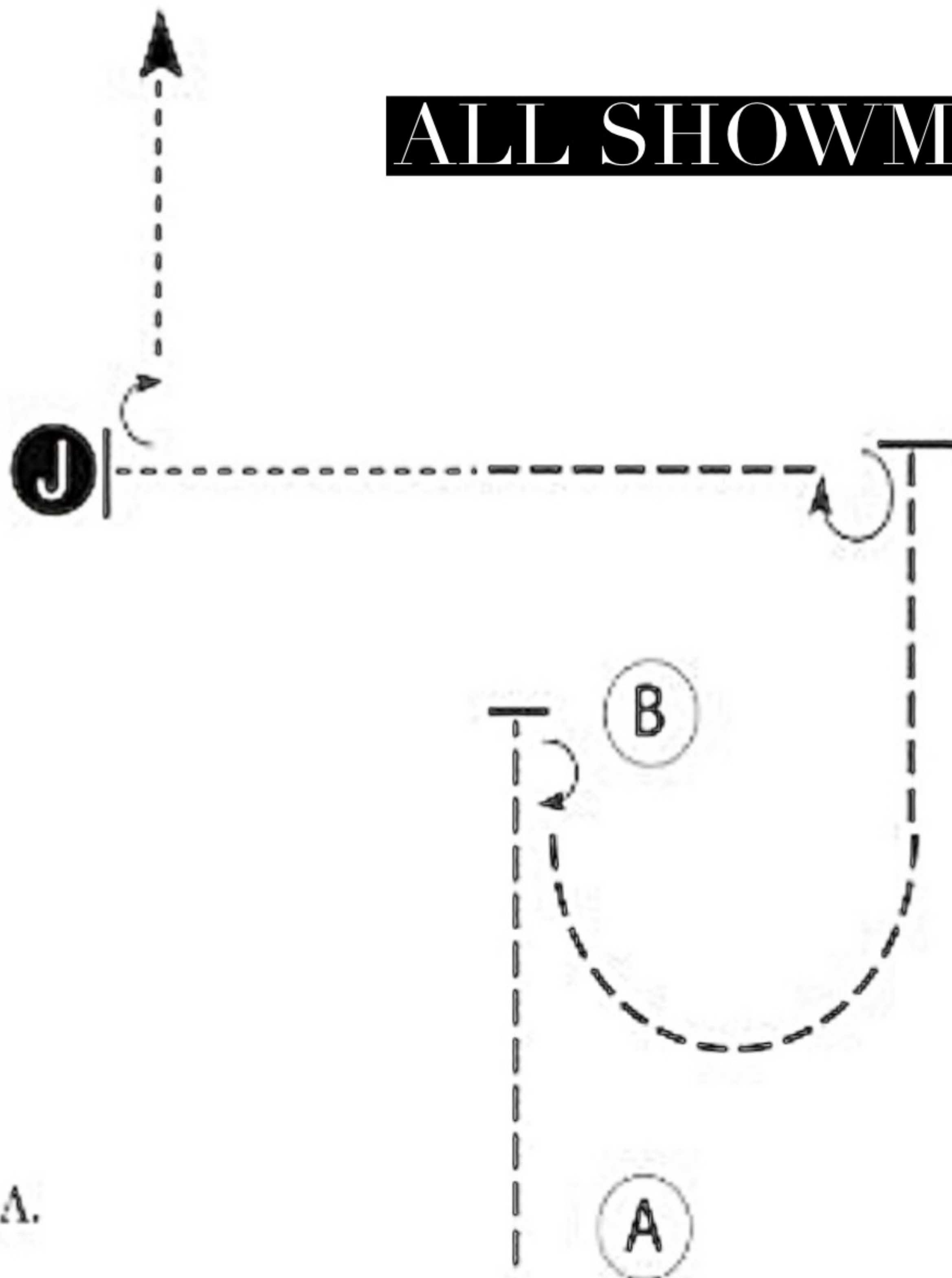


ALL SHOWMANSHIP



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 - - - - -

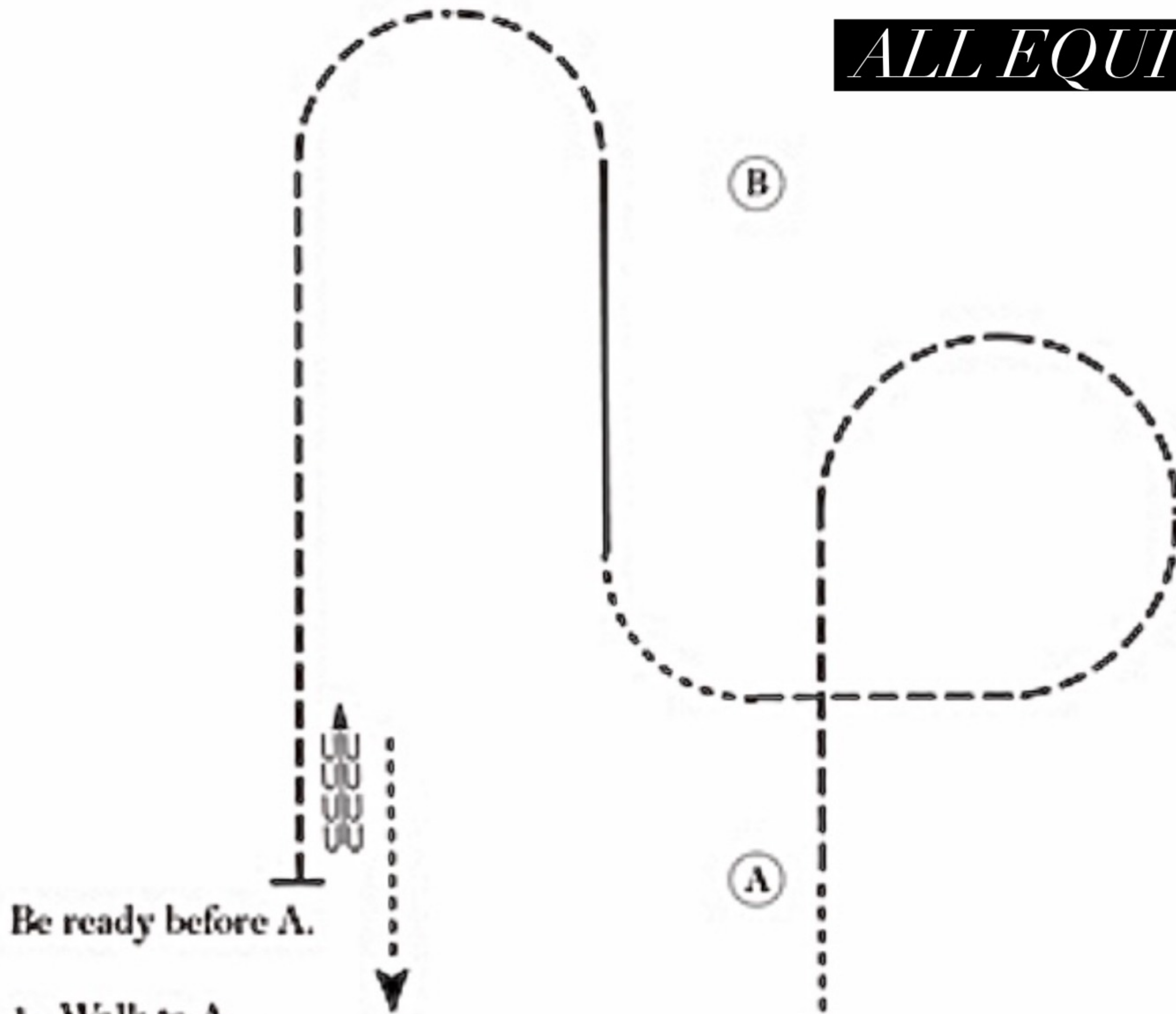
Trot - - - - -

Back ←

Marker (B)

Judge (J)

