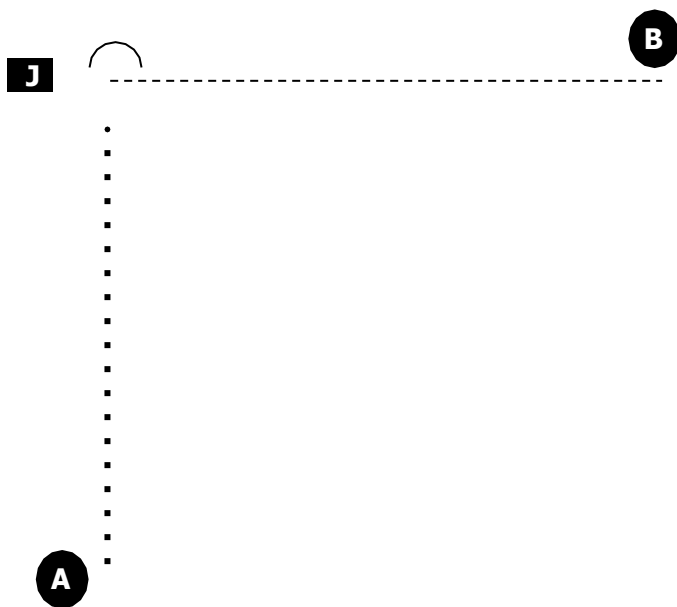


Instructions

1. Start at A. Walk to Judge.
2. Stop.
3. Set up.
4. Inspection
5. When dismissed, back one horse length.
6. Execute $\frac{1}{2}$ turn.
7. Trot to B.

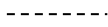
Cloverbud Showmanship



Walk



Trot



Back



Judge



Junior Showmanship

Instructions

1. Start at A. Walk curve.
2. Stop. Back one horse length.
3. Trot to Judge, stop.
4. Set up.
5. Inspection
6. When dismissed execute $\frac{3}{4}$ turn.
7. Trot to exit



