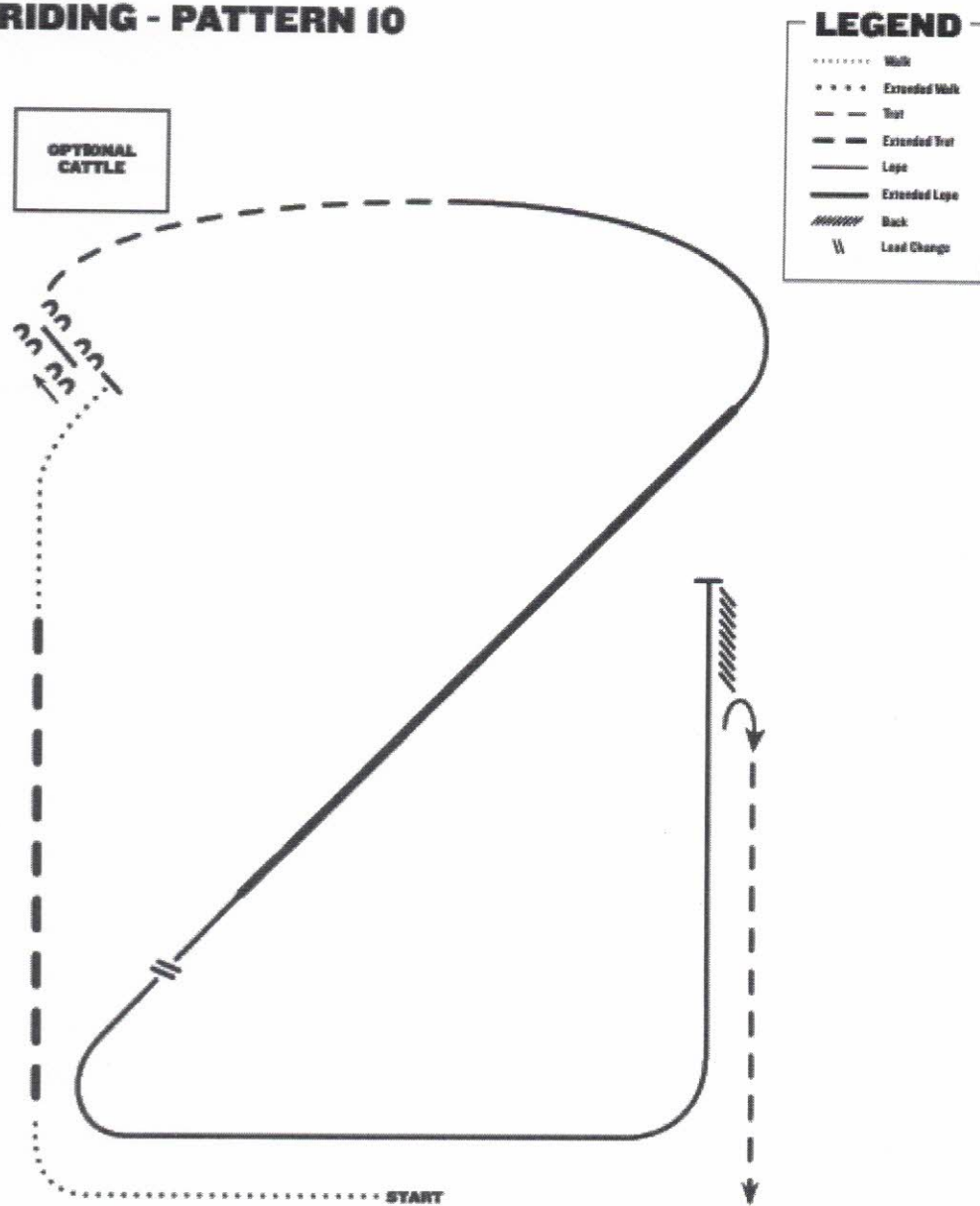


RANCH RIDING - PATTERN 10



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

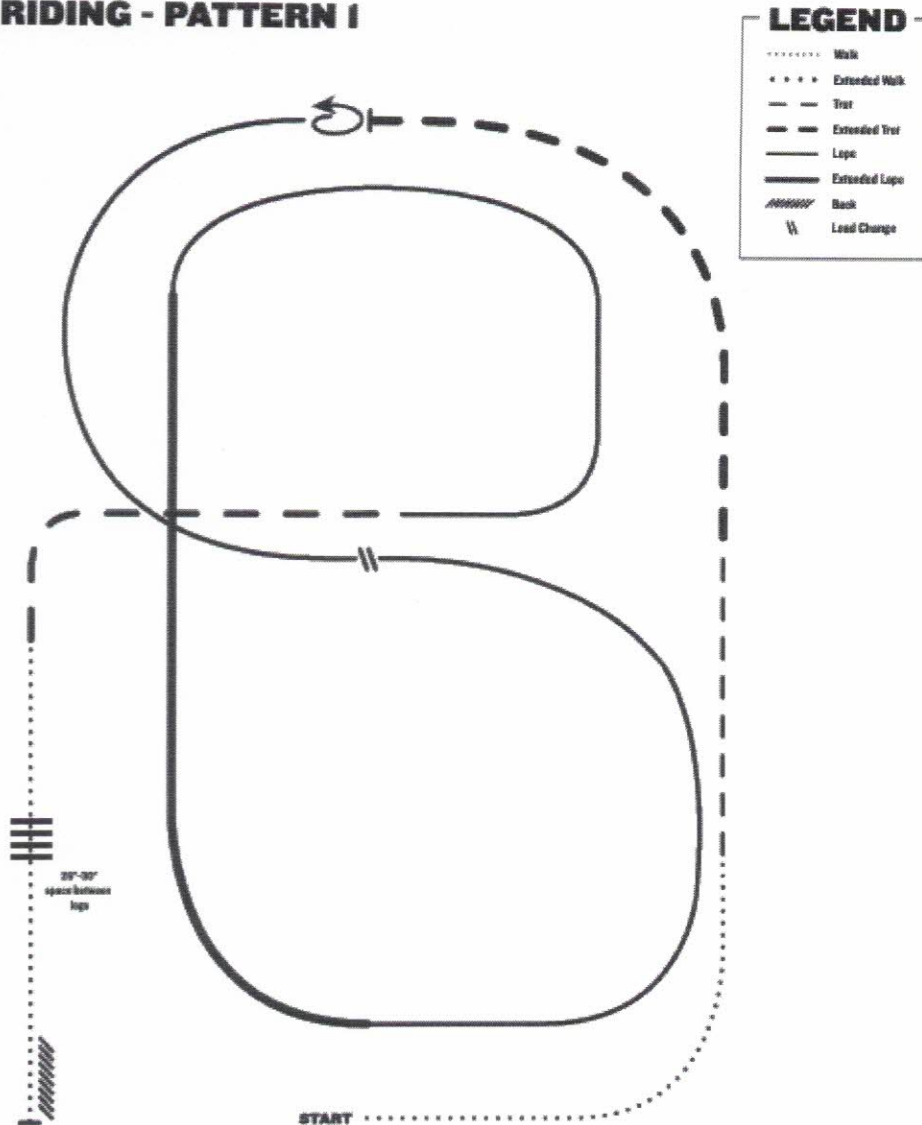
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

30. Ranch Riding – Open Breed

31. A/HA/AA Ranch Horse Riding Walk/Trot 10 & Under (Trot where it says lope and extended trot where it says Extended lope)

32. Ranch Riding Walk/Trot – Open Breed (Trot where it says lope and extended trot where it says Extended lope)

RANCH RIDING - PATTERN I



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
- ii. 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.

Revised 05-2021

Showmanship

PATTERN H • LEVEL 1

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

Be ready at marker A.

Back four steps at marker A.

Perform a 180-degree turn.

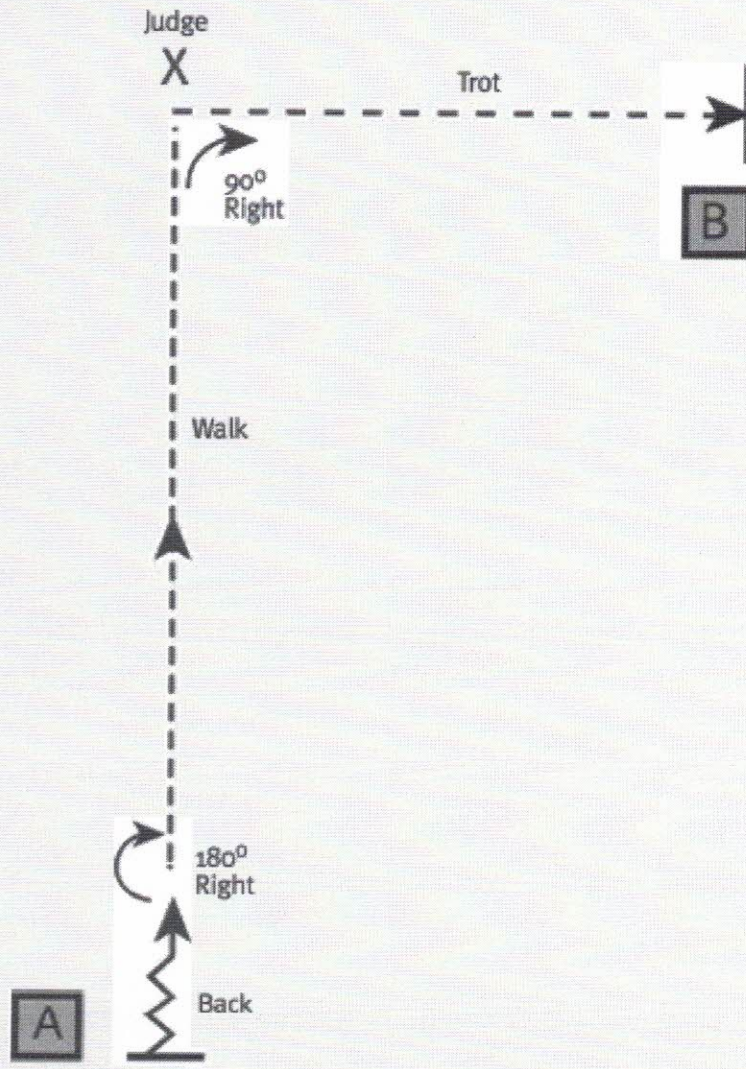
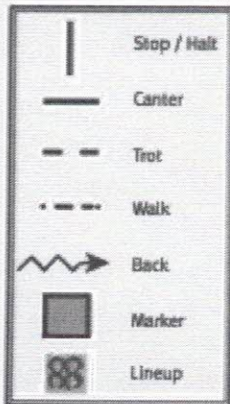
Walk to the judge and set up for inspection.

When dismissed perform a 90-degree turn and trot to marker B.

Stop at marker B.

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

- 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.



- 15. A/HA/AA Showmanship AAH
- 16. Showmanship Open Breed

Showmanship

PATTERN L • LEVEL 2

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

- 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.

Be ready at marker A.

Trot from marker A to marker B.

Stop at marker B and back halfway to marker A.

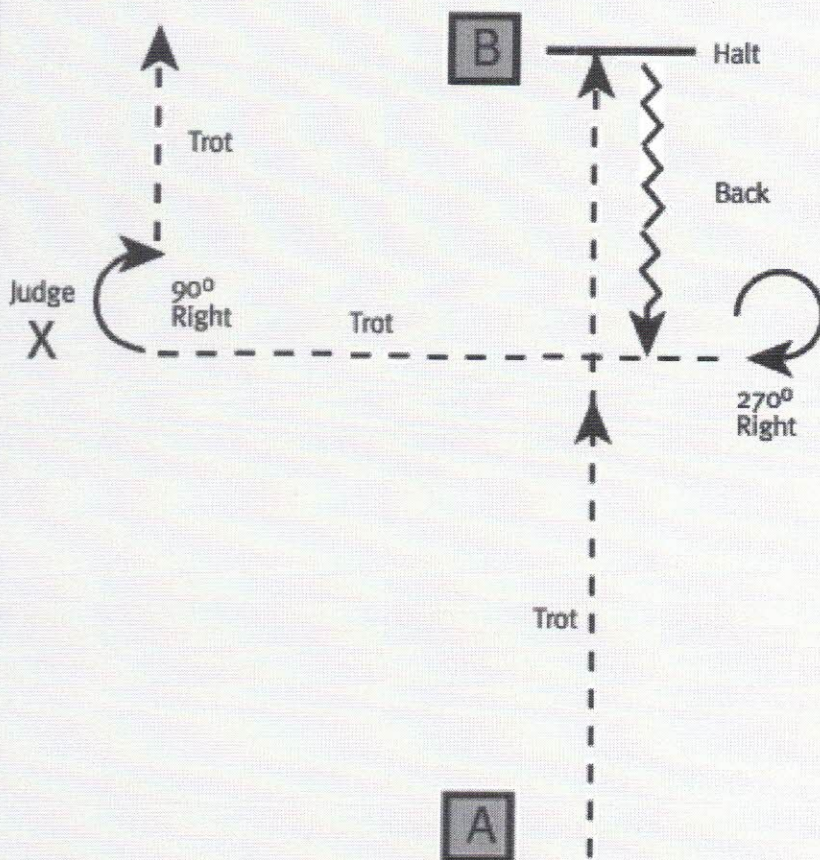
Stop and perform a 270-degree turn.

Trot to judge.

Stop. Set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn.

