

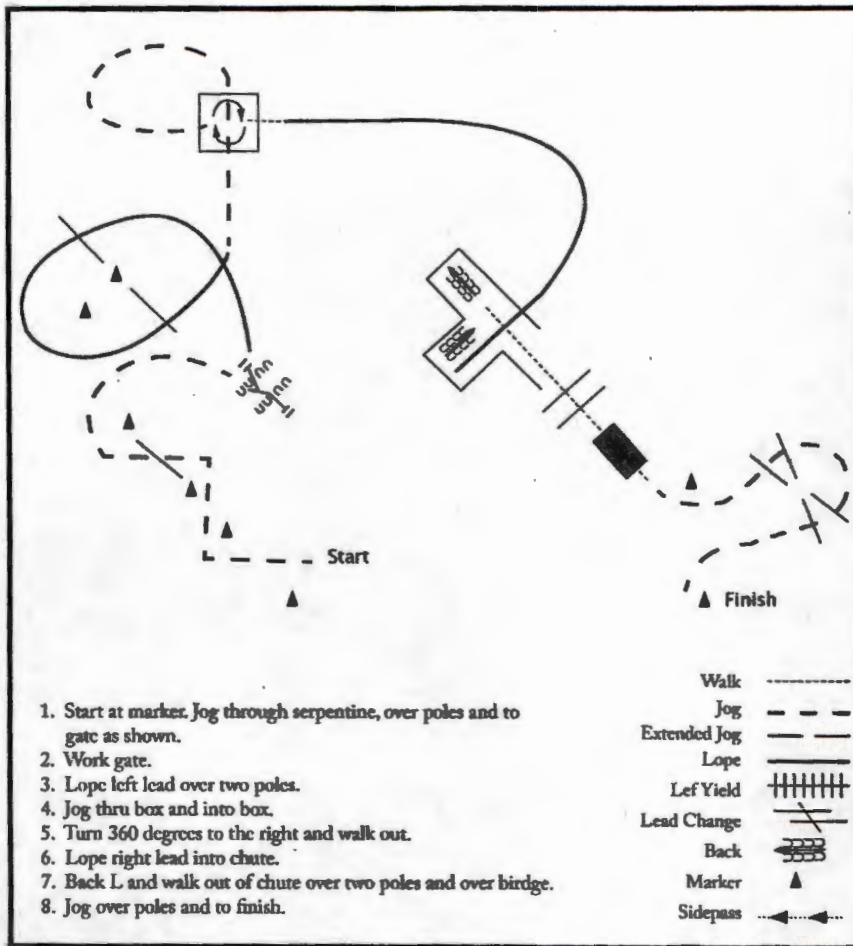
Start

Be ready at start.

1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Lope on the right lead over poles.
4. Jog through box and into chute.
5. Back out of chute.
6. Turn 90 degrees and walk over elevated poles to finish.
7. Work gate with left hand.

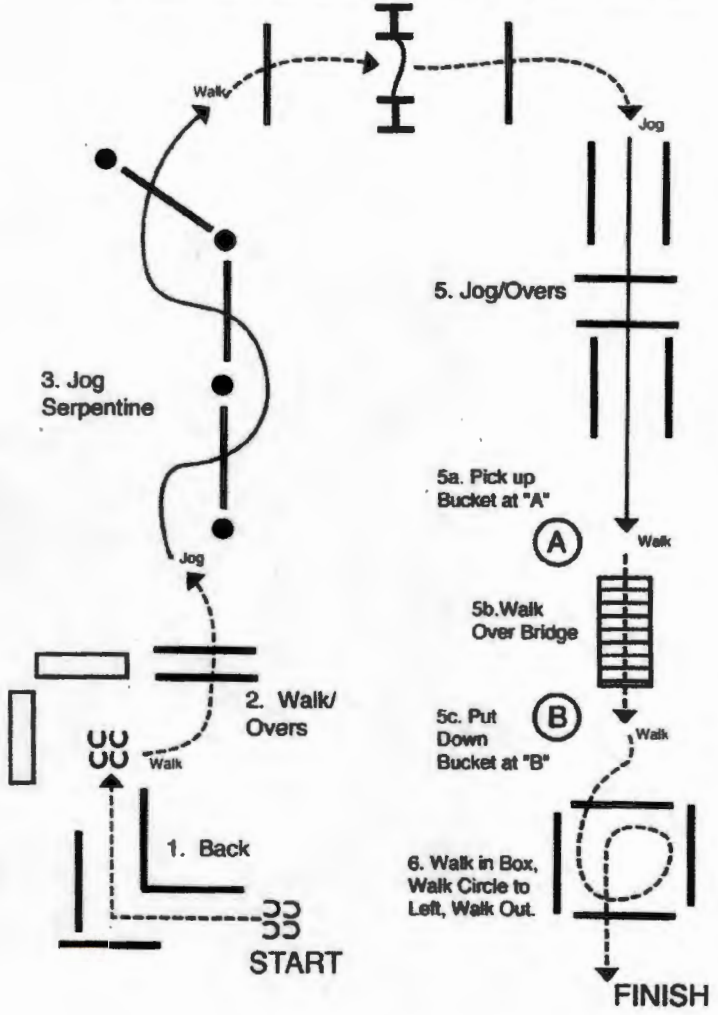
Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	⊙
Sidepass	←←

