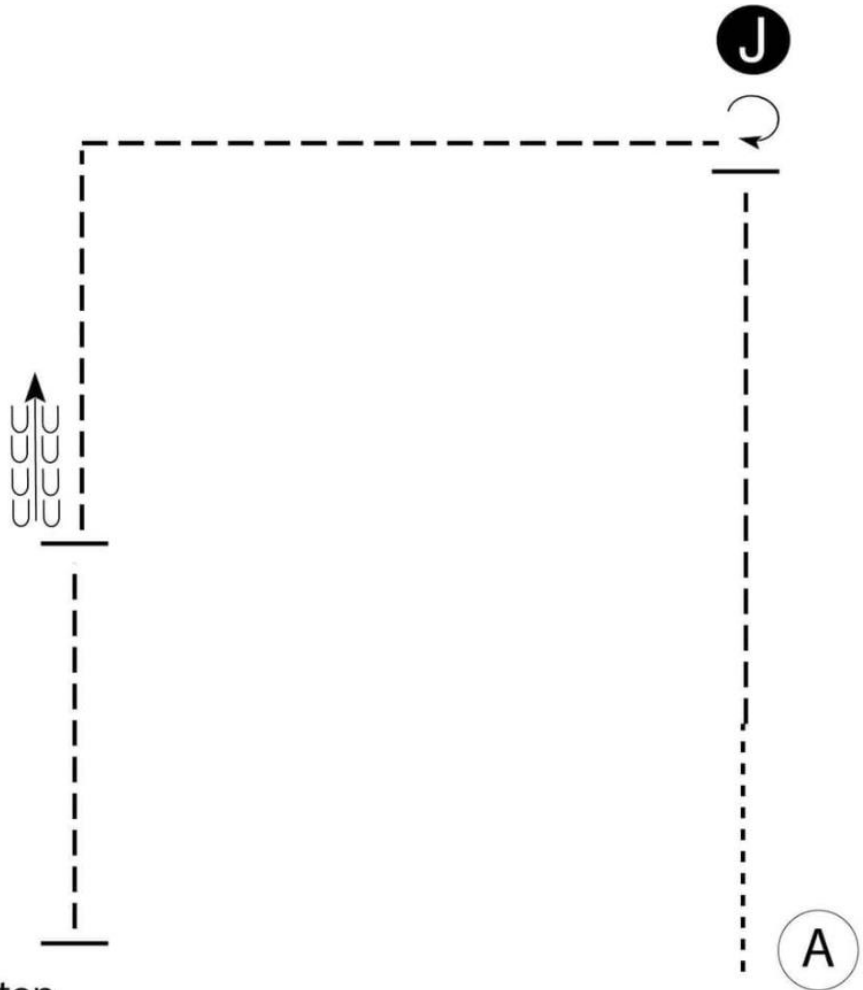




Showmanship (ALL WALK/ TROT)



Be ready at A.

1. Walk 6 steps.
2. Trot to Judge and stop.
3. Set up.
4. Inspection.
5. When dismissed, perform a 270 degree turn.
6. Trot a square corner halfway to A.
7. Stop and back 1 horse length.
8. Trot until even with A and stop.

Pattern is complete.

Walk - - - - -

Trot — — — — —

Back 

Marker (B)

Judge **J**

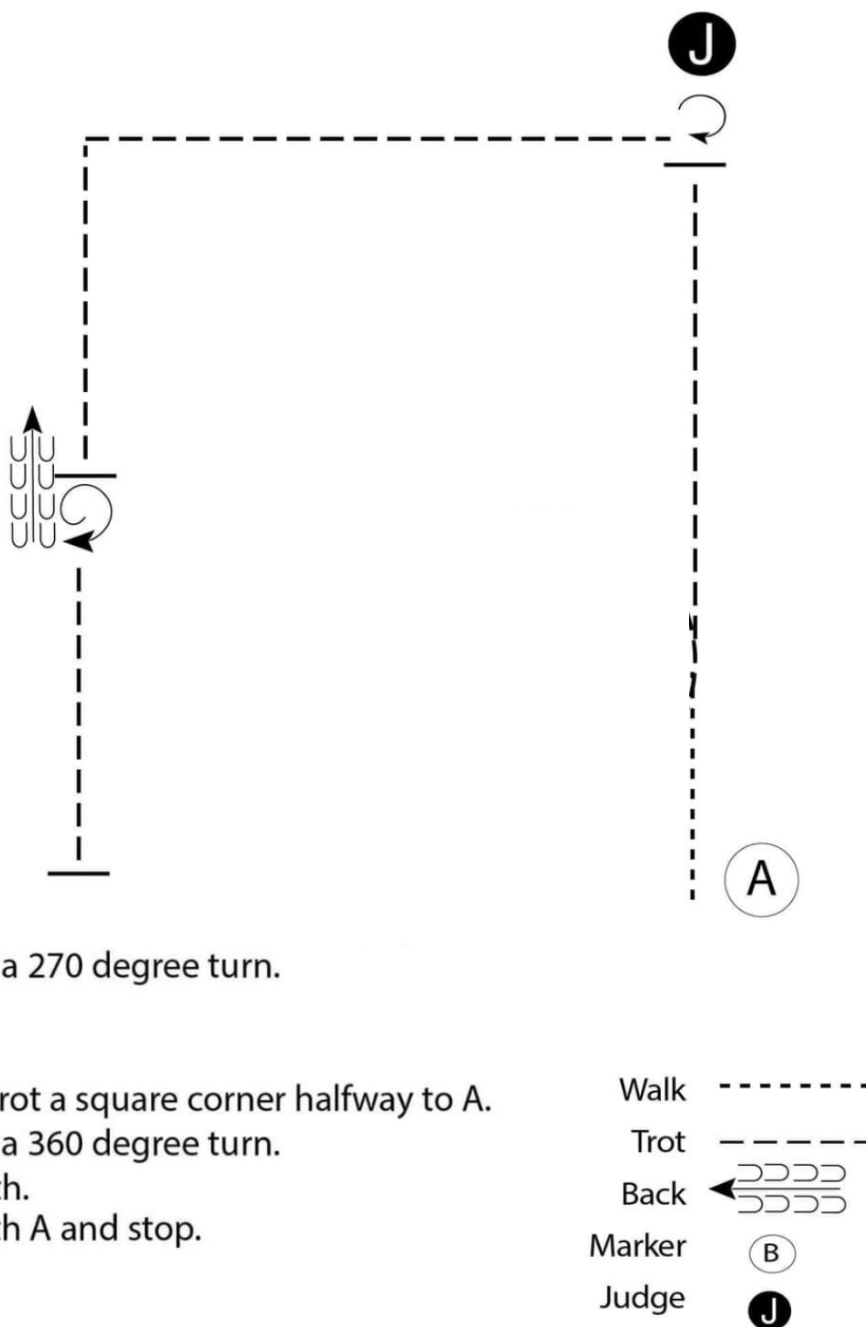


Showmanship (ALL NOVICE | MASTERS)

Be ready at A.

1. Walk 6 steps.
2. Trot to Judge.
3. Stop and perform a 270 degree turn.
4. Set up.
5. Inspection.
6. When dismissed, trot a square corner halfway to A.
7. Stop and perform a 360 degree turn.
8. Back 1 horse length.
9. Trot until even with A and stop.

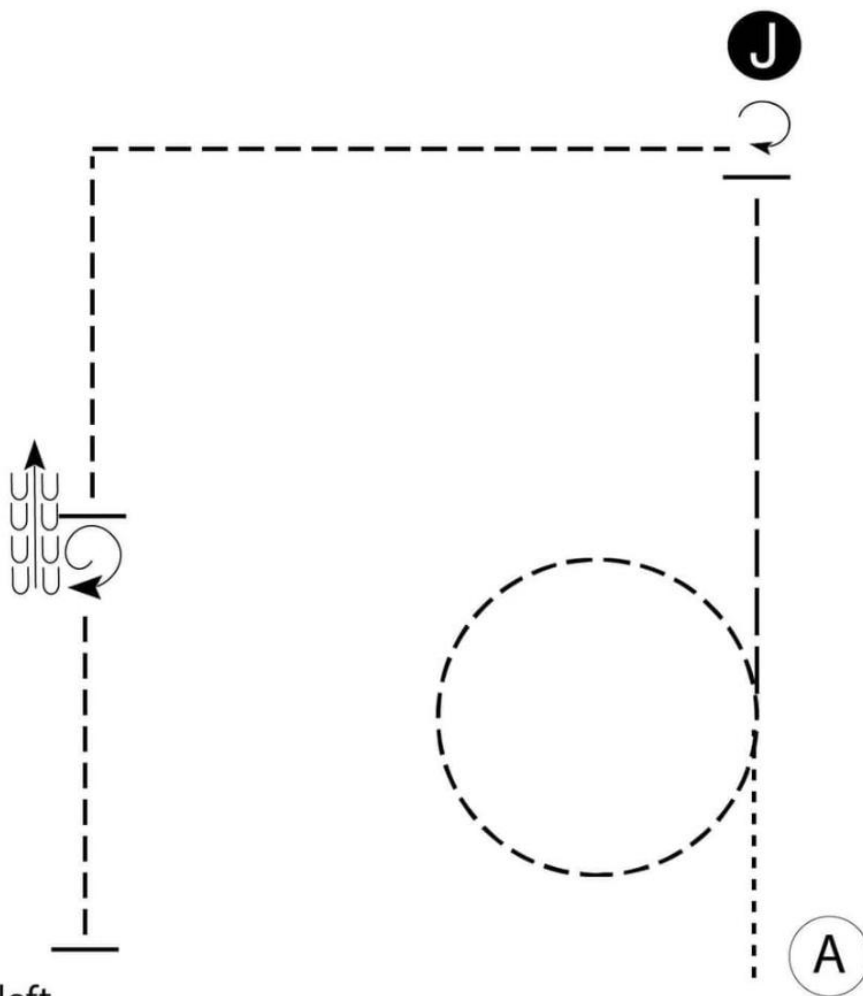
Pattern is complete.




Showmanship (YOUTH | NON-PRO | 35 & OVER)

Be ready at A.

