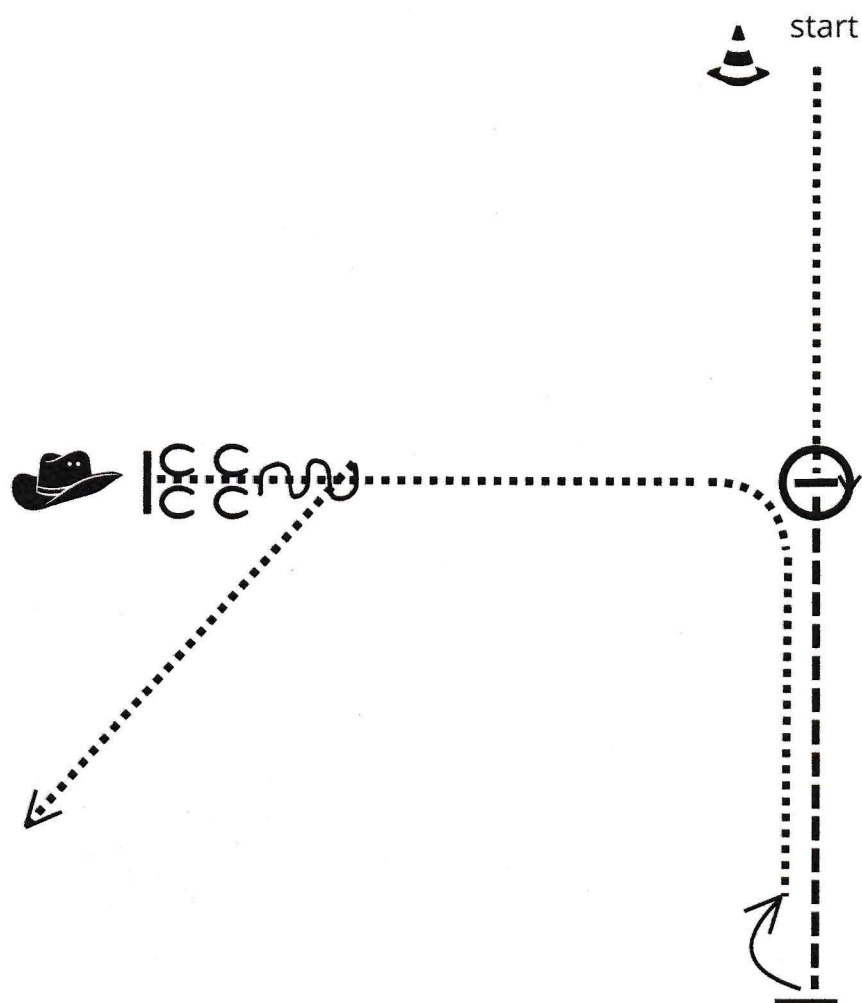


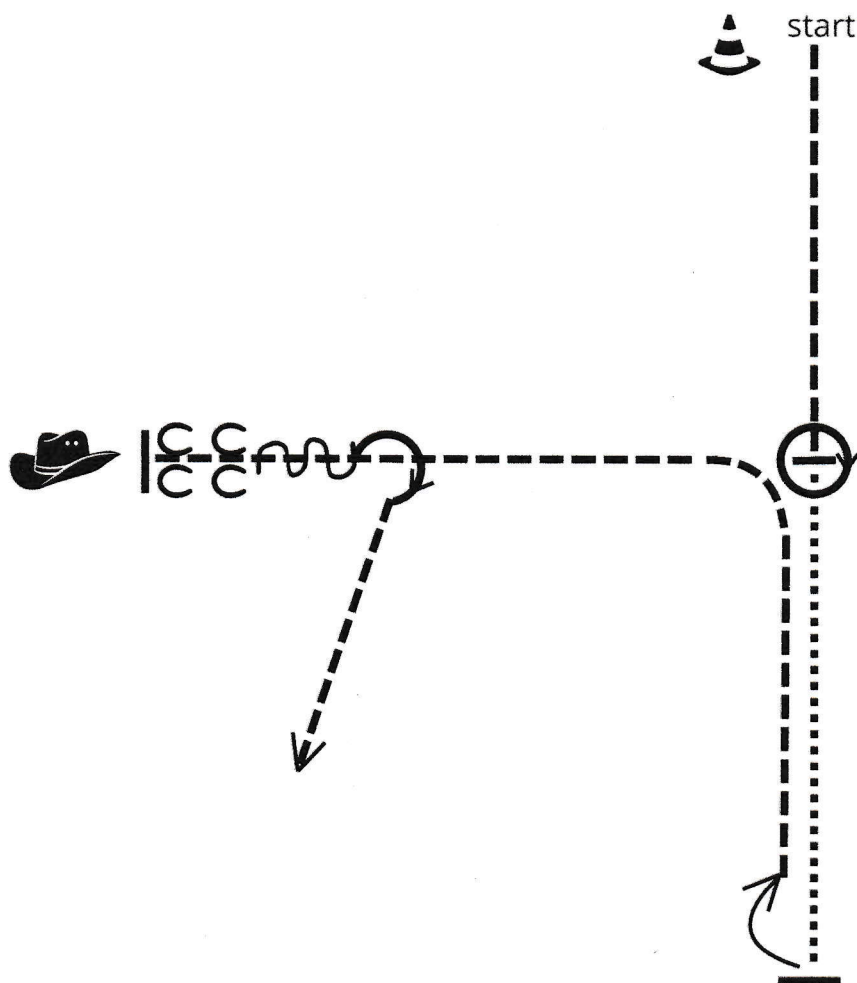
Showmanship - Amateur & Youth



- Walk
- Jog
- ~~~~~ Back-up

1. walk
2. stop & turn 360*
3. jog , stop & turn 180*
4. walk to center and corner - stop
5. Set up for Inspection
6. After Inspection: Back-up one horse length
