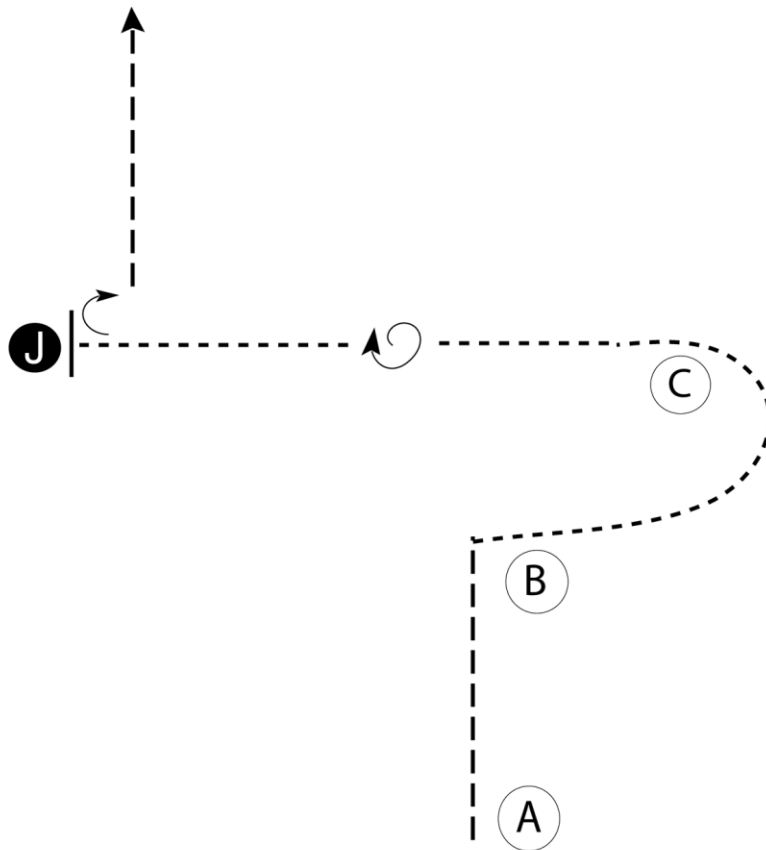


Showmanship (Any Horse Any Rider)

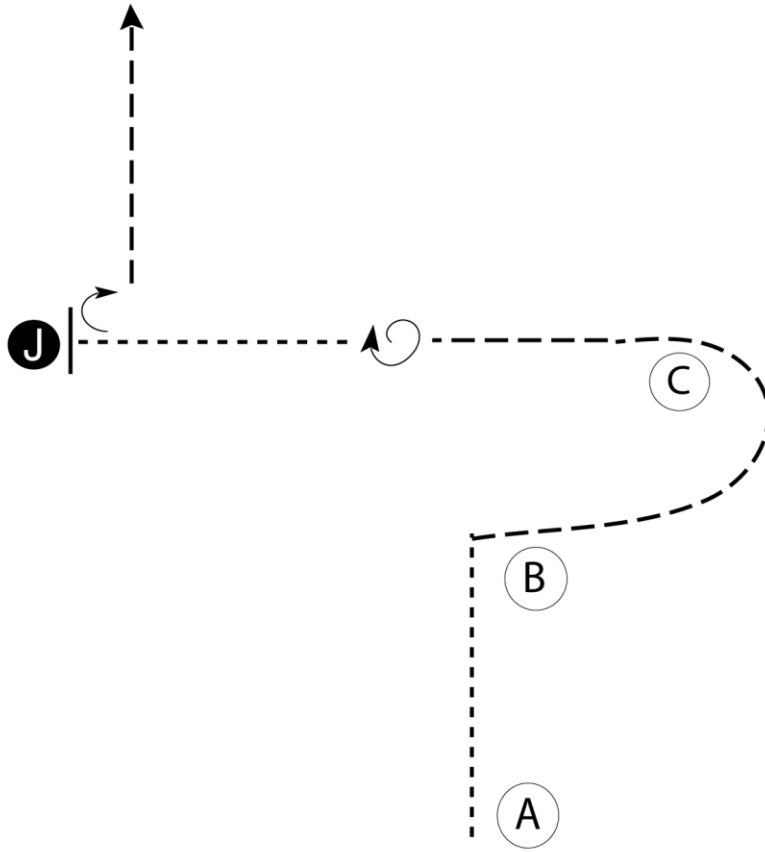


Be ready at A.

1. Trot to B.
2. Walk from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.

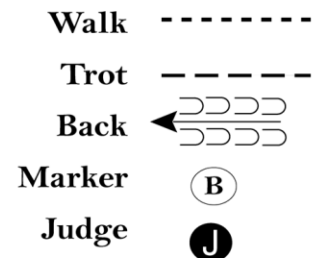
Walk	-----
Trot	- - - - -
Back	←
Marker	⊙ B
Judge	● J

Showmanship (Jugend)

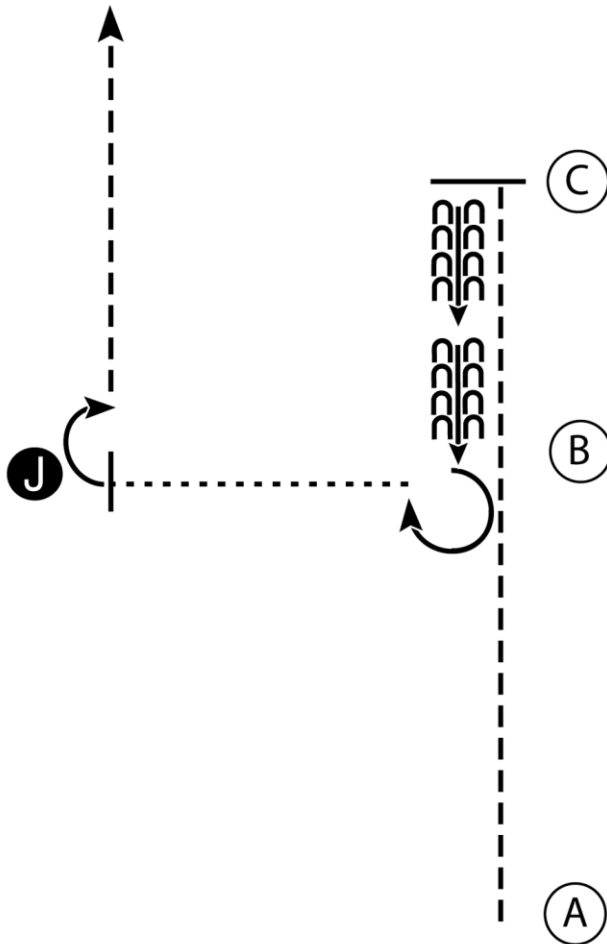


Be ready at A.

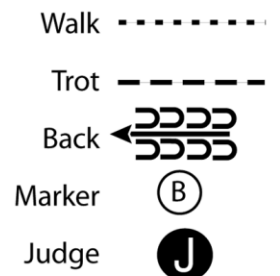
1. Walk to B.
2. Trot from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.



