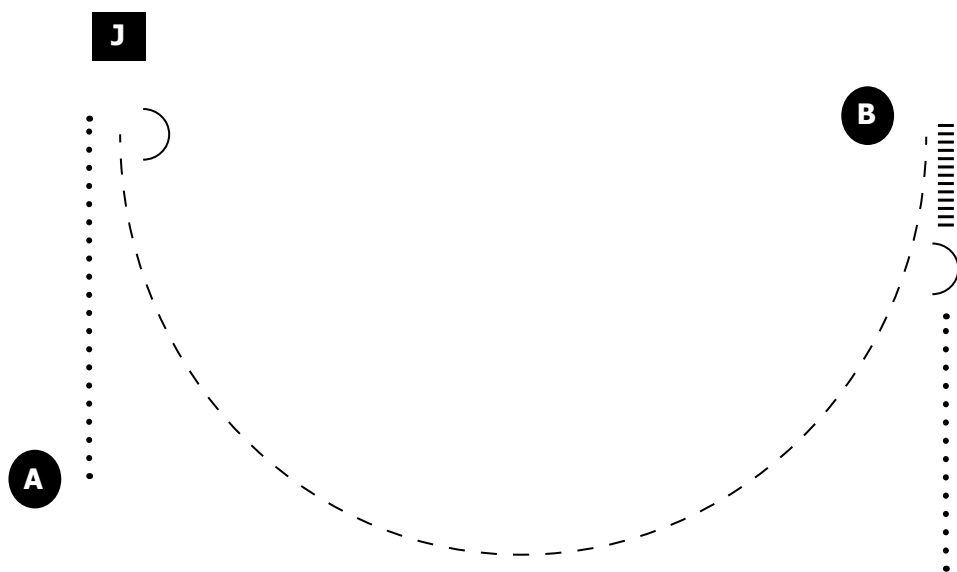


## Instructions

1. Start at A. Walk to Judge, stop.
2. Set up.
3. Inspection.
4. When dismissed, execute  $\frac{1}{2}$  turn.
5. Trot to B, stop.
6. Back one horse length.
7. Execute  $\frac{1}{2}$  turn.
8. Walk to exit.

# Junior Showmanship and 2 yr old class



Walk ..... Trot - - - - Back |||||

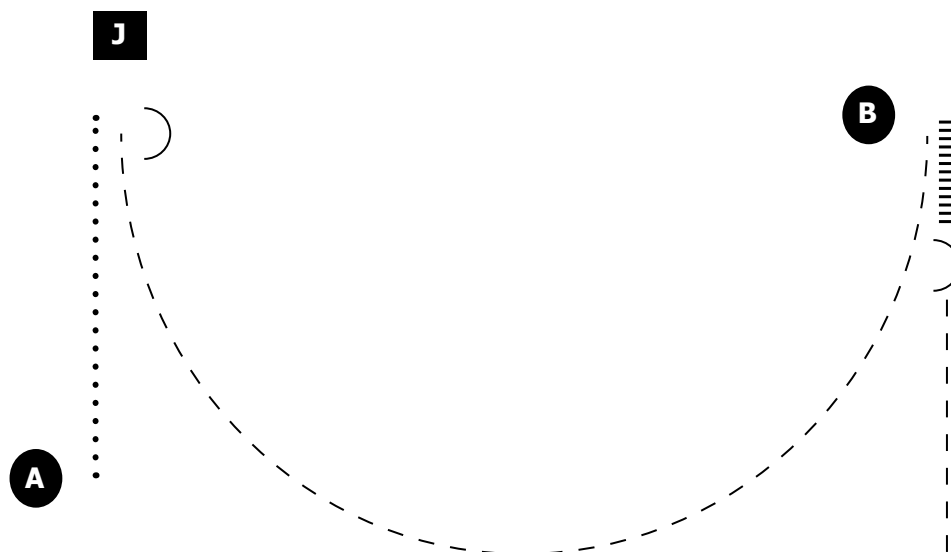
Judge



# Intermediate Showmanship

## Instructions

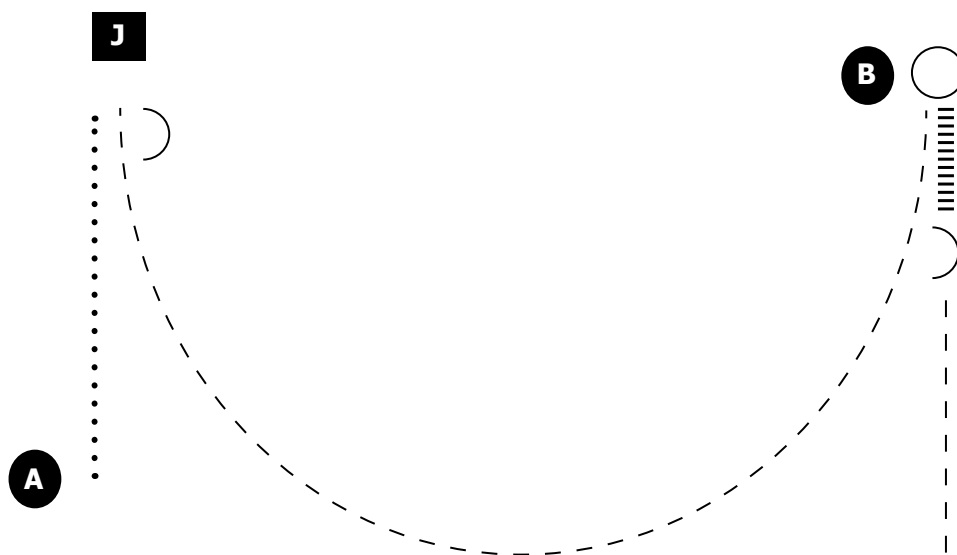
1. Start at A. Walk to Judge, stop.
2. Set up.
3. Inspection.
4. When dismissed, execute ½ turn.
5. Trot to B, stop.
6. Back one horse length.
7. Execute ½ turn.
8. Trot to exit.



## Instructions

1. Start at A. Walk to Judge, stop.
2. Set up.
3. Inspection.
4. When dismissed, execute  $\frac{1}{2}$  turn.
5. Trot to B, stop.
6. Execute 1 turn.
7. Back one horse length.
8. Execute  $\frac{1}{2}$  turn.
9. Trot to exit.

