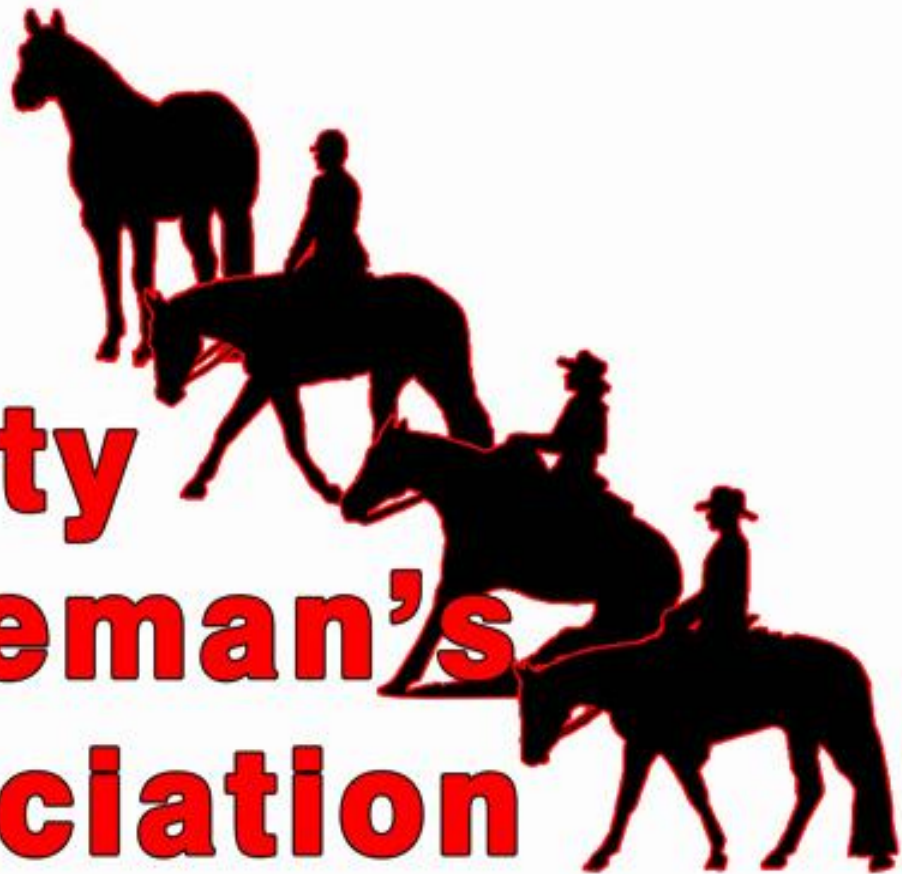


**April 10 & 11, 2026**

**Judge:**

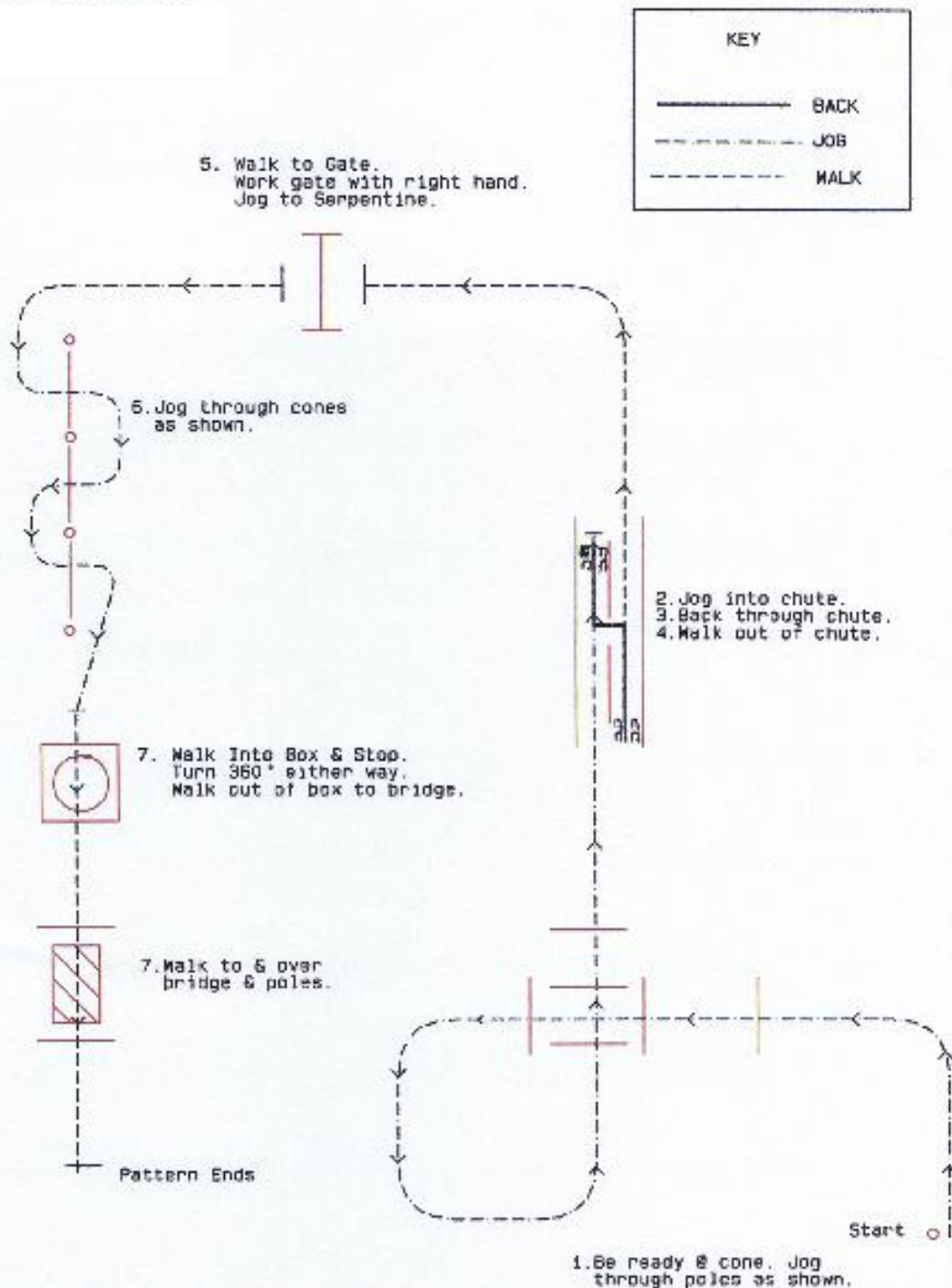
**Robin Frid**

**H**unt  
**C**ounty  
**H**orseman's  
**A**ssociation



# CLASS # 1 - 3

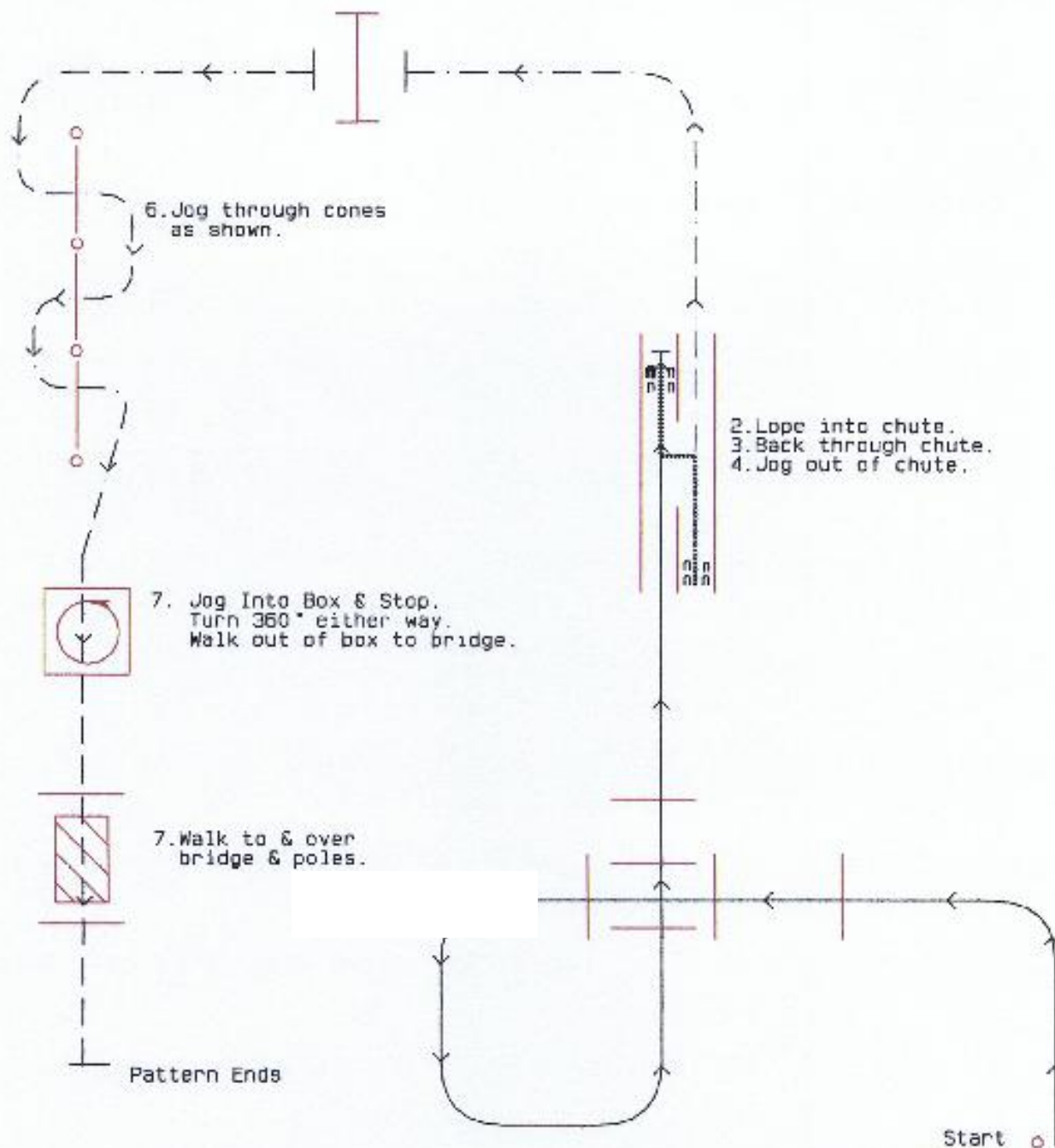
## WALK - TROT



# CLASS # 4 - 8

KEY	
←←←←←	LOPE
—————	BACK
- - - - -	JOG
· · · · ·	WALK

5. Jog to Gate.  
