Be ready at A

1. Walk from A to B
2. Jog from B past C
3. Stop and perform a 3/4 turn to the right
4. Extend jog to D
5. Stop and back 5 steps
Be ready at A

1. Jog to B
2. Lope a circle on the left lead
3. Stop, rollback to the right
4. Lope on right lead for 1/2 circle
5. Jog through square corner
6. Break to walk
7. Stop and back 5 steps
Be ready at A

1. Walk from A to B
2. Jog at B, around C to D
3. Stop at D and back 3
Be ready at A

1. Walk two horse lengths from A
2. Trot on the correct diagonal
3. Pick up left lead canter at B
5. Change leads (simple of flying)
6. When even with B, break to sitting trot to C
7. Stop at C and back 3 steps
SHOWMANSHIP
CLASSES 306, 307
(JUNIOR)

Be ready at A

1. Walk from A to B
2. Jog from B to the Judge
3. Stop, set up for inspection
4. When dismissed perform a right 270 degree turn and walk straight away from Judge.
SHOWMANSHIP
CLASSES 308, 309, 310
(GREEN, AMATEUR, OPEN)

Be ready at A

1. Jog from A to B, stop
2. At B perform right 270 degree turn
3. Jog off, then walk to Judge as shown
4. Stop, set up for inspection
5. When dismissed return to line up
To be used for the Youth 10 & Under Short Stirrup class only.

Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.

2. Complete two spins to the left. Hesitate.

3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.

4. Complete two spins to the right. Hesitate.

5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.

6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

See the Judges’ Guide for a summary of other allowances made in the Handbook.
Horses must jog to the center of the arena (see Judges Guide for maneuver description). Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.

2. Complete four spins to the right. Hesitate.

3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.

6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.

7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.
TRAIL
CLASSES 206-207
(JUNIOR)

1. Walk through gate towards next obstacle as shown.

2. Pick up jog/trot and jog/trot around cone as shown.

3. Jog/trot over poles as shown.

4. Break to walk and walk over bridge as shown.

5. Pick up jog/trot and jog/trot around cones as shown.

6. Break to walk. Walk into box and turn 270 left. Exit box at a walk as shown. Pick up jog/trot and continue towards next obstacle.

7. Walk into chute. Back out as shown. Exit at a walk as shown.
1: Open and close gate

2: Jog/trot around cone as shown.

3: Jog/trot over poles.

4: Walk over bridge

5: Pick up jog/trot. Jog/trot over poles and through cones as shown.

6: Walk over poles as shown. Execute a square turn towards next obstacle.

7. Walk into box as shown. Execute a right 360 turn. Walk out of box.

8. Jog/trot poles as shown.

9. Break to walk, walk into chute, back into 2nd chute and exit walking over poles as shown.
TRAIL

CLASSES 208-210
(GREEN, AMATEUR, OPEN)

1. Open, pass through, and close gate with right hand. Jog/trot towards next obstacle.

2. Jog/trot around cone as shown.

3. Pick up left lead lope/canter. Lope/canter over poles as shown then break to a walk.

4. Walk over bridge.

5. Pick up jog/trot. Jog/trot over poles and through cones as shown.


7. Walk into box as shown. Execute a right 360 turn. Walk out of box and immediately pick up right lead lope/canter.

8. Right lead lope/canter poles as shown. Lope/canter towards next obstacle.

9. Break to walk, walk into chute, back into 2nd chute and exit walking over poles as shown.
1. WALK
2. WALK OVER LOGS
3. TROT
4. EXTENDED TROT
5. RETURN TO NORMAL TROT
6. STOP, 1 1/2 TURNS RIGHT
7. WALK
8. TROT
9. EXTENDED TROT
10. RETURN TO NORMAL TROT
11. STOP AND BACK
RANCH RIDING
CLASS 212-215
(13-17, GREEN, AMATEUR, OPEN)

1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Step and Back
12. Side pass right
HUNTER OVER FENCES
CLASS 331 - 345
(12 + UNDER, 13-17, GREEN, AMATEUR, OPEN)
JUMPER
CLASS 346 - 357
(12 + UNDER, 13-17, GREEN, AMATEUR, OPEN)