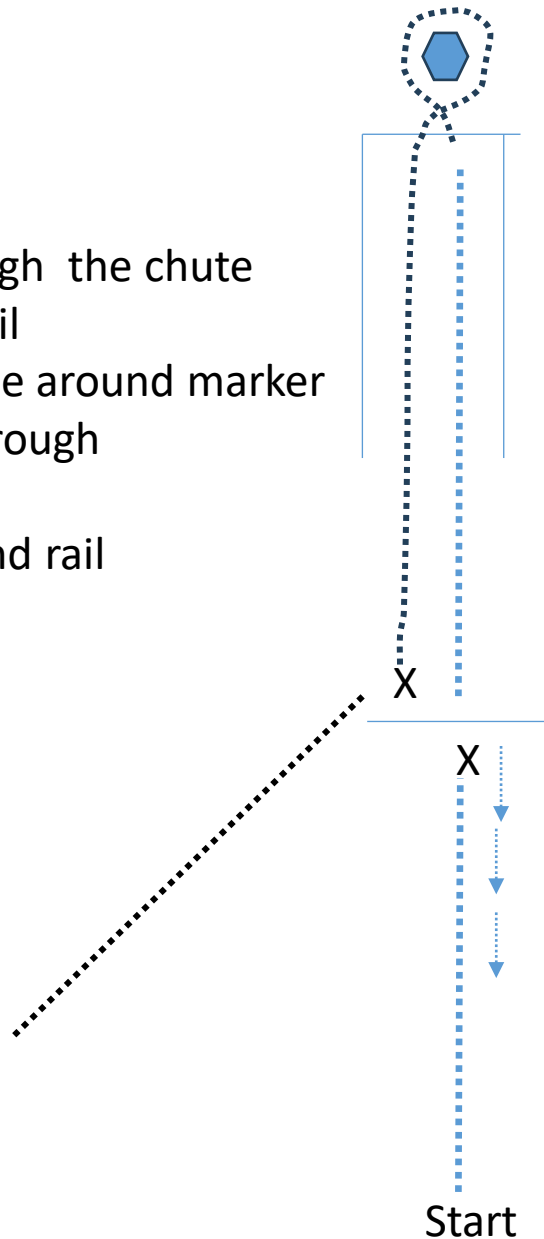
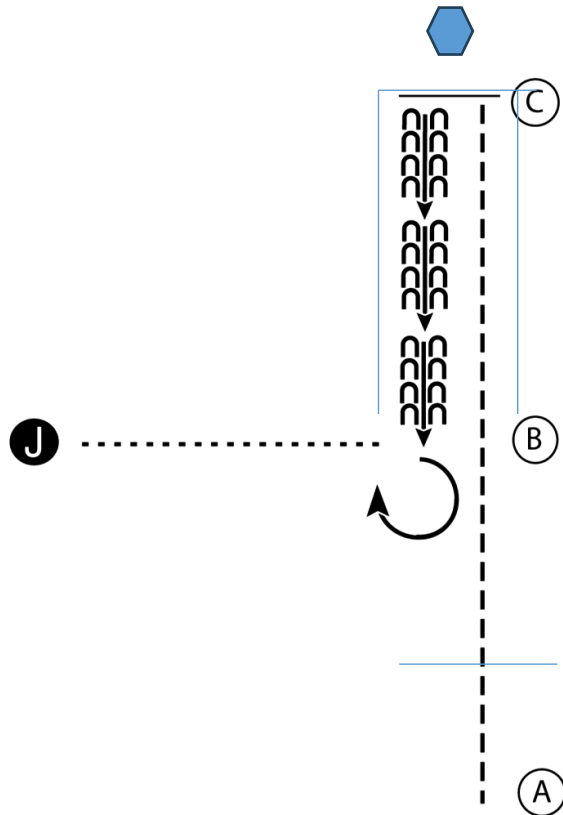


Walk /Whoa Obstacle Pattern

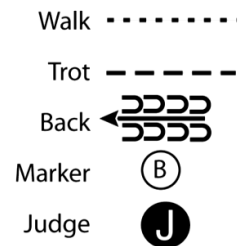
1. Walk to the ground rail
2. Halt and back 3 steps
3. Continue at a walk through the chute
4. Walk over end ground rail
5. Perform a righthand circle around marker
6. Return to chute walk through
7. Halt before ground rail
8. Exit pattern before ground rail



Walk Jog/Trot Obstacle Pattern



1. Trot from A to C.
2. Stop at C.
3. Back to B.
4. Perform a 270 degree turn.
5. Walk to the judge and set up for inspection.
6. When dismissed walk to line-up.