7. Walk out to line up

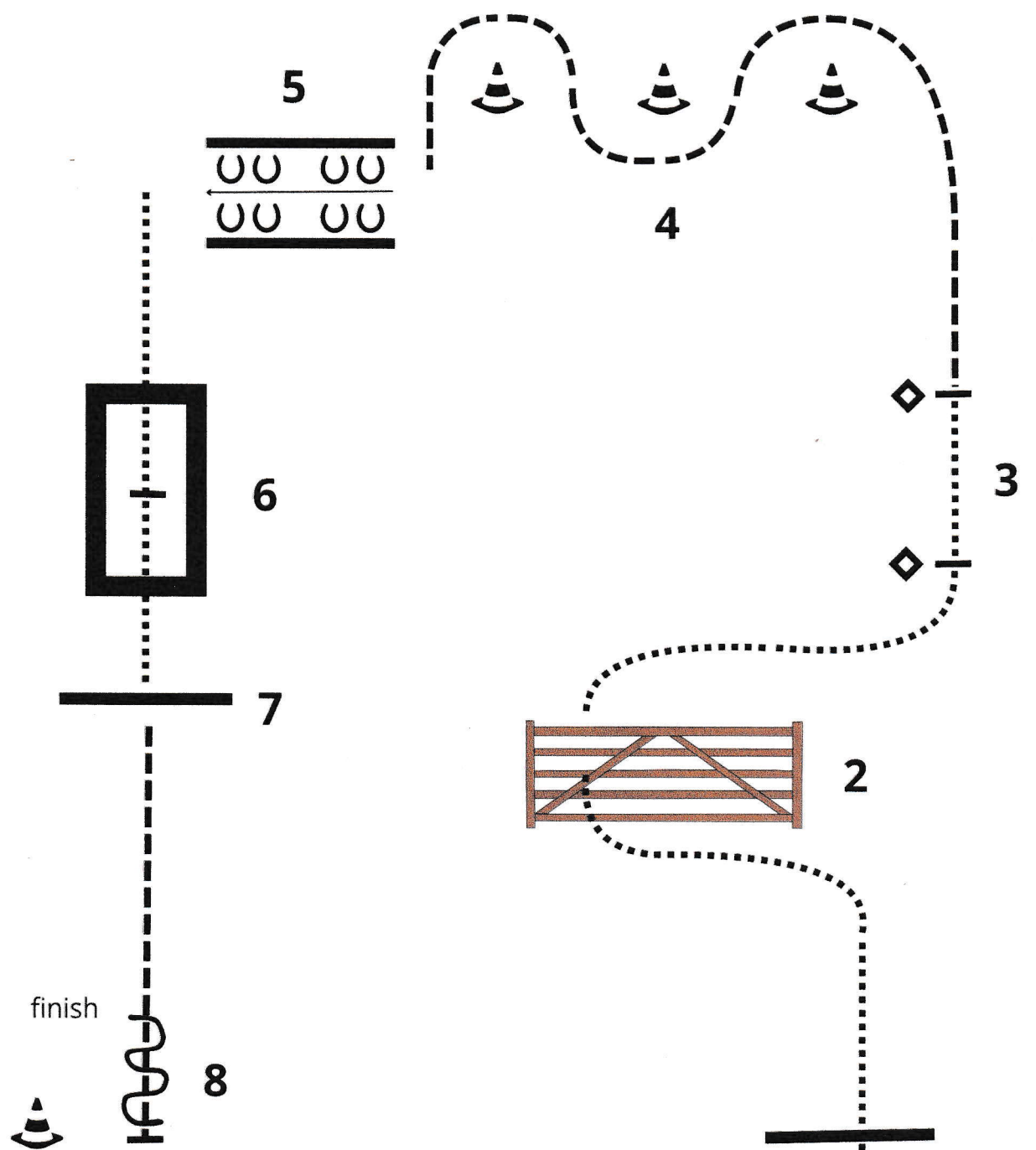
Showmanship - Open



1. jog
2. stop & turn 360*
3. walk & stop & turn 180*
4. jog to center and corner - stop
5. Set up for Inspection
6. After Inspection: Back-up one horse length
7. Turn 270* and jog out/to line-up

..... Walk
----- Jog
~~~~~ Back-up

