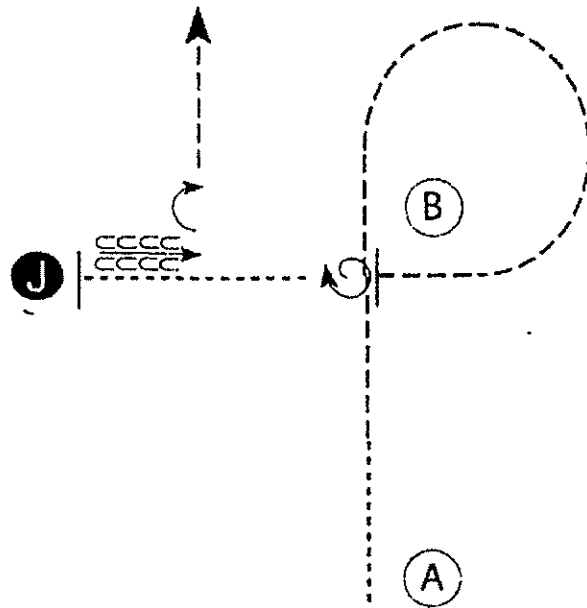


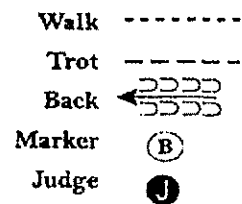
All Showmanship



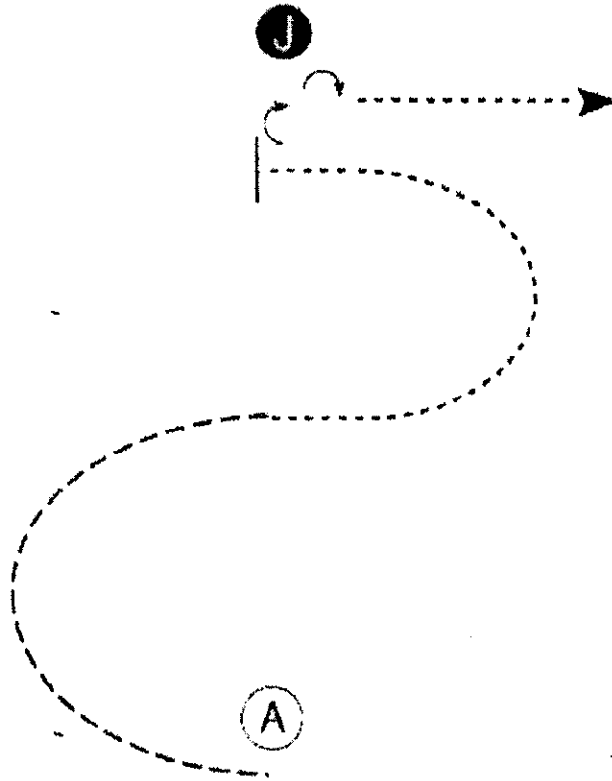
Be ready at A.

1. Walk halfway to B.
2. Trot to and around B as shown.
3. Stop when just past B. Perform a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, back one horse length.
6. Perform a 90 degree turn and trot away.

Follow the instructions of your ring steward.



