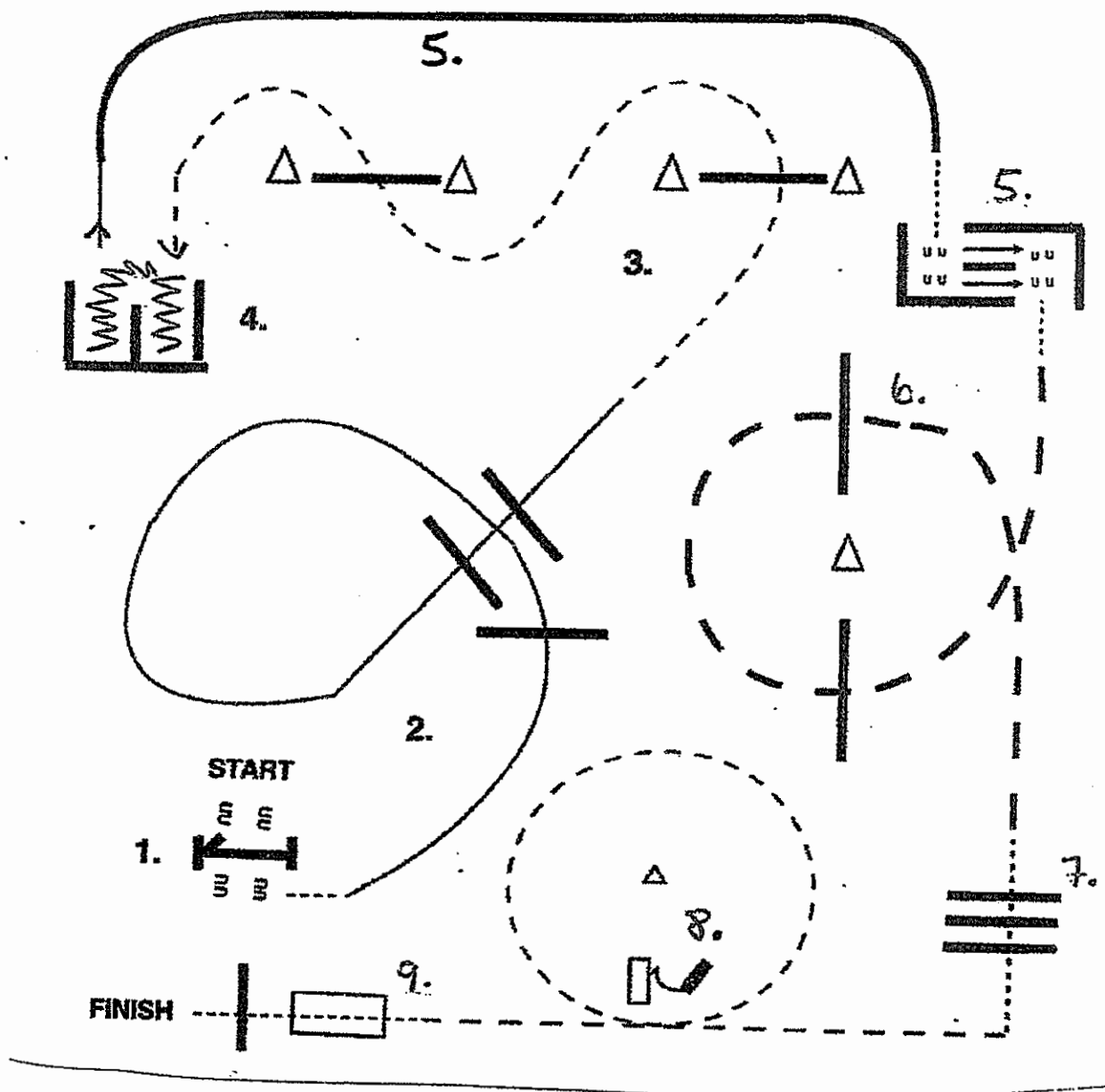


ISHSA FALL DOUBLE POINT SHOW

Ranch Trail – Classes 1 thru 8, and 11 thru 16

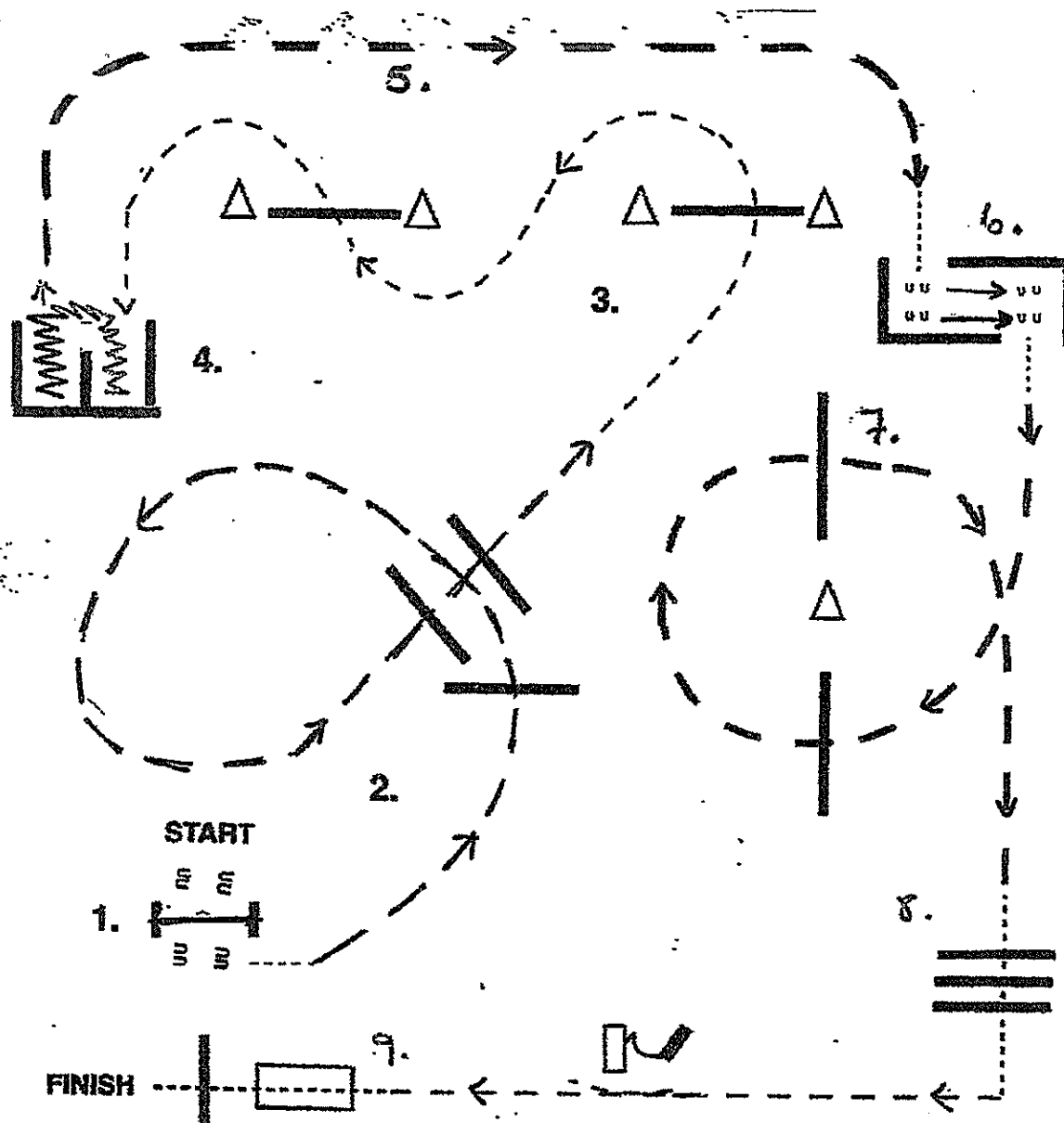


1. Left Hand Gate, Push
2. Left Lead lope over and thru logs
3. Trot serpentine as shown
4. Trot into chute, back around and into chute
5. Lope Right lead out of chute – Extend Lope around end of arena towards side pass box. Break to walk, walk into chute, side pass left over log and exit chute at walk

6. Extended trot over poles
 7. Walk over poles
 8. Trot to Drag – Drag log at walk or trot around cone, return rope –
 9. Trot to bridge, Walk over bridge and single pole
- * CLASSES 3, 4, 5, 13 & 14
- * DO NOT DRAG, SIMPLY TROT A CIRCLE AROUND THE DRAG AND CONE MARKER *

ISHSA FALL DOUBLE POINT SHOW

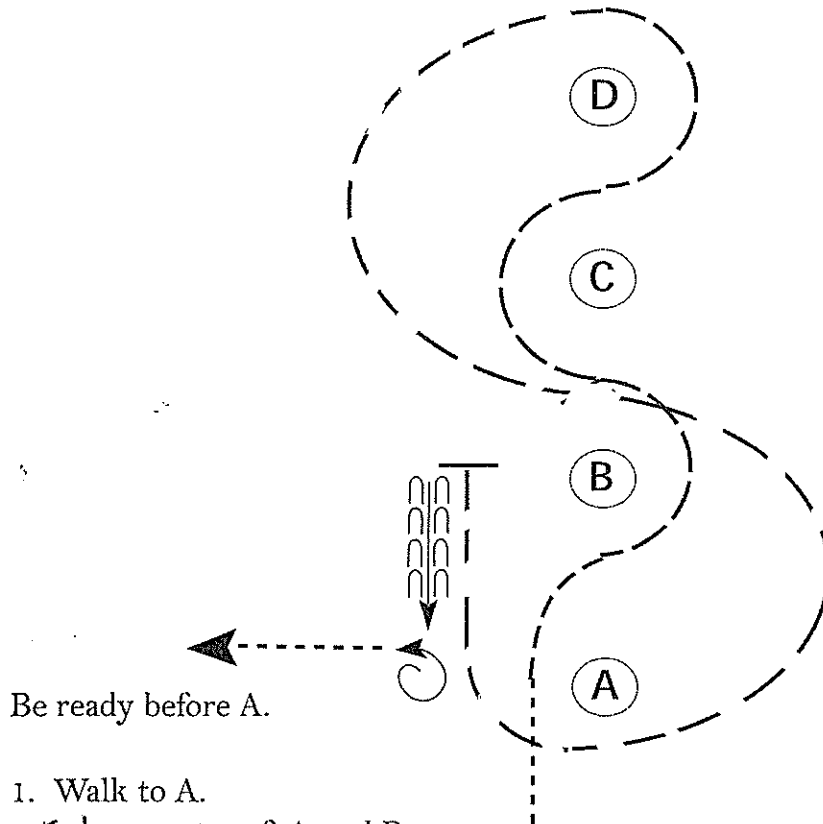
Ranch Trail – Walk Trot – Classes 9 and 10



1. Left Hand Gate, Push
2. Extended Trot over and thru logs
3. Trot serpentine as shown
4. Trot into chute, back around and into chute
5. Extend trot out of chute
6. Break to walk, walk into chute, side pass left and exit chute at walk
7. Extended trot over poles
8. Walk over poles
9. Trot to bridge, Walk over bridge and single pole

ISHSA FALL DOUBLE POINT SHOW

Ranch Horsemanship – Walk Trot Classes 17 and 18



1. Walk to A.
2. Trot to center of A and B.
3. Perform an extended trot through B, C and D as shown.

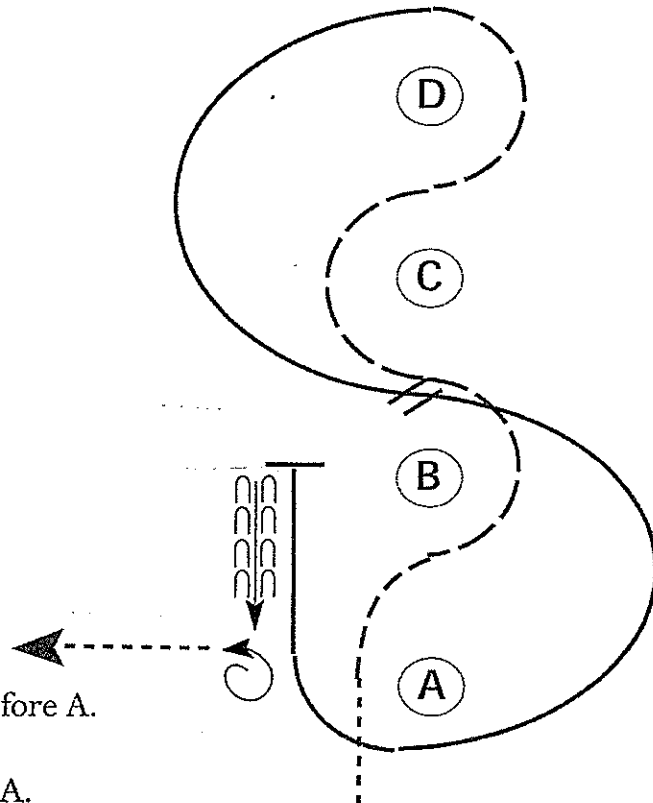
4. Continue @ Extended trot
Between B and C – around
A to B

5. Stop at B and back approximately one horse length.
6. Perform a 1-1/4 spin and extended walk out of arena

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

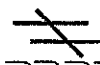
ISHSA FALL DOUBLE POINT SHOW

Ranch Horsemanship – Classes 19 thru 24



Be ready before A.

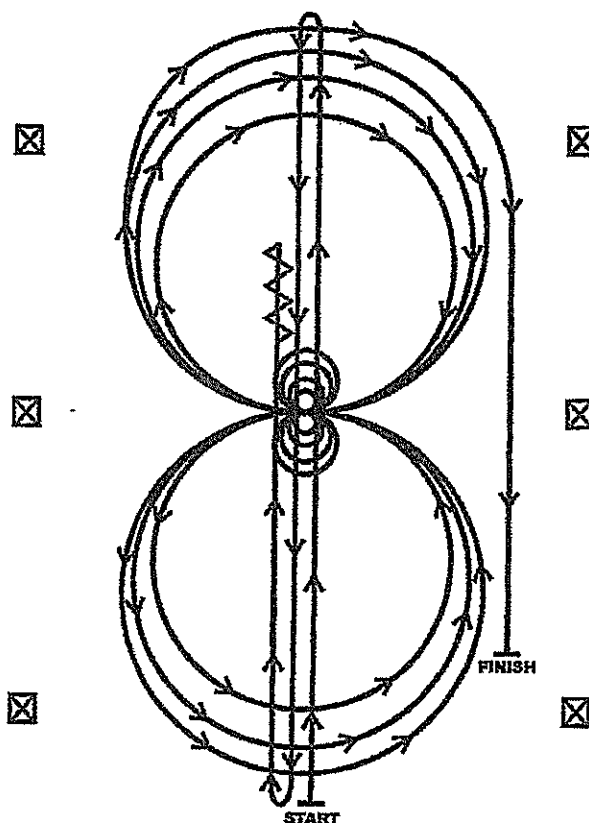
1. Walk to A.
2. Trot to center of A and B.
3. Perform an extended Trot through B, C and D as shown.
4. At top of pattern, begin left lead lope to between C and B.
5. Change leads between C and B.
6. Lope with SPEED to A.
7. Slow to lope at A and lope until even with B.
8. Stop at B and back approximately one horse length.
9. Perform a $1\frac{1}{4}$ spin and extended walk out of arena —

