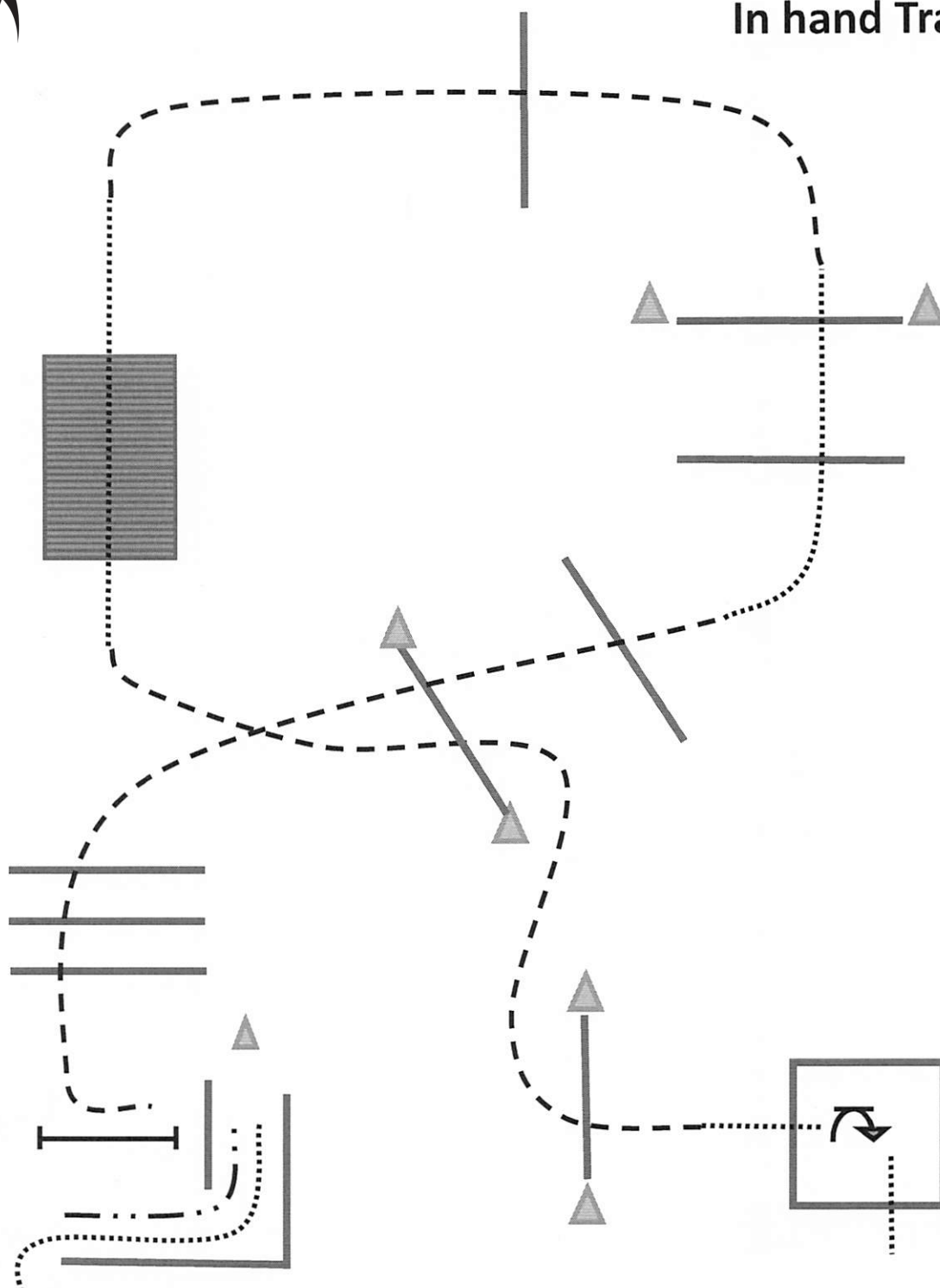
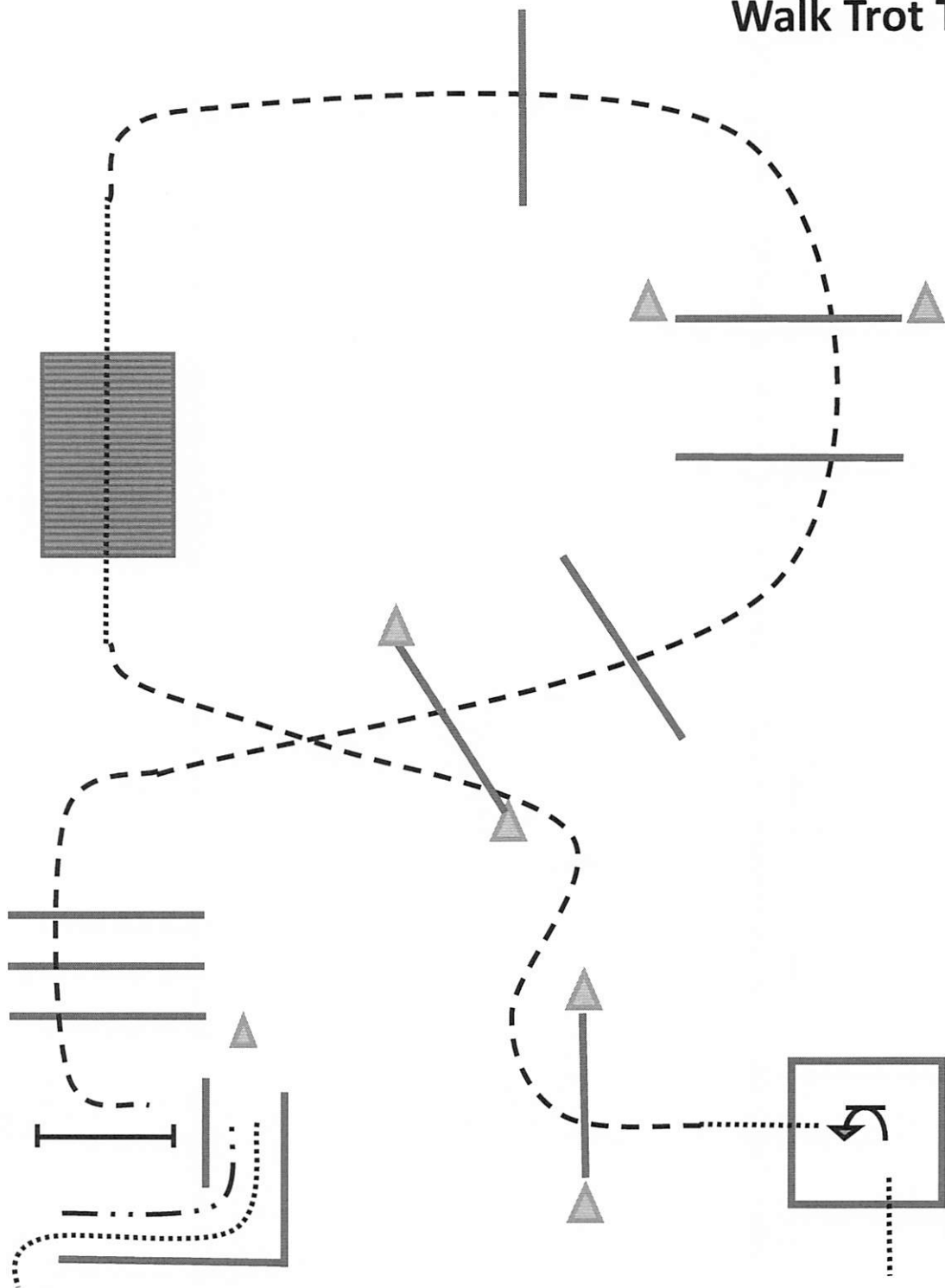


