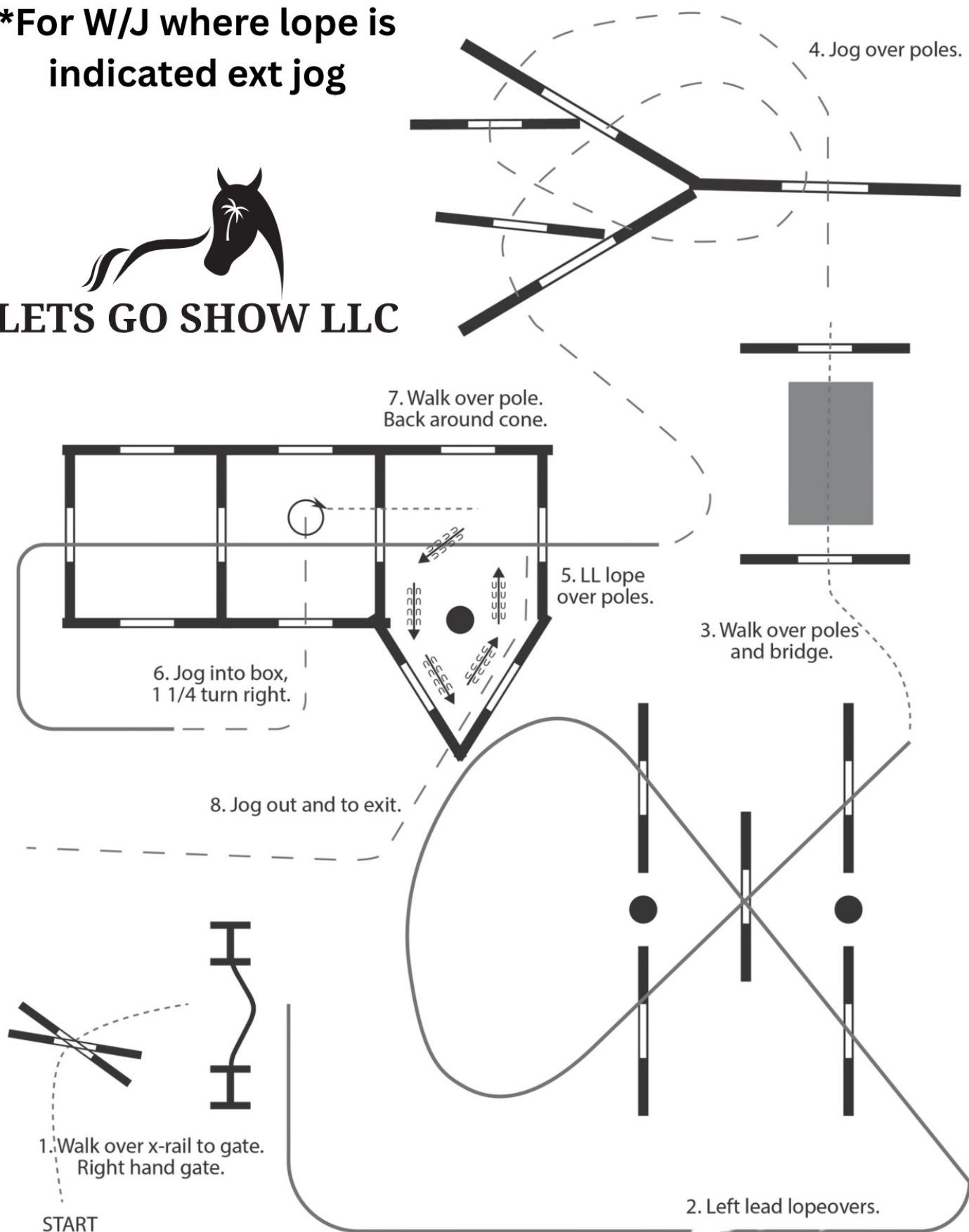


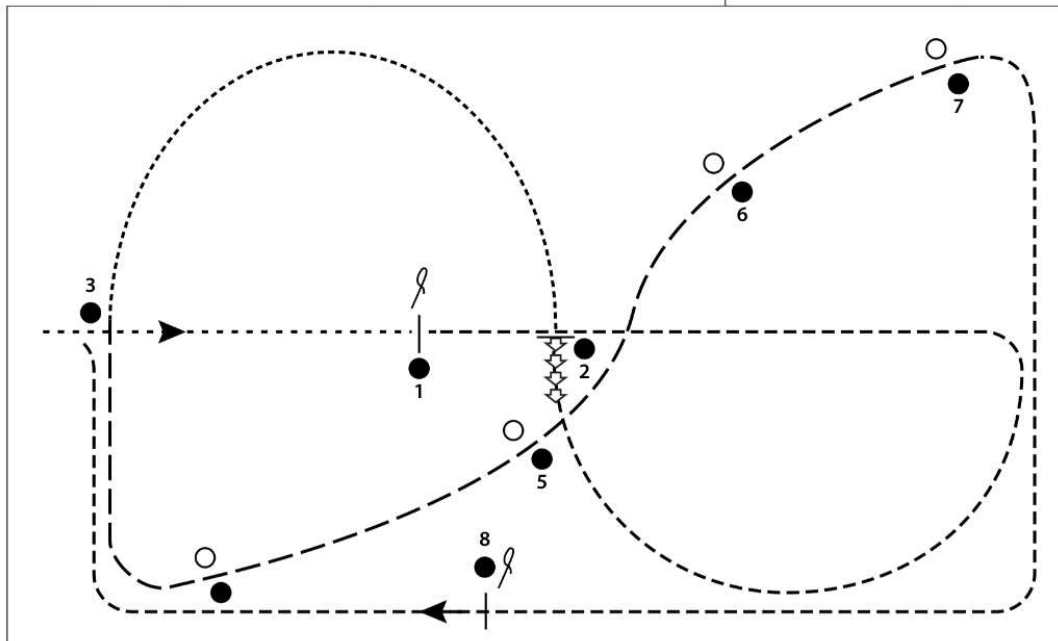
Trail

***For W/J where lope is indicated ext jog**



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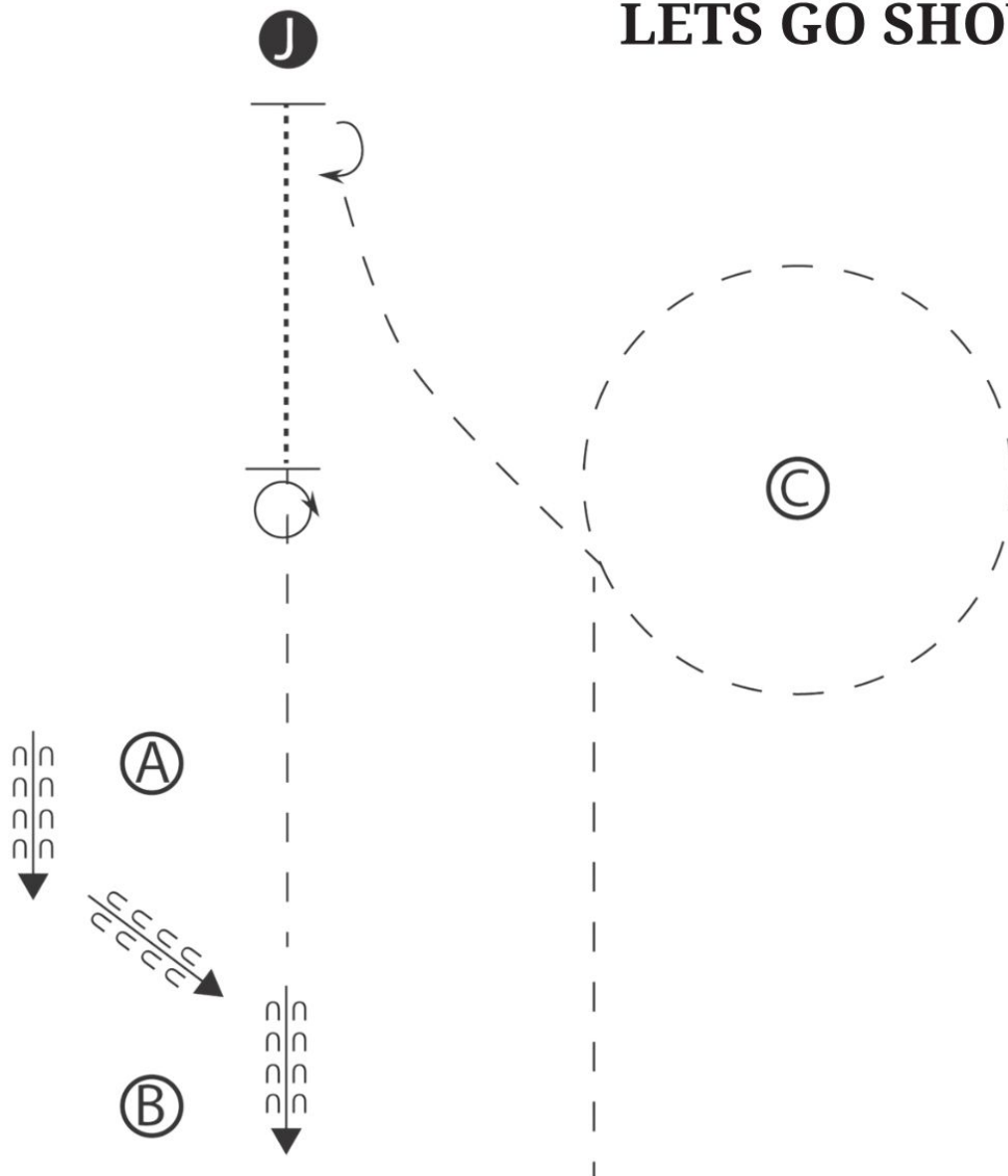
		SCORE
	4	
ORDER	MOVEMENT	
1	Enter at Working Walk. At Marker 1, Halt..	
2	Proceed at Working Trot, tracking right at the rail. Half circle to the right to Marker 2	
3	At Marker 2, Halt	
4	At Marker 2, Rein back 4 steps, walk forward to Marker 2.	
5	At Marker 2, develop Slow Trot, continue half circle 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. 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.	

Showmanship

Walk will be allowed with prior approval by show management - check in with gate person



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Begin at A.

1. Back from A to B, lining up with the judge.
2. Trot halfway to judge.
3. Stop. Perform a 360 degree turn.
4. Extended walk to the judge.
5. Halt and set up for inspection.
6. When dismissed, turn 180 degrees and trot.
7. Trot a circle around C and to exit.

