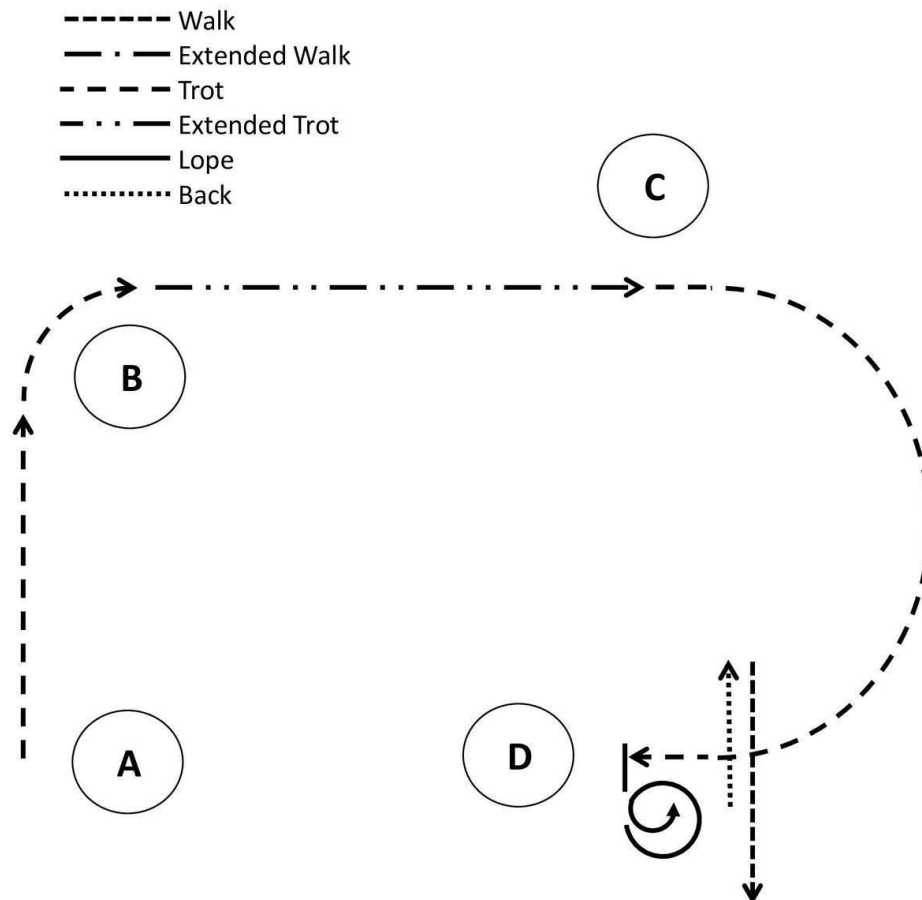


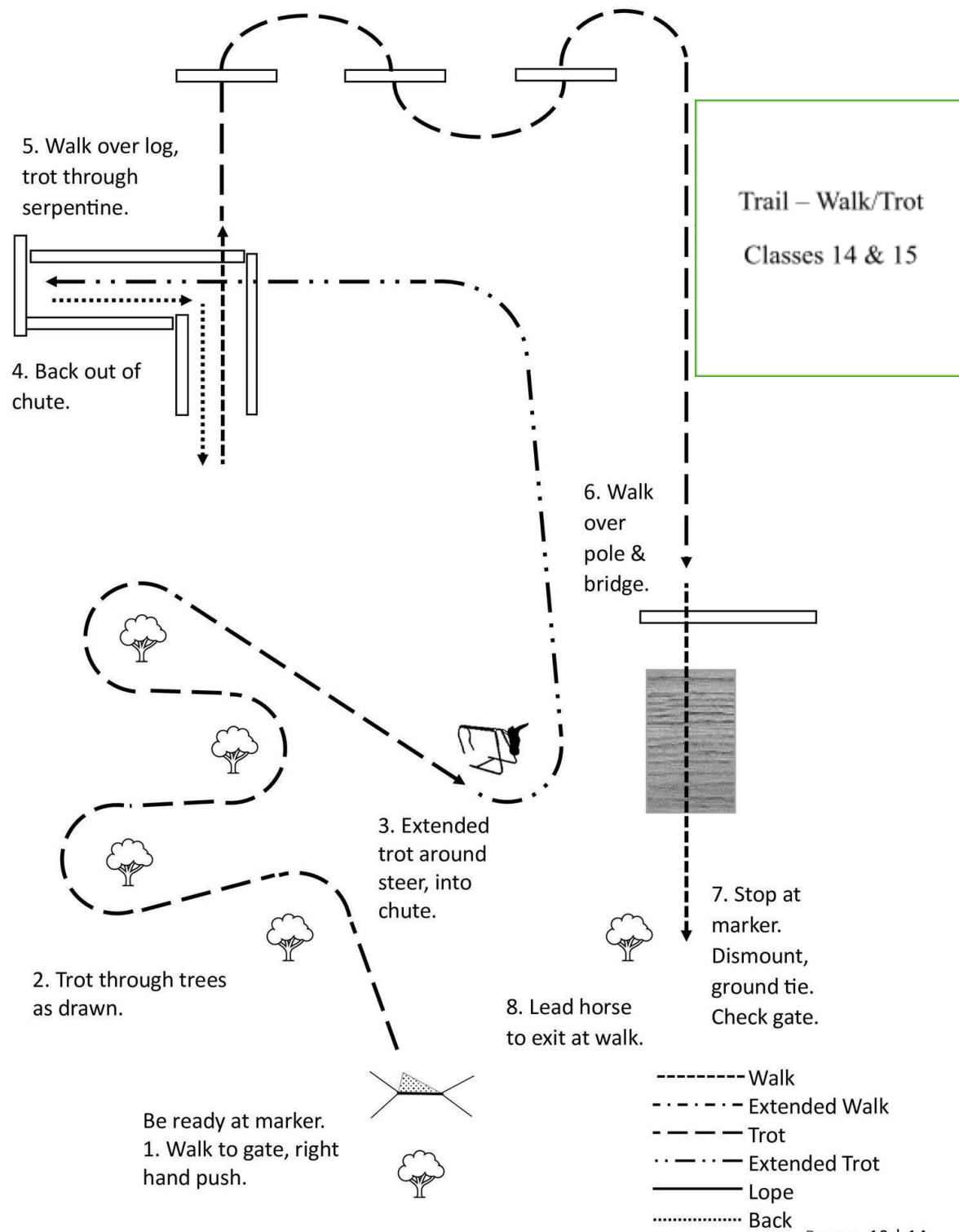
Horsemanship Walk/Trot

Classes 32 & 33

Be ready at A.

1. Trot to and around B.
2. Extended trot to C.
3. At C, trot.
4. Trot to D as drawn, in line with A.
5. Stop, complete 1 1/4 turn to the left.
6. Back 5 steps.
7. Walk to exit.





