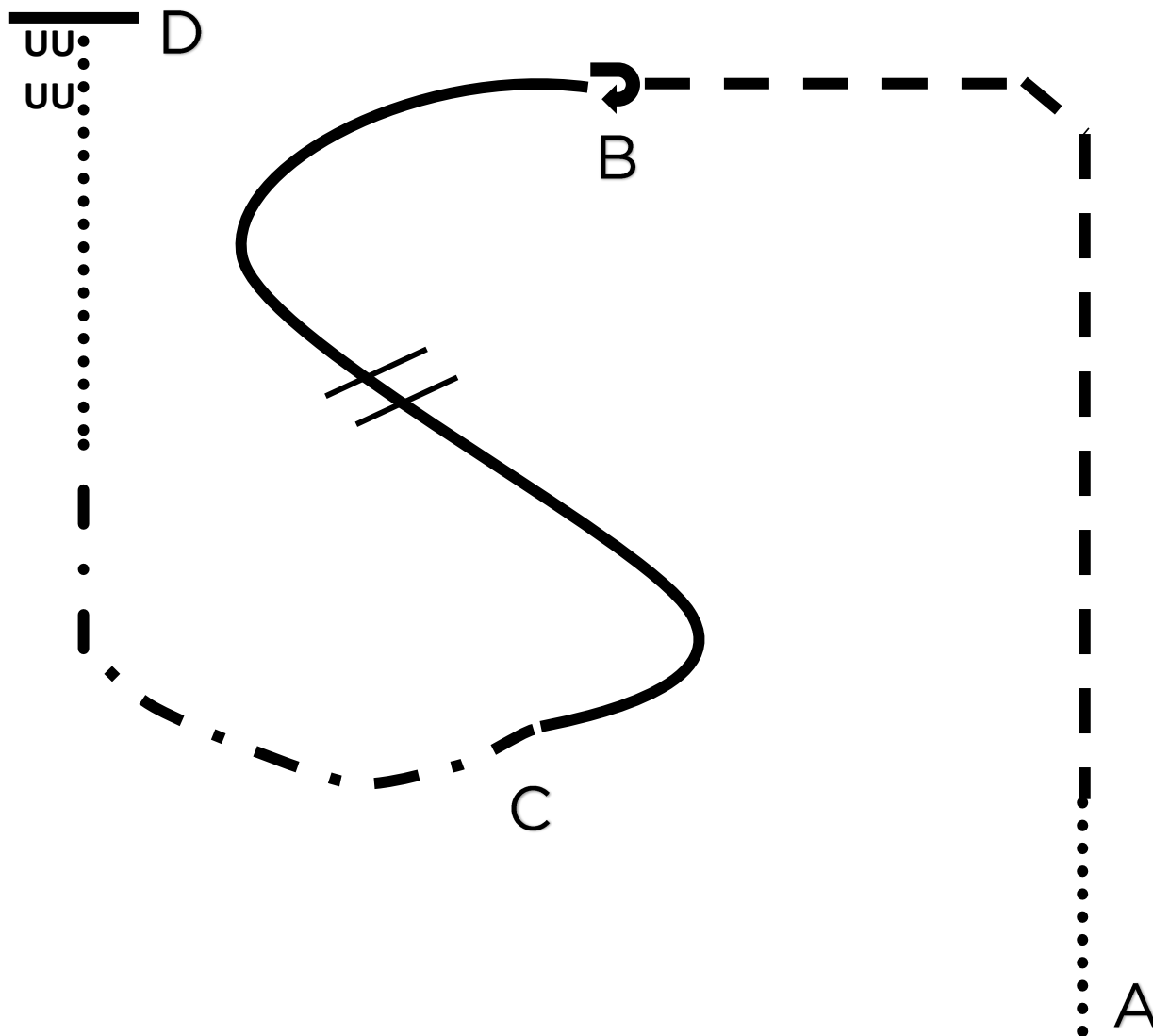




WESTERN HORSEMANSHIP

CLASSES 3, 4, 5, 6



Be ready at A

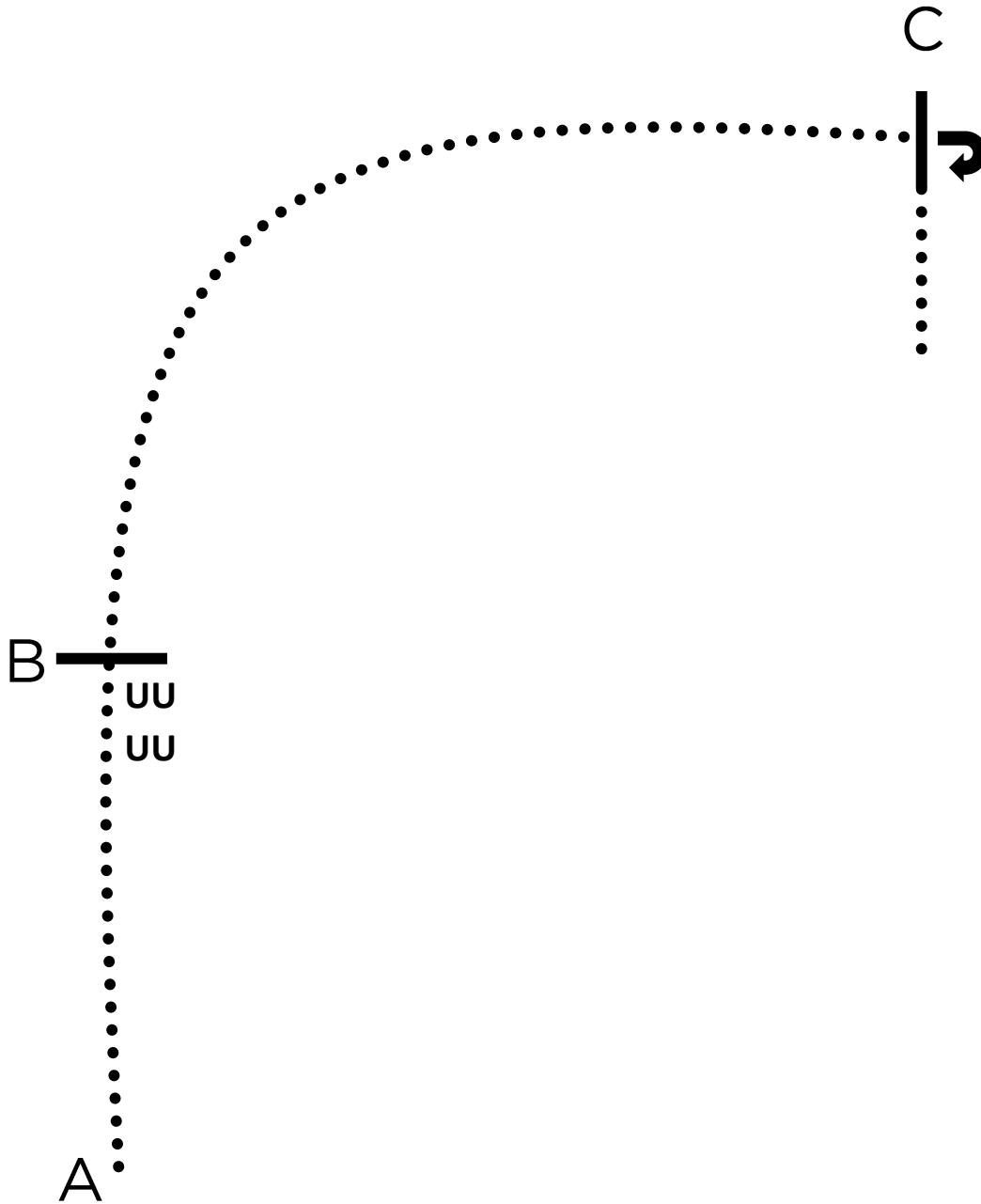
1. Walk approximately 2 horse lengths
2. Transition to a jog
3. Arch to B, 360 right hind end turn
4. Pick up a left lead canter
5. Lead change
6. Transition to extended jog at C
7. Slow to a walk. halt at D. reverse 1 horse

- Extended Jog
- Walk
- Canter
- Jog
- Stop
- Reverse
- Turn
- Lead Change



WALK WHOA WESTERN HORSEMANSHIP

CLASS 7



Be Ready at A

1. Walk from A to B
2. Halt at B, Back approximately 1 horse length
3. Walk around to C
4. Halt, Hind end 90 degree turn to the right
5. Walk out