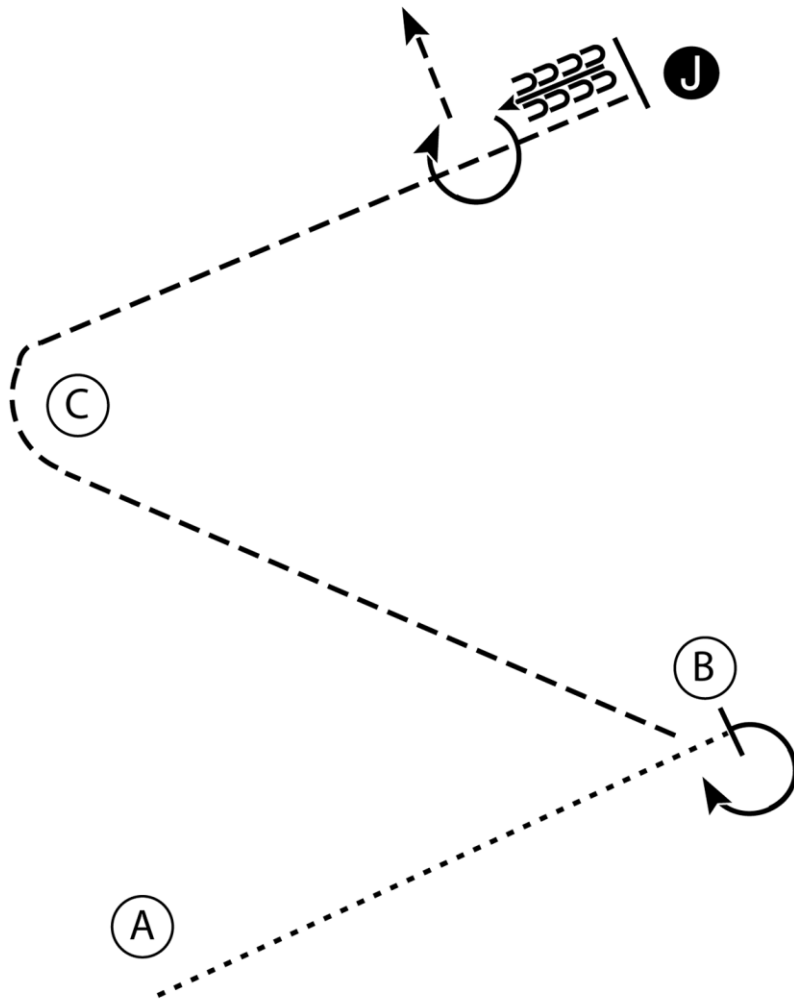
Showmanship (Einsteiger)



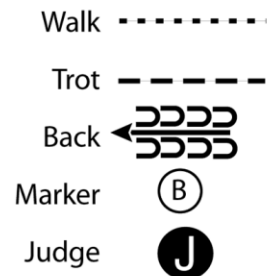
1. Trot from A to C.
2. Stop and back to B.
3. Perform a 270 degree turn and walk to the Judge.
4. Stop and set up for inspection.
5. When dismissed perform a 90 degree turn and trot to line-up.



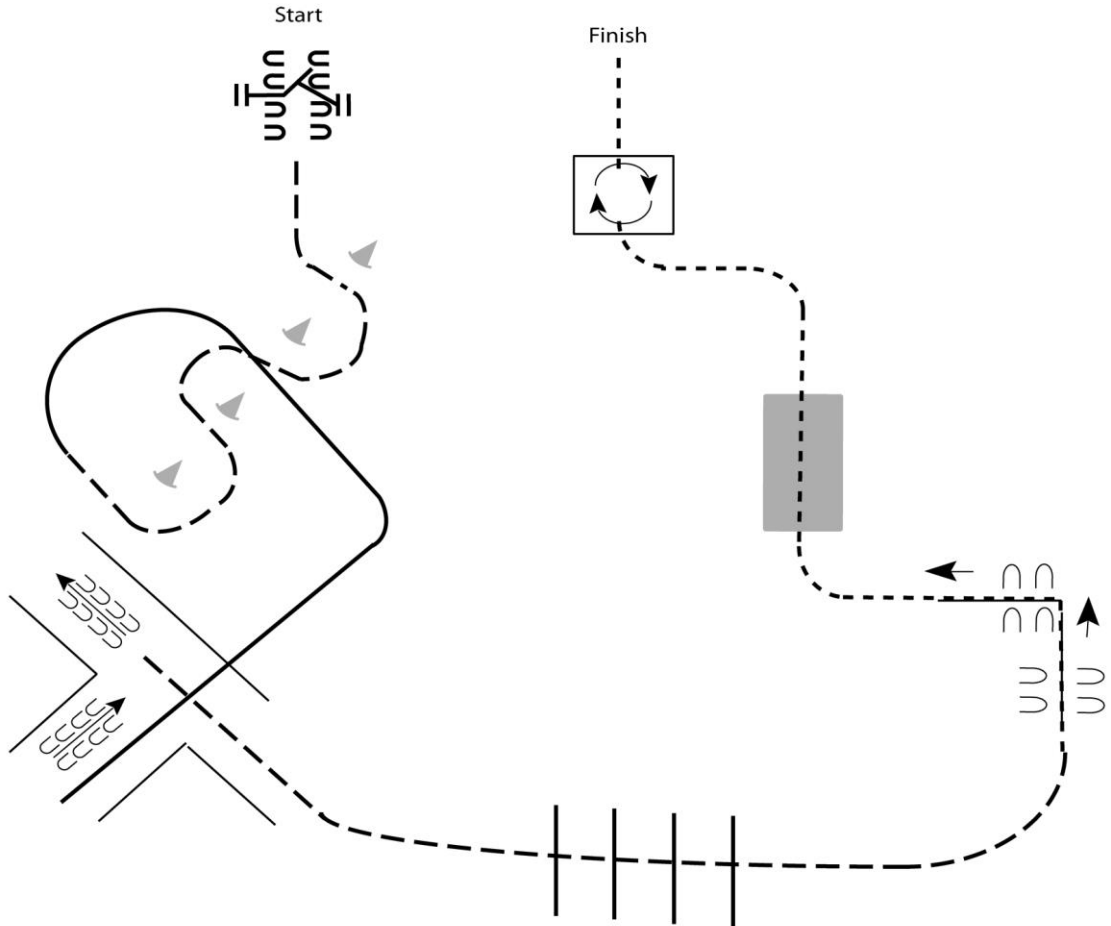
Showmanship (Amateur)



1. Begin at A. Walk from A to B.
2. Stop and perform a 245 degree turn.
3. Trot around C to the Judge. Set up for inspection.
4. When dismissed back four steps and perform a 270 degree turn.
5. Trot to the line-up.



Trail (Any Horse Any Rider)