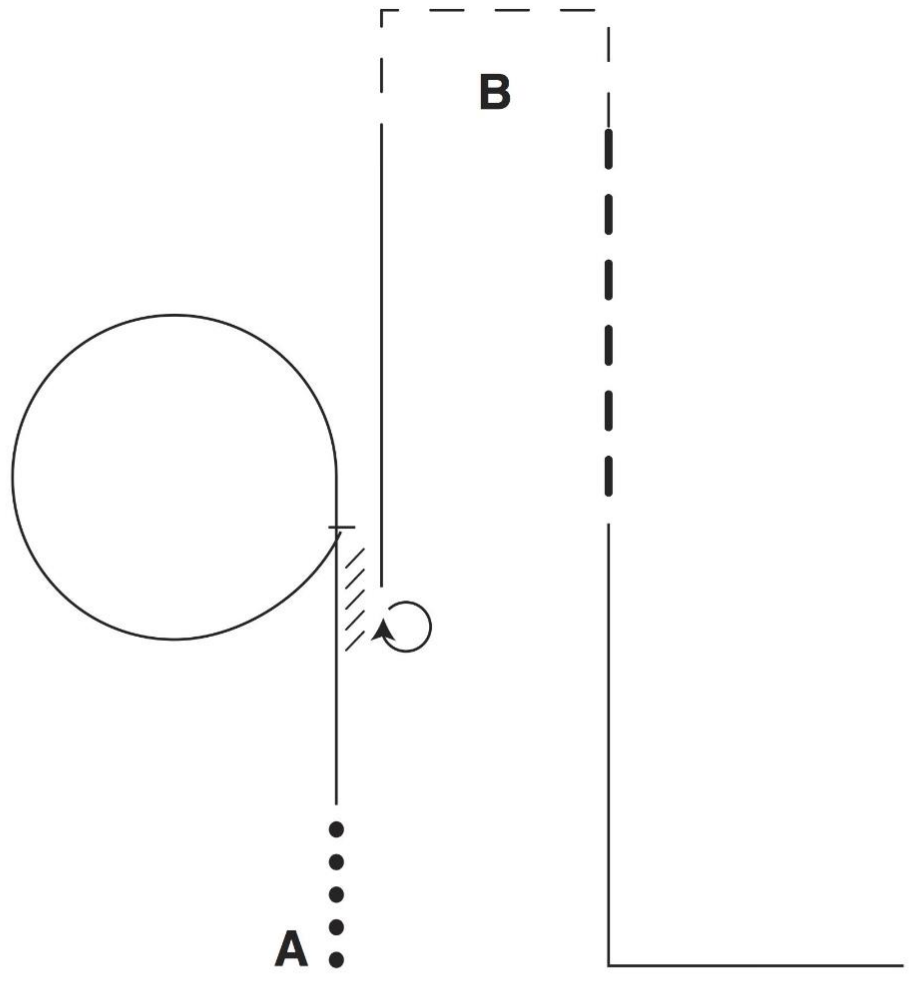
1. Walk 6 steps.
 2. Trot a circle to the left.
 3. After closing circle, extend the trot to Judge.
 4. Stop and perform a 270 degree turn.
 5. Set up.
 6. Inspection.
 7. When dismissed, trot a square corner halfway to A.
 8. Stop and perform a 360 degree turn.
 9. Back 2 horse lengths.
 10. Trot until even with A and stop.
- Pattern is complete.



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



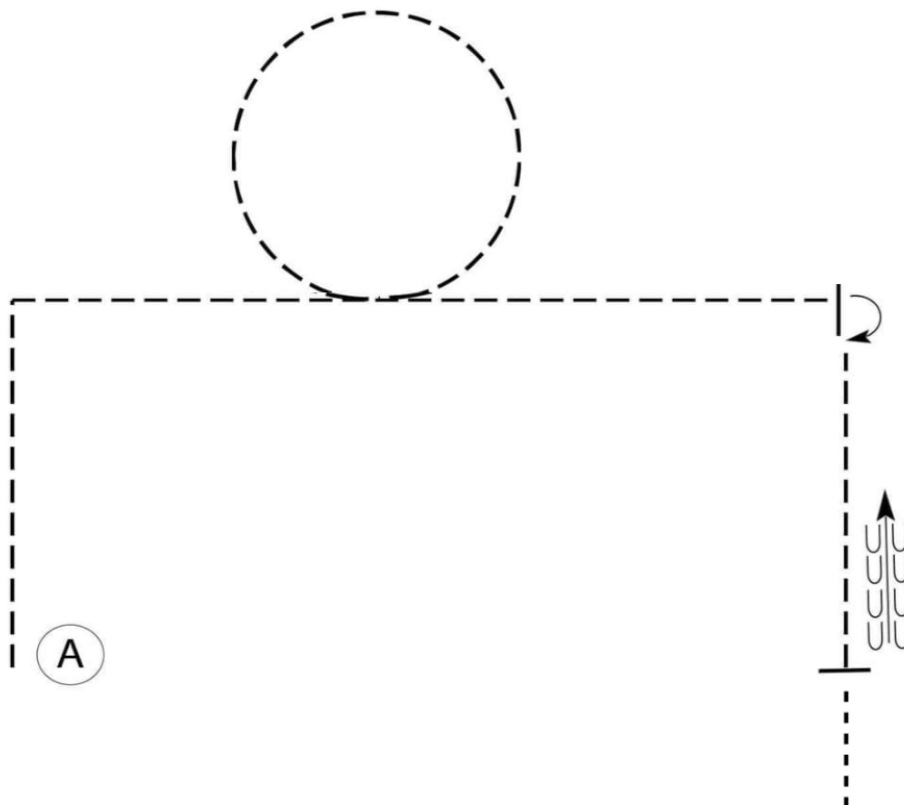
Bareback (YOUTH | NON-PRO)



1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
3. Close circle and stop, back one horse length
4. 360° Right
5. Right lead to B
6. At B break to jog, jog a square corner around B, continue jogging
7. Extend the jog to midpoint of arena
8. Lope a left lead, square corner stop
9. Exit at a walk or jog



Western Horsemanship (ALL WALK/ TROT)

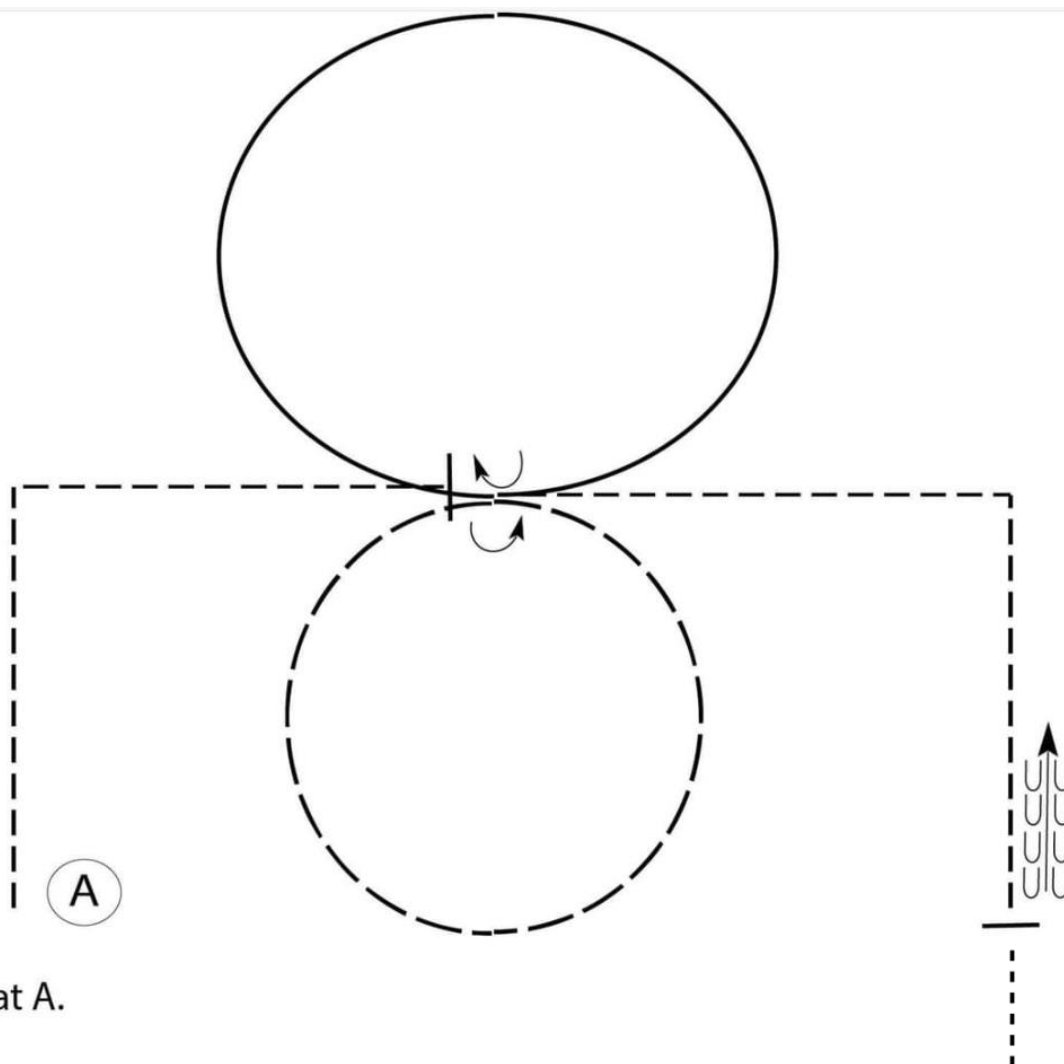


Be ready at A.

1. Jog a square corner to center of arena.
2. Extended jog circle left.
3. At center, slow to a jog.
4. Stop and perform a 1/4 turn right.
5. Jog until even with A.
6. Stop and back one horse length.
7. Walk 5 steps. Pattern complete.



Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

Western Horsemanship (ALL NOVICE | MASTERS)



