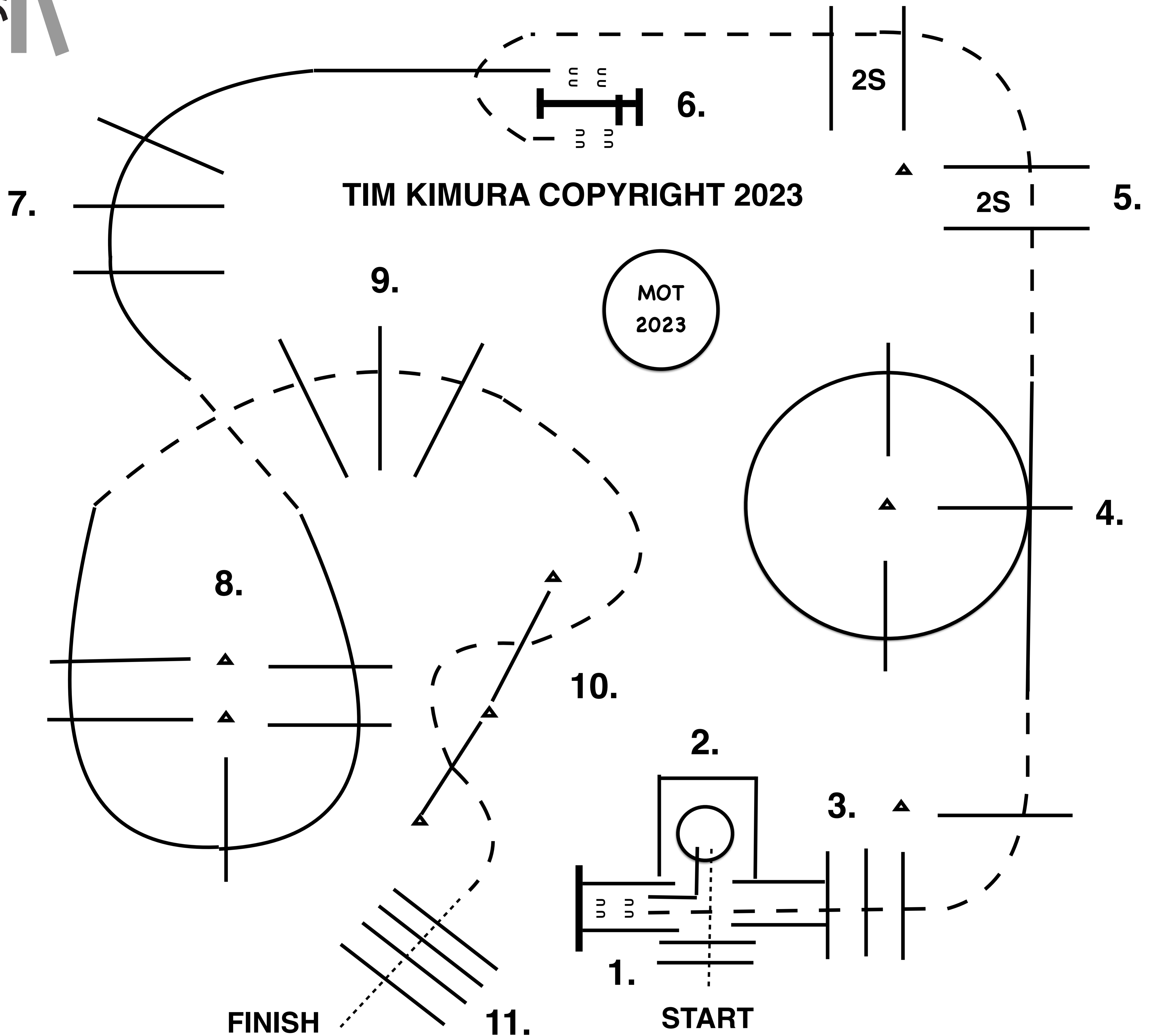
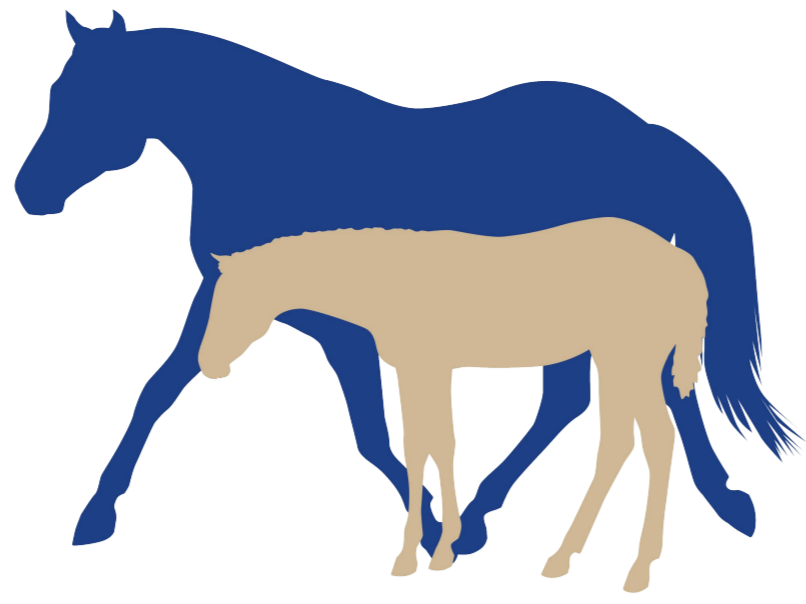


