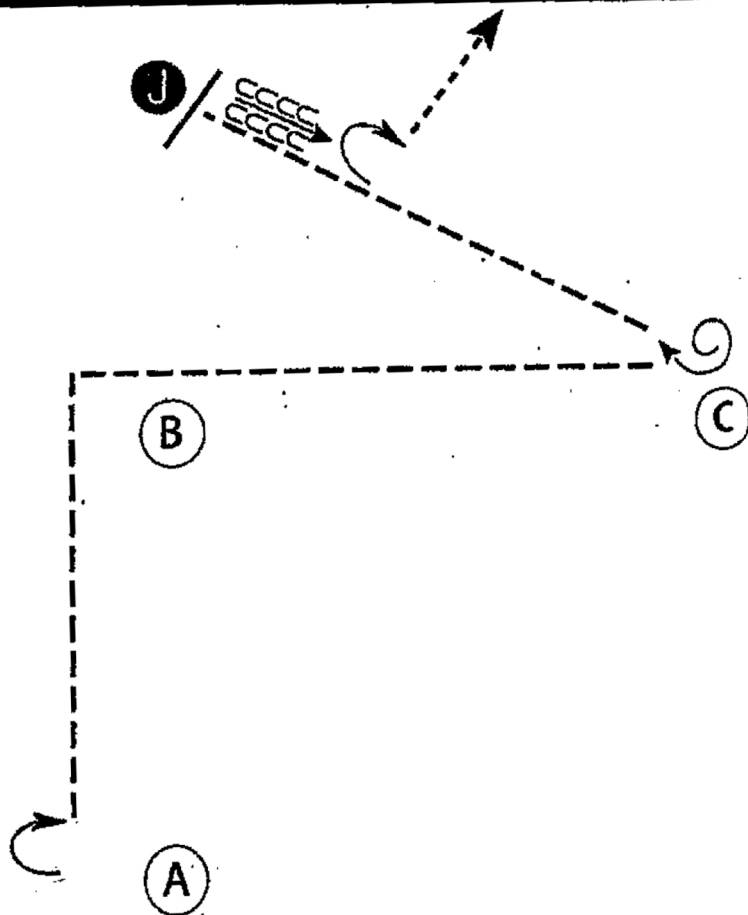


Showmanship

Non Pro/Amateur Youth (except Novice & W/T)



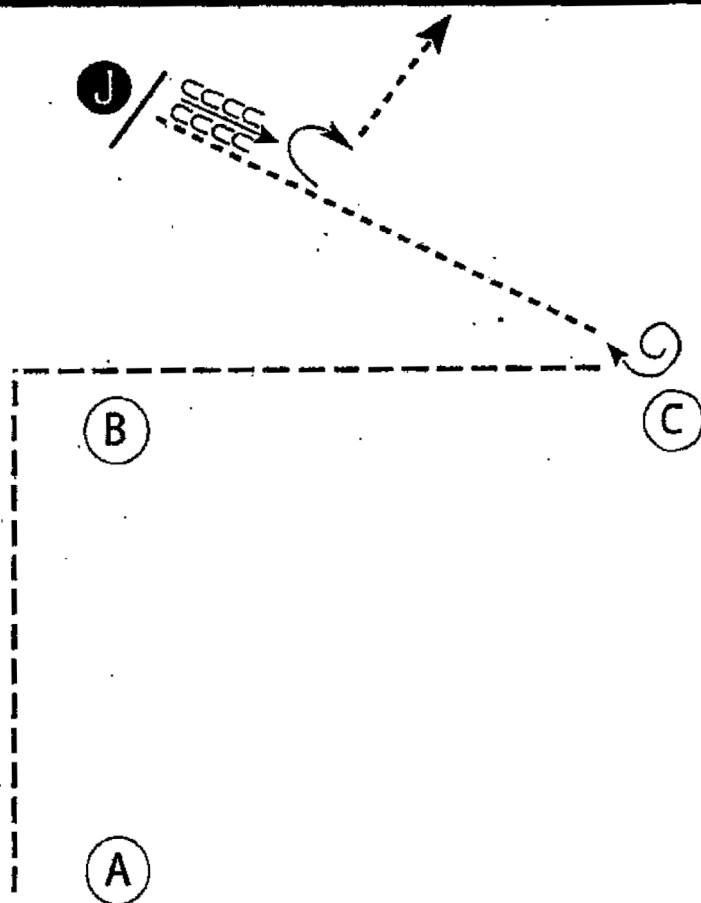
Be ready FACING A.

1. 1/2 pushturn and trot to B.
2. Trot the corner at B and continue to trot to C.
3. Stop at C.
4. 1 5/8 turn at C.
5. Trot to judge and set up for inspection.
6. When dismissed, back one horse length.
7. 1/4 turn and walk off.

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

Showmanship

Novice Non-Pro/Amateur Novice Youth



Be ready at A.

1. Trot to B.
2. Trot the corner at B and continue to trot to C.
3. Stop at C.
4. 1 5/8 turn at C.
5. Walk to judge and set up for inspection.
6. When dismissed, back one horse length.
7. 1/4 turn and walk off.