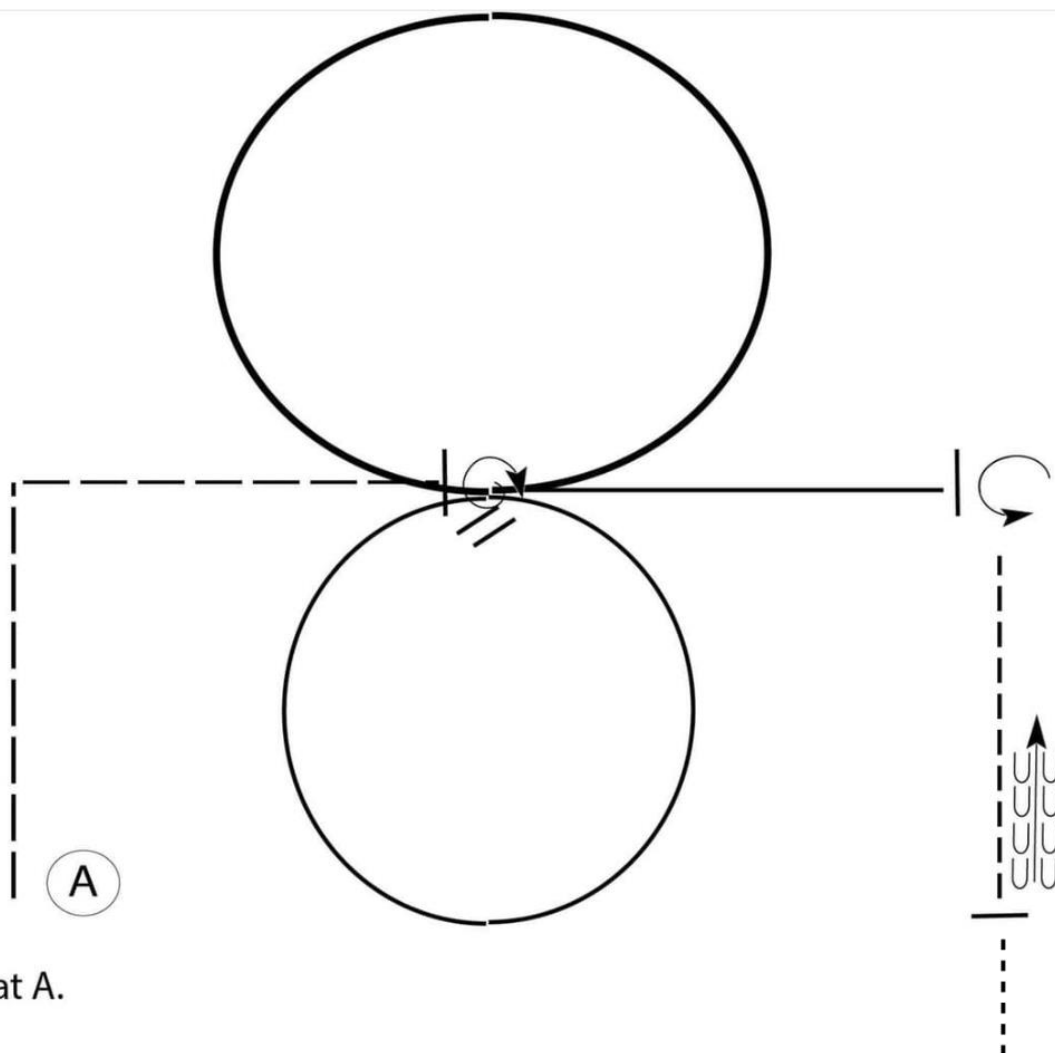
Be ready at A.

1. Jog to center of arena.
2. Stop and perform a 180 degree turn right.
3. Lope a circle on the right lead.
4. Extended jog circle to left.
5. Stop and perform a 180 degree turn left.
6. Jog a square corner until even with A.
7. Stop and back one horse length.
8. Walk 5 steps. Pattern Complete.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Lead Change	
Back	
Marker	(B)





Western Horsemanship (YOUTH | NON-PRO | 35 & OVER)

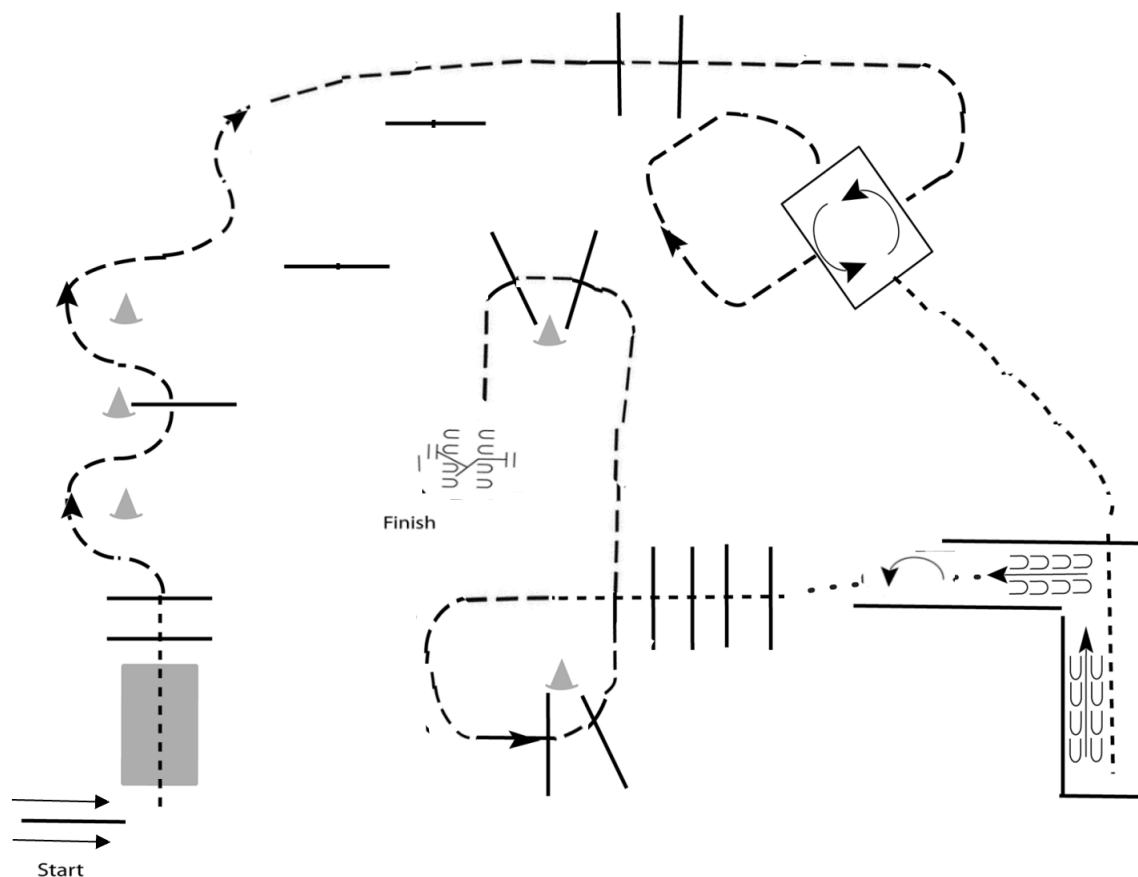


Be ready at A.

1. Extended jog to center of arena.
2. Stop. Perform a 360 degree turn right.
3. Lope right lead circle.
4. Change leads in center.
5. Extended lope circle left.
6. Collect the lope in a straight line and stop.
7. Perform a 270 degree turn left.
8. Jog and stop when even with A. Back one horse length.
9. Walk 5 steps. Pattern Complete.

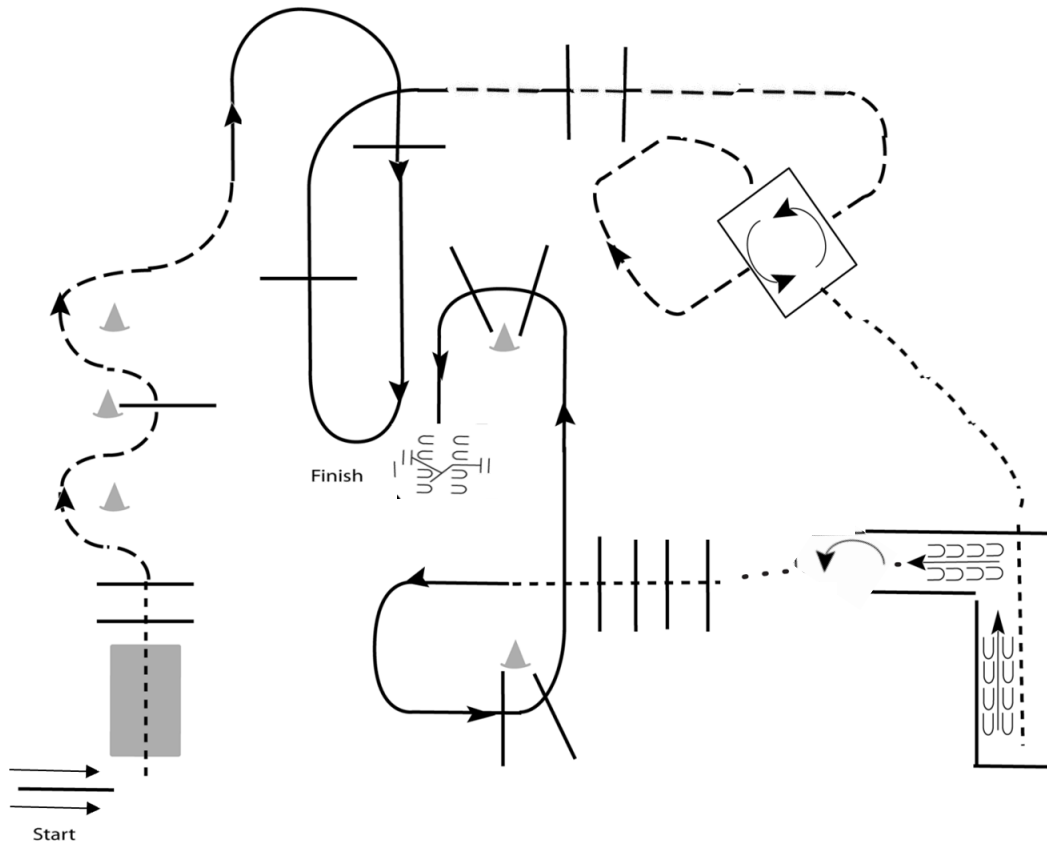
Walk
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	
Back	
Marker	(B)

Trail (ALL WALK/ TROT)



- 1) Side pass right over pole
- 2) Walk over bridge and poles
- 3) Jog serpentine
- 4) Jog over poles and through box as shown
- 5) Stop in box and 360 turn to left
- 6) Walk out of box and into L
- 7) Back through L and 180 turn left
- 8) Walk over poles
- 9) Jog lead over poles
- 10) Left hand gate
- 11) Walk to exit

Trail (ALL NOVICE | GREEN HORSE | MASTERS | JUNIOR)

