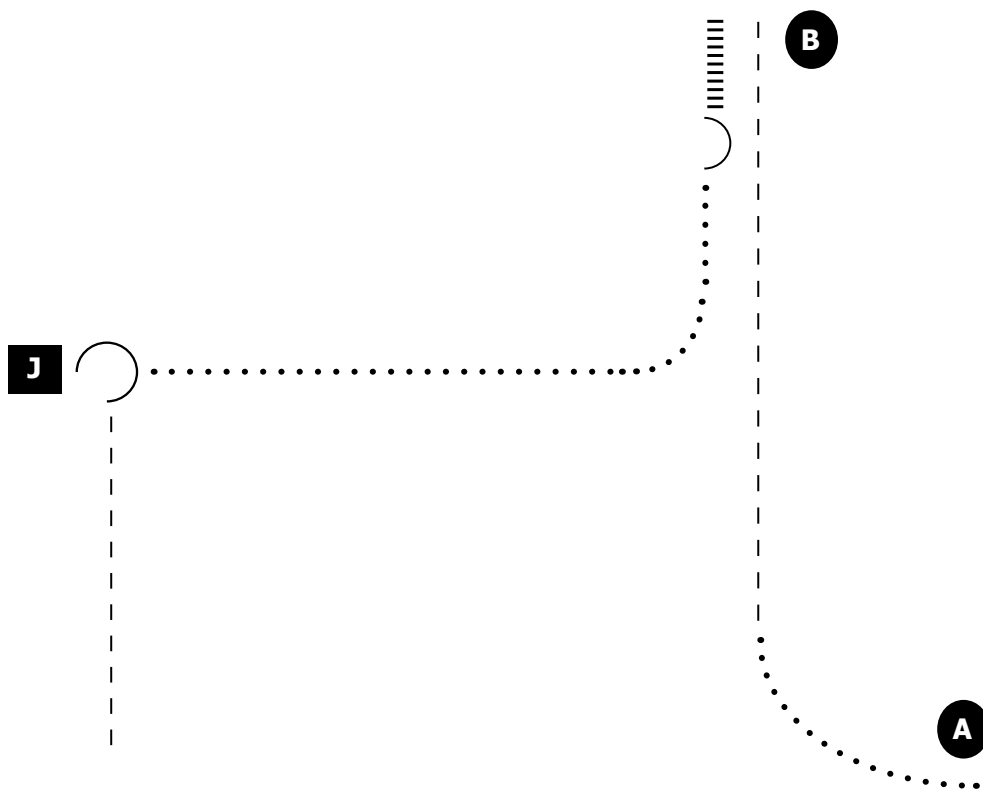


# Showmanship

## Junior

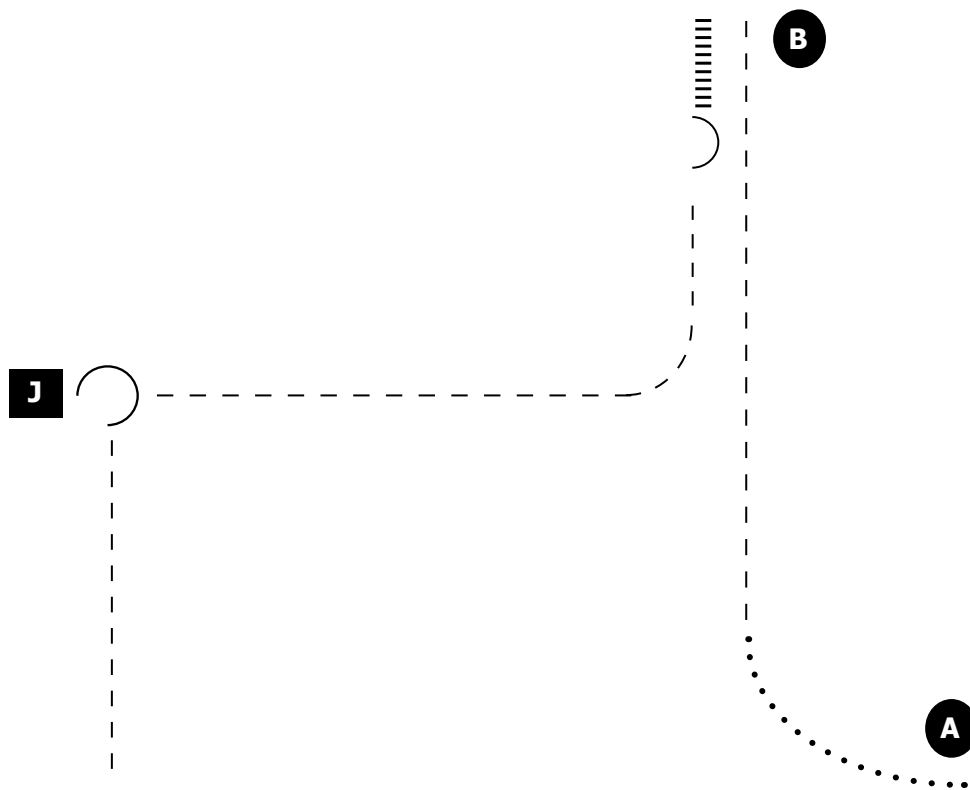


1. Walk curve.
2. Trot to B, stop.
3. Back 4 steps, execute 180° turn.
4. Walk curve to Judge.
5. Stop, set up for inspection.
6. When dismissed, execute 270° turn.
7. Trot to exit, pattern ends when even with A.

