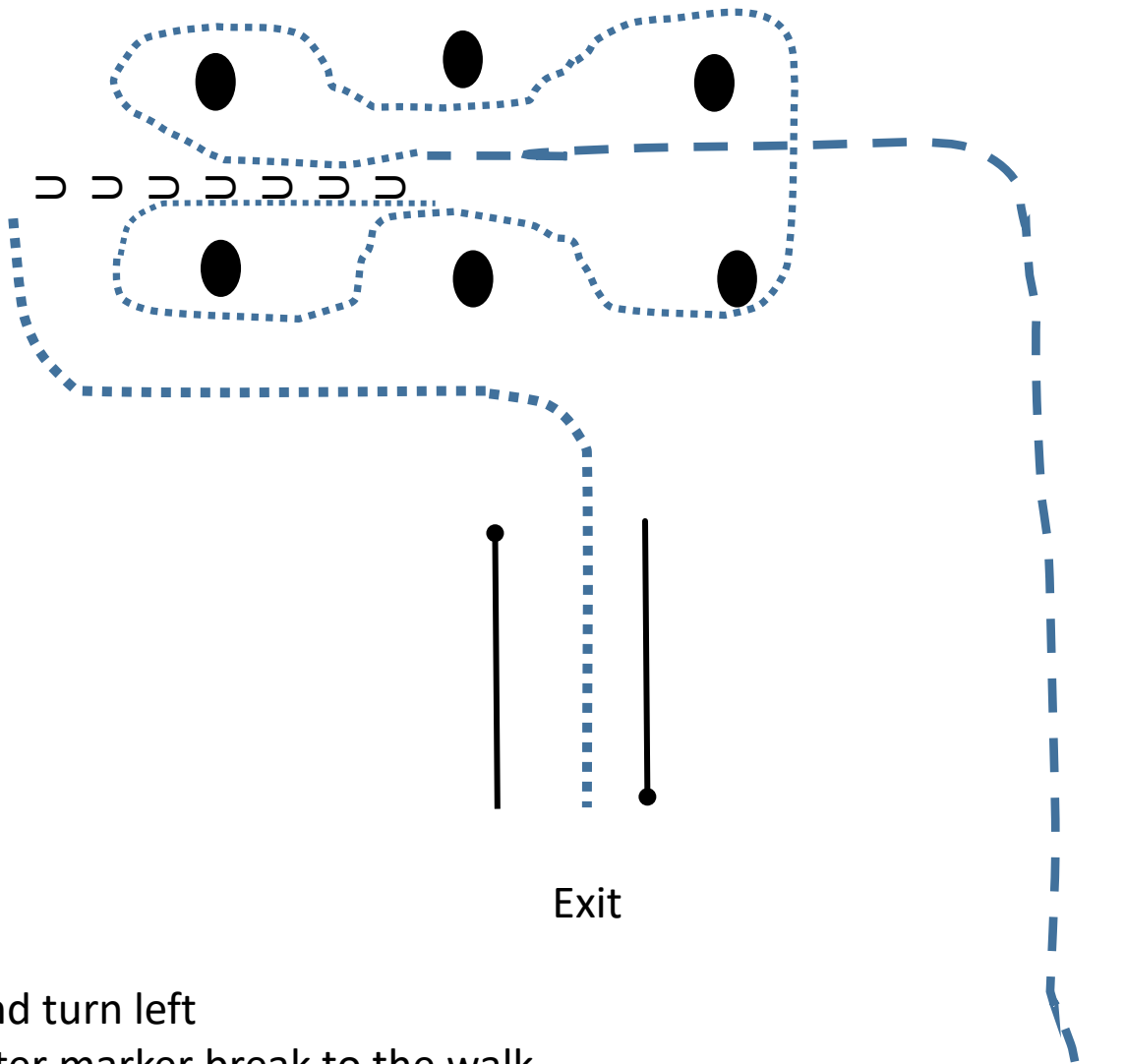


Obstacle /Pattern Class

Walk & Whoa

Class # 9 & 12



Trot and turn left

At center marker break to the walk

Serpentine markers

Return to the center markers back out between end markers.

