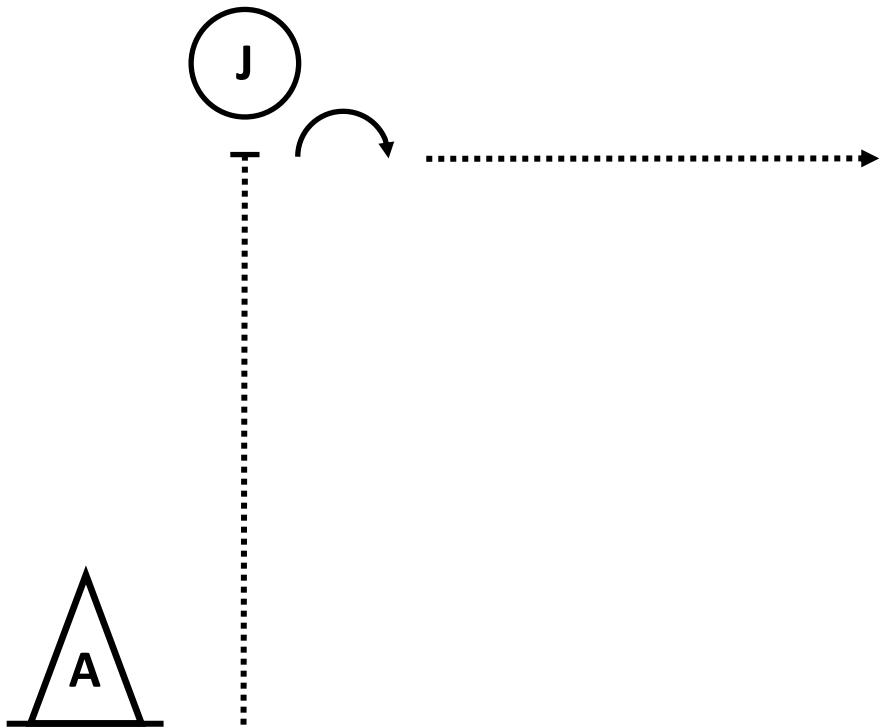
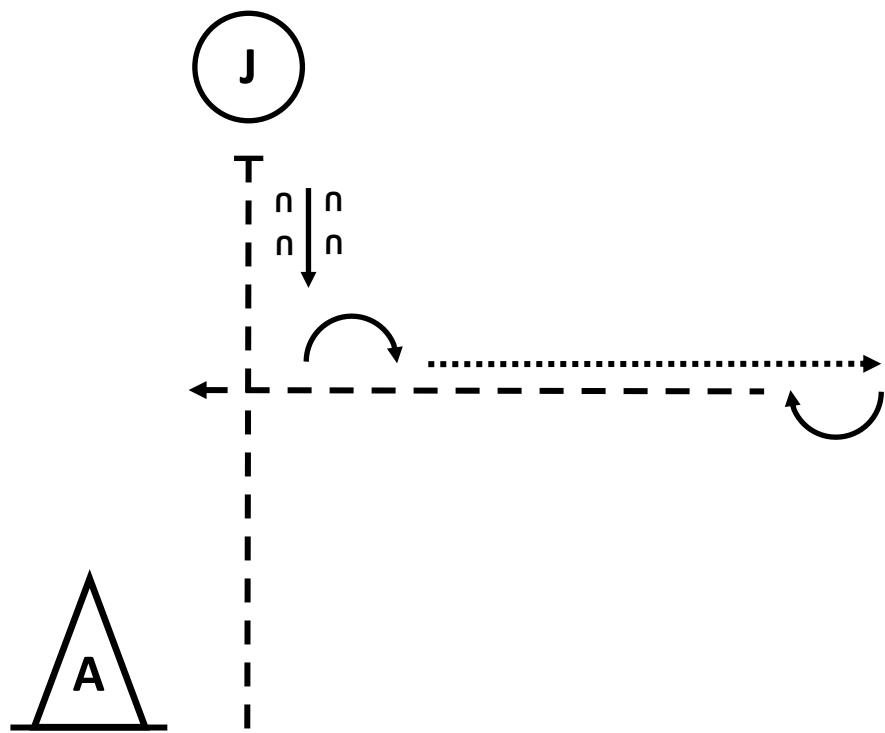


Class 3: Pee Wee Showmanship



1. Set up and be ready at A
2. When acknowledged, walk to the Judge
3. Stop and set up for inspection
4. When dismissed, perform a 90 degree turn and walk to exit

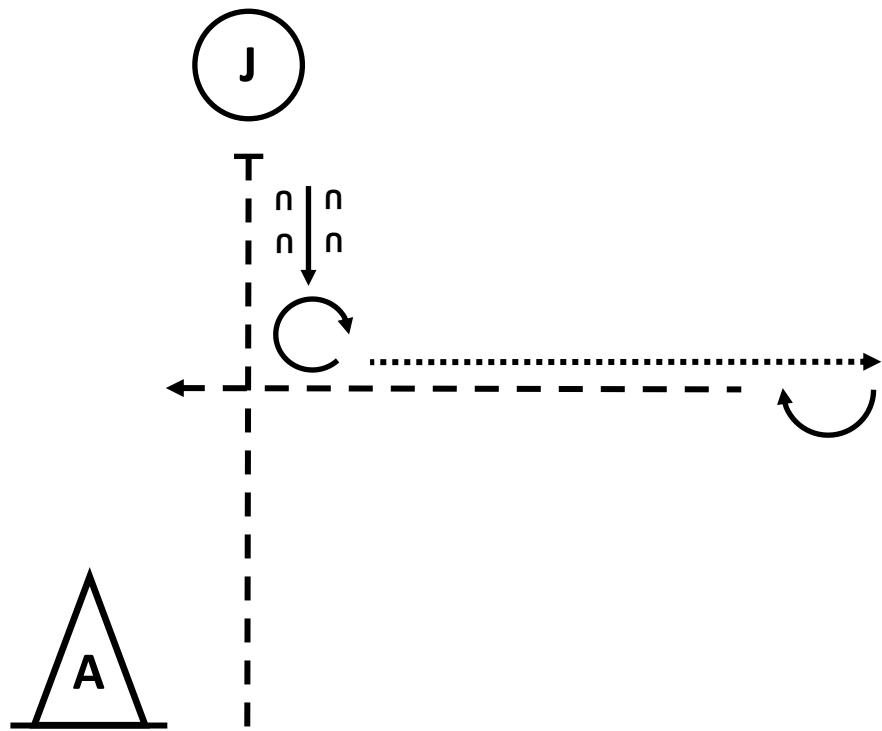
Class 4: Youth Showmanship (9-13)



