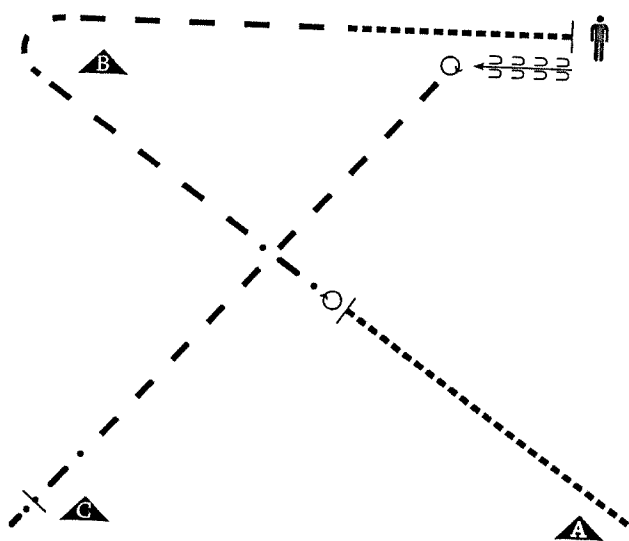


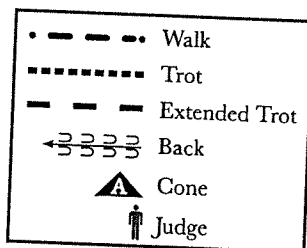
Thursday 6/16

SHOWMANSHIP

(Youth 13&U | Youth 14-18 | Amateur | Select)



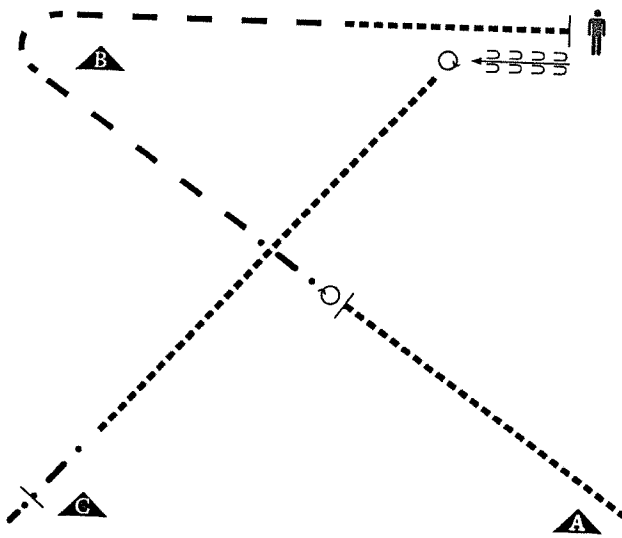
1. Trot halfway to B and stop.
2. Perform a 360° turn. Walk one horse length.
3. Extended trot to and around B.
4. Slow to trot and continue straight to judge.
5. Stop and set up.
6. Inspection.
7. Back one horse length.
8. Perform a 2 1/4 turn.
9. Extended trot to C.
10. Walk 4 steps. Stop and hesitate. Exit at walk.



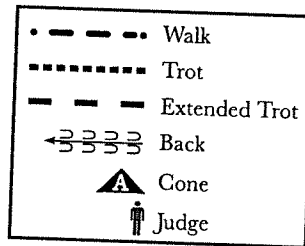
Thursday 6/16

SHOWMANSHIP

(Novice Youth | Novice Amateur)