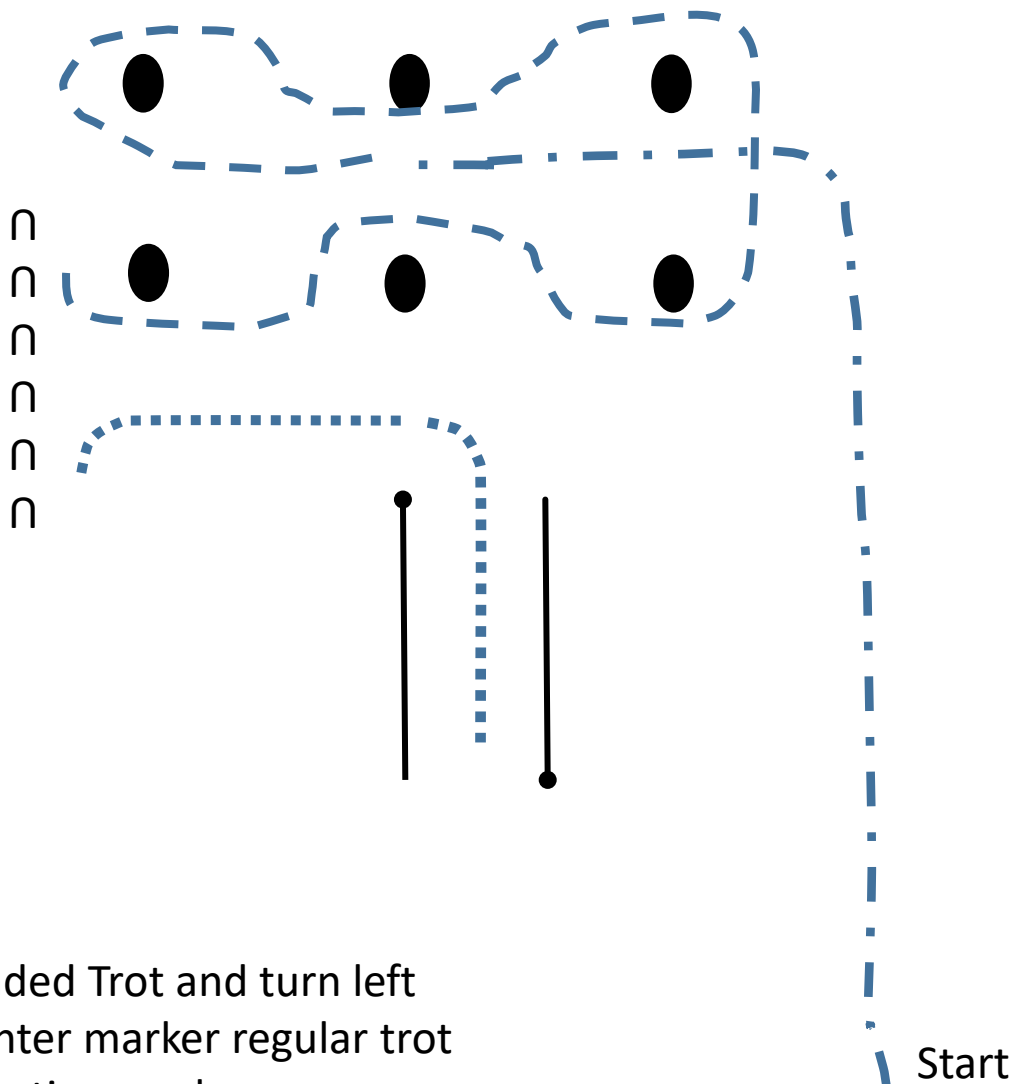
Exit pattern at a medium walk

Start

Obstacle /Pattern Class

Walk / Trot

Class # 16, 71, 77, 83 & 88



Extended Trot and turn left

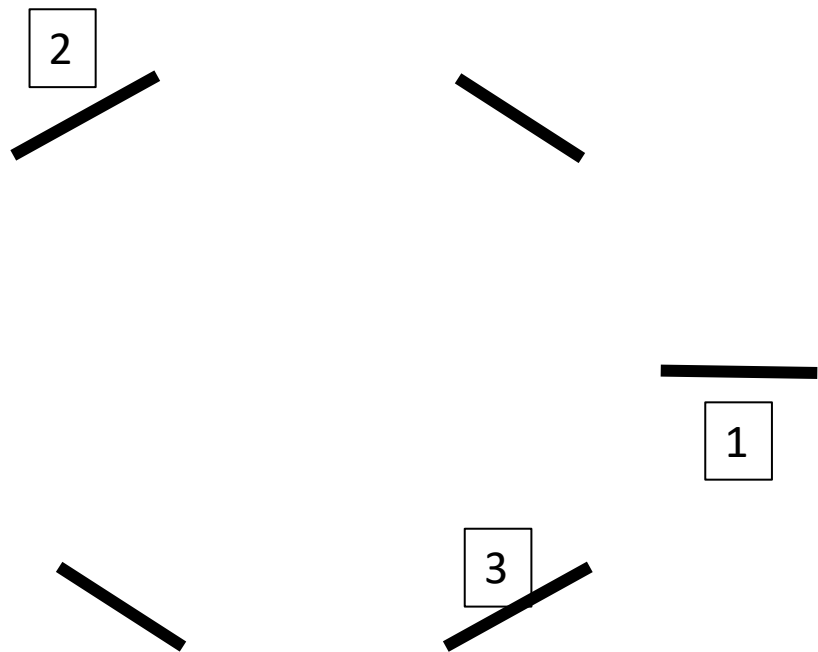
At center marker regular trot

Serpentine markers

At the last marker halt for 5 seconds back 6 steps

Exit pattern at a medium walk between logs

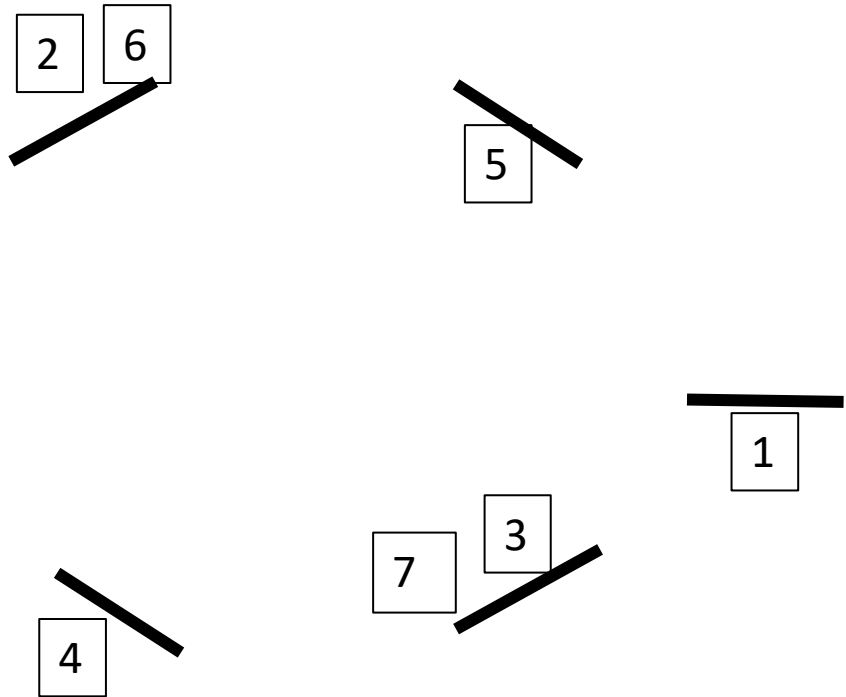
X-Rail Hack - Class # 45, 50, 55
Open Trot X- Rail Class # 57
Open Hunter Hack - Class # 61