1. Set up and be ready at A
2. When acknowledged, trot to the Judge
3. Stop and set up for inspection
4. When dismissed, back one horse length
5. Perform a 90 degree turn and walk approximately two horse lengths
6. Perform a 180 degree turn and trot to exit the pattern

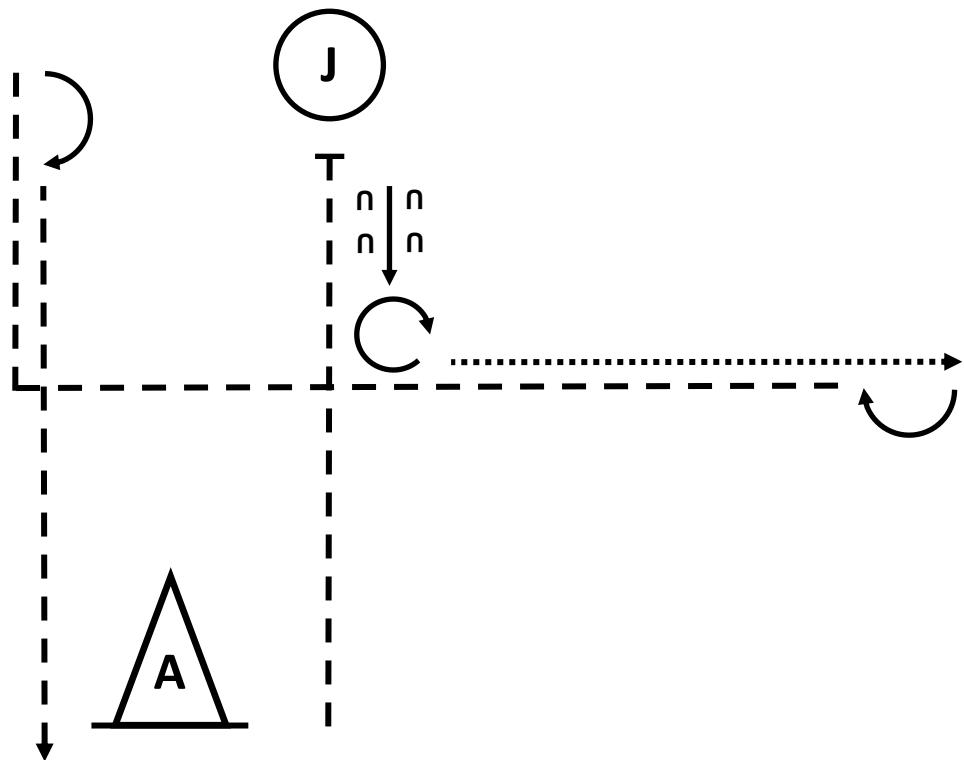
Class 5: Youth Showmanship (14-18)

Class 25: Open Ranch Showmanship



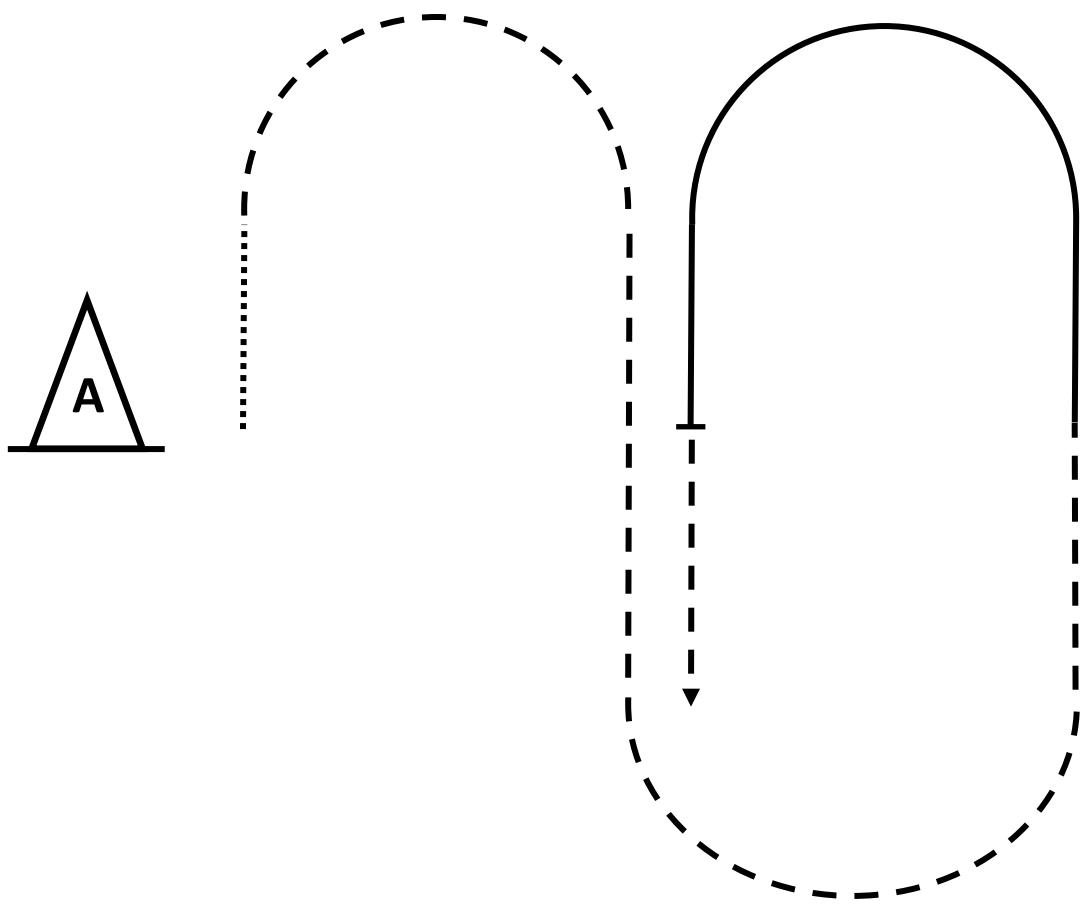
1. Set up and be ready at A
2. When acknowledged, trot to the Judge
3. Stop and set up for inspection
4. When dismissed, back one horse length
5. Perform a 450 degree turn and walk approximately two horse lengths
6. Perform a 180 degree turn and trot to exit the pattern

