

Showmanship

Therapeutic, Leadline, 10 and under, Jr Youth Mini Therapeutic
Be ready at the first cone,

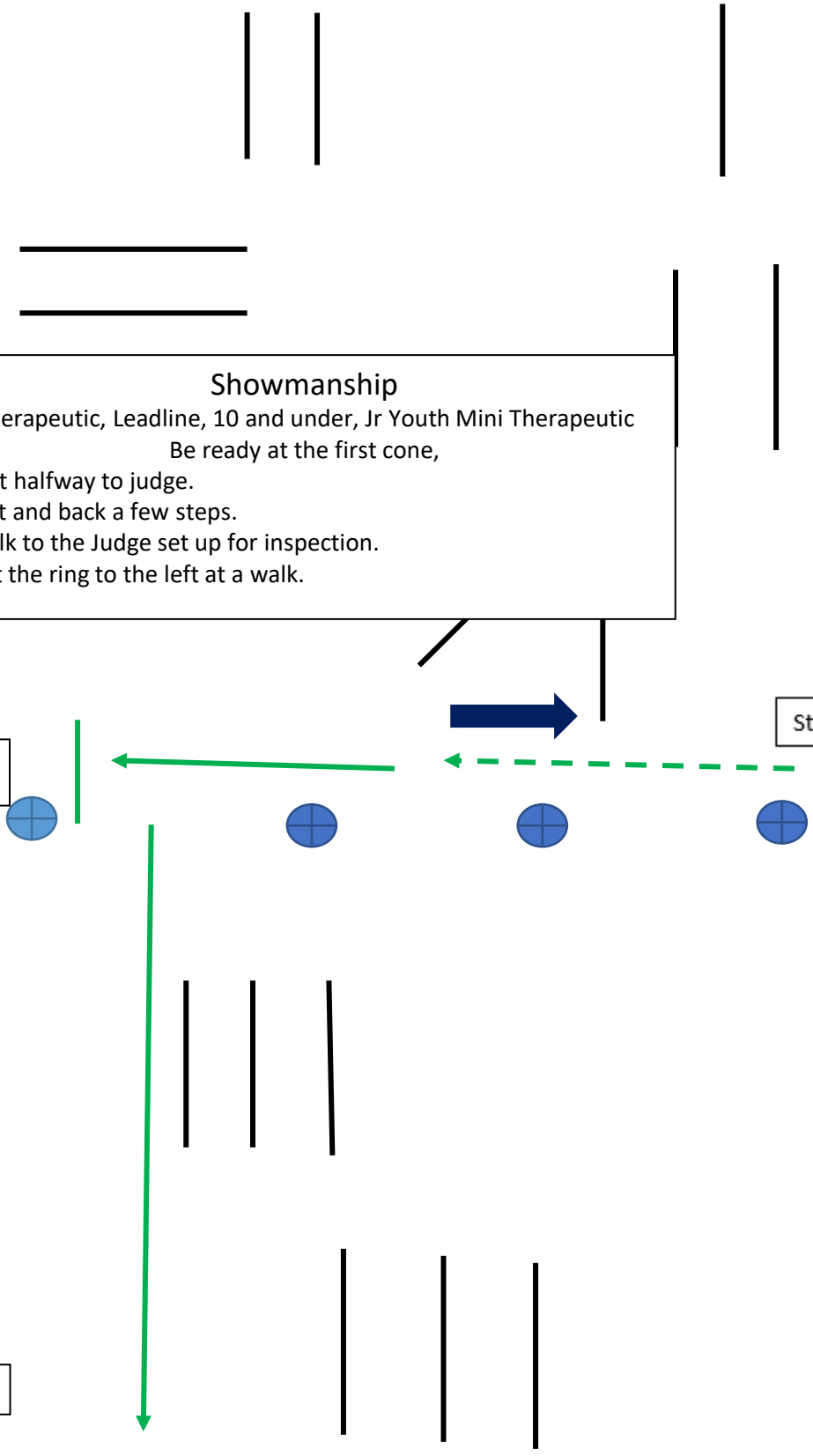
- Trot halfway to judge.
- Halt and back a few steps.
- Walk to the Judge set up for inspection.
- Exit the ring to the left at a walk.

