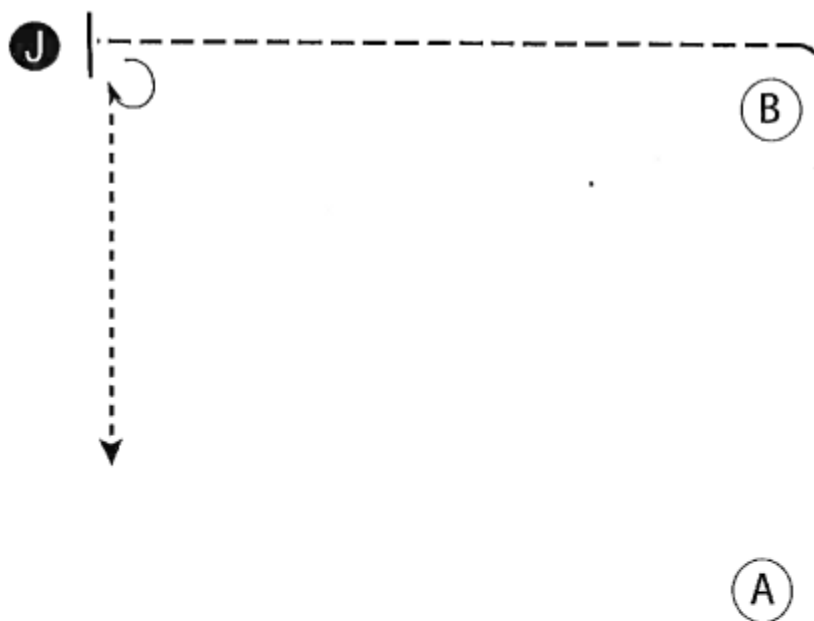


Leadline Showmanship 6&U (Walk Only)

Showmanship 9&U

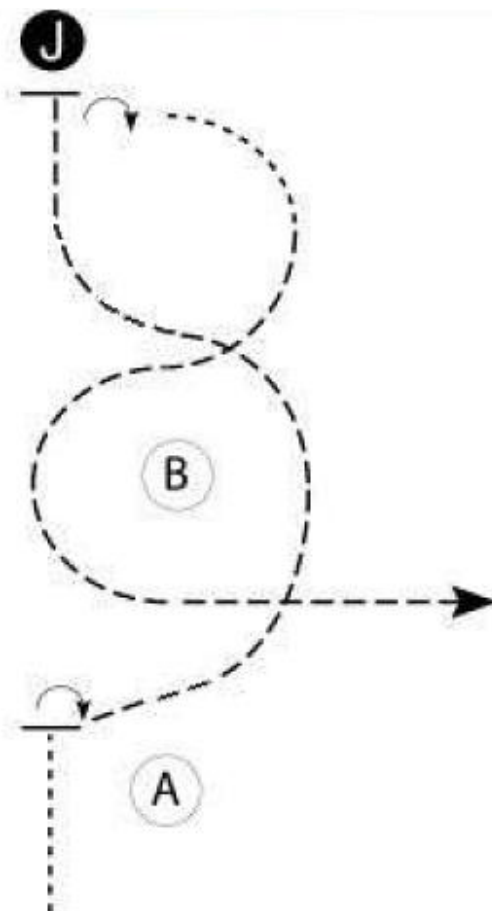


Be ready at A.

1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, turn 270 degrees and walk straight off.

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

Showmanship 10-13



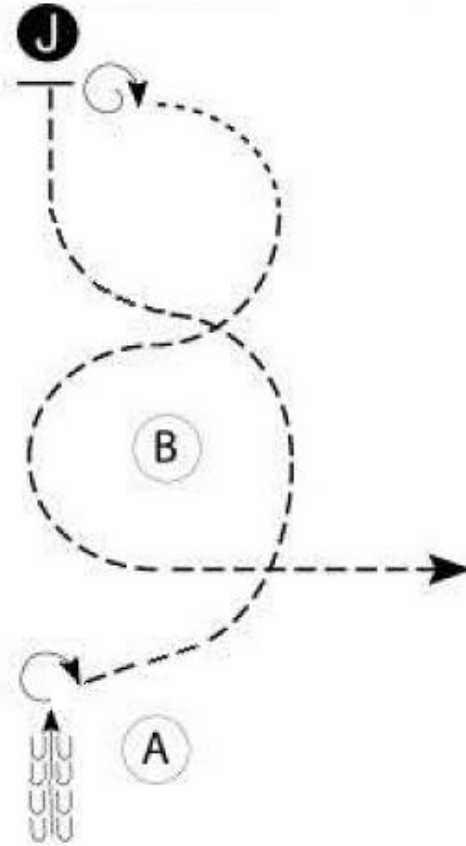
Be ready before A.

