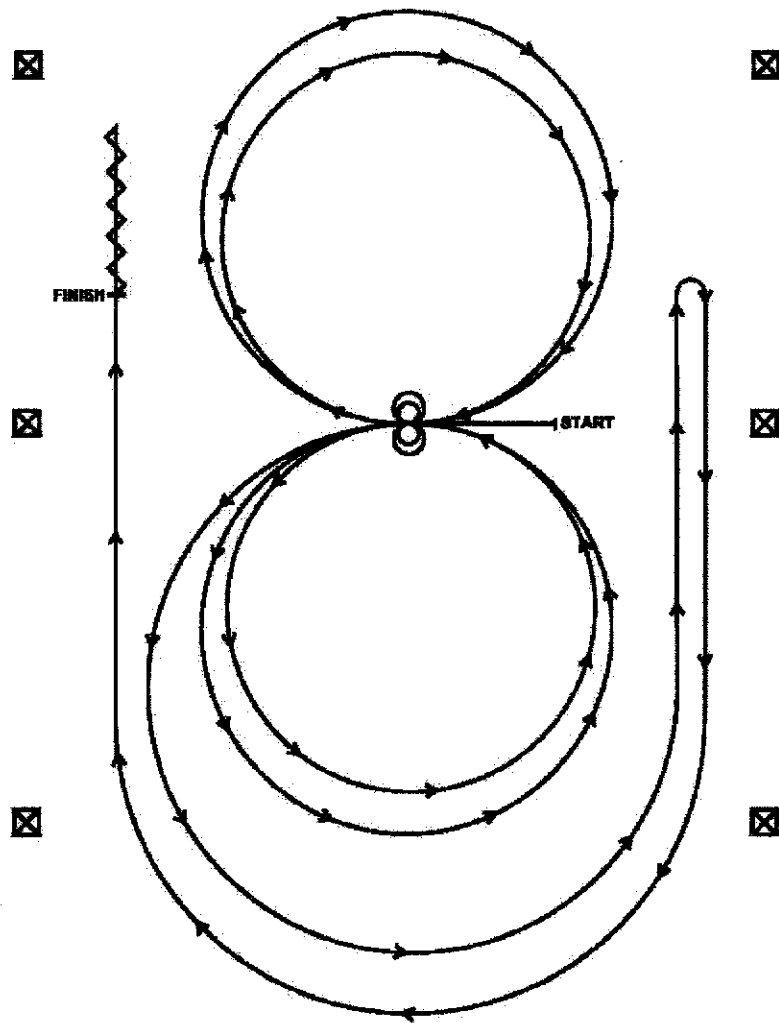
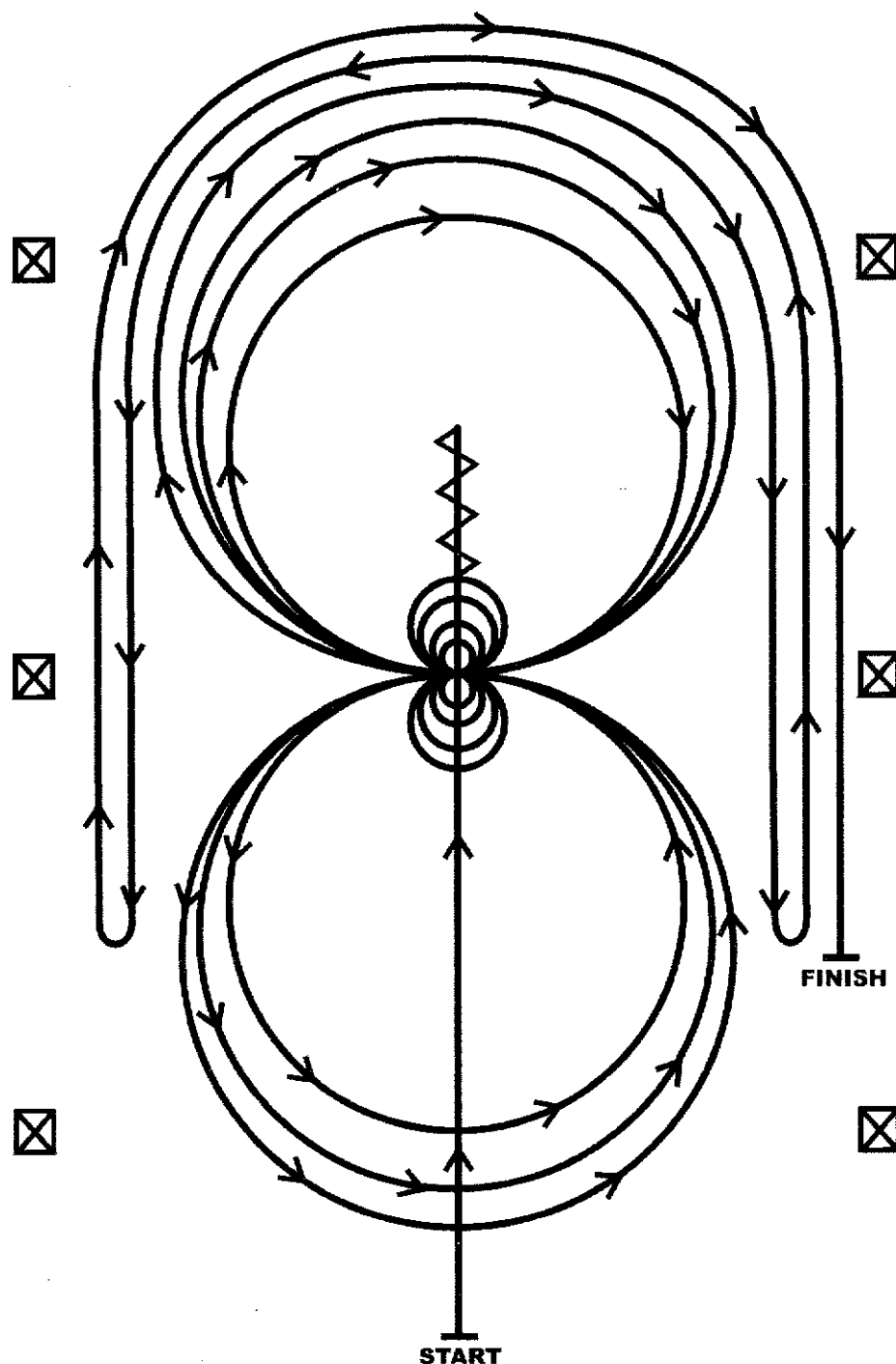
