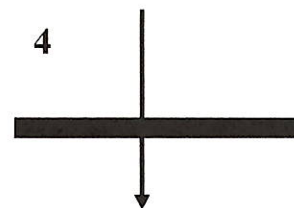
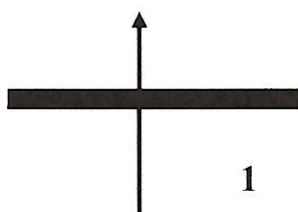
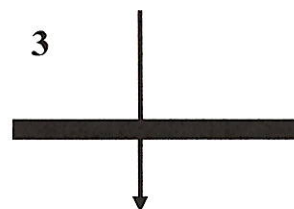
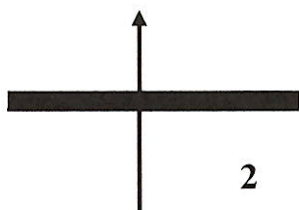
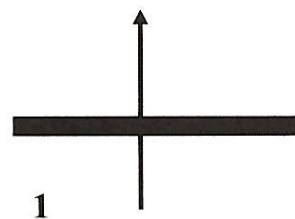
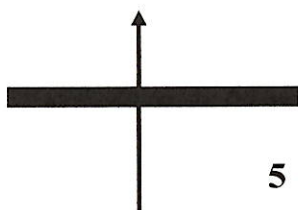
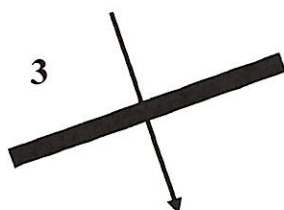
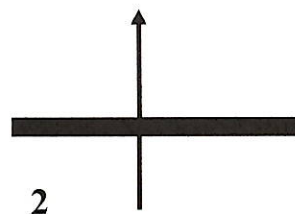
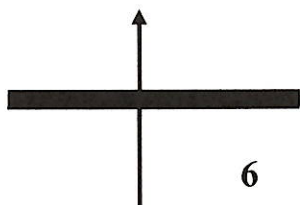


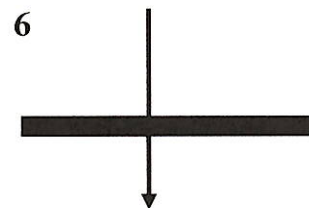
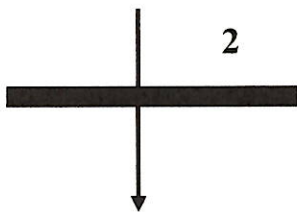
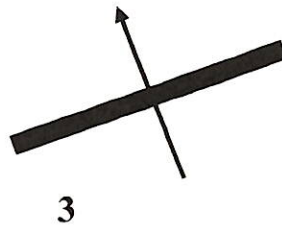
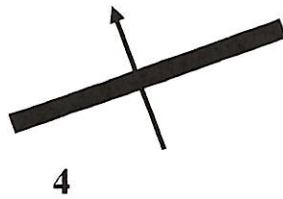
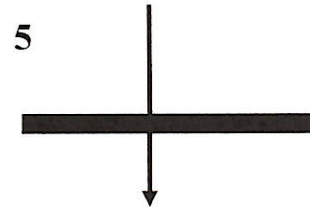
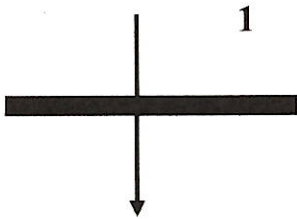
Class 1: Beginning Ground Poles



