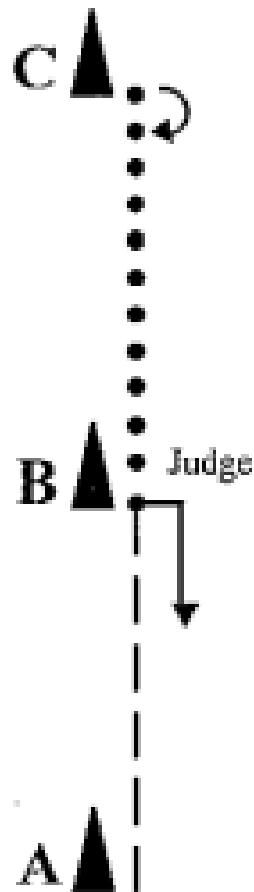


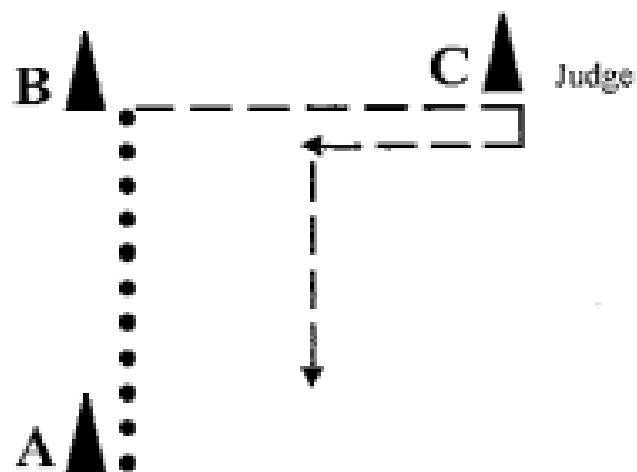
Youth Showmanship (Classes 1, 2, 40 & 41)

1. Walk from A to B
2. Stop at B and back 3 steps
3. Trot to C
4. take a 180° turn to the right
5. Trot to B
6. Stop and present to judge



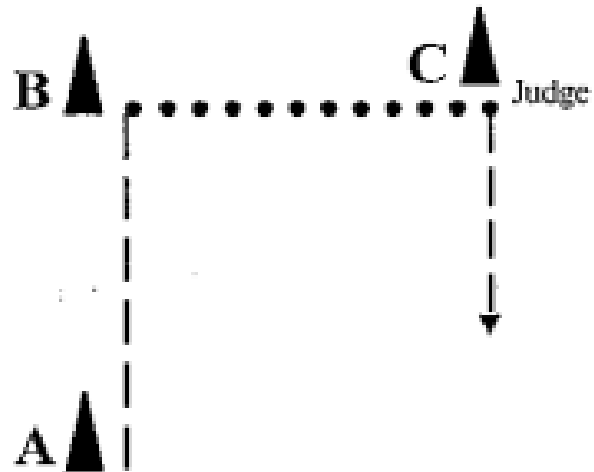
Adult and Open Showmanship (Classes 3, 4, 42 & 43)

1. Trot from A to B
2. Stop
3. 90° turn to the right
4. Walk to C
5. Stop and present to judge
6. After presentation back 5 steps
7. Halt
8. Take a 90° turn to the right and walk from the arena.

