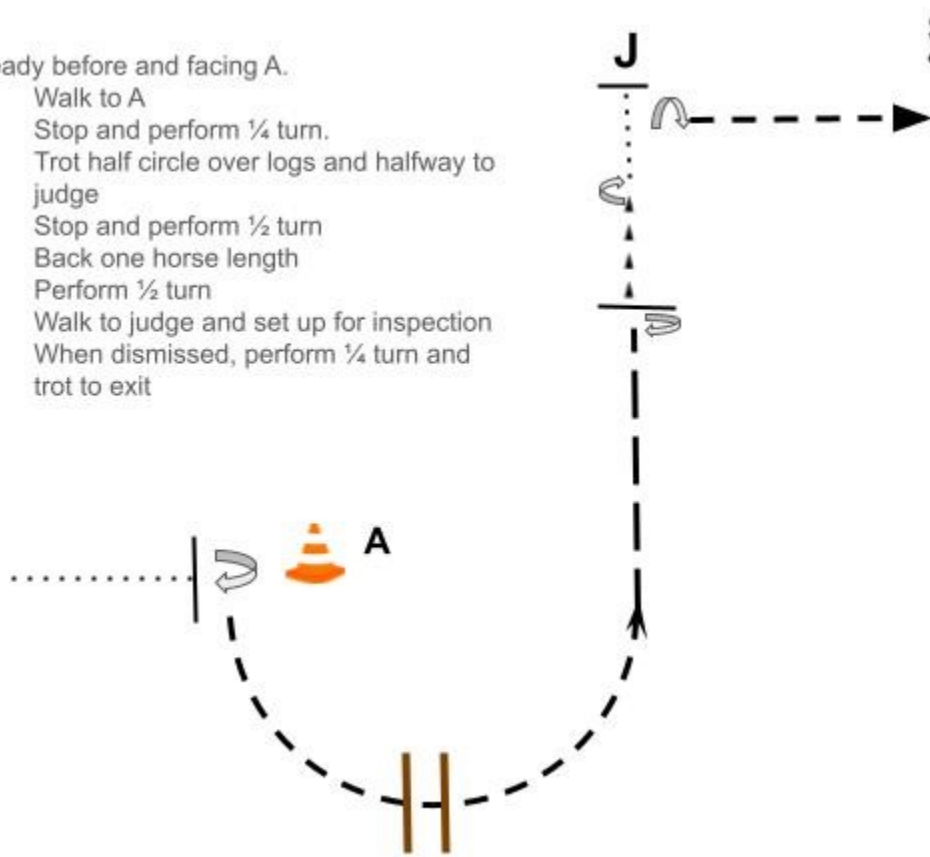


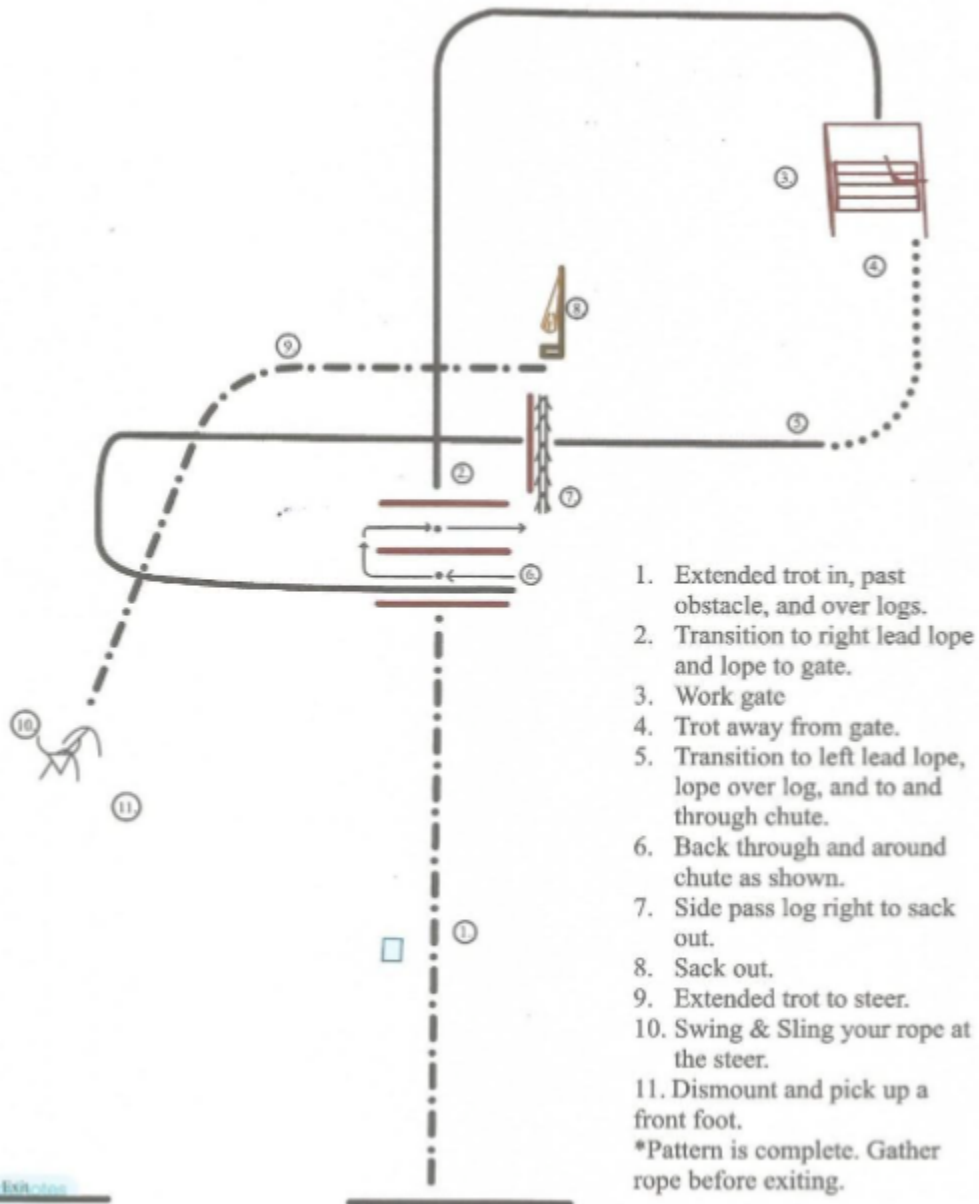
Ranch Showmanship – Classes 5-11

Be ready before and facing A.

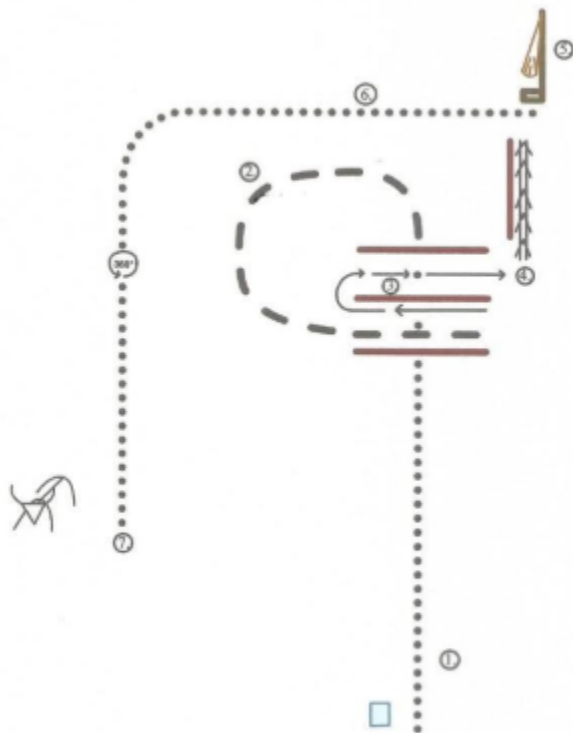
1. Walk to A
2. Stop and perform $\frac{1}{4}$ turn.
3. Trot half circle over logs and halfway to judge
4. Stop and perform $\frac{1}{2}$ turn
5. Back one horse length
6. Perform $\frac{1}{2}$ turn
7. Walk to judge and set up for inspection
8. When dismissed, perform $\frac{1}{4}$ turn and trot to exit



Trail Classes – Classes 16-19



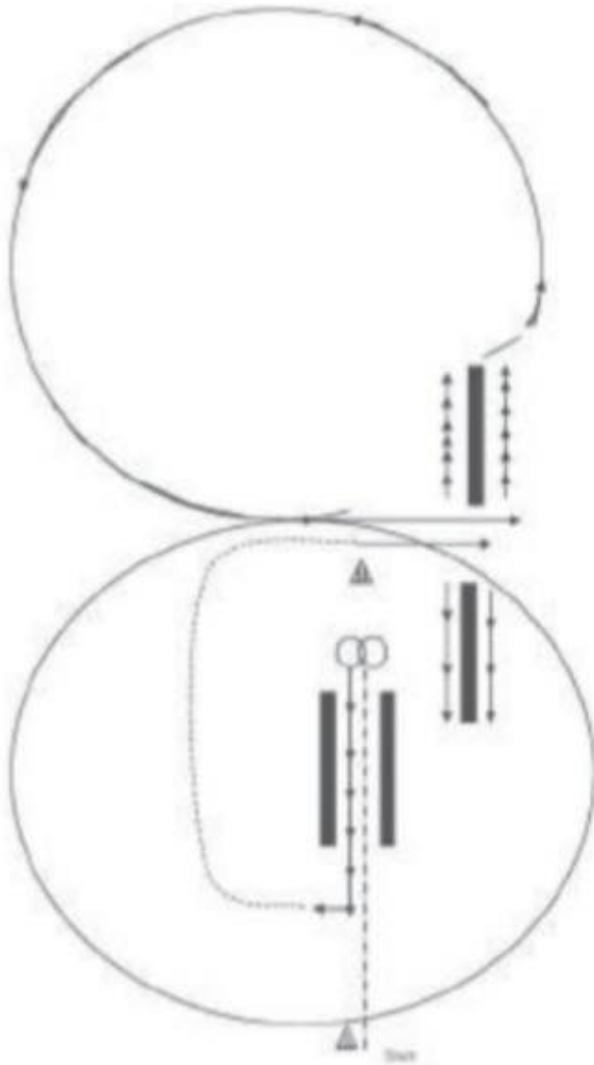
Trail Classes – Classes 13-15



*Be ready at obstacle.

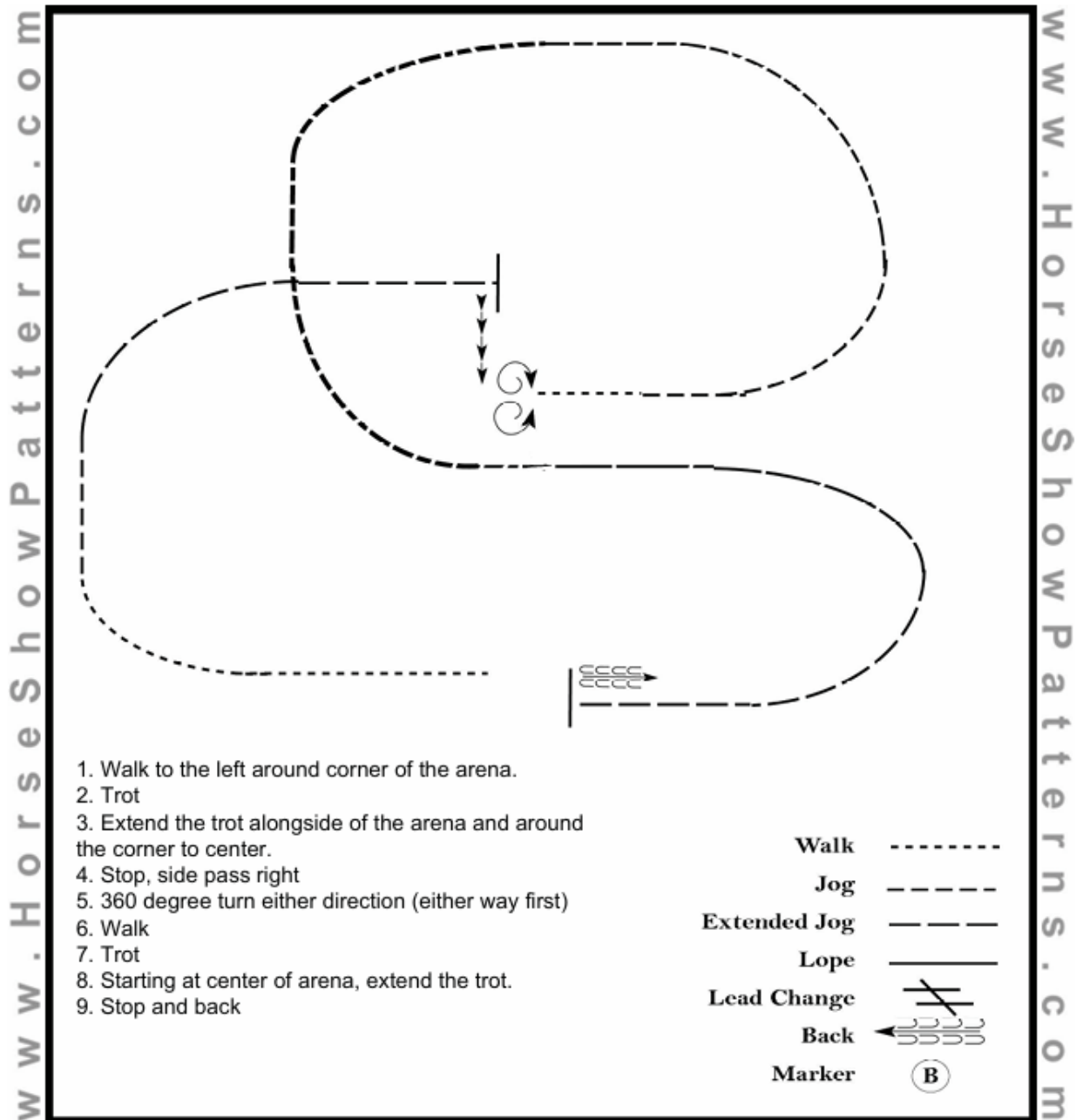
1. Trot over logs.
2. Transition to walk and walk into chute.
3. Back through and around chute as shown to side pass pole.
4. Side pass log right.
5. Sack out.
6. Trot towards steer and stop to execute a 360° haunch pivot Left; continue trotting to steer.
7. Stop at steer, ground tie, and pick up a front foot. Exit.

Ranchmanship – Classes 26-31

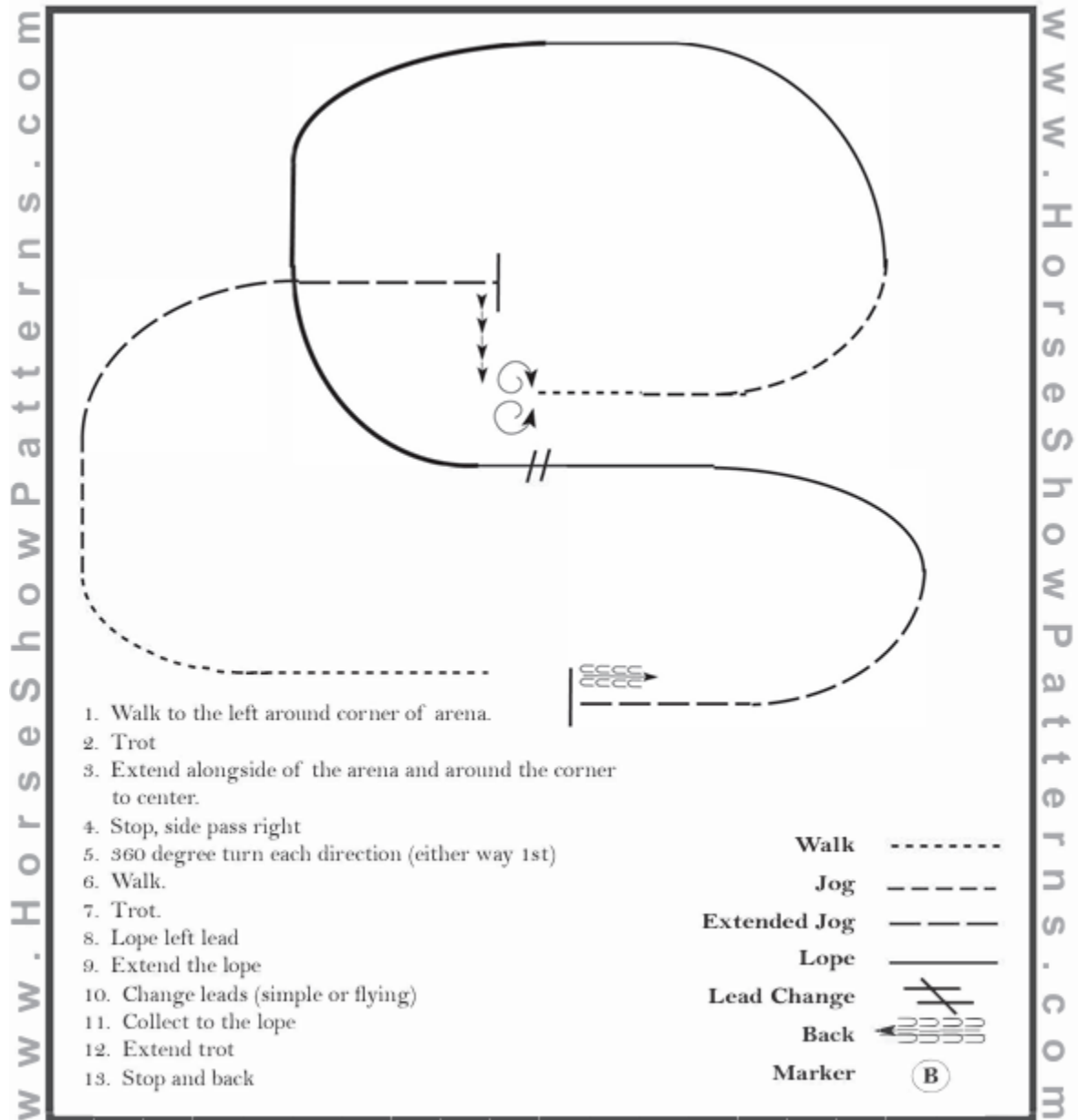


- Extended Trot from cone to chute, stop
- 1 spin left
- 1 spin right
- Back through chute ¼ turn left
- Trot to cone
- At cone, walk to sidepass pole
- Side pass left
- Lope left lead (walk/trot trot)
- Change to right lead, circle to side pass pole (Walk/Trot – Extended trot)
- Side pass right

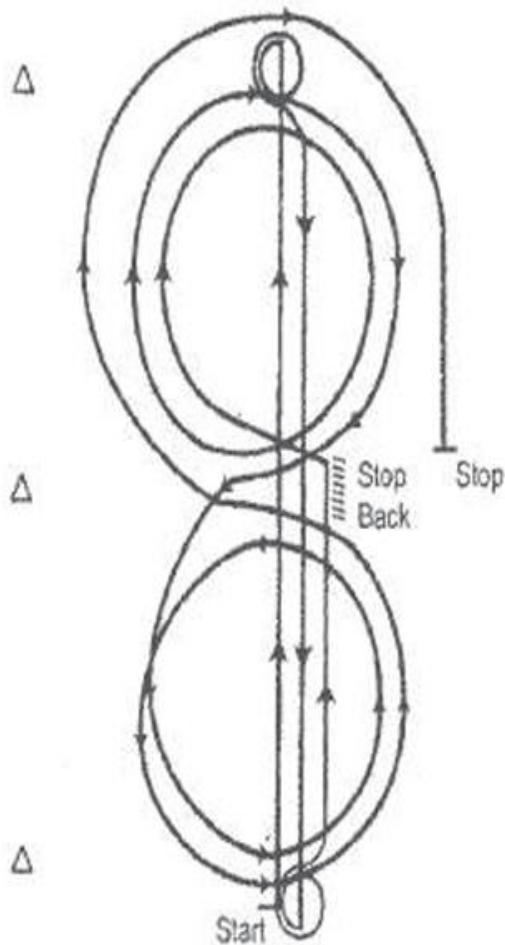
Ranch Riding – Classes 32-33



Ranch Riding – Classes 34-37



Ranch Reining – Classes 38-41



BEGIN AT END OF THE ARENA

1. Run to far end of arena past the end marker and stop.
2. Execute 1 1/2 (one and one-half) spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Execute 1 1/2 (one and one-half) spins to the right.
5. Run past the center marker and stop.
6. Back 10 to 15 feet in a straight line.
7. Complete 1/4 (one-quarter) of a turn to the left, hesitate. On right lead complete one small, slow circle and one large, fast circle. Change leads to left.
8. Complete one small, slow circle and one large, fast circle. Change leads to the right.
9. Run around the end of arena to the other side, past center marker, at least 20 feet from the fence and stop, hesitate to complete pattern.
10. Approach judge for inspection and dismissal.

Rider may drop bridle to the designated judge.