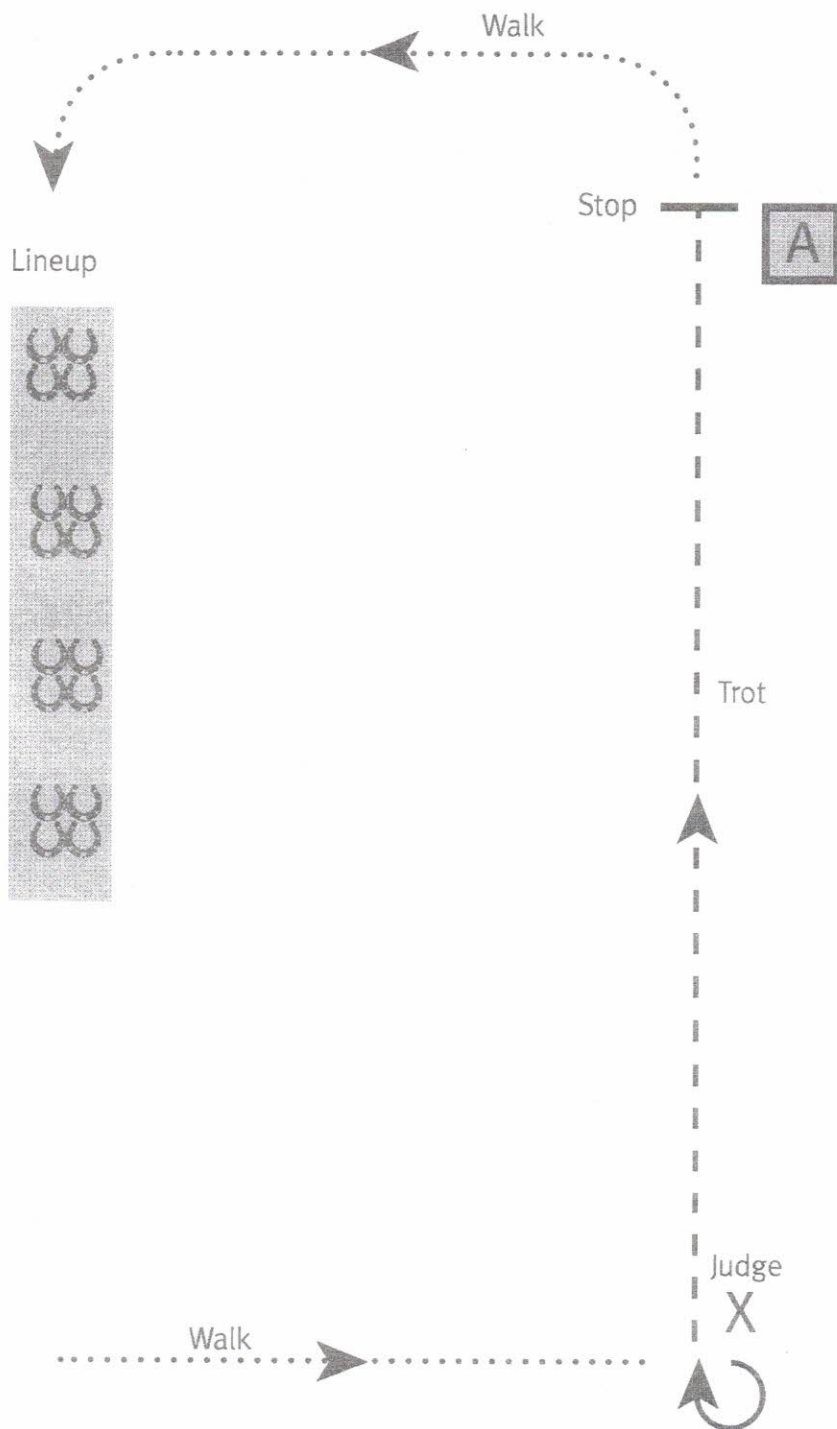


- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ☐ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Showmanship

LEVEL 1 • PATTERN A

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

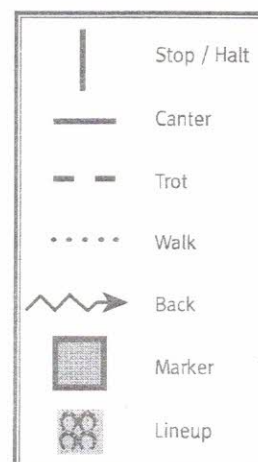


Walk to the judge and set up for inspection.

