

PAINT THE FUTURE

APRIL 2024

Ranch Pleasure – Pattern 4

Trot – 120 feet

Extended Walk – 75 feet

Lope - 150 feet

Extended Trot – 240 feet

Stop and Reverse (either direction)

Lope – 150 feet

Extended Lope – 200 feet

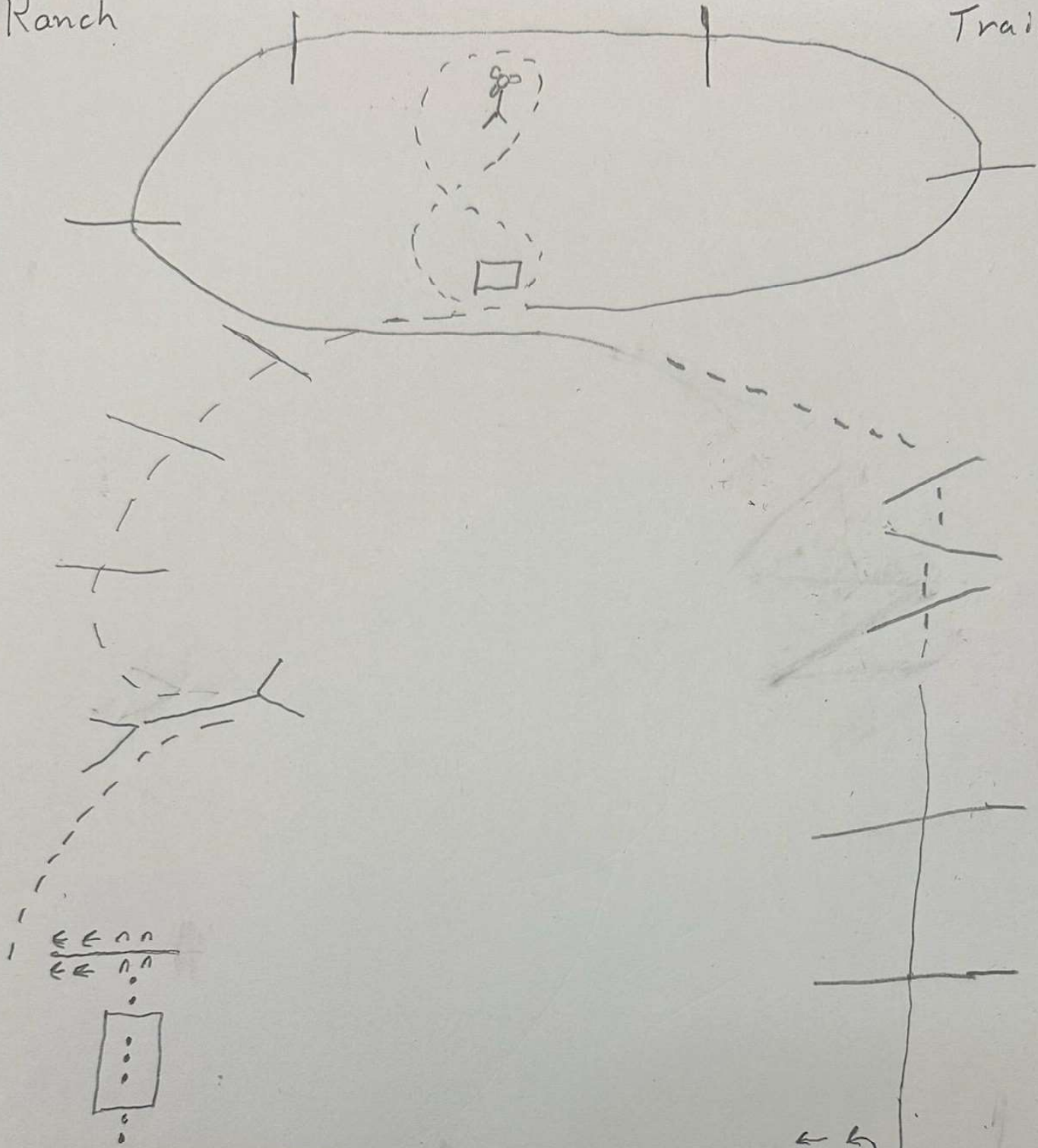
Ordinary Walk - 30 feet

Trot – 90 feet

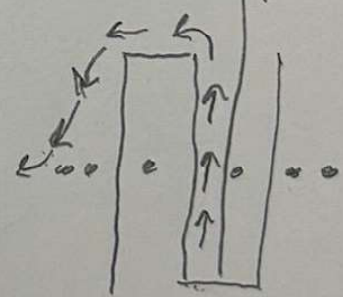
