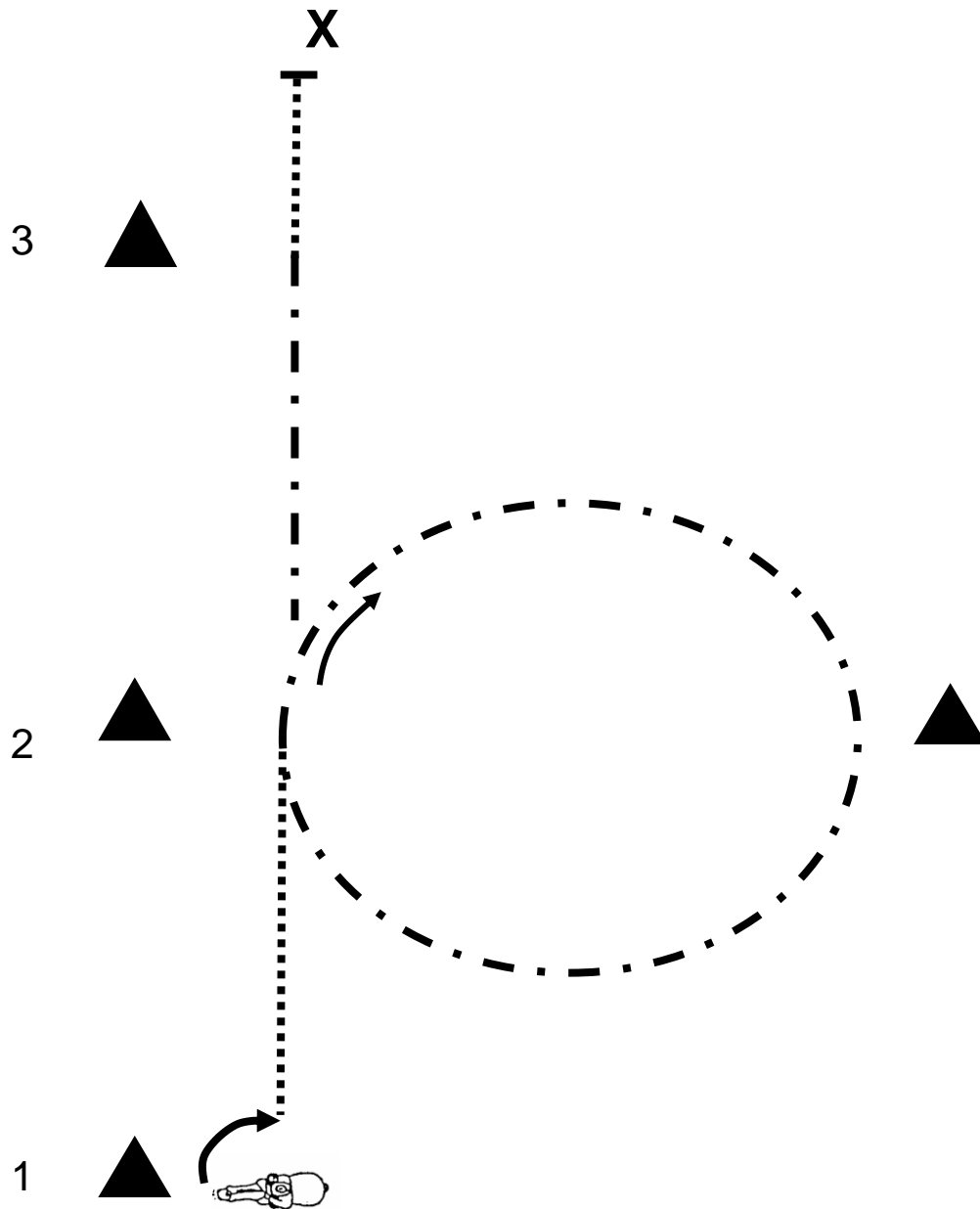


CLASSES 1 - 2 Non Trotting Showmanship



Pattern:

1. Start with Horse facing cone, turn 90degrees to Judge.
2. Walk to cone 2
3. Perform flat walk circle to right between cones
4. Continue flat walk to cone 3, break to walk.
5. Walk to Judge and set up for inspection.
6. Pattern over after Judge dismisses rider, walk to rail.

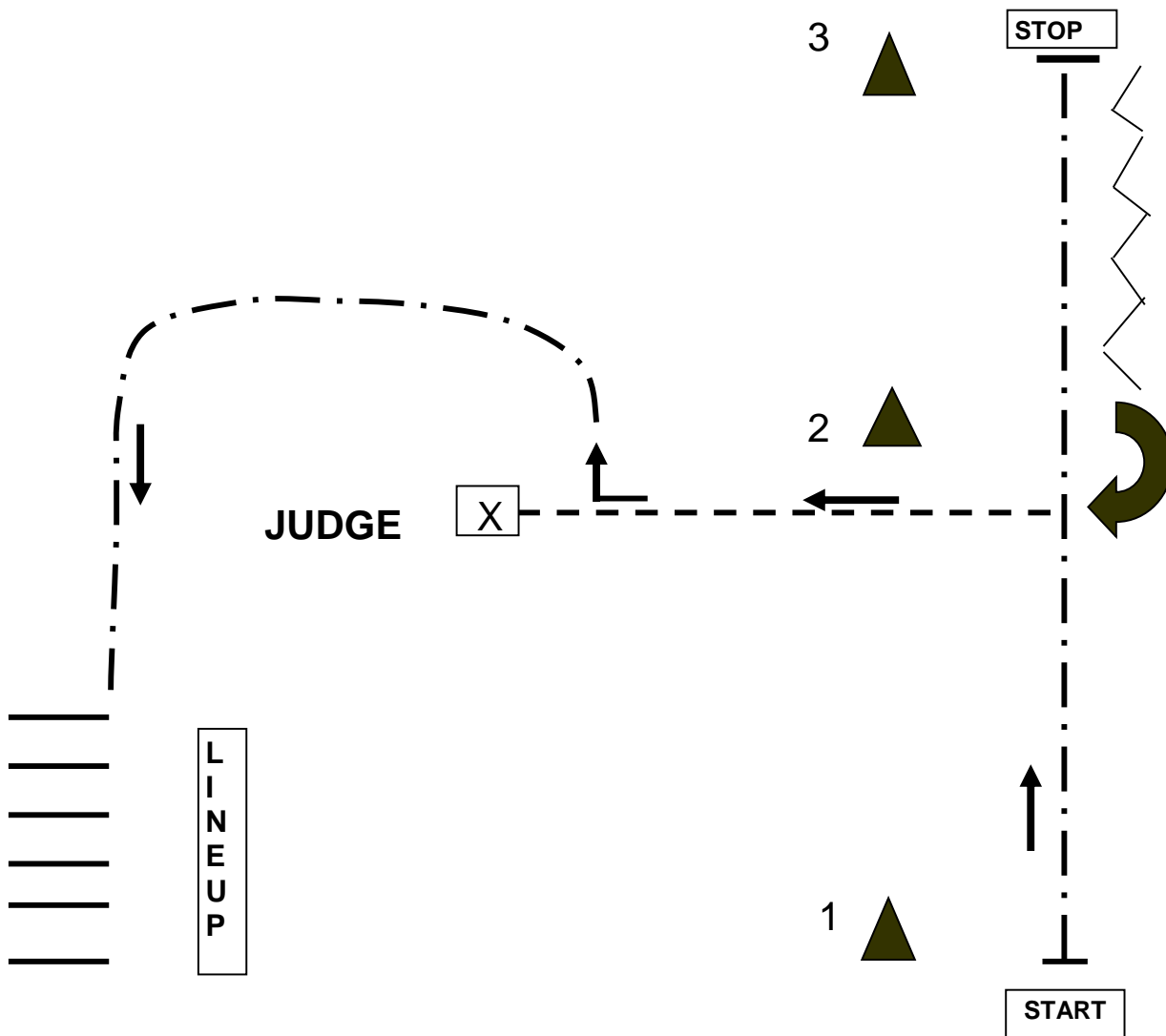
Legend:



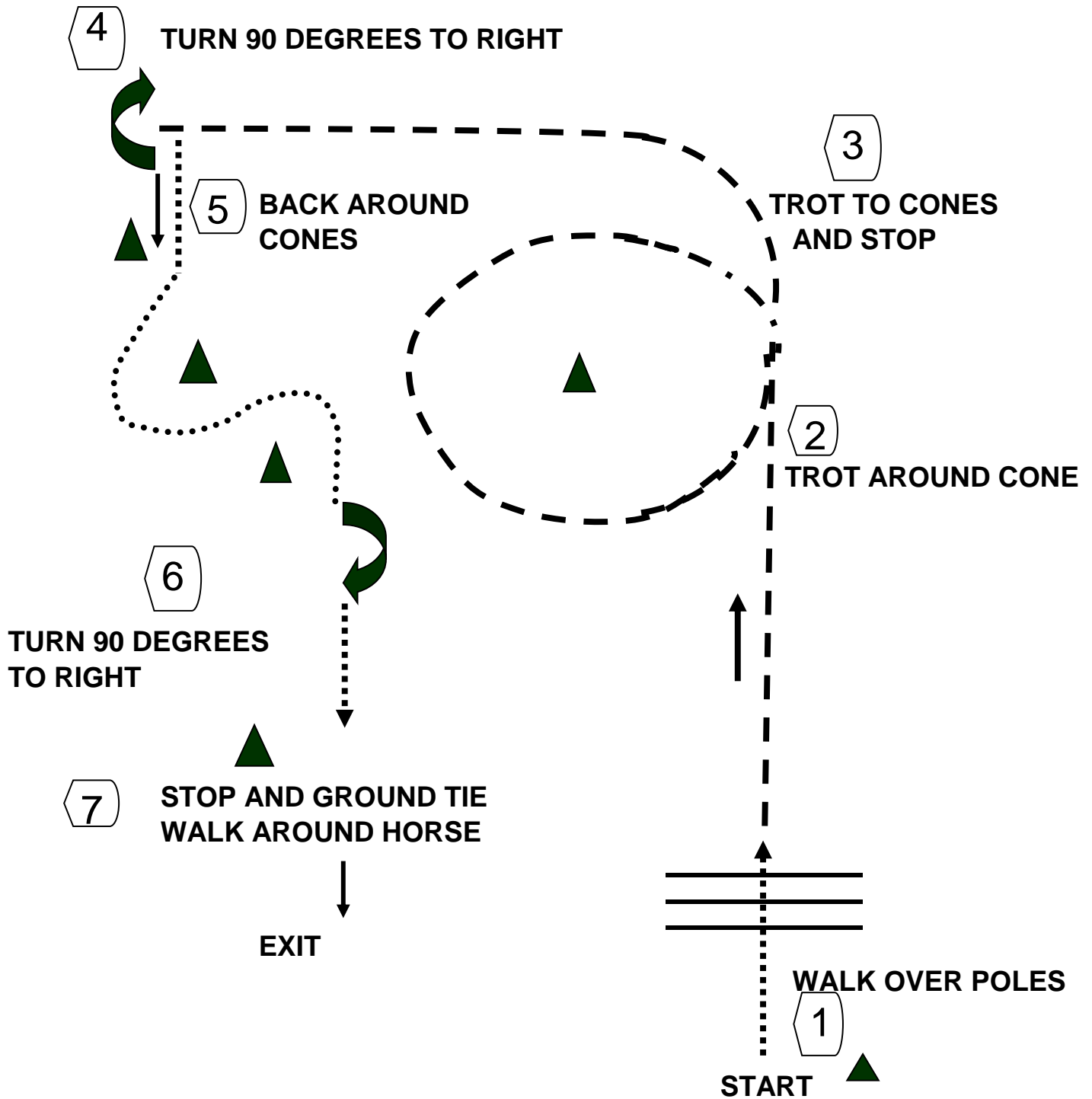
CLASSES 3 - 4
STOCK TYPE HUNTER SHOWMANSHIP
LITTLE BRITCHES SHOWMANSHIP

PATTERN: (MAKE PATTERN FLOW)

1. TROT OR JOG FROM CONE 1 TO 3, STOP
2. BACK TO CONE 2 AND PERFORM A 270 DEGREE TURN
3. WALK TO JUDGE AND SET UP FOR INSPECTION
4. AFTER INSPECTION, TURN 90 DEGREES AND JOG OR TROT TO LINE UP.



