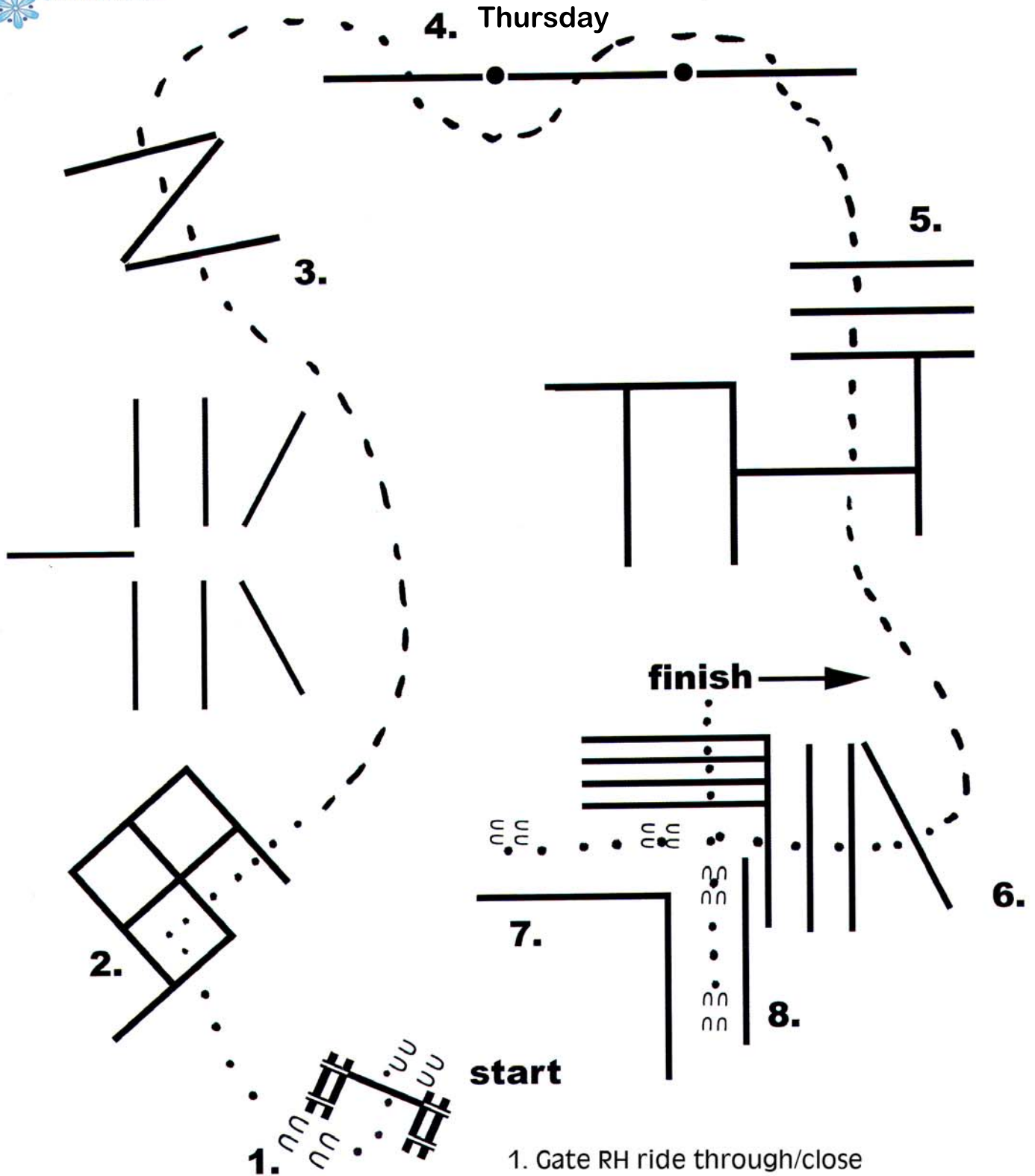


Trail

All Walk Trot

4. Thursday

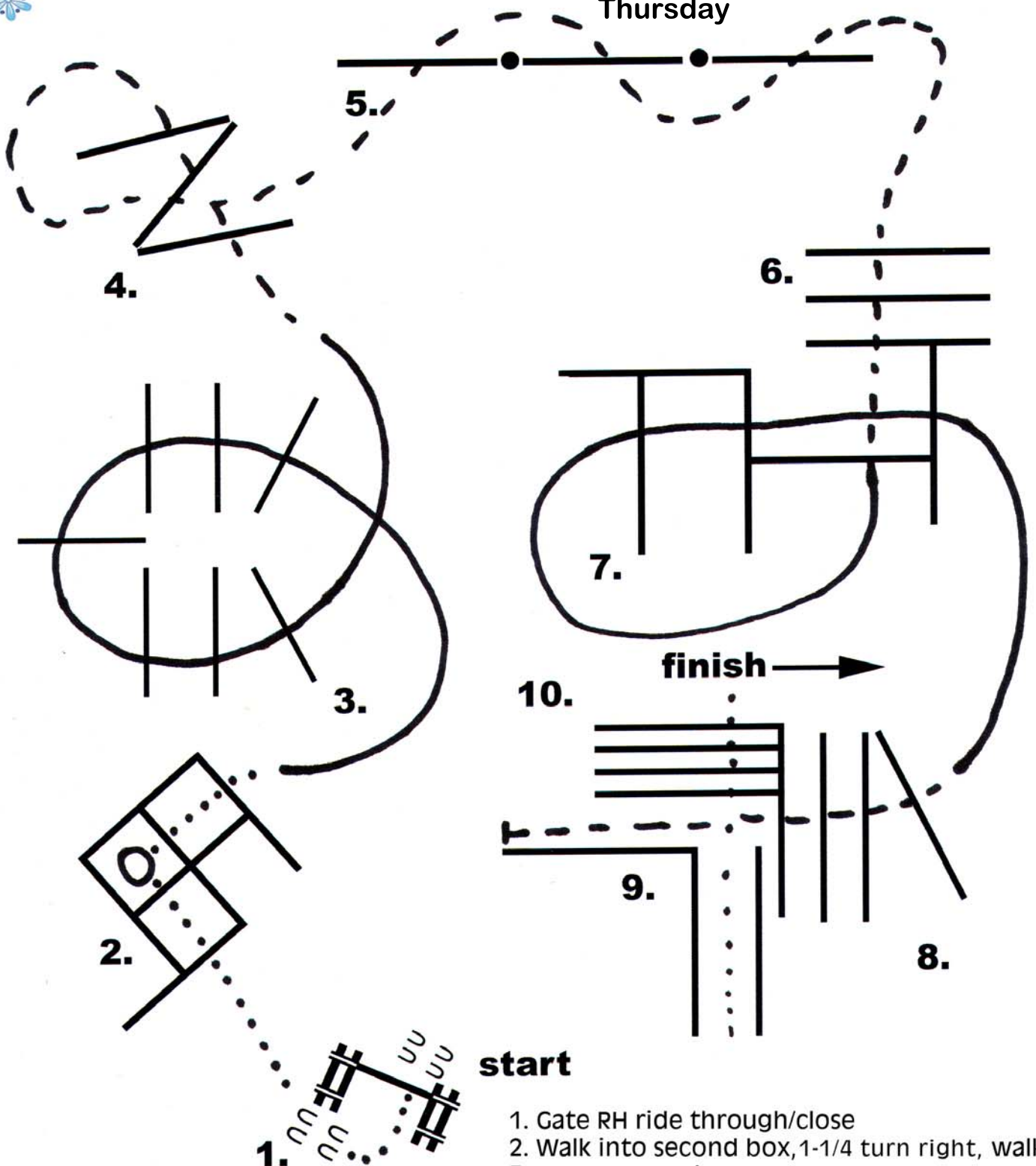


1. Gate RH ride through/close
2. Walk into box, turn right walk through box
3. Jog over poles.
4. Jog through serpentine.
6. Jog over 4 poles
7. Walk over poles into chute.
8. Back through L.
9. Walk out chute and over poles
- Exit to the right.

Trail

Level 1 Open

Thursday



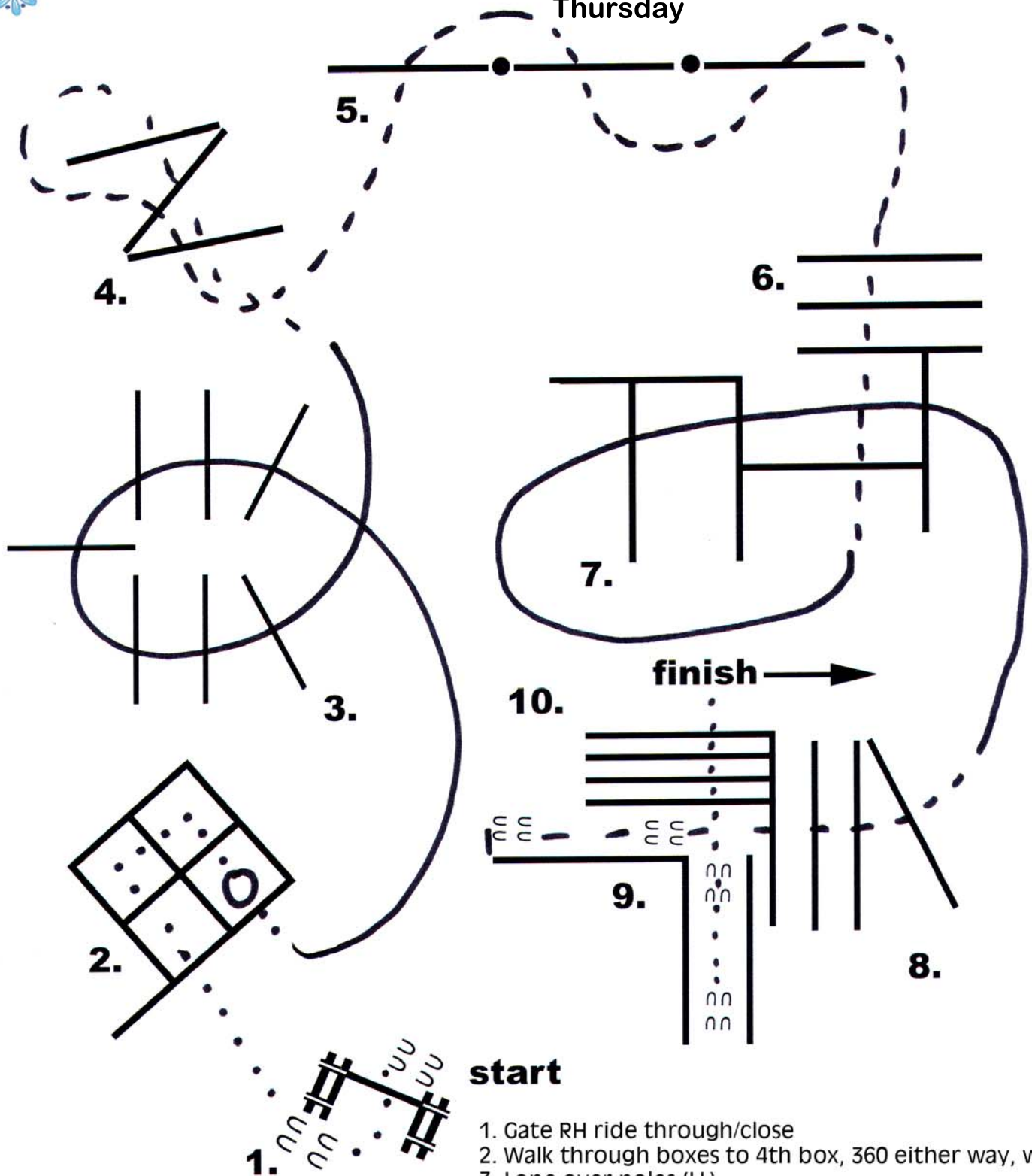
start

finish →

1. Gate RH ride through/close
 2. Walk into second box, 1-1/4 turn right, walk out
 3. Lope over poles (LL)
 4. Jog through poles
 5. Jog through serpentine
 6. Jog over 4 poles
 7. Lope over 3 more poles (RL)
 8. Trot over poles into chute
 9. Back through L
 10. Walk over 4 poles
- Exit to right

