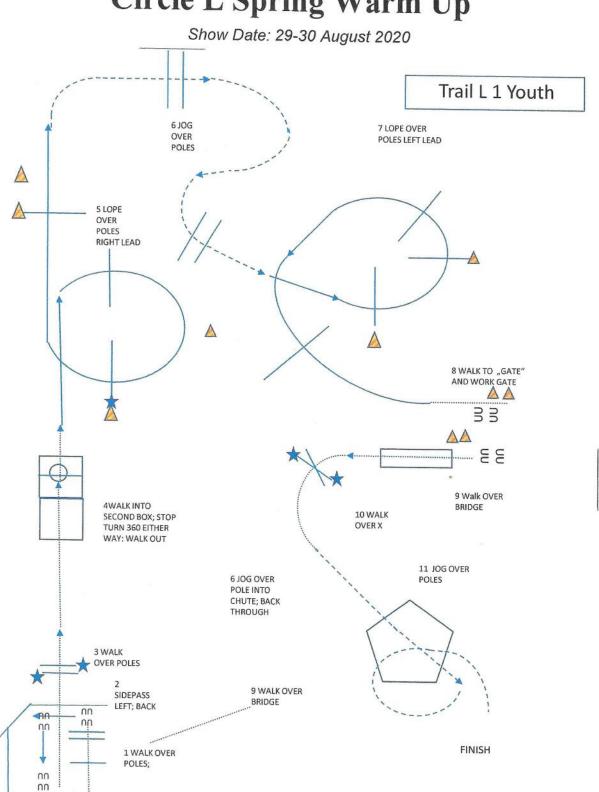
Show Date: 29-30 August 2020 Trail In Hand 7 JOG OVER WALK POLES LEFT LEAD OVER **POLES** 5 JOG OVER POLES 8 WALK TO "GATE" AND WORK GATE 33 9 Walk OVER 4WALK INTO BRIDGE SECOND BOX; STOP 10 WALK TURN 360 RIGHT, OVER X WALK OUT 11 JOG OVER 6 JOG OVER **POLES** POLE INTO CHUTE; BACK THROUGH 3 WALK **OVER POLES** 9 WALK OVER SIDEPASS BRIDGE LEFT; BACK nn nn nn nn FINISH 1 WALK OVER POLES: nn nn

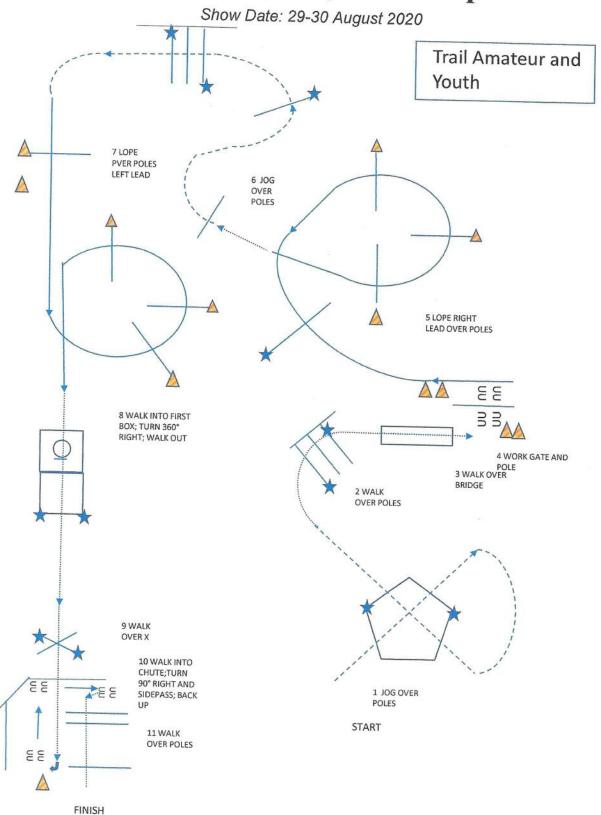
Note: it will not be a real gate but you manage it like a gate; you can change your reins to the other hand but you don't have to. Move forward, walk over the pole, back a few steps. Markers will be used to give some idea.

START

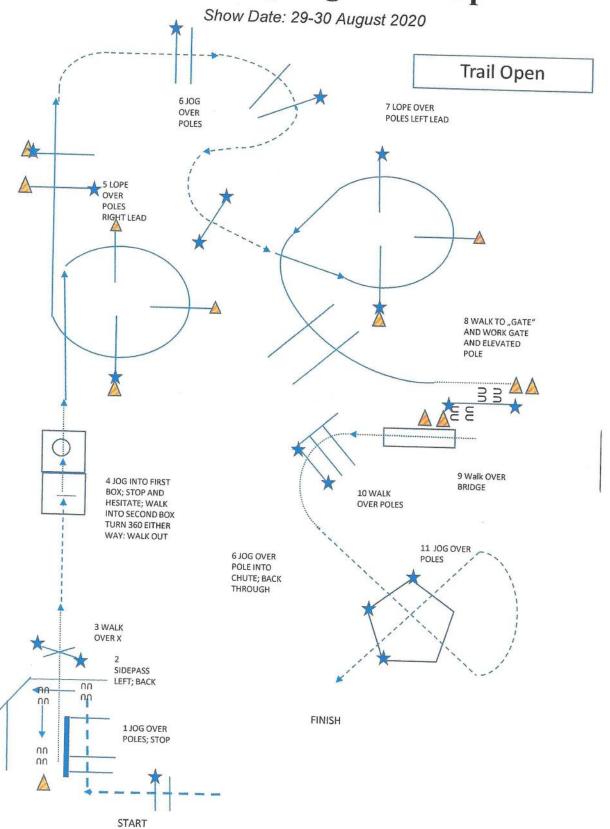


Note: it will not be a real gate but you manage it like a gate; you can change your reins to the other hand but you don't have to. Move forward, walk over the pole, back a few steps. Markers will be used to give some idea.

