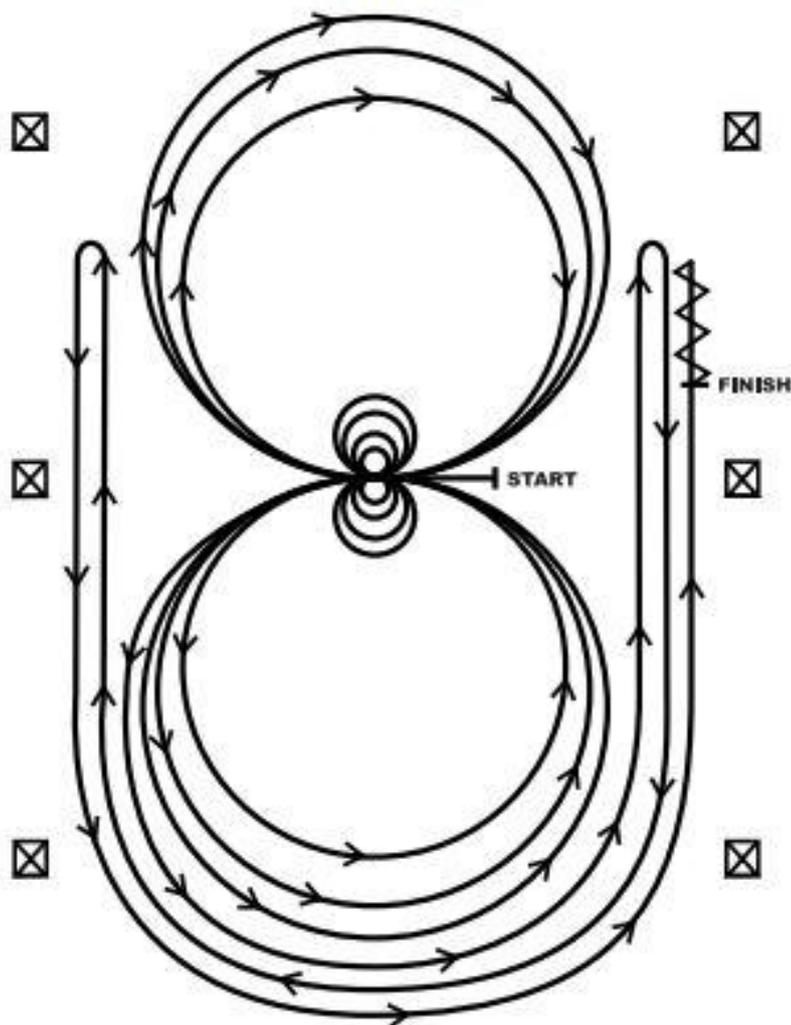


Pattern 6

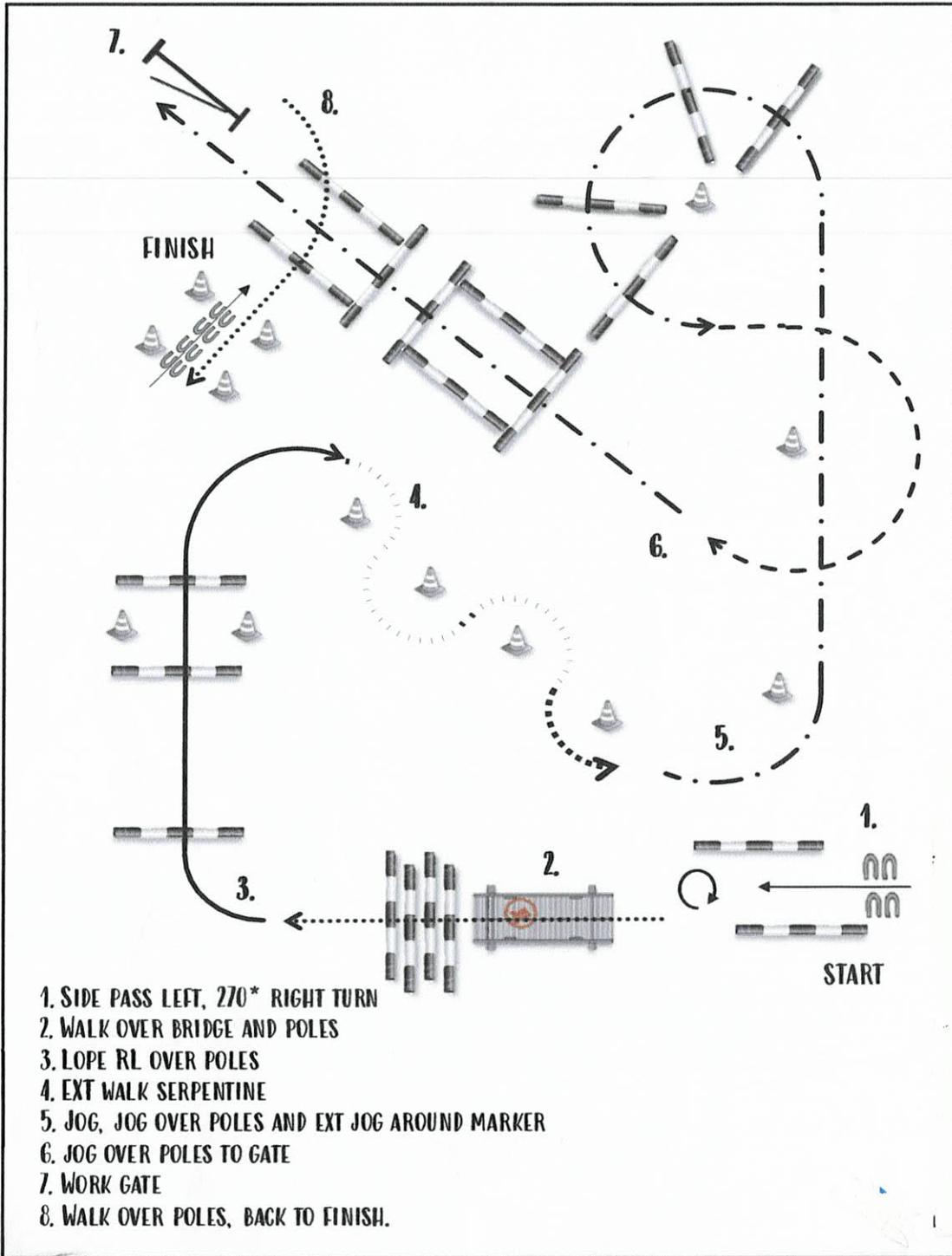


Horses may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on left lead, complete three circles to the left: the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena.
4. Complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least six metres from the wall – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least three metres from the wall – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least three metres from the wall. Back up at least three metres. Hesitate to demonstrate the completion of the pattern.

