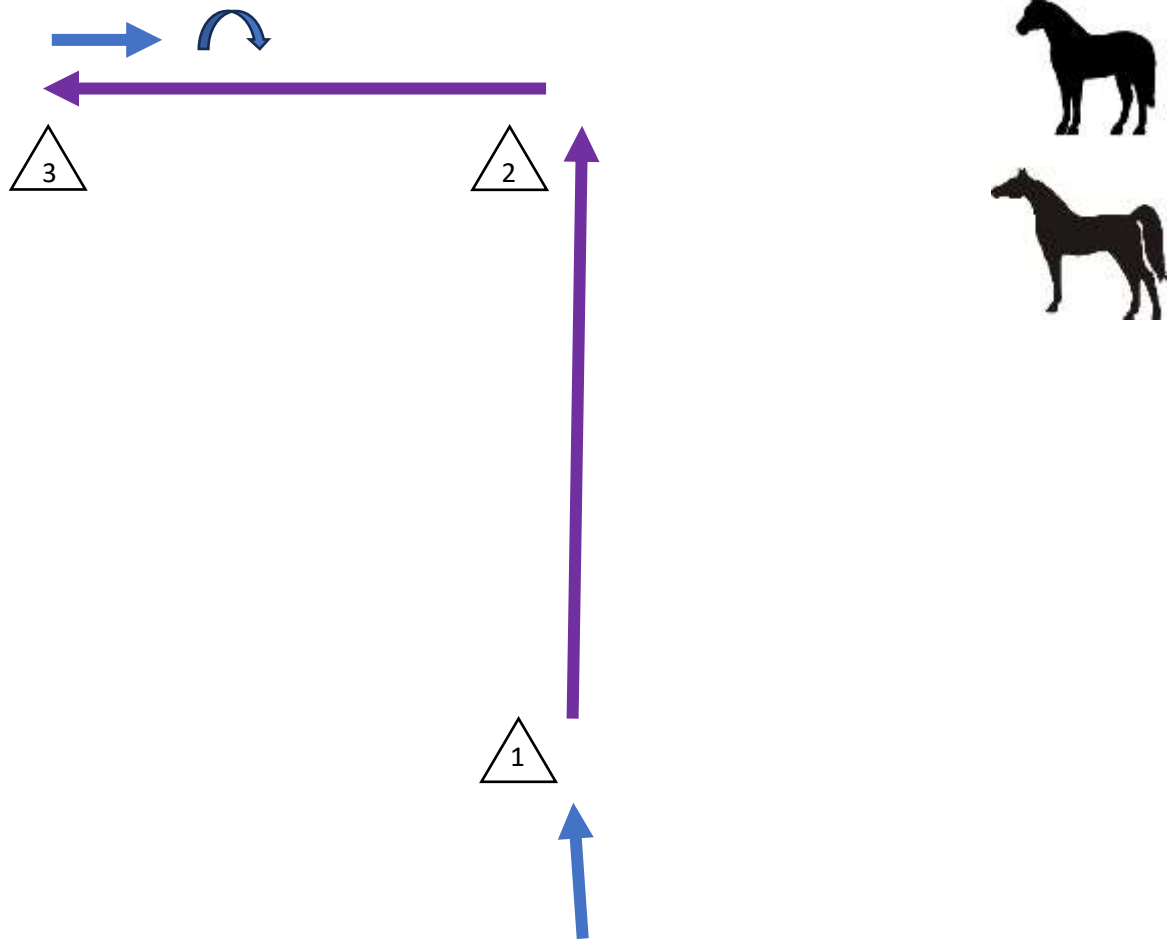
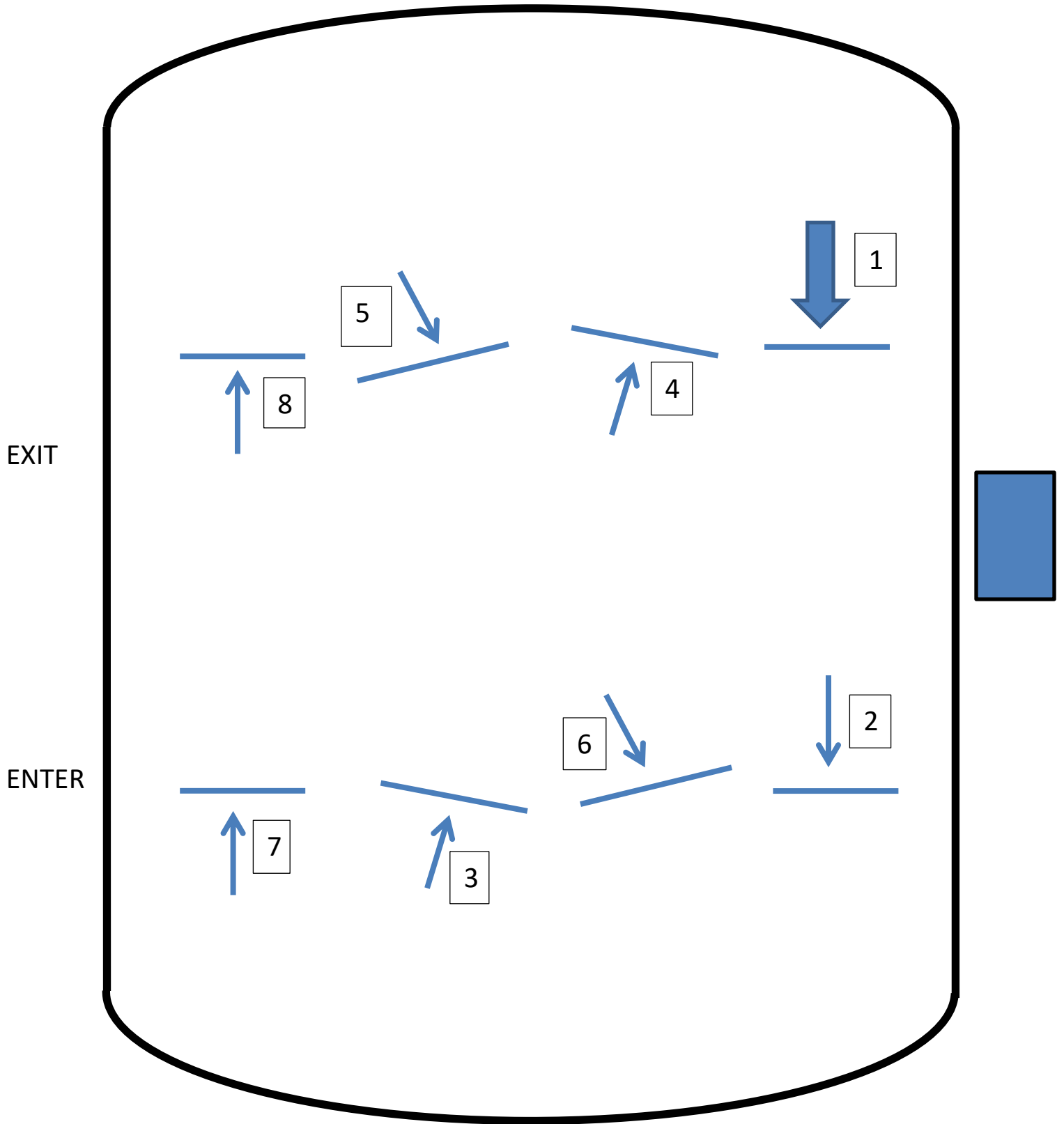


