

B 6 A

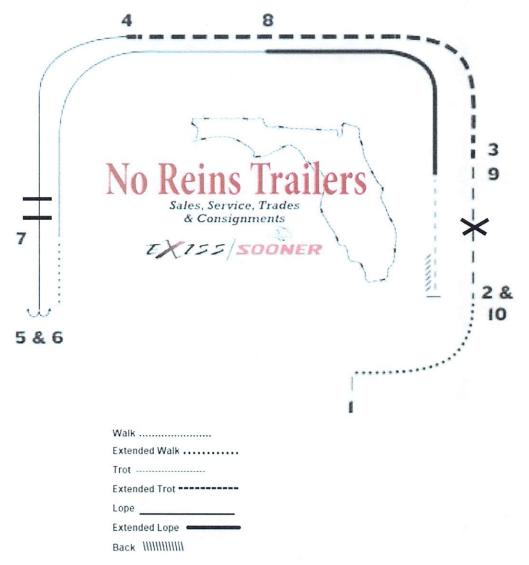


- 1. Be Ready at A
- 2. Trot over poles
- 3. Walk Serpentine through cones
- 4. Trot over Jump
- 5. Go under table
- 6. Stop and Sit at B
- 7. Exit with STYLE!



\$500 **VERSATILITY**



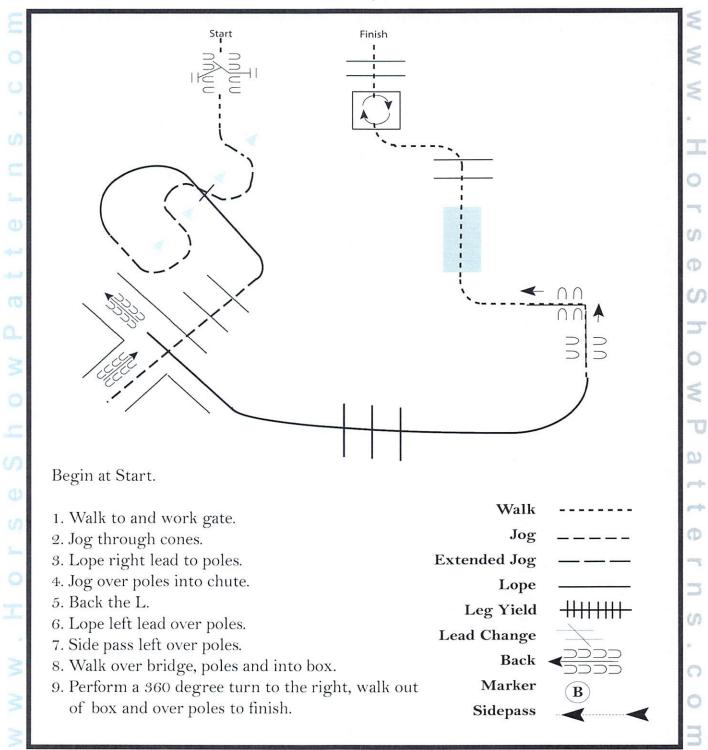


When establishing the course, the following distances are suggested.

- 1.Extended walk from 1 to 2
- 2. Trot from 2 to 3 (over cross rail)
- 3.Extended trot sitting from 3 to 4
 4.Lope from 4 to 5 (over poles)
- 5.Stop at 5; reverse (either direction)
- 6. Walk from 6 to 7
- 7.Lope from 7 to 8
- 8.Extended lope from 8 to 9
- 9. Trot from 9 to 10
- 10.Stop and back at 10 approximately one horse length

