

## Co-sponsored by:



## FUZZY COLORS

PAINT-O-RAMA


## PATTERN BOOK



1. Walk to B
2. Trot to C; Stop; Hesitate
3. Trot corner halfway to judge
4. Walk to judge, stop, set up for inspection
5. Back two horse lengths and turn $135^{\circ}$
6. Extended trot through corner, collect to normal trot to B
7. Walk out

8. Walk to C; Stop; Hesitate
9. Walk corner halfway to judge
10. Stop, turn $360^{\circ}$
11. Walk to judge, stop, set up for inspection
12. Back one horse length and turn $135^{\circ}$
13. Extended walk through corner to B
14. Normal walk out

Show: Fuzzy Colors

## Showmanship



1. Walk to B
2. Trot to C; Stop; Hesitate
3. Trot corner halfway to judge
4. Stop, turn $360^{\circ}$
5. Walk to judge, stop, set up for inspection
6. Back one horse length and turn $135^{\circ}$
7. Extended trot through corner, collect to normal trot to B
8. Walk out


Be ready at A

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

Exit at a sitting trot

Show: Fuzzy Colors

## English Equitation


A. Walk to Cone A

1. Sitting trot $1 / 2$ way to $B$
2. Posting trot on the left diagonal to $B$
3. Canter on the left lead toward C
4. At the top of the arc, change leads and canter on the right lead to C
5. Posting trot on the right diagonal $1 / 2$ way to D
6. Sitting trot to D
7. Halt at D and back approximately one horse length
8. Exit at a sitting trot

Show: Fuzzy Colors

## English Equitation



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
7. Exit at a sitting trot



Show: Fuzzy Colors


Age Divisions
All Breed Ranch Youth Ranch SPB Youth Ranch Amateur Ranch SPB Amateur Ranch Open Ranch SPB Open Ranch


## Pattern design by

Trot to center of Arena, Stop. Start pattern facing towards Judge.

1. Beginning on the right lead, complete one circle to the right. Change leads at the center of the arena.
2. Complete one circle to the left. Change leads at the center of the arena and go to top of arena.
3. Run down the center of the arena past the end marker and come to a stop.
4. Complete $11 / 2$ spins right.
5. Run to the other end of arena past marker and come to a stop.
6. Complete $11 / 2$ spins left.
7. Run past the center marker, stop and back ten feet.
8. Hesitate to complete pattern

Rider may drop bridle to the designated judge.


1. Walk over poles to bridge
2. Go over bridge at a walk
3. Lope left lead to gate
4. Open gate left hand
5. Trot thru obstacle 5
6. Sidepass log, $180^{\circ}$ turn
7. Back into chute, extended trot to log drag
8. Drag $\log$ in circle either way




Pattern design by NULL

1. Walk to, work left hand gate
2. Back around cones
3. Jog logs
4. Jog logs
5. Break to walk, then jog over logs
6. Jog through serpentine
7. Walk over bridge
8. Walk logs

## Horsemanship

Show: Fuzzy Colors
Youth W-T 5-10


Be ready at A

1. Jog from A past B
2. Turn $270^{\circ}$ left
3. Extended jog to C
4. Walk around $C$ halfway to $D$
5. Stop and back one horse length

## Horsemanship



Pattern design by NULL
Be ready at A

1. Extended jog from A past B
2. Turn $270^{\circ}$ left
3. Lope left lead halfway to C
4. Simple lead change and lope a small, slow circle right
5. Lope to C
6. Jog to D
7. Stop and back one horse length
8. Walk to exit

## Horsemanship

## Age Divisions



Pattern design by NULL
Be ready at A

1. Extended jog from A past B
2. Turn $270^{\circ}$ left
3. Lope left lead halfway to $C$
4. Change leads and lope a small, slow circle right
5. Lope past C
6. Stop and turn $450^{\circ}$ right
7. Jog to D
8. Stop and back one horse length
9. Walk to exit


Pattern design by NULL
Be ready at A

1. Walk from A to B
2. Stop past B and execute a $270^{\circ}$ turn to the right
3. Jog from B around C
4. Extend the jog from $C$ to $D$
5. Stop at D and back one horse length

Exit at a jog


1. Walk at least $15^{\prime}$ \& jog over log
2. Transition to left 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

Show: Fuzzy Colors
Western Riding


1. Walk at least 15 ' \& jog over log
2. Transition to left lead \& lope around end
3. First line change
4. Second line change lope around 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

