

Q1: Showmanship at halter

ALL CLASSES

5 set-up for inspection

4 walk

6 back

judge

7 90° right turn

8 jog

2 270° turn right

3 jog

1 walk

- 1. Walk from start
- 2. Turn 270° right
- 3. Jog around 1st cone to 2nd cone
- 4. Walk to judge
- 5. Set-up for inspection
- 6. Back 6 steps
- 7. Turn 90° to the right
- 8. Jog to finish

FINISH

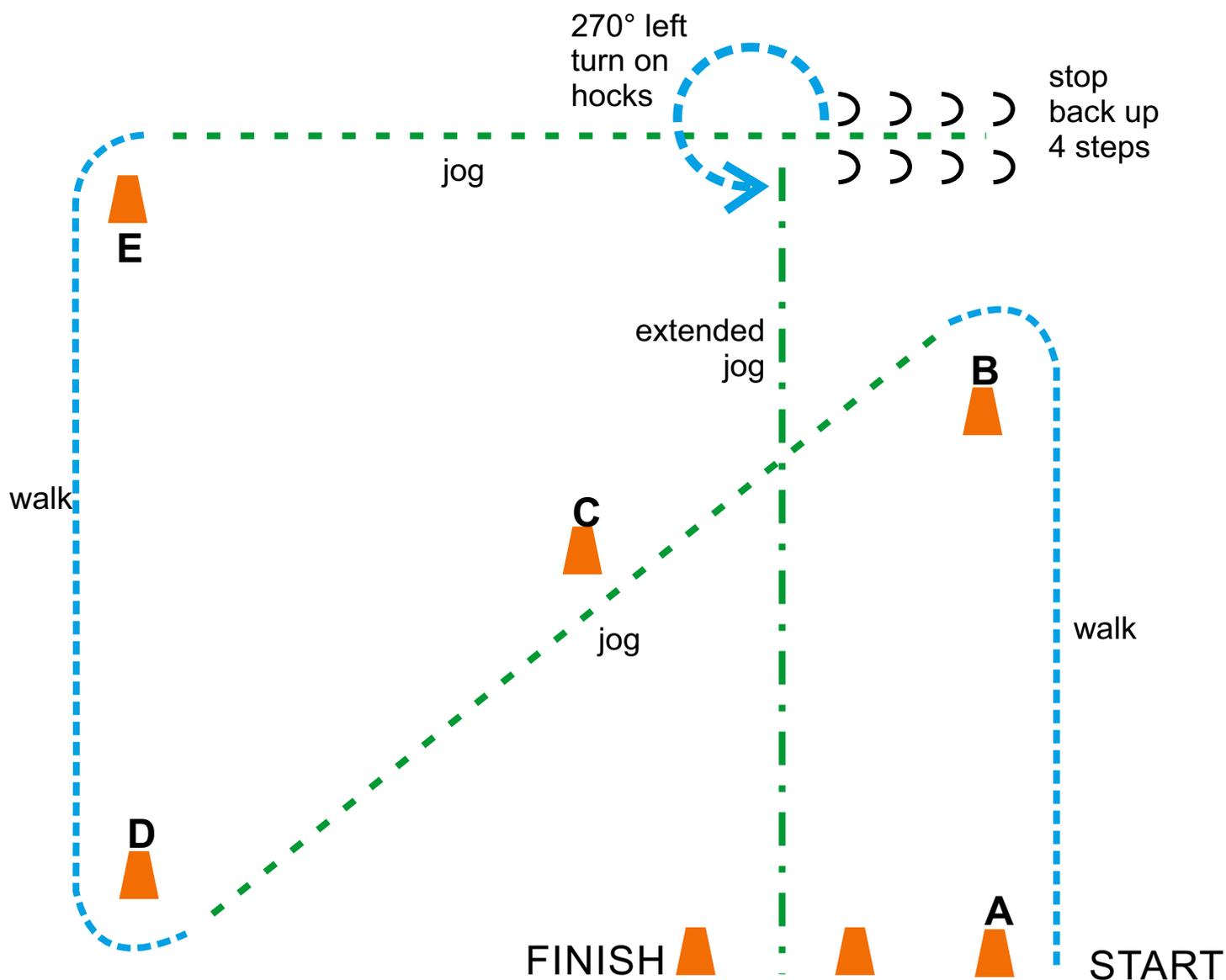
START

--- JOG

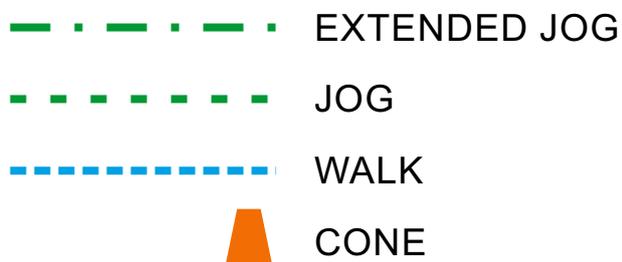
--- WALK

Q1: Horsemanship

NOVICE

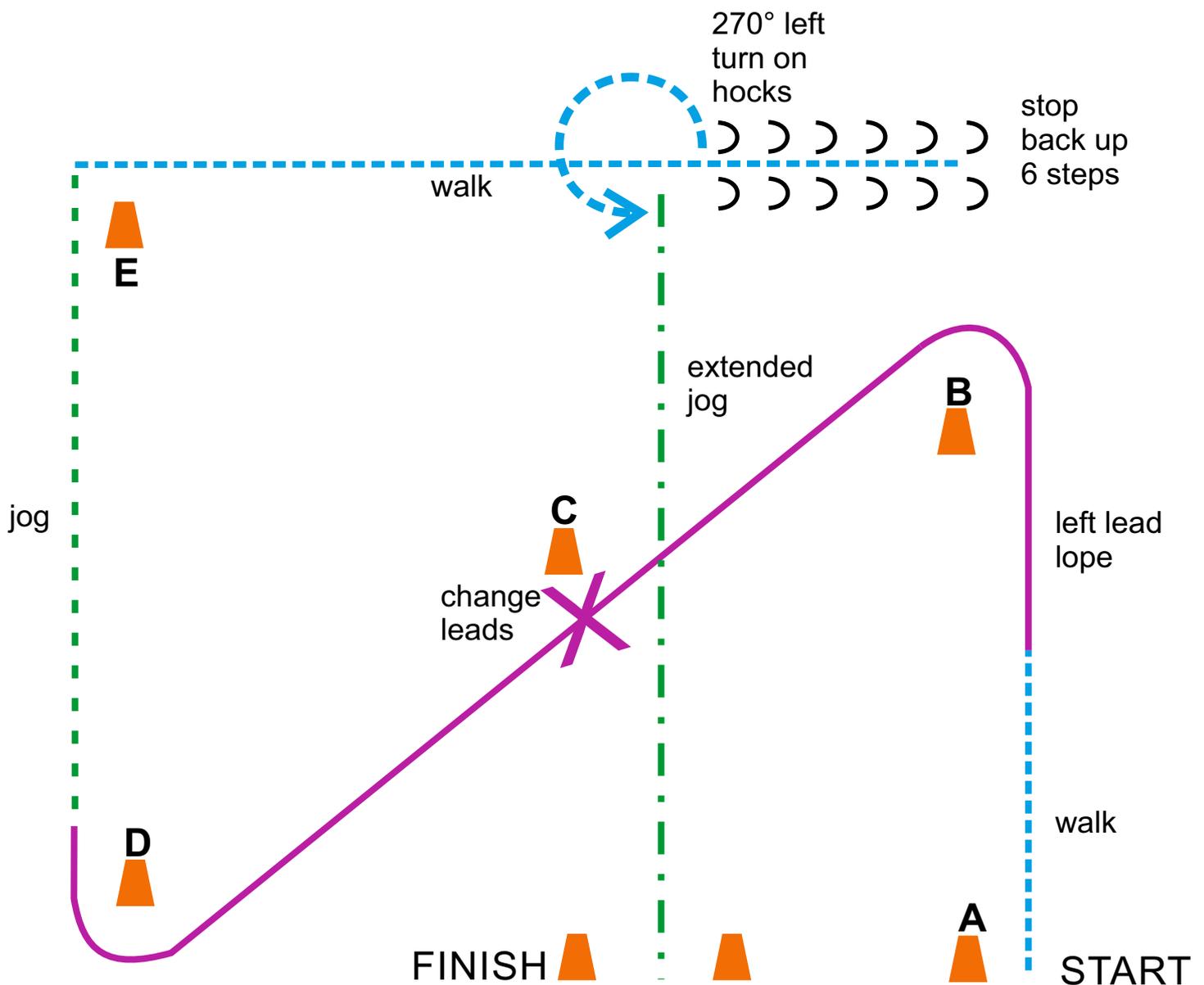


1. Walk from A to B
2. Jog from B past C to D
3. Walk from D to E
4. Jog from E
5. Stop in line with B
6. Back up 4 steps
7. Do 270° left turn
8. Extended jog to finish