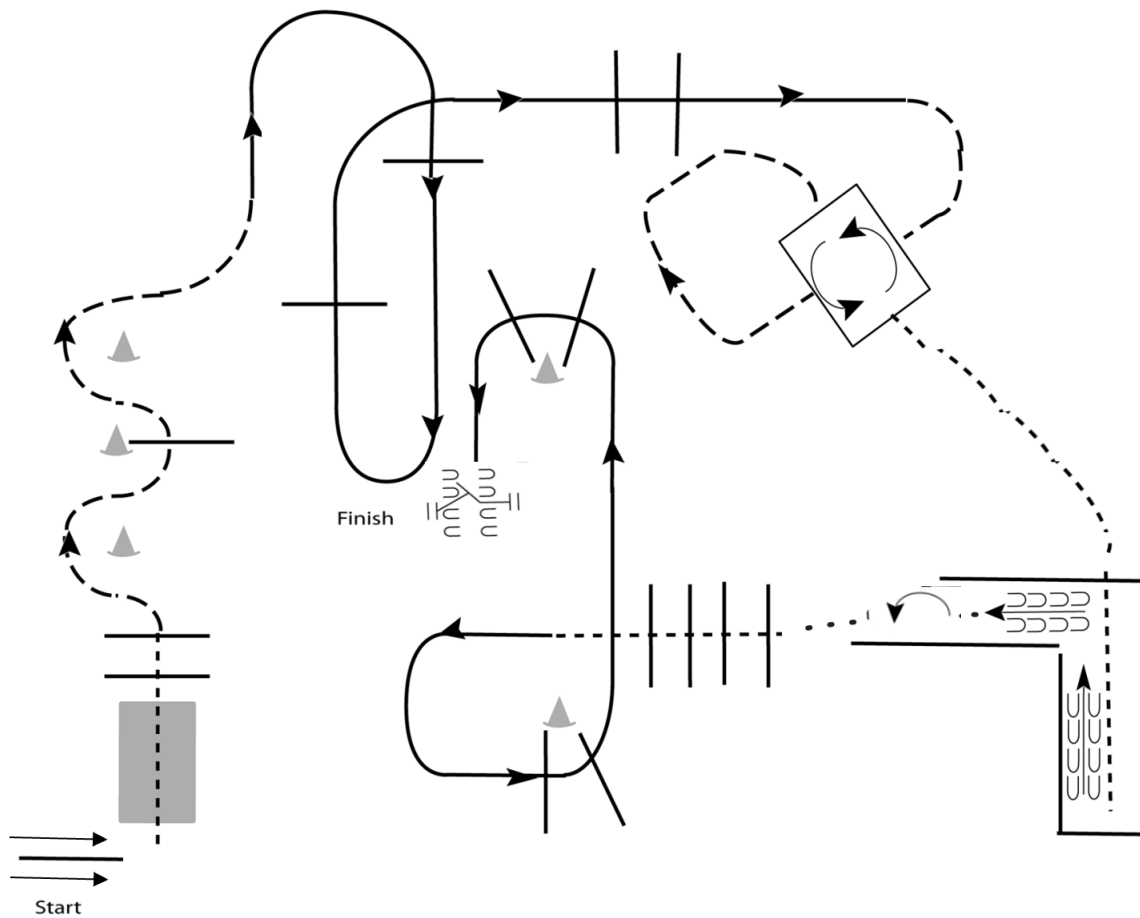


- 12) Side pass right over pole
- 13) Walk over bridge and poles
- 14) Jog serpentine
- 15) Lope right lead over poles as shown
- 16) Job over poles and through box as shown
- 17) Stop in box and 360 turn to left
- 18) Walk out of box and into L
- 19) Back through L and 180 turn left
- 20) Walk over poles
- 21) Lope left lead over poles
- 22) Left hand gate
- 23) Walk to exit



Casino Classic

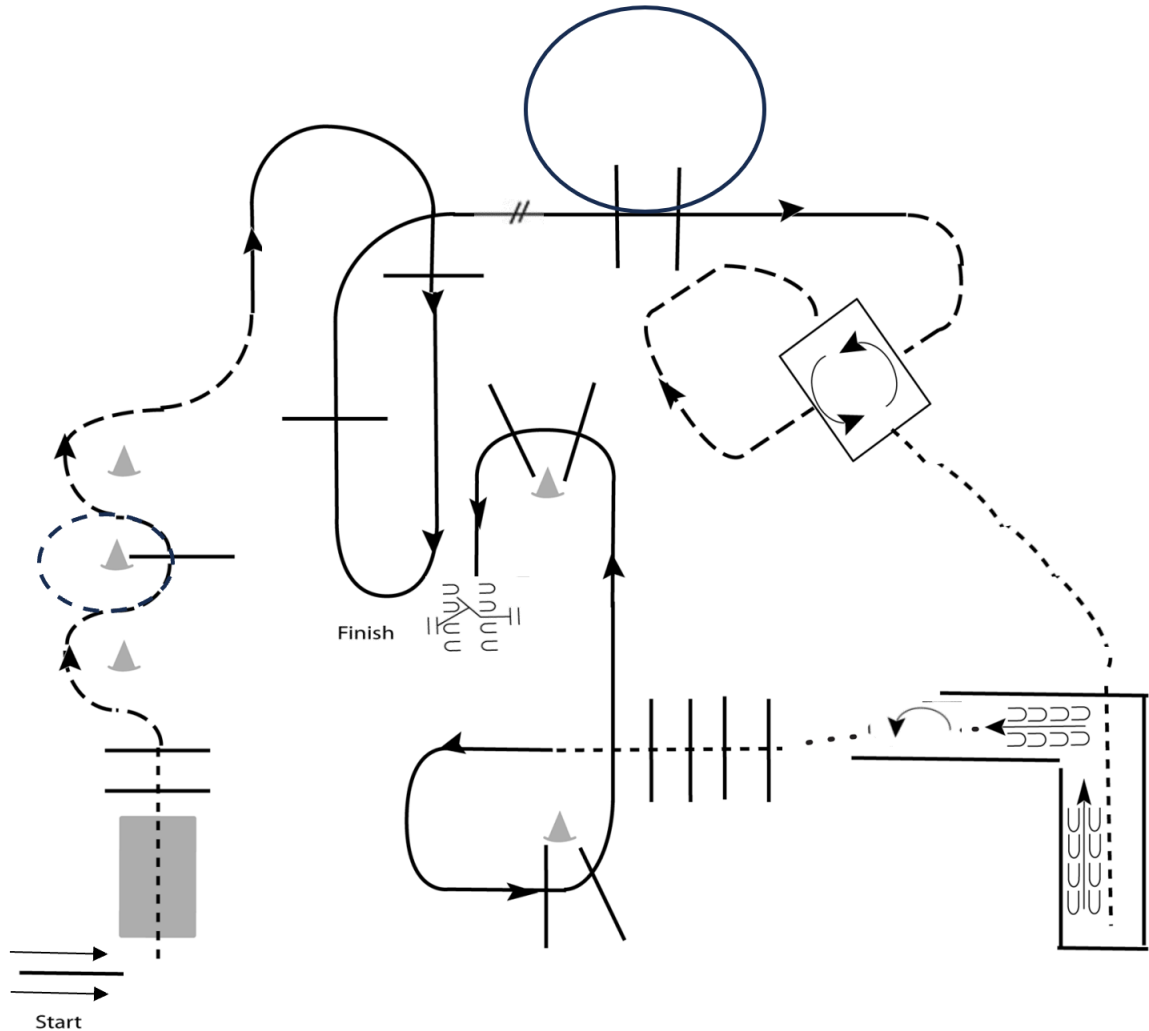
Trail (YOUTH | NON-PRO | 35 & OVER | SENIOR)



- 1) Side pass right over pole
- 2) Walk over bridge and poles
- 3) Jog serpentine
- 4) Lope right lead over poles as shown
- 5) Jog through box as shown
- 6) Stop in box and 360 turn to left
- 7) Walk out of box and into L
- 8) Back through L and 180 turn left
- 9) Walk over poles
- 10) Lope left lead over poles
- 11) Left hand gate
- 12) Walk to exit

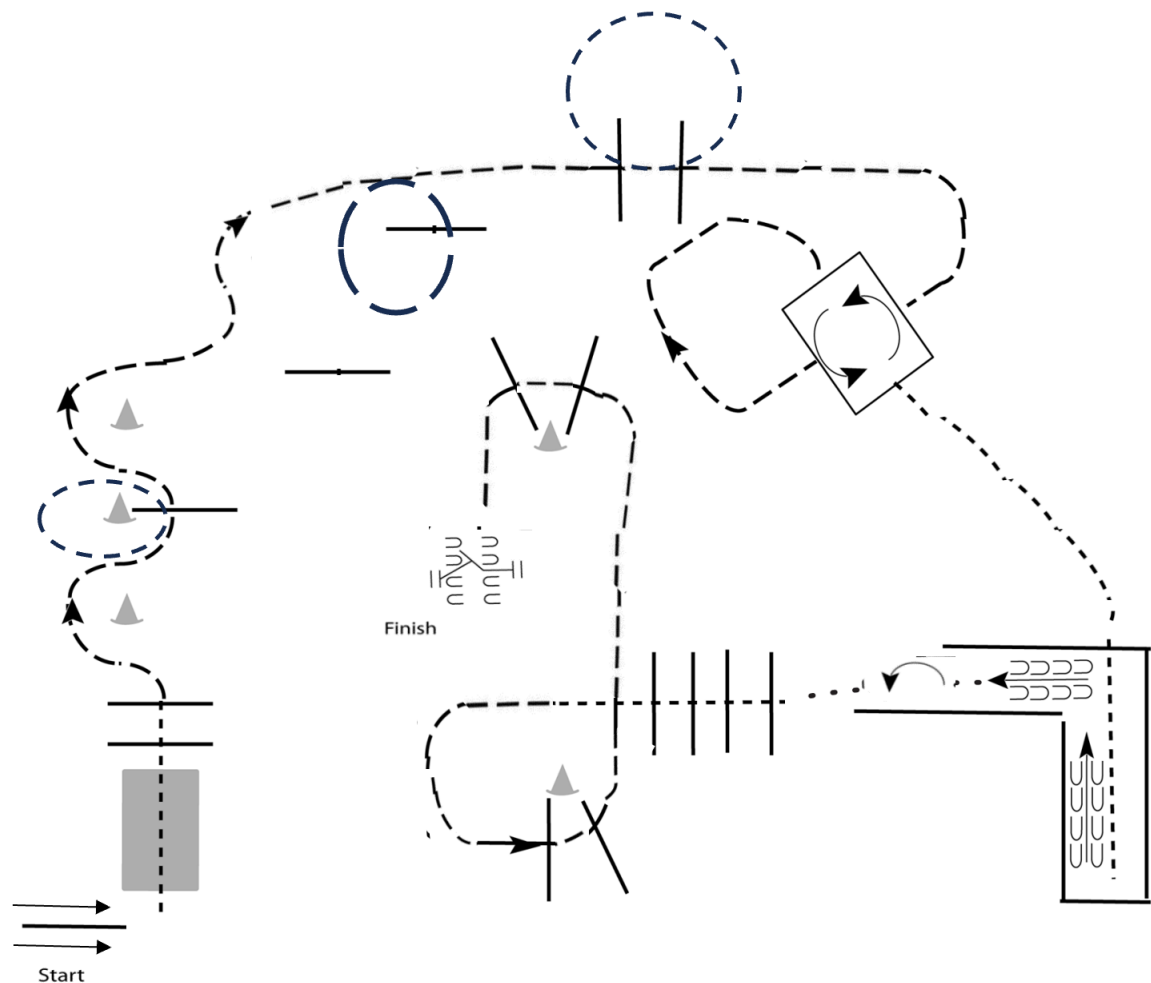


Trail (OPEN TRAIL MATURITY)



- 1) Side pass right over pole
- 2) Walk over bridge and poles
- 3) Jog serpentine as shown with circle around middle cone
- 4) Lope right lead over poles as shown
- 5) Change leads (simple or flying)
- 6) Left lead over poles
- 7) Job through box as shown
- 8) Stop in box and 360 turn to left
- 9) Walk out of box and into L
- 10) Back through L and 180 turn left
- 11) Walk over poles
- 12) Lope left lead over poles
- 13) Left hand gate
- 14) Walk to exit