WALK - - - - -

TROT - - - - -

BACK ← ㄣ ㄣ ㄣ ㄣ

JUDGE J

MARKER A

Walk Jog Horsemanship



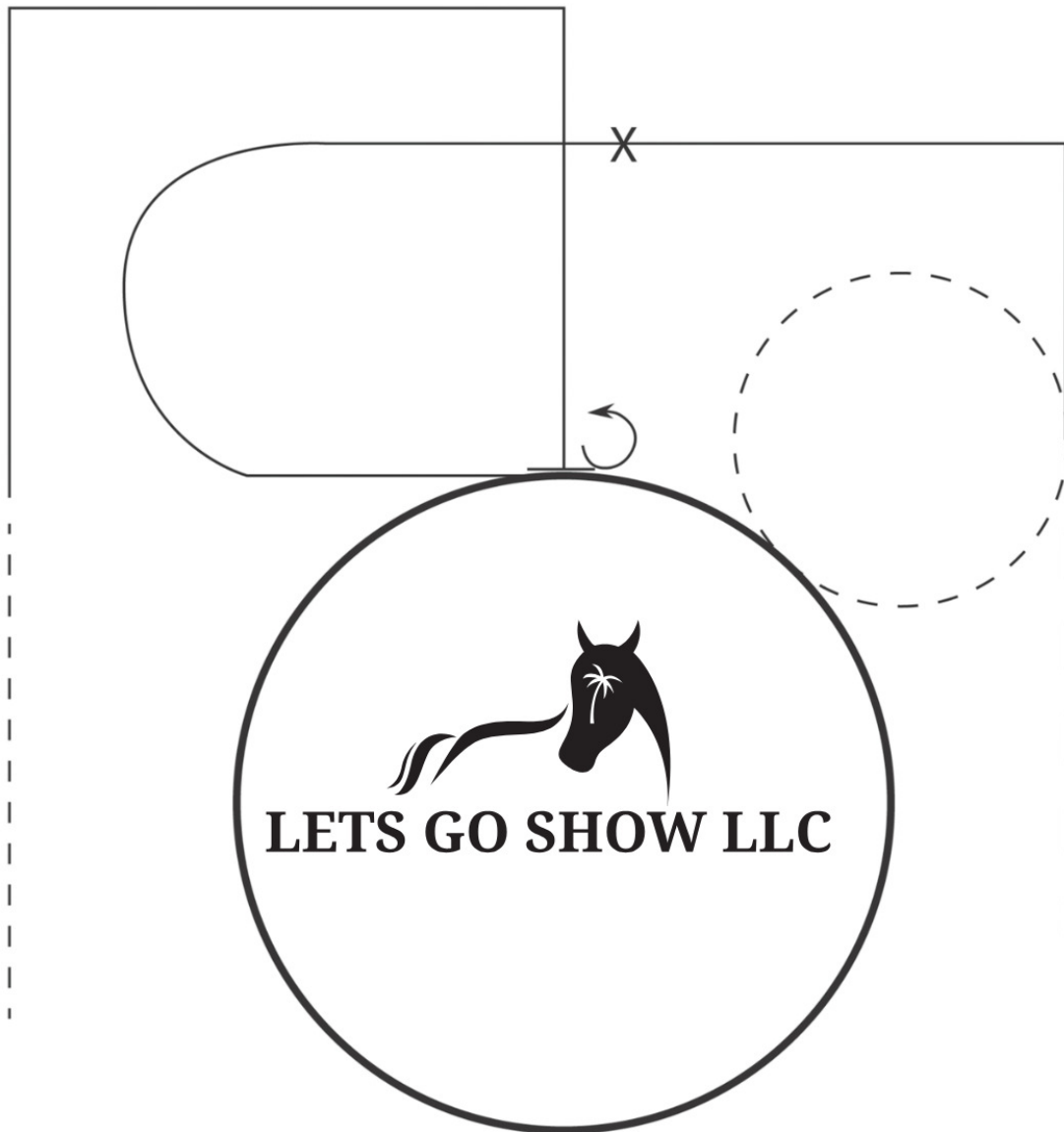
Begin before A.

1. Walk to A.
2. Jog to B.
3. At B, extend the jog in a half circle.
4. When even with B, return to jog.
5. When even with A, halt.
6. Turn 90 degrees to the right and exit at walk.

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

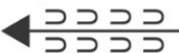
Horsemanship

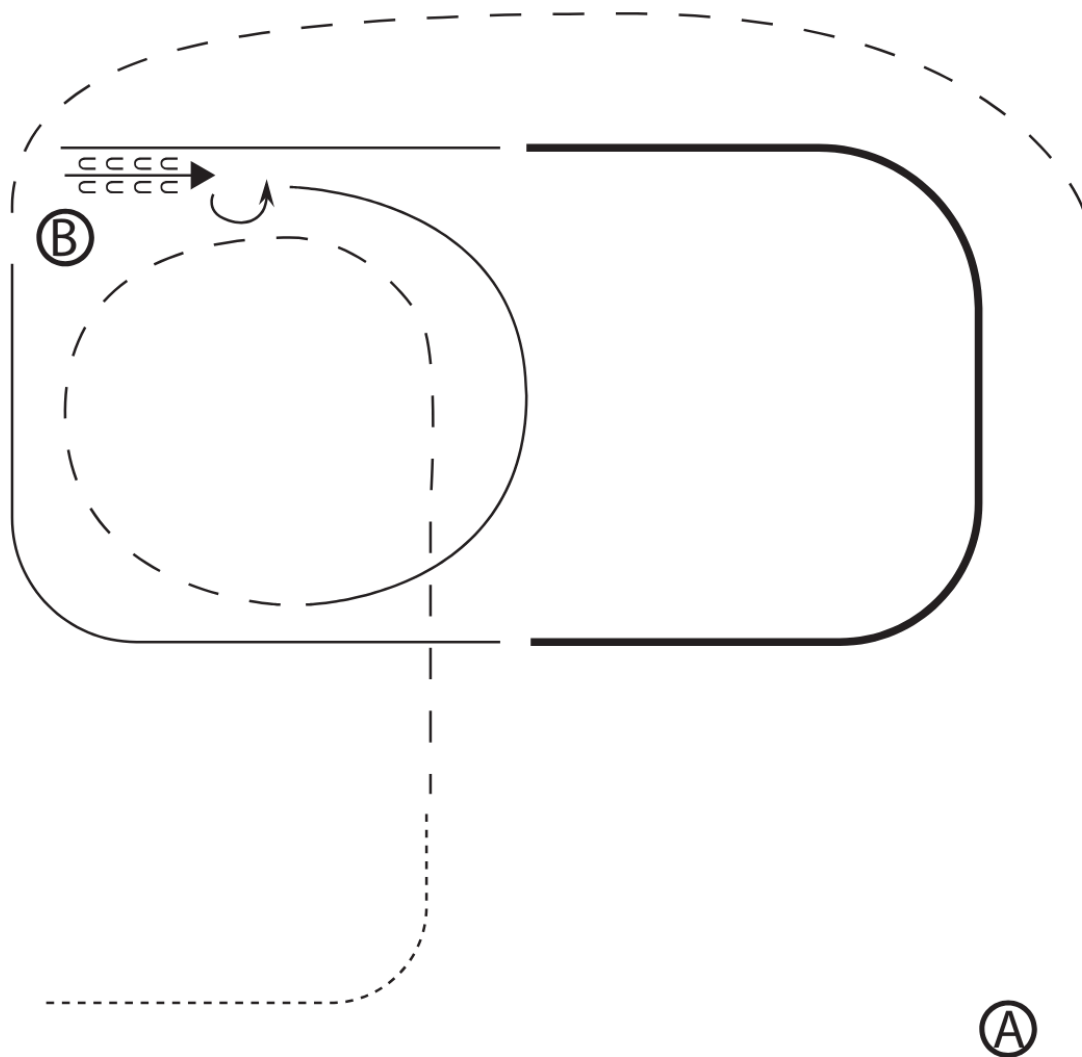
Walk Jog Lope



Begin at end of arena on the left side.

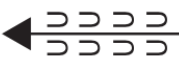

1. Jog half of line, lope right lead.
2. Lope two square corners right.
3. Halt, turn 270 degrees left.
4. Large fast circle left.
5. Slow to lope, counter lope arc.
6. Change leads, lope square corner right.
7. Break to jog, circle right.
8. Drop stirrups and extend the jog to exit.

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



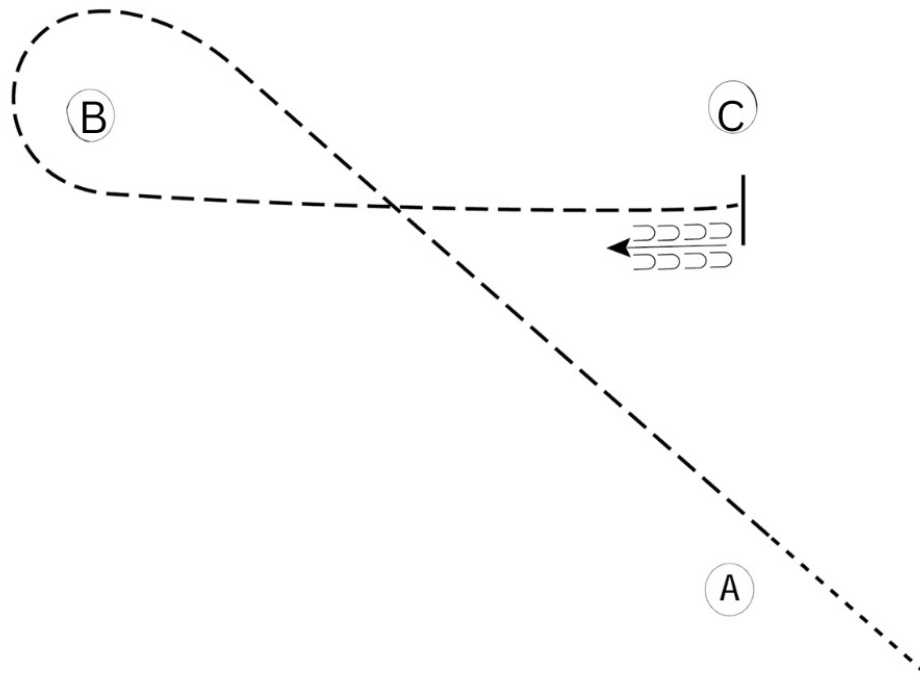
Be ready at A.

- 1.Canter right lead.
2. Trot right diagonal.
- 3.Canter left lead.
- 4.Hand gallop, collect the canter.
- 5.Stop, back, turn 1/4 turn left on the forehand.
- 6.Canter right lead.
7. Trot left diagonal.
- 8.Drop stirrups and sitting trot to exit.

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

Hunt Seat Equitation

WALK TROT



Be ready before A.

1. Walk to A.
2. Sitting trot from A to B.
3. Posting trot on the left diagonal around B and to C.
4. Stop at C. Back approximately one horse length.
5. Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← — — —
Marker	Ⓚ
Sidepass	← — — — →
Hand Gallop	— — — —



LETS GO SHOW LLC

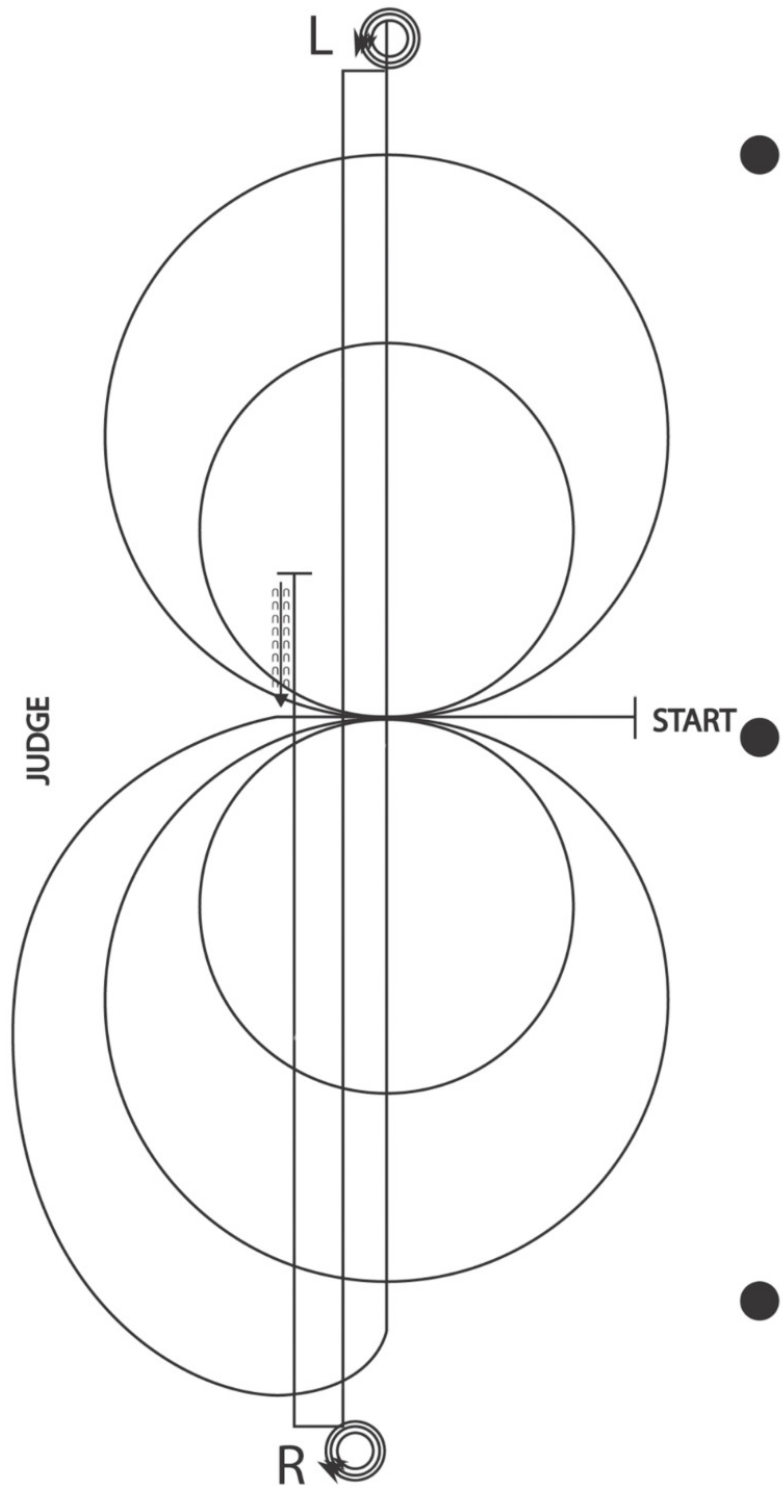
Reining Pattern

Trot to start position.

