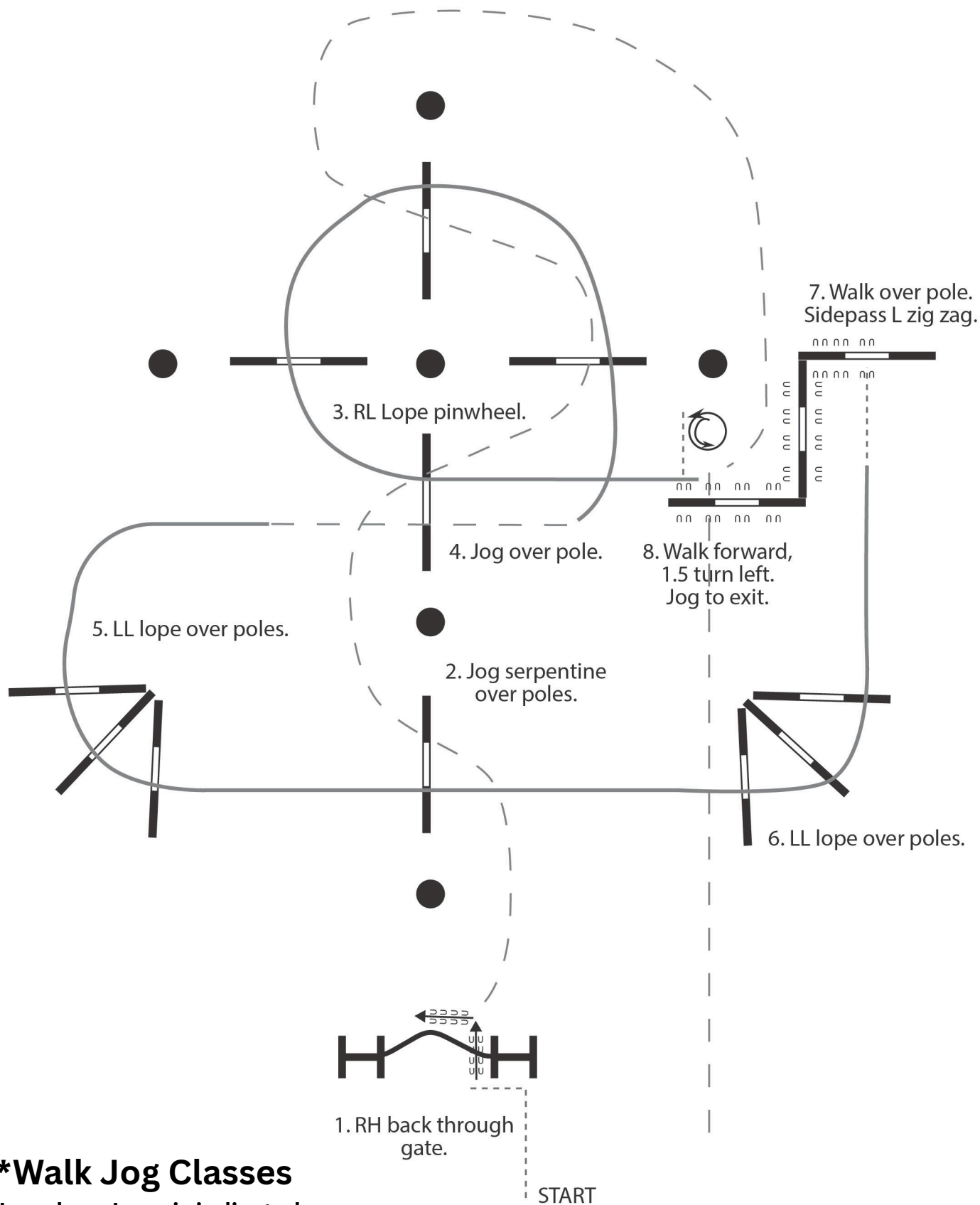


Trail Pattern

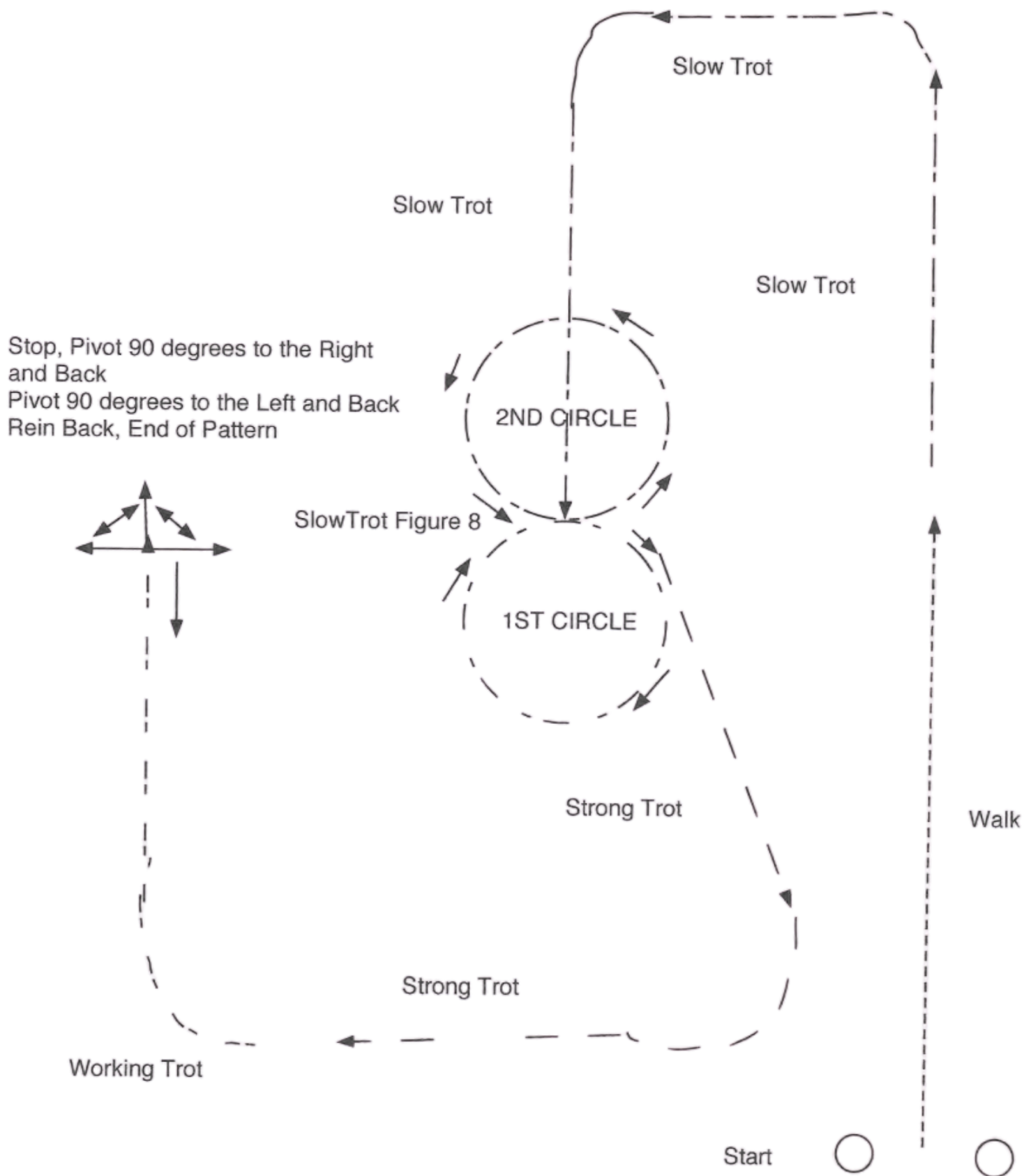
Classes 1,2,3,4,5,6,7,8,9,&10



***Walk Jog Classes**

Jog where Lope is indicated

Reinsmanship DRIVING



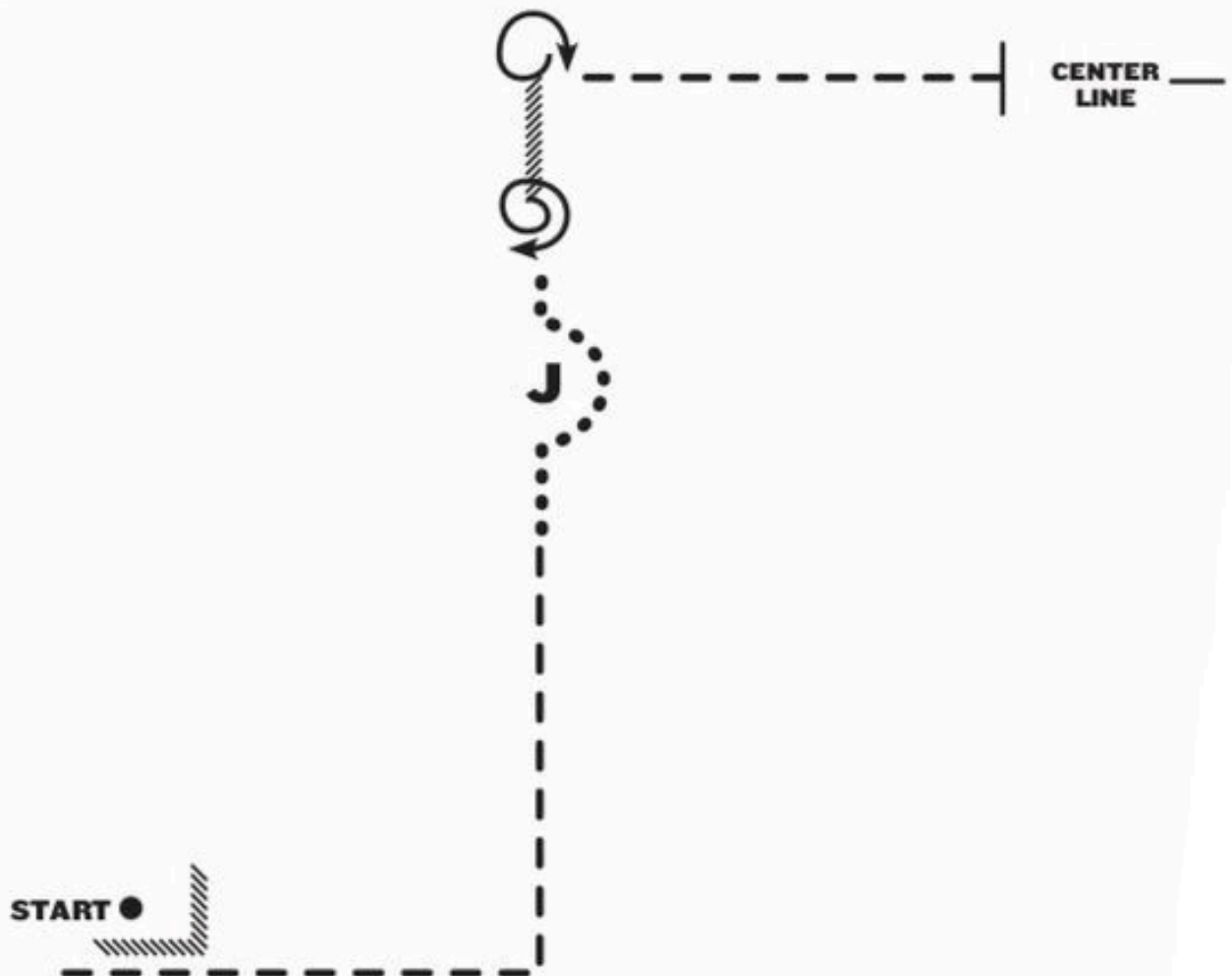


\$100 Showmanship

