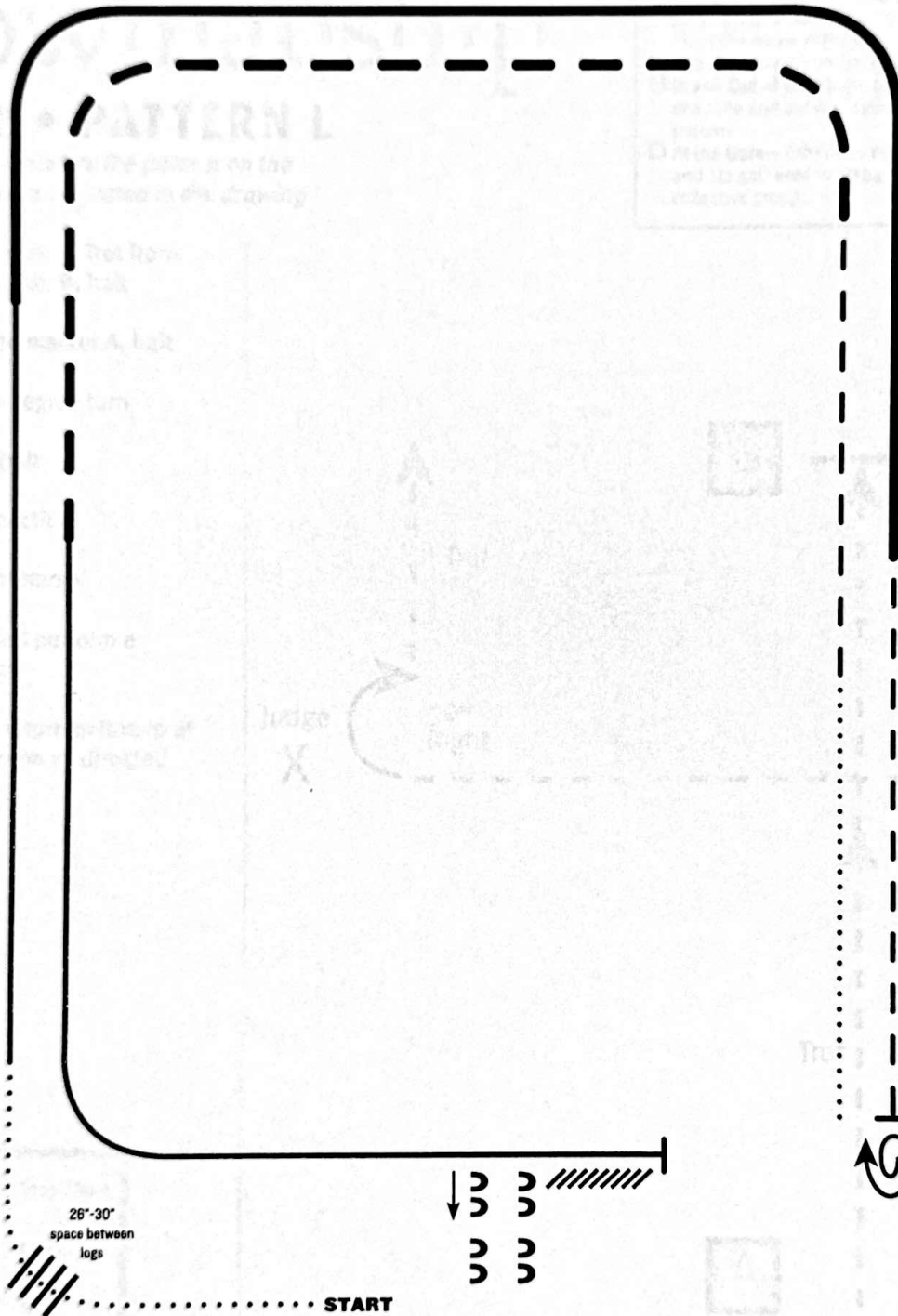


RANCH RIDING - PATTERN 6

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change



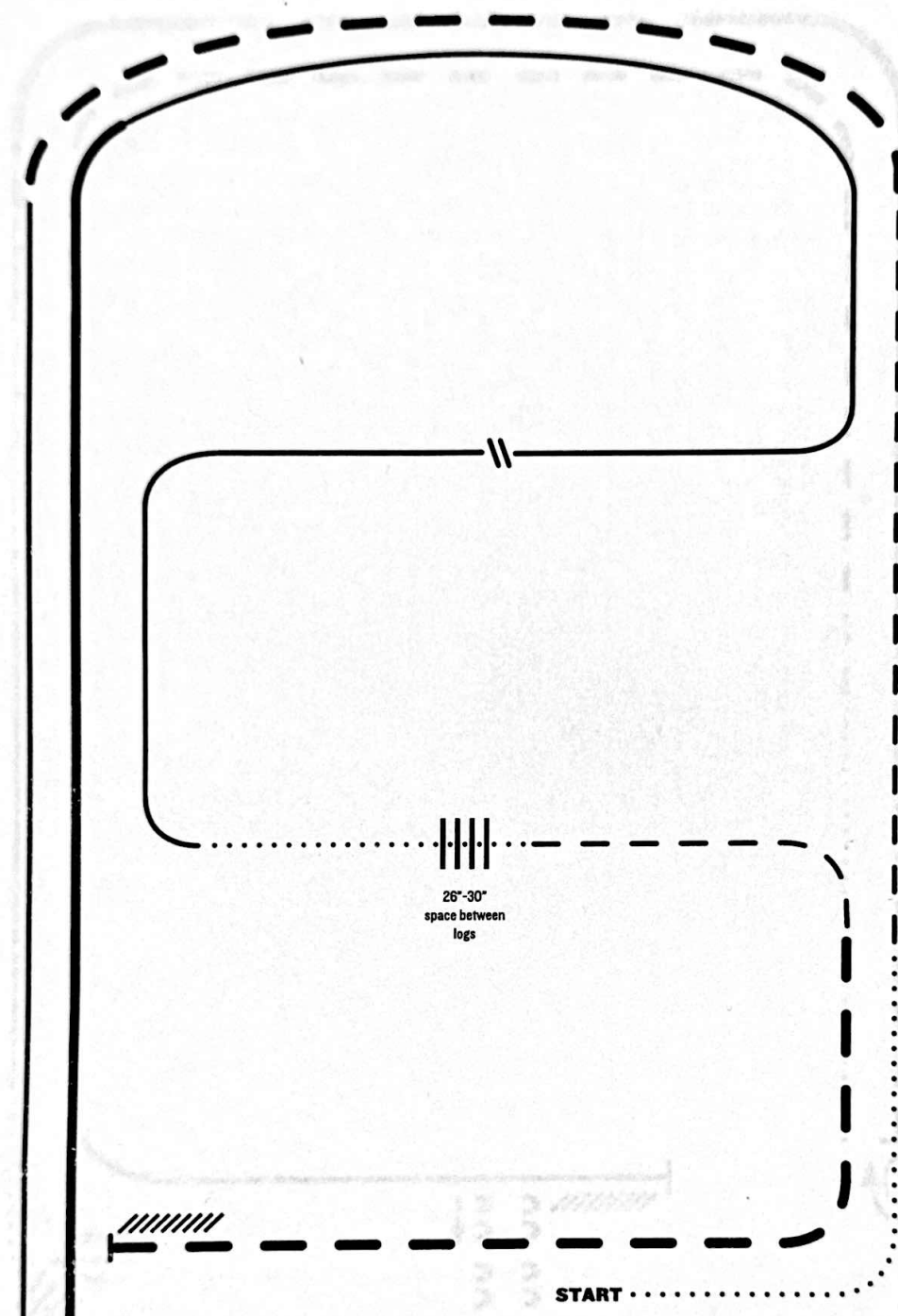
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