START



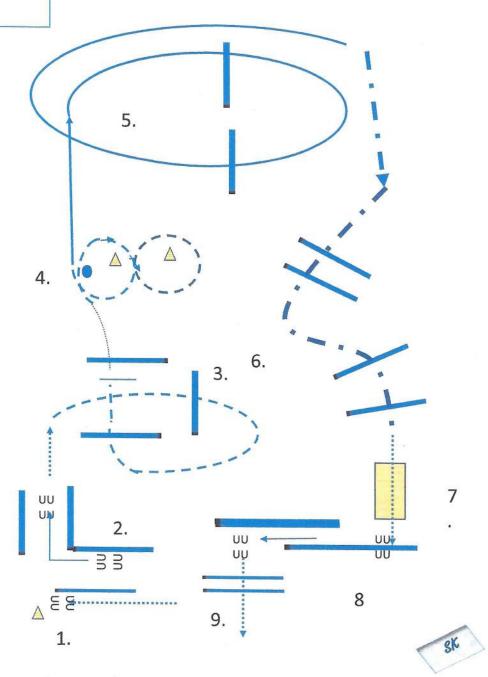
Note: it will not be a real gate, but you manage it like a gate; you can change your reins to the other hand but you don't have to. Move forward, walk over the pole, back a few steps. Markers will be used to give some idea.



Note: it will not be a real gate, but you manage it like a gate; you can change your reins to the other hand but you don't have to. Move forward, walk over the pole, back a few steps. Markers will be used to give some idea.

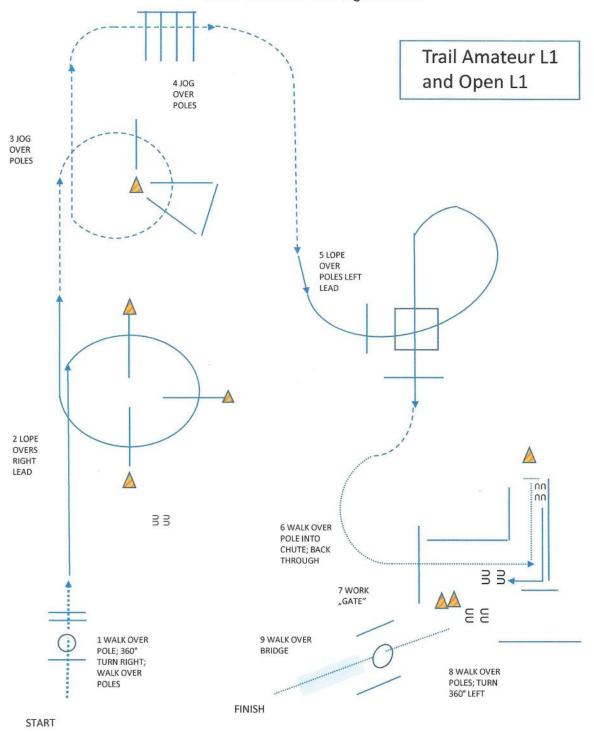
Show Date: 29-30 August 2020

RANCH TRAIL



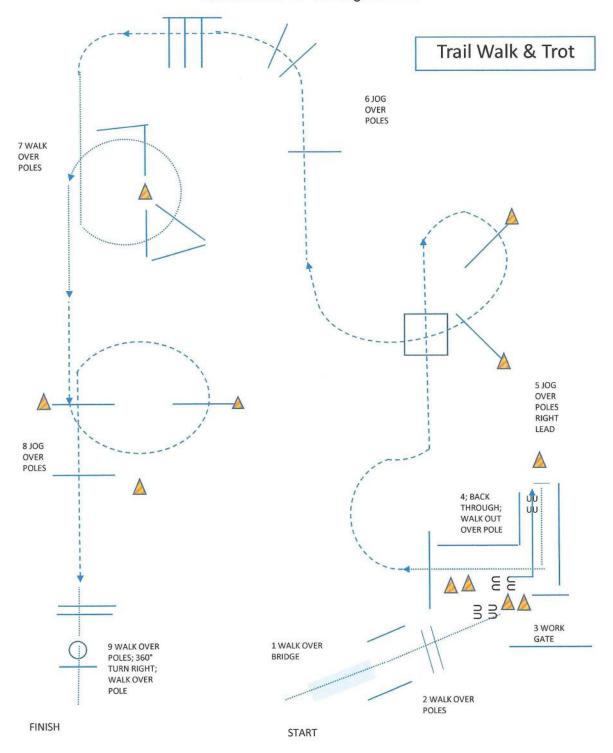
- 1. Walk to "gate", work gate and pole
- 2. Back through
- 3. Walk then trot over 2 poles; stop, dismount, ground tie, pick up left front leg, remount, walk over pole
- 4. Jog a figure 8
- 5. Lope right lead over poles
- 6. Extended trot over poles
- 7. Walk over bridge
- 8. Step over pole with front legs, sidepass right
- 9. Walk over poles
- 10. Note: Gate will not be a real gate; just a pole on the ground and a marker/pole

Show Date: 29-30 August 2020



Note: it will not be a real gate but you manage it like a gate; you can change your reins to the other hand but you don't have to. Markers will be used to give some idea.