Gate

Open Trot X-Rail Hunter - Class # 58 & 60

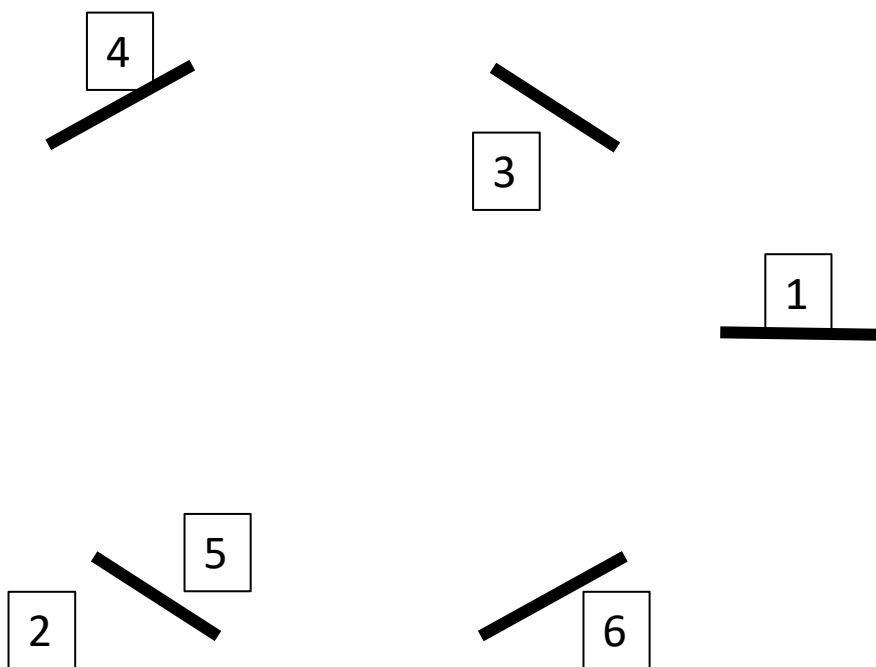
Open Hunter Over Fences - Class # 62 & 64



Gate

X-Rail Equitation - Class # 59

Open Hunter Equitation - Class # 63



Gate

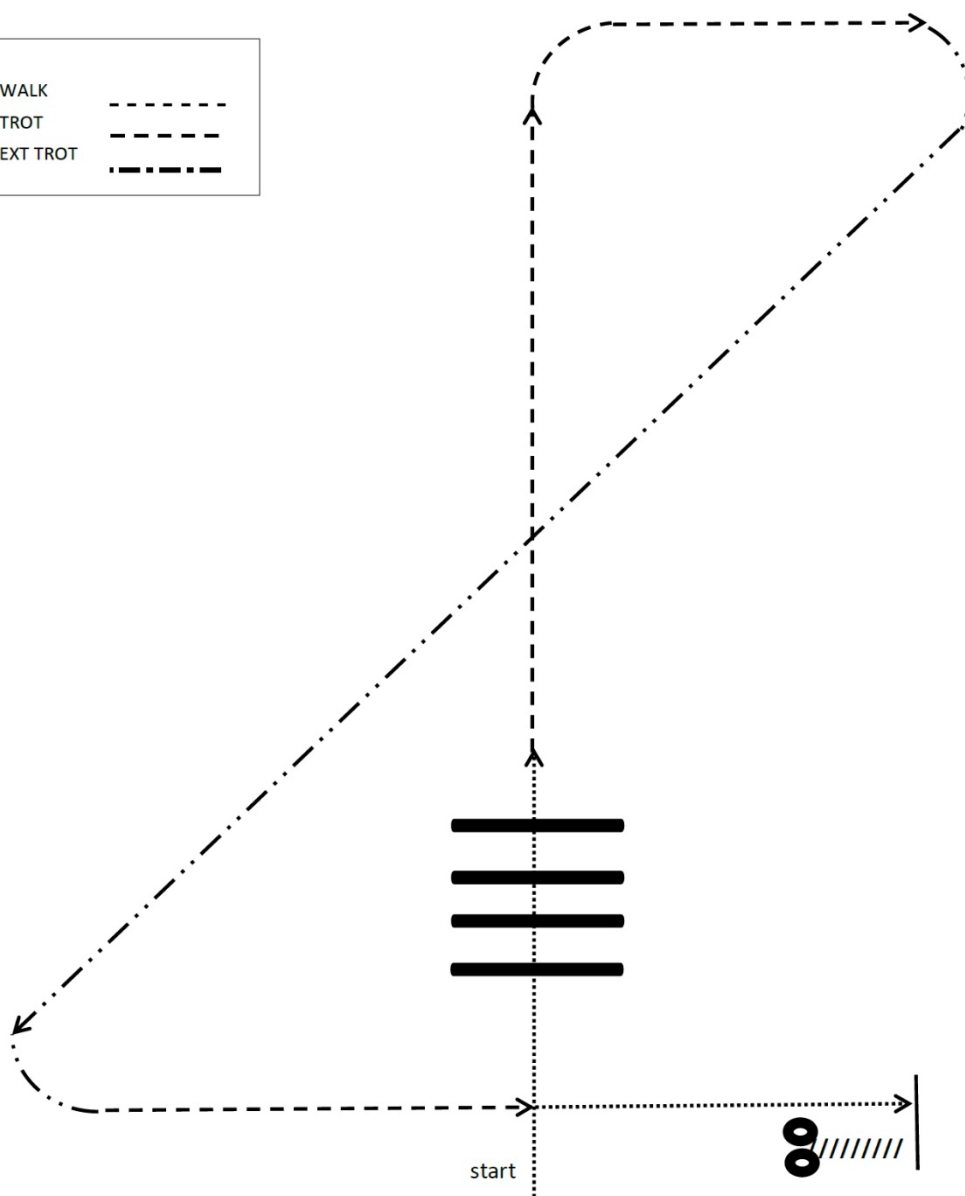
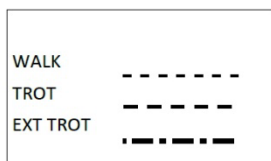
Ranch Horse Walk Trot Pattern ECRRA Class # 94