- Walk



- Canter



- Jog



- Stop



- Reverse



- Turn

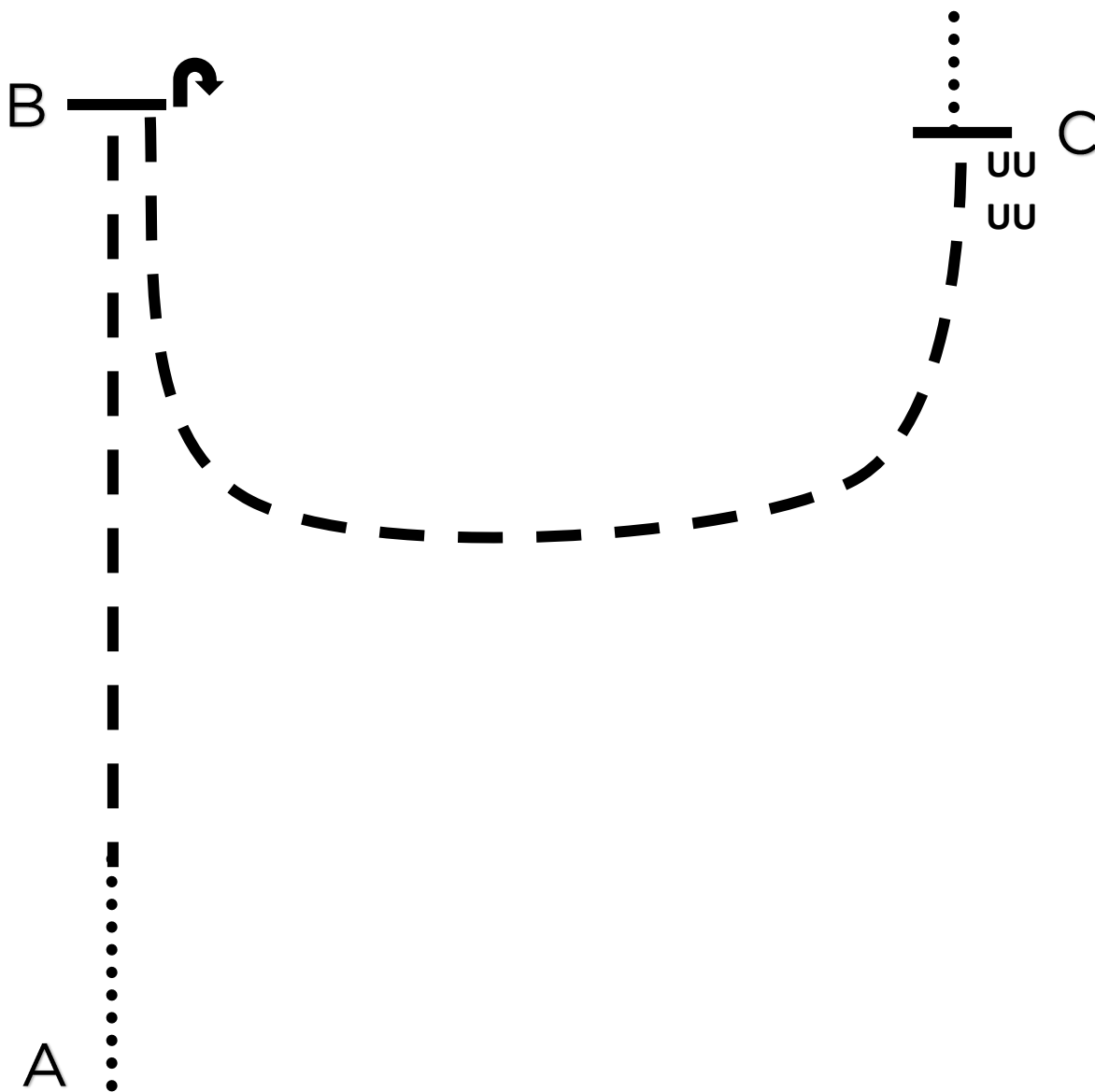


- Lead Change



NOVICE WESTERN HORSEMANSHIP

CLASSES 8, 9, 10, 11



Be ready at A

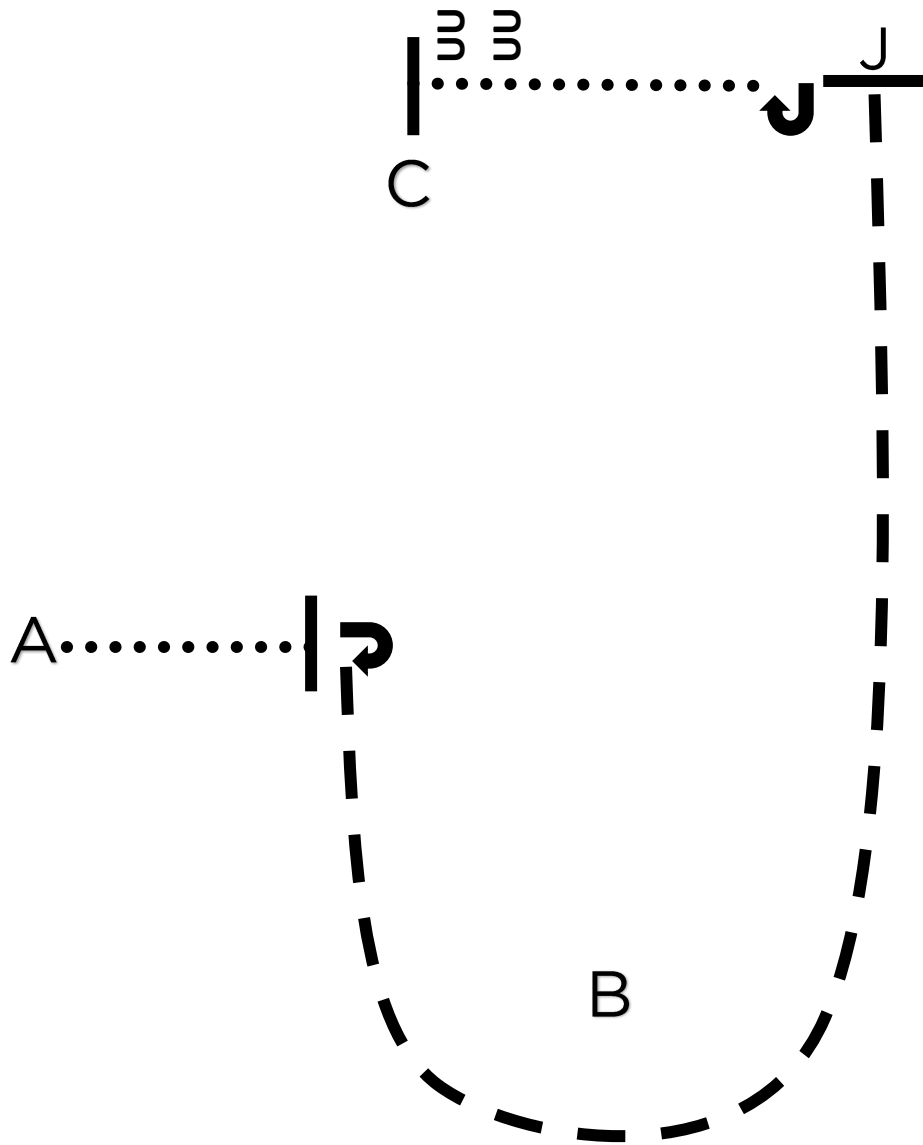
1. Walk approximately 2 horse lengths from A
2. Transition to Jog, Jog to B
3. Halt at B, right 180 degree turn
4. Pick up a jog, jog an arch to C
5. Halt, reverse approximately 1 horse length, walk out