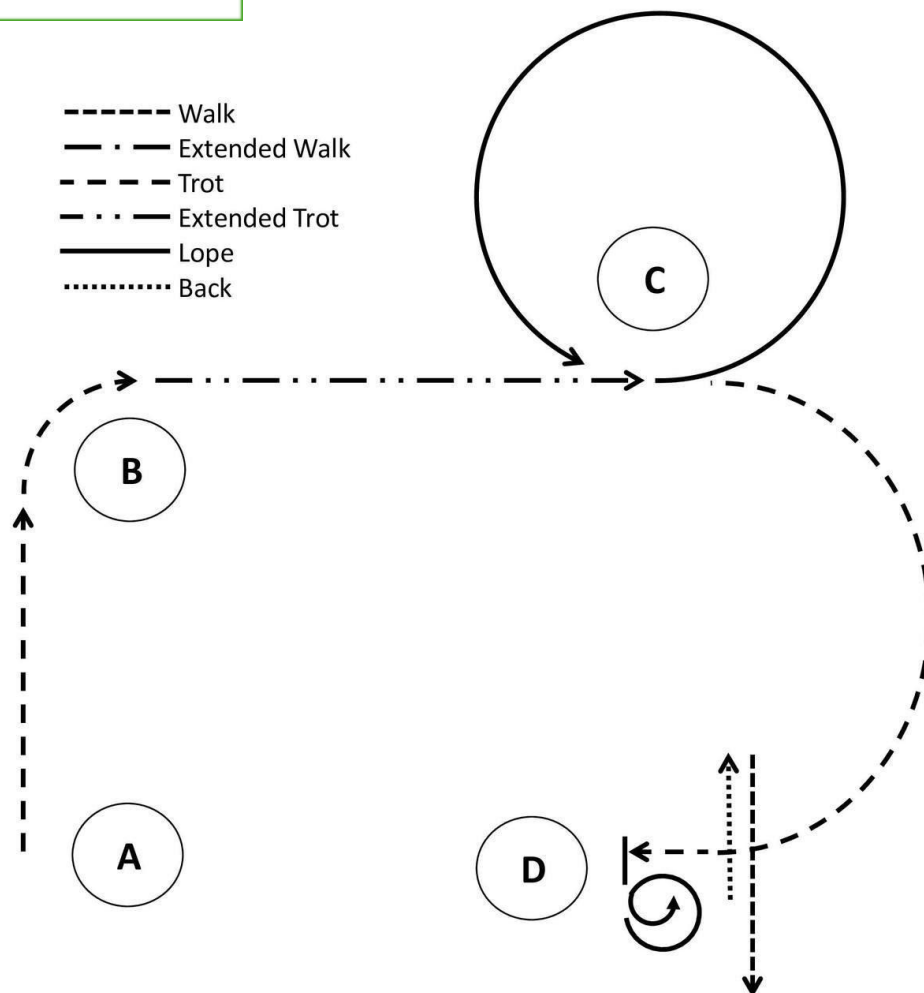
Horsemanship
Classes
34-37

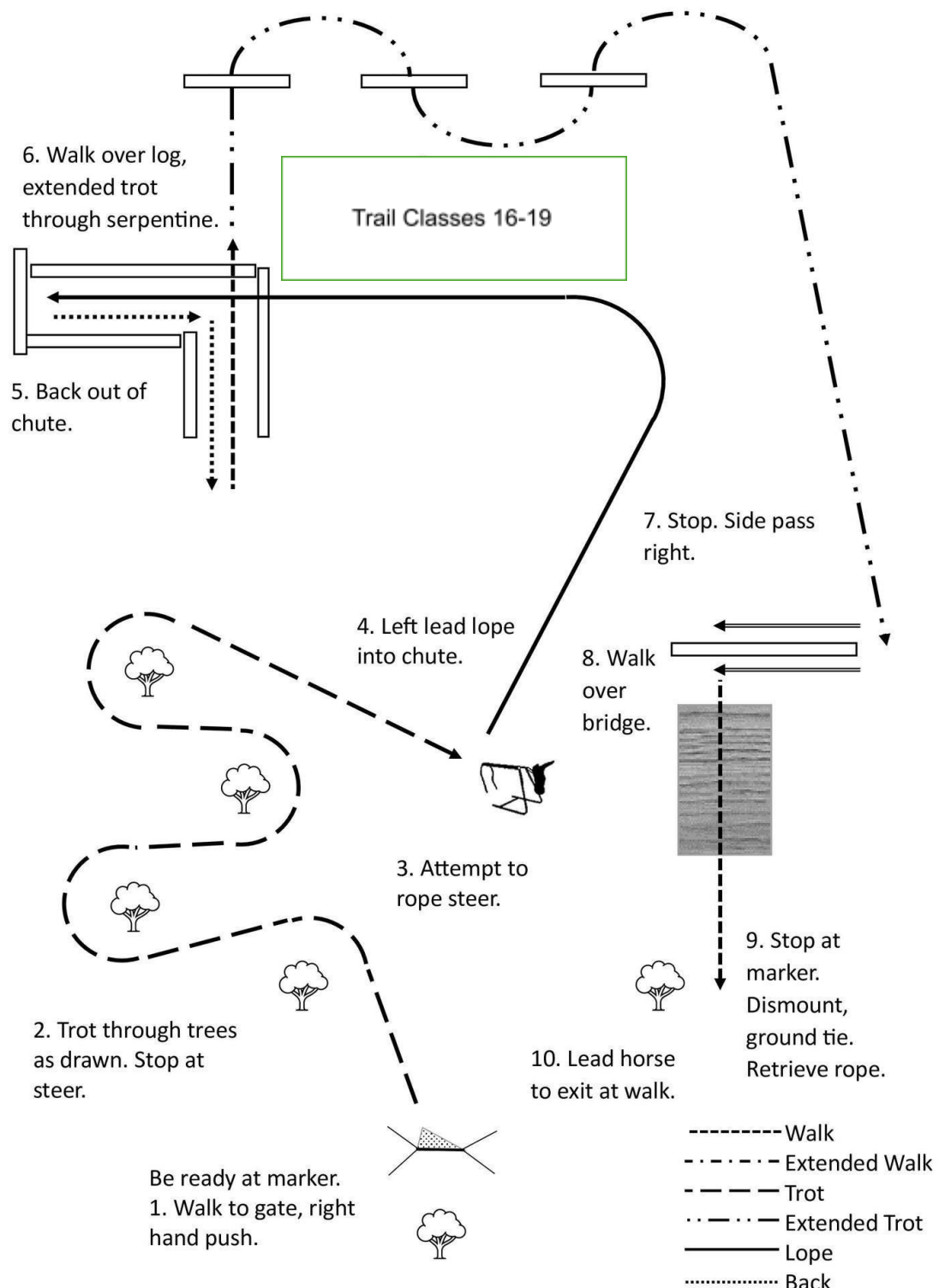
Horsemanship
Classes
34-37

Horsemanship
Classes
34-37

Be ready at A.

- Be ready at A.
1. Trot to and around B.
2. Extended trot to C.
3. At C, Left Lead lope.
4. When back at C, break to trot.
5. Trot to D as drawn.
6. Stop, complete 1 1/4 turn to the left.
7. Back 5 steps.
8. Walk to exit.