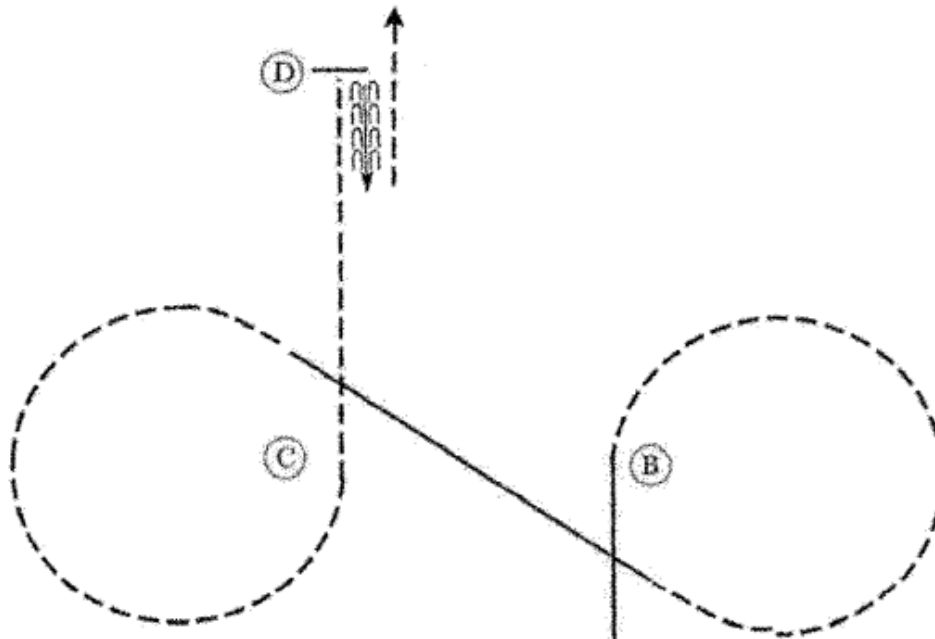


Novice and Beginner Showmanship (Classes 5, 6, 44 & 45)

1. Walk from A to B
2. Stop at B
3. Take a 90° turn to the right
4. Trot to C
5. Stop and present to judge
6. After presentation take a 90° turn to the right and walk from the arena.



Hunter Equitation (Classes 23, 24, 25 & 26)



Be ready before A.

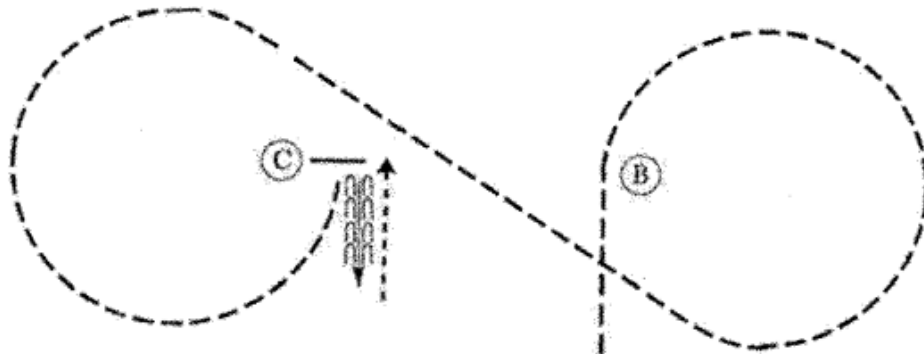
1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right on the left diagonal.
4. When even with B, canter on the left lead to C.
5. At C, posting trot a circle to the left on the right diagonal.
6. Sitting trot from C to D.
7. Stop at D and back approximately one horse length.

Exit at a sitting trot.

Follow the instructions of your ring steward.

Walk
Trot	-----
Extended Trot	-----
Canter	—————
Log Yield	
Lead Change	↘↙
Back	←←←←
Marker	(B)
Sidepass	←←
Hand Gallop	—————

Novice Hunter Equitation (Class 27)

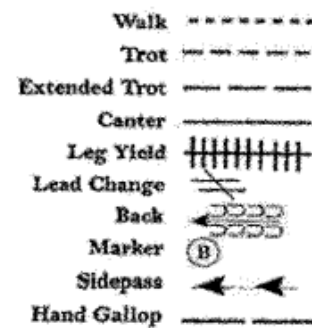


Be ready before A.

