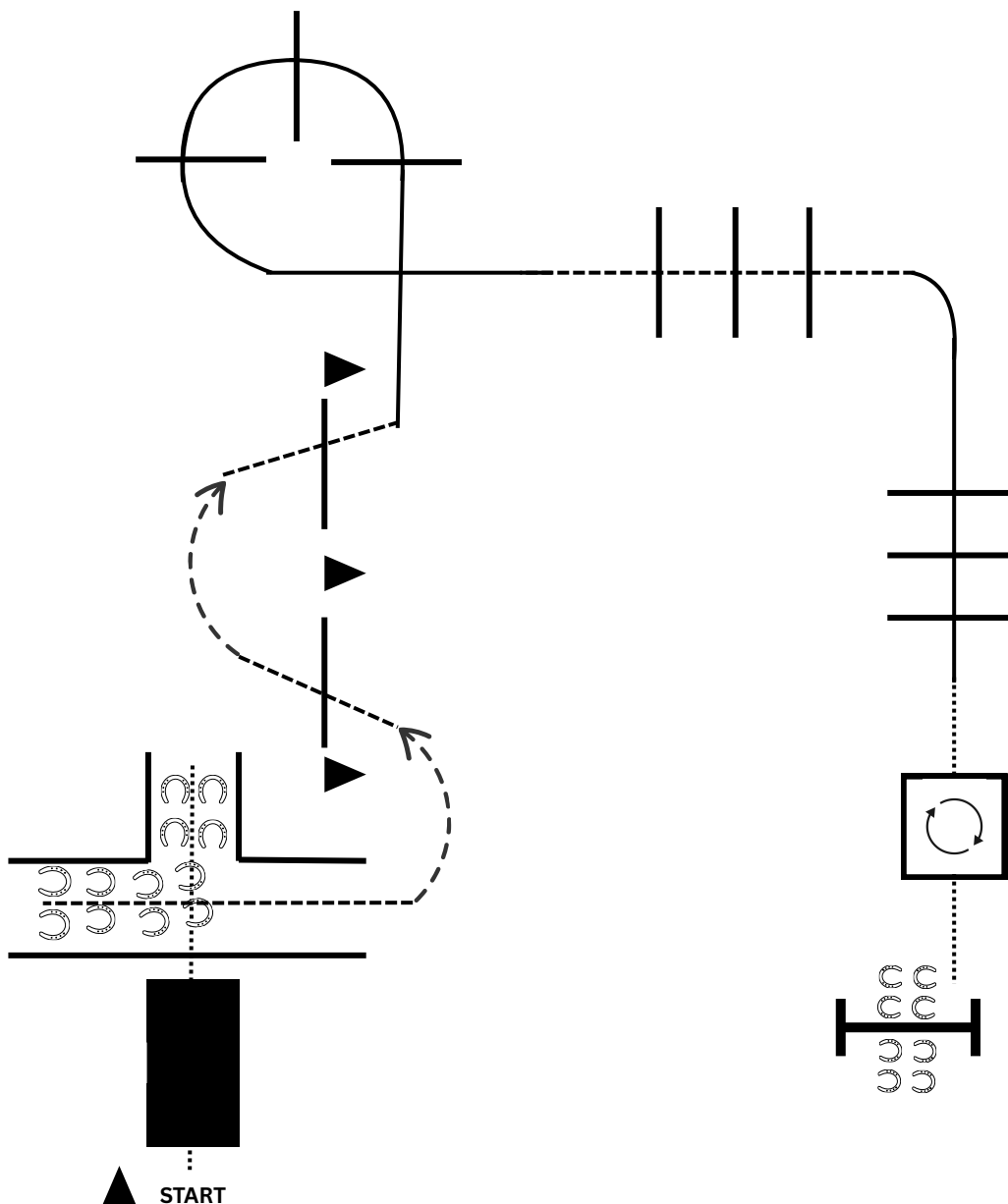


TRAIL

YOUTH, NON PRO, OPEN, NOVICE, PONY

Class Numbers #7, 8, 9, 10, 11, 12, 13

1. Start at Cone A, Walk Over Bridge & Into Chute.
2. Back L, Jog Out.
3. Jog Serpentine Over Poles.
4. Lope Left Lead Over Poles.
5. Break to Jog, Jog Over Poles.
6. Lope Right Lead Over Three Poles.
7. Break to Walk, Walk into Box, Turn 360 Either Direction, Walk Out.
8. Work Left Hand Gate, Pattern is Complete Once Gate is Closed.