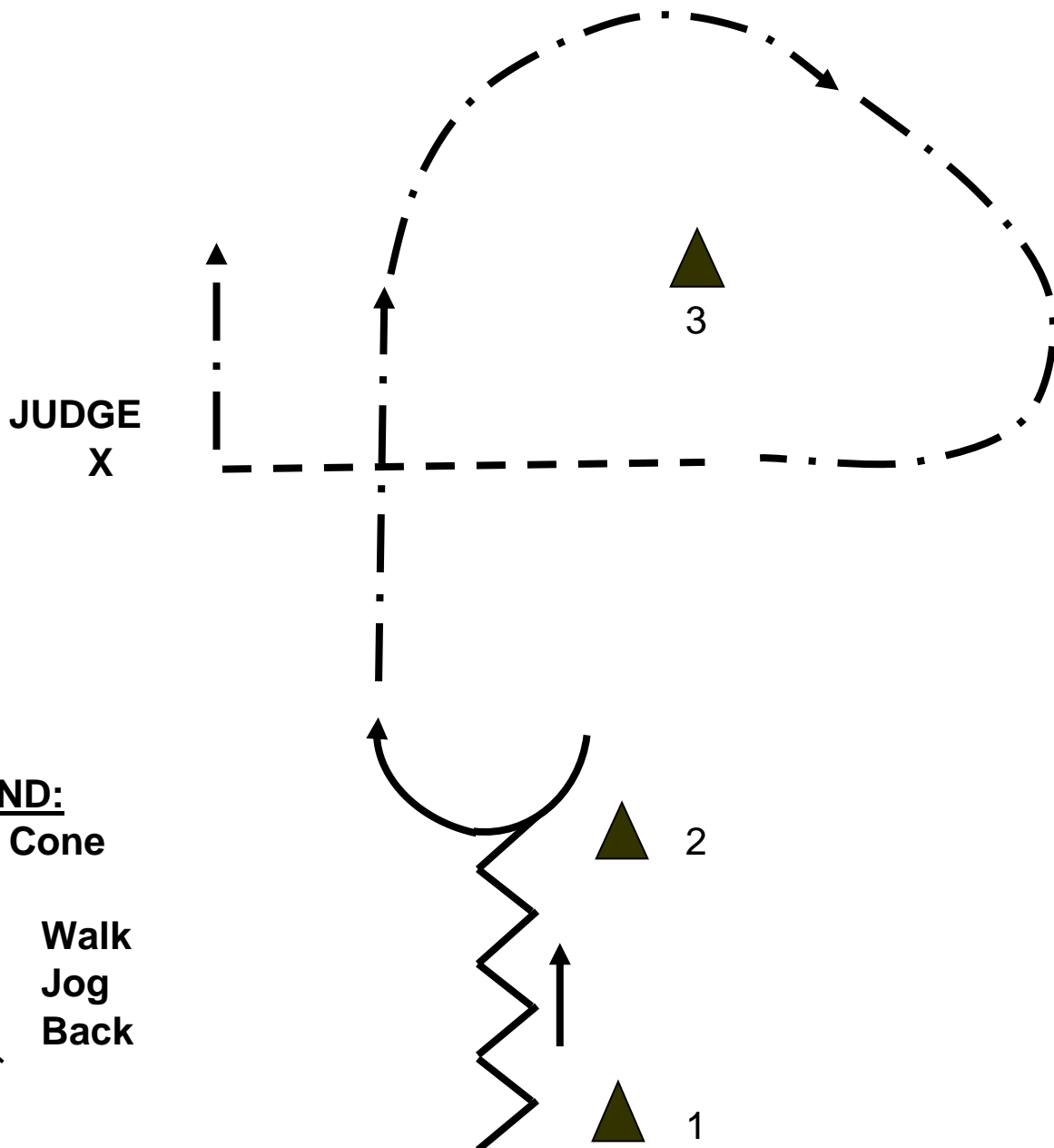
CLASSES 5 & 6 JR-SR RANCH GROUND HANDLING



CLASSES 7, 8 JR-SR WESTERN SHOWMANSHIP

PATTERN:

1. START AT CONE 1 WITH THE HORSE FACING AWAY FROM THE JUDGE.
2. BACK TO CONE 2 AND PERFORM A 180 TO THE RIGHT
3. JOG AROUND CONE 3, BREAKING TO A WALK AT CONE 3
4. WALK TO JUDGE AND SET UP FOR INSPECTION.
5. AFTER INSPECTION TURN 90 DEGREES TO RIGHT & JOG TO RAIL



CLASS 9 CLOVERBUD SHOWMANSHIP

PATTERN:

1. TROT, JOG OR FLATWALK TO CONE 2
2. BREAK TO WALK AROUND CONE 2
3. WALK TO JUDGE AND SET UP FOR INSPECTION
4. AFTER EXCUSED BY JUDGE, TURN 90 DEGREES TO THE RIGHT
5. WALK AND LINE UP AS INSTRUCTED BY RING MASTER



