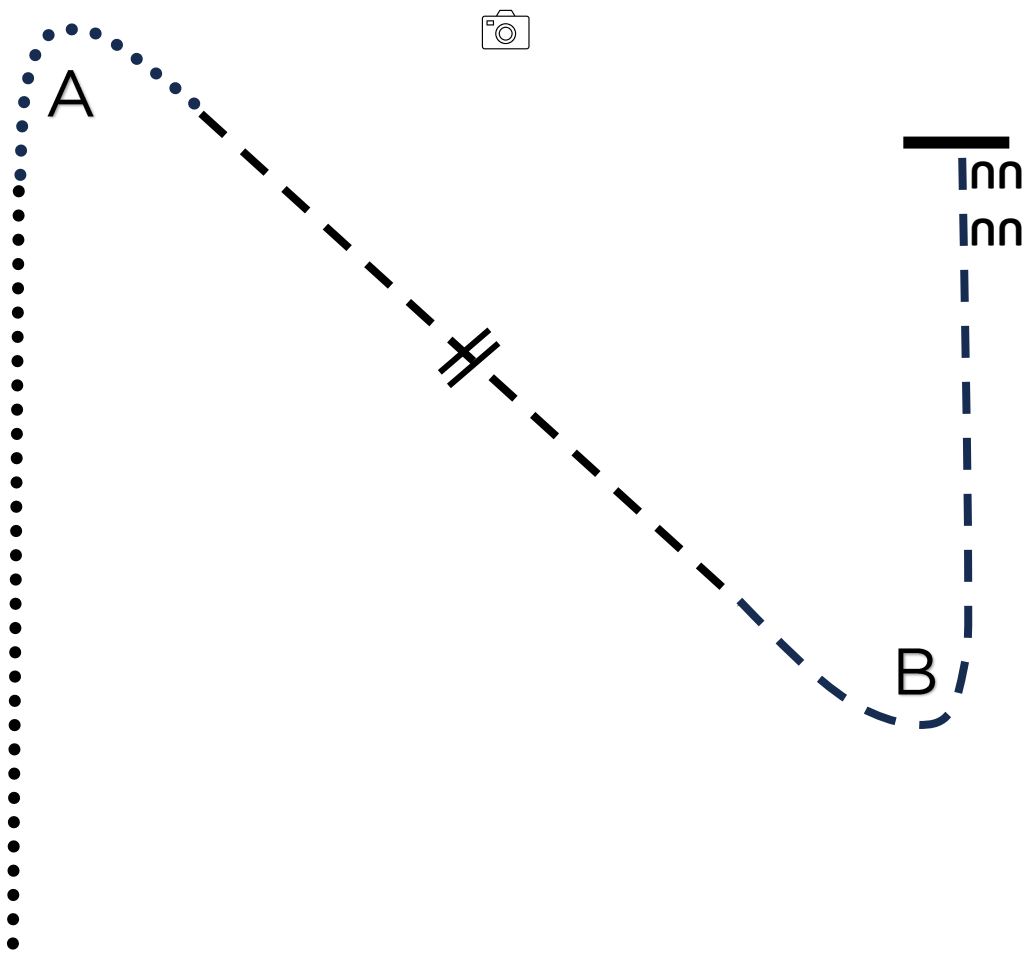


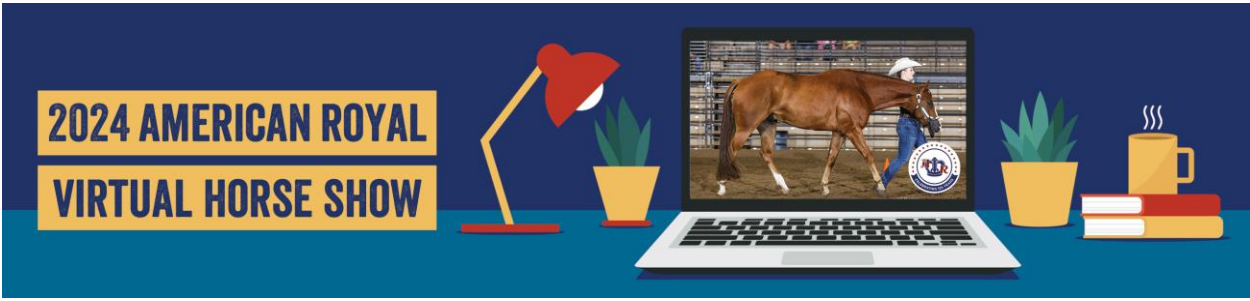
EQUITATION-NOVICE

All Ages



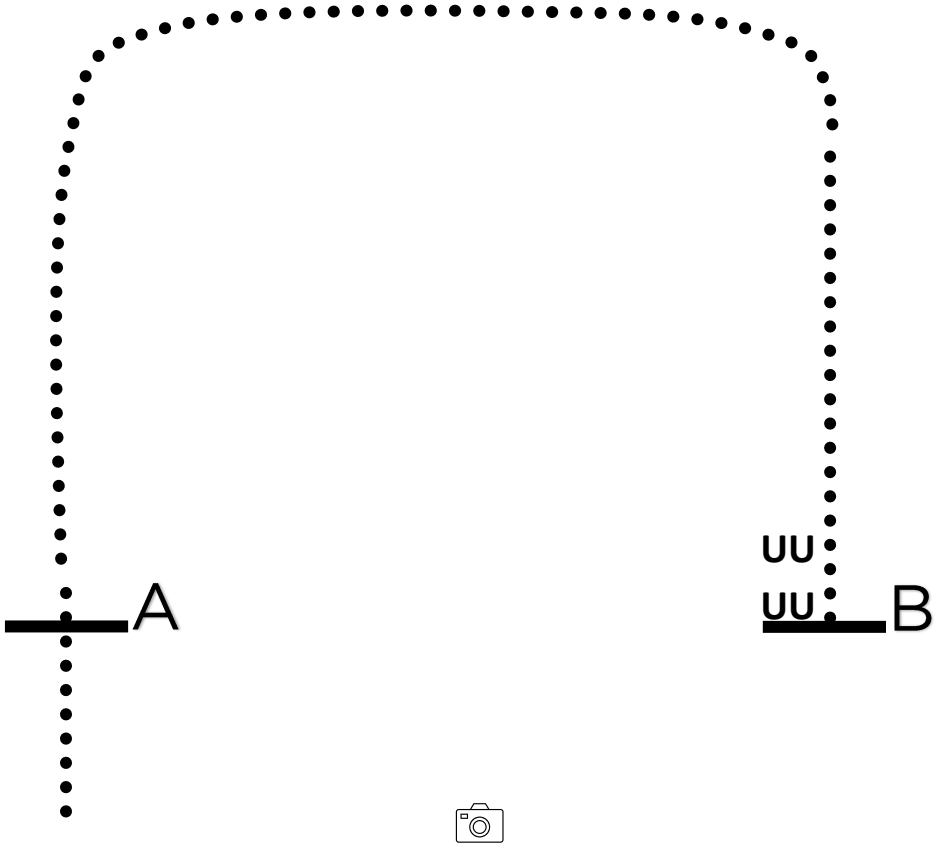
1. Walk around A.
2. Right lead trot.
3. Lead change.
4. Trot around B.
5. Walk 4 horse lengths.
6. Halt and back.

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



EQUITATION

Walk Woah



1. Walk 4 horse lengths to A.
2. Halt.
3. Walk in a semicircle from A to B.
4. Halt at B and back.



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



HUNTER UNDER SADDLE – YOUTH AND ADULT

You may have your videographer call the required transitions.

1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 15-20 seconds.
3. Transition to a **TROT** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
4. Transition to a **CANTER** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
5. Transition to a **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
6. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
7. Transition to a **CANTER** and continue **CLOCKWISE** for 20-30 seconds.
8. Transition to a **TROT** and continue **CLOCKWISE** for 20-30 seconds.
9. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
10. **HALT** and back **FOUR** steps.



HUNTER UNDER SADDLE – NOVICE (ALL AGE GROUPS)

You may have your videographer call the required transitions.

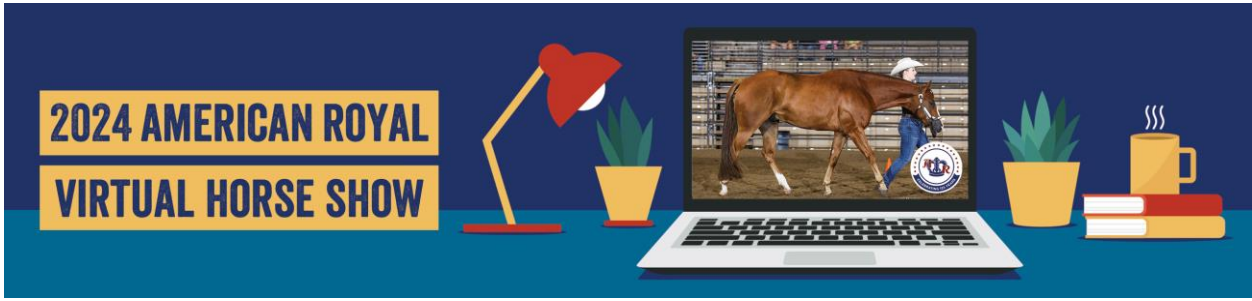
1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 15-20 seconds.
3. Transition to a **TROT** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
4. Transition to a **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
5. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
6. Transition to a **TROT** and continue **CLOCKWISE** for 20-30 seconds.
7. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
8. **HALT** and back **FOUR** steps.



