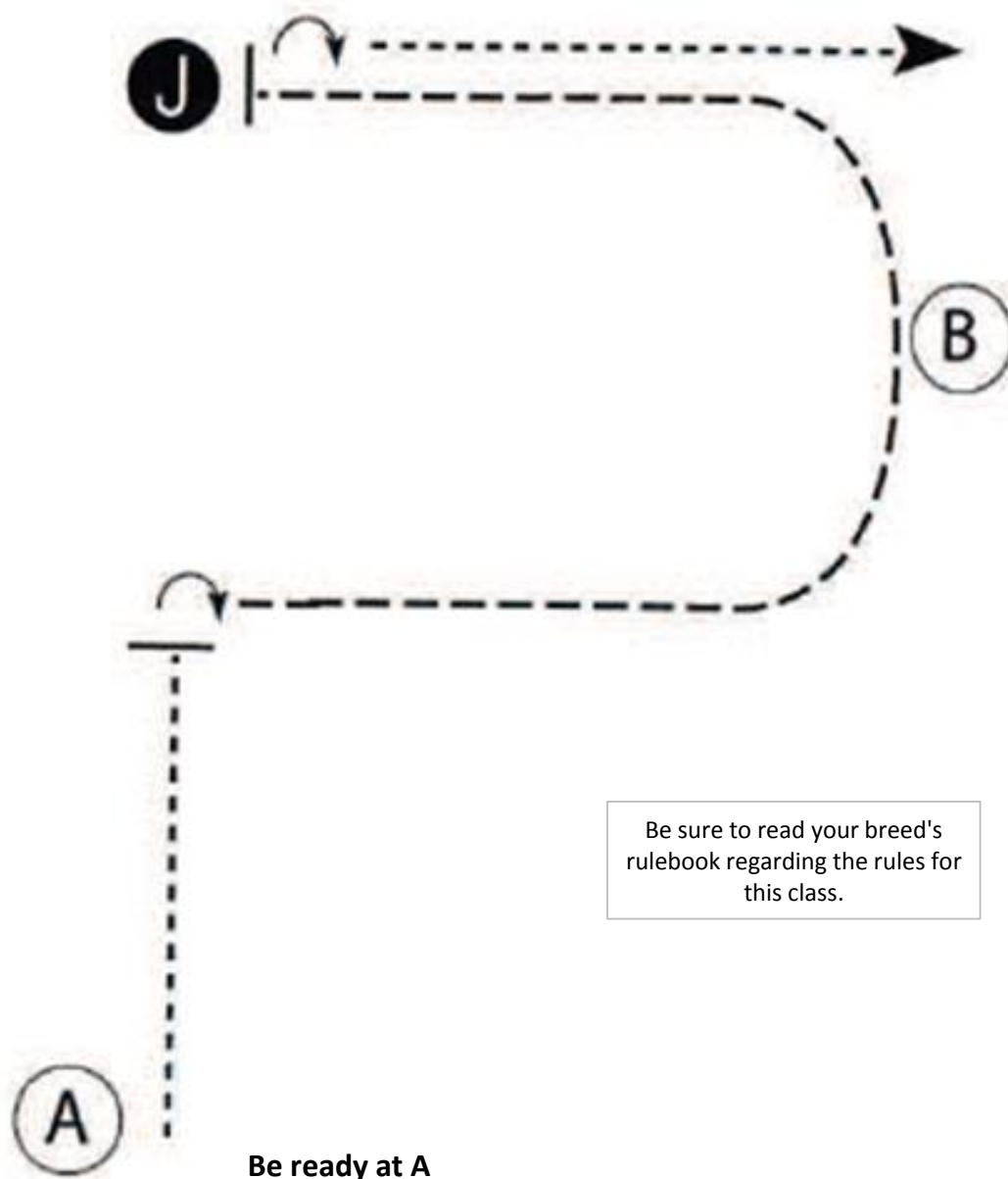


Showmanship - All Walk/Trot

Saturday

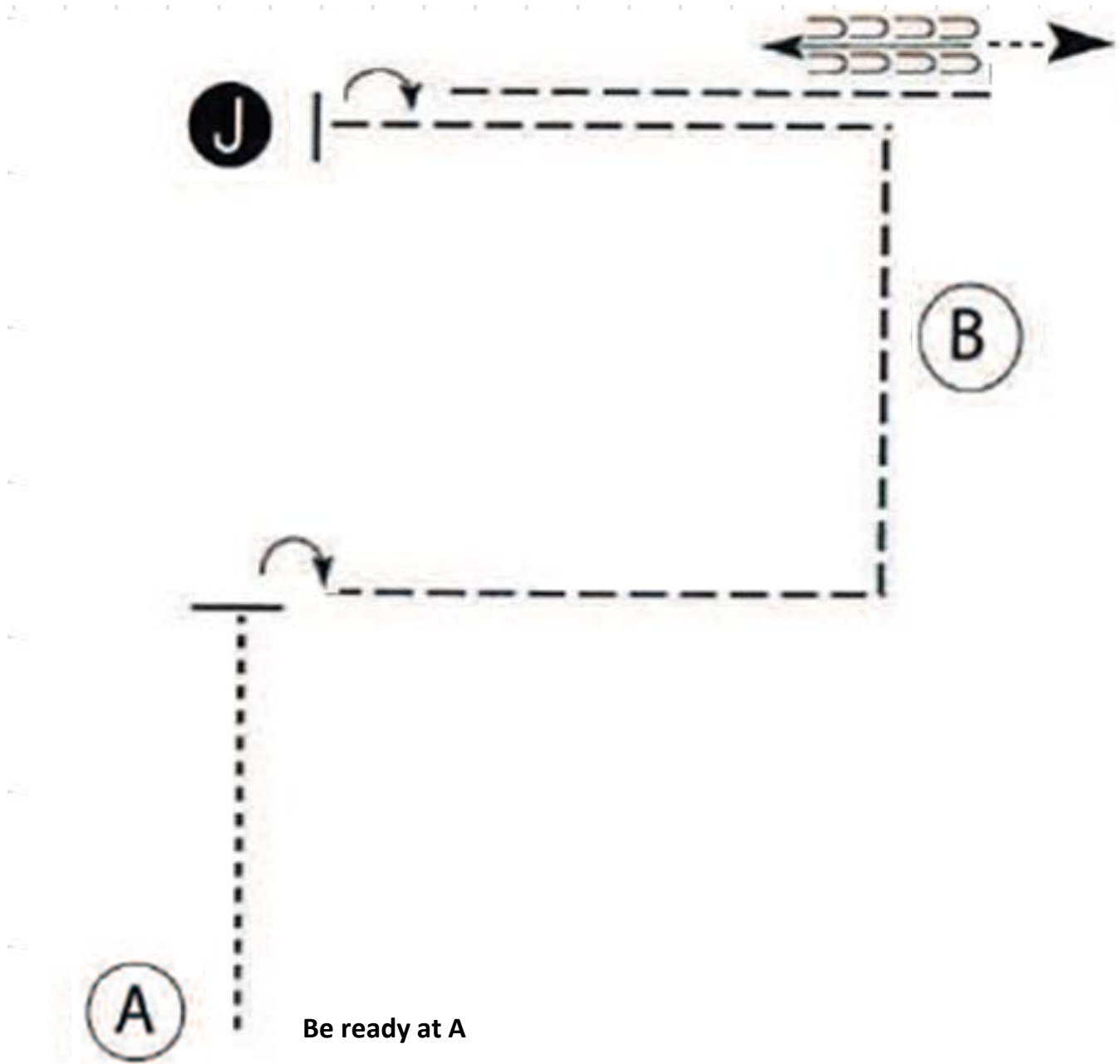


- 1 When acknowledged, walk halfway to judge
- 2 Stop. Perform a 90 degree turn to the right
- 3 Trot around to judge as shown
- 4 Stop. Set up for inspection
- 5 When dismissed, perform a 180 degree turn to the right
- 6 Walk straight away
- 7 Walk to exit

---	Walk
---	Trot
(A)	Cone/Marker
(J)	Judge

Showmanship - All Other Novice Youth / Novice Amateur Youth / Amateur / Select / All-Breed

Saturday



- 1 When acknowledged, walk halfway to judge
- 2 Stop. Perform a 90 degree turn to the right
- 3 Trot with square corners to the judge
- 4 Stop. Set up for inspection
- 5 When dismissed, perform a 180 degree turn to the right
- 6 Trot straight away until even with B
- 7 Stop. Back 5 steps. Walk to exit

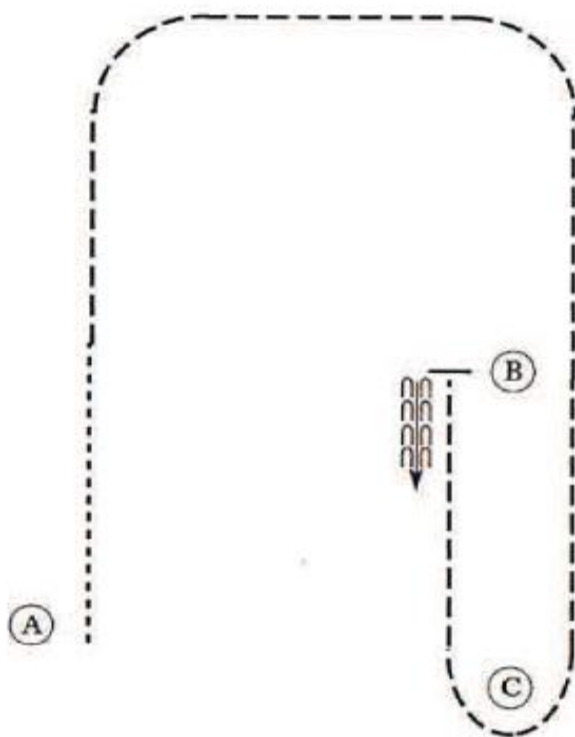
---	Walk
- - - -	Trot
(A)	Cone/Marker
(J)	Judge

Equitation - All Walk/Trot

Saturday

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Be ready at A.

1. Walk until even with B.
2. Trot on the left diagonal to B.
3. Sitting trot to and around C.
4. Trot on the right diagonal to B.
5. Stop and back.

Be sure to read your breed's rulebook regarding the rules for this class.