# TRAIL

YOUTH 7-18.9 / JUNIOR HORSE / 32R0LD

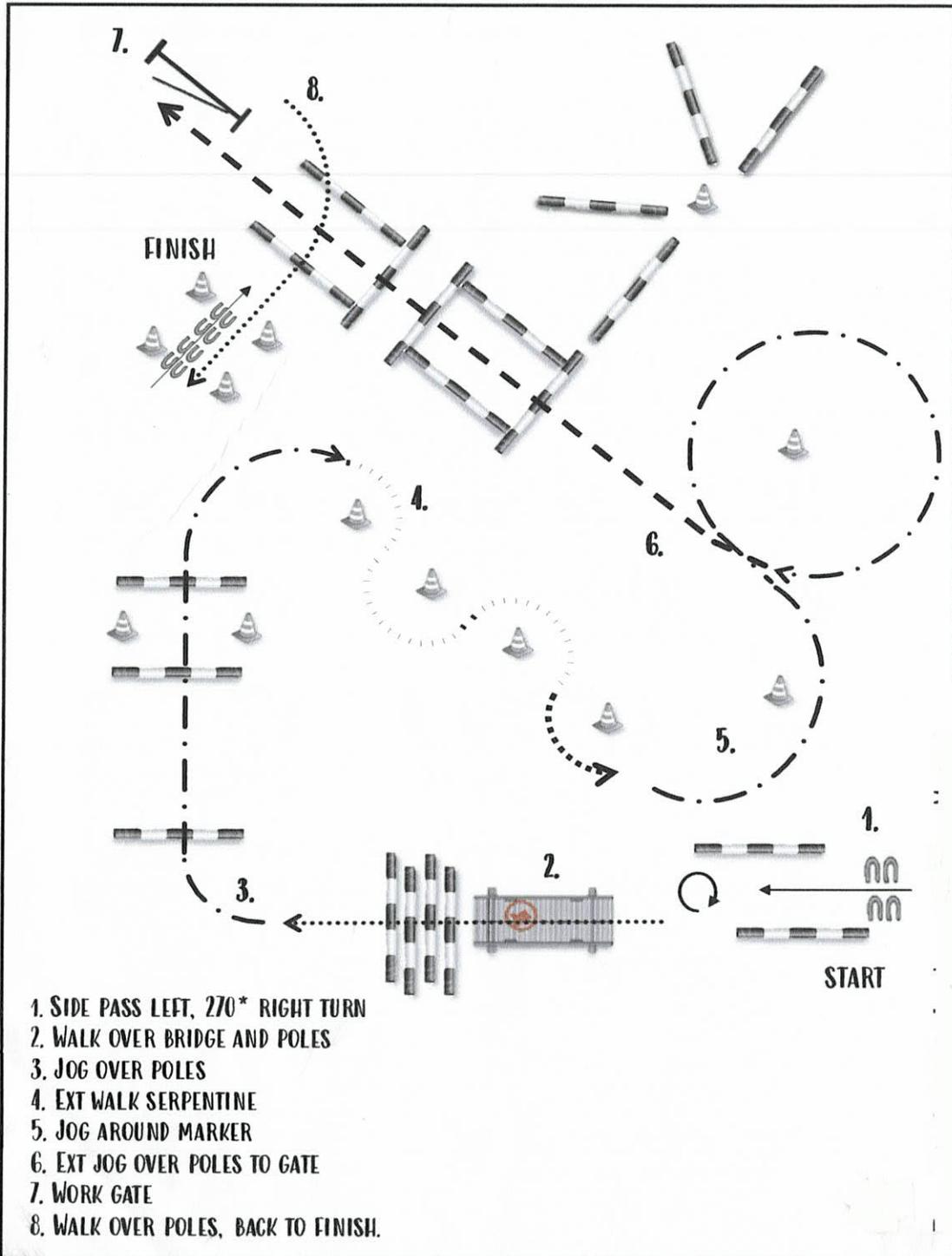


Walk	.....→	Jog/Trot	· · · →	Extend Jog/Trot	- - - →	Sitting trot	- · · →	Lope/Canter	→
Lead Change	xXx	Backup	←←←←←	Marker	⚓	Pole	— — —	Extend Lope/Galop	→
Turn/pivot	C	Gate	↔	Judge	①	Barrel	⊞	Bridge	

