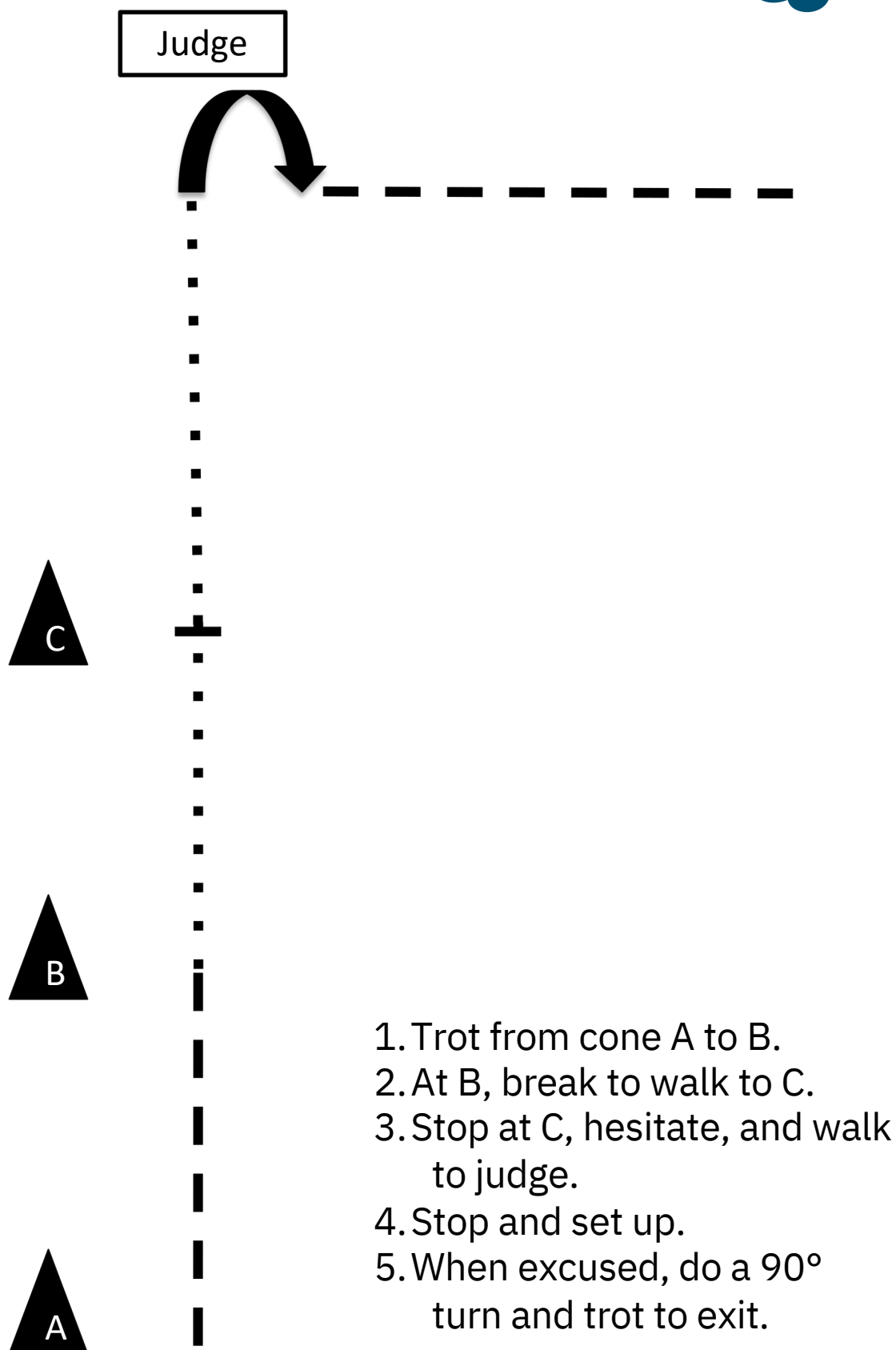