When excused, execute a 270-degree turn.

Trot a straight line as drawn in the pattern and stop at marker A.

Walk back to lineup at the direction of the ringmaster or exit at the walk.



Showmanship

LEVEL 1 • PATTERN B

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

Be ready at marker A.

Walk from marker A to marker B.

Trot from marker B to marker C.

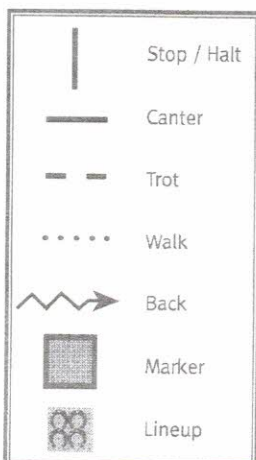
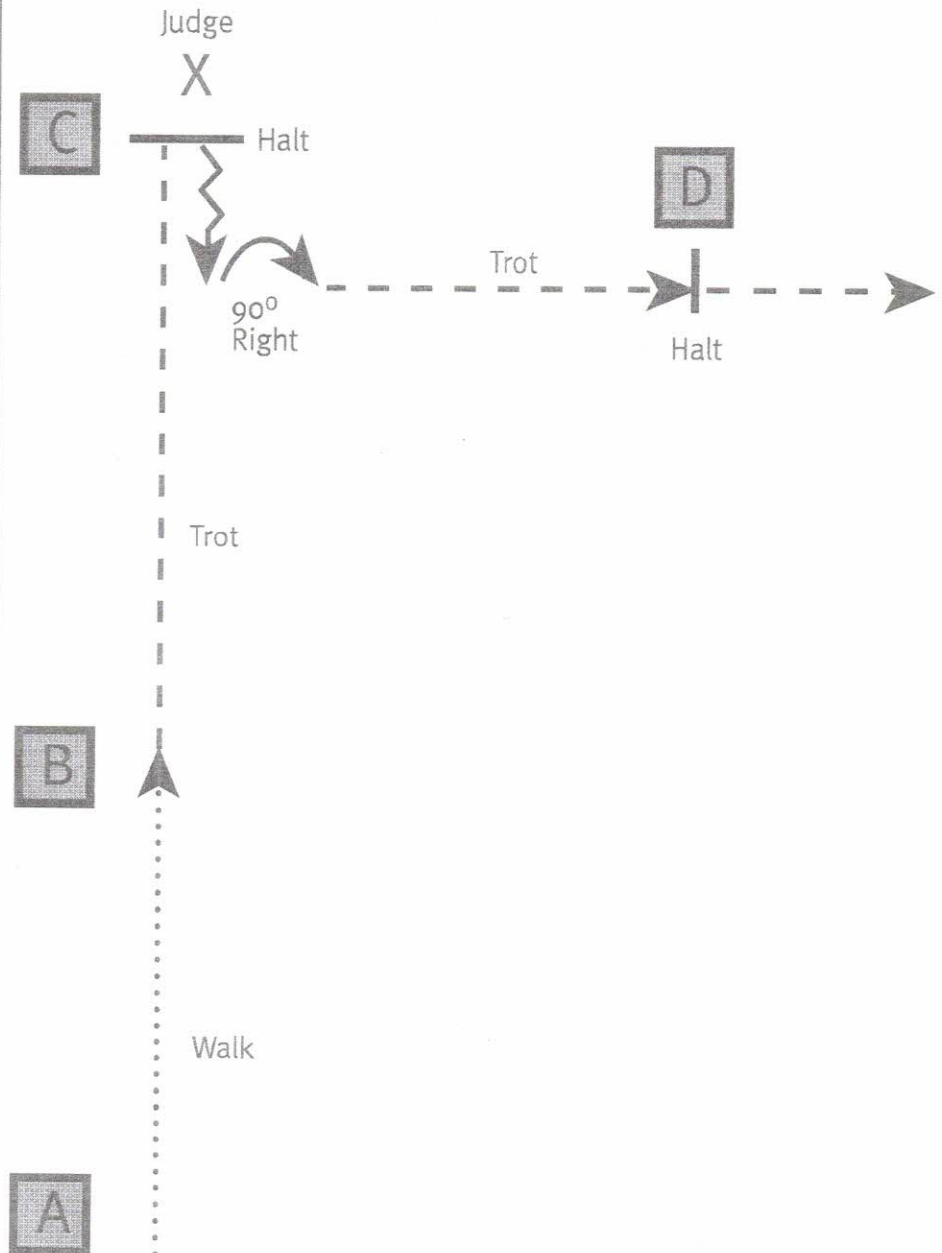
Stop at marker C and set up for inspection.