Walk	.....
Trot	-----
Back	
Judge	<b>J</b>

# Showmanship

Intermediate and Senior

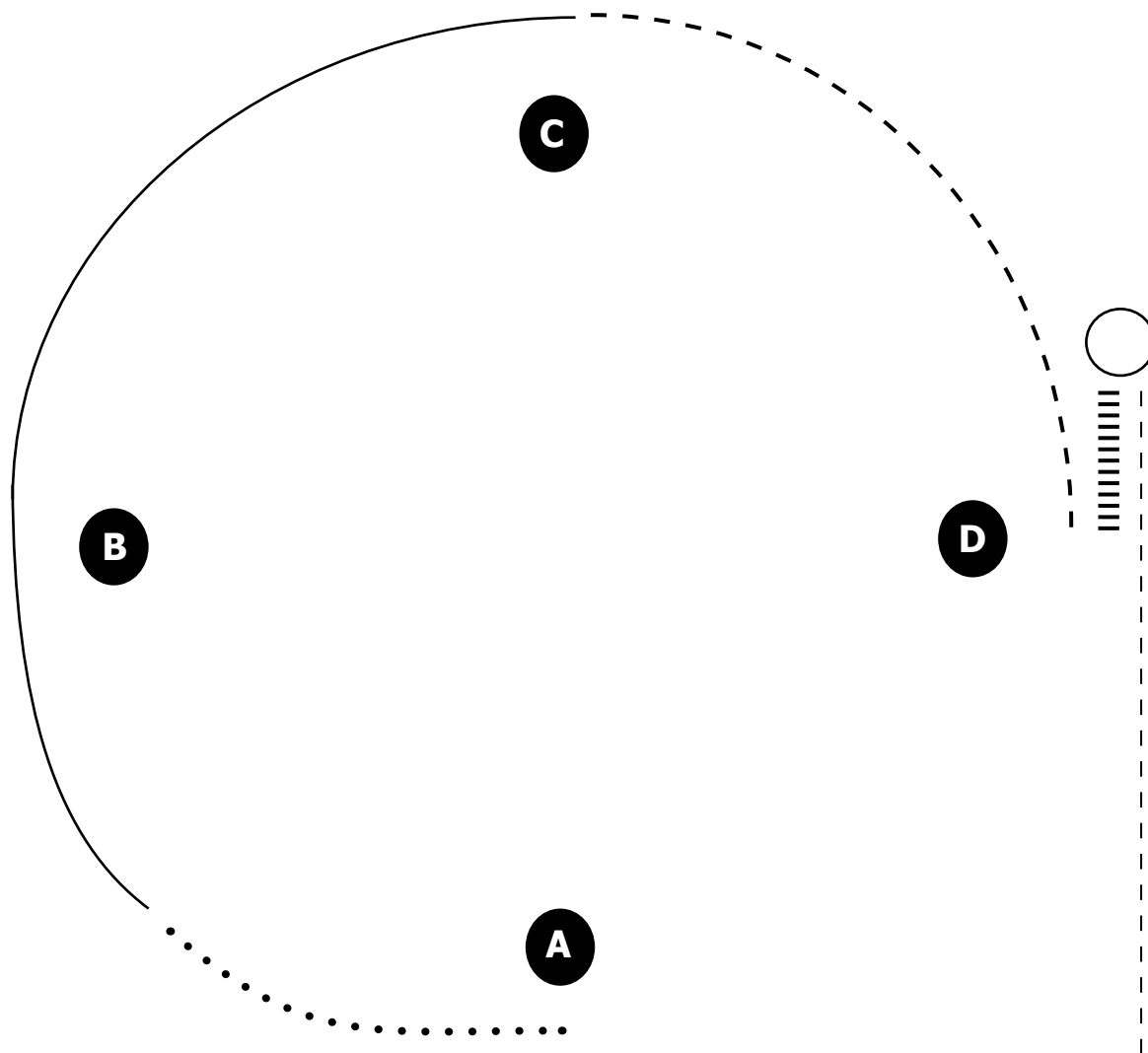


Walk      .....  
Trot      - - - - -  
Back      |||||  
Judge      **J**

1. Walk curve.
2. Trot to B, stop.
3. Back 4 steps, execute 180° turn.
4. Trot curve to Judge.
5. Stop, set up for inspection.
6. When dismissed, execute 270° turn.
7. Trot to exit, pattern ends when even with A.