Q1: Horsemanship

INTERMEDIATE

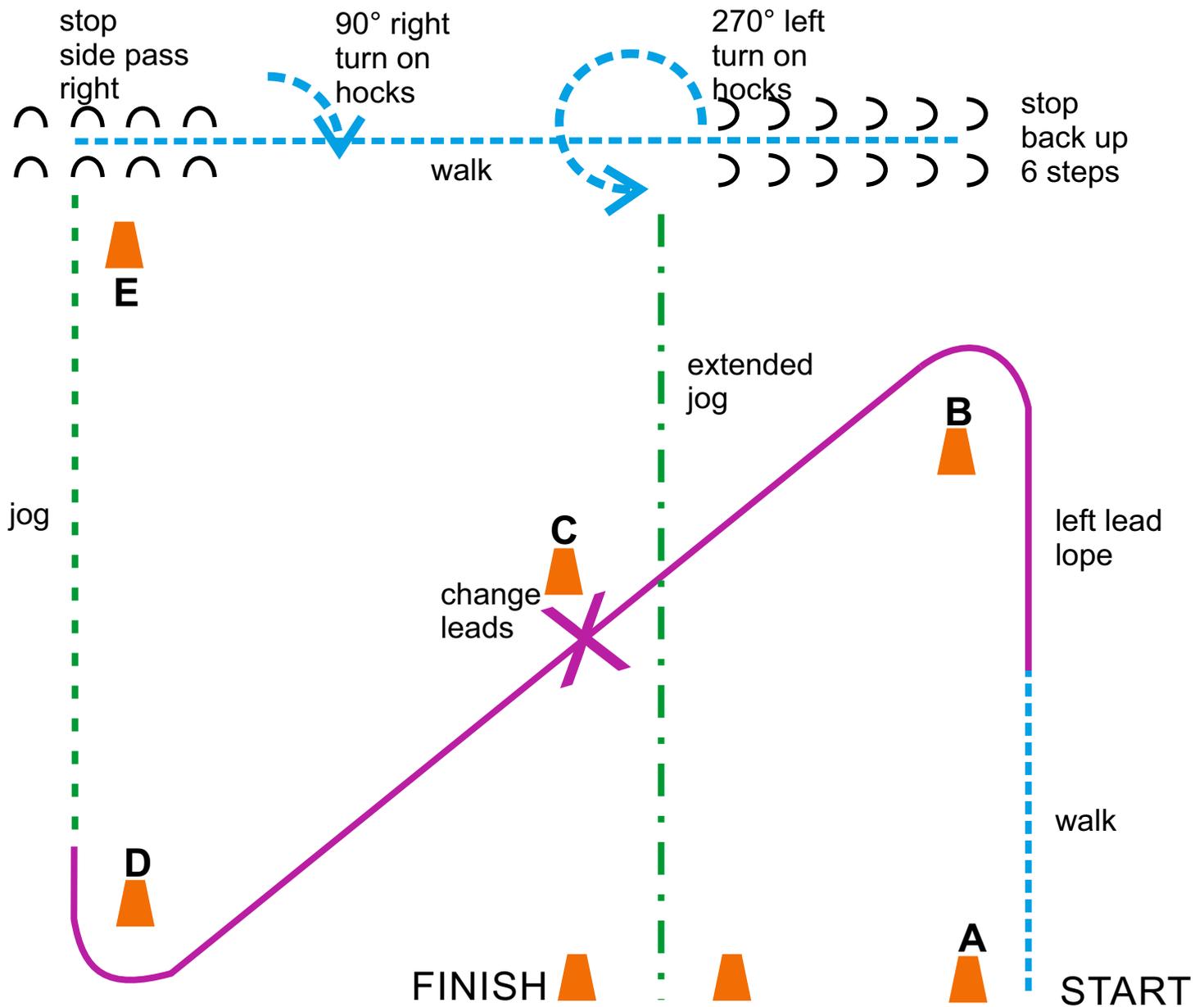


1. Walk from A
2. Pick up left lead half way to B
3. Left lead around B
4. Change lead at C simple or flying
5. Right lead around D
6. Jog to E
7. Walk from E
8. Stop inline with B
9. Back up 6 steps
10. Do 270° turn to left
11. Extended jog to finish

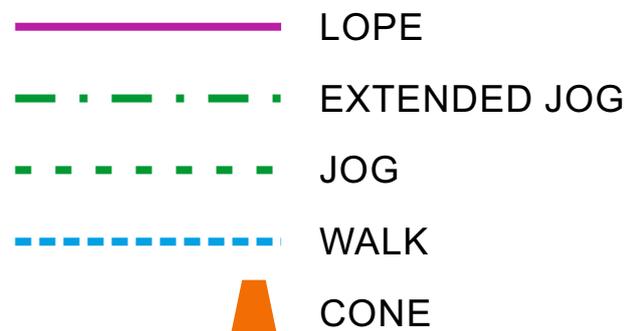
	LOPE