**Pattern Jvm2025**

# TRAIL (Walk-Jog)

## OPEN WALK / JOG

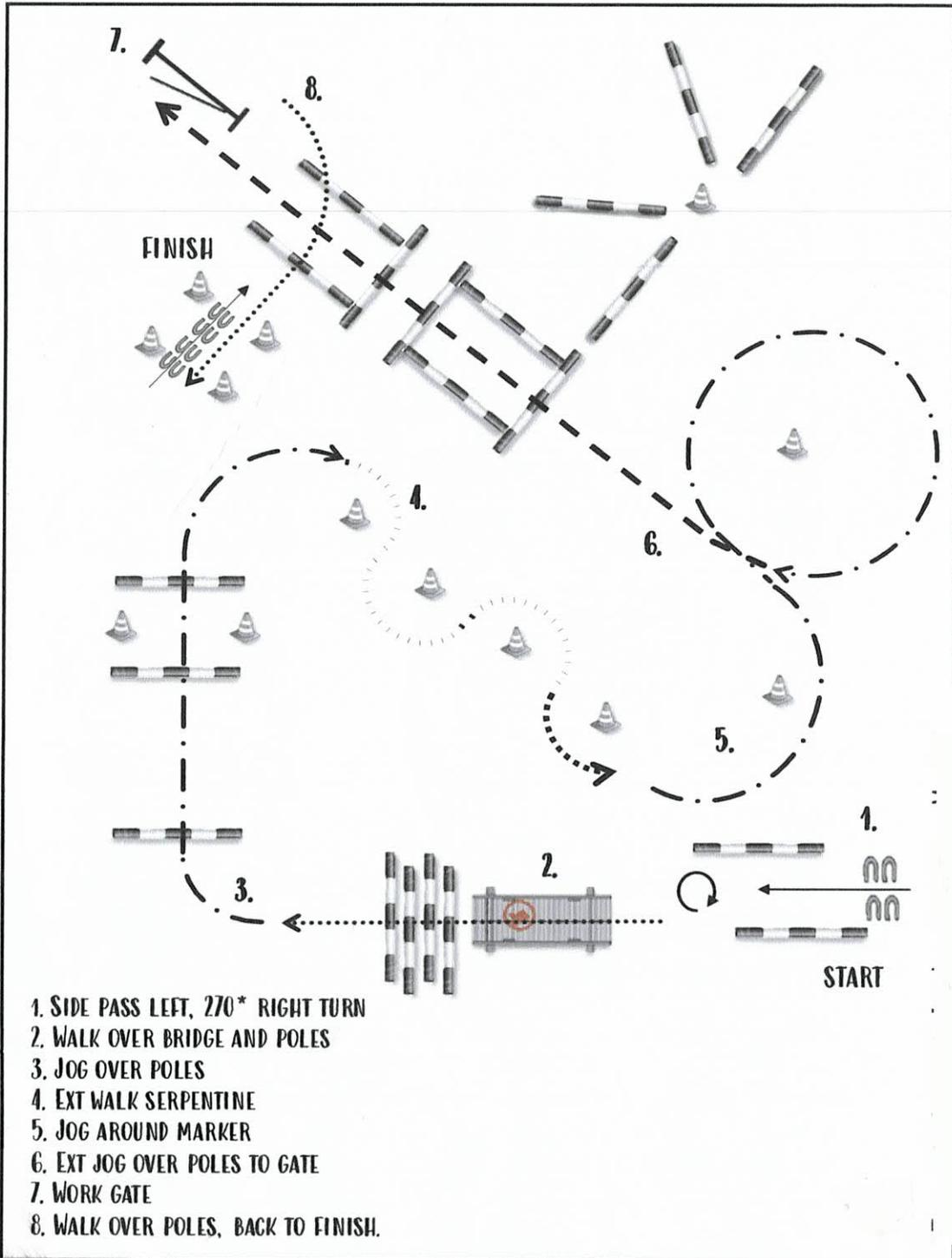


Walk	.....→	Jog/Trot	· · · →	Extend Jog/Trot	- - - →	Sitting trot	- - - →	Lope/Canter	→
Lead Change	xXx	Backup	←←←←←	Marker	🚧	Pole	— —	Extend Lope/Galop	→
Turn/pivot	↻	Gate	⊕	Judge	①	Barrel	🚫	Bridge	▤