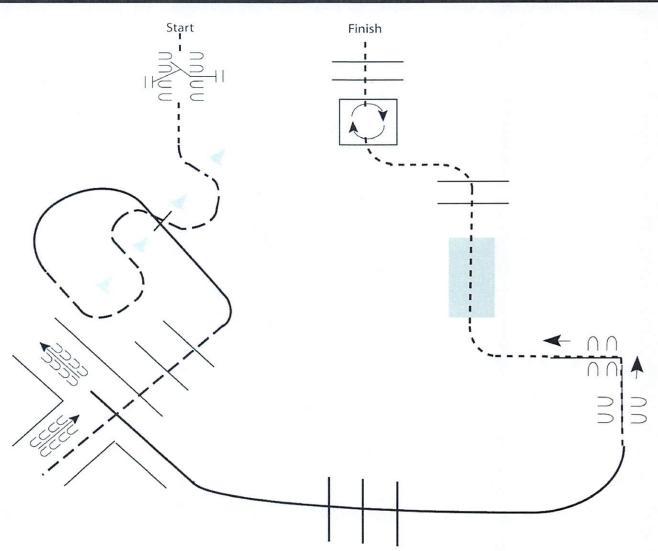
All Trail

Show Date: April 2025



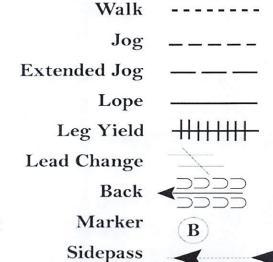
[T/2-3]

WJ & IN HAND Show Date: April 2025



Begin at Start.

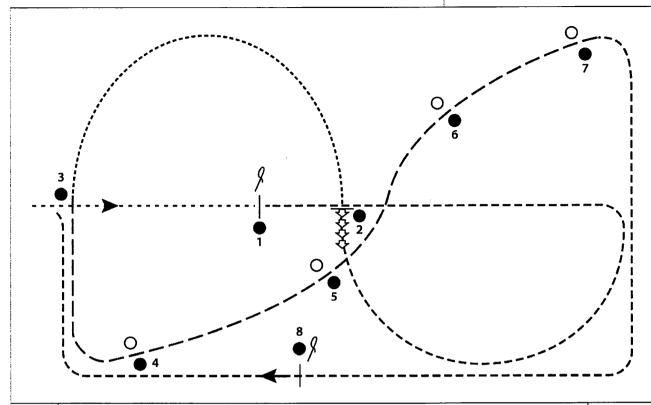
- 1. Walk to and work gate.
- 2. Jog through cones.
- 3. Jog to poles.
- 4. Jog over poles into chute.
- 5. Back the L.
- 6. Jog over poles.
- 7. Side pass left over poles.
- 8. Walk over bridge, poles and into box.
- 9. Perform a 360 degree turn to the right, walk out of box and over poles to finish.



Reinsmanship (Driving)

