

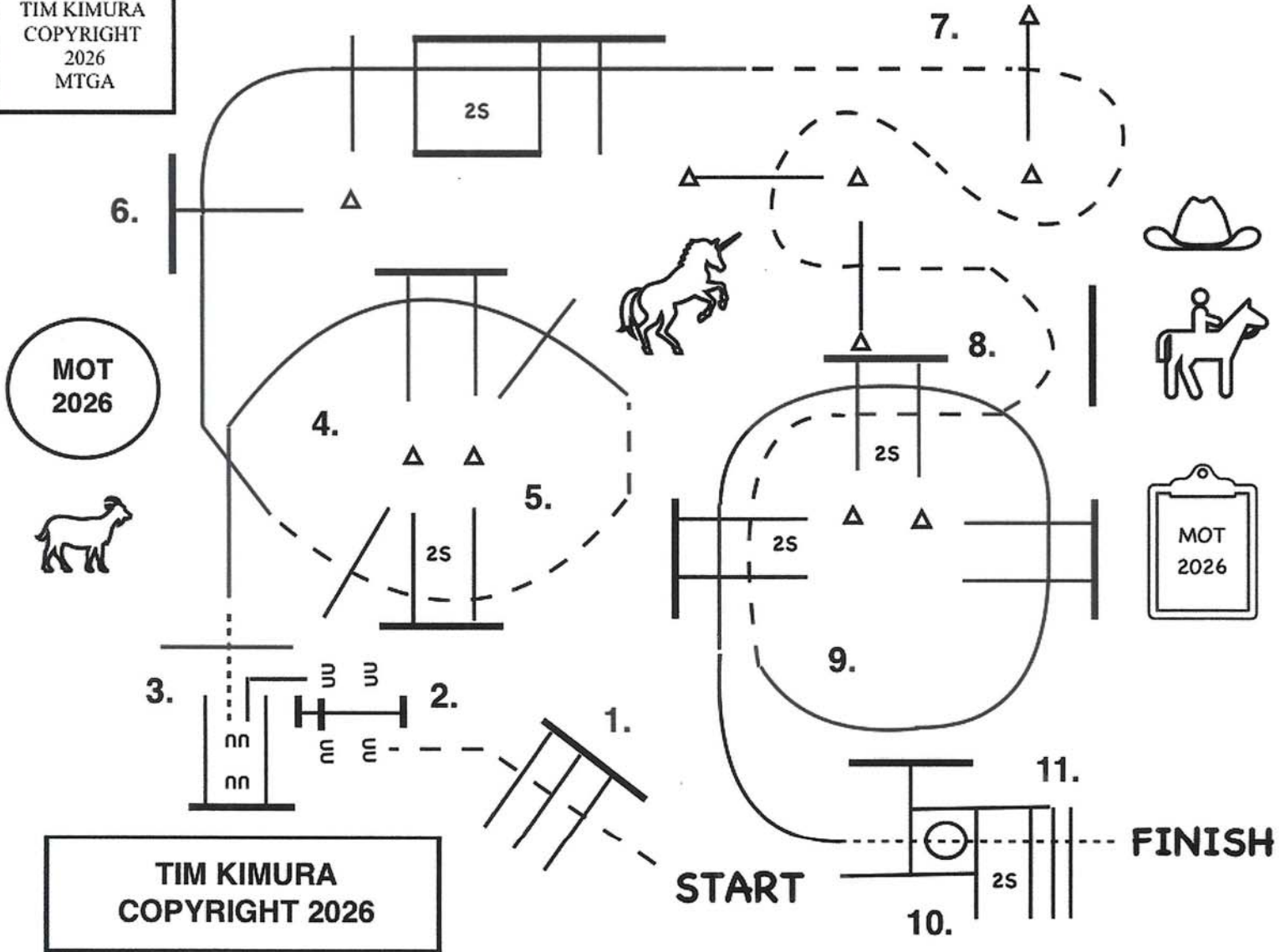


Trail

Level 1, Junior Level 2 & 3

Wednesday

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1. JOG OVER POLES, JOG UP TO GATE.
2. WORK GATE RIGHT HAND.
3. BACK AROUND CORNER, BACK BETWEEN POLES, WALK OUT OVER POLE.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
8. JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.

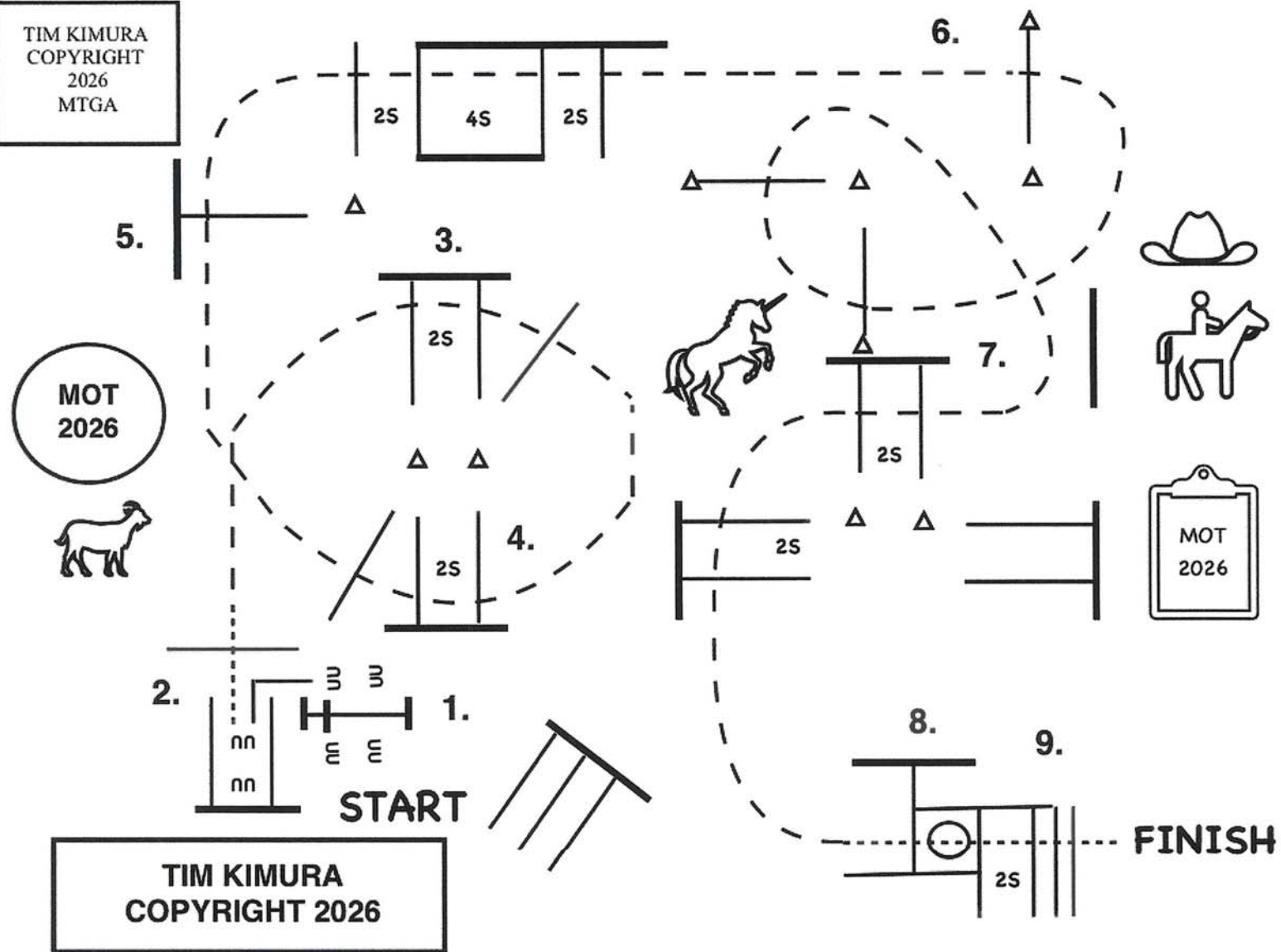


Trail

Small Fry & Walk Trot

Wednesday

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1. WORK GATE RIGHT HAND.
2. BACK AROUND CORNER, BACK BETWEEN POLES, WALK OUT OVER POLE.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. JOG OVER POLES.
6. JOG THROUGH SERPENTINE, JOG OVER POLES.
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
9. WALK OVER POLES.

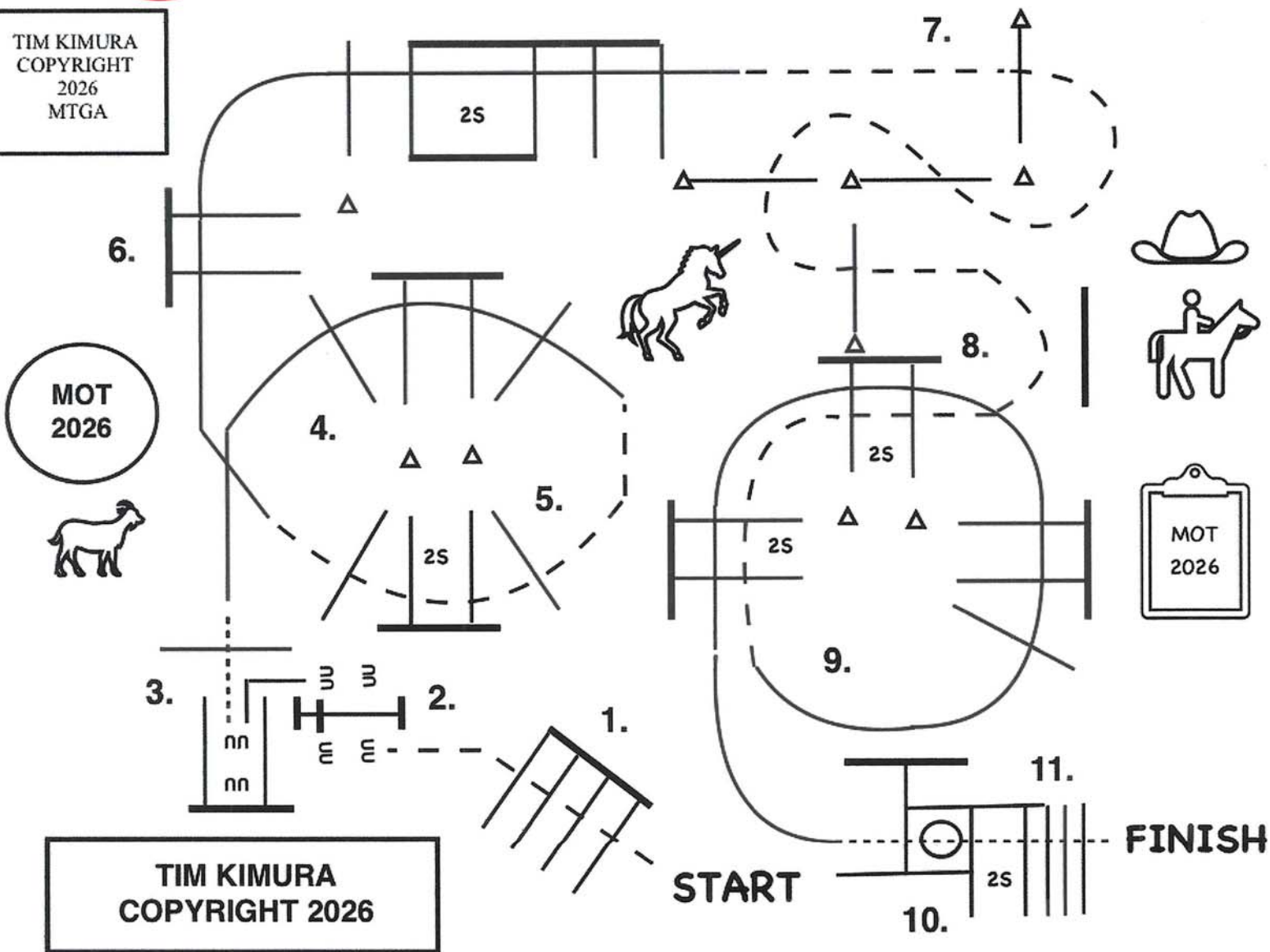


Trail

Level 2 & 3 for Youth, Select, Amateur, Senior

Wednesday

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1. JOG OVER POLES, JOG UP TO GATE.
2. WORK GATE RIGHT HAND.
3. BACK AROUND CORNER, BACK BETWEEN POLES, WALK OUT OVER POLE.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
8. JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.



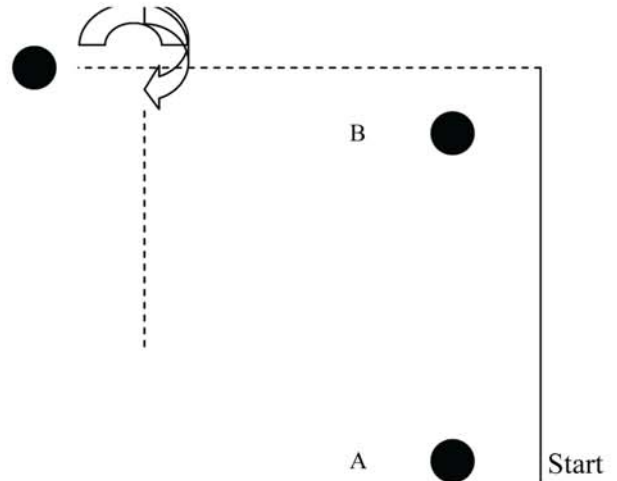
Showmanship, Equitation, Horsemanship

Small Fry & Walk Trot

Wednesday - Thursday

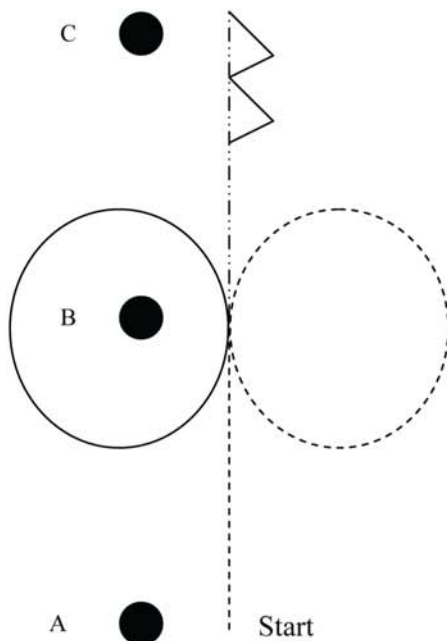
All Showmanship

1. Start at Marker A, when instructed Walk from marker A to Marker B
2. At B trot around the corner and straight to the judge
3. Stop, Set up for inspection
4. When dismissed perform a 3/4 turn to the right
5. Exit at a walk



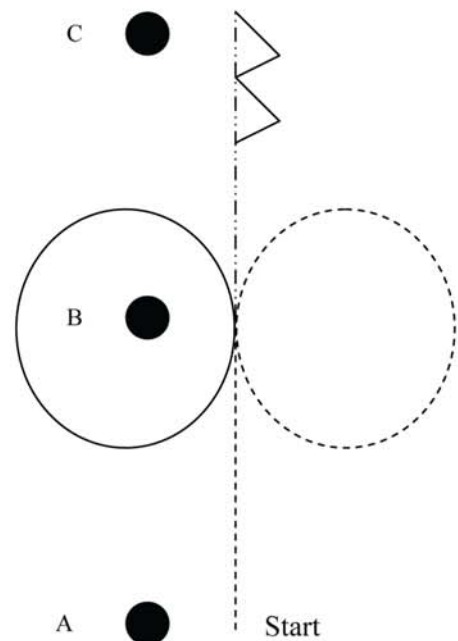
All Equitation

1. Start at Marker A, when instructed perform a sitting trot from Marker A to Marker B
2. At B pick up the left diagonal and continue a circle to the right
3. When circle is complete pick up the right diagonal and circle left
4. Close circle break to the walk at Marker B
5. At Marker C stop and back 4 to 5 steps and proceed to the rail at a trot



All Horsemanship

1. Start at Marker A, when instructed perform a jog from Marker A to Marker B
2. At B continue a circle to the right
3. When circle is complete pick into the extended trot and circle left
4. Close circle and break to the walk at Marker B
5. At Marker C stop and back 4 to 5 steps and proceed to the rail at a trot

