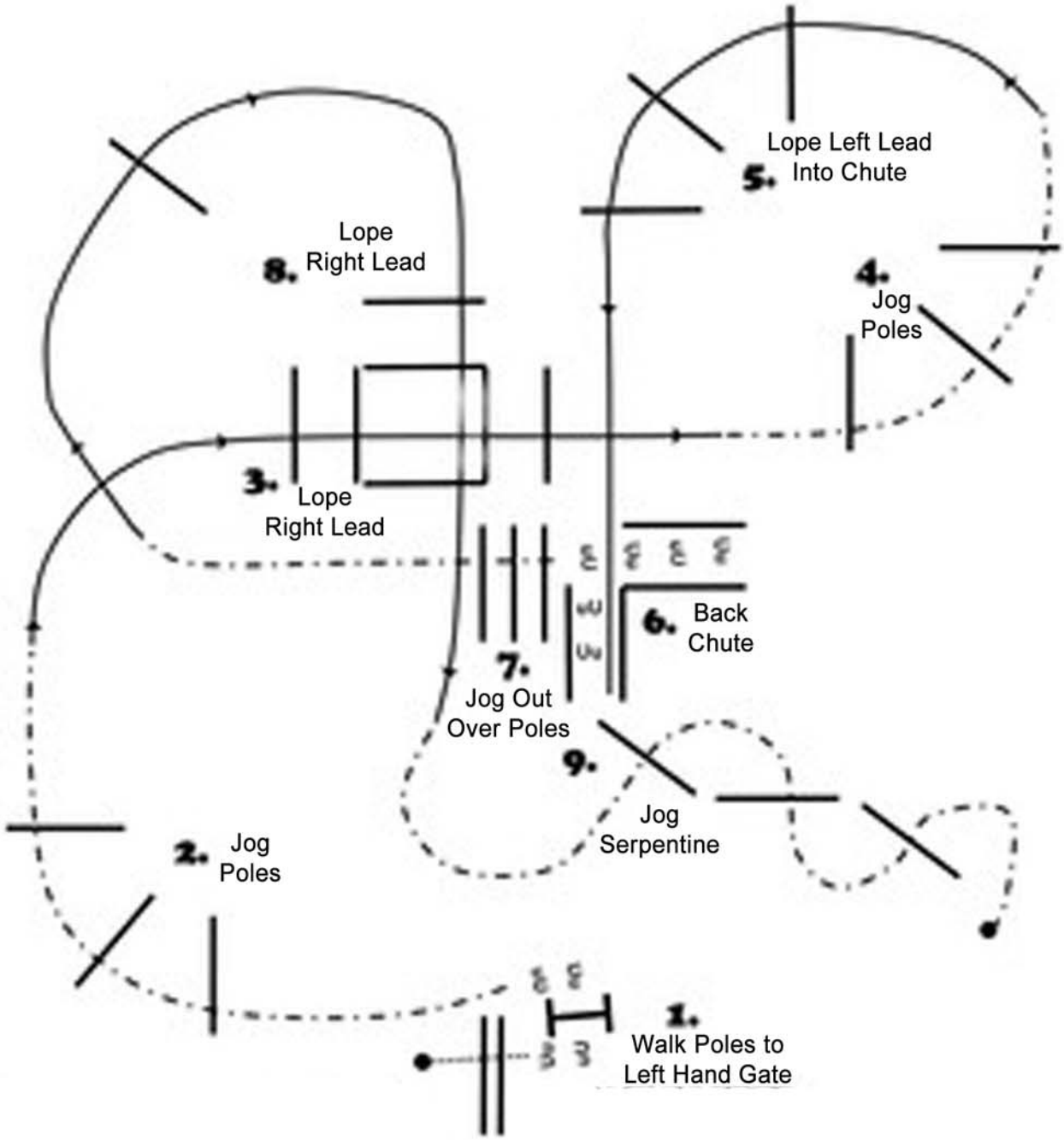
Trail

Level 1, Rookie, Junior, Amateur, Select, Senior, Youth

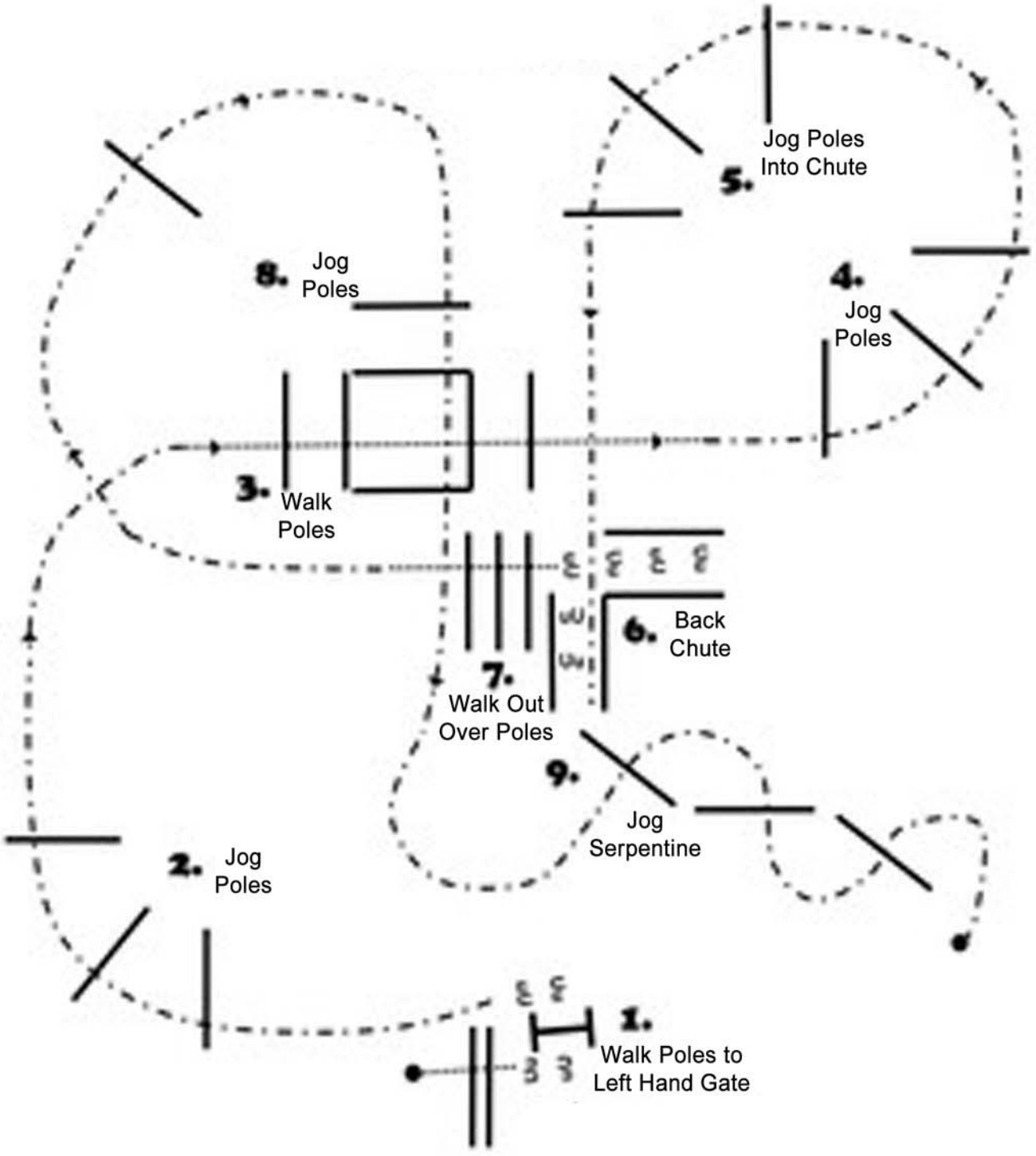
Thursday



Trail

Walk Trot

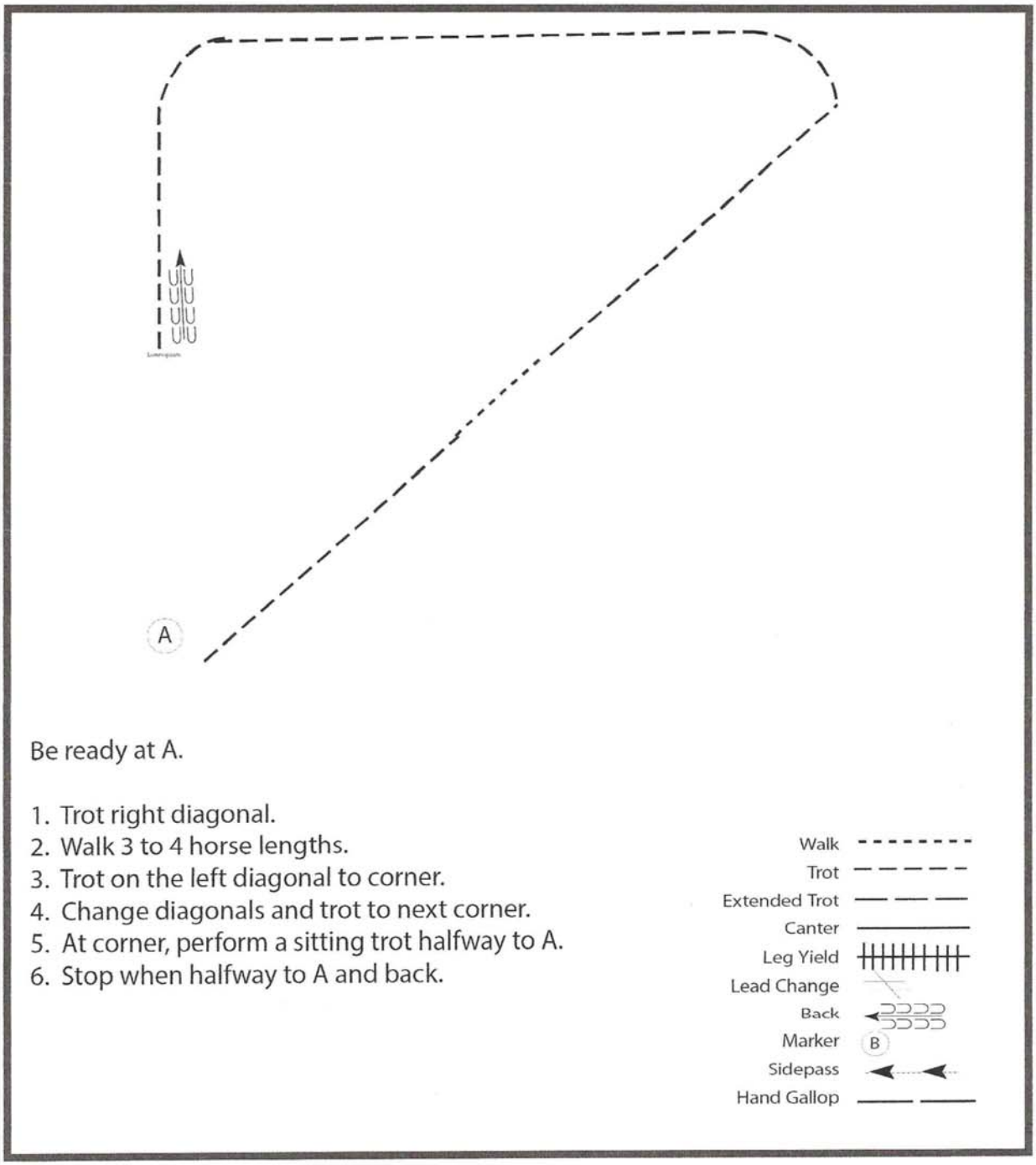
Thursday



Hunt Seat Equitation

All Walk Trot

Thursday

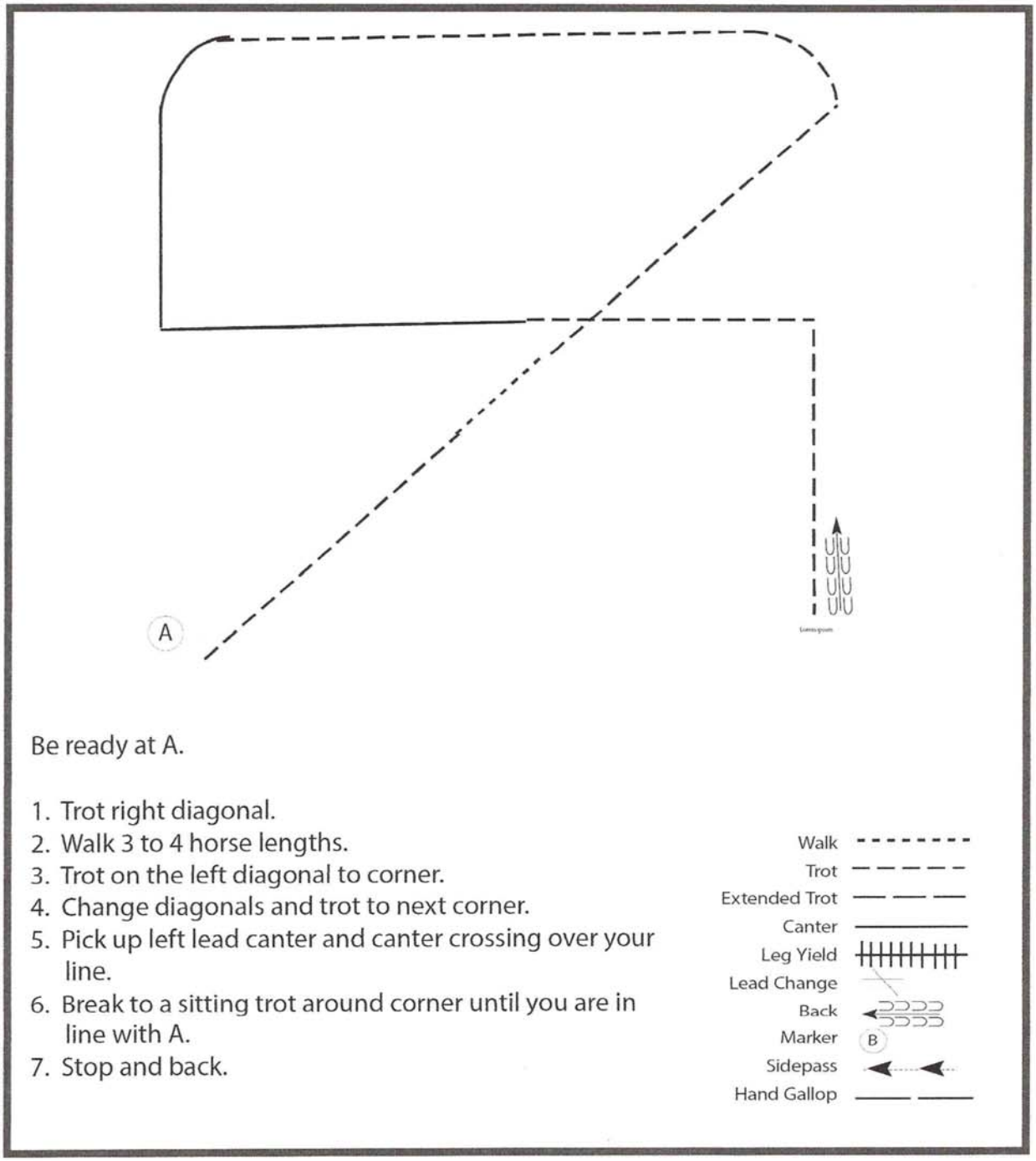


[HSE/wt_106]

Hunt Seat Equitation

Rookie & Level 1

Thursday



Be ready at A.

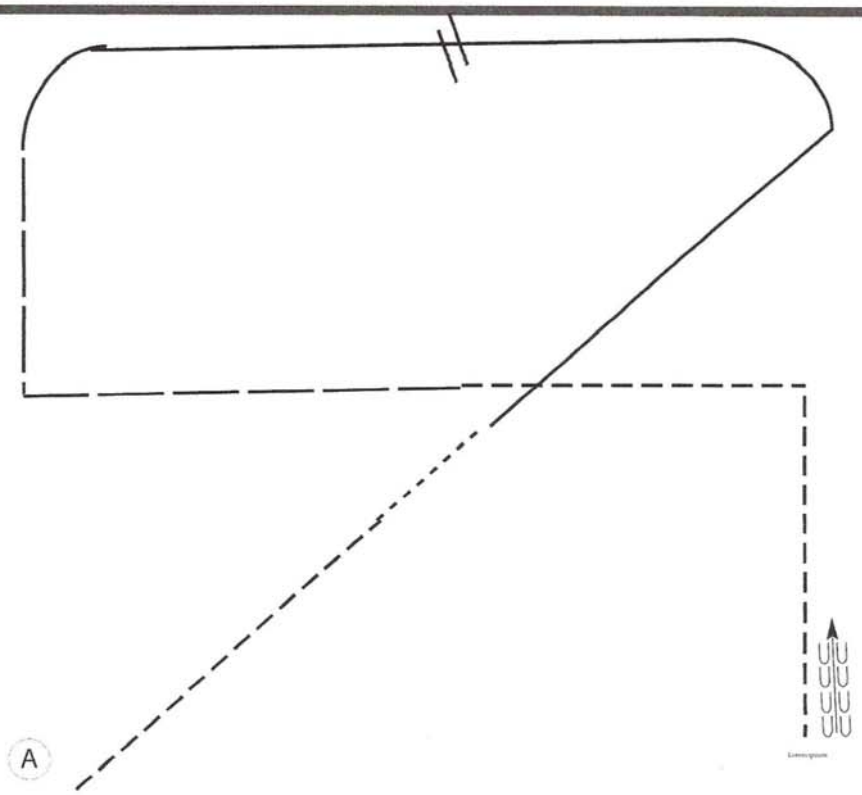
1. Trot right diagonal.
2. Walk 3 to 4 horse lengths.
3. Trot on the left diagonal to corner.
4. Change diagonals and trot to next corner.
5. Pick up left lead canter and canter crossing over your line.
6. Break to a sitting trot around corner until you are in line with A.
7. Stop and back.

[HSE/1_106]

Hunt Seat Equitation