Judge

Start

EXIT

Start

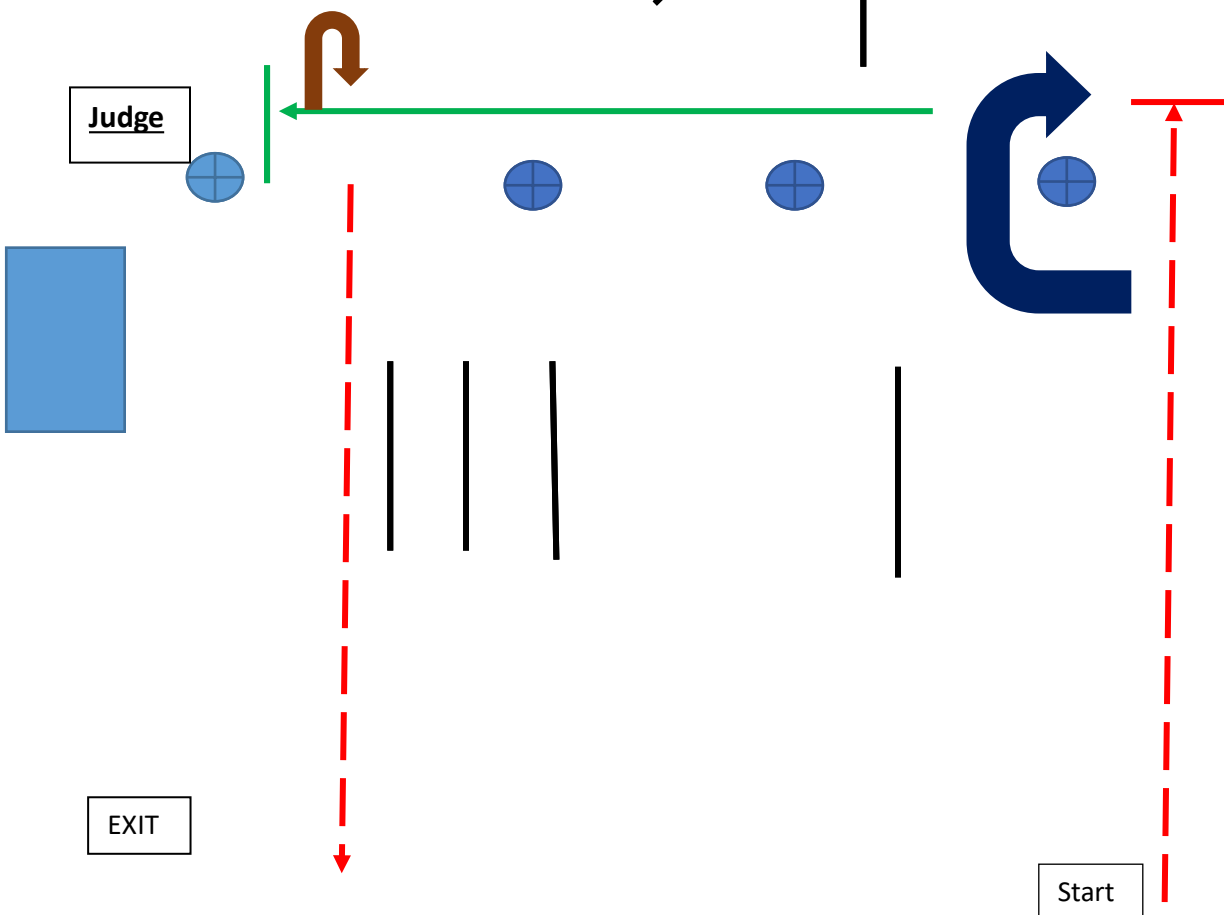


Showmanship

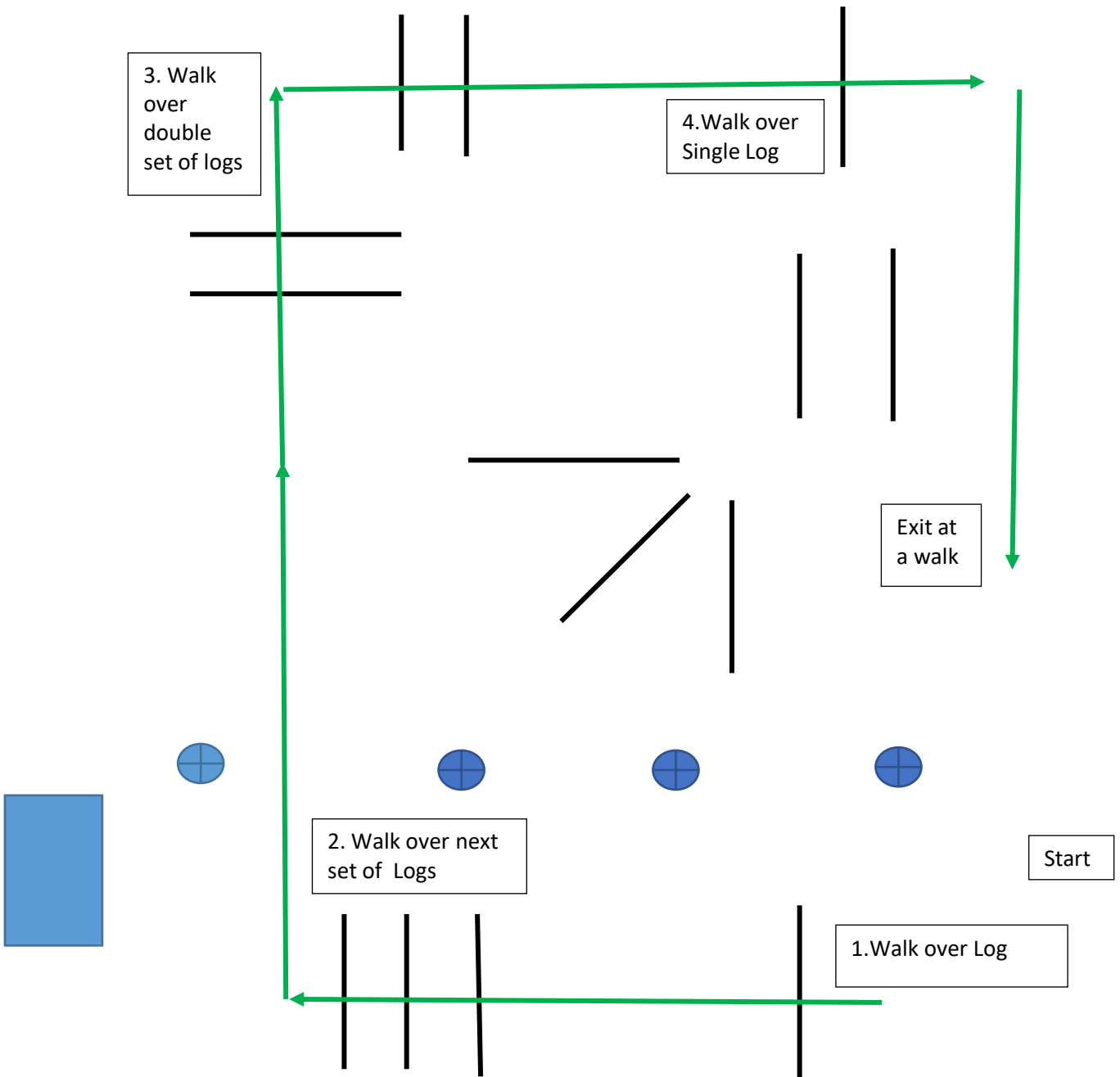
Adult, Sr Youth, Mini Youth, Mini Adult

Be ready at start

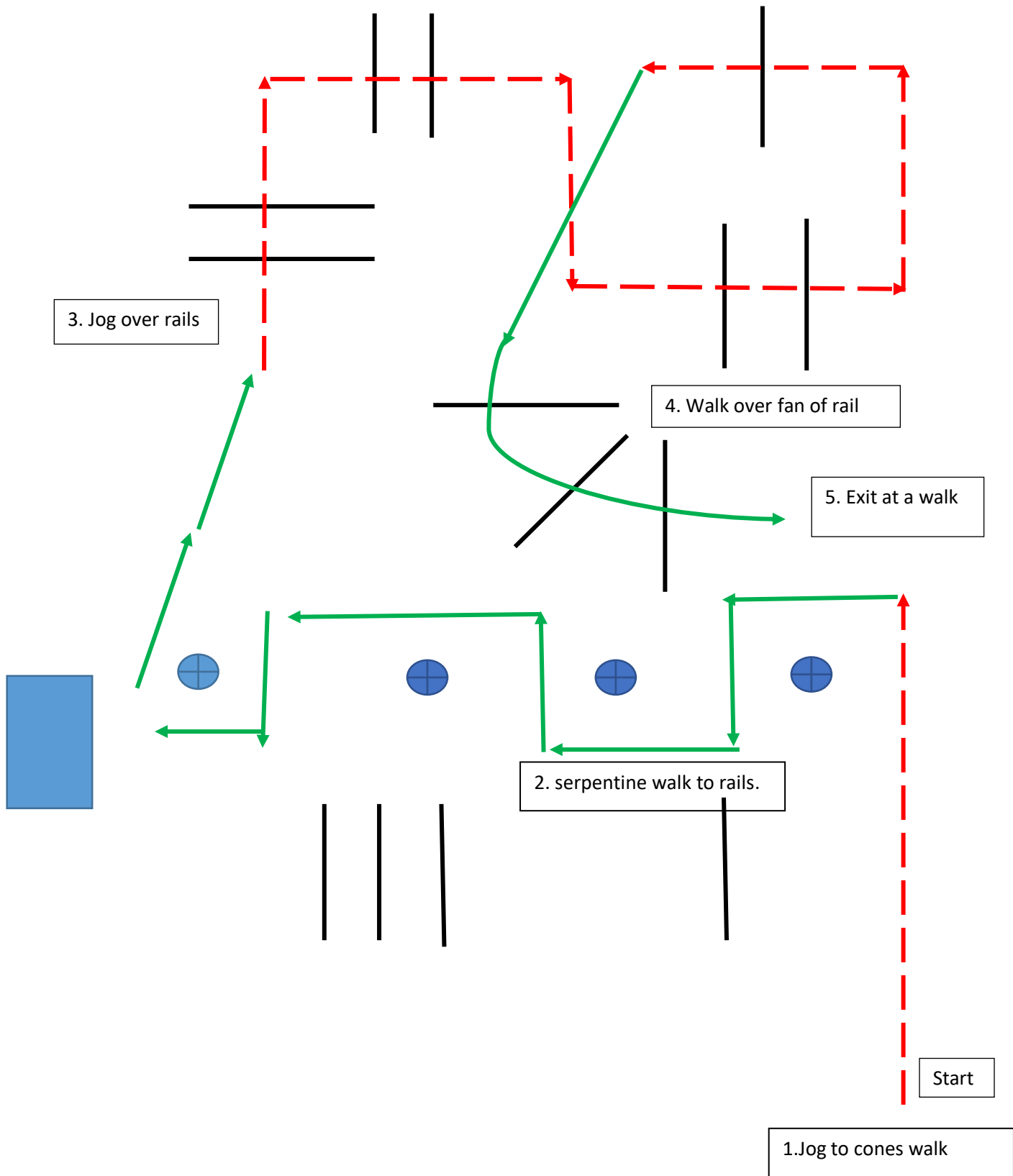
1. Trot to first cone.
2. Stop and back around the cone.
3. Walk to the judge set up for inspection.
4. Once completed perform a 270 to the right.
5. Exit at the trot.



