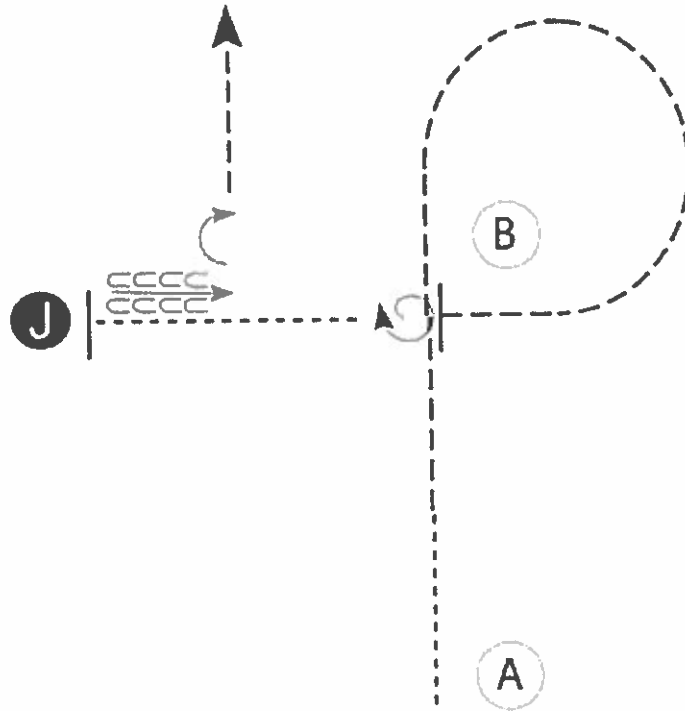


# ALL SHOWMANSHIP



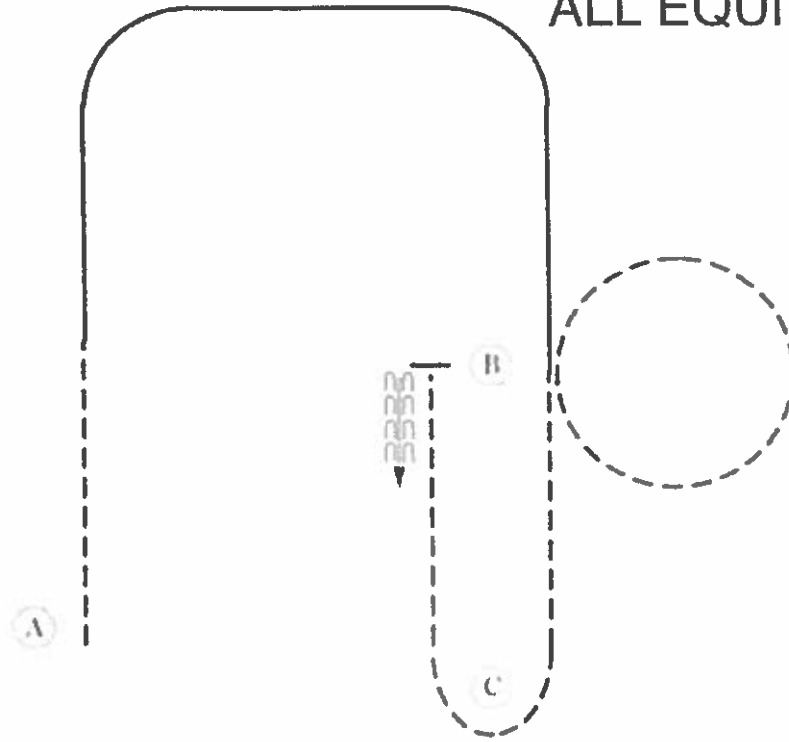
Be ready at A.

1. Walk halfway to B.
2. Trot to and around B as shown.
3. Stop when just past B. Perform a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, back one horse length.
6. Perform a 90 degree turn and trot away.

Follow the instructions of your ring steward.

