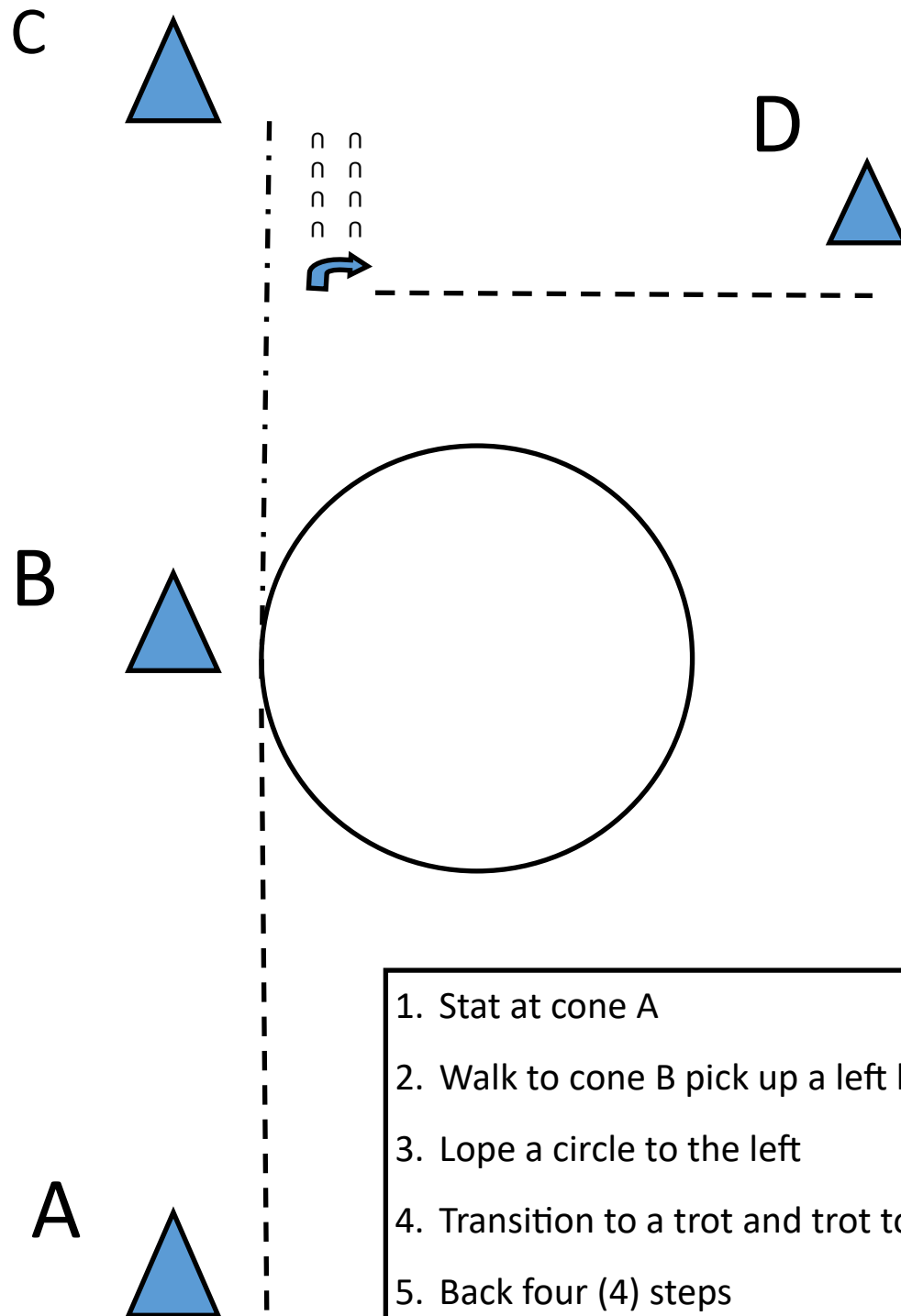