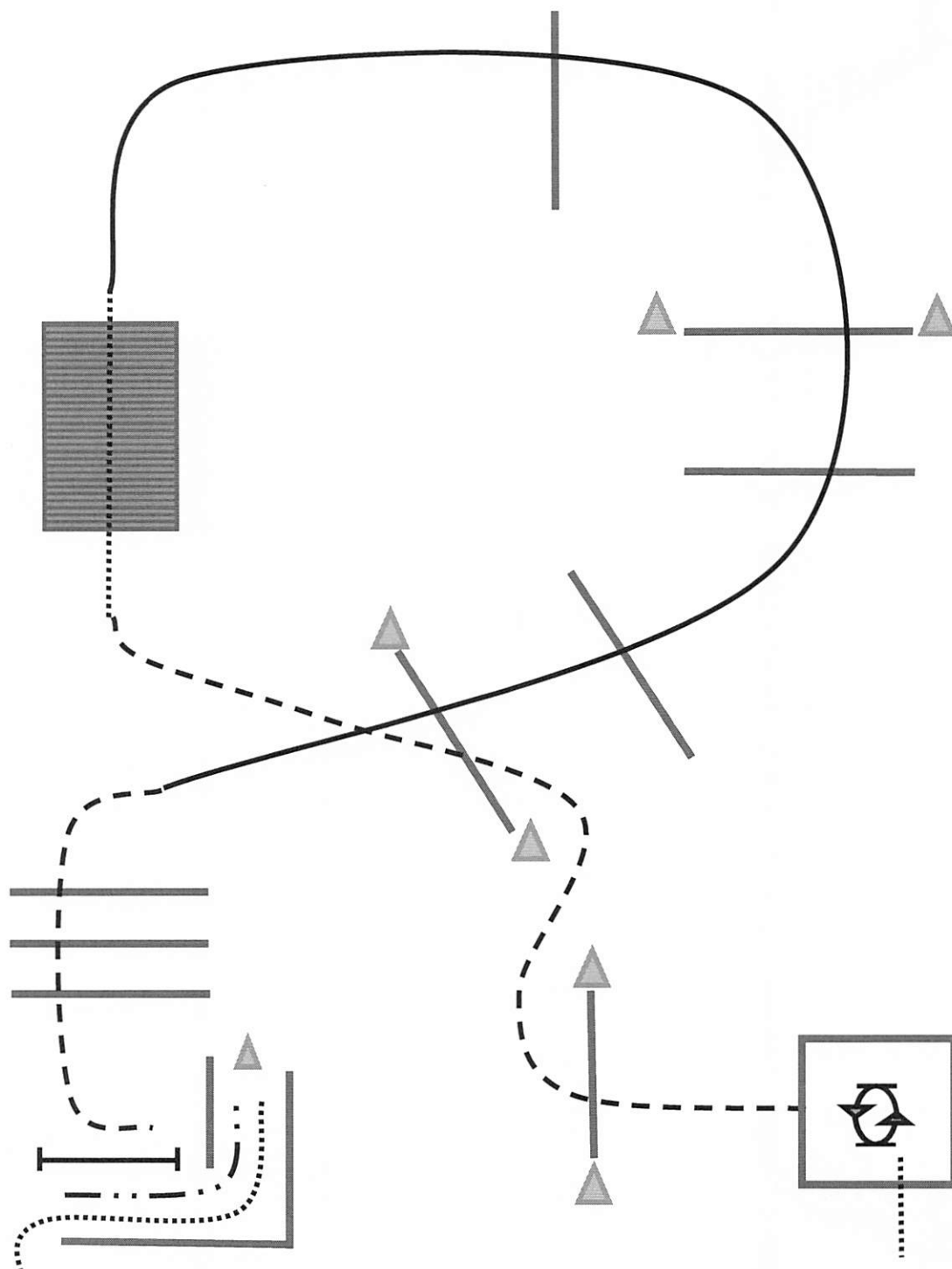


1. Walk into chute
2. Back to gate
3. Jog poles
4. Jog Poles to Bridge.
5. Walk bridge.
6. Jog serpentine
7. Walk into box.
8. 90 Degree to the right and walk out of box to exit.

Walk Trot Trail

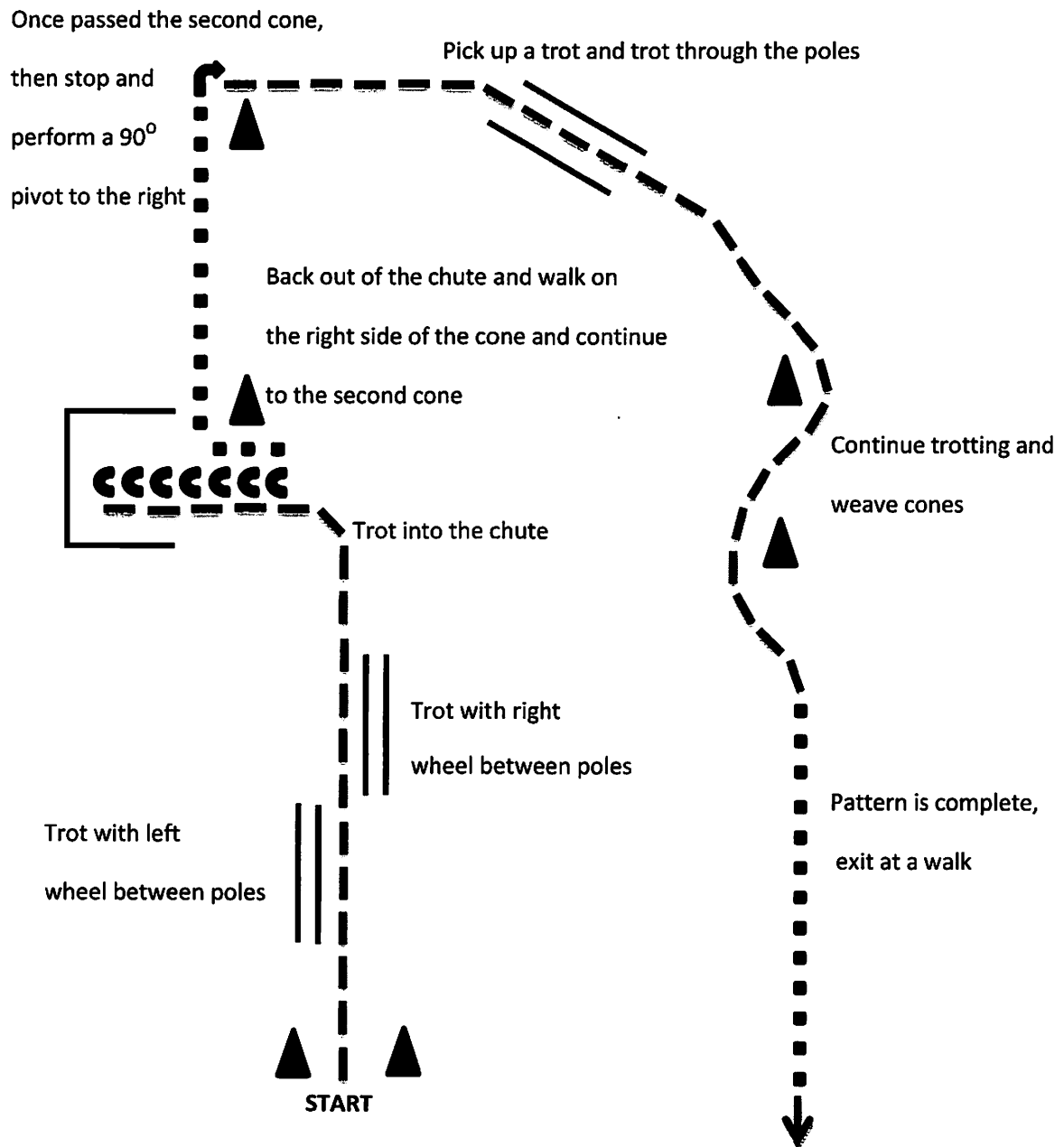


1. Walk into chute
2. Back to gate
3. Jog poles
4. Jog Poles to Bridge.
5. Walk bridge.
6. Jog serpentine
7. Walk into box.
8. 270 Left and walk out of box to exit.