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

ISHSA FALL DOUBLE POINT SHOW

Reining - Classes 25 thru 34

REINING PATTERN 7



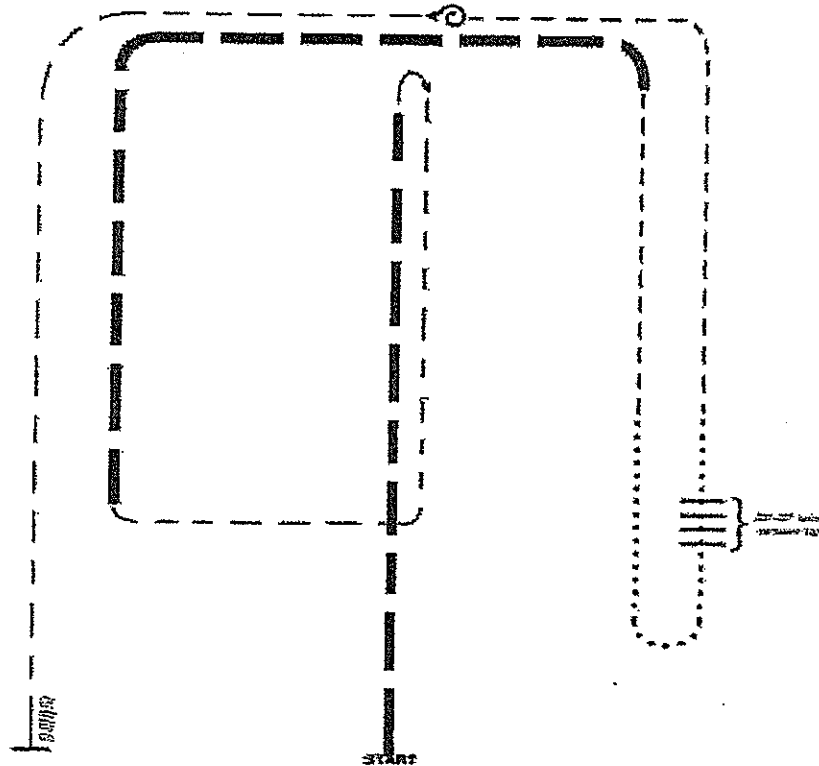
1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right; the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left; the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight 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.

ISHSA FALL DOUBLE POINT SHOW

Ranch Riding – Walk Trot Classes 52 and 53

RANCH RIDING – PATTERN 15

WALK TROT



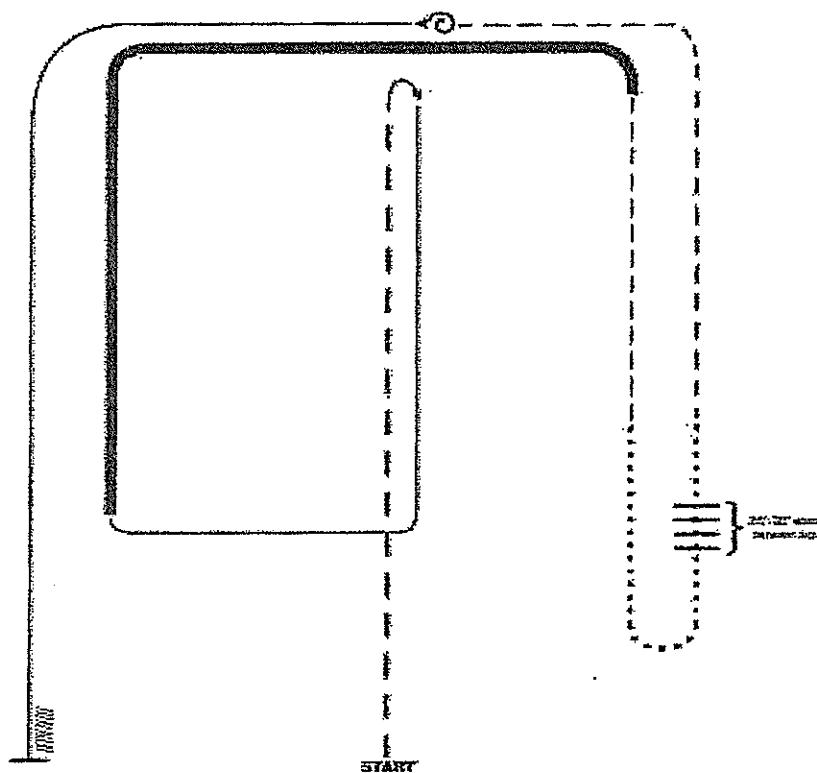
1. Extended trot
2. Stop, rollback right
3. Trot
4. Extended Trot
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Trot
12. Stop and back

X Lead Change
 . . . Walk
 — Trot
 — Ext Trot
 — Lope
 — Ext Lope
 // Back

ISHSA FALL DOUBLE POINT SHOW

Ranch Riding – Classes 54 thru 67

RANCH RIDING – PATTERN 15

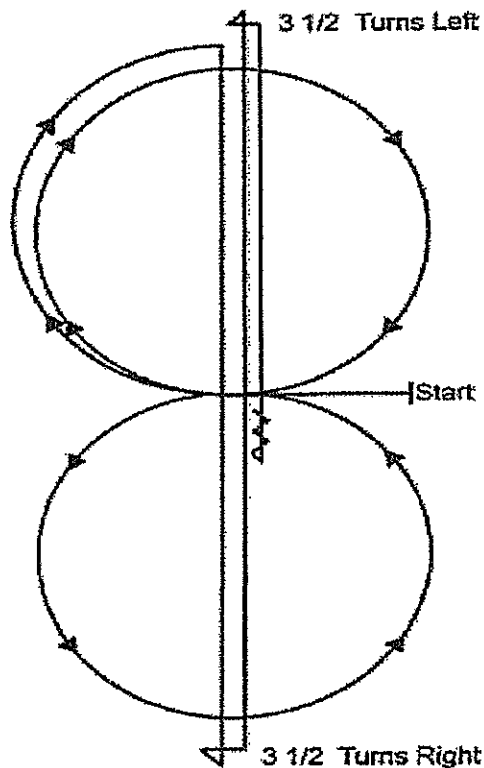


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

X Lead Change
 - - - Walk
 — Trot
 — Ext Trot
 — Lope
 — Ext Lope
 // // // // // Back

ISHSA FALL DOUBLE POINT SHOW

Ranch Reining - Classes 68 thru 73



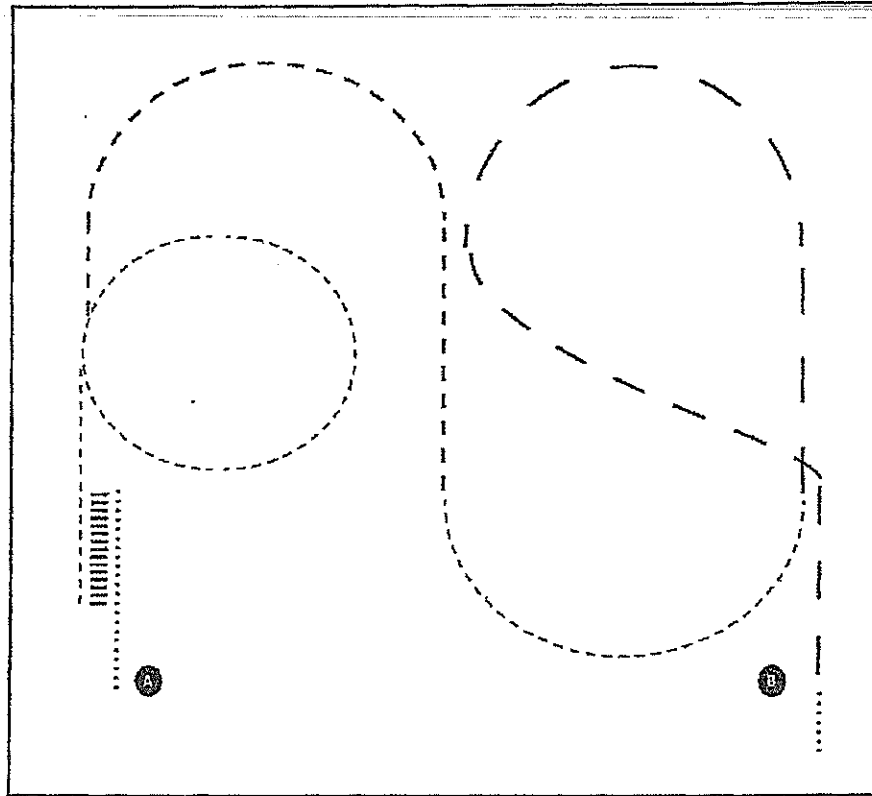
Mandatory Marker along Fence or Wall The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
2. Complete one circle to the left. Change leads at center of arena.
3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.

ISHSA FALL DOUBLE POINT SHOW

Reinsmanship Driving - Classes 83 thru 85



Reinsmanship Test 10

Test Elements: (10 points each)

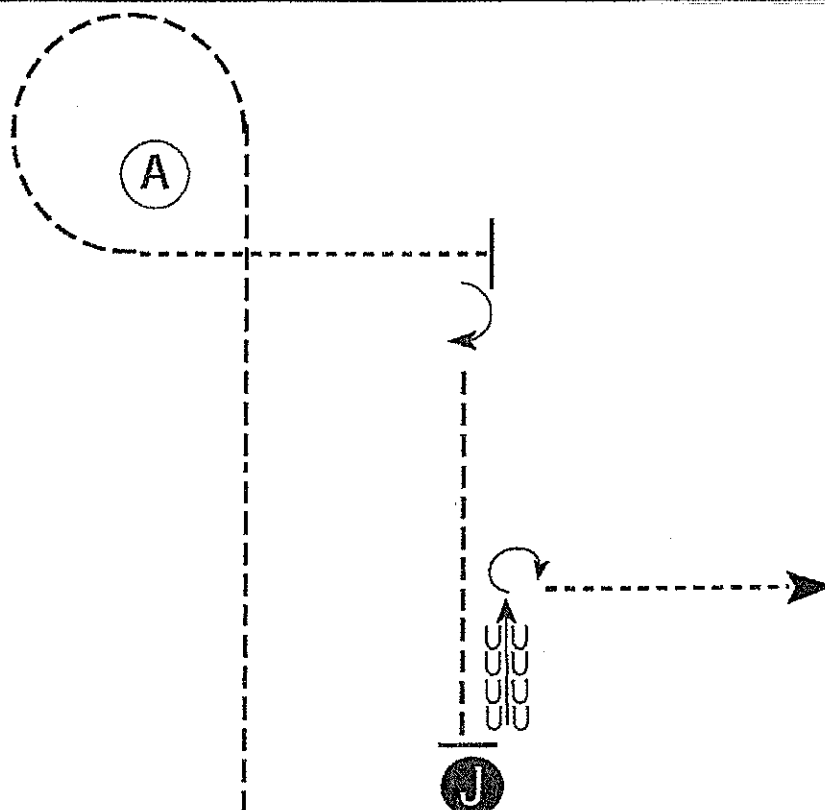
1. At marker A, enter at the walk, walk several feet.
2. Halt, rein back 4 steps.
3. Collected trot circle to the right.
4. At the close of the circle, normal trot the first part of the loop.
5. Collected trot the second part of the loop to marker B.
6. At marker B, strong trot a loop ending back at marker B.
7. Walk to the exit.
8. Overall impression of the turnout on the condition and fit of the harness and vehicle, neatness of attire.
9. General impression of the driver on posture, relaxation, confidence, and effectiveness.

Perfect score = 90 points

ISHSA FALL DOUBLE POINT SHOW

Showmanship – Classes 150, 151, 153, 154, 157, 160

Miniature/Pony, 11 & Under, 13 & Under, 14 to 18, L1 Amateur, L1 Youth



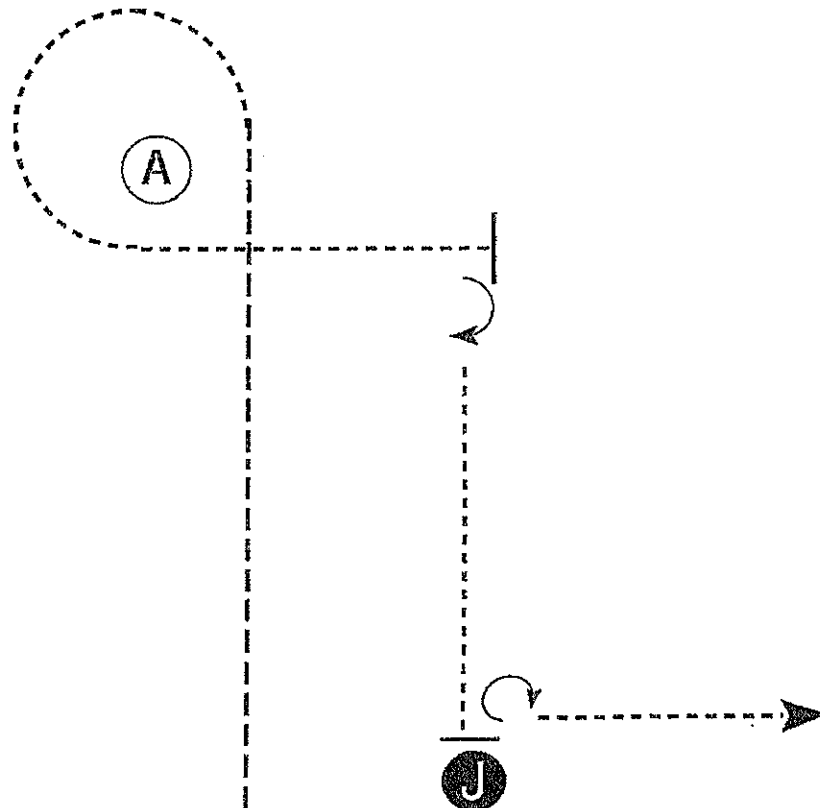
Be ready even with judge.

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, back approximately 2 horse lengths.
7. Perform a 270 degree turn.
8. Walk straight away from judge.

Walk	-----
Trot	- - - - -
Back	← 3333
Marker	⊙ (B)
Judge	⊙ (J)

ISHSA FALL DOUBLE POINT SHOW

Showmanship – Walk Only – Class 152

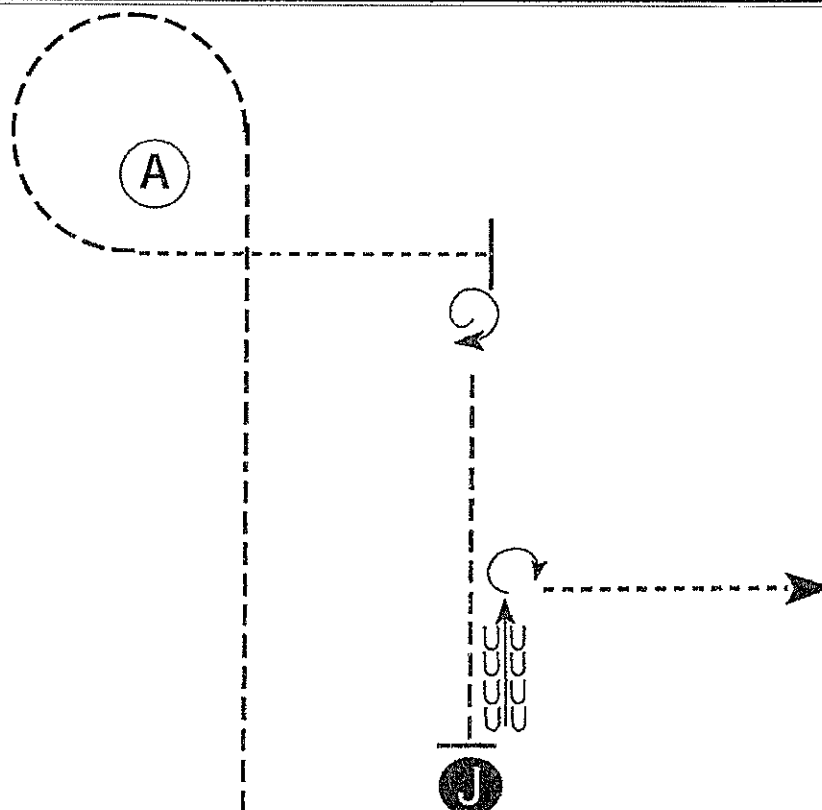


Be ready even with judge.

1. Extended walk 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.

Walk -----
Ext. Walk -----
Back ← 3333
Marker (B)
Judge (J)

19 to 49, 50 & Over, Amateur, Select, Youth 18 & Under

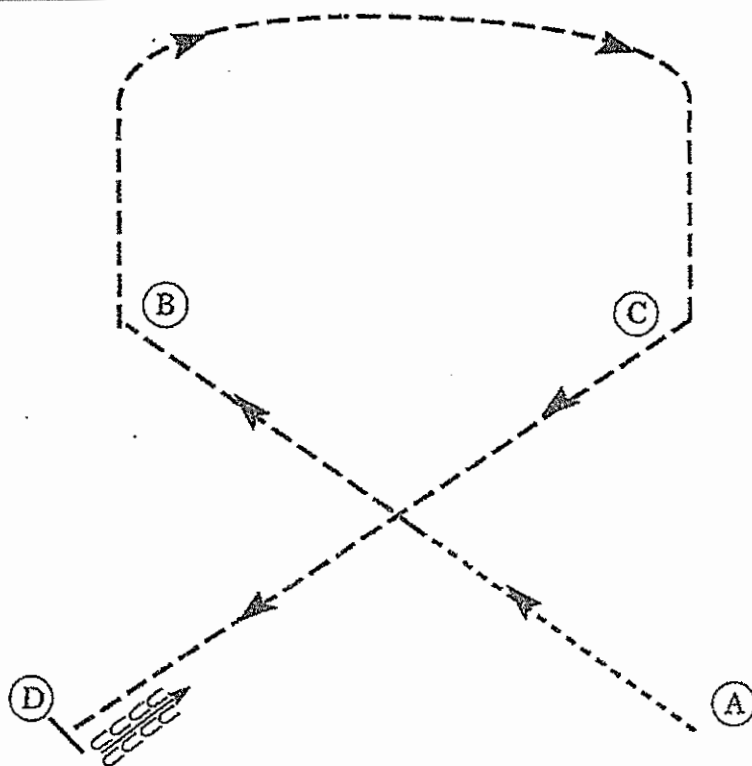


1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 450 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, back approximately 2 horse lengths.
7. Perform a 270 degree turn.
8. Walk straight away from judge.

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

ISHSA FALL DOUBLE POINT SHOW

English Equitation – Walk Trot – Classes 191, 192, 193, 194



Be ready at A.

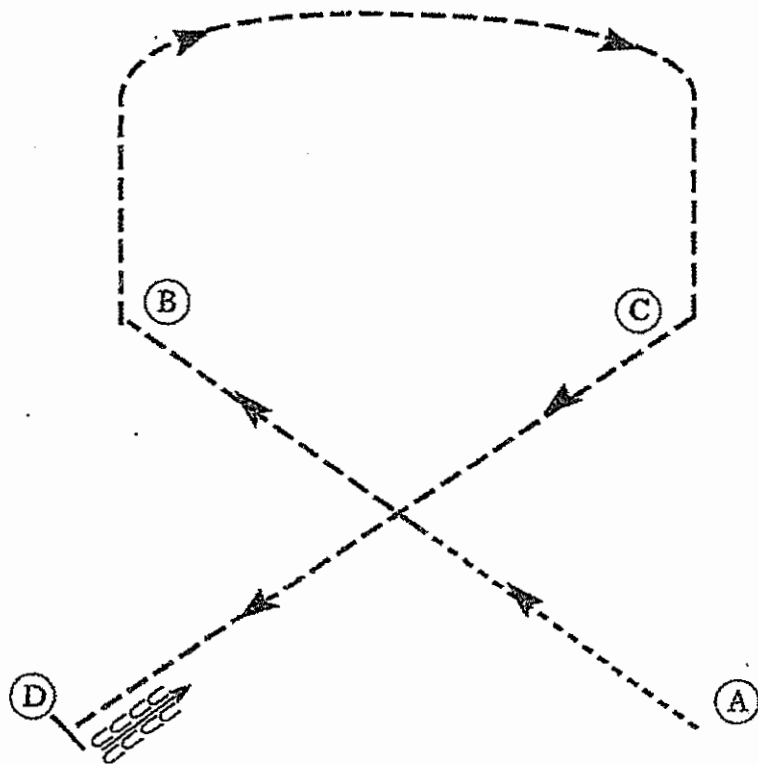
1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal 1/2 way to D.
5. Sitting trot to D.
6. Halt at D and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	↔ ↔
Hand Gallop	=====

ISHSA FALL DOUBLE POINT SHOW

English Equitation – Walk Trot – Gaited Class 195



Be ready at A.

1. Walk 1/2 way to B.
2. Second gait to B, around B, around C

3. Halt at D and back approximately one horse length.

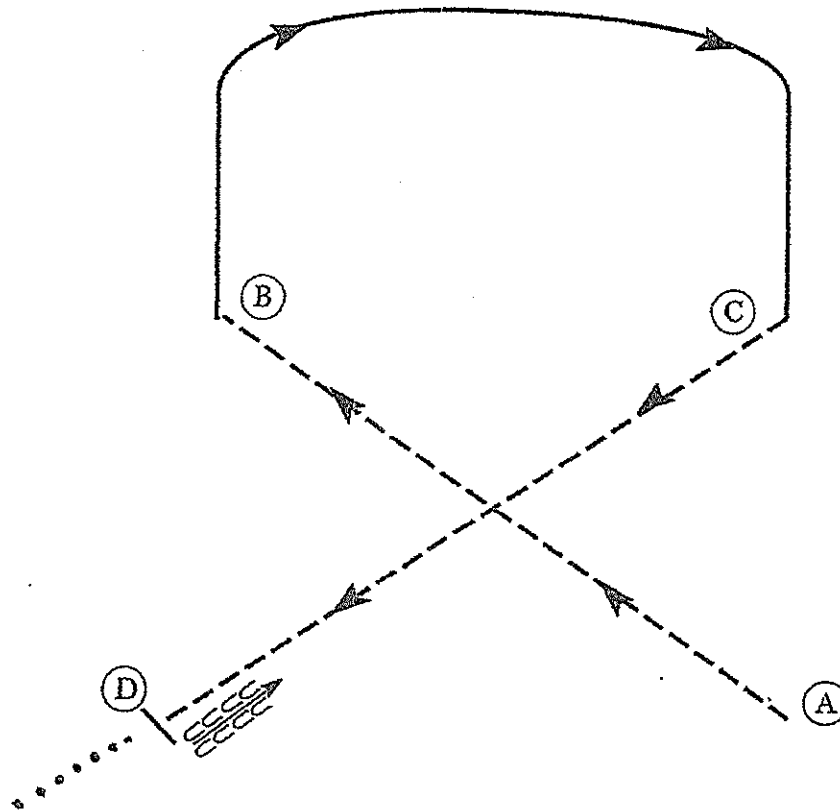
Exit @ second gait.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	---/---
Back	←←←←←
Marker	Ⓟ
Sidepass	←←←←←
Hand Gallop	-----

ISHSA FALL DOUBLE POINT SHOW

English Equitation – Classes 196 thru 204

All Equitation (except walk trot and Gaited classes)



Be ready at A.

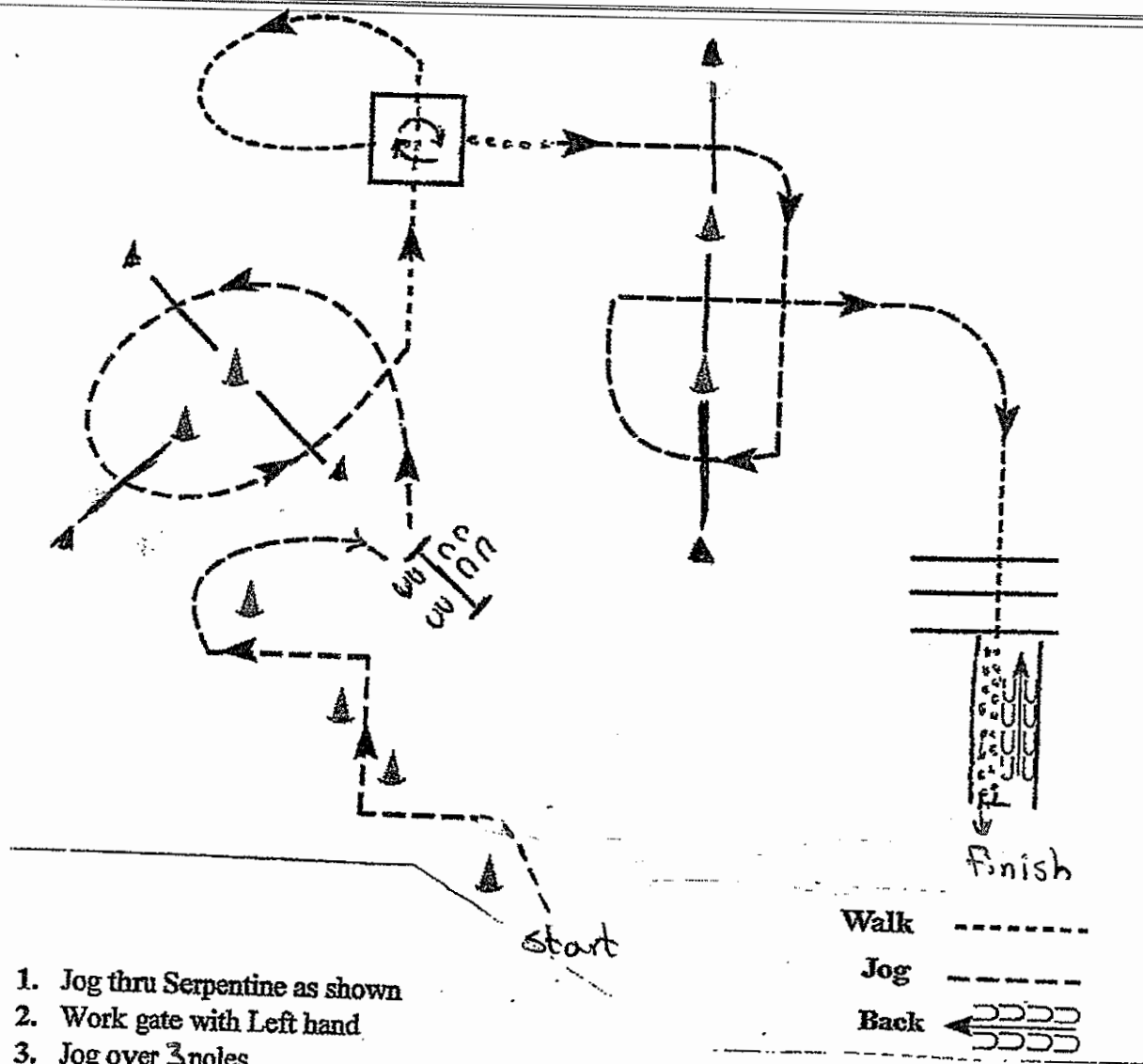
1. Posting trot on the left diagonal to B.
2. Canter right lead to C.
3. Posting trot on the right diagonal 1/2 way to D.
4. Sitting trot to D.
5. Halt at D and back approximately one horse length.

6. Exit at a *Walk*

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

ISHSA FALL DOUBLE POINT SHOW

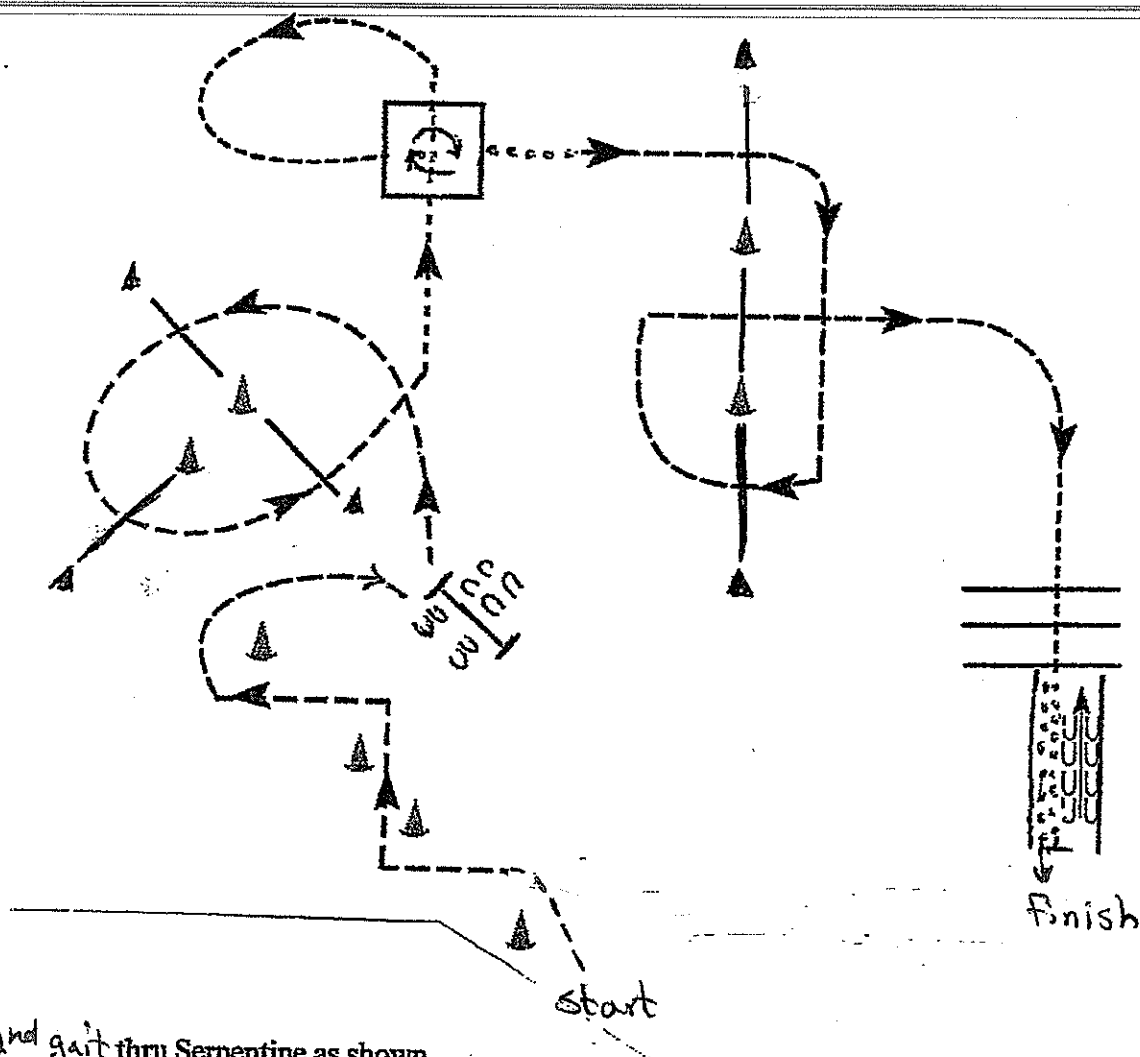
TRAIL – WALK-TROT – CLASSES 205, 206, 207, 219, 220



1. Jog thru Serpentine as shown
2. Work gate with Left hand
3. Jog over 3 poles
4. Walk thru box, go around and walk into box - 360 degree turn right
Exit box at walk
5. Jog over poles as shown
6. Walk over poles and into chute
7. Back up in the chute
Walk out of chute to Finish

ISHSA FALL DOUBLE POINT SHOW

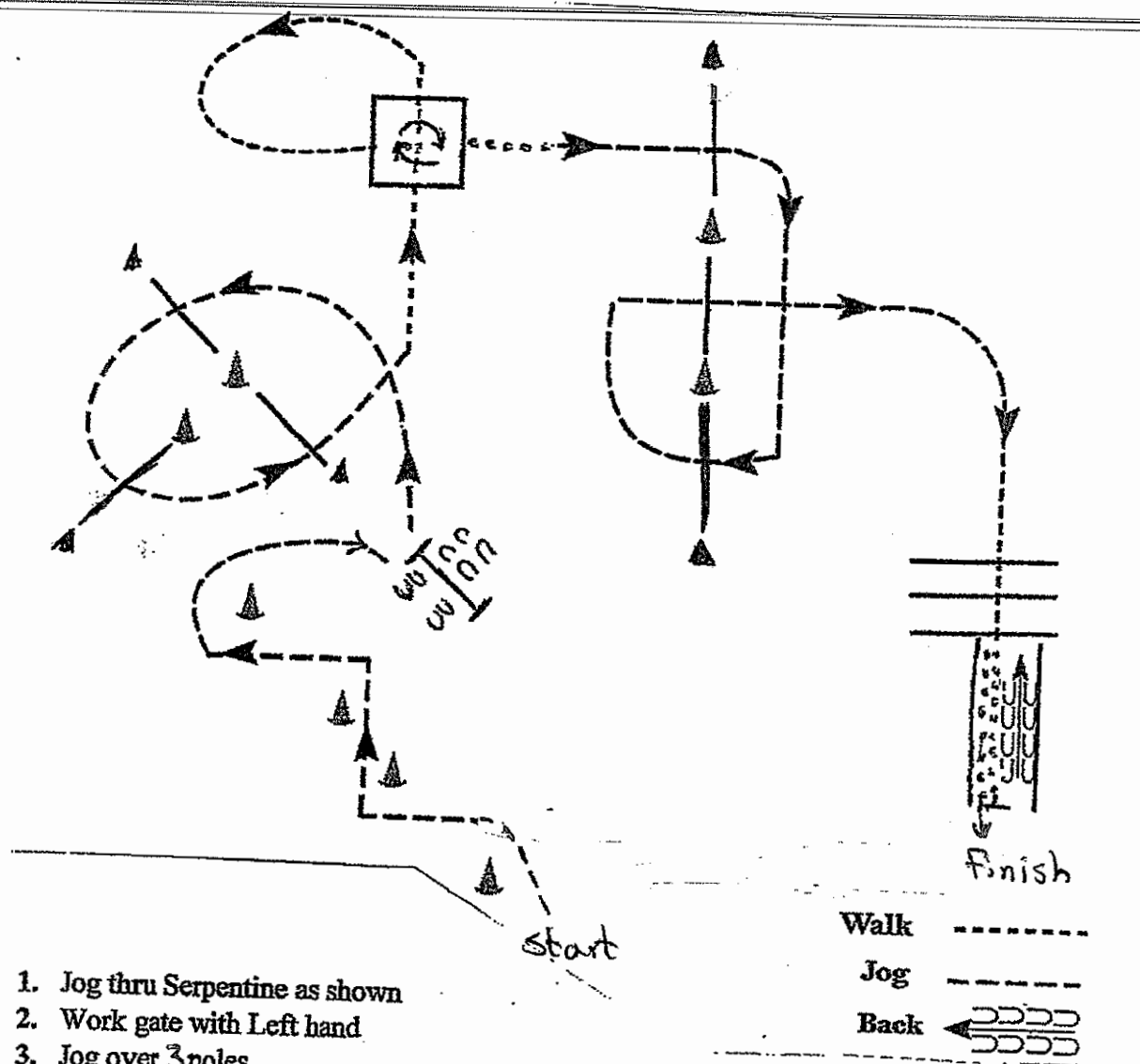
TRAIL - GAITED - CLASS 208



1. 2nd gait thru Serpentine as shown
2. — Work gate with Left hand
3. Walk over 3 poles
4. — Walk thru box, go around and walk into box - 360 degree turn right
Exit box at walk
5. Walk over poles as shown
6. — Walk over poles and into chute
7. — Back up in the chute and
Walk out of chute to Finish

ISHSA FALL DOUBLE POINT SHOW

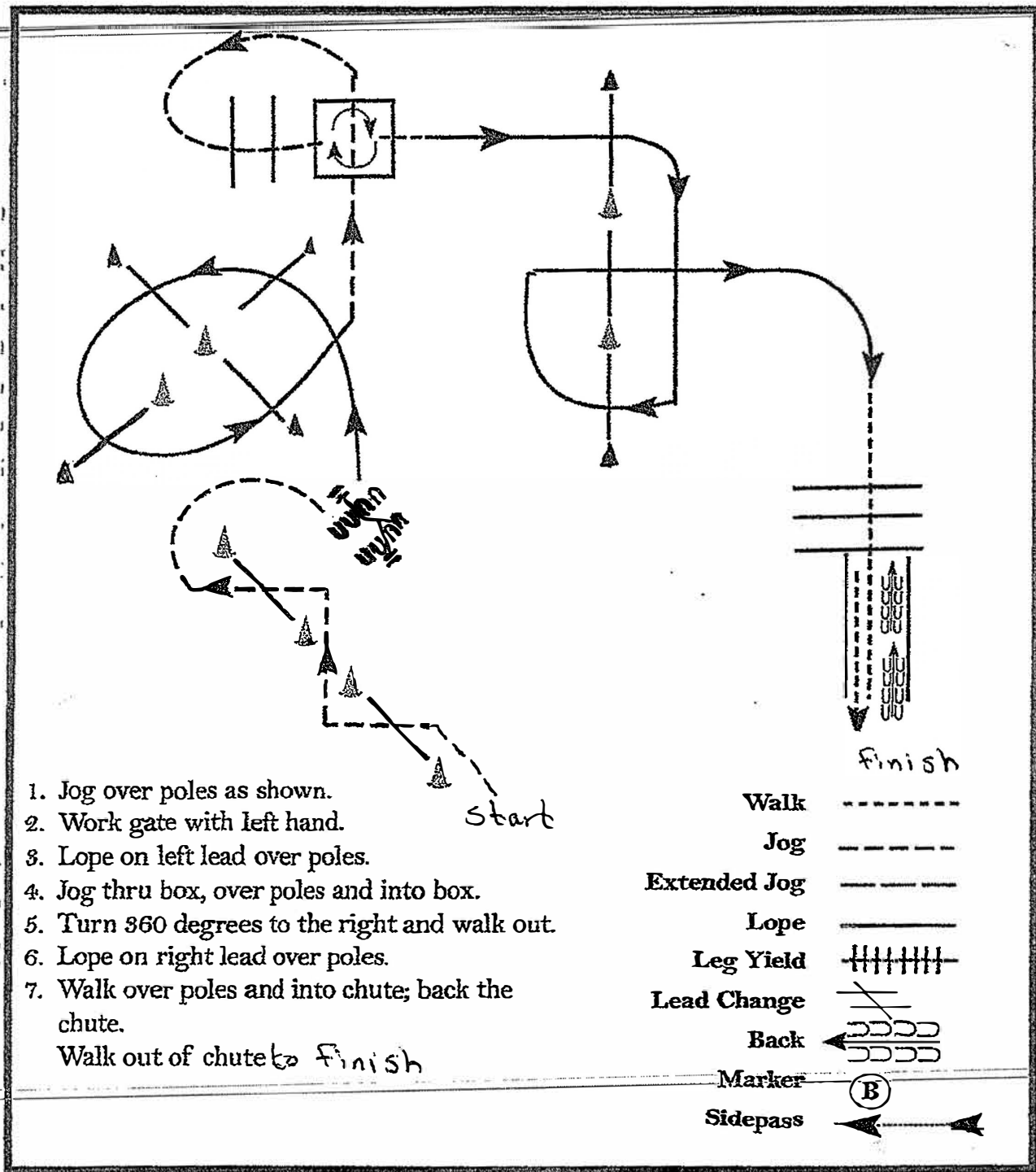
TRAIL – IN HAND – CLASSES 209 THRU 212



1. Jog thru Serpentine as shown
2. Work gate with Left hand
3. Jog over 3 poles
4. Walk thru box, go around and walk into box - 360 degree turn right
Exit box at walk
5. Jog over poles as shown
6. Walk over poles and into chute
7. Back up in the chute
Walk out of chute to Finish

ISHSA FALL DOUBLE POINT SHOW

TRAIL – CLASSES 213 THRU 218 AND ALSO 221 THRU 228



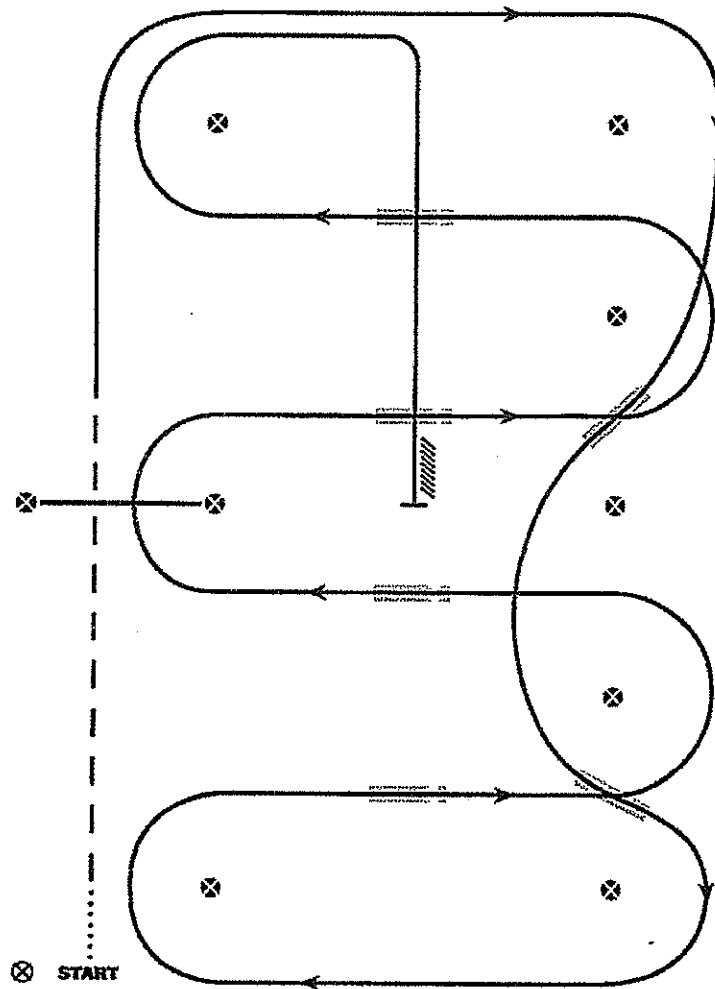
ISHSA FALL DOUBLE POINT SHOW

AQHA WESTERN RIDING – LEVEL 1 – CLASSES 230, 231, 233

LEVEL I WESTERN RIDING PATTERN 6

LEGEND

.....	Walk
---	Jog
—	Lope
	Back
~~~~~	Lead Changing Area

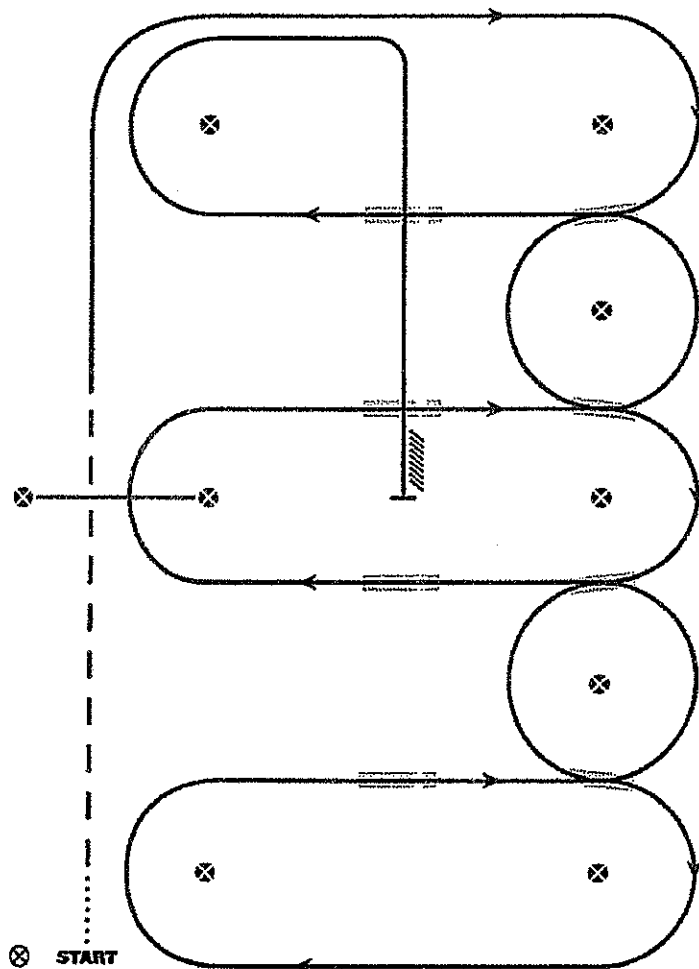


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

Revised 06-07-2021

**AQHA WESTERN RIDING – CLASSES 232, 234, 235, 236**

## LEGEND

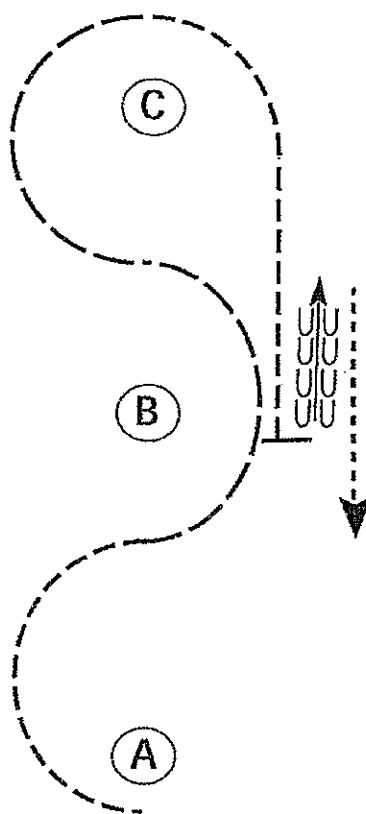


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing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

Revised 06-07-2021

# ISHSA FALL DOUBLE POINT SHOW

WESTERN HORSEMANSHIP – WALK TROT – CLASSES 266 THRU 269



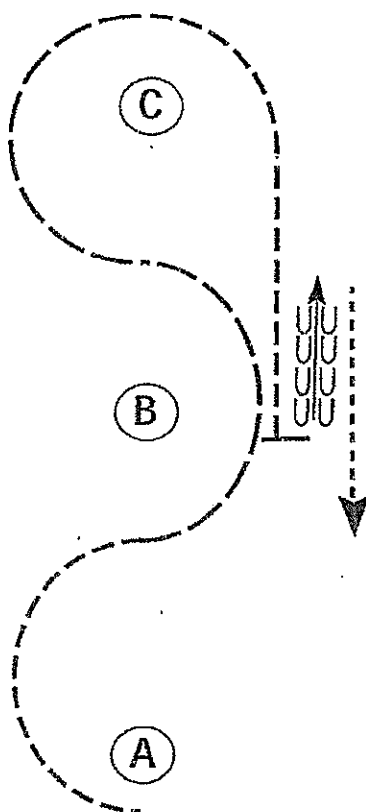
Be ready at A.

1. Jog in a half circle until between A and B.
2. Extend the jog around B and C as shown.
3. Slow to a jog and jog until even with B.
4. Stop and back approximately one horse length.
5. Walk straight away.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

# ISHSA FALL DOUBLE POINT SHOW

## WESTERN HORSEMANSHIP – GAITED – CLASS 270



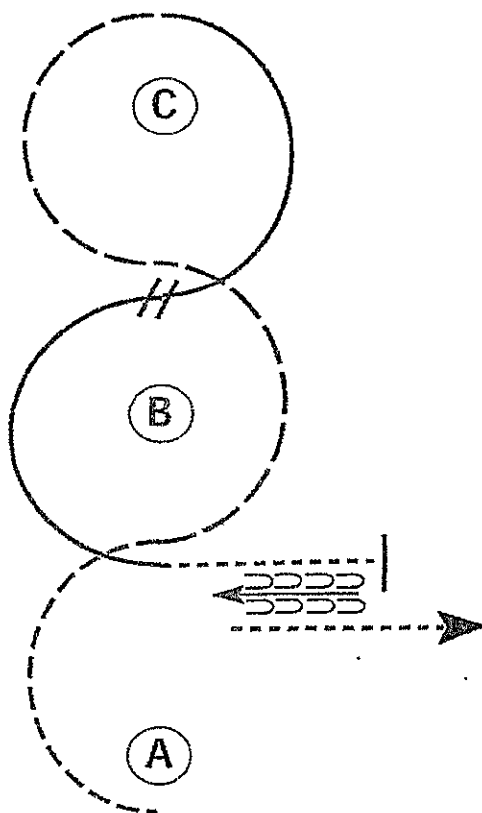
Be ready at A.

1. Walk a half circle until between A and B.
2. 2nd Gait around B and C as shown.
3. Slow to a walk until even with B.
4. Stop and back approximately one horse length.
5. Walk straight away.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

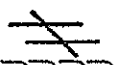
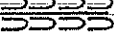
# ISHSA FALL DOUBLE POINT SHOW

WESTERN HORSEMANSHIP – CLASSES 271 THRU 279



Be ready at A.

1. Jog in a half circle until between A and B.
2. Extend the jog around B and C as shown.
3. Lope on the right lead in a half circle until between C and B.
4. Perform a simple lead change.
5. Lope on the left lead in a half circle until between B and A.
6. Walk approximately 2 horse lengths.
7. Stop and back approximately one horse length then walk straight away.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Lead Change	
Back	
Marker	(B)