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 2

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
∩	Lead Change



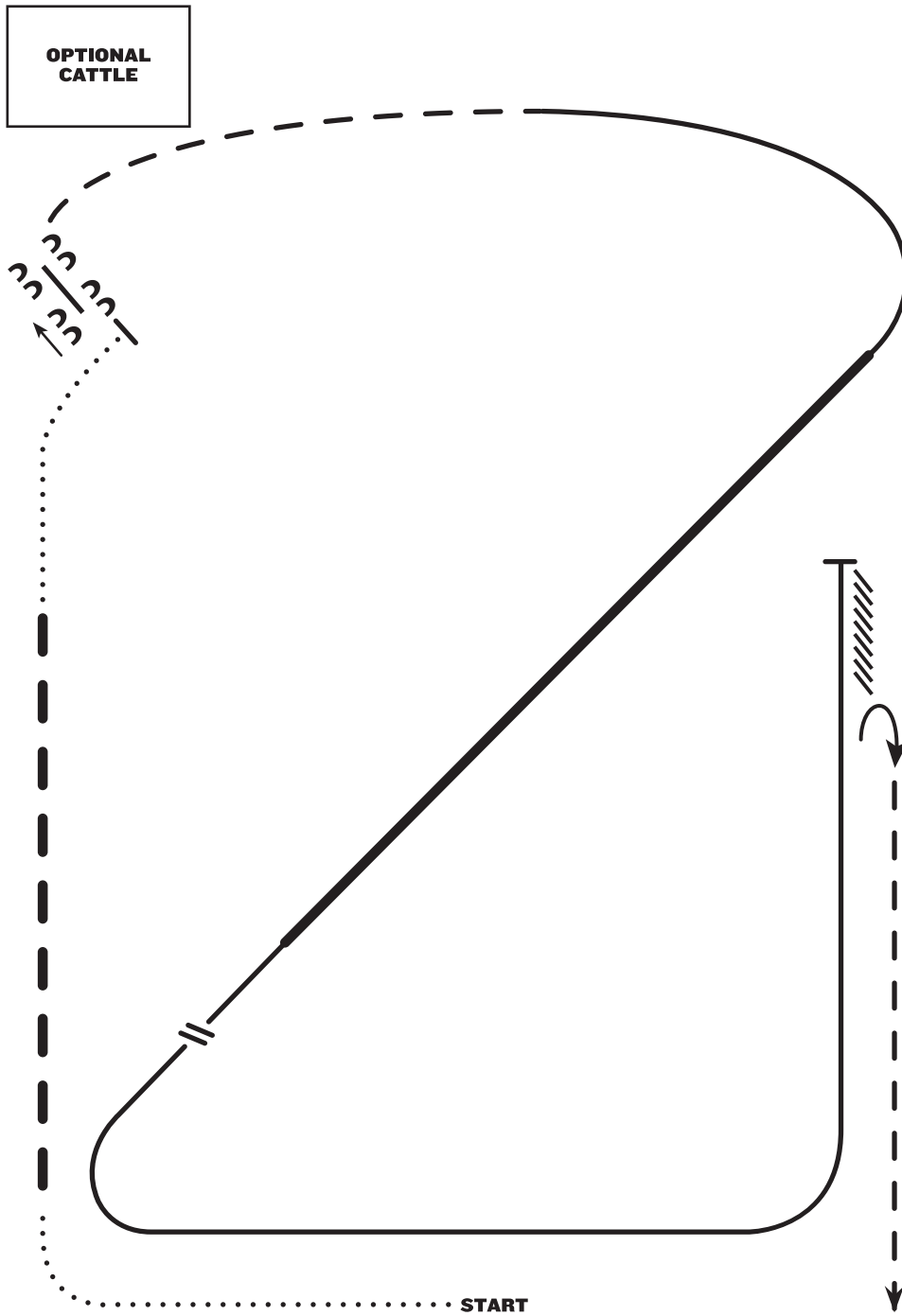
1. Walk
2. Trot
3. Extended trot
4. Lope left lead
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