Class 6: Open Showmanship



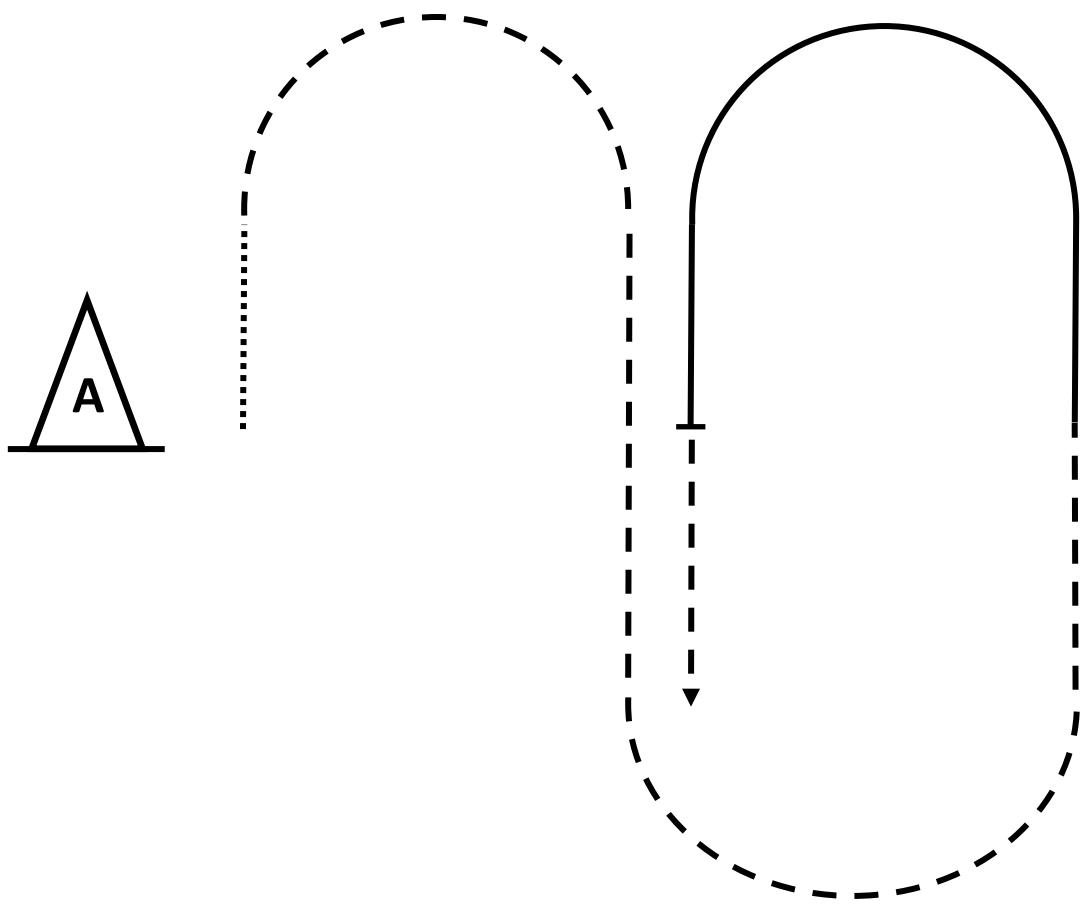
1. Set up and be ready at A
2. When acknowledged, trot to the Judge
3. Stop and set up for inspection
4. When dismissed, back one horse length
5. Perform a 450 degree turn and walk approximately two horse lengths
6. Perform a 180 degree turn and trot past A
7. Complete a square corner turn at the trot, stop when even with the judge and set up
8. When dismissed, perform a 180 degree turn and trot to exit the pattern

Class 7: Youth Equitation (13 & U)



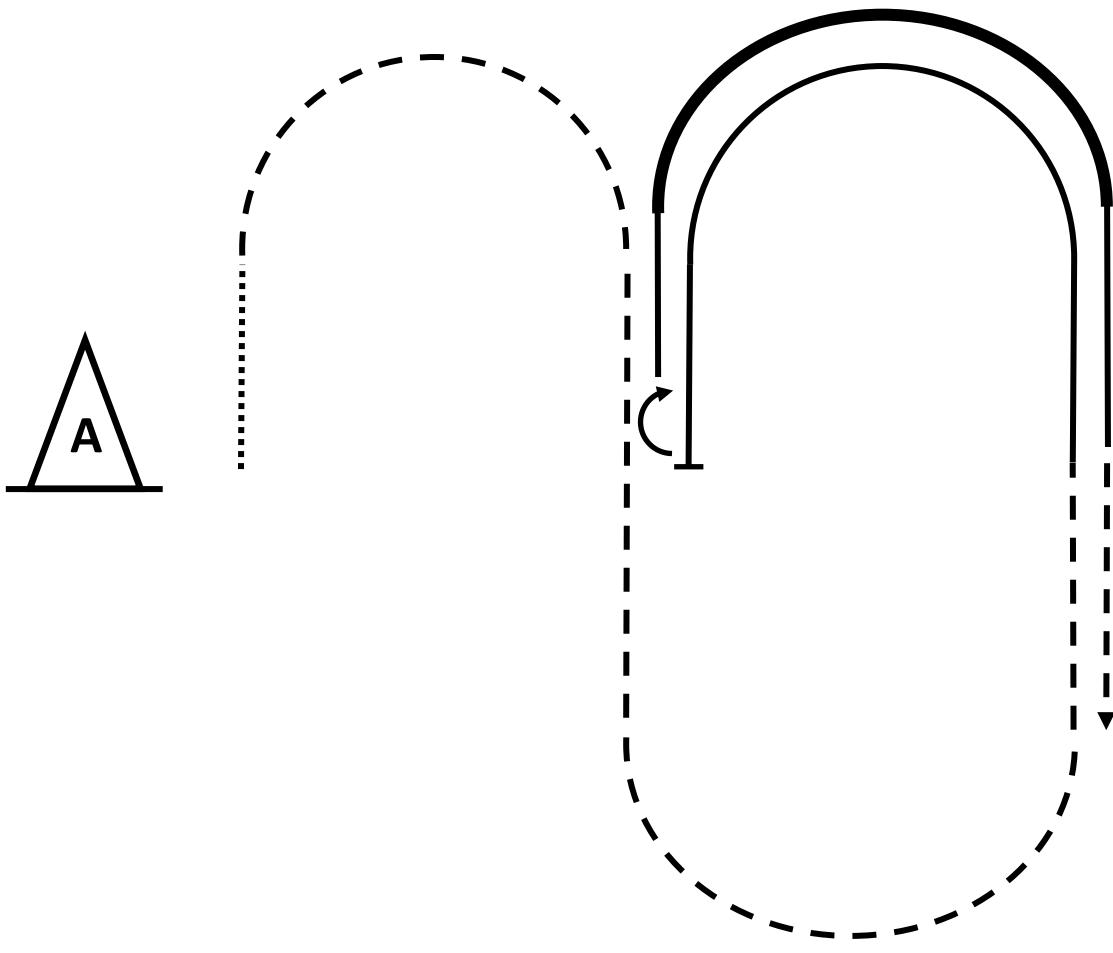
1. Be Ready at A
2. When acknowledged, perform a two looped serpentine beginning with approximately two horse lengths of walk
3. Continue the serpentine at the posting trot, showing a correct change in diagonal when even with A
4. Canter left lead and halt briefly when even with A
5. Exit the pattern at a sitting trot