Work gate with right hand.  
Jog to Serpentine.



6. Jog through cones as shown.

7. Jog Into Box & Stop.  
Turn 360° either way.  
Walk out of box to bridge.

7. Walk to & over bridge & poles.

2. Lope into chute.  
3. Back through chute.  
4. Jog out of chute.

1. Be ready @ cone. Lope Left.  
Lead through poles as shown.

Warm Up Area

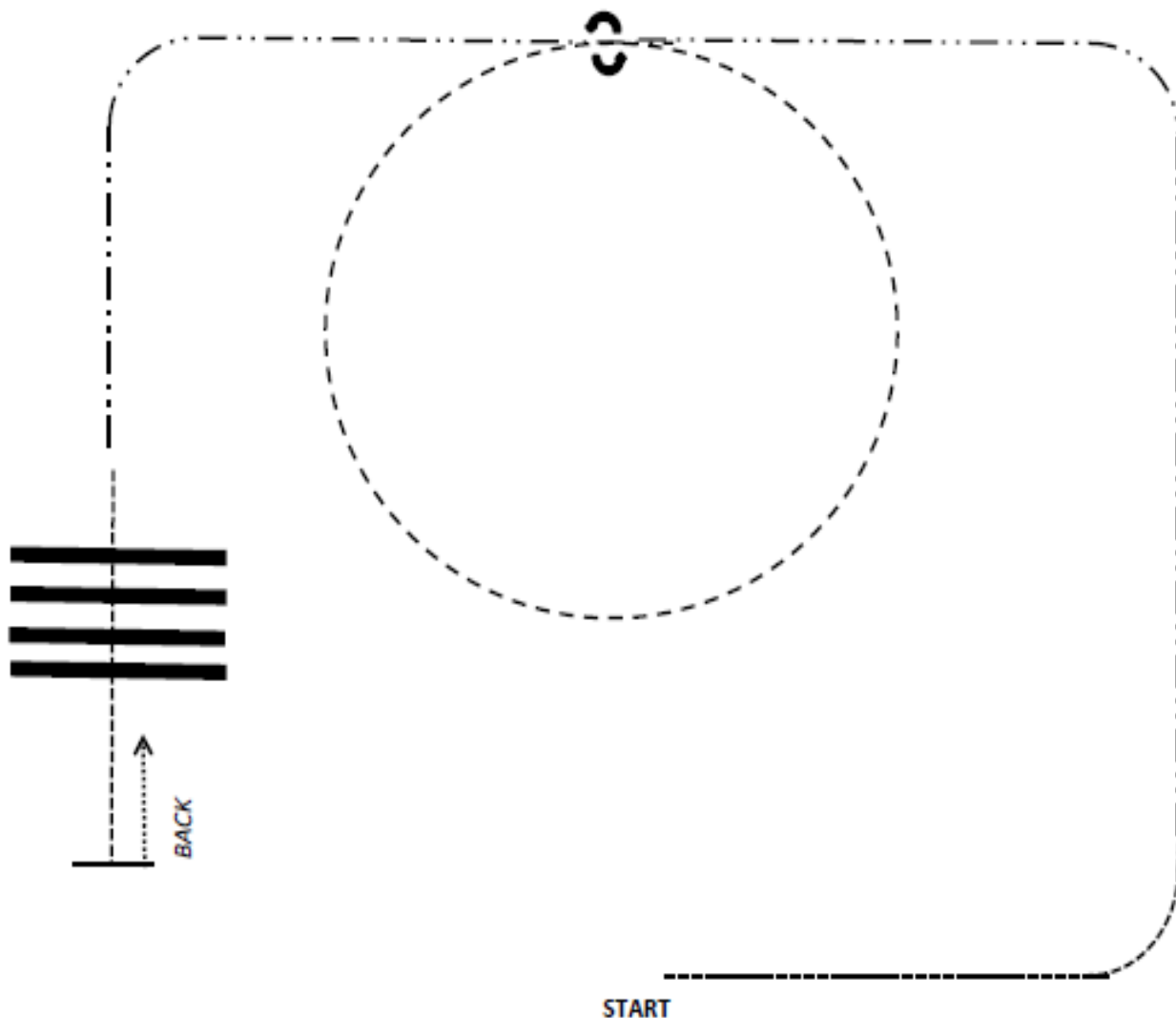


# RANCH RIDING WALK TROT

## Pattern # 1

### CLASS # 9

WALK	.....
TROT	-----
EXT TROT	-----



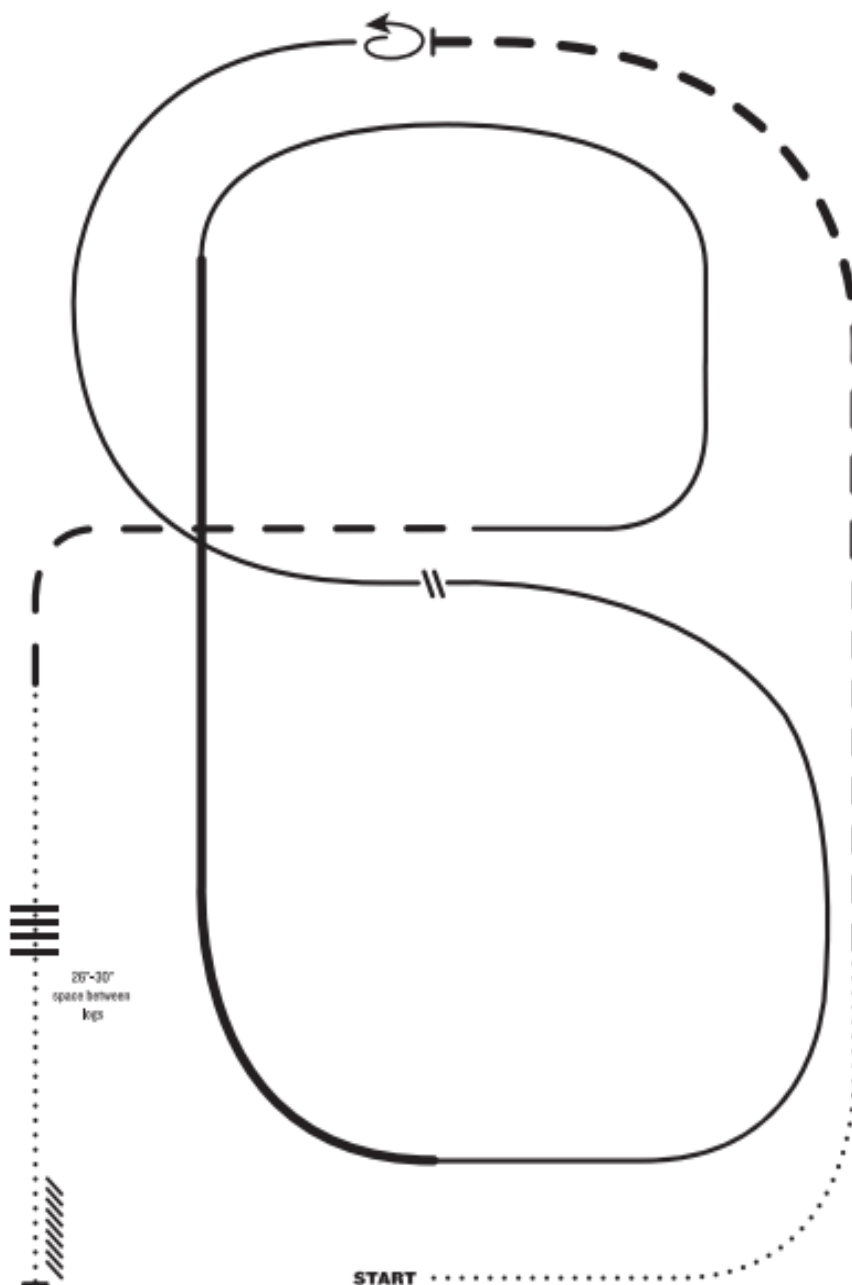
1. WALK
2. EXT. TROT 1/2 way up the ARENA
3. TURN LEFT EXT. TROT to Center of ARENA
4. TROT CIRCLE to LEFT
5. 360 TURN LEFT
6. 360 TURN LEFT
7. EXT. TROT
8. WALK over RAILS
9. STOP / BACK 1 Horse Length