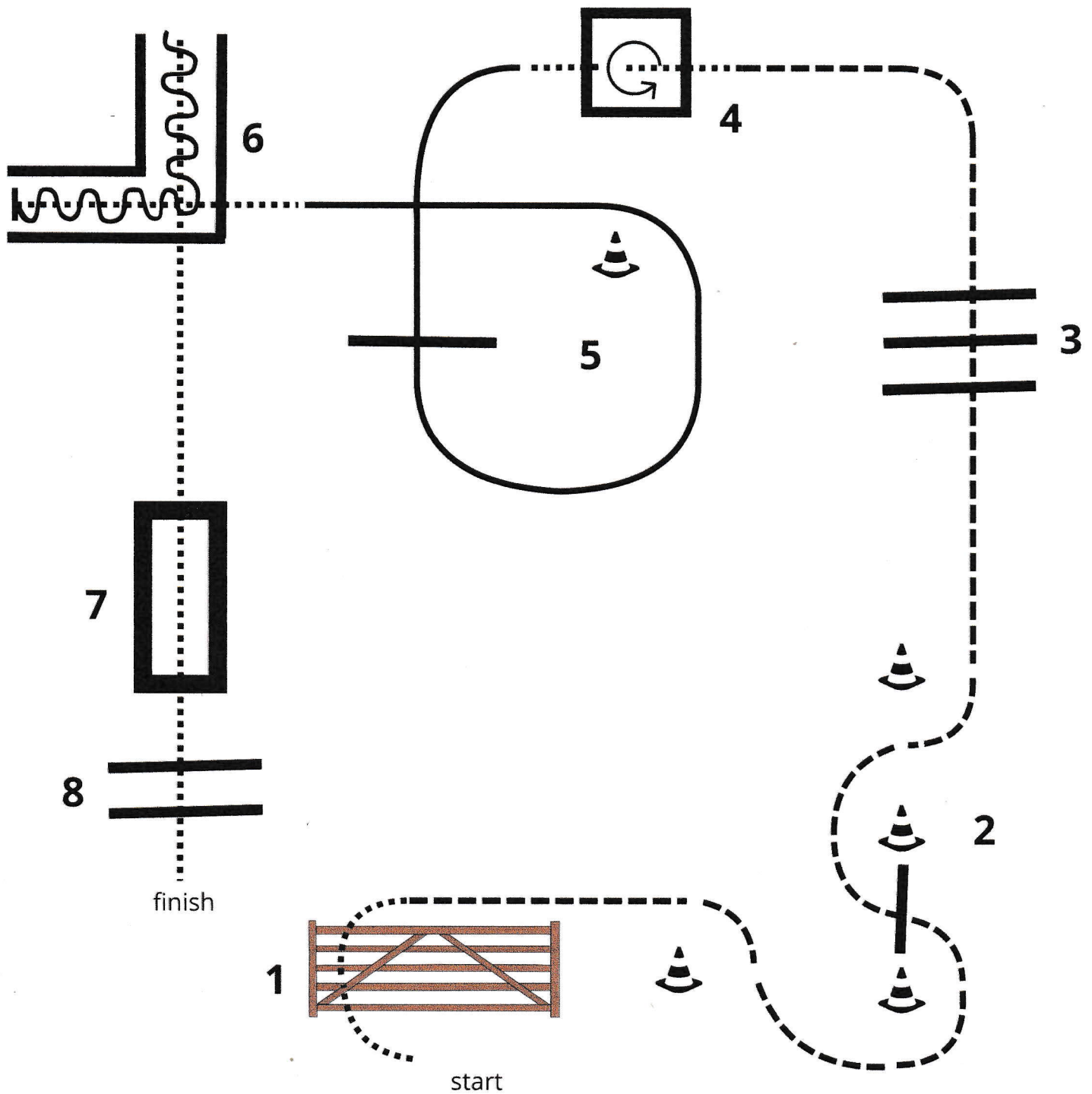
# Trail - In Hand



1. walk over logs
2. gate
3. pick-up & drop-off article
4. jog serpentine
5. side-pass >R
6. walk onto bridge, halfway stand still 3 seconds and continue to walk
7. walk over log
8. jog, stop at marker & back-up one horse length

- ..... Walk
- Jog
- ===== Extended Jog
- ===== Lope
- ~~~~~ Back-up

