

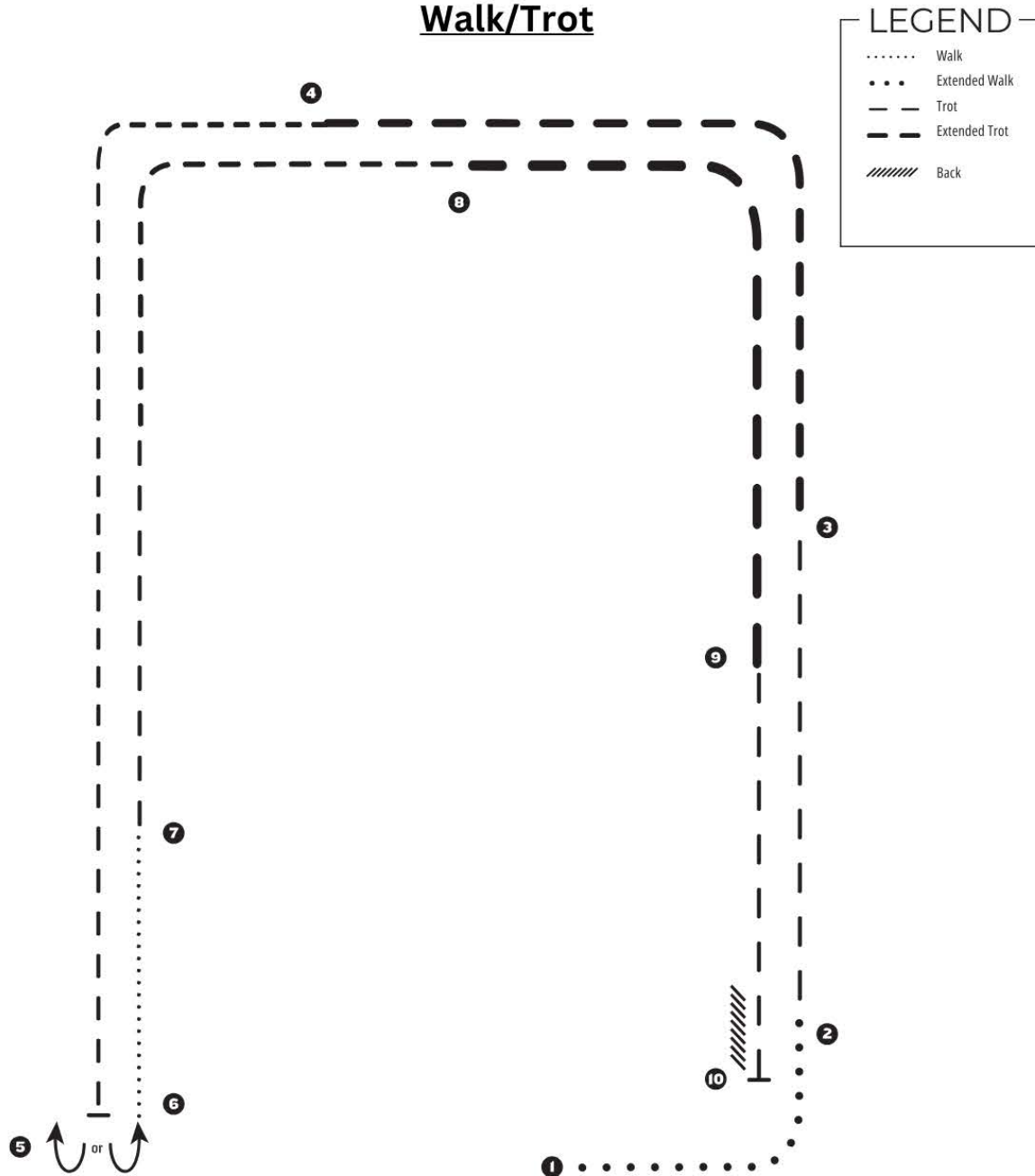
Beginner Ranch Riding

Classes:

10 (JR. RANCH RIDING – BEGINNER (WALK, JOG) (PATTERN CLASS) 4th-8th))

11 (SR. RANCH RIDING– BEGINNER (WALK, JOG) (PATTERN CLASS) 9th-12th))

Walk/Trot



When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

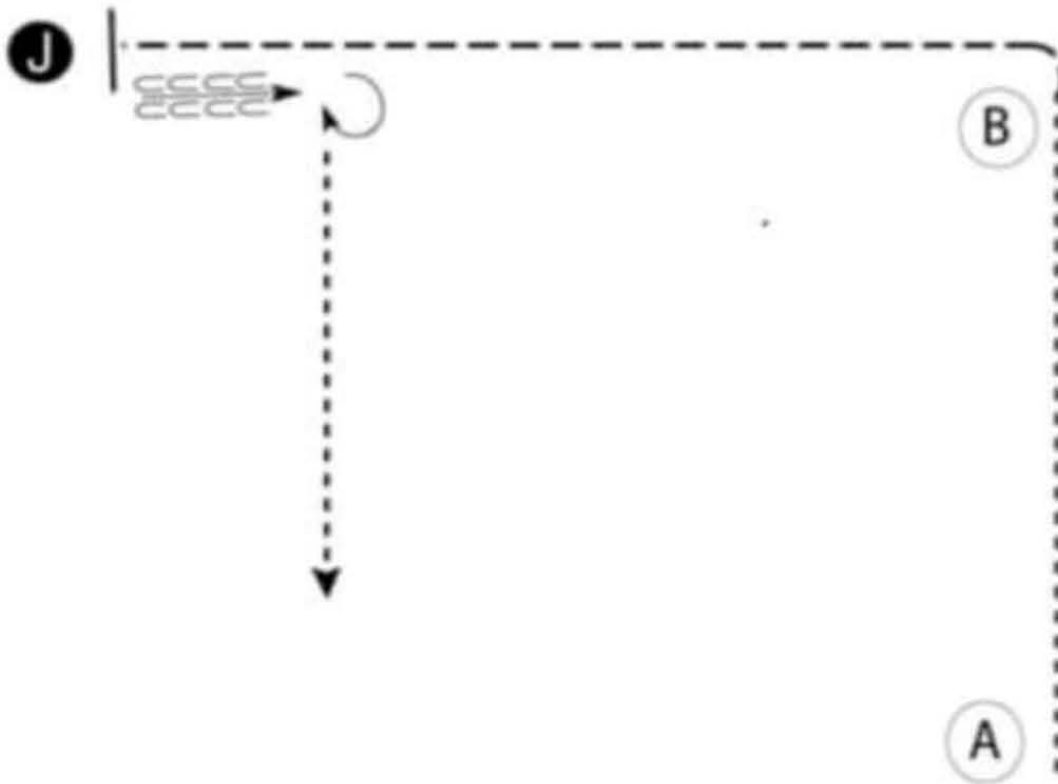
1. Extended Walk from 1 to 2 - 75 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Trot from 4 to 5 - 150 feet
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7 - 30 feet
7. Trot from 7 to 8 - 150 feet
8. Extended Trot from 8 to 9 - 200 feet
9. Trot from 9 to 10 - 90 feet
10. Stop and Back at 10 - approximately one horse length

