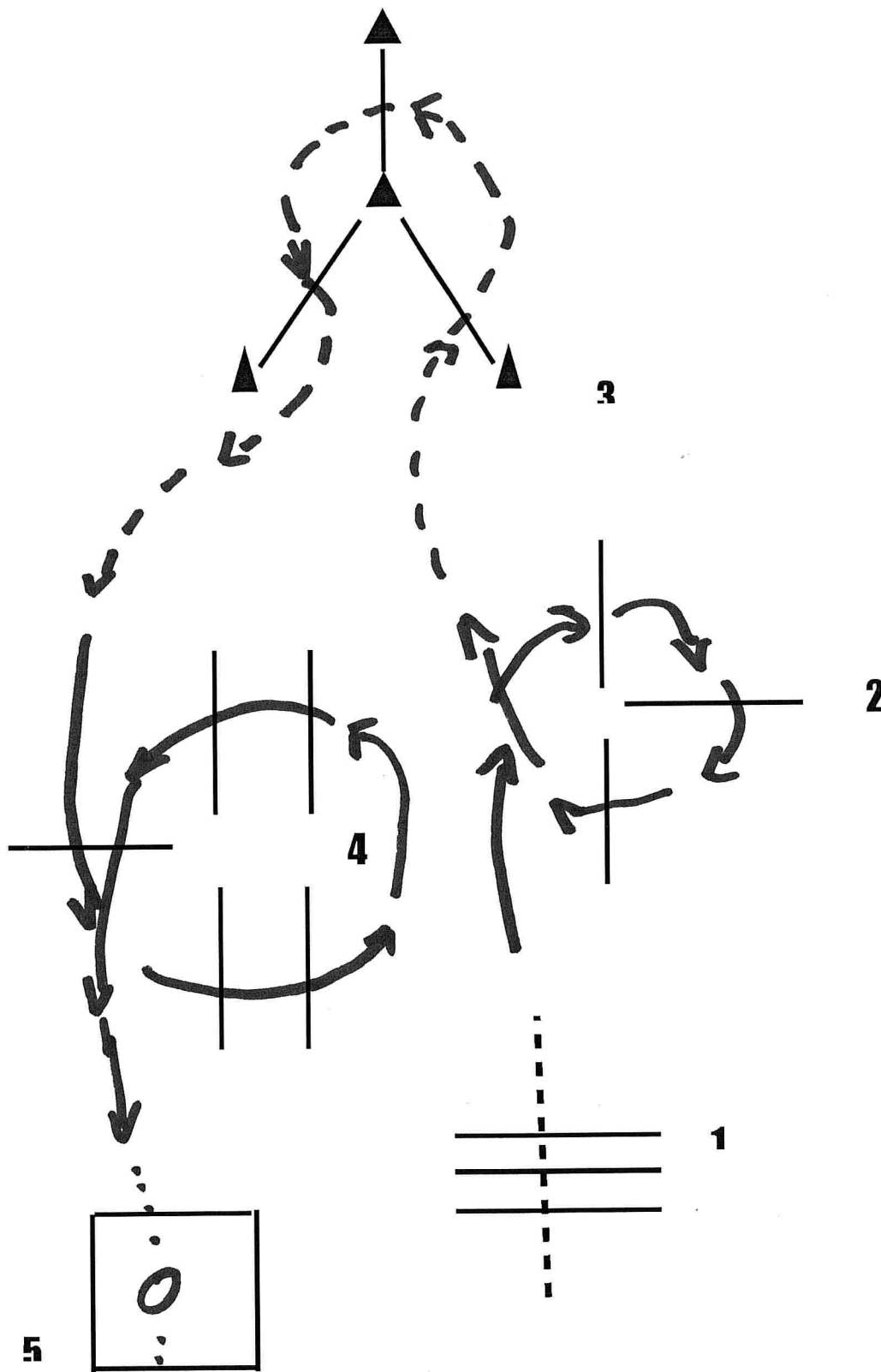
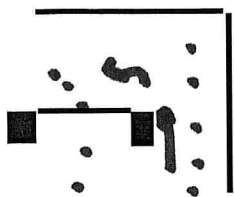


