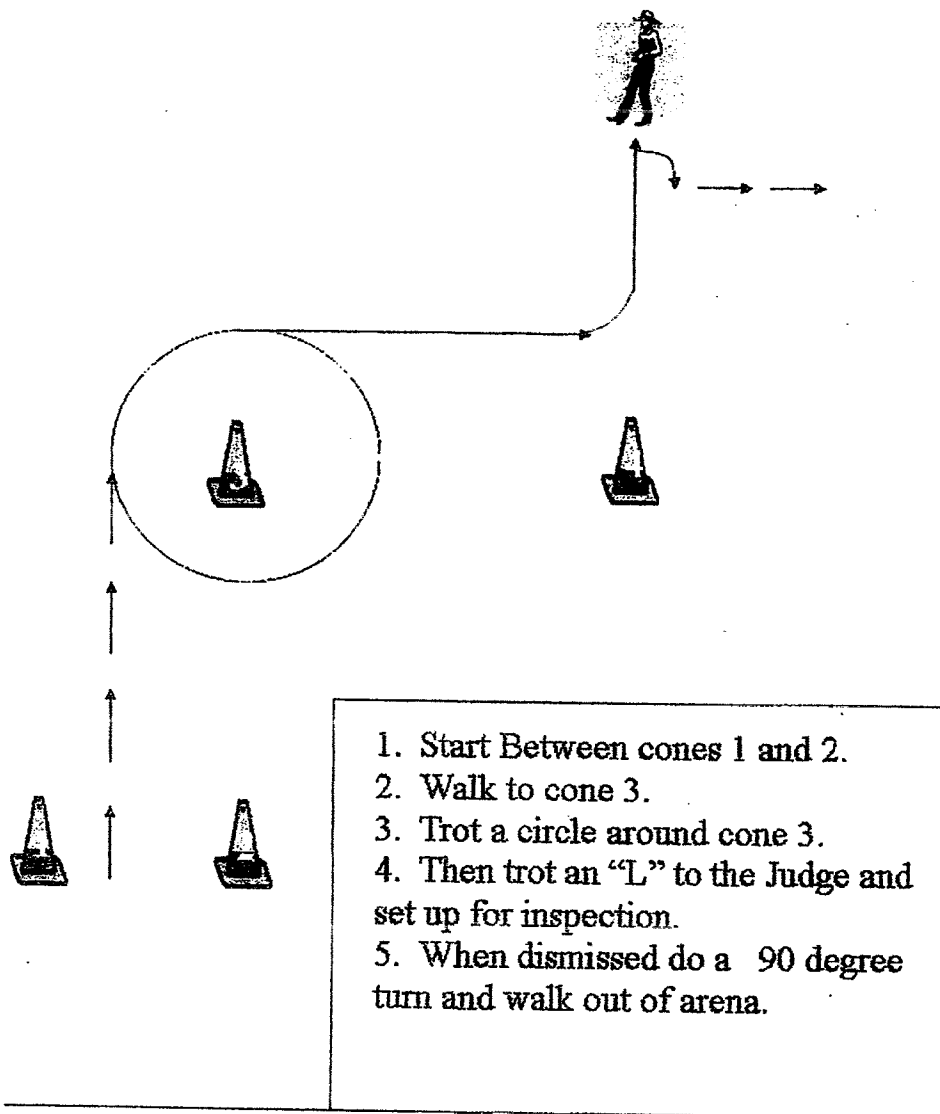


# Walk Trot Showmanship

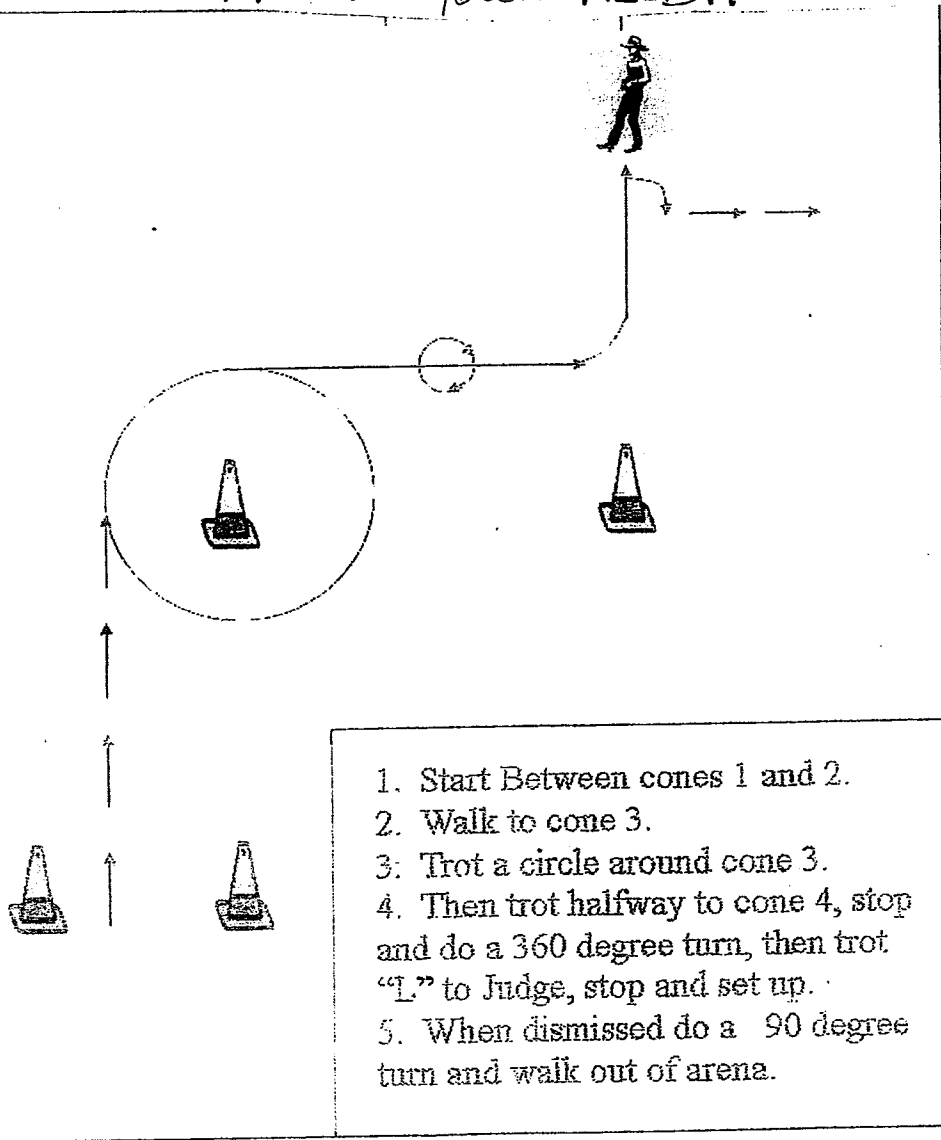
YOUTH & ADULT (Walk Only)