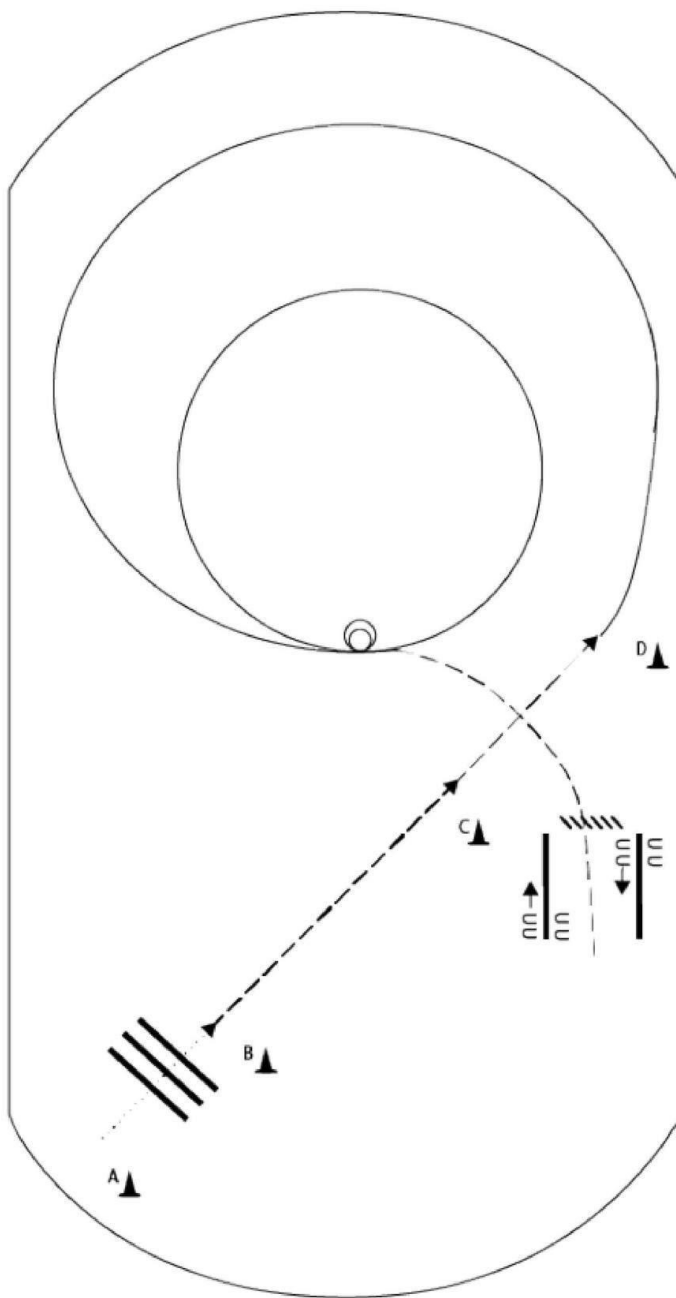
Ranchmanship

Classes 26-31

Walk/Trot – Extended Trot
large circle, regular trot small
circle

Be Ready at A

1. Walk from A to B.
2. At B extended trot to C.
3. At C return to trot.
4. At D left lead lope large fast to a small slow and stop in the center.
5. Two (2) spins left.
6. Trot thru chute, stop, 90 to right.
7. Side pass right.
8. Back to 2nd pole.
9. Side pass left.
10. Walk to exit arena.