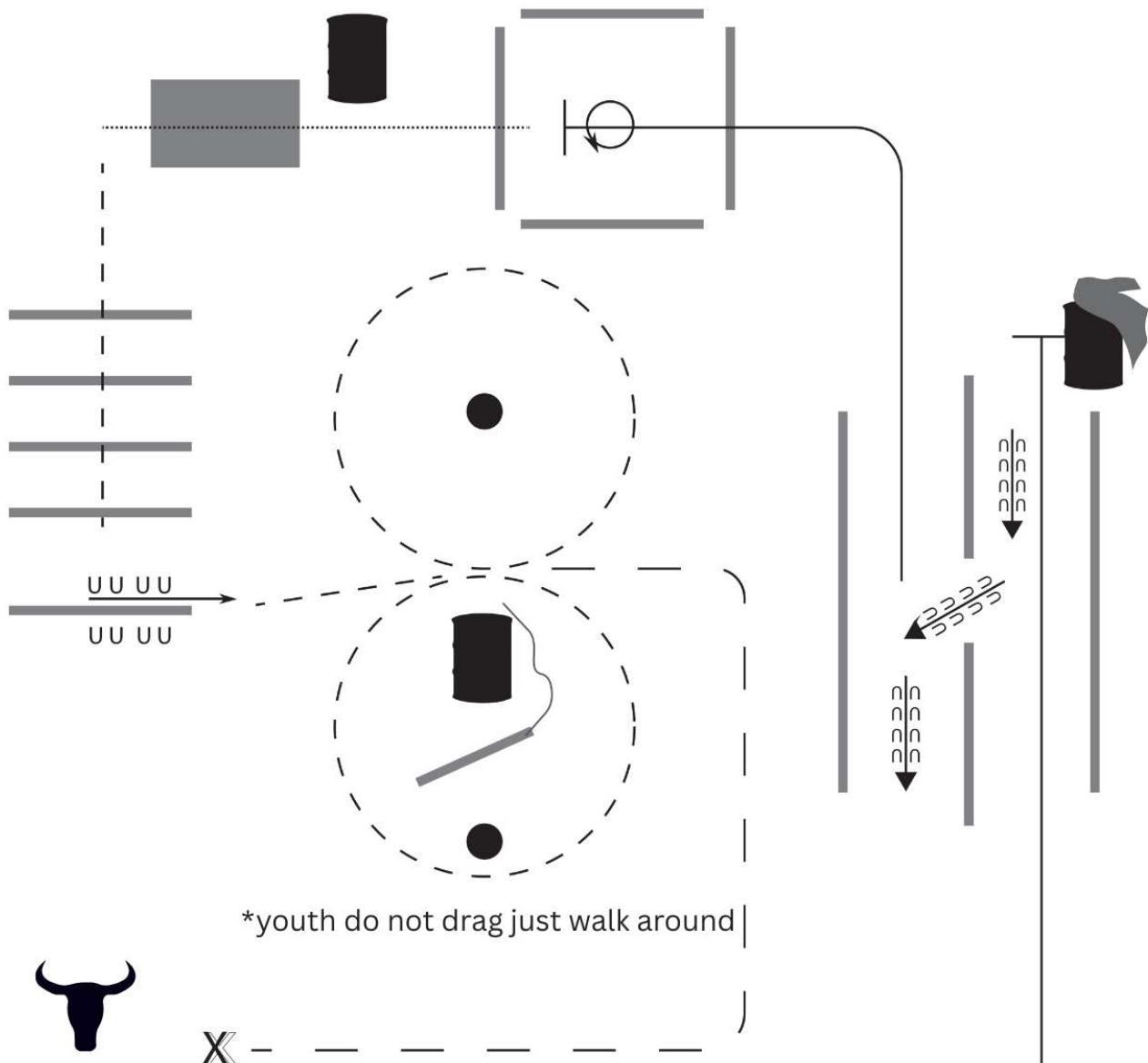
Start pattern at a halt, facing judge.

1. Perform 2 circles to the left, the first circle large and fast, the second circle small and slow. Change leads at center.
2. Perform 2 circles to the right, the first circle large and fast, the second circle small and slow. Change leads at center.
3. Continue on left lead around end of arena. Run down the center of the arena past end marker and perform a square sliding stop.
4. Perform 3.5 spins to the left.
5. Run down the center of the arena past end marker and perform a square sliding stop.
6. Perform 3.5 spins to the right.
7. Run down the center of the arena past end marker and perform a square sliding stop. Hesitate. Back at least 10 feet.

Hesitate to show completion of pattern.



