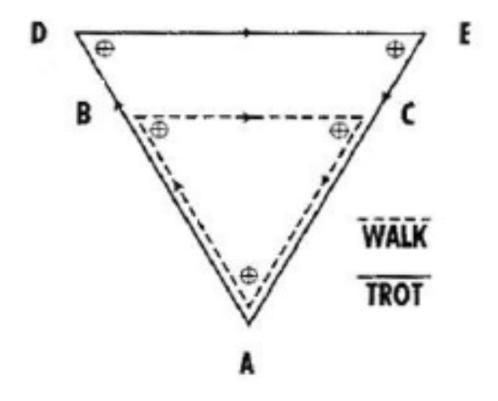


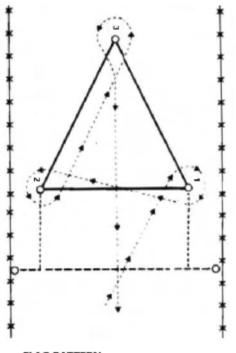
Horses will walk to the judges' one at a time. As the horse approaches, the judges will step to the right (left of the horse) to enable the horse to trot straight to a cone. At the cone, the horse will continue trotting, turn to the left wall of the arena. After trotting, horses will be lined up head to tail for individual inspection by the judge.



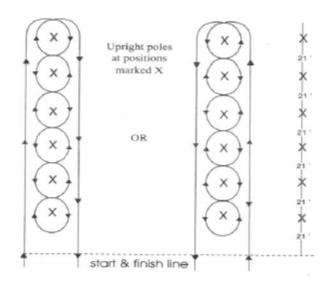




#### BARREL RACING PATTERN

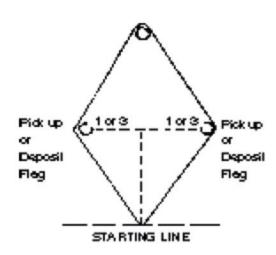


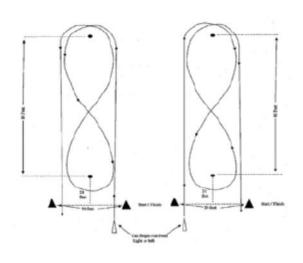
### POLE BENDING PATTERN



FLAG PATTERN

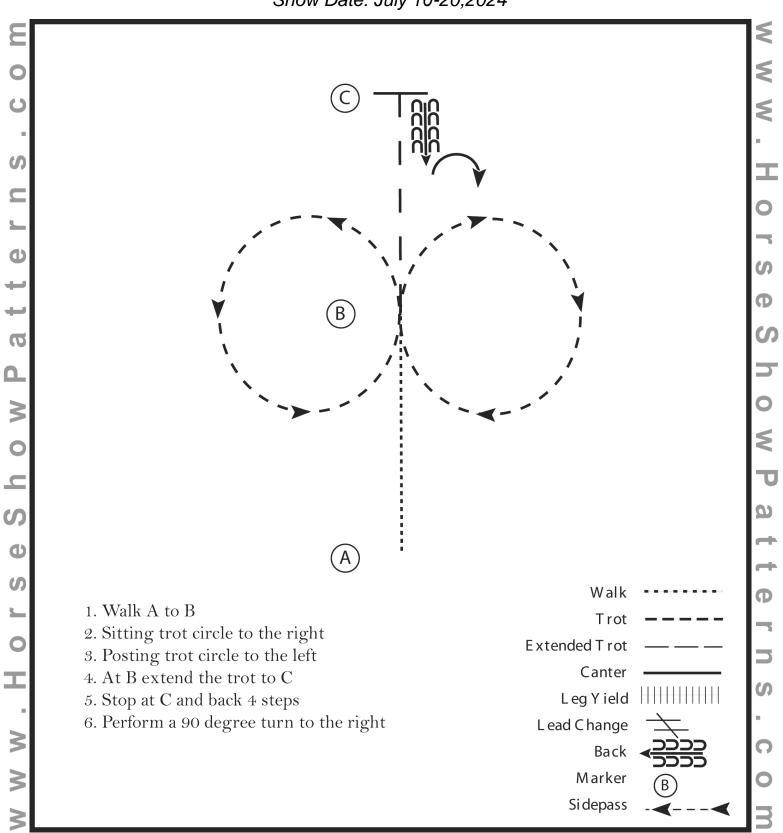
STAKE RACE PATTERN





## **Hunt Seat Equitation Walk Trot 5-9**

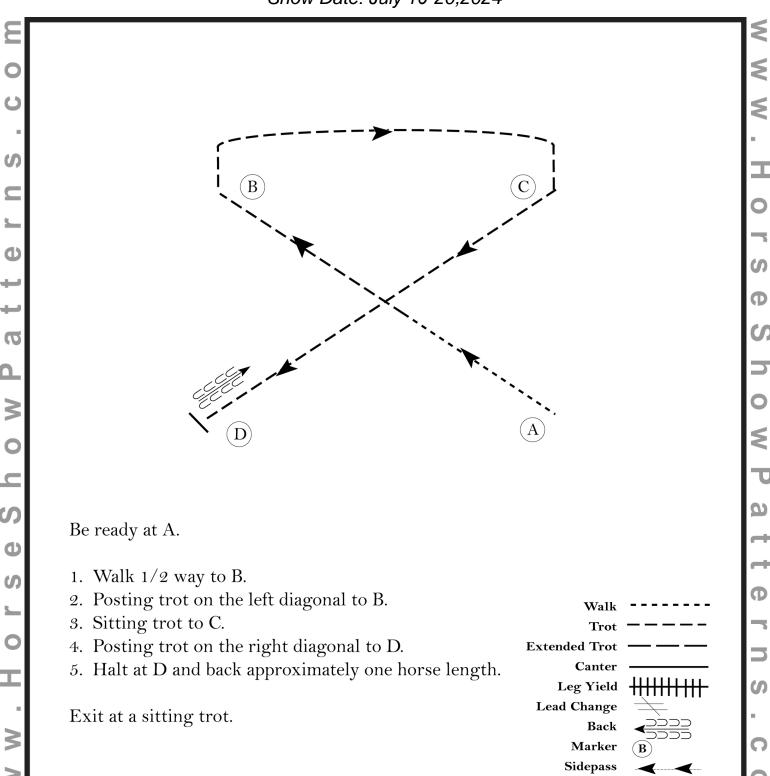
Show Date: July 10-20,2024



[HSE/WT-1]

## **Hunt Seat Equitation Walk Trot 10-18 and CHP Walk Trot**

Show Date: July 10-20,2024



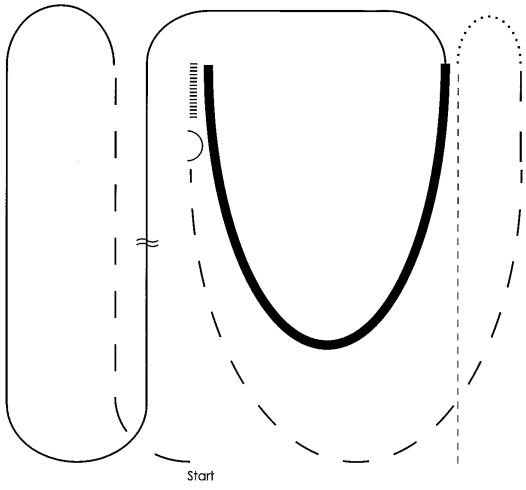
[HSE/WT-24]

**Hand Gallop** 



## **HUNT SEAT EQUITATION**

## 14-18 and PB Youth 18 & U

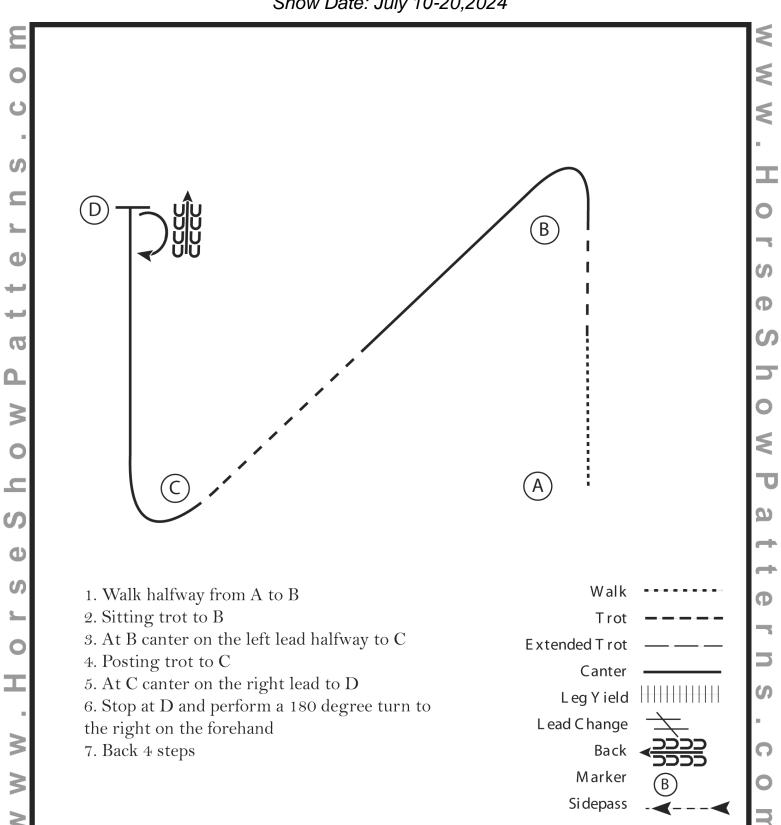


| Walk |      | Sitting Trot   | Trot — Canter — |  |
|------|------|----------------|-----------------|--|
| Back | шшшш | Change Leads ( | Hand Gallop     |  |

- 1. Trot
- 2. Canter, left lead3. Change leads, simple or flying4. Canter, right lead
- 5. Hand Gallop, stop
- 6. Back one horse length
  7. Execute 1/2 turn right on the forehand
- 8. Trot
- 9. Walk
- 10. Sitting trot to exit

## **Hunt Seat Equitation 13 & Under and Amateur Select**

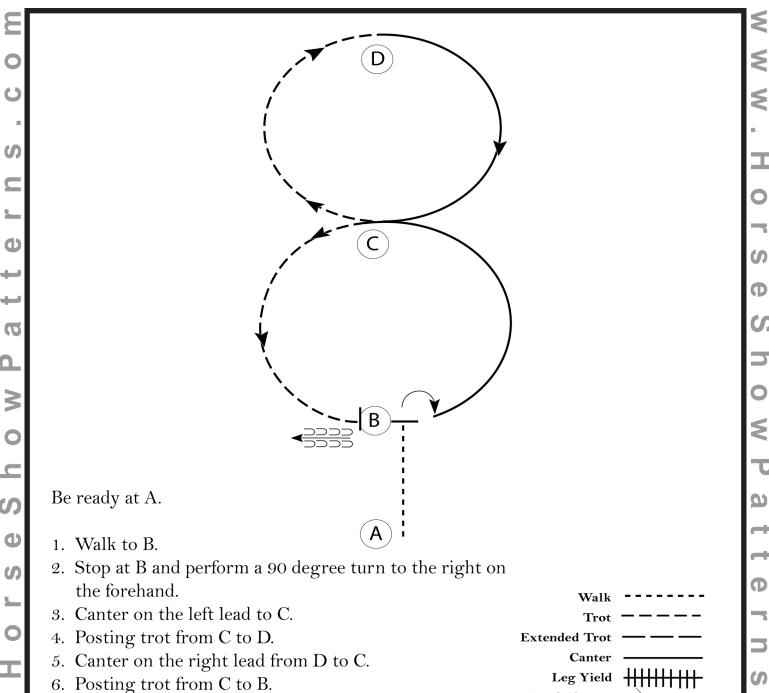
Show Date: July 10-20,2024



[HSE/2-11]

## **HSE Novice Youth, Novice Amateur and CHP W/T/Canter**

Show Date: July 10-20,2024



Follow the instructions of your ring steward.

7. Stop at B and back one horse length.

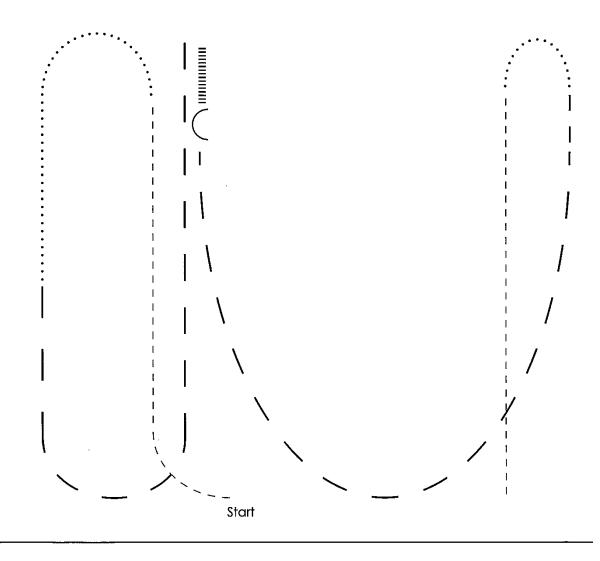
Back
Marker
B
Sidepass
Hand Gallop

[HSE/2-13]



## **HUNT SEAT EQUITATION**

## **Amateur Walk Trot**



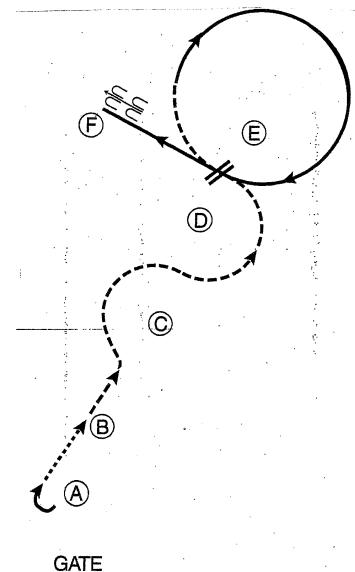
Walk Sitting Trot ---Trot Back IIIIIIIII

- 1. Sitting Trot 2. Walk
- 3. Trot, stop
- 4. Back one horse length5. Execute 1/2 turn left on the forehand
- 6. Trot
- 7. Walk
- 8. Sitting trot to exit

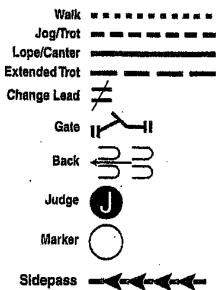


## **HUNT SEAT EQUITATION**

## **Amateur and PB Amateur**

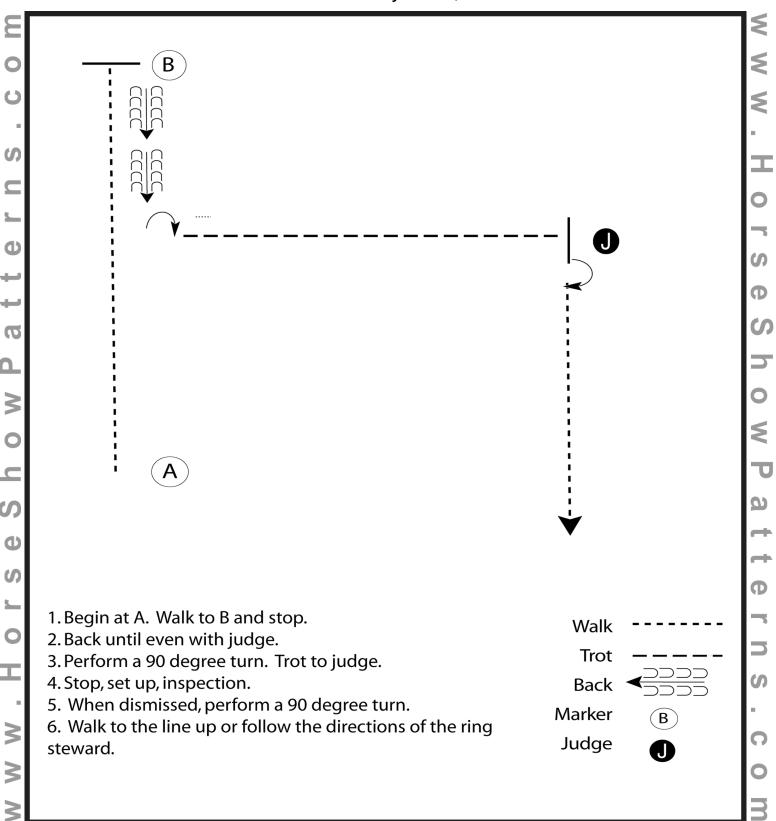


- 1. Begin at marker A facing away from pattern. Execute a  $180^{\rm o}$  turn to the right on forehand and walk to B.
- 2. Begin posting trot at B and serpentine through markers C and D, demonstrating correct diagonals.
- 3. At Markers E, canter a circle on right lead around E. Execute a lead change (simple or flying) where indicated and continue to F.
- 4. At F, stop and back four steps. Exit arena at a trot.



## **Showmanship Walk Trot (5-9, 10-18 and CHP)**

Show Date: July 10-20,2024

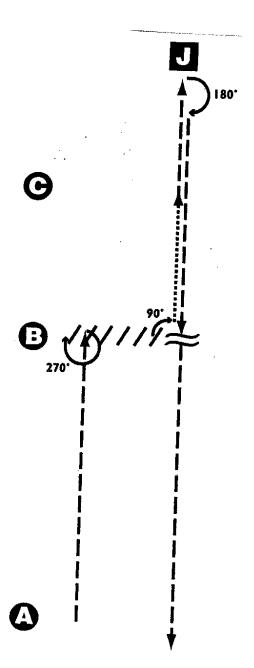


[S/WT-4]



## **SHOWMANSHIP**

## 14-18, PB Youth 18 & U, Amateur & PB Amateur



1. Start at A. Trot until even with B. Stop.

2. Execute a 270° turn. Back.

3. Execute a 90° turn. Walk until even with C.

4. At C, trot to judge. Stop. Set up for inspection.

5. When excused, execute a 180° turn. Trot away.

6. When even with B, stop and hesitate.

7. Continue trotting and exit arena at a trot.

WALK

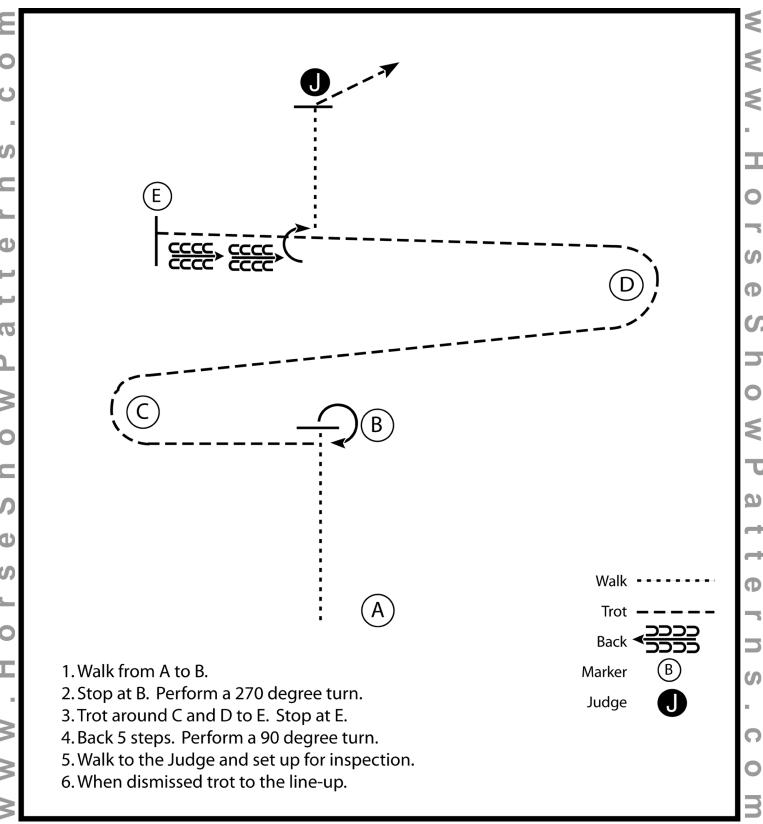
TROT

///// BACK

**JUDGE** 

## **Showmanship 13 & Under and Amateur Select**

Show Date: July 10-20,2024

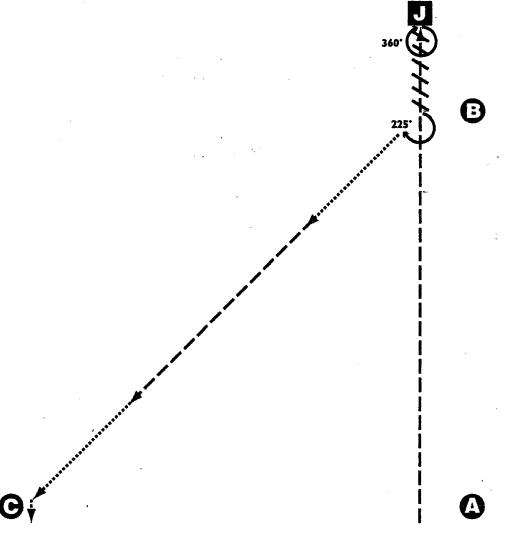


[S/3-18]



## **SHOWMANSHIP**

# Novice Youth, Novice Amateur and CHP Walk/Trot/Lope



1. Start at A. Trot to judge. Stop. Set up for inspection.

2. When excused, execute a 360° turn.

3. Back to B.

4. At B, execute a 225° turn. Walk away.

5. Trot part way to C. Break down to a walk and continue to C.

6. At C, stop. Exit arena at a walk.

WALK

TROT

///// BACK

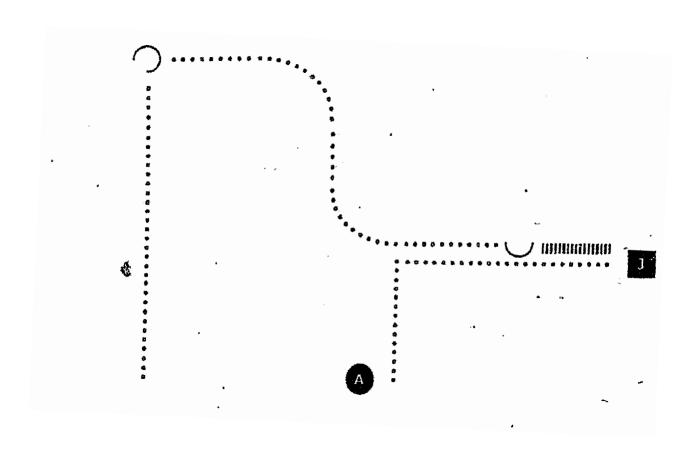
J JUDGE



## **SHOWMANSHIP**

Amateur Walk Trot - Walk Only

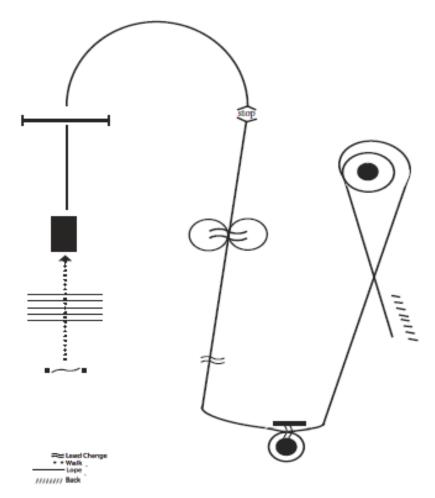
**CHP Walk Trot** - Walk Only



- 1. Start at A.
- 2. Walk to Judge.
- 3. Stop, set up for inspection.
- 4. When dismissed, back, executive 1/2 turn.
- 5. Walk, stop, execute 3/4 turn.
- 6. Walk to exit.



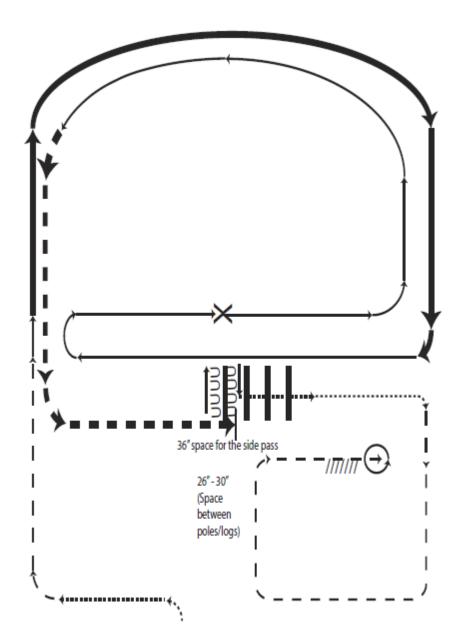
# RANCH HORSE All Ages, All Divisions



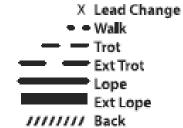
- 1) Work gate;
- 2) Walk over five logs;
- 3) Walk over bridge;
- 4) Begin on right lead at a slow lope to and over jump;
- 5) Stop and take down coiled rope in hand. Begin on left lead;
- 6) With speed on left lead make a fast figure eight, executing a simple or flying change to right lead. Execute another simple or flying lead change to left lead;
- 7) In between log and barrel execute a simple or flying lead change to right lead and around barrel showing speed.
- In between log and barrel execute a simple or flying lead change to left lead and lope with speed to next barrel;
- 8) Begin one fast large circle and one fast small circle around barrel on left lead. Run down straight away with speed;
- 9) Execute a sliding stop as coiled rope is pitched out and horse works rope by backing up. EXCEPTION: for all amateur and youth classes;
- 10) Recoil rope. EXCEPTION: for all amateur and youth classes;
- 11) Hesitate to demonstrate completion of pattern.



# RANCH RIDING All Ages, All divisions

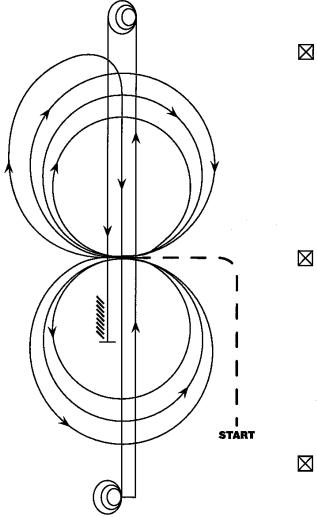


- 1. Walk
- 2. Trot
- 3. Extended lope-right lead
- 4. Lope-right lead
- 5. Change lead (simple or flying)
- 6. Lope left lead
- 7. Extended trot
- 8. Stop, side pass left, side pass right, 1/2 way
- 9. Walk over logs
- 10. Walk
- 11. Trot square
- 12. Stop, 360 turn left, back





# RANCH REINING All Ages, All Divisions



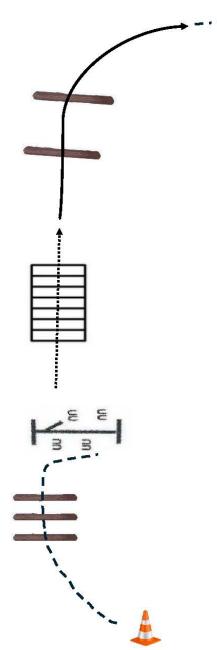
Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

- 1. Beginning on right lead, complete three circles to the right the first two large and fast; the third one small and slow. Change leads at the center of arena.
- 2. Complete three circles to the left the first two large and fast; the third one small and slow. Change leads at center of arena.
- 3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
- 4. Complete 3 1/2 spins to the right.
- 5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
- 6. Complete 3 1/2 spins to the left.
- 7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

# **2024 PALOMINO WORLD SHOW RANCH TRAIL**

All Ages, All Divisions

**CORRECTED** 





- 6. Back chute and sidepass right 1. Trot Logs
  - 7. Trot Serpentine
  - 8. Lope left lead to drag
  - 9. Drag at a walk or trot a circle to the right \*\* Youth will carry saddle bags at a walk or trot in a circle to the right instead of drag\*\*

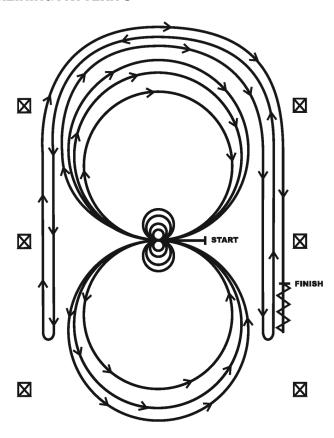
Pattern is complete once drag is complete. Exit pattern at a trot.

- 2. Work Left Hand Gate
- 3. Extend walk over bridge
- 4. Lope right lead over logs
- 5. Extend trot into chute

## **Reining Open**

Show Date: July 10-20,2024

#### **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.

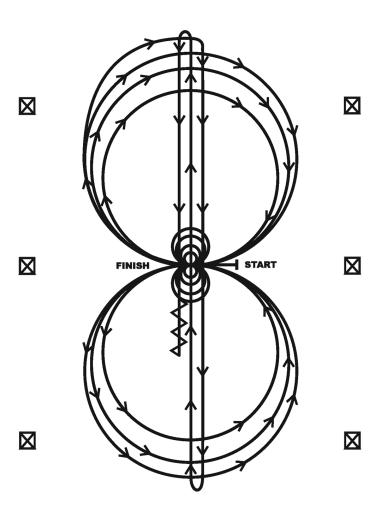
- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
- 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 maker 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.

[R/AQHAP-8]

## **Reining Amateur**

Show Date: July 10-20,2024

#### **REINING PATTERN 2**

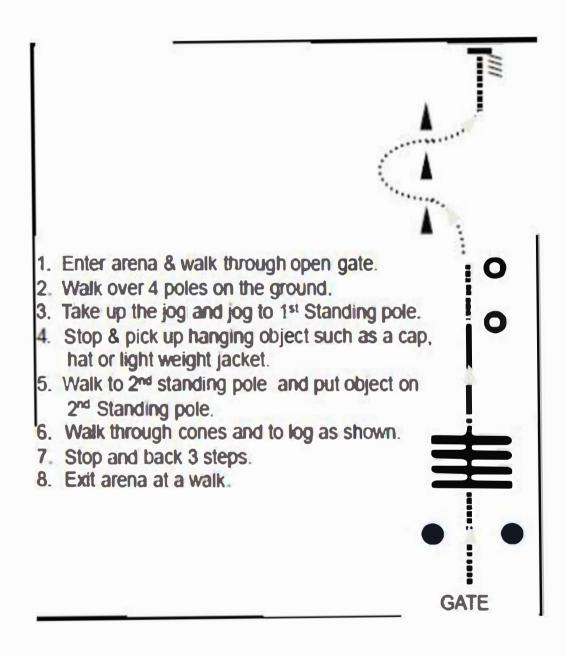


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- I. Beginning on the right lead, 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.
- 2. 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.
- Continue around previous circle to the right. At the top of the circle, run
  down the middle to the far end of the arena past the end marker and do a
  right rollback—no hesitation.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
- 6. Complete four spins to the right. Hesitate.
- Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

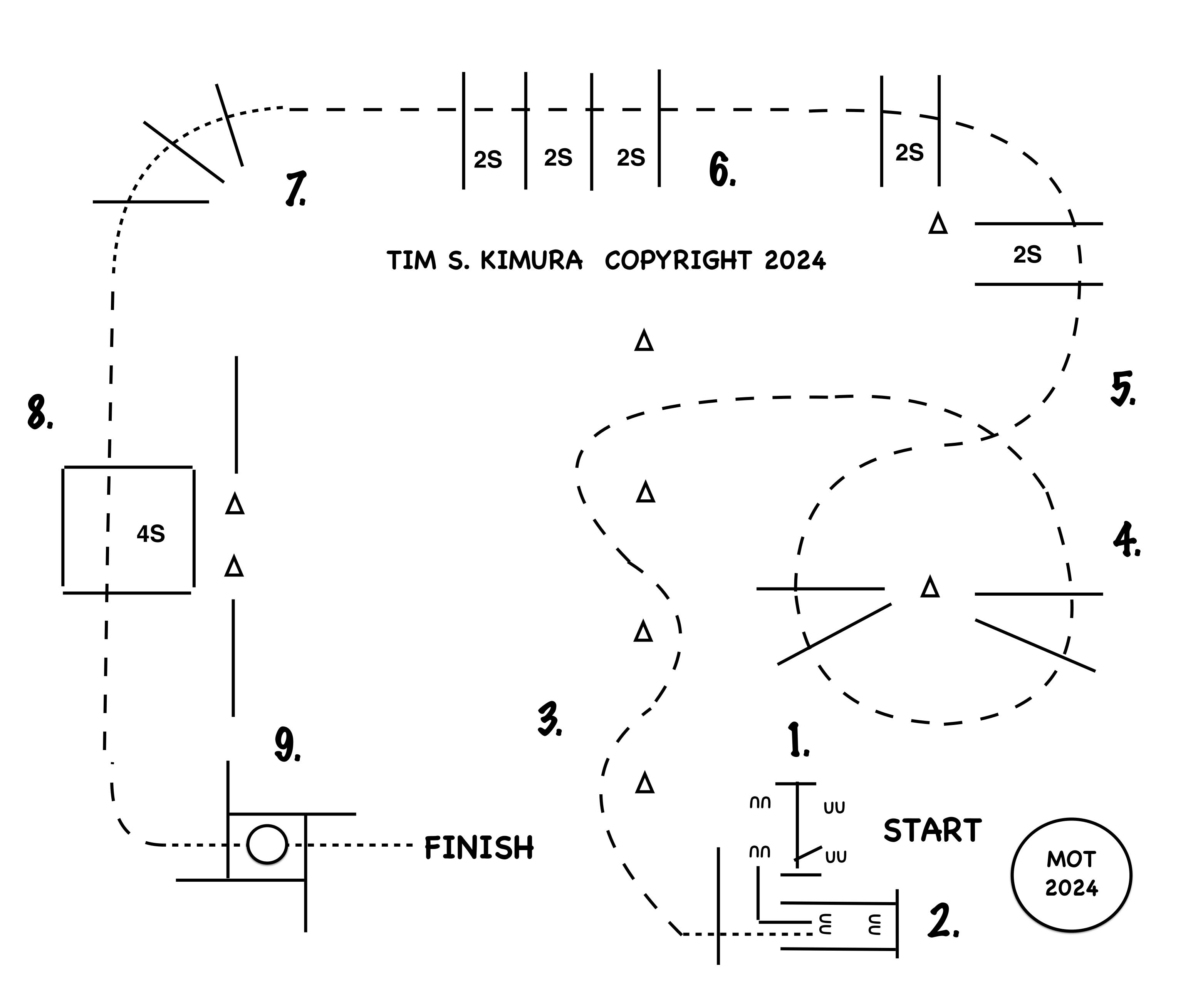
[R/AQHAP-2]







# TRAIL Walk Trot - All Ages, All Divisions Walk Trot - CHP

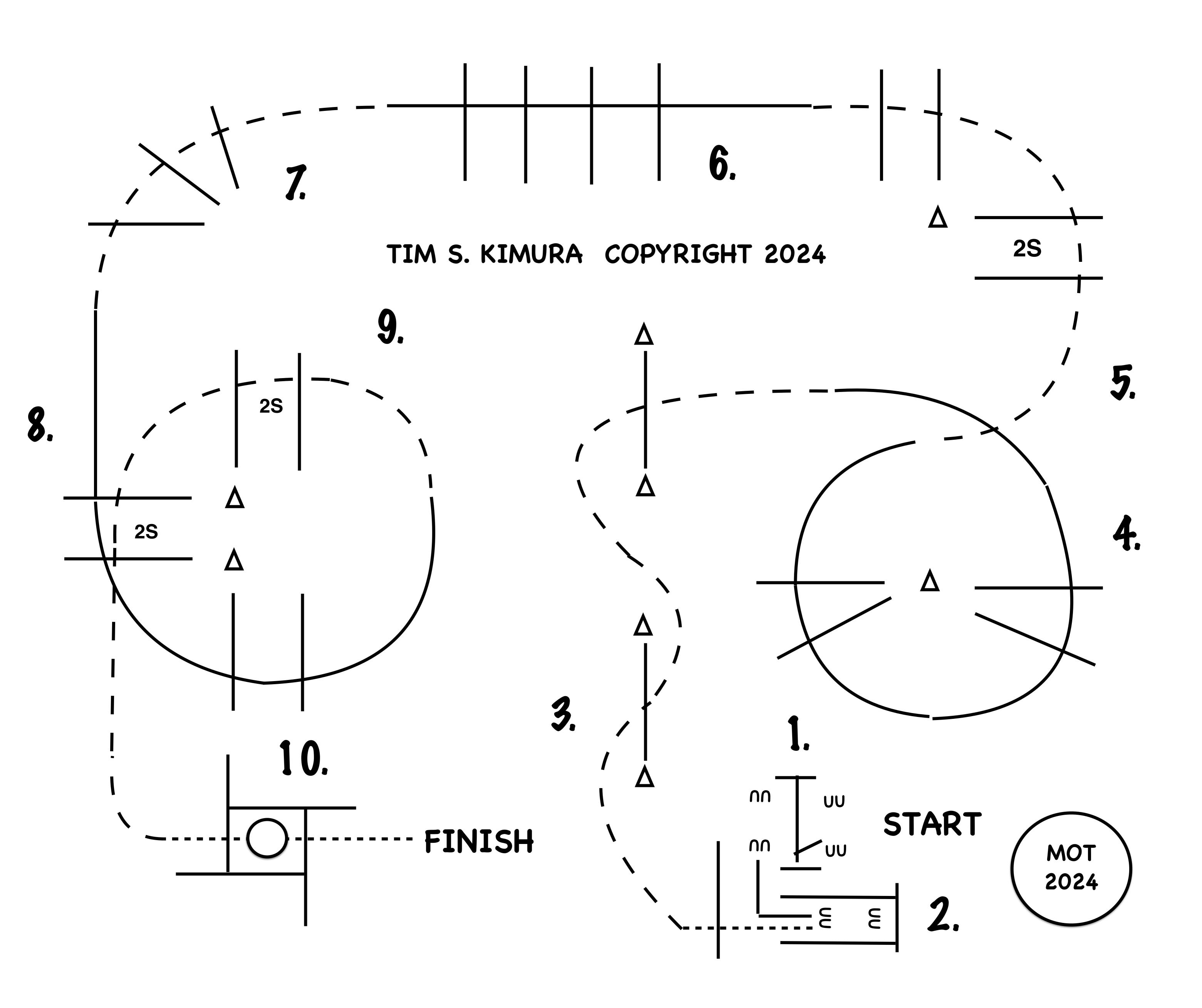


- 1. WORK GATE RIGHT HAND.
- 2. BACK FROM GATE, BACK AROUND CORNER, WALK OUT CHUTE, WALK OVER POLE.
- 3. JOG THROUGH SERPENTINE.
- 4. JOG OVER POLES.
- 5. JOG OVER POLES.
- 6. JOG OVER POLES.

- 7. STOP OR BREAK TO THE WALK WALK OVER POLES.
- 8. JOG OVER POLES.
- 9. STOP OR BREAK TO THE WALK.
  WALK INTO BOX,
  EXECUTE A 360 TURN EITHER WAY,
  WALK OUT BOX, WALK OVER POLE.



# TRAIL All Ages, All divisions CHP Walk/Trot/Lope

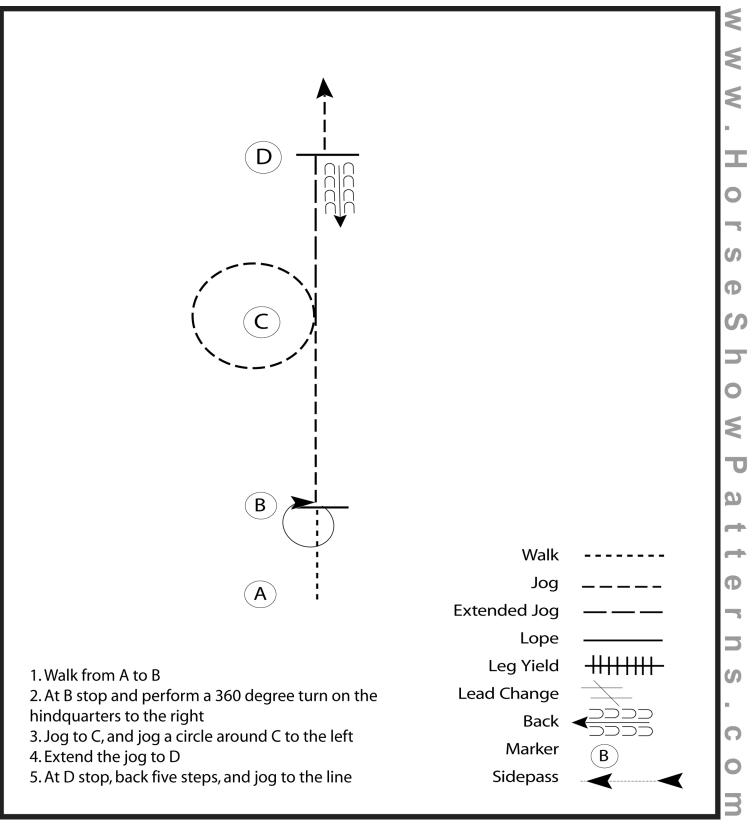


- 1. WORK GATE RIGHT HAND.
- 2. BACK FROM GATE, BACK AROUND CORNER, WALK OUT CHUTE, WALK OVER POLE.
- 3. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. LOPE OVER POLES (LEFT LEAD).

- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (LEFT LEAD).
- 9. BREAK TO THE JOG, JOG OVER POLES.
- 10. STOP OR BREAK TO THE WALK.
  WALK INTO BOX,
  EXECUTE A 360 TURN EITHER WAY,
  WALK OUT BOX, WALK OVER POLE.

## Western Horsemanship Walk Trot All Ages, All Division and CHP

Show Date: July 10-20,2024

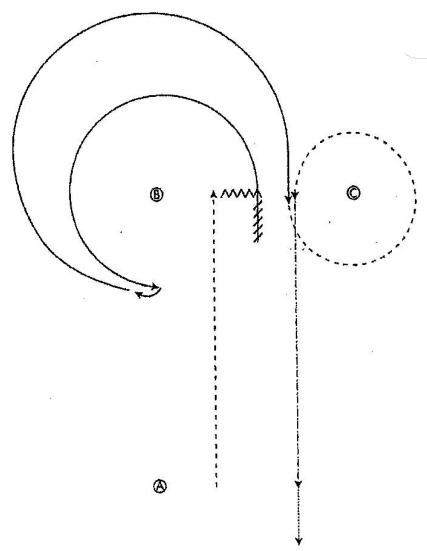


[WH/WT-15]



## **WESTERN HORSEMANSHIP**

## 14-18 and PB Youth 18 & U



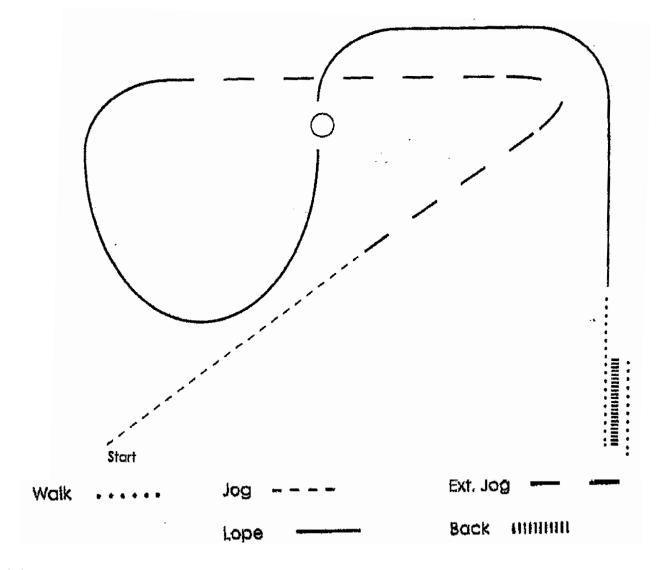
- 1. Begin at A. Jog from A to B.
- 2. At B, stop. Side pass right. Then back.
- 3. Lope a small slow circle around B to the left and in the left lead.
- 4. When even with B, stop and roll back to the right.
- 5. Lope a larger and faster circle to the right around B and back to C.
- 6. At C, break down to a jog and jog a small circle around C to the
- 7. When back to C, extend the jog in a straight line from C to A.
- 8. At A, break down to a walk and exit the arena at a walk.

MARKER

# World Championship Palomino Show

## **WESTERN HORSEMANSHIP**

## 13 & U and Amateur Select

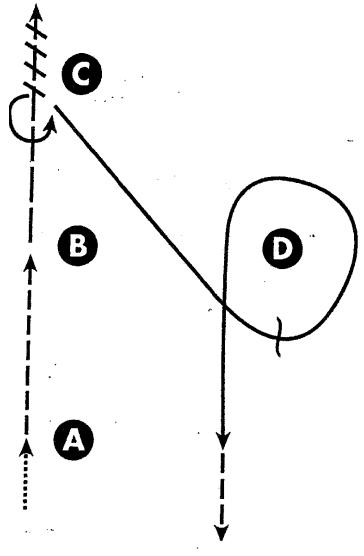


- 1. Jog.
- 2. Extended Jog.
- 3. Lope, left lead, stop.
- 4. Execute 1 turn right on the haunches.
- 5. Lope, right lead.
- 6. Walk, stop.
- 7. Back.
- 8. Walk to Exit.



### **WESTERN HORSEMANSHIP**

Novice Youth, Novice Amateur and CHP Walk/Trot/Lope



- 1. Begin before A. Walk to A.
- 2. At A, begin jog and jog until even with B. At B, extended the jog until slightly past C.
- 3. Stop and Back.
- 4. Execute a turn on the haunches to the left.
- 5. Lope on right lead until even with D.
- 6. Execute a simple lead change and lope on the left lead in a small circle around D.
- 7. Continue loping until even with A.
- 8. Break down to a jog at A and exit the arena at a jog.

WALK

JOG
EXTENDED
JOG
LOPE

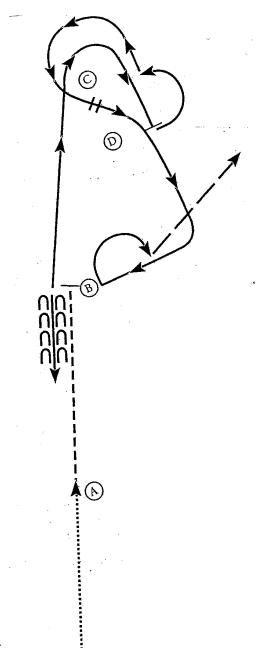
///// BACK

CHANGE
LEADS
SIDEPASS



## **WESTERN HORSEMANSHIP**

## **Amateur and PB Amateur**



- 1. Begin before A. Walk to A jog to B.
- 2. Stop at B. Back 4 steps.
- 3. Lope right lead around C to D.
- 4. At D stop, rollback 180° to left.
- 5. Lope off immediately on left lead around C.
- 6. Change leads (simple or flying) between C and D continue on right lead to B.
- 7. At B stop, rollback 180° to right and extended trot to exit.