# Senior Showmanship



Walk . . . . . Trot - - - - Back |||||

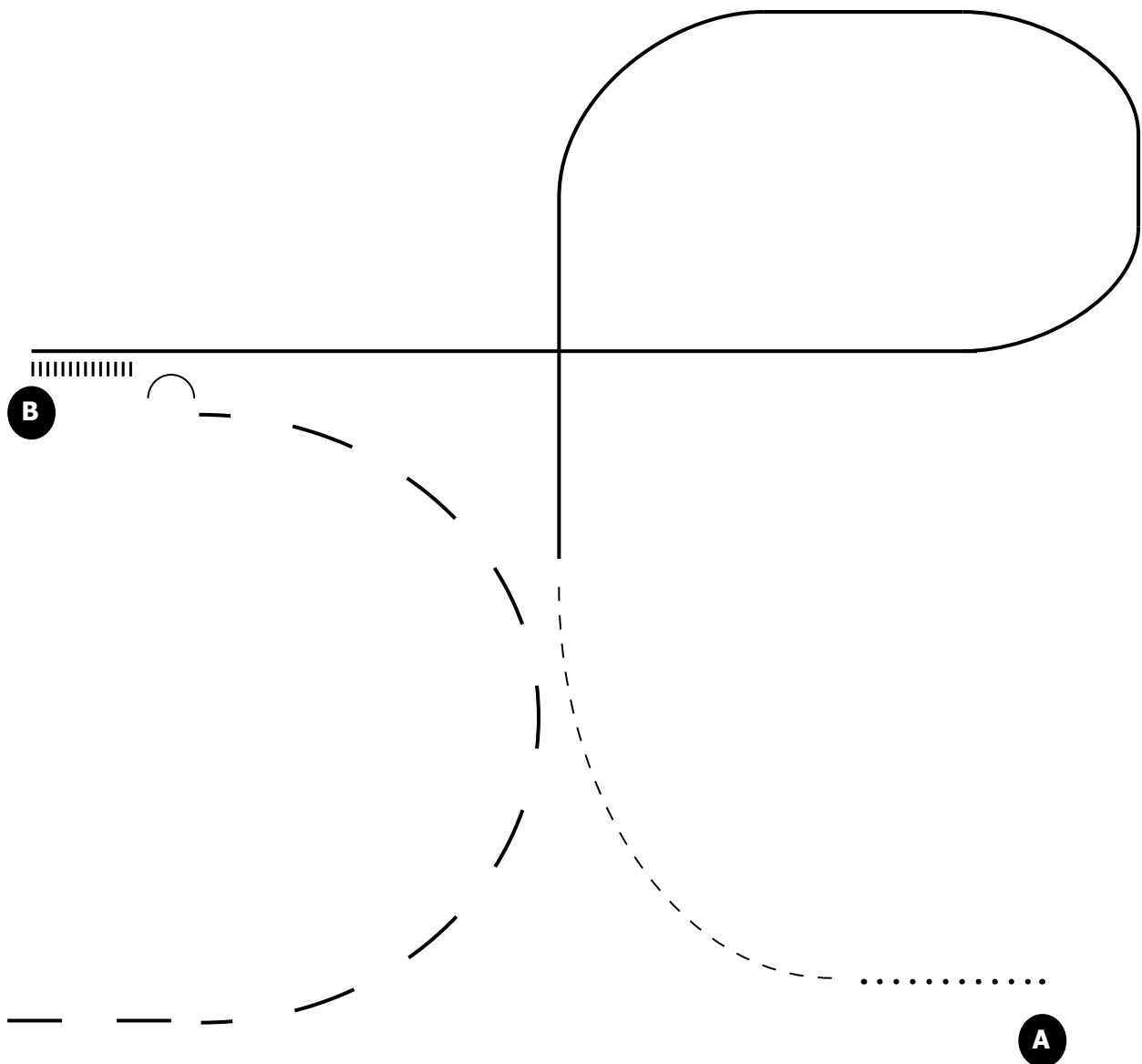
Judge



# Junior Equitation

## Instructions

1. Start at A. Walk several strides.
2. Sitting trot.
3. Canter, right lead, to B.
4. Stop, back one horse length.
5. Execute  $\frac{1}{2}$  turn on the forehand, to the right.
6. Trot, left diagonal, to exit.



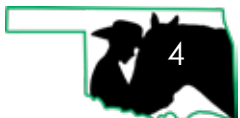
Walk . . . . .

Sitting Trot - - - -

Trot - - -

Canter ———

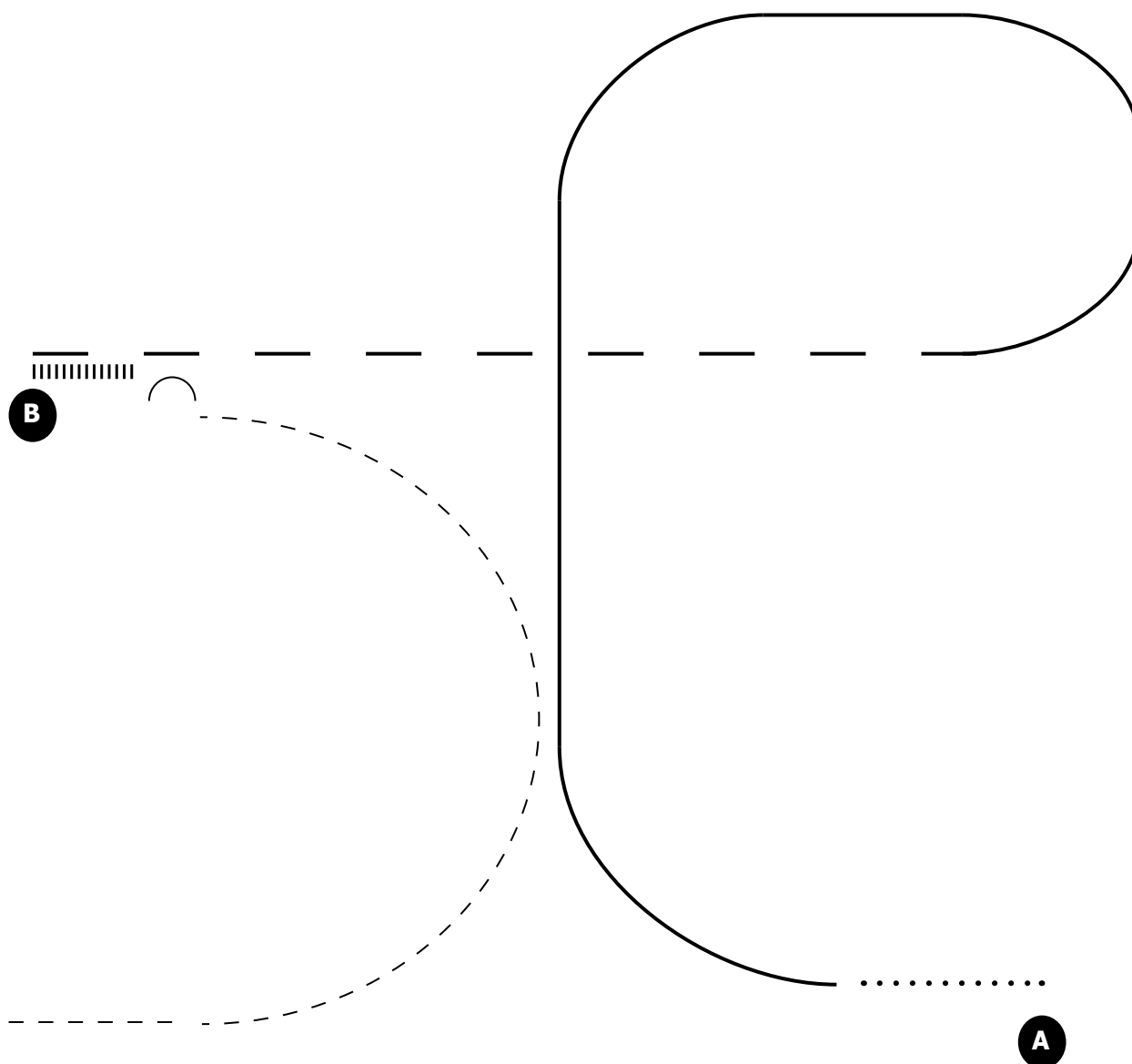
Back |||||



# Senior Equitation

## Instructions

1. Start at A. Walk several strides.
2. Canter, right lead.
3. Trot, left diagonal, to B.
4. Stop, back one horse length.
5. Execute  $\frac{1}{2}$  turn on the forehand, to the right.
6. Sitting trot to exit.