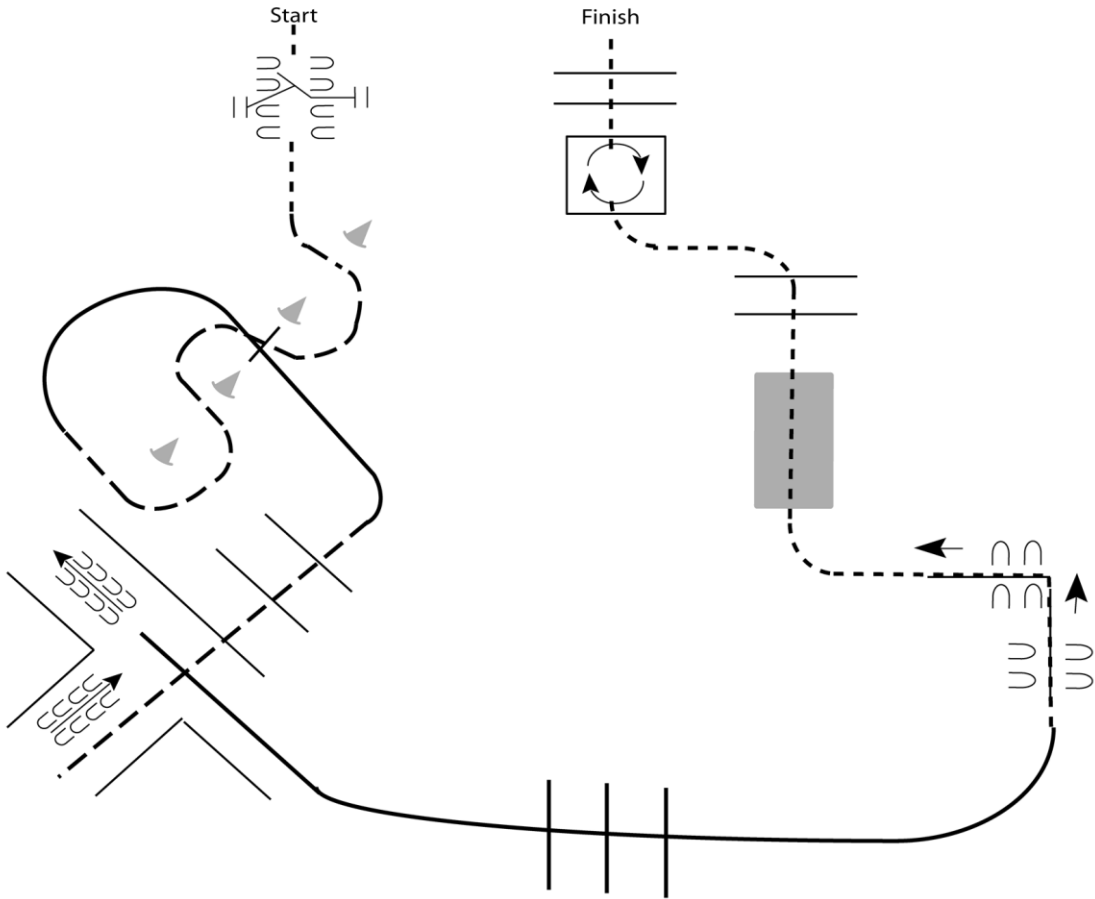


Be ready at start

1. Work gate with the left hand.
2. Jog through cones
3. Lope right lead into chute
4. Back the L
5. Jog over poles to sidepass
6. Sidepass left over poles
7. Walk over bridge and into box
8. Perform a 360 degree turn to the right, walk out of box and to finish

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← ← ←
Marker	(B)
Sidepass	←-----←

Trail (Jugend)

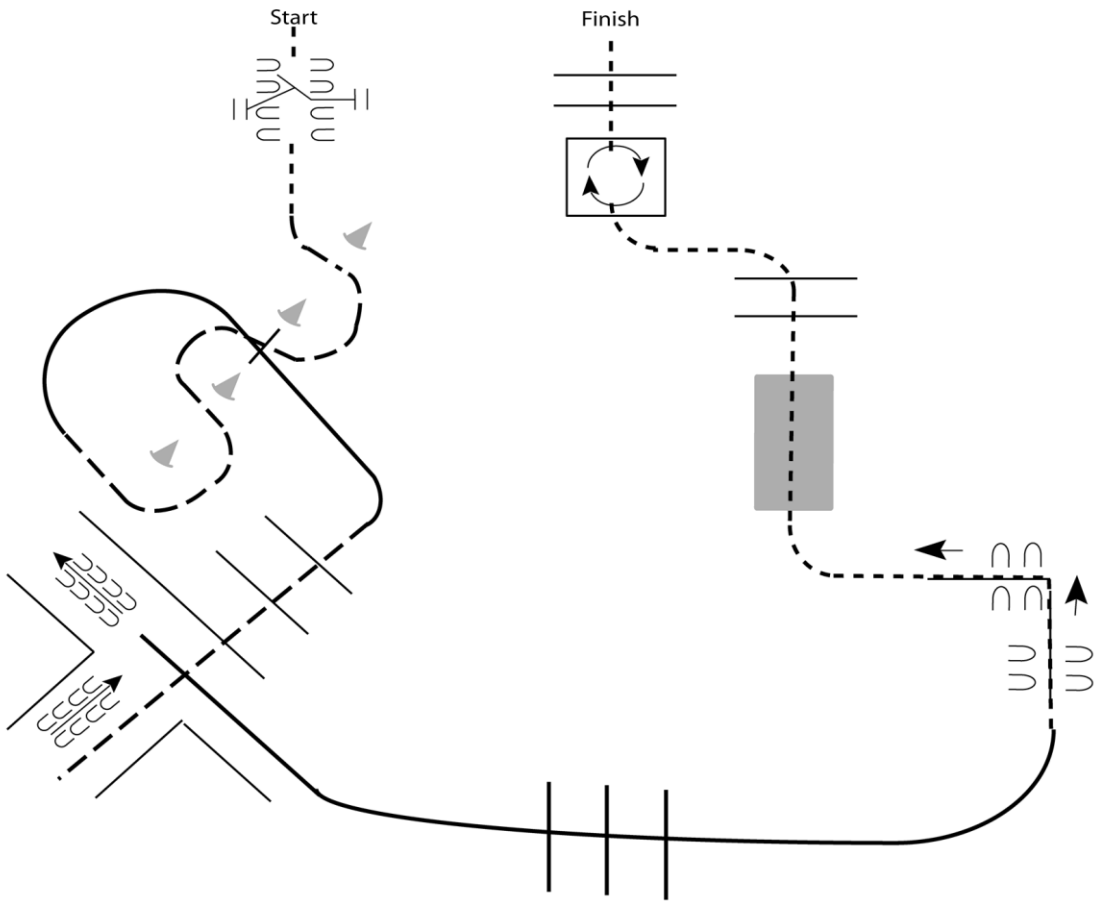


Begin at Start.

1. Walk to and work gate.
2. Jog through cones.
3. Lope right lead to poles.
4. Jog over poles into chute.
5. Back the L.
6. Lope left lead over poles.
7. Side pass left over poles.
8. Walk over bridge, poles and into box.
9. Perform a 360 degree turn to the right, walk out of box and over poles to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← ←←←
Marker	ⓑ
Sidepass	←-----←

Trail (Einsteiger)

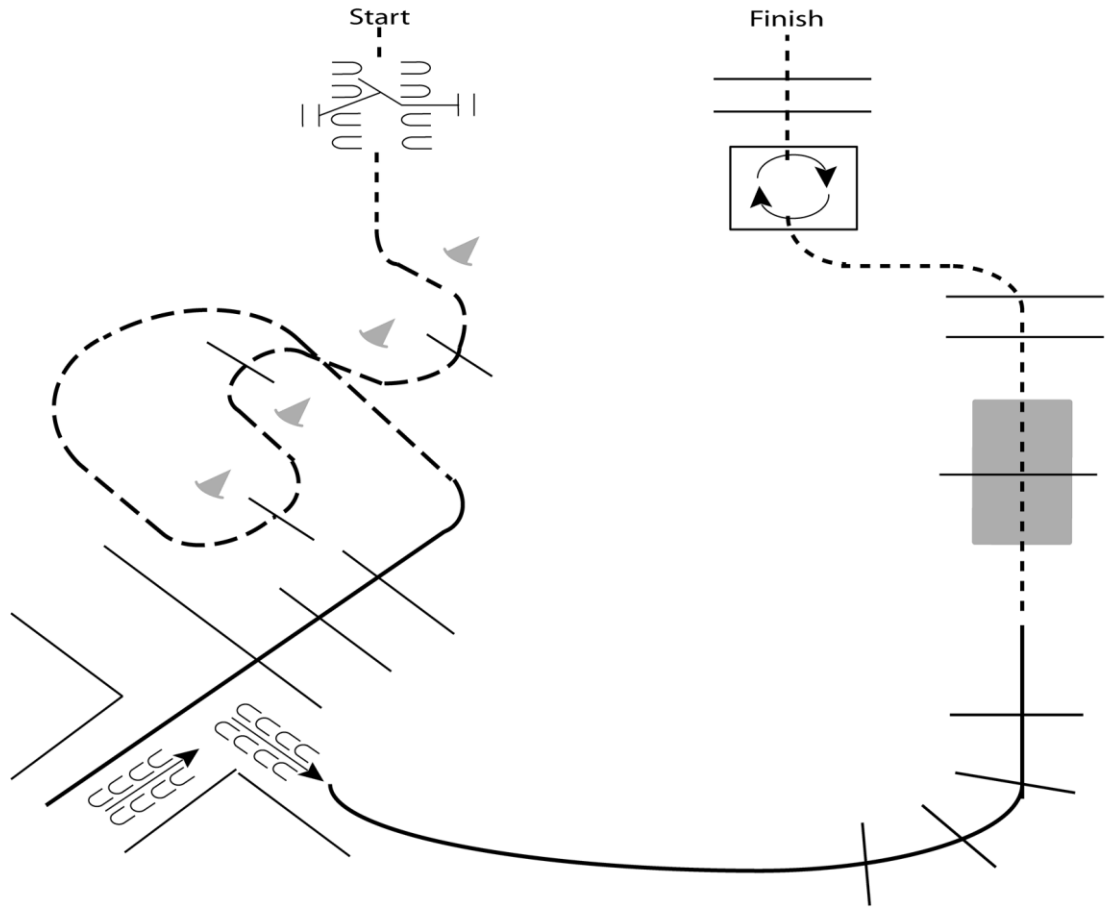


Begin at Start.