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.

Jr. High Showmanship (6th-8th)

Classes:

- 2 (RANCH SHOWMANSHIP (PATTERN CLASS))
- 26 (WESTERN SHOWMANSHIP (PATTERN CLASS))
- 61 (HUNTER SHOWMANSHIP (PATTERN CLASS))



Be ready at A.

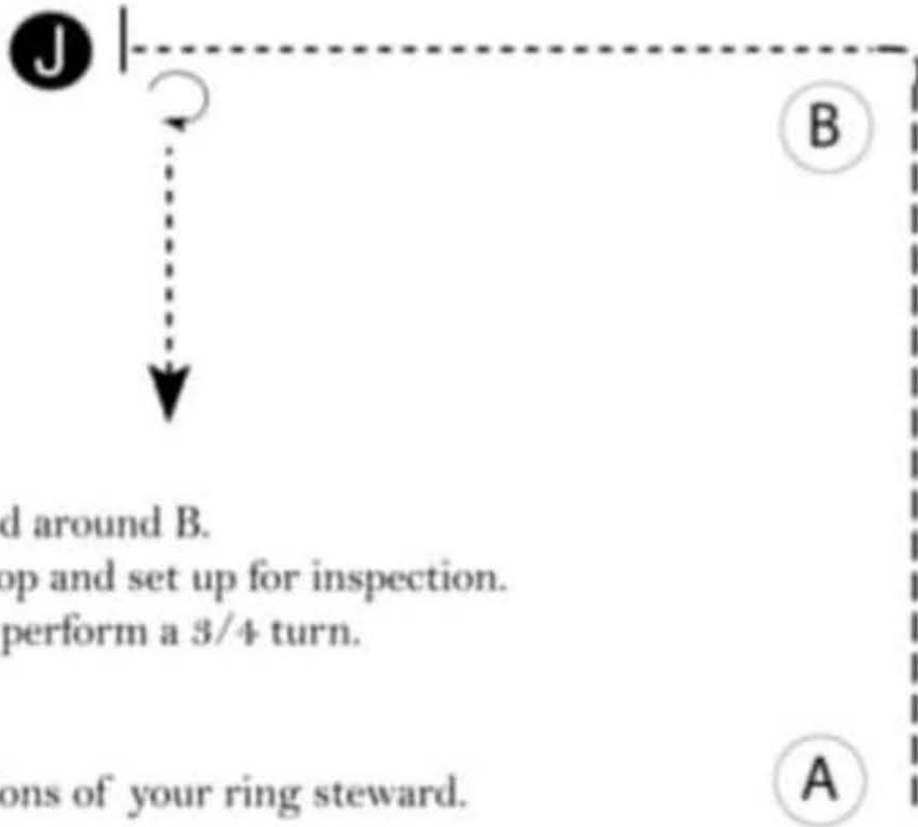
1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back one horse length.
5. Turn 270 degrees and walk straight off.

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

Jr. Showmanship (4th & 5th)

Classes:


- 1 (RANCH SHOWMANSHIP (PATTERN CLASS))
- 27 (WESTERN SHOWMANSHIP, PATTERN CLASS)
- 62 (HUNTER SHOWMANSHIP, PATTERN CLASS)



Be ready at A.

1. Trot from A to and around B.
2. Walk to Judge, stop and set up for inspection.
3. When dismissed, perform a 3/4 turn.
4. Exit at a walk.

