

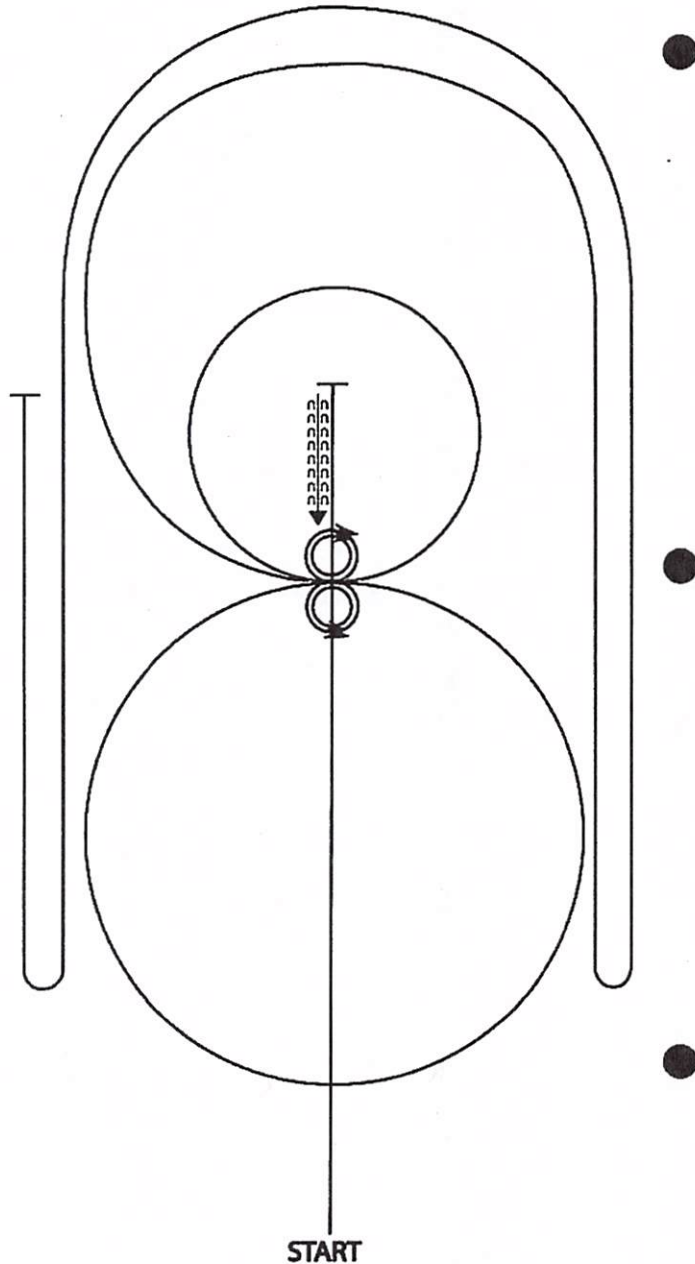


Start at end of arena.

1. Run past center marker and perform a sliding stop. Back 10 to 15 feet to the center.
2. Perform 2 spins to the right.
3. Perform 2.25 spins to the left.
4. Begin on right lead and perform a small, slow circle to the right. Change leads.
5. Perform a large, fast circle to the left. Change leads.
6. Continue on right lead around end of arena, and run down past the center marker. Stop and perform left rollback.
7. Continue on left lead around end of arena, and run down past the center marker. Stop and perform right rollback.
8. Continue past center marker and perform a sliding stop.

JUDGE

Hesitate to show completion of pattern.



Musical Freestyle



DANCE • RHYTHM • RIDE

REQUIRED ELEMENTS

- WALK
- JOG
- EXTENDED JOG
- TURN LEFT
- TURN RIGHT
- 2 CIRCLES
- STOP
- BACK



LOPE FREESTYLE

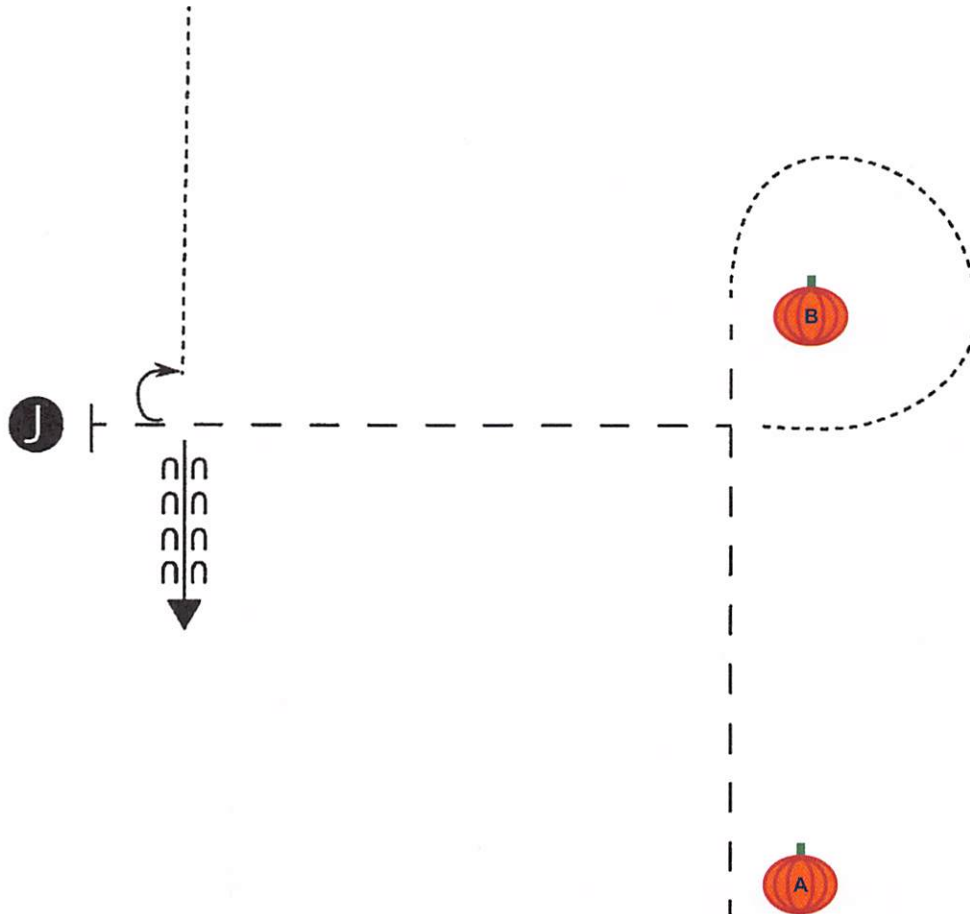
- JOG
- LOPE LEFT
- LOPE RIGHT
- TURN LEFT
- TURN RIGHT
- 2 CIRCLES
- STOP
- BACK

Choose your music. Find your rhythm. Have fun!

