

Vermont Maple Classic

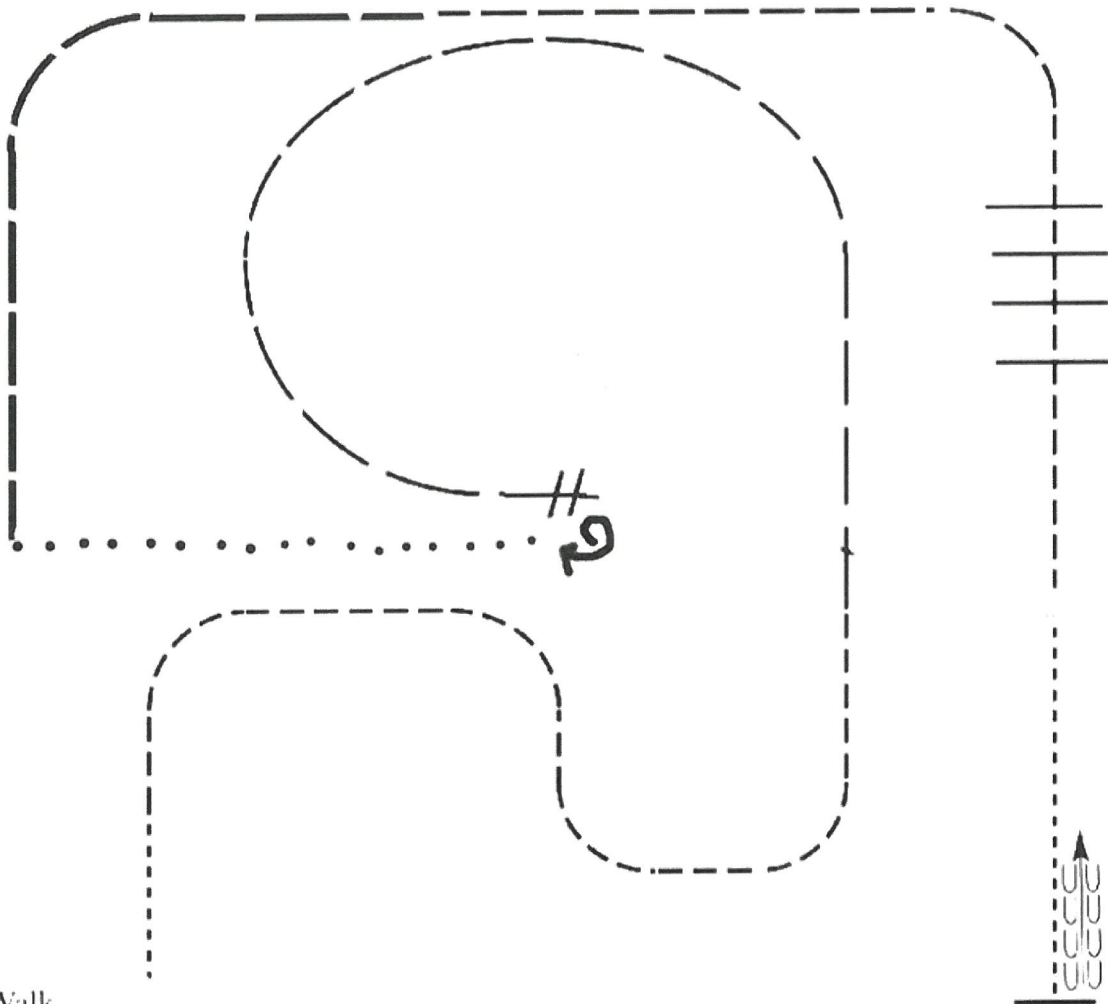
Classes 8-9

All Ranch Riding

W/T

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1. Walk.
2. Trot serpentine
3. Extended trot
4. Halt
5. 1 1/2 turn right
6. Walk
7. Extend trot around corner of arena
8. Collect to a trot
9. Trot over poles
10. Walk, stop and back.

Walk	
Jog	-----
Extended Jog	-----
Lope	=====
Lead Change	
Back	
Marker	

[RR/4]

Pattern Provided by:

Classes 10-14

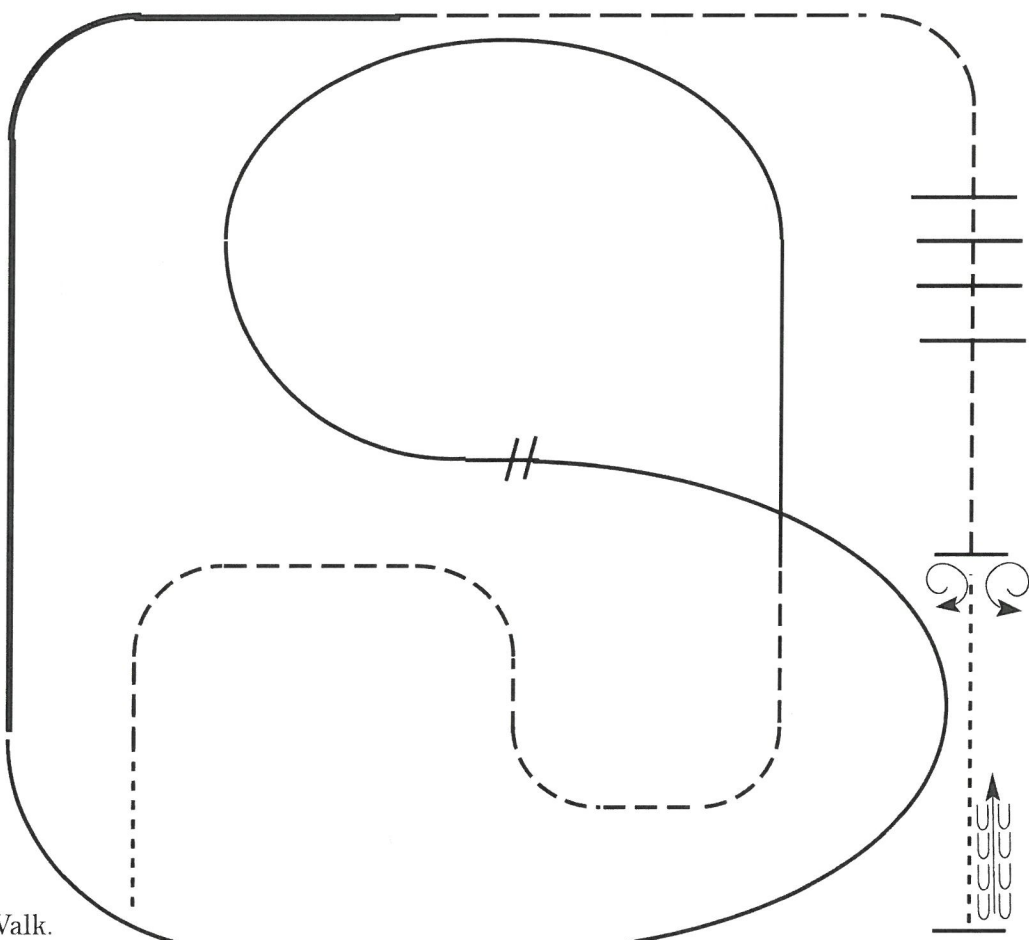
Vermont Maple Classic

All Ranch Riding except W/T

Show Date: 08-14-2026

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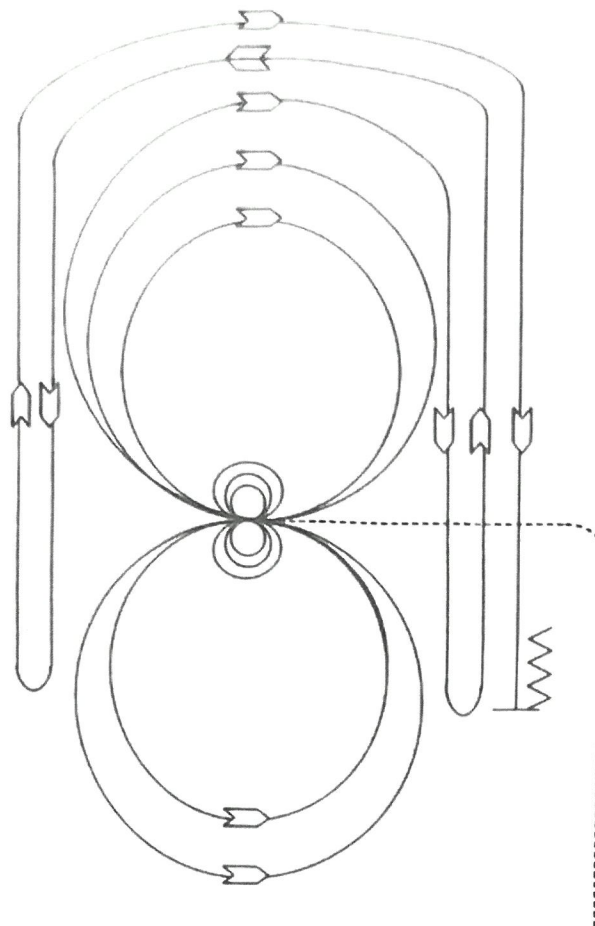
1. Walk.
2. Trot serpentine
3. Lope left lead around end of arena and then diagonally across arena.
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena.
6. Extend lope on the straight away around corner to center of arena.
7. Extend trot around corner of arena
8.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

