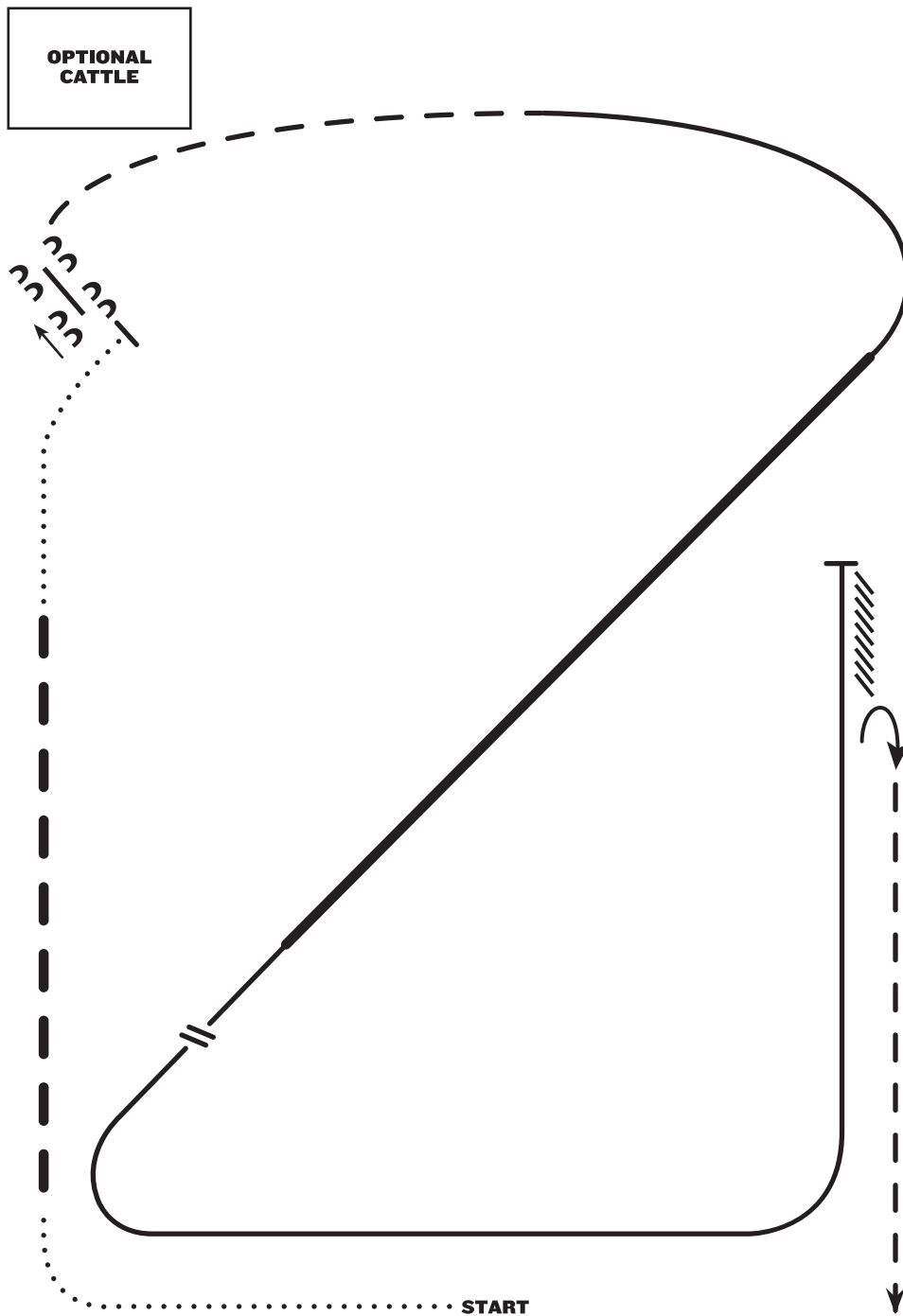


RANCH RIDING - PATTERN 10

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 (Trot for WT class)
7. Extended lope right lead (Ext Trot for WT class)
8. Collect lope and change leads (simple or flying) (Reg Trot for WT Class)
9. Lope left lead (Continue Trotting for WT Class)
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 2025
CLE ELUM
ALL CLASSES***

- BE READY AT GATE
1. OPEN GATE, WALK THROUGH, CLOSE GATE. 1/4 TURN LEFT
 2. WALK OVER BRIDGE AND LOGS
 3. TROT OVER LOGS, WALK TO DRAG STAND
 4. PULL DRAG IN CIRCLE AND BACK TO STAND. RETURN ROPE AND LEAVE READY FOR NEXT CONTESTANT, *** (L1 AM & YOUTH, WT DON'T DRAG. STOP, SETTLE YOUR HORSE AND MOVE TO NEXT OBSTACLE.)
 5. LOPE (RL) AROUND TREES AND OVER LOGS
 6. JOG THROUGH BUSHES
 7. EXTEND TROT AROUND CORNER, STOP
 8. BACK, TURN 1 1/2 TURN EITHER DIRECTION
 9. SIDEPASS RIGHT, AND WALK OUT

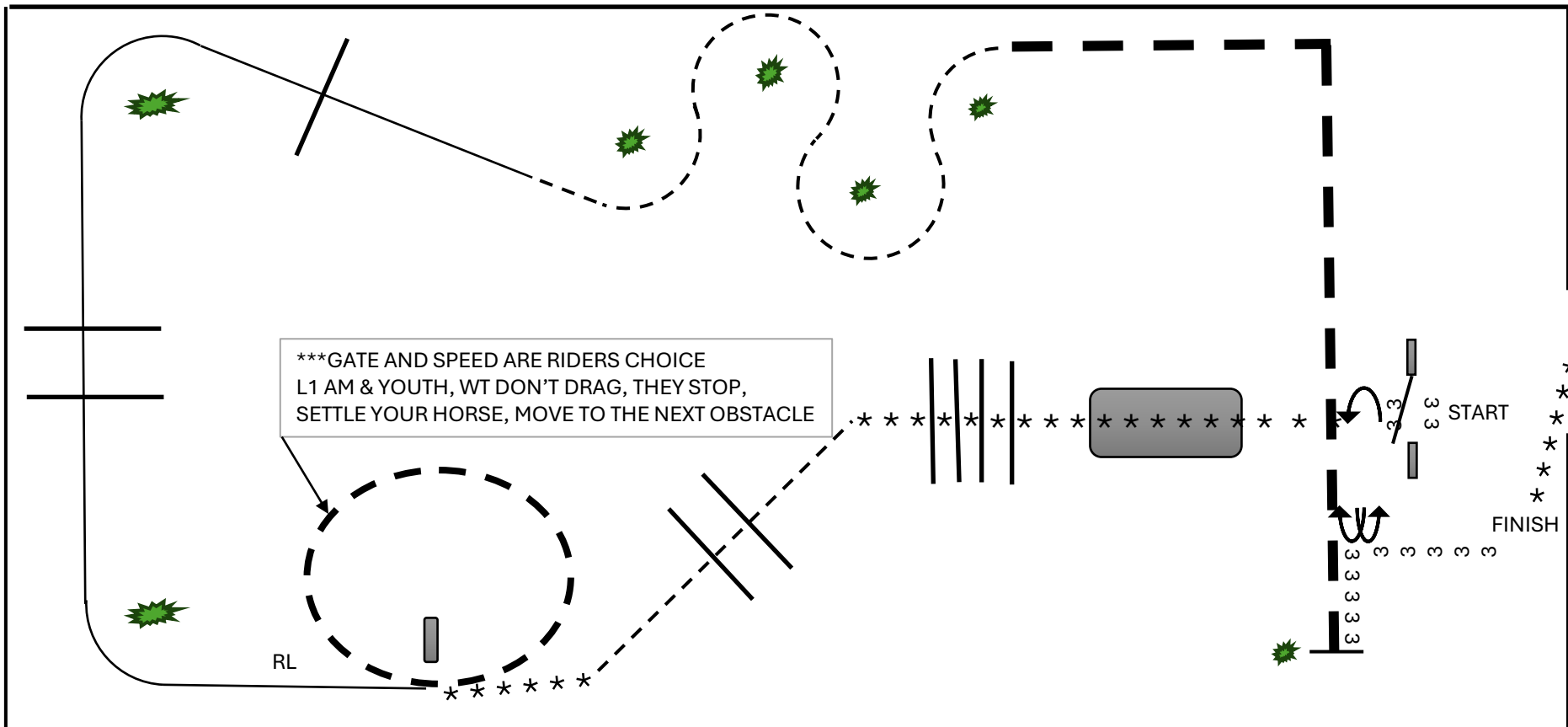
WALK	* * * * *
TROT	- - - - -
EXTENDED TROT	— — — — —
LOPE	— — — — —
BACK	ε ε ε ε ε
SIDEPASS	∞ ∞ ∞ ∞ ∞