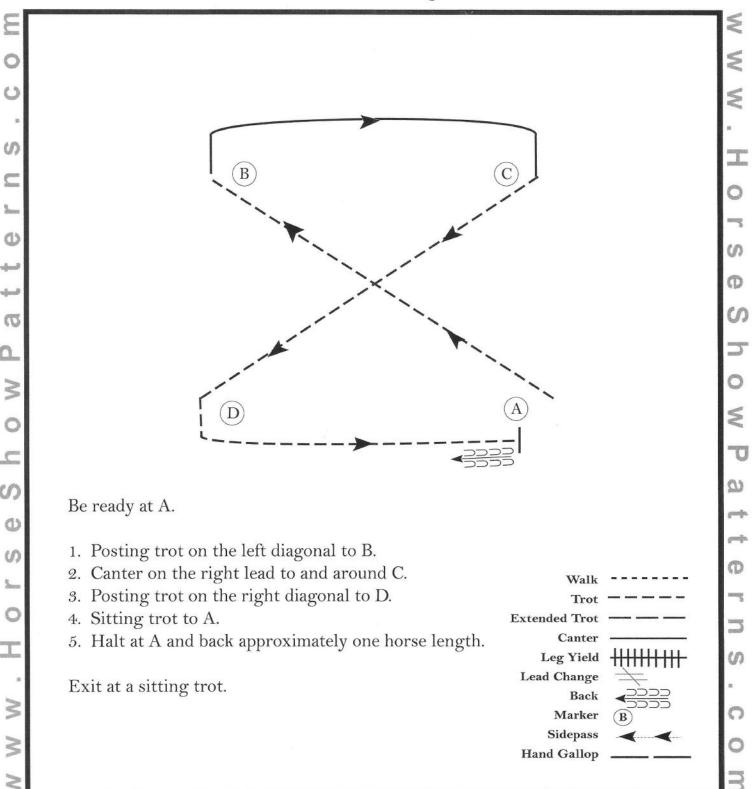
Show Date: 29-30 August 2020



Note: it will not be a real gate but you manage it like a gate; you can change your reins to the other hand but you don't have to. Markers will be used to give some idea.

Hunt Seat Equitation (L1 Youth, L1 Amateur)

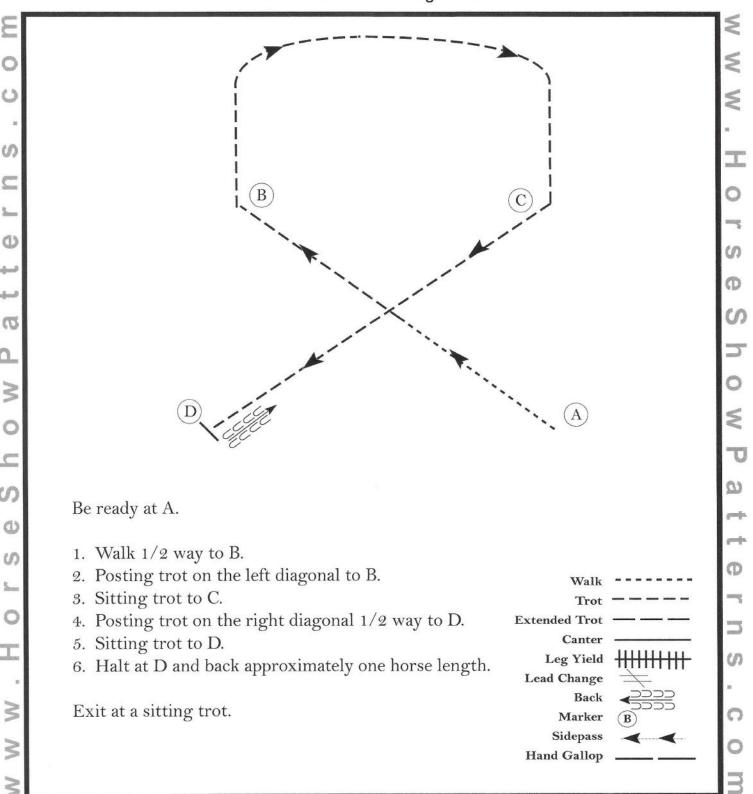
Show Date: 29-30 August 2020



[HSE/1-24]

Hunt Seat Equitation Walk Trot (L1 Youth, L1 Amateur)

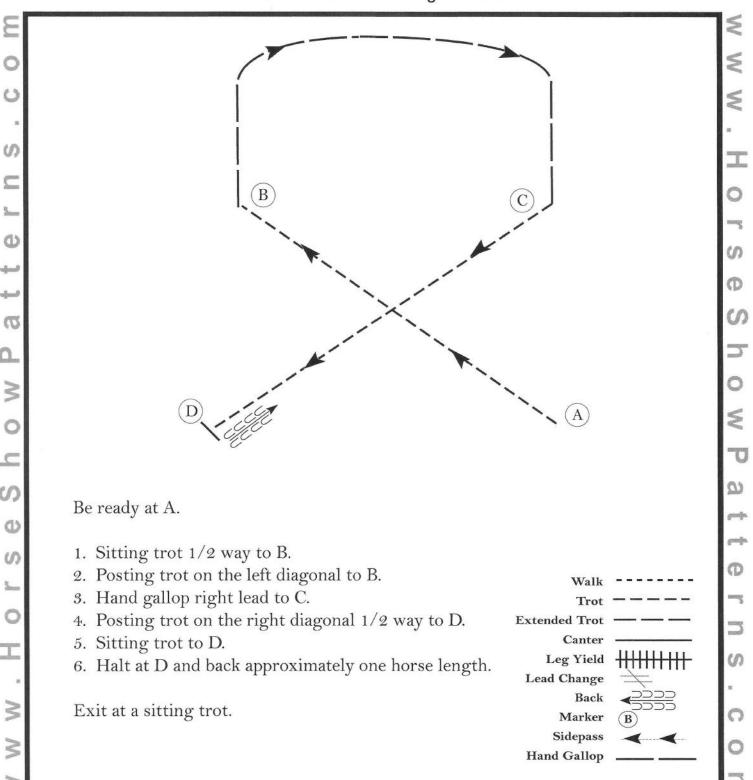
Show Date: 29-30 August 2020



[HSE/WT-23]

Hunt Seat Equitation (Youth, Amateur)