MAKE EVERY MOVEMENT PART OF THE PERFORMANCE

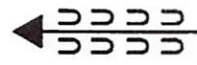


Pumpkin Showmanship

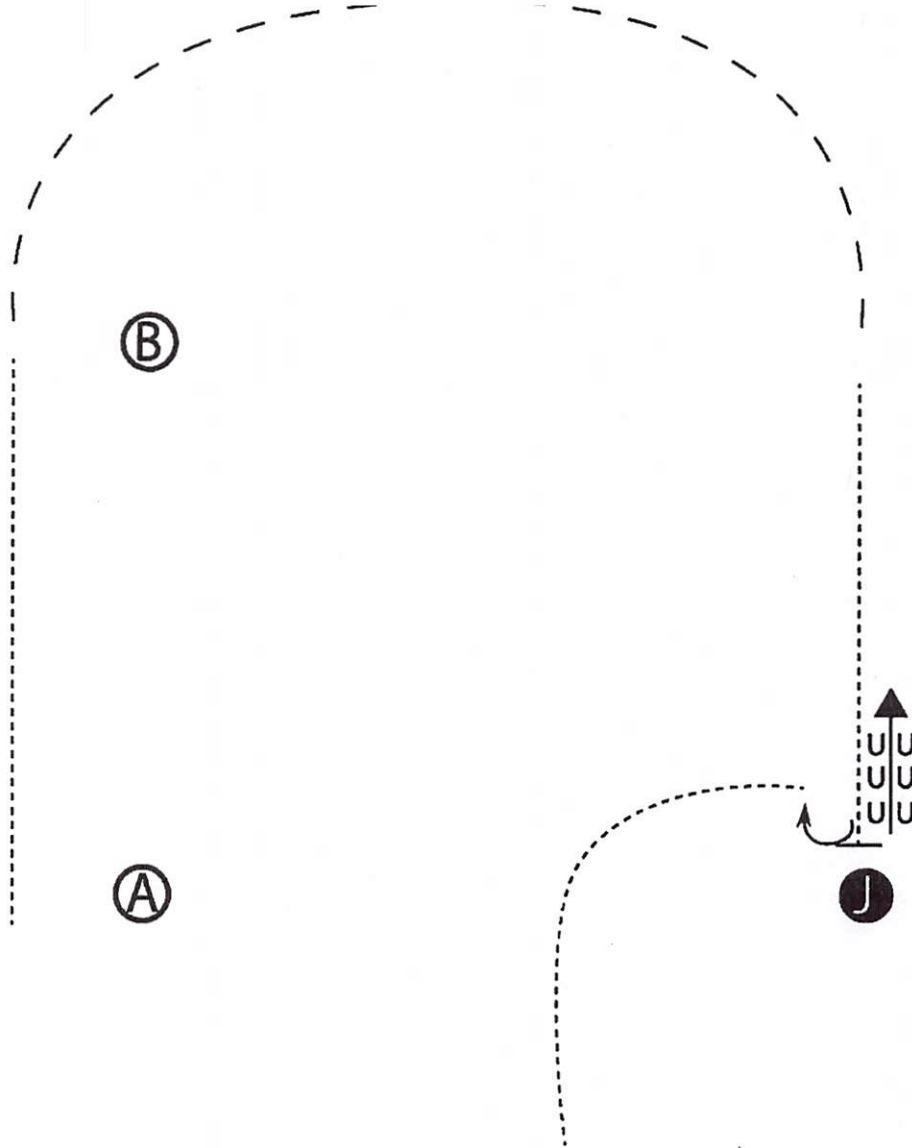


Be ready at A.

1. Trot from A to B.
2. Walk around B.
3. Trot straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn.
6. Back 4-5 steps.
7. Walk to lineup.

WALK	-----
TROT	- - - - -
BACK	← 
JUDGE	
MARKER	





Be ready at A.

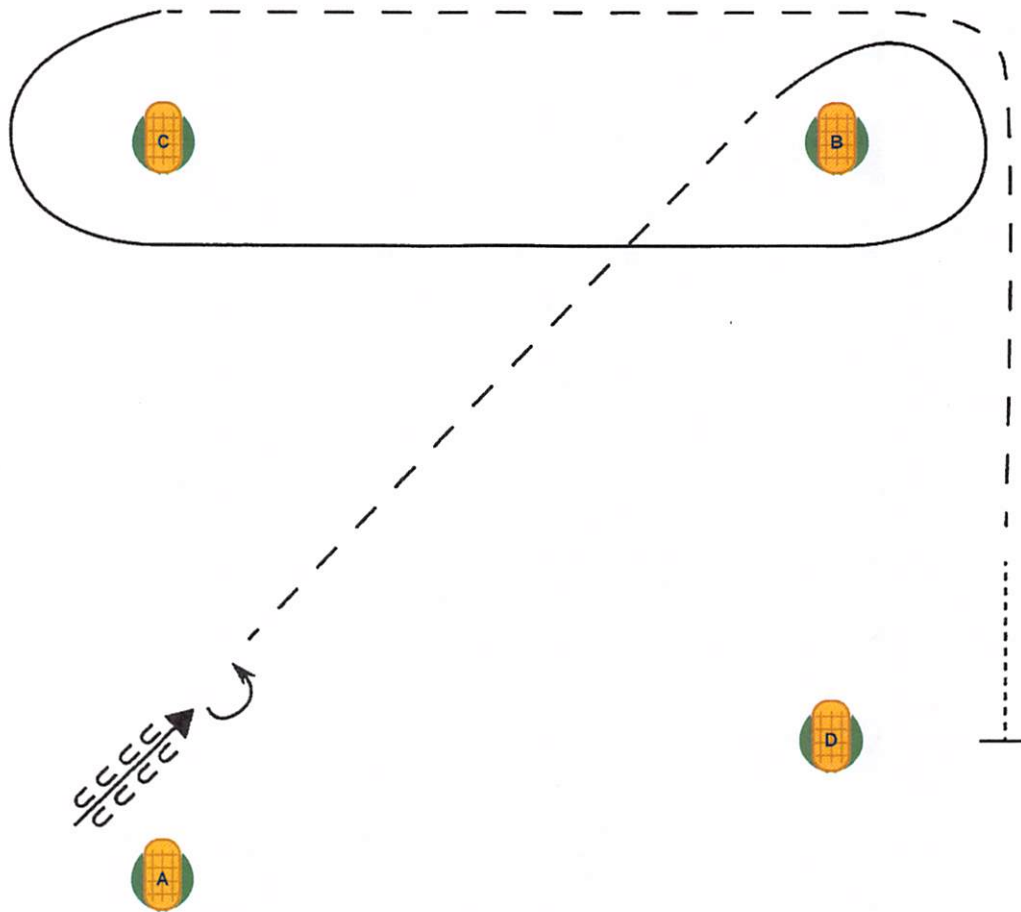
1. Walk from A to B.
2. At B, trot a half circle.
3. When even with B, break to the walk.
4. Walk to judge and halt.
5. Back 4 steps, then set up for inspection.
6. When dismissed, turn 90 degrees and walk to exit.

WALK	-----
TROT	- - - - -
BACK	←
JUDGE	
MARKER	





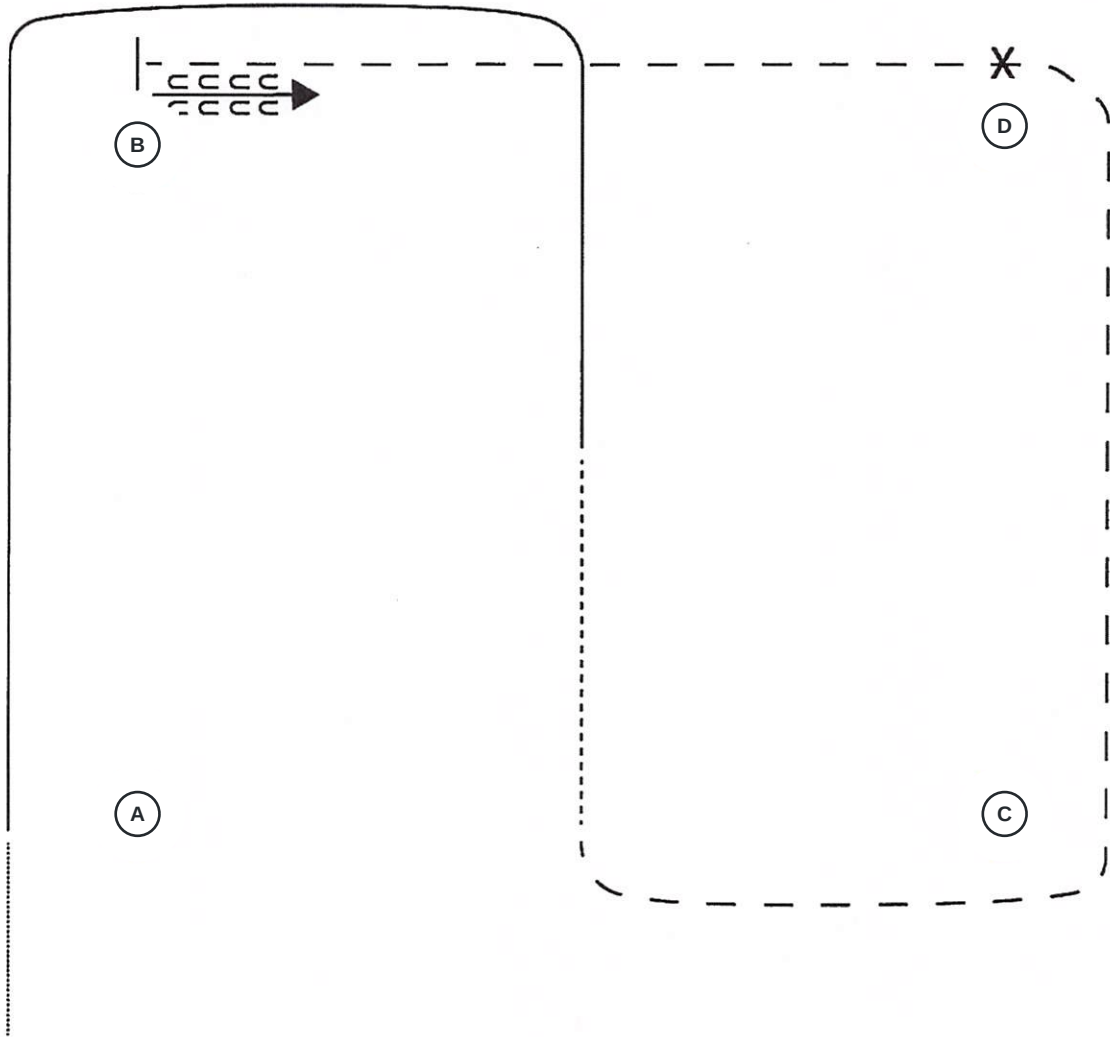
WALK/TROT NOTE: Use extended trot wherever canter is called.