ALLEQUITATION

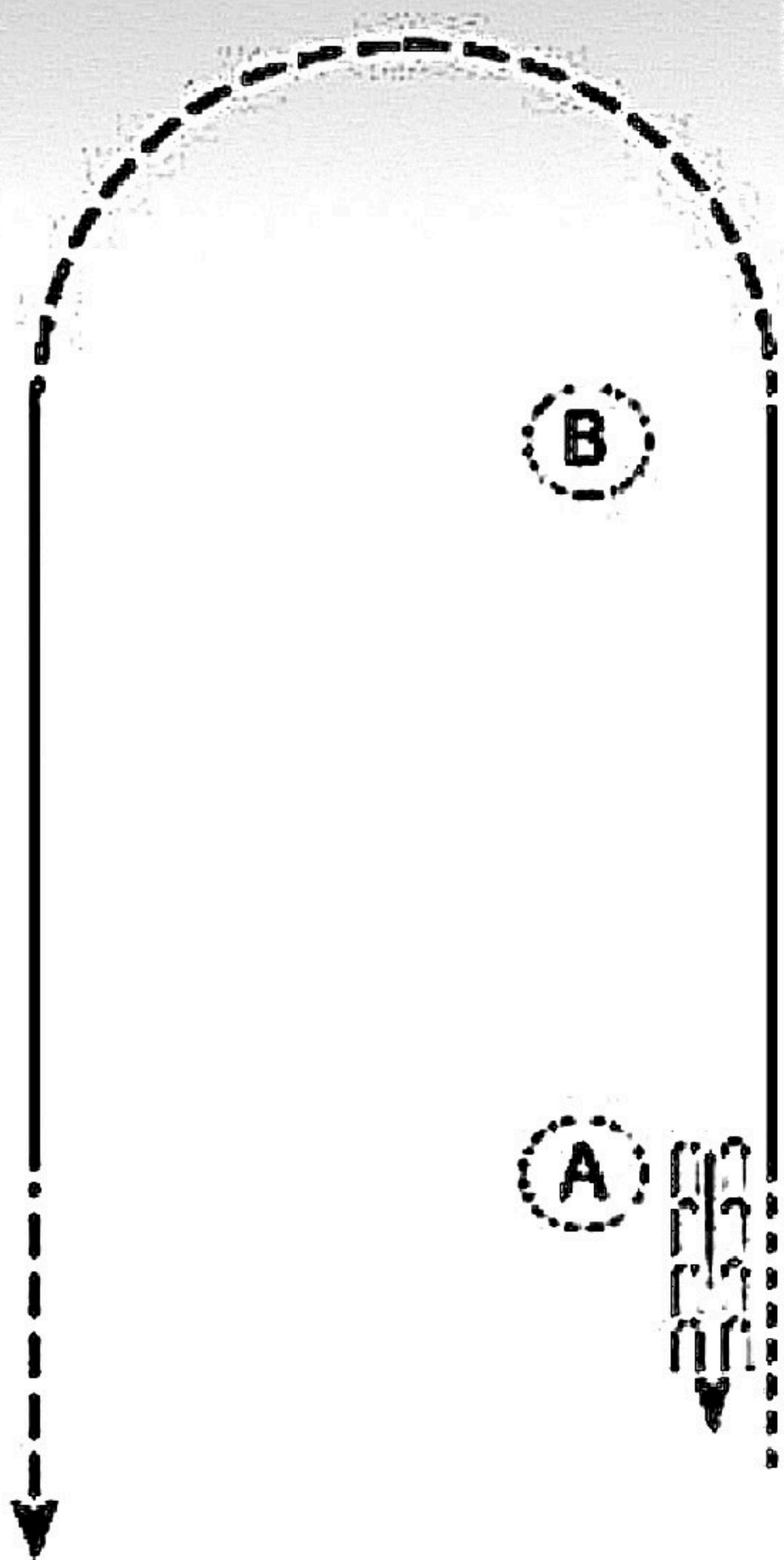


Be ready before A.

1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a 3/4 circle until even with A.
4. Walk a quarter circle.
5. Canter on the left lead to B.
6. When even with B, trot on the right diagonal in a half circle and a straight line until even with A.
7. Halt when even with A and back approximately one horse length.
8. Walk to exit.

Follow the instructions of your ring steward.

