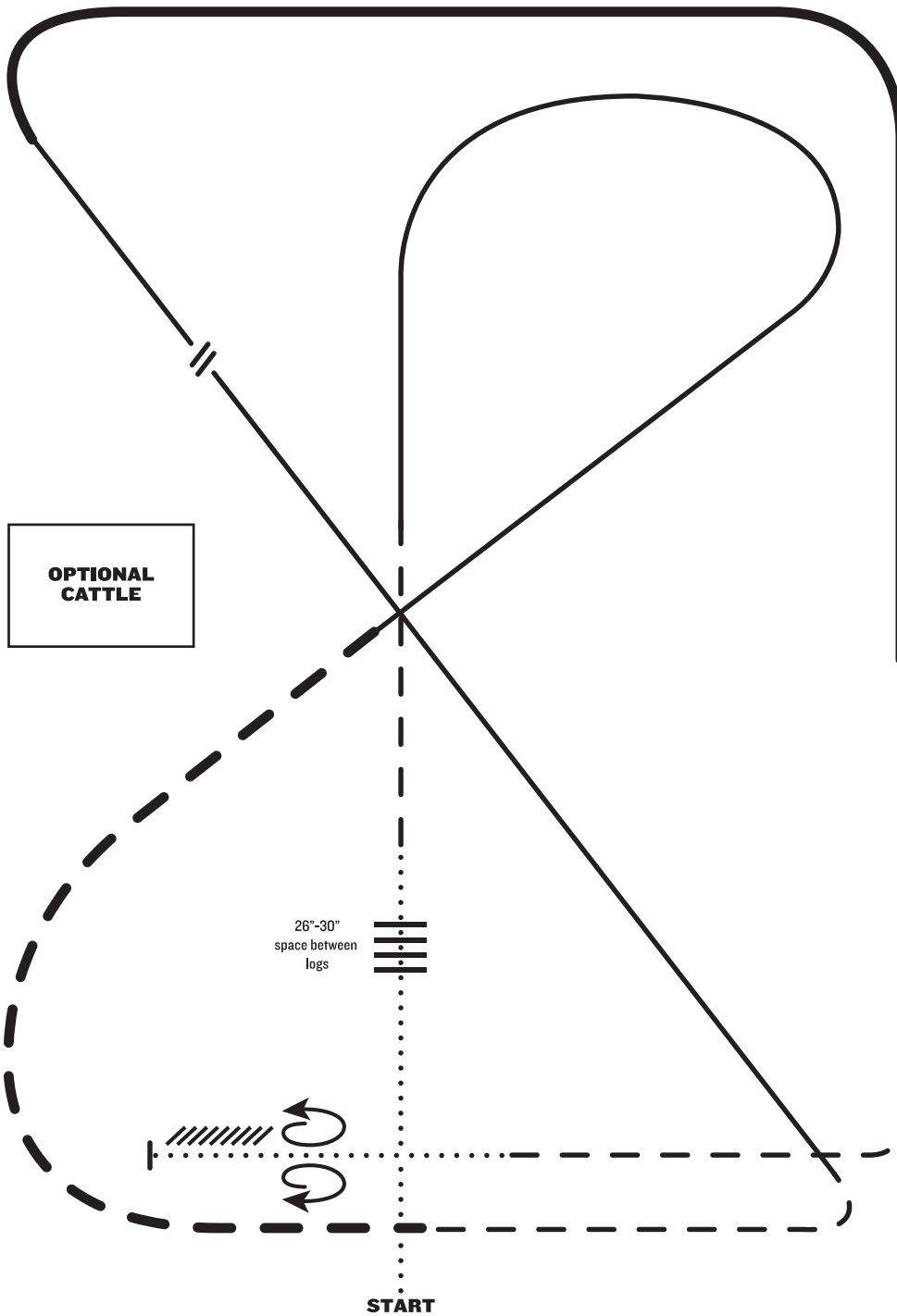


RANCH RIDING - PATTERN 5

LEGEND

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



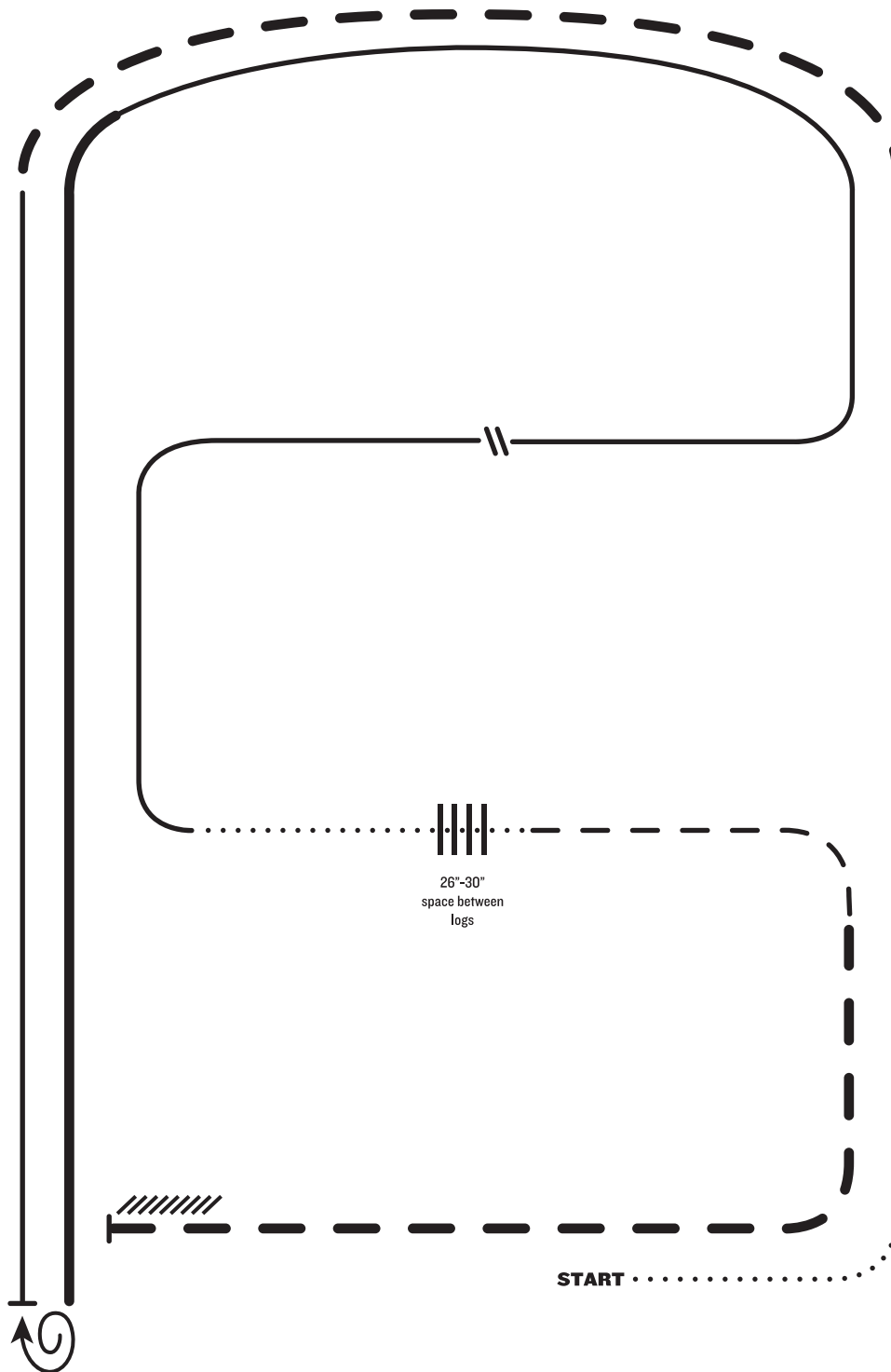
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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 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.

Saddle Seat

LEVEL 2 • PATTERN S • Test 4

Enter the ring at a walk and turn to the right.

Canter a half circle to the left on the left lead. Halt

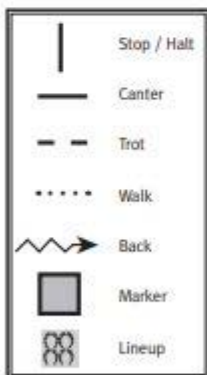
Trot a half circle to the right on the left diagonal. Halt. Reverse.

Canter a half circle to the right on the right lead. Halt.

Trot a half circle to the left on the right diagonal and continue trotting around the turn to the midpoint of the straightaway. Halt.