- | | |
|-------|---------------|
| ••••• | - Walk |
| | - Canter |
| - - | - Jog |
| ⊥ | - Stop |
| ε ε | - Reverse |
| ↻ | - Turn |
| // | - Lead Change |



SHOWMANSHIP

CLASSES 50, 51, 52, 53



Be ready at A

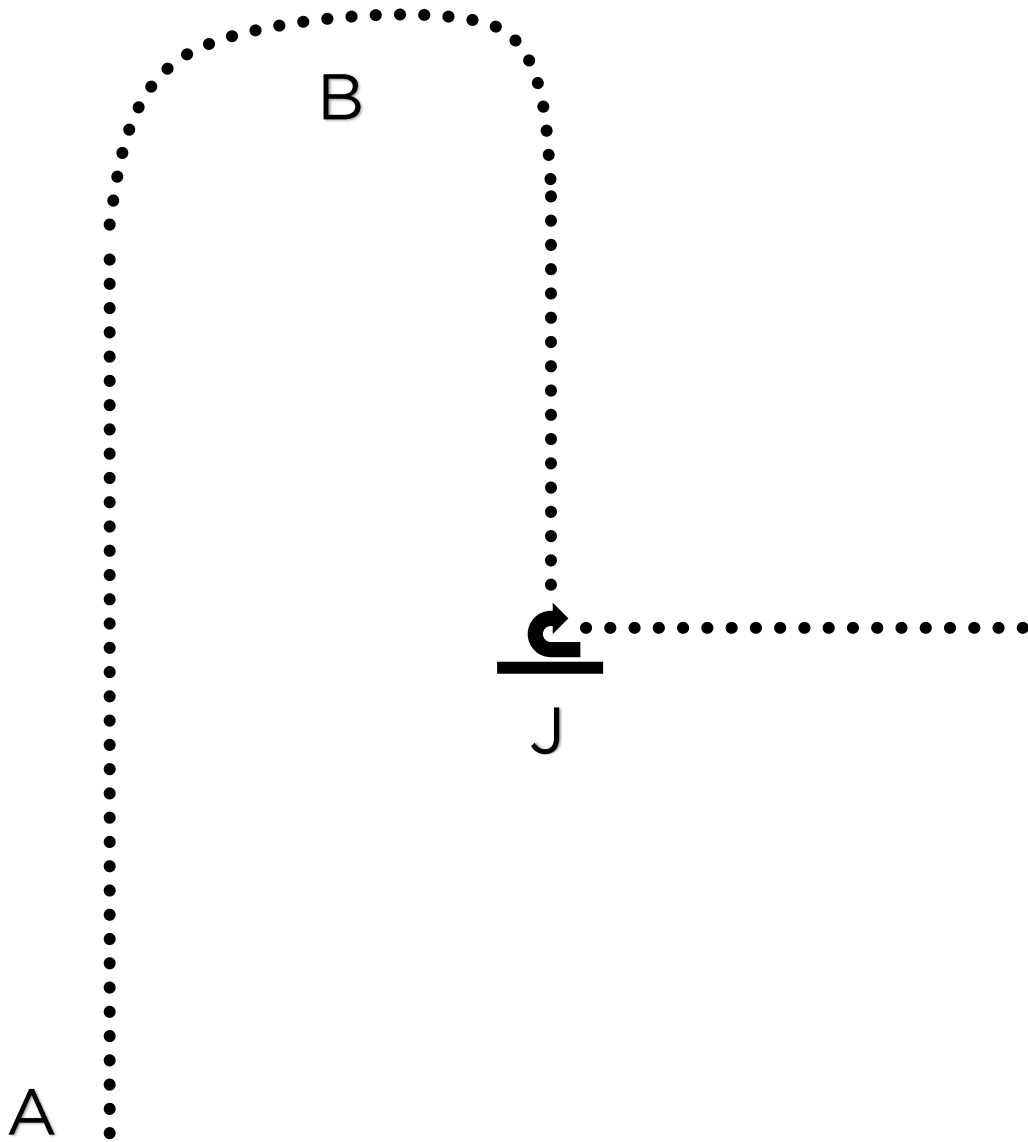
1. Walk approximately 4 horse lengths from A
2. Halt, 90 degree turn
3. Jog around B to Judge
4. Stop and set up for inspection
5. When dismissed, turn 270 degree and walk to C
6. Halt, reverse approximately 1 horse length, and walk out

- - Walk
- ||| - Canter
- - Jog
- - Stop
- || - Reverse
- ↩ - Turn
- // - Lead Change



WALK WHOA SHOWMANSHIP

CLASSES 54



Be ready at A.

