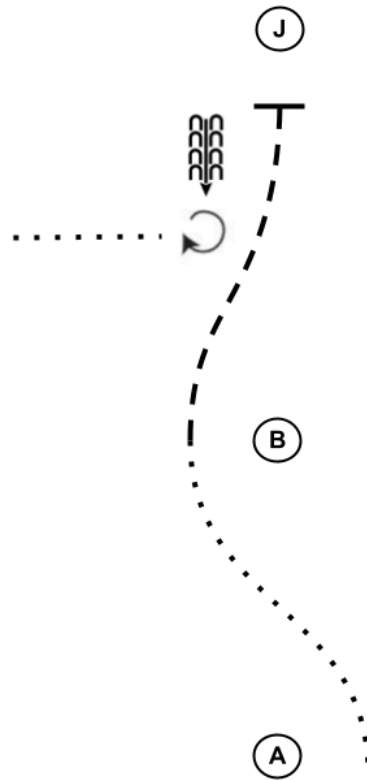
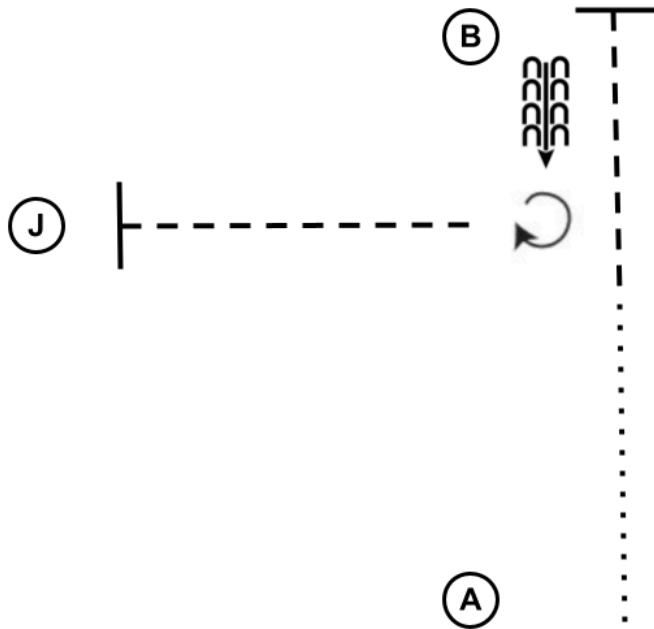


Novice Showmanship



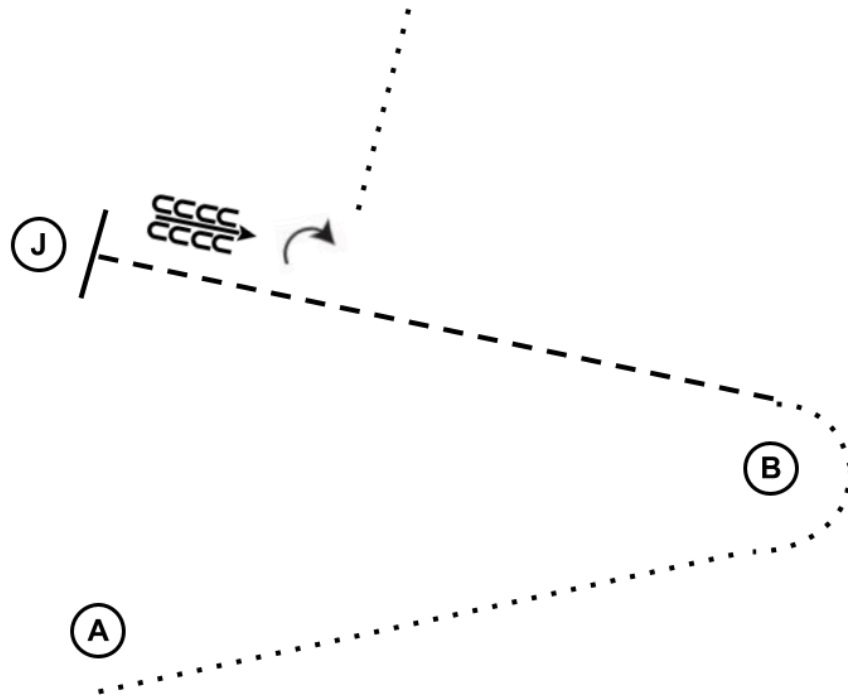
1. Walk from A to B as shown.
2. Trot to the judge.
3. Stop and set up for inspection.
4. When dismissed, back one horselength.
5. Perform a 270° pivot.
6. Exit at the walk.

Jr. Showmanship 17 + Under



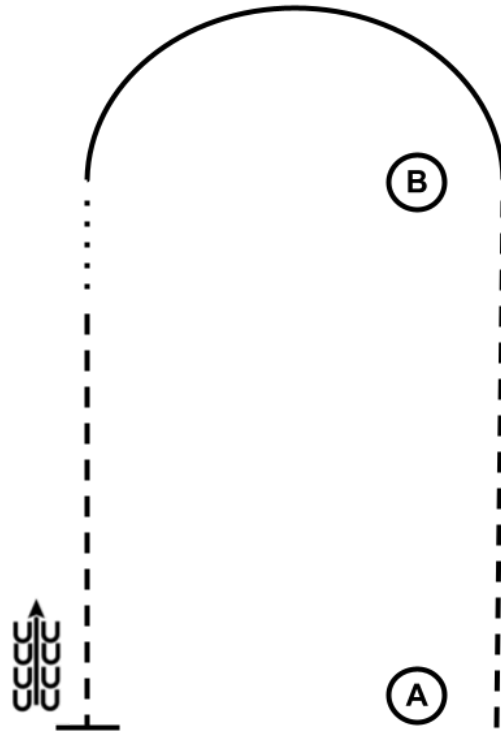
1. Walk from A halfway to B.
2. Trot to B and stop.
3. Back until even with the judge.
4. Perform a 270° pivot.
5. Trot to the judge.
6. Stop and set up for inspection.
7. Once dismissed, exit at a walk.

Senior Showmanship 18 + Over



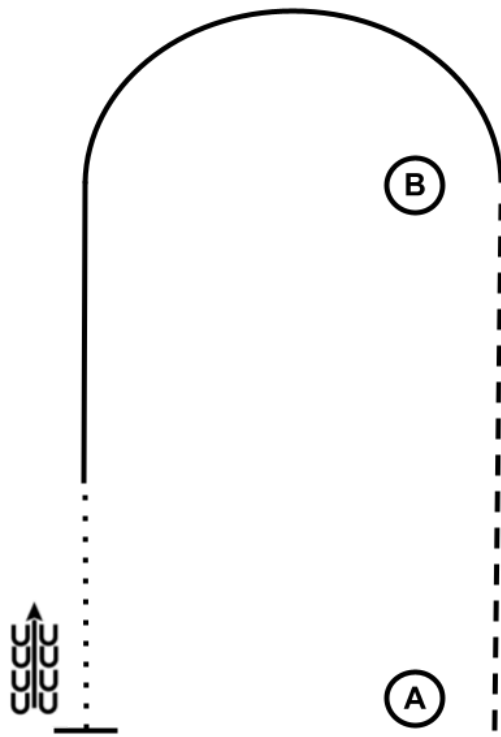
1. Walk to and around B.
2. Trot to the judge.
3. Stop and set up for inspection.
4. When dismissed, back one horselength.
5. Perform a 90° pivot.
6. Exit at a walk.

Sr. Equitation 18 + Over



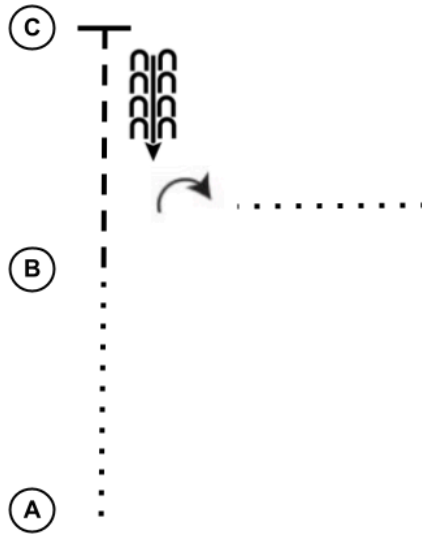
1. Trot on the right diagonal from A to B.
2. Canter on the left lead around B as shown.
3. When even with B, break to the walk and walk two horselengths.
4. Trot on the left diagonal until even with A.
5. Stop and back one horselength.
6. Exit at a sitting trot.

Jr. Equitation 17 + Under



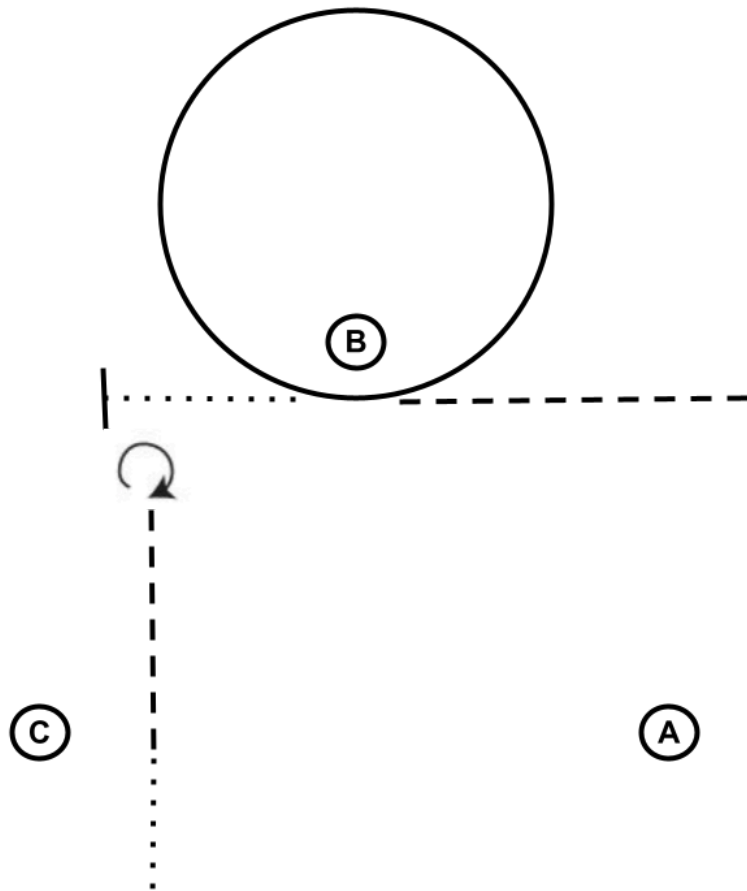
1. Trot on the right diagonal from A to B.
2. Canter on the left lead around B and halfway to A as shown.
3. Break to the walk.
4. Stop when even with A and back one horselength.
5. Exit at the sitting trot.

Novice Walk Trot Horsemanship



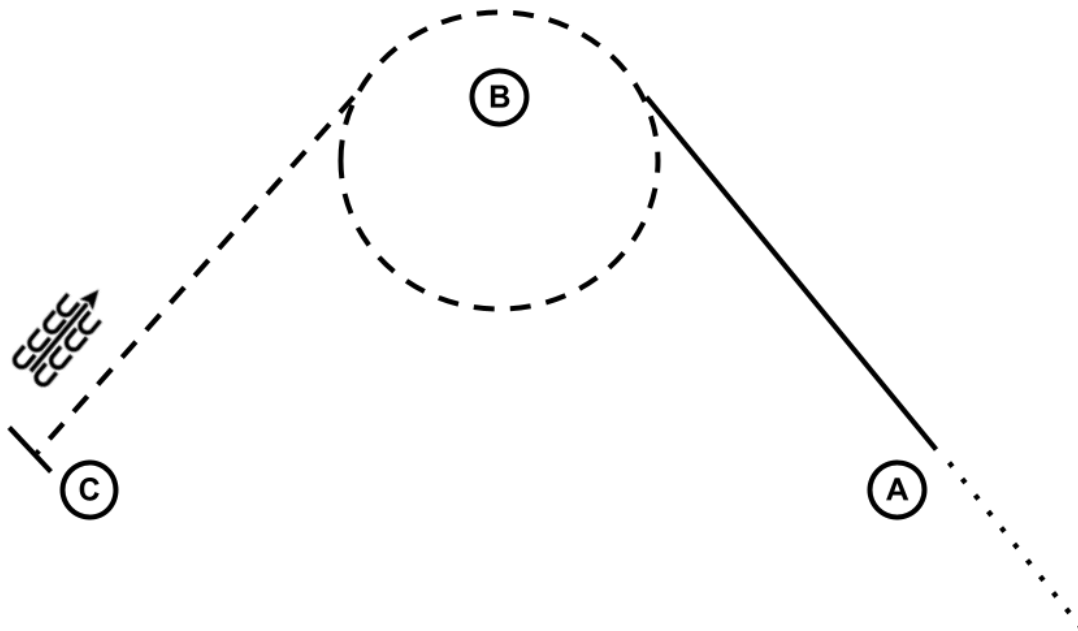
1. Walk from A to B.
2. Trot to C.
3. Stop and back one horselength.
4. Perform a 90° pivot to the right.
5. Exit at a walk.

Sr. Horsemanship 18 + Over



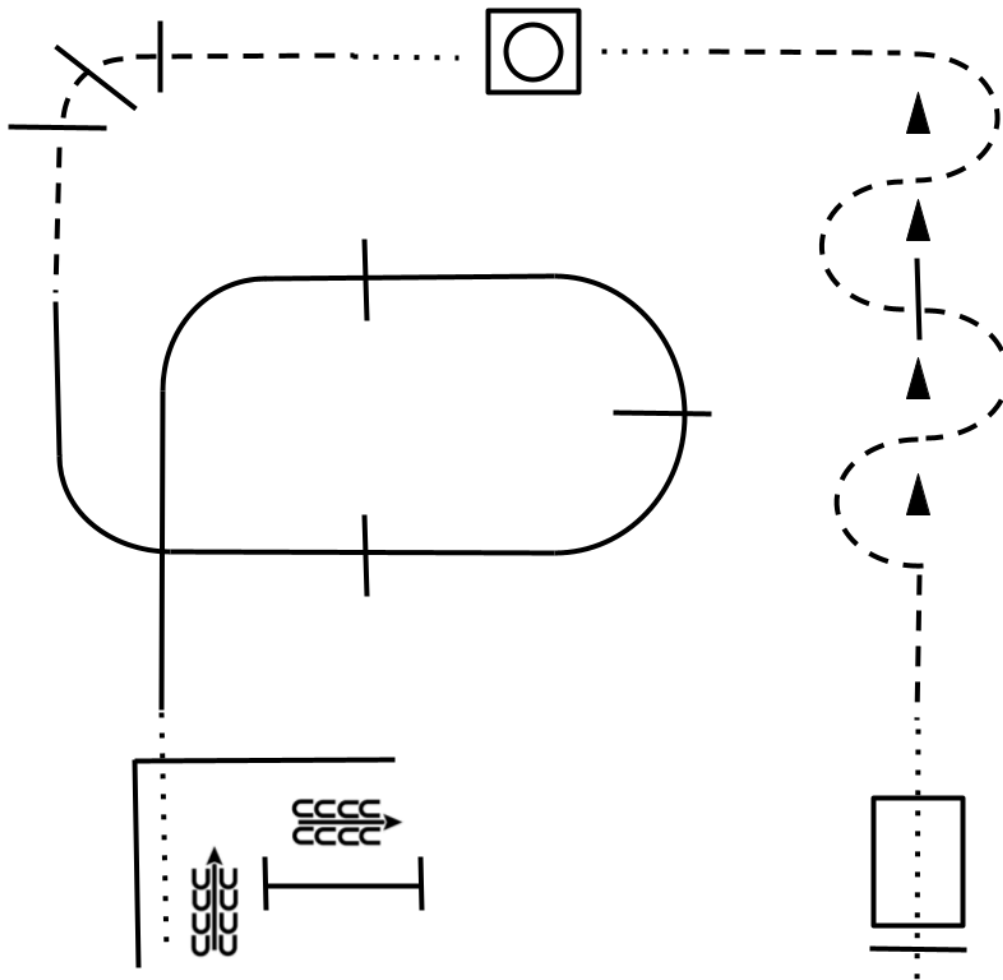
1. Trot until even with B.
2. Trot a square corner to the left and continue until even with B.
3. Lope a circle to the right on the right lead.
4. Walk until even with C.
5. Perform a 270° pivot to the right.
6. Trot until to C.
7. Break to the walk and exit.

Jr. Horsemanship 17 + Under



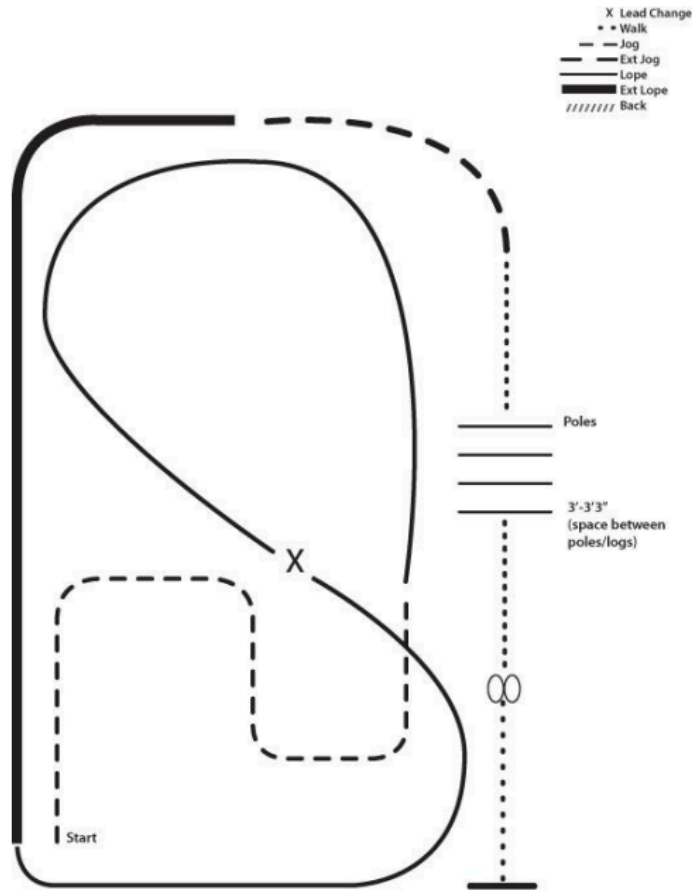
1. Walk to A.
2. Lope on the left lead to B.
3. Trot a circle to the left around B.
4. Continue to trot to C.
5. Stop and back one horse length.
6. Exit at a walk.

All Trail



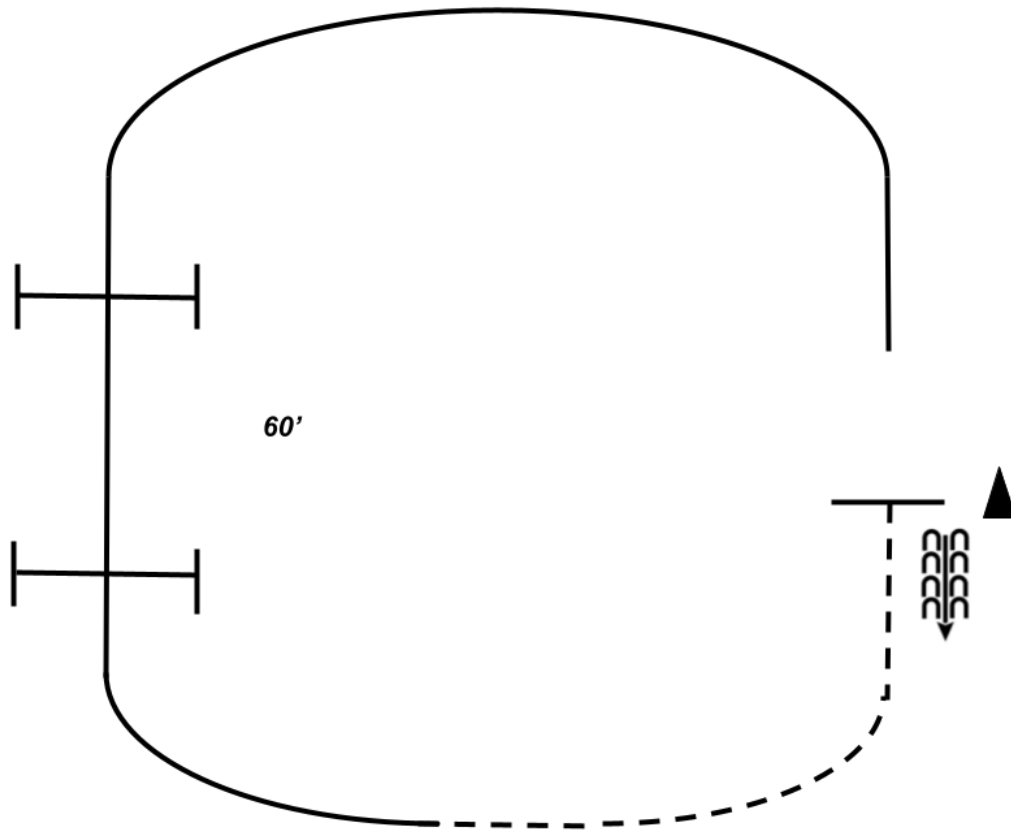
1. Walk over log and bridge.
2. Trot through the serpentine as shown.
3. Break to a walk or stop and walk into the box.
4. Perform a 360° turn either direction.
5. Walk out of the box and trot over logs.
6. Lope on the left lead over logs as shown.
7. Break to a walk and walk into the chute.
8. Back through the L and to the gate.
9. Work gate with the left hand.
10. Exit at a walk.

Working Ranch Pattern 4



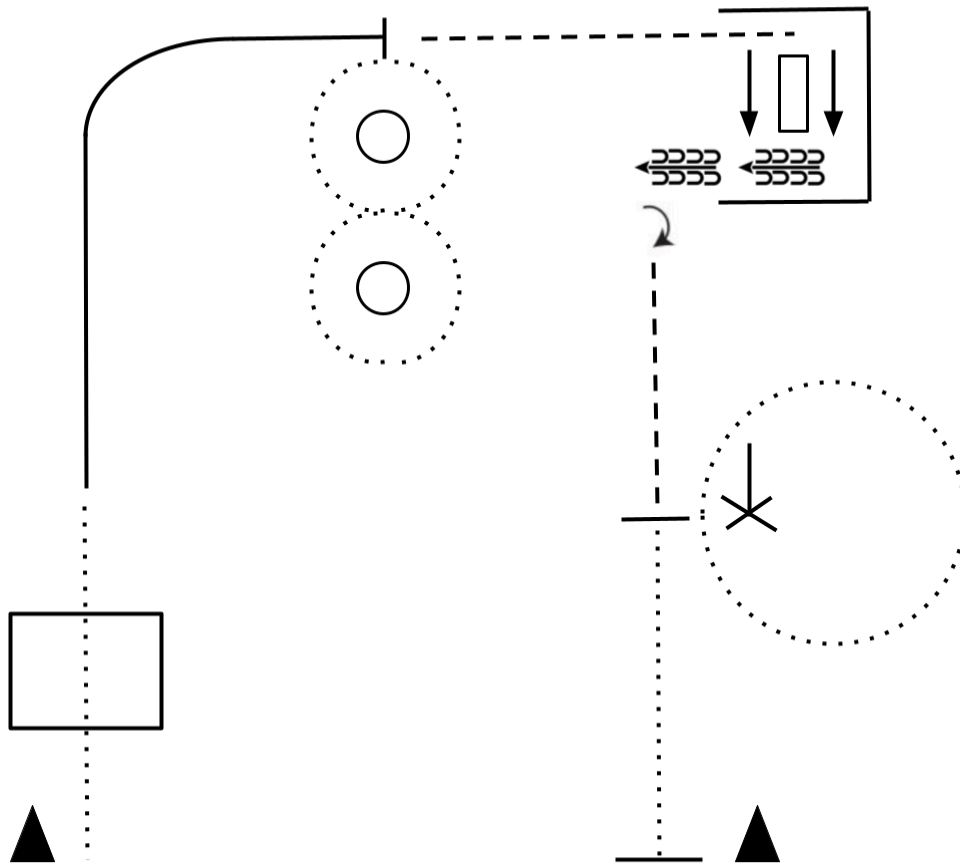
1. Jog serpentine
2. Lope left lead around the end of the arena and then diagonally across the arena
3. Change leads (simple or flying) and lope on the right lead around end of the arena
4. Extend lope straight away and around corner to the center of the arena
5. Extend jog around corner of the arena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

Hunter Hack



1. Fences are set 60 feet apart.
2. After completing the second fence, break down to the trot.
3. At the cone, stop and back one horselength.
4. Drop your reins to signal the end of your pattern.

Extreme Trail



1. Walk over tarp.
2. Lope on the left lead to barrels.
3. Pick up the bucket on the barrel and walk a figure eight around the barrels. Place the bucket back on the first barrel.
4. Trot into box.
5. Sidepass right over bale of hay.
6. Back out of the box.
7. Perform a 90° pivot to the right and trot to standard.
8. Drag log around the standard at the walk OR trot.
9. Walk to cone and stop.
10. Dismount and demonstrate a ground tie by walking around your horse.
11. Pattern is complete.