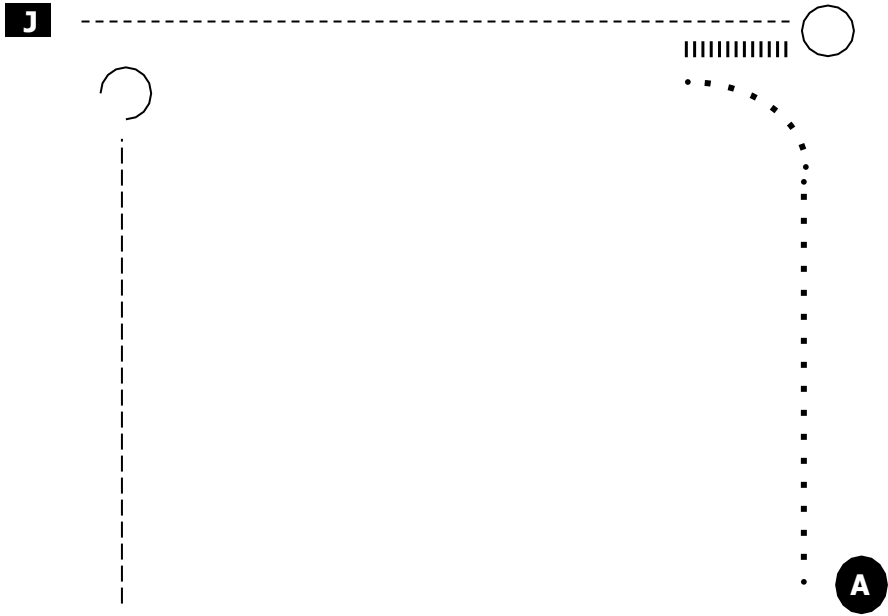
Walk Trot - - - - - Back |||||

Judge **J**

Senior Showmanship

Instructions

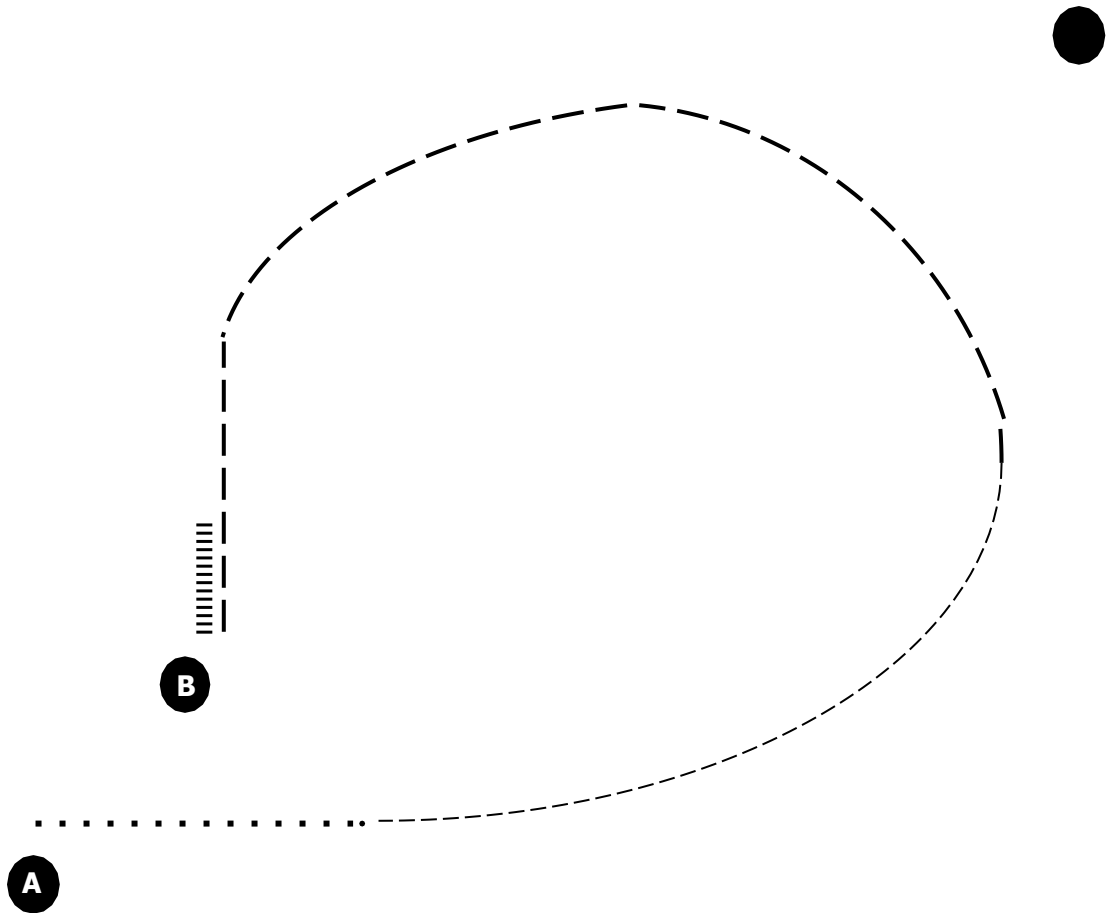
- 1. Start at A. Walk curve.
- 2. Stop. Back one horse length.
- 3. Execute 1 turn.
- 4. Trot to Judge, stop.
- 5. Set up.
- 6. Inspection
- 7. When dismissed execute $\frac{3}{4}$ turn.
- 8. Trot to exit



Cloverbud Equitation

Instructions

1. Start at A. Walk
2. Sitting trot
3. Trot, right diagonal
4. Continue to B
5. Stop, back one horse length
6. Walk to exit