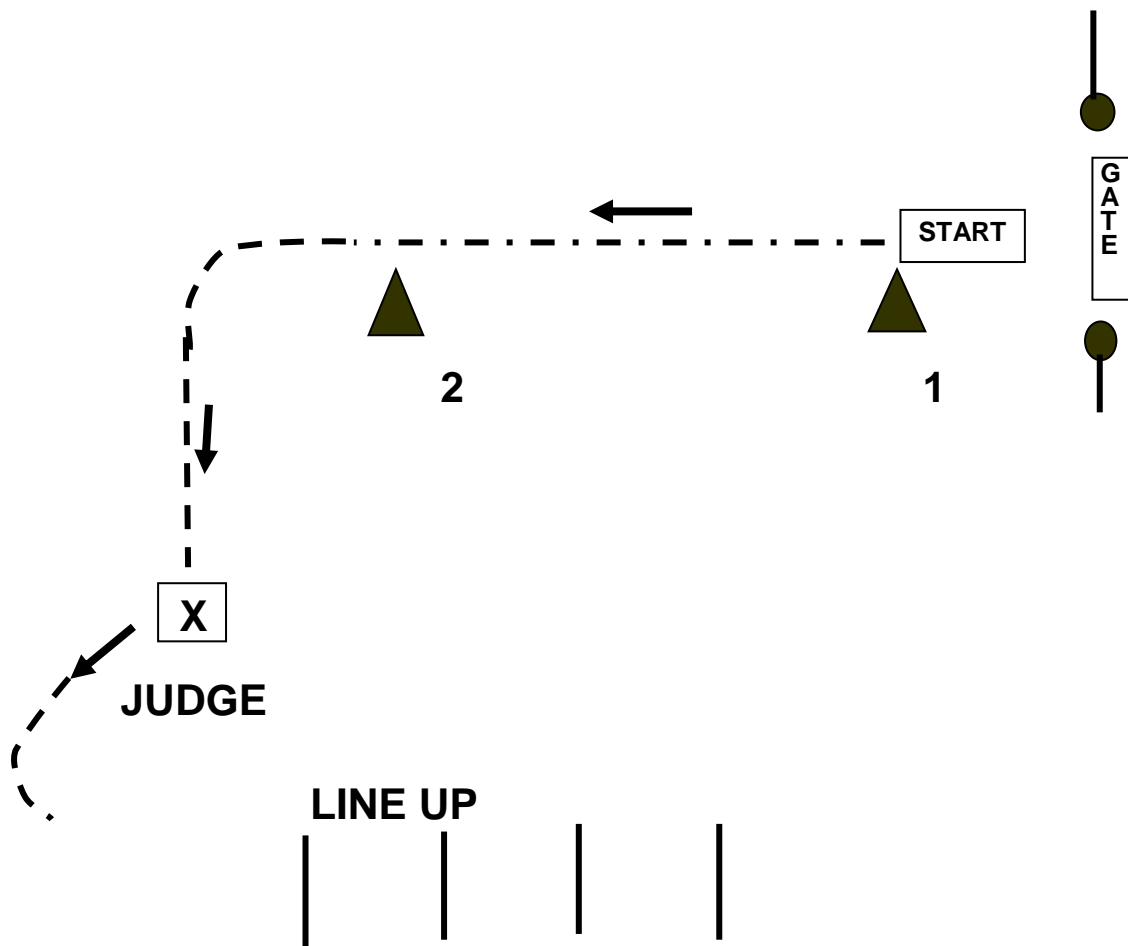
Cone



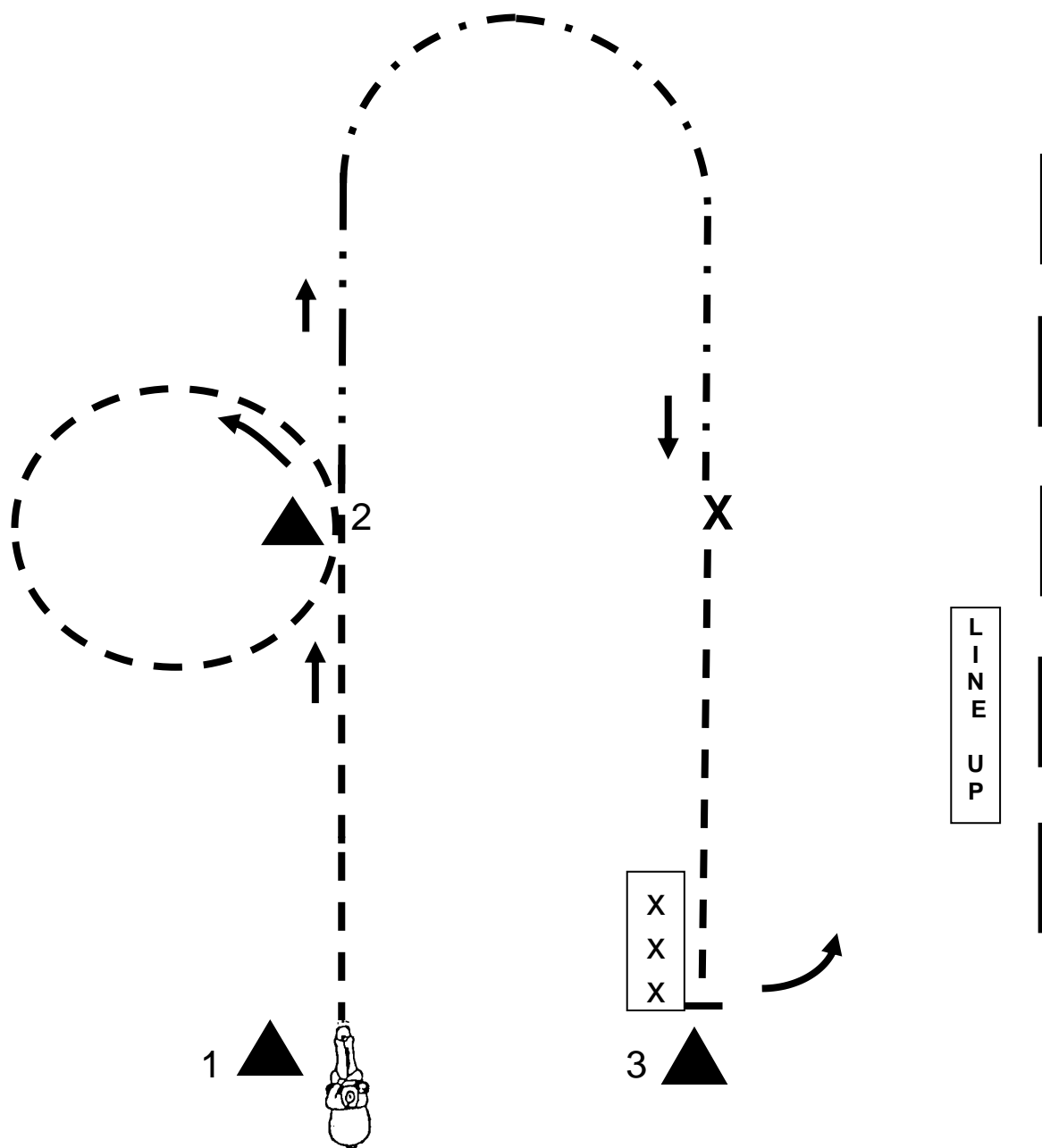
Walk



Trot - Jog - Flatwalk



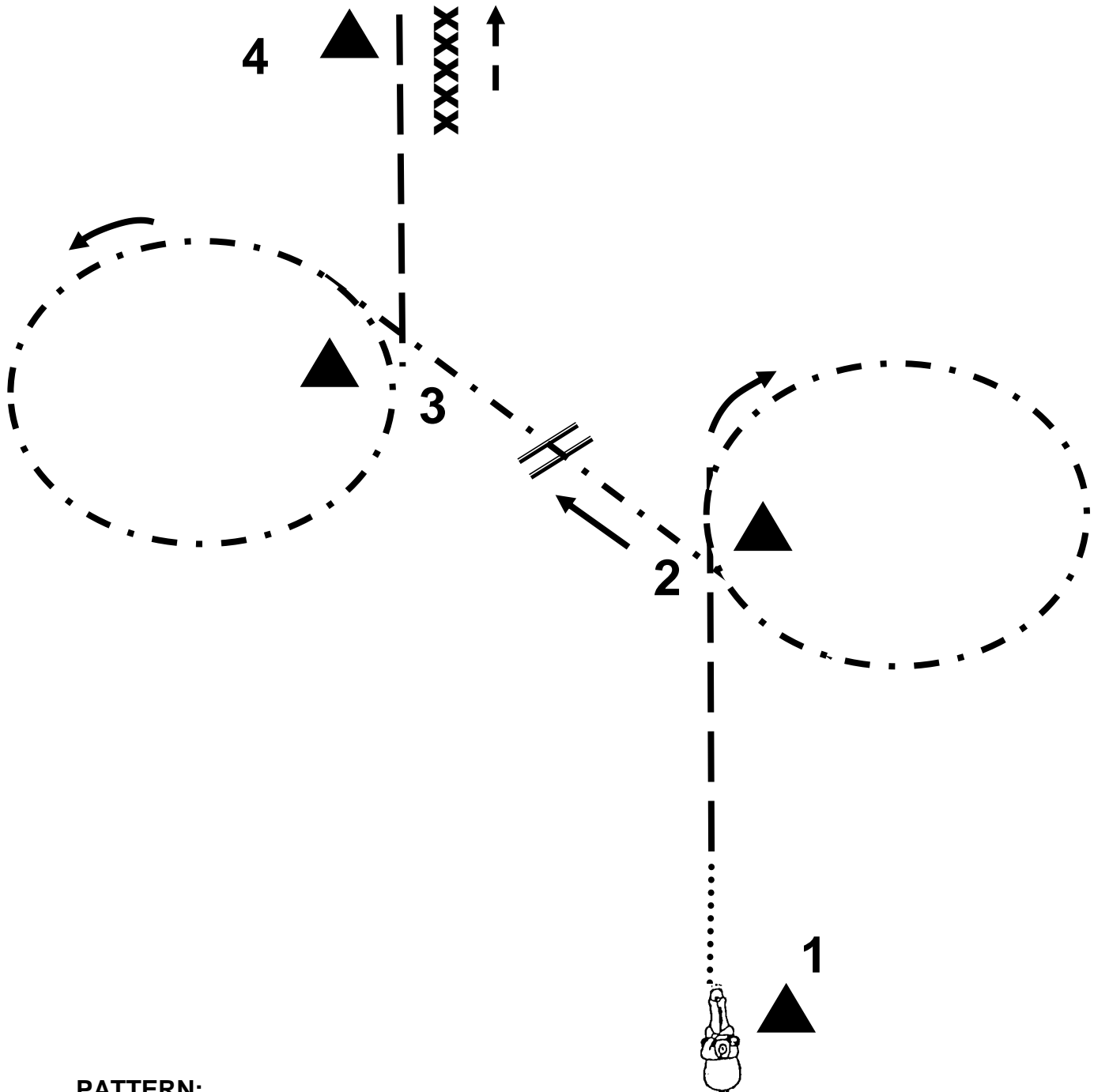
CLASSES 13 - 14 NON-TROTTING EQUITATION 2-GAIT



PATTERN:

1. BE READY TO START AT CONE 1
2. FLAT WALK TO CONE 2 AND IN A CIRCLE TO THE LEFT
3. AT THE CLOSE OF THE CIRCLE PICKUP RUNNING WALK
4. CONTINUE RUNNING WALK IN A HALF CIRCLE TO THE RIGHT
5. TRANSITION ADJACENT CONE 2 TO A FLAT WALK TO CONE 3
6. STOP AND BACK 4 STEPS
7. DISMISSED TO RAIL

CLASS 21 STOCK TYPE HUNTSEAT EQUITATION



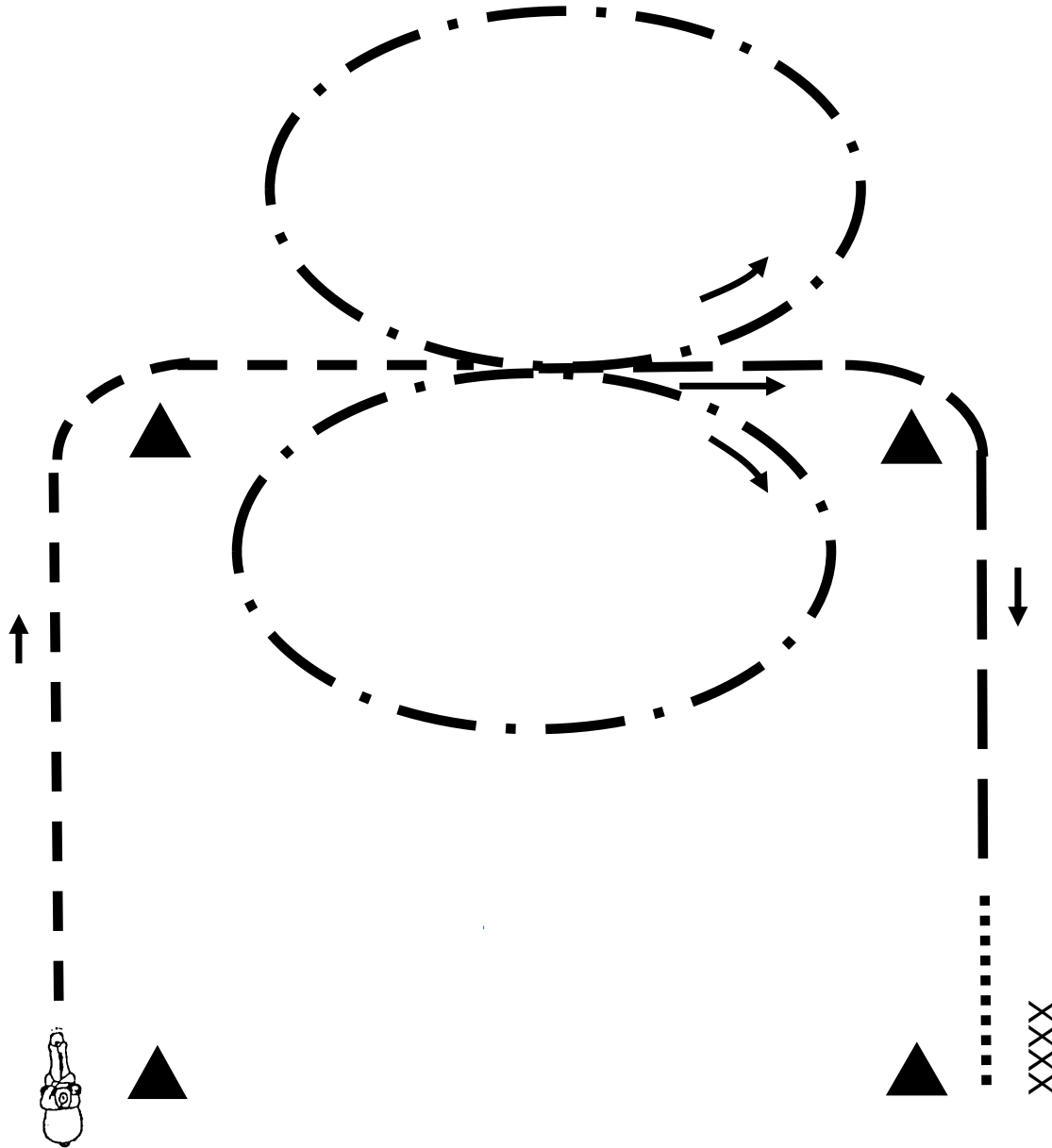
PATTERN:

1. WALK APPROXIMATELY TWO HORSE LENGTHS
2. POSTING TROT LEFT DIAGONAL TO CONE 2
3. CANTER RIGHT LEAD AROUND CONE 2 TO CENTER POINT
4. SIMPLE OR FLYING LEAD CHANGE TO LEFT LEAD CANTER
5. CANTER CIRCLE AROUND 3
6. TRANSITION TO POSTING TROT RIGHT DIAGONAL TO CONE 4
7. STOP AT CONE 4 AND BACK APPROXIMATELY ONE HORSE LENGTH
8. TROT TO THE RAIL, PATTERN OVER

LEGEND:

▲	CONE	— — —	TROT
.....	WALK	- . - . -	CANTER

CLASSES 25, 26 JR-SR RANCH HORSEMANSHIP
CLASSES 59, 60 JR-SR RIDERS WESTERN HORSEMANSHIP



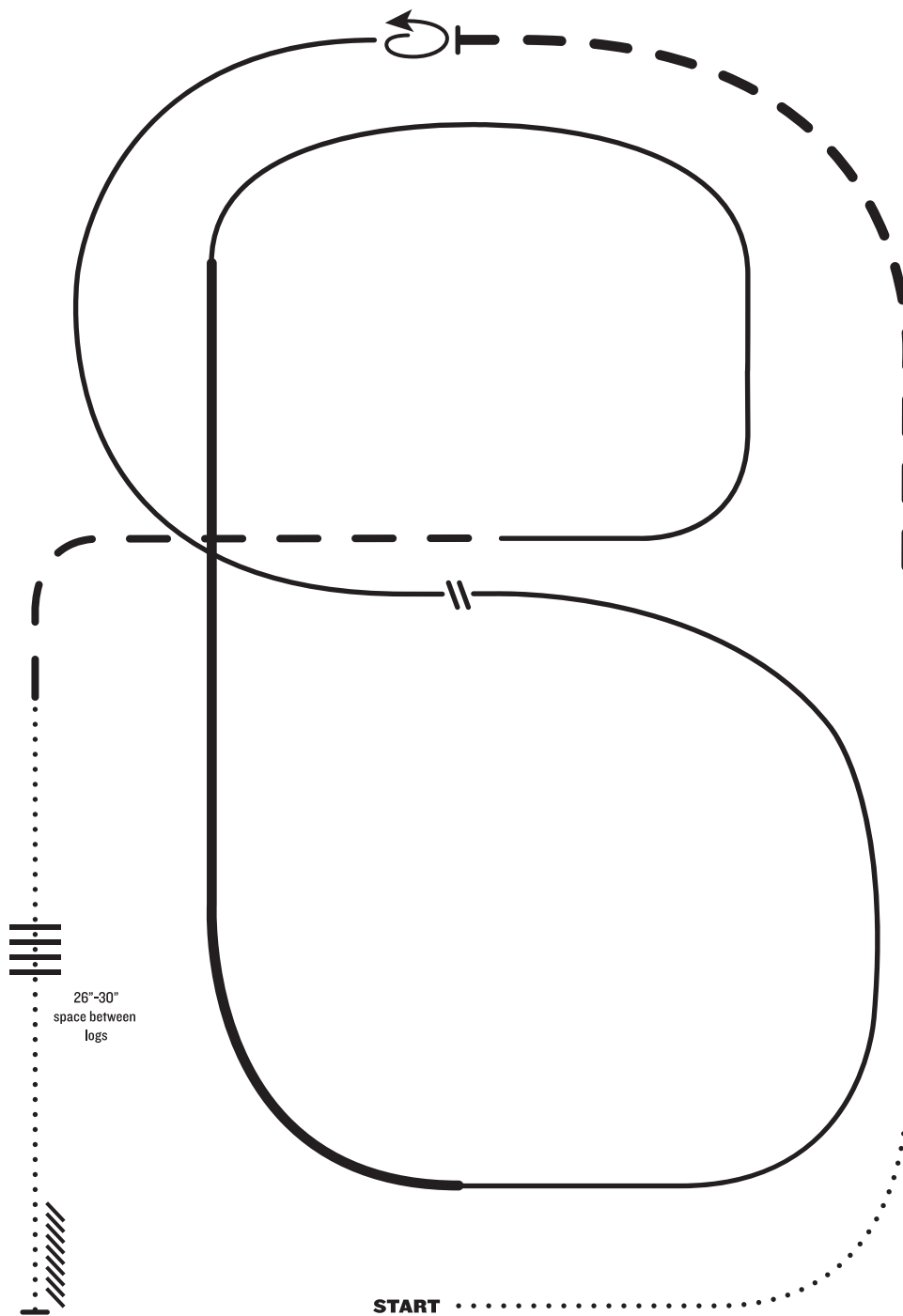
PATTERN:

1. STARTING AT CONE, TROT OR JOG TO MIDDLE OF TWO CIRCLES
2. LOPE RIGHT LEAD CIRCLE TO THE RIGHT
3. SIMPLE LEAD CHANGE, LOPE LEFT LEAD CIRCLE LEFT
4. AT CENTER TRANSITION TO EXTENDED TROT
5. EXTENDED TROT OR JOG AROUND CONE
6. TRANSITION TO WALK AND STOP, BACK ONE HORSE LENGTH