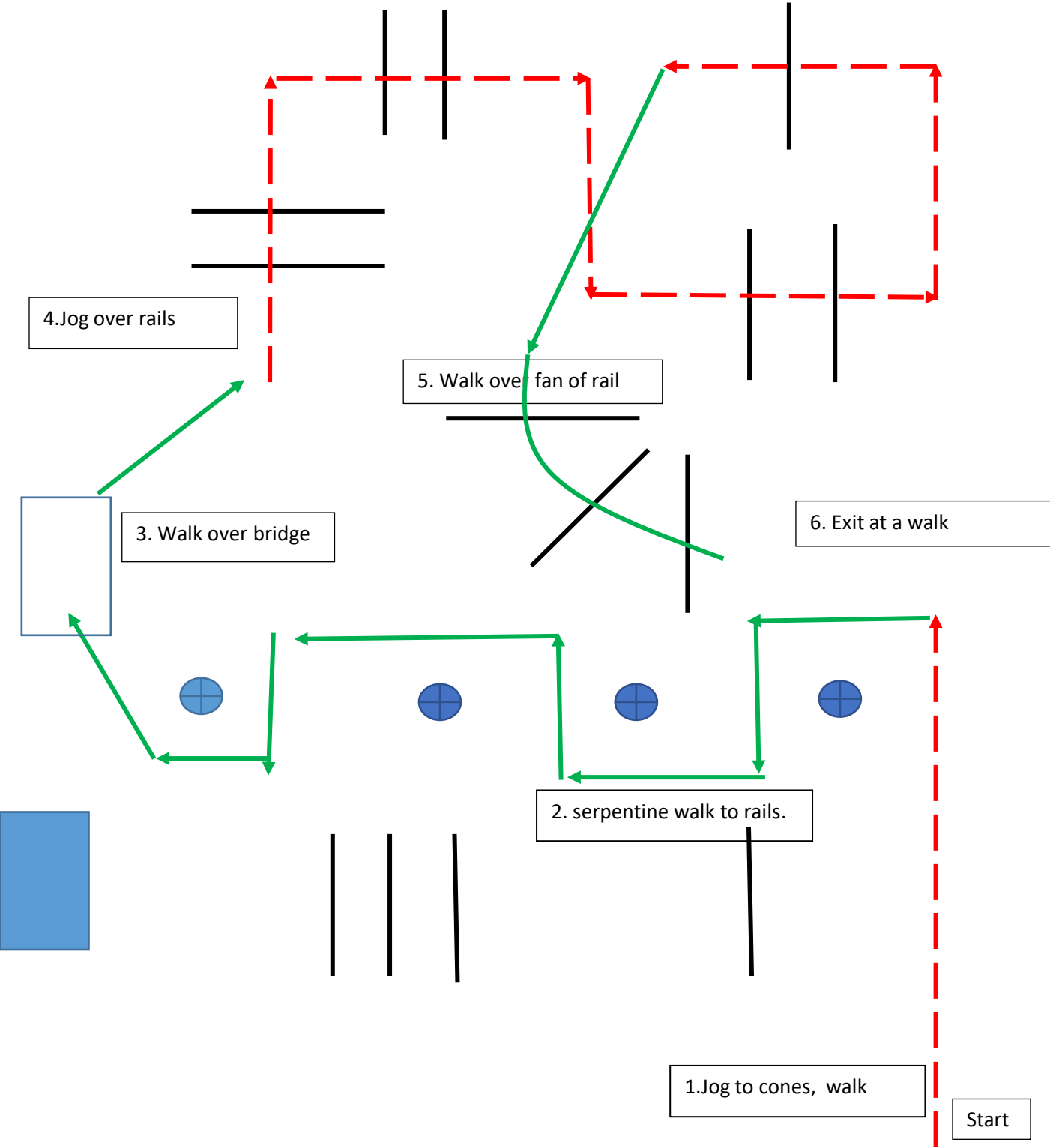
In-Hand Ground Poles - Therapeutic & Leadline (Walk Only)
Mounted Ground Poles - Therapeutic & Leadline (Walk Only)
In-Hand Ground Poles - Therapeutic Miniature Horse



In-Hand & Mounted Ground Poles 10 & Under, Jr. Youth, Sr. Youth, Adult In-Hand Ground Poles - Miniature Horse Youth & Adult

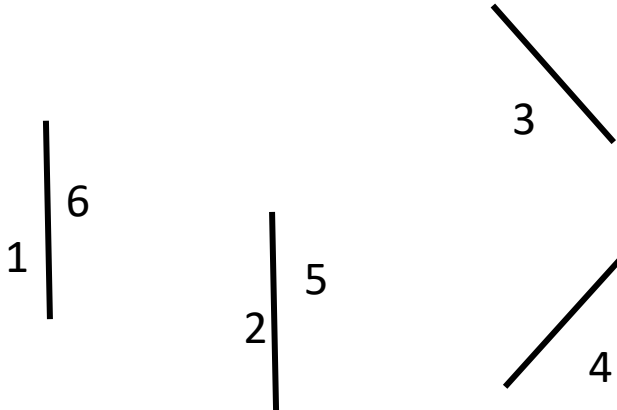


Mini In-Hand Trail Youth & Adult Mounted Trail Leadline & Therapeutic

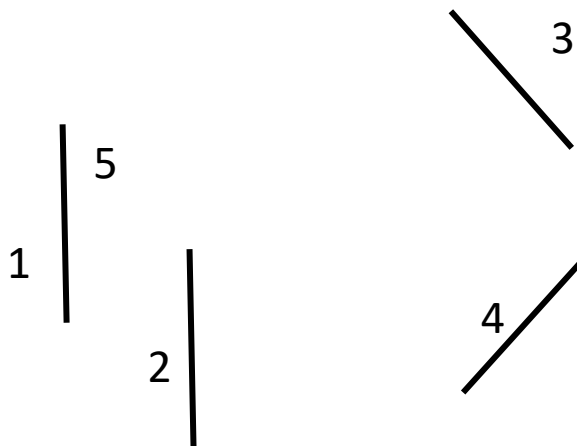


Miniature Horse Jumping

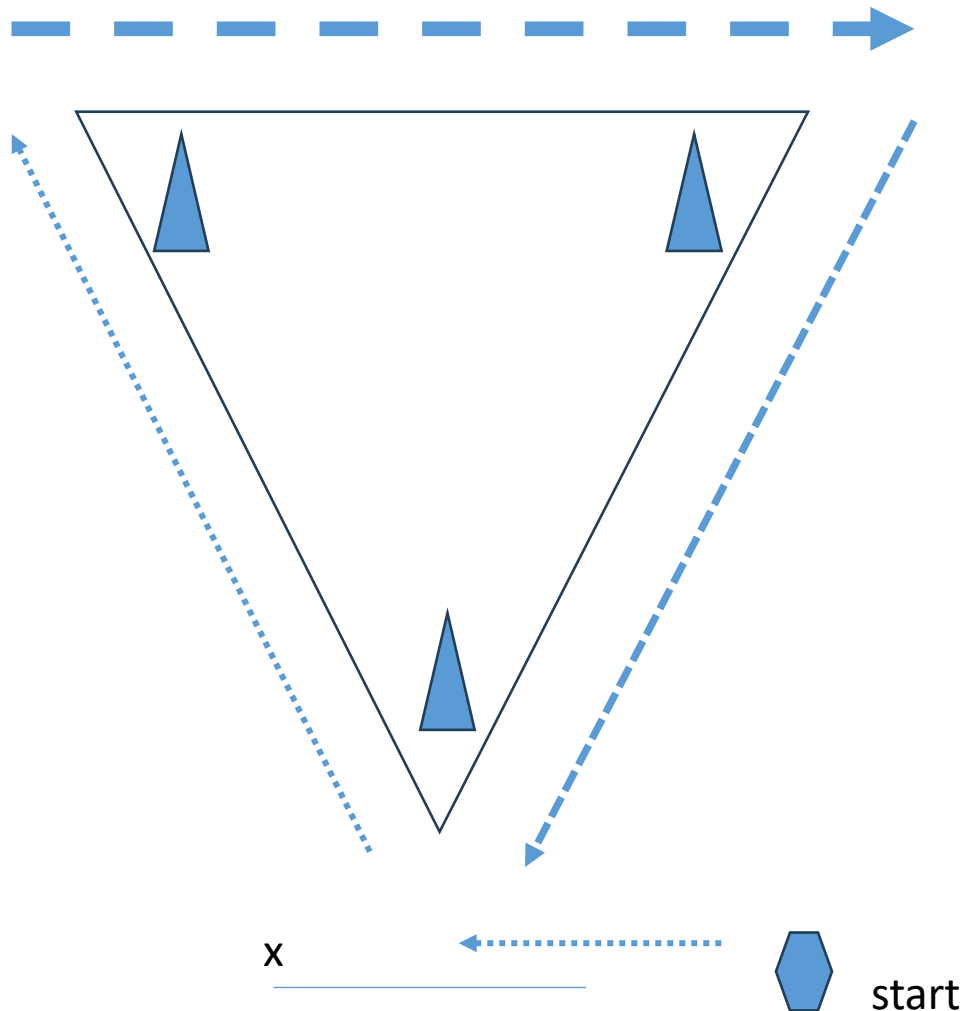
Course A



Course B



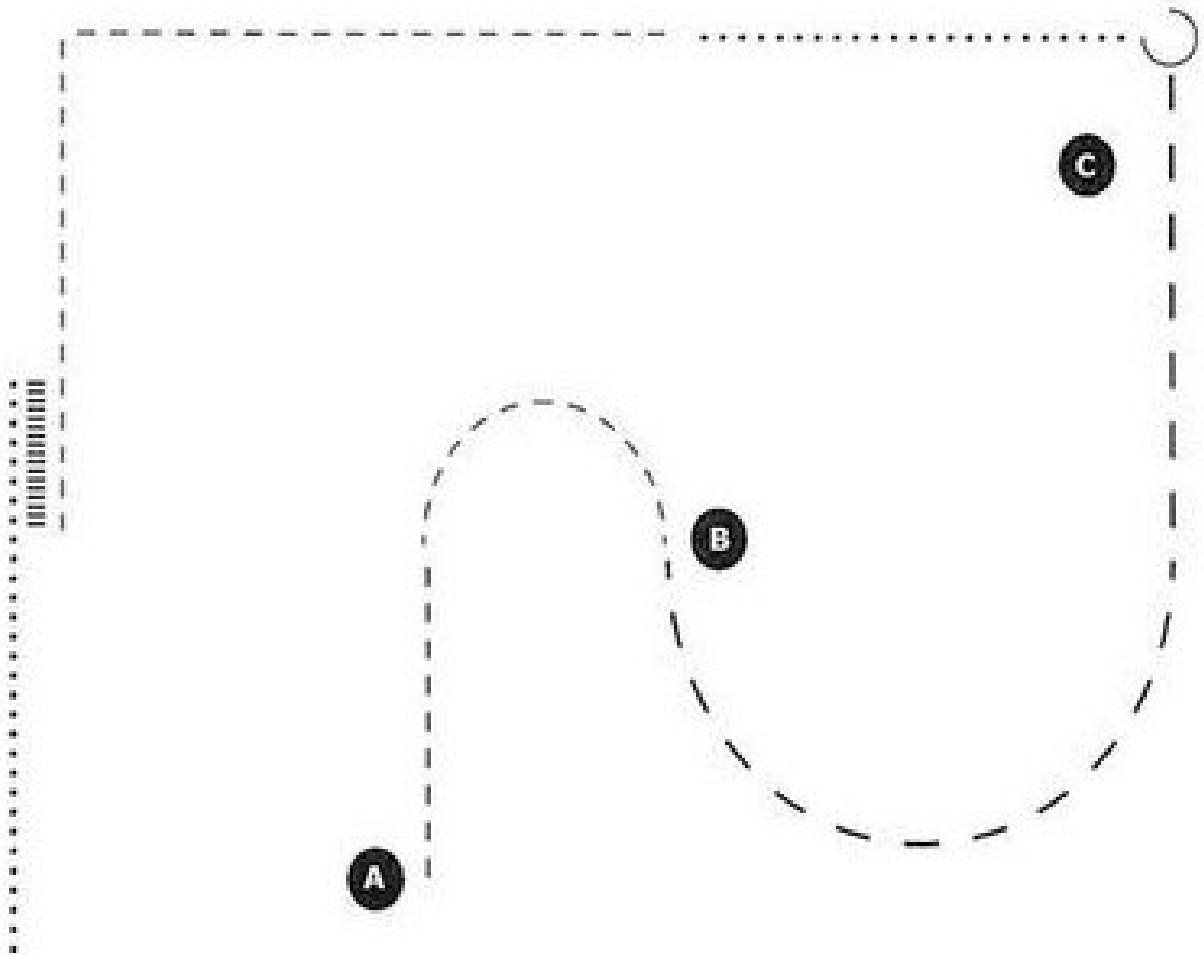
Sport Horse In-Hand Pattern



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

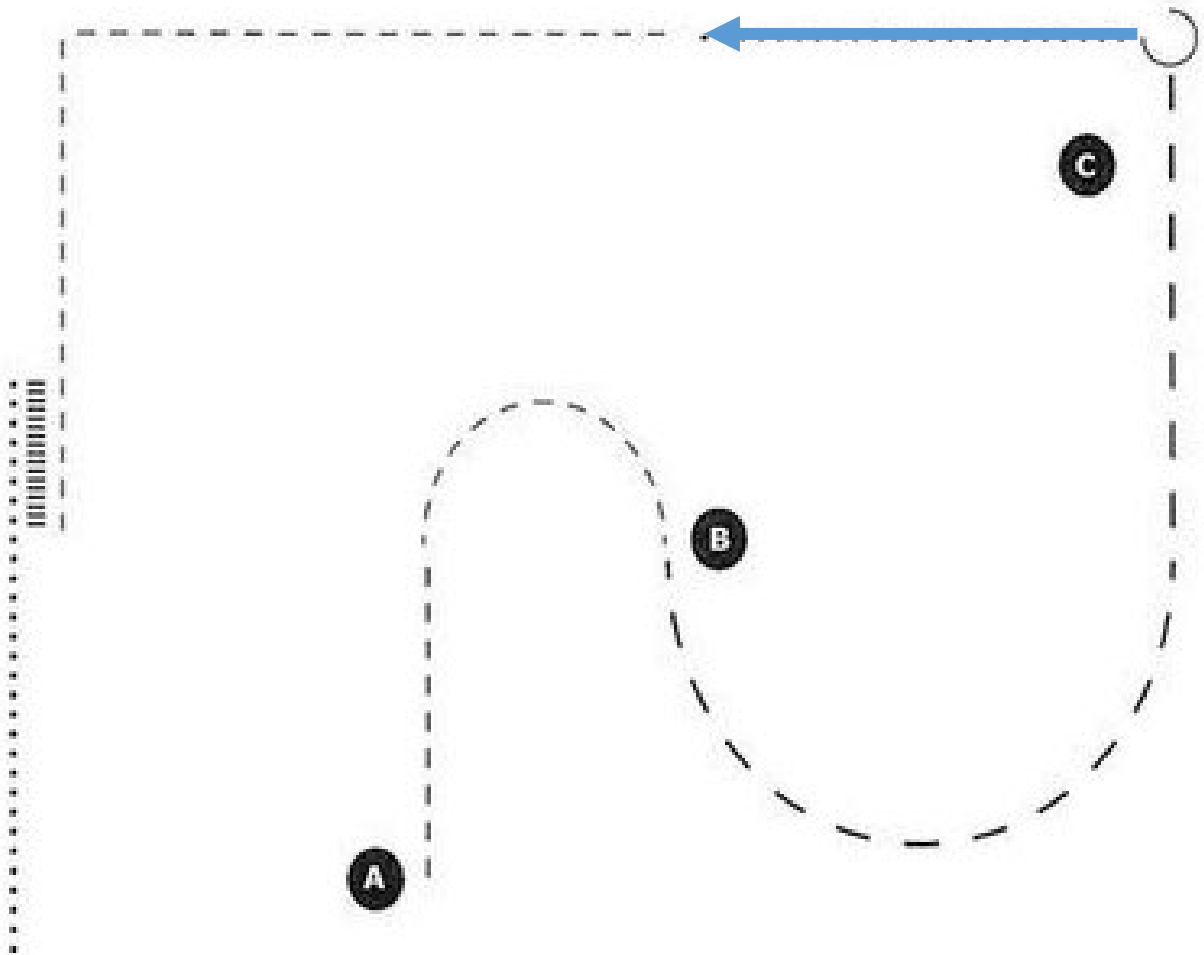
Ranch Horse Pattern - Walk Trot



1. Start at A
2. Jog to Loop At B
3. Extend Jog Past C