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

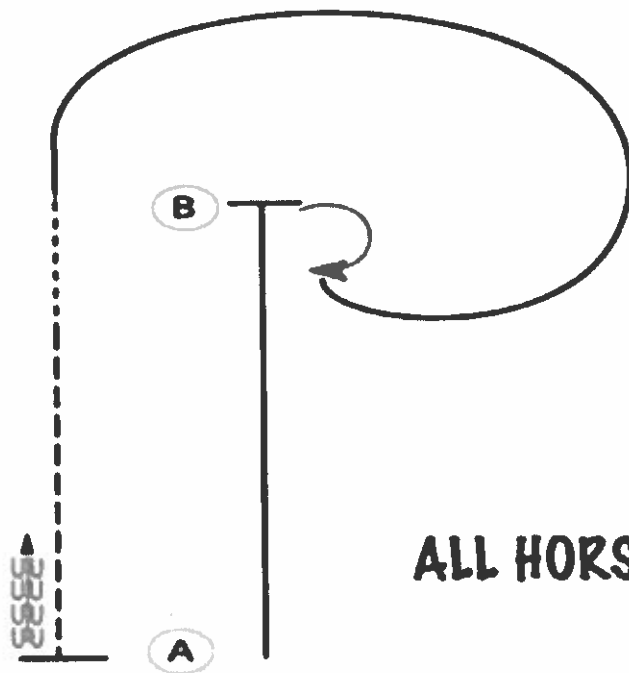
# ALL EQUITATION



Be ready at A.

1. Trot on the left diagonal.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Sitting trot to and around C.
5. Trot on the left diagonal to B.
6. Stop and back.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↔
Back	←←←←←
Marker	Ⓚ
Sidepass	← ←
Hand Gallop	———



## ALL HORSEMANSHIP

Be ready at A.

1. Lope on the right lead to B.
2. Turn 180 degrees to the right.
3. Lope on the left lead back around to B.
4. At B, break to the walk.
5. Walk approximately 10 feet.
6. Jog to A.
7. Stop at A and back approximately one horse length.

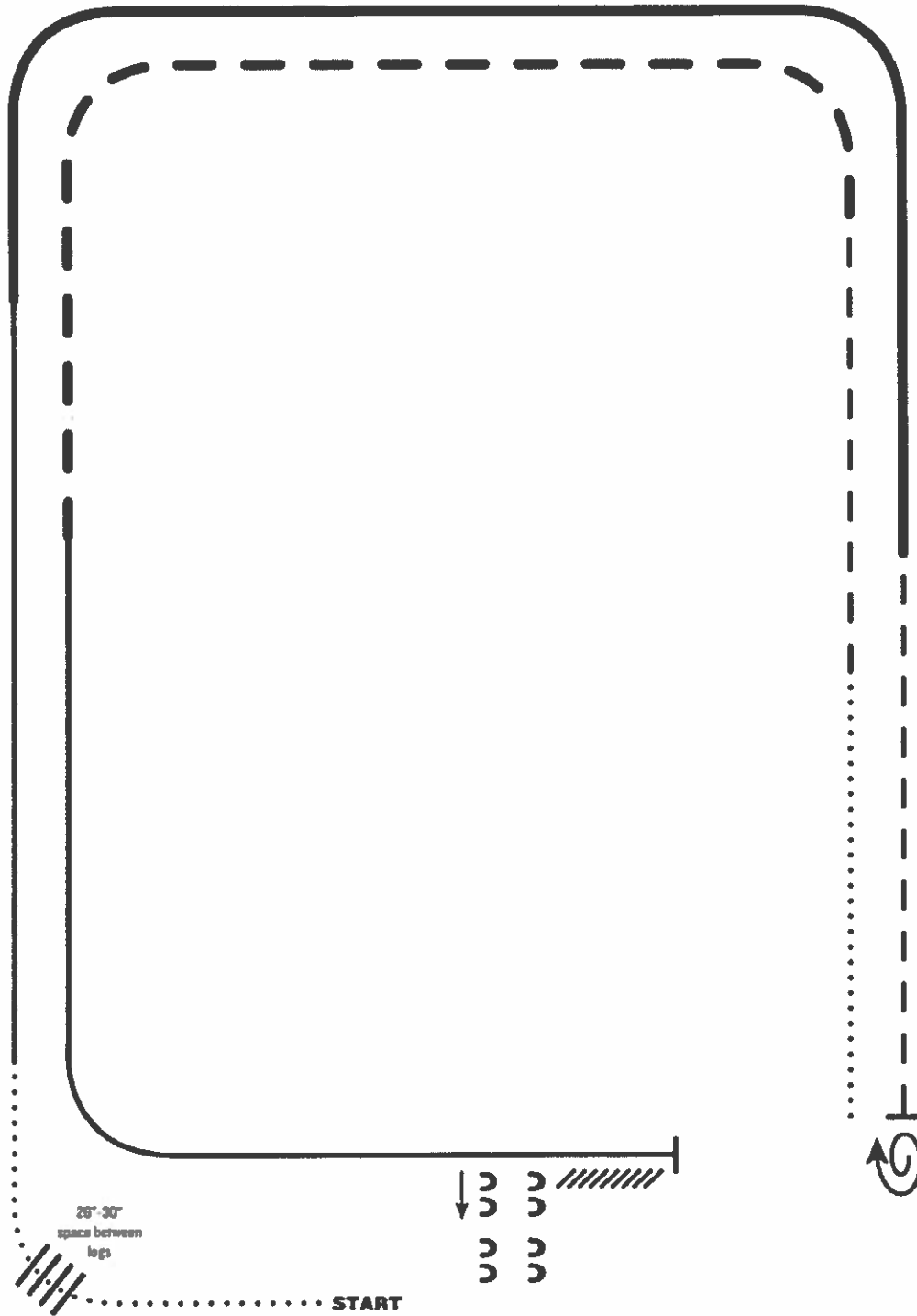
Follow the instructions of your ring steward.