Walk -----

Trot -----

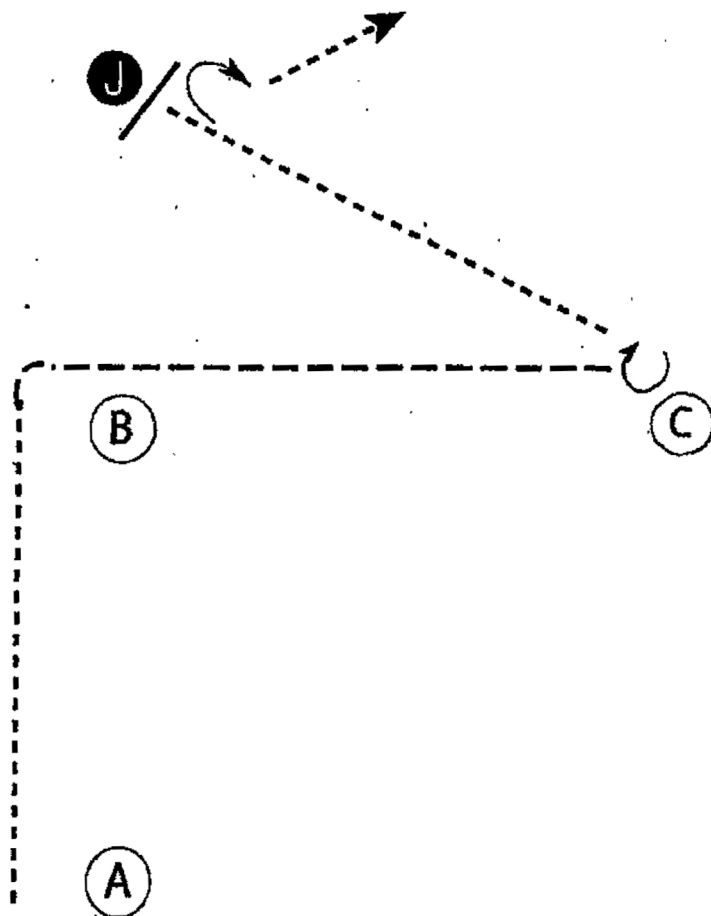
Back ←

Marker (B)

Judge (J)


SHOWMANSHIP

W/T Non Pro/Amateur W/T Youth

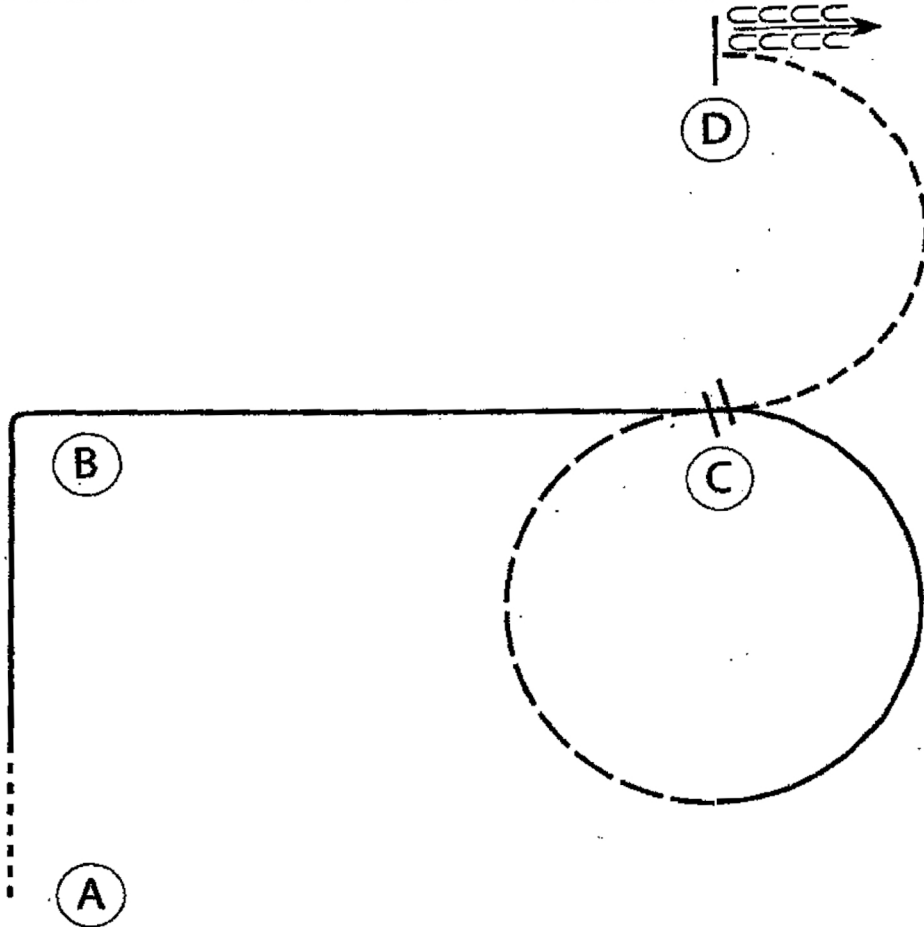


Be ready at A.

1. Walk to B.
2. Trot to C.
3. Stop at C.
4. 5/8 turn at C.
5. Walk to judge and set up for inspection.
6. When dismissed 1/4 turn and walk off.