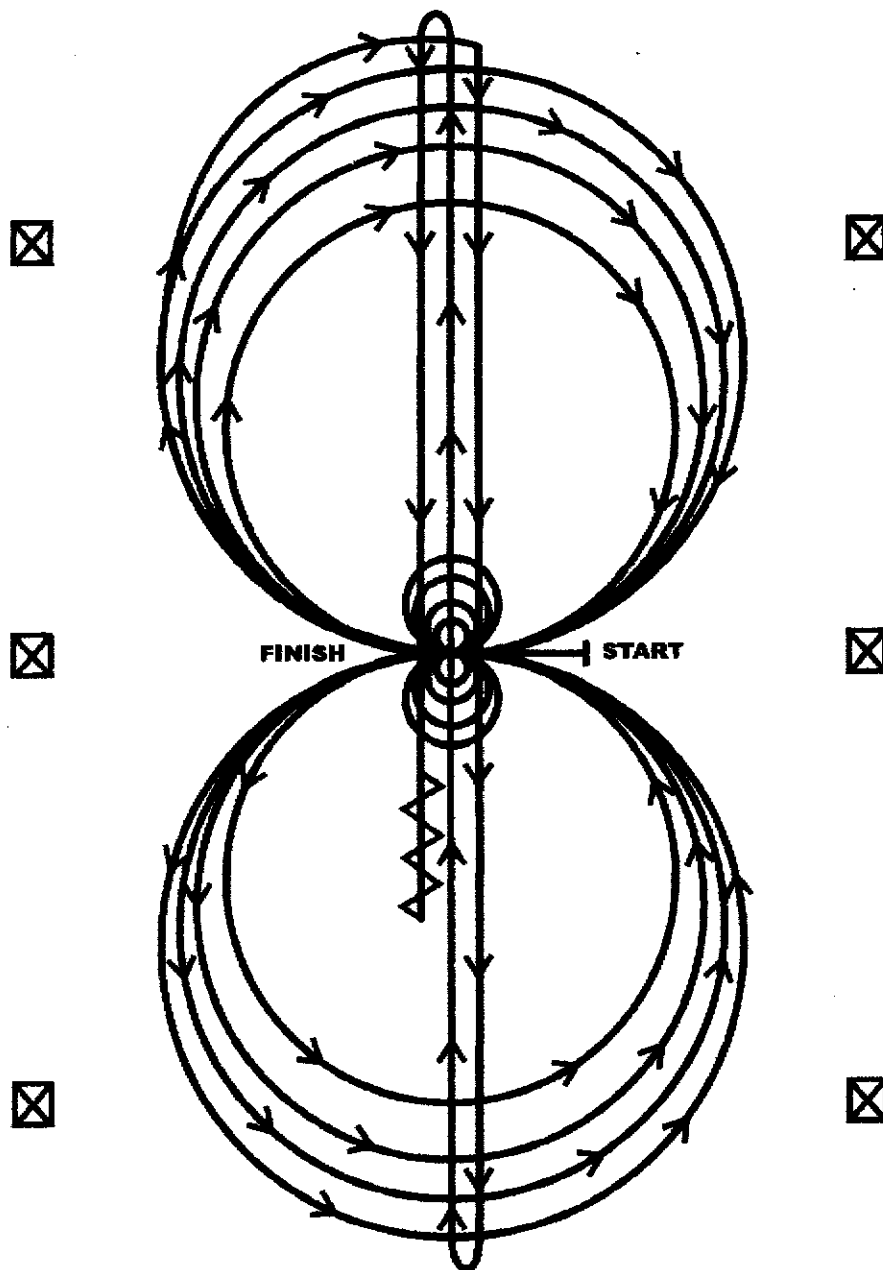


