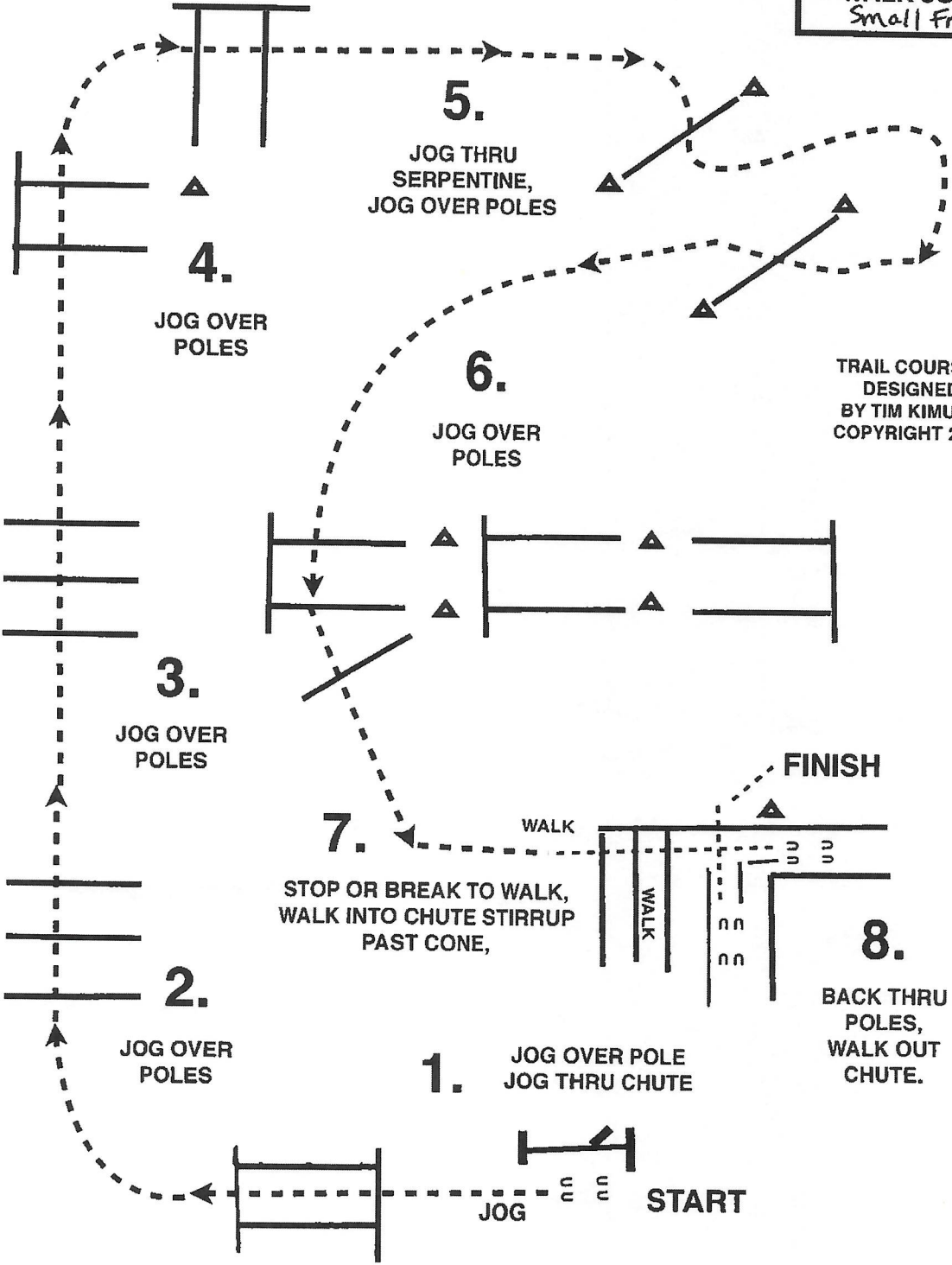




**TRAIL:**  
WALK JOG &  
Small Fry



TRAIL COURSES  
DESIGNED  
BY TIM KIMURA  
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1. JOG OVER POLE  
JOG THRU CHUTE