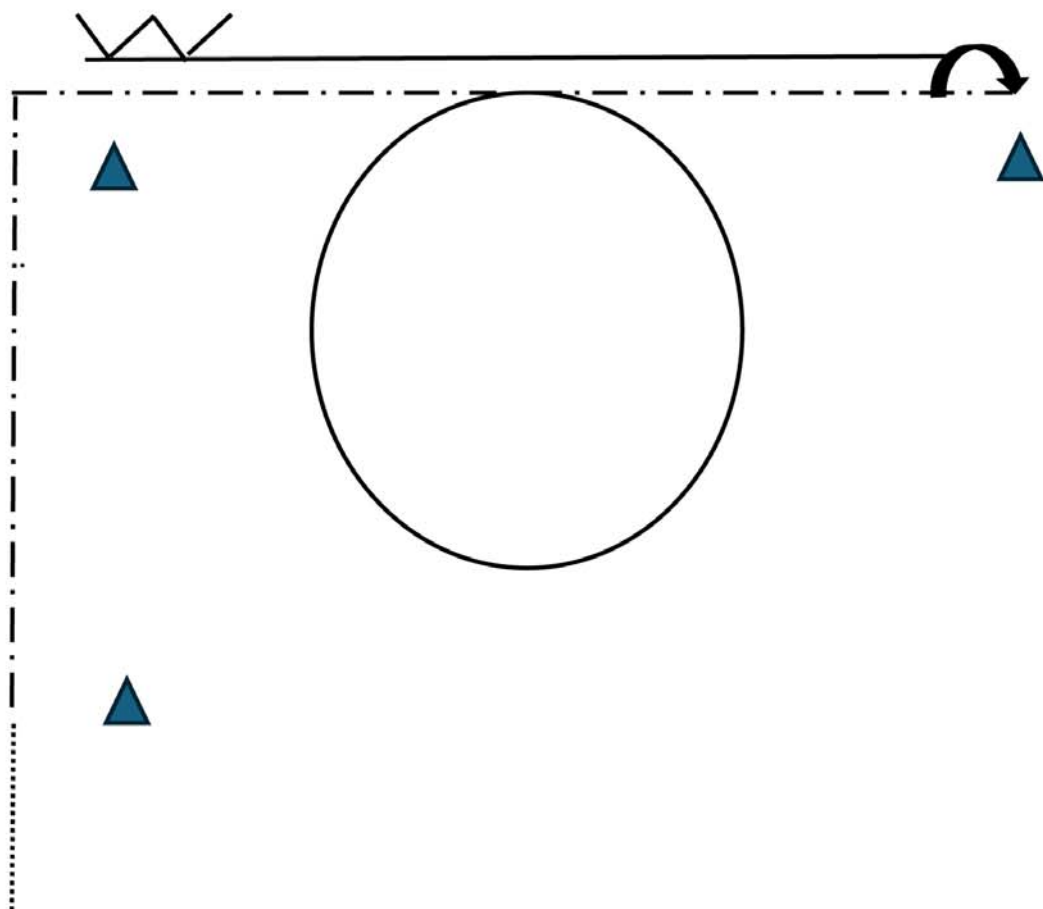




Hunt Seat Equitation

All Breed, Level 1, Non Pro

Wednesday



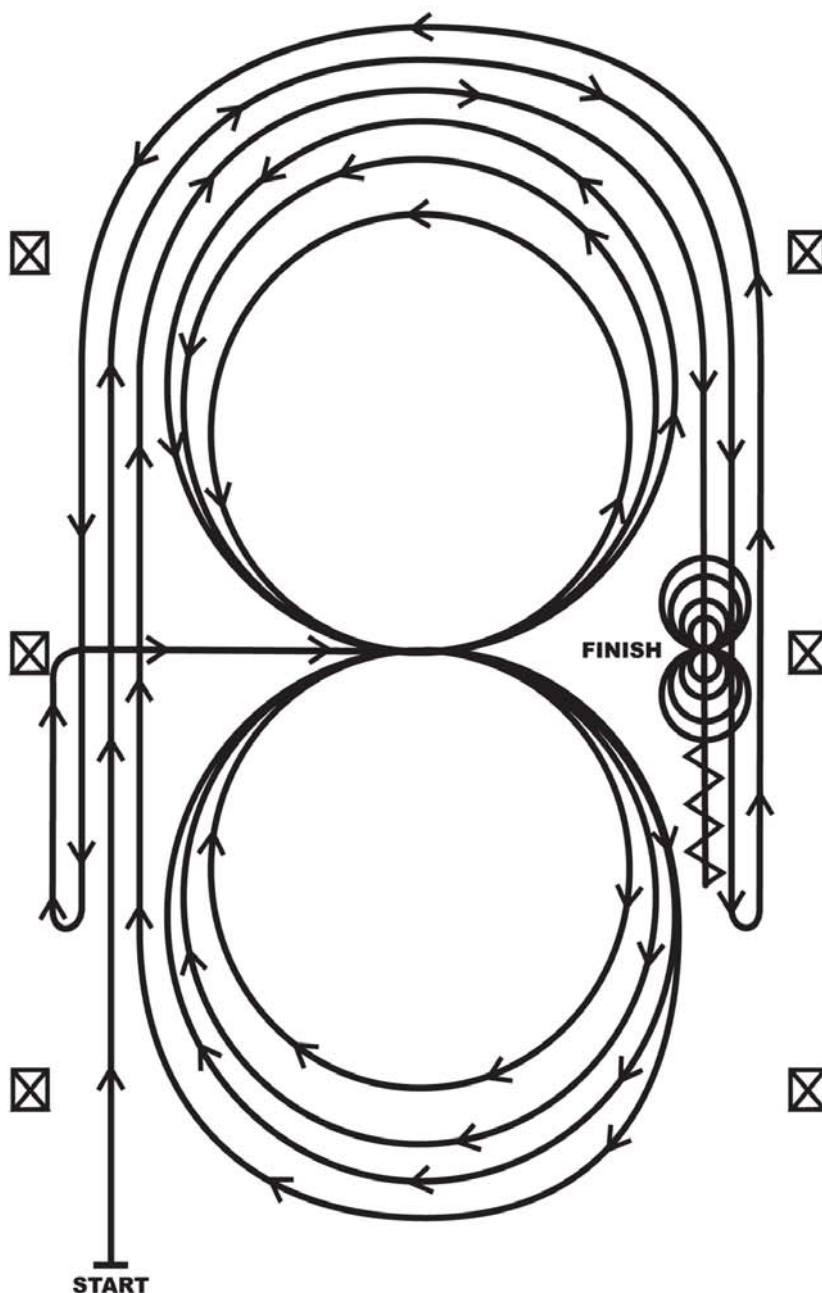
1. Walk to Cone A, trot on the left diagonal to and around Cone B
2. Once halfway to Cone C, canter a circle to the right on the Right lead
3. Once circle is completed breakdown to the sitting trot to Cone D
4. Stop and perform $\frac{1}{2}$ turn on the forehand to the right
5. Canter on the Left lead back to Cone B
6. Back 5 steps and exit



Reining ~ Pattern 3

Youth, Amateur, Open

Wednesday



1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.



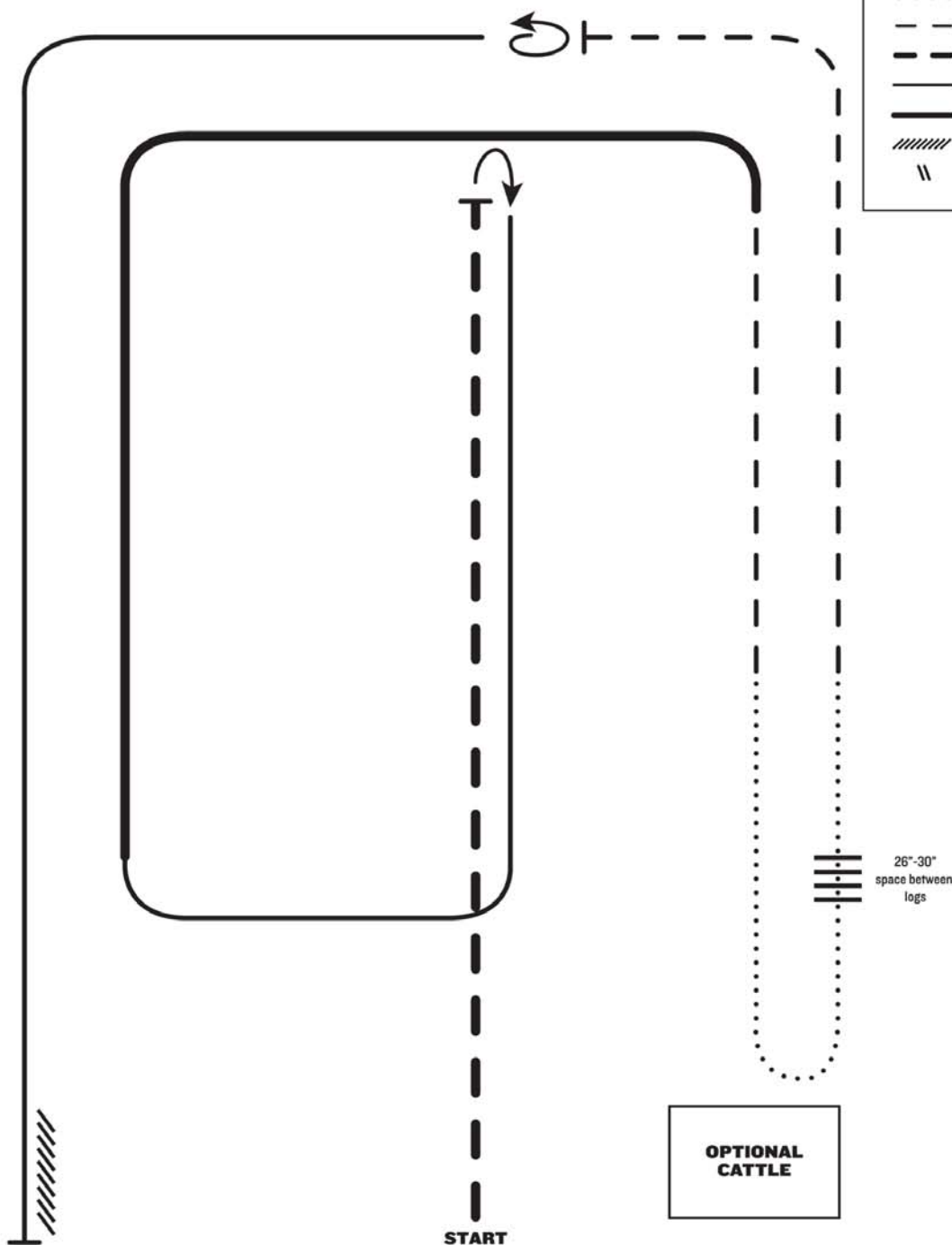
Ranch Riding ~ Pattern 15

All (WT Jog Where Lope)

Wednesday

LEGEND

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



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back

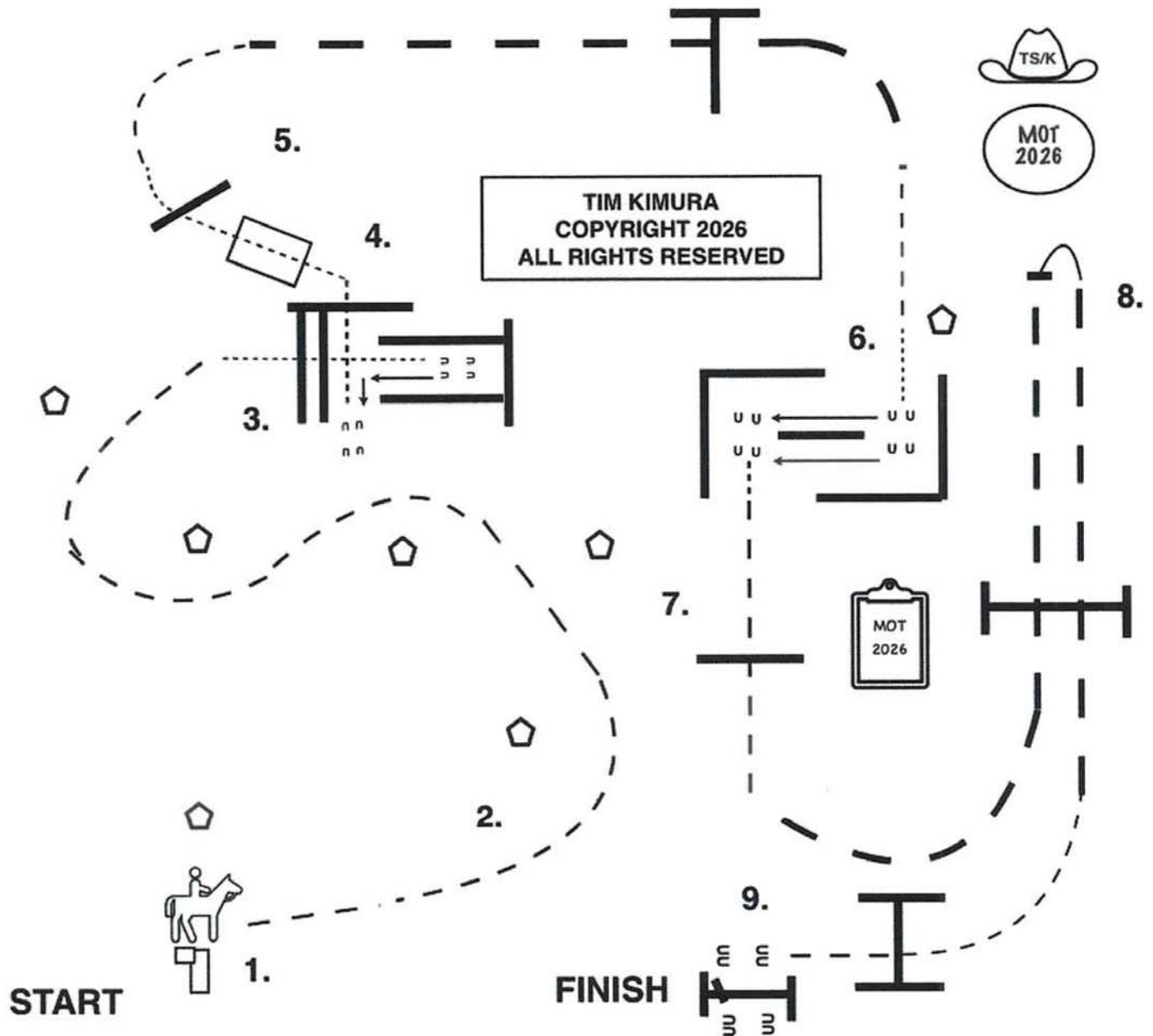
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



Ranch Trail

All Breed Walk Trot

Wednesday

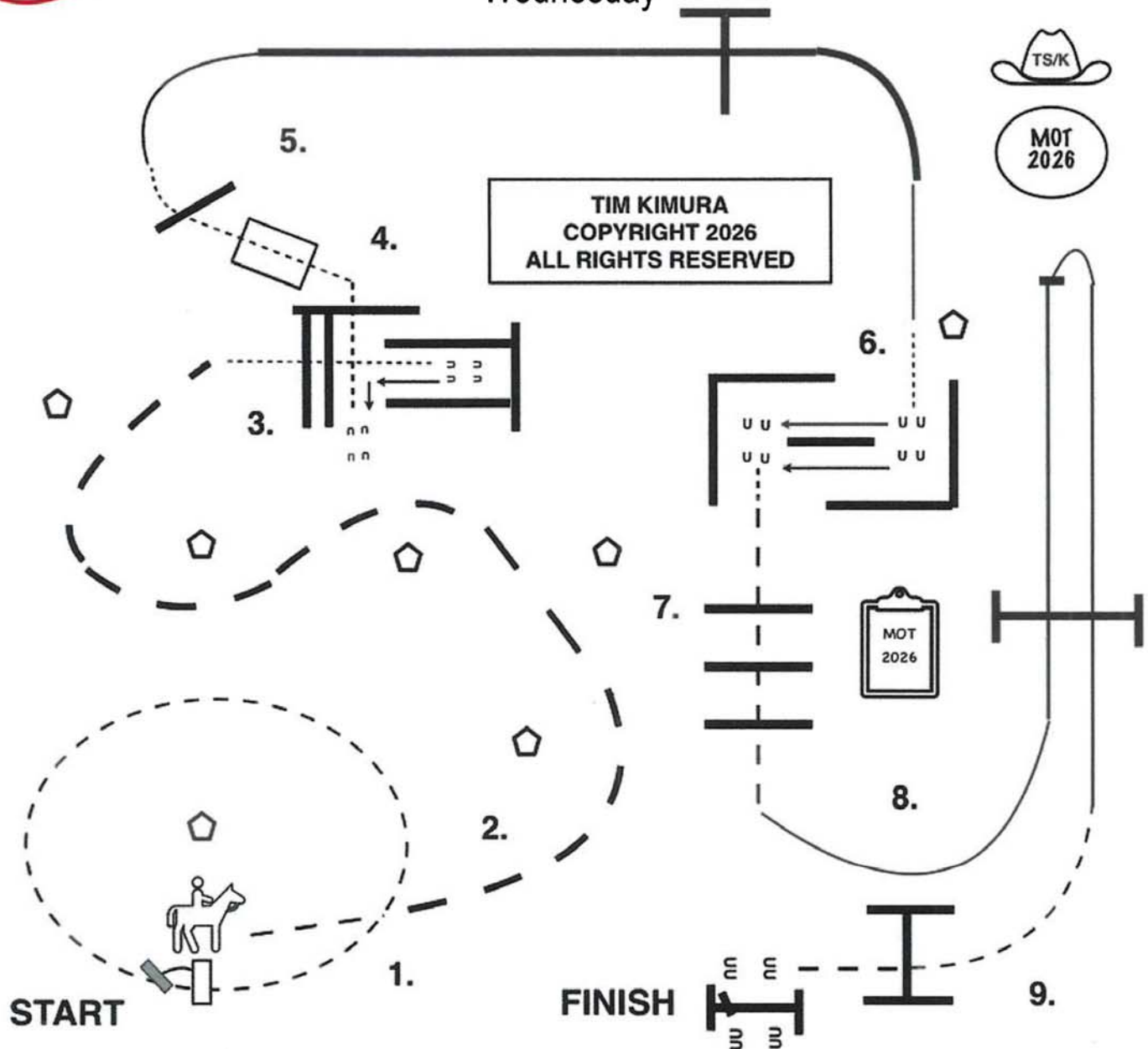


1. OPEN MAIL BOX, TAKE OUT MAIL, PUT MAIL BACK IN BOX, CLOSE BOX.
2. TROT AROUND MARKERS.
3. BREAK TO THE WALK, WALK OVER LOGS INTO CHUTE, BACK BETWEEN LOG, AROUND THE CORNER AND OUT THE OPENING.
4. WALK FORWARD, AND WALK OVER LOGS AND WALK OVER BRIDGE.
5. TROT, THEN EXTEND THE TROT OVER LOG, TURN CORNER, COLLECT THE TROT.
6. BREAK TO THE WALK, WALK UP TO LOG, SIDE PASS RIGHT OVER LOG.
7. WALK FORWARD, THEN TROT OVER LOG, THEN EXTEND THE TROT OVER SECOND LOG.
8. STOP PAST MARKER, ROLL BACK RIGHT, EXTEND THE TROT OVER LOG, THEN COLLECT THE TROT AND TROT OVER SECOND LOG.
9. TROT UP TO GATE, WORK GATE LEFT HAND.



Ranch Trail

Level 1, Junior, Youth, Select,
Amateur, Senior
Wednesday



1. WORK DRAG RIGHT HAND, WALK OR TROT AROUND MARKER.
(L1 AMAMTEUR, PICK UP BUCKET, TROT AROUND MARKER, RETURN BUCKET.)
2. TROT, THEN EXTEND THE TROT AROUND MARKERS.
3. BREAK TO THE WALK, WALK OVER LOGS INTO CHUTE, BACK BETWEEN LOG, AROUND THE CORNER AND OUT THE OPENING.
4. WALK FORWARD, AND WALK OVER LOGS AND WALK OVER BRIDGE.
5. LOPE RIGHT LEAD, THEN EXTEND THE LOPE OVER LOG, TURN CORNER, COLLECT THE LOPE.
6. BREAK TO THE WALK, WALK UP TO LOG, SIDE PASS RIGHT OVER LOG.
7. WALK FORWARD, THEN TROT OVER LOGS.
8. LOPE LEFT LEAD, LOPE OVER LOG, STOP PAST MARKER, ROLL BACK RIGHT, LOPE RIGHT LEAD BACK OVER LOG.
9. BREAK TO THE TROT, TROT OVER LOG, TROT UP TO GATE, WORK GATE LEFT HAND.