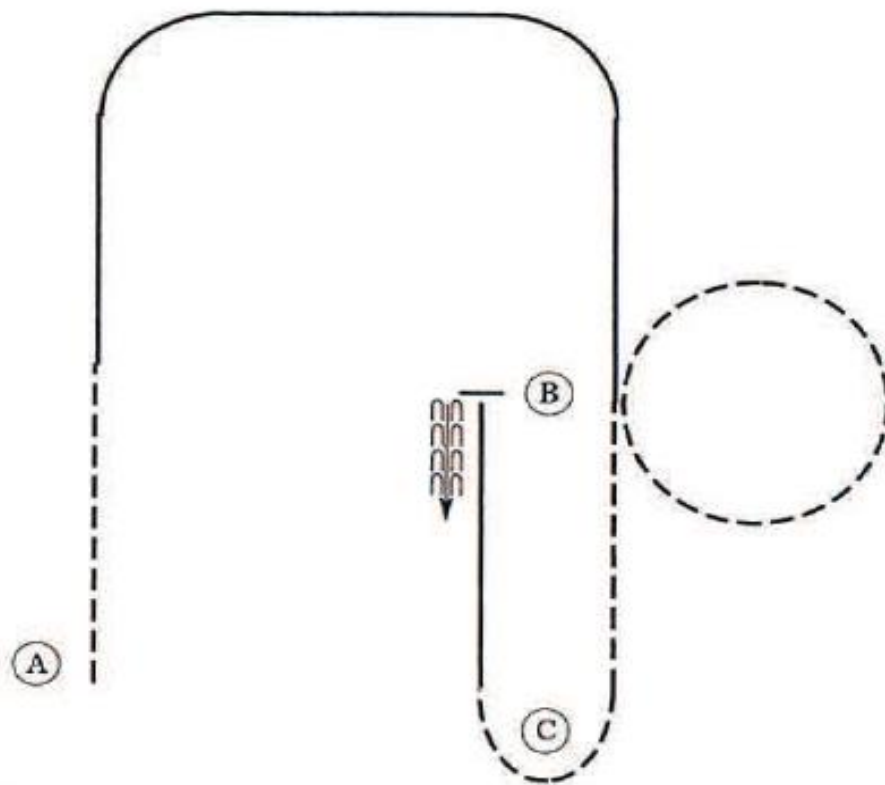
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	⊙
Sidepass	← — — — — →
Hand Gallop	— — — — —

Equitation - All Other Novice Youth / Novice Amateur Youth / Amateur / Select / All-Breed

Saturday

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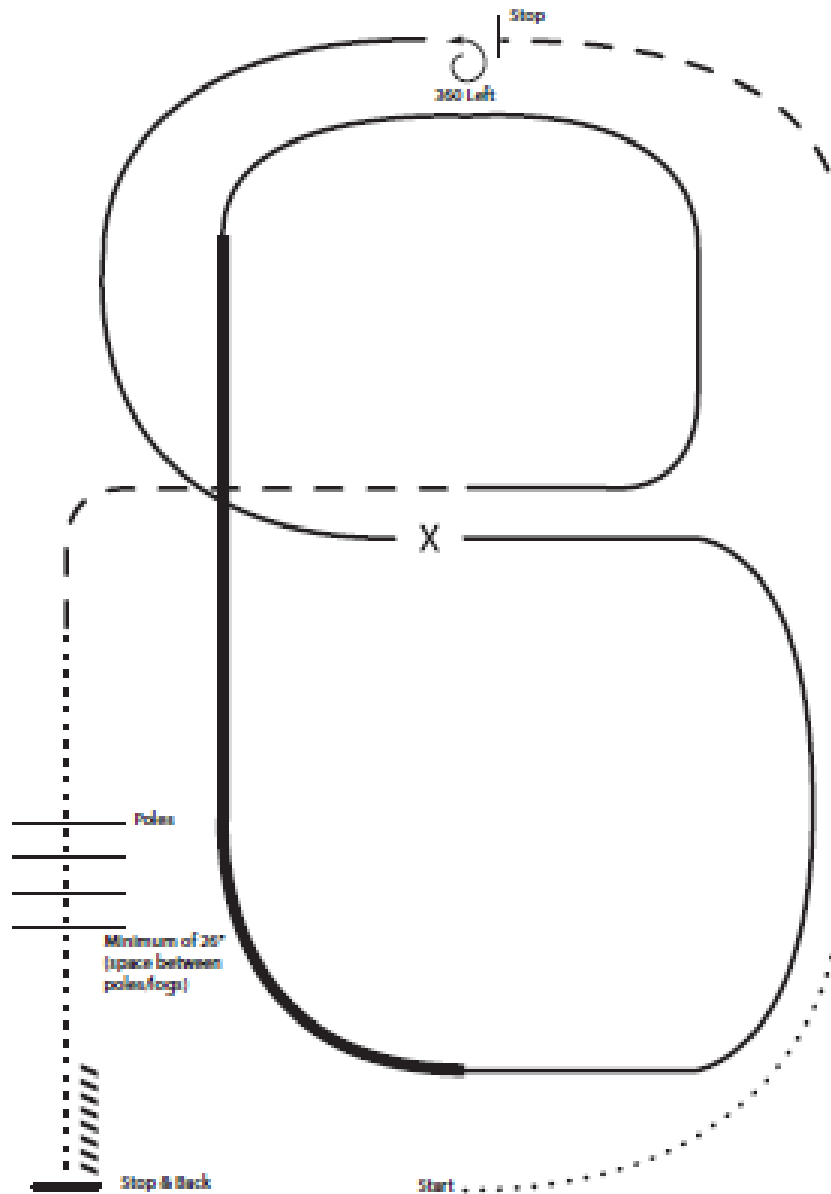
Be ready at A.