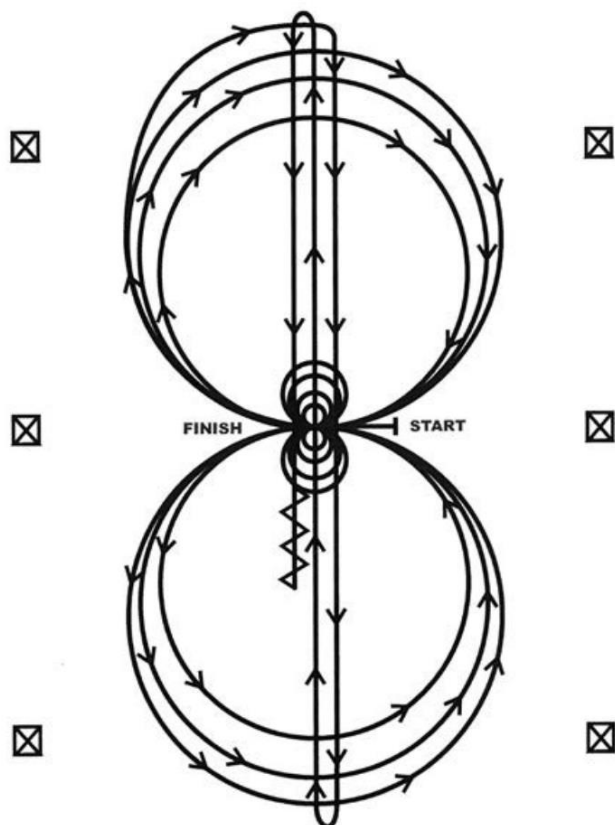
Trail (OPEN WALK/TROT TRAIL MATURITY)



- 1) Side pass right over pole
- 2) Walk over bridge and poles
- 3) Jog serpentine as shown with circle around middle cone
- 4) Extended jog circle and over pole
- 5) Collect the jog and continue over poles as shown
- 6) Jog through box as shown
- 7) Stop in box and 360 turn to left
- 8) Walk out of box and into L
- 9) Back through L and 180 turn left
- 10) Walk over poles
- 11) Jog over poles
- 12) Left hand gate
- 13) Walk to exit



Reining (ALL CLASSES EXCEPT RANCH REINING)



PATTERN 2

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

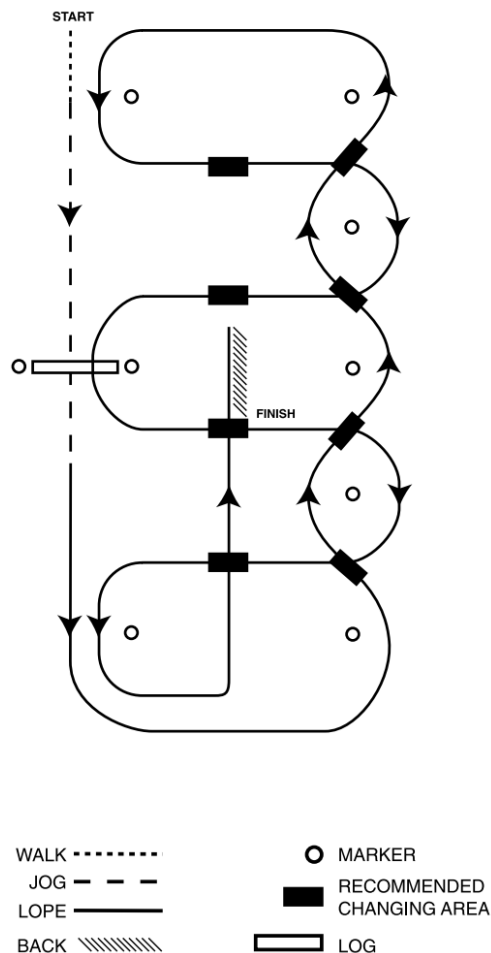
1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Exhibitor may be requested to dismount and drop bridle to the designated judge.



Casino Classic

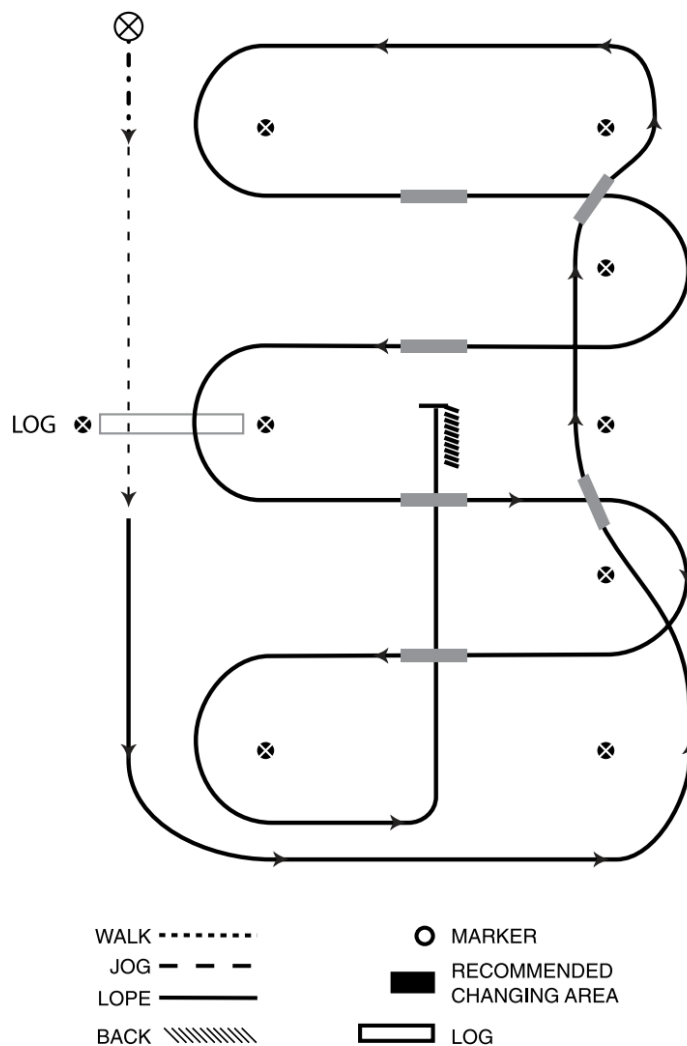
Western Riding (ALL CLASSES EXCEPT GREEN)



WESTERN RIDING PATTERN 1

1. Walk and jog over log
2. Transition to left lead and lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change and lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop and back

Western Riding (GREEN)