2. JOG OVER  
POLES

3. JOG OVER  
POLES

4. JOG OVER  
POLES

5. JOG THRU  
SERPENTINE,  
JOG OVER POLES

6. JOG OVER  
POLES

7. STOP OR BREAK TO WALK,  
WALK INTO CHUTE STIRRUP  
PAST CONE,

8. BACK THRU  
POLES,  
WALK OUT  
CHUTE.

JOG START

FINISH

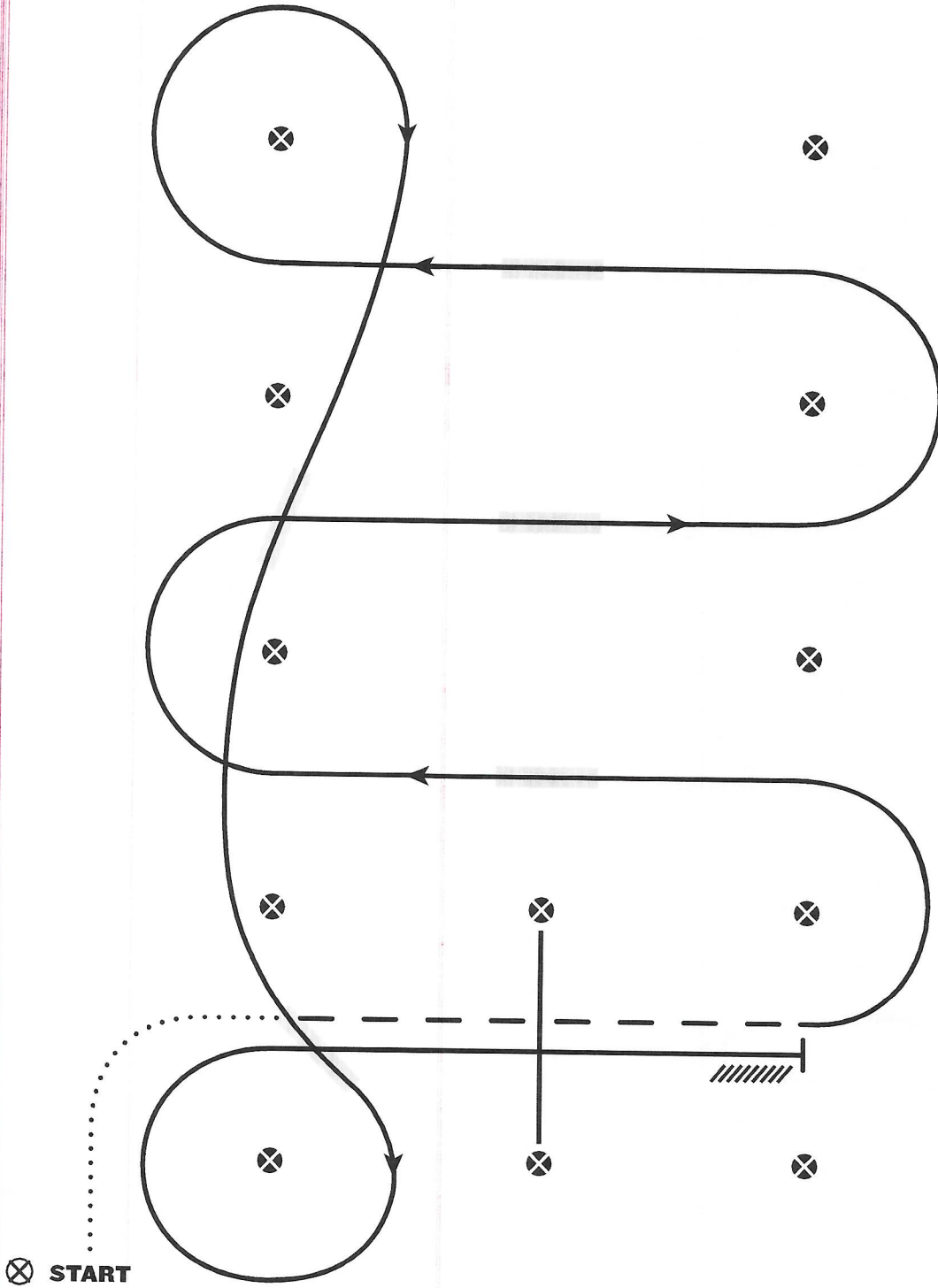
WALK

START

# LEVEL I WESTERN RIDING PATTERN 2

**LEGEND**

.....	Walk
- - - -	Jog
————	Lope
//////	Back
▬▬▬▬	Lead Changing Area

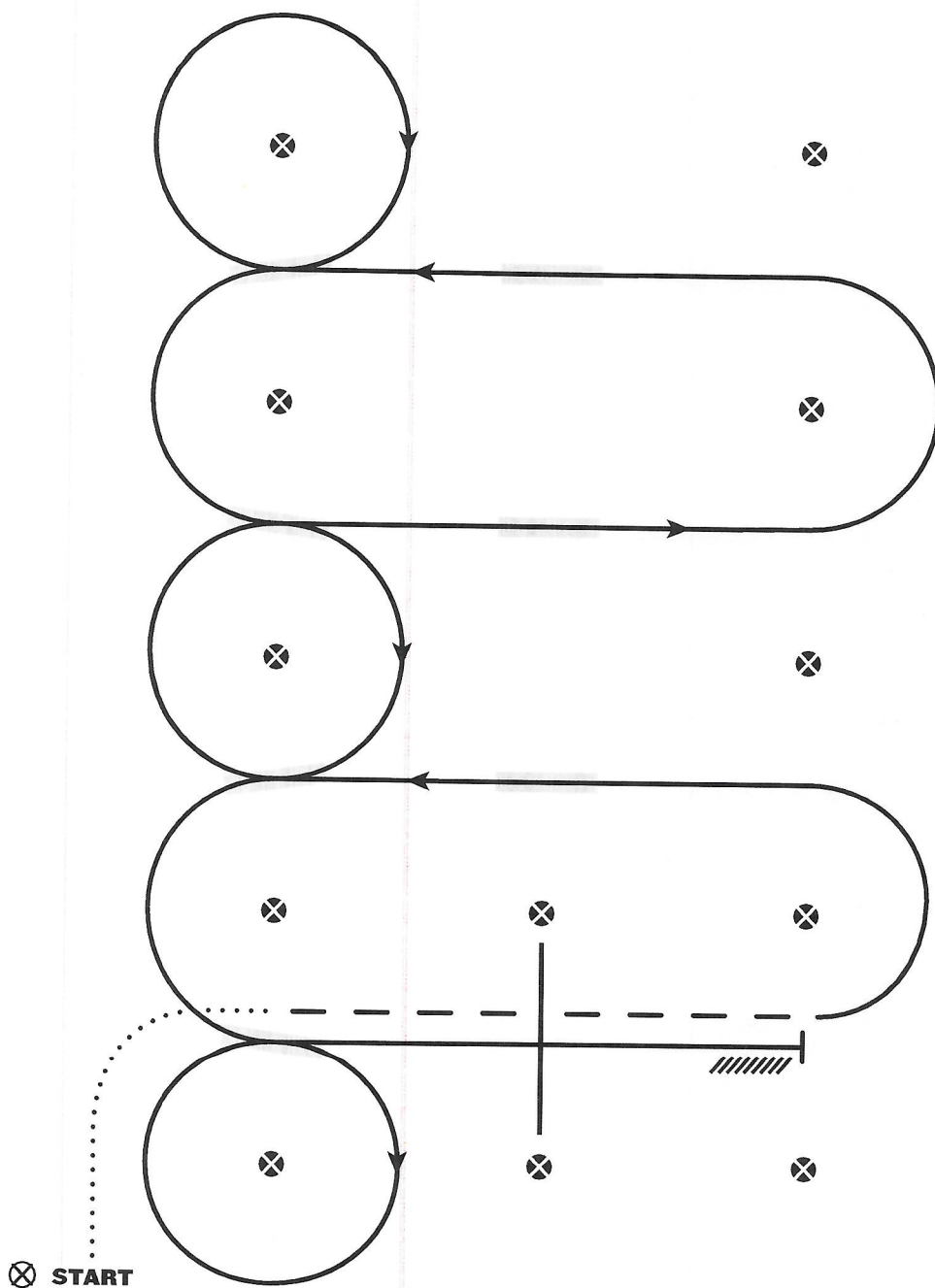


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

# WESTERN RIDING - PATTERN 2

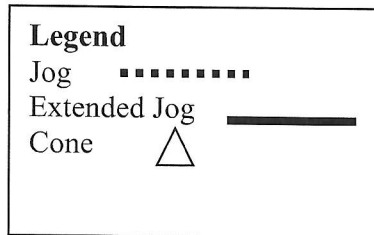
## LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