1. When acknowledged, walk to A.
2. Perform a 1/4 turn.
3. Trot around B and to Judge.
4. Stop and set up for inspection.
5. When dismissed perform a 1/4 turn.
6. Walk 1/4 circle.
7. Trot around B and to exit as shown.

Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Back	← ⊃ ⊃ ⊃ ⊃
Marker	⊙ B
Judge	● J

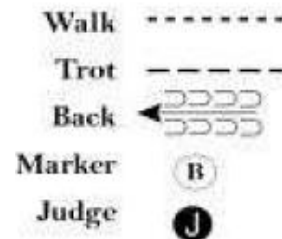
Showmanship 14-18, 19&O



Be ready before A, facing the gate.

1. When acknowledged, back past A.
2. Perform an approx. 3/4 turn.
3. Trot around B and to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1-1/4 turn.
6. Walk 1/4 circle.
7. Trot around B and to exit as shown.

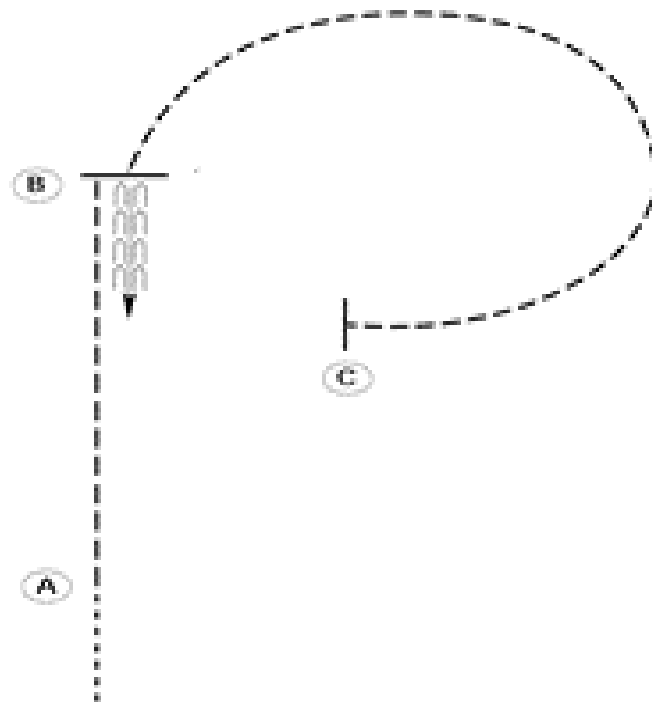
Follow the instructions of your ring steward.



Leadline Horsemanship 6&U (W/J)

(Railwork only, no pattern)

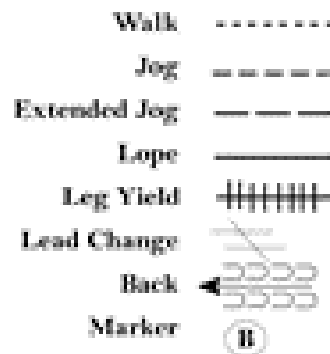
Walk-Trot Western Horsemanship (All Ages) Western Horsemanship 9&U (W/J)



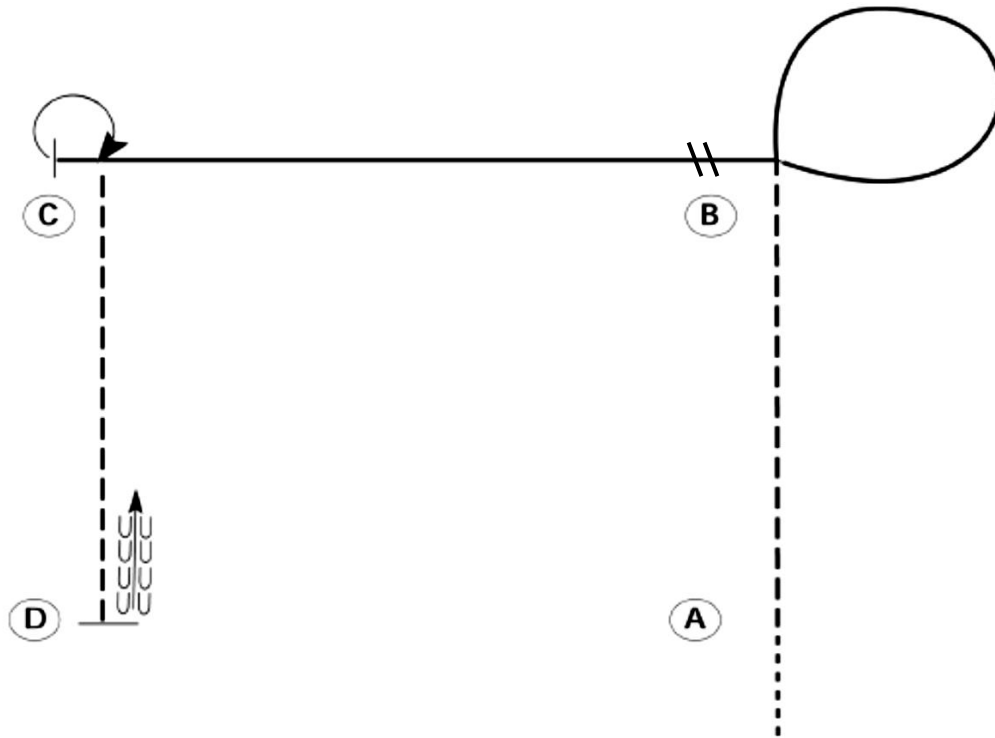
Be ready before A.

1. Walk to A.
2. Jog to B.
3. At B, stop and back approx. one horse length.
4. Jog in an arc to C and stop.

Follow the instructions of your ring steward.



Western Horsemanship 10-13, 14-18, 19&O



Be ready before A.

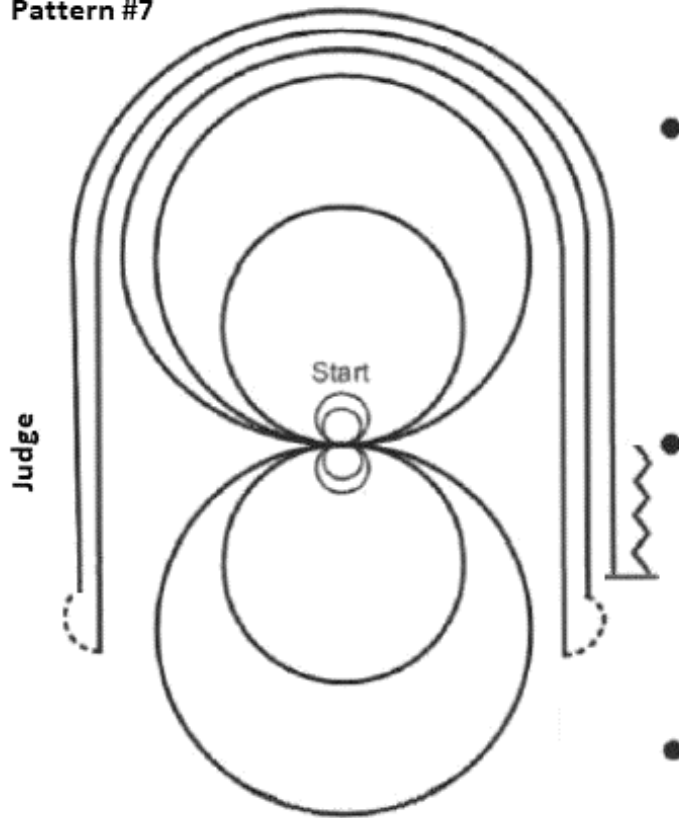
1. Walk to A.
2. Jog to B.
3. Lope on the right lead in a circle to the right.
4. Change leads at B and lope on the left lead to C.
5. Stop at C and perform a 270 degree turn to the right.
6. Jog to D.
7. Stop at D and back approx. one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	—/—
Back	← 3 3 3 3 3
Marker	ⓑ
Sidepass	←-----→

Reining 18&U

Pattern #7



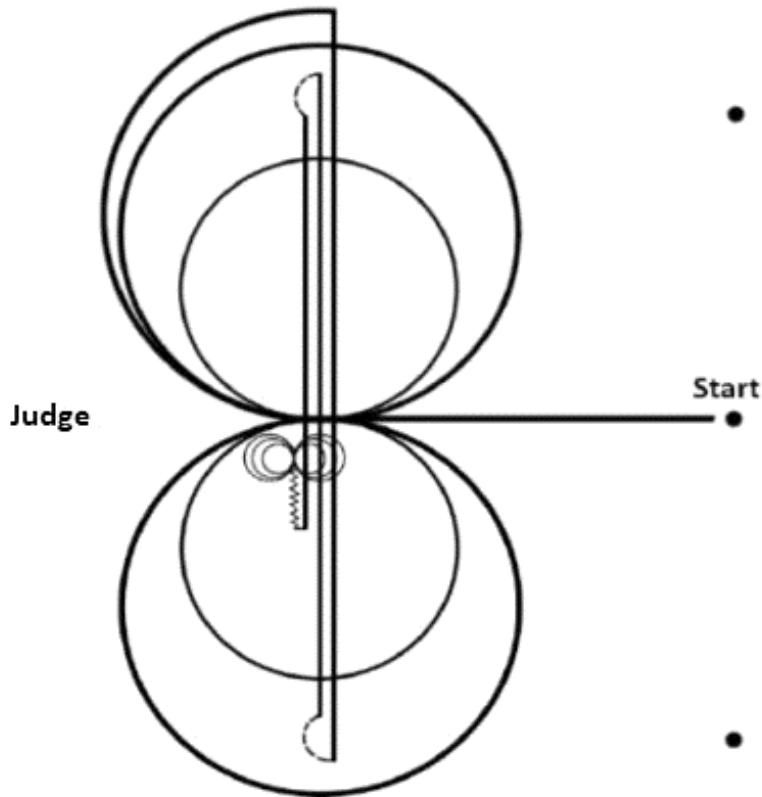
Pattern 7

Begin at the center of the arena, facing the left wall or fence.

1. Complete 2 spins to the right.
2. Complete 2 spins to the left.
3. Starting on the right lead, complete 2 circles to the right, the first circle small and slow, the second large and fast.
4. Change leads at the center of the arena.
5. Complete 2 circles to the left, the first circle small and slow, the second large and fast.
6. Change leads at the center of the arena, and begin a large circle to the right, but do not close the circle. Run straight down the right side of the arena, staying at least 20' from the wall or fence, past the center marker, and do a left rollback, no hesitation.
7. Lope up the right side of the arena, circle the top of the arena and, staying at least 20' from the wall or fence, run down the left side of the arena, past the center marker, and do a right rollback, no hesitation.
8. Lope up the left side of the arena, circle the top of the arena and, staying at least 20' from the wall or fence, run down the right side of the arena, past the center marker, and do a sliding stop.
9. Back to the center marker. Hesitate to demonstrate completion of the pattern.
10. Walk to the judge for inspection and dismissal.

Reining 19&O

Pattern #2

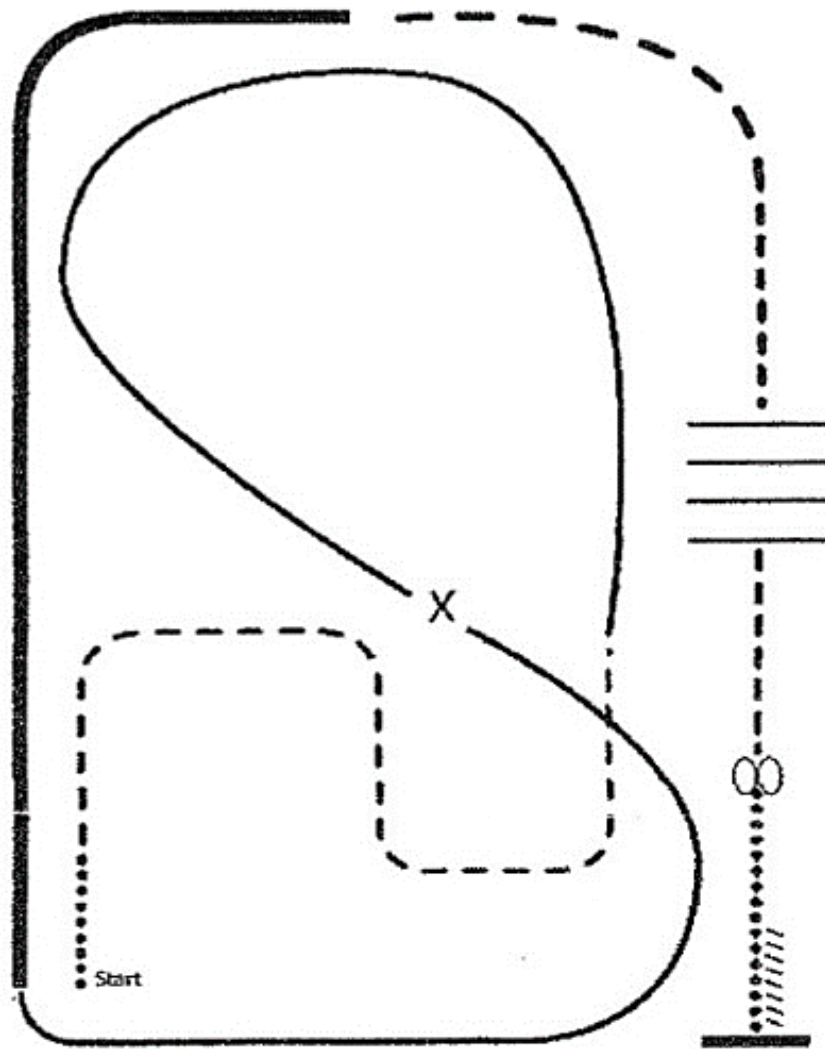


Pattern 2

Begin at the center marker along the right side of the arena, facing the left wall or fence.

1. Starting to the right, complete a small figure 8 at a slow lope.
2. Complete a large figure 8 at a fast lope.
3. Change leads at the center of the arena, and begin a large circle to the right. At the top of the circle, run down the middle to the opposite end of the arena, past the end marker, and do a right rollback, no hesitation.
4. Run to the far end of the arena, past the end marker and do a left rollback, no hesitation.
5. Run past the center marker and stop.
6. Back to the center marker.
7. Complete 3 spins to the right.
8. Complete 3 spins to the left.
9. Walk to the judge for inspection and dismissal.

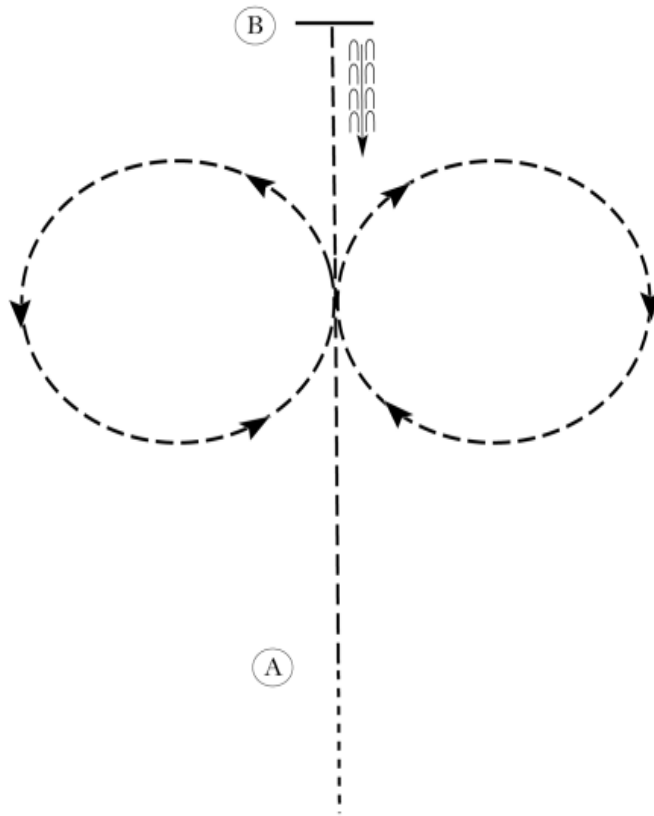
Ranch Riding 18&U, 19&O



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

Walk-Trot Hunt Seat Equitation (All Ages)

Hunt Seat Equitation 9&U (W/T)

