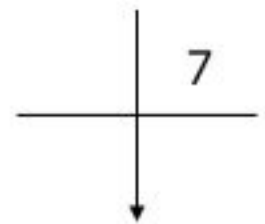
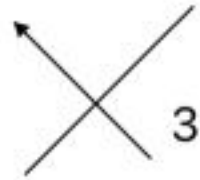
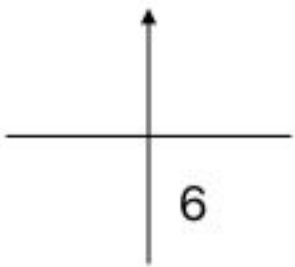
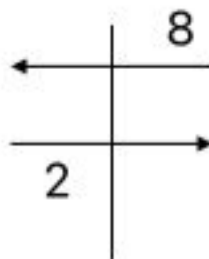


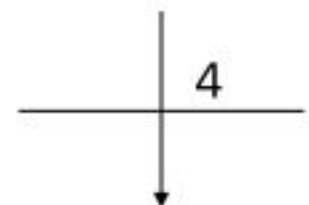
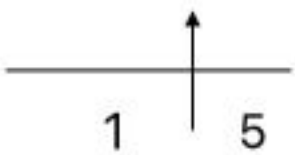
2'3 Hunter EQ



72'

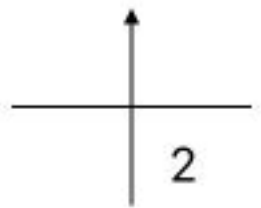
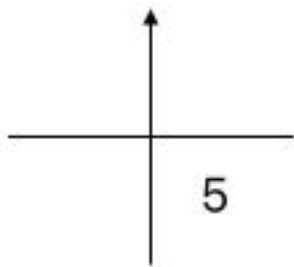


60'

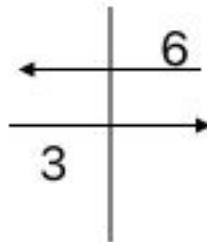


Gate

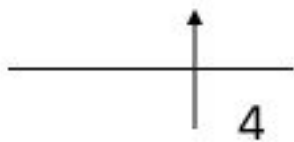
2'3 Hunter OF



72'

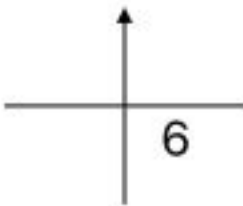
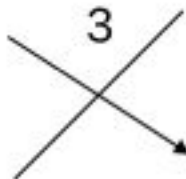
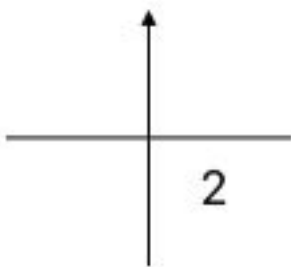


60'

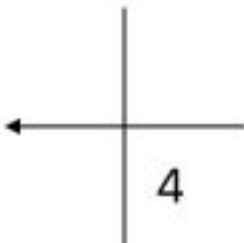


Gate

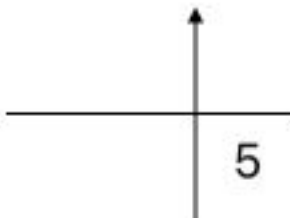
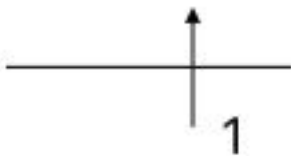
18" Cross Rail
&
2' Cross Rail



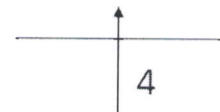
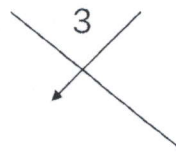
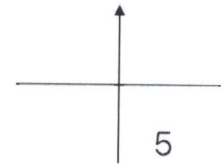
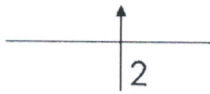
72'