Ranch Riding WALK TROT

USE ONLY 1/2 OF THE ARENA

1. WALK
2. WALK over RAILS
3. TROT
4. EXTENDED TROT
5. TROT
6. WALK
7. STOP & BACK
8. 360 both ways (either way 1st)

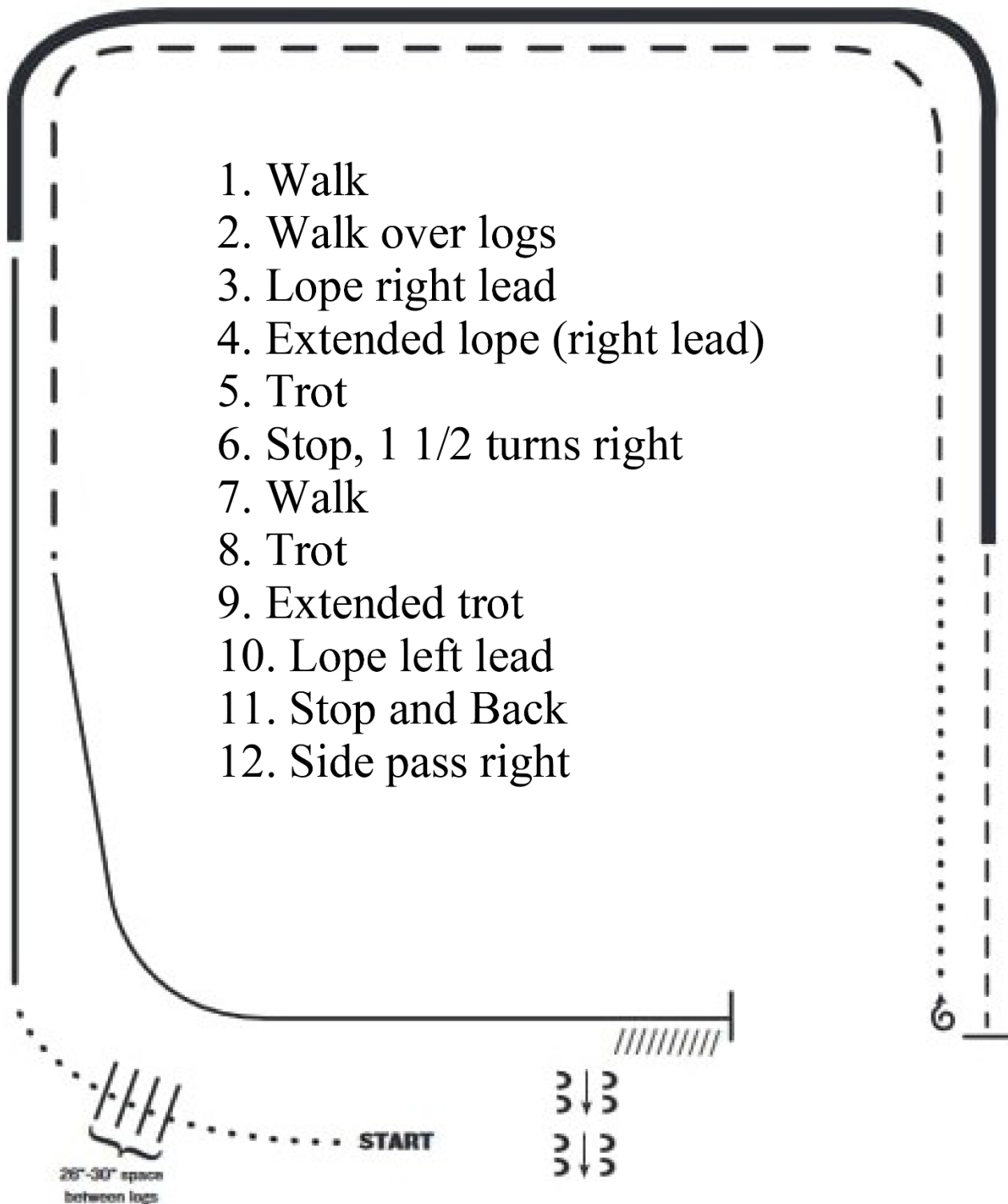


Ranch Riding Pattern

Walk / Trot / Canter 4-H pattern #4

Class # 99

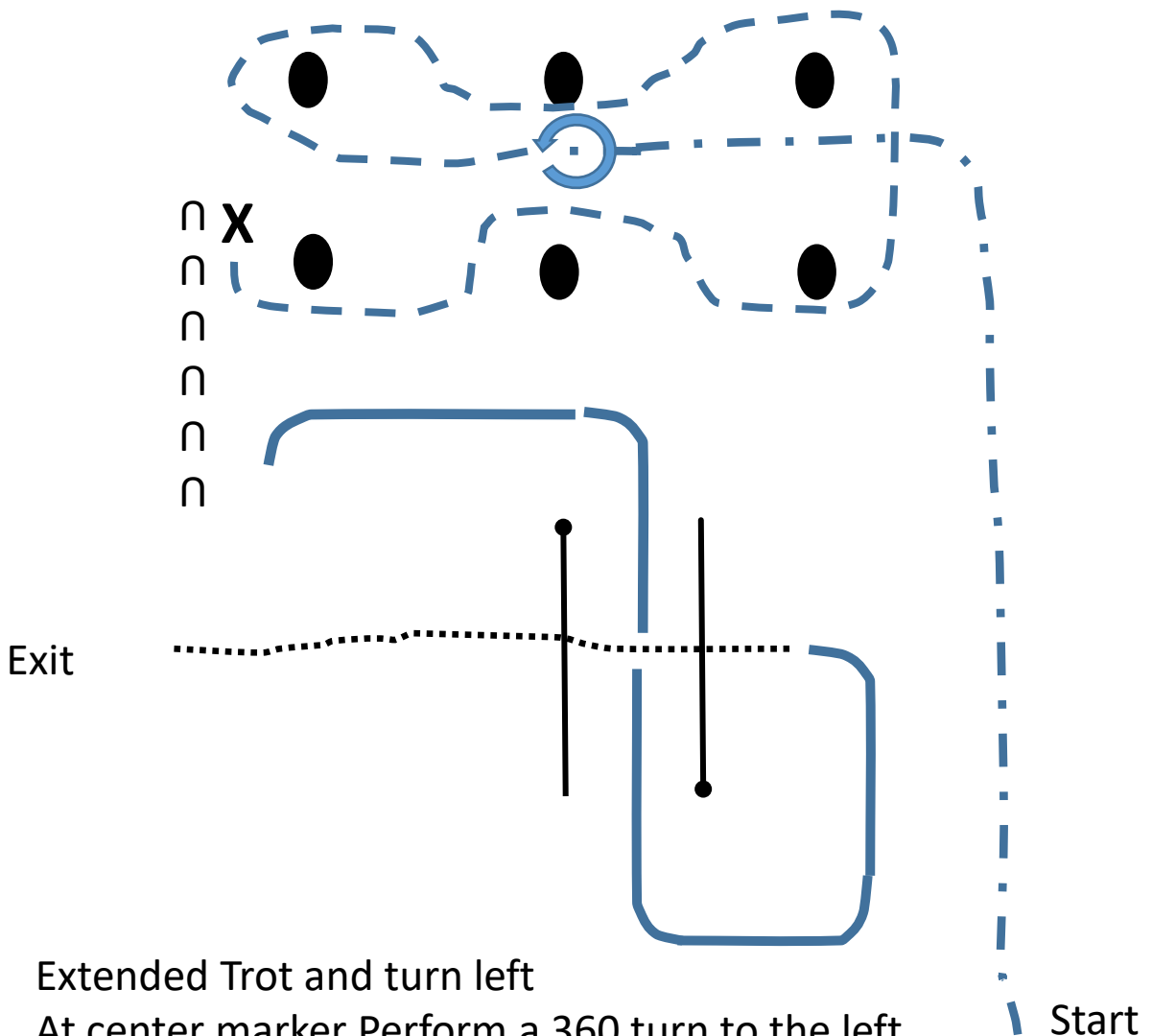
