

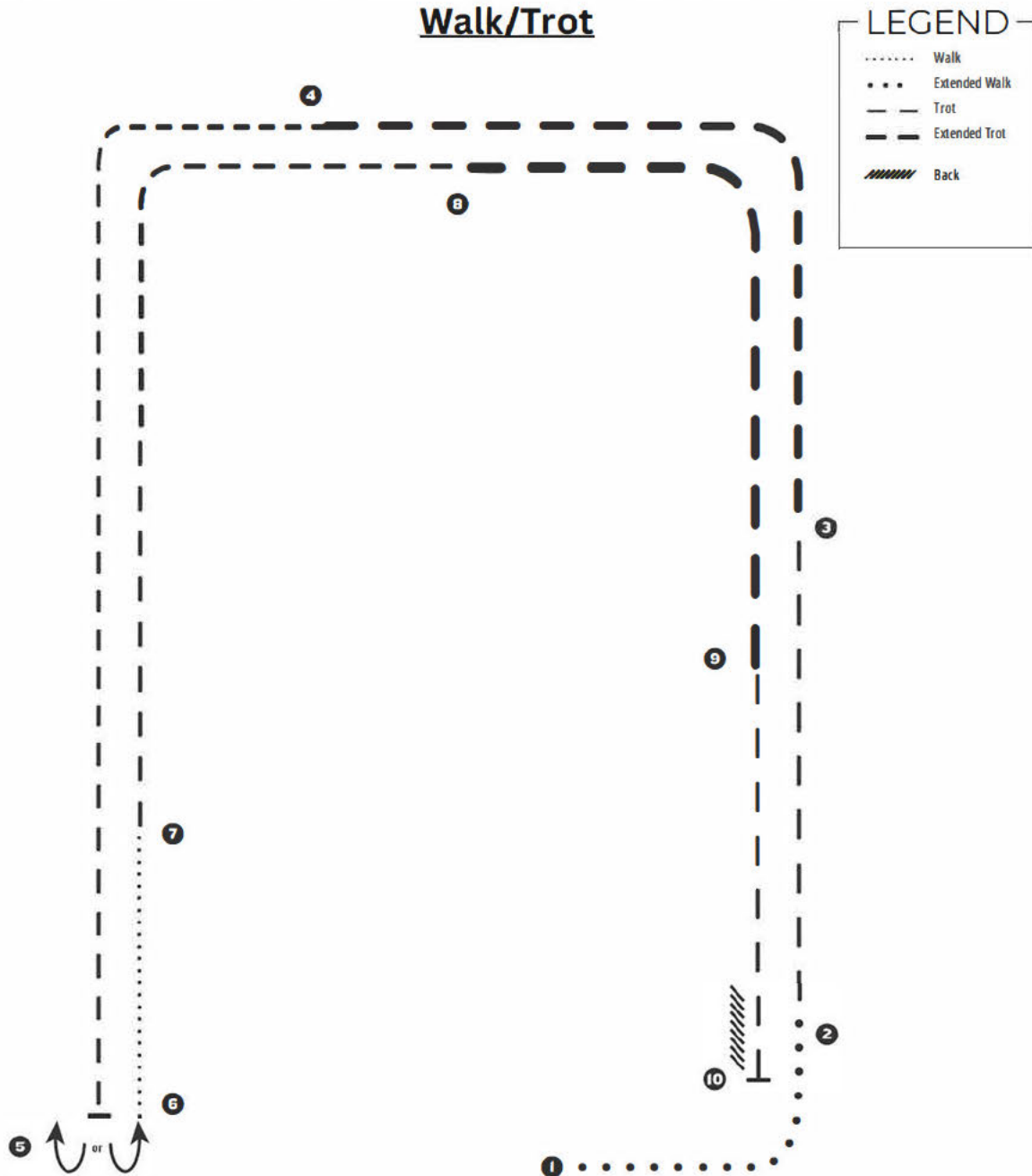
Beginner Ranch Riding

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.

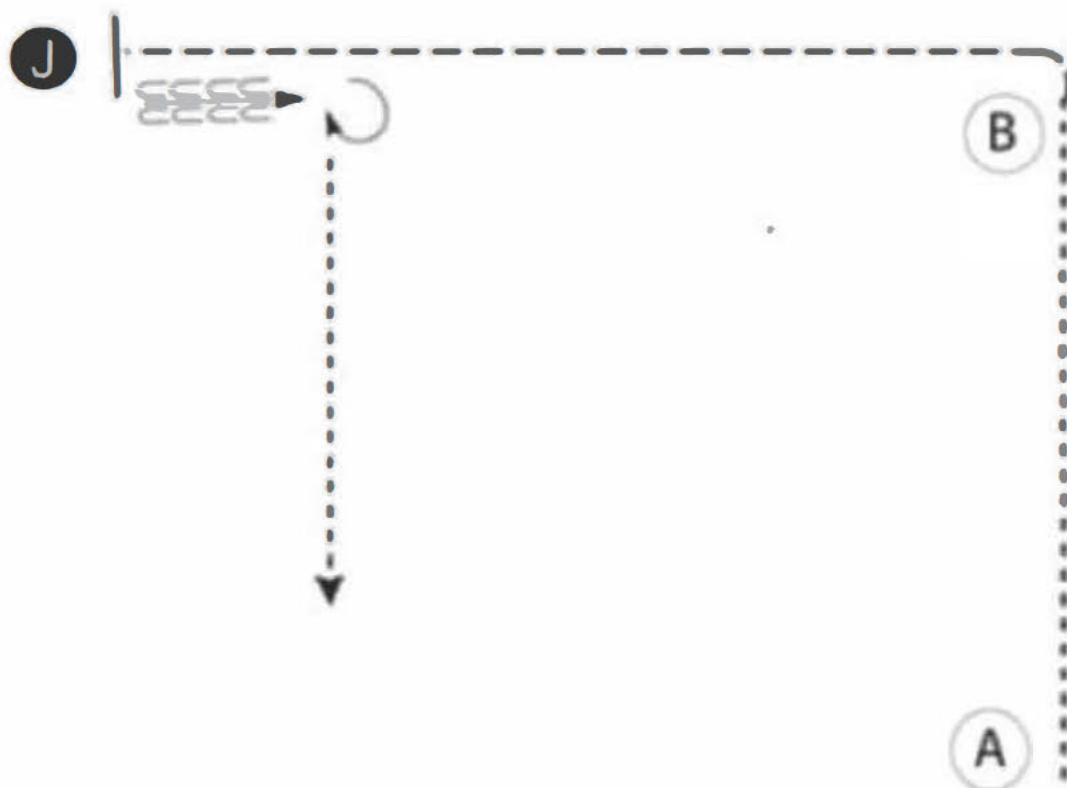
- 1.Extended Walk from 1 to 2 - 75 feet
- 2.Trot from 2 to 3 - 120 feet
- 3.Extended Trot from 3 to 4 - 240 feet
- 4.Trot from 4 to 5 - 150 feet
- 5.Stop at 5; reverse (either direction)
- 6.Walk from 6 to 7 - 30 feet
- 7.Trot from 7 to 8 - 150 feet
- 8.Extended Trot from 8 to 9 - 200 feet
- 9.Trot from 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))
- 63 (HUNTER SHOWMANSHIP (PATTERN CLASS))