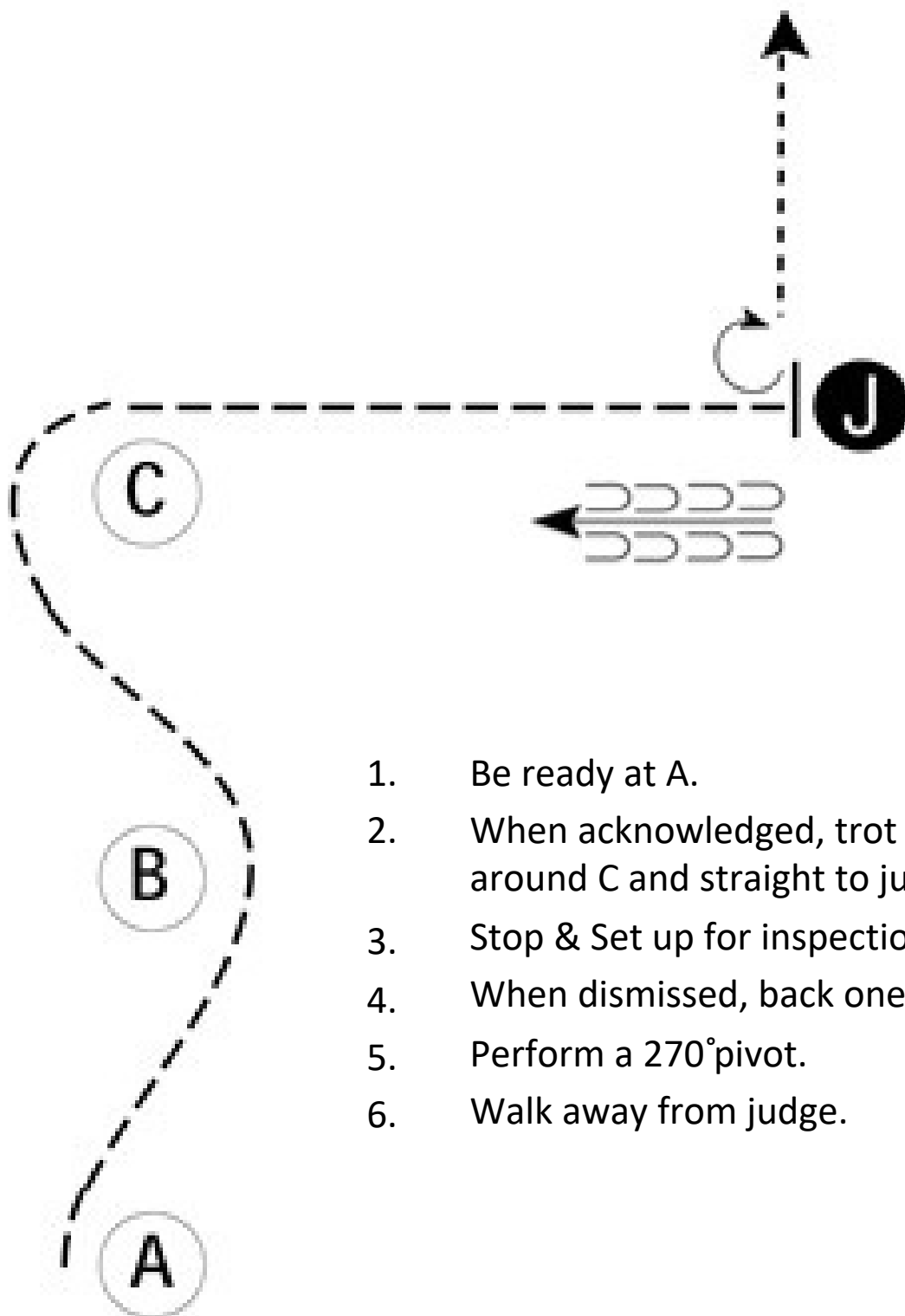


Western Horsemanship

W / T



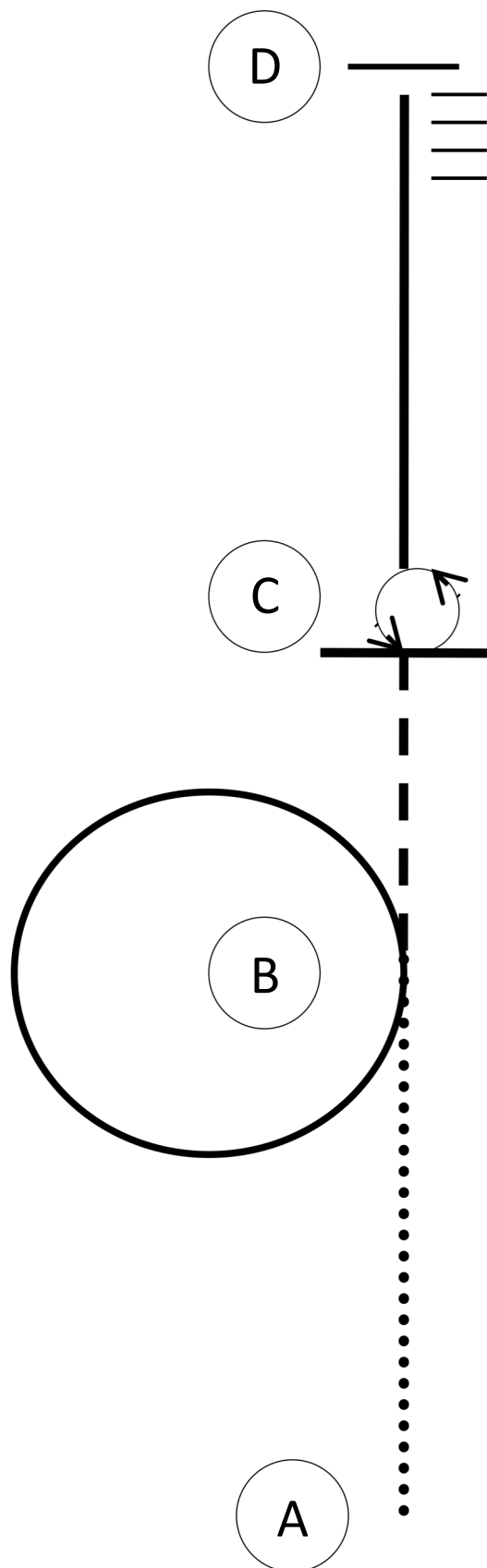
Western Horsemanship Junior



1. Be ready at A.
2. When acknowledged, trot around B, around C and straight to judge.
3. Stop & Set up for inspection.
4. When dismissed, back one-horse length.
5. Perform a 270° pivot.
6. Walk away from judge.

Western Horsemanship

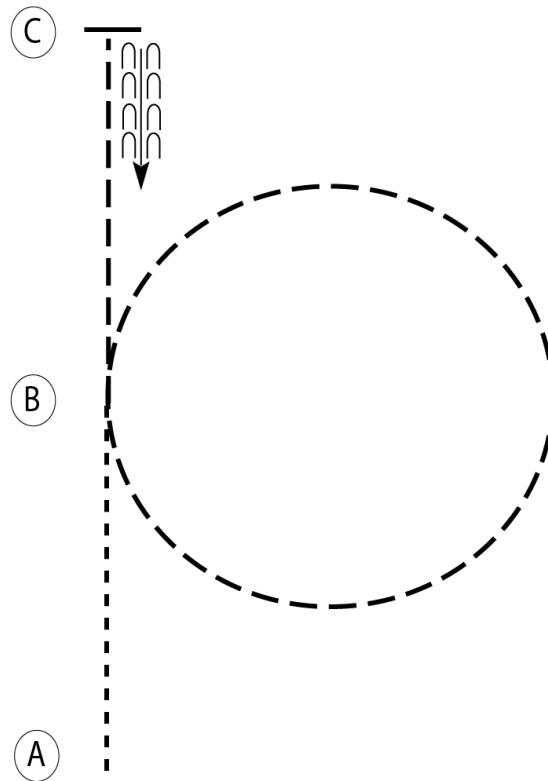
Senior



1. Begin at A.
2. Walk to B.
3. At B lope a circle to the left on the left lead.
4. Upon completion of circle, transition to jog and jog from B to C.
5. At C, stop & complete a 360° pivot on the haunches to the left.
6. Lope right lead to D.
7. Stop & back 4 steps. When dismissed, jog to line-up.