60'



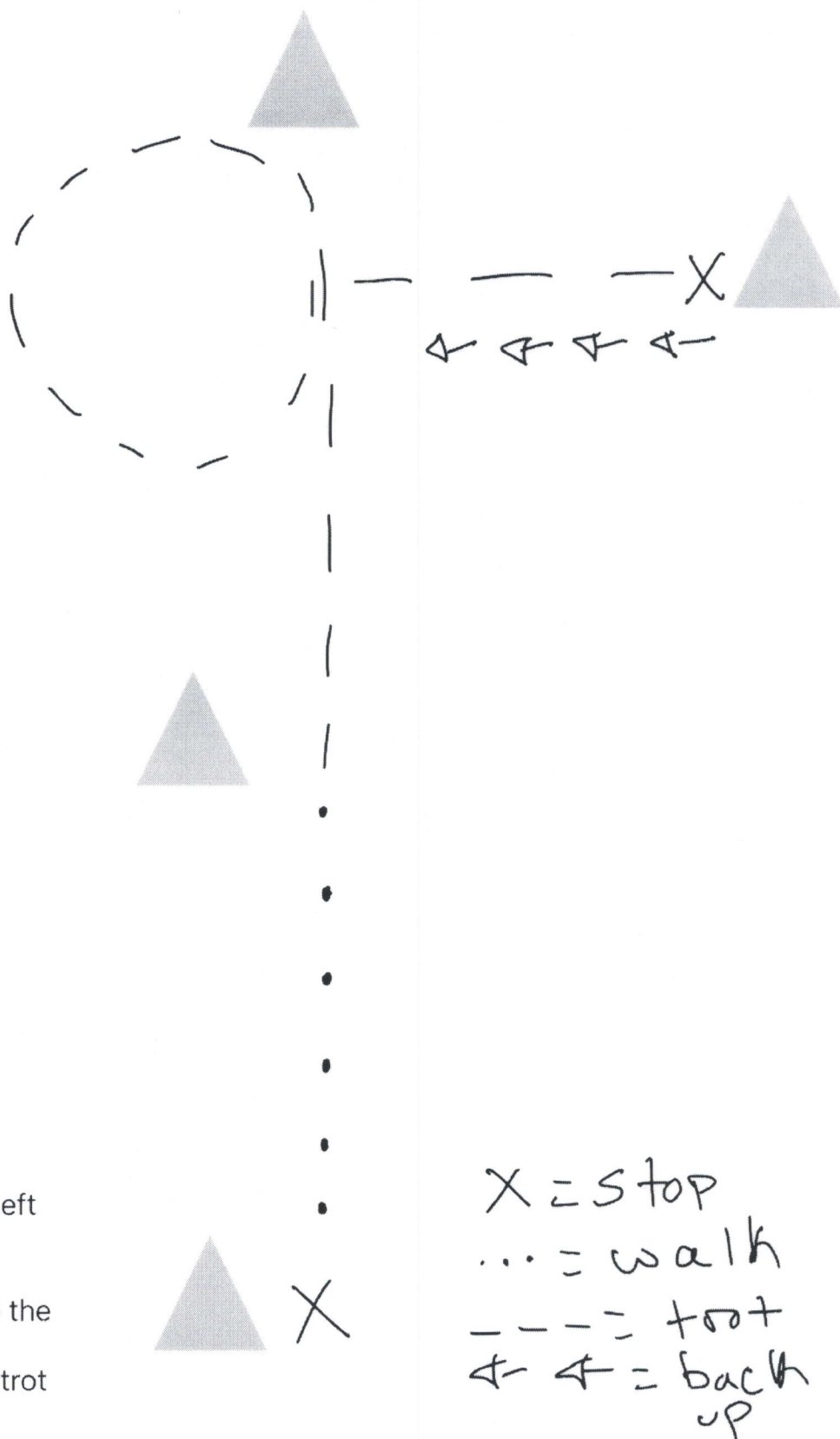
Ground Poles



Gate

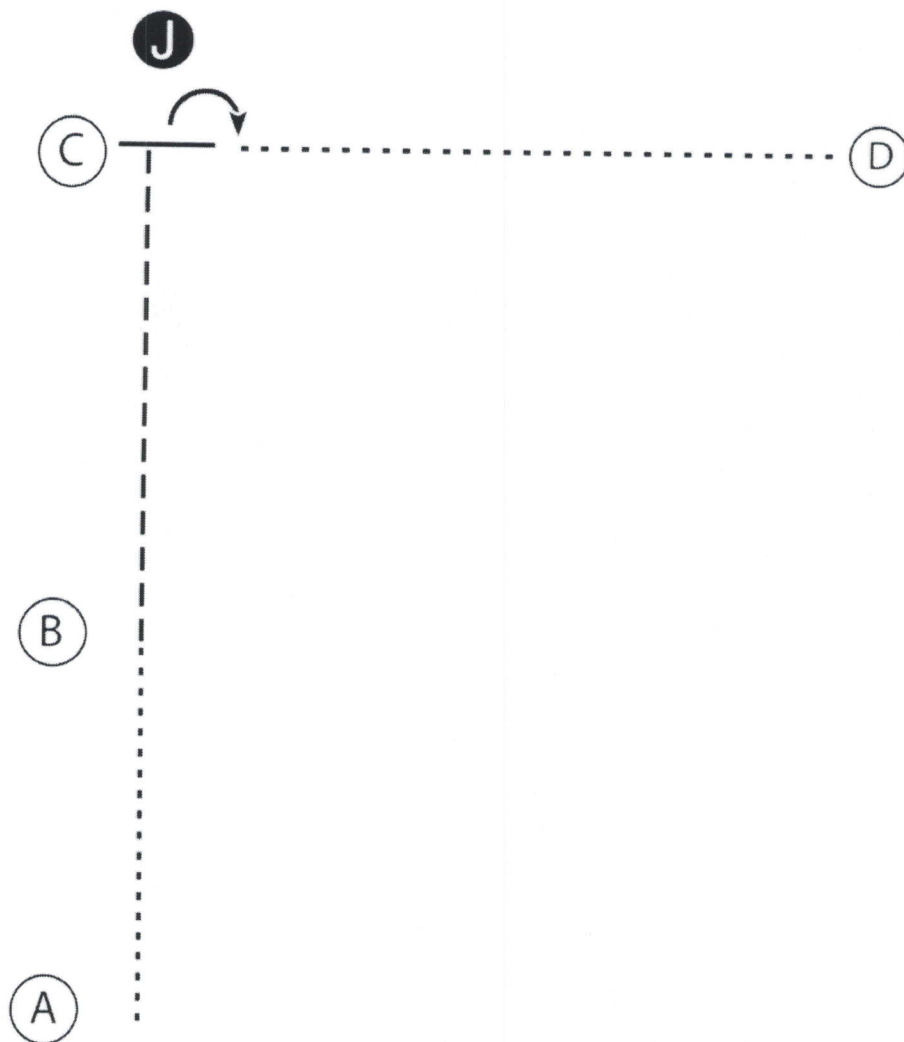
Walk/ Trot EQ

CLASS 17



- *Be ready at A
- *Walk from A to B
- *Trot from B to C on the Left diagonal
- *At C switch to the right diagonal, trotting circle to the left
- *When circle is complete trot straight to D
- * Stop at D, back 4 steps

Gate



1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk to D.