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

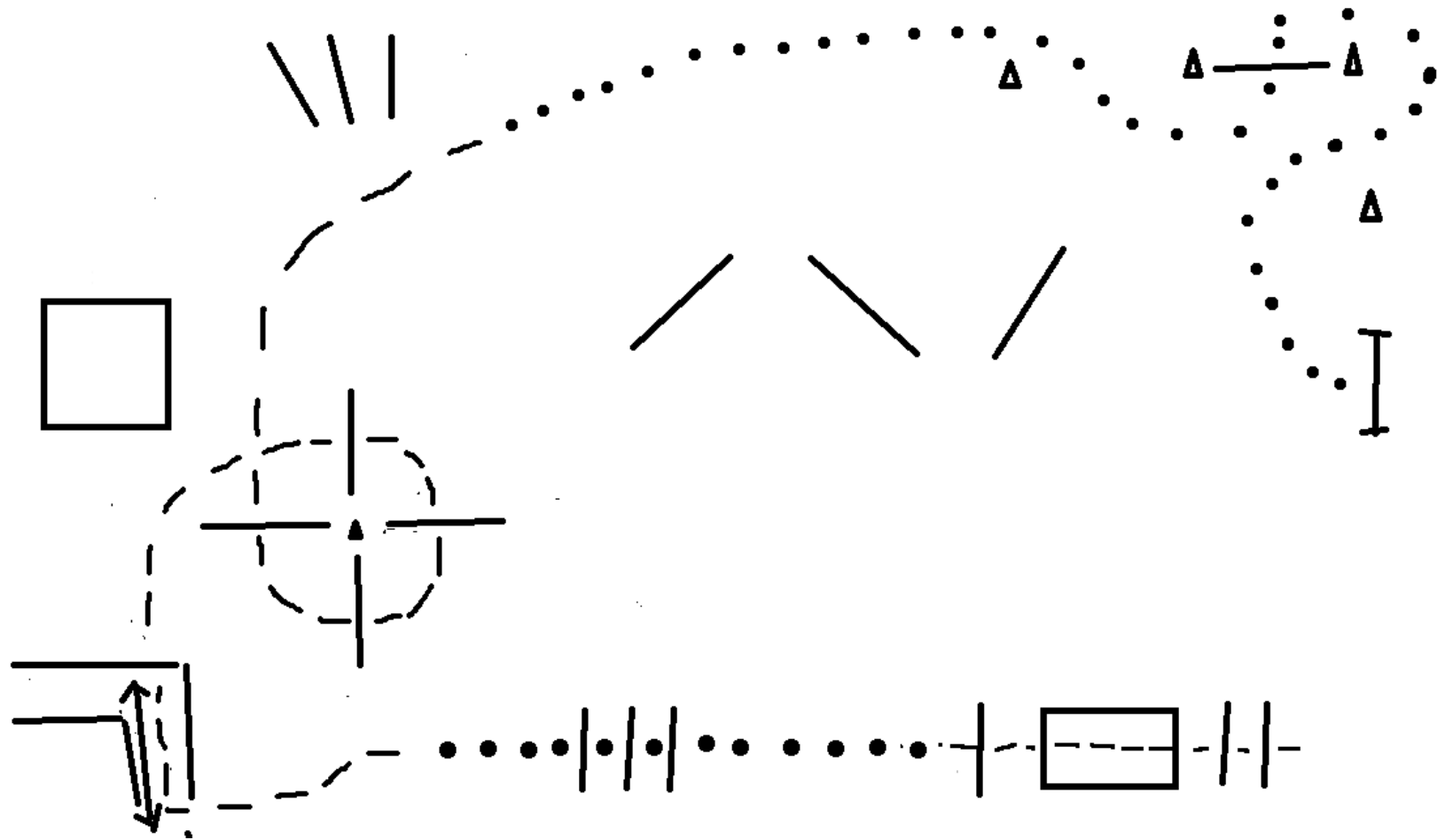
.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
————	Lope
—————	Extended Lope
//////	Back
\\	Lead Change