English Horsemanship

W / T



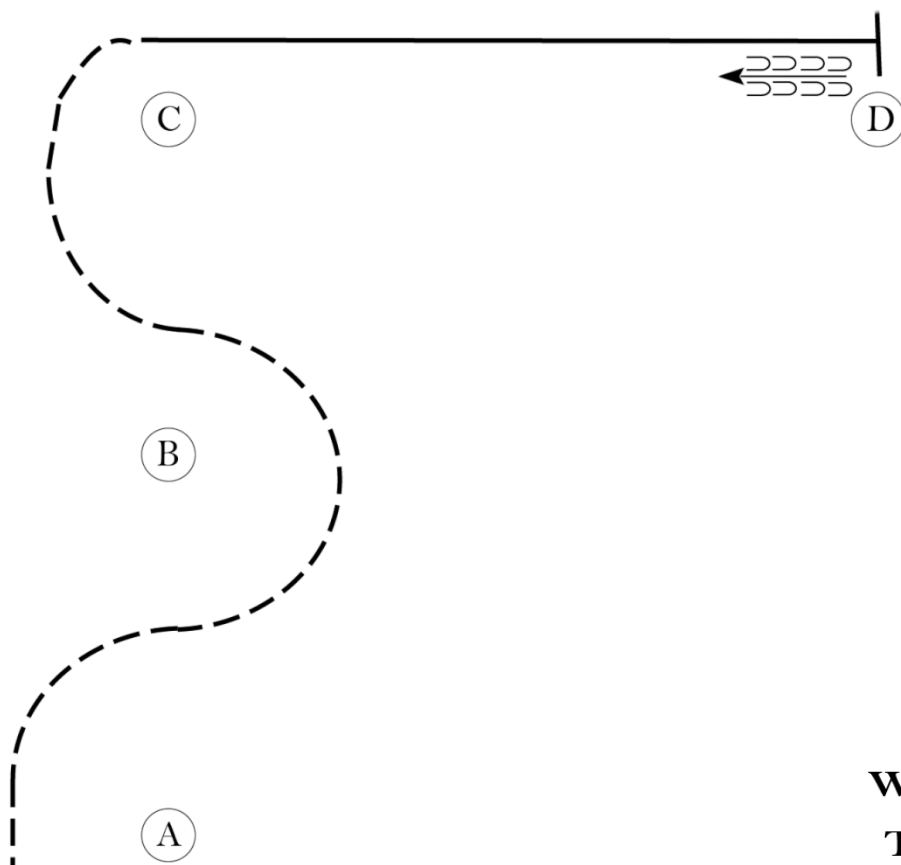
Be ready at A.

1. Walk from A to B.
2. At B, perform a trot circle to the right.
3. Return to B and trot to C.
4. Stop at C and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↖
Back	←←←←←
Marker	ⓑ
Sidepass	←-----←
Hand Gallop	=====

