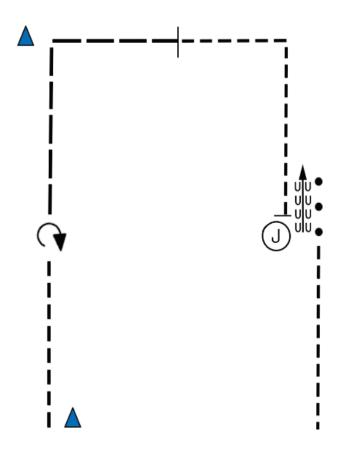
Showmanship - Youth, Amateur, Amateur/Owner



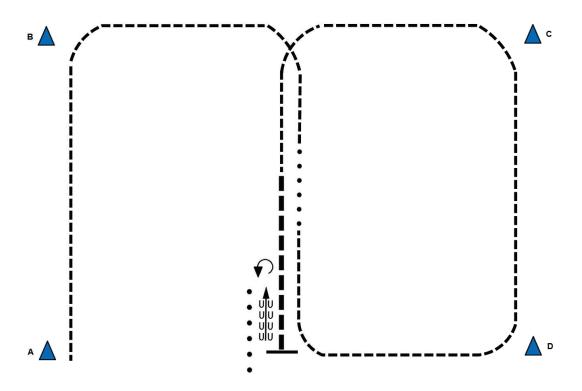
Be ready at the marker.

- 1. Jog.
- 2. Stop halfway along line, and perform a 360 degree turn.
- 3. Extended trot thru and around square corner and stop 1/2, set up.
- 4. Jog a square corner to the judge.
- 5. Stop and set up.
- 6. Inspection.
- 7. Back eight steps.
- 8. Walk eight steps.
- 9. Jog.
- 10. Stop/hesitate when even with the marker. Exit at a walk.

Pattern is complete.



English Equitation Walk/Trot - Youth, Amateur, Amateur/Owner



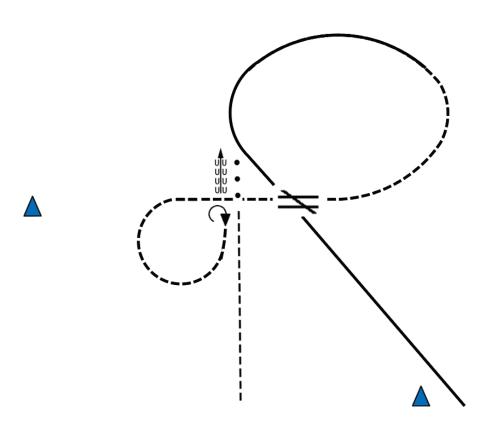
Be ready at marker A.

- 1. Trot on the left diagonal to the center of the pattern.
- 2. Walk two horse lengths.
- 3. Trot on the right diagonal for a full circle to the center of the pattern.
- 4. Sitting trot until even with marker A.
- 5. Stop and back two horse lengths.
- 6. Perform a 360 degree forehand turn to the left.
- 7. Walk past marker A.

Pattern is complete.



English Equitation Walk/Trot/Canter - Youth, Amateur

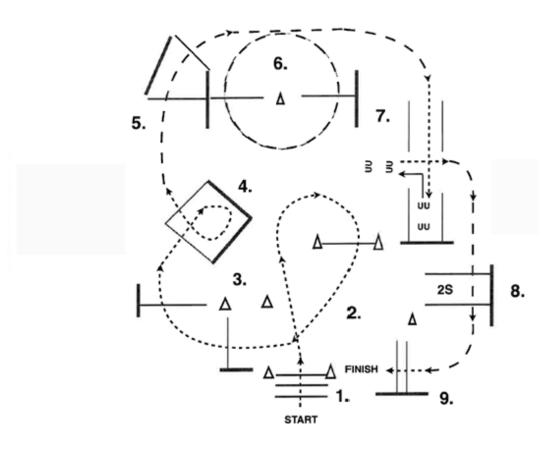


Be ready before the marker.

- 1. Canter on the left lead.
- 2. Change leads (simple or flying).
- 3. Proceed on the right lead
- 4. Break to a trot on the left diagonal.
- 5. Change to right diagonal and circle left.
- 6. Halt. Perform a 180 degree forehand turn to the right.
- 7. Back six to eight steps.
- 8. Walk six to eight steps.
- 9. Move into a sitting trot and pass start marker.

Pattern is complete.