Stop and Back

Ranch

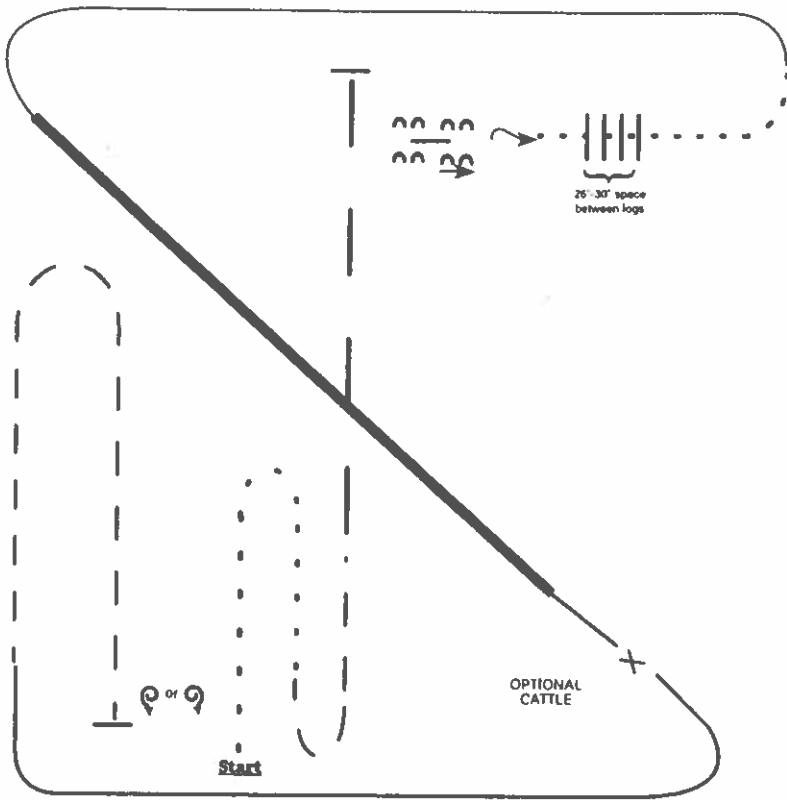
Trail - -



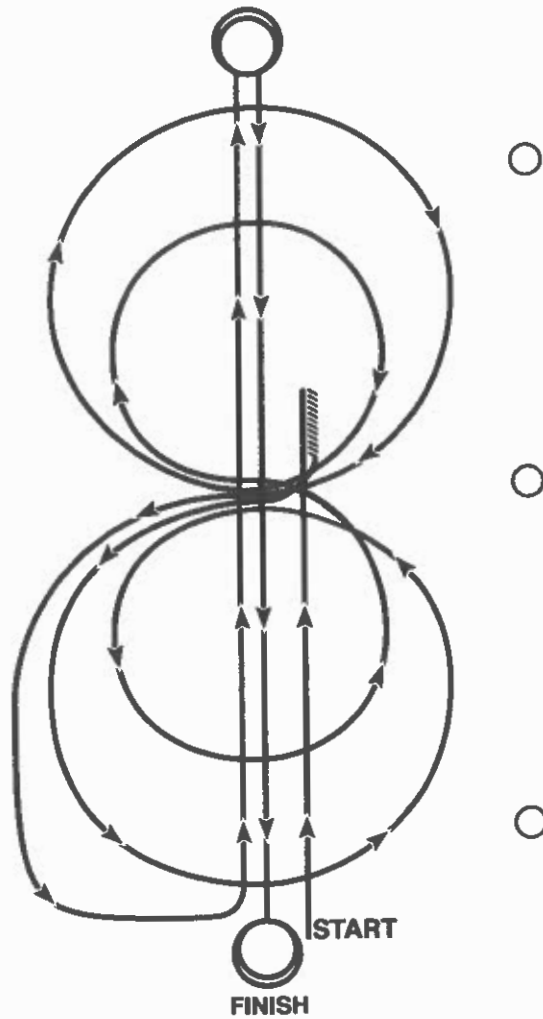
1. Walk over Bridge
Side Pass Left
2. Trot to LH
Gate
3. Trot over Poles
To Drag
(Youth/Nov - carry Bucket)
4. LH over Poles
5. Jog over Poles
6. RL over Poles
into Chute
7. Back out of Chute
8. Walk over Poles
Exit