Class 8: Youth Equitation (14-18)



1. Be Ready at A
2. When acknowledged, perform a two looped serpentine beginning with approximately two horse lengths of walk
3. Continue the serpentine at the posting trot, showing a correct change in diagonal when even with A
4. At the completion of your second loop, 2-point at the trot until even with A
5. Counter canter right lead and halt briefly when even with A
6. Exit the pattern at a sitting trot

Class 9: Open Equitation



1. Be Ready at A
2. When acknowledged, perform a two looped serpentine beginning with approximately two horse lengths of walk
3. Continue the serpentine at the posting trot, showing a correct change in diagonal when even with A
4. At the completion of your second loop, 2-point at the trot until even with A
5. Canter left lead and halt briefly when even with A
6. Perform a 180 degree forehand pivot (either direction) and canter right lead
7. Hand gallop across the top of the arc as shown, resume the regular canter before transitioning to the trot
8. When even with A sitting trot to exit the pattern

Trail

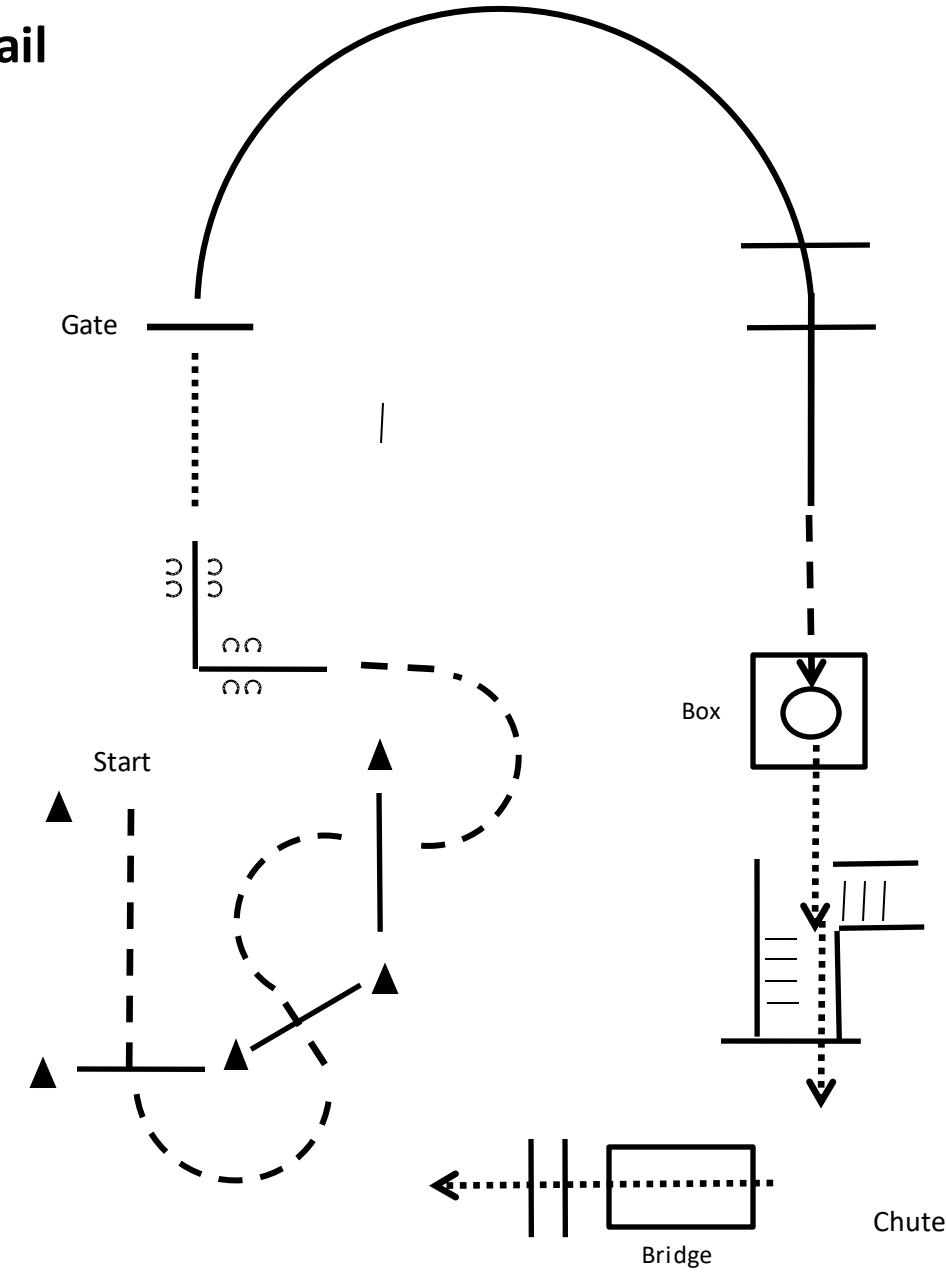
1. Trot serpentine around cones and over poles.
2. Side pass left over the poles.
3. Walk to gate.
4. Work gate with left hand.
5. Lope right lead over poles.
6. Trot to and into box.
7. Stop and perform a 360° turn to the left.
8. Exit box and walk into chute. Back the L. Walk back through the chute and over pole.
9. Walk over bridge and poles.