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right



Ranch Horse Trail

Class # 95 (Trot the canter section)

Class # 100



Extended Trot and turn left

At center marker Perform a 360 turn to the left

Serpentine markers regular trot

At the last marker halt for 5 seconds back 6 steps

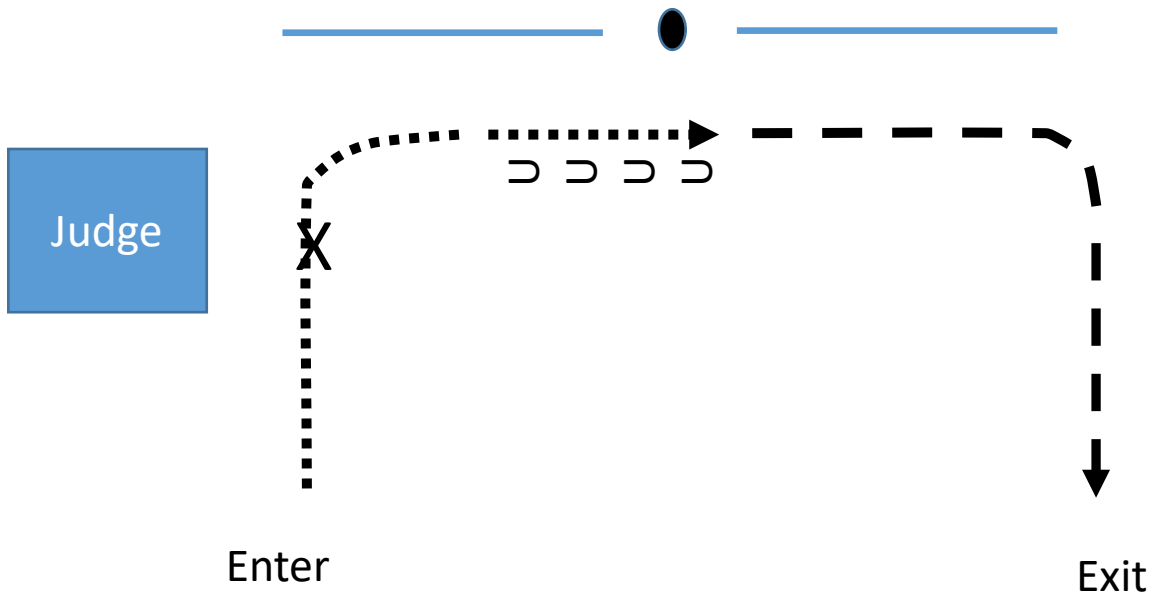
Pick up right lead lobe halfway through log