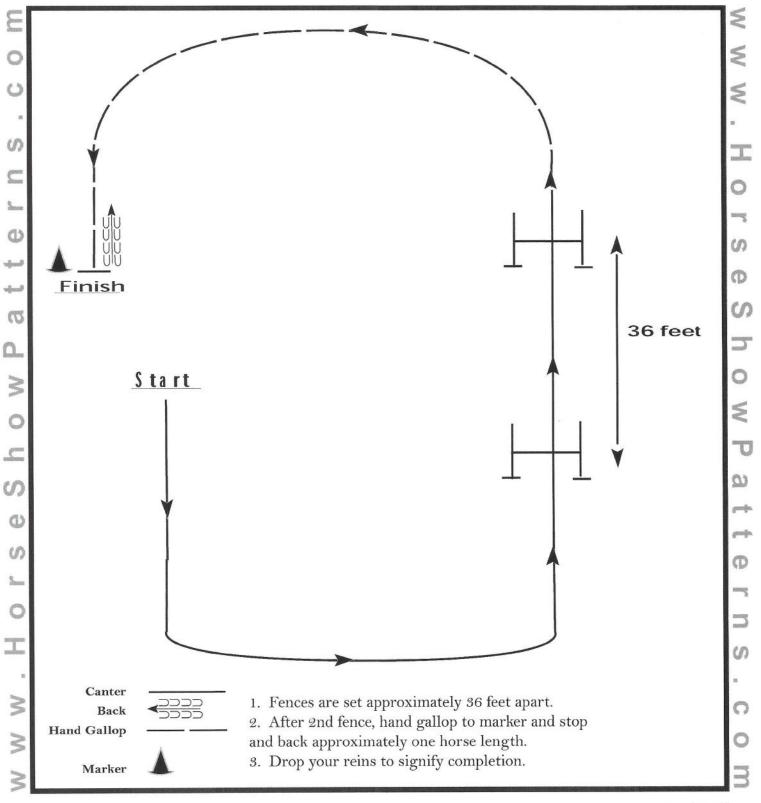
Show Date: 29-30 August 2020



[HSE/2-23]

Hunter Hack (Open)

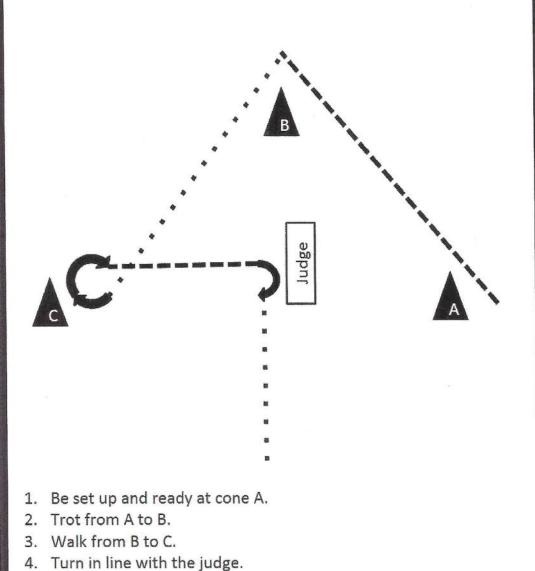
Show Date: 29-30 August 2020



[HH/36-6]

Show Date: 29-30 August 2020

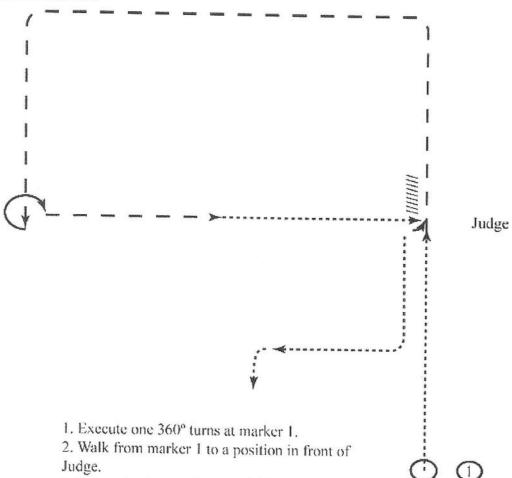
Showmanship L1



- 5. Trot to judge, stop, and set up.
- 6. When excused, do a 90° pivot and walk to exit.

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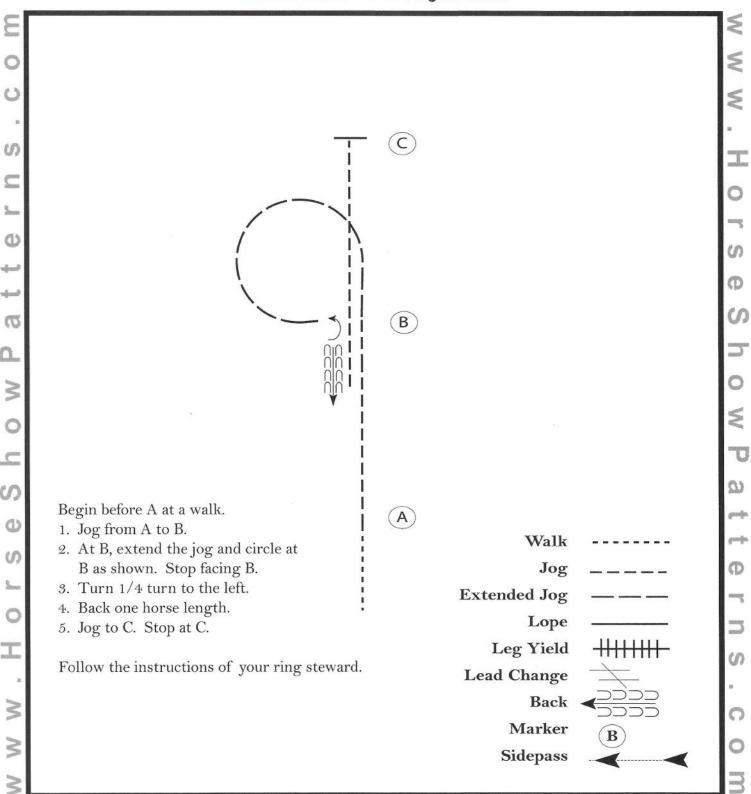
Showmanship Amateur and Youth



- 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.