Be ready at A.

1. Back one horse length.
2. Turn 180 degrees on the forehand.
3. Posting trot to B.
4. Canter right lead around B and C.
5. When even with C, transition to posting trot.
6. Posting trot around B.
7. Halfway to D, sit the trot.
8. Halt at D.

WALK	—————
POST TROT	- - - - -
SIT TROT	
CANTER	—————
BACK	← 3 3 3 3 3
MARKER	(A)



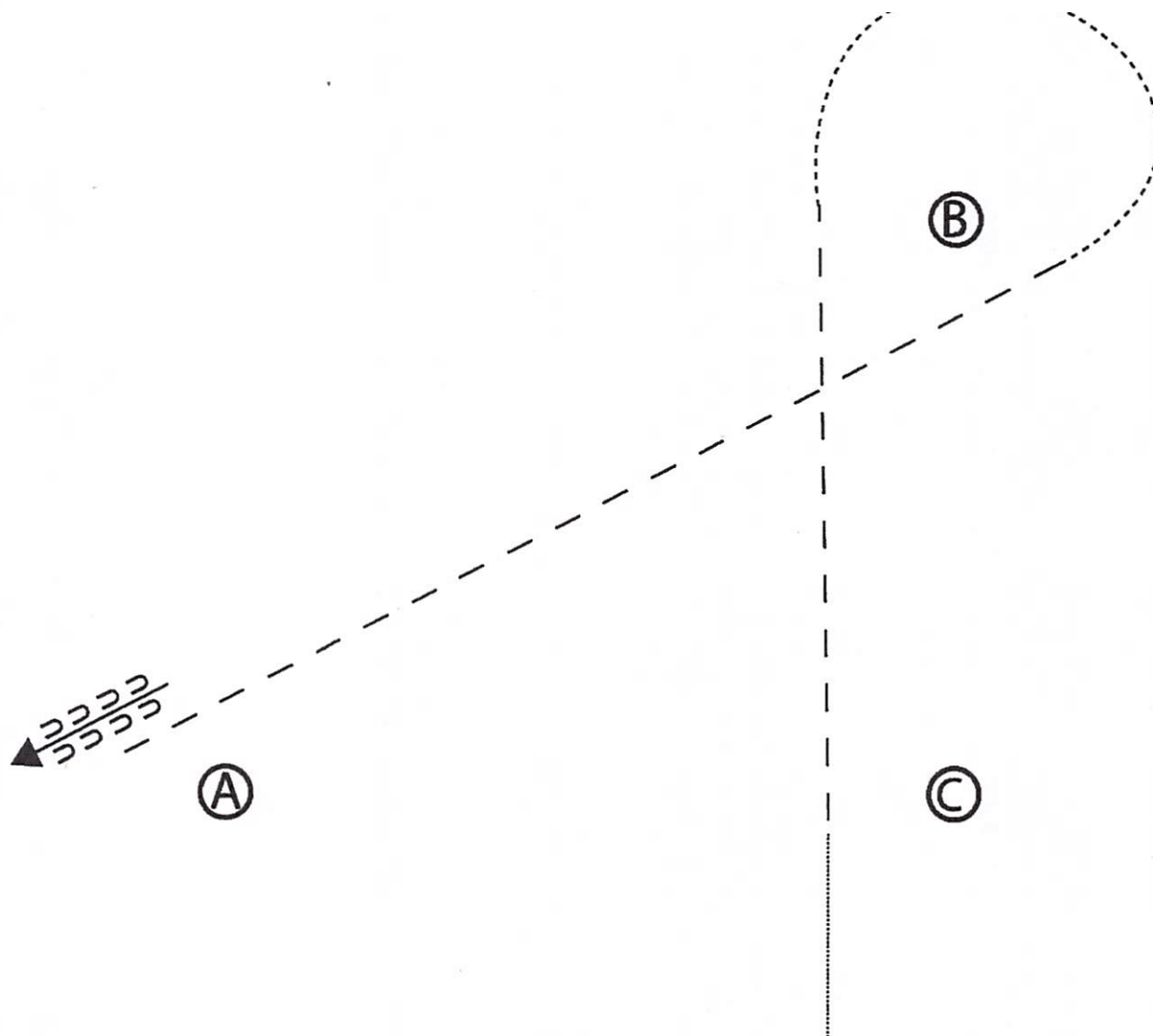
Begin before A.

1. Walk to A.
2. At A, transition to right lead canter.
3. Canter around B and halfway to C.
4. Transition to sitting trot.
5. When even with C, posting trot right diagonal.
6. Trot around C and D, then change diagonals.
7. At B, halt and back 5 steps.

WALK	=====
POST TROT	- - - - -
SIT TROT	
CANTER	—————
BACK	← 3 3 3 3 3
MARKER	(A)



Walk/Trot Equitation



Be ready at A.