In Hand Trail - Jr, Sr, Youth, Amateur, Amateur/Owner



- 1. WALK OVER POLES.
- 2. WALK AROUND CONES, WALK OVER POLE.
- 3. WALK OVER POLES.
- 4. WALK INTO BOX, EXECUTE A 3/4 TURN TO THE (RIGHT) WALK OUT BOX.
- 5. JOG OVER POLES.
- 6. JOG OVER POLES.
- 7. STOP OR BREAK TO THE WALK, WALK INTO CHUTE, BACK INTO CENTER OF THE BOX, WALK OUT.
- 8. JOG OVER POLES.
- 9. STOP OR BREAK TO THE WALK, WALK OVER POLES.

Walk

Jog

Lope

Lope w/speed

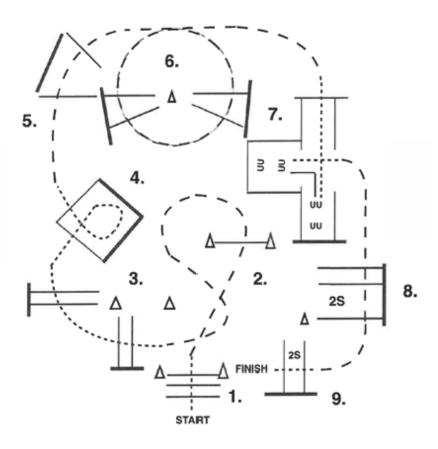
Back

Back

Lead Change

Judge (j)

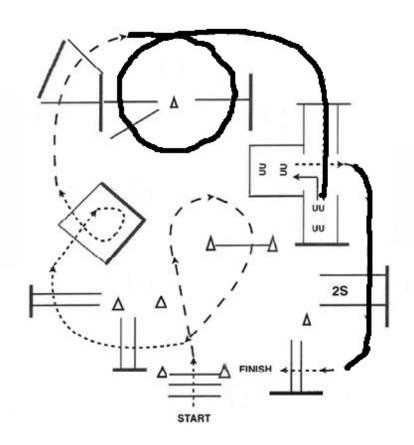
Walk/Jog Trail - Junior, Senior, Novice Horse, Youth, Amateur, Amateur/Owner



- 1. WALK OVER POLES.
- 2. JOG OVER POLE, JOG AROUND CONES.
- 3. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 4. WALK INTO BOX, EXECUTE A 3/4 TURN TO THE (RIGHT) WALK OUT BOX.
- 5. JOG OVER POLES.
- JOG OVER POLES.
- 7. STOP OR BREAK TO THE WALK, WALK INTO CHUTE, BACK INTO CENTER OF THE BOX, WALK OUT.
- 8. JOG OVER POLES.
- 9. STOP OR BREAK TO THE WALK, WALK OVER POLES.