4

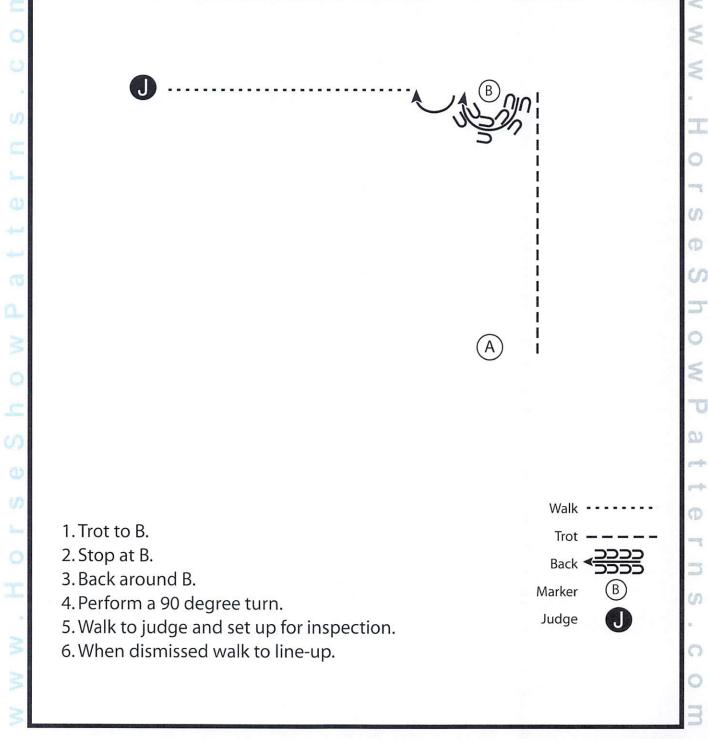




ORDER	MOVEMENT	SCORE
1	Enter at Working Walk. At Marker 1, Halt. Salute.	
2	Proceed at Working Trot, tracking right at the rail. Half circle to the right to Marker 2	
3	At Marker 2, Halt	
4	At Marker 2, Rein back 4 steps, walk forward to Marker 2.	
5	At Marker 2, develop Slow Trot, continue half circle to the left to Marker 3.	
6	At Marker 3, develop Strong Trot and continue through Gates 4, 5, 6 and 7.	
7	After passing through Gate 7, develop Working Trot and continue on the rail to Marker 8.	
8	At Marker 8, Halt, Salute. Leave arena on the rail at a Working Trot.	
9	Overall Impression of the turnout on the condition and fit of the harness and vehicle, neatness of attire.	
10	General Impression of the driver on posture, relaxation, confidence and effectiveness.	
9 Ver 8 God 7 Fair	ellent 4 Insufficient Facod 3 Fairly Bad Each element will receive a numerical score of 0-10	1

ALL SHOWMANSHIP

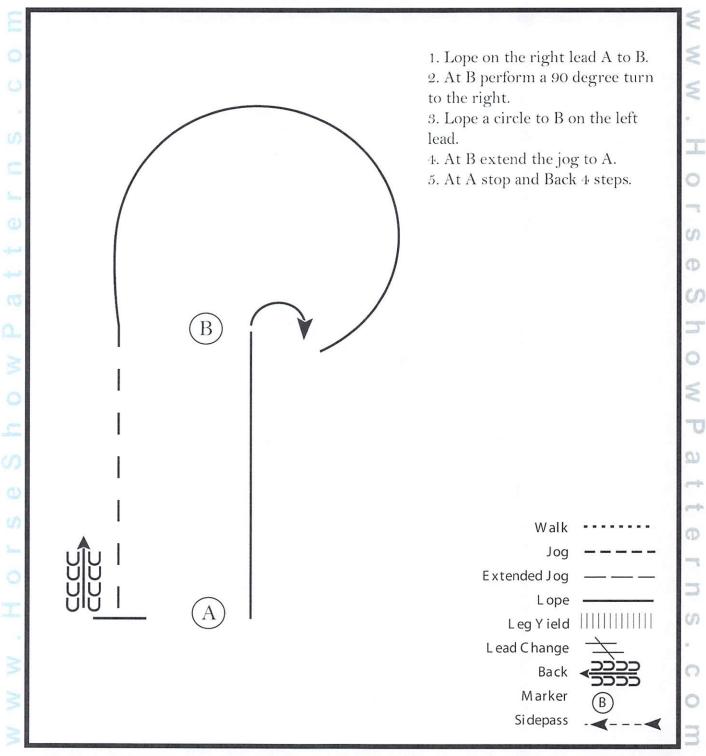
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[S/2-5]

WJL HORSEMANSHIP

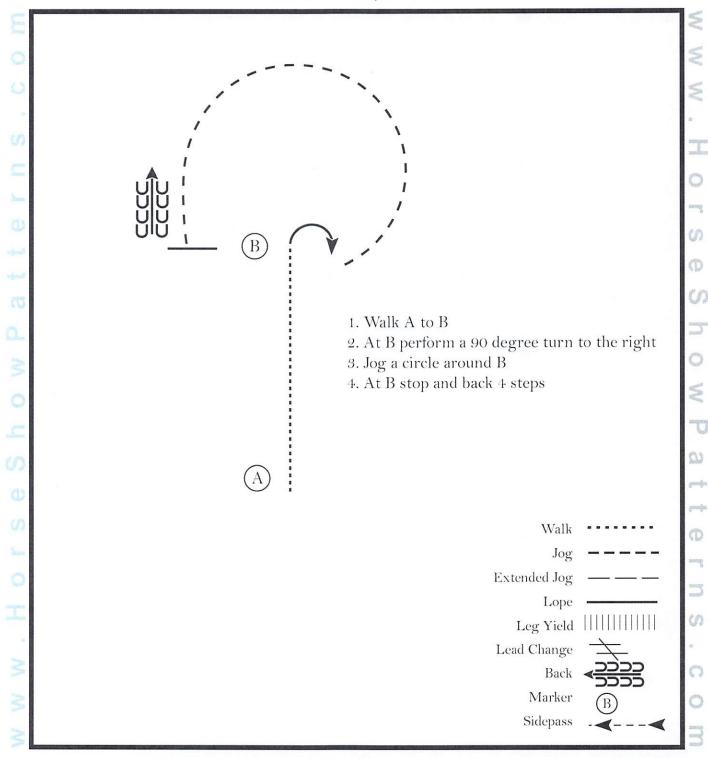
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[WH/2-7]