# RANCH RIDING - PATTERN I

## Class # 10 - 12

### LEGEND

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

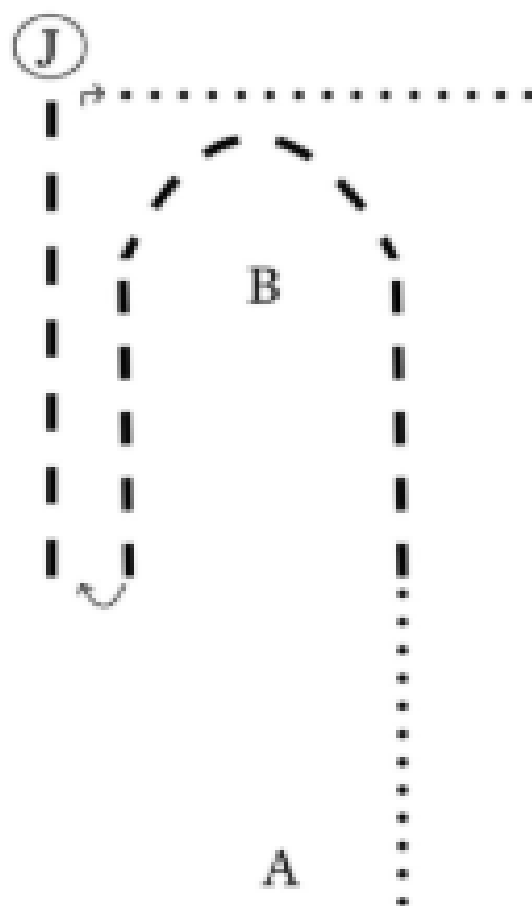


1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena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

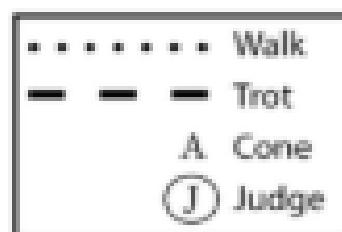
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# CLASS # 53

## Showmanship Small Fry/Walk Trot



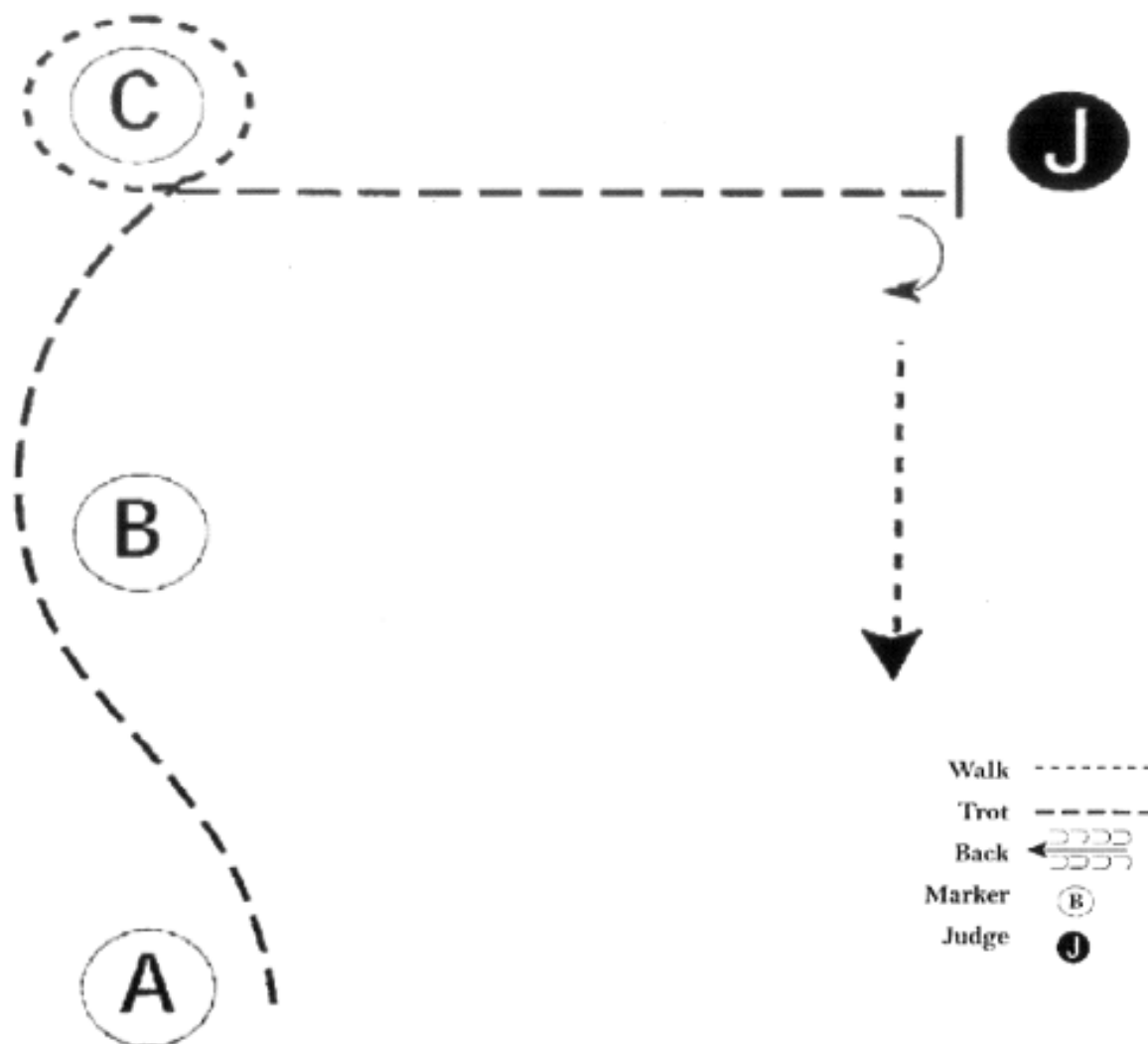
1. Walk halfway to cone B
  2. Trot to and around cone B
  3. Stop halfway between cones A and B and do a 180 degree turn
  4. Trot to the judge
  5. Set up
  6. Inspection
  7. When dismissed do a 90 degree turn and walk away
- Pattern is complete



Patterns designed by Judge Robin Frid

EQUESTRIANS WITH DISABILITIES  
SHOWMANSHIP (WALK ONLY)

**CLASS # 54**



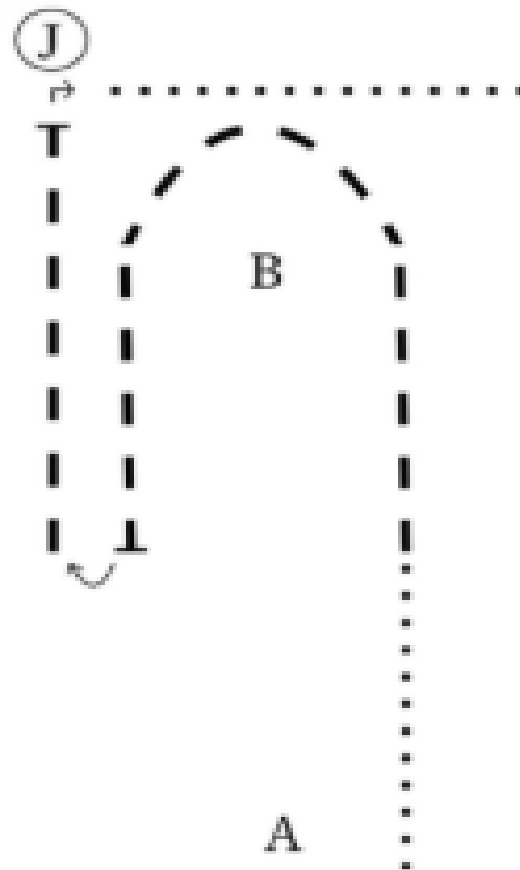
Be ready at A.

1. When acknowledged, walk from A, around B to C.
  2. Walk a tight circle around C.
  3. Walk to judge.
  4. Stop and set up for inspection.
  5. When dismissed, perform a 90 degree turn and walk away from judge.
- Follow the directions of your ring steward.

# Showmanship

**CLASS # 56 & 57**

*Level 1/Rookie*



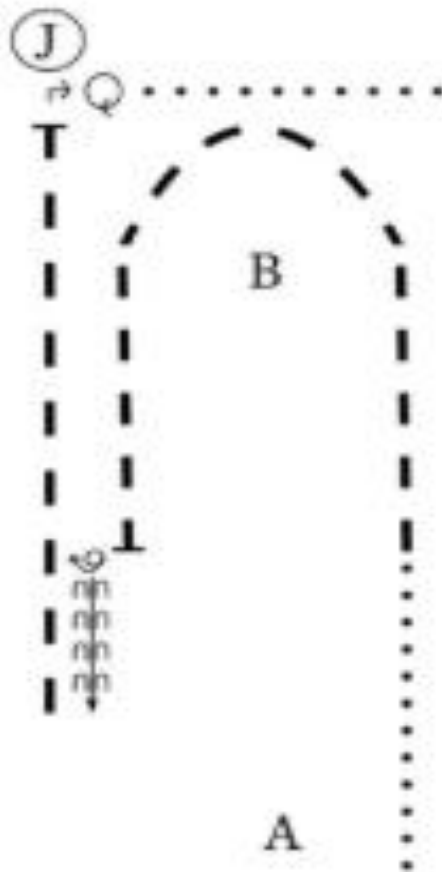
1. Walk halfway to cone B
  2. Trot to and around cone B
  3. Stop halfway halfway between cones A and B, and do a 180 degree turn
  4. Trot to the judge and do a 90 degree turn
  5. Set up
  6. Inspection
  7. When dismissed walk away
- Pattern is complete



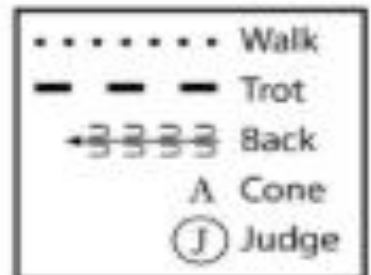
Patterns designed by Judge Robin Frid

# Showmanship

## Amateur/Select/Youth



1. Walk halfway to cone B
  2. Trot to and around cone B
  3. Stop halfway between cones A and B, and do a 540 degree turn (1 1/2 turn)
  4. Back approximately 8 steps
  5. Trot to the judge and do a 90 degree turn
  6. Set up
  7. Inspection
  8. Do a 360 degree turn and walk away
- Pattern is complete