(Pattern is finished after completion of the last obstacle.)

Box: 7 ft x 7 ft

Lope over poles: 7 ft apart

Walk over poles: 2 ft apart

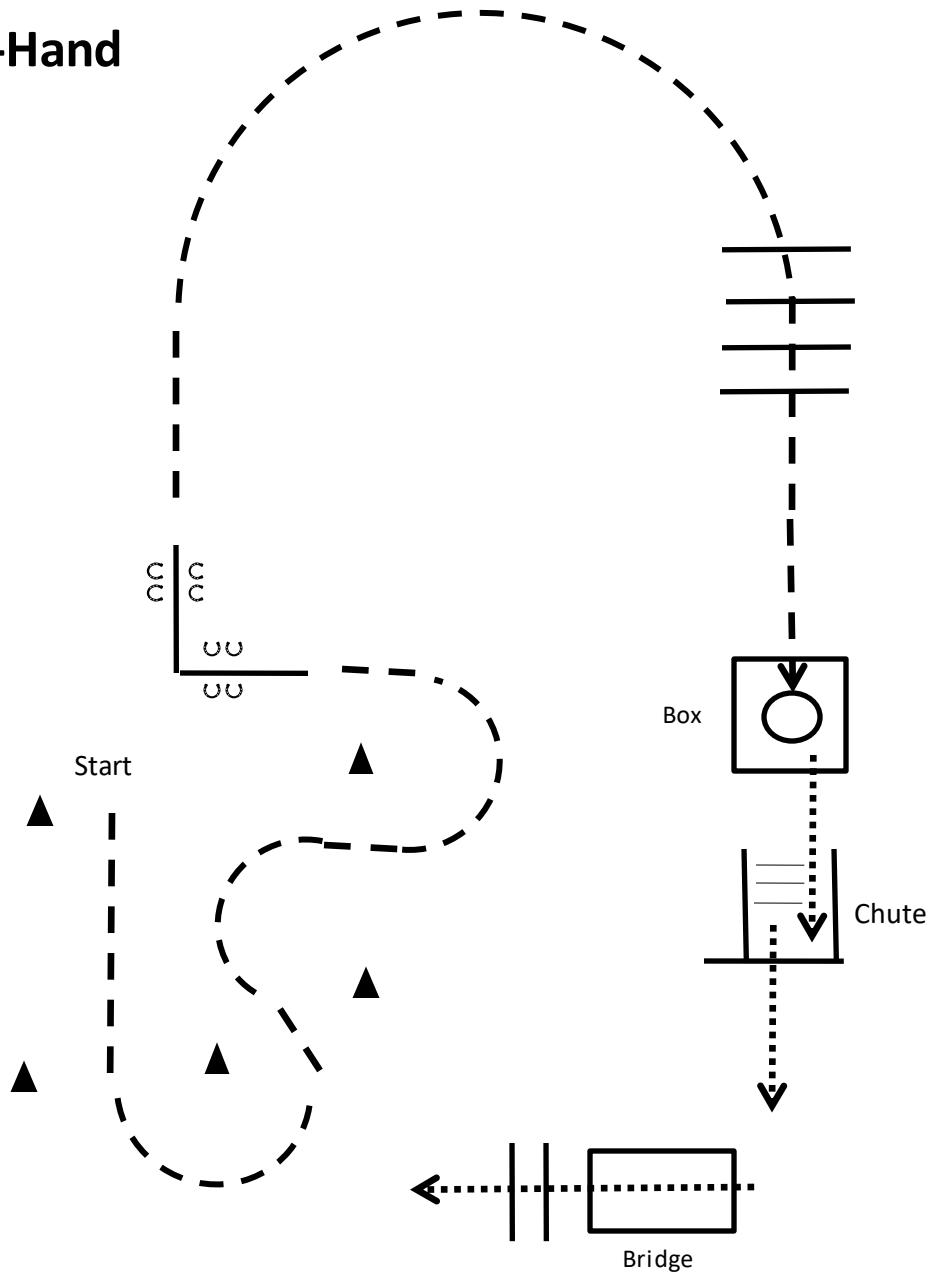


Trail In-Hand

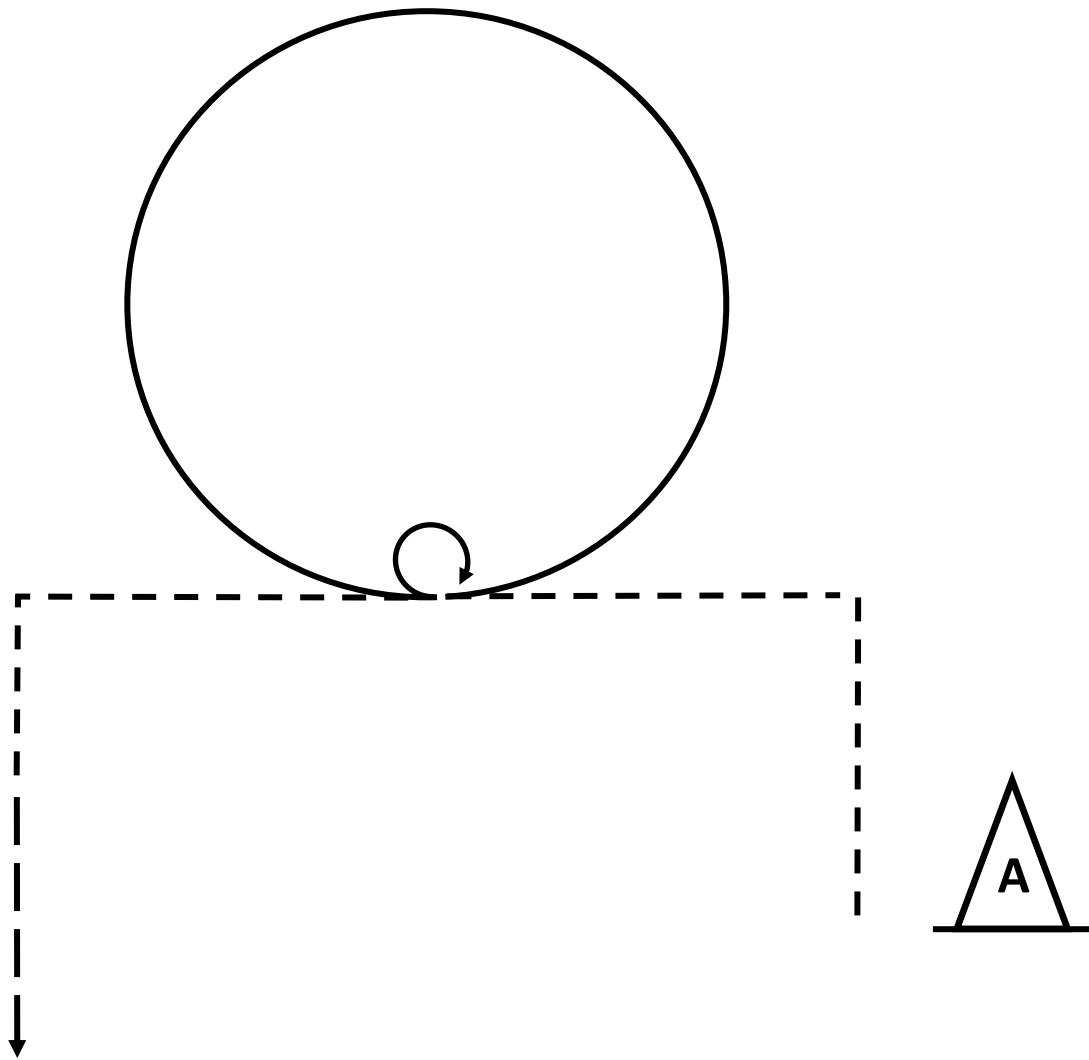
1. Trot serpentine around cones.
2. Side pass right over the poles.
3. Trot over poles and into box.
4. Stop and perform a 360° turn to the left.