Change to left lead

Exit pattern at a medium walk over logs

Showmanship

Therapeutic, Leadline & 10 and Under
Open until noon

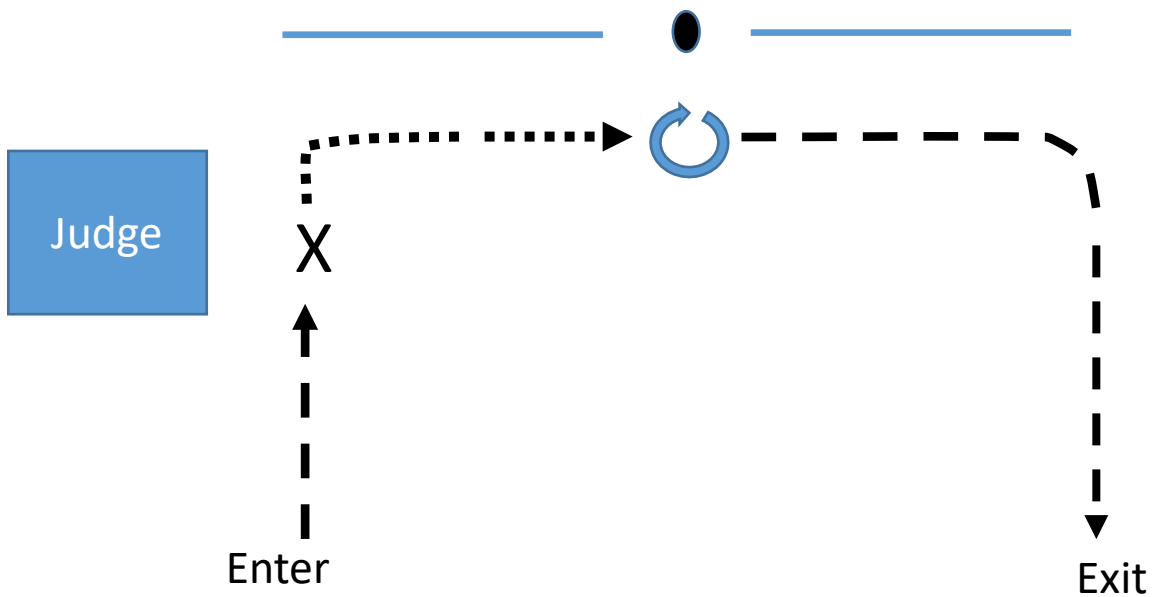


Report to Judge:

1. Enter Pattern at a walk (you are being judged)
2. Halt for inspection
3. Give Judge your class number, class name and back number
4. When dismissed walk until even with marker between rails
5. Back 4 steps
6. Trot turn right to exit pattern