When dismissed, back four steps.

Execute a 90-degree turn and trot to marker D as drawn. Stop.

Hesitate for several seconds and then trot to new lineup as directed by the ringmaster or exit as directed by the ringmaster.

- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ☐ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

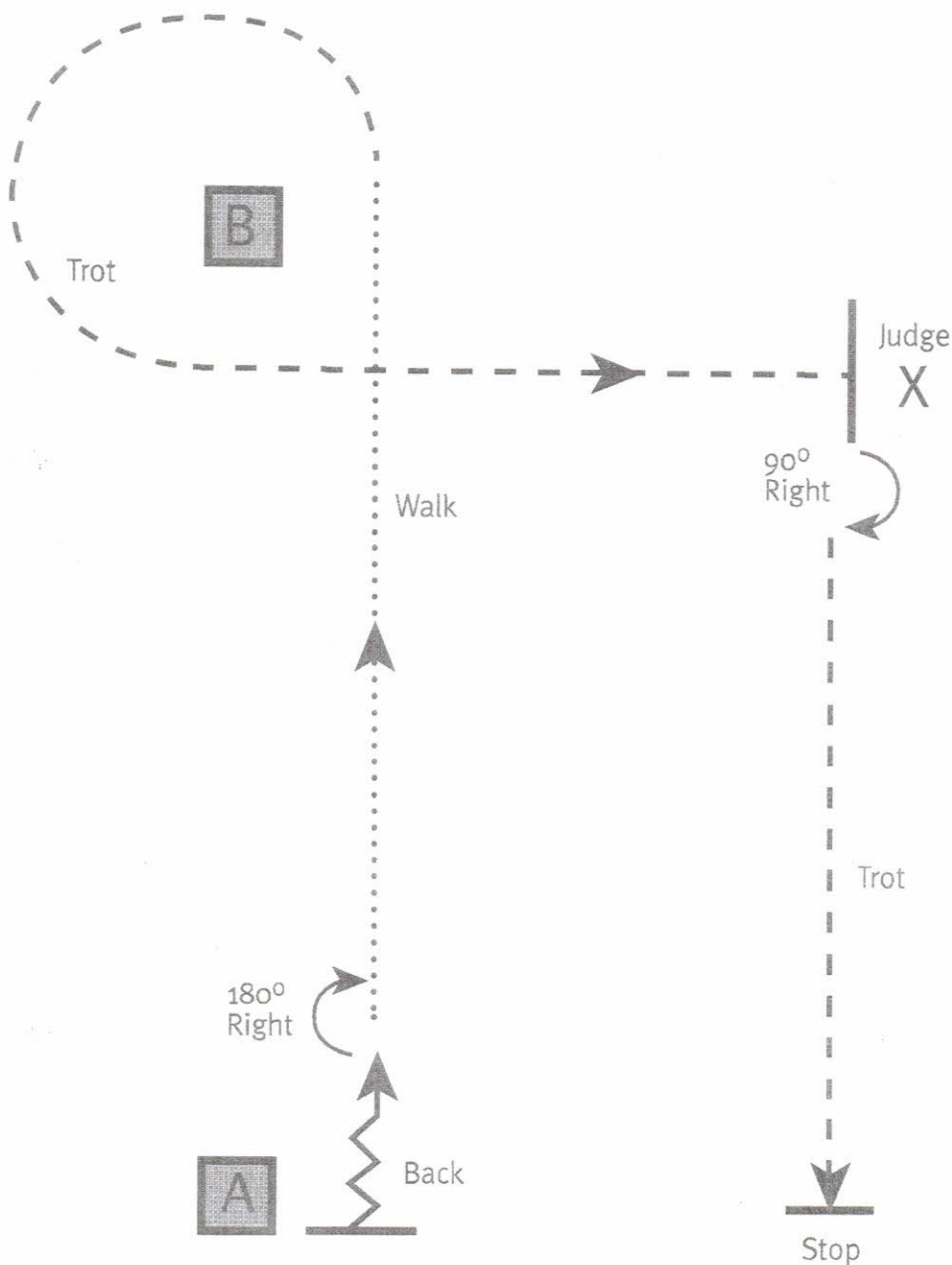


- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ☐ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Showmanship

LEVEL 1 • PATTERN J

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing



Be ready at marker A.

At marker A back four steps.

Perform a 180-degree turn.

Walk to marker B.

At marker B trot around B and to the judge, set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn until even with marker A. Stop.

Return to the lineup at the trot or exit arena as instructed by the ringmaster.

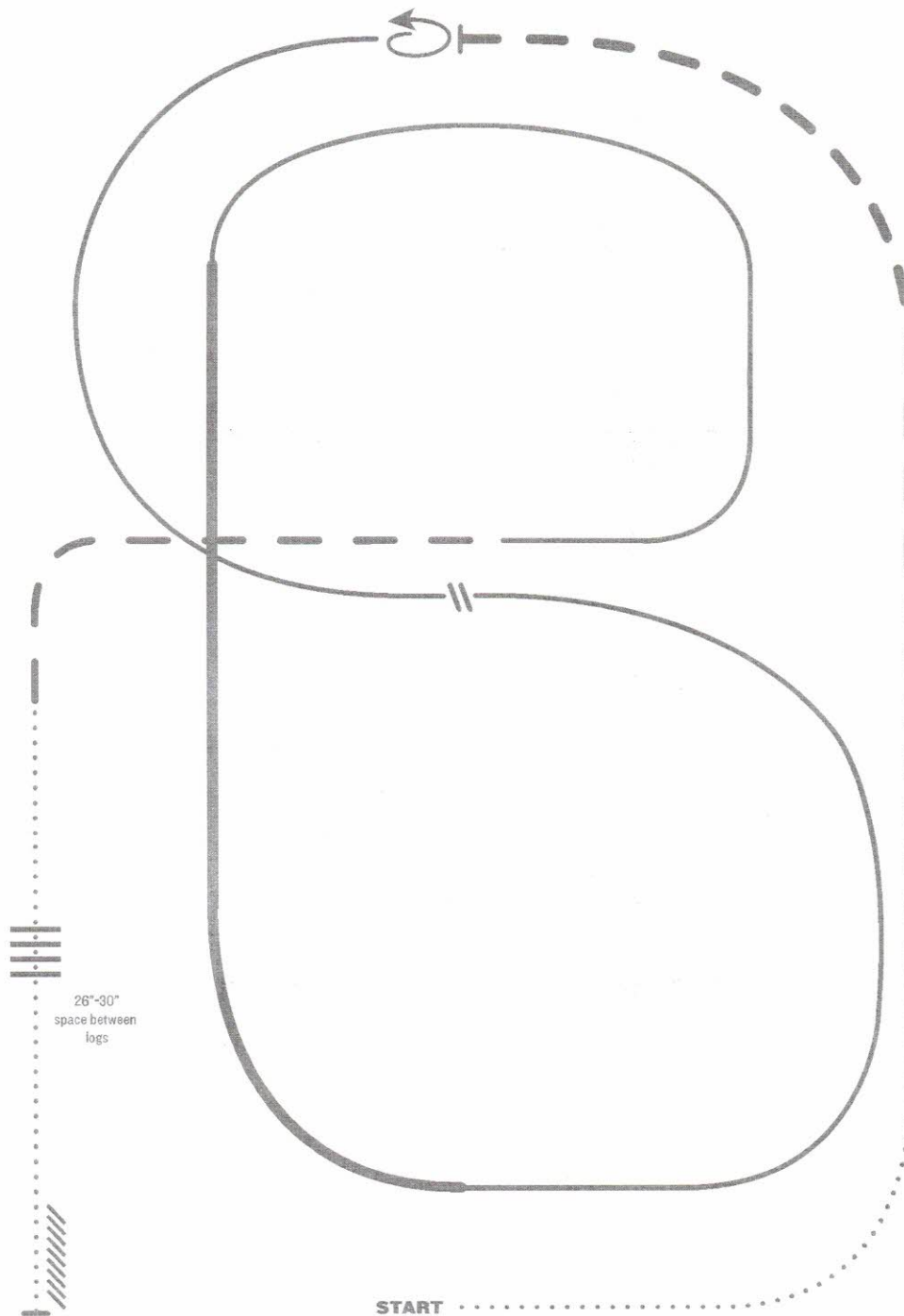
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