# Western Horsemanship

## Junior

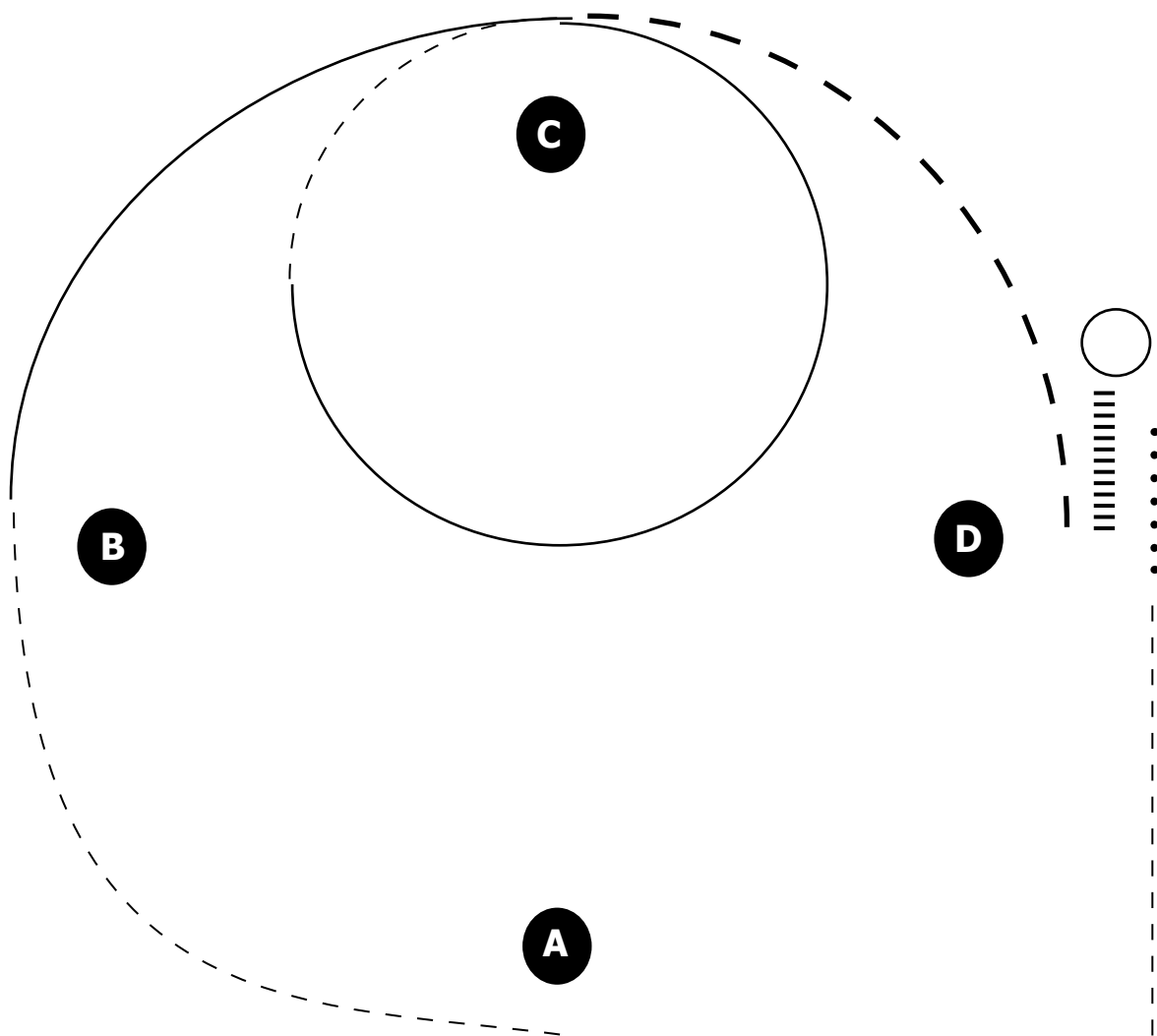


1. Walk curve, halfway to B.
2. Lope, right lead, curve past B and to C.
3. Jog to D
4. Stop.
5. Back 4 steps.
6. Execute 360° turn, on the haunches, either direction.
7. Jog to exit, pattern ends when even with A.

Walk      .....  
Jog        - - - - -  
Ext. Jog    - - - - -  
Lope        \_\_\_\_\_  
Back        |||||