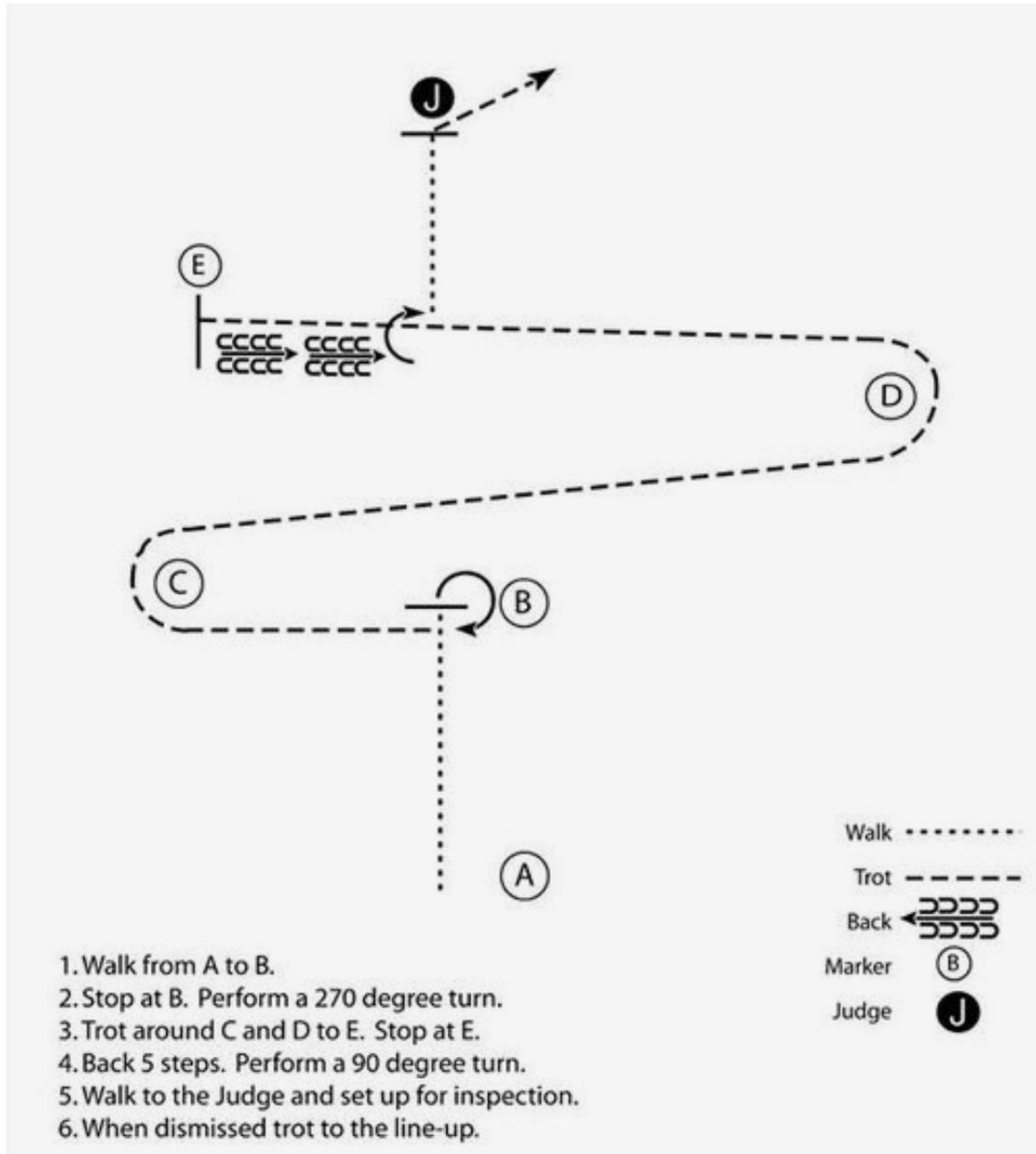
GREEN WESTERN RIDING PATTERN 1

1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back



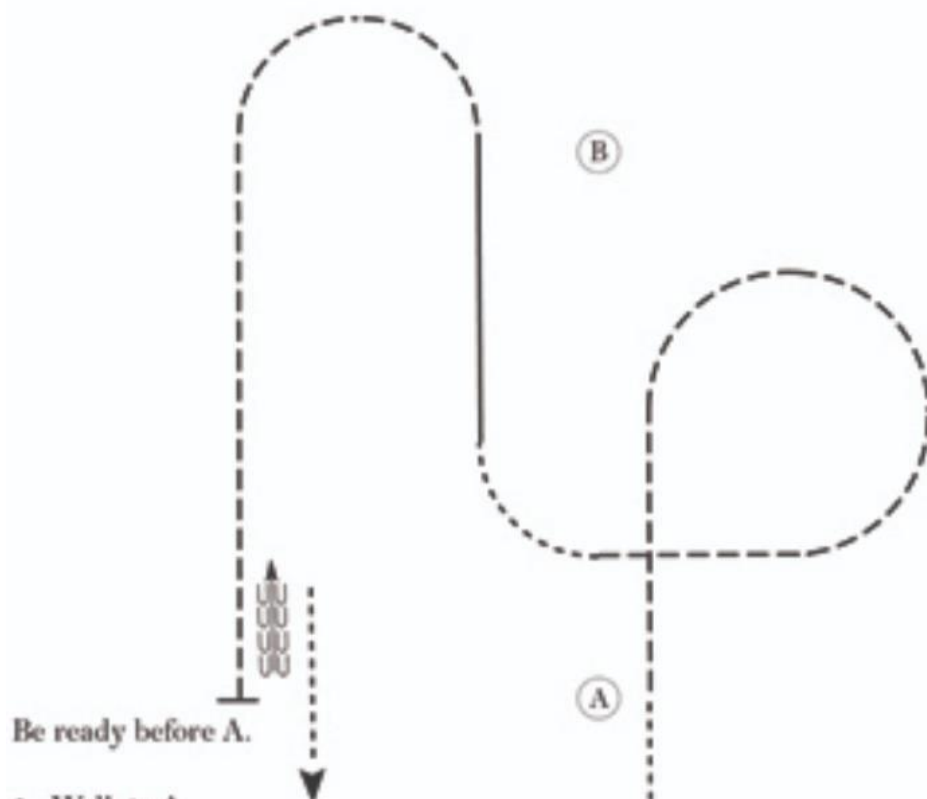
Casino Classic

English Showmanship (YOUTH)





Saddle Seat Equitation (YOUTH | NON-PRO)



1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a $3/4$ circle until even with A.
4. Walk a quarter circle.
5. Canter on the left lead to B.
6. When even with B, trot on the right diagonal in a half circle and a straight line until even with A.
7. Halt when even with A and back approximately one horse length.
8. Walk to exit.

Follow the instructions of your ring steward.

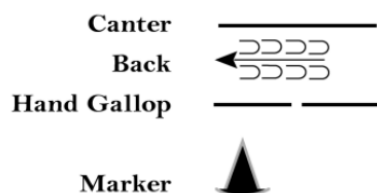
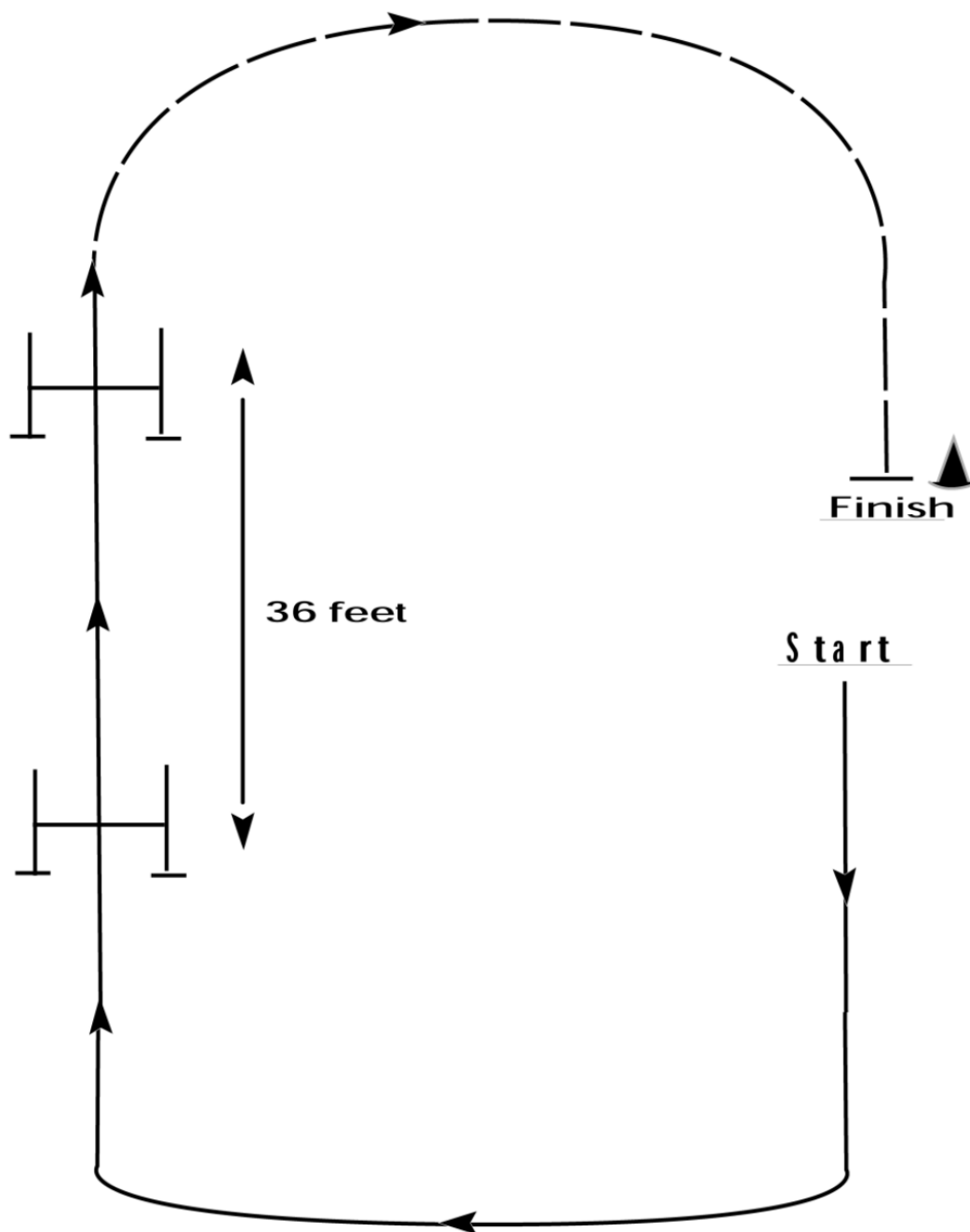
Diagram illustrating the footfalls of various horse gaits:

- Walk: Four diagonal lines representing the sequence of footfalls.
- Trot: Two parallel horizontal lines.
- Extended Trot: Two parallel horizontal lines.
- Canter: A series of vertical lines.
- Leg Yield: A series of vertical lines.
- Lead Change: A series of vertical lines.
- Back: A series of vertical lines.
- Marker: A circle labeled 'B'.
- Sidepass: A series of vertical lines.
- Hand Gallop: A series of vertical lines.



Casino Classic

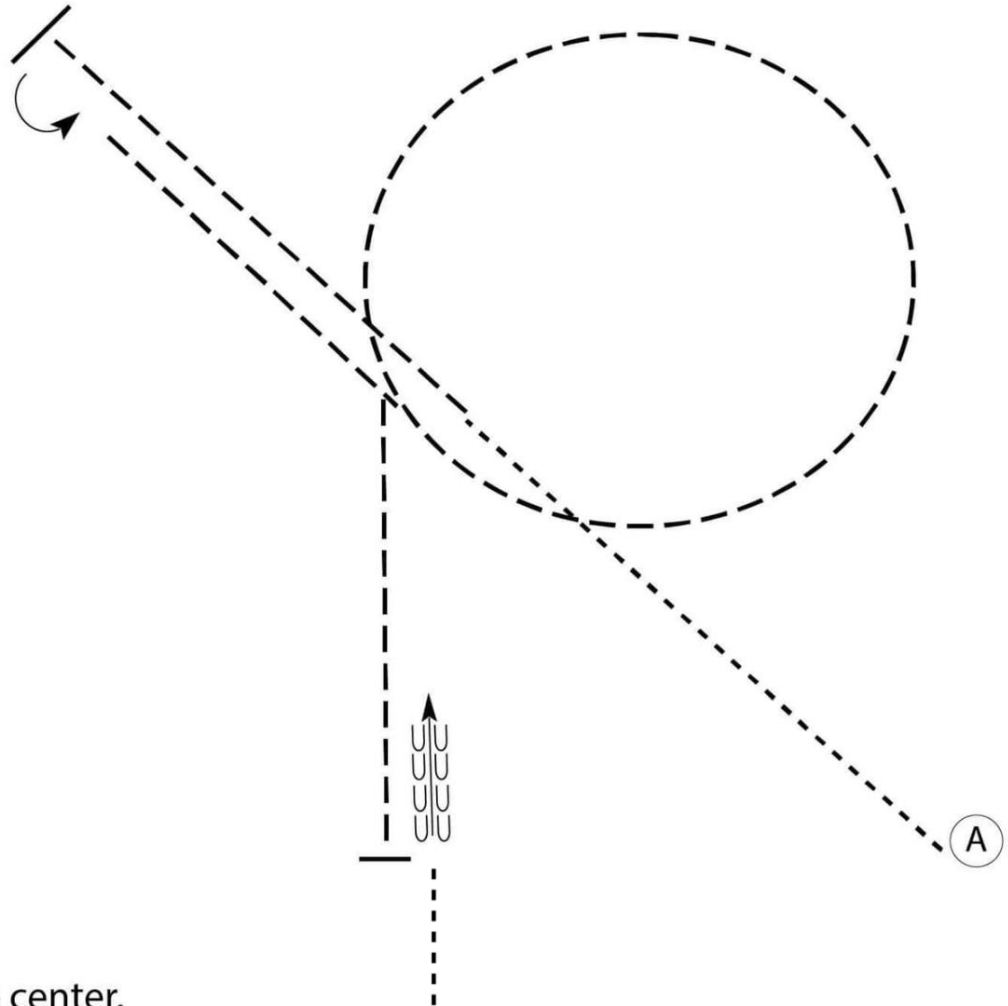
Hunter Hack (ALL CLASSES)



1. Fences are set approximately 36 feet apart.
2. After 2nd fence, hand gallop to marker and stop.
3. Drop your reins to signify completion.