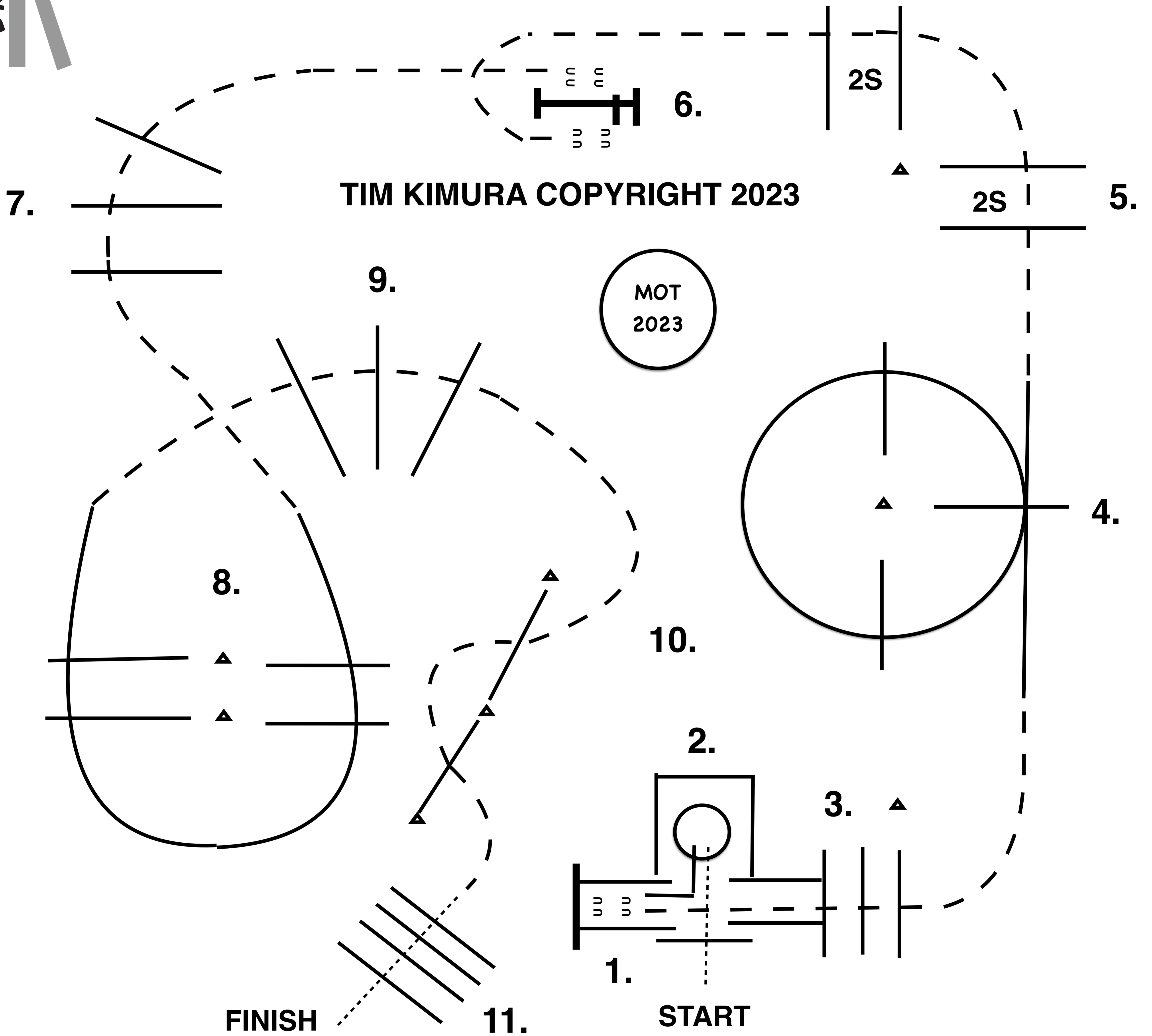
**SENIOR - AMATEUR
YOUTH - MATURITY**



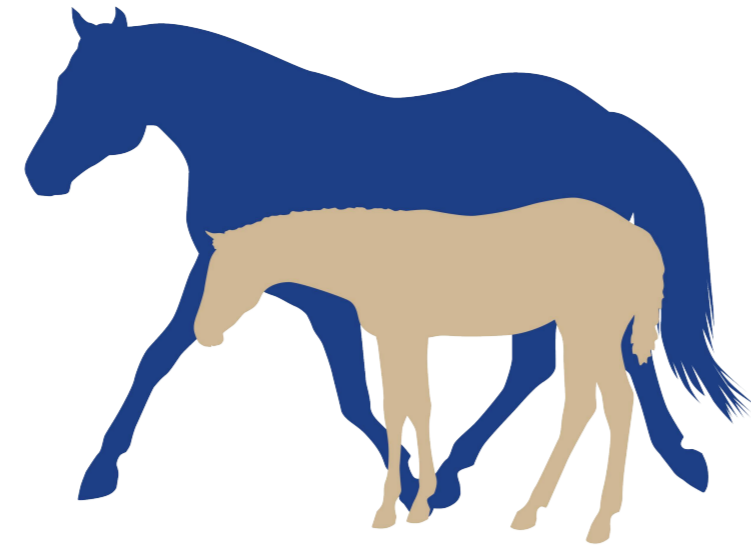
1. WALK OVER POLES, WALK INTO CHUTE, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. YOU MAY WALK FORWARD, THEN JOG OUT CHUTE, JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG UP TO GATE, WORK GATE LEFT HAND.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, THEN LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. JOG THROUGH SERPENTINE, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES.