Pattern 11



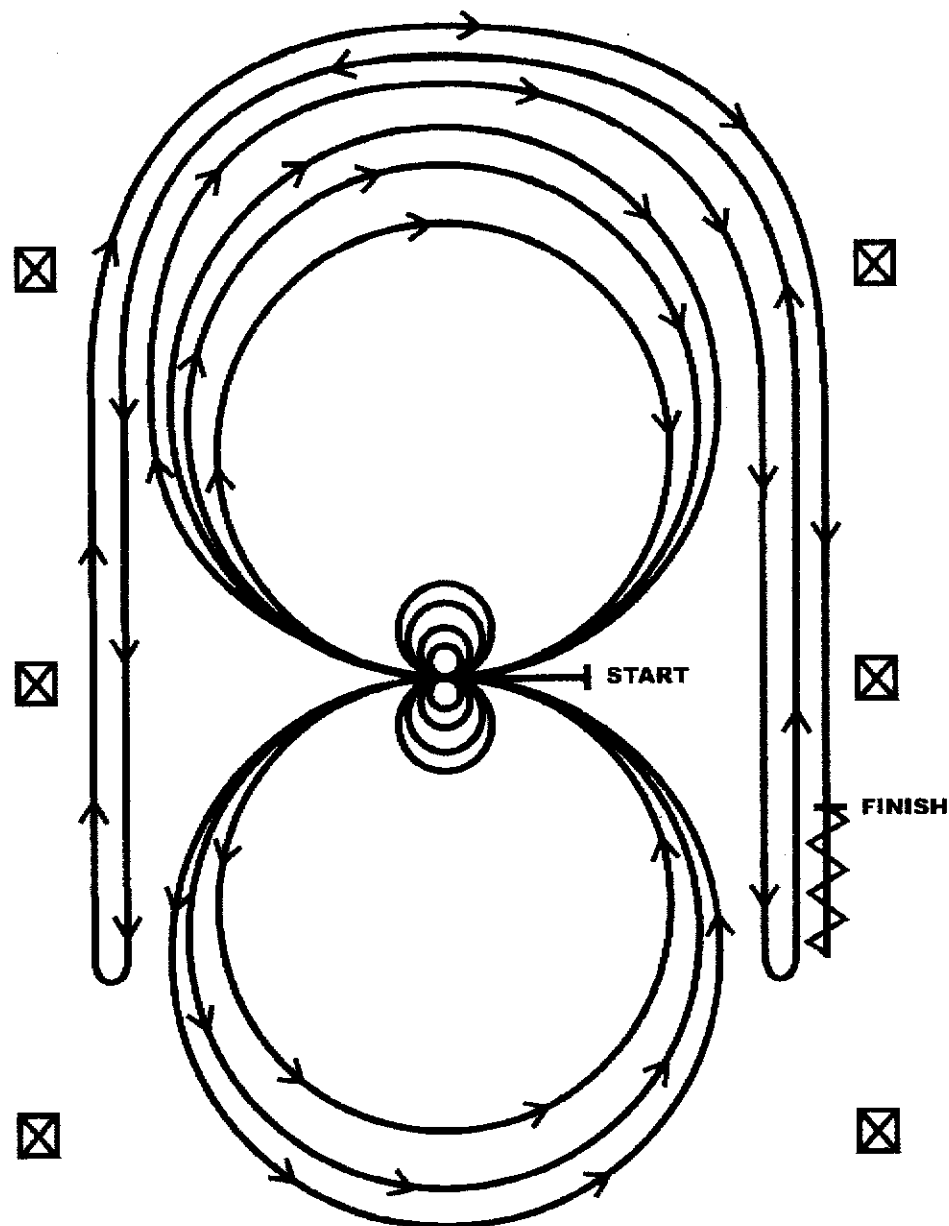


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, 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. 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.
6. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around 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 twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.



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

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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 to demonstrate completion of the pattern.

