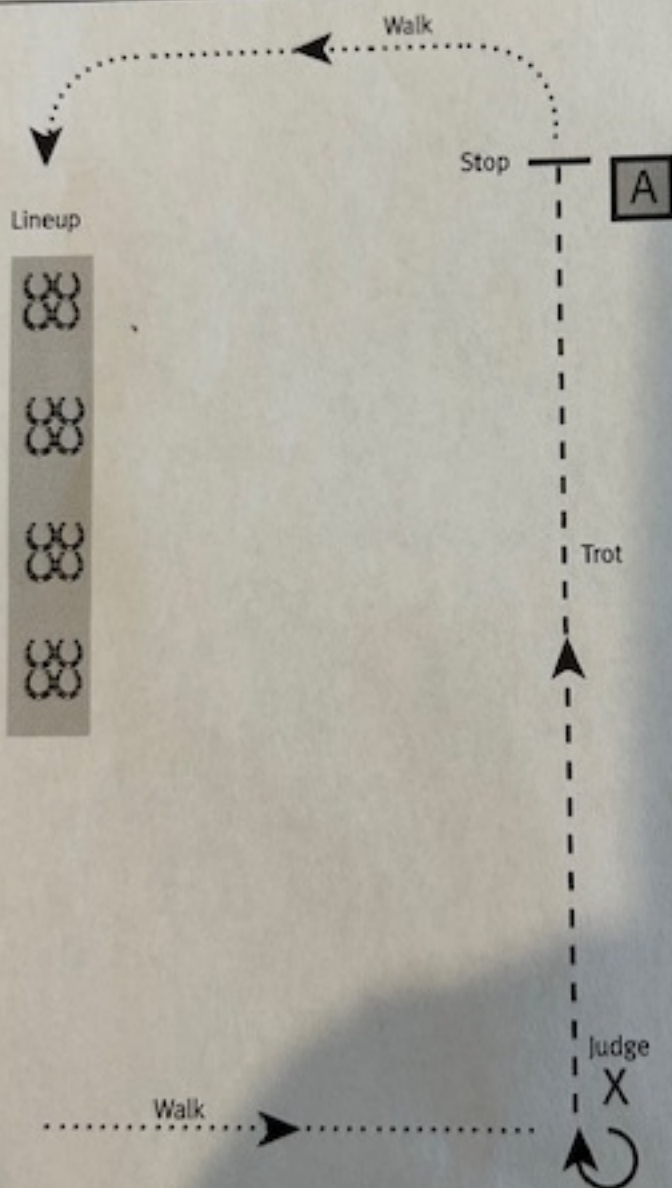


- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Showmanship

LEVEL 1 • PATTERN A

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

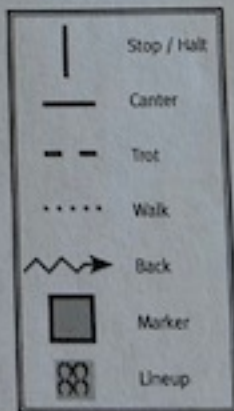


Walk to the judge and set up for inspection.

When excused, execute a 270-degree turn.

Trot a straight line as drawn in the pattern and stop at marker A.

Walk back to lineup at the direction of the ringmaster or exit at the walk.



37

A H A

Show
Date 9/28Class
Judge37
J. Gostin

Western Horsemanship

LEVEL 1 • PATTERN B

18 + Under

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

Be ready at marker A.

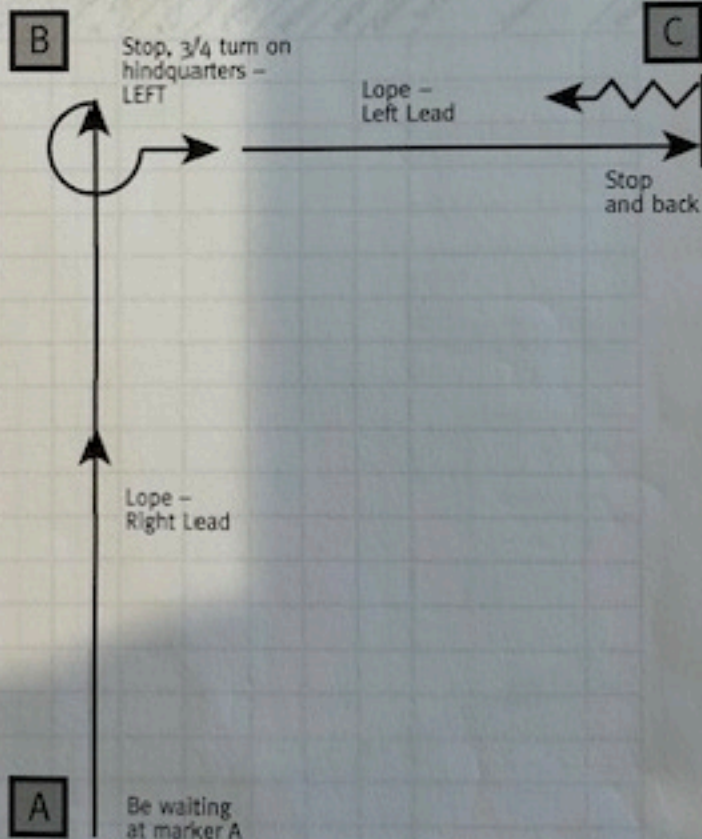
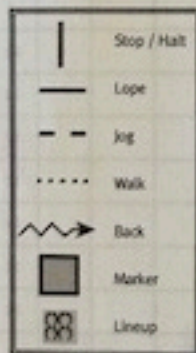
Lope right lead to marker B.
Stop.

Execute a 3/4 turn on the hindquarters to the left.

Lope left lead to marker C.

Stop and back approximately ten feet.

Return to lineup at the jog or exit arena at the jog.



This pattern is appropriate to use for all age groups

If used at a Regional or National Show, pattern may not be run from the lineup.

Show 9/28
Date 9/28

Class 38
Judge J. Gostin

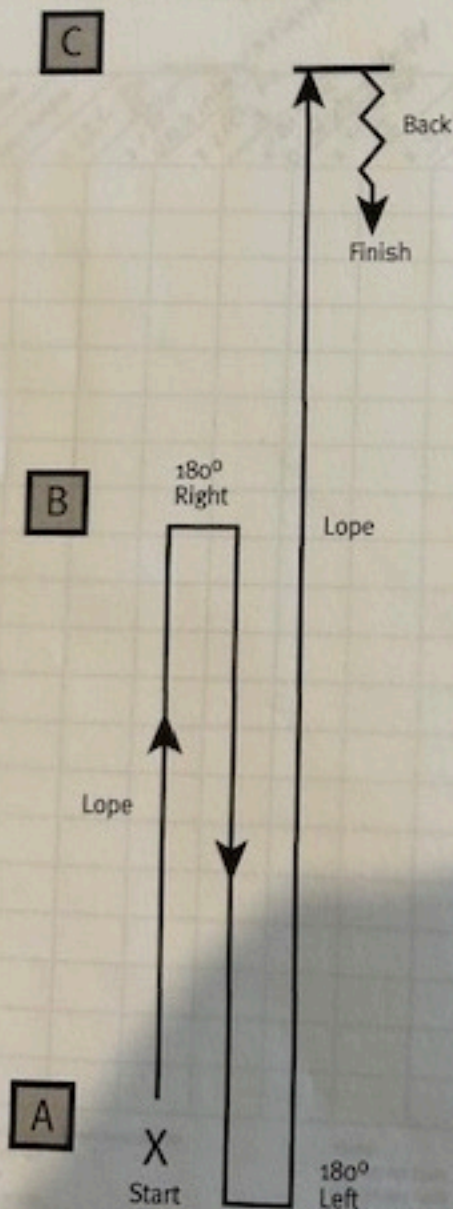
Adult

A H A

Western Horsemanship

LEVEL 1 • PATTERN A

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



Be ready at Marker A.

Starting at Marker A, lope left lead to Marker B. Stop.

At Marker B, turn 180-degrees on hindquarters right.

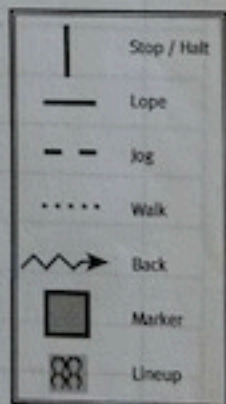
Lope right lead to Marker A.

Stop at Marker A, and turn 180-degrees on hindquarters left.