Western Horsemanship Walk Trot (AQHA L1 Yth, L1 Am, PWR RO)

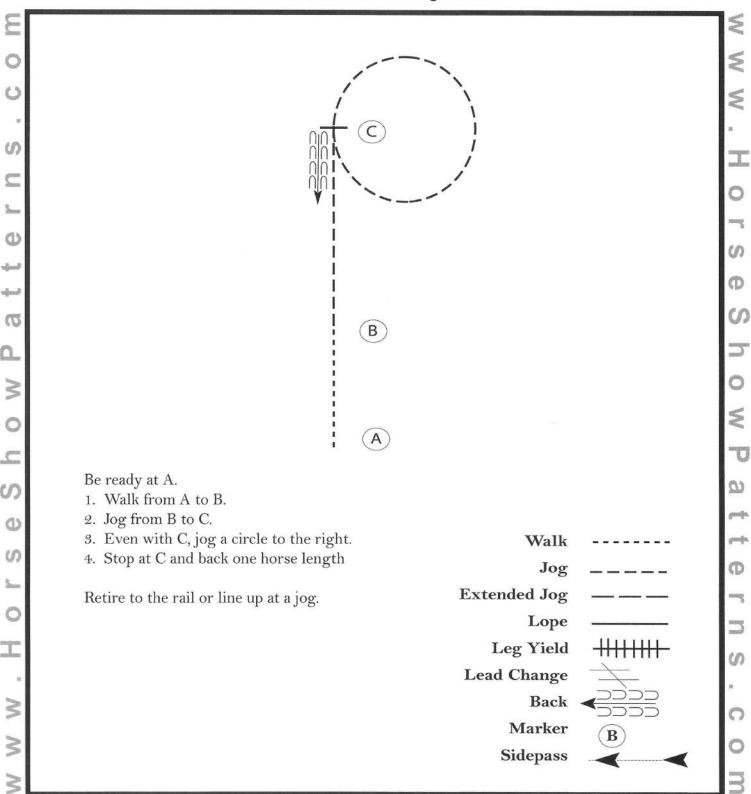
Show Date: 29-30 August 2020



[WH/WT-17]

Western Horsemanship Walk Trot (Youth RO)

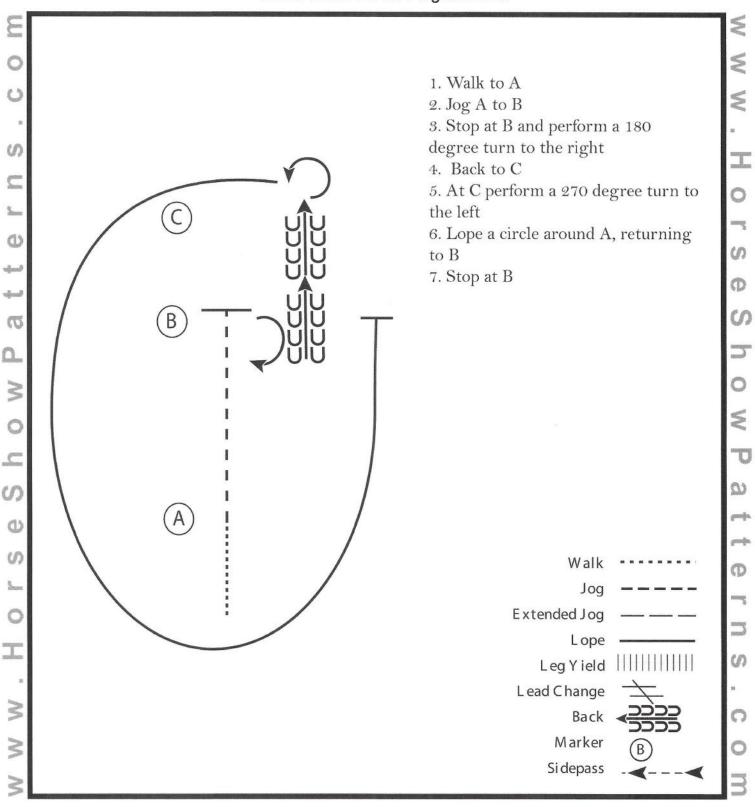
Show Date: 29-30 August 2020



[WH/WT-20]

Western Horsemanship (L1 Youth, L1 Amateur)

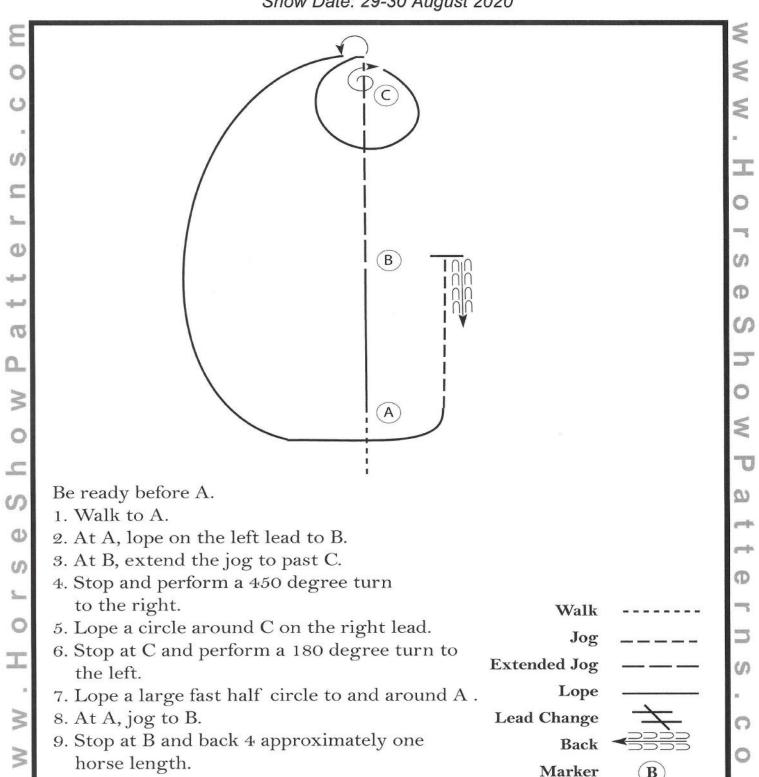
Show Date: 29-30 August 2020



[WH/2-14]