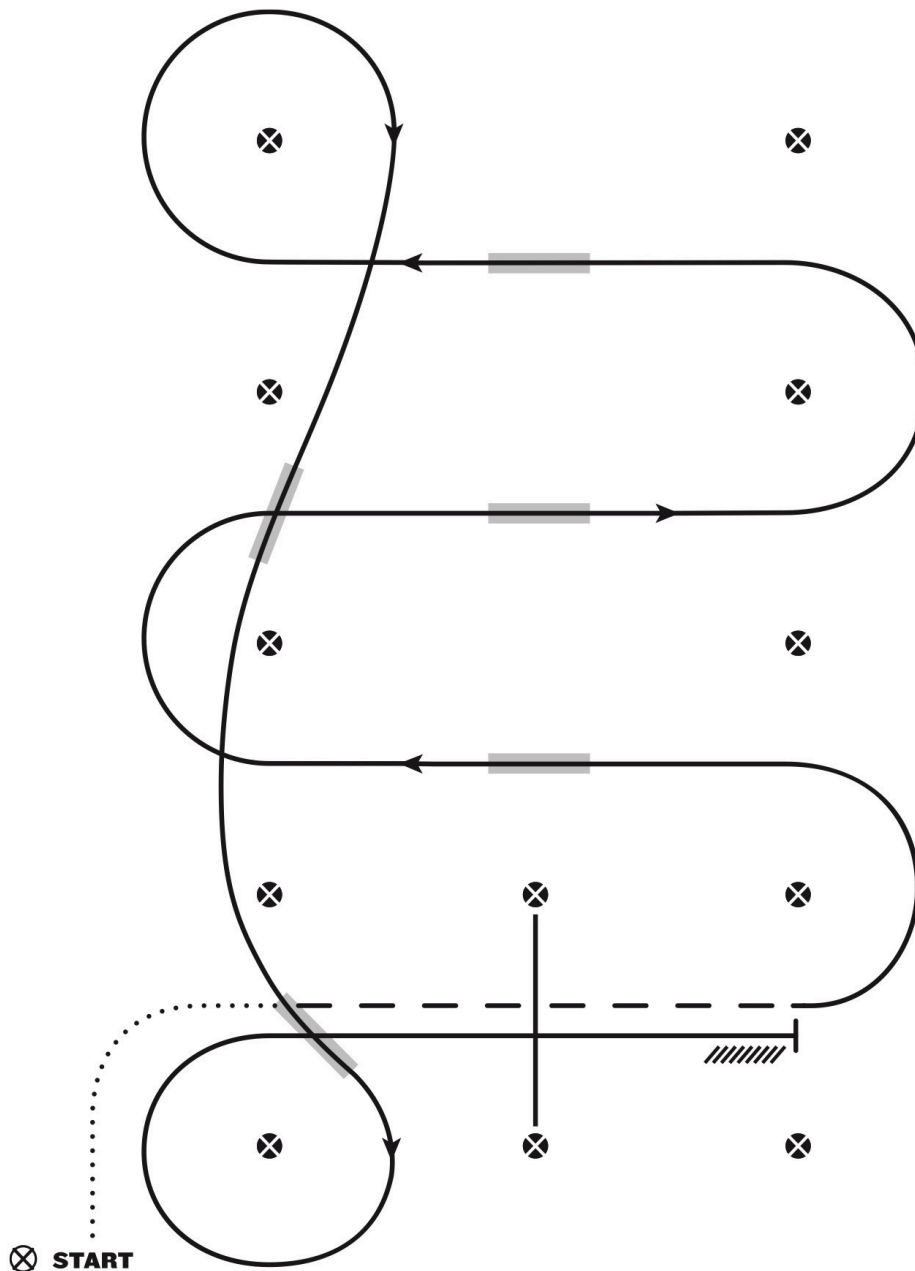
WESTERN RIDING

YOUTH, NON PRO, OPEN, NOVICE, PONY

Class Numbers #14, 15, 16, 17, 18

LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



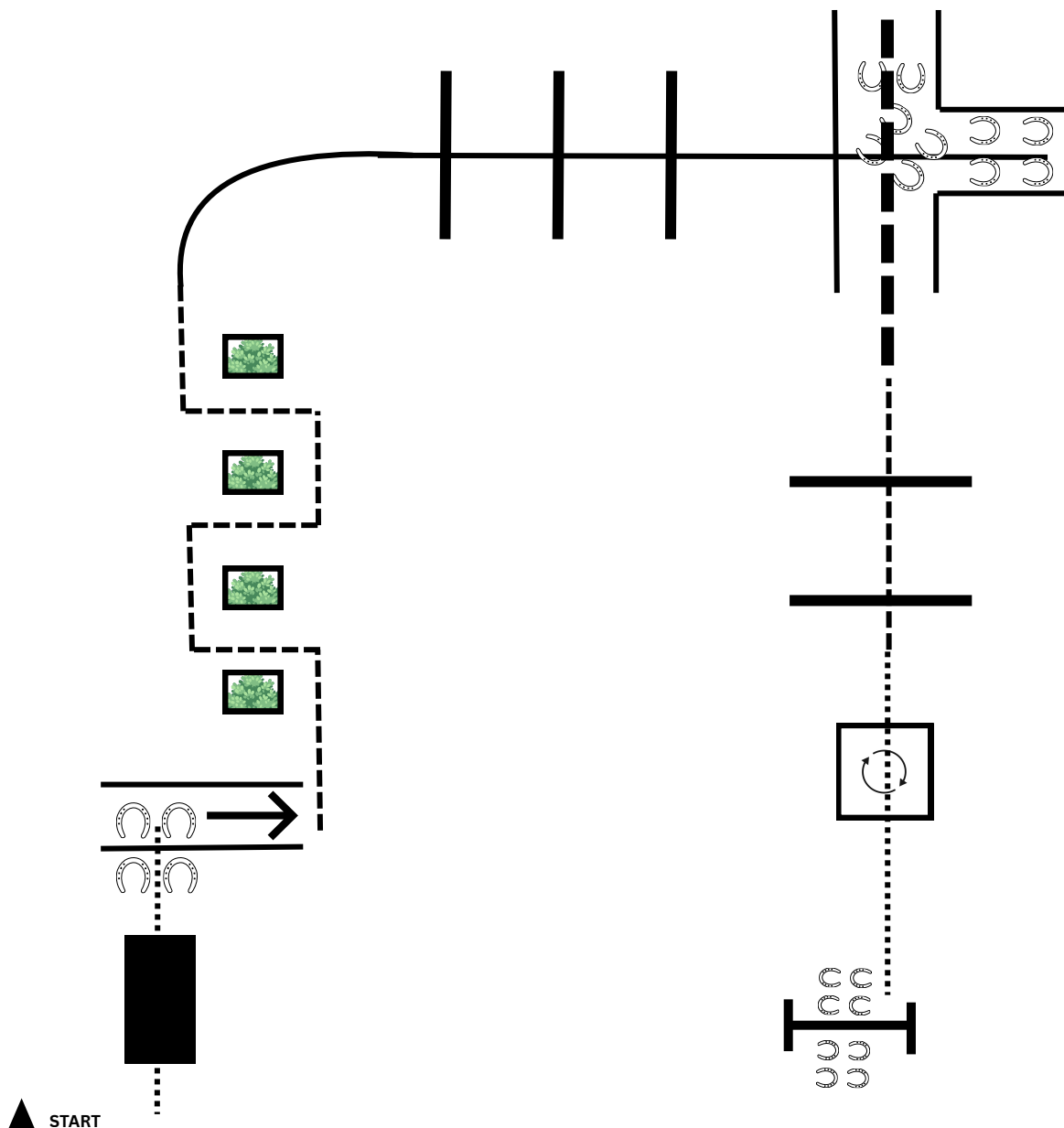
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

RANCH TRAIL

YOUTH, NON PRO, OPEN, NOVICE

Class Numbers # 20, 22, 23, 24

1. Start at Cone A, Walk Over Bridge.
2. Walk Over Pole, Sidepass Right Out of Poles.
3. Trot Square Serpentine Through Bushes.
4. Right Lead Lope Over Poles and Into Chute. Stop.
5. Back L In Chute.
6. Extended Trot Out of Chute, Slow to Trot, Trot Over Two Poles.
7. Break to Walk, Walk into Box, Turn 360 Either Direction, Walk Out.
8. Work Left Hand Gate, Pattern is Complete Once Gate is Closed.

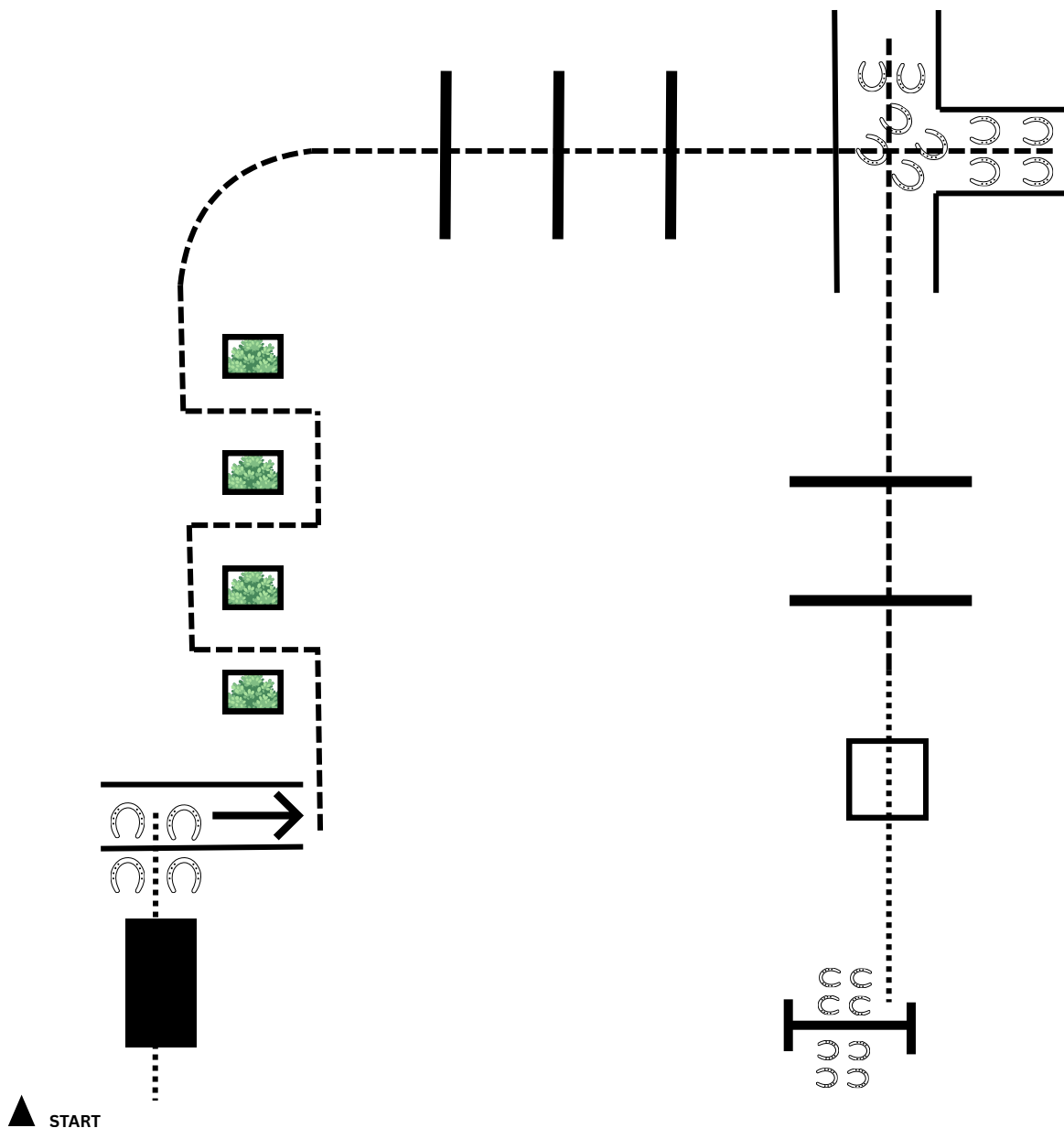


RANCH TRAIL

WALK TROT

Class Numbers # 19, 21

1. Start at Cone A, Walk Over Bridge.
2. Walk Over Pole, Sidepass Right Out of Poles.
3. Trot Square Serpentine Through Bushes.
4. Trot Over Poles and Into Chute. Stop.
5. Back L In Chute.
6. Trot Out of Chute, Trot Over Two Poles.
7. Break to Walk, Walk Through Box, Walk to Gate.
8. Work Left Hand Gate, Pattern is Complete Once Gate is Closed.