Be ready at A.

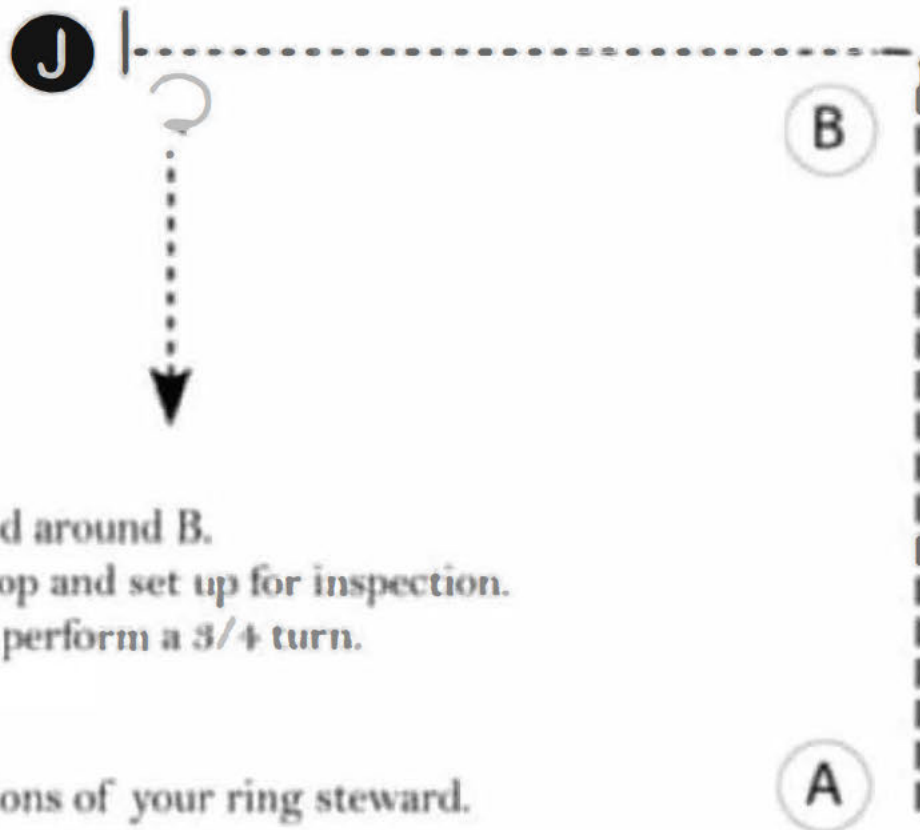
1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back one horse length.
5. Turn 270 degrees and walk straight off.

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

Jr. Showmanship (4th & 5th)

Classes:

- 1 (RANCH SHOWMANSHIP (PATTERN CLASS))
- 27 (WESTERN SHOWMANSHIP, PATTERN CLASS)
- 64 (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.

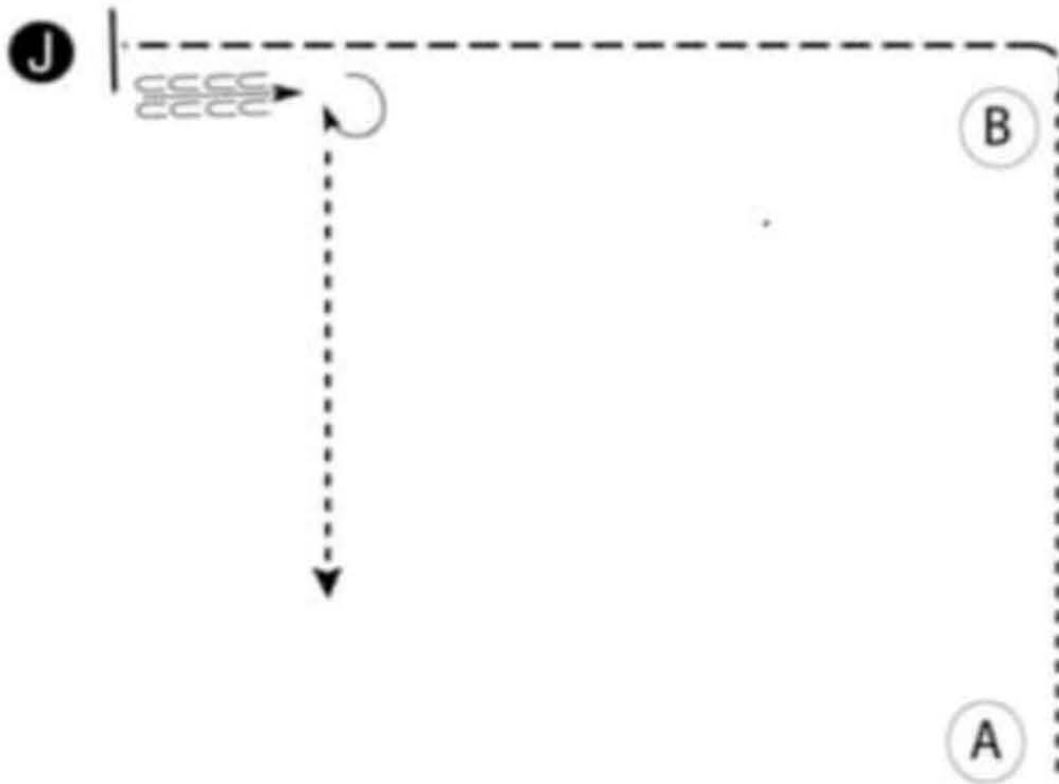
Follow the instructions of your ring steward.

