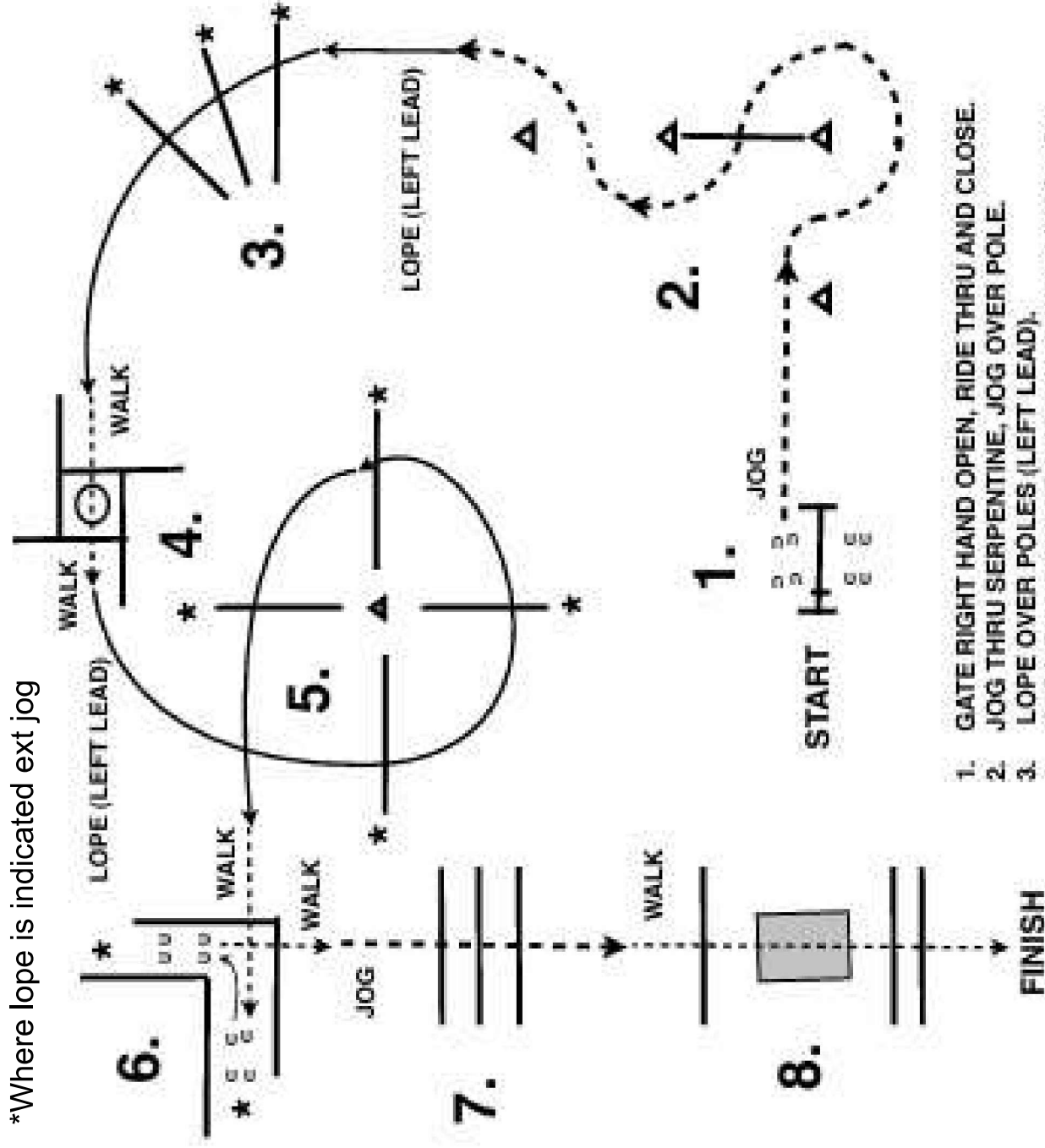


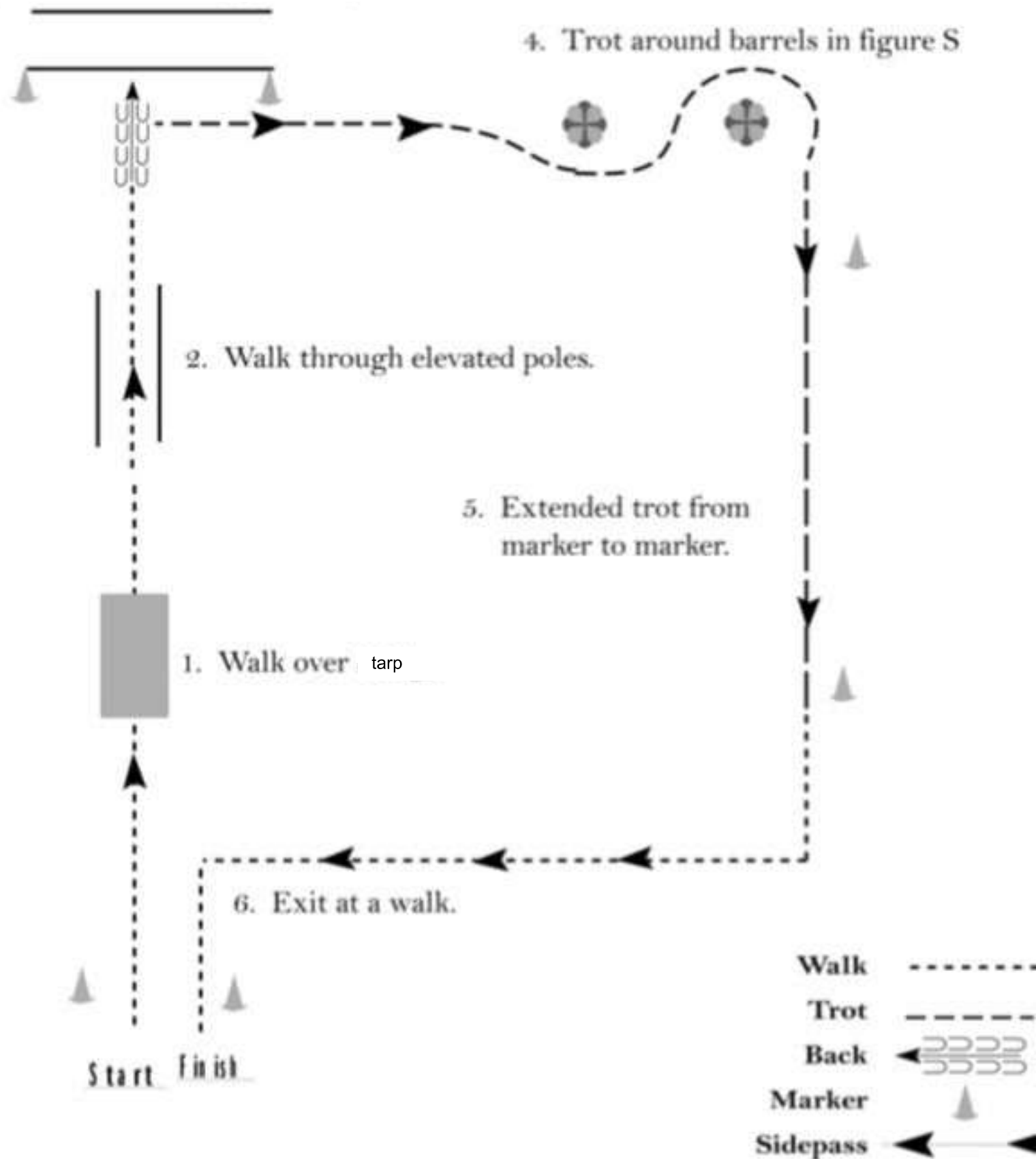
# ALL TRAIL

\*Where lope is indicated ext jog

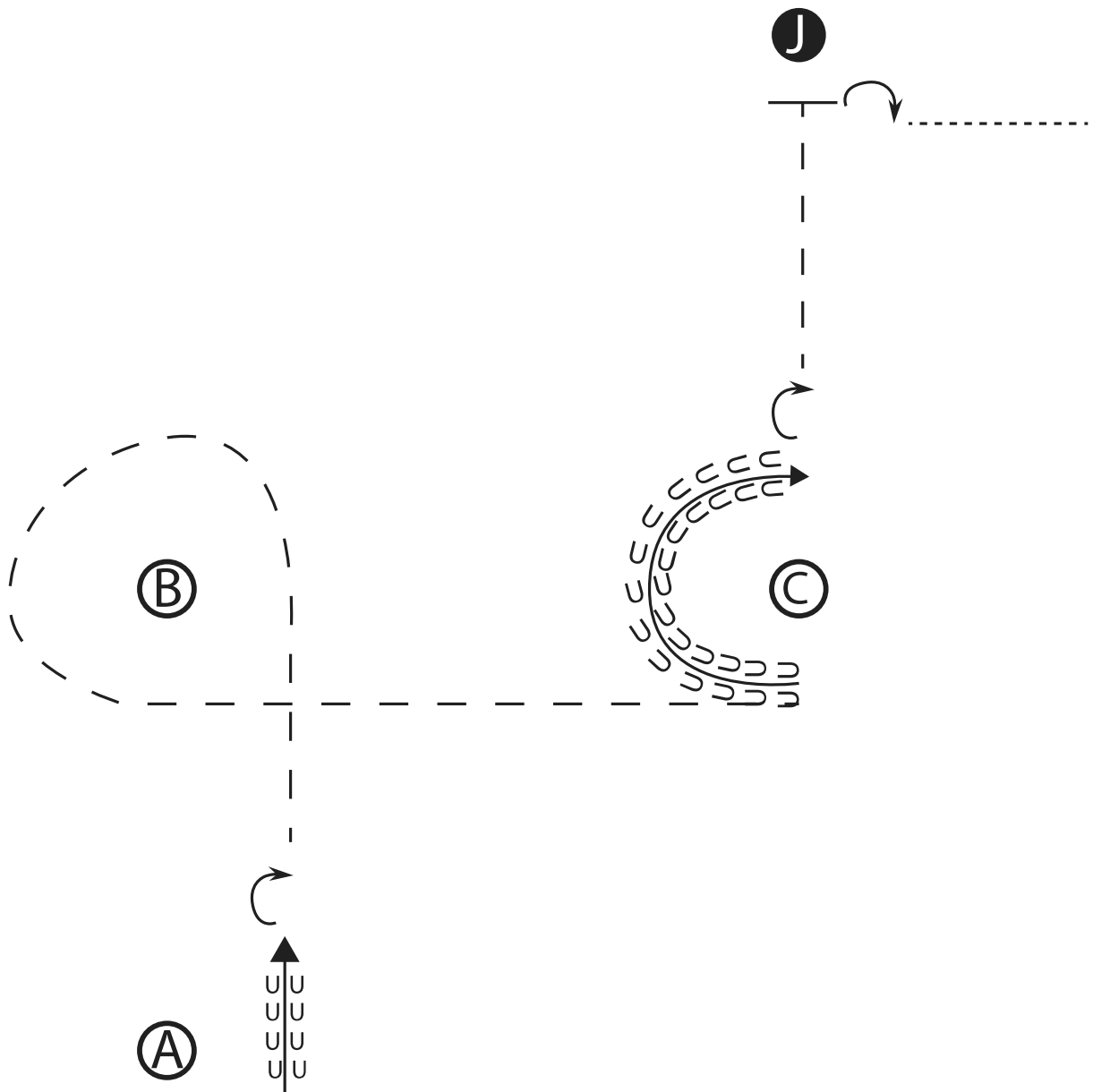


1. GATE RIGHT HAND OPEN, RIDE THRU AND CLOSE.
2. JOG THRU SERPENTINE, JOG OVER POLE.
3. LOPE OVER POLES (LEFT LEAD).
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360° TURN EITHER DIRECTION, WALK OUT BOX.
5. LOPE OVER SPOKE (LEFT LEAD).
6. STOP OR BREAK TO THE WALK, WALK INTO "L".
7. BACK AROUND CORNER, WALK OUT "L".
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK OVER POLES AND OVER BRIDGE.

3. Walk to cones. Back up then turn right.



# \$250 Showmanship



Begin at A.

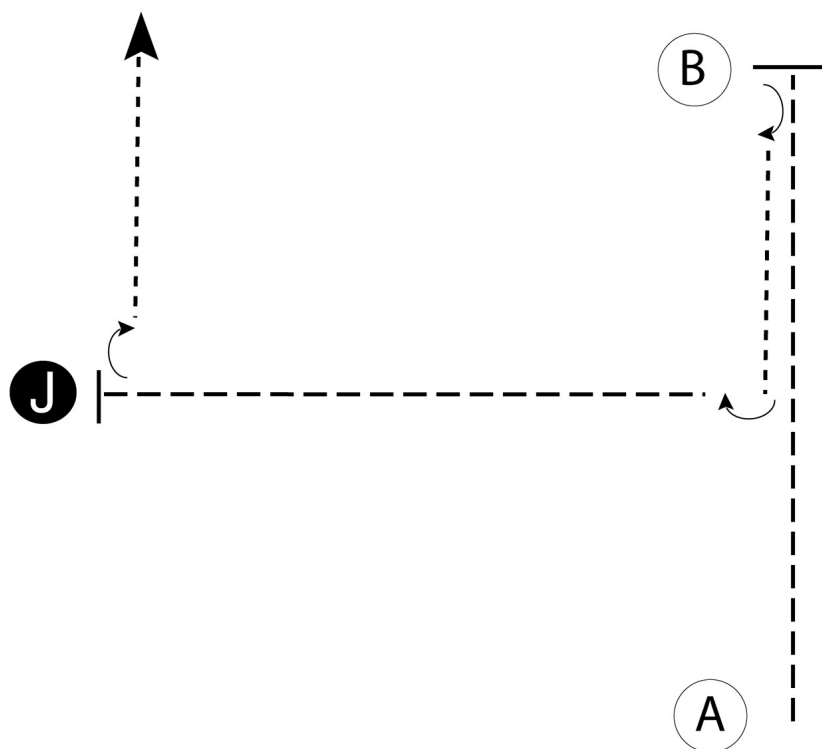
1. Back four steps.
2. Turn 180 degrees.
3. Trot around B and halt at C.
4. Back around C.
5. Turn 90 degrees.
6. Trot to judge and halt.
7. Set up for inspection.
8. When dismissed, turn 90 degrees and walk away.