1. Trot on the left diagonal.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Continue halfway to C in a 2 point position.
5. Sitting trot to and around C.
6. Canter left lead to B.
7. Stop and back.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↘
Back	← c c c c
Marker	Ⓚ
Sidepass	← - - - - →
Hand Gallop	-----

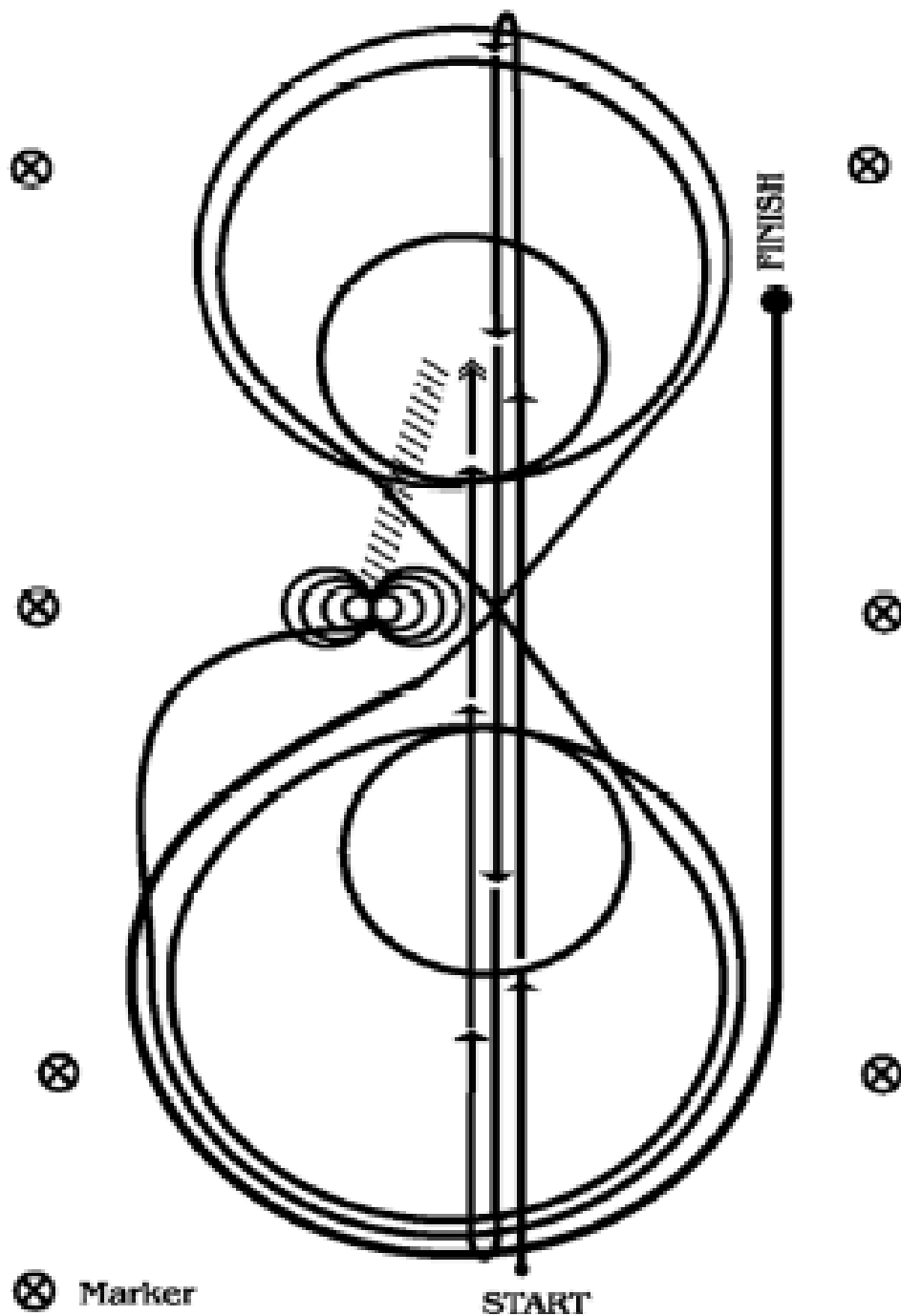
RANCH RIDING - PATTERN I

Saturday



- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- Lope
- Ext Lope
- //// Back