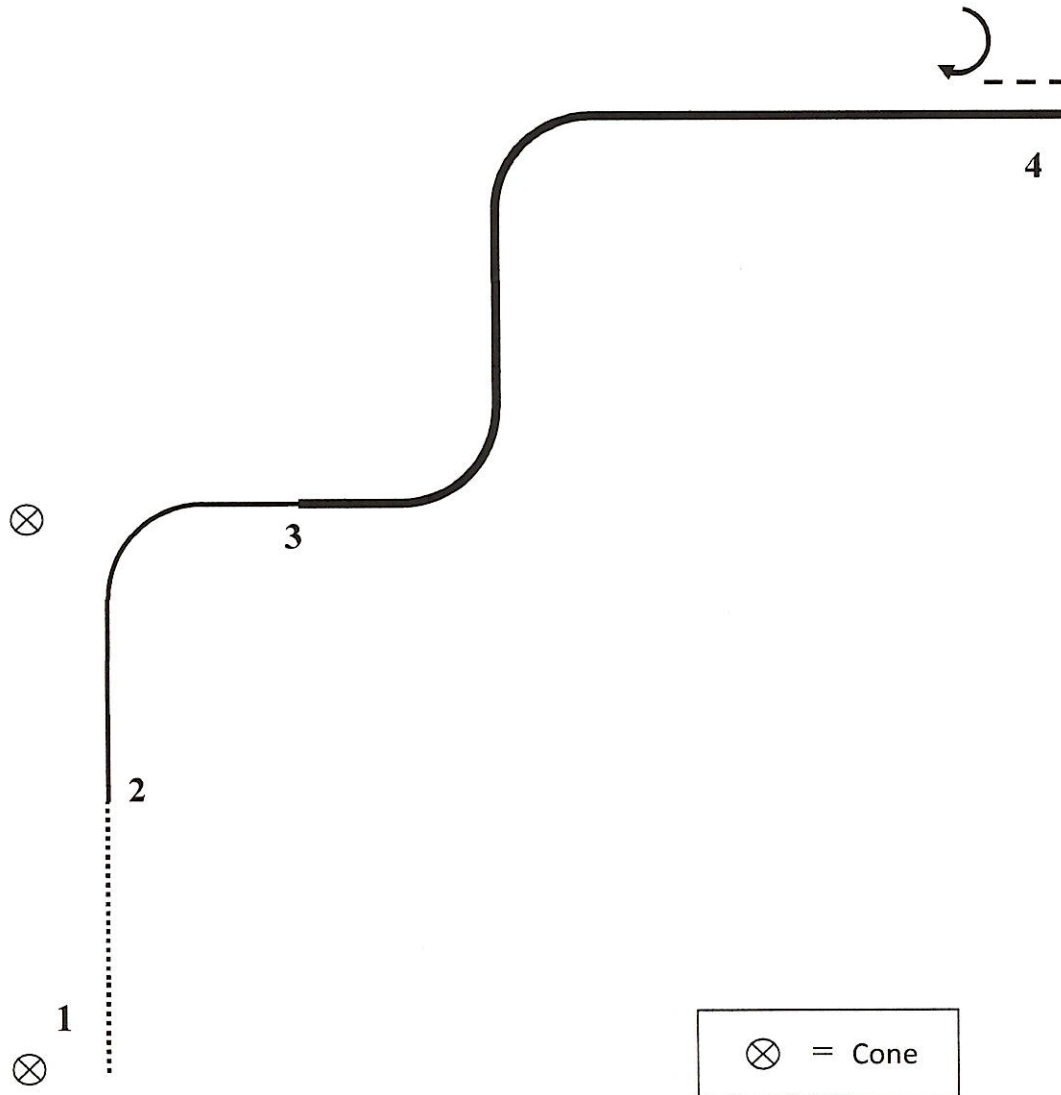
Class 2: 18" Cross Rails
Class 4: 2'3" Hunter over Fences



