

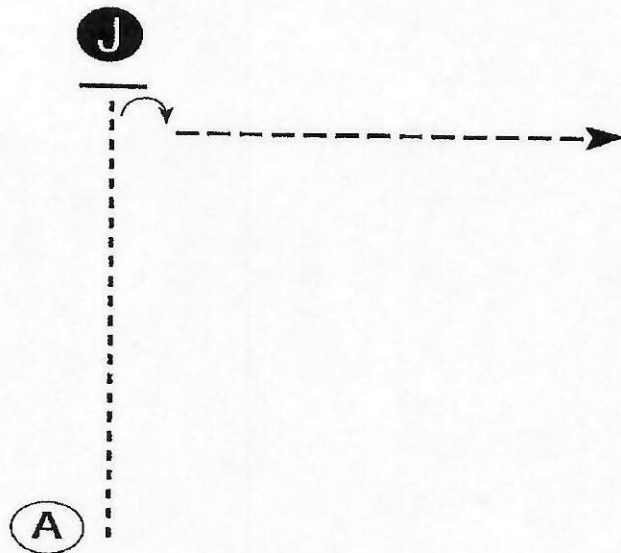
Int. Showmanship

Class 1

Show Date:

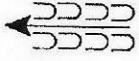
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Be ready at A.

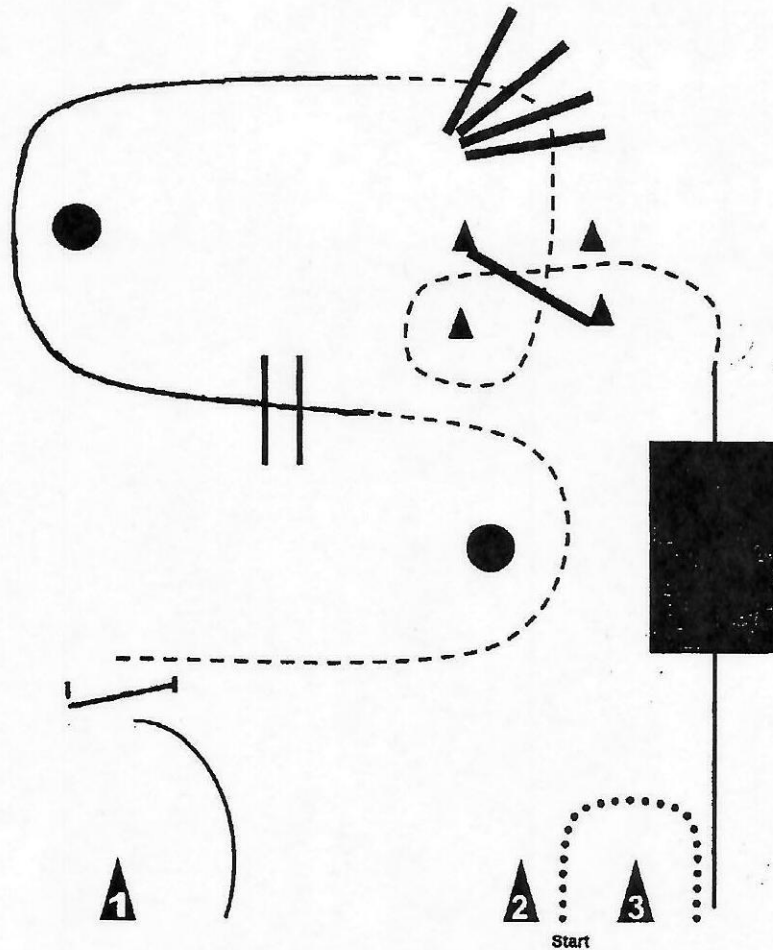
1. Walk from A to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 90 degree turn.
4. Trot away from judge.
5. Follow the instructions of your ring steward.