RANCH RIDING - PATTERN I

Class 26 Arabian

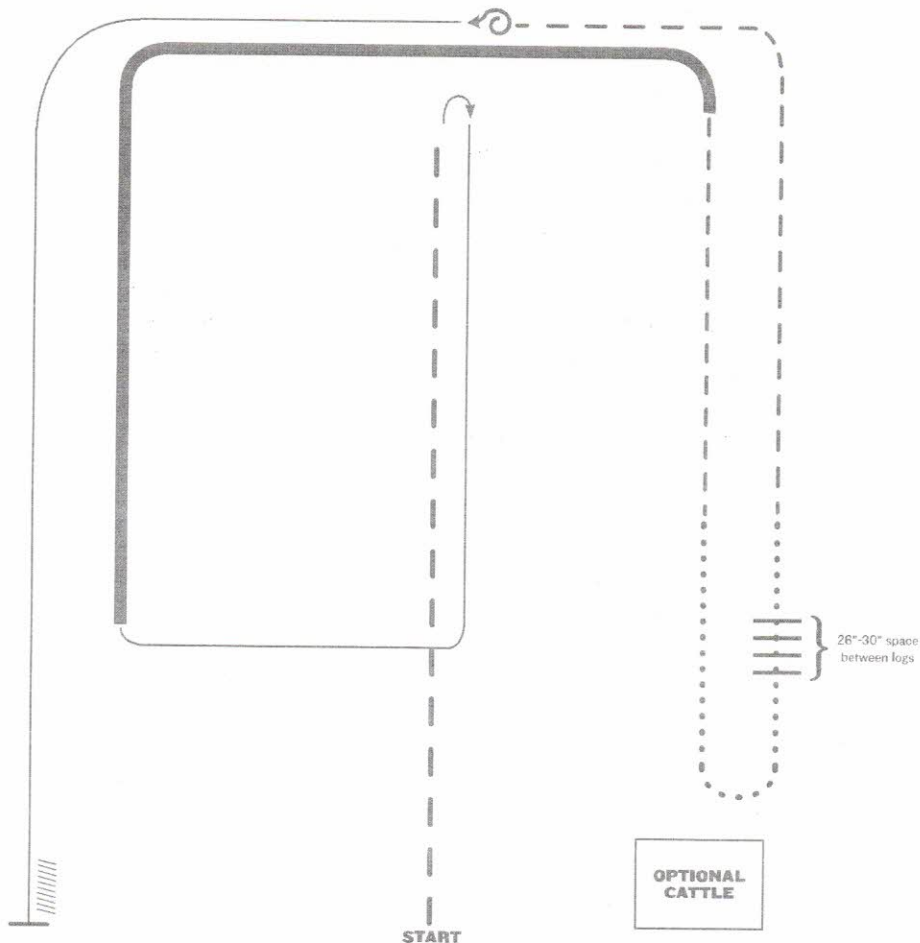
LEGEND

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



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
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.



1. 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
11. Lope left lead
12. Stop and back