Trail obstacle #1
WIT/L

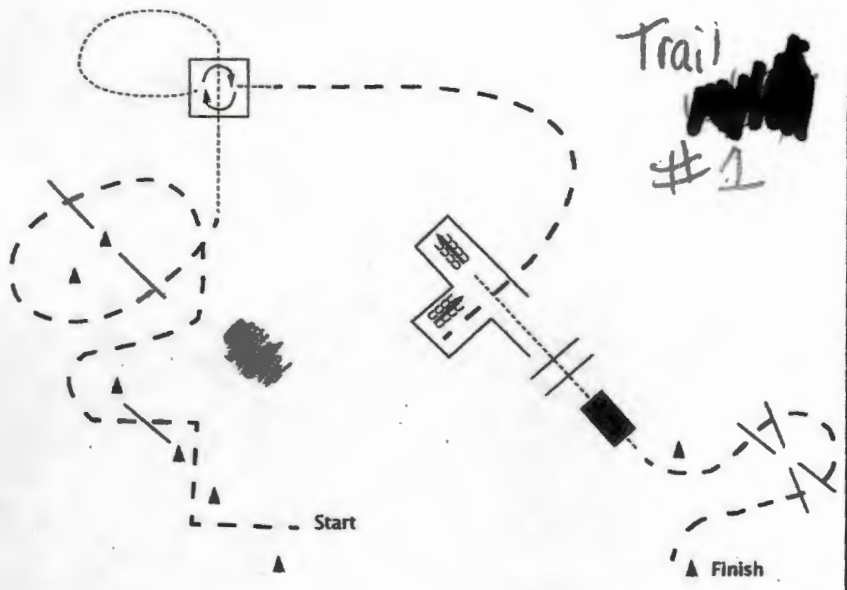


Trail obstacle # 2
W/J/L

4. Walk Over Pole, Left Hand Rope Gate, Walk Over Pole



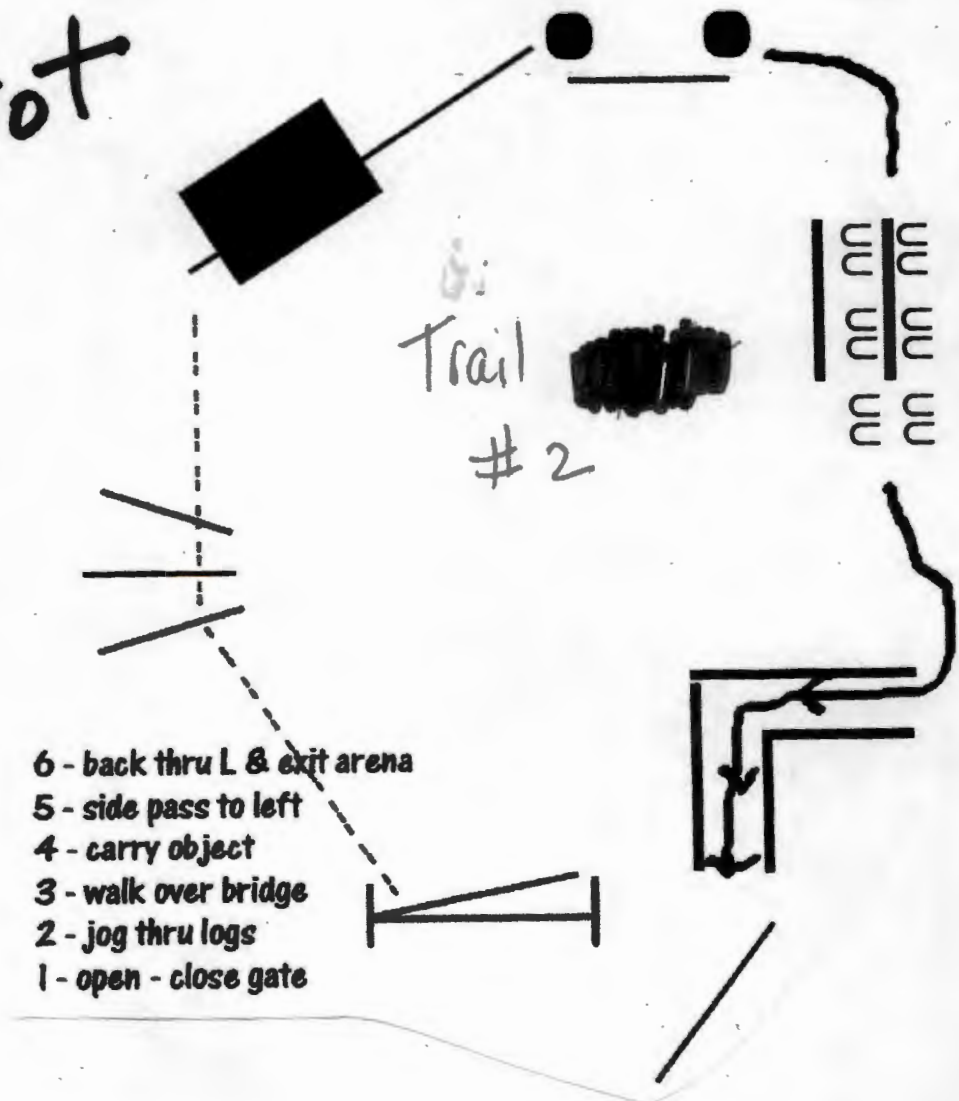
Trail obstacle #3
w/5/4

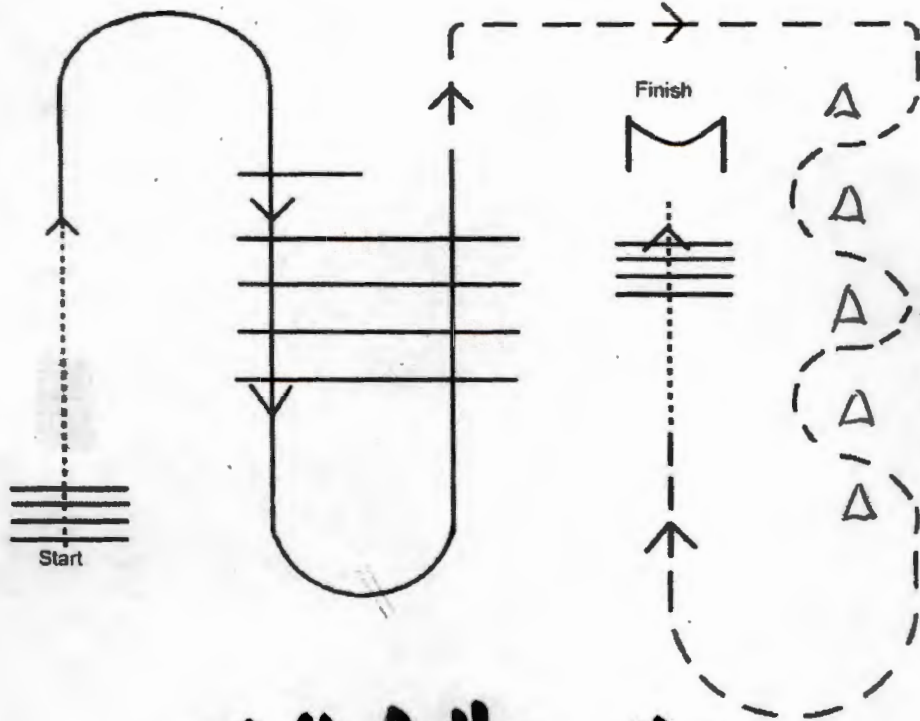


- 1 Jog/Trot thru cones and over pole
- 2 walk thru box make circle out and around box
- 3 Halt in box right turn 360°