HUNTER UNDER SADDLE – WALK WOAH

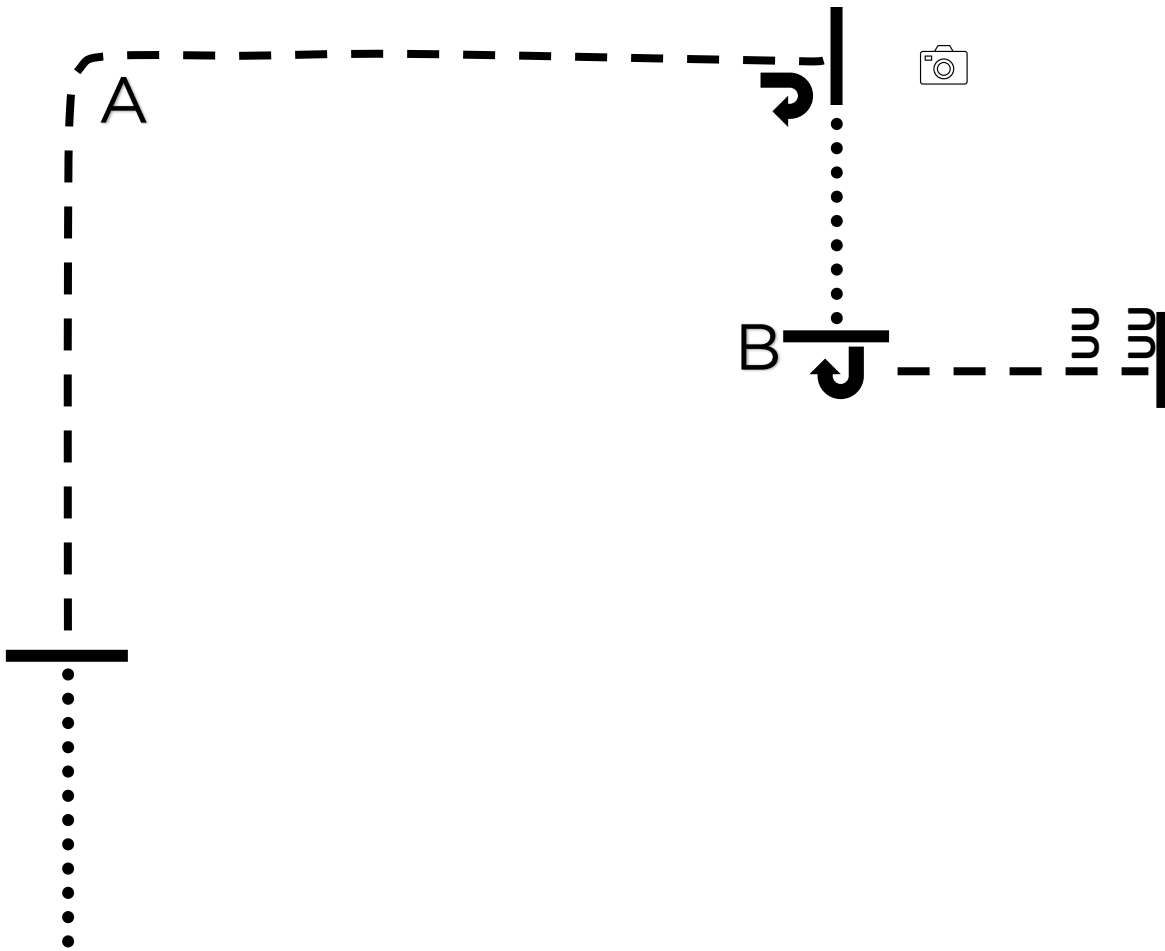
You may have your videographer call the required transitions.

1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 30-40 seconds.
3. Change directions and begin walking **CLOCKWISE** for 30-40 seconds.
4. **HALT** and back **FOUR** steps.