English Horsemanship Junior

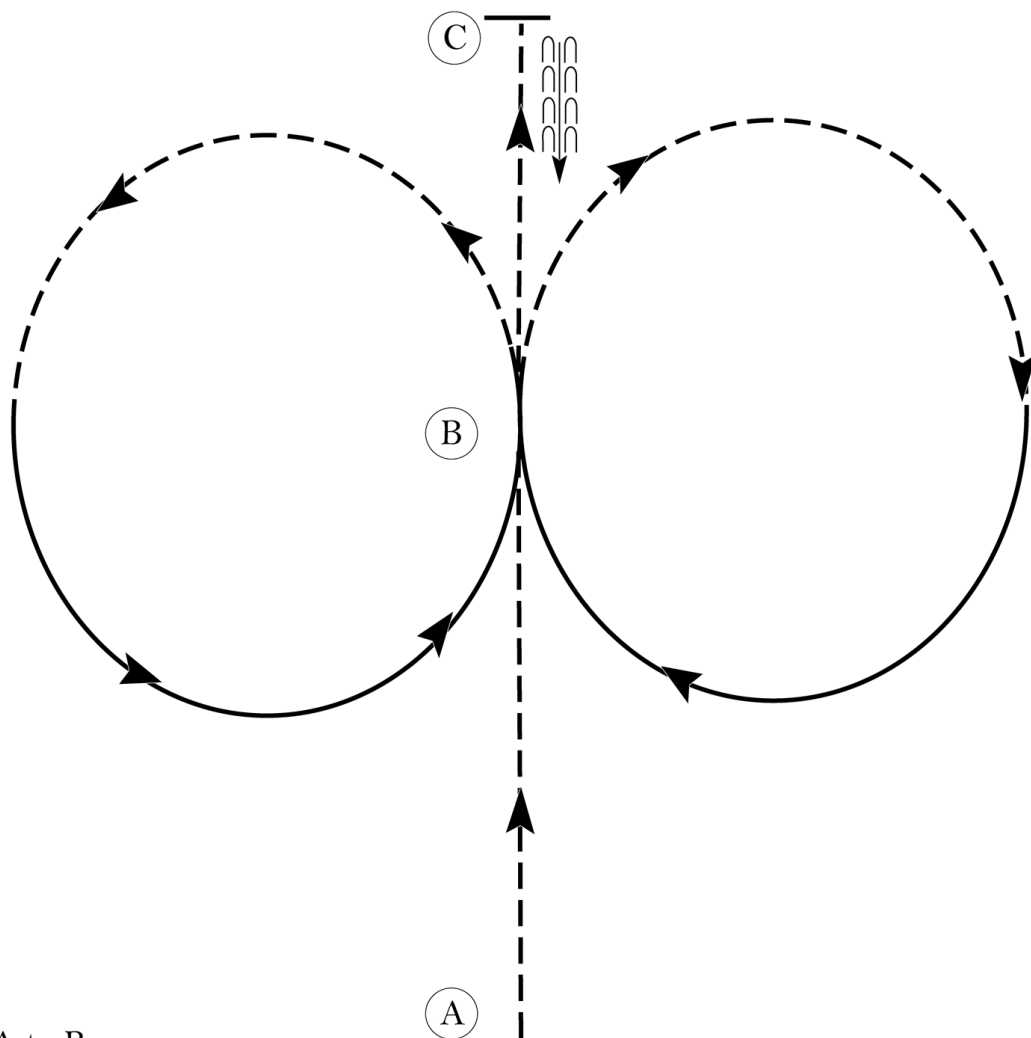


1. Starting to the left of A, posting trot to right side of B then to left side of C.
2. At C, canter to D.
3. Stop at D.
4. Back one horse length.

Walk	- - - - -
Trot	- - - - -
Extended Trot	- - -
Canter	- - - - -
Leg Yield	
Lead Change	— / —
Back	← — — — — — — — — —
Marker	(B)
Sidepass	← — — — — ←
Hand Gallop	- - - - -

English Horsemanship

Senior



1. Sitting trot A to B
2. At B posting trot on the left diagonal in a half circle.
3. Canter on the right lead back to B. .
4. Posting trot on the right diagonal in a half circle.
5. Canter on the left lead back to B.
6. Sitting trot to C.
7. Stop at C and back approximately one horse length.

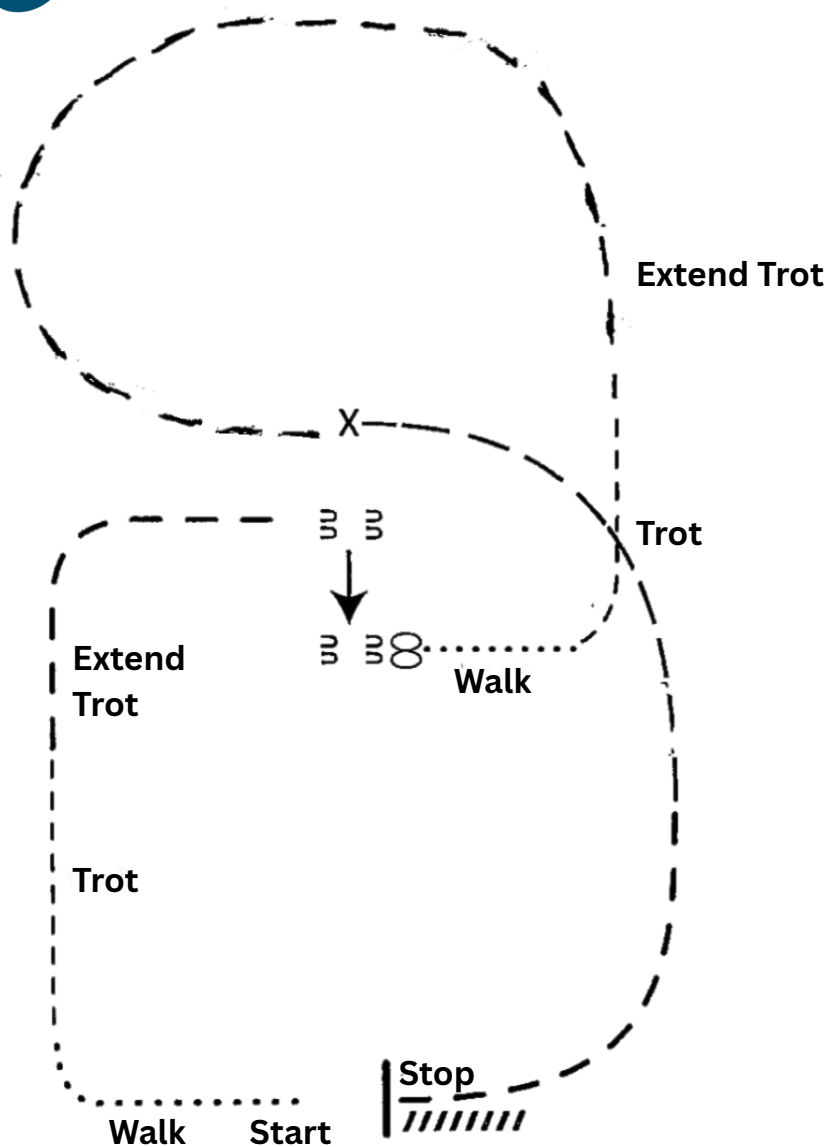
Exit at a sitting trot.