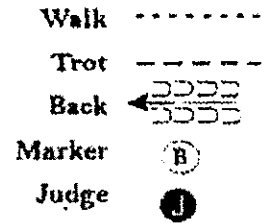
Small Fry Showmanship



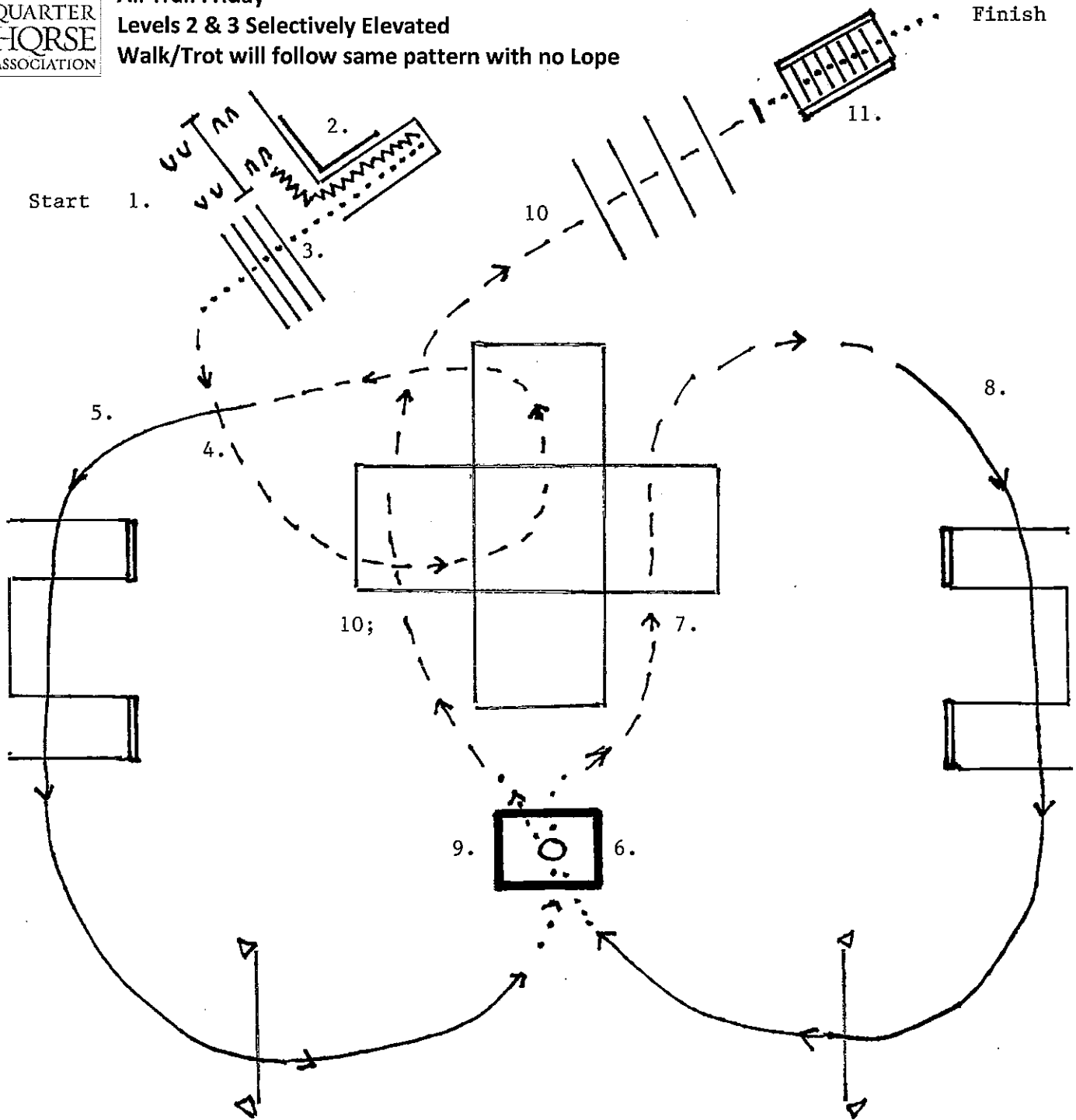
Be ready at A.

1. Trot a half circle to center of pattern.
2. Break to a walk and walk a half circle.
3. Stop, perform a 1/4 turn, and set up for inspection.
4. When dismissed, perform a 1/4 turn.
5. Walk to exit.