Ranch Trail Pattern



START

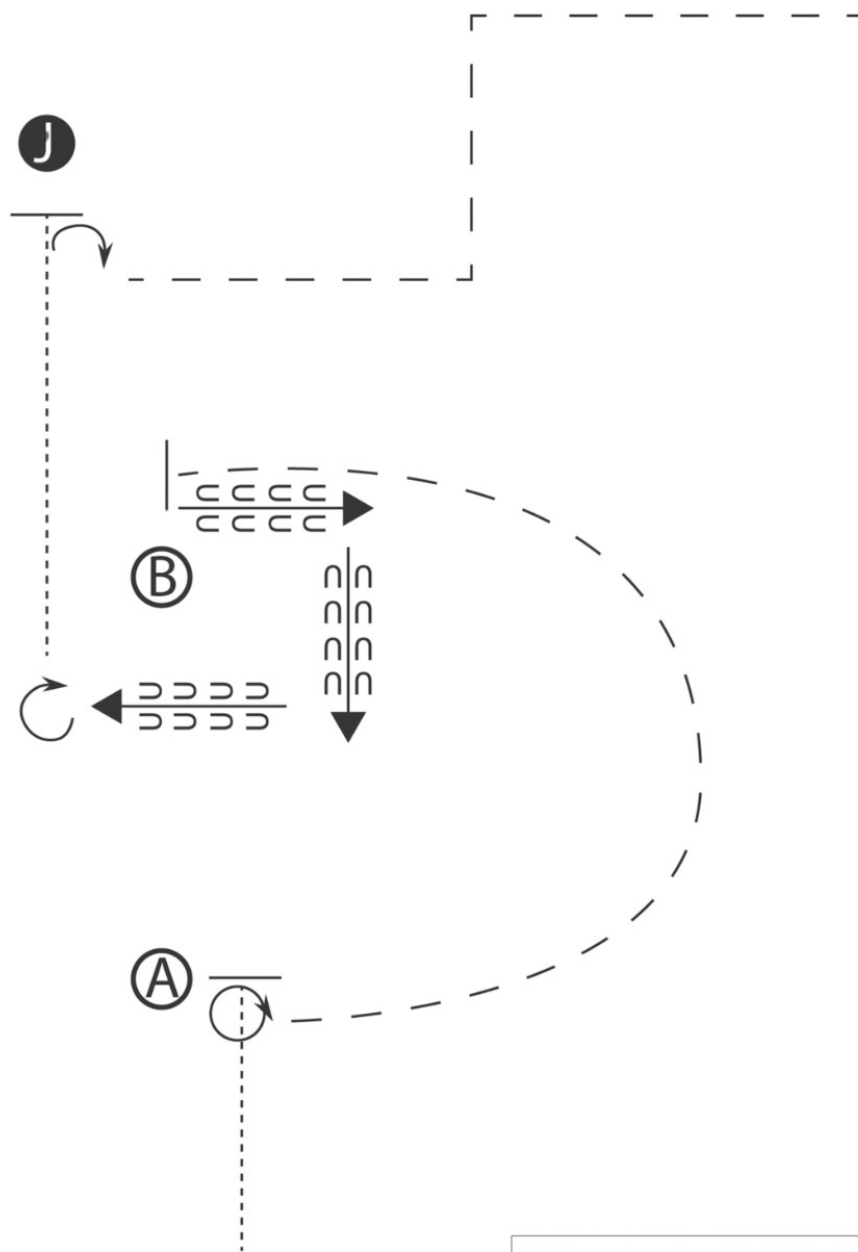
1. Lope right lead into chute. EXT TROT
2. Halt and pick up slicker.
3. Back zig zag chute.
4. Lope left lead into box. EXT TROT
5. Halt and turn 360 either direction.
6. Walk out of box, place slicker on barrel.
7. Continue walking over bridge.
8. Trot over logs.
9. Stop over last log. Sidepass left.
10. Jog to drag, pick up drag and go around markers.
11. Extended jog. Halt.
12. Rope Steer and exit.

WALK
JOG	- - - - -
EXTEND JOG	- _ -
LOPE	_____
BACK	← ↻ ↻ ↻ ↻
MARKER	Ⓐ



Ranch Showmanship

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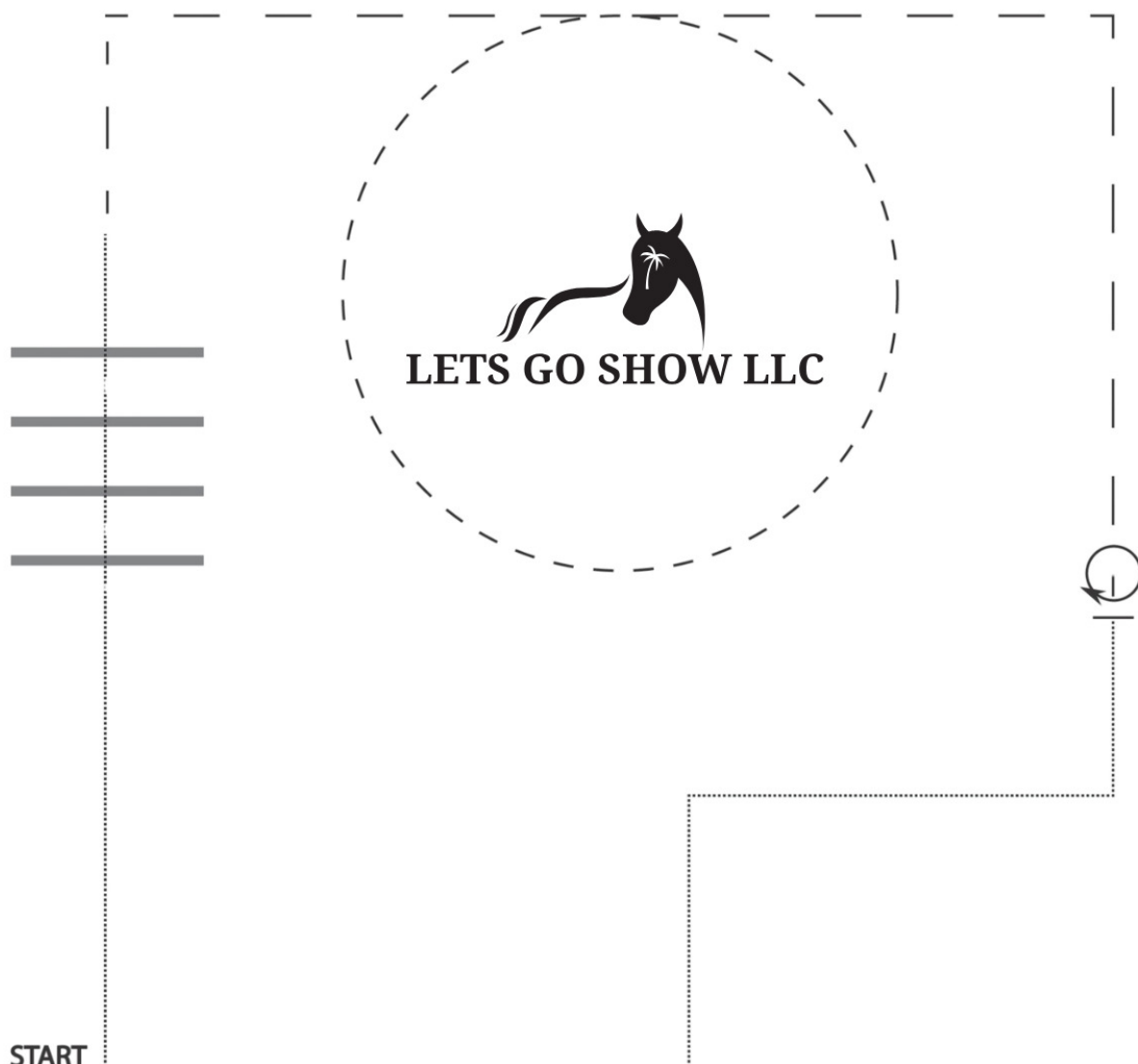


Begin before A.