Trail

Junior, Senior (Elevated), All Breed
Thursday



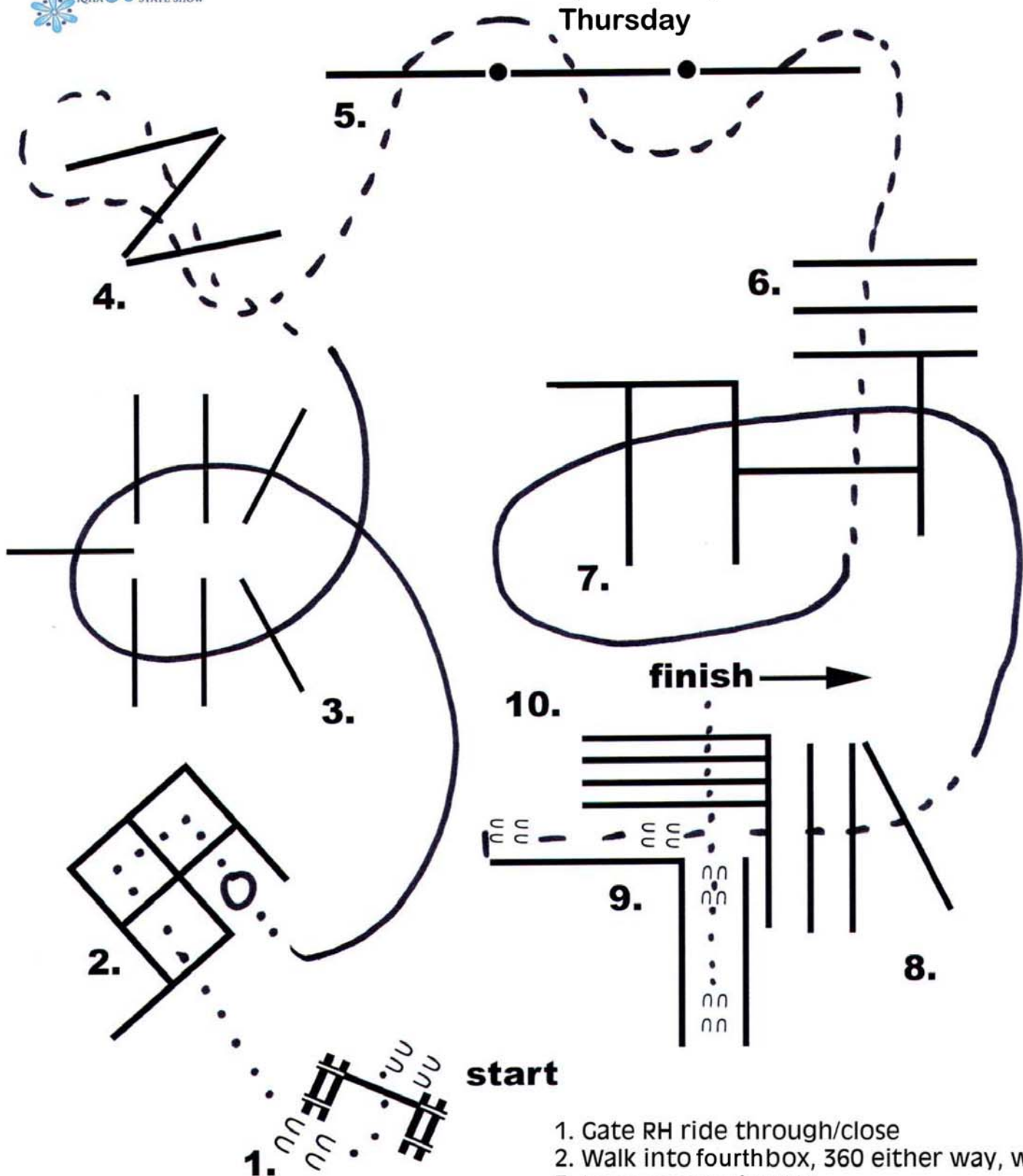
start

1. Gate RH ride through/close
 2. Walk through boxes to 4th box, 360 either way, walk out
 3. Lope over poles (LL)
 4. Jog through poles
 5. Jog through serpentine
 6. Jog over 4 poles
 7. Lope over 3 more poles (RL)
 8. Trot over poles into chute
 9. Back through L
 10. Walk over 4 poles
- Exit to right

Trail

Amateur, Select, Youth

Thursday

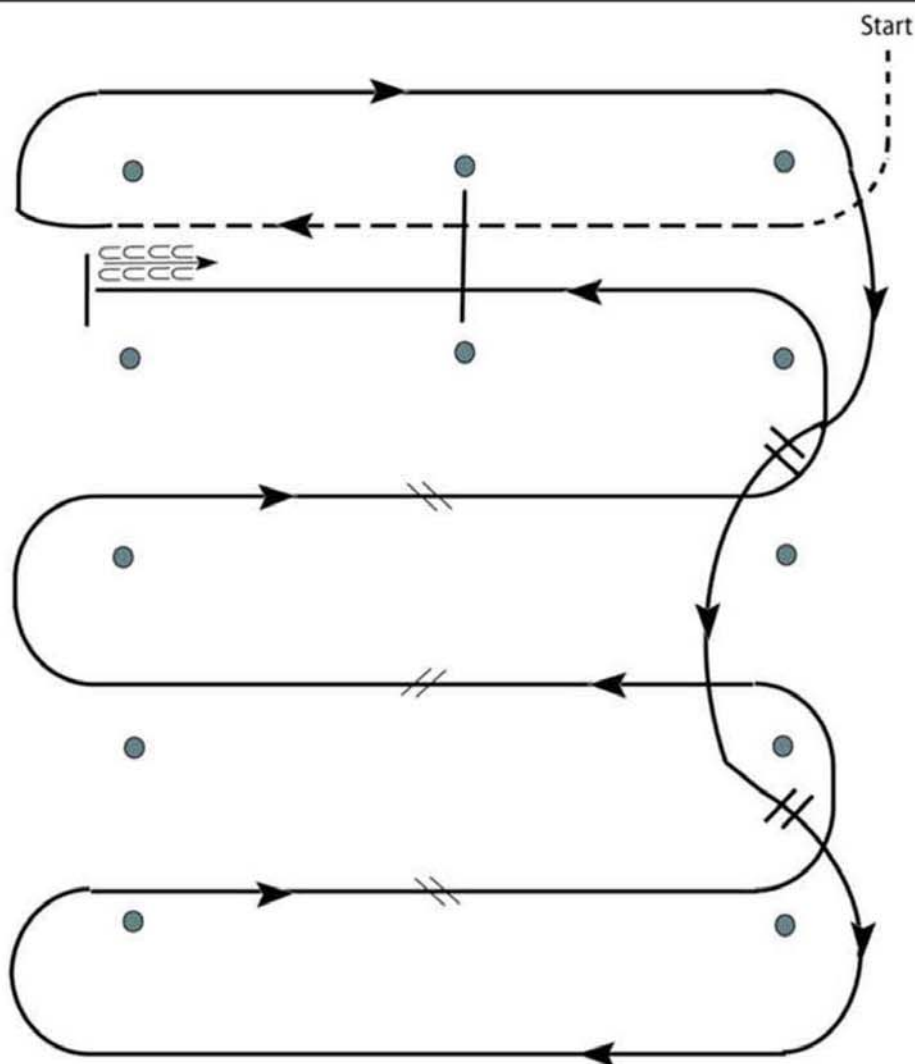


1. Gate RH ride through/close
 2. Walk into fourthbox, 360 either way, walk out
 3. Lope over poles (LL)
 4. Jog through poles
 5. Jog through serpentine
 6. Jog over 4 poles
 7. Lope over 3 more poles (RL)
 8. Trot over poles into chute
 9. Back through L
 10. Walk over 4 poles
- Exit to right

Western Riding

Level 1, All Breed

Thursday

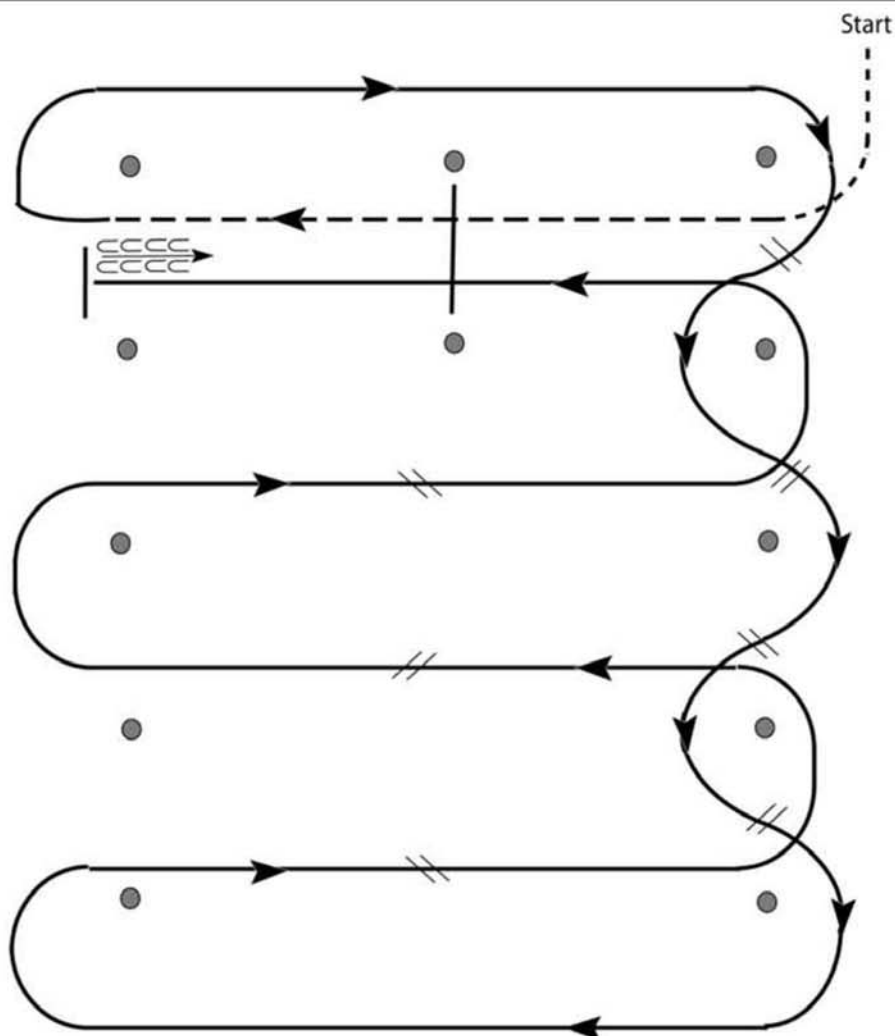


1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

Western Riding

Open, Amateur, Select, Youth

Thursday

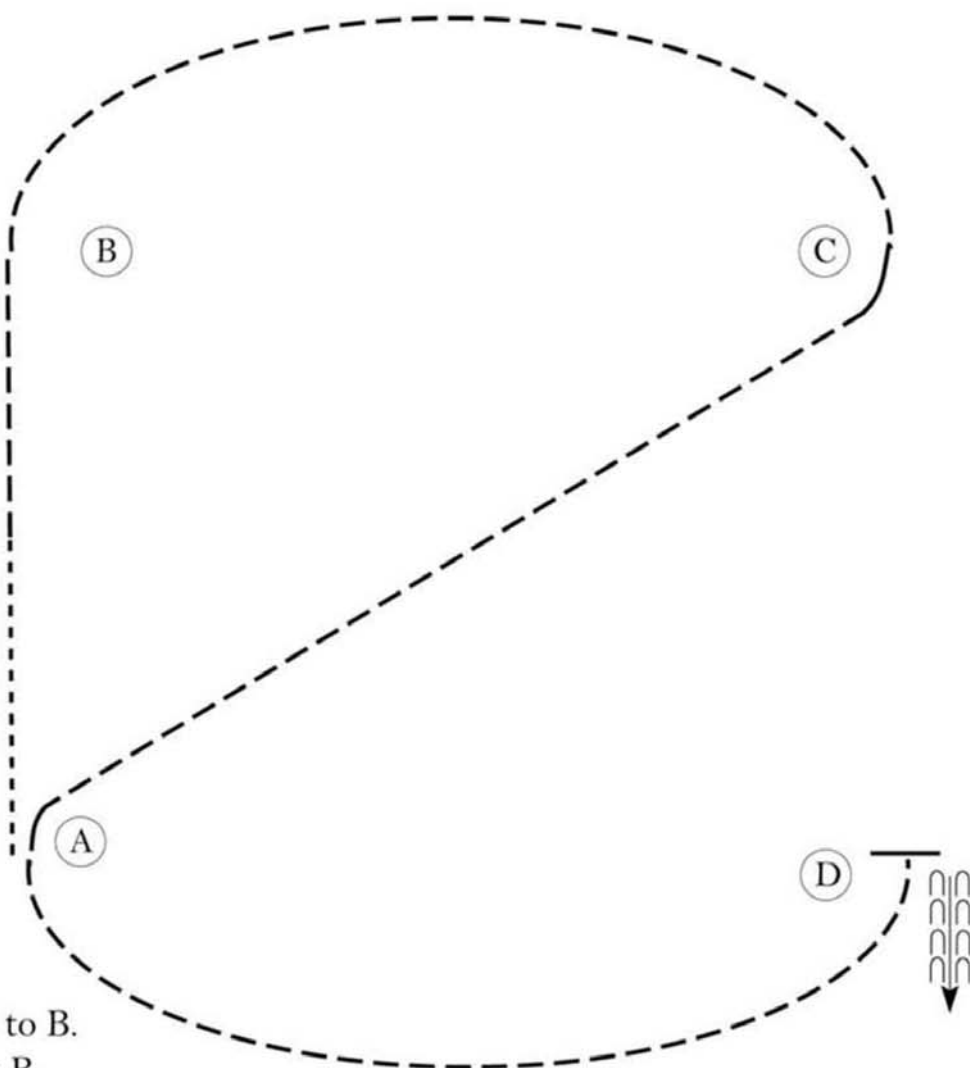


1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.

Hunt Seat Equitation

All Walk Trot

Thursday



Be ready at A.

1. Walk halfway to B.
2. Sitting trot to B.
3. Trot on the left diagonal from B, to and around C, and halfway to A.
4. Change diagonals halfway to A.
5. Trot on the right diagonal around A and to D.
6. Stop at D and back approximately one horse length.

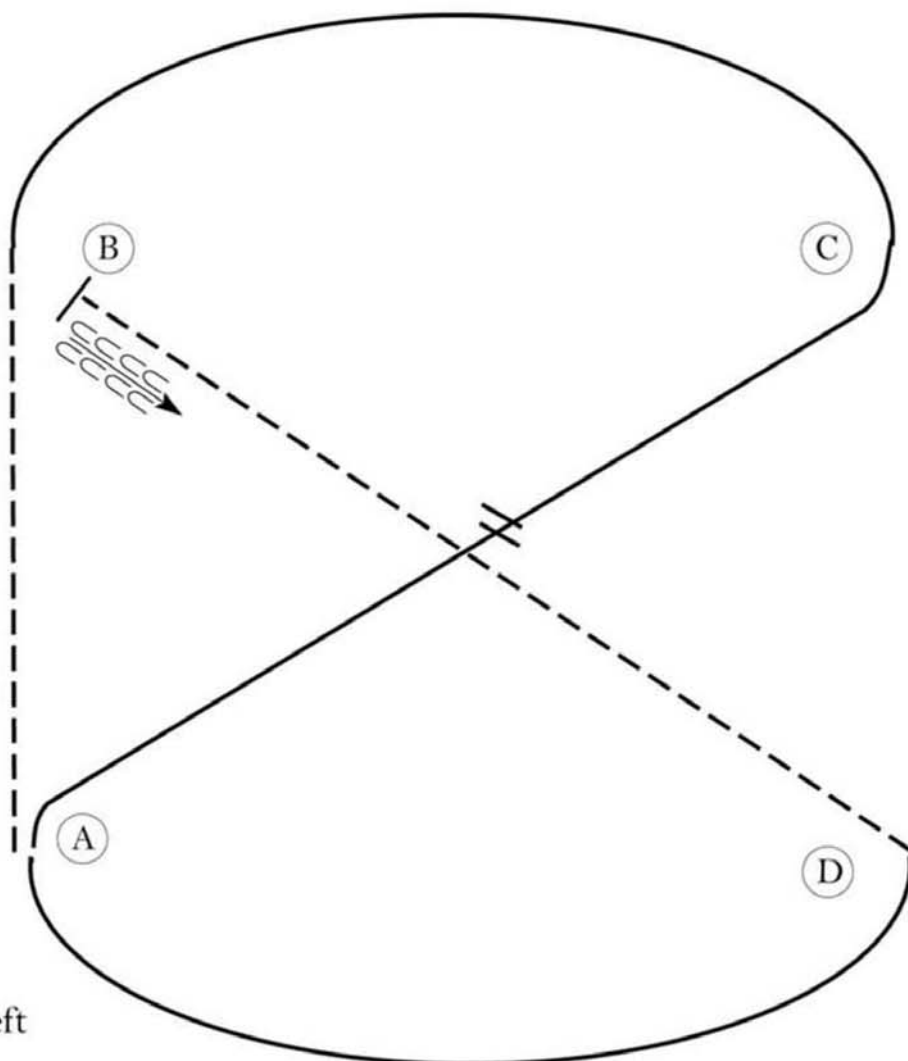
Walk off and follow the directions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	
Hand Gallop	-----

Hunt Seat Equitation

Level 1, All Breed

Thursday



Be ready at A.