# TRAIL - ALL LOPE CLASSES



1. Trot over poles
2. Lope over poles right lead
3. Trot serpentine
4. Lope over poles left lead
5. Stop or Break to a walk and walk into box, 360 turn either way
6. Walk into chute and back around to gate
7. Work right hand gate

7



6

5

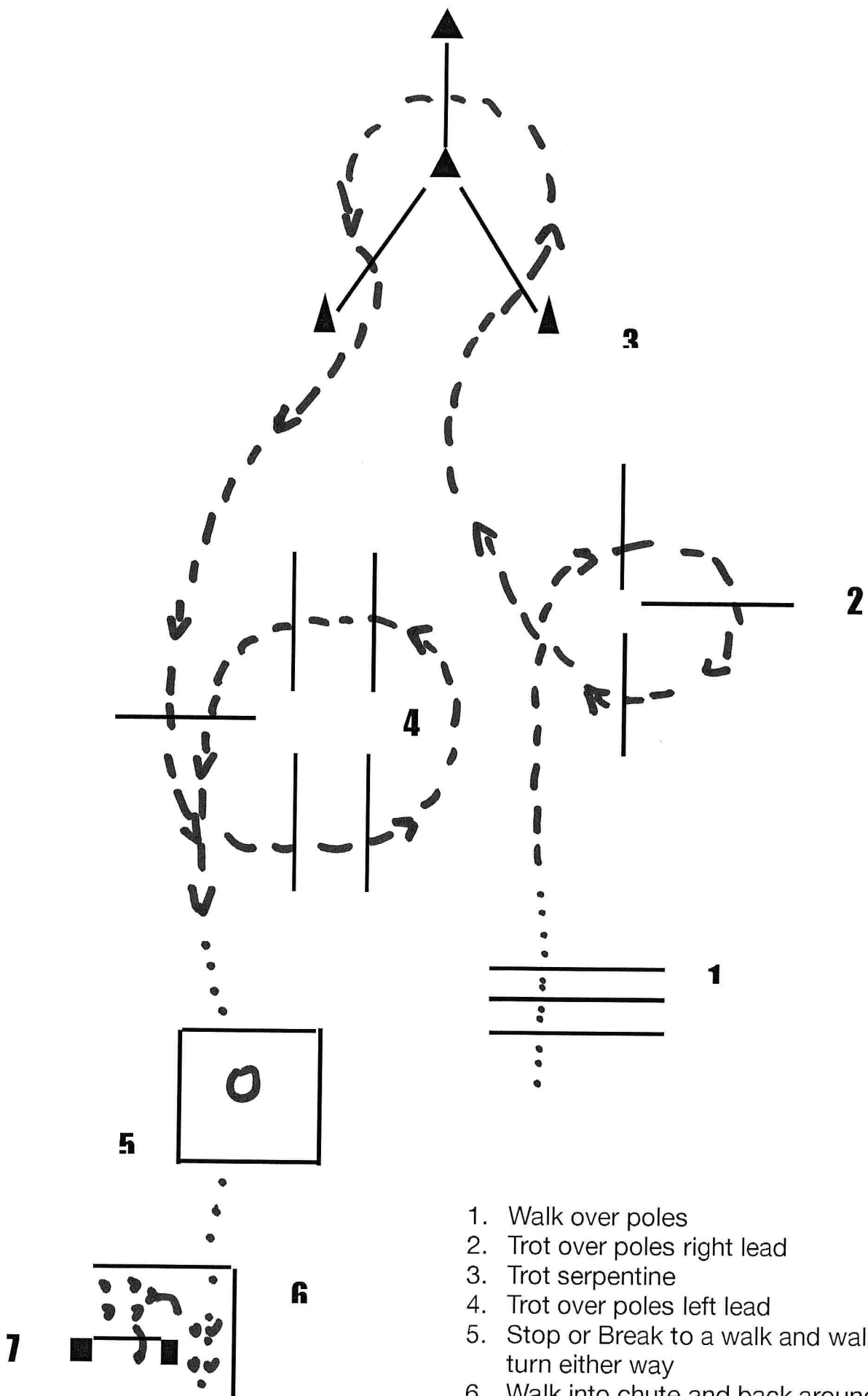
4

3

2

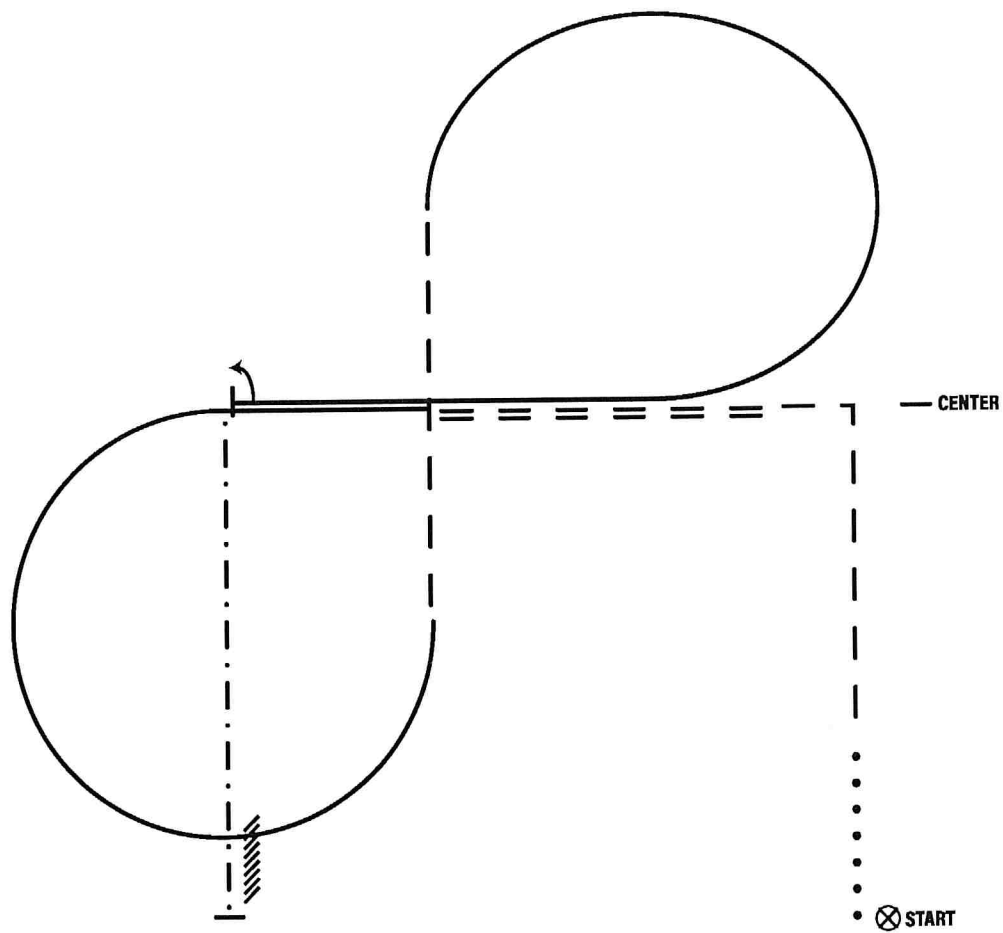
1

# Trail Walk Trot



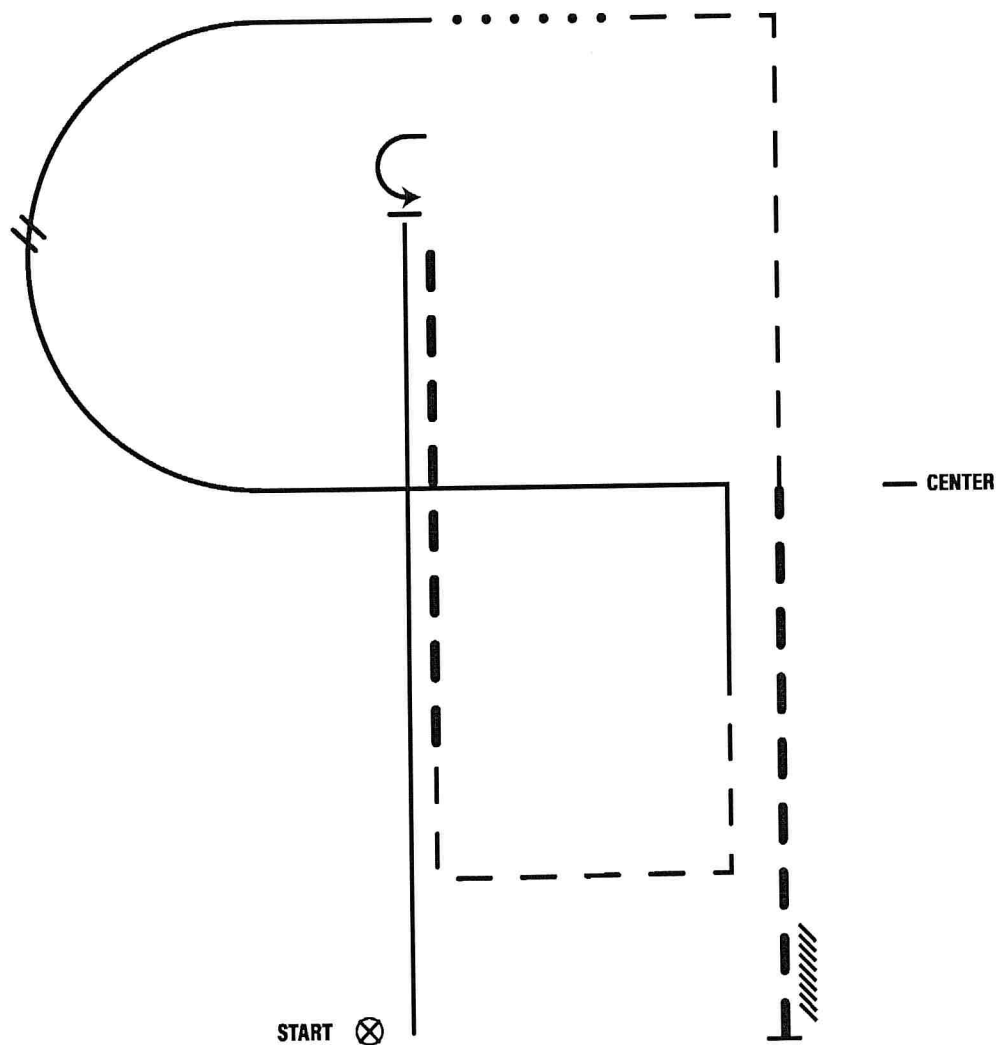
1. Walk over poles
2. Trot over poles right lead
3. Trot serpentine
4. Trot over poles left lead
5. Stop or Break to a walk and walk into box, 360 turn either way
6. Walk into chute and back around to gate
7. Work right hand gate