Class 3: 2' Hunter over Fences
Class 5: 2'3" Equitation over Fences

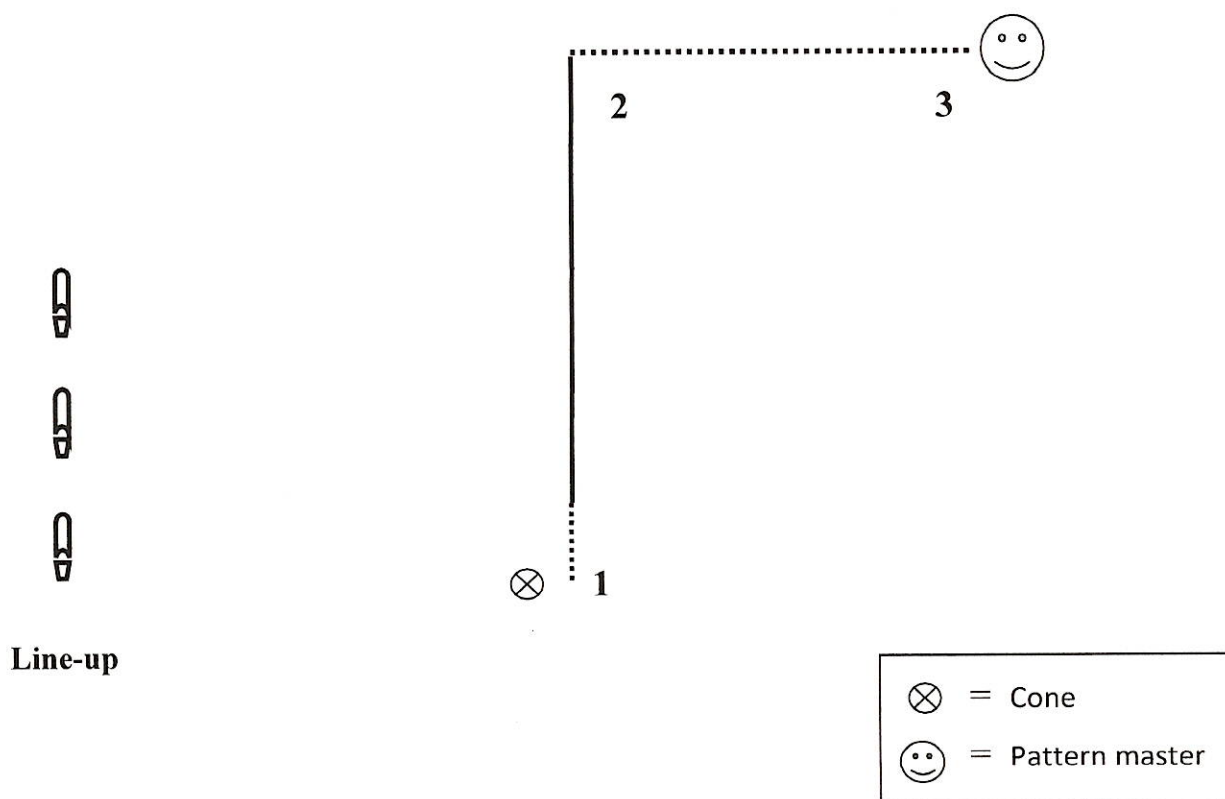


Class 17: Open W/T Equitation



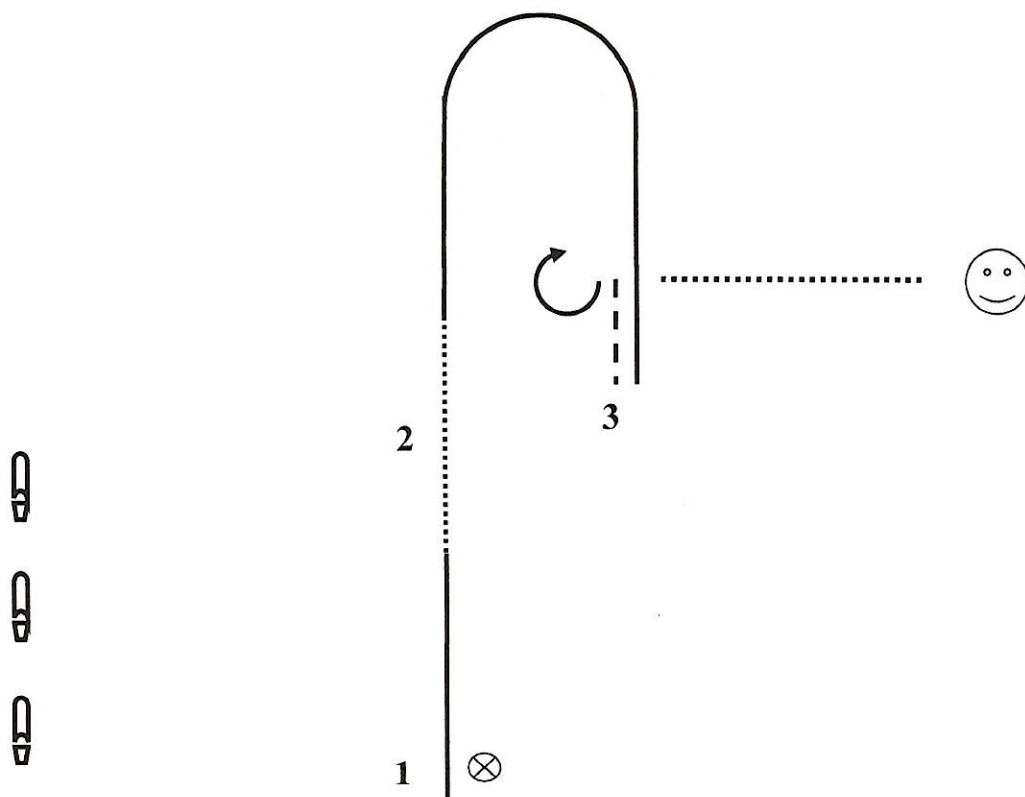
1. Be prepared at the first cone. When signaled, walk part way to second cone.
2. Trot the remainder, showing a sitting trot before a rising trot, then execute a quarter circle to the right.
3. Extend the trot, then execute a quarter circle to the left. Continue the extended trot down the center of the arena, then execute quarter circle to the right.
4. Halt near the arena wall, back 4-6 steps, then execute a quarter right forehand turn. Wait for dismissal; exit down the rail.

Class 21: Youth Showmanship



1. Be prepared at cone. When signaled, walk a few steps then trot
2. Stop, execute a 90-degree pivot to the right, then walk to the pattern master.
3. Stop for inspection. Wait for dismissal; line up head-to-tail on the opposite rail.