Walk -----
Trot -----
Back ← 
Marker (B)
Judge (J)

Pattern Provided by:

[S/WT-13]

In Hand Trail Pattern

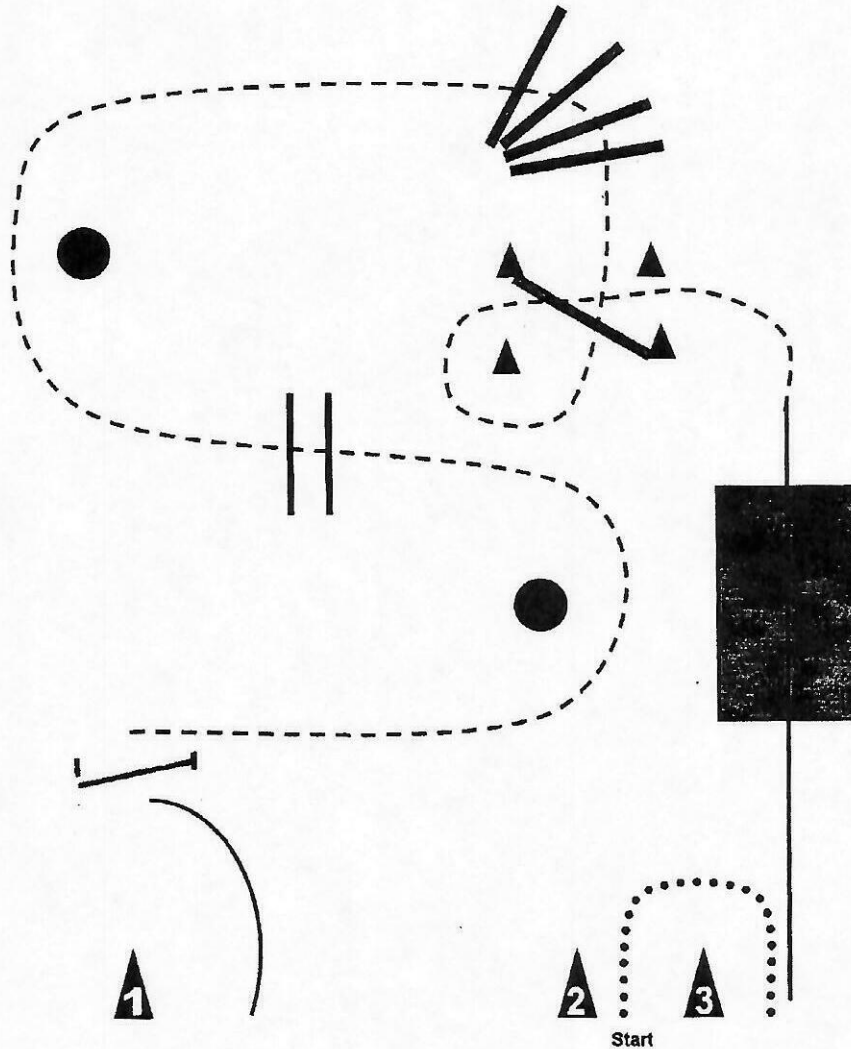


Be ready at the cone.

1. Back around Cone 3.
2. Walk over bridge.
3. Jog through cones, over log, around cone and over log again.
4. Continue logging over four logs, for
5. Walk left around Pole, continue walk over two logs
6. Jog around pole and to gate
7. Stop, Walk through gate.
8. Exit at walk between cones 1 and 2.

Back
Walk ———
Jog - - - -

Trail Pattern



Be ready at the cone.

1. Back around Cone 3.
2. Walk over bridge.
3. Jog through cones, over log, around cone and over log again.
4. Continue jogging over four logs, left around Pole.
5. Jog over two logs.
6. Jog around pole and to gate
7. Stop, Walk through gate.
8. Exit at walk between cones 1 and 2.

Back.....

Walk———

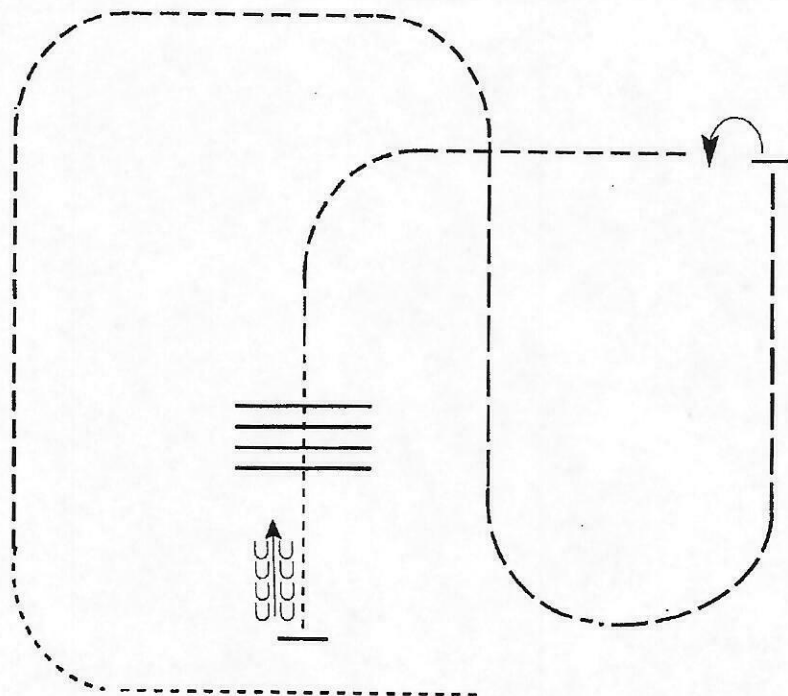
Jog———

Back
Walk
Jog - - - - -

Ranch Riding (Walk/Trot)

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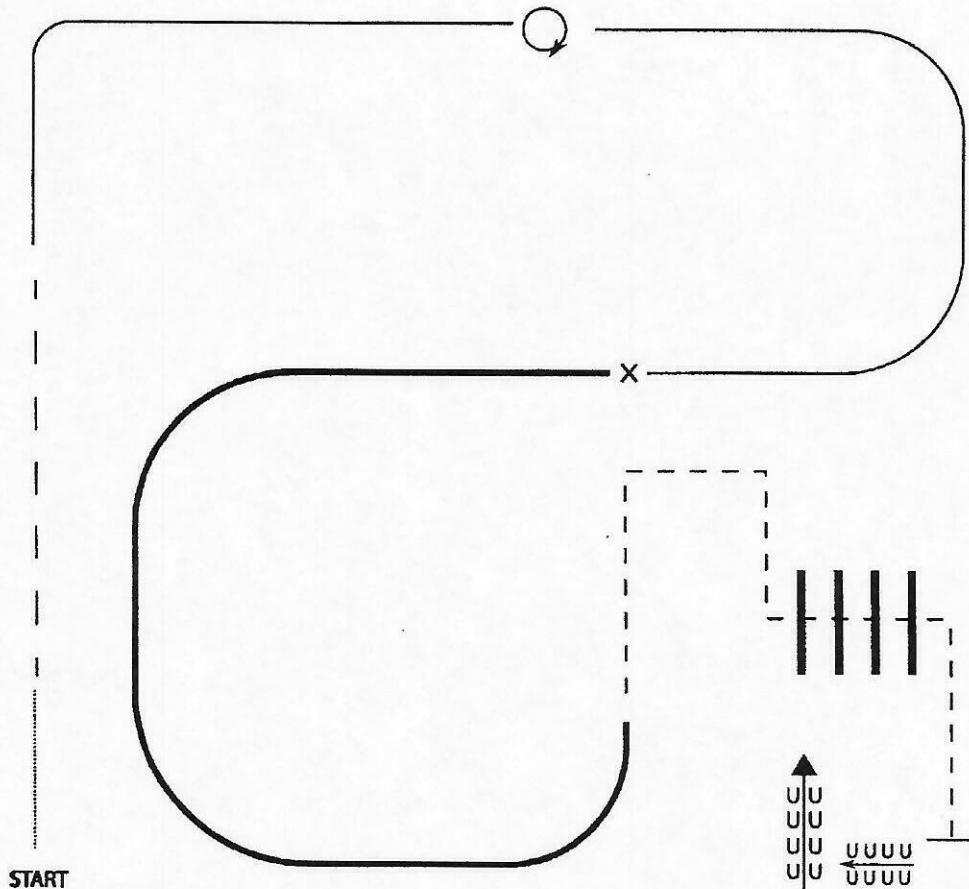


1. Walk
2. Trot
3. Extended trot
4. Stop and turn 90 degrees left
5. Trot
6. Walk, walk over logs
7. Stop and back

Walk	
Trot	-----
Extended Trot	-----
Lope	
Lead Change	
Backr	

[RR/Walk_Trot]

Ranch Riding Pattern



START

1. Walk.
2. Extend jog.
3. Lope right lead.
4. Stop. 360 spin right.
5. Lope right lead.
6. Change leads.
7. Extend lope.
8. Jog square corners.
9. Jog over poles.
10. Stop. Sidepass right.
11. Back one horse length.

WALK	
JOG	-----
EXTEND JOG	- - - - -
LOPE	=====
EXTEND LOPE	=====
BACK	← 333333