Walk
Trot	-----
Extended Trot	—————
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	▲ 3333
Marker	Ⓚ
Sidepass	← →
Hand Gallop	—————



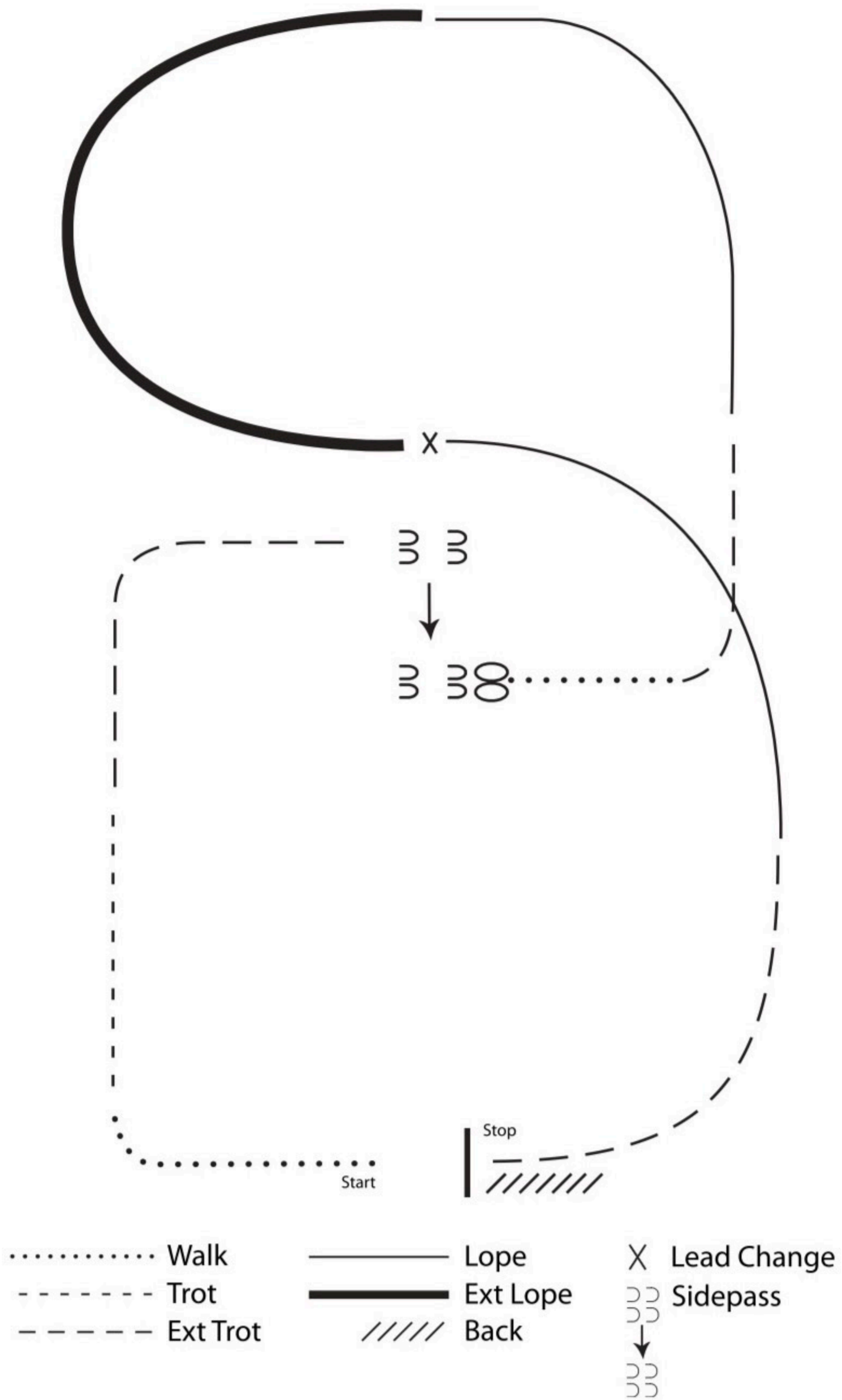
Be ready at A.

1. When acknowledged, back approximately 2 horse lengths.
2. Walk to A.
3. Lope on the left lead to B.
4. Jog in a half circle until even with B.
5. Lope on the right lead until even with A.
6. Break to a jog and exit pattern at a jog.