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

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	← C C C C C
Marker	(B)
Judge	(J)

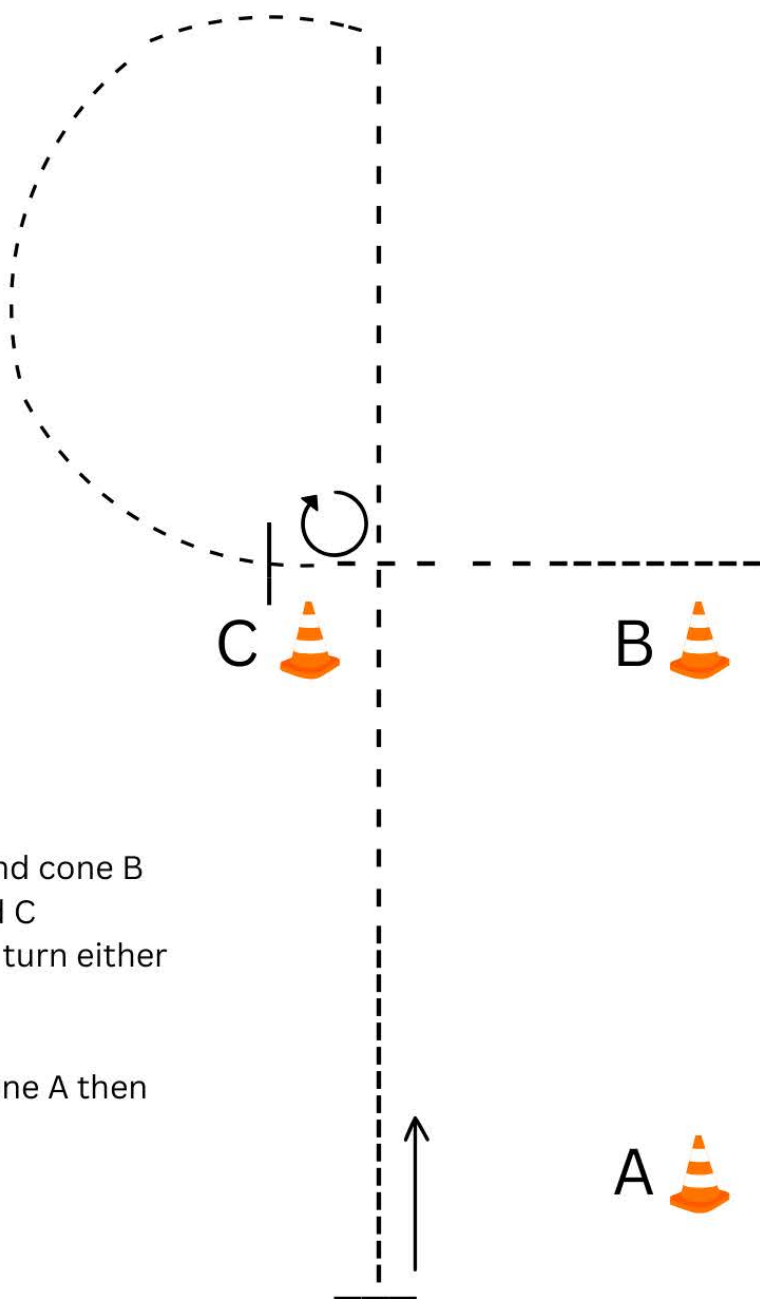
Ranch Beginner Horsemanship

Classes:

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

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

Walk/Trot



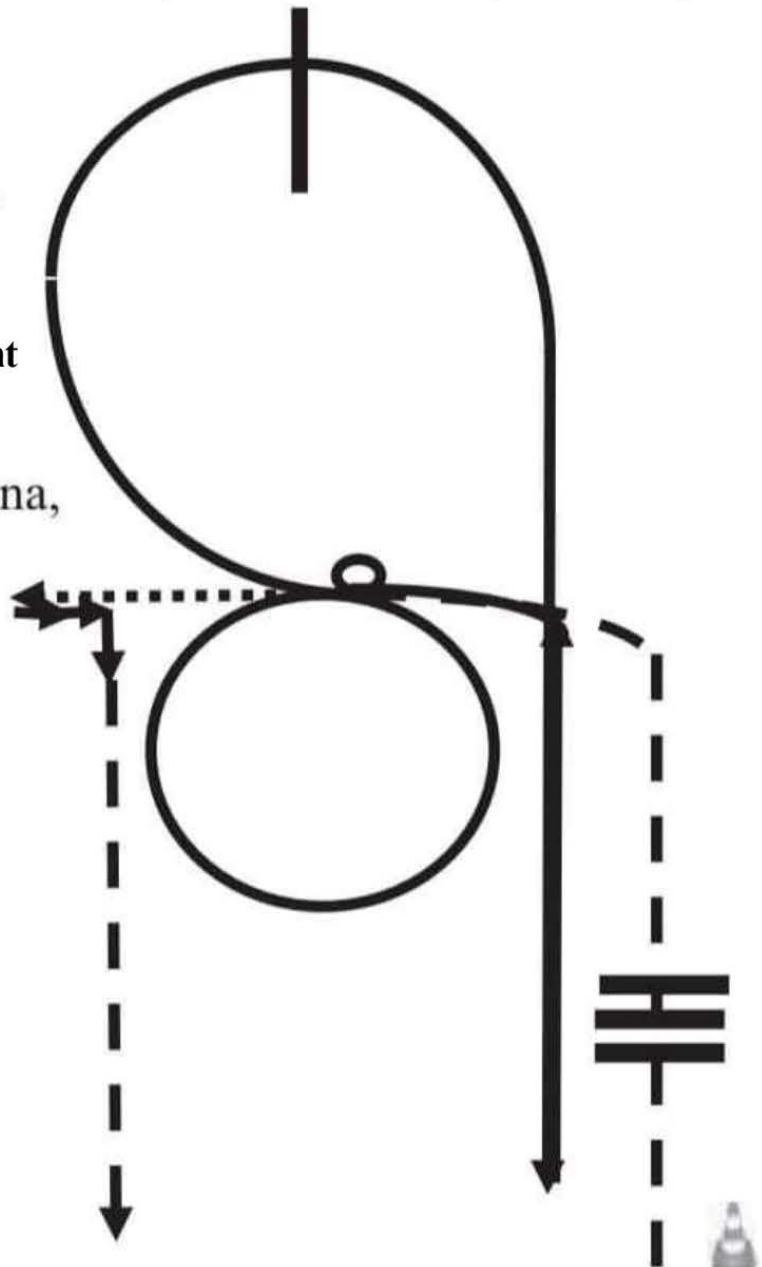
1. Start at cone A, walk to and around cone B
2. Trot halfway between cone B and C
3. Stop and complete a 360 degree turn either direction
4. Trot a half circle to the right
5. Trot passed cone C halfway to cone A then walk till even with cone A
6. Stop and back one horse length