# Showmanship

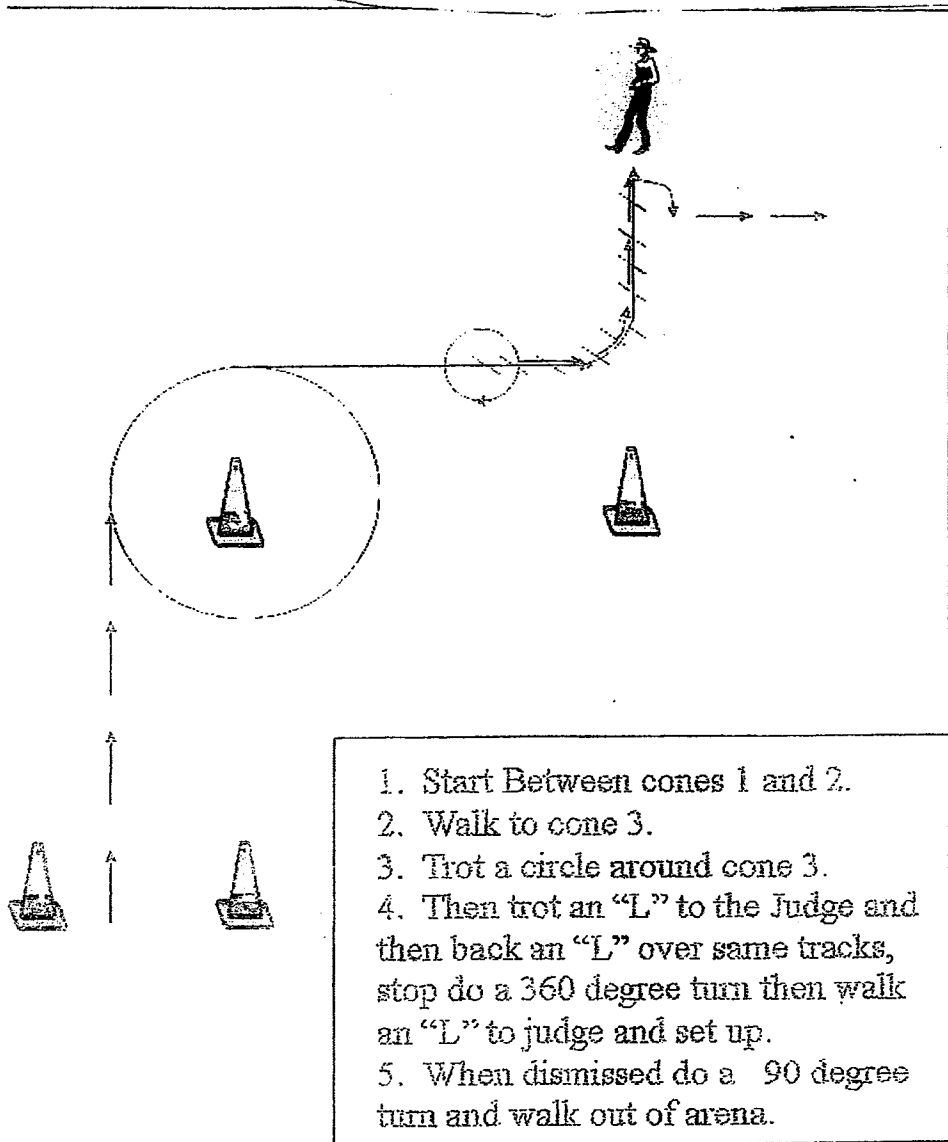
Not Youth, Not Amateur, YOUTH 13+ UNDER

19+OVER Youth ALL BR: AM. SPB



# Showmanship

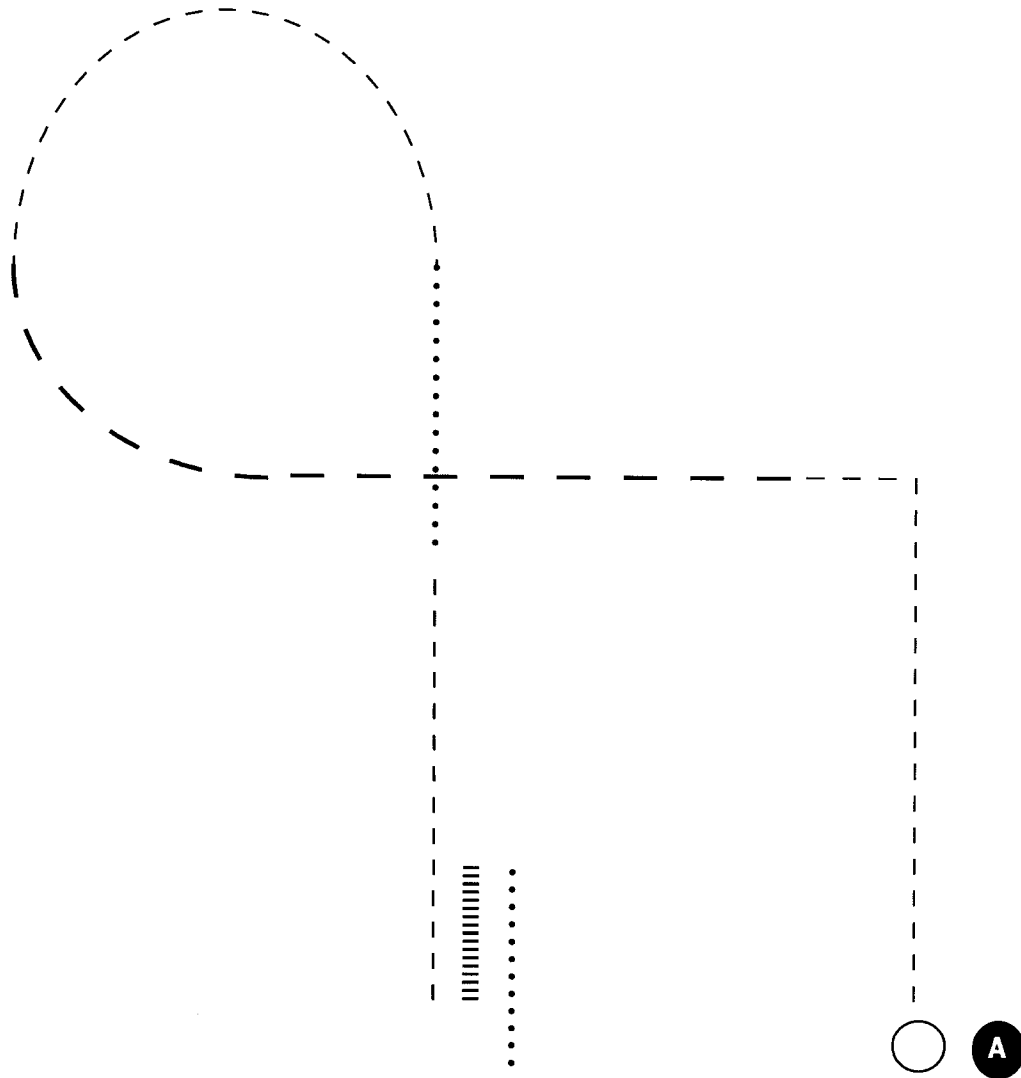
## Youth & Amateur



# Horsemanship

## Youth Walk/Trot Amateur Walk/Trot

1. Execute 1 turn left on the haunches.
2. Jog.
3. Extended jog.
4. Jog.
5. Walk.
6. Jog.
7. Stop, back.
8. Walk to exit.