Walk	-----
Jog	- - - - -
Extended Jog	— — — — —
Lope	— — — — —
Lead Change	
Back	
Marker	(B)

[RR/4]

Pattern Provided by:
The Judges

Class 15 Ranch Reining



RANCH REINING PATTERN 1

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

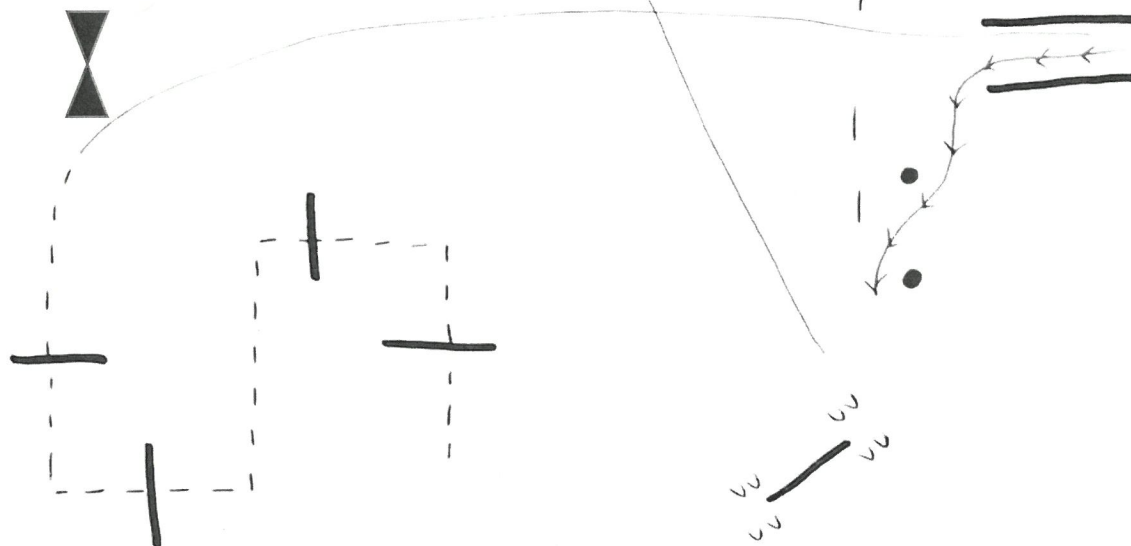
1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

All Ranch Trail

Walk Trot, Ext Trot instead
of lope

1. Trot Squares over poles
2. Pick up slicker, place over shoulders, return
3. Right lead into chute
4. Back as shown
5. Ext Trot serpentine around stakes
6. Lope Left lead
7. Sidepass right over pole
8. Dismount, ground tie and exit

_____ Lope - - - - - Ext Trot
- - - - - Trot ->--->---> Back



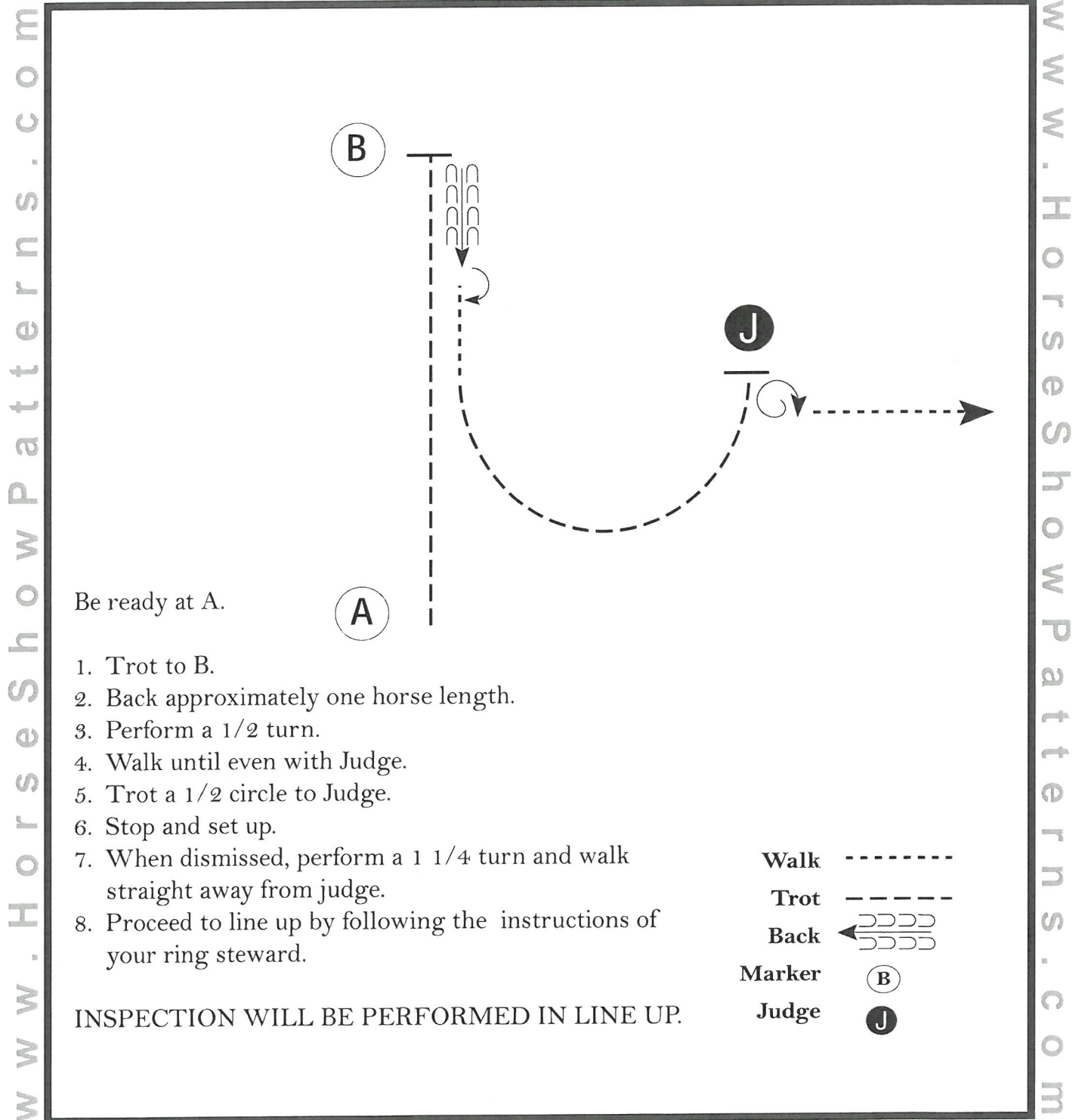
START

Classes
50-51
55-59

Vermont Maple Classic

All Western Showmanship except W/T

Show Date: 08-14-2026



[S/2-73]

Pattern Provided by:
The Judges

Classes
52-54

Vermont Maple Classic

All W/T Western Showmanship

Show Date: 08-14-2026

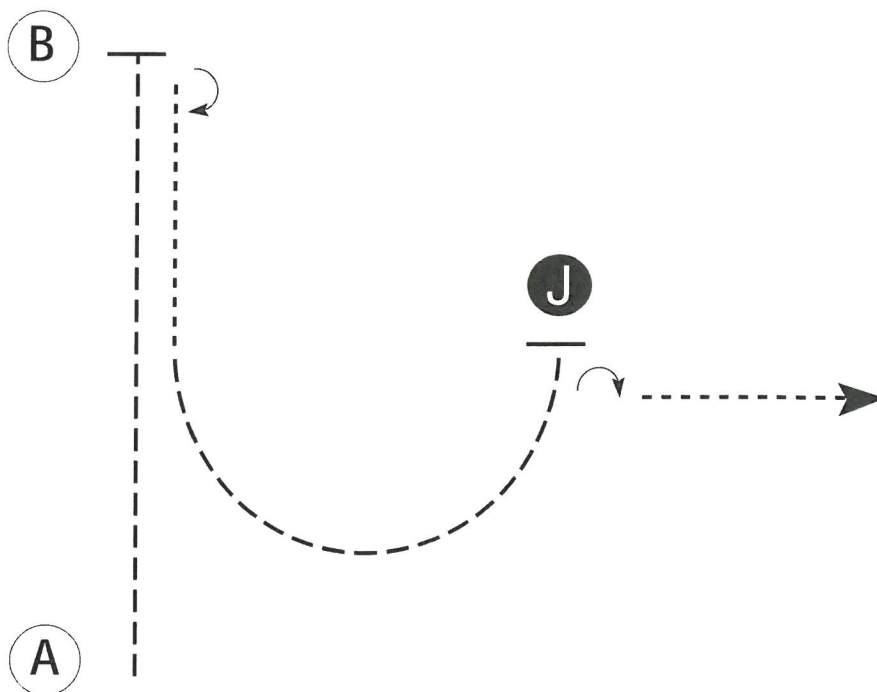
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Be ready at A.

1. Trot to B.
2. Perform a 1/2 turn.
3. Walk until even with Judge.
4. Trot a 1/2 circle to Judge.
5. Stop and set up.
6. When dismissed, perform a 1/4 turn and walk straight away from judge.
7. Proceed to line up by following the instructions of your ring steward.

INSPECTION WILL BE PERFORMED IN LINE UP.



Walk	-----
Trot	- - - - -
Back	← ← ← ← ←
Marker	Ⓟ
Judge	Ⓝ

[S/WT-73]

Pattern Provided by:

The Judges

Vermont Maple Classic

All W/T Horsemanship

Show Date: 08-14-2026

Be ready at A.

1. Jog to C.
2. Stop at C and back approximately one horse length.
3. Perform a 180 degree turn to the left.
4. Jog to A.
5. Walk at A and turn the corner to the right.

Follow the instructions of your ring steward.

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

[WH/WT-51]

Pattern Provided by:
The Judges

Classes 88-89 Vermont Maple Classic

Bareback Horsemanship

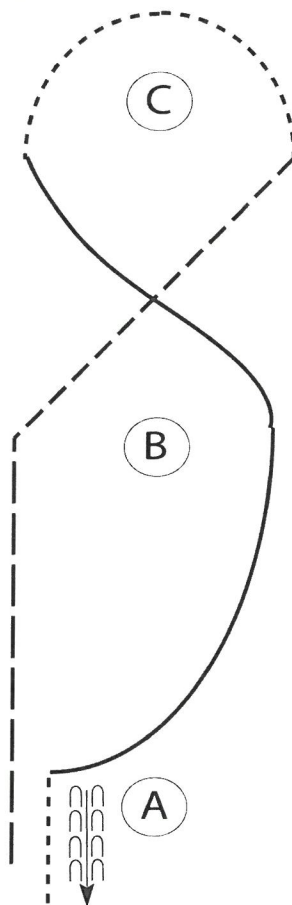
Show Date: 08-14-2026

Be ready at A.

1. Back one horse length as shown.
2. Walk to A.
3. Lope on the left lead around B and to C.
4. Walk around C.
5. Jog to B.
6. Extended jog from B to exit.

Pattern is over once you have passed A.

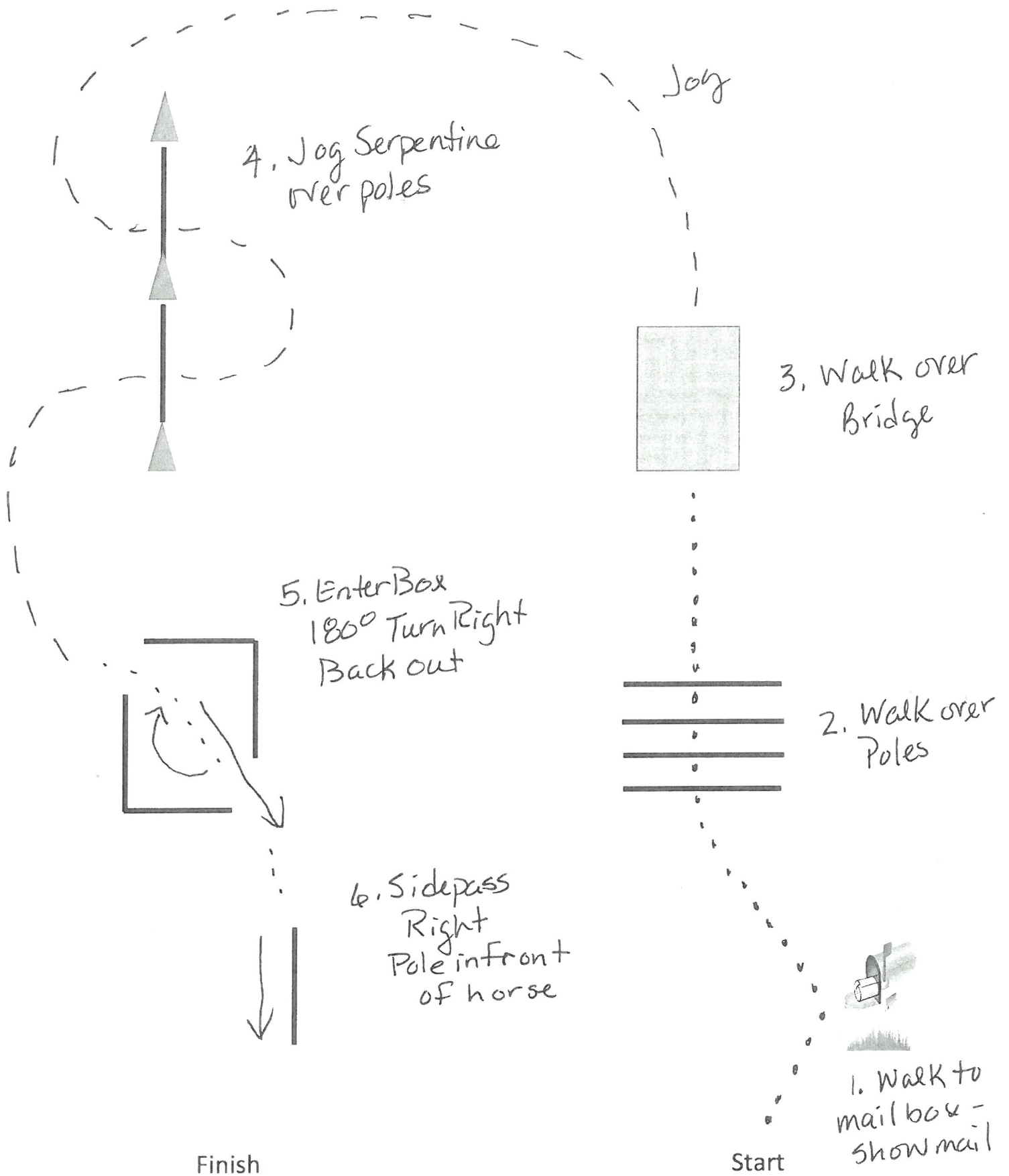
Follow the instructions of your ring steward.



Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	

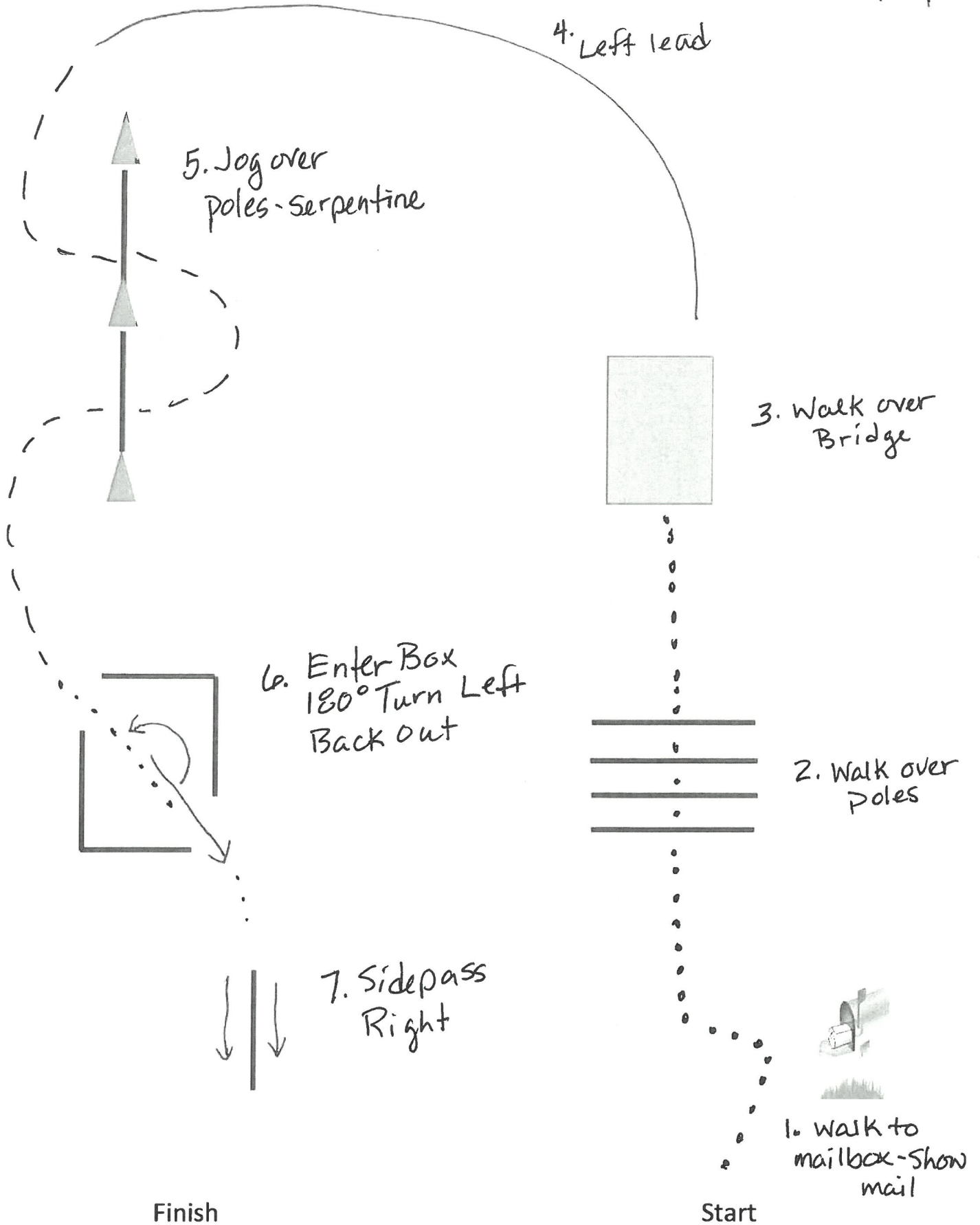
[WH/1-93]

Pattern Provided by:
The Judges



Classes 91-101 Trail Classes

WT Trail will Jog
in place of Lope



Vermont Maple Classic

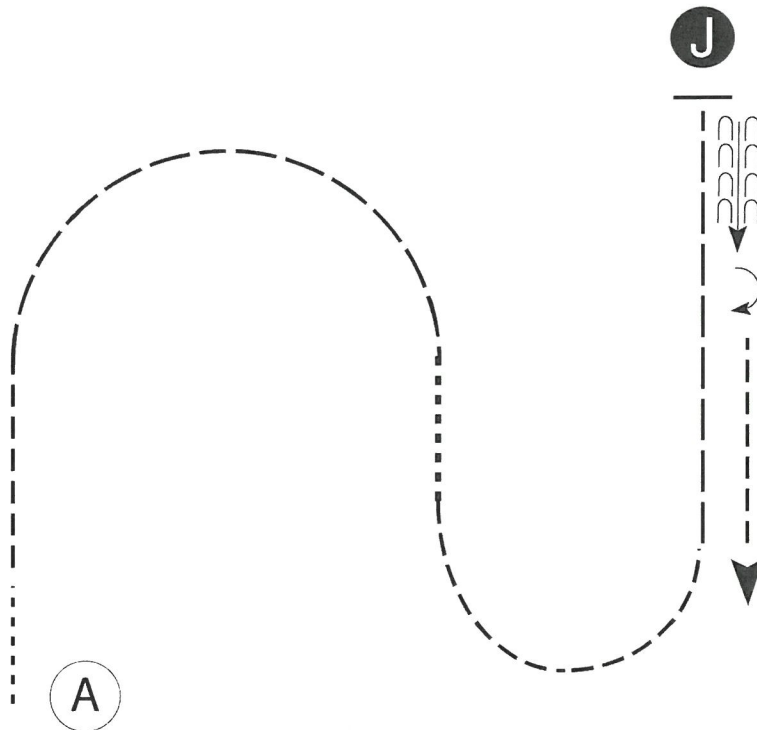
Class 131

English Showmanship

Show Date: 08-14-2026

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Be ready at A.

1. Walk FORWARD two horse lengths then trot.
2. Extended trot half circle.
3. Walk FORWARD one horse length.
4. Trot in a half circle.
5. Extended trot to Judge and stop.
6. Set up.
7. Inspection.
8. When dismissed, back approximately two horse lengths.
9. Perform a 180 degree turn and trot to exit.

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

[S/2-122]

Pattern Provided by:
The Judges

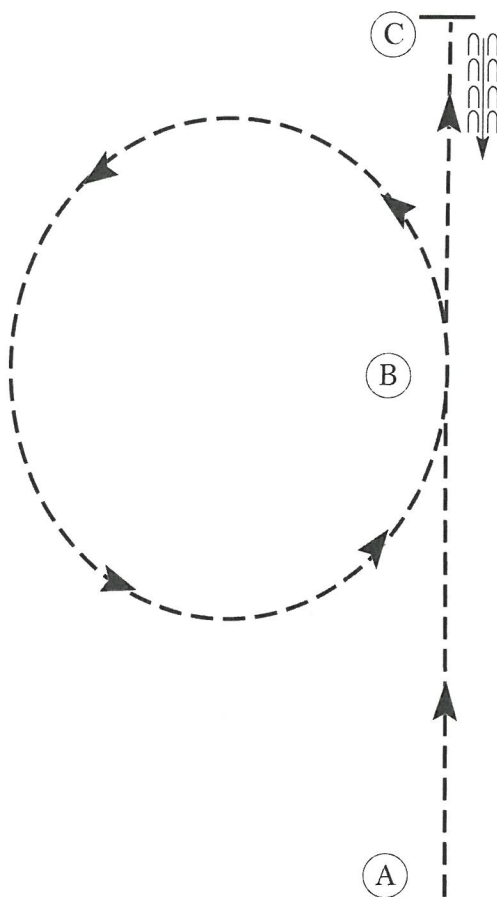
Vermont Maple Classic

Classes 139-141 All W/T Equitation

Show Date: 08-14-2026

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1. Posting trot on the left diagonal from A to B.
2. At B posting trot a circle to the left on the right diagonal.
3. Sitting trot to C.
4. Stop at C and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	==
Back	←←←←←
Marker	ⓑ
Sidepass	←-----→
Hand Gallop	=====

[HSE/WT-21]

Pattern Provided by:
The Judges

Vermont Maple Classic

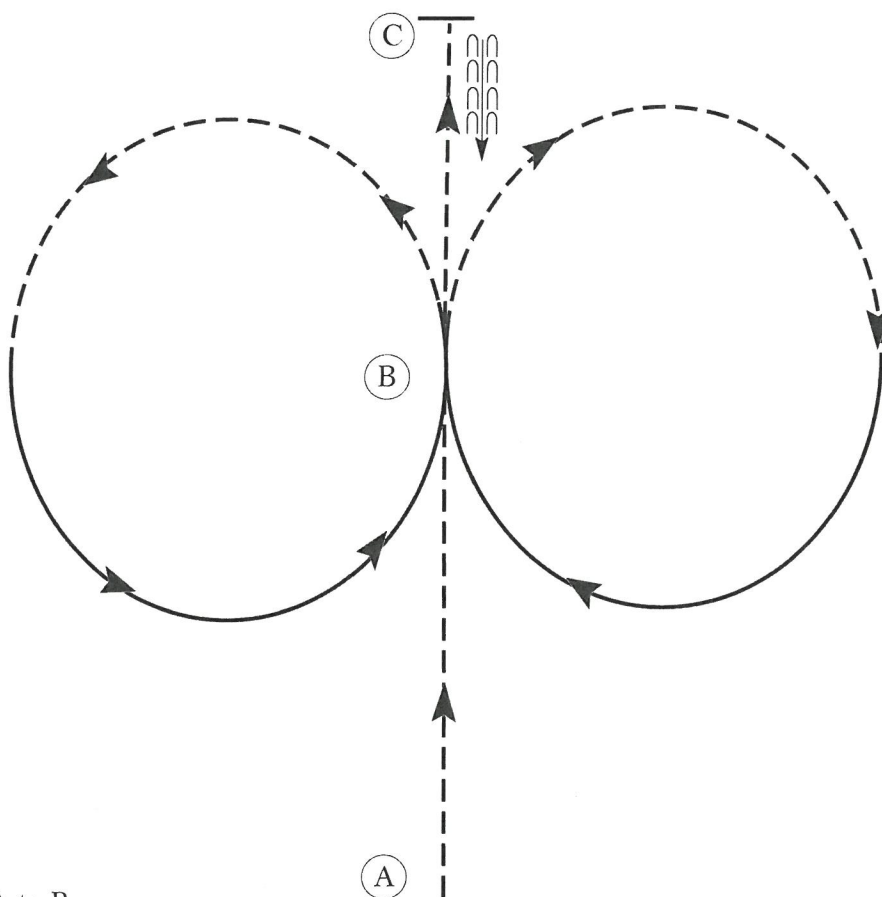
Classes 142-146

All Equitation except W/T

Show Date: 08-14-2026

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1. Sitting trot A to B
2. At B posting trot on the left diagonal in a half circle.
3. Canter on the right lead back to B.
4. Posting trot on the right diagonal in a half circle.
5. Canter on the left lead back to B.
6. Sitting trot to C.
7. Stop at C and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	
Leg Yield	
Lead Change	↖ ↗
Back	← ← ← ← ←
Marker	⊙ B
Sidepass	← - - - - →
Hand Gallop	=====

[HSE/2-21]

Pattern Provided by:
The Judges

Classes
160-162

Hunter Hack