|        |                                                                                         |
|--------|-----------------------------------------------------------------------------------------|
| WALK   | .....                                                                                   |
| TROT   | - - - - -                                                                               |
| BACK   | ←  |
| JUDGE  |    |
| MARKER |    |

# Walk Walk Showmanship

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Be ready at A.

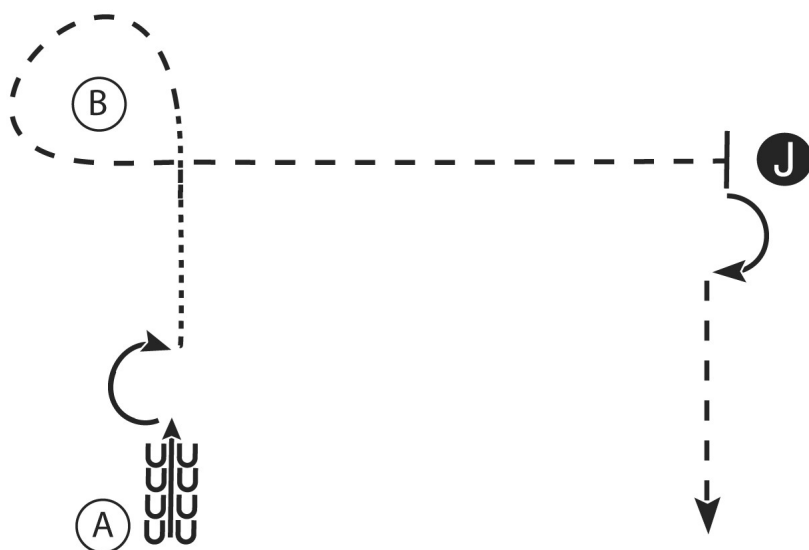
1. Running walk or pleasure gait to B.
2. Stop at B.
3. Perform a 180 degree turn.
4. Flat or show walk until even with judge. Perform a 90 degree turn.
5. Running walk or pleasure gait to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 90 degree turn.
8. Flat or show walk straight away from judge.