Hunt Seat Equitation (ALL WALK/TROT)



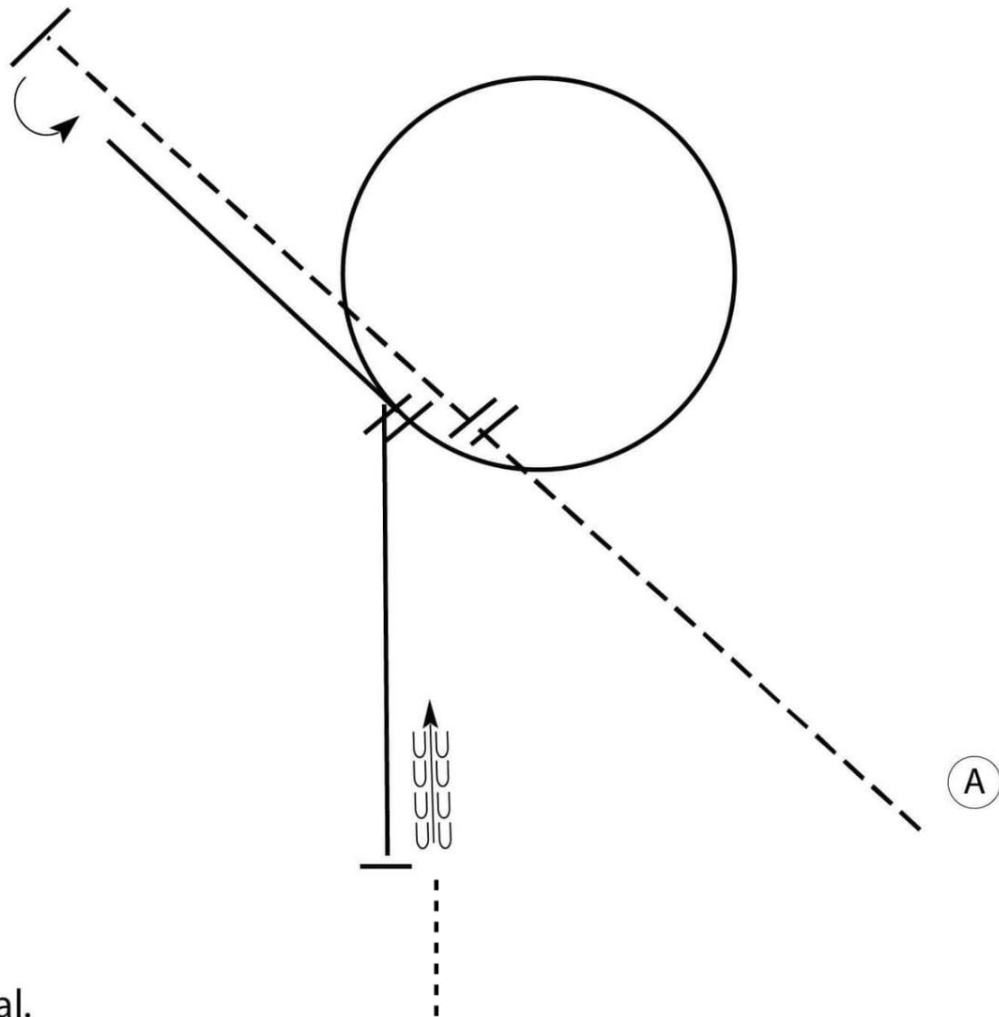
Be ready at A.

1. Walk halfway to center.
2. Sitting trot.
3. Stop and perform a 180 degree turn on the haunches left.
4. Posting trot on the right diagonal.
5. Trot a circle left.
6. Close circle, change diagonals and trot until even with A.
7. Stop and back.
8. Walk 5 steps. Pattern Complete.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	(B)
Sidepass	← — — — →
Hand Gallop	—— — — —



Hunt Seat Equitation (ALL NOVICE | MASTERS)

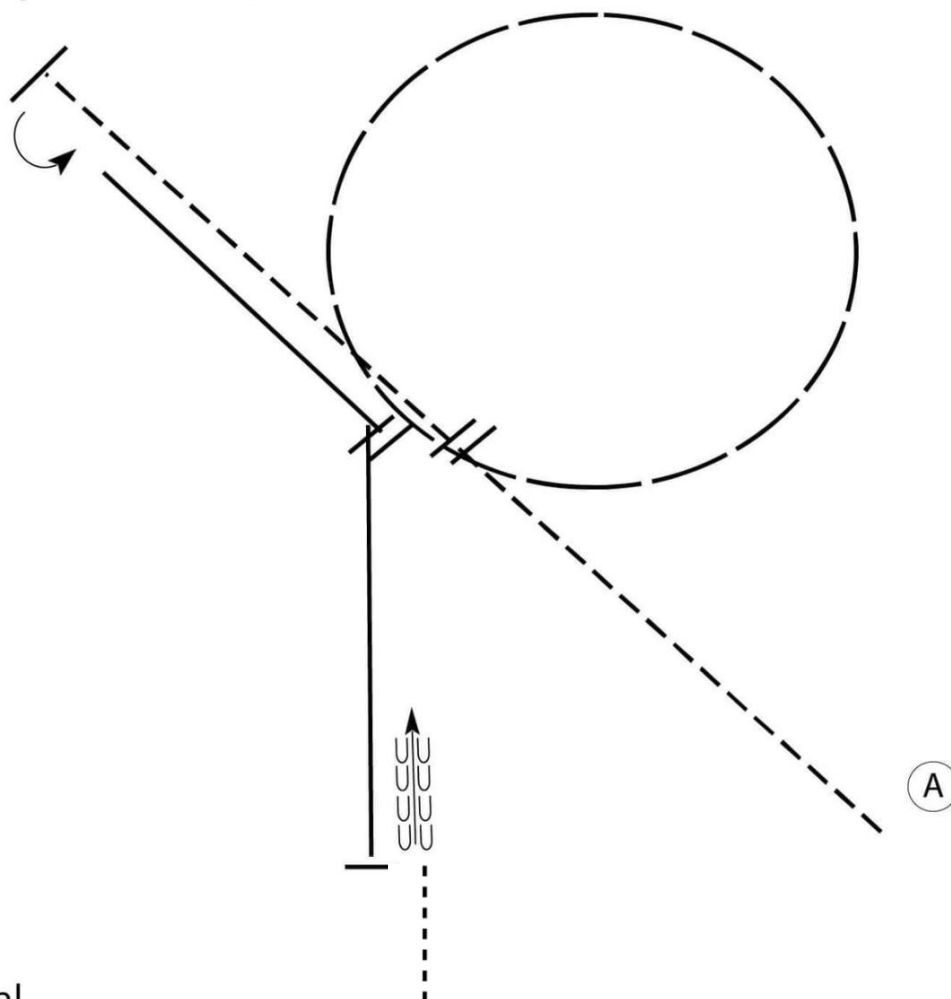


Be ready at A.

1. Trot left diagonal.
2. Halfway to center, change diagonal and continue trot.
3. Stop and perform a 180 degree forehand turn left.
4. Canter right lead.
5. Perform a simple lead change at center.
6. Canter left lead circle.
7. Close circle and continue the canter until even with A.
8. Stop and back.
9. Walk 5 steps. Pattern Complete.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	—— — — —

Hunt Seat Equitation (YOUTH | NON-PRO | 35 & OVER)



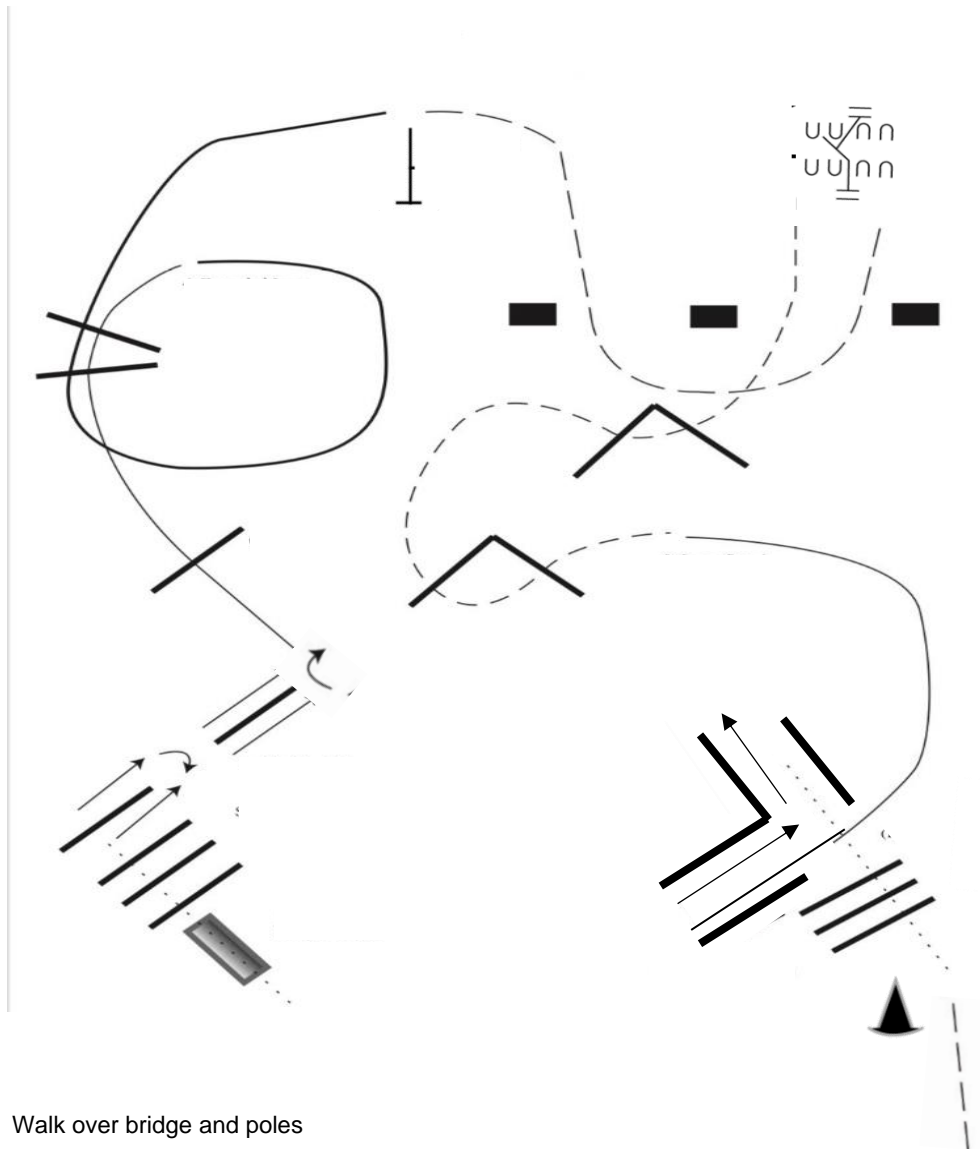
Be ready at A.

1. Trot left diagonal.
2. Halfway to center, change diagonal and continue trot.
3. Stop and perform a 180 degree forehand turn left.
4. Canter right lead.
5. Change leads at center (simple or flying)
6. Hand gallop left circle.
7. Close circle, collect canter and continue the canter until even with A.
8. Stop and back.
9. Walk 5 steps. Pattern Complete.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ←
Marker	(B)
Sidepass	← — — — →
Hand Gallop	—————



Ranch Trail (ALL CLASSES)

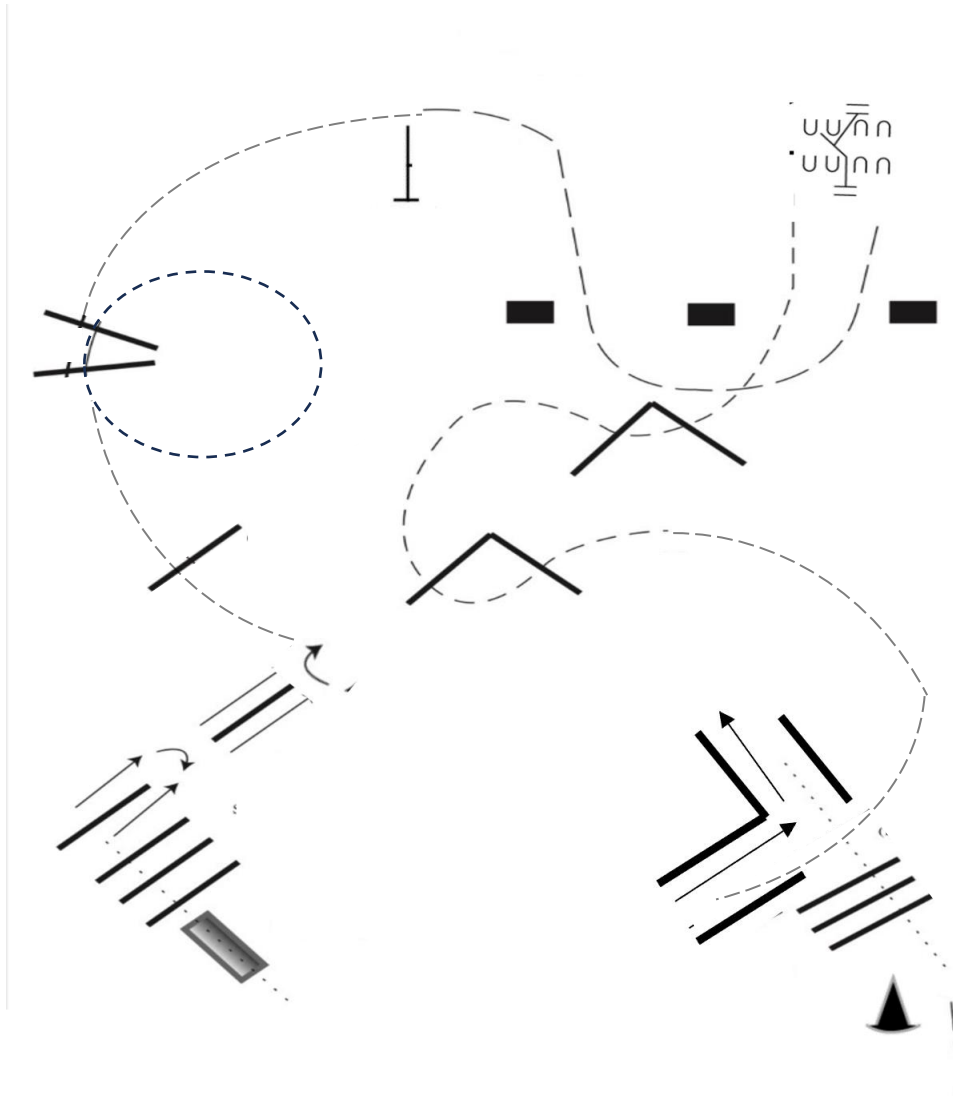


- 1) Walk over bridge and poles
- 2) Side pass right, 180 degree turn, side pass left, 180 degree turn
- 3) Lope right lead over poles as shown
- 4) Stop at standard, throw rope and recoil rope
- 5) Jog through cones and up to gate
- 6) Work gate with left hand
- 7) Jog poles as shown
- 8) Lope right lead into chute
- 9) back L and walk over poles
- 10) Stop at cone, dismount and jog horse out on foot to finish



Casino Classic

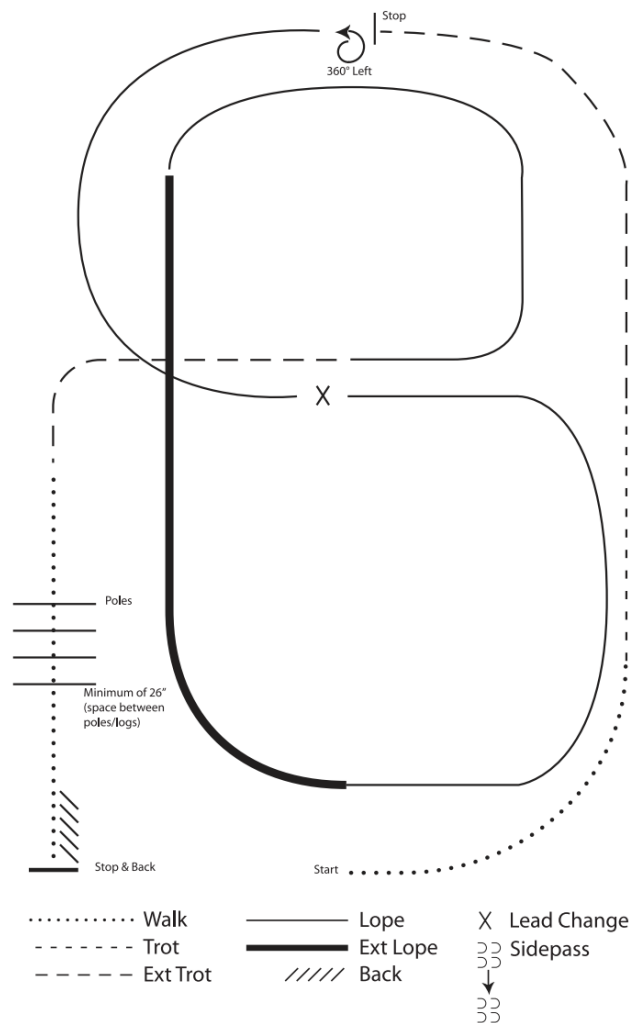
Ranch Trail (ALL WALK TROT CLASSES)



- 1) Walk over bridge and poles
- 2) Side pass right, 180 degree turn, side pass left, 180 degree turn
- 3) Trot over poles as shown
- 4) Stop at standard, throw rope and recoil rope
- 5) Extended Jog through cones and up to gate
- 6) Work gate with left hand
- 7) Extended Jog poles as shown
- 8) Trot into chute
- 9) back L and walk over poles
- 10) Stop at cone, dismount and jog horse out on foot to finish



Ranch Riding (ALL CLASSES)



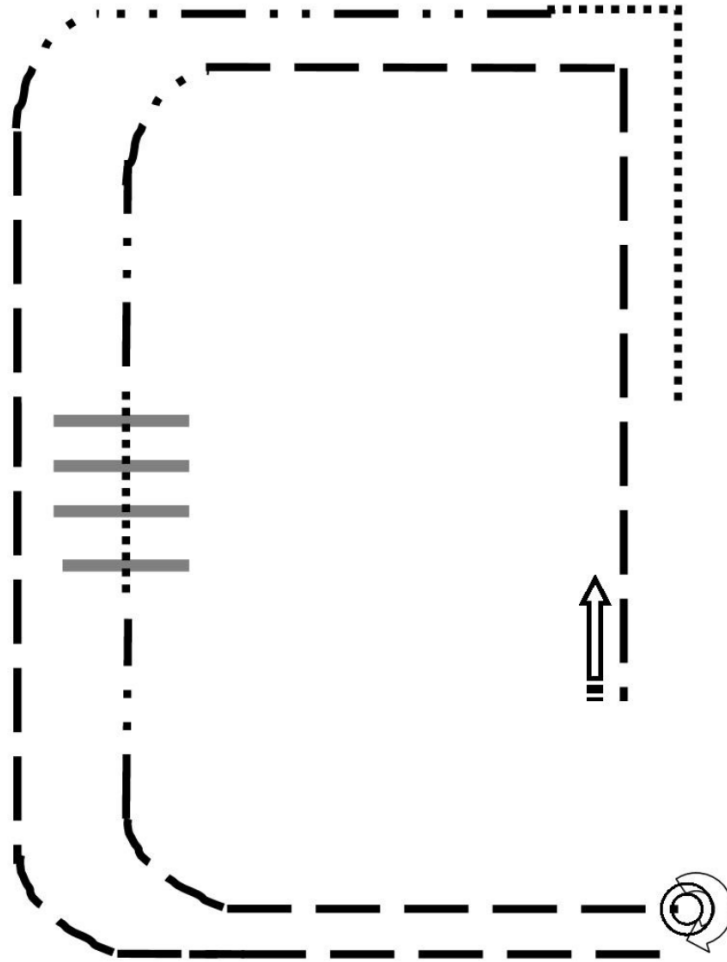
RANCH RIDING PATTERN 1

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead $\frac{1}{2}$ circle, lope to the center
6. Change leads (simple or flying)
7. Right lead $\frac{1}{2}$ circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back



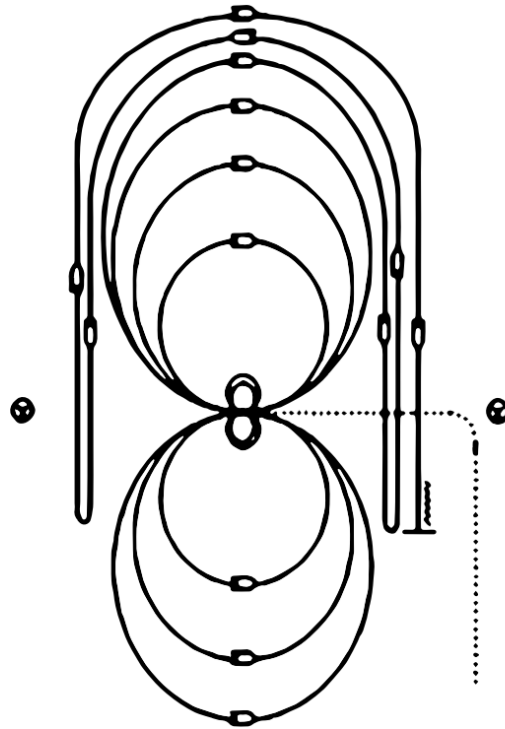
Casino Classic

Ranch Riding (ALL WALK TROT CLASSES)



- 1) Walk, square corner
- 2) Trot, then break down to walk
- 3) Extended trot down arena and through corner
- 4) Stop, 450 degree turn to right
- 5) Extended trot, slow to jog to poles, walk poles
- 6) Jog, then extended trot through square corner
- 7) Stop and back

Ranch Reining (ALL CLASSES)



RANCH REINING PATTERN 2

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows: Trot to center of arena and stop or walk before re.

1. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at center.
4. Complete 4 spins to the left. Hesitate.
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena, past the center marker, and do a left roll back at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena, past the center marker, and do a right roll back at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.