Class 22: Adult Showmanship

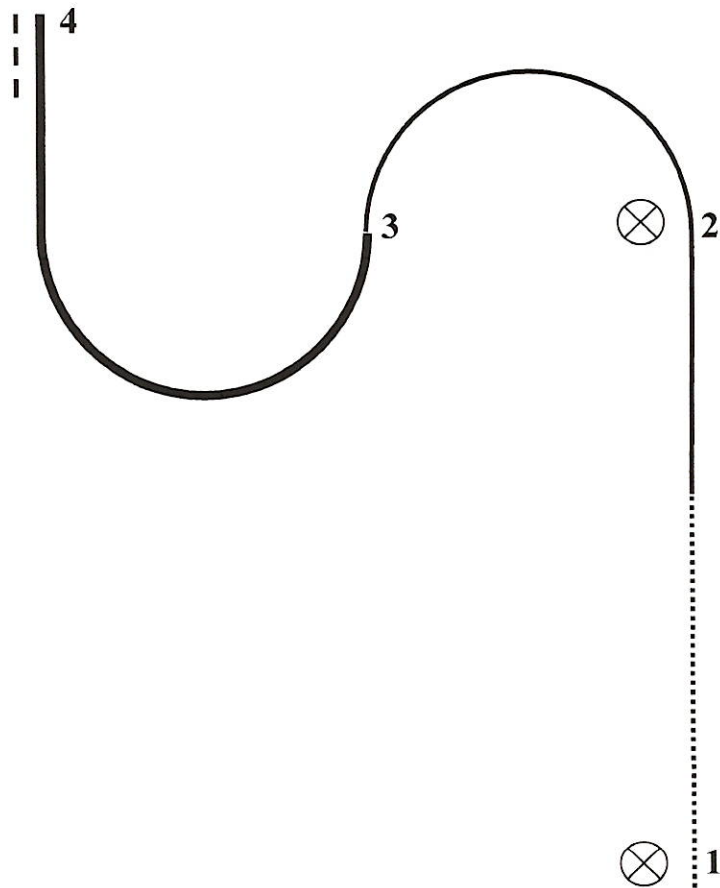


Line-up

⊗	= Cone
😊	= Pattern master

1. Be prepared at cone. When signaled, begin at a trot.
2. Show a downward transition followed by an upward transition, then continue trotting through a half circle to the right.
3. Stop, back, then execute a 270-degree pivot to the right. Walk to the pattern master.
4. Stop for inspection. Wait for dismissal; line up head-to-tail on the opposite rail.