Lope left lead to Marker C.

Stop at Marker C and back approximately ten feet.

After completing pattern, jog to far end of arena and form a new line or exit arena at the jog.



This pattern is appropriate to use for all age groups

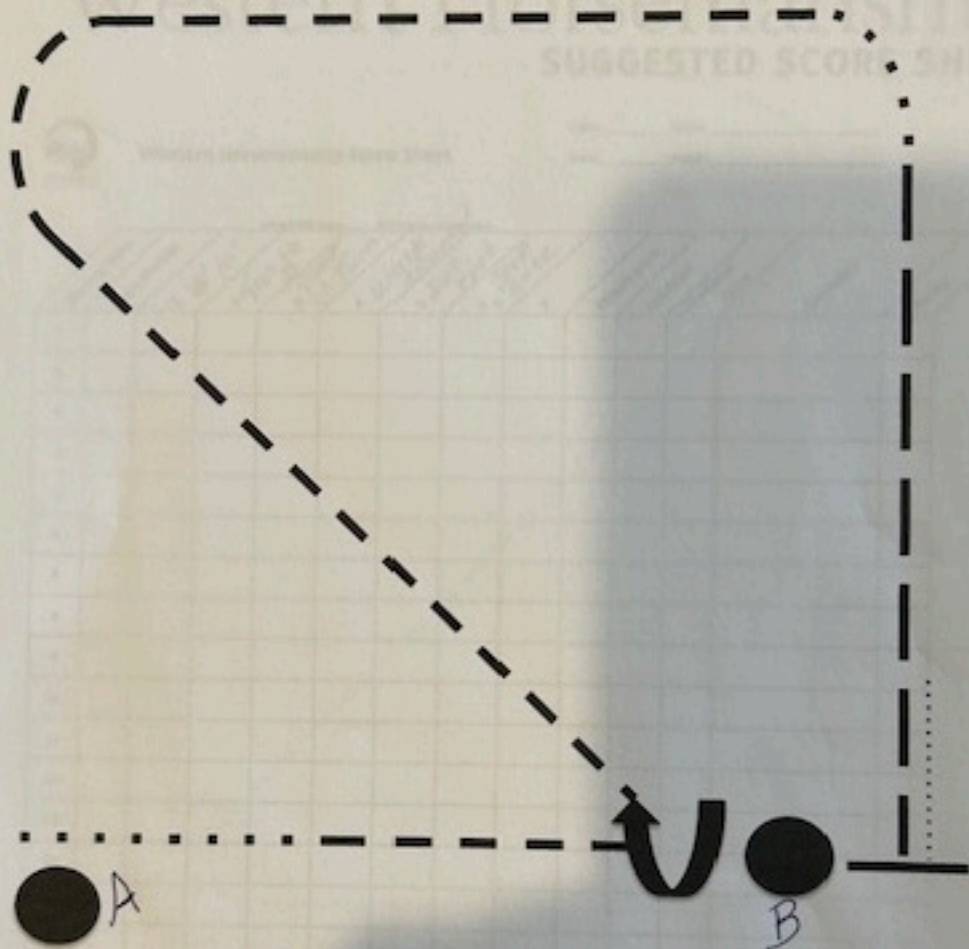
If used at a Regional or National Show, pattern may not be run from the lineup.

