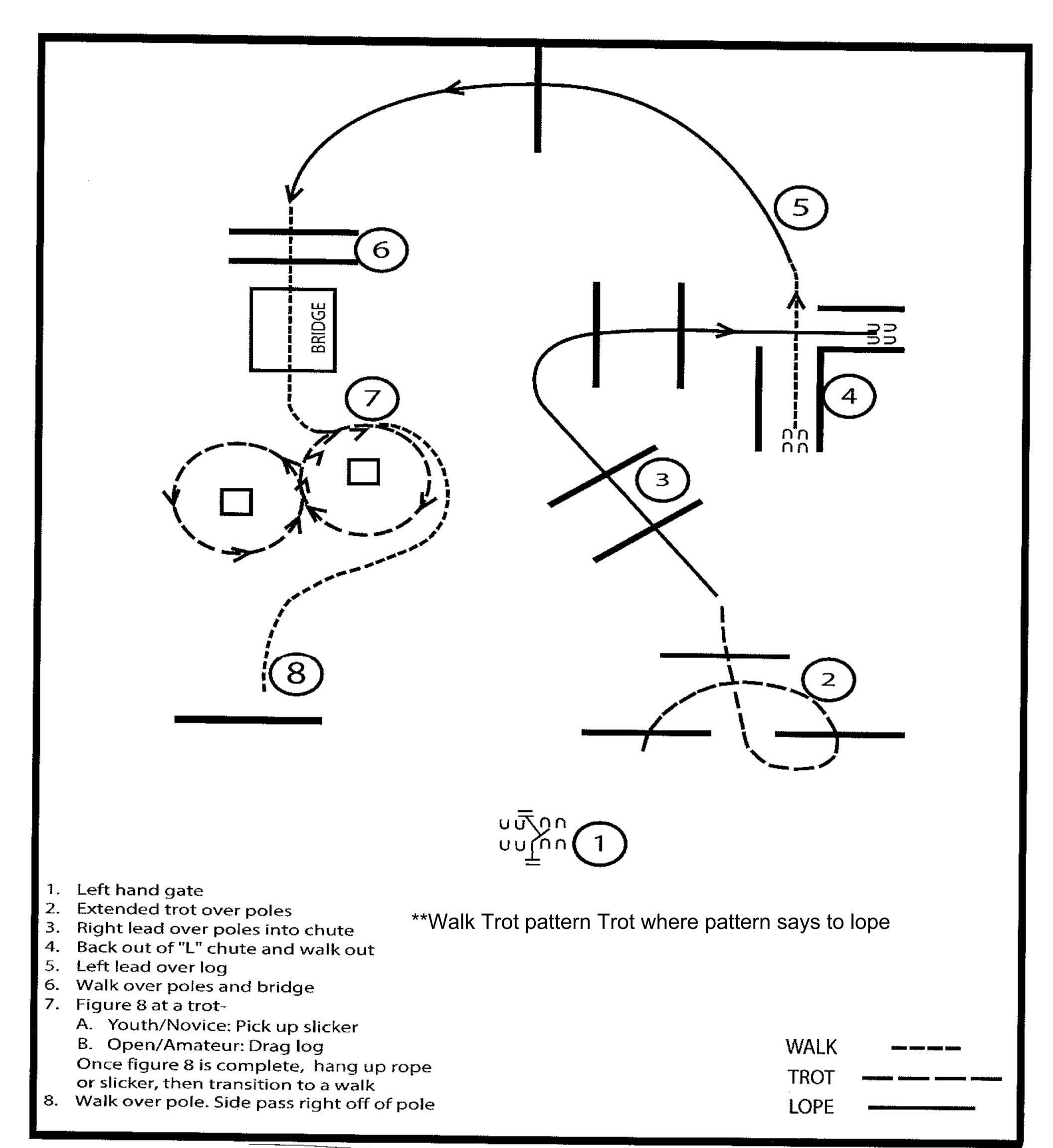
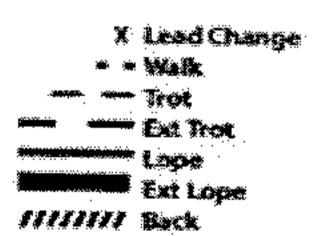
All Ranch Trail Classes: 1 - 12