Walk . . . . .

Sitting Trot - - - -

Trot - - -

Canter ———

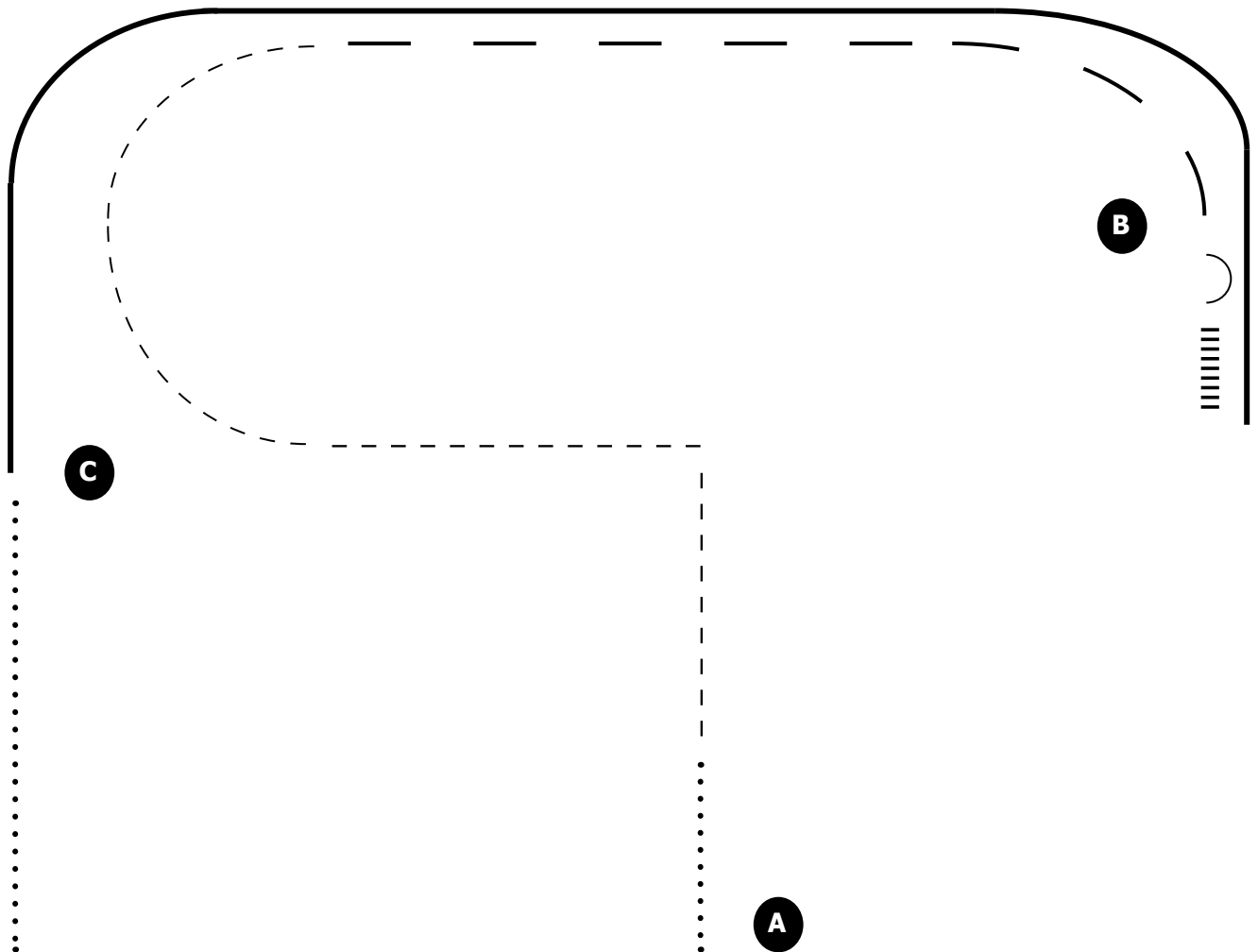
Back |||||



## Instructions

1. Start at A, Walk several strides.
2. Jog.
3. Extended jog to B.
4. Stop, execute  $\frac{1}{2}$  turn left on the haunches.
5. Back one horse length.
6. Lope, left lead to C.
7. Walk to exit.

# Junior Horsemanship



Walk . . . . .