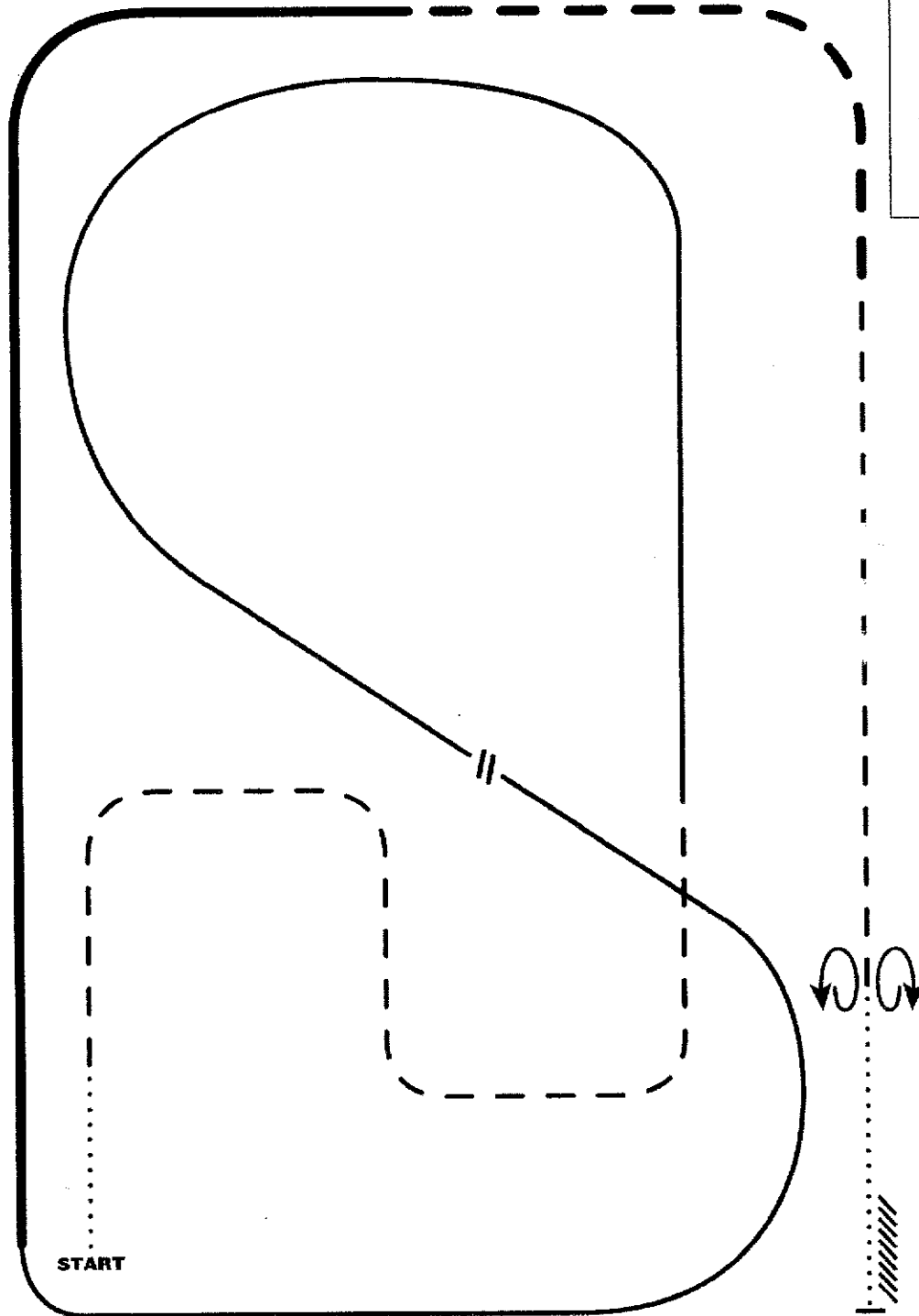


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
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 the 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 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 twenty feet (six meters) 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 twenty feet (six meters) 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