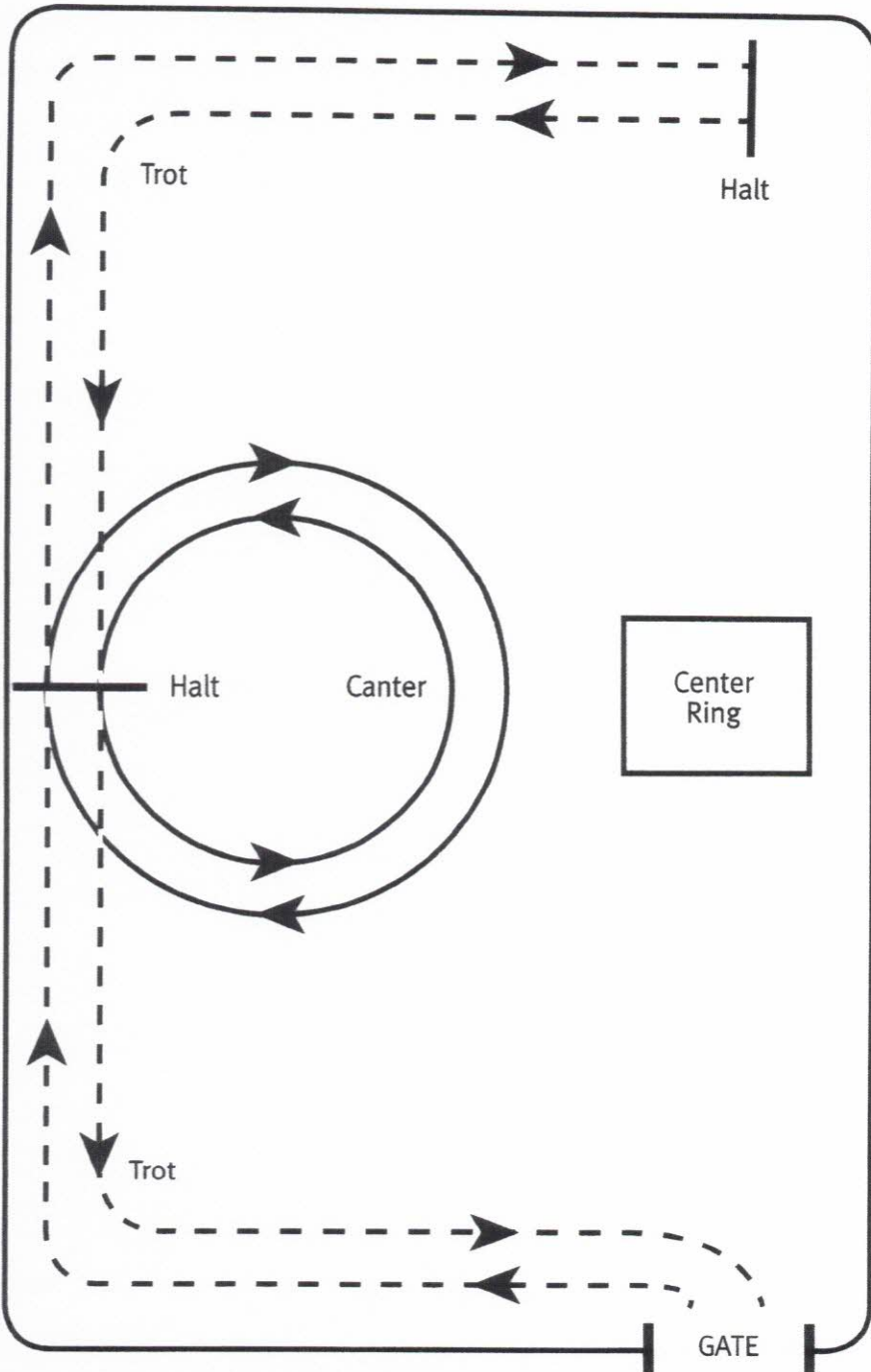
Return to the lineup at the trot as directed by the ringmaster or exit at the trot.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Saddle Seat

LEVEL 1 • PATTERN B • Tests 3,10



Enter the arena to the left at a trot on the correct diagonal. Continue to the center of the straightaway. Halt.

Canter one circle to the right on the correct lead. Halt.

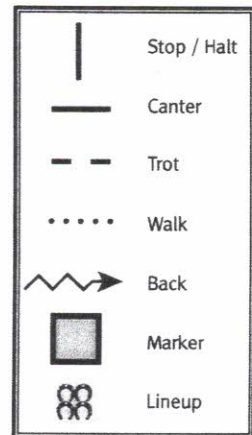
Trot on correct diagonal to the far end of the arena. Halt.

Reverse direction.

Trot on the correct diagonal to the center of the straightaway. Halt.

Canter one circle to the left on the correct lead. Halt.

Exit at a trot on correct diagonal.



This pattern may only be used for:

- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

If used at a Regional or National Show, pattern may not be run from the lineup.