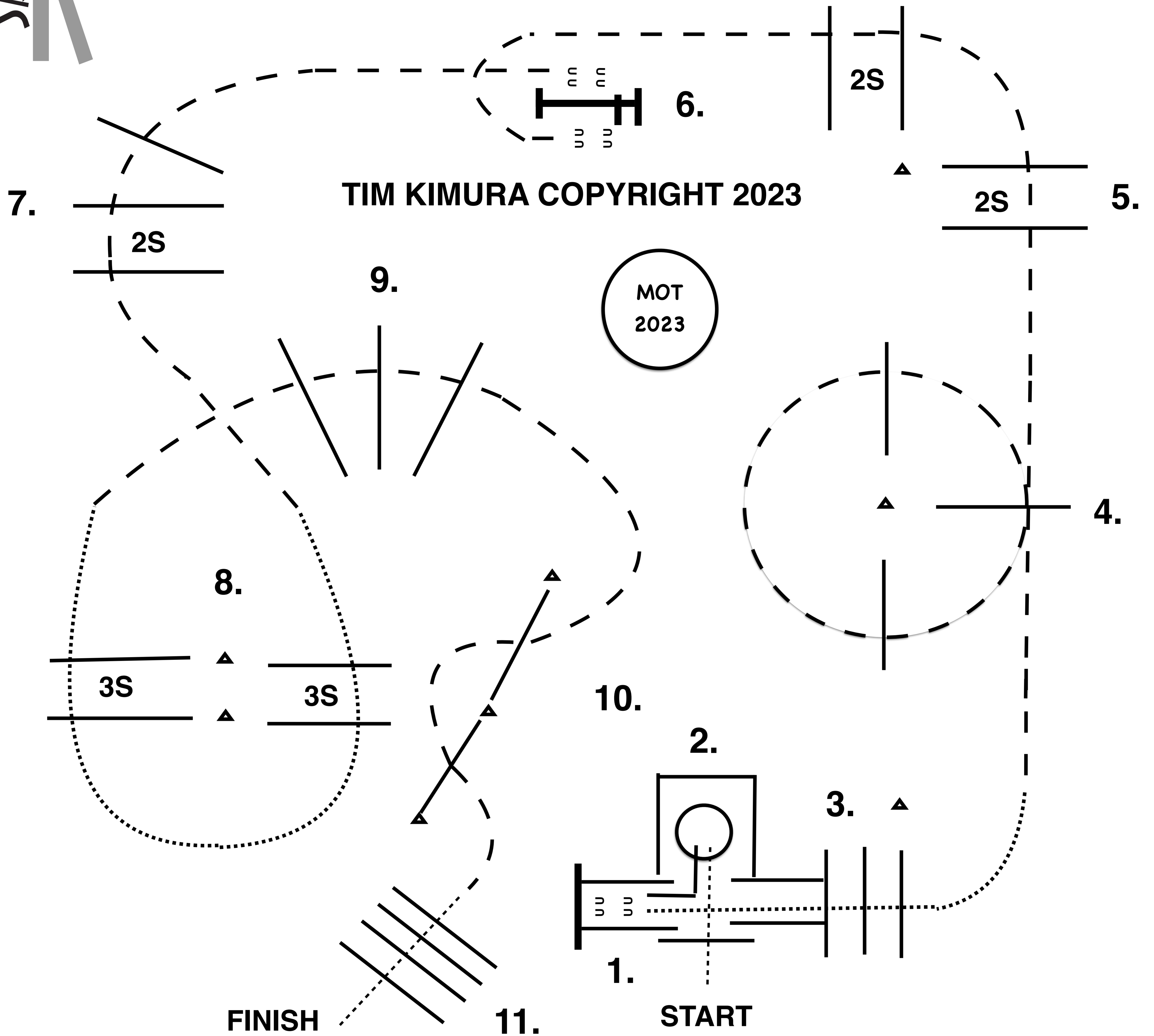
**FUTURITY - JUNIOR
L1 OPEN/AMT/YOUTH**



1. WALK OVER POLE, WALK INTO CHUTE, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. YOU MAY WALK FORWARD, THEN JOG OUT CHUTE, JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG UP TO GATE, WORK GATE LEFT HAND.
7. JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. JOG THROUGH SERPENTINE.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES.



In Hand TRAIL CLASSES

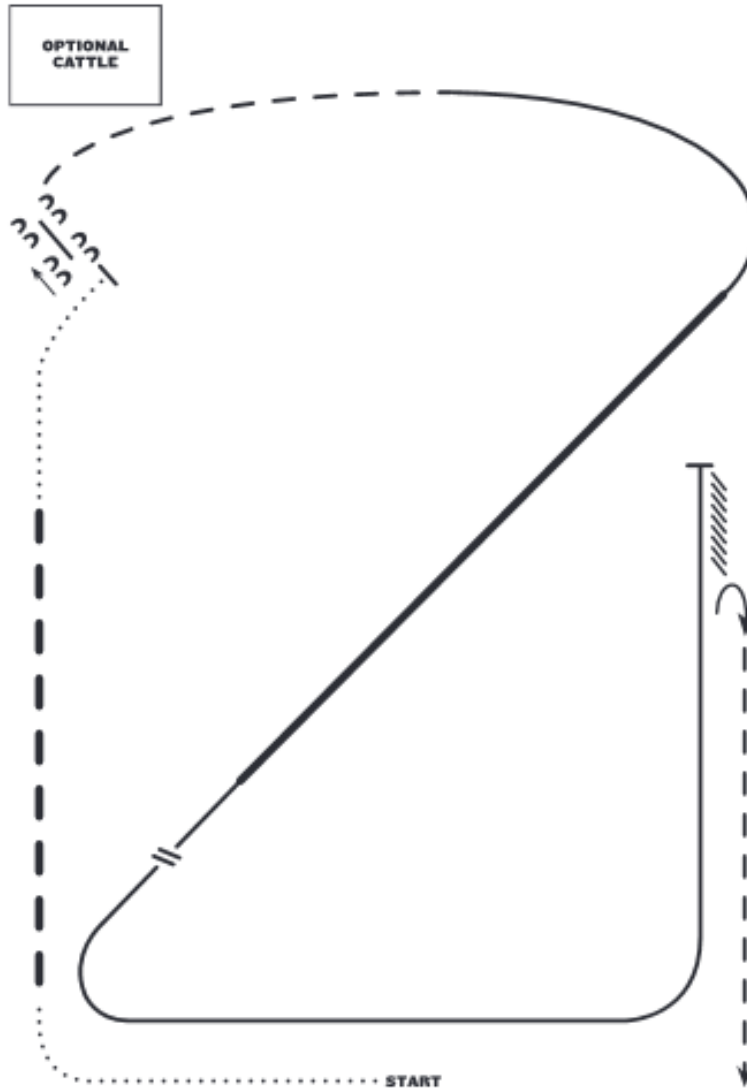


1. WALK OVER POLE, WALK INTO CHUTE, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK OUT OF CHUTE AND OVER POLES
4. JOG OVER POLES.
5. JOG OVER POLES.
6. JOG UP TO GATE, WORK GATE LEFT HAND.
7. JOG OVER POLES.
8. WALK POLES
9. JOG OVER POLES.
10. JOG THROUGH SERPENTINE.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES.