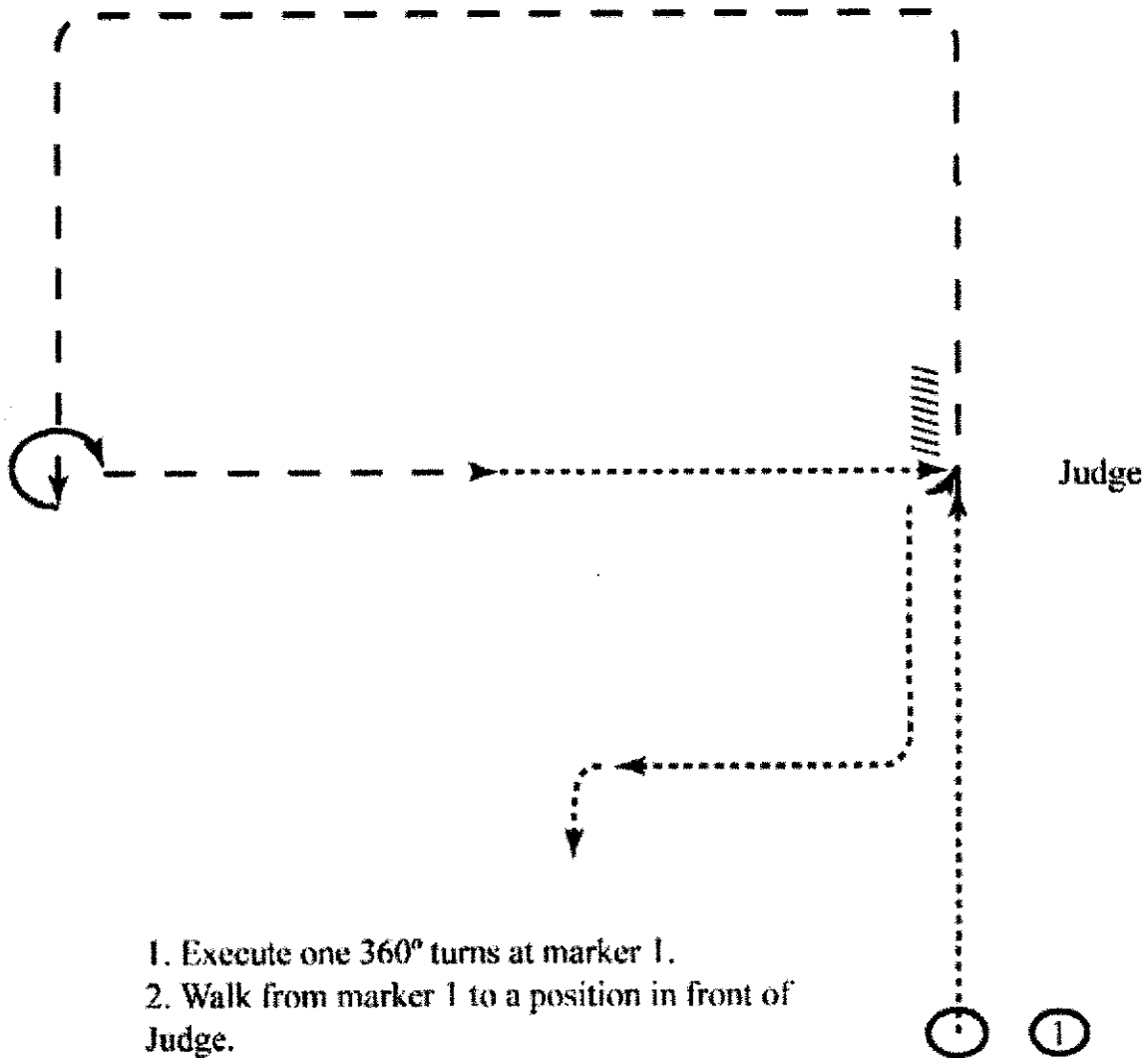
**RANCH RIDING - PATTERN 3****LEGEND**

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

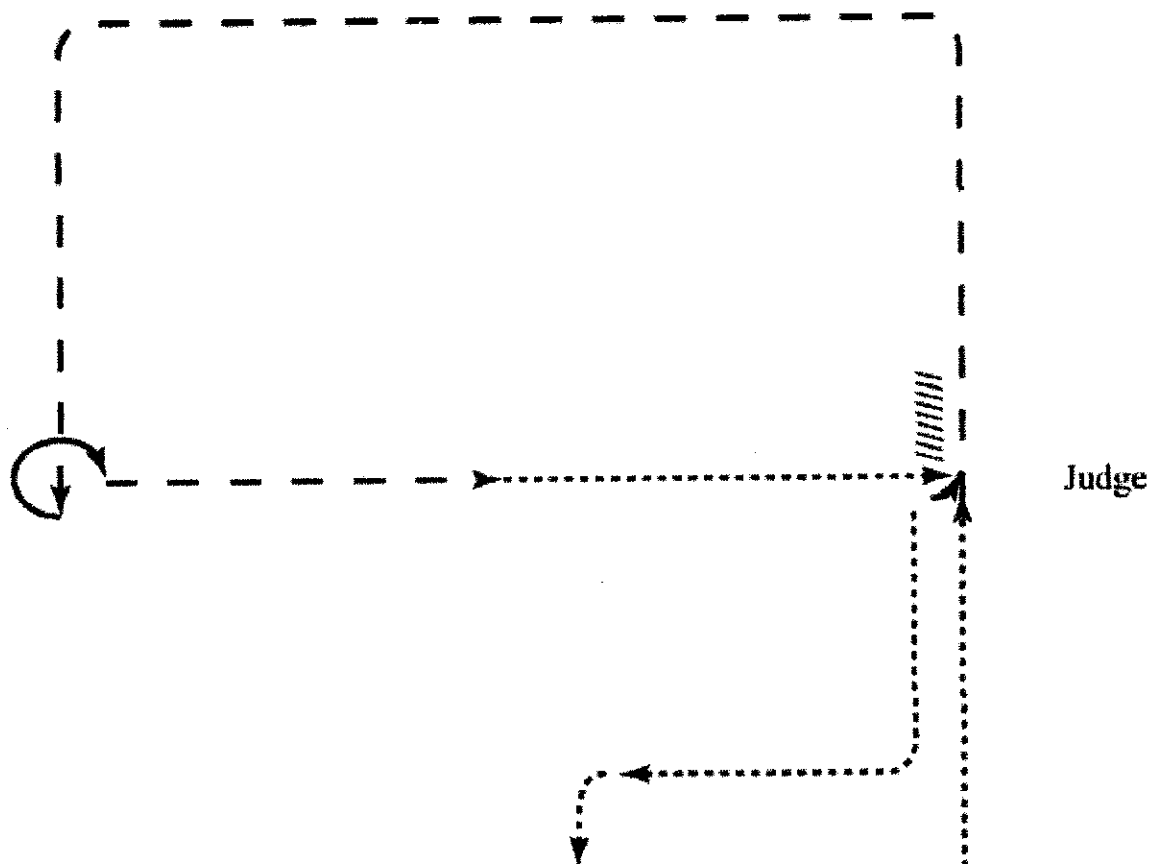


1. Walk
  2. Trot serpentine
  3. Lope left lead around the end of the arena and then diagonally across the arena
  4. Change leads (simple or flying)
  5. Lope right lead around end of the arena
  6. Extend lope on the straight away and around corner to the center of the arena
  7. Extend trot around corner of the arena
  8. Collect to a trot
- Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- Walk, 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.



