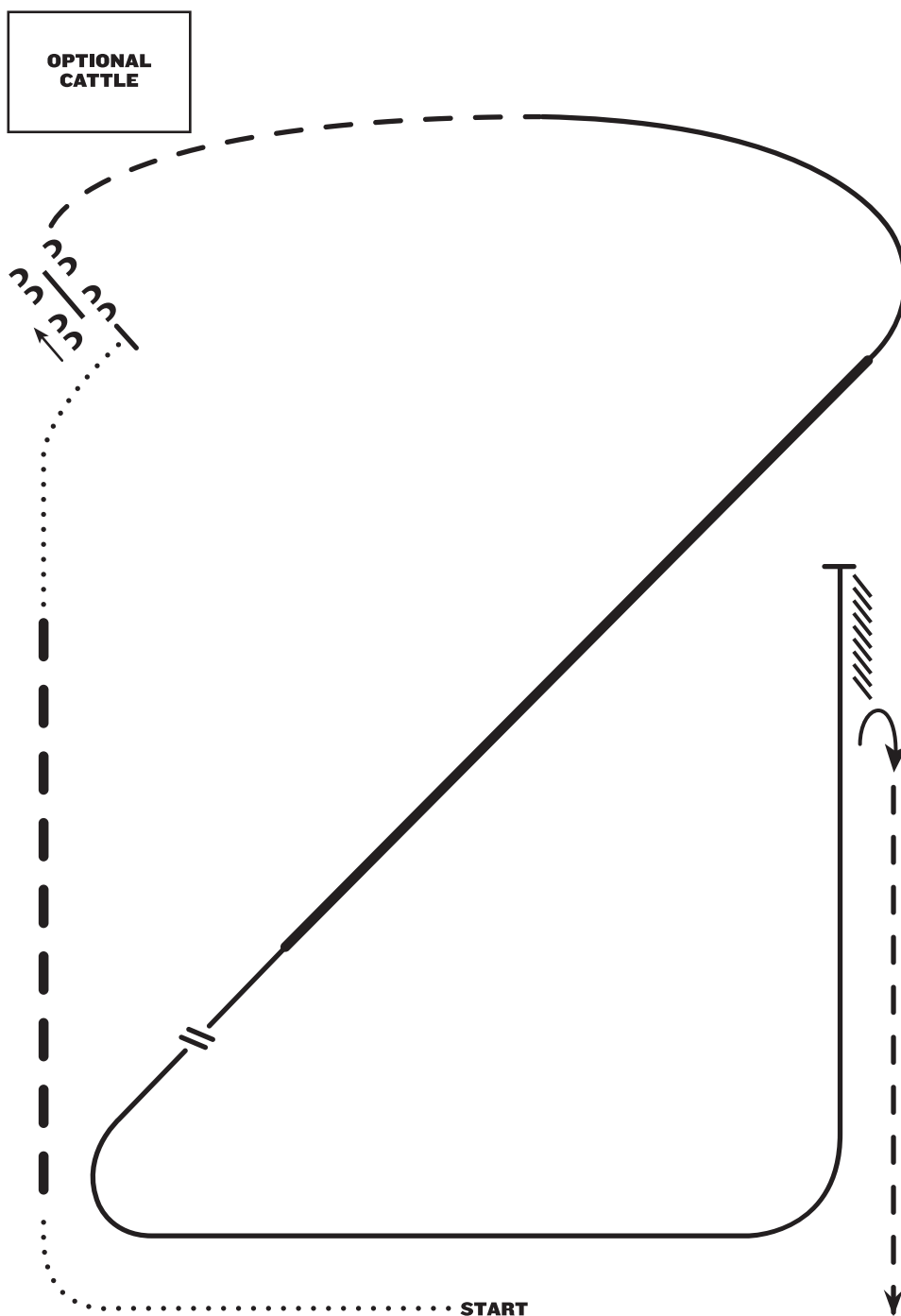


RANCH RIDING - PATTERN 10

LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back
//	Lead Change