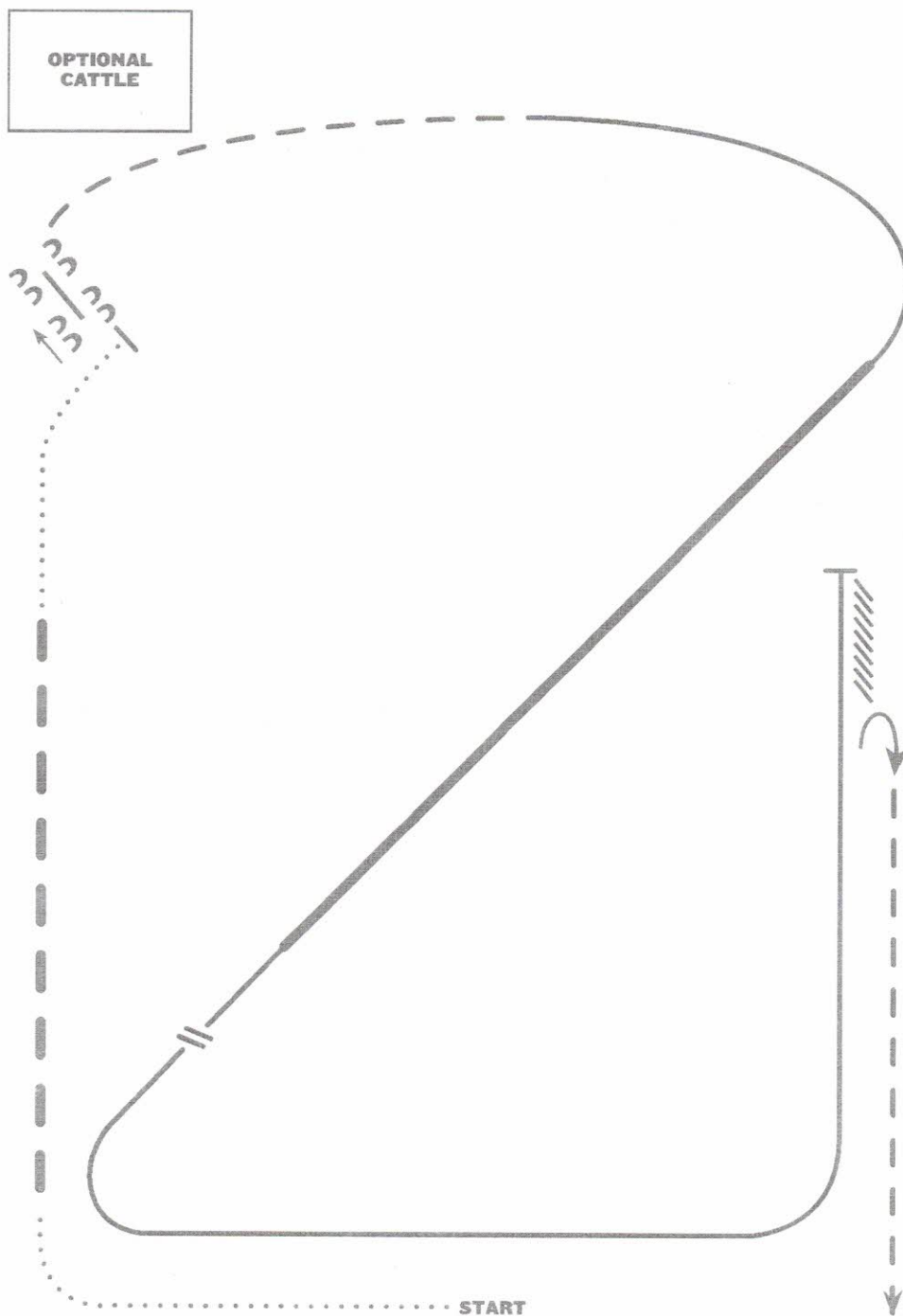
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 10

Class 28 Open Breed

LEGEND

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



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

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.

Show AVS Longview Class 29 Walk/trot 18 & under
 Date 6/28/25 Judge Longview

A H A

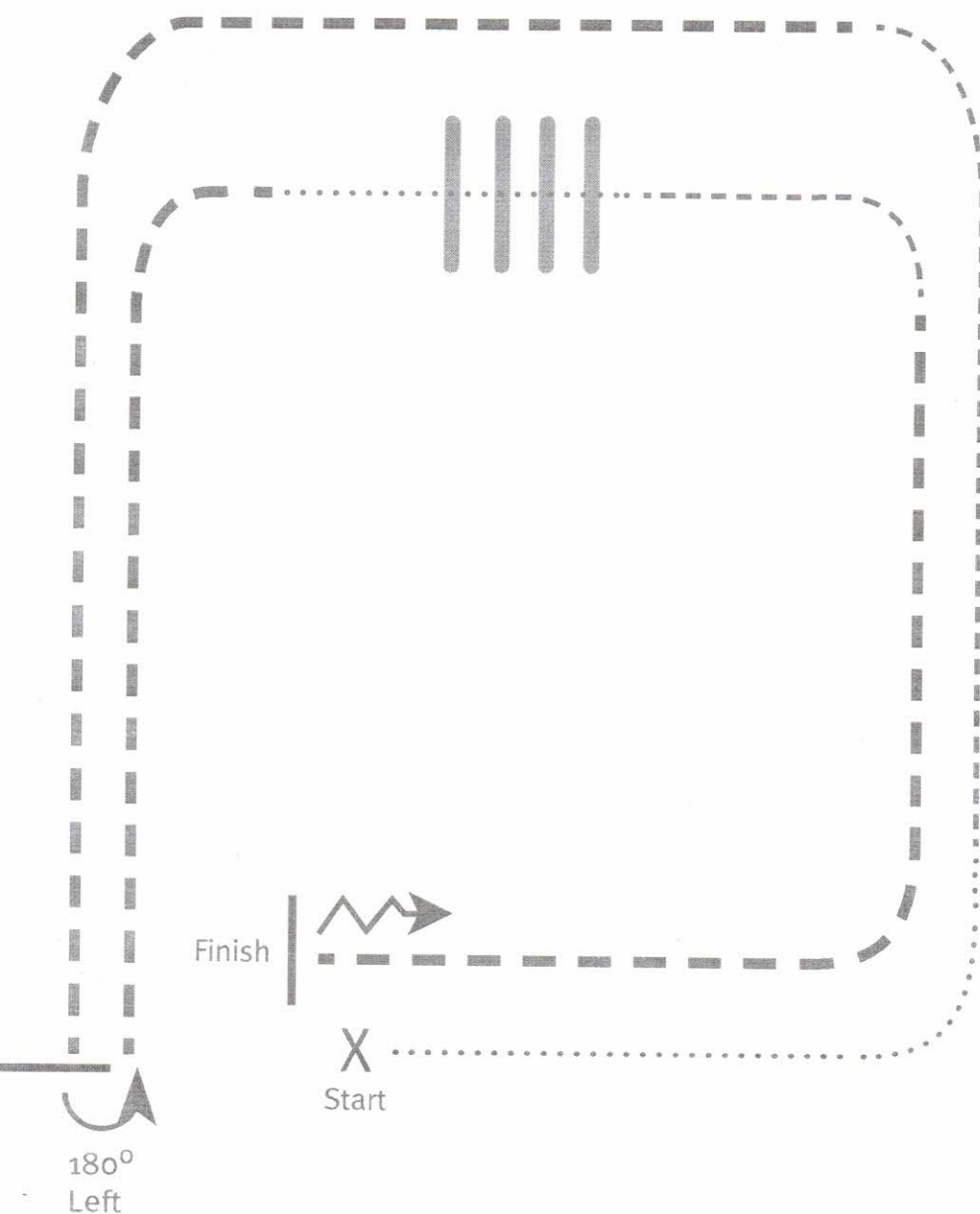
Ranch Riding

PATTERN 4

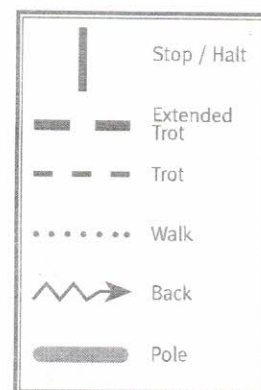
To be used for Walk/Trot 10 & Under and 11 & Over

The drawn description of this pattern is only intended for the general depiction of the pattern.

Exhibitors should utilize the arena to best exhibit their horses.



- Be ready at start.
- Walk.
- Trot.
- Extended trot through the center and down other side of arena.
- Stop.
- Make 1/2 turn to the left (inside track).
- Extended trot.
- Walk over poles.
- Trot.
- Extended trot.
- Stop. Back one horse length.
- Exit the arena at the walk.