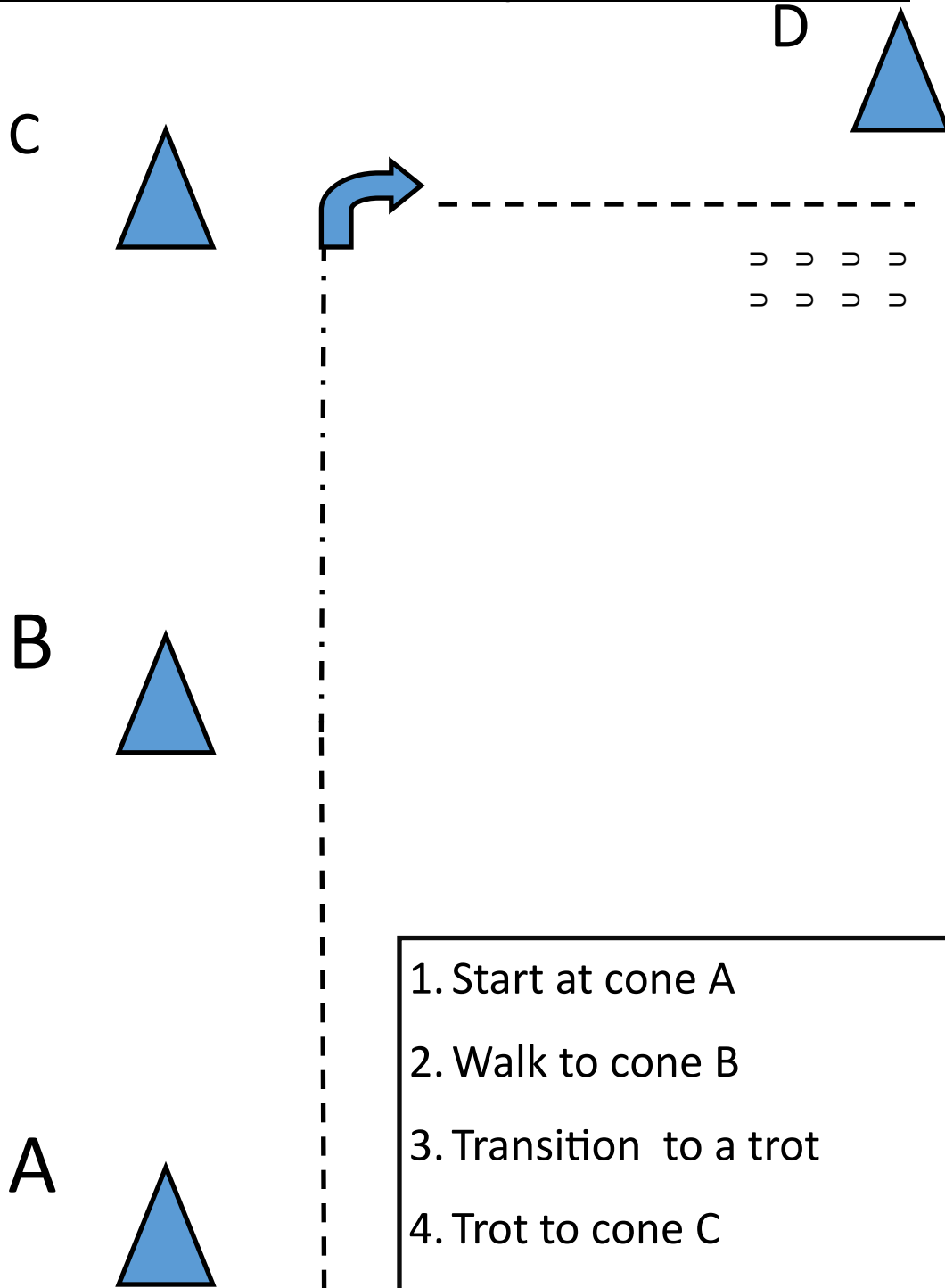