Ranch Riding – Walk Trot Class: 25

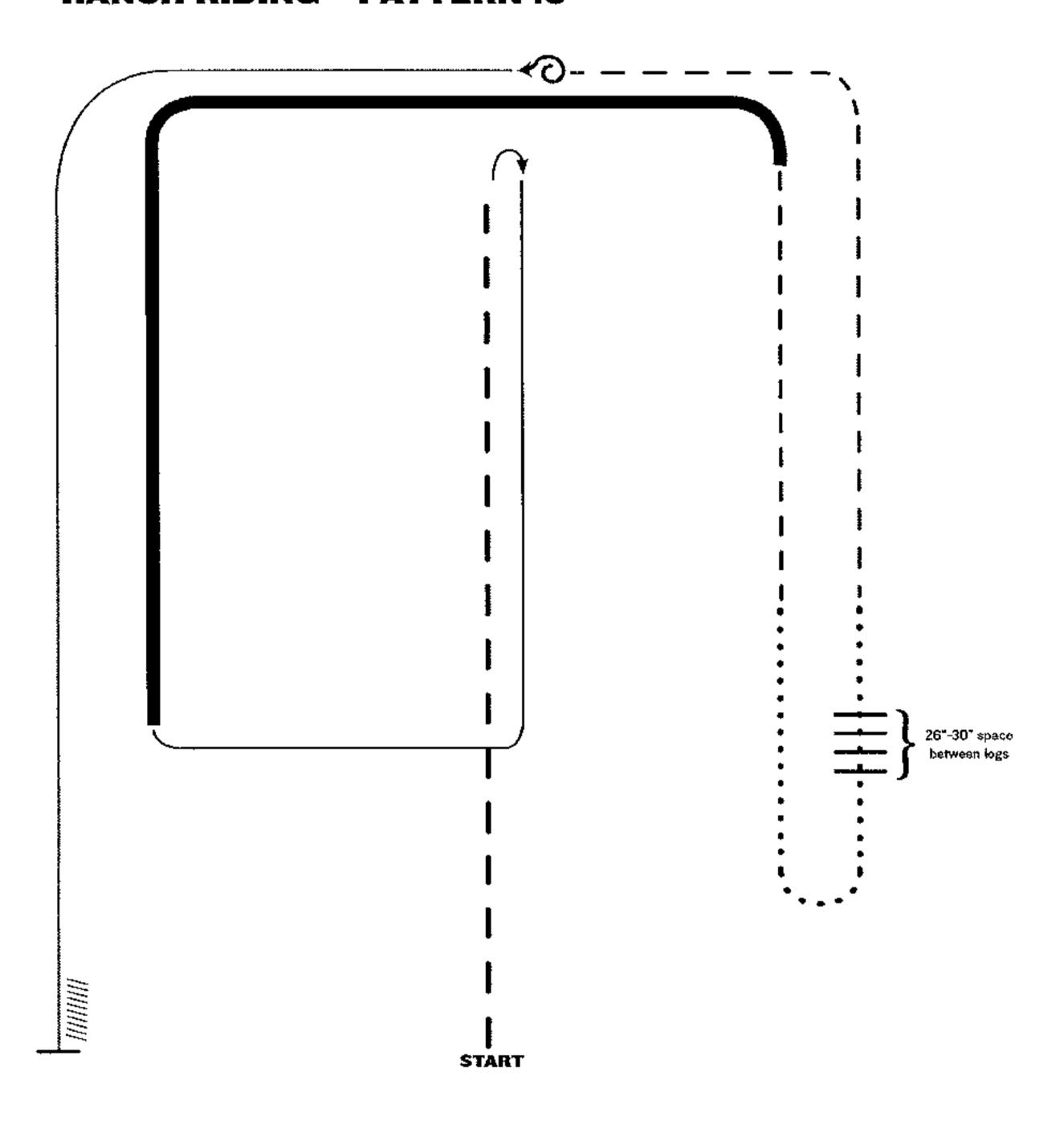
# RANCH RIDING - PATTERN 15 WALK TROT

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



All Ranch Riding except Walk Trot Classes: 26-39

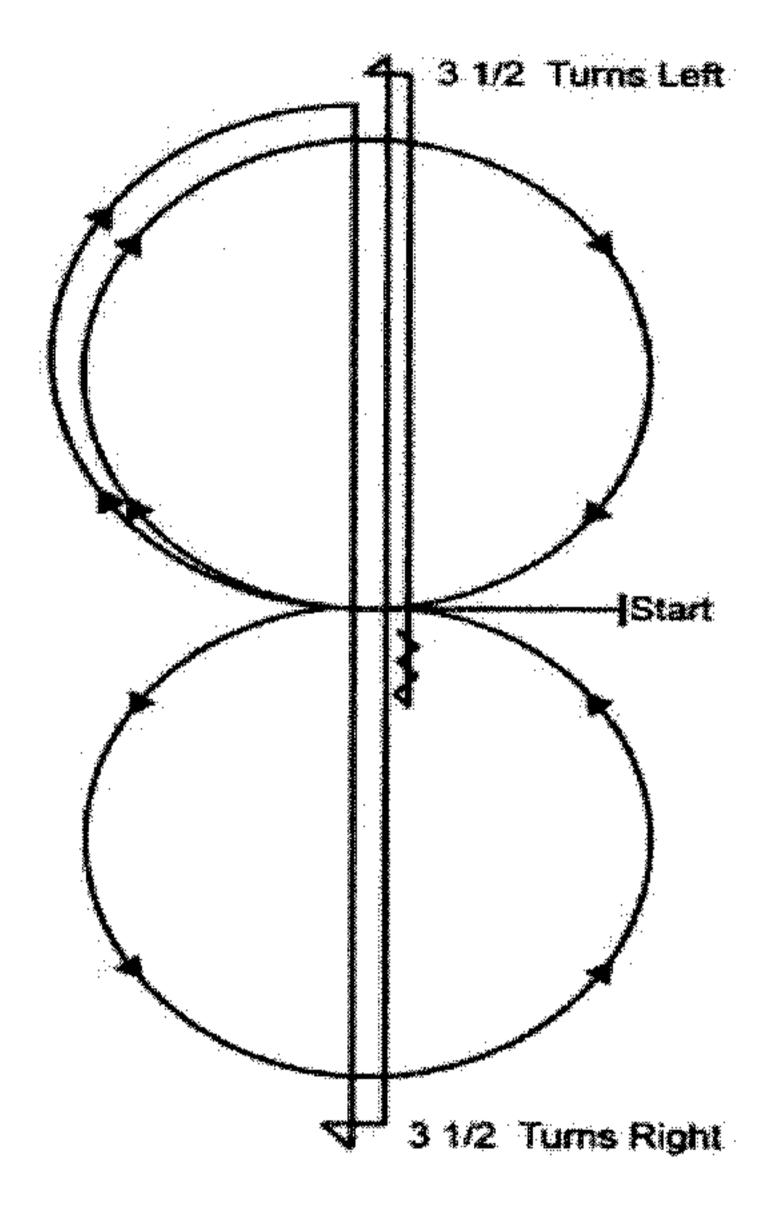
#### **RANCH RIDING - PATTERN 15**



- i. 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 left
- II. 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 Reining Classes: 40 - 45



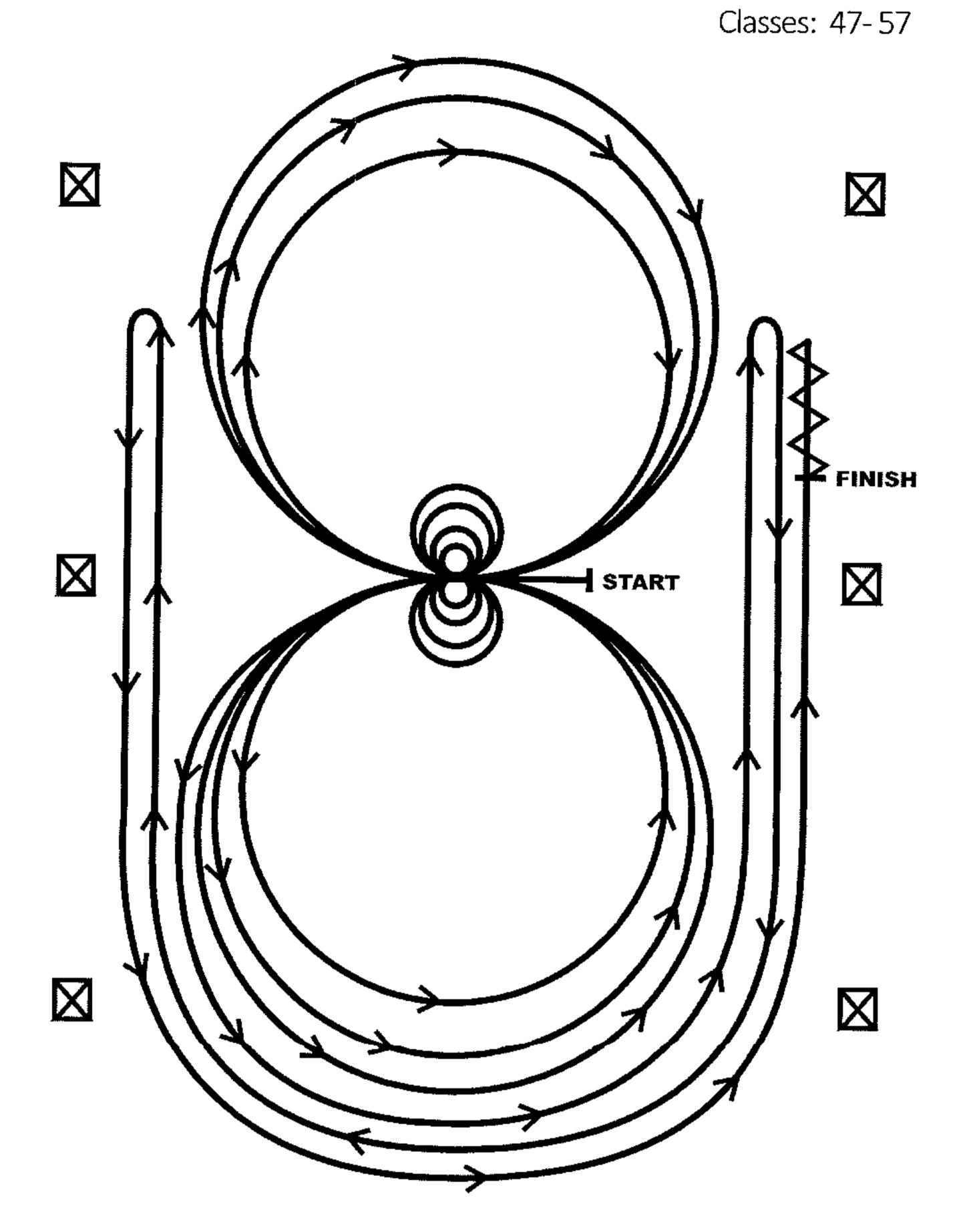
Mandatory Marker along Fence or Wall The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

- 1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
- 2. Complete one circle to the left. Change leads at center of arena.
- 3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
- 4. Complete 3 1/2 spins to the right.
- 5. Run up to other end of arena, past the end marker, do a sliding stop.
- 6. Complete 3 1/2 spins to the left.
- 7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.