Walk - - - - -

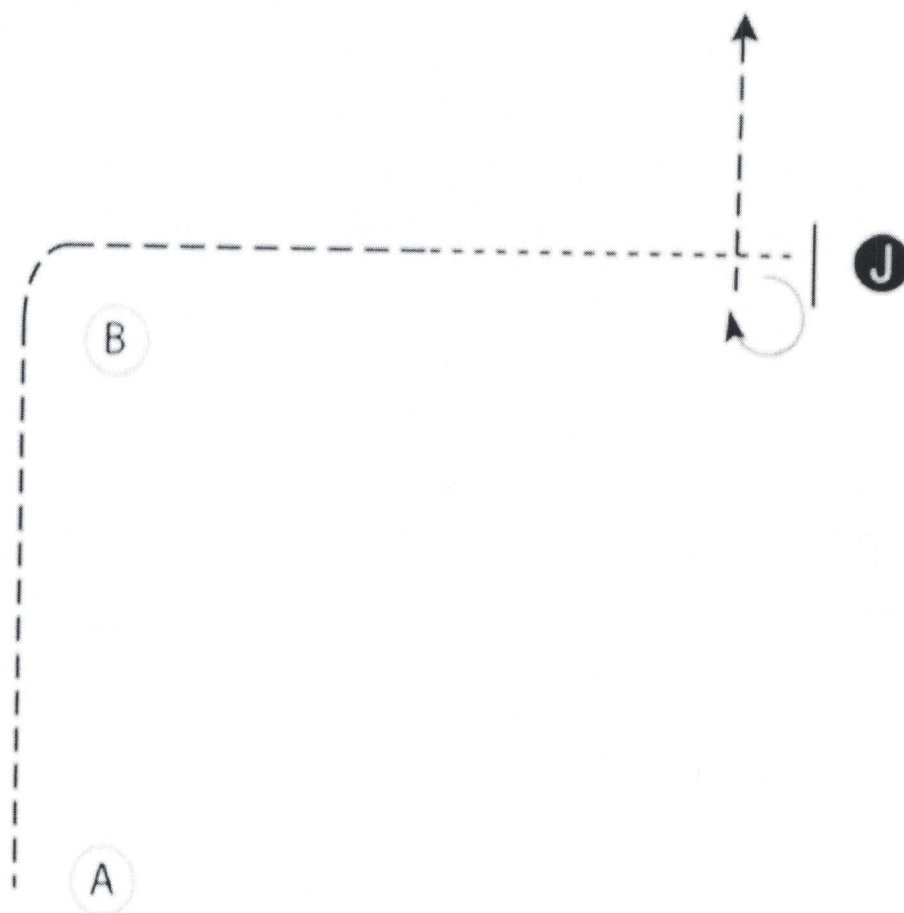
Trot - - - - -

Back ←

Marker (B)

Judge (J)

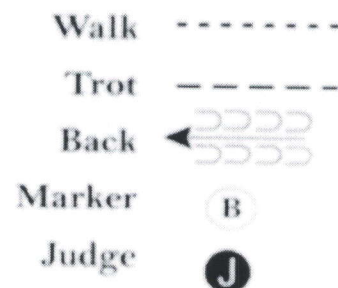
CLASS 21
12 + UNDER
SHOWMANSHIP



Be ready at A.