	EXTENDED JOG
	JOG
	WALK
	CONE

Q1: Horsemanship

OPEN

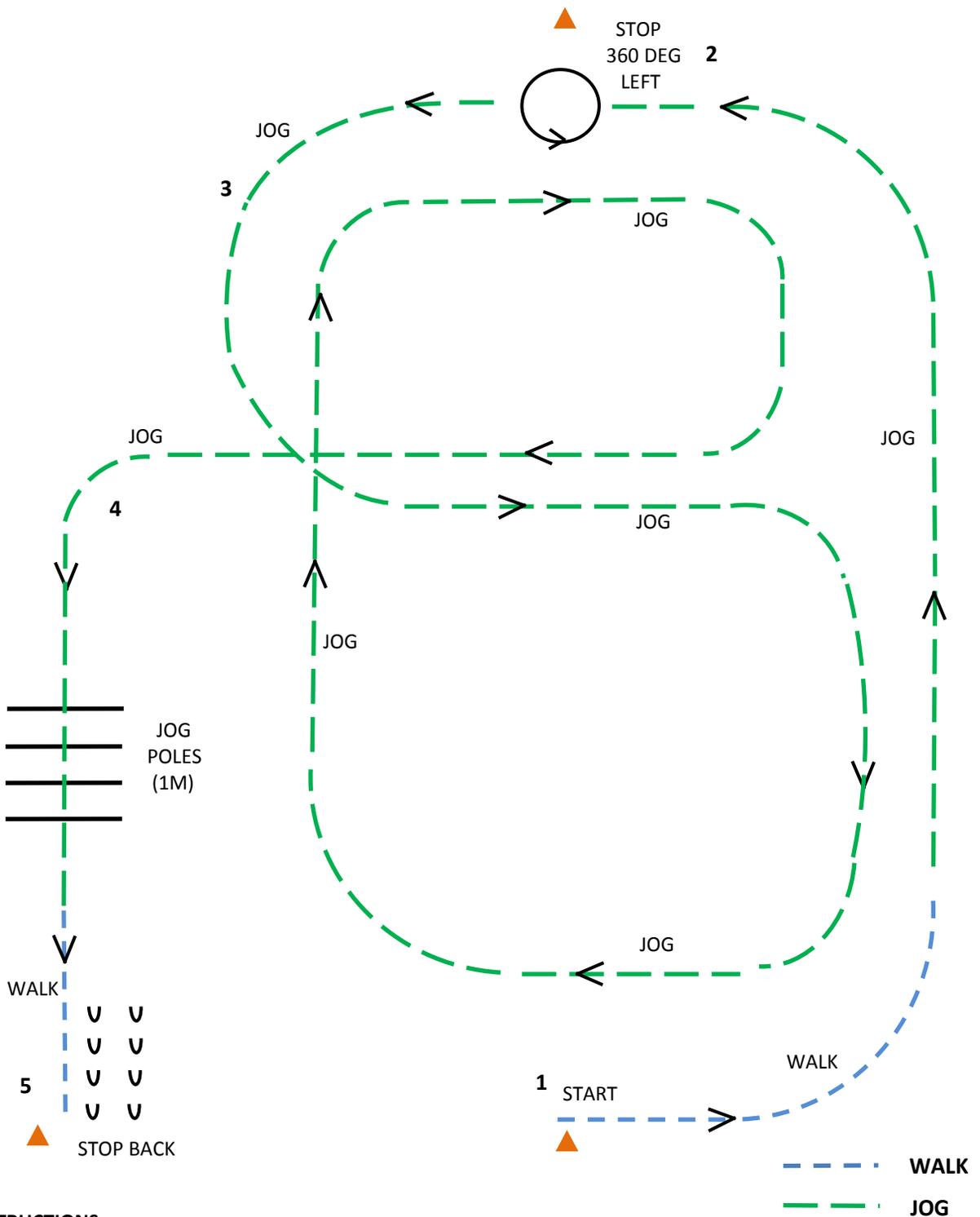


1. Walk from A
2. Pick up left lead half way to B
3. Left lead around B
4. Change lead at C
5. Right lead around D
6. Jog past E
7. Stop, side pass
8. 90° right turn on hocks
9. Walk and stop inline with B
10. Back up 6 steps
11. Do 270° turn to left
12. Extended jog to finish



