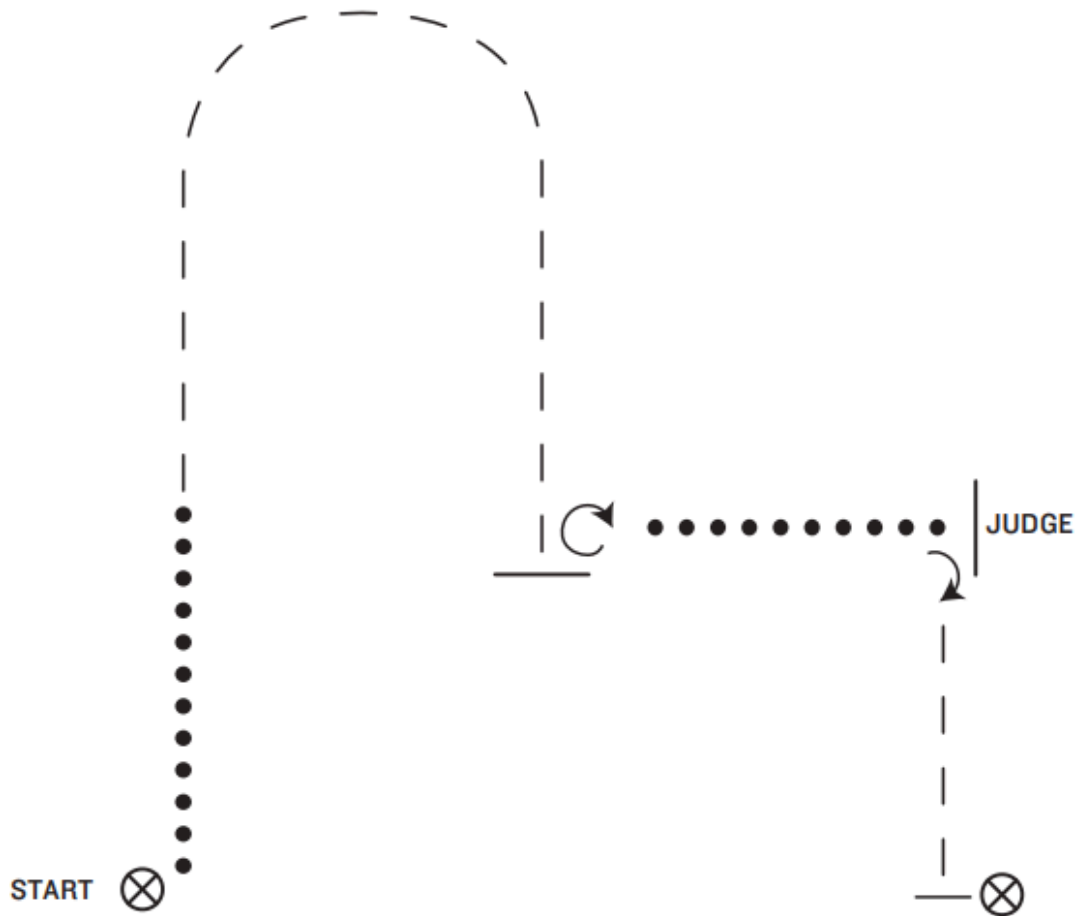


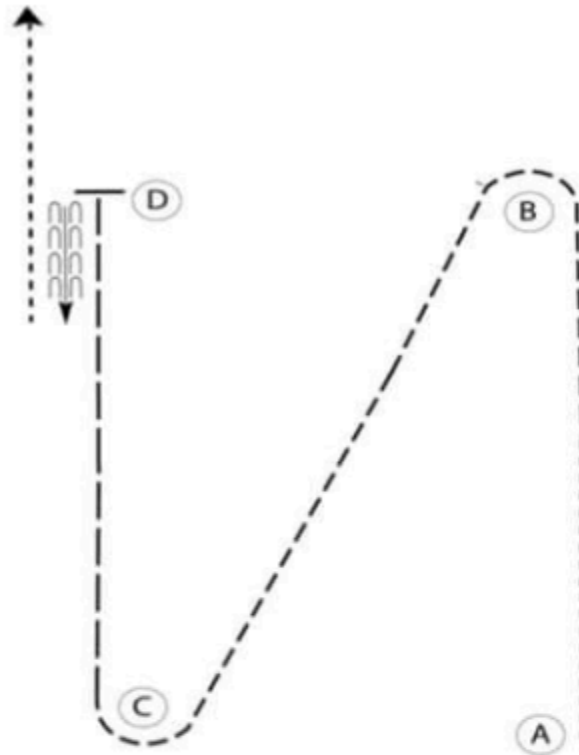
# RMHT Summer Showcase Pattern Book Day 1