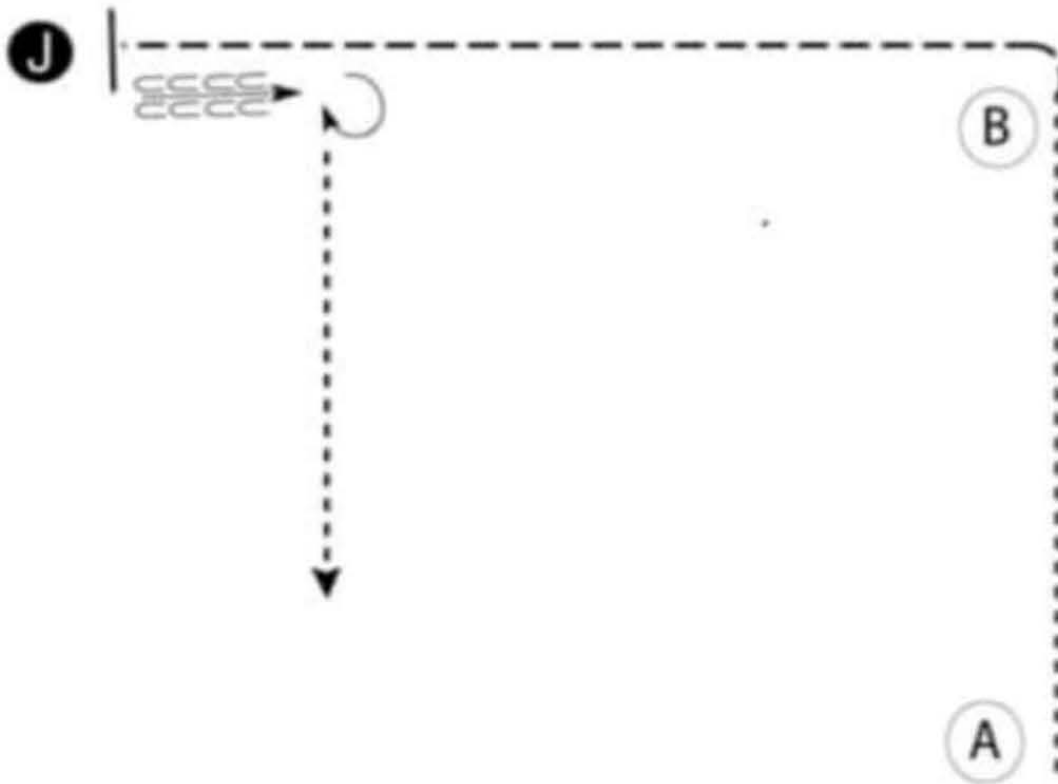
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 
Marker	⊙ B
Judge	● J

Miniature Showmanship (4th-12th)

Classes:

51 (MINIATURE HORSE SHOWMANSHIP)



Be ready at A.

1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back one horse length.
5. Turn 270 degrees and walk straight off.

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

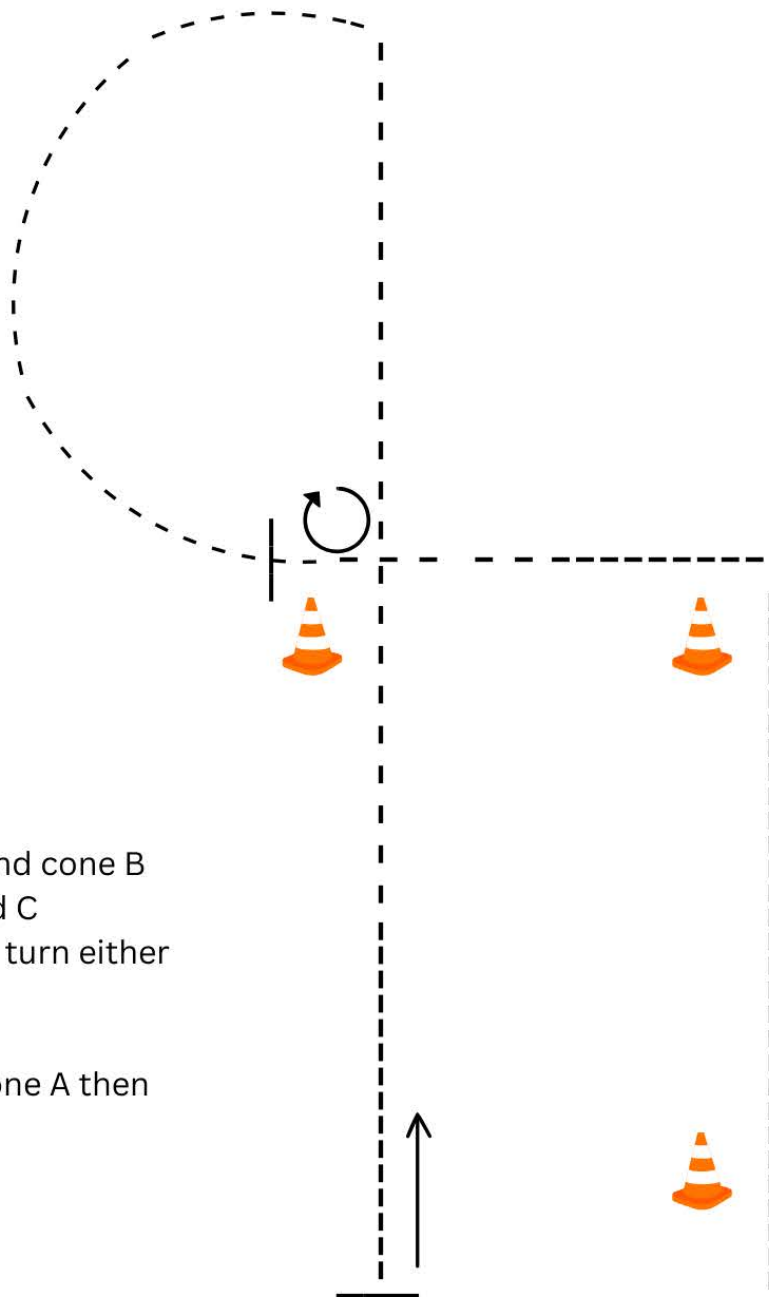
Ranch Beginner Horsemanship

Classes:

12 (JR. RANCH HORSEMANSHIP – BEGINNER (PATTERN CLASS) 4th-8th)

13 (SR. RANCH HORSEMANSHIP – BEGINNER (PATTERN CLASS) 9th-12th)

Walk/Trot

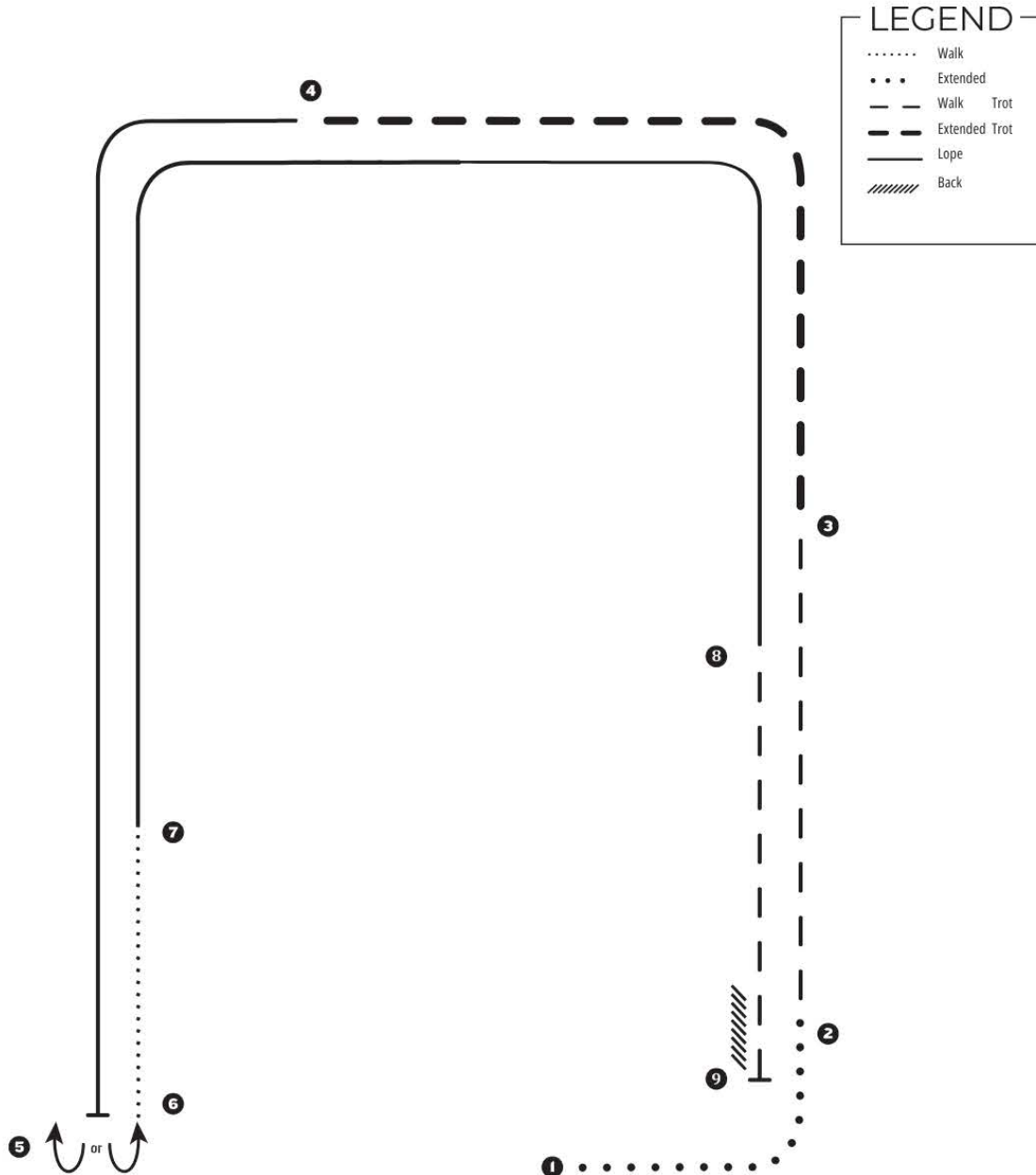


1. Start at cone A, walk to and around cone B
2. Trot halfway between cone B and C
3. Stop and complete a 360 degree turn either direction
4. Trot a half circle to the right
5. Trot passed cone B halfway to cone A then walk till even with cone A
6. Stop and back one horse length

Ranch Riding

Classes:

- 14 (JR. RANCH RIDING (WALK, JOG, LOPE) (PATTERN CLASS) 4th - 5th))
- 15 (JR. HIGH RANCH RIDING (WALK, JOG, LOPE) (PATTERN CLASS) 6th - 8th))
- 16 (SR. RANCH RIDING (WALK, JOG, LOPE) (PATTERN CLASS) 9th - 12th))



When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

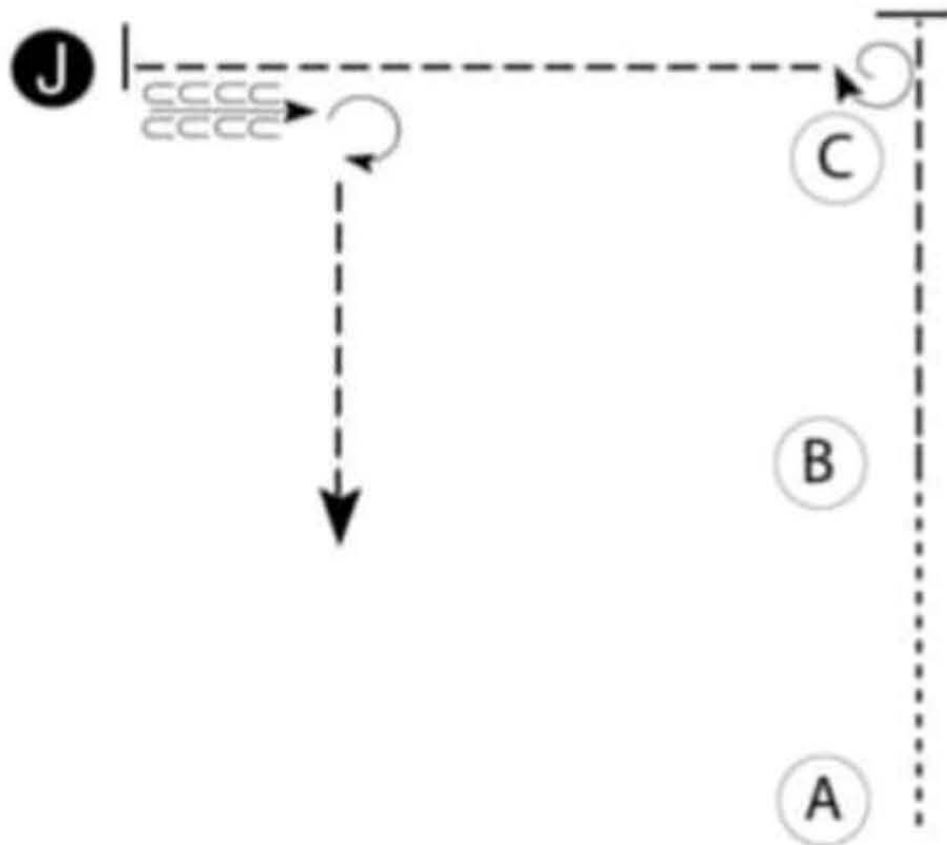
1. Extended Walk from 1 to 2 - 75 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7 - 30 feet
7. Lope from 7 to 8 - 350 feet
8. Trot from 8 to 9 - 90 feet
9. Stop and Back at 9 - approximately one horse length

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.

Sr. High Showmanship (9th-12th)

Classes:

- 3 (RANCH SHOWMANSHIP (PATTERN CLASS))
- 25 (WESTERN SHOWMANSHIP (PATTERN CLASS))
- 60 (HUNTER SHOWMANSHIP (PATTERN CLASS))



Be ready at A.

1. Walk to B.
2. Trot until past C.
3. Perform a 270 degree turn.
4. Trot to the judge, stop and set up for inspection.
5. When dismissed back approximately one horse length.
6. Perform a 270 degree turn and trot straight away.

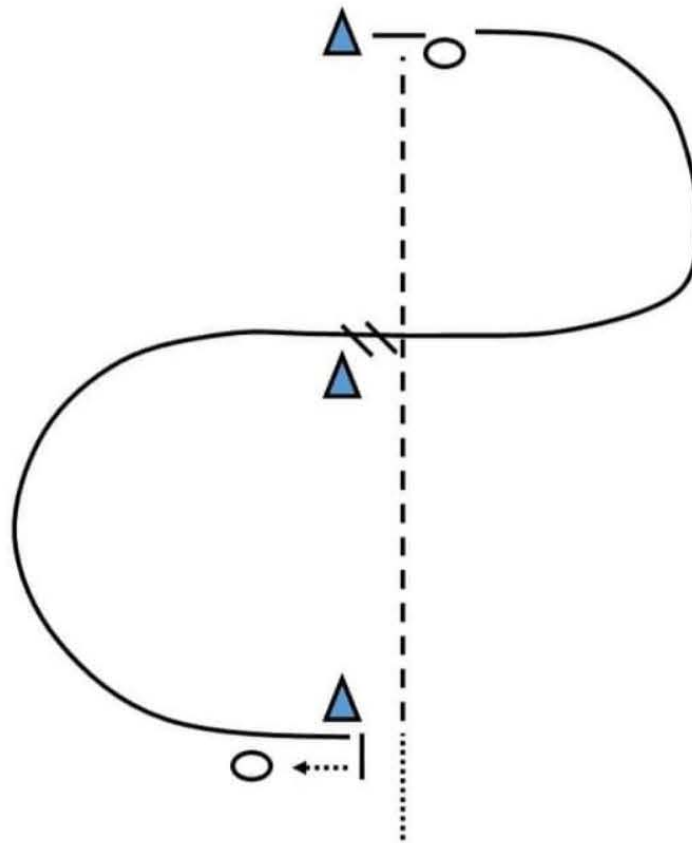
Follow the instructions of your ring steward.

Walk	-----
Trot	- . - . - .
Back	← ~ ~ ~ ~ ~
Marker	ⓑ
Judge	ⓐ

Western Horsemanship

Classes:

- 42 (JR. WESTERN HORSEMANSHIP (PATTERN CLASS) (WALK, JOG & LOPE) 4th & 5th)
- 43 (JR. HIGH WESTERN HORSEMANSHIP (PATTERN CLASS) (WALK, JOG & LOPE) 6th-8th))
- 44 (SR. WESTERN HORSEMANSHIP (PATTERN CLASS) (WALK, JOG & LOPE) 9th - 12th))



1. Walk to A
2. Jog A to C
3. Stop at C, 1 1/4 turns to the right
4. Lope right lead C to B, change leads
5. Lope left lead B to A
6. Stop at A & back 2 horse lengths
7. 270 degree turn to the left & exit

Trail

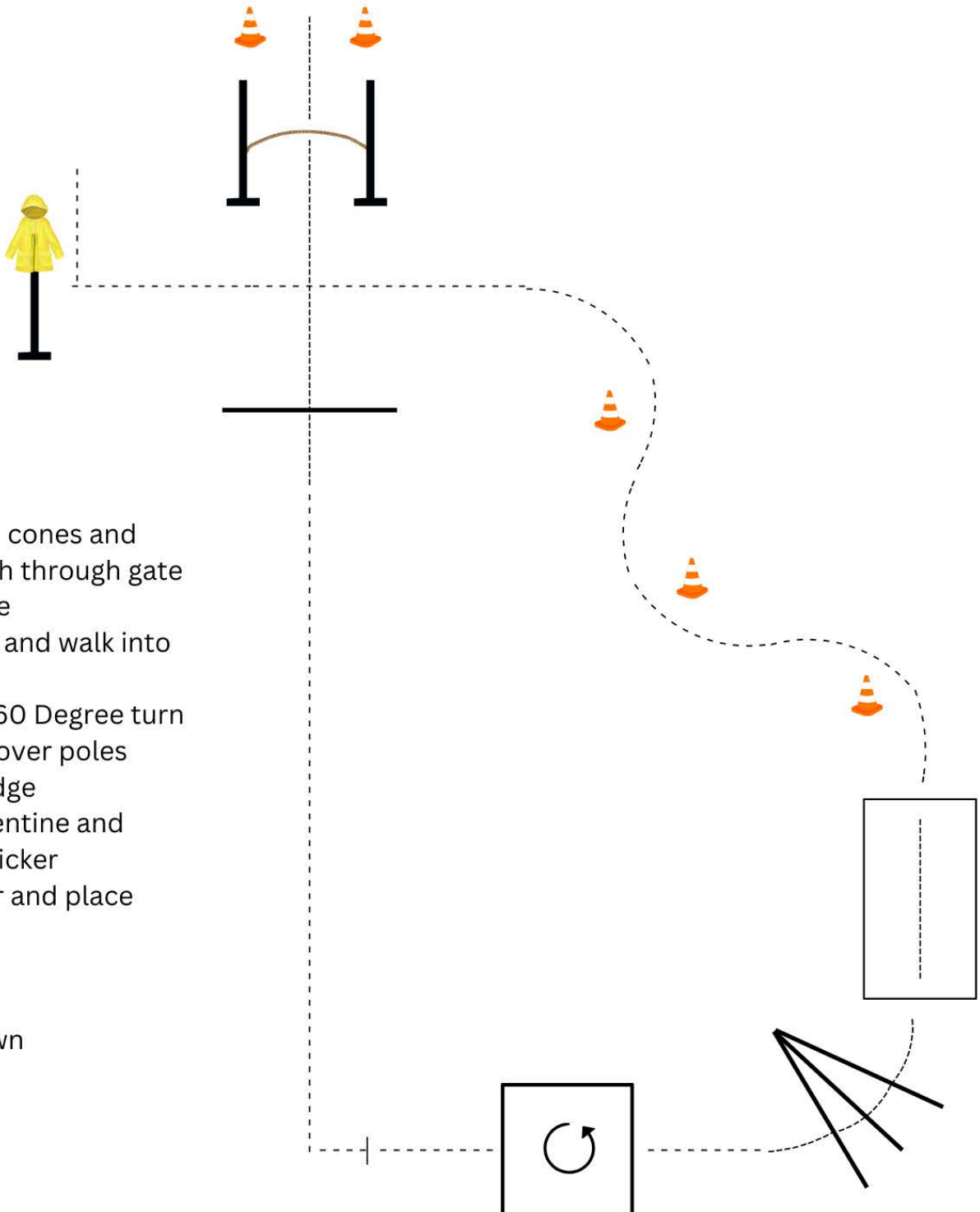
Classes:

22, 23, 24, 47, 48, 49, 50, 84, 85, 86, 108, 109

Beginner Trail - WALK ONLY

Classes:

20, 21, 45, 46, 82, 83



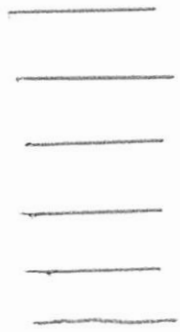
1. Walk between cones and complete push through gate
2. Walk over pole
3. Jog/gait, stop and walk into box
4. Complete a 360 Degree turn
5. Walk out and over poles
6. Walk over bridge
7. Jog/gait serpentine and continue to slicker
8. Pick up slicker and place back
9. Walk out

Complete as drawn

All Hunter Hacks

Classes # 110, 111, 112, 113, 118, 119, 120, 124, 125, 129, 132,
135, 138, 144, 141

GATE



Line up

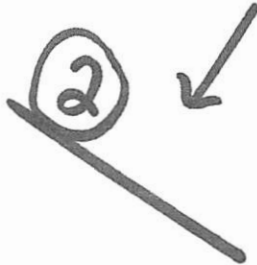
60'

①



Halt at cone
Drop reins
Trot across back
to Line-up

②

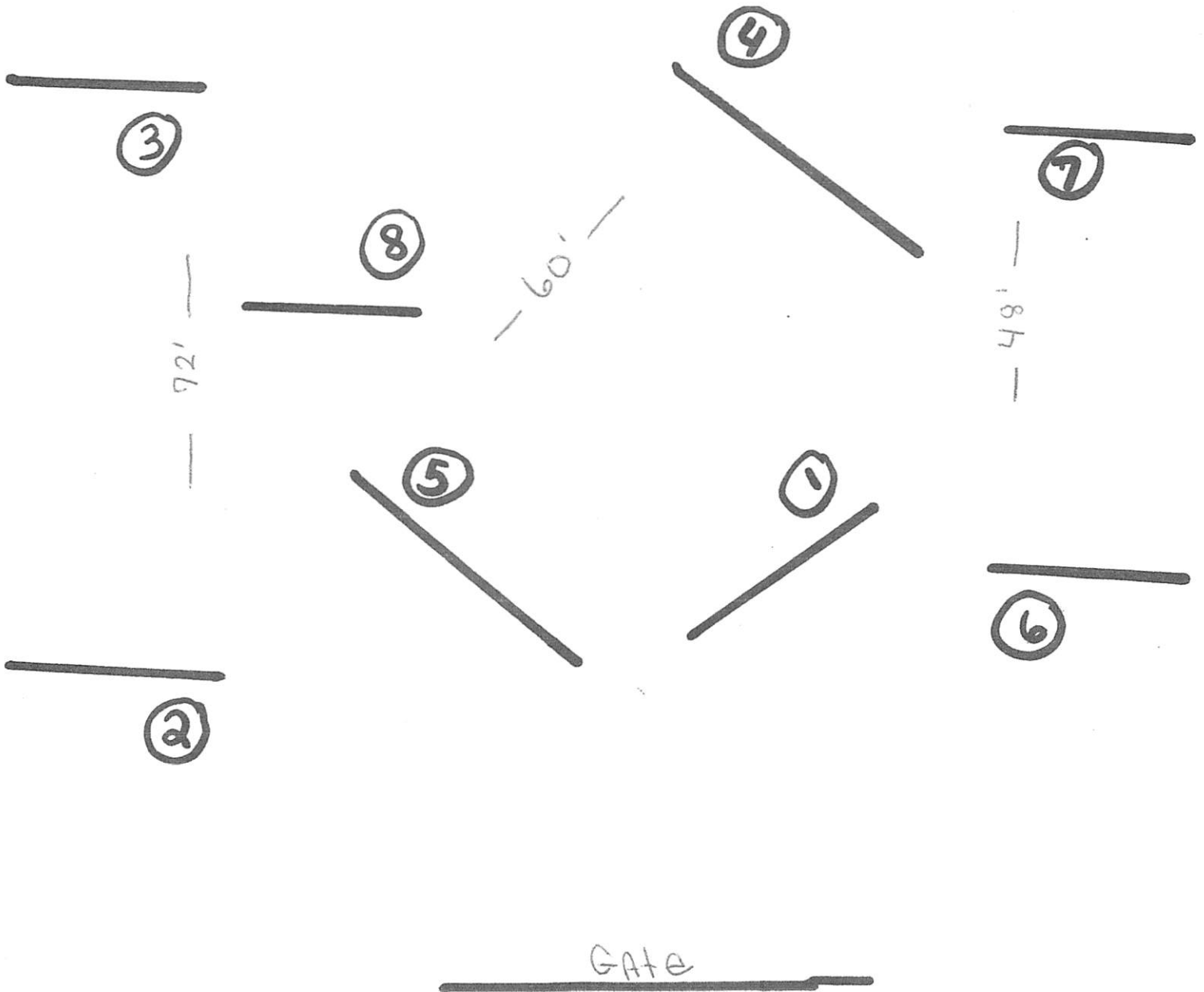


GATE

All Working Hunter

Classes # 114, 115, 121, 123, 126, 127, 131, 134
137, 140, 143, 146

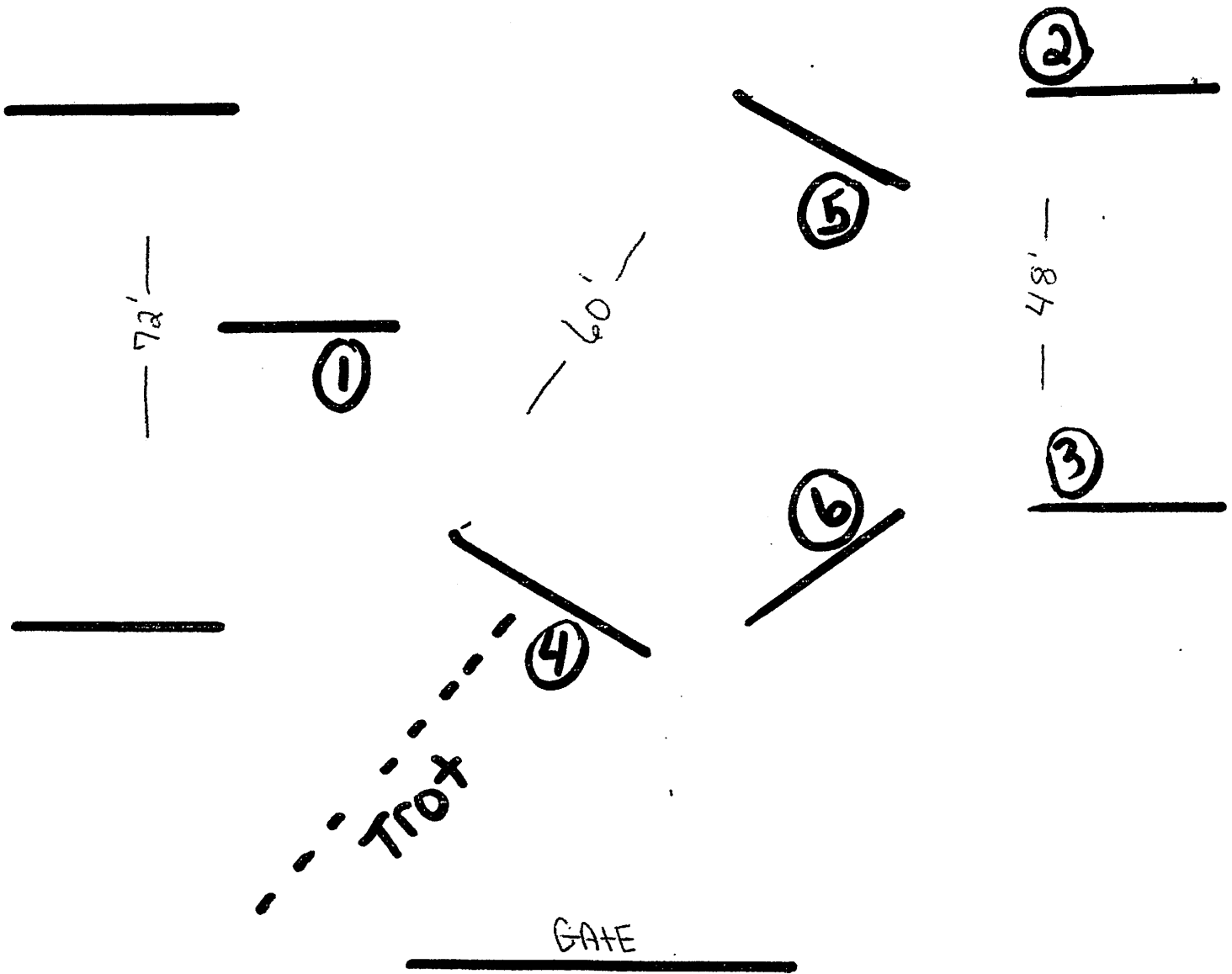
Gate



All Equitation Over Fences

GATE

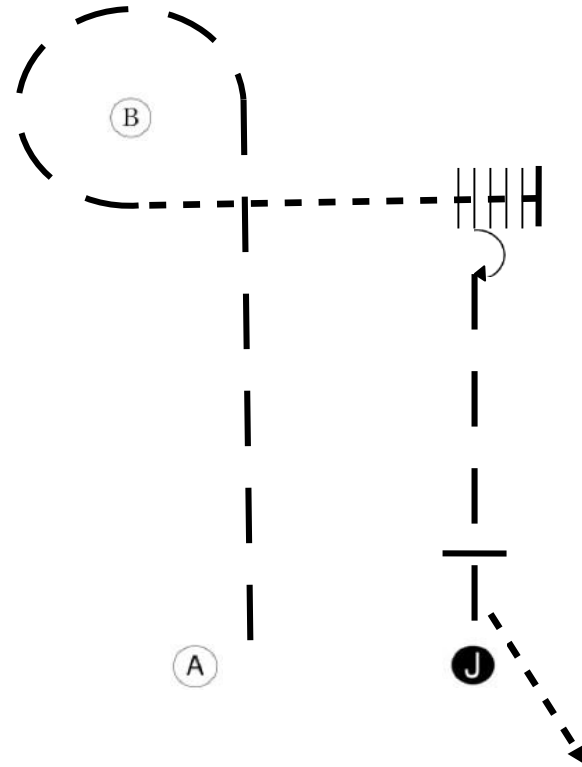
Classes # 116, 117, 122, 128, 130, 133, 136, 139, 142, 145



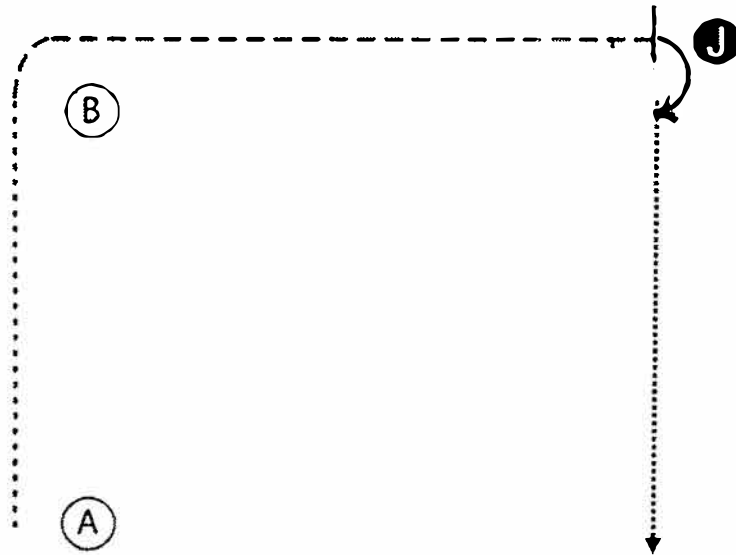
Class 87- Senior Gaited Showmanship- grades 9th-12th

Be ready at A.

1. Show gait to and around B.
2. Show walk from B until past Judge.
3. Back until horse's hip is even with Judge.
4. Perform a 90° turn.
5. Show gait to Judge.
6. Stop and set up for inspection.
7. When dismissed, exit arena.

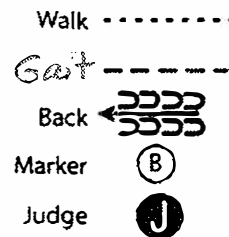


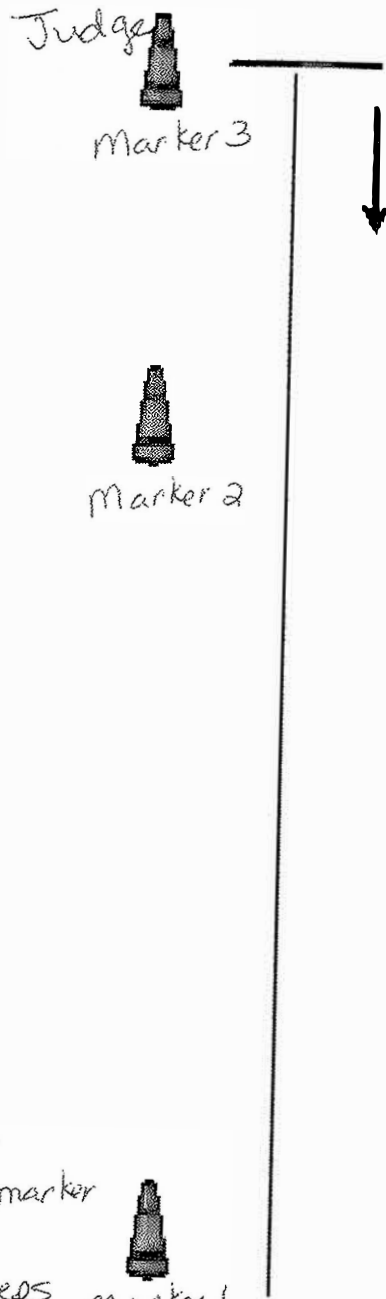
Class 88 Gaited Showmanship Grades 6th-8th



1. Walk from A to B.
2. *Gait* from B to the Judge.
3. Stop and set up for inspection.

4. When dismissed, make a 90 degree turn
5. Exit the arena at a walk as directed by ring steward.





SHOWMANSHIP

1. Start at first marker
2. Show Gait to 2nd marker
3. Walk to Judge
4. Stop & back 4 steps marker 1
5. Setup for inspection
6. Dismiss to Line Up

Entry Gate