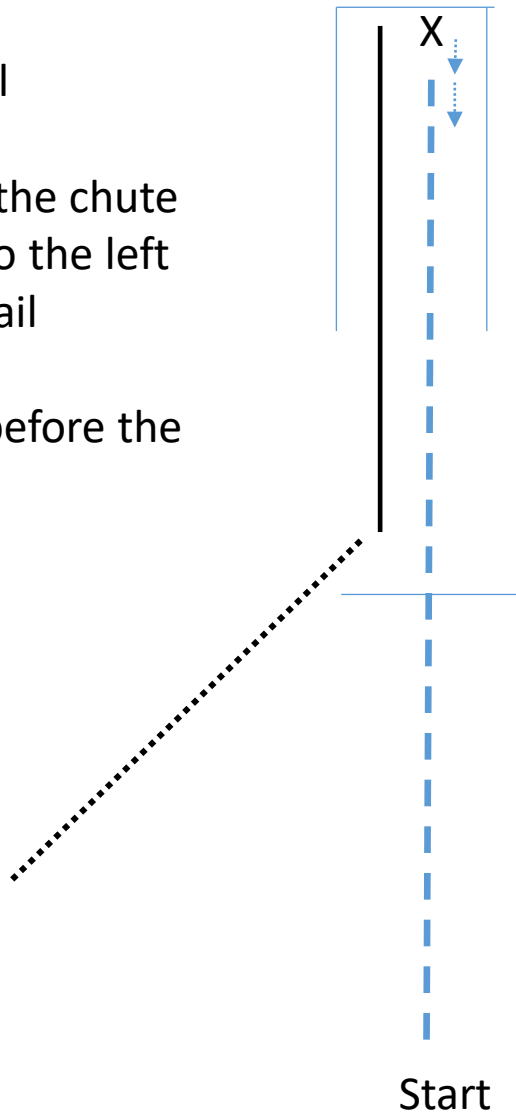


Obstacle Pattern

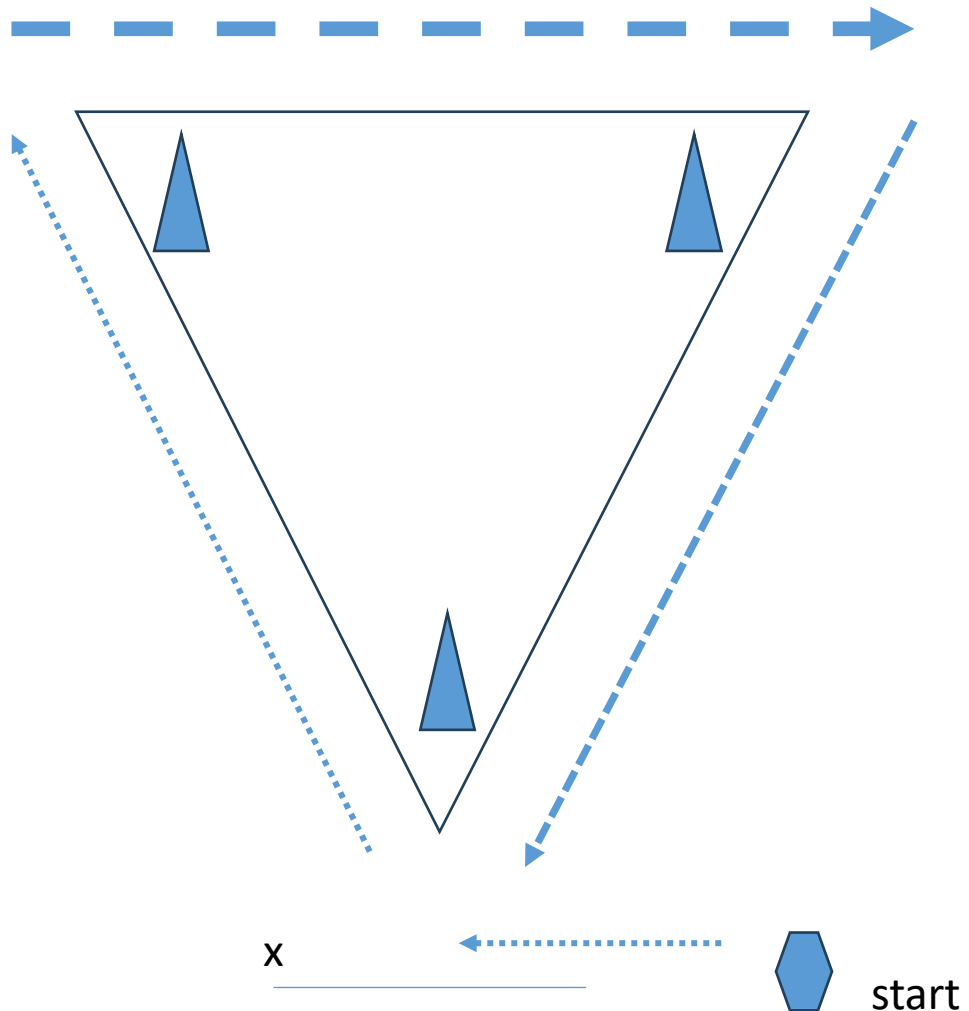
Walk /Trot/Lope/Canter



1. Trot over ground rail
2. Halt before 2nd Ground rail
3. Back 3 steps
4. Continue at a walk out of the chute
5. Walk around the marker to the left
6. Enter chute over ground rail
7. Canter or lope left lead
8. Exit pattern at a trot just before the ground rail