#### **REINING PATTERN 6**

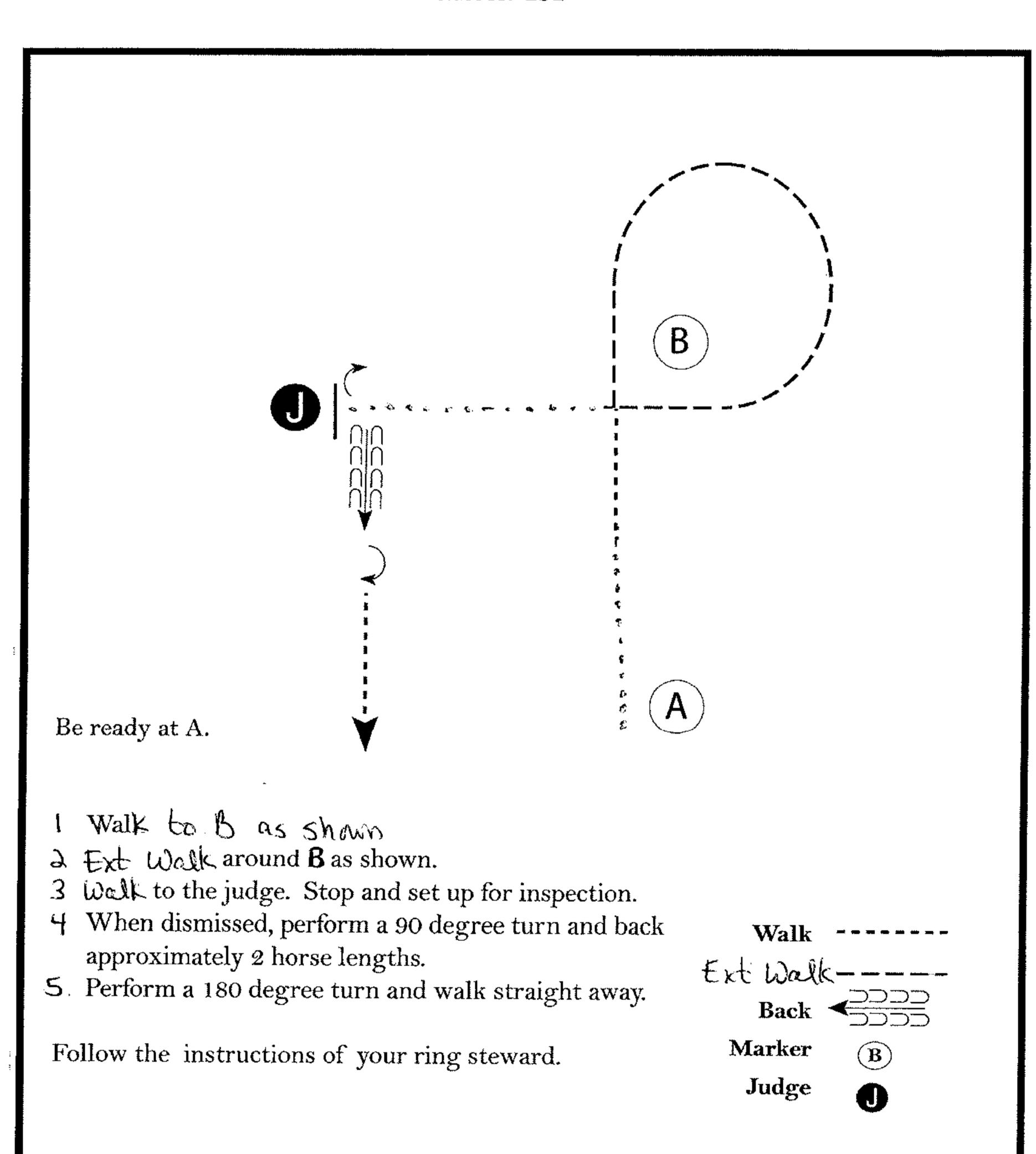
All Reining



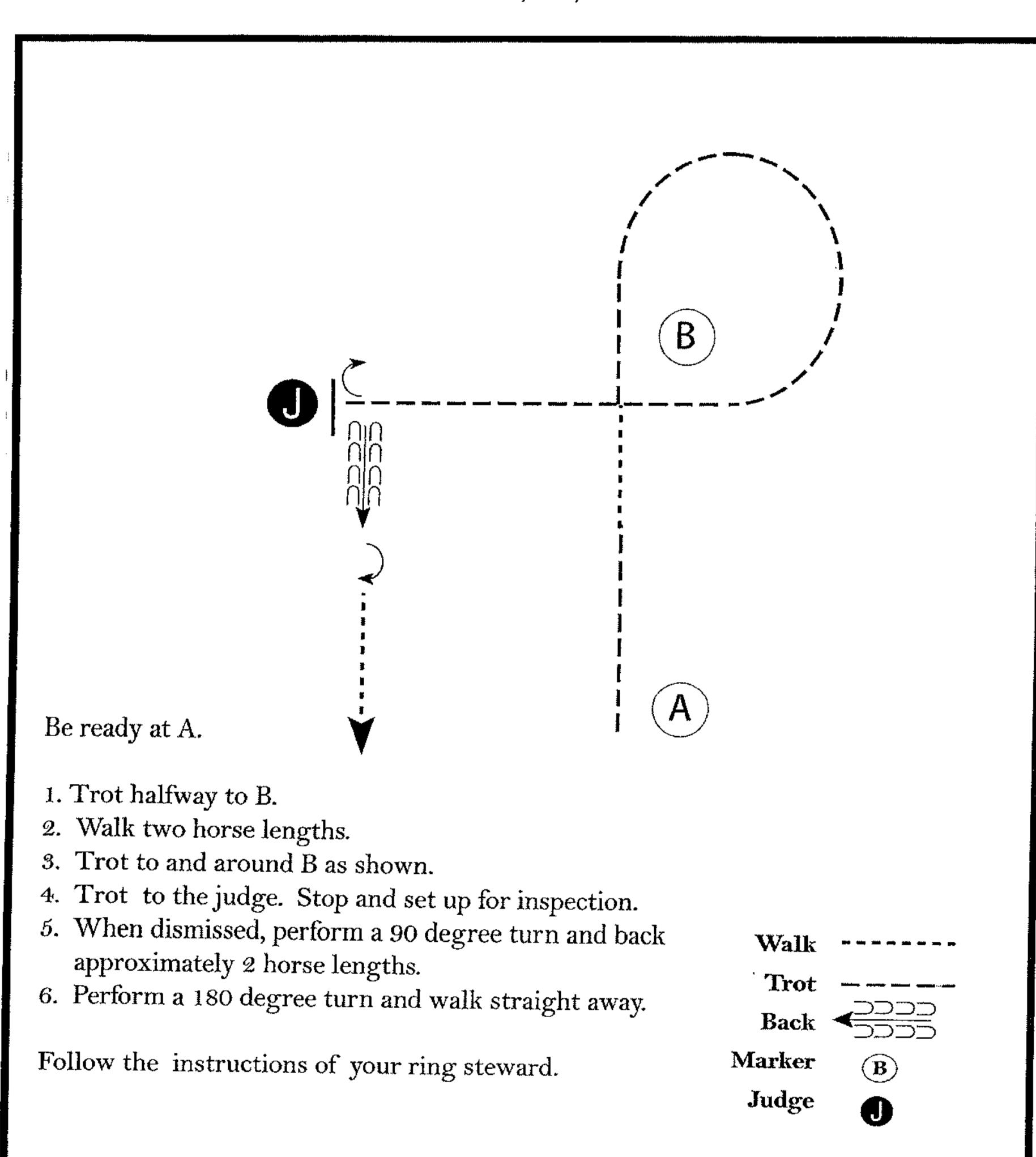
Horses may walk or jog to the center of arena, Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- I. 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.