Western Horsemanship 13-17



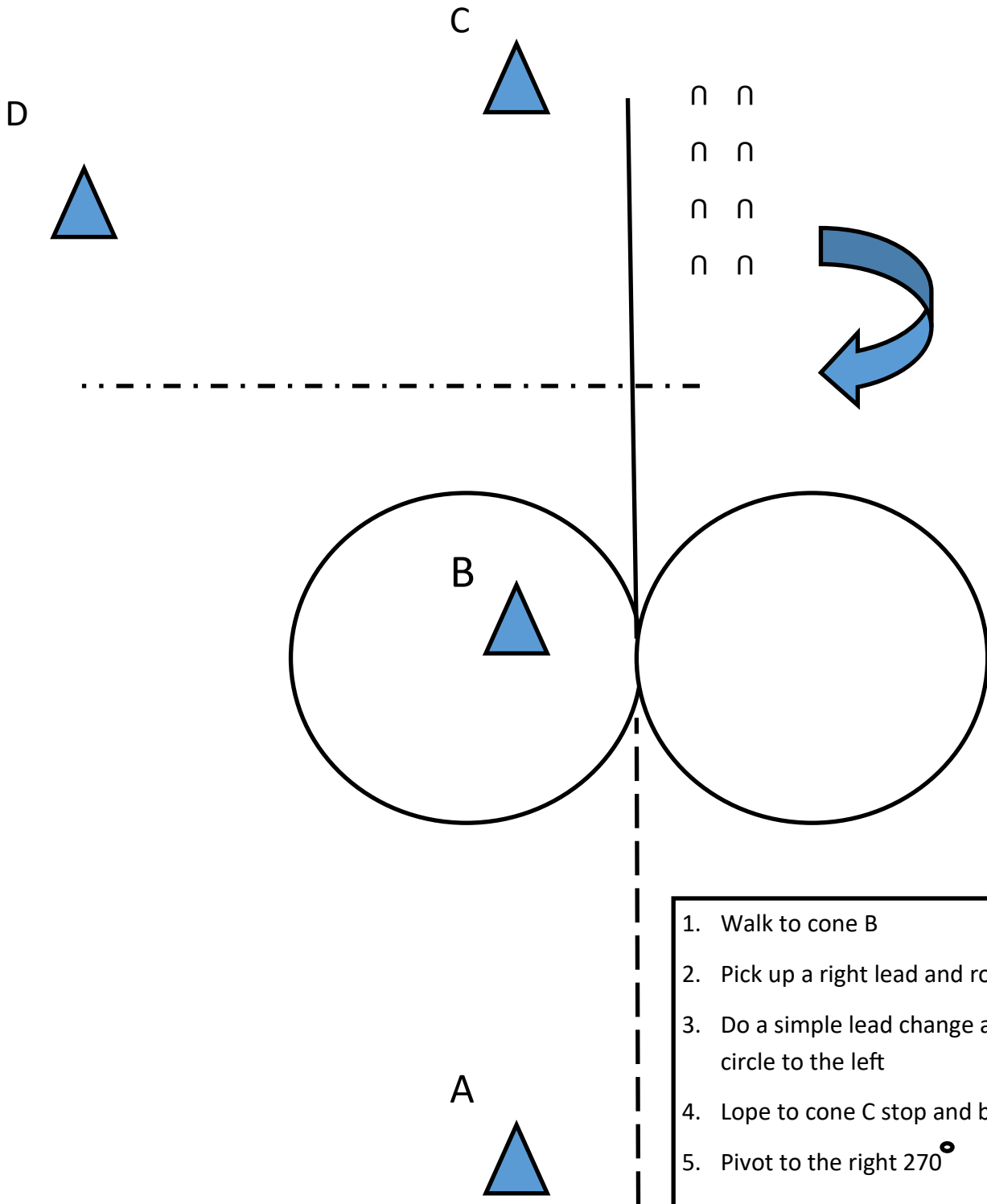
1. Start at cone A
2. Walk to cone B pick up a left lead
3. Lope a circle to the left
4. Transition to a trot and trot to cone C
5. Back four (4) steps
6. Pivot 90° to the right
7. Walk to cone D
8. Stop wait to be dismissed

Western Horsemanship 12 and under



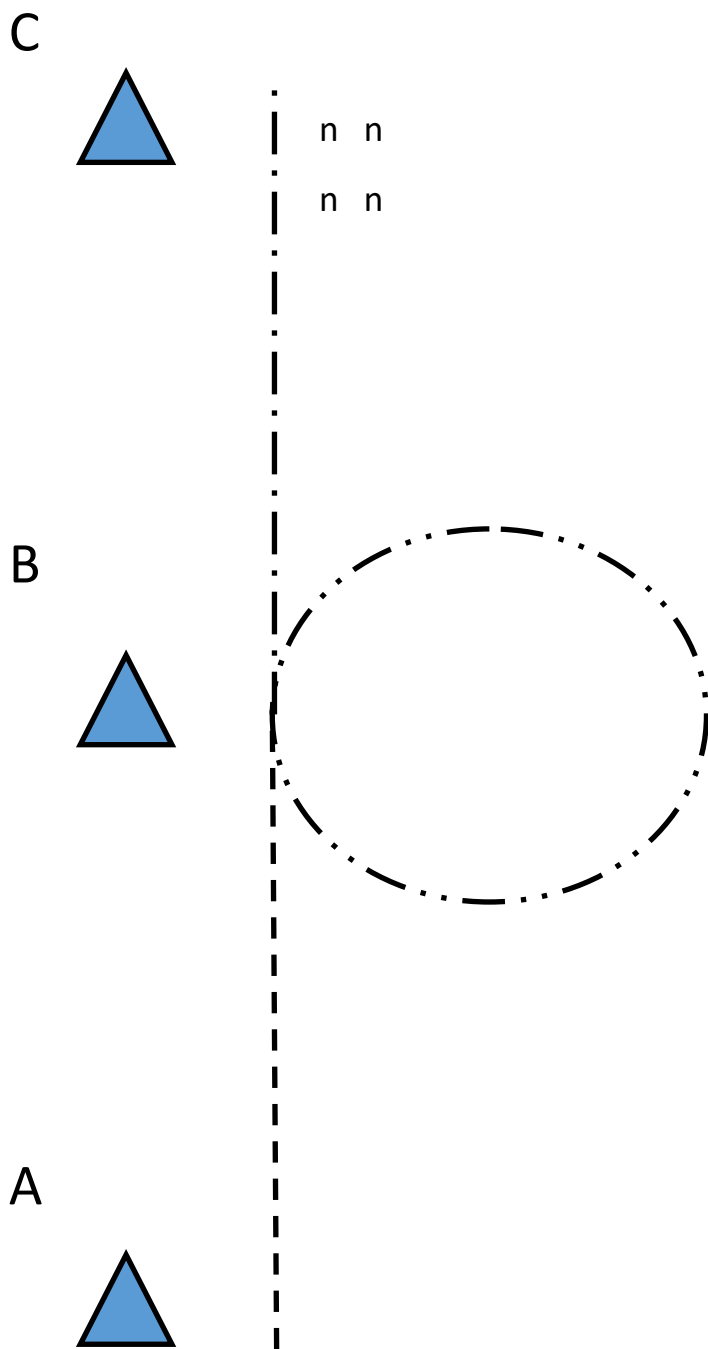
1. Start at cone A
2. Walk to cone B
3. Transition to a trot
4. Trot to cone C
5. Stop at cone C then pivot 90° to the right
6. Walk to cone D
7. Stop and Back four (4) steps

Western Horsemanship 18 and over



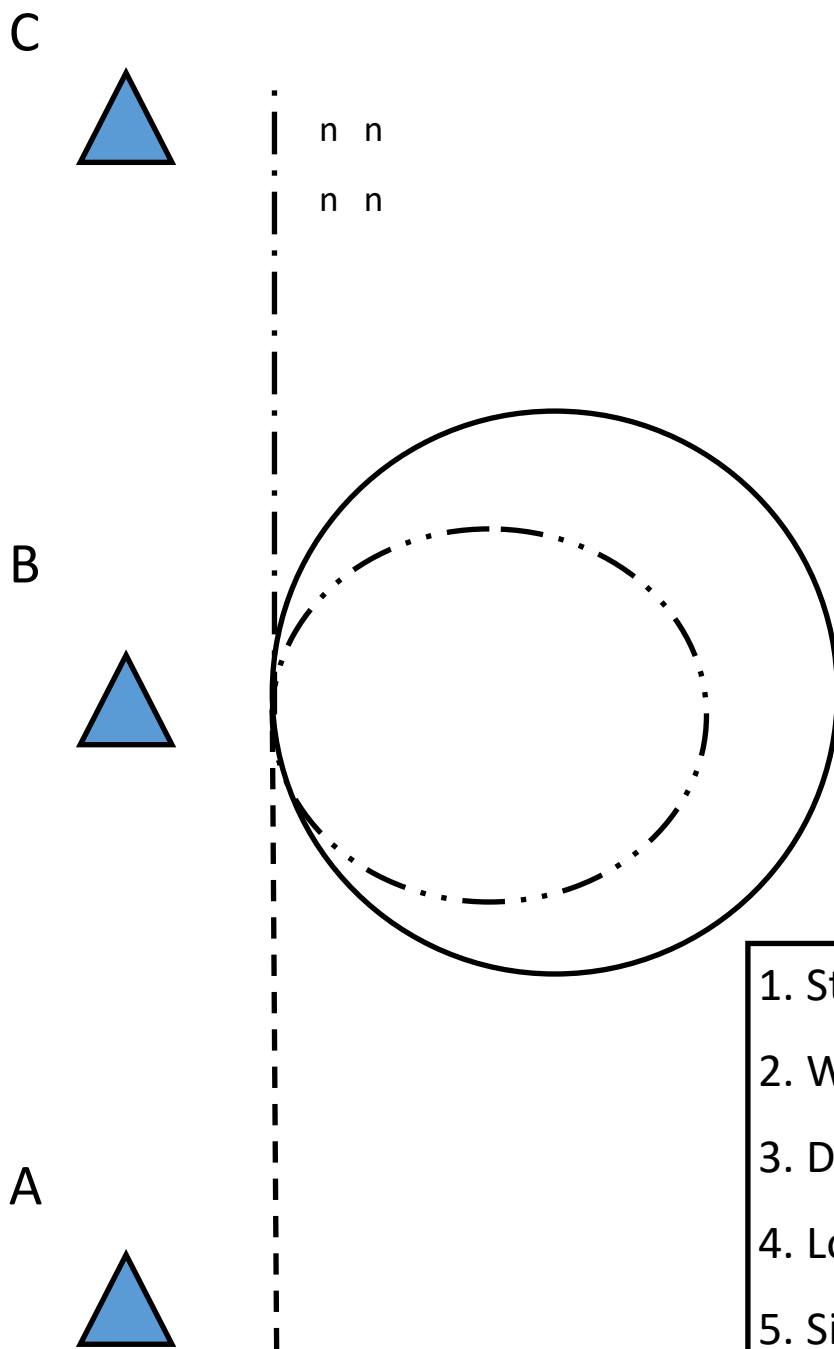
1. Walk to cone B
2. Pick up a right lead and rope a circle
3. Do a simple lead change and lope a circle to the left
4. Lope to cone C stop and back 4 steps
5. Pivot to the right 270°
6. Trot to cone D
7. Stop and wait to be dismissed