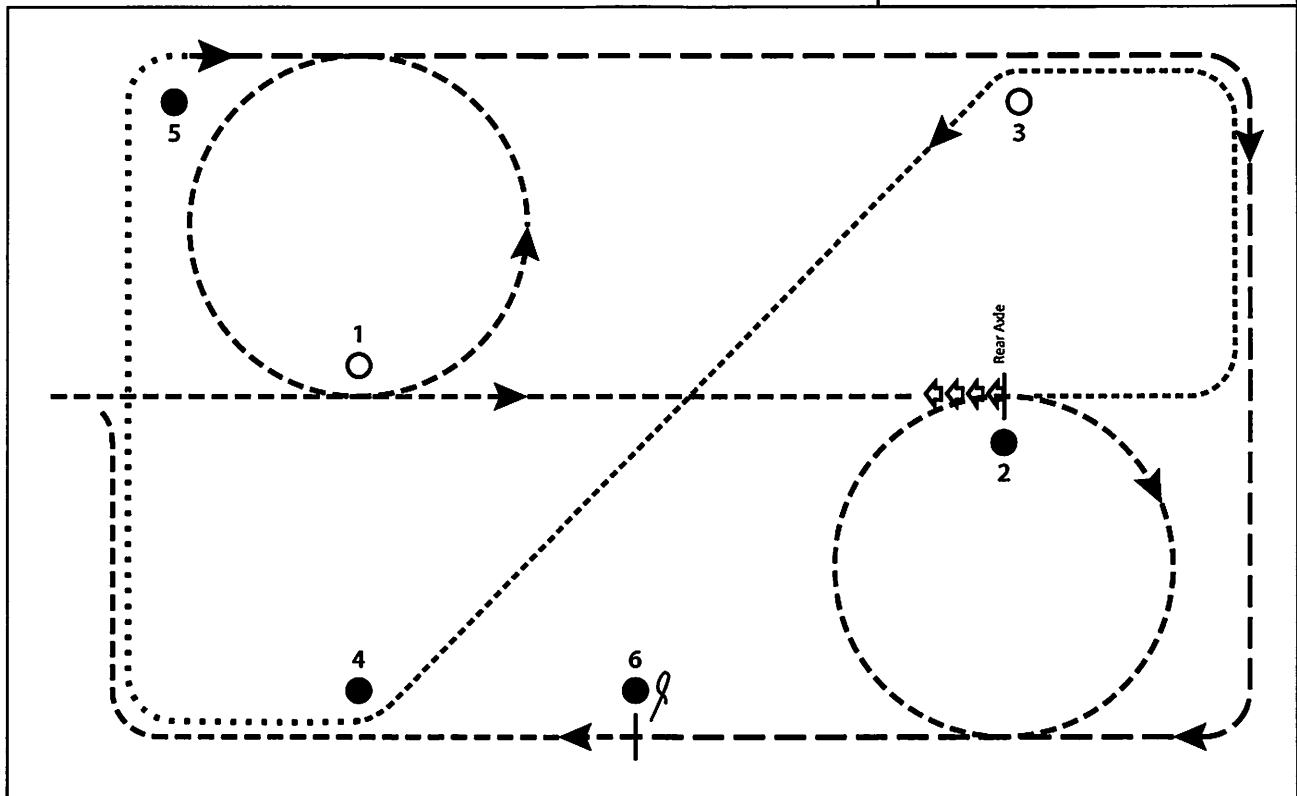


1. Walk into chute
2. Back to gate
3. Jog poles
4. Lope Poles to Bridge.
5. Walk bridge.
6. Jog serpentine into box. Stop.
7. 450 right turn and walk out of box to exit.

Obstacle Driving Pattern



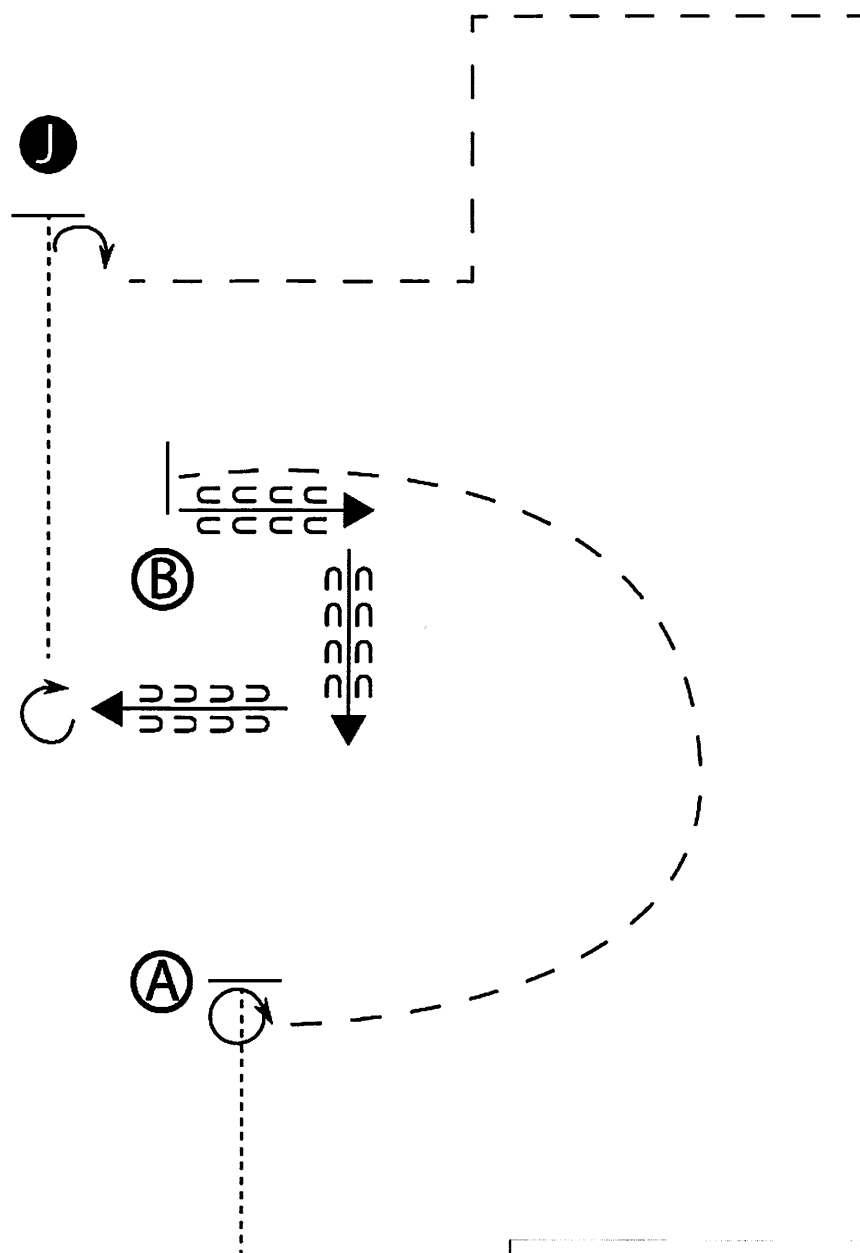
Reinsmanship



ORDER	MOVEMENT	SCORE
1	Enter at Working Trot. At Marker 1, circle left 20 meters.	
2	Working Trot to Marker 2, circle right 20 meters.	
3	Halt with the (rear) axle at Marker 2 for 5 seconds. Rein back 4 steps, walk forward until the rear axle is even with Marker 2.	
4	Develop Slow Trot, continue to rail, track left to Marker 3 and continue Slow Trot on diagonal to Marker 4.	
5	At Marker 4, develop Working Walk, continue to the rail. Track right to Marker 5.	
6	At Marker 5, develop Strong Trot and continue on the rail to Marker 6.	
7	At Marker 6, Halt. Salute.	
8	Leave arena at 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.	
Scale of marks: 10 Excellent 9 Very Good 8 Good 7 Fairly Good 6 Satisfactory 5 Marginal 4 Insufficient 3 Fairly Bad 2 Bad 1 Very Bad 0 Not Executed		Each element will receive a numerical score of 0-10. (Perfect Score = 100)

Note: This test is designed for a 40m x 80m dressage arena. Organizers may adjust the test accordingly for different size and shape arenas.

\$100 SHOWMANSHIP

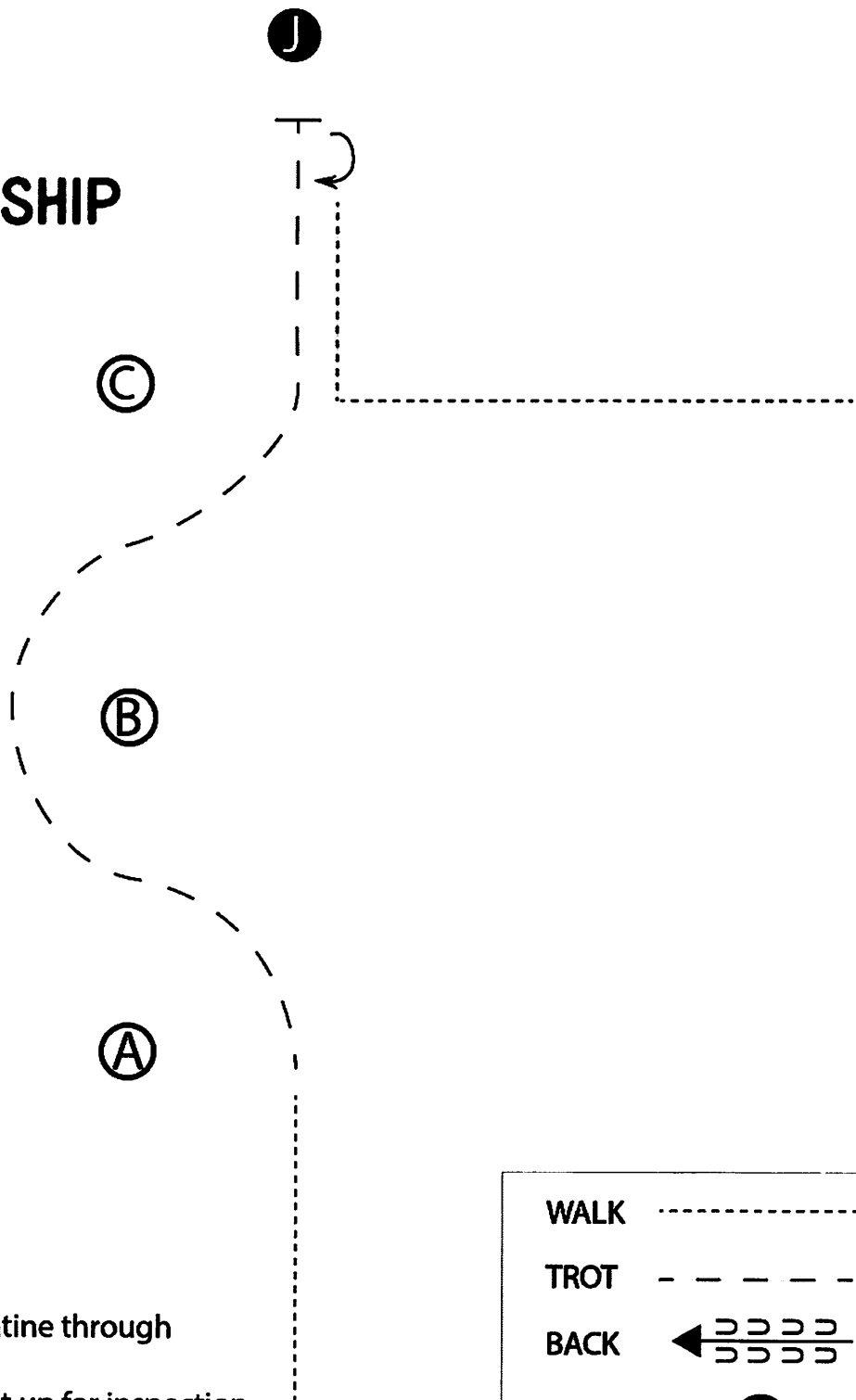


Begin before A.

1. Walk to A.
2. Halt and turn 540 degrees.
3. Trot an arc to B.
4. Back around B.
5. Turn 270 degrees and walk to judge.
6. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and trot two square corners.

WALK	
TROT	-----
BACK	← 3 3 3 3 3 3 3 3
JUDGE	● J
MARKER	⊙ A

All SHOWMANSHIP

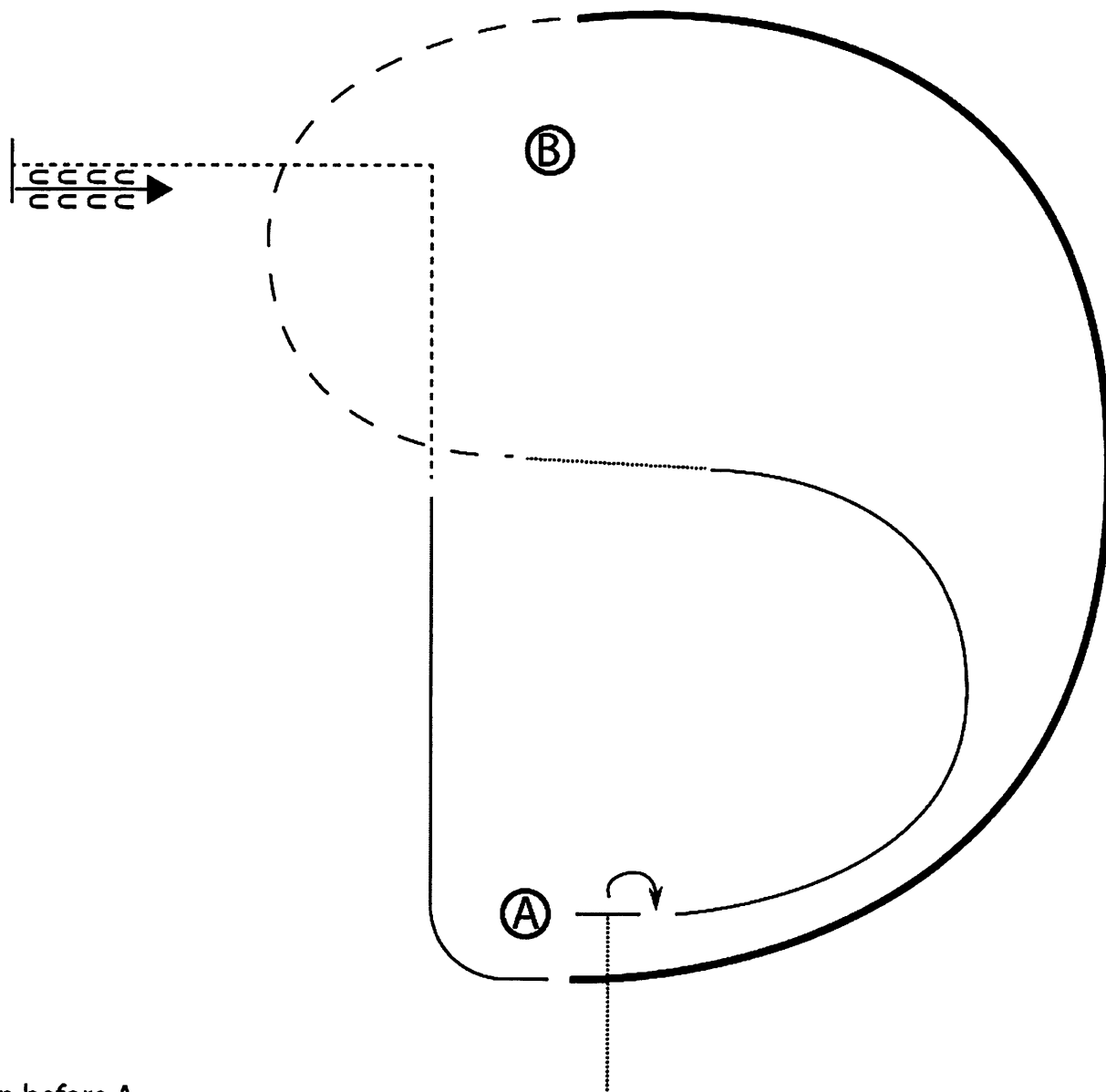


Begin before A.

1. Walk to A.
2. At A, trot and serpentine through cones as shown.
3. At judge, halt and set up for inspection.
4. When dismissed, turn 180 degrees.
5. Walk to C and make a square corner.
6. Walk to lineup.

WALK	
TROT	- - - - -
BACK	← ≡ ≡ ≡ ≡
JUDGE	ⓐ
MARKER	ⓐ

Walk Trot Canter EQUITATION

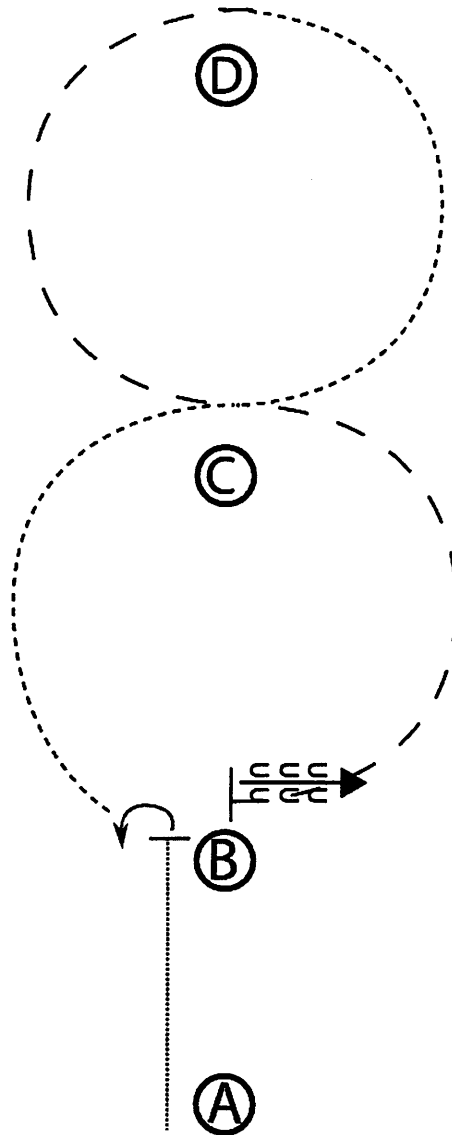


Begin before A.

1. Walk to A. Halt.
2. Turn 90 degrees right on the forehand.
3. Canter left lead.
4. Walk 1-2 horse lengths.
5. Posting trot around B.
6. Hand gallop around to A.
7. Collect canter and continue halfway to B.
8. Sitting trot, make square corner.
9. Halt. Back one horse length.