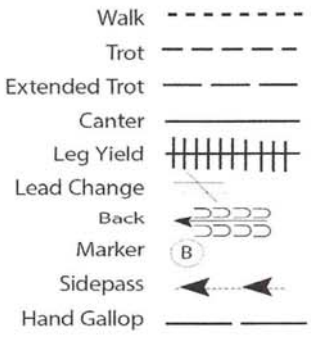
Amateur, Select, Youth

Thursday



Be ready at A.

1. Trot right diagonal.
2. Walk 3 to 4 horse lengths.
3. Canter on the right lead.
4. Change leads and continue on the left lead.
5. Hand galllop, crossing over your line.
6. Break to a trot remaining in the two point position.
7. Left diagonal after your corner until you are in line with A.
8. Stop and back.

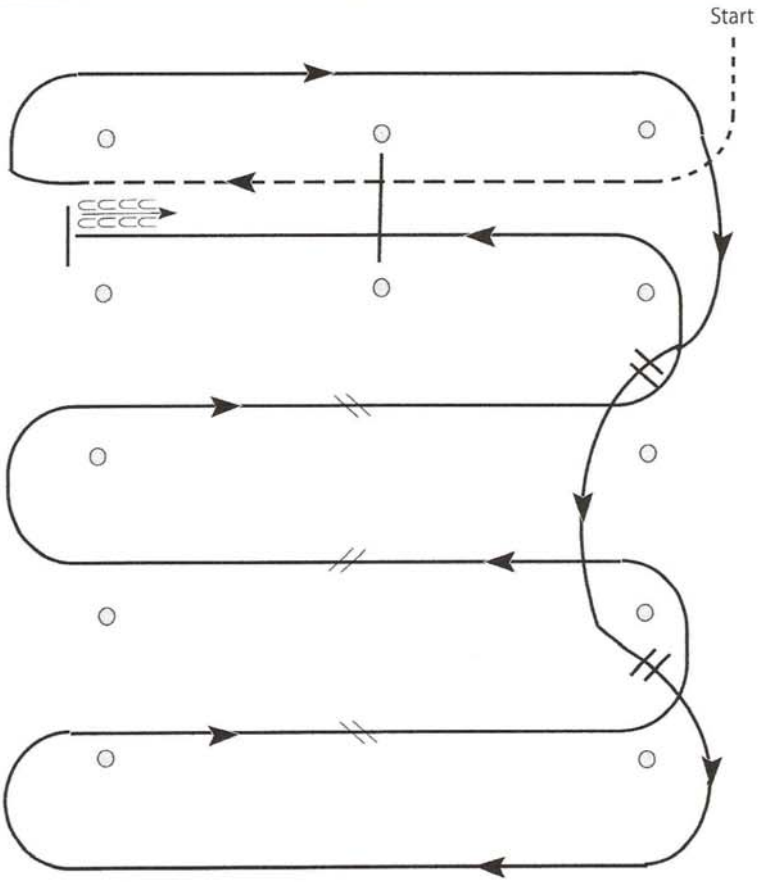


[HSE/2_106]

Western Riding

Level 1

Thursday



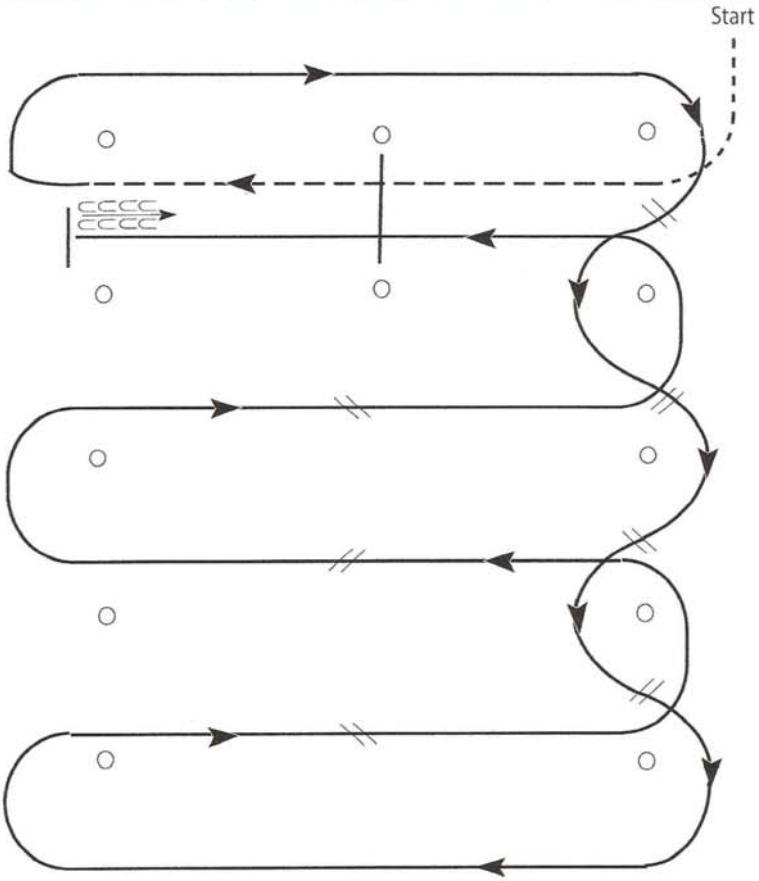
1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

[WR/GP-4]

Western Riding

Amateur, Select, Youth, Open

Thursday



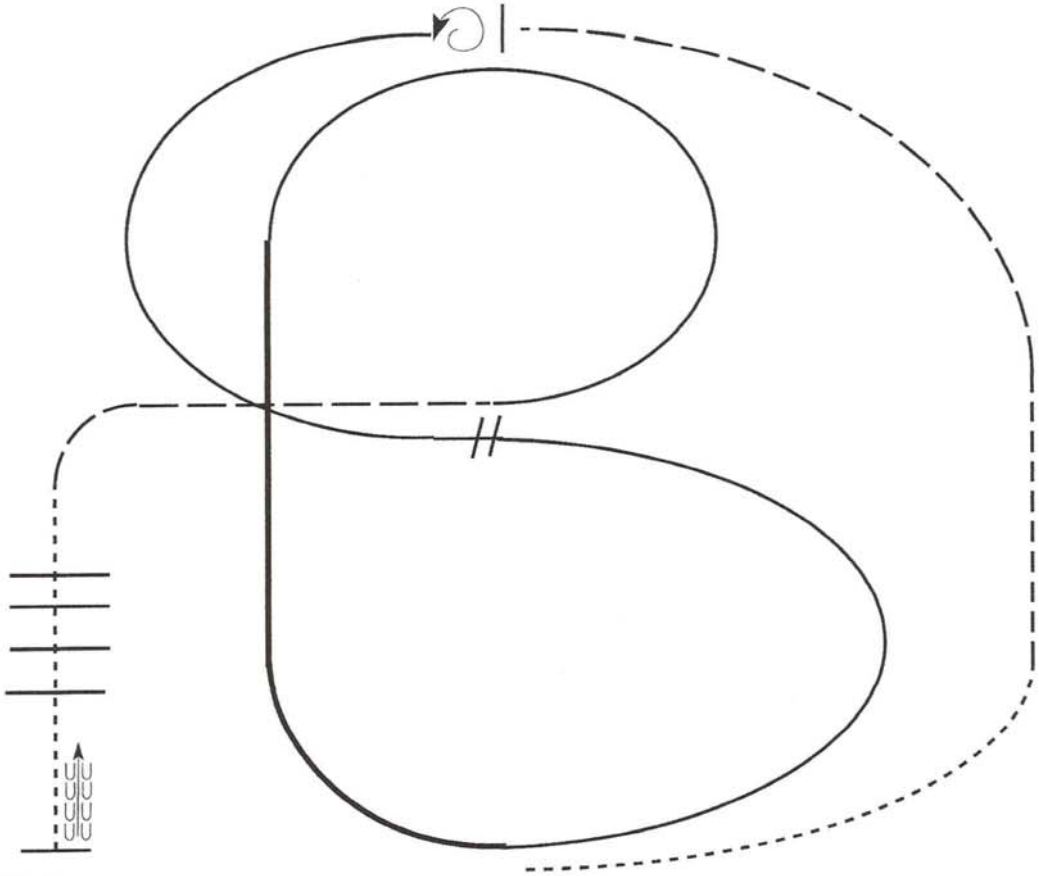
1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.