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

# RANCH RIDING - PATTERN 6

## LEGEND

.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
///////	Back
//	Lead Change



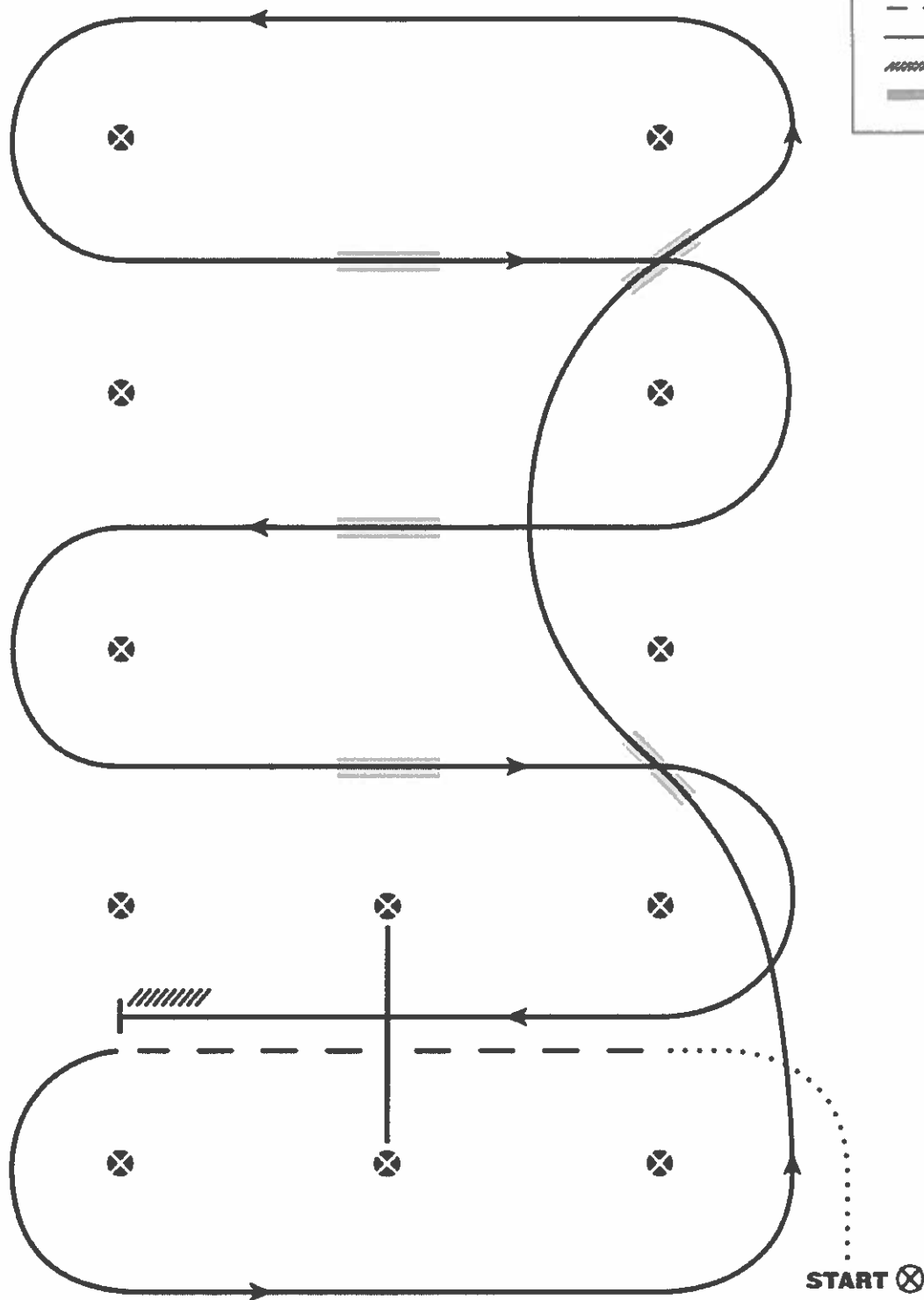
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

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.