5. Exit box and walk into chute. Back out of chute. Walk back through the chute and over pole.
6. Walk over bridge and poles.

(Pattern is finished after completion of the last obstacle.)

Box:
Small Equine: 4ft x 4 ft
Ponies/Horses: 7ft x 7 ft
Jog Over Poles:
Small Equine: 30in apart
Ponies/Horses: 40in apart

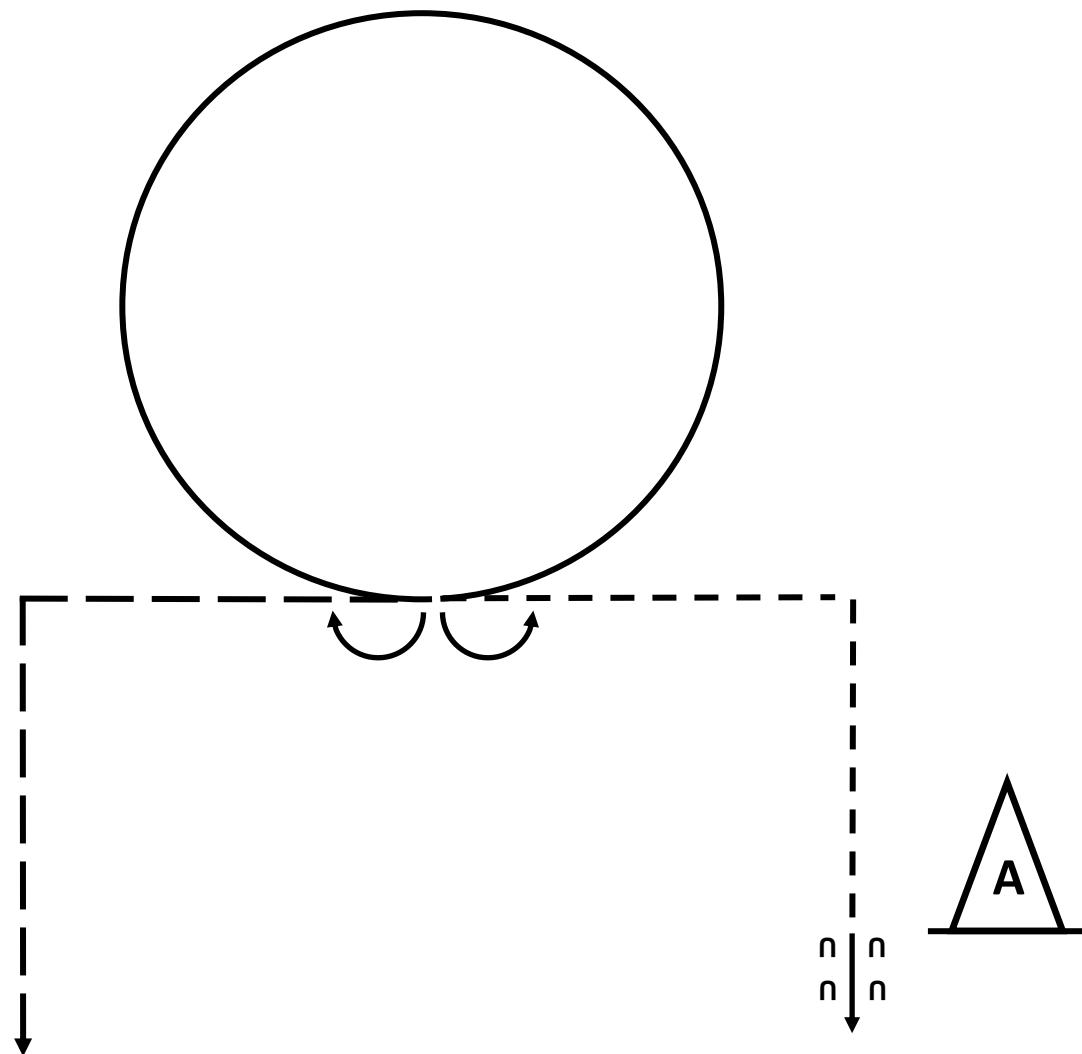


Class 19: Youth Horsemanship (13 & U)