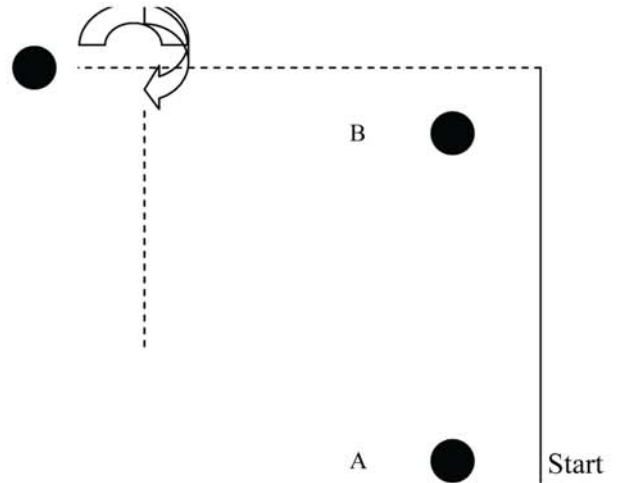
Showmanship, Equitation, Horsemanship

Small Fry & Walk Trot

Wednesday - Thursday

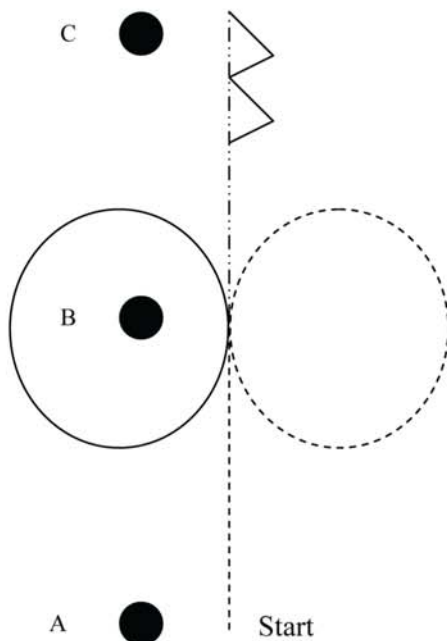
All Showmanship

1. Start at Marker A, when instructed Walk from marker A to Marker B
2. At B trot around the corner and straight to the judge
3. Stop, Set up for inspection
4. When dismissed perform a 3/4 turn to the right
5. Exit at a walk



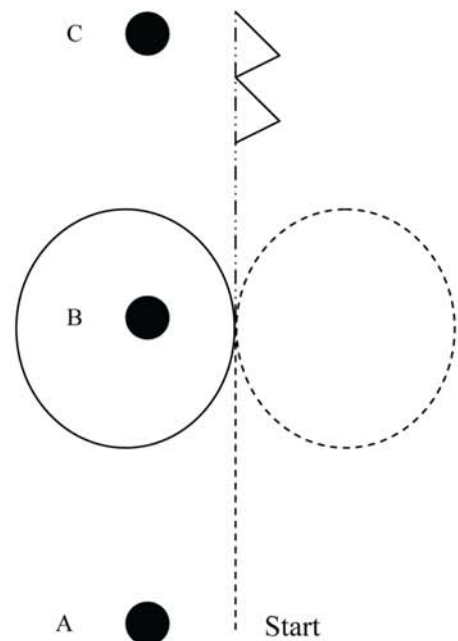
All Equitation

1. Start at Marker A, when instructed perform a sitting trot from Marker A to Marker B
2. At B pick up the left diagonal and continue a circle to the right
3. When circle is complete pick up the right diagonal and circle left
4. Close circle break to the walk at Marker B
5. At Marker C stop and back 4 to 5 steps and proceed to the rail at a trot



All Horsemanship

1. Start at Marker A, when instructed perform a jog from Marker A to Marker B
2. At B continue a circle to the right
3. When circle is complete pick into the extended trot and circle left
4. Close circle and break to the walk at Marker B
5. At Marker C stop and back 4 to 5 steps and proceed to the rail at a trot

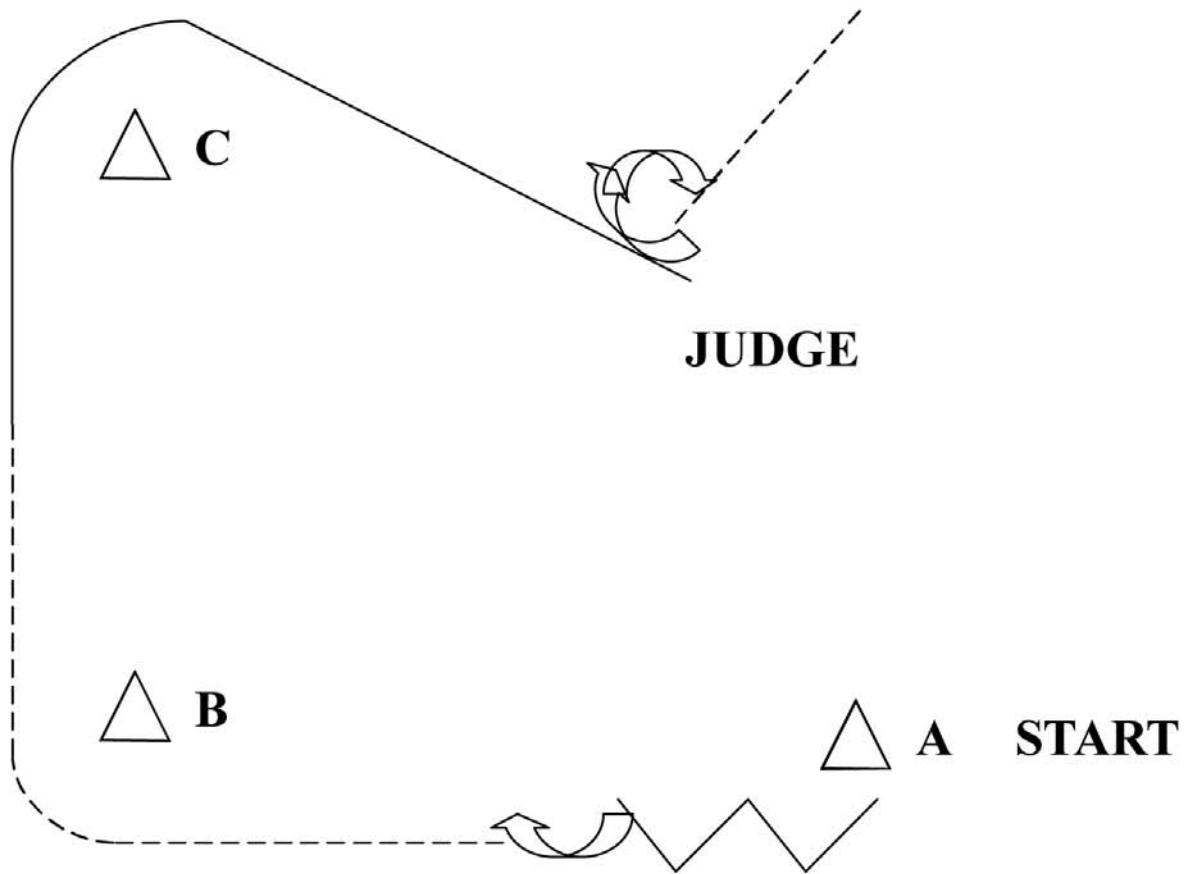




Showmanship

All Breed, Level 1, Non Pro

Thursday



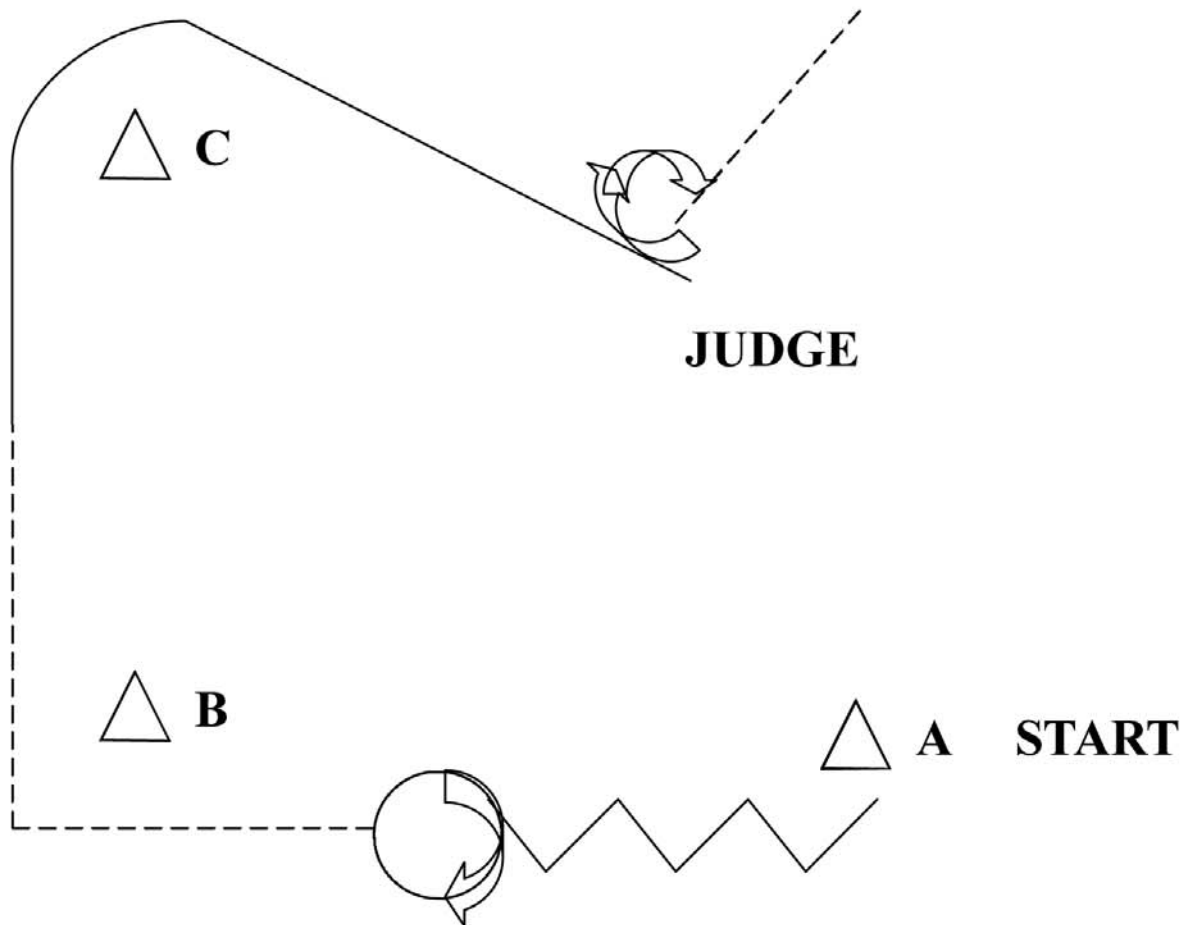
1. Start at Cone A. Back 5 steps.
2. Perform a 1/2 turn.
3. Trot around Cone B.
4. Halfway to Cone C break to the walk, walk around Cone C to the judge.
5. Set up for inspection.
6. When dismissed perform a 3/4 turn and exit at a trot.



Showmanship

Youth, Select, Amateur

Thursday



1. Start at Cone A. Back halfway to Cone B.
2. Perform 1 1/2 turns
3. Trot a square corner around Cone B.
4. Halfway to Cone C break to the walk, walk around Cone C to the judge.
5. Set up for inspection.
6. When dismissed perform a 3/4 turn and exit at a trot.



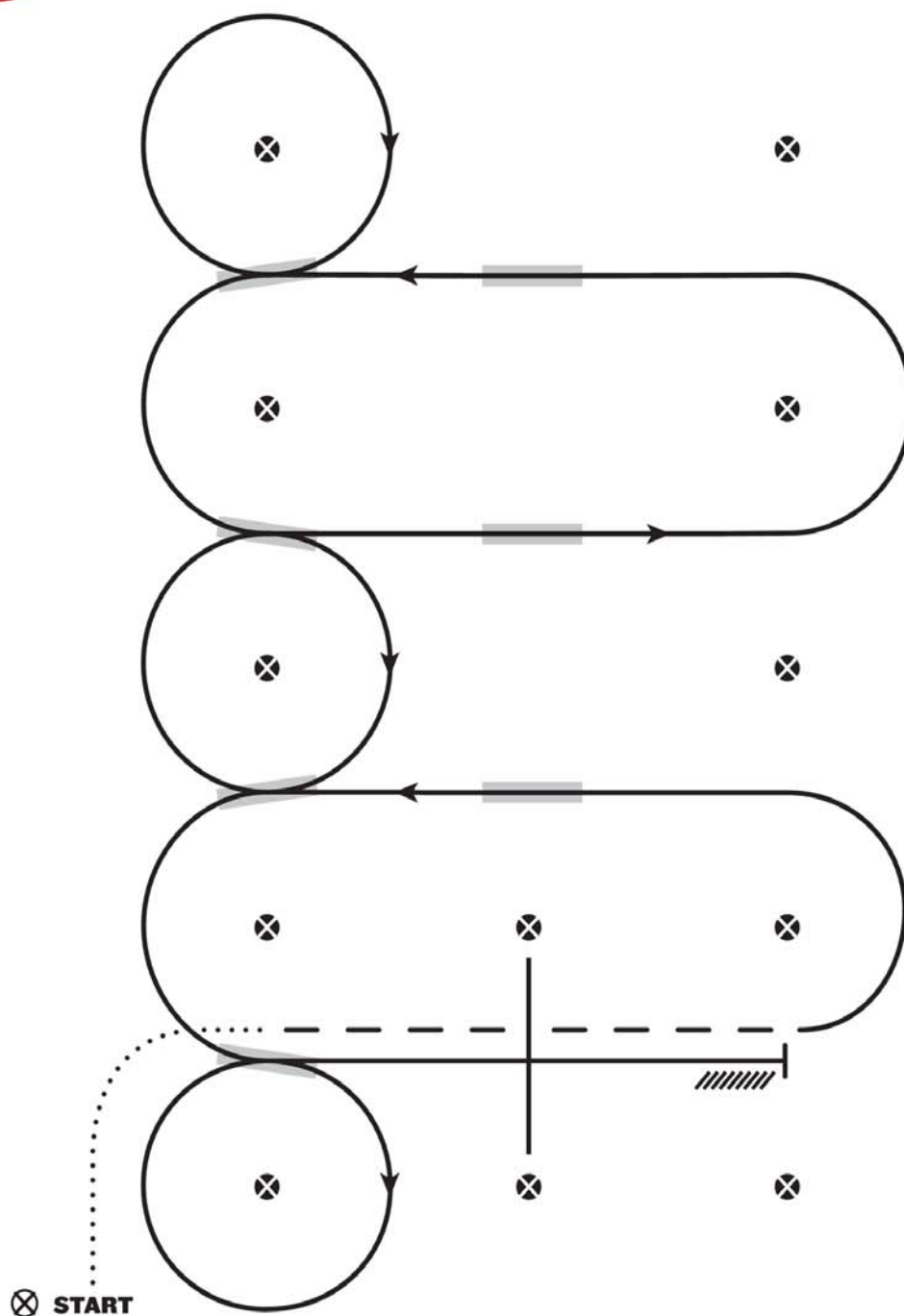
Western Riding ~ Pattern 2

Youth, Select, Amateur, Open

Thursday

LEGEND

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



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



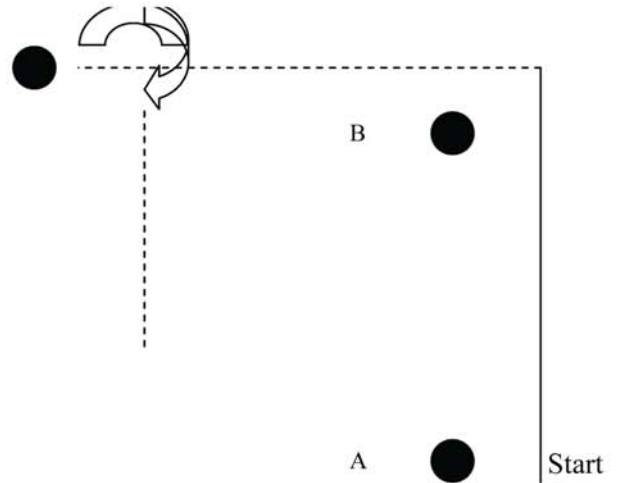
Showmanship, Equitation, Horsemanship

Small Fry & Walk Trot

Wednesday - Thursday

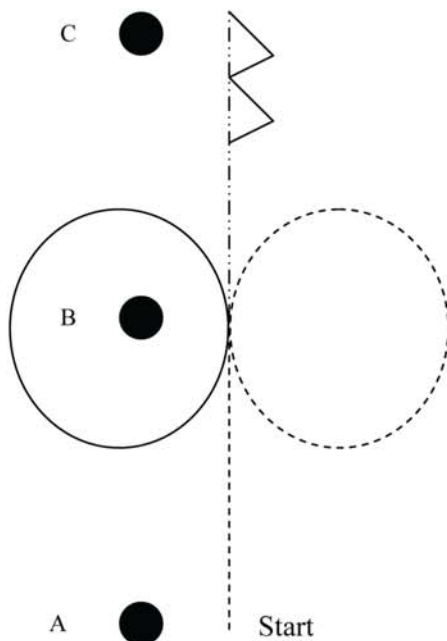
All Showmanship

1. Start at Marker A, when instructed Walk from marker A to Marker B
2. At B trot around the corner and straight to the judge
3. Stop, Set up for inspection
4. When dismissed perform a 3/4 turn to the right
5. Exit at a walk



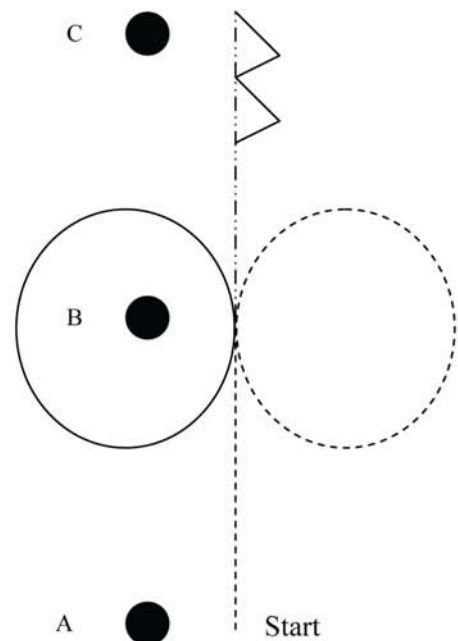
All Equitation

1. Start at Marker A, when instructed perform a sitting trot from Marker A to Marker B
2. At B pick up the left diagonal and continue a circle to the right
3. When circle is complete pick up the right diagonal and circle left
4. Close circle break to the walk at Marker B
5. At Marker C stop and back 4 to 5 steps and proceed to the rail at a trot



All Horsemanship

1. Start at Marker A, when instructed perform a jog from Marker A to Marker B
2. At B continue a circle to the right
3. When circle is complete pick into the extended trot and circle left
4. Close circle and break to the walk at Marker B
5. At Marker C stop and back 4 to 5 steps and proceed to the rail at a trot