Pattern Jvm2025 ©

# TRAIL (Walk-Jog)

## OPEN WALK / JOG



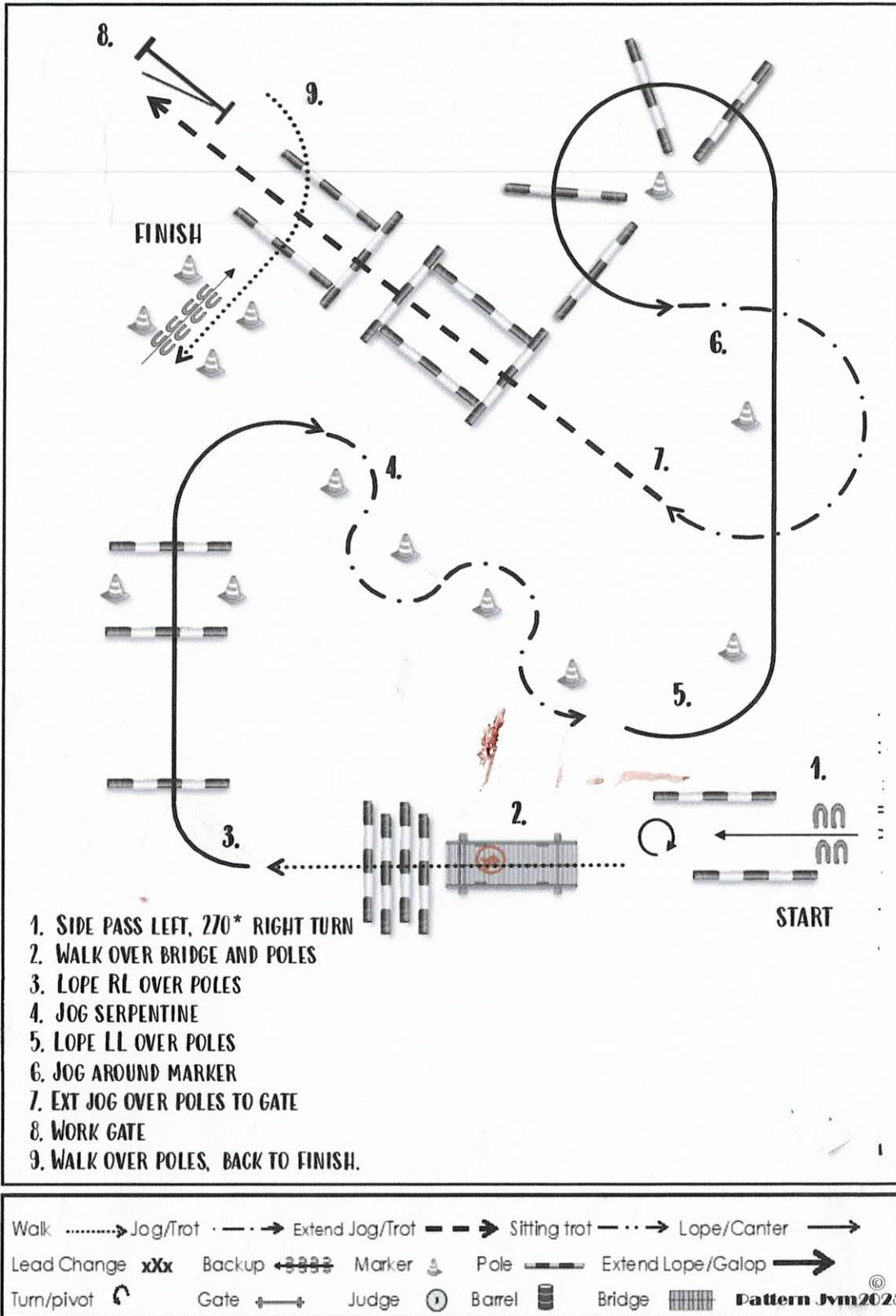
Walk	.....→	Jog/Trot	· - · - →	Extend Jog/Trot	- - - →	Sitting trot	- · - · - →	Lope/Canter	→
Lead Change	xXx	Backup	←←←←←	Marker	⚓	Pole	— — — — —	Extend Lope/Galop	→
Turn/pivot	↻	Gate	← →	Judge	⓪	Barrel	⓪	Bridge	

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**TRAIL**

MEMBERS /

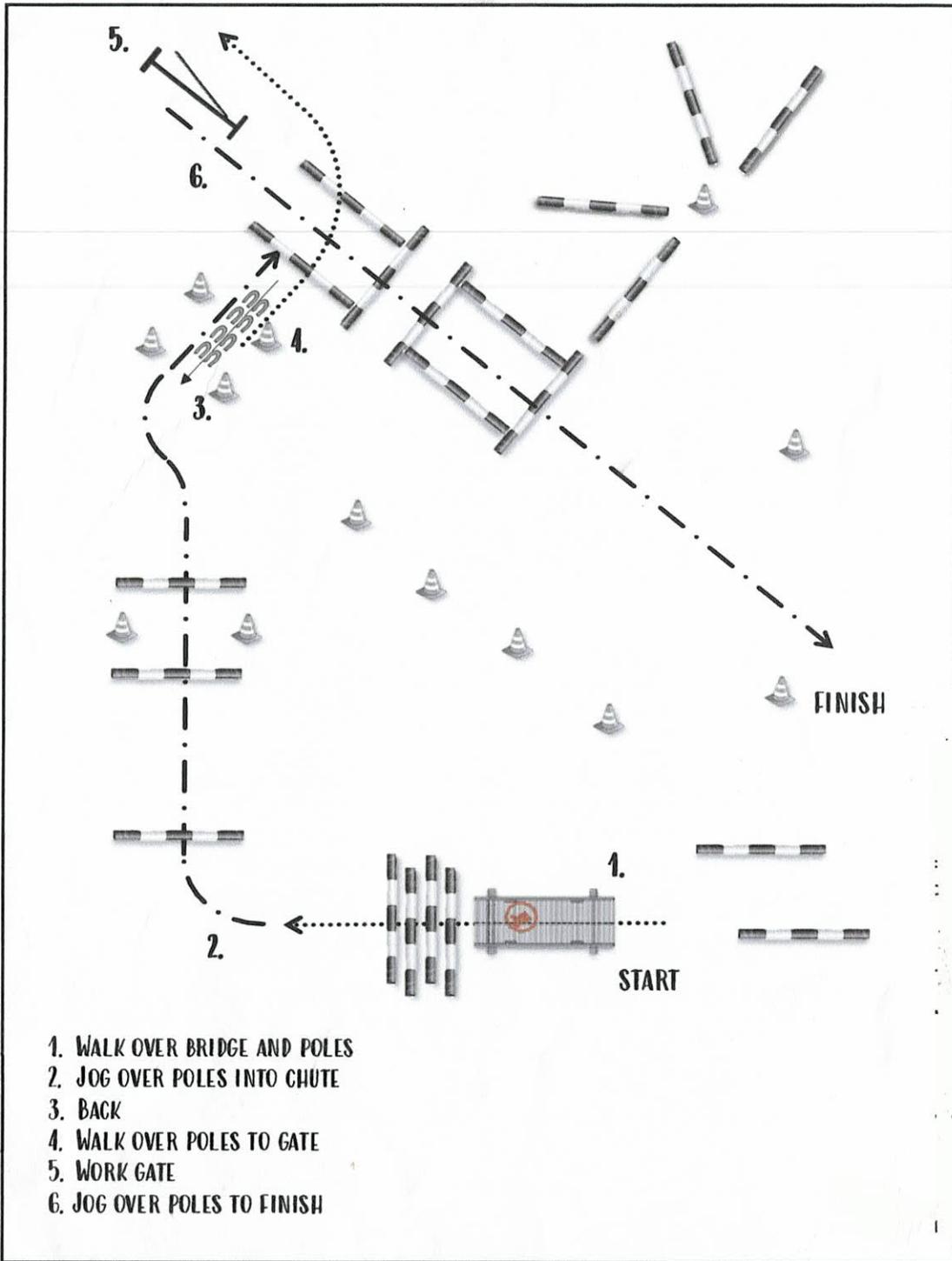
SENIOR HORSE / AMATEUR / SELECT AMATEUR /



# LED TRAIL + TRAIL (Walk-Jog)

YEARLING / 2YR OLD + EWD, 3+ OVER, 1

YTH W/J, BEG W/J



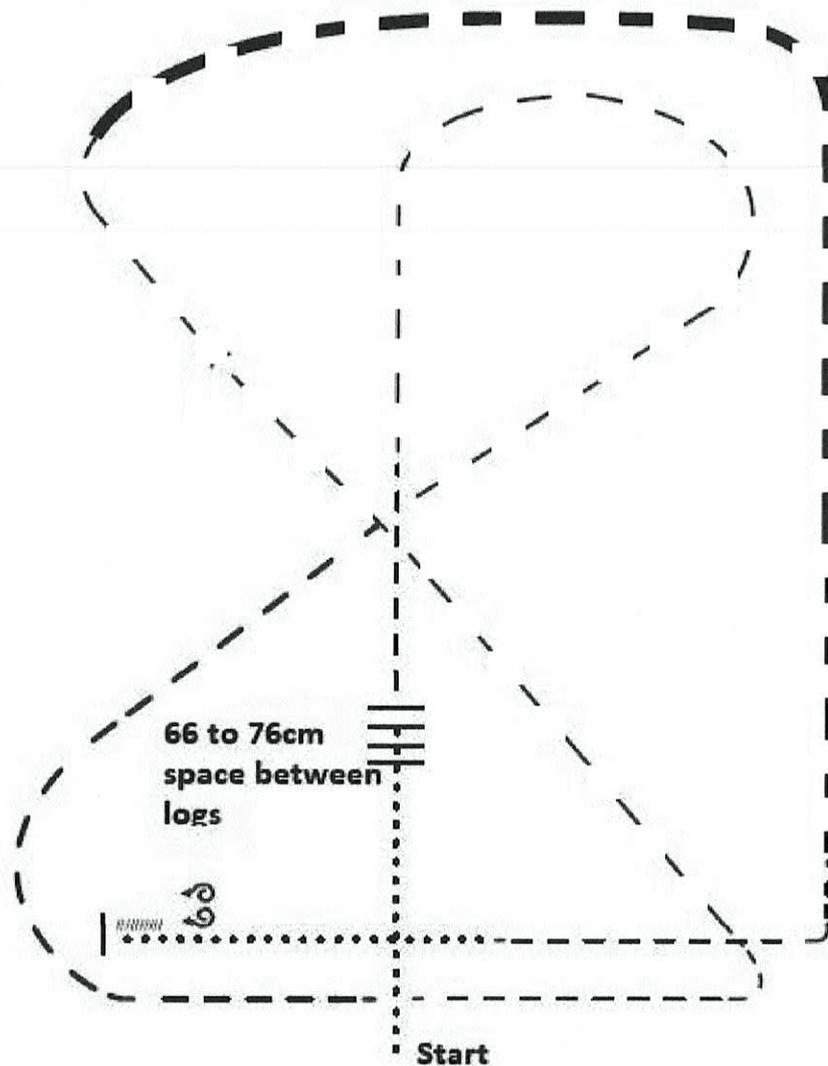
Walk	.....→	Jog/Trot	· · · →	Extend Jog/Trot	- - - →	Sitting trot	- · - · →	Lope/Canter	→
Lead Change	xXx	Backup	←←←←	Marker	⚠	Pole	—	Extend Lope/Galop	→
Turn/pivot	↻	Gate	⊕	Judge	Ⓜ	Barrel	Ⓜ	Bridge	▬▬▬

© Pattern Jvm2025



# RANCH RIDING

## Beginner Walk & Trot.



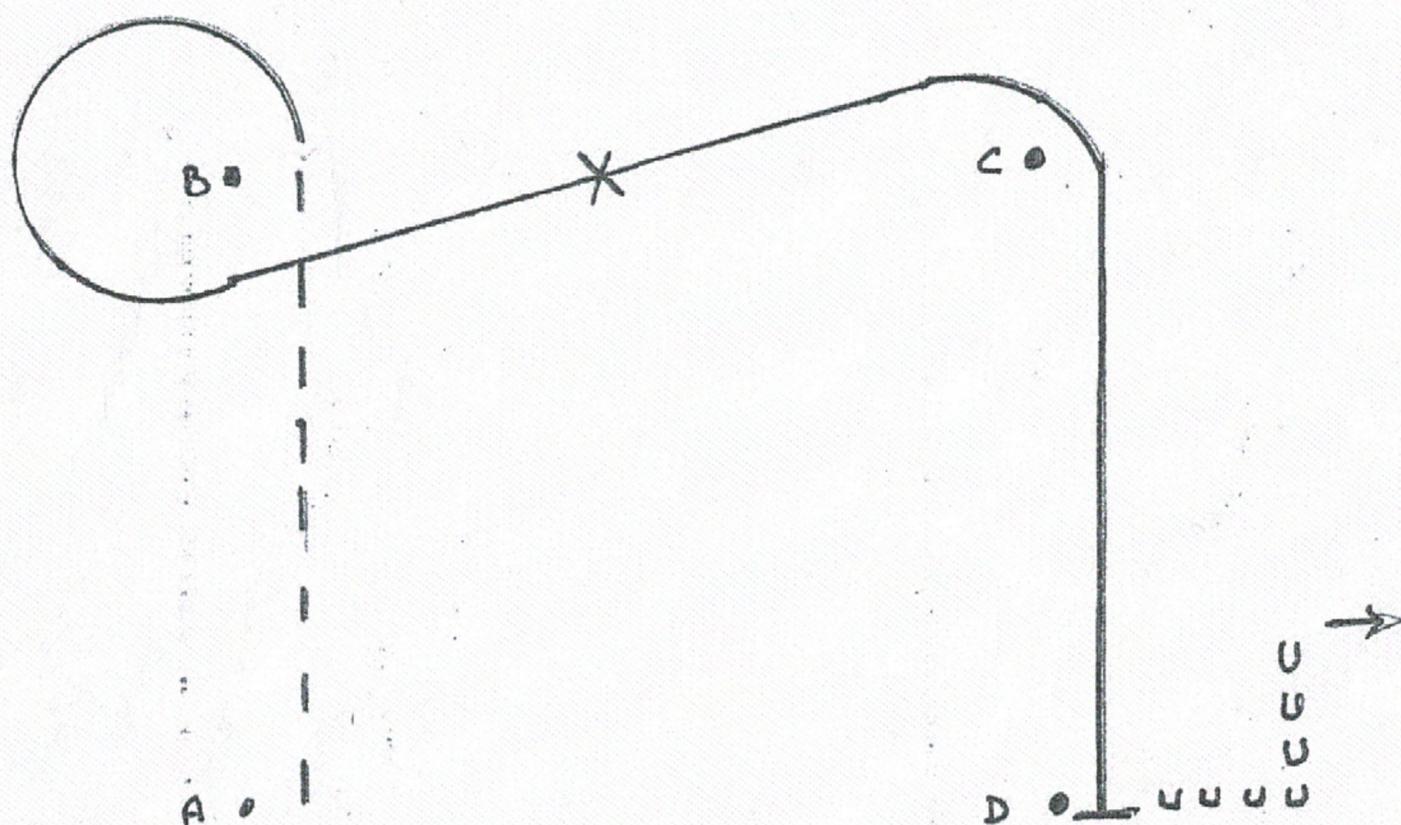
X	Lead change	—	Lope
....	Walk	—	Ext. lope
- - -	Trot	///	Back
- - -	Ext. Trot	↻	360 degree turn

1. Walk
2. Walk over logs
3. Trot loop
4. Extend trot (from centre)
5. Trot
6. Extend trot around end and side.
7. Collect trot
8. Walk
9. Stop and back
10. 360 turn each direction (Either direction first)



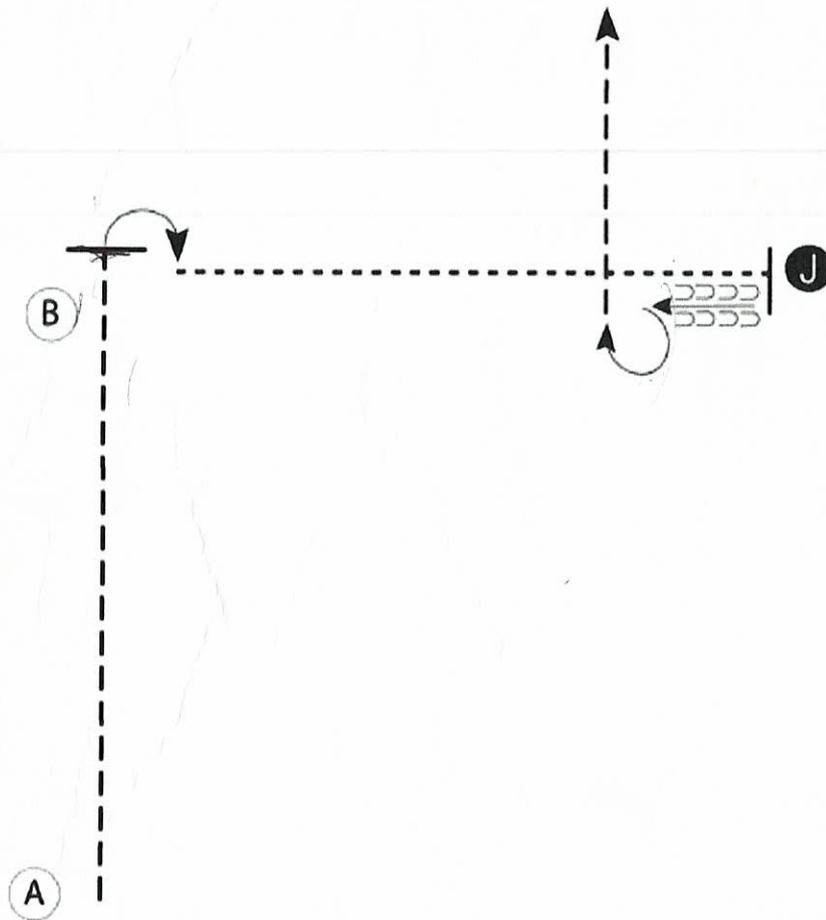
H / SHIP - (ALL CLASSES)

W / JOG + E.W.D JOG WHERE LOPE



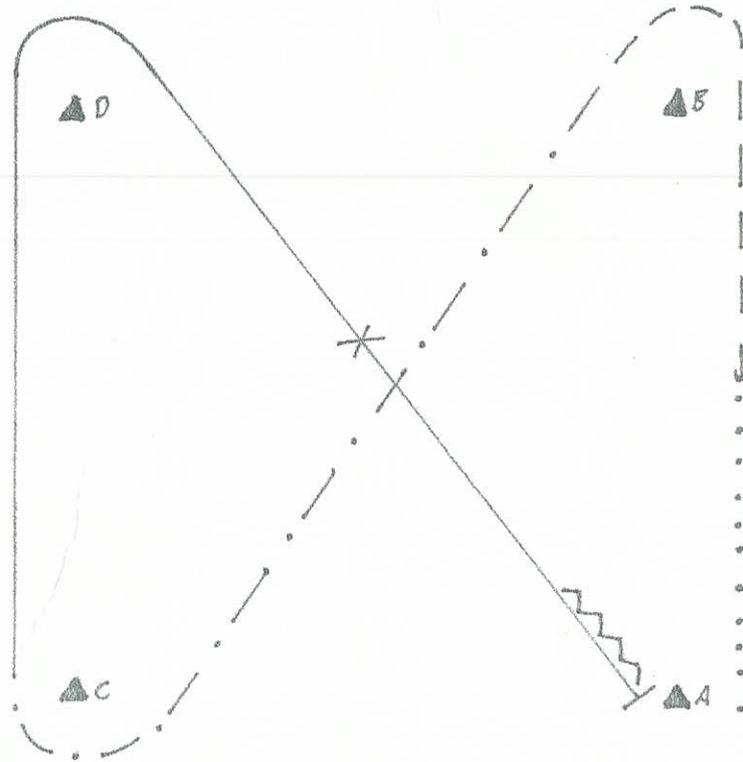
1. JOG A TO B
2. LOPE AROUND B
3. SIMPLE CHANGE HALFWAY TO C
4. LOPE AROUND C TO D. HALT
5. S/PASS LEFT 3 METRES + BACK 1 HORSE LENGTH  
RETIRE TO RAIL

# All Showmanship



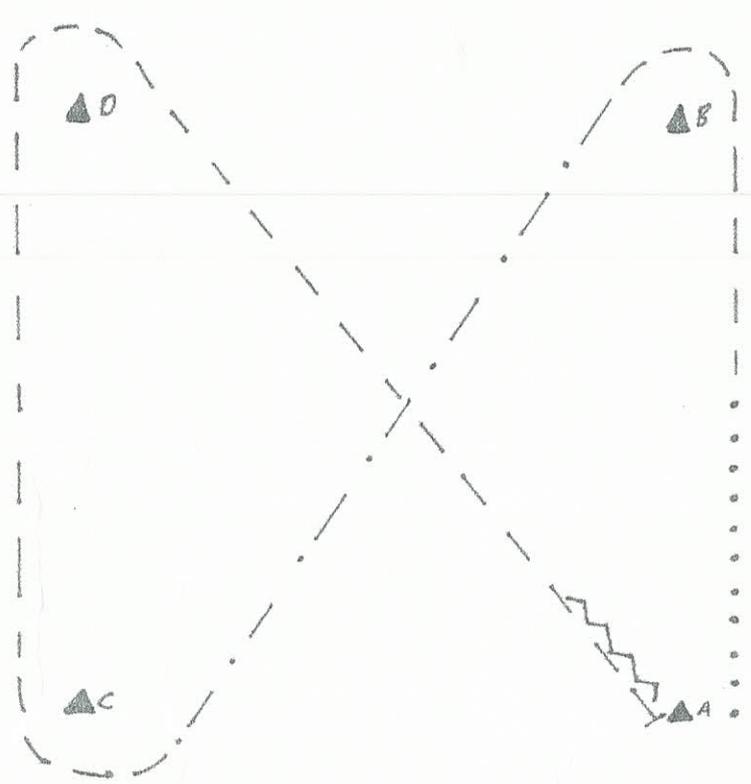
1. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the Judge, stop and set up for inspection *H I N S P E C T*
- 5 ~~4~~. When dismissed back one horse length and perform a 270 degree turn
- 6 ~~5~~. Trot to the line-up

Walk	.....
Trot	-----
Back	←-----
Marker	Ⓚ
Judge	ⓐ



WALK FROM A HALF WAY TO B  
 TROT ON CORRECT DIAGONAL AROUND B  
 EXTENDED TROT B AROUND C ON CORRECT DIAGONAL  
 CANTER RIGHT LEAD AROUND D  
 CHANGE LEADS AND CONTINUE TO A  
 HALT AND BACK 1 HORSE LENGTH

HUNT SEAT EQ ALL



WALK HALF WAY FROM A TO B  
 TROT ON CORRECT DIAGONAL AROUND B  
 EXTEND TROT FROM B AROUND C ON CORRECT DIAGONAL  
 TROT AROUND D TO A  
 HALT AND BACK 1 HORSE LENGTH

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HUNT SEAT EQ. W/JOG EWD

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