# Western Horsemanship

Intermediate and Senior

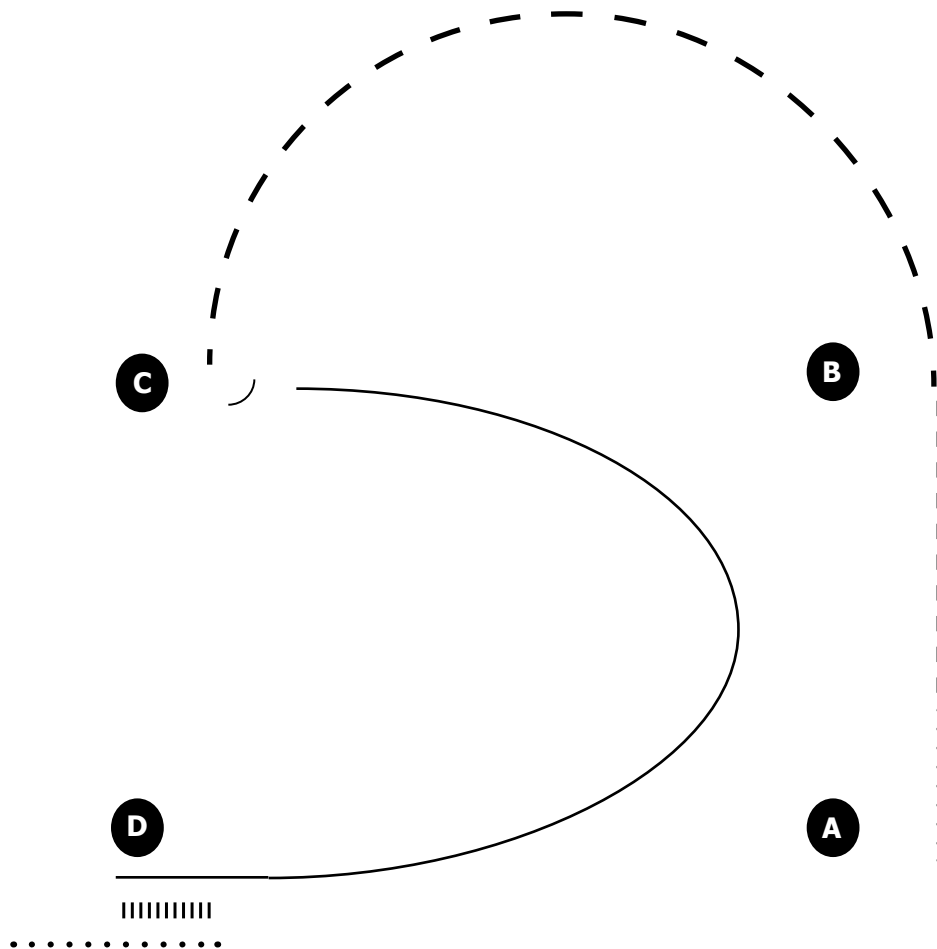


Walk	.....
Jog	-----
Ext. Jog	— —
Lope	————
Back	

1. Jog curve to B.
2. Lope, right lead, to C, and 3/4 circle around C.
3. Jog to C.
4. Extended jog to D.
5. Stop at D.
6. Back 4 steps.
7. Execute 360° turn, on the haunches, either direction.