Jog - - - -

Ext. Jog - - - -

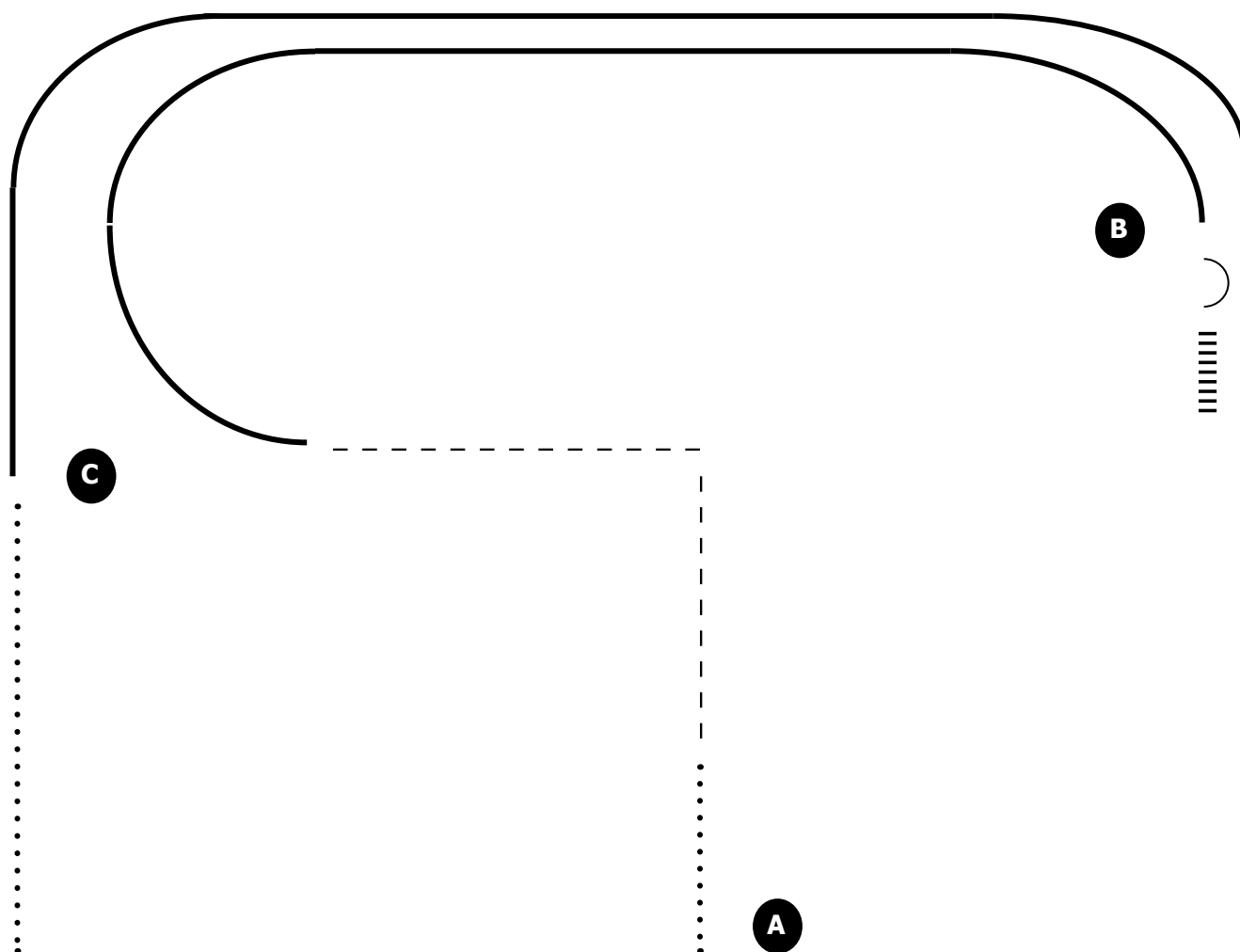
Lope ———

Back |||||

## Instructions

1. Start at A, Walk several strides.
2. Jog.
3. Lope, right lead, to B
4. Stop, execute  $\frac{1}{2}$  turn left on the haunches.
5. Back one horse length.
6. Lope, left lead to C.
7. Walk to exit.

# Senior Horsemanship



Walk . . . . .

Jog - - - -

Ext. Jog - - -

Lope ———

Back |||||



# Hunter Hack

all classes

## Instructions

1. Canter to fences.
2. Jump fences 1 and 2.
3. Hand gallop to marker.
4. Stop and settle.

Start

Finish

O



Path ———

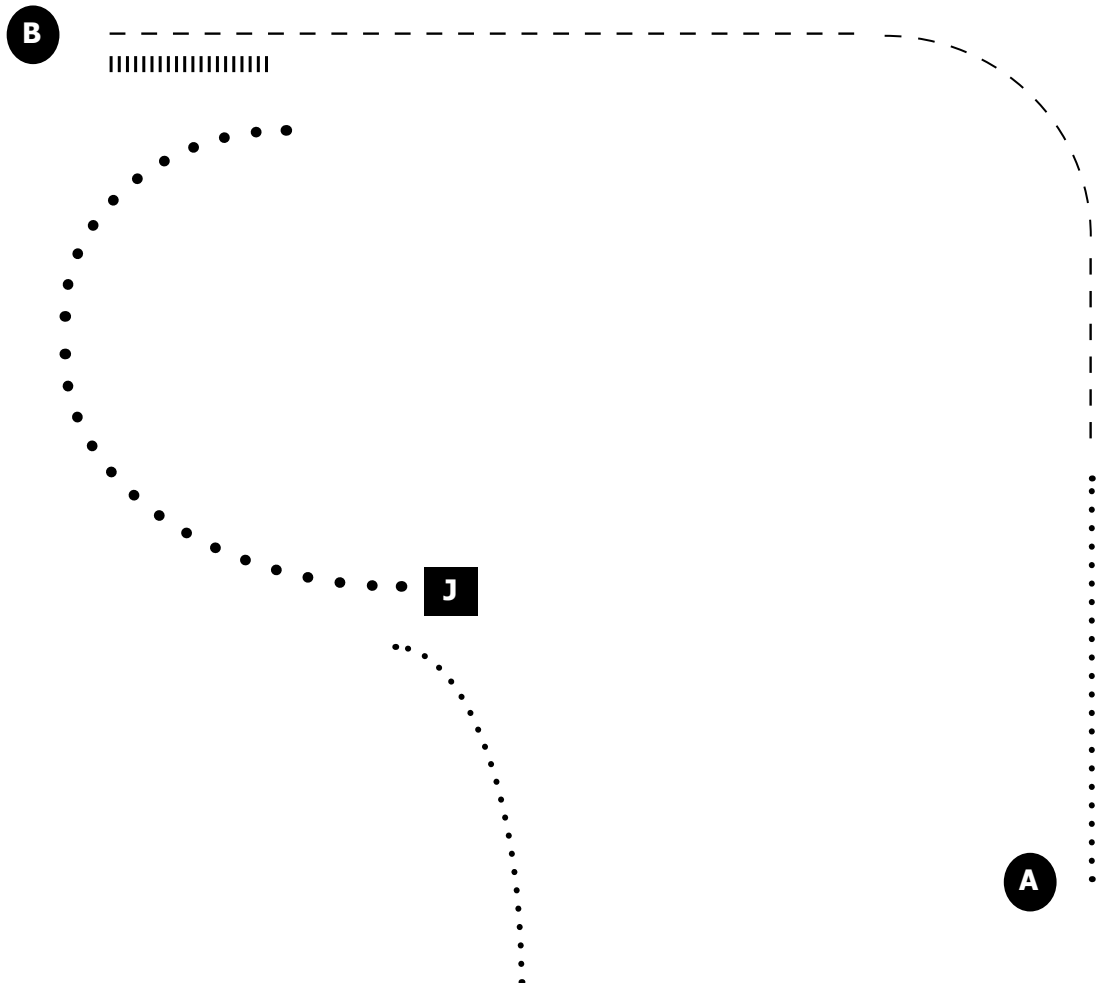
Fence ———



## Instructions

1. Start at A with horse on a long lead. Gather lead and walk forward.
2. Trot curve to B, stop.
3. Ask horse to lower head.
4. Back one horse length.
5. Extended walk half circle.
6. Stop at Judge, answer horse knowledge question.
7. Walk to exit when dismissed.

# Junior Ranch Ground Handling



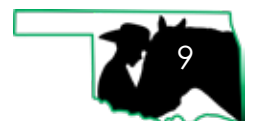
Walk . . . . .