***GATE AND SPEED ARE RIDERS CHOICE
L1 AM & YOUTH, WT DON'T DRAG, THEY STOP,
SETTLE YOUR HORSE, MOVE TO THE NEXT OBSTACLE

RL

START

FINISH



WALK/TROT REINING PATTERN

Walk or trot to the center of the arena facing the judge.

Trot one circle (any size) to the right and stop in the center.

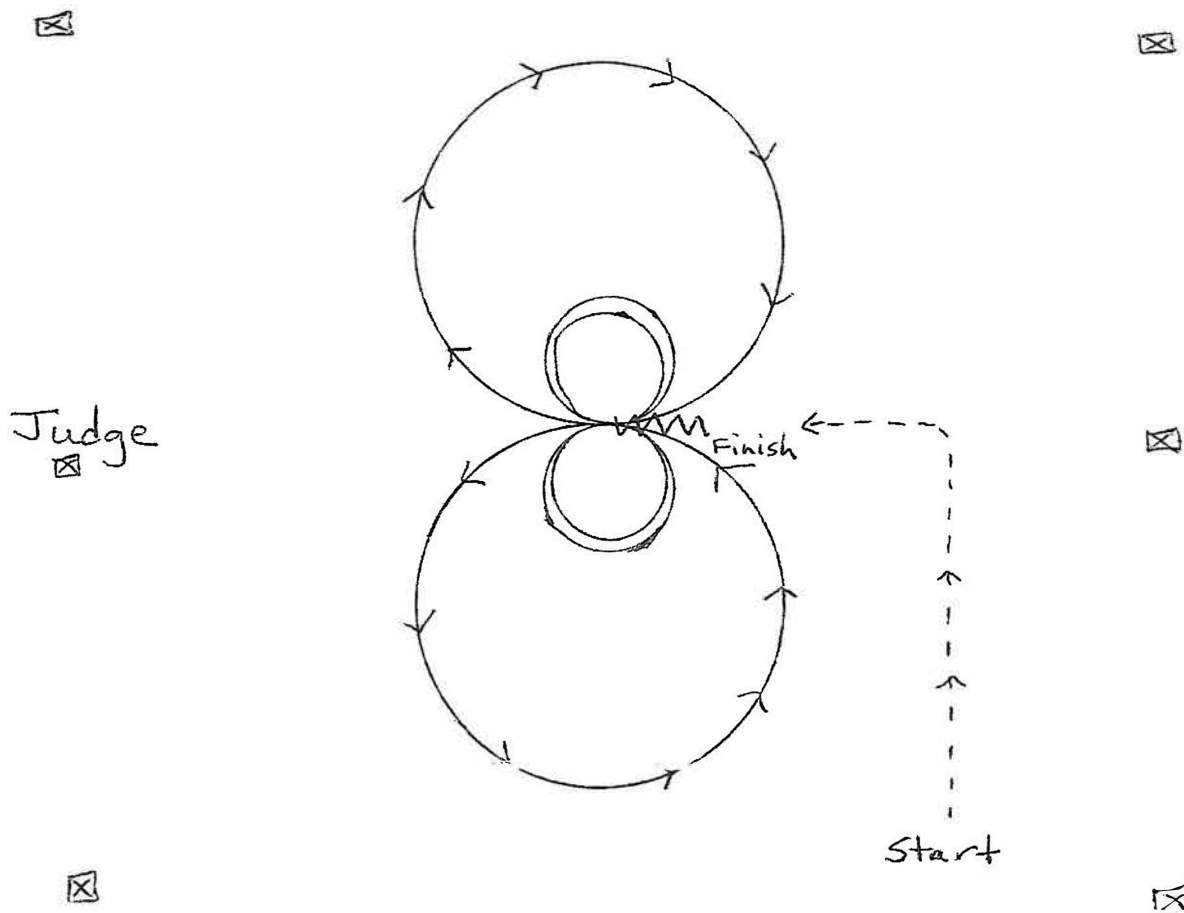
Complete two spins to the right.

Trot one circle (any size) to the left and stop in the center.

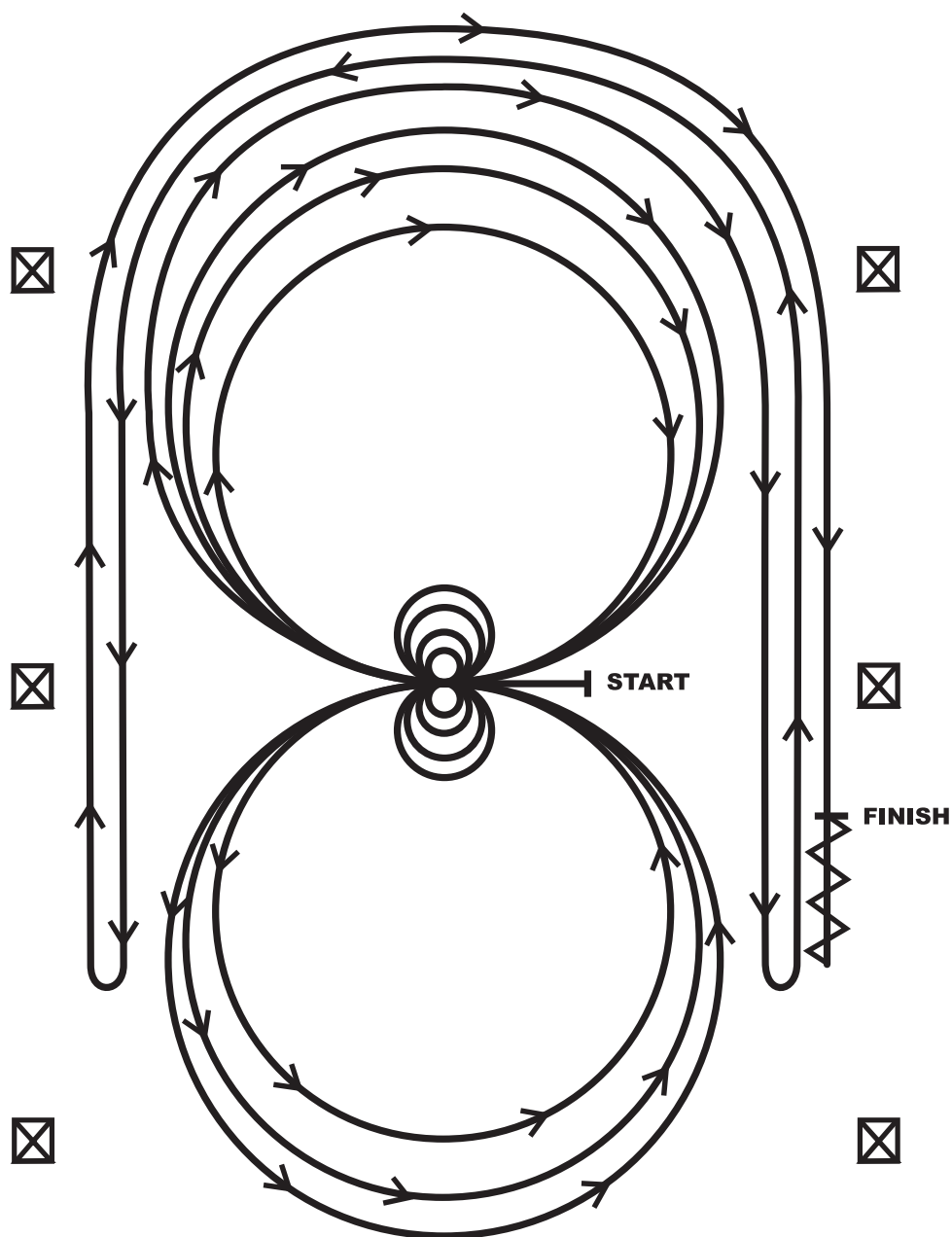
Complete two spins to the left.

