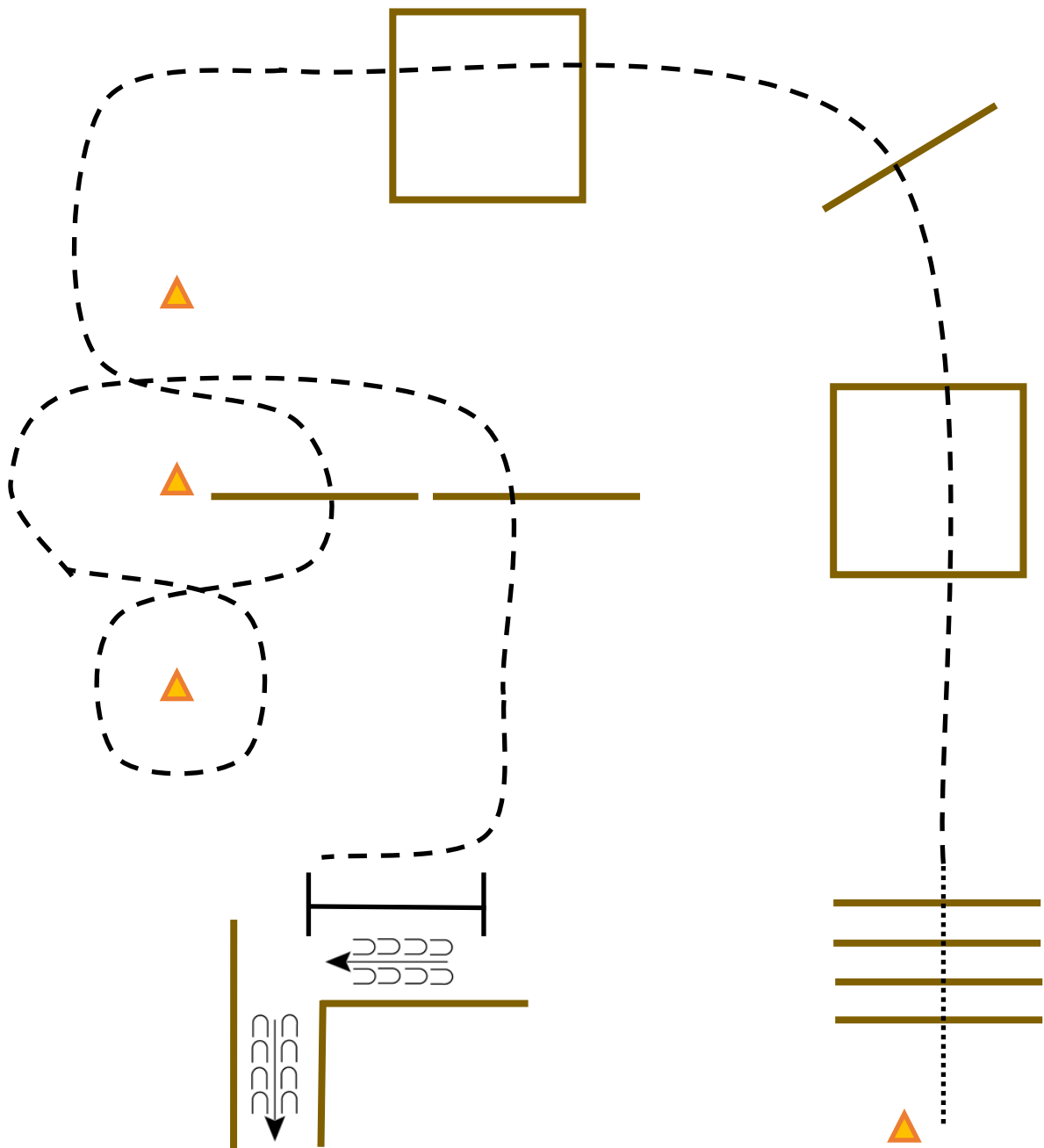


1. Walk Poles
2. Trot into Box. Stop
3. 270 turn to the right and walk out
4. Jog Poles as drawn to Gate
5. Open and pass thru gate.
6. Back chute as drawn and exit.