Sport Horse In-hand Pattern



Be ready at the marker

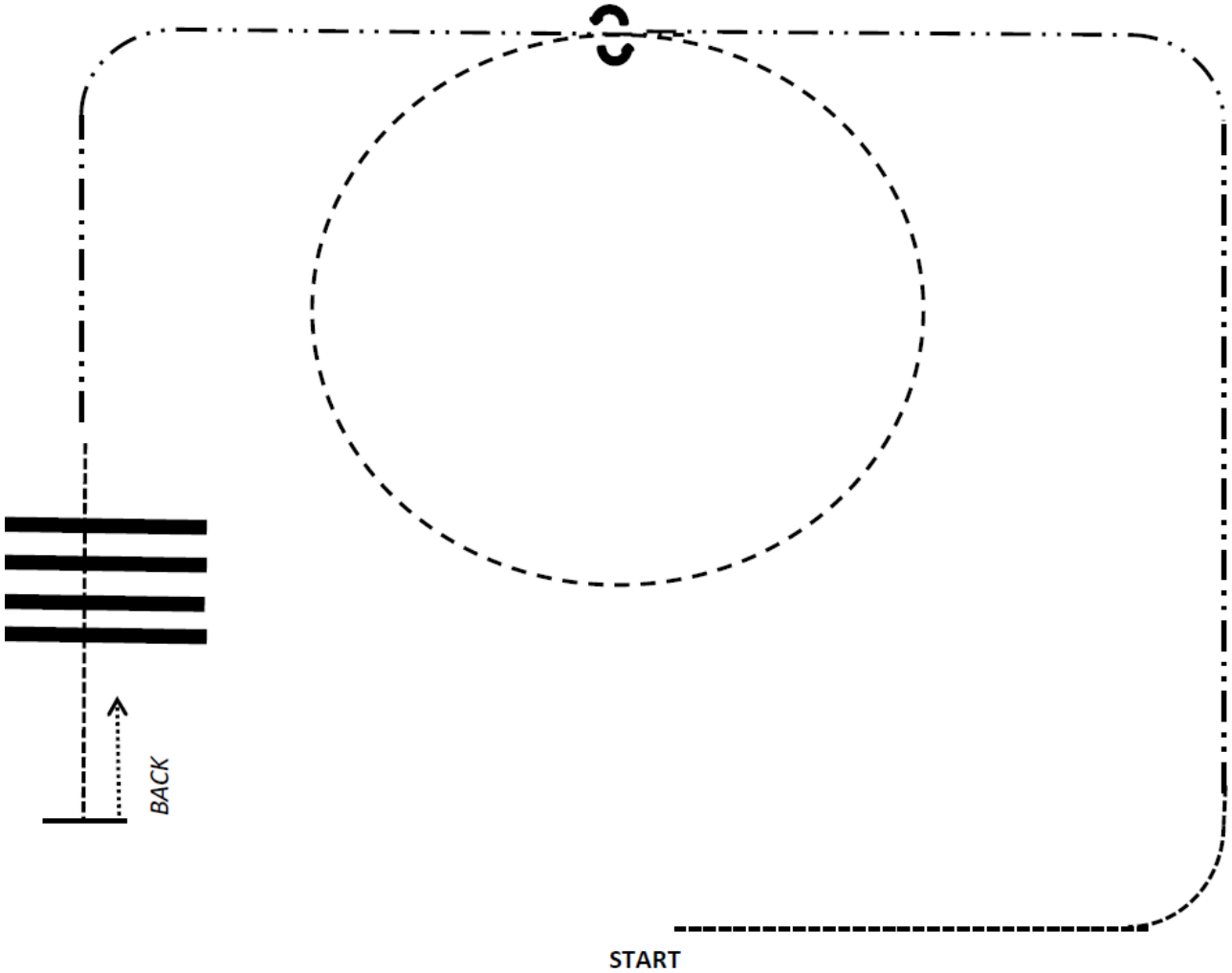
- 1 Set up at X for conformation inspection
- 2 when instructed medium walk left side of triangle
- 3 extended trot back side of triangle
- 4 medium trot right side of triangle
- 5 return to x exit when dismissed



