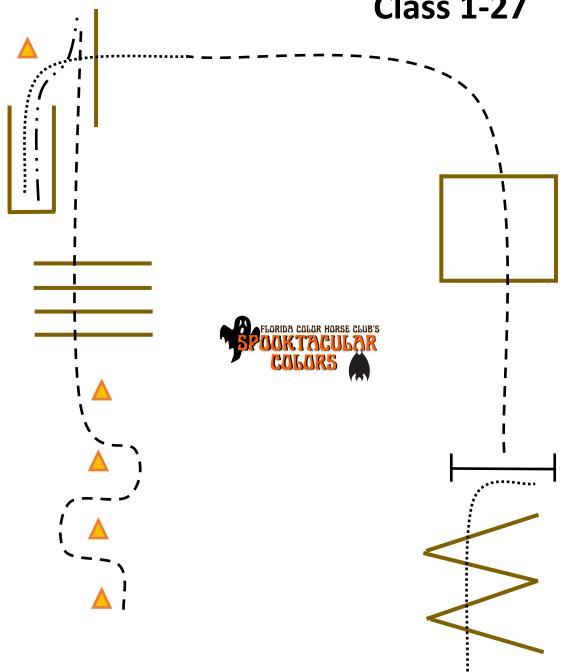
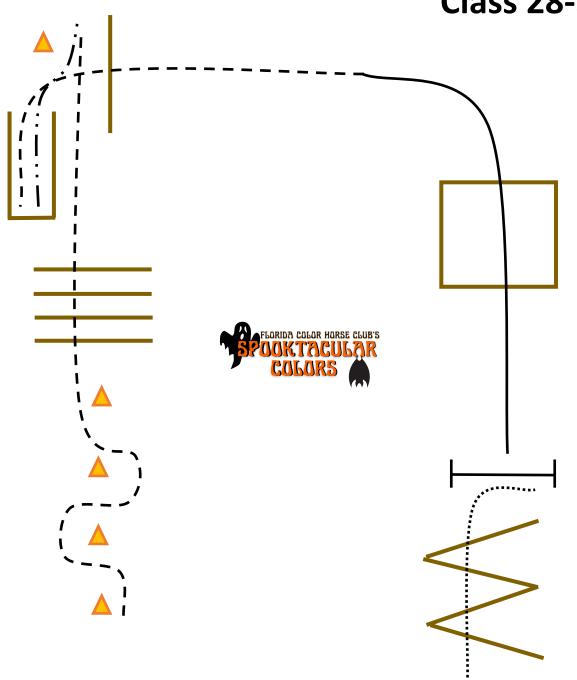
Walk-Trot and In-Hand Trail Class 1-27

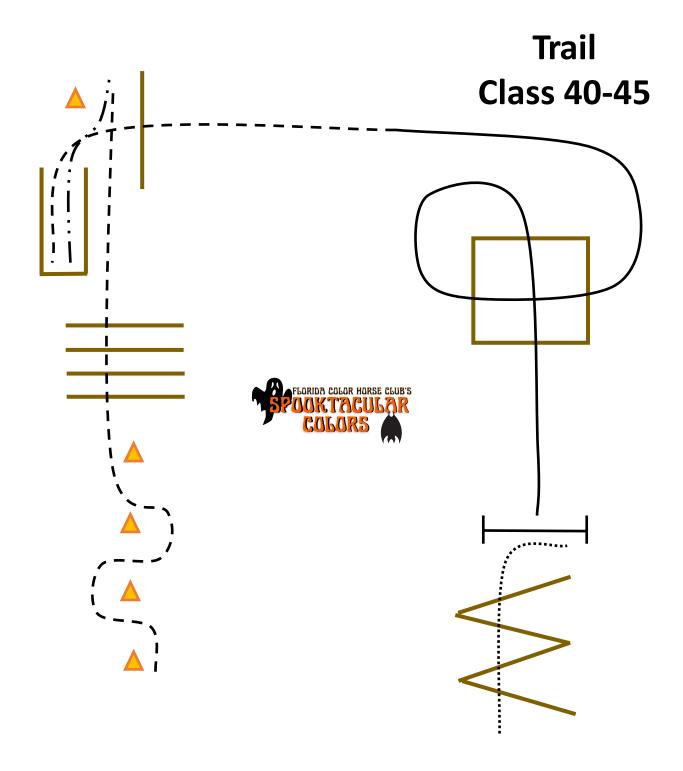


- 1. Walk poles to gate.
- 2. Open and pass thru gate (Left Hand)
- 3. Trot thru box
- 4. Break to walk and walk pole into chute.
- 5. Back Chute
- 6. Jog Poles to serpentine.
- 7. Jog Serpentine as drawn.
- 8. Jog to exit.

Trail Class 28-39



- 1. Walk poles to gate.
- 2. Open and pass thru gate (Left Hand)
- 3. Lope left lead box as drawn.
- 4. Break to trot and trot pole into chute.
- 5. Back Chute
- 6. Jog Poles to serpentine.
- 7. Jog Serpentine as drawn.
- 8. Jog to exit.



- 1. Walk poles to gate.
- 2. Open and pass thru gate (Left Hand)
- 3. Lope left lead box as drawn..
- 4. Break to trot and trot pole into chute.
- 5. Back Chute
- 6. Jog Poles to serpentine.
- 7. Jog Serpentine as drawn.
- 8. Jog to exit.

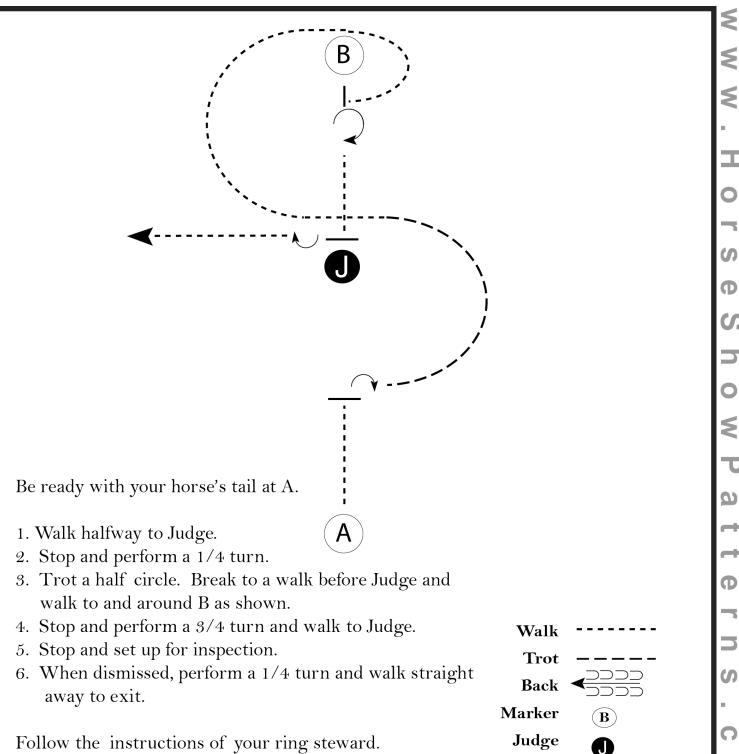




FCHC Spooktacular Colors

Showmanship (Class 169-175 & 178-181)

Show Date: 10-24-2025

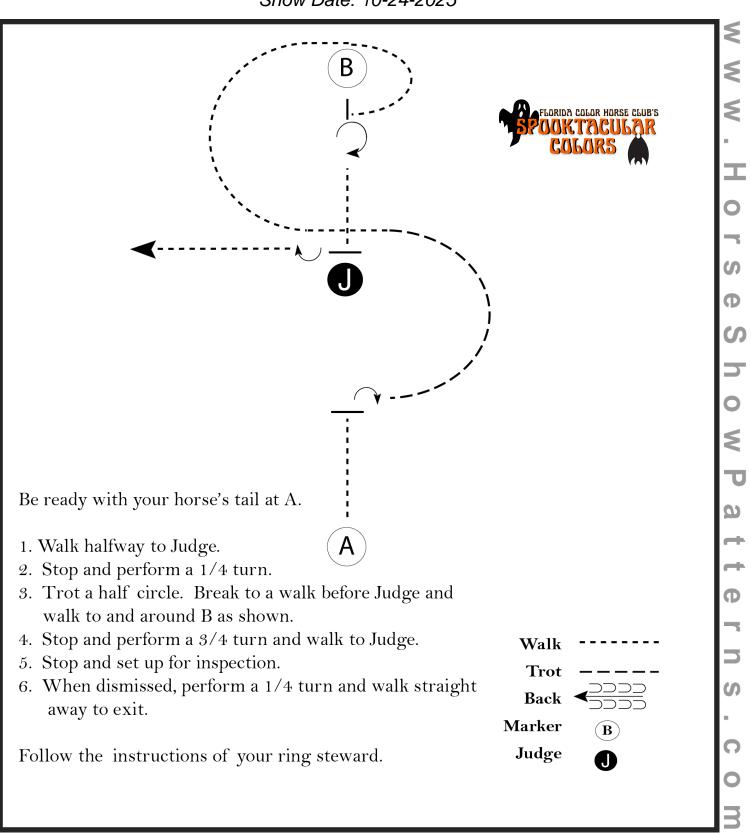


[S/WT-66]

FCHC Spooktacular Colors

APHA/PtHA WT Showmanship 176-177 (Extended Walk where Trot is drawn)

Show Date: 10-24-2025



ShowP

S

[S/WT-66]

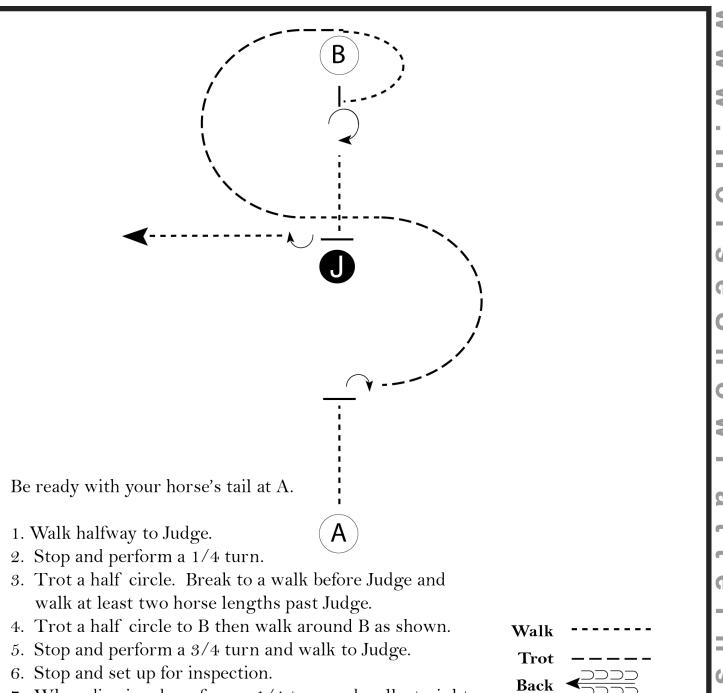
ShowP Se



FCHC Spooktacular Colors

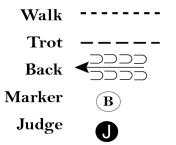
Showmanship (Class 182-189)

Show Date: 10-24-2025



7. When dismissed, perform a 1/4 turn and walk straight away to exit.

Follow the instructions of your ring steward.



[S/1-66]

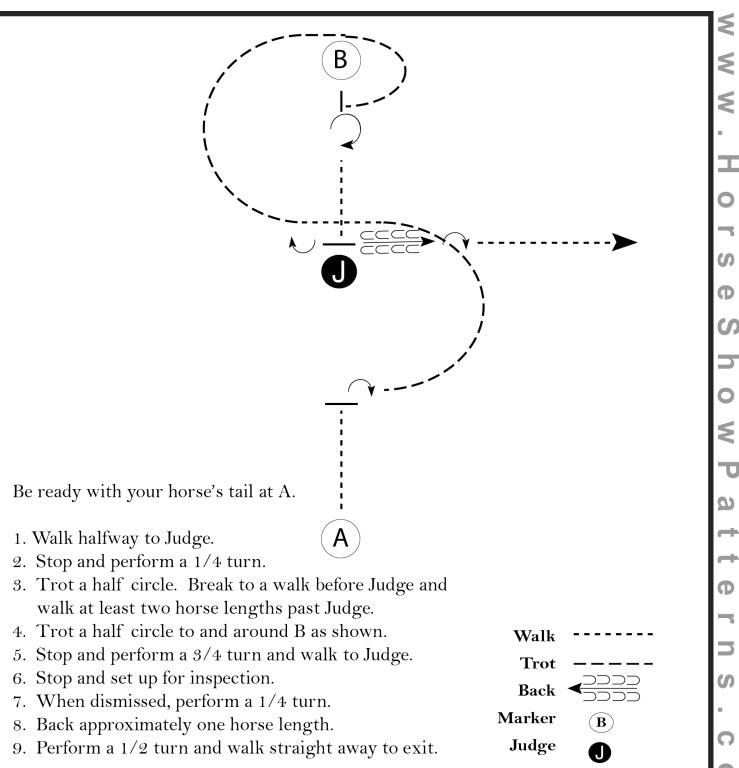
ShowP Se



FCHC Spooktacular Colors

Showmanship (Class 190-193)

Show Date: 10-24-2025



[S/2-66]

Pattern Provided by: Kim Garrett & Pat Smith

Follow the instructions of your ring steward.

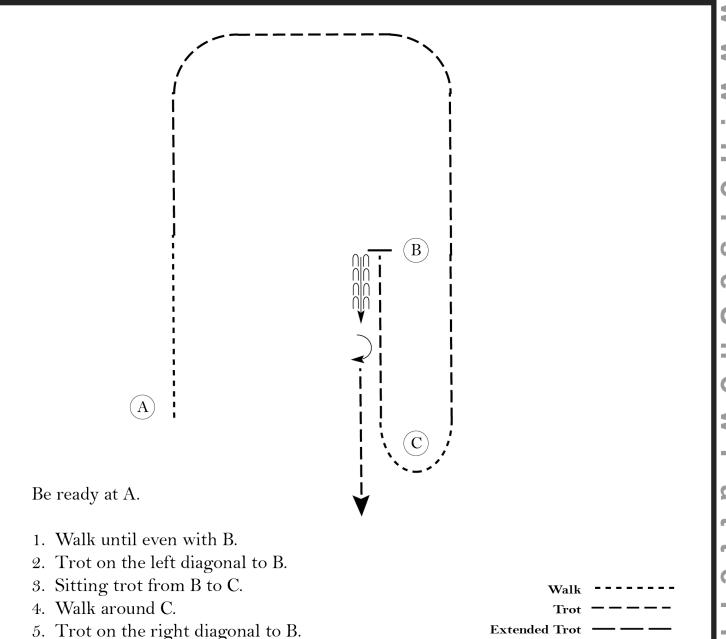
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FCHC Spooktacular Colors

W/T Huntseat Equitation (236-246)

Show Date: 10-24-2025



[HSE/WT-38]

Canter

Back Marker Sidepass Hand Gallop

Leg Yield

Lead Change

Pattern Provided by: Kim Garrett & Pat Smith

6. Stop and back approximately one horse length.

7. Perform a 180 degree turn to the right on the

hindquarters and trot to exit.

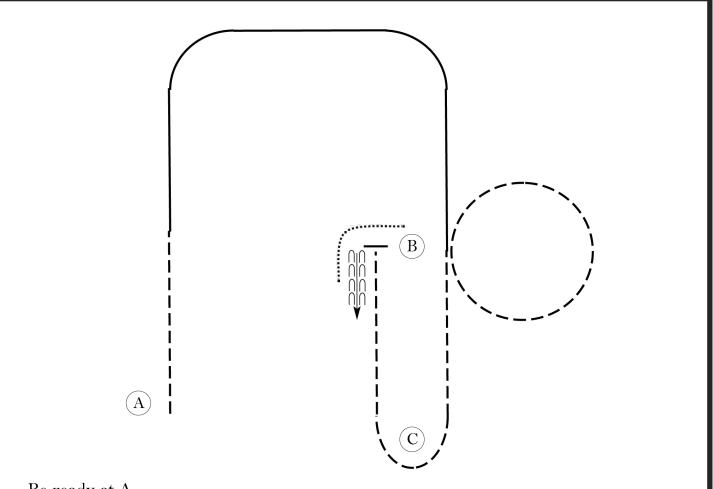
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FCHC Spooktacular Colors

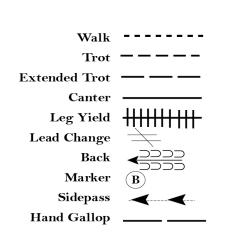
Huntseat Equitation (Class 247-254)

Show Date: 10-24-2025



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.
- 7. Walk back to B and exit to the right



[HSE/1-77]

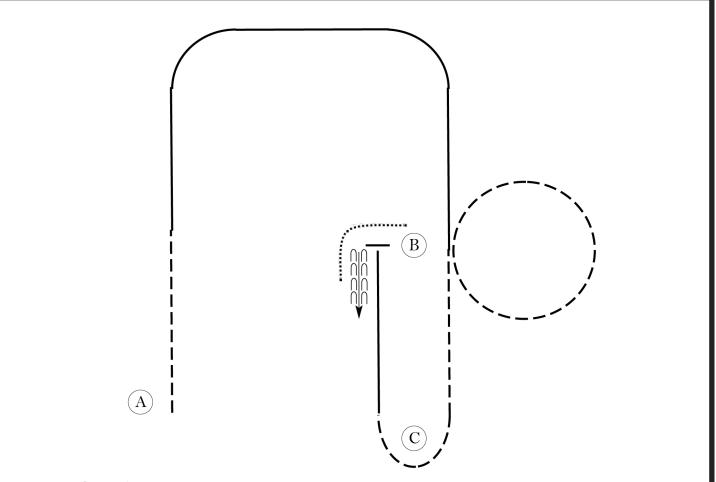
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FCHC Spooktacular Colors

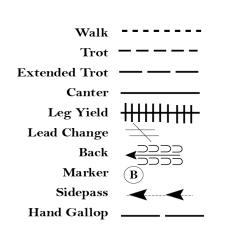
Huntseat Equitation (Class 255-258)

Show Date: 10-24-2025

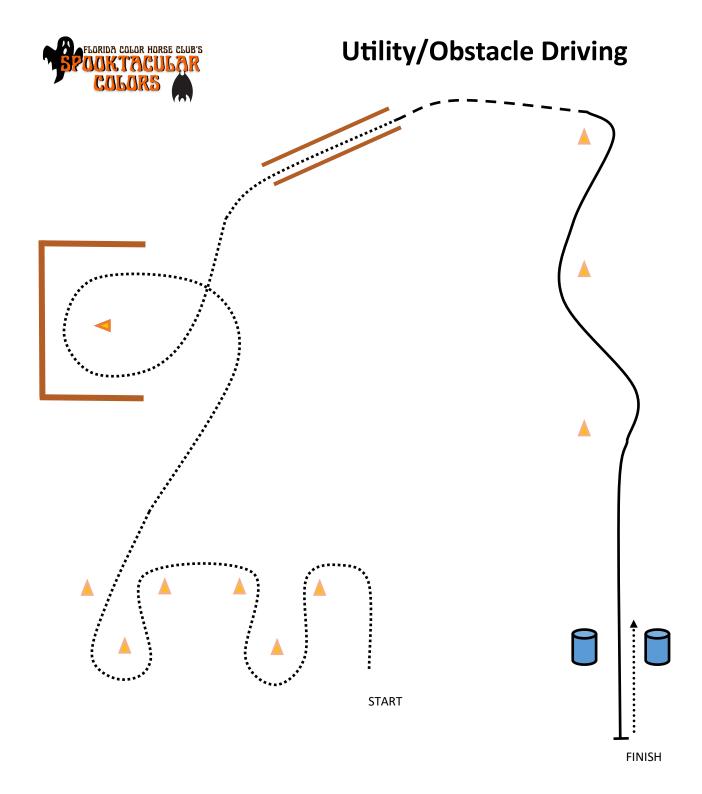


Be ready at A.

- 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. Canter left lead to B.
- 6. Stop and back.
- 7. Walk back to B and exit to the right



[HSE/2-77]



- 1. Walk twist as shown.
- 2. Walk U-Turn as shown.
- 3. Straight and Narrow, Left Tire.
- 4. Park Gate to Road Gate
- 5. Road Gate Serpentine
- 6. Continue between barrels at a Road Gate.
- 7. Stop and Back between Barrels.

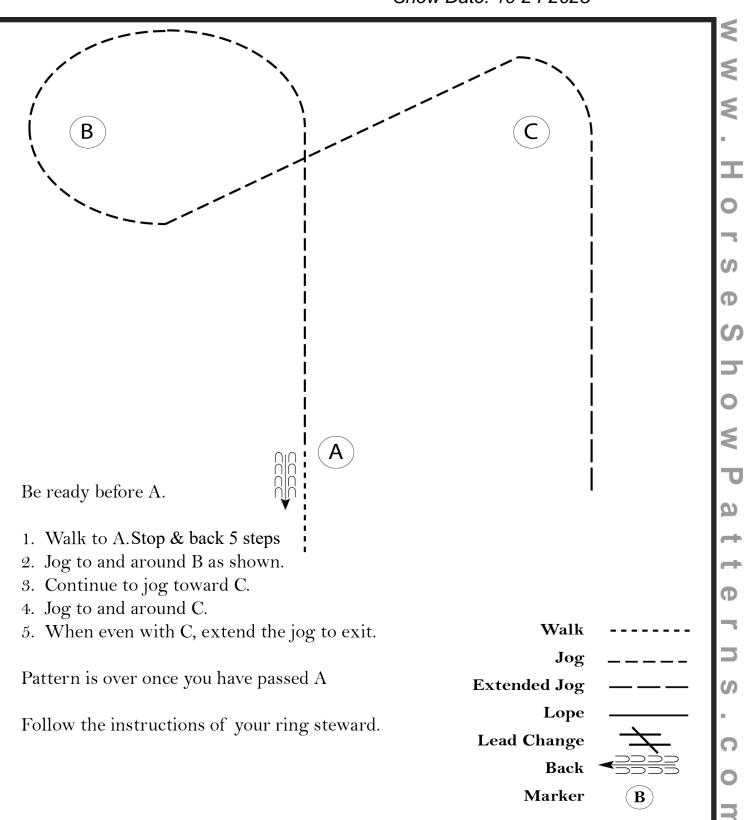
Ф ShowP Ф S



FCHC Spooktacular Colors

W/T Horsemanship (Class 323-333)

Show Date: 10-24-2025



[WH/WT-100]

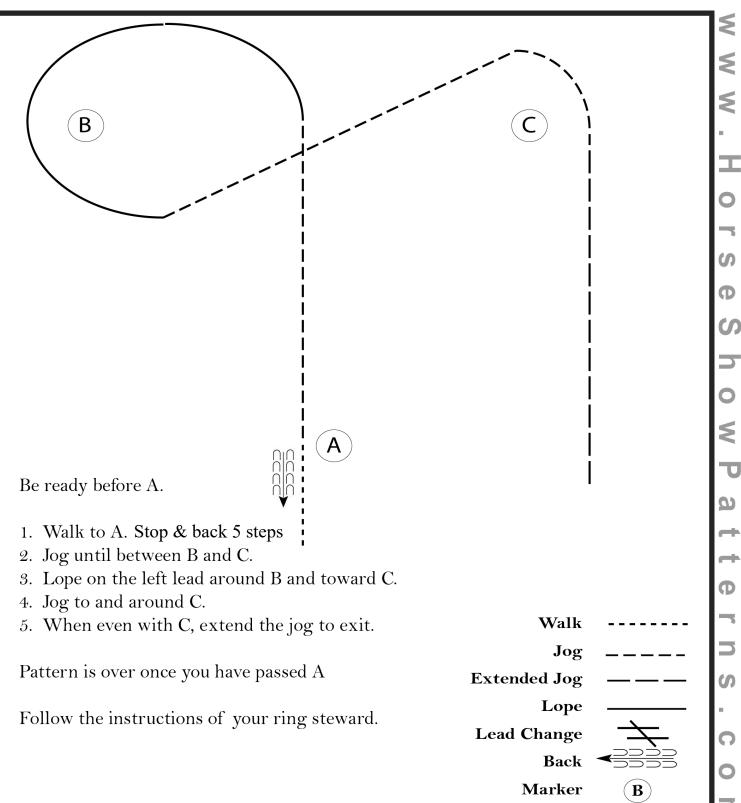
Ф ShowP Ф (J)



FCHC Spooktacular Colors

Horsemanship (Class 334-341)

Show Date: 10-24-2025



[WH/1-100]

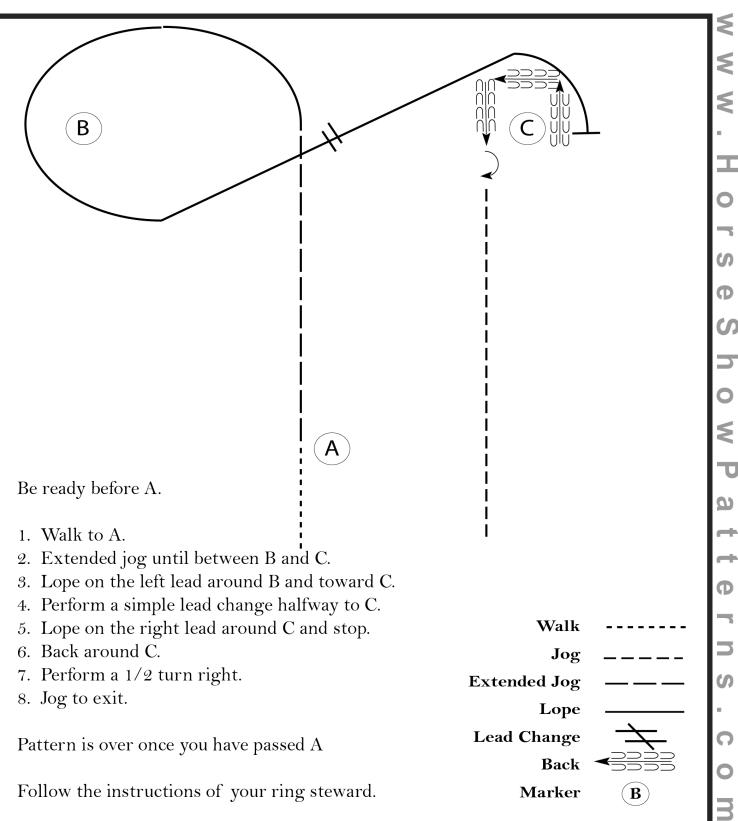
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FCHC Spooktacular Colors

Horsemanship (Class 342-345)

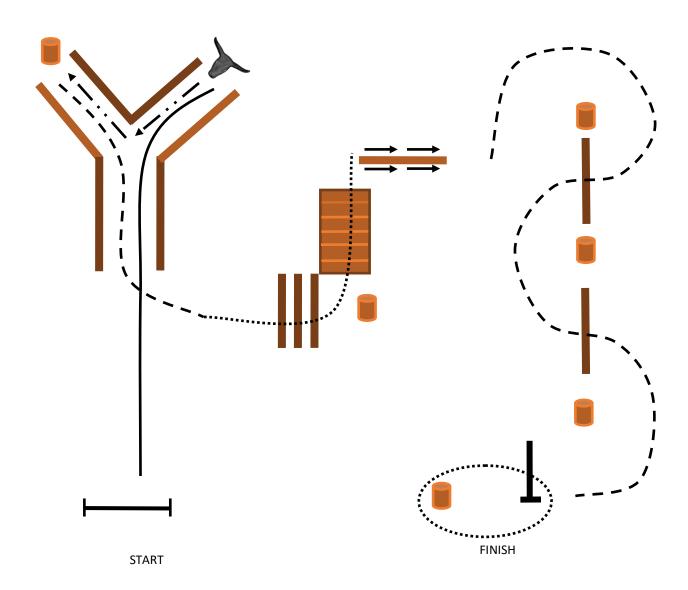
Show Date: 10-24-2025



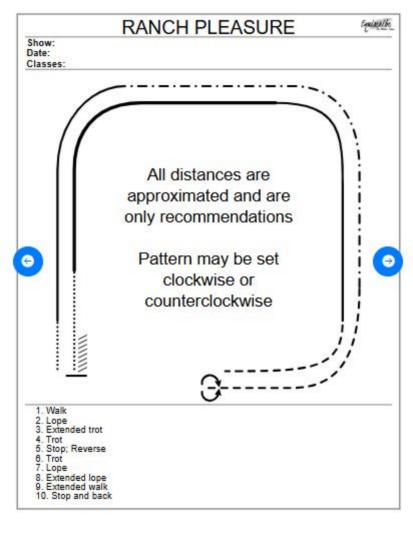
[WH/2-100]



Ranch Trail



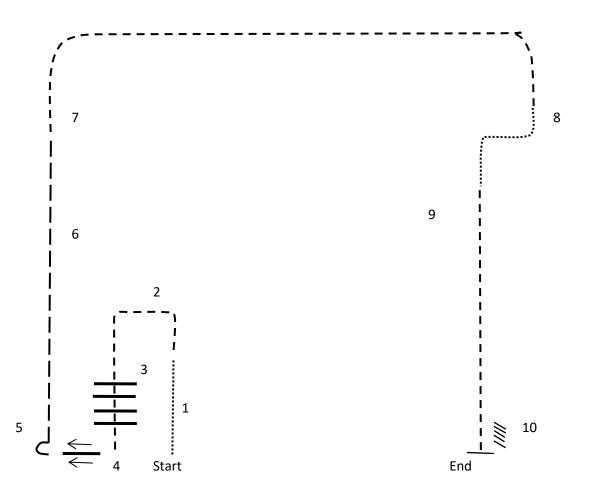
- 1. Open gate and pass through (Left Hand)
- 2. Lope Right Lead into chute and stop at Steer Head. (Walk Trot Extended Trot into chute)
- 3. Back to stump
- 4. Trot out of Chute
- 5. Break to walk and walk poles and Bridge
- 6. Sidepass over log to the right.
- 7. Trot serpentine as shown to Drag.
- 8. Walk to drag. Drag log around stump and back to starting position. (W/T, Youth No Drag, Trot around stump)





Walk Trot Ranch Riding 12

- 1 Walk
- 2 Trot
- 3 Trot Poles
- 4 Sidepass Right
- 5 180 Right
- 6 Extended Trot
- 7 Trot
- 8 Walk
- 9 Trot
- 10 Stop and Back

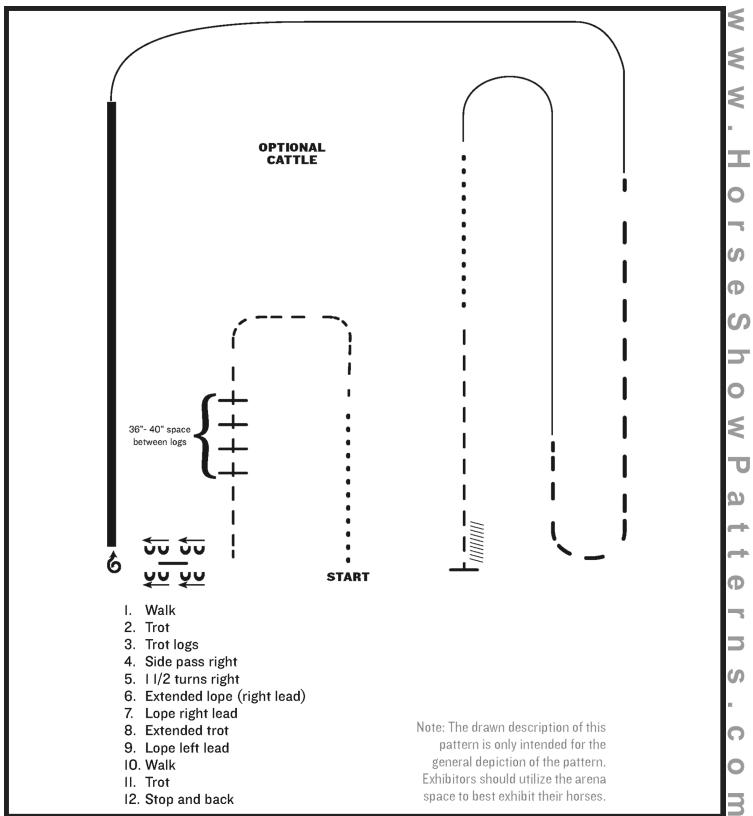




FCHC Spooktacular Colors

Ranch Riding (Class 380-391)

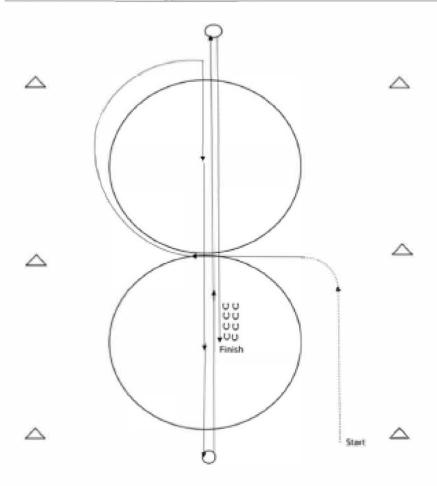
Show Date: 10-24-2025



[RR/AQHA-12]



Ranch Horse Reining Pattern #1



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

- Beginning on the right lead Lope one circle to the right, Change Leads to the left.
- Complete one circle to the left, Change leads to the right and go to the top of arena.
- 3. Run down center of arena past the end marker and come to stop.
- 4. Complete 1 1/2 spins to right
- 5. Run to the other end of the arena, past the end marker and come to a stop.
- 6. Complete 1 1/2 spins to the left.
- 7. Run past the center marker, stop, back 10 feet.
- 8. Hesitate to complete pattern.