CEC CHAMPS: RANCH RIDING

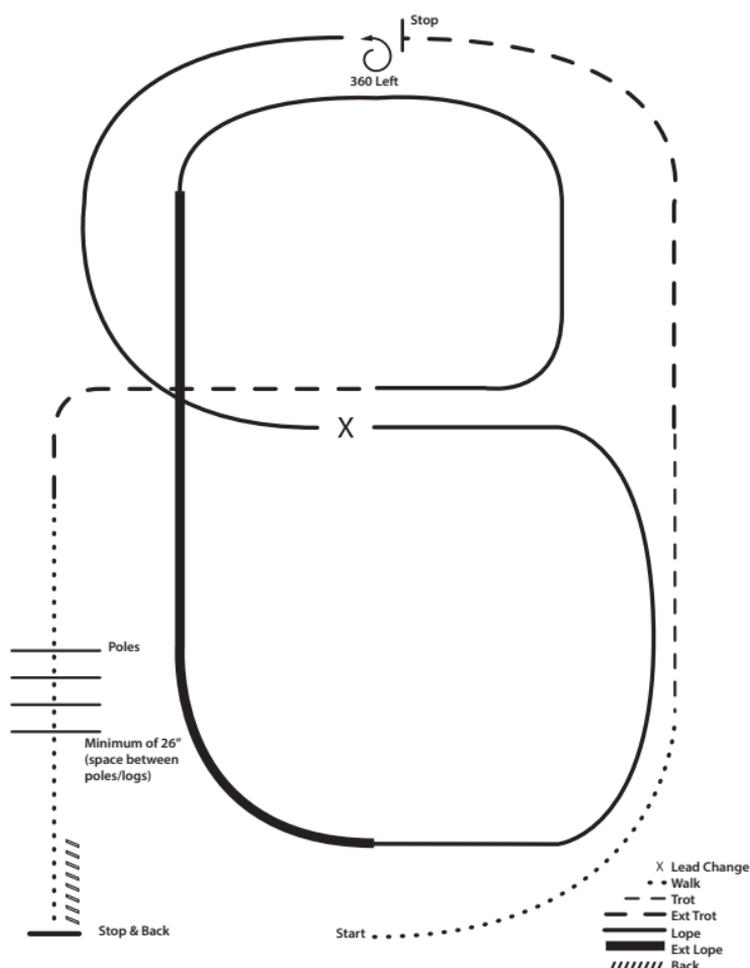
PATTERN 1 : NOVICE



INSTRUCTIONS:

1. WALK FROM START ON RIGHT, THEN JOG FROM THE FIRST CORNER
2. JOG TO THE SECOND CORNER, STOP AT THE TOP OF THE ARENA, THEN DO A 360 DEG TURN TO THE LEFT
3. JOG INTO A SEMI-CIRCLE TO THE LEFT, ACROSS THE ARENA, INTO TWO RIGHT-HAND LOOPS AS SHOWN
4. TURN LEFT AT THE LAST CORNER, JOG ACROSS THE POLES, CHANGE TO A WALK
5. STOP AND BACK-UP