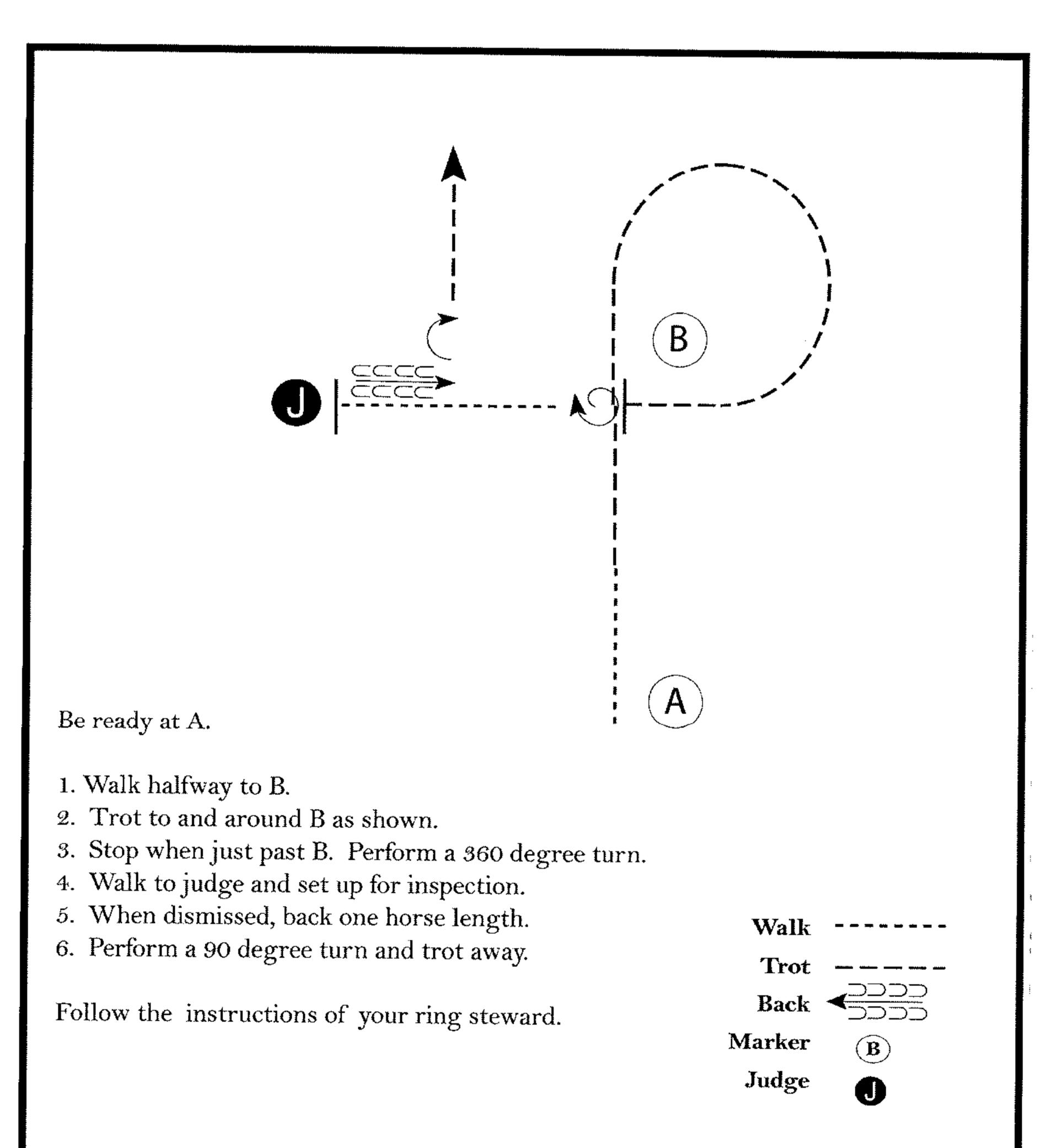
Showmanship- Walk Only Classes: 131



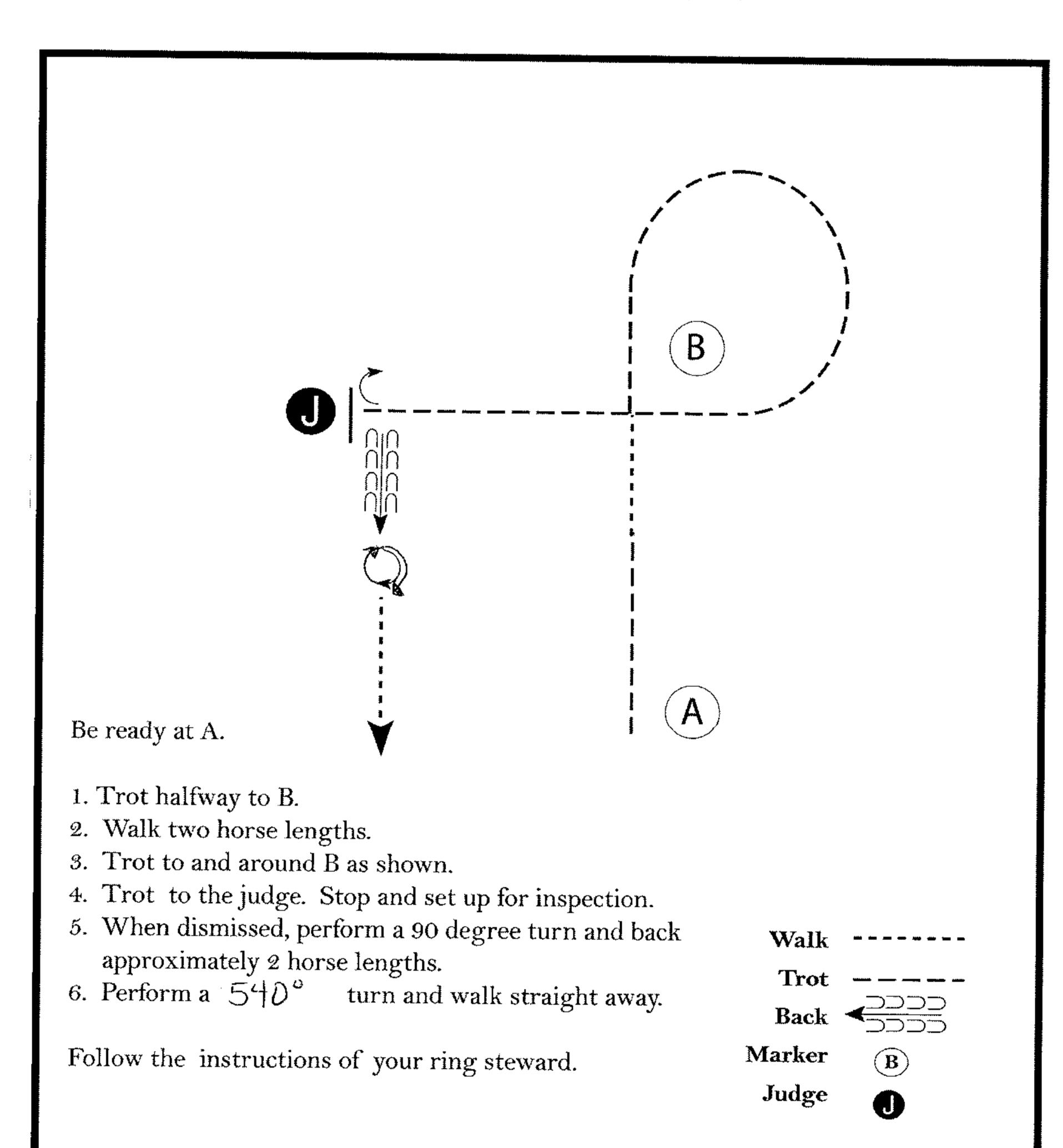
Showmanship – Walk Trot and Mini Classes: 128, 129, 130



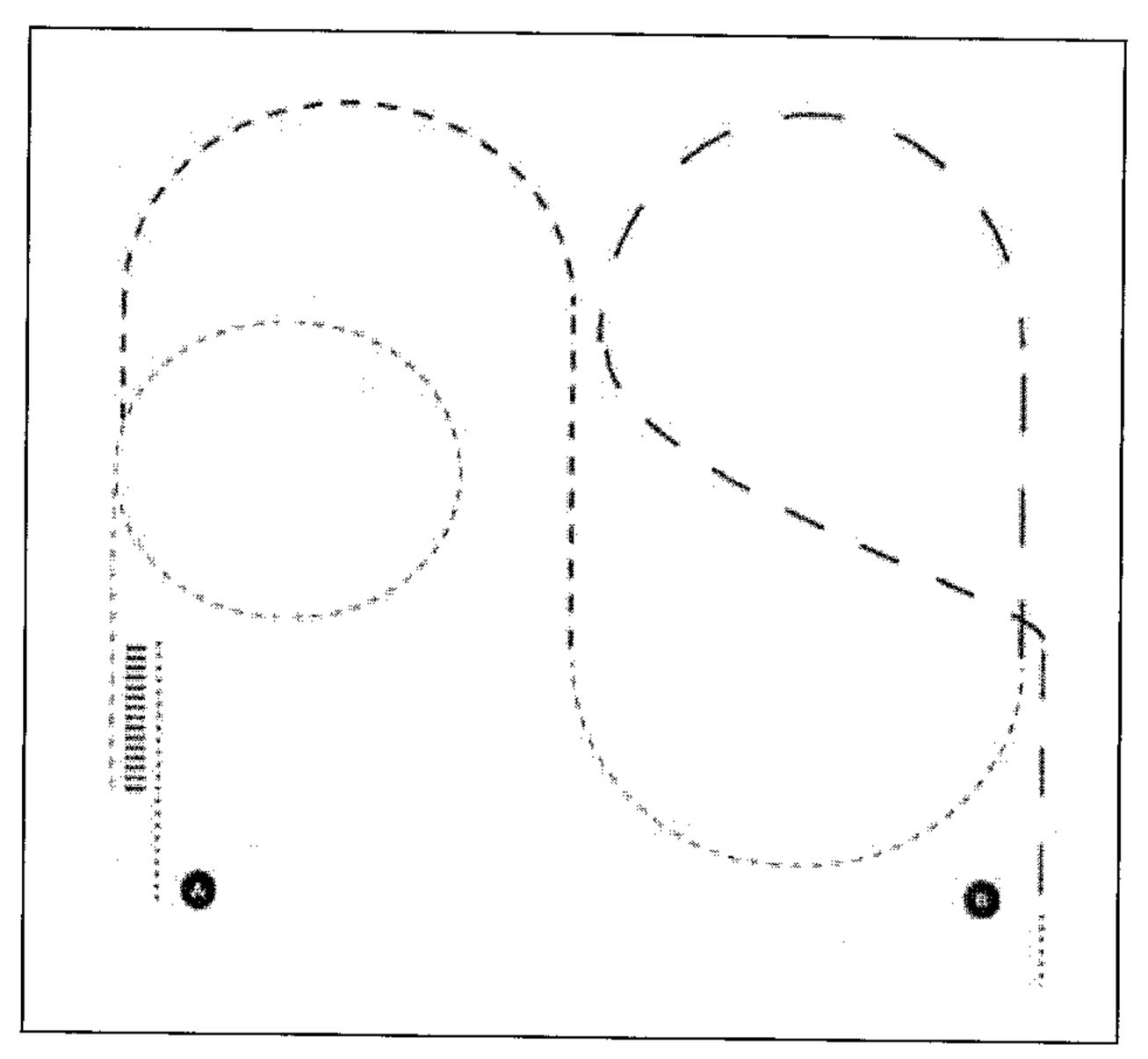
Showmanship – Level 1 Youth and Level 1 Amateur Classes: 137 and 140



Showmanship – Youth, Amateur, Select Classes: 132, 133, 134, 135, 136, 138, 139, 141, 142



Reinsmanship Classes: 146, 147



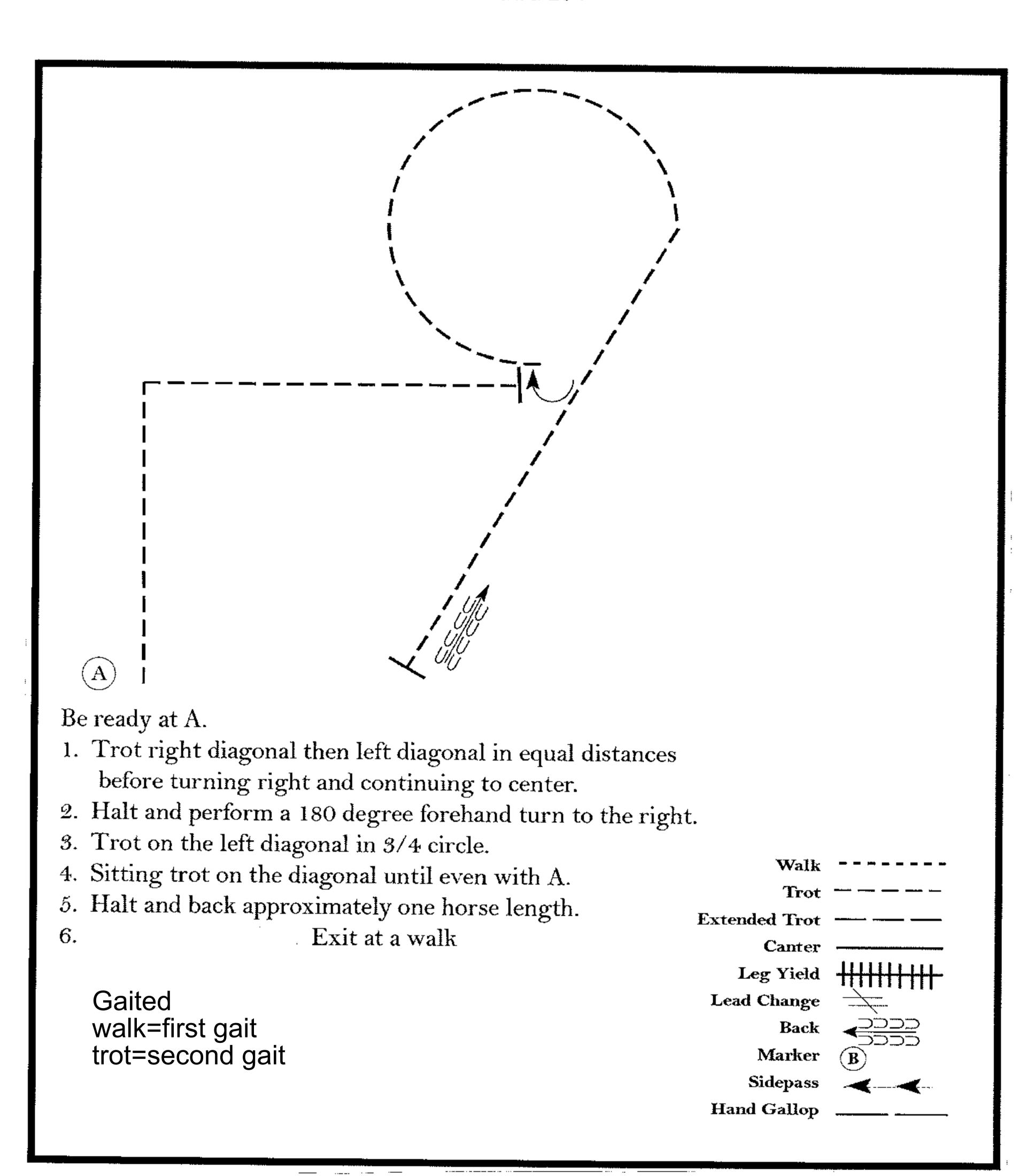
Reinsmanship Test 10

Test Elements: (10 points each)