Jog - - -

Lope ———

Back - - - - -

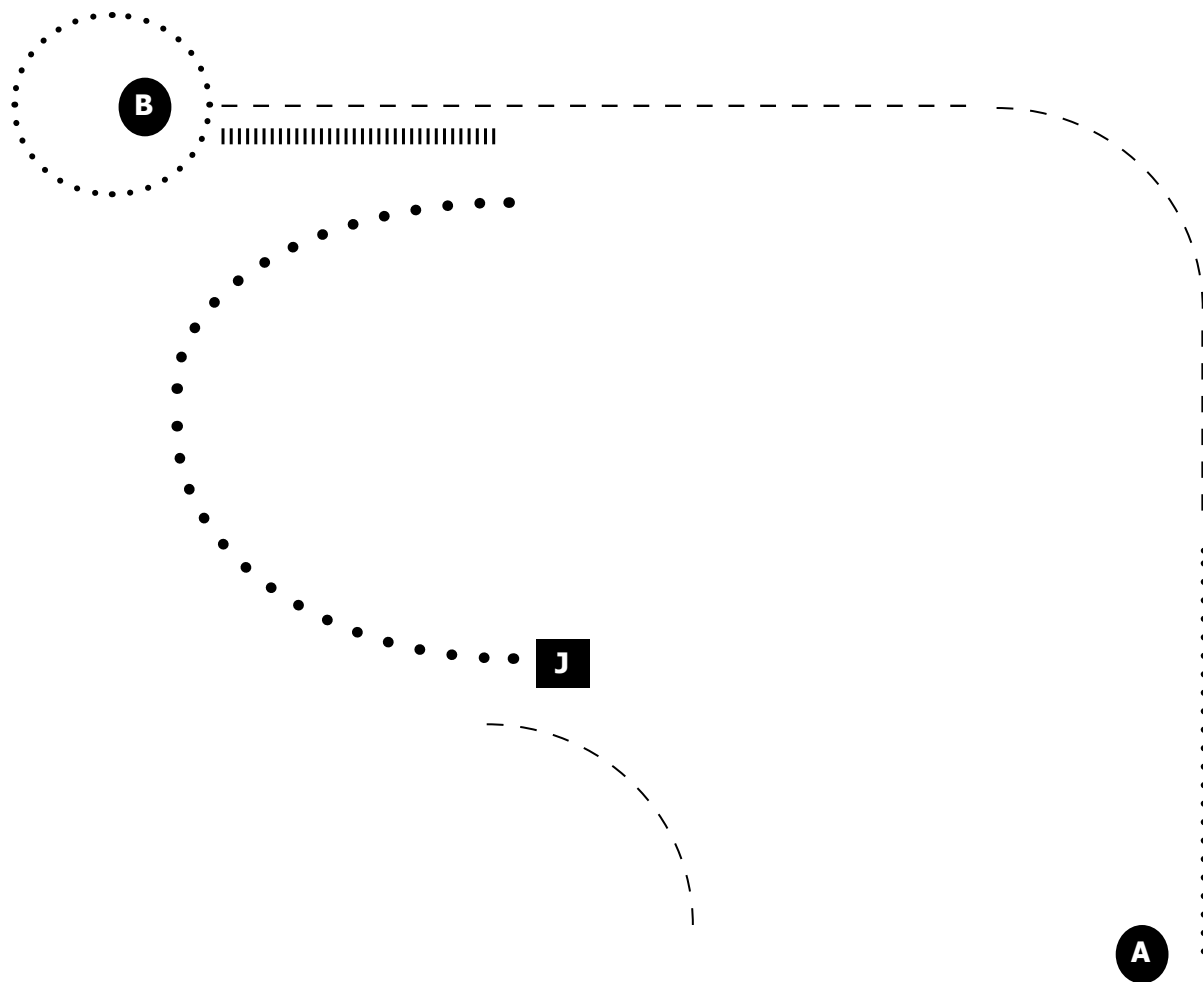
Lead Change           



# Senior Ranch Ground Handling

## Instructions

1. Start at A with horse on a long lead. Gather lead and walk forward.
2. Trot curve to B, stop.
3. Ask horse to lower head.
4. Ground tie by dropping the horse's lead then walking around the cone either direction and back to horse.
5. Back two horse lengths.
6. Extended walk half circle.
7. Stop at Judge, answer horse knowledge question.
8. Walk to exit when dismissed.



Walk . . . . .

Back - - - - -

Jog - - - - -

Lead Change           

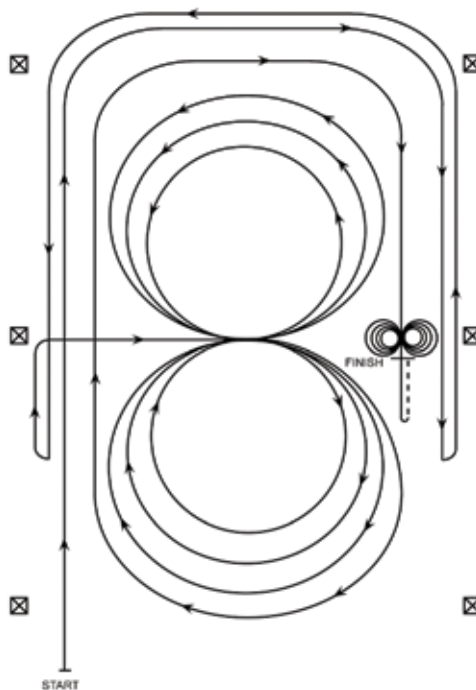
Lope

# Reining

## all classes

### Instructions

1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20 feet from walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback – no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least 20 feet from the wall or fence, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right; the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least 20 feet from the wall or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet. Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.