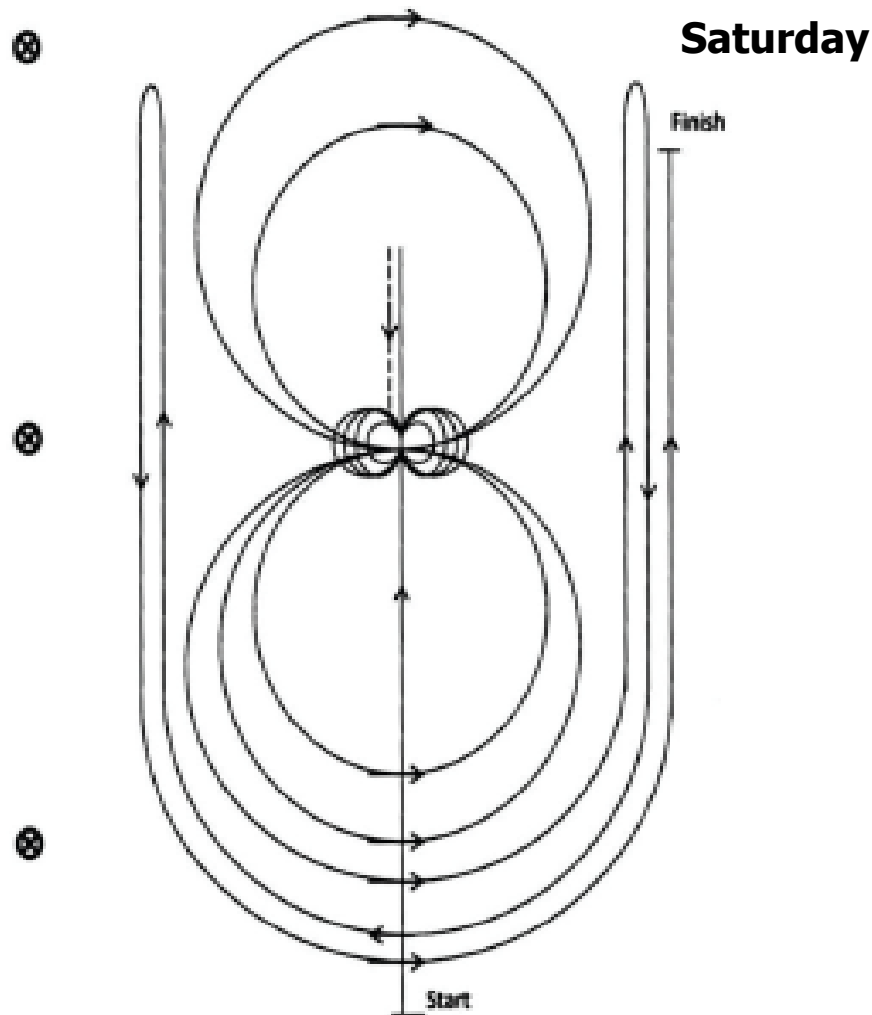
1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top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



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

Rider may drop bridle to the designated judge.