**Walk** -----  
**Running Walk/** - - - - -  
**Pleasure Gait**  
**Back** ←   
**Marker** (B)  
**Judge** (J)

[NT/S-3]

Pattern Provided by:

# Showmanship



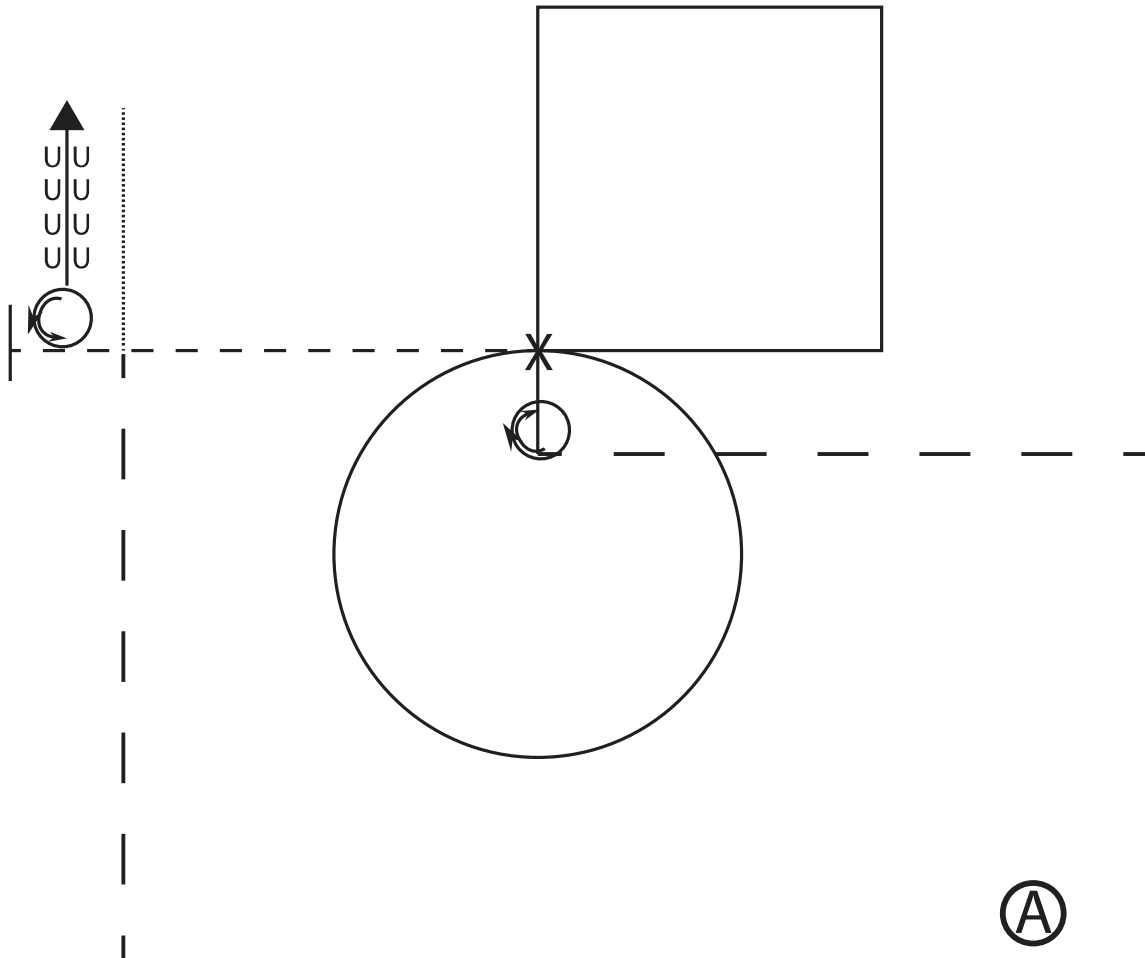
1. At A back 4 steps
2. Perform a 180 degree turn
3. Walk to B
4. At B trot around B and to the judge, set up for inspection
5. When dismissed perform a 90 degree turn and trot straight away from the judge

Walk .....  
 Trot - - - - -  
 Back   
 Marker (B)  
 Judge J

[S/2-1]

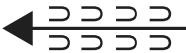
Pattern Provided by:

# ADVANCED HORSEMANSHIP

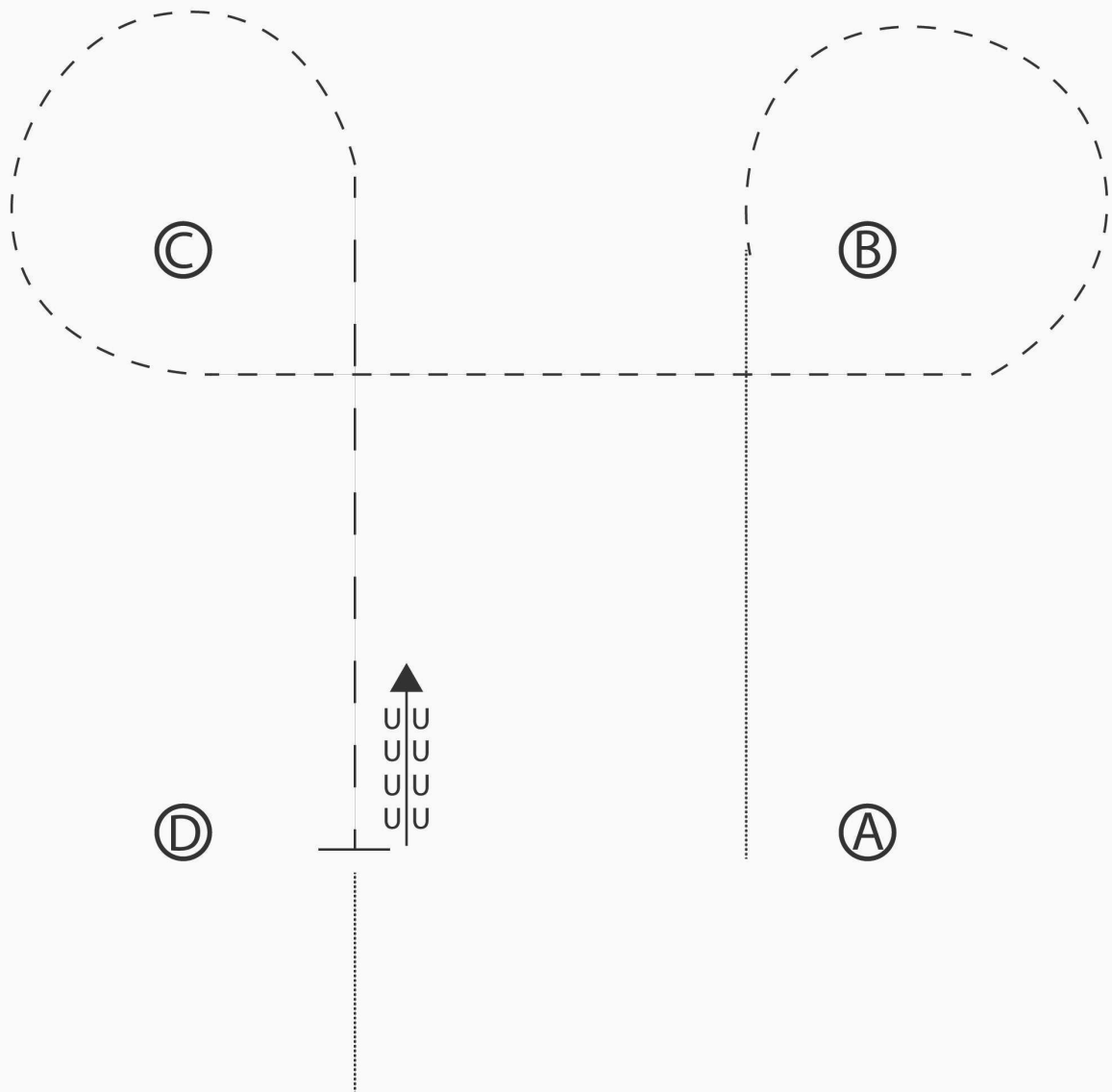


Begin at A.

1. Extended jog, square corner left.
2. Halt and turn 450 degrees right.
3. Lope right lead square.
4. Change leads and lope circle left.
5. Break to the jog.
6. Halt and turn 450 degrees left.
7. Back one horse length.
8. Walk one horse length. Extend jog to exit.

|            |                                                                                         |
|------------|-----------------------------------------------------------------------------------------|
| WALK       | .....                                                                                   |
| JOG        | - - - - -                                                                               |
| EXTEND JOG | -   -   -                                                                               |
| LOPE       | _____                                                                                   |
| BACK       | ←  |
| MARKER     |    |

# WALK TROT HORSEMANSHIP

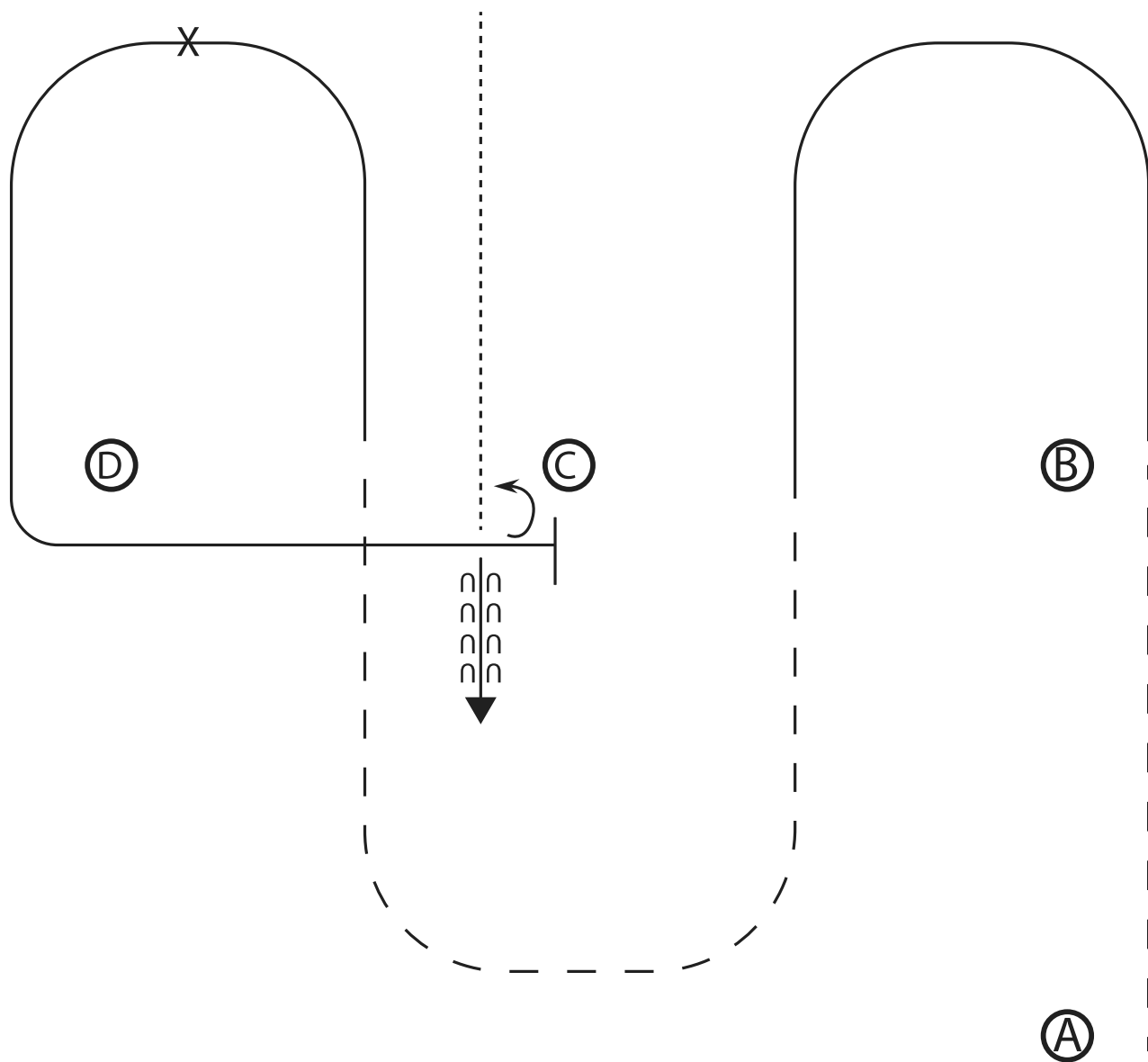


Be ready at A.

1. Walk from A to B.
2. Jog around B and around C.
3. At C, extend the jog.
4. At D, halt and back 4-5 steps.
5. Walk to exit.

|            |           |
|------------|-----------|
| WALK       | .....     |
| JOG        | -----     |
| EXTEND JOG | — — — — — |
| BACK       | ←         |
| MARKER     |           |

# ADVANCED EQUITATION

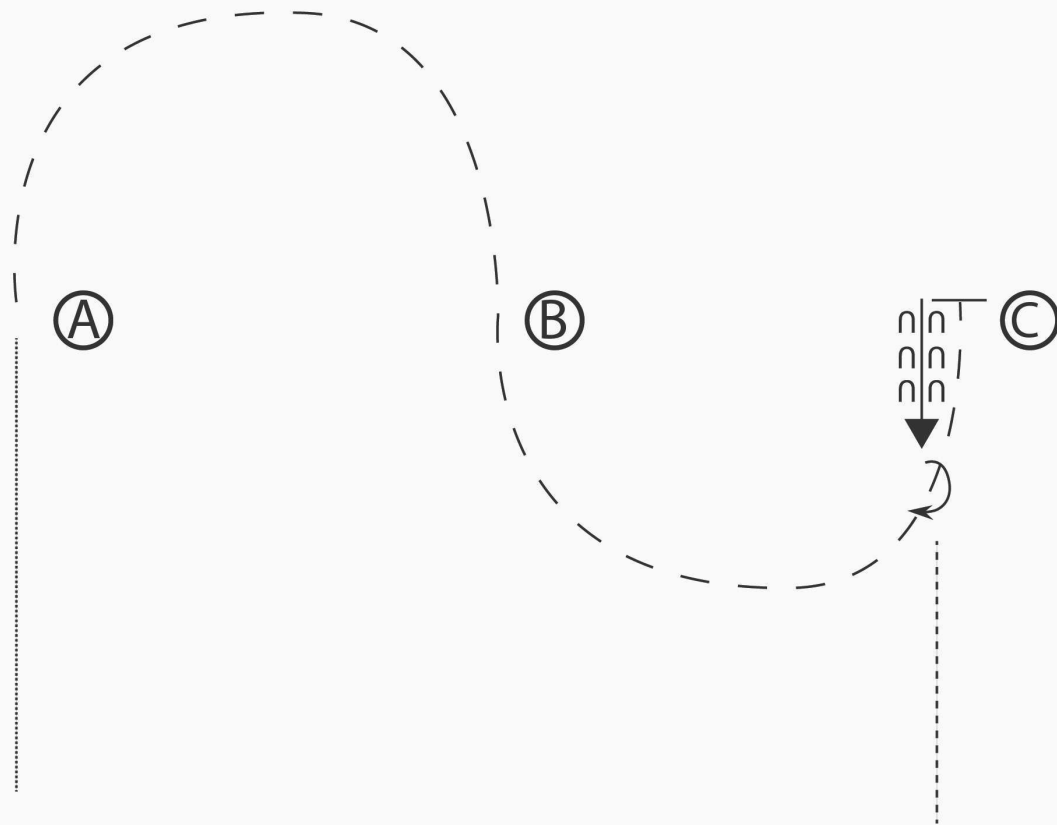


Be ready at A.