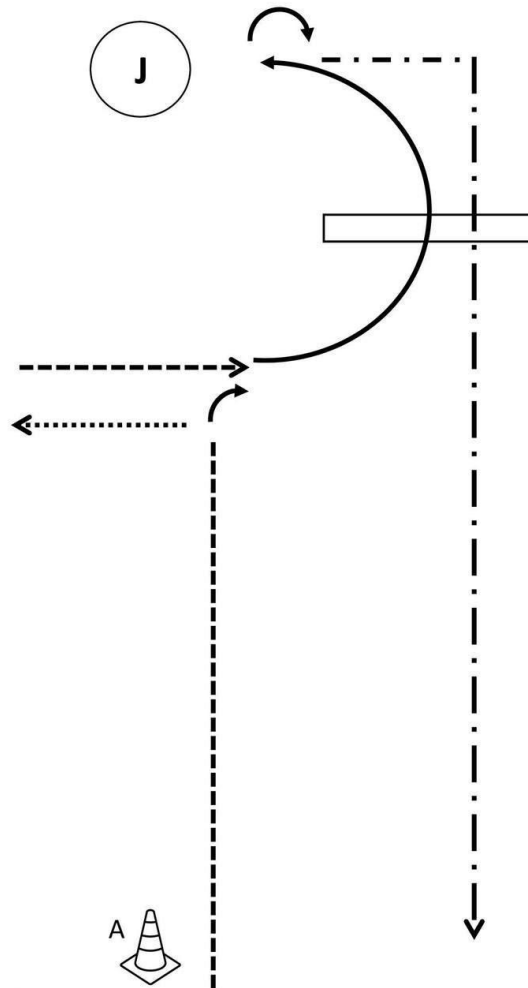
Showmanship Classes

5 - 11

----- Walk
 - . - Extended Walk
 ——— Trot
 - - - Extended Trot
 Back

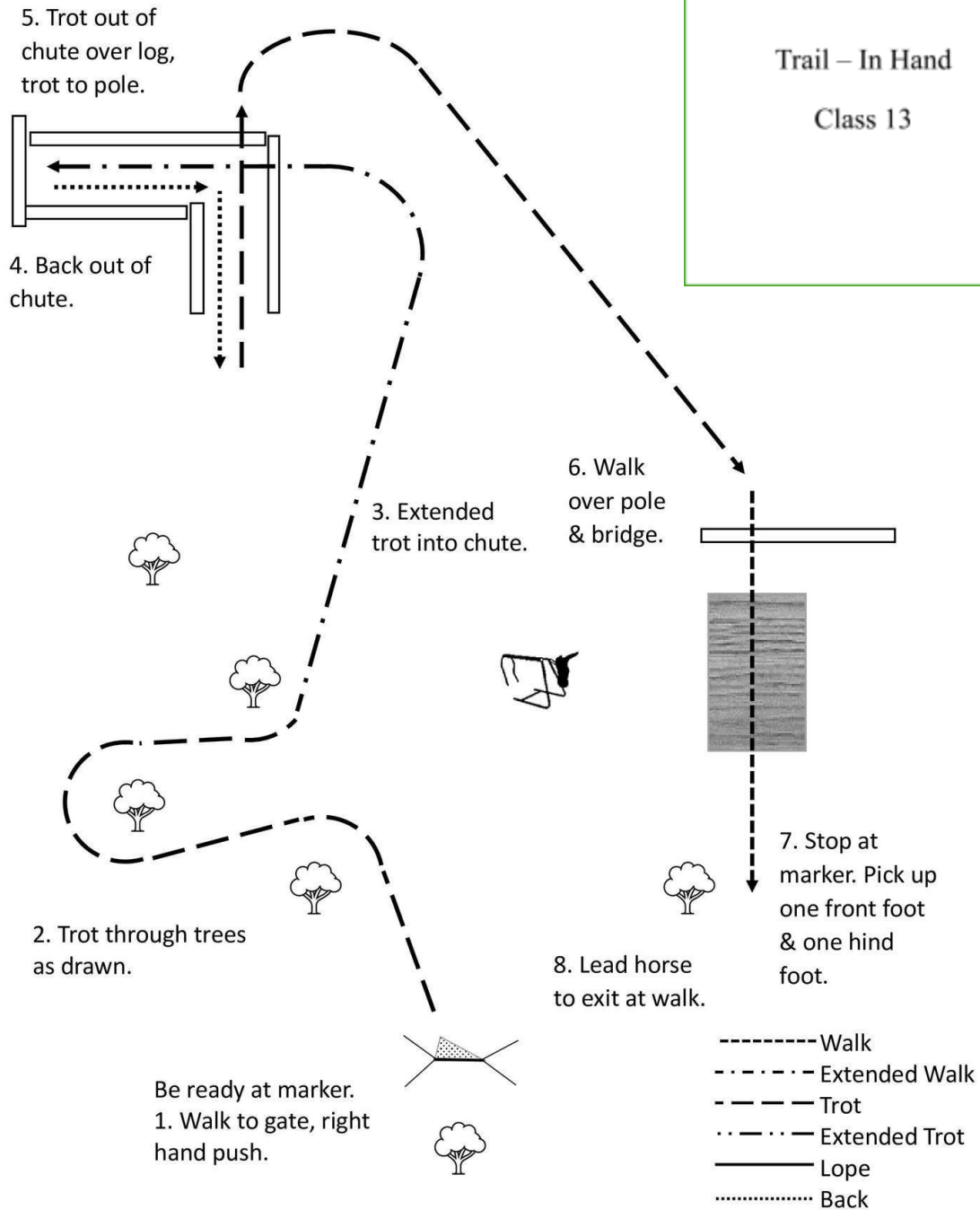
Be ready at A.

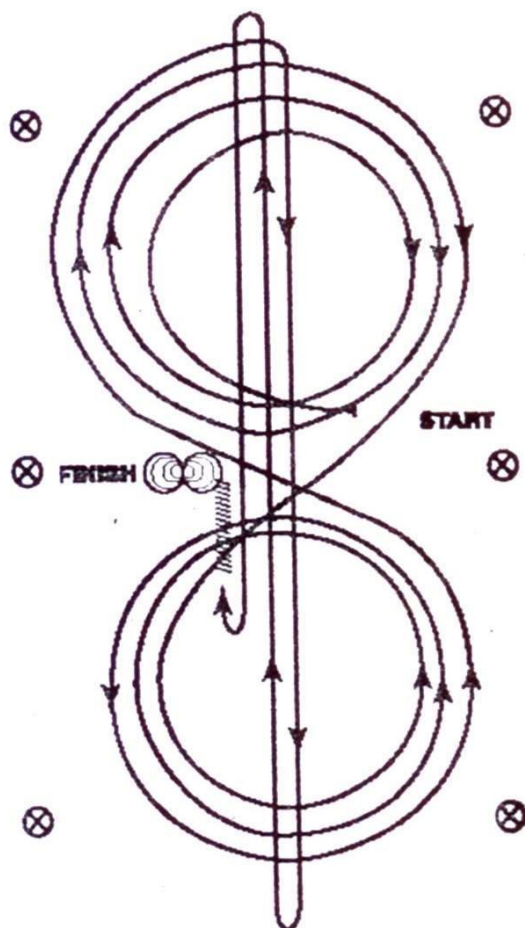
1. Walk half way to judge. Stop.
2. Perform $\frac{1}{4}$ turn to the right.
3. Back at least 8 steps.
4. Walk until even with the judge.
5. Trot as drawn to judge
6. Stop , set-up for inspection.
7. When dismissed, complete 180° turn to the right.
8. Extended walk creating a square corner, over pole, to the exit.



Trail – In Hand

Class 13





RANCH REINING PATTERN # 2

HORSE MUST TROT IN. STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OF FENCE.

1. Beginning on the right lead, complete three (3) circle to the right, the first circle small and slow, the next two (2) circles large and fast. Change leads at the center of the arena.
2. Complete 3 circles to the left the first circle small and slow, the next 2 circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
6. Perform a 360 degree spin to the right.
7. Perform a 360 degree spin to the left.
8. Hesitate to show completion of pattern.

EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.