WJ HORSEMANSHIP

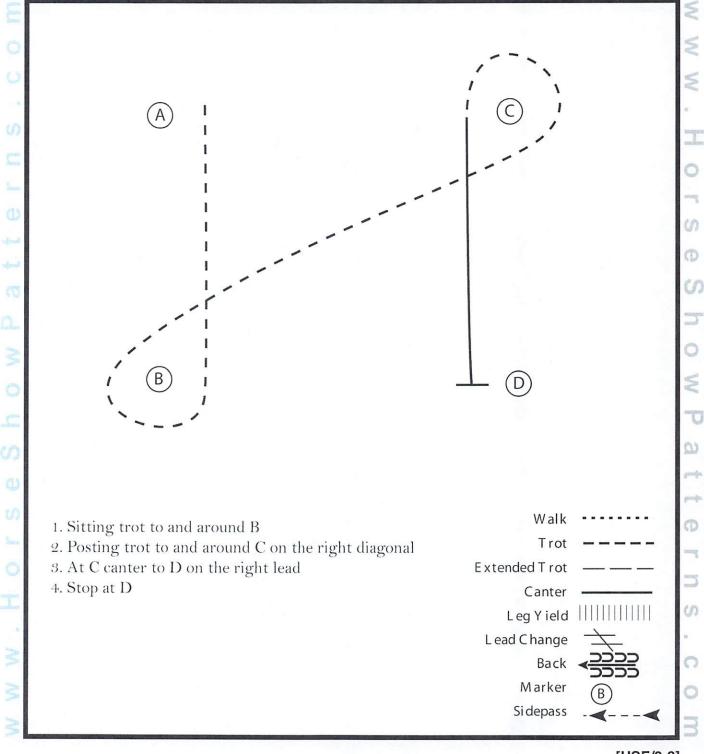
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[WH/WT-7]

WTC EQUITATION

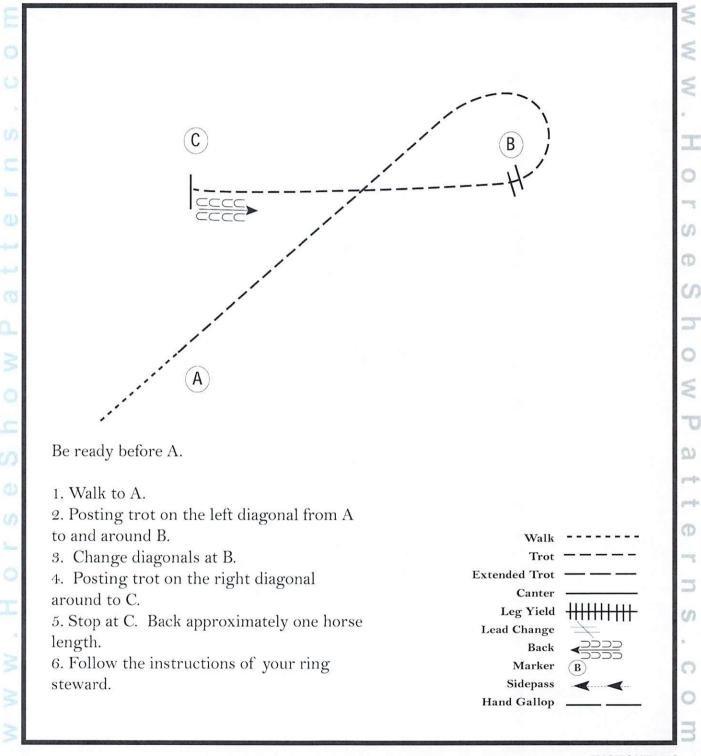
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[HSE/2-3]