1. Posting trot right diagonal to B.
2. Canter left lead B to C.
3. Posting trot left diagonal until even with D.
4. Canter left lead arc.
5. Change leads and counter canter around D to C.
6. Stop and turn 90 degrees left on the forehand.
7. Back one horse length and sitting trot to exit.

|           |         |
|-----------|---------|
| WALK      | .....   |
| POST TROT | - - - - |
| SIT TROT  | .....   |
| CANTER    | —————   |
| BACK      | ←       |
| MARKER    |         |

# WALK TROT EQUITATION

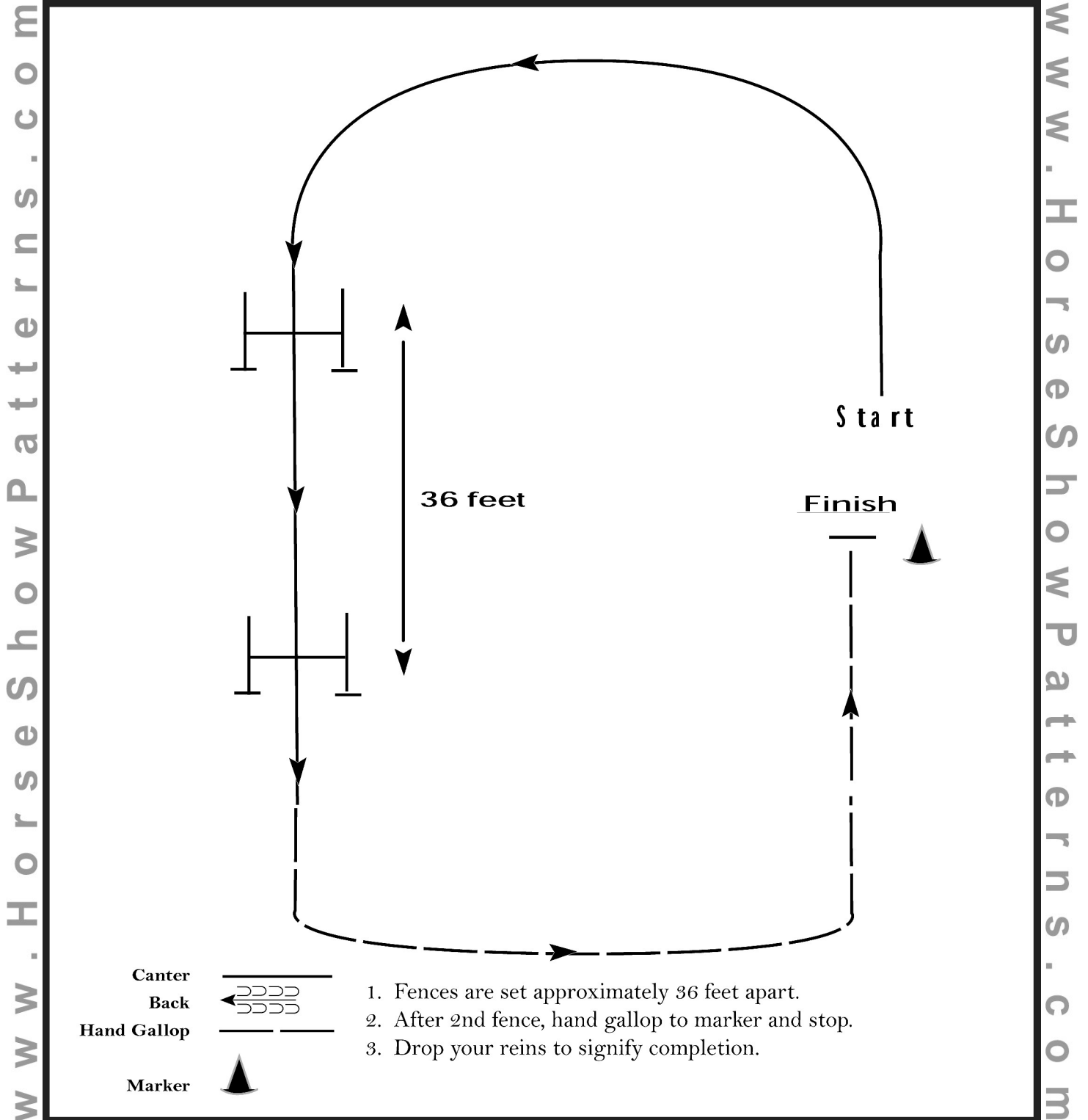


Begin before A.

1. Walk to A.
2. At A, pick up posting trot.
3. Trot serpentine as shown.
4. At C, halt and back 3 steps.
5. Perform 180 degree turn.
6. Sitting trot to exit.

|           |                                                                                                             |
|-----------|-------------------------------------------------------------------------------------------------------------|
| WALK      | .....                                                                                                       |
| POST TROT | - - - - -                                                                                                   |
| SIT TROT  | .....                                                                                                       |
| BACK      | ← $\begin{array}{c} \text{3} \text{3} \text{3} \text{3} \\ \text{3} \text{3} \text{3} \text{3} \end{array}$ |
| MARKER    | Ⓐ                                                                                                           |

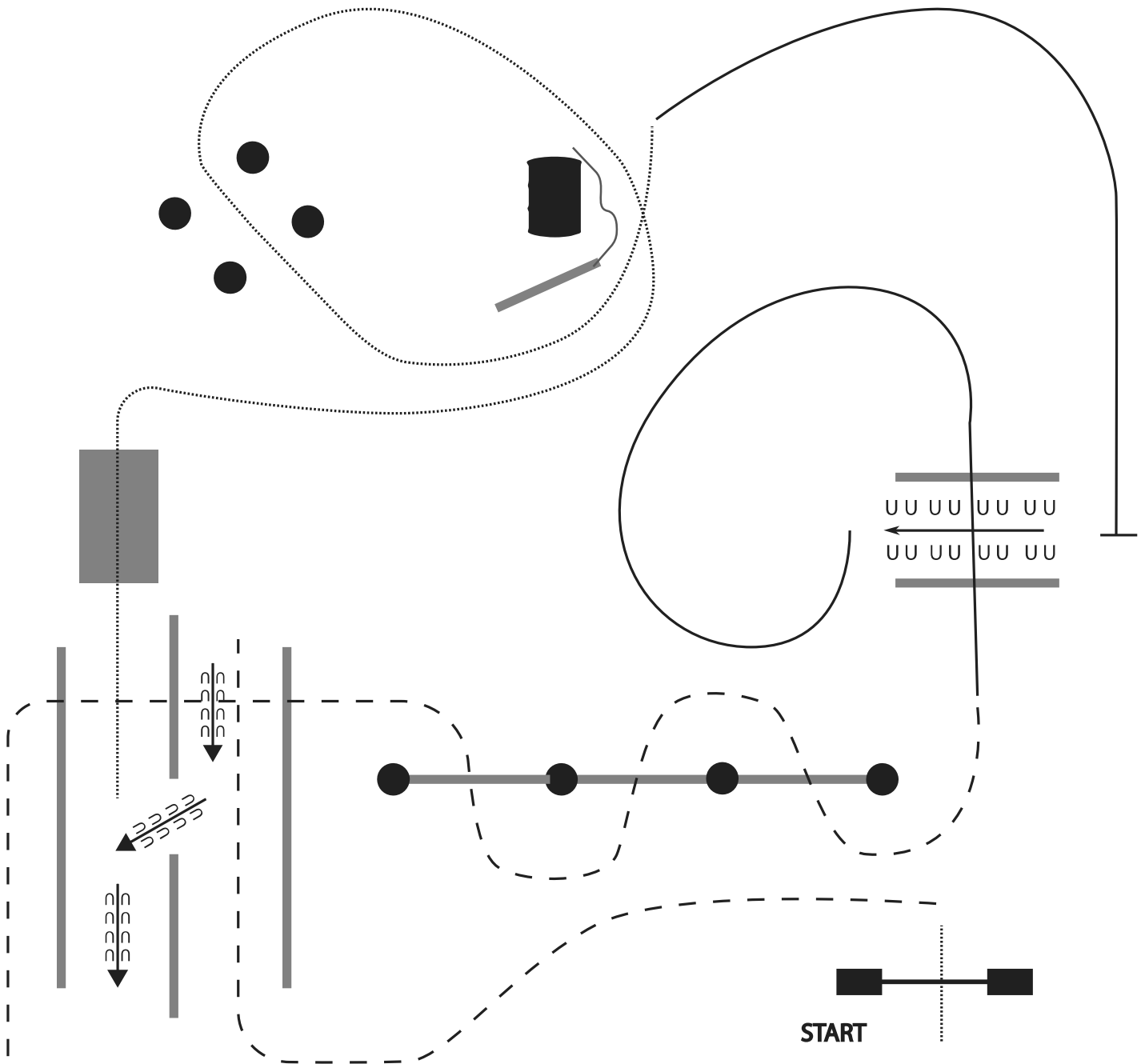
# Hunter Hack



[HH/36-3]

Pattern Provided by:

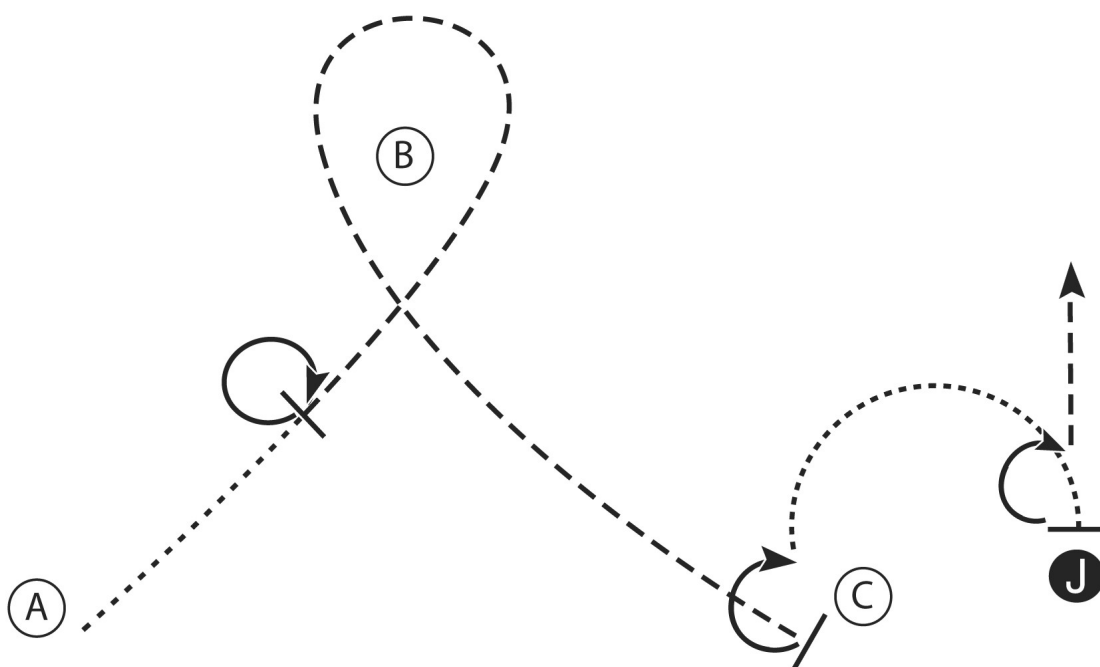
# L3 Ranch Trail Pattern 1



1. Left hand gate.
2. Jog into chute.
3. Back zig zag chute.
4. Walk over bridge, pick up drag.
5. Drag through markers and replace drag.
6. Lope left lead to poles.
7. Sidepass through poles.
8. Lope right lead over poles.
9. Jog through serpentine and over poles to exit.

|            |                      |
|------------|----------------------|
| WALK       | .....                |
| JOG        | -----                |
| EXTEND JOG | - - - - -            |
| LOPE       | —————                |
| BACK       | ← c c c c<br>c c c c |

# \$250 Ranch Showmaship



1. Walk A towards B
2. When halfway to B stop and perform a 360 degree turn
3. Trot to and around B and continue to C
4. At C stop and perform a 225 degree turn
5. Walk in a half circle to the judge
6. Stop and set up for inspection
7. When dismissed perform a 180 degree turn and trot straight away from the judge

Walk .....  
 Trot - - - - -  
 Back   
 Marker (B)  
 Judge (J)

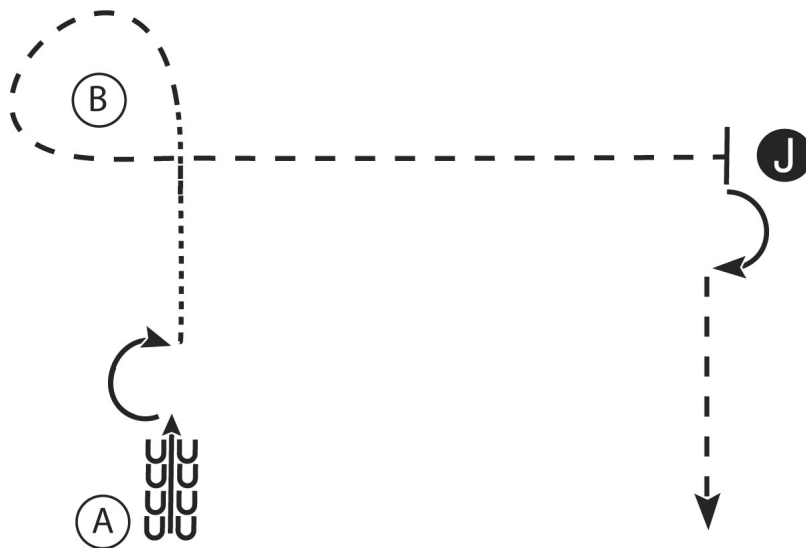
[S/3-2]

Pattern Provided by:

# Ranch Showmanship

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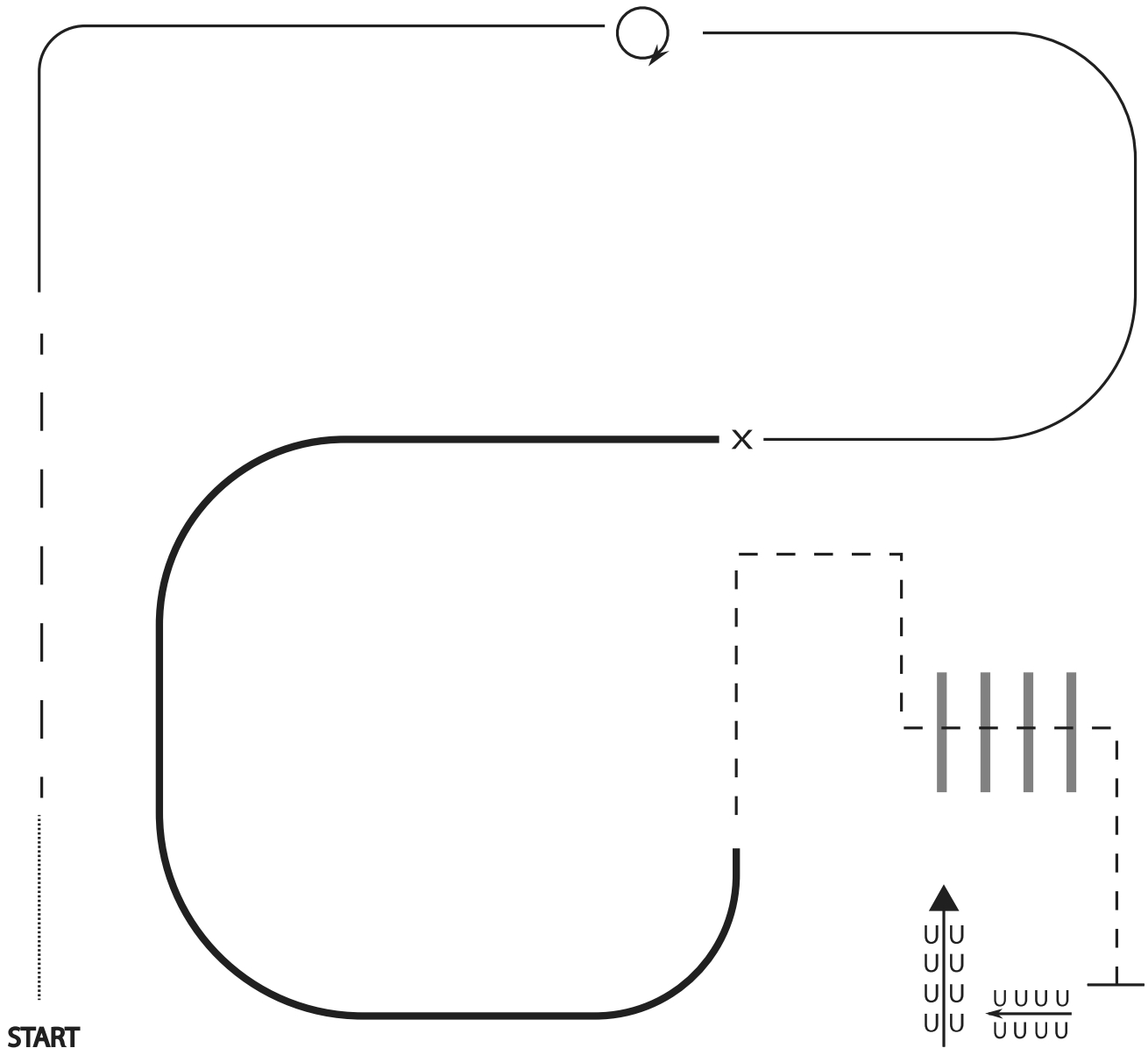
1. At A back 4 steps
2. Perform a 180 degree turn
3. Walk to B
4. At B trot around B and to the judge, set up for inspection
5. When dismissed perform a 90 degree turn and trot straight away from the judge

Walk .....  
 Trot - - - - -  
 Back ← [Backward Arrows]  
 Marker (B)  
 Judge (J)

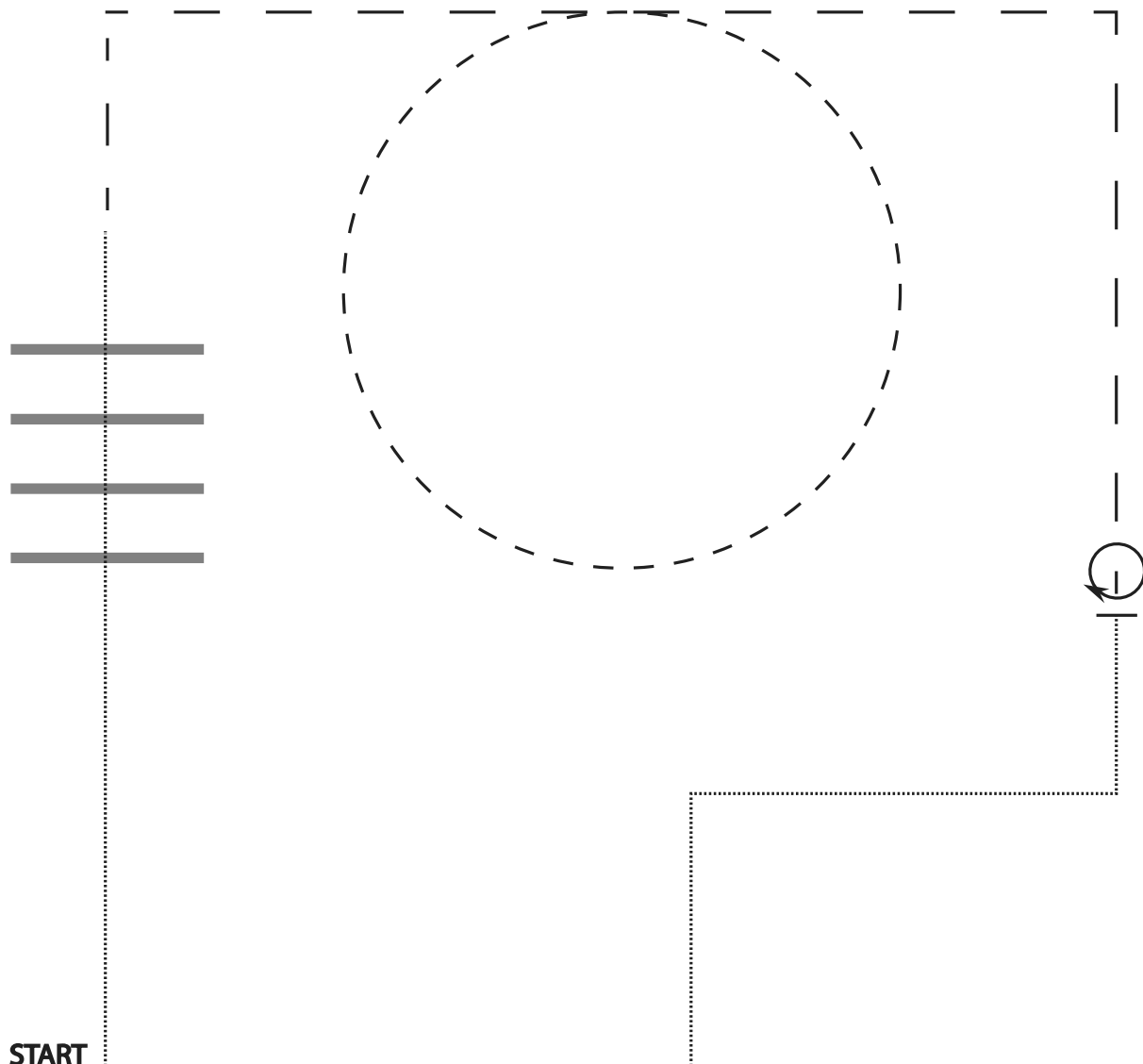
[S/2-1]

Pattern Provided by:

# WTC RANCH HORSEMANSHIP



# WT Ranch HORSEMANSHIP

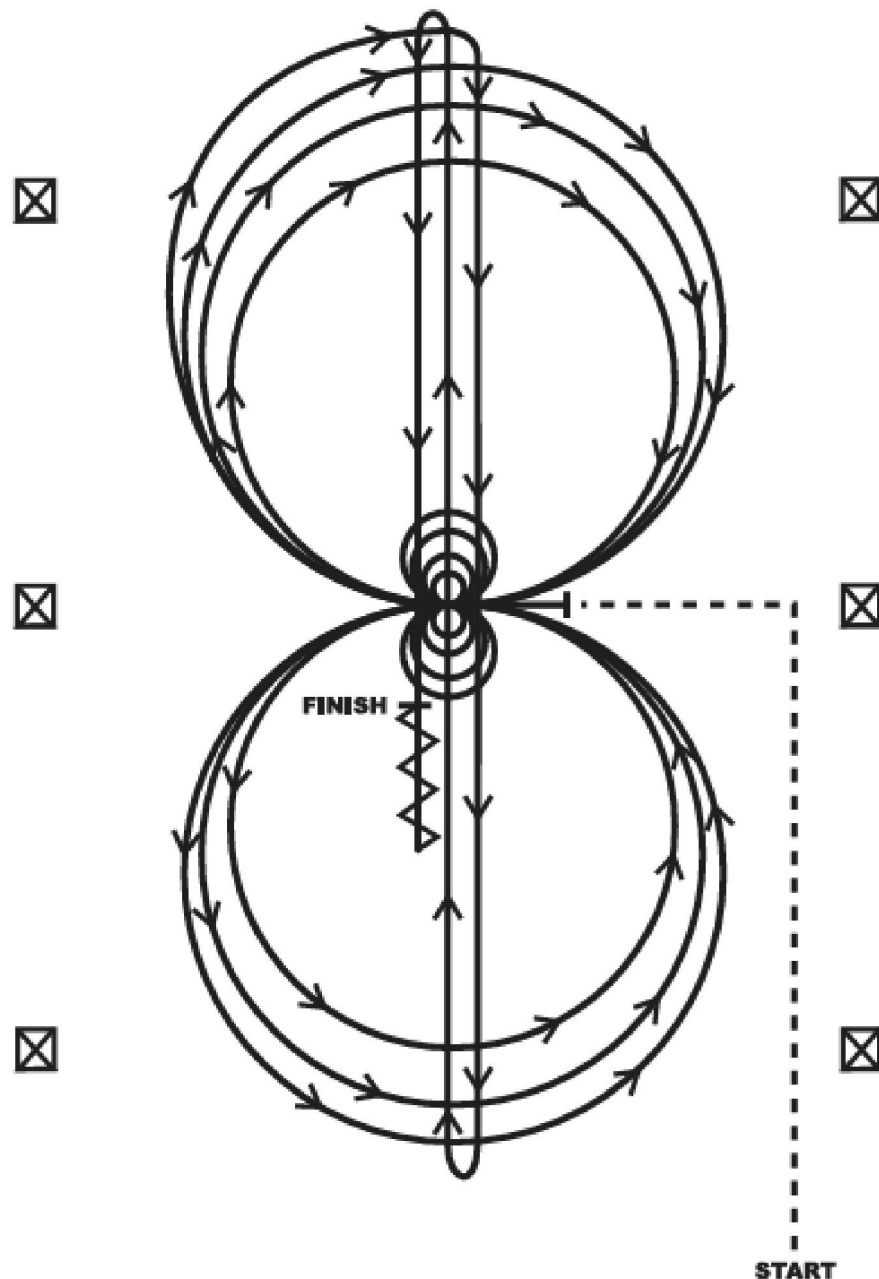


**START**

1. Walk to and over logs.
2. Extended jog a corner to the right.
3. Jog a circle to the right.
4. Extended jog a corner to the right.
5. Stop and 360 turn to the right.
6. Walk zig zag to exit.

|                   |                                                             |
|-------------------|-------------------------------------------------------------|
| <b>WALK</b>       | .....                                                       |
| <b>JOG</b>        | - - - - -                                                   |
| <b>EXTEND JOG</b> | -    -    -                                                 |
| <b>LOPE</b>       | _____                                                       |
| <b>BACK</b>       | ← $\begin{array}{c} \text{>>>>} \\ \text{>>>>} \end{array}$ |
| <b>MARKER</b>     | Ⓐ                                                           |

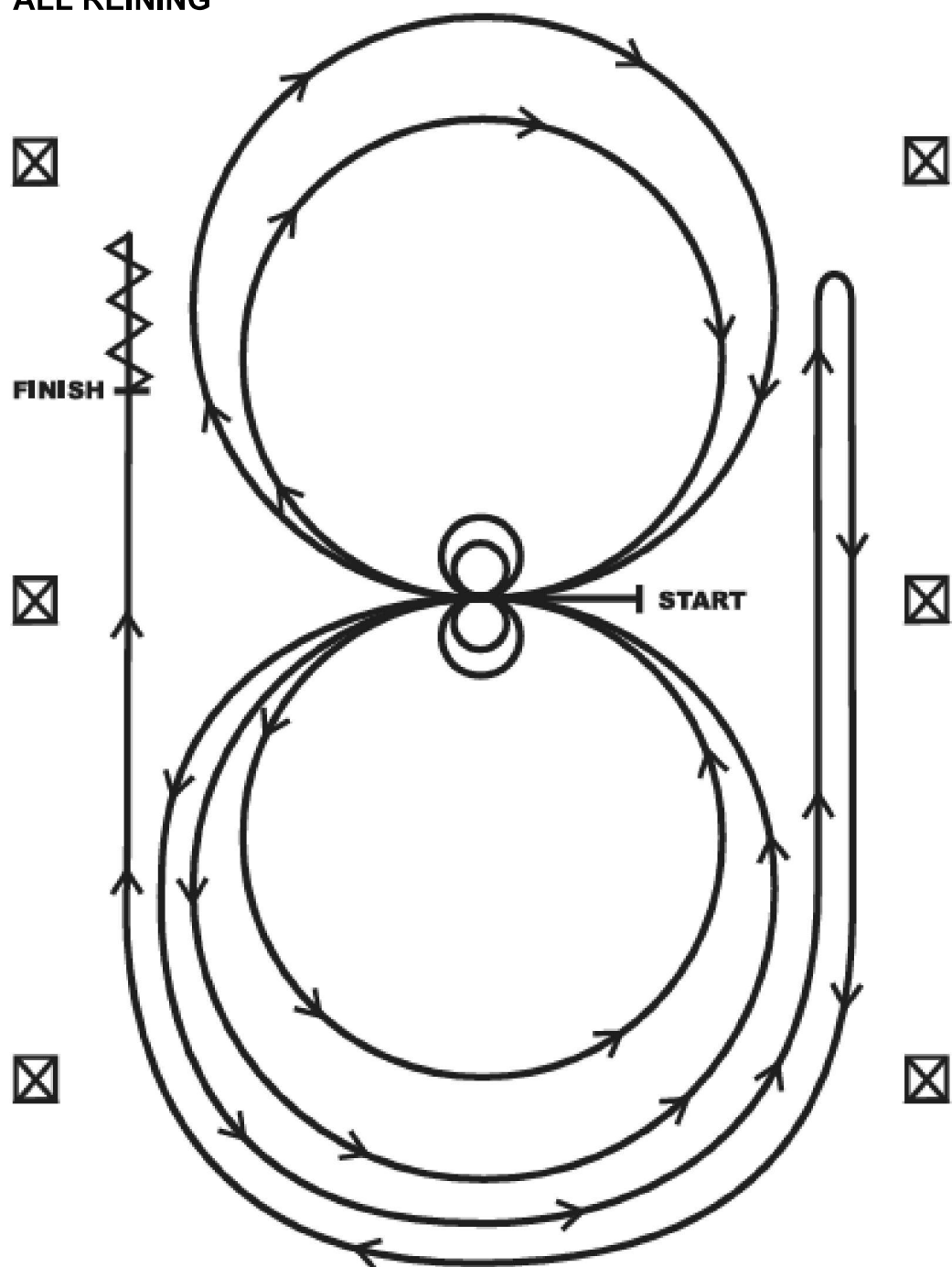
## \$250 REINING



Horses must 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. 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 small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. 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. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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.

## ALL REINING



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.