RANCH RIDING - PATTERN I

LEGEND

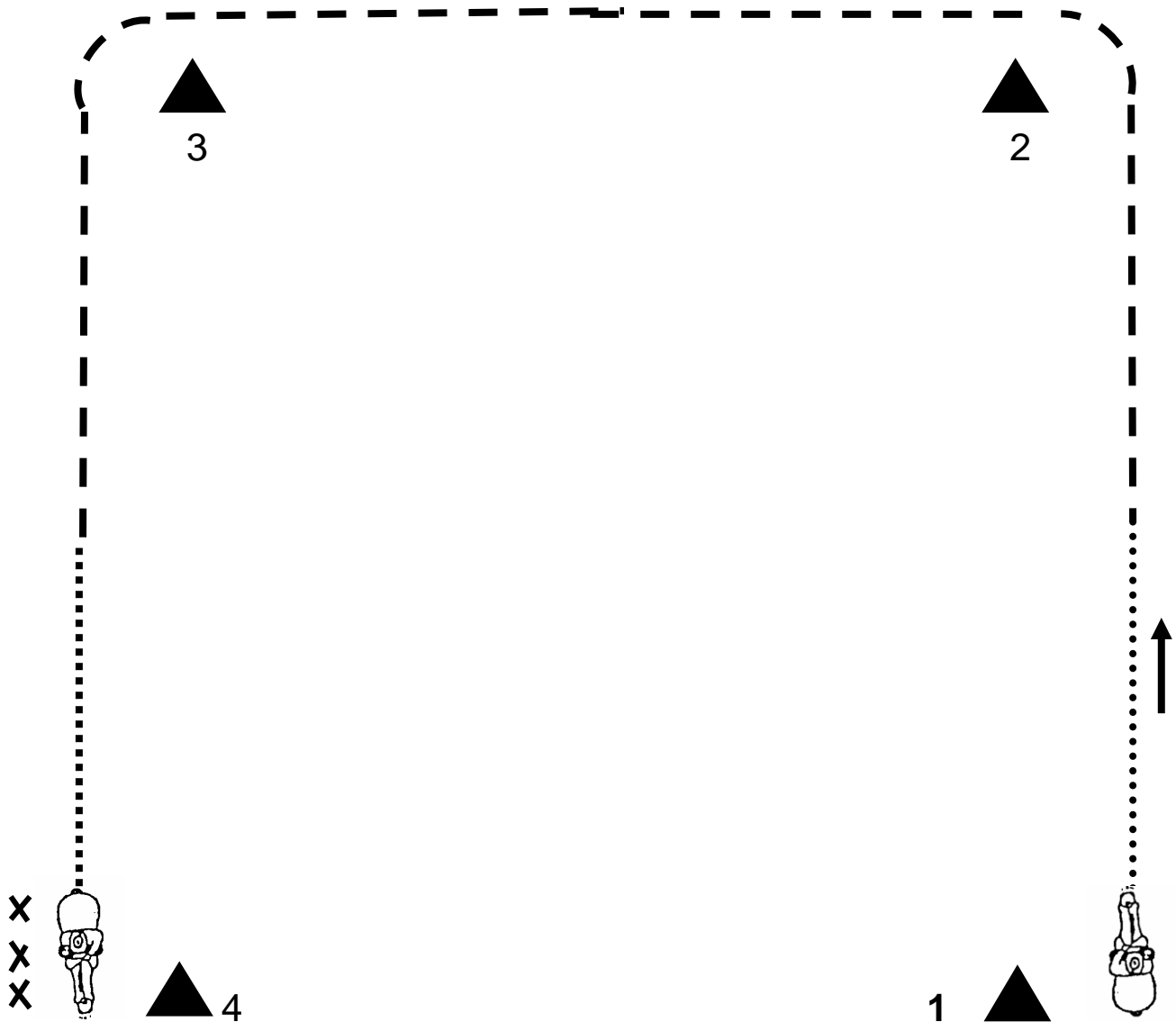
.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
//	Lead Change



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn 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 logs
12. Stop and back

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.

CLASS 29 CLOVERBUD EQUITATION

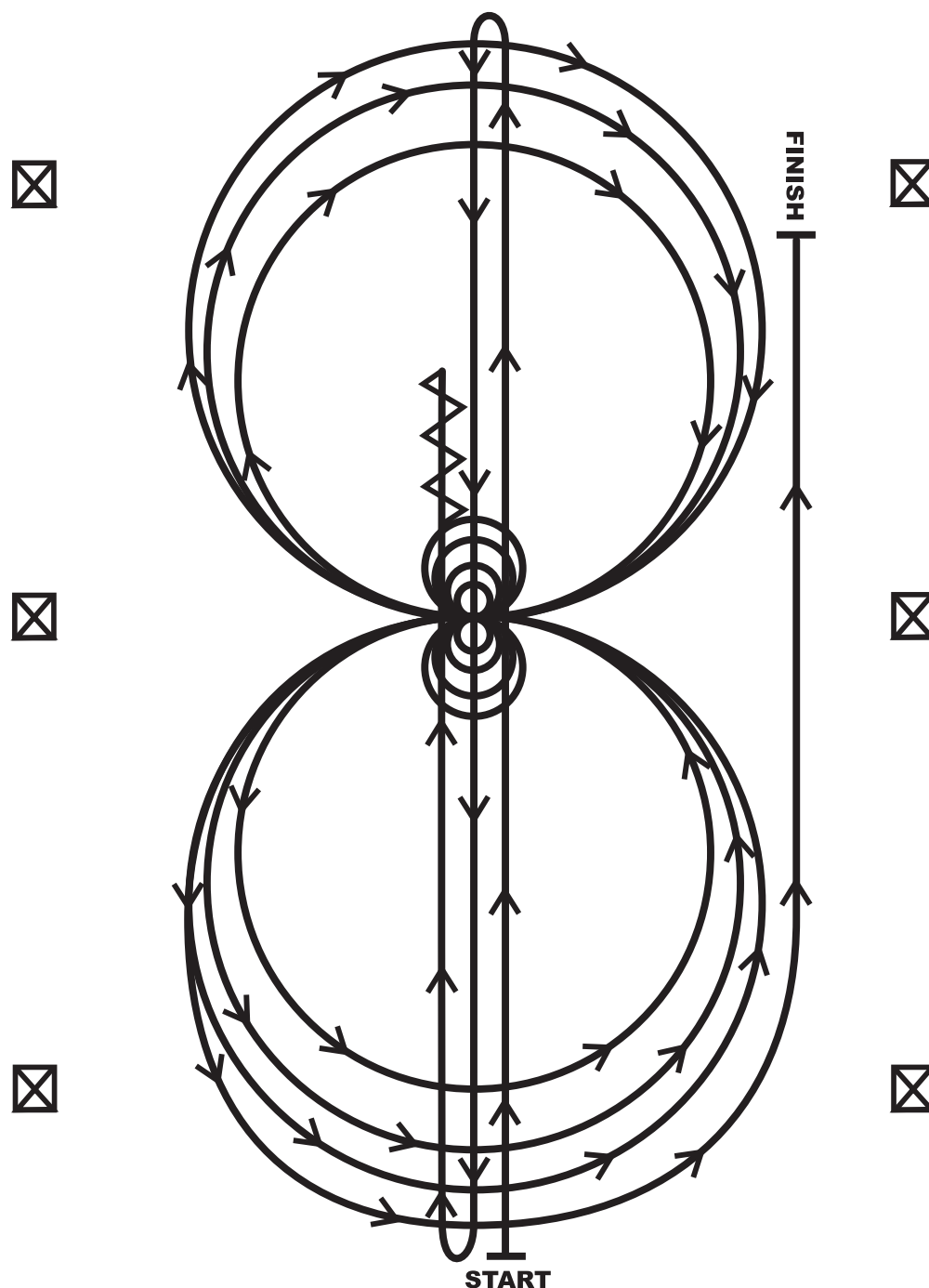


Pattern:

1. Walk half way from cone 1 to cone 2, then pick up jog/trot.
2. Jog/trot around cones 2 and 3
3. Half way between cones 3 and 4 transition to a walk
4. Stop at cone 4
5. Back 4 steps, pattern over, retire to the rail

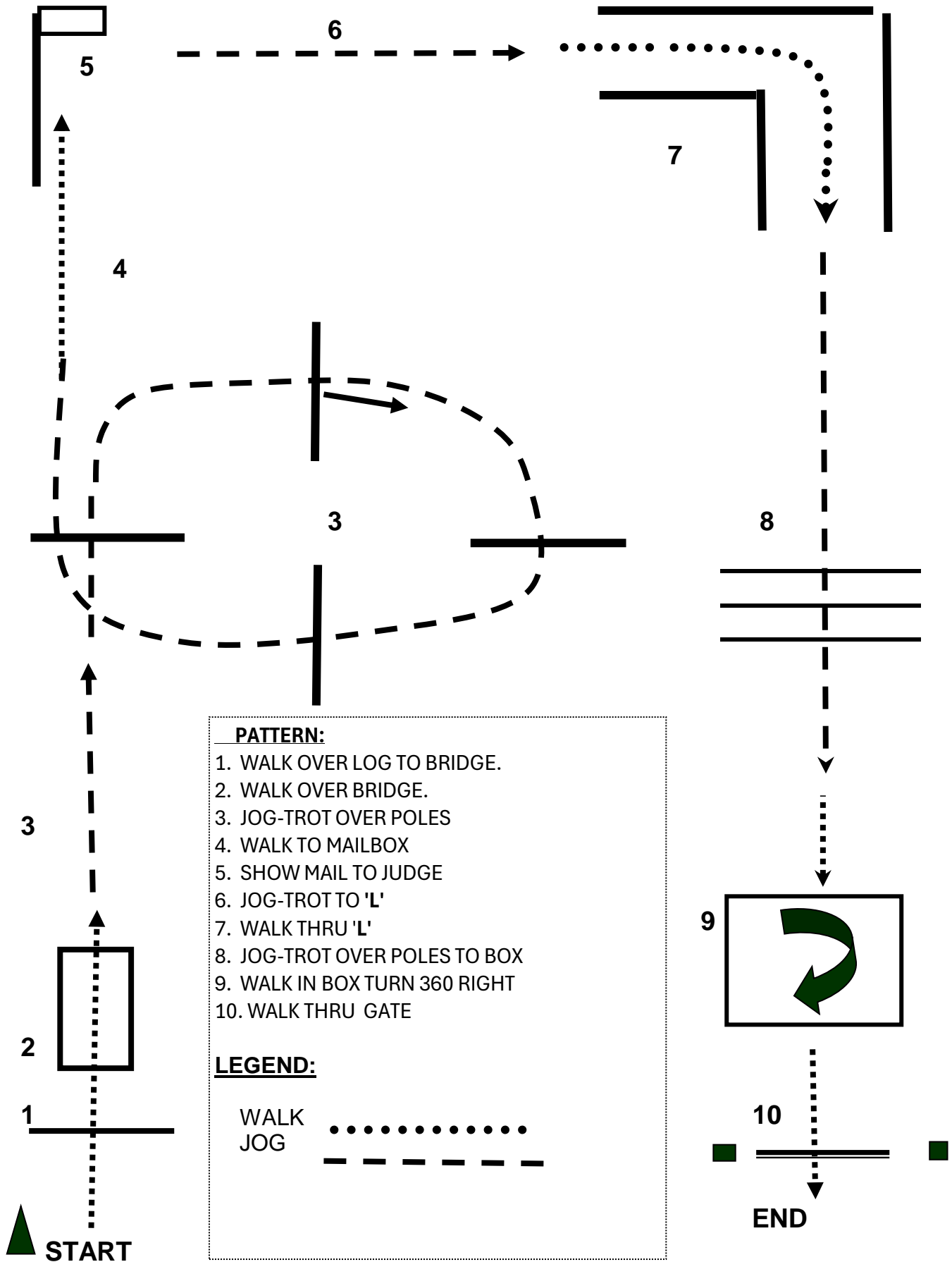
▲	Legend:	- - - -	Jog / Trot
.....	Cone	xxxxx	Back
	Walk		