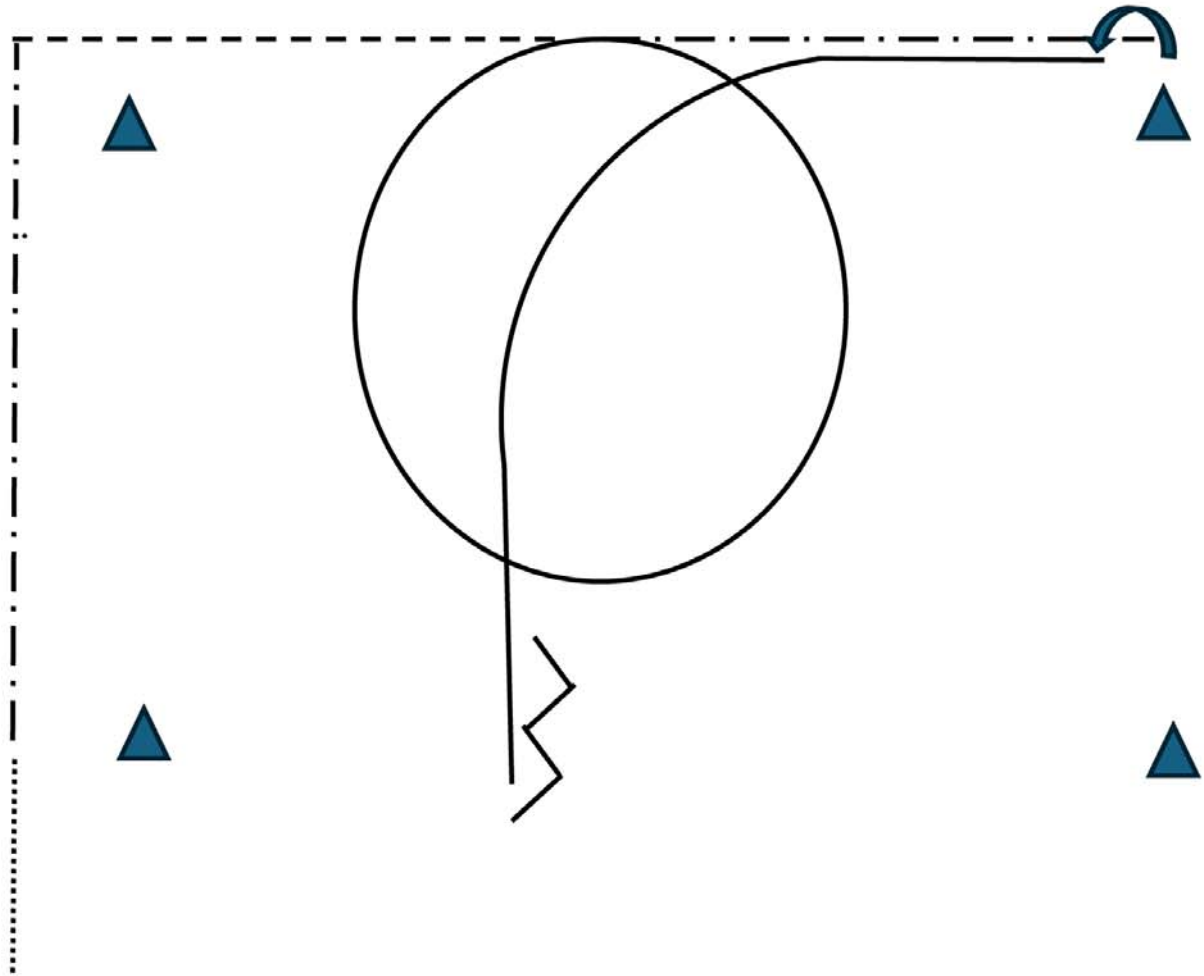




Western Horsemanship

All Breed, Level 1, Non Pro

Thursday



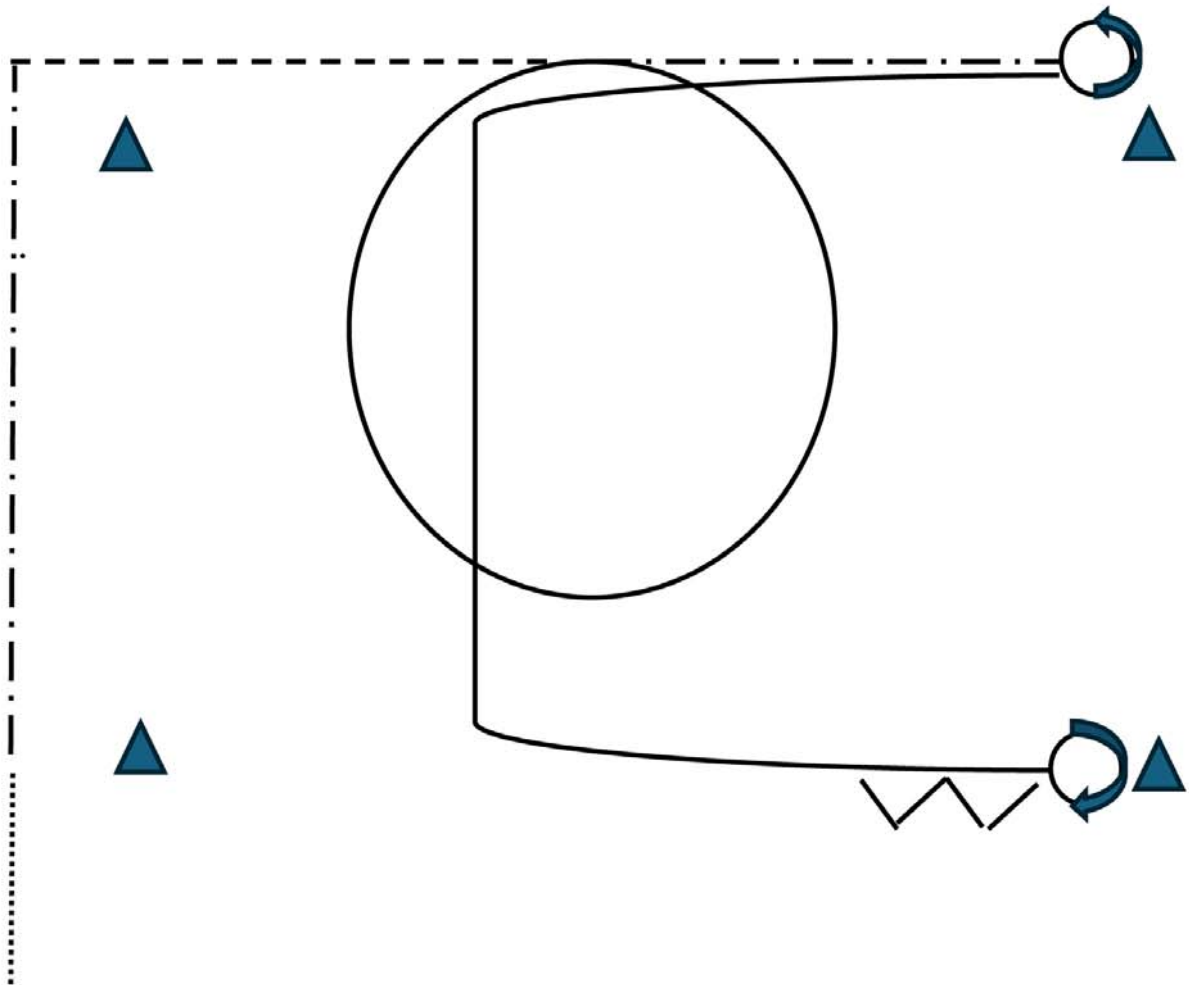
1. Walk to Cone A, extend the trot to Cone B
2. At Cone B, jog halfway to Cone C
3. Lope a circle to the right on the Right lead
4. Once the circle is closed break to the extended trot to Cone C
5. At Cone C, stop and perform a $\frac{1}{2}$ turn to the Left
6. Lope the Left lead to Cone D
7. Stop and back 5 steps, exit



Western Horsemanship

Youth, Select, Amateur

Thursday



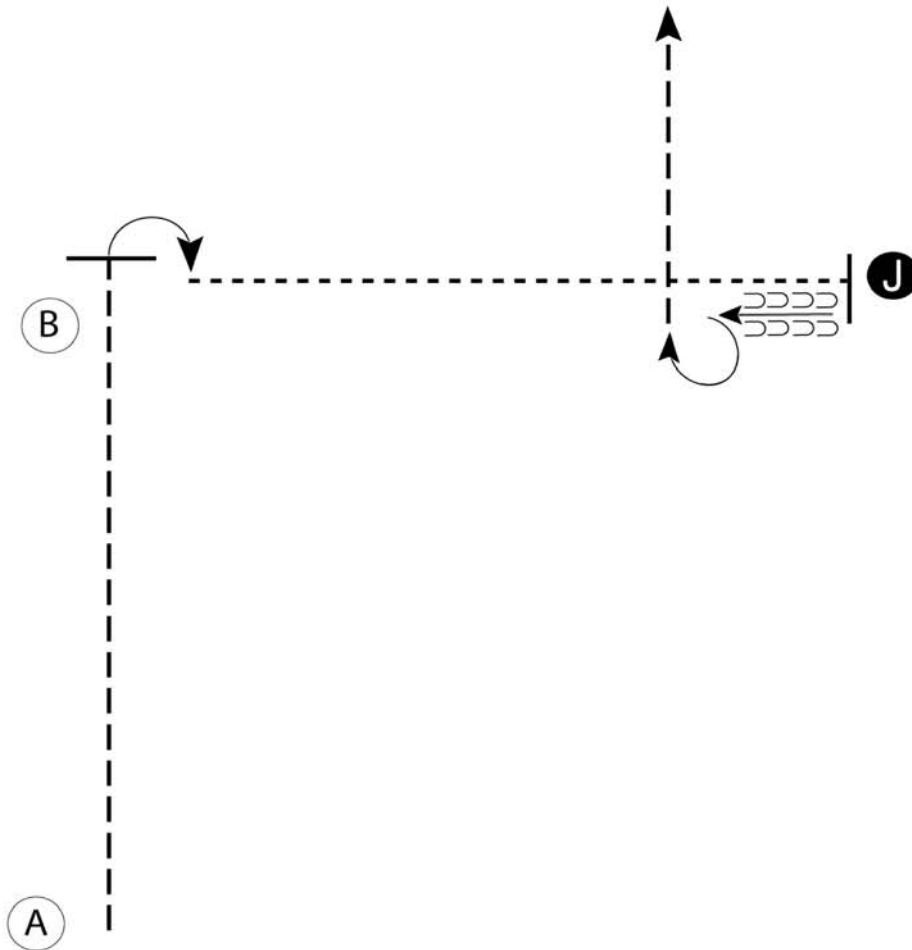
1. Walk to Cone A, extend the trot to Cone B
2. At Cone B, jog halfway to Cone C
3. Lope a circle to the right on the Right lead
4. Once the circle is closed break to the extended trot to Cone C
5. At Cone C, stop and perform a 1 1/2 turns to the Left
6. Lope an extended Left lead to Cone D
7. Stop and perform 1 full turn to the right
8. Back 5 steps and exit



Showmanship

Level 1

Friday



1. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and perform a 270 degree turn
5. Trot to the line-up

Walk	-----
Trot	- - - - -
Back	←
Marker	Ⓟ
Judge	Ⓝ

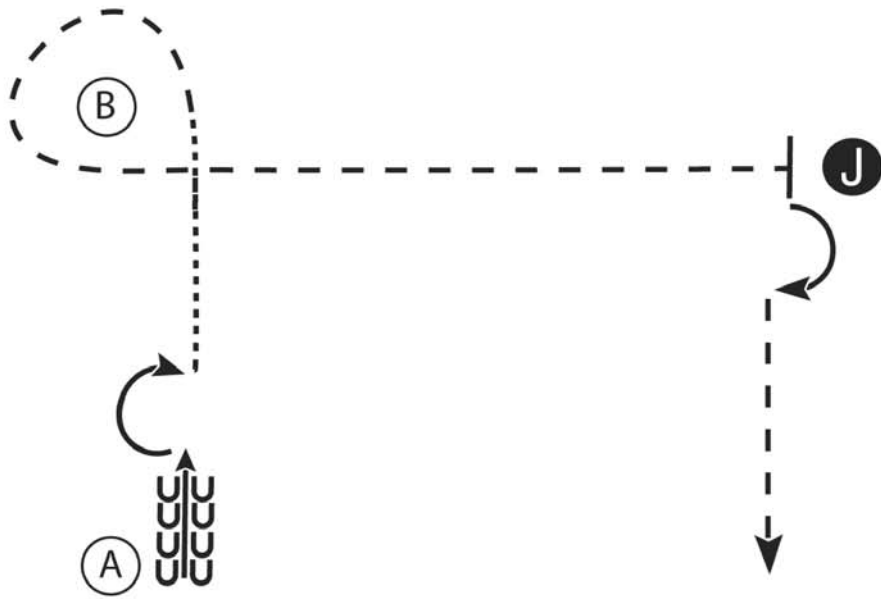
[S/1-14]



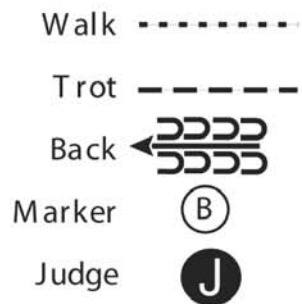
Showmanship

Amateur, Select, Youth

Friday



1. At A back 4 steps
2. Perform a 180 degree turn
3. Walk to B
4. At B trot around B and to the judge, set up for inspection
5. When dismissed perform a 90 degree turn and trot straight away from the judge



www.HorseShowPatterns.com

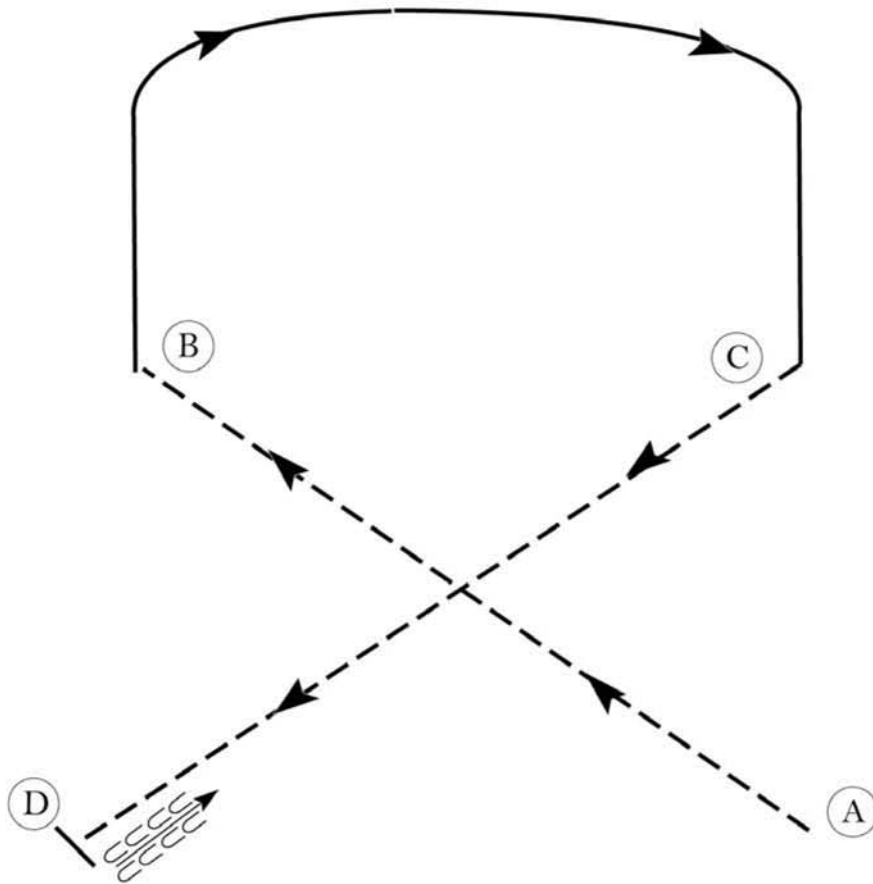
www.HorseShowPatterns.com



Hunt Seat Equitation

Level 1

Friday



Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter right lead to C.
3. Posting trot on the right diagonal 1/2 way to D.
4. Sitting trot to D.
5. Halt at D and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↘ /
Back	←←←
Marker	⊙
Sidepass	← →
Hand Gallop	— — — — —

[HSE/1-23]



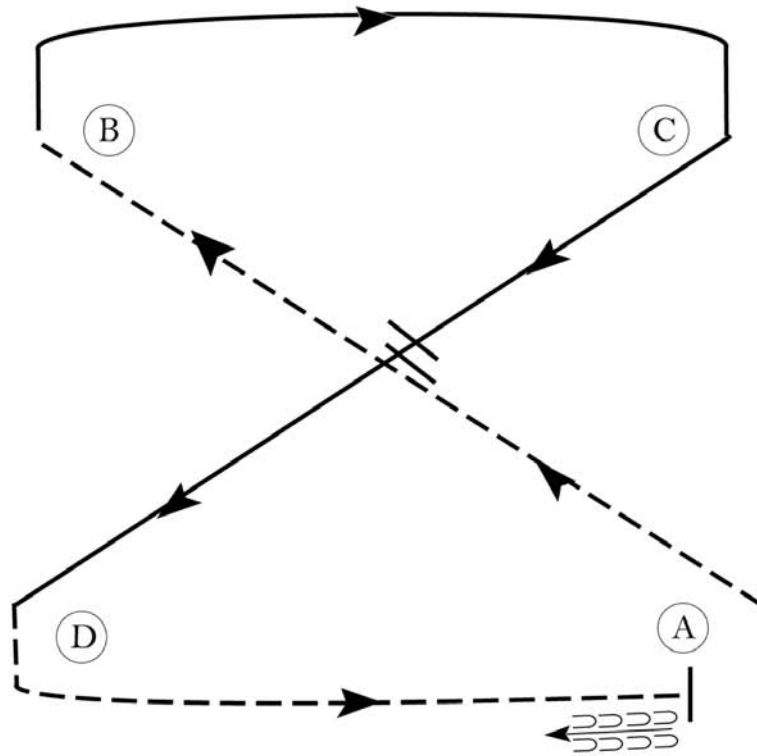
Hunt Seat Equitation

Amateur, Select, Youth

Friday

www.HorseShowPatterns.com

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Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter on the right lead to and around C and 1/2 way to D.
3. Change leads and canter to D.
4. Posting trot on the right diagonal to A.
5. Halt at A and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← 22222
Marker	Ⓚ
Sidepass	← — — — — ←
Hand Gallop	— — — — —

[HSE/2-24]



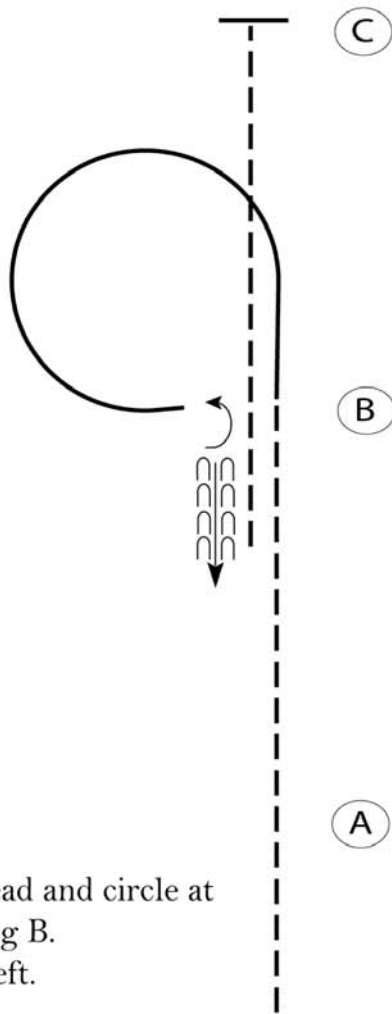
Western Horsemanship

Level 1

Friday

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Begin before A at a jog.

1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left.
4. Back one horse length.
5. Jog to C. Stop at C.

Follow the instructions of your ring steward.