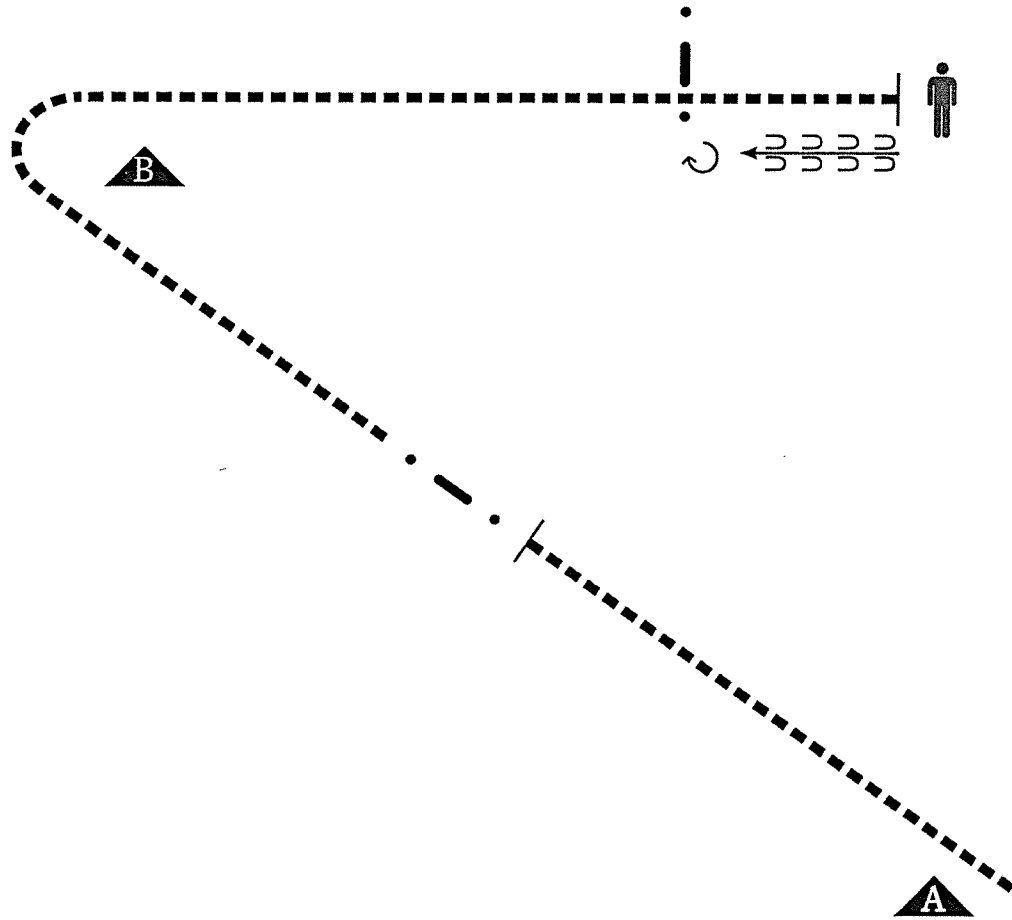
1. Trot halfway to B and stop.
2. Perform a 360° turn. Walk one horse length.
3. Extended trot to and around B.
4. Slow to trot and continue straight to judge.
5. Stop and set up.
6. Inspection.
7. Back one horse length.
8. Perform a 450° turn.
9. Trot to C.
10. Walk 4 steps. Stop and hesitate. Exit at walk.



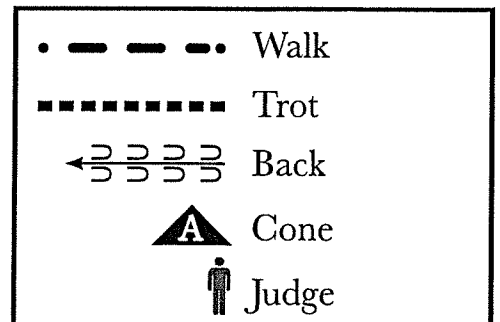
Thur 6/16

SHOWMANSHIP

11 & under

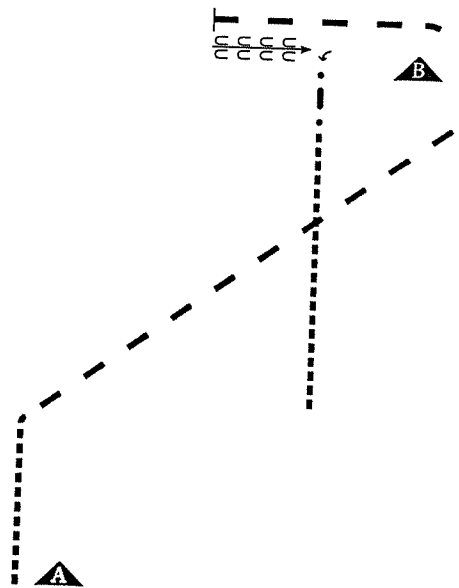


1. Trot halfway to B and stop. Hesitate.
2. Trot to and around B to judge.
3. Stop and setup.
4. Inspection.
5. Back one horse length.
6. Perform a 270° turn.
7. Exit at walk.

