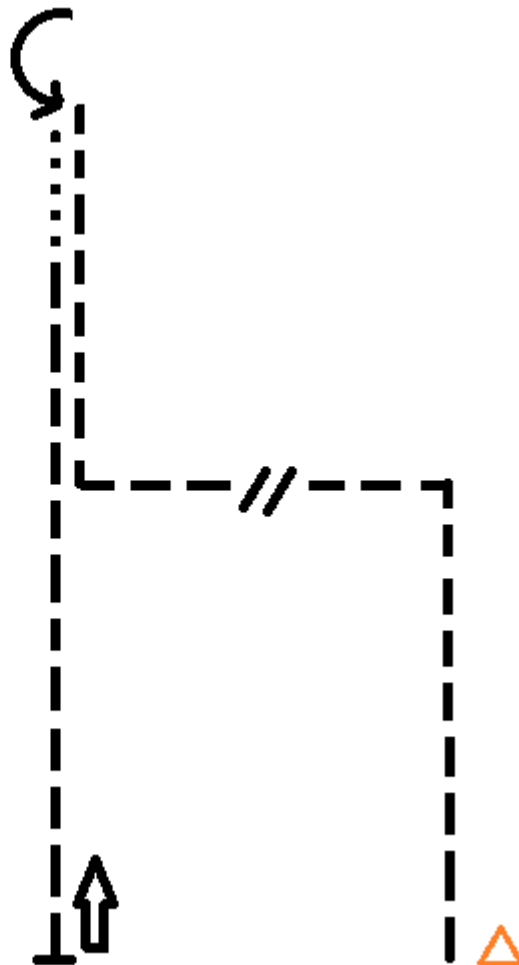
## SMALL FRY AND ALL WALK TROT HORSEMANSHIP



BE READY AT THE CONE:

1. WALK 1 HORSE LENGTH
2. JOG TO AND AROUND THE CORNER
3. EXTEND THE JOG
4. STOP AND BACK 1 HORSE LENGTH.  
EXIT AT A JOG

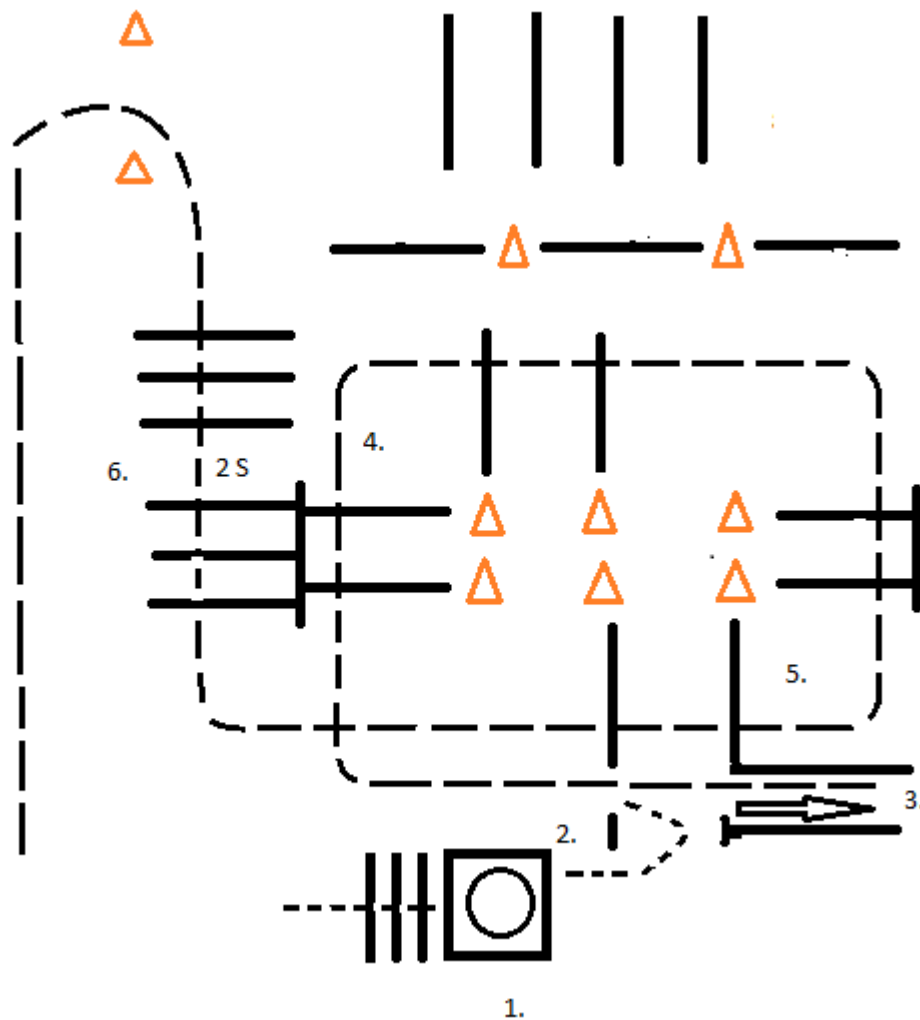
## SMALL FRY AND ALL WALK TROT EQUITATION



BE READY AT THE MARKER:

1. BEGIN ON THE RIGHT DIAGONAL AND CONTINUE AROUND THE 1<sup>ST</sup> CORNER
2. CHANGE DIAGONALS AND CONTINUE AROUND THE 2<sup>ND</sup> CORNER
3. STOP AND PERFORM A 180 TURN ON THE HAUNCHES TO THE LEFT
4. WALK 1 HORSE LENGTH AND SIT TROT UNTIL EVEN WITH THE MARKER
5. STOP AND BACK 1 HORSE LENGTH.  
EXIT AT A TROT

## SMALL FRY AND WALK TROT TRAIL



1. WALK OVER POLES AND INTO THE BOX AND TURN 360 DEGREES EITHER DIRECTION AND WALK OUT
2. WALK THRU THE GATE
3. BACK
4. TROT OUT OF CHUTE AND TROT 4 POLES
5. TROT 4 MORE POLES
6. TROT 6 POLES AND CONTINUE THRU THE CONES. PATTERN ENDS WHEN YOU PASS THRU THE CONES.  
CONTINUE TO TROT TO THE EXIT.

## **WESTERN RIDING**

**PATTERN #1 - OPEN, AMATEUR, AND YOUTH**

**PATTERN LEVEL #1 – ALL LEVEL 1**

## **REINING**

**#7 FOR ALL REINING**