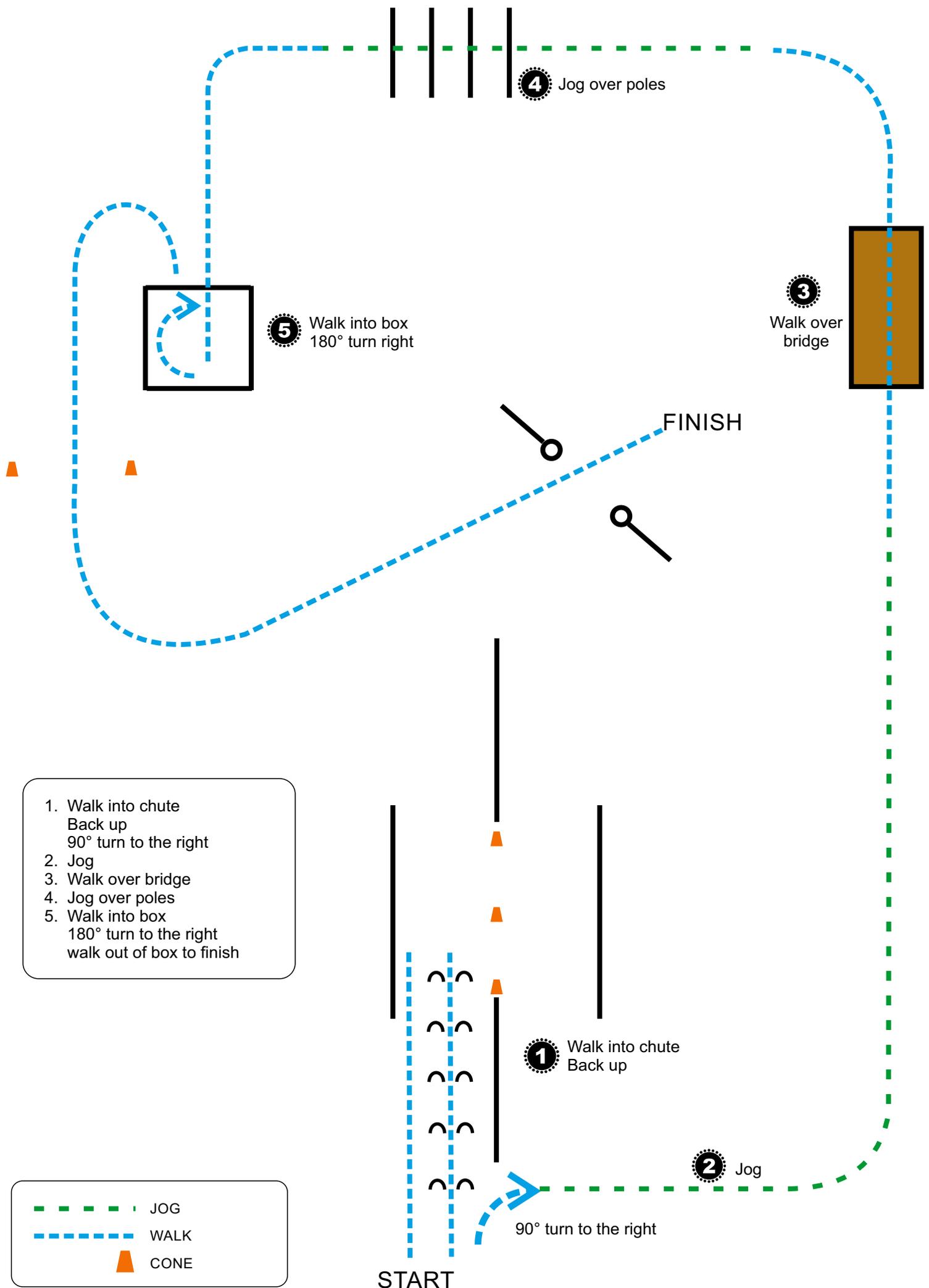
RANCH HORSE PLEASURE - PATTERN I



1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

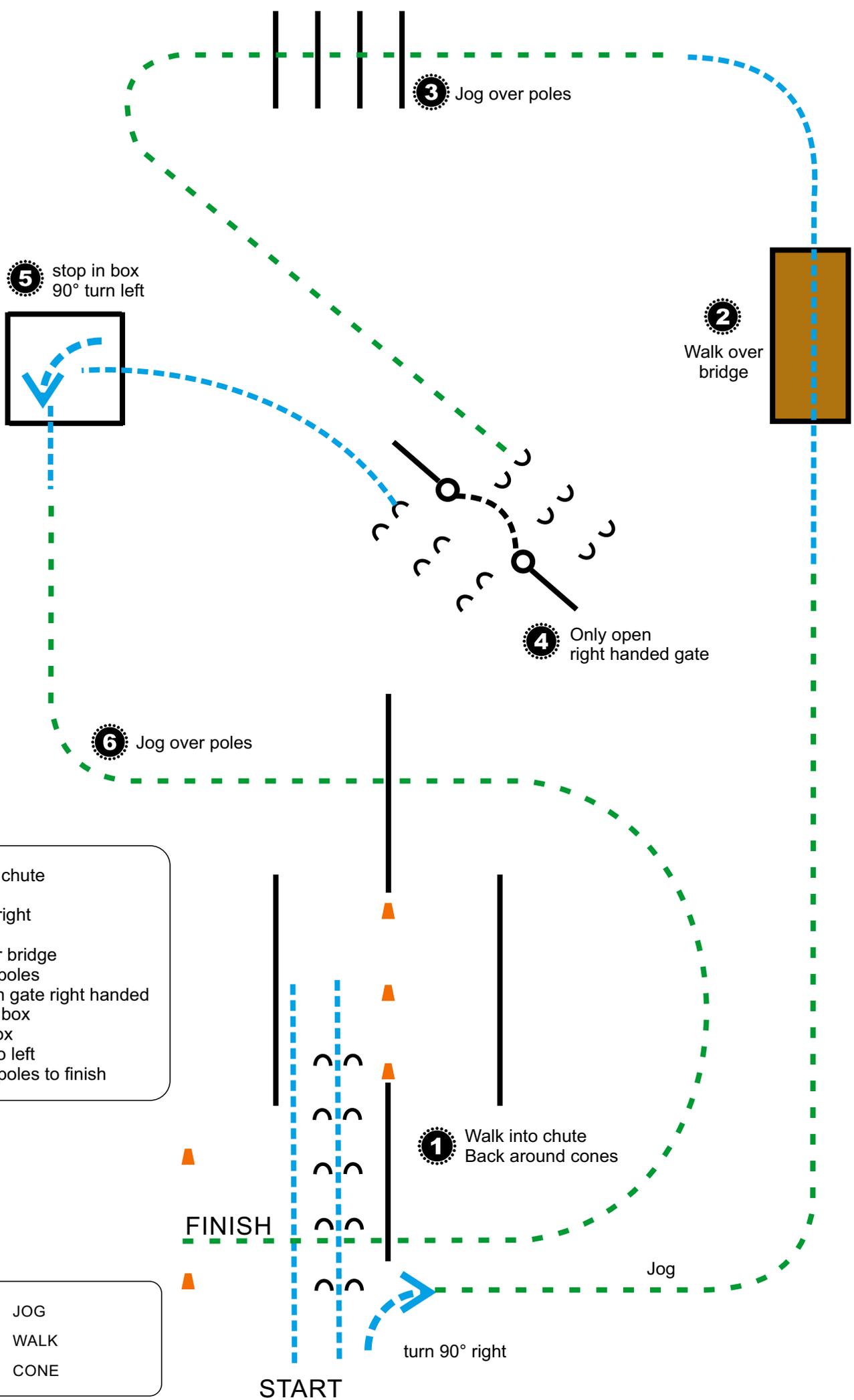
Q1: Trail

LEAD REIN



Q1: Trail

NOVICE



- 1. Walk into chute
Back up
Turn 90° right
Jog
- 2. Walk over bridge
- 3. Jog over poles
- 4. Only open gate right handed
Walk into box
- 5. Stop in box
90° turn to left
- 6. Jog over poles to finish