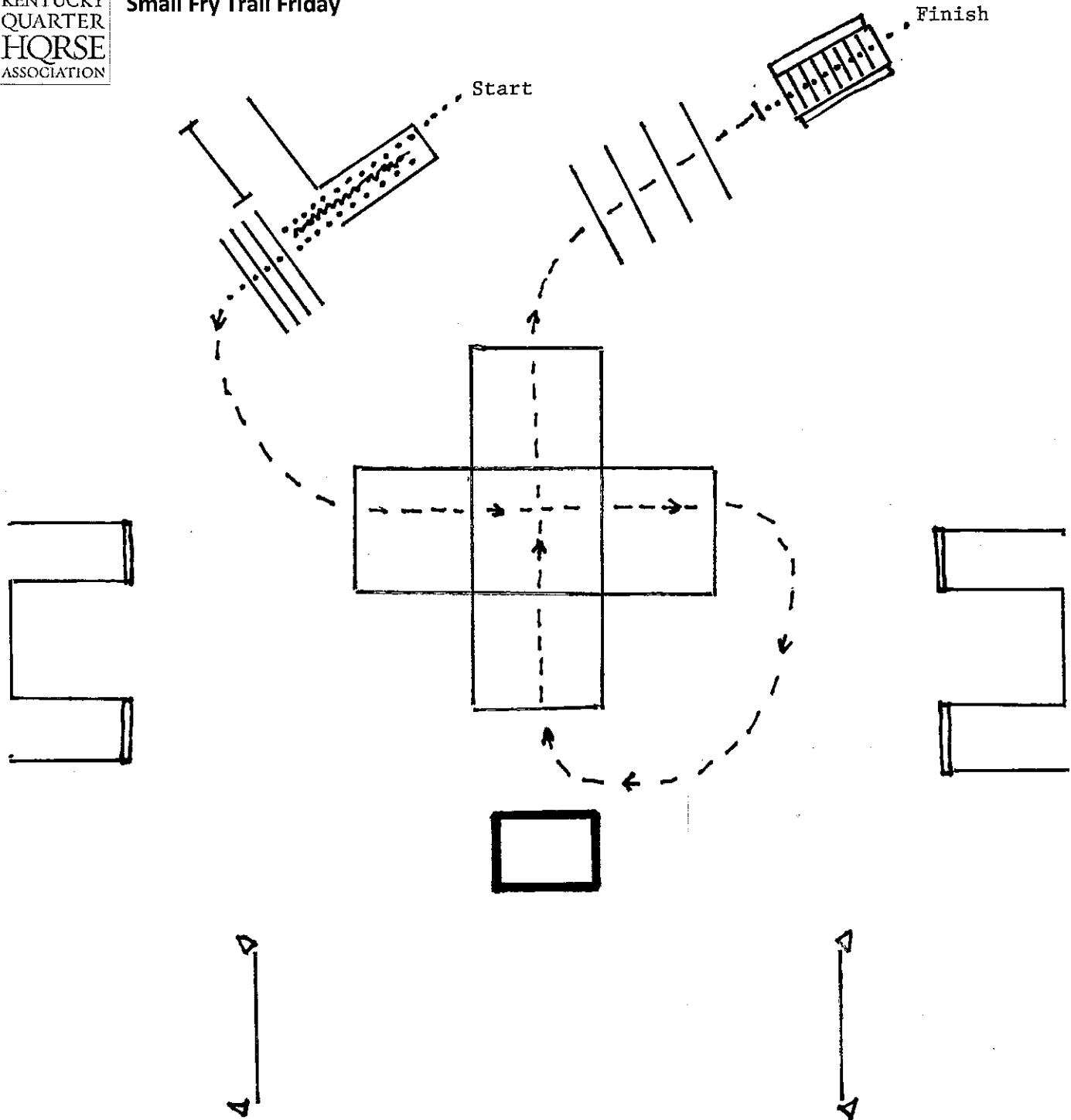
Follow the instructions of your ring steward.



All Trail Friday
Levels 2 & 3 Selectively Elevated
Walk/Trot will follow same pattern with no Lope

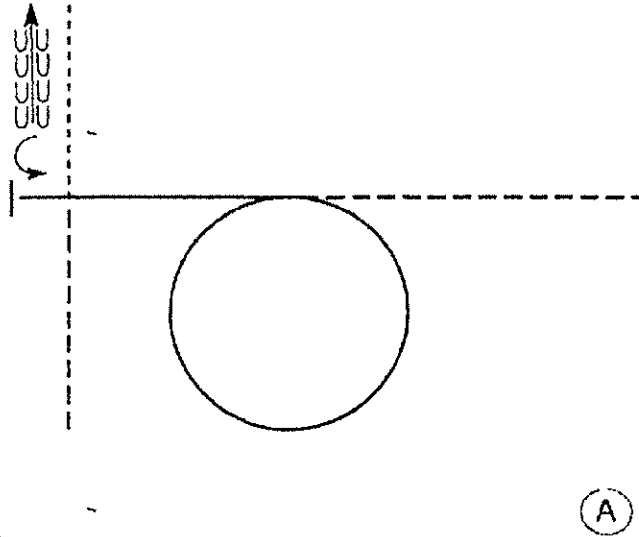


1. Start with left hand gate
2. Back dog leg into chute, walk out
3. Walk 4 poles
4. Jog poles
5. Left Lead Lope over 5 poles
6. Walk into box, turn right 360°, walk out go right
7. Jog poles
8. Right Lead Lope over 5 poles
9. Walk into box, turn left 360°, walk out go left
10. Jog poles and stop
11. Walk bridge to finish



1. Walk over the pole, into the chute, up to the poles and back
2. Walk out of chute and over 4 poles
3. Jog/Trot 4 poles
4. Jog/Trot 4 poles
5. Jog/Trot 4 poles
6. Stop and walk over bridge

All Horsemanship

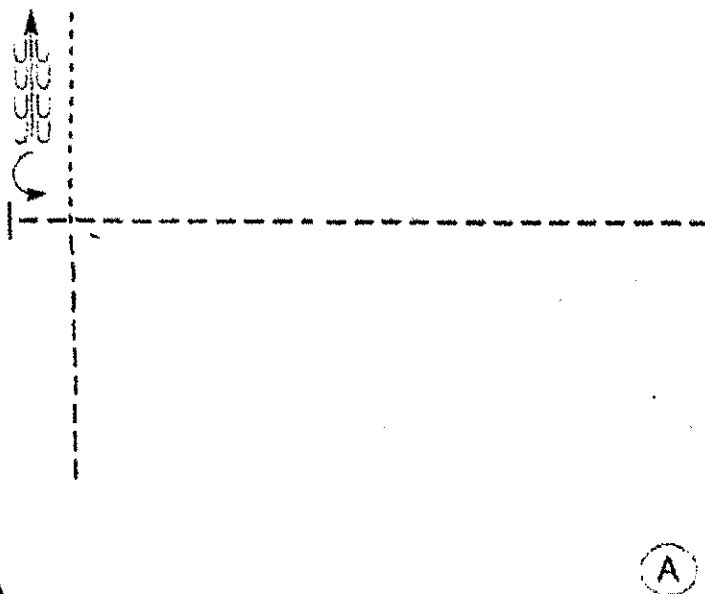


Be ready at A.

1. Perform a jog from A and a square corner toward center of pattern.
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 1/4 turn to the left.
5. Back 5 steps.
6. Walk until you cross your line.
7. Exit arena at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

Small Fry, L1 Walk Trot Horsemanship

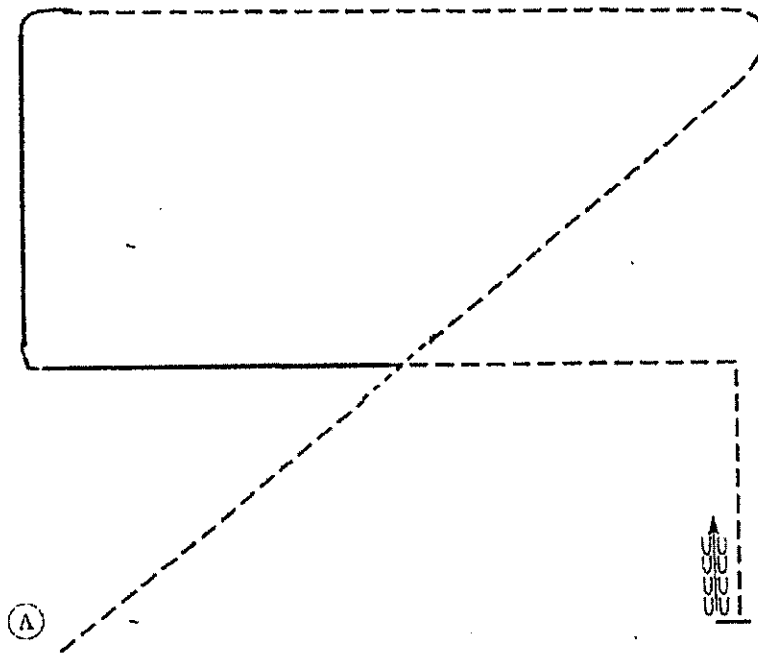


Be ready at A.

1. Perform a jog from A and a square corner toward center of pattern.
2. Continue the jog in a straight line.
3. Stop and perform a 1/4 turn to the left.
4. Back 5 steps.
5. Walk until you cross your line.
6. Exit arena at a jog.

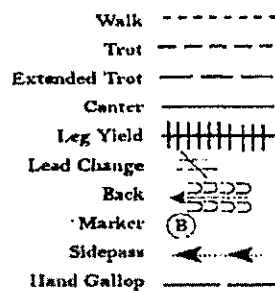
Walk
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	
Back	
Marker	Ⓚ

All Hunt Seat Equitation



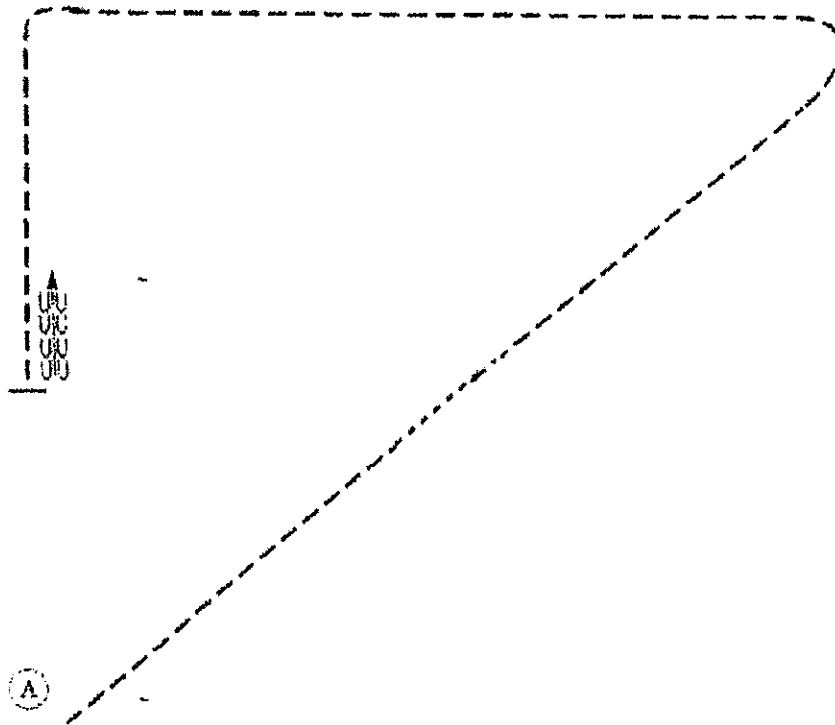
Be ready at A.