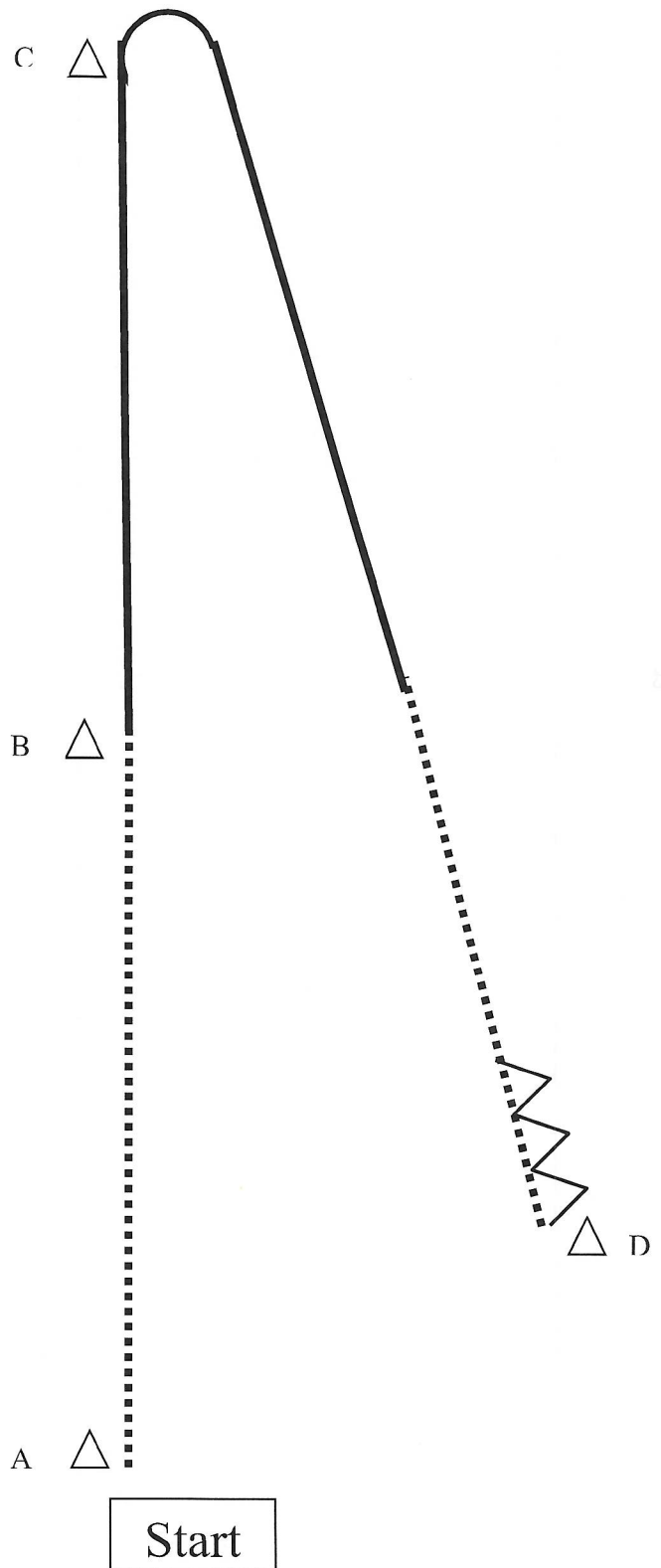


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

# Walk Trot Western Horsemanship

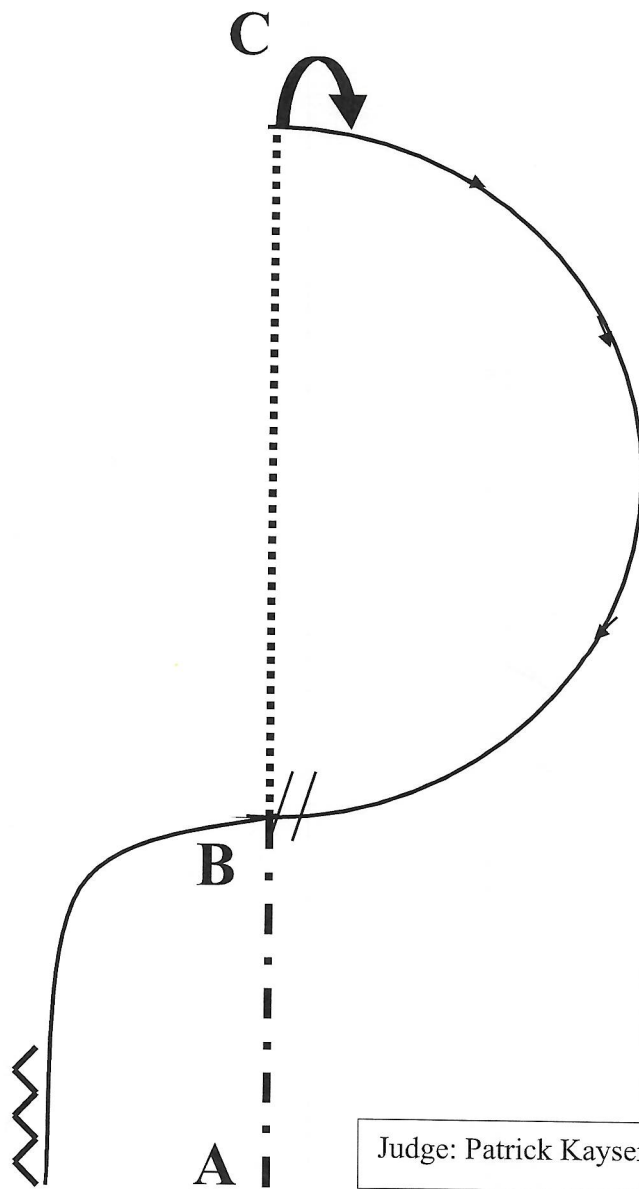


1. walk to A, begin pattern at A
2. Jog from A, extend the jog at B
3. Extend the jog to cone C
4. Stop, turn on haunches to face D
5. Extend the jog to ½ between C and D
6. Collect the jog, jog to D
7. Stop and back



# All Level 1 Western Horsemanship

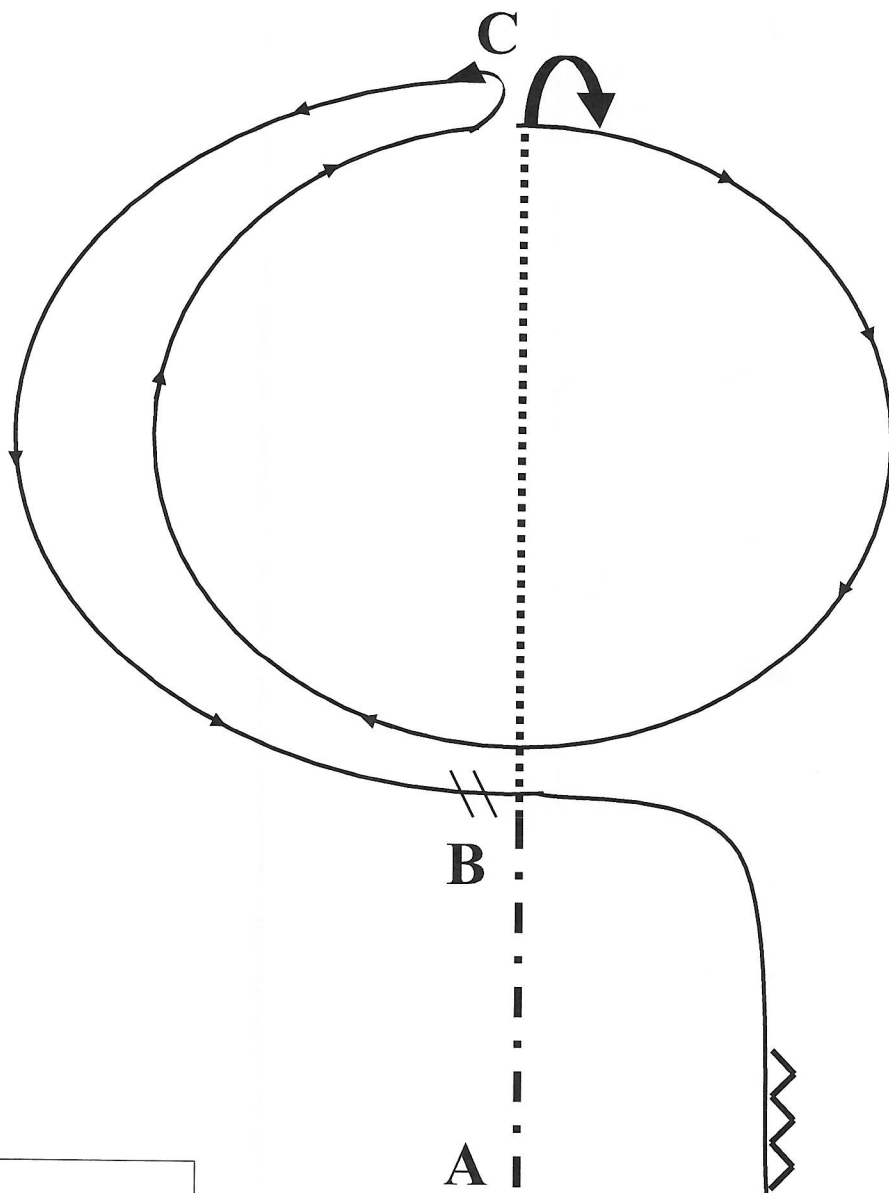
1. Begin at A, jog to cone B.
2. At B, extend the jog.
3. At C, stop, pivot 90° to the right.
4. Lope a circle on the right lead.
5. Perform a lead change at B
6. Lope on left lead until even with A
7. Stop and back



Judge: Patrick Kayser

# Amateur, Select and 14-18 Western Horsemanship

1. Begin at A, jog to cone B.
2. At B, extend the jog.
3. At C, stop, pivot 90° to the right.
4. Lope a circle on the right lead, showing speed.
5. At B, collect the lope showing a change in speed.
6. Stop at C, rollback to the left.
7. Lope circle to the left.
8. Perform a lead change at B
9. Lope on right lead until even with A
10. Stop and back