Walk .....

Jog - - - -  
Lope \_\_\_\_\_

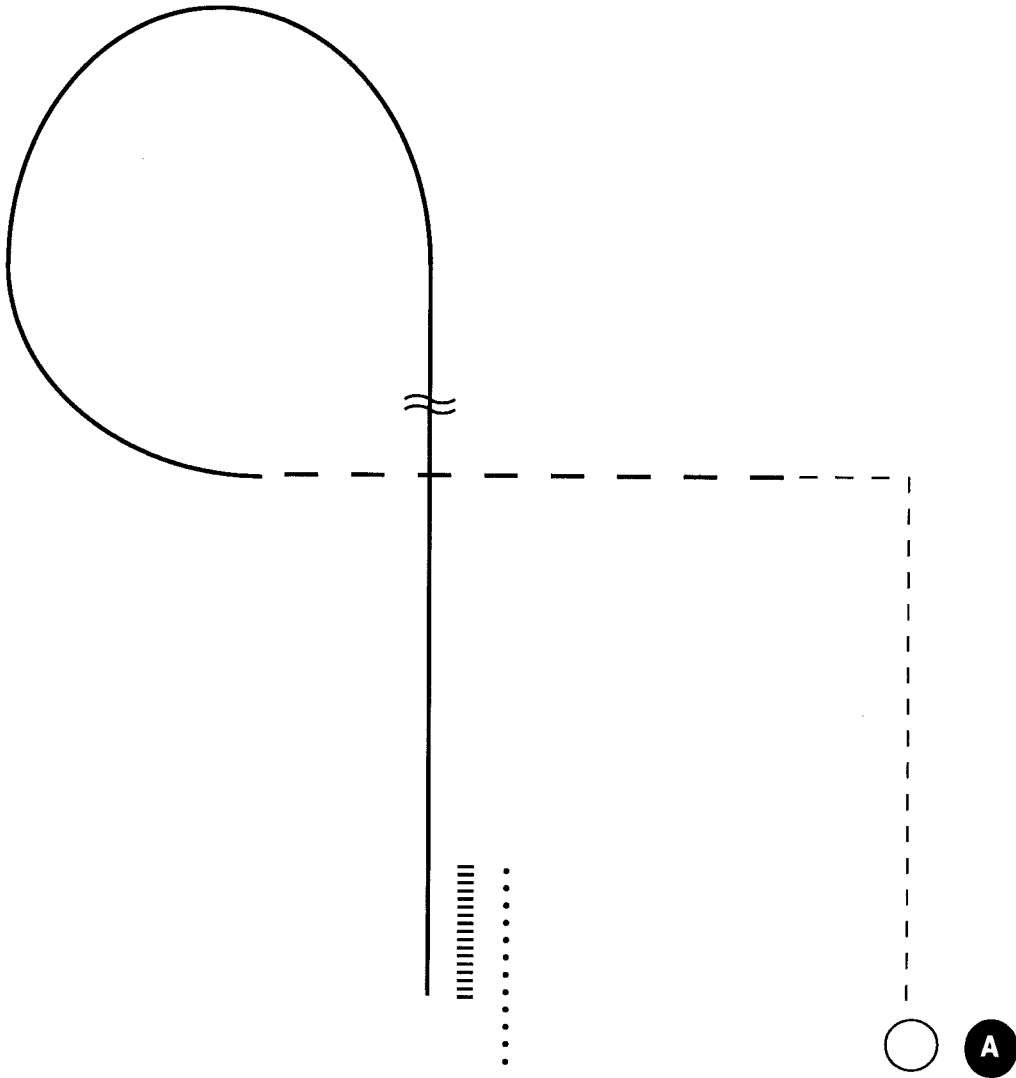
Ext. Jog - - - -

Change Leads ))  
Back |||||

# Horsemanship

ALL Youth & Amateur ALLDREED:  
Amateur SPB 19+over Youth

1. Execute 1 turn left on the haunches.
2. Jog.
3. Extended jog.
4. Lope, right lead. Change leads. (simple or flying)
5. Lope, left lead.
6. Stop, back.
7. Walk to exit.



Walk .....