1. Walk to and work gate.
2. Jog through cones.
3. Lope right lead to poles.
4. Jog over poles into chute.
5. Back the L.
6. Lope left lead over poles.
7. Side pass left over poles.
8. Walk over bridge, poles and into box.
9. Perform a 360 degree turn to the right, walk out of box and over poles to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	———/———
Back	←———→
Marker	Ⓚ
Sidepass	←-----→

Trail (Amateur)

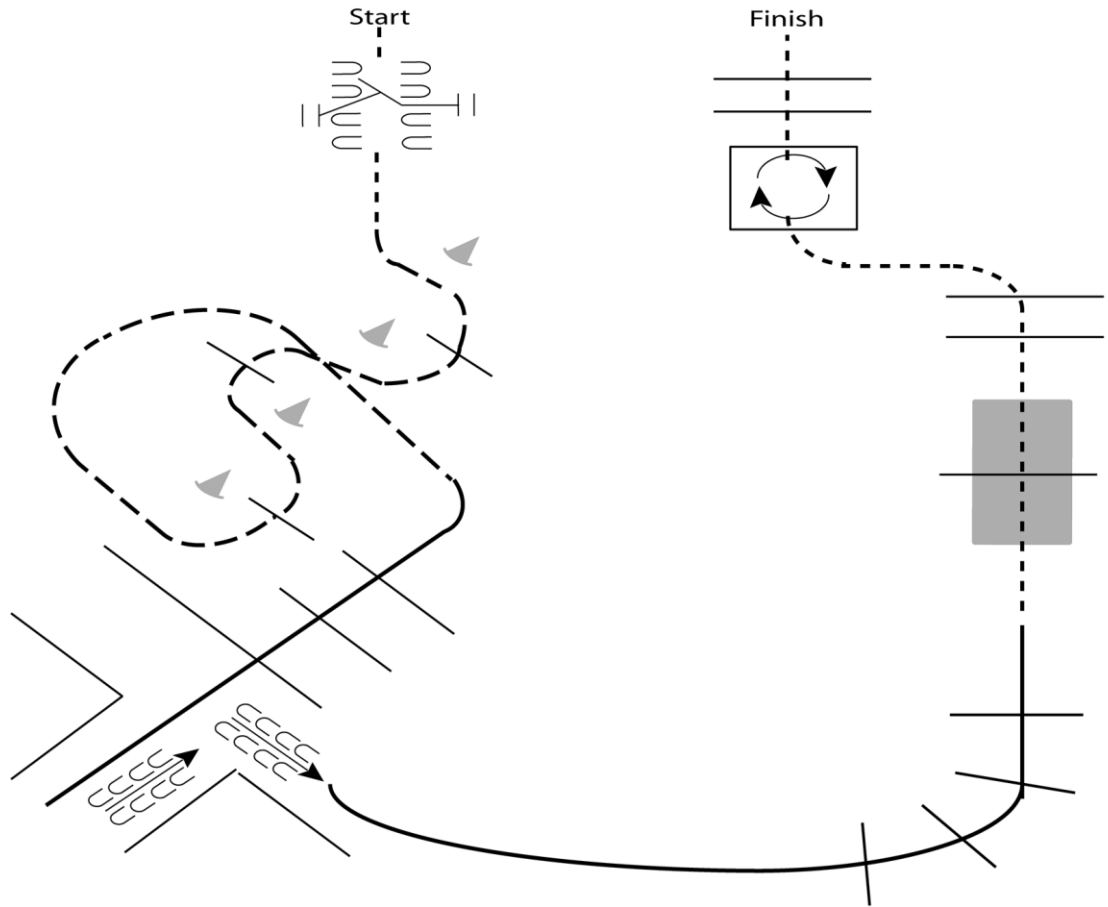


1. Walk to and work gate
2. Jog through cones and over elevated poles
3. Lope on the right lead over the poles and into the chute
4. Back out of chute
5. Lope on the left lead over poles to bridge
6. Walk over bridge and elevated poles
7. Walk into box and perform a 360 degree turn to the right
8. Walk out of box and over elevated poles

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← ←←
Marker	ⓑ
Sidepass	←-----→

Jungpferde Basis (Open)