Showmanship

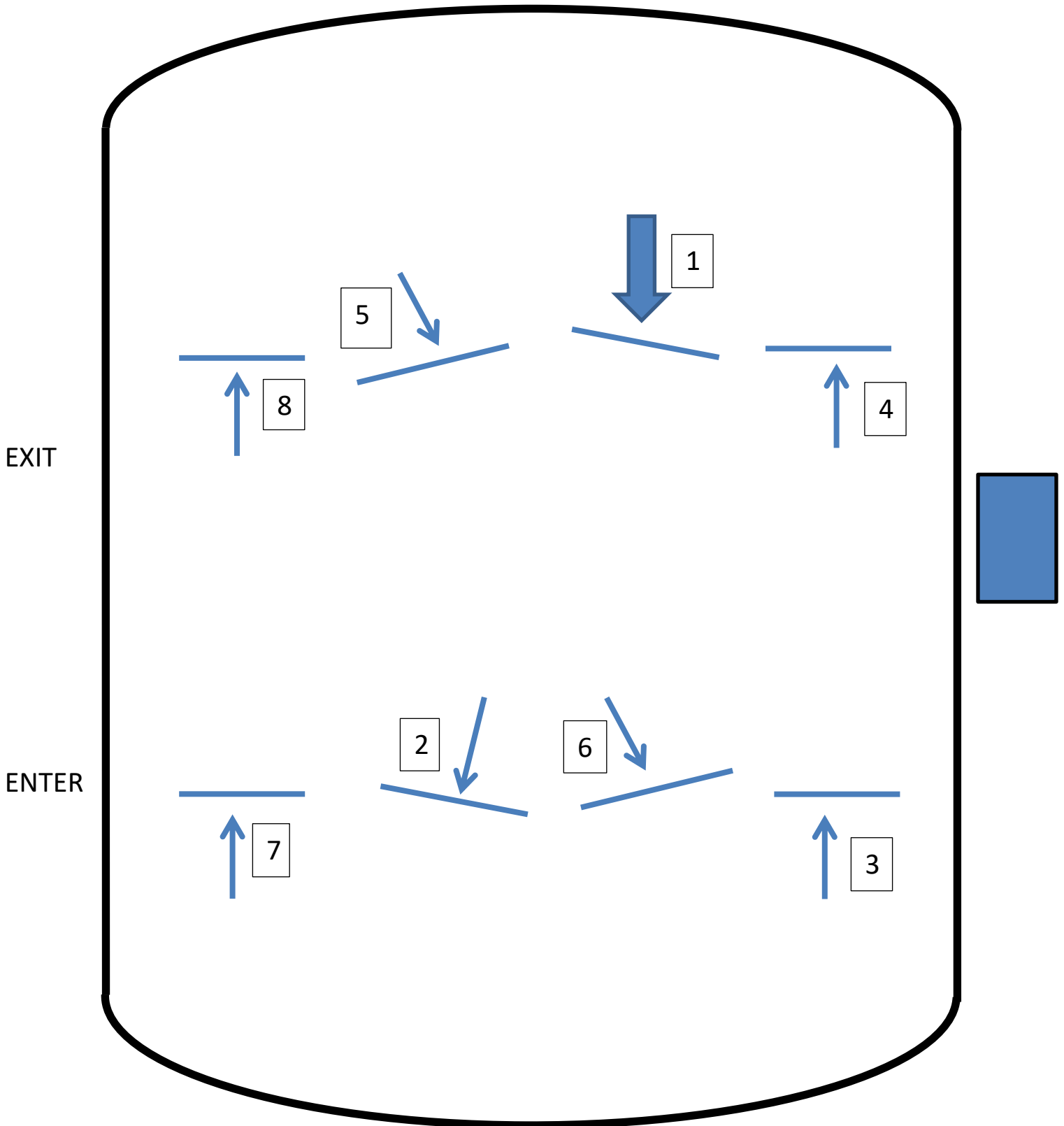
Walk to cone 1. @ cone 1 Trot around cone 2. @ cone 3 Halt for inspection. AFTER inspection back 1 horse length, turn 180 & walk to line up. Be sure to line up against tree line facing the judge.



