

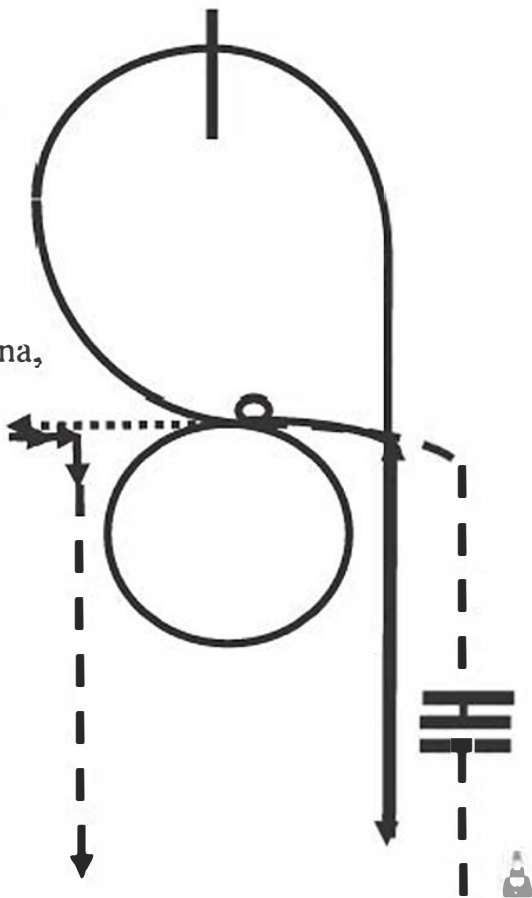
SHOWMANSHIP



Be ready at A
Walk A to B
At B Stop
Back past C
3/4 turn
Jog to C
Walk to judge
Set up for inspection
When dismissed, 1/4 turn
Exit behind the judge

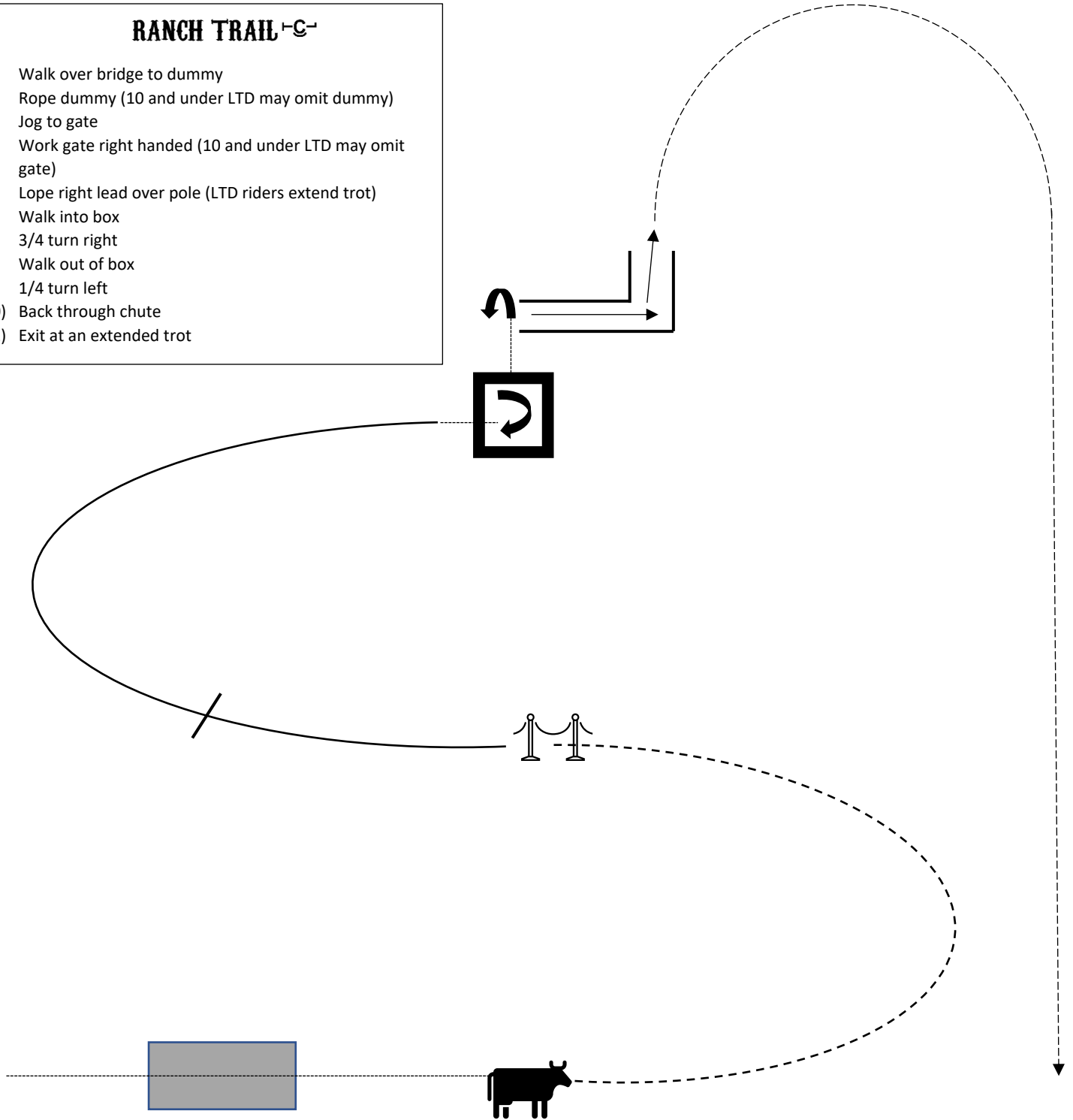
RANCHMANSHIP PATTERN # 8

1. Start at cone, trot over poles to the center of arena and stop.
2. 1 spin right.
3. Right lead lope over pole and run-down arena, stop, roll back to left.
4. Left lead lope small slow.
5. In middle transition to a walk, walk 10 to 15 feet.
6. Stop; back 8-10 feet, 90° turn to left; and trot out of arena.

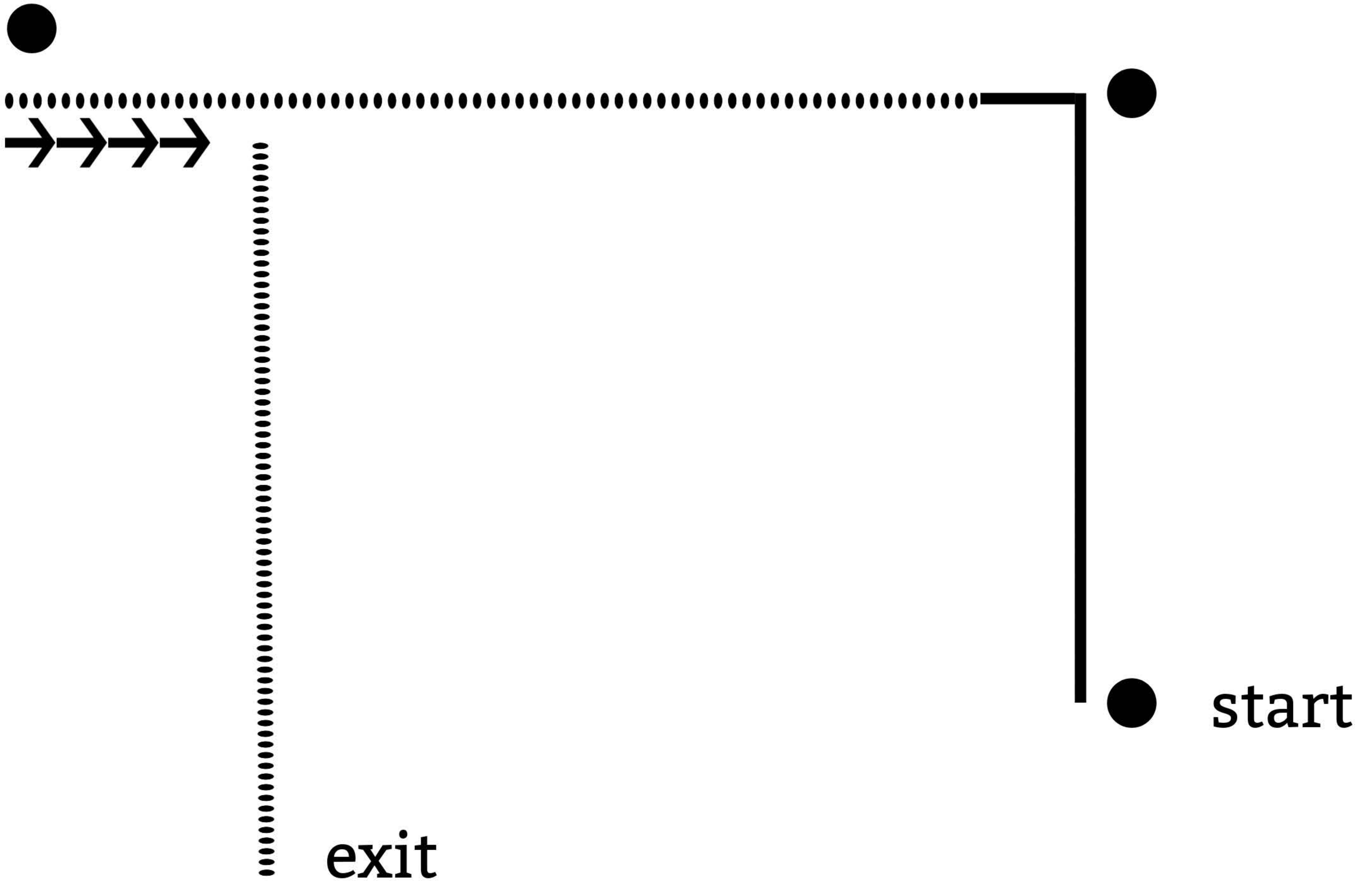


RANCH TRAIL

- 1) Walk over bridge to dummy
- 2) Rope dummy (10 and under LTD may omit dummy)
- 3) Jog to gate
- 4) Work gate right handed (10 and under LTD may omit gate)
- 5) Lope right lead over pole (LTD riders extend trot)
- 6) Walk into box
- 7) 3/4 turn right
- 8) Walk out of box
- 9) 1/4 turn left
- 10) Back through chute
- 11) Exit at an extended trot



GREEN HORSE & LTD HORSEMANSHIP



Be ready at A
Walk A to B
Turn left at B, continuing to walk
Jog to C
Stop
Back up 4 steps
1/4 turn left
Exit at a jog