Trot on the left diagonal to the end of the straightaway. Halt.

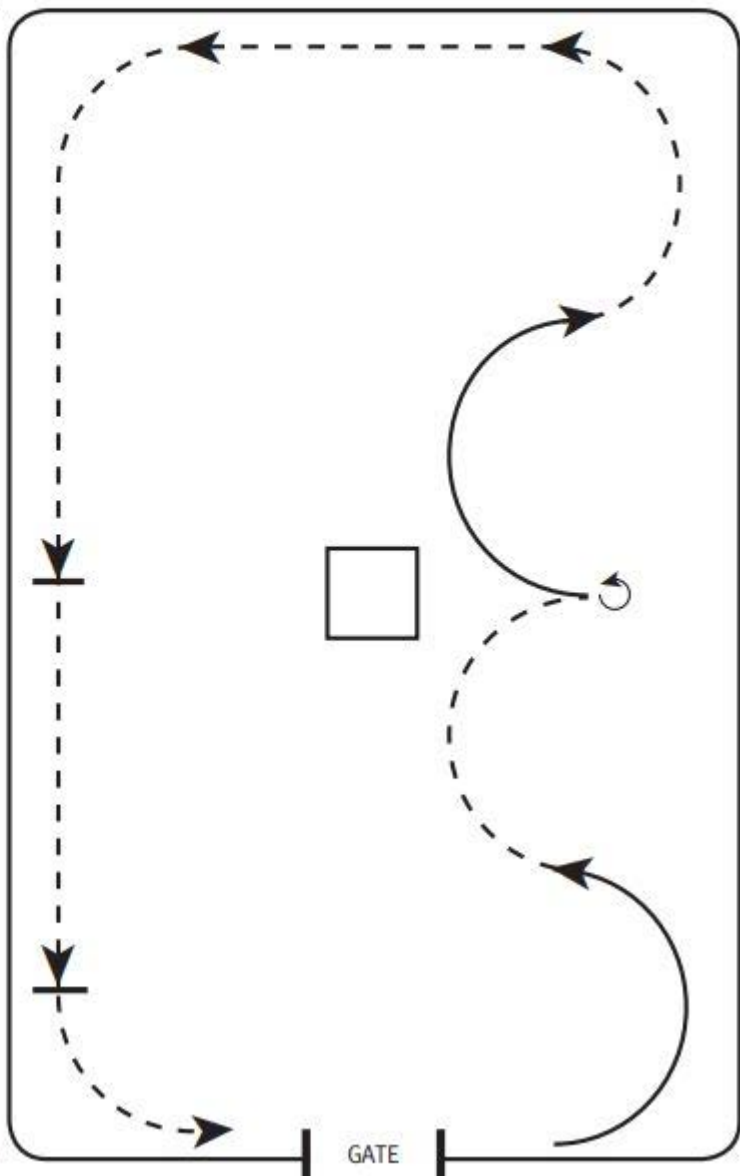
Exit the ring at the trot.



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.