Showmanship Junior & Senior

Open until noon



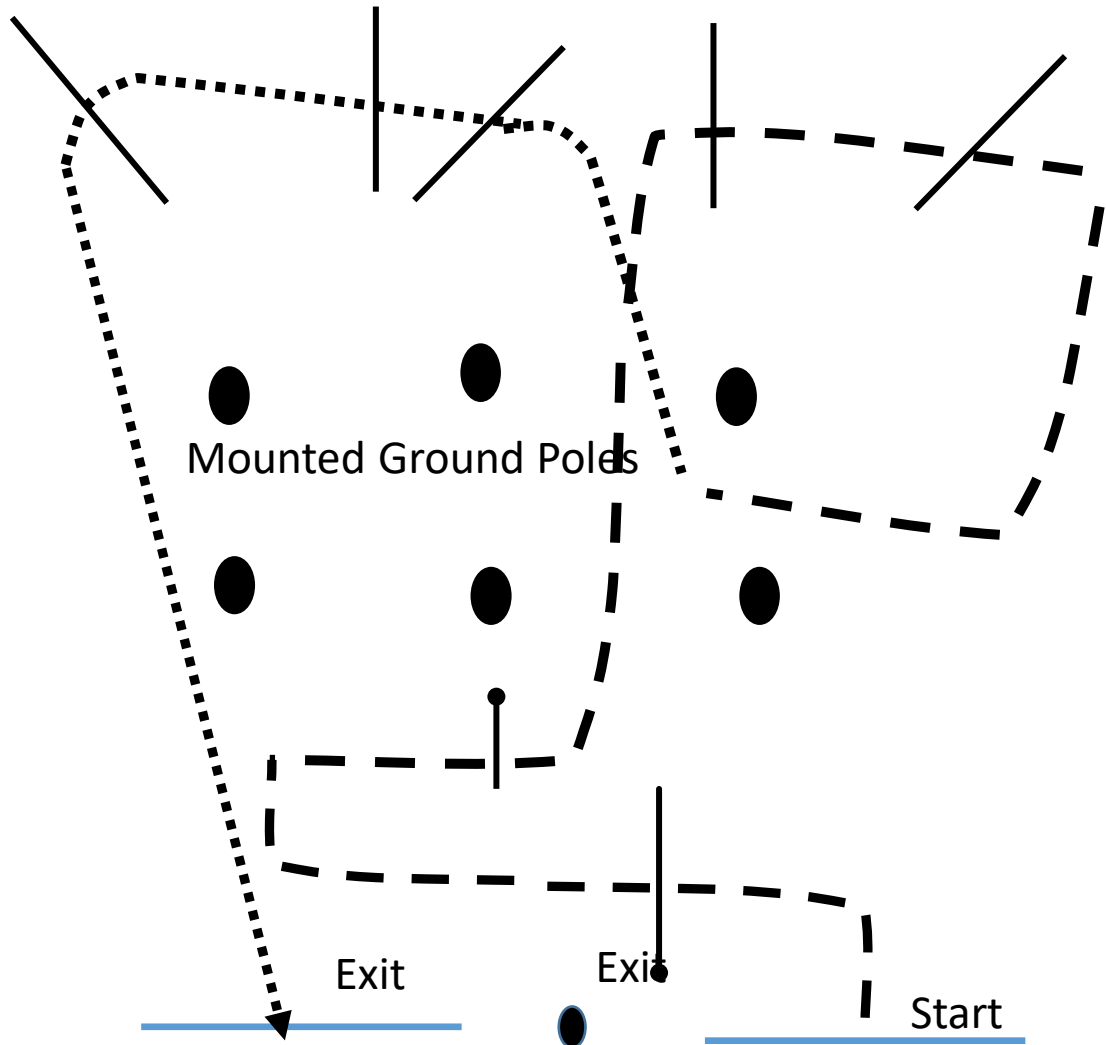
Report to Judge:

1. Enter Pattern at a Trot (you are being judged)
2. Halt for inspection
3. Give Judge your class number, class name and back number
4. When dismissed walk until even with marker between rails
5. Perform a 360 turn to the right
6. Trot turn right to exit pattern

In Hand Ground Poles

Mounted Ground Poles

Leadline walk all obstacles



Judge

Trot and turn left over 1st ground pole.

Turn right trot over 2nd ground pole.

Continue to trot between markers, trot over 3rd and 4th ground poles.

Turn right go between markers. Break to the medium walk.

Turn right continue through the next three ground poles.

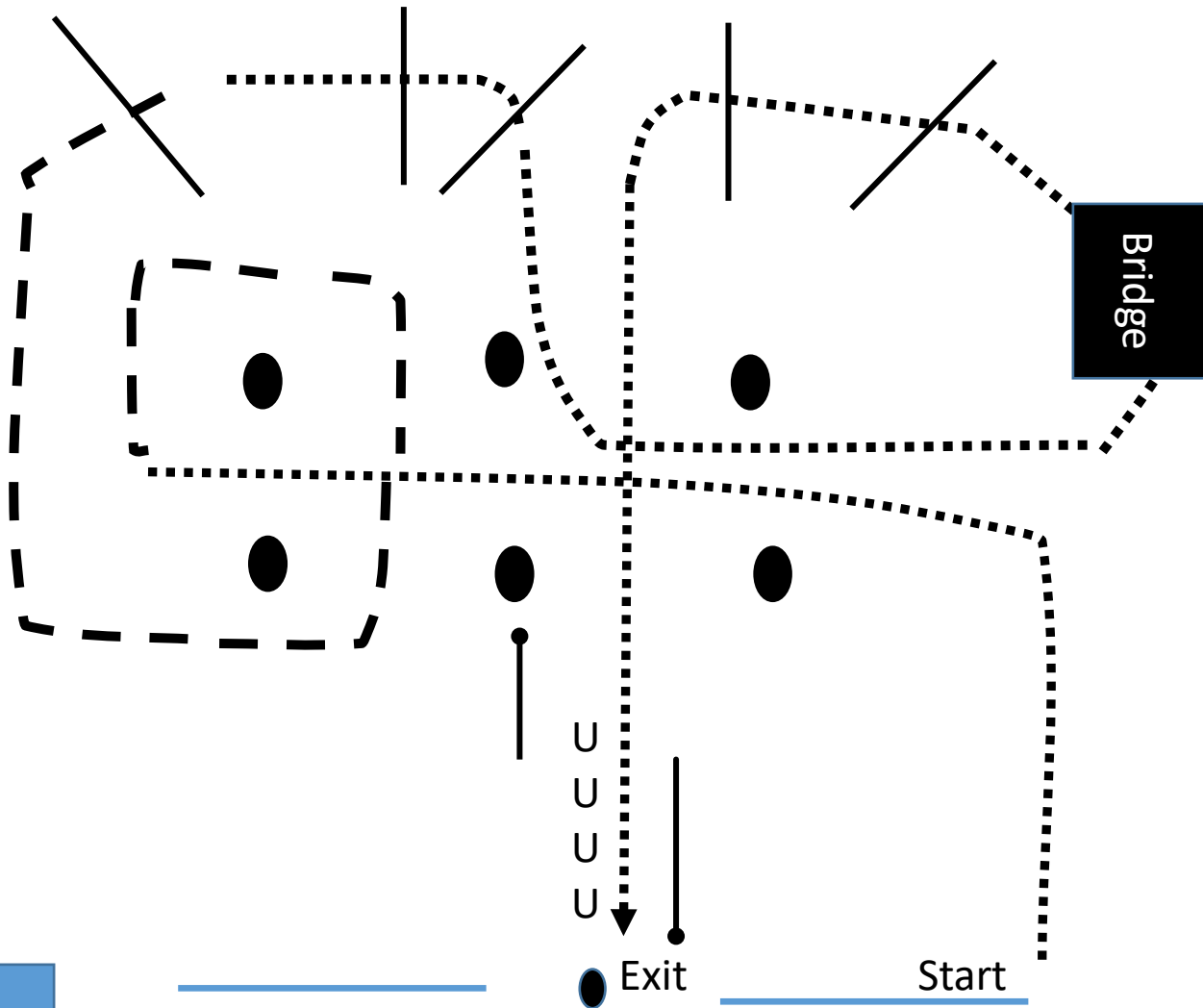
Exit over the last pole in front of judge shed.