Back up.

Pattern complete.



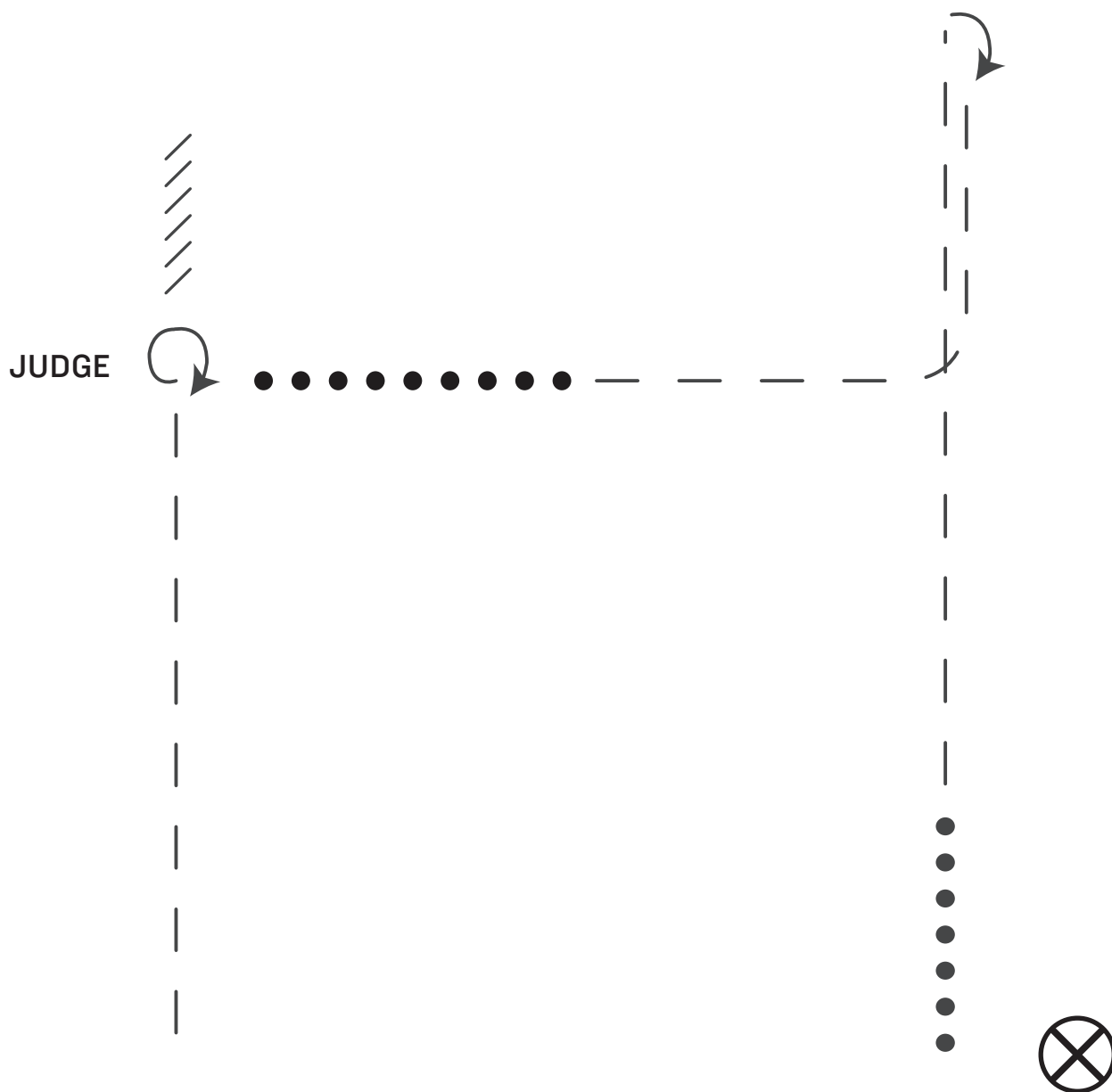
REINING PATTERN 8



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.

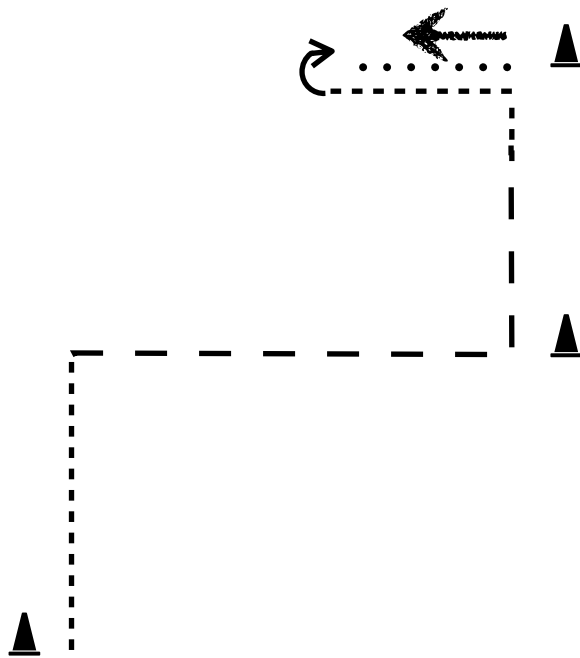
All Showmanship



1. Be ready at cone. Walk 1/3 of the distance of your line.
2. Trot to the end of your line
3. Stop and execute 1/2 turns
4. Trot down line and turn toward the judge. After making the corner, trot 1/2 way to the judge
5. Walk to the judge and set up
6. Inspection
7. After inspection, execute a 3/4 turn
8. Back approximately 2 horse lengths and exit at the trot