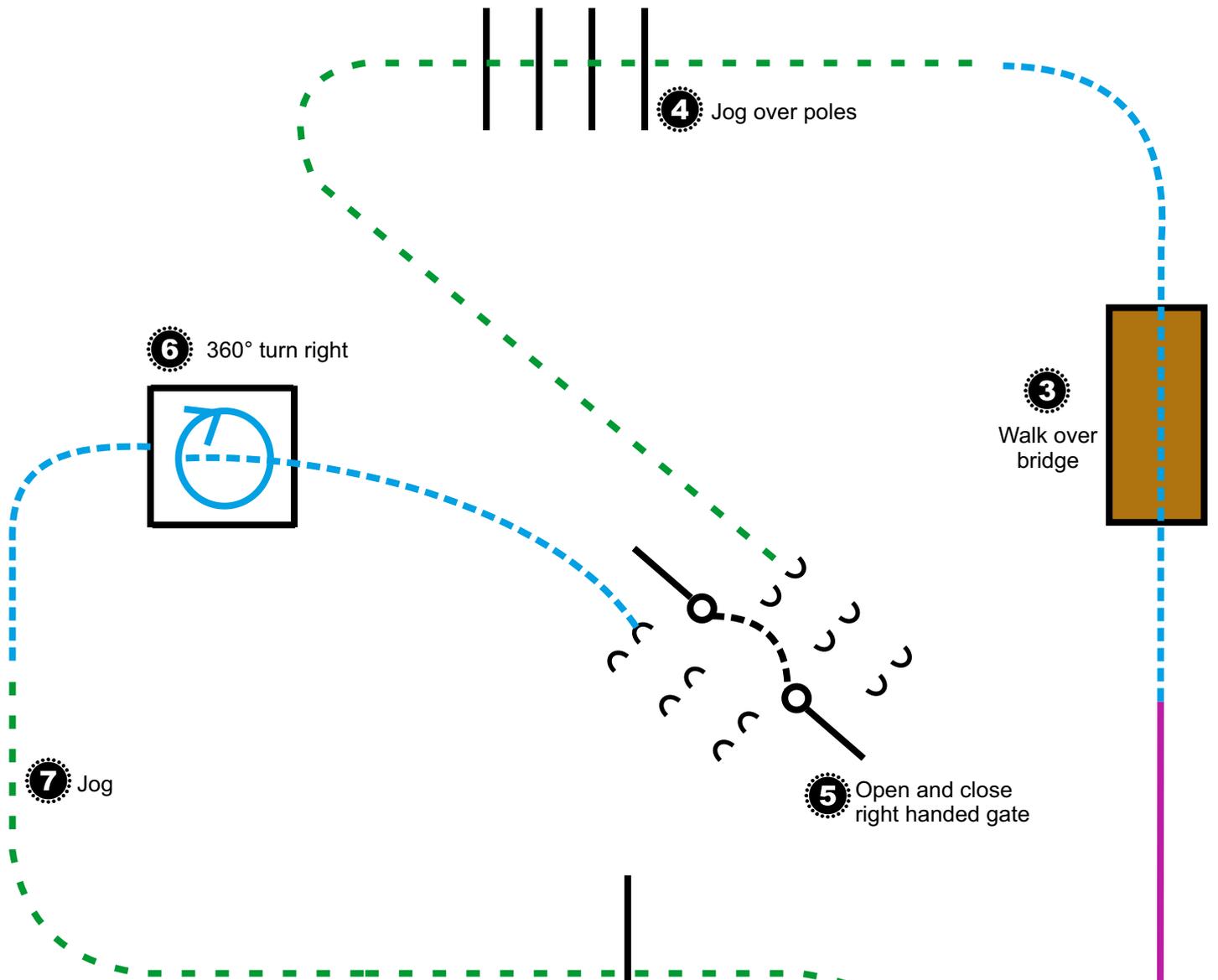
--- JOG

--- WALK

▲ CONE

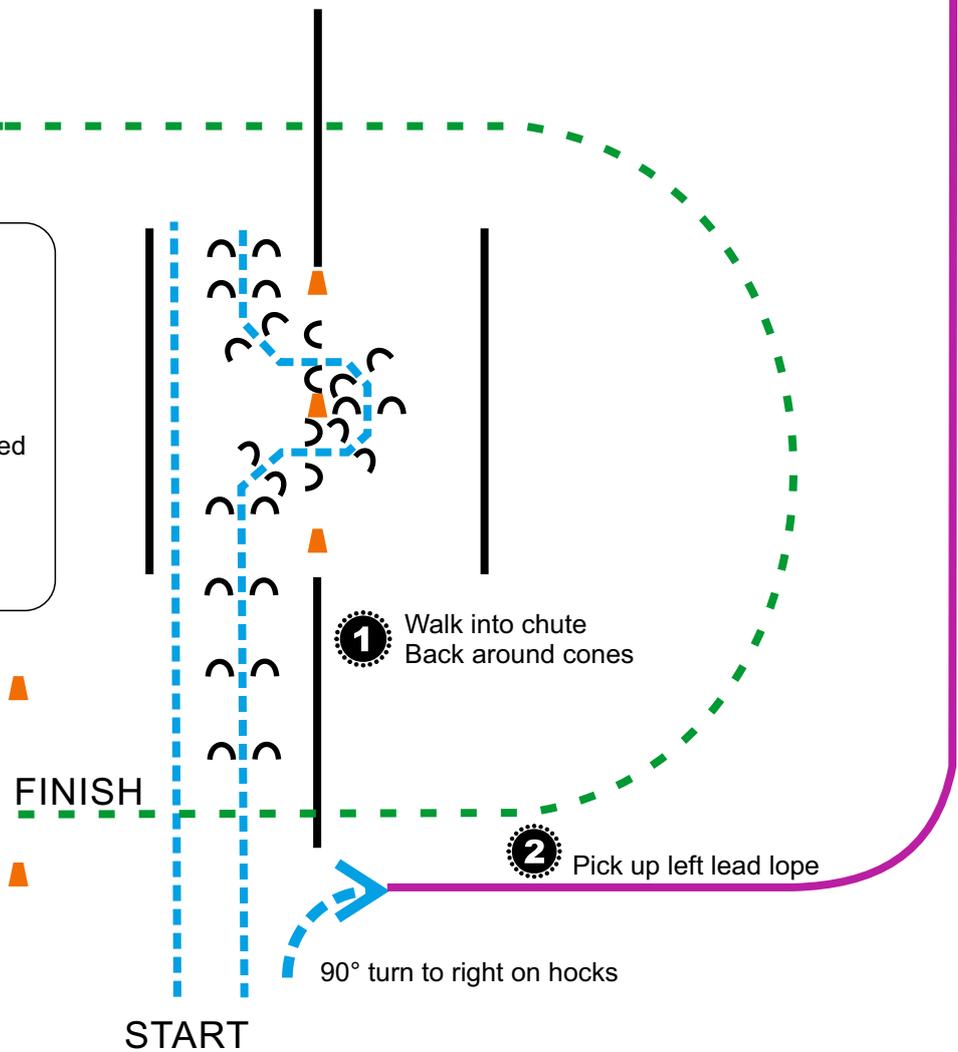
Q1: Trail

INTERMEDIATE



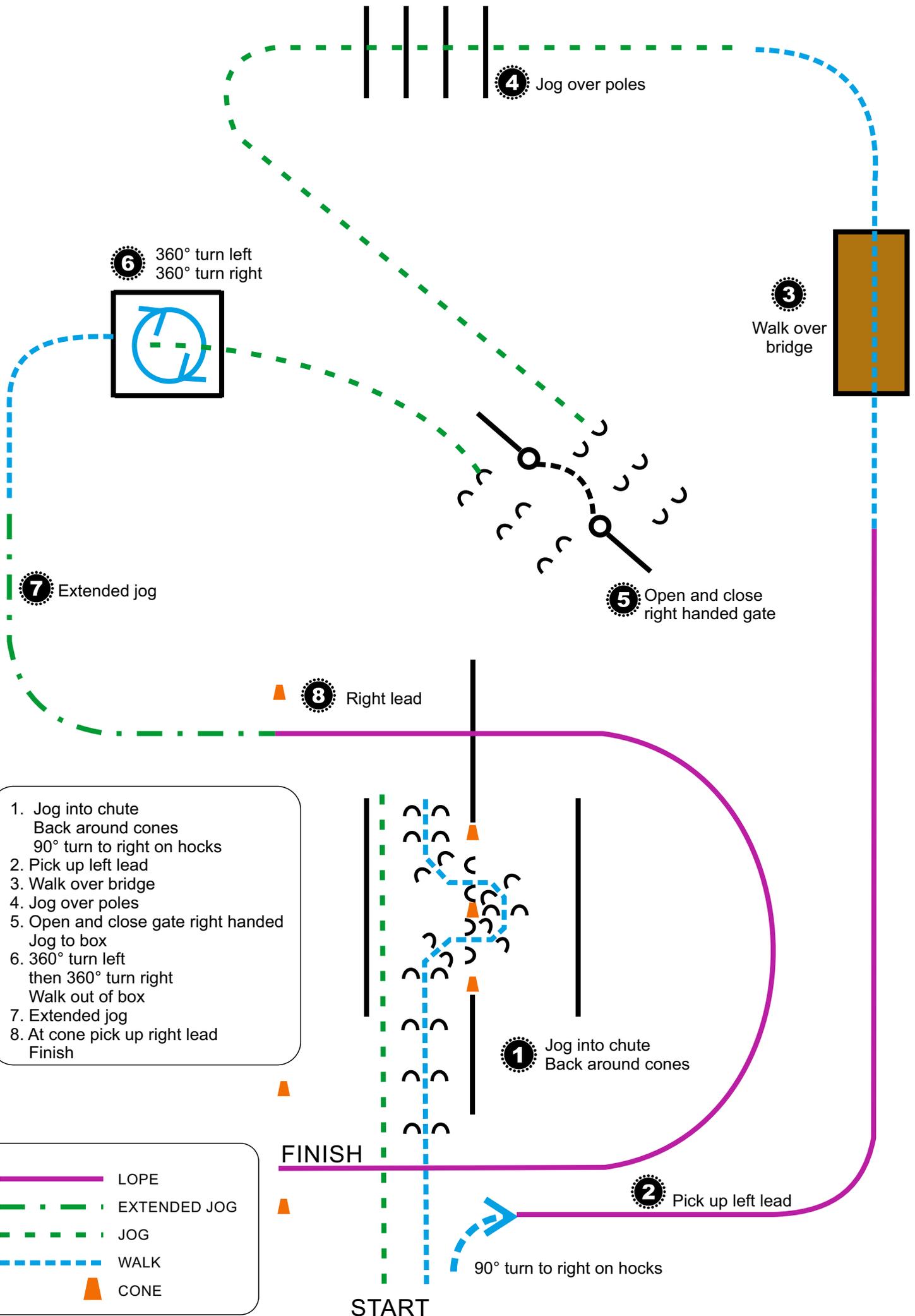
1. Walk into chute
Back around cones
90° turn to right
2. Pick up left lead lobe
3. Walk over bridge
4. Jog over poles
5. Open and close gate right handed
Walk into box
6. 360° turn right
Walk out of box
7. Jog over poles to finish