# HUNT SEAT EQUITATION



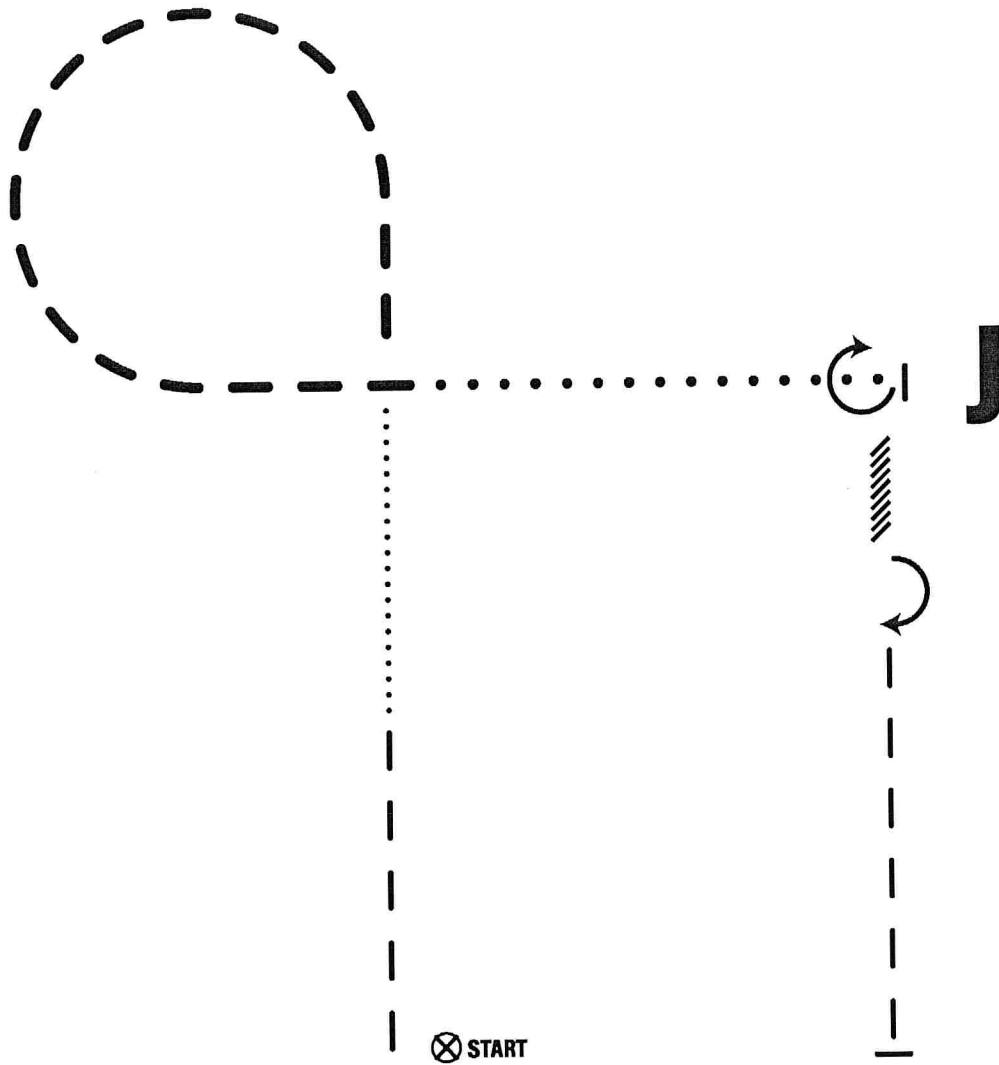
1. Forward walk approximately 2 horse lengths. Trot right diagonal to and through the corner.
2. *Continue Right Diagonal*
3. *Lope left circle*
4. Trot right diagonal up the midline.
5. Canter right lead circle and continue cantering approximately 2 horse lengths past the midline.
6. Halt, 90° (1/4) turn on the forehand to the left.
7. Sitting trot.
8. Halt when even with start cone and back approximately 1 horse length. Pattern is complete.

# WESTERN HORSEMANSHIP



1. Lope right lead up midline and stop.
2. 180° (1/2) left turn.
3. Extended jog 3/4 of the way back down midline.
4. Collect and jog two corners and halfway to center.
5. Lope left lead making the corner at center, continue across the arena and counter canter half the arc.
6. Change leads (simple of flying).
7. Lope right lead. At midline slow to a forward walk approximately 2 horse lengths.
8. Jog corner and down the line to center.
9. Extended jog.
10. Stop when even with start cone and back approximately 1 horse length. Pattern is complete.

# SHOWMANSHIP



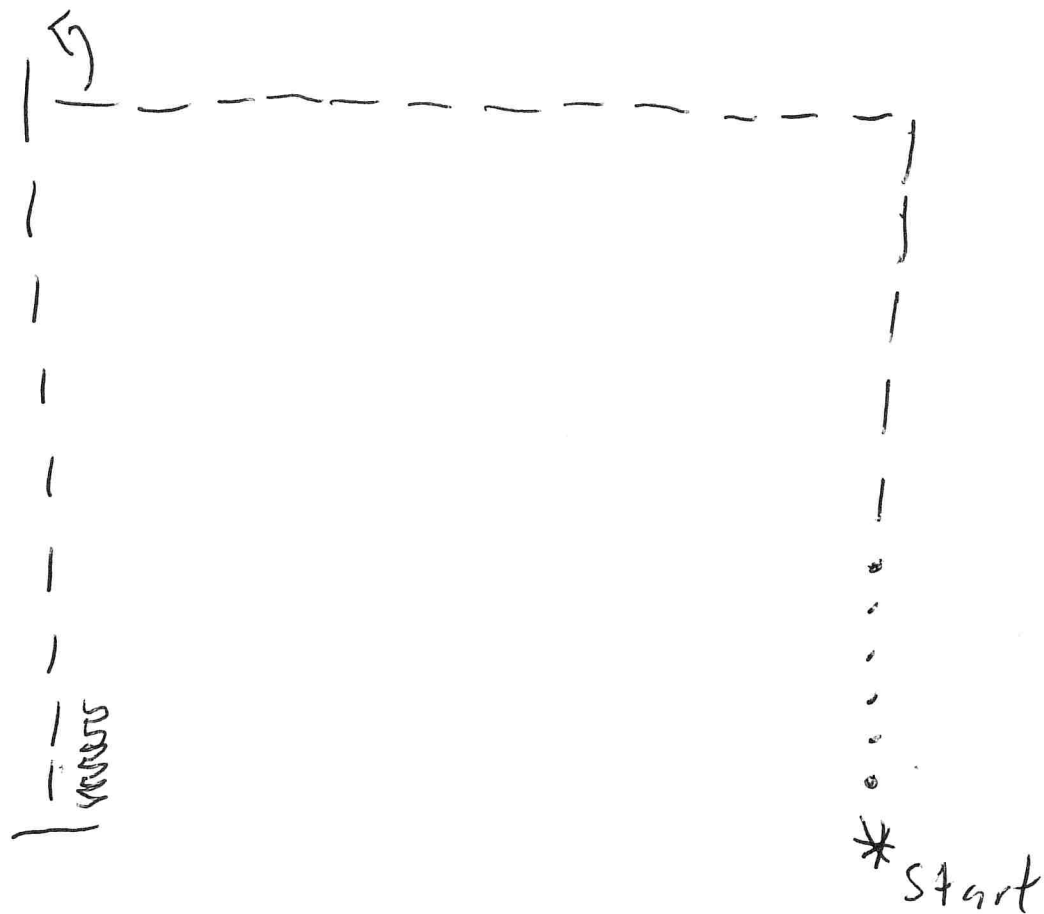
1. Trot half the line.
2. Walk until even with judge.
3. Extended trot a circle to the left.
4. Slow to a forward walk upon crossing walk tracks, and continue in a straight line to the judge, stop.
5. 270° (3/4) turn.
6. Set up
7. Inspection
8. When dismissed, back approximately 1 horse length.
9. 180° (1/2) turn.
10. Trot, stop when even with start cone. Pattern is complete.