REINING PATTERN I

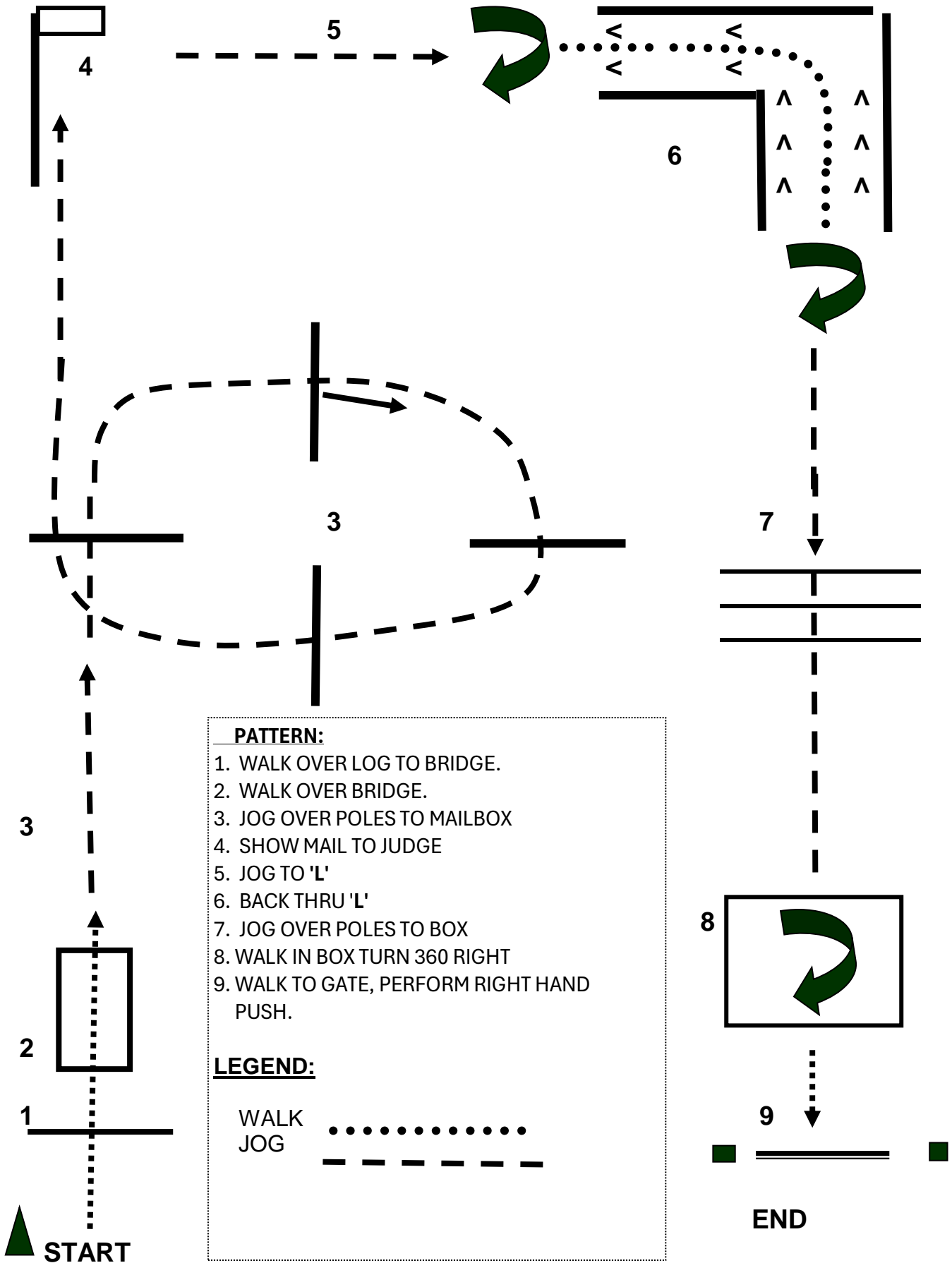


1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
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 twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

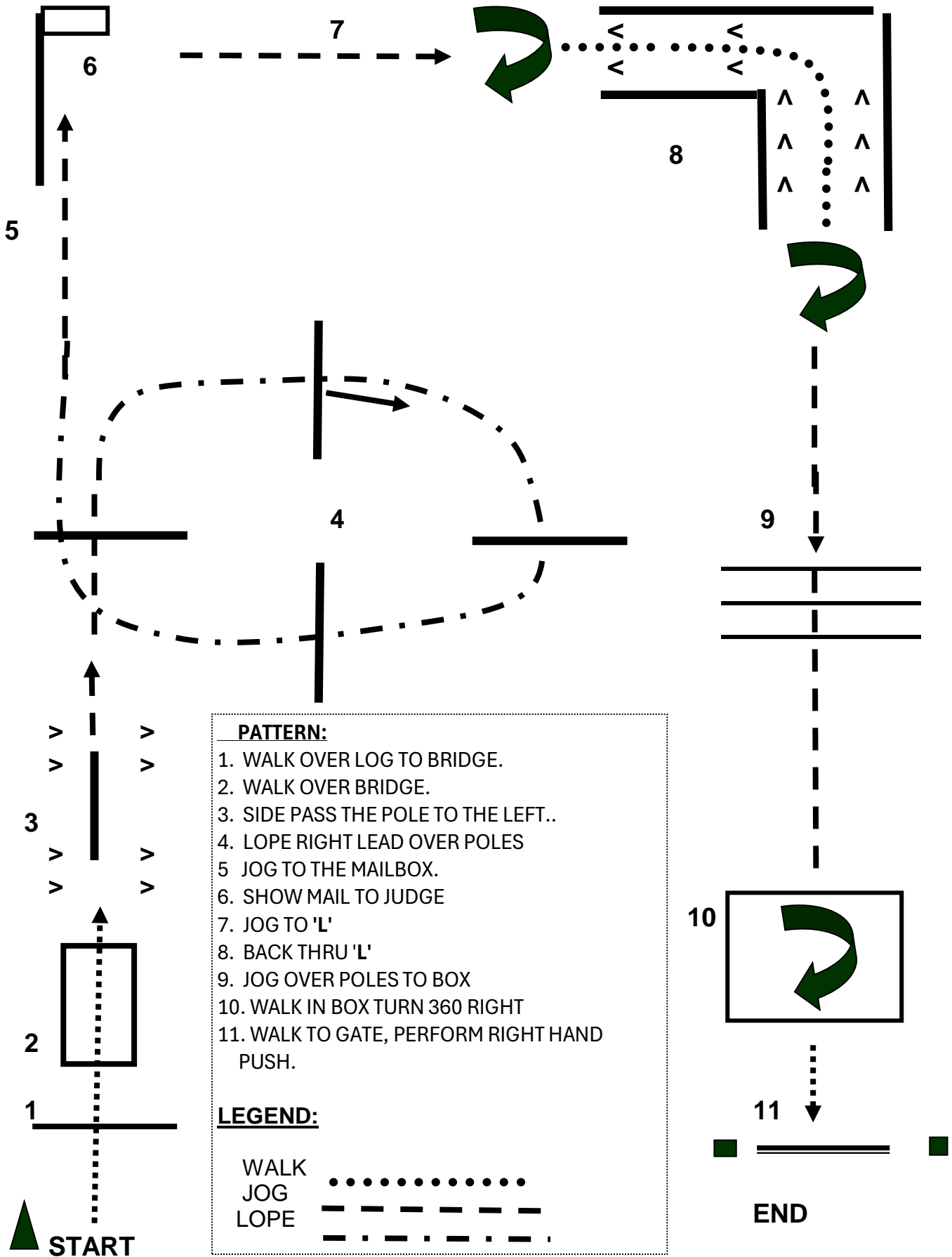
CLASS 33 CLOVERBUD TRAIL



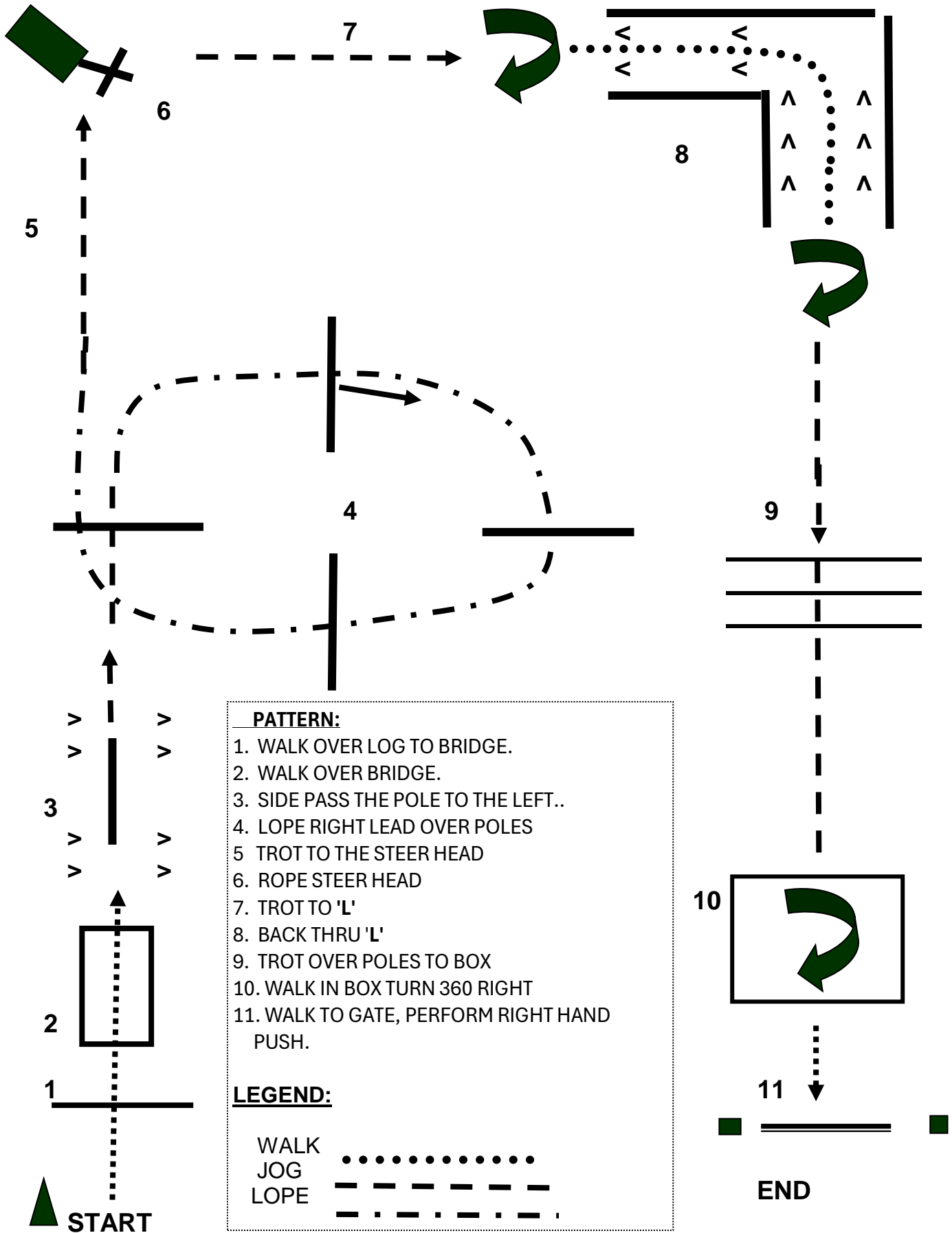
CLASS 34 LITTLE BRITCHES WESTERN TRAIL



CLASSES 35-36 JR-SR RIDER WESTERN TRAIL



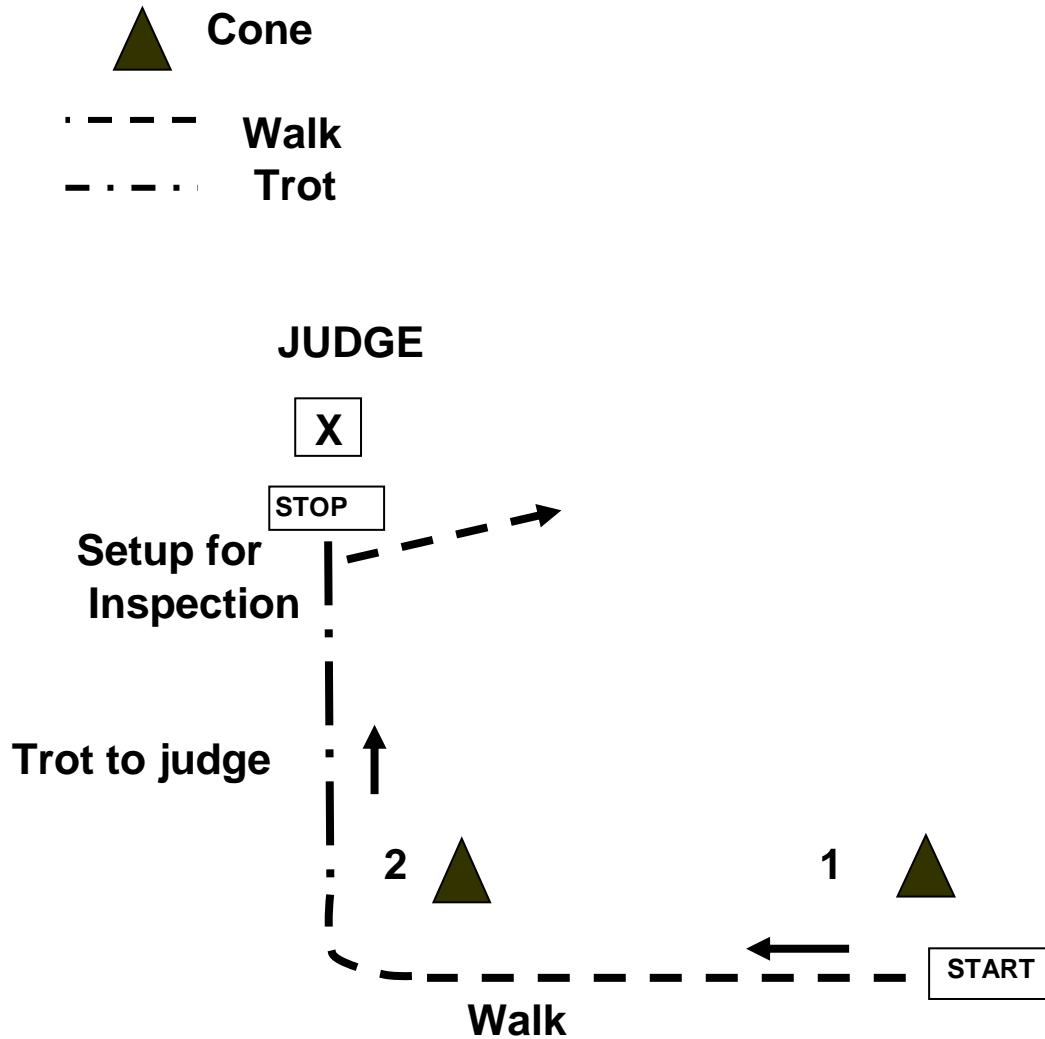
CLASSES 37-38 JR-SR RANCH TRAIL



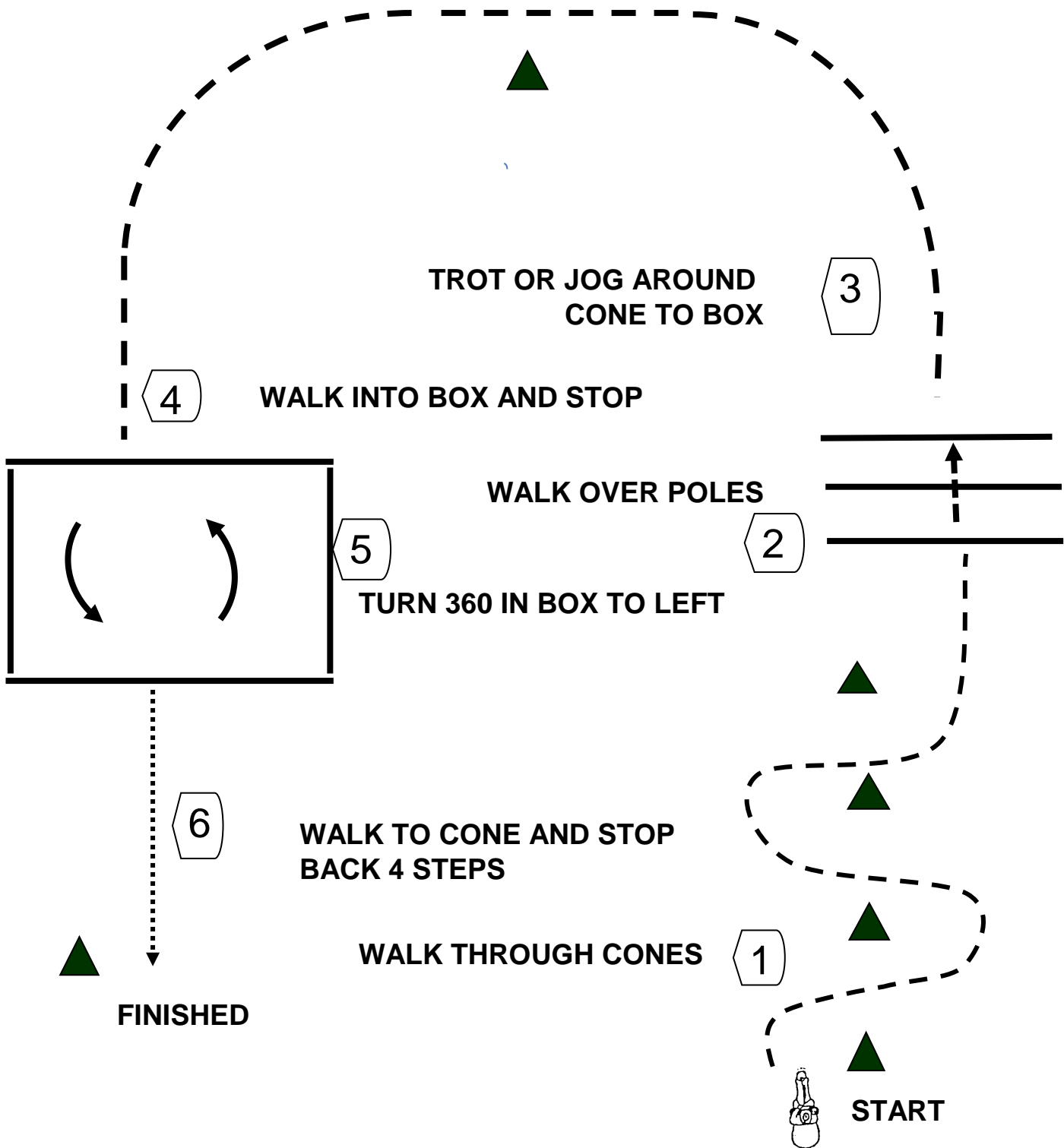
CLASS 39 ADAPTIVE RIDER SHOWMANSHIP

PATTERN:

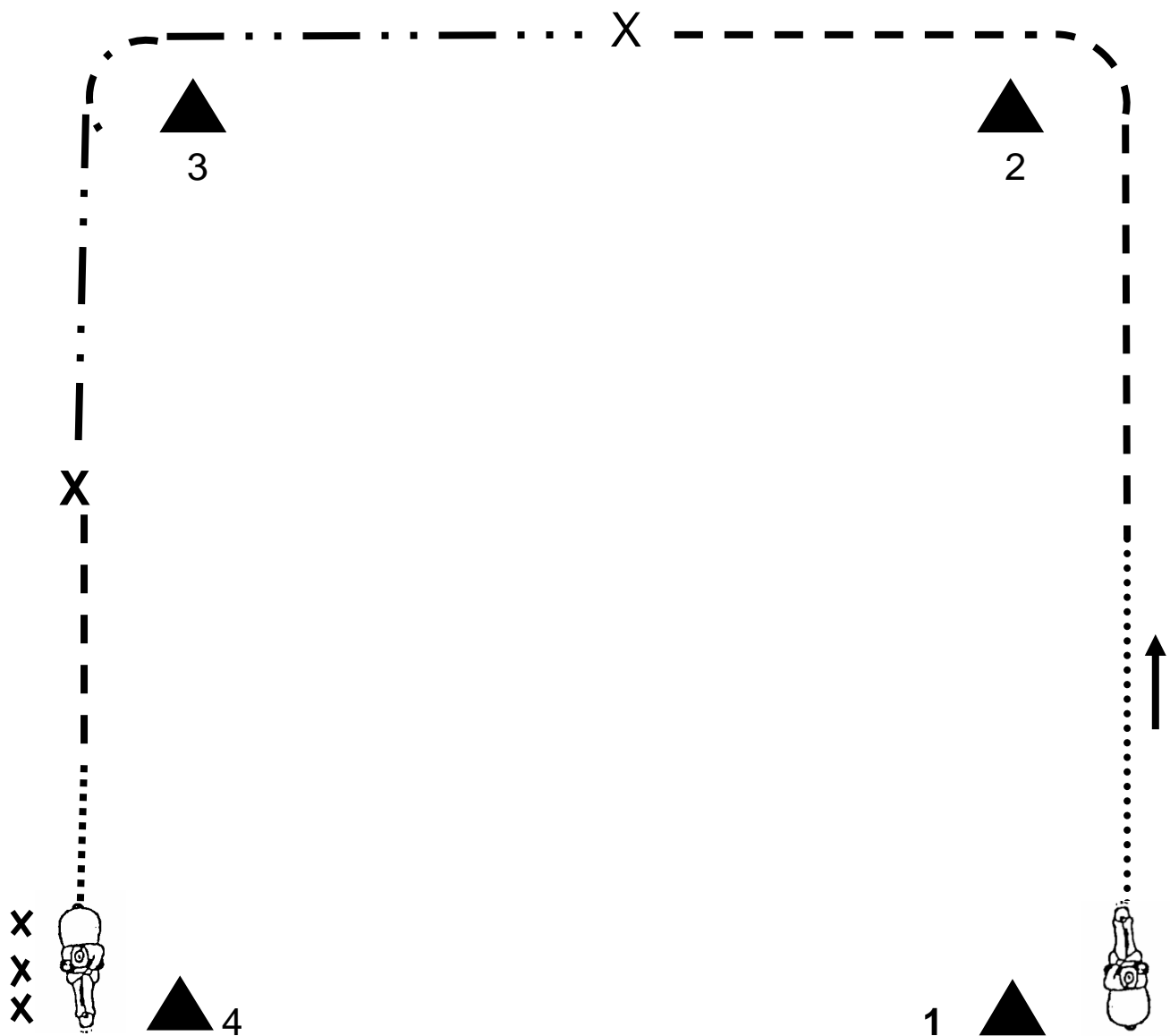
1. WALK FROM CONE 1 TO CONE 2,
2. TURN 90 DEGREES AND TROT/JOG TO JUDGE
3. STOP AT JUDGE AND SET UP FOR INSPECTION
4. AFTER EXCUSED BY JUDGE, EXIT AT A WALK



CLASSES 49, 50, 51 TRAIL ADAPTIVE RIDERS ALL LEVELS



Class 54 Little Britches Western Horsemanship W-J



Pattern:

1. Walk half way from cone 1 to cone 2, then pick up jog.
 2. Jog around cone 2, transition to an extended jog
 3. Continue extended jog around cone 3 to mid point.
 4. Transition back to jog at mid point
 5. Transition to a walk and stop at cone 4, back 4 steps
- Pattern over, retire to the rail.

Legend:

▲ Cone
 Walk
 - - - - - Jog





X - Lead Change
 - . . - Extended Jog
 xxxxx: Back

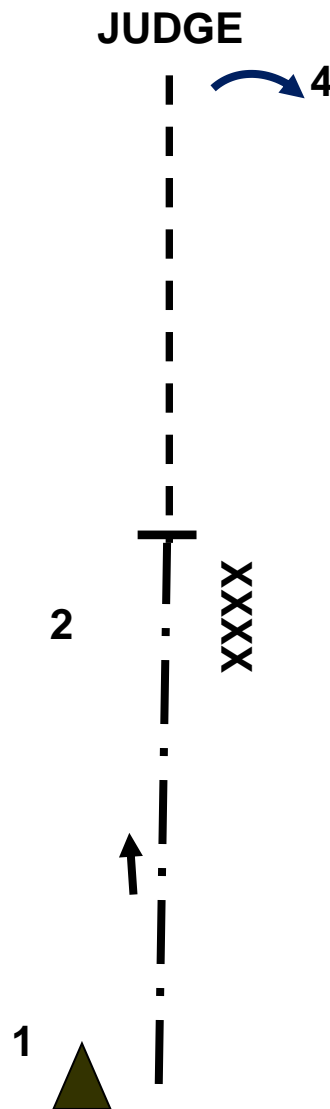
CLASSES 74, 75 & 80
SHORT & LONG STIRRUP, ROOKIE HUNTER
SHOWMANSHIP

PATTERN:

1. START AT CONE, WHEN ACKNOWLEDGED BY JUDGE TROT HALF WAY TO JUDGE AND STOP.
2. BACK 4 STEPS, THEN WALK TO JUDGE
3. SETUP FOR INSPECTION
4. AFTER INSPECTION, TURN 90 DEGREES TO RIGHT AND WALK TO RAIL AND LINE UP.

LEGEND:

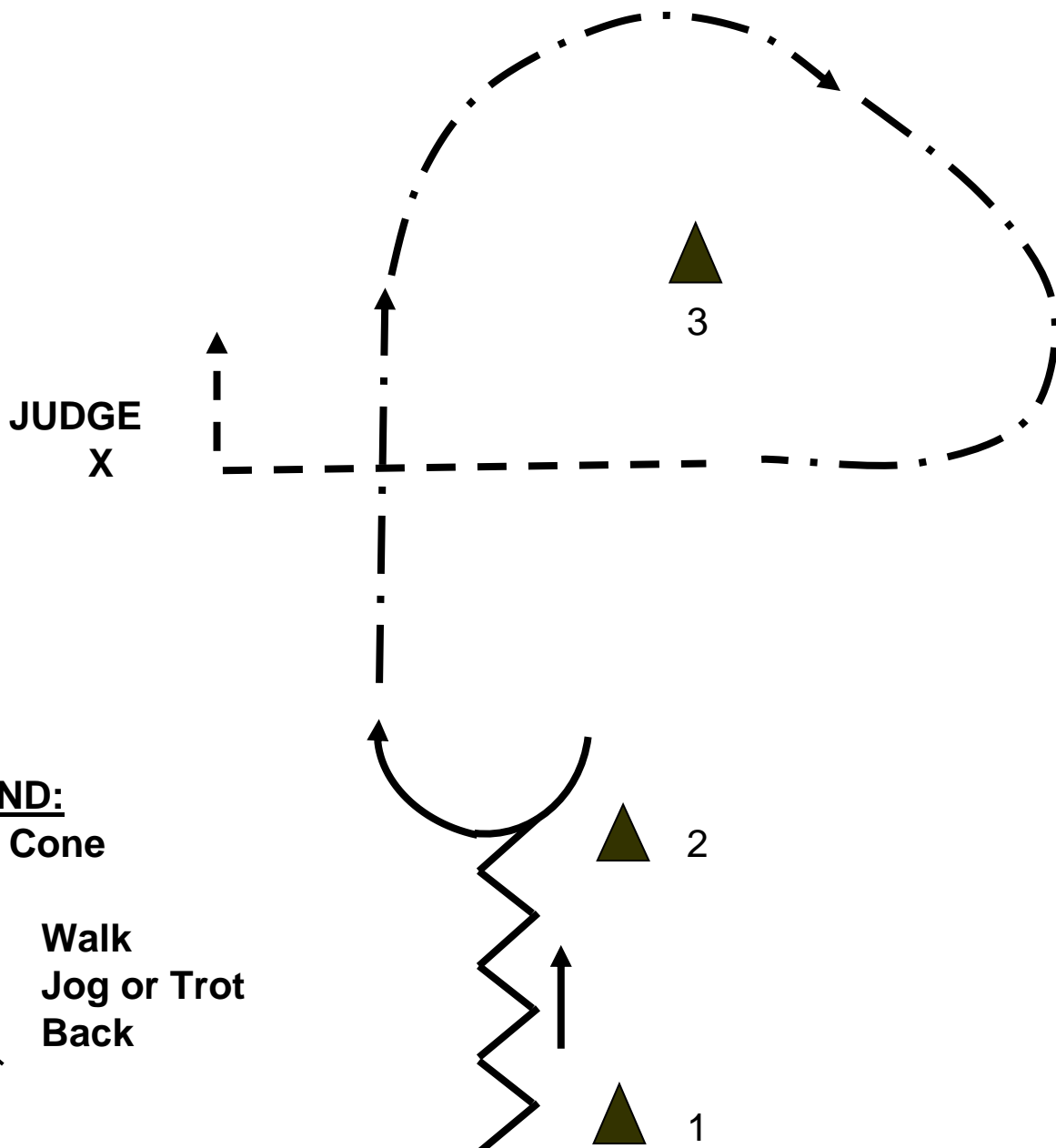
-  Cone
-  Walk
-  Trot or Jog
-  Back



CLASSES 76, 77, 78, 79 JR - SR RIDER HORSE-PONY HUNTSEAT
SHOWMANSHIP

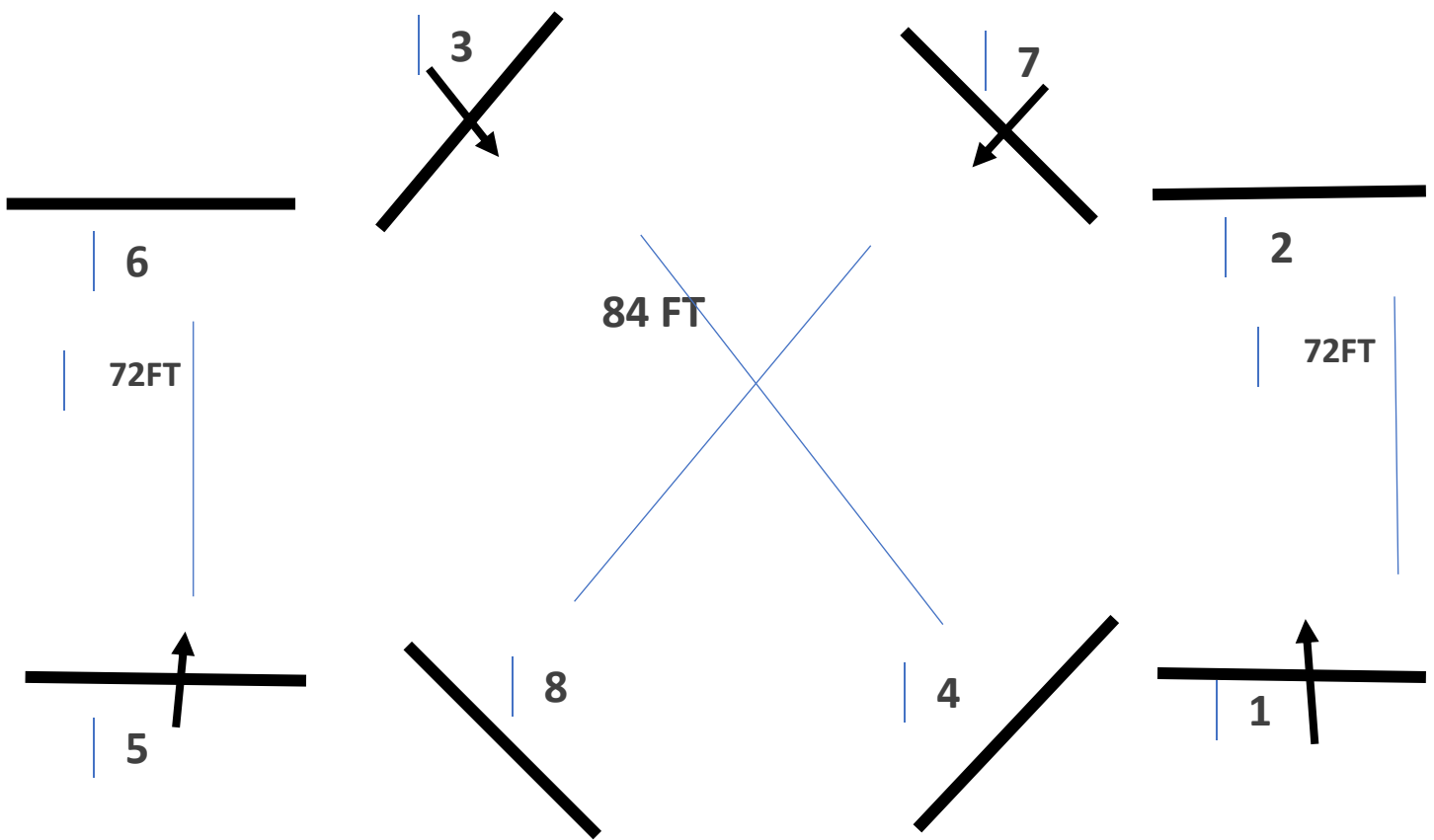
PATTERN:

1. START AT CONE 1 WITH THE HORSE FACING AWAY FROM THE JUDGE.
2. BACK TO CONE 2 AND PERFORM A 180 TO THE RIGHT
3. TROT AROUND CONE 3, BREAKING TO A WALK WHEN EVEN WITH CONE 3
4. WALK TO JUDGE AND SET UP FOR INSPECTION.
5. AFTER INSPECTION TURN 90 DEGREES TO RIGHT & TROT TO RAIL



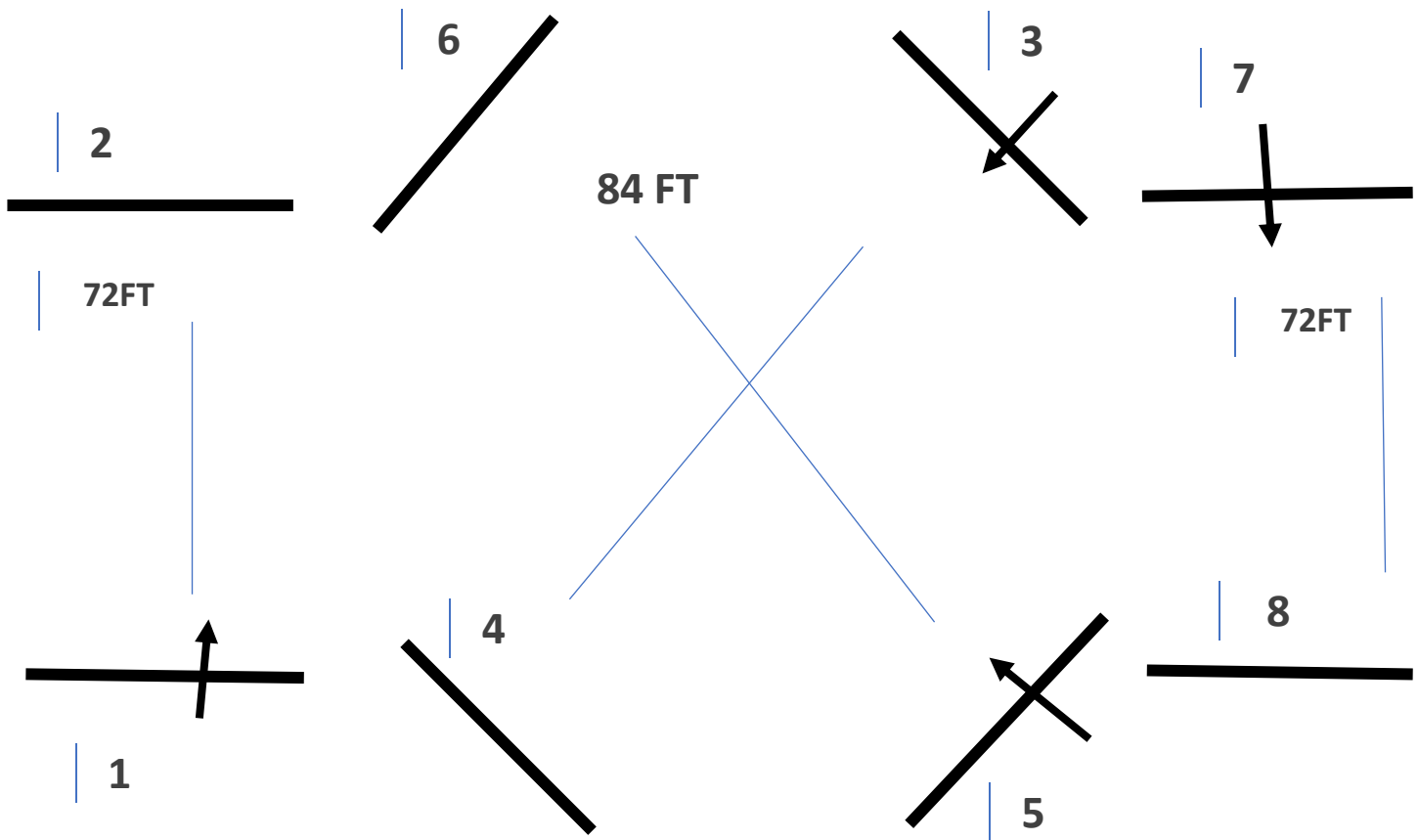
NORTH QUALIFYING 4-H HORSE SHOW

- CLASS 81 SHORT STIRRUP WORKING HUNTER OVER FENCES
- CLASS 82 SHORT STIRRUP HUNT SEAT EQUITATION OVER FENCES
- CLASS 83 LONG STIRRUP WORKING HUNTER OVER FENCES
- CLASS 84 LONG STIRRUP HUNT SEAT EQUITATION OVER FENCES