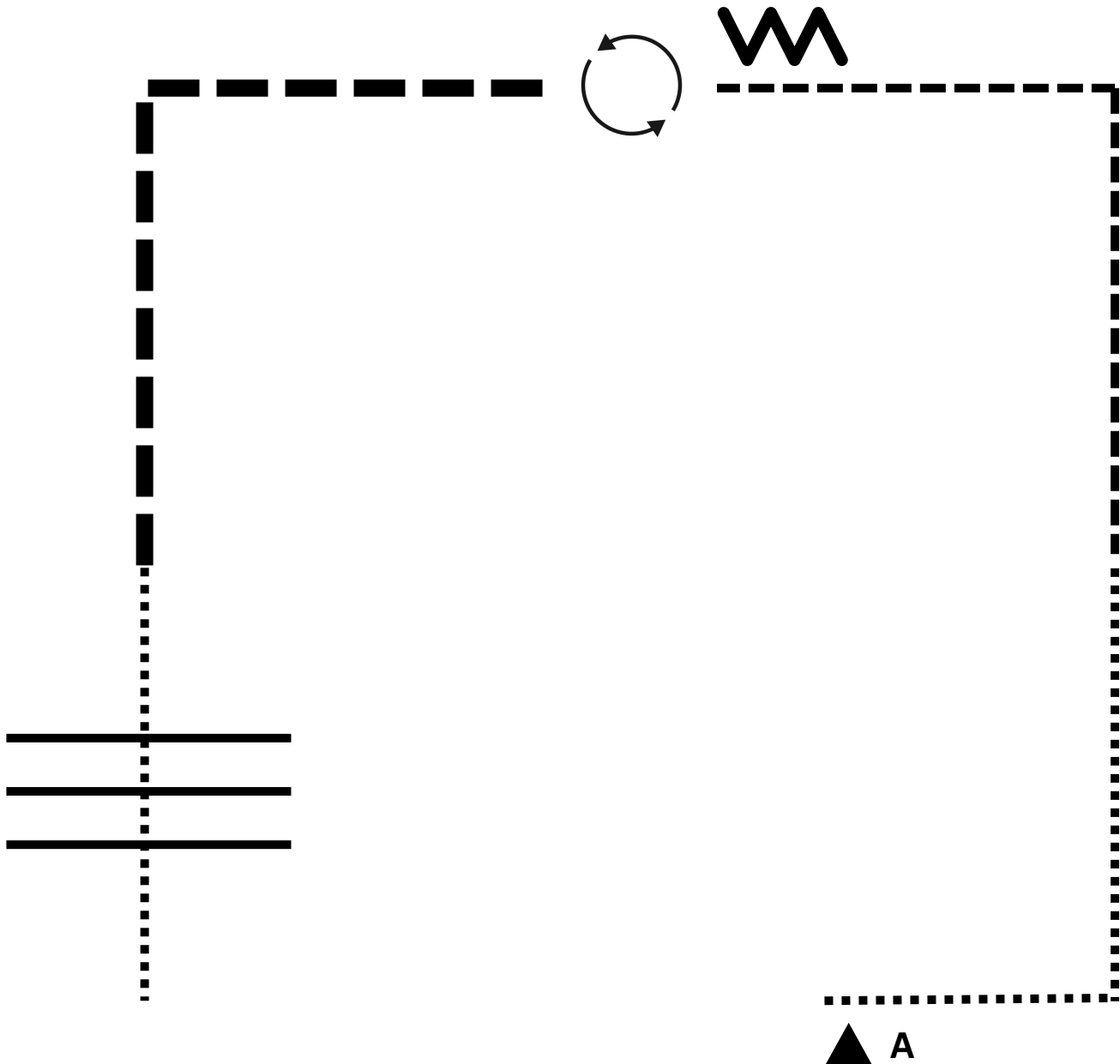


RANCH RIDING

WALK TROT

Class Numbers # 25, 27

1. Start at Cone A, Walk.
2. Pick Up Trot
3. Stop, 360 Turn to Left, Back 6 Steps.
4. Extended Trot.
5. Break to Walk, Walk Over Poles.
6. Pattern Is Over When Walk Overs Are Completed.

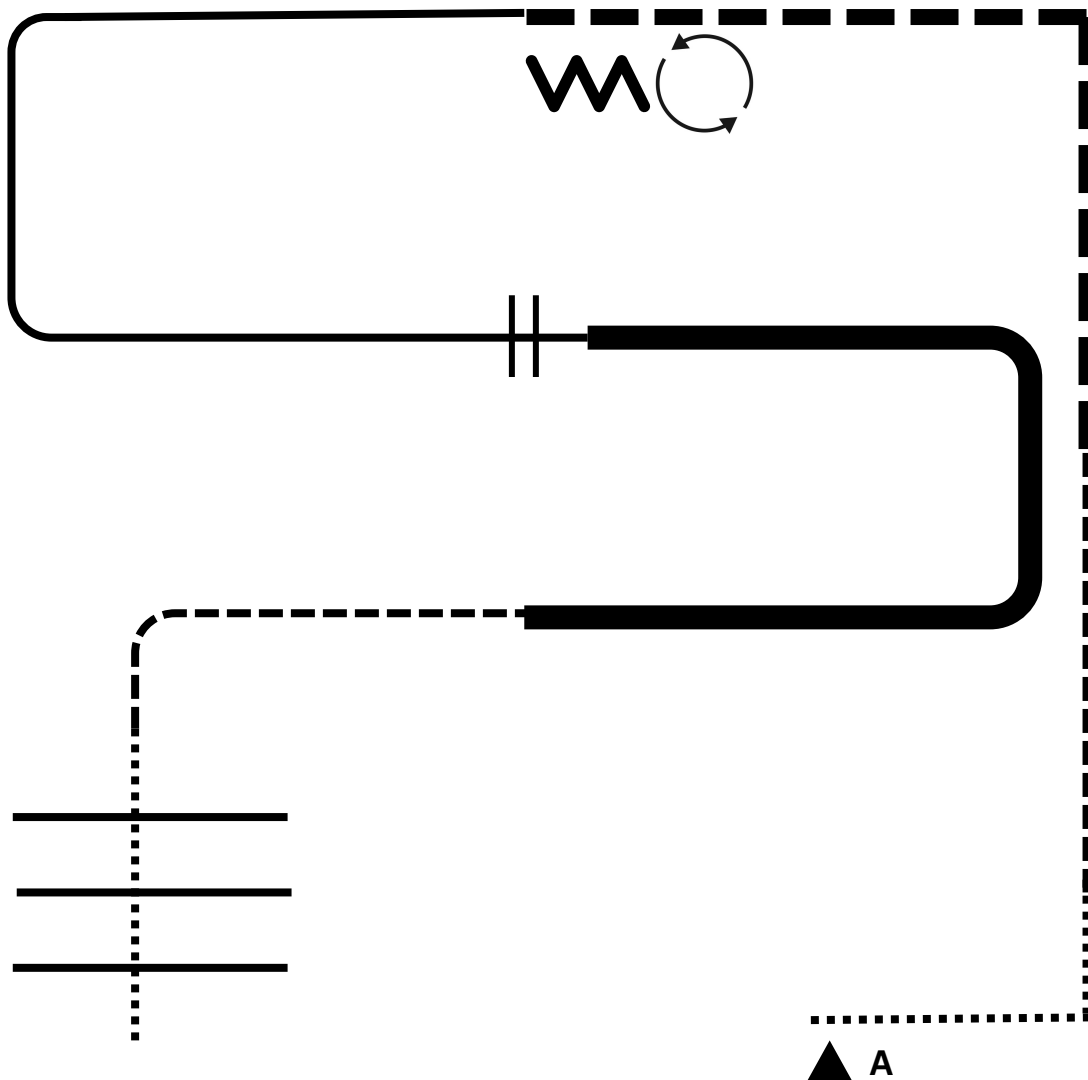


RANCH RIDING

YOUTH, NON PRO, OPEN, NOVICE

Class Numbers # 26, 28, 29, 30

1. Start at Cone A, Walk Square Corner.
2. Trot Halfway Down Arena, Extend Trot.
3. Stop. Back 4-6 Steps. Turn 360 to Left.
4. Left Lead Lope, Change Leads in Center (Simple or Flying)
5. Extend Lope (NOVICE - REGULAR LOPE, DO NOT EXTEND)
6. Break to Jog
7. Break to Walk, Walk Over Poles.
8. Pattern Is Over When Walk Overs Are Completed.