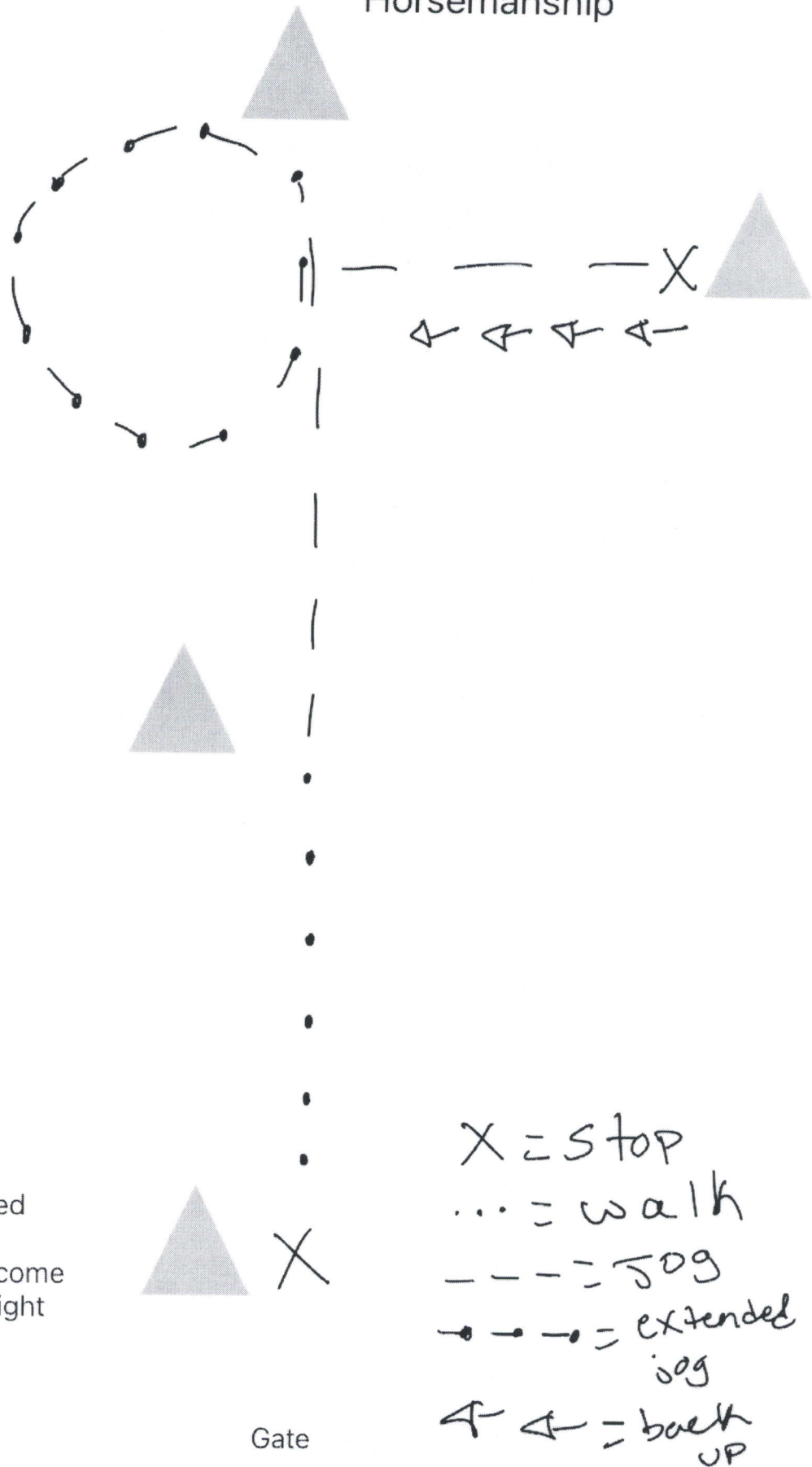
1. Trot from A around B and half way to the Judge.
2. Break to the walk.
3. Walk to the Judge and set up for inspection.
4. When dismissed, perform a 270 degree turn and trot straight away from the Judge.

Follow the instructions of your ring steward.



YOUTH & ADULT
SHOWMANSHIP

Walk/ Jog Horsemanship



- *Be ready at A
- *Walk from A to B
- *Jog from B to C
- *At C perform and extended jog in a circle to the left
- *When circle is complete come back to a working jog straight to D
- * Stop at D, back 4 steps

be to the
circle/
e to the left
circle lope
steps

X - Stop/Halt
-- = trot
- - = Lope
< > = back up

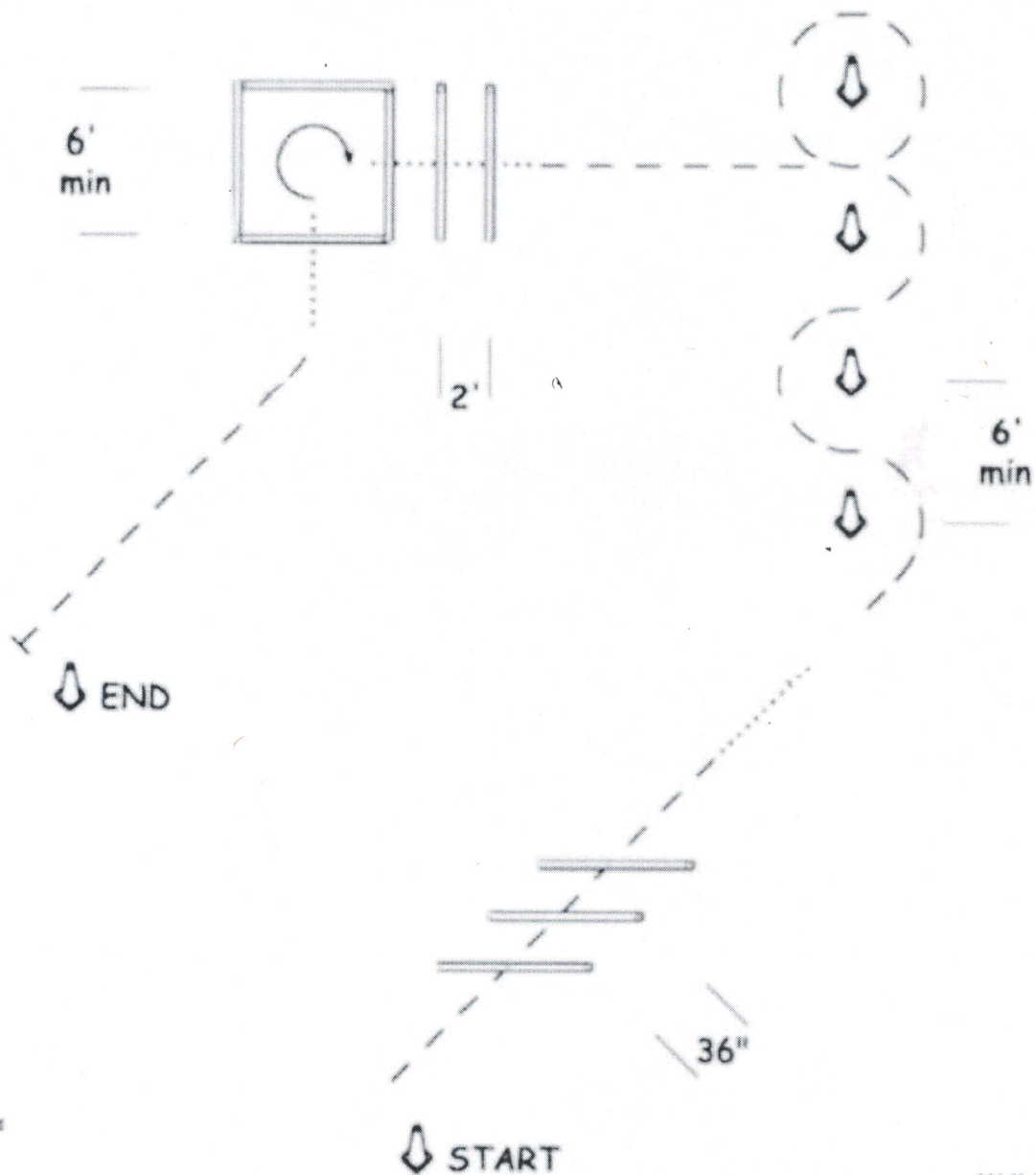
X- Stop/Halt

-- = trot

•• = Lope

↰ ↱ = back up

<https://mail.google.com/mail/u/0/?tab=rm&ogbl#inbox?projector=1>



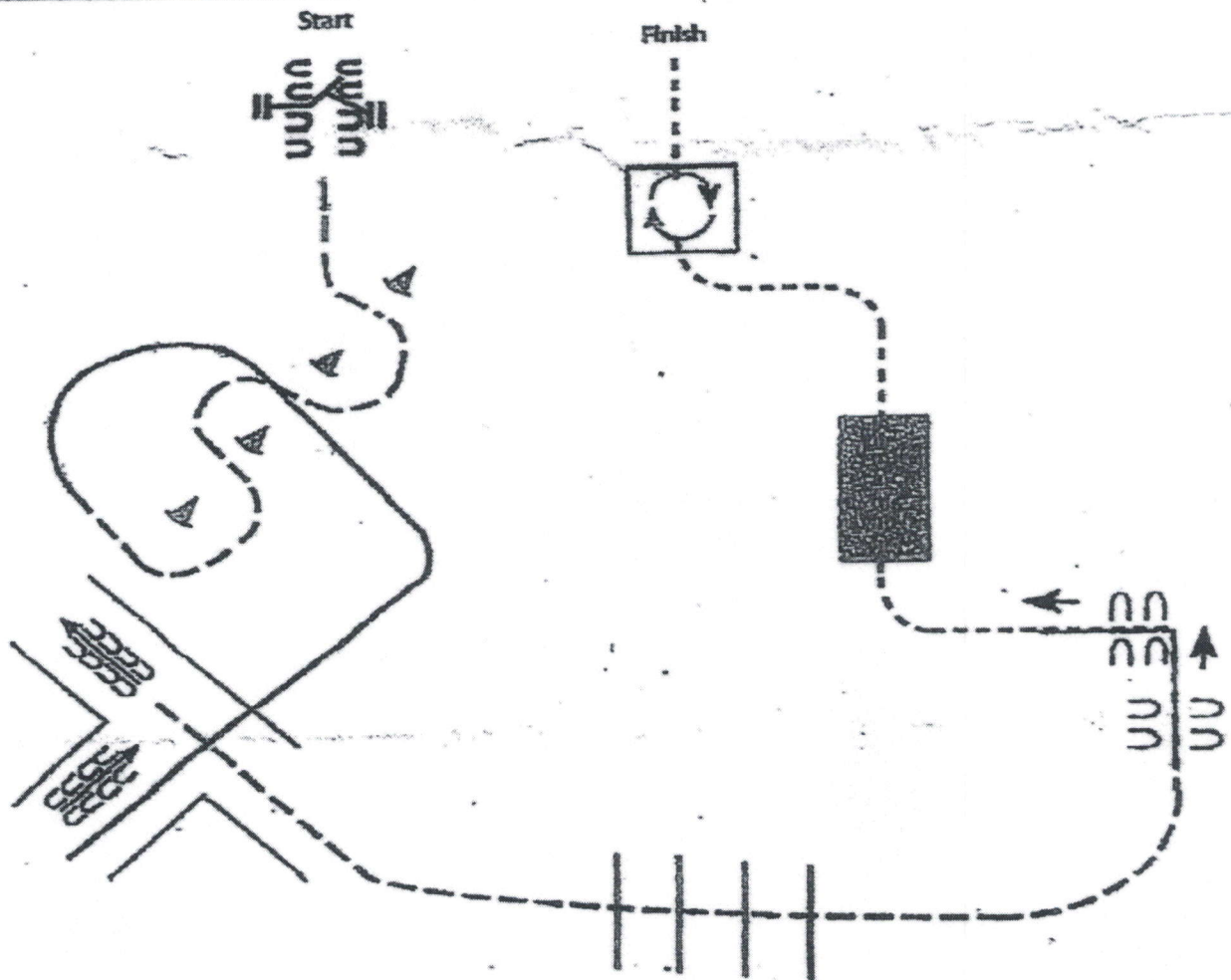
Jog over poles

START

Jog a serpentine through the cones and around the last cone
 Walk over poles and into the box
 Stop and turn 270° to the right
 Walk out of the box and pick up the jog
 Jog to the end cone and stop
 Exit when excused by Judge

-----	WALK
- - - - -	JOG
-----	EXTENDED JOG
-----	LOPE
-----	CHANGE OF LEAD
-----	BACK
-----	STOP
-----	TURN

W/J TRAIL



Be ready at start

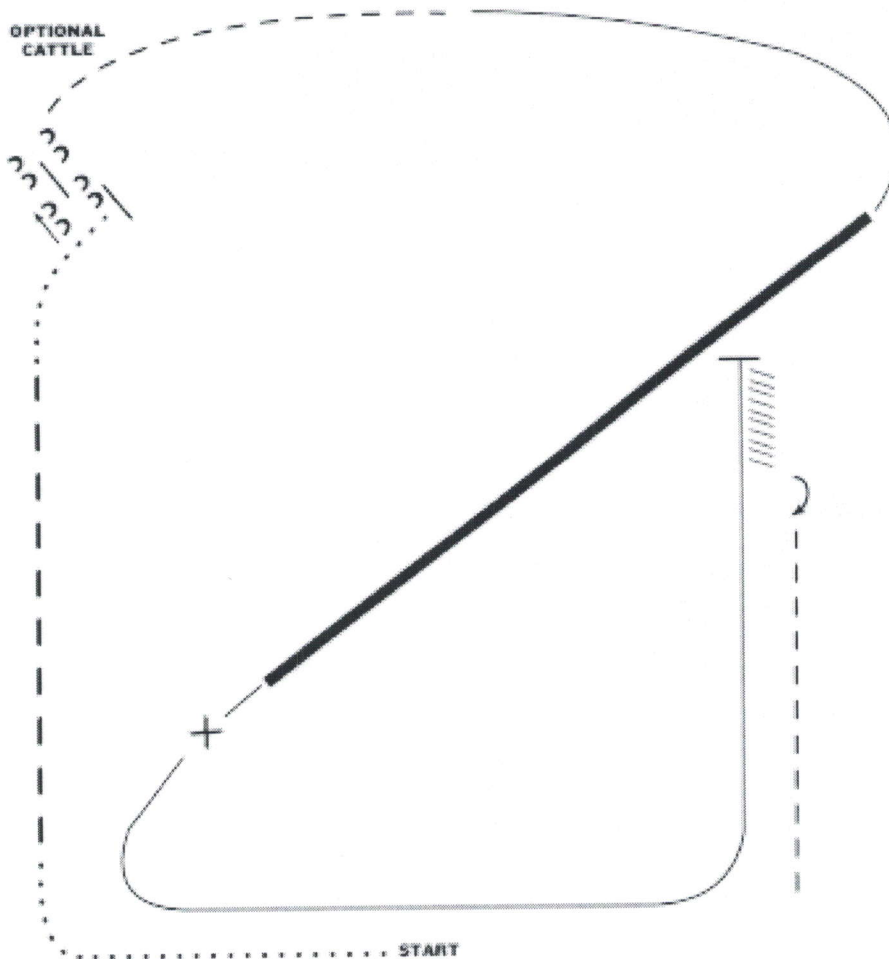
1. Work gate with the left hand.
2. Jog through cones
3. Lope right lead into chute
4. Back the L
5. Jog over poles to sidepass
6. Sidepass left over poles
7. Walk over bridge and into box
8. Perform a 360 degree turn to the right, walk out of box and to finish

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	///
Back	←←←
Marker	(B)
Sidepass	→→→

W/T/L TRAIL

Class 34: Ranch Riding, Open

RANCH RIDING - PATTERN 10



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot