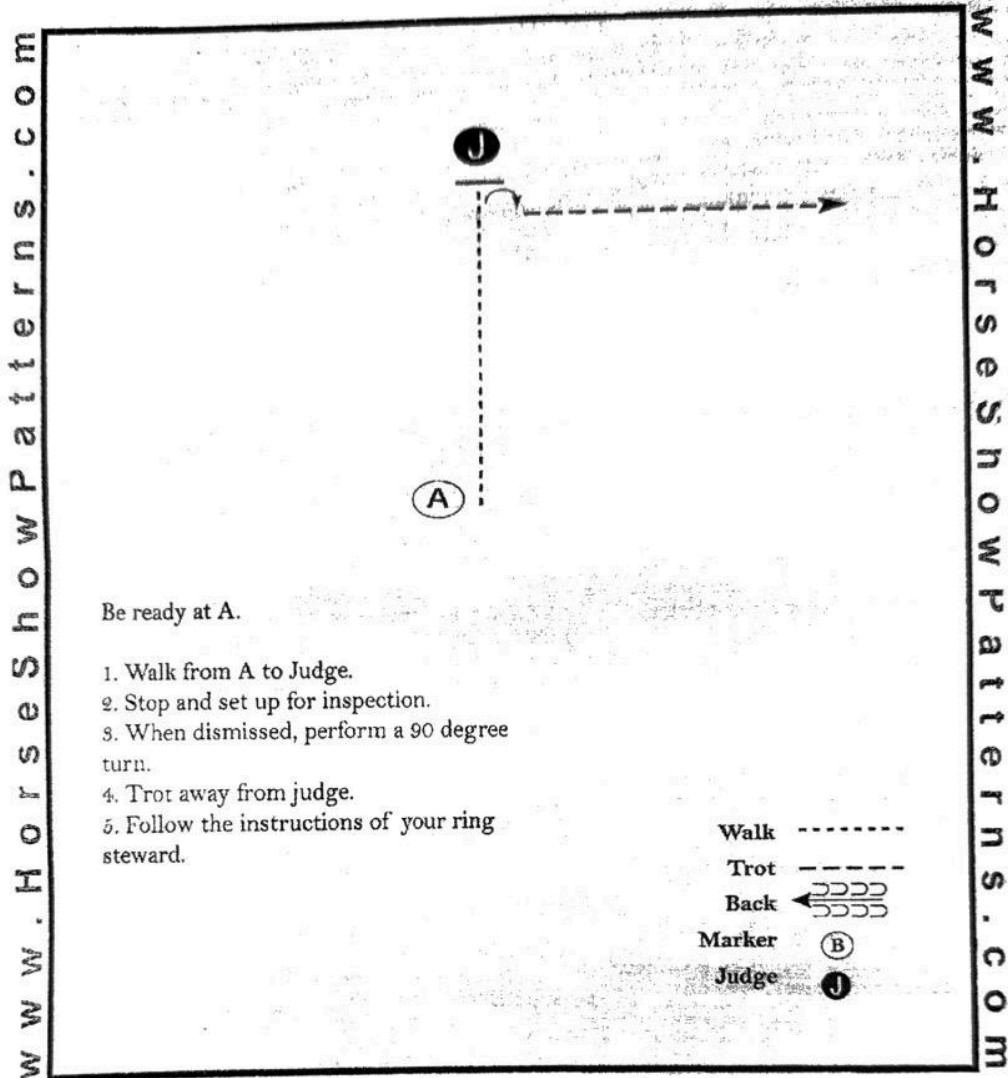


Showmanship - open Class #1



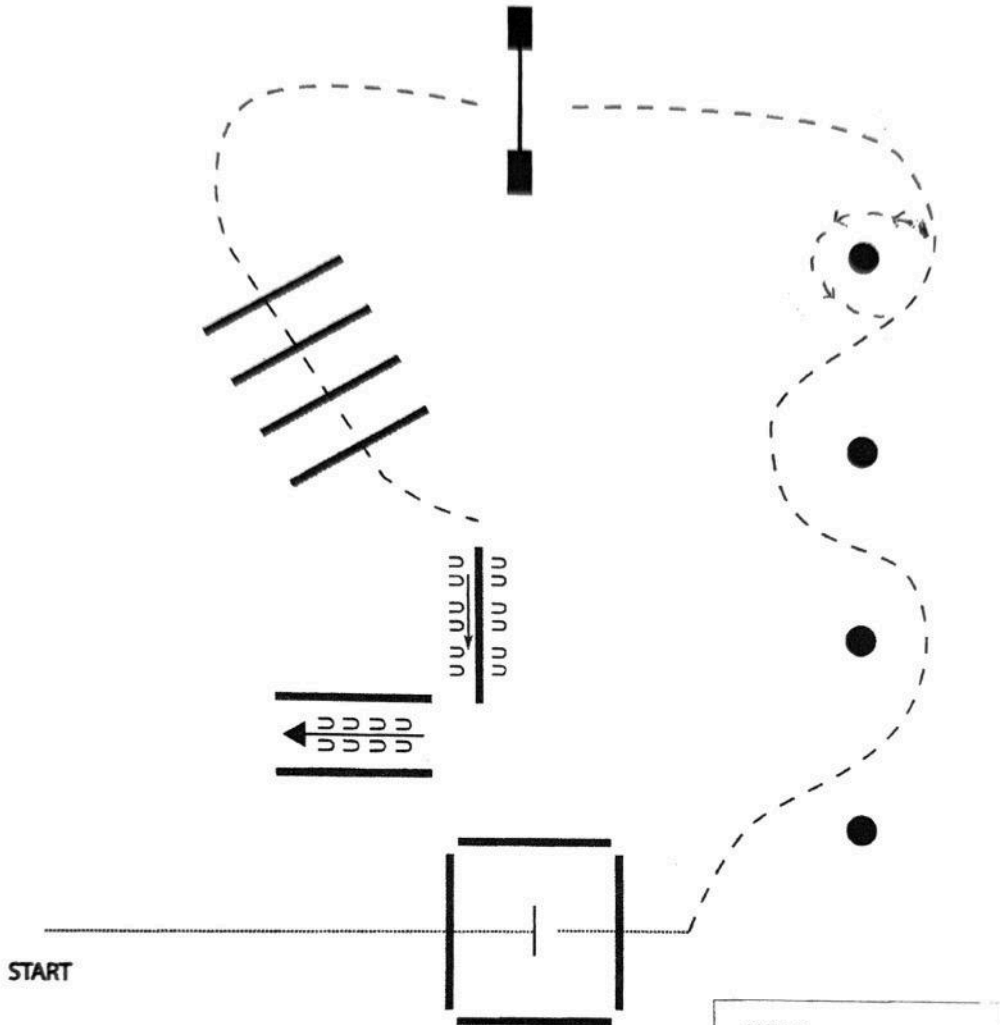
[S/WT-13]

Pattern Provided by:



classe 1
21 + 22

TRAIL PATTERN



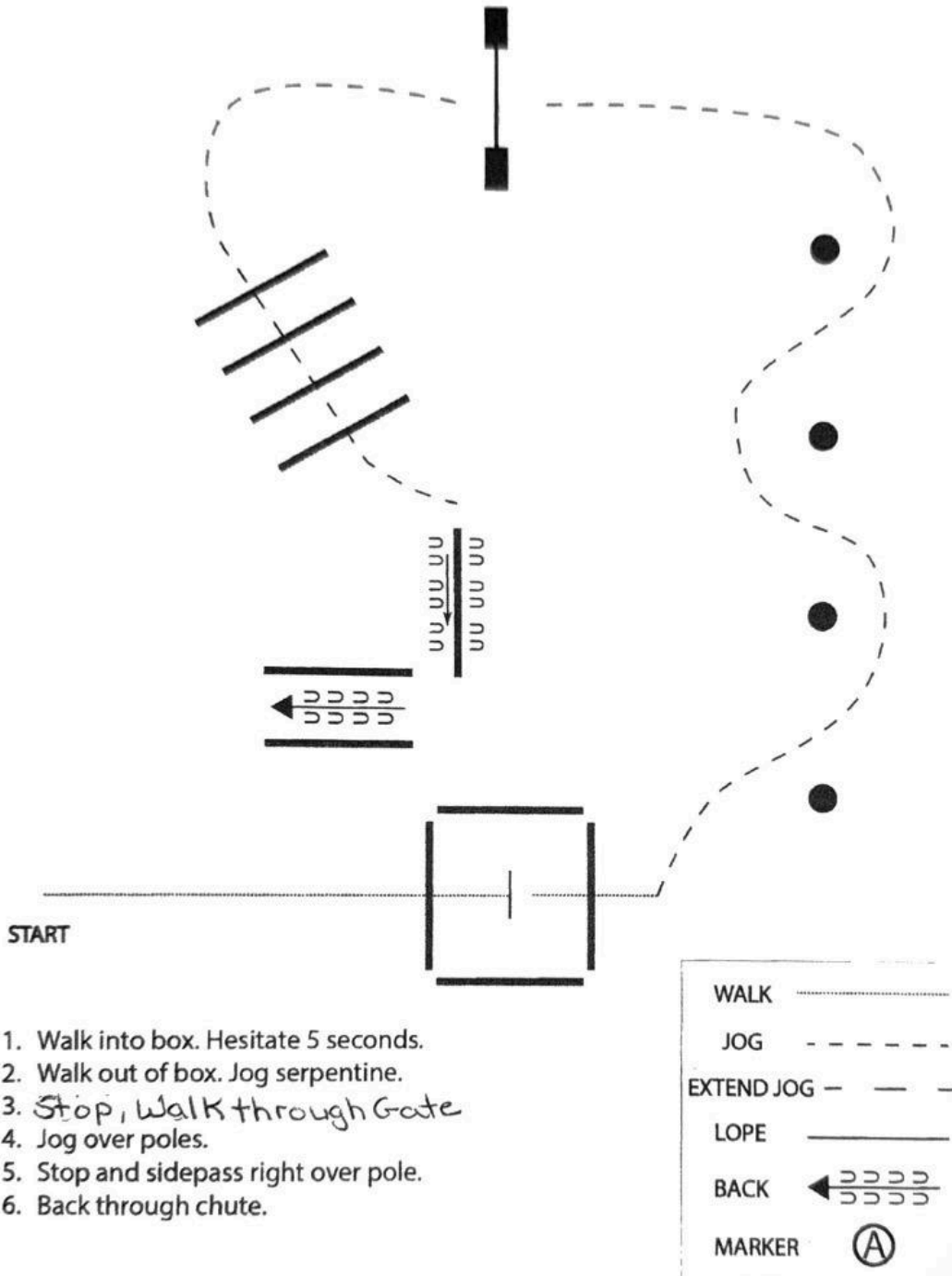
1. Walk into box. Hesitate 5 seconds.
2. Walk out of box. Jog serpentine, Circle last cone
3. Stop, Walk through Gate
4. Jog over poles.
5. Stop and sidepass right over pole.
6. Back through chute.

WALK
JOG	-----
EXTEND JOG	- - - -
LOPE	_____
BACK	← 3333
MARKER	Ⓐ

class# 23+24

1

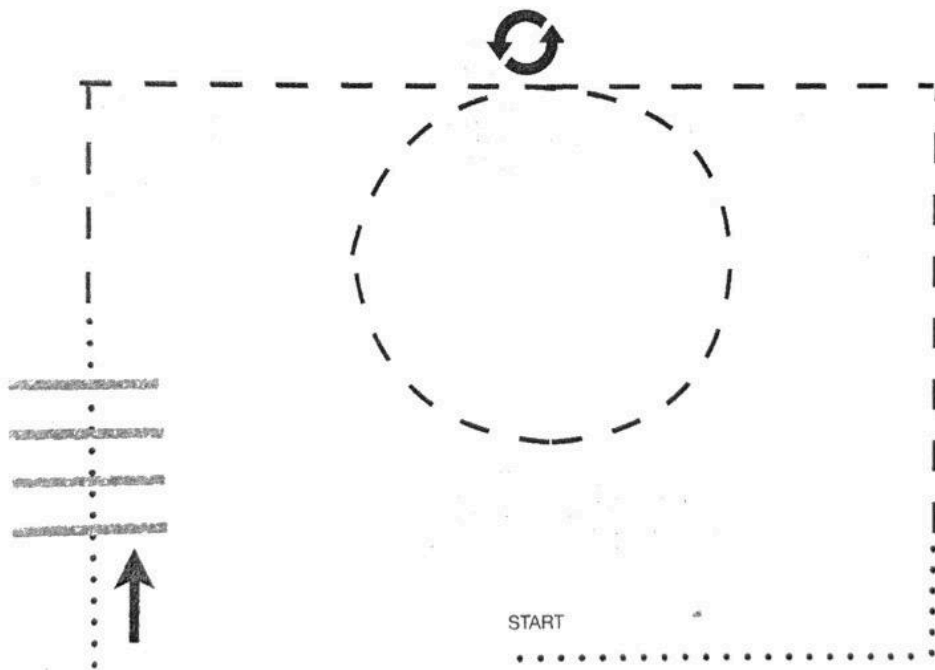
Ranch Trail Pattern



class 25+26

Ranch Riding Pattern: Walk Trot

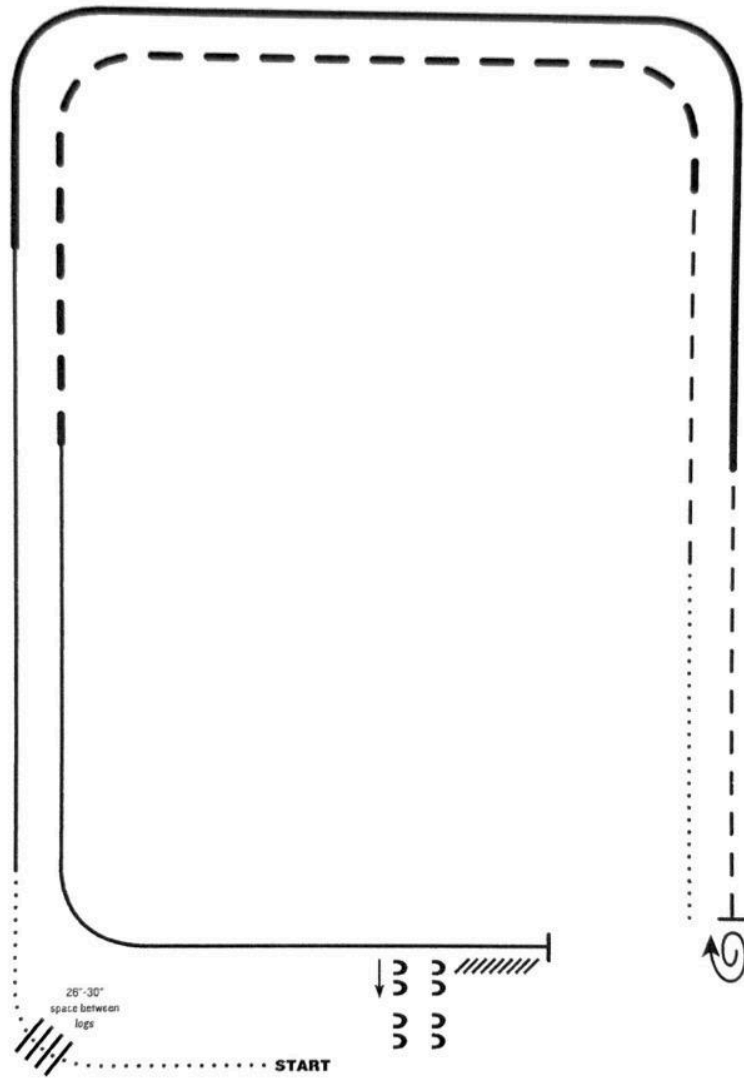
1. Walk
2. Trot half way up the arena
3. Turn left, trot to center
4. Trot circle to the left
5. Stop
6. 360 degree Turn to the left
7. Trot
8. Walk over rails
9. Stop and back one horse length



Class
RANCH RIDING - 27 + 28

LEGEND

.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
//////	Back
W	Load Change



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

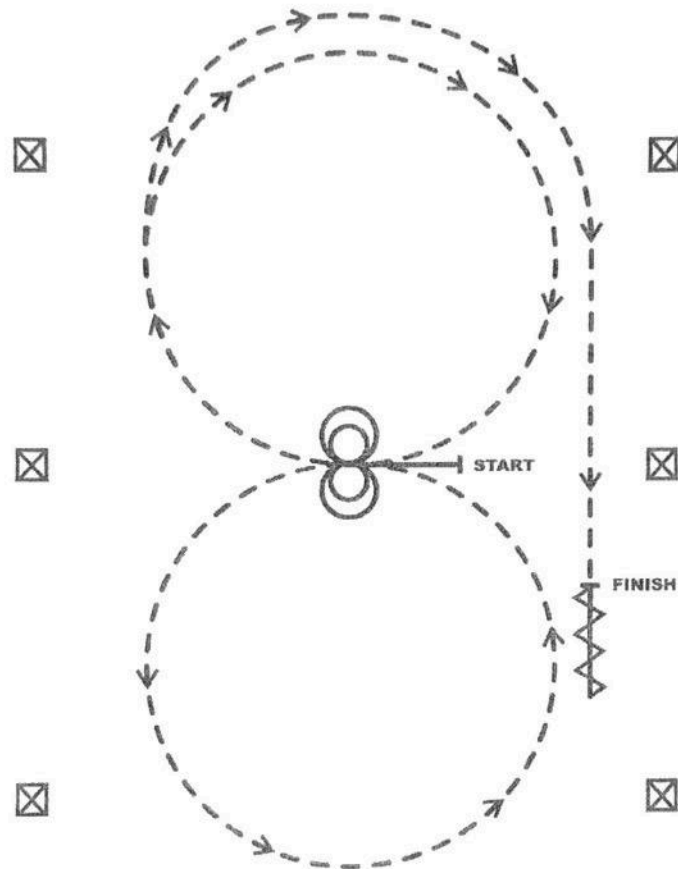
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize their own judgment to best exhibit these exercises.

Revised 05-2.



Ranch **-REINING**
Trot

class 29 + 30



Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate.
3. Trot one circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to demonstrate completion of the pattern.



Ranch Reining Pattern : Lope

Trot in. Start in center of arena.

1. Back at least 10 ft.
2. Starting on the right lead, perform two circles - the first small and slow and the second large and fast.
3. Perform a simple or flying change at the center.
4. Perform two circles to the left - the first large and fast and the second small and slow.
5. Perform a simple or flying lead change at the center.
6. Continue around to the right and run down past the center marker. Perform a sliding stop.
7. Hesitate, then perform one spin to the right followed by one spin to the left.

Hesitate to show completion of pattern.

JUDGE