- 4 Walk out box
- 5 Trot/Jog in to box
- 6 back L shape
- 7 walk out and over poles and bridge
- 8 Trot/Jog cone poles Halt at cone Exit

Trail Obstacle

Walk
Jog or Trot



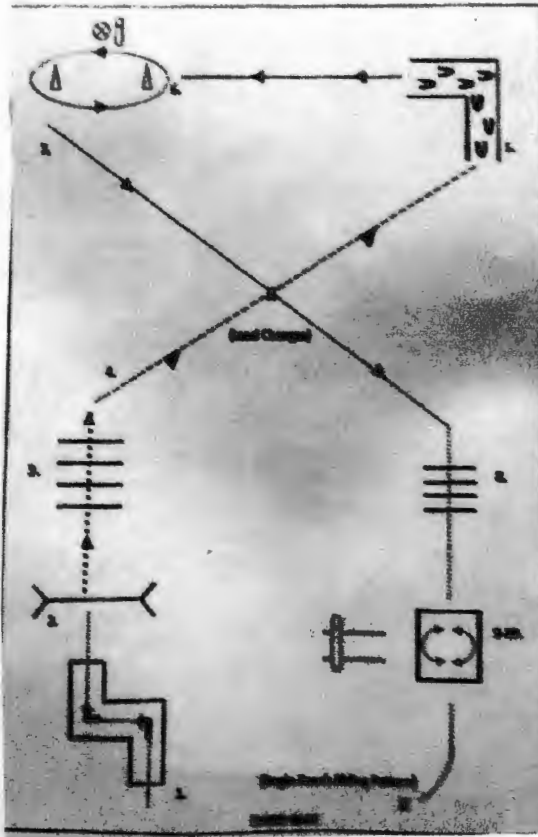


1. Walk over poles.
2. Walk over bridge / jog
3. ~~through~~ through poles
4. extend trot / jog through serpentine
5. Walk over poles to gate
6. Work gate right hand push.