Jog - - - -  
Lope \_\_\_\_\_

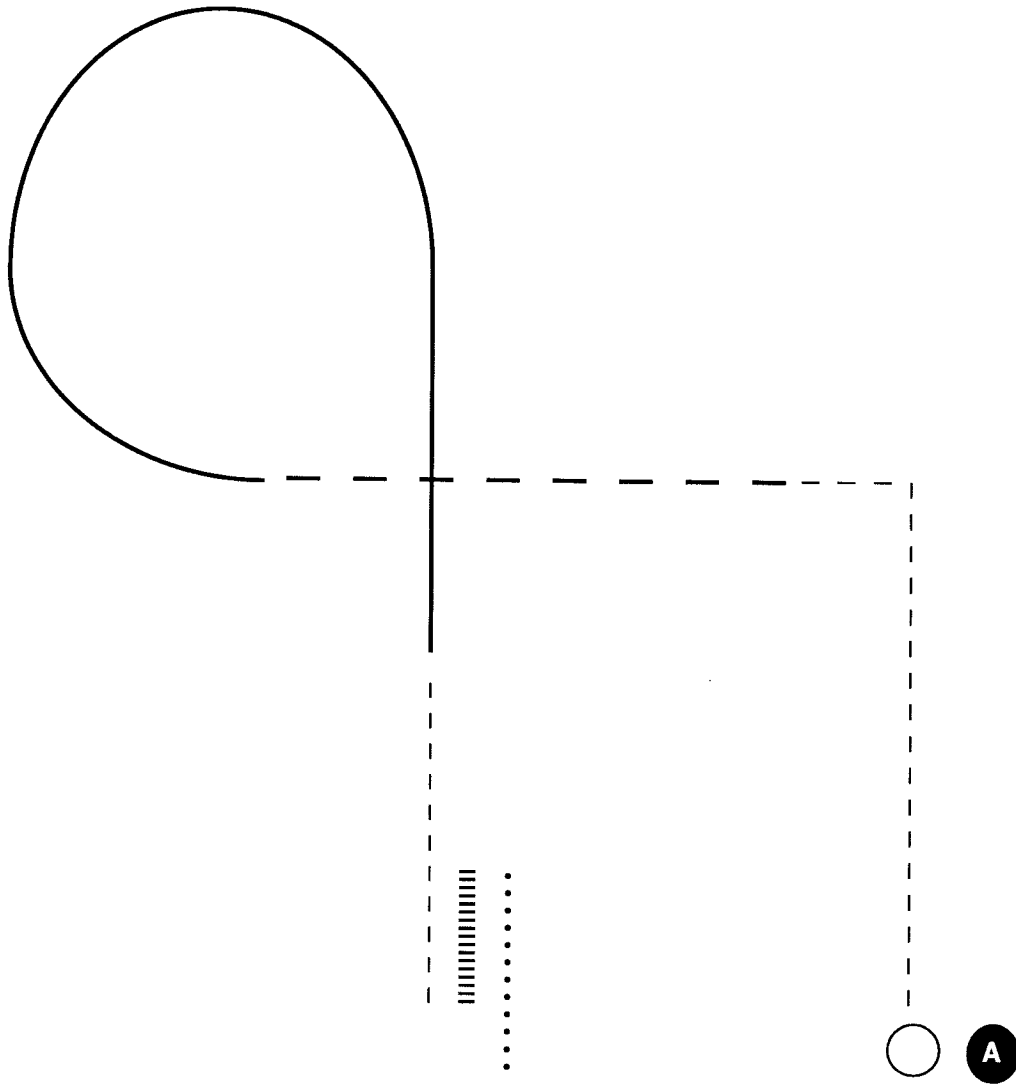
Ext. Jog - - - -

Change Leads ))  
Back |||||

# Horsemanship

## Novice Youth & Novice Amateur

1. Execute 1 turn left on the haunches.
2. Jog.
3. Extended jog.
4. Lope, right lead.
5. Jog.
6. Stop, back.
7. Walk to exit.



Walk .....

Jog - - - -  
Lope \_\_\_\_\_

Ext. Jog - - - -

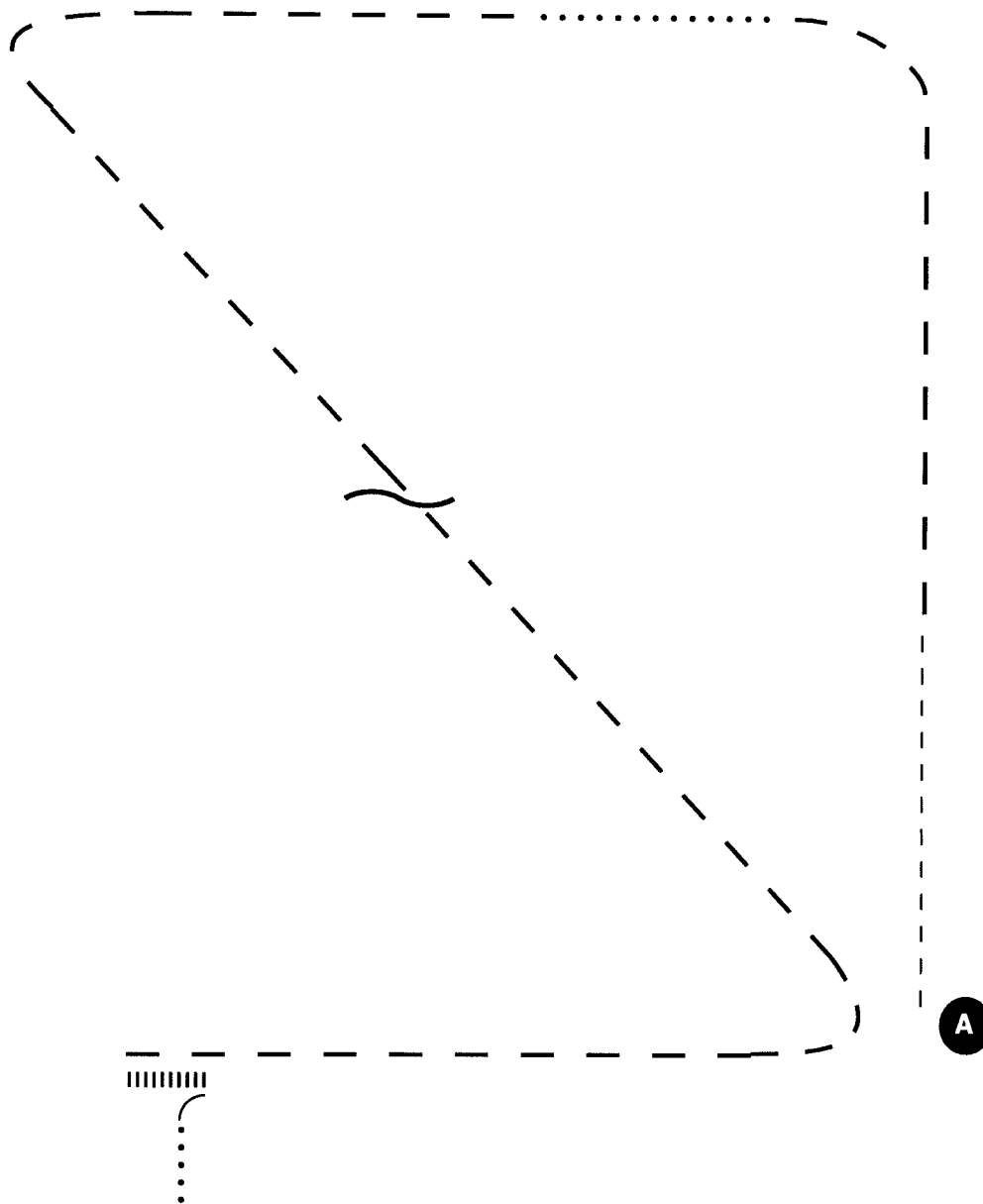
Change Leads ))  
Back |||||

# Equitation

## Youth Walk/Trot

### Amateur Walk/Trot

1. Sitting trot.
2. Posting trot.
3. Walk.
4. Posting trot, changing diagonals where indicated.
5. Stop.
6. Back.
7. Execute  $\frac{1}{4}$  turn left on the forehand.
8. Walk to exit.