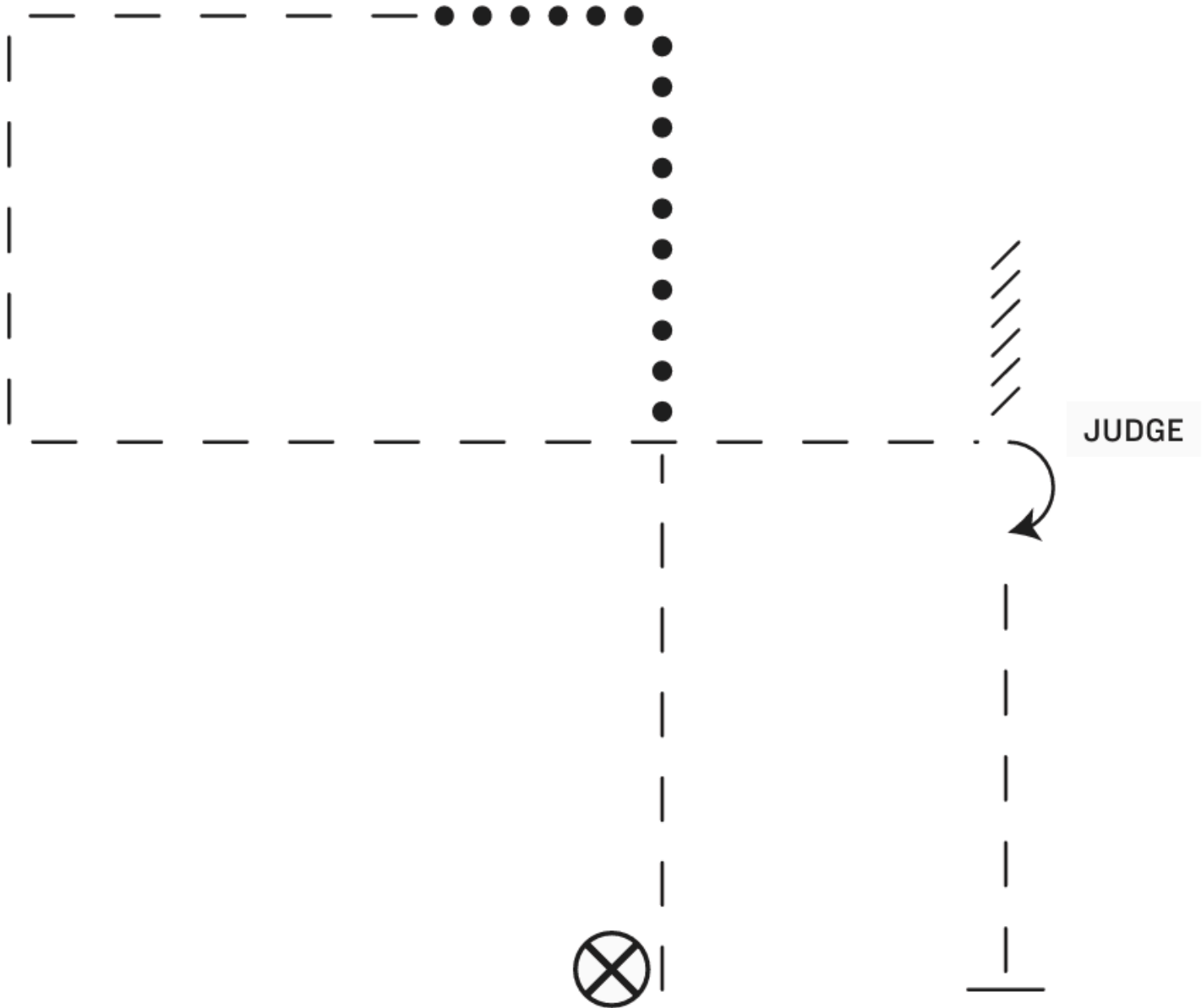
Class 25

\$100 Ranch Showmanship

Class 86

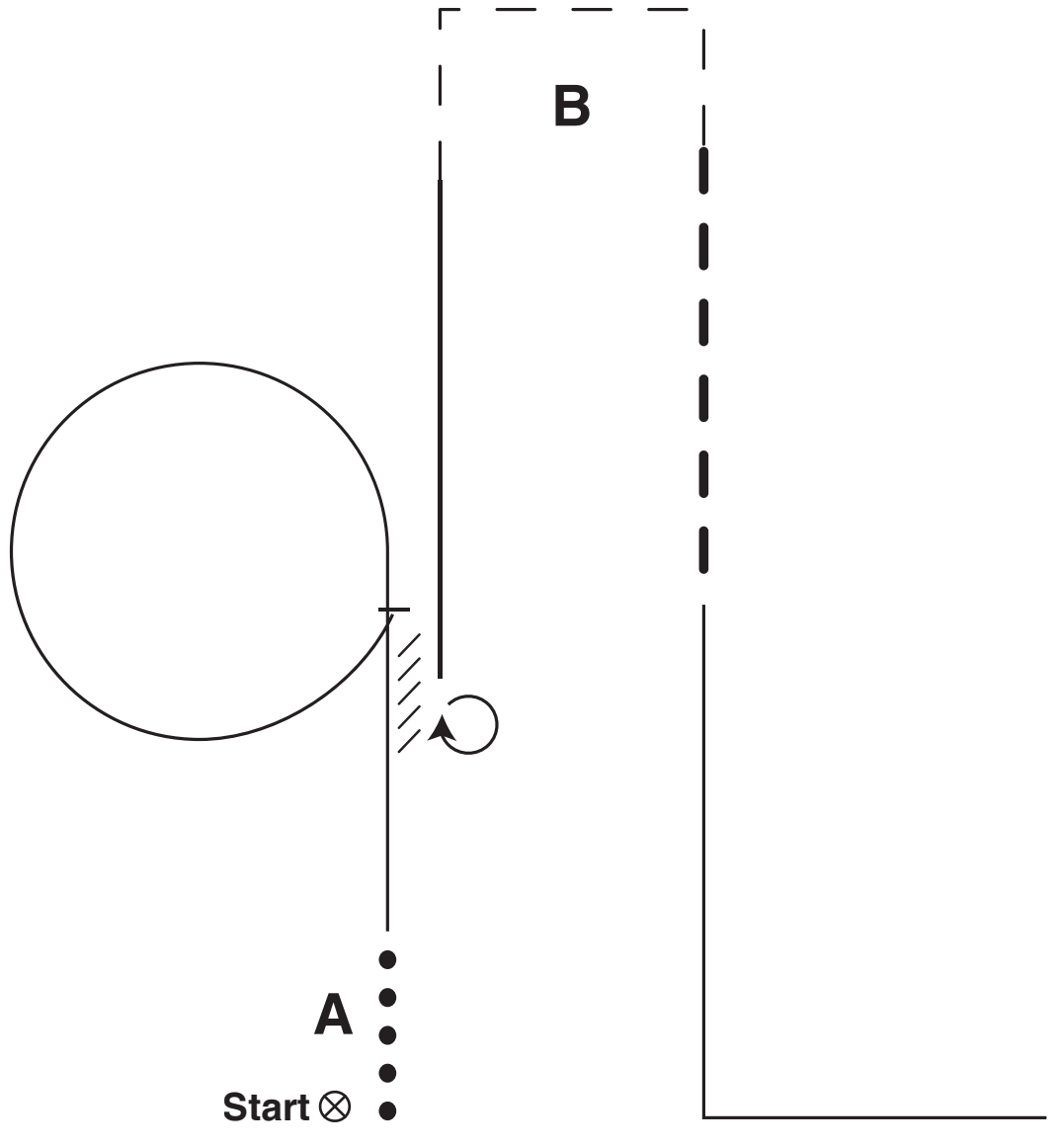


1. Start with horse's hip at cone. Back an L around the cone
2. Trot straight and trot corner up the center of arena
3. Break to a walk, walk around judge and stop
4. Execute 1 1/2 turns
5. Set up
6. Inspection
7. When dismissed, back up approximately 2 horse lengths
8. Execute a 3/4 turn, trot straight, approximately 20'. Stop, hesitate. Pattern is complete. Exit the arena at a walk or trot



1. Trot until even with judge
2. Walk for 3 horse lengths and walk a corner
3. Trot 3 horse lengths and trot a corner, continue trotting and trot corner to judge
4. Stop and set up for inspection
5. When excused, do a 90° turn
6. Back 1 horse length
7. Exit at a walk or trot

