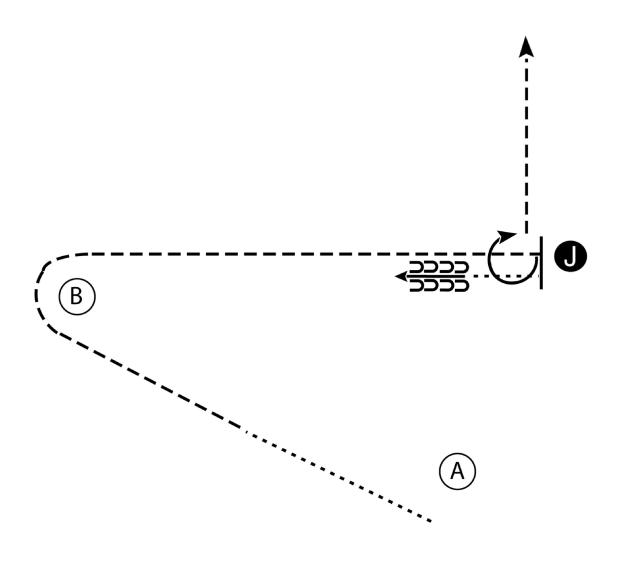
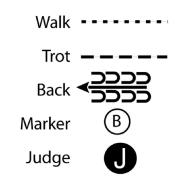
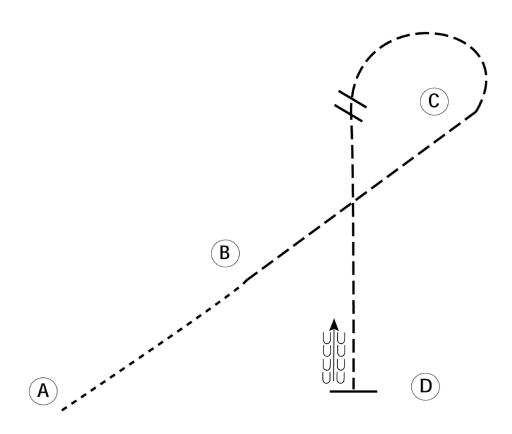
Showmanship (Classes 17-21)



- 1. Walk half way from A to B.
- 2. Trot around B to the Judge.
- 3. Stop and back four steps.
- 4. Walk to Judge and set up for inspection.
- 5. When dismissed perform a 270 degree turn and trot to line-up.

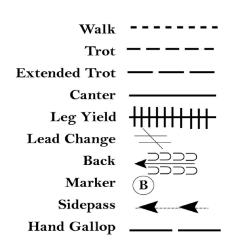


English Eq. Walk/Trot Youth and 18 & Over (Classes 26 & 27)

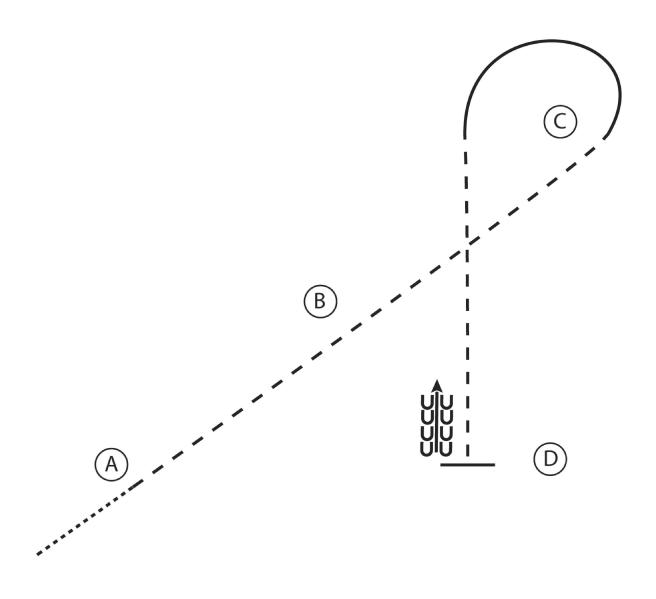


Be ready at A.

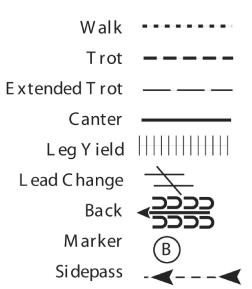
- 1. Walk from A to B.
- 2. Sitting trot from B to C.
- 3. At C, posting trot on the right diagonal.
- 4. At C, change diagonals.
- 5. Posting trot on the left diagonal to D.
- 6. Stop at D. Back approximately one horse length.
- 7. Follow the instructions of your ring steward.