ABRA RANCH REINING 5



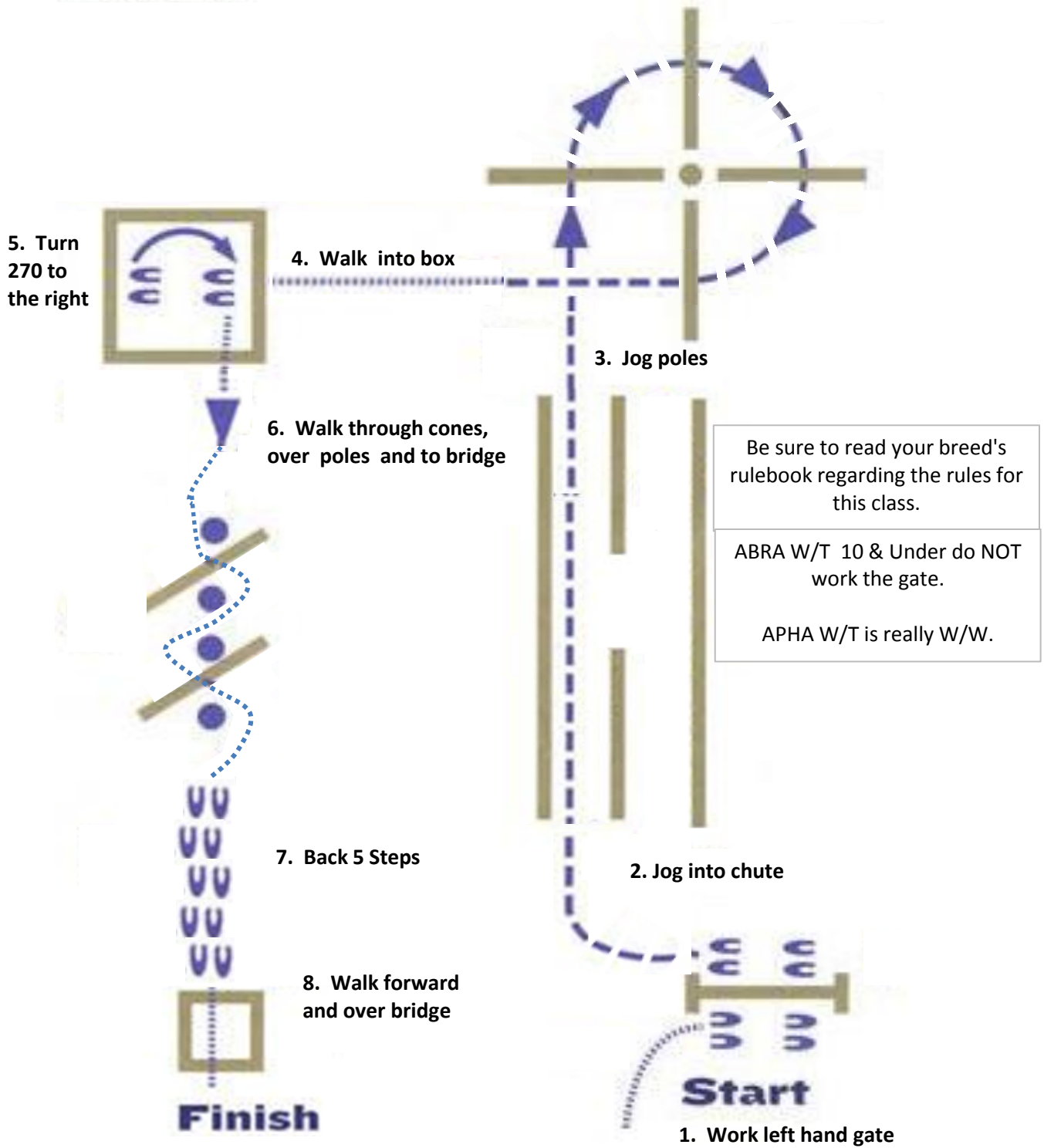
Mandatory Markers along Fence or Wall

The judge shall indicate the area for the pattern with six markers on arena fence. Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Complete four and 1/4 left spins. Horse to be facing left fence at completion. Hesitate.
4. Beginning on the left lead, complete two circles to the left. First circle to be small and slow and second circle to be large and fast. Change leads at the center of the arena.
5. Complete two circles to the right. First circle to be small and slow and second circle to be large and fast. Change leads at center of arena.
6. Begin a large fast circle to the left. Do not close this circle. Run up the right side of the arena past the center marker and at least 20 feet from the fence. Do a right rollback.
7. Continue back around the previous circle, but do not close circle. RUN up the left side of the arena at least 20 feet from the fence and past the center marker. Do a left rollback.
8. Continue back around previous circle. Run up the right side of the arena at least 20 feet from the fence and past the center marker. Do a sliding stop. Hesitate to show completion of pattern.