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

[WH/1-17]



Western Horsemanship

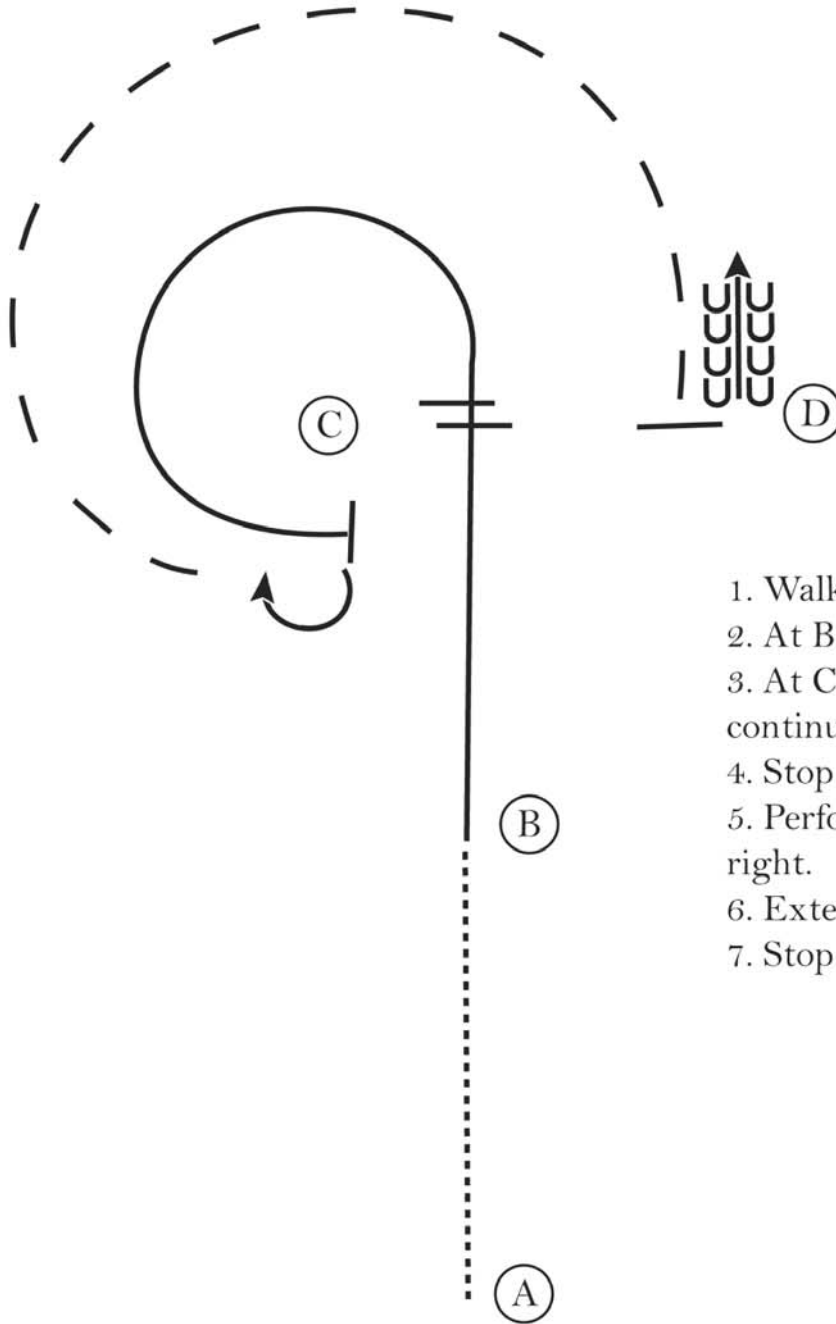
Amateur, Select, Youth

Sharon Radebaugh Memorial

Friday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



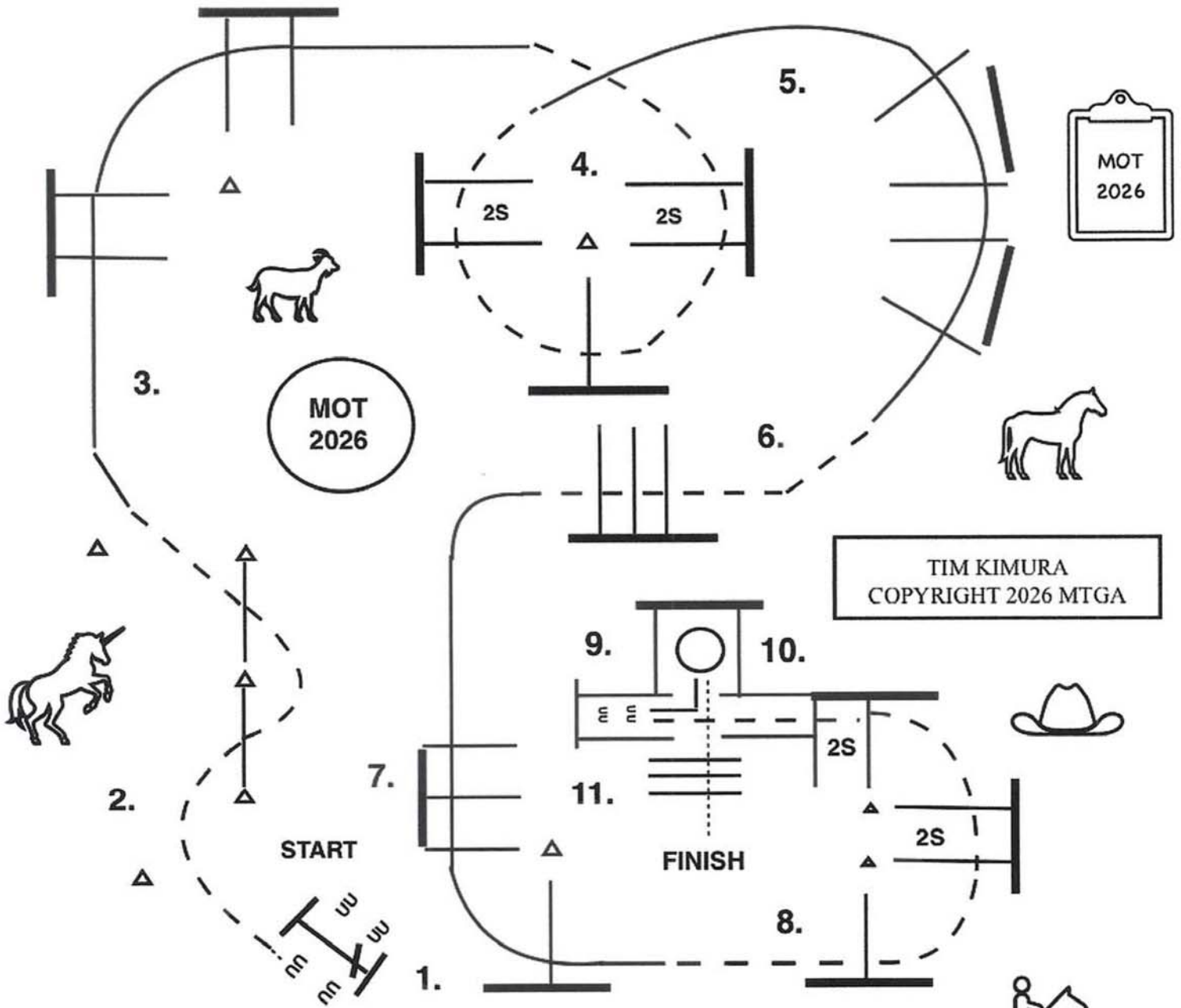
1. Walk A to B.
2. At B lope on the right lead to C.
3. At C perform a lead change and continue on the left lead around C.
4. Stop at C.
5. Perform a 180 degree turn to the right.
6. Extend the jog around C.
7. Stop at D and back 4 steps.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←
Marker	⊙
Sidepass	←---←

[WH/2-1]



Trail Friday



1. GATE RH OPEN, RIDE THRU GATE AND CLOSE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES
3. LOPE OVER POLES (RL)
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RL)
6. BREAK TO THE JOG, JOG OVER POLES
7. LOPE OVER POLES (LL).
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
9. BACK BETWEEN POLES AND, BACK AROUND CORNER AND BACK INTO THE BOX.
10. EXECUTE A 360 TURN EITHER WAY.
11. WALK OUT CHUTE, WALK OVER POLES.

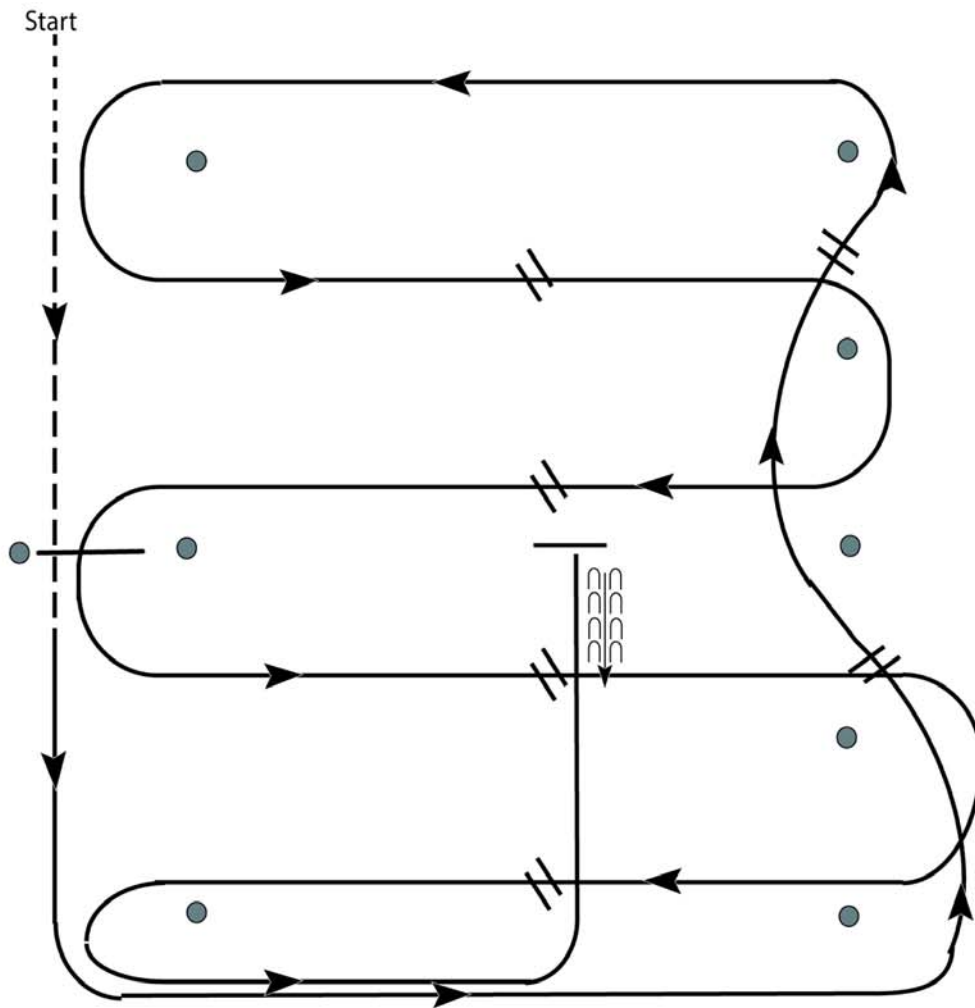
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Western Riding

Level 1

Friday



1. Walk at least 15' & jog over log.
2. Transition to left 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. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

[WR/GP-1]



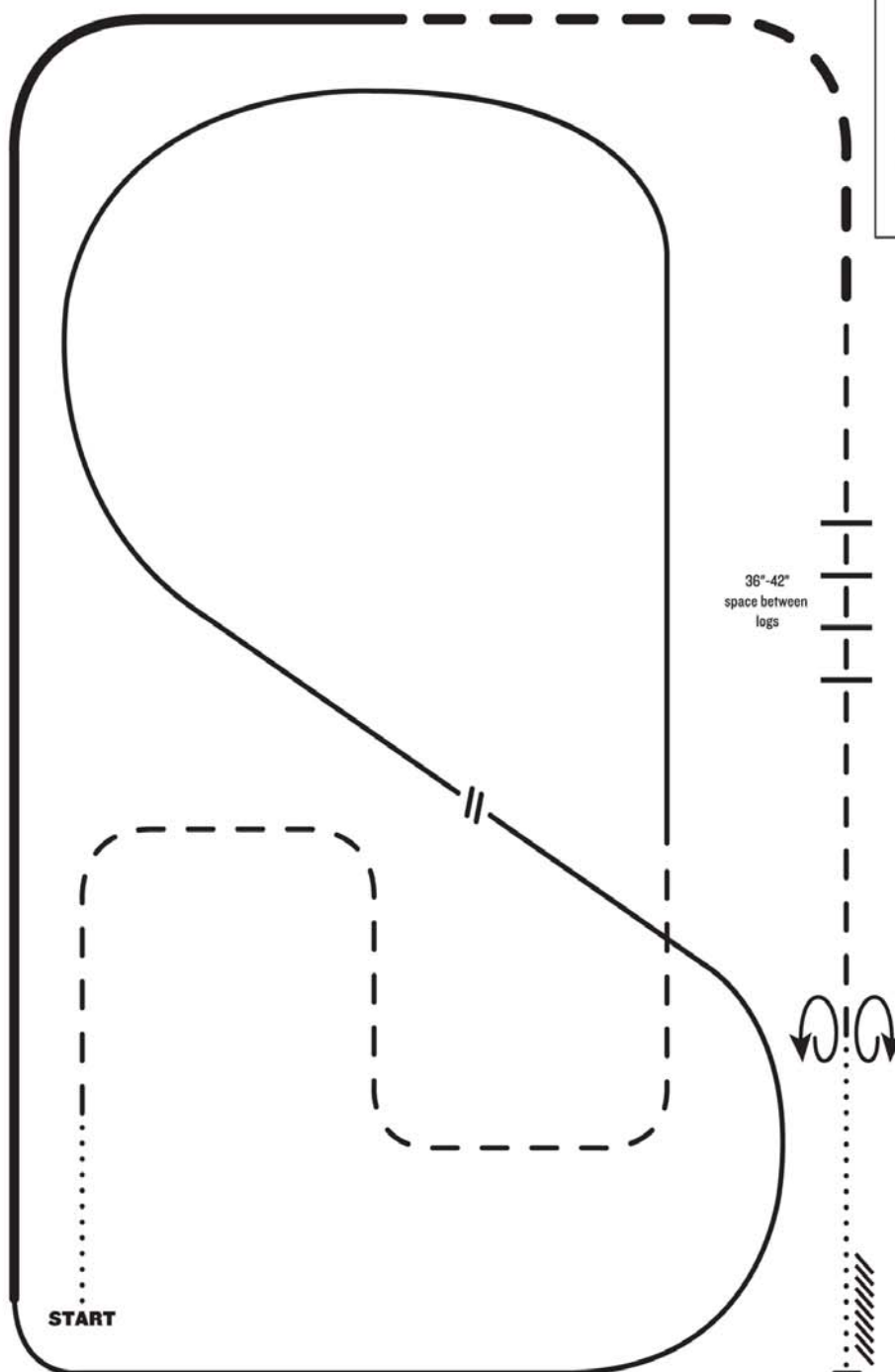
Ranch Riding ~ Pattern 3

Youth, Amateur, Open

Friday

LEGEND

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



- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

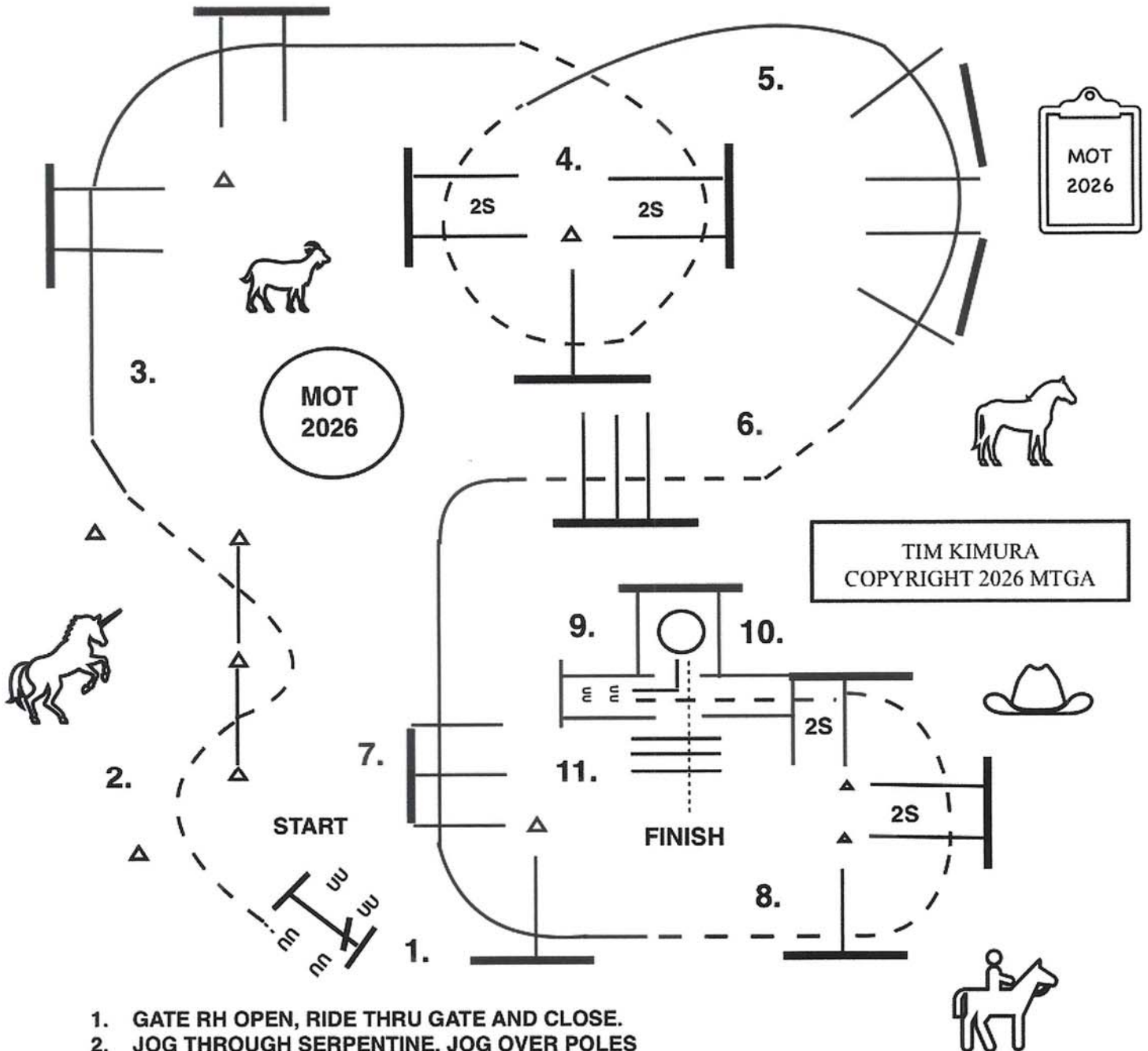
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



Trail

Level 1, Junior Level 2 & 3

Saturday



1. GATE RH OPEN, RIDE THRU GATE AND CLOSE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES
3. LOPE OVER POLES (RL)
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RL)
6. BREAK TO THE JOG, JOG OVER POLES
7. LOPE OVER POLES (LL).
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
9. BACK BETWEEN POLES AND, BACK AROUND CORNER AND BACK INTO THE BOX.
10. EXECUTE A 360 TURN EITHER WAY.
11. WALK OUT CHUTE, WALK OVER POLES.