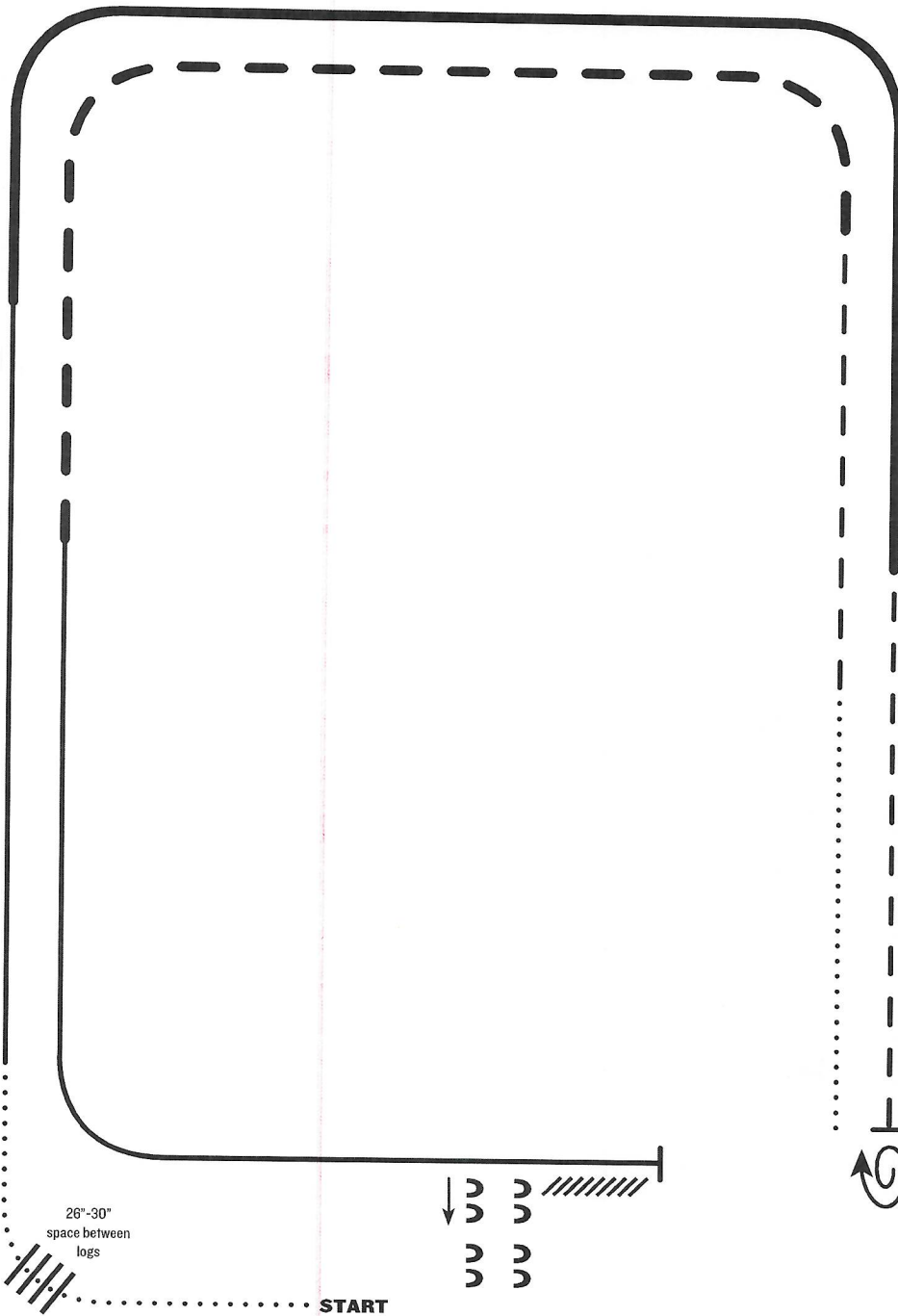


Judge: Patrick Kayser

# RANCH RIDING - PATTERN 6

## LEGEND

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

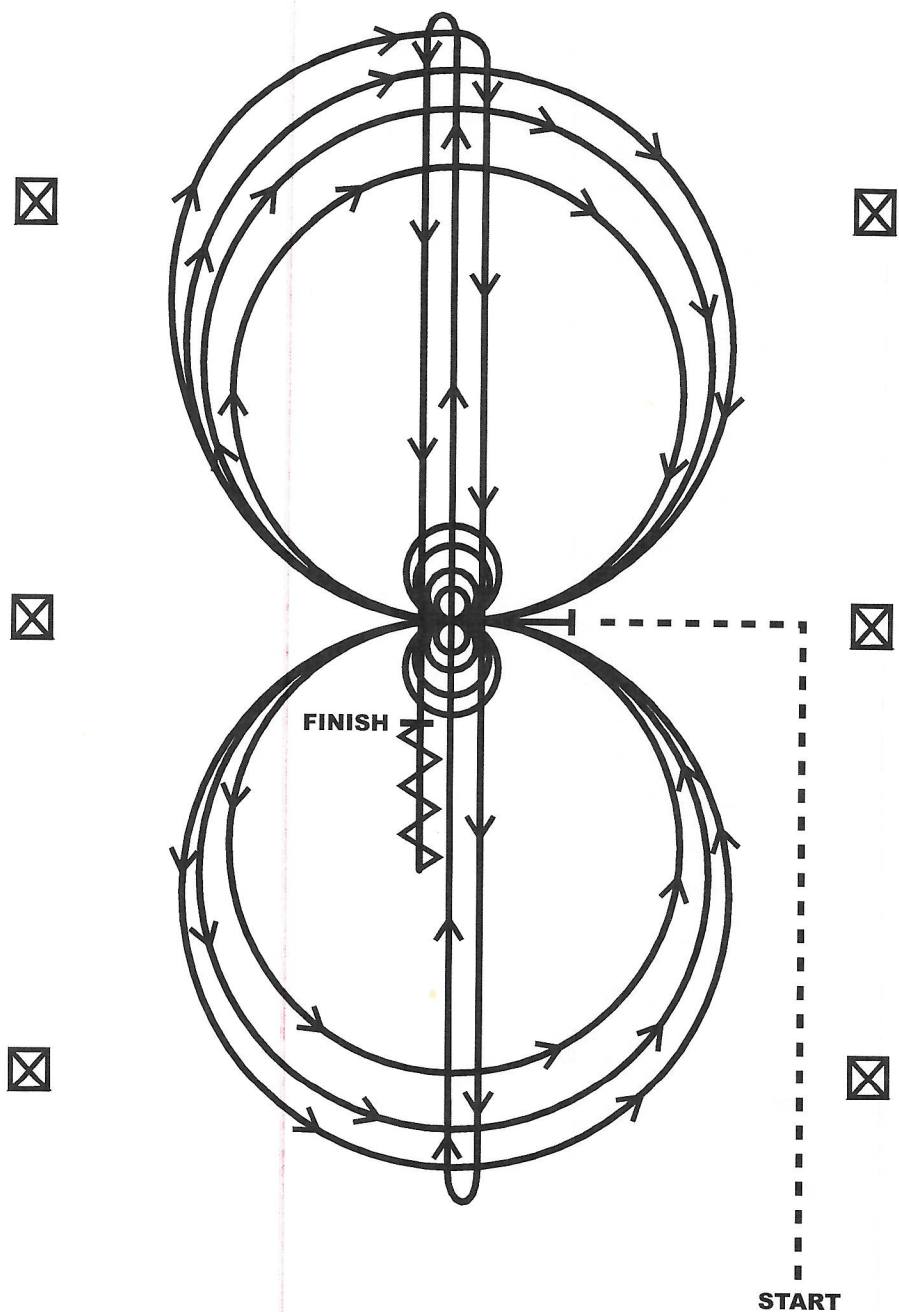


1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

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.



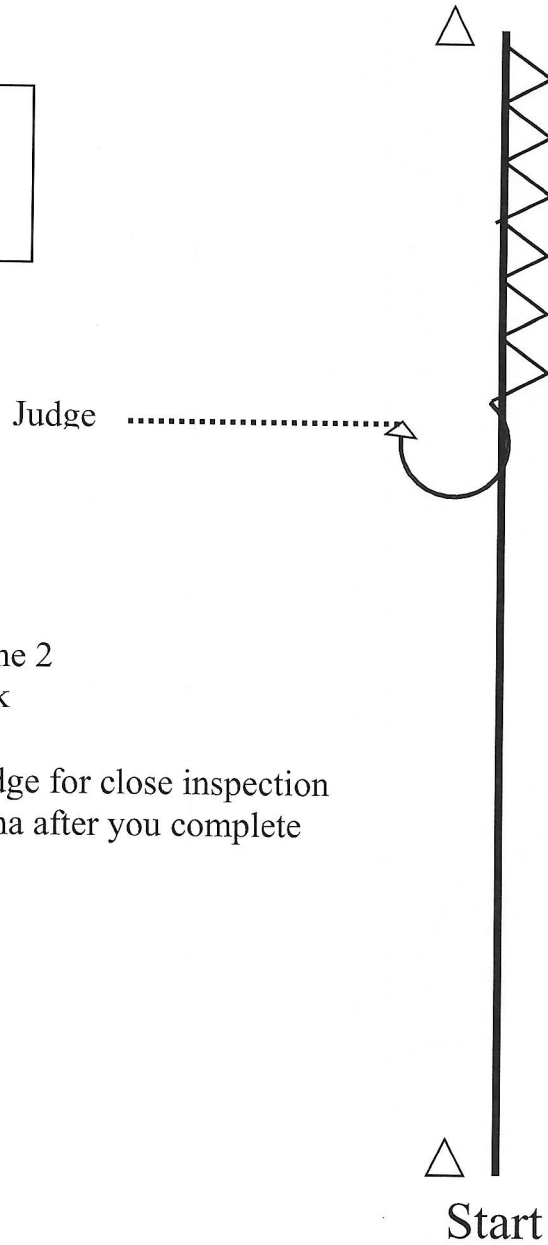
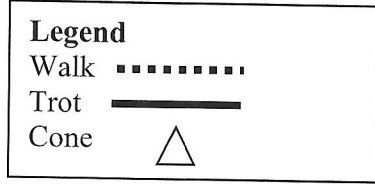
# REINING PATTERN 11



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.

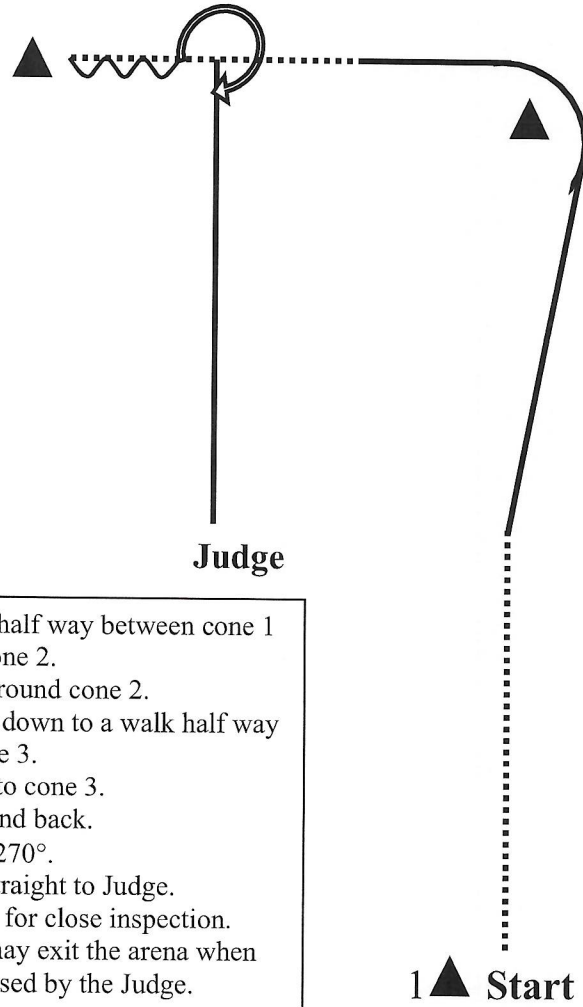
# Small Fry Showmanship Classes



1. Trot from cone 1 to cone 2
2. Stop at cone 2 and back
3. Pivot 270°
4. Walk straight to the judge for close inspection
5. You may leave the arena after you complete your pattern.