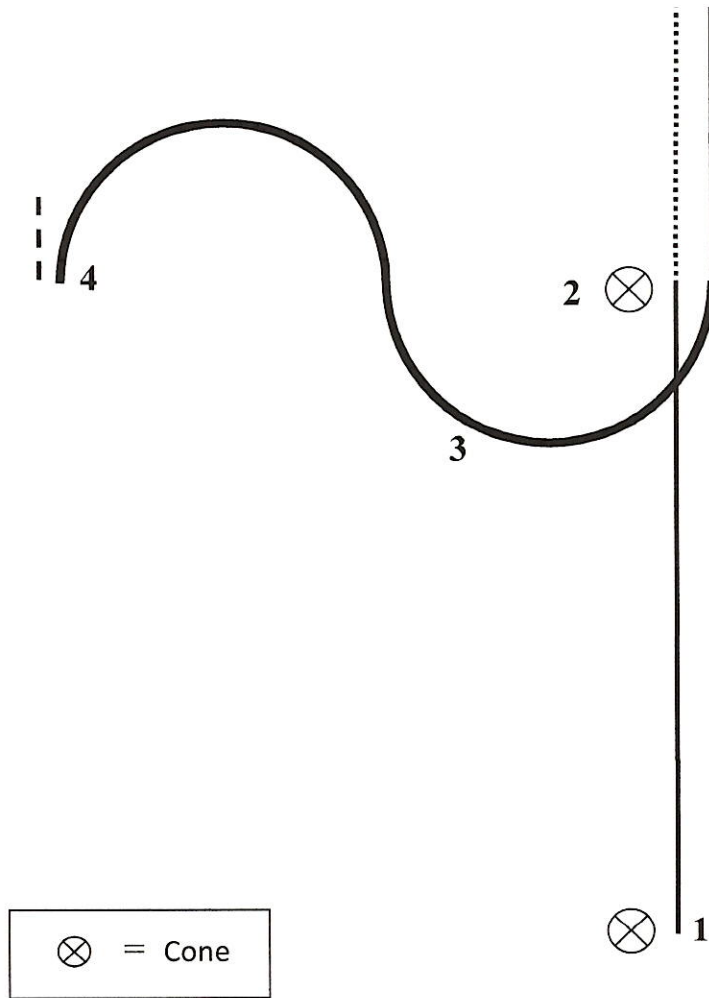
Class 29: Youth W/J Horsemanship



⊗ = Cone

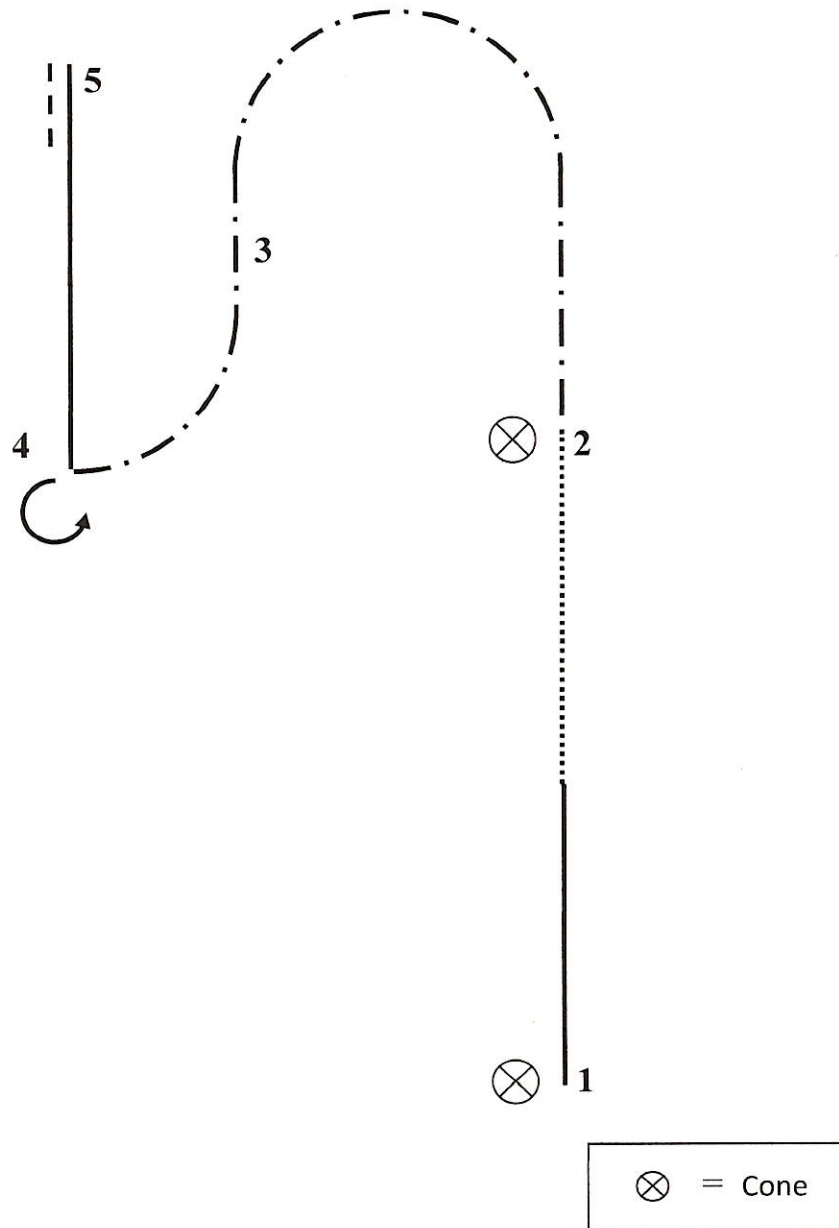
1. Be prepared at cone. When signaled, walk about half way to second cone, then jog.
2. Continue the jog into a serpentine, starting left.
3. Extend the jog in the second half of the serpentine, then continue toward the end of the arena.