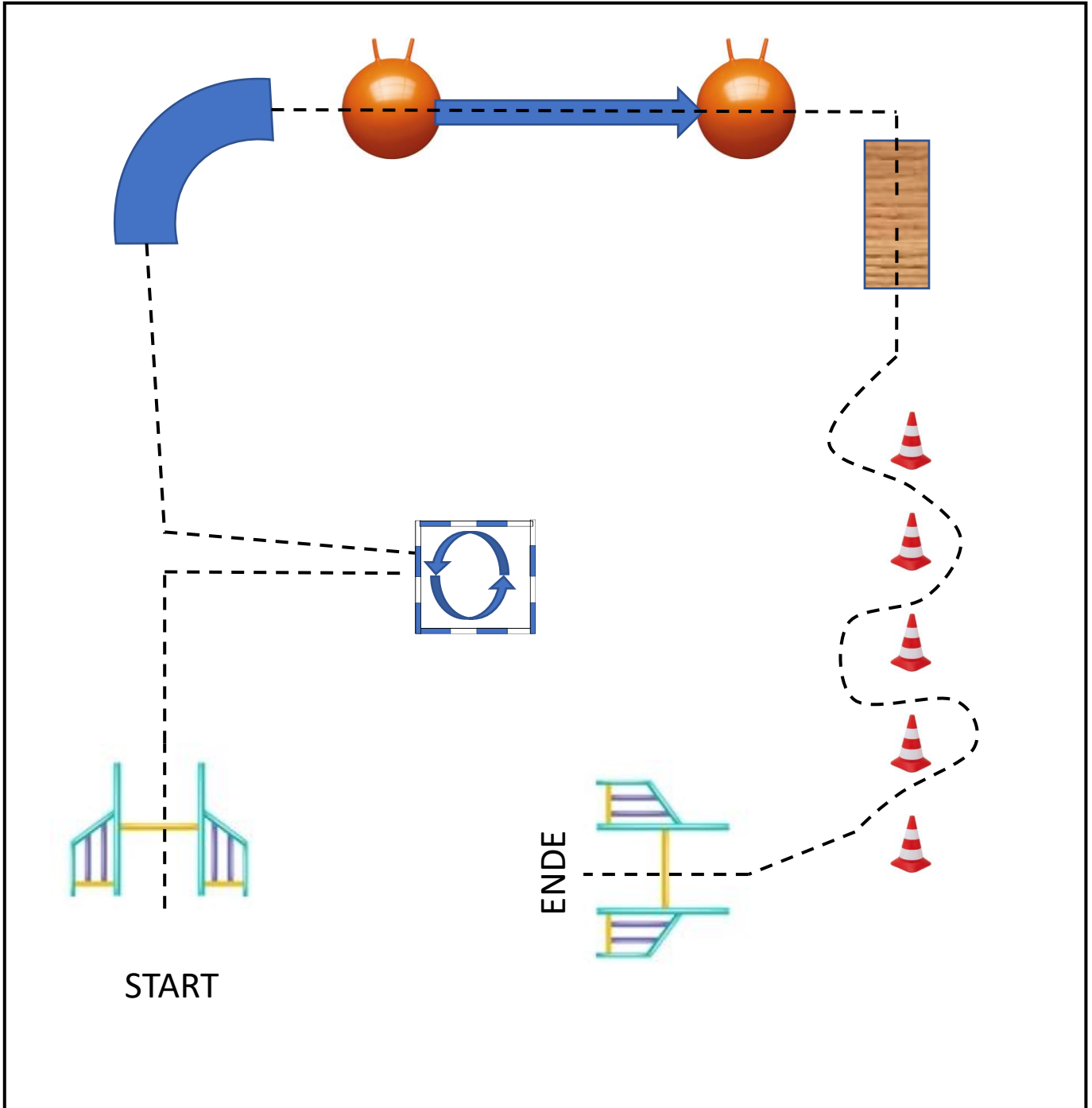
Any Horse any Rider Horse and Dog Trail



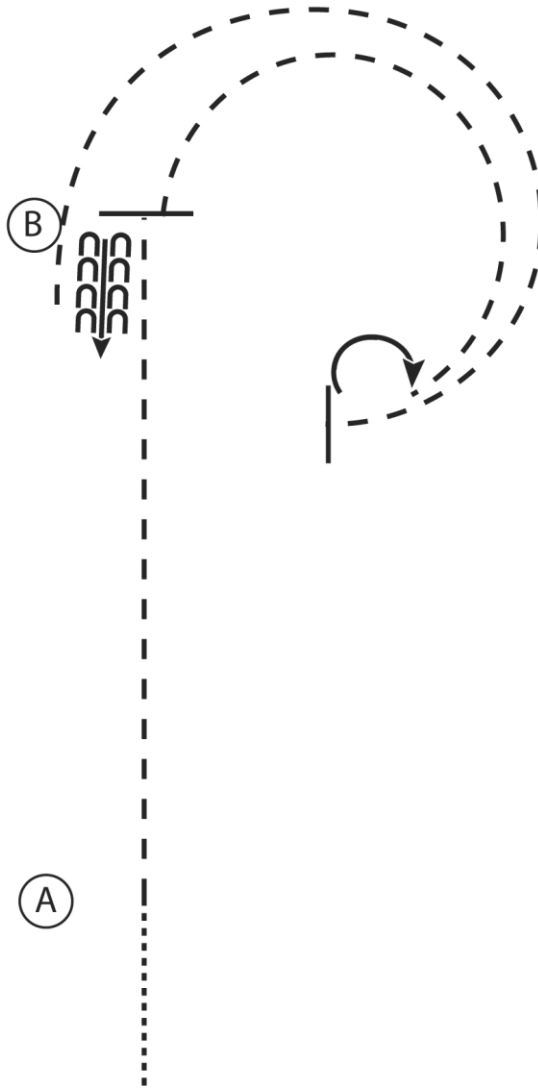
1. Walk to and work gate
2. Jog through cones and over elevated poles
3. Lope on the right lead over the poles and into the chute
4. Back out of chute
5. Lope on the left lead over poles to bridge
6. Walk over bridge and elevated poles
7. Walk into box and perform a 360 degree turn to the right
8. Walk out of box and over elevated poles

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	---/---
Back	← --- ←
Marker	Ⓚ
Sidepass	←-----→

Any Horse any Rider Horse an Dog Trail



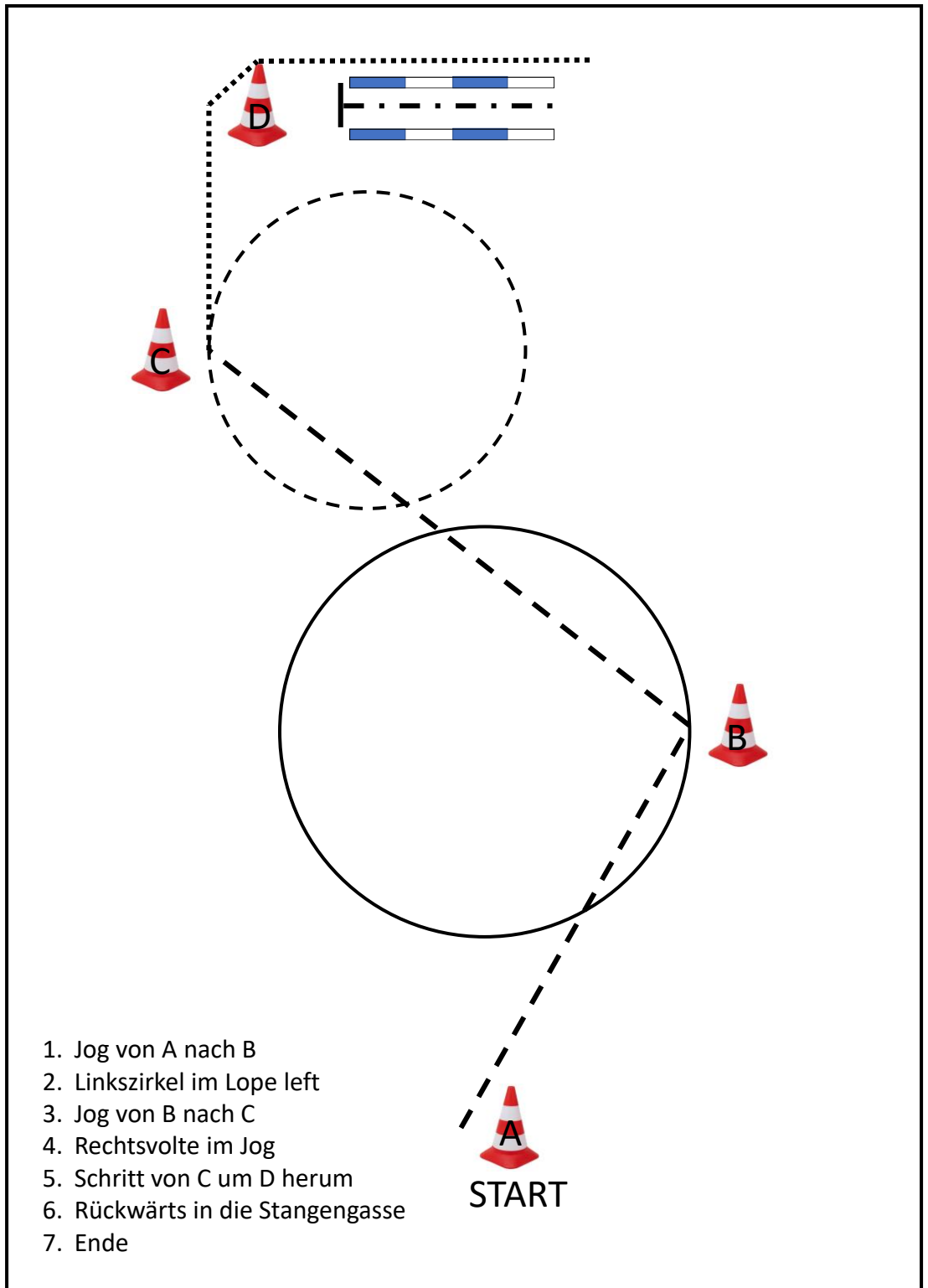
Western Horsemanship (Walk Trot)