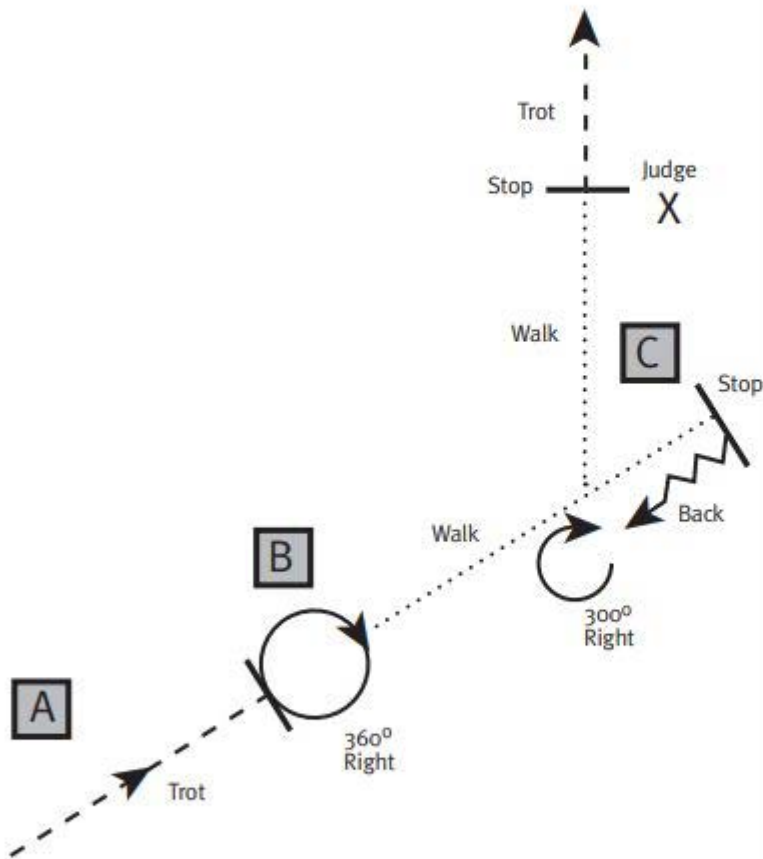


- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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 2 • PATTERN Z

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



Be ready at marker A.

Trot from marker A to marker B.

Stop and execute a 360-degree turn.

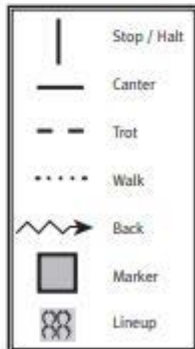
Walk to marker C. Stop and back five steps.

Execute approximately a 300-degree turn.

Walk until horse's shoulder is even with the judge. Stop and set up for inspection.

When dismissed, trot straight away as drawn.

Return to lineup at the trot or exit as directed by the ringmaster.