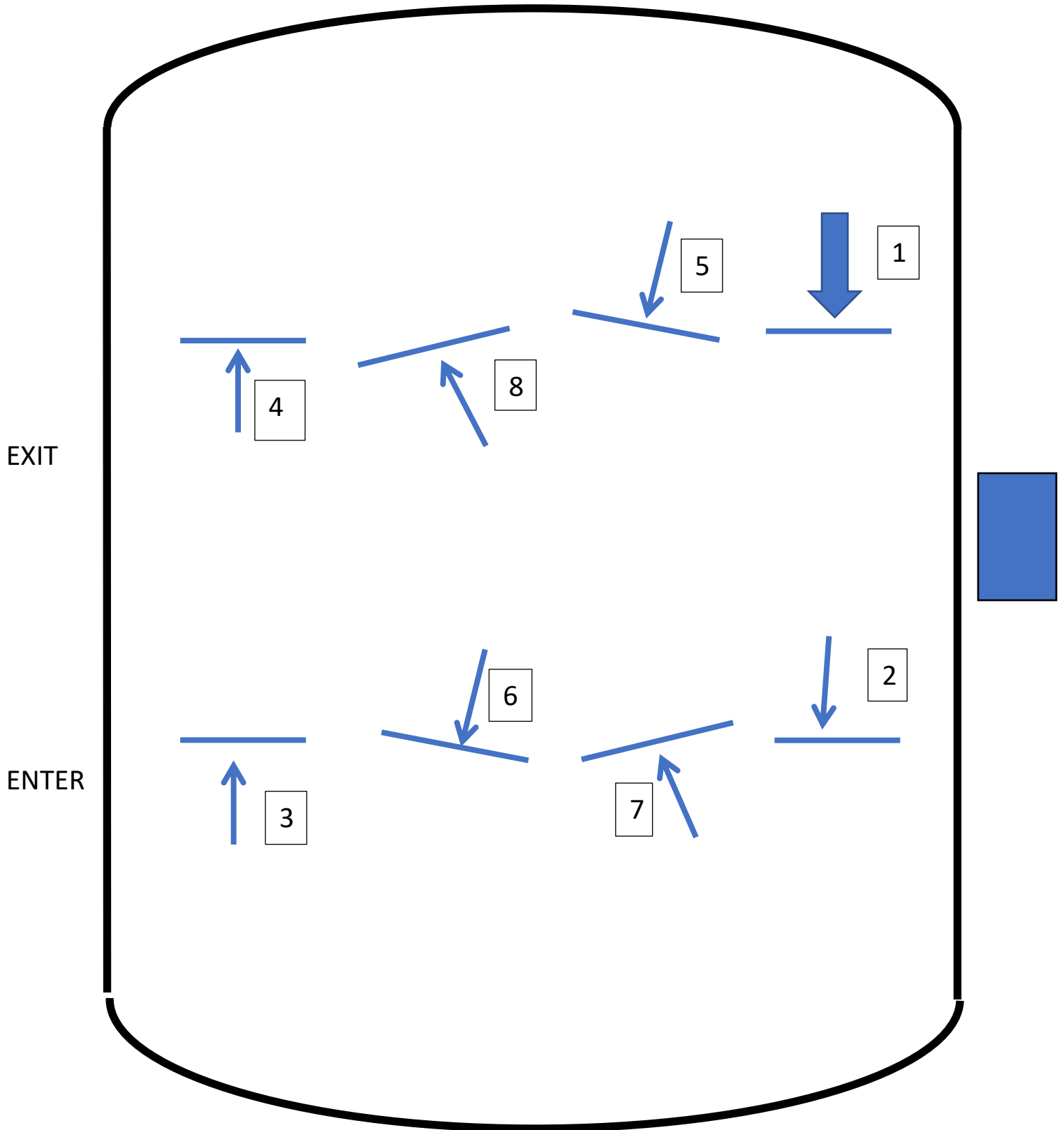
EQUITATION -



HUNTER COURSE A -



HUNTER COURSE B -



HORSEMANSHIP –

(Walk-Jog will extend Jog instead of Lope)

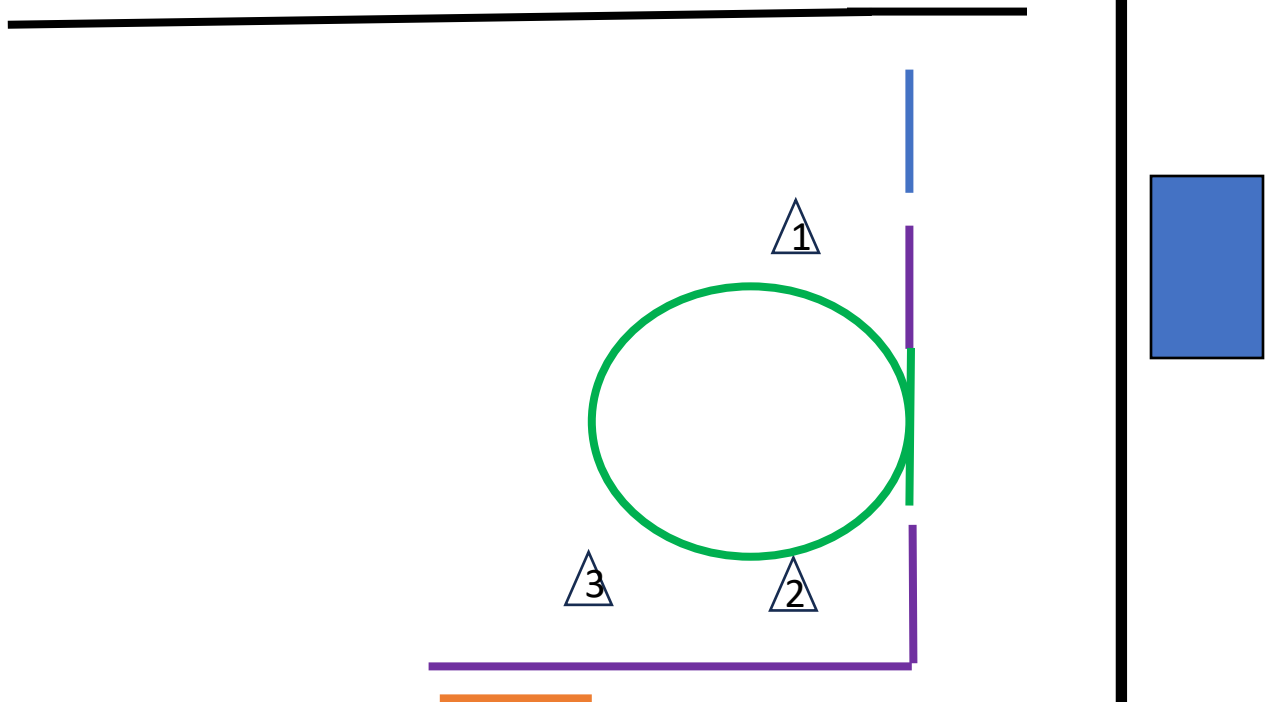
Walk in @ cone 1 Jog.