	LOPE
	EXTENDED JOG
	JOG
	WALK
	CONE



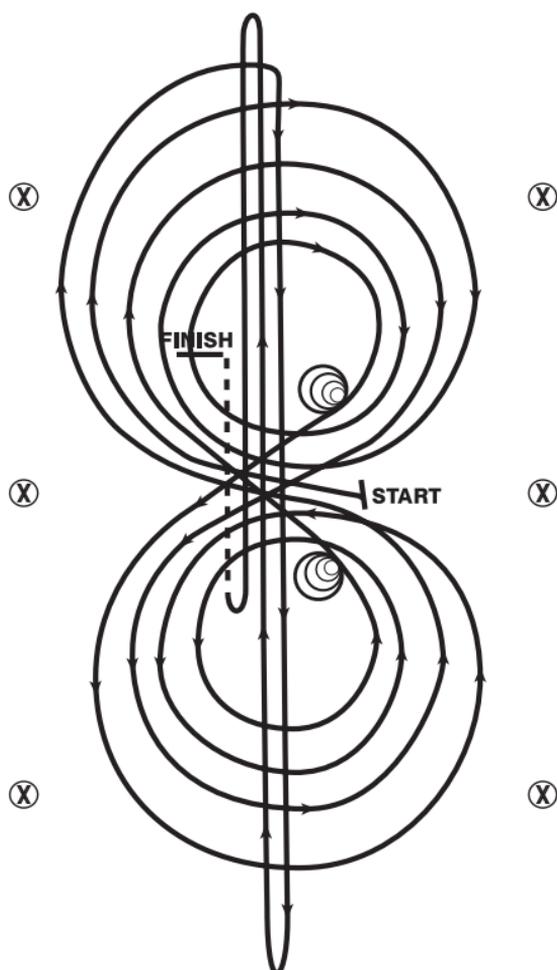
Q1: Trail

OPEN



1. Jog into chute
Back around cones
90° turn to right on hocks
2. Pick up left lead
3. Walk over bridge
4. Jog over poles
5. Open and close gate right handed
Jog to box
6. 360° turn left
then 360° turn right
Walk out of box
7. Extended jog
8. At cone pick up right lead
Finish

REINING PATTERN 4



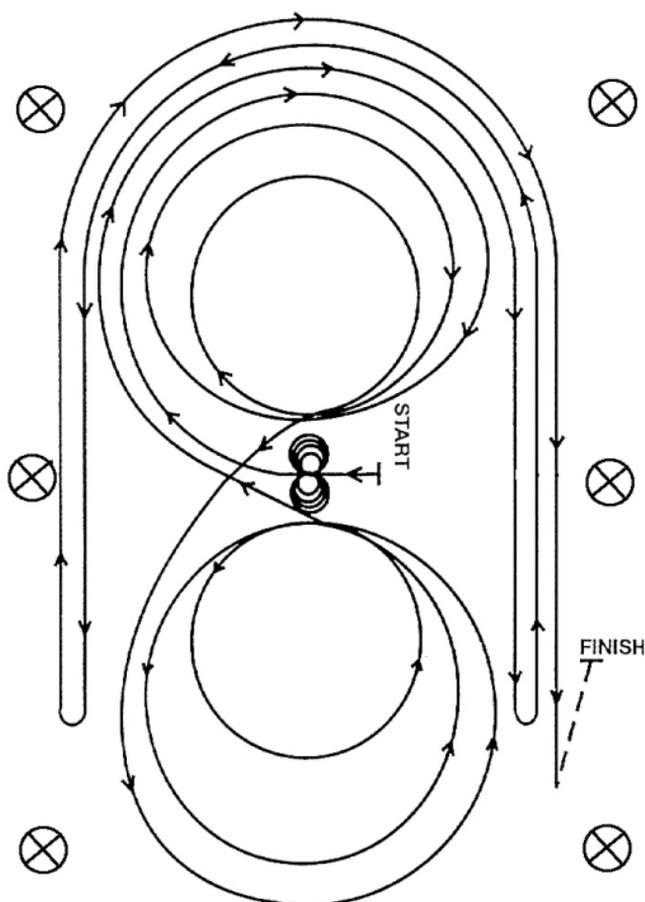
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN 8

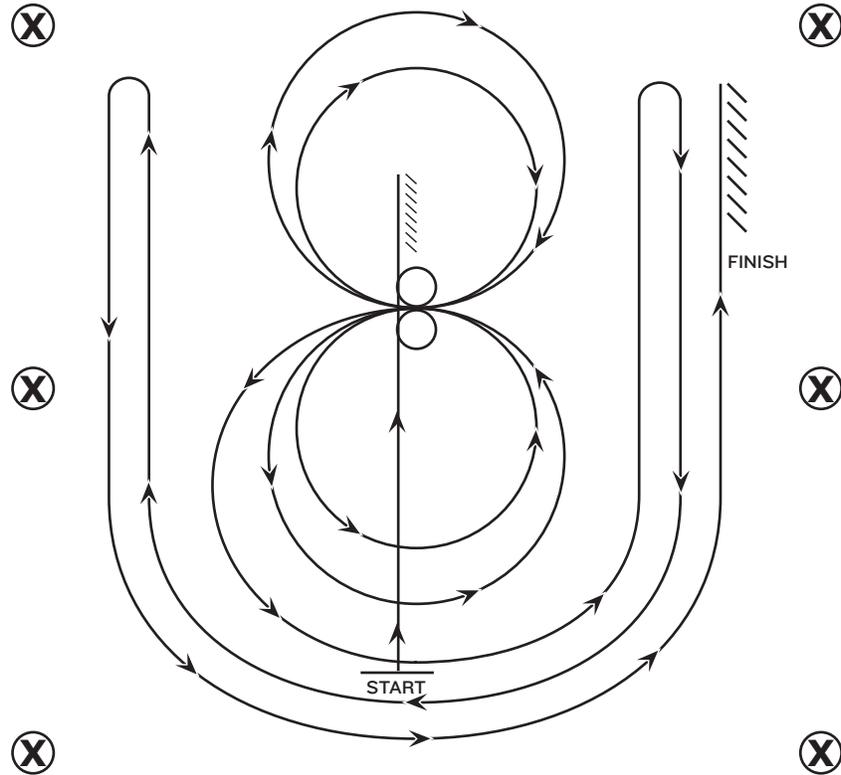


Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.



Pattern IB

1. Run past center of the arena, stop and back up to the center. Hesitate.
2. Complete one spin to the right. Hesitate.
3. Complete one and one quarter spin to the left. Hesitate.
4. Beginning on left lead, complete one large circle and one small circle to the left. Stop at center. Hesitate.
5. Beginning on right lead, complete one large circle and one small circle to the right. Stop at center. Hesitate.
6. Beginning on the left lead, go around the end of the arena and run down the right side of the arena past center marker. Stop and roll back to the right.
7. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop and roll back to the left.
8. Continue around the end of the arena to run down the right side of the arena past the center marker. Stop back up.

Rider must dismount and drop the bridle to the designated judge.