Trail Pattern #3 w/ Jog or Trot

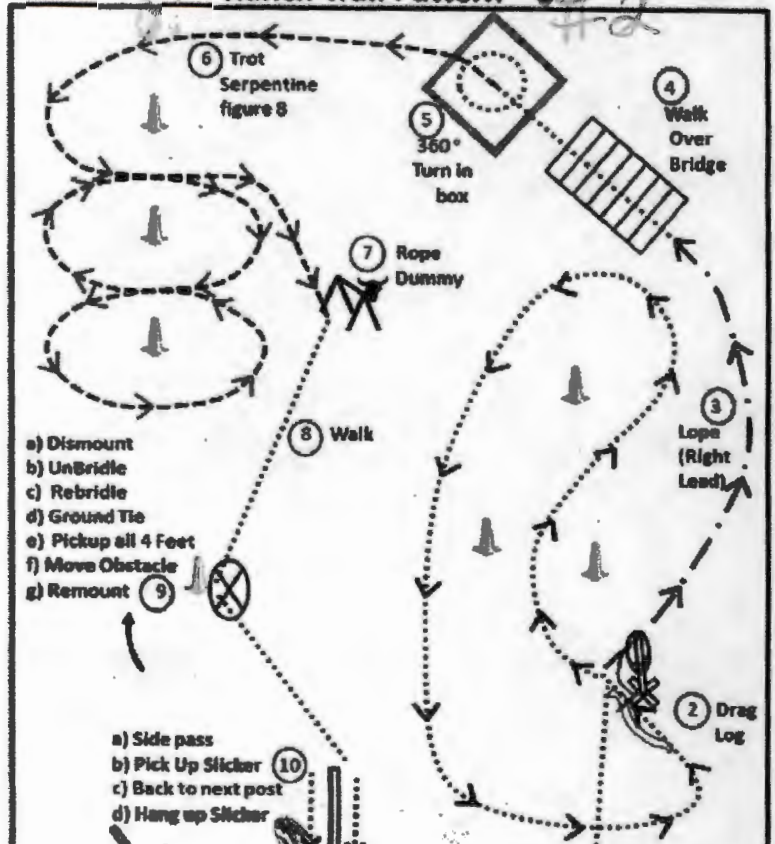


Trail Pattern #1 Ranch



1. Walk to and over bridge.
 2. Walk to, open, pass through and close the gate (right hand push).
 3. Jog to and over the logs.
 4. Lope on the right lead across the arena, change leads in the center (flying or simple), and lope on the left lead to the box.
 5. Walk to and back through arena.
 6. Walk to the log drag and drag the log around the machine.
 7. Lope on the left lead across the arena, change leads in the center (flying or simple), and lope on the right lead to the post.
 8. Walk over the post and into the box.
 9. Step and perform a 360° turn either way.
 10. Dismount, ground tie, walk to log and roll it one way on log, remount and walk out of the box.
- Walk to starting point of Ranch Riding Pattern.

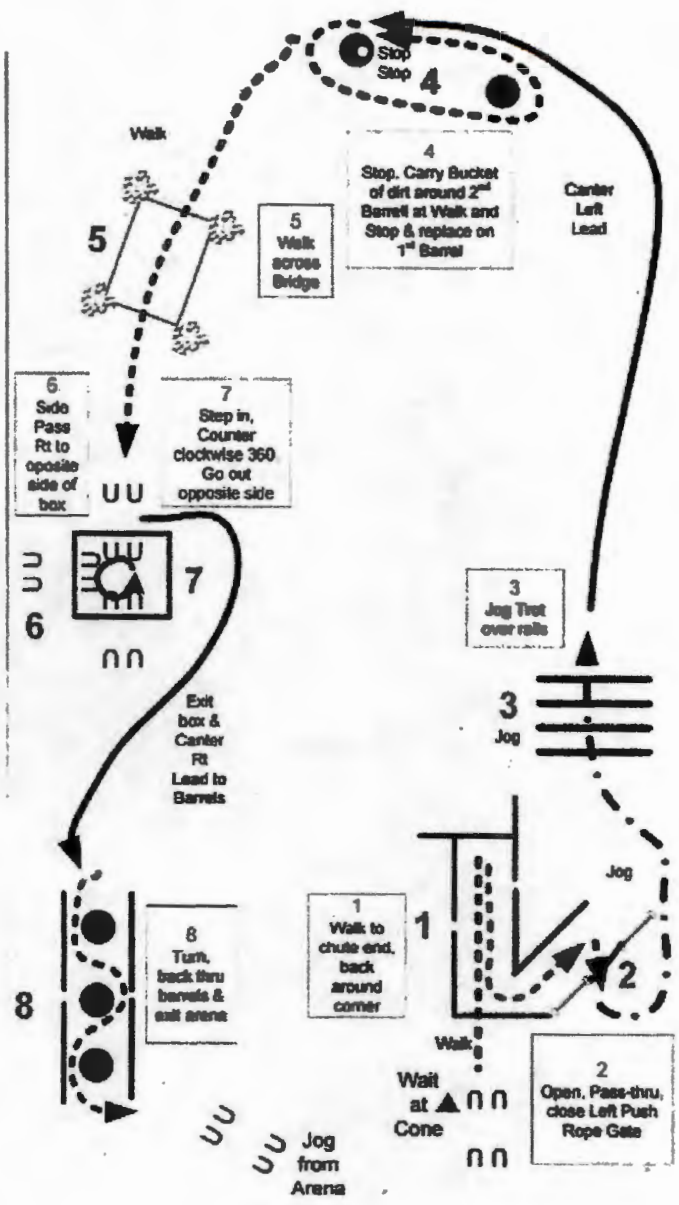
Ranch Trail Pattern - #2



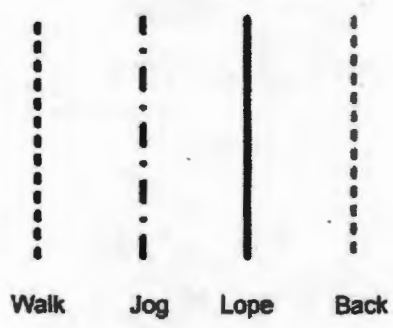
- a) Dismount
- b) UnBridle
- c) Rebridle
- d) Ground Tie
- e) Pickup all 4 Feet
- f) Move Obstacle
- g) Remount

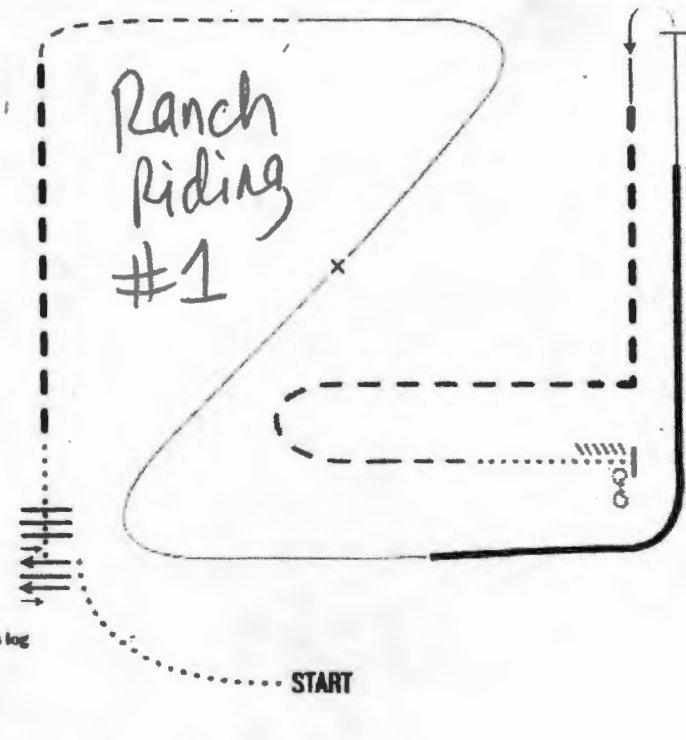
- a) Side pass
- b) Pick Up Slicker
- c) Back to next post
- d) Hang up Slicker