WALK	—————
POST TROT	- - - -
SIT TROT	
CANTER	—————
BACK	← ≡ ≡ ≡ ≡
MARKER	Ⓐ

WALK TROT EQUITATION

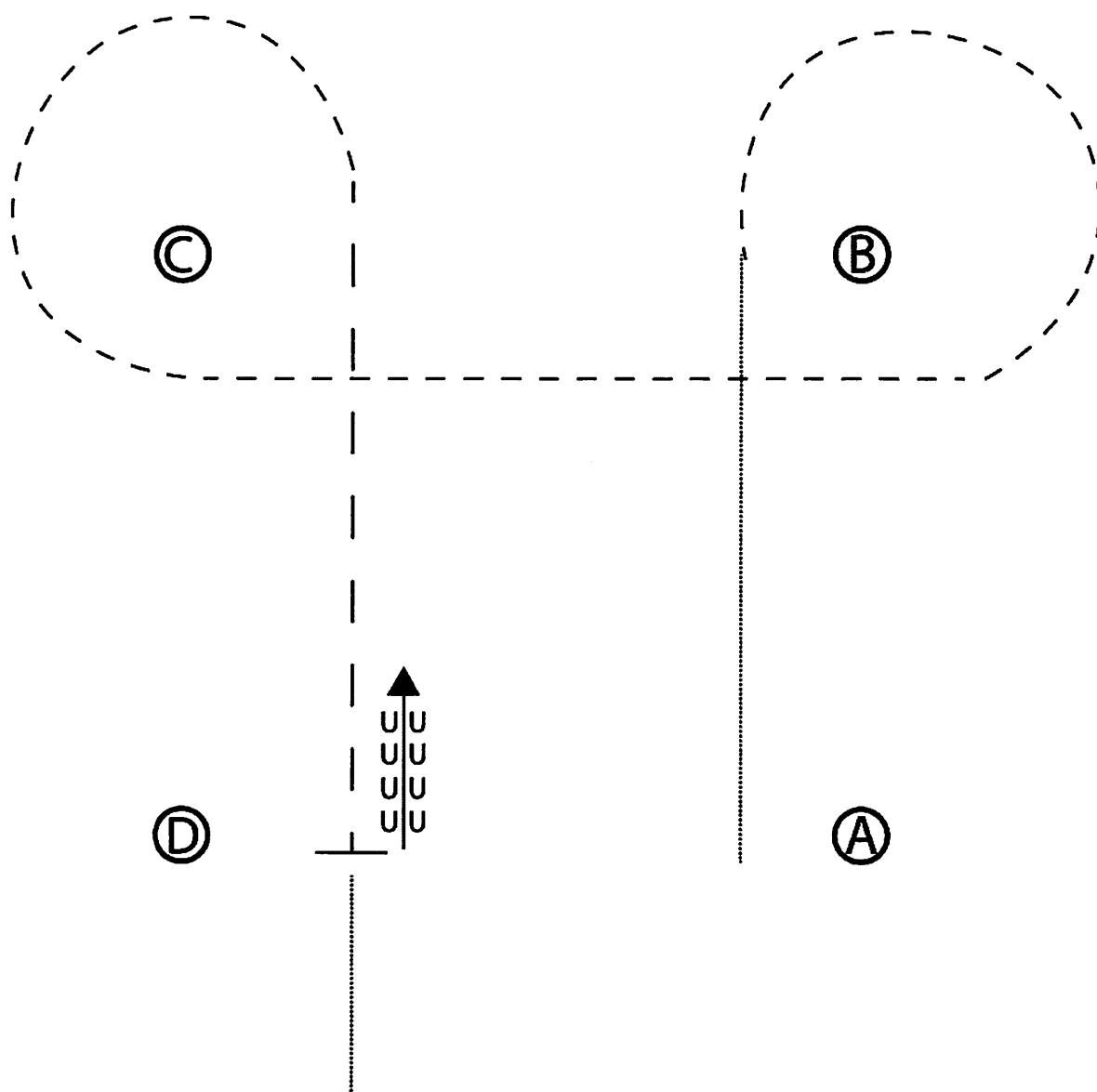


Be ready at A.

1. Walk from A to B.
2. At B, halt and turn 90 degrees left.
3. Sitting trot around to C and D.
4. At D, post the trot around C to B.
5. At B, halt and back 4 steps.

WALK	—————
POST TROT	- - - - -
SIT TROT	
BACK	← $\frac{\text{3} \text{3} \text{3} \text{3}}{\text{3} \text{3} \text{3} \text{3}}$
MARKER	Ⓐ

WALK TROT HORSEMANSHIP

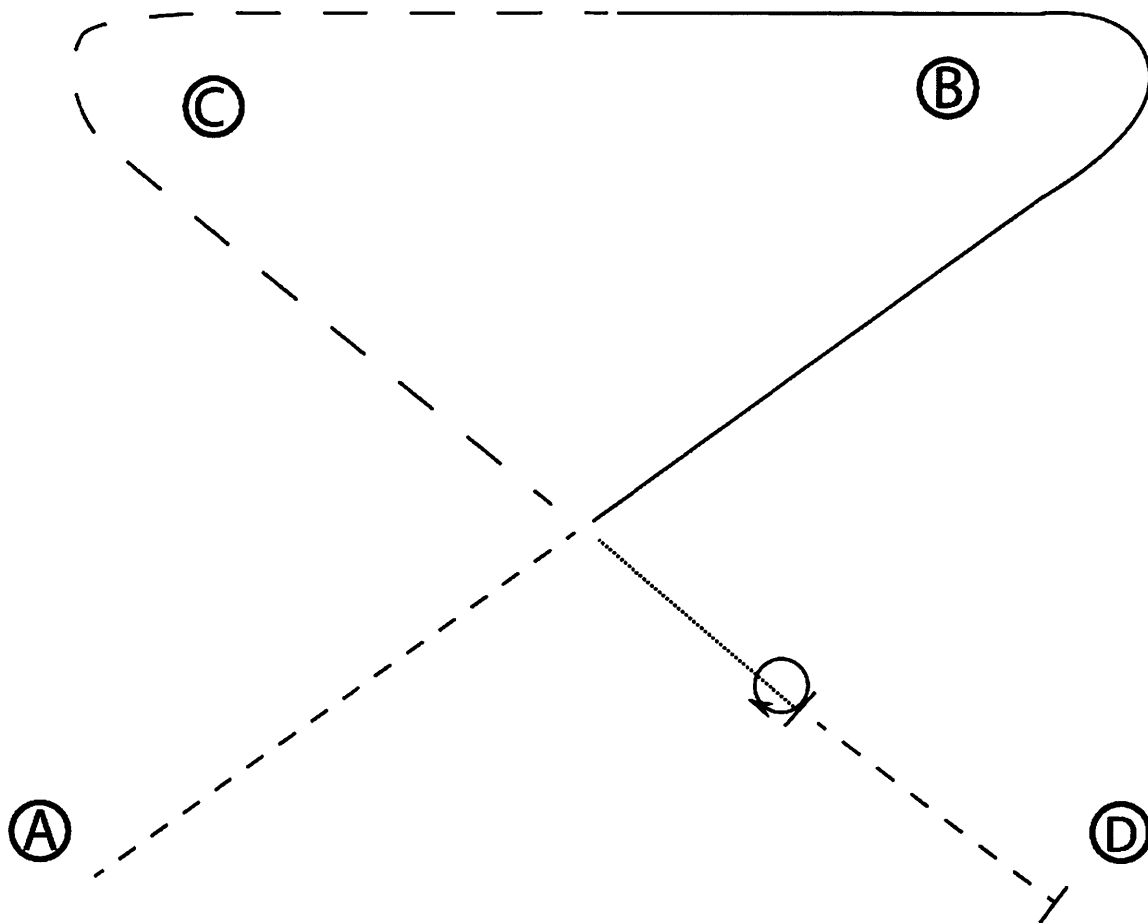


Be ready at A.

1. Walk from A to B.
2. Jog around B and around C.
3. At C, extend the jog.
4. At D, halt and back 4-5 steps.
5. Walk to exit.

WALK	
JOG	-----
EXTEND JOG	— — —
BACK	←
MARKER	

Walk Jog Lope HORSEMANSHIP



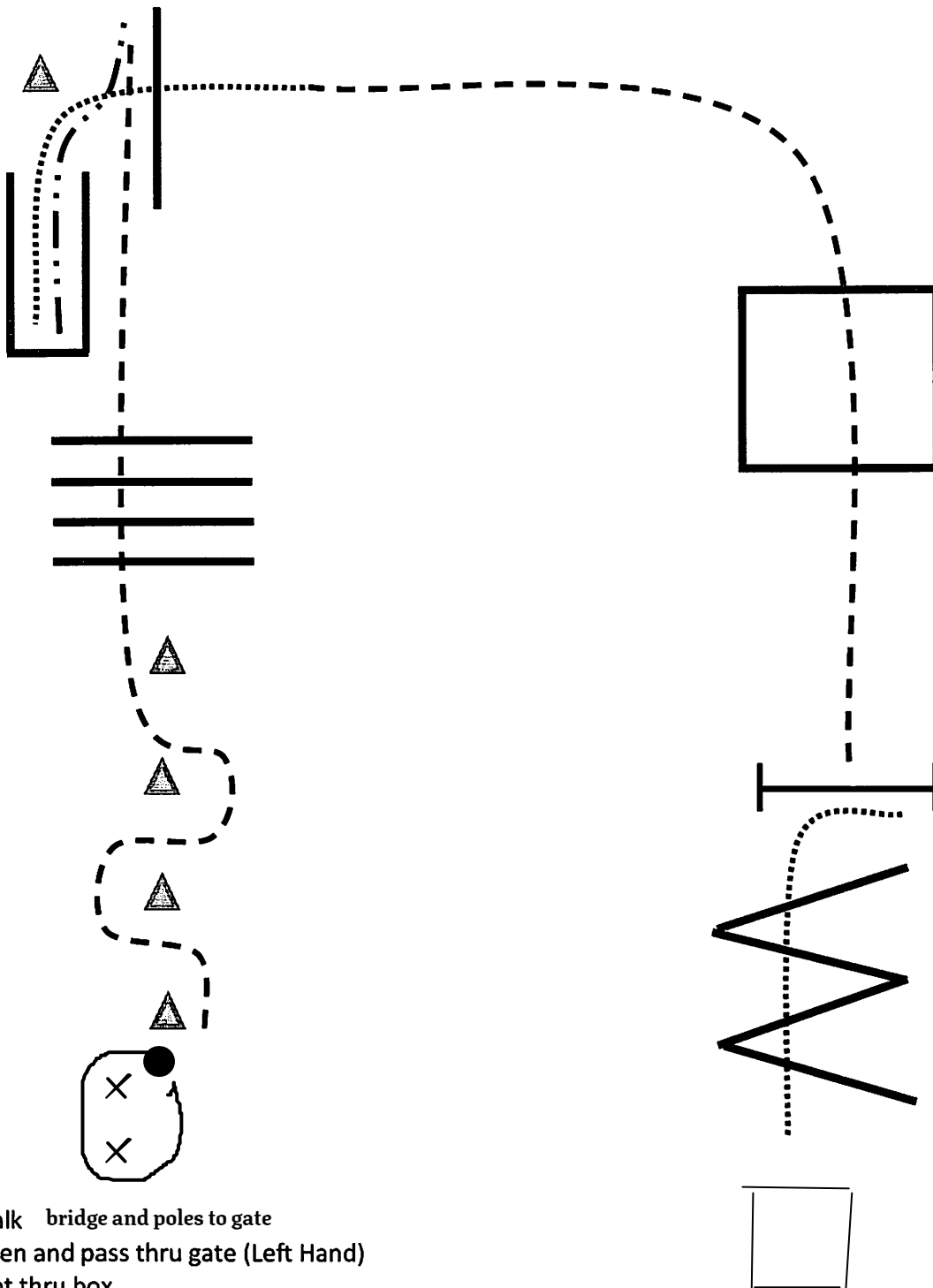
Begin at A.

1. Jog halfway to B.
2. Lope left lead around B and halfway to C.
3. Extended jog around C and halfway to D.
4. Transition to walk and halt before D.
5. Turn 360 degrees to the right.
6. Jog to D and halt.

WALK	—————
JOG	- - - - -
EXTEND JOG	- — -
LOPE	—————
BACK	← 3 3 3 3 3 3 3 3
MARKER	Ⓐ

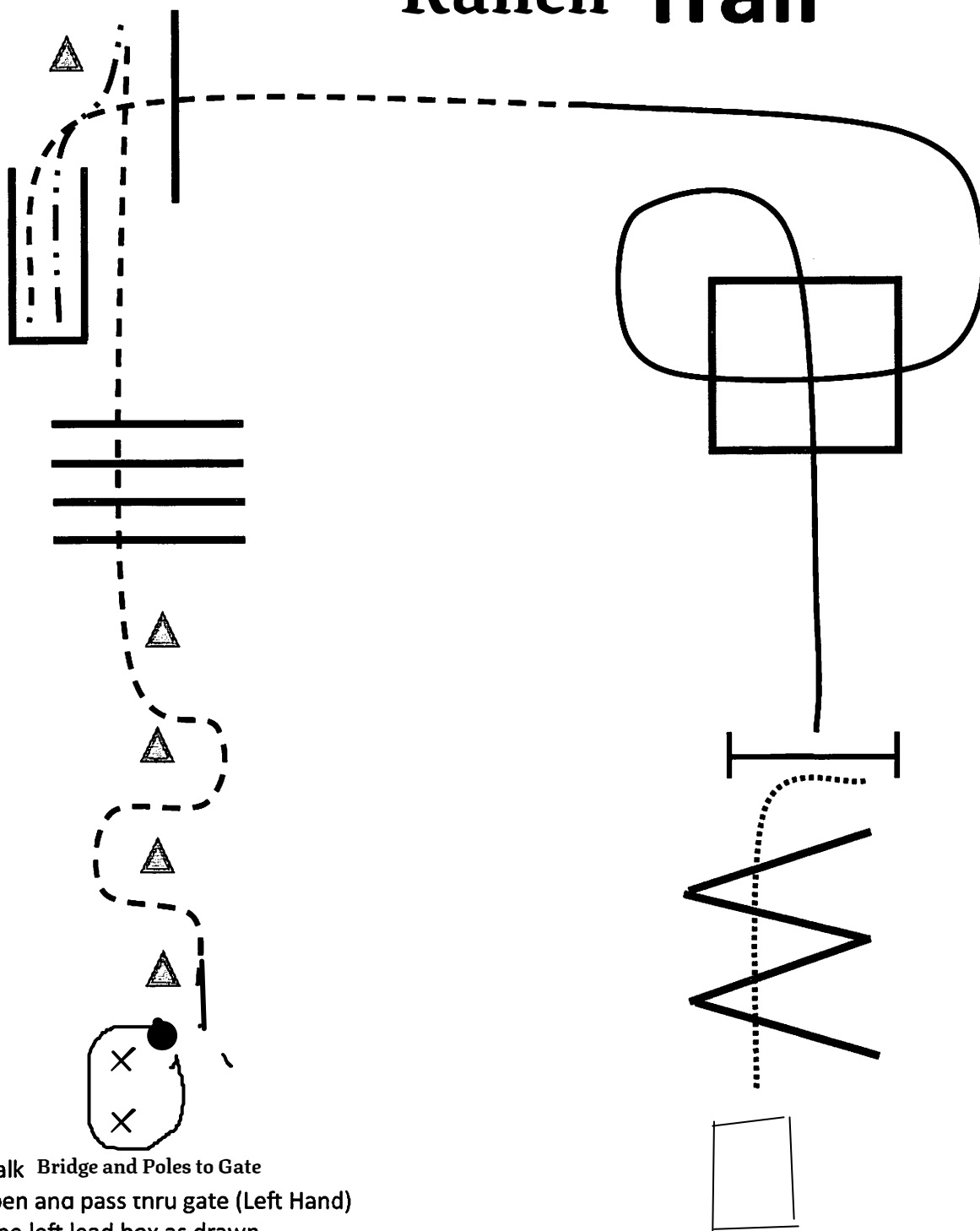
RANCH

Walk-Trot and In-Hand Trail



1. Walk bridge and poles to gate
2. Open and pass thru gate (Left Hand)
3. Trot thru box
4. Break to walk and walk pole into chute.
5. Back Chute
6. Jog Poles to serpentine.
7. Jog Serpentine as drawn.
8. Walk to drag - drag back to pole - walk to exit.

Ranch Trail



1. Walk Bridge and Poles to Gate
2. Open and pass thru gate (Left Hand)
3. Lope left lead box as drawn..
4. Break to trot and trot pole into chute.
5. Back Chute
6. Jog Poles to serpentine.
7. Jog Serpentine as drawn.
8. Walk to drag - drag back to pole - walk to exit.

PATTERN #1

- Extended Walk- 75 feet
- Trot- 120 feet
- Extended Trot- 240 feet
- Lope- 150 feet
- Stop; reverse (either direction)
- Walk- 30 feet
- Lope- 150 feet
- Extended Lope- 200 feet
- Trot- 90 feet
- Stop and Back.