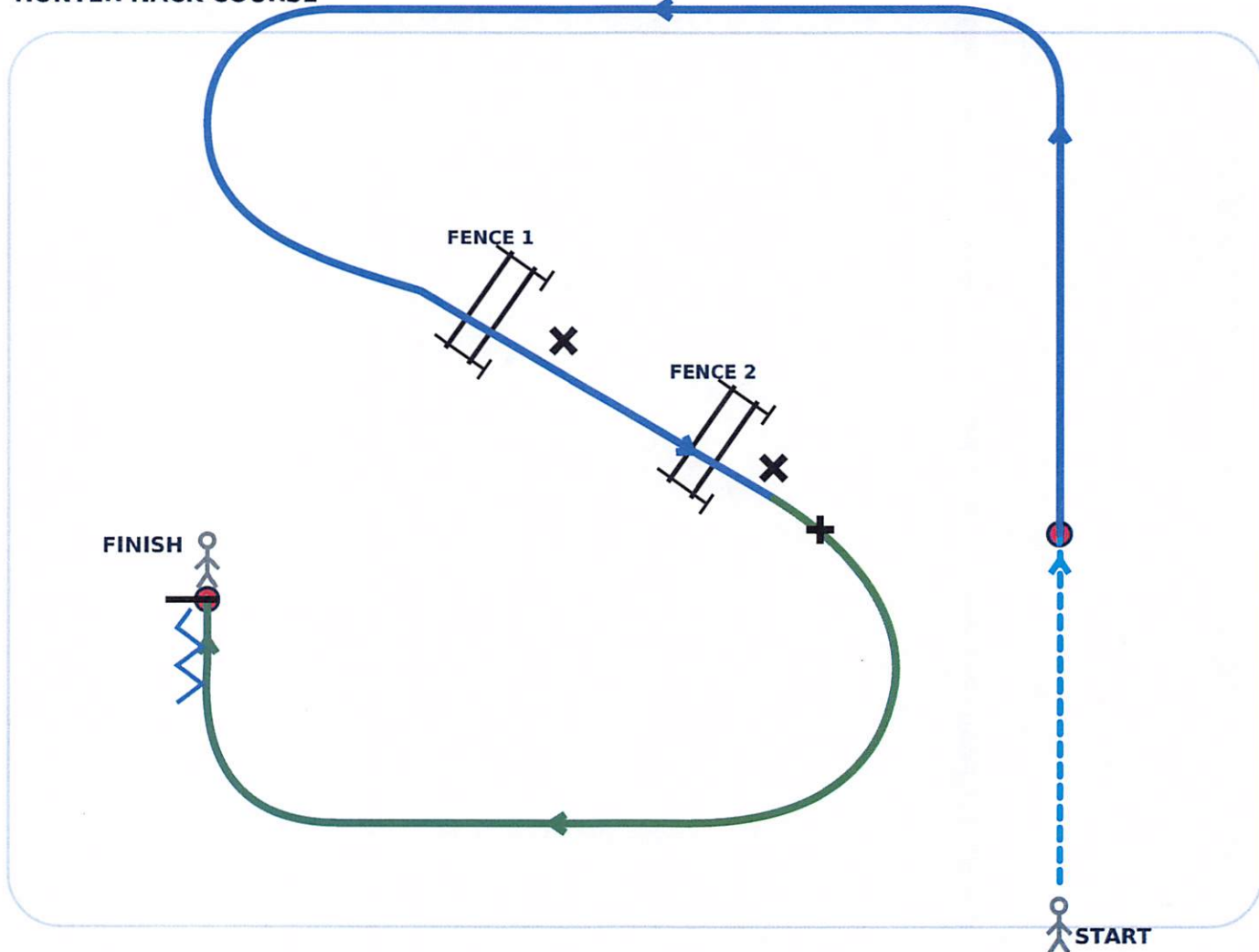
1. Back 4 steps.
2. Posting trot to B
3. Sitting trot around B as shown.
4. Posting trot from B to C.
5. At C, break to the walk and exit.

WALK	—————
POST TROT	- - - - -
SIT TROT	
BACK	← 3 3 3 3
MARKER	Ⓐ





HUNTER HACK COURSE



PATTERN DIRECTIONS

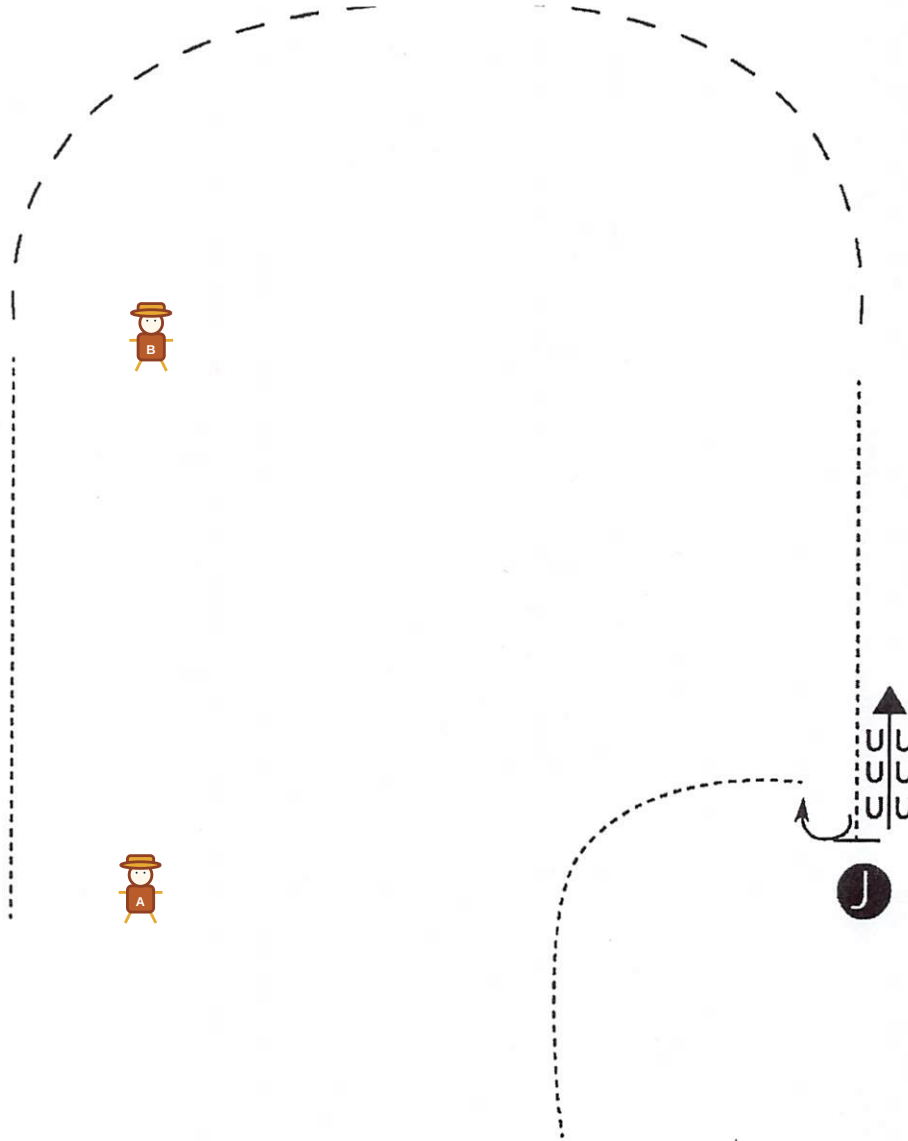
1. Trot to the first marker.
2. At the marker, pick up the left-lead canter.
3. Cross the first jump; make a flying or simple lead change if desired.
4. Canter four strides, then cross the second jump.
5. Change leads if needed and canter on the right lead to the second marker.
6. Stop at the marker, settle for 5 to 10 seconds, then back up.

COURSE KEY

- Walk
- Trot
- Left-lead canter
- Right-lead canter
- Marker
- Stop



Scarecrow Showmanship



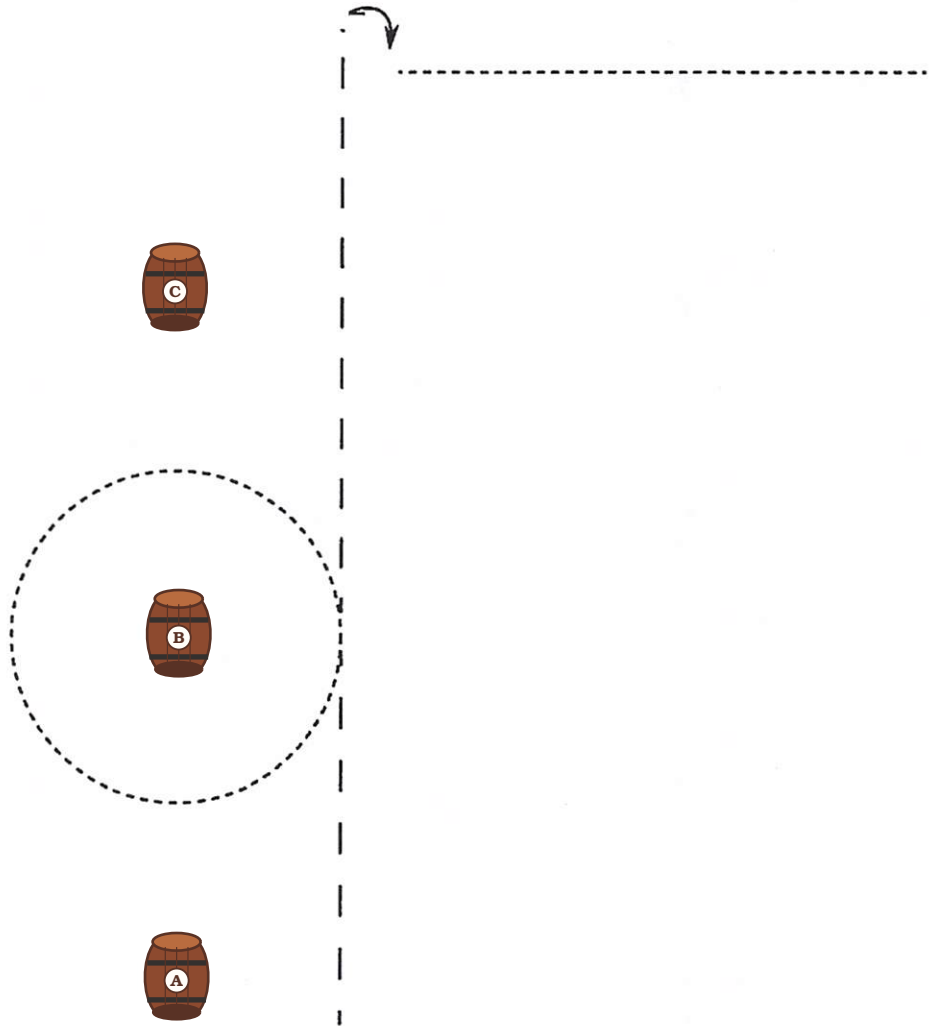
Be ready at A.

1. Walk from A to B.
2. At B, trot a half circle.
3. When even with B, break to the walk.
4. Walk to judge and halt.
5. Back 4 steps, then set up for inspection.
6. When dismissed, turn 90 degrees and walk to exit.

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



Ground Handling

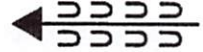


Be ready at A.

1. Trot from A to B.
2. At B, break to a walk.
3. Make a circle at B, keeping the whiskey barrel as the center point of your circle.
4. Trot from B to Judge.
5. Halt and set up for inspection.
6. When dismissed, turn 90 degrees and walk away.