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

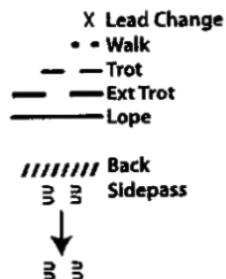


Ranch Horse Pattern

4-H, Grange WALK TROT



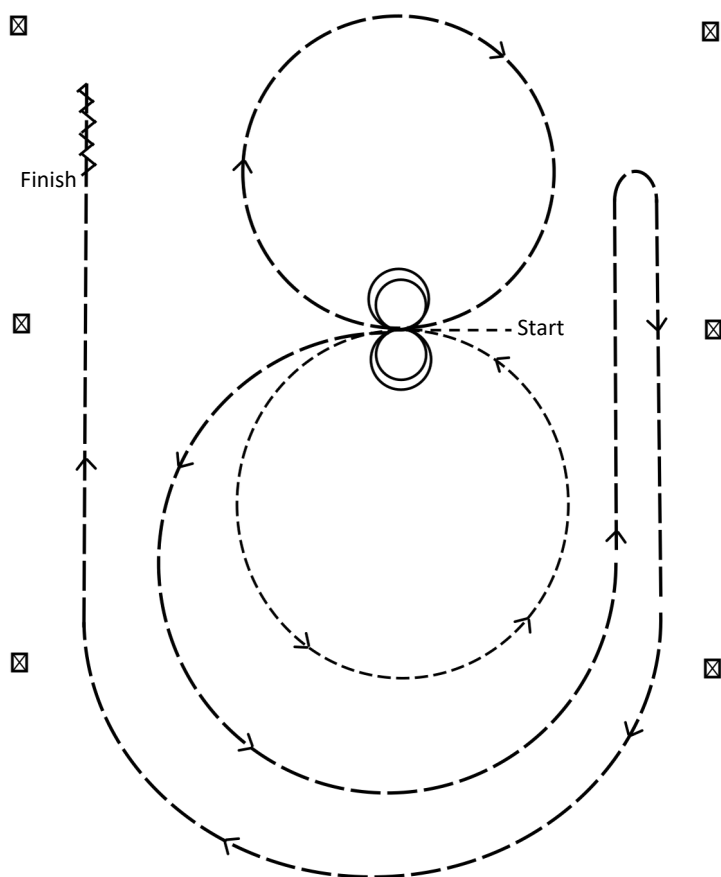
1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360° turn each direction (either way 1st)
6. Walk
7. Trot
8. Extend Trot
9. Stop and Back





Ranch Reining

4-H, Grange WALK TROT



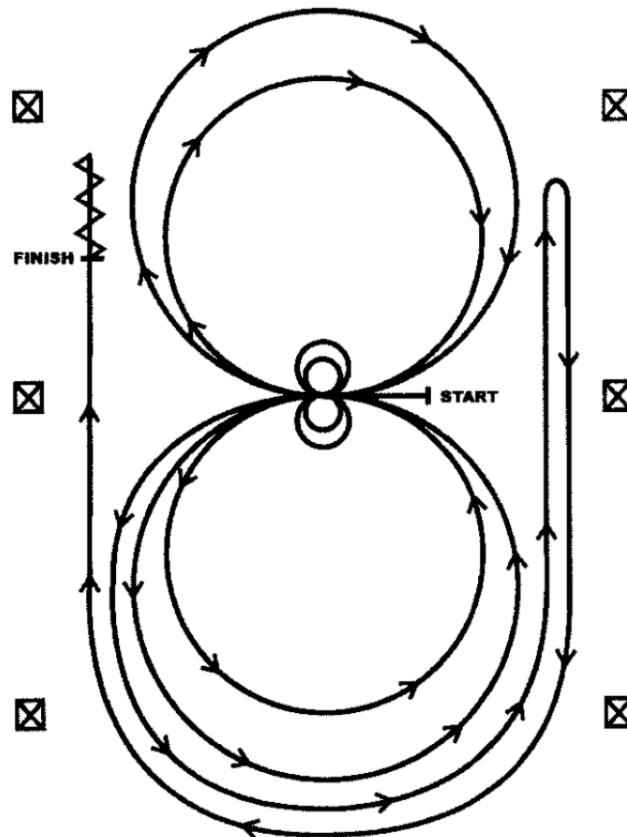
Trot to the center of the arena, stop.

1. Complete one circle to the left at a jog. Stop at the center of the arena facing the left wall or fence.
2. Complete 2 spins to the left. Hesitate.
3. Complete one circle to the right at an extended jog. Stop at the center of the arena.
4. Complete 2 spins to the right. Hesitate.
5. At an extended jog, go around the end of the arena, down the right side of arena past center marker, stop and rollback right.
6. Continue back around end of arena to left side of arena past center marker. Stop and back. Hesitate to demonstrate completion of the pattern.



Ranch Reining Open

4-H, FFA, Grange



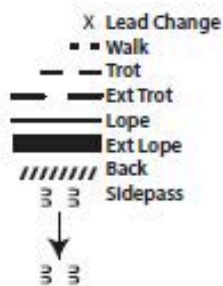
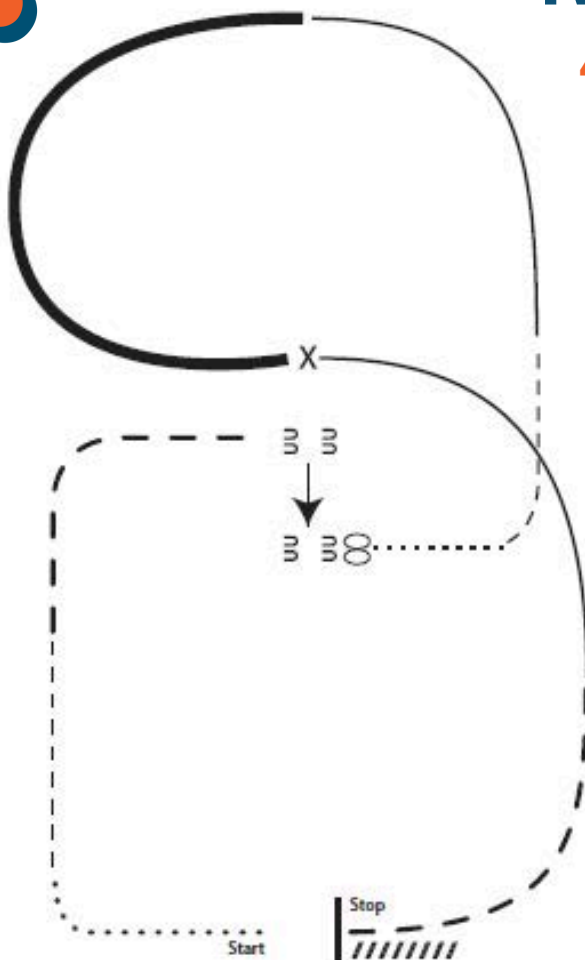
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena, facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.



Ranch Open

4-H, FFA, Grange



1. Walk to the left around corner of the arena
2. Trot
3. Extend trot alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way first)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and Back