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

All Non Pro/Amateur (except Novice)



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Lope on the left lead to and around B and to C.
3. Change leads at C.
4. Lope on the right lead in a half circle.
5. Extend the jog and close the circle.
6. Slow to a jog and jog a half circle to D.
7. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

Walk

Jog

Extended Jog

Lope _____

Leg Yield 

Lead Change ~~_____~~

Back 

Marker 

Sidepass

Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B. Jog a square corner around B.
3. Lope on the left lead to C.
4. Perform a simple lead change at C.
5. Lope on the right lead in a half circle.
6. Extend the jog and close the circle.
7. Slow to a jog and jog a half circle to D.
8. Stop at D 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	← - - - - →

1. Walk approximately 2 horse lengths from A.
2. Jog to B. Jog a square corner around B.
3. Lope on the left lead to C.
4. Perform a simple lead change at C.
5. Lope on the right lead in a half circle.
6. Extend the jog and close the circle.
7. Slow to a jog and jog a half circle to D.
8. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

Walk

Jog

Extended Jog

Lope

Leg Yield 

Lead Change ~~_____~~

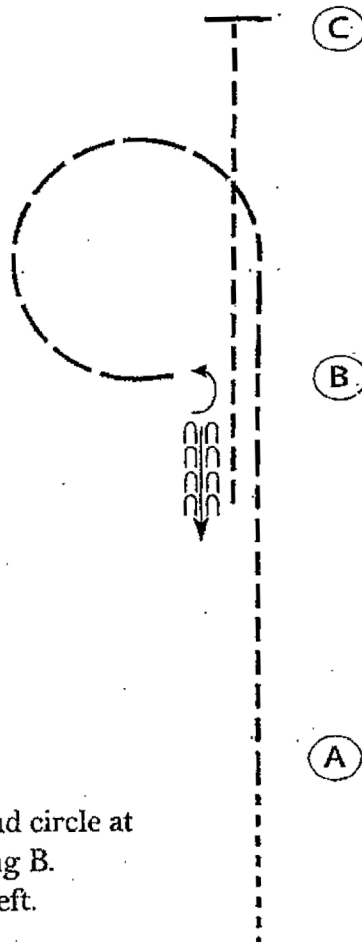
Back 

Marker **B**

Sidepass 

Western Horsemanship

Walk Trot NP & Walk Trot Youth



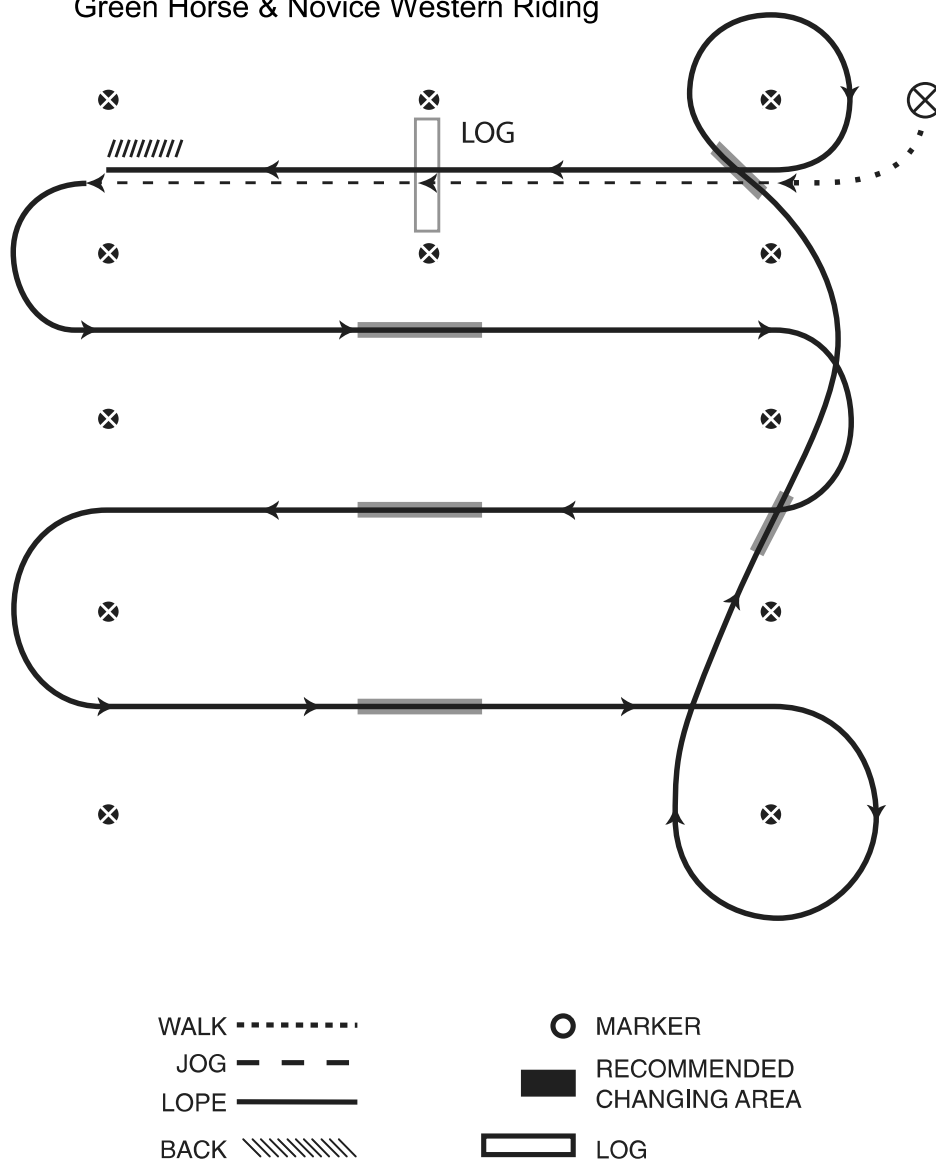
Begin before A at a walk.