Walk

Sitting Trot

Trot - - - - -

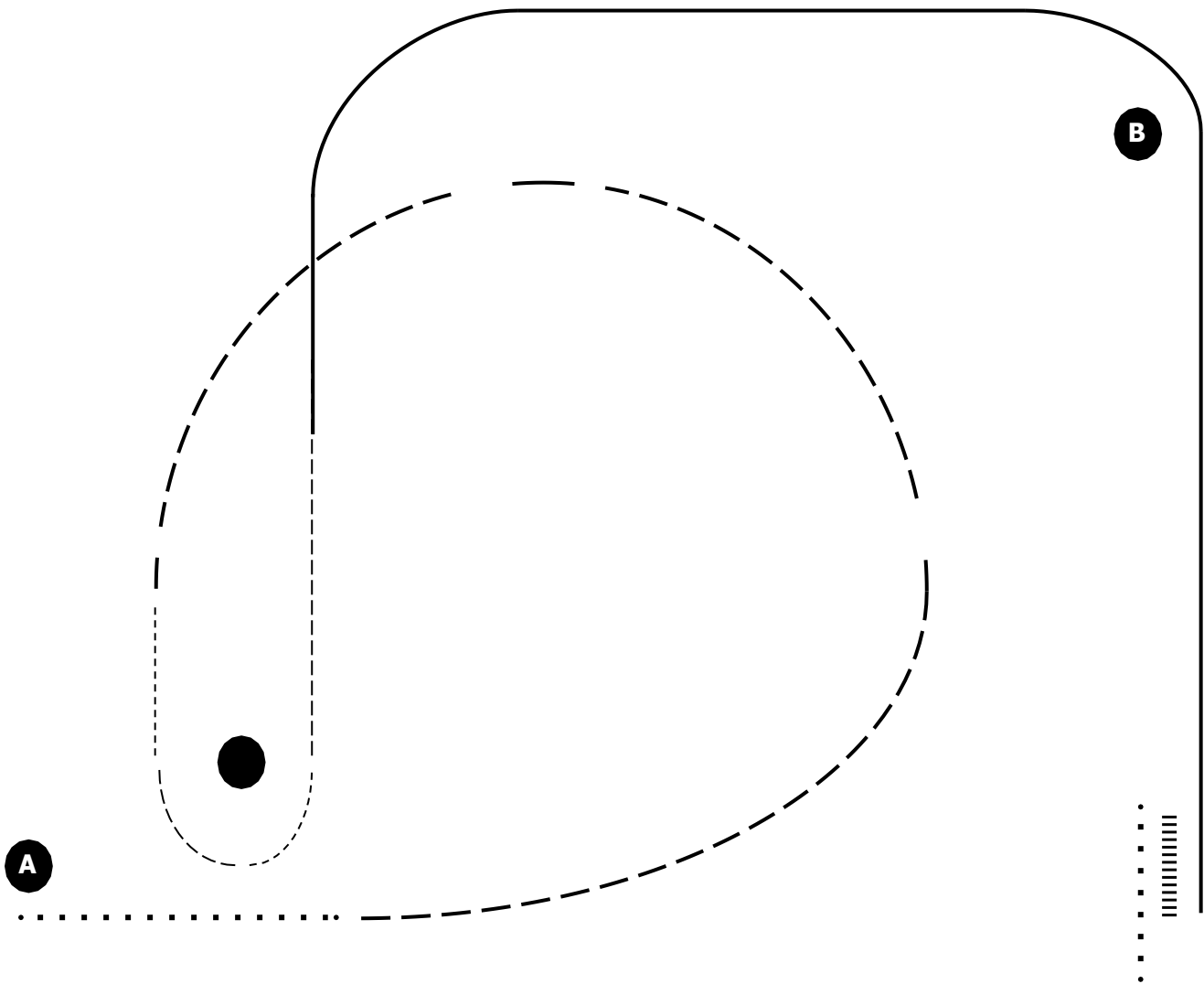
Canter ———

Back |||||

Instructions

1. Start at A. Walk
2. Trot, right diagonal
3. Sitting trot
4. Canter, right lead around B
5. Stop, back one horse length
6. Walk to exit