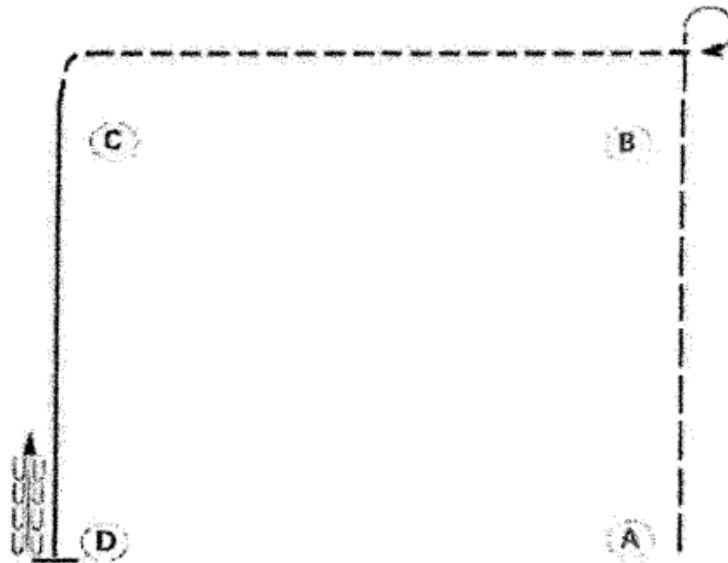
1. Walk to A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. When halfway to C, change diagonals.
5. Posting trot on the right diagonal to and around C.
6. Stop at C and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.



Western Horsemanship (Classes 69, 70, 71 & 72)



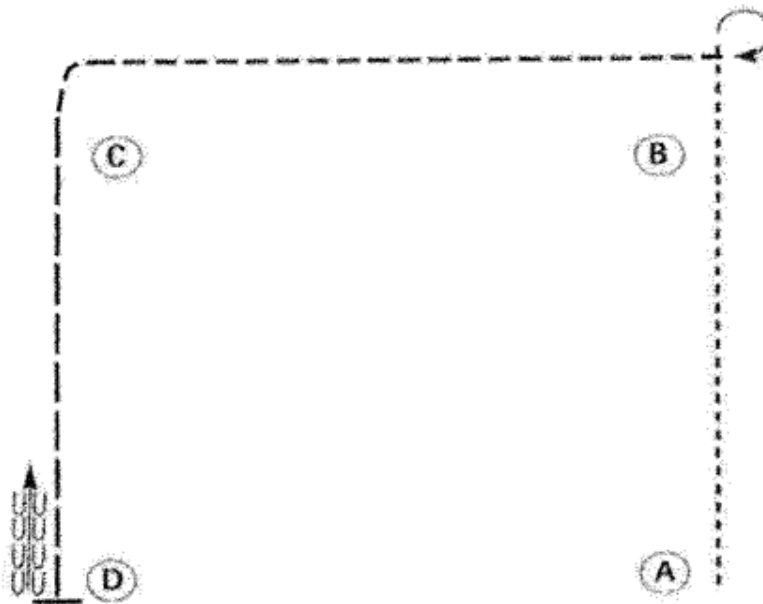
Be ready at A.

1. Extended jog from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Lope on the left lead from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↙ ↘
Back	← 2222
Marker	⊙ B
Sidepass	← ←

Novice Western Horsemanship (Class 73)



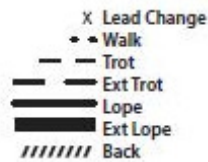
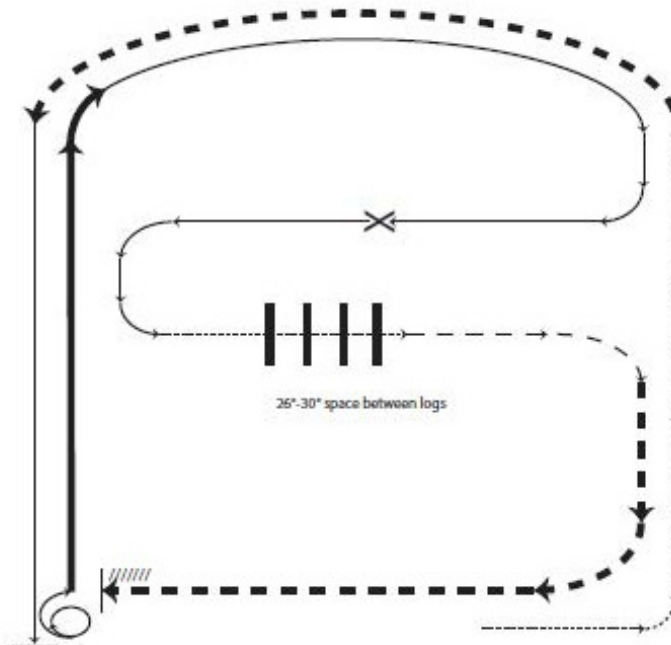
Be ready at A.

1. Walk from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Extend the jog from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↖ ↗
Back	← ← ← ← ←
Marker	⊙
Sidepass	← →

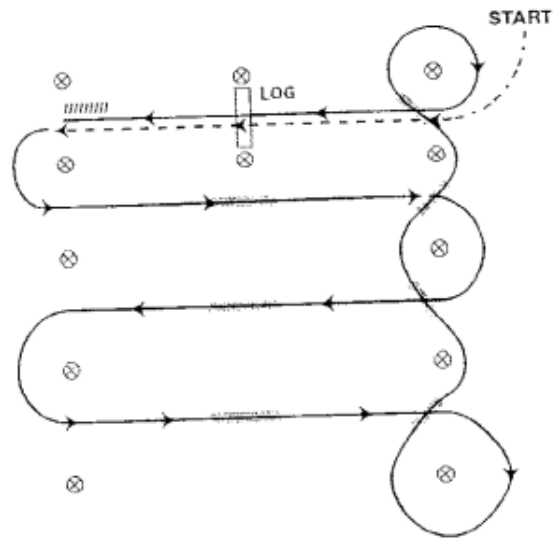
Ranch Riding (Pattern 2) (Class 74)



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

Western Riding (Class 75)

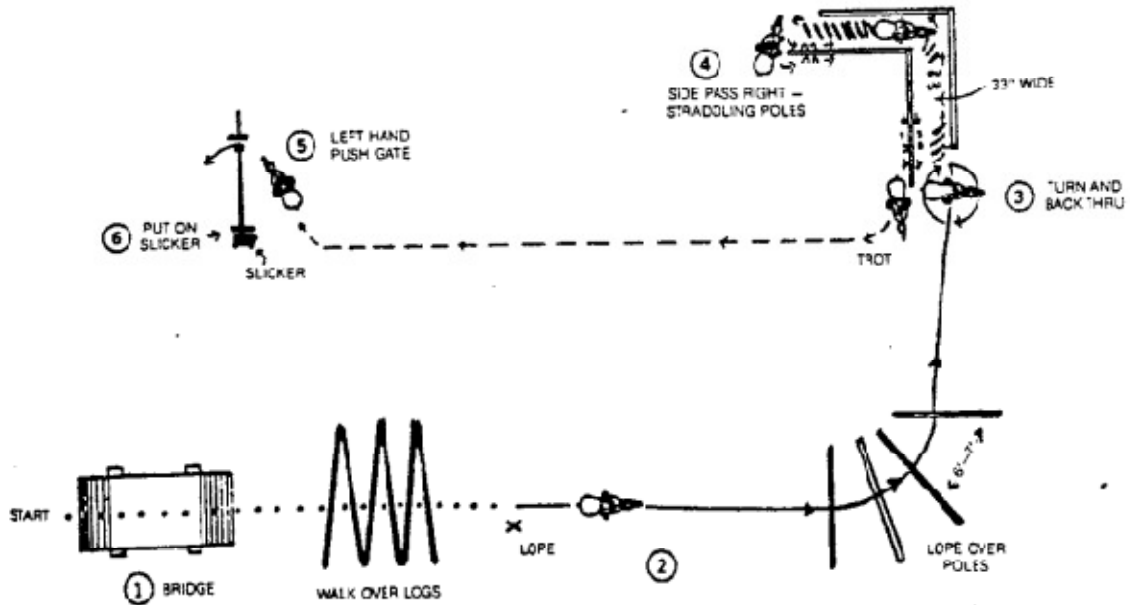
WESTERN RIDING PATTERN II



WALK - - - - - JOG -
 LEAD CHANGING AREA - - - - - LOPE - - - - -

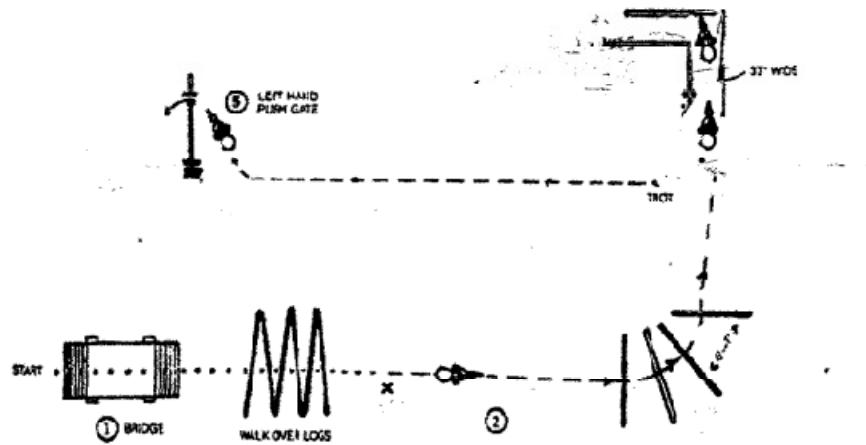
1. Walk, transition to jog, jog over log
2. Transition to left
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

Trail (Classes 76, 77, 78 & 79)



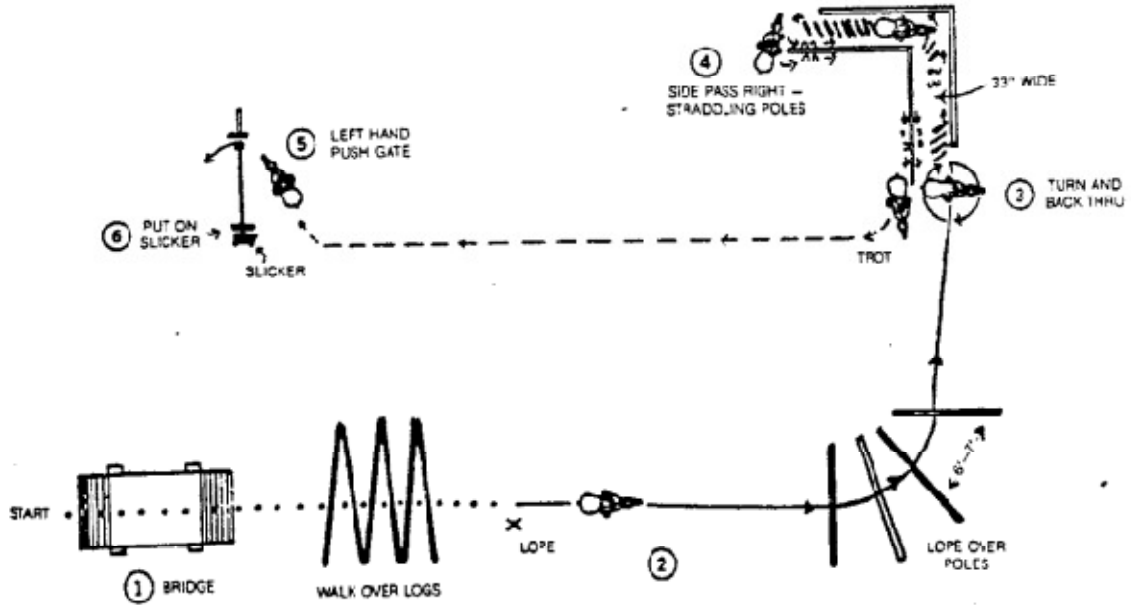
- (1) Start, walk over bridge. (2) Proceed over the walkovers, and lope on the left lead around and over poles. (3) Back through L. (4) Straddle pole and side pass right. Trot to gate. (5) Push the gate with the left hand to open. (6) Close the gate and exit at the walk.

Novice Trail (Class 80)



- (1) Start, walk over bridge. (2) Proceed over the walkovers and jog around and over poles. (3) Walk into L. (4) Back out of L. (5) Trot to the gate. (6) Push the gate with the left hand to open.
Exit at Walk

Ranch Horse Trail (Class 81)



- (1) Start, walk over bridge. (2) Proceed over the walkovers, and lope on the left lead around and over poles. (3) Back through L. (4) Straddle pole and side pass right. Trot to gate. (5) Push the gate with the left hand to open. (6) Close the gate, put on the slicker and exit at the walk.