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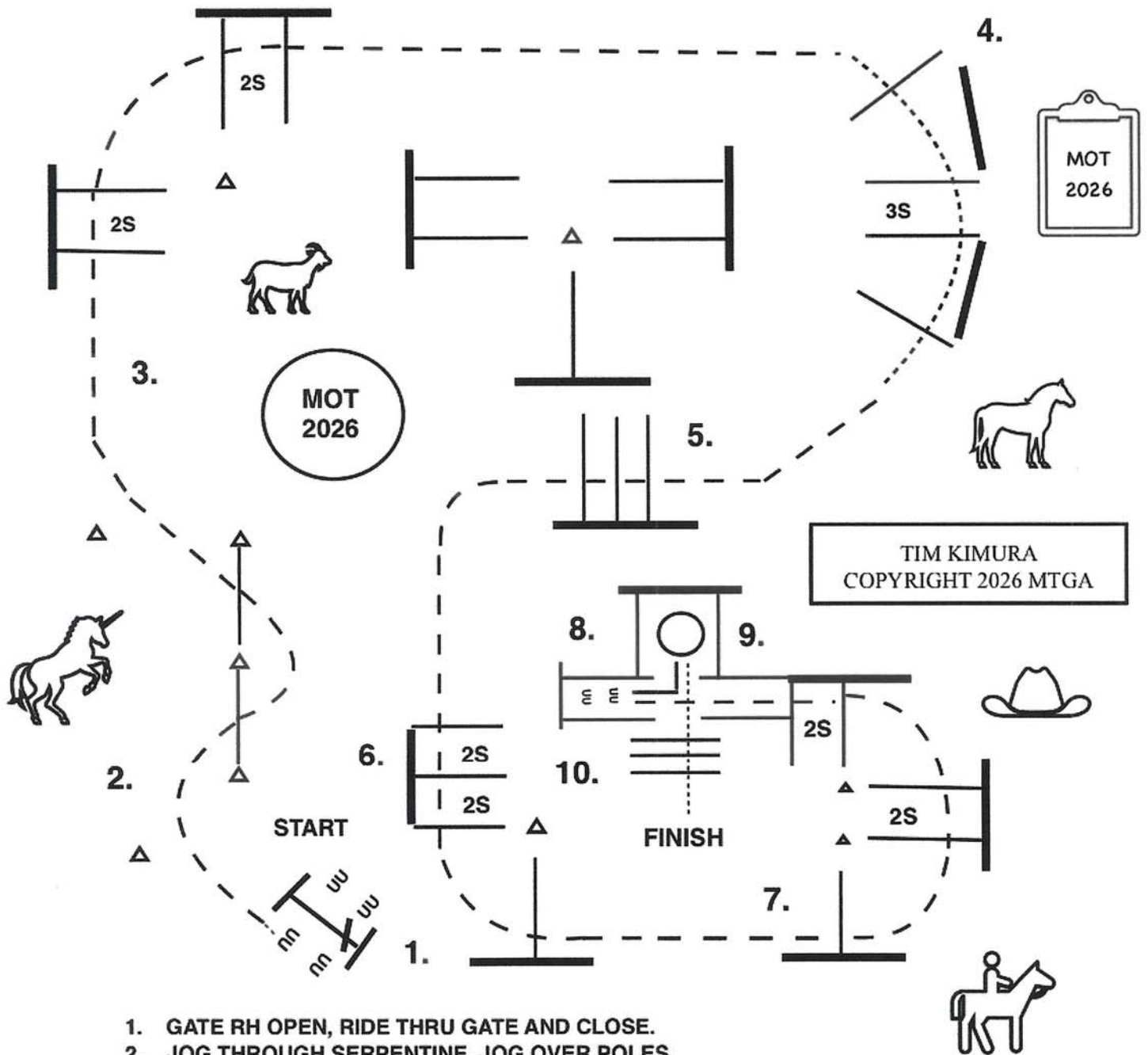
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Trail

Small Fry & Walk Trot

Saturday



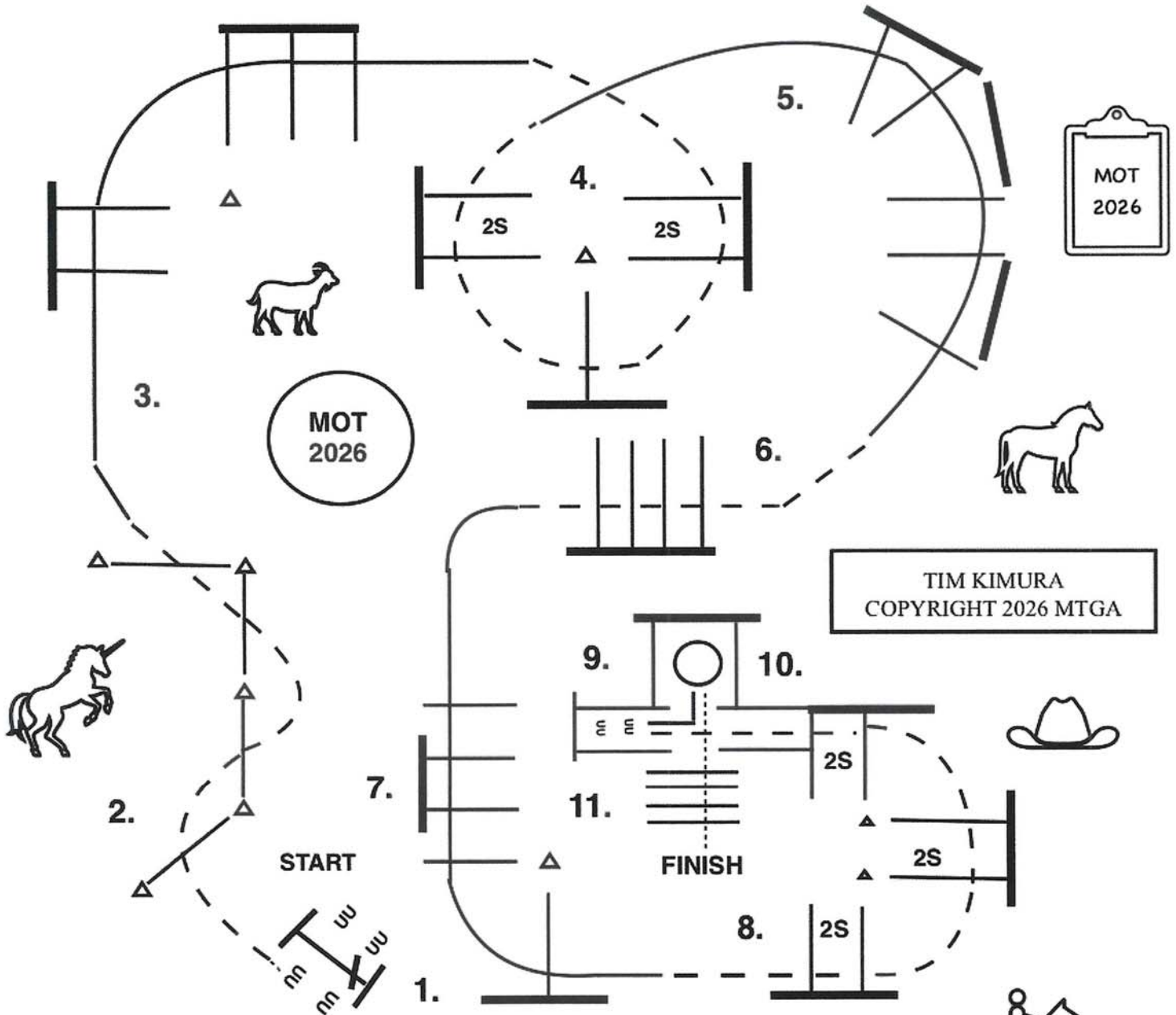
1. GATE RH OPEN, RIDE THRU GATE AND CLOSE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES
3. JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.
7. JOG OVER POLES, AND JOG INTO CHUTE.
8. BACK BETWEEN POLES AND, BACK AROUND CORNER AND BACK INTO THE BOX.
9. EXECUTE A 360 TURN EITHER WAY.
10. WALK OUT CHUTE, WALK OVER POLES.

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Trail

Level 2 & 3 for Youth, Select, Amateur, Senior
Saturday



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1. GATE RH OPEN, RIDE THRU GATE AND CLOSE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES
3. LOPE OVER POLES (RL)
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RL)
6. BREAK TO THE JOG, JOG OVER POLES
7. LOPE OVER POLES (LL).
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
9. BACK BETWEEN POLES AND, BACK AROUND CORNER AND BACK INTO THE BOX.
10. EXECUTE A 360 TURN EITHER WAY.
11. WALK OUT CHUTE, WALK OVER POLES.



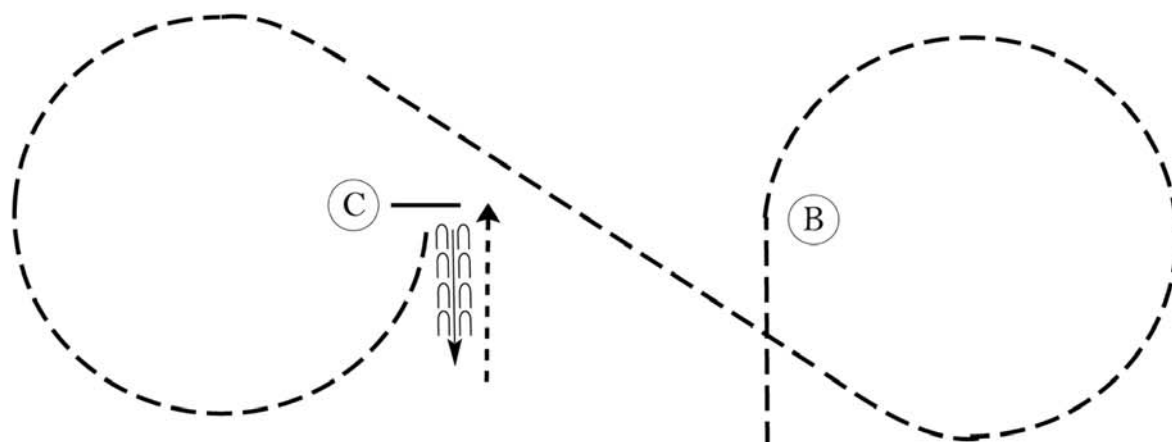
Hunt Seat Equitation

Small Fry & Level 1 Walk Trot

Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. When halfway to C, change diagonals.
5. Posting trot on the right diagonal to and around C.
6. Stop at C and back approximately one horse length.

Exit at a walk.
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	Ⓚ
Sidepass	← — — — — →
Hand Gallop	———



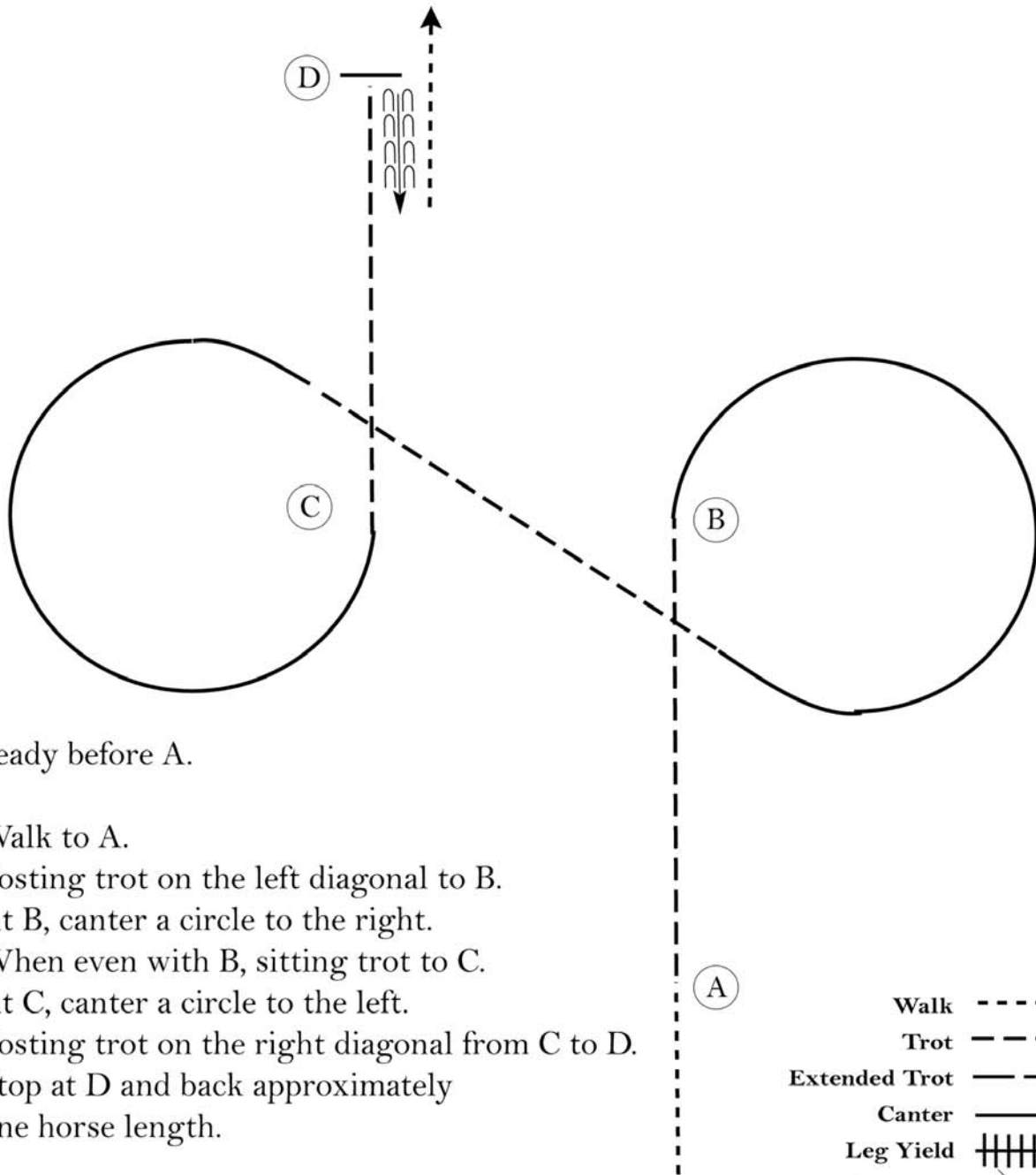
Hunt Seat Equitation

All Breed, Level 1, Non Pro

Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to B.
3. At B, canter a circle to the right.
4. When even with B, sitting trot to C.
5. At C, canter a circle to the left.
6. Posting trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	—————
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←-----→
Hand Gallop	———

[HSE/1-41]



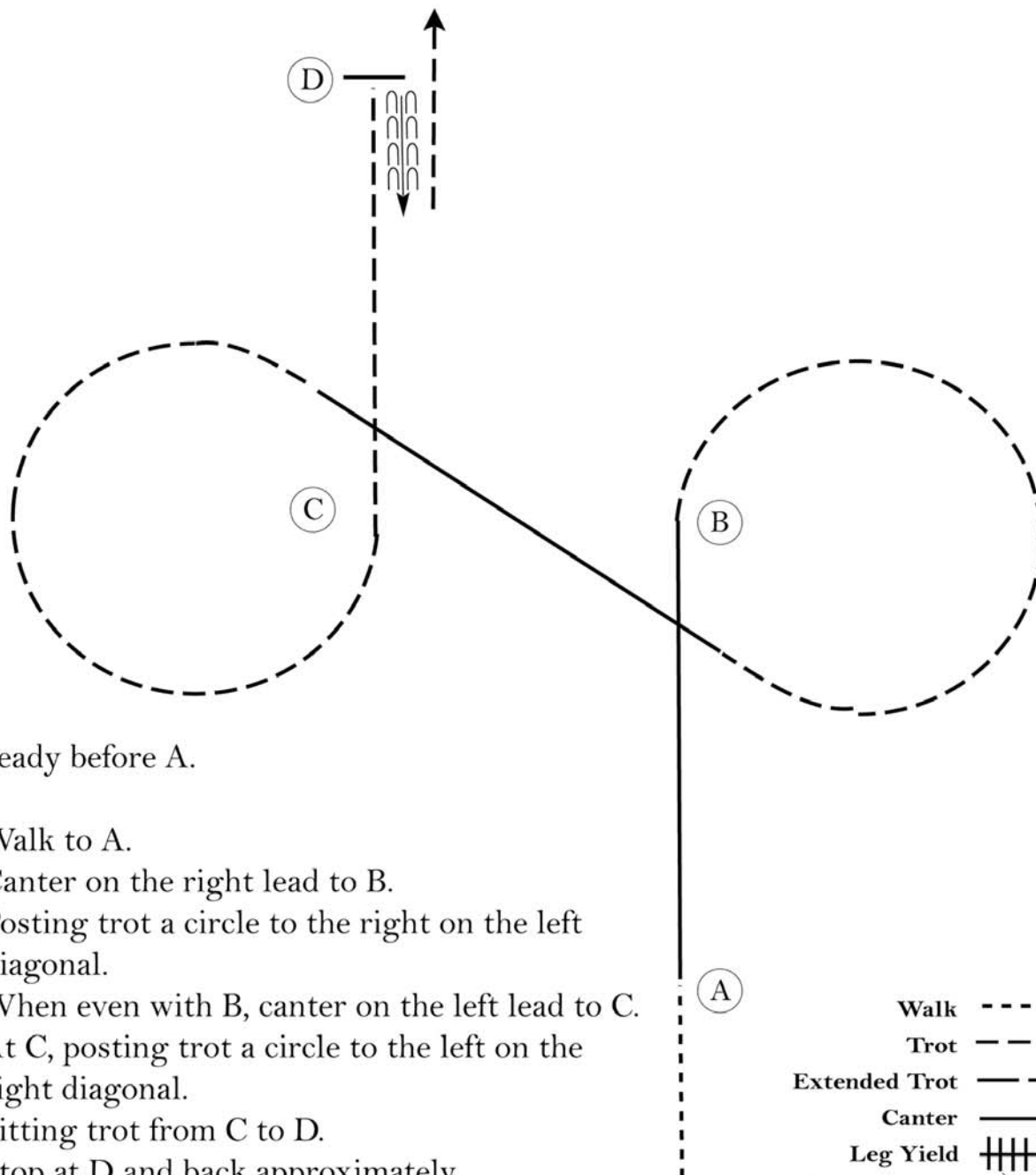
Hunt Seat Equitation

Youth, Select, Amateur

Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right on the left diagonal.
4. When even with B, canter on the left lead to C.
5. At C, posting trot a circle to the left on the right diagonal.
6. Sitting trot from C to D.
7. Stop at D and back approximately one horse length.

Exit at a sitting trot.

Follow the instructions of your ring steward.