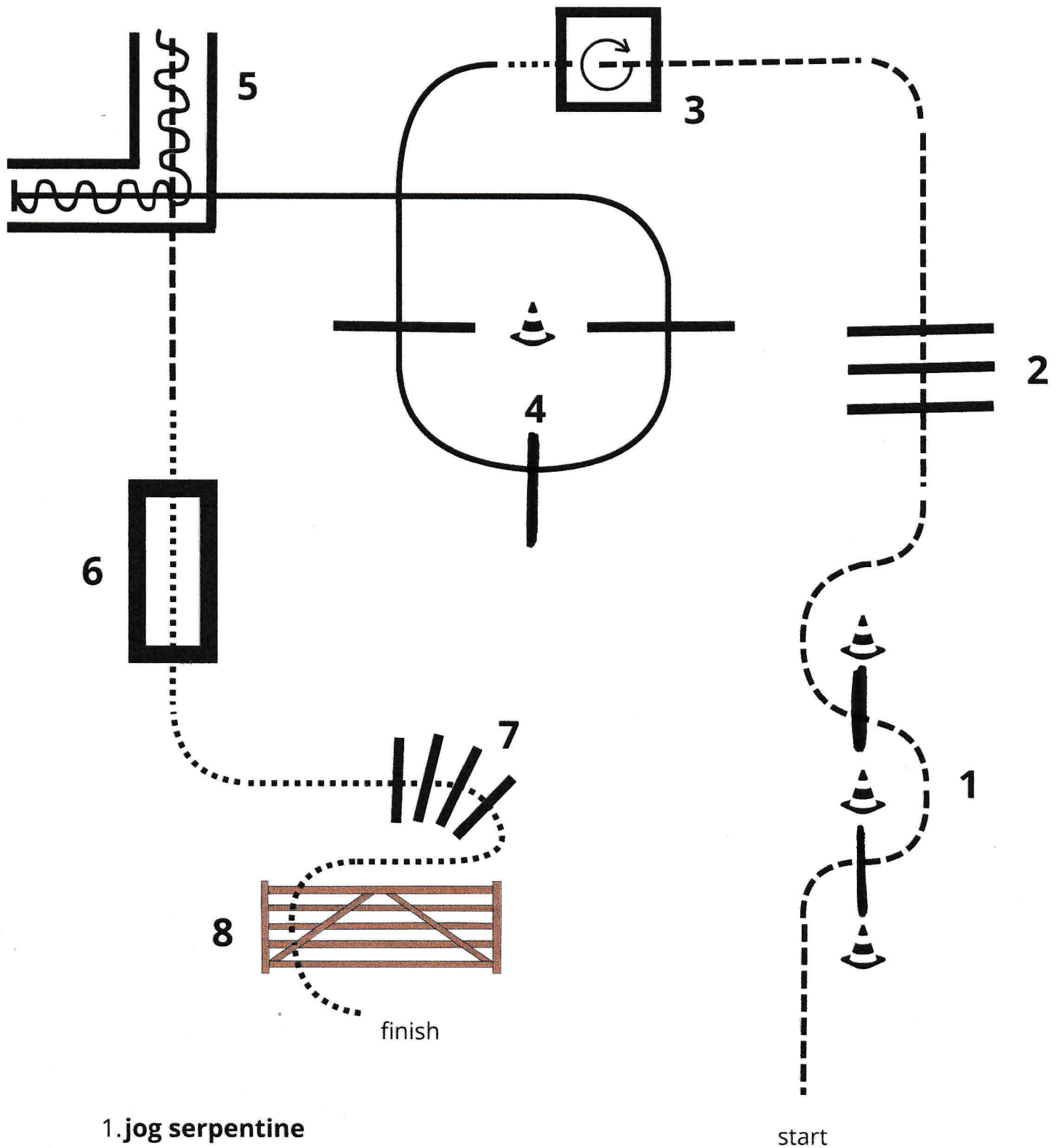
# Trail - Amateur & Youth



1. push gate right hand
2. jog serpentine over log
3. jog over logs
4. walk into box, 360\* left
5. lope L lead over log
6. walk into chute & back-up L
7. walk over bridge
8. walk over logs

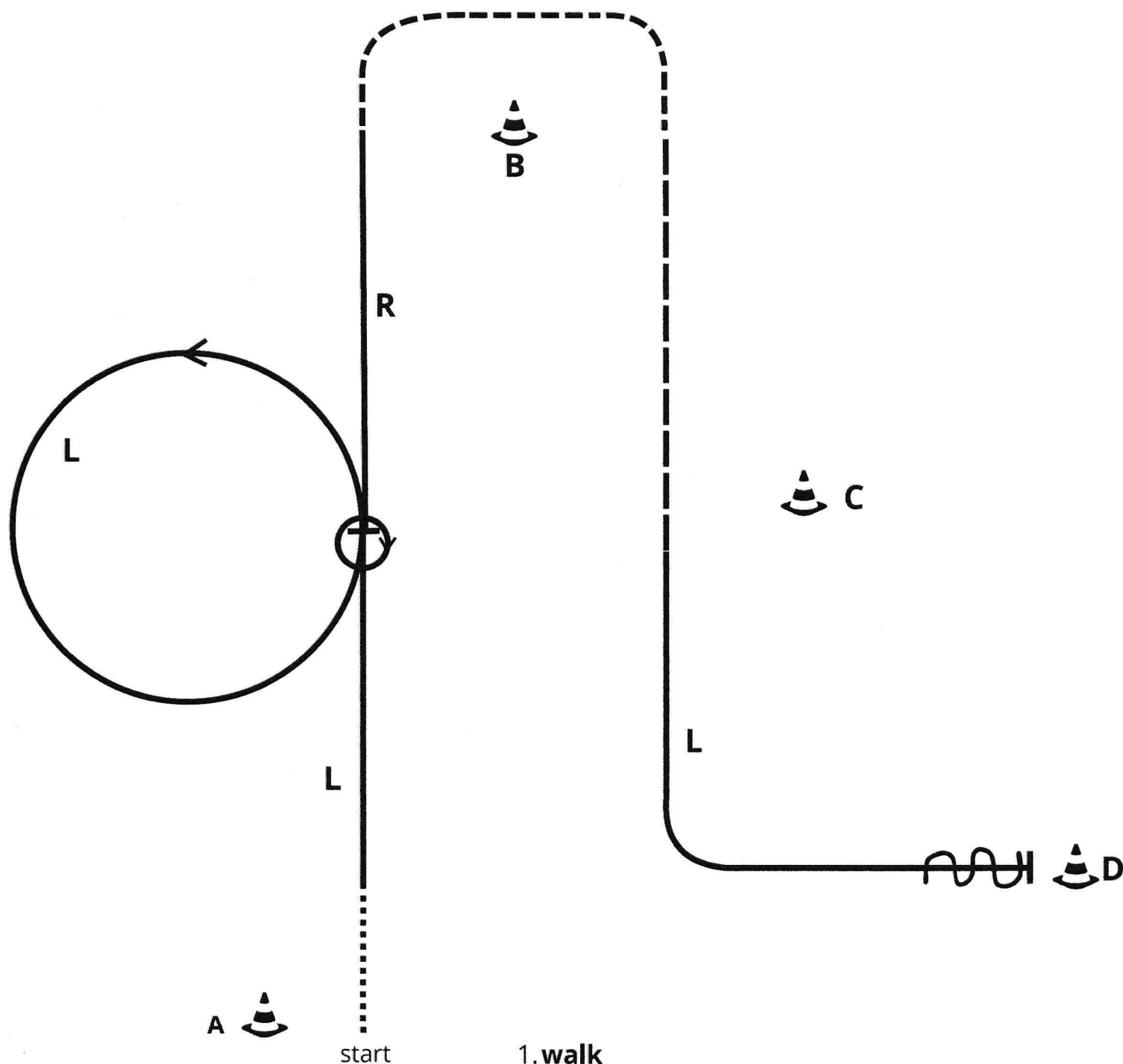
- ..... Walk
- Jog
- Extended Jog
- Lope
- ~~~~~ Back-up