1. Trot on the left diagonal to B.
2. Canter on the right lead to and around C and half way to A.
3. Perform a simple lead change between C and A.
4. Canter around A and to D.
5. Trot on the right diagonal from D to B.
6. Stop at B and back approximately one horse length.

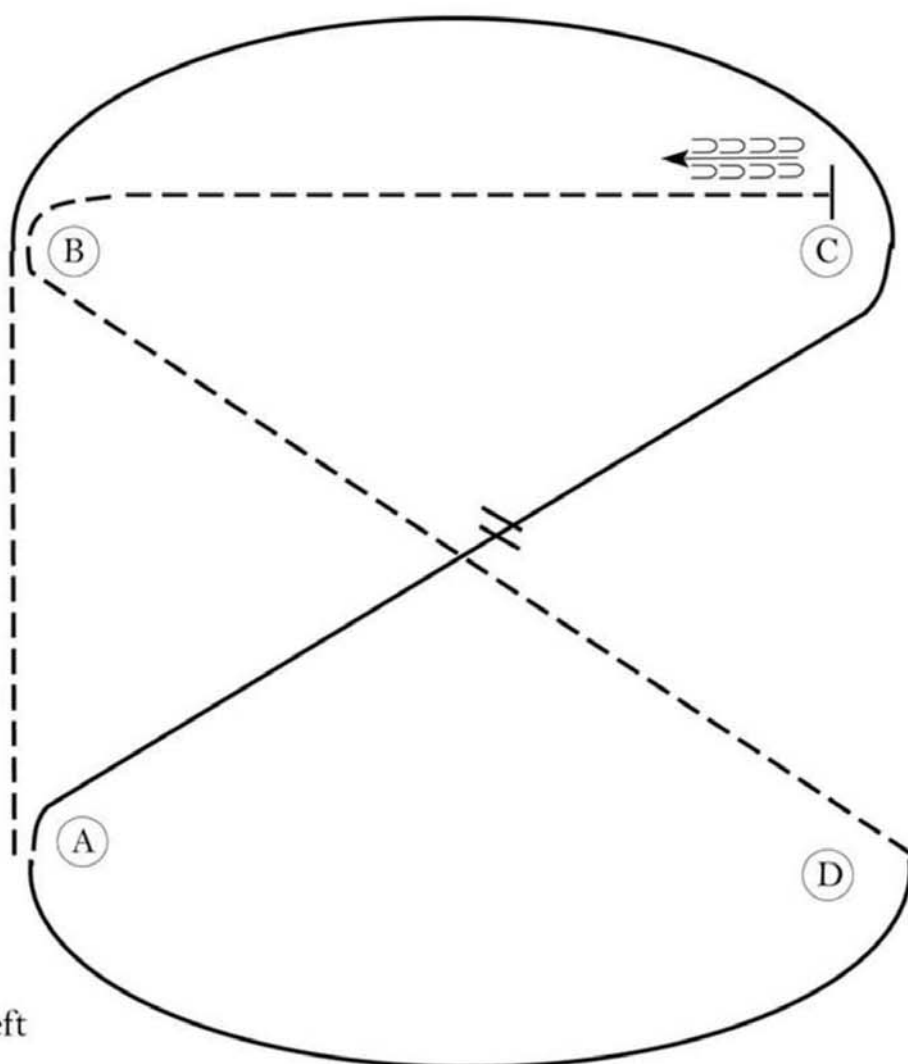
Walk off and follow the directions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	
Hand Gallop	-----

Hunt Seat Equitation

Amateur, Select, Youth

Thursday



Be ready at A.

1. Trot on the left diagonal to B.
2. Canter on the right lead to and around C and half way to A.
4. Change leads between C and A.
5. Canter around A and to D.
6. Trot on the right diagonal from D to B.
7. Trot in a two-point position to C.
8. Stop at C and back approximately one horse length.

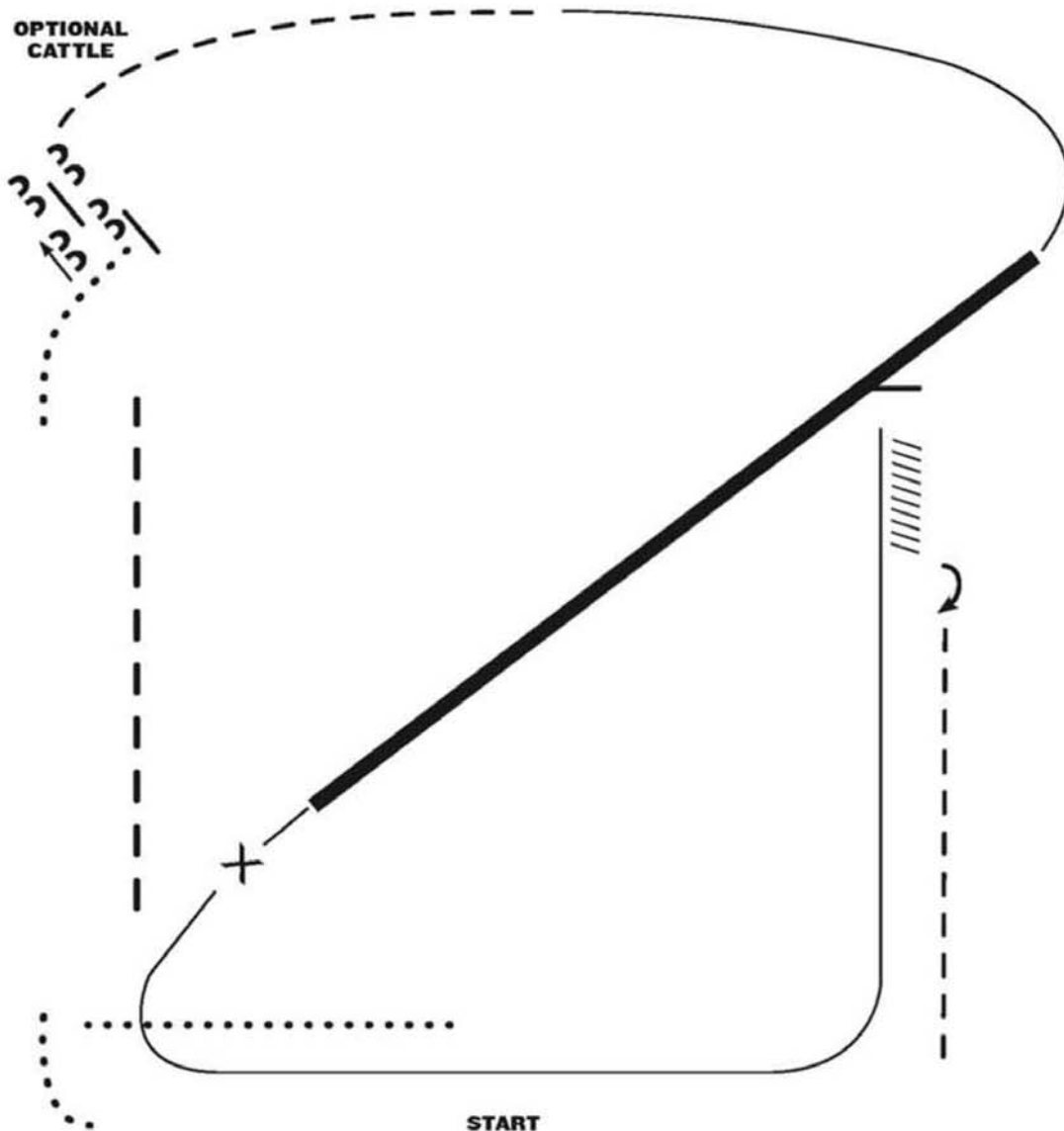
Walk off and follow the directions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	
Hand Gallop	

All Ranch Riding

Walk Trot (Jog Where Lope)

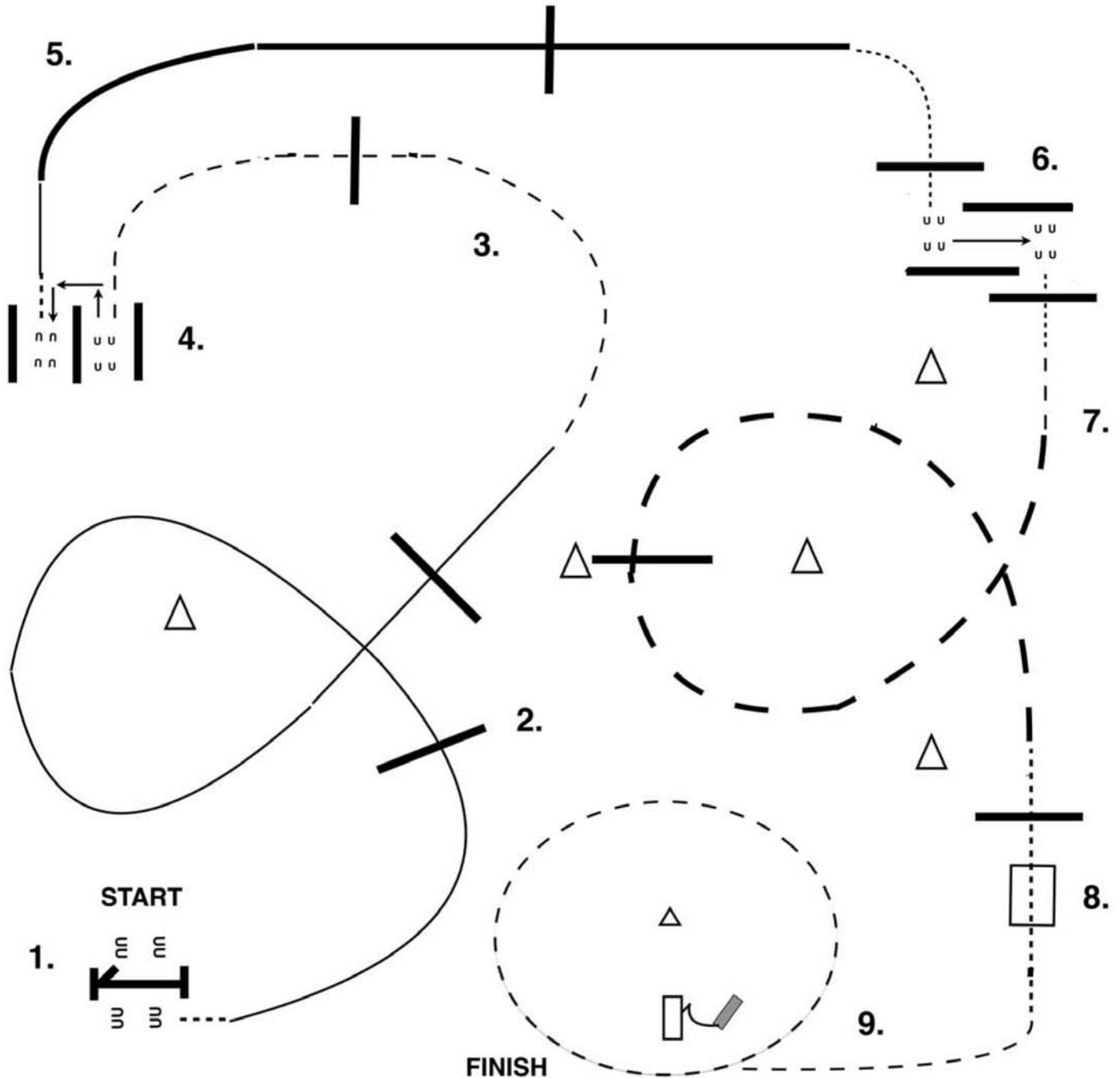
Thursday



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
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. 180 turn to 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 Trail Friday