4. Stop, back 4-6 steps, and wait for dismissal. Line up head-to-tail on the far rail.

Class 30: Adult W/J Horsemanship



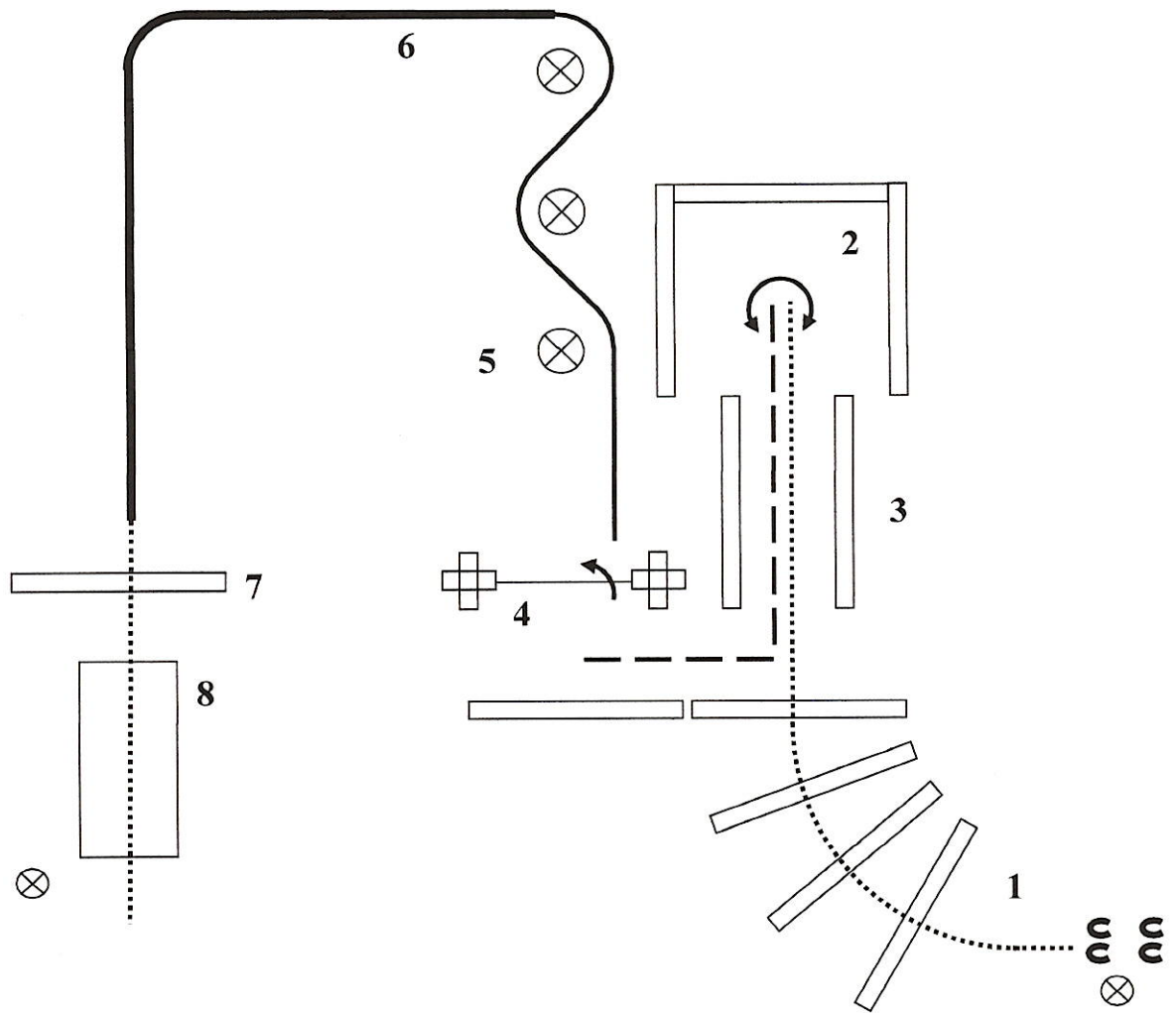
1. Be prepared at cone. When signaled, jog to the second cone, then walk.
2. Stop, show a right 180° pivot, then jog back to the cone.
3. Extend the jog and complete a serpentine, starting right.
4. Stop, back 4-6 steps, and wait for dismissal. Line up head-to-tail on the far rail.

Class 31: Open W/J/L Horsemanship

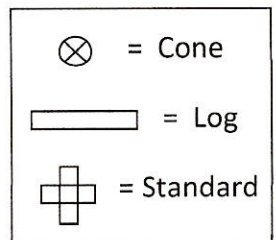


1. Be prepared at cone. When signaled, jog about half way to second cone, then walk.
2. At the second cone, continue at a lope, then complete a left half-circle.
3. Change leads along the straightaway and continue into a right quarter-circle.
4. Stop, perform a 270° pivot to the left, then jog.
5. Stop, back 4-6 steps, and wait for dismissal. Line up head-to-tail on the far rail.

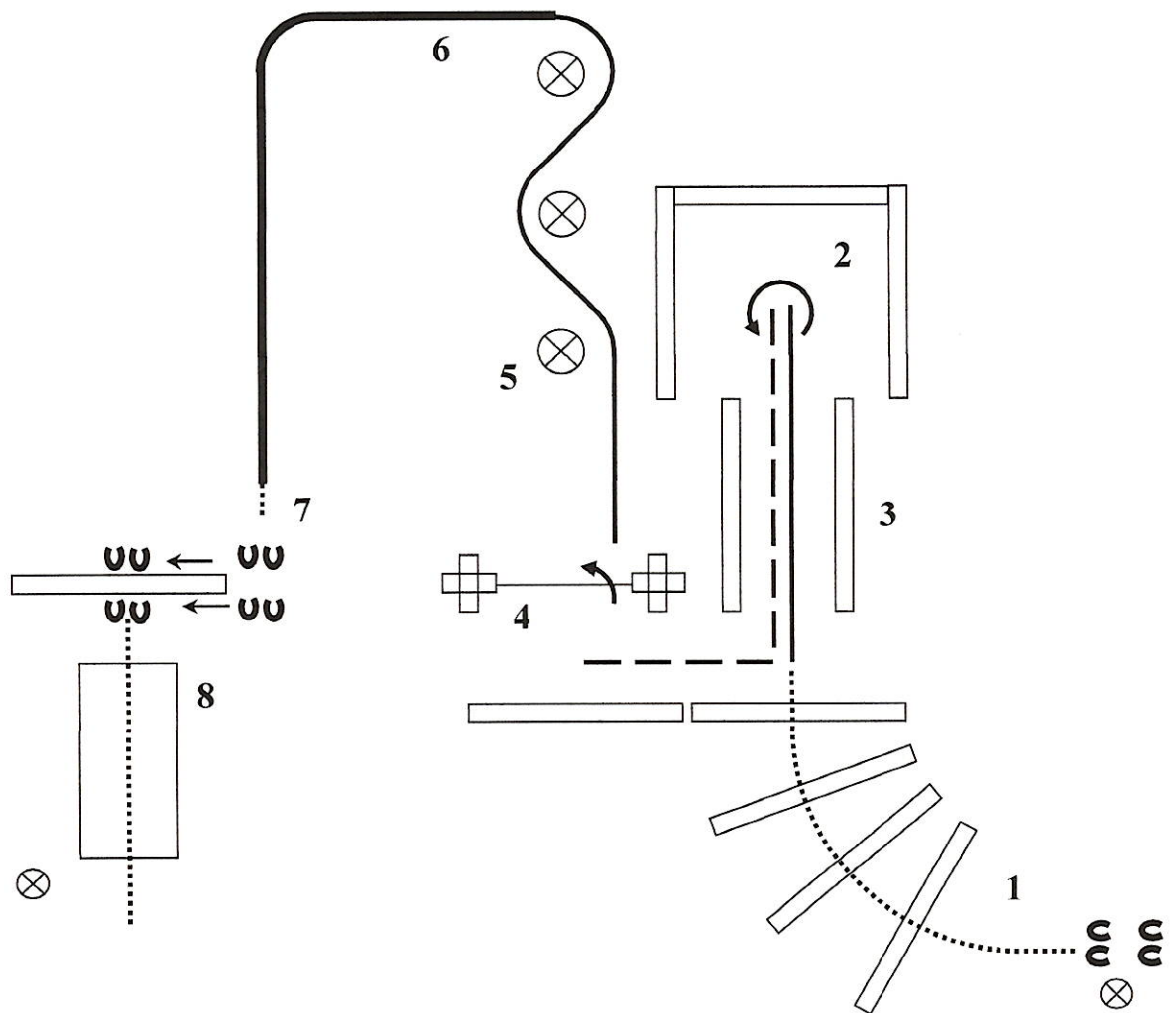
Class 32: Youth W/J Trail



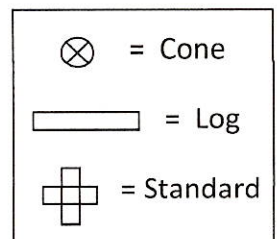
1. Be ready at cone. Begin at a walk and proceed over the poles.
 2. Walk into the box and turn 360° either direction .
 3. Back through the L.
 4. Work the gate with the left hand.
 5. Jog the serpentine as shown.
 6. Extend the jog and continue toward the log.
 7. Walk up to and over the log.
 8. Walk over the bridge.
- Pattern ends after the bridge is cleared.



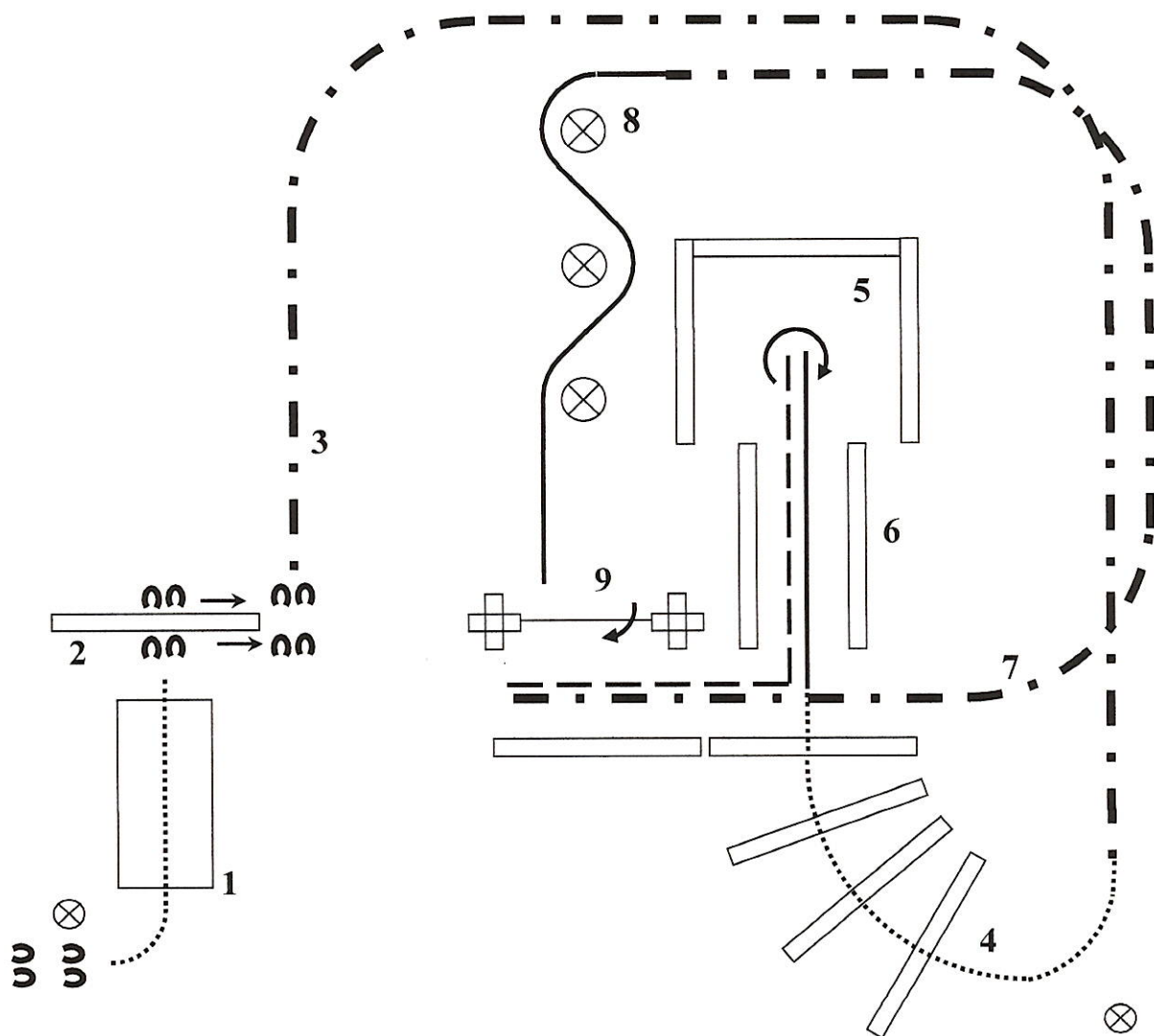
Class 33: Adult W/J Trail



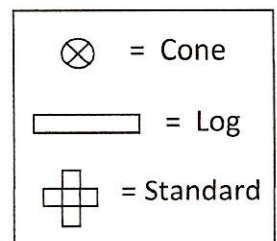
1. Be ready at cone. Begin at a walk and proceed over the poles.
 2. Trot into the box, stop, and turn 360° to the left.
 3. Back through the L.
 4. Work the gate with the left hand.
 5. Jog the serpentine as shown.
 6. Extend the jog and continue toward the end of the log.
 7. Walk up to the log and sidepass to the right onto it.
 8. Walk over the log and bridge.
- Pattern ends after the bridge is cleared.



Class 34: Open W/J/L Trail

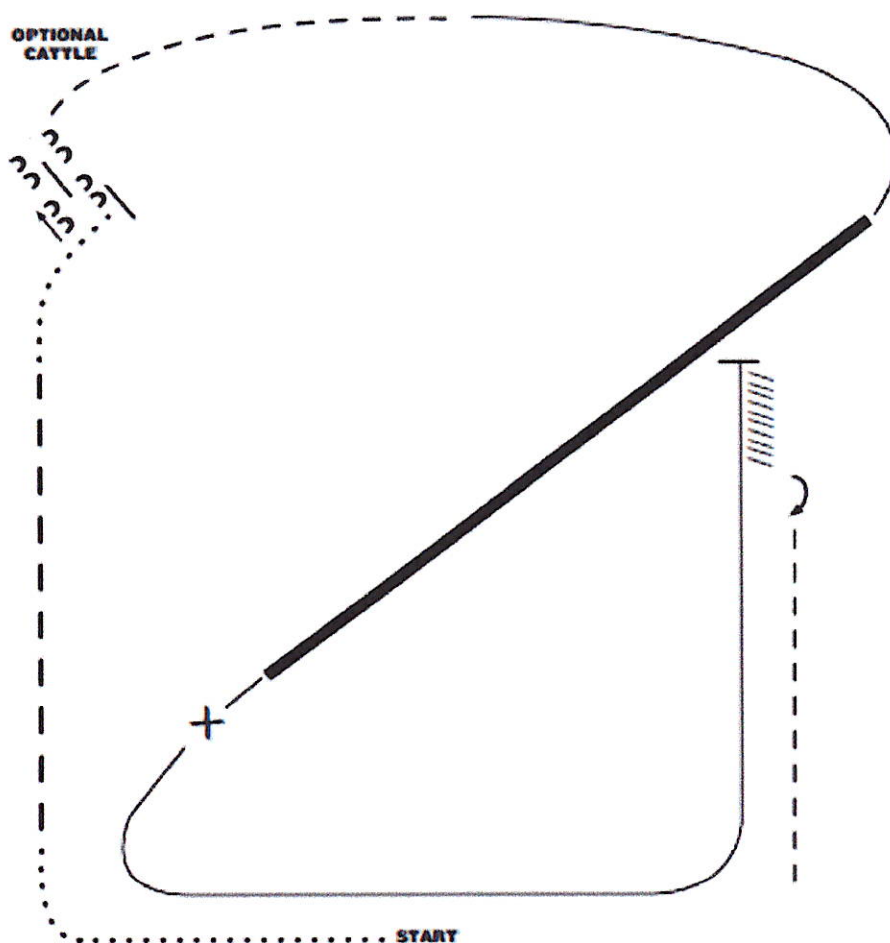


1. Be ready at cone. Begin at a walk and proceed over the bridge.
 2. Stop over the log and sidepass to the right to clear the log.
 3. Lope in the right lead to the fanned poles.
 4. Walk over the poles.
 5. Jog into the box and turn 360° to the right.
 6. Back through the L.
 7. Lope in the left lead to the cones.
 8. Jog through the cones and to the gate.
 9. Work the gate with the right hand.
- Pattern ends when the gate is released.



Class 36: Ranch Riding Pattern

RANCH RIDING - PATTERN 10



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
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. 180 turn to right
12. Trot