Pattern is over once you have jogged two strides past A.

Follow the instructions of your ring steward.

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



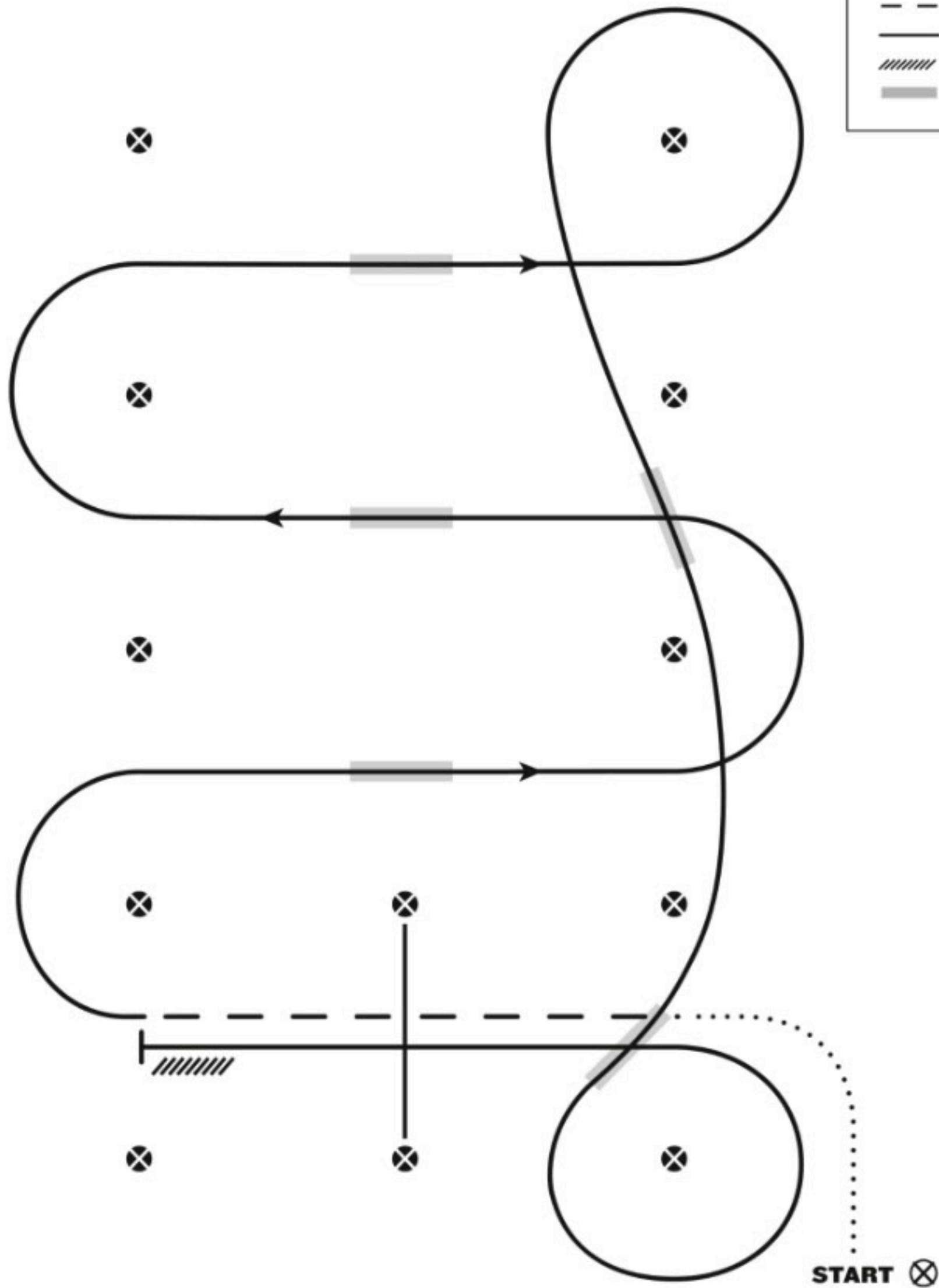
RANCH RIDING PATTERN 3

1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
11. Extend Trot
12. Stop and back