## Showmanship Pattern for Classes 6, 7, 8 and 9:



1. Walk half line
2. Trot around end and down line
3. Halt and execute a 3/4 turn
4. Walk to judge
5. Set up for inspection
6. After inspection, 1/4 turn and trot to marker, stop
7. Exit at a walk or trot

## Horsemanship Pattern for Class 15:



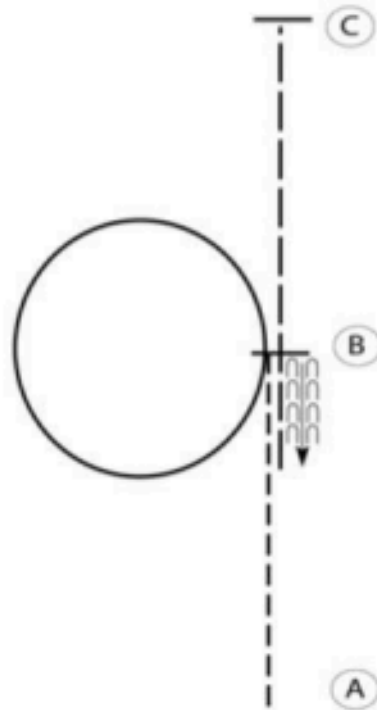
Be ready at A.

1. Walk halfway to B.
2. Jog to and around B.
3. Continue to jog to and around C.
4. Jog to and around C.
5. Extend the jog from C to D.
6. Stop at D and back approximately one horse length
7. Exit at a walk.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	—/—
Back	← 3 3 3
Marker	(B)
Sidepass	← →

## Horsemanship Pattern for Classes 16, 17 & 18:



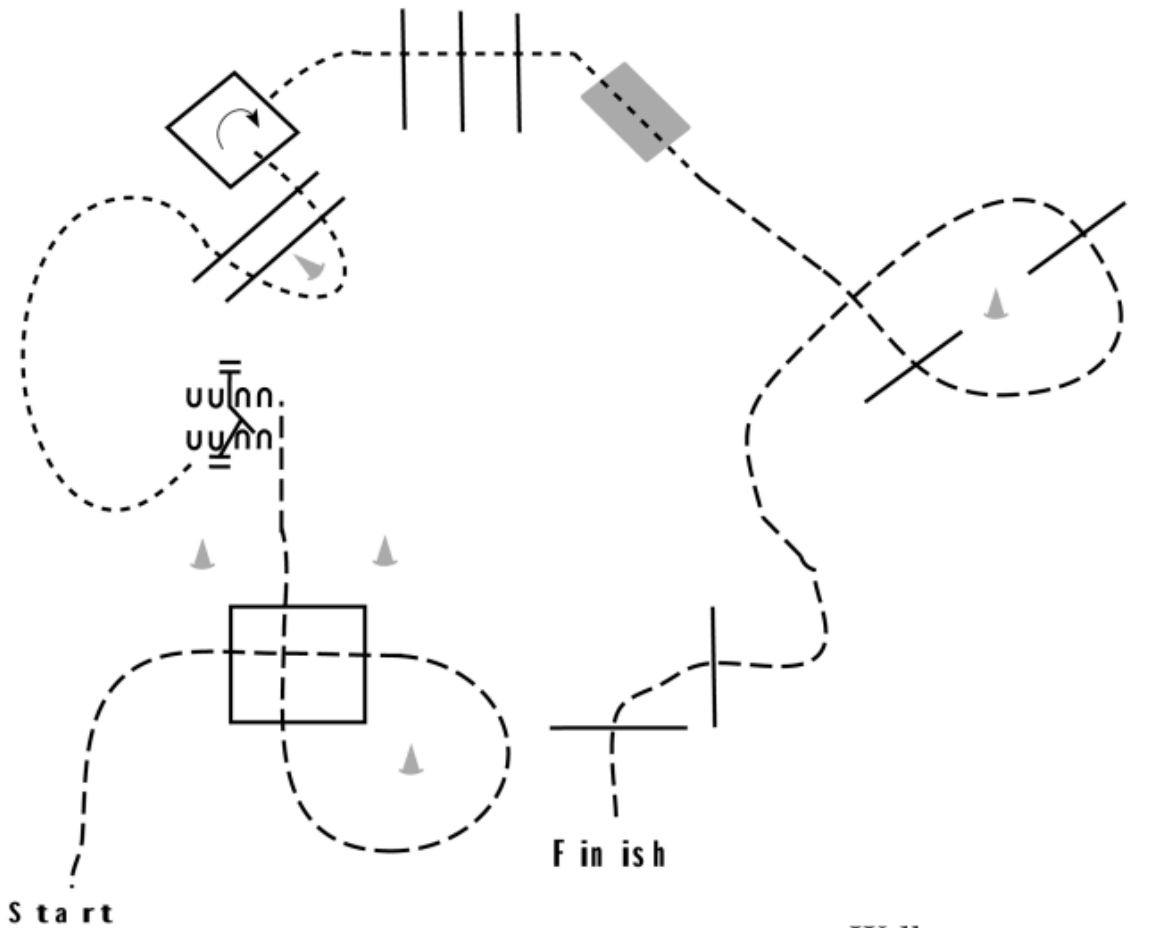
Be ready at A.

1. Jog from A to B.
2. Lope a circle to the left on the left lead.
3. Stop at B.
4. Back one horse length at B.
5. Extend the jog to C.
6. Stop at C.

Follow the instructions of your ring steward.

<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	↘
<b>Back</b>	← ↪ ↪ ↪
<b>Marker</b>	(B)
<b>Sidepass</b>	←————→

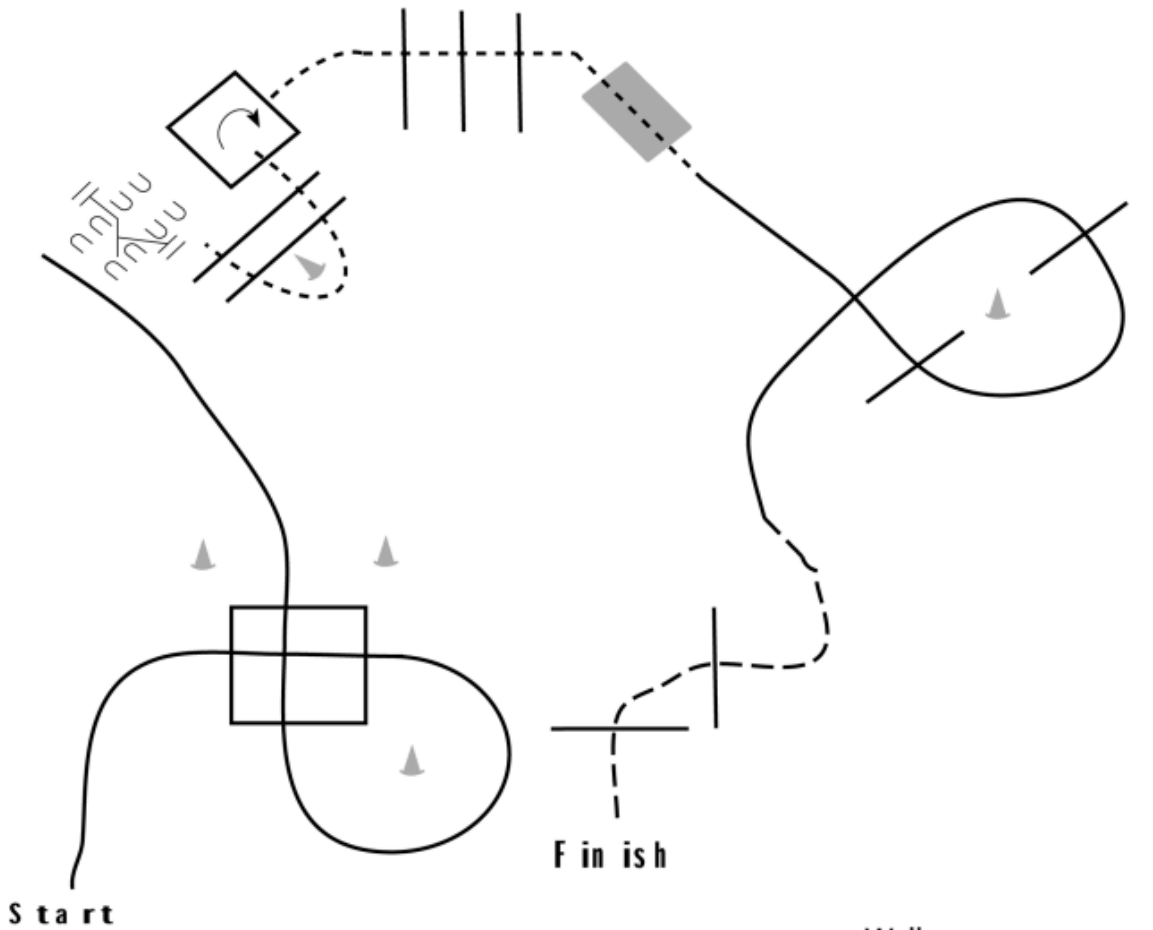
## Trail Pattern for Class 19:



1. Trot through box to gate
2. Left hand push gate
3. Walk over elevated poles and into box
4. 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Trot over poles and to finish

Walk	.....
Jog	-----
Extended Jog	-----
Lope	————
Leg Yield	
Lead Change	////
Back	⤵⤵⤵⤵
Marker	Ⓚ
Sidepass	⤵-----⤵

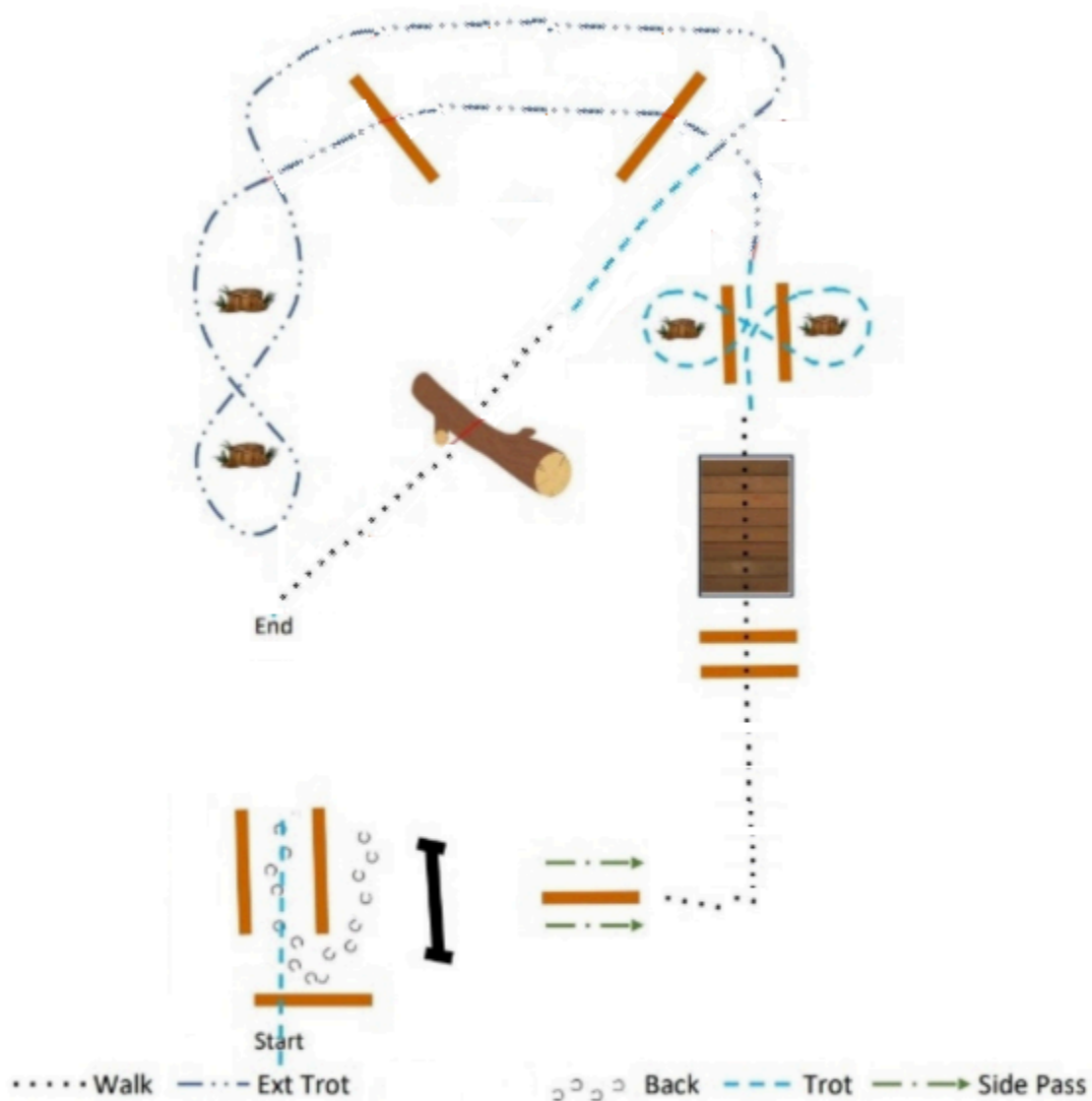
# Trail Pattern for Classes 20, 21, 22:



1. Lope on the right lead through box to gate
2. Right hand push gate
3. Walk over elevated poles and into box
4. 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Lope on the left lead over poles
7. Jog over poles to finish

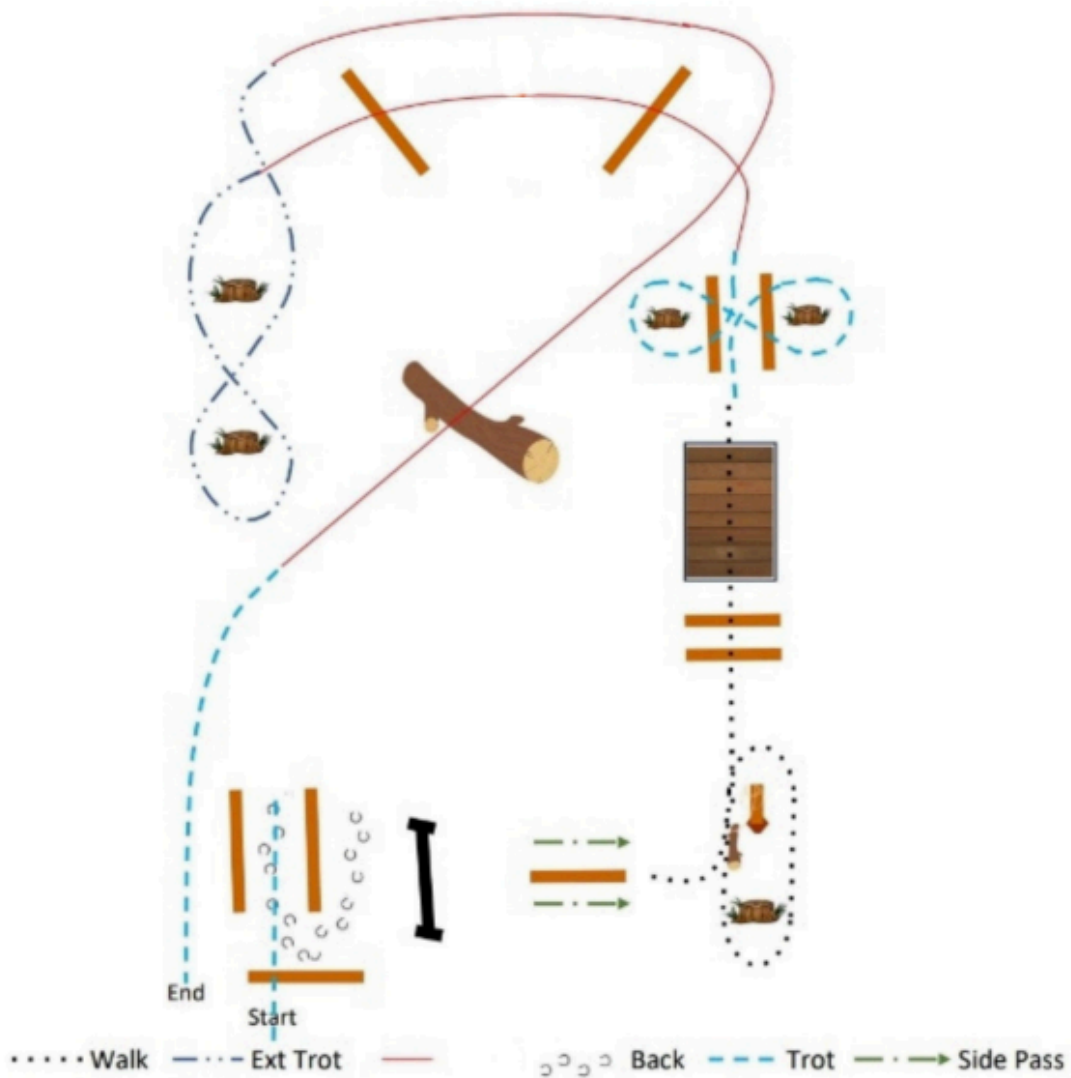
Walk	.....
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←

## Ranch Trail Pattern for Class 23:



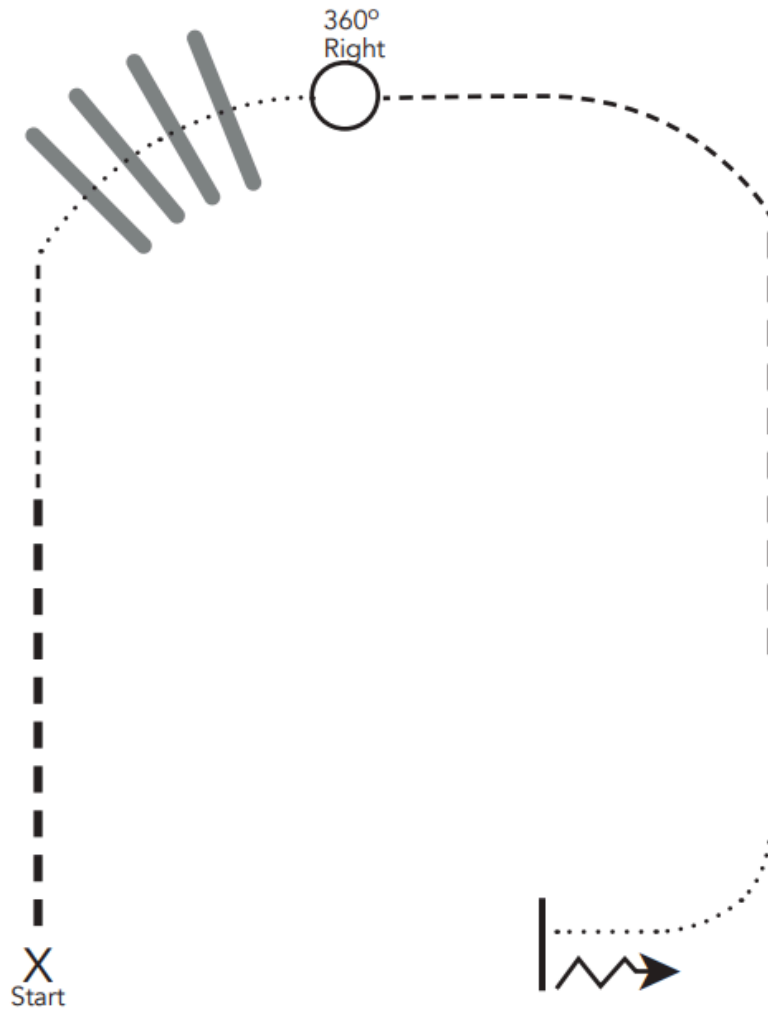
1. Start at jog, into chute
2. Back U, to gate
3. Left hand gate
4. Side pass right over log
5. Walk over logs and bridge
6. Jog through figure eight
7. Extend trot over logs and around markers
8. Break to jog, Walk over log
9. Walk to exit

Ranch Trail Pattern for Classes 24, 25, 26:

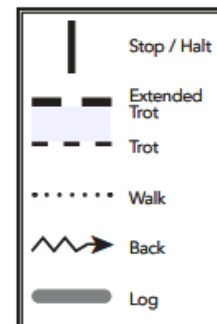


1. Start at jog, into chute
2. Back U, to gate
3. Left hand gate
4. Side pass right over log
5. Drag (Youth will not drag)
6. Walk over logs and bridge
7. Jog through figure eight
8. Lope left lead over logs
9. Extend trot around markers
10. Lope right lead over logs
11. Break to trot to exit

## Ranch Riding for Class 27:

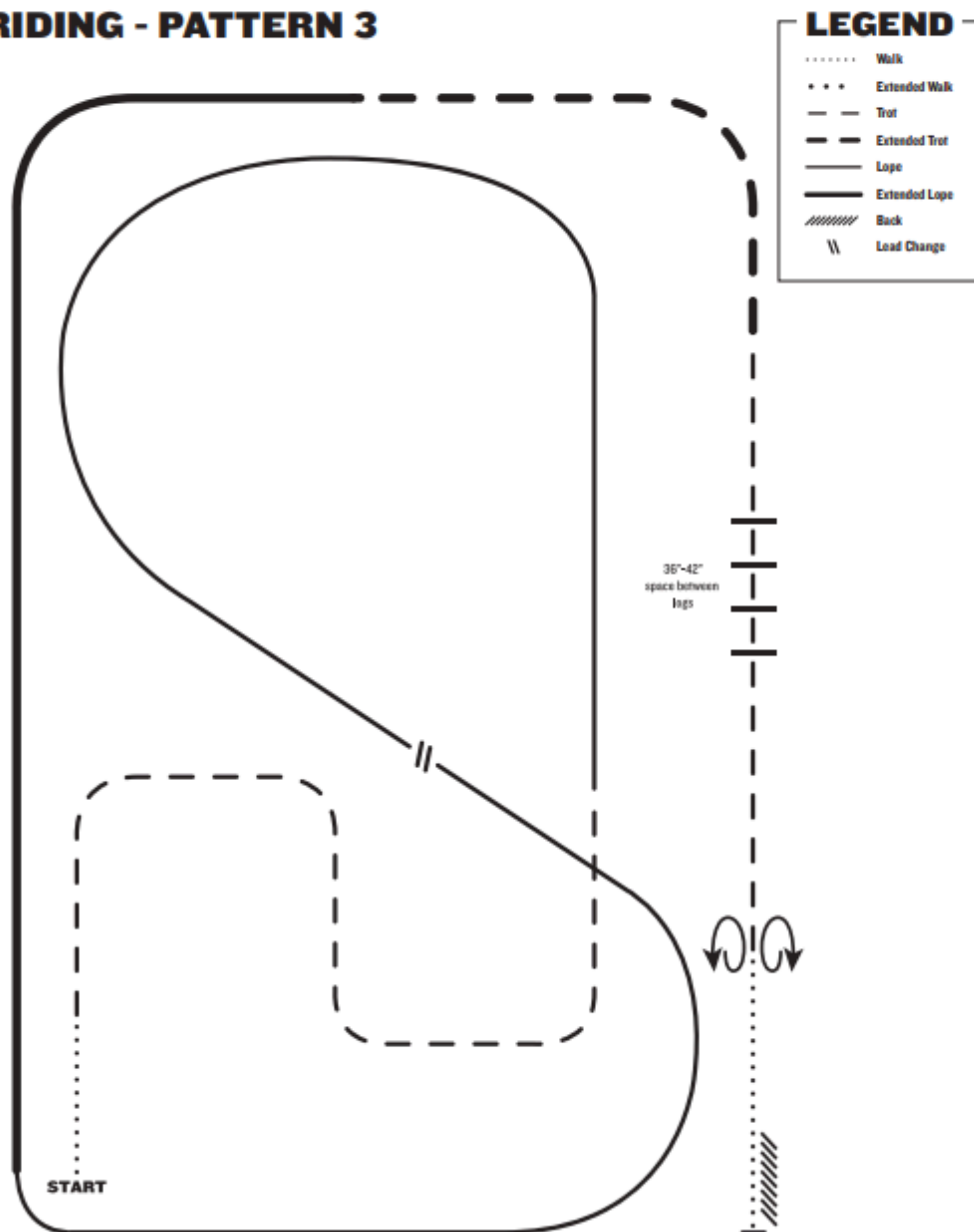


1. Extended trot.
2. Trot.
3. Walk.
4. Walk over poles.
5. Execute a 360-degree turn right.
6. Trot.
7. Extended trot.
8. Walk.
9. Stop.
10. Back.



# Ranch Riding Pattern for Class 28, 29 & 30:

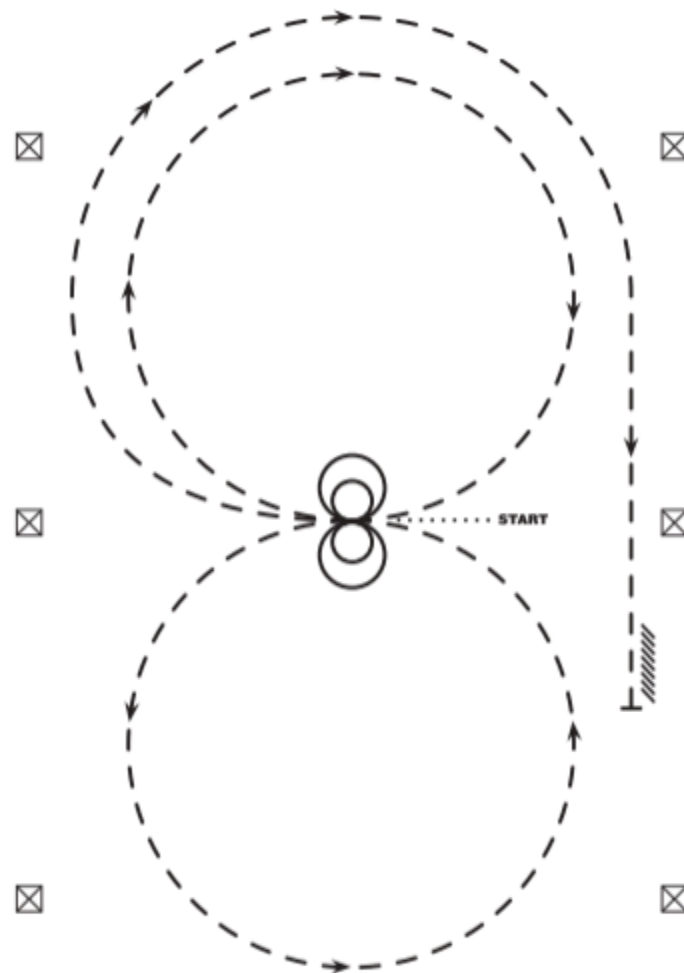
## RANCH RIDING - PATTERN 3



- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

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.

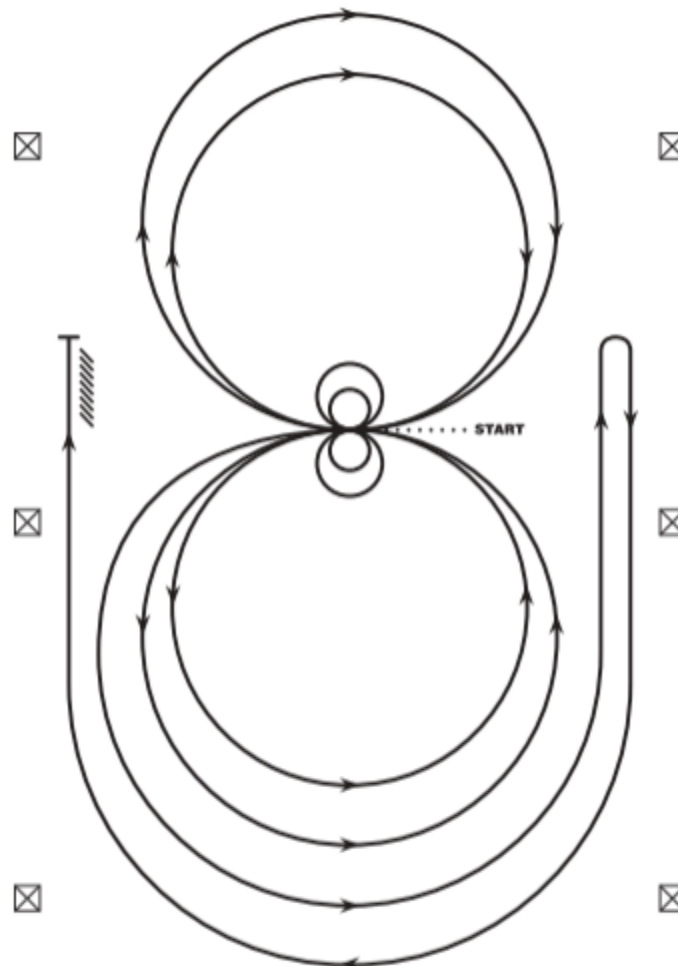
## Reining Pattern for Class 35:



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

1. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate
3. Trot once circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

## Reining Pattern for Classes 36, 37, & 38:



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

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to show completion of pattern.