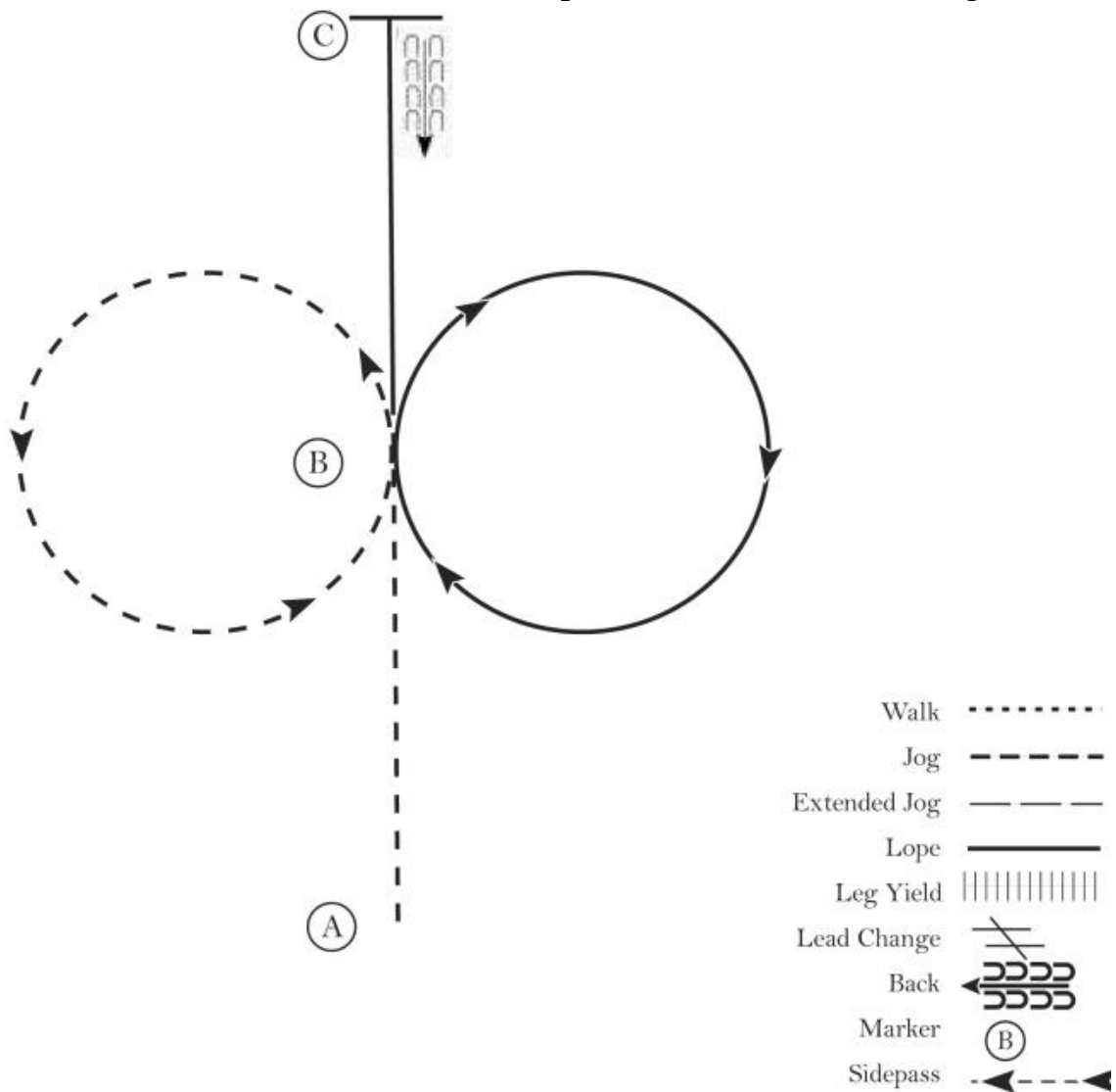


1. Walk to A.
2. At A sitting trot towards B.
3. When halfway to B posting trot circle to the right followed by a posting trot circle to the left.
4. Continue the posting trot to B.
5. At B stop and back approximately one horse length.

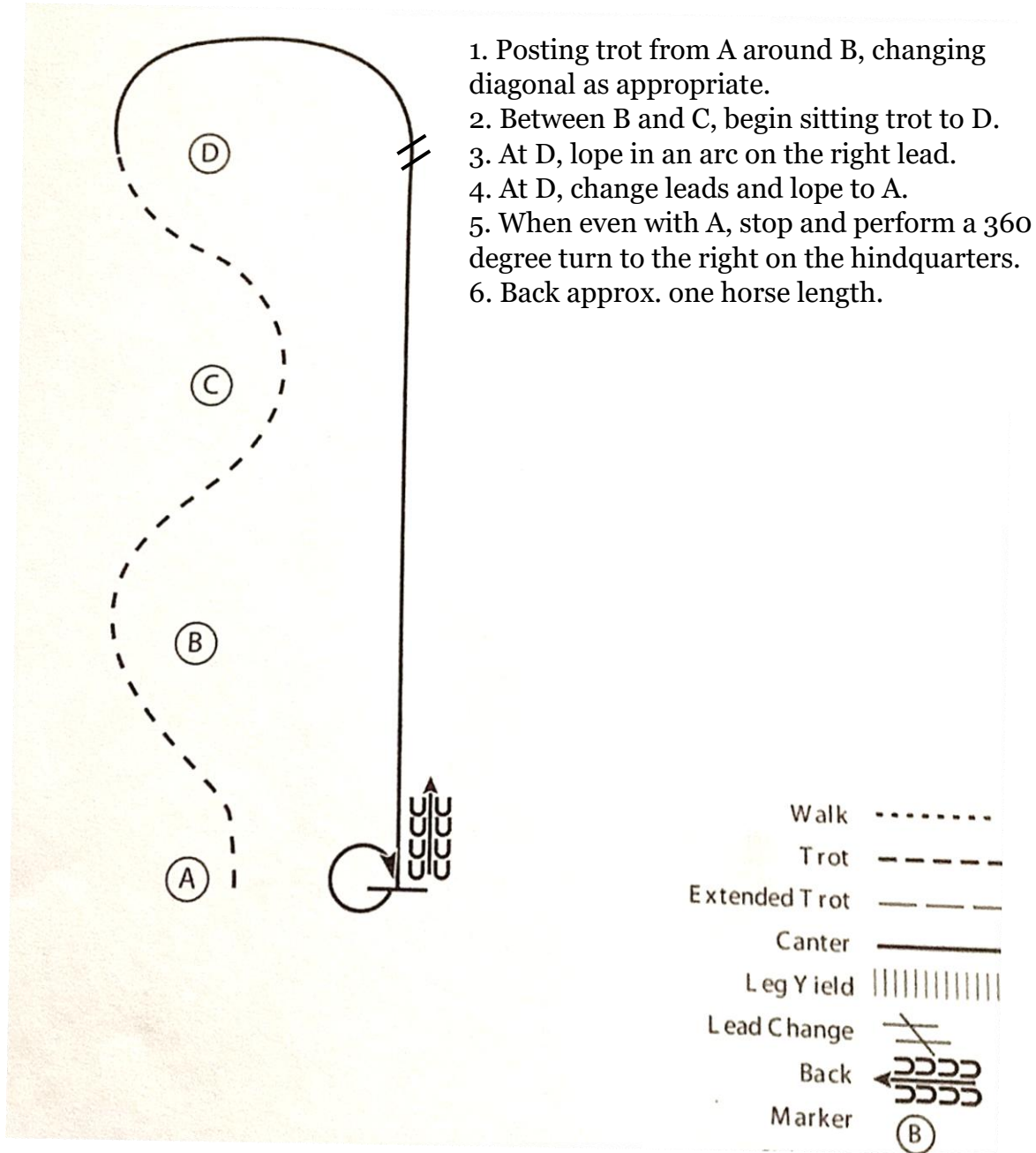
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↖ ↗
Back	← u u u u
Marker	ⓑ