Walk Trot Trail

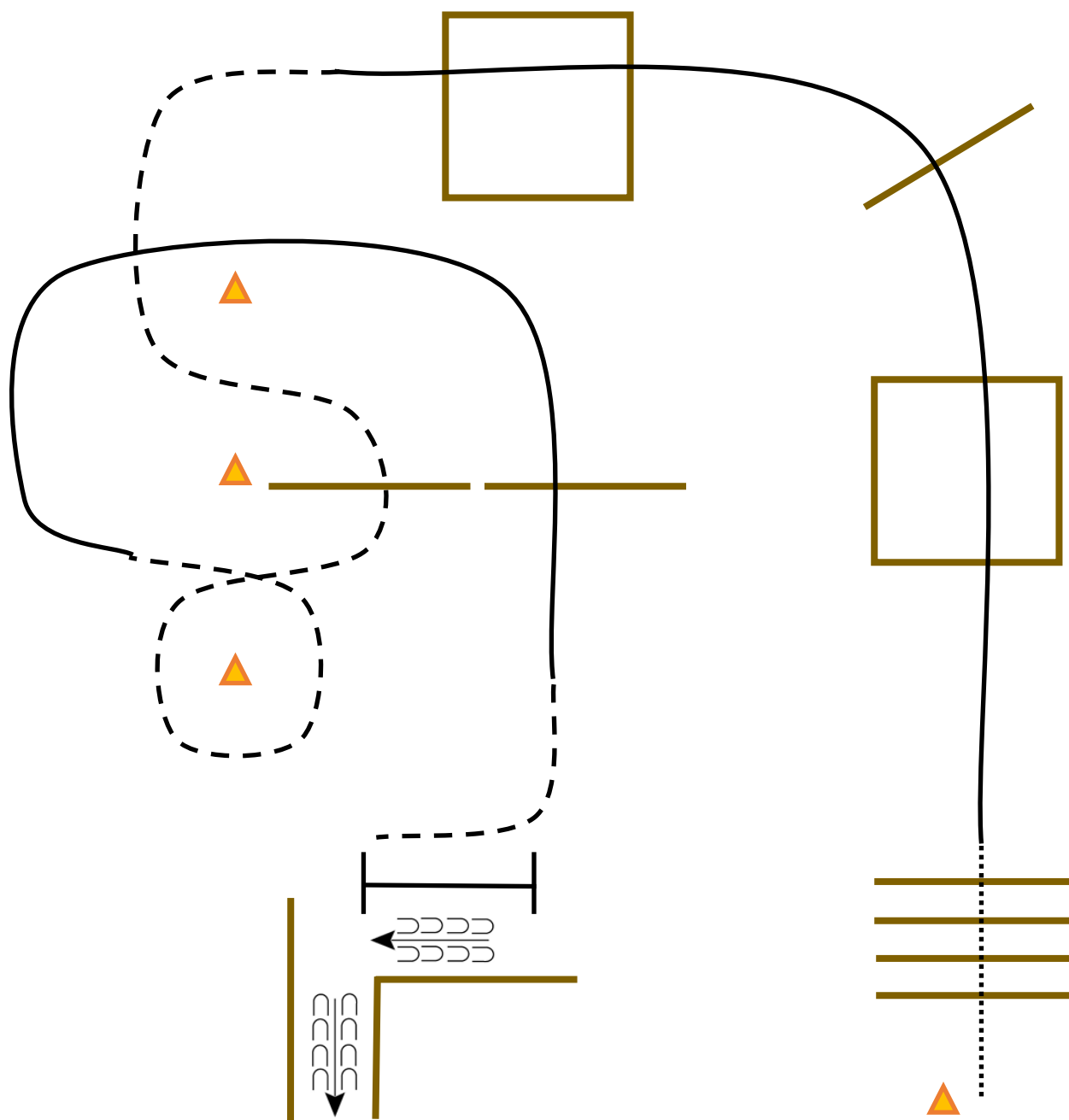
Class 16-27



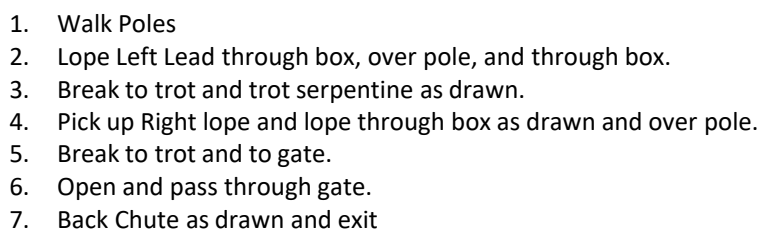
1. Walk Poles
2. Trot thru box, over pole, and thru box.
3. Trot serpentine as drawn.
4. Trot Single pole to gate
5. Open and pass thru gate.
6. Back L to exit

Trail

Class 28-39



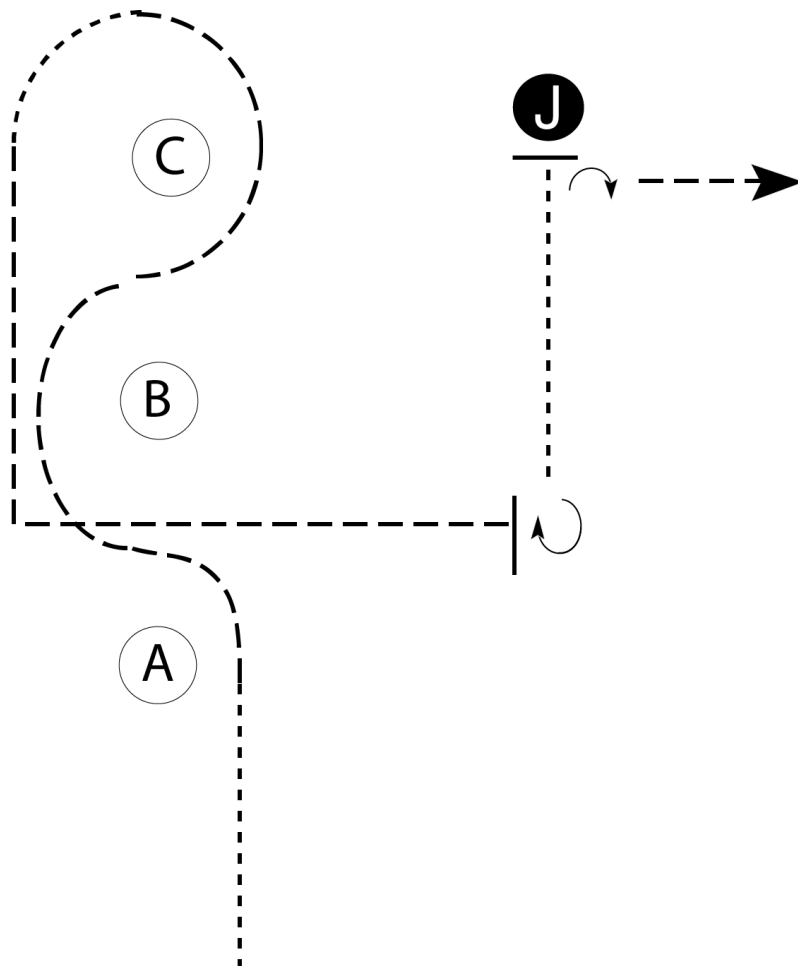
1. Walk Poles
2. Lope Left Lead through box, over pole, and through box.
3. Break to trot and trot serpentine as drawn.
4. Lope Right Lead around cone and over pole
5. Bear to trot and trot to gate.
6. Open and pass through gate
7. Back Chute as drawn and exit.



The Wishbone


Showmanship (Class 169-175 & 178-185)

Show Date: 11-21-2025



Be ready before A.

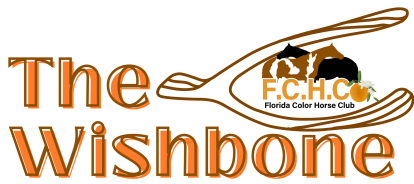
1. Walk to A then trot through A, B and C as shown.
2. When at the top of C, walk and walk 1/4 circle. Trot until between B and A then trot a square corner as shown.
3. Stop and perform a 3/4 turn.
4. Walk to Judge.
5. Stop and set up.
6. Inspection.
7. When dismissed, perform a 1/4 turn and trot to exit.

Walk -----
 Trot - - - - -
 Back ← 
 Marker (B)
 Judge (J)

[S/WT-101]

Pattern Provided by:

Anne Jones & Darin Wright

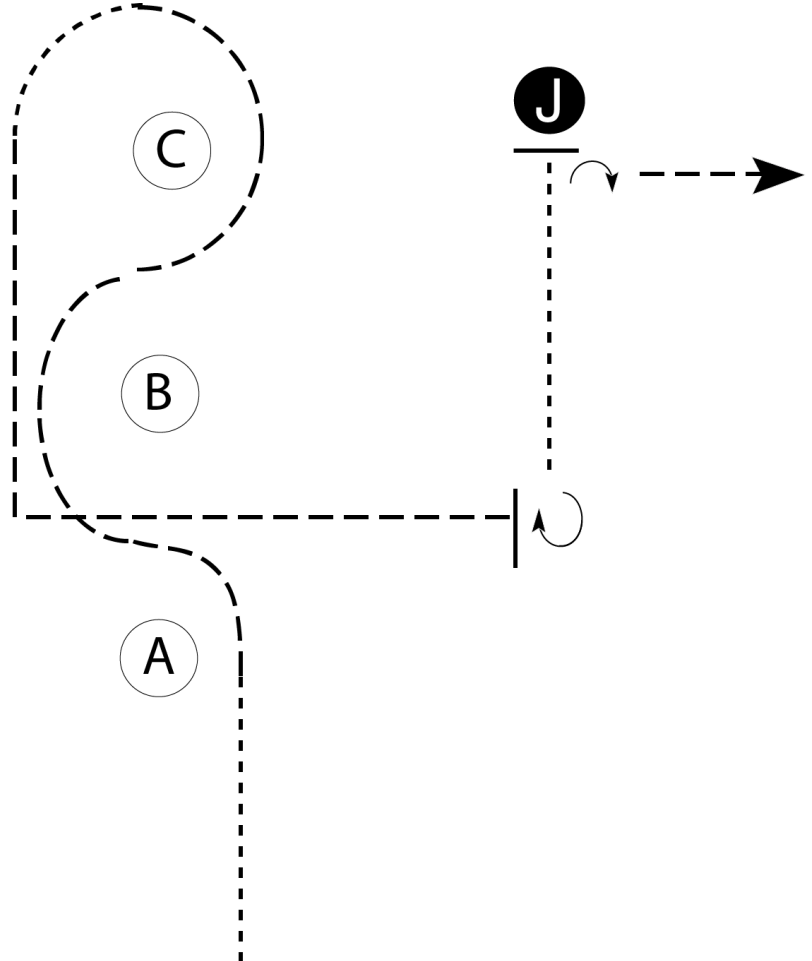


The Wishbone

APHA/PtHA WT Showmanship - 176-177

(Extended Walk where Trot is drawn)

Show Date: 11-21-2025



Be ready before A.

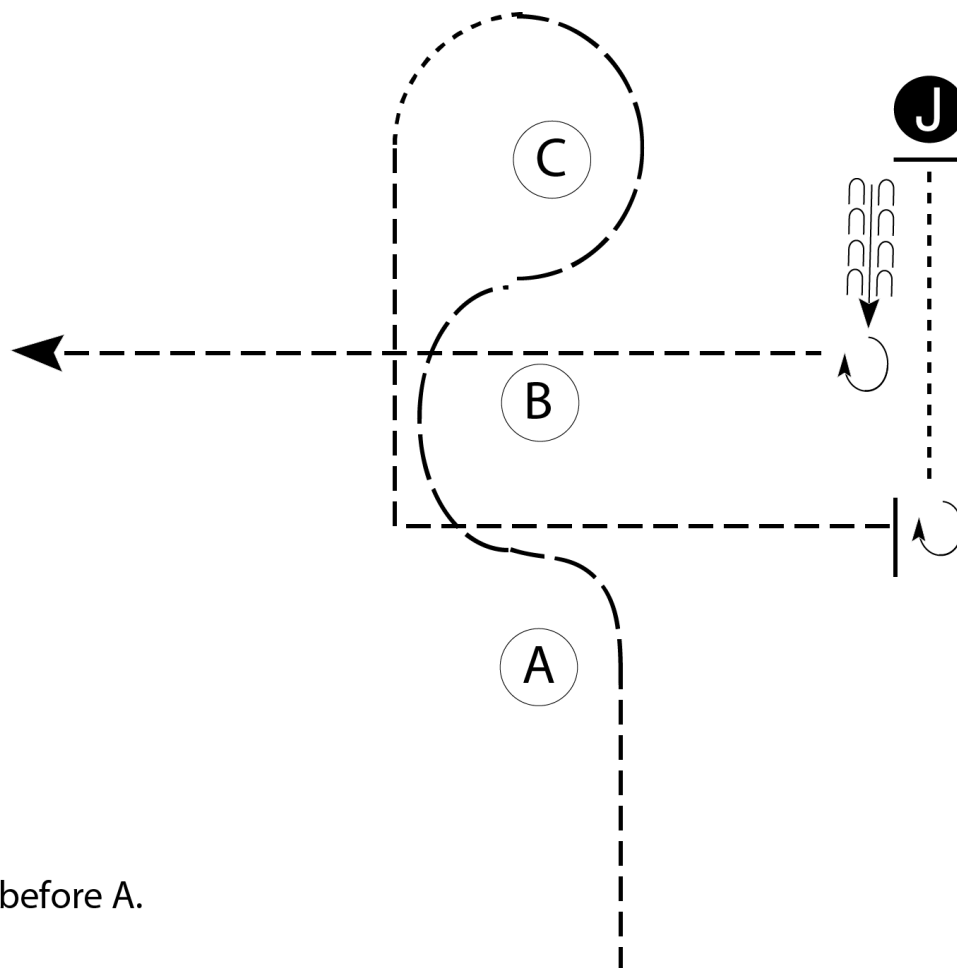
1. Walk to A then trot through A, B and C as shown.
2. When at the top of C, walk and walk 1/4 circle. Trot until between B and A then trot a square corner as shown.
3. Stop and perform a 3/4 turn.
4. Walk to Judge.
5. Stop and set up.
6. Inspection.
7. When dismissed, perform a 1/4 turn and trot to exit.

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

[S/WT-101]

Pattern Provided by:

Anne Jones & Darin Wright



Be ready before A.

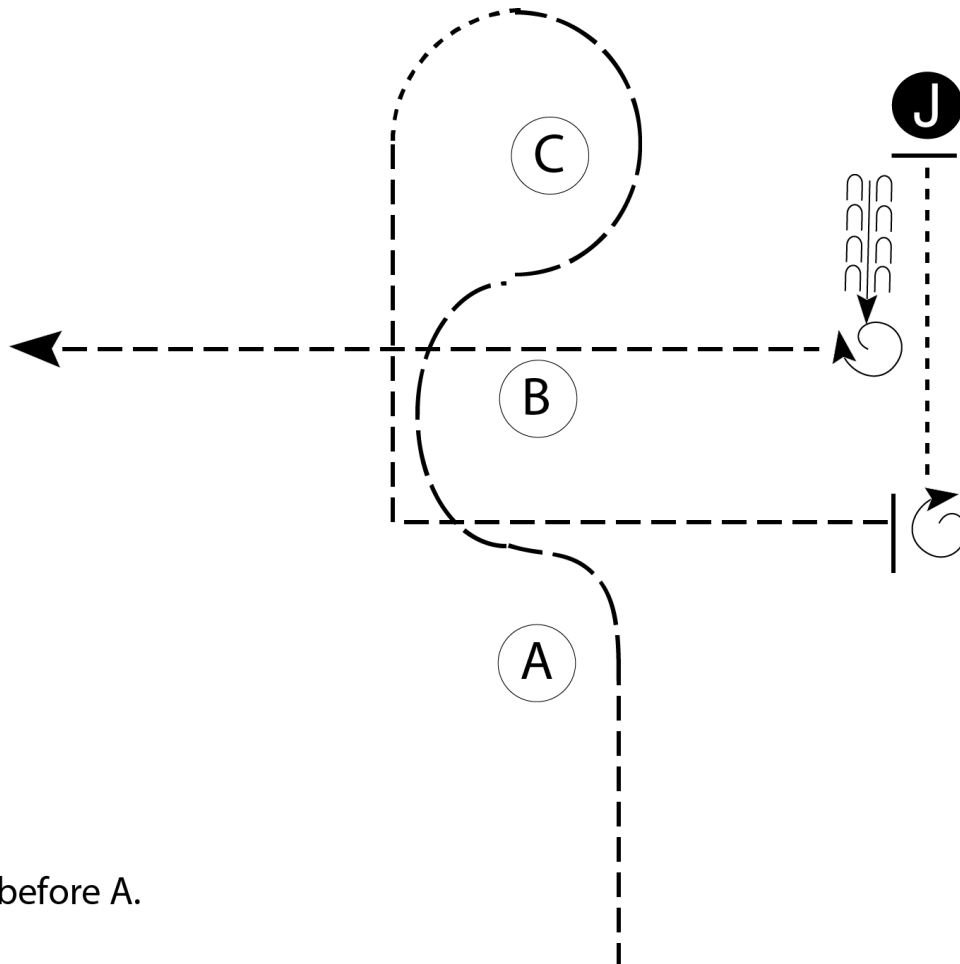
1. Trot to A and build to an extended trot through A, B and C as shown.
2. When at the top of C, walk and walk 1/4 circle. Trot until between B and A then trot a square corner as shown.
3. Stop and perform a 3/4 turn.
4. Walk to Judge.
5. Stop and set up.
6. Inspection.
7. When dismissed, back approximately one horse length and perform a 3/4 turn.
8. Trot to exit.

Walk -----
Trot - - - - -
Back ←
Marker (B)
Judge (J)

[S/1-101]

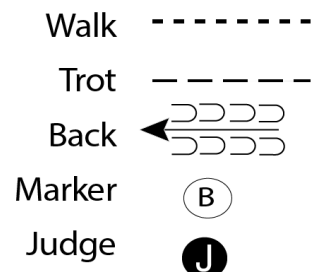
Pattern Provided by:

Anne Jones & Darin Wright



Be ready before A.

