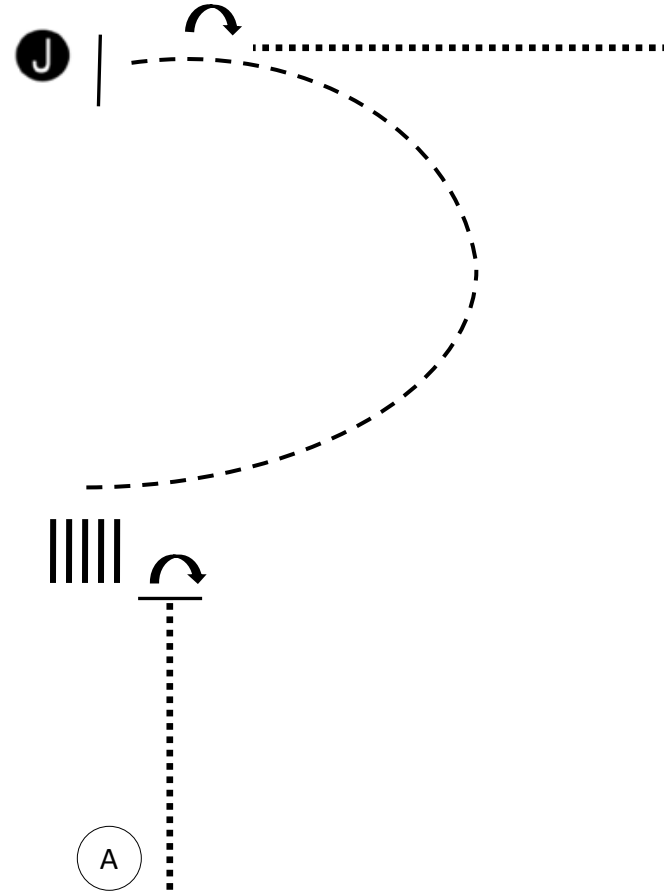


# Class 61

\*\* Be ready at A\*\*

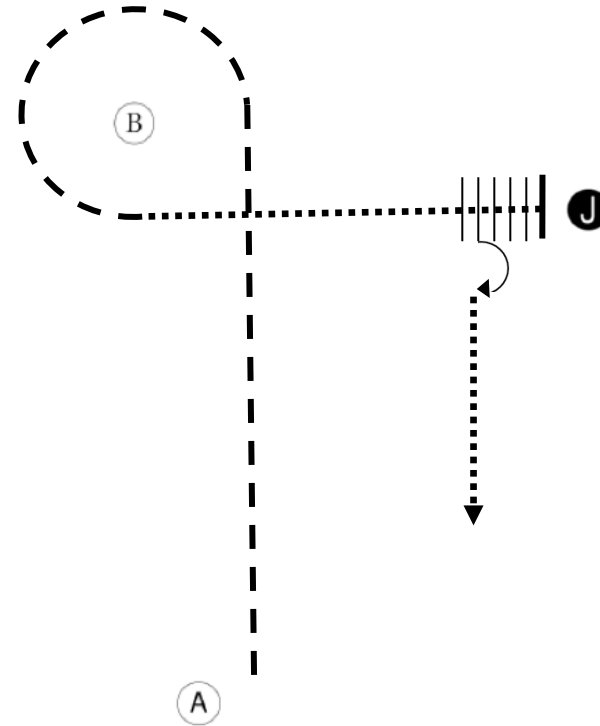
1. When acknowledged, walk halfway to Judge.
2. Stop and perform a 90° turn.
3. Back approximately one-horse length.
4. Show Gait a half circle to Judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 180° turn and walk straight away from Judge.



## Class 62

Be ready at A.

1. Trot to and around B.
2. Walk from B to Judge.
3. Stop and set up for inspection.
4. When dismissed back one-horse length.
5. Perform a 90° turn.
6. Exit arena at a walk.