# Trail - Open



1. jog serpentine
2. jog over logs and into box
3. box 360° > R walk out
4. lope L over logs and into chute
5. back-up L & jog out
6. walk over bridge
7. walk over logs
8. gate

# Horsemanship - Amateur & Youth

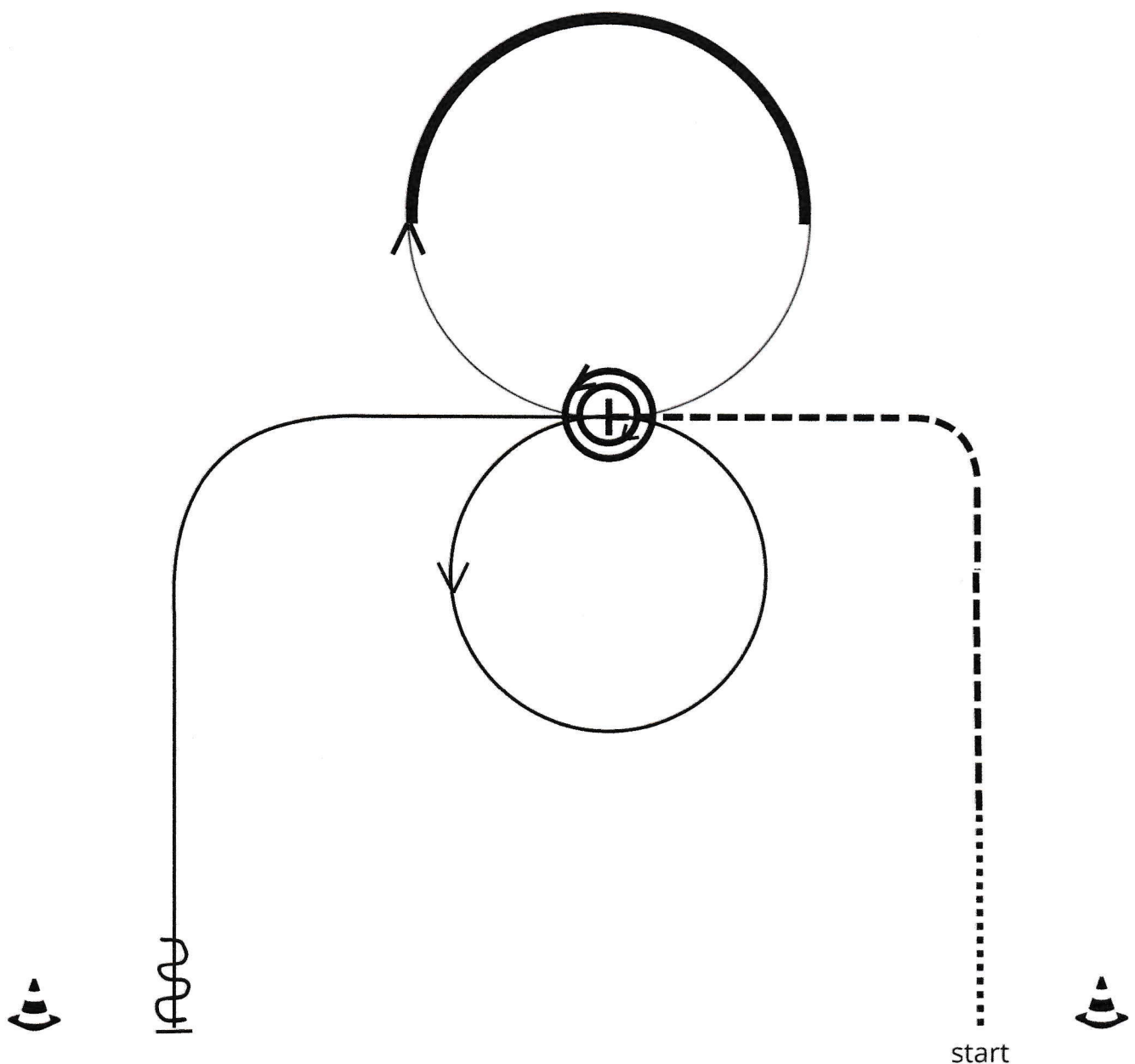


- ..... Walk
- Jog
- ===== Extended Jogt
- ===== Lope
- ~~~~~ Back-up

1. walk
2. Pick up left lead lope
3. Lope circle to left; when closing circle stop
4. 360\* turn >Right
5. Lope right lead
6. at cone B break to jog
7. extend jog after second corner at cone B
8. at cone C lope left lead; turn corner >cone D
9. Stop and back-up one horse length



# Horsemanship - Open



- ..... Walk
- Jog
- Extended Jog
- Lope
- Extended Lope
- ~~~~~ Back-up

1. walk two horselengths
2. jog & stop at center
3. turn 360° >Left & turn 360° >Right
4. Lope Right lead; extend lope after ¼ circle for half circle > back to regular lope
5. change lead- simple or flying
6. lope left circle and turn corner to straight line
7. stop and back-up one horselength

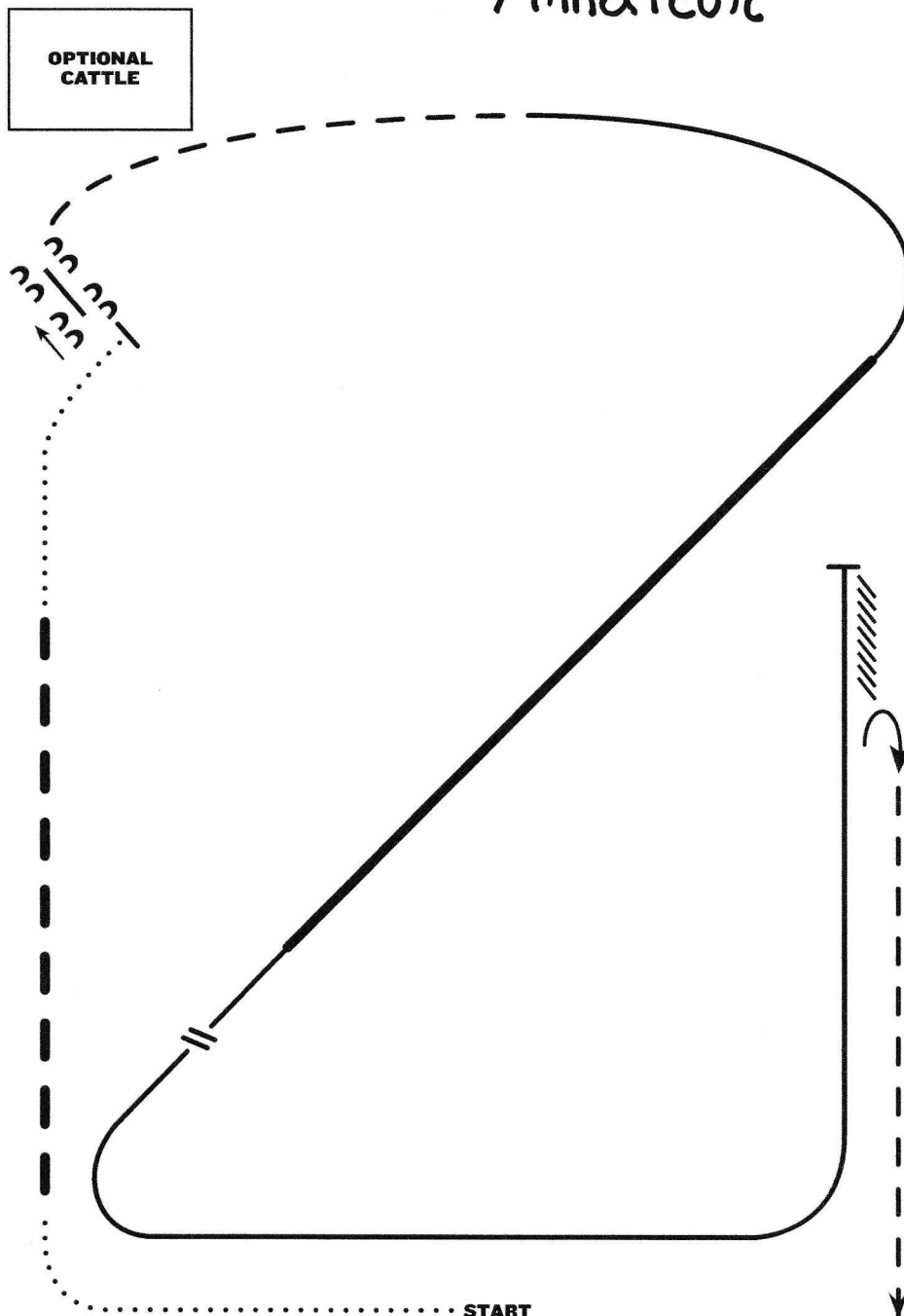
# Show 9/8

## RANCH RIDING - PATTERN 10

Youth &  
Amateur

### LEGEND

|       |               |
|-------|---------------|
| ..... | Walk          |
| ...   | Extended Walk |
| - - - | Trot          |
| - - - | Extended Trot |
| — — — | Lope          |
| — — — | Extended Lope |
| ////  | Back          |
| //    | Lead Change   |



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

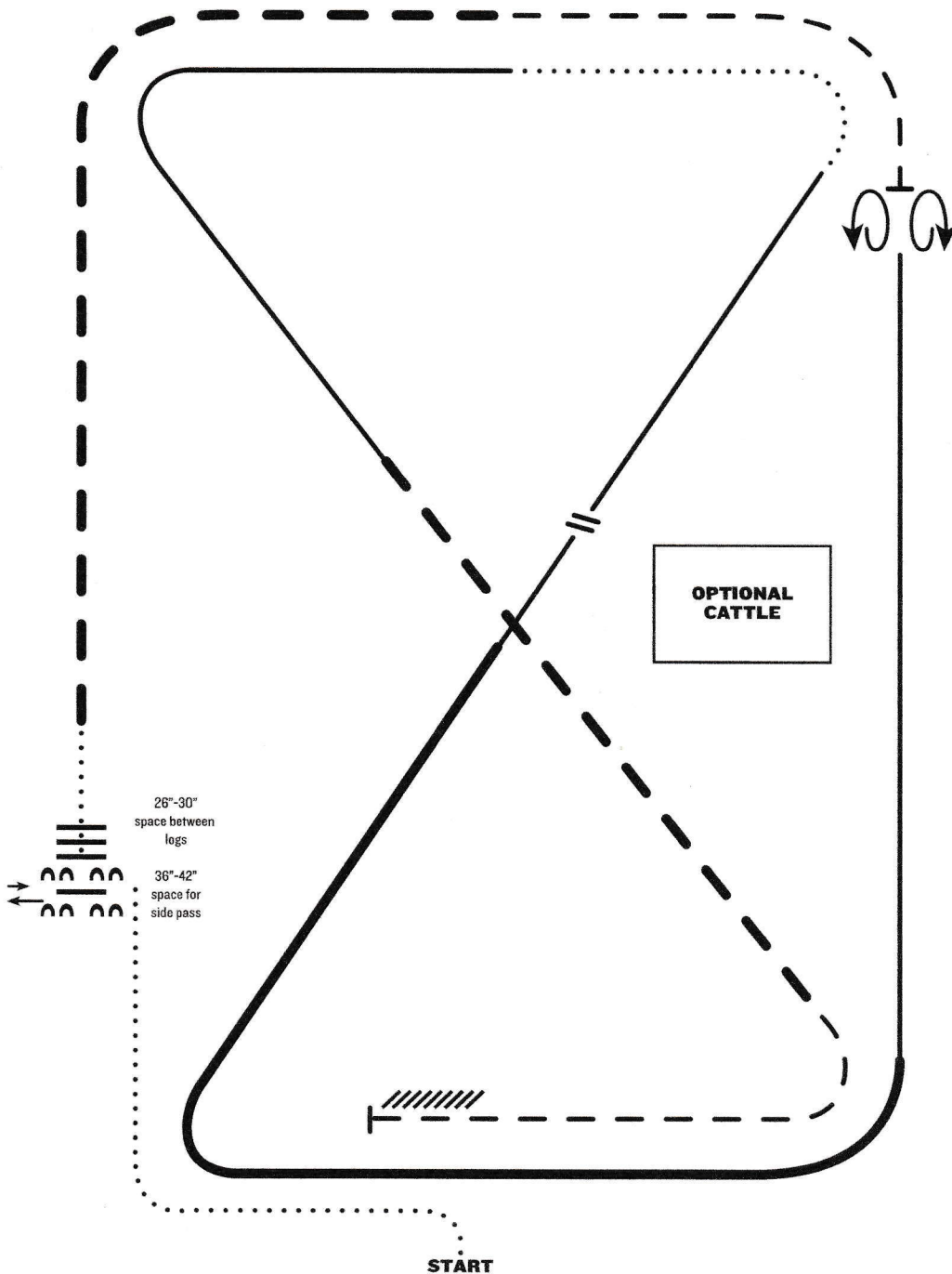
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



# RANCH RIDING - PATTERN 8 OPEN

## LEGEND

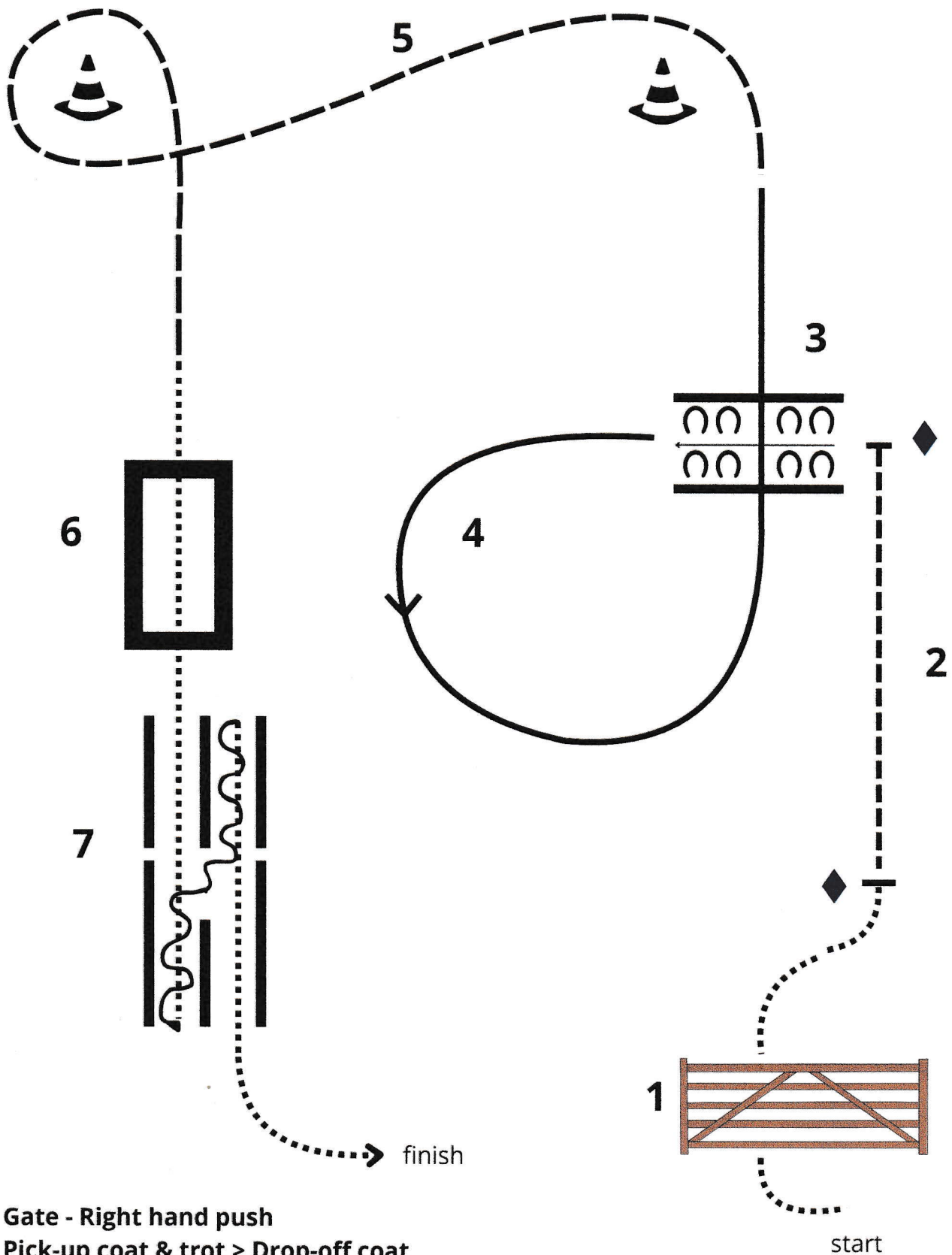
|       |               |
|-------|---------------|
| ..... | Walk          |
| ...   | Extended Walk |
| - - - | Trot          |
| - - - | Extended Trot |
| —     | Lope          |
| —     | Extended Lope |
| ////  | Back          |
| //    | Lead Change   |



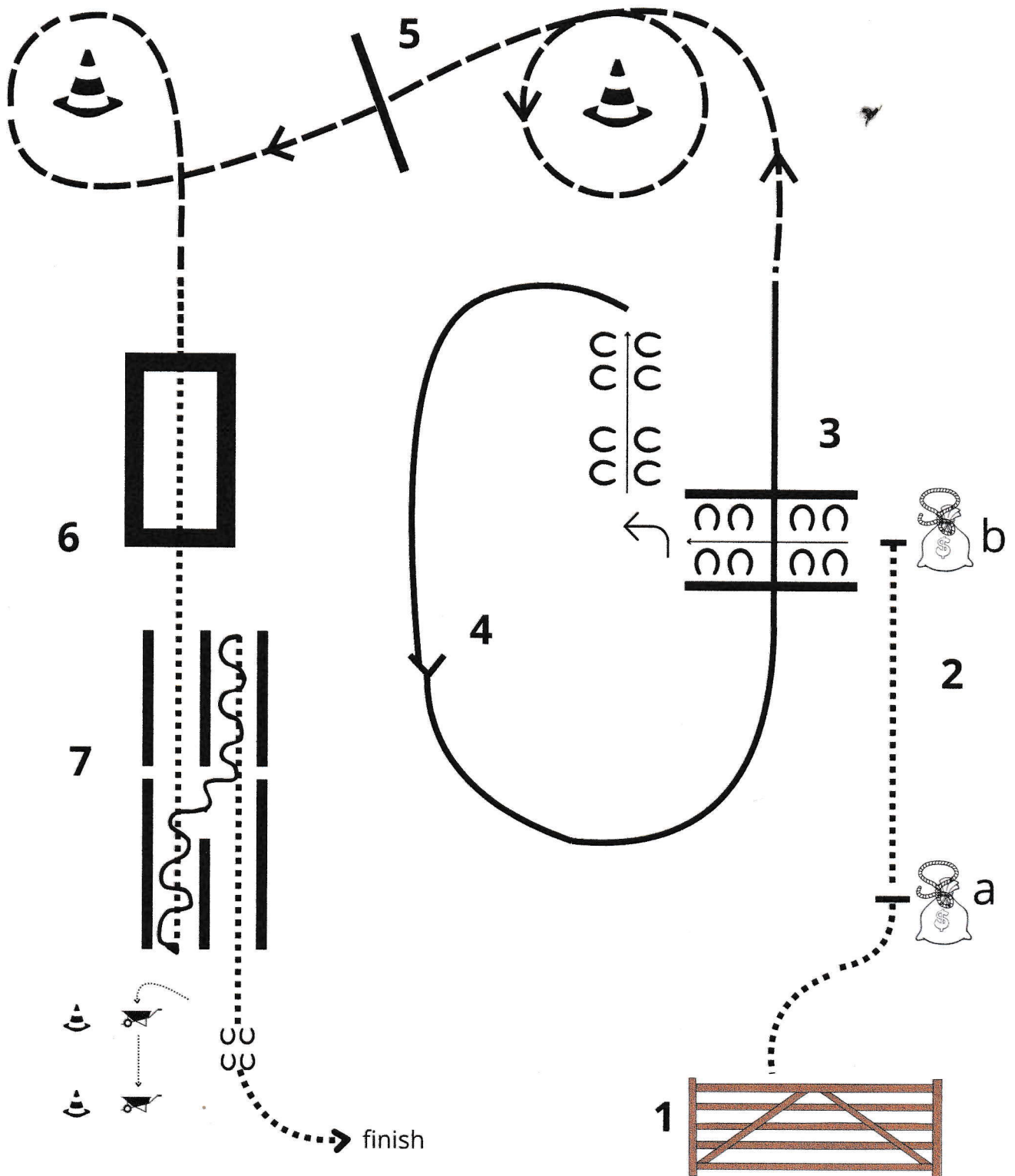
1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.