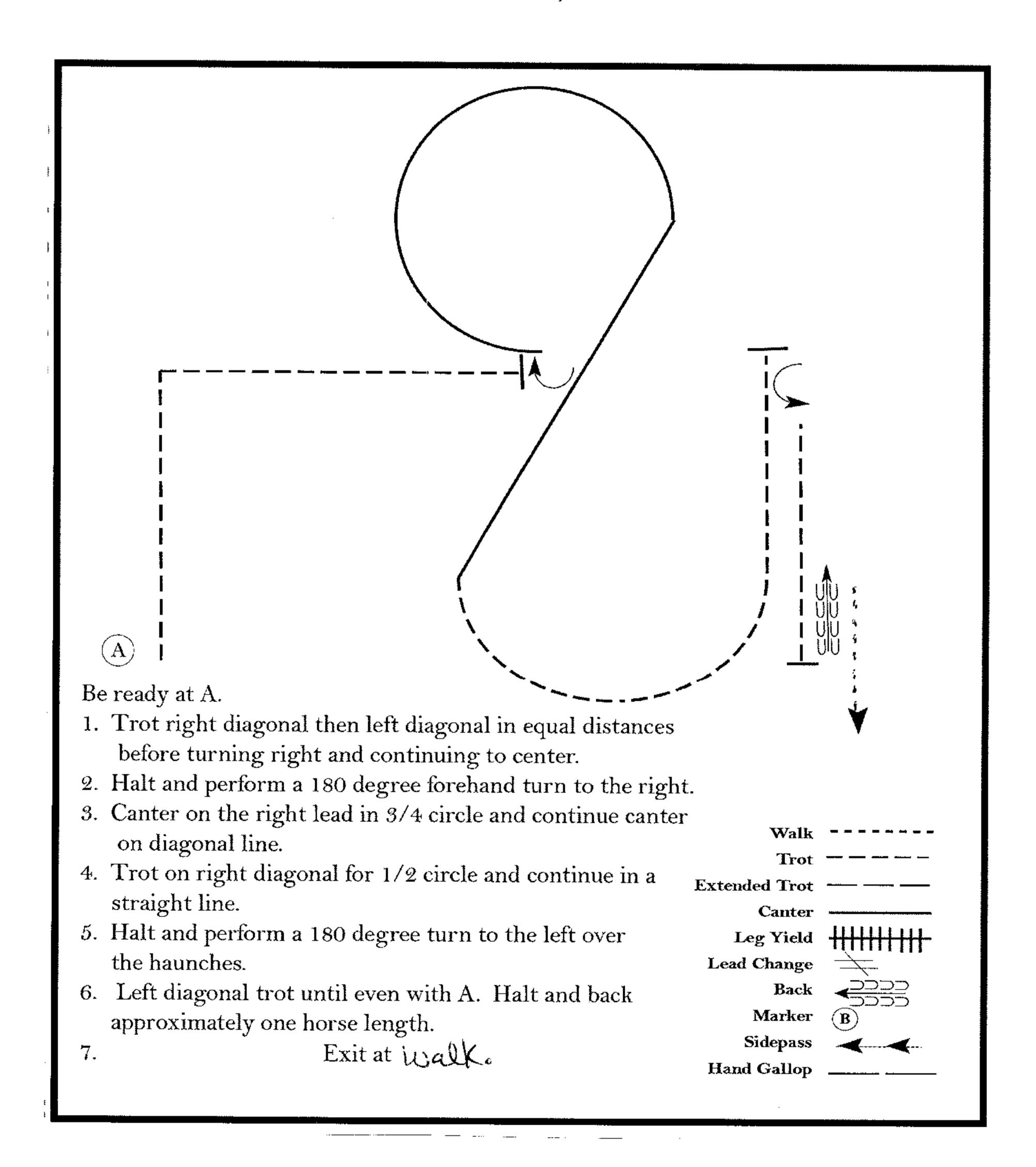
- 1. At marker A, enter at the walk, walk several feet.
- 2. Halt, rein back 4 steps.
- 3. Collected trot circle to the right.
- 4. At the close of the circle, normal trot the first part of the loop.
- 5. Collected trot the second part of the loop to marker B.
- 6. At marker B, strong trot a loop ending back at marker B.
- 7. Walk to the exit.
- 8. Overall impression of the turnout on the condition and fit of the harness and vehicle, neatness of attire.
- 9. General impression of the driver on posture, relaxation, confidence, and effectiveness.

Perfect score = 90 points

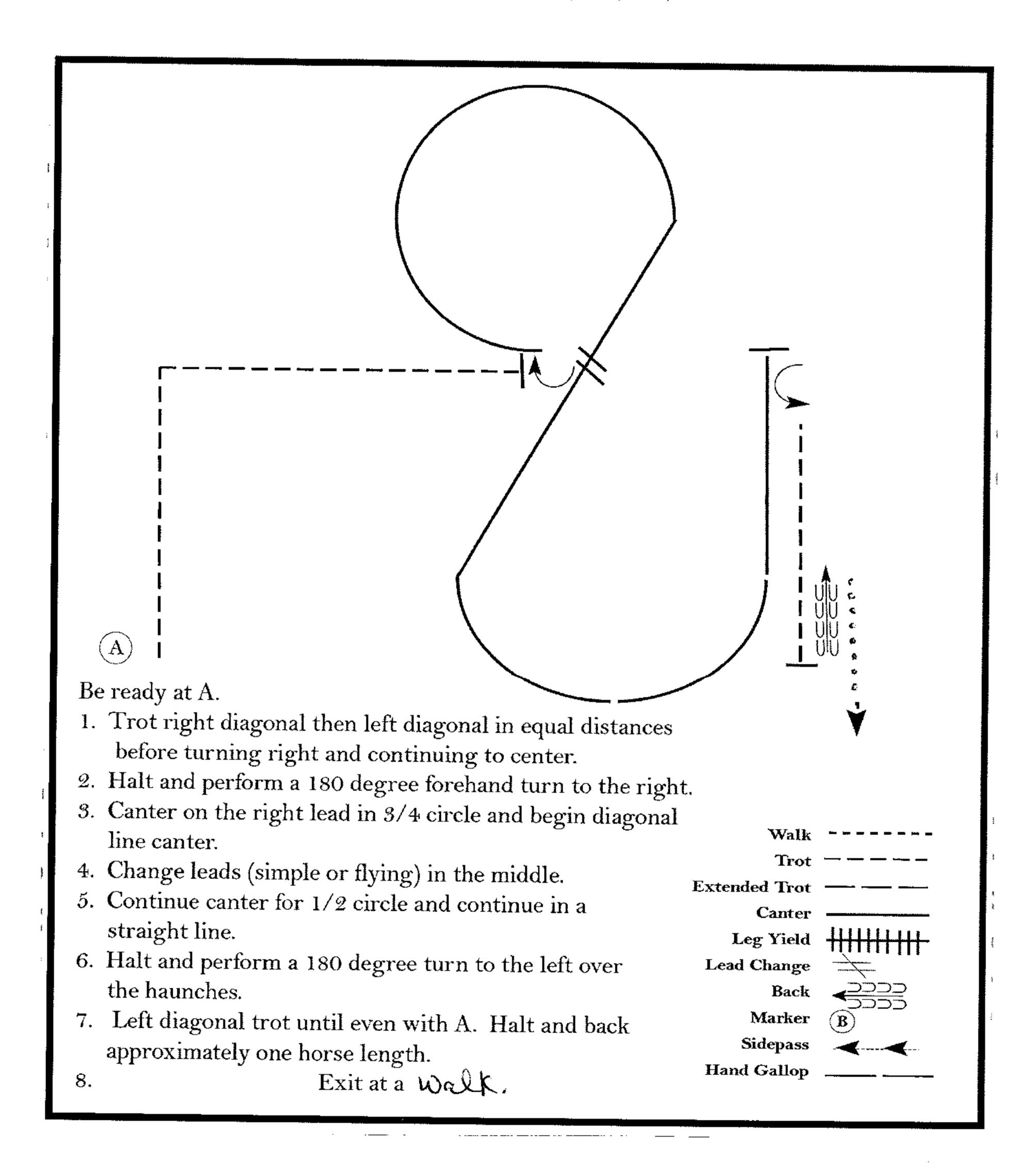
English Equitation—All Walk Trot Classes
Class: 161 thru 164



