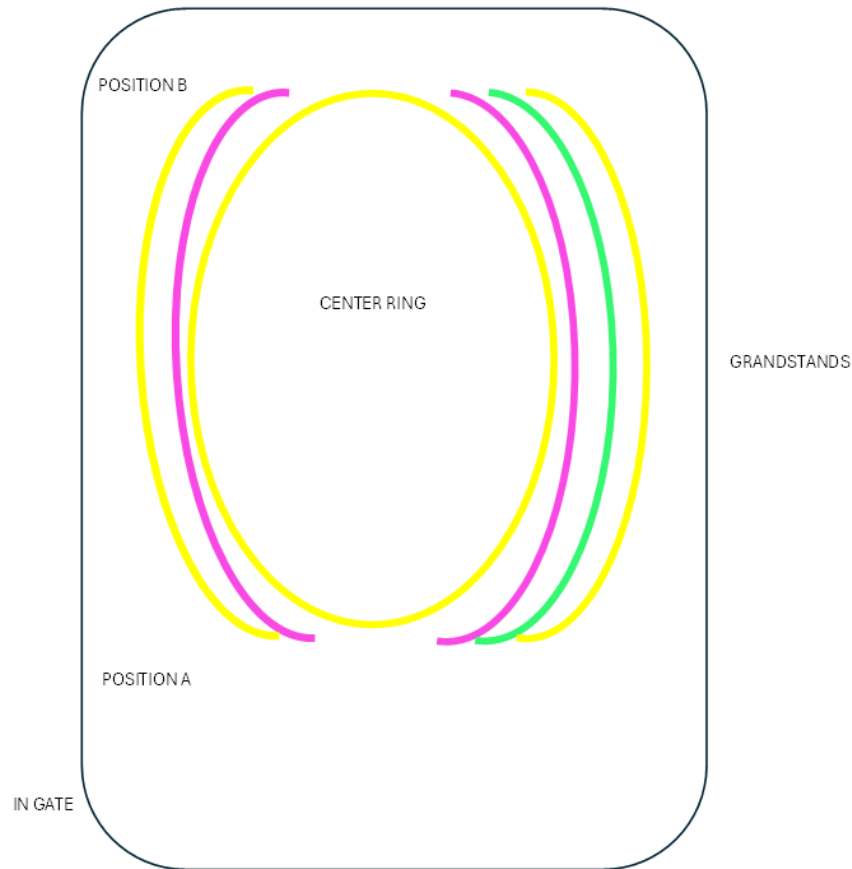


Best Movement Pattern: 82, 111, 137, 156

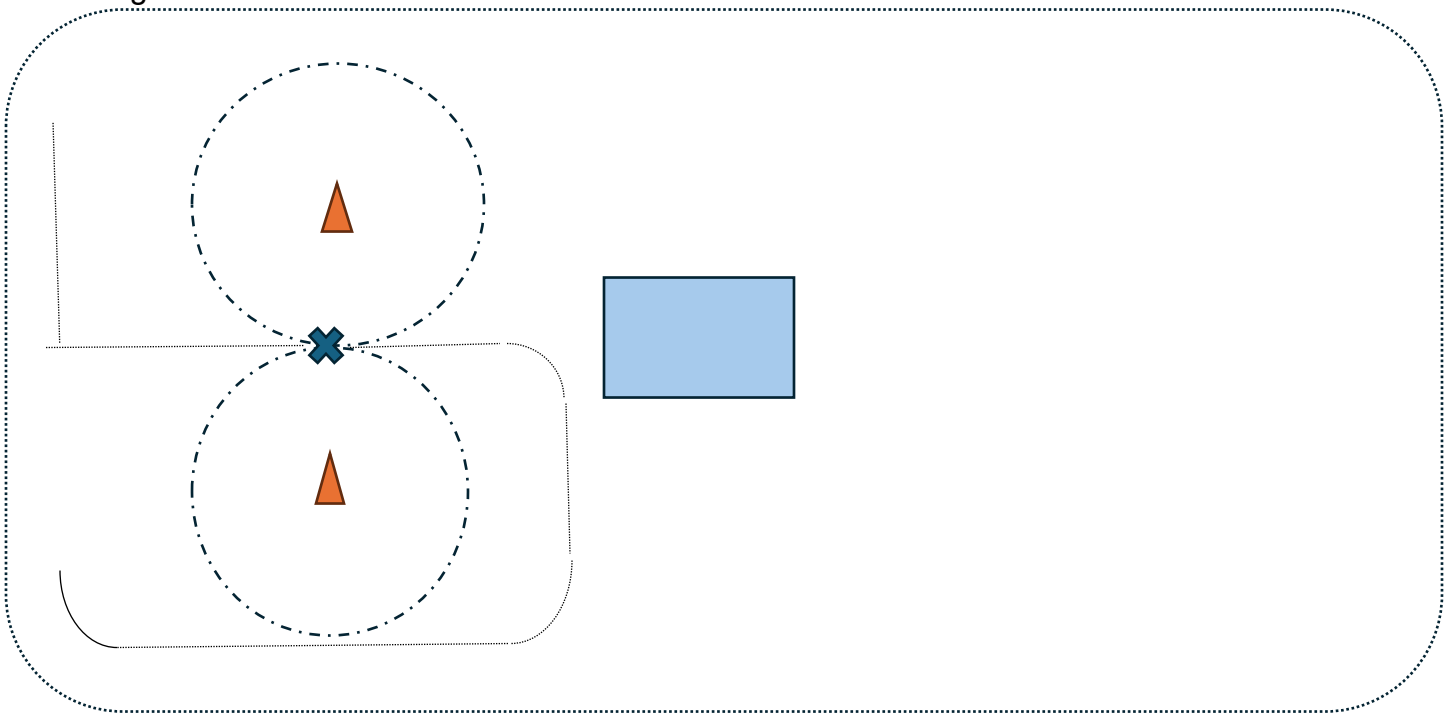


- Horses enter the arena through the in-gate at the walk and **walk counterclockwise** until all entrants have entered the arena and been viewed by the judges. Horses stop and line up at A.
- After all horses are in the arena and lined up at A, each horse will **trot along the arena wall** (counterclockwise) to position B where the horse **will walk to A** and stand next to the horses that have yet to present at the trot.
- After the last horse has trotted, the horses **will walk on the rail counterclockwise**, single file to position B. Each horse will then **trot down the arena wall to position A** where they will **walk back to position at B**.
- Once the final horse has walked back into line, horse and handlers will reverse and **walk single file clockwise** on the rail until all judges have viewed and scored the walk. They will then be asked to stop and maintain position and present back numbers to the judges.

Academy Walk Trot Pattern Class # 125

- 1- Enter at walk, halt at X
- 2- Trot/Jog Right circle back to X
- 3- Trot/Jog Left circle back to X
- 4- Halt, leave arena at Walk

in gate



2026

ACADEMY IN HAND PATTERN

1. Enter arena, walk directly toward judges. Halt and present to judges.
2. Make a left 3/4 circle around cone A
3. Continue walking to cone B and Halt next to Cone B.
4. Back your horse 4 steps.
5. Exit Arena.