Ranch Horsemanship

Classes:

- 17 (JR. RANCH HORSEMANSHIP (PATTERN CLASS) 4th & 5th)**
- 18 (JR HIGH RANCH HORSEMANSHIP (PATTERN CLASS) 6th-8th)**
- 19 (SR. RANCH HORSEMANSHIP (PATTERN CLASS) 9th-12th)**

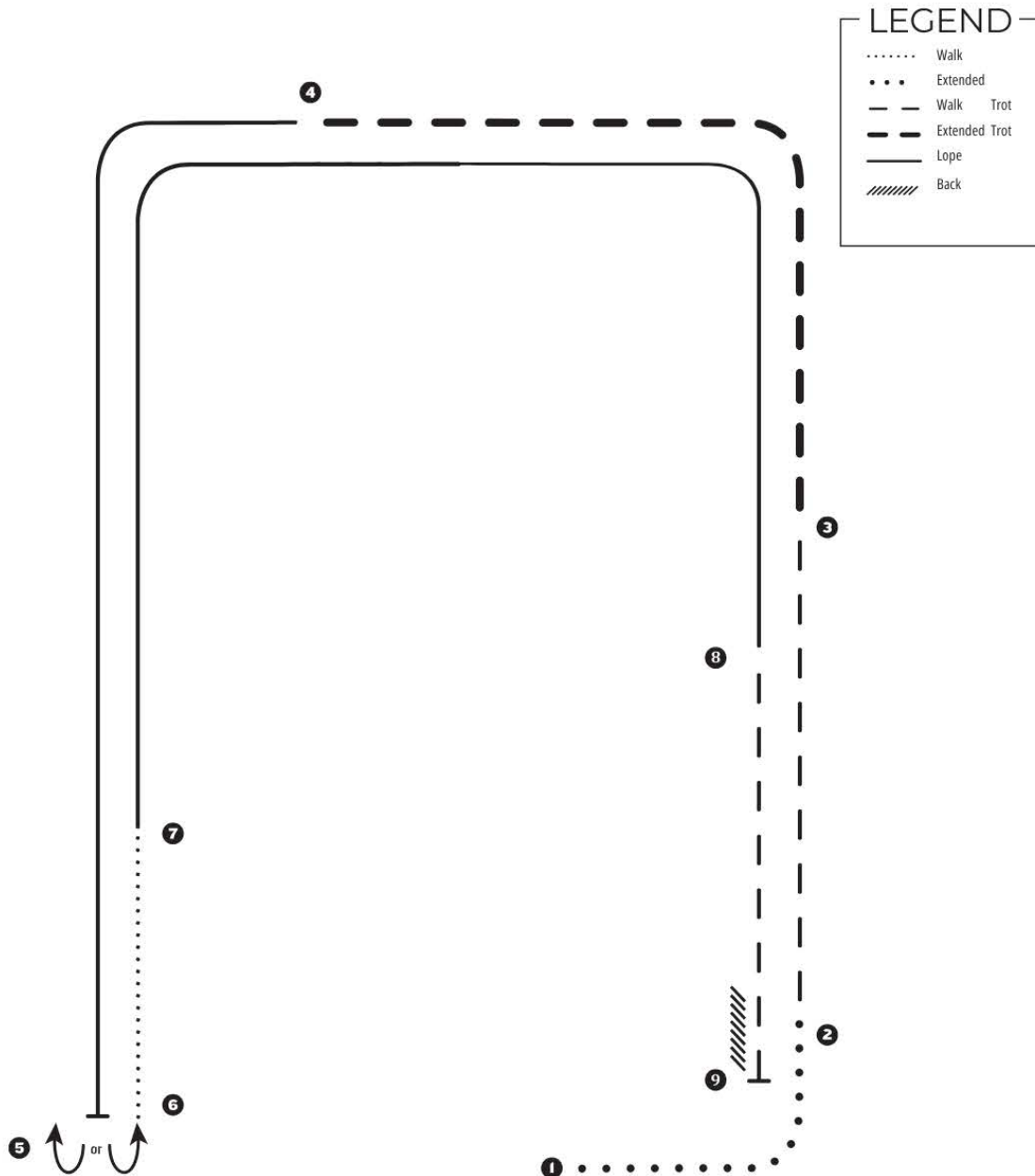
1. Start at cone, trot over poles to the center of arena and stop.
2. Turn 360 Degrees to the right
3. Right lead lope over pole and run-down arena, stop, roll back to left.
4. Left lead lope small slow.
5. In middle transition to a walk, walk 10 to 15 feet.
6. Stop; back 8-10 feet, 90° turn to left; and trot out of arena.



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.

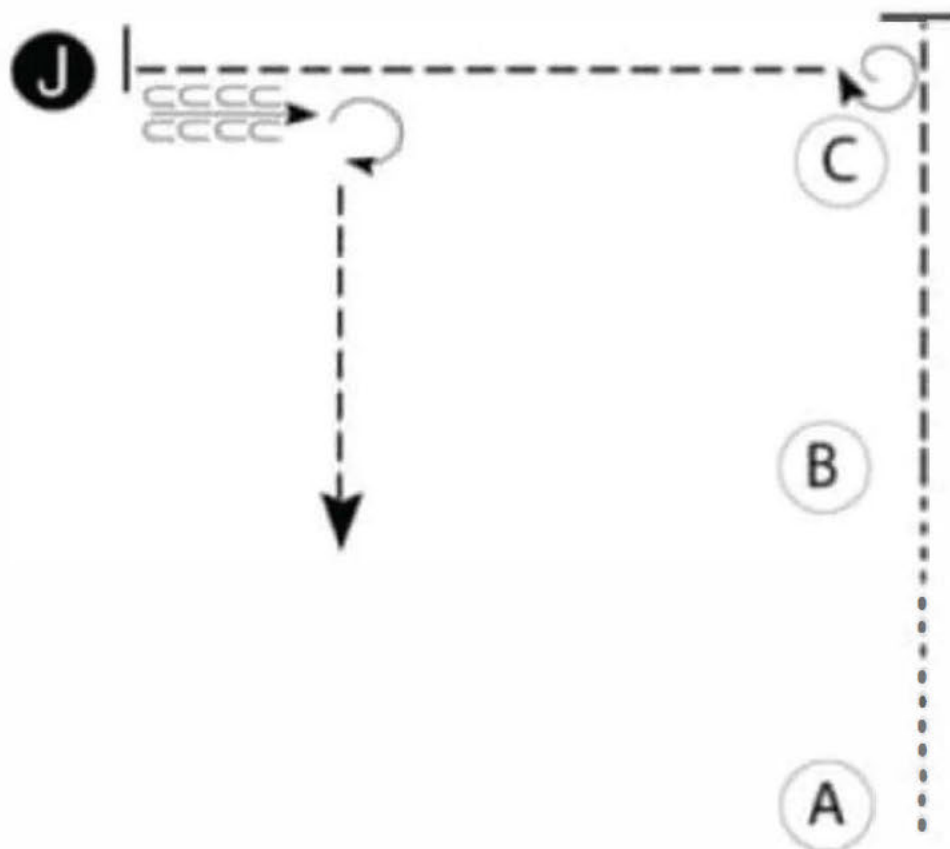
- 1.Extended Walk from 1 to 2 - 75 feet
- 2.Trot from 2 to 3 - 120 feet
- 3.Extended Trot from 3 to 4 - 240 feet
- 4.Lope from 4 to 5 - 150 feet
- 5.Stop at 5; reverse (either direction)
- 6.Walk from 6 to 7 - 30 feet
- 7.Lope from 7 to 8 - 350 feet
- 8.Trot from 8 to 9 - 90 feet
- 9.Stop and Back at 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))
- 62 (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.

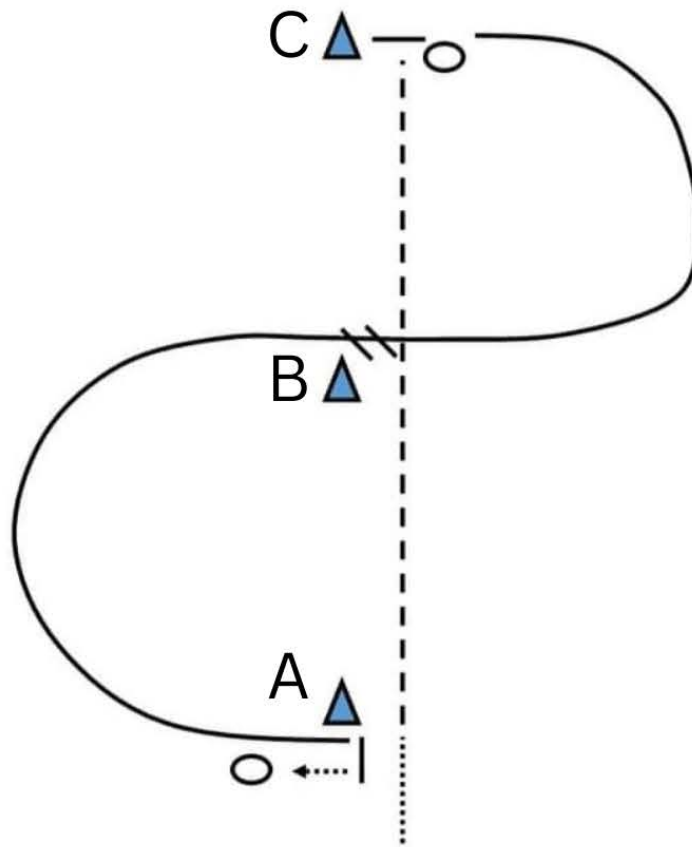
Follow the instructions of your ring steward.