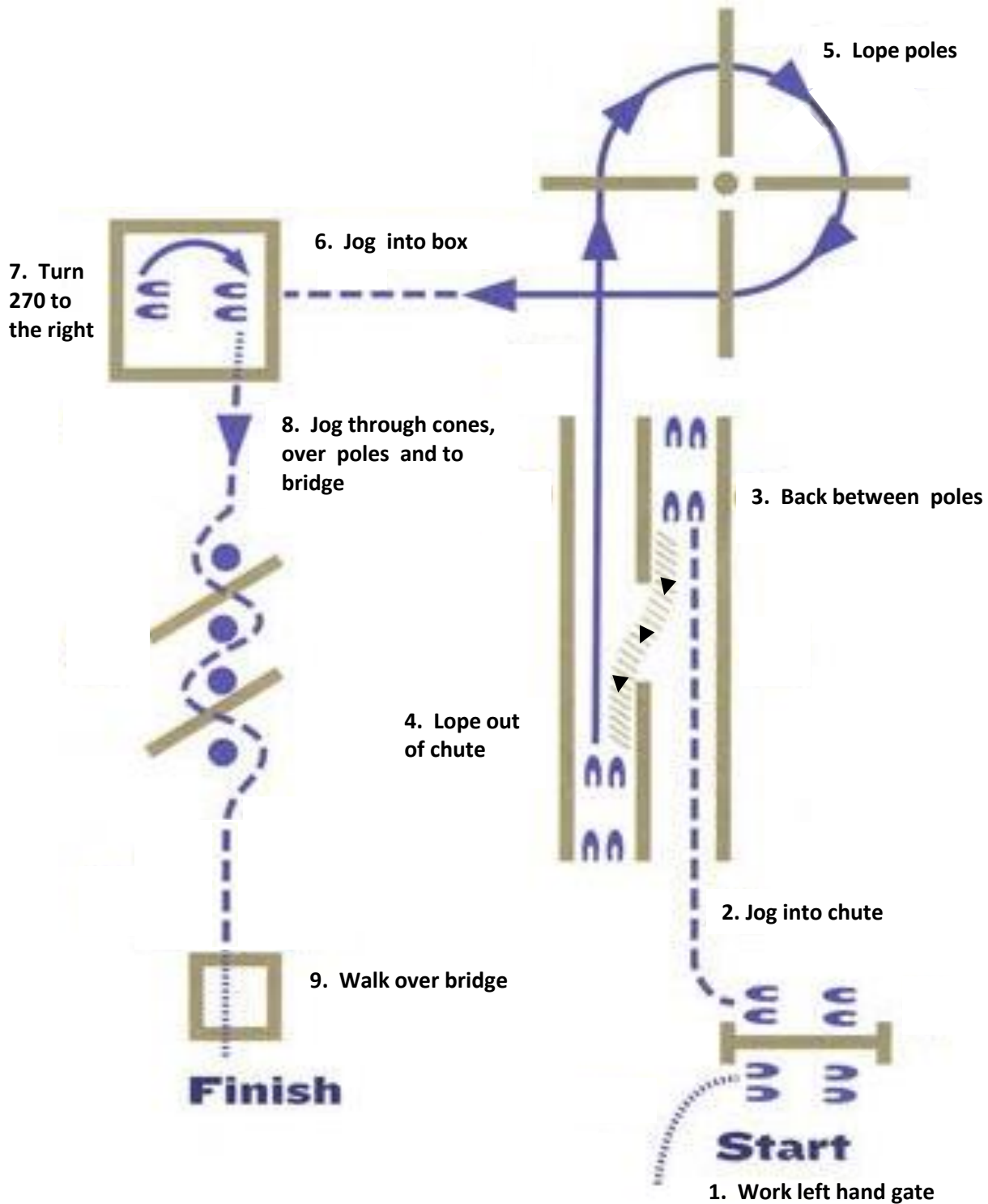
Trail In-Hand and All Walk/Trot

Sunday



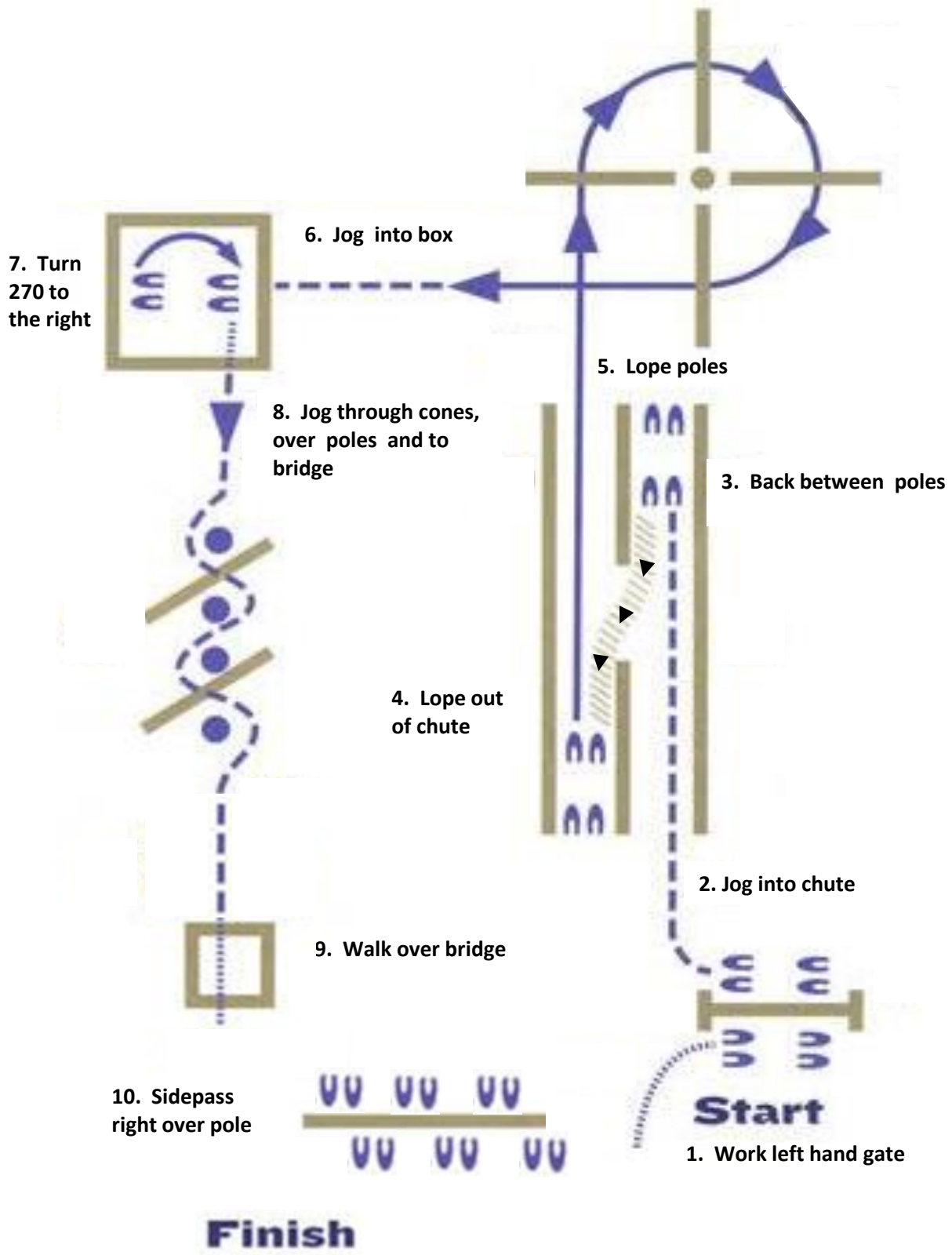
Trail - All Other Novice Youth / Novice Amateur Youth / Amateur / Select / All-Breed

Sunday



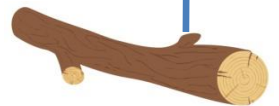
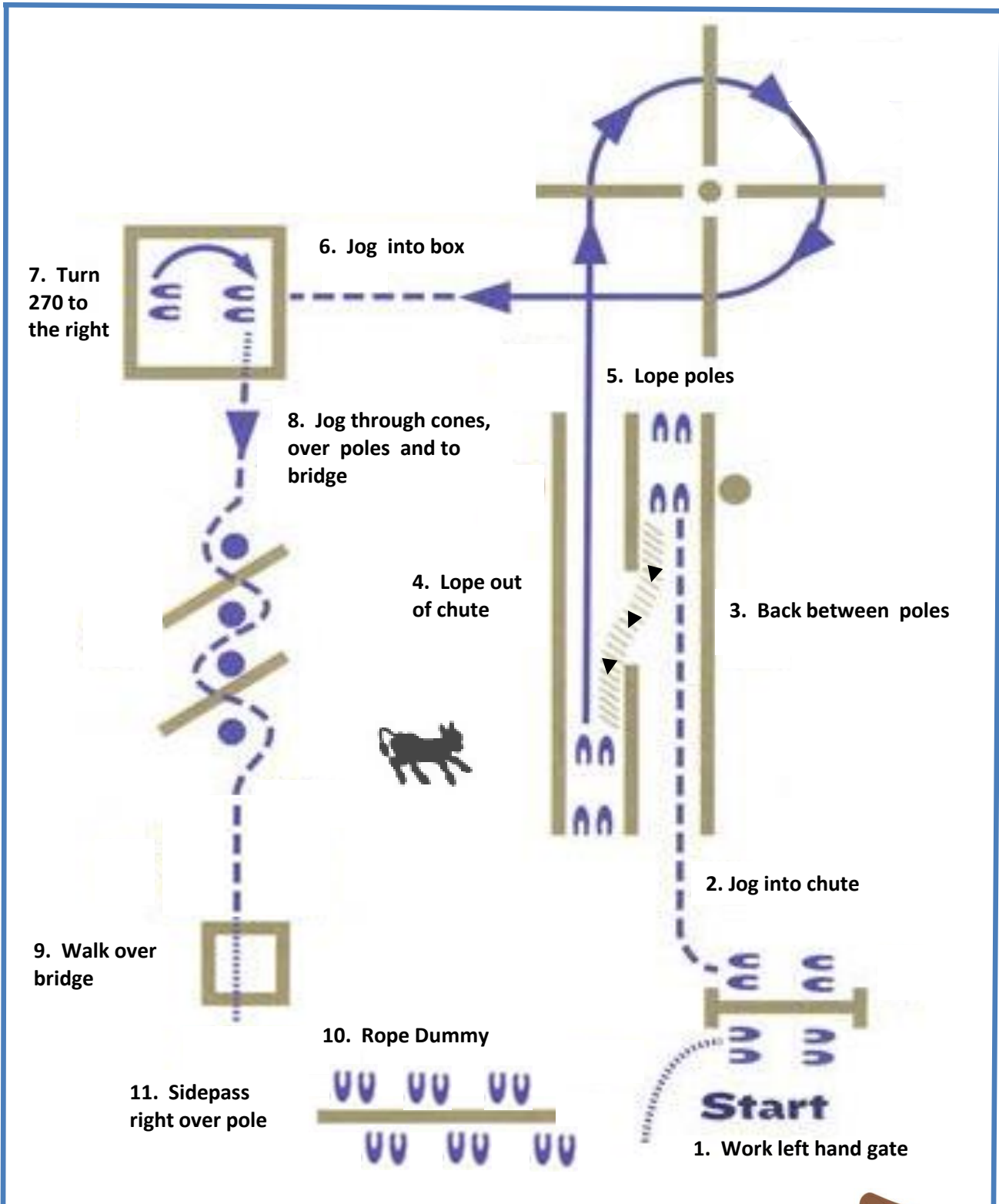
Trail - Open