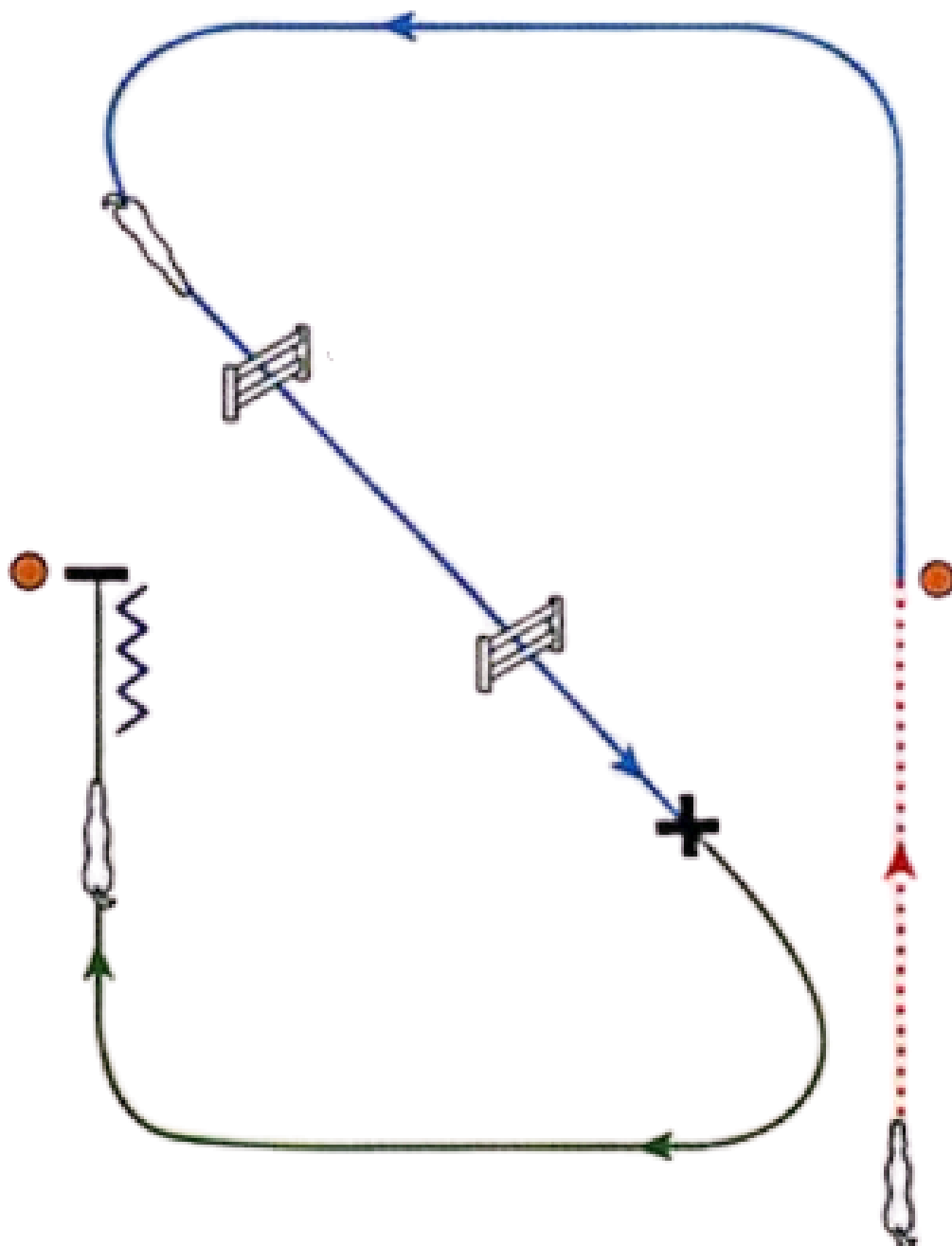
W/W Showmanship shall extend the walk
where Trot is indicated



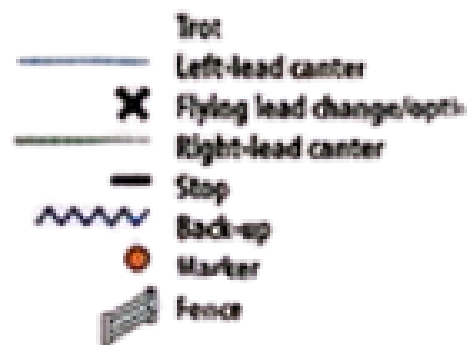
1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
3. Close circle and stop, back one horse length
4. 360° Right
5. Right lead to B
6. At b break to jog, jog a square corner around b, continue jogging
7. Extend the jog to midpoint of arena
8. Lope a left lead, square corner stop
9. Exit at a walk or jog