Junior Equitation



Walk

Sitting Trot

Trot - - - - -

Canter ———

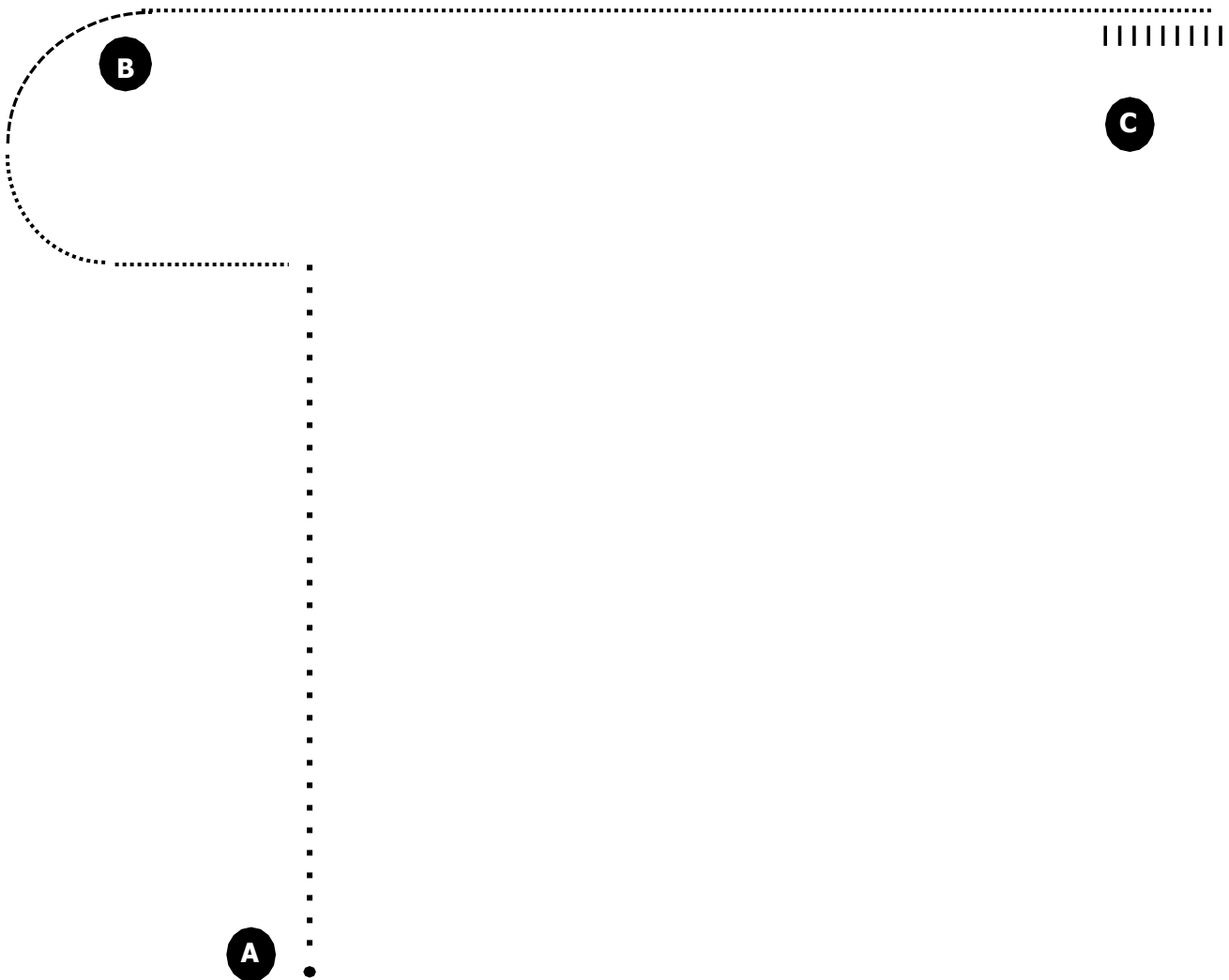
Back |||||



Instructions

1. Start at A, Walk
2. Turn square corner then Jog curve around B
3. Jog past C
4. Stop
5. Back to C.
6. Walk to exit.

Cloverbud Horsemanship



Walk

Jog
Lope ———

Ext. Jog - - - - -

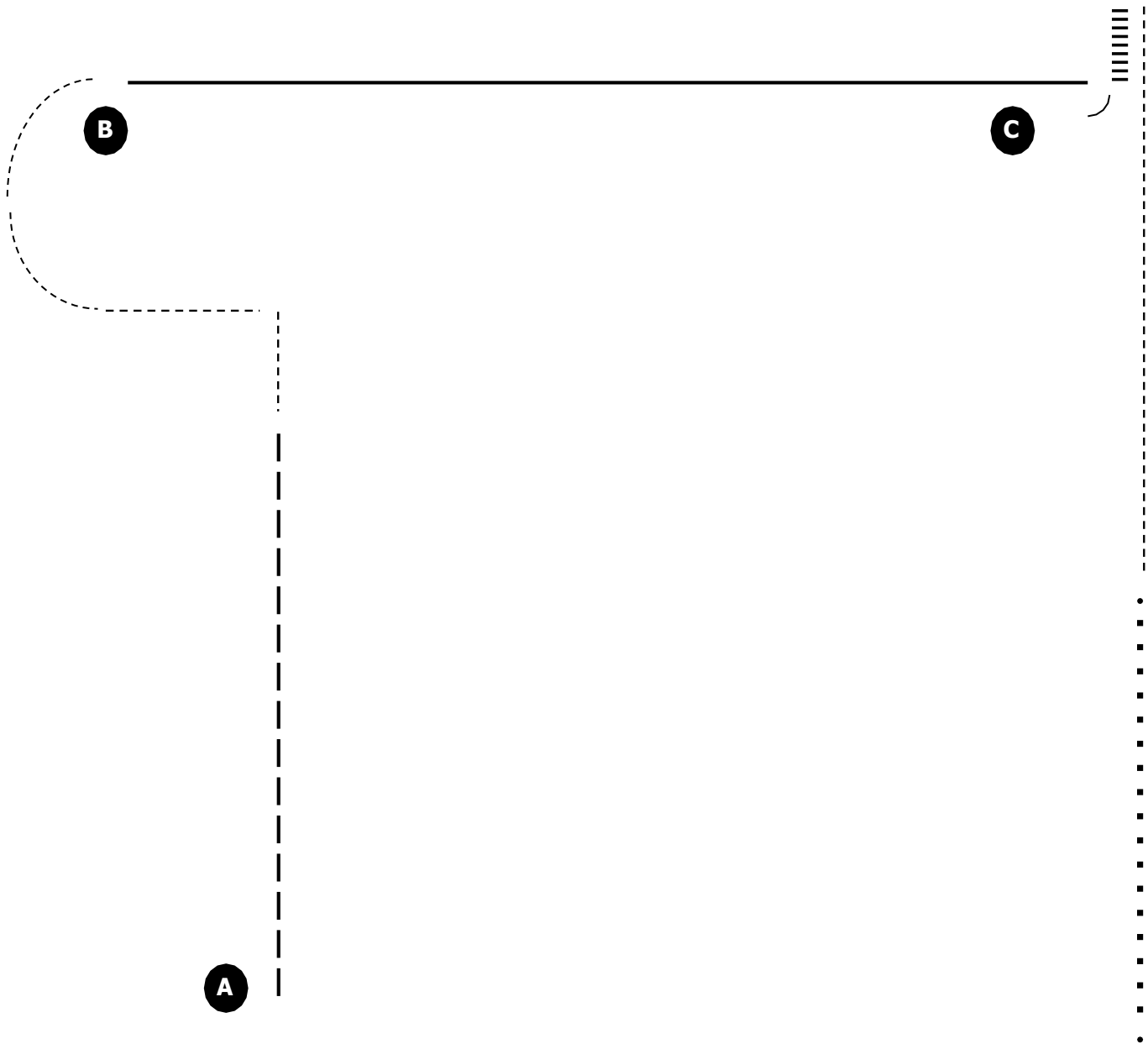
Back |||||



Junior Horsemanship

Instructions

1. Start at A, extended jog
2. Jog square corner then curve around B
3. Lope, left lead, past C
4. Stop, execute $\frac{1}{2}$ turn right on the haunches
5. Back one horse length
6. Jog
7. Walk to exit.