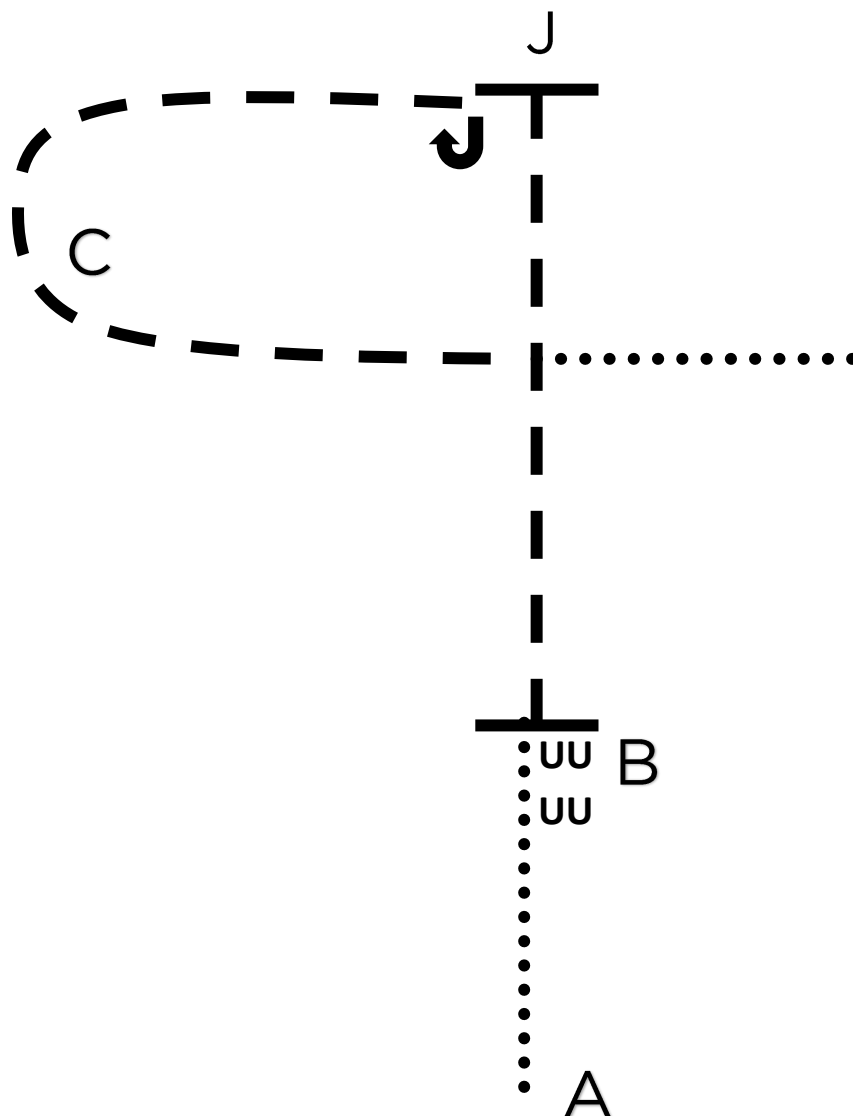
1. Walk from A arching around B to Judge
2. Stop and set for inspection
3. Once dismissed, 270 degree turn
4. Walk out

- - Walk
- ||||| - Canter
- ||| - Jog
- T — - Stop
- ε ε - Reverse
- ↻ - Turn
- // - Lead Change



NOVICE SHOWMANSHIP

CLASSES 55, 56, 57, 58



Be ready at A.