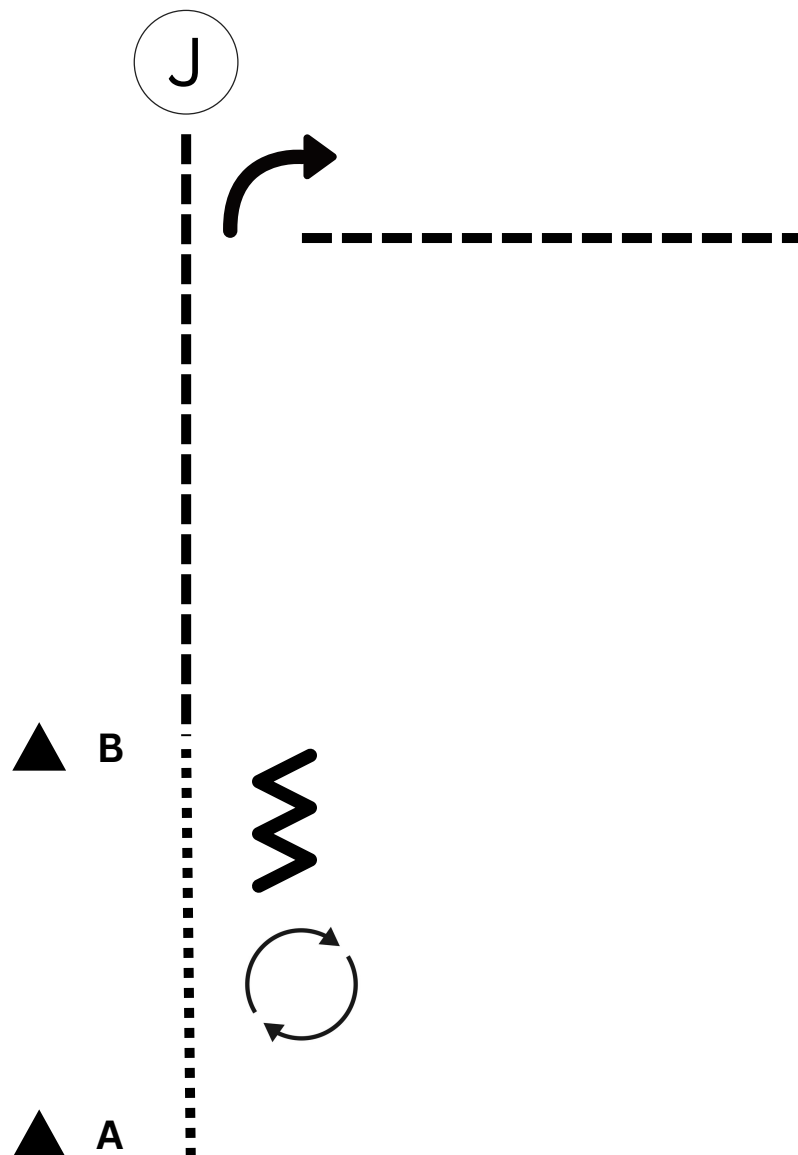
RANCH SHOWMANSHIP

WALK TROT, NOVICE

Class Numbers # 37, 39, 42



1. Start at Cone A. Walk to Cone B.
2. Stop. Back 4-6 Steps. 360 Degree Turn.
3. Trot to Judge.
5. Stop, Set Up For Inspection.
6. After Inspection, 90 Degree Turn, Trot Off.



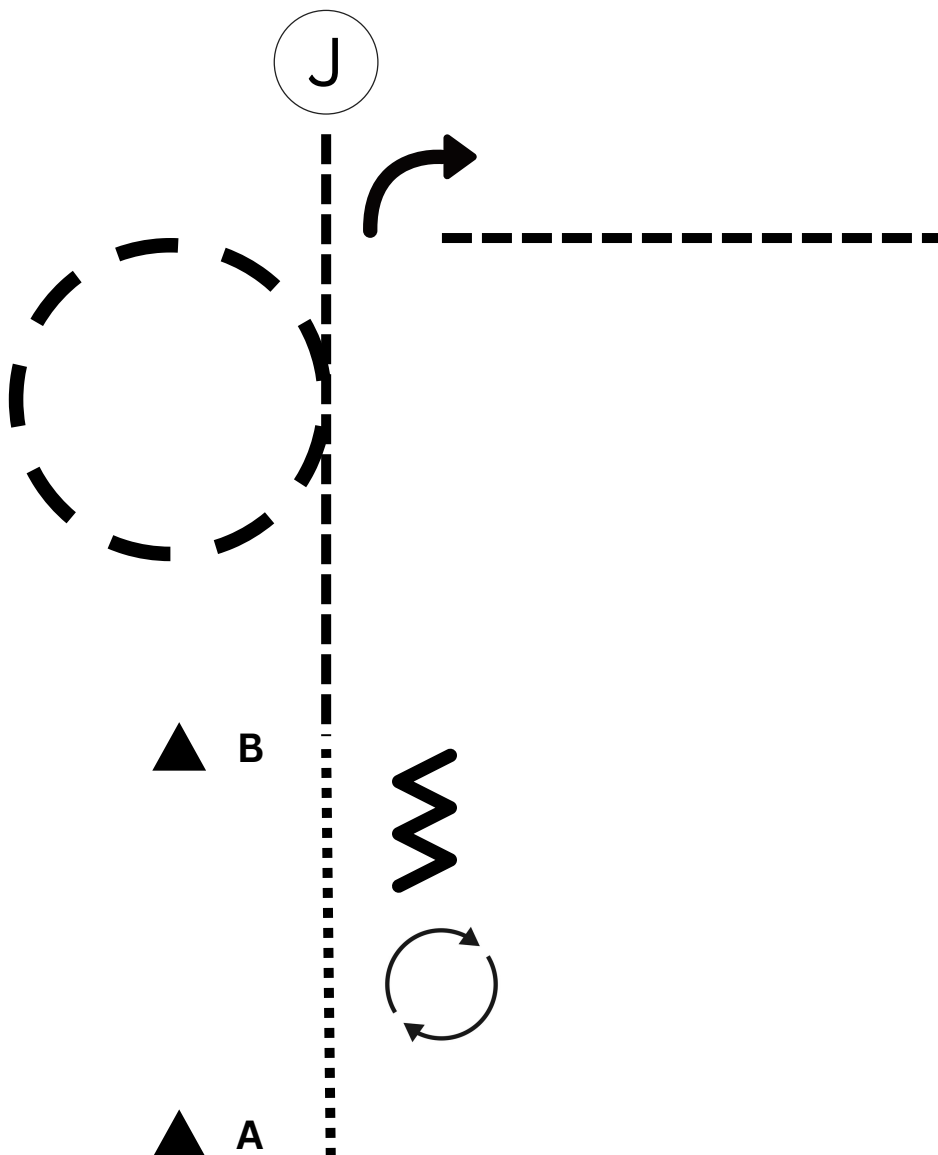
RANCH SHOWMANSHIP

YOUTH, NON PRO, OPEN

Class Numbers # 38, 40, 41



1. Start at Cone A. Walk to Cone B.
2. Stop. Back 4-6 Steps. 360 Degree Turn.
3. Trot Circle and To Judge.
5. Stop, Set Up For Inspection.
6. After Inspection, 90 Degree Turn, Trot Off.

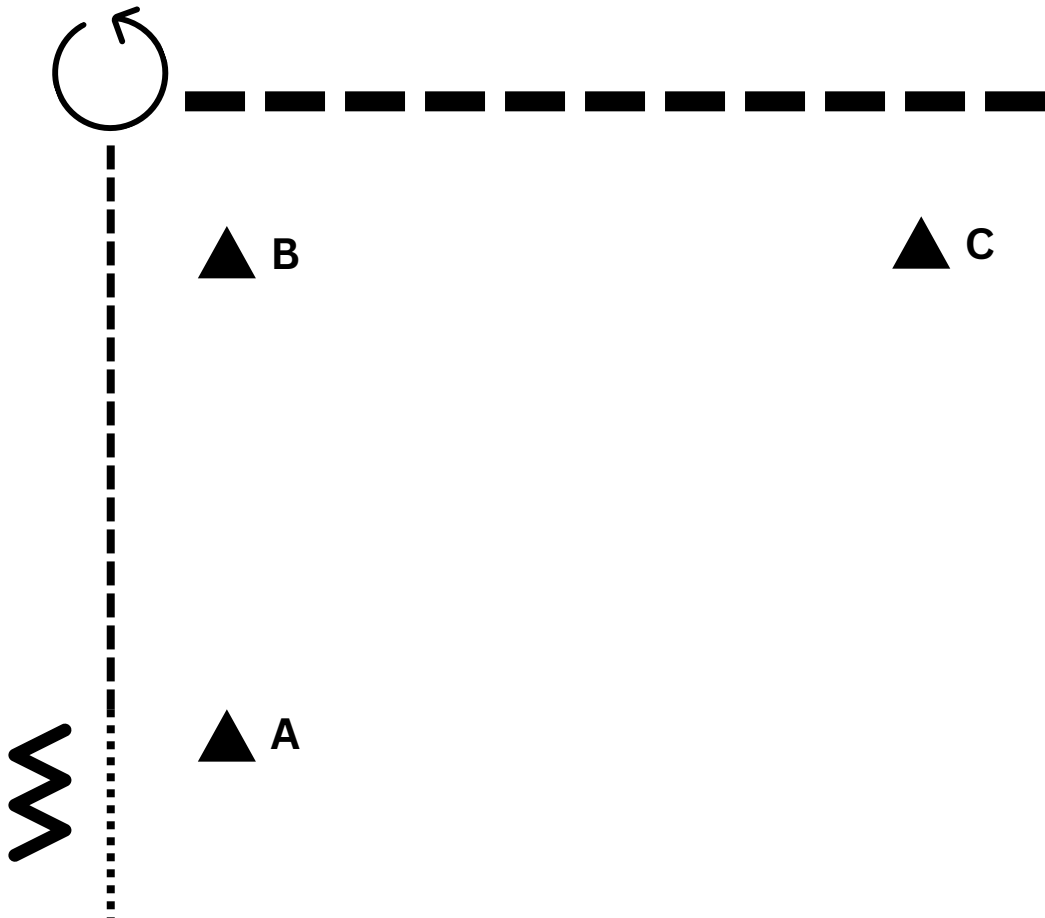


RANCH HORSEMANSHIP

WALK TROT

Class Numbers # 43, 45

1. Walk to Cone A, Stop at Cone A, Back 4 Steps.
2. Trot Past Cone B.
3. Stop, 270 to Left.
4. Extended Trot to C.
5. Slow to Trot Around Cone C.
6. Trot Out, Pattern Is Over Once You Pass Cone A.