# Ranch Trail - Amateur & Youth



# Ranch Trail - Open

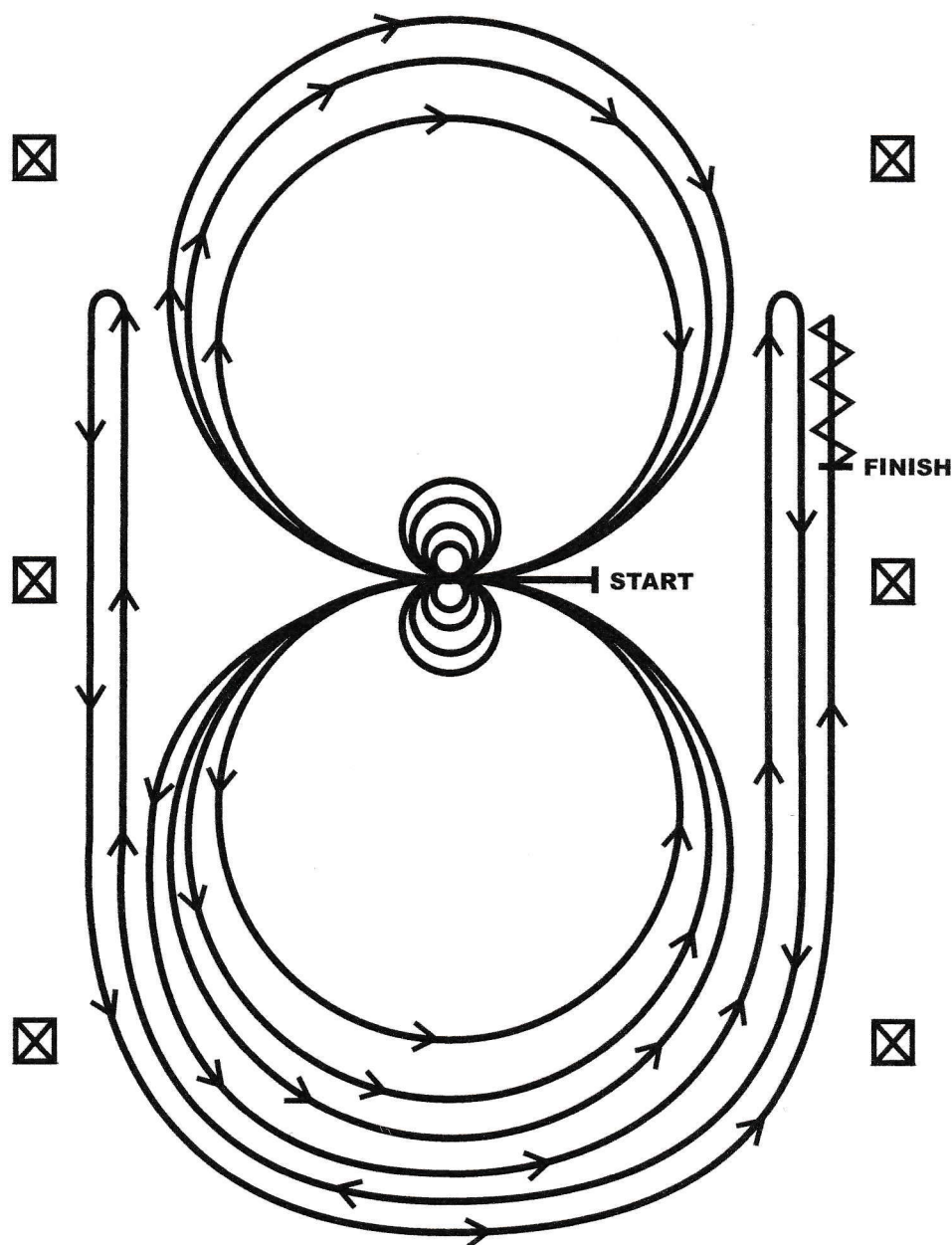


1. Gate
2. Pick up drag at b & drag at walk to a
3. Side-pass left , turn 90° L & side-pass right
4. Lope L> and over 2 logs
5. extended trot circle & serpentine over log,
6. walk over bridge
7. walk into chute and back-up between logs & walk out to ground-tie
8. ground-tie horse, move wheelbarrow and lead horse out by foot

- ..... Walk
- Trot
- Extended Trot
- Lope
- ~~~~~ Back-up

## REINING PATTERN 6

## Youth & Amateur



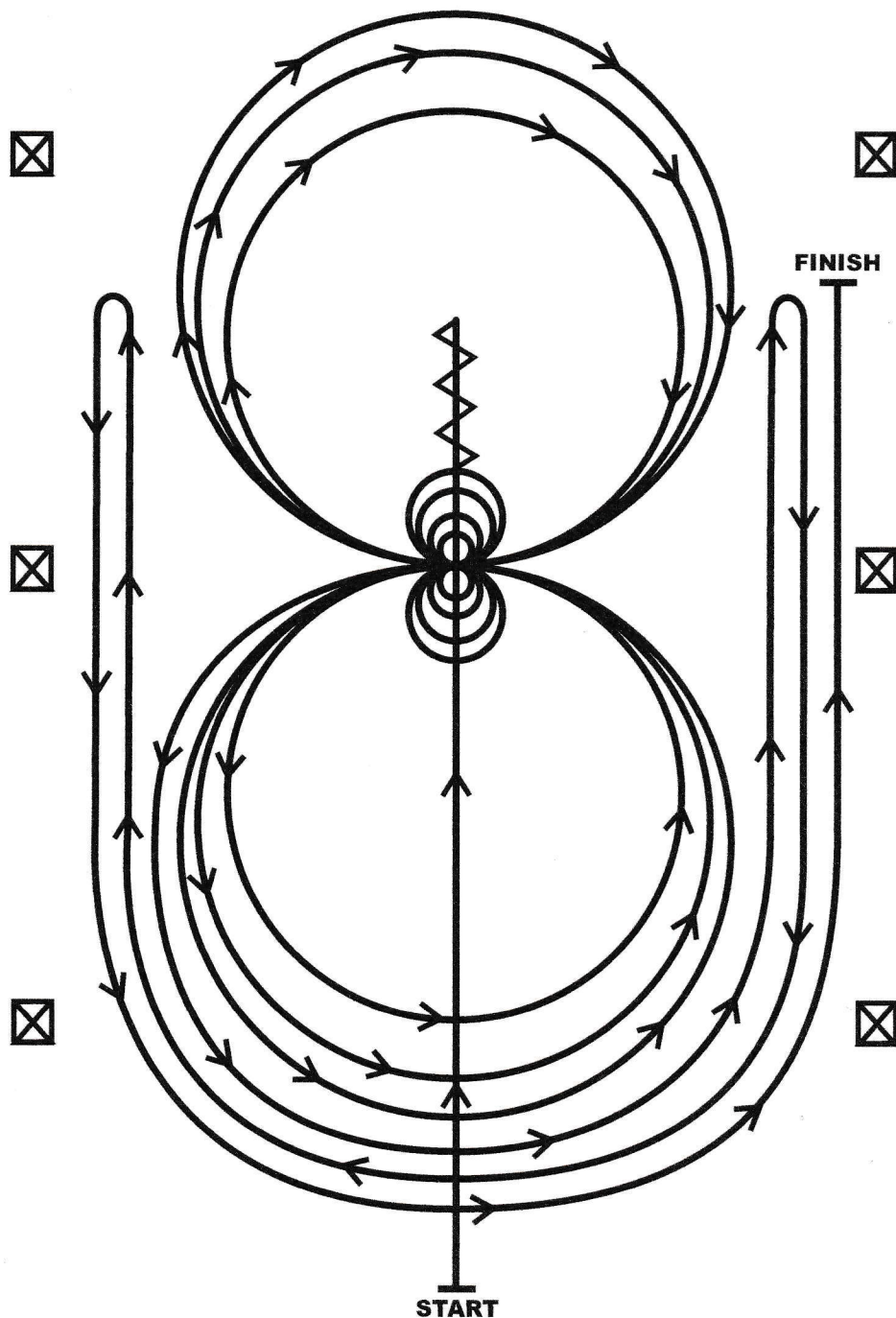
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.



# REINING PATTERN 9

# OPEN



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.