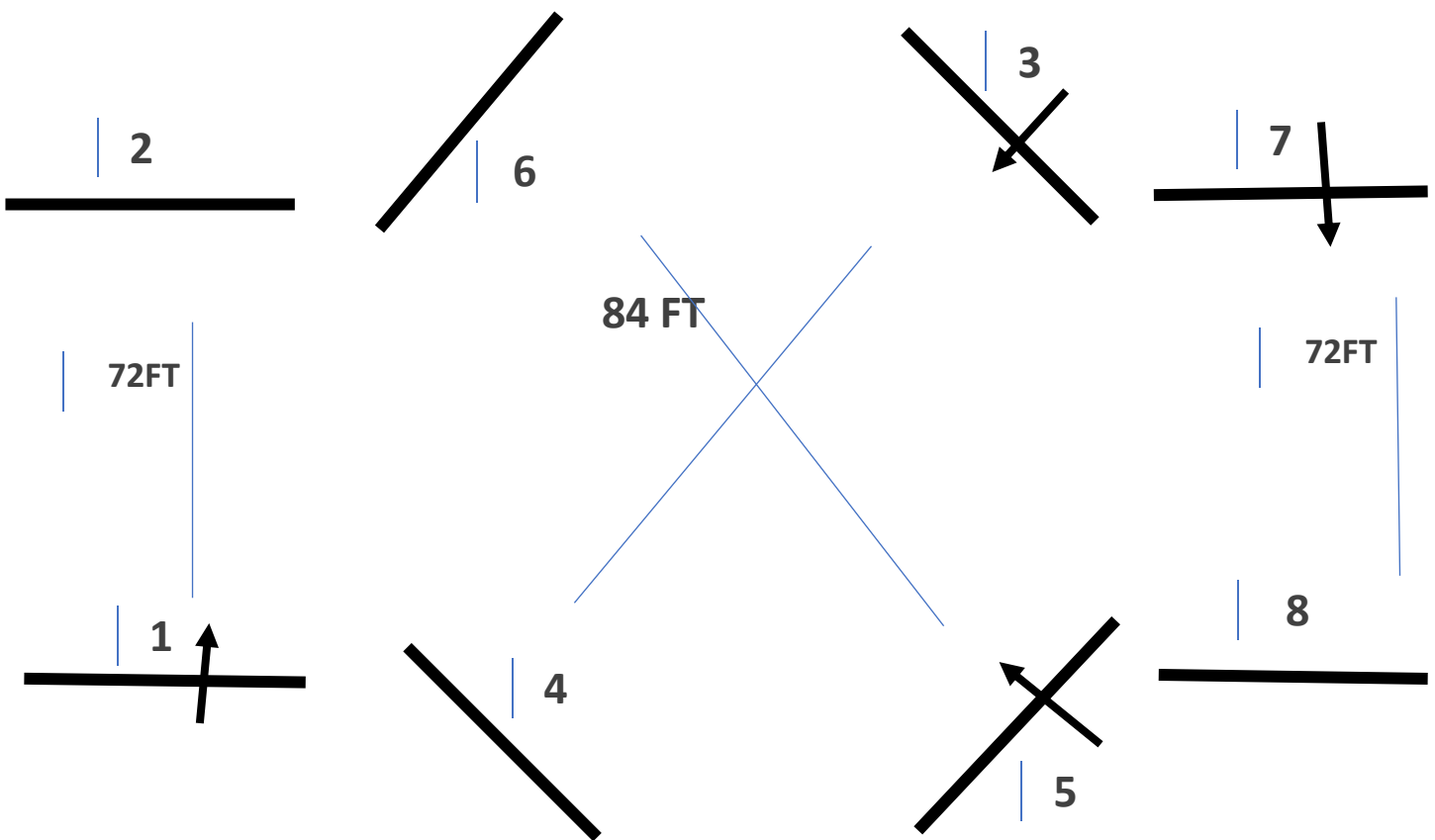
NORTH QUALIFYING 4-H HORSE SHOW

- CLASS 85 JR RIDER PONY WORKING HUNTER OVER FENCES
- CLASS 86 JR RIDER PONY HUNT SEAT EQUITATION OVER FENCES
- CLASS 87 SR RIDER PONY WORKING HUNTER OVER FENCES
- CLASS 88 SR RIDER PONY HUNT SEAT EQUITATION OVER FENCES
- CLASS 91 JR / SR RIDER WORKING HUNTER OVER FENCES
- CLASS 92 JR / SR RIDER HUNT SEAT EQUITATION OVER FENCES



NORTH QUALIFYING 4-H HORSE SHOW

CLASS 89 JR / SR RIDER LOW WORKING HUNTER OVER FENCES
CLASS 90 JR / SR RIDER LOW HUNT SEAT EQUITATION OVER FENCES



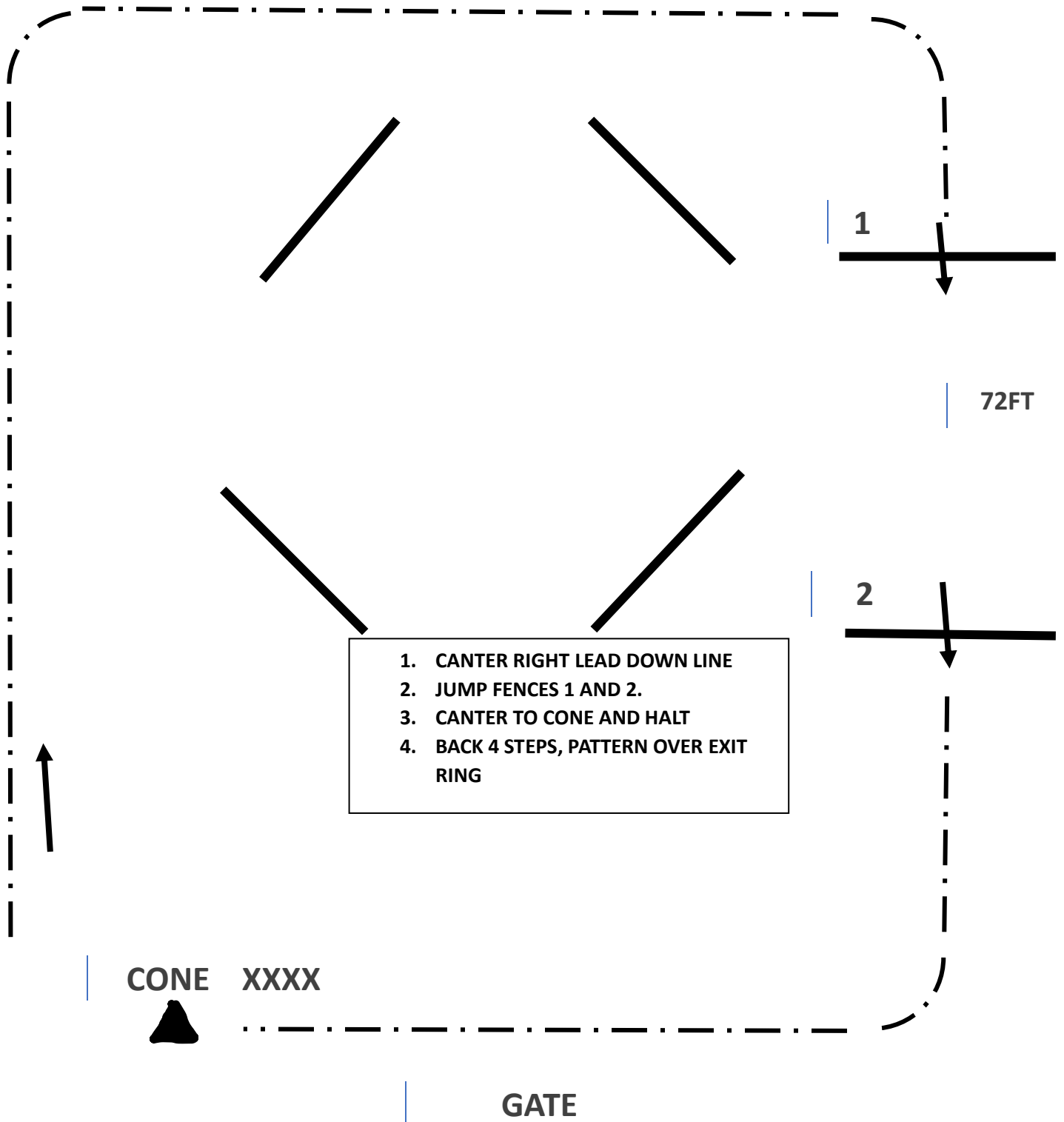
NORTH QUALIFYING 4-H HORSE SHOW

CLASS 93 & 94 JR-SR RIDER HUNTER HACK

CLASS 95 & 96 LONG & SHORT STIRRUP HUNTER HACK

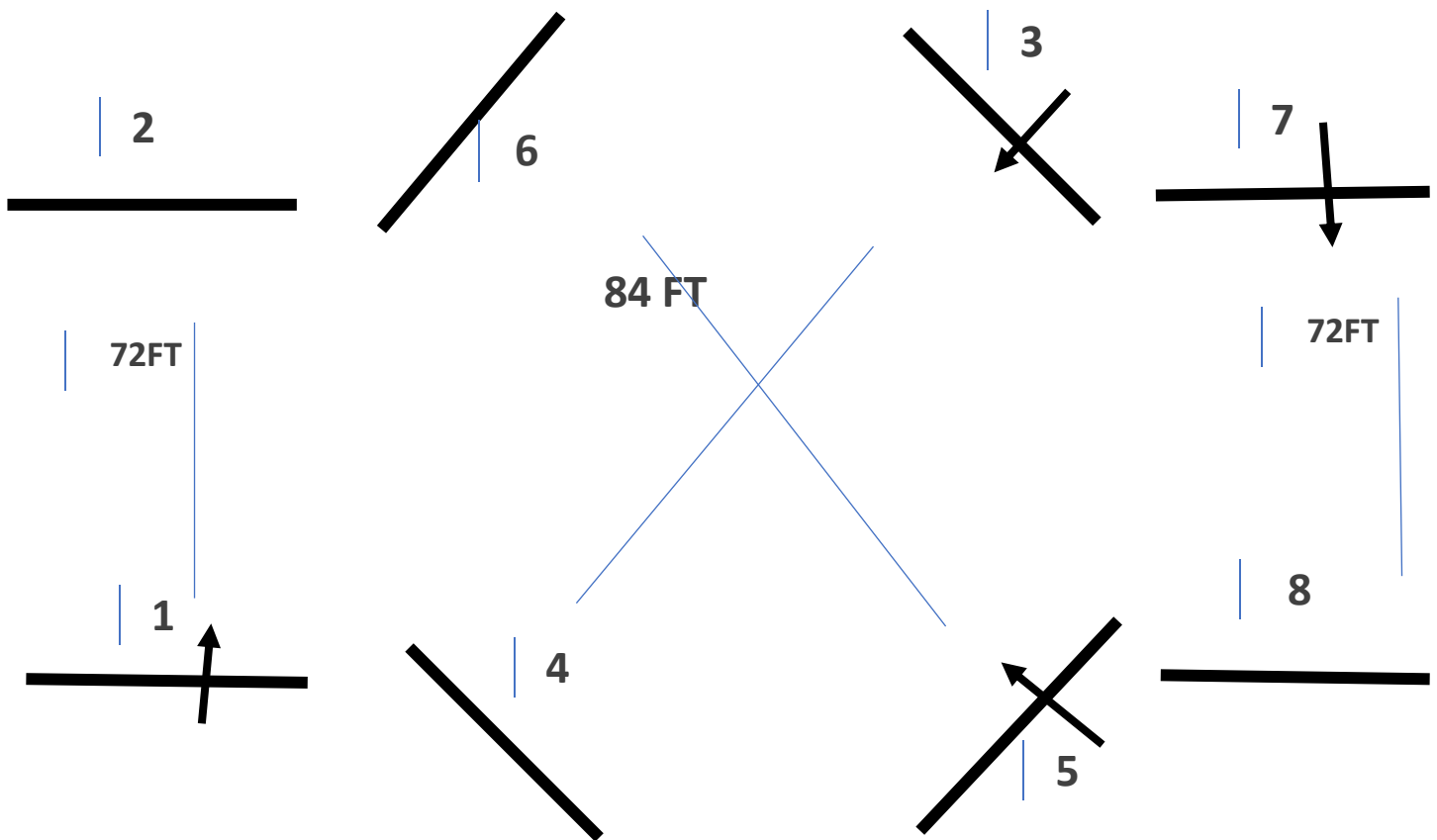
CLASS 97 & 98 JR-SR RIDER PONY HUNTER HACK

CLASS 100 ROOKIE HUNTER W/T HUNTER HACK (CROSS RAILS)



NORTH QUALIFYING 4-H HORSE SHOW

CLASS 99 COMBINED TRAINING OVER FENCES



NORTH QUALIFYING 4-H HORSE SHOW

CLASS 101 CROSS RAIL WORKING HUNTER OVER FENCES