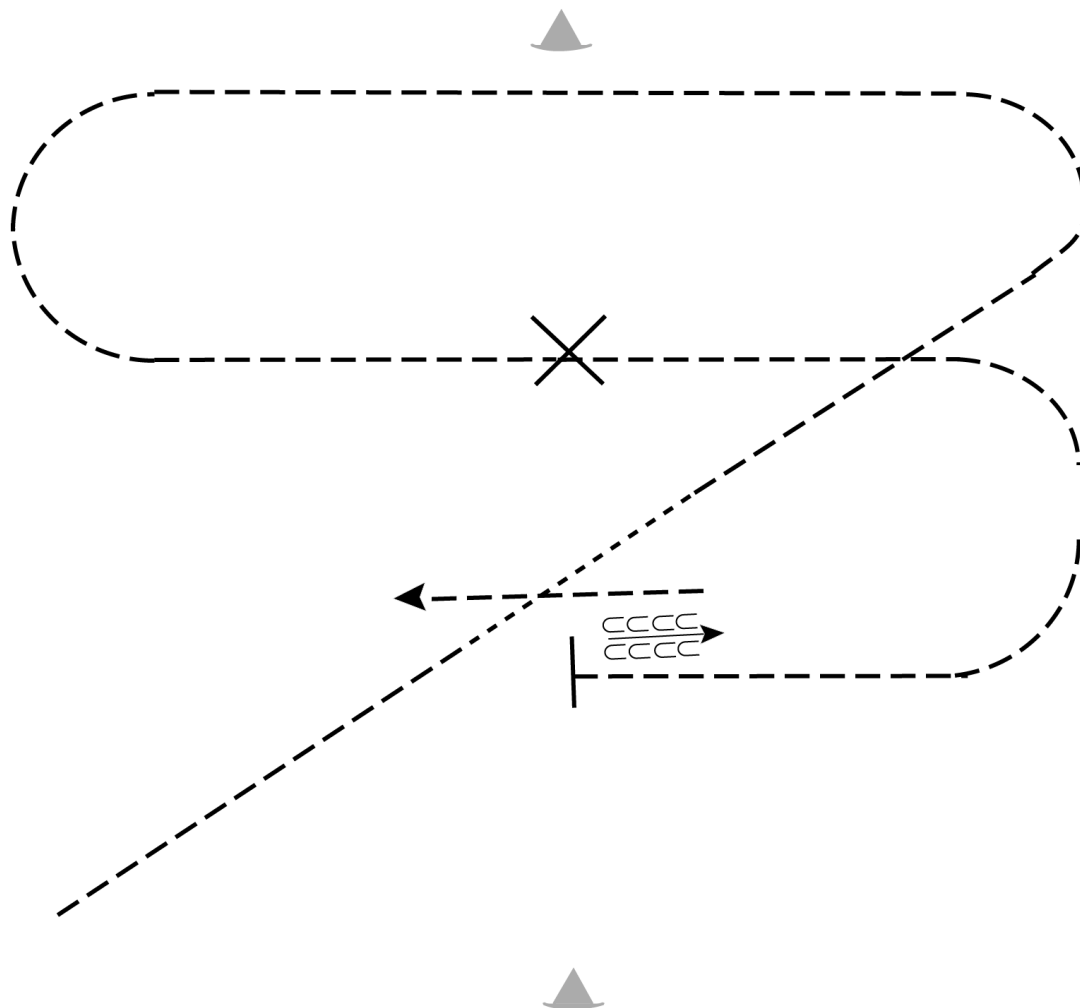
1. Trot to A and build to an extended trot through A, B and C as shown.
2. When at the top of C, walk and walk 1/4 circle. Trot until between B and A then trot a square corner as shown.
3. Stop and perform a 1 3/4 turn.
4. Walk to Judge.
5. Stop and set up.
6. Inspection.
7. When dismissed, back approximately one horse length and perform a 3/4 turn.
8. Trot to exit.



[S/2-101]

Pattern Provided by:

Anne Jones & Darin Wright



Keep pattern between markers as shown.

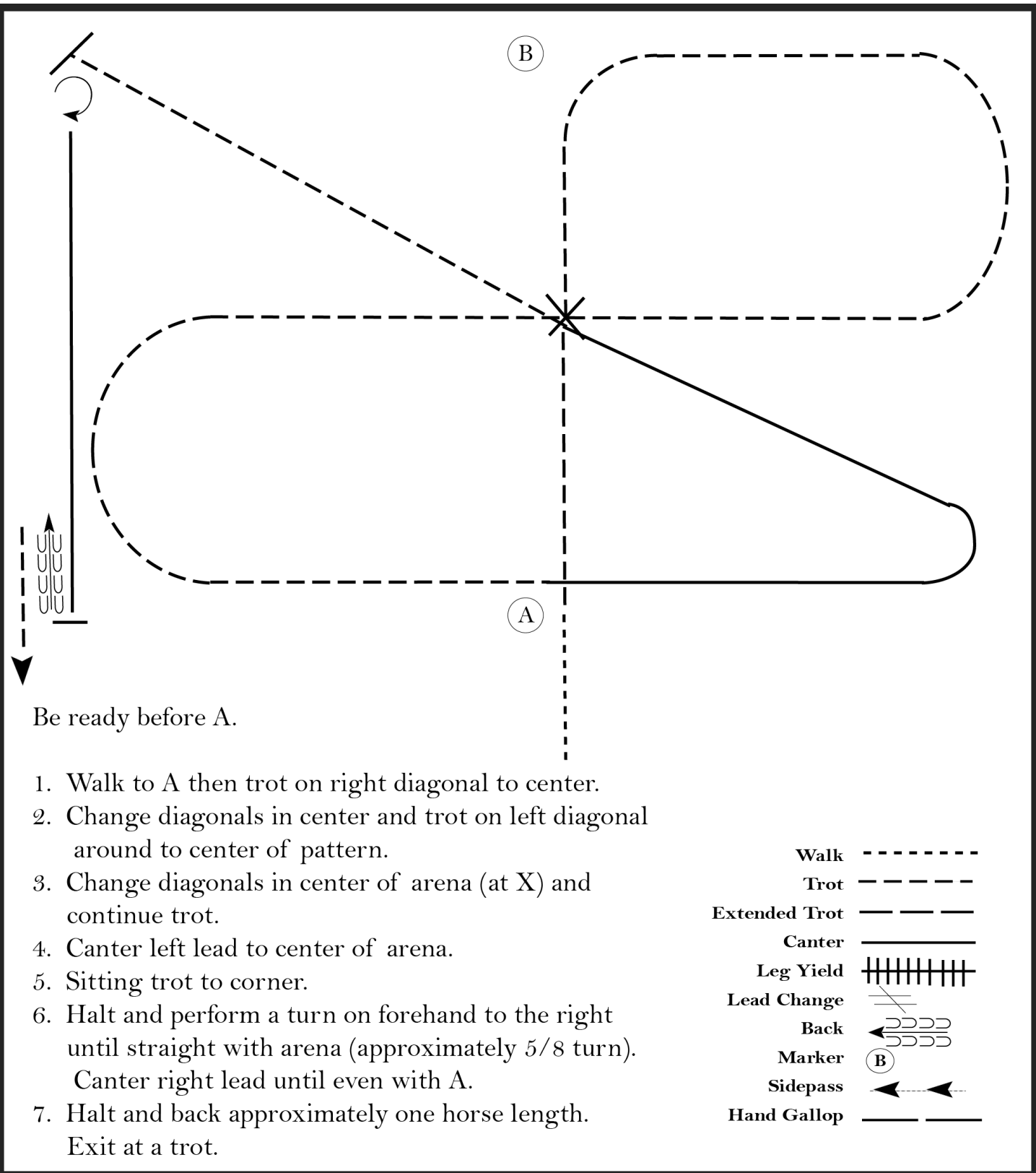
1. Sitting trot then walk several strides.
2. Posting trot right diagonal around to center of pattern (X).
3. Change diagonals around to center.
4. Halt and back approximately 2 horse lengths then exit at a trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/WT-112]

