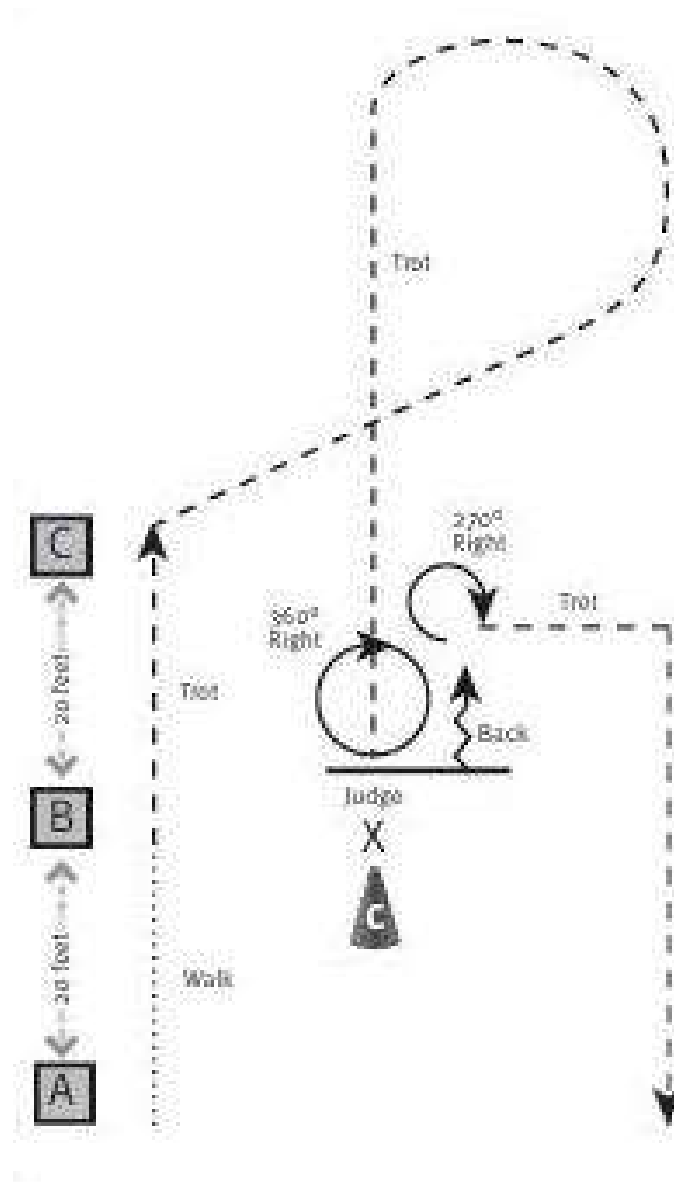# Class 7 JR A Showmanship

1. Be ready at marker A, walk from marker A to marker B
2. Trot from marker B to marker C
3. At marker C trot a serpentine / circle as drawn to judge, halt
4. Execute a 360-degree turn
5. Set up for inspection
6. Presentation of horse
7. When excused back once horse length
8. Execute a 270-degree turn and trot away as drawn

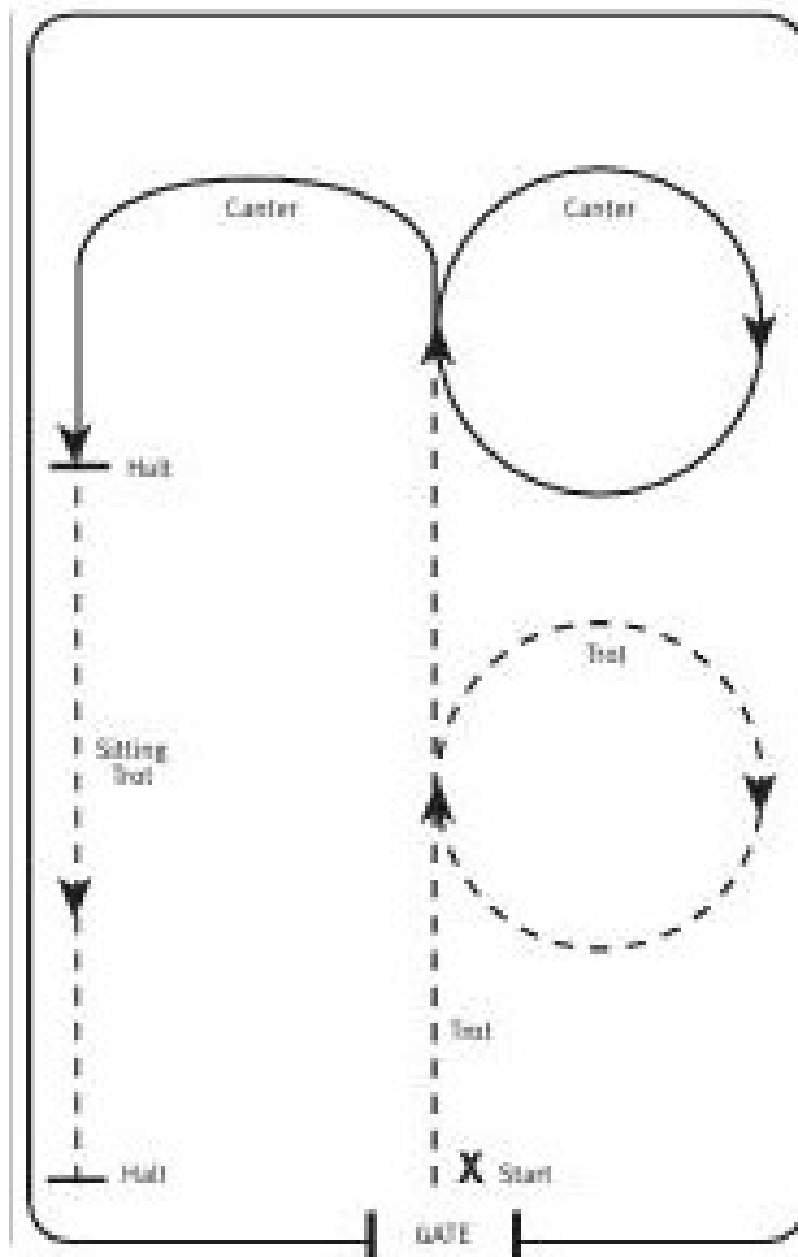Return to lineup at a trot or exit arena as directed

Class 25 JR A Horsemanship

Lope

Jog

B

C

Lope

360°
Left

Back

Jog

A

88 88 88 Lineup 88 88 88
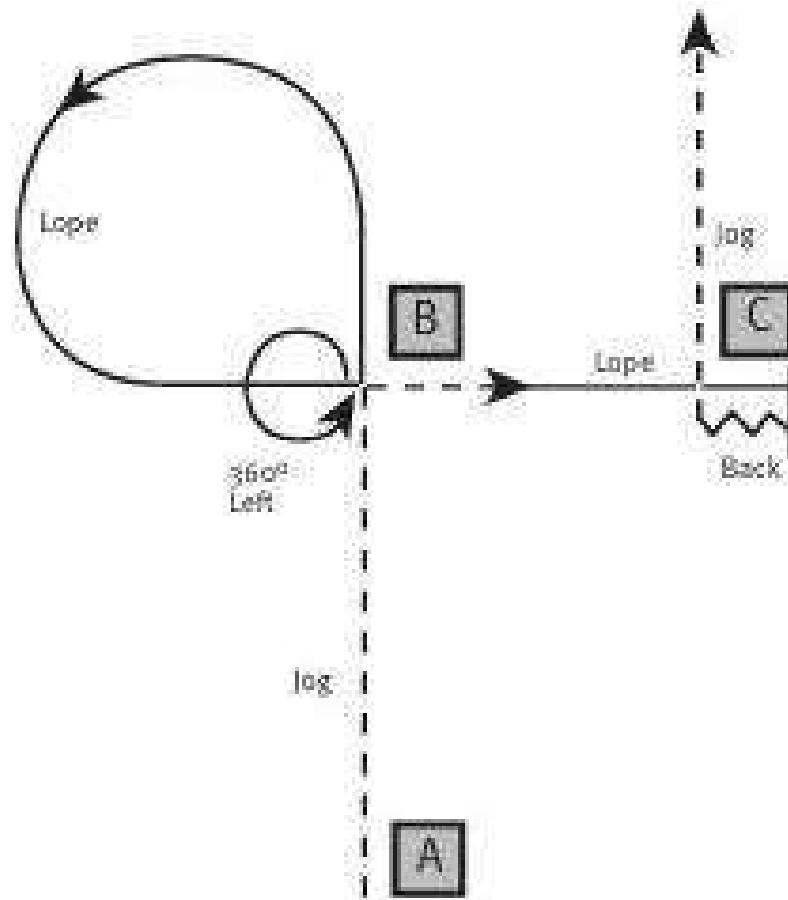
1. Be ready at A
2. Jog to B
3. Execute 360-degree turn on haunches to left
4. Lope left lead back to B
5. Lead change
6. Lope right lead to C and stop
7. Back 9 steps

Return to lineup at the jog or exit arena at the jog

Class 47 JR A English Equitation

1. Walk to the starting point
2. Pick up the trot and trot a circle to the right and continue trotting.
3. Canter a circle to the right. At the conclusion of the circle, perform a simple change of lead.
4. Canter a half circle to the left, Halt
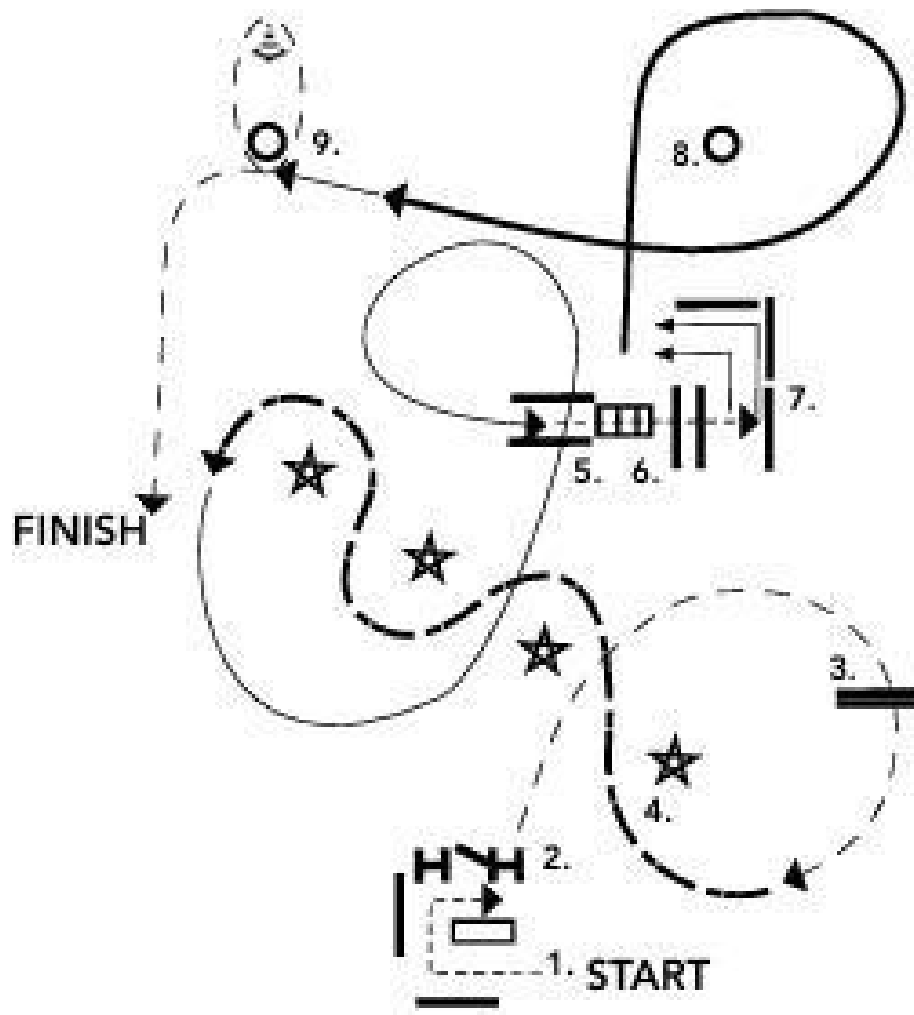5. Sitting trot to the end of the arena, Halt.

Return to lineup or exit at walk.

Class 68 JR Ranch Riding
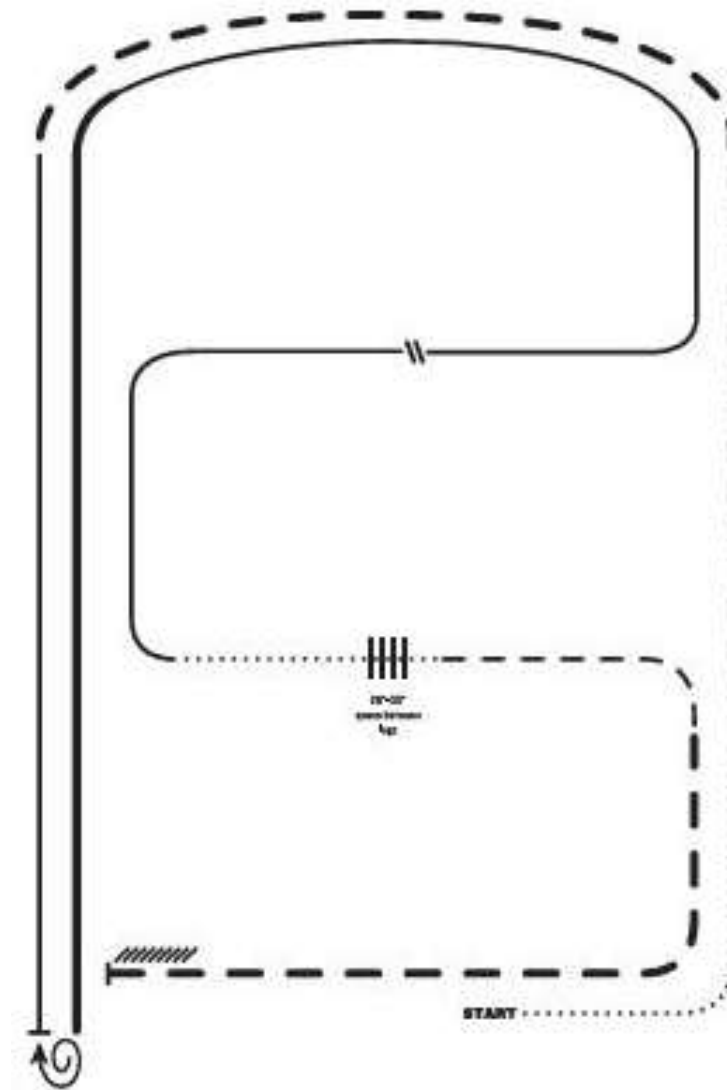
1. Walk
2. Trot
3. Extended Trot
4. Lope left lead
5. Stop, 1 ½ turns right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead.
9. Walk
10. Walk over logs
11. Trot
12. Extended Trot
13. Stop and back

Class 70 JR Ranch Trail

1. Back
2. Right Hand Push Gate
3. Trot over log
4. Extend Trot through serpentine
5. Lope over logs and into Chute (LL)
6. Walk Over Bridge and Logs
7. Sidepass Left
8. Extend Lope (RL), Collect lope before stopping at Drag
9. Right Hand Drag, (Walk or Trot). Trot out

Class 72 JR Western Riding

WESTERN RIDING - PATTERN 1

LEGEND

- Walk
- Jog
- Lope
- Back
- Lead Changing Area
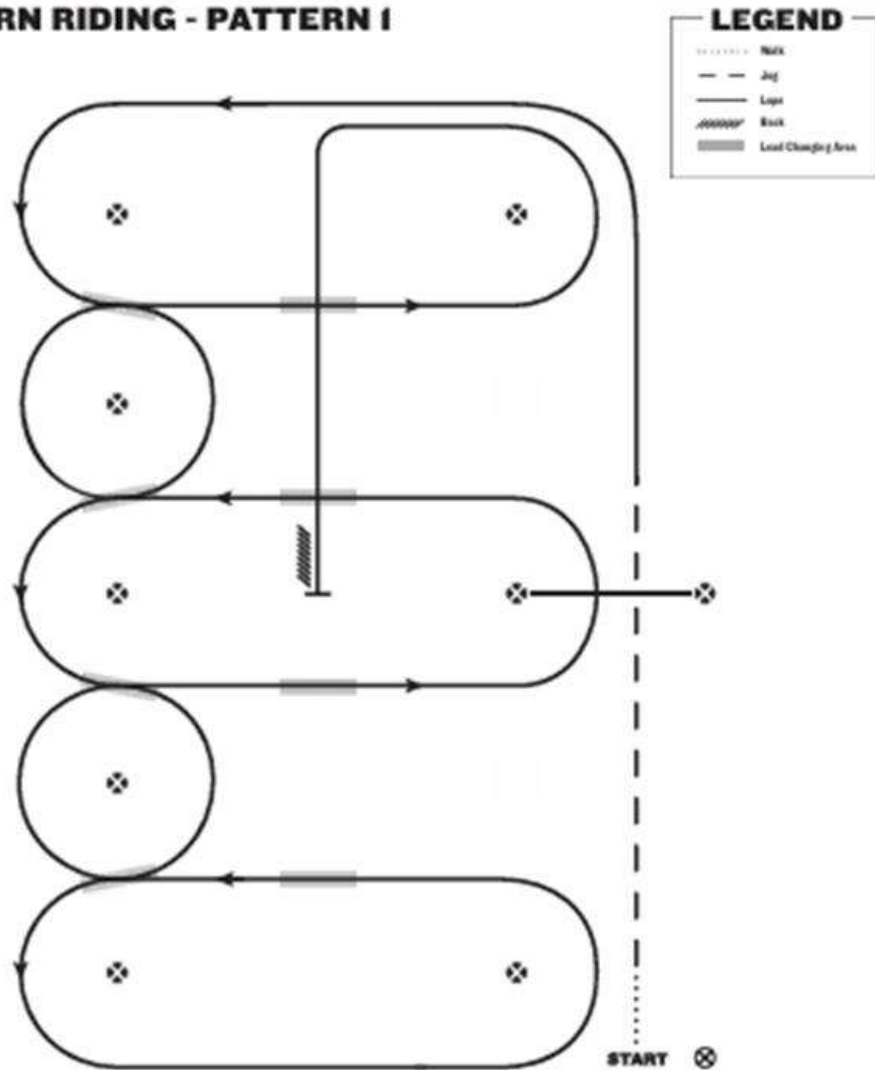
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back