Walk    . . . . .

Sitting Trot    - - - - -

Trot    - - - - -  
Change Diagonal

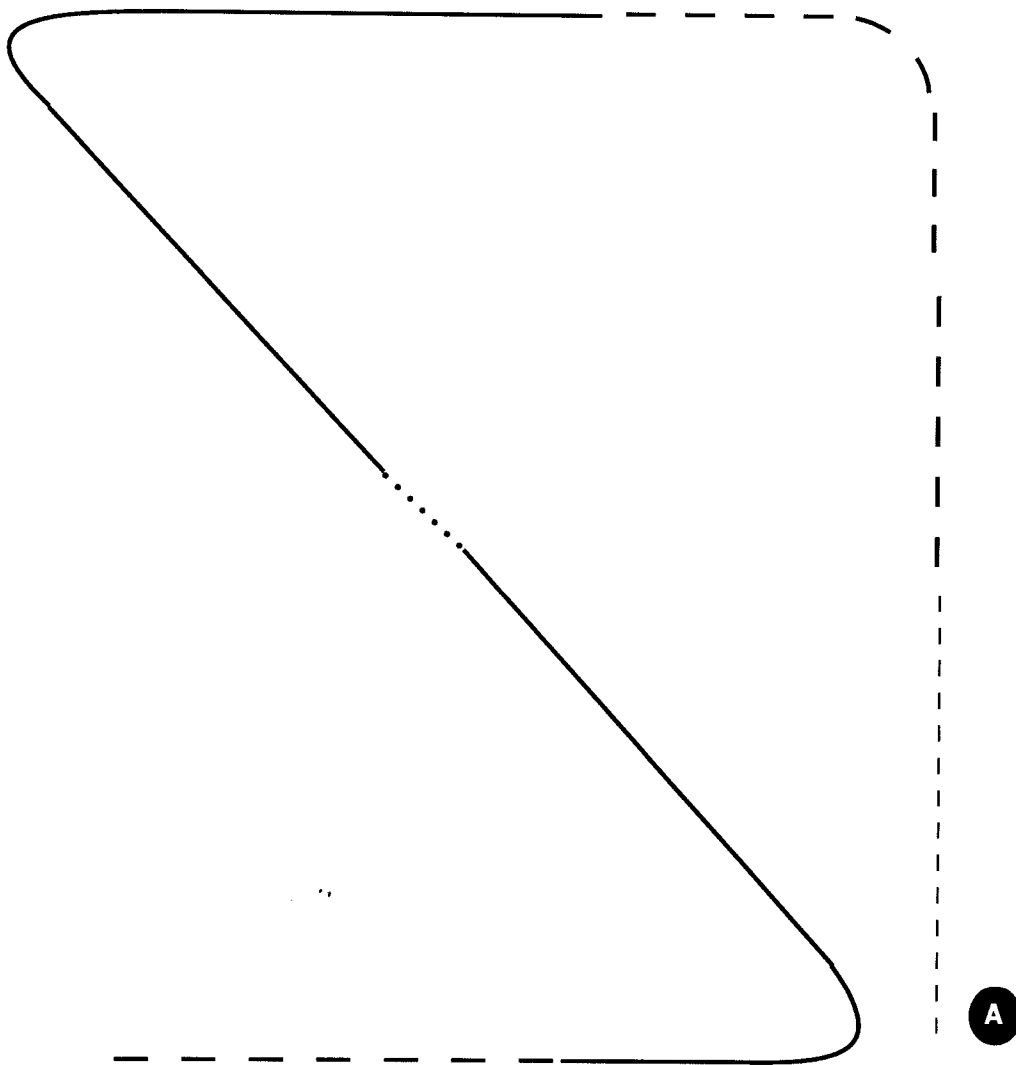
Canter    —————  
~ ~ ~

Back    |||||

# Equitation

ALL Youth & Amateur ALL BREED;  
Amateur SPB 19+over  
Youth

1. Sitting trot.
2. Posting trot.
3. Canter, left lead.
4. Walk.
5. Canter, right lead.
6. Posting trot.
7. Stop, back.
8. Execute  $\frac{1}{4}$  turn left on the forehand.
9. Walk to exit.



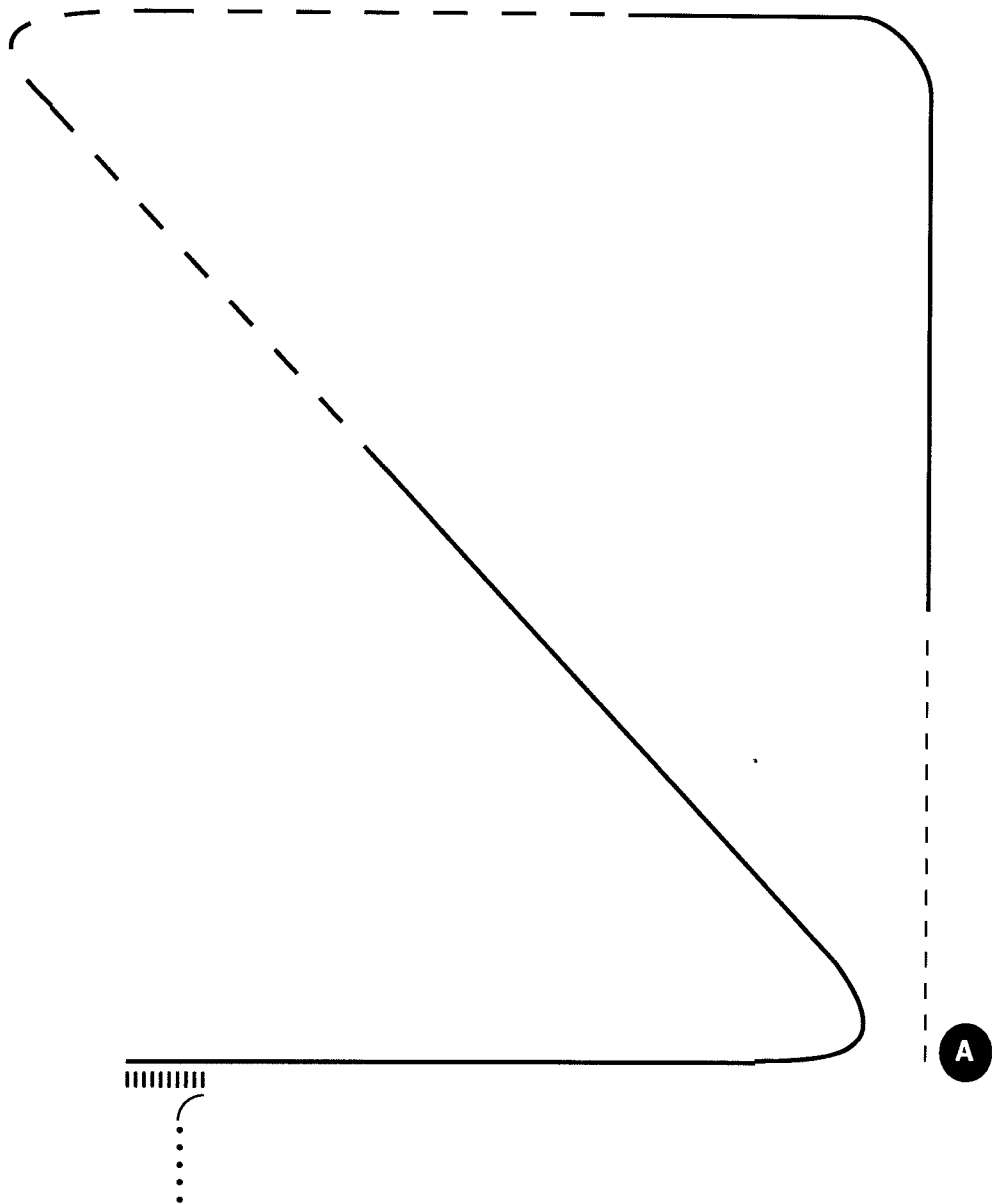
Walk ..... Sitting Trot - - - - Trot - - - - Canter ———— Back |||||||