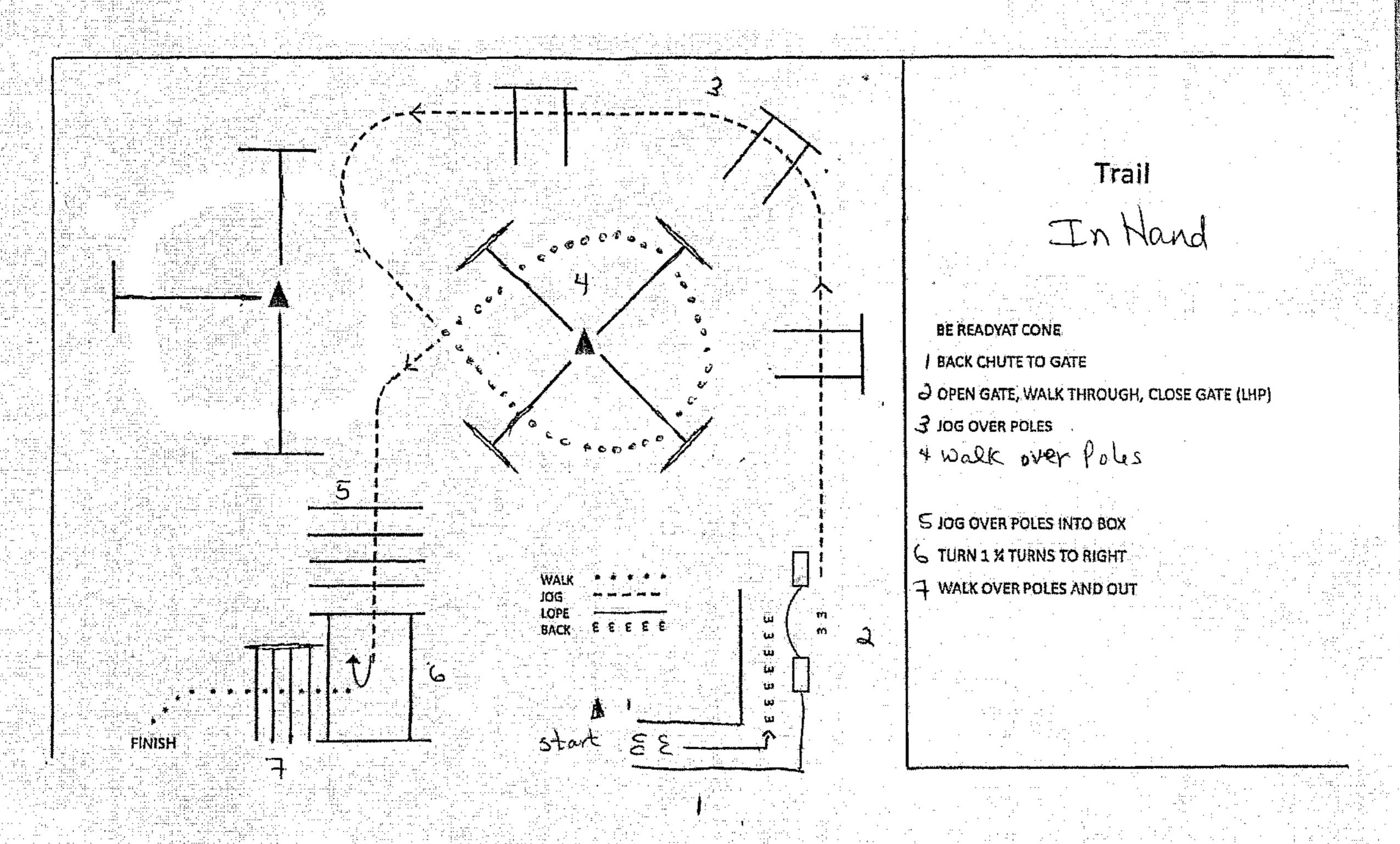
English Equitation – Level 1 Youth and Level 1 Amateur Classes: 194, 199



English Equitation – Youth, Amateur, Select Classes: 192, 193, 195, 196, 197, 198, 200, 201

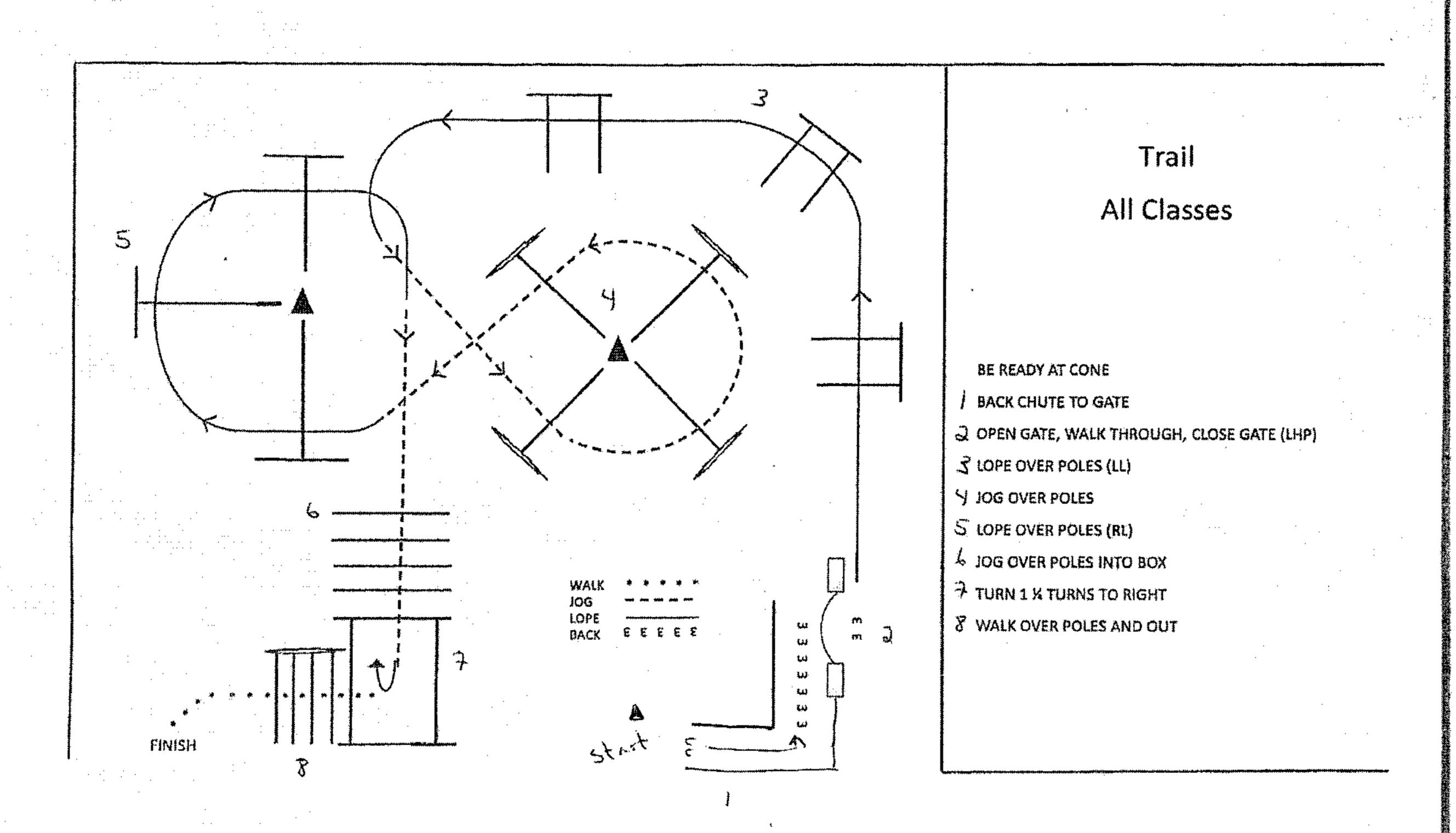


Trail- In Hand Classes
Classes: 208, 209, 210, 211, 212, 213

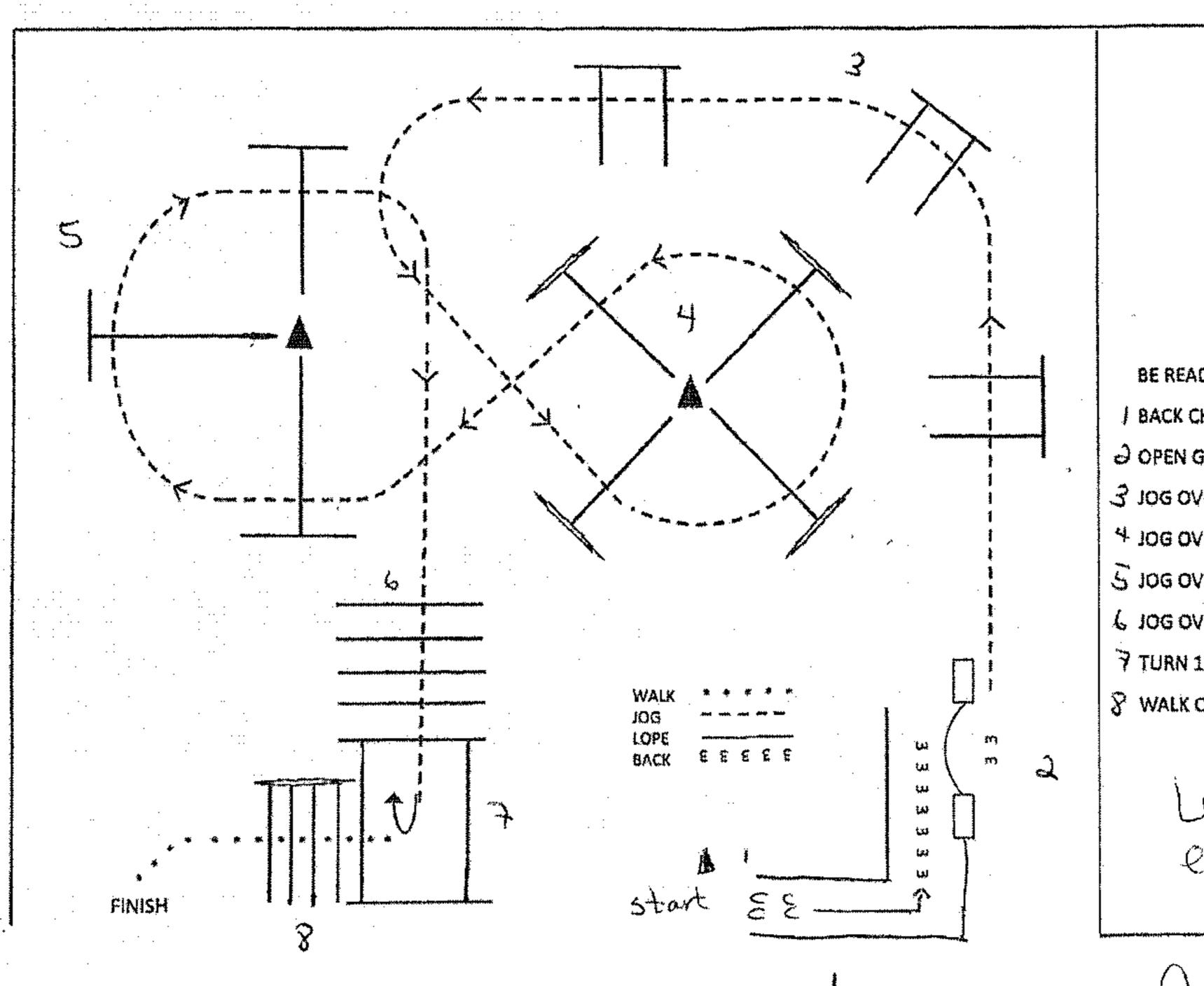


Trail – Walk, Jog, Lope classes

Classes: 214, 215, 216, 217, 218, 219, 222, 223, 224, 225, 226, 227, 228, 229, 230



Trail – Walk Trot, Gaited and Leadline Classes: 202, 203, 204, 205, 206, 207, 220, 221



# Trail

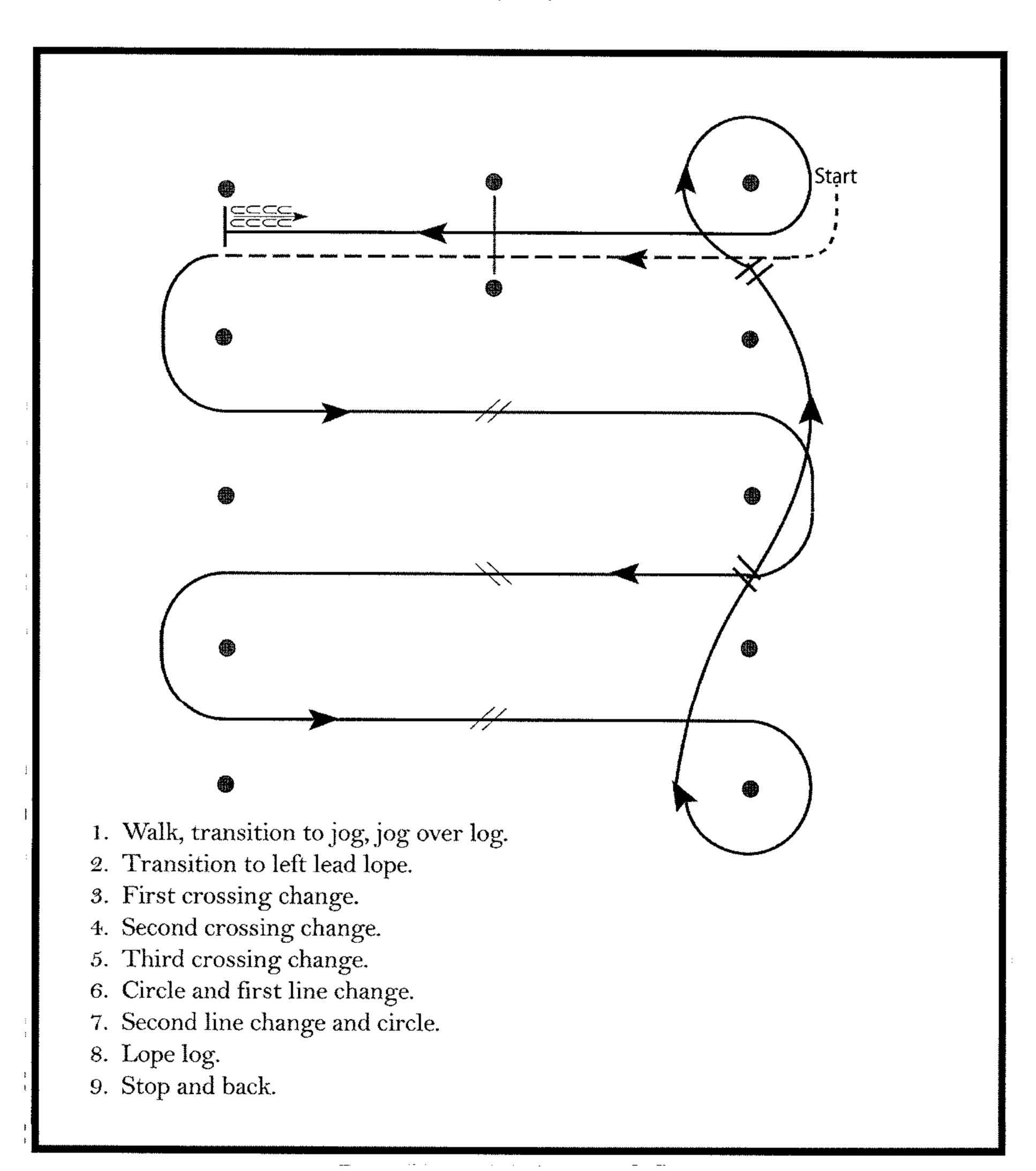
#### WALK TROT

BE READYAT CONE

- **BACK CHUTE TO GATE**
- a open gate, walk through, close gate (LHP)
- 3 JOG OVER POLES
- 4 JOG OVER POLES
- 5 JOG OVER POLES
- & JOG OVER POLES INTO BOX
- 7 TURN 1 % TURNS TO RIGHT
- **8** WALK OVER POLES AND OUT

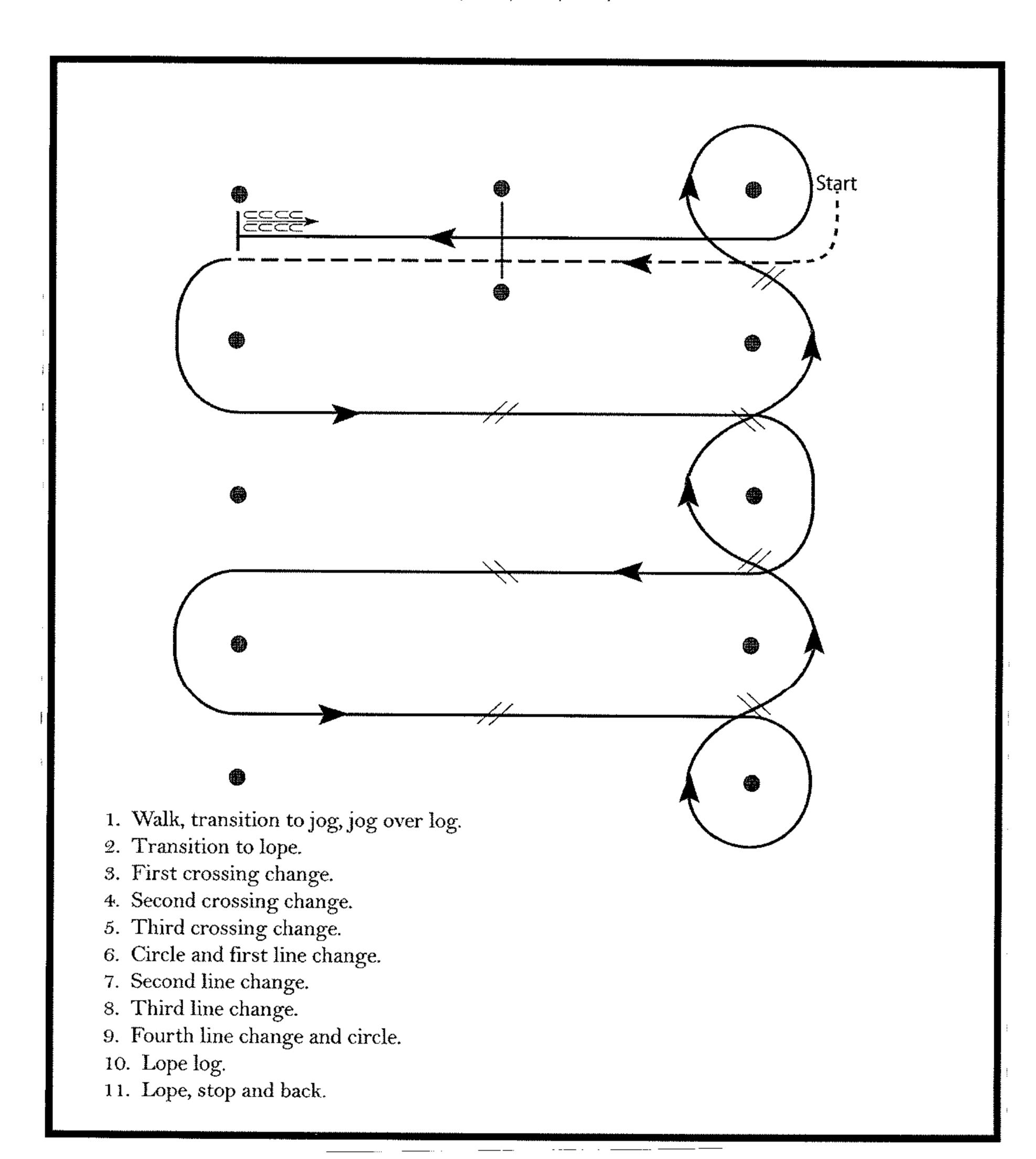
First Gait over logs, Second gait between 3 + 4,