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

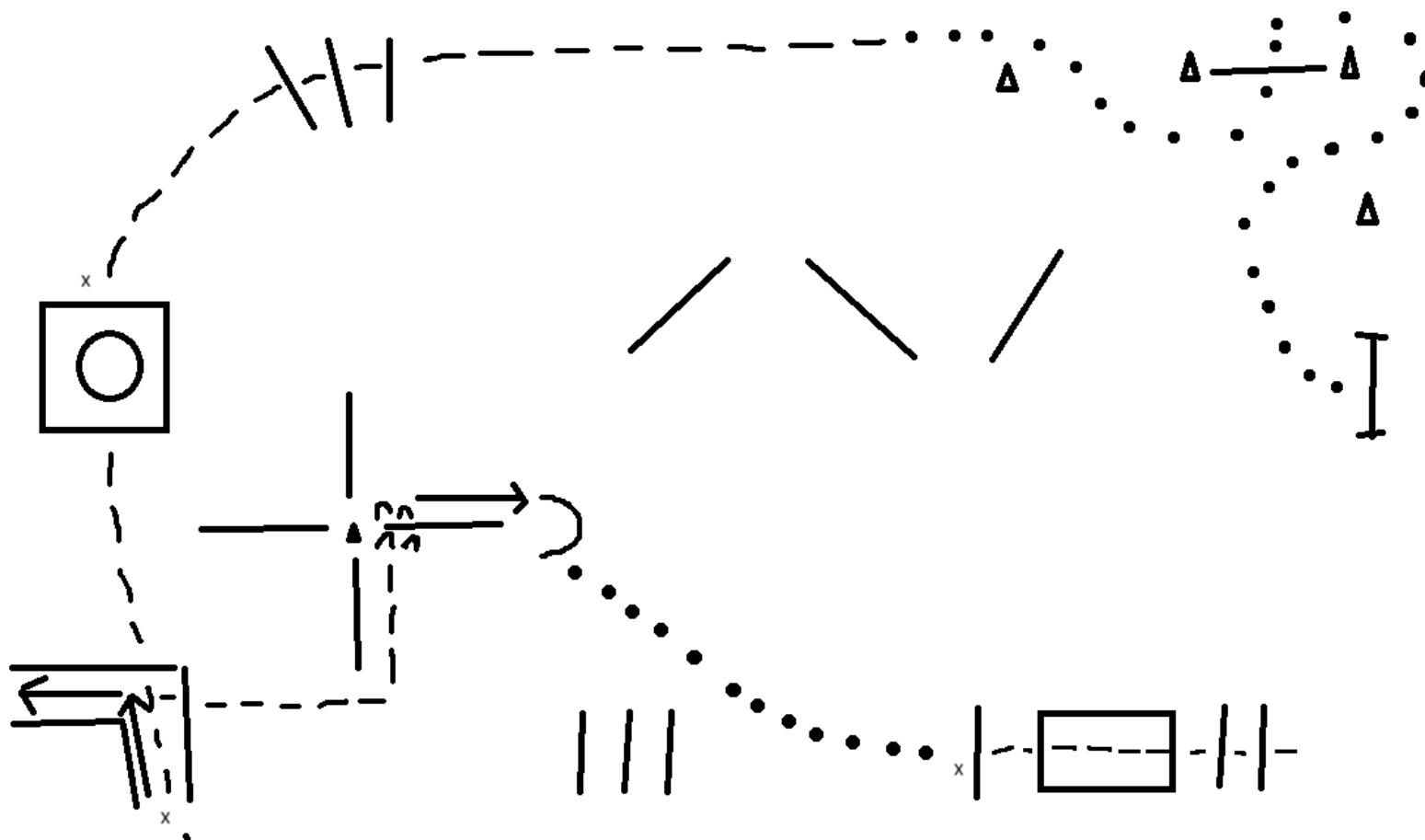
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