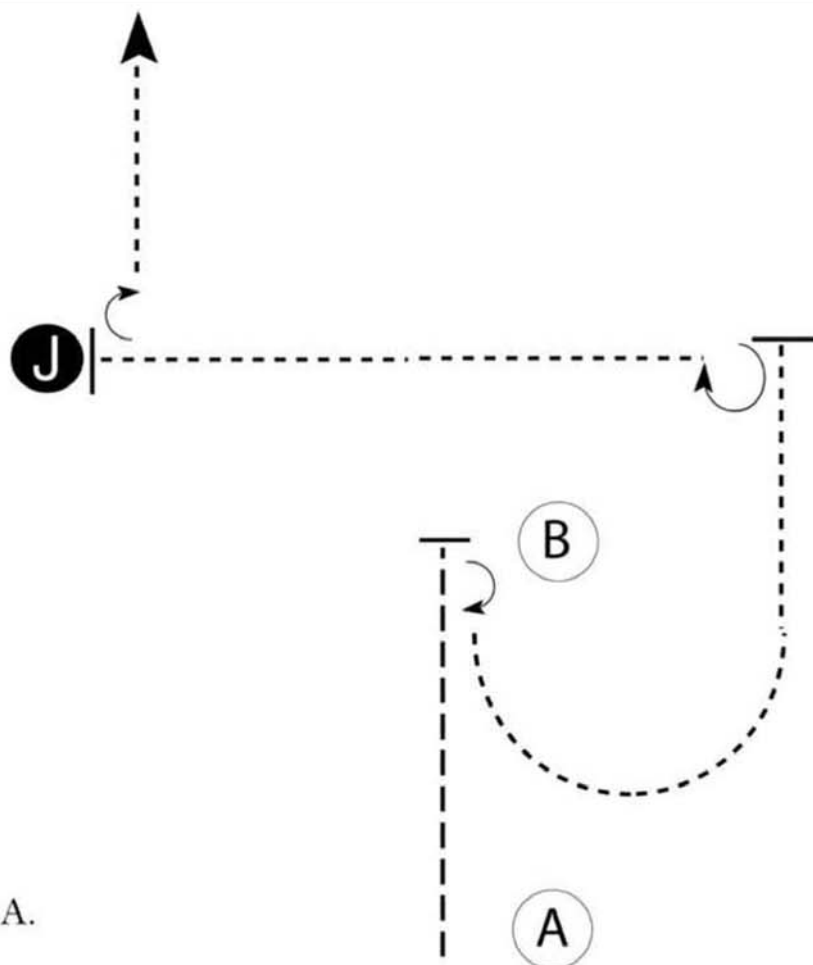


1. WORK GATE, LEFT HAND.
2. WALK FORWARD, THEN LOPE OVER LOGS LEFT LEAD, AND LOPE AROUND MARKER.
3. BREAK TO THE TROT, TROT OVER LOG
4. TROT INTO CHUTE, STOP AND BACK A U-TURN BETWEEN LOGS AND WALK OUT.
5. LOPE RIGHT LEAD, THEN EXTEND THE LOPE ACROSS THE TOP OF THE ARENA, EXTEND THE LOPE RIGHT LEAD OVER LOG. THEN BREAK TO THE WALK, WALK INTO CHUTE
6. BREAK DOWN TO THE WALK, WALK OVER LOG, SIDE PASS LEFT, WALK OVER LOG.
7. TROT THEN EXTEND THE TROT AROUND CONES AND OVER LOG.
8. BREAK TO THE WALK, WALK OVER LOGS AND WALK OVER BRIDGE.
9. TROT TO DRAG, WORK DRAG AT THE WALK OR TROT AROUND CONE, RETURN ROPE. YOUTH DO NOT DRAG LOG

Showmanship

IQHA 9 & Under

Friday



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Walk a half circle and continue to walk straight until even Judge.
4. Perform a 270 degree turn.
5. Walk to Judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and walk straight away.

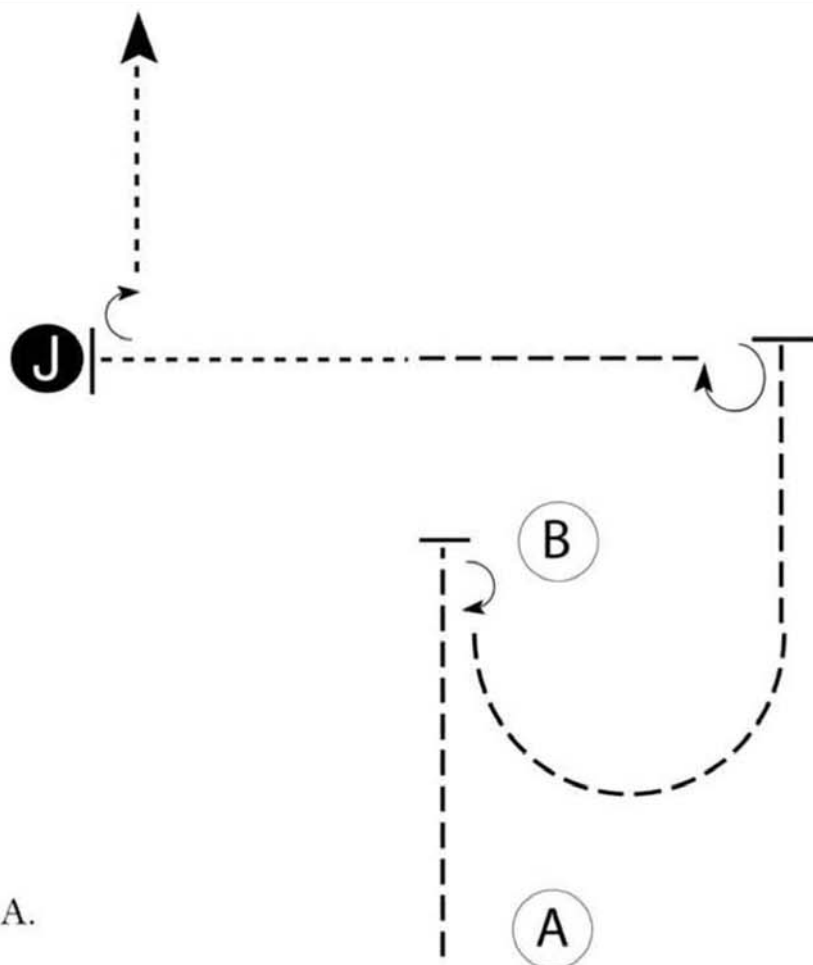
Follow the instructions of your ring steward.

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

Showmanship

Level 1, All Breed

Friday



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until even Judge.
4. Perform a 270 degree turn.
5. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and walk straight away.

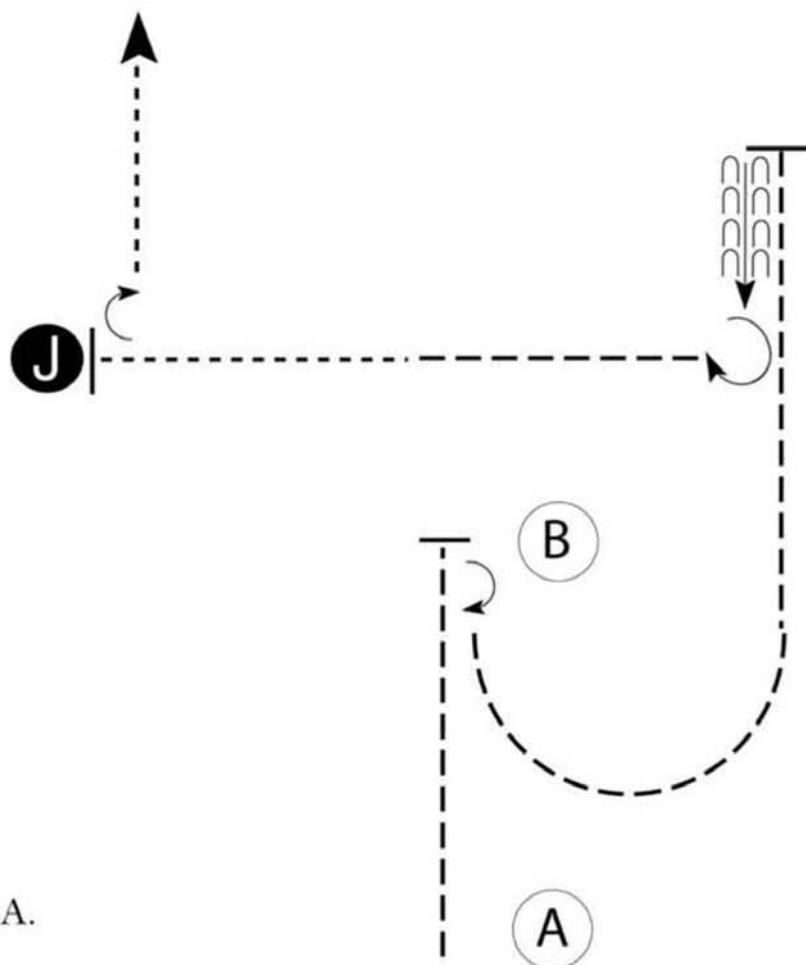
Follow the instructions of your ring steward.

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

Showmanship

Amateur, Select, Youth

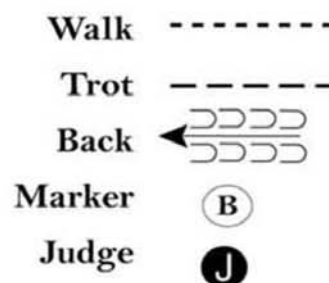
Friday



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

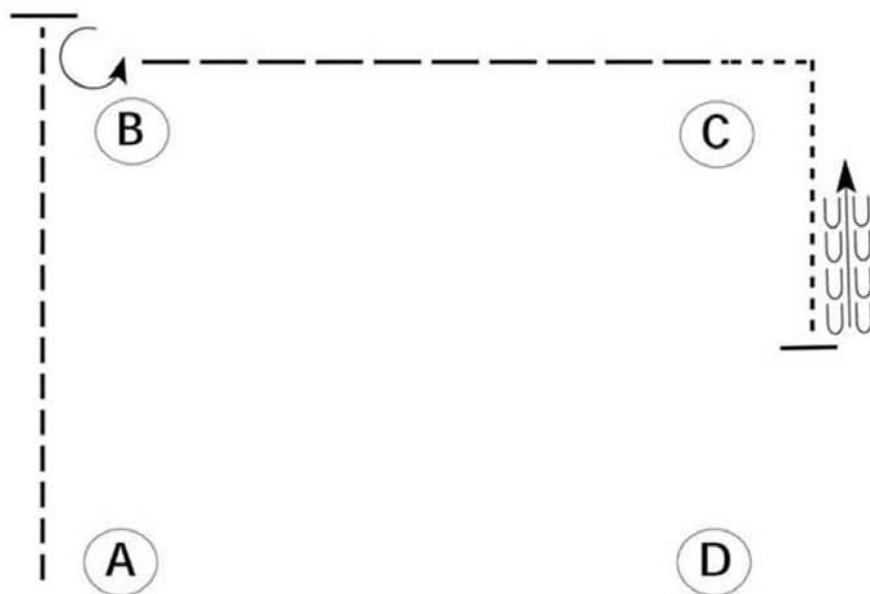
Follow the instructions of your ring steward.



Western Horsemanship

All Walk Trot

Friday



Be ready at A.

1. Jog from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Extended jog to C.
4. Break to a walk and walk around C and halfway to D.
5. Stop and back approximately one horse length.

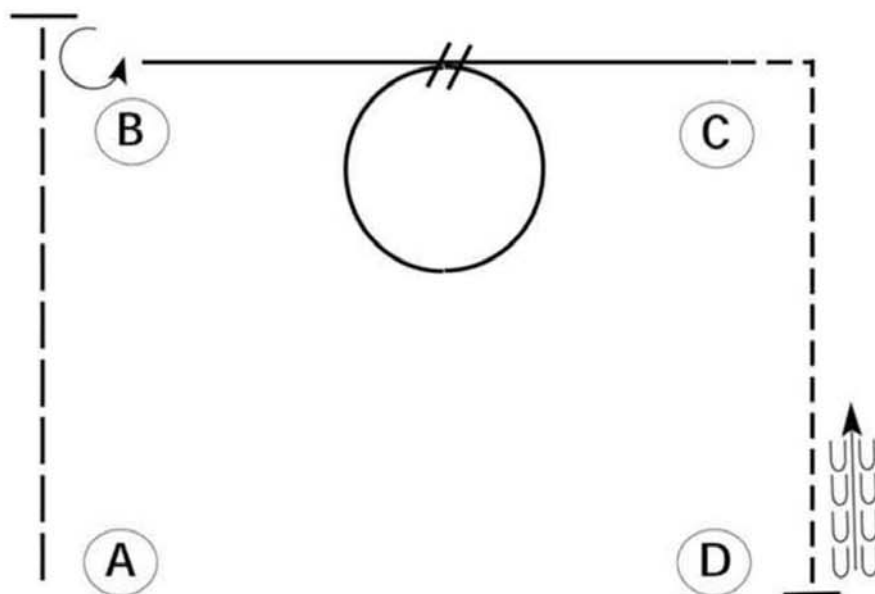
Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	
Back	
Marker	(B)

Western Horsemanship

Level 1, All Breed

Friday



Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the left lead halfway to C.
4. Perform a simple lead change and lope a circle to the right.
5. Continue to lope to C.
6. At C, break to a jog and jog to D.
7. Stop and back approximately one horse length.