4. Stop Perform 270 turn on haunches to the right.
5. Walk until even with B
6. Jog square corner until even with B
7. Stop Back 5 steps
8. Exit at a walk past A

Ranch Horse Pattern

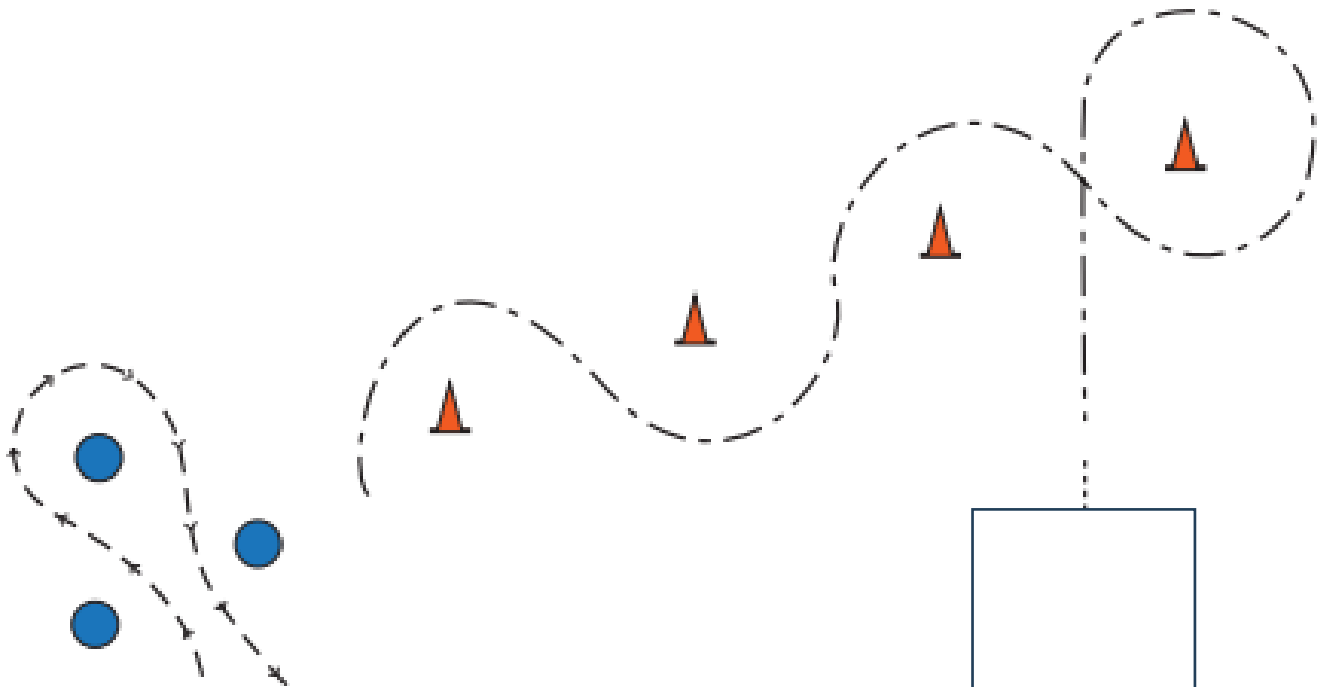
Walk/Trot/Lope



1. Start at A
2. Jog to Loop At B
3. Extend Jog Past C
4. Stop Preform 270 turn on haunches to the right.
5. Lope Left Lead until even with B
6. Break to a regular Jog
7. Jog square corner until even with B
8. Stop Back 5 steps
9. Exit at a walk past A