WALK -----

TROT - - - - -

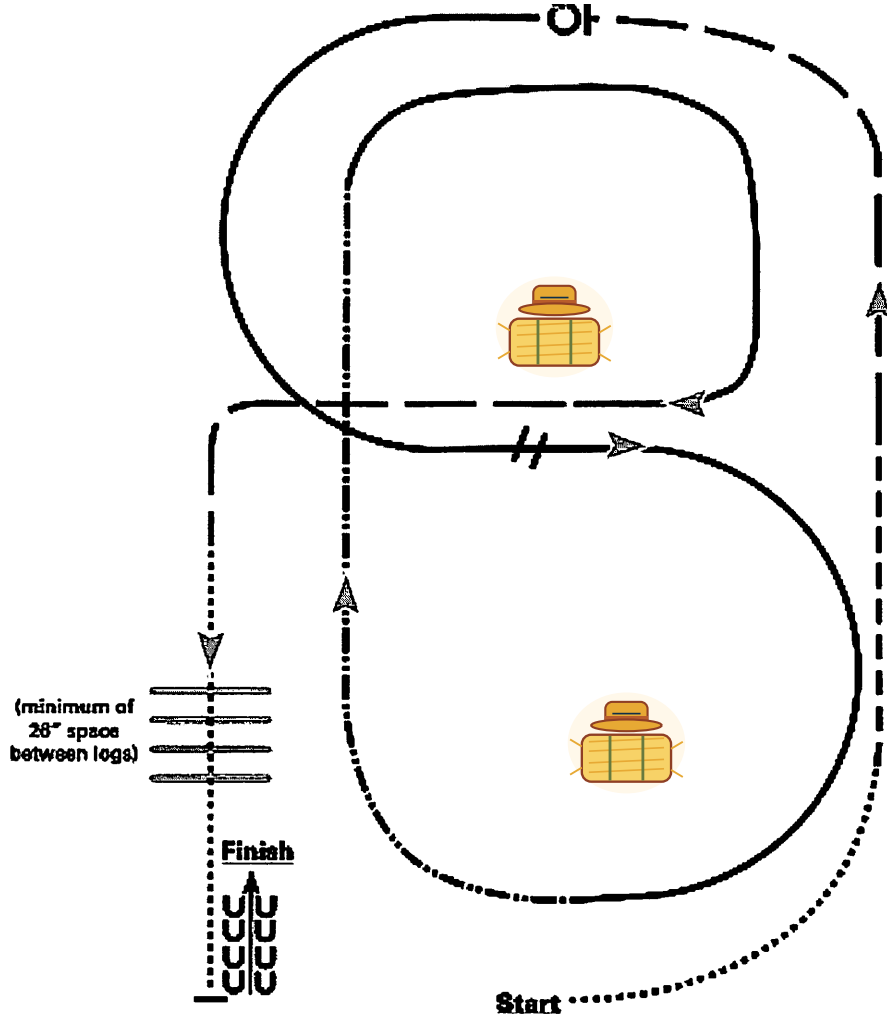
BACK ← 

JUDGE 

BARREL 

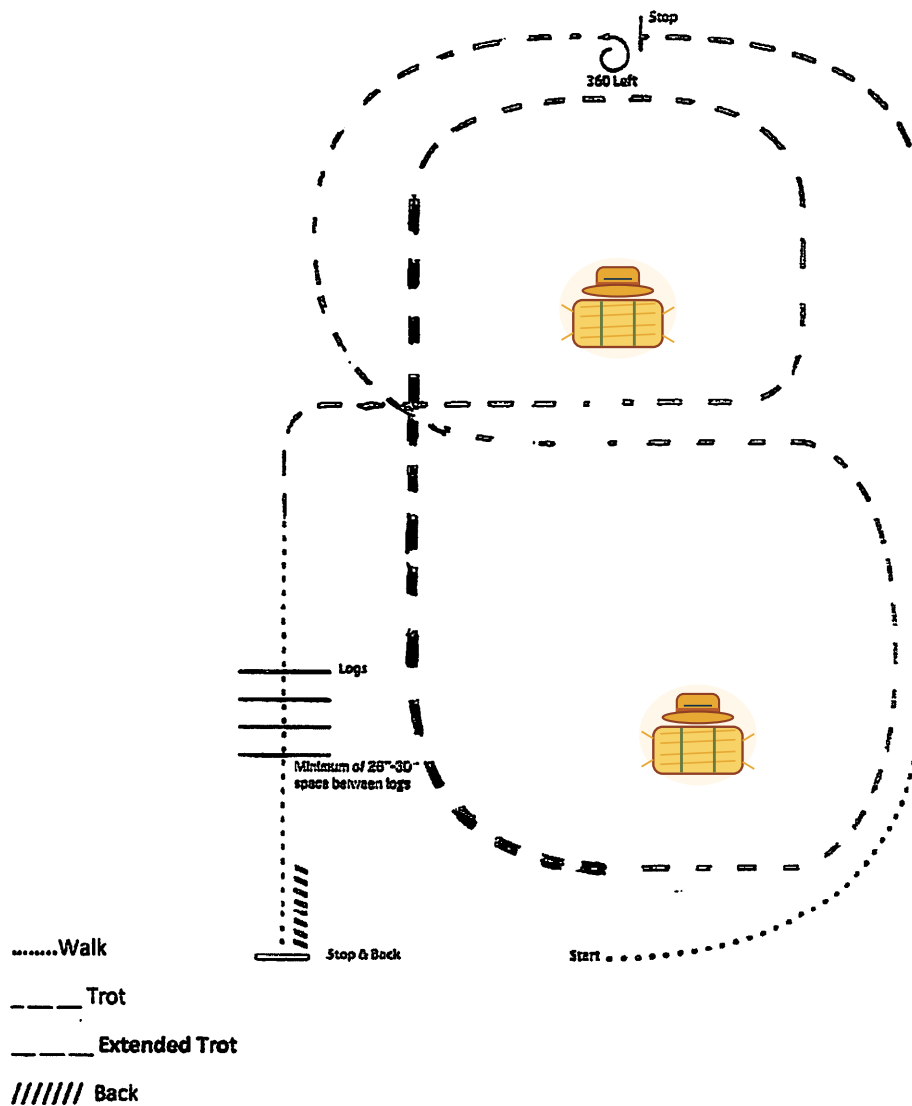


Harvest Hat Weave



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

Harvest Hat Weave - Walk/Trot

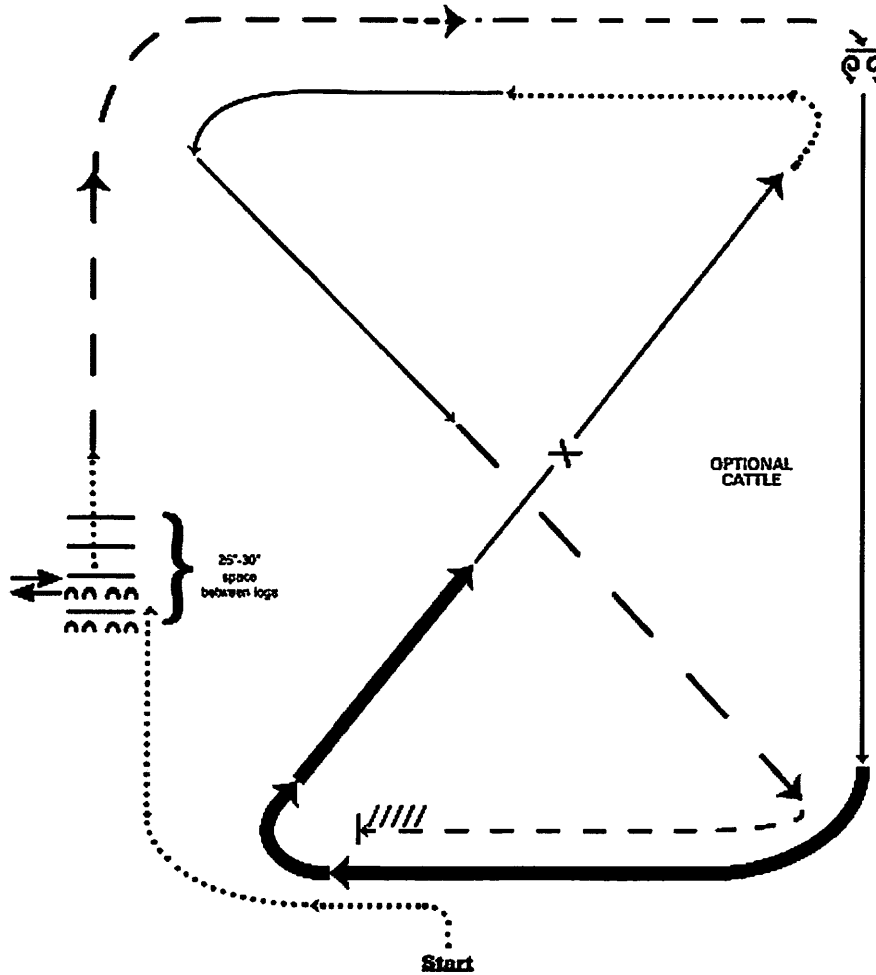


1. Walk
2. Trot
3. At top of arena stop
4. 360 turn left
5. Trot 1/2 circle to center
6. At center change directions and continue trotting
7. At bottom of the arena extend the trot and turn right trotting to far end.
8. Trot and turn right, trot 1/2 circle through center and turn left
9. Break to walk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



Ranch Riding

Walk/Trot: Extend the trot wherever lope is called.

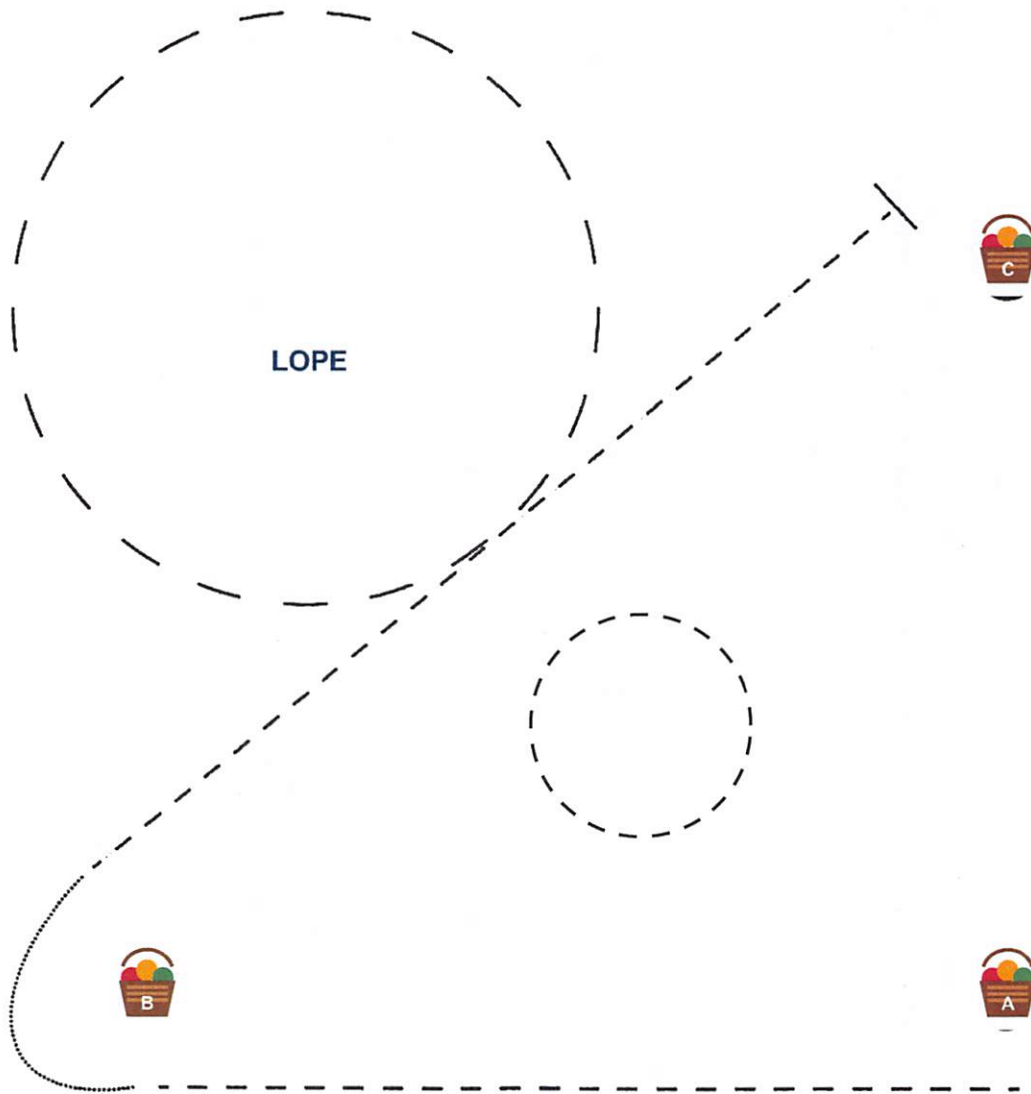


1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope (right lead)
9. Collect lope, change leads (simple or flying)
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back





Apple Orchard Horsemanship



Be ready at A.

1. Jog from A to B.
2. Walk around B.
3. Jog to halfway between B and C.
4. Extended jog a small circle to the right.
5. Extend the jog, then LOPE a large circle to the left.
6. At completion of the large circle, return to jog.
7. Jog to C and halt.

WALK _____

JOG - - - - -

EXT. JOG — — — —

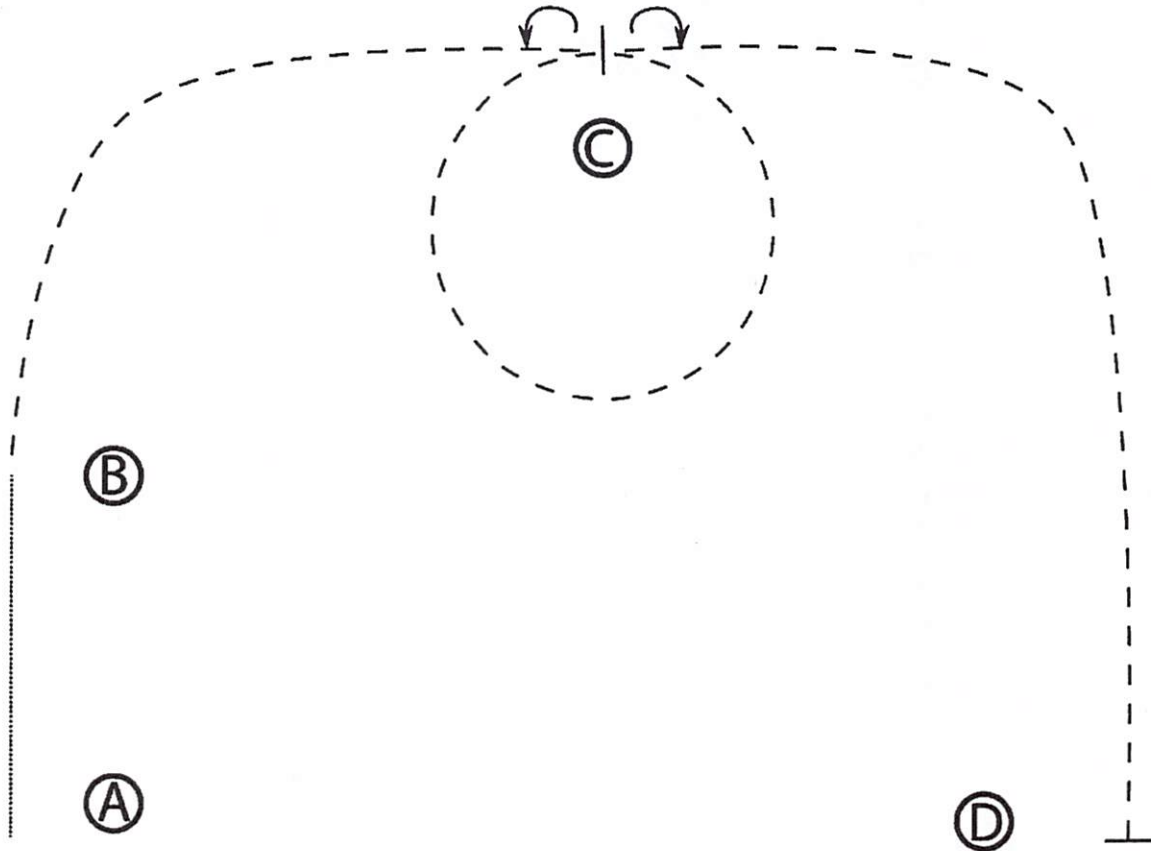
LOPE

BACK 

MARKER



Walk/Trot Horsemanship

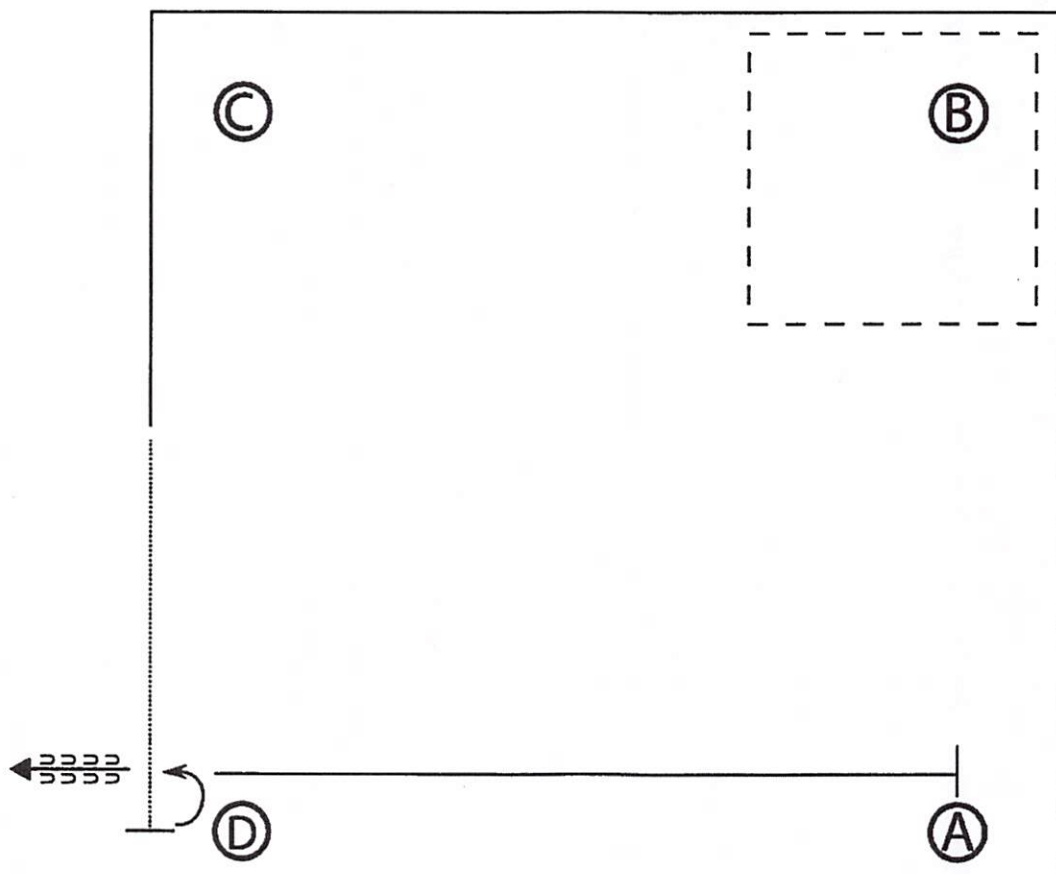


Be ready at A.

1. Walk from A to B.
2. Jog from B to C.
3. Halt and turn 180 degrees to the left.
4. Jog a circle.
5. Back at C, halt and turn 180 degrees to the right.
6. Jog to D and halt.

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





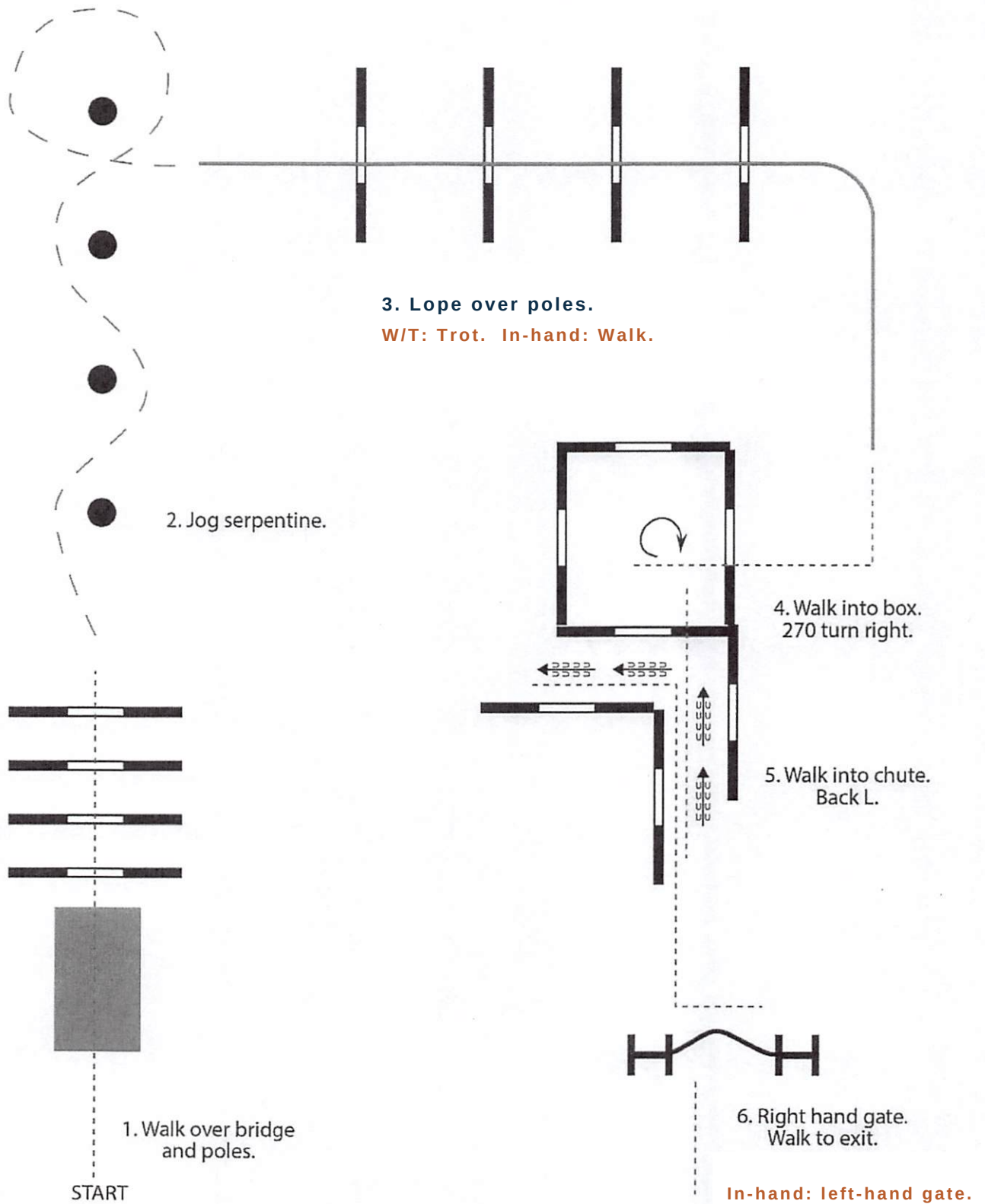
Begin at A.

1. Extended jog to B.
2. At B, transition to jog and jog a square around B.
3. Turn left past B and transition to left lead lope.
4. Lope around C and transition to walk halfway to D.
5. At D, halt. Turn 90 degrees and back one horse length.
6. Lope right lead to A and halt.

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



Trail





Ranch Pleasure is completed after the Trail course.
If you are not doing Trail, you may still enter -
tell the gate keeper you are completing only the Pleasure portion.

PATTERN 6

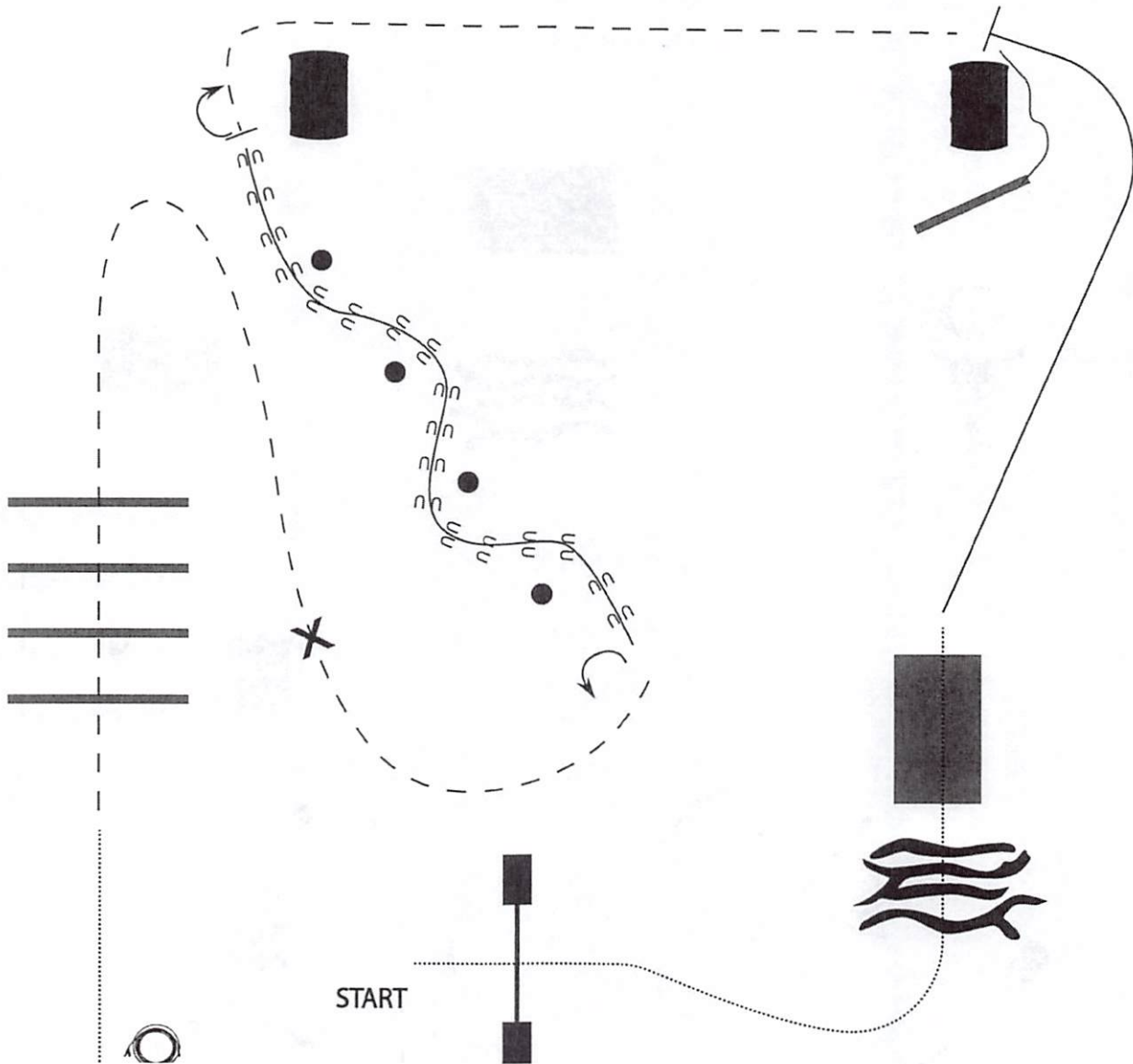
- Lope down the center line to the end and turn left.
- Extended trot and continue for 100 feet.
- Trot - 150 feet.
- Walk - 50 feet.
- Stop; reverse either direction.
- Lope - 150 feet.
- Extended lope - 200 feet.
- Normal walk - 50 feet.
- Trot - 100 feet.
- Stop and back.

WALK/TROT PATTERN 9

- Normal walk - 50 feet.
- Extended walk - 75 feet.
- Trot - 150 feet.
- Extended trot - 100 feet.
- Stop and reverse.
- Trot - 200 feet.
- Extended trot - 100 feet.
- Stop and back.
- Walk.

Smooth transitions • Consistent pace • Willing response





1. Walk to gate - left hand gate.
2. Walk over brush and bridge/tarp.
3. Lope left lead to drag. **W/T: Trot to drag.**
4. Stop, pick up drag. Jog to second barrier, replace drag.
5. 180-degree turn right. Back through serpentine.
6. 90-degree turn left. Jog. Halt.
7. Jog over poles.
8. Rope dummy.

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