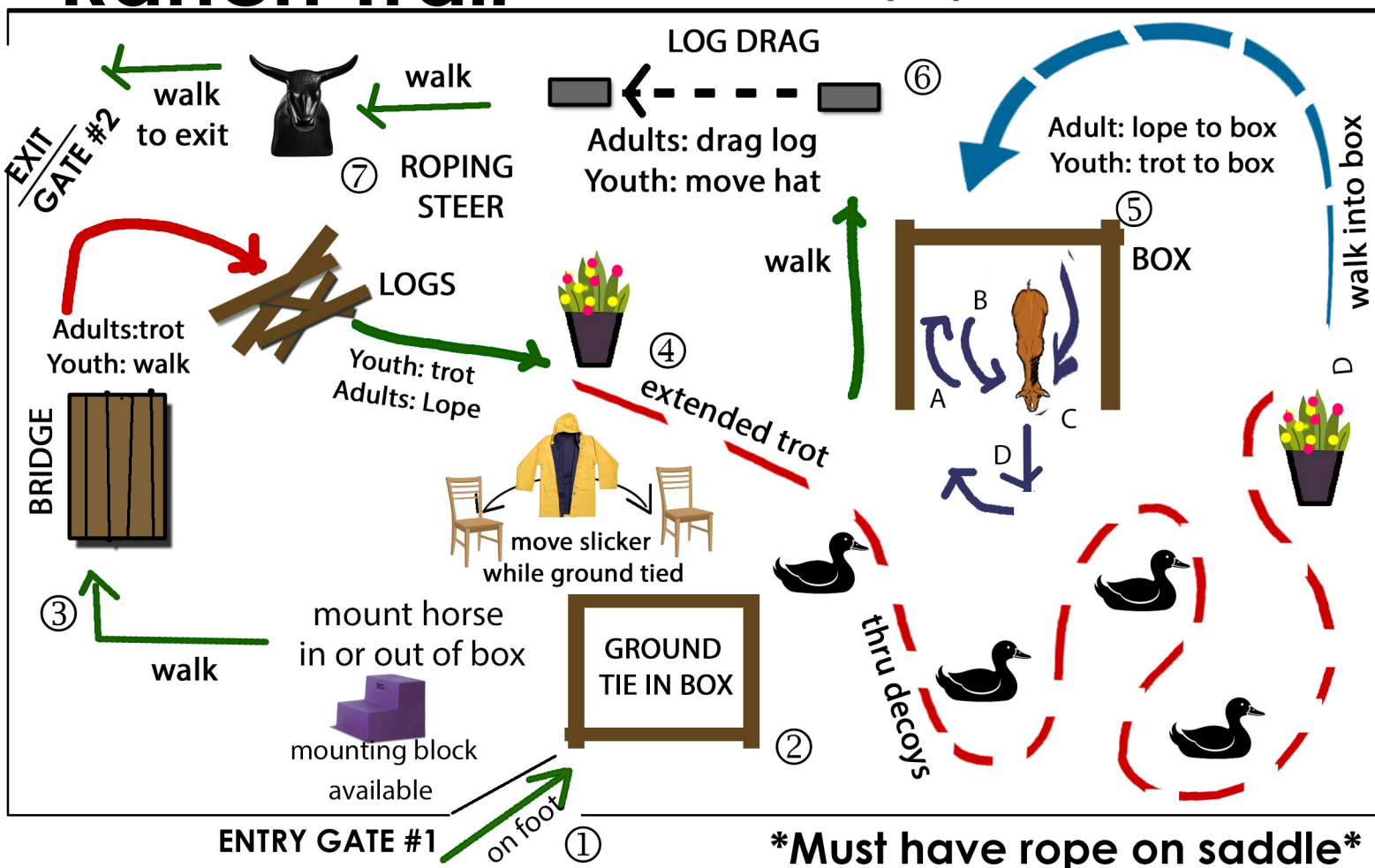


1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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.