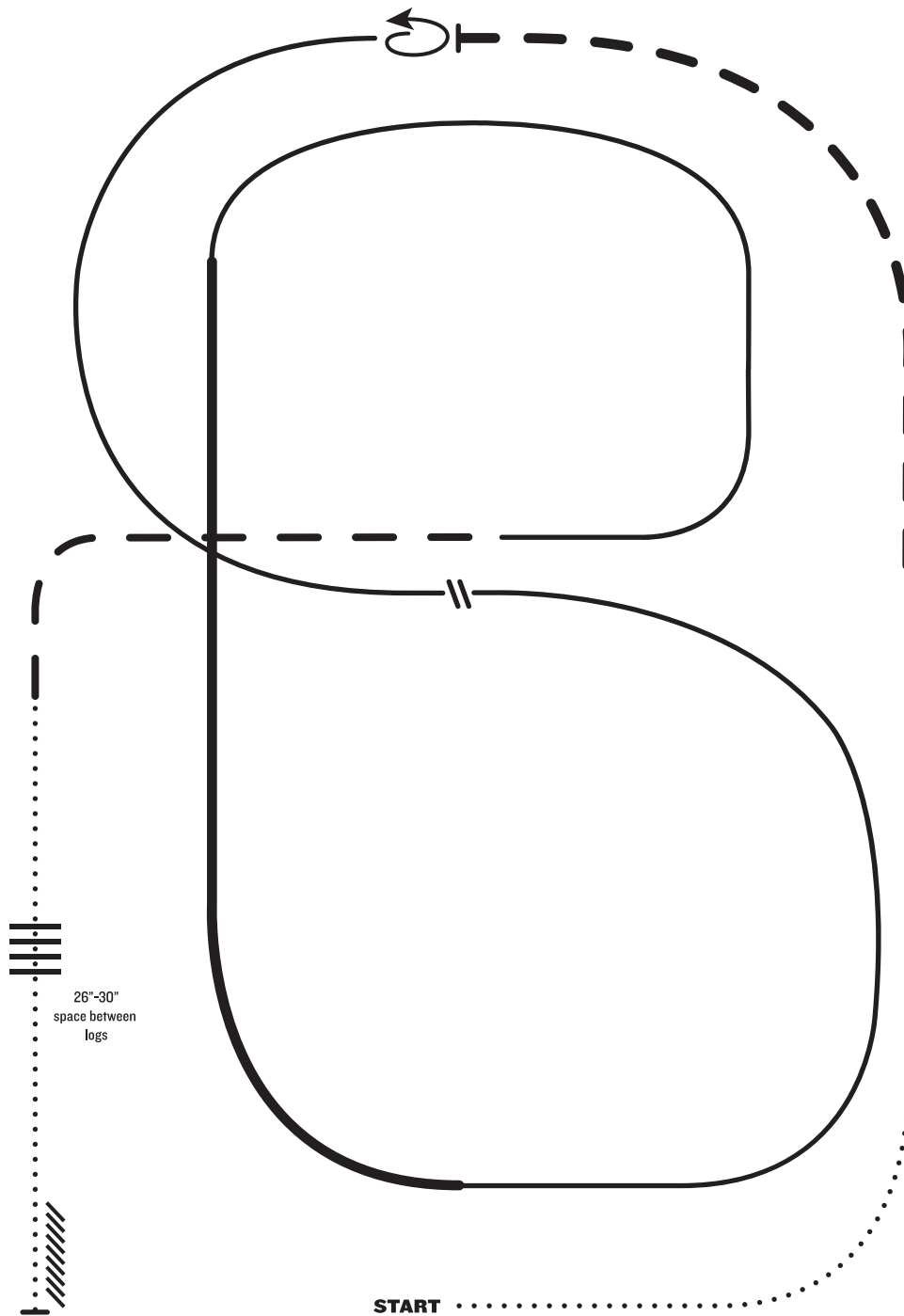
JUDGES



RANCH RIDING - PATTERN 1

LEGEND

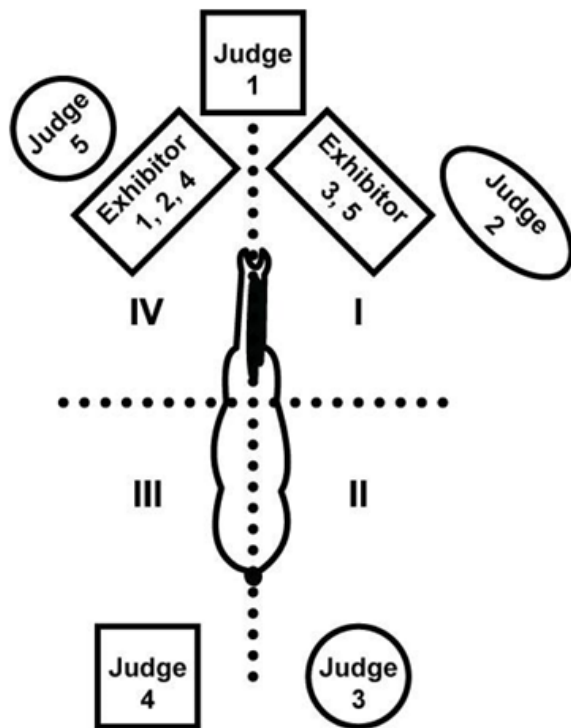
.....	Walk
...	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back
//	Lead Change



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. 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.

JR EXHIBITOR SHOWMANSHIP QUARTER SYSTEM



JR EXHIBITOR SHOWMANSHIP PATTERN

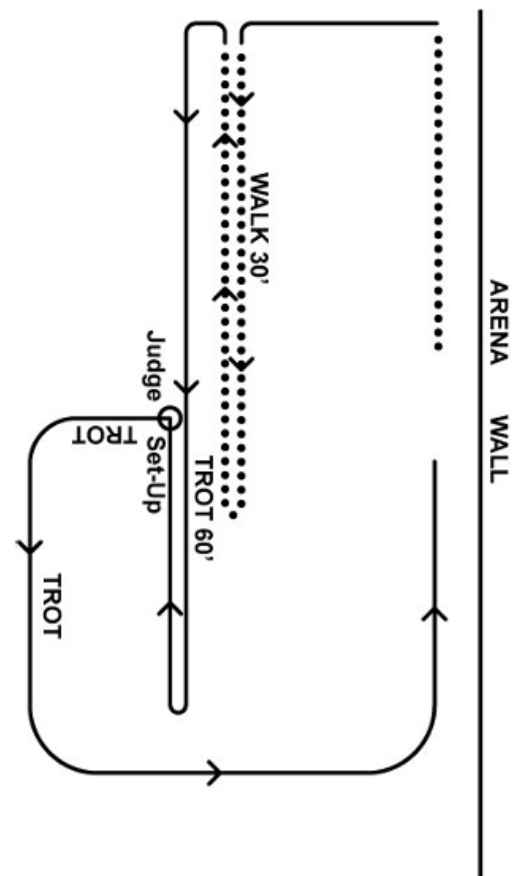


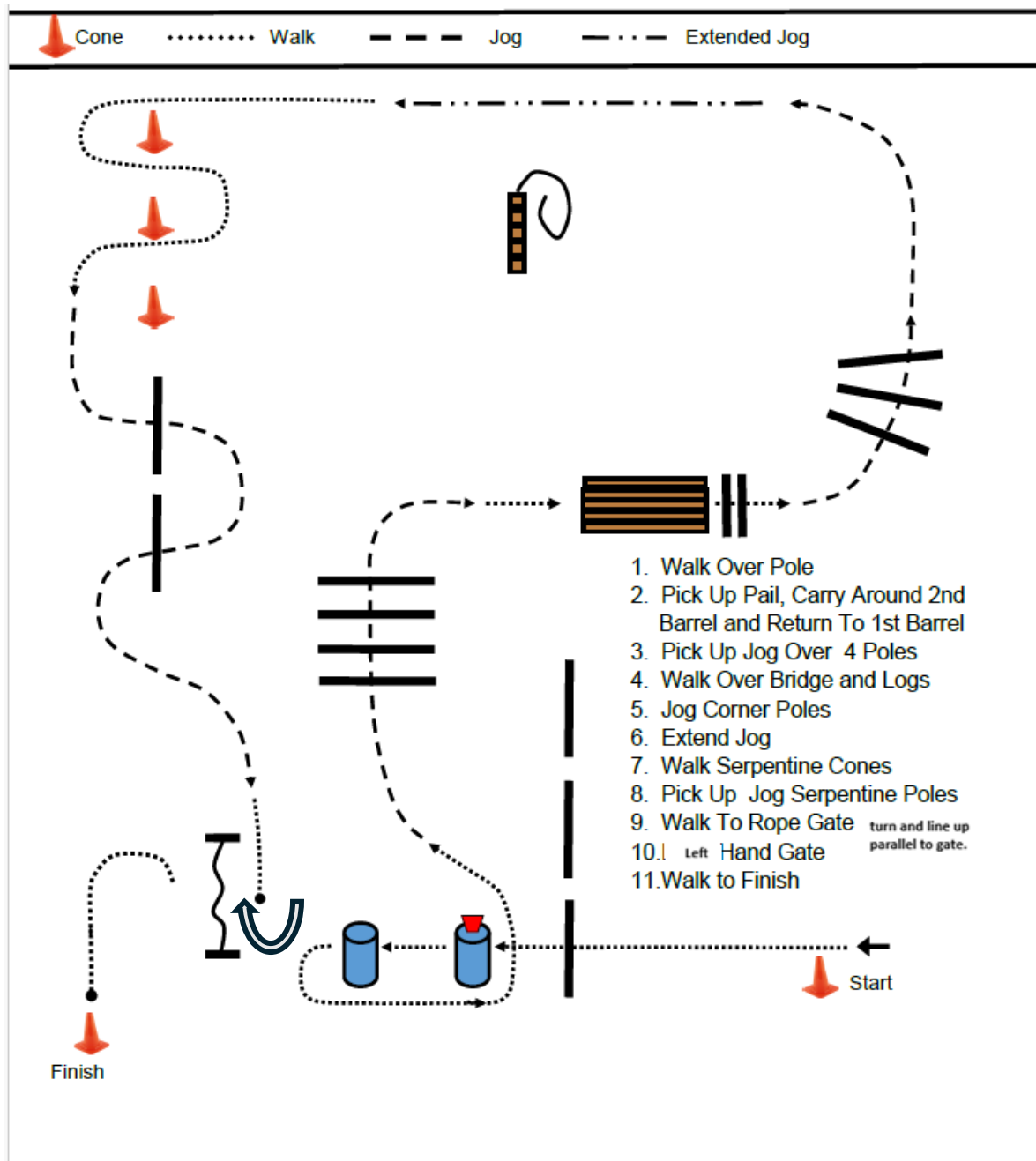
Diagram illustrating a dressage test track layout. The track includes various obstacles and movement instructions:

- Obstacles:**
 - Cones (indicated by red triangles)
 - Walk (indicated by dotted lines)
 - Jog (indicated by dashed lines)
 - Extended Jog (indicated by long dashed lines)
 - Lope (indicated by solid lines)
- Instructions:**
 - Jog Over Poles
 - Continue Jog Over 4 Poles
 - Walk Over Bridge and Logs
 - Jog Corner Poles
 - Left Lead Lope To Drag
 - At The Walk Pull Drag Around Cone To Right
 - Jog Serpentine Over Poles
 - Pick Up Right Lead Lope
 - Break To Jog and Halt
 - Walk To Rope Gate
 - Left Hand Gate
 - Walk To Finish

1. Jog Over Poles
2. Continue Jog Over 4 Poles
3. Walk Over Bridge and Logs
4. Jog Corner Poles
5. Left Lead Lope To Drag
6. At The Walk Pull Drag
Around Cone To Right
7. Jog Serpentine Over Poles
8. Pick Up Right Lead Lope
9. Break To Jog and Halt

11. Walk To Rope Gate
12. Left Hand Gate
13. Walk To Finish

IN HAND TRAIL PATTERN



The diagram illustrates a dressage test track. At the top, a legend defines the symbols: a red cone for 'Cone', a dotted line for 'Walk', a dashed line for 'Trot / Jog', a dash-dot line for 'Extended Trot/Jog', and a solid line for 'Canter/Lope'. The track begins at a 'Start' cone on the right, marked with a red cone. The path is as follows: 1. Trot/Jog Poles (dashed line). 2. Continue Trot/Jog Over 4 Poles (dashed line). 3. Walk Over Bridge and Logs (dotted line). 4. Trot/Jog Corner Poles (dashed line). 5. Left Lead Lope/Canter Around Drag (solid line). 6. Trot/Jog Serpentine Cones and Poles (dashed line). 7. Right Lead Lope/Canter to Rope Gate (solid line). 8. Right Hand Gate (dashed line). 9. Walk to Finish (dotted line). The track ends at a 'Finish' cone on the left, marked with a red cone. Various obstacles are placed along the path, including poles, a bridge, logs, a rope gate, and a drag.

1. Trot/Jog Poles
2. Continue Trot/Jog Over 4 Poles
3. Walk Over Bridge and Logs
4. Trot/Jog Corner Poles
5. Left Lead Lope/Canter Around Drag
6. Trot/Jog Serpentine Cones and Poles
7. Right Lead Lope/Canter to Rope Gate
8. Right Hand Gate
9. Walk to Finish

1. Trot/Jog Poles
2. Continue Trot/Jog Over 4 Poles
3. Walk Over Bridge and Logs
4. Trot/Jog Corner Poles
5. Left Lead Lope/Canter Around Drag
6. Trot/Jog Serpentine Cones and Poles
7. Right Lead Lope/Canter to Rope Gate
8. Right Hand Gate
9. Walk to Finish

IALHA/USEF - DOMA VAQUERA LEVEL I

SHOW:

DATE:

COMPETITOR NUMBER →

JUDGE:

FINAL PLACING →

	MOVEMENTS	COMMENTS	Pt's	Score
1	Presentation (ALL)		10	
2	Entrance; stop; salute		10	
3	Working walk		10	
4	Walk 9m circle - right		10	
5	Walk 9m circle - left		10	
6	Left turn on haunches		10	
7	Right turn on forehand		10	
8	Left turn on forehand		10	
9	Halt; rein back-min 4 steps		10	
10	Trot 9m circle - right		10	
11	Trot 9m circle - left		10	
12	Canter depart		10	
13	Canter 18m circle - right		10	
14	Walk Transition		10	
15	Right turn on haunches		10	
16	Canter depart		10	
17	Canter 18m circle - left		10	
18	Stop; rein back min 6 steps		10	
19	Long walk; Halt; Salute		10	
20	OVERALL IMPRESSION		10	

MAXIUM TOTAL POINTS → 200

OVERALL COMMENTS

Total Score →