Ranch Trail #3



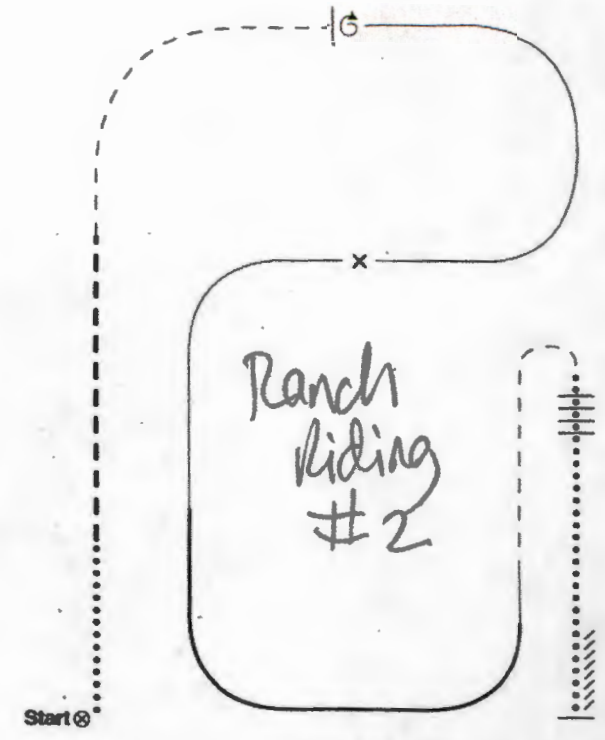
Gait Legend



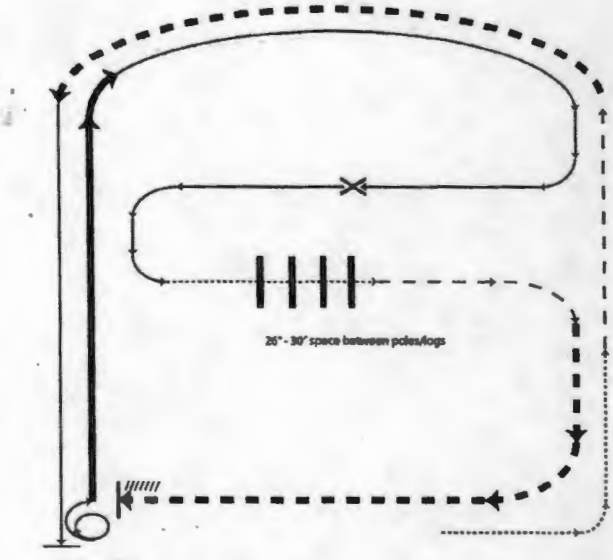
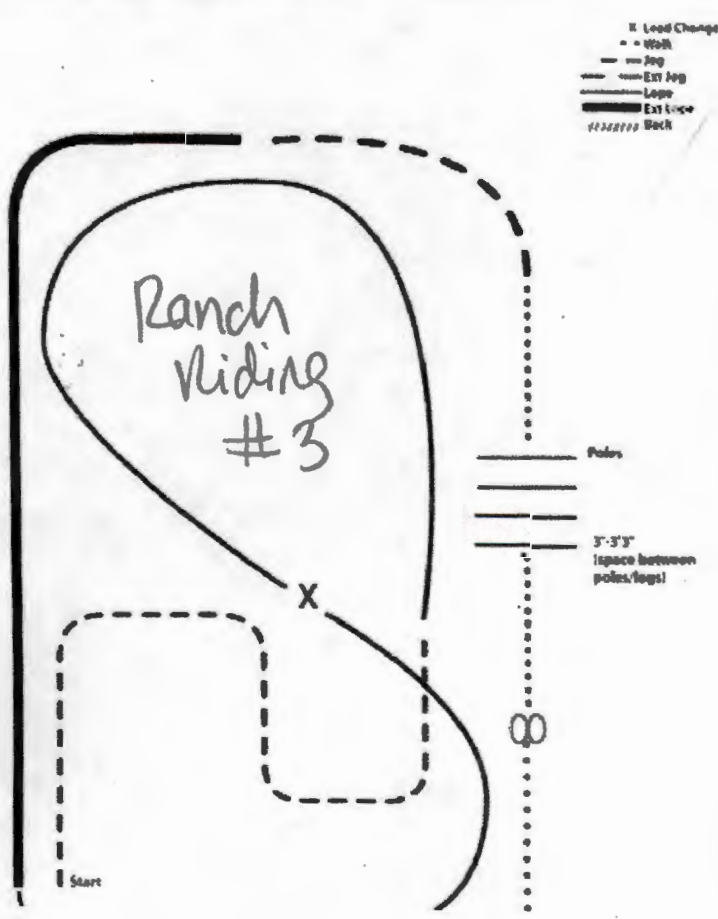


1. Walk
2. Side pass left across log and 1/2 way to the right
3. Walk over logs
4. Extended trot
5. Trot
6. Right lead lope
7. Change leads
8. Left lead lope
9. Extended lope with a definite collection to a lope before stopping
10. Stop and rollback left, lope approximately 20 feet
11. Extended trot around corner
12. Trot
13. Walk
14. Stop and back
15. 360 turn each way, either way first
16. Exit at a walk or trot