Ranch Riding FUTURITY



RANCH RIDING - PATTERN 10



LEGEND	
.....	Walk
-----	Extended Walk
-----	Trot
-----	Extended Trot
-----	Lope
-----	Extended Lope
~~~~~	Back
	Lead Change

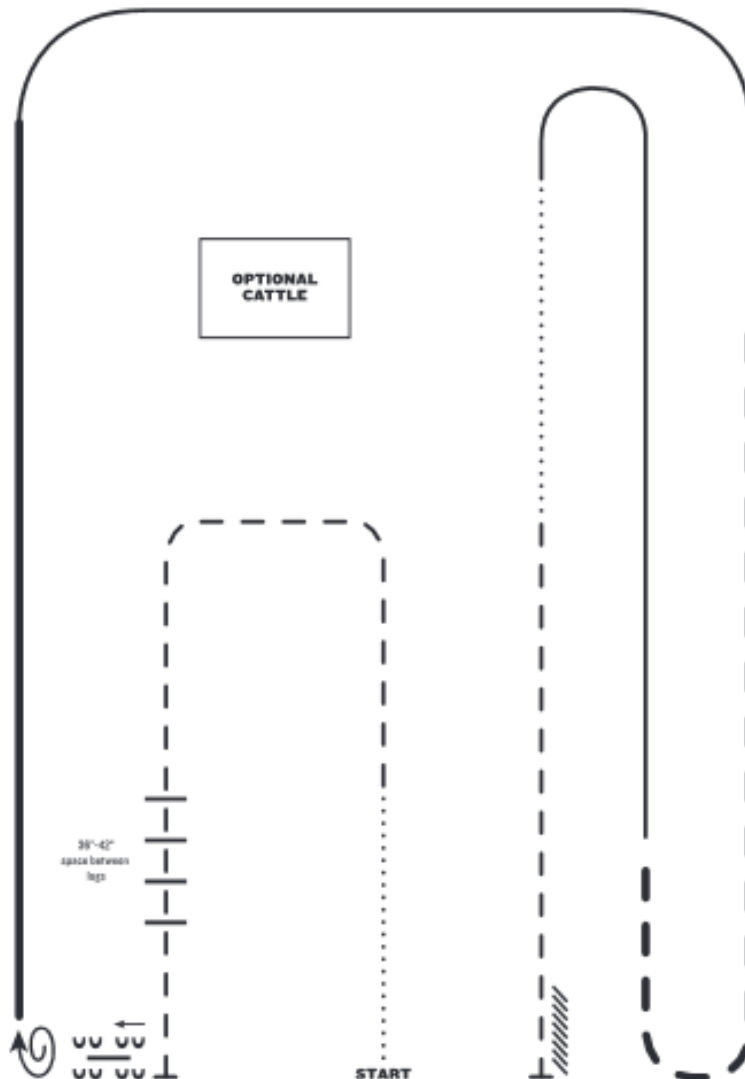
1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

*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.*

# Ranch Riding MATURITY



## RANCH RIDING - PATTERN 12



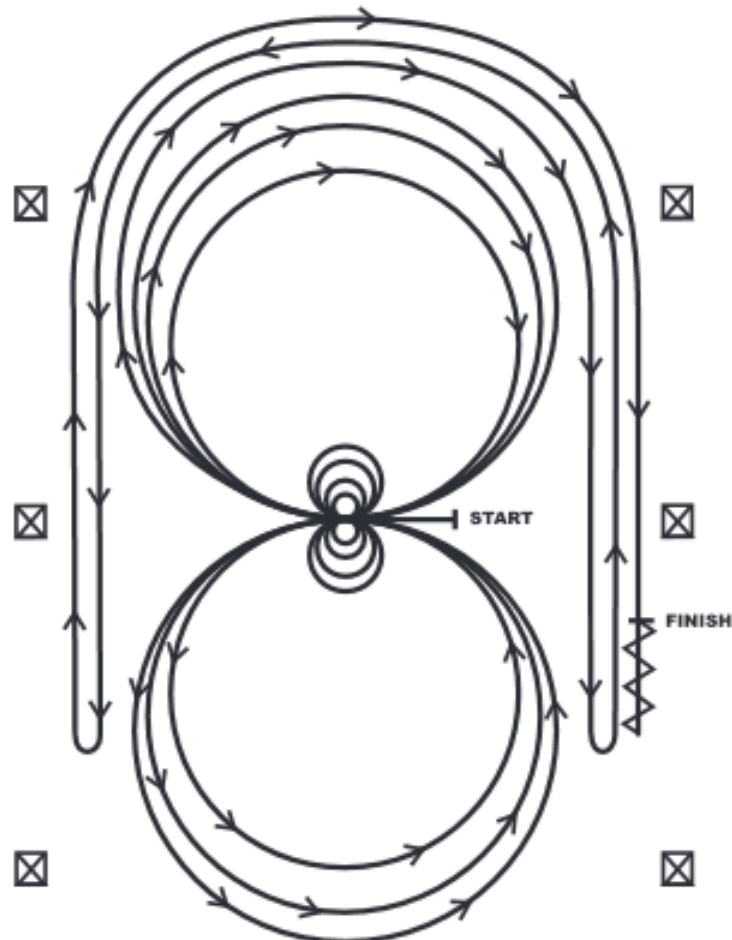
LEGEND	
.....	Walk
.....	Extended Walk
---	Trot
---	Extended Trot
---	Lope
---	Extended Lope
~~~~~	Back
W	Lead Change