Show AUS Longhairs Class 30 Open Breed
 Date 6/28/15 Judge Longacre

A H A

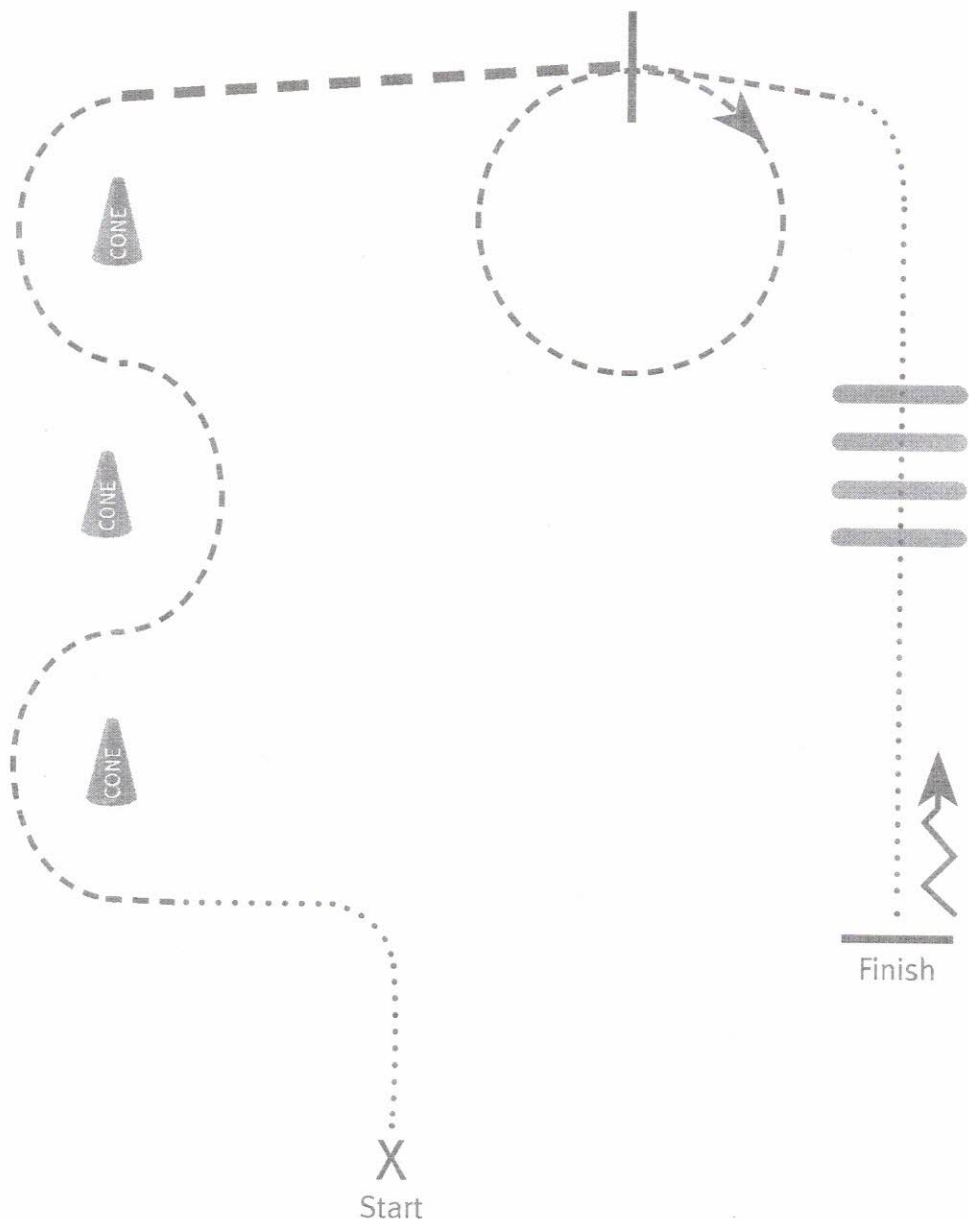
Ranch Riding

PATTERN 5

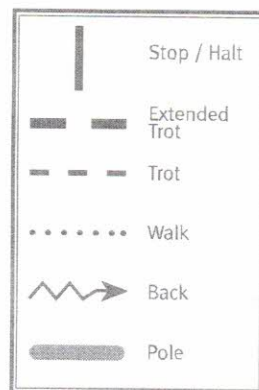
To be used for Walk/Trot 10 & Under and 11 & Over

The drawn description of this pattern is only intended for the general depiction of the pattern.

Exhibitors should utilize the arena to best exhibit their horses.

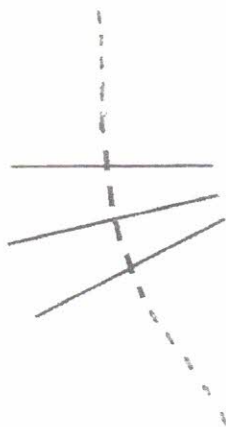


- Be ready at start.
- Walk.
- Trot serpentine around cones.
- Extended trot.
- Stop.
- Trot a circle to the right.
- Walk over poles.
- Walk and then stop.
- Back.
- Exit the arena at the walk.



Longview AVS
 Classes 31, 32 & 33
 Trail

	Legend
Walk	—————
Trot	- - - - -
Canter	- . - . -
Back	- - - - -



WALK-OVER
POLES
 24" between Poles



Open and close rope gate

In/Out Gate