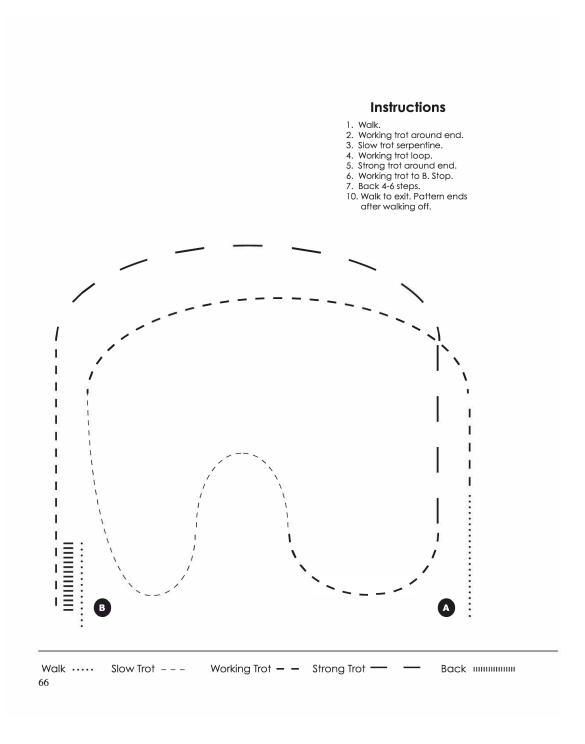
Walk/Jog/Lope Trail - All Age, Amateur



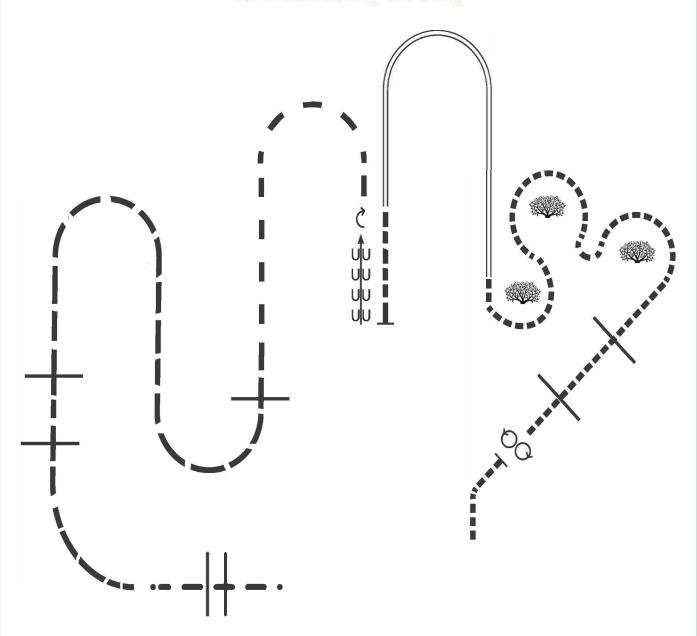
- 1. WALK OVER POLES
- 2. JOG AROUND CONES, JOG OVER POLE
- 3. STOP OR BREAK TO WALK, WALK OVER POLES
- 4. WALK INTO BOX, EXECUTE A 3/4 TURN TO THE RIGHT, WALK OUT OF BOX
- 5. JOG OVER POLES
- 6. LOPE RIGHT LEAD OVER POLES
- 7. LOPE RIGHT LEAD INTO CHUTE
- 8. BACK "L", WALK OUT
- 9. LOPE LEFT LEAD OVER POLES
- 10. WALK OVER POLES



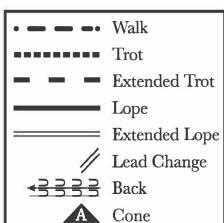
2025 Gypsy Vanner National Championship ShowReinsmanship



Ranch Riding Walk/Jog - Junior, Senior, Amateur, Youth, Amateur/Owner

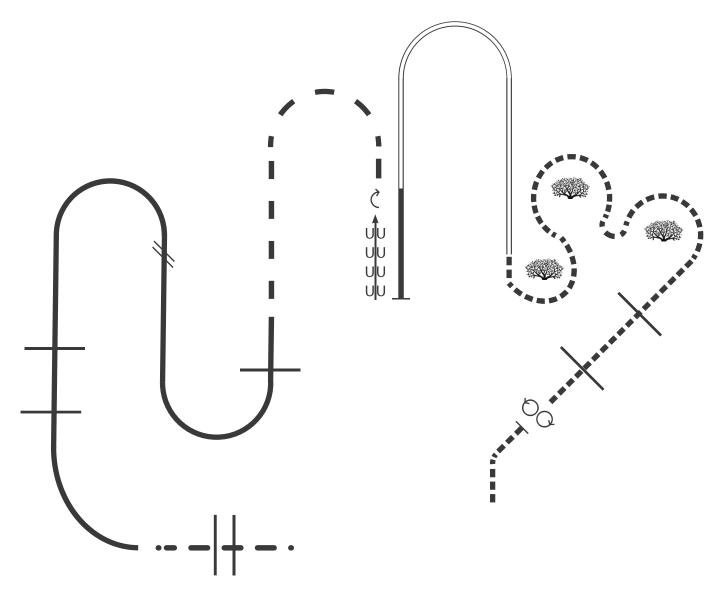


- 1. Walk over poles.
- 2. Extend Trot over poles
- 3. Stop and back. Rollback right.
- 4. Trot
- 5. Trot serpentine.
- 6. Trot over poles.
- 7. Stop. 360° turn both directions. Trot to exit.

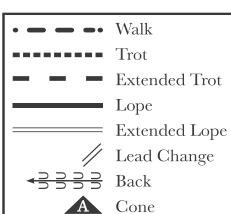


Please keep in mind that the visual representation of this pattern is solely meant for a general depiction.