WT EQUITATION

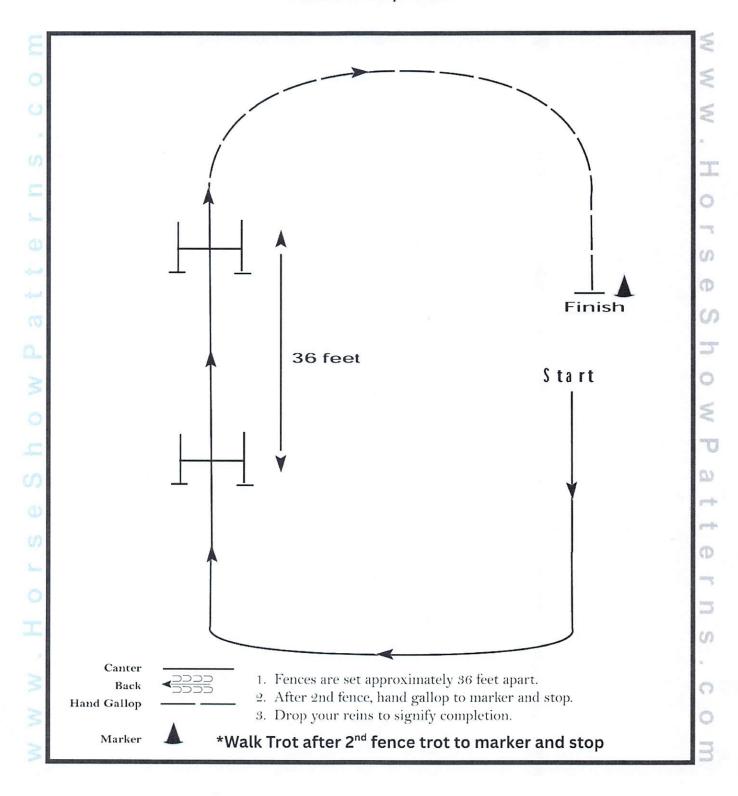
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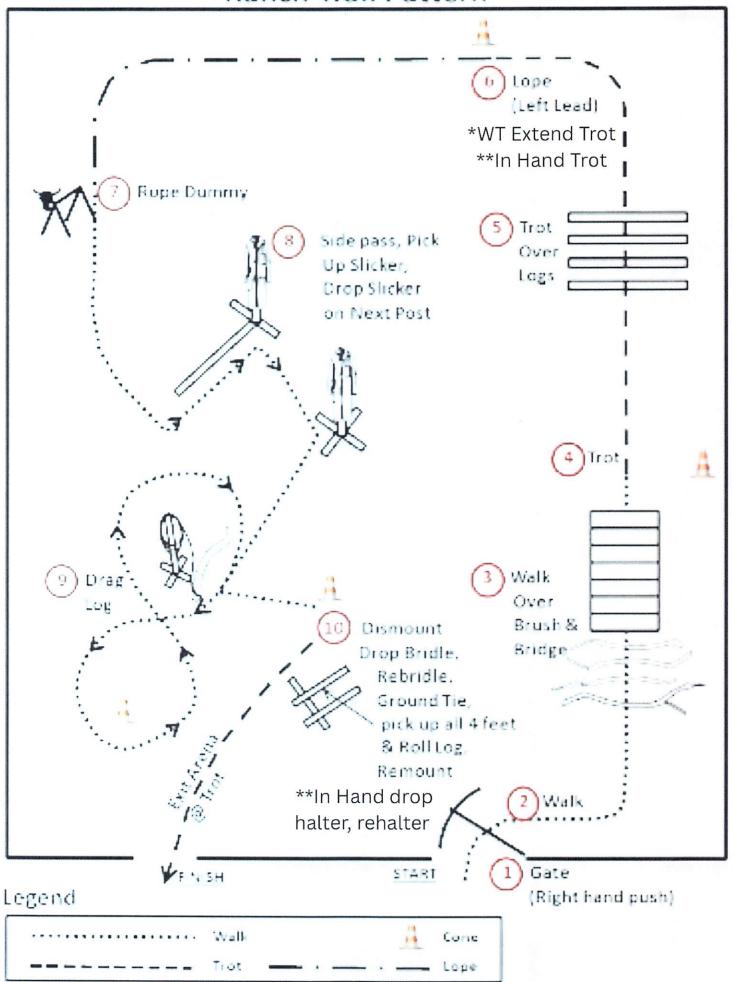
[HSE/WT-19]