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

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

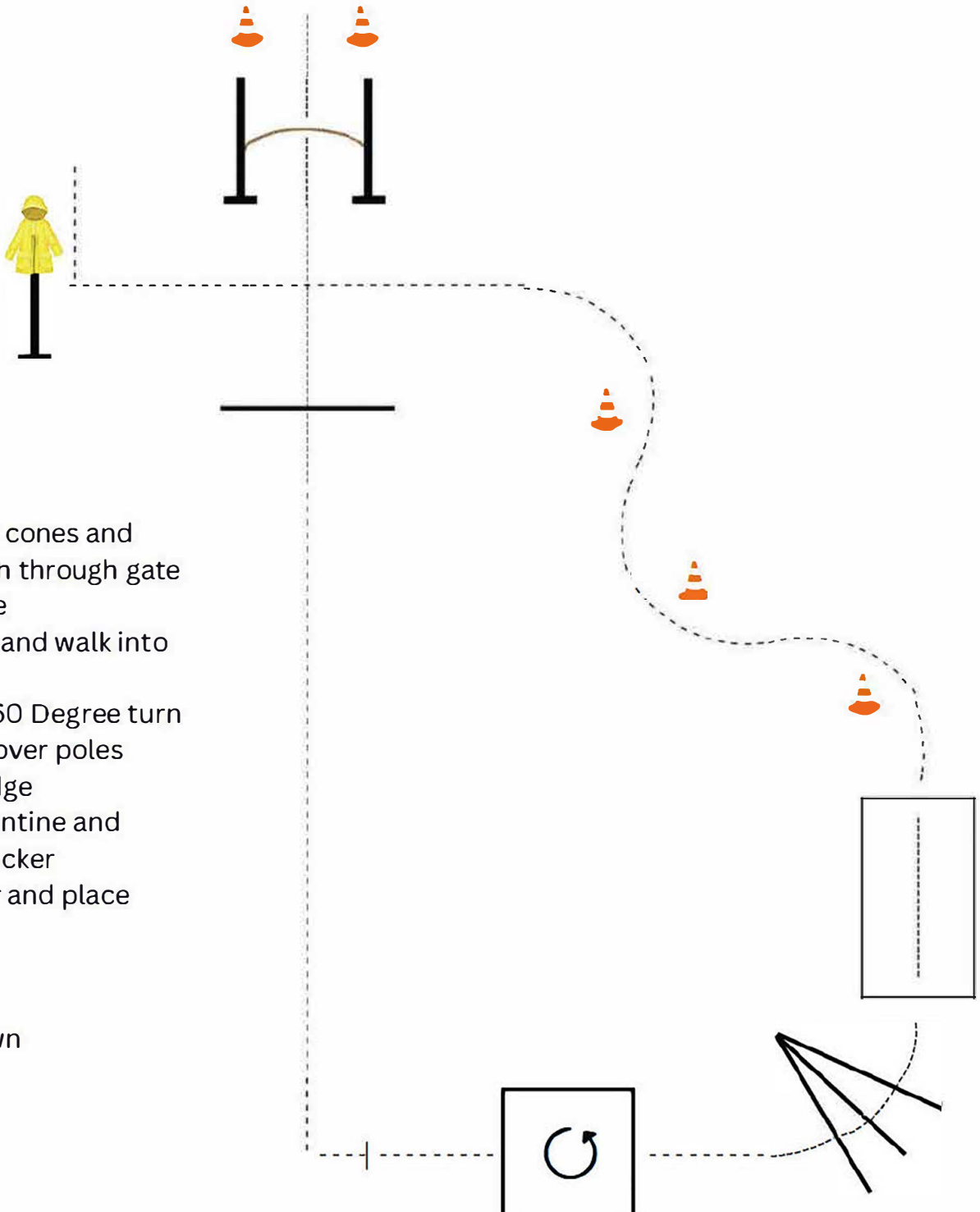
Classes:

22, 23, 24, 47, 48, 49, 50, 86, 87, 88, 110, 111

Beginner Trail - WALK ONLY

Classes:

20, 21, 45, 46, 84, 85

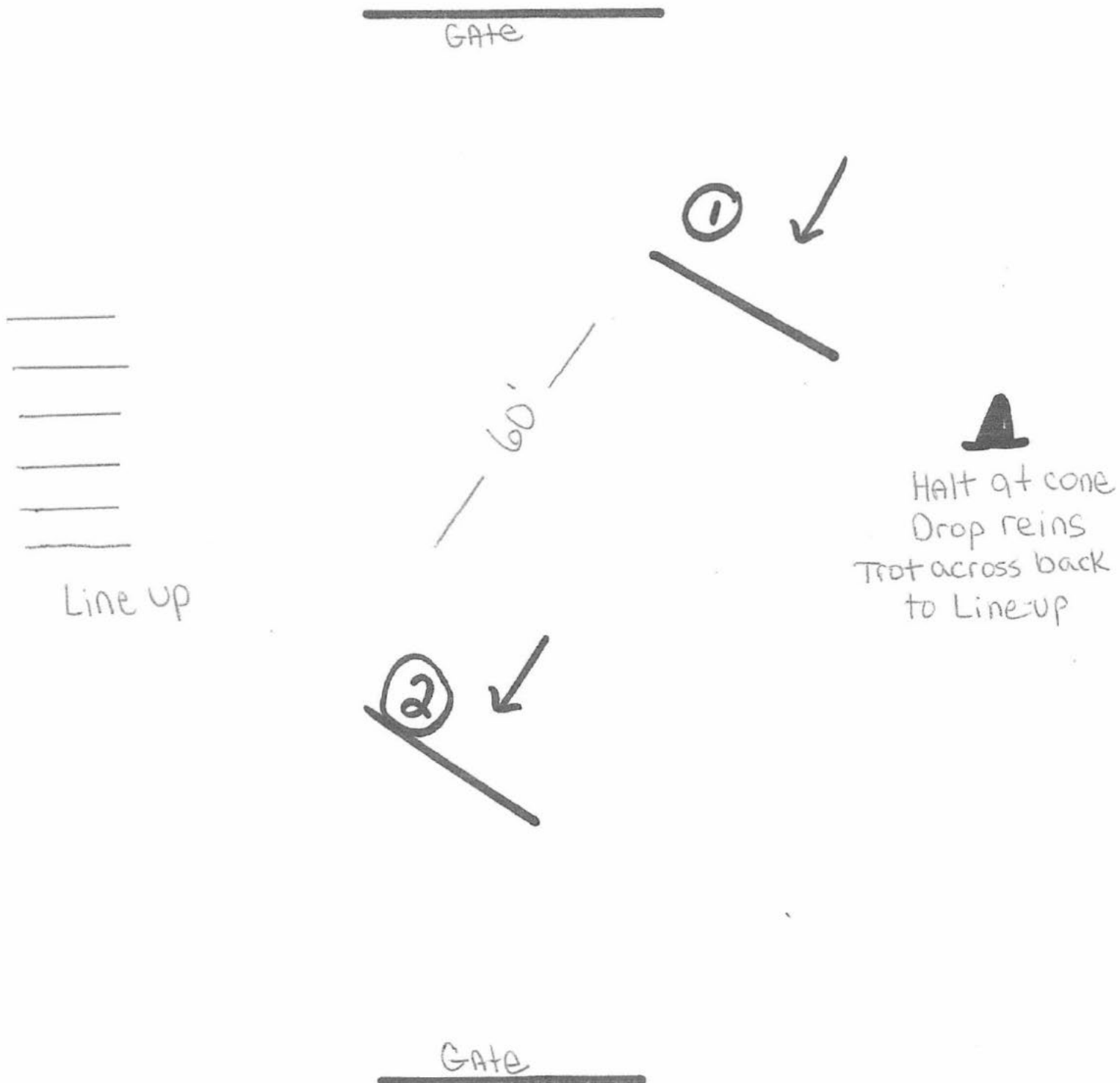


1. Walk between cones and complete push through gate
2. Walk over pole
3. Jog/gait, stop and walk into box
4. Complete a 360 Degree turn
5. Walk out and over poles
6. Walk over bridge
7. Jog/gait serpentine and continue to slicker
8. Pick up slicker and place back
9. Walk out