Ranch Riding Pattern #7



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction



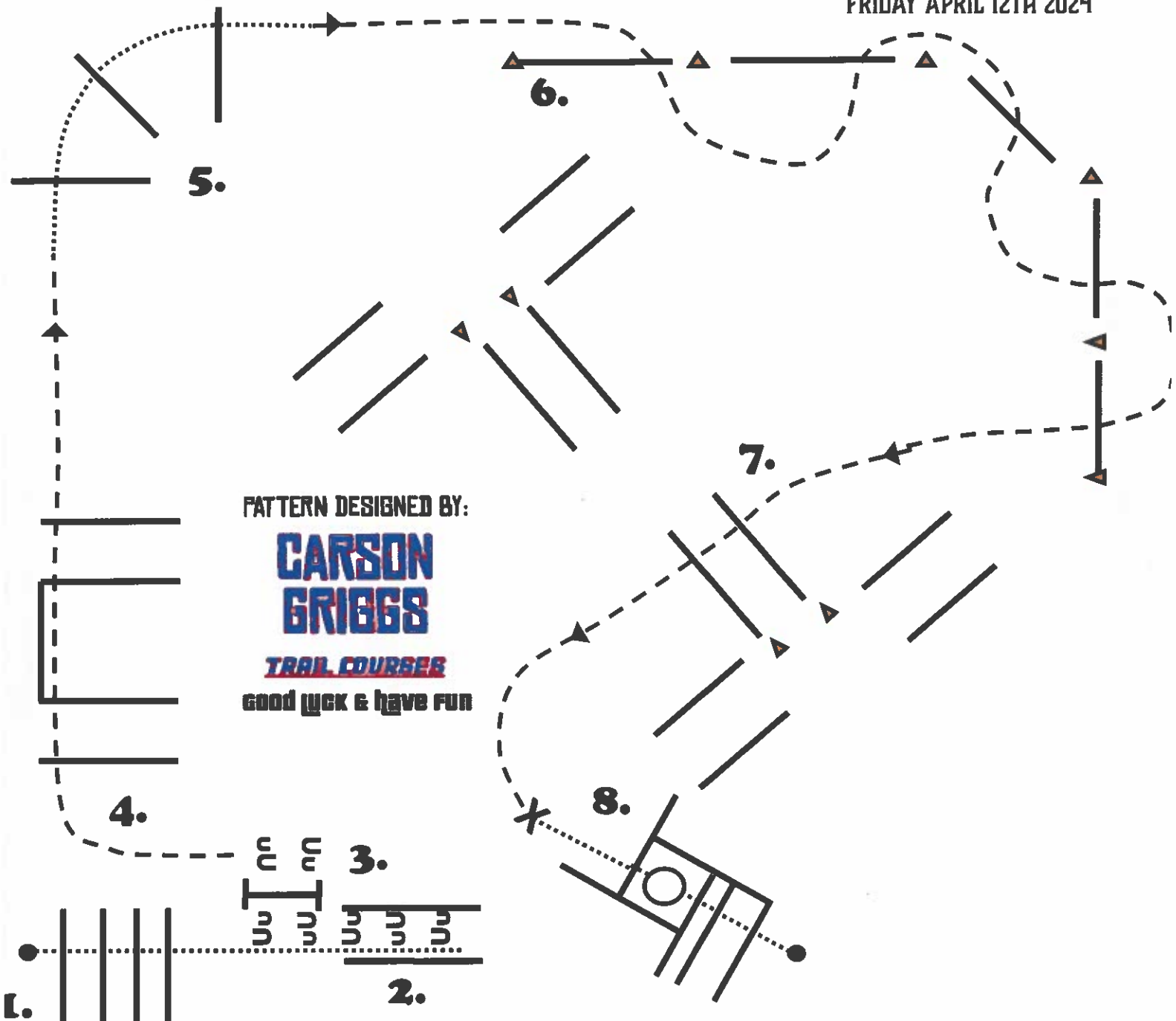
1. Start at end of arena. Run past center marker, stop, back at least 10 feet.
2. $\frac{1}{4}$ turn to left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
3. Complete 2 circles to the right. The first circle small and slow, the second circle large and fast. Change leads at the center of the arena.
4. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, execute a square sliding stop.
5. Complete $3\frac{1}{2}$ spins to the right.
6. Rundown center of arena past end marker, execute a square sliding stop.
7. Complete $3\frac{1}{2}$ spins to the left. Hesitate to complete pattern.