Walk

Jog - - - - -

Ext. Jog - - - - -

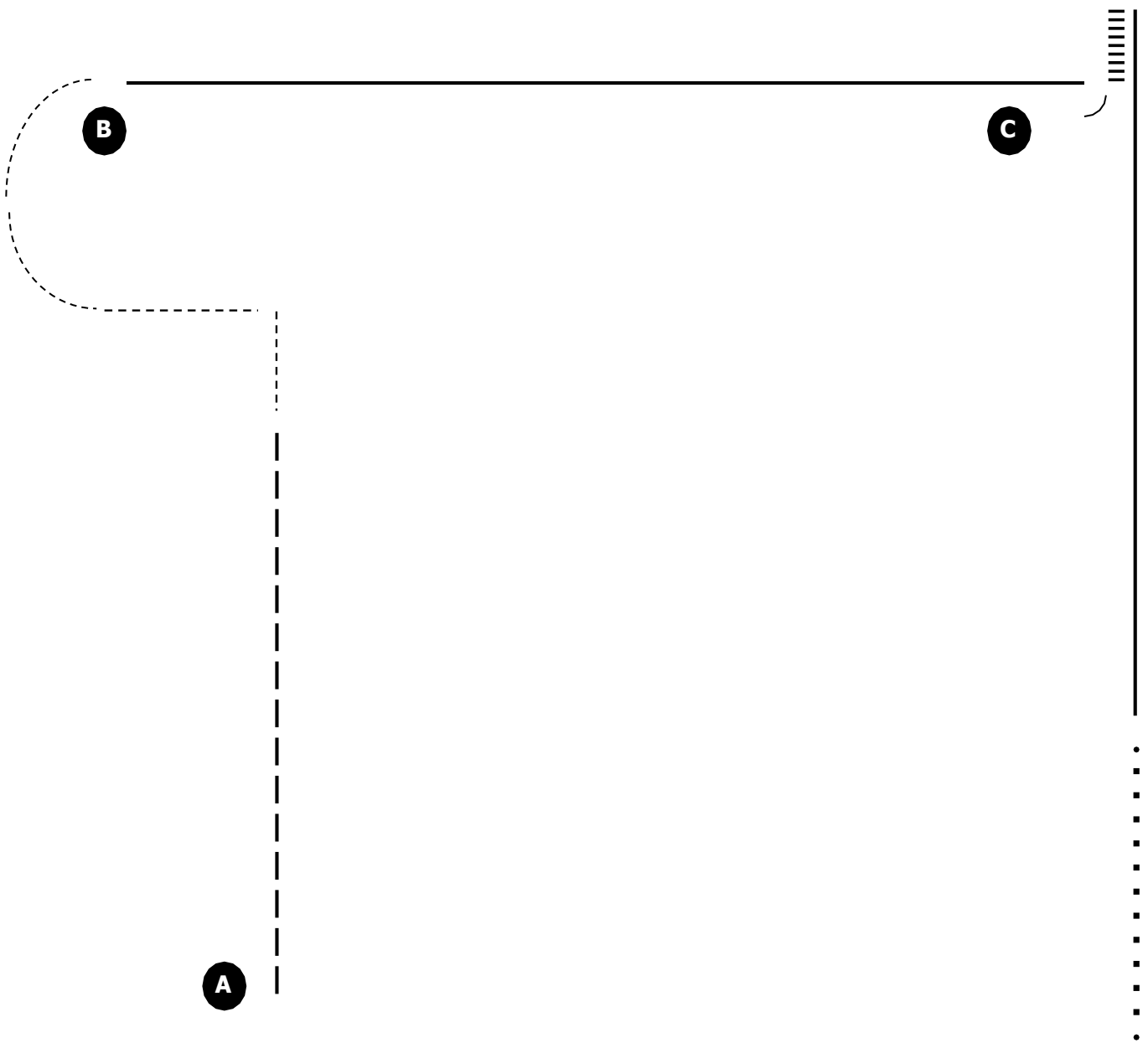
Lope —————

Back |||||

Instructions

1. Start at A, extended jog
2. Jog square corner then curve around B
3. Lope, left lead, past C
4. Stop, execute ½ turn right on the haunches
5. Back one horse length
6. Lope, right lead
7. Walk to exit.