RANCH RIDING WALK TROT

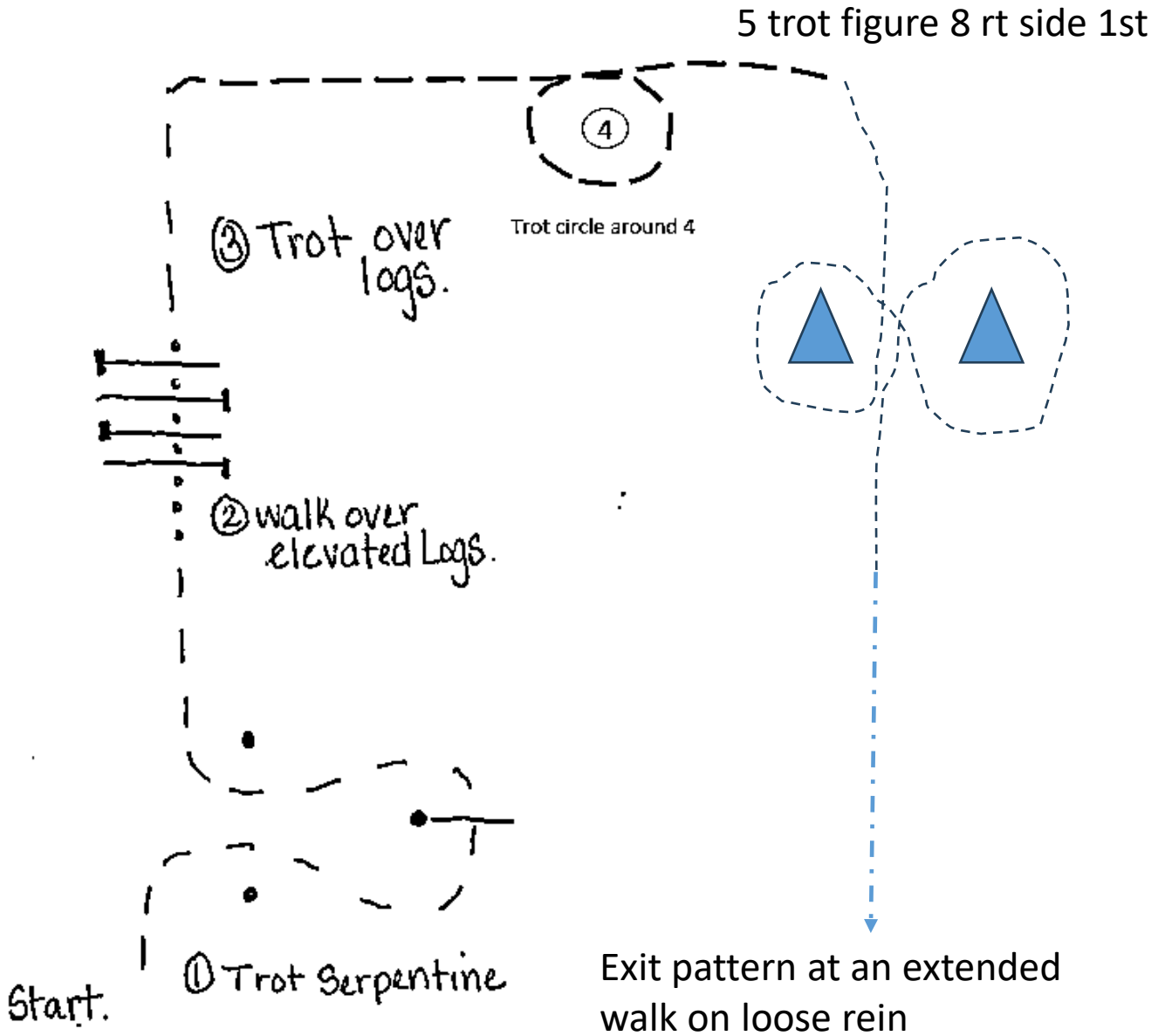
Pattern # 1

WALK
TROT	-----
EXT TROT	-----



1. WALK
2. EXT. TROT 1/2 way up the ARENA
3. TURN LEFT EXT. TROT to Center of ARENA
4. TROT CIRCLE to LEFT
5. TURN RIGHT
6. 360 TURN LEFT
7. EXT. TROT
8. WALK over RAILS
9. STOP / BACK 1 Horse Length

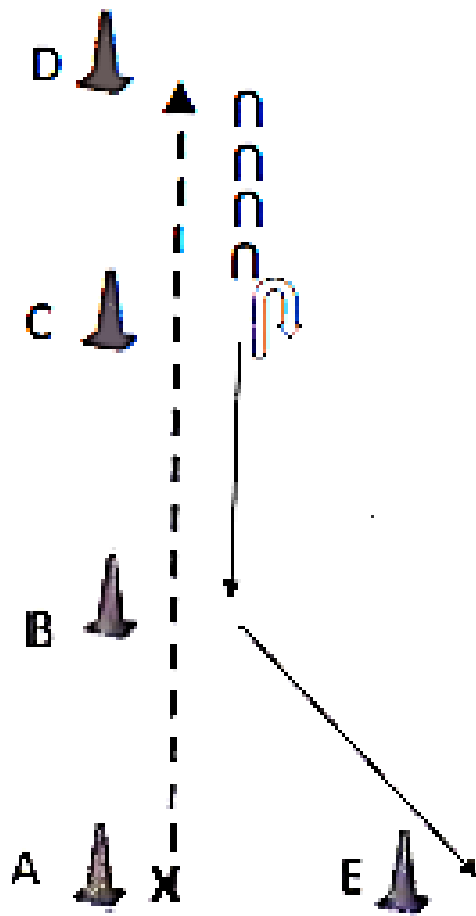
Ranch Horse Trail



Showmanship

Therapeutic, Leadline & Miniature Horse

Open until noon



1. Be ready at marker A.
2. Trot to marker D.
3. Set up for inspection.
4. Back to marker C
5. At C perform an 180 degree turn.
6. Walk to marker B.
7. At B veer to the left and around marker E and Exit ring

Walk

Trot - - - - -

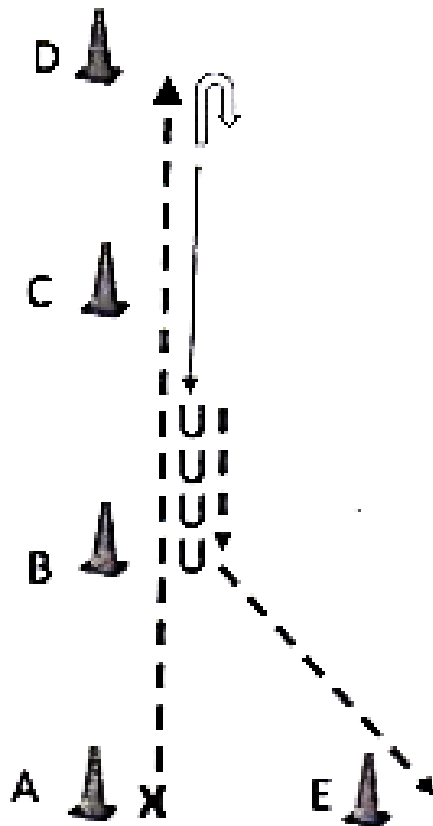
Halt x

Back >>>>

Showmanship

Youth & Adult

Open until noon



Walk

Trot - - - - -

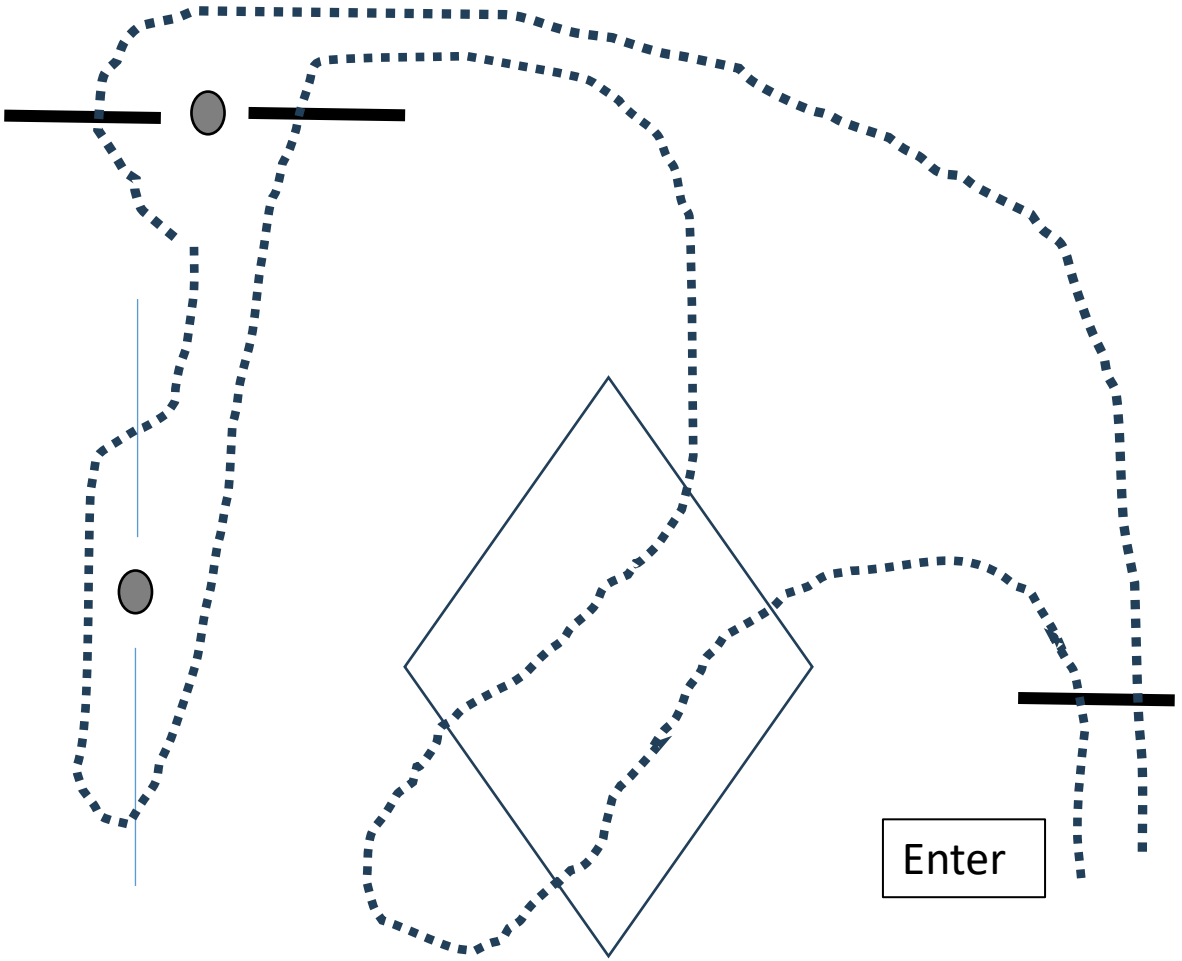
Halt X

Back C C C C

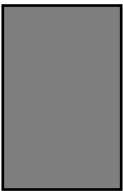
1. Be ready at marker A.
2. Trot to marker D.
3. Set up for inspection.
4. When dismissed perform an 180 degree turn.
5. Walk to marker B.
6. Back halfway to Marker C.
7. Trot to and past B at B veer to the left and around marker E and Exit ring.

In Hand Ground Poles Therapeutic Walk only

Open until noon



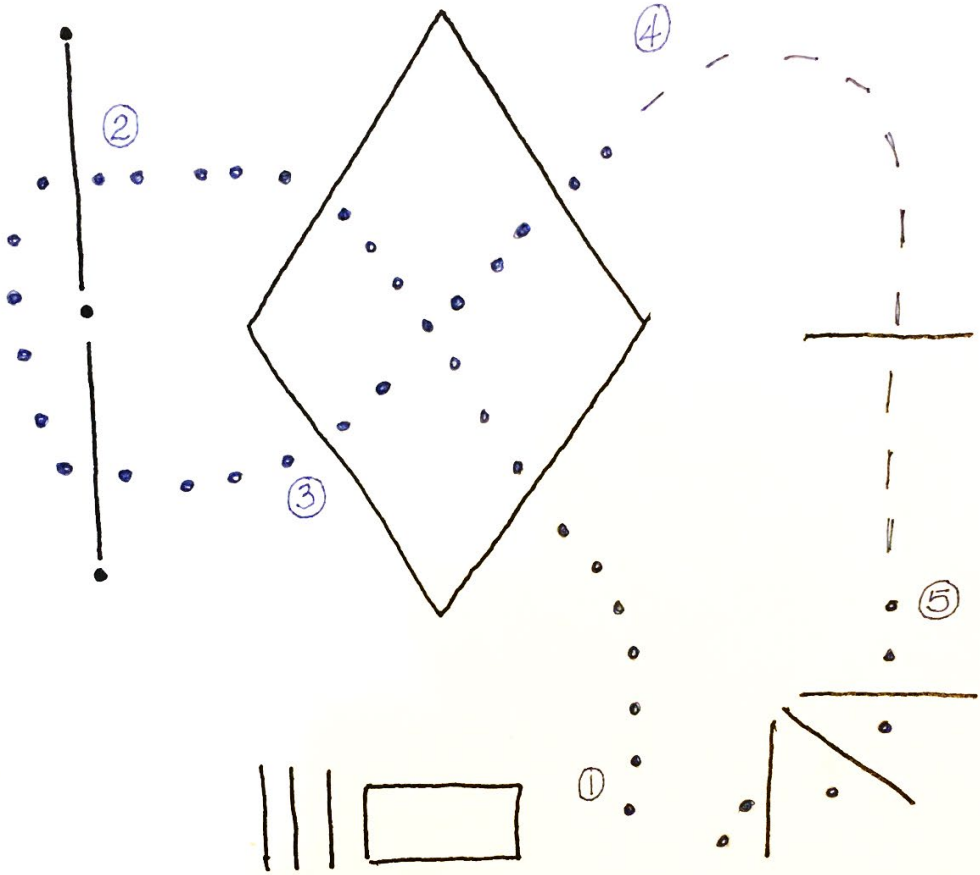
Enter



Mounted Ground Poles

Therapeutic & Leadline

Open until noon



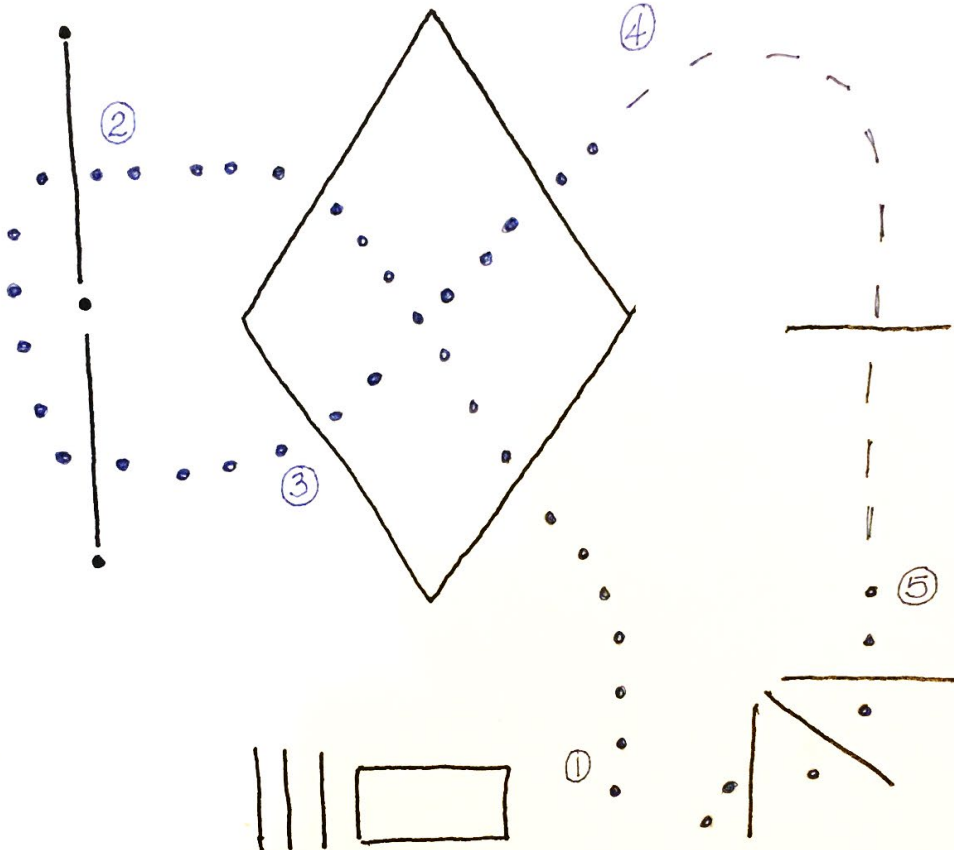
- ① walk through the Box
- ② weave through Cones over logs at a Walk.
- ③ walk through the other side of the Box.
- ④ Trot or jog single rail.
- ⑤ walk down over the Fan Logs.

In Hand Ground Poles

Lead Line

Walk only

Open until noon

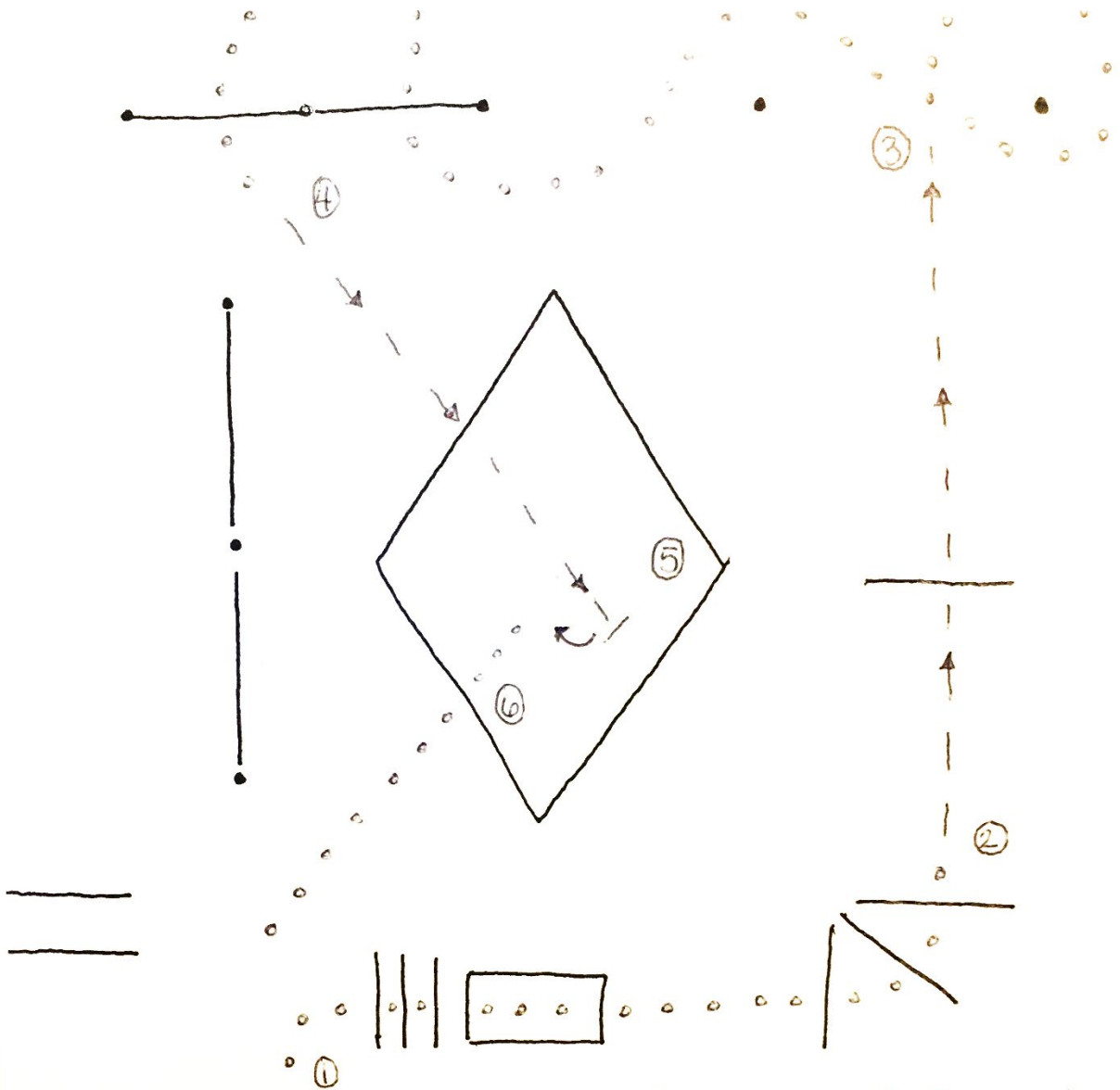


- ① walk through the Box
- ② weave through Cones over logs at a Walk.
- ③ walk through the other side of the Box.
- ④ Trot or jog single rail.
- ⑤ Walk down over the Fan Logs.



Enter

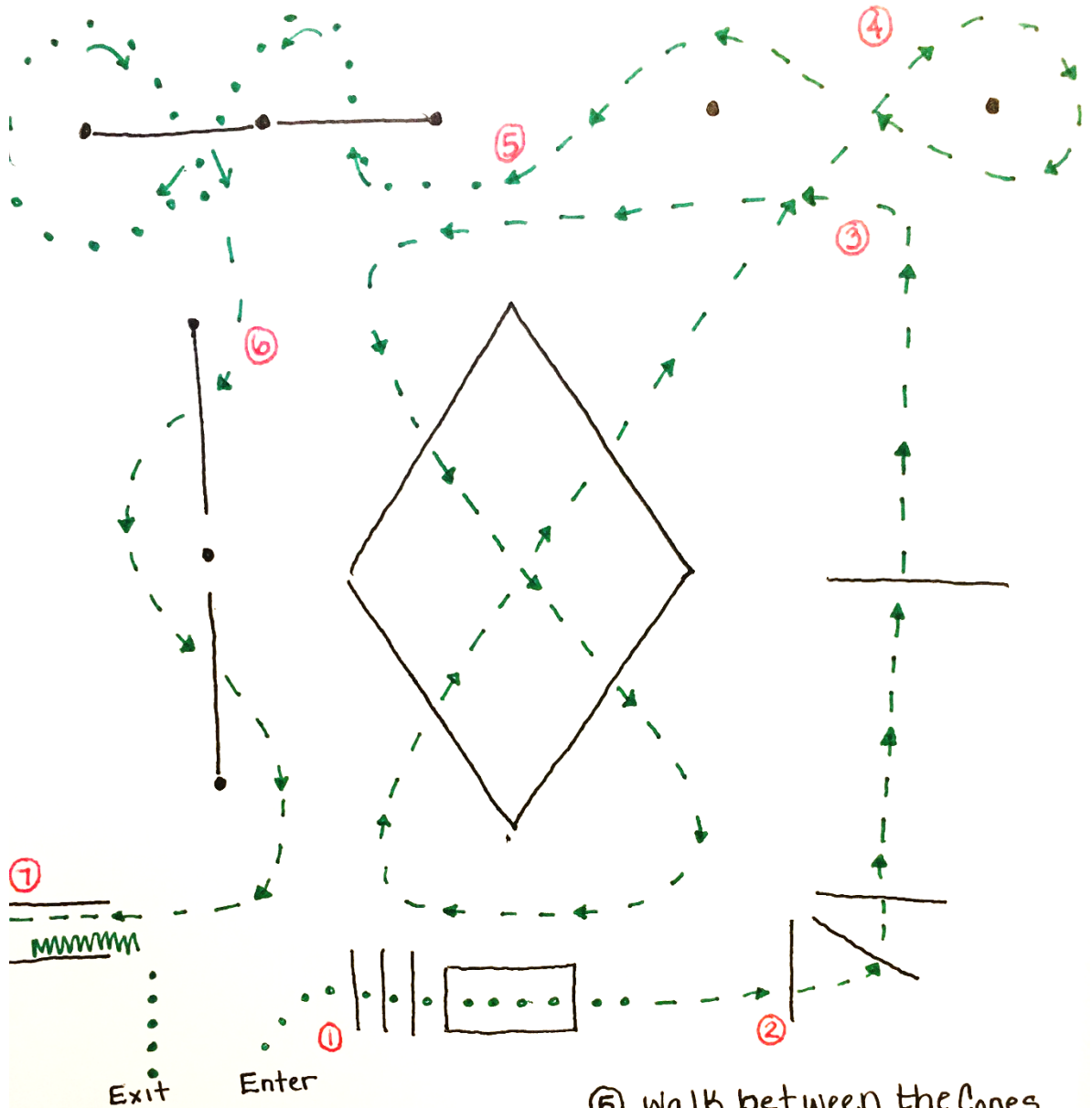
Therapeutic & lead line Trail



- ① Walk over logs, walk over Bridge And over Fan Shape logs.
- ② Trot/Jog over logs to cones.
- ③ Weave the Cones at the walk.
- ④ Trot/Jog into Box, Stop.
- ⑤ Do a 90° turn to the Right.

⑥ Walk out of Box and to the exit.

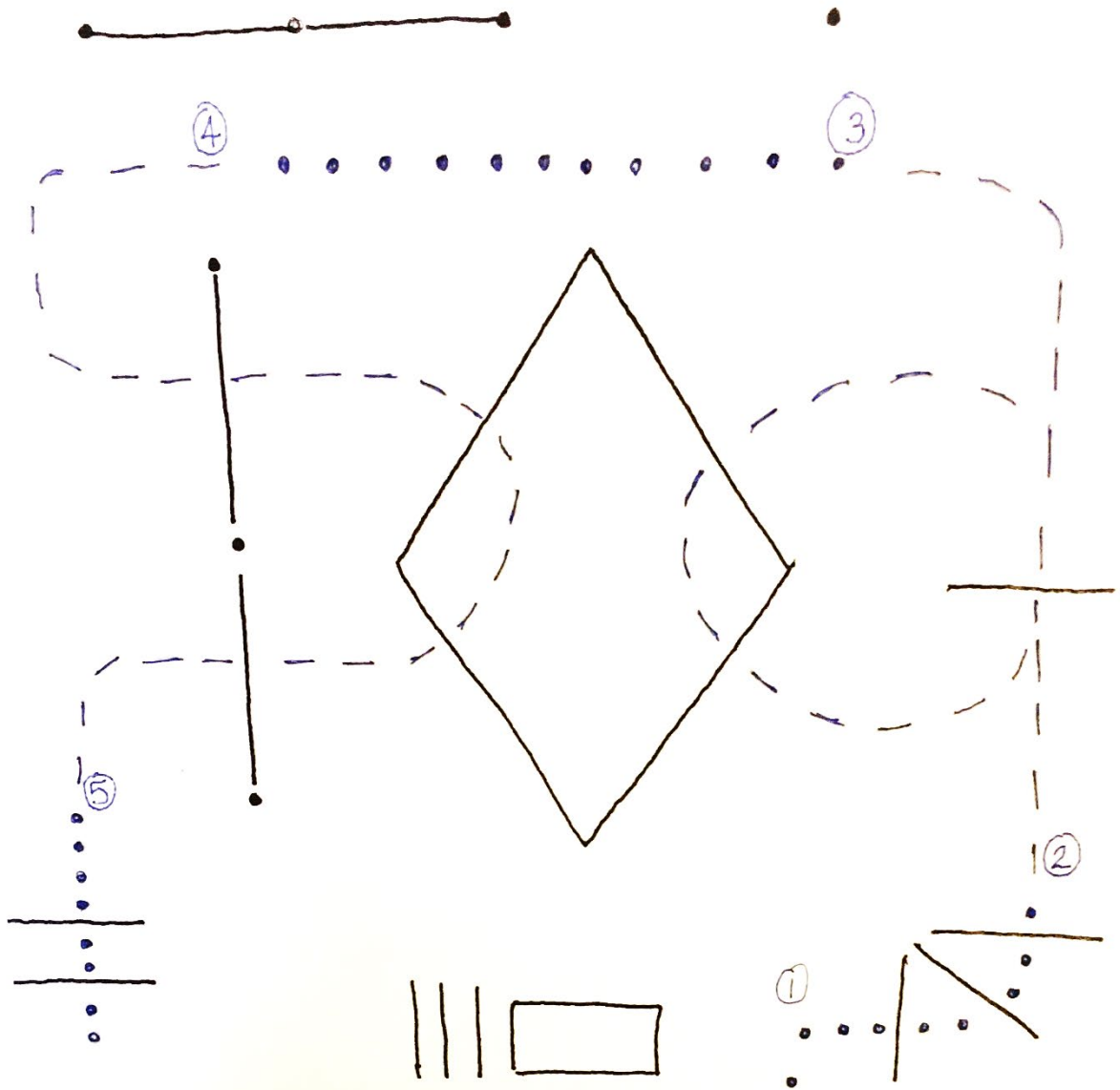
Walk/Trot Mounted Trail Miniature In Hand Trail



- ① Walk over logs and Bridge
- ② Trot/Jog over Fan Logs and single rail.
- ③ Trot/Jog a Figure 8 down over logs.
- ④ Trot/Jog through Cones

- ⑤ Walk between the Cones and over logs.
- ⑥ Weave down over the two logs at the Trot/Jog.
- ⑦ Trot/Jog into chute Back out walk to exit.

Mounted & In-hand Ground Poles
 Youth & Adult
 Miniature Horse In-hand **Ground Poles**
 Open until noon




- ① Walk over Fan logs.
- ② Trot/Jog over single rail, Trot/Jog a circle to the left around the Corner of the Box, continue over single rail again headed towards the Cone.
- ③ Walk
- ④ Weave cones over logs, through Box at a Trot/Jog
- ⑤ Walk over two logs and exit at a walk.

Miniature Horse Jumping Course A

If course A is jumped cleanly proceed to course C

Open until noon

Pool Noodle Jump



4

3



5



Broom head Jump

6



Frisbee Jump

2



7

Brush box Jump



Timers


1

Miniature Horse Jumping Course B

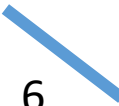
If course B is jumped cleanly proceed to course C

Open until noon


5
Pool Noodle Jump



6




Broom head Jump
4




7



3
Frisbee Jump
2



8
Brush box Jump



Timers

1

Miniature Horse Jumping Course C Jump Off

Pool Noodle Jump
3

4
Broom head Jump

5
Frisbee Jump

2

6
Brush box Jump
1
Timers