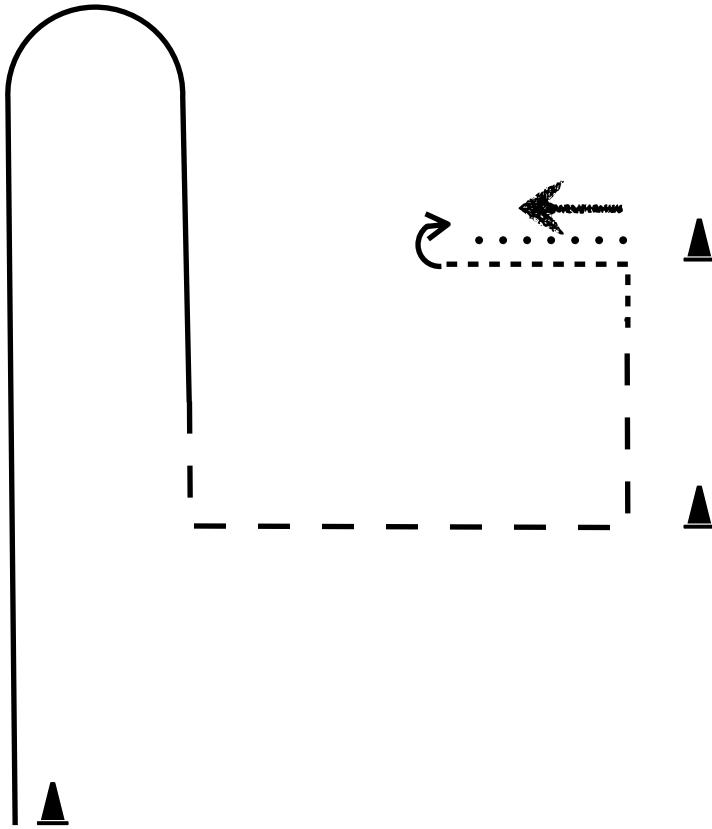
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

All WT Horsemanship



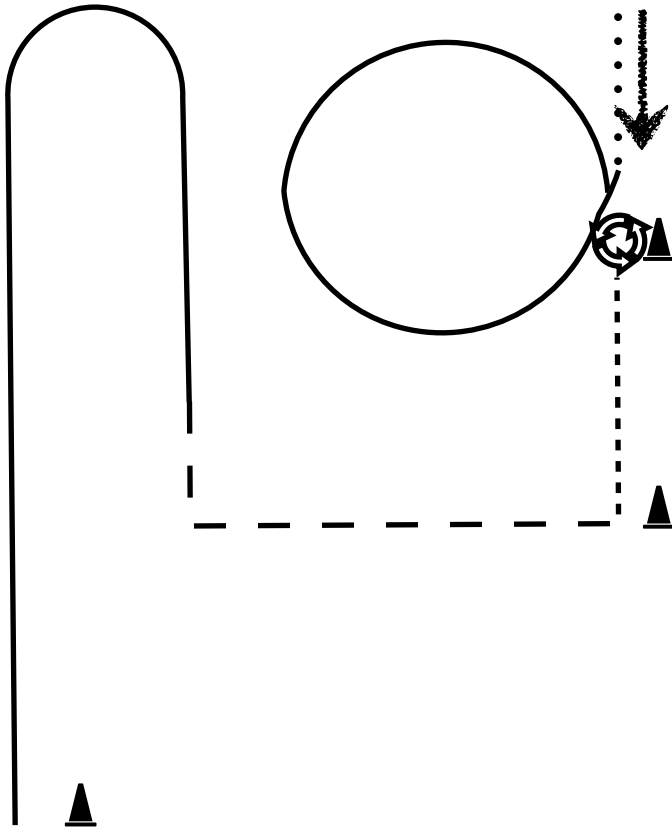
1. Be ready just before cone
2. Jog, corner
3. Extended jog, corner
4. Slow to regular jog, corner
5. Stop, perform 180 degree turn to the right
6. Walk to cone
7. Back 4 to 6 steps
8. Exit at a jog

OAB, L1 & Rookie HMS



1. Be ready just before cone
2. Perform a ground covering lope on the right lead
3. Break to the extended trot, corner twice
4. Slow to jog, corner, stop
5. Perform a 180 right
6. Walk
7. Stop and back 4 to 6 steps
8. Exit at a trot

Am/Select/Youth HMS



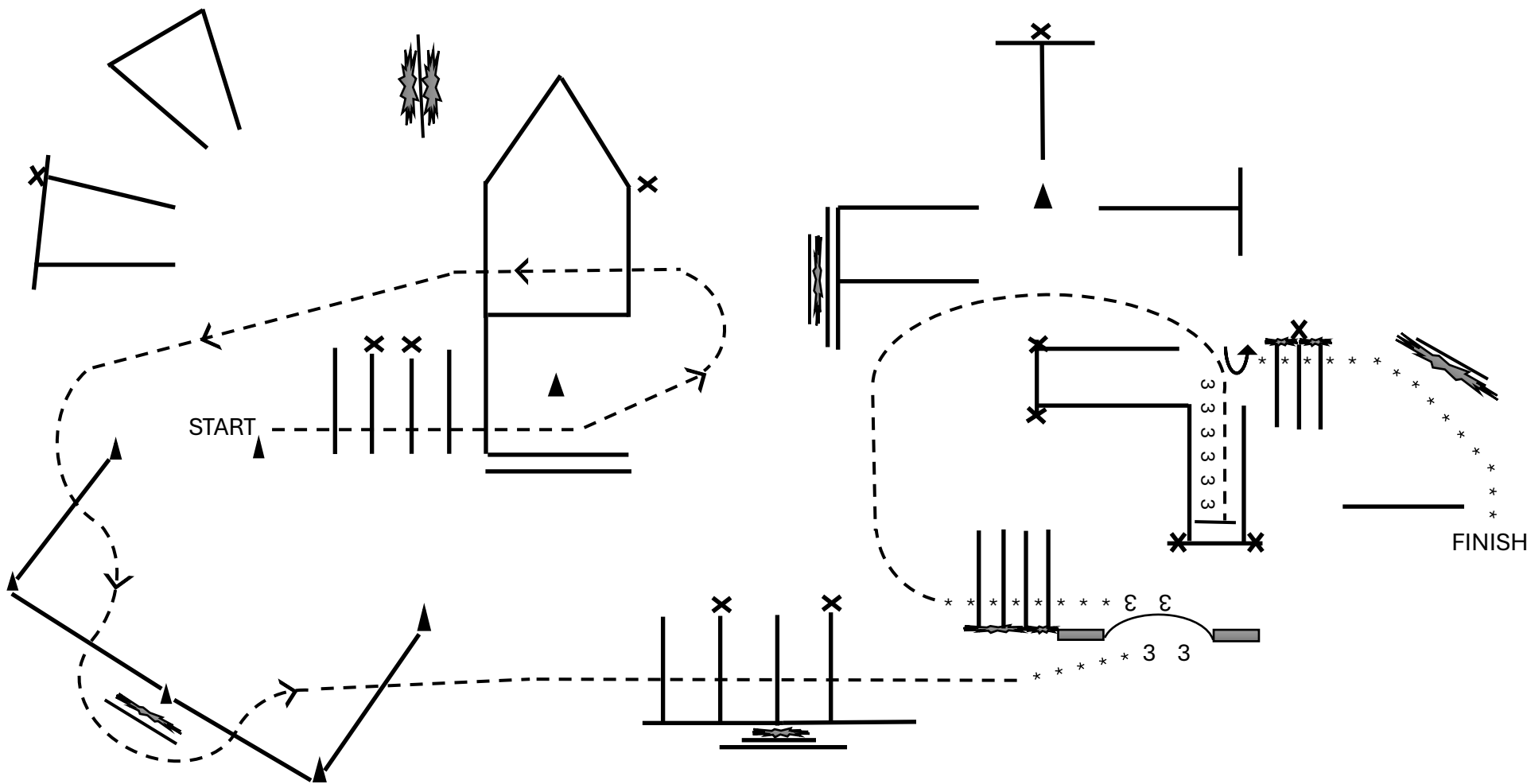
1. Be ready just before cone
2. Perform a ground covering lope on the right lead
3. Break to the extended trot, corner
4. Slow to jog, stop
5. Perform a 360 left
6. Lope a small circle on the left lead
7. Break to the walk
8. Stop and back 4 to 6 steps
9. Exit at a trot