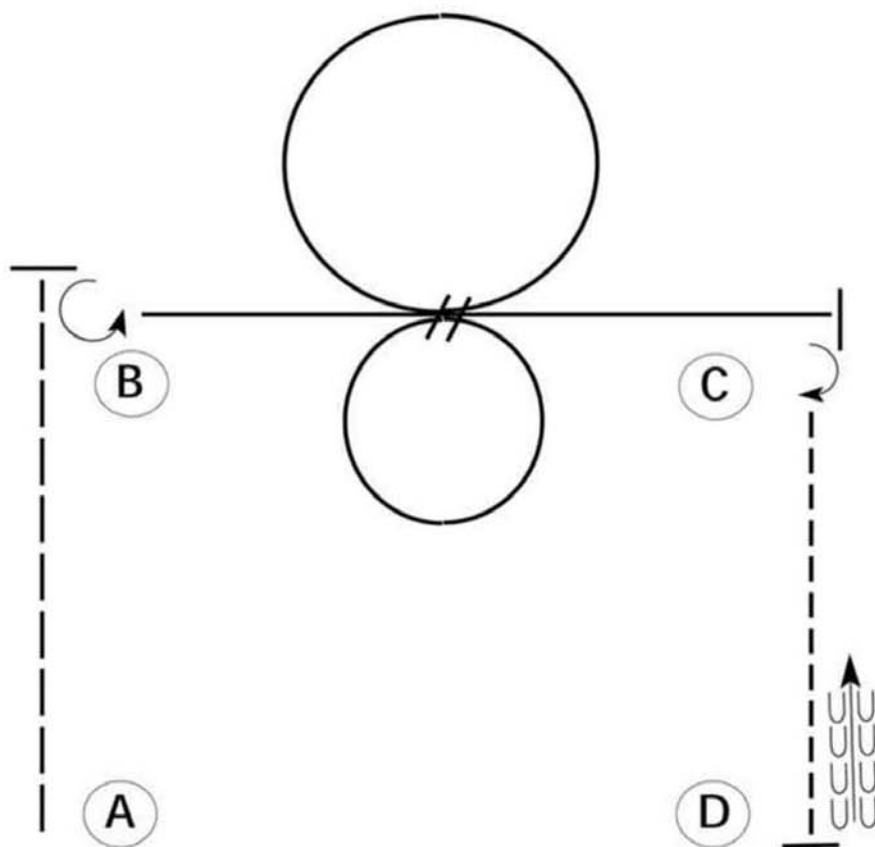
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

Western Horsemanship

Amateur, Select, Youth

Friday



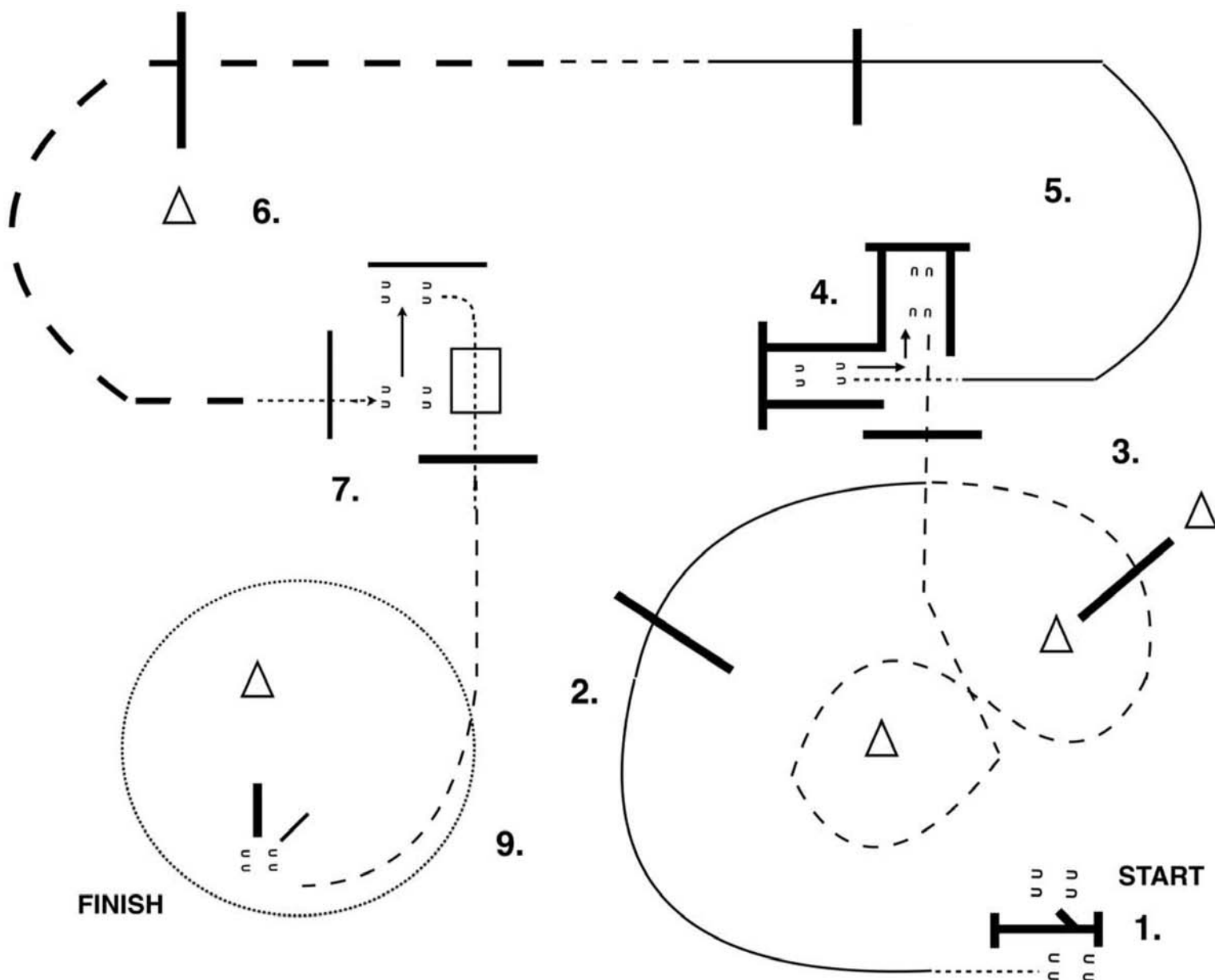
Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the right lead halfway to C.
4. Perform a small, slow circle to the right.
5. Change leads and perform a large, fast circle to the left.
6. Continue to lope past C and stop.
7. Perform a 1/4 turn to the right.
8. Jog to D.
9. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

Ranch Trail Saturday

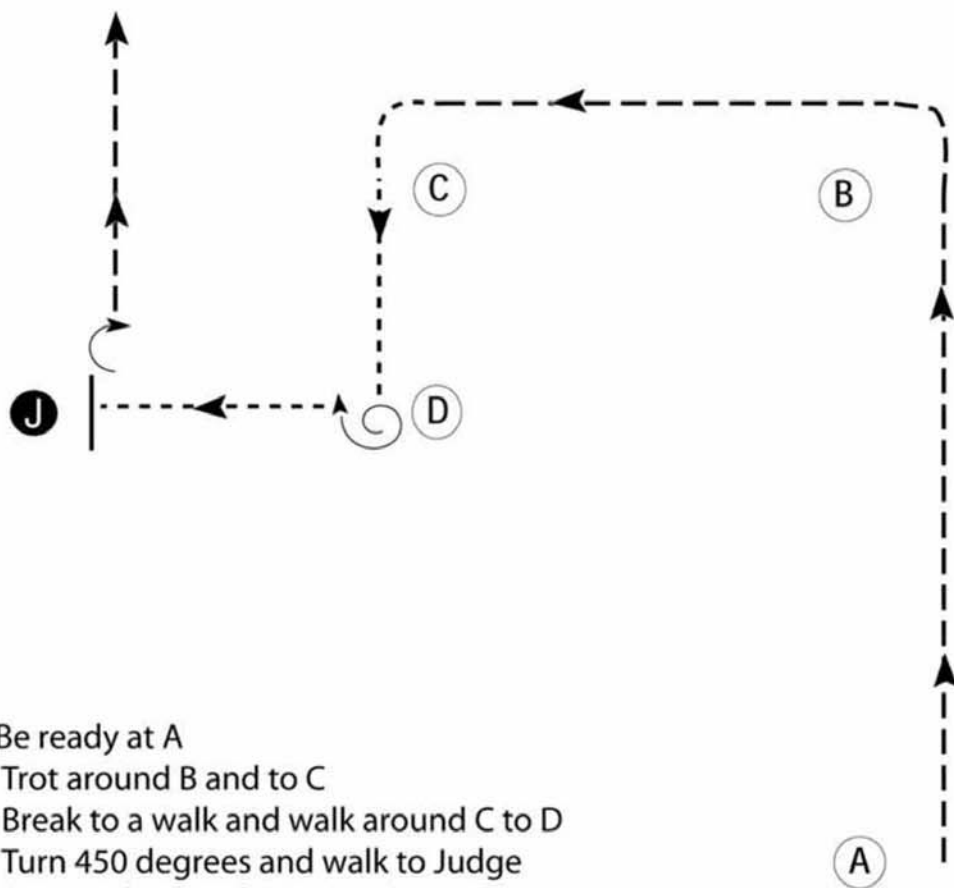


1. START AT GATE, WORK GATE RIGHT HAND.
 2. WALK AWAY FROM GATE, THEN LOPE OVER LOG RIGHT LEAD.
 3. BREAK TO THE TROT, TROT AROUND MARKERS AND TROT OVER LOG.
 4. TROT OVER LOG AND TROT INTO CHUTE, STOP, BACK AROUND CORNER, WALK OUT.
 5. LOPE OVER LOG, LEFT LEAD.
 6. BREAK TO THE TROT, THEN EXTEND THE TROT OVER LOG
 7. BREAK TO THE WALK, WALK OVER LOGS, THEN SIDE PASS TO THE LEFT.
 8. WALK OVER BRIDGE AND WALK OVER LOG
 9. TROT TO DRAG, WORK DRAG, WALK OR TROT.
- YOUTH DO NOT DRAG LOG

Showmanship

Amateur, Select, Youth

Saturday



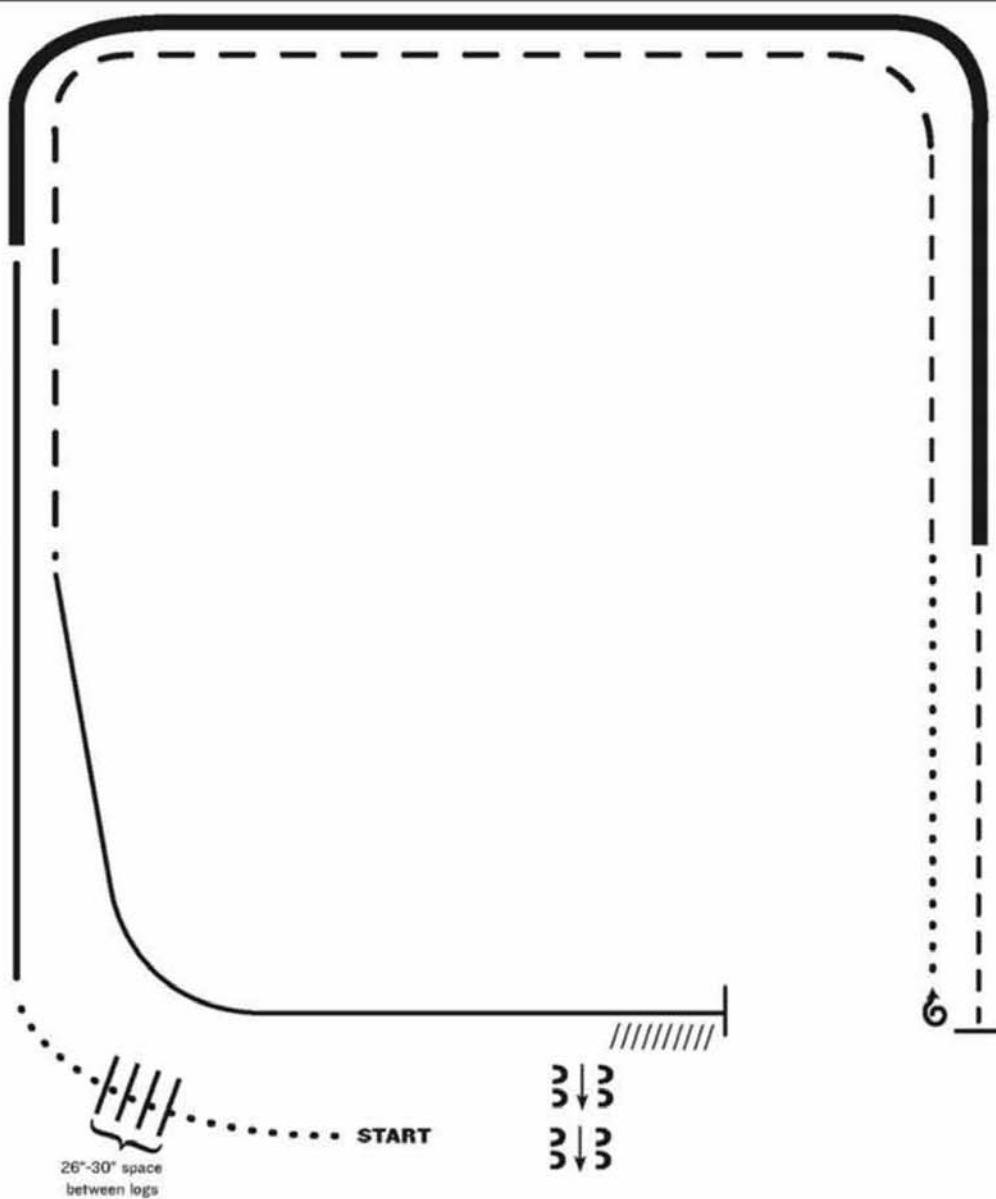
1. Be ready at A
2. Trot around B and to C
3. Break to a walk and walk around C to D
4. Turn 450 degrees and walk to Judge
5. Stop and set up for inspection
6. When dismissed, turn 90 degrees and trot away from judge

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

All Ranch Riding

Walk Trot (Jog Where Lope)

Saturday



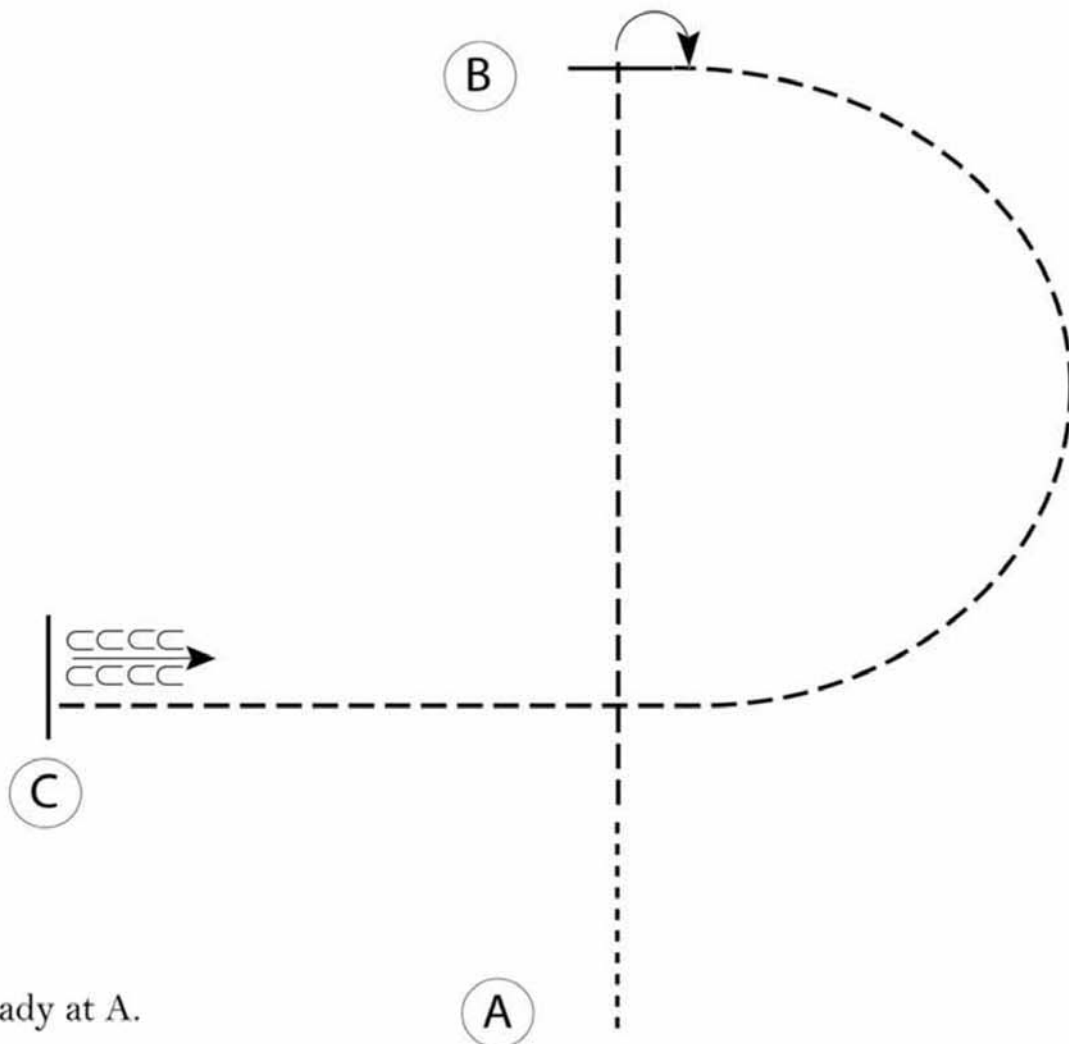
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

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.