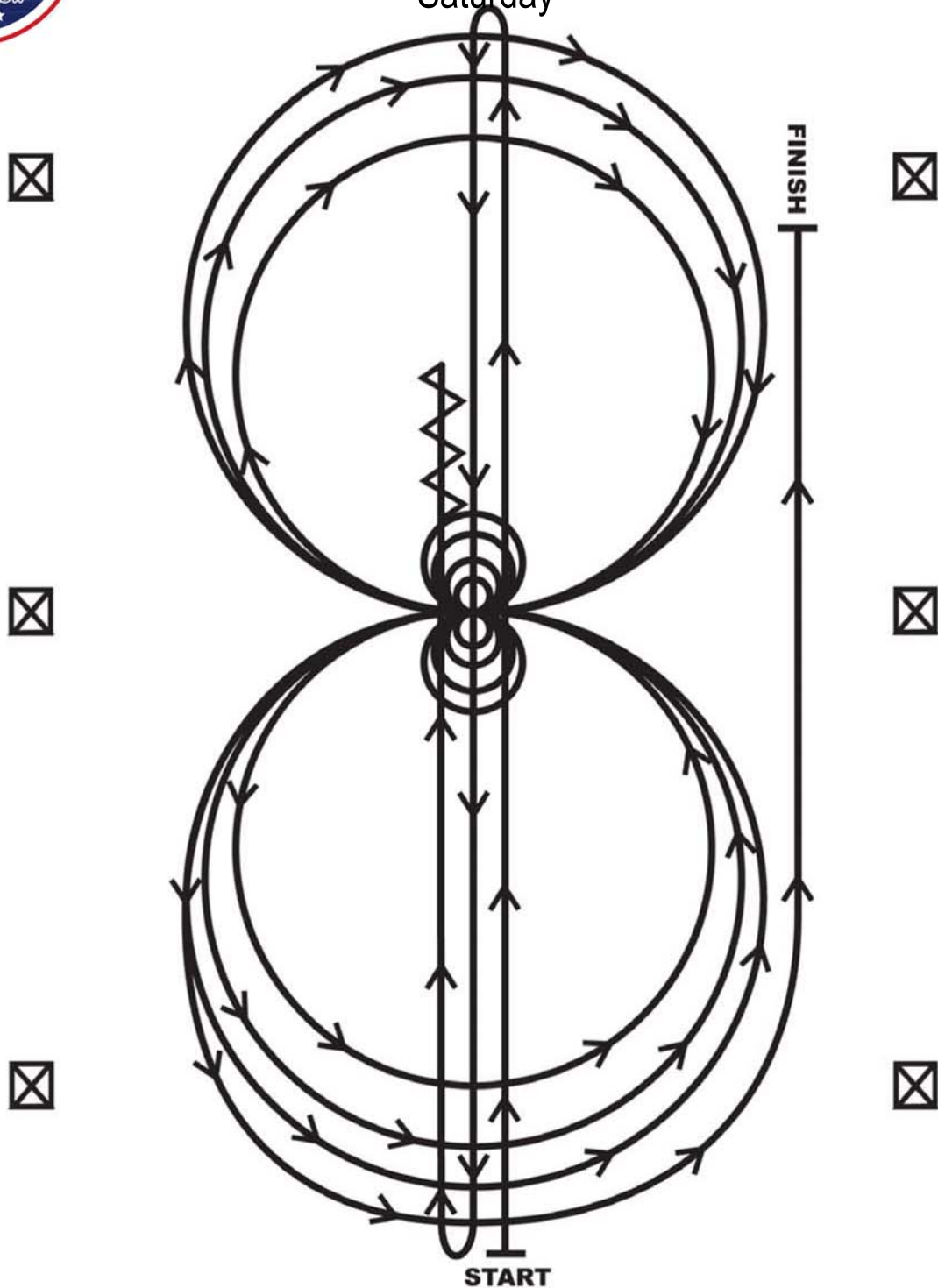
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	↘ ↙
Back	← ← ← → → →
Marker	(B)
Sidepass	← ← ←
Hand Gallop	— — — — —



Reining

Youth, Amateur, Open

Saturday



PATTERN 1

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



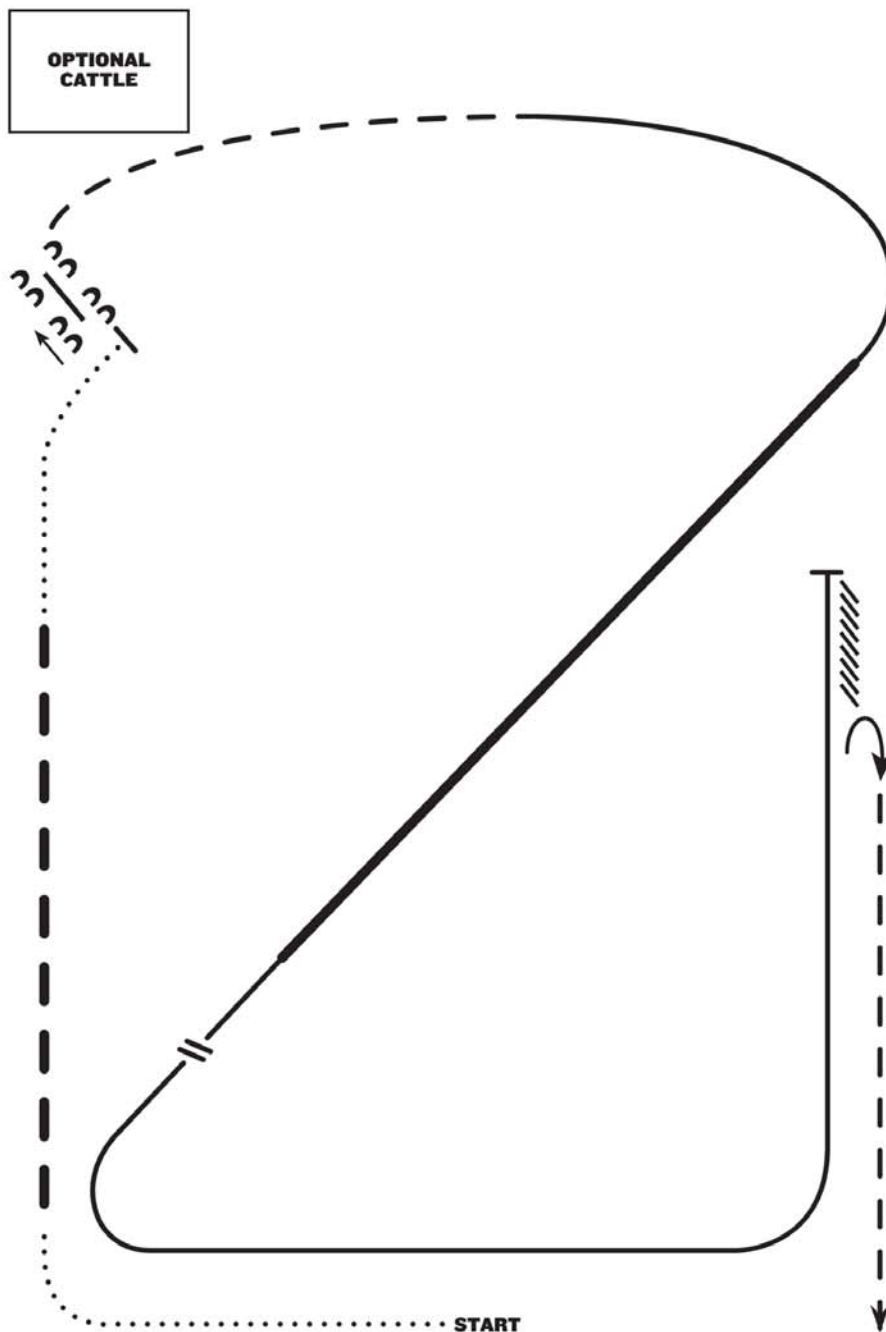
Ranch Riding ~ Pattern 10

All (WT ~ Jog Where Lope)

Saturday

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

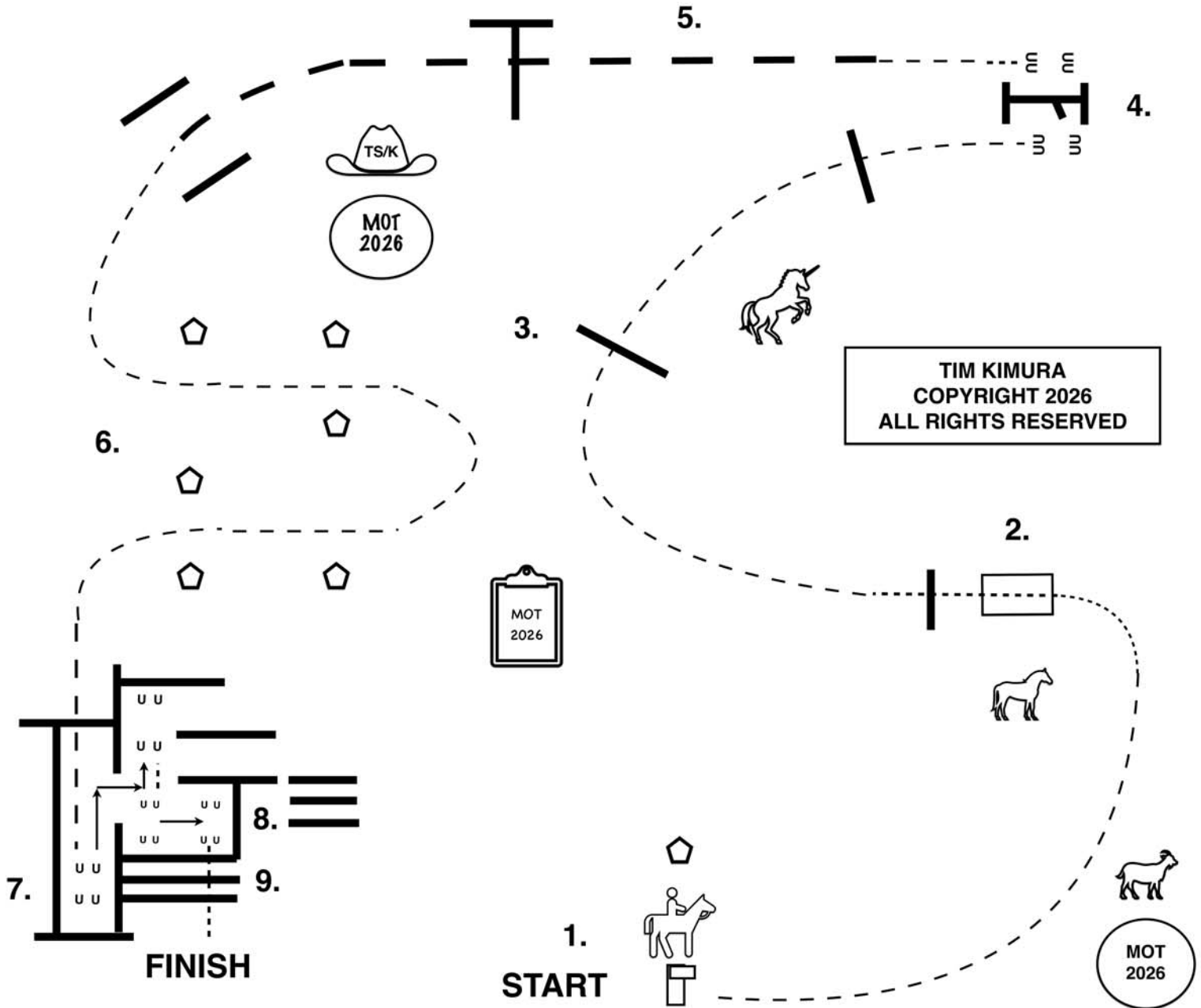
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



Ranch Trail

All Breed Walk Trot

Saturday



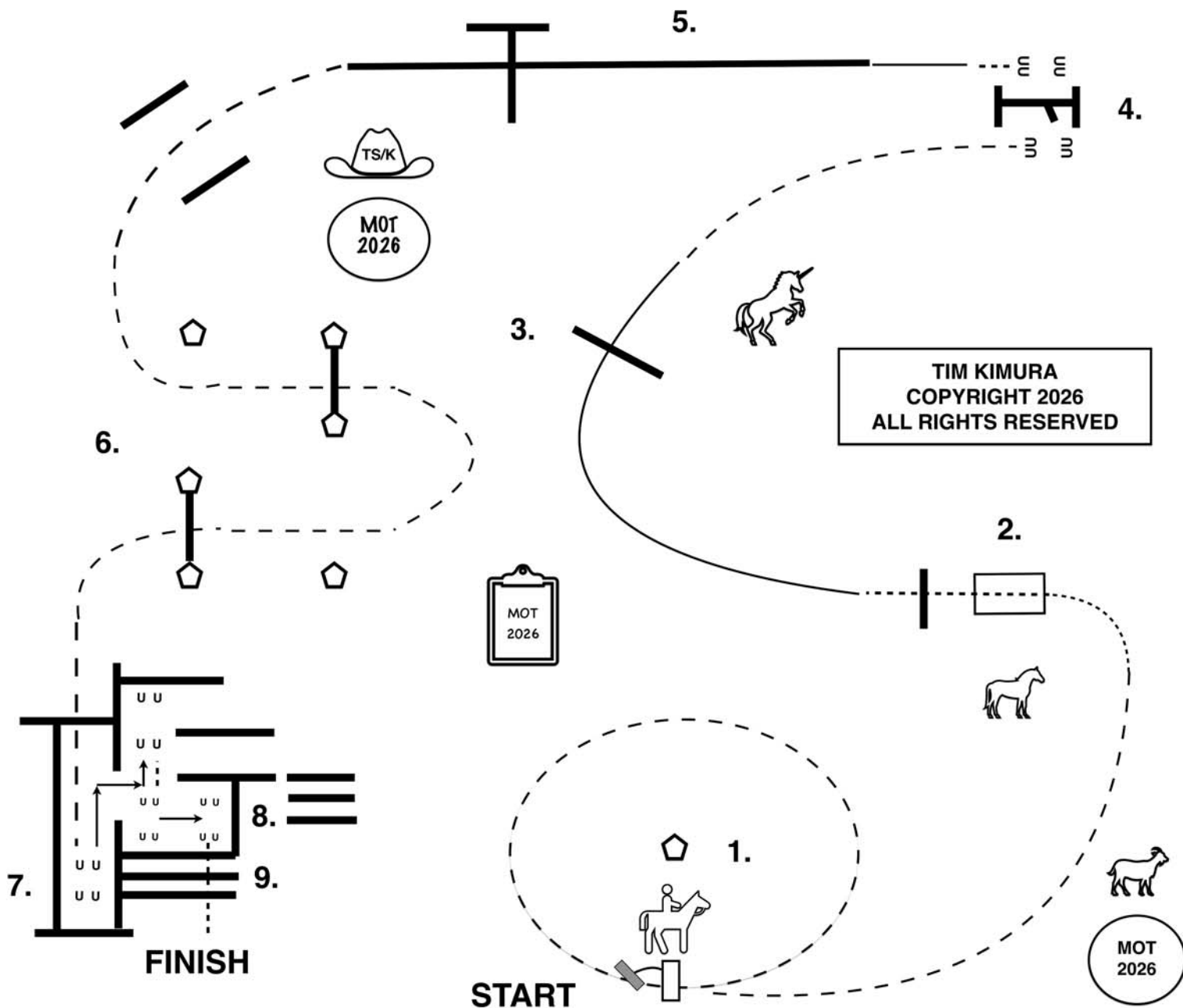
1. OPEN TAKE OUT MAIL AND REPLACE MAIL AND CLOSE BOX.
2. TROT TOWARD THE BRIDGE, THEN BREAK TO THE WALK AND WALK OVER BRIDGE AND LOG.
3. TROT OVER LOGS.
4. TROT TO GATE, WORK GATE LEFT HAND.
5. WALK AWAY FROM GATE, TROT THEN EXTEND THE TROT OVER LOG.
6. COLLECT THE TROT, TROT THROUGH SERPENTINE, TROT INTO CHUTE.
7. BACK CHUTE TO CHUTE BETWEEN LOGS.
8. WALK FORWARD, STOP AND SIDE PASS LEFT BETWEEN LOGS.
9. WALK OVER LOGS.



Ranch Trail

Level 1

Saturday



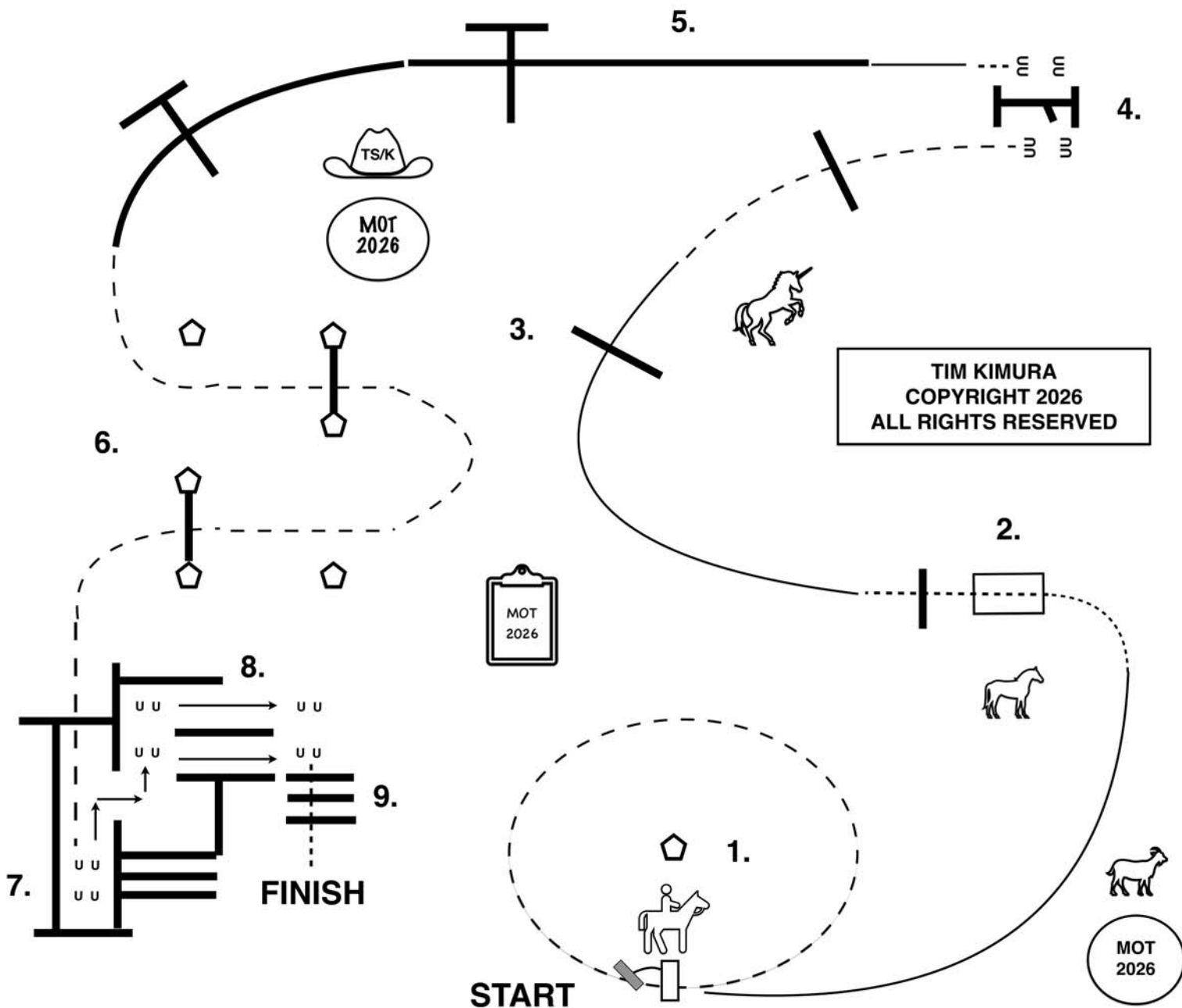
1. WORK DRAG RIGHT HAND, WALK OR TROT AROUND MARKER.
(L1 YOUTH & L1 AMATEUR RANCH TRAIL)
PICK UP BUCKET, TROT AROUND MARKER, RETURN BUCKET.
2. TROT TOWARD THE BRIDGE, THEN BREAK TO THE WALK AND WALK OVER BRIDGE AND LOG.
3. LOPE OVER FIRST LOG ON THE RIGHT LEAD, BREAK TO TROT.
4. TROT TO GATE, WORK GATE LEFT HAND.
5. WALK AWAY FROM GATE, LOPE LEFT LEAD THEN EXTEND THE LOPE OVER TWO LOGS.
6. BREAK TO THE TROT, TROT OVER LOGS, TROT THROUGH SERPENTINE, TROT INTO CHUTE.
7. BACK CHUTE TO CHUTE BETWEEN LOGS.
8. WALK FORWARD, STOP AND SIDE PASS LEFT BETWEEN LOGS.
9. WALK OVER LOGS.