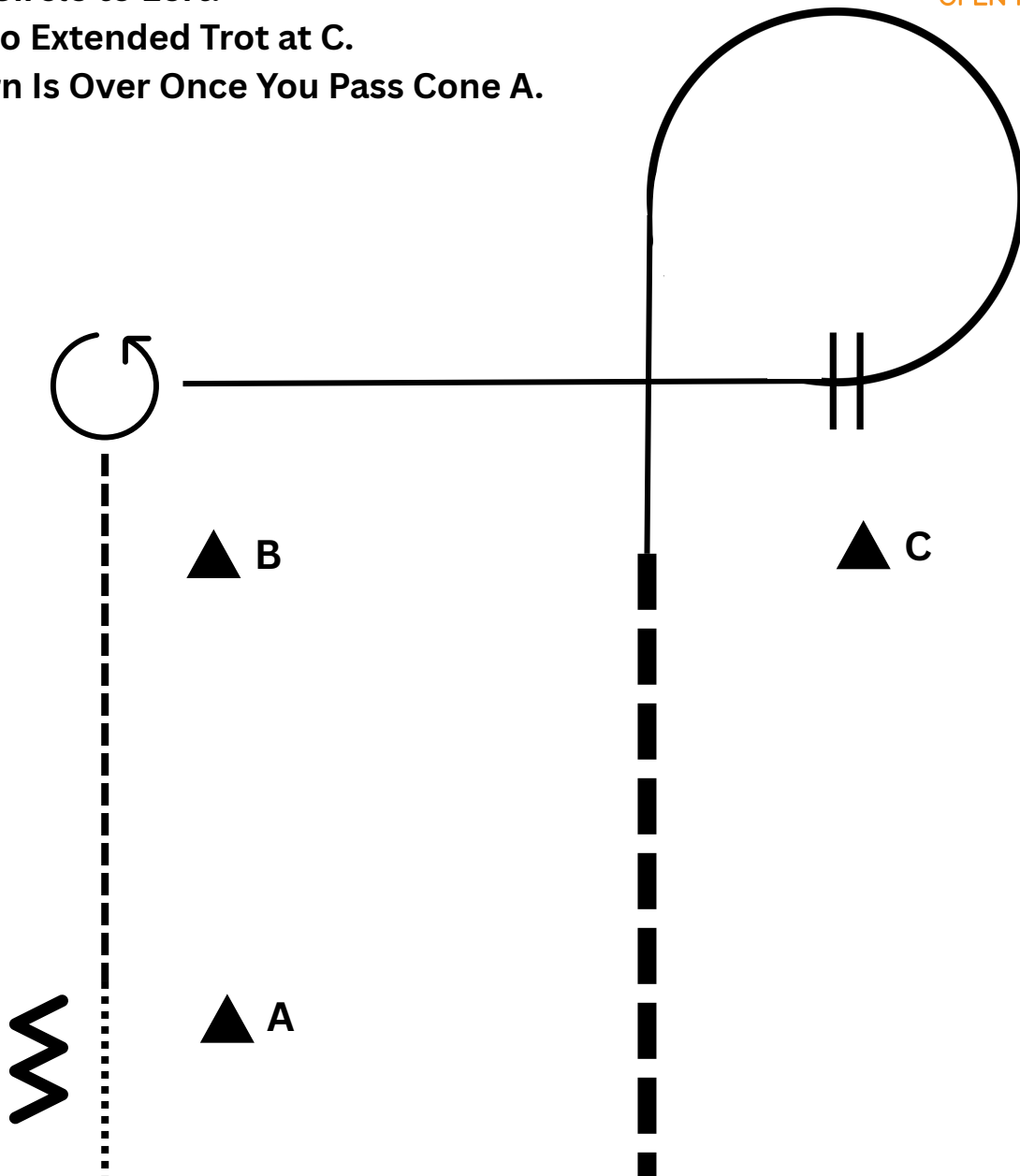


RANCH HORSEMANSHIP

YOUTH, NON PRO, OPEN, NOVICE

Class Numbers # 44, 46, 47, 48

1. Walk to Cone A, Stop at Cone A, Back 4 Steps.
2. Trot Past Cone B.
3. Stop, 270 to Left.
4. Lope Right Lead to C, Change Leads (Simple or Flying).
5. Lope Circle to Left.
6. Slow to Extended Trot at C.
7. Pattern Is Over Once You Pass Cone A.

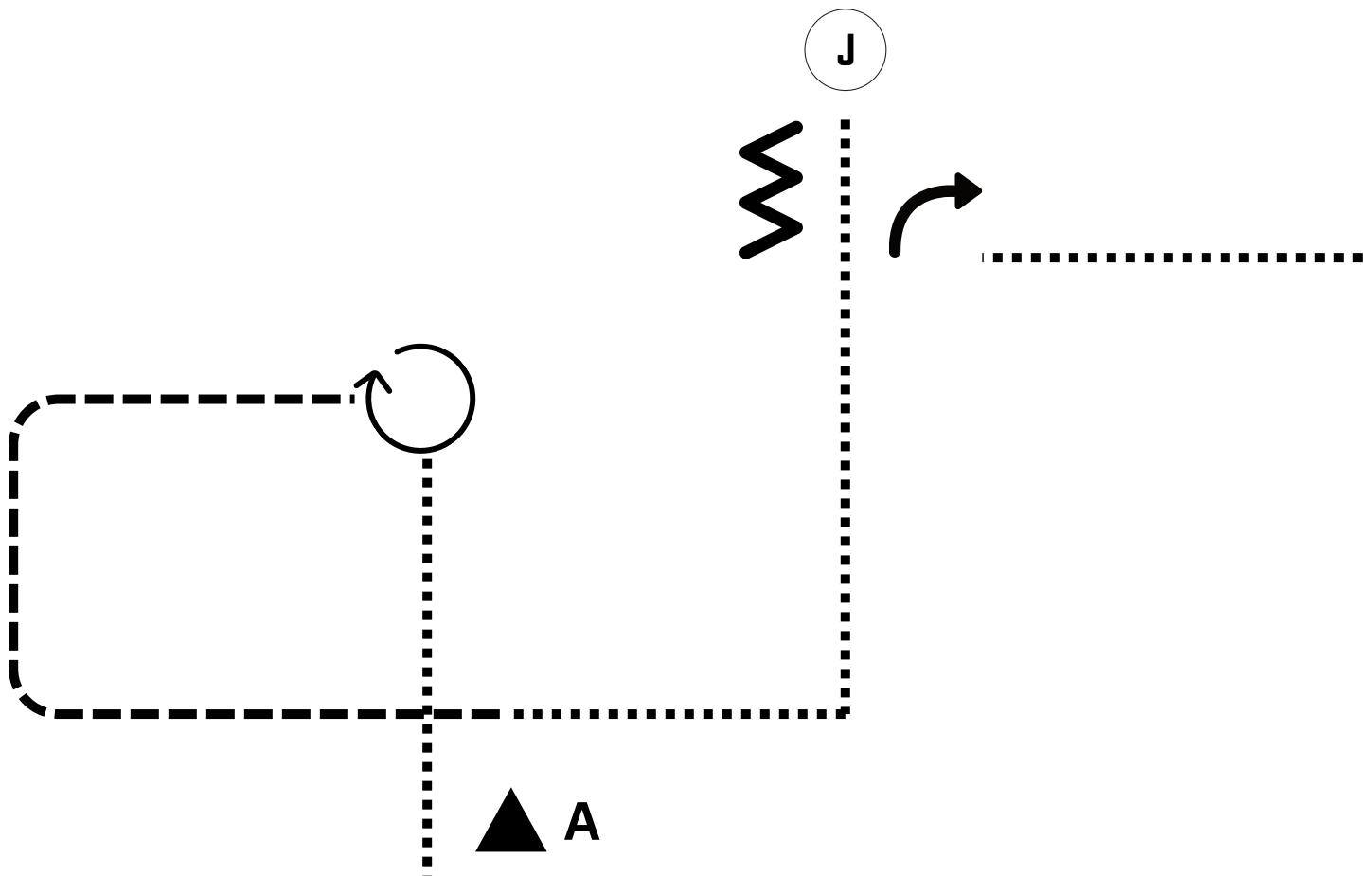


SHOWMANSHIP

WALK TROT, 13 & UNDER, NOVICE

Class Numbers # 67, 68, 69, 70, 71, 76

1. Start at Cone A. Walk.
2. Stop. 270 Degree Turn (3/4).
3. Trot Around to A.
4. At A, Break To Walk, Square Corner, Walk to Judge.
5. Stop, Set Up For Inspection.
6. After Inspection, Back 4-6 Steps, 90 Degree Turn, Walk Off.