ARABIAN, HALF ARABIAN IN HAND TRAIL ATH



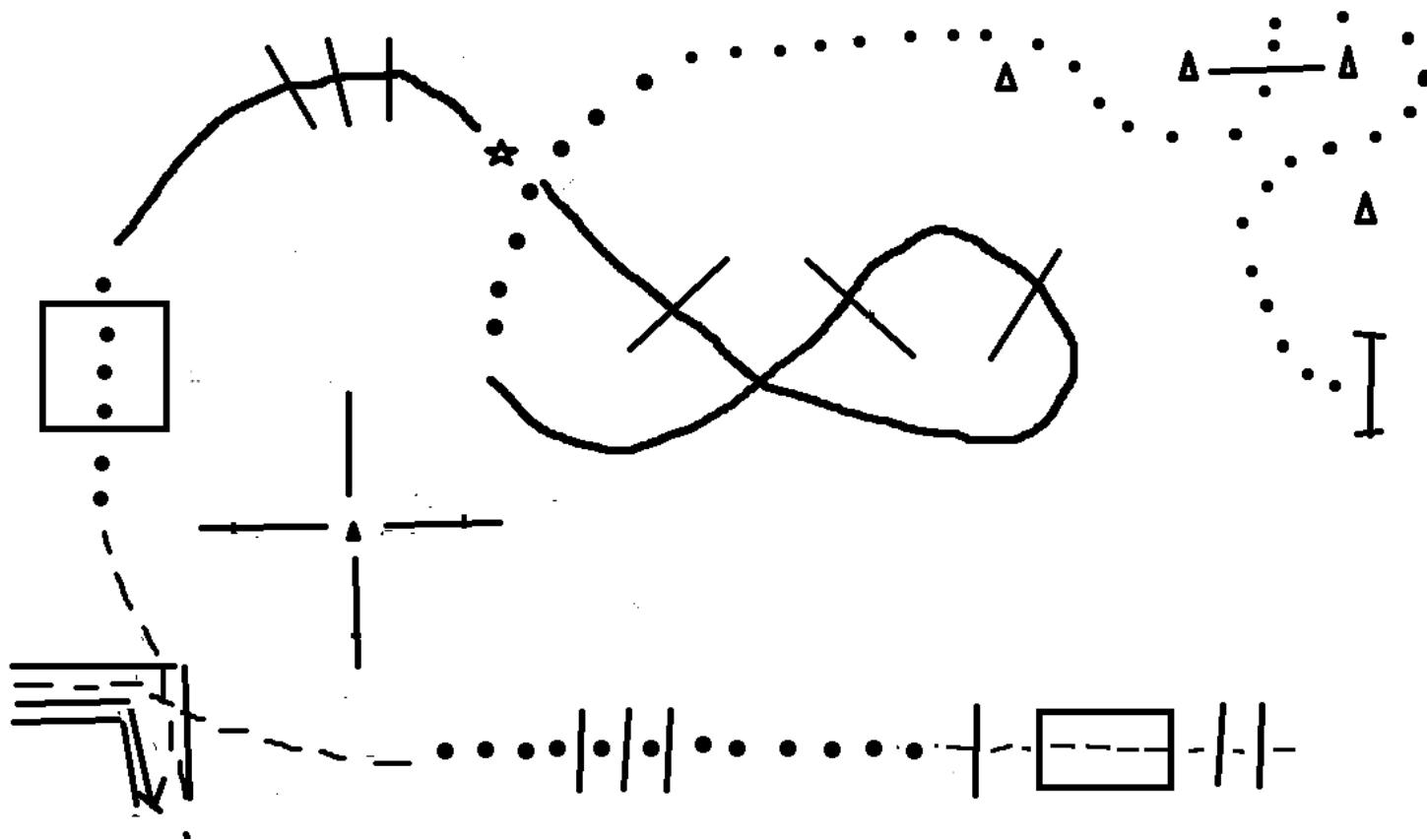
1. BEGIN WALKING OVER POLES.
2. WALK OVER BRIDGE, POLE.
3. TROT OVER POLES.
4. WALK INTO L. BACK STRAIGHT OUT. WALK FORWARD, OUT.
5. WALK OVER POLES.
6. TROT THROUGH CONE/POLE SERPENTINE.
7. HALT AT GATE.
8. WORK GATE LEFT HAND PUSH.
COURSE IS COMPLETE WHEN GATE IS COMPLETE.

ARABIAN, HALF ARABIAN IN HAND TRAIL OPEN



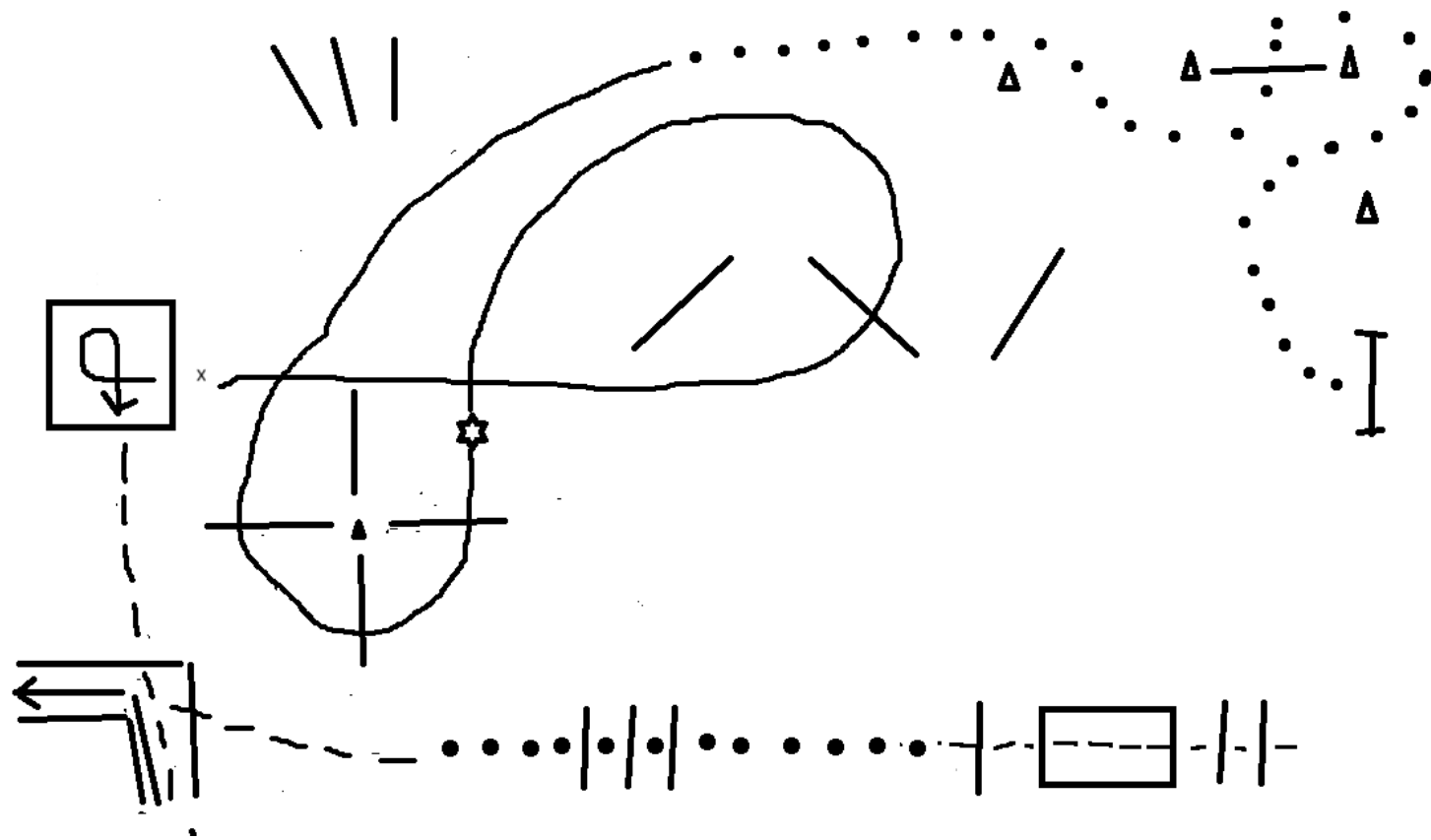
1. BEGIN AT GATE, WORK GATE LEFT HAND PUSH.
2. JOG/TROT THROUGH CONE SERPENTINE.
3. WALK OVER FAN POLES.
4. HALT BEFORE BOX. WALK INTO BOX, PERFORM 360 R, WALK OUT OF BOX.
5. WALK INTO L, HALT.
6. BACK THROUGH L, WALK OUT.
7. WALK TO/STRADDLE SIDE POLE. HALT.
8. SIDE PASS OFF POLE RIGHT. 180 R.
9. JOG/TROT TO POLE. HALT.
10. WALK OVER POLE, BRIDGE, POLES. COURSE ENDS WHEN CLEAR OF POLES.

ENGLISH WESTERN TRAIL ATR



1. WALK OVER POLES, BRIDGE, POLE.
2. JOG/TROT OVER POLES.
3. WALK INTO L, HALT, BACK L, WALK OUT.
4. JOG/TROT THROUGH BOX.
5. RIGHT LEAD LOPE/CANTER OVER POLES.
6. CHANGE LEAD.
7. LEFT LEAD LOPE/CANTER OVER POLES.
8. JOG/TROT THROUGH CONE/POLE SERPENTINE.
9. HALT AT GATE. WORK GATE LEFT HAD PUSH.
COURSE IS COMPLETE WHEN GATE MANEUVER IS COMPLETE.

ENGLISH WESTERN TRAIL OPEN



1. WORK GATE LEFT HAND PUSH.
2. TURN RIGHT JOG THROUGH CONE/POLE SERPENTINE
3. LOPE/CANTER LEFT LEAD OVER POLES
4. CHANGE LEAD
5. LOPE/CANTER RIGHT LEAD OVER POLE, HALT AT BOX.
6. WALK INTO BOX, 270 RIGHT TURN, WALK OUT.
7. WALK INTO L, HALT, BACK L, WALK OUT.
8. JOG/TROT POLES.
9. WALK OVER POLE, BRIDGE, POLES.
COURSE IS COMPLETE WHEN CLEAR OF WALK POLE.

Hunter/Jumping Seat

LEVEL 1 • PATTERN Q

Walk to the starting point.

Canter left lead and cut across arena.

Change lead (simple change) in center of arena and continue cantering on right lead diagonally across arena. Continue around end of arena.









Cut across center of arena and perform a lead change (simple change).

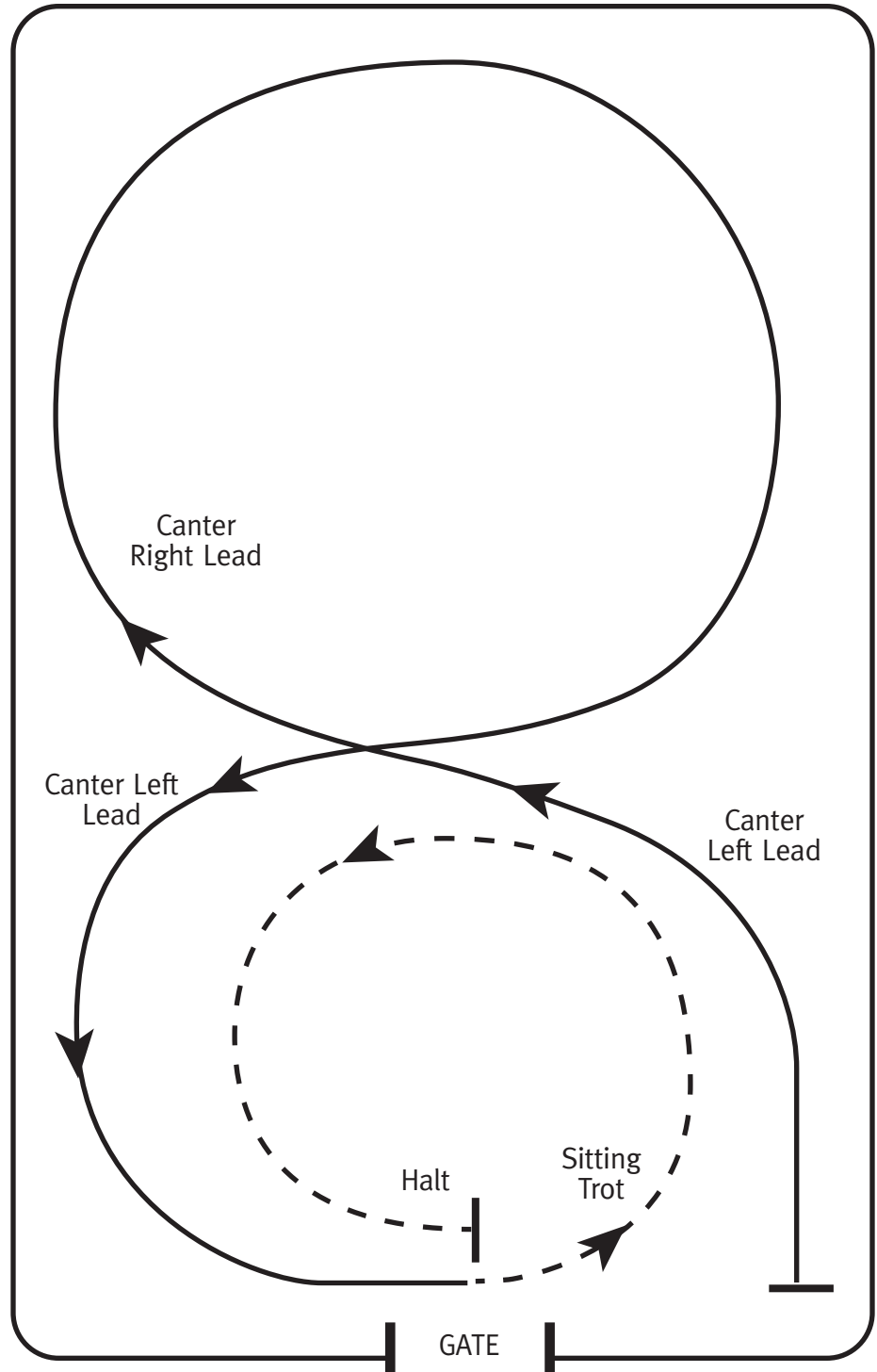
Continue around arena to gate end.

Transition to sitting trot and trot a circle.

Halt.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup



This pattern is appropriate for all ages.

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



Saddle Seat

LEVEL 2 • PATTERN E • Tests 3,6,11

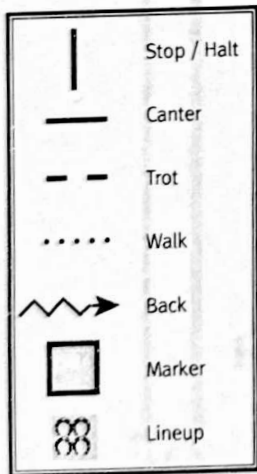
Enter the ring to the right at a trot.
Trot down the rail showing one change of diagonal. Begin on the left/incorrect diagonal.

Halt at the end of the rail.

Canter on the left lead to the midpoint of the turn and continue cantering executing a two loop serpentine down the center line. Halt.

Trot to the rail on the left diagonal.
Halt.

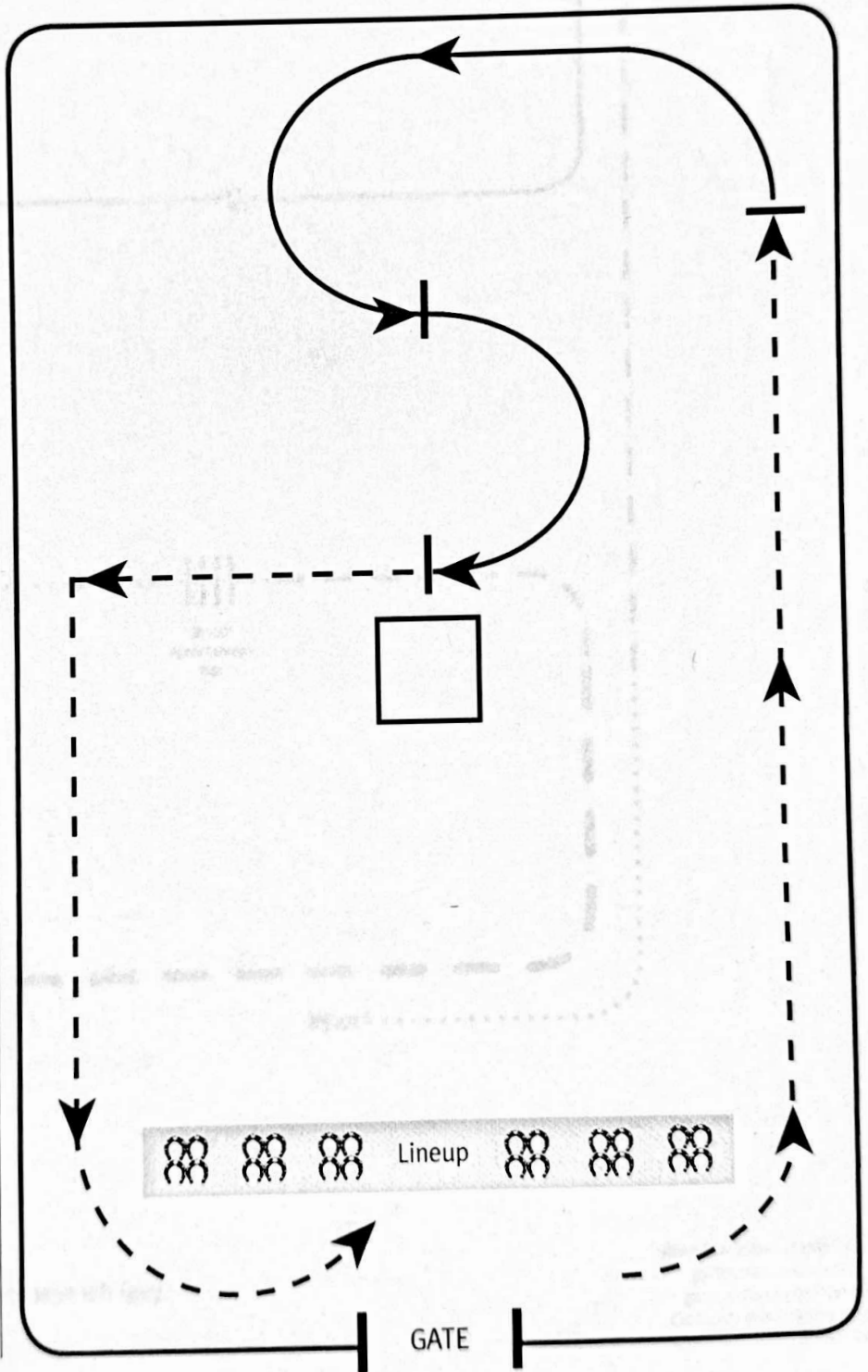
Turn left. Trot down the rail on the right diagonal and return to the lineup and exit the ring at the trot.