Hunt Seat Equitation

All Walk Trot

Saturday



Be ready at A.

1. Walk from A until even with C.
2. Posting trot on the right diagonal to B.
3. At B, stop and perform a 90 degree turn on the forehand to the right.
4. Posting trot on the left diagonal from B to C.
5. At C stop and back approximately one horse length.

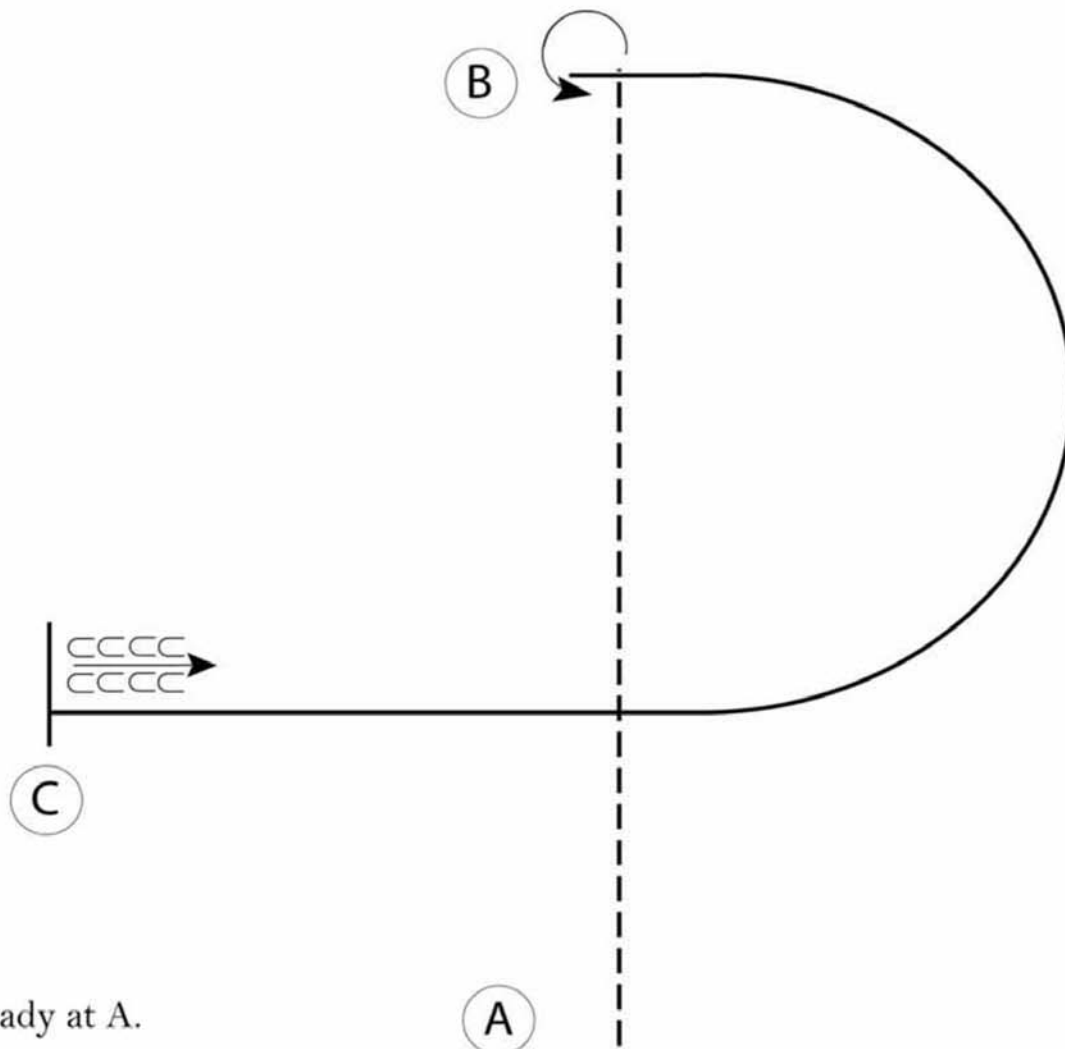
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	- - - - -
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — —
Hand Gallop	— — — — —

Hunt Seat Equitation

Level 1, All Breed

Saturday



Be ready at A.

1. Posting trot on the left diagonal from A to B.
2. At B, stop and perform a 270 degree turn on the forehand to the left.
3. Canter on the right lead from B to C.
4. At C stop and back approximately one horse length.

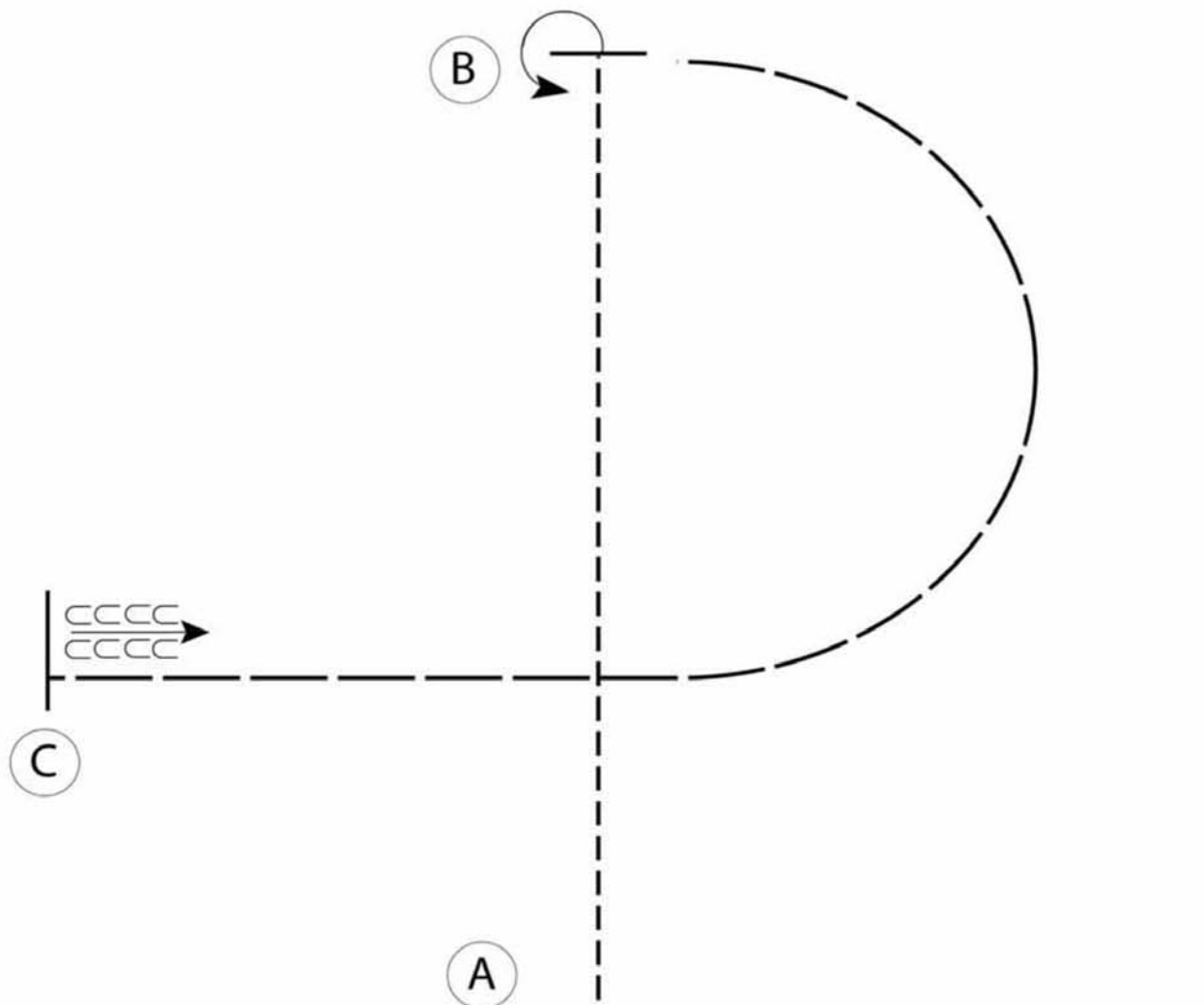
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	- - - - -
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← ← ← ← ←
Hand Gallop	— — — — —

Hunt Seat Equitation

Amatuer, Select, Youth

Saturday



1. Posting trot on the left diagonal from A to B
2. At B stop and perform a 270 degree turn on the forehand to the left
3. Hand gallop on the right lead from B to C
4. At C stop and back four steps

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	— — — —
Leg Yield	
Lead Change	— — — —
Back	← ← ← ←
Marker	(B)
Sidepass	← — — —
Hand Gallop	— — — —

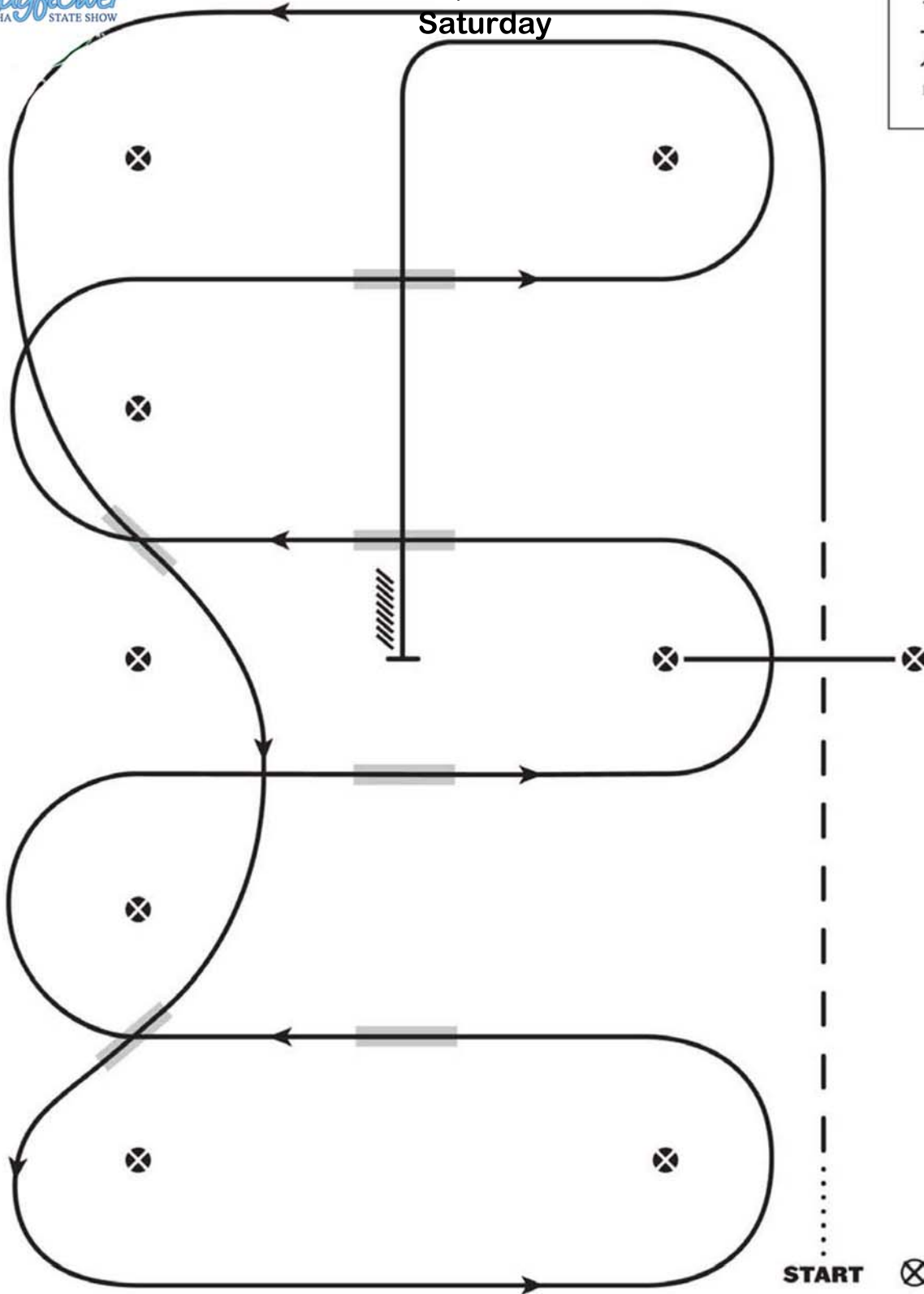


Western Riding Level 1, All Breed

Saturday

LEGEND

- Walk
- - - - - Jog
- Lope
- /////// Back
- Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back