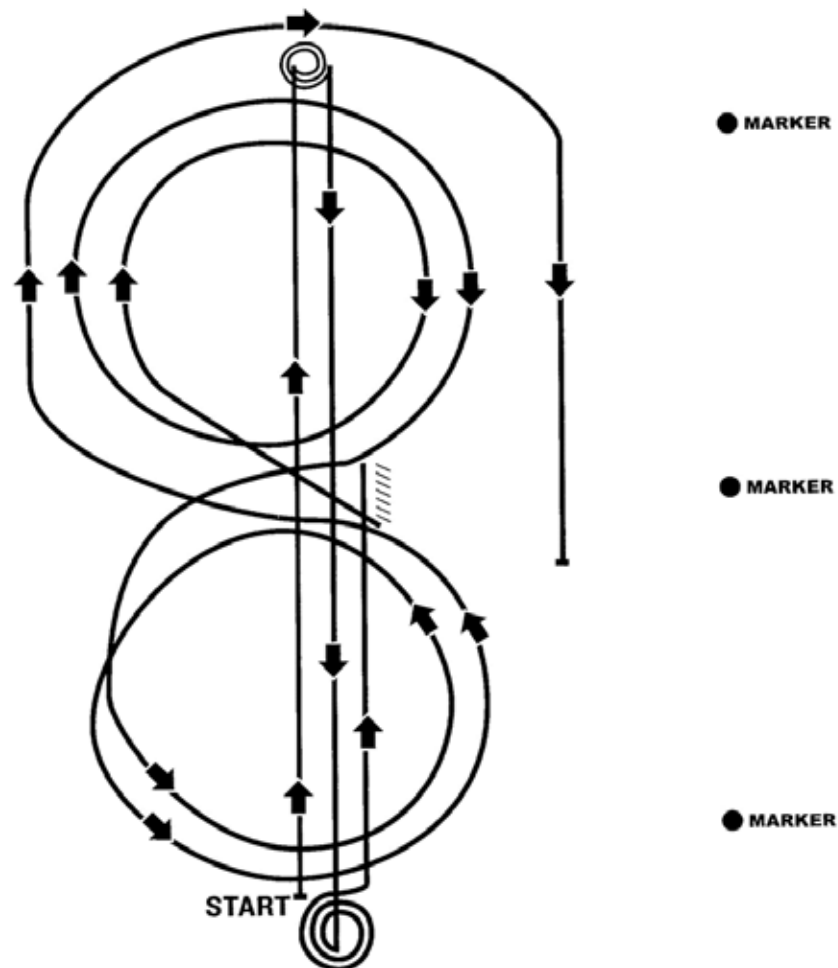
## Instructions

### Pattern 4

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 3 1/2 spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete 1/4 turn to the left, hesitate. Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past the center marker, at least 20 feet from fence and come to a sliding stop.
9. Hesitate to complete pattern.

# Boxing Dry Work

all classes



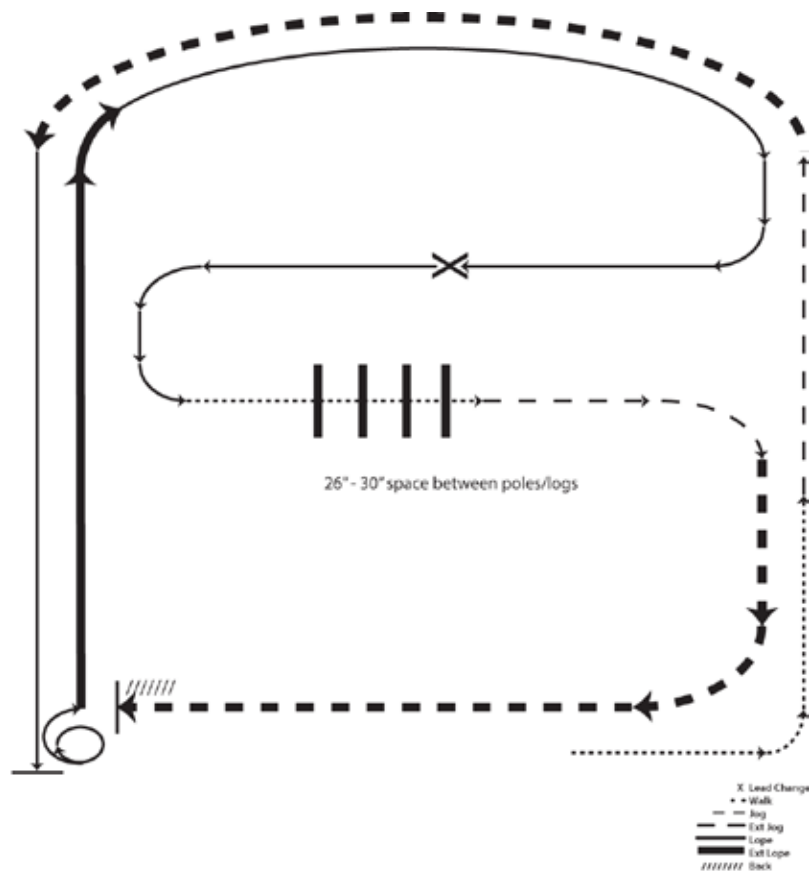
# Ranch Riding

all classes

## Instructions

### Pattern 2

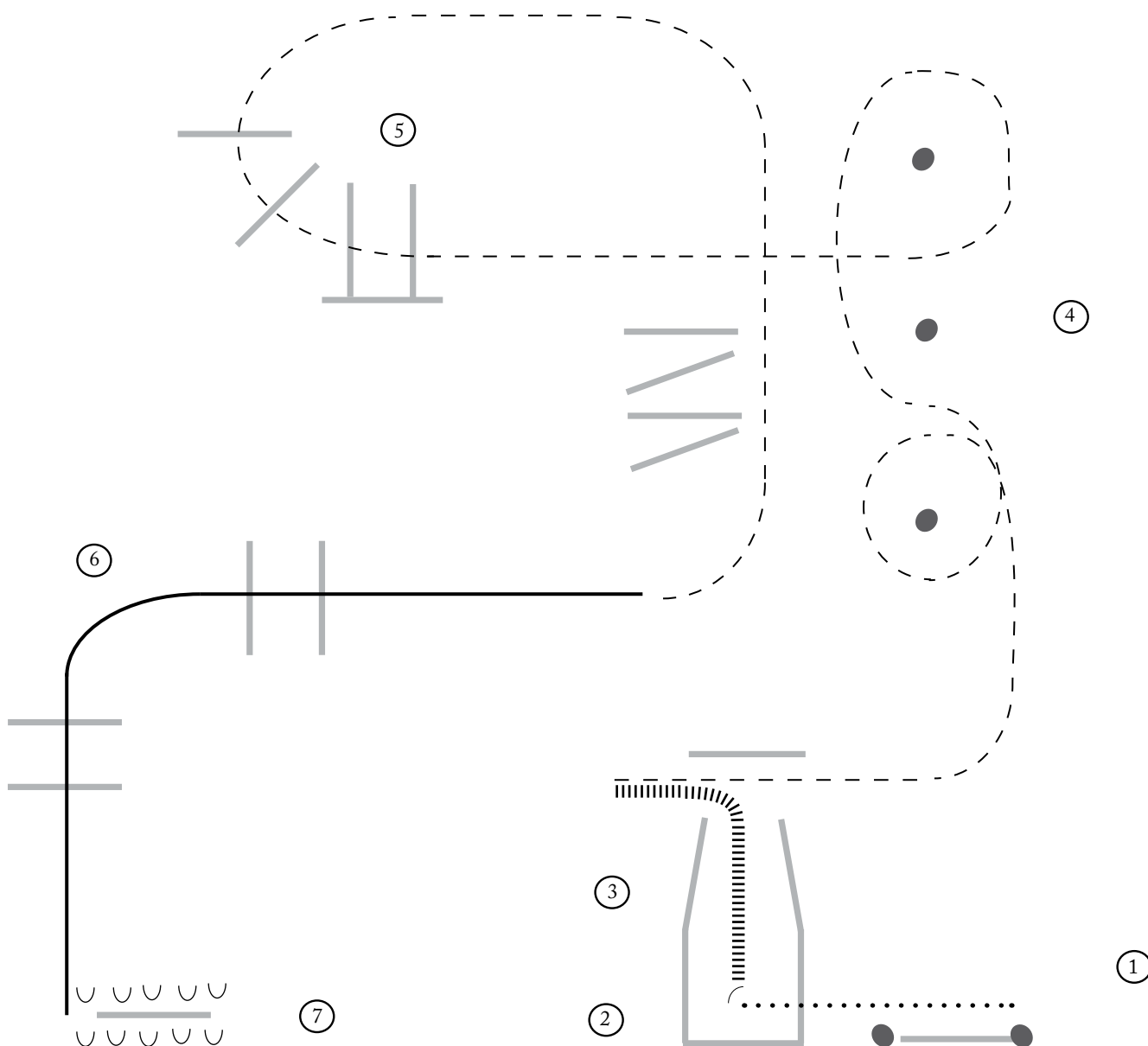
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1½ turn right
6. Extended lope
7. Collect to working lope, right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back