1. Jog from A to B.
2. At B, extend the jog 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	←-----→

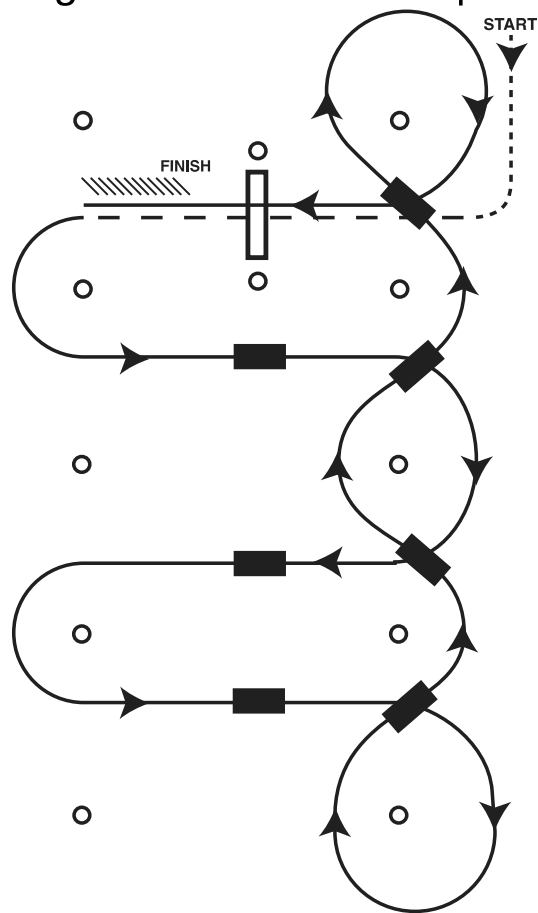
Green Horse & Novice Western Riding



GREEN WESTERN RIDING PATTERN 2

1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. stop & back

Western Riding Yth/NP/Amateur/Open



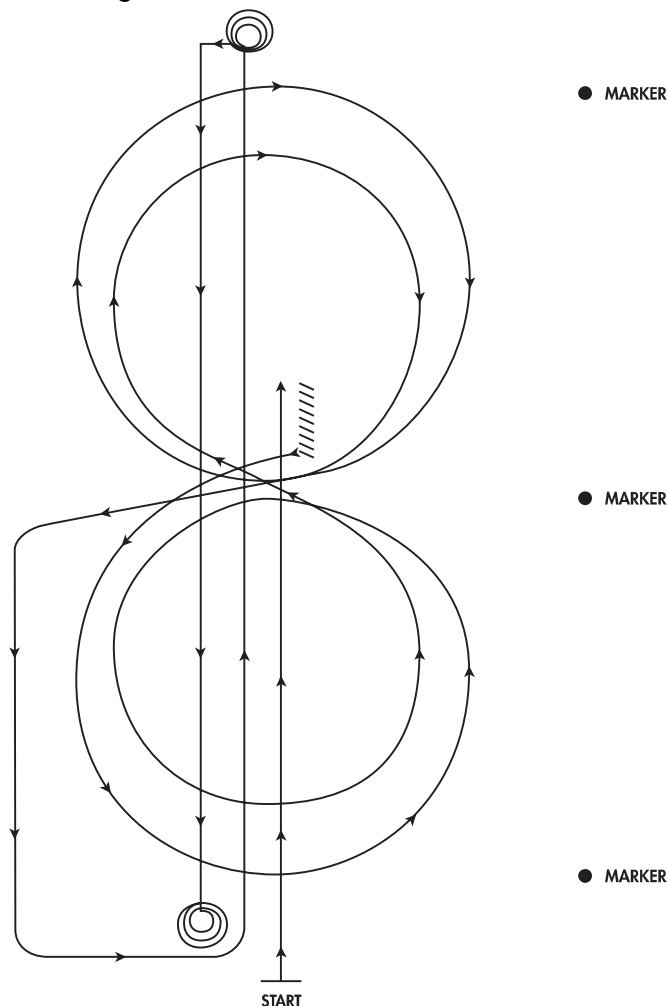
WALK
 JOG - - - -
 LOPE ————
 BACK \\\\\\\

○ MARKER
 ■ RECOMMENDED
 CHANGING AREA
 □ LOG

WESTERN RIDING PATTERN 2

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

Jr/Sr Working Cow Horse



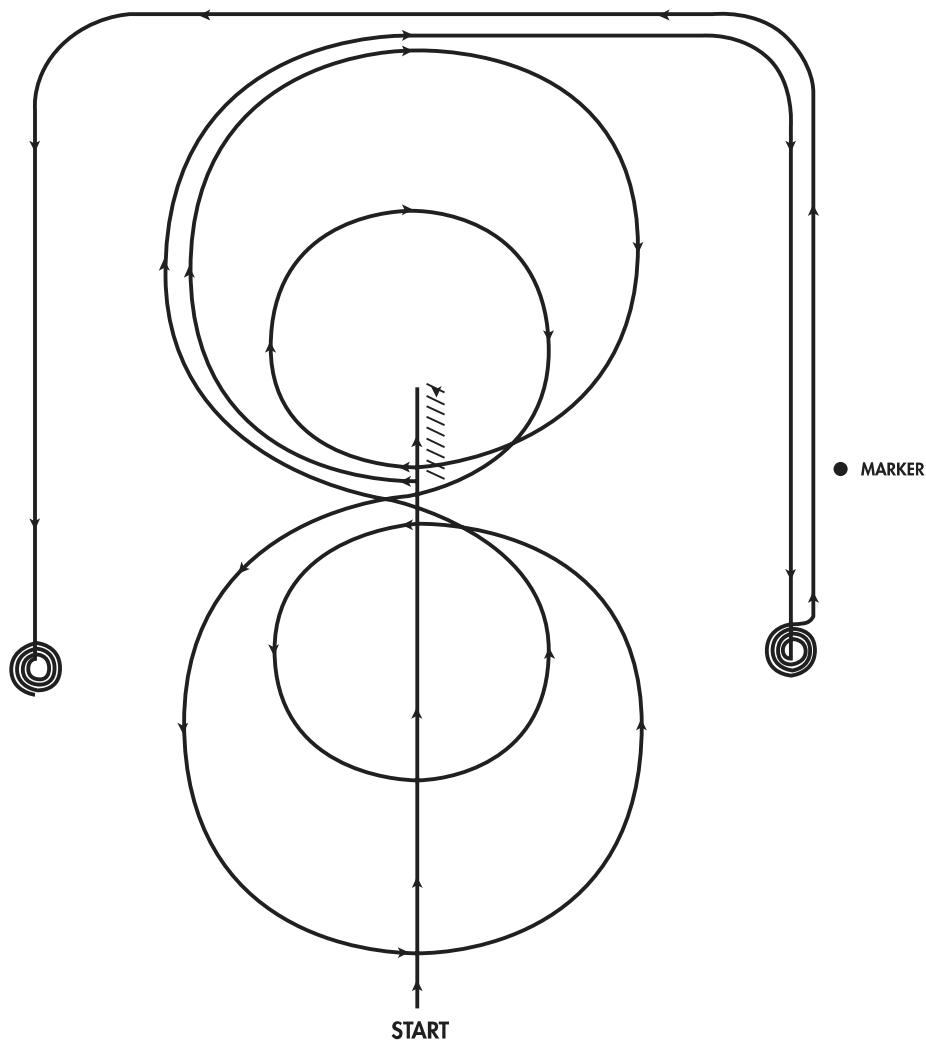
Working Cow Horse Pattern #5

This pattern works best when the exhibitor and cattle enter from the same end of arena.

1. Start at end of arena.
2. Run past the center marker and stop.
3. Back up at least 10 feet.
4. Complete $\frac{1}{4}$ turn to the left.
5. Complete two circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
6. Complete two circles to the right, the first one small and slow, the second large and fast. Change leads at the center of the arena.
7. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
8. Complete $3\frac{1}{2}$ spins to the right.
9. Run down center of arena past end marker and come to a square sliding stop.
10. Complete $3\frac{1}{2}$ spins to the left.
11. Hesitate to complete pattern

Pattern 5

- | | |
|--|-------------------------------|
| 1. Stop and back up and $\frac{1}{4}$ turn | 5. $3\frac{1}{2}$ spins right |
| 2. Left circles | 6. Stop |
| 3. Right circles | 7. $3\frac{1}{2}$ spins left |
| 4. Stop | |



WORKING COW HORSE PATTERN #1

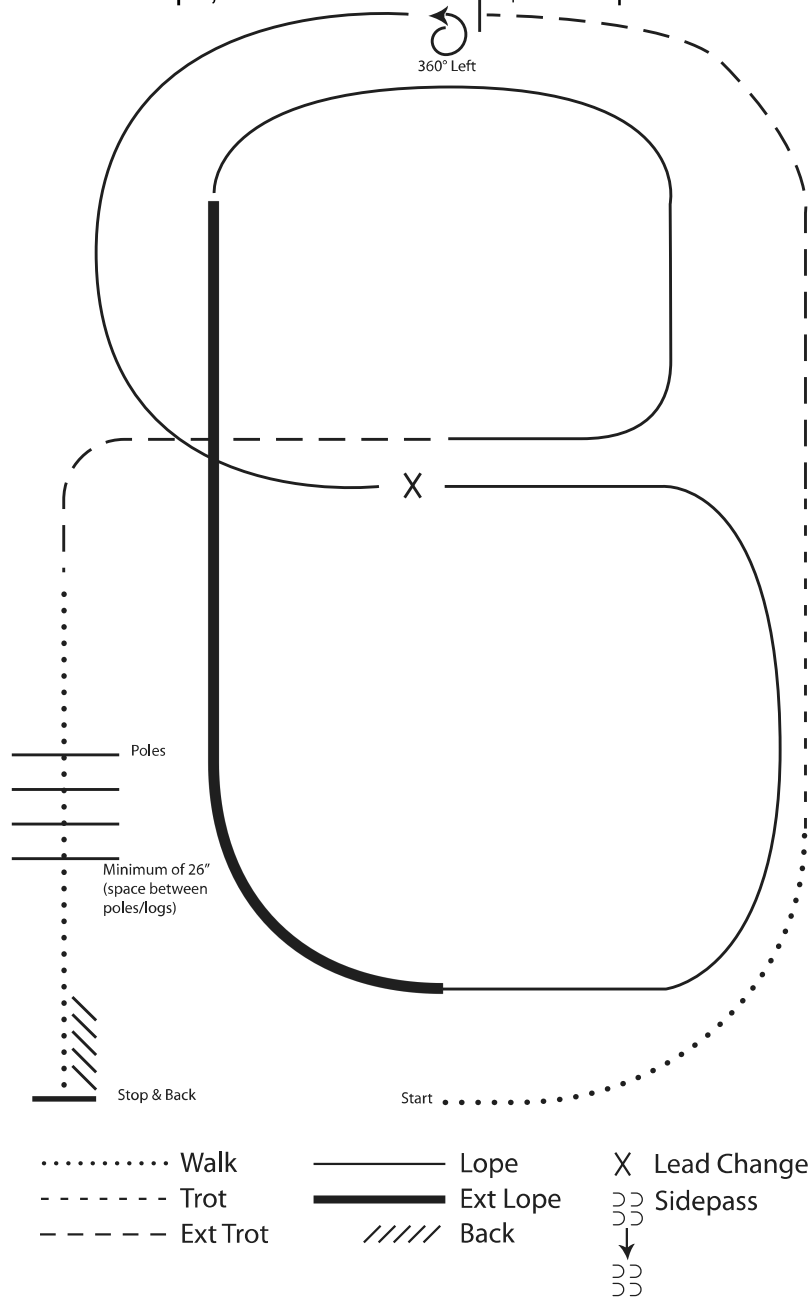
1. Start at end of arena. Run down middle past center marker to sliding stop.
2. Back up 10 to 15 feet (3.05–4.57 m) to center. $\frac{1}{4}$ turn left.
3. Pick up right lead, big fast circle, small slow circle.
4. Change leads to left, big fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet (6.09 m) from fence, past center marker and come to a sliding stop.
7. Complete 3 $\frac{1}{2}$ spins to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet (6.09 m) from fence, go past center marker and come to a sliding stop.
9. Complete 3 $\frac{1}{2}$ spins to the left.
10. Hesitate to complete pattern.

Pattern 1

- | | |
|--|--------------------------------|
| 1. Stop and back up and $\frac{1}{4}$ turn | 5. 3 $\frac{1}{2}$ spins right |
| 2. Right circles | 6. Stop |
| 3. Left circles | 7. 3 $\frac{1}{2}$ spins left |
| 4. Stop | |

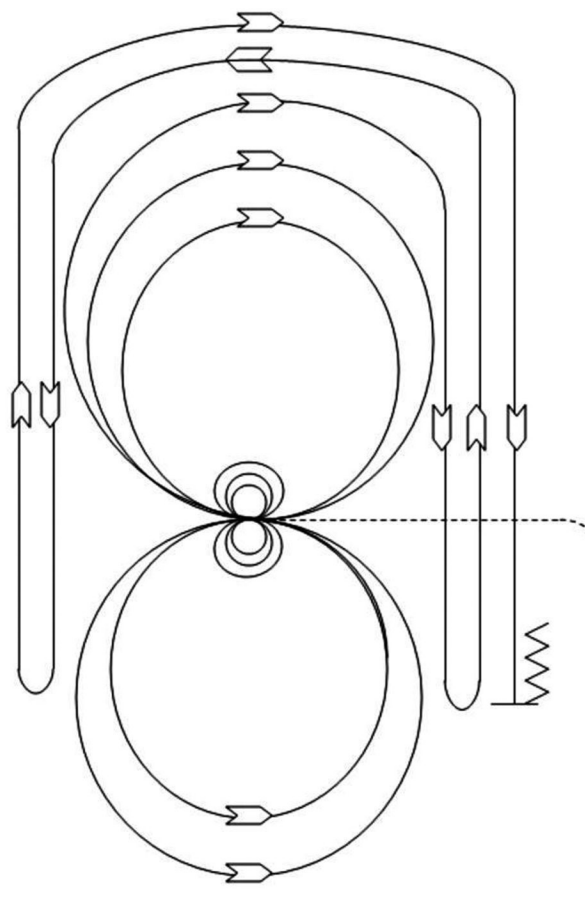
ALL RANCH RIDING

WT Trot at lope, extended trot at extended lope



RANCH RIDING PATTERN 1

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead ½ circle, lope to the center
6. Change leads (simple or flying)
7. Right lead ½ 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
11. Walk over poles
12. Stop and back