# Equitation

## Novice Youth & Novice Amateur

1. Sitting trot.
2. Canter, left lead.
3. Posting trot.
4. Canter, right lead.
5. Stop.
6. Back.
7. Execute  $\frac{1}{4}$  turn left on the forehand.
8. Walk to exit.



Walk . . . . .

Sitting Trot - - - - -

Trot - - - - -

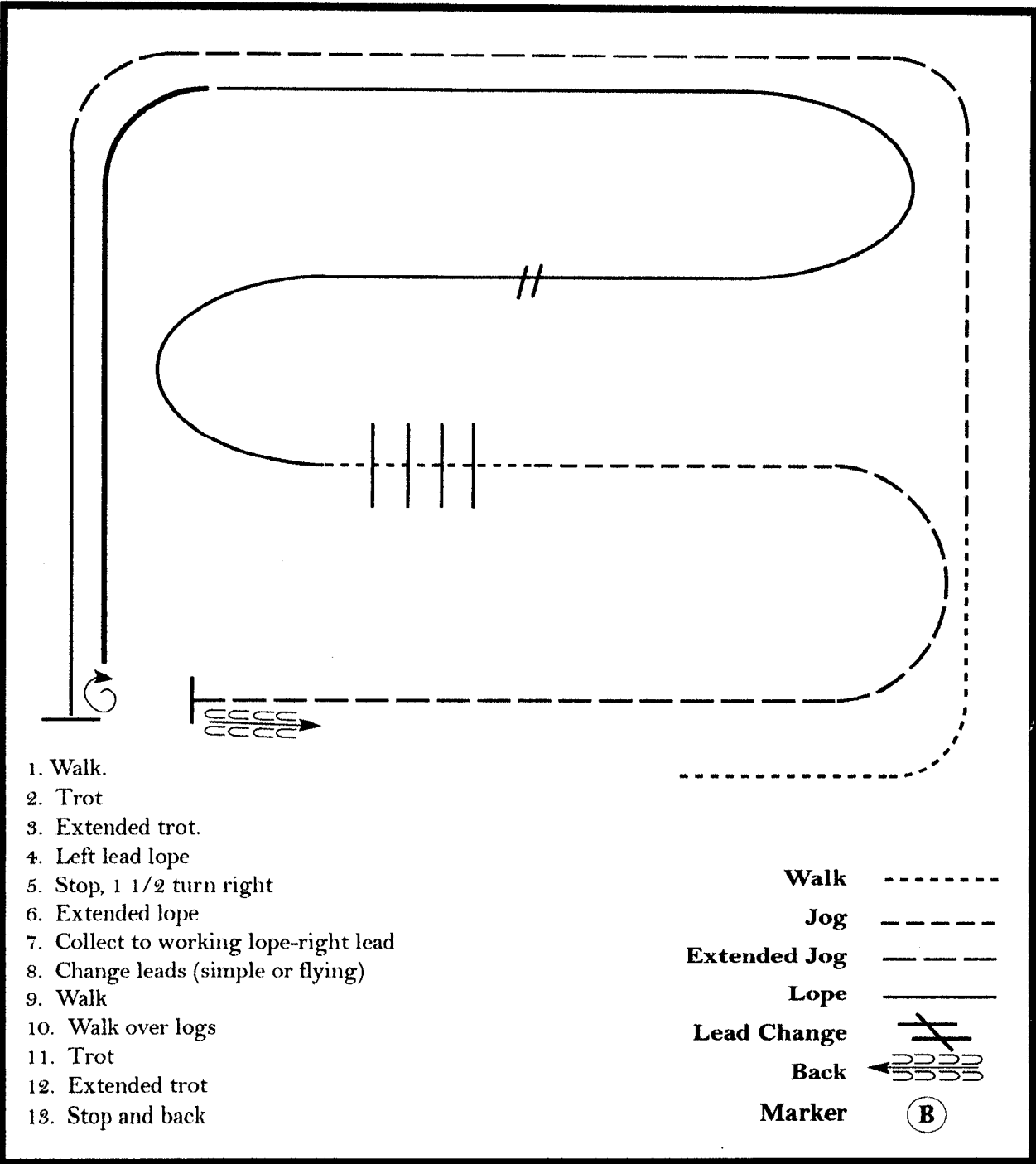
Canter —————

Back |||||

# Ranch Riding

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m

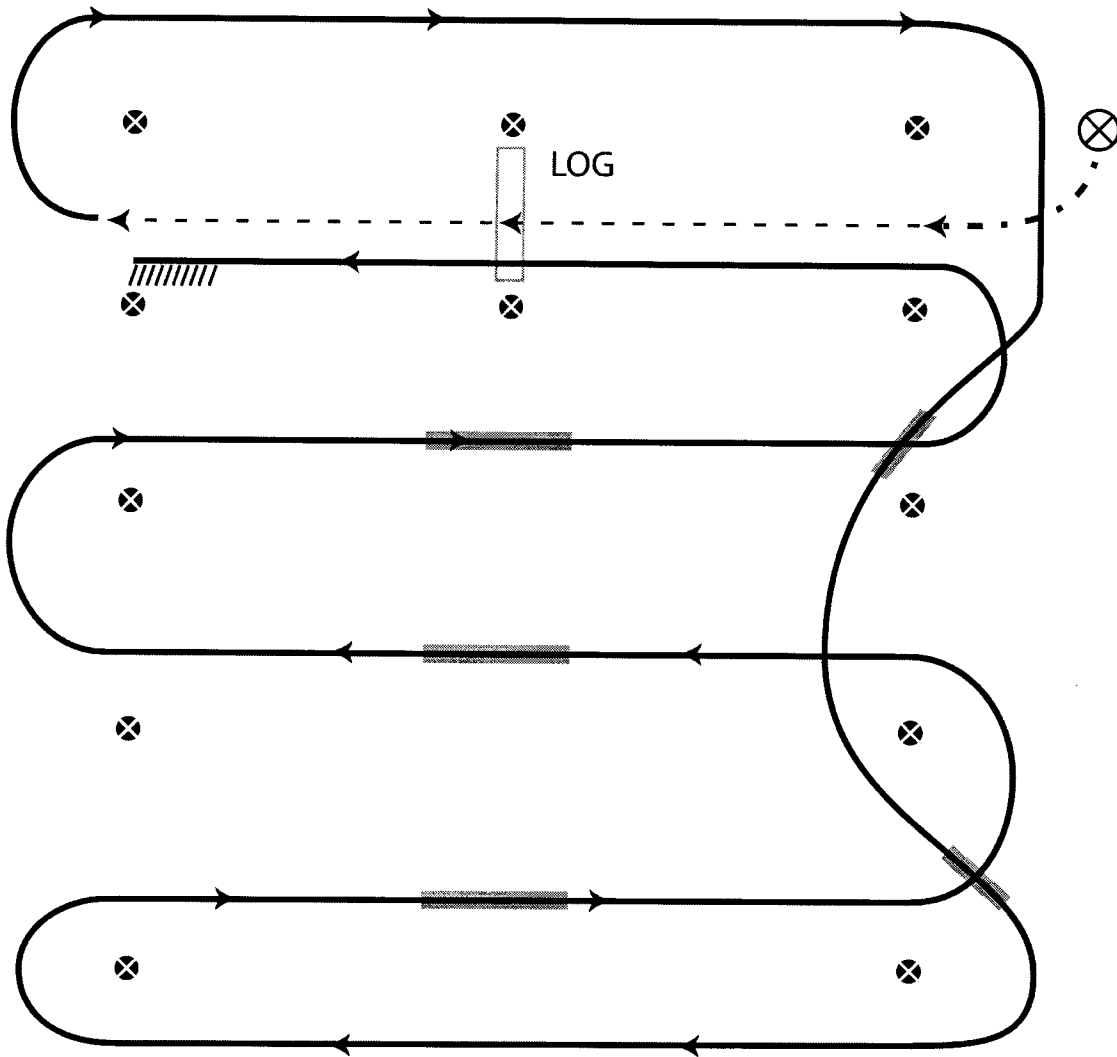


1. Walk.
2. Trot