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	ⓐ
MARKER	ⓐ

W/T Ranch Horsemanship

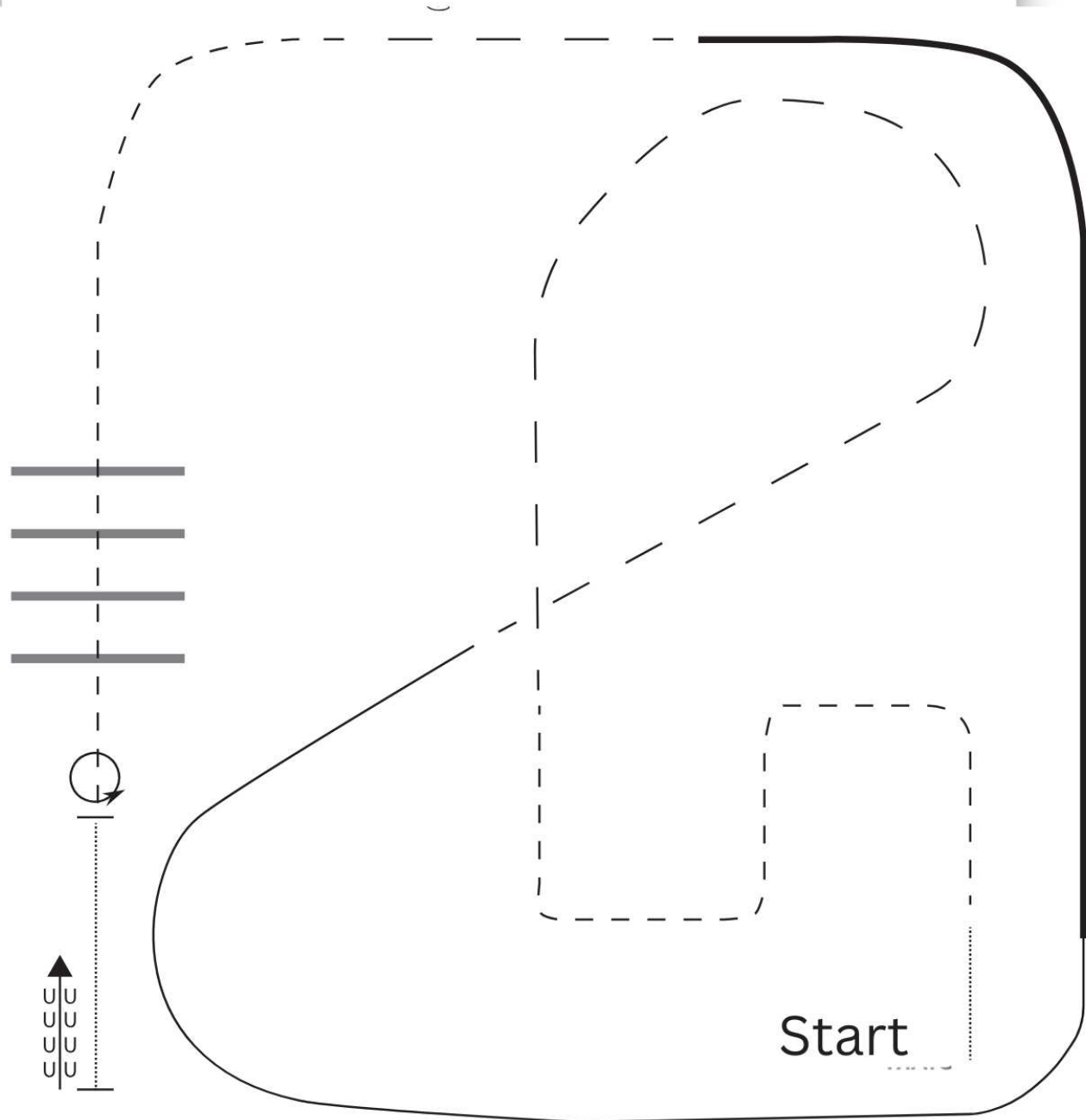


START

1. Walk to and over logs.
2. Extended jog a corner to the right.
3. Jog a circle to the right.
4. Extended jog a corner to the right.
5. Stop and 360 turn to the right.
6. Walk zig zag to exit.

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

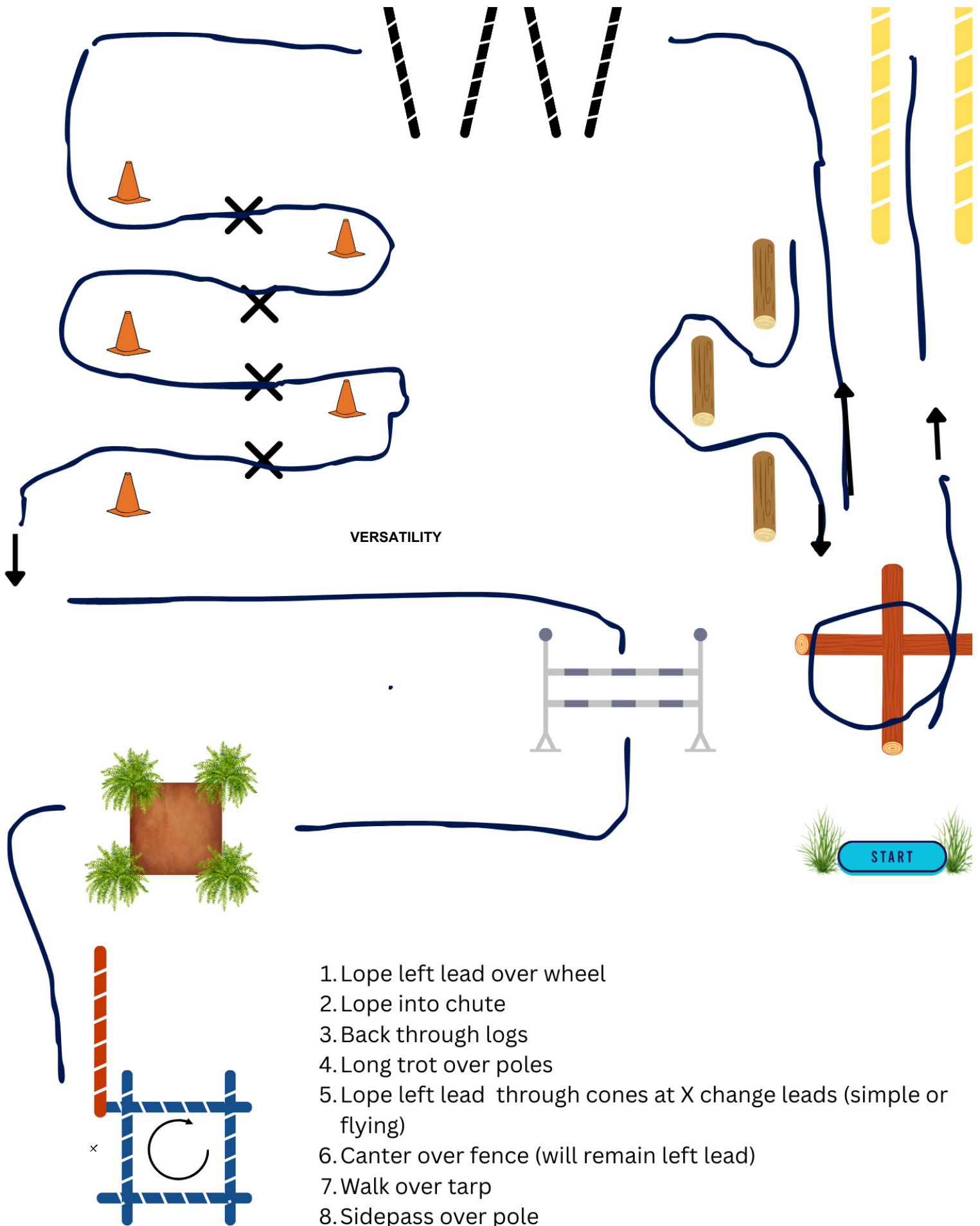
Ranch Horsemanship



- 1.Walk 10 feet. Jog zig zag.
- 2.Extended jog loop.
- 3.Left lead lope.
- 4.Extend lope.
- 5.Break to extended jog at top of arena.
- 6.Jog over poles.
- 7.Stop. 360 spin either direction.
- 8.Walk, halt, and back one horse length.

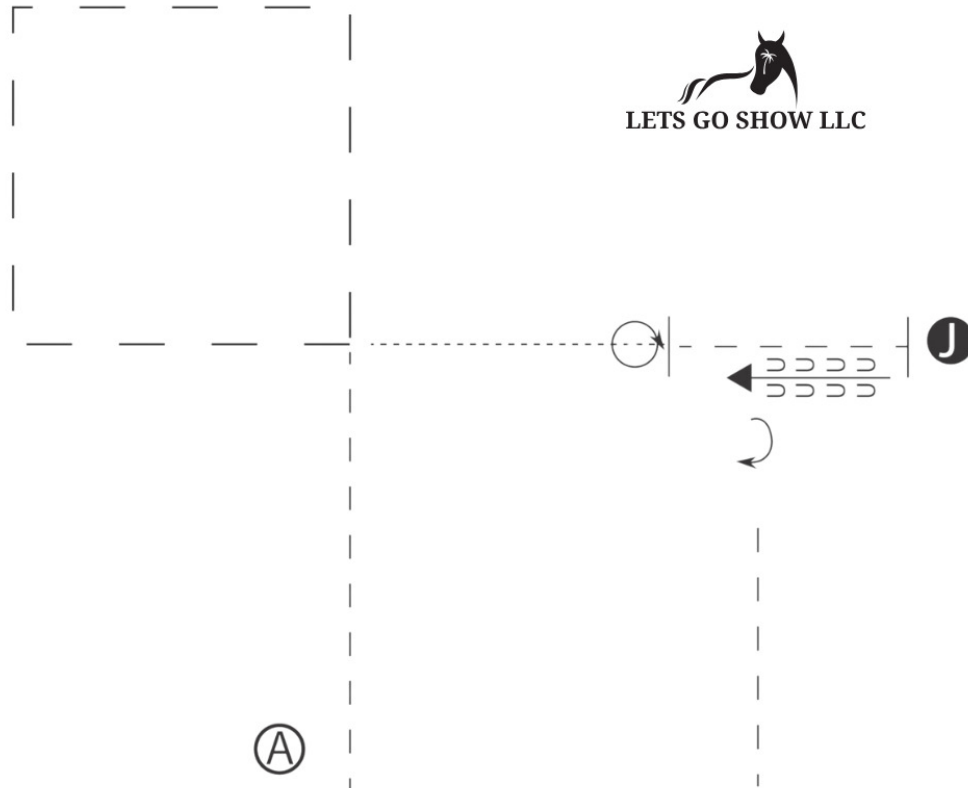


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1. Lope left lead over wheel
2. Lope into chute
3. Back through logs
4. Long trot over poles
5. Lope left lead through cones at X change leads (simple or flying)
6. Canter over fence (will remain left lead)
7. Walk over tarp
8. Sidepass over pole
9. Enter box at x perform 540 right

Versatility Showmanship



Begin at A.

1. Trot until even with judge.
2. Extended trot a square.
3. When even with A, break to walk.
4. Halfway to judge, halt and turn 360 degrees.
5. Trot to judge, halt.
6. Set up for inspection.
7. When dismissed, back one horse length.
8. Turn 90 degrees and trot to exit.

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