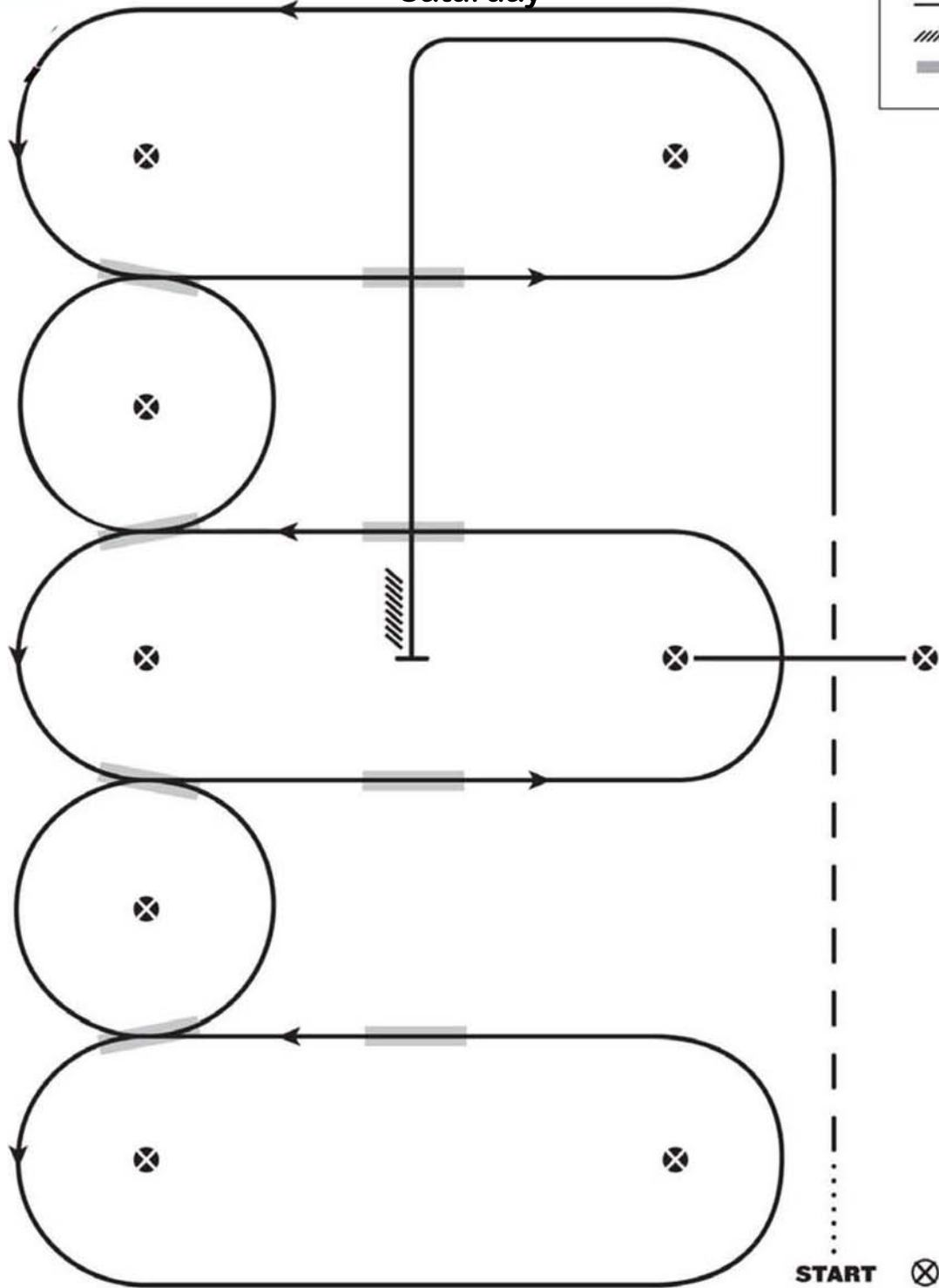
Western Riding

Open, Amateur, Select, Youth

Saturday

LEGEND

.....	Walk
- - -	Jog
— — —	Lope
//////	Back
■	Lead Changing Area



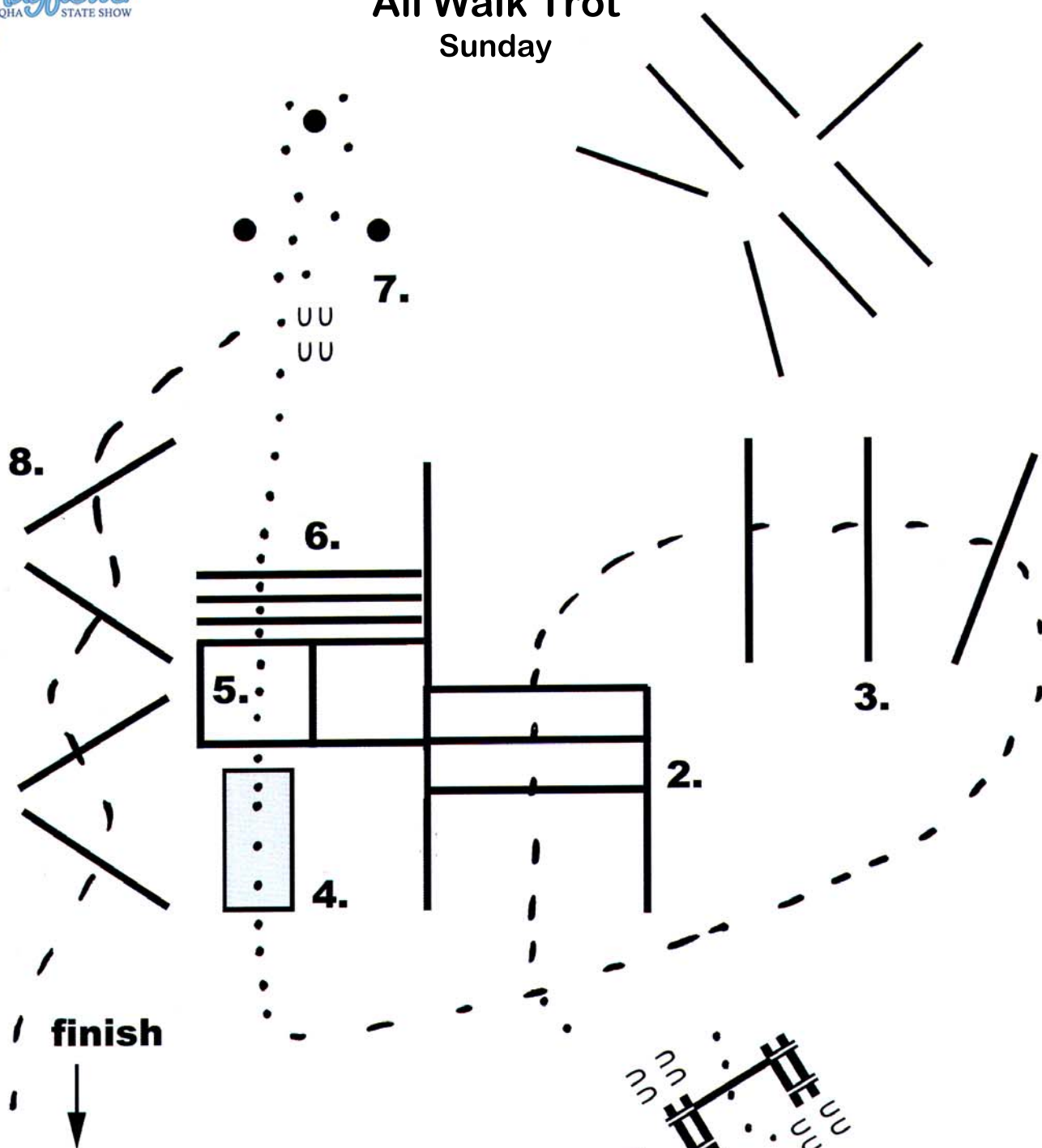
START (X)

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

Trail

All Walk Trot

Sunday

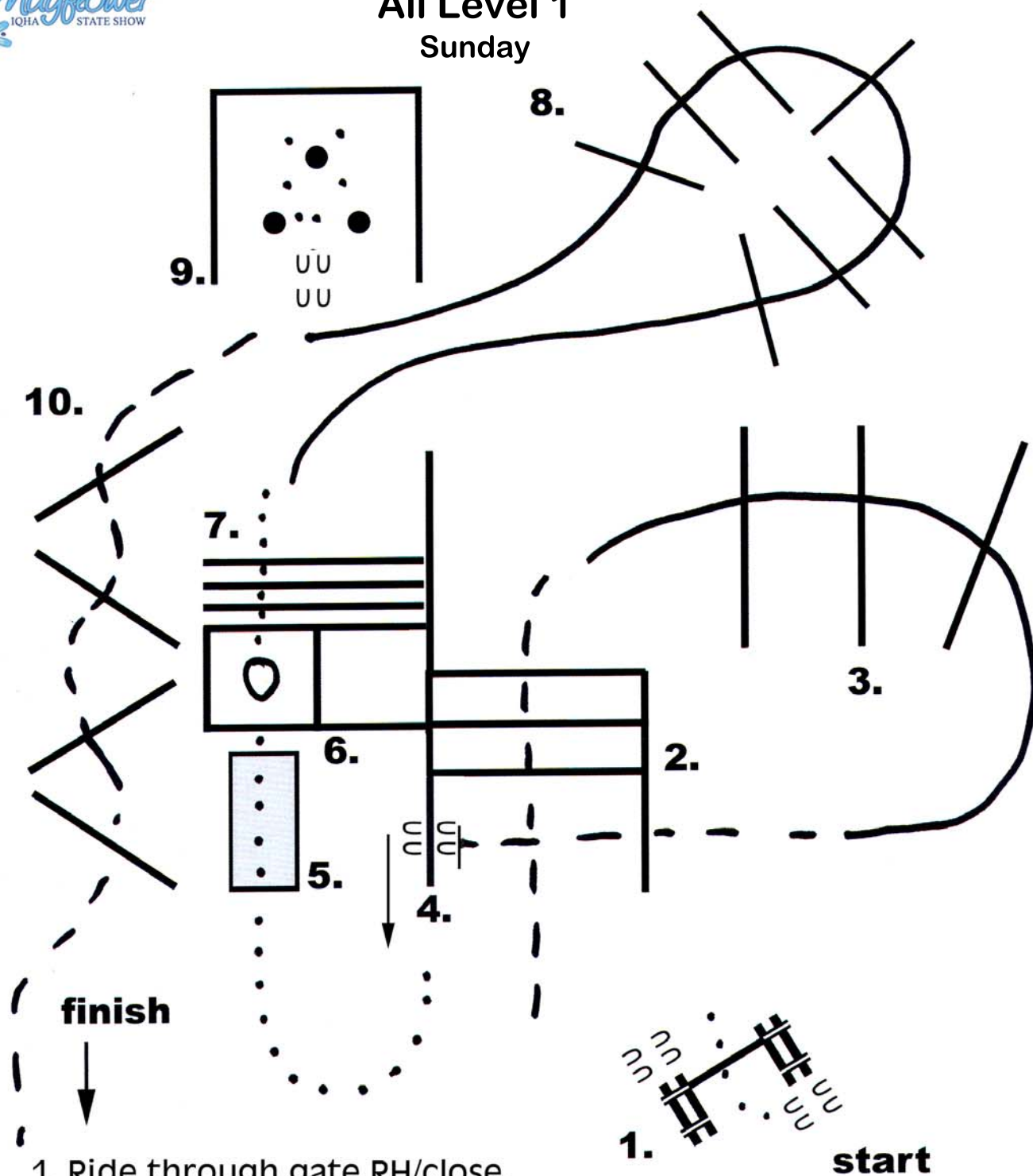


1. Ride through gate RH/close.
2. Jog over 3 poles.
3. Jog over 3 poles
4. Walk over bridge
5. Walk through box.
6. Walk over 3 poles.
7. Back around 3 markers.
8. Trot through serpentine poles.

Trail

All Level 1

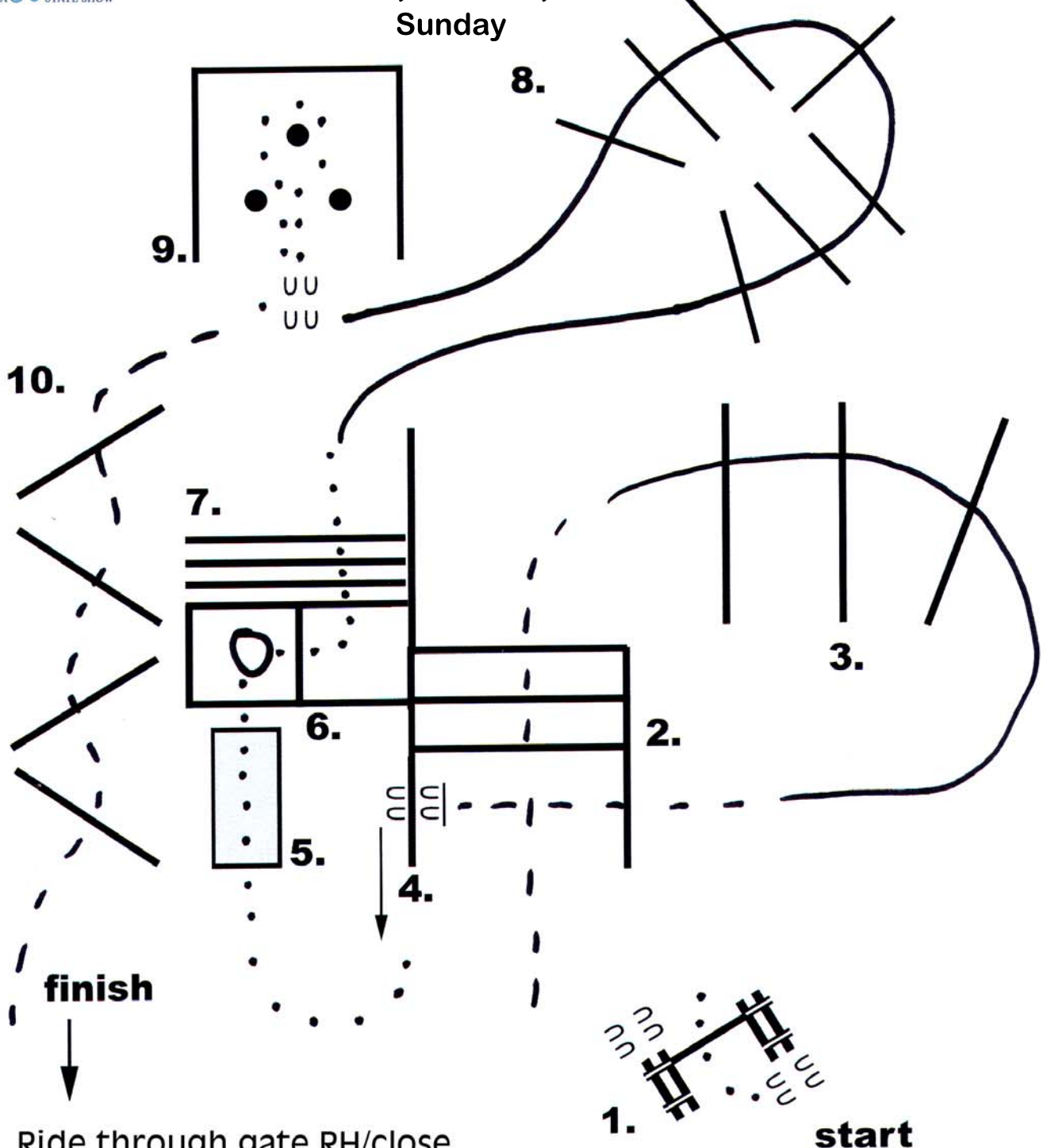
Sunday



1. Ride through gate RH/close.
2. Jog over 3 poles.
3. Lope (RL) over 3 poles, trot over 4th pole, stop before pole.
4. Step over pole, sidepass left past pole.
5. Walk over bridge into box.
6. 360 turn either way.
7. Walk out of box and over 3 poles.
8. Lope over 7 poles (LL).
9. Back around 3 markers.
10. Trot through serpentine poles.

Trail

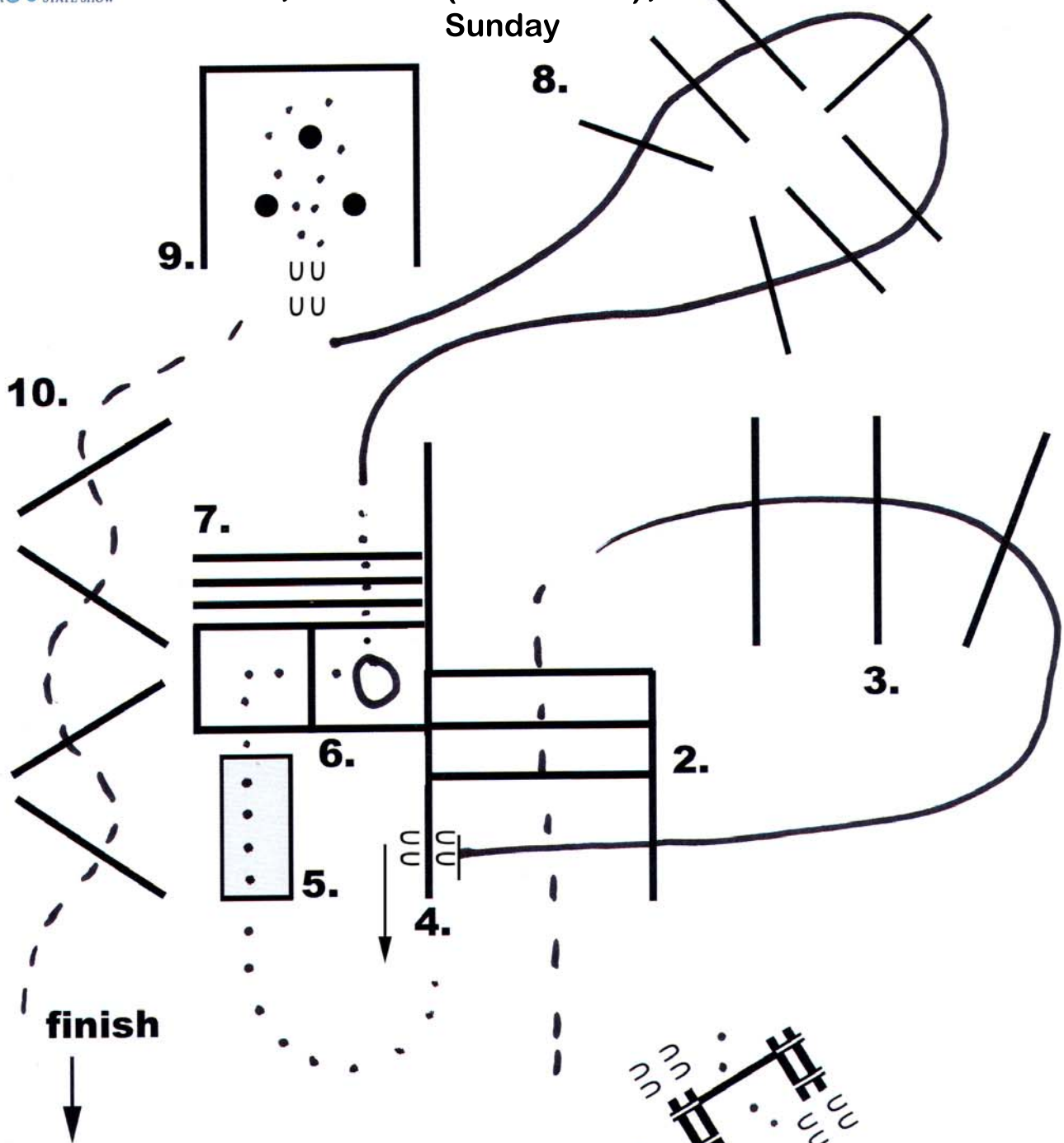
Amateur, Select, Youth
Sunday



1. Ride through gate RH/close.
2. Jog over 3 poles.
3. Lope (RL) over 3 poles, trot over 4th pole. stop.
4. Step over pole, sidepass left past pole.
5. Walk over bridge into box.
6. 450 turn to the right.
7. Walk into box, turn left walk out of box and over 3 poles.
8. Lope over 7 poles (LL).
9. Back around 3 markers.
10. Trot through serpentine poles.

Trail

Junior, Senior (Elevated), All Breed
Sunday

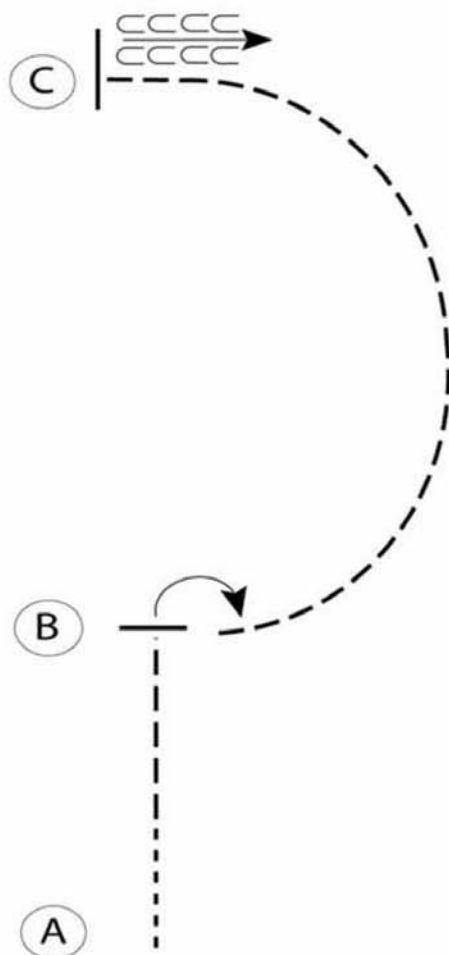


1. Ride through gate RH/close.
2. Jog over 3 poles.
3. Lope (RL) over 4 poles, stop.
4. Step over pole, sidepass left past pole.
5. Walk over bridge into box, turn right.
6. Stop in 2nd box, 270 turn to the right.
7. Walk out of box and over 3 poles.
8. Lope over 7 poles (LL).
9. Back around 3 markers.
10. Trot through serpentine poles.

Western Horsemanship

All Walk Trot

Sunday



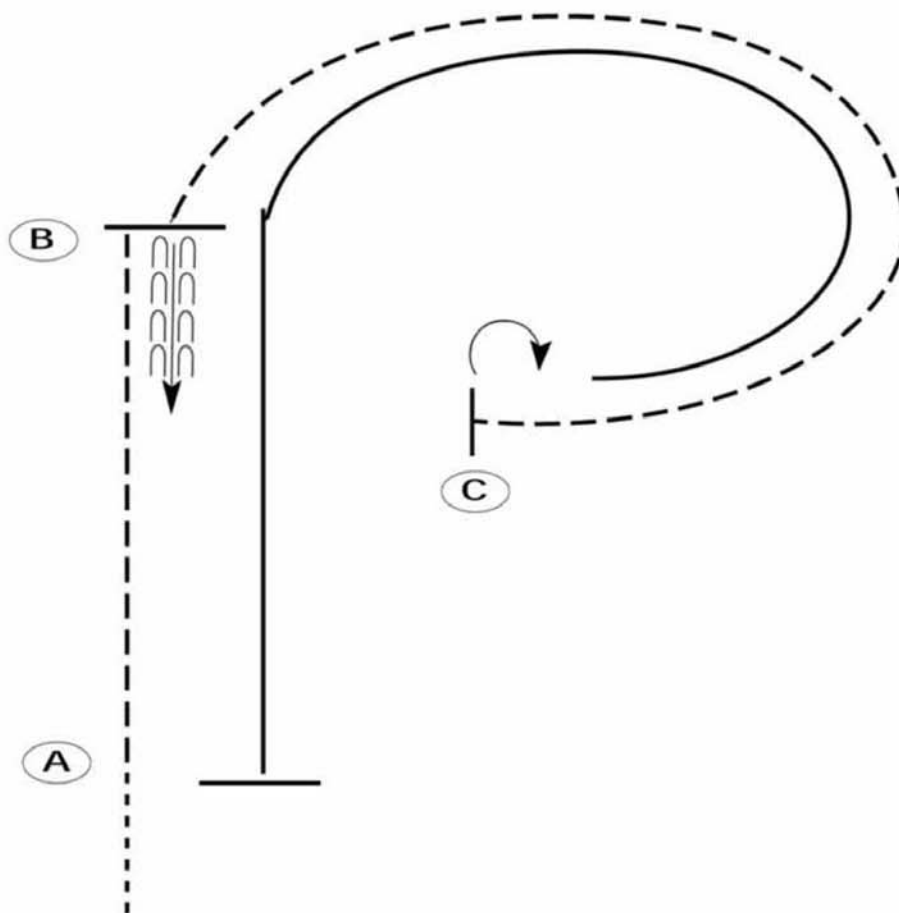
1. Be ready at A
2. Walk four steps from A.
3. Jog to B and stop.
4. Perform a 90 degree turn to the right on the hindquarters.
5. Jog a half circle to C.
6. At C stop and back four steps.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← — — — —
Marker	⊙ B
Sidepass	← — — — — →

Western Horsemanship

Level 1, All Breed

Sunday



Be ready before A.

1. Walk to A.
2. Jog to B.
3. Stop at B and back approximately one horse length.
4. Jog to C.
5. Stop at C and turn 180 degrees to the right.
6. Lope on the left lead past B and to A.
7. Stop at A.

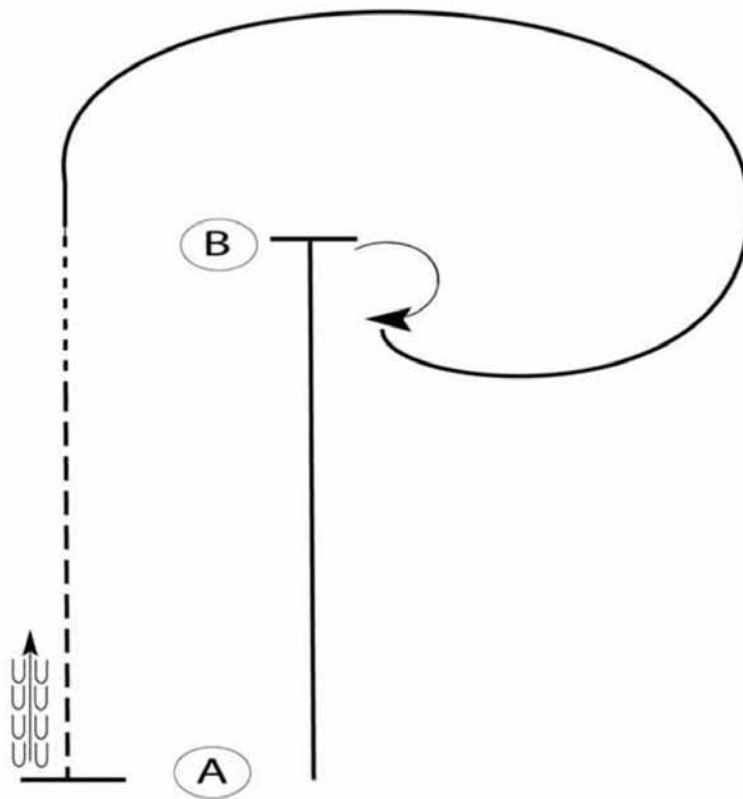
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	---/---
Back	← --- ←
Marker	(B)
Sidepass	←-----→

Western Horsemanship

Amateur, Select, Youth

Sunday



Be ready at A.

1. Lope on the right lead to B.
2. Turn 180 degrees to the right.
3. Lope on the left lead back around to B.
4. At B, break to the walk.
5. Walk approximately 10 feet.
6. Jog to A.
7. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↖ ↗
Back	← ← ← ← ←
Marker	(B)
Sidepass	← ← ← ← ←