8. Walk several strides then jog to exit.

# Hunt Seat Equitation

Junior

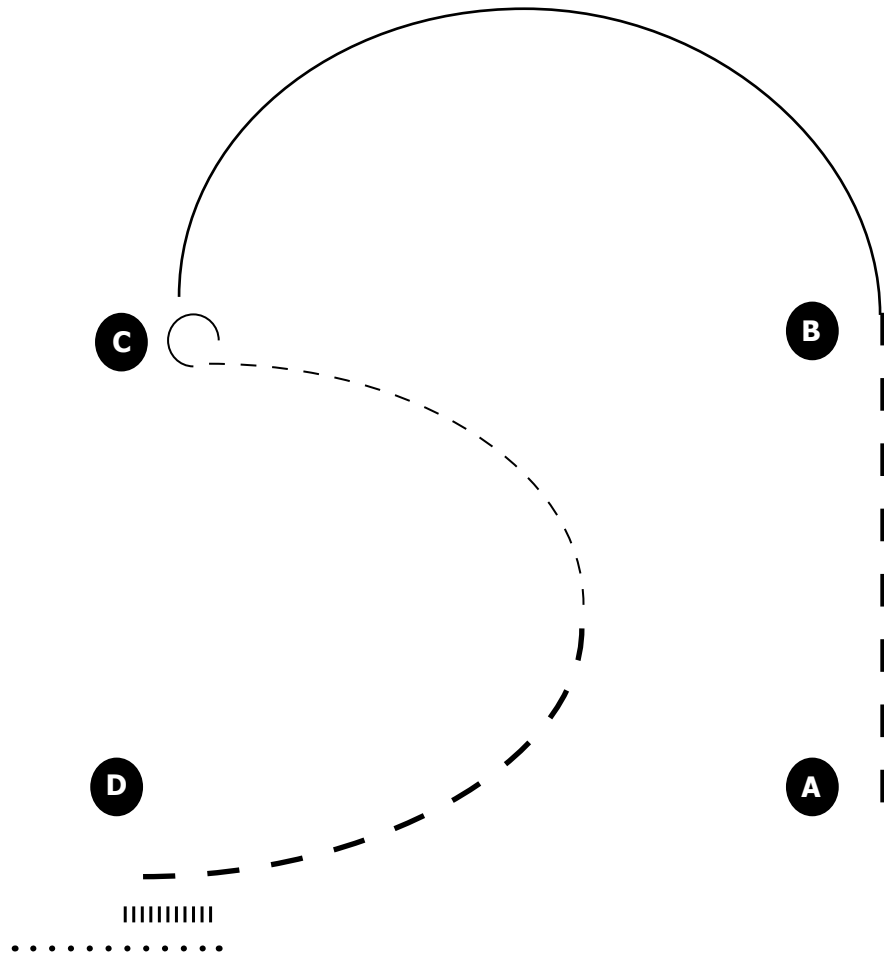


1. Walk one horse length.
2. Sitting trot to B.
3. Posting trot, right diagonal to C. Stop.
4. Execute 90° turn, on the forehand, to the left.
5. Canter, right lead, to D. Stop.
6. Back 4 steps.
7. Walk to exit, pattern ends after walking off.