## Instructions

1. Work gate, left hand
2. Walk into box, execute ¼ turn left.
3. Back L
4. Jog serpentine
5. Jog over poles
6. Lope, left lead, over poles
7. Stop, sidepass left over pole, walk to exit

# Junior Trail

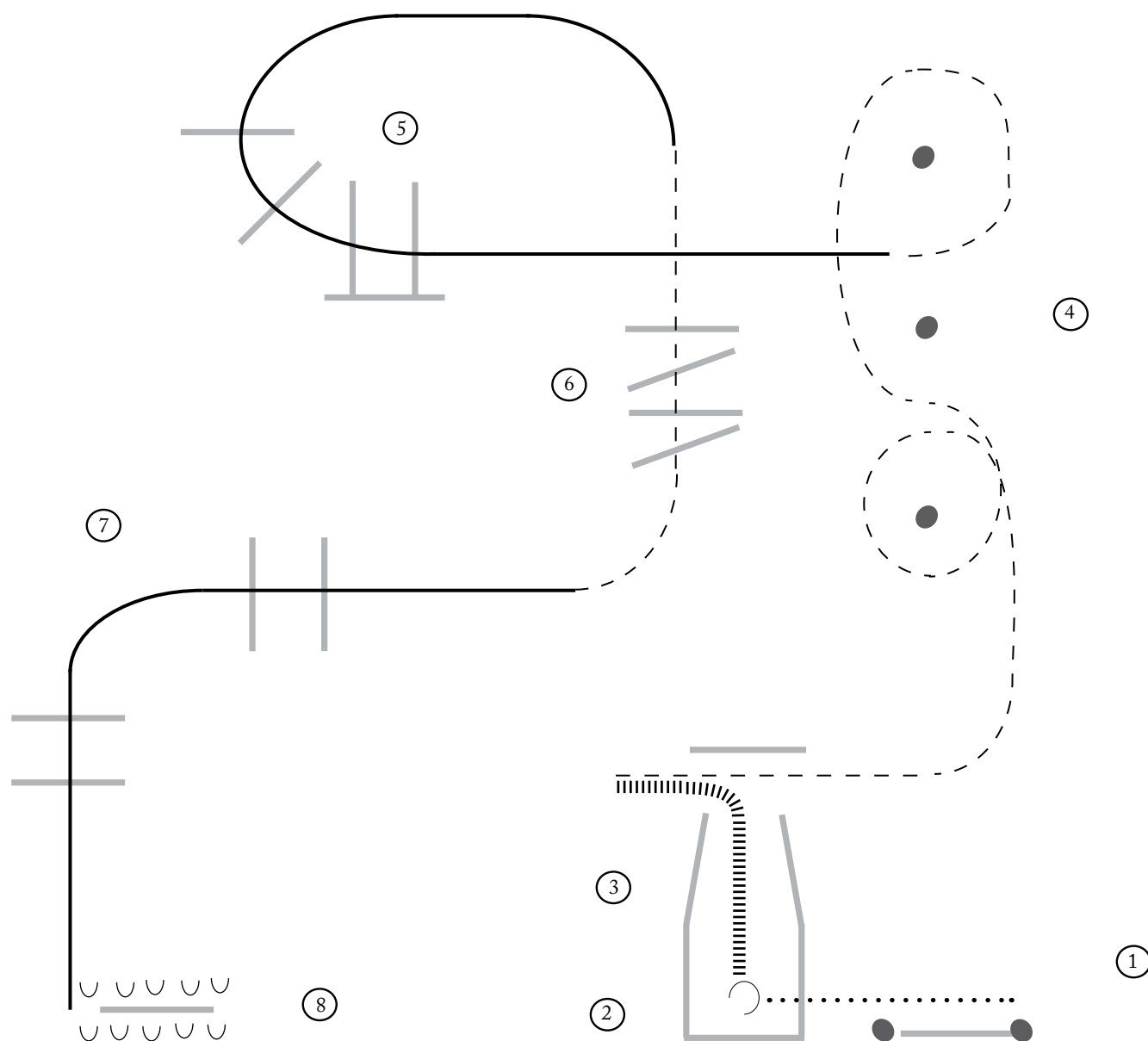


Walk ..... Jog - - - Lope ——— Back ||||| Sidepass ∩ ∩

## Instructions

1. Work gate, left hand
2. Walk into box, execute  $\frac{3}{4}$  turn right.
3. Back L
4. Jog serpentine
5. Lope, right lead, over poles
6. Jog over poles
7. Lope, left lead, over poles
8. Stop, sidepass left over pole, walk to exit

# Senior Trail

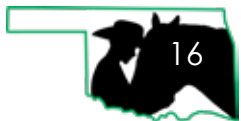
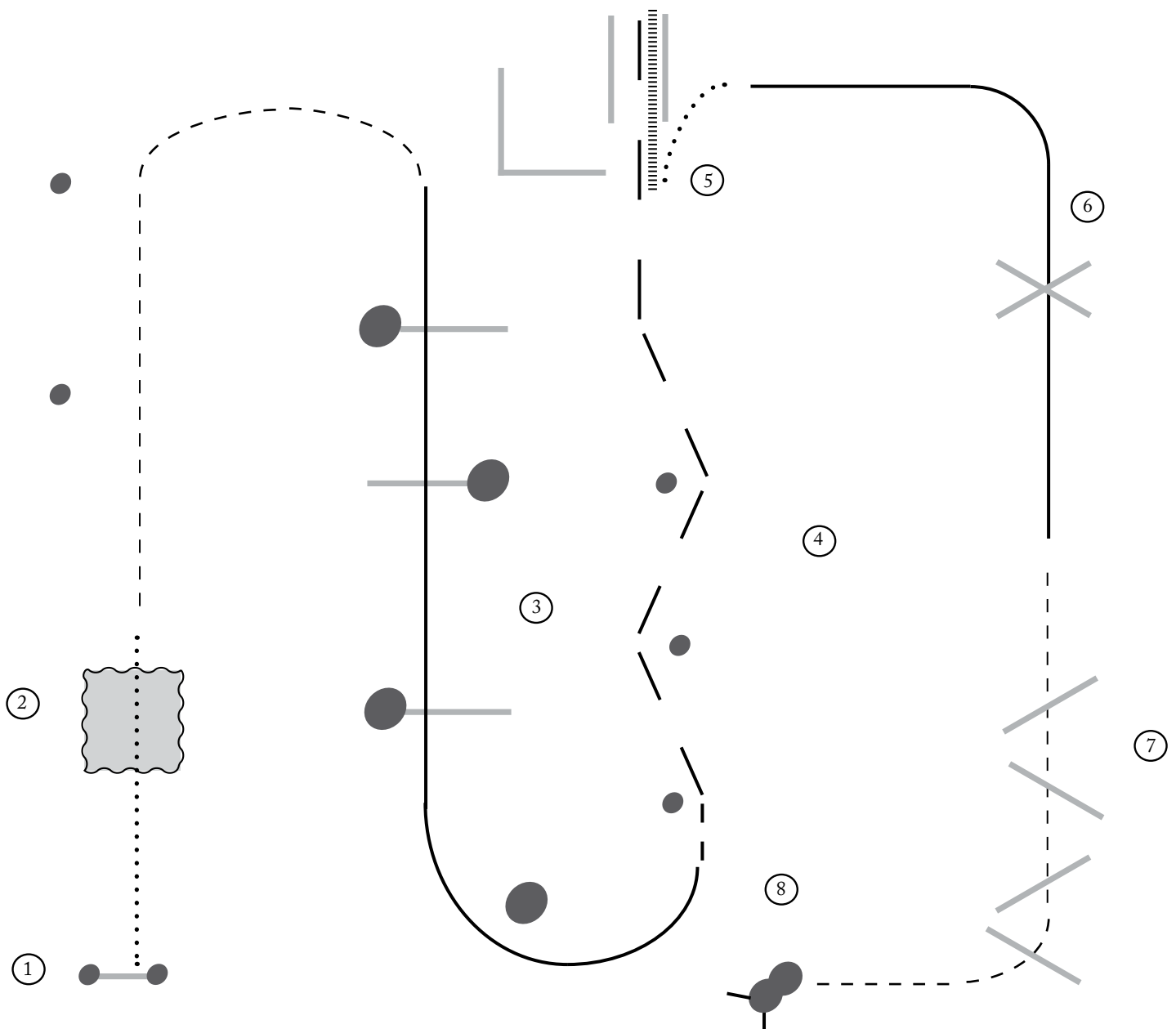


Walk ..... Jog - - - Lope ——— Back ||||| Sidepass ∩ ∩

# Junior Ranch Trail

## Instructions

1. Work gate
2. Walk over bridge
3. Trot, then lope, left lead, over logs
4. Extended trot serpentine
5. Stop, back out of chute.
6. Walk, then lope, right lead, over jump.
7. Trot over logs.
8. Stop, rope steer



Walk ..... Jog - -

Lope —

Back |||||

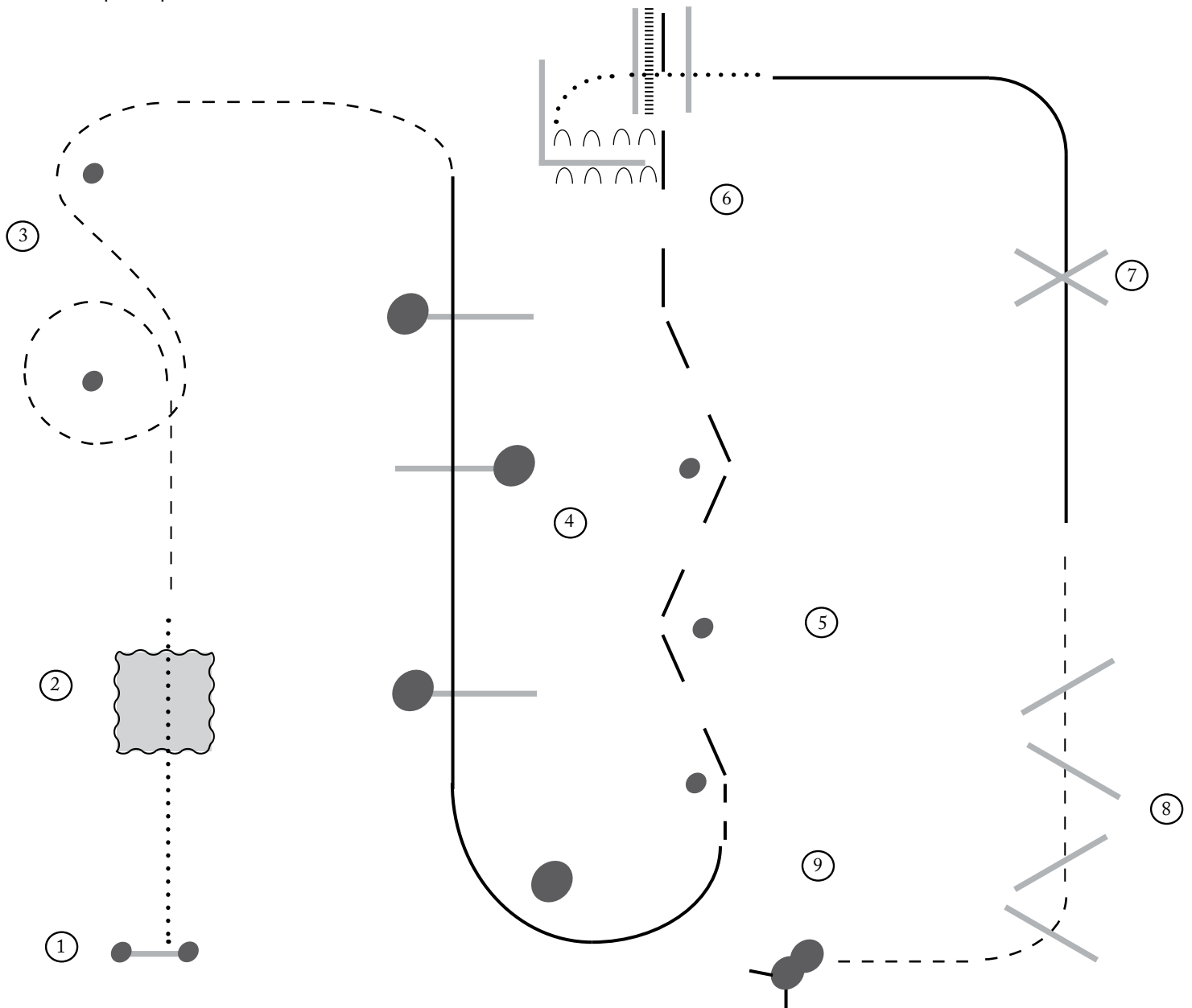
Sidepass <<



## Instructions

1. Work gate
2. Walk over bridge
3. Trot around cones.
4. Lope, left lead, over logs
5. Extended trot serpentine
6. Stop, back, sidepass.
7. Walk over poles, then lope, right lead, over jump.
8. Trot over logs.
9. Stop, rope steer

# Senior Ranch Trail



Walk ..... Jog - -

Lope ———

Back ||||| Sidepass <<