Complete as drawn

Class # - 112,113,114,115,120,121,126,127,
131,134,137,140,143,146

All Hunter Hacks



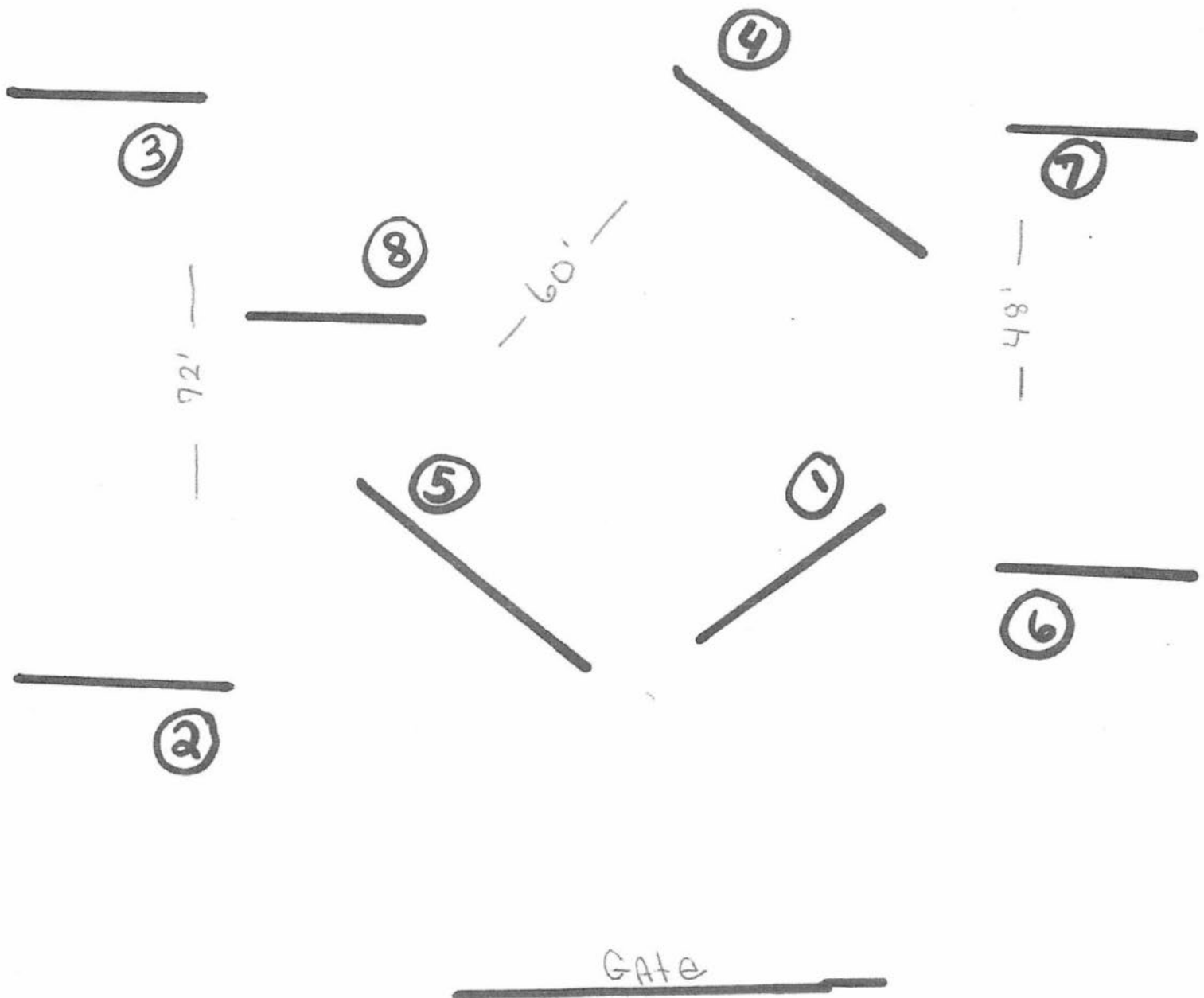
All Working Hunter

Classes #

Gate



116, 117, 123, 128, 129, 133, 136, 139, 142, 145, 148

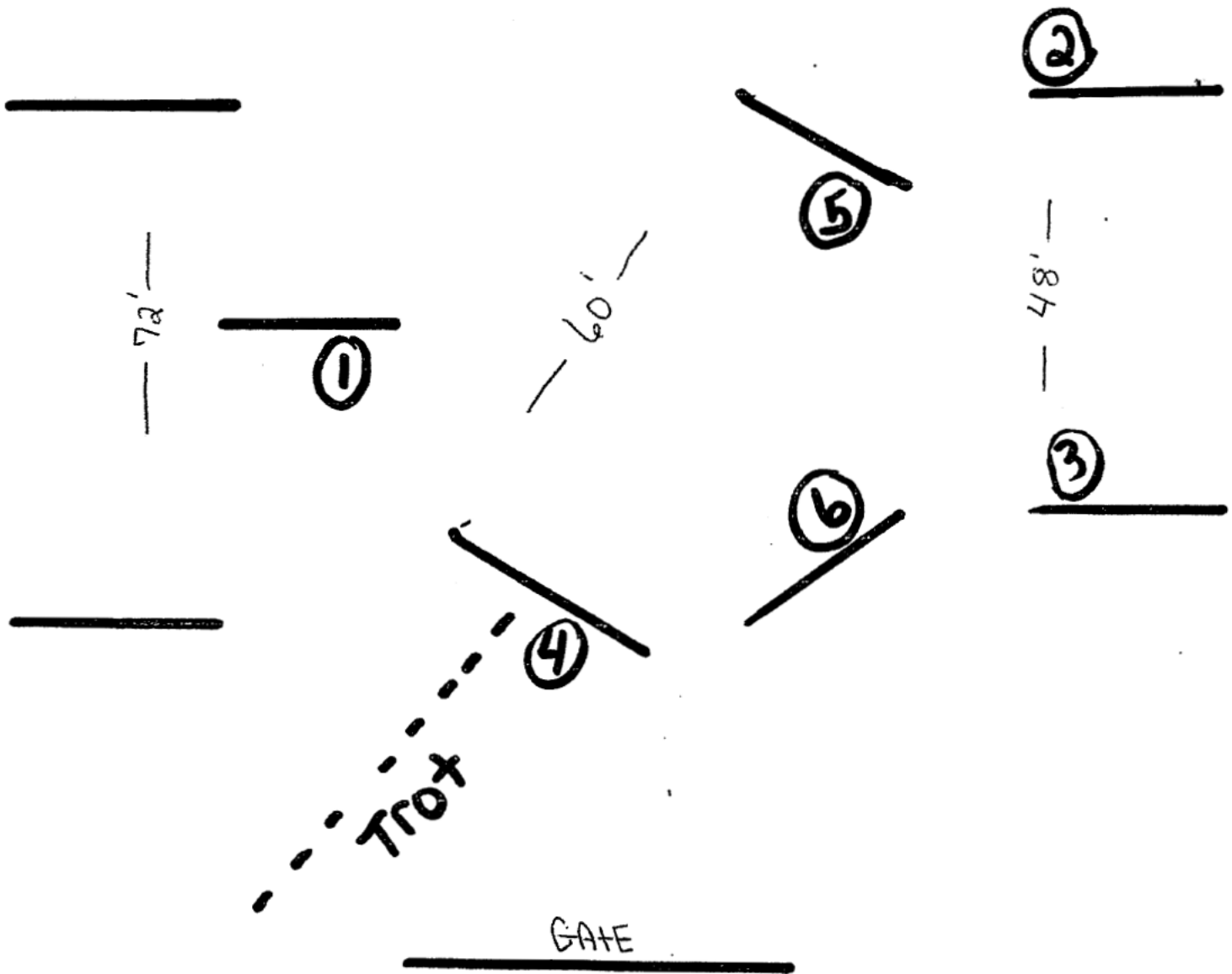


All Equitation Over Fences

Gate

Classes #

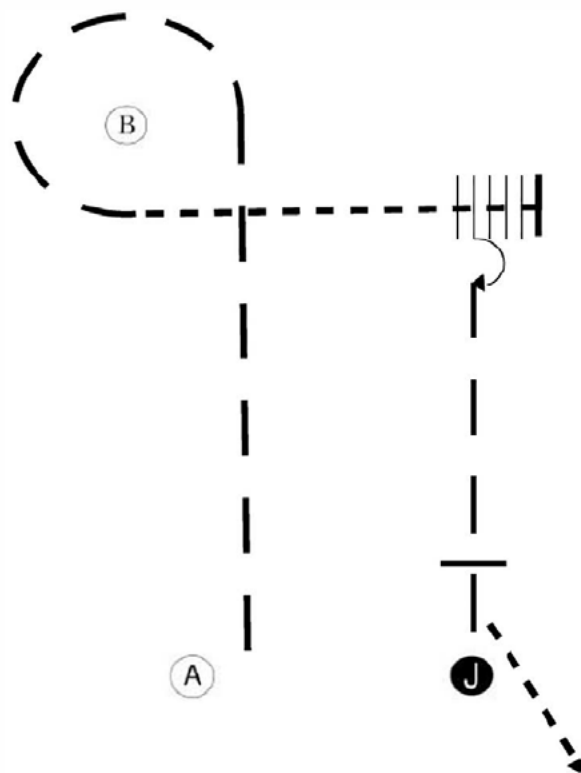
118, 119, 124, 130, 132, 135, 138, 141, 144, 147



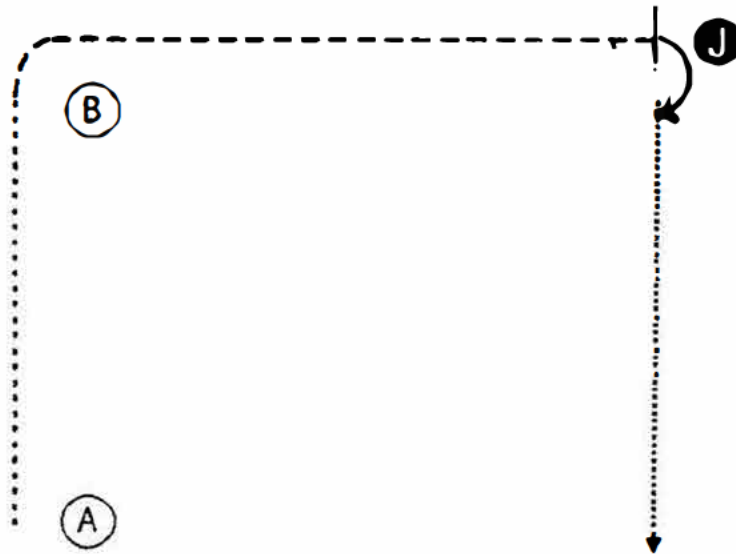
Class 89- Senior Gaited Showmanship- grades 9th-12th

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 90 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.

Walk - - - - -
Gait - - - - -
Back ← 2222
Marker (B)
Judge (J)

Class 91

Gaited Showmanship Grades 4th-5th



SHOWMANSHIP

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



Entry Gate