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

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 FUTURITY

REINING PATTERN 8

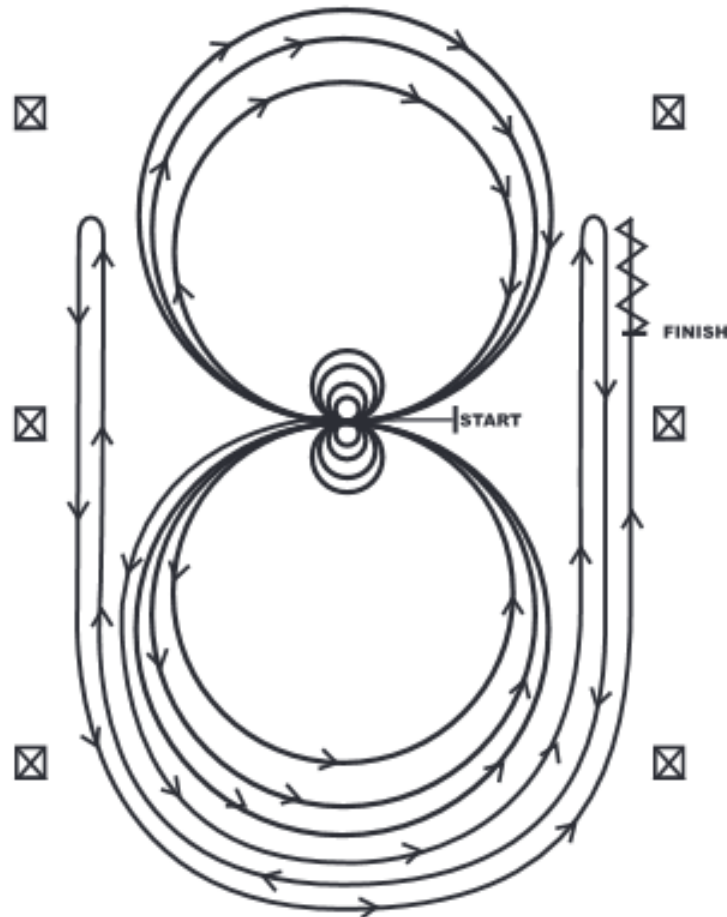


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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 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 marker 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.

Reining MATURITY

REINING PATTERN 13

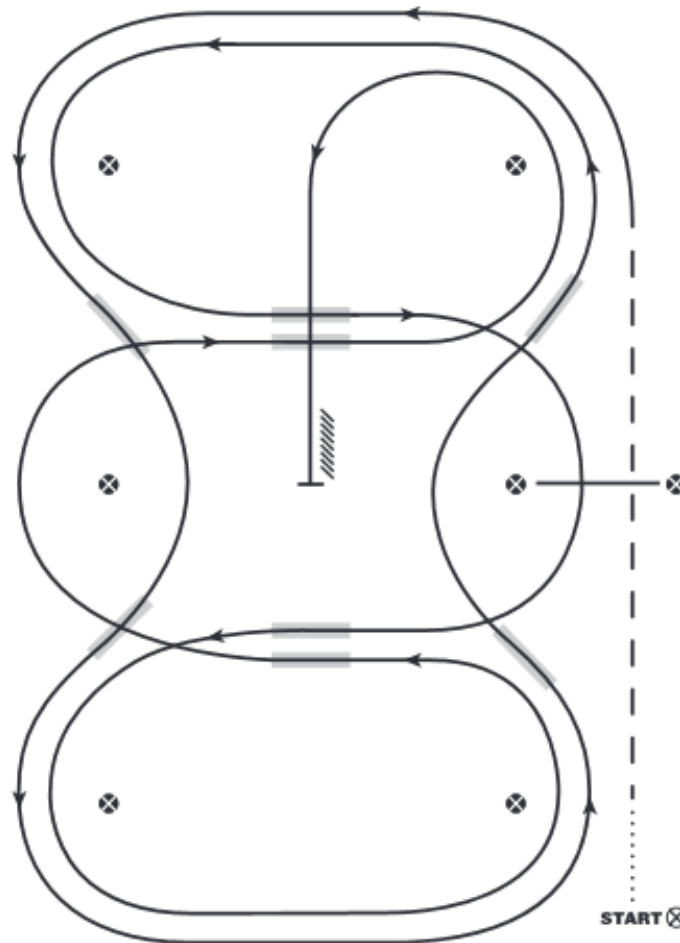


Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. 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.
3. 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.
5. 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.
6. 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 (6 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 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.

Western Riding FUTURITY & MATURITY

WESTERN RIDING PATTERN 5
Recommended For Small Arenas



LEGEND	
.....	Walk
- - - -	Jog
————	Lope
	Back
▨▨▨▨	Lead Changing Area

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