Senior Horsemanship



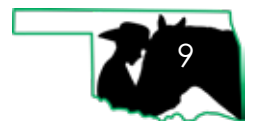
Walk

Jog - - - - -

Ext. Jog - - - - -

Lope ———

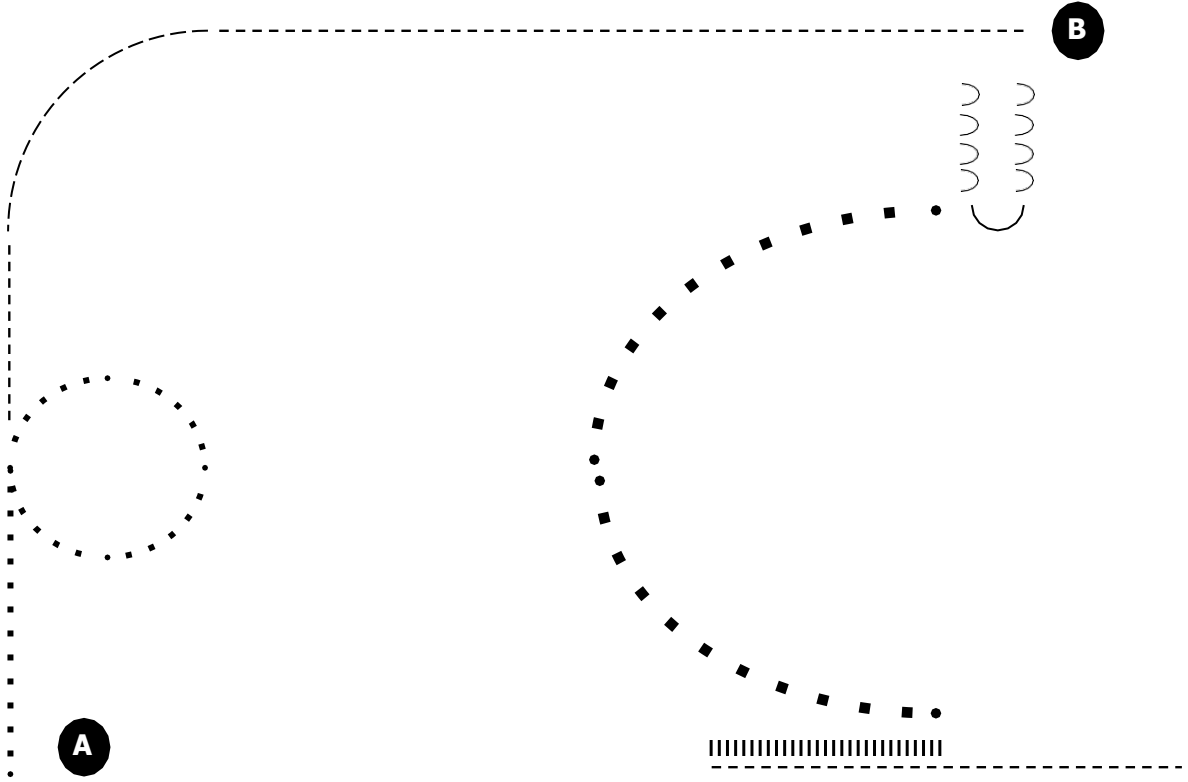
Back |||||



Ranch Ground Handling

Instructions

1. Start at A with horse on a long lead. Gather lead and walk forward
2. Walk small circle to the right.
3. Trot curve to B, stop.
4. Seniors -Sidepass several strides
Juniors-do not sidepass
5. Execute 1/2 turn on the haunches
6. Extended walk half circle
7. Stop, back at least two horse lengths
8. Demonstrate lowering horse's head
9. Trot to exit