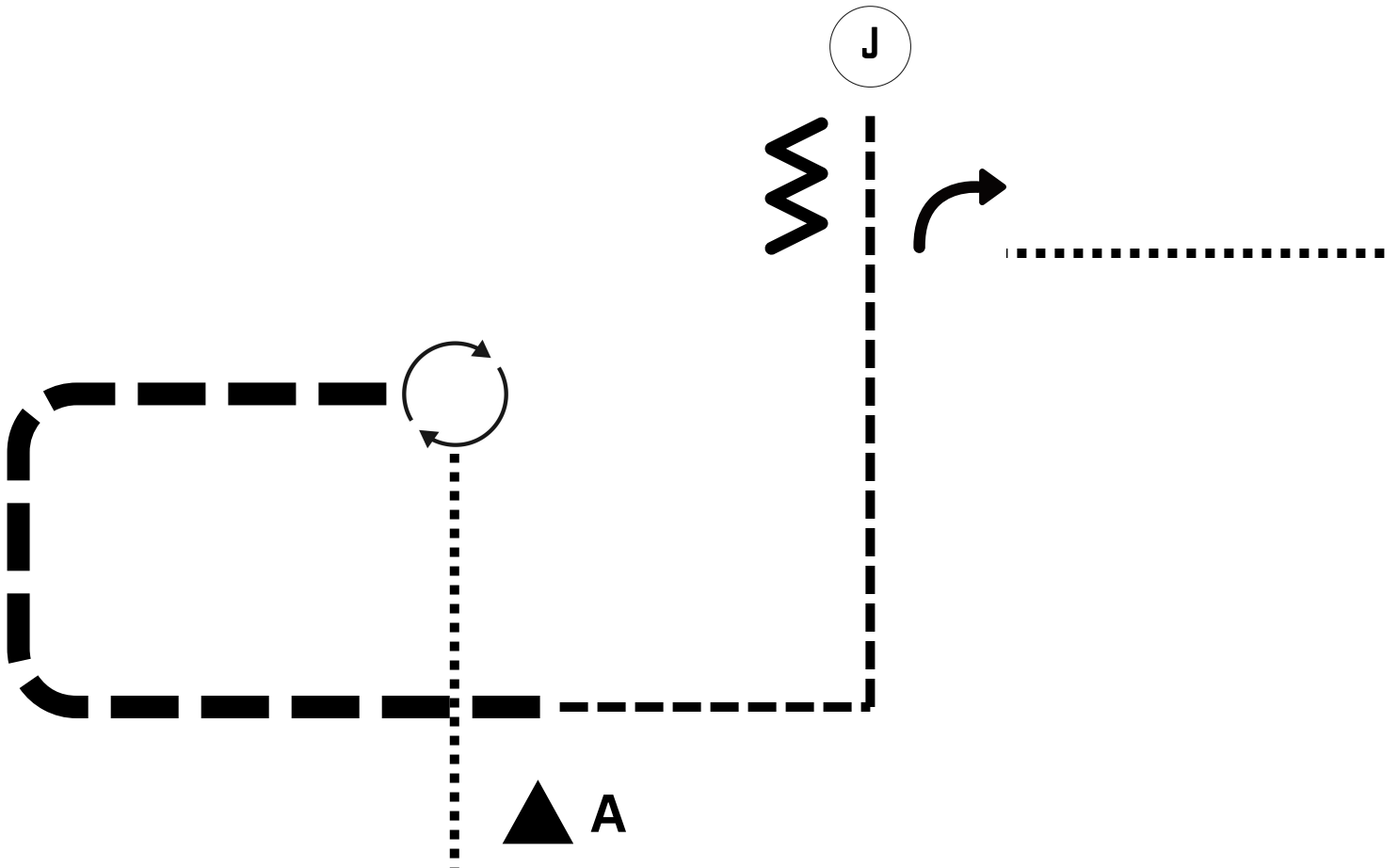


SHOWMANSHIP

14-18, NON PRO, OPEN, COLOR, PONY

Class Numbers # 72, 73, 74, 75, 77, 78

1. Start at Cone A. Walk.
2. Stop. 630 Degree Turn (1 $\frac{3}{4}$).
3. Extended Trot Around to A.
4. At A, Slow to Normal Trot, Square Corner, Trot to Judge.
5. Stop, Set Up For Inspection.
6. After Inspection, Back 4-6 Steps, 90 Degree Turn, Walk Off.

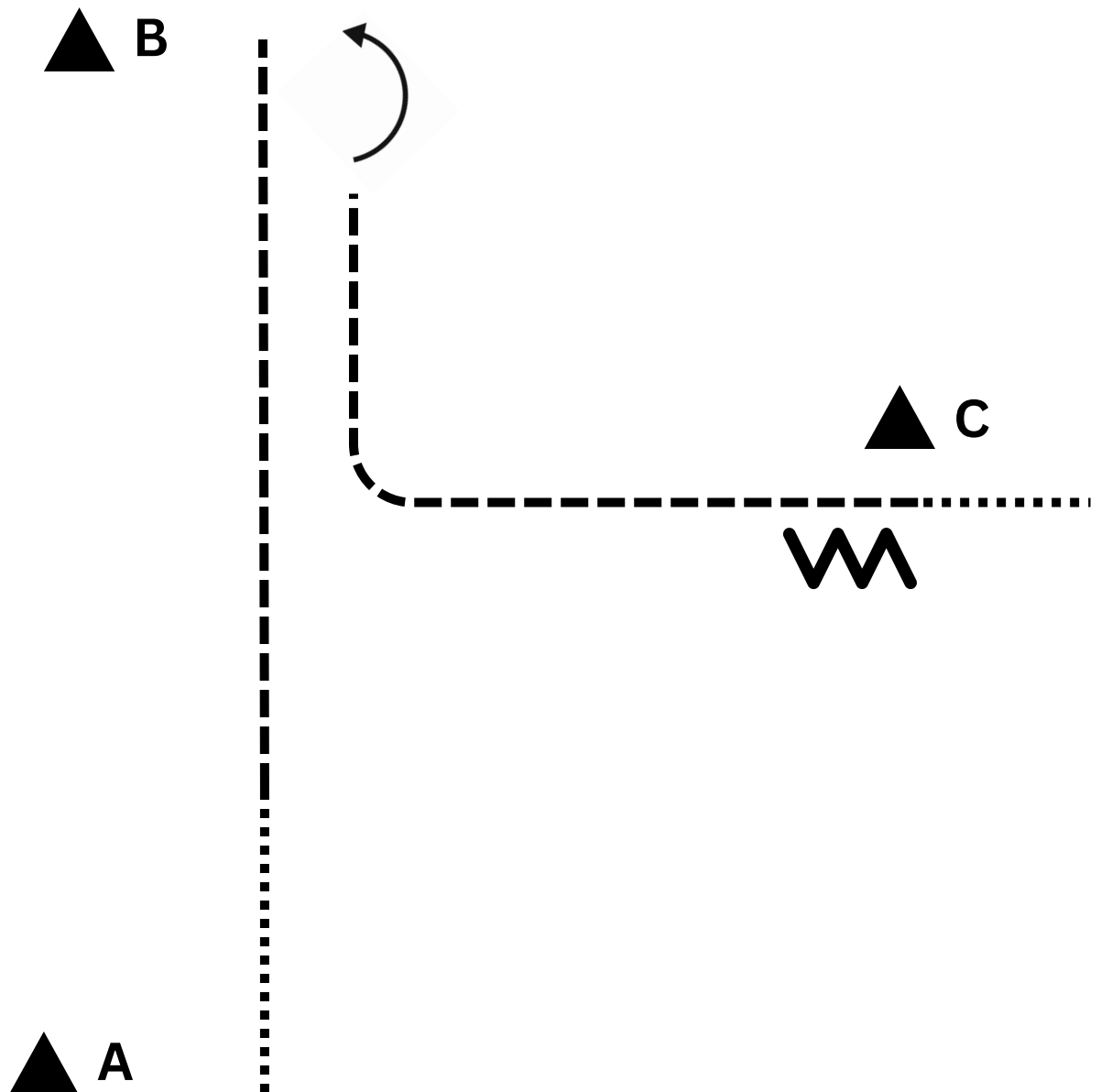


EQUITATION

WALK TROT

Class Numbers # 92, 93, 94, 95

1. Start at Cone A. Walk Two Horse Lengths.
2. Pick Up Trot, Left Diagonal.
3. Stop at Cone B. Turn 180 On Forehand to Left.
4. Pick Up Trot, Right Diagonal.
5. Stop at Cone C, Back 4 Steps. Walk Out.