Western Riding-Level 1 Class: 234, 235, 237

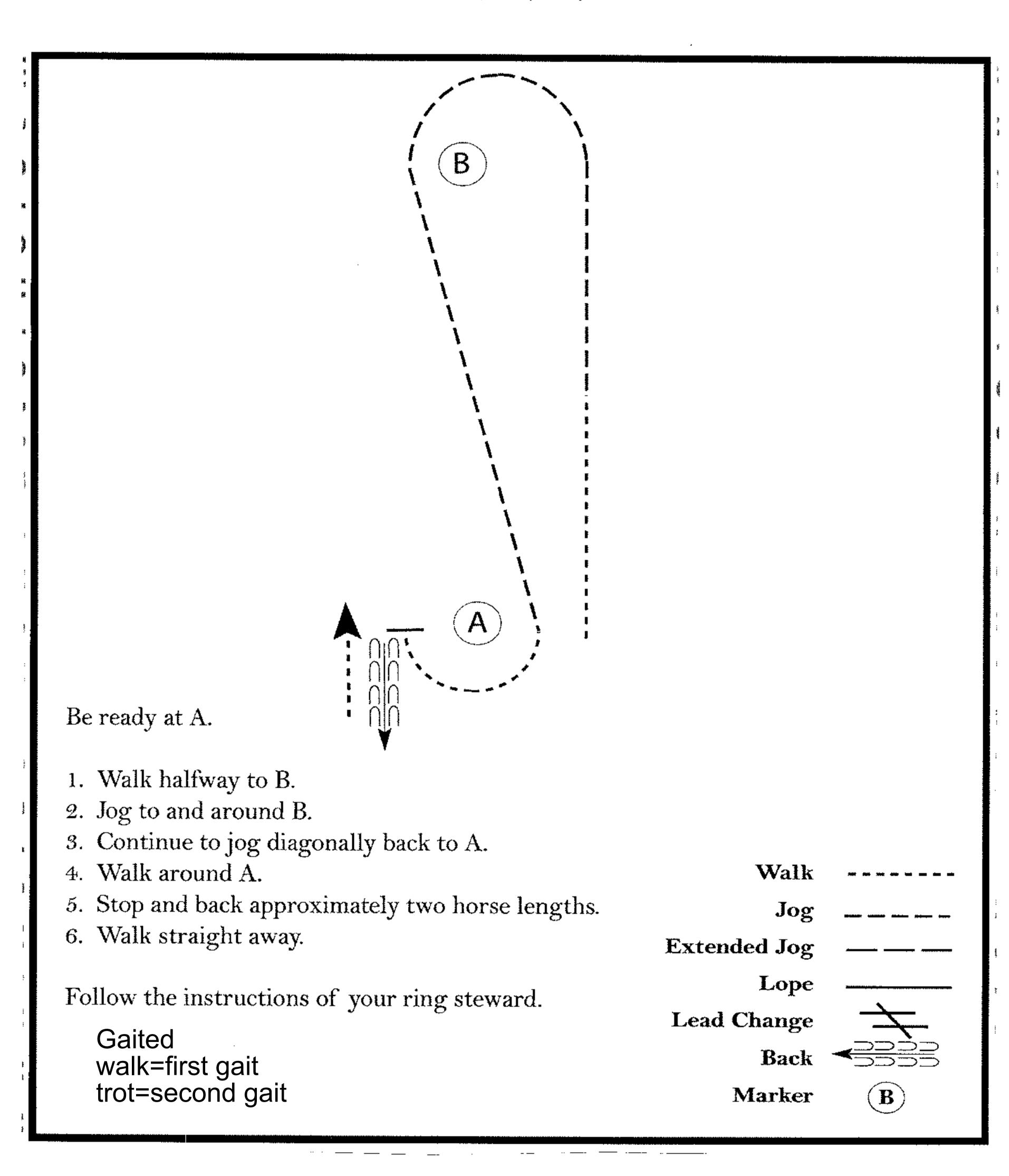


Western Riding

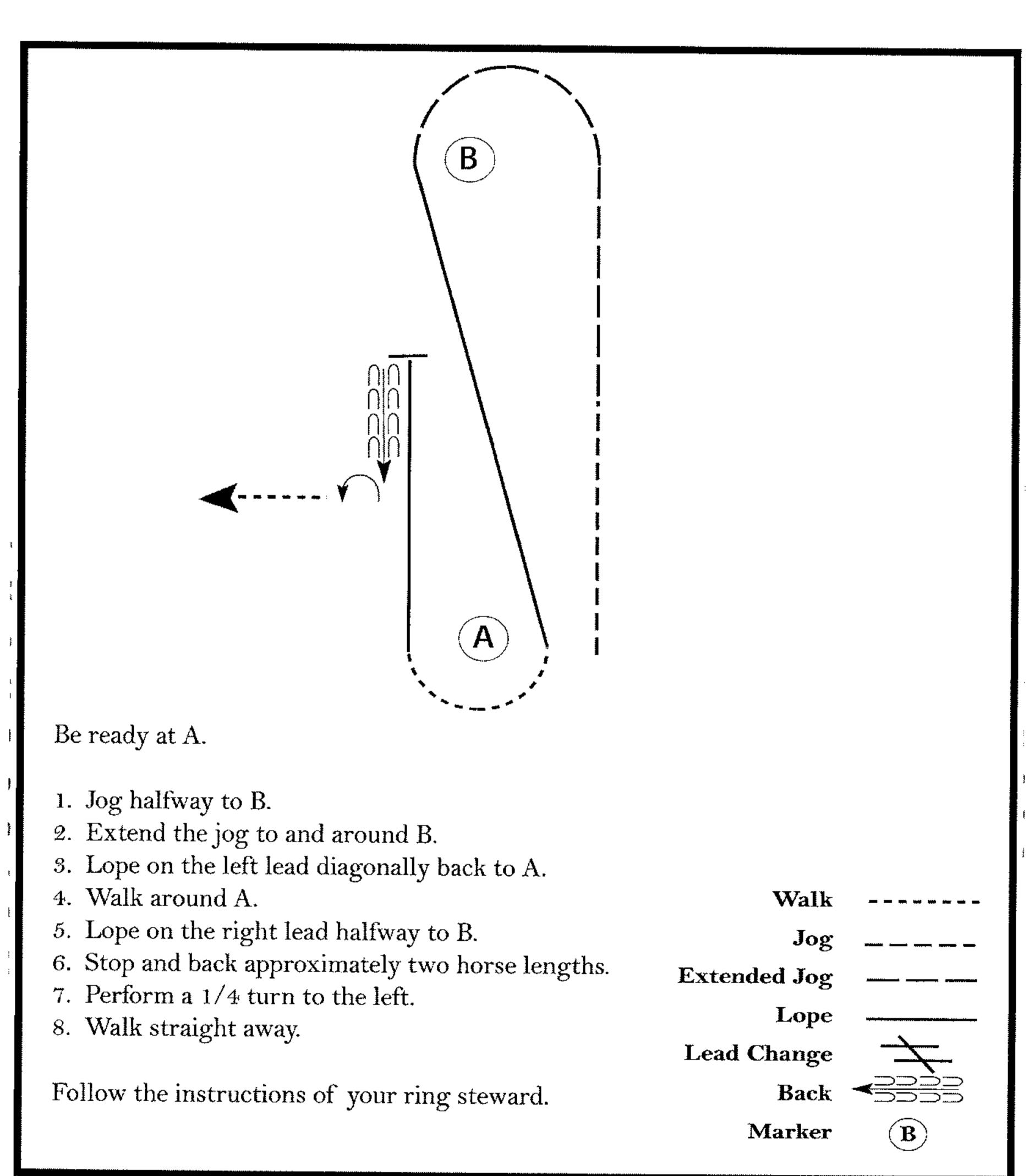
Classes: 233, 236, 238, 239, 240



Western Horsemanship- Walk Trot Classes: 247, 248, 249, 250



Western Horsemanship-Level 1 Youth and Level 1 Amateur Classes: 280, 285



Western Horsemanship

Classes: 278, 279, 281, 282, 283, 284, 286, 287