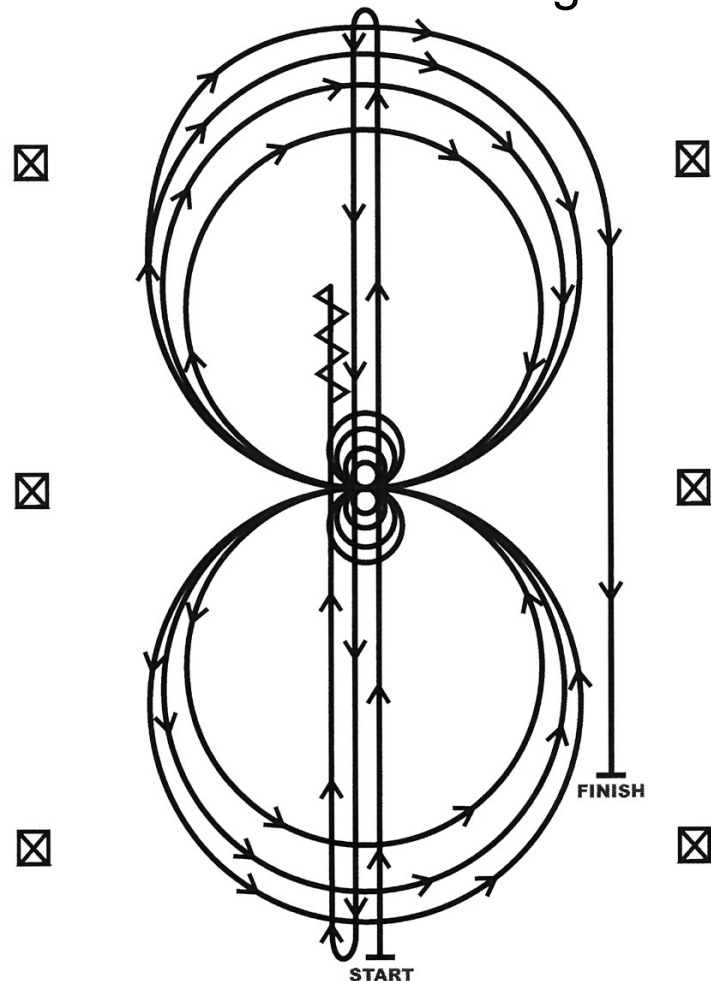
RANCH REINING PATTERN 1

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

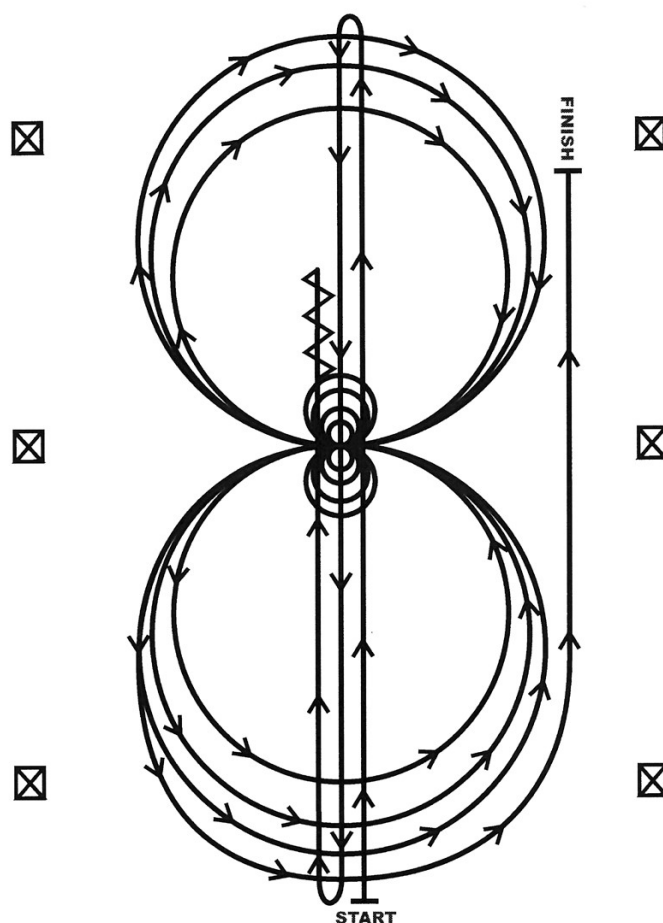
Jr/Sr/NP/Amateur Reining



PATTERN 7

1. Run at speed to the far end of the arena past end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past end marker and do a right rollback - no hesitation.
3. Run past the center marker, do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate.
4. Complete four spins to the right.
5. Complete four and a one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, 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.
7. 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.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6.09 m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Exhibitor may be requested to dismount and drop bridle to the designated judge.



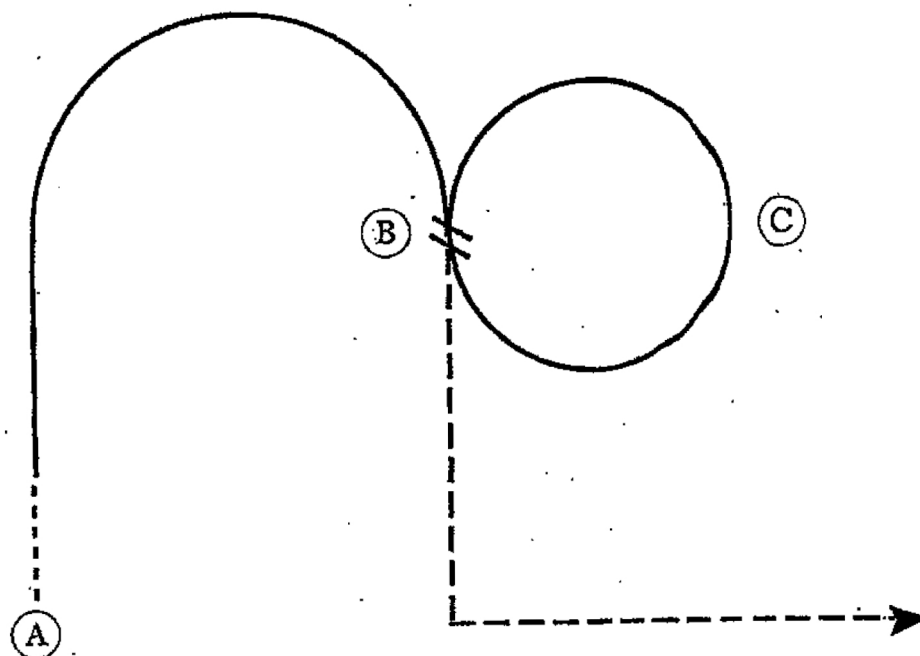
PATTERN 1

1. Run at speed to the far end of the arena past end marker and do a left rollback - no hesitation.
2. Run to opposite end of the arena past end marker and do a right rollback - no hesitation.
3. Run past center of the arena, do a sliding stop, back straight to the center of the arena. Hesitate.
4. Complete four spins to the right.
5. Complete four and a 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 fast circle to the left. Do not close this circle. Run straight up the right side of the arena past center marker and do a sliding stop at least 20 feet (6.09 m) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Exhibitor may be requested to dismount and drop bridle to the designated judge.

Hunt Seat Equitation

Novice Non Pro/Amateur Novice Youth



Be ready with your horse's tail to A.

1. Walk two horse lengths from A.
2. Canter on the right lead in a half circle to B.
3. Perform a simple lead change at B.
4. Canter a circle to the left at B.
5. Rising trot on the left diagonal until even with A.
6. Turn left and change diagonals.
7. Rising trot on the right diagonal straight away from A.

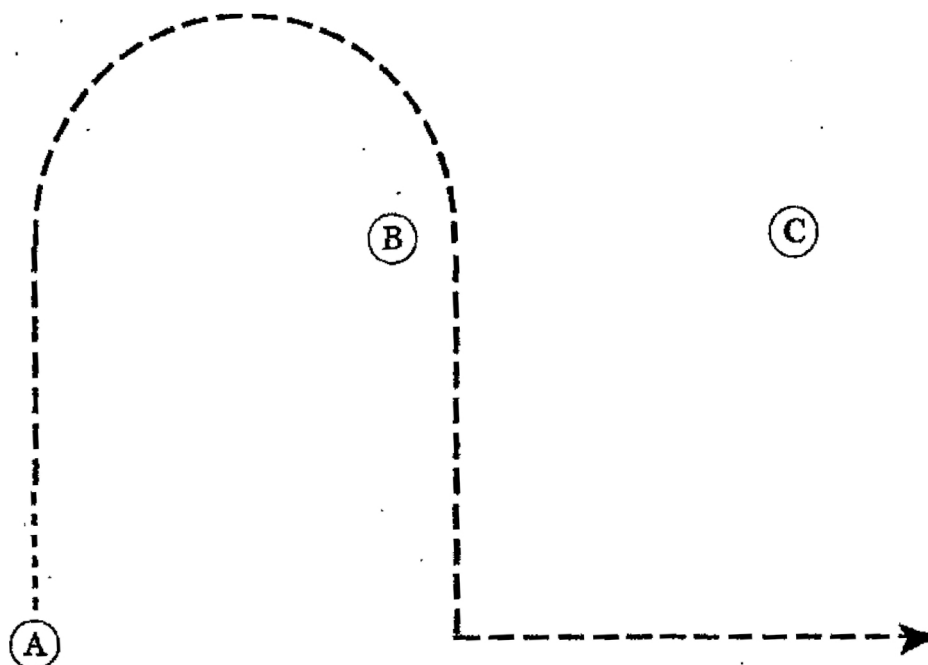
Pattern is over once you have passed C at the trot.

Follow the directions of your ring steward.

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

Hunt Seat Equitation

Walk Trot NP Walk Trot Youth



Be ready with your horse's tail to A.

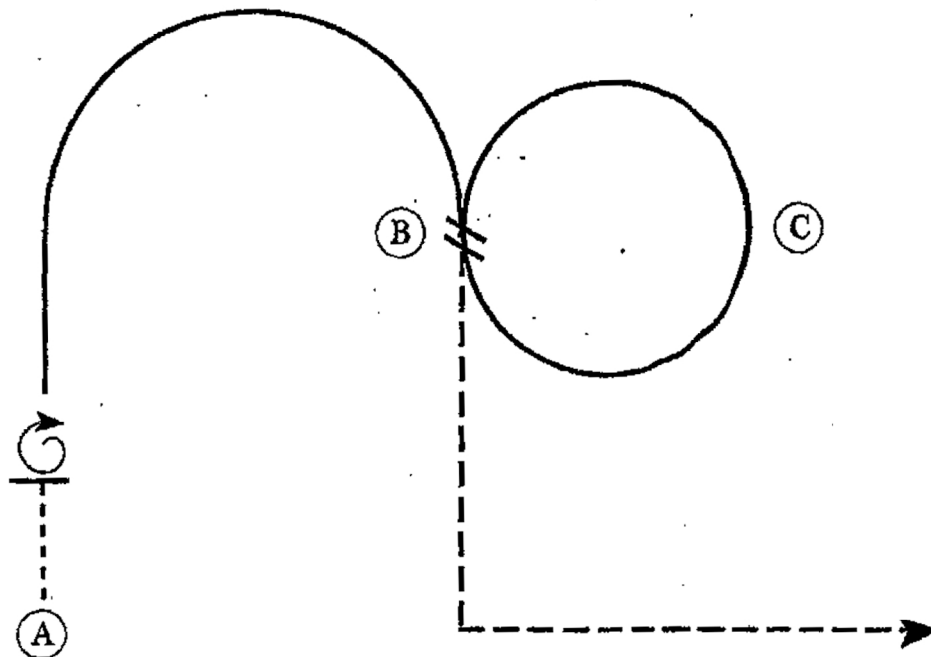
1. Walk two horse lengths from A.
2. Trot in the left diagonal in a half circle to B.
3. Change diagonals at B.
4. Rising trot on the right diagonal until even with A.
5. Turn left and continue to trot straight away from A.

Pattern is over once you have passed C at the trot.

Follow the directions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	(B)
Hand Gallop	-----

Hunt Seat Equitation **Youth 18 & Under All NP/Amateur** **(except Novice)**



Be ready with your horse's tail to A.

1. Walk two horse lengths from A.
2. Stop and perform a 360 degree turn on the fore hand to the right.
3. Canter on the right lead in a half circle to B.
4. Perform a simple lead change at B.
5. Canter a circle to the left at B.
6. Rising trot on the left diagonal until even with A.
7. Turn left and change diagonals.
8. Rising trot on the right diagonal straight away from A.

Pattern is over once you have passed C at the trot.

Follow the directions of your ring steward.

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