Trail Course -Course closes at noon

Therapeutic class #124,

Leadline class #104 E & #108 W

10 & Under class #112



Judge

Medium Walk and turn left.

At end markers regular trot and circle marker to right

Trot over first log.

Medium walk over next 2 logs.

Turn right and go between markers.

Turn left continue medium walk over Bridge and the last two logs.

Turn left stop between rails.

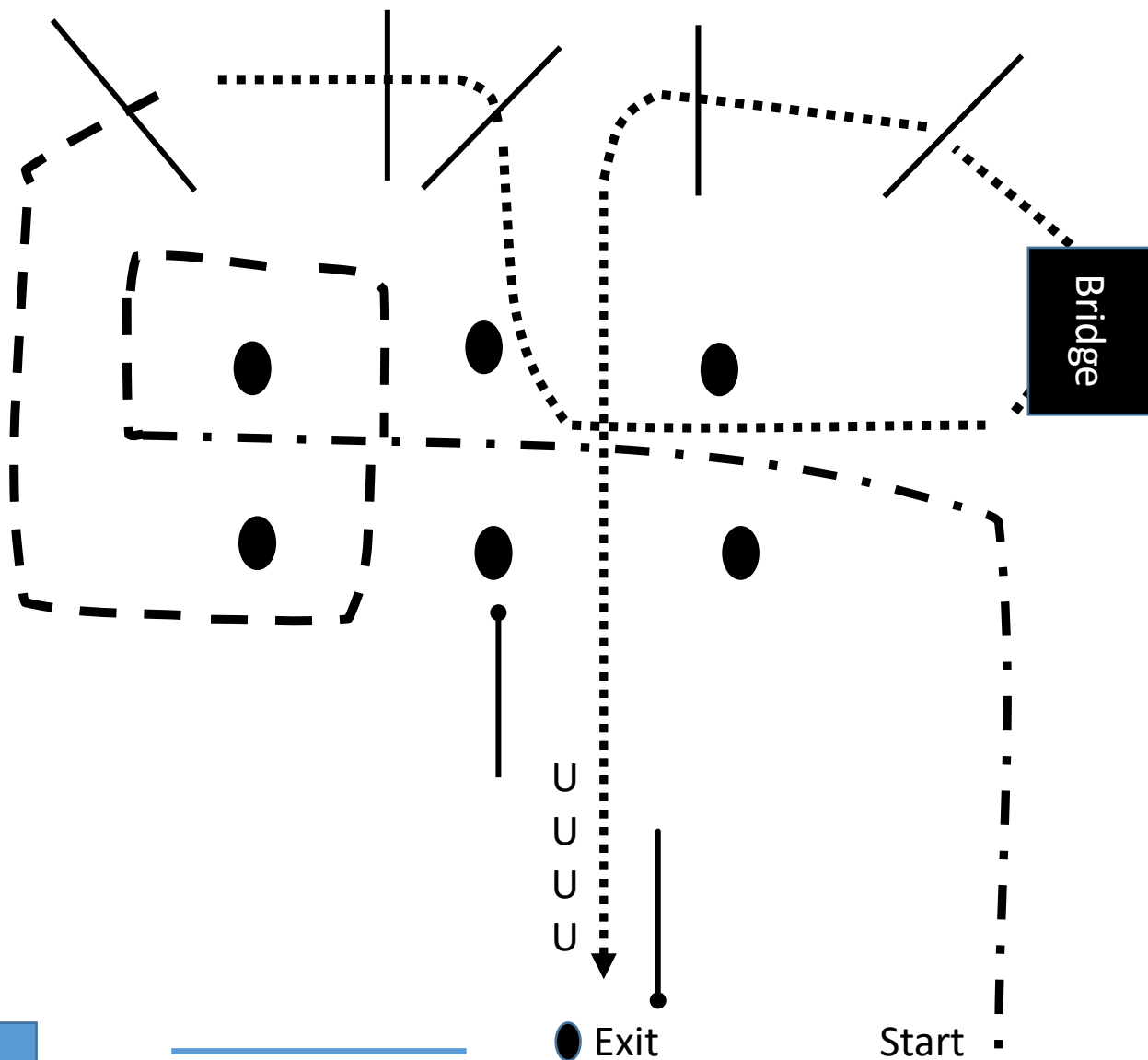
Back 4 steps.

Exit pattern at a medium walk.

Trail Course

Class #116 Junior & #120 Senior

Course closes at noon



Judge

Extended trot and turn left.

At end marker regular trot and circle marker to right

Trot over first log

Medium walk over next two logs.

Turn right and go between markers.

Turn left and continue medium walk over the bridge and last two logs.

Turn left and back 4 steps.

Exit pattern at a medium walk