Walk Jog is to EXT JOG
where Lope is called for

Hunter Hack



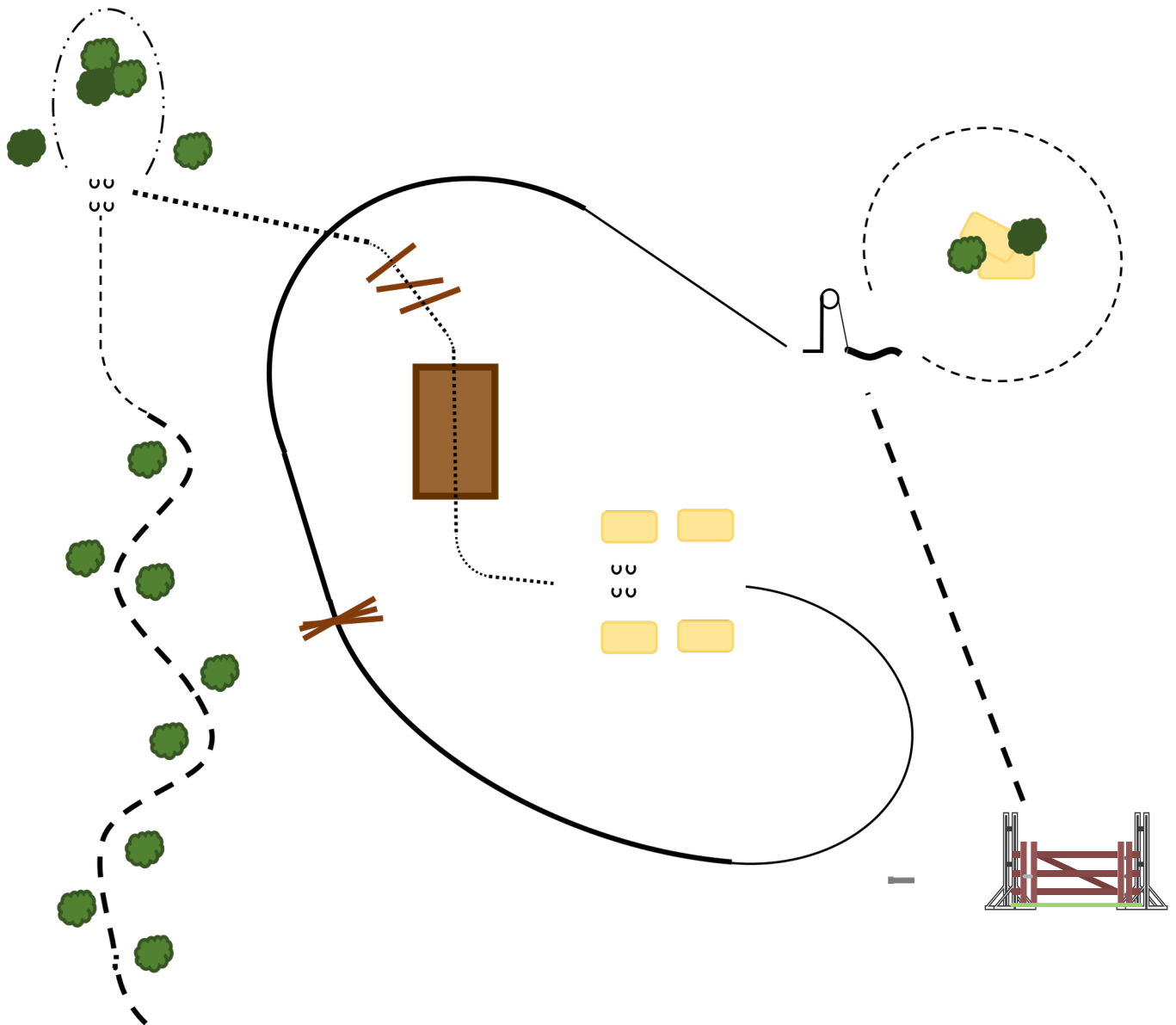
1. Trot to cone
2. Canter left lead
3. Two Fences (four strides in between)
4. Change lead to right lead
5. Halt at Marker
6. Back one horse length
7. Exit at a walk on a loose rein



RANCH TRAIL PATTERN

Classes

68,69,70,71,72,73,74,75,76,77,78 & 79

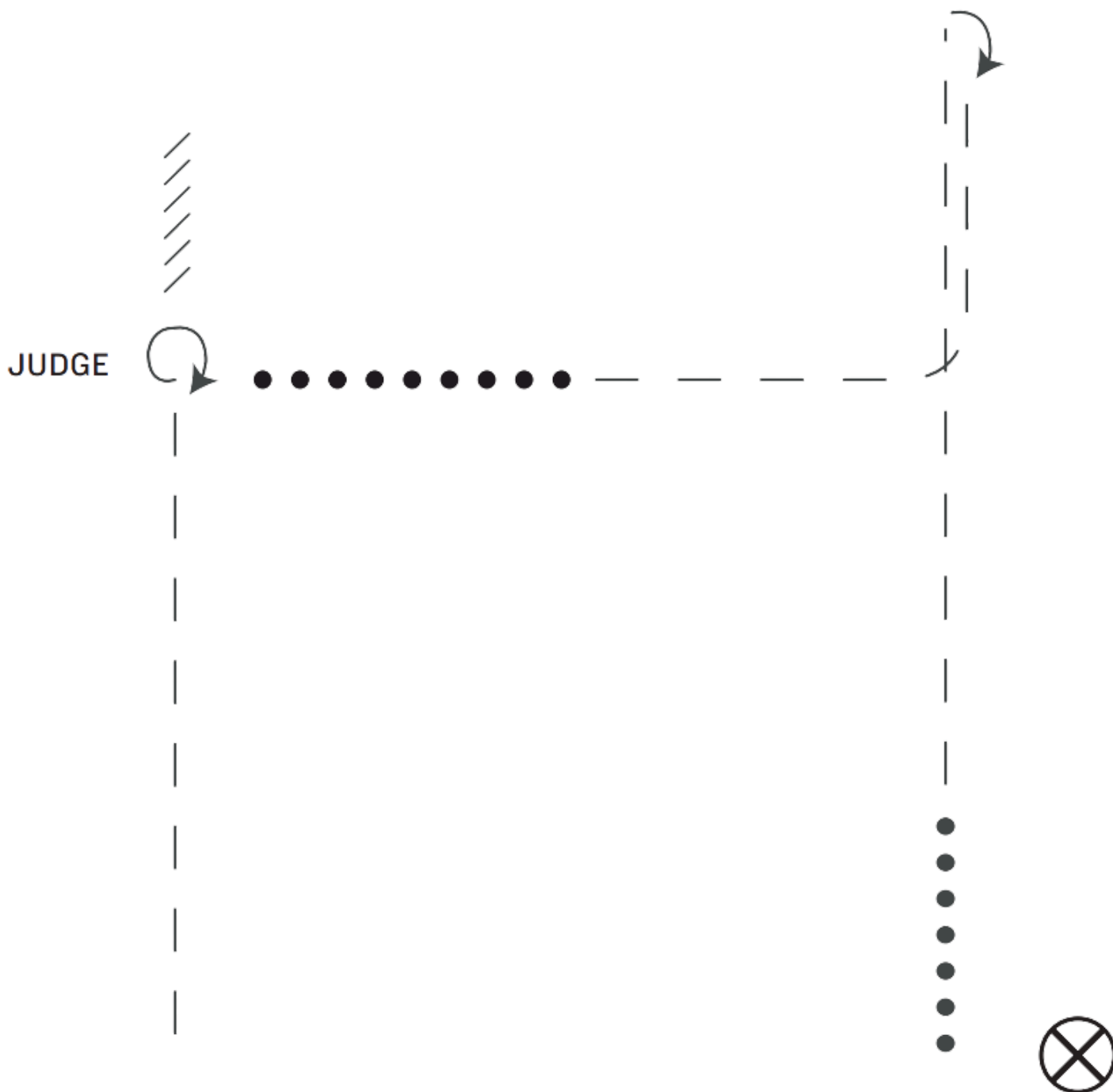


1. Be ready at start. Extended trot through serpentine.
2. Trot to back through and back a U around bushes (either direction).
3. Extended walk to logs. Walk over logs and bridge.
4. Sidepass left between bales.
5. Lope right lead building into an extended lope over stack of logs.
6. Lope to drag obstacle and stop. Drag obstacle in a left circle around bushes at a trot. Return to original position. * Youth not to drag just walk the circle.
7. Extended trot to gate. Push right handed gate into pen. Pattern is complete exit at a walk.

Walk Trot are to do an extended trot where lope is indicated.

Ranch Showmanship

Classes 87,88,89,90



1. Be ready at cone. Walk 1/3 of the distance of your line.
2. Trot to the end of your line
3. Stop and execute 1/2 turns
4. Trot down line and turn toward the judge. After making the corner, trot 1/2 way to the judge
5. Walk to the judge and set up
6. Inspection
7. After inspection, execute a 3/4 turn
8. Back approximately 2 horse lengths and exit at the trot