1. Trot right diagonal.
2. Walk 10 steps.
3. Trot on the left diagonal to the corner.
4. Change diagonals and trot to next corner.
5. Pick up the 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 and back approximately one horse length.



Small Fry

Hunt Seat Equitation

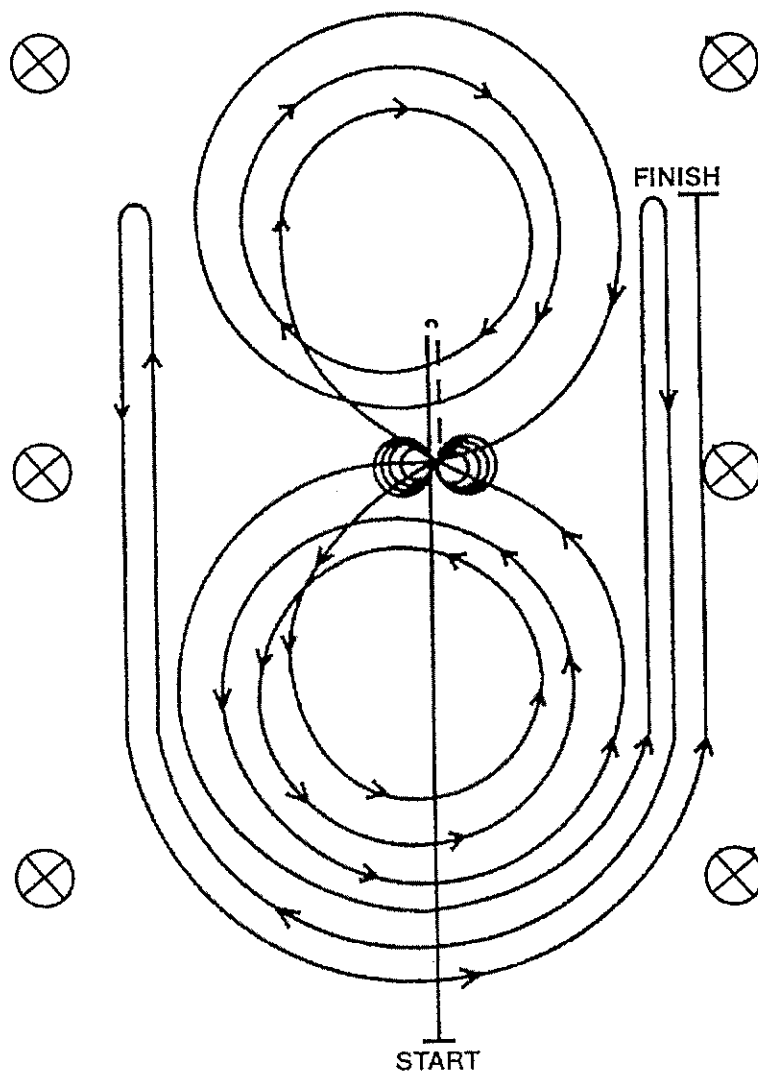


Be ready at A.

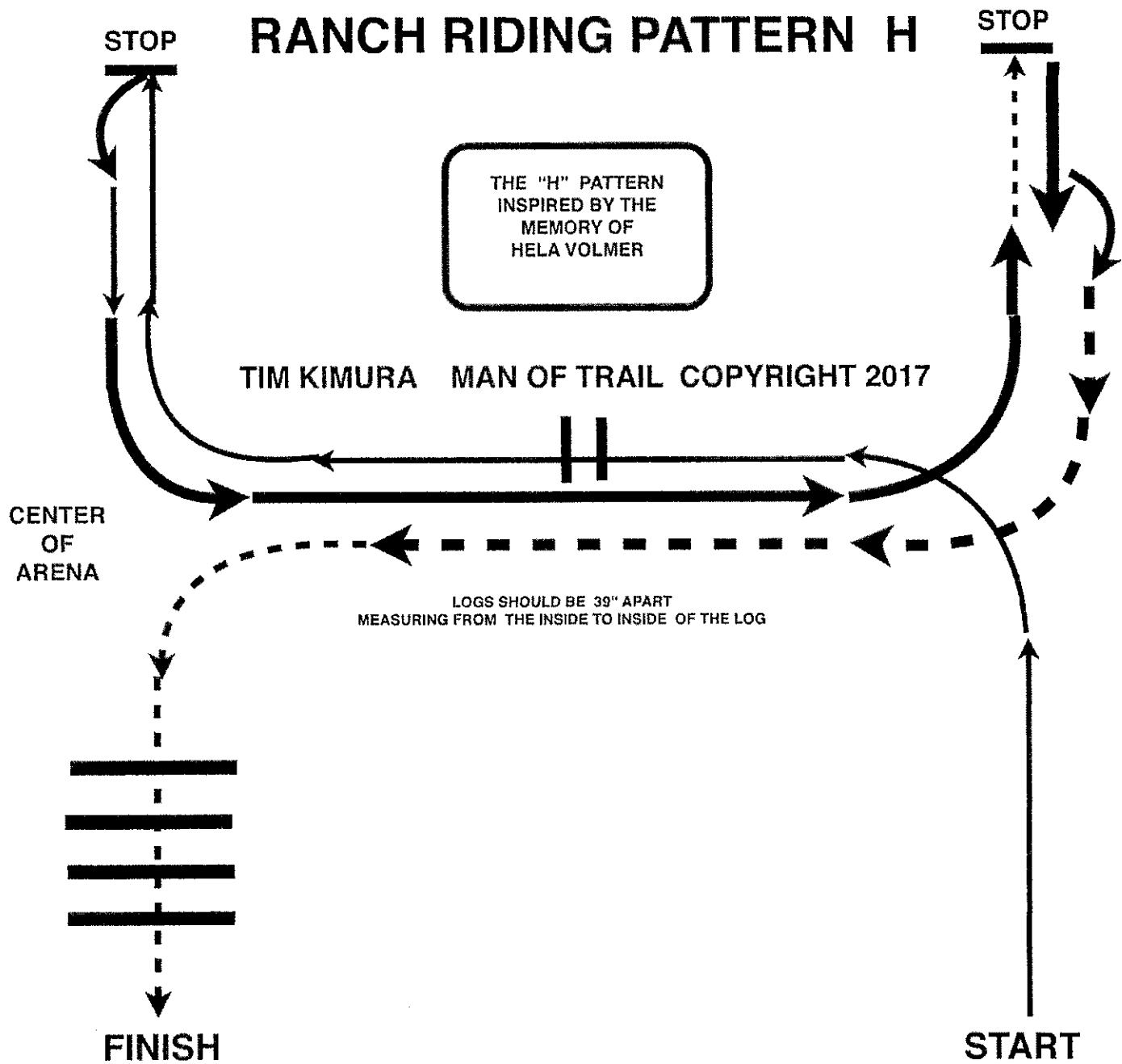
1. Trot right diagonal.
2. Walk 10 steps.
3. Trot on the left diagonal to the corner.
4. Change diagonals and trot to next corner.
5. At corner, perform a sitting trot halfway to A.
6. Stop when halfway to A and back approximately one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↗ ↘
Back	←←←←
Marker	⊙
Sidepass	←-----
Hand Gallop	-----

REINING PATTERN 9

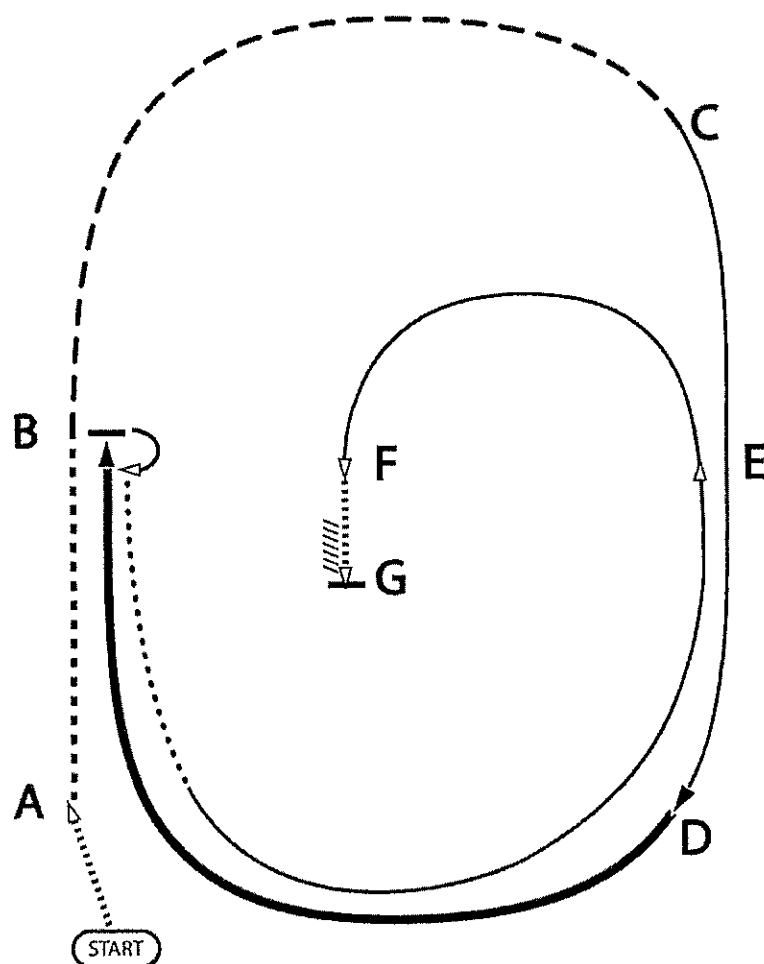


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
 2. Complete four spins to the right.
 3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
 4. Beginning on the left lead, 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. 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.
 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 the 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 meters) from the wall or fence - no hesitation.
 8. Continue back around previous circle but do not close this circle. Run up 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 the pattern.
- Rider may drop bridle to the designated judge.



1. LOPE LEFT LEAD TO CENTER ARENA.
2. CHANGE LEADS SIMPLE OR FLYING.
3. LOPE RIGHT LEAD TO LEFT SIDE OF ARENA
4. COME TO A STOP
5. EXECUTE A 180 TURN TO THE LEFT, AND LOPE OUT ON THE LEFT LEAD
6. EXTEND THE LOPE ACROSS THE CENTER OF THE ARENA AND AROUND THE NEXT CORNER TO THE RIGHT SIDE OF THE ARENA
7. BREAK DOWN TO THE WALK, DEMONSTRATE THE WALK
8. COME TO A STOP AND BACK YOUR HORSE
9. EXECUTE A 180 TURN RIGHT.
- 10.. EXTEND THE TROT BACK TO THE CENTER OF THE ARENA
- 11.. BEFORE TURNING THE NEXT CORNER COLLECT THE TROT AND DEMONSTRATE THE TROT
12. TROT OVER THE 4 LOGS, THEN THE PATTERN IS COMPLETE...

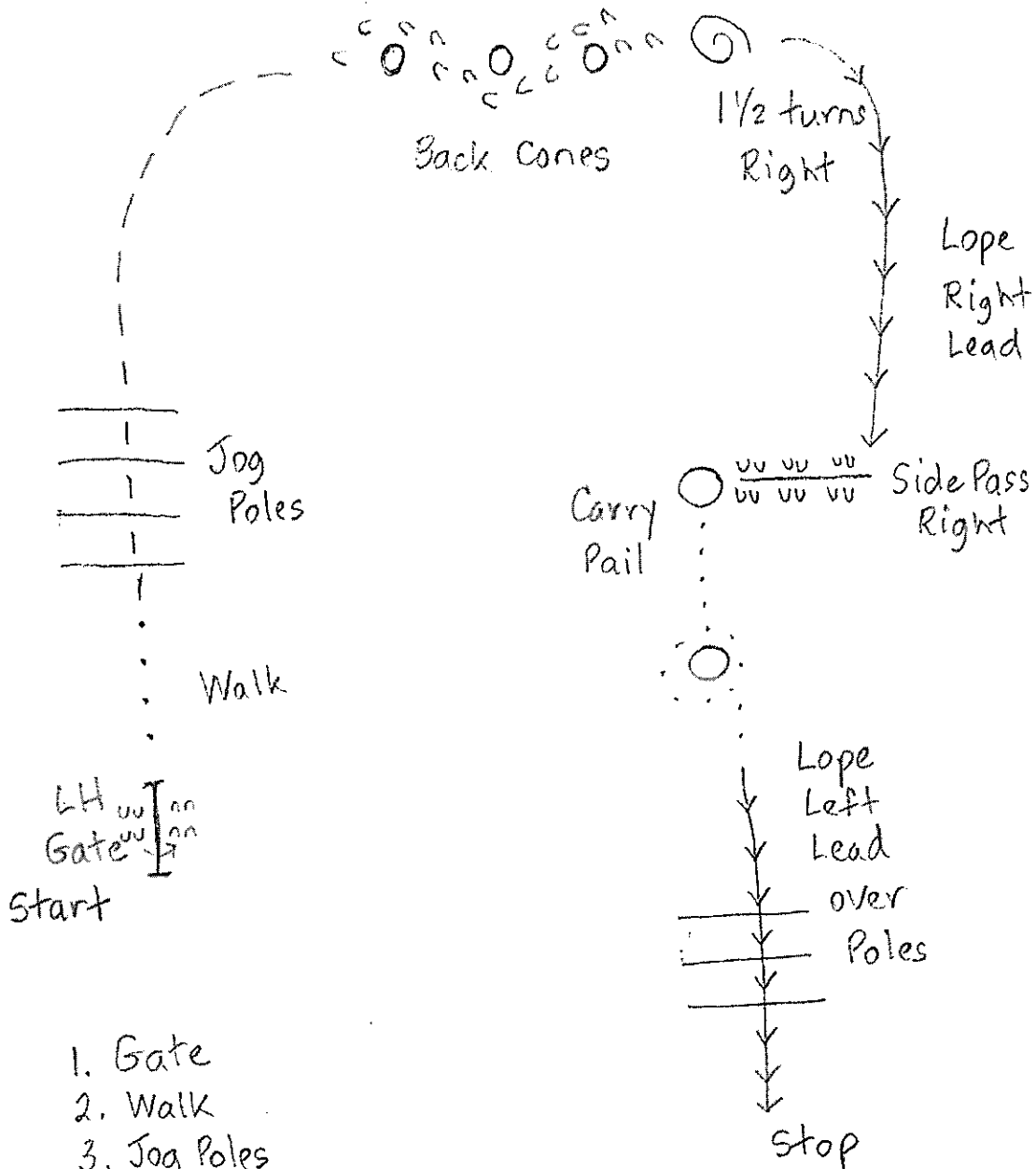
VRH Ranch Riding Pattern I



1. Walk from start cone to cone A.
2. Trot from A to B.
3. Extend the trot from B to C.
4. Lope on the right lead from C to D.
5. Extend the lope from D to B.
6. Stop at B, turn and trot to A.
7. Lope on the left lead from A to E.
8. Turn toward the middle of the arena and continue to lope to F.
9. Walk from F to G.
10. Stop and back approximately one horse length.

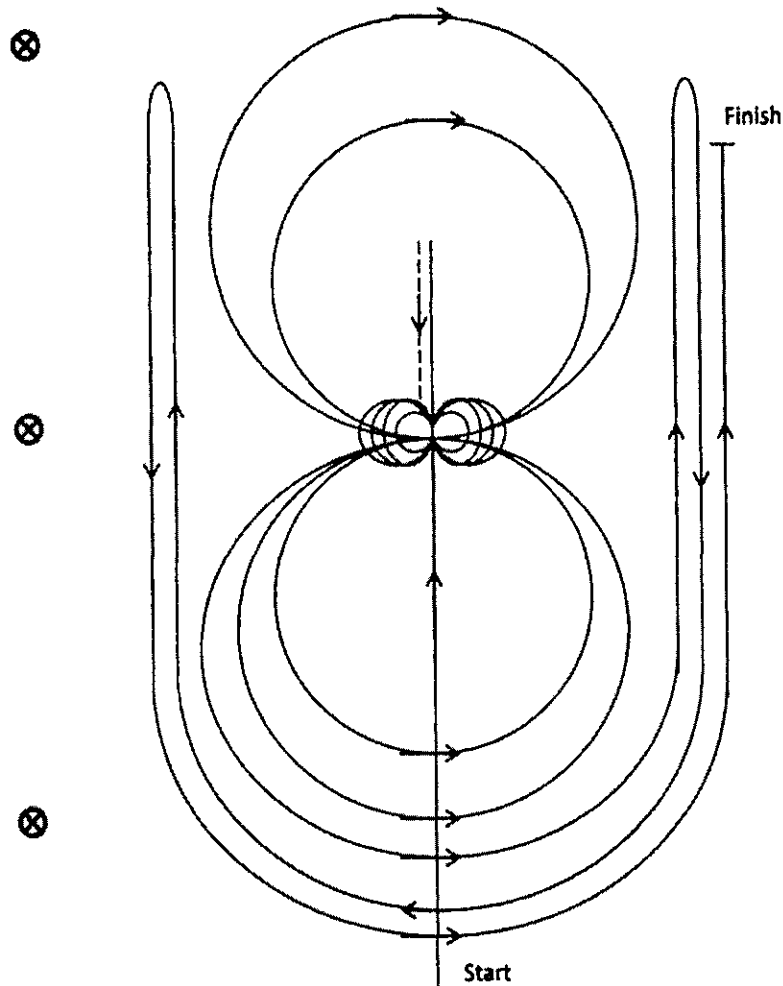
- Walk
 Trot
 Extended Trot - - - - -
 Lope _____
 Extended Lope _____
 Back ↩ ↩ ↩

VRH Trail



1. Gate
2. Walk
3. Jog Poles
4. Back Cones
5. 1/2 turns right
6. Lope Right Lead
7. Side Pass Right
8. Carry Pail
9. Lope Left Lead over Poles
10. stop

VRH Ranch Reining Pattern 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.