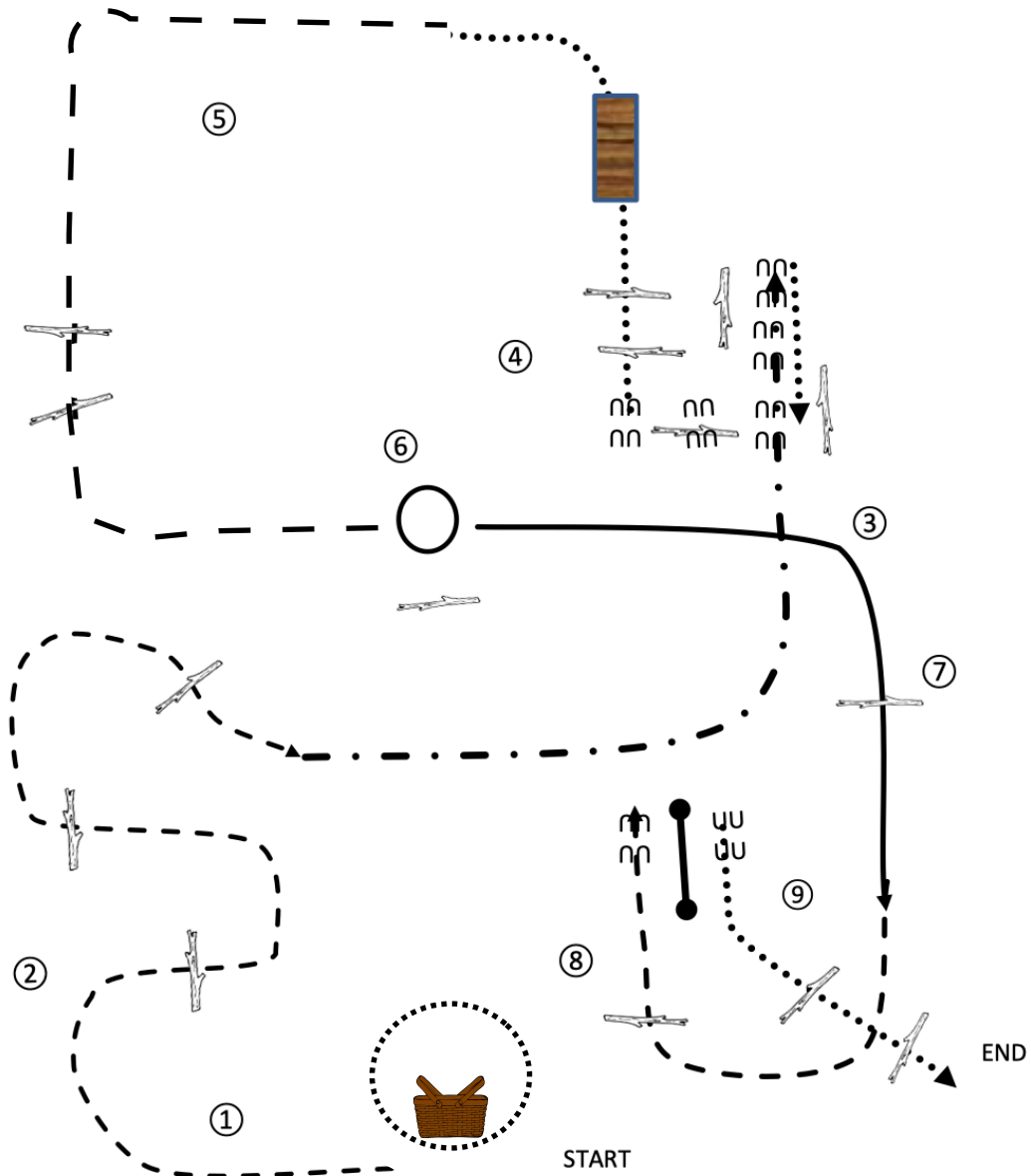
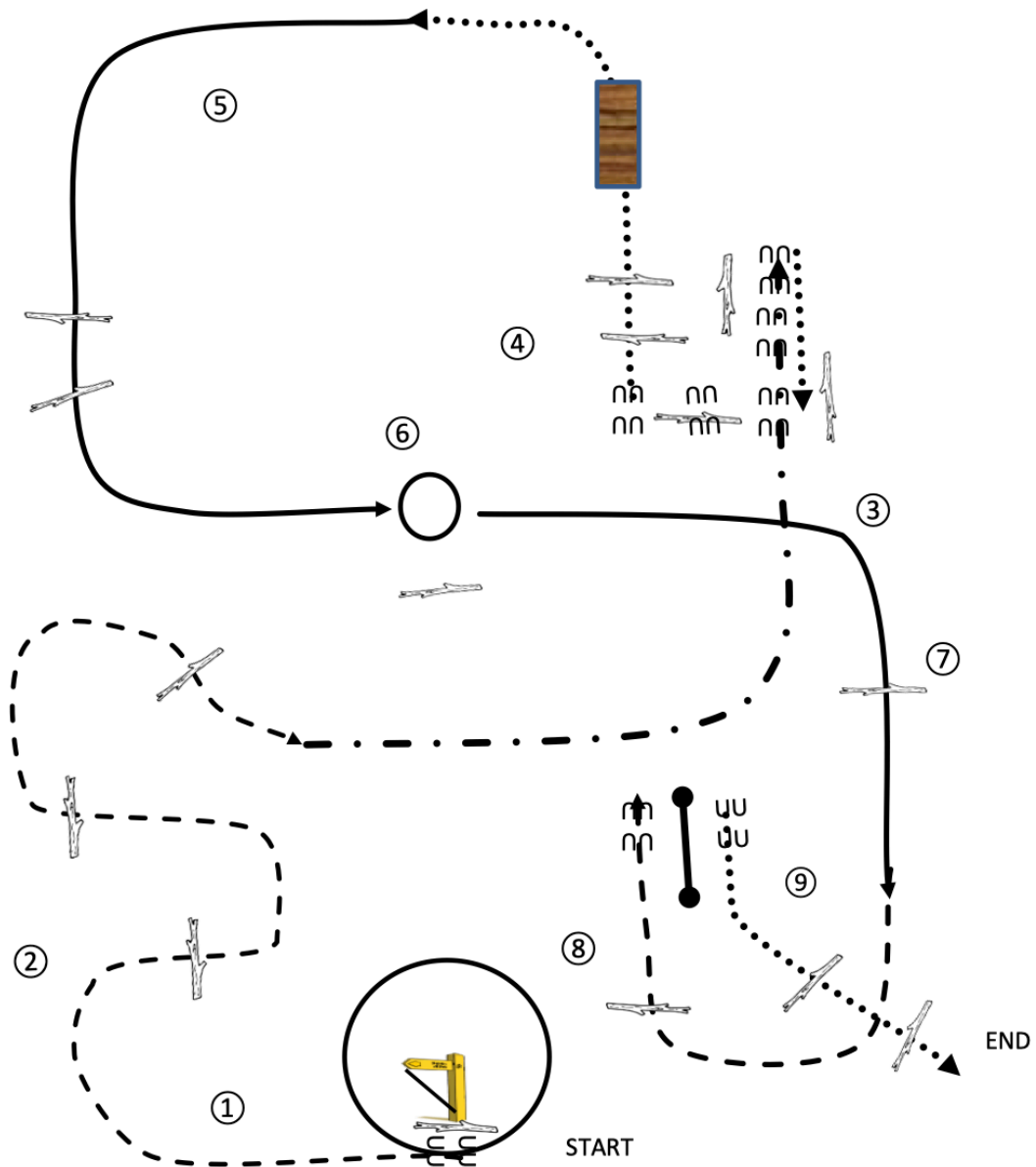