[WR/OP-4]

Ranch Riding

All AQHA & VRH Classes

Thursday



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles.
12. Stop and back

Walk

Jog

Extended Jog

Lope

Lead Change

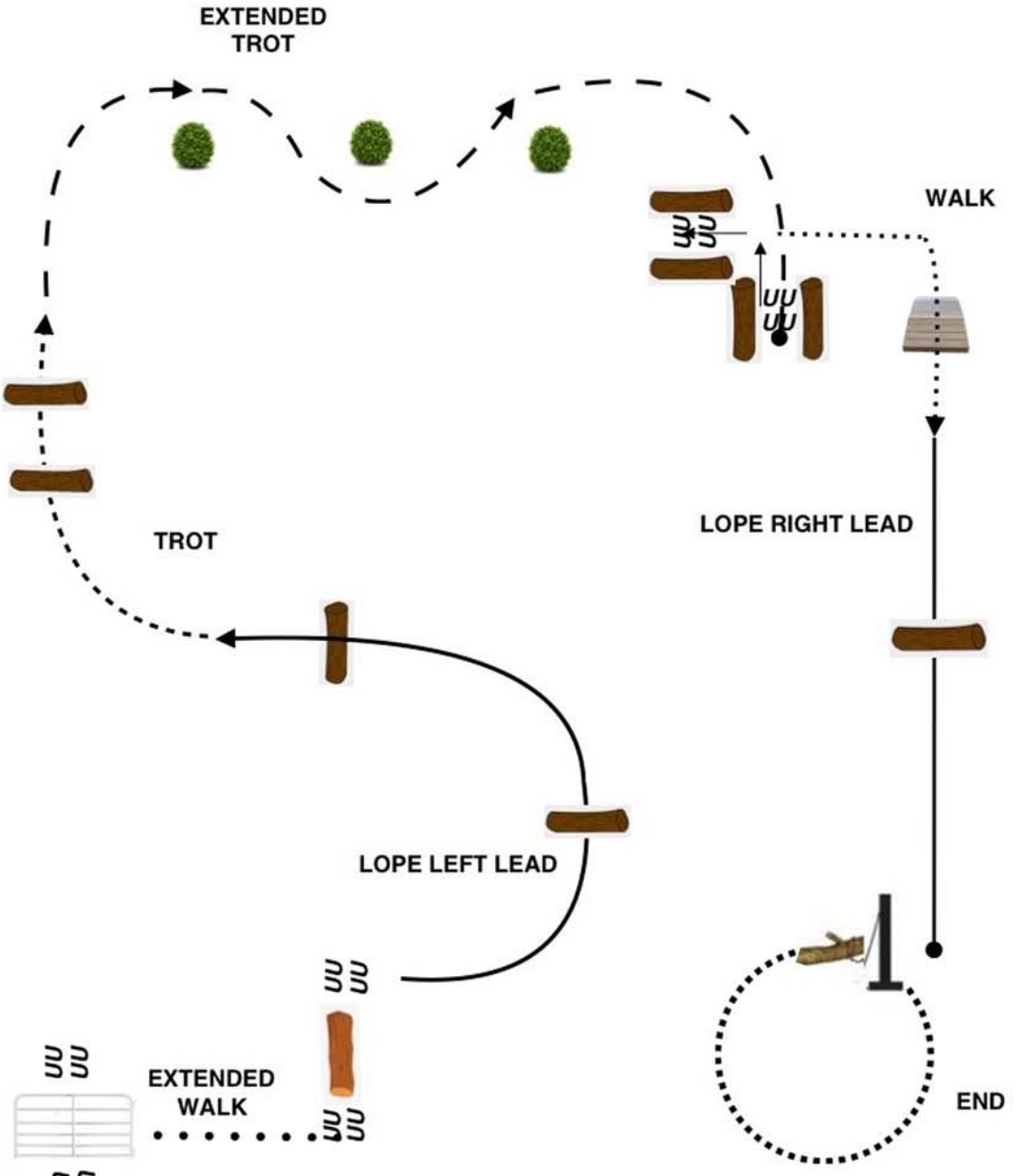
Back

Marker B

[RR/1]

Ranch Trail

Thursday



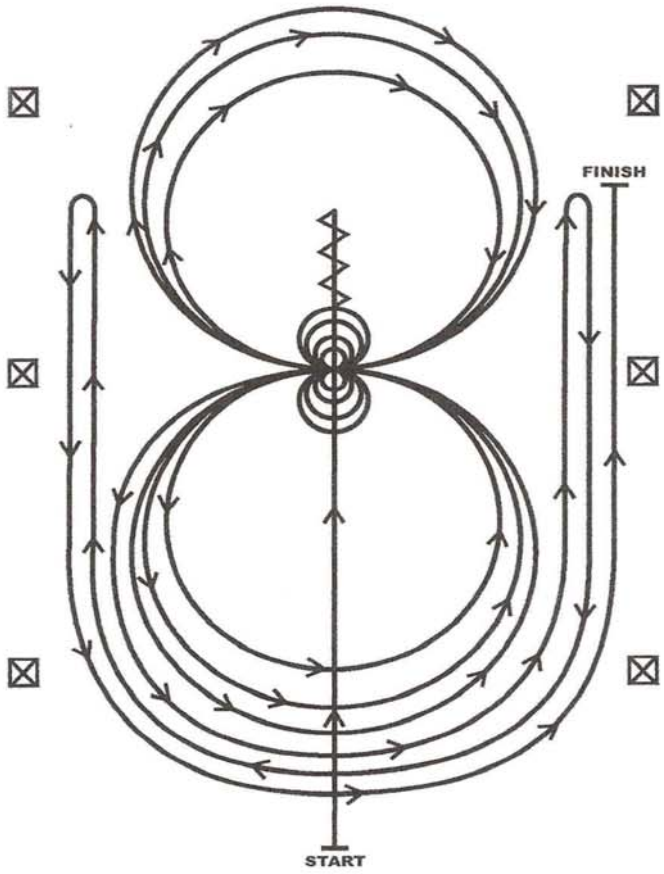
1. Work Right Hand Gate.
2. Extend Walk to Side pass. Side pass left over log.
3. Lope Left Lead over logs.
4. Trot over logs.
5. Extended Trot through Bushes and into the Chute.
6. Back out and into other Chute.
7. Walk out of Chute and over Bridge.
8. Lope Right Lead over log. Stop.
9. Drag Log in a Circle to Right at walk or jog as shown. (L1 Youth, Youth, L1 Am pick up bucket and trot a circle.)

AQHA Reining

Amateur, Youth, Open

Thursday

REINING PATTERN 12



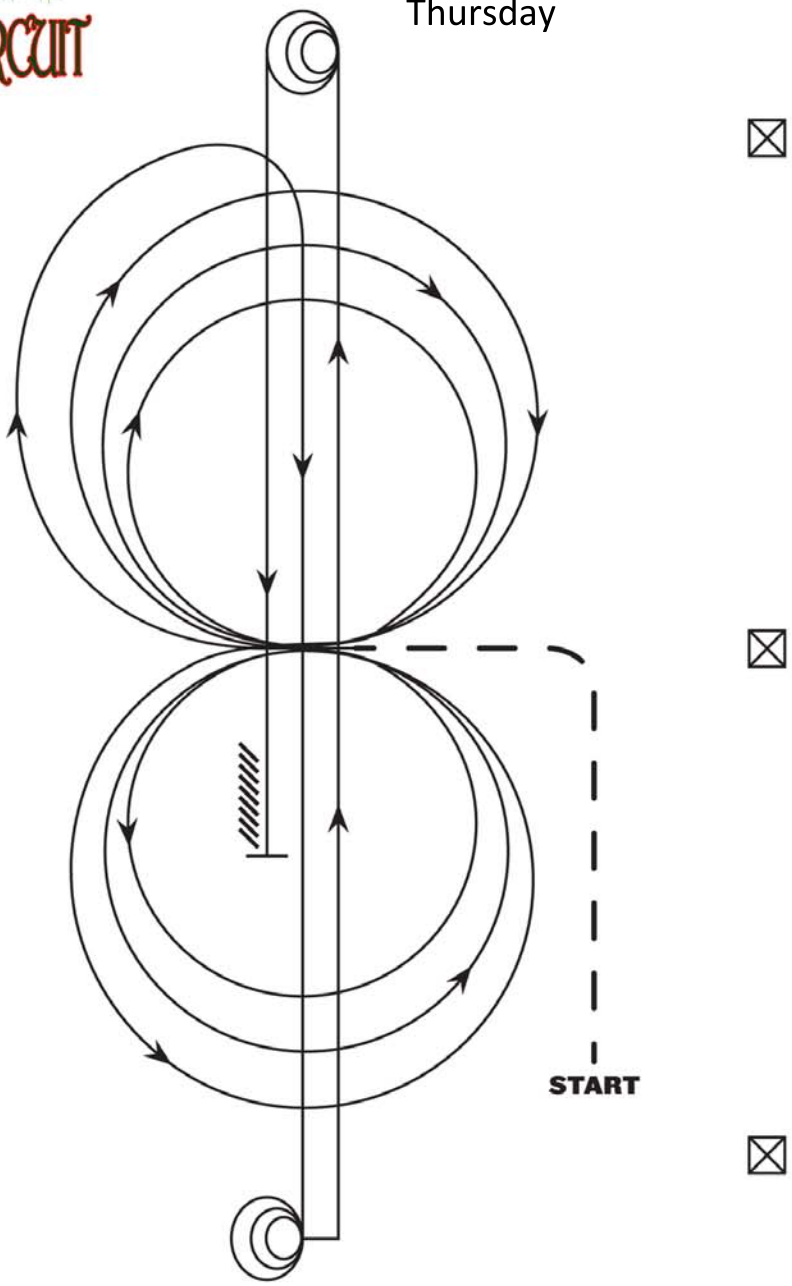
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, compete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but to not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

[R/AQHAP-12]

VRH Ranch Reining

VRH Youth, Amateur, Open

Thursday



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

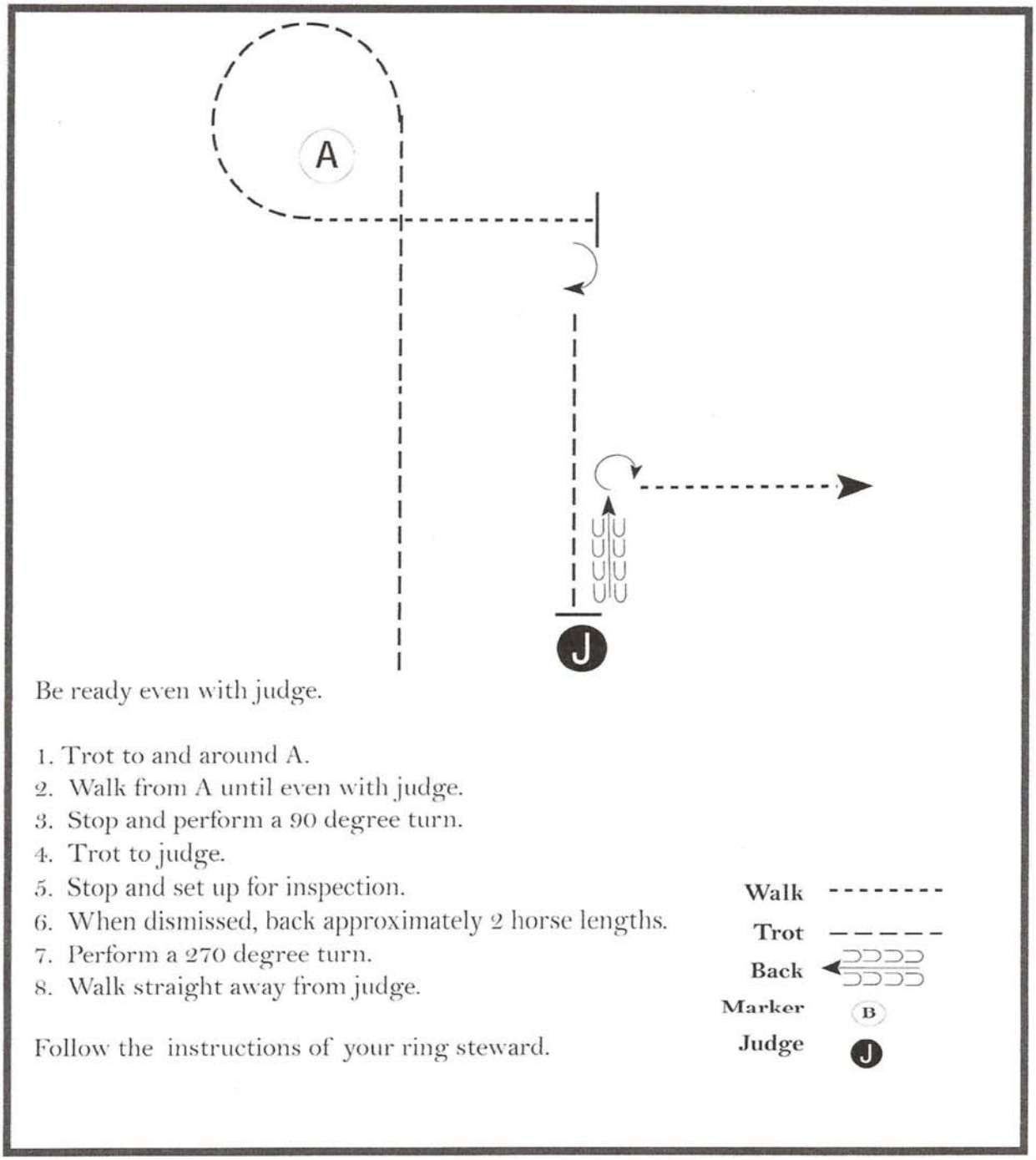
1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

Revised 06-07-2021

Showmanship

Rookie & Level 1

Friday



Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 90 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, back approximately 2 horse lengths.
7. Perform a 270 degree turn.
8. Walk straight away from judge.