Walk	.....
Sitting Trot	- - - -
Posting Trot	- - - -
Canter	————
Back	

# Hunt Seat Equitation

Intermediate and Senior



Walk      .....      .

Sitting Trot      - - - -

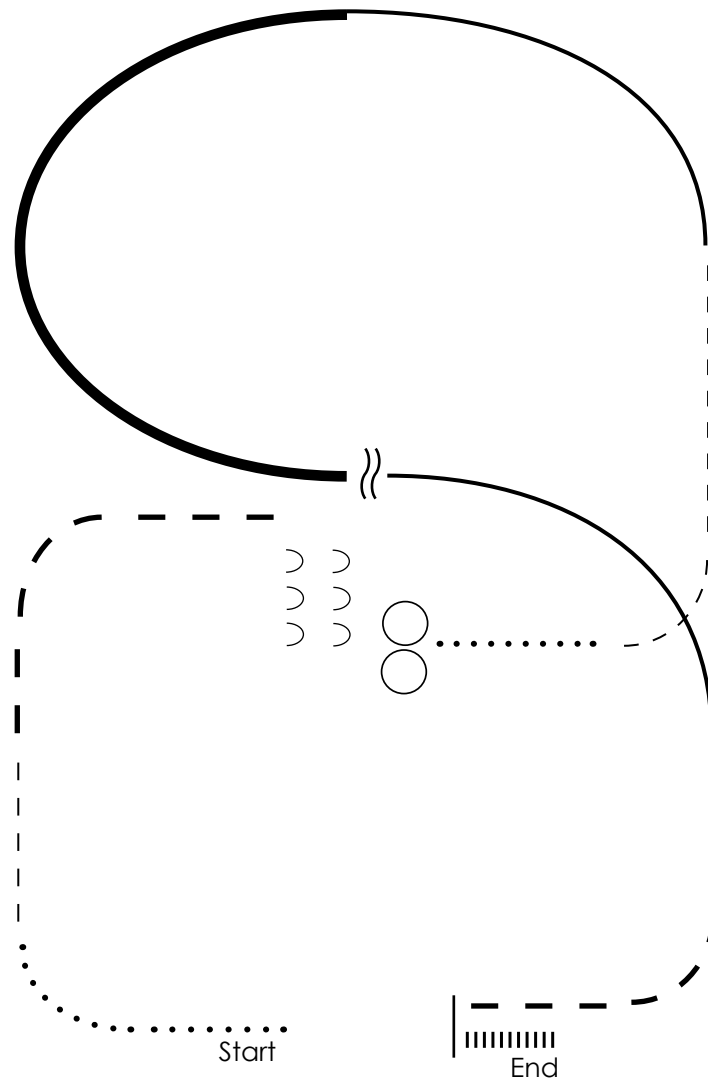
Posting Trot      - - - -

Canter      \_\_\_\_\_

Back      |||||

1. Posting trot, right diagonal, to B.
2. Canter, left lead, half circle to C. Stop.
3. Execute 270° turn, on the forehand, to the right.
4. Sitting trot quarter circle toward D.
5. Posting trot, left diagonal to D. Stop.
6. Back 4 steps.
7. Walk to exit, pattern ends after walking off.