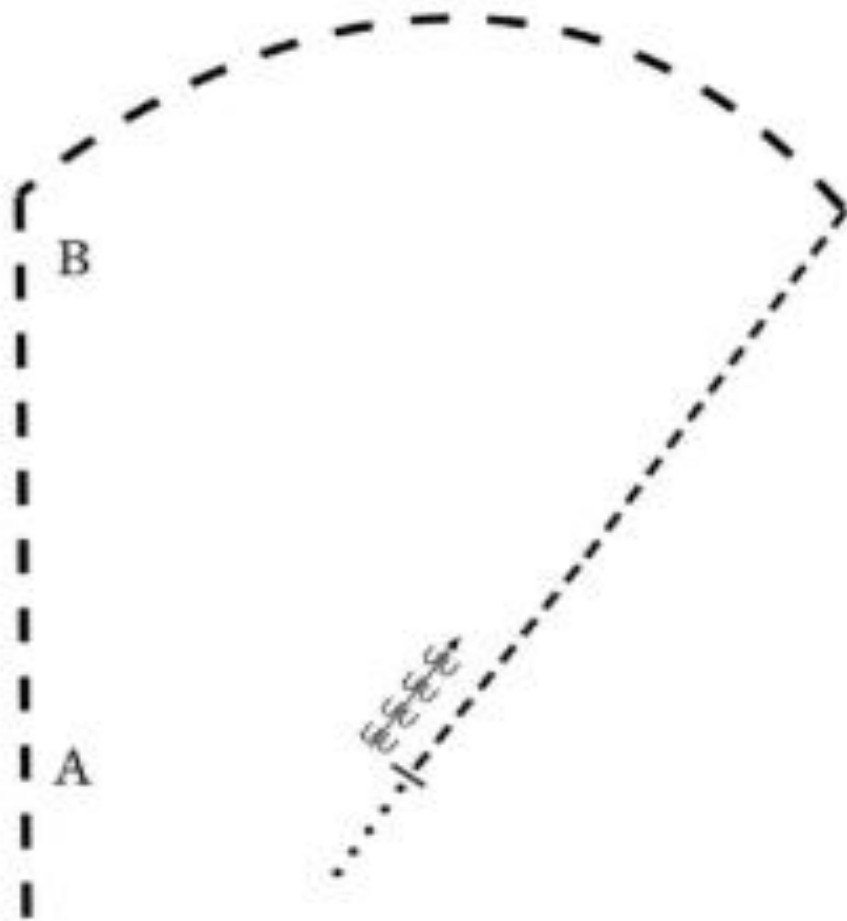
**CLASS # 55, 58 & 59**

Patterns designed by Judge Robin Frid

# Equitation

## Small Fry/Walk Trot

CLASS # 72 & 73



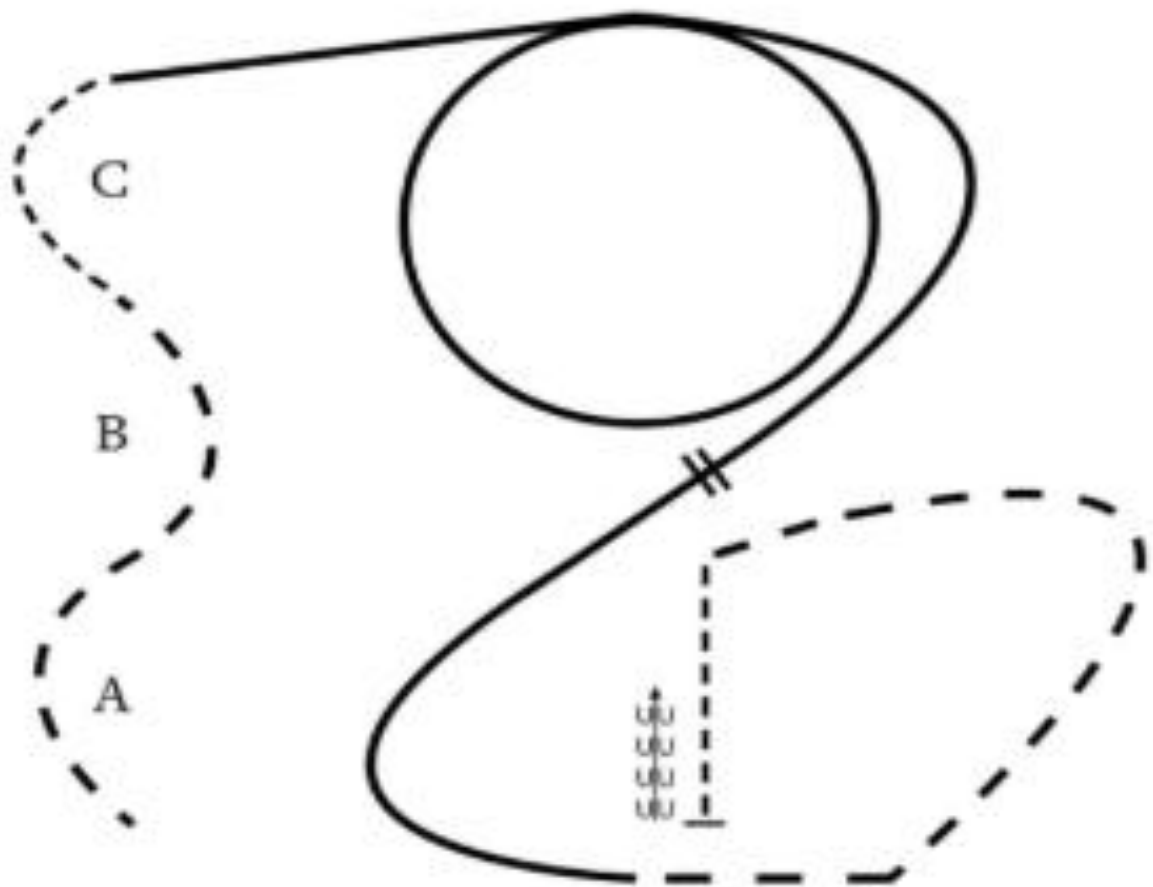
1. Start before cone A at a posting trot right diagonal
  2. Halfway to cone B come down to a sitting trot
  3. At cone B pick up the left diagonal and continue around the end of the pattern
  4. Come down to a sitting trot and continue toward cone A
  5. Stop and back. Exit at a walk
- Pattern is complete

.....	Walk
- - - - -	Trot
- - - - -	Sitting Trot
←→→→→	Back
A	Cone

Patterns designed by Judge Robin Frid

# Equitation Level 1/Rookie

**CLASS # 74 & 75**



1. Start before cone A on the left diagonal
  2. Between cones A and B change diagonals
  3. Between cones B and C do a sitting trot
  4. After cone C canter on the right lead and perform a circle to the right.
  5. Continue to canter
  6. Change leads (simple or flying) and continue to canter
  7. Perform a posting trot
  8. Come down to a sitting trot
  9. Stop and back
- Pattern is complete, exit at a trot

.....	Walk
- - - - -	Trot
- - - - -	Sitting Trot
—————	Lope
—————	Hand Gallop
∥	Lead Change
← 3 3 3 3	Back
A	Cone

Patterns designed by Judge Robin Frid

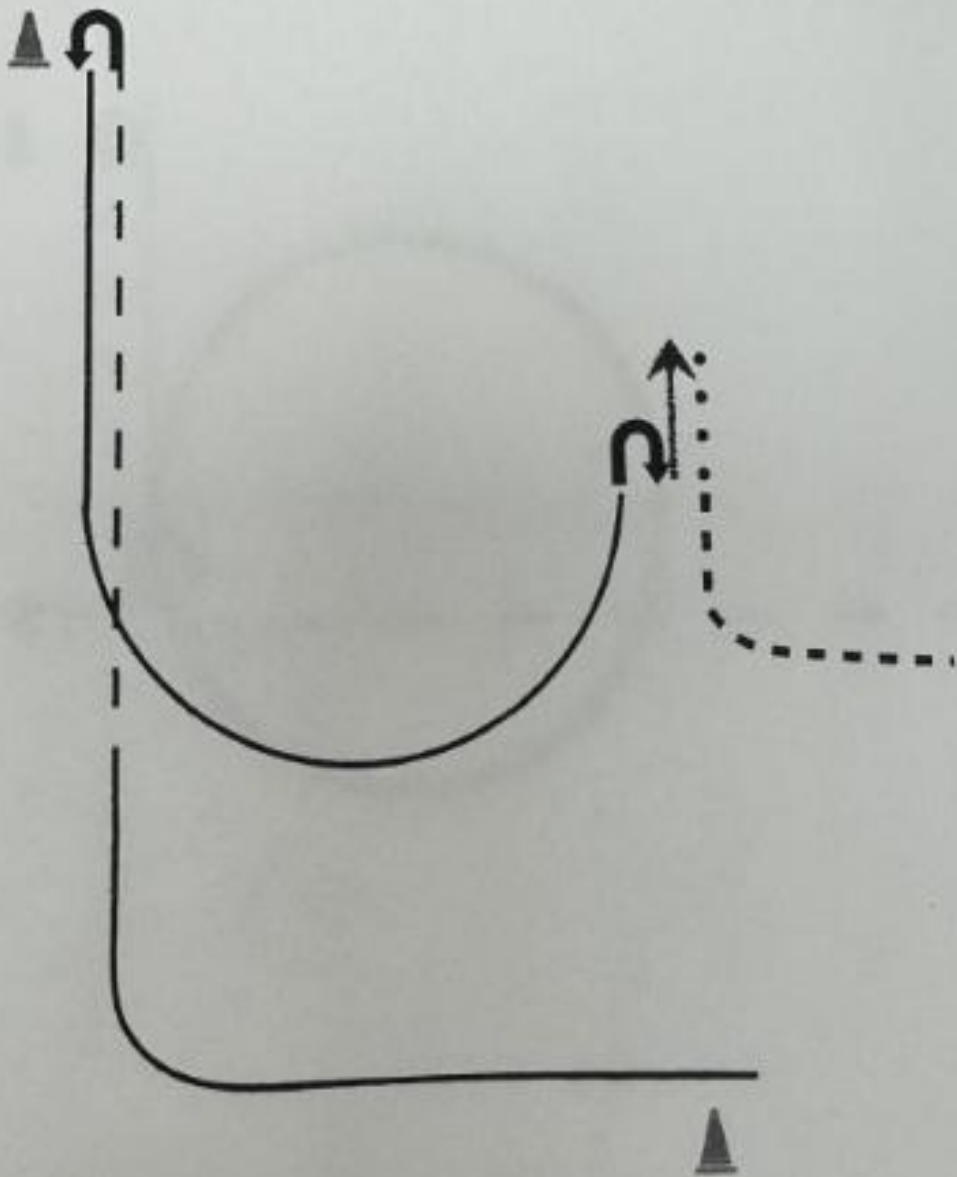


**CLASS # 87 & 88**



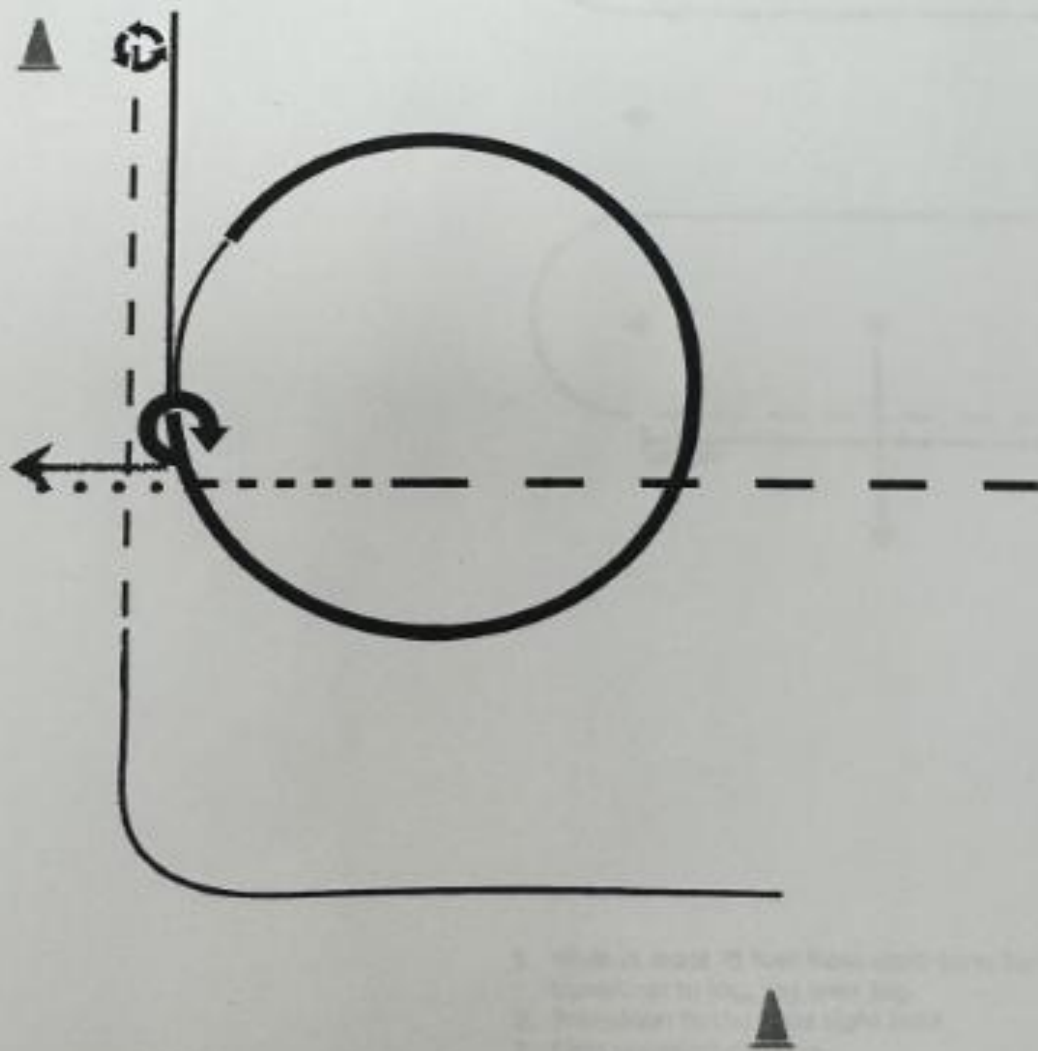
1. Trot
2. Extended trot after corner
3. Stop and perform a 180 (1/2) turn to the left
4. Trot, corner
5. Stop and back
6. Walk over back tracks
7. Trot, once you pass the start cone pattern is finished

**CLASS # 89 & 90**



1. Be ready just before cone, Lope right lead
2. Slow to extended trot
3. Stop, perform a 1/2 turn to the left
4. Lope left lead to center of pattern, lope 1/2 circle
5. Stop, perform a 1/2 turn to the right
9. Back, walk over tracks, trot, once you pass the start cone pattern is complete

**CLASS # 91 & 92**

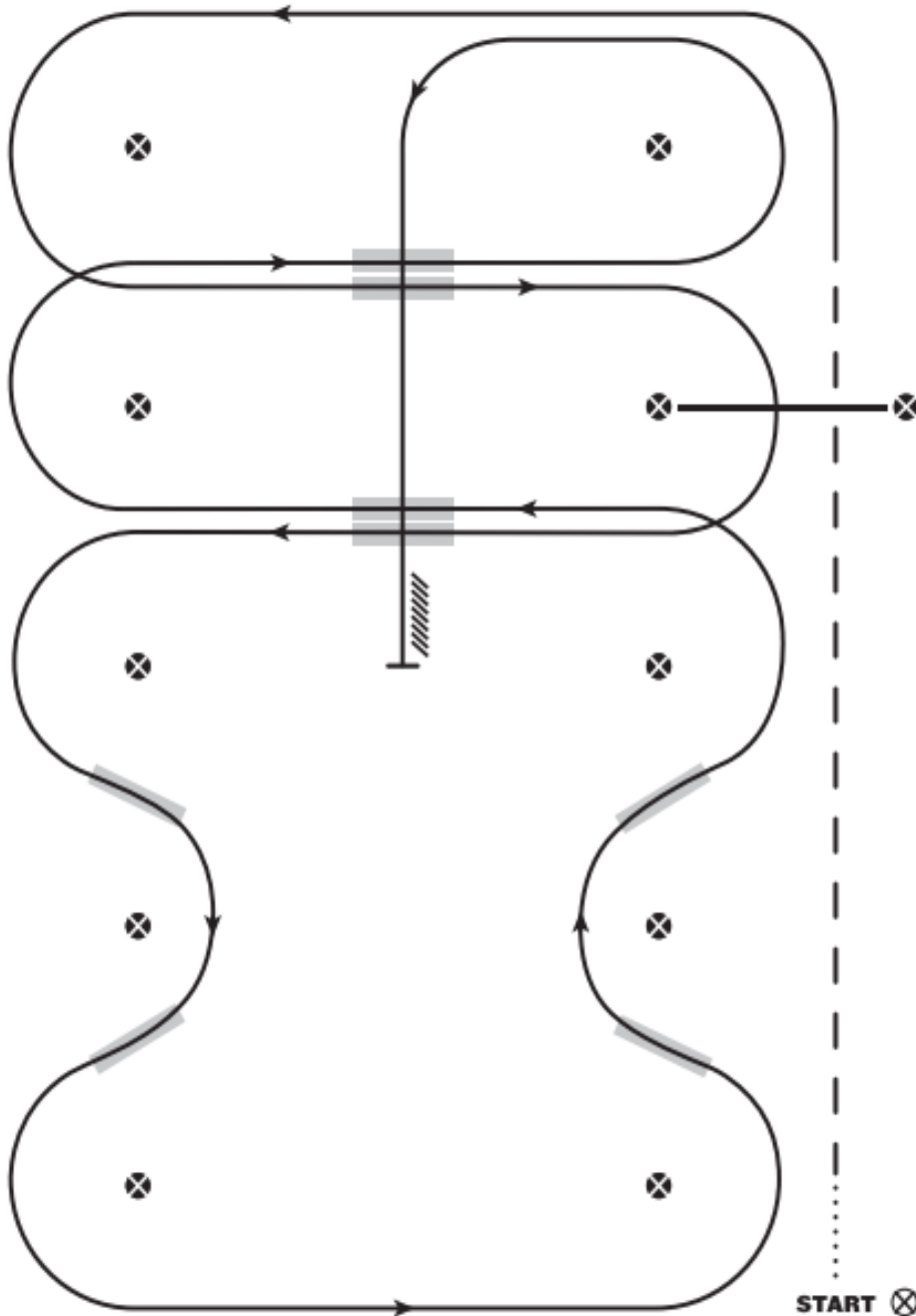


1. Be ready just before cone, Lope right lead
2. Slow to extended trot
3. Stop, perform a 1 1/2 turn to the left
4. Lope left lead to center of pattern
5. At the start point of your circle increase speed
6. At 3/4 point of Circle collect lope
7. Stop, perform a 270 degree turn to the right.
8. Back, 6 to 8 steps, walk over tracks
9. Start at a jog and build to extended trot, once you pass the start cone pattern

# WESTERN RIDING - PATTERN 3

## LEGEND

.....	Walk
- - - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

**CLASS # 93 - 95**