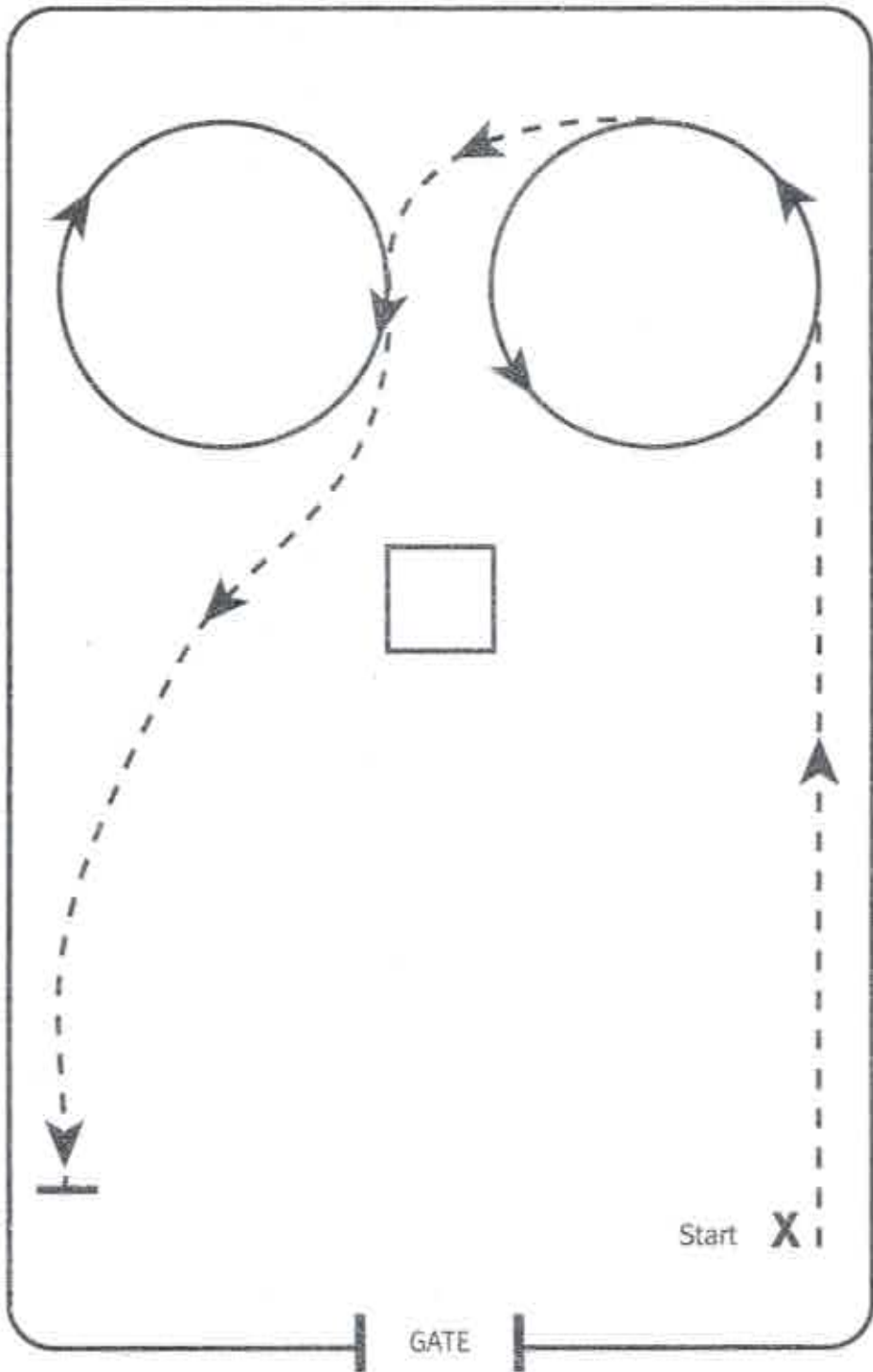


Show _____ Class _____
 Date _____ Judge Gallun



Hunter/Jumping Seat

LEVEL 1 • PATTERN J



Walk to the starting point.

At the beginning of the straightaway pick up a posting trot on the correct diagonal. Demonstrate one change of diagonal.

At the midpoint of the straightaway transition to the sitting trot.

At the end of the straightaway transition to a canter circle to the left on the correct lead. At the end of the circle, transition to the sitting trot. At the center of that end of the arena execute a circle to the right at the canter on the correct lead. At the end of that circle, transition to the posting trot on the right diagonal and trot on the diagonal line to the end of the straightaway. 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.

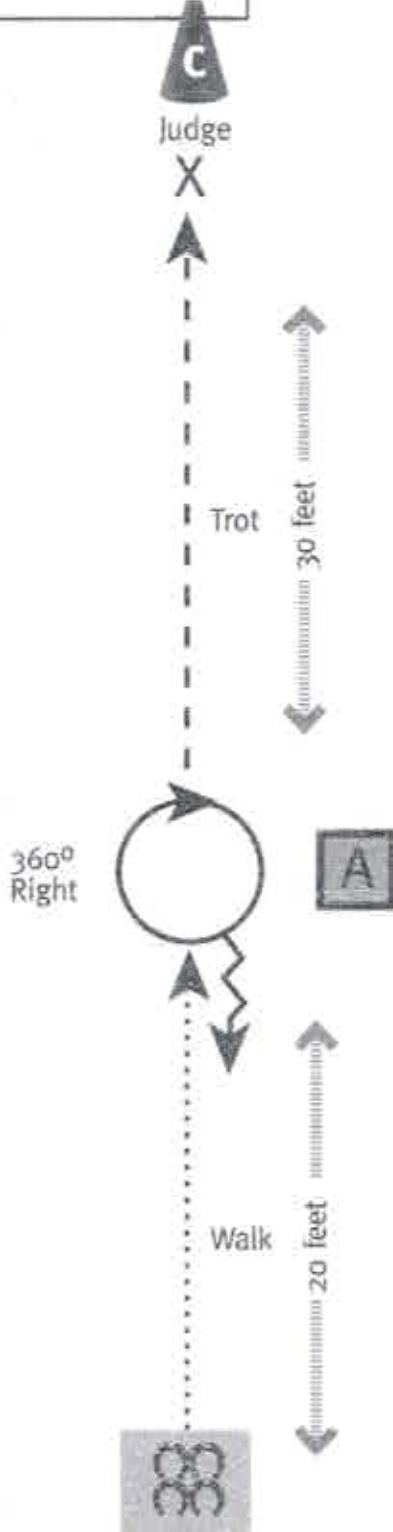
If used at a Regional or National Show, pattern may not be run from the lineup.

- 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 E

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



Line up at direction of ringmaster — can be head to tail or side by side.

Walk to marker A.

At marker A, execute a 360-degree turn.

Back four steps.

Trot to judge.

Stop. Set up for inspection.