English Equitation 12 and Under



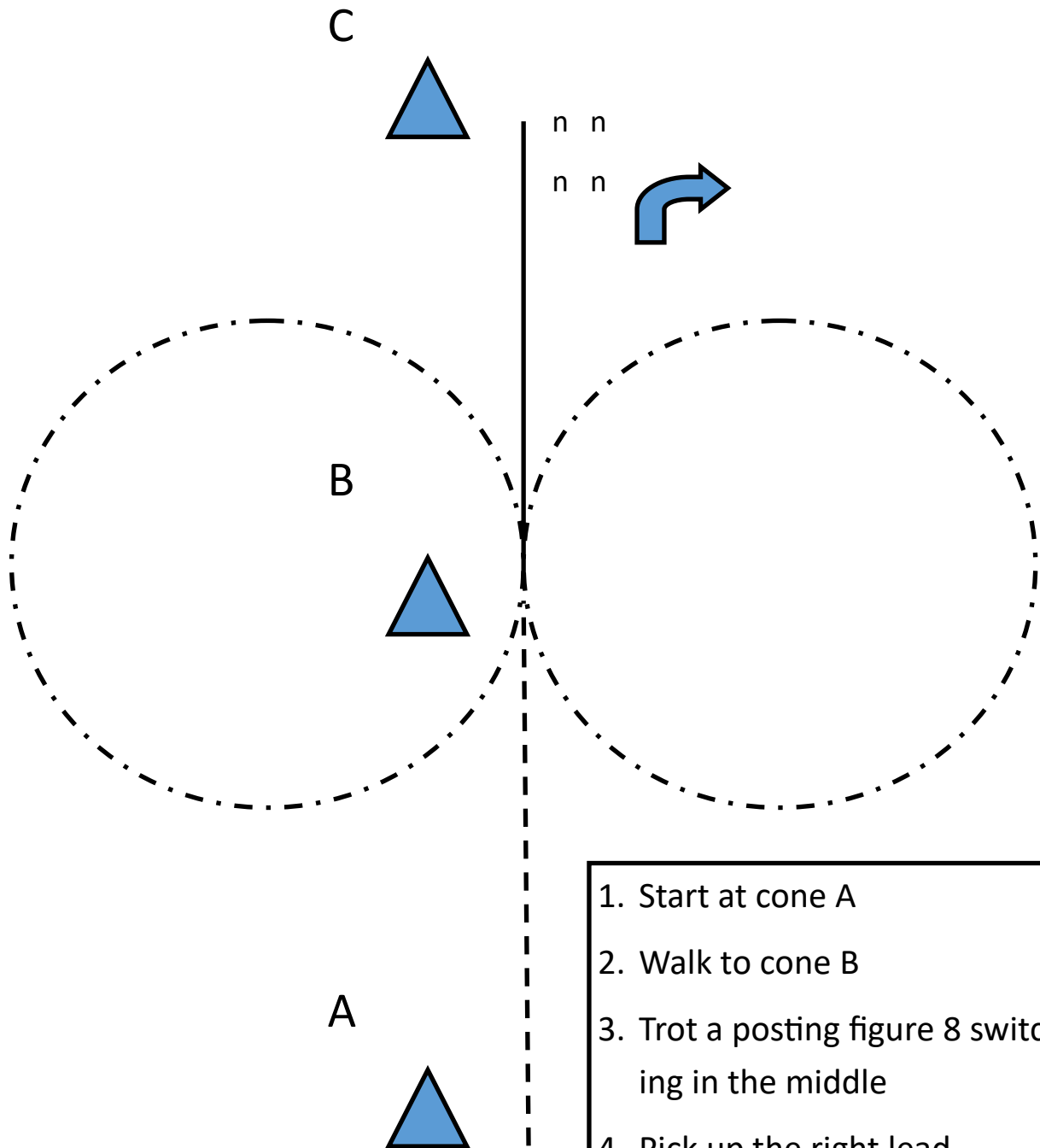
1. Start at cone A
2. Walk to cone B
3. Do a posting trot to the right
4. Sit the trot to cone C
5. Back two steps