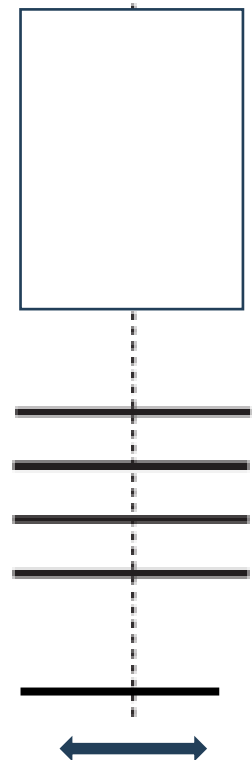
Ranch Horse Trail

Walk Trot



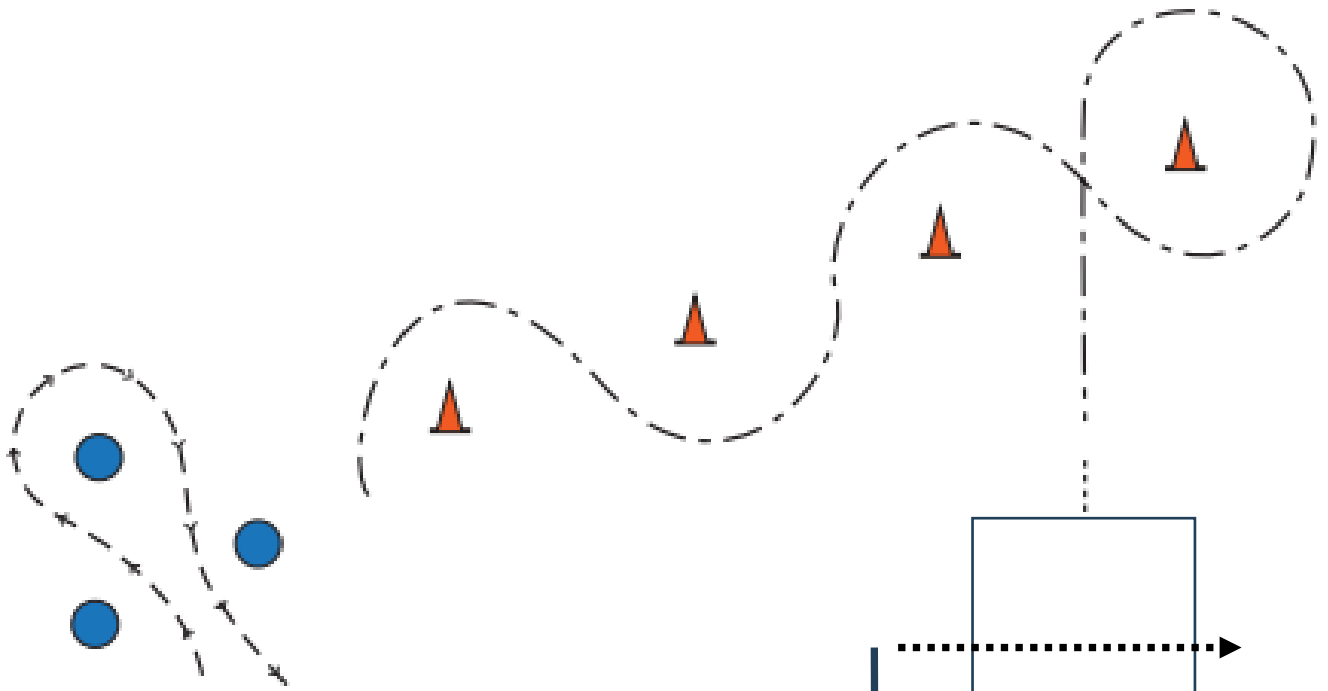
Start

1. Enter Backing through clockwise
2. Proceed to Serpentine at a Jog
3. Walk over through box
4. Exit Box and walk over rails
5. Last rail side pass, either direction
6. Exit at a walk



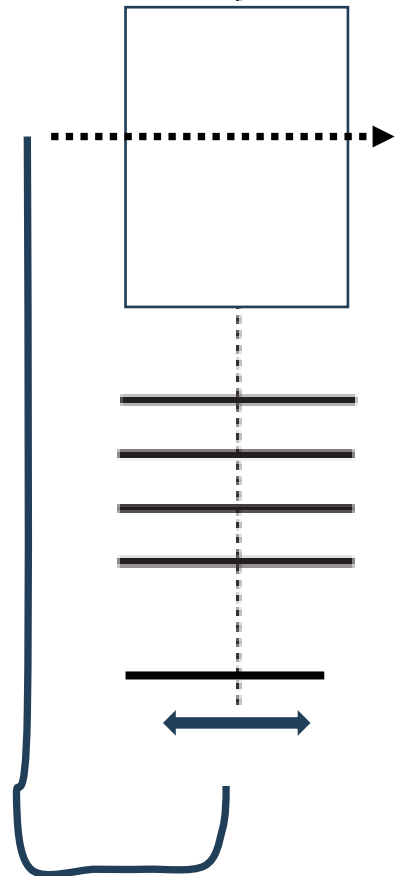
Ranch Horse Trail

Walk /Trot /Lope

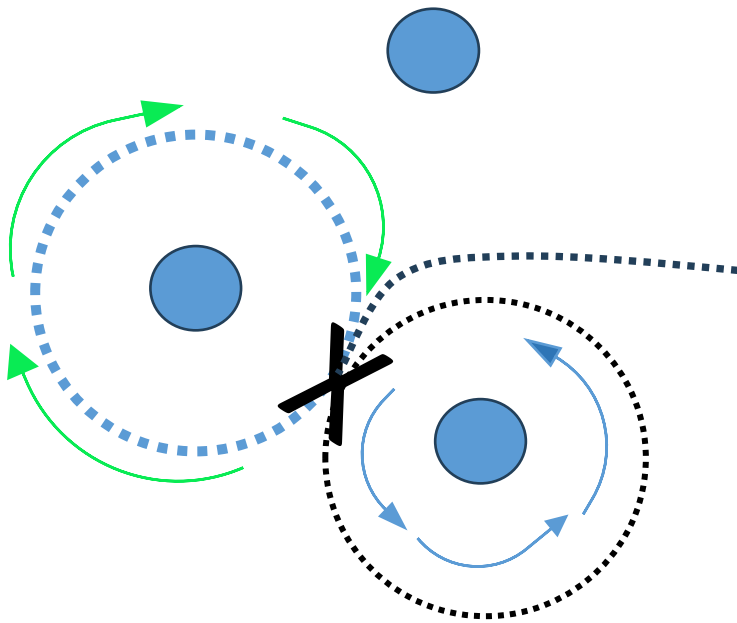


Start

1. Enter Backing through clockwise
2. Proceed to Serpentine at a Jog
3. Walk over through box
4. Exit Box and walk over rails
5. Last rail side pass, either direction
6. Lope left lead back along box
7. Exit at a walk through the side of box



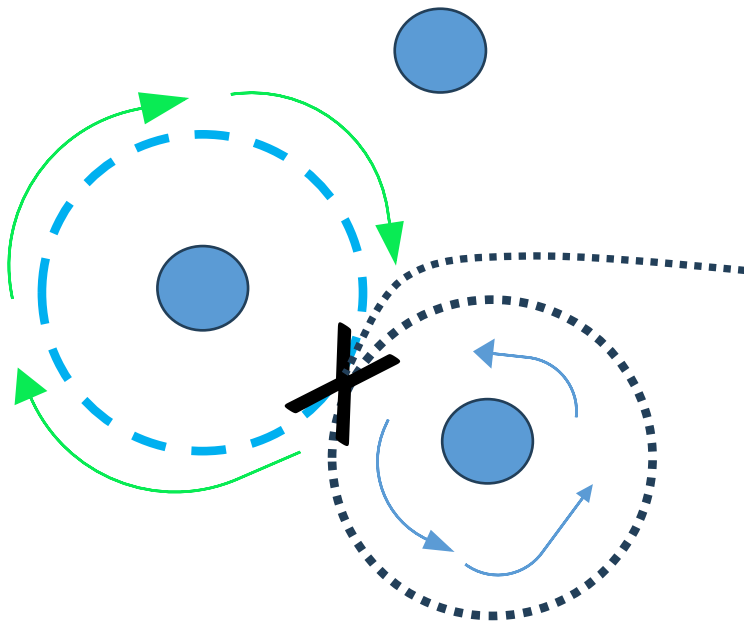
Go & Whoa Obstacle Pattern



Enter pattern at a walk

1. Halt between the markers shown by the X
2. Walk a circle to the left
3. Halt between the markers shown by the X
4. Walk a circle to the Right
5. Return to the X wave to the Judge

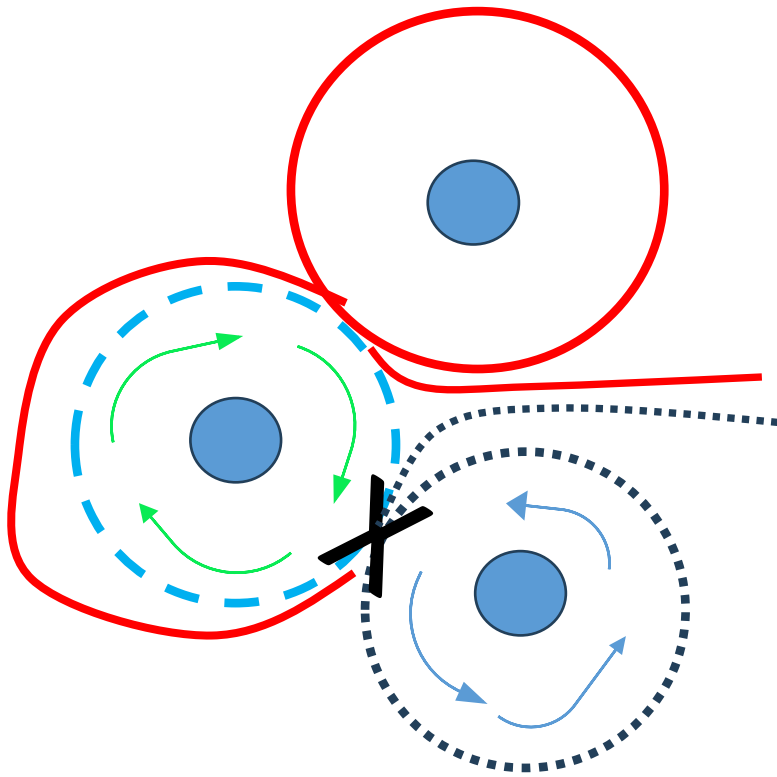
Walk/Trot Obstacle Pattern



Enter pattern at a walk

1. Halt between the markers shown by the X
2. Walk a circle to the left
3. Between the markers shown by the X Trot a circle to the right
4. Return to the X wave to the Judge

Walk/Trot/Lope Obstacle Pattern



Enter pattern at a walk

1. Halt between the markers shown by the X
2. Walk a circle to the left
3. Between the markers shown by the X Trot a circle to the right
4. Return to the X pick up right lead
5. Between markers perform a simple or flying lead change around marker