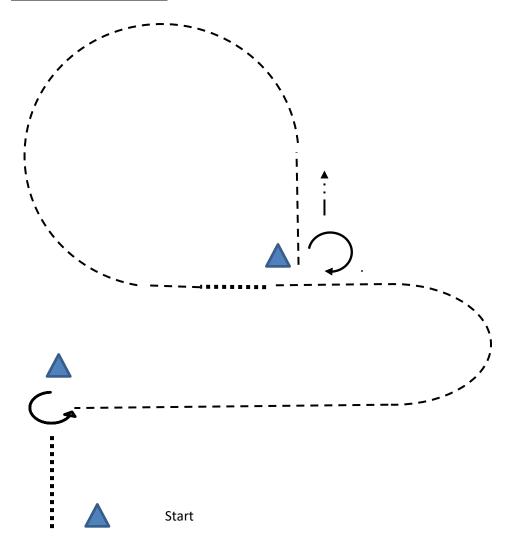
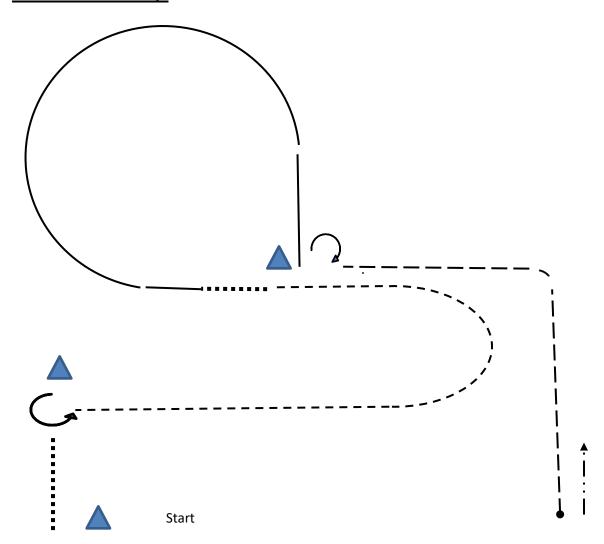
Horsemanship - Walk Jog



- 1. Walk
- 2. Stop, facing marker. ¾ turn to the left.
- 3. Jog around loop
- 4. Walk at marker, jog around circle
- 5. Stop beside marker, ¾ turn to the right
- 6. Back approx. 5 steps. Line up as directed

Horsemanship -Youth/ Open

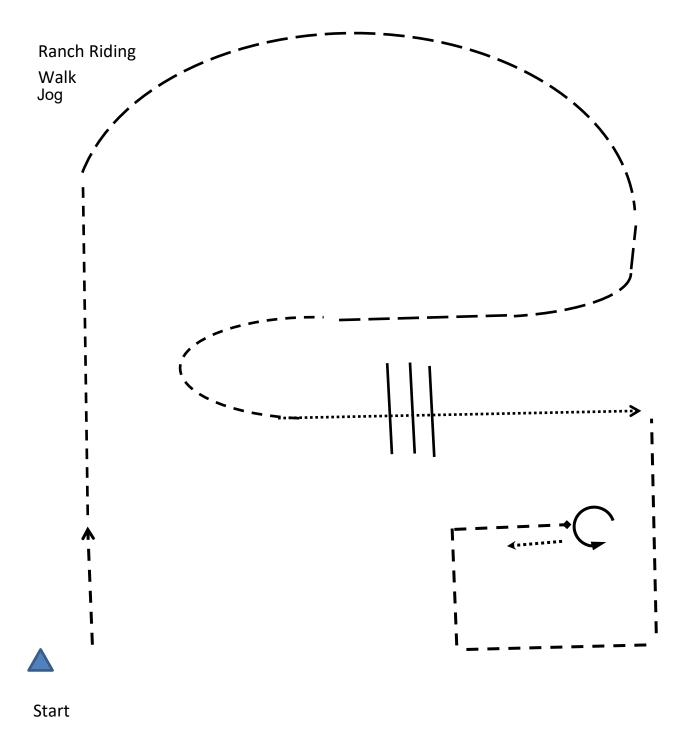


- 1. Walk
- 2. Stop, facing marker. ¾ turn to the left.
- 3. Jog around loop
- 4. Walk at marker, lope RL around circle
- 5. Stop beside marker, ¾ turn to the right
- 6. jog around corner to stop and back approx. 5 steps

RANCH RIDING - PATTERN 4 Extended Walk **Extended Trot** Lope **Extended Lope** Back //////// \\ Lead Change 36"-42" space for the side pass 26"-30" space for walk over logs START

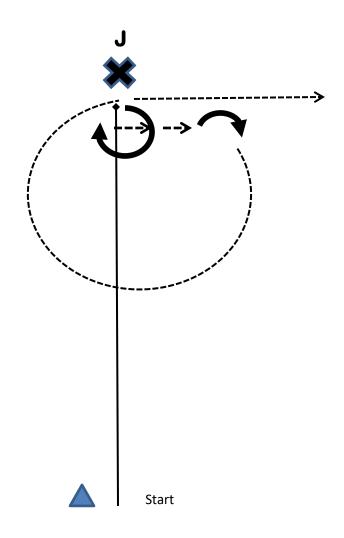
- I. Walk
- 2. Trot
- 3. Extended lope right lead
- 4. Lope right lead
- 5. Change leads (simple or flying)
- 6. Lope left lead
- 7. Extended trot
- 8. Stop, side pass left, side pass right, 1/2 way
- 9. Walk over logs
- 10. Walk
- II. Trot square
- 12. Stop, 360° turn left, and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



- 1. Trot
- 2. Extend trot on curve
- 3. Regular trot around loop
- 4. Walk over logs, extend walk to corner
- 5. Trot around square
- 6. 360 turn Left. Back
- 7. Walk to exit

Showmanship



- 1. Be ready at the cone. When judge indicates, trot to judge.
- 2. Set up for inspection
- 3. When dismissed, ³/₄ turn, back approx. 5 steps
- 4. 180° turn to right.
- 5. Walk a circle , past judge to exit or line up as directed.