This pattern may only be used for:

- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Showmanship

LEVEL 2 • PATTERN L

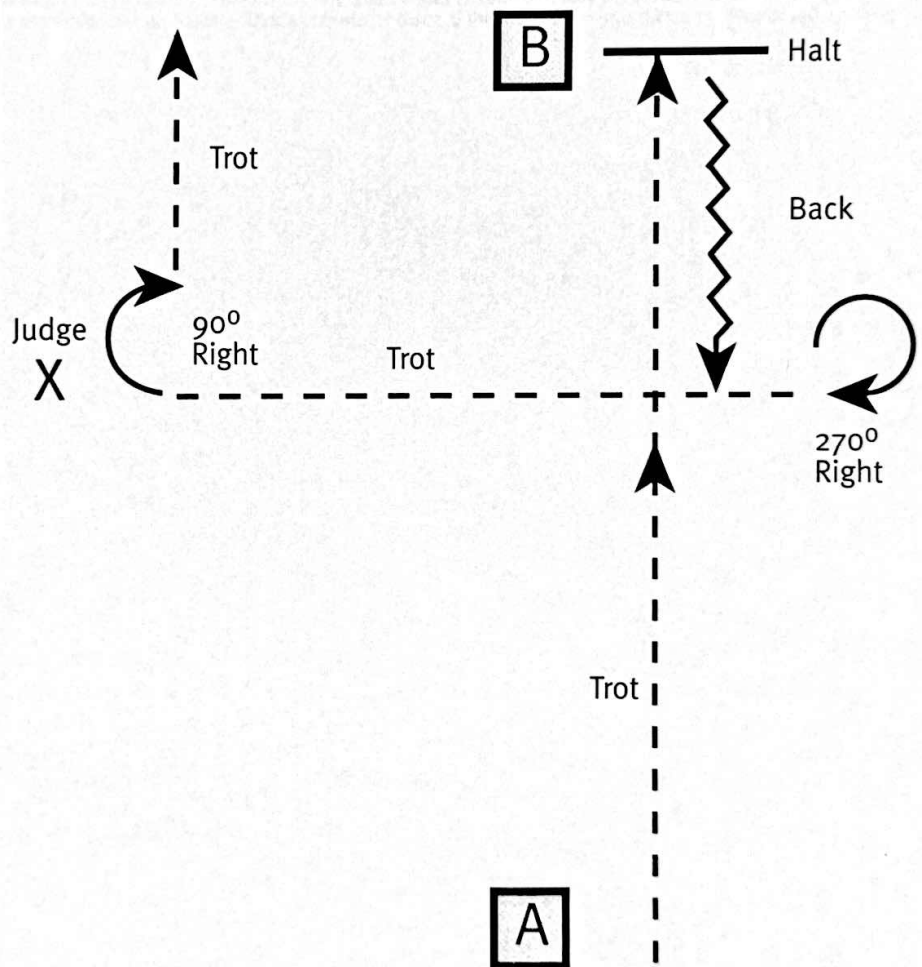
Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

1. Be ready at marker A. Trot from marker A to marker B, halt
2. Back 1/2 way to marker A, halt
3. Execute a 270-degree turn
4. Trot to judge, halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed perform a 90-degree turn
8. Trot away and return to lineup at a trot or exit arena as directed

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.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 2 • PATTERN U

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

1. Be ready at marker A. Trot to marker B, halt
2. Execute a 360-degree turn
3. Trot to marker C, halt
4. Execute a 180-degree turn
5. Back to judge and set up for inspection
6. Presentation of horse
7. Walk away from judge, execute a 90-degree turn
8. Trot to marker D, and continue trotting back to lineup or exit arena at a trot

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.