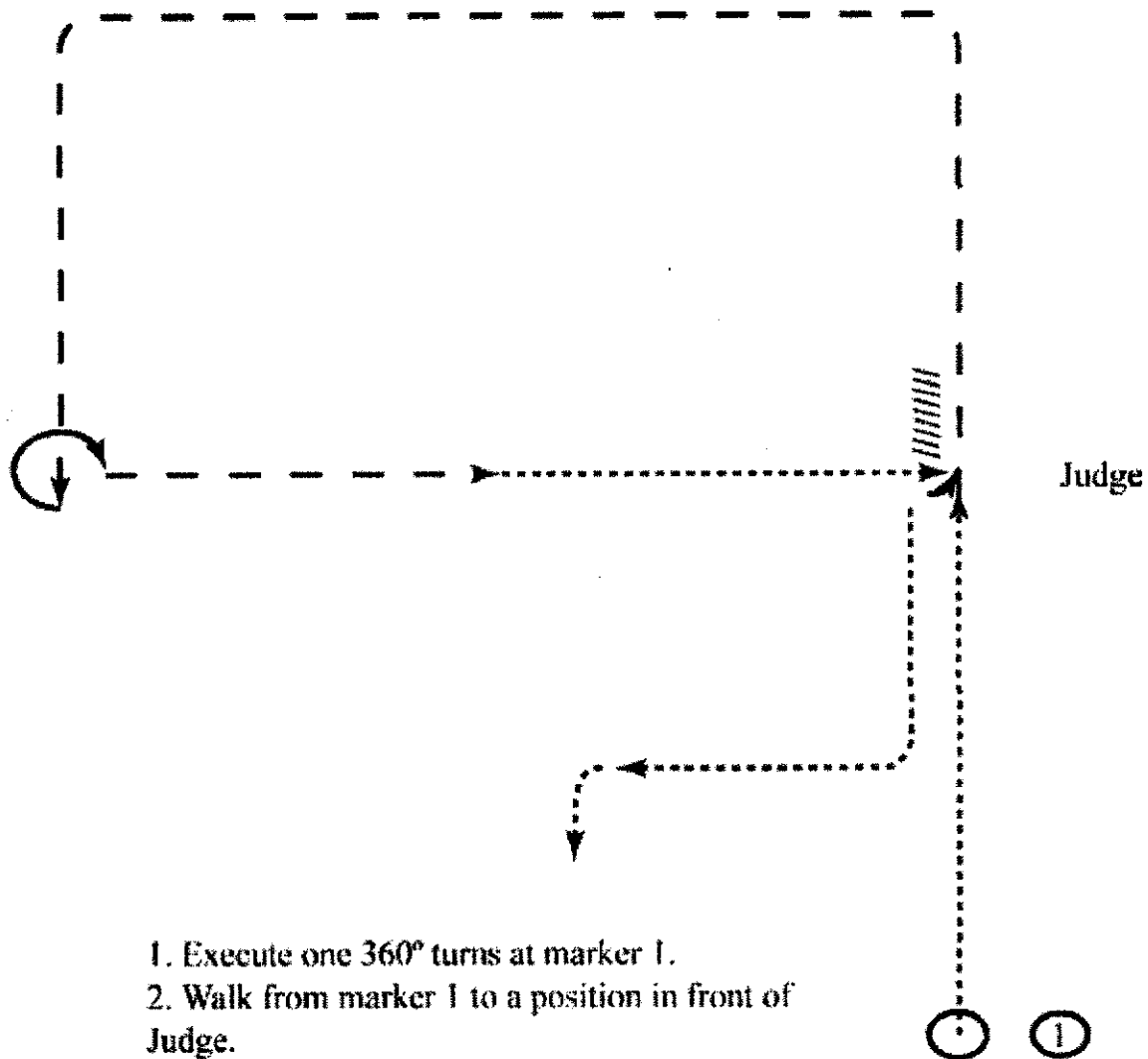
1. Execute one 360° turns at marker 1.
2. Walk from marker 1 to a position in front of Judge.
3. Set up, hesitate and trot straight away.
4. Trot two corners and stop.
5. Execute 3/4 turn to the right.
6. Trot half way to the Judge.
7. Walk halfway to the Judge.
8. Stop and set up for inspection.
9. After inspection, turn 1/4 to the right.
10. Back two horse lengths.
11. Walk or jog to exit.