LEVEL I WESTERN RIDING PATTERN 7

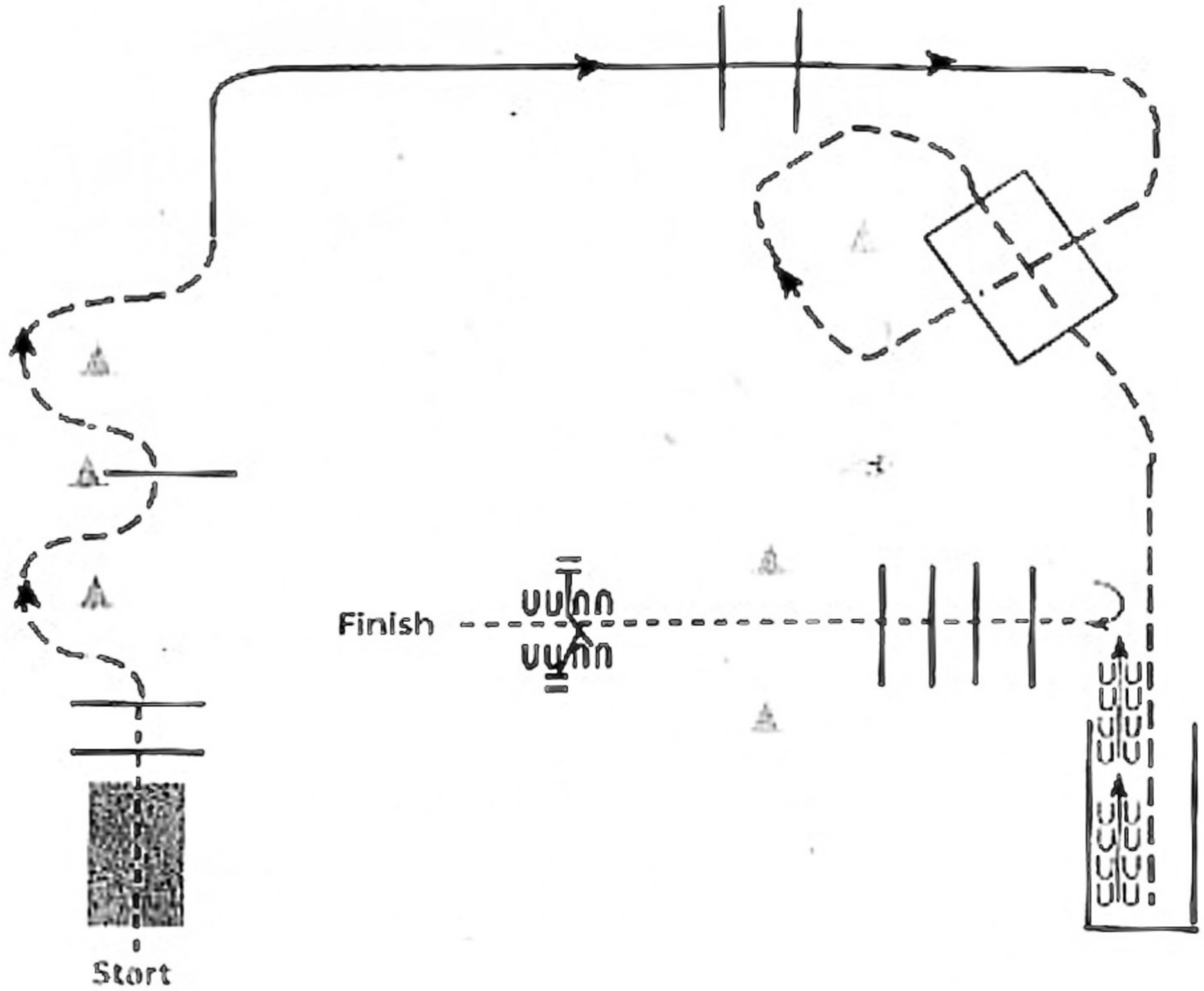
LEGEND

.....	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 right lead
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