Hunter Hack WT

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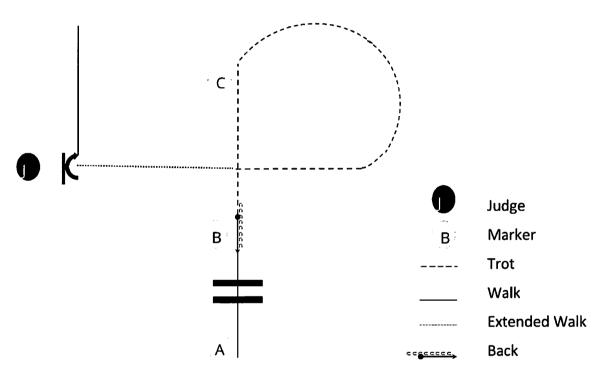


Ranch Trail Pattern -



\$250 Ranch Showmanship

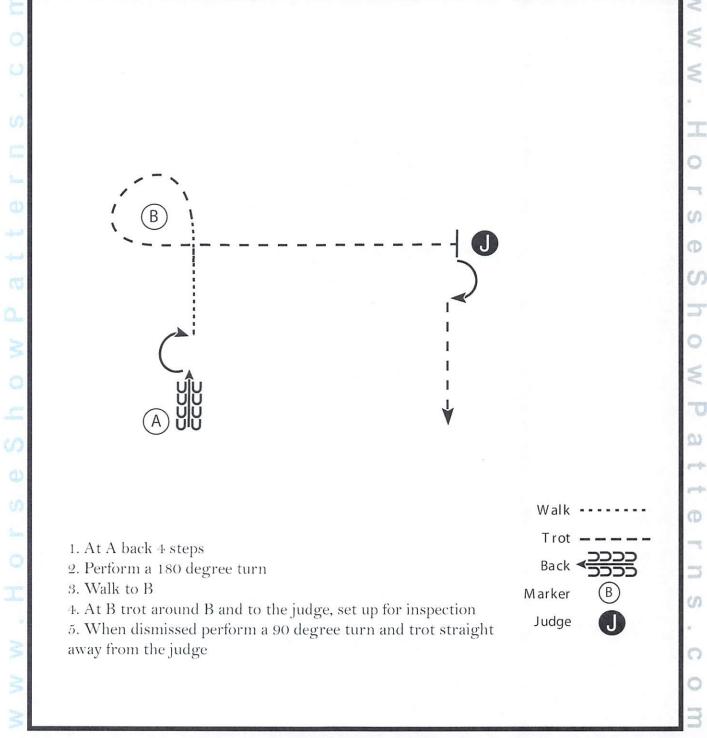




- 1. Be ready at A. Walk over logs.
- 2. Walk to B. Stop. Back 1 horse length
- 3. Trot to C and in the curve to the right, as drawn.
- 4. When even with B and C, break to an extended walk.
- 5. Stop and set up for Inspection
- 6. Perform a 90 degree turn.
- 7. Walk to exit.