Ranch Trail Beginner, nr 1



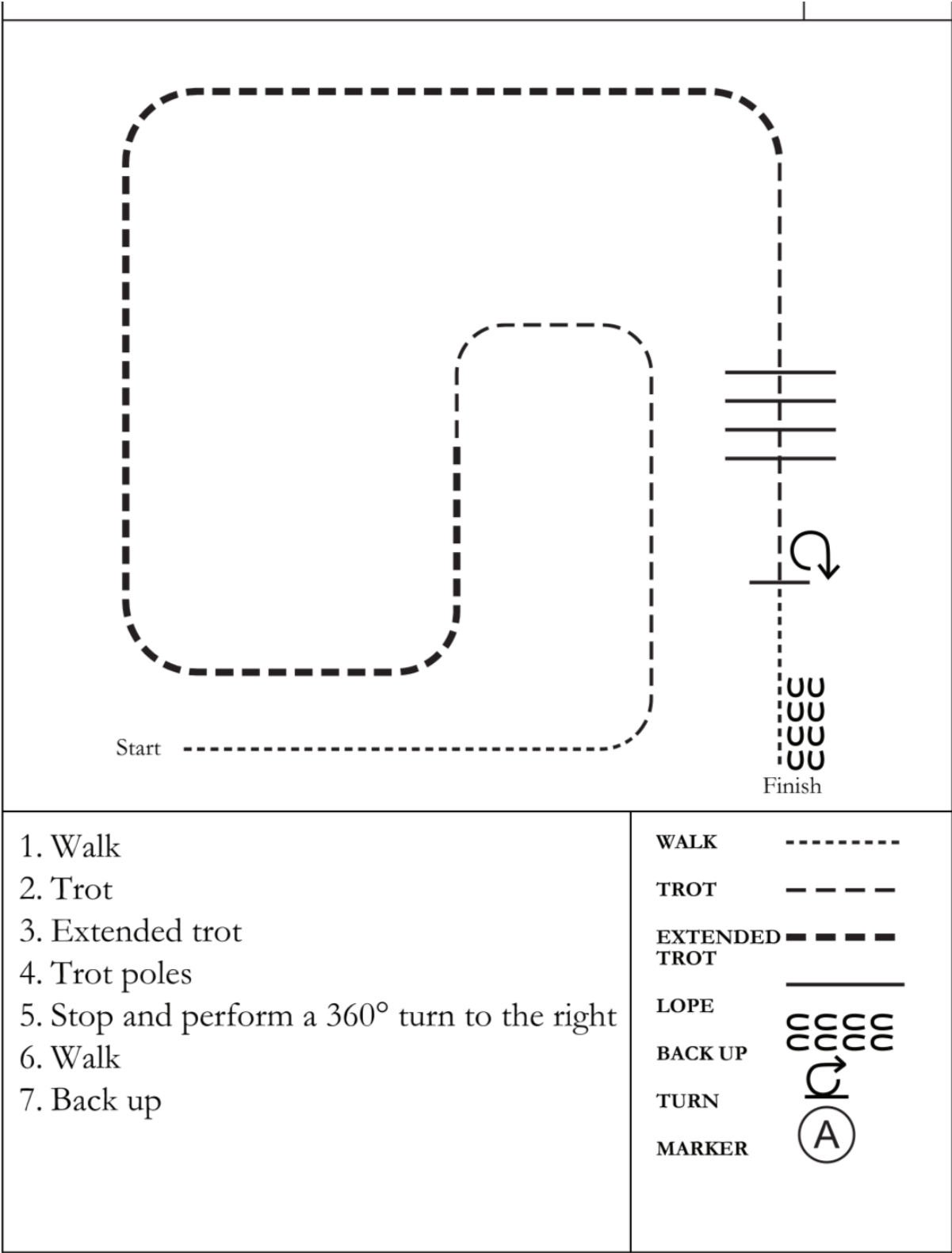
- 1 PICK UP BASKET, WALK OR TROT CIRCLE TO RIGHT.
- 2 SERPENTINE TROT OVERS
- 3 EXTENDED TROT INTO CHUTE - STOP AND BACK
- 4 SIDE PASS LOG - WALK OVERS - BRIDGE
- 5 TROT OVERS
- 6 STOP - 360 RIGHT OR LEFT
- 7 RL LOPE OVER
- 8 BREAK TO TROT-TROT OVER TO GATE STOP
- 9 WORK GATE - WALK OVERS
END OF PATTERN - WALK OUT TO EXIT

Ranch Trail Open, nr 2

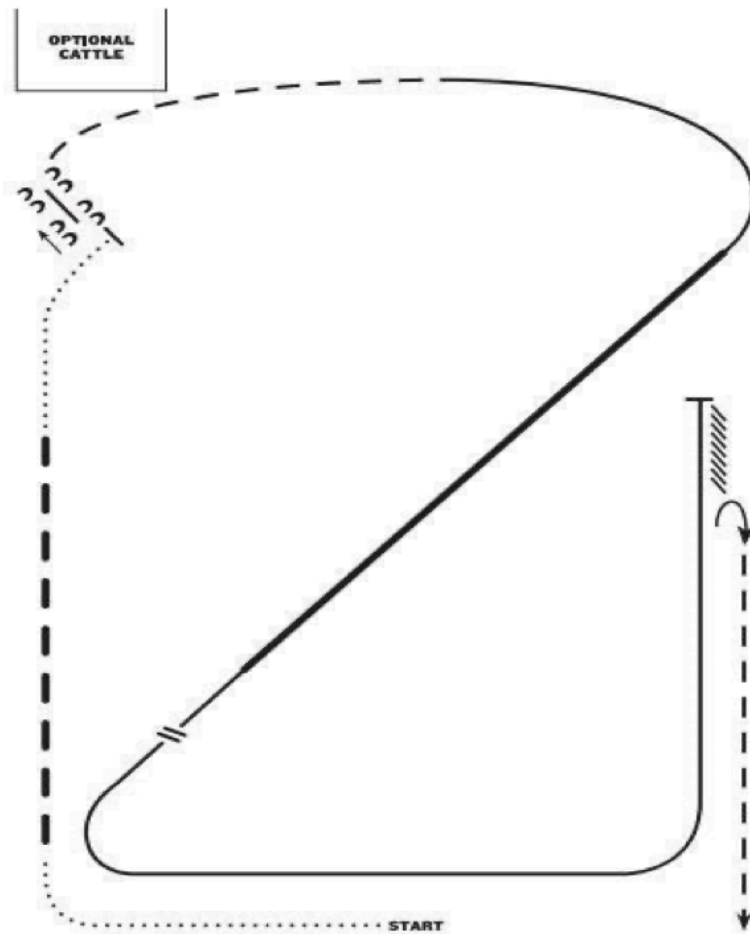


- 1 DRAG LOG RIGHT CIRCLE AT WALK OR TROT
DRAG LOG BACK TO START - HANG ROPE
- 2 SERPENTINE TROT OVERS
- 3 EXTENDED TROT INTO CHUTE - STOP AND BACK
- 4 SIDE PASS LOG - WALK OVERS - BRIDGE
- 5 LL LOPE OVERS
- 6 STOP - 360 RIGHT OR LEFT
- 7 RL LOPE OVER
- 8 BREAK TO TROT-TROT OVER TO GATE STOP
- 9 WORK GATE - WALK OVERS
END OF PATTERN - WALK OUT TO EXIT

Ranch Riding Walk & Trot, nr 3

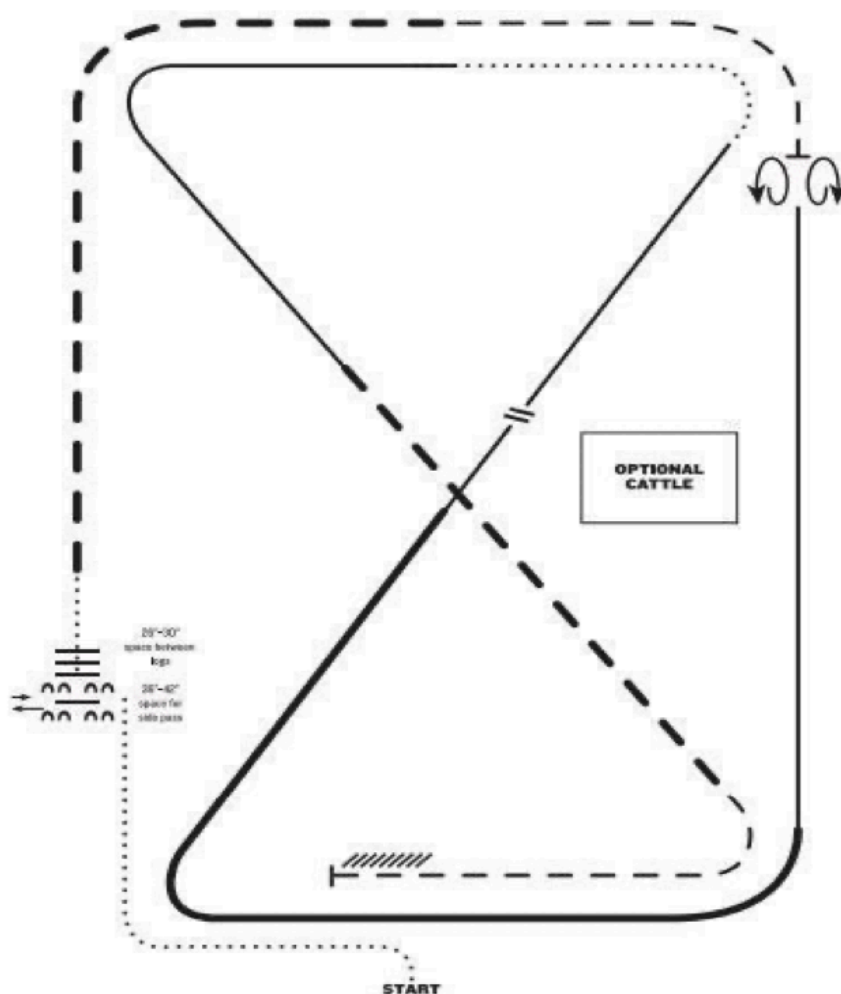


Ranch Riding Beginner, nr 4



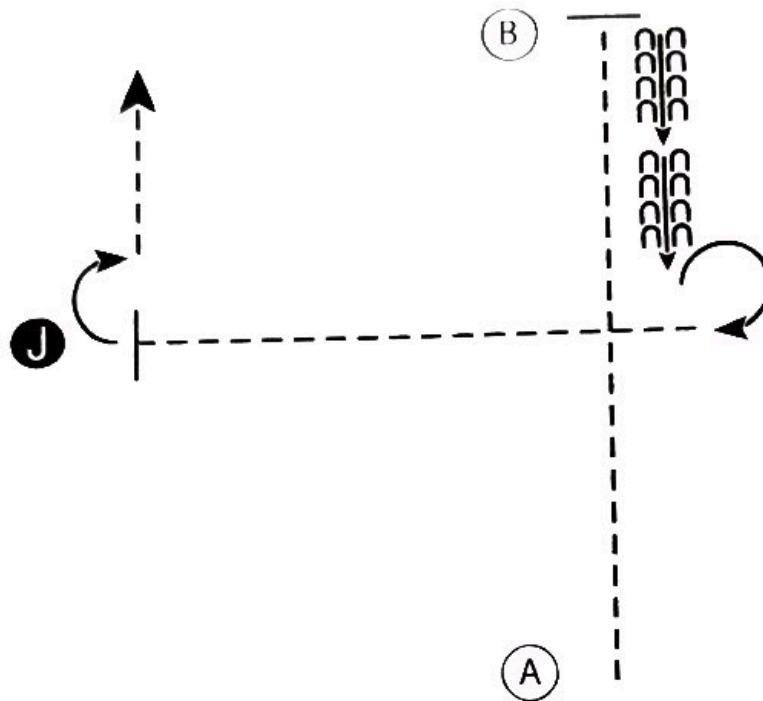
1. Skritt
2. Øket trav
3. Skritt
4. Stopp, side pass til venstre over bom
5. Trav
6. Høyregalopp
7. Økt høyregalopp
8. Samle galoppen og gjør et bytte (enkelt eller flyvende)
9. Venstregalopp
10. Stopp og rygg
11. 1/2 vending til høyre
12. Trav

Ranch Riding Open, nr 5



1. Skritt
2. Side pass til venstre over første bom, side pass 1/2 lengde tilbake til midten
3. Skritt
4. Øket trav
5. Trav
6. Stopp, vend 360° hver vei
7. Høyregalopp
8. Økt galopp
9. Samlet galopp, gjør et bytte(enkelt eller flyvende), fortsett i venstregalopp
10. Skritt
11. Venstregalopp
12. Øket trav
13. Trav
14. Stopp og rygg

Showmanship at halter Beginner, nr 6



1. Trot A to B
2. Stop at B and back halfway to A
3. Stop and perform a 270 degree turn
4. Trot to judge and set up for inspection
5. When dismissed perform a 90 degree turn and trot away from judge

Walk - - - - -

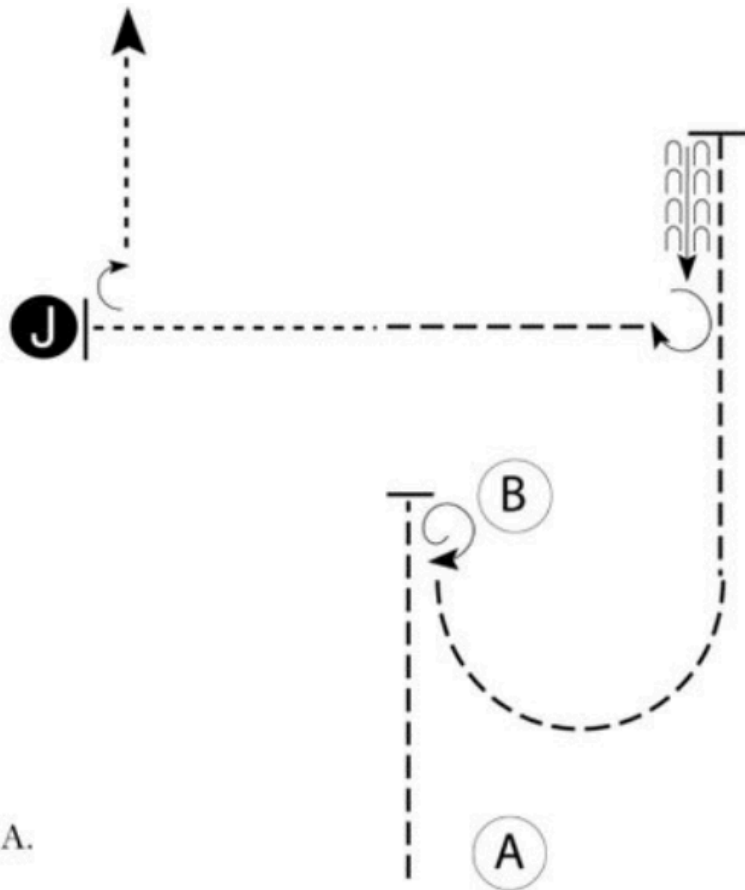
Trot - - - - -

Back ←

Marker (B)

Judge (J)

Showmanship at halter Open, nr 7



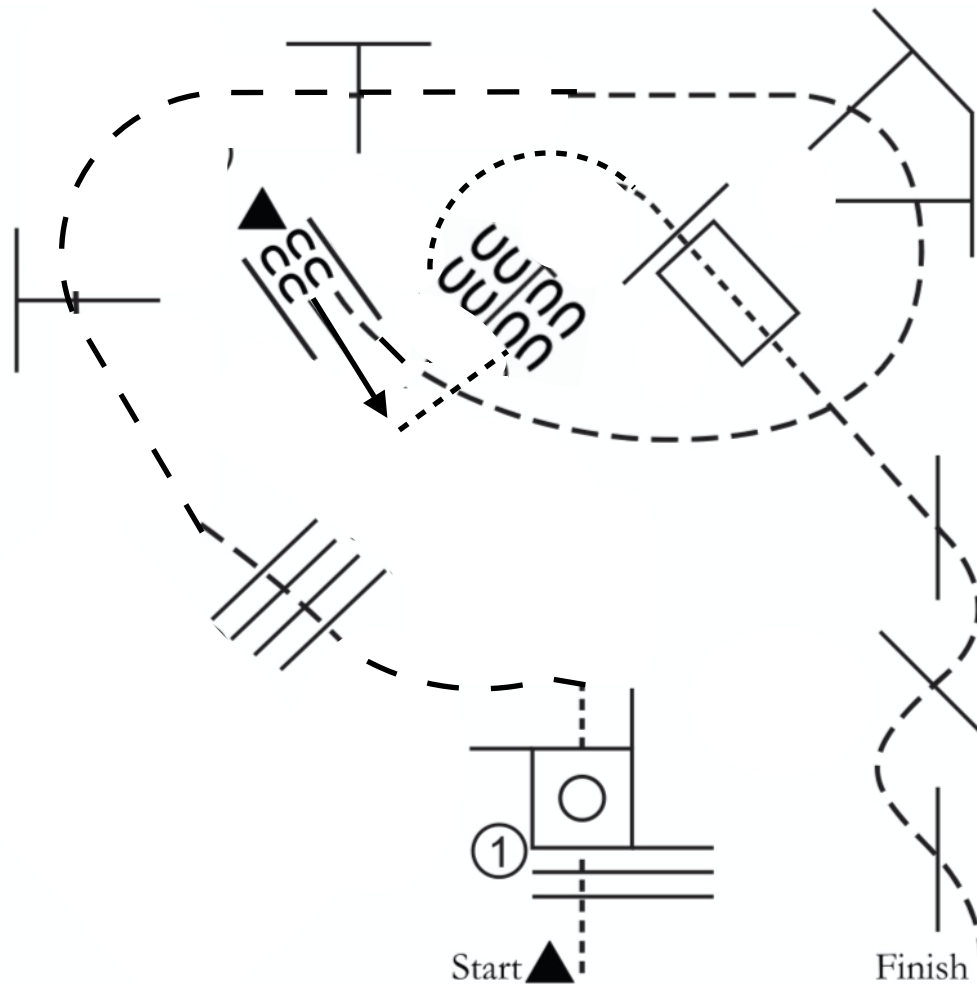
Be ready at A.

1. Trot to B.
2. Stop and perform a 540 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

Walk -----
Trot -----
Back ← 
Marker (B)
Judge (J)

Trail In Hand, nr 8

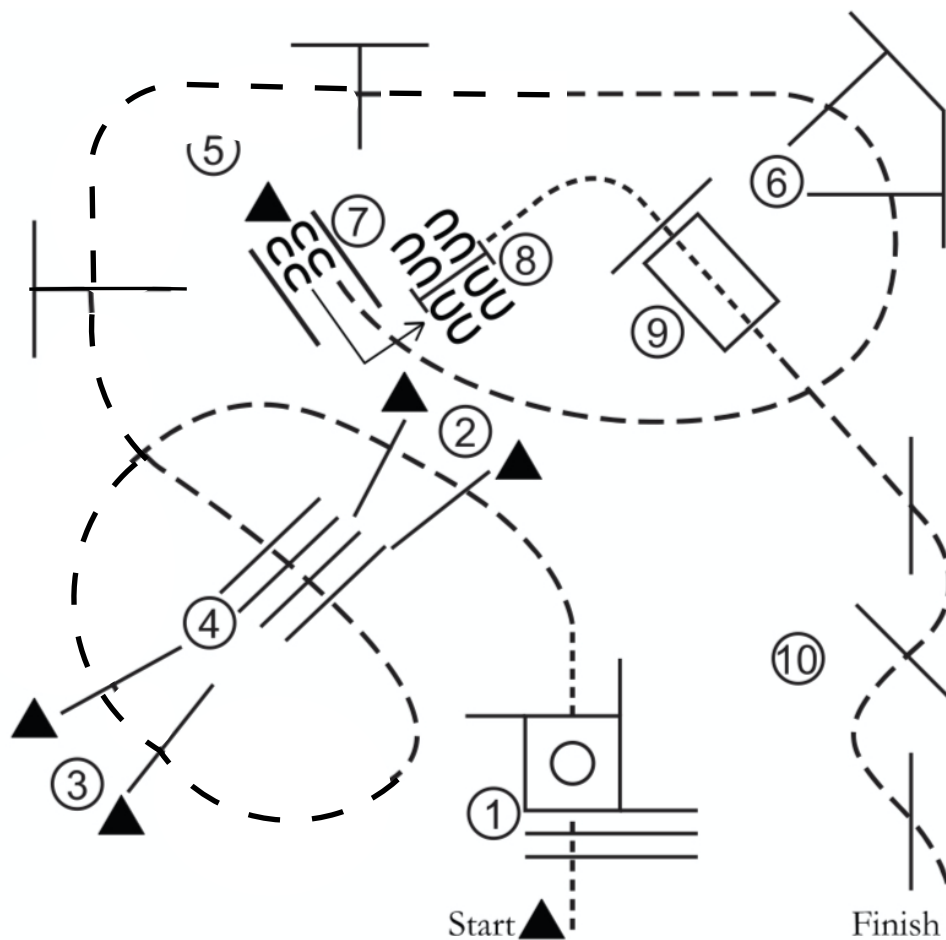


Be ready at the cone

1. Walk over poles and into box, turn 360° to the right, , walk out of box
2. Jog over poles
3. Jog into chute, stop
4. Back up and walk to gate
5. Gate, left hand
6. Walk over pole and bridge
7. Jog over poles to finish

WALK	-----
JOG	- - - - -
LOPE	=====
BACK UP	⋈⋈⋈⋈⋈
TURN	◯
CONE	▲

Trail Walk & Trot, nr 9



Be ready at the cone

1. Walk over poles and into box, turn 360°
either way, walk out of box

2.- 6. Jog over poles

7. Jog into chute, stop, back up to gate

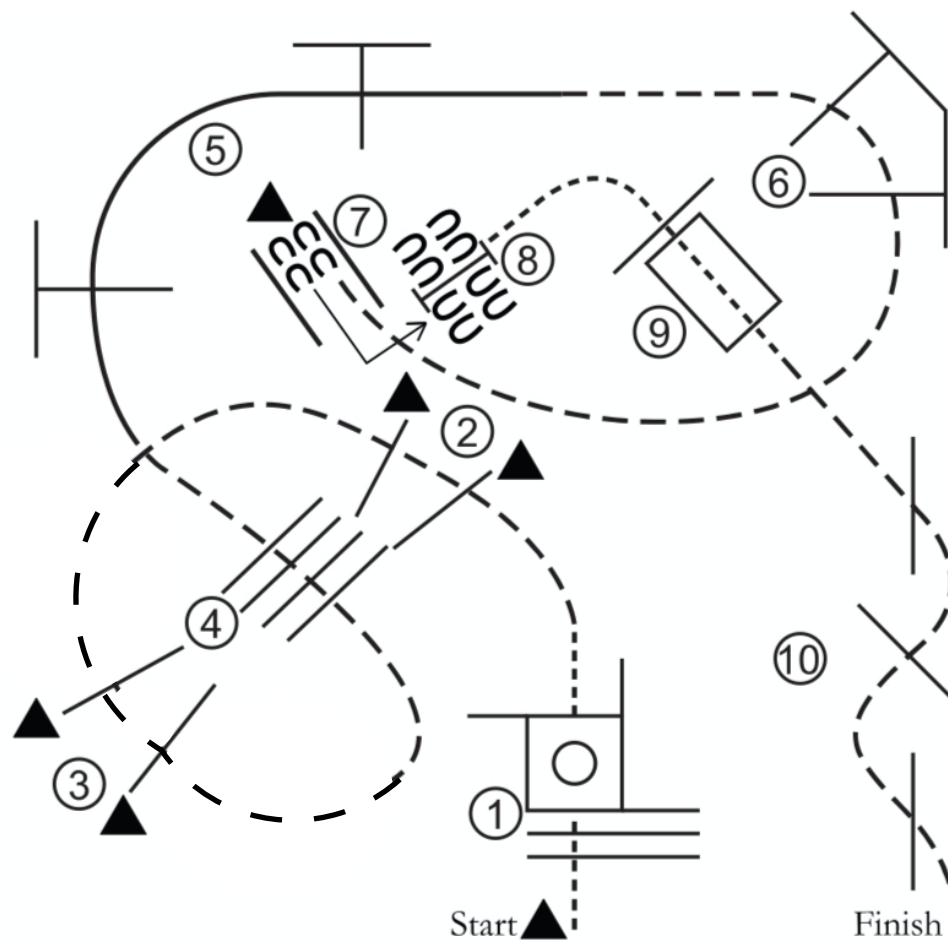
8. Work gate with right hand

9. Walk over pole and bridge

10. Jog over poles and jog to finish

WALK	-----
JOG	- - - - -
LOPE	—————
BACK UP	⋈⋈⋈⋈⋈
TURN	○
CONE	▲
SIDEPASS	→

Trail Beginner, nr 10



Be ready at the cone

1. Walk over poles and into box, turn 360° either way, walk out of box

2.- 4. Jog over poles

5. Lope right lead over poles

6. Jog over poles

7. Jog into chute, stop, back up to gate

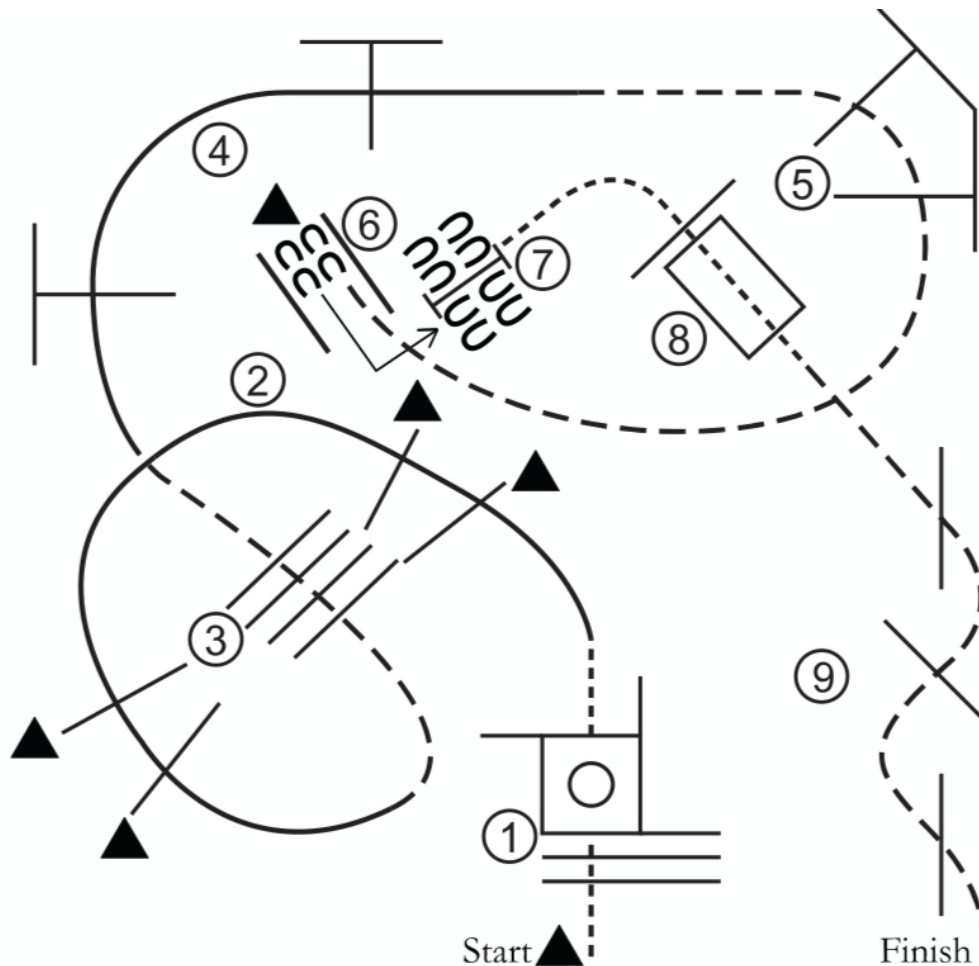
8. Work gate with right hand

9. Walk over pole and bridge

10. Jog over poles and jog to finish

WALK	-----
JOG	-----
LOPE	=====
BACK UP	⋈⋈⋈⋈⋈
TURN	○
CONE	▲
SIDEPASS	→

Trail Open, nr 11



Be ready at the cone

1. Walk over poles, into box, turn 360° both ways, either way first, walk out of box
2. Lope left lead over poles
3. Jog over poles
4. Lope right lead over poles
5. Jog over poles
6. Jog into chute, stop, back up to gate
7. Work gate with right hand
8. Walk over pole and bridge
9. Jog poles and jog to finish

WALK	-----
JOG	
LOPE	————
BACK UP	⋈⋈⋈⋈⋈
TURN	○
CONE	▲
SIDEPASS	→

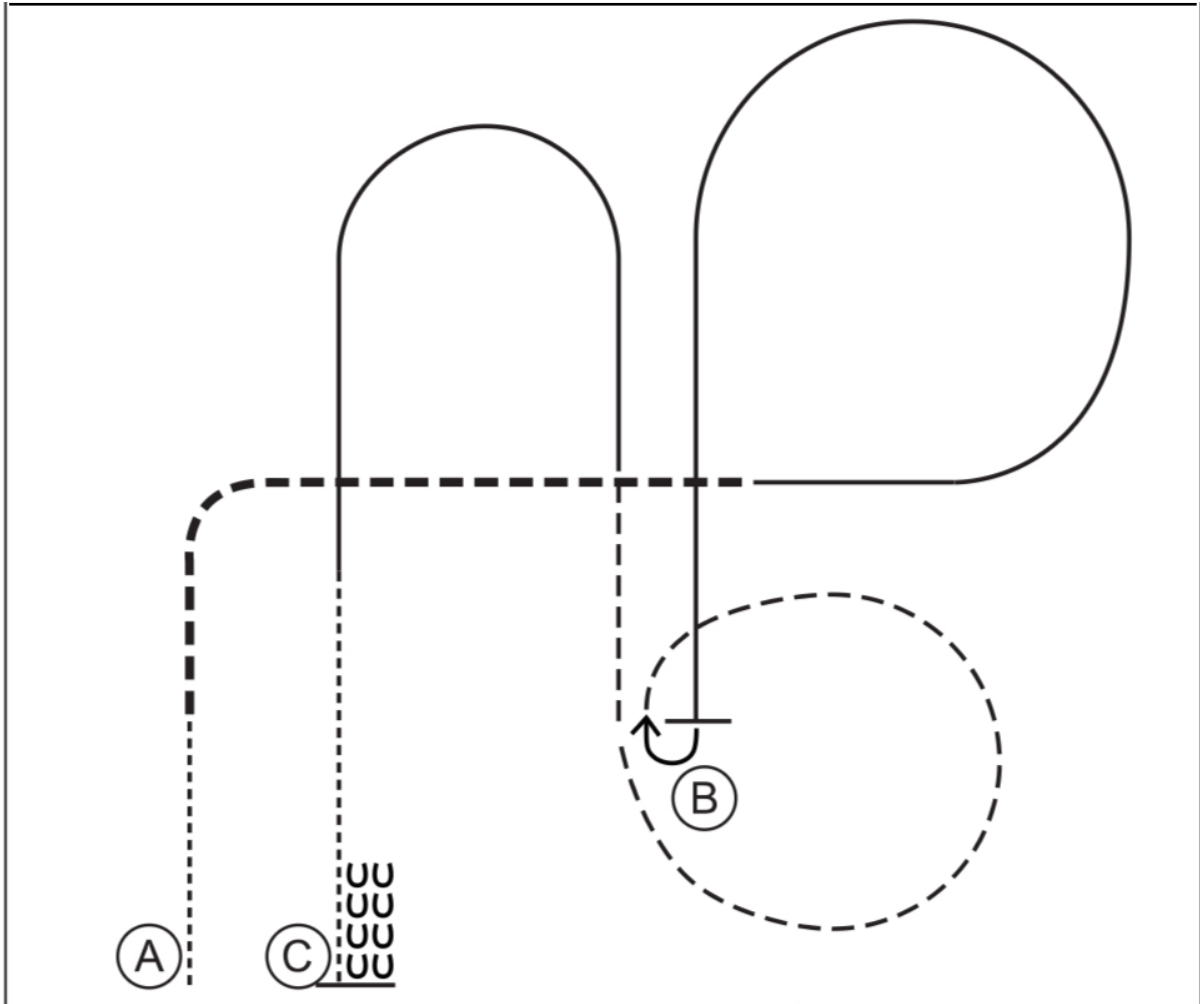
Horsemanship Walk and Trot, nr 12

Be ready at A 1. Walk a corner to B 2. Stop and perform a 180° turn to the right 3. Jog as shown 4. Extended jog 5. Stop and back up one horselength 6. Walk out	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">WALK</td> <td style="width: 50%;">-----</td> </tr> <tr> <td>JOG</td> <td>- - - - -</td> </tr> <tr> <td>EXTENDED JOG</td> <td>=====</td> </tr> <tr> <td>LOPE</td> <td>~~~~~</td> </tr> <tr> <td>BACK UP</td> <td>u u u u u</td> </tr> <tr> <td>TURN</td> <td>↻</td> </tr> <tr> <td>MARKER</td> <td>Ⓐ</td> </tr> </table>	WALK	-----	JOG	- - - - -	EXTENDED JOG	=====	LOPE	~~~~~	BACK UP	u u u u u	TURN	↻	MARKER	Ⓐ
WALK	-----														
JOG	- - - - -														
EXTENDED JOG	=====														
LOPE	~~~~~														
BACK UP	u u u u u														
TURN	↻														
MARKER	Ⓐ														

Horsemanship Beginner, nr 13

Be ready at A 1. Jog 2. Extended jog when even with B 3. Stop and perform a 180° turn to the left 4. Walk 5. Lope right lead as shown 6. Stop at B and perform a 180° turn to the right 7. Jog to C 8. Back up two horselengths and walk out	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px 10px;">WALK</td> <td style="padding: 2px 10px;">-----</td> </tr> <tr> <td style="padding: 2px 10px;">JOG</td> <td style="padding: 2px 10px;">-----</td> </tr> <tr> <td style="padding: 2px 10px;">EXTENDED JOG</td> <td style="padding: 2px 10px;">- - - - -</td> </tr> <tr> <td style="padding: 2px 10px;">LOPE</td> <td style="padding: 2px 10px;"> </td> </tr> <tr> <td style="padding: 2px 10px;">BACK UP</td> <td style="padding: 2px 10px;">e e e e e</td> </tr> <tr> <td style="padding: 2px 10px;">TURN</td> <td style="padding: 2px 10px;">↻</td> </tr> <tr> <td style="padding: 2px 10px;">MARKER</td> <td style="padding: 2px 10px;">Ⓐ</td> </tr> </table>	WALK	-----	JOG	-----	EXTENDED JOG	- - - - -	LOPE		BACK UP	e e e e e	TURN	↻	MARKER	Ⓐ
WALK	-----														
JOG	-----														
EXTENDED JOG	- - - - -														
LOPE															
BACK UP	e e e e e														
TURN	↻														
MARKER	Ⓐ														

Horsemanship Open, nr 14



Be ready at A

1. Walk
2. Extended jog
3. Lope left lead as shown and stop at B
4. Perform a 180° turn to the right
5. Jog a circle and continue
6. Lope left lead as shown
7. Walk to C
8. Stop and back up two horselengths
9. Walk out

WALK - - - - -

JOG — — — —

EXTENDED — — — —
JOG

LOPE **GGGG**

BACK UP

TURN

MARKER A