English Equitation 13-17



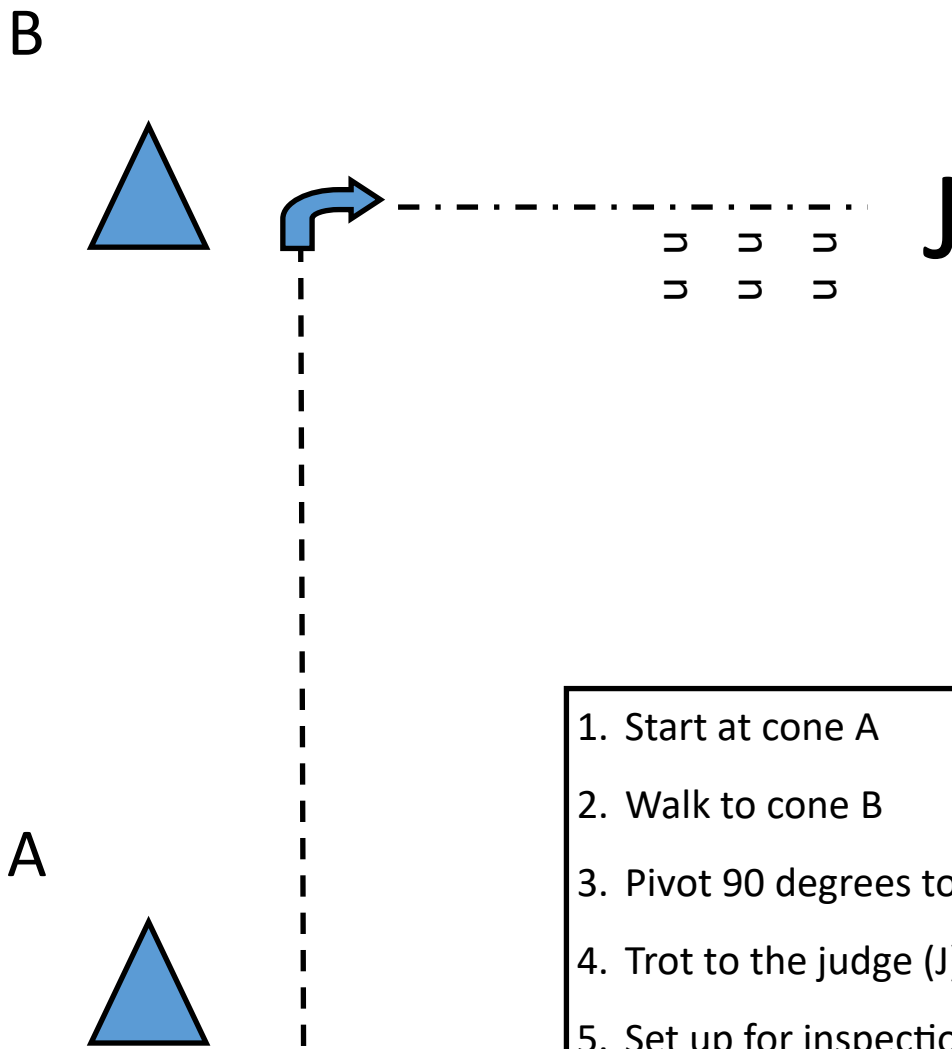
1. Start at cone A
2. Walk to cone B
3. Do a posting trot to the right
4. Lope a circle to the right
5. Sit the trot to cone C
6. Back two steps