3. Extended trot.
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

- Walk
- Jog
- Extended Jog
- Lope
- Lead Change
- Back
- Marker




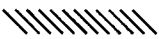



[RR/2]

**Pattern Provided by:**

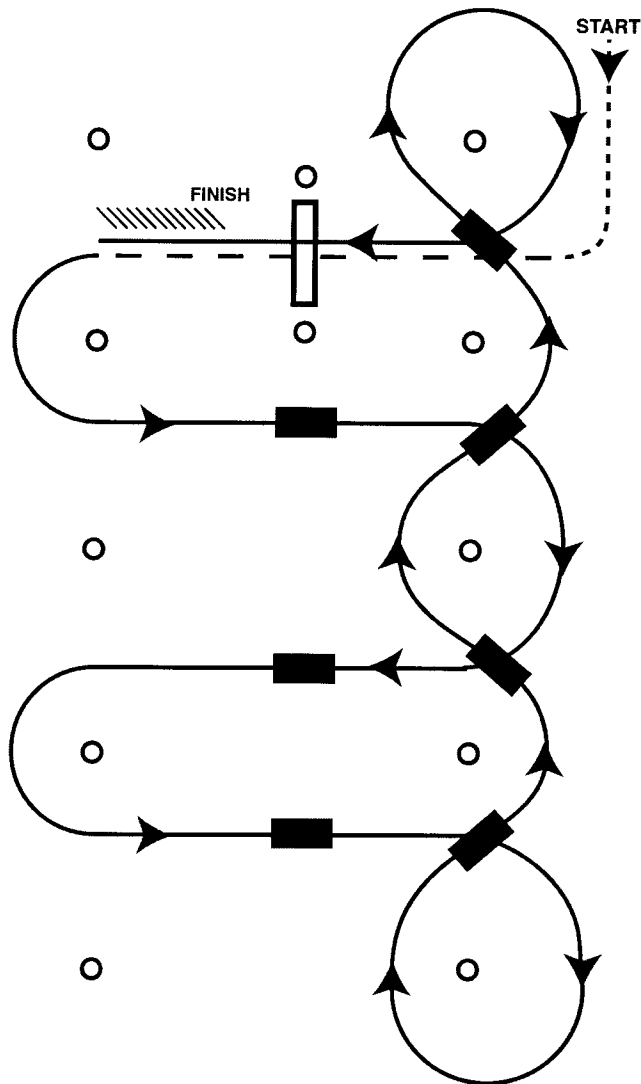


## KEY

## INSTRUCTIONS

-  WALK
-  JOG
-  LOPE
-  BACK
-  MARKER
-  RECOMMENDED CHANGING AREA
-  LOG

1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
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