Western Horsemanship (Youth, Amateur)

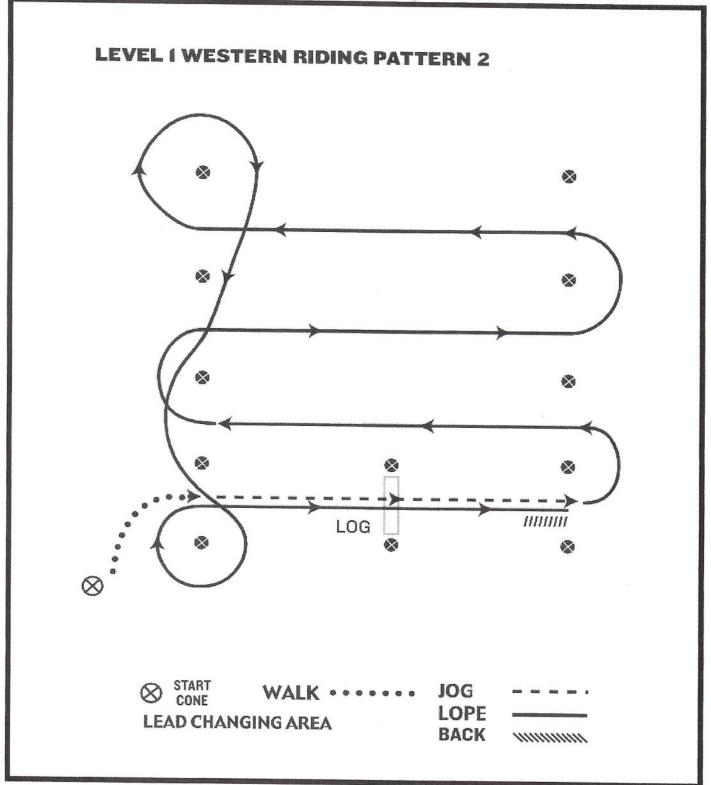
Show Date: 29-30 August 2020



[WH/3-8]

Western Riding (L1 Youth, L1 Amateur, L1 open)

Show Date: 29-30 August 2020

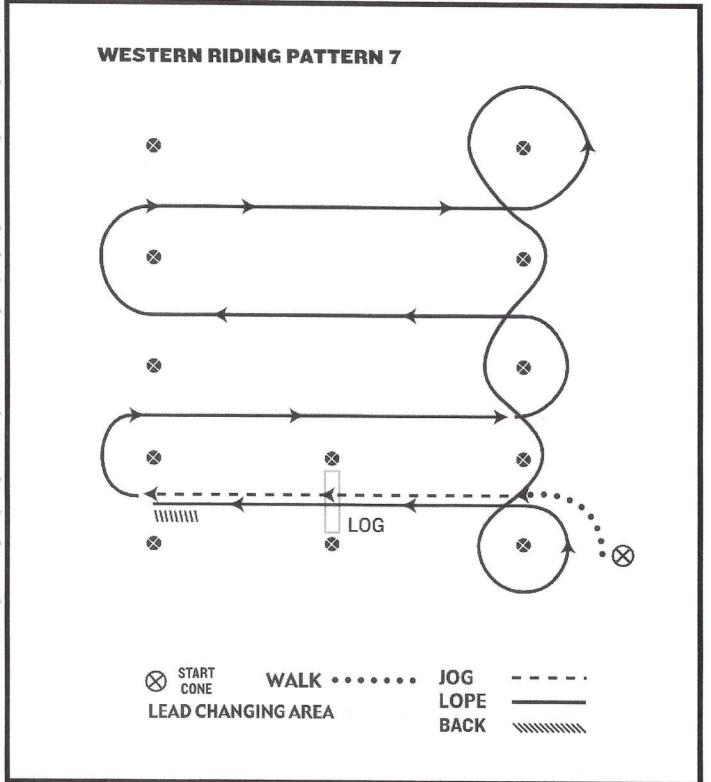


Pattern Provided by:

Lucy Adams

Western Riding (Youth, Amateur, Open)

Show Date: 29-30 August 2020



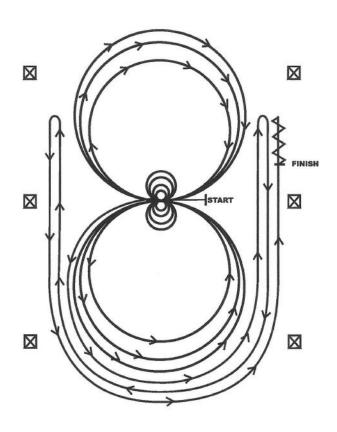
Pattern Provided by:

Lucy Adams

Reining (L1 Youth, L1 Amateur, L1 open)

Show Date: 29-30 August 2020

REINING PATTERN 13



Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence. I. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena

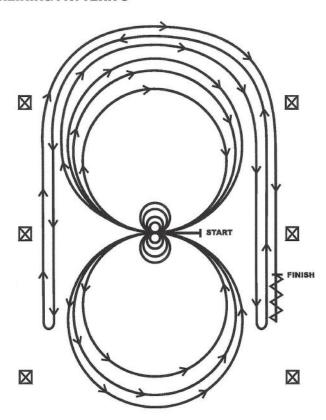
- 2. Complete four spins to the left. Hesitate.
- Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
- 4. Complete four spins to the right. Hesitate.
- Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
- Continue around previous 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 (6meters) from the wall or fence-no hesitation.
- 7. Continue around 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 the 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. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

[R/AQHAP-13]

Reining (Youth, Amateur)

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REINING PATTERN 8



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.