Ranch Trail

Junior, Youth, Select,
Amateur, Senior

Saturday



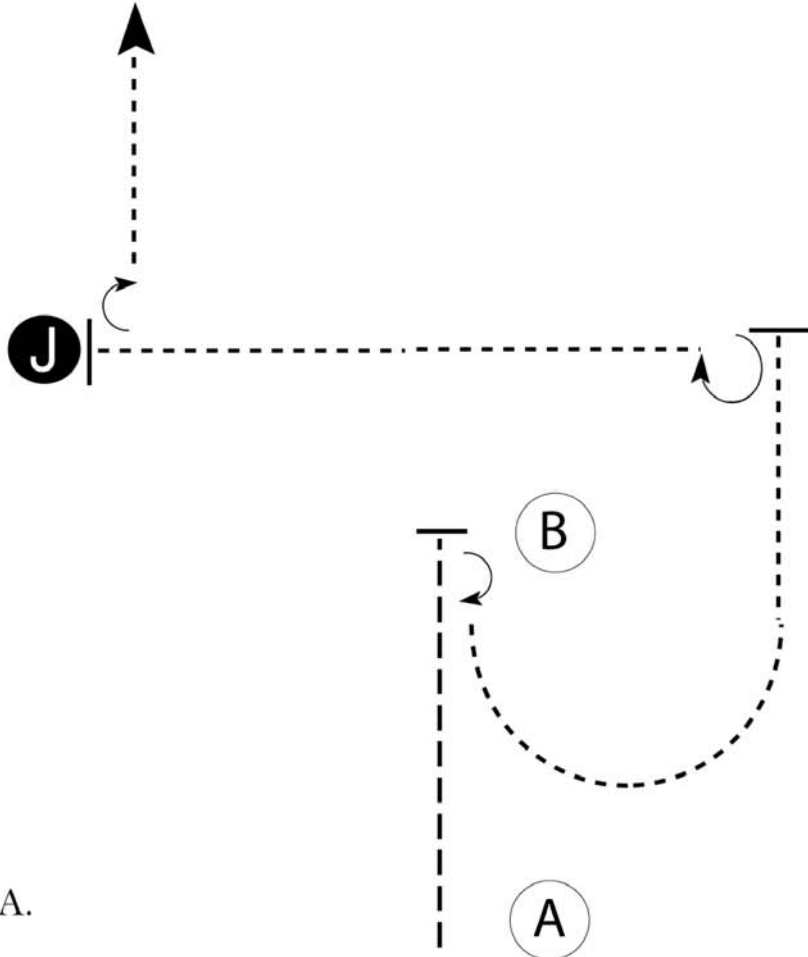
1. WORK DRAG RIGHT HAND, WALK OR TROT AROUND MARKER.
(YOUTH RANCH TRAIL)
PICK UP BUCKET, TROT AROUND MARKER, RETURN BUCKET.
2. LOPE LEFT LEAD, THEN BREAK TO THE WALK AND WALK OVER BRIDGE AND LOG.
3. LOPE OVER FIRST LOG ON THE RIGHT LEAD, BREAK TO TROT, TROT OVER SECOND LOG.
4. TROT TO GATE, WORK GATE LEFT HAND.
5. WALK AWAY FROM GATE, LOPE LEFT LEAD THEN EXTEND THE LOPE OVER TWO LOGS.
6. BREAK TO THE TROT, TROT OVER LOGS, TROT THROUGH SERPENTINE, TROT INTO CHUTE.
7. BACK CHUTE TO CHUTE BETWEEN LOGS.
8. SIDE PASS LEFT OVER LOG.
9. WALK OVER LOGS.



Showmanship

Small Fry

Sunday



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.

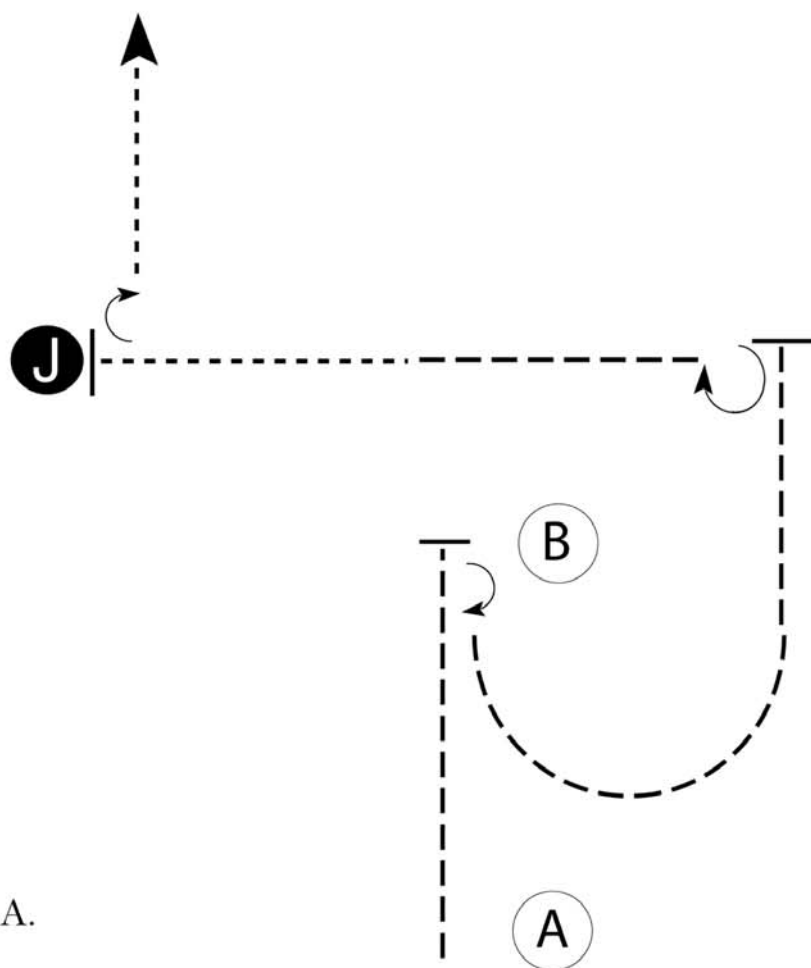
Walk	-----
Trot	- - - - -
Back	← ㄣ ㄣ ㄣ
Marker	⊙ B
Judge	● J



Showmanship

All Breed, Level 1, Non Pro


Sunday



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.

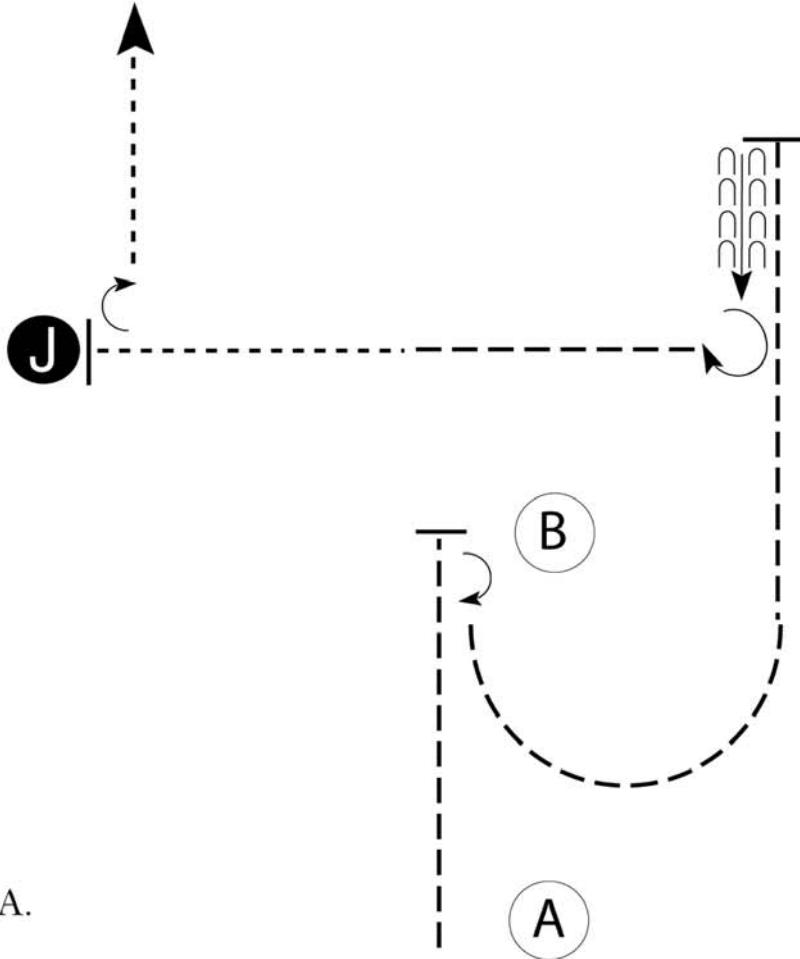
Walk	-----
Trot	- - - - -
Back	← 
Marker	ⓑ
Judge	ⓐ



Showmanship

Youth, Select, Amateur

Sunday



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.

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

Follow the instructions of your ring steward.

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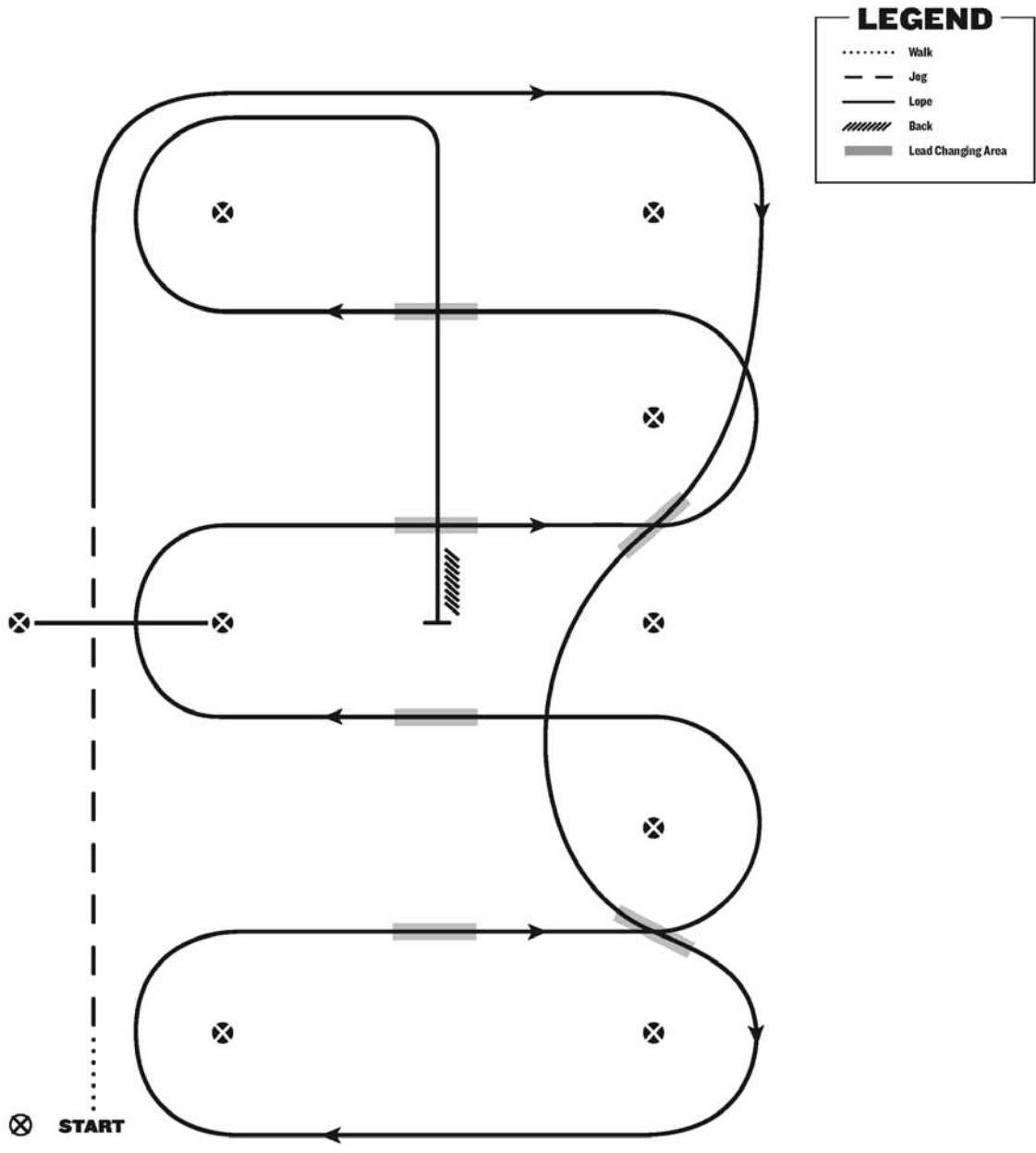
Western Riding ~ Pattern 6

All Breed, Level 1

Sunday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right 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

Revised 06-07-2021



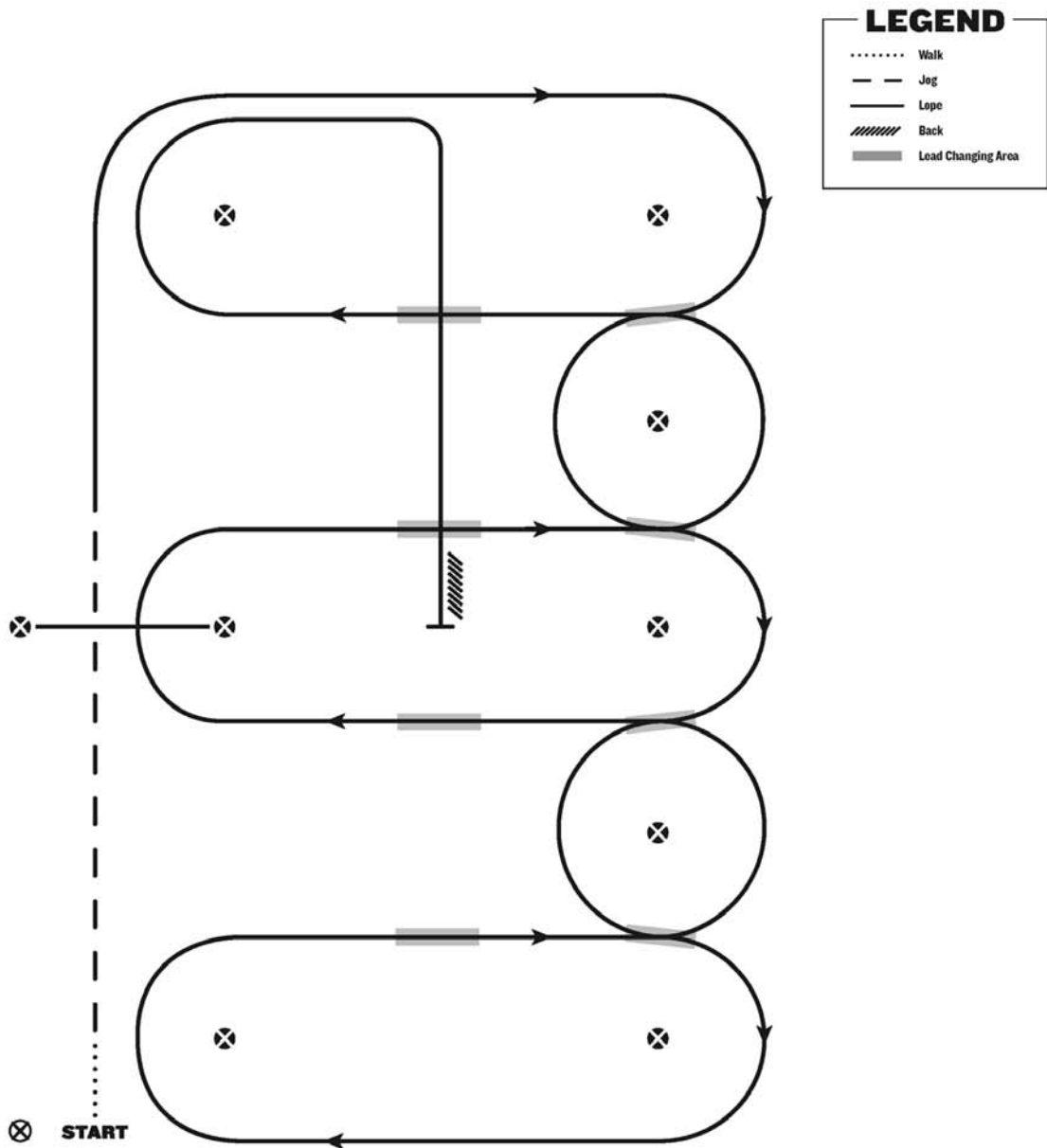
Western Riding

Youth, Select, Amateur, Open

Sunday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



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 right 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

Revised 06-07-2021



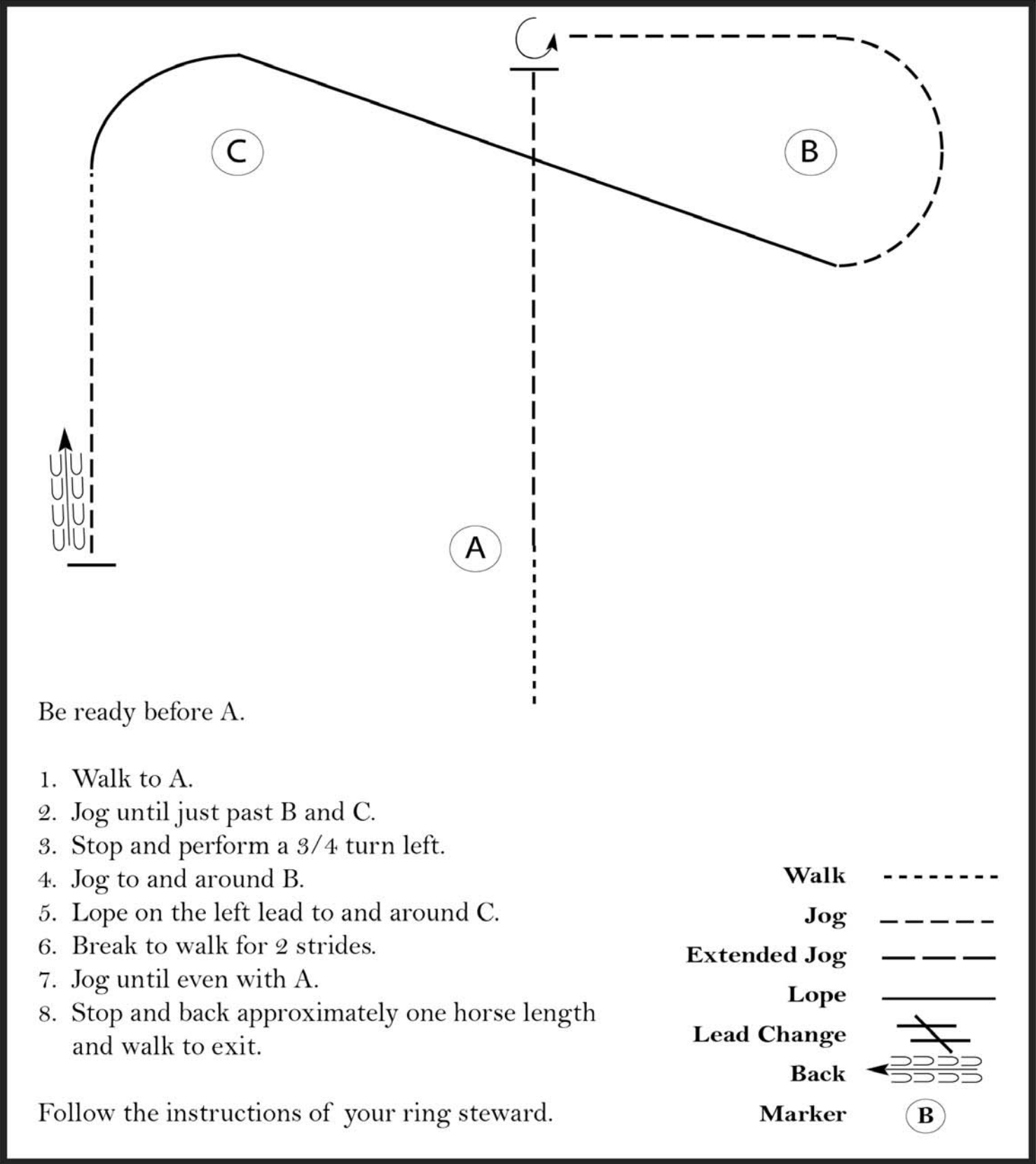
Western Horsemanship

All Breed, Level 1, Non Pro

Sunday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Jog to and around B.
5. Lope on the left lead to and around C.
6. Break to walk for 2 strides.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

Follow the instructions of your ring steward.

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