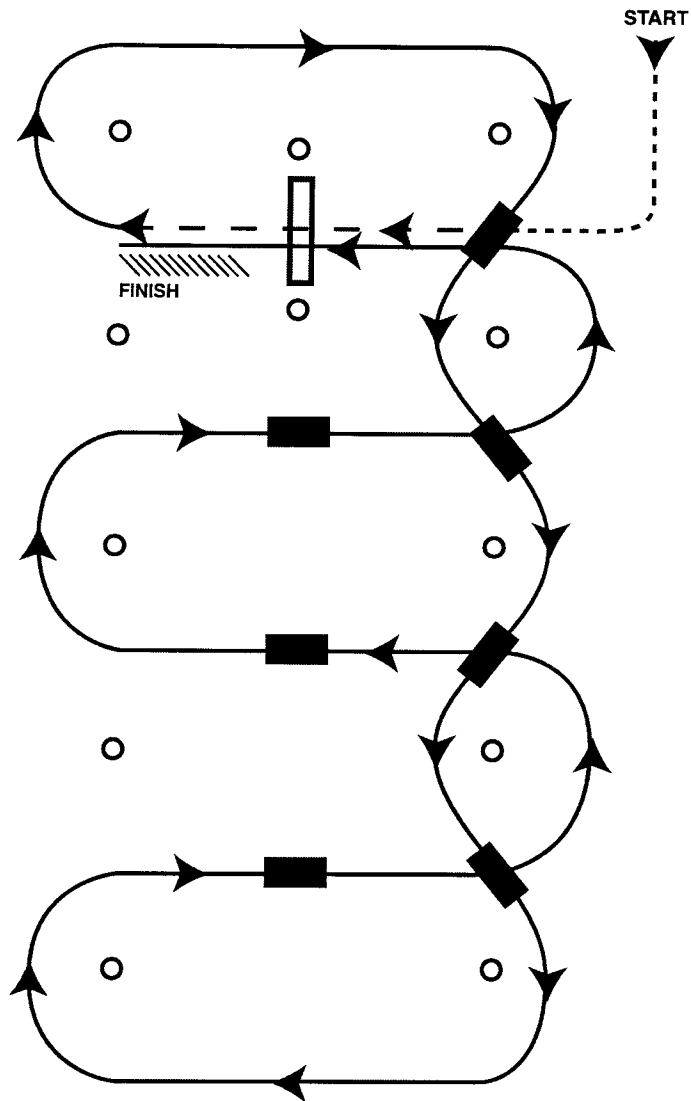


## KEY

## INSTRUCTIONS

-----	WALK
- - - - -	JOG
—————	LOPE
///////	BACK
○	MARKER
■	RECOMMENDED CHANGING AREA
□	LOG

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

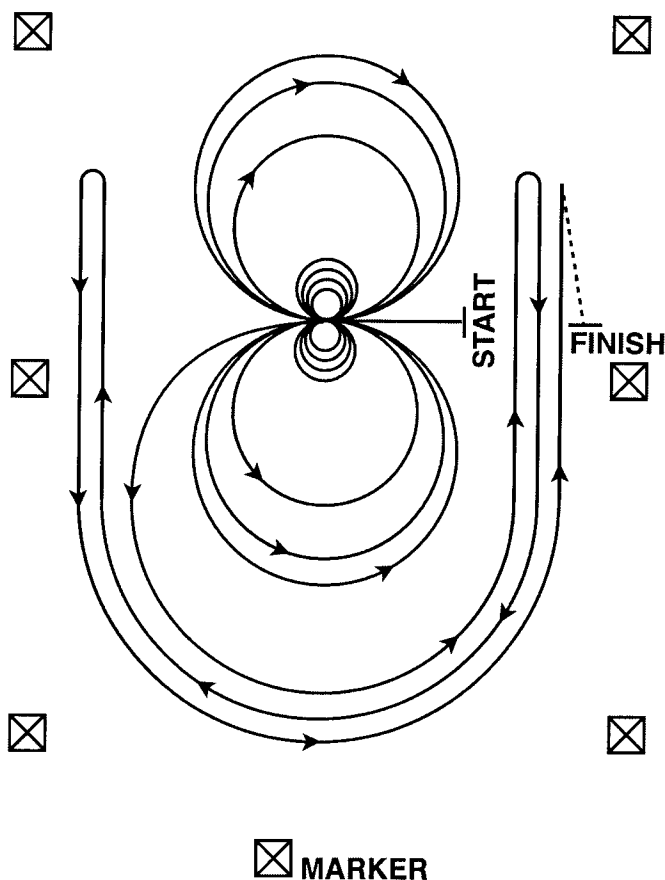


KEY

INSTRUCTIONS

- ..... WALK
- - - - - JOG
- LOPE
- /////// BACK
- MARKER
- RECOMMENDED CHANGING AREA
- LOG

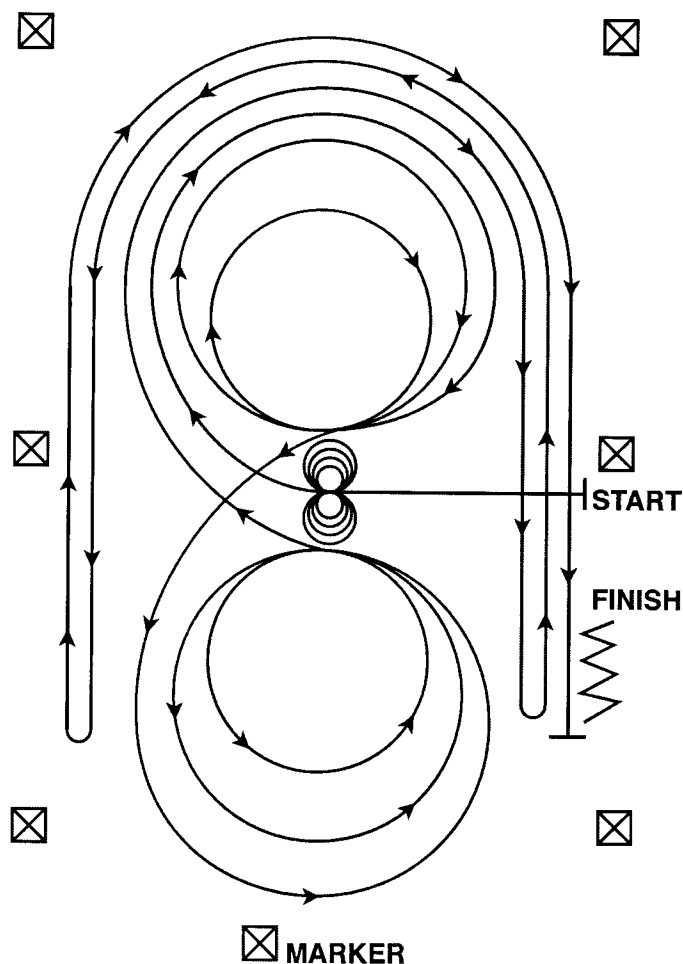
1. Walk, transition to jog, jog over log
2. Transition to right
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back



## INSTRUCTIONS

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete 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.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large fast 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 (6.09 m) from the wall or fence - no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6.09 m) from the wall or fence - no hesitation.
7. 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 (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate the completion of the pattern.



## INSTRUCTIONS

Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, 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 center of the arena.
4. 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.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least 20 feet (6.09 m) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least 20 feet (6.09 m) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.