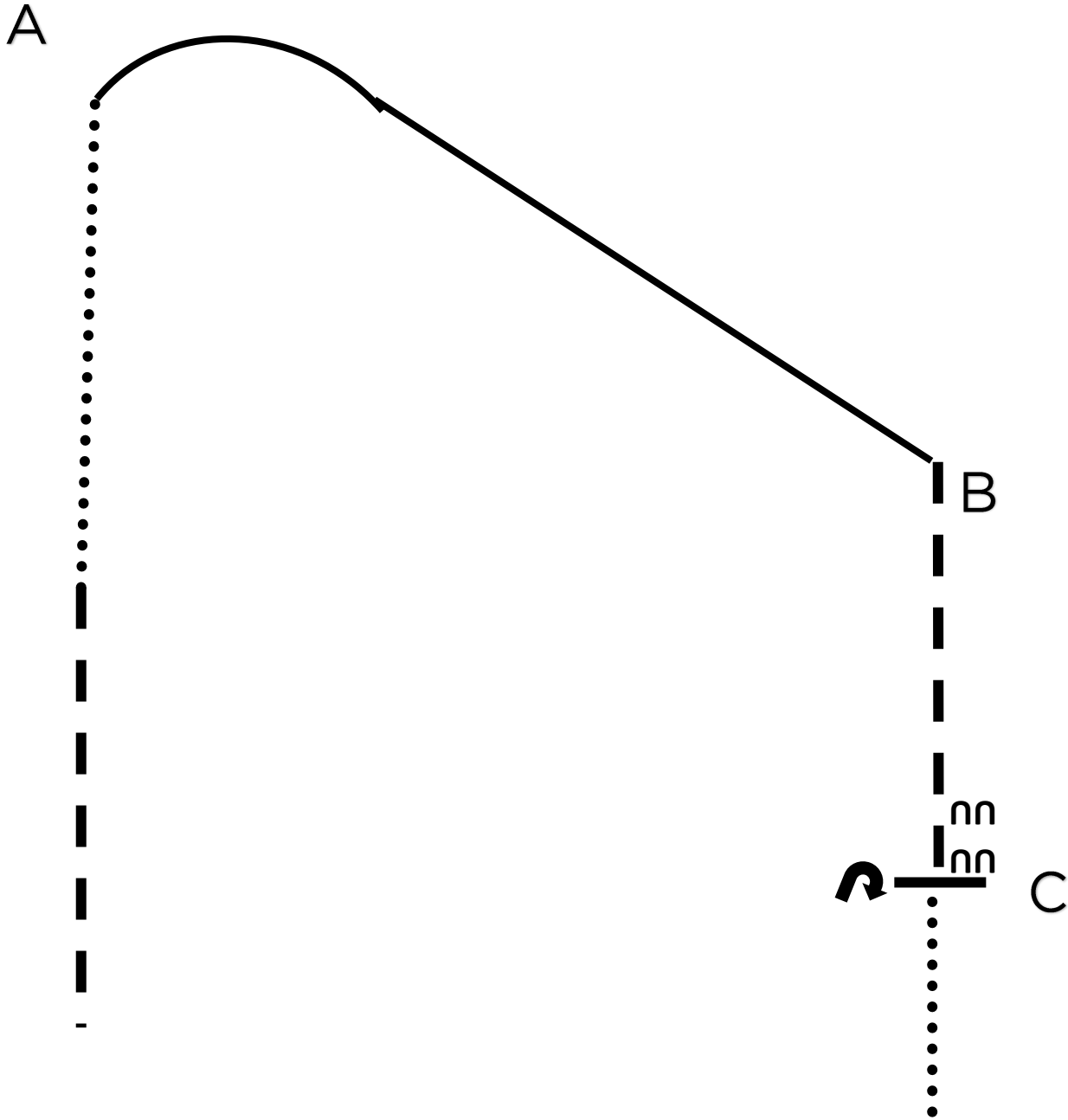
1. Walk to B, Halt, Back 5 Steps
2. Jog to Judge
3. Stop and Set up for inspection
4. When Dismissed, Turn 270 degrees
5. Jog around C
6. Walk Out

- Walk
- Canter
- Jog
- Stop
- Reverse
- Turn
- Lead Change










HUNT SEAT EQUITATION

CLASSES 61, 62, 63, 64



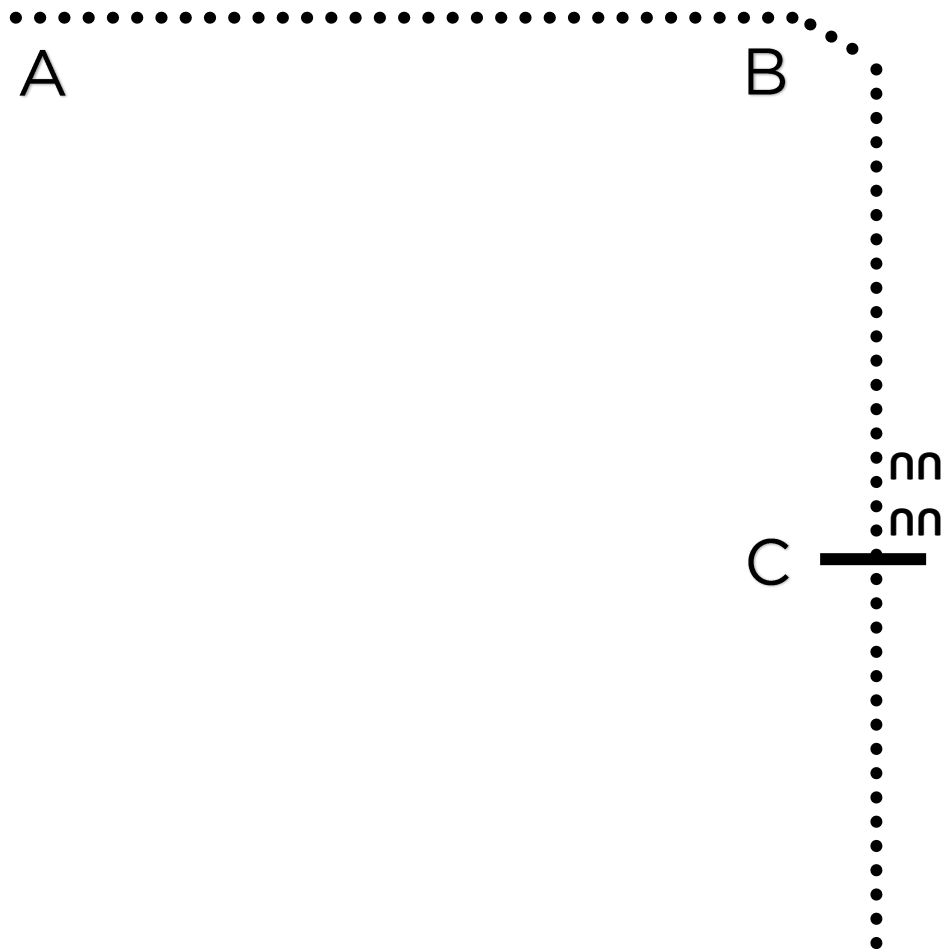
1. Enter at a Trot on the left diagonal
2. Slow to a walk
3. At A Canter on the right lead
4. At B transition to a right diagonal posting trot to C
5. Halt, reverse approximately 1 horse length, 360 forehand degree left turn, walk out