Walk

Jog - - - - -

Lope _____

Back - - - - -

Lead Change



Reining

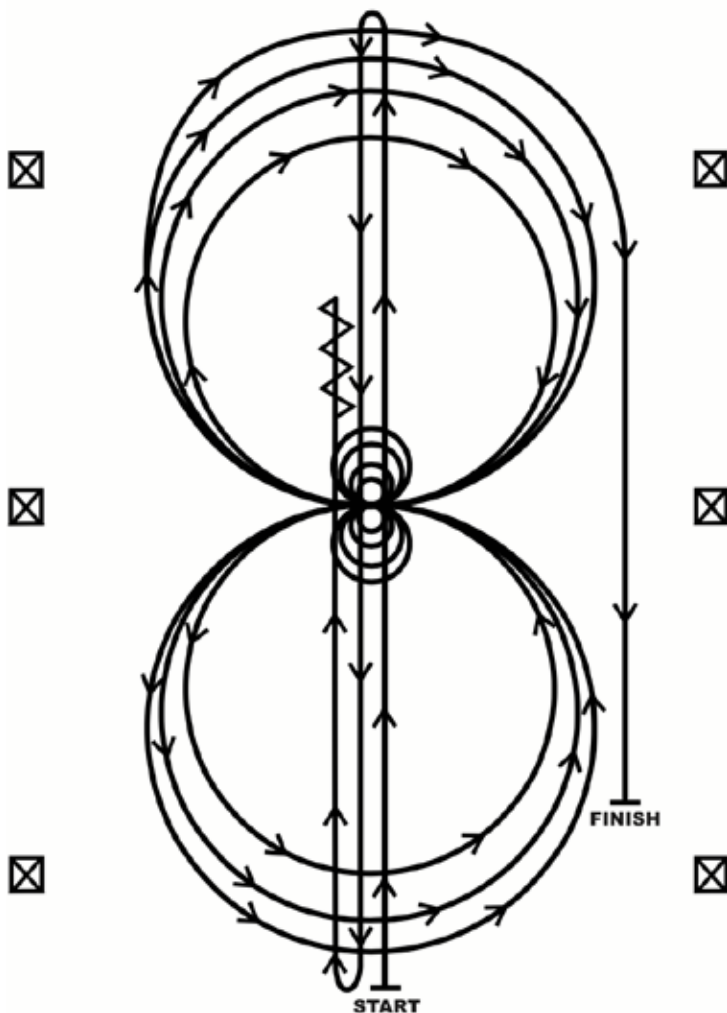
all classes

Instructions

REINING PATTERN NUMBER 7

1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten (10) feet. Hesitate.
4. Complete four (4) spins to the right. Hesitate.
5. Complete four and one-quarter (4-1/4) spins to the left so that Pinto is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three (3) circles to the right: the first two (2) circles large fast, the third circle small and slow. Change leads at the center of the arena.
7. Complete three (3) circles to the left: the first two (2) circles large fast, the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast 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 sliding stop at least twenty feet (20) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Pattern 7



Ranch Riding

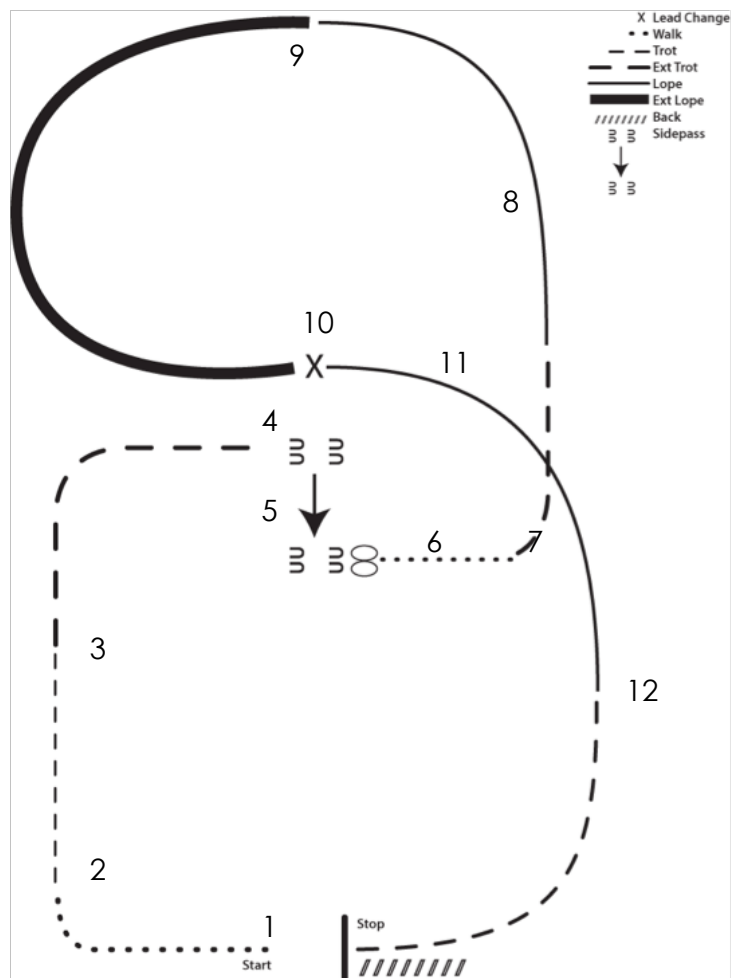
all classes

(note Cloverbud Pattern)

Instructions

Pattern 3

1. Walk to the left around corner of the arena
- 2.
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn to each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back



Cloverbuds

1. Walk to the left around corner of the arena
- 2.
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. Stop and Relax
6. Walk
7. Trot
8. Continue Trot around Corner
9. Extend Trot
10. Normal Trot
11. Continue Trot around Corner
12. Walk
13. Stop and back

9

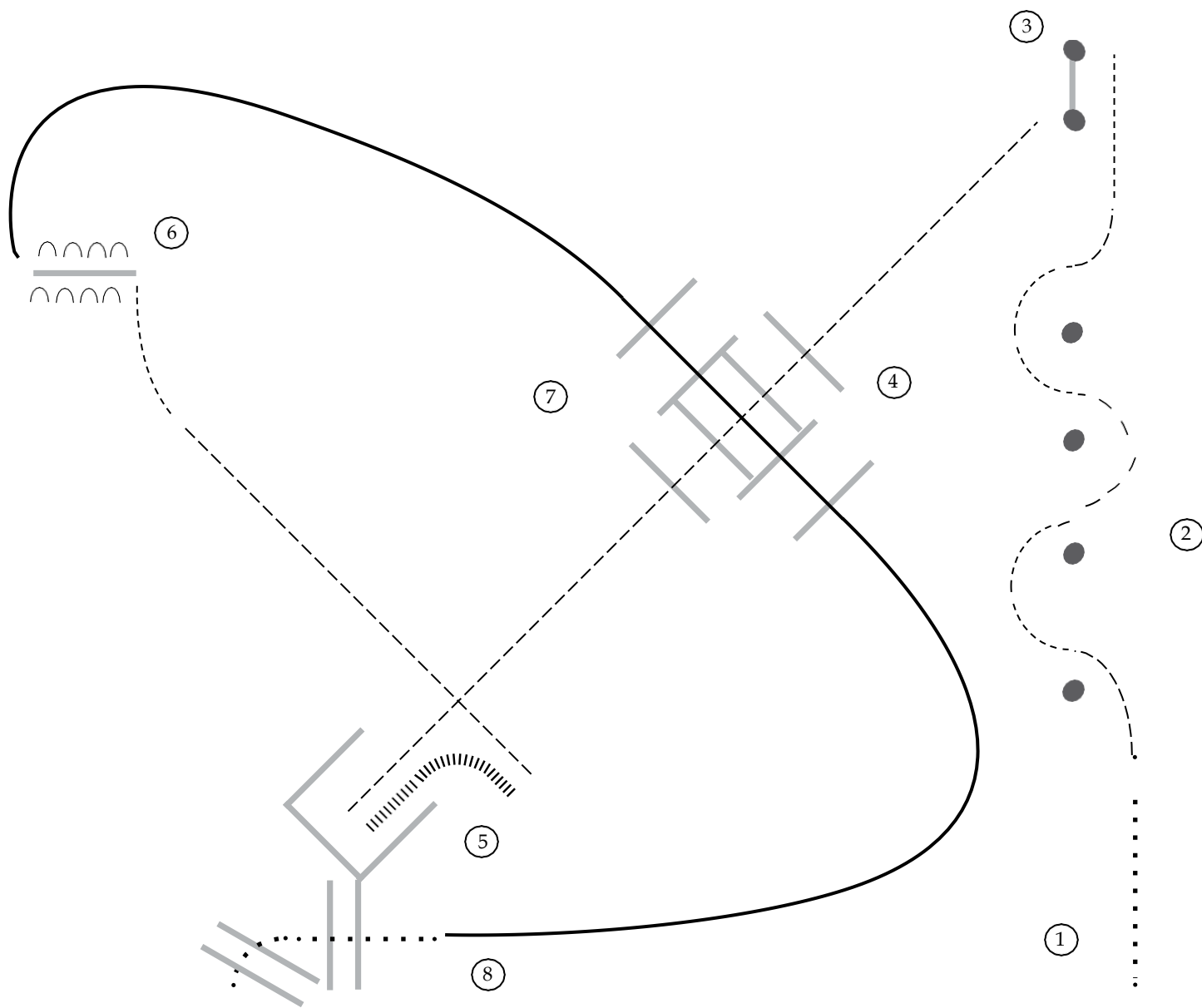


Instructions

1. Walk to Serpentine.
2. Jog serpentine.
3. Stop at gate, walk through gate.
4. Jog over poles and into chute.
5. Back curve out of chute.
6. Jog to log, sidepass left over log.
7. *Cloverbuds* - Jog over poles.
8. Walk over poles and to exit.

Trail

all classes
(note Cloverbud #7)

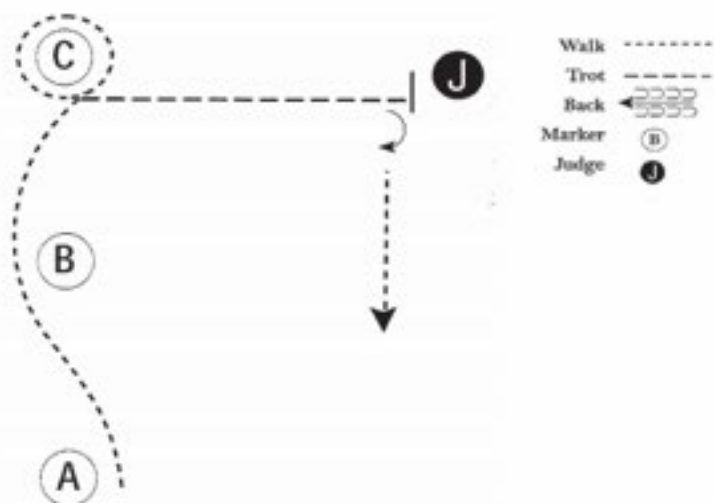


Walk Jog - - - - Lope ——— Back ||||| Sidepass ∩ ∩



Special Clovers Showmanship

EQUESTRIANS WITH DISABILITIES SHOWMANSHIP (WALK ONLY)



Be ready at A.

1. When acknowledged, walk from A, around B to C.
2. Walk a tight circle around C.
3. Walk to judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk away from judge. Follow the directions of your ring steward.

1. Walk through gate.
2. Walk figure 8.
3. Walk over poles.
4. Walk into box, execute 1 turn either direction.
5. Walk serpentine.

Special Clovers Trail