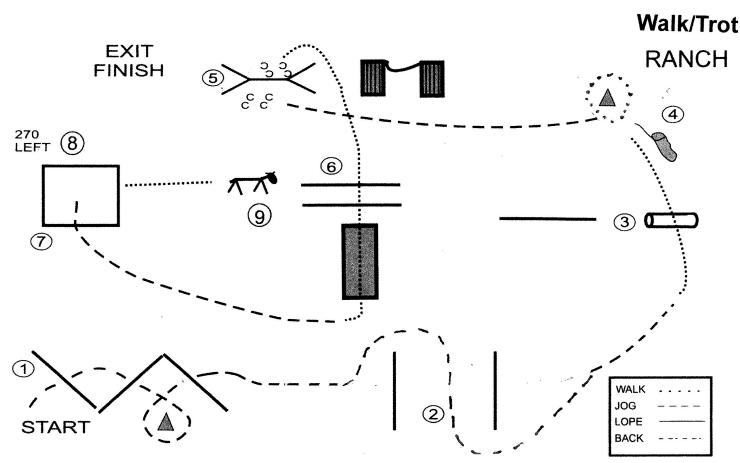
Ranch Riding Walk/Jog/Lope - All Age, Amateur, Amateur/Owner



- 1. Walk over poles.
- 2. Lope right lead over poles.
- 3. Change leads.
- 4. Lope left lead over pole.
- 5. Extended trot.
- 6. Stop and back. Rollback right.
- 7. Extended lope right lead.
- 8. Trot serpentine.
- 9. Trot over poles.
- 10. Stop. 360° turn both directions. Trot to exit.



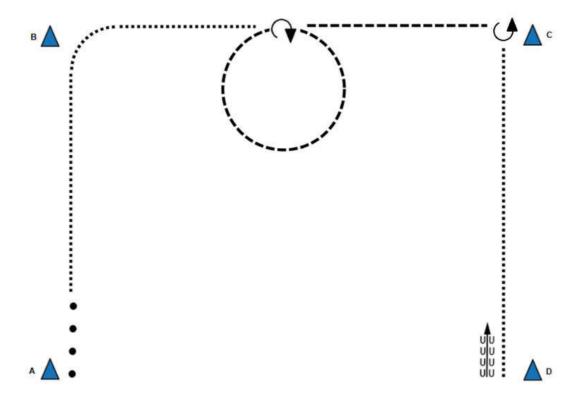
2025 Gypsy Vanner National Championship Show Ranch Trail Walk/Jog



- 1.Trot over poles and around cone as shown
- 2.Continue at a trot through poles as shown
- 3. Walk over log

- 4.Pick up drag and drag log in clockwise circle at a walk
- 5.Extended trot to right hand push gate
- 6.Walk to poles and over bridge
- 7.Trot into box and stop
- 8.Complete a 270 left hand turn
- 9.Walk out of box stop and rope steer
- 10.Dismount and collect rope.

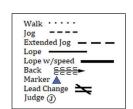
Western Horsemanship Walk/Jog - Youth, Amateur, Amateur/Owner



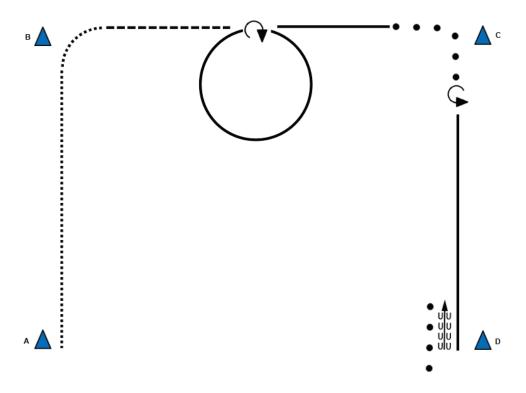
Be ready at marker A.

- 1. Walk one horse length.
- 2. Jog to marker B and around the corner to the right.
- 3. Stop halfway between marker B and marker C, and turn 360 degrees to the right.
- 4. Extend the jog in a circle and continue to marker C.
- 5. Stop and turn 270 degrees to the left.
- 6. Jog to marker D.
- 7. Stop and back.
- 8. Exit at a jog.

Pattern is complete.



Western Horsemanship Walk/Jog/Lope - Youth, Amateur



Be ready at marker A.

- 1. Jog from marker A to marker B and around corner.
- 2. Extended jog to the center of marker B and marker C, then stop.
- 3. Perform a 360 degree turn to the right.
- 4. Lope a circle on the right lead and continue directly toward marker C.
- 5. Break to a walk just before marker C and walk around the corner.
- 6. Stop and perform a 360 degree to the left.
- 7. Lope on the left lead to marker D.
- 8. Stop and back one horse length.
- 9. Walk past marker D.

Pattern is complete.

Walk

Jog

Extended Jog

Lope

Lope w/speed

Back

Back

Lead Change Judge