# LEVEL I WESTERN RIDING PATTERN 9

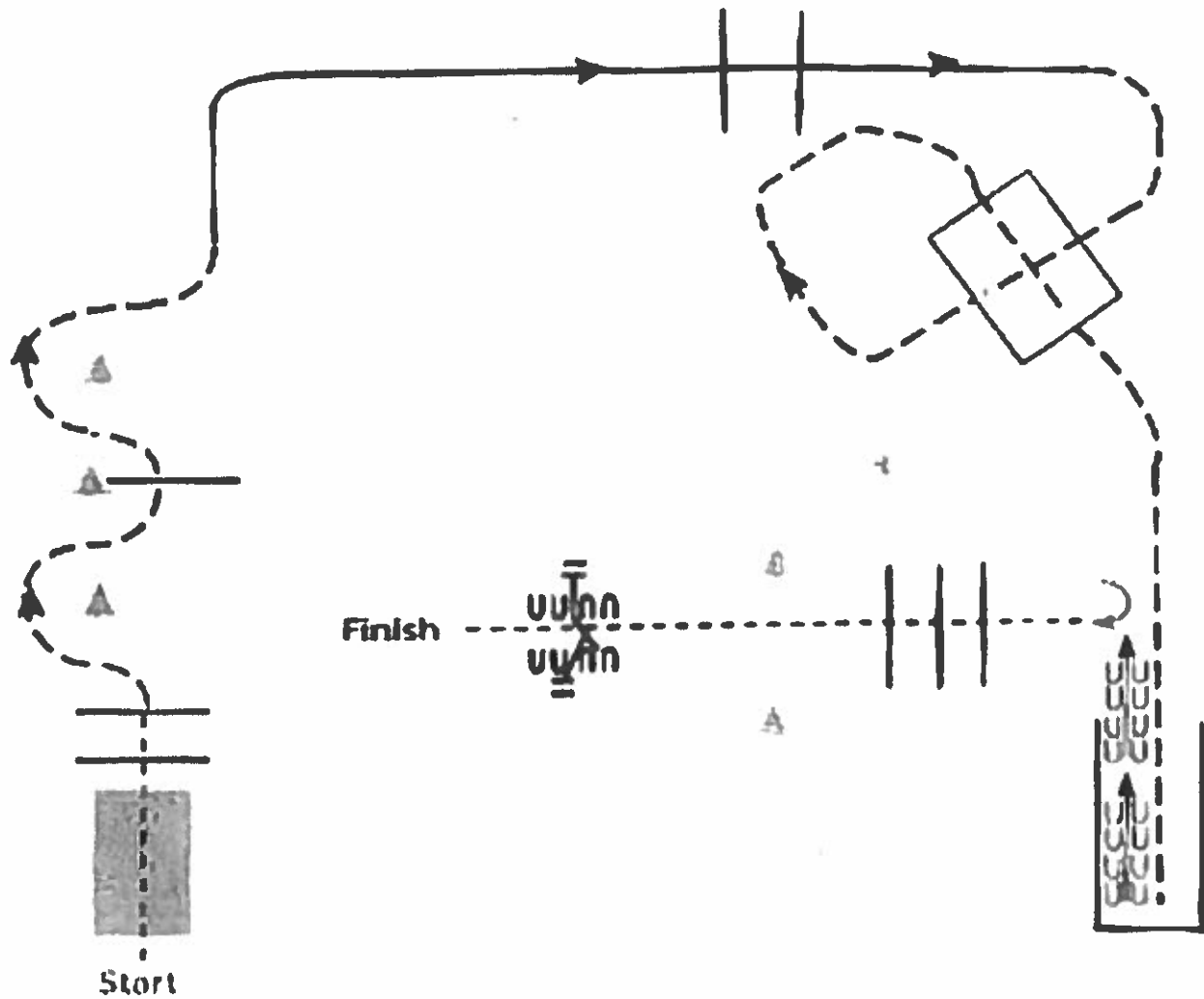
## LEGEND

.....	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 left lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

# ALL TRAIL



Be ready at start.

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

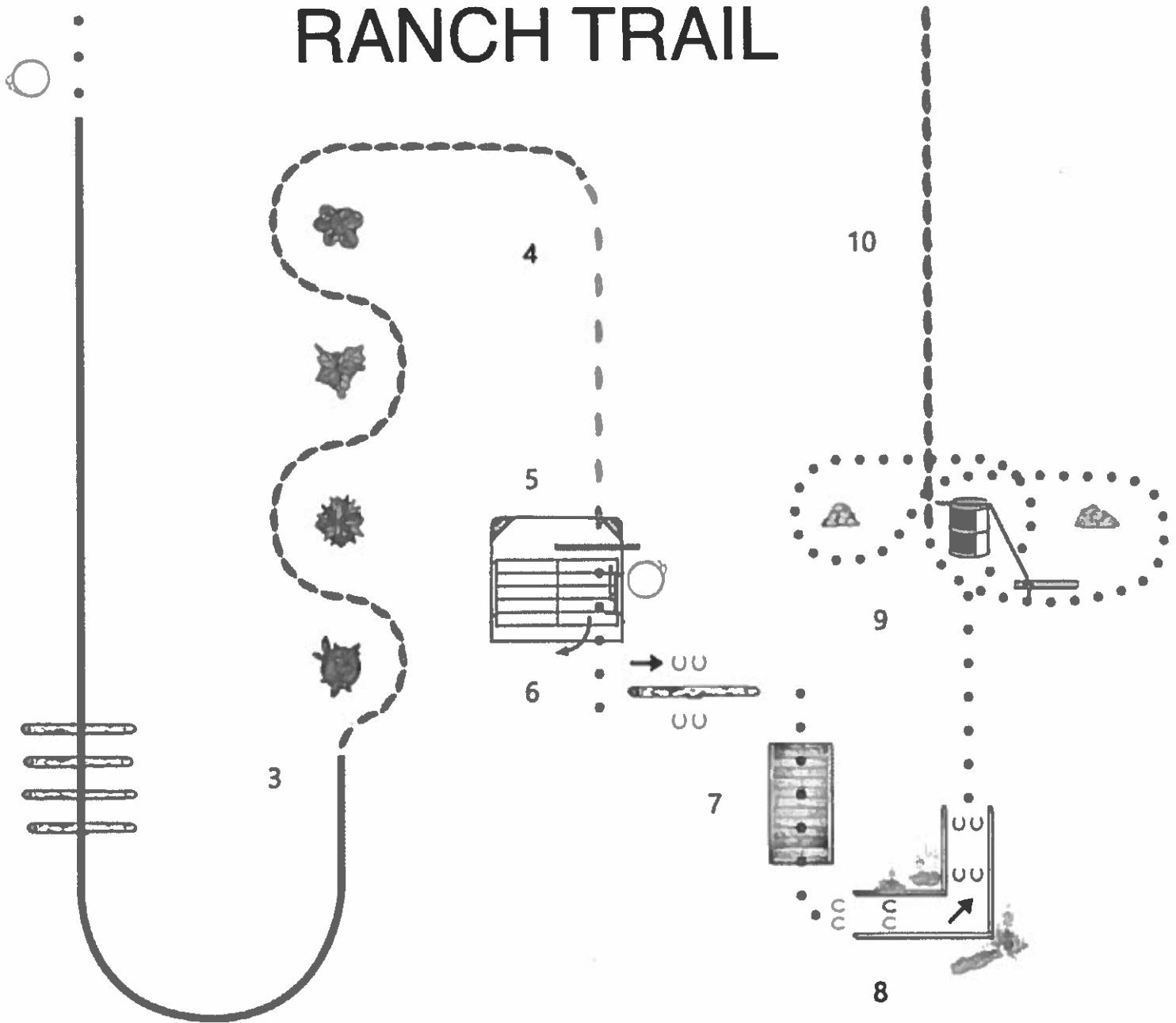
Walk .....

Jog - - - - -

Lope \_\_\_\_\_

Back ← 

# RANCH TRAIL



## Course Description

1. Enter course at a Walk, Pick up Rope & Carry to Gate
2. Lope over logs
3. Break to Trot thru Serpentine
4. Extend Trot
5. Stop at Gate, Hang up Rope, Open Right-Hand Gate & Close
6. Side-Pass across Log
7. Walk across Bridge
8. Back thru "L" obstacle
9. Walk to obstacle & Drag Log in Figure-8, Return Rope
10. Exit course at a Trot

## Legend

WALK	• • • • •
WALK WITH DRAG	• • • • •
TROT	— — — — —
EXTENDED TROT	- - - - -
LOPE	—————