Hunt Seat Equitation 10-13

1. Sitting trot A to B.
2. At B, trot a circle to the left on the proper diagonal.
3. At B, lope a circle to the right on the right lead.
4. Continue to lope to C.
5. Stop at C and back one horse length.

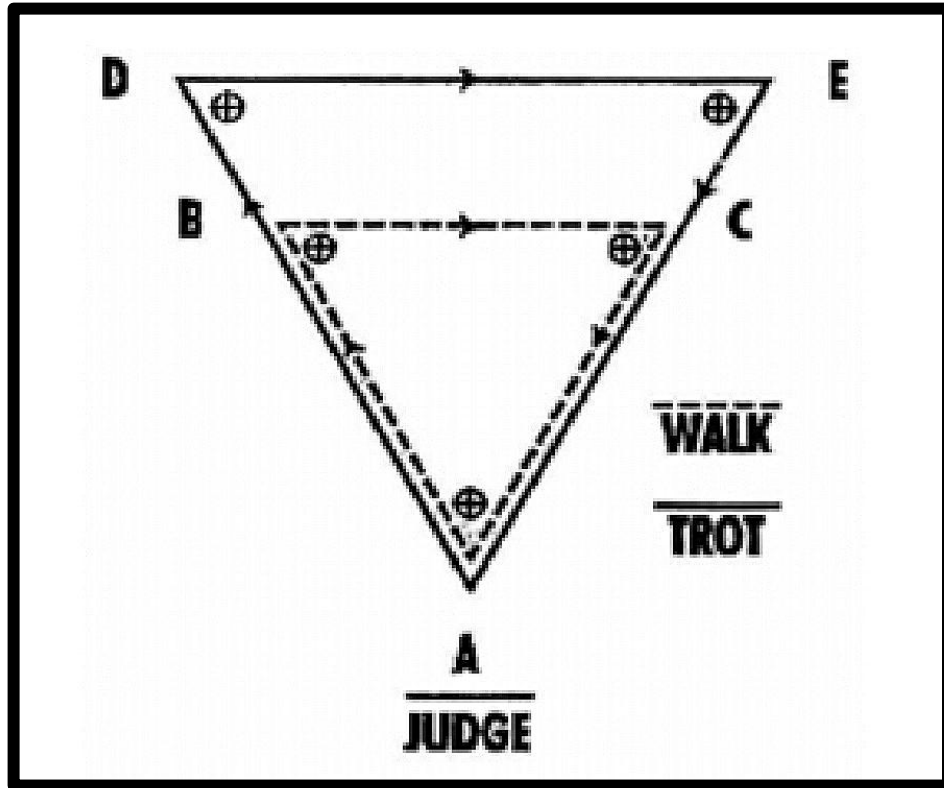


Hunt Seat Equitation 14-18, 19&O



1. Posting trot from A around B, changing diagonal as appropriate.
2. Between B and C, begin sitting trot to D.
3. At D, lope in an arc on the right lead.
4. At D, change leads and lope to A.
5. When even with A, stop and perform a 360 degree turn to the right on the hindquarters.
6. Back approx. one horse length.

Hunter in Hand (All Ages)



1. Approach the judge and set up for inspection in the "open" position (an offset stance with all four legs visible by the judge standing on either side).
2. At the judge's request, lead the pony at a walk around the small triangle ABCA.
3. Continue on at a trot around the large triangle ADEA.