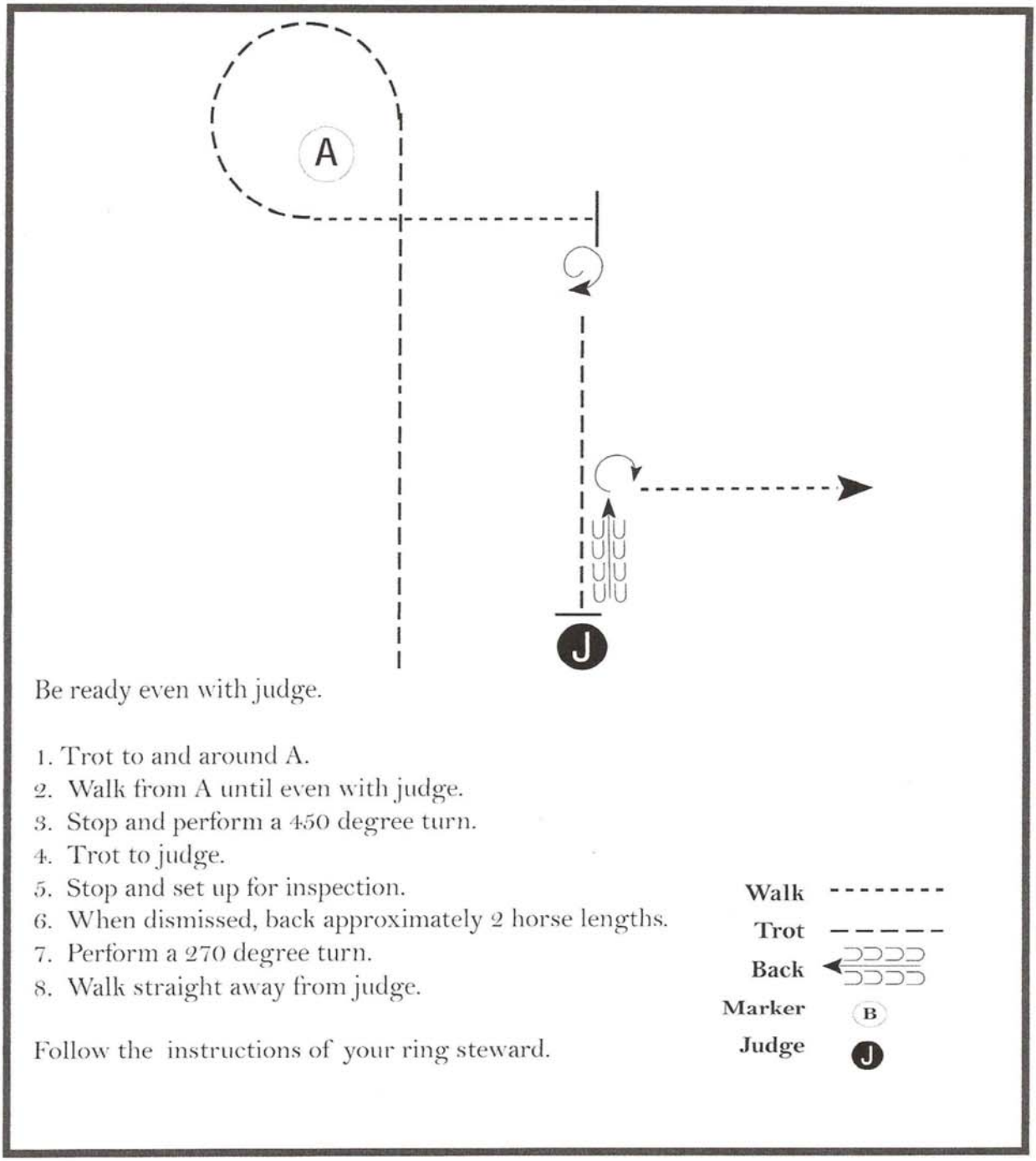
Follow the instructions of your ring steward.

[S/2-76]

Showmanship

Amateur, Select, Youth

Friday

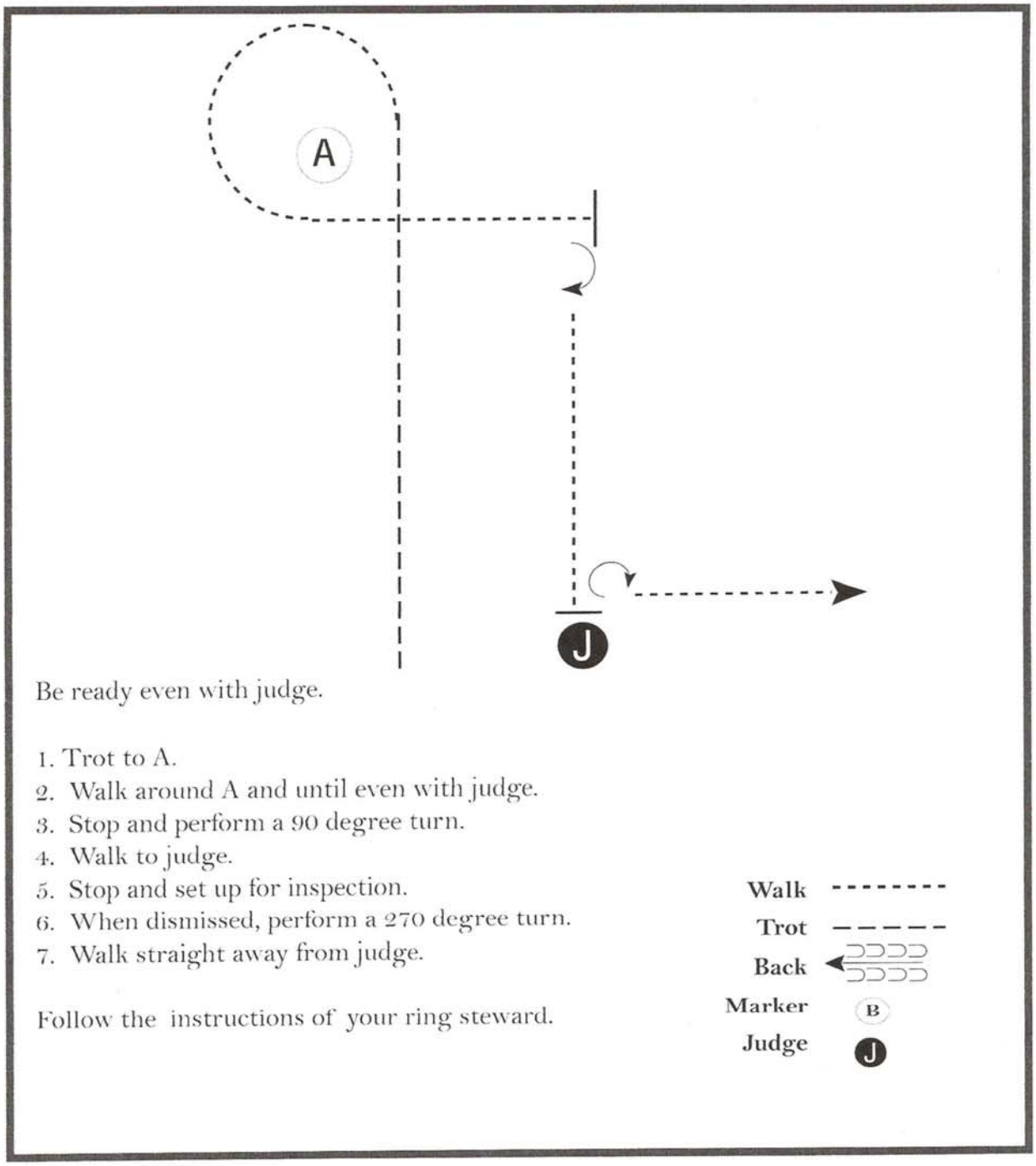


[S/3-76]

Showmanship

Small Fry

Friday

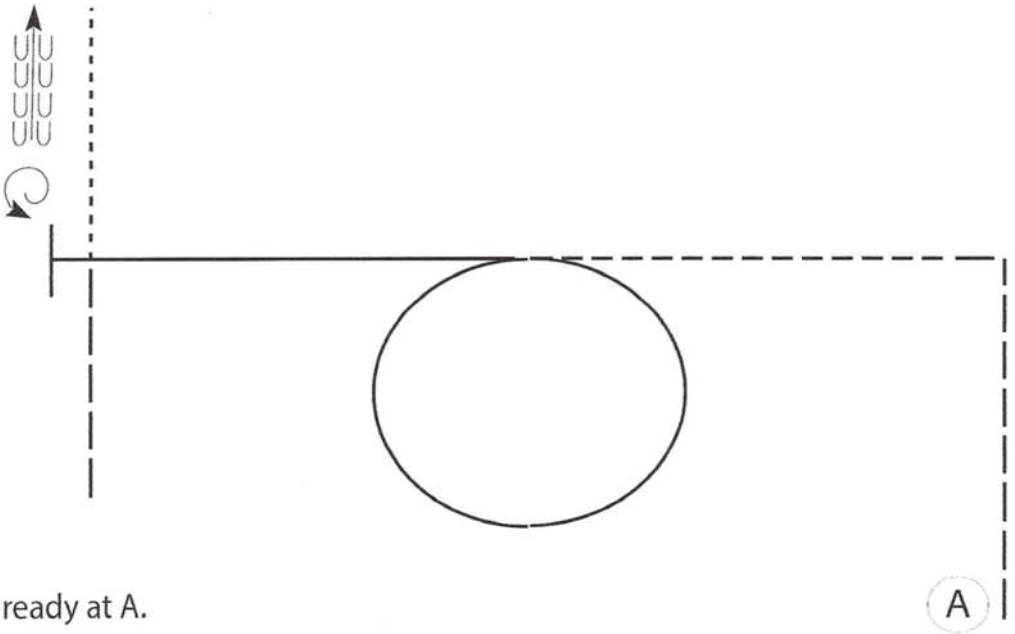


[S/WT-76]

Western Horsemanship

Rookie & Level 1

Friday



Be ready at A.

1. Perform an extended jog from A and a square corner at center of pattern, then slow to a jog.
2. Lope a left lead circle.
3. Close the circle and continue loping on the left lead in a straight line.
4. Stop and perform a 1 1/4 turn left.
5. Back.
6. Walk until you cross your line.
7. Exit arena at an extended jog.

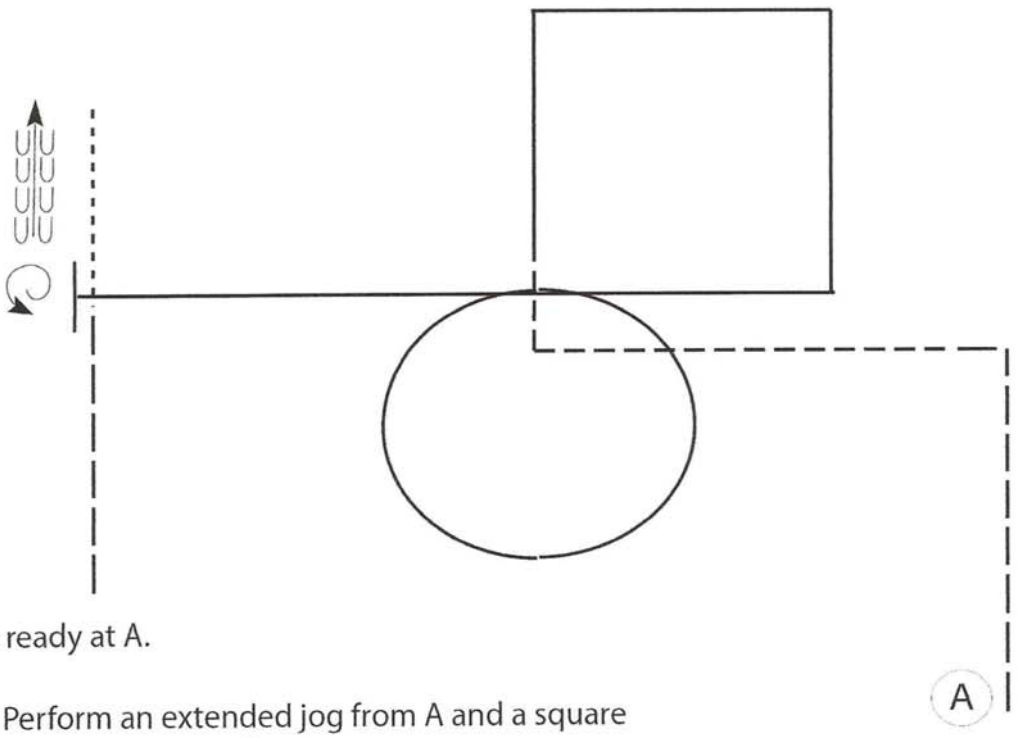
Walk
Jog
Extended Jog
Lope
Lead Change
Back
Marker B

[WH/1_104]

Western Horsemanship

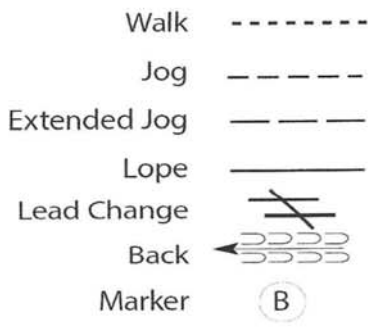
Amateur, Select, Youth

Friday



Be ready at A.

1. Perform an extended jog from A and a square corner at center of pattern.
2. Slow to a jog and make a square corner at center.
3. Lope a right lead square.
4. Change leads at center and lope a left lead circle.
5. Close the circle and continue loping on the left lead in a straight line.
6. Stop and perform a 1 1/4 turn left.
7. Back.
8. Walk until you cross your line.
9. Exit arena atan extended jog.

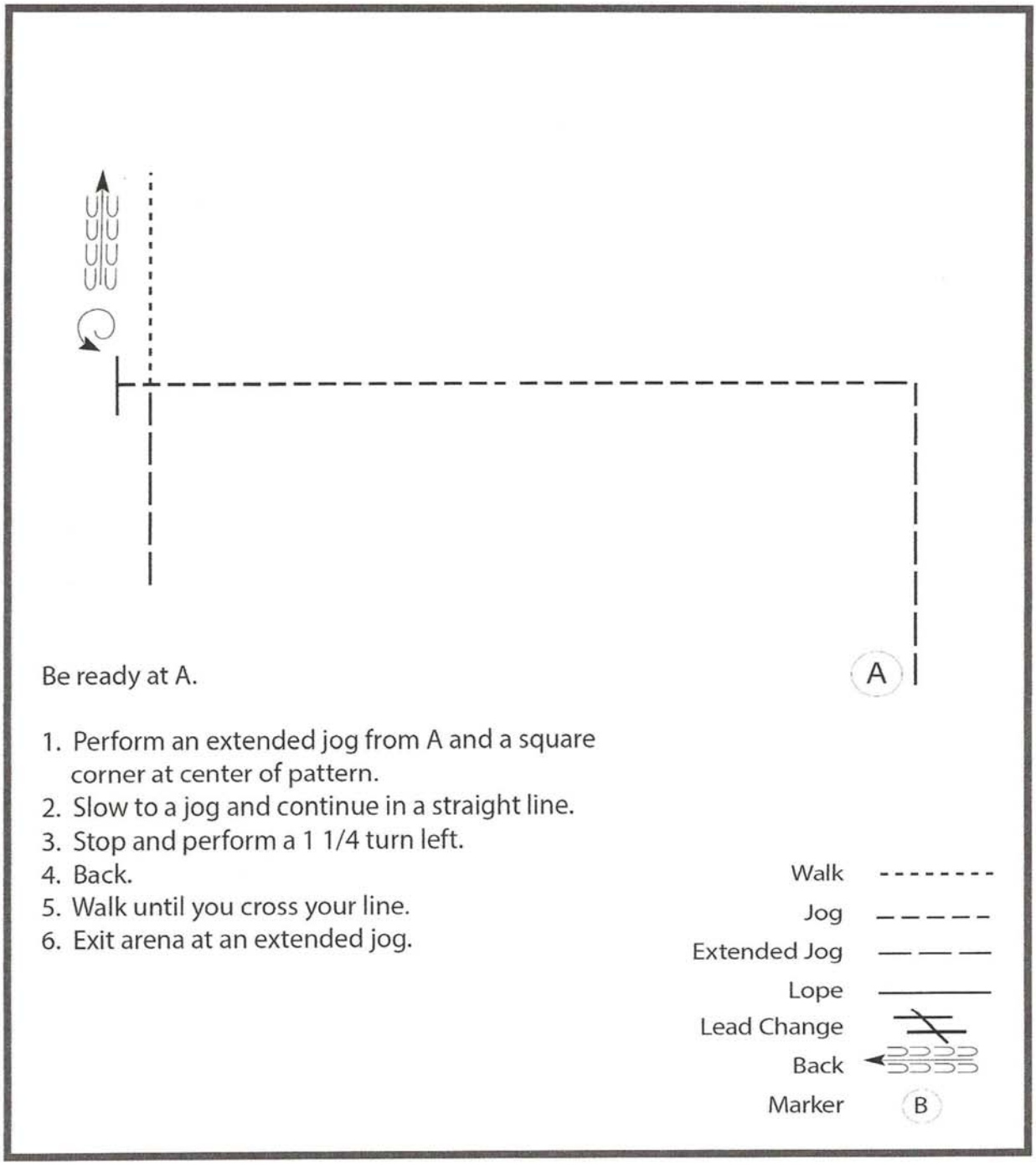


[WH/2_104]

Western Horsemanship

All Walk Trot

Friday

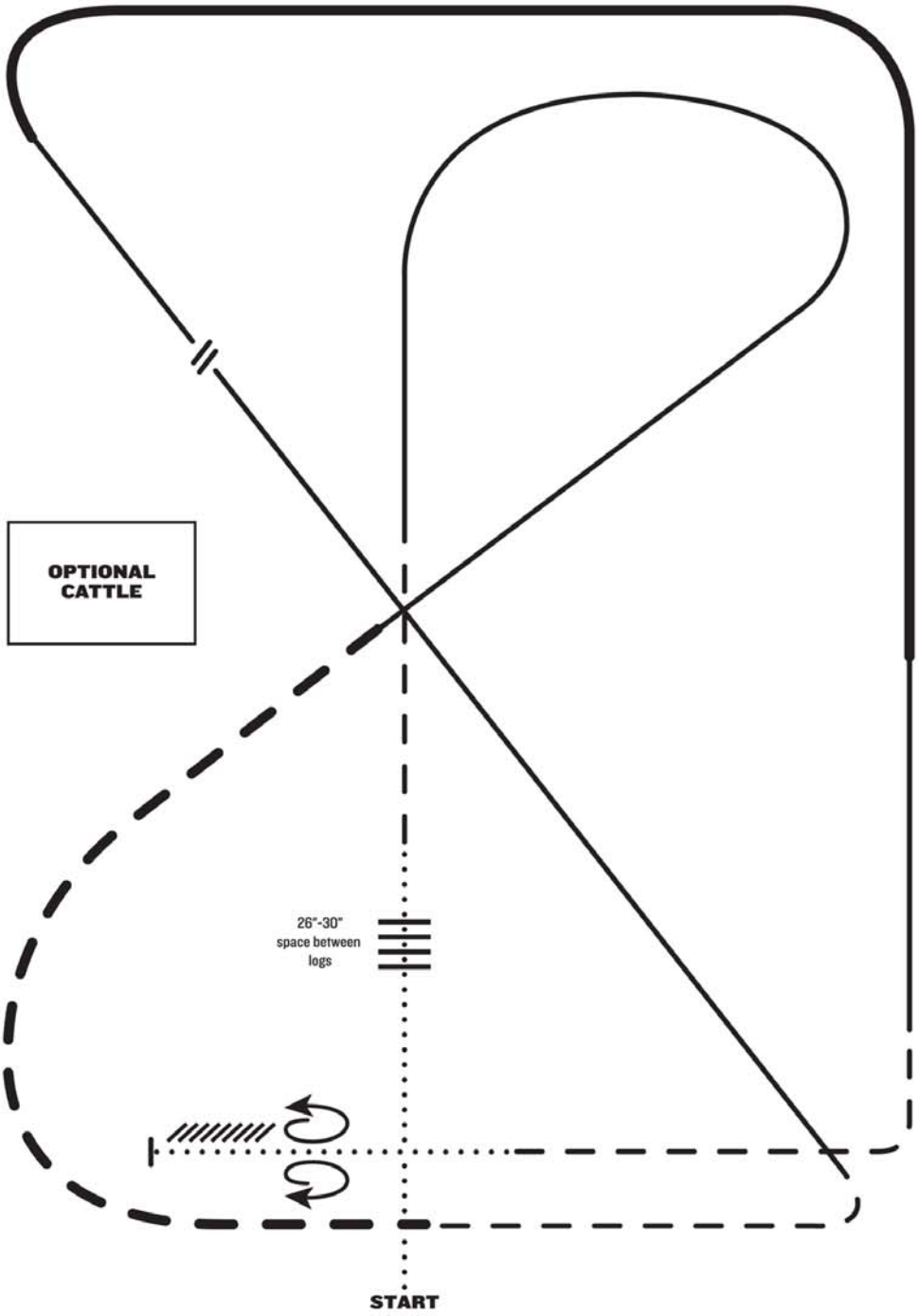


[WH/wt_104]

Ranch Riding

All AQHA & VRH Classes

Friday

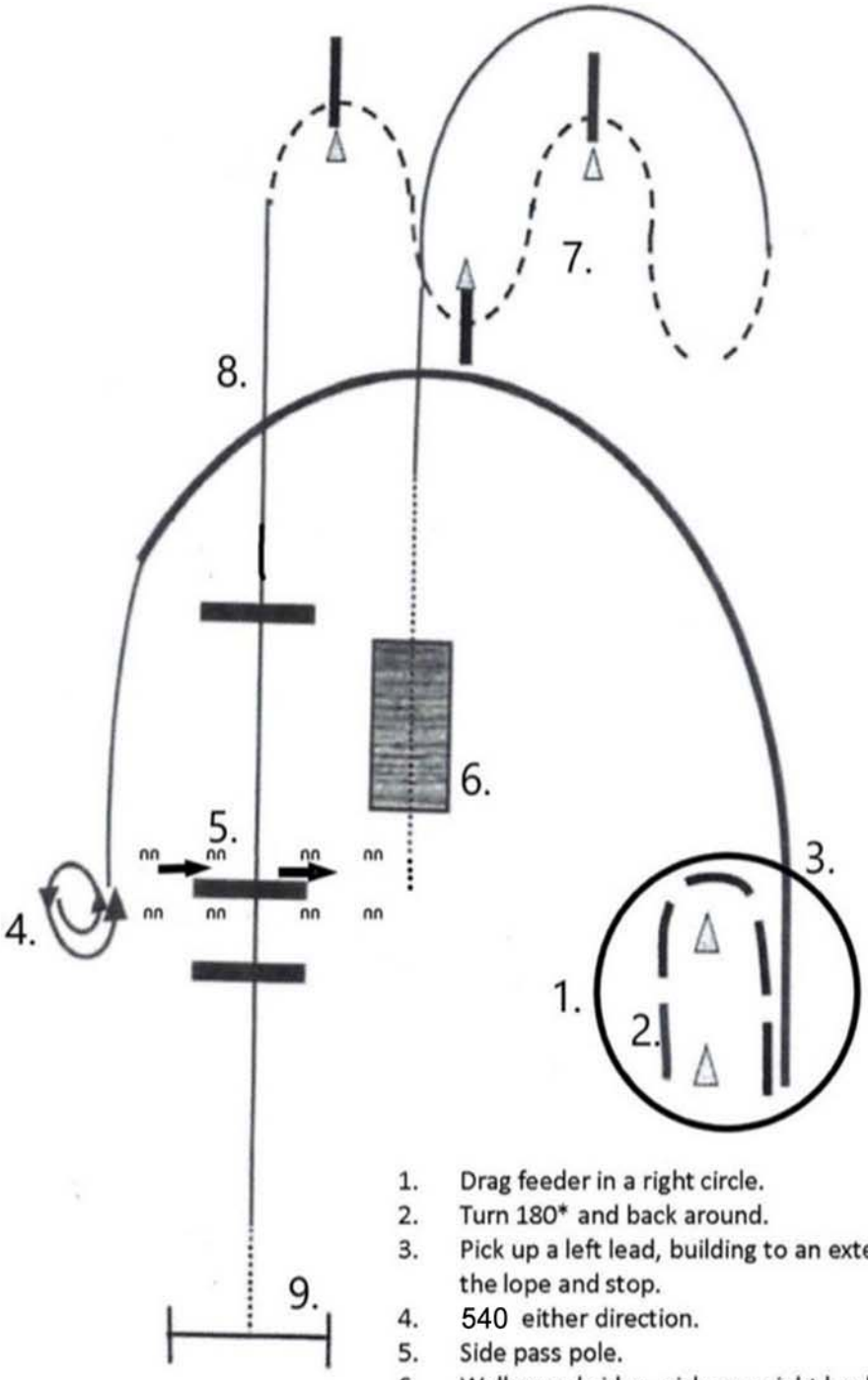


1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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.

Revised 05-2021

Ranch Trail
Friday



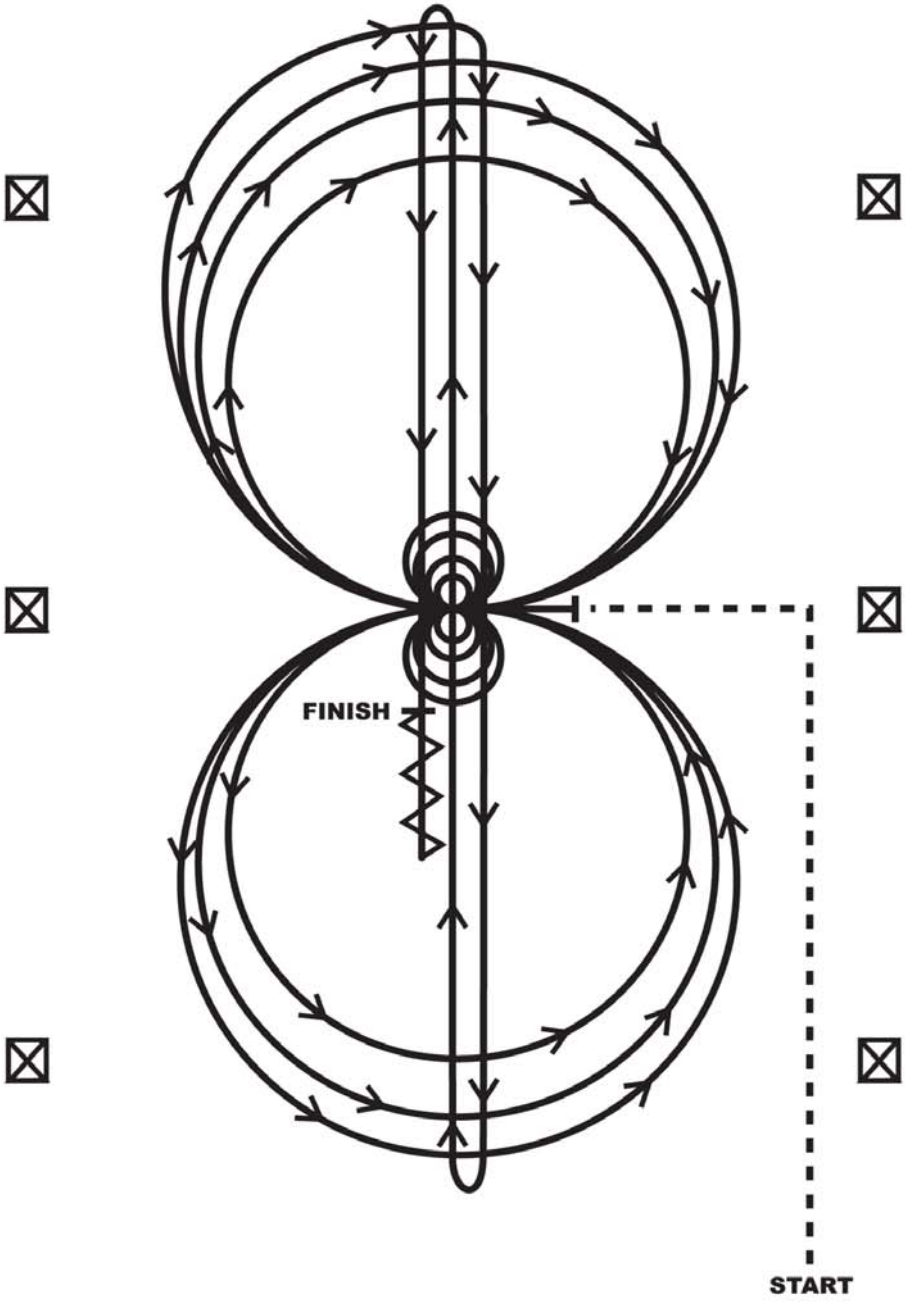
1. Drag feeder in a right circle.
2. Turn 180* and back around.
3. Pick up a left lead, building to an extended lope, collect the lope and stop.
4. 540 either direction.
5. Side pass pole.
6. Walk over bridge, pick up a right lead.
7. Break to a trot, trot poles.
8. Left lead lope over poles
9. Break to a walk, work gate.

Pattern is complete, exit at the trot.

AQHA Reining

Amateur, Youth, Open

Friday



Horses must 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.

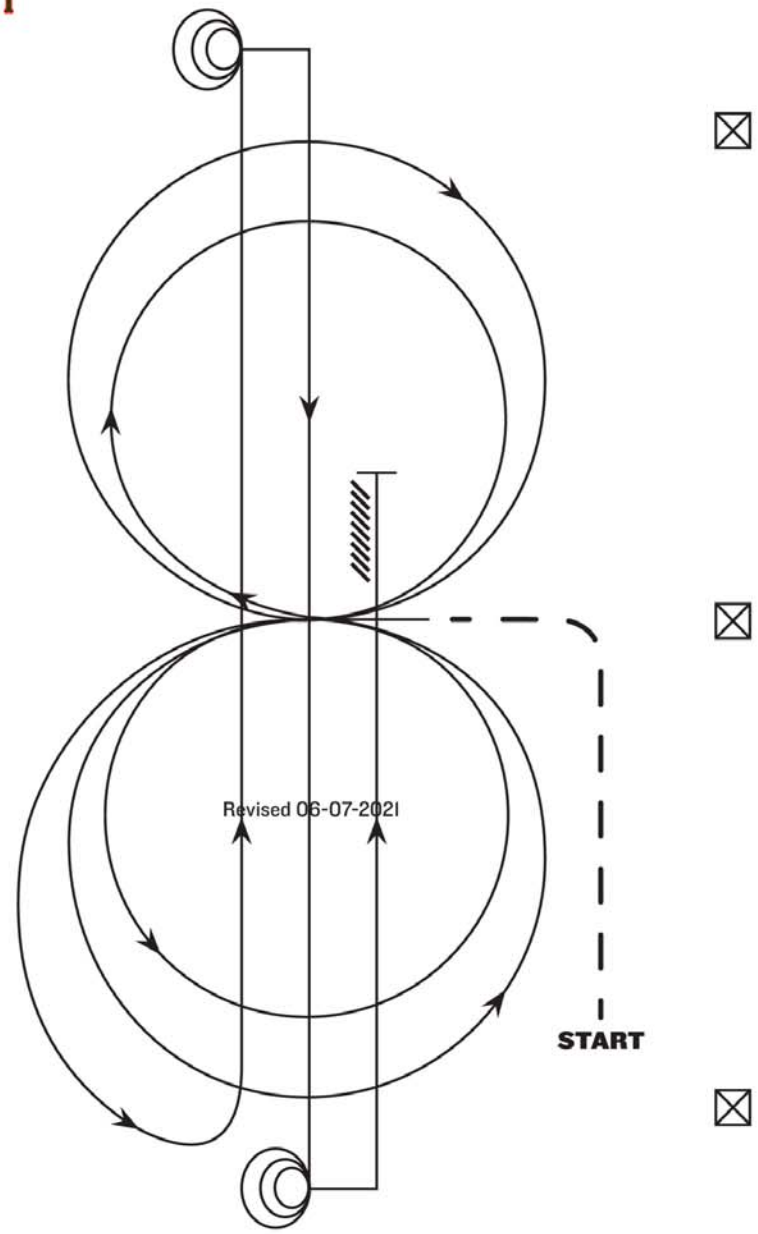
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to 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.

Revised 01-2021

VRH Ranch Reining

VRH Youth, Amateur, Open

Friday



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

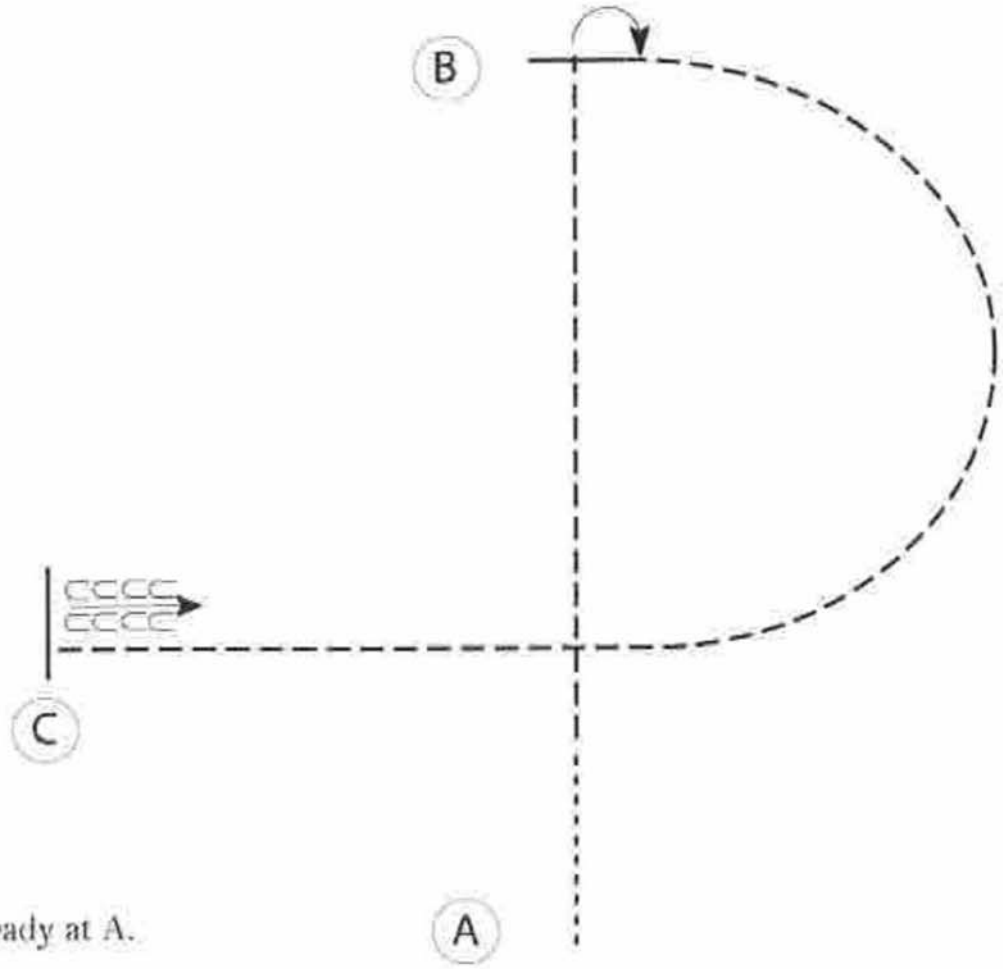
Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern

Hunt Seat Equitation

All Walk Trot

Saturday



Be ready at A.

1. Walk from A until even with C.
2. Posting trot on the right diagonal to B.
3. At B, stop and perform a 90 degree turn on the forehand to the right.
4. Posting trot on the left diagonal from B to C.
5. At C stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk
Trot
Extended Trot
Canter
Leg Yield
Lead Change
Back
Marker
Sidepass
Hand Gallop

[HSE/WT-30]

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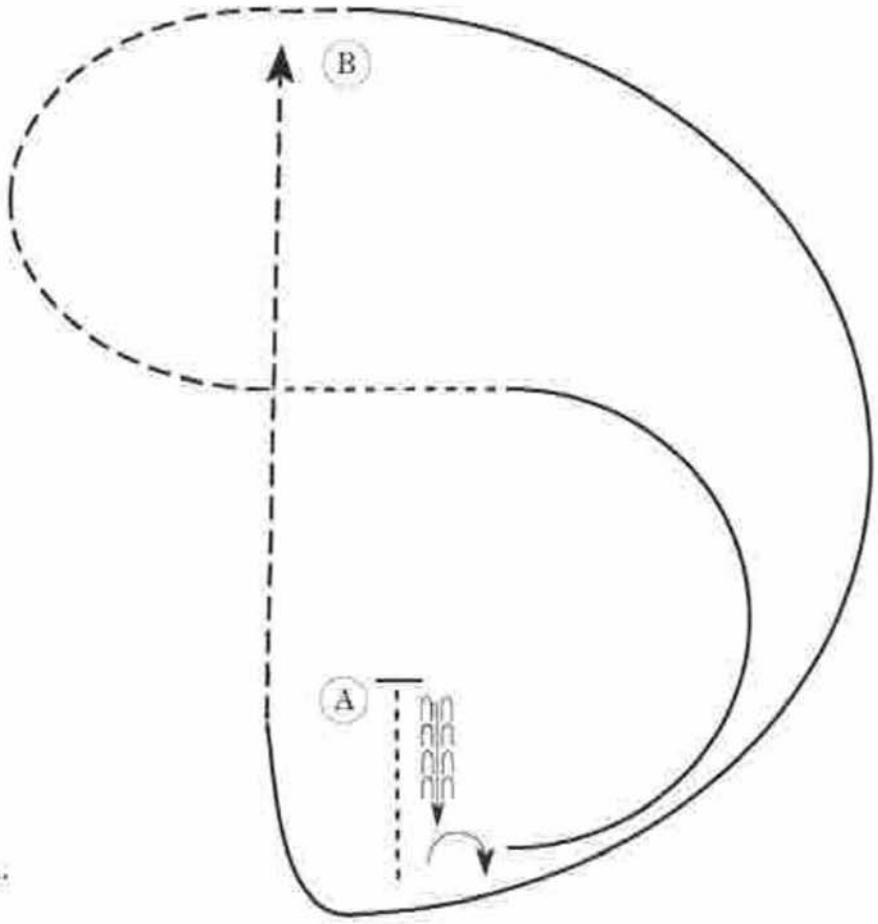
Hunt Seat Equitation

Rookie & Level 1

Saturday



Be ready before A.

1. Walk to A, stop and back approximately one horse length.
2. Perform a 90 degree forehand turn right.
3. Canter on the left lead in a half circle to center of pattern.
4. Walk 2-3 horse lengths.
5. Sitting trot in a half circle to B.
6. Canter on the right lead to and around A.
7. Trot on the left diagonal to B.

Pattern is over once you pass B.

Walk
Trot
Extended Trot
Canter
Leg Yield
Lead Change
Back
Marker
Sidepass
Hand Gallop

[HSE/2-67]

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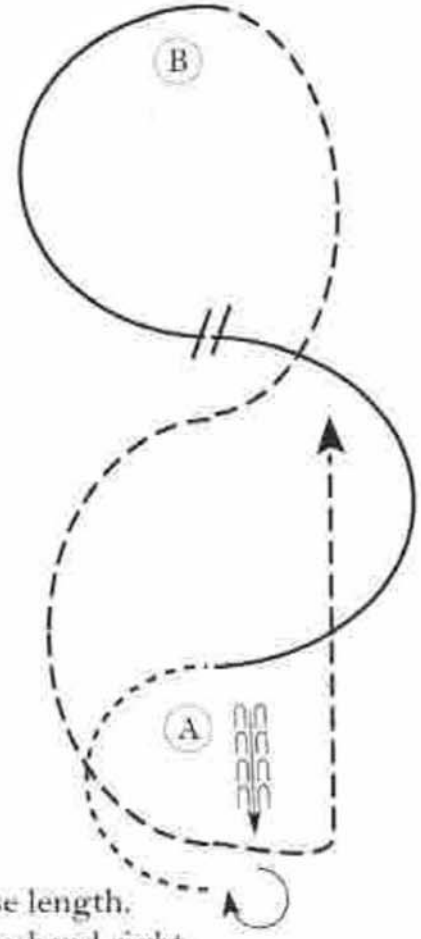
Hunt Seat Equitation

Amateur, Select, Youth

Saturday



Be ready at A.

1. Back approximately one horse length.
2. Perform a 3/4 turn on the forehand right.
3. Walk around A.
4. Canter on the left lead in a half circle.
5. Change leads and canter on the right lead to B.
6. Break to a posting trot and trot a serpentine to A showing a change of diagonals in center.
7. At A, sitting trot around corner toward B.

Pattern is over once you have trotted past the center point of the pattern.

Follow the instructions of your ring steward.

Walk
Trot
Extended Trot
Canter
Leg Yield
Lead Change
Back
Marker B
Sidepass
Hand Gallop

[HSE/3-69]

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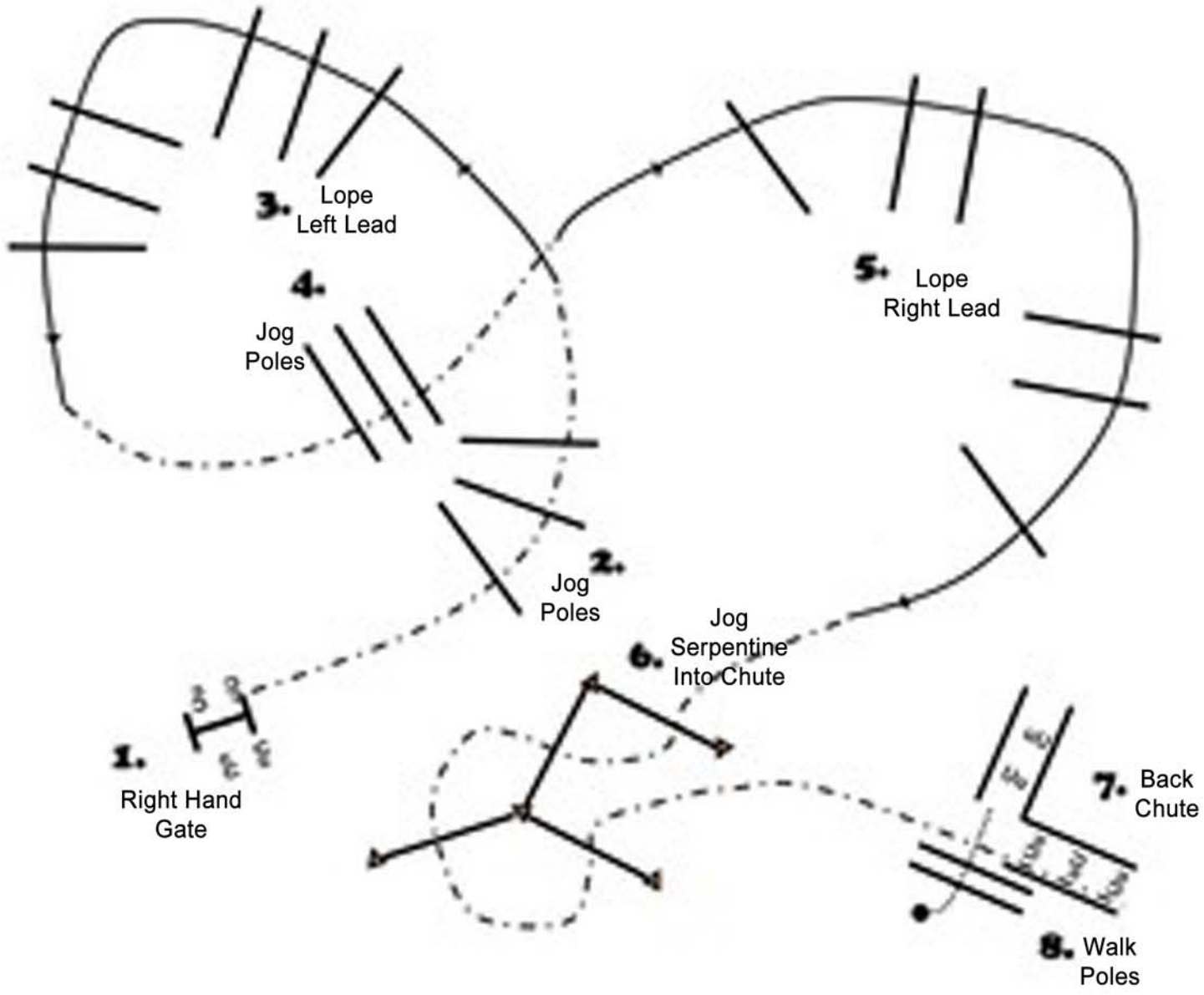
Trail

Level 1, Rookie, Junior, Amateur, Select, Senior, Youth

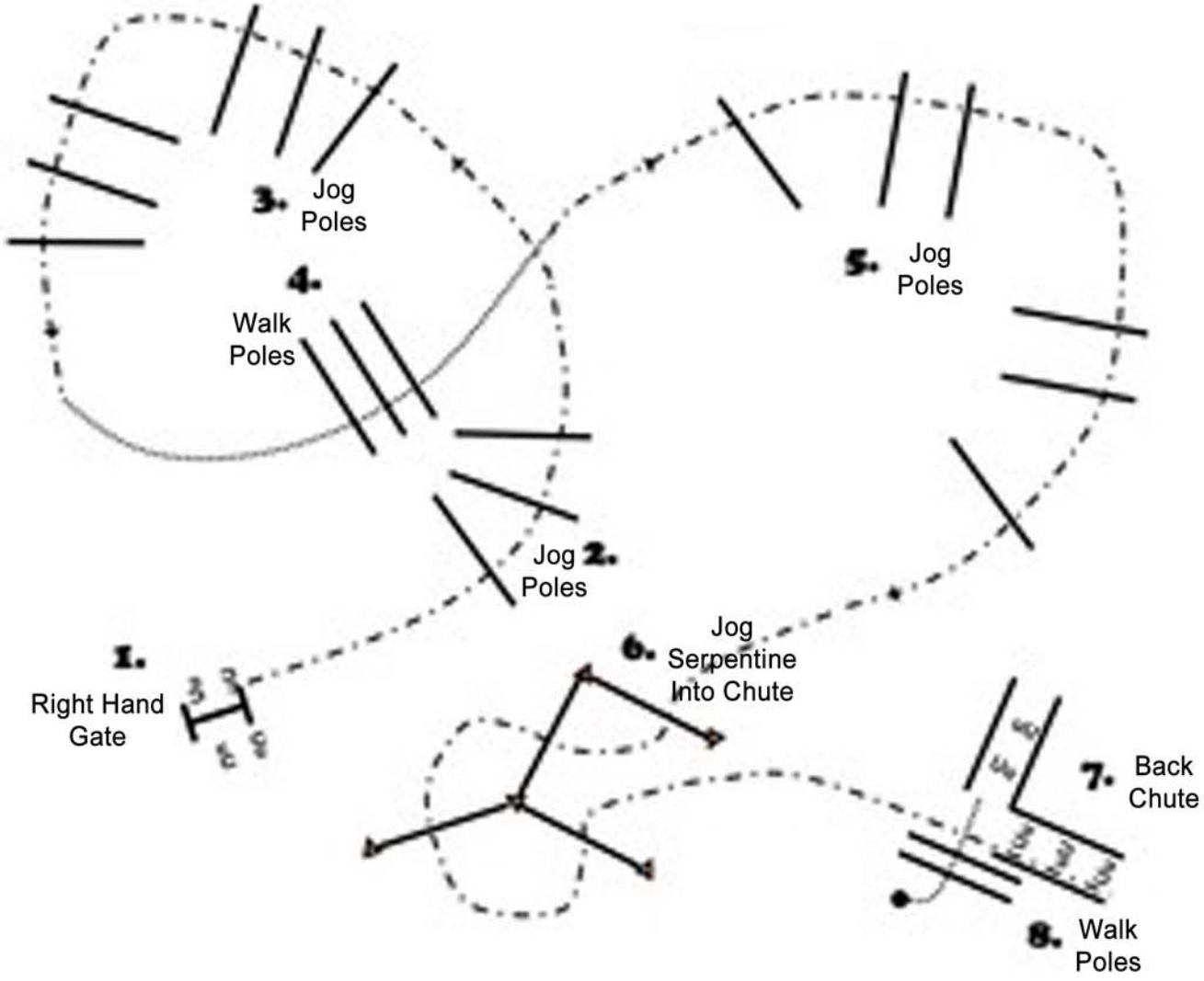
Saturday



Trail

Walk Trot

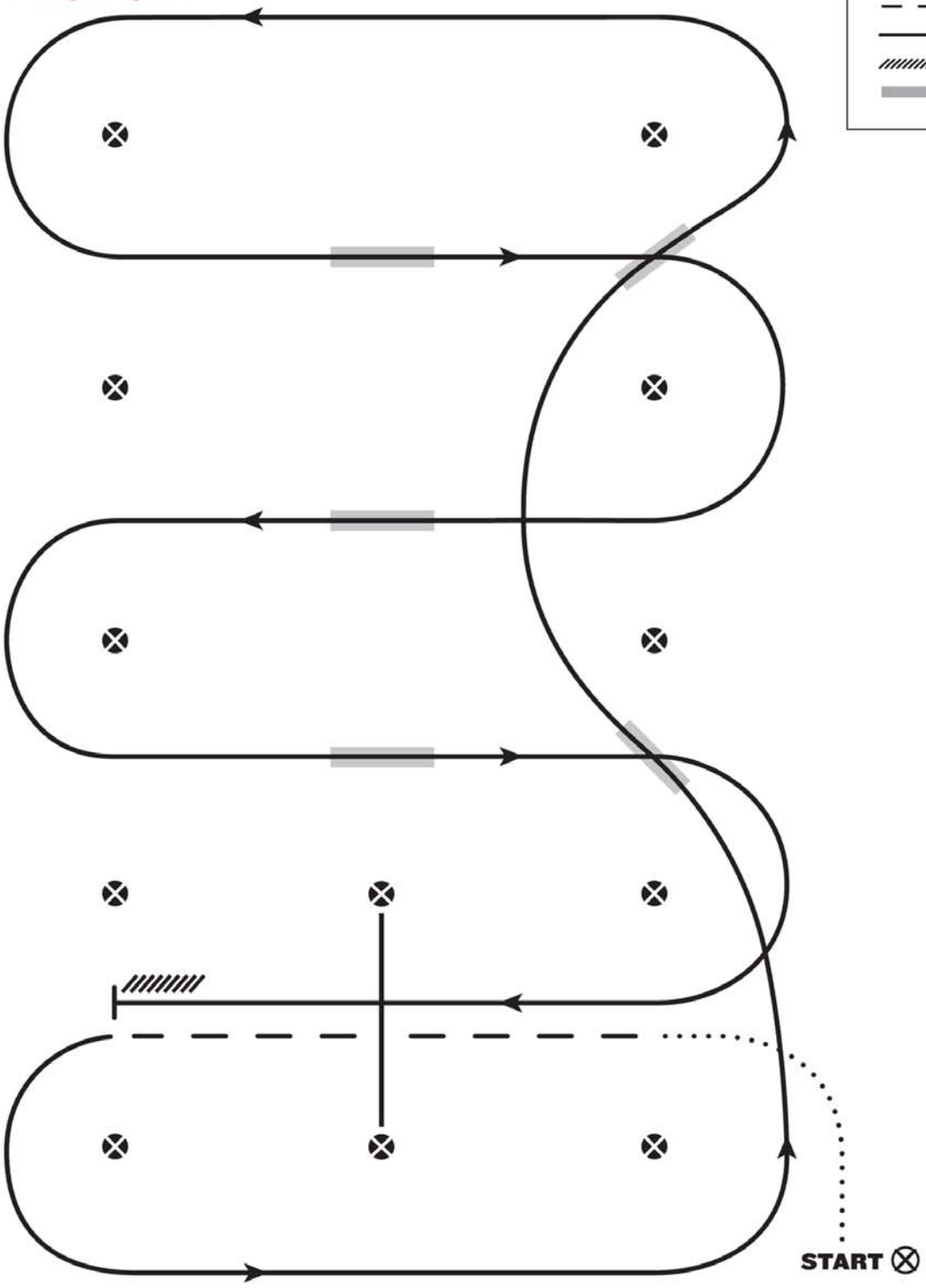
Saturday



Western Riding Pattern 9

Level 1

Sunday



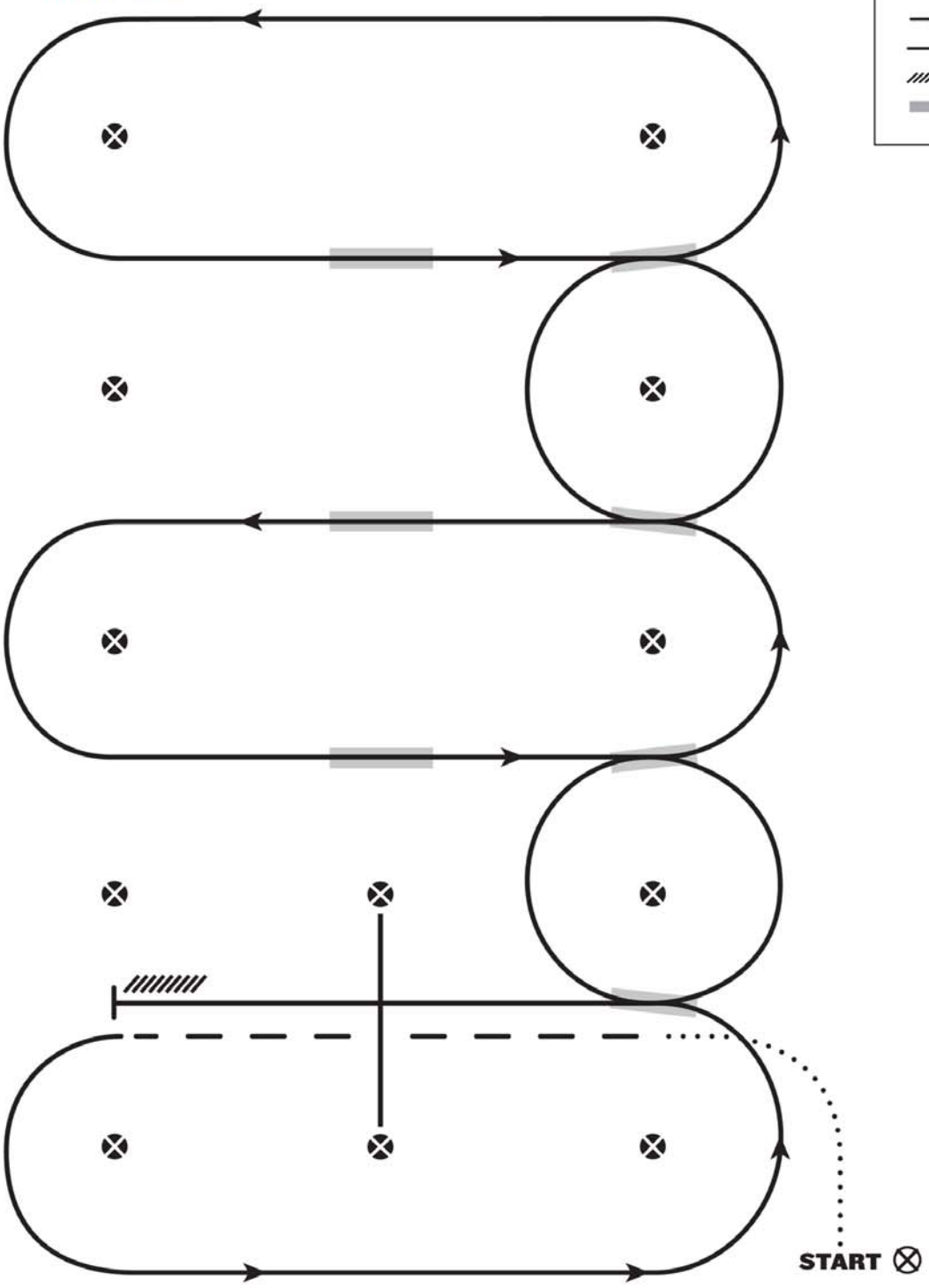
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

Revised 06-07-2021

Western Riding Pattern 9

Amateur, Select, Youth, Open

Sunday



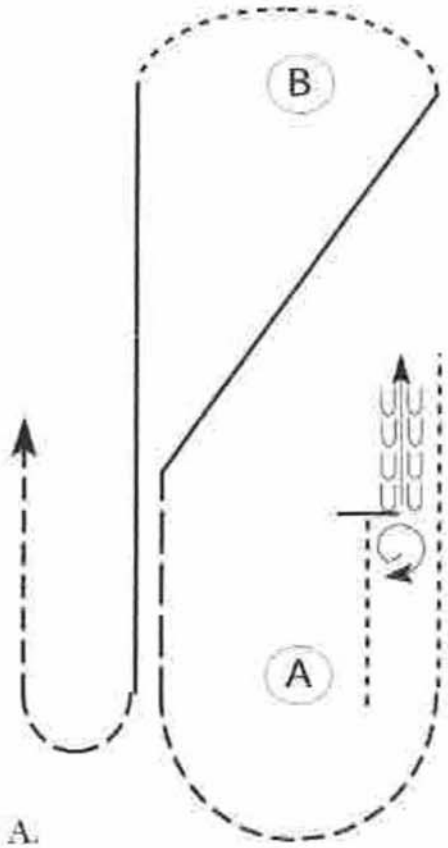
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

Revised 06-07-2021

Western Horsemanship

Rookie & Level 1

Sunday



Be ready at A.

1. Walk approximately 2 horse lengths from A. Stop and perform a 1 1/2 turn right.
2. Back approximately one horse length then walk to A.
3. Jog around A then extend the jog in a straight line halfway to B.
4. Lope on the left lead on the diagonal to B. Break to the walk and walk around B.
5. Lope on the right lead to A.
6. Break to the jog when even with A and jog around to exit.

Walk
Jog
Extended Jog
Lope
Lead Change
Back
Marker B

[WH/2-117]

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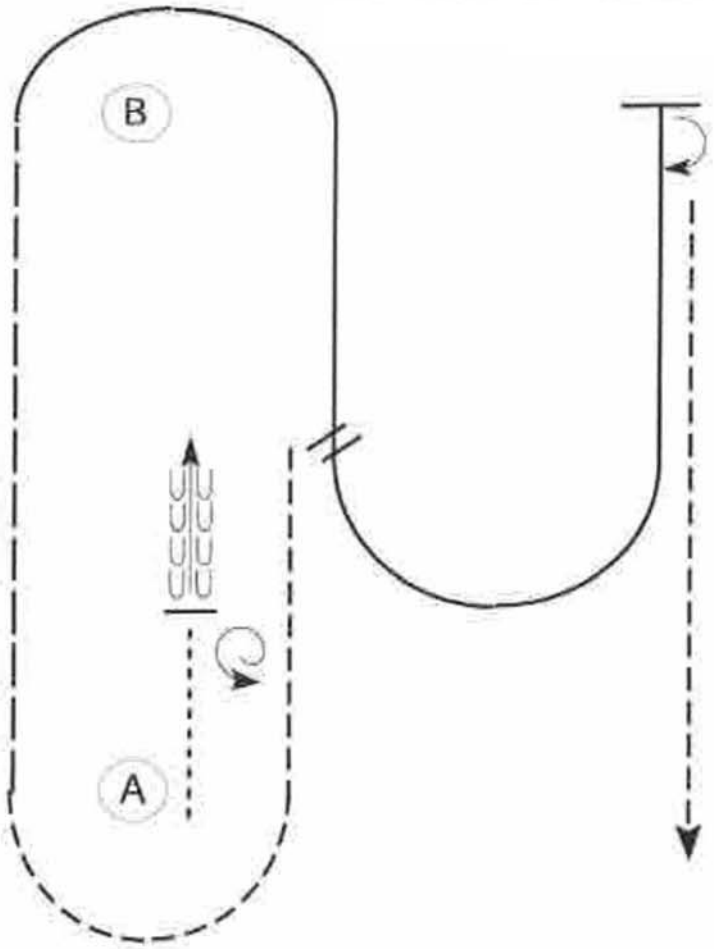
Western Horsemanship

Amateur, Select, Youth

Sunday



Be ready at A.

1. Walk approximately two horse lengths forward. Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

Walk
Jog
Extended Jog
Lope
Lead Change
Back
Marker B

[WH/2-118]

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Western Horsemanship

All Walk Trot

Sunday

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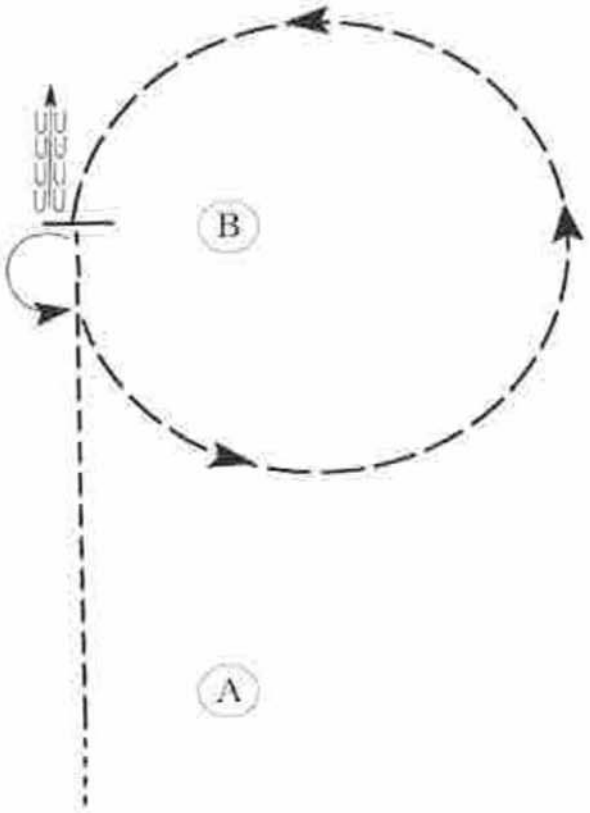

Be ready before A.

1. Walk to A.
2. Jog to B. Stop and turn 180 degrees left.
3. Perform an extended jog circle to the left.
4. Stop at B and back approximately one horse length.

Follow the instructions of your ring steward.



[WH/WT-37]