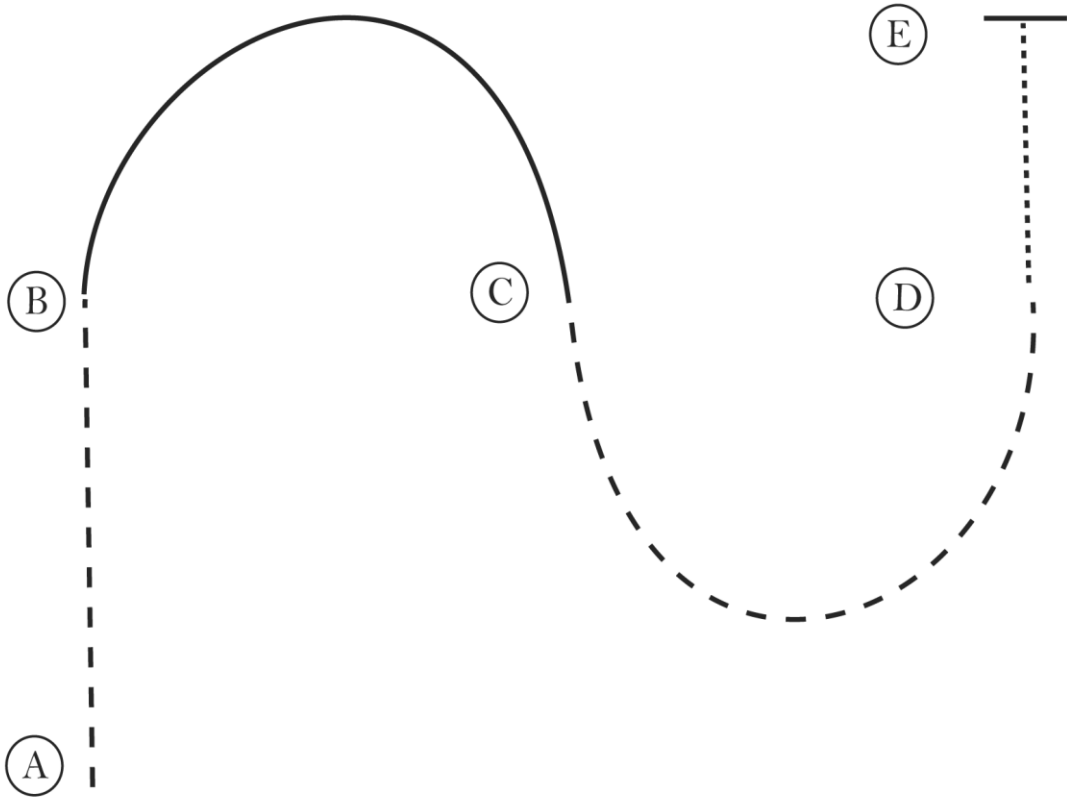
1. Walk to A
2. Jog A to B
3. At B stop and back
4. Jog 3/4 circle to the right
5. Stop and perform a 180 degree turn to the right on the hindquarter
6. Jog a circle back to B
7. Stop at B

Walk
Jog	-----
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←← →→→→
Marker	(B)
Sidepass	←←←←

TT-CUP Western Horsemanship



Western Horsemanship (Any Horse Any Rider)

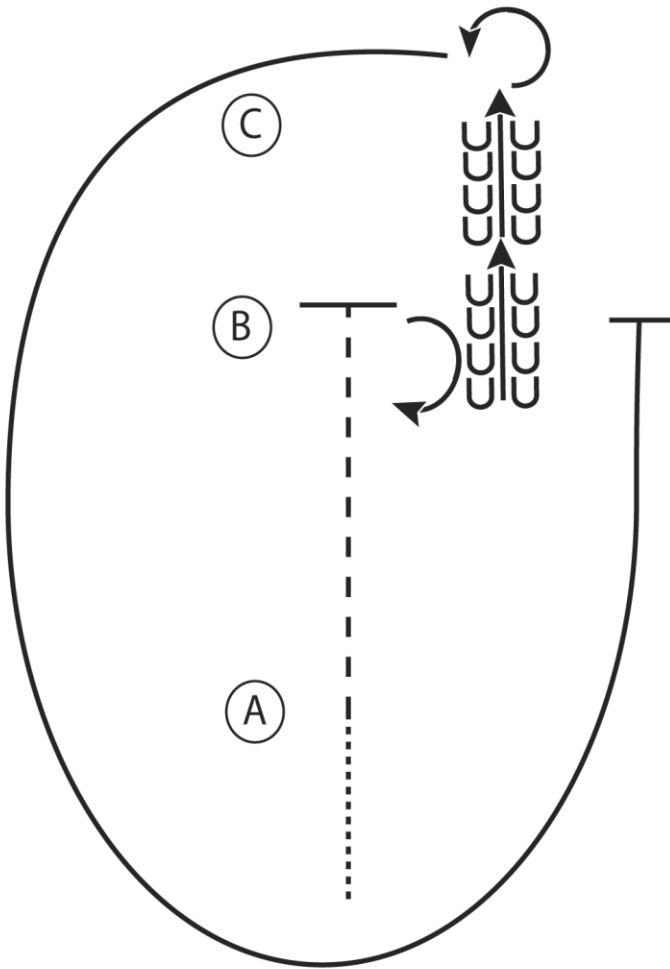


1. Jog A to B
2. At B lope on the right lead around C
3. At C jog around D
4. At D walk to E
5. At E stop

Walk
Jog	-----
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	↙
Back	←←←←←
Marker	(B)
Sidepass	←←←←←

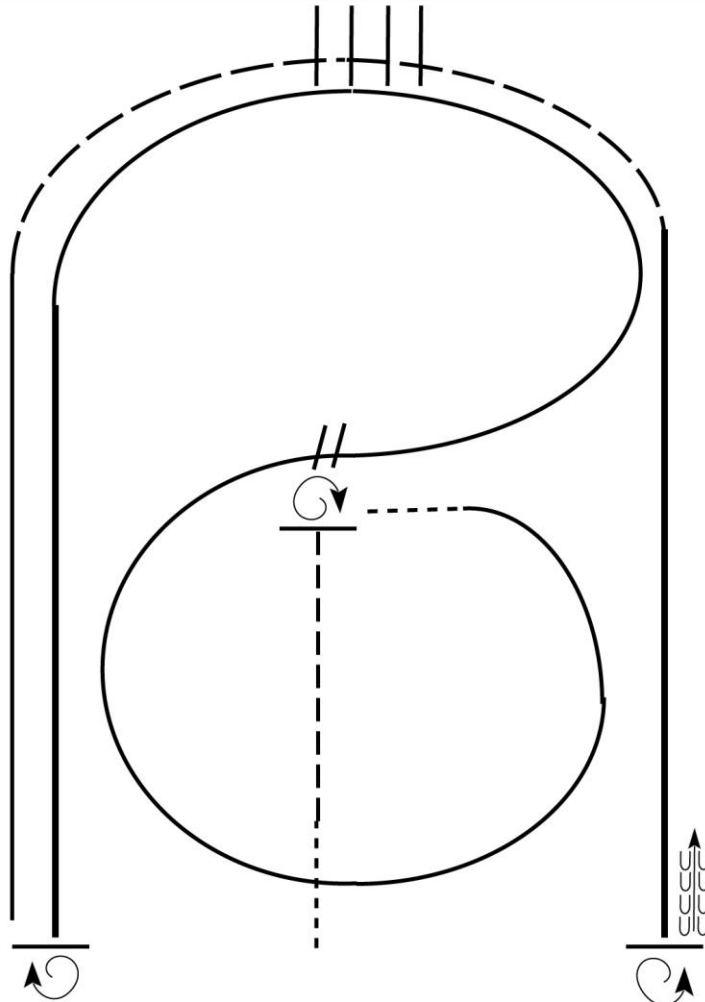
Western Horsemanship (Einsteiger)

1. Walk to A
2. Jog A to B
3. Stop at B and perform a 180 degree turn to the right
4. Back to C
5. At C perform a 270 degree turn to the left
6. Lope a circle around A, returning to B
7. Stop at B



- Walk
- Jog - - - - -
- Extended Jog - - - - -
- Lope —————
- Leg Yield |||||
- Lead Change / \
- Back ←←←←←
- Marker (B)
- Sidepass - ← - - - ←

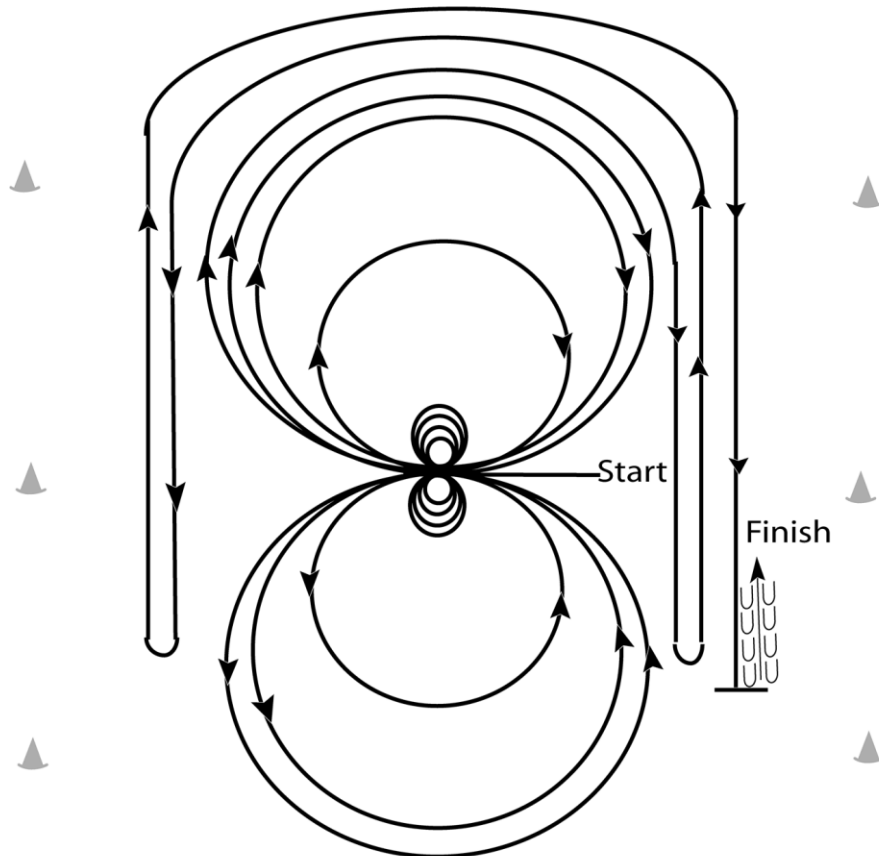
Ranch Riding (Any Horse Any Rider)



1. Walk
2. Jog
3. Stop, do a 1 1/4 turn to the right
4. Walk. Then, lope small circle on the right lead
5. Change leads, (simple or flying) lope left lead around end of the arena
6. Extend the lope on the left lead
7. Stop, do a 2 1/2 turns right
8. Lope straight on the right lead
9. Extend the jog around end of the arena across poles/logs
10. Extend the lope on right lead
11. Stop, do 2 turns left
12. Back

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

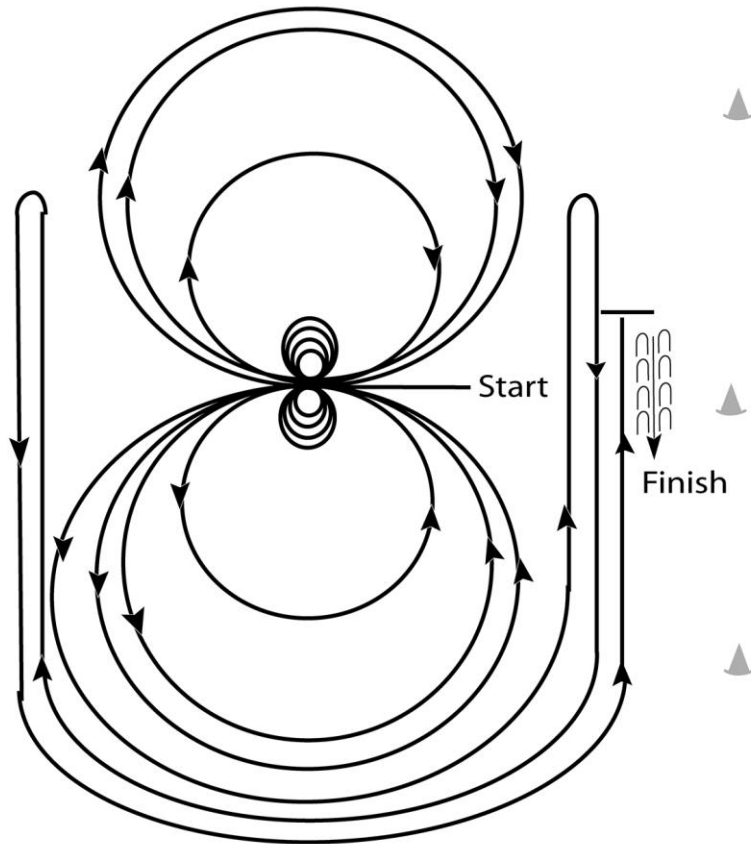
Reining (Any Horse Any Rider)



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

1. Complete four spins to the left.
 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 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 left rollback at least twenty feet (6.09m) 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 (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

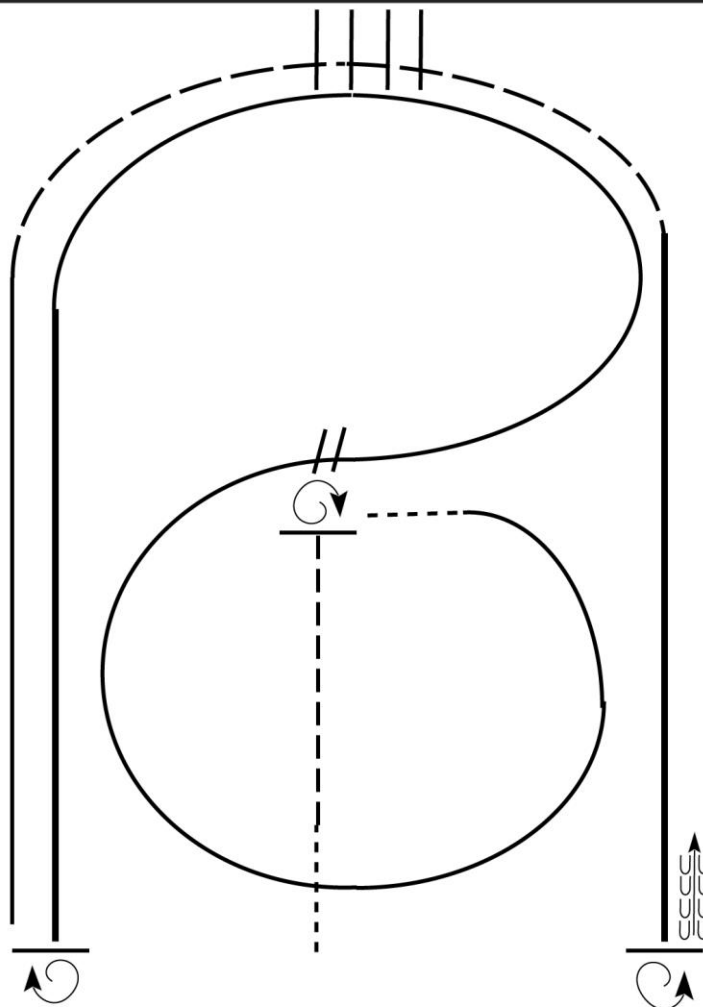
Reining (Einsteiger)



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

1. Complete four spins to the right.
 2. Complete four spins to the left. Hesitate.
 3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 5. Begin a large, fast 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 twenty feet (6.09m) from the wall or fence – no hesitation.
 6. Continue back 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 twenty feet (6.09m) from the wall or fence – no hesitation.
 7. 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 twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to the designated judge.