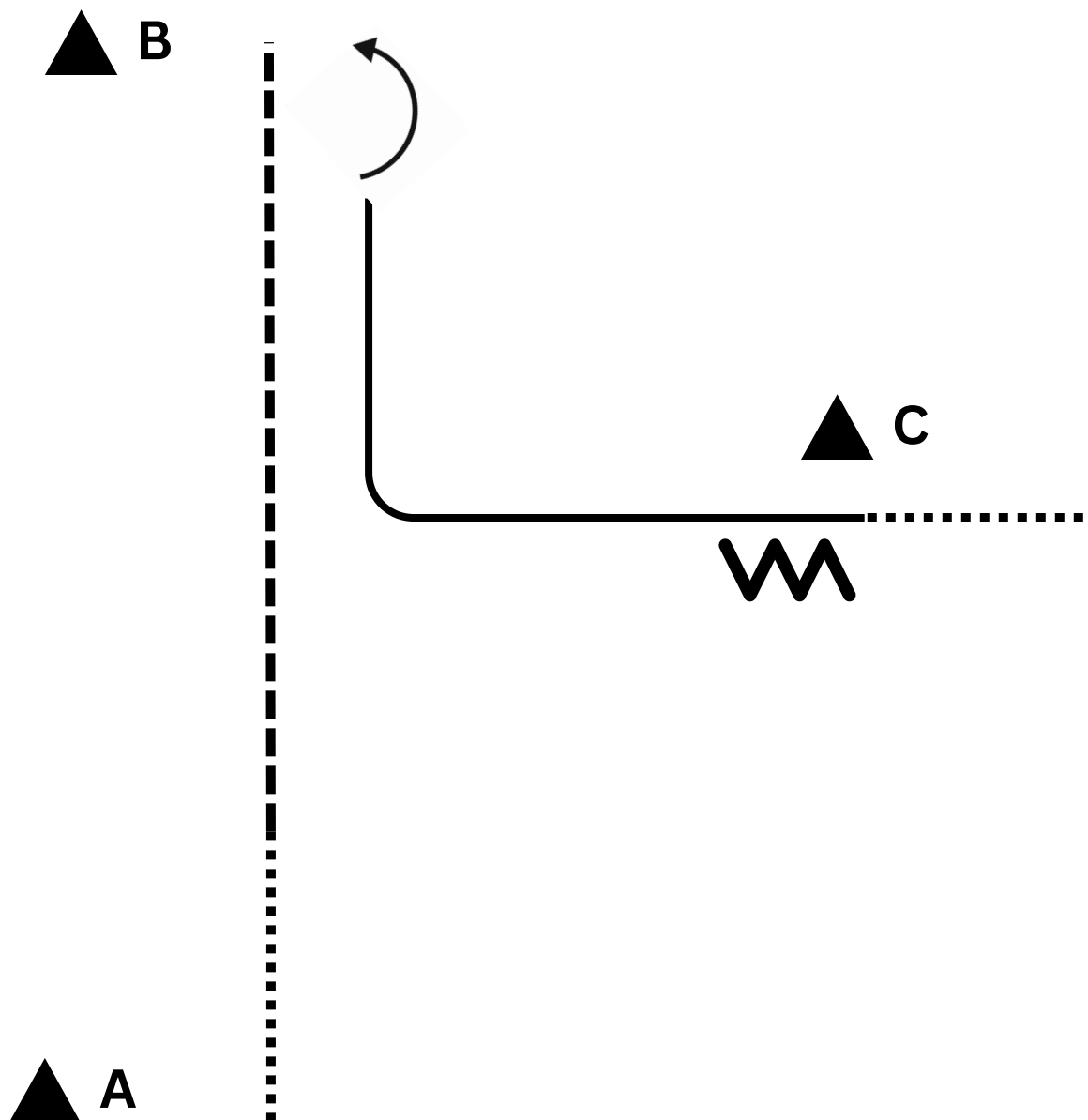


EQUITATION

13 & UNDER, NOVICE

Class Numbers # 96, 101

1. Start at Cone A. Walk Two Horse Lengths.
2. Pick Up Trot, Left Diagonal.
3. Stop at Cone B. Turn 180 On Forehand to Left.
4. Lope Left Lead.
5. Stop at Cone C, Back 4 Steps. Walk Out.

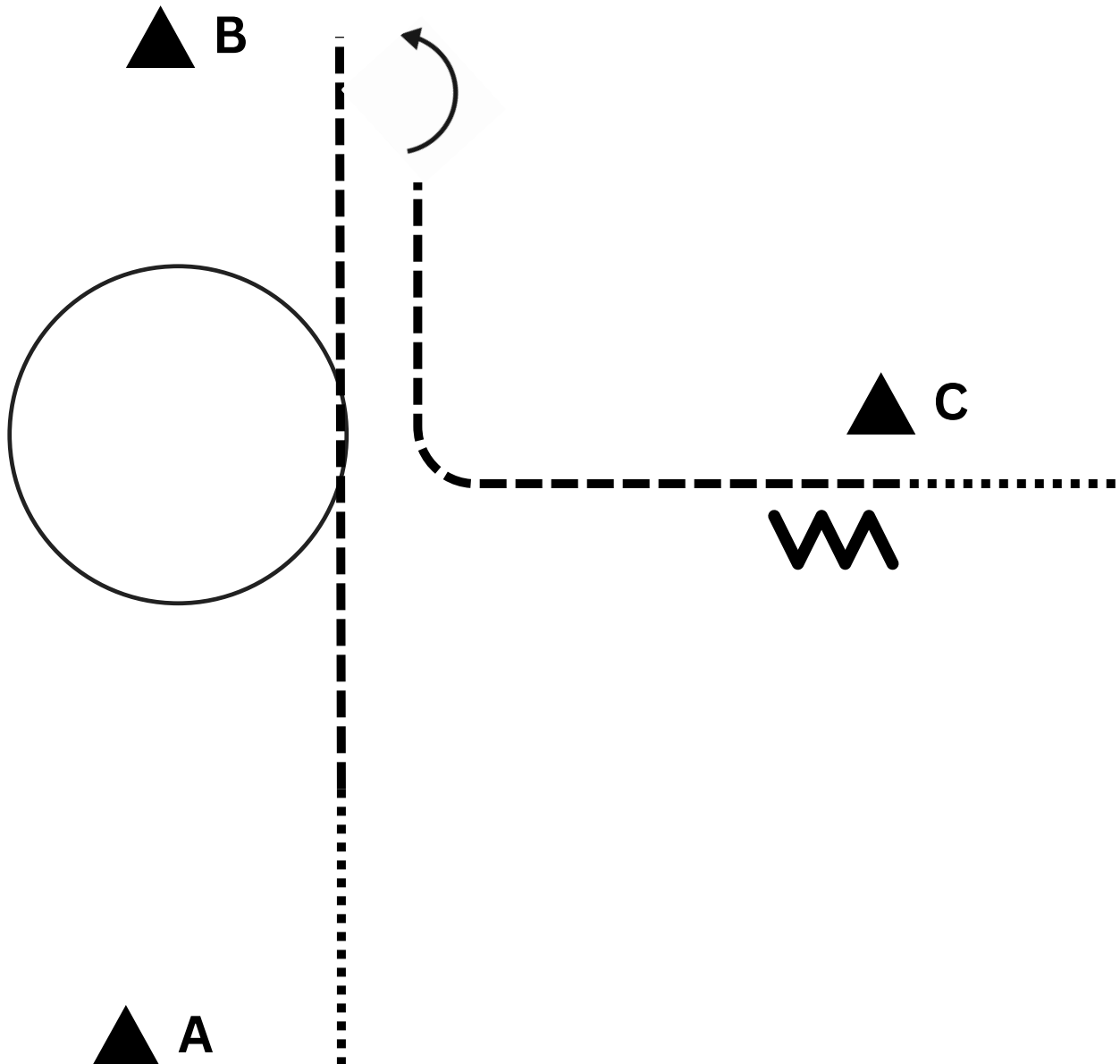


EQUITATION

14-18, NON PRO, OPEN, COLOR, PONY

Class Numbers # 97, 98, 99, 100, 102, 103

1. Start at Cone A. Walk Two Horse Lengths.
2. Pick Up Trot, Right Diagonal.
3. Lope Left Lead Circle.
4. Break to Sitting Trot at Circle Closure.
5. Stop at Cone B. Turn 180 On Forehand to Left.
6. Trot Right Diagonal .
5. Stop at Cone C, Back 4 Steps. Walk Out.