-  - Walk
-  - Canter
-  - Trot
-  - Stop
-  - Reverse
-  - Turn
-  - Lead Change










WALK WHOA HUNT SEAT EQUITATION

CLASS 65



Be Ready at A

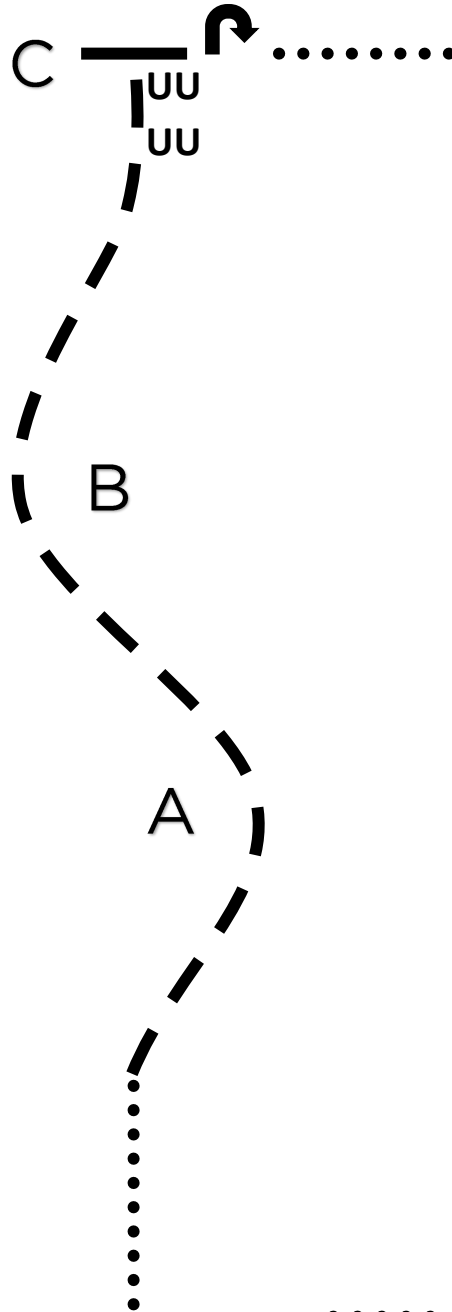
1. Walk from A around B to C
2. Halt at C, back approximately 1 horse length
3. Walk out

-  - Walk
-  - Canter
-  - Trot
-  - Stop
-  - Reverse
-  - Turn
-  - Lead Change



HUNT SEAT EQUITATION NOVICE

CLASSES 66, 67, 68, 69



1. Enter at a walk
2. Pick up a Sitting Trot to A
3. At A posting trot to B on right diagonal
4. At B change diagonals and posting trot to C
5. Halt at C, Back 5 steps
6. 90 degree right forehand turn, walk out

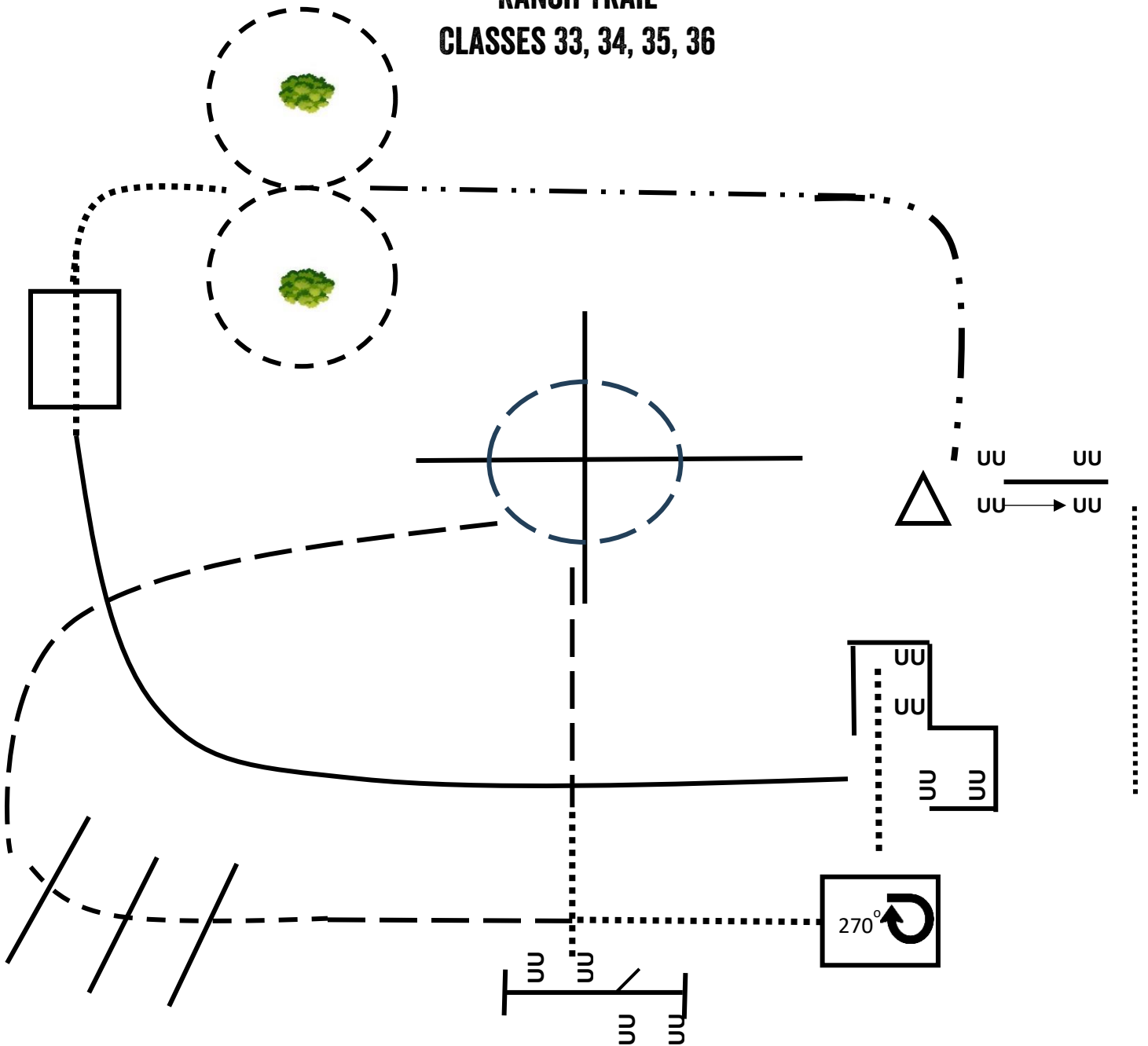
- - Walk
- ||||| - Canter
- ||| - Trot
- T — - Stop
- ε ε - Reverse
- ↻ - Turn
- /// - Lead Change

AMERICAN ROYAL YOUTH & OPEN SHOW

2023

RANCH TRAIL

CLASSES 33, 34, 35, 36

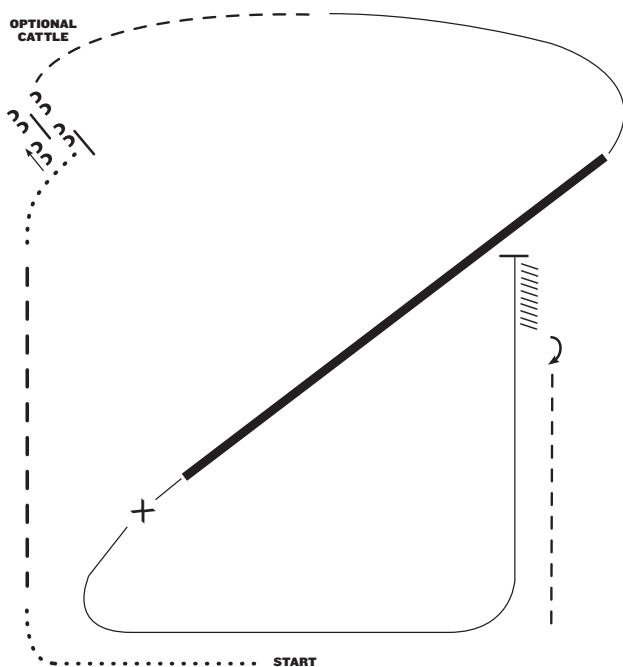


1. Solid Gate Left Hand Open (Youth Skip Gate), Walk 2 Horse Lengths.
2. Pick Up a Jog, Jog Clockwise around Spur
3. Jog Over Logs
4. Slow to Walk, Walk Into Box, Complete A 270 Degree Right Turn
5. Walk Into Chute, Back "L" As Shown
6. Lope, Right Lead
7. Slow to a Walk, Walk Across Bridge
8. Walk Figure 8 Around the 2 Barrels
9. Extended Jog
10. Halt At Cone, then Side Pass Left Over Log
11. Walk Out

	Lope
	Extended Jog
	Jog
	Walk

ABRA RANCH RIDING 10

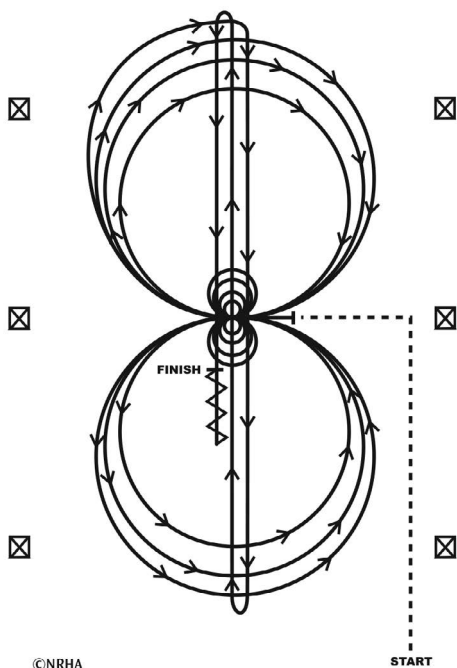
RANCH RIDING – PATTERN 10



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
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. 180 turn to 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.

Reining Pattern #11



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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.