# Ranch Riding



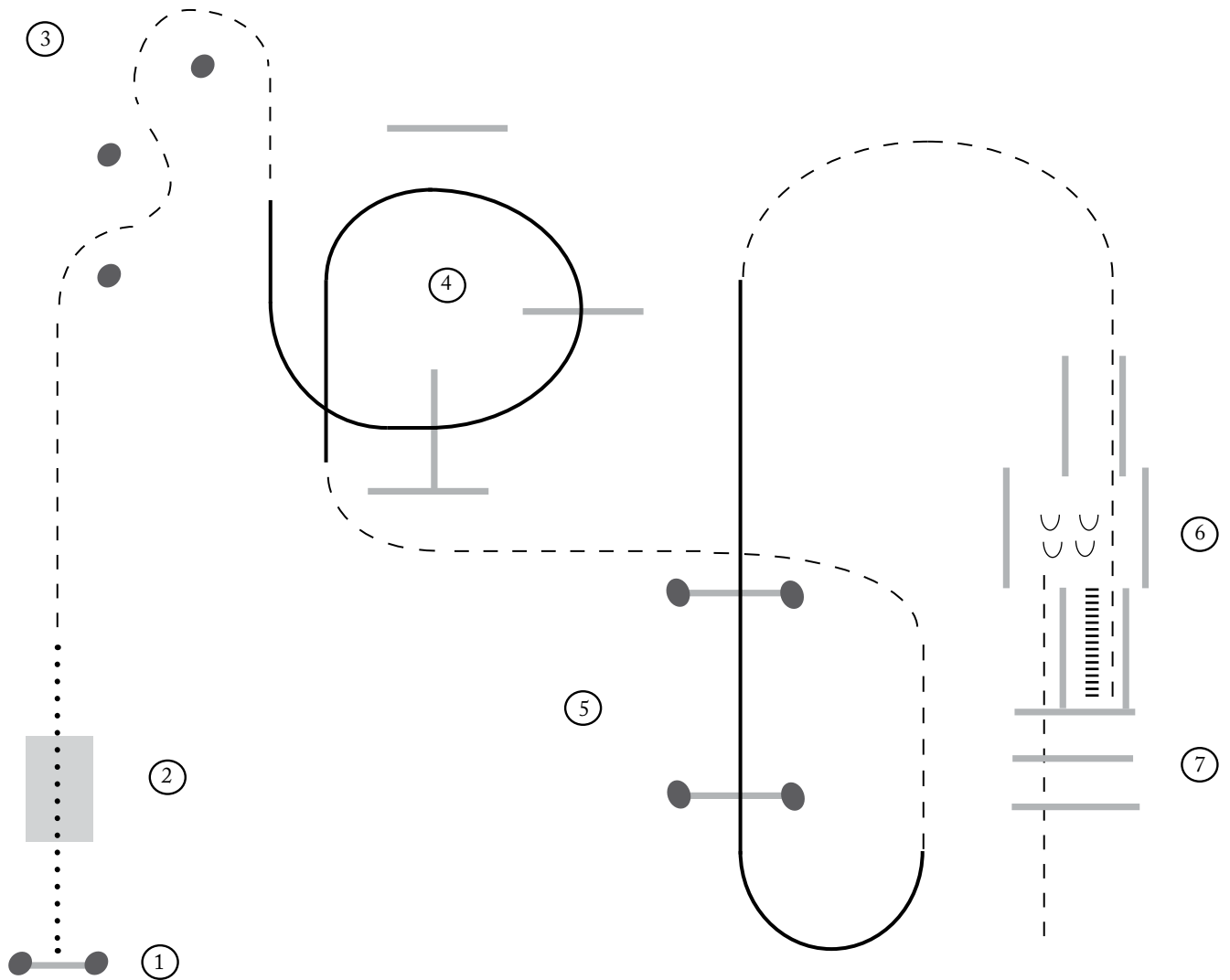
## AQHA Pattern 3

1. Walk to the left around corner of arena
2. Trot
3. Extend alongside of the arena and around the corner to the center
4. Stop, side pass right
5. Execute 360° turn, each direction (either way first)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back

Walk	.....
Trot	- - - -
Ext. Trot	— —
Lope	————
Ext. Lope	—————
Back	
Sidepass	) )
Lead Change	}}

# Trail

1. Walk through gate.
2. Walk over bridge.
3. Jog serpentines.
4. Lope, left lead, over poles.
5. Jog, lope, right lead, over poles.
6. Jog into chute, stop, back, sidepass.
7. Jog over poles to exit.