English 18 & up

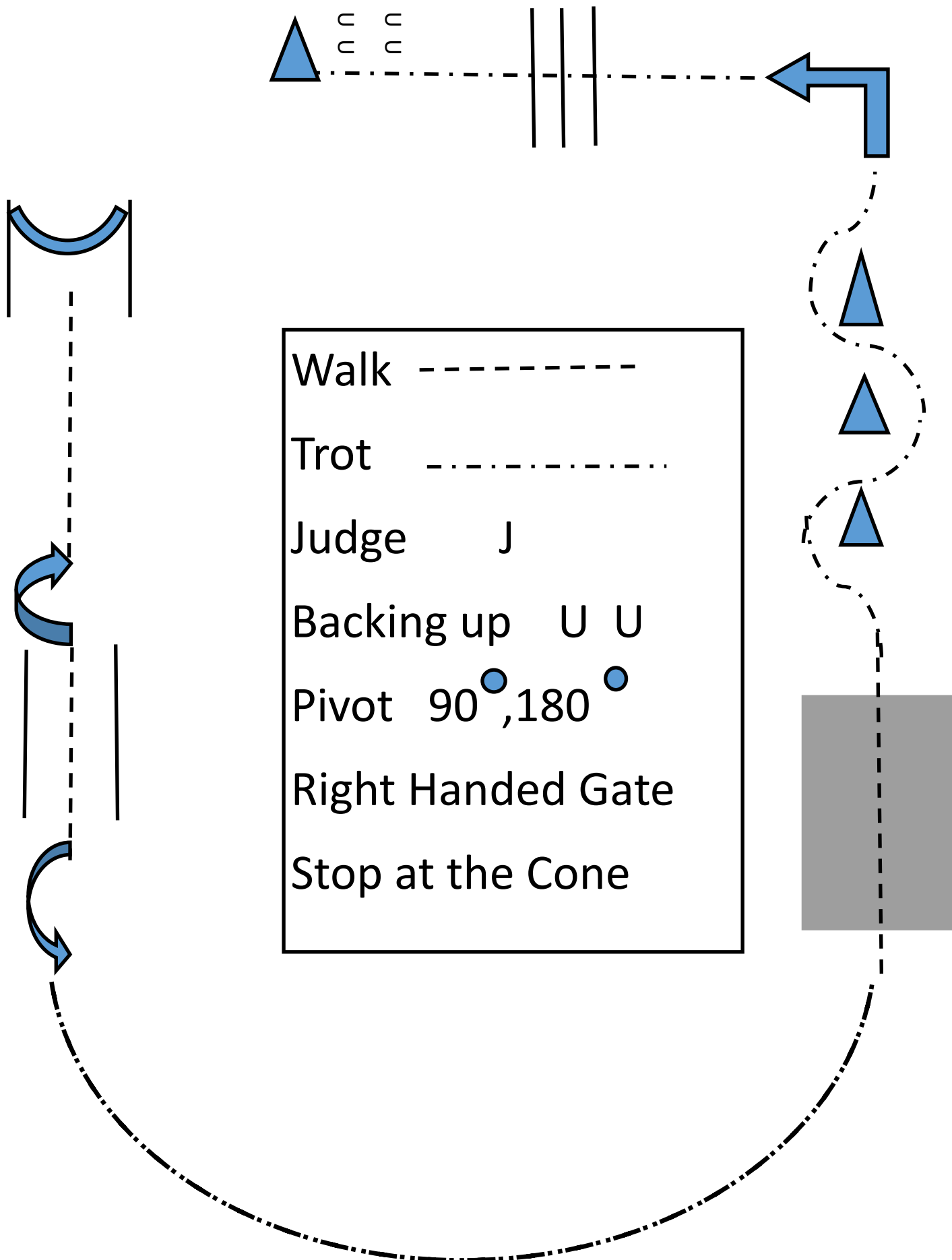


1. Start at cone A
2. Walk to cone B
3. Trot a posting figure 8 switching in the middle
4. Pick up the right lead
5. Lope to cone C
6. Stop and back up 2 steps
7. Pivot to the right 90 wait to be dismissed

Showmanship 12 & under

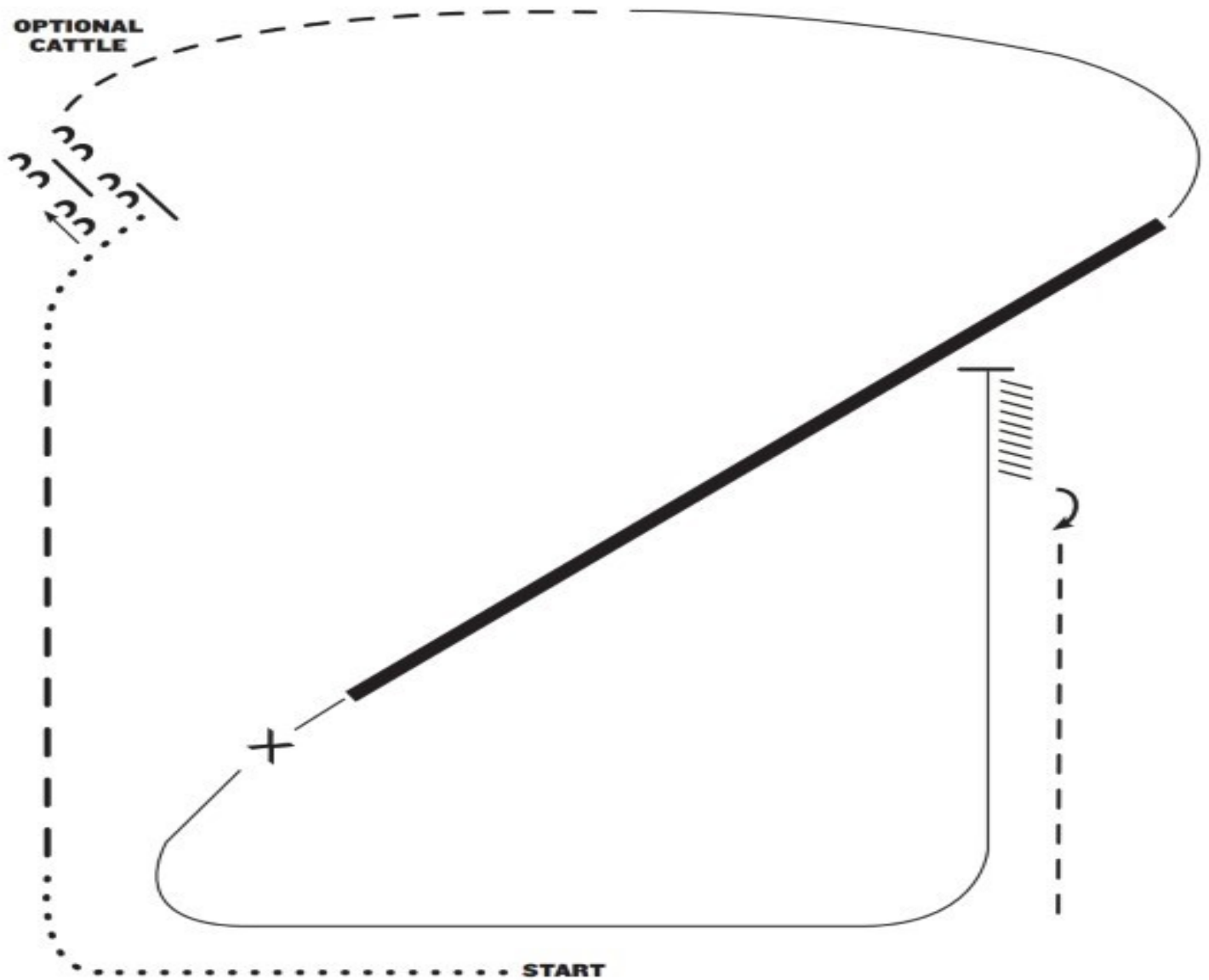


1. Start at cone A
2. Walk to cone B
3. Pivot 90 degrees to the right
4. Trot to the judge (J)
5. Set up for inspection
6. After inspection back up 3 steps
7. Wait to be dismissed



Walk - - - - -
 Trot - . - . - .
 Judge J
 Backing up U U
 Pivot 90°, 180°
 Right Handed Gate
 Stop at the Cone

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

Note:

p

ge

Exhi

spat