Ranch Trail

2026 Routt County Open Horse Show

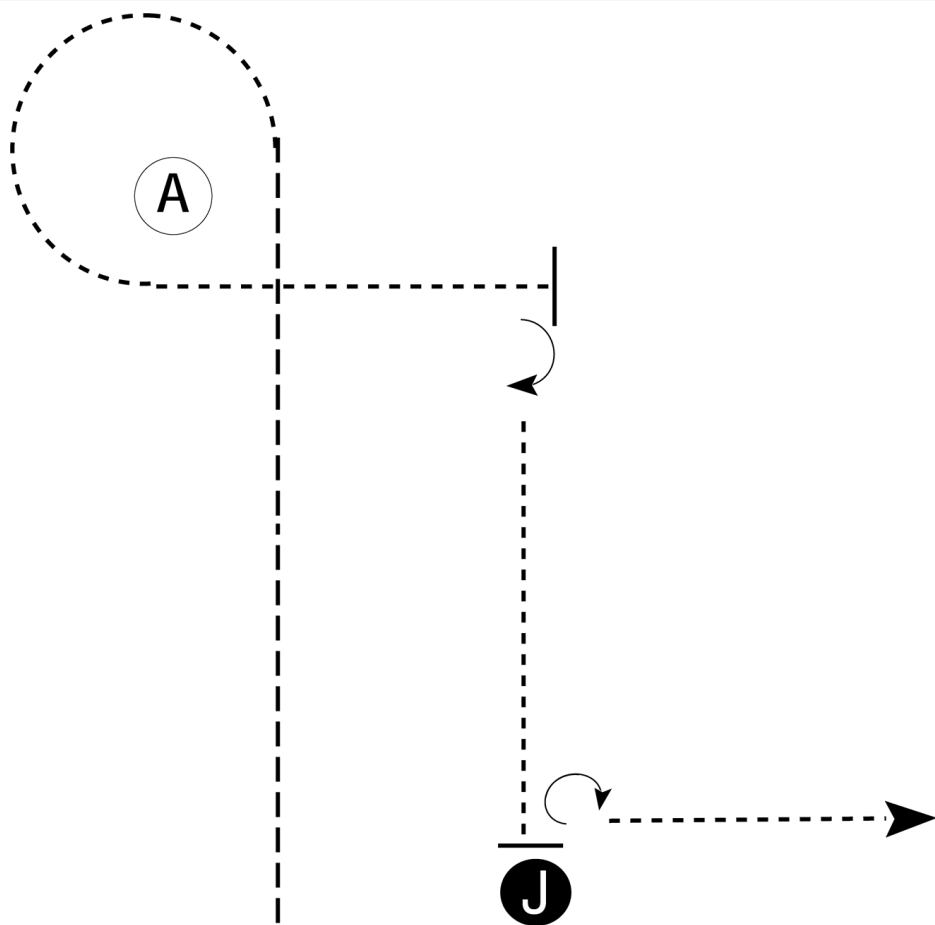


1. Enter on foot through Gate #1 while leading horse. Close gate behind you.
2. Ground tie horse in box, then transfer rain slicker from one chair to another. Walk back to horse and mount up, either in or outside of box.
3. Walk to bridge, walk over bridge.
 - A. ADULTS: trot to logs and walk through logs. Then lope to first potted plant
 - B. YOUTH: walk to logs and walk through logs. Then trot to first potted plant.
4. Beginning at first potted shrub (on your right side) extended trot through decoys.
 - A. ADULTS: lope to box B: YOUTH: trot to box
5. Walk into 3-sided box and stop, facing the arena.. Then, while in box:
 - A. Turn on haunches to the left 1/4 turn
 - B. Then turn on haunches 1/4 turn back to the right.
 - C. Then turn 1/2 turn right on forehand
 - D. Back out of box, then 1/4 turn left on forehand.
6. Walk to log obstacle.
 - A. ADULTS: Drag log from first to second upright
 - B. YOUTH: Move hat from first to second upright
7. Walk to "steer" dummy
 - A. YOUTH RIDERS- Dismount, swing rope min.3 times, coil rope, walk out Exit Gate #2
 - B. ADULT RIDERS- Rope steer, max 2 attempts. Recoil rope, walk out Exit Gate #2

Routt County

Showmanship (#16)

Show Date: 08-07-2026



Be ready even with judge.

1. Trot to A.
2. Walk around A and until even with judge.
3. Stop and perform a 90 degree turn.
4. Walk to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 270 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk -----
Trot - - - - -
Back ← ⊞ ⊞ ⊞ ⊞
Marker (B)
Judge (J)

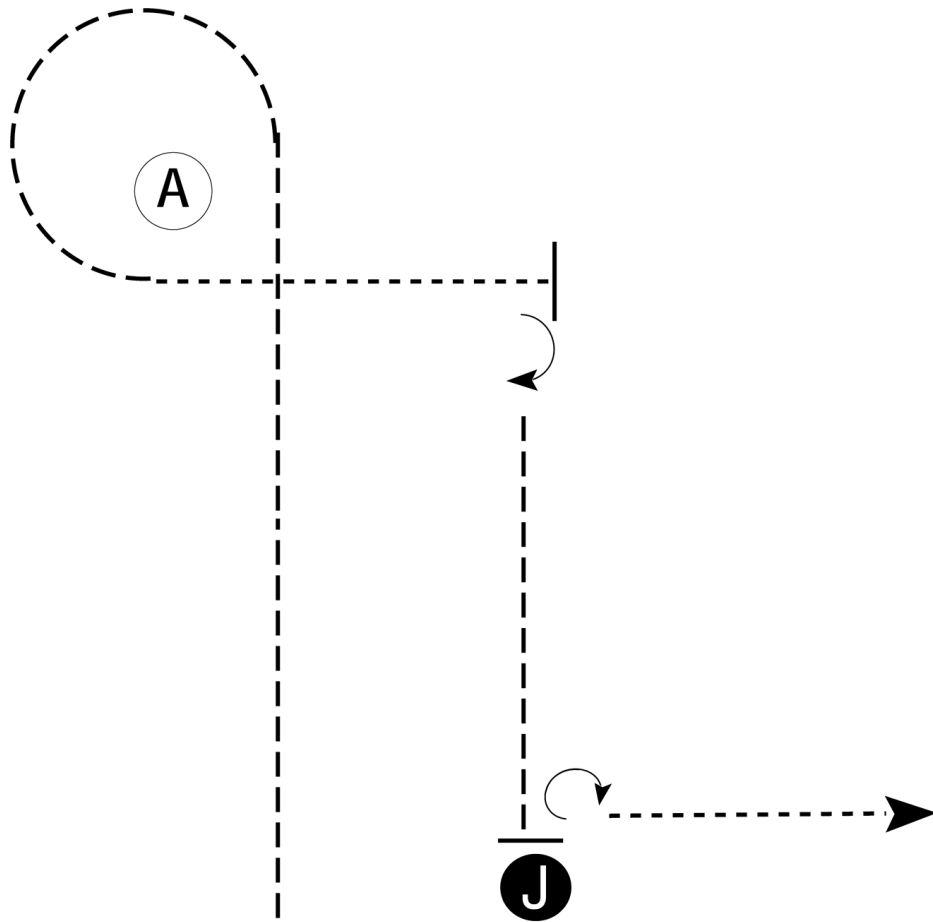
[S/WT-76]