Pattern Provided by:

Anne Jones & Darin Wright

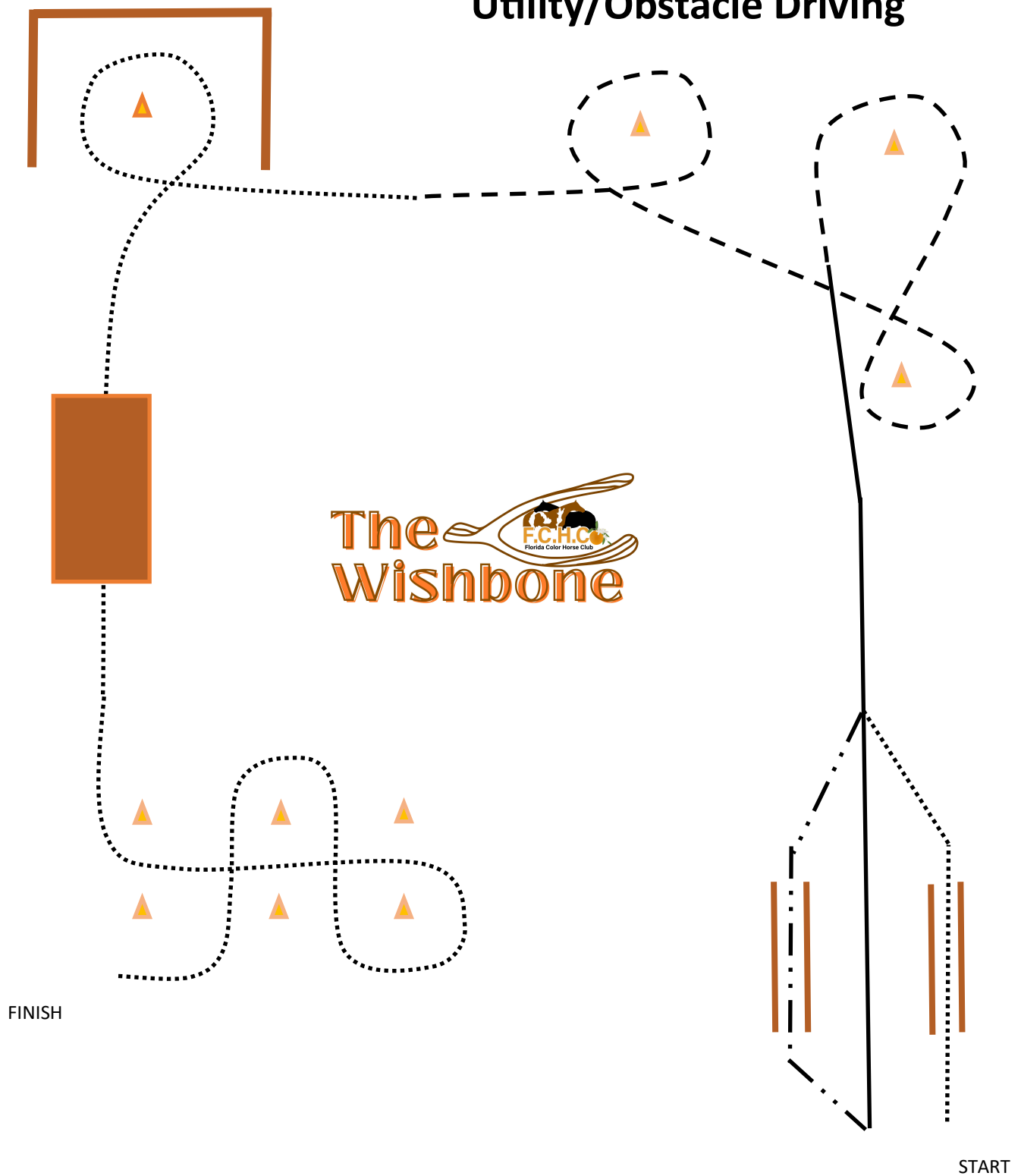


[HSE/2-113]

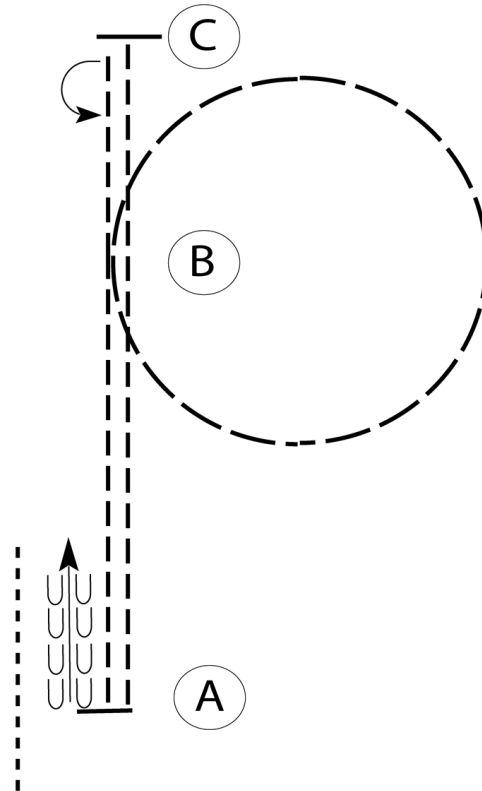
Pattern Provided by:

Anne Jones & Darin Wright

Utility/Obstacle Driving



1. Start at a walk and walk through straight and narrow, left tire.
2. Back straight and narrow left tire.
3. Road gate between poles to serpentine.
4. Park Gate Serpentine.
5. Walk U around cone.
6. Walk over simulated bridge.
7. Walk twist as shown.



Be ready at A.

1. Jog from A to C.
2. Stop at C and perform a 180 degree turn to the left.
3. Jog to B.
4. Extended jog circle to the left.
5. Jog from B to A.
6. Stop at A and back approximately one horse length.
7. Walk to A and exit at a walk.

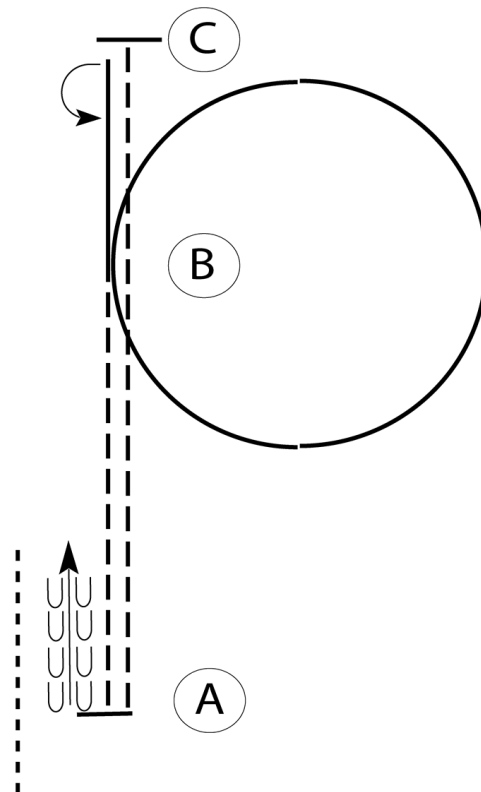
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↗↘
Back	←←←←←
Marker	(B)
Sidepass	←-----→

[WH/WT-72]

Pattern Provided by:

Anne Jones & Darin Wright



Be ready at A.

1. Jog from A to C.
2. Stop at C and perform a 180 degree turn to the left.
3. Lope on the left lead to B.
4. Lope a circle to the left.
5. Jog from B to A.
6. Stop at A and back approximately one horse length.
7. Walk to A and exit at a walk.

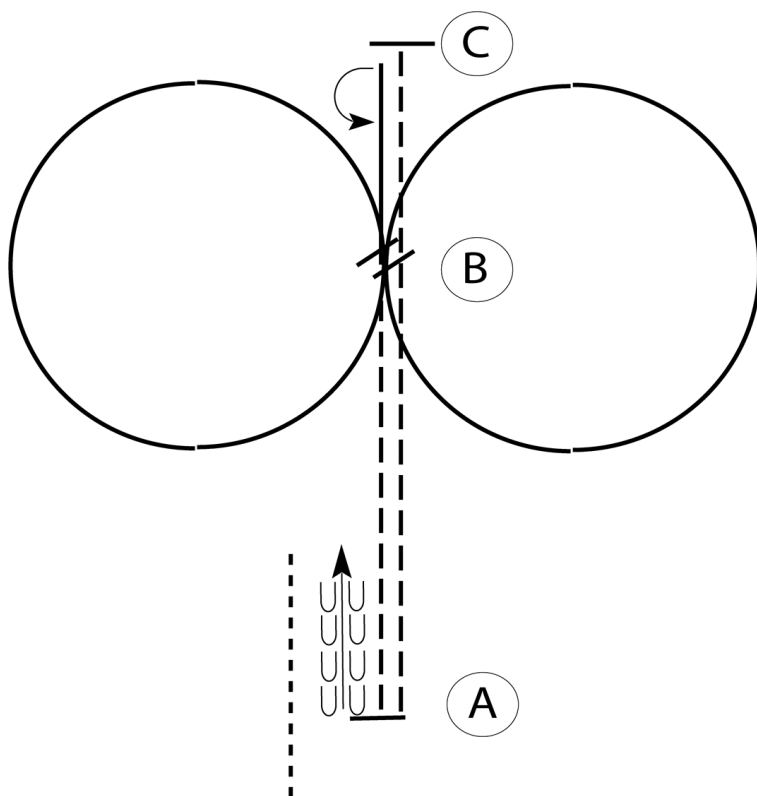
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↘
Back	←
Marker	(B)
Sidepass	←

[WH/1-72]

Pattern Provided by:

Anne Jones & Darin Wright



Be ready at A.

1. Jog from A to C.
2. Stop at C and perform a 180 degree turn to the left.
3. Lope on the left lead to B.
4. Lope a circle to the left.
5. Perform a simple lead change at B.
6. Lope a circle to the right.
7. Jog from B to A.
8. Stop at A and back approximately one horse length.
9. Walk to A and exit at a walk.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↗↘
Back	←←←←←
Marker	(B)
Sidepass	←-----→

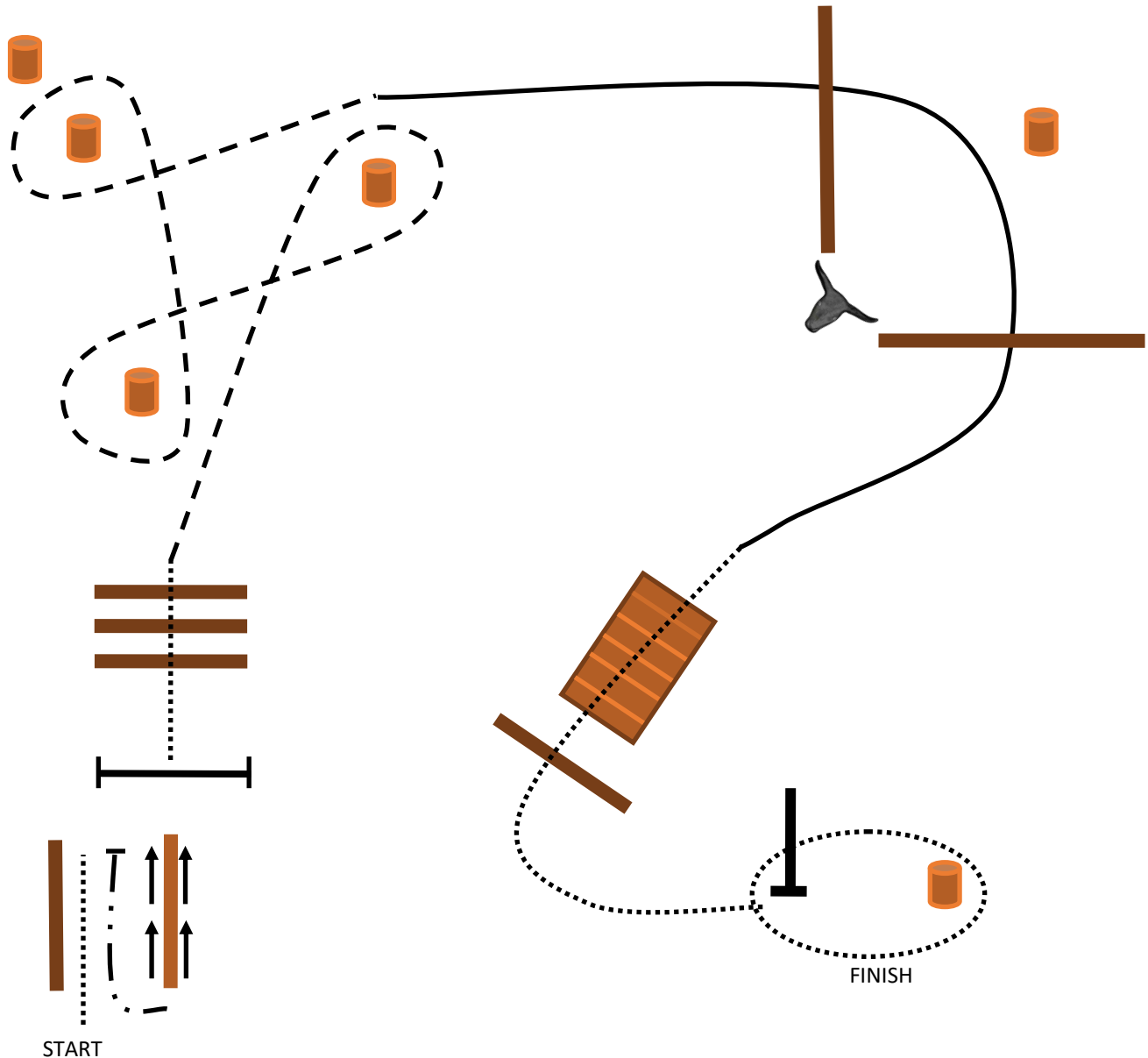
Follow the instructions of your ring steward.

[WH/2-72]

Pattern Provided by:

Anne Jones & Darin Wright

Ranch Trail

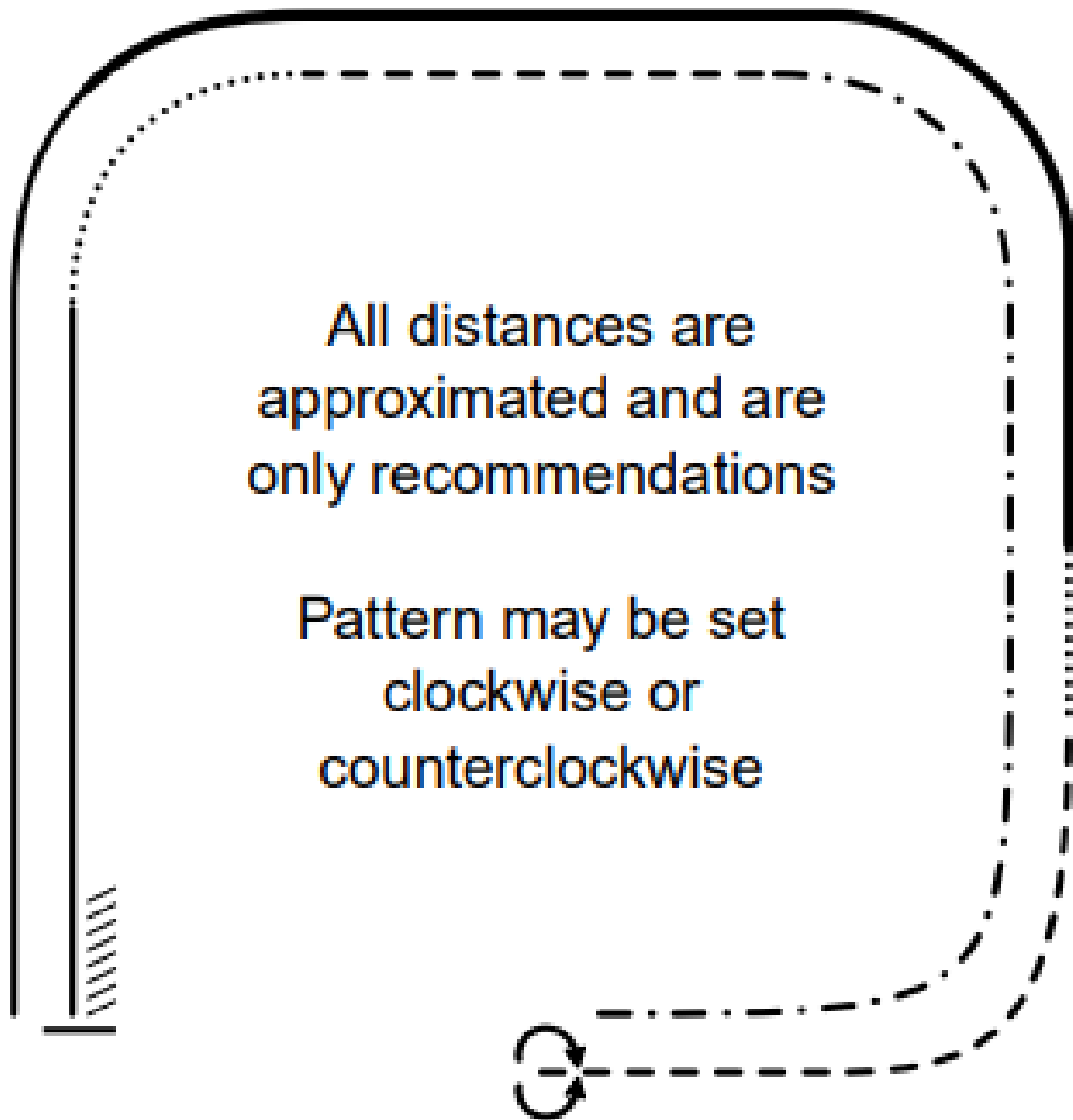


1. Walk in Chute.
 2. Back chute to sidepass
 3. Sidepass Right to gate
 4. Open and pass thru gate
 5. Walk Poles
 6. Trot Serpentine as drawn
 7. Lope Poles to Bridge (**W/T Extended Trot poles to bridge**)
 8. Walk Bridge and Pole to Drag
 9. Drag log around stump and back to starting position. (**W/T, Youth — No Drag, Trot around stump**)
- Exit at a Trot**

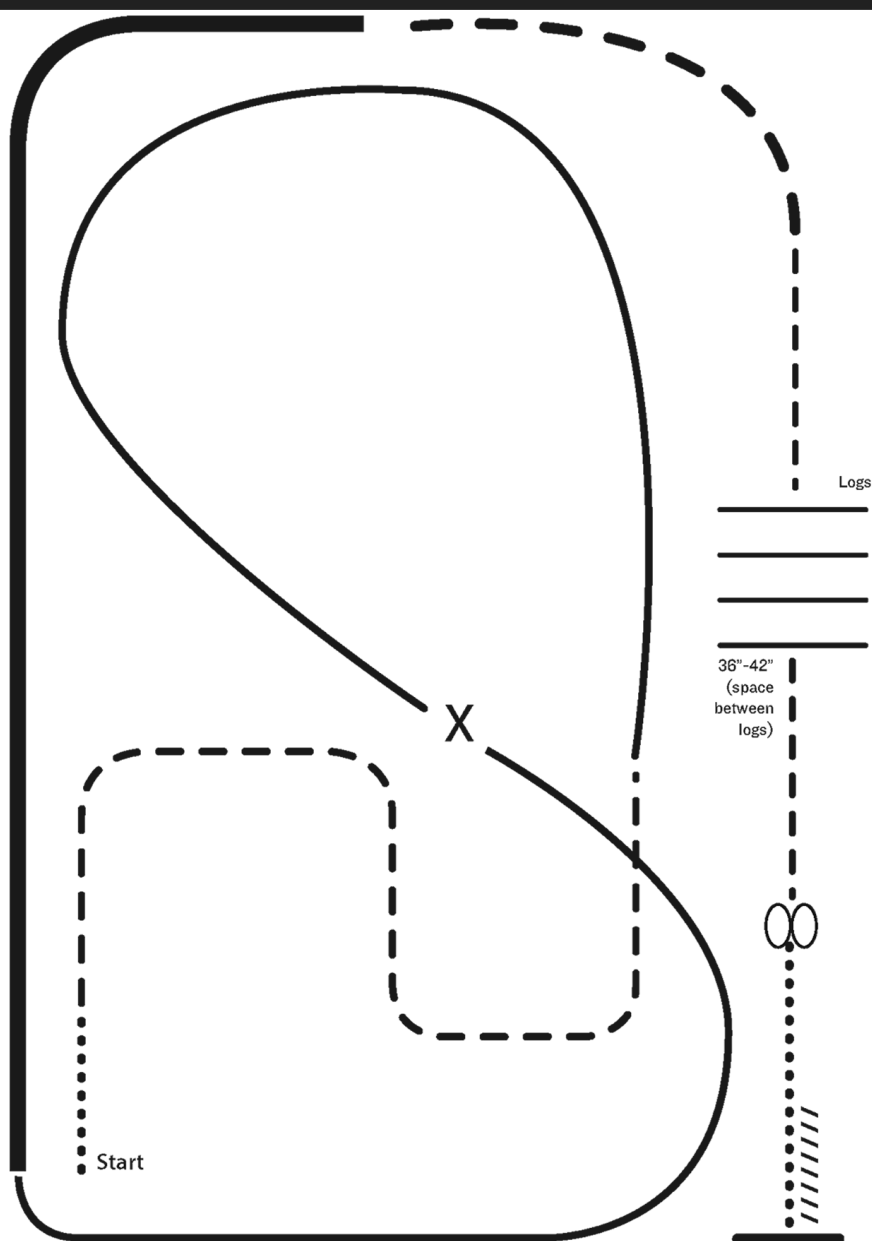




APHA Ranch Pleasure



-
1. Lope
 2. Extended lope
 3. Walk
 4. Trot
 5. Stop; Reverse
 6. Extended trot
 7. Trot
 8. Extended Walk
 9. Lope
 10. Stop and back



- X Lead Change
- Walk
- - - Trot
- - - Ext trot
- - - Lope
- - - Ext Lope
- /////// Back

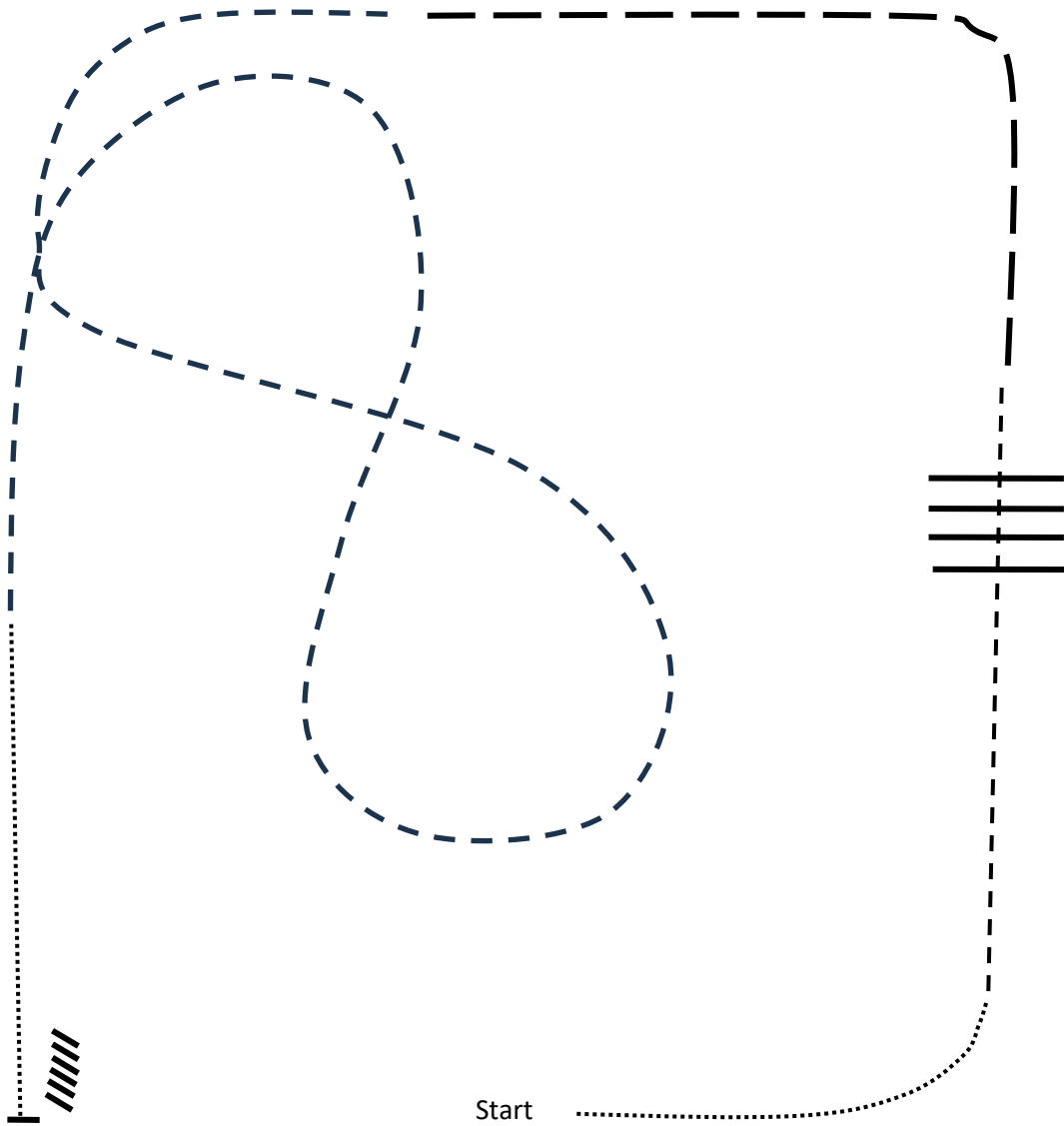
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

[RR/AQHA-3]

Pattern Provided by:

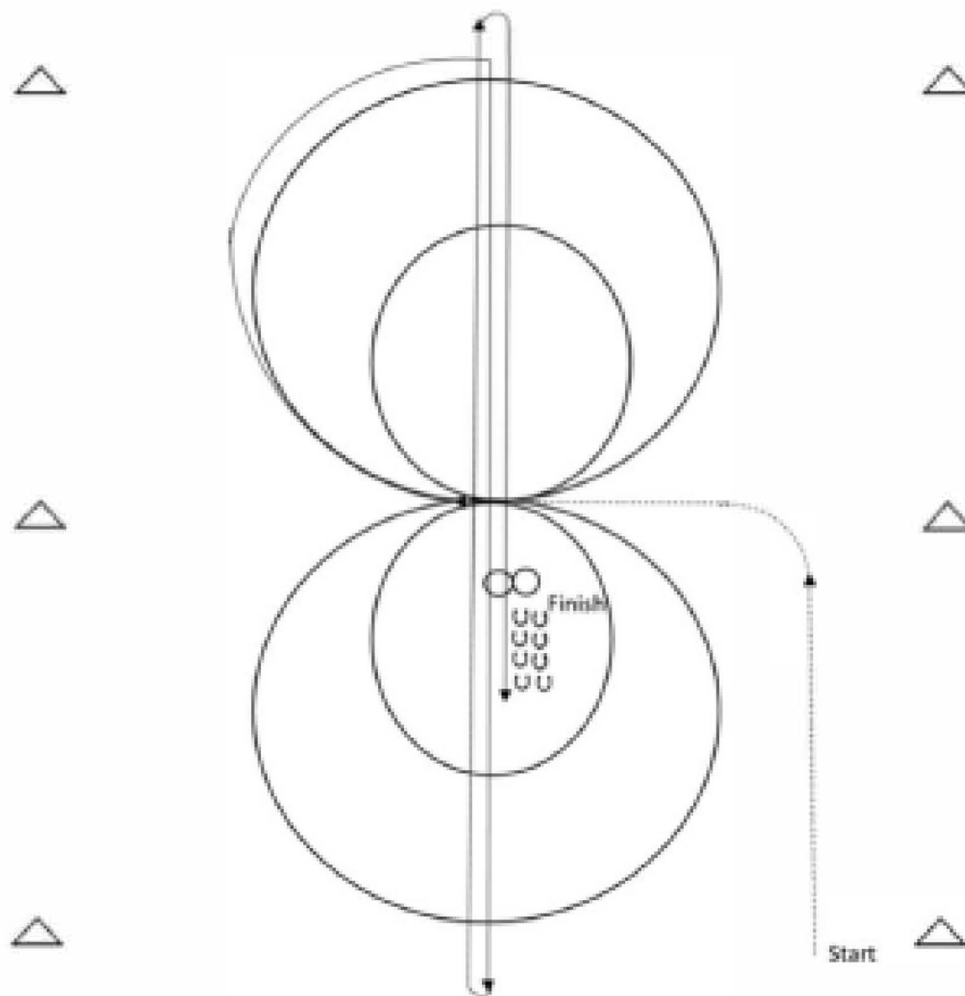
Anne Jones & Darin Wright

W/T Ranch Riding



- 1 Walk
- 2 Trot
- 3 Trot over Logs
- 4 Extended Trot
- 5 Trot Figure 8
- 6 Extended Walk
- 7 Stop and Back





Trot to center of Arena, Stop. Start pattern facing towards Judge.

1. Beginning on the right lead complete two circles to the right, The first circle small and slow, the next circle large and fast, Change leads at the center of arena.
2. Complete two circles to the left, The first circle small and slow, the next circle large and fast, Change leads in the center of the arena.
3. Begin large circle to right, but do not close the circle. Run down center of arena past the end marker and do a right roll back, no hesitation.
4. Run up the middle to the other end of the arena past the end marker and do a left roll back, no hesitation.
5. Run past the center marker, stop, back 10 feet.
6. 1 spin to right, 1 spin to left. Hesitate to complete pattern.