Class
39

Western Horsemanship
Pattern 2 Walk Trot

Any Age

SUGGESTED SCORE SHEET



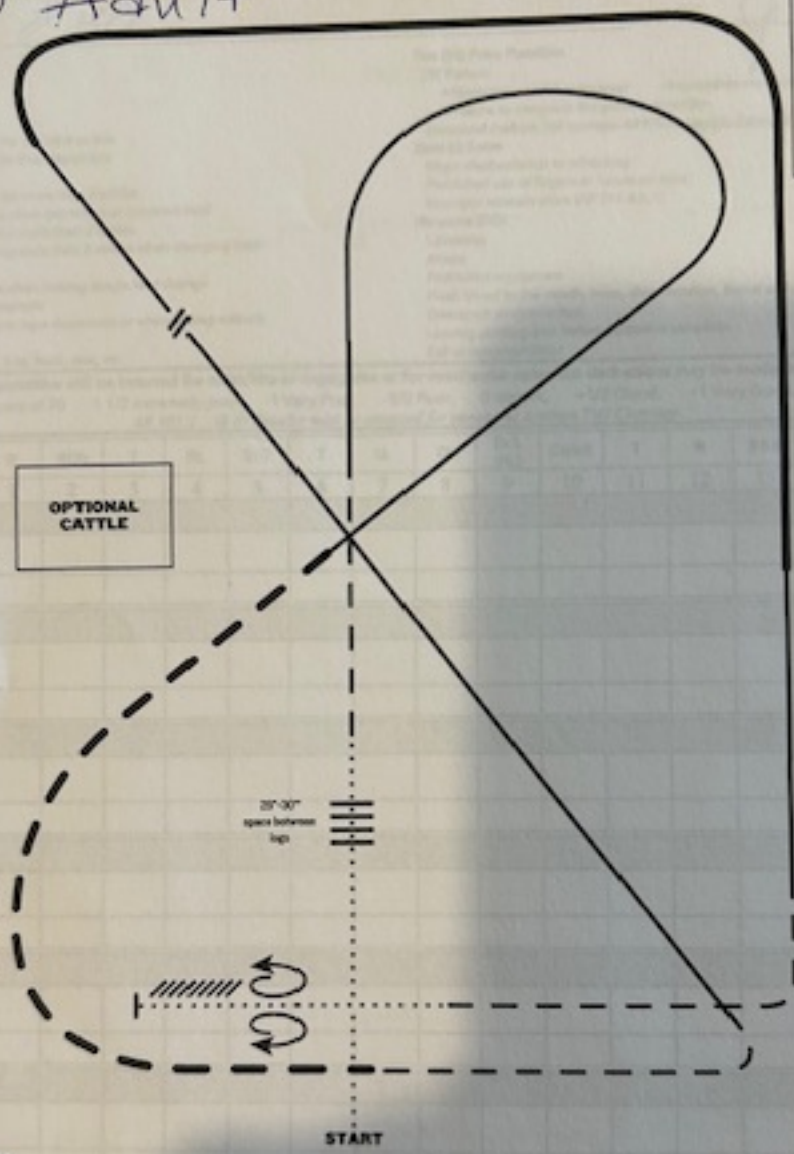
1. Walk 10 feet, jog to marker.
2. Right turn and jog across arena.
3. Jog a corner and continue jogging.
4. Walk a corner.
5. Extended jog to marker.
6. Stop and back.

RANCH RIDING - PATTERN 5

#50 Adult

LEGEND

- Walk
- ... Extended Walk
- - - Trot
- - - Extended Trot
- Lope
- Extended Lope
- ////// Back
- W Lead Change



1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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