Pattern Provided by:

Routt County

Showmanship (Class #13,14,15)

Show Date: 08-07-2026



Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 90 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 270 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ↗ ↘ ↗ ↘
Marker	ⓑ
Judge	ⓐ

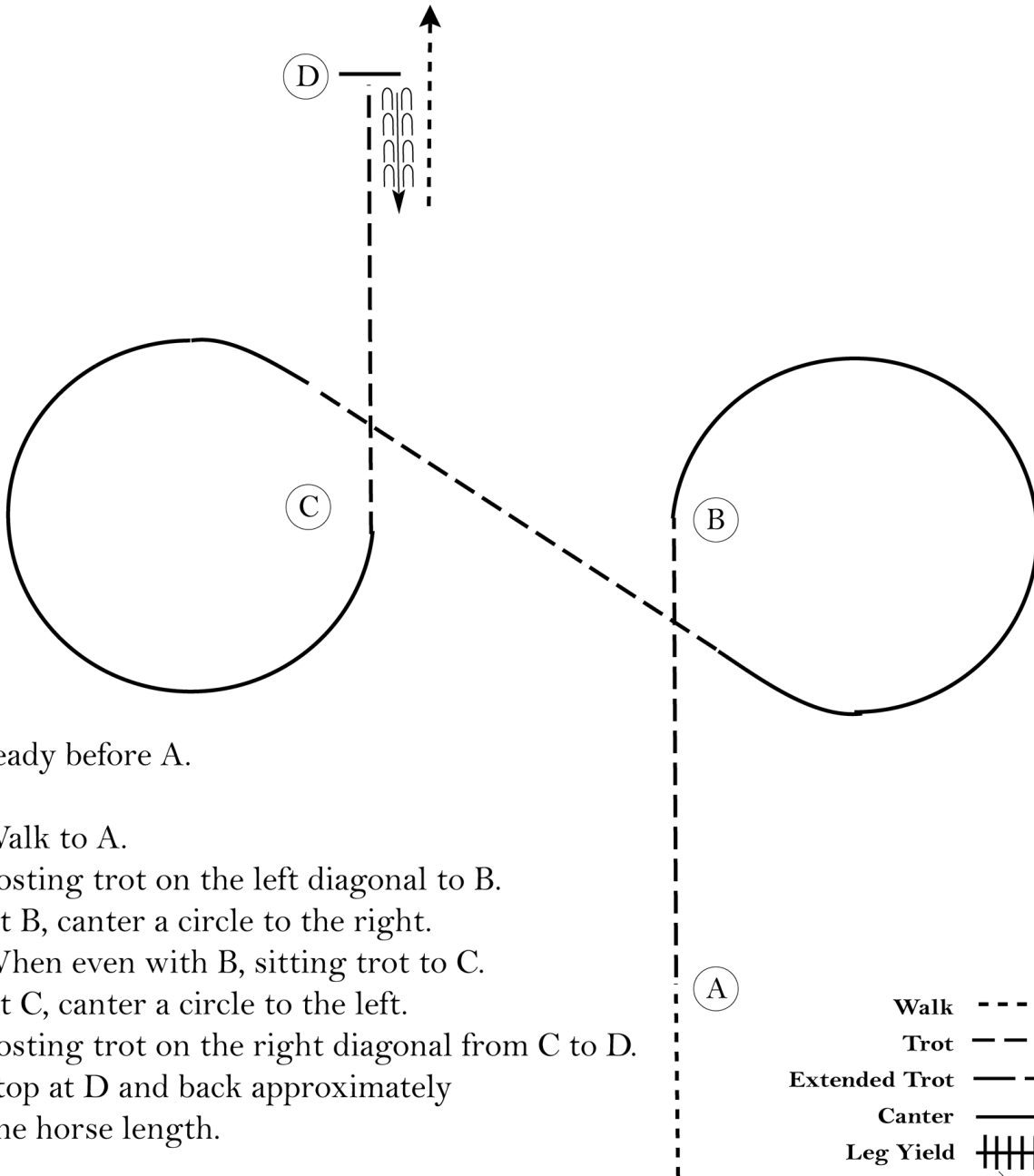
[S/1-76]

Pattern Provided by:

Routt County

Hunt Seat Equitation (#5, #6 ,#7)

Show Date: 08-07-2026



Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to B.
3. At B, canter a circle to the right.
4. When even with B, sitting trot to C.
5. At C, canter a circle to the left.
6. Posting trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

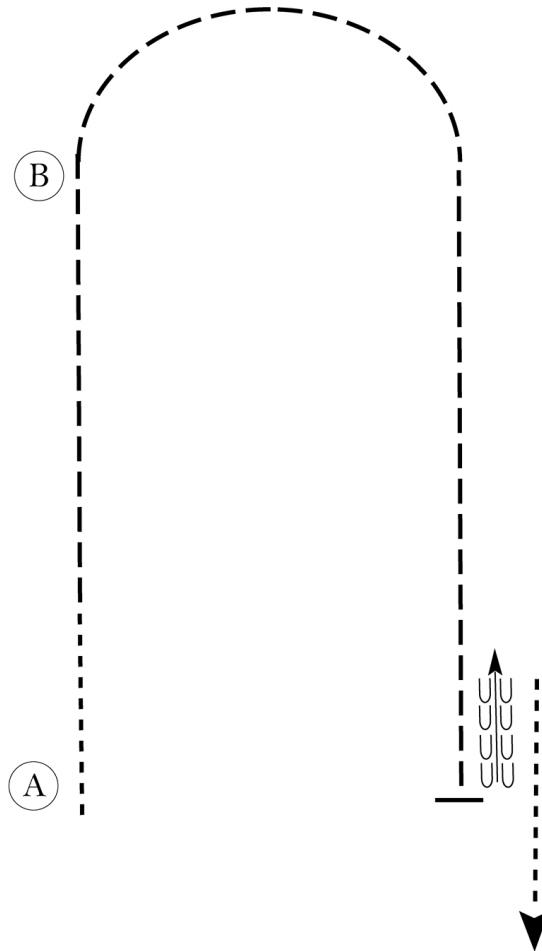
[HSE/1-41]

Pattern Provided by:

Routt County

Hunt Seat Equitation (Walk Trot 8-Under)

Show Date: 08-07-2026



Be ready at A.

1. Walk approximately 2 horse lengths.
2. Posting trot on the left diagonal to B.
3. Sitting trot in a half circle until even with B.
4. Posting trot on the right diagonal until even with A.
5. Halt and back approximately one horse length.
6. Exit pattern at a walk.

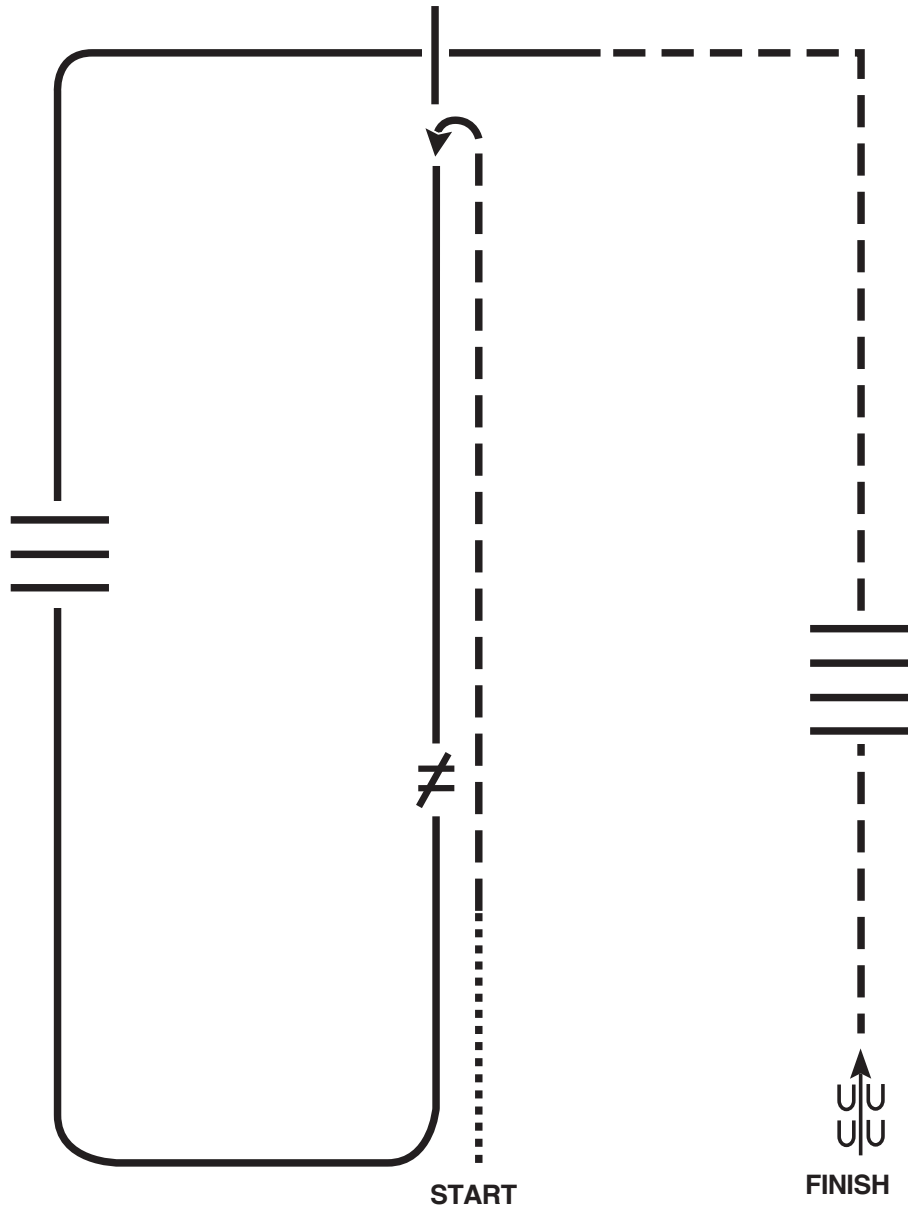
Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	---/---
Back	←←←←
Marker	(B)
Sidepass	←---→
Hand Gallop	-----

[HSE/WT-56]

Pattern Provided by:

English Versatility - APHA Pattern 2



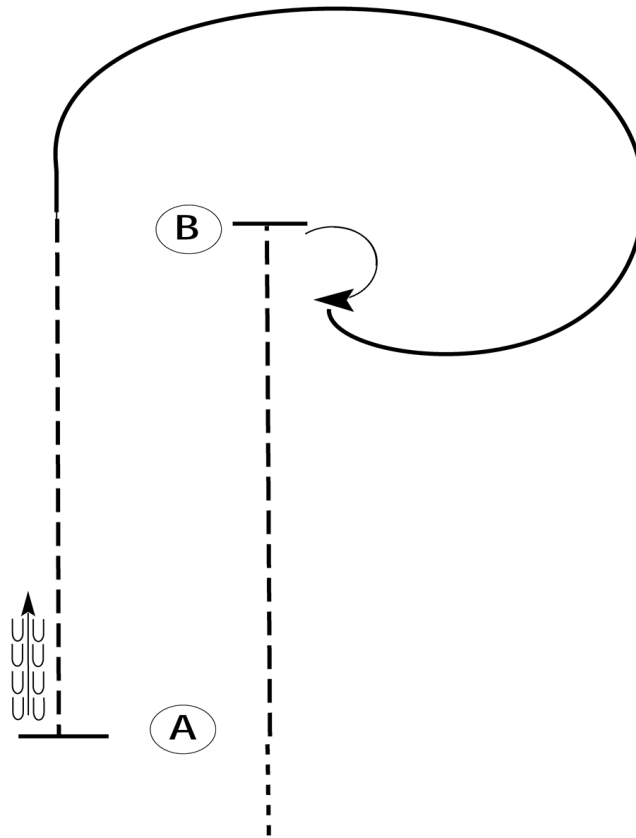
1. Forward Walk From Gate
2. Trot Right Diagonal
3. Halt 180 Forehand turn right
4. Canter Left Lead
5. Change Leads Simple or Flying
6. Right Lead around end and over three rails
7. Right lead around end and over one rail
8. Trot Left Diagonal
9. Trot Four Rails
10. Forward sitting trot
11. Stop and back

Walk	
Jog/Trot	-----
Lope/Canter	—————
Extended Trot	—————
Leg Yield	
Change Lead	≠
Gate	⌋⌋
Back	←←←←←
Judge	●
Marker	○
Sidepass	←←←←←

Routt County

Western Horsemanship (#22,23,24)

Show Date: 08-07-2026



Be ready before A.

1. Walk to A.
2. Jog to B.
3. Turn 180 degrees to the right.
4. Lope on the left lead back around to B.
5. Jog from B to A.
6. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ↖ ↗
Marker	Ⓚ
Sidepass	←-----→

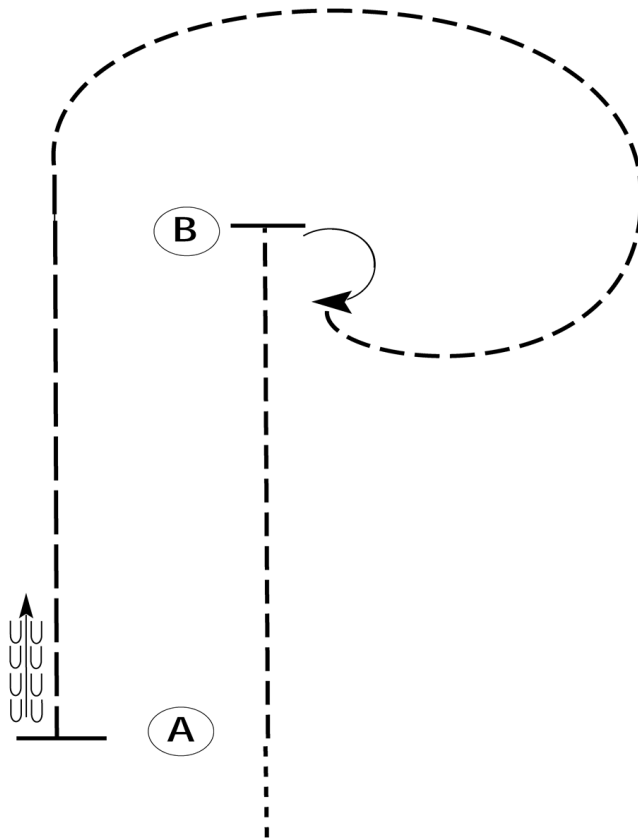
[WH/1-44]

Pattern Provided by:

Routt County

Western Horsemanship (8-Under Walk Trot #25)

Show Date: 08-07-2026



Be ready before A.

1. Walk to A.
2. Jog to B.
3. Turn 180 degrees to the right.
4. Jog back around to B.
5. Extend the jog from B to A.
6. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↖
Back	←
Marker	ⓑ
Sidepass	←

[WH/WT-44]

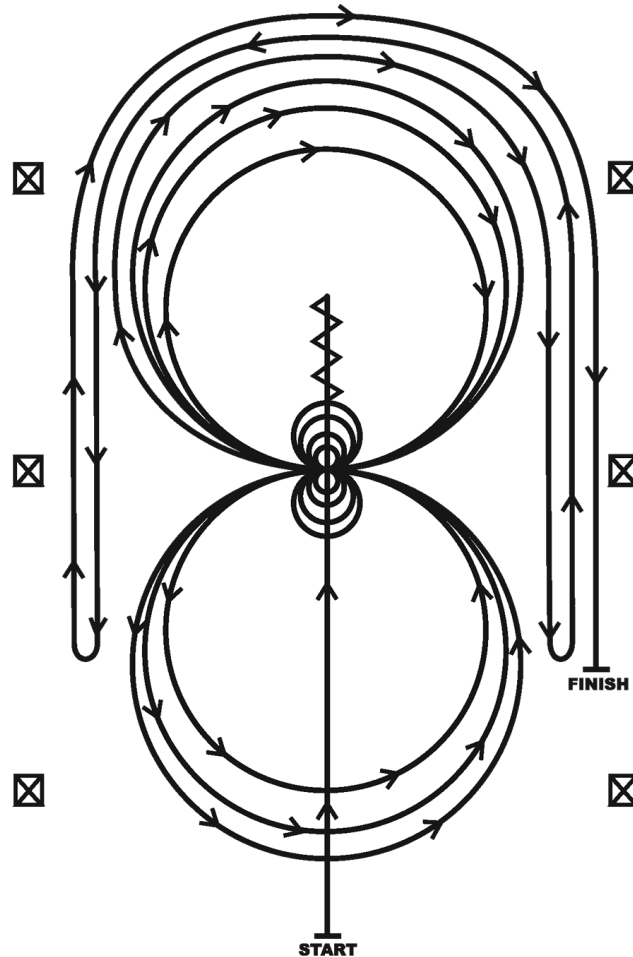
Pattern Provided by:

Routt County

Reining (# 26 19-Over)

Show Date: 08-07-2026

REINING PATTERN 10



1. 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.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. 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.
6. Begin a large circle to the right but do not close this circle. Run 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.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around 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. Hesitate to demonstrate completion of the pattern.

[R/AQHAP-10]

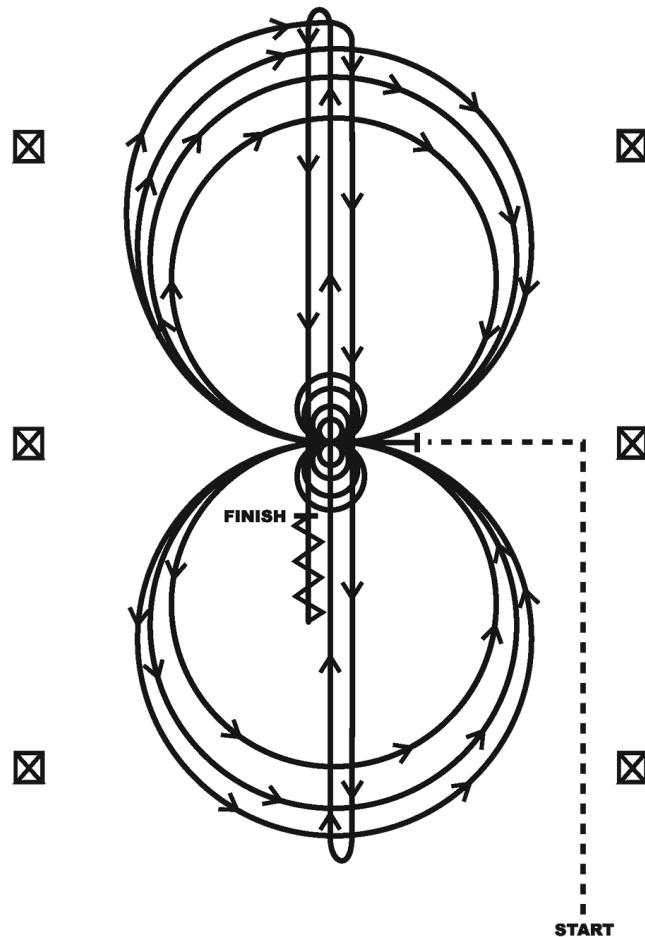
Pattern Provided by:

Routt County

Reining (14-18,13-Under Class #27,28)

Show Date: 08-07-2026

REINING PATTERN 11



Horses must jog 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 four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. 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.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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 to demonstrate completion of the pattern.

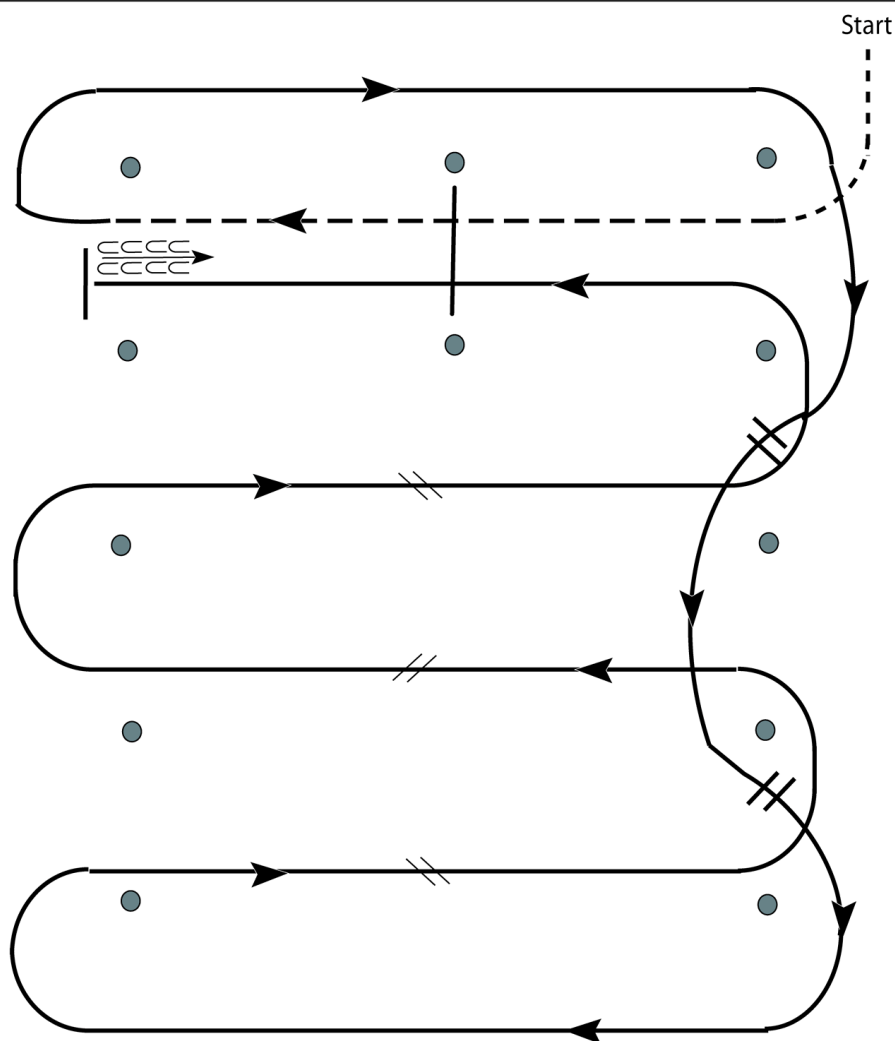
[R/AQHAP-11]

Pattern Provided by:

Routt County

Western Riding (All Western Riding)

Show Date: 08-07-2026



1. Walk, transition to jog, jog over log.
2. Transition to right 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.

[WR/GP-3]

Pattern Provided by: