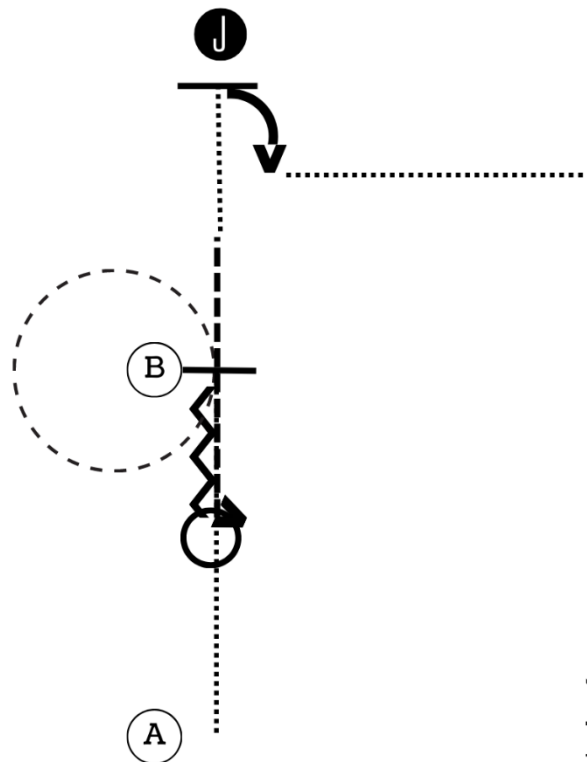
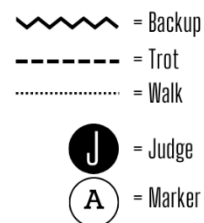


## Open Showmanship Reg. & Ranch S1



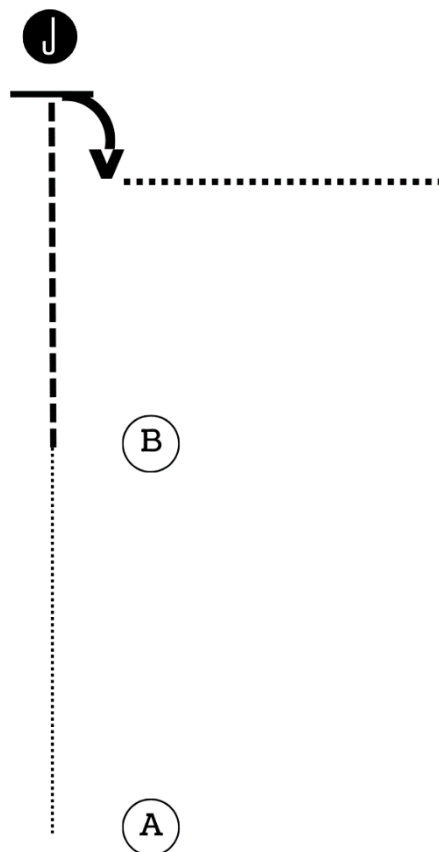
- Start at cone A
- Walk to B
- At B Trot a circle around B
- upon closing your circle Stop and back 1 horse length
- Perform 360 Degree turn
- Trot to halfway between B and the judge
- Walk to the judge and setup for inspection
- when dismissed perform a 90 degree turn and walk away



Class #2 Western/English Showmanship (8 & Under)

Class #3 Western/English Showmanship (EWD)

## EWD & 8 and Under Showmanship S1

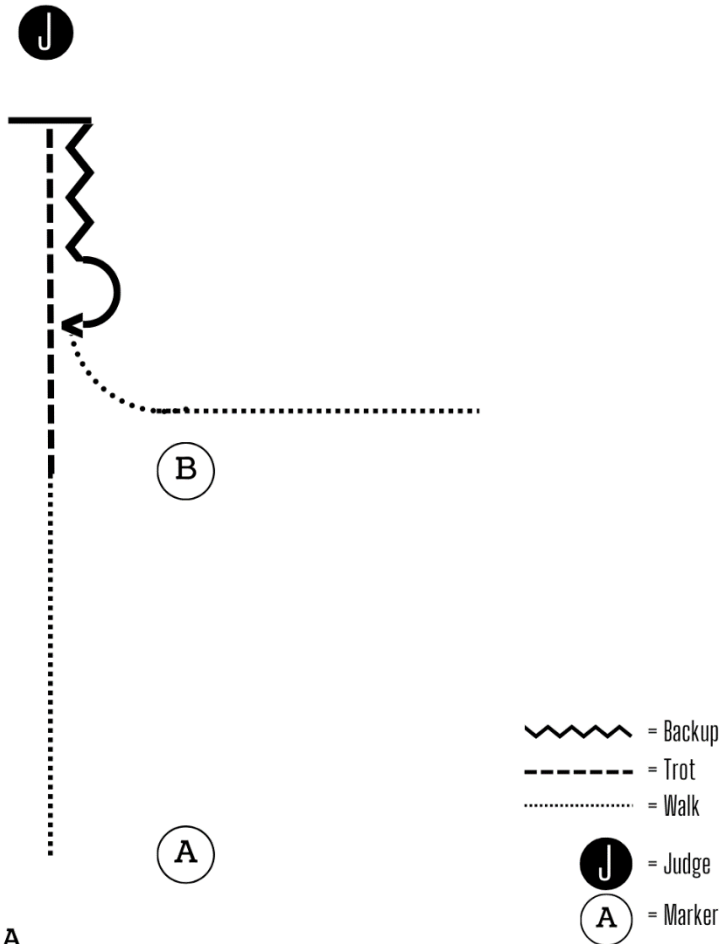


~~~~~ = Backup  
----- = Trot  
..... = Walk

● J = Judge  
○ A = Marker

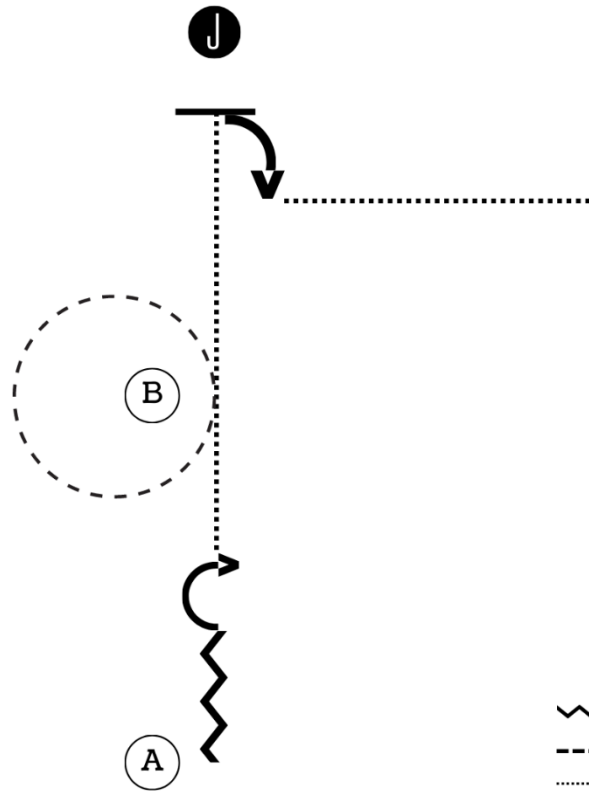
- Start at cone A
- Walk from A to B
- Trot from Cone B to judge
- Set up for inspection
- When dismissed Perform a 90 degree turn and walk out

## 9-13 Showmanship Reg. & Ranch S1



- Start at cone A
- Walk from A to B
- Trot from Cone B to judge
- Set up for inspection
- When dismissed Back 4 steps  
& Perform a 180 degree turn  
and walk away

## 14-18 Showmanship Reg. & Ranch S1

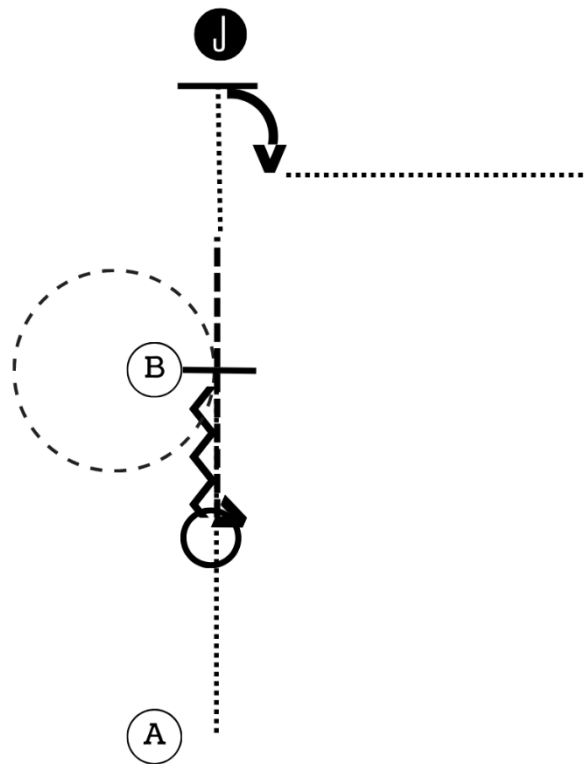


~~~~~ = Backup  
----- = Trot  
..... = Walk

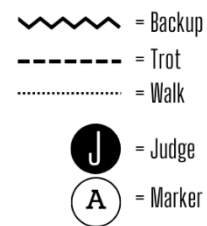
⊙ J = Judge  
⊙ A = Marker

- Start at cone A
- Back one horse length
- Perform a 180 degree turn
- Walk to B
- At B Trot a circle around B
- upon closing your circle walk to judge and setup for inspection
- when dismissed perform a 90 degree turn and walk away

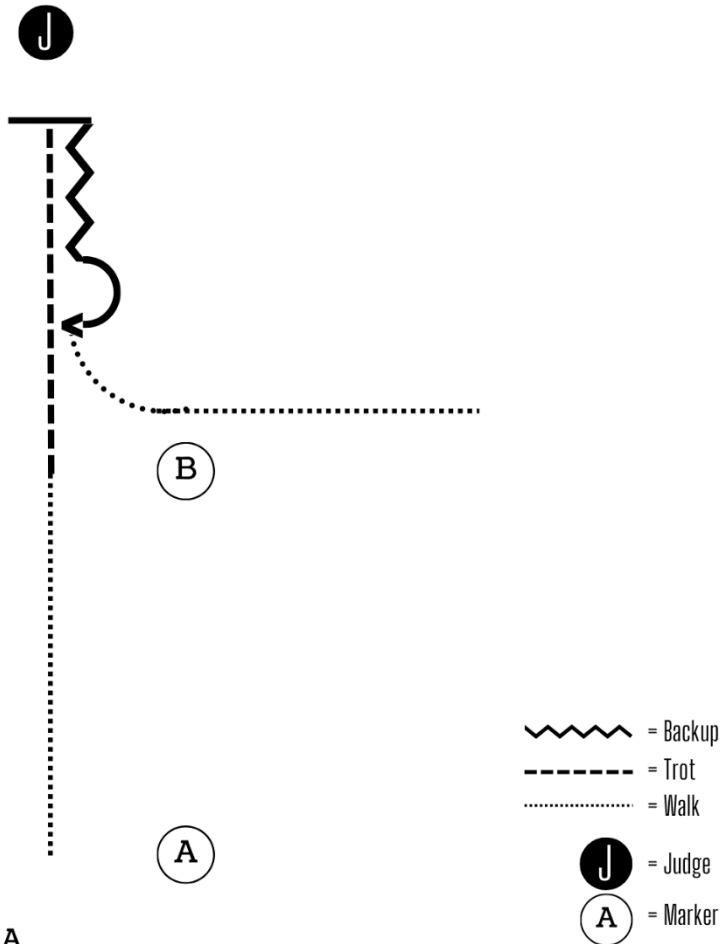
## Open Showmanship Reg. & Ranch S1



- Start at cone A
- Walk to B
- At B Trot a circle around B
- upon closing your circle Stop and back 1 horse length
- Perform 360 Degree turn
- Trot to halfway between B and the judge
- Walk to the judge and setup for inspection
- when dismissed perform a 90 degree turn and walk away

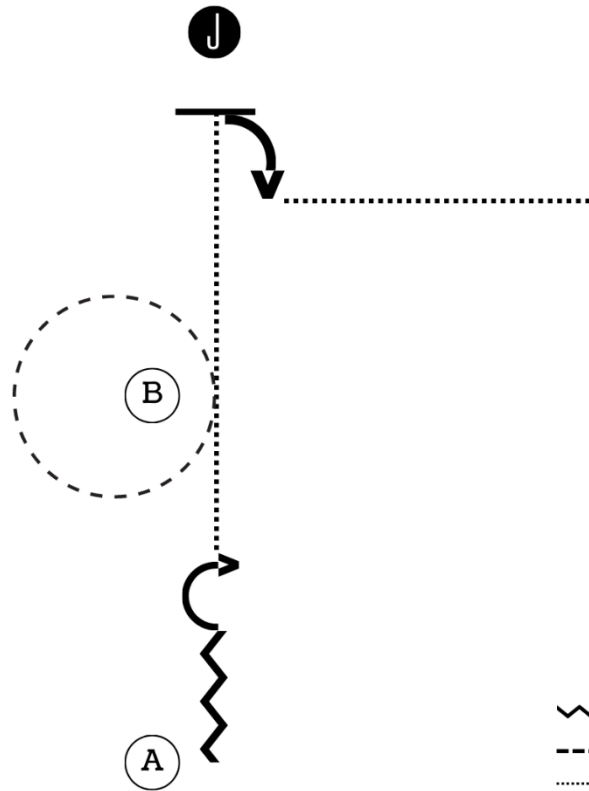


## 9-13 Showmanship Reg. & Ranch S1



- Start at cone A
- Walk from A to B
- Trot from Cone B to judge
- Set up for inspection
- When dismissed Back 4 steps  
& Perform a 180 degree turn  
and walk away

## 14-18 Showmanship Reg. & Ranch S1

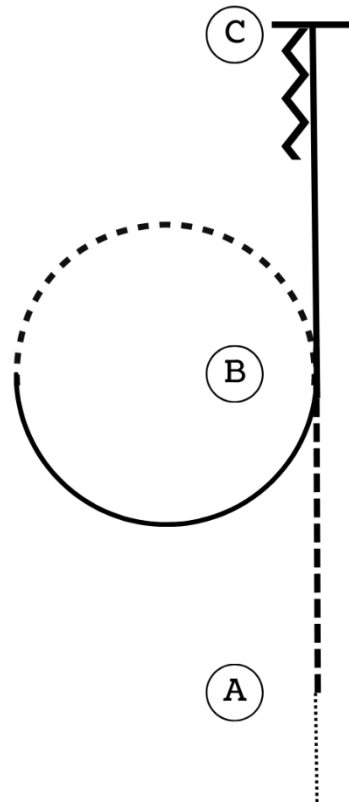


~~~~~ = Backup  
----- = Trot  
..... = Walk

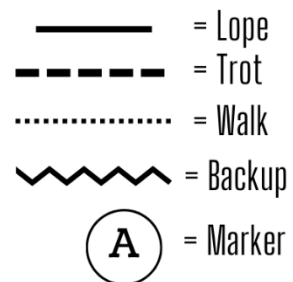
⊙ J = Judge  
⊙ A = Marker

- Start at cone A
- Back one horse length
- Perform a 180 degree turn
- Walk to B
- At B Trot a circle around B
- upon closing your circle walk to judge and setup for inspection
- when dismissed perform a 90 degree turn and walk away

## Open Equitation S1

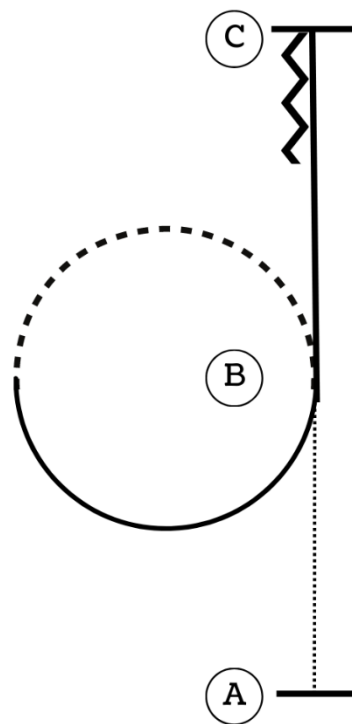


- Walk to cone A
- Sitting Trot to B
- At B Trot a 1/2 Circle to the Left on the Right diagonal around B
- Canter on the left lead closing the circle Continuing to C
- At C Stop Back 4 steps & Trot away





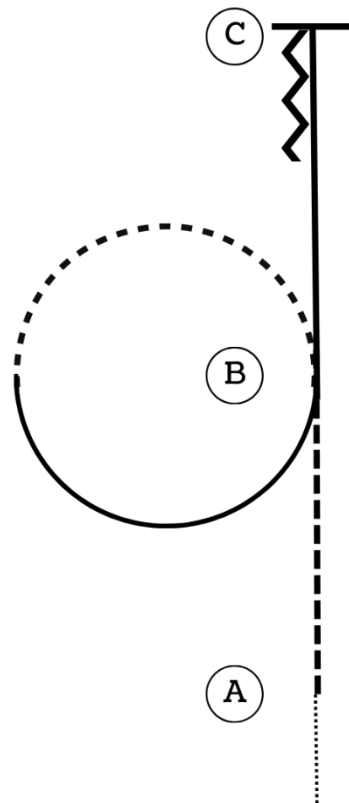
### 9-13 Equitation S1



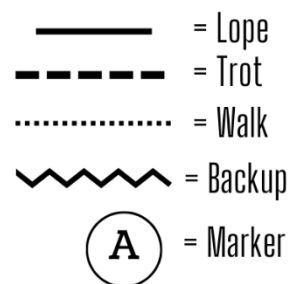
- Start at cone A
- Walk from A to B
- At B Trot a 1/2 circle to the left around B  
Canter on the left lead closing the circle
- Continue Cantering to C
- At C Stop Back 4 steps & Trot away

- = Lope
- - - = Trot
- ..... = Walk
- ~~~~~ = Backup
- Ⓐ = Marker

## 14-18 Equitation S1



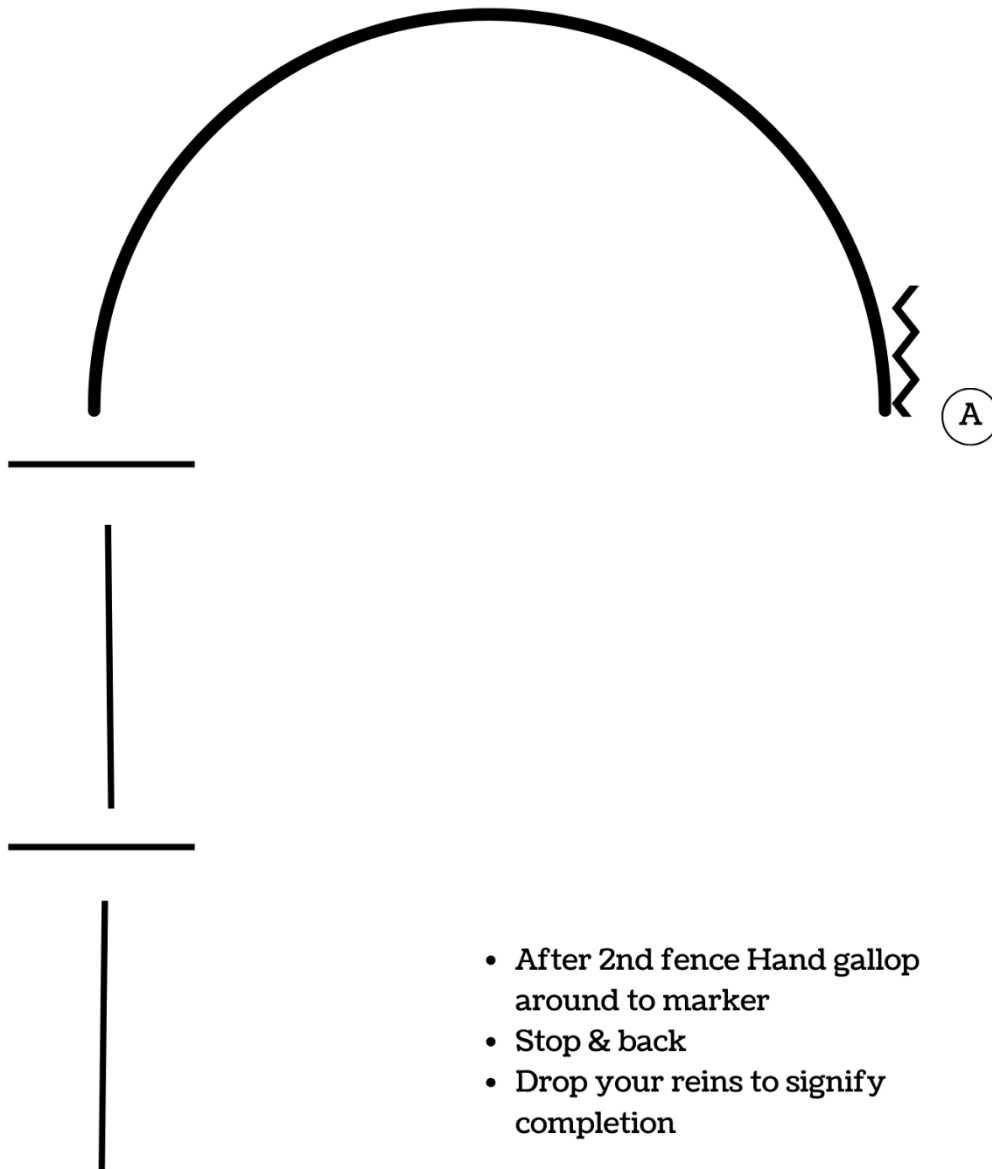
- Walk to cone A
- Trot on the Left diagonal to B
- At B Trot a 1/2 circle to the left on the right diagonal around B
- Canter on the left lead closing the circle continuing to C
- At C stop back 4 steps & Trot away



## CROSS RAILS S1

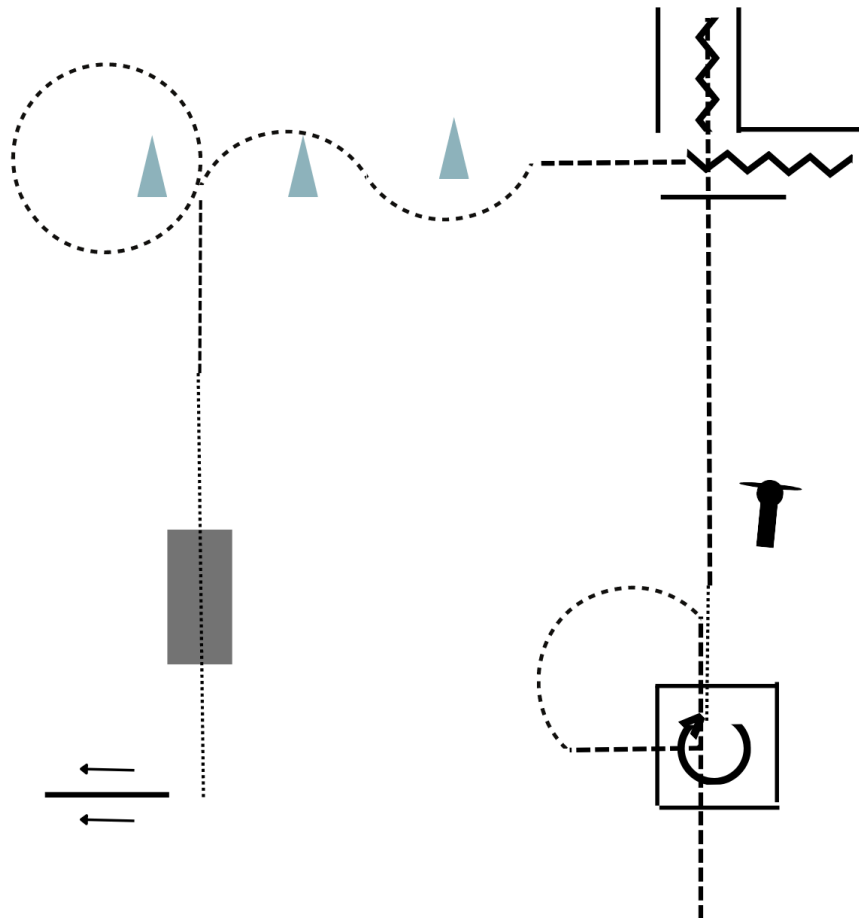


## HUNTER HACK S1



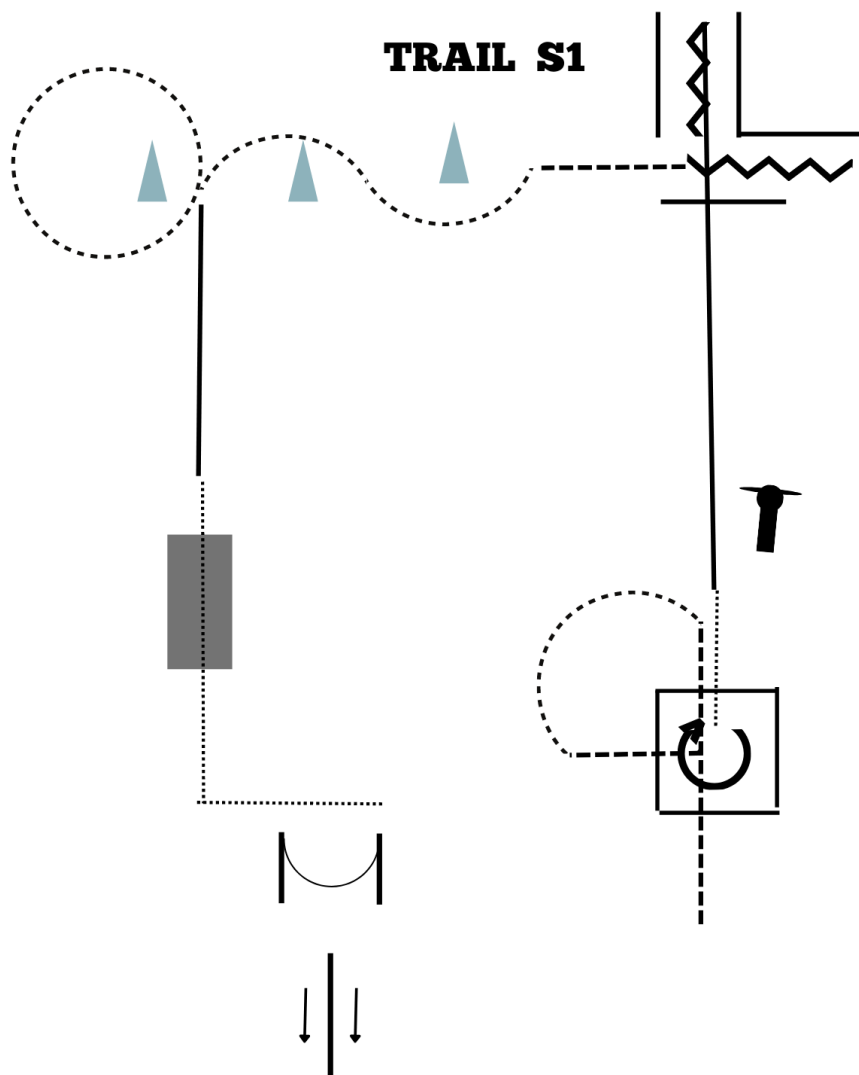
- After 2nd fence Hand gallop around to marker
- Stop & back
- Drop your reins to signify completion

## TRAIL IN HAND S1



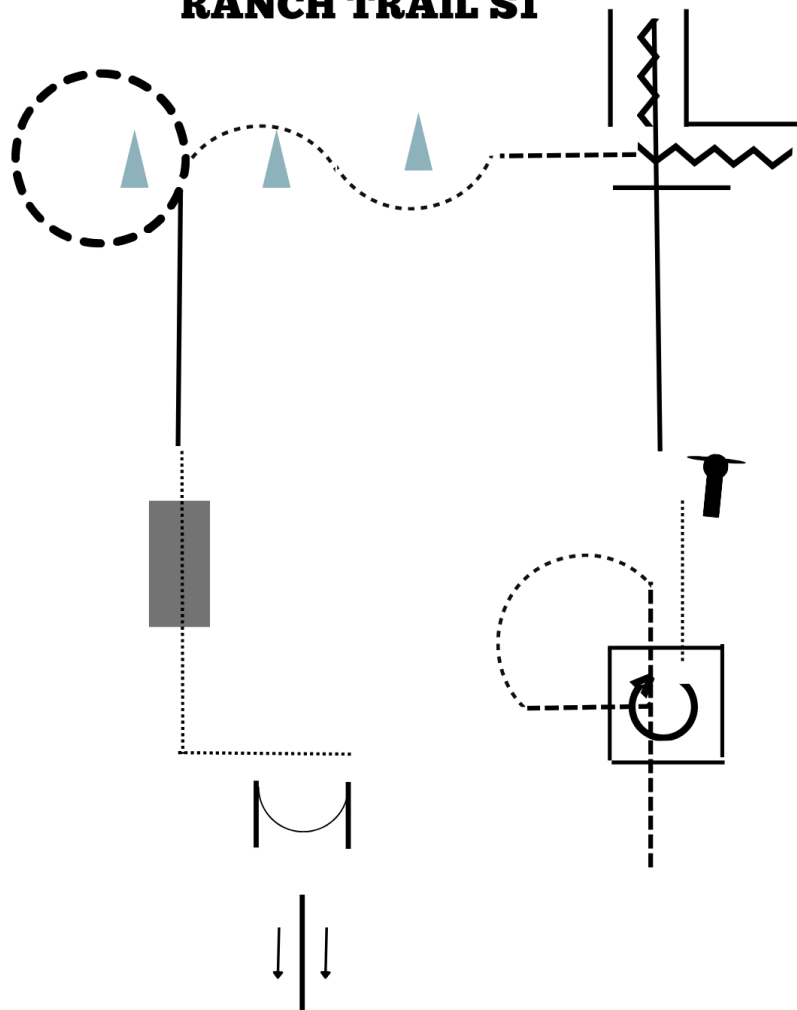
- Trot through the box & to the left reentering the side of the box
- stop and perform a 270 degree turn to the right inside the box
- walk out of the box & Trot
- Trot over the log into the shoot & back through the shoot
- trot weaving the cones circling the end cone to the right
- trot 1/2 way to the bridge
- walk to & over the bridge and to the log
- side pass over the log to the right

Class #18 Trail (Open)



- Trot through the box & to the left reentering the side of the box
- stop and perform a 270 degree turn to the right inside the box
- walk out of the box & left lead lope
- lope over the log into the shoot & back through the shoot
- trot weaving the cones circling the end cone to the right
- lope to the bridge
- walk over the bridge and to the gate
- work the gate using your right hand
- side pass over the log to the left

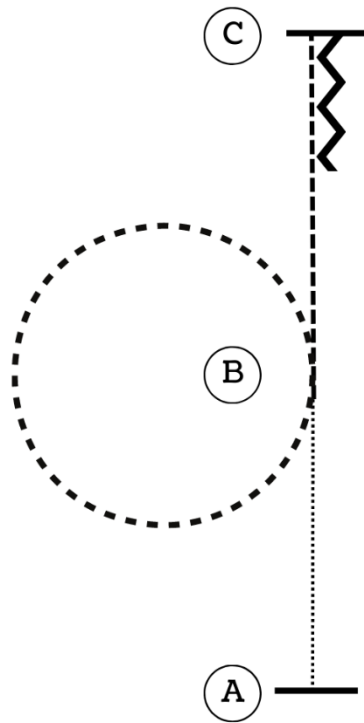
## RANCH TRAIL S1



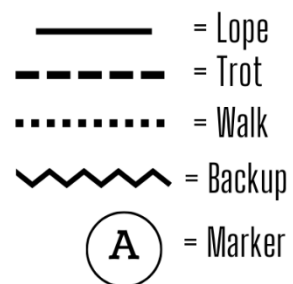
- Trot through the box & to the left reentering the side of the box
- stop and perform a 270 degree turn to the right inside the box
- walk out of the box to the dummy and rope it
- left lead lope over the log into the shoot & back through the shoot
- trot weaving the cones & extend trot circling the end cone to the right
- lope to the bridge
- walk over the bridge and to the gate
- work the gate using your right hand
- side pass over the log to the left

Class #25 Walk-Trot Horsemanship/Equitation (8 & Under)(seat opt)  
Class #26 Walk-Trot Horsemanship/Equitation (EWD)(seat opt)

## EWD & 8 and Under W/T HMS/ EQ S1

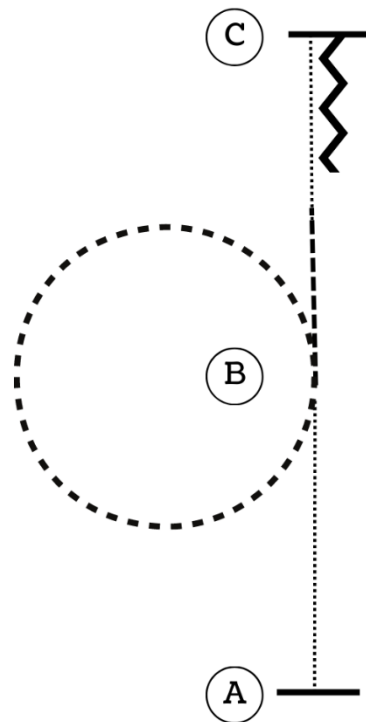


- Start at cone A
- Walk from A to B
- At B Trot (right diagonal if English) a circle to the left around B
- Continue trotting to C
- At C stop back 4 steps & walk away

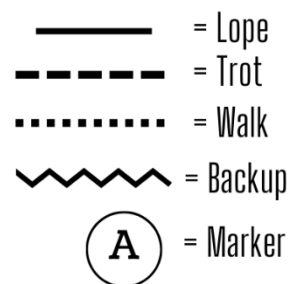




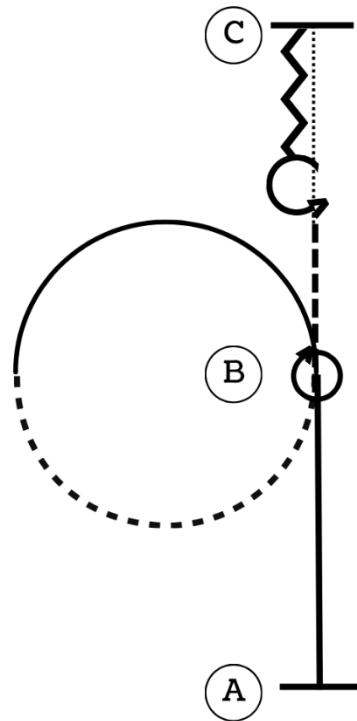
### W/T 9-18 HMS/ EQ S1



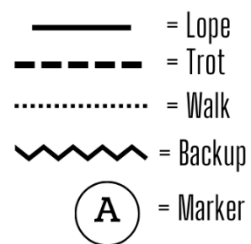
- Start at cone A
- Walk from A to B
- At B Trot (right diagonal if English) a circle to the left around B
- Continue trotting 1/2 way to C
- Walk rest of the way to C
- At C stop back 4 steps & trot away



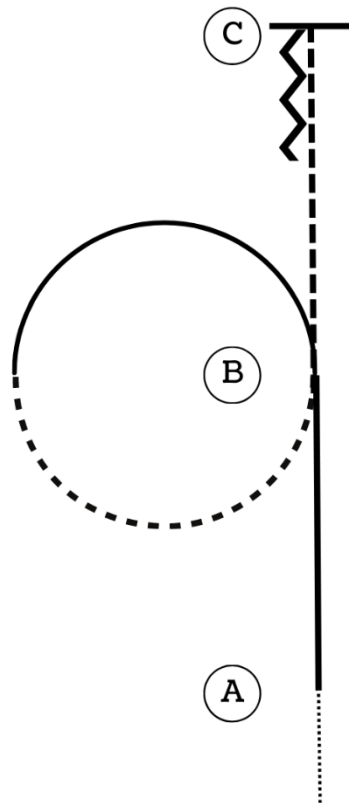
## OPEN RANCH Horsemanship S1



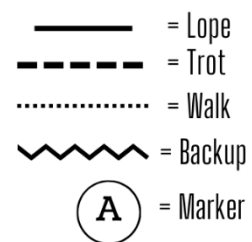
- At cone A lope right lead to B
- At B stop and perform 360 degree turn to the right
- lope left lead 1/2 of a circle to the left around B
- Finish the circle at a Extended trot
- regular jog 1/2 way to C & Break to a walk and stop at C
- At C Stop Back 4 steps, Perform a 270 degree turn to the left & regular jog away



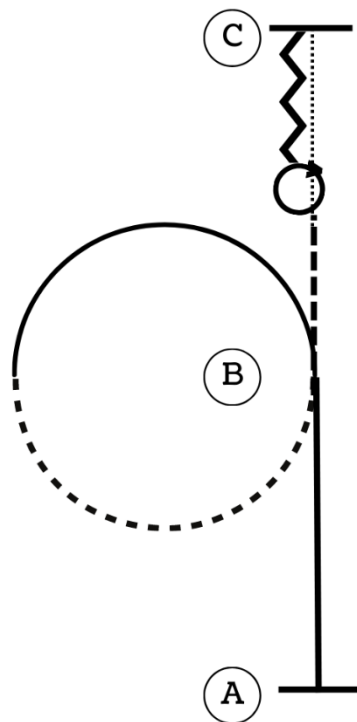
## 9-13 RANCH Horsemanship S1



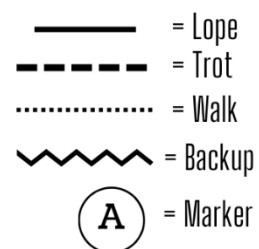
- Walk to cone A
- At cone A left lead lope to B & 1/2 of a circle to the left around B
- Finish the circle at a regular jog
- Extend trot and stop at C
- At C Stop Back 4 steps & regular jog away



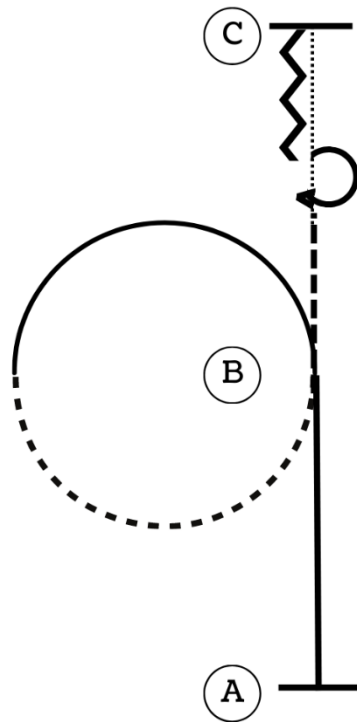
## 14-18 RANCH Horsemanship S1



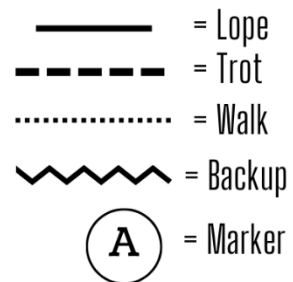
- At cone A left lead lope to B & 1/2 of a circle to the left around B
- finish the circle at a extended trot
- regular jog 1/2 way to C Break to a walk
- stop at C
- At C Stop Back 4 steps, Perform a 450 degree turn to the right & regular jog away



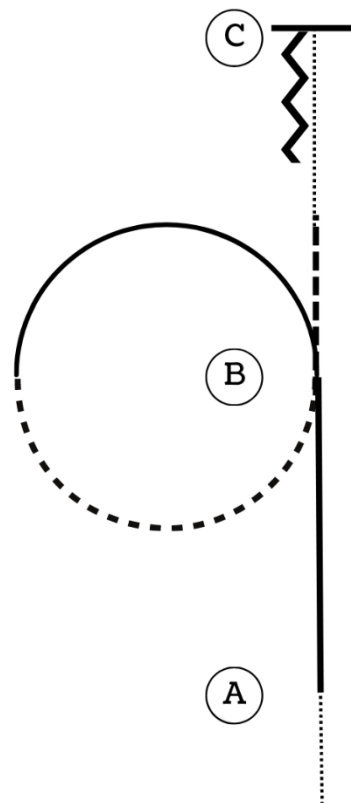
## OPEN Horsemanship S1



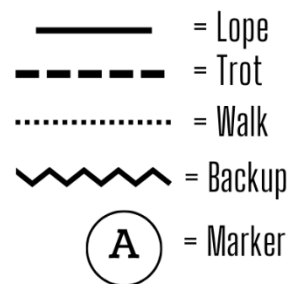
- At cone A left lead lope to B & 1/2 of a circle to the left around B
- Finish the circle at a jog
- Extend trot 1/2 way to C
- Break to a walk and stop at C
- At C Stop Back 4 steps, Perform a 270 degree turn to the right & Trot away



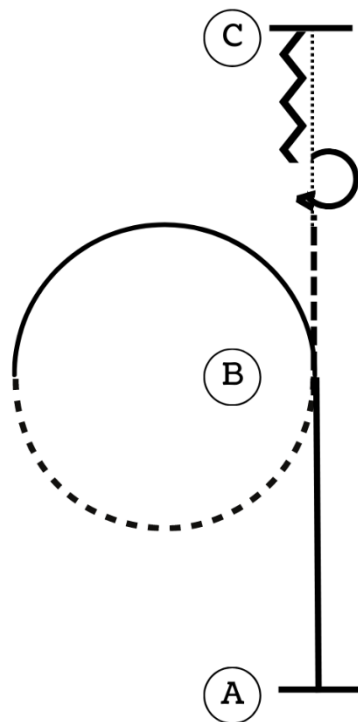
## 9-13 Horsemanship S1



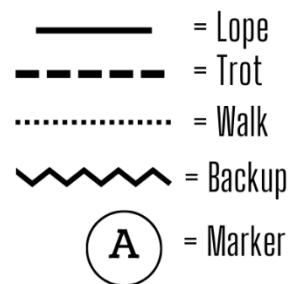
- Walk to cone A
- At cone A Left lead lope to B & 1/2 of a circle to the left around B
- Continue the circle at a jog and 1/2 way to C
- Break to a walk and stop at C
- At C Stop Back 4 steps & Extend Trot away



## 14-18 Horsemanship S1



- At cone A left lead lope to B & 1/2 of a circle to the left around B
- Continue the circle at a jog and 1/2 way to C
- Break to a walk and stop at C
- At C Stop Back 4 steps, Perform a 270 degree turn to the right & Extend Trot away



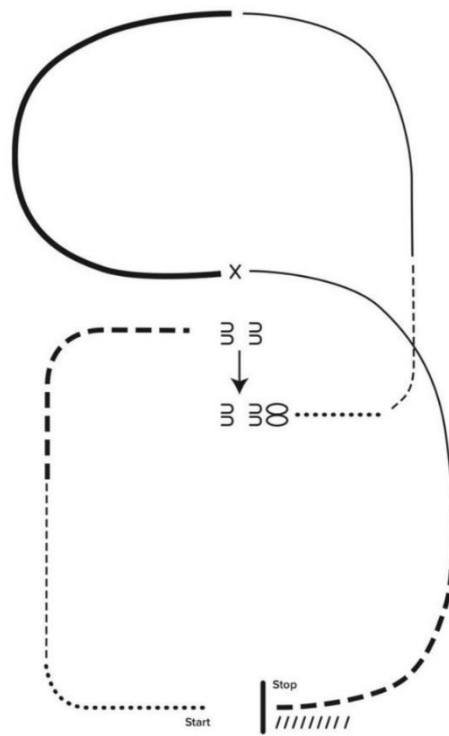
Class #40 Ranch Riding (Open)  
 Class #41 Ranch Riding (9-13)  
 Class #42 Ranch Riding (14-18)

**Maneuvers for Ranch Riding Pattern B**

1. Walk.
2. Trot.
3. Extended trot to center of arena.
4. Stop, side pass right.
5. Turn 360 degrees to the right and then turn 360 degrees to the left.
6. Walk.
7. Trot.
8. Lope left lead.
9. Extend the lope.
10. Simple or flying change of lead.
11. Collect the lope.
12. Extend the trot.
13. Stop and back.

**RANCH RIDING  
 ALL S1**

**RANCH RIDING PATTERN B**



- ..... Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- ////// Back
- X Lead Change



### Maneuvers for Reining Pattern B

## Reining S1

1. Begin at the center of the arena. Complete two circles to the right at a lope, the first circle small and slow, the second large and fast. Do a flying lead change.
2. Complete two circles to the left at a lope, the first circle small and slow, the second large and fast. Do a flying lead change at the center of the arena.
3. Run to the far end of the arena past the end marker, stop, and do a left rollback—no hesitation.
4. Run to the opposite end of the arena past the end marker, stop, and do a right rollback—no hesitation.
5. Run past the center of the arena and do a sliding stop. Back to the center of the arena. Hesitate.
6. Complete two spins to the right.
7. Complete two spins to the left. Then exit the arena.