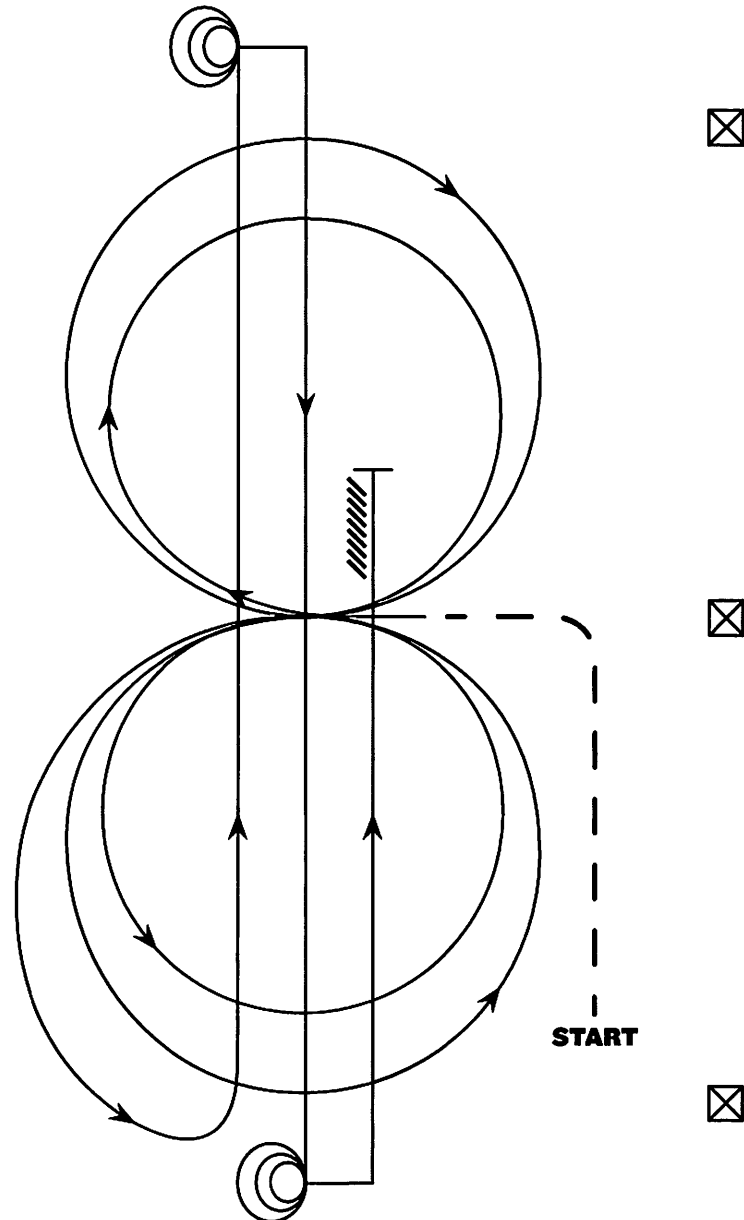
Walk Trot Pattern # 9

- Normal Walk 100 feet
- Extended Walk 50 feet

31

- Trot 150 feet
- Extended trot 100 ft
- Stop/Reverse
- Trot 200 feet
- Extended Trot 100 feet
- Stop/Back
- Walk

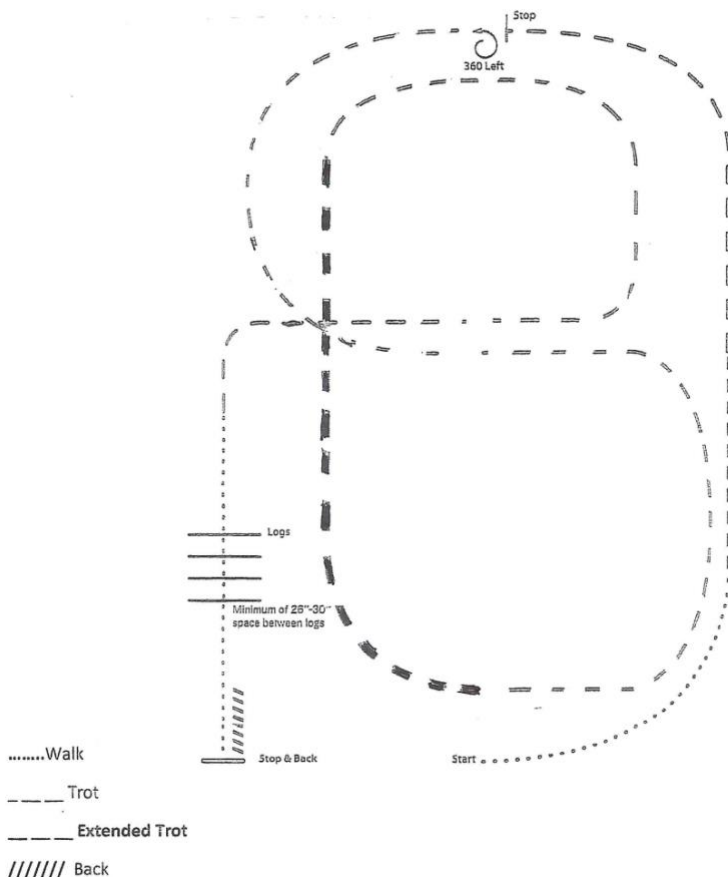
RANCH REINING



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

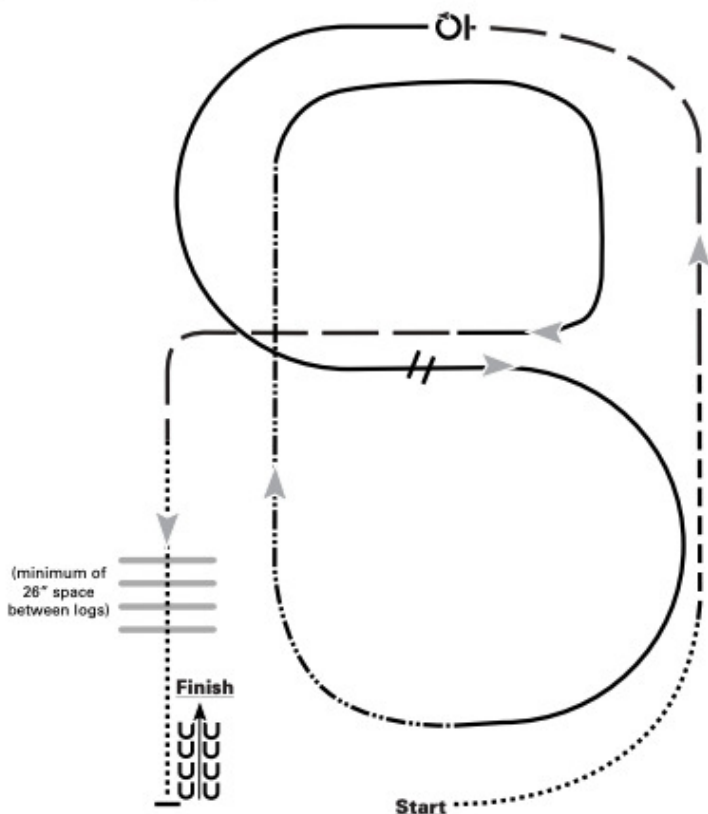
1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern

WRHA RANCH RIDING PATTERN #1 WALK/TROT



1. Walk
2. Trot
3. At top of arena stop
4. 360 turn left
5. Trot 1/2 circle to center
6. At center change directions and continue trotting
7. At bottom of the arena extend the trot and turn right trotting to far end.
8. Trot and turn right, trot 1/2 circle through center and turn left
9. Break to walk
10. Walk over logs
11. Stop and Back.

Ranch Riding Pattern #1



1. Walk
2. Trot
3. Extend the trot ,at the top of the arena, stop
4. 360 turn to the left
5. Left lead $\frac{1}{2}$ circle, lope to the center
6. Change leads (simple or flying)
7. Right lead $\frac{1}{2}$ 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 poles
12. Stop and back