NOTE: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

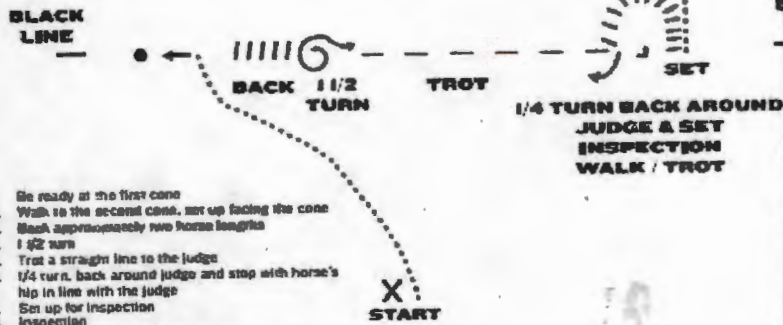


1. Walk
2. Extended trot
3. Trot
4. Stop, 360 right
5. Lope right lead
6. Change leads
7. Lope left lead
8. Extended lope, collect
9. Trot
10. Walk over logs
11. Walk
12. Stop and back

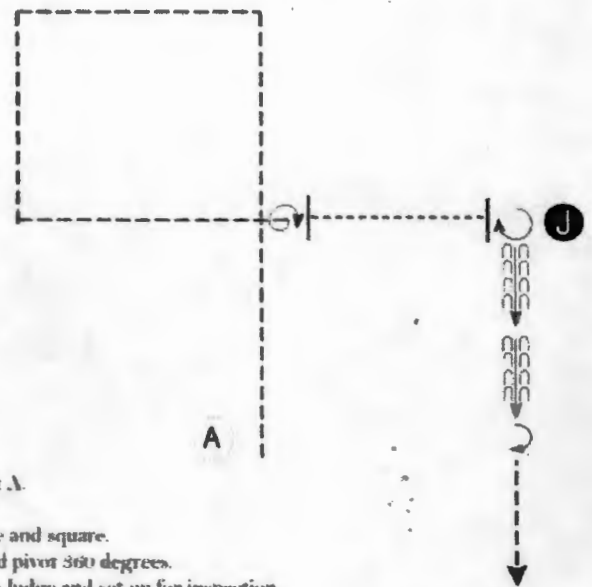


1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk

Adult Showmanship #1



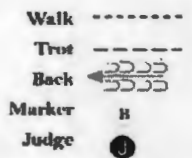
1. Be ready at the first cone
2. Walk to the second cone, set up facing the cone
3. Back approximately two horse lengths
4. 1/2 turn
5. Trot a straight line to the judge
6. 1/4 turn, back around judge and stop with horse's hip in line with the judge
7. Set up for inspection
8. Inspection
9. When dismissed, walk forward
10. Trot and corner and a circle to the left, stop
11. Walk to line up
12. Be prepared for further inspection



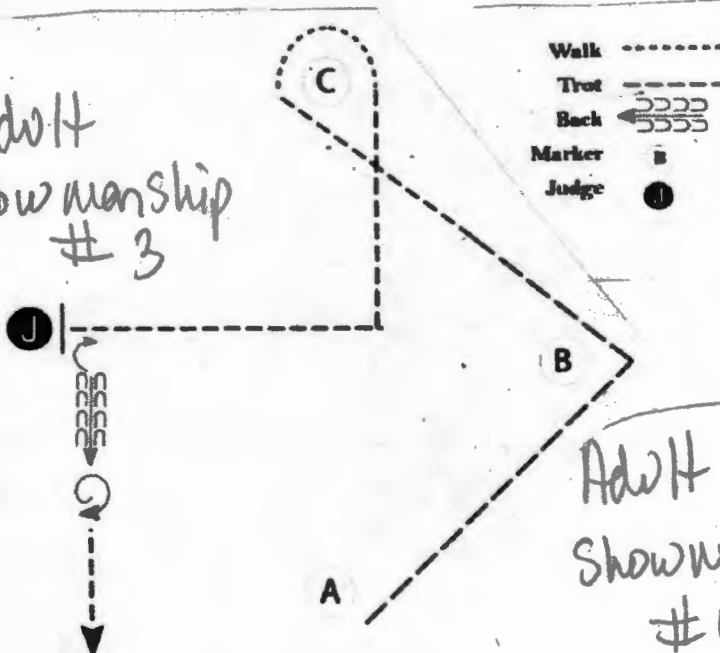
Be ready at A.

1. Trot line and square.
2. Stop and pivot 360 degrees.
3. Walk to Judge and set up for inspection.
4. When dismissed, pivot 270 degrees, back beyond the Judge, pivot 180 degrees and trot away.

Adult Showmanship #2

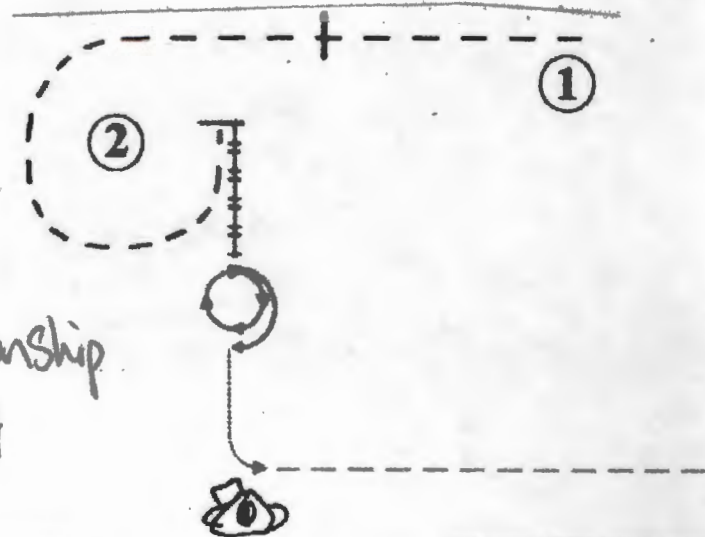


Adult Showmanship #3



1. Be ready and set up at A.
2. Extend the trot from A to halfway between B and C.
3. Slow to the trot and continue to C.
4. At C, break to a walk and walk around C.
5. Trot a square corner from C to the Judge and stop.
6. Set up for inspection.
7. After inspection, pivot 180 degrees, back one horse length and pivot 540 degrees.
8. Trot straight away. Pattern is complete.

Adult Showmanship #4

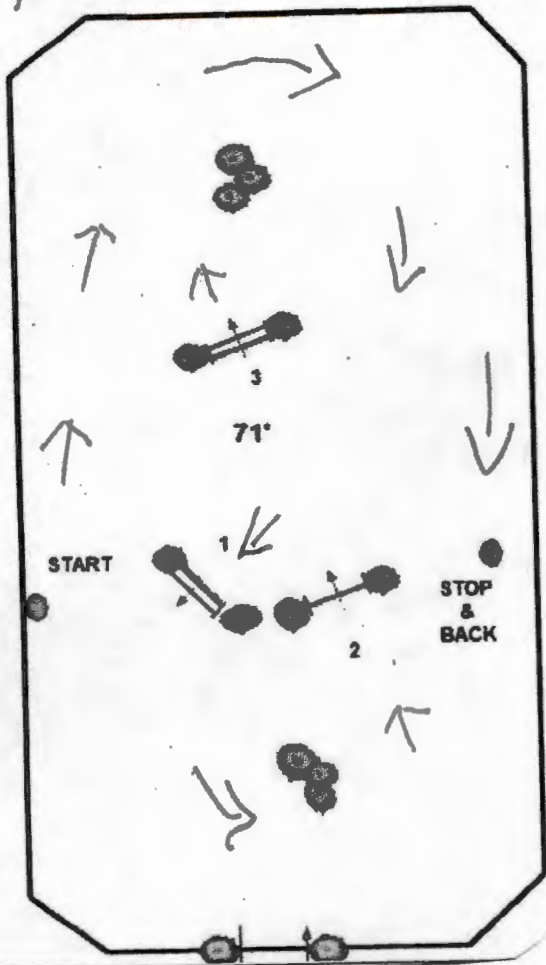


Directions:

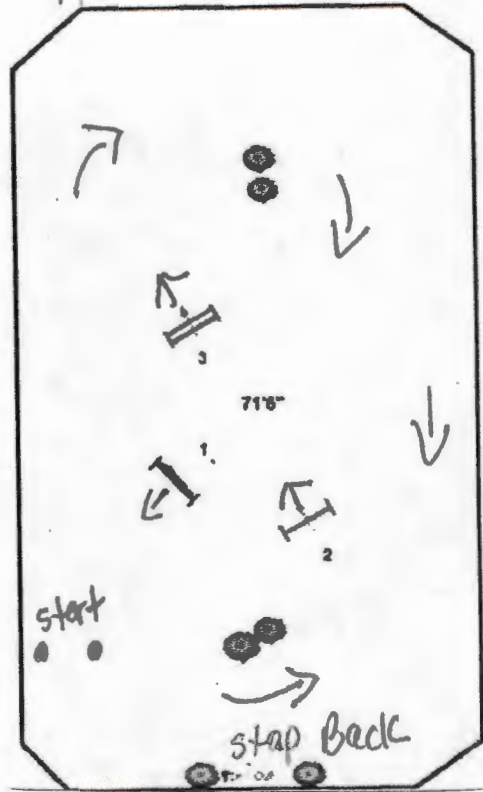
1. Trot from cone 1, stop 1/2 way to cone 2
2. Continue trotting around cone 2 in an arc
3. Stop at cone 2, back 1 horse length.
4. Complete a 540 and walk to Judge.
5. Set up for inspection, upon dismissal, perform a pull turn and trot away



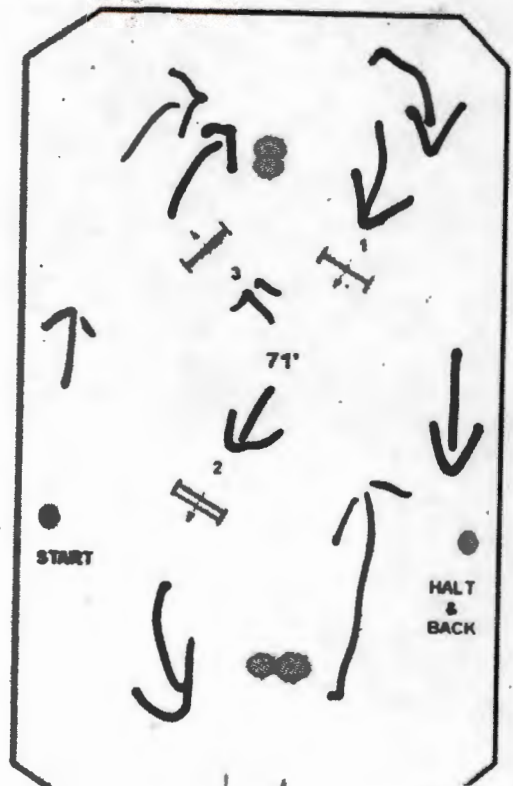
Hunter Hack #1



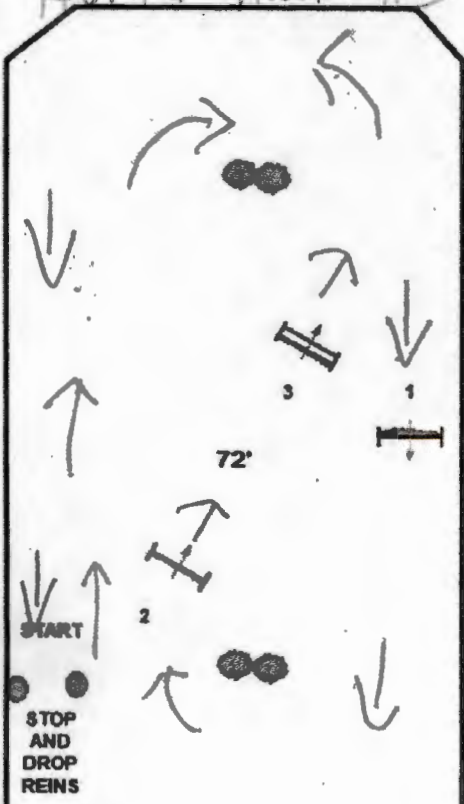
Hunter Hack #2



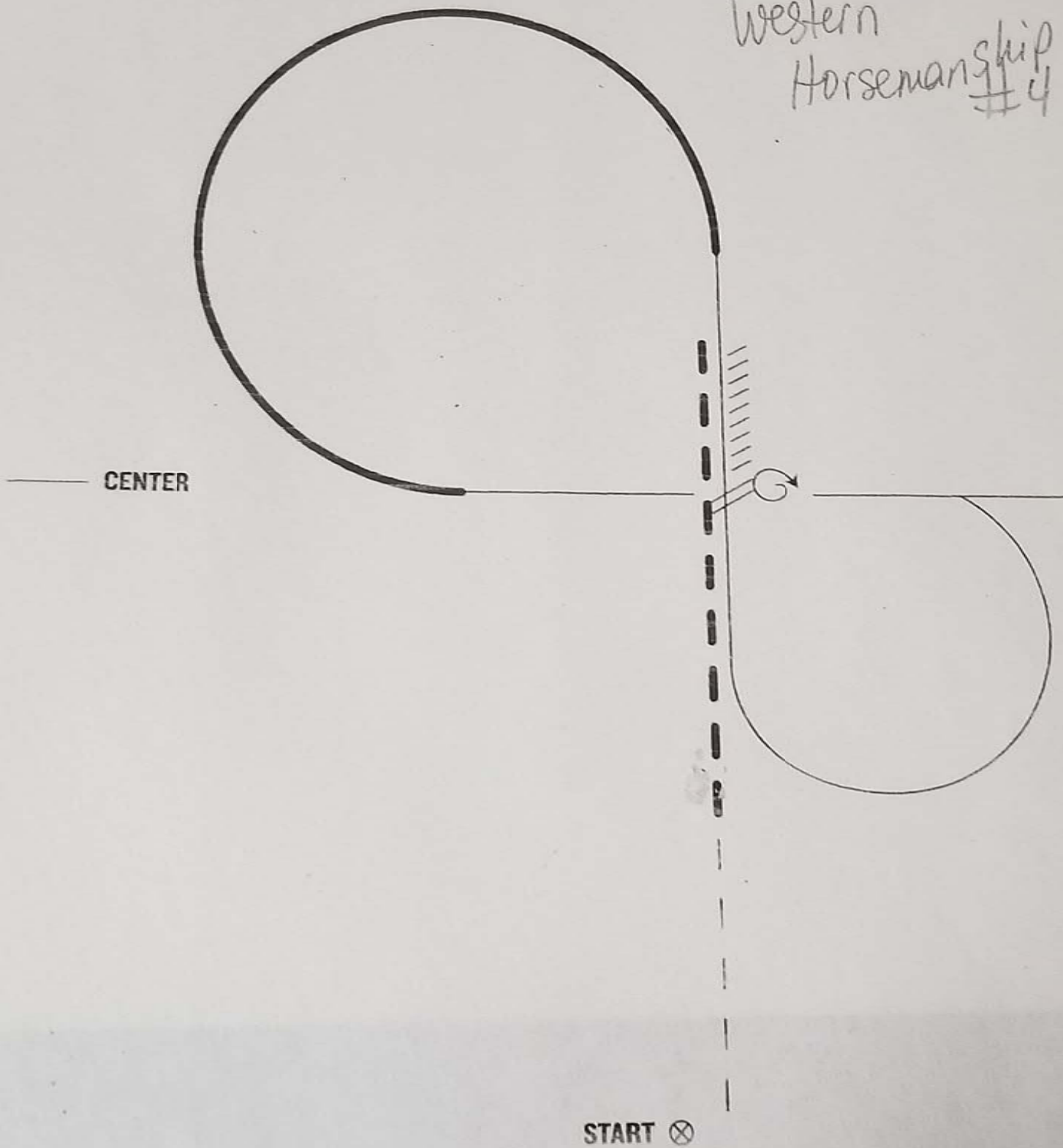
Hunter Hack #4



Hunter Hack #3



Western
Horsemanship
#4



1. Jog from start marker, building to an extended jog past the center
2. Stop and back to center
3. $1\frac{1}{4}$ right turn
4. Lope a cadenced right lead circle, change leads (simple or flying)
5. Left lead circle, building speed
6. Collect and continue to lope on the left lead with cadence through the center of the arena