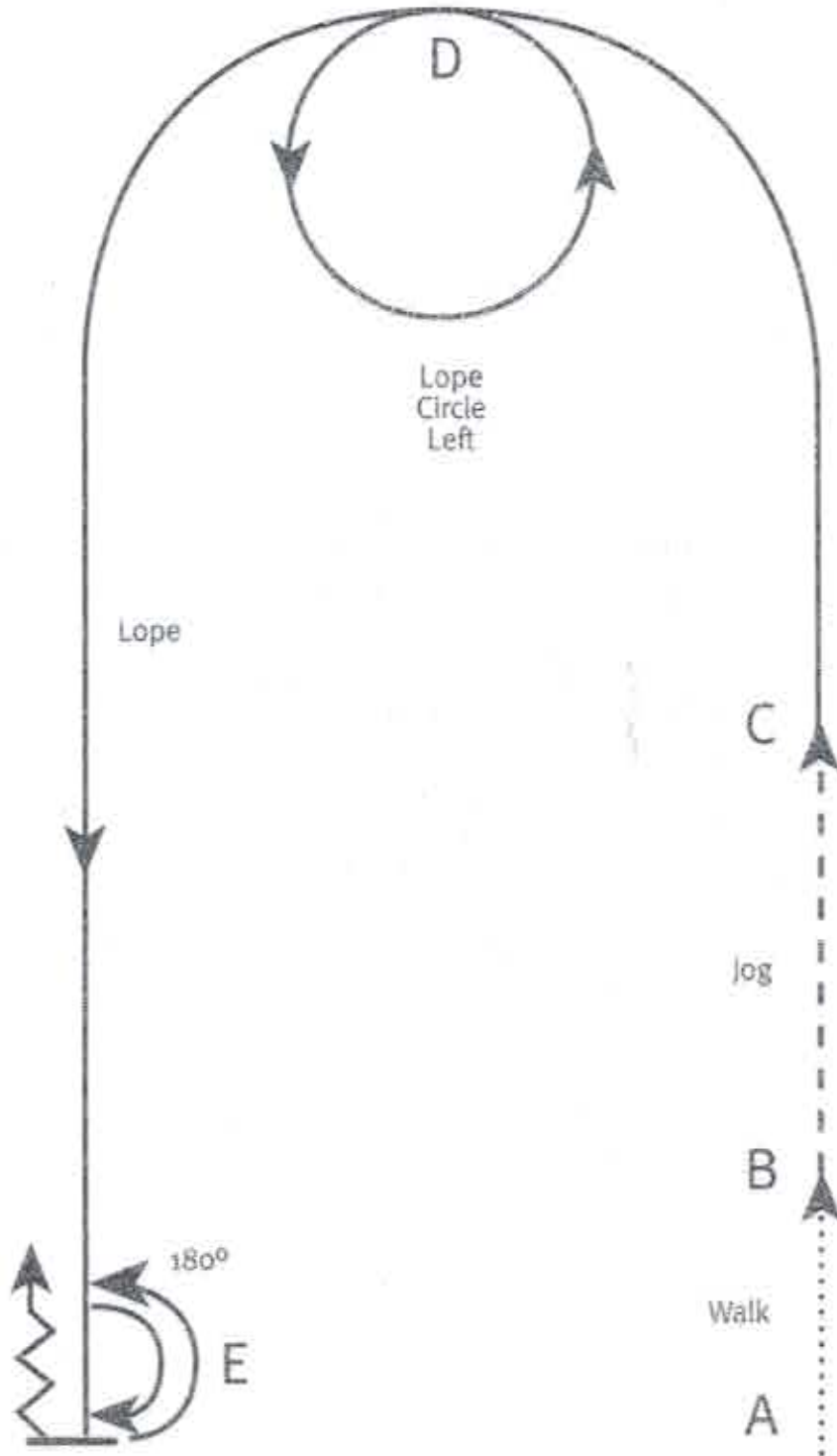
When dismissed return to lineup at the trot or exit as directed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Western Horsemanship

LEVEL 1 • PATTERN C • Tests 1,2,3,6

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.
- Walk from marker A to marker B.
- Jog to marker C.
- Lope on the left lead to marker D.
- Continue to lope a circle on the left lead around marker D and continue to marker E. Stop.
- Execute a 180-degree on hindquarters to the left.
- Execute a 180-degree turn on hindquarters to the right.
- Back four steps.
- Return to the lineup at the jog or exit arena at the jog.

	Stop / Halt
	Lope
	Jog
	Walk
	Back
	Marker
	Lineup

- 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.