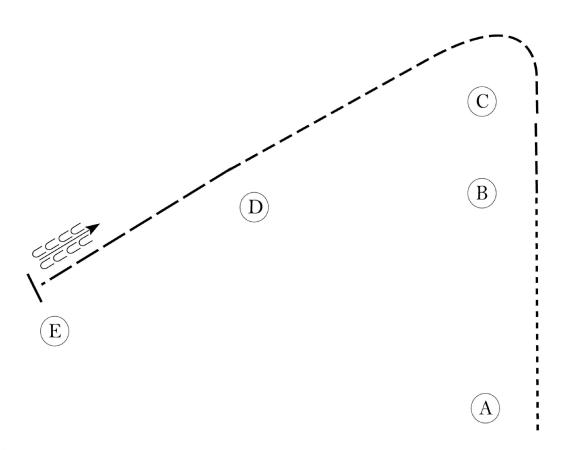
English Eq. Youth and 18 & Over (Classes 28 & 29)



- 1. Walk to A
- 2. Sitting trot to B
- 3. Posting trot to C on the right diagonal
- 4. At C canter a half circle on the left lead
- 5. At C posting trot to D on the left diagonal
- 6. Stop at D and back 4 steps



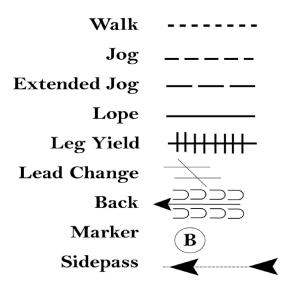
Western Horsemanship W/T Youth and 18 & Over (Classes 40 & 41)



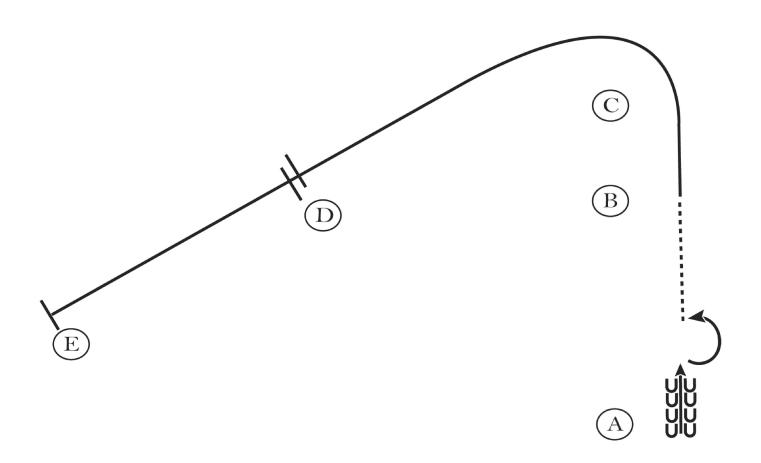
Be ready at A.

- 1. Walk from A to B.
- 2. Jog from B, around C, and to D.
- 3. Extend the jog from D to E.
- 4. Stop at E and back approximately one horse length.

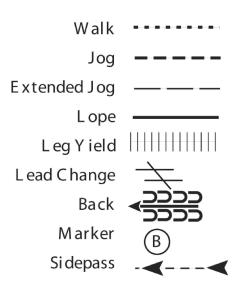
Follow the instructions of your ring steward.



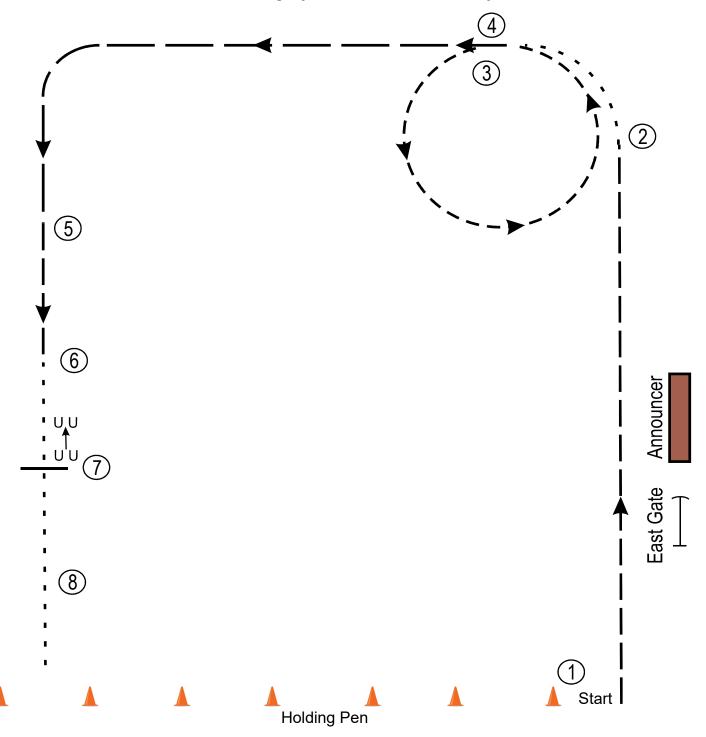
Western Horsemanship Lope - Youth and 18 & Over (Classes 42 & 43)



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



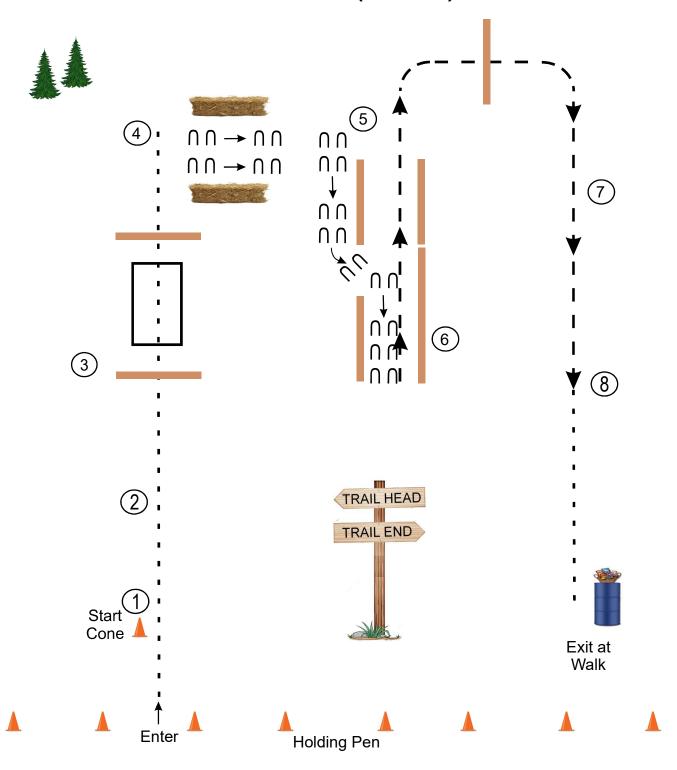
Reinmanship (Classes 53 & 56)



- 1. Working Trot at Start Cone and Straight down Rail.
- 2. As you near corner break to a Walk and Walk the corner.
- 3. After the curve, pickup Collected Trot (Jog) and complete a small Left Circle in the corner.
- 4. Once Circle is complete, Extended Trot around next corner and Approximately 1/3 of the way down Rail.

- 5. Break to a Working Trot.
- 6. Break to a Walk.
- 7. Stop and Back 4 Steps.
- 8. Exit at a Walk.

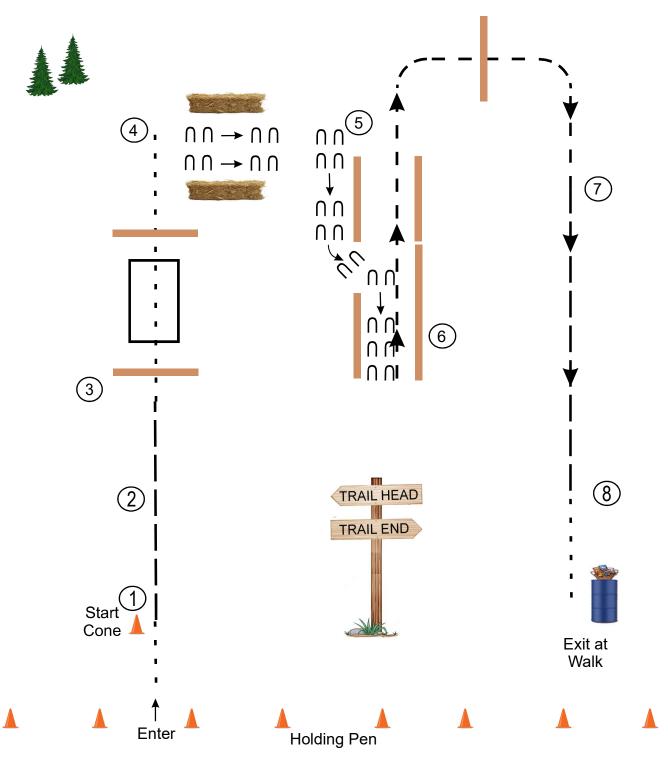
In-Hand Trail Classes (57 & 60)



- 1. Be Ready at "Start Cone".
- 2. Walk out towards Pole.
- 3. Continue Walk over Pole, Bridge and 2nd Pole and on to Bales of Hay.
- 4. Sidepass "R" between Bales.
- 5. Back next to Pole; continue Backing into and to the end of Chute.

- 6. Jog out of Chute and over Pole.
- 7. Continue Trot to end of Chute.
- 8. Break to a Walk, Stop and choose your Goodie and enjoy.
- 9. Exit at a Walk.

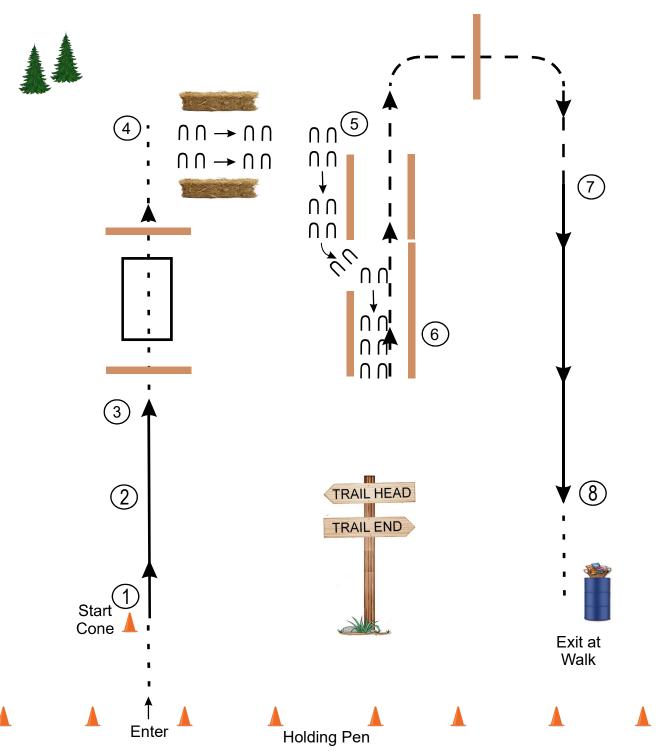
Trail Walk / Trot Classes (58 & 59)



- 1. Be Ready at "Start Cone".
- 2. Extend Trot towards Pole.
- 3. Break to Walk and Walk over Pole, Bridge and 2nd Pole, continuing up to Bales of Hay.
- 4. Sidepass "R" between Bales of Hay.
- 5. Back next to Pole; continue Backing into and to the end of Chute.

- 6. Jog out of Chute and over Pole.
- 7. Extend Trot towards Goodie Barrel.
- 8. Break to a Walk just before Barrel, Stop, choose your Goodie. Enjoy.
- 9. Exit at a Walk.

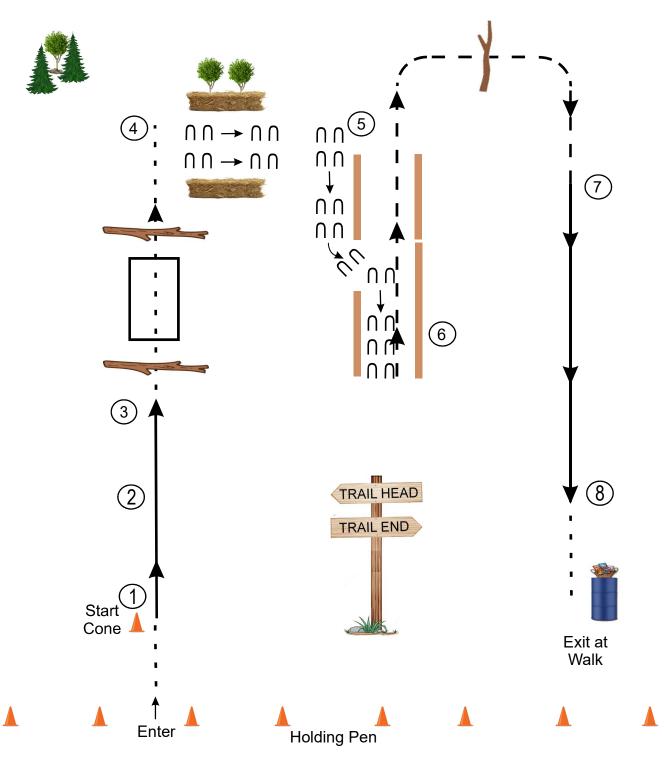
Regular Trail
All Lope Classes (61 & 62)



- 1. Be Ready at "Start Cone".
- 2. Lope "Left Lead" towards Pole.
- 3. Break to Walk and Walk over Pole, Bridge and 2nd Pole, continuing up to Bales of Hay.
- 4. Sidepass "R" between Bales of Hay.
- 5. Back next to Pole; continue Backing into and to the end of Chute.

- 6. Jog out of Chute and over Pole.
- 7. Lope "Right Lead" towards Goodie Barrel.
- 8. Break to a Walk just before Barrel, Stop, choose your Goodie. Enjoy.
- 9. Exit at a Walk.

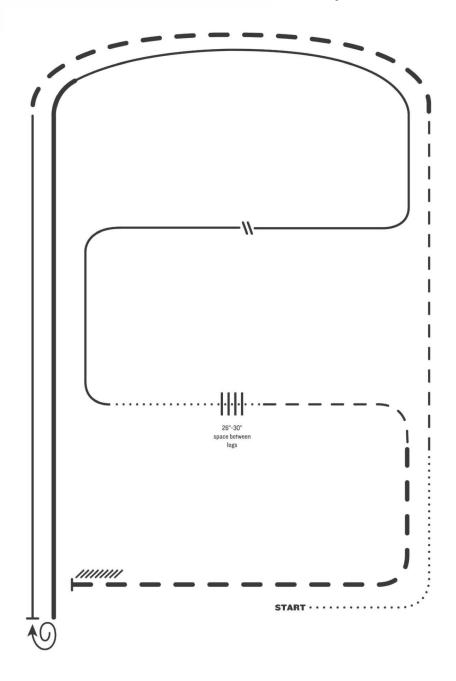
Ranch Trail All Classes (63, 64 & 65)



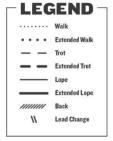
- 1. Be Ready at "Start Cone".
- 2. Lope out "Left Lead" towards Branch.
- 3. Break to Walk and Walk over Branch, Bridge and 2nd Branch, continuing up to Bales of Hay.
- 4. Sidepass "R" between Bales of Hay.
- 5. Back next to Pole; continue Backing into and to the end of Chute.

- 6. Trot out of Chute and over Branch.
- 7. Lope "Right Lead" towards Goodie Barrel.
- 8. Break to a Walk just before Barrel, Stop, choose your Goodie. Enjoy.
- 9. Exit at a Walk.

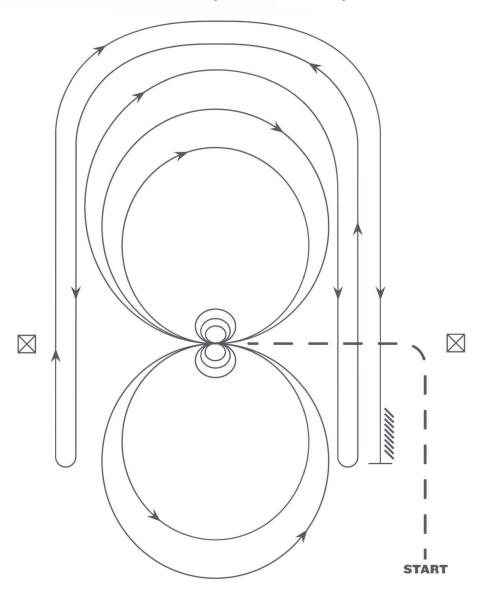
Ranch Riding Pattern Classes (69, 70 & 71)



- 1. Walk
- 2. Trot
- 3. Extended trot
- 4. Lope left lead
- 5. Stop, 1 1/2 turn right
- 6. Extended lope
- 7. Collect lope right lead
- 8. Change leads (simple or flying), continue lope left lead
- 9. Walk
- 10. Walk over logs
- 11. Trot
- 12. Extended trot
- 13. Stop and back



Ranch Reining Classes (72, 73 & 74)



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.
- 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.
- 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.