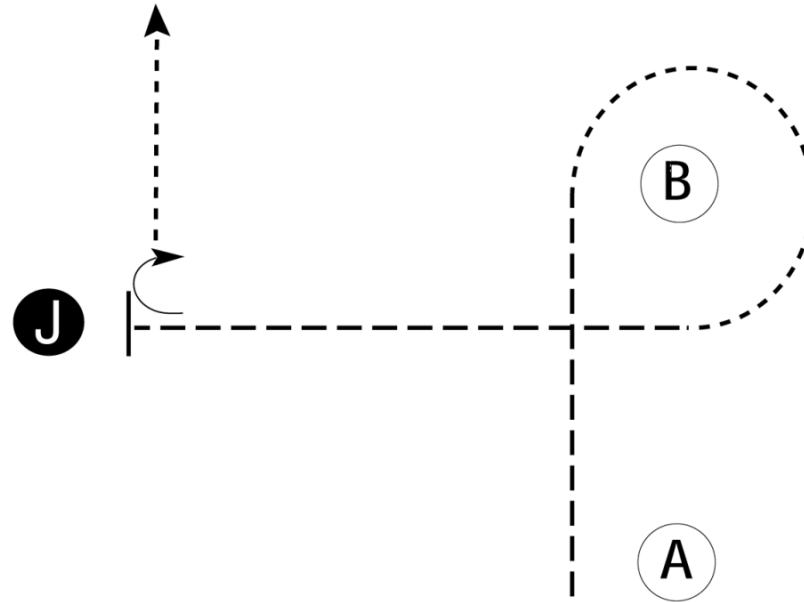


## Class 63 & 64

Be ready at A.

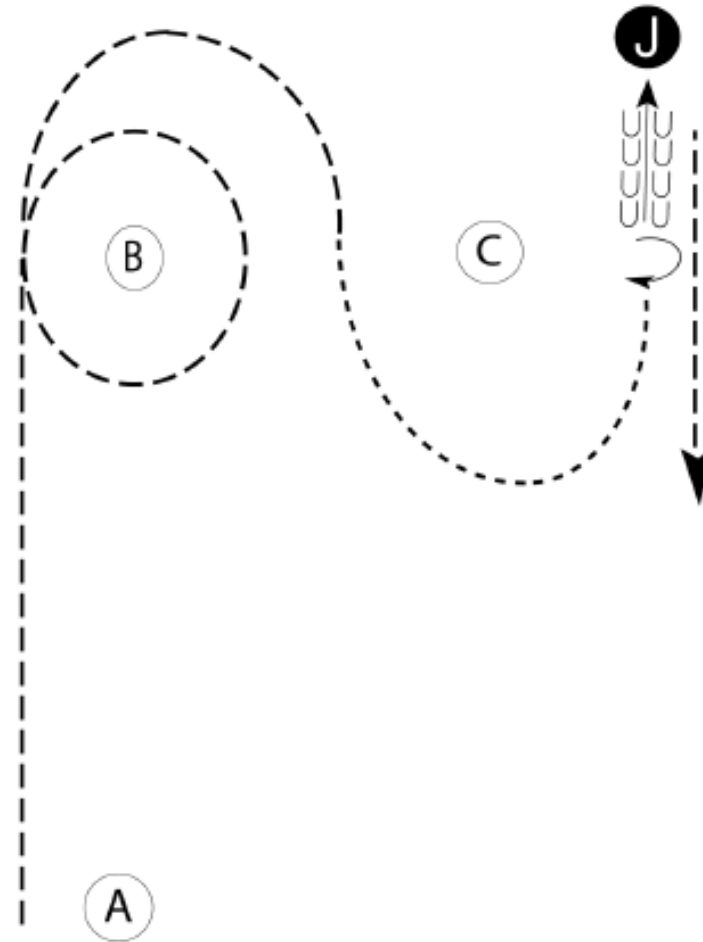
1. Trot from A to B.
2. Walk around B.
3. Trot from B to judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk away.

Follow the instructions of your ring steward.



## Class 65

1. Walk from A to B.
2. Trot a circle around B and continue until between B & C.
3. Between B & C Walk until even with and stop at C.
4. Perform a 180° turn and back to the judge.
5. Set up for inspection. When dismissed, Trot straight away from the judge and follow directions from your ring steward.

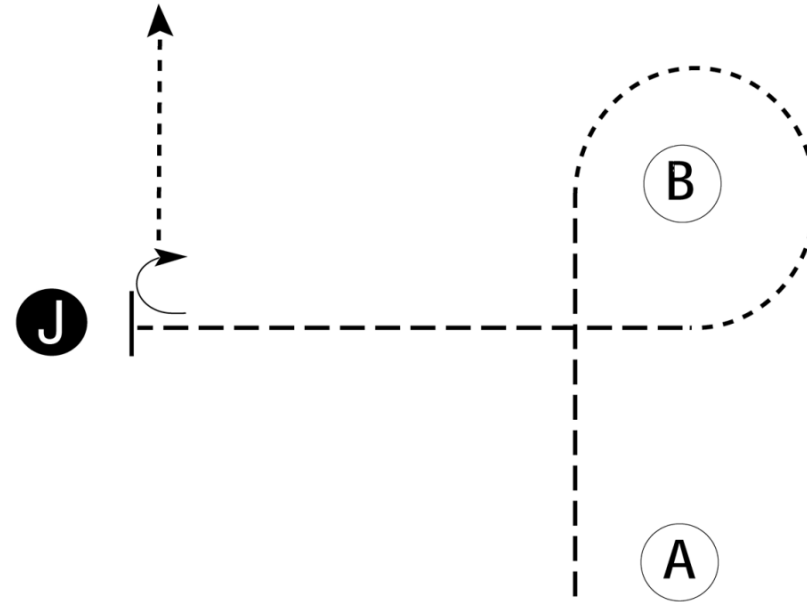


## Class 66

Be ready at A.

1. Trot from A to B.
2. Walk around B.
3. Trot from B to judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk away.

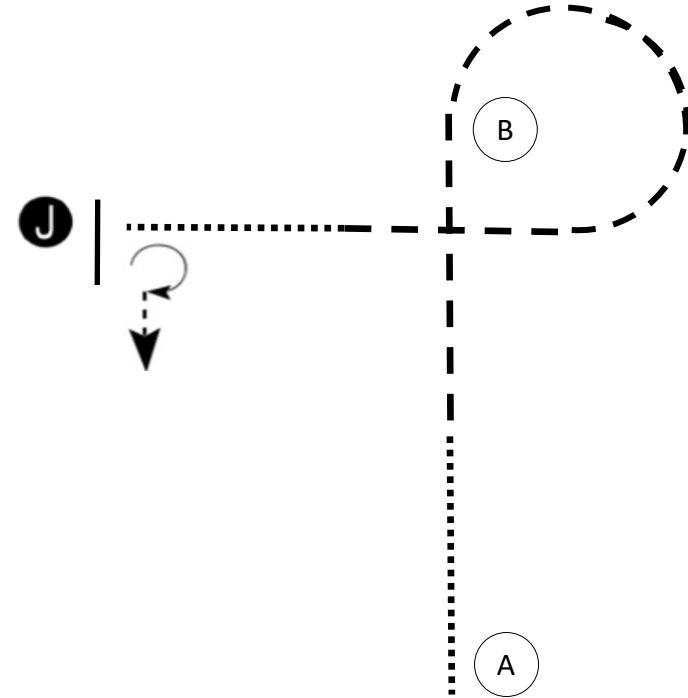
Follow the instructions of your ring steward.



## Classes 67, 68, 69, & 70

Be ready at A.

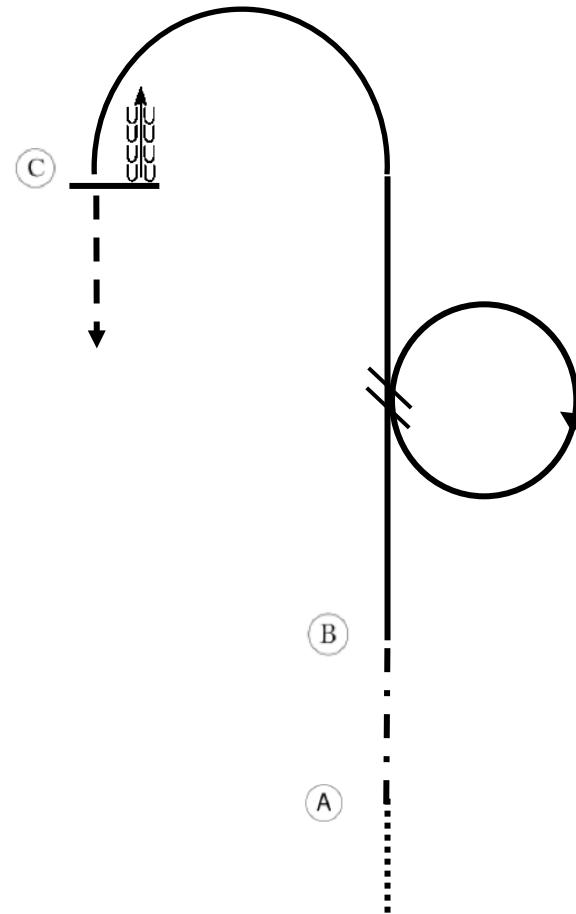
1. Walk halfway to B.
2. Trot to and around B as shown.
3. When just past B, walk to Judge and set up for inspection.
4. When dismissed, perform a 270° turn and trot away.



# Class 71

Be ready before A.

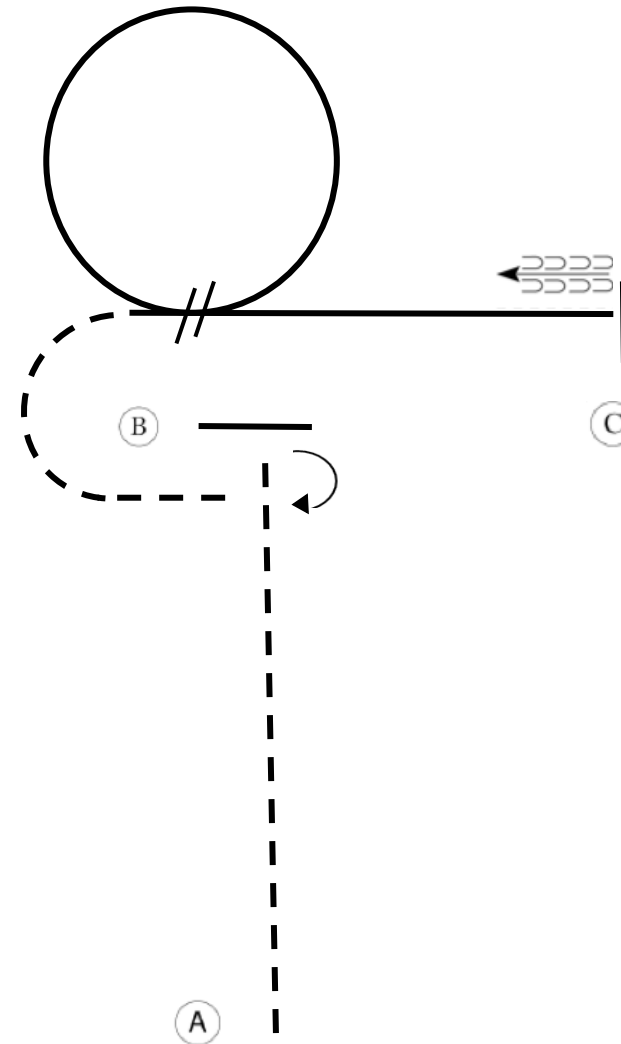
1. Walk to A.
2. Extended Jog from A to B.
3. Right lead Lope at B. Circle to the right.
4. Simple or flying lead change once the circle is closed.
5. Lope left lead to C.
6. Stop at C and back one horse length.
7. Jog to exit.



Entrance Gate

## Class 72

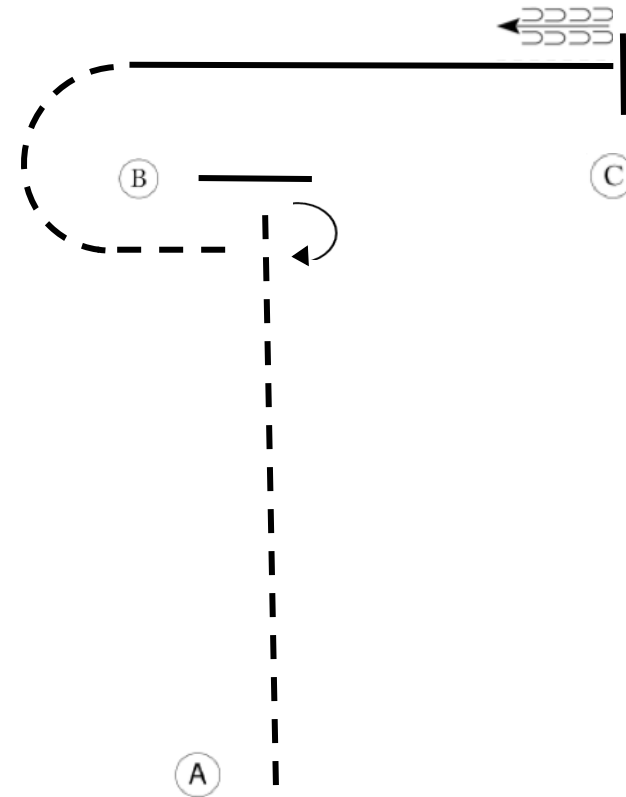
1. Jog A to B.
2. Stop at B and perform a 270° turn to the right.
3. Jog around B.
4. At B lope on the left lead a circle to the left.
5. Lead change at B after the circle is closed.
6. Right lead to C.
7. Stop and Back approximately one-horse length. Exit at a jog.





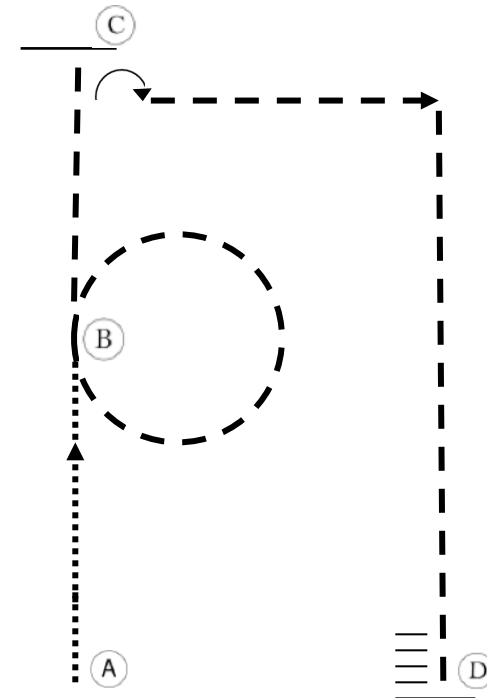
## Class 73 & 74

1. Jog A to B.
2. Stop at B and perform a 270° turn to the right.
3. Jog around B.
4. At B lope on the left lead to C.
5. Stop at C.
6. Back approximately one-horse length.  
Exit at a jog.

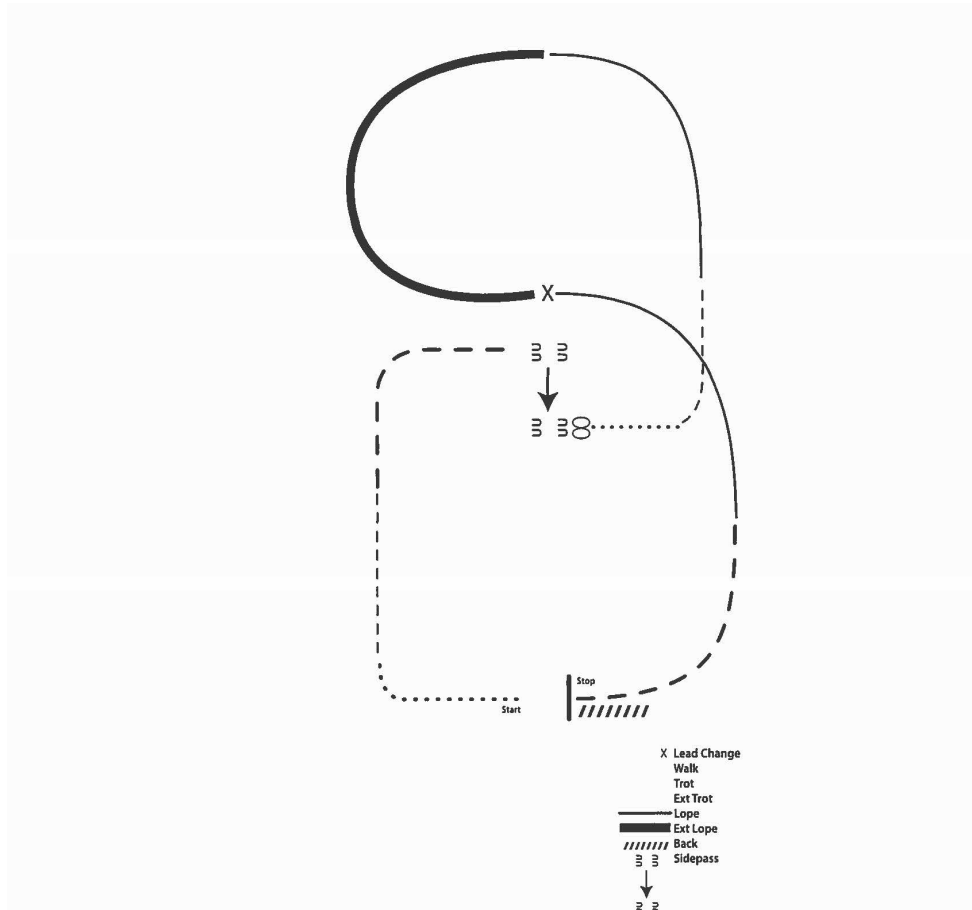


## Class 75

1. Walk from A to B.
2. At B, Joga circle to the right.
3. Jog to C and stop. Perform a 90° turn to the right.
4. Jog a square turn to D.
5. At D, stop, back at least 5 steps, and exit at a Walk.



# Ranch Riding



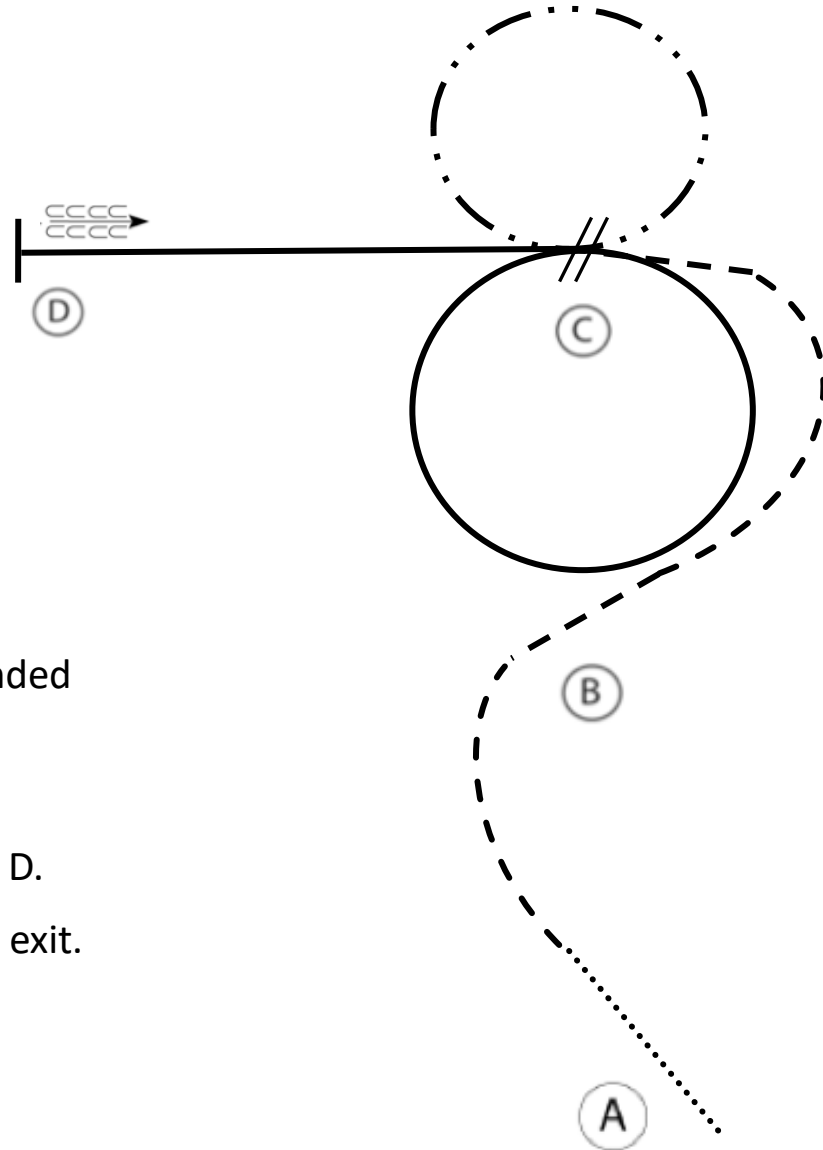
1. Walk.
2. Trot.
3. Extended trot to center of arena.
4. Stop and side pass to the right.
5. Turn 360° to the right, stop, and then turn 360° to the left.
6. Walk.
7. Trot.
8. Lope left lead.
9. Extend the lope.
10. Perform a simple or flying change of lead.
11. Collect the lope.
12. Extend the trot.
13. Stop and back.

**PATTERN B**

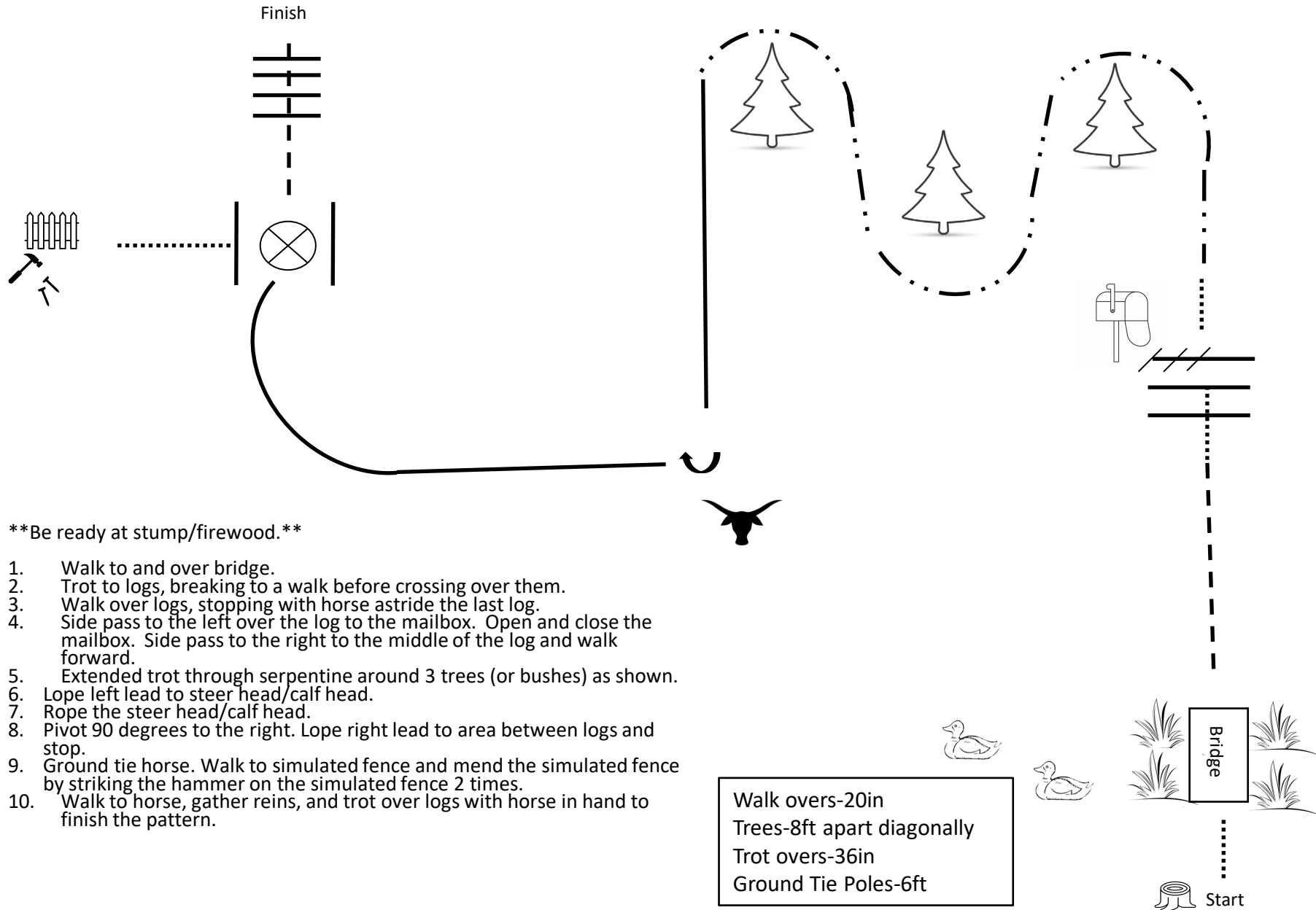
## Class 93 & 94

Be ready at A.

1. Walk halfway from A to B.
2. Trot a serpentine to C.
3. At C, perform a circle to the right at an extended trot.
4. At C, lope a circle to the left on the left lead.
5. At C, perform a lead change and continue to D.
6. Stop at D and back one horse-length. Trot to exit.



# Ranch Trail



**\*\*Be ready at stump/firewood.\*\***

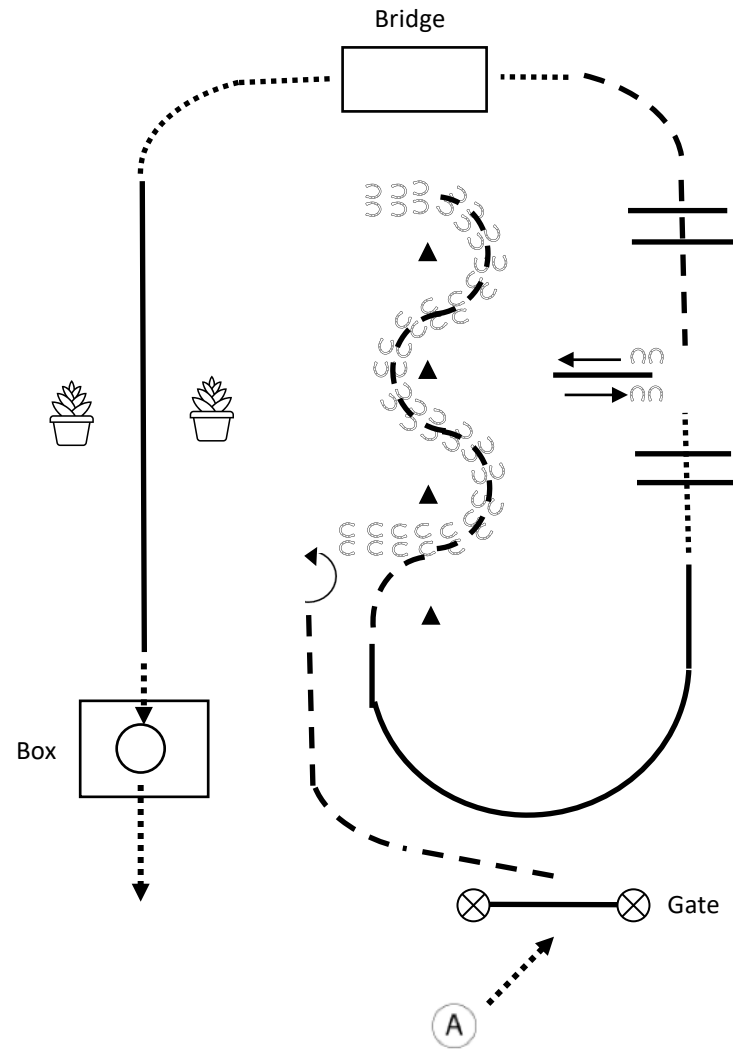
1. Walk to and over bridge.
2. Trot to logs, breaking to a walk before crossing over them.
3. Walk over logs, stopping with horse astride the last log.
4. Side pass to the left over the log to the mailbox. Open and close the mailbox. Side pass to the right to the middle of the log and walk forward.
5. Extended trot through serpentine around 3 trees (or bushes) as shown.
6. Lope left lead to steer head/calf head.
7. Rope the steer head/calf head.
8. Pivot 90 degrees to the right. Lope right lead to area between logs and stop.
9. Ground tie horse. Walk to simulated fence and mend the simulated fence by striking the hammer on the simulated fence 2 times.
10. Walk to horse, gather reins, and trot over logs with horse in hand to finish the pattern.

Walk overs-20in  
 Trees-8ft apart diagonally  
 Trot overs-36in  
 Ground Tie Poles-6ft

# Trail

Be ready at A.

1. Work rope gate with left hand.
2. Jog/trot/show gait past first marker as shown.
3. Turn 90° to the left.
4. Back through serpentine.
5. Jog/trot/show gait through serpentine.
6. Lope on left lead.
7. Walk over raised poles.
8. Side pass to the left, then side pass to the right.
9. Jog/trot/show gait over poles.
10. Walk over bridge
11. Lope on the right lead between obstacles.
12. Walk into the box, turn 360° to the left and walk out.

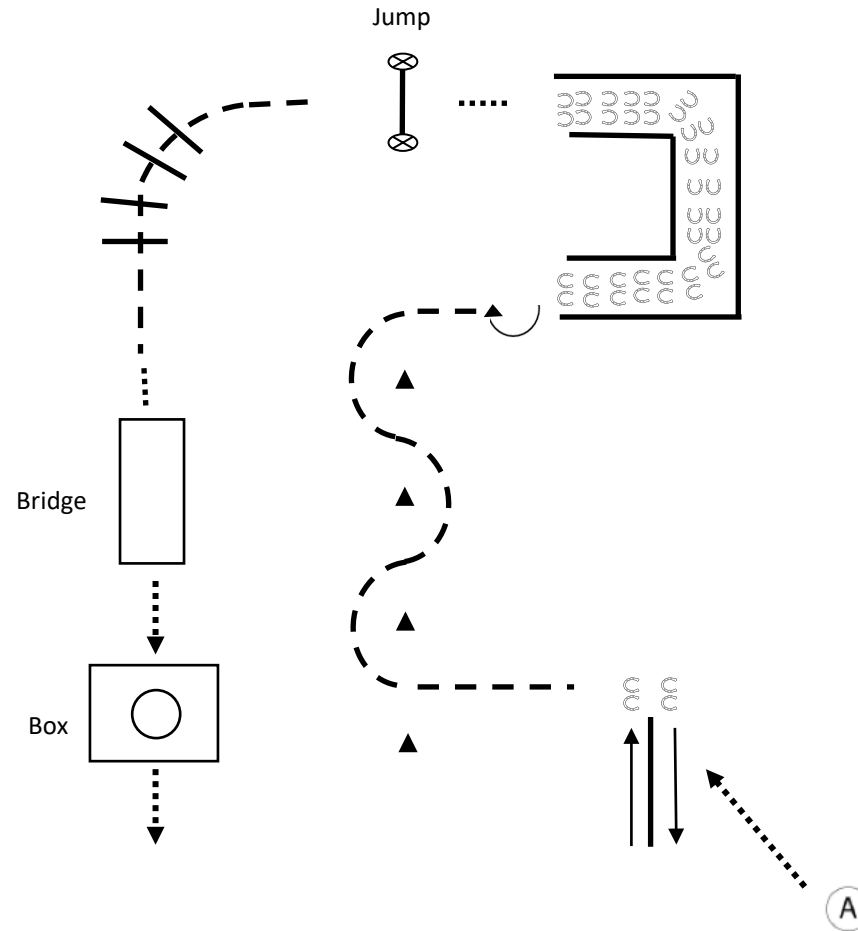


Entrance Gate

# Trail in-Hand

Be ready at A.

1. Side pass to the left, then side pass to the right.
2. Jog/trot/show gait through serpentine.
3. Stop at opening of chute and perform a 180° pivot to the right.
4. Back through chute.
5. Send over jump.
6. Jog/trot/show gait over poles.
7. Send over bridge.
8. Walk into the box. Turn 360° to the right and walk out.



Entrance Gate