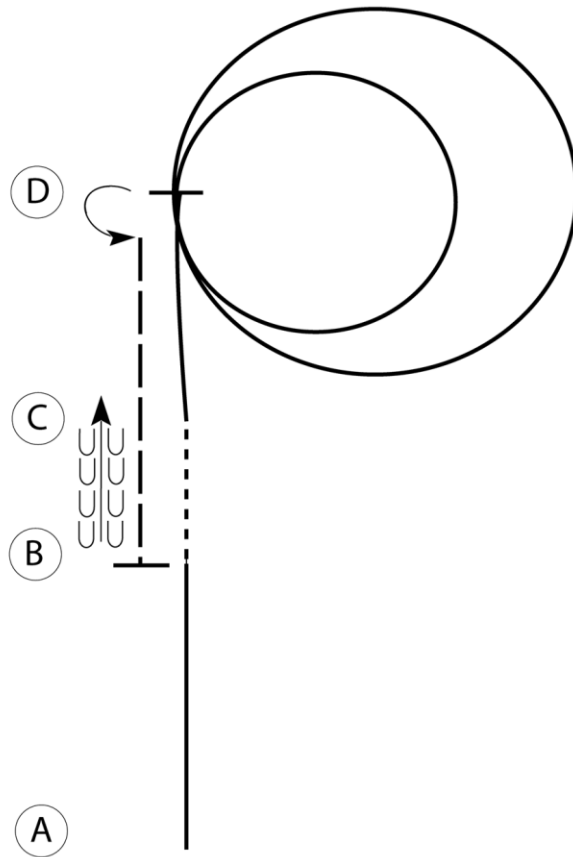
Ranch Riding (Amateur)



1. Walk
2. Jog
3. Stop, do a 1 1/4 turn to the right
4. Walk. Then, lope small circle on the right lead
5. Change leads, (simple or flying) lope left lead around end of the arena
6. Extend the lope on the left lead
7. Stop, do a 2 1/2 turns right
8. Lope straight on the right lead
9. Extend the jog around end of the arena across poles/logs
10. Extend the lope on right lead
11. Stop, do 2 turns left
12. Back

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	

Western Horsemanship (Amateur)



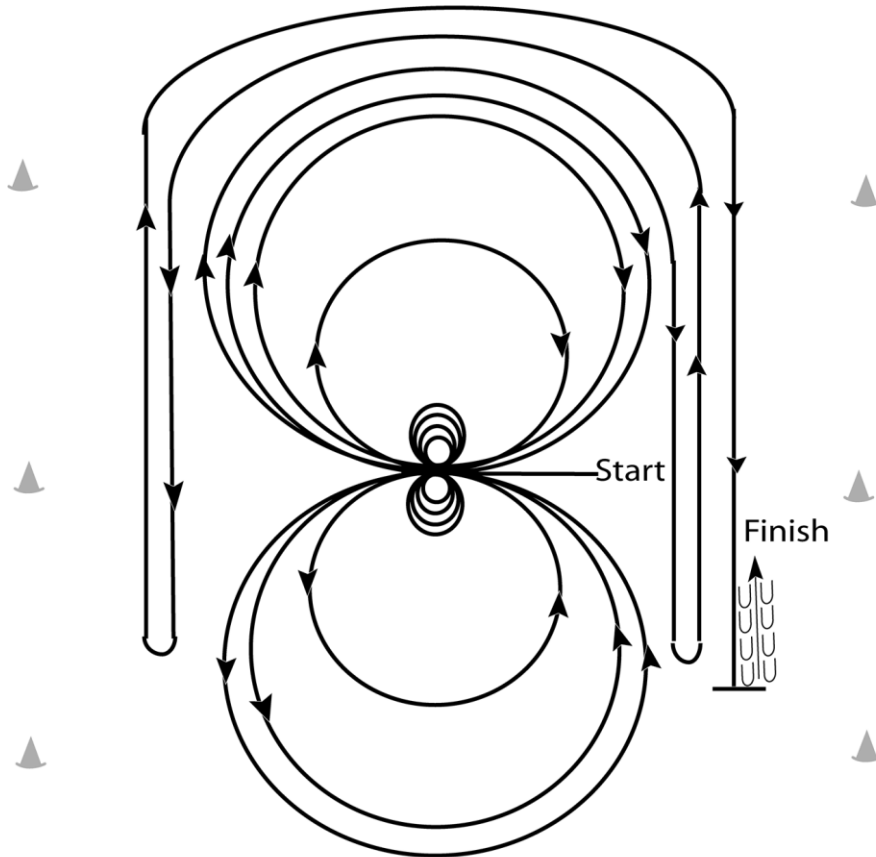
Be ready at A.

1. Lope on the left lead to B.
2. Walk B to C.
3. Lope on the right lead to D.
4. Lope a large fast circle to the right.
5. Lope a small slow circle to the right.
6. Stop at D and perform a 180 degree spin to the left.
7. Extend the jog to B.
8. Stop at B and back to C.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘ ——— ———
Back	← ⤵⤵⤵ ⤵⤵⤵
Marker	⊙ B
Sidepass	←-----→

Reining (Jugend)

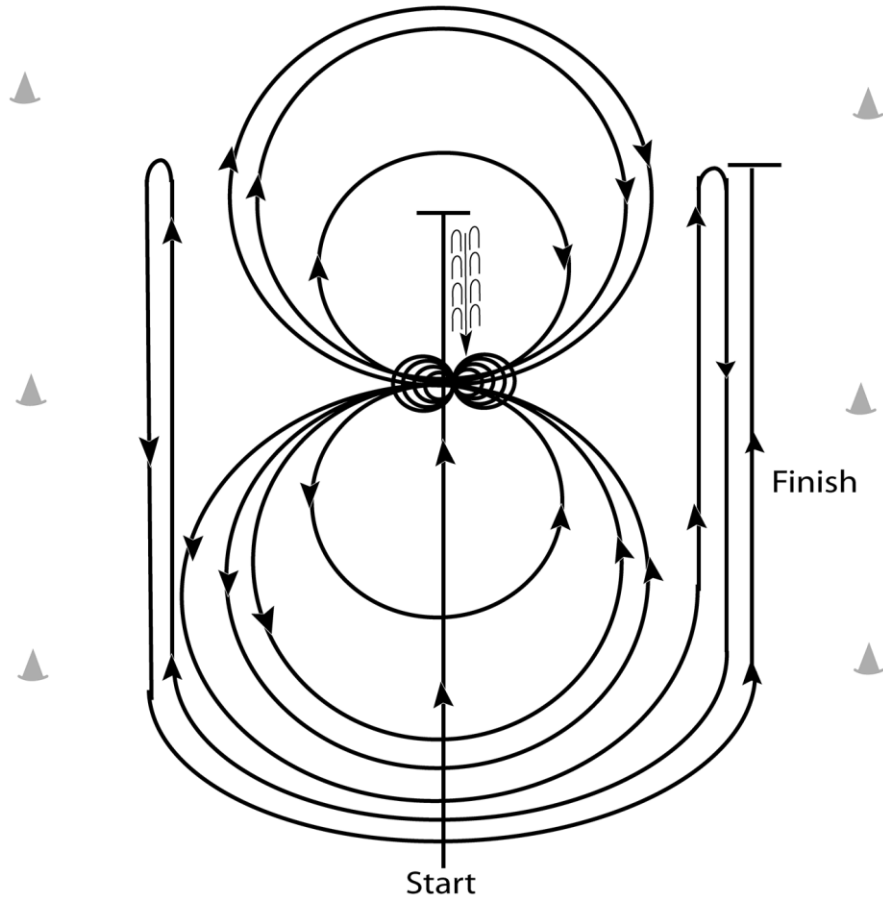


Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
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 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 left rollback at least twenty feet (6.09m) 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 (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

Reining (Amateur)



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3m). Hesitate.
 2. Complete four spins to the right.
 3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
 4. Beginning on the left lead, 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. 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.
 6. Begin a large fast 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 twenty feet (6.09m) from the wall or fence – no hesitation.
 7. Continue back around the 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 twenty feet (6.09m) from the wall or fence – no hesitation.
 8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.