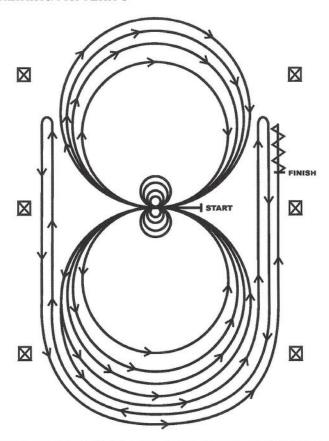
- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
- 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 maker 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.

[R/AQHAP-8]

Reining (Open)

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REINING PATTERN 5



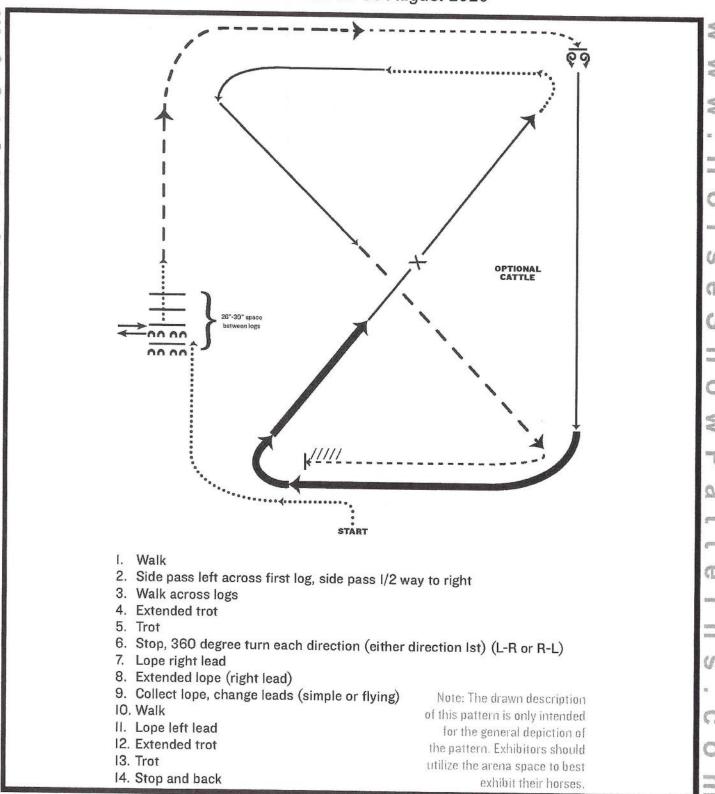
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- 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.
- 2. Complete four spins to the left. Hesitate.
- Beginning on the right lead, complete three circles to the right: 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 right. Hesitate.
- Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
- Continue around previous 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 twenty feet (six meters) from the wall or fence—no hesitation.
- 7. Continue around 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 twenty feet (six meters) from the wall or fence—no hesitation.
- 8. Continue back around previous circle but do not close this circle. Run up 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.

[R/AQHAP-5]

Ranch Riding (L1 Open, Youth)

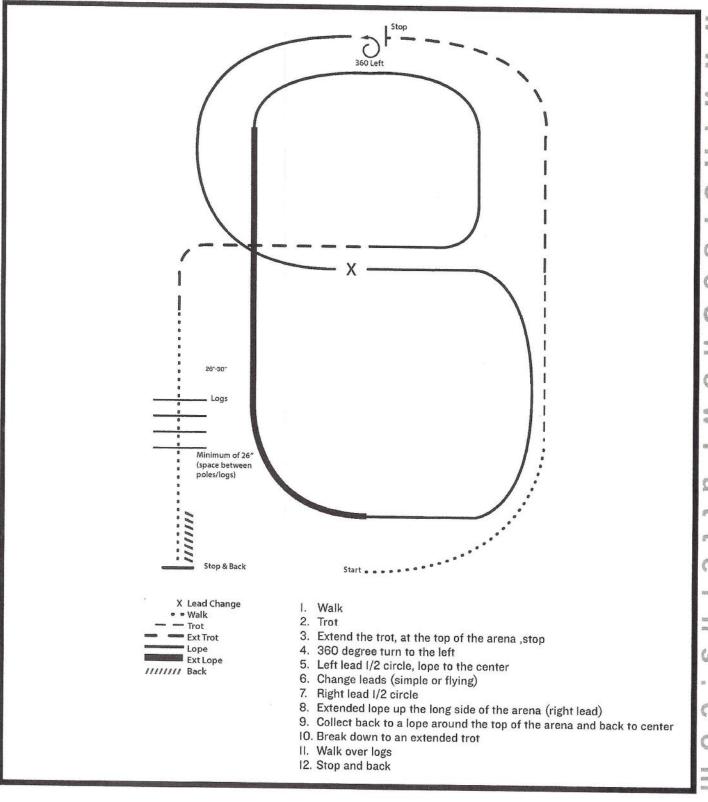
Show Date: 29-30 August 2020



[RR/AQHA-8]

Ranch Riding (L1 Youth, L1 Amateur)