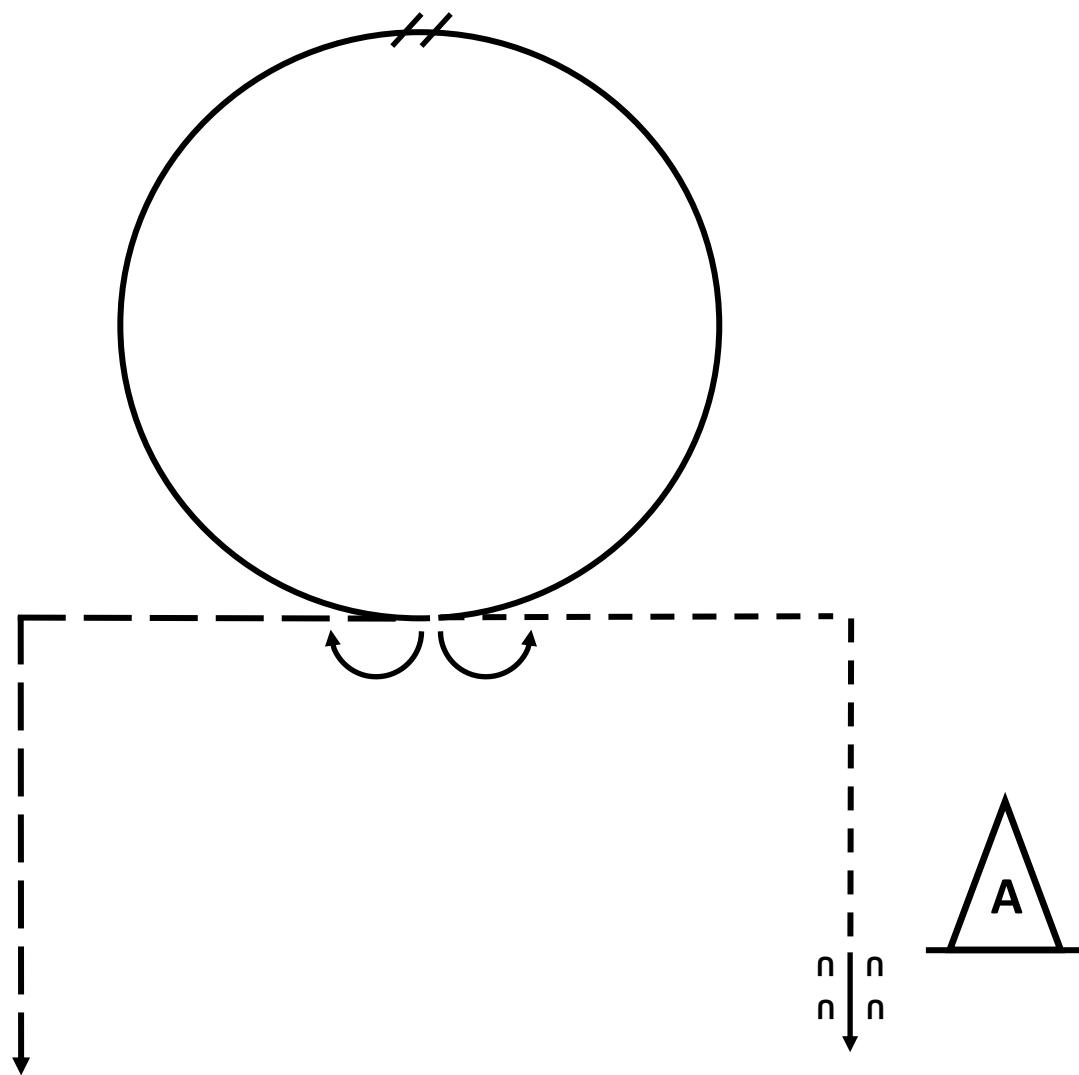
1. Be Ready at A
2. When acknowledged, jog a square corner to the left
3. Lope a right lead circle
4. Perform a 360 degree haunches pivot (either direction)
5. Jog a square corner left and exit the pattern at the extended jog

Class 20: Youth Horsemanship (14-18)



1. Be Ready at A
2. When acknowledged, back one horse length
3. Jog a square corner to the left
4. Lope a right lead circle
5. Perform a 180 degree haunches pivot to the right and lope left lead
6. Perform a 180 degree haunches pivot to the left
7. Extended jog a square corner left, pattern is complete when you pass A