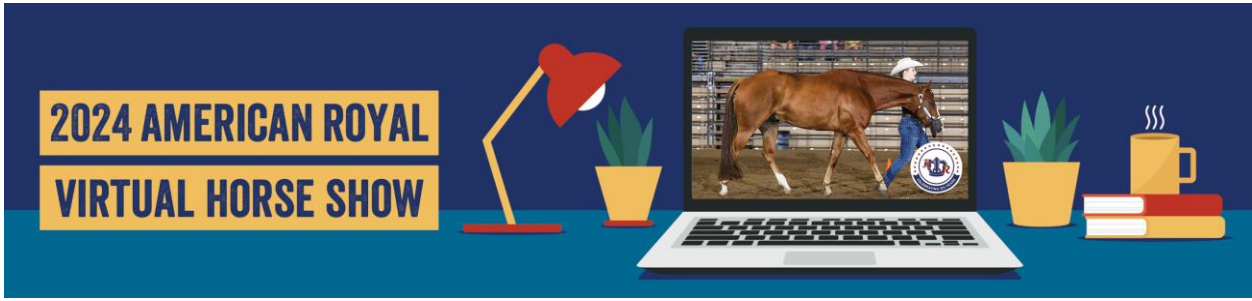
SHOWMANSHIP

All Ages



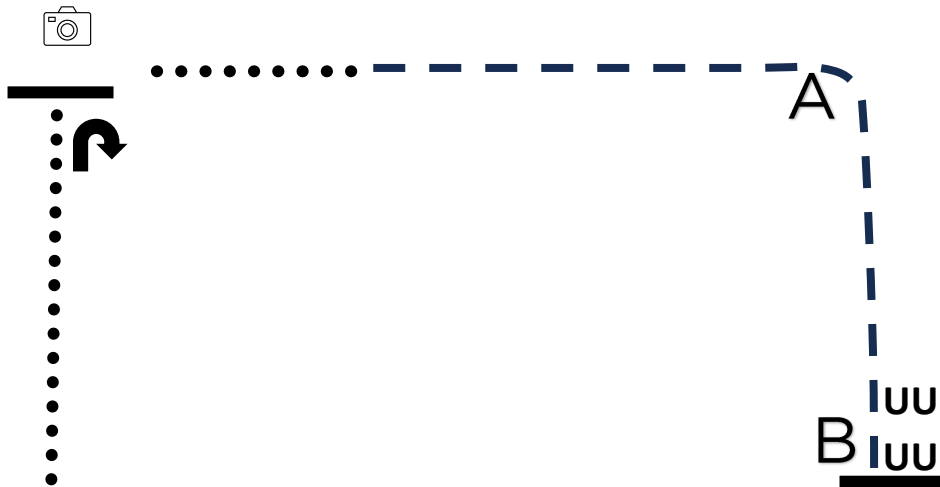
1. Walk 4 horse lengths and stop.
2. Jog around A to judge.
3. Stop and set up for inspection.
4. 90-degree turn.
5. Walk 4 horse lengths to B and stop.
6. 270-degrees turn and jog 4 horse lengths.
7. Stop and back.

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



SHOWMANSHIP-NOVICE

All Ages



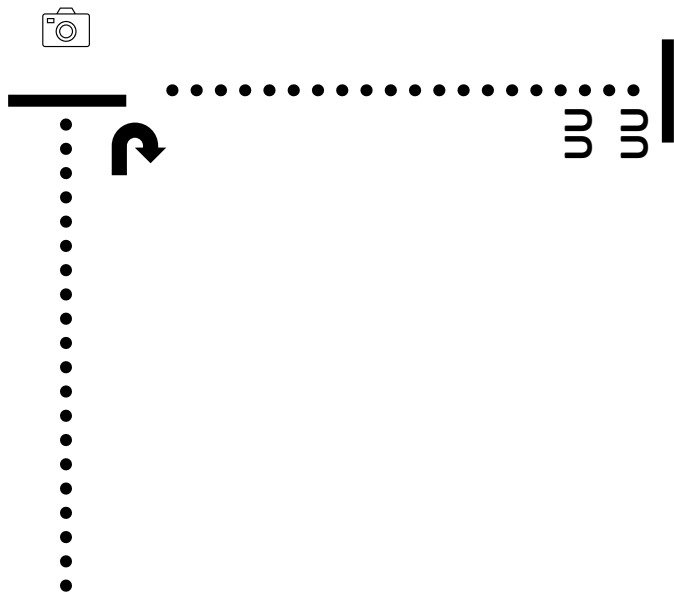
1. Walk 6 horse lengths.
2. Stop and set up for inspection.
3. Make a 90-degree turn.
4. Walk 2 horse lengths.
5. Jog around A to B.
6. Halt and back.

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

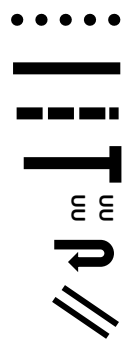


SHOWMANSHIP

Walk Whoa



1. Walk 6 horse lengths and stop.
2. Set up for inspection.
3. 90-degree turn.
4. Walk 4 horse lengths.
5. Stop and back.



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



WESTERN PLEASURE – YOUTH AND ADULT

You may have your videographer call the required transitions.

1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 15-20 seconds.
3. Transition to a **JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
4. Transition to a **LOPE** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
5. Transition to a **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
6. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
7. Transition to a **LOPE** and continue **CLOCKWISE** for 20-30 seconds.
8. Transition to a **JOG** and continue **CLOCKWISE** for 20-30 seconds.
9. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
10. **HALT** and back **FOUR** steps.



WESTERN PLEASURE –NOVICE (ALL AGE GROUPS)

You may have your videographer call the required transitions.

1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 15-20 seconds.
3. Transition to a **JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
4. Transition to a **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
5. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
6. Transition to a **JOG** and continue **CLOCKWISE** for 20-30 seconds.
7. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
8. **HALT** and back **FOUR** steps.



WESTERN PLEASURE –WALK WOAH

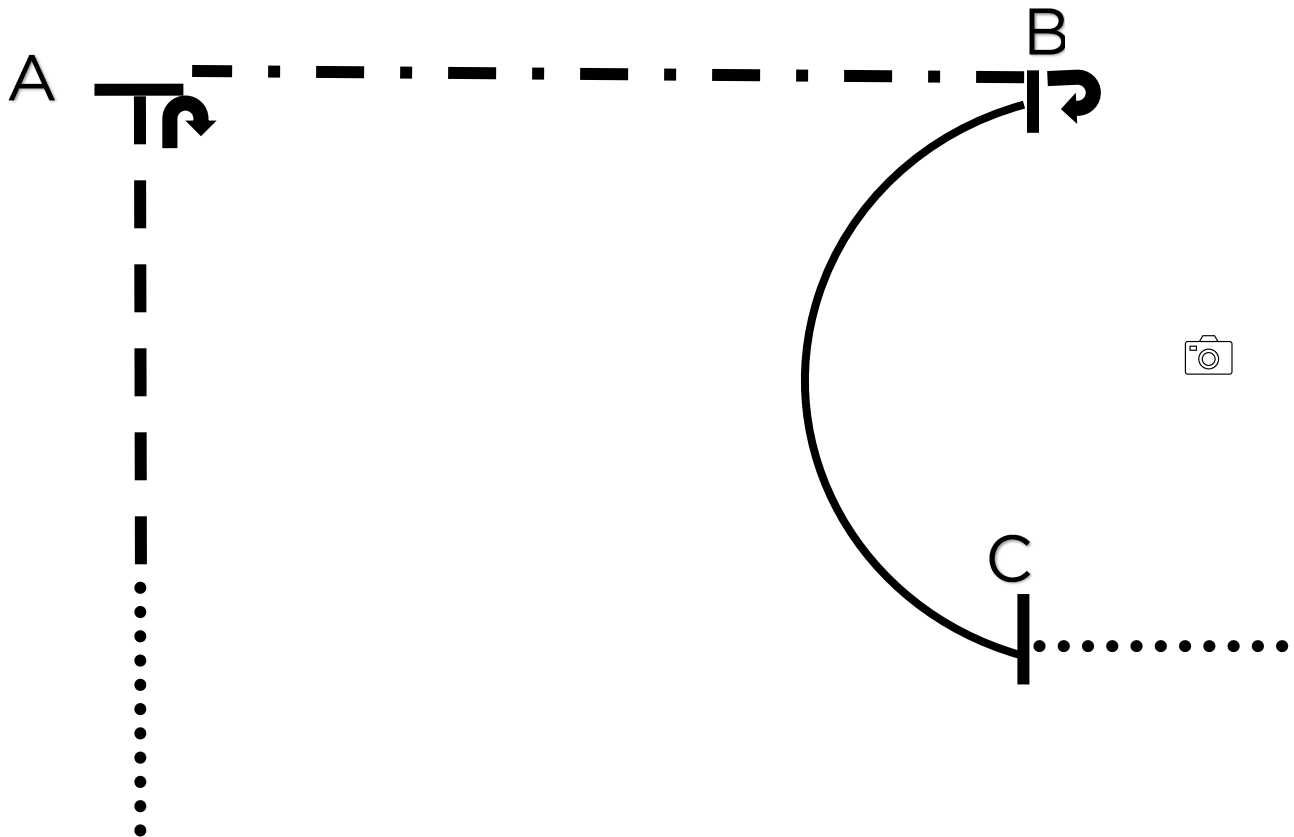
You may have your videographer call the required transitions.

1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 30-40 seconds.
3. Change directions and begin walking **CLOCKWISE** for 30-40 seconds.
4. **HALT** and back **FOUR** steps.