Judge Patrick Kayser

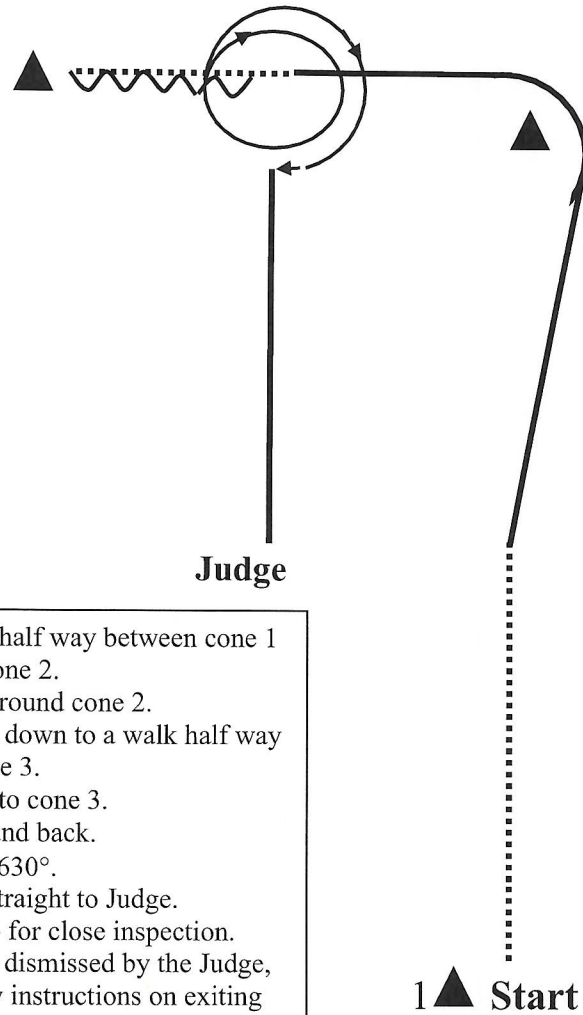
## Level 1 and 13 and under Showmanship



1. Walk half way between cone 1 and cone 2.
2. Trot around cone 2.
3. Break down to a walk half way to cone 3.
4. Walk to cone 3.
5. Stop and back.
6. Pivot 270°.
7. Trot straight to Judge.
8. Set up for close inspection.
9. You may exit the arena when dismissed by the Judge.

Judge Patrick Kayser

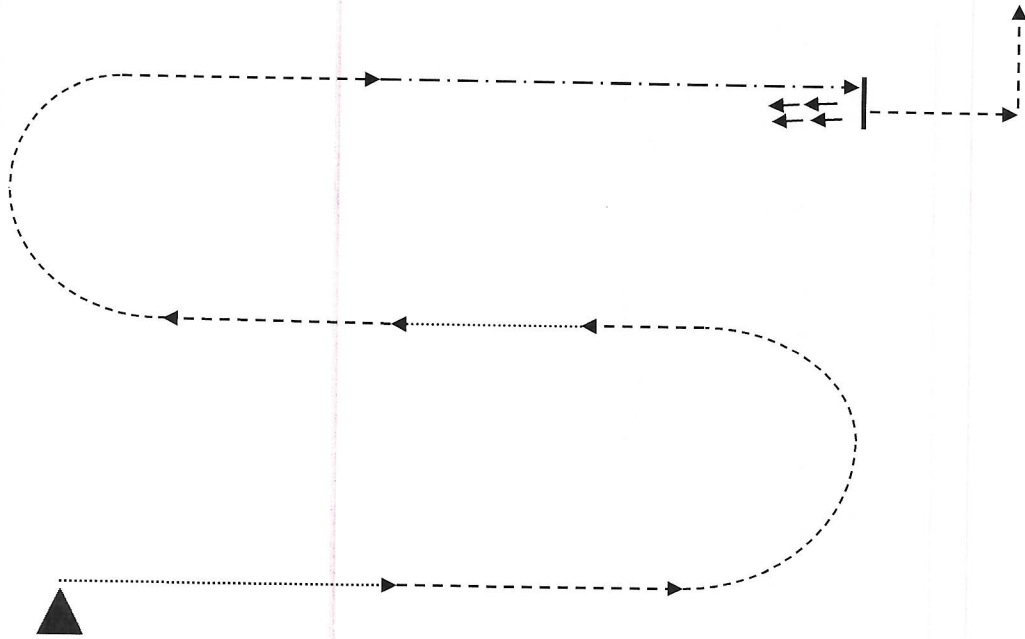
## Amateur, Select and 14-18 Showmanship



1. Walk half way between cone 1 and cone 2.
2. Trot around cone 2.
3. Break down to a walk half way to cone 3.
4. Walk to cone 3.
5. Stop and back.
6. Pivot 630°.
7. Trot straight to Judge.
8. Set up for close inspection.
9. When dismissed by the Judge, follow instructions on exiting the arena

Judge Patrick Kayser

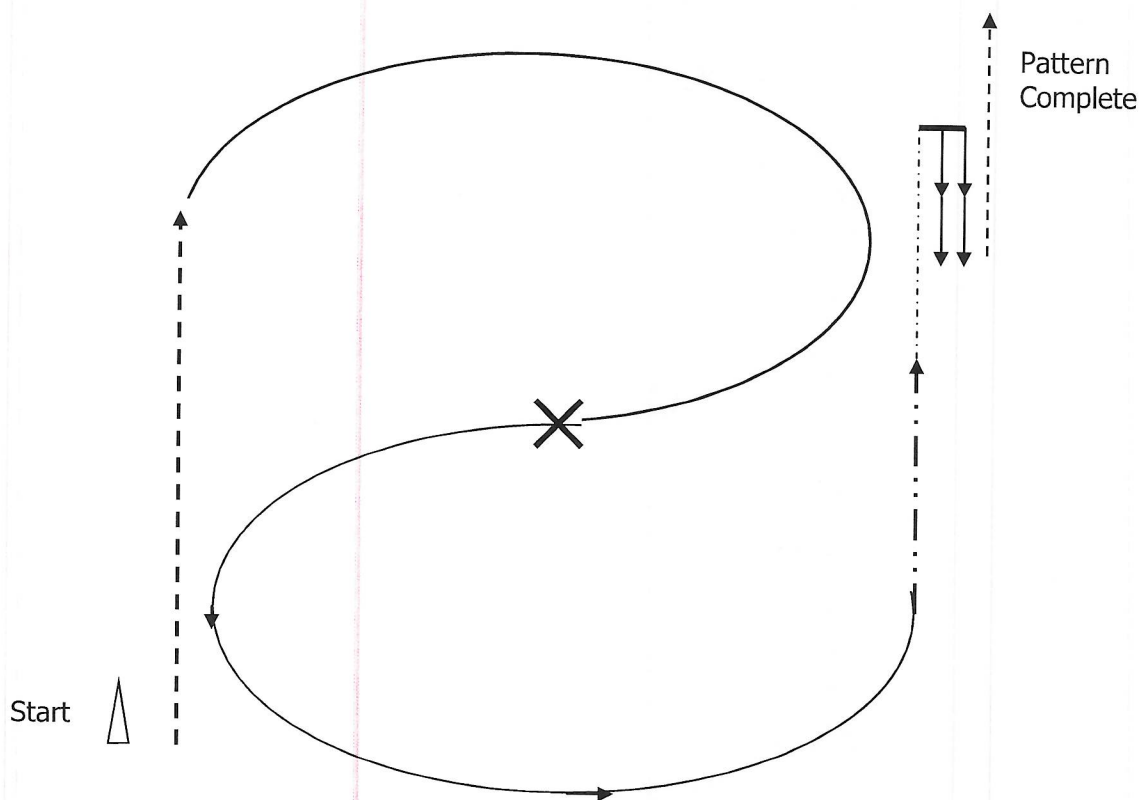
## All Walk Trot and Small Fry Hunt Seat Equitation



1. Be ready at cone.
2. Begin a two-loop serpentine starting at the walk
3. Move to the rising trot right diagonal as shown.
4. Walk.
5. Rising trot on the left diagonal.
6. Break to a sitting trot.
7. Stop and back. Pattern is complete
8. Exit at a trot.

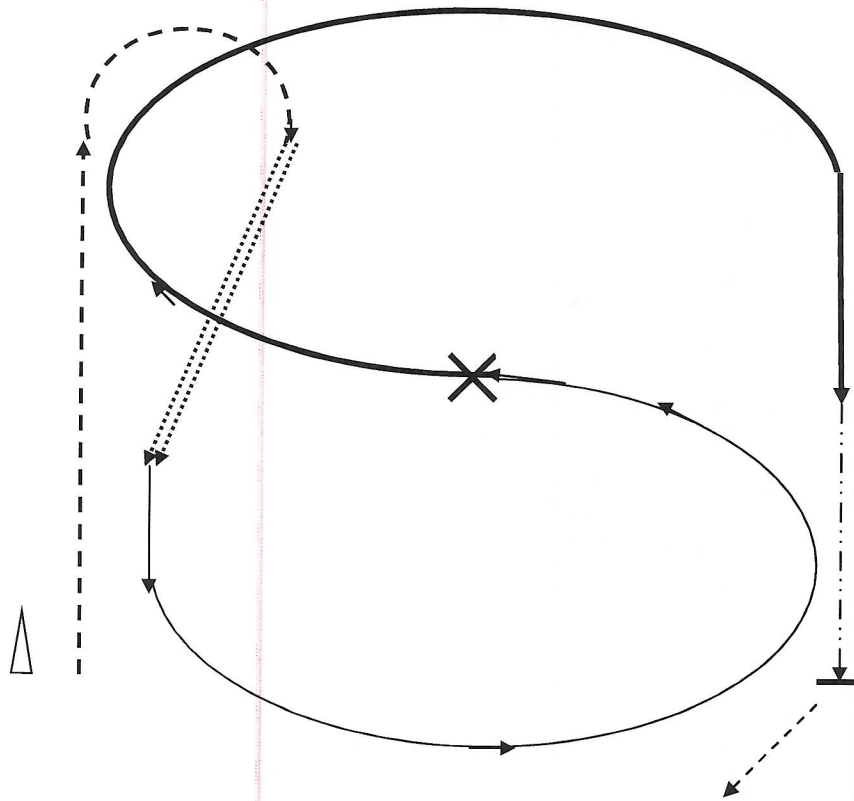
Good Luck!

13 & Under Equitation  
Level 1 Youth, Level 1 Amateur Equitation



1. Begin at a posting trot on the left diagonal.
2. Pick up a right lead and canter 3/4 of a circle as shown.
3. Change leads in the center of the arena.
4. Canter left lead as shown.
5. Do not close circle, instead continue toward the end of the arena.
6. After rounding the corner, break to a sitting trot.
7. Stop and back.
8. Exit at a trot.

## Equitation Youth 14-18, Amateur & Select



1. Begin at a posting trot on the left diagonal.
2. Make a half circle to the right.
3. Leg yield to the right toward the start cone.
4. Pick up a left lead and circle as shown.
5. Change leads in the center of the arena.
6. Begin a hand gallop on the right lead and canter around top of arena as shown.
7. Do not close the circle. After rounding the end of the arena proceed down the arena and break to a sitting trot to exit.
8. Stop even with start cone.
9. Pattern is complete, exit at trot