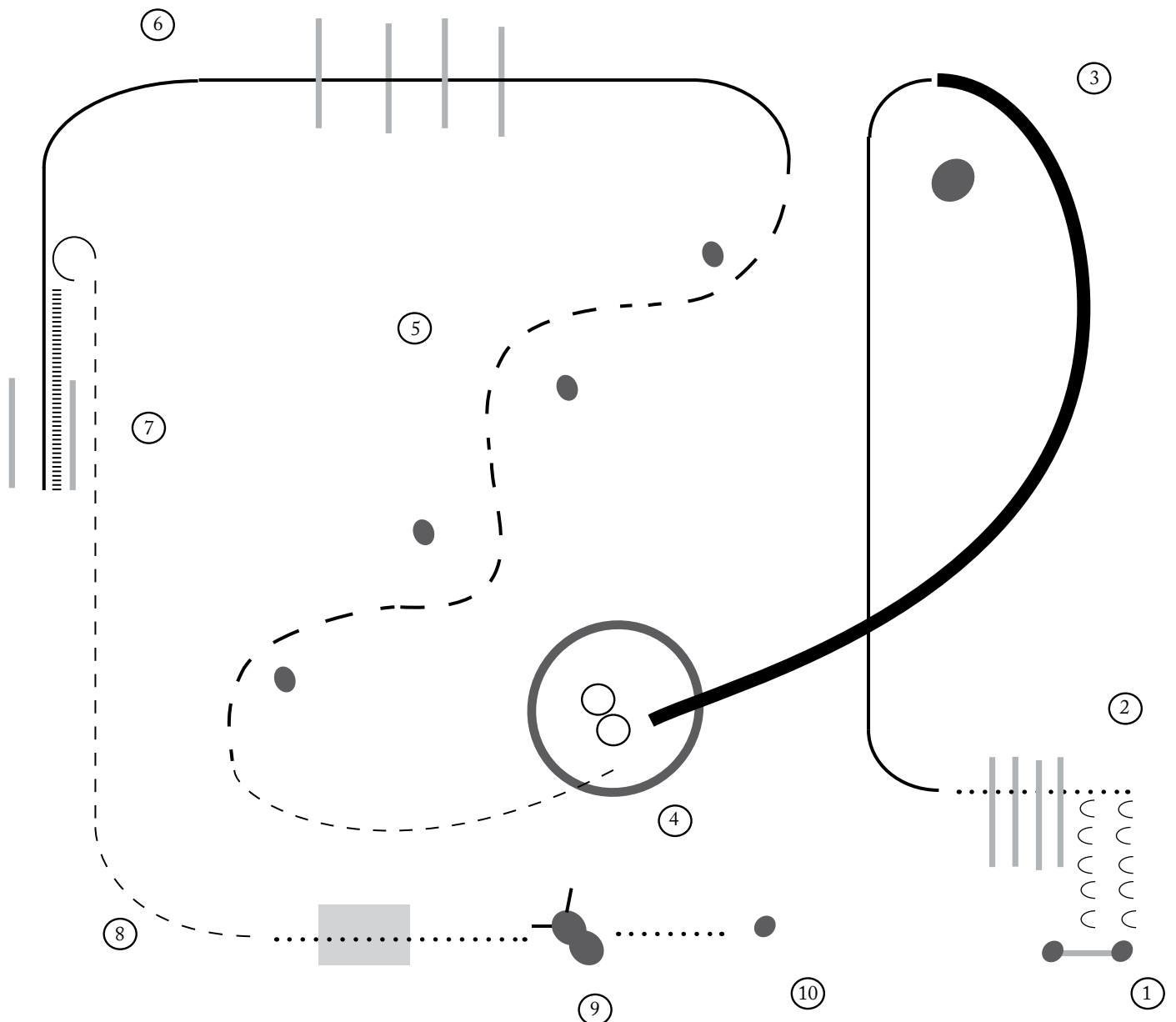


Walk ..... Jog - - - Lope — Back ||||| Sidepass ∩ ∩



# Ranch Trail

1. Walk through gate.
2. Sidepass, walk over poles.
3. Lope, extended lope, right lead.
4. Stop in chalk circle, spin once each direction.
5. Jog, extended jog serpentine.
6. Lope, left lead over poles and into chute.
7. Stop, back, execute  $\frac{3}{4}$  turn right.
8. Jog to bridge, walk over bridge.
9. Rope dummy.
10. Dismount and remove rope from dummy. Lead horse out of the arena.



Walk ..... Jog - - Extended jog - - Lope ———  
 Ext. Lope **————** Back ||||| Sidepass < <