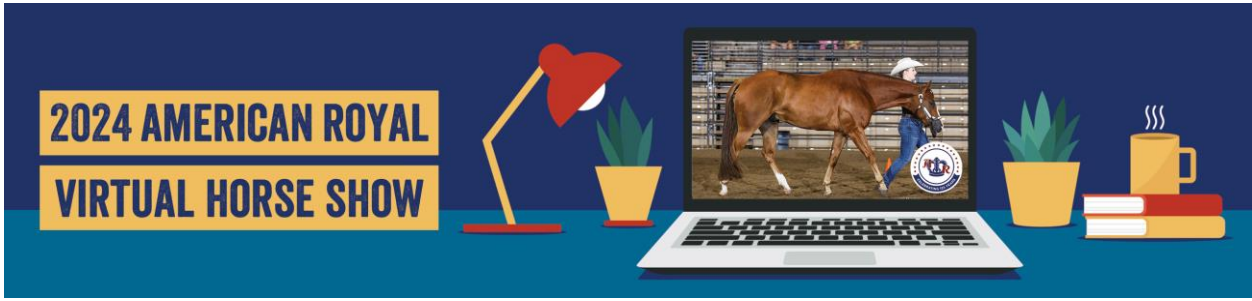
HORSEMANSHIP

All Ages



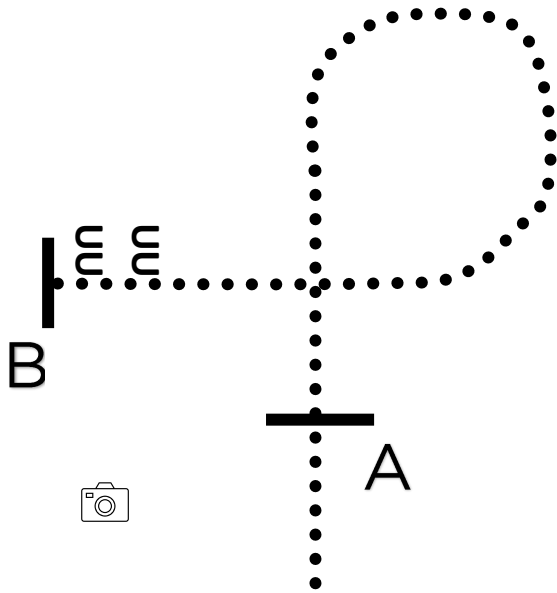
1. Walk 4 horse lengths.
2. Jog to A.
3. Halt. 90-degree hindend turn.
4. Extended Jog to B.
5. 180-degree hindend turn.
6. Lope from B to C.
7. Halt. Walk 4 horselengths.

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



HORSEMANSHIP

Walk Woah



1. Walk 6 horse lengths to A.
2. Halt.
3. Walk in a right circle to B.
4. Halt and back.

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



RANCH PLEASURE – YOUTH AND ADULT

You may have your videographer call the required transitions.

1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 15-20 seconds.
3. Transition to a **JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
4. Transition to an **EXTENDED JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
5. Transition to a **LOPE** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
6. Transition to a **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
7. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
8. Transition to a **LOPE** and continue **CLOCKWISE** for 20-30 seconds.
9. Transition to an **EXTENDED JOG** and continue **CLOCKWISE** for 20-30 seconds.
10. Transition to a **JOG** and continue **CLOCKWISE** for 20-30 seconds.
11. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
12. **HALT** and back **FOUR** steps.



RANCH PLEASURE – NOVICE (ALL AGE GROUPS)

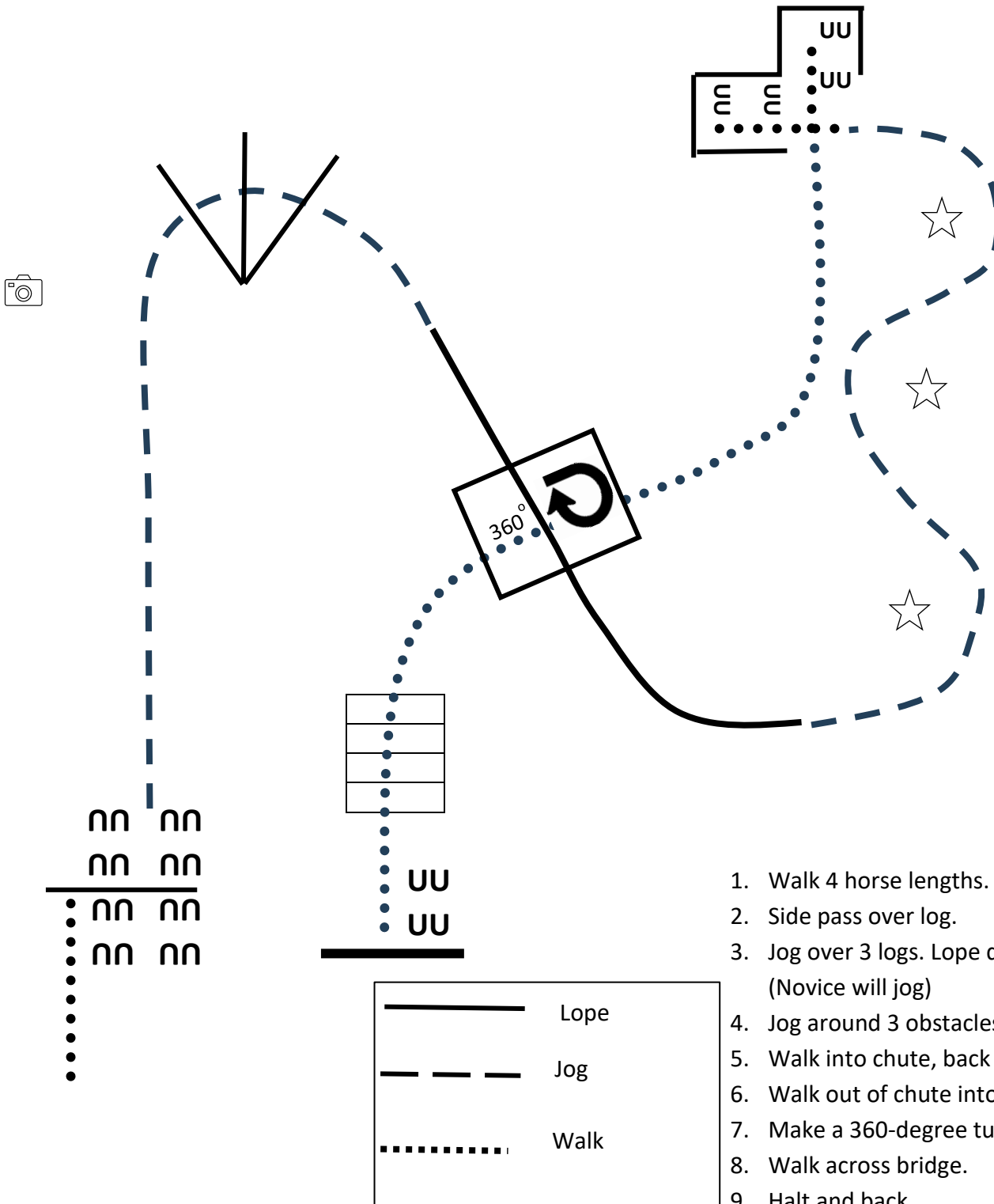
You may have your videographer call the required transitions.

1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 15-20 seconds.
3. Transition to a **JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
4. Transition to an **EXTENDED JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
5. Transition to a **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
6. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
7. Transition to a **EXTENDED JOG** and continue **CLOCKWISE** for 20-30 seconds.
8. Transition to an **JOG** and continue **CLOCKWISE** for 20-30 seconds.
9. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
10. **HALT** and back **FOUR** steps

**2024 AMERICAN ROYAL
VIRTUAL HORSE SHOW**

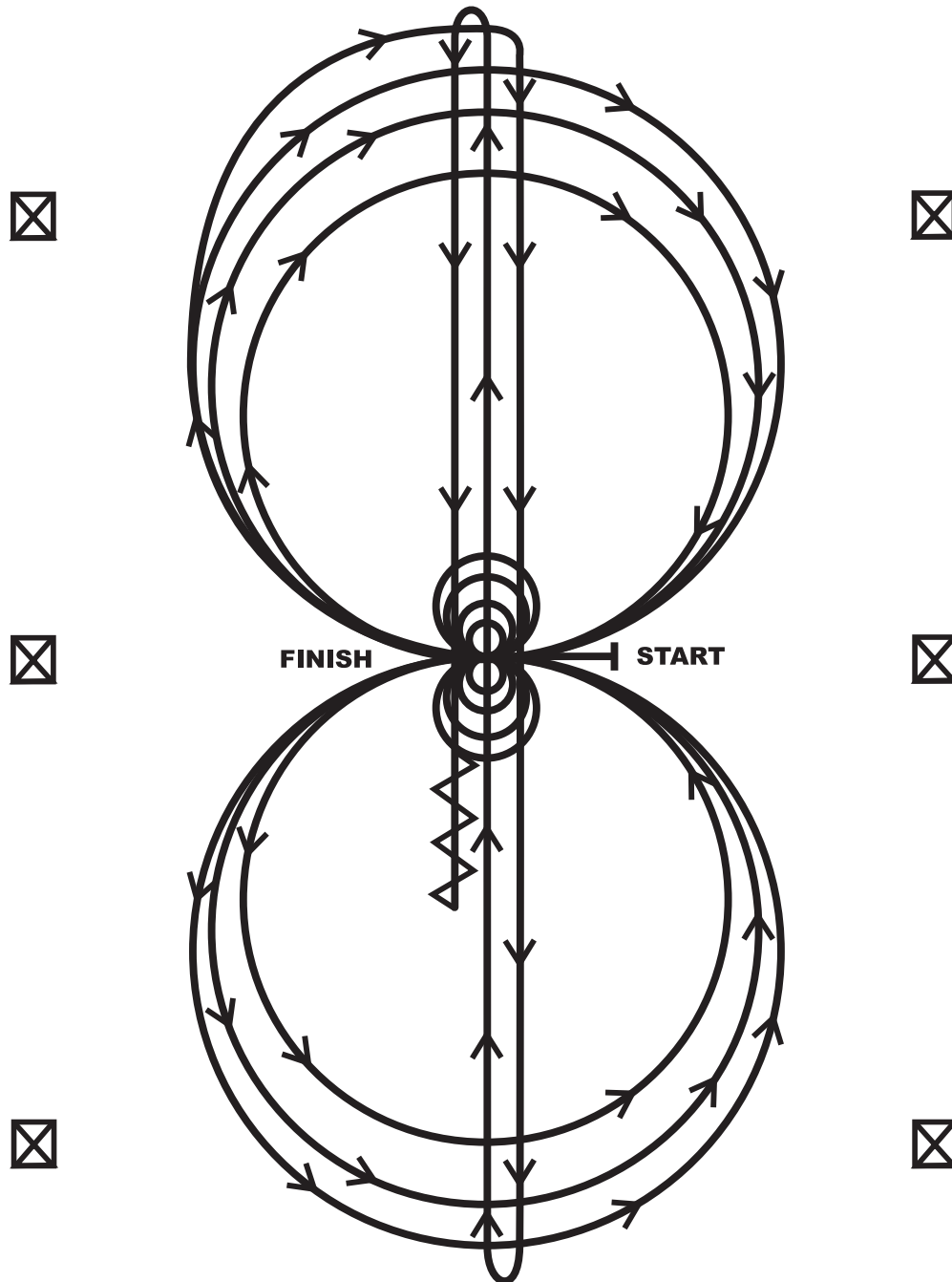


RANCH TRAIL



1. Walk 4 horse lengths.
2. Side pass over log.
3. Jog over 3 logs. Lope down and through box.
(Novice will jog)
4. Jog around 3 obstacles.
5. Walk into chute, back "L".
6. Walk out of chute into box.
7. Make a 360-degree turn in box.
8. Walk across bridge.
9. Halt and back.

REINING PATTERN 2



Horses may walk or jog to the center of arena. 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 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 ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.



HUNTER UNDER SADDLE – JACKPOT

You may have your videographer call the required transitions.

1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 15-20 seconds.
3. Transition to a **TROT** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
4. Transition to a **CANTER** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
5. Transition to a **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
6. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
7. Transition to a **CANTER** and continue **CLOCKWISE** for 20-30 seconds.
8. Transition to a **TROT** and continue **CLOCKWISE** for 20-30 seconds.
9. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
10. **HALT** and back **FOUR** steps.



WESTERN PLEASURE – JACKPOT

You may have your videographer call the required transitions.

1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 15-20 seconds.
3. Transition to a **JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
4. Transition to a **LOPE** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
5. Transition to a **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
6. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
7. Transition to a **LOPE** and continue **CLOCKWISE** for 20-30 seconds.
8. Transition to a **JOG** and continue **CLOCKWISE** for 20-30 seconds.
9. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
10. **HALT** and back **FOUR** steps.



RANCH PLEASURE – JACKPOT

You may have your videographer call the required transitions.

1. Enter to the **RIGHT (COUNTERCLOCKWISE)** at a walk.
2. **WALK** along the rail for 15-20 seconds.
3. Transition to a **JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
4. Transition to an **EXTENDED JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
5. Transition to a **LOPE** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
6. Transition to a **WALK** and continue **COUNTERCLOCKWISE** for 10-15 seconds.
7. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
8. Transition to a **LOPE** and continue **CLOCKWISE** for 20-30 seconds.
9. Transition to an **EXTENDED JOG** and continue **CLOCKWISE** for 20-30 seconds.
10. Transition to a **JOG** and continue **CLOCKWISE** for 20-30 seconds.
11. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
12. **HALT** and back **FOUR** steps.