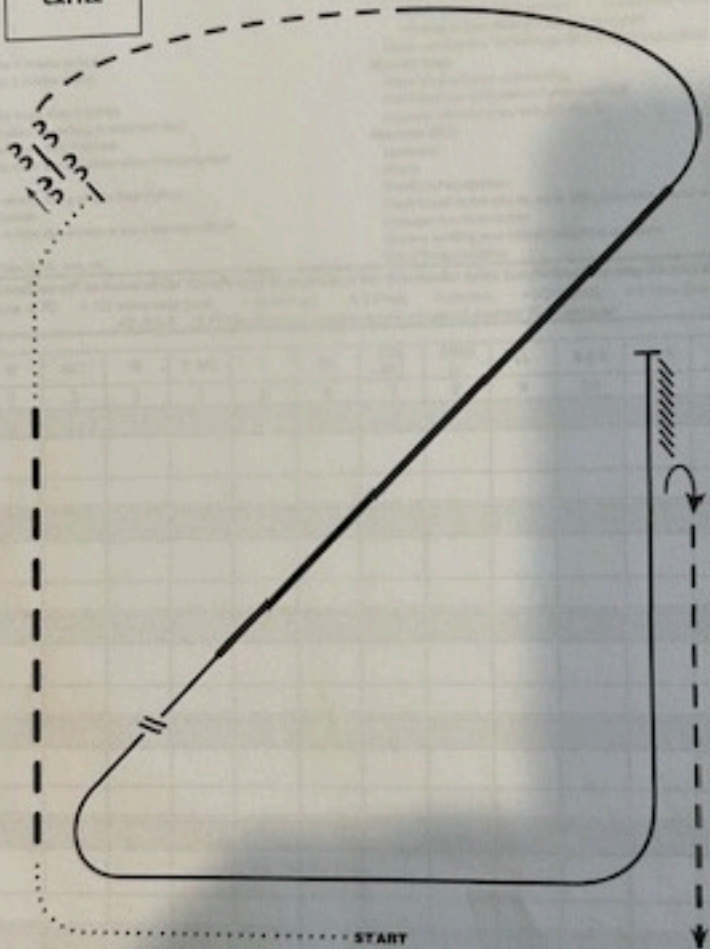
RANCH RIDING - PATTERN 10

LEGEND

- Walk
- - - Extended Walk
- - - Trot
- - - Extended Trot
- Lope
- Extended Lope
- ===== Back
- ∩ Lead Change

#51
18 + Under

OPTIONAL
CATTLE



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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

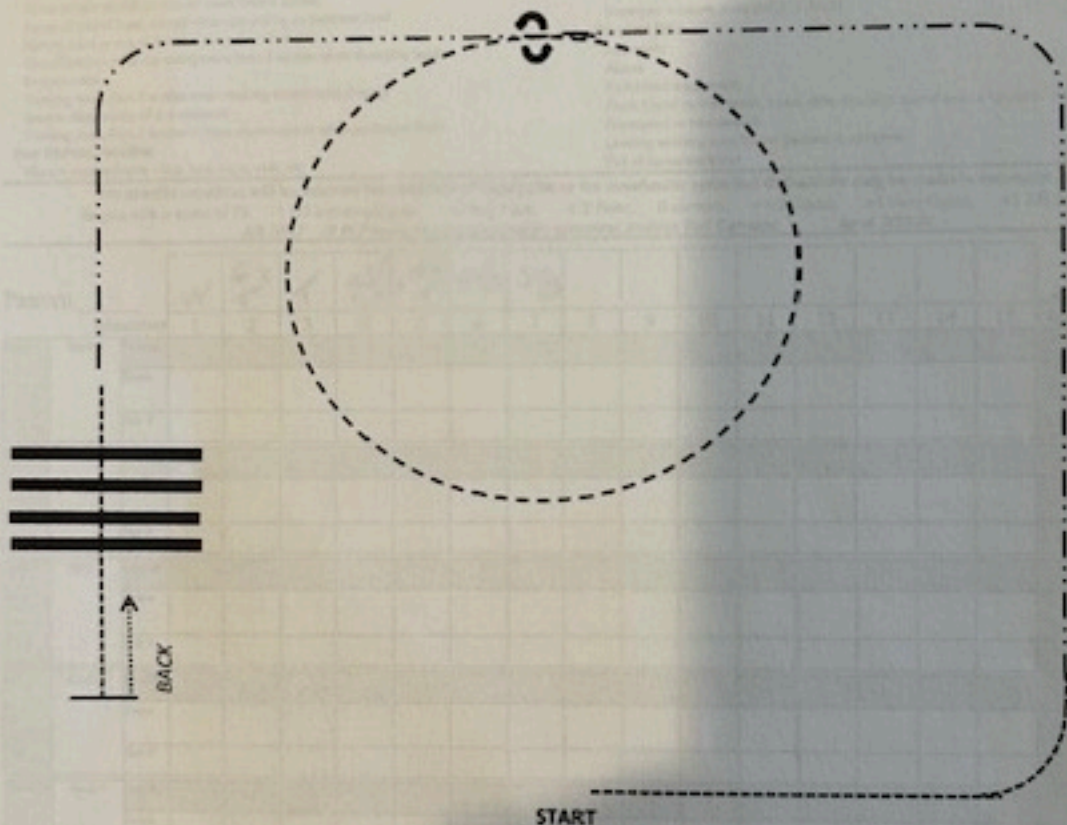
Class # 52



RANCH RIDING WALK TROT - Any Age

Pattern # 1

WALK	-----
TROT	-----
EXT TROT	-----



1. WALK
2. EXT. TROT 1/2 way up the ARENA
3. TURN LEFT EXT. TROT to Center of ARENA
4. TROT CIRCLE to LEFT
5. STOP / BACK 1 Horse Length
6. 360 TURN LEFT
7. EXT. TROT
8. WALK over RAILS