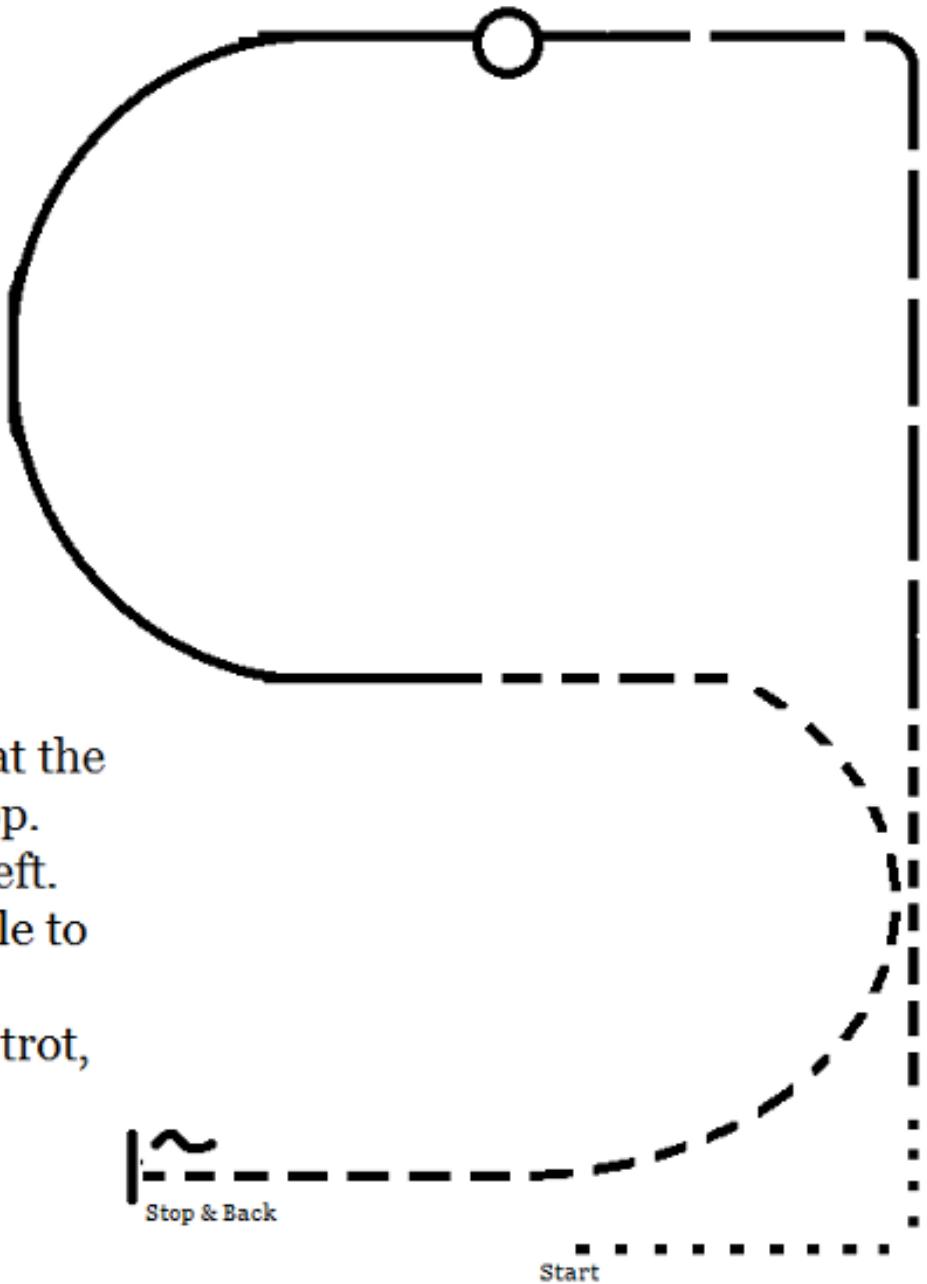
Class 21: Open Horsemanship



1. Be Ready at A
2. When acknowledged, back one horse length
3. Jog a square corner to the left
4. Lope a right lead circle
5. Perform a 180 degree haunches pivot to the right and lope left lead
6. Change leads (either simple or flying) at the top of the circle
7. Perform a 180 degree haunches pivot to the left
8. Extended jog a square corner left, pattern is complete when you pass A

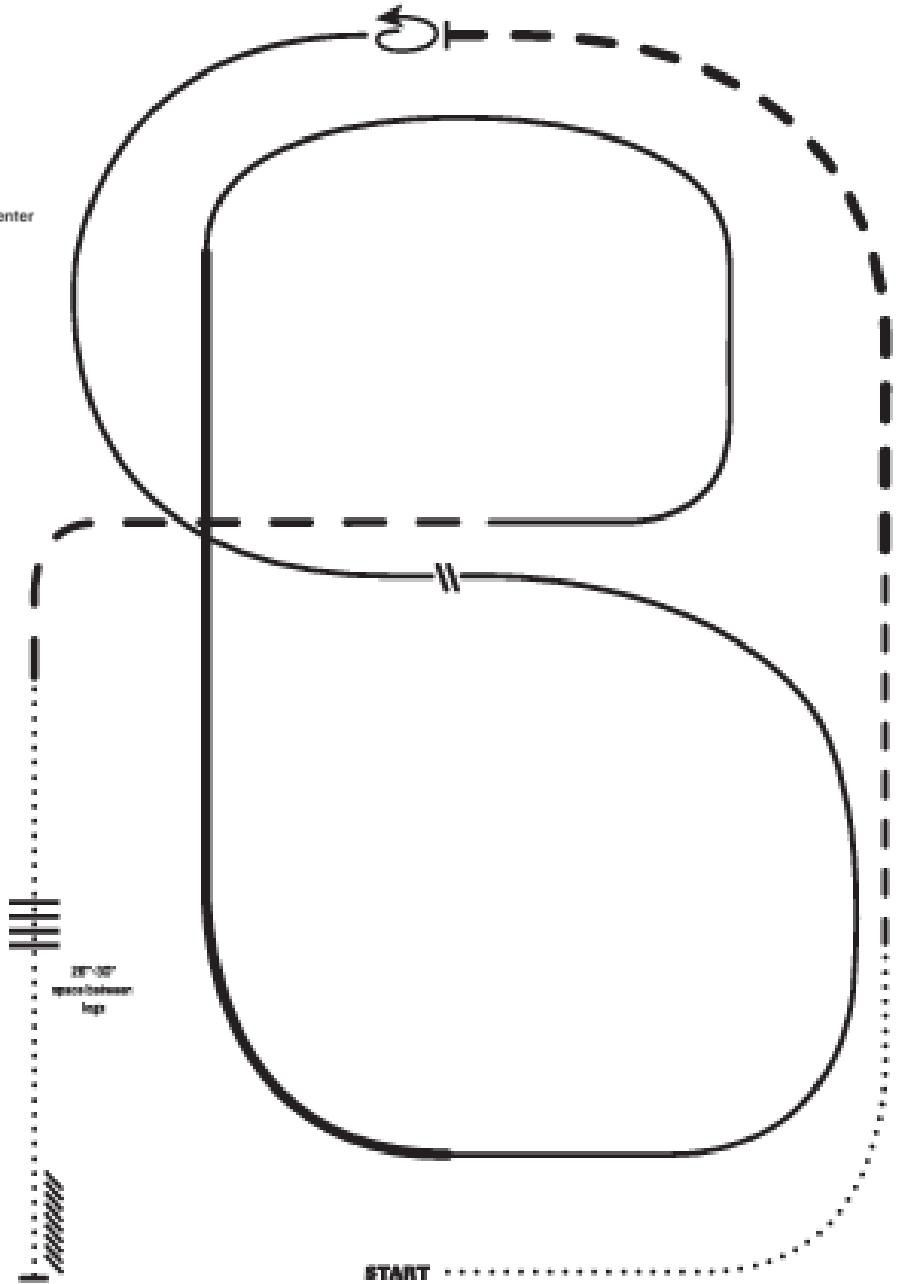
Class 29: Open Ranch Horsemanship

1. Walk
2. Trot
3. Extend the trot, at the top of the arena stop.
4. 360 turn to the left.
5. Left lead 1/2 circle to the center.
6. Break down to a trot, trot a 1/2 circle.
7. Stop and back.



Class 29: Open Ranch Riding

- I. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
- II. Walk over logs
- II. Stop and back



LEGEND

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

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.