ALL RANCH SHOWMANSHIP

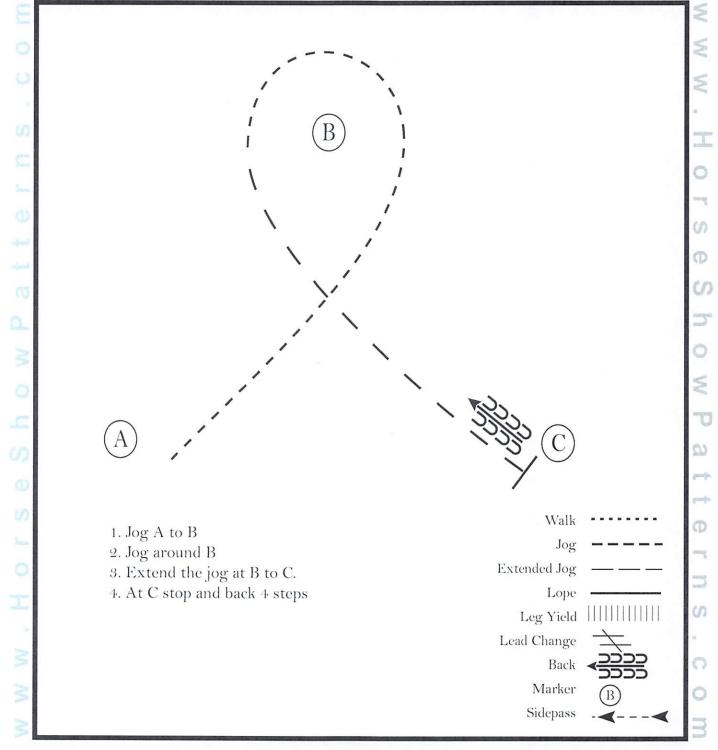
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[S/2-1]

WJ RANCH HORSEMANSHIP

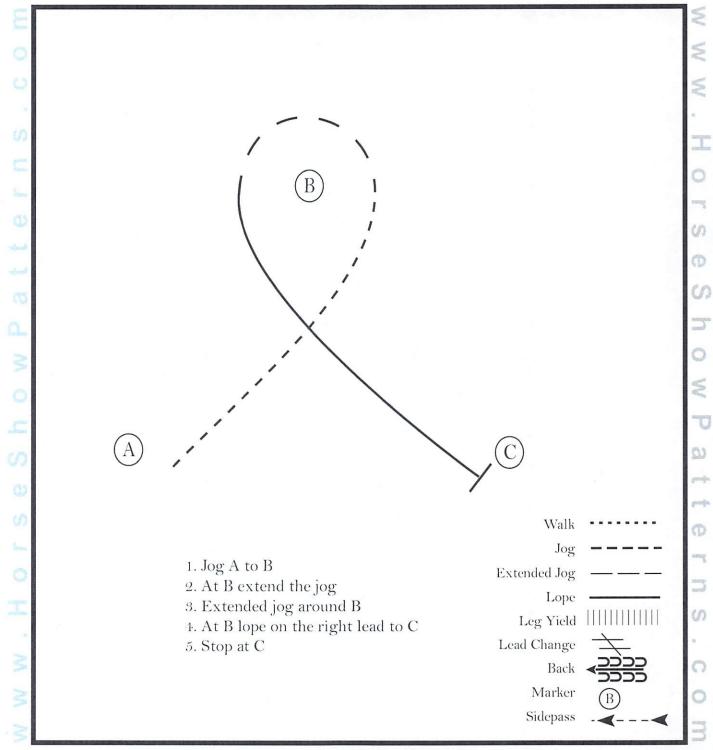
Show Date: April 2025



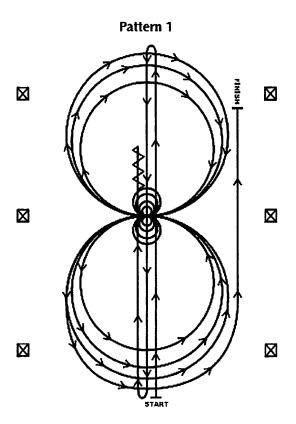
[WH/WT-9]

WTC RANCH HORSEMANSHIP

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[WH/1-3]



- 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 centre marker and do a sliding stop. Back up to centre of arena or at least three metres. 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. Hesitate
- **6.** Beginning on the left lead, complete three circles to the left: first circle large and fast, second circle small and slow, third circle large and fast. Change leads at centre of the arena.
- 7. Complete three circles to the right: first circle large and fast, second circle small and slow, third circle large and fast. Change leads at centre of the arena
- **8.** Begin a large circle to the left but do not close the circle. Run straight up the right side of arena past centre marker and do a sliding stop at least six metres from wall. Hesitate to demonstrate completion of pattern.