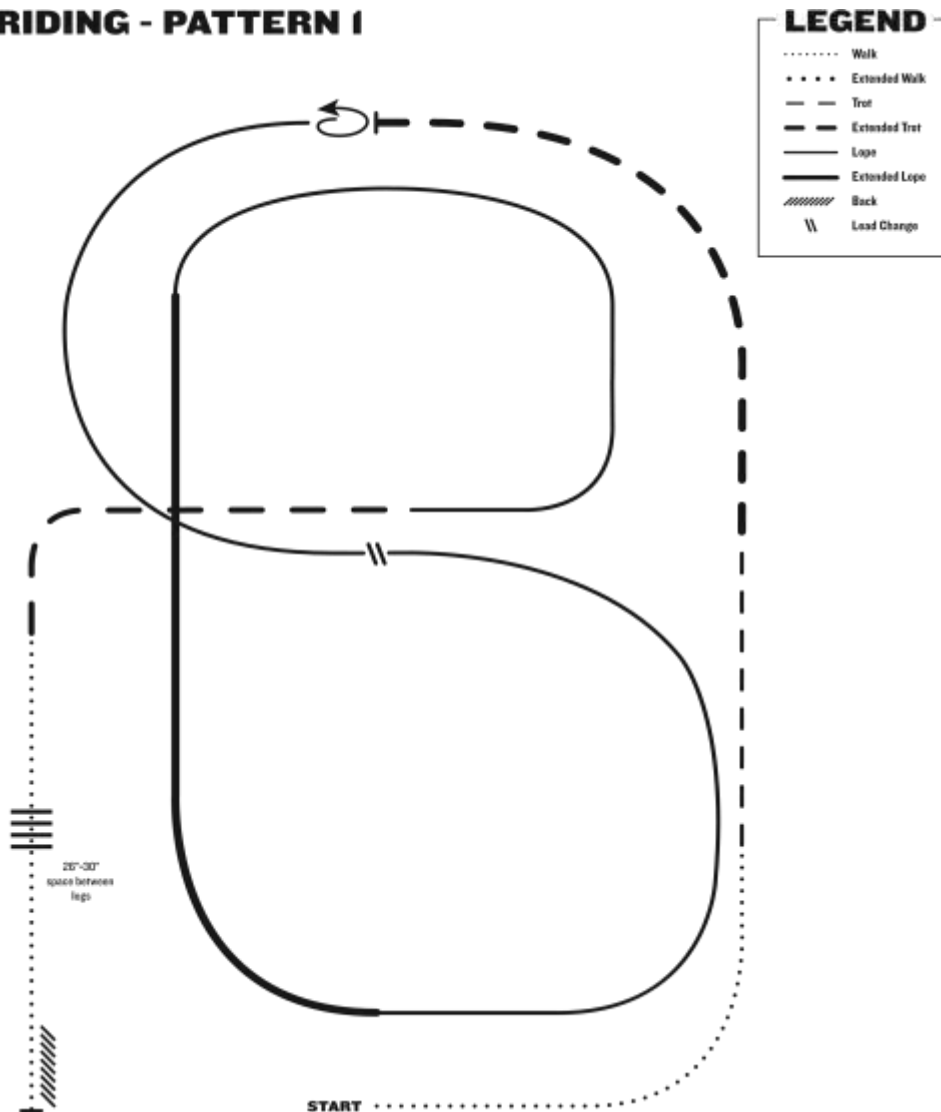
Midway to cone 2 Right Lead Lope a 20m circle.

Complete Circle & Extend Jog around cone 2.

Halt 2 horse lengths passed cone 3.

Back to cone 3. Exit & take place on the rail for Hack portion of class.



RANCH RIDING - PATTERN I

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead ½ circle, lope to the center
6. Change leads (simple or flying)
7. Rightlead ½ 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.

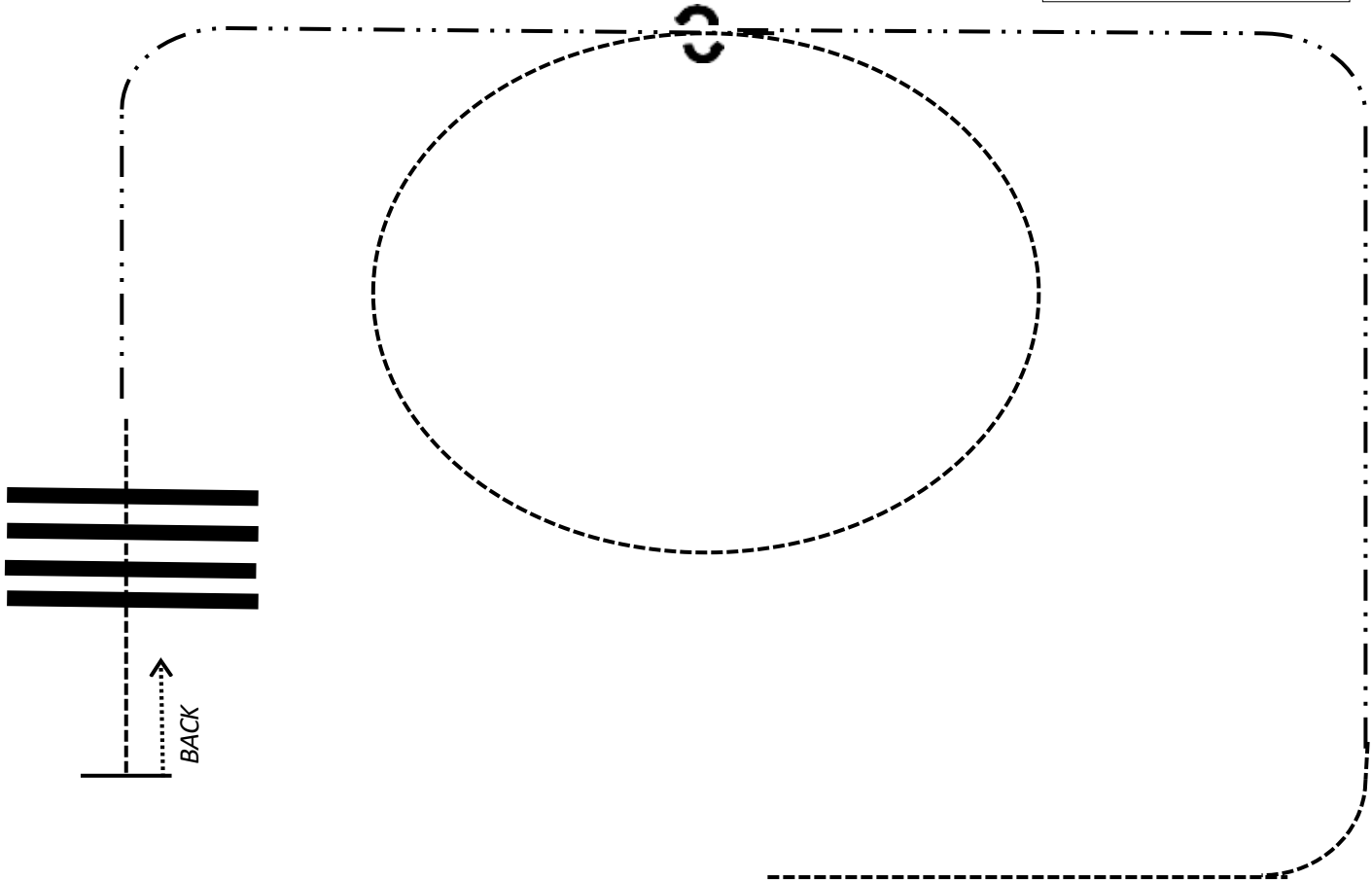


RANCH RIDING

Walk Trot

Pattern #1

| | |
|----------|-------|
| WALK | ----- |
| TROT | ----- |
| EXT TROT | ----- |



START

- 1. Walk
- 2. EXT. TROT 1/2 way up the ARENA
- 3. TURN LEFT EXT. TROT to Center of ARENA

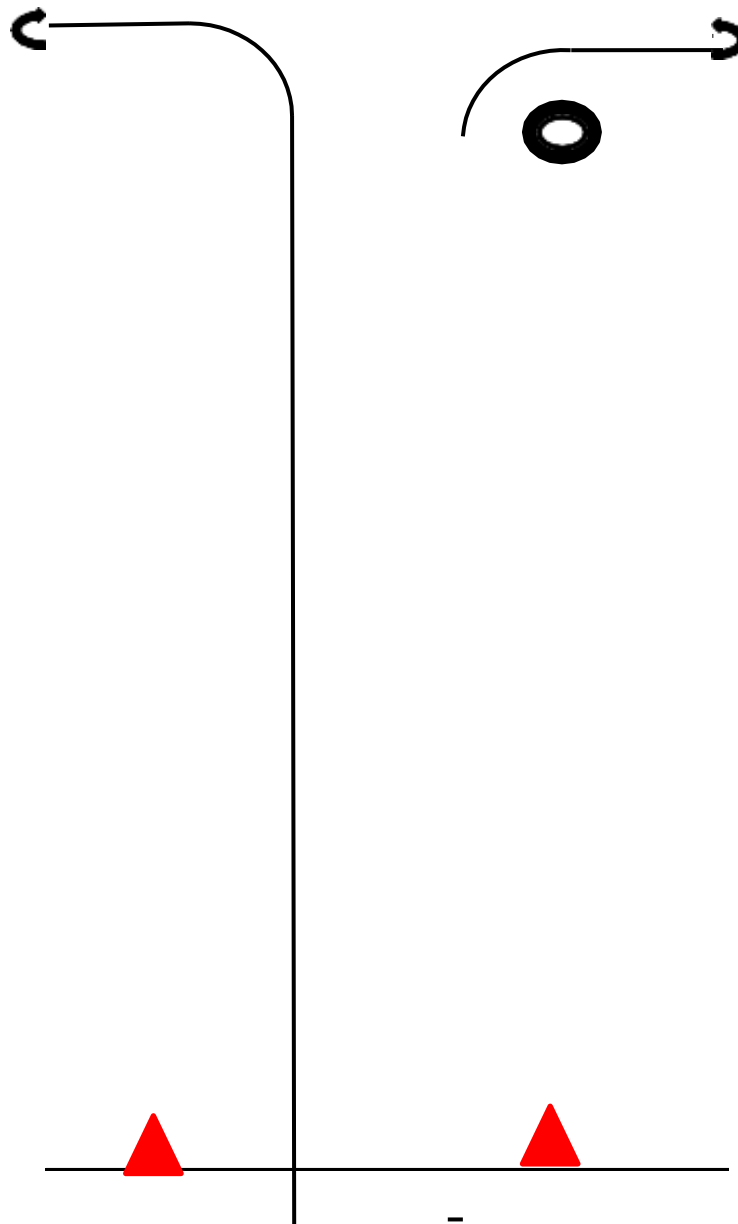
- 4. TROT CIRCLE to LEFT
- 5. 360 TURN LEFT
- 6. EXT. TROT
- 7. WALK over RAILS
- 8. STOP / BACK 1 Horse Length



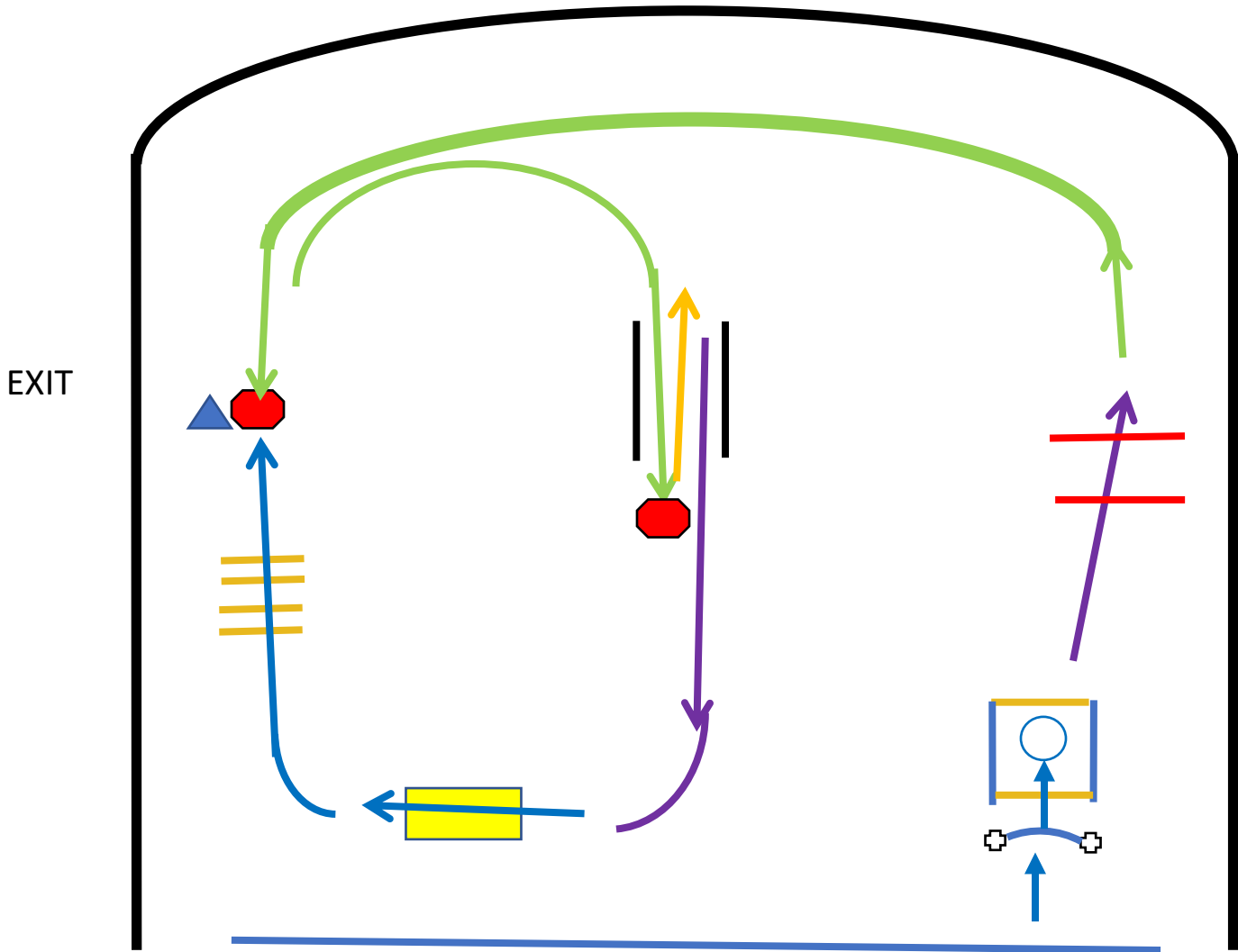
**RANCH
ROUND UP**

Pattern # 1

Run up turn the Right Marker go past marker , Left Rollback, run across the top side of the markers go past Left marker, Right Rollback turn and run past finish line.. **Knockdown of any obstacle is a 5 point penalty for each knockdown, All walk trot exhibitors . loping more then 3 strides in the pattern, going off pattern is a disqualification**



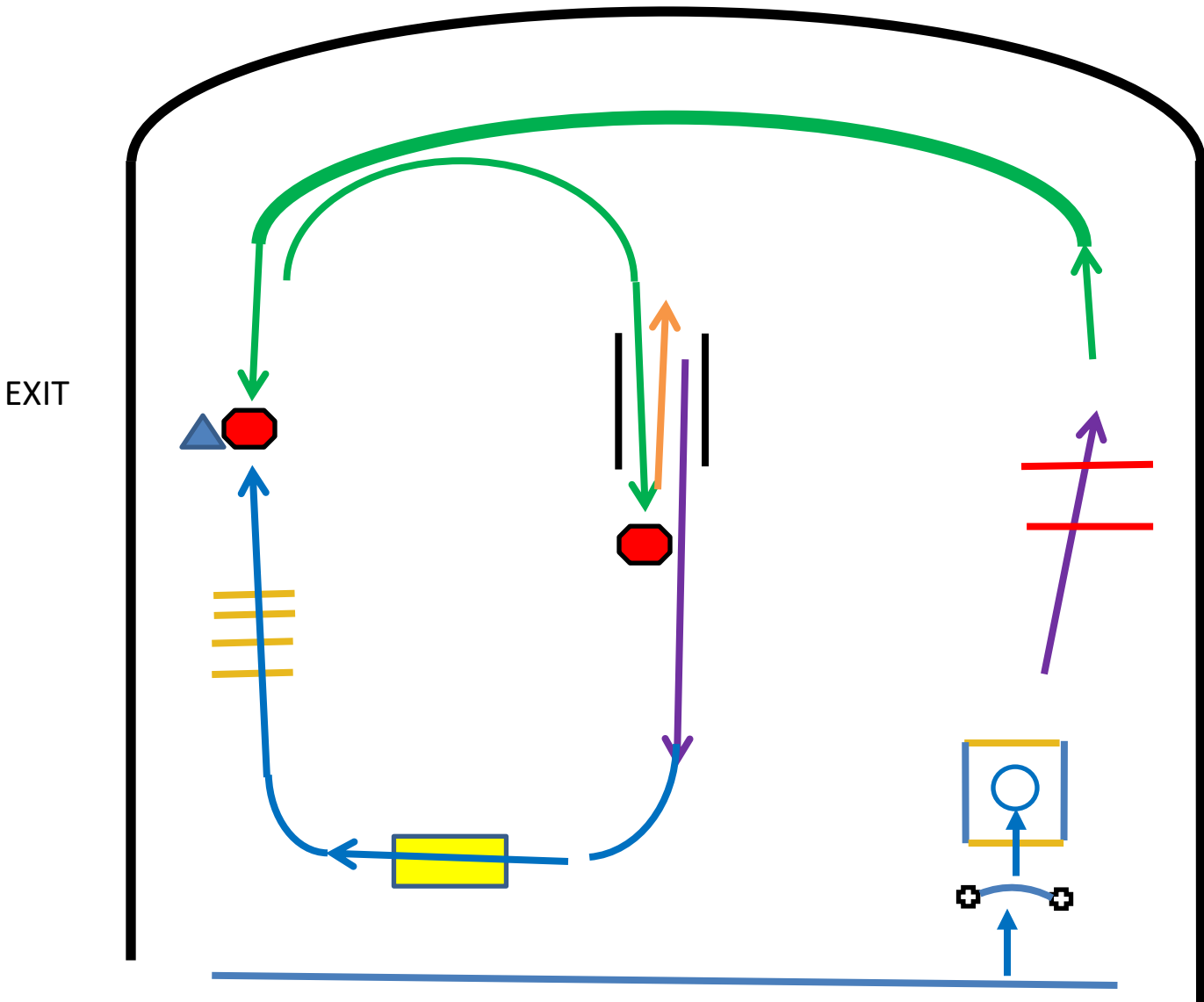
W-T-C – Combined & Ranch Trail



- 1) Work gate (rider choice)
- 2) Walk into Box
- 3) 360 turn (rider choice)
- 4) Walk out & TROT over poles
- 5) Left Lead Lope or Canter
- 6) Extend Lope/Canter
- 7) Collect Lope/Canter
- 8) Halt at cone

- 9) 180 turn (rider choice)
- 10) Right Lead Lope/Canter through Shute
- 11) Back FULL-LENGTH Shute
- 12) Jog/Trot through Shute to Bridge
- 13) Walk over Bridge
- 14) Walk Poles
- 15) Halt at Cone
- 16) Exit

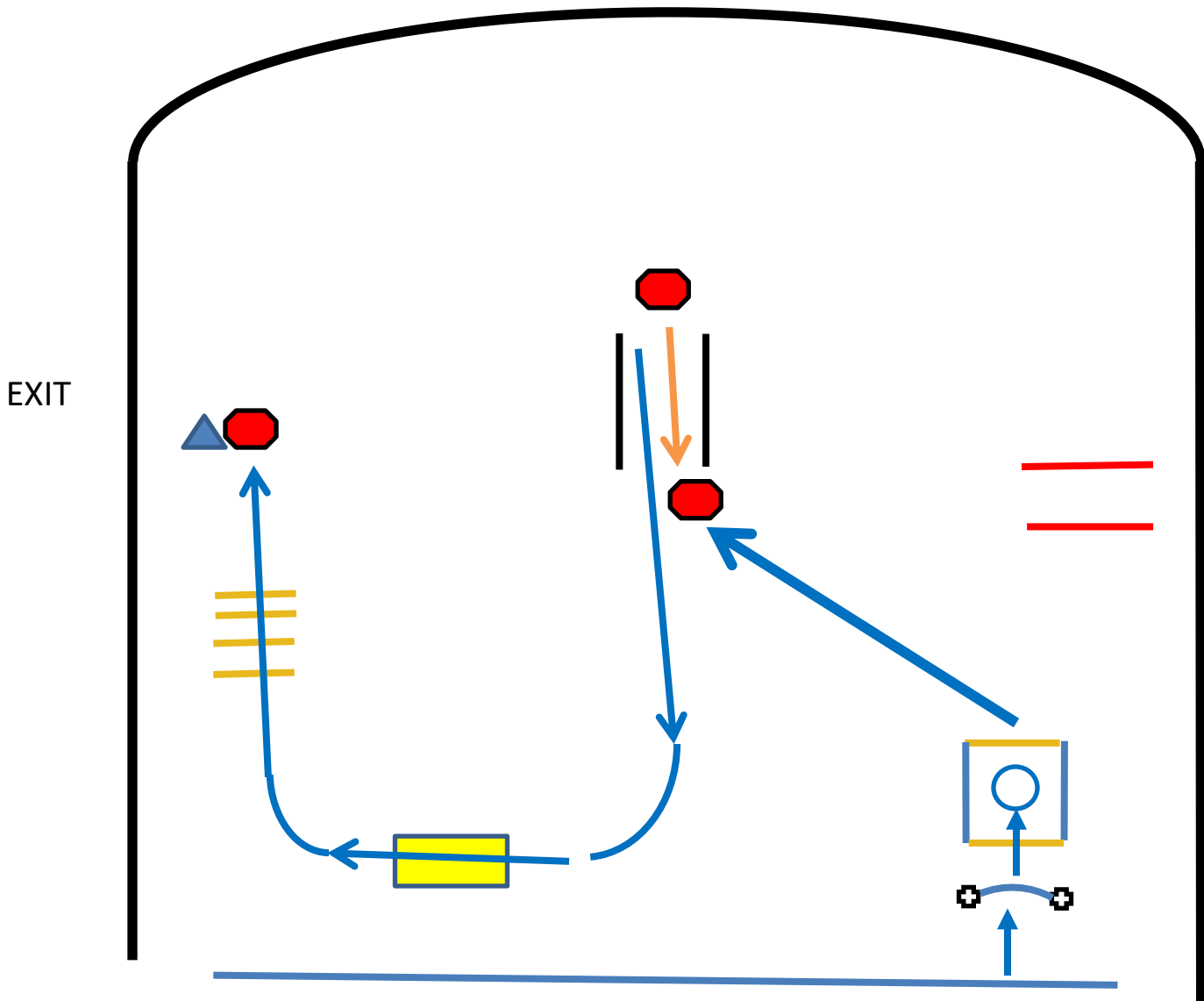
W-T – Combined & Ranch Trail



- 1) Work gate (rider choice)
- 2) Walk into Box
- 3) 360 turn (rider choice)
- 4) Walk out
- 5) Jog/Trot over poles
- 6) Extend
- 7) Collect
- 8) Halt at cone

- 9) 180 turn (rider choice)
- 10) Extend Jog/Trot through Shute & Halt
- 11) Back FULL-LENGTH Shute
- 12) Jog/Trot through Shute to Bridge
- 13) Walk over Bridge
- 14) Walk Poles
- 15) Halt at Cone
- 16) Exit

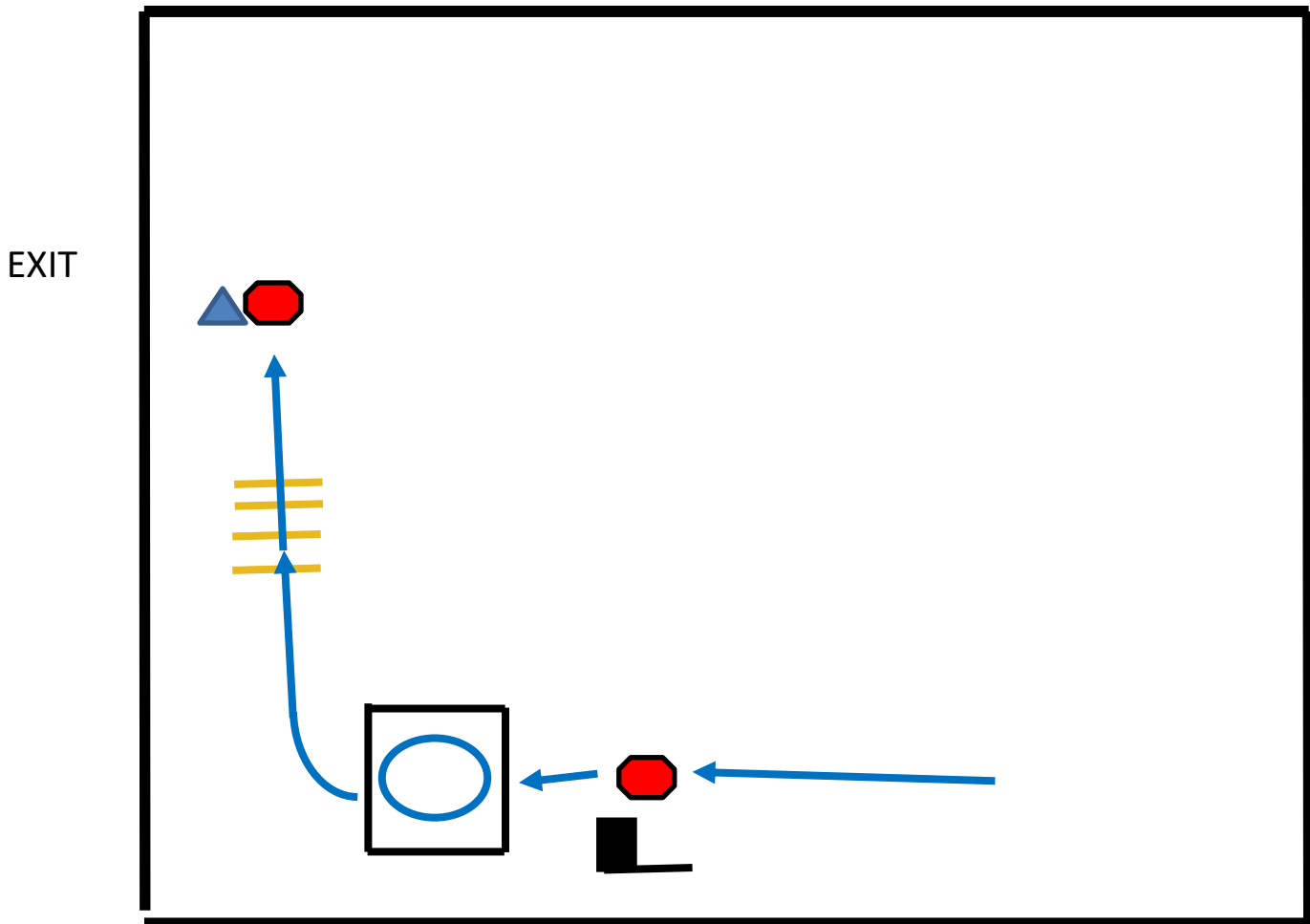
Walk Combined Trail



- 1) Work gate (rider choice)
- 2) Walk into Box
- 3) 360 turn (rider choice)
- 4) Walk out
- 5) Extend
- 6) Collect

- 7) WALK through Shute & Halt
- 8) Back FULL-LENGTH Shute
- 9) Jog/Trot through Shute to Bridge
- 10) Walk over Bridge
- 11) Walk Poles
- 12) Halt at Cone
- 13) Exit

Lead Line Walk Pattern



- 1) Work to Mailbox & check for mail.
- 2) Walk into Box & make a circle inside.
- 3) Walk over poles
- 4) Walk to cone & halt.
- 5) Check with judge before walking to line up.