ALL TRAIL



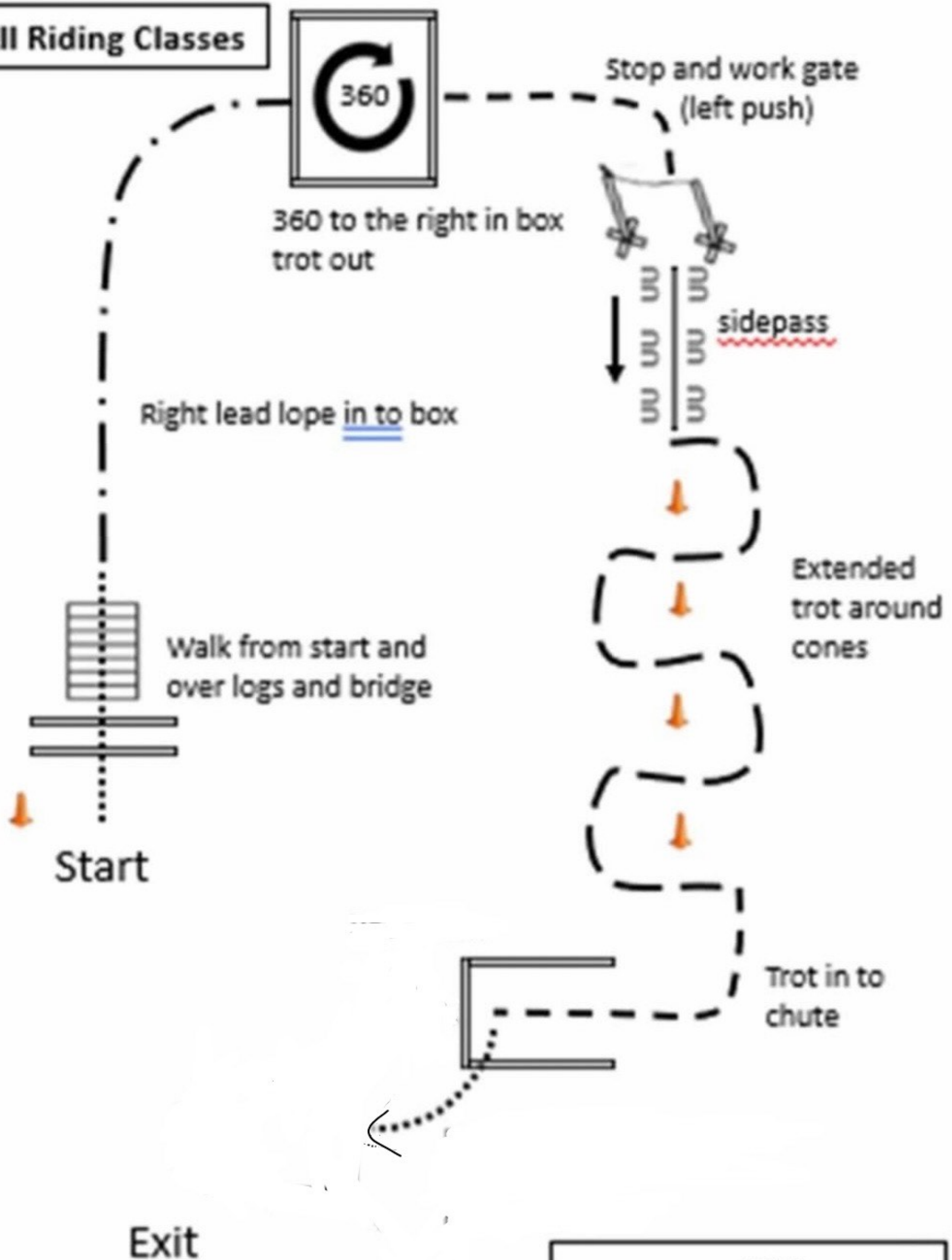
Be ready at start.

1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Lope on the right lead over poles.
4. Jog through box and into chute.
5. Back out of chute.
6. Turn 90 degrees and walk over elevated poles to finish.
7. Work gate with left hand.

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

RANCH TRAIL

All Riding Classes



Exit

.....	Walk
-----	Trot
-----	Extended Trot
- . -	Lope