# W/T Western Horsemanship



1. Trot midline and stop
2. 180° (1/2) left turn
3. Extend trot corner
4. Stop and back
5. 90° (1/4) right turn
6. Walk even with start cone and stop. Pattern complete

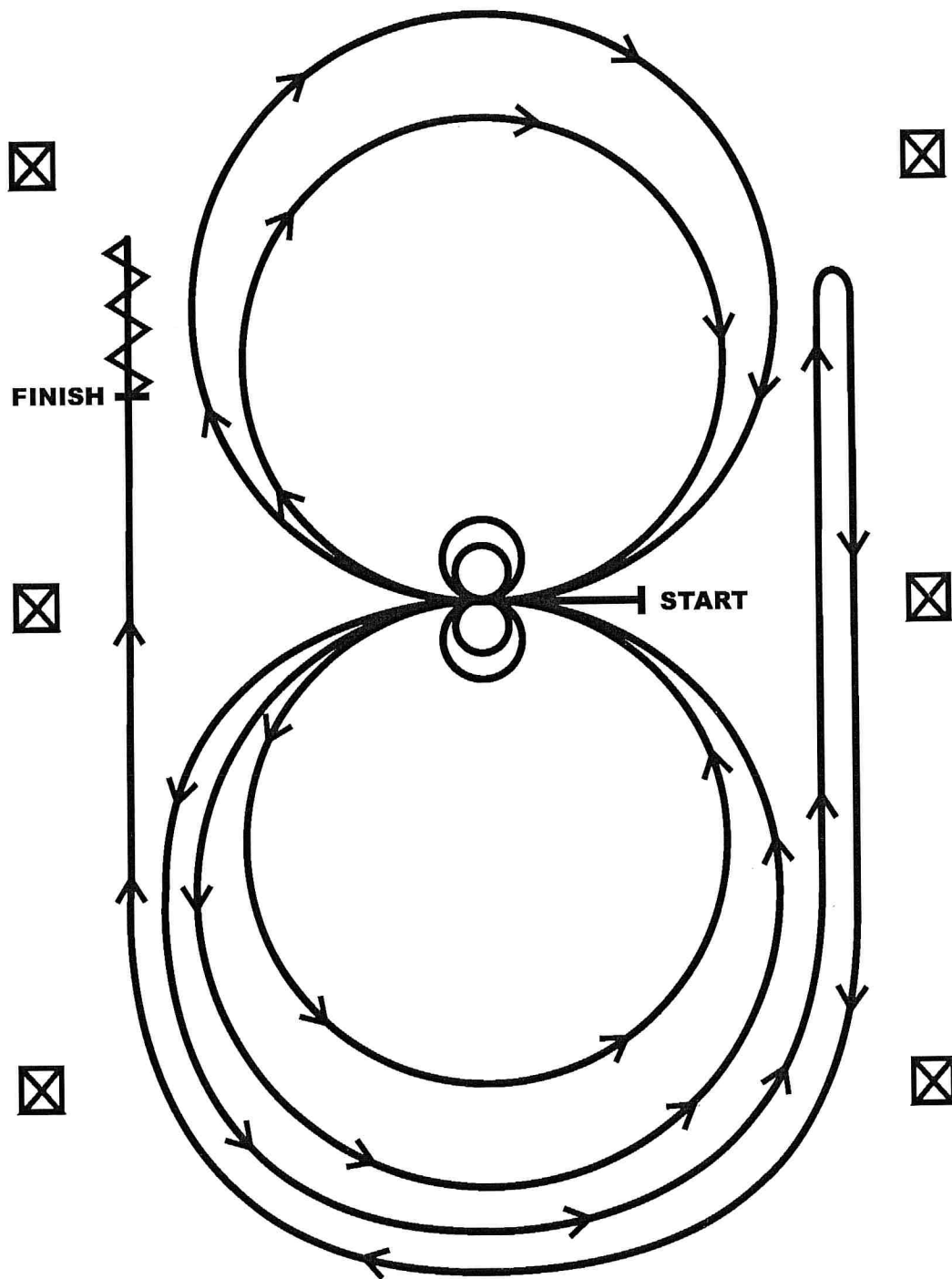
# W/T Hunt Seat Equitation



1. Walk 2 horse lengths
2. Right diagonal
3. Stop.  $90^\circ$  ( $1/4$  turn) left on the forehand
4. Left diagonal
5. Stop. Back 5 steps. Pattern complete

# REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth 13 & Under



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

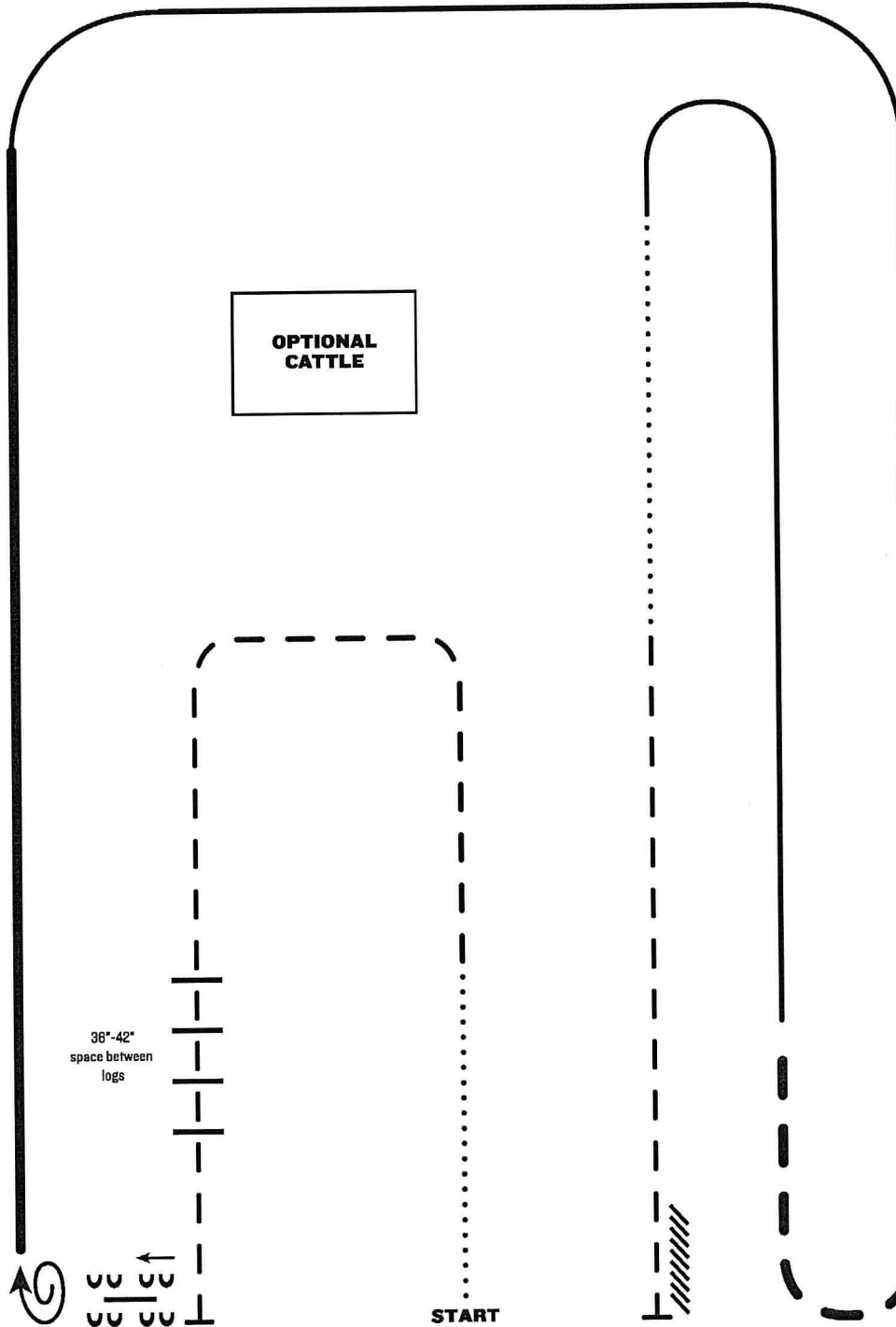
1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.



# RANCH RIDING - PATTERN 12

## LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Load Change



1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

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.