2025
BRONZE CLASSIC
CLE ELUM
BLOCK 1
PATTERN 1
SMALL FRY W/J
L1 YOUTH W/J

BE READY AT CONE

1. JOG OVER POLE THROUGH BOX, AND OVER POLES AS SHOWN
2. JOG OVER POLES AND THROUGH CONES
3. JOG OVER POLES ,WALK TO GATE
4. OPEN GATE, WALK THROUGH, CLOSE GATE
5. WALK OVER POLES
6. JOG INTO CHUTE, BACK STRAIGHT OUT TURN ¼ TURN LEFT
7. WALK OVER POLES AS SHOWN AND OUT FINISHED

WALK	* * * * *
JOG	- - - - -
LOPE	— — — — —
BACK	ε ε ε ε ε ε
SIDEPASS	∞ ∞ ∞ ∞

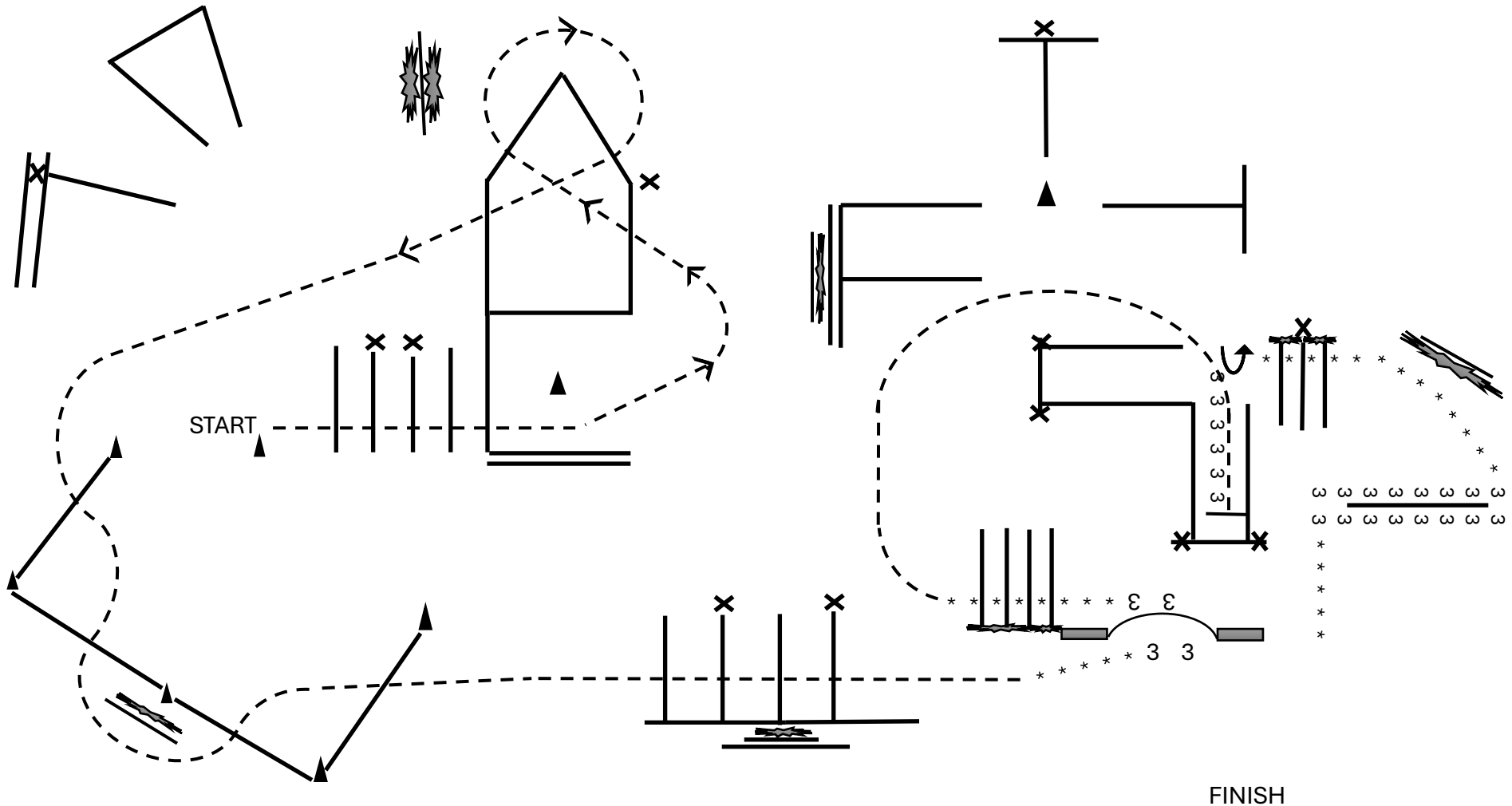


2025
BRONZE CLASSIC
CLE ELUM
BLOCK 1
PATTERN 2
OAB W/J
L1 AM W/J

BE READY AT CONE

1. JOG OVER POLES, AND OVER POLES AS SHOWN
2. JOG OVER POLES AND THROUGH CONES
3. JOG OVER POLES ,WALK TO GATE
4. OPEN GATE, WALK THROUGH, CLOSE GATE
5. WALK OVER POLES
6. JOG INTO CHUTE
7. BACK CHUTE, TURN ¼ TURN LEFT
8. WALK OVER POLES AS SHOWN TO POLE
9. STOP SIDEPASS ON AND OFF OF THE POLE AND WALK OUT.....FINISHED

WALK	* * * * *
JOG	- - - - -
LOPE	— — — — —
BACK	ε ε ε ε ε ε
SIDEPASS	ω ω ω ω ω ω

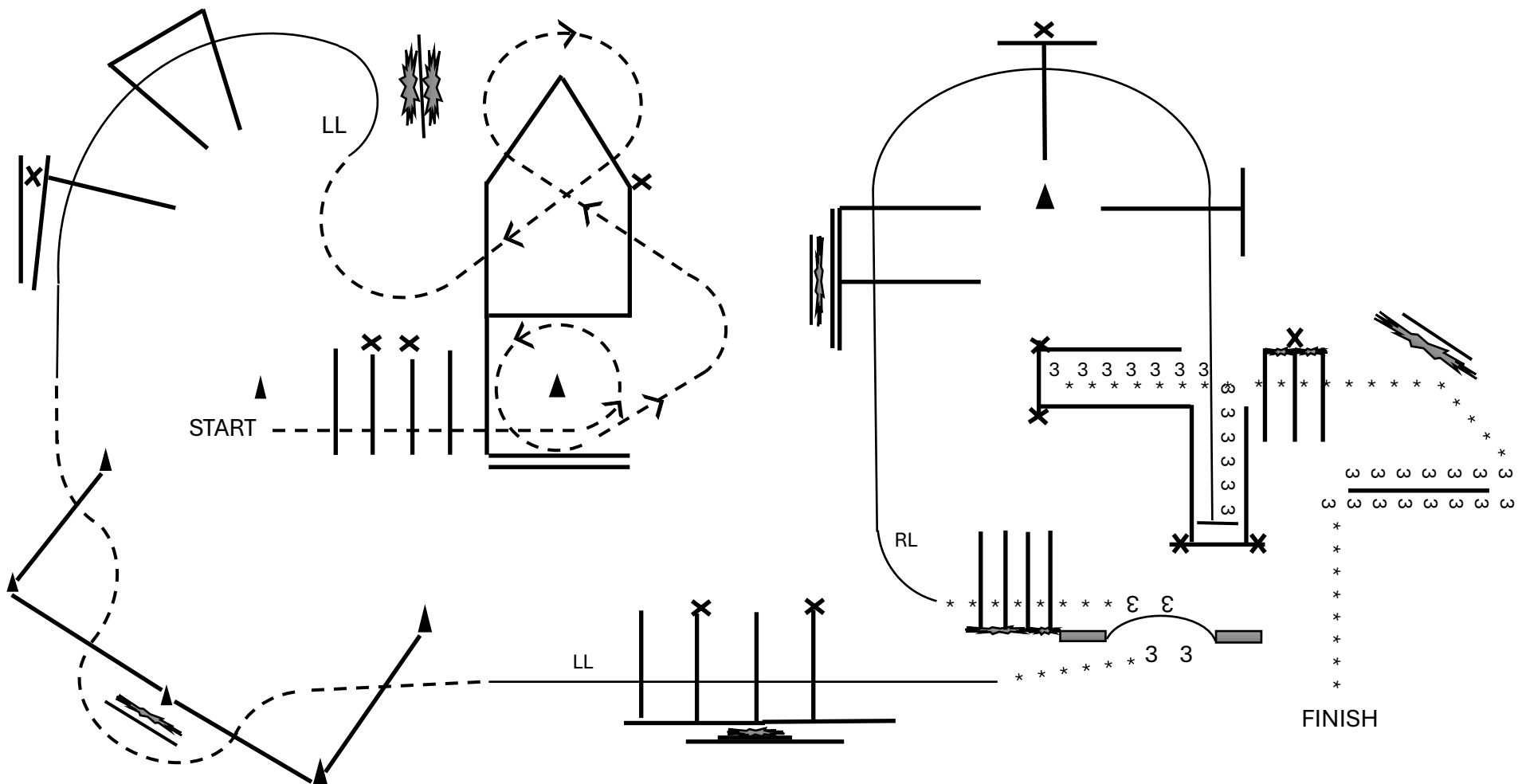


2025
BRONZE CLASSIC
CLE ELUM
BLOCK 2
ALL CLASSES

BE READY AT CONE

1. JOG OVER POLES, AROUND CONE & OVER POLES AS SHOWN
2. LOPE (LL) OVER POLES
3. JOG OVER POLES AND THROUGH CONES
4. LOPE (LL) OVER POLES ,WALK TO GATE
5. OPEN GATE, WALK THROUGH, CLOSE GATE
6. WALK OVER POLES
7. LOPE (RL) OVER POLES AND INTO CHUTE, STOP
8. BACK "L" CHUTE
9. WALK OUT OVER POLES AS SHOWN TO POLE
10. STOP SIDEPASS (RT) ON AND OFF OF THE POLE AND WALK OUT.....FINISHED

WALK	* * * * *
JOG	- - - - -
LOPE	— — — — —
BACK	ε ε ε ε ε
SIDEPASS	ω ω ω ω ω



2025
BRONZE CLASSIC
CLE ELUM
BLOCK 3
ALL CLASSES

BE READY AT CONE

1. JOG OVER POLES INTO BOX, AROUND CONE & BOX, AND OVER POLES AS SHOWN
2. LOPE (LL) OVER POLES
3. JOG OVER POLES AND THROUGH CONES
4. LOPE (LL) OVER POLES ,WALK TO GATE
5. OPEN GATE, WALK THROUGH, CLOSE GATE
6. WALK OVER POLES
7. LOPE (RL) OVER POLES AND INTO CHUTE, STOP
8. BACK "L" CHUTE
9. WALK OUT OVER POLES AS SHOWN TO POLE
10. STOP SIDEPASS (RT) ON AND OFF OF THE POLE AND WALK OUT.....FINISHED

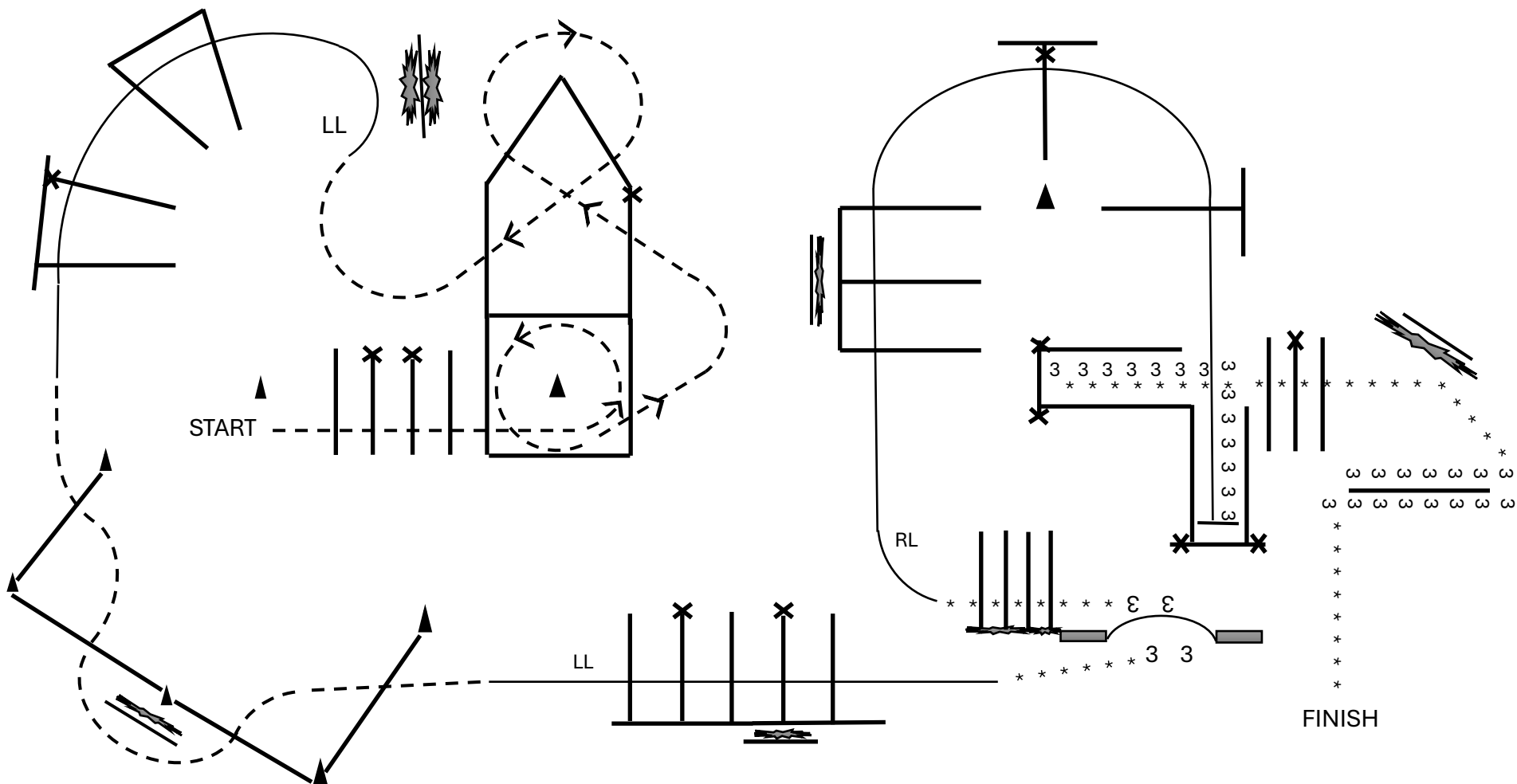
WALK * * * * *

JOG - - - - -

LOPE _____

BACK ε ε ε ε ε ε

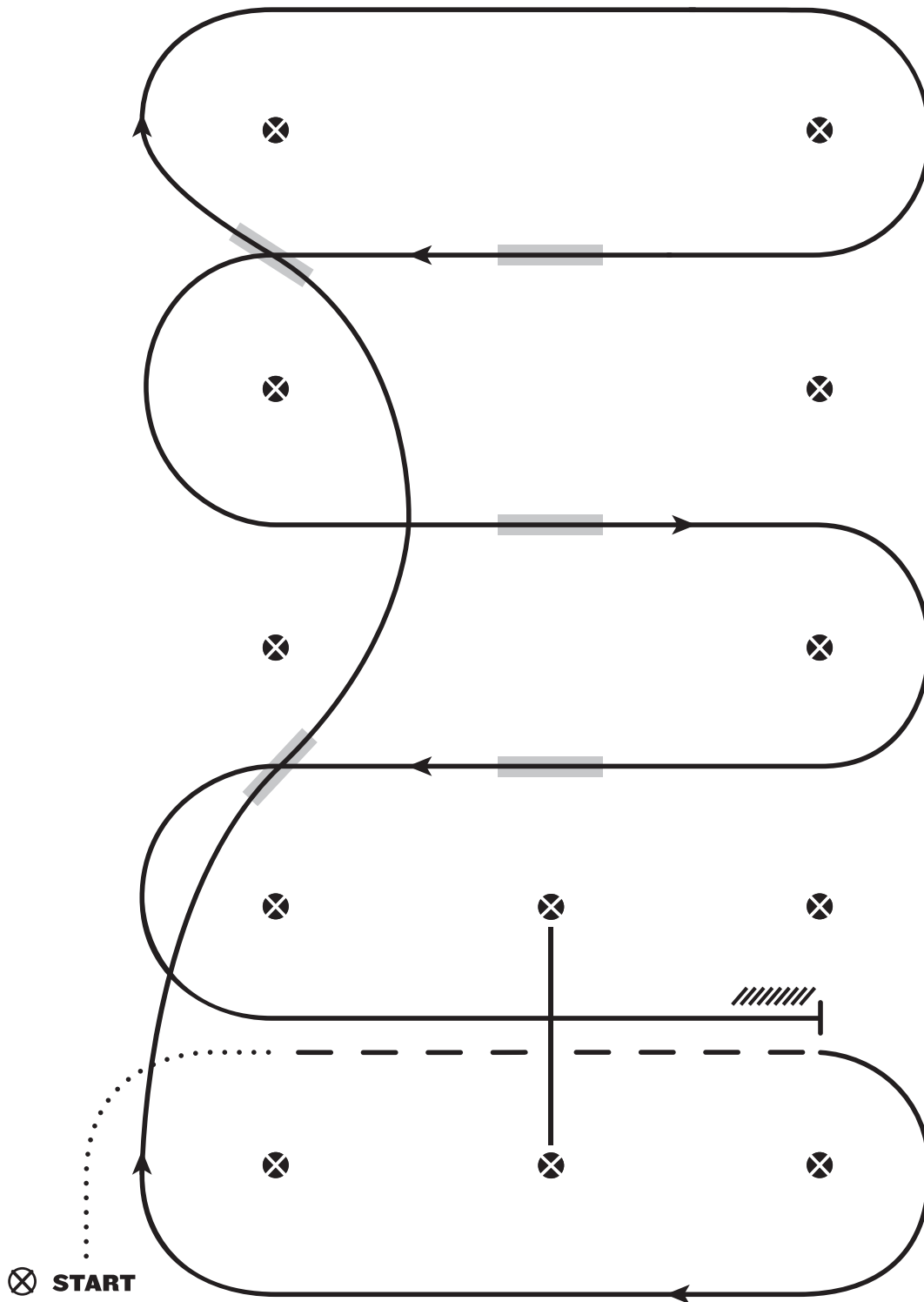
SIDEPASS ϖ ϖ ϖ ϖ ϖ



LEVEL I WESTERN RIDING PATTERN 4

LEGEND

.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area

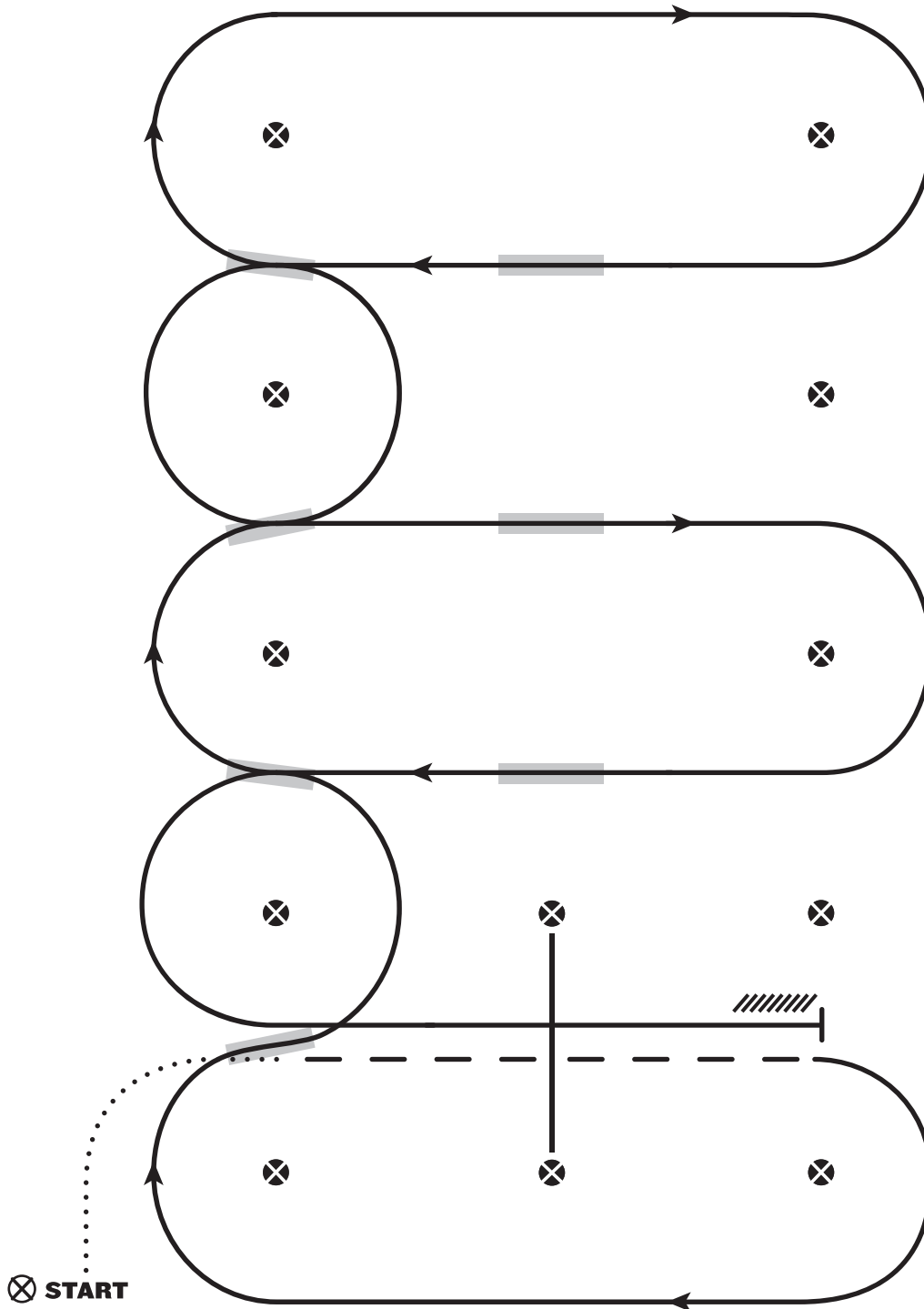


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

WESTERN RIDING - PATTERN 4

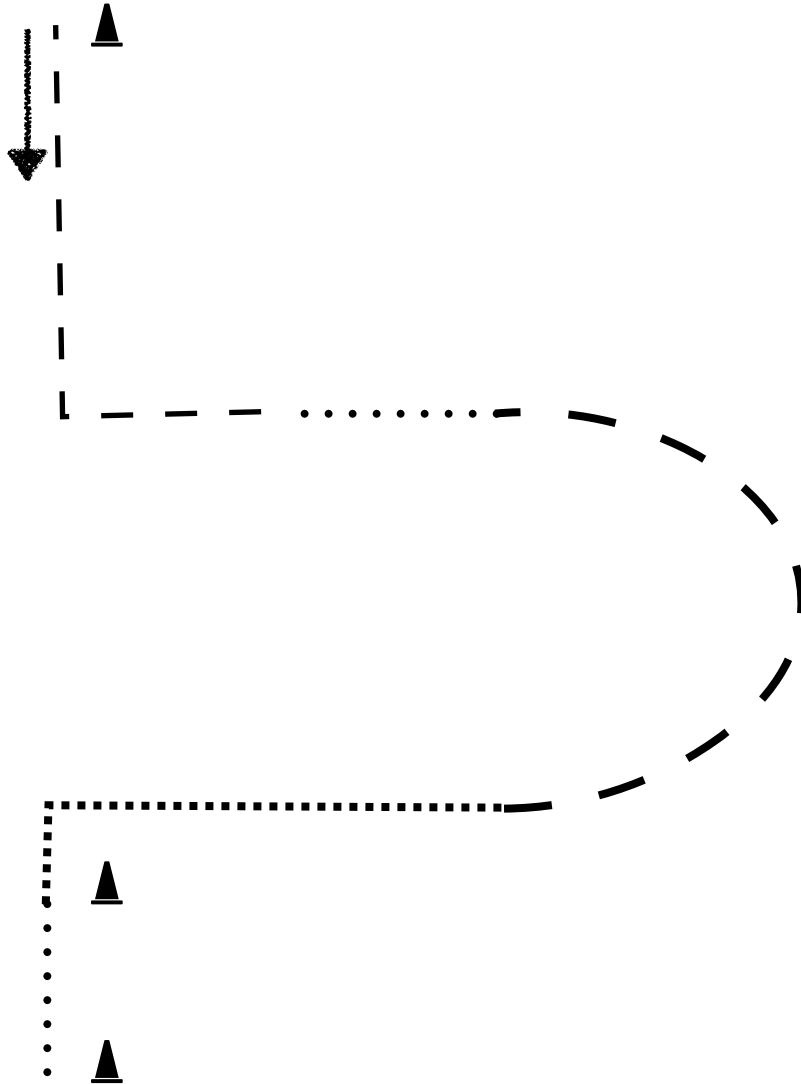
LEGEND

.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area



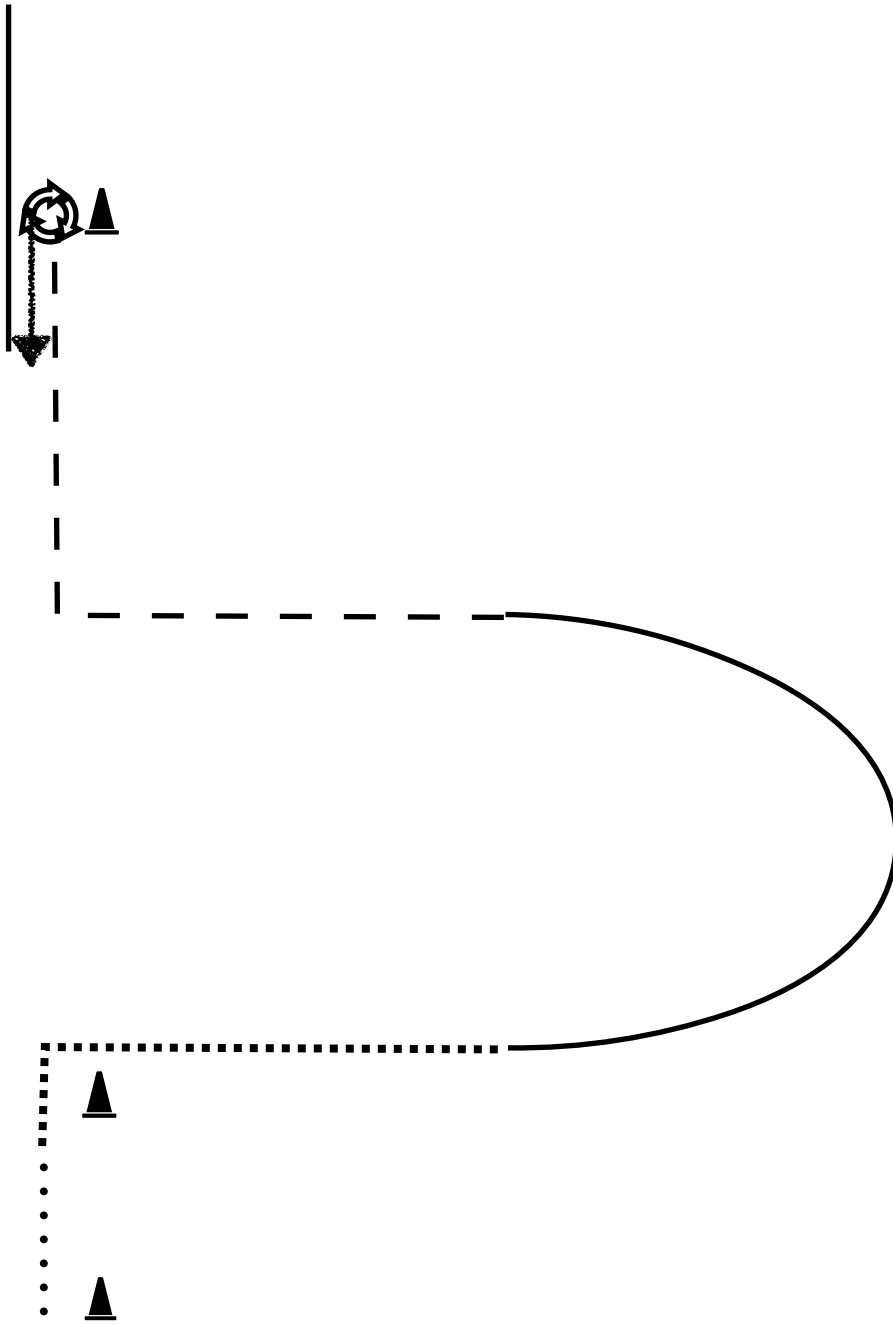
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change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

All WT Hunt Seat Eq.



1. Be ready at the first cone
2. Walk
3. Sitting trot, corner
4. Posting trot on right diagonal
5. break to the walk
6. Trot left diagonal, corner
7. Halt and back
8. Exit at walk or trot

All WTC Hunt Seat Eq



1. Be ready at the first cone
2. Walk
3. Sitting trot, corner
4. Canter left lead in an arc
5. Break to posting trot left diagonal, corner
6. Halt and perform a 360 degree turn on forehand to the right
7. Back
8. Exit on right lead canter