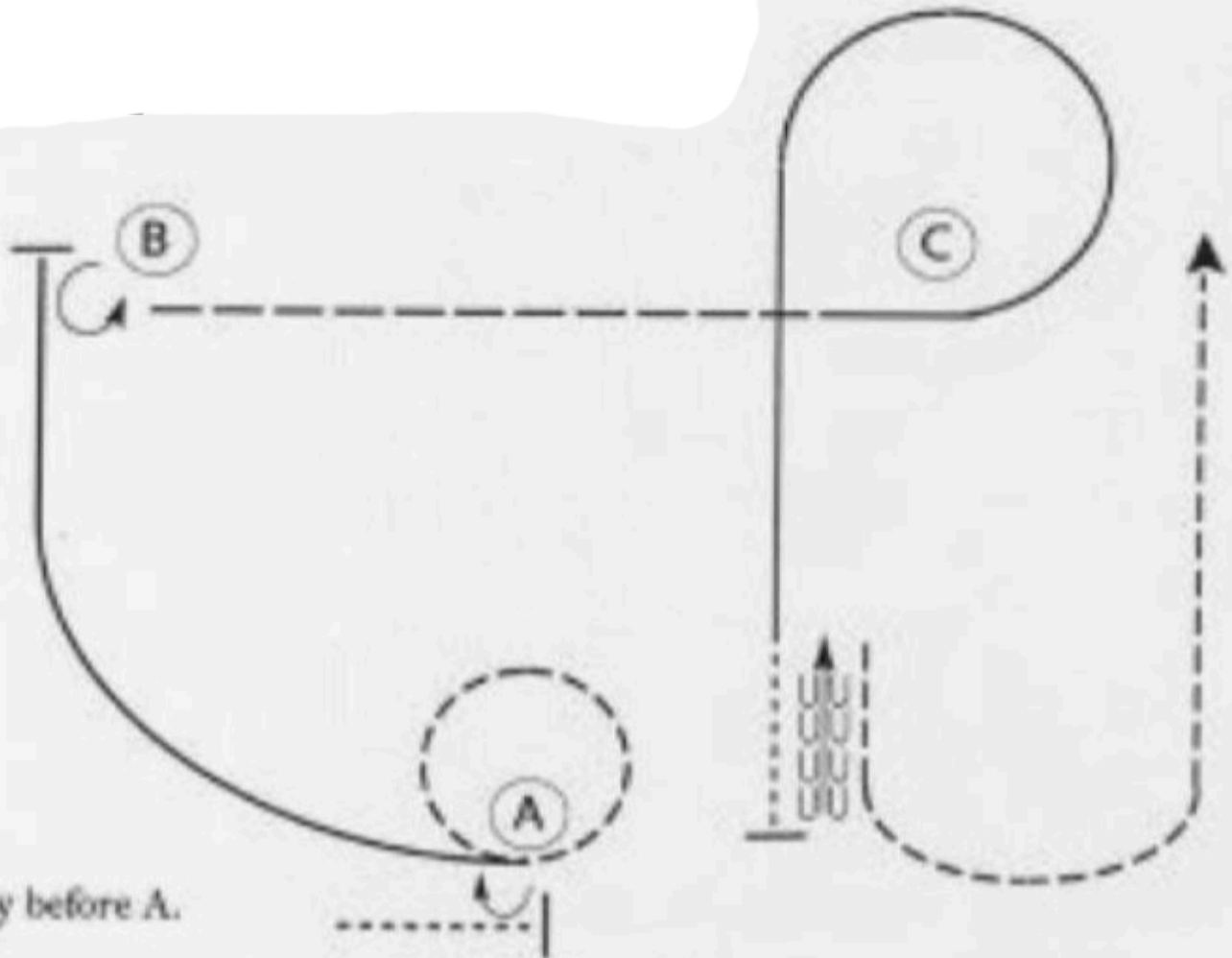


LETS GO SHOW LLC

Ranch Horsemanship

Classes 105,106,107,108,109,110, 111, 112

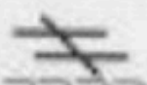

Walk Trot extended trot where Lope is called



Be ready before A.

1. Walk to A. Stop and perform a 3/4 turn right.
2. Jog a circle around A.
3. Lope on the right lead from A to B.
4. Stop at B and perform a 3/4 turn left.
5. Extend the jog from B to C.
6. Pick up the left lead lope prior to C. Lope around C as shown.
7. Break to a walk for two strides prior to A.
8. Walk until even with A. Stop and back approximately one horse length.
9. Jog out.

3/4

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

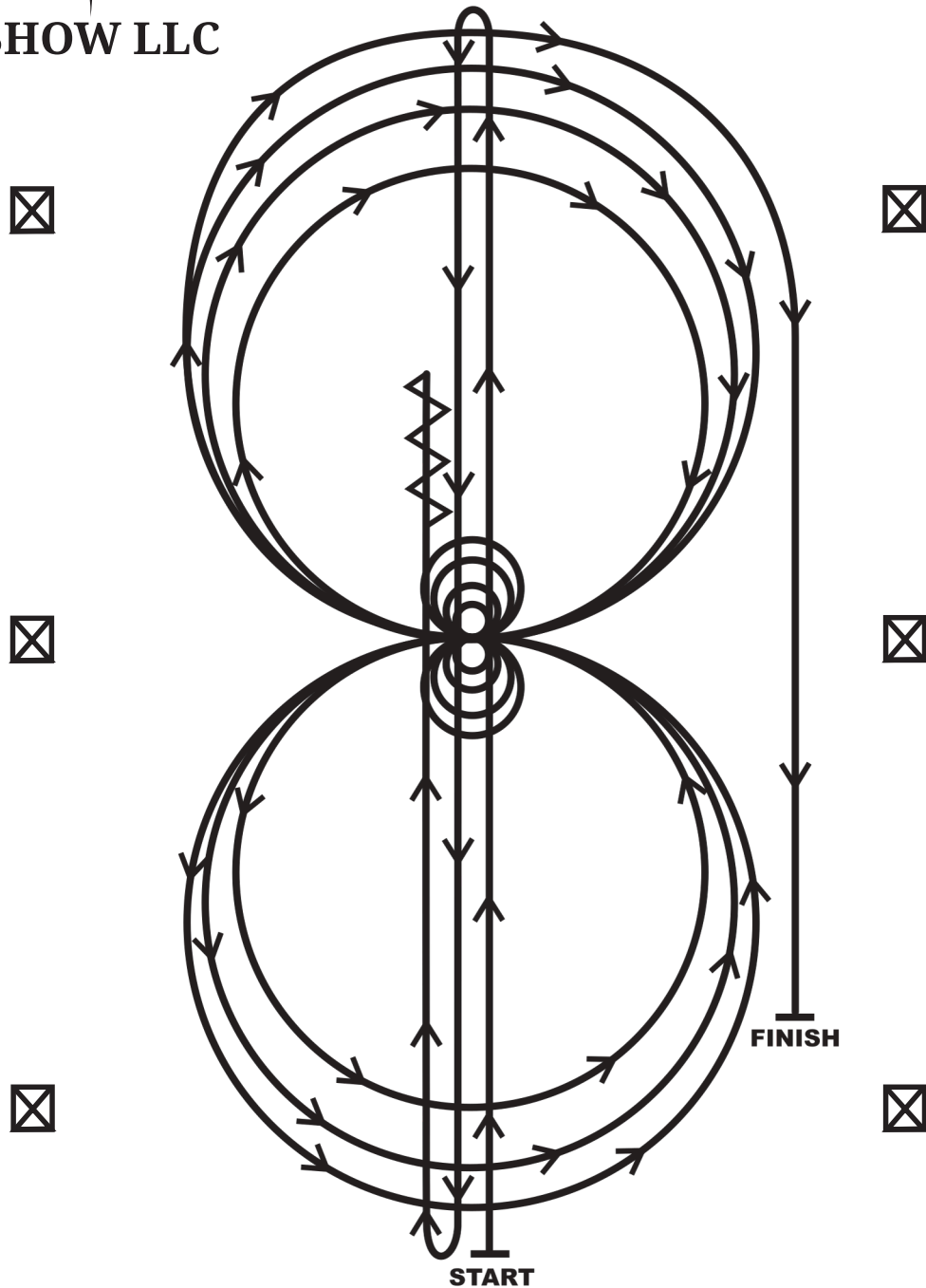
Follow the instructions of your ring steward.



LETS GO SHOW LLC

Reining

Classes 113,114,115,116,117



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 the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). 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 or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