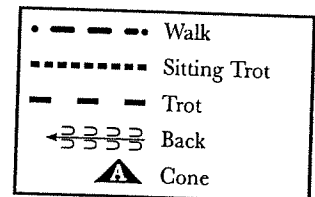


Thurs 6/16
Class #50

EQUITATION
(Small Fry 11 & under Equit.)



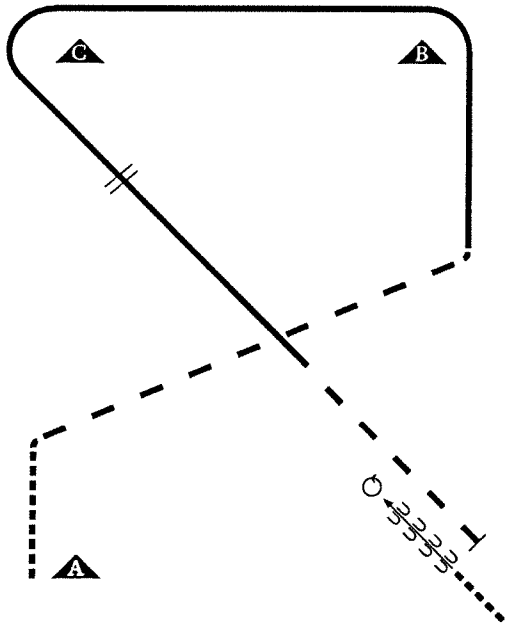
1. Sitting trot.
2. Trot right diagonal to and around B.
3. Stop and back.
4. Perform a 90° turn left on forehand.
5. Walk one horse length.
6. Exit at sitting trot.



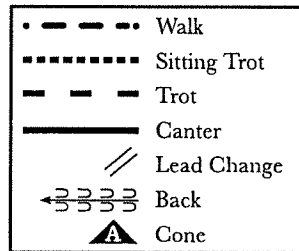
Thurs. 6/16

EQUITATION

(Novice L1 Youth | Novice L1 Amateur)



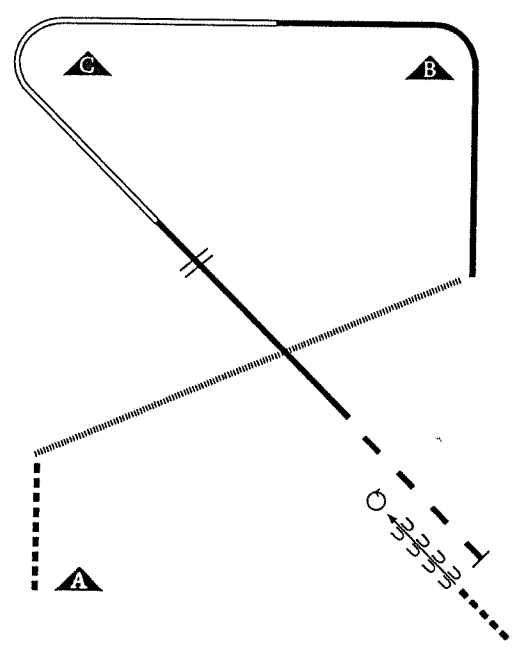
1. Sitting trot.
2. Trot right diagonal.
3. Canter left lead around B.
4. Continue canter around C.
5. Change leads. Continue canter right lead.
6. Trot left diagonal.
7. Perform a 360° turn left on forehand.
8. Exit at sitting trot.



Thursday 6/16

EQUITATION

(Youth 13&U | Youth 14-18 | Amateur | Select)

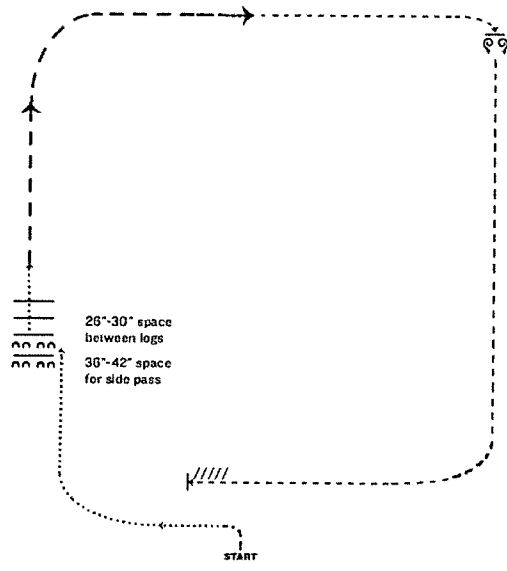


- . Sitting trot.
- . Two track right.
- . Canter left lead around B.
- . Hand gallop around C.
- . Return to normal canter, change leads. Continue canter right lead.
- . Trot left diagonal.
- . Perform a 360° turn left on forehand.
- . Exit at sitting trot.

	Walk
	Sitting Trot
	Trot
	Two Track
	Canter
	Hand Gallop
	Lead Change
	Back
	Cone

Thurs June 16
Class #500

Small Fry Ranch Riding



1. Walk
2. Side pass left 1/2 way across first log
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree ONE direction - left or right
7. Trot
8. Stop and back

Thurs. 6/11/16

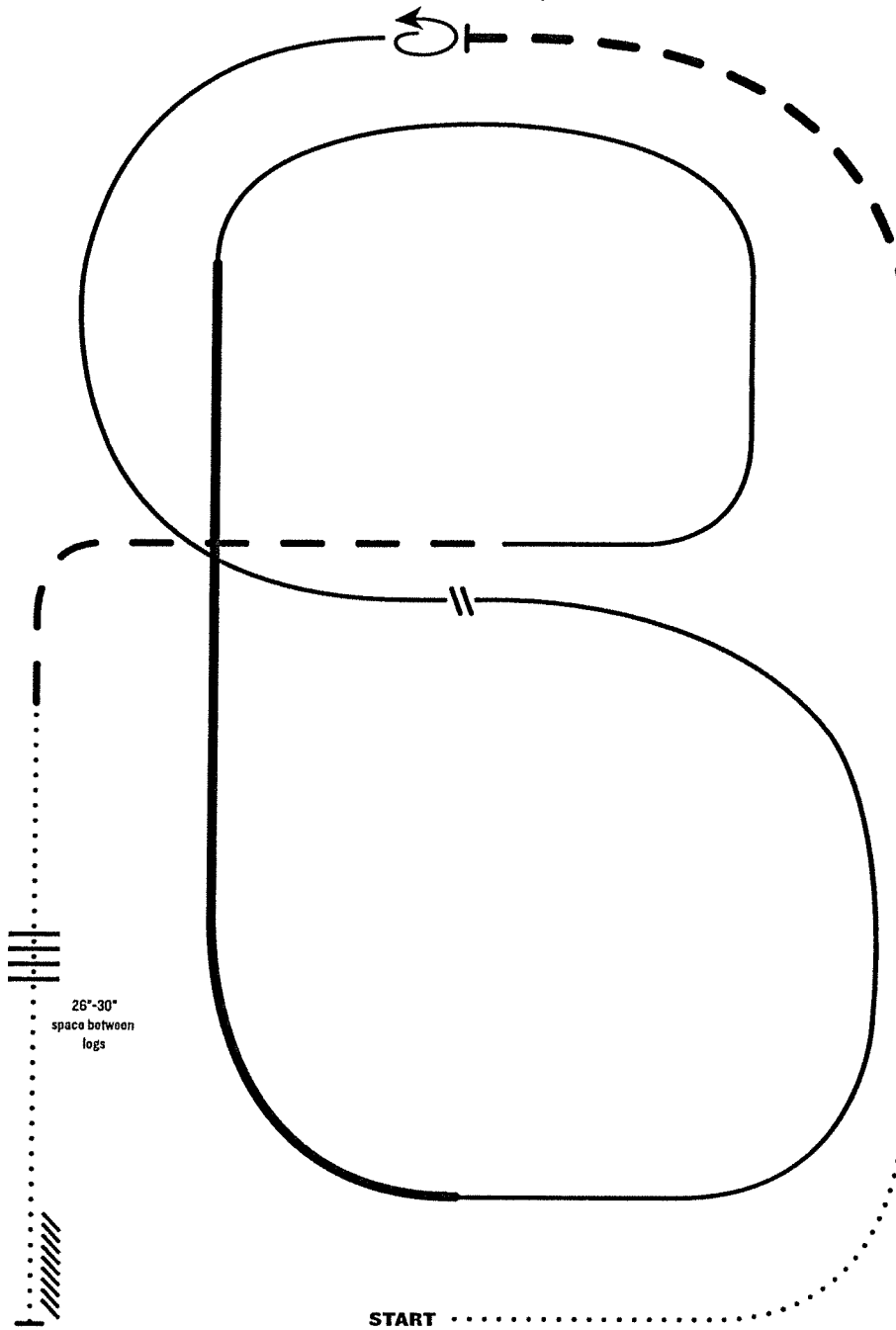
RANCH RIDING - PATTERN I

Novice Youth

Novice - Amateur

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.

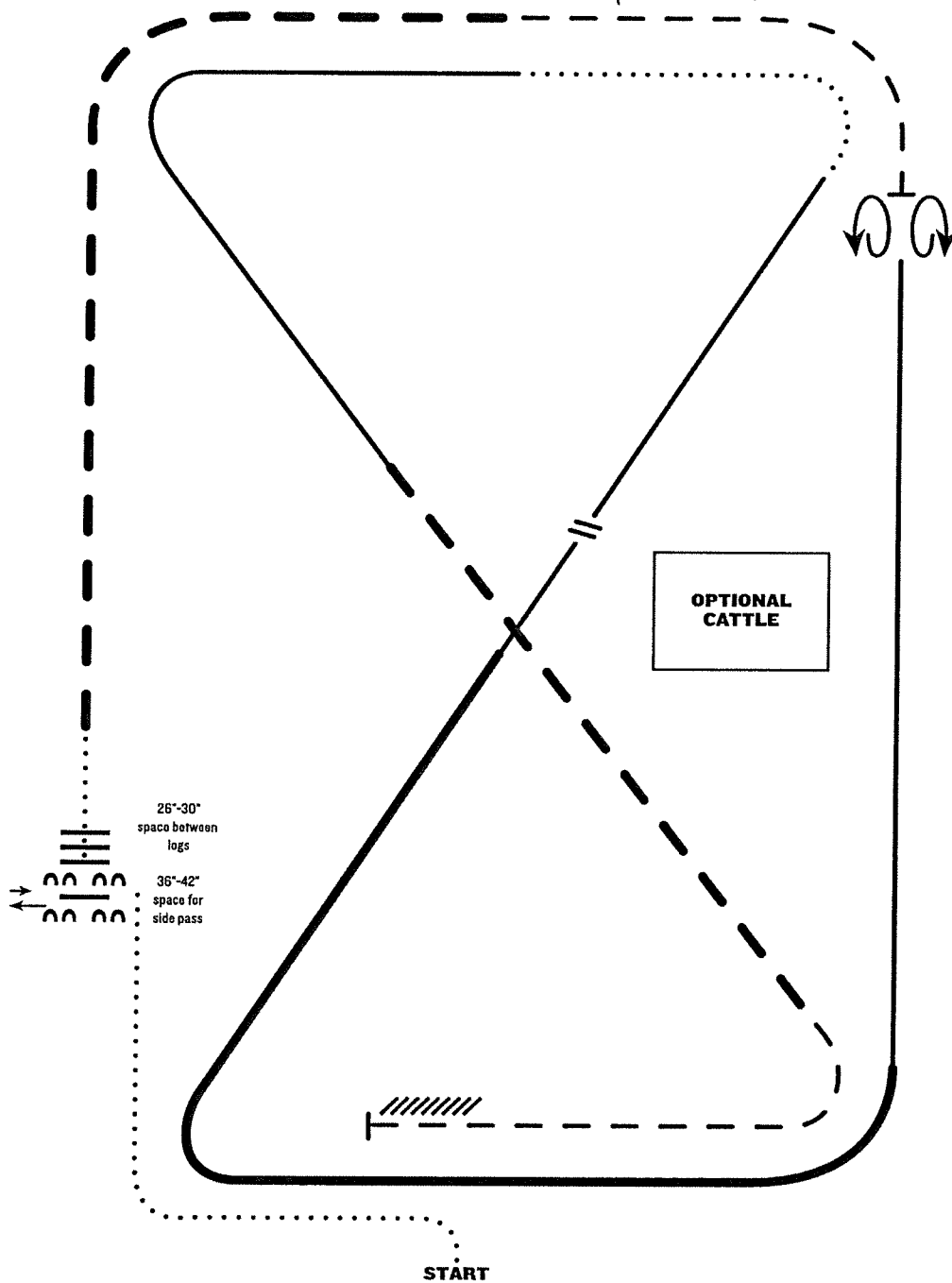
Thur 6/16

RANCH RIDING - PATTERN 8

Youth, Amateur,
Open, Jr, Sr.

LEGEND

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



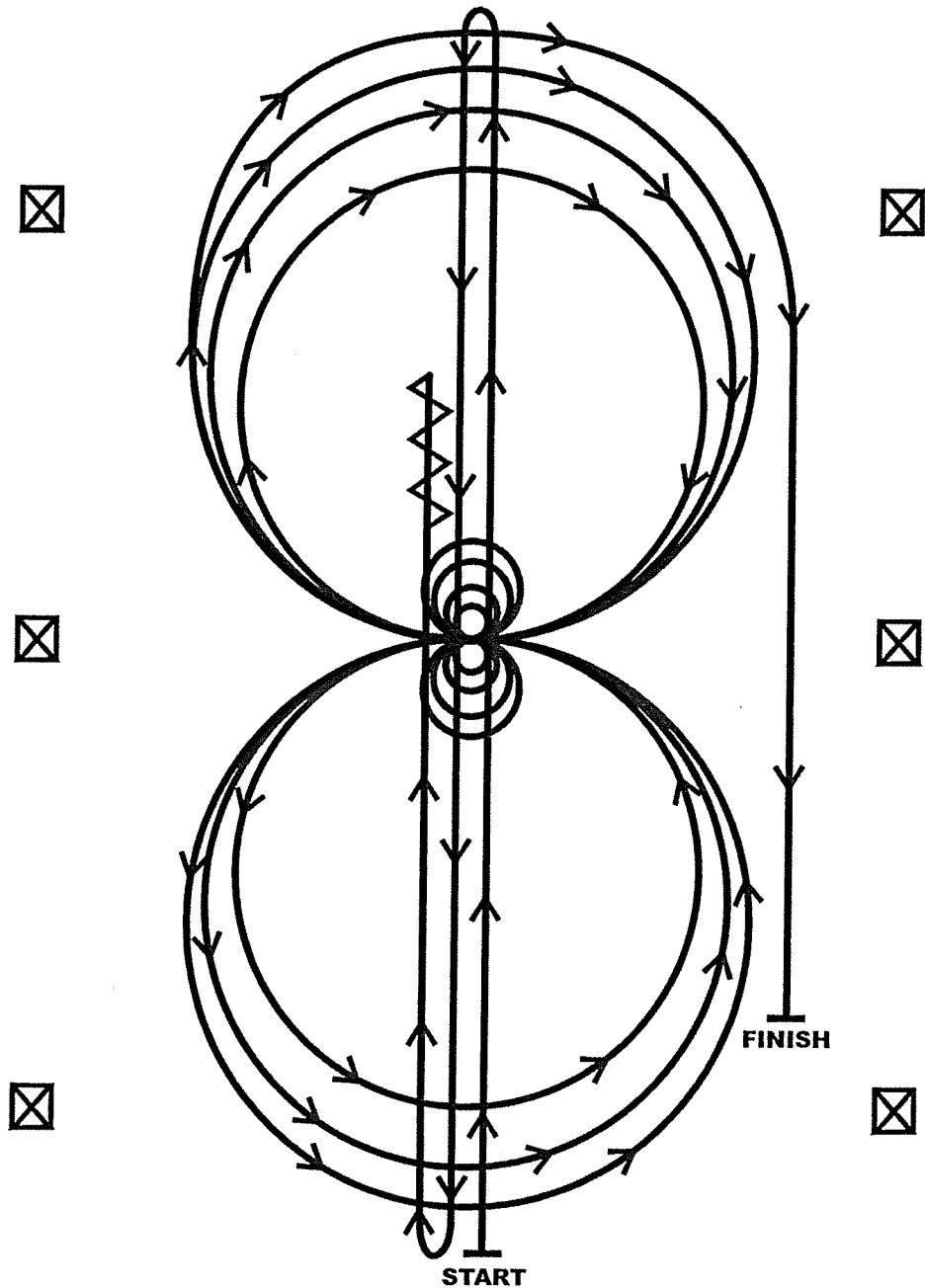
1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.

REINING PATTERN 7

Thurs. 6/16

All reining



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 the 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 right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large 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 sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.