1. Execute one 360° turns at marker 1.
2. Walk from marker 1 to a position in front of Judge.
3. Set up, hesitate and trot straight away.
4. Trot two corners and stop.
5. Execute 3/4 turn to the right.
6. Trot half way to the Judge.
7. Walk halfway to the Judge.
8. Stop and set up for inspection.
9. After inspection, turn 1/4 to the right.
10. Back two horse lengths.
11. Walk or jog to exit.

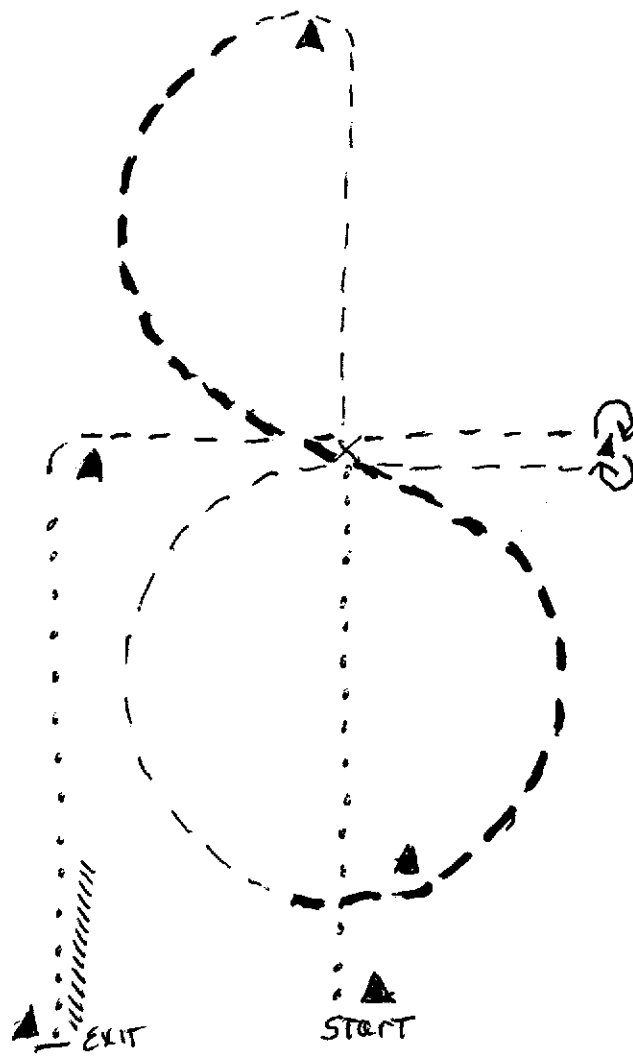
**SHOWMANSHIP, OPEN**

**CLASS #18**



1. Execute one 360° turns at marker 1.
2. Walk from marker 1 to a position in front of Judge.
3. Set up, hesitate and trot straight away.
4. Trot two corners and stop.
5. Execute 3/4 turn to the right.
6. Trot half way to the Judge.
7. Walk halfway to the Judge.
8. Stop and set up for inspection.
9. After inspection, turn 1/4 to the right.
10. Back two horse lengths.
11. Walk or jog to exit.

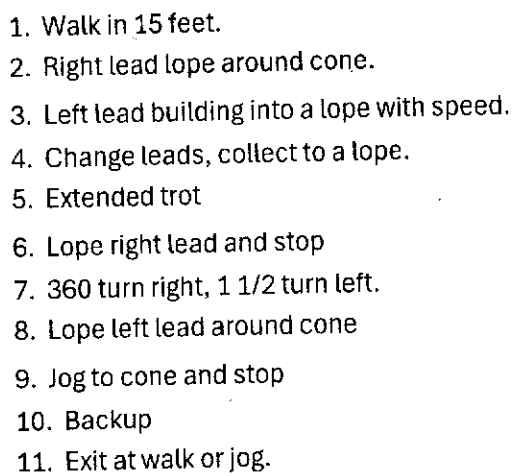




1. Walk to center of arena
2. Jog to cone and turn left
3. Extended jog diagonally across arena
4. At cone jog in circle to cone on right
5. 360 turn right, 1 1/2 turn left.
6. Jog around cone
7. walk to cone , stop
8. Back up
9. Exit at walk or jog

..... Walk  
 - - - Jog  
 - - - Extended jog  
 // Backup

**CLASS # 36**



**Back up**