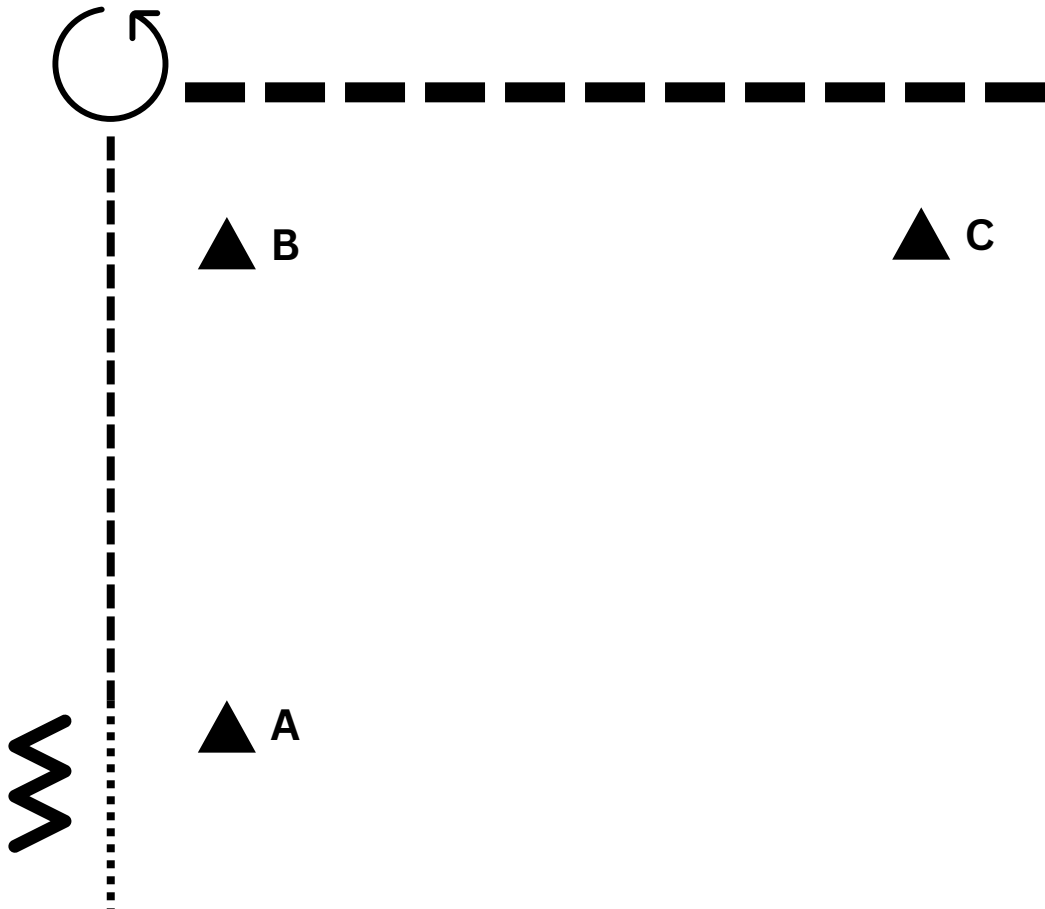


HORSEMANSHIP

WALK TROT

Class Numbers # 120, 121, 122, 123

1. Walk to Cone A, Stop at Cone A, Back 4 Steps.
2. Jog Past Cone B.
3. Stop, 270 to Left.
4. Extended Trot to C.
5. Slow to Jog Around Cone C.
6. Jog Out, Pattern Is Over Once You Pass Cone A.

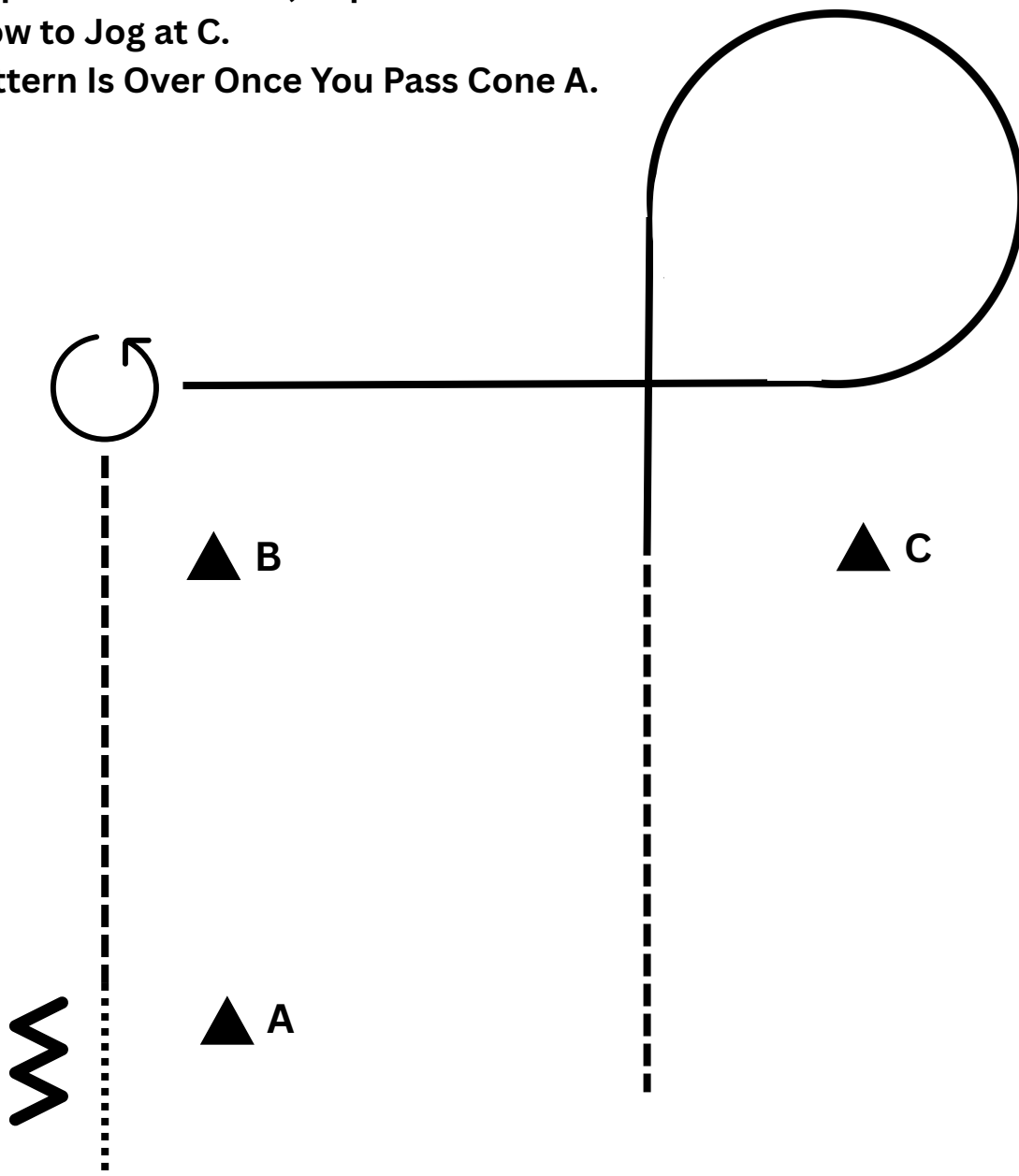


HORSEMANSHIP

13 & UNDER, NOVICE

Class Numbers # 125, 130

1. Walk to Cone A, Stop at Cone A, Back 4 Steps.
2. Jog Past Cone B.
3. Stop, 270 to Left.
4. Lope Left Lead to C, Lope Circle to Left.
5. Slow to Jog at C.
6. Pattern Is Over Once You Pass Cone A.



HORSEMANSHIP

14-18, NON PRO, OPEN, COLOR, PONY

Class Numbers # 126, 127, 128, 129, 131, 132

1. Walk to Cone A, Stop at Cone A, Back 4 Steps.
2. Jog Past Cone B.
3. Stop, 270 to Left.
4. Lope Right Lead to C, Change Leads (Simple or Flying).
5. Lope Circle to Left.
6. Slow to Extended Trot at C.
7. Pattern Is Over Once You Pass Cone A.