ALL WALK-JOG TRAIL CLASSES

PAINT THE FUTURE

CLASSES 80-89

FRIDAY APRIL 12TH 2024



PATTERN DESIGNED BY:

CARSON GRIGGS

TRAIL COURSES

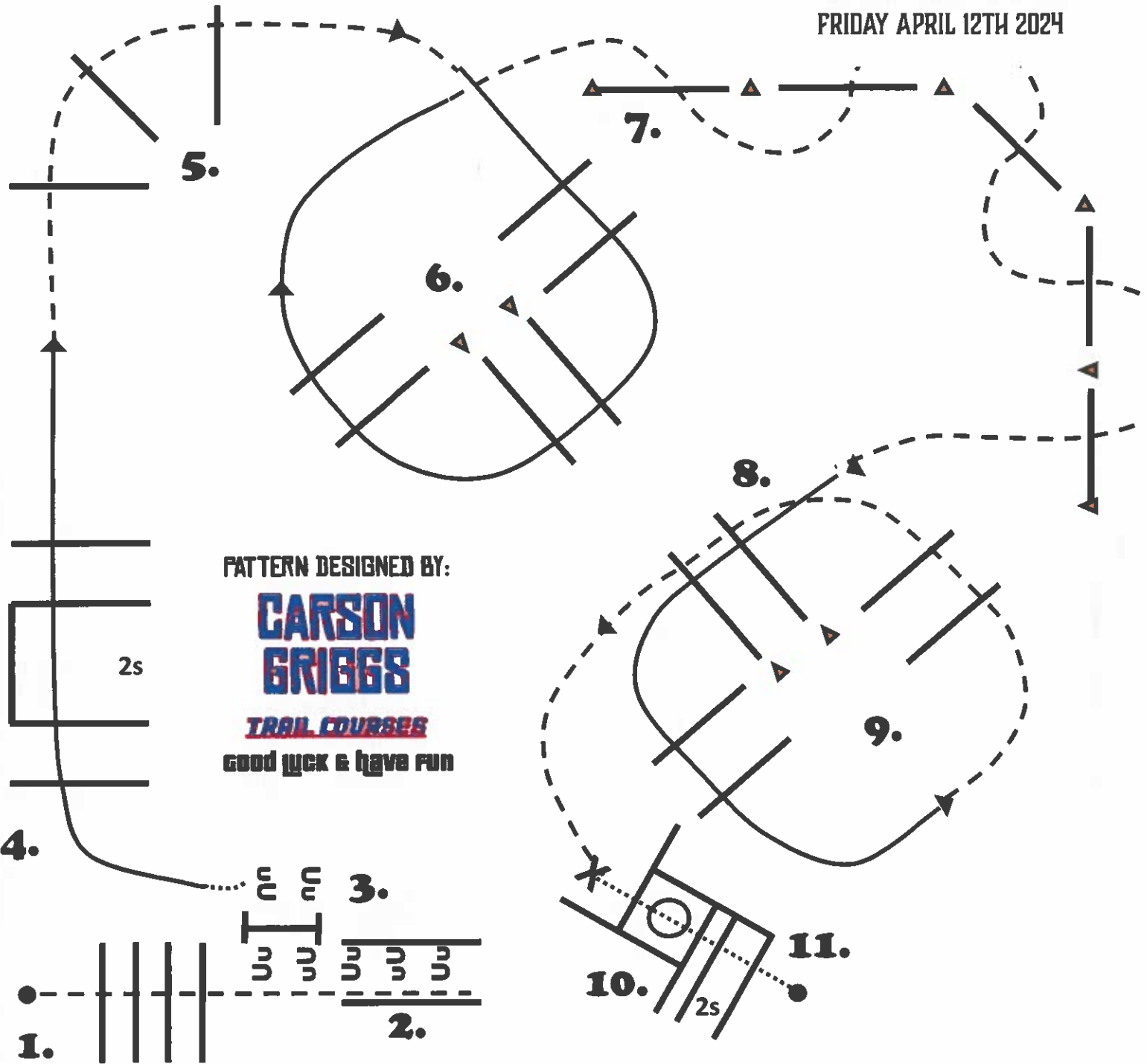
good luck & have fun

- 1. WALK OVER POLES INTO CHUTE
 - 2. BACK UP TO GATE
 - 3. OPEN GATE LEFT HAND
 - 4. JOG OVER POLES
 - 5. WALK BIG FAN
 - 6. JOG SERPENTINE
 - 7. CONTINUE JOG OVER 2 POLES
 - 8. STOP! WALK INTO BOX
- 360 TURN EITHER WAY WALK OUT TO FINISH

PAINT

THE FUTURE

FRIDAY APRIL 12TH 2024



PATTERN DESIGNED BY:

**CARSON
GRIGGS**

TRAIL COURSES

good luck & have fun

1. JOG OVER POLES INTO CHUTE

2. BACK UP TO GATE

3. OPEN GATE LEFT HAND

(YOU MAY WALK A FEW STEPS AWAY FROM GATE)

4. LOPE 4 POLES RIGHT LEAD

5. JOG BIG FAN

6. LOPE 3/4 WHEEL RIGHT LEAD

7. JOG SERPENTINE

8. LOPE LEFT LEAD FIRST 4 POLES

9. JOG NEXT 4 POLES

**10. STOP OR BREAK TO WALK INTO BOX,
SPIN 360 DEGREES EITHER DIRECTION**

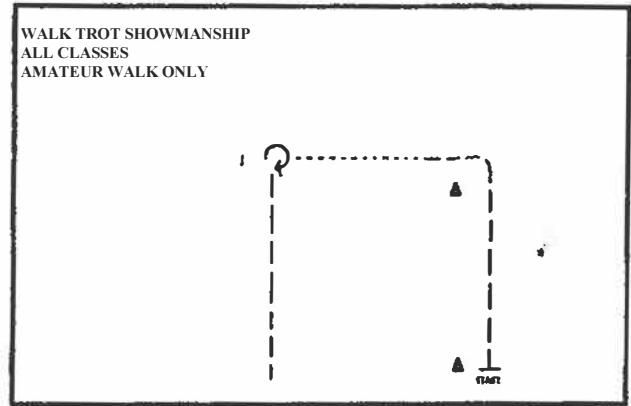
11. WALK OUT OVER 3 POLES TO FINISH

**WALK TROT HORSEMANSHIP
ALL CLASSES**



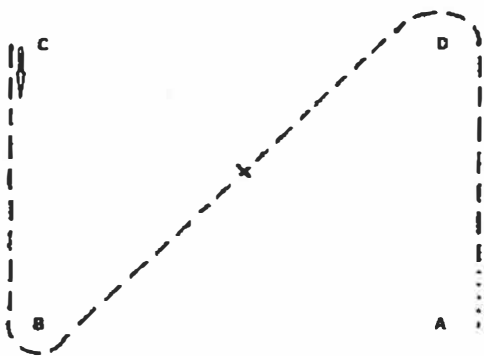
1. Begin at Marker A and walk 1 horse length
2. Jog to and around marker B
3. 1/2 way between Markers B and C extend the jog to Marker C
4. Stop and back 1 horse length.....thank you

**WALK TROT SHOWMANSHIP
ALL CLASSES
AMATEUR WALK ONLY**



1. Start at the 1st marker and trot to and around the 2nd marker
2. Break to a walk and walk to the judge
3. Stop and set up for inspection
4. When excused, pivot 1/4 turn and trot to exit

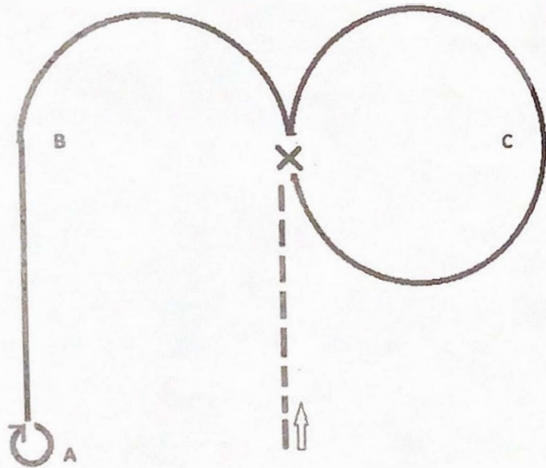
**EQUITATION
WALK TROT
ALL CLASSES**



1. Begin at Marker A and walk 1 horse length
2. Start a posting trot on the right diagonal to and around D to the center of the arena and change diagonals
3. Continue around marker B to Marker C
4. Stop and back 1 horse length....exit at a trot

Horsemanship

Novice Amateur and Novice Youth

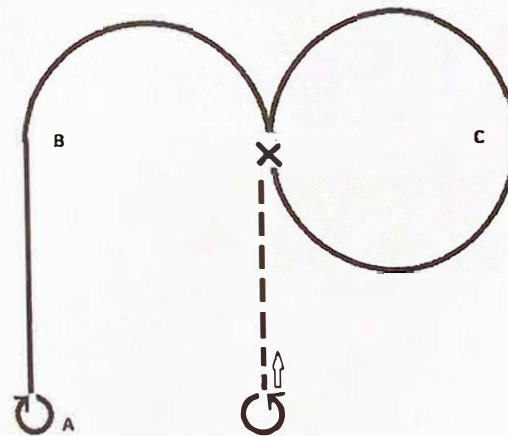


1. Pivot 360° ~~right~~ ^{2.} and lope right lead down the line and 1/2 circle
3. Perform a simple change of leads and lope a circle to the left
4. Close circle and break to an extended trot until even with A
5. Stop, back 1 horse lengthexit at a ~~lope~~ ^{6.} walk

HORSEMANSHIP

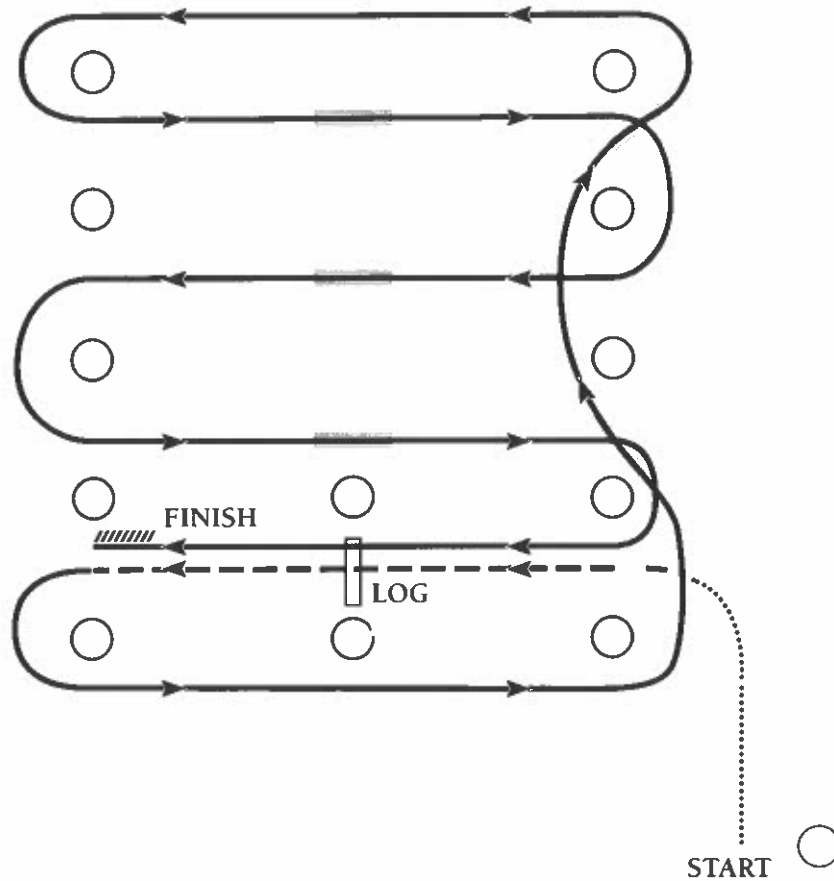
Amateur Masters, Amateur and Youth 13 & under, 18

& Under, ALL SPB



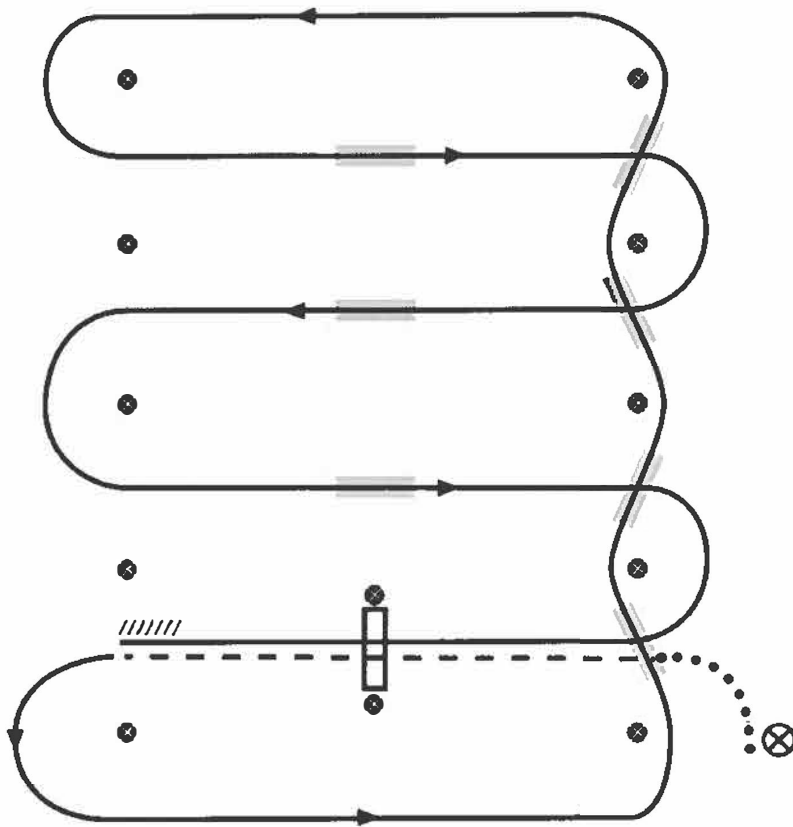
1. Pivot 360° ~~right~~ ^{2.} and lope on the right lead down the line and 1/2 circle
3. Change leads and continue a circle to the left
4. Close circle and extend the trot until even with A.
5. Stop, pivot 360° ~~left~~ ^{6.} and back 1 horse length....exit at a ~~lope~~ ^{6.} walk

Green Western Riding Pattern #9



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to left lead and 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 and back.

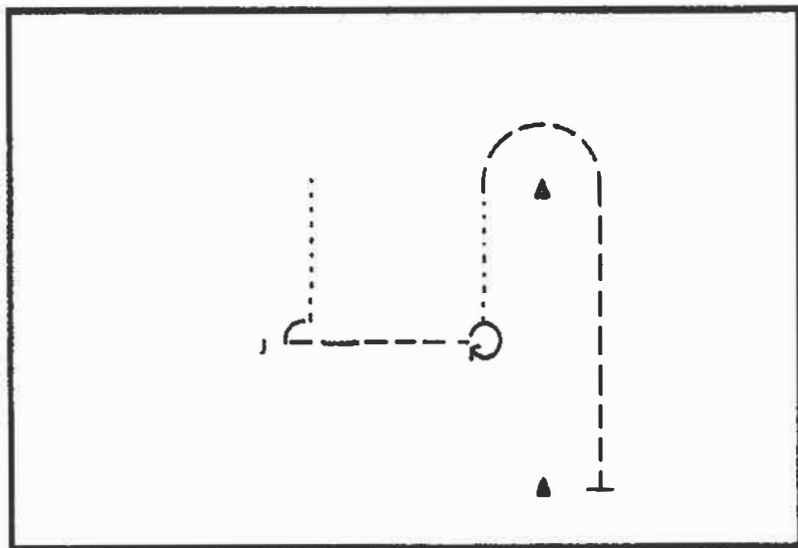
Western Riding Pattern #9



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, on the left 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

SHOWMANSHIP

Novice Youth and Novice Amateur

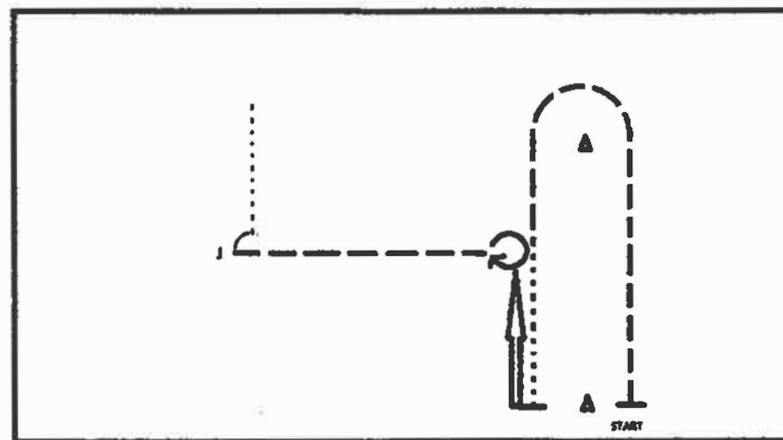


1. Start at the 1st cone and trot around the 2nd cone and break to a walk
2. Walk until the horses' hip is even with the judge and pivot 1 ¼ turns
3. Trot to the judge and set up for inspection
4. Pivot ¼ turn and walk to exit

SHOWMANSHIP

Amateur Masters, Amateur, and Youth 13 & under,

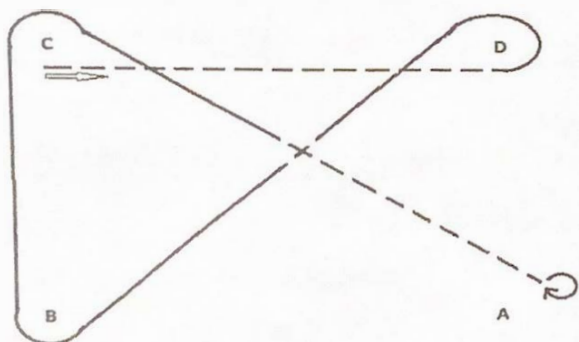
18 & Under, ALL SPB



1. Start at 1st cone and trot to and around the 2nd cone until even with the judge.
2. Break to a walk and walk to 1st cone
3. Stop and back until the horses' hip is even with the judge
4. Pivot 1 ¼ turns and trot to the judge
5. Stop and set up for inspection
6. When excused pivot ¼ turn and exit at a walk

EQUITATION

Novice Youth and Novice Amateur

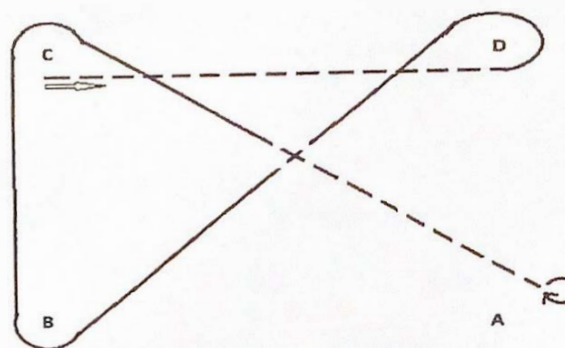


1. Execute a forehand turn to the right
2. Trot on the right diagonal to the center of the pattern
3. Canter on the left lead to C and around B to the center of the pattern
4. Perform a lead change and continue around D
5. Trot on the left diagonal to C
6. Stop, back 1 horse length...exit at a ~~trot~~ walk

EQUITATION

Youth, Amateur and Masters Amateur

All SBP Classes



1. Execute a forehand turn to the right
2. Trot on the right diagonal to the center of the pattern
3. Canter on the left lead to C
4. Hand gallop from C to B
5. At B collect the canter and continue to the center of the pattern and change leads
6. Canter around D and trot on the left diagonal to C
7. Stop and back 1 horse length...exit at a ~~trot~~ walk