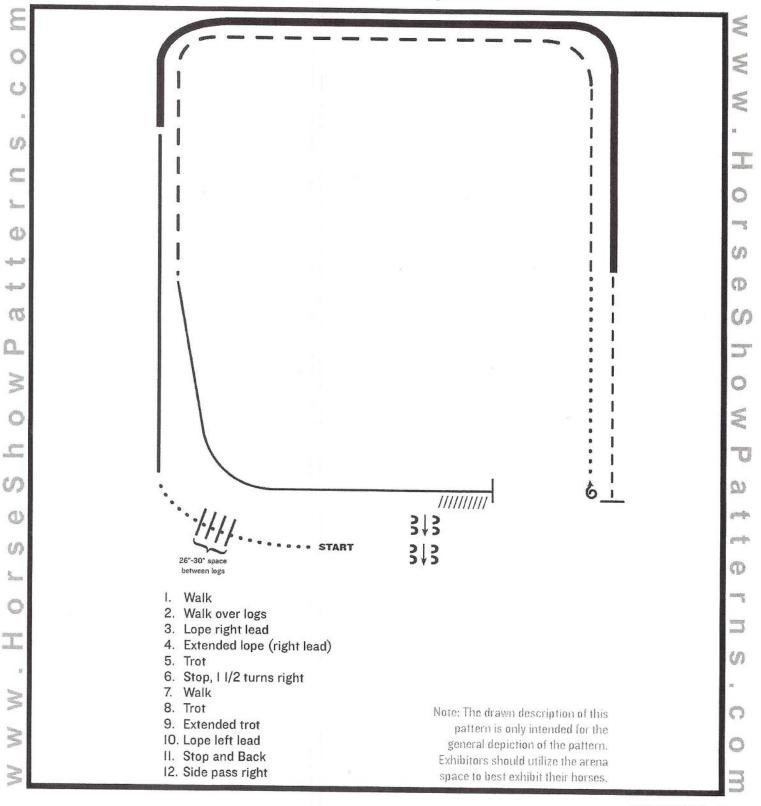
Show Date: 29-30 August 2020



[RR/AQHA-1]

Ranch Riding (Beginner Rasseofen)

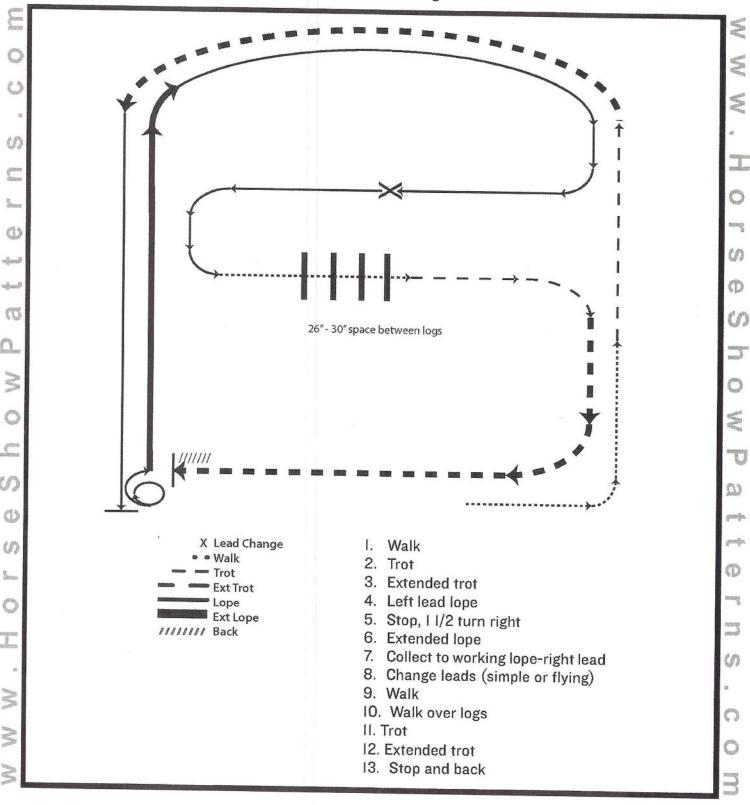
Show Date: 29-30 August 2020



[RR/AQHA-6]

Ranch Riding (Amateur)

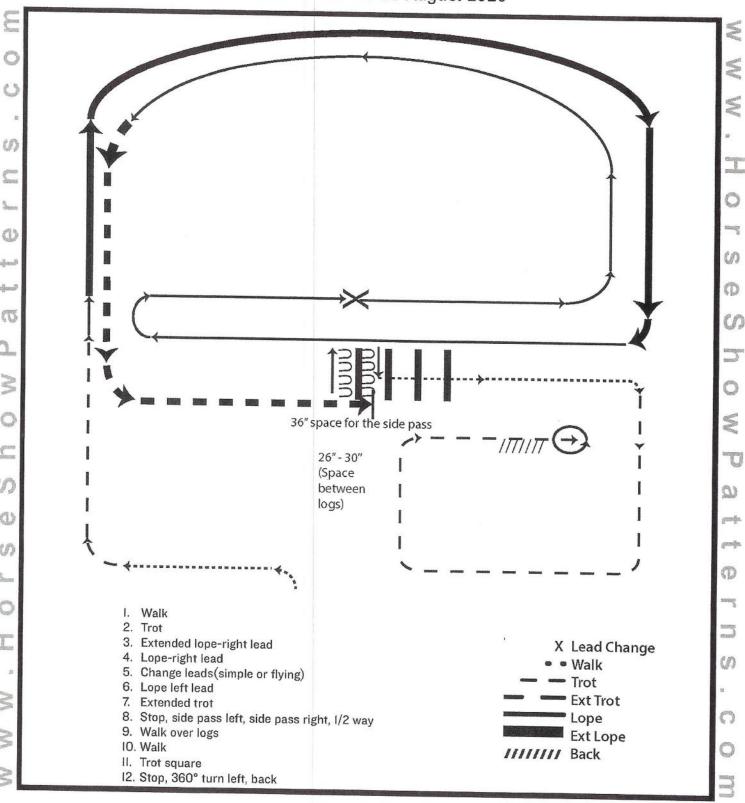
Show Date: 29-30 August 2020



[RR/AQHA-2]

Ranch Riding (Open)

Show Date: 29-30 August 2020



[RR/AQHA-4]