Sunday



Ranch Trail

Sunday

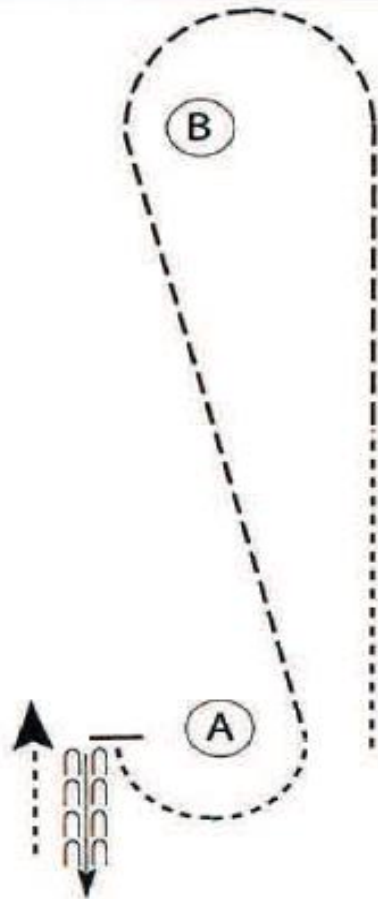


Horsemanship - All Walk/Trot

Sunday

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Be ready at A.

1. Walk halfway to B.
2. Jog to and around B.
3. Continue to jog diagonally back to A.
4. Walk around A.
5. Stop and back approximately two horse lengths.
6. Walk straight away.

Follow the instructions of your ring steward.

Be sure to read your breed's rulebook regarding the rules for this class.

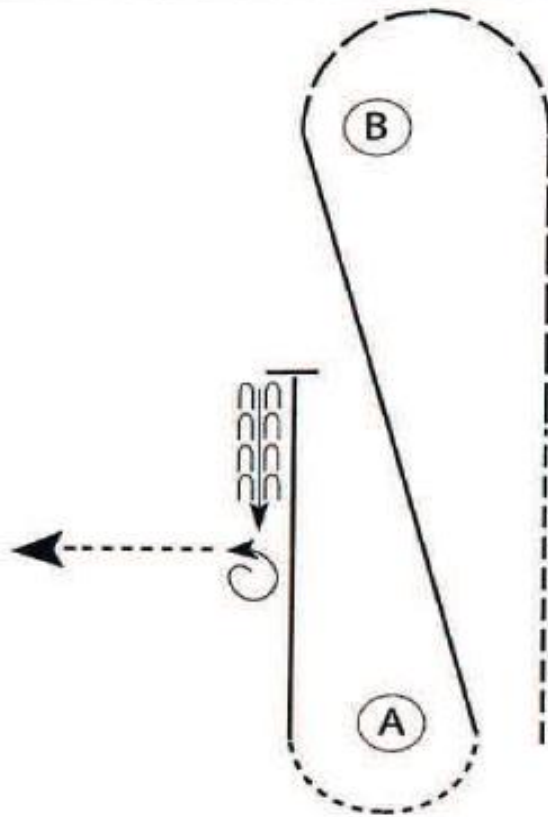
Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	— / —
Back	← C C C C
Marker	(B)

Horsemanship - All Other Novice Youth / Novice Amateur Youth / Amateur / Select / All-Breed

Sunday

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Be ready at A.

1. Jog halfway to B.
2. Extend the jog to and around B.
3. Lope on the left lead diagonally back to A.
4. Walk around A.
5. Lope on the right lead halfway to B.
6. Stop and back approximately two horse lengths.
7. Perform a 1 